



Fire engine 1
Item 1700

Fire engine

- the playhouse "on wheels" ...

Top play value

- Room for many children.
- Both quiet and active children can play.
- Smart details spur the children's imagination.

Top quality

- Skid-proof surfaces.
- No safety surface required.
- Maintenance-free materials.



Technical



Dimensions (cm)

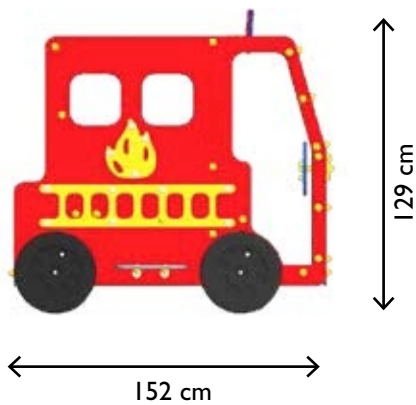
Item 1701

Dimensions: L 152 - W 127 - H 129

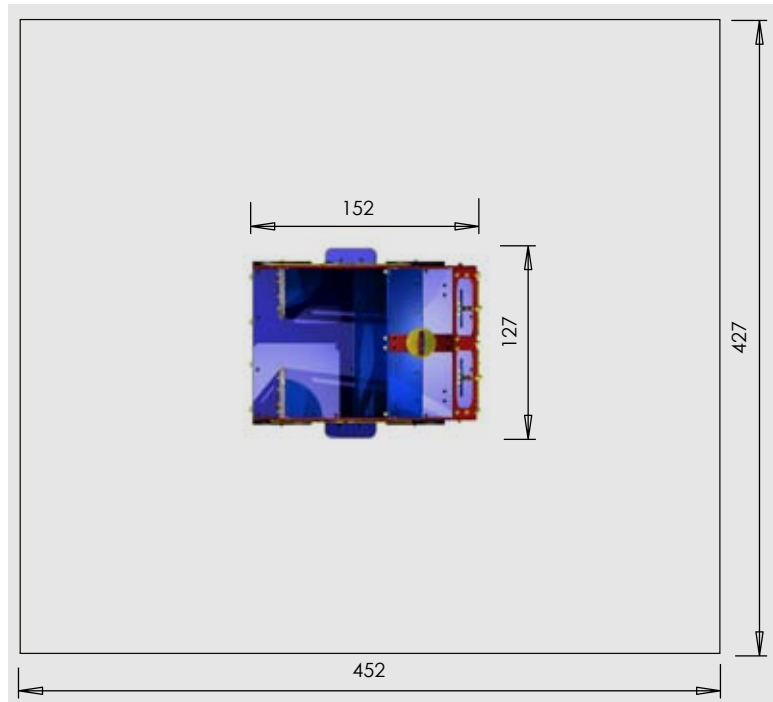
Space required: 452 x 427

Climbing height: 39

Age group: from 2 years

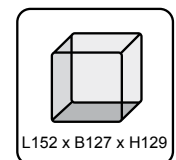
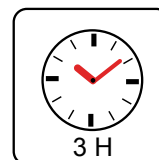
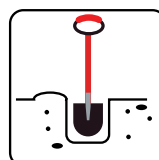
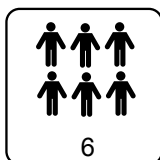
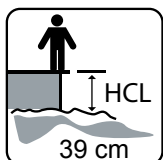


Space required



Dimensions (cm): L 133 x W 110 x H 119

Space required (cm): L 452 x W 427



2 steering wheels



Flashing blue light

On the roof, there is a flashing blue light that can be turned from inside the cabin.



Squad room and platform

Behind the cabin, the squad room seats many children, and even more fire fighters can stand on the platform.



Top quality - top safety ...

All stepping and seating surfaces are coated with skid-proof rubber – a technology used in the car industry.



All edges are rounded and all nuts capped by nut covers.



PAH free

All synthetic materials are checked for PAH by TÜV.



Controlled and approved by TÜV in accordance with the latest release of EN 1176.



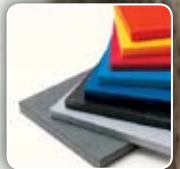
All nut covers, foot rests, etc. are made of impact-proof nylon that can take temperatures from -40°C til +110°C.



All tubes in galvanized steel.
Maintenance-free.



All PoLedon-boards are made of eco-friendly polyethylene (PE). Advantages: no maintenance - non-toxic - 100% recyclable - cracks and scratches do not affect the material's stability or longevity.



All PoLedon-boards are UV-stabilized. 5 years guarantee against considerable fading. 10 years guarantee on material faults and manufacturing errors.

Our polyethylene-boards are splinter-proof and joined gap-free. That means that neither fingers, hair, ribbons or clothes can get stuck and rip.

Warranty
10 years on material faults and manufacturing errors
5 years against considerable fading