



PolinWaterparks
THE EXPERIENCE



**ENABLE
EVERY EXPERIENCES!**



NEW

Just Opened at
Marina Aquapark Waterland,
Istanbul, Turkey
in July 2019!



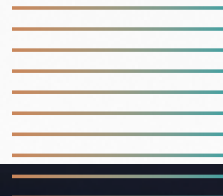


HEAD TO HEAD COMPETITION AT AN INCLUSIVE INTERACTIVE SPLASH CHALLENGE

Splash Bucket AllCan is a one-on-one interactive splash game to see who has the fastest reaction. Players must tap the lit buttons as fast as when lights appear. Each player aims to beat their competitor in order to splash them during the game with nozzles embedded on the modules. Then, at the end of the game the loser gets an even bigger water splash.

The Splash Bucket AllCan offers an inclusive, interactive design to empower people with disabilities to lead healthy, active lifestyles. Its universal design provides sensory processing and creates a space that embraces all members of the community enabling them to live healthy, playful lives to reach their fullest potential.

We are firm believers in helping silver travellers to get out and about and to enjoy themselves.





HIGHLIGHTED FEATURES

- Provides an independence and freedom in water play for people of all capabilities.
- Availability of single gaming module or double gaming module
- Two game mode options - “Against time & score”
- Head to head gaming by playing simultaneously
- Versatility in levels of difficulty
- Water nozzle embedded on the modules
- Sound effects available
- Plug’n Play features
- Slim & Unique design
- Various color combination options
- Availability of different theming

STANDBY MODE

- In standby mode, the **green button** at the center flashes.

ENDING AN ACTIVE GAME

- If the lights that light up during the game are not pressed for more than **30 seconds**, the game will reset and the system will go into **standby mode**.
- To reset the game, **2 players** need to press and hold the button for **3 seconds** at the same time.

START OF THE GAME

- To start the game press and hold the green button (**for 3 seconds**) until the “**ready to play**” status flashes.
- When both players are ready to start, the countdown starts on the **score screen**. The user holds down the green button, and brings the game to “ready to play” status.

PLAYING

- After the countdown, **10 lights** will light up randomly on both modules.
- The light that remains lit should be touched to earn points.
- The first player to touch the light that is lit will earn **50 points**, and the points will be shown on the score screen
- The game has **3 different levels**: it is slow for the first **200 points**, -medium- between **200** and **600 points**, and -fast- between **600** and **1000 points**.

END OF THE GAME

- The first player to score **1000 points wins the game**
- The score screen of the winning player will read: “**win!**”,
While the score screen of the losing player will read: “**lose!**”
- The wetting nozzle which is in front of the losing player will be activated and wet the losing player.



Splash
Bucket
AllCan
by Polin Waterparks



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