

Ninja elements

by Akrobat



Trampoline parks have evolved from traditional open court layouts to multi-attraction venues that are successfully competing with the family entertainment centre industry. One factor that has attributed to the rapid evolution of trampoline parks is the addition of exciting and unique attractions that appeal to a diverse group of guests.

*European
manufacturer
with vast
experience*

Incorporating new elements helps drive interest with new guests and prompts return visits.

Ninja courts are an extremely popular attraction that caters to a variety of ages.

In addition to Ninja courts, we offer a selection of attractions that can be incorporated into existing trampoline parks as well as new parks.

We supply an unlimited number of versatile elements for the Ninja courts and develop new ones every day.

Our modular approach allows for quick and simple switching of different obstacles, creating new experiences for the returning user.

Contact us to learn more about adding a new attraction to your venue.



WHY US?

Quality

We are always striving to find the highest quality materials offering maximum safety and minimum maintenance. Whether indoors or out, rest assured that your adventure assets will withstand thousands of users pounding and playing for years. Our Ninja courts are constructed with premium made steel and are designed in-house.

Safety

Safety is for us an integral part of our entire process. With the extreme nature of this sport, mitigating risk is crucial to our customers. Whether users are beginners or experts, we ensure that safeguards match the movements.

Adaptability

All of our elements are designed with adjustability in mind. Any component can be replaced with another from our collection, and individual elements can be tuned to age or skill level. No matter the size of your space, we can design a court to meet your needs.

Our Ninja courts also include standardized steel construction that allow centre owners to quickly change the obstacles to help keep the attraction a fresh and enticing challenge.

Innovation

We are constantly innovating, exploring new materials and gaining experiences. Each and every one of our products is designed and fabricated in-house.

*We are inviting you to discover
some of our elements.*



BASICS

We offer many options and combinations of Ninja courts and elements.

Our basic frame model is offered in standard and hexagonal form with several types of pit fillings.



*Ninja Standard
basic field*



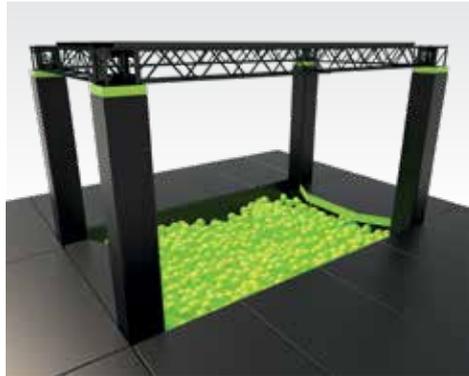
*Ninja Hexia
basic field*

PIT FILLINGS

Ninja court foam pits are essential, due to the intense level of activity in Ninja parks. Our Ninja pits help to protect the users during the training.

You can choose from several different pit fillers; balls, foam cubes, soft paddings or air bags.

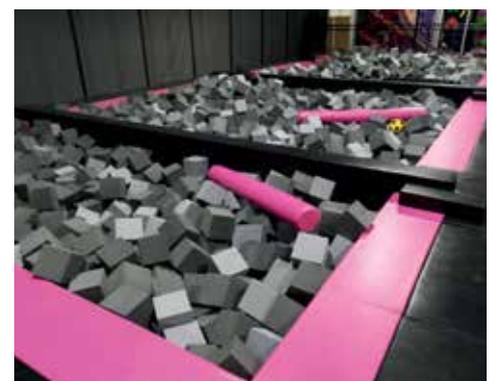
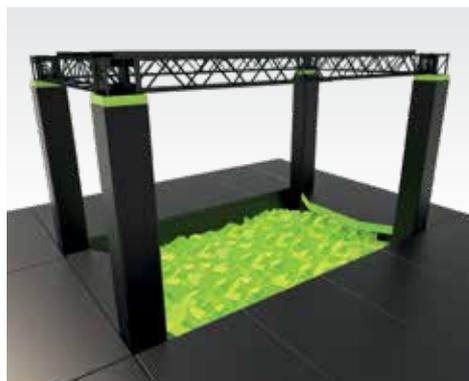
BALLS >



SOFT PADDING >



FOAM CUBES >



AIR BAG >



ELEMENTS

As every project is *unique and special* to us, an experienced team of experts will advise you about the special requirements of location and facilities, as well as design and space utilization and cost effectiveness of the selected type of elements.

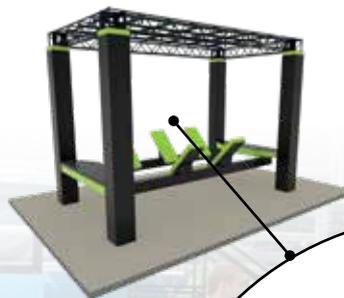
SOFT STEPS

Users are alternately jumping from one step to another until they reach the end. The element encourages the leg coordination and enhances the balance.

DIFFICULTY: **Easy**

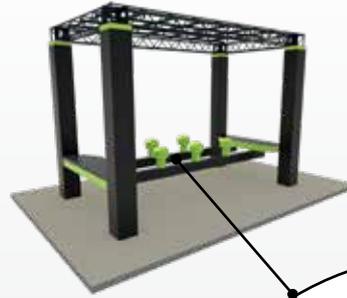
FOCUS: **Balance, lower body**

AGE RANGE: **7+**



ISLAND HOPS

Users jump from bollard to bollard either with one foot or two feet until they reach the platform at the end.



DIFFICULTY:	Easy			
FOCUS:	Balance			
AGE RANGE:	7+			

FLOATING BRIDGE

Users must walk across each of the bridges and try to maintain their balance.

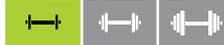


DIFFICULTY:	Easy			
FOCUS:	Balance, lower body			
AGE RANGE:	7+			

HORIZONTAL CARGO NET

This element enhances coordination of legs and arms. Users must climb the net from the outside without touching the ground, using hands and legs.

DIFFICULTY: **Easy**

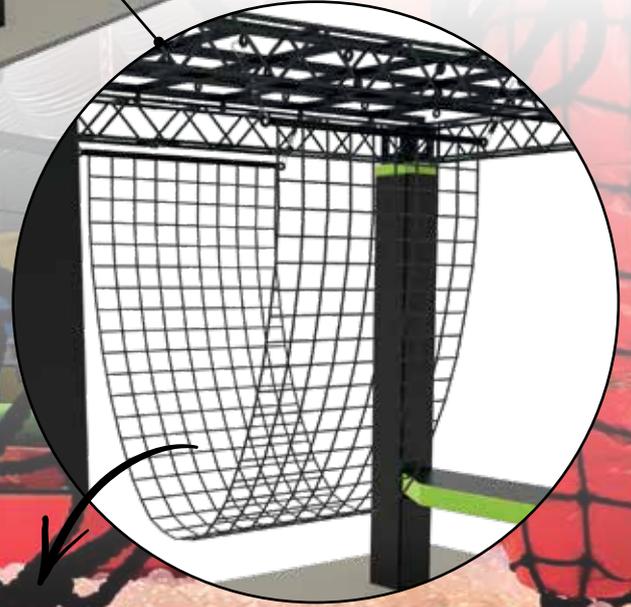


FOCUS: **lower body, upper body**



AGE RANGE: **7+**

7+



HANGING DOORS

Users must climb from door to door and try to reach the end platform. They have to help themselves using the holes in the door. The element encourages coordination of legs and arms and enhances the balance.

DIFFICULTY: **Easy**

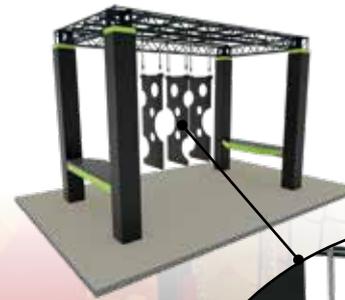


FOCUS: **lower body, upper body**



AGE RANGE: **7+**

7+



LOW RINGS

Users are using the hanging rings with their feet. They try to swing from one ring to another to get to the other side.

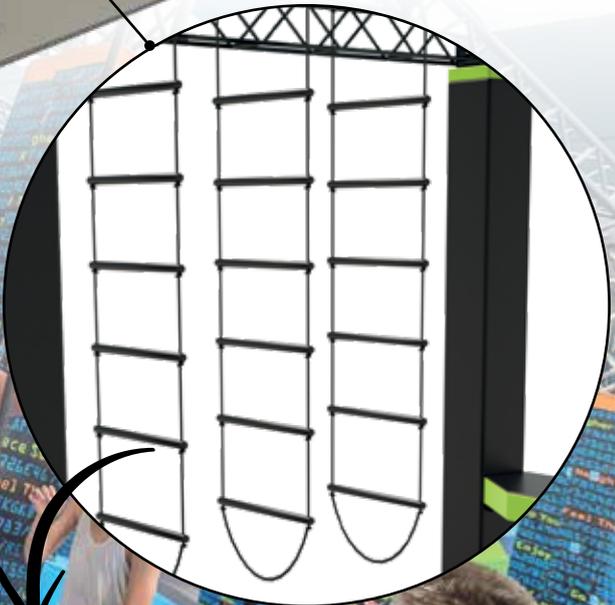
DIFFICULTY:	Easy			
FOCUS:	lower body, upper body			
AGE RANGE:	7+			



HANGING LADDERS

Users are climbing up the ladders and try to get on the other one without touching the ground while swinging from one ladder to another. This element requires upper and lower body strength.

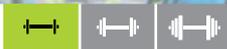
DIFFICULTY:	Easy			
FOCUS:	lower body, upper body			
AGE RANGE:	7+			



CARGO NET WITH ROPE AND CUBES

Users have to use the rope to swing across and jump on the net with cubes. After they grab the net, they must swing on it to jump to the end platform.

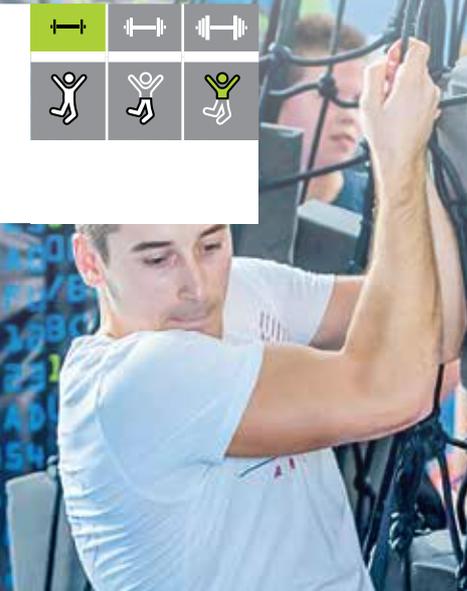
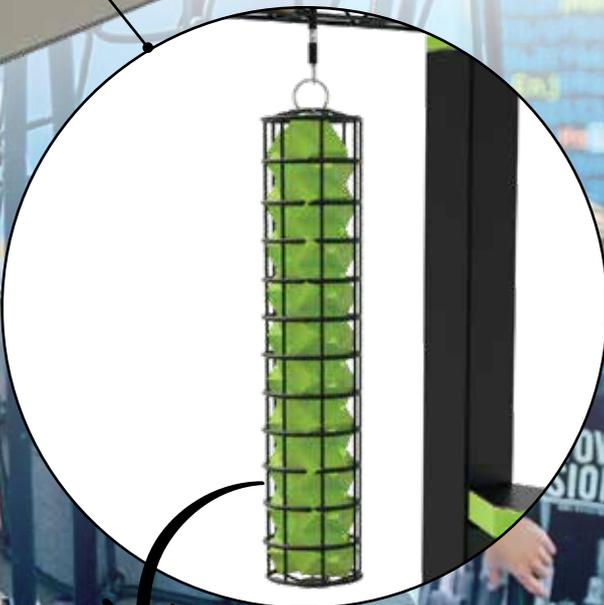
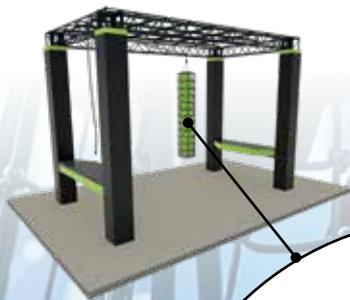
DIFFICULTY: **Easy**



FOCUS: **upper body**



AGE RANGE: **7+**



LOW SWING

Users have to step on the first swing and try to keep the balance while stepping from one log to another in order to reach the end platform.

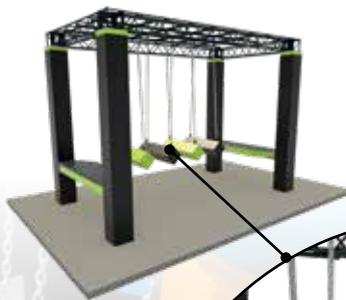
DIFFICULTY: **Easy**



FOCUS: **lower body, upper body**

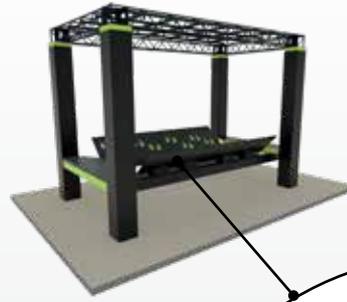


AGE RANGE: **7+**



STEPS CHANNEL

Users have to get to the other side through the channel with footprints and handprints on each side and try to follow the prints with their hands and feet.



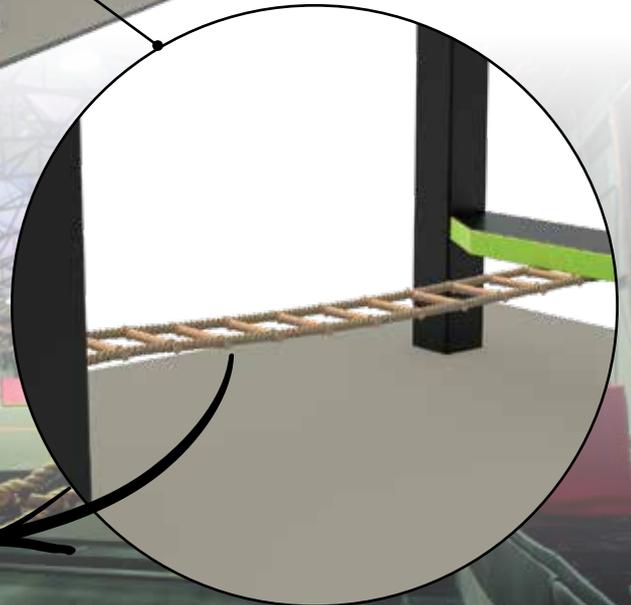
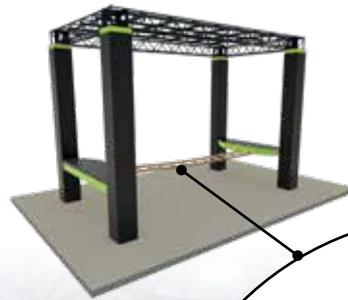
NEW



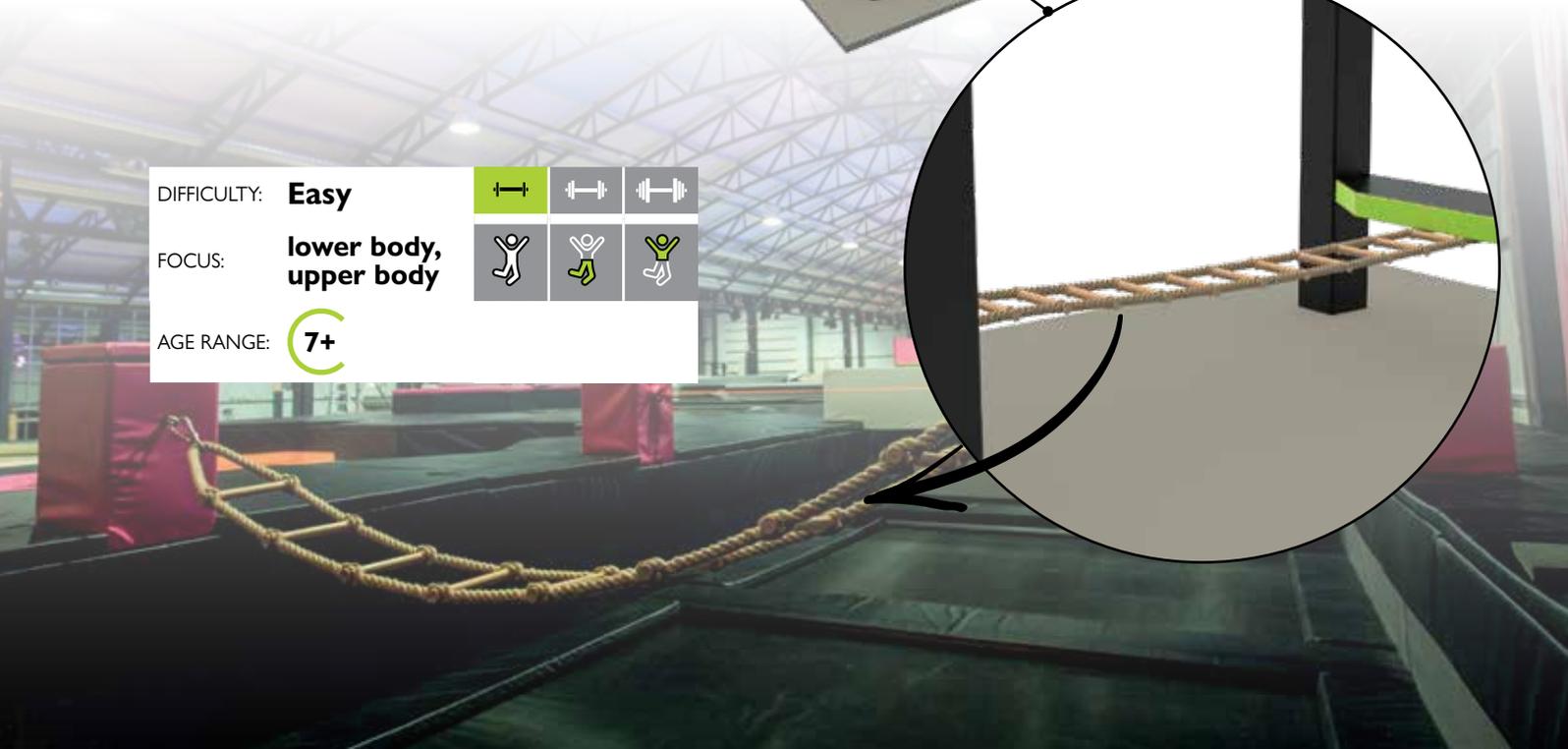
DIFFICULTY:	Easy			
FOCUS:	lower body, upper body			
AGE RANGE:	7+			

LADDER BRIDGE

Users have to get to the other side using the hanging ladder bridge using hands and legs without touching the ground.

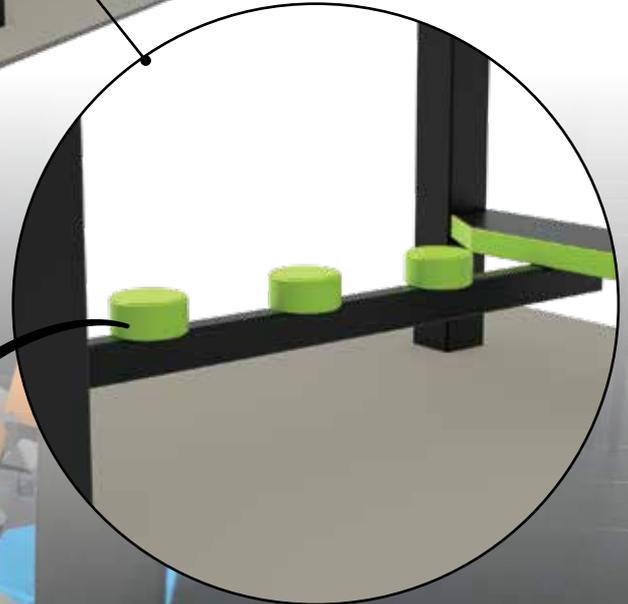
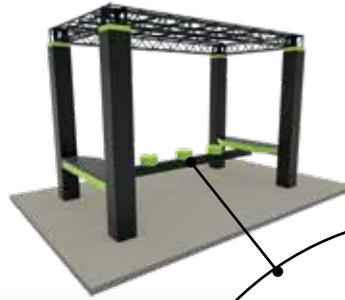


DIFFICULTY:	Easy			
FOCUS:	lower body, upper body			
AGE RANGE:	7+			

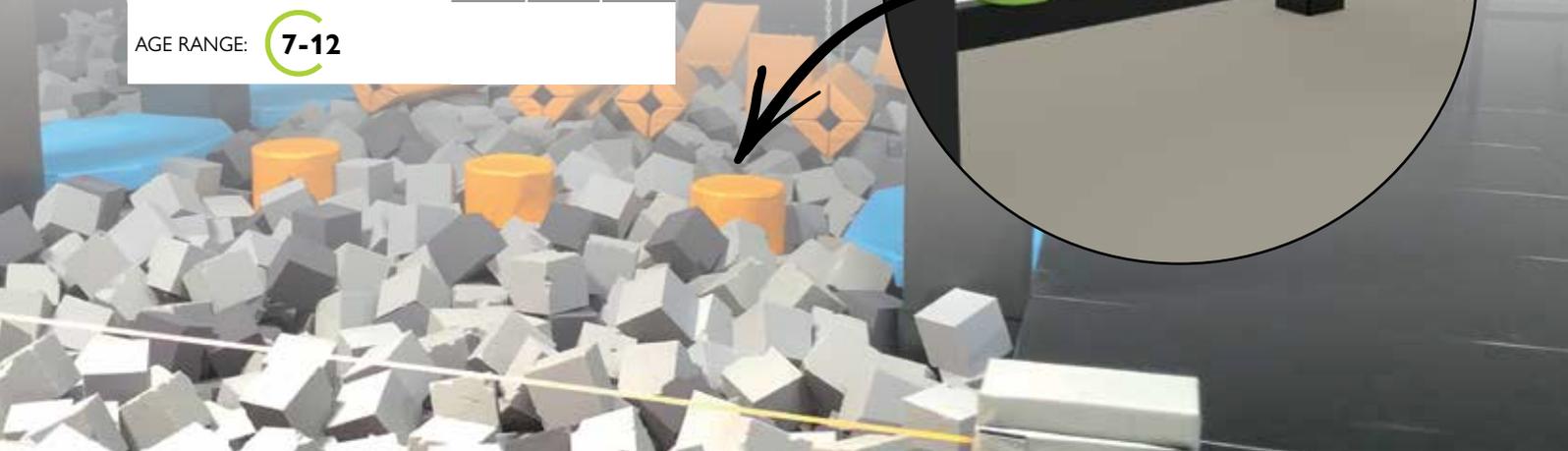


BRIDGE HOPS

Users jump from bollard to bollard either with one foot or two feet until they reach the platform at the end.



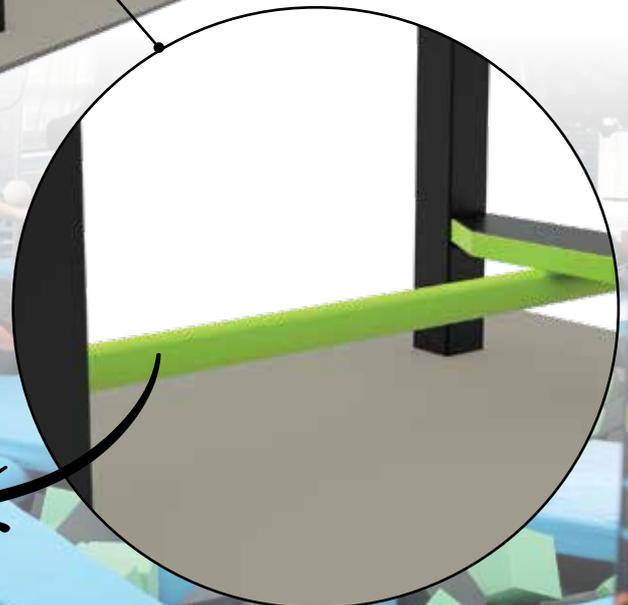
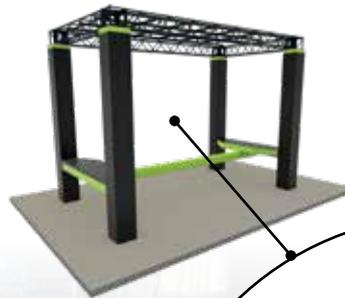
DIFFICULTY:	Easy			
FOCUS:	Balance			
AGE RANGE:	7-12			



BALANCING LOG

Users have to try to maintain their balance as they walk or run across the log. They may utilize a side step or a forward step, whichever they prefer. This is a balance obstacle, using lower body and core muscles.

We also offer a rotating balancing log.



DIFFICULTY:	Easy			
FOCUS:	Balance			
AGE RANGE:	7+			



SQUARED LOG TRAVERSE

Users have to try to maintain their balance as they walk or run across the beam. They may utilize a side step or a forward step, whichever they prefer. This is a balance obstacle, using lower body and core muscles.

DIFFICULTY:	Easy			
FOCUS:	Balance			
AGE RANGE:	7+			



CARGO NET WITH CUBES

Users have to climb on the first net with cubes from the start platform and swing to another net and climb on it. Then they repeat this until they get to the end platform.

DIFFICULTY:	Medium			
FOCUS:	lower body, upper body			
AGE RANGE:	12+			



This is an intermediate upper body workout, however the longer you are entangled on the net the harder it is on the muscles.

SWINGS

Users step on a first swing and try to reach another one by swinging. They continue like this until they reach the end platform.



DIFFICULTY:	Medium			
FOCUS:	Balance, lower body			
AGE RANGE:	7+			

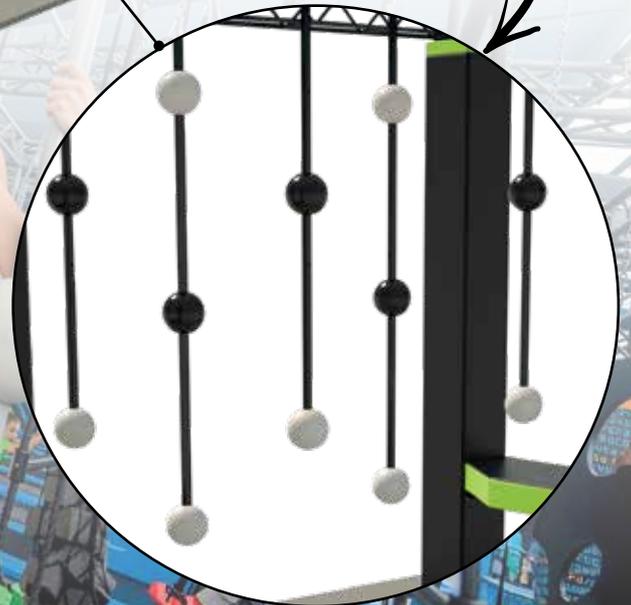


POLES WITH BALLS

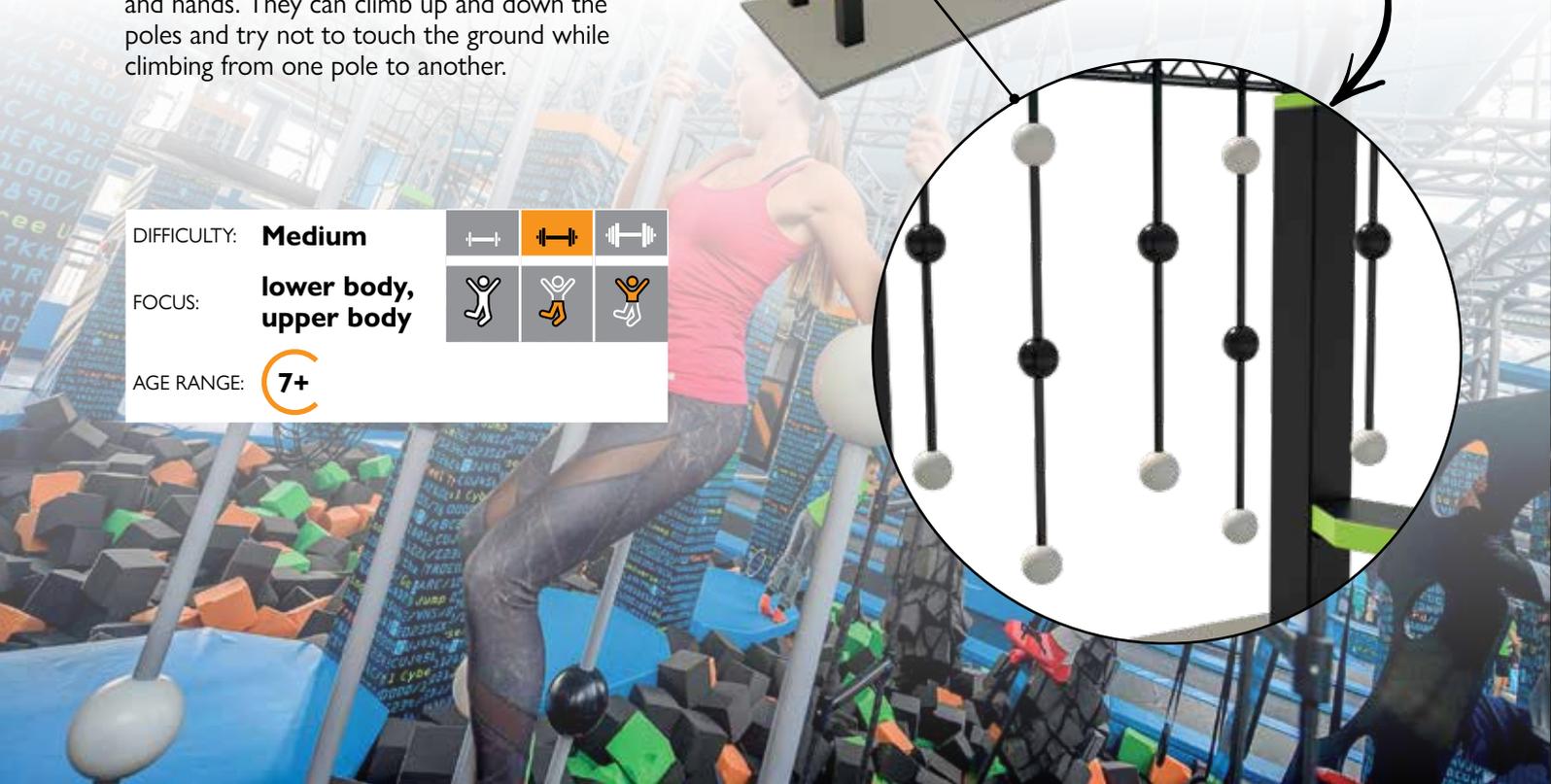
Users climb from pole to pole using the large balls attached to the poles using legs and hands. They can climb up and down the poles and try not to touch the ground while climbing from one pole to another.



Upper body strength, good grip, and lower body are all engaged when using this obstacle.

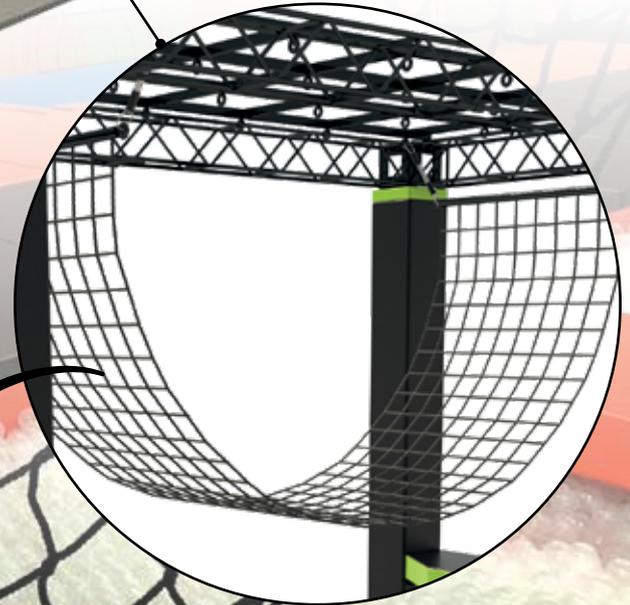
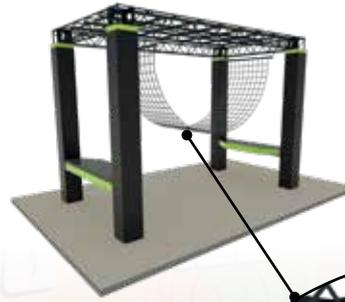


DIFFICULTY:	Medium			
FOCUS:	lower body, upper body			
AGE RANGE:	7+			



CARGO NET TRAVERSE

This element strengthens the lower body and upper body. Users must jump off the platform, grab the net and then climb down and under the net without touching the ground and try to get to the end platform.



DIFFICULTY: **Medium**



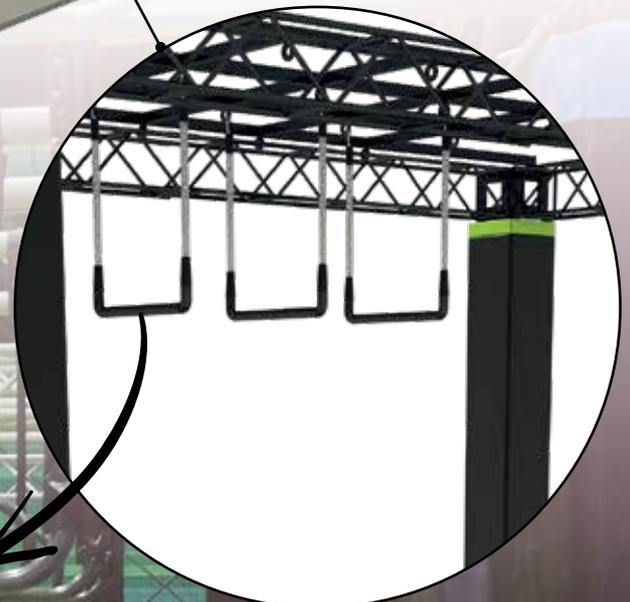
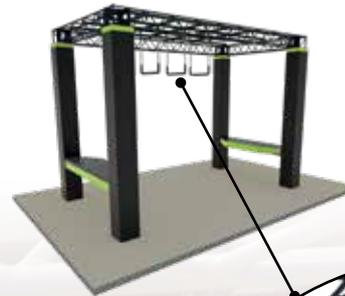
FOCUS: **lower body, upper body**



AGE RANGE: **16+**

TRAPEZE BARS

Trapeze bars encourage the development of acrobatic skills. Users have to swing to the other side using trapeze bars, which they can use either with hands or legs hanging upside down.



DIFFICULTY: **Medium**



FOCUS: **upper body**



AGE RANGE: **16+**

ANGLE RUN

Users run across the inclined board to get to the other side.

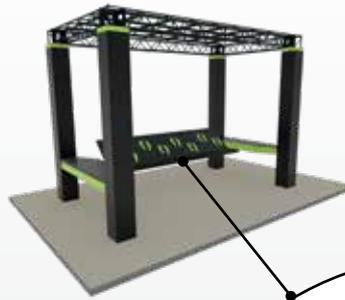
DIFFICULTY: **Medium**



FOCUS: **lower body**



AGE RANGE: **16+**



NEW



LOG ZIPLINE

Users have to use the rope to swing across and jump on the log. After they grab the log with arms and legs, they must swing on it to jump to the end platform.

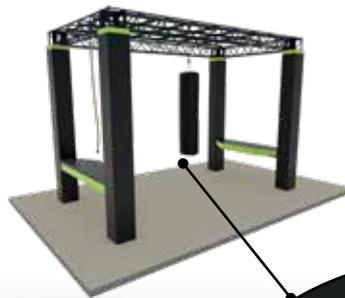
DIFFICULTY: **Medium**



FOCUS: **upper body**



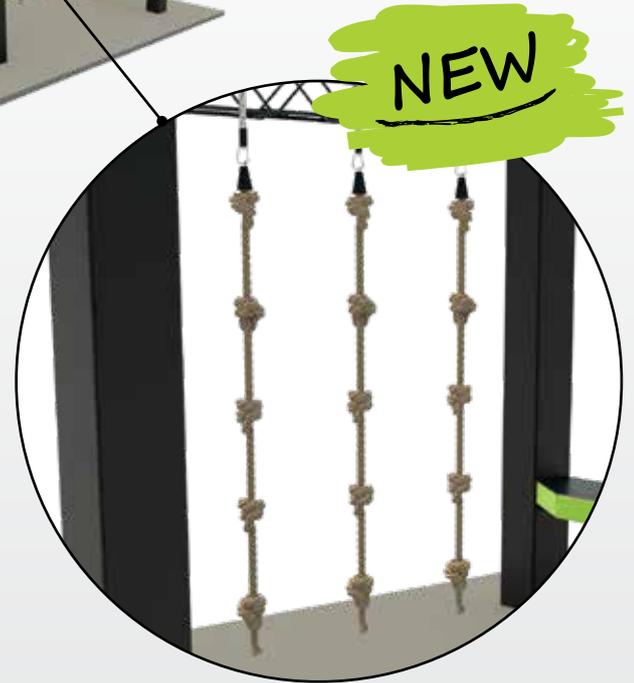
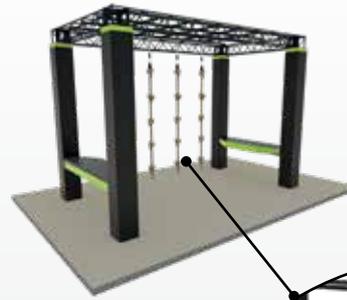
AGE RANGE: **12+**



TARZAN ROPES

Users swing from rope to rope to reach the end platform using the knots on the ropes. This workout strengthens the muscles of whole body.

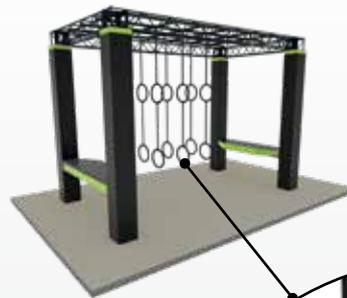
DIFFICULTY: Medium			
FOCUS: whole body			
AGE RANGE: 12+			



MULTIPLE RINGS

Users navigate the hanging rings with their feet and hands. They try to swing from one ring to another to get to the other side.

DIFFICULTY: Medium			
FOCUS: lower body, upper body			
AGE RANGE: 7+			



MONKEY BAR

Users climb across the inclined and decline bars to the end platform using only hands. This element improves the upper body strength.

DIFFICULTY:	Hard			
FOCUS:	Upper body			
AGE RANGE:	16+			



OVERHEAD RINGS

Users make use of hand rings on the rope to get to the end platform. They must swing from one ring to another with their hands.

DIFFICULTY:	Hard			
FOCUS:	Upper body			
AGE RANGE:	7+			



UNSTABLE BRIDGE

Users need to reach end platform using floating boards with their hands. They have to jump from the start platform to grab the first board from the side with their hands and move towards the end of first board. After that the users have to swing and jump to another board and repeat that until they reach the end platform.

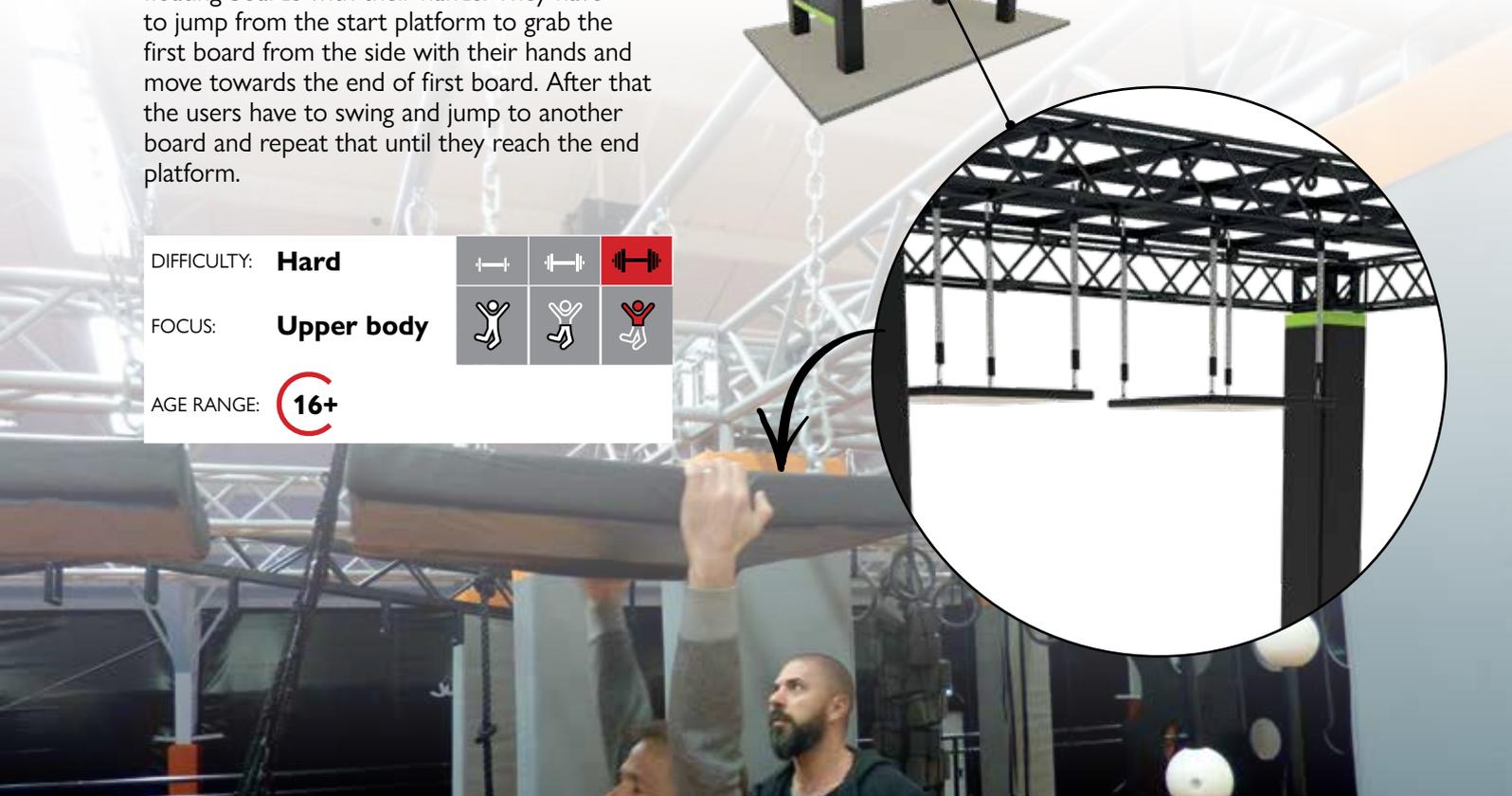
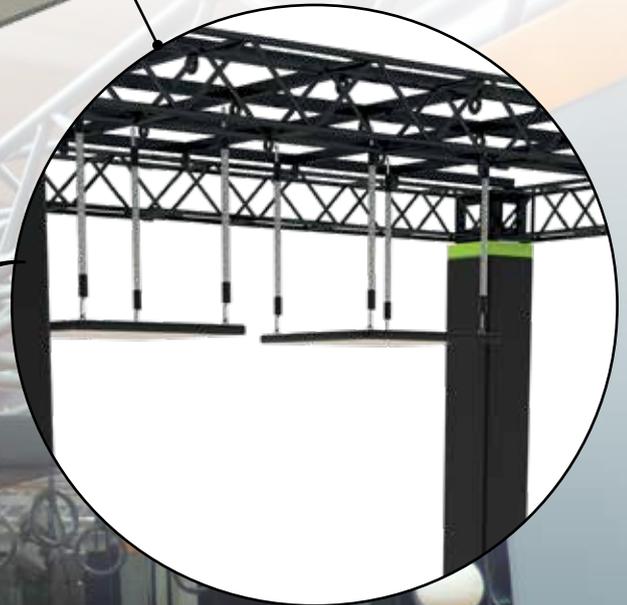
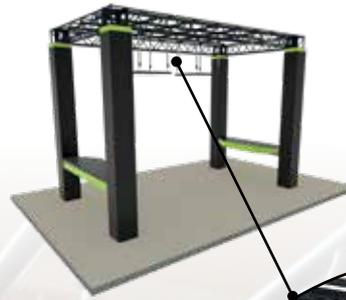
DIFFICULTY: **Hard**



FOCUS: **Upper body**



AGE RANGE: **16+**



HANGING BUNGEE ROPES

Users grab onto bungee ropes to get to the end platform trying not to fall while swinging from one bungee to another using only hands.

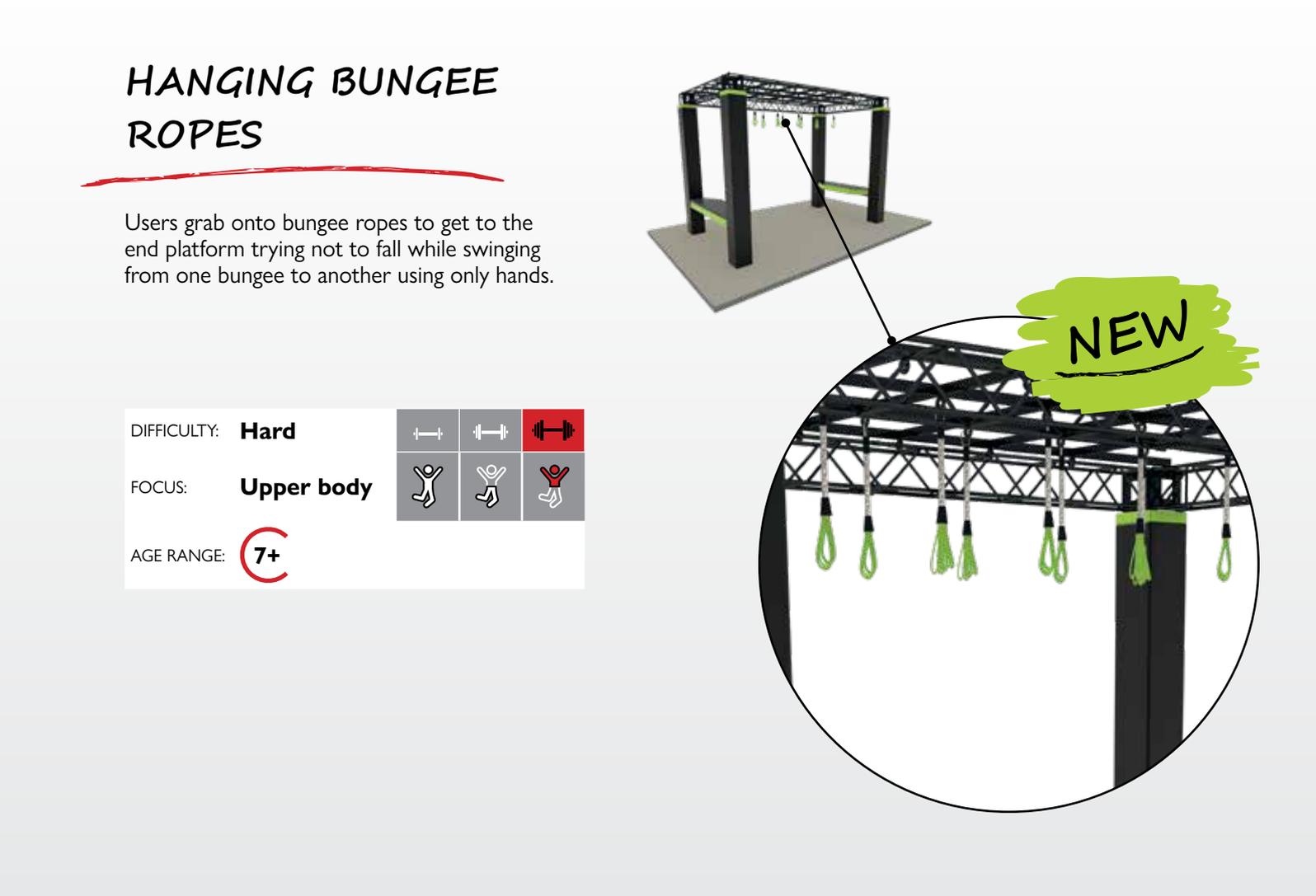
DIFFICULTY: **Hard**



FOCUS: **Upper body**



AGE RANGE: **7+**



MONKEY BAR WITH STEPS

Users have to reach the first step and try to get to the other side moving the hands across all the steps.

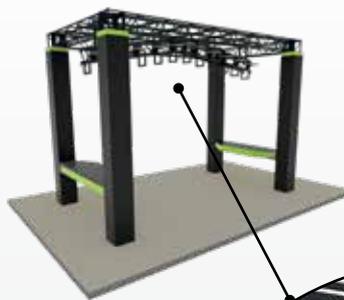
DIFFICULTY: **Hard**



FOCUS: **Upper body**



AGE RANGE: **16+**



NEW



MONKEY BAR CLIFF HANGER

Users have to reach the climbing rocks and try to get to the other side moving the hands through the rocks.

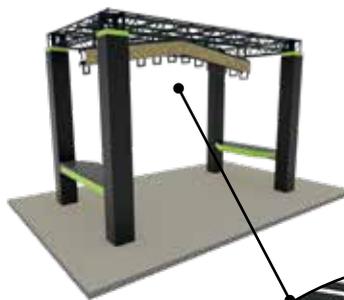
DIFFICULTY: **Hard**

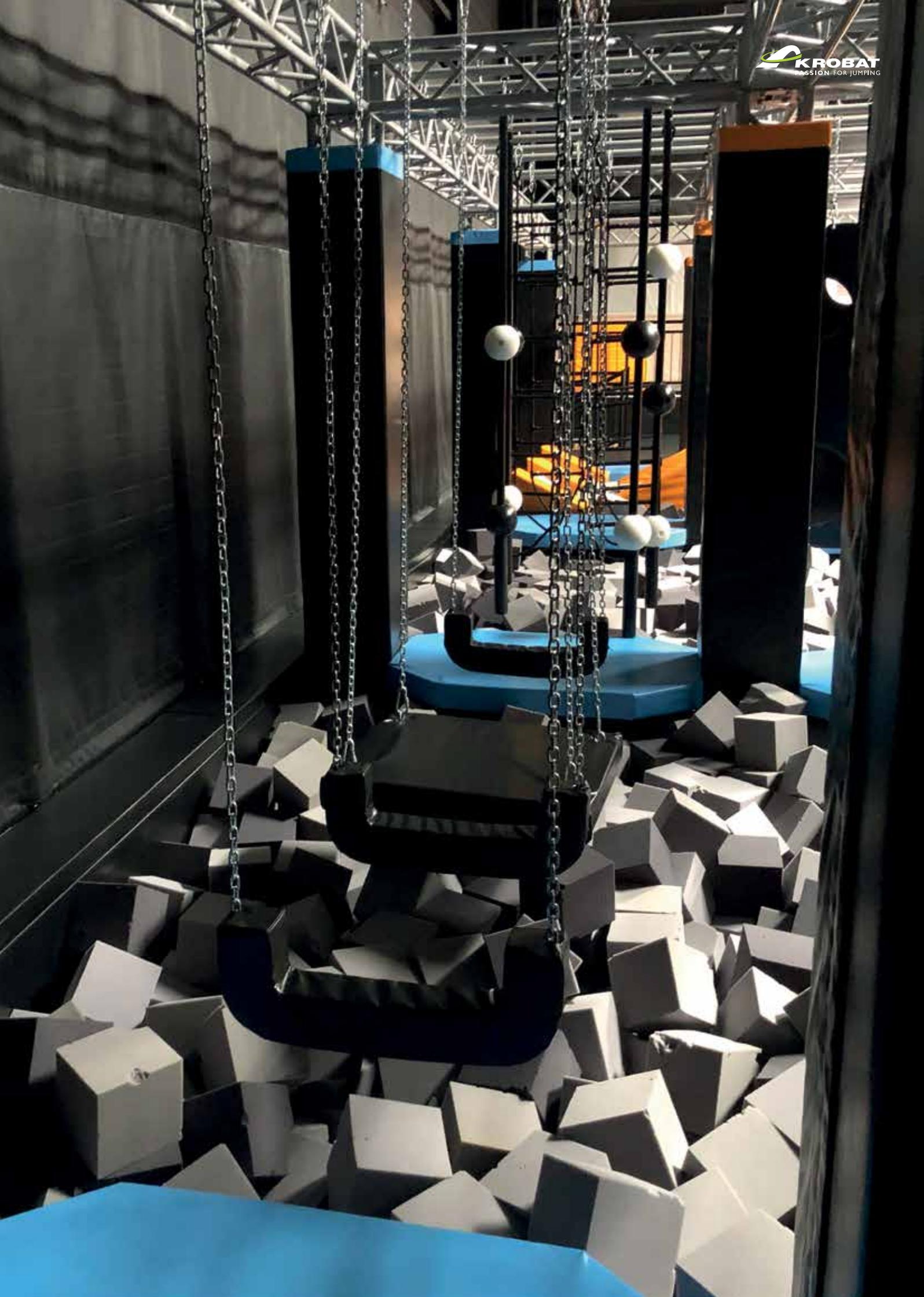


FOCUS: **Upper body**



AGE RANGE: **16+**

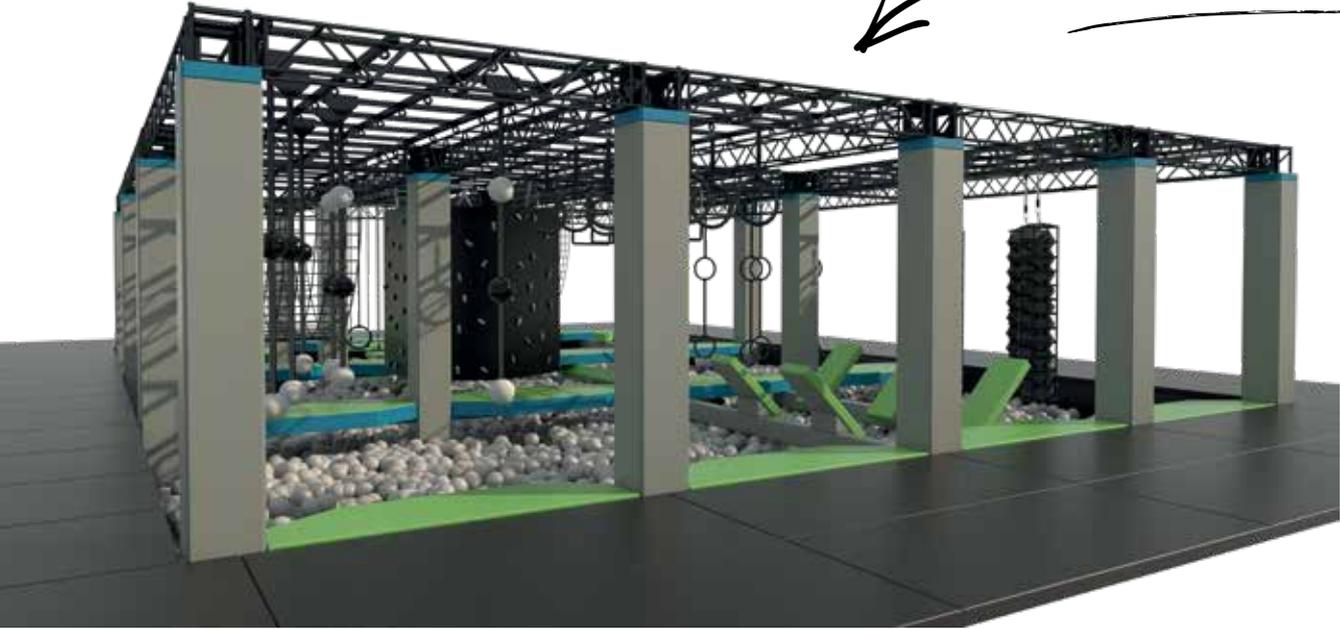






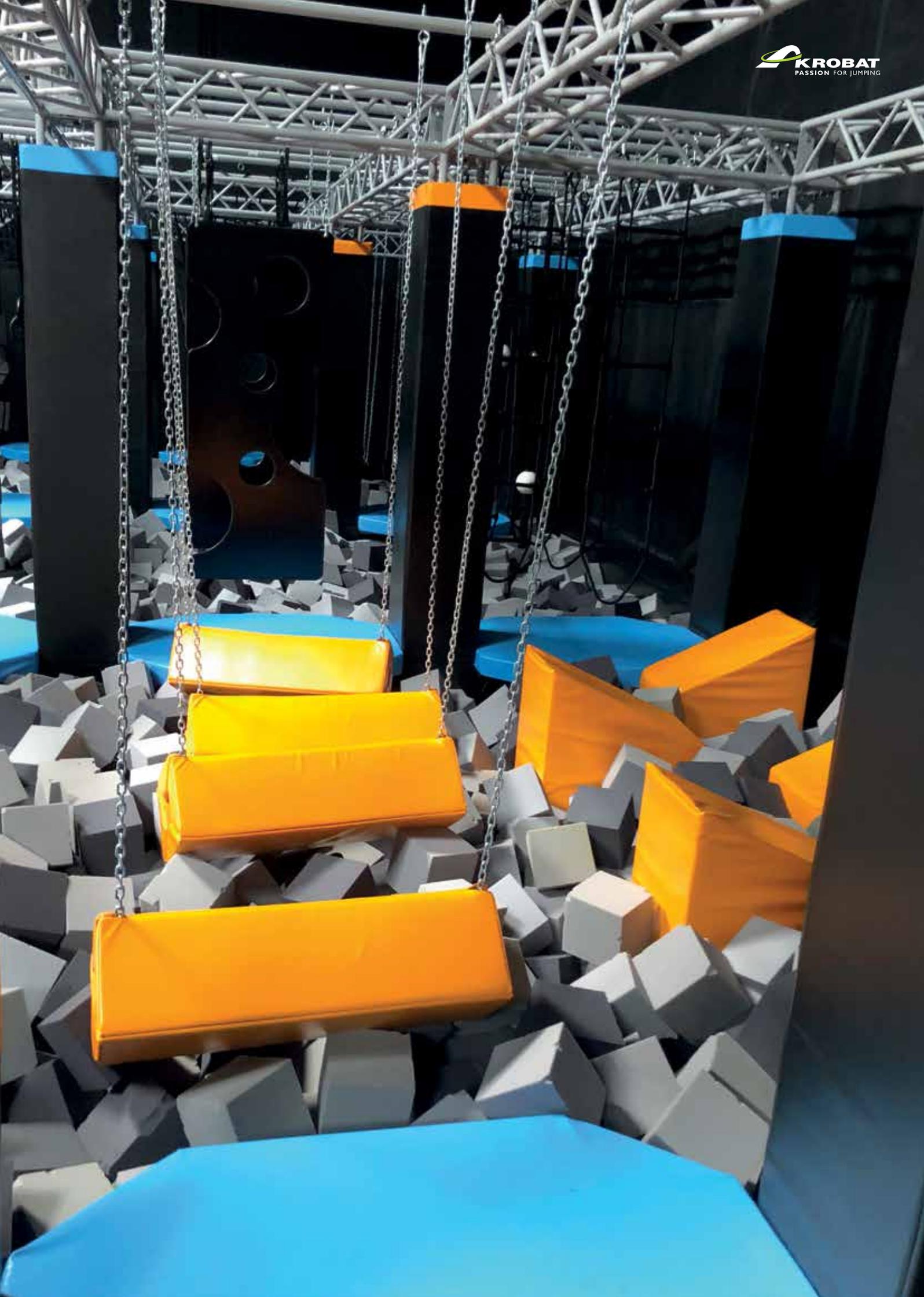
In terms of degree of difficulty we can design Ninja courts of multilevel difficulty for you.

*Ground level
Ninja courts*



*Multilevel
Ninja courts*





HEXIA MULTI LEVEL LADDER TRAVERSE

Users climb up the ladders and try to get on the other one without touching the ground while swinging from one ladder to another. The users have to climb up from lower platform to the upper one. This element requires upper and lower body strength.

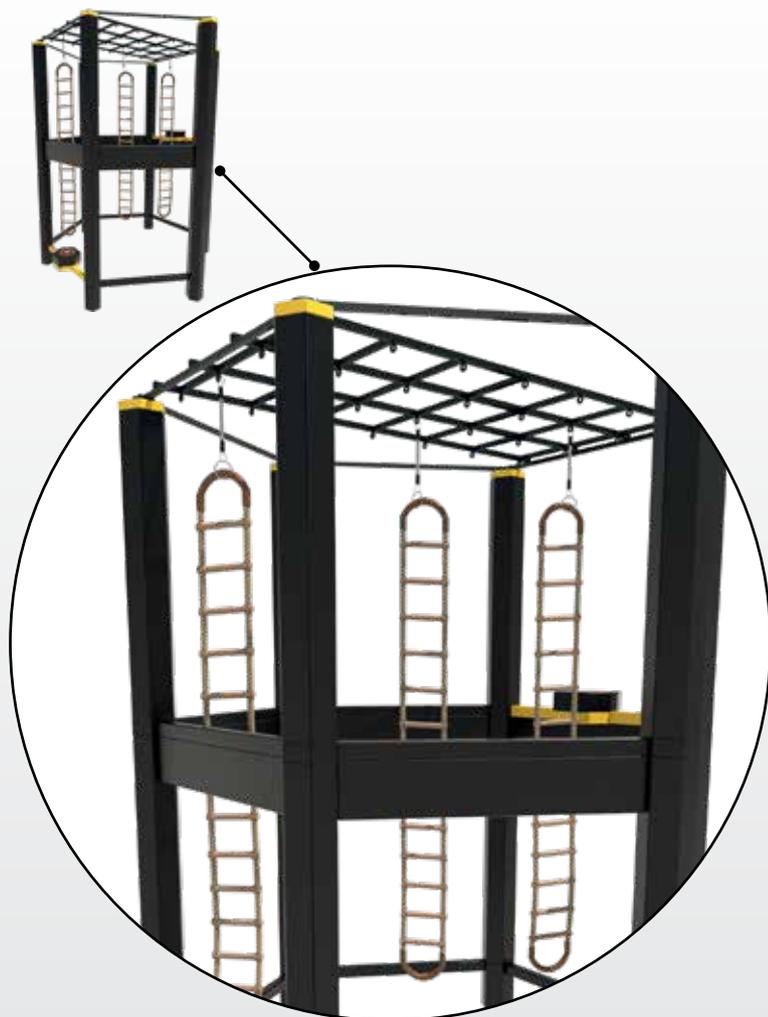
DIFFICULTY: **Easy**



FOCUS: **lower body, upper body**



AGE RANGE: **7+**



HEXIA MULTI LEVEL LADDER NET

Users have to reach the upper platform using the ladder. The element encourages the coordination of legs and arms.

DIFFICULTY: **Easy**



FOCUS: **lower body, upper body**



AGE RANGE: **7+**



HEXIA MULTI LEVEL TARZAN ROPE

Users swing from rope to rope to reach the upper platform using the knots on the ropes. This workout strengthens the muscles of the whole body, as users have to swing and climb up to reach the end.

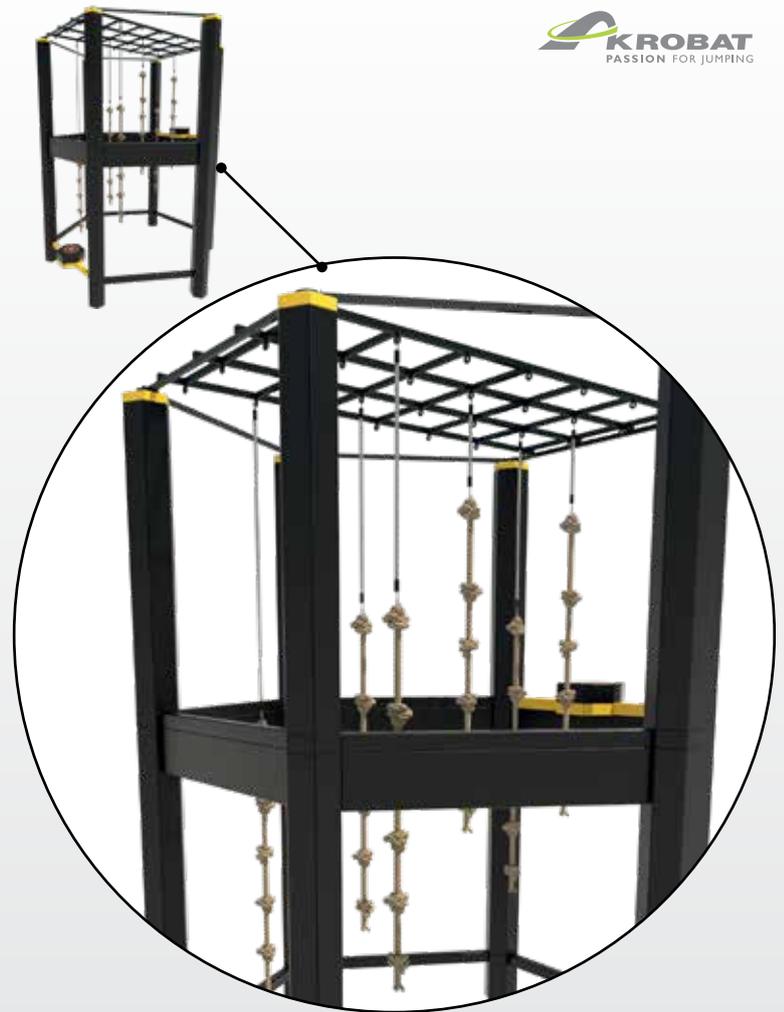
DIFFICULTY: **Medium**



FOCUS: **whole body**



AGE RANGE: **12+**



HEXIA MULTI LEVEL CARGO NET WITH CUBES

Users have to climb on the first net with cubes from the start platform and swing to another net and climb on it. Then they repeat this until they get to the upper platform.

DIFFICULTY: **Medium**



FOCUS: **lower body, upper body**



AGE RANGE: **12+**



GAMES AND TECHNOLOGY

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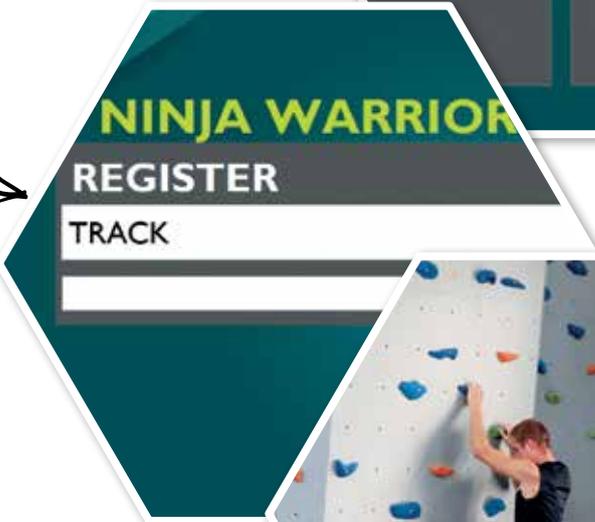
Engaging the user to interact with other jumpers, or simply challenge him- or herself by making use of technology, is becoming an integral part of trampoline parks. To boost user experience, we equip different park activities with games such as; ninja warrior timer, augmented climbing wall, interactive wall-interactive trampoline games and others.



Interactive wall



Ninja timer



Ninja timer login



Augmented wall



Climbing wall

Ninja

many
different
routes

various
age
groups

multiple
difficulty
levels

Choose your
warrior route!



ACCESSORIES



BALLS, BATTLE STICKS, FOAM CUBES, TRAMPOLINE SOCKS

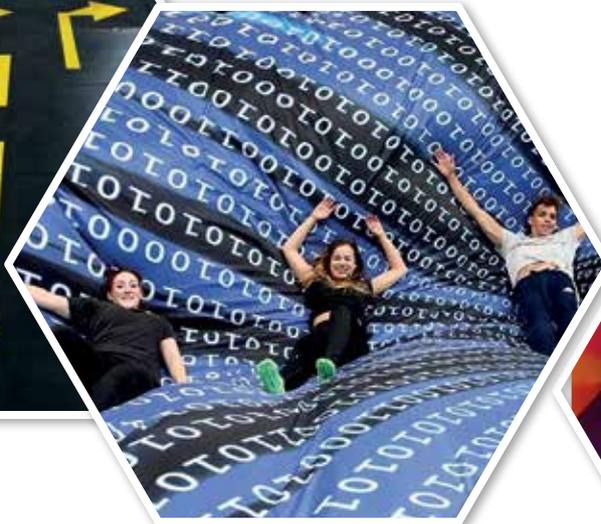
Due to intensive use, some items need to be replaced on a regular basis. We offer a quick delivery of a wide range of handy gadgets, including foam cubes in different colours, branded socks, different types of balls, safety pads, etc.





GRAPHICS & SPECIAL EFFECTS

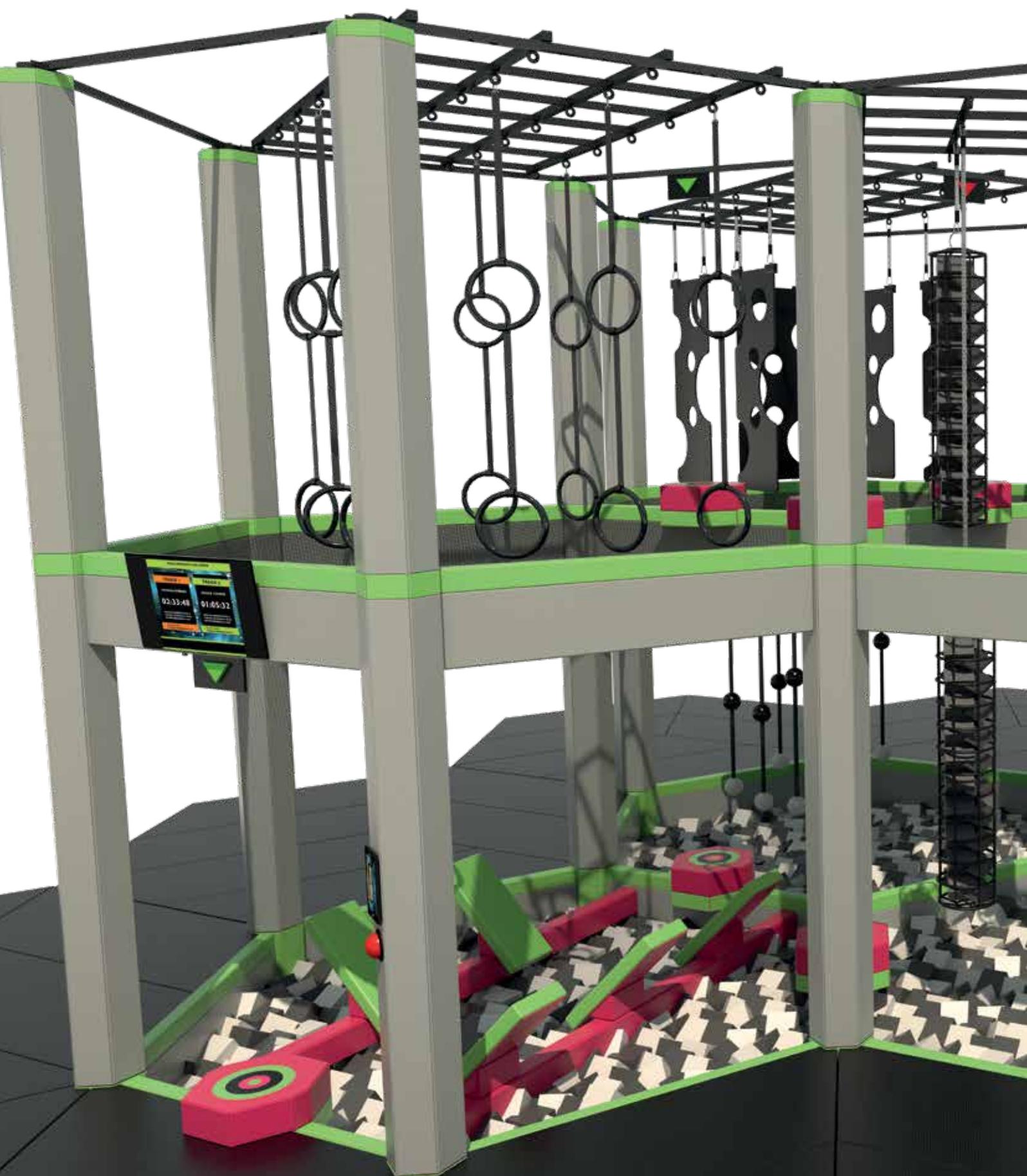
By printing graphics on different park elements we bring customer branding directly into the park. Our safety nets can also be used as a display for different images, moreover printing can be included in almost all elements of the park. We offer a special PVC materials which glow under a UV (black) light. Another great feature is LED lighting which can be integrated in ninja courts under trampoline safety pads and other areas.



FURNITURE

Our service doesn't stop with delivery of the trampoline park. We supply our customers with furnishings such as reception desks, shipping containers converted into office space, walking platforms, padded benches, bean bags, lockers, etc.





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