

Miracle Machines™

Featuring levers, pulleys, slides, and switches for kids to manipulate, Miracle Machines add a touch of whimsy to any playground. These elaborate tasks are designed to thrill and engage the senses for everyone ages 2 and up, helping to develop cognitive and fine motor skills as well as provide insights into cause-and-effect relationships. To make these mechanical series of play panels, Miracle® Recreation collaborated with The Rube Goldberg® Institute For Innovation & Creativity, a nonprofit organization that encourages creativity and access to STEM and STEAM education through the creation of comical and overly complicated chain-reaction machines that achieve a simple task.



Side View

Curiosity Thrilled the Cat

Turn the crank to unleash Cat's favorite treat and guide it through a series of obstacles accompanied by fun sounds. Watch as it flies through dominoes, passes the flag, and knocks down a banana. Then, there's a decision to make—put it into Cat's bowl, or give the treat some fishy flavor by first passing it through the tank? This not only helps kids recognize the impact their actions have, but builds upon their decision-making skills. Thanks to the variety of paths to choose from, whichever they decide to take, the other will be there for the next treat. Cat certainly wouldn't mind!



Side View

My Cup of Tea

Spin the wheel and guide the tea to the cup using a pencil, a boot—even a fish! With a series of maneuverable elements, My Cup of Tea gives a fast-paced illustration of cause-and-effect to users while providing a number of fun paths for the balls to take. Kids can make as much tea as they'd like, learning how to cooperate with each other and make decisions solo or as a team. Wheels are located high and low for children of any ability to join in the fun, while bells and chimes enhance the sensory experience for all.

Gooooaalll

Individuals or teams can work to score a match-winning goal! Start by turning the wheel, and then guide the ball along its journey until it reaches the net. Manipulative elements all across the panel offer the chance for young children to build their fine motor skills, while older kids will enjoy creating a methodical approach to reaching the goal. Its width, sloped height, and accompanying sounds ensure everyone can join in on this thrilling play.



Side View



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Product	Product Number	Ages	Capacity	Product Size	Weight	ADA	ASTM F1487	CPSC PUB.325	CAN/CSA Z614	EN1176
Curiosity Thrilled The Cat	453-6 453-6BD	2 - 12 (18 mos - 12 CSA)	8	2'1" x 2'8" x 10'7" (0.9m x 0.8m x 3.2m)	420 lb (190.5 kg)	•	•	•	•	
My Cup Of Tea	453-8 453-8BD	2 - 12 (18 mos - 12 CSA)	8	7'6" x 2'8" x 8'11" (2.3m x 0.8m x 2.7m)	410 lb (185.9 kg)	•	•	•	•	
Gooooaaalll	453-9 453-9BD	2 - 12 (18 mos - 12 CSA)	10	10'7" x 2'8" x 8'4" (3.2m x 0.8m x 2.5m)	360 lb (163.3 kg)	•	•	•	•	

All products listed above are available in bolt-down versions.

Color Options

The Miracle Machines™ can be customized with our Mira-Cote™ Powder-Coated Painted Metal Colors or Antimicrobial Painted Metal Colors and any Mira-Lene™ Playground Panel Colors. If you have any questions, please see your authorized representative.



The Rube Goldberg® logo is included on all the Miracle Machine™ panels



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