



**Knuckey Lagoon Recreation Reserve
Management Committee (KLRRMC)
BUSINESS PAPER
THURSDAY 6/02/2025**

Meeting to be held commencing 5:30pm
at the Knuckey Lagoon Recreation Reserve

A handwritten signature in black ink, appearing to read 'S. Hoyne', with a stylized flourish at the end.

Stephen Hoyne, Chief Executive Officer



COMMITTEE AGENDA

LITCHFIELD COUNCIL KNUCKEY LAGOON RECREATION RESERVE MANAGEMENT COMMITTEE MEETING

Notice of Meeting
to be held at the Knuckey Lagoon Recreation Reserve
on Thursday 6th February 2025 at 5:30 pm

Stephen Hoyne
Chief Executive Officer

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COMMITTEE AGENDA

KNUCKEY LAGOON RECREATION RESERVE MANAGEMENT COMMITTEE MEETING

Thursday 6 February 2025

1. Opening of meeting

2. Apologies and Leaves of Absence

3. Disclosure of Interests

Any member of the Knuckey Lagoon Recreation Reserve Management Committee Meeting who may have a conflict of interest, or a possible conflict of interest regarding any item of business to be discussed at the meeting should declare that conflict of interest to enable the Council to manage the conflict and resolve it in accordance with its obligations under the Local Government Act and its policies regarding the same.

4. Confirmation of Minutes

RECOMMENDATION

THAT the minutes of the Knuckey Lagoon Recreation Reserve Management Committee Meeting held Thursday 5 December 2024, be confirmed.



Knuckey Lagoon Recreation Reserve Management Committee Meeting

MINUTES

Thursday 5/12/2024

Meeting held commencing 5:30pm
at Knuckey Lagoon Recreation Reserve

Jill Enriquez, Community Participation Officer



MINUTES

Knuckey Lagoon Reserve Committee Meeting

Held in the Knuckey Lagoon Recreation Reserve
on Thursday 5th December, 2024 at 5:30pm

Attendees

Rachel Wright	North Ward Councillor (Chair)
Millie Feeney	Berrimah Scouts (via phone)
Jill Enriquez	Community Participation Officer
John Fuller	Top End Gem and Mineral Club

1 Opening of Meeting

5.29 pm

2 Apologies and Leave of Absence

Tou Saramat

3 Disclosures of Interest

Nil.

4 Confirmation of Minutes

Moved: John Fuller

Seconded: Millie Feeney

THAT the minutes of the previous Committee Meeting held on Thursday 10 October 2024 be confirmed.

CARRIED

5 Business Arising from the Minutes

Meeting Date	Action	Action by	Notes	Status
06/06/2024	BBQ needing replacement	CPO	Budget was inadequate to purchase a new one at EOFY. It was <i>pressure washed in June</i> to improve functionality.	COMPLETED: Scouts have applied for grant funding. Application was rejected. Council will be including this project in the FY 25-26 capital works, possibly installing uniform BBQ units across all reserves.
06/06/2024	Adventure playground		Paused due to low staffing at Council, looking to restart once roles are filled	Ongoing: SPO currently handling this project, currently quotes are over the budget. Being considered for budget increase request for FY 25-26 capital works
08/08/2024	Basketball court potholes	CPO	Contractors have been contacted for quotes.	Ongoing: the resurfacing of the court is being investigated as a project for capital works in FY 25-26.
10/10/2024	Activating the space to aid in recruiting new users and committee members	CPO	CPO and members to approach users residents to recruit for new members as well as advertise the reserve to the wider community	Ongoing: CPO to investigate advertising campaign for KLRR, reserve members may invite contacts to join committee.
10/10/2024	Pest Control	CPO	To engage contractor for ant and termite treatment	Completed: this has been actioned especially as ants were risk to electricals.
5/12/2024	Salto locks downstairs	CPO	To install egress lock downstairs or revert to normal key	Ongoing: CPO to investigate costs

6 General Business

6.01 Bi-Monthly Operation & Finance Report

Finance: nil

Repairs and Maintenance

The following items were considered a priority:

Item	Action	Status
Downstairs door	To engage contractor to repair	Ongoing
Cracks on concrete flooring	Address hazard and repair concrete	Completed
Power points upstairs	Upgrade power points to be compliant	Completed
Caretaker's cottage electrical	Lights and switches were upgraded to ensure safety and compliance	Completed

Moved: John Fuller

Seconded: Jill Enriquez

THAT the Committee receives and notes the Bi-Monthly Operational Report.

CARRIED

7 Other Business

7.1 Salto locks downstairs to install an egress lock downstairs or revert to normal key in case of emergencies with smaller children.

7.2 Ramp accessibility to be brought to council as request for capital works.

7.3 Investigate compensation from P&W for not having bollards around the water meter which was replaced by council due to vehicle damage.

7.4 Irrigation timing to be investigated to avoid coinciding with booked sessions by user groups

7.5 Reach out Darwin Runners and Walkers for committee members.

8 Close of Meeting

Meeting closed at 5:45 pm.

The next meeting is scheduled for Thursday, 6 February 2024 at 5:30pm.



COMMITTEE AGENDA

KNUCKEY LAGOON RECREATION RESERVE MANAGEMENT COMMITTEE MEETING

Thursday 6 February 2025

5. Business Arising from the minutes

THAT the Knuckey Lagoon Recreation Reserve Management Committee receives and notes the Action Sheet.

06/06/2024	Adventure Playground	Ongoing: SPO currently handling this project, currently quotes are over the budget. Being considered for budget increase request for FY 25-26 capital works.
6/06/2024	Basketball Court Potholes after pressure clean	Ongoing: the resurfacing of the court is being investigated as a project for capital works in FY 25-26.
8/08/2024	Recruiting New Committee Members	Ongoing: CPO to follow up, reserve members may invite contacts to join committee.
10/10/2024	Salto Locks feature a free egress mechanism to prevent internal lock-ins	COMPLETED: This has been scheduled and will continue throughout the year to ensure safety.
10/10/2024	Activating the space to aid in recruiting new bookings and committee members	Ongoing: CPO to investigate advertising campaign for KLRR. Also looking at Augmented Reality Playground to draw families to the reserve. See attachment for details.
05/12/2024	Downstairs door needs repair	Ongoing: this has been sent to a contractor to be actioned.
05/12/2024	Investigate compensation from P&W for not having bollards around the water meter which was replaced by council due to vehicle damage.	Ongoing: infrastructure team to get in contact with P&W

6. Officer Reports

6.01 Bi-Monthly Operations Report



COMMITTEE REPORT

Agenda Item Number:	6.01
Report Title:	Bi-Monthly Operation Report
Author:	Jill Enriquez, Community Participation Officer
Recommending Officer:	Stephen Hoyne, Chief Executive Officer
Meeting Date:	6/02/2025
Attachments:	A: B-Monthly Operational Report

Executive Summary

The purpose of this report is to provide an update to the Knuckey Lagoon Recreation Reserve Management Committee and update on the operations of the reserve.

Recommendation

THAT the Knuckey Lagoon Recreation Reserve Management Committee received and note the Bi-Monthly Operation Report.

Background

The bi-monthly operation report provides an update to the Committee members on the statistics relating to the bookings of each venue, a list of user groups, a financial report and maintenance issues.

Links with Strategic Plan

Performance - An Effective and Efficient Organisation

Legislative and Policy Implications

Knuckey Lagoon Recreation Reserve Management Committee – Terms of Reference
Local Government Act NT 2019 – Part 5.2 Council Committees

Risks

Nil identified.

Financial Implications

Financial report included within Attachment A.

Community Engagement

Not applicable.

KNUCKEY LAGOON OPERATION REPORT DEC 2024 – JAN 2025

Recreation Reserves
Management Committee



COMMITTEE TERMS OF REFERENCE

1. Provide advice on the efficient and effective operations of the Reserve
2. Provide advice to Council concerning strategic or policy issues relating to the Reserve
3. Enhance communication between Council and the community to ensure that the Reserve meets community expectations and need



UTILIZATION

	Knuckey Lagoon
Regular user groups	2
Casual Bookings	1

REGULAR USER GROUPS

- Top End Gem & Mineral Club
- Berrimah Scouts

CASUAL USER GROUPS

- Top End 4WD Club
- Darwin Runners & Walkers Club

STORAGE

Internal Storage	External Storage
Top End Gem Club	Berrimah Scouts



FINANCE REPORTS

Details of yearly comparison expenditure to be provided under separate cover at the Committee Meeting due to end-of-month (July) reports.

Budget	2023/24	2022/23
Repairs & Maintenance	\$8,405.00	\$8,160.00
Operational	\$20,639.00	\$20,038.00
Tree Maintenance	\$10,000.00	\$10,000.00
Total	\$ 39,044.00	\$38,198.00

KLRR: Operating results at 31/01/2025 TO FOLLOW



MAINTENANCE & REPAIRS

User groups are asked to submit repairs and maintenance requests to the Litchfield Council CPO as they are identified (not at committee meetings). Jobs are then prioritized and actioned according to budget with progress reported at meetings. Please communicate updates back to your user groups as appropriate.

Work completed during this period:

(Appendix A) Repairs and Maintenance log lists, prioritizes, and costs each job reported to Council from contractors and user groups. This allows jobs to be actioned according to need and budget.

COMMUNICATION AND PROMOTION

GRANT OPPORTUNITIES

The Community Initiatives grant is open all year for quick response grants of up to \$500 for incorporated or not-for-profit groups.



APPENDIX A REPAIRS AND MAINTENANCE LOG

Location	Description	Action Required	Date	Priority Score	Actioned	Quoted
Adventure play area	Missing elements and generally unsafe	Works to be completed by Infrastructure & Assets team in 2024/25 FY (LRCI Grant Funding)	June -23	Med	On Hold: assessment for this project has resumed. The previous quote exceeded the granted funding, so it will be reassessed, and new quotes will be sourced.	LRCI Grant funded
Basketball court	Cracks and potholes	Inspected and does not require resurfacing, requires pressure cleaning to remove the mold.	August 2024	Med	Ongoing: Awaiting repair quote from NT Shade. This will be on the capital works list for 2025.	
Downstairs lock	Salto egress Lock	Ensuring safety of users with upgrade to egress lock downstairs	January-2025	High	Ongoing: awaiting quote from supplier	\$500 estimate
Hall	Gutter cleaning	Proceed with gutter clean as this has been postponed due to budget restrictions	January 2025	High	Ongoing: awaiting quote from contractors	\$2000 estimate



COMMITTEE AGENDA

KNUCKEY LAGOON RECREATION RESERVE MANAGEMENT COMMITTEE MEETING

Thursday 6 February 2025

7. Other Business

8. Close of Meeting



MAGICAL PARK - AUSTRALIAN EXPLORER

GEO AR GAMES

Educational Games for your Community

Geo AR Games empowers its clients to deliver their messages effectively through gamification to drive real behavioural changes and increased user engagement in the communities they serve in. Along with the development of a unique pay-it-forward model, Geo AR Games provides affordable bespoke resources in partnership with their clients.



GAMES FOR YOUR COMMUNITY

You want to get certain messages out to your community and maybe need them to take action or change certain behaviours. Examples could be to pick up the dog poo, don't feed the ducks or do recycling correctly. While repeating the same message over and over might be tiring for you, it is fun for us because we love taking messages like that and turn them into motivating games.

While new technology is exciting, it is just the vehicle to deliver subliminal education that's not in your face. Gamified education can be provided in all sorts of places and situations and fit any budget.

Most Cities are trying to get the same messages across to their communities around the world. It doesn't matter whether the messages are environmental, around health and wellbeing or even cultural. That is why we decided to get communities to collaborate in the development of affordable resources. Instead of building yet another App or another game to tackle the same educational message like some other City or community somewhere else in the world has already done, why not build something that works for everyone and is therefore cost effective.

We promote App-Recycling and Asset Sharing similar to an open source framework based on the idea that none of our clients are in competition with each other. All assets are shared at a reduced cost but nevertheless Bespoke to suit your community. We treat you as a partner who develops resources together with us so everyone benefits.





DIGITAL PLAYGROUND "MAGICAL PARK" - EVERGREEN

OUTDOOR

If you want to get your community off the couch and outdoors while being physically active, mobile games can certainly help. Whether you want to convert your local park into a magic playground or add some fun to a trail using Augmented Reality frames, we'll get your community moving while learning about the environment through our games.

These are also Covid-friendly options that promote social distancing where the player doesn't have to touch anything else than their own mobile device.

Have you already got infrastructure in place but want to change it to add another educational layer or make it Covid-friendly? There are often creative ways how additional play components can be layered on top of what you already have. Our team is always keen on a brainstorm and often we will already have a solution we have built for another community that suits your community as well. That keeps the cost in check and allows you to provide some fitness fun with some bespoke messages.



MAGICAL PARK

Magical Park uses geospatial Augmented Reality to turn a normal park into a digital playground. The game only works in activated park spaces which the player has to visit in order to play. Large sportsfields are ideal since no additional hardware is needed and it means the space can double as a digital playground.

Magical Park is free to play and kids can choose from 8 permanent games and 3 seasonal games. The game is aimed at kids 6-11 years old who have lost interest in traditional playgrounds. This is a way to get them back to the park without a fight, while being physically active and learning about our environment.

We offer a free demo park to see if this experience is right for your community. Only mobile devices with a GPS, Gyroscope, Accelerometer and Compass will work and most smartphones have those.

While the player can see the virtual world through their device, they can still see their surroundings through their peripheral view and the geofenced environment keeps the game content inside the park.

EVERGREEN - TEACHES RECYCLING PRINCIPLES

Trash Recycled
5 / 16



PREHISTORIA - ALL ABOUT DINOSAURS



ALIENSCAPE - CARING ABOUT OTHERS



Augmentia - Rescuing Feral Kittens & Pest Control



Ocean Clean Up - Keep Our Oceans Clean



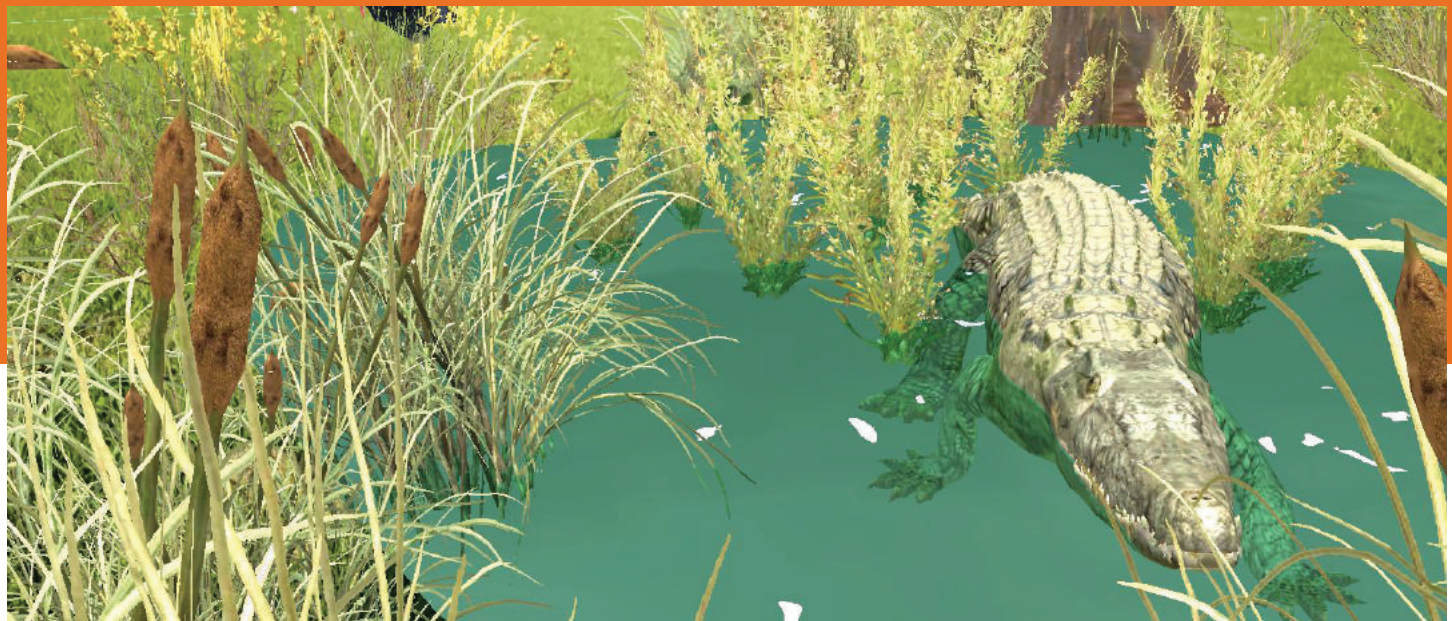
Robotica - Object Association



OCEAN ANIMAL RESCUE - IMPACT OF LITTER IN THE OCEAN



AUSTRALIAN EXPLORER - ANIMAL FACTS & CONSERVATION MESSAGES



**YOUR MESSAGE
TO YOUR COMMUNITY AND THE WORLD
COULD BE PART OF
MAGICAL PARK**

CHRISTMAS - IT'S ALL ABOUT HELPING OUT



HALLOWEEN - AFTER DARK FAMILY FUN



EASTER - DINOSAURS WITH BUNNY EARS



MAGICAL PARK GAMES FOR DISABLED PLAYERS

The idea for Magical Park was born because a little 7-year old girl had lost all interest in her local playground and refused to go visit her local park. But what if she could visit the local fairies she still believed in at her local park? That was how our first game “Augmentia” was born. Later on, Augmentia set the foundation for our first vision impaired game featuring an automated user interface and 3D spatial audio. We recommend the use of headphones to make the most of the audio game feature. Some players might find the regular game pace too challenging, which is why we introduced an “easy” and “normal” playmode to choose from.



AUGMENTIA

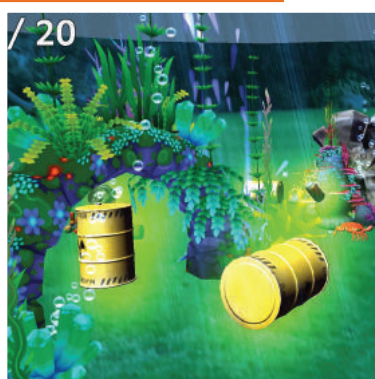
While Augmentia was originally just about fairies and kittens, we amended the story to be about feral cats and the risk they pose to wildlife through a metaphorical story to suit younger players. “15 kittens have been dropped in the fairy forest and now they are chasing tiny fairies. Catch them before they do any harm!”

The game instructions are supported by Voice Over which is ideal for players who are not confident readers. The game uses spatial audio and is therefore suitable for vision impaired players.



AUSTRALIAN EXPLORER

While we were developing our first Australian nature game, we realised that the rich authentic animal sounds were providing the best experience for vision impaired players. The game supports Voice Over to help with literacy and teaches fun animal facts while touching on subjects such as habitat loss, invasive pests and general respect for animals. The game supports an automated user interface and 3D spatial sound.

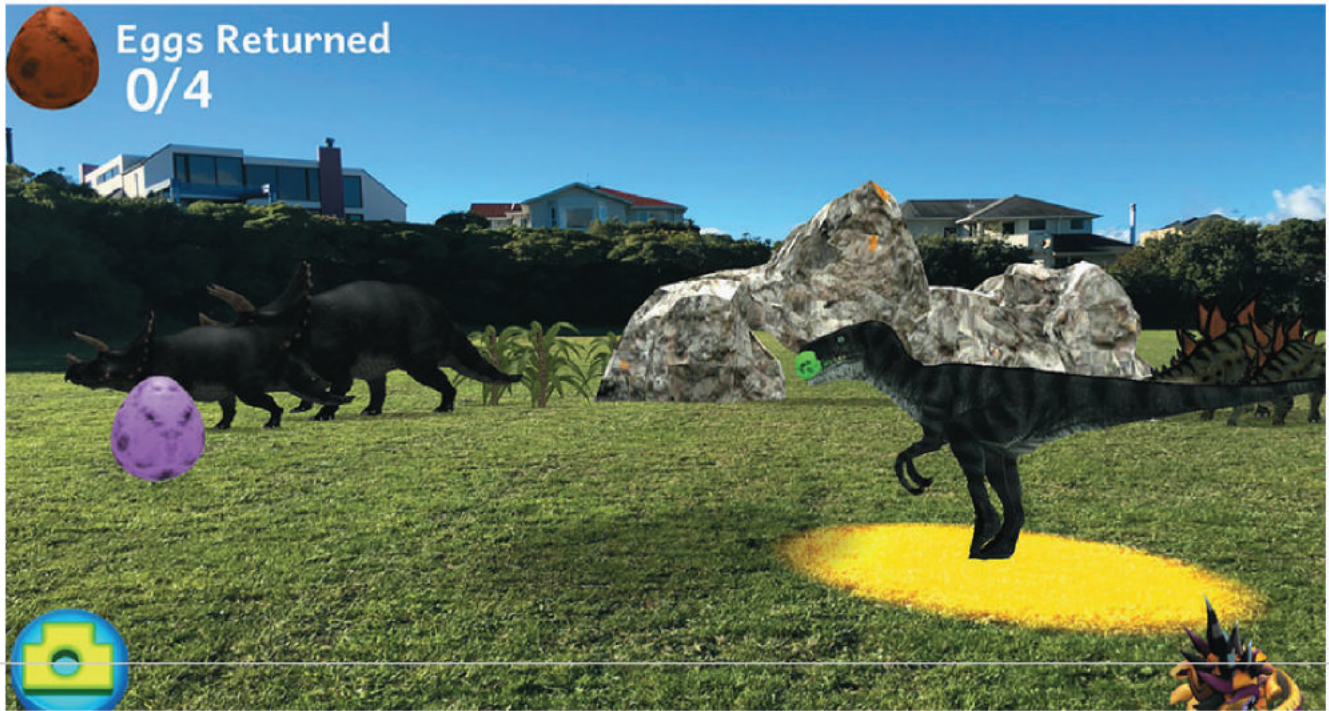


EASY AND NORMAL MODE

Some of the Magical Park games can be played without any rush. These games are suitable for players who need a bit more time to complete a game. Those games include: Evergreen and Ocean Clean Up. Alternatively we offer the “Easy” play mode which slows the game down and makes it easier to play and win.

Magical Park – the First Digital Playground in the U.S.

Fred Couceyro, Director, Coral Gables Community Recreation



In March of 2020, the global pandemic brought life as we know it to a screeching halt. As the coronavirus multiplied and spread throughout the nation, people were forced to alter their daily lives and social distancing, face masks and contact tracing became the norm for many. The social isolation and hesitancy for people to venture out into the outside world provided a challenge for parks and recreation professionals, who suddenly had to pivot and find alternative ways to bring that special quality of life component to their communities.

As the time progressed, it became evident that being outdoors was a way to enjoy quality of life in a relatively safe manner if protocols were followed. However, playgrounds were still unable to be opened. As this occurred, my team at the City of Coral Gables Community Recreation Department began to look at different ways to provide recreational programming within the pandemic. Staff was given direction to look at creative alternatives to traditional recreational programs. Special Populations Coordinator Ericka Kofkin was able to find such an alternative.

She heard from parents of children with disabilities that were struggling with the inability to find recreational outlets for their children. The closing of playgrounds had a large impact. So, the question became "No playgrounds, so what do we do about it?" The answer ended up being: "We find an invisible one!"

Kofka started researching different programs and came across New Zealand-based Game studio GEO AR Games. This company had created augmented reality playground games. The games were interactive activities that could be enjoyed in real time while using a digital interface such as a phone or tablet. This technology was later used in apps such as Pokémon Go, which showed the possibility of this type of interaction. In discussing with GEO AR Games, it became clear that there were no augmented reality playground applications in the US.



CBS4 photojournalist Peter Miranda was at Crystal Academy as the students were ready to play.

This led us to work with them to bring this digital playground to Coral Gables. The result became Magical Park, a geofenced augmented reality digital playground. Participants were able to see the playground only through a device such as a cellphone or tablet screen, but we were able to locate in a physical space. In order to play Magical Park, a participant had to visit the actual physical location where the Magical Park was located. Once at the park, the application could be accessed and you could begin to play several different games while actively running, jumping or performing any other activity the game required.

Magical Park included eight different games offered year-round and a collection of holiday games available seasonally. The themes varied from dinosaurs, robots and aliens to marine life and nature cycling. The grand opening of Magical Park was a preview event with a local therapy center, Crystal Academy. The preview was a success as the children became captivated with the playground and scurried around the park retrieving dinosaur eggs and interacting with ocean creatures. The reactions from the children proved how "magical" this invisible playground could be. On the heels of the preview, more Magical Park ideas were brought forward. Magical Park After Dark provided the opportunity for children to come out to the parks in the evening and play in a controlled environment. Venues were changed, including a special holiday offering with holiday games at the city's holiday-themed park. In the first usage period, there were 528 estimated unique visitors to Magical Park. In a time where people were hesitant to come out and interact, these numbers were very encouraging, and the community was thankful. Testimonials from grateful parents were the norm.

No playgrounds, so what do we do about it?" The answer ended up being: "We find an invisible one!

With this first program completed, the next step was to continue building on the idea. The challenge shifted a bit as the community re-opened and recreational programs and facilities returned. The intent is to continue to offer the Magical Park and bring it to more locations, including outdoor spaces that are not necessarily playgrounds or defined parks. Including Magical Park as a feature of special events and more holiday offerings will also be pursued. Continuing to serve the accessible needs population will also be a focus as we work to provide a new audio play feature that will provide opportunities to vision impaired children.

The pandemic brought challenges to society and to parks and recreation departments around the country. Many departments have created success stories in the face of this unprecedented event. Magical Park is a one such story that brought joy to people's lives in a time when they needed it. Who would have thought that an invisible playground could do that? Truly magical!



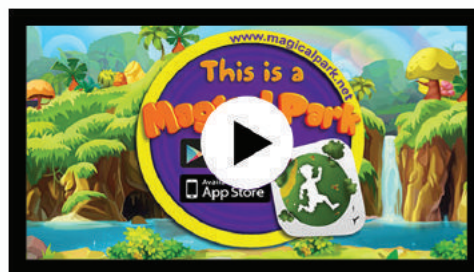
HOW IT WORKS...

The bigger the park, the more kids have to run! We like flat, open park spaces the size of a football field ideally with a traditional playground, parking and toilets near by. You can give us the park address or the GPS coordinates and we will check it out on Google Maps. If everything looks ok, we will program a demo park for you to test.

You will receive access to our Marketing Toolbox with posters, flyers, social media content and videos including a marketing blog with tips on how to promote an invisible playground.

In addition to that, you will get access to your own analytics portal to see how many devices have been activated at your park and how many visitors approximately came. The direct marketing feedback helps perfecting campaigns and provides effortless board reports.

- ✓ Free to Play
- ✓ No in-game purchases
- ✓ No advertisement
- ✓ No data mining
- ✓ No hard-installation necessary
- ✓ 8 permanent games to choose from
- ✓ 3 seasonal games
- ✓ Easy mode for challenged players
- ✓ 2 Vision impaired games




**CLICK TO WATCH
OUR PROMO**

WWW.MAGICALPARK.NET
WWW.GEOARGAMES.COM
INFO@GEOARGAMES.COM



Magical Park Order Form

Park Agency (Client)	
Billing Name	
Address	
Purchase Order Number	
Contact Person	
Name	
Position/Title	
Phone	
Email	
Signature	

Park Details			
Please provide the details for the parks you want to have set up	Names of the parks	Subscription Duration	Start/ End dates
Details	Please include a Google map link or address of the park locations		
Payment Details in AU\$ excl GST	<p>PLA Members: \$2650 per park annual licence \$999 for a 3-month license \$500 pop-up park for 1 week (weekend to weekend) \$250 additional pop-up week (please ask for offers for multiple parks) \$150 set up fee to move Magical Park to a new park location</p> <p>Non-members: \$3,000 per park annual licence \$1,200 for a 3-month license \$650 pop-up park for 1 week (weekend to weekend) \$350 additional pop-up week (please ask for offers for multiple parks) \$250 set up fee to move Magical Park to a new park location</p>		
You will be invoiced by PLA.			
Invoice amount and other Comments for our PLA accounts team			
Complete and return to	melanie@georgames.com and membership@parksleisure.com.au		



Terms & Conditions:

Upon Customer's payment of the applicable invoice, Geo AR Games will facilitate the Customer making available the App to users at the Site, during the subscription period set forth in the invoice, along with provisioning to Customer the other services set forth herein.

Choosing the Magical Park Location:

Geo AR Games shall provide the service of setting up a Magical Park playground in a location ("the Site") and for an agreed duration specified by the Customer in this document. The Park must have a minimum size of 70 metres x 70 metres to allow for a 30-metre circular play area with a 20 metre buffer on either side. This selection determines the spread of the digital content within the App once it is activated on the Site. Customer shall be solely liable for final selection of, and maintenance of, the Site, including with respect to any upkeep, hazards, access and use, and safety requirements related to the Site.

Site Safety

It is the sole responsibility of the Customer to ensure the Site is safe for users and any other individual entering the Site.

Geo AR Games shall perform an initial site verification via a publicly available satellite imagery service, such as Google Maps. Geo AR Games will endeavor to inform the Customer of any health and safety risks it may notice during this initial verification. It is the sole responsibility of the Customer to send City or park authority staff to the Site to check for any health and safety risks, or any reason whatsoever why the site may not be deemed safe.

Geo AR Games expects the Customer to ensure that the safety of the site is being tested by staff through the duration of any user's access to the App with respect to the Site and that Customer's staff will report back if there are any concerns with the health and safety.

Geo AR Games will use commercially reasonable efforts to relocate the Site upon Customer's request to assist the Customer with the best positioning of the game.

Relocation of the Site will occur within 48 hours (during normal business hours) of receiving a written relocation request from the Customer.

If a Site is booked for a short duration and the Site is compromised during that time due to flooding, fire, earthquakes, or any other event which renders the site unusable, Customer shall notify Geo AR Games as soon as possible so Geo AR Games can arrange an alternative date and deactivate the App and other services for that Site.

Player Safety

All users of the APP are bound by the Geo AR Games Terms and Conditions and privacy policy in the App which the user must accept before playing (<https://www.geoargames.com/privacy-policy>).

The App may state, and Customer shall notify users that, the App can only be played at the Site under adult supervision. Customer shall be responsible for use of the App and the Site by users.



The App has in built safety checks based on the Site size. If the App detects a user attempting to play a game outside of the App's automatically determined safety zone (e.g. the Site), the App will end the game. This detection mechanism relies on accurate GPS and Bluetooth technology and other technology and is not fail-safe. The hardware sensors inside mobile devices vary in quality. Geo AR Games cannot take responsibility for the GPS accuracy or other functionality of the App or any devices. In order to minimize risk to the user, the App monitors the accuracy of the GPS sensor in the players device. If the GPS reading of the device returns a value below the threshold, the game will be terminated. Notwithstanding anything to the contrary, Customer acknowledges and agrees that Nexus Alpha does not control the contents, features, or functionality of the App and is not representing or warranting that the App is safe or will work in any way.

On the date hereof, the App does not contain:

- in-Game purchases; or
- advertising; or
- data mining

The App comes with a set of games which vary based on the season. Geo AR Games reserves the right to deactivate a game for any reason, including if there is concern for user safety or if the developers get notified of a significant bug. If a game is unexpectedly deactivated, Geo AR Games will be in contact with the Customer within 72 hours.

Marketing

Geo AR Games will provide marketing material to use for the promotion of the App at the Site. The Customer is responsible for all marketing, social media and media related activities. Geo AR Games will offer the Customer a Zoom call to assist with the marketing strategy and the advertising of the App at the Site which is essentially an invisible, digital playground.

Geo AR Games will send the Customer a link to their personal analytics portal. This portal is NOT confidential and not protected. As of the date hereof, Geo AR Games understands that the portal does not hold any Customer contact, payment or any other information other than:

- The Park name
- The Park activity during the activated time
- The estimated number of park visitors who played the App at the Site

The data in the analytics portal can take 2-3 days to update.

Liability

ALL THIRD-PARTY MATERIALS INCLUDING THE APP FROM GEO AR GAMES ARE PROVIDED TO CUSTOMER AND USERS "AS IS" AND ANY REPRESENTATION OR WARRANTY OF OR CONCERNING ANY THIRD-PARTY MATERIALS IS STRICTLY BETWEEN CUSTOMER OR USERS AND THE THIRD-PARTY LICENSOR OR



DISTRIBUTOR OF THE THIRD-PARTY MATERIALS, AND MAY BE IMPACTED BY THIRD PARTY'S COMPLIANCE OR NON-COMPLIANCE WITH ITS OWN REPRESENTATIONS AND WARRANTIES. In the event of any claim by the Customer or users with respect to the App, including any claim of injury or inadequacy, Geo AR Games shall use commercially reasonable efforts to facilitate Customer's or any user's claim thereto, however, Geo AR Games shall have no liability with respect to such claim.

Geo AR Games specifically disclaims all warranties with respect to the App or services provided hereunder, whether express, implied, statutory, or otherwise, including uptime, availability, features, functionality, and implied warranties of merchantability, fitness for a particular purpose, title, and non-infringement.

Geo AR Games Ltd shall not be liable under the law of tort, contract or otherwise for any loss of profits or any direct, indirect, or consequential loss or damage arising out of any use of the App. In any case, Geo AR Games liability to the Customer or any user arising out of all claims for damages under this Agreement will not exceed the aggregate amount of fees paid by the Customer to Geo AR Games with respect to the services provided hereunder.

Indemnification

The Customer shall indemnify Geo AR Games and each of their representatives from any and all claims or expenses for injury (including death), or loss or damage to property caused, or alleged to be caused, by any acts or omissions of the Customer or any of its representatives. The foregoing indemnity includes any claim arising out of the use the App and includes injury or damage caused while using the App at the Site.

Governing Law and Jurisdiction. The Parties agree that this Agreement shall be governed by the laws of New Zealand. Any legal suit, action, or proceeding arising out of this Agreement shall be instituted exclusively in the courts of New Zealand.

Payment Schedule

Geo AR Games will set up a demo park site or test site for the client at no cost.

The Customer will only be invoiced if Geo AR Games receives a signed order form from the Customer including details of the required Site activation and the agreed price. An invoice will be sent for the Customer to pay before the App at the Site is advertised to the community. Such invoice will be subject to the terms of this Agreement and any other terms set forth in the invoice (such as payment terms).

As of the Effective Date, the Geo AR Games fees are the pricing provided to the Customer, however, the fees can be updated from time to time by Geo AR Games upon notice to the Customer.

Cancellation

If the Customer needs to cancel a park booking but has already paid, Geo AR Games will use commercially reasonable efforts to find a new suitable timeframe and location for use of the App with the Customer at no additional cost to the Customer.

Either Party may terminate this Agreement upon no less than 10 days' written notice to the other Party, however, all amounts outstanding due from the Customer to Geo AR Games shall still remain payable and



Sections of this Agreement with the headers Site Safety, Player Safety, Indemnification, Liability, Governing Law and Jurisdiction shall survive such termination.