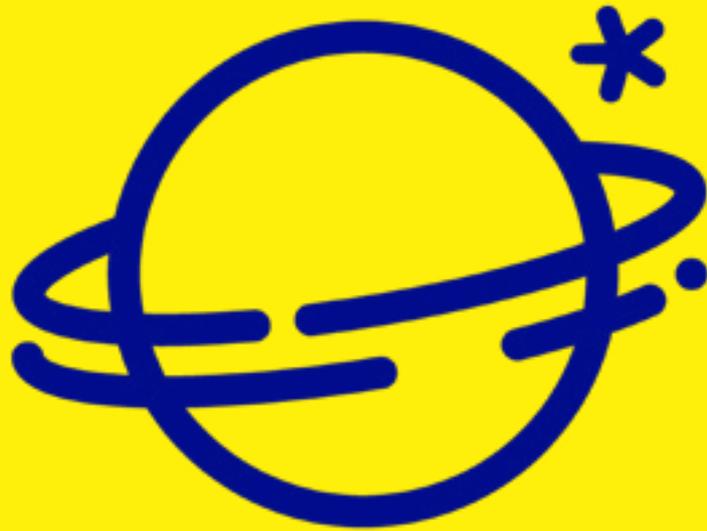


**HIRE  
SEASON  
2017-18**



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LET US  
ENTERTAIN  
YOU!

# MECHANICAL RIDES & GAMES



## STUNT JUMP

**Ages:** 5 yrs – Adult (subject to platform height)

**Space required:** 20m x 12m x 7m

**Game Capacity:** Approx 200 people per hour

**Description:** The Stunt Jump is the only ride in Australia to offer the feeling of free falling through the air like a real Hollywood stuntman before landing on our specially designed jump bag – just like the pros! The jump bag has been refined and designed by trapeze artists to absorb all landings from heights well above the highest platform of 7m. Even the smaller kids can feel like a hero as they take a leap of faith from the smaller 4m platform. We wouldn't offer the Stunt Jump if we weren't assured of its safety, and this ride will satisfy an extremely wide demographic and assure an adrenalin filled event.



## BUNGEE EXTREME

**Ages:** 5 yrs - Adult

**Space required:** 16m x 13m x 7m

**Power required:** 1 x 240V/10amp(normal power point) on its own circuit

**Game Capacity:** 65 riders per hour

**Description:** This is a great way to feel like you can really fly!! The Riders can do straight vertical jumps off the specially designed inflatable trampolines or do tumble flips once their skill level increases. Each rider is attached to a bungee harness complete with bungee cords using an auto tensioning system, this is the safest and smartest bungee trampoline on the market – as you bounce the tension will take you higher until you're ready to come back down to ground. The bungee trampoline is always one of the most popular attractions at any event and now with the quick and easy to set up Bungee Extreme it certainly will be! Hire the bungee trampoline today and make your event entertainment bounce out of this world!



## SIZZLER

**Ages:** 5 yrs - Adult

**Space required:** 16m x 16m x 10m

**Power required:** 1 x 3 Phase/32amp power

**Capacity:** Approximately 300 people per hour

**Description:** The Sizzler is definitely a fast paced and colourful addition to any large event! With up to 3 people in each carriage this ride moves a large crowd quickly but also ensures to get the adrenaline pumping. Sit down, buckle up and hold on as the Sizzler gains its speed...try and spot your friends in their carriage...it's difficult when moving this fast!!



## TRACKLESS TRAIN

**Ages:** All Ages

**Space required:** Subject to venue

**Game Capacity:** Approx 200 people per hour

**Power Required:** N/A

**Description:** No train tracks required here. Book the train for your next corporate fun day or school fete as a creative way to transport your guests between locations, or simply to give little kids the thrill of a mini train ride! The train is capable on most surfaces and we have a number of colours and carriages to choose from subject to availability.



## BIG KAHUNA SURF MACHINE

**Ages:** 6 yrs - Adult

**Space required:** 8m x 4.5m x 3.5m

**Power required:** 2 x 240V/10amp (normal power points) on their own circuit

**Game Capacity:** Approximately 60 people per hour

**Description:** Surf's up on the Big Kahuna Surf Machine. This surf simulator is sure to steal the show at your next event. Complete with an impressive 4m high wave and soft inflatable for a safe wipeout experience. The Big Kahuna Surf Machine is just like surfing pipeline without getting wet.



## BUNGEE TRAMPOLINE

**Ages:** 5 yrs - Adult

**Space required:** 8.5m x 8.5m x 7.5m

**Power required:** 2 x 240V/10amp (normal power points) on their own circuit

**Game Capacity:** Approximately 65 people per hour

**Description:** The Bungee Trampoline is a great way to feel like you are flying. Riders can do straight vertical jumps off the specially designed inflatable trampolines and evolve to tumble flips once their skill level increases. Each rider is attached to a bungee harness complete with bungee cords (elastics). The ride operator then uses the inbuilt winch to lift the rider to the ride start position. The riders bounce vertically off the trampolines whilst attached to the bungee cords. The bungee trampoline is always one of the most popular attractions at any event.



## DODGEM CARS

**Ages:** All Ages

**Space required:** 19m x 19m x 10m

**Power required:** 1 x 3 Phase/32amp power outlet

**Capacity:** Approximately 300 people per hour

**Description:** The Dodgem Cars are everyone's favourite fairground attraction. People of all ages will be queuing up to take a spin in one of our authentic dodgem cars. Blast, bump, turn and chase your friends around our 16m track. Complete with music, flashing lights and a whole lot of smiles all round, no event is complete without a set of dodgem cars.



## LIL' SWINGS

**Ages:** 2 years - 10 years (kids under approximately 45kg)

**Space required:** 9m diameter x 4m (H)

**Power required:** 1 x 240V/10amp (normal power points) on their own circuit

**Game Capacity:** Approximately 100 kids per hour

**Description:** The Lil' Swings are the perfect kiddie ride for your next event. Designed specifically for the little ones, the swinging chairs are controlled to a fun and safe speed for the kids to have a good time without being too scary. This attraction includes safety fencing to secure your kids safety and comfort whilst they ride.

## MECHANICAL BULL

**Ages:** 6 years to Adult

**Space required:** 6m diameter x 2.7m

**Power required:** 2 x 240V/10amp (normal power points) on their own circuit

**Game Capacity:** Approximately 60 people per hour

**Description:** The best bull on the planet – NO BULL! The Mechanical Bull is by far our most popular attraction and features Australia's most advanced electronic controls to ensure a great fun ride. Hold on tight, our bull is capable of spinning, bucking, and rolling and has speeds suited to all riders; from beginners all the way through to rodeo professionals! 100% safe, 110% fun.



## MECHANICAL FOOTBALL

**Ages:** 6 yrs - Adult

**Space required:** 6m diameter x 2.7m

**Power required:** 2 x 240V/10amp (normal power points) on their own circuit

**Game Capacity:** Approximately 60 people per hour

**Description:** The Mechanical Football is a must have for any football party, sporting presentation day or sporting party. The football boots, bombs, spins and rolls to try and throw you off. Test the fitness, determination and agility of your friends, team mates or colleagues.



## MECHANICAL REINDEER

**Ages:** 6 yrs - Adult

**Space required:** 6m diameter x 2.7m

**Power required:** 2 x 240V/10amp (normal power points) on their own circuit

**Game Capacity:** Approximately 60 people per hour

**Description:** If Santa had a Mechanical Reindeer he would never leave home. The Mechanical Reindeer is great for kids and adults alike and is perfect for your Christmas party or Christmas in July festivities. The surrounding inflatable ensures complete safety for all riders.



## MECHANICAL SNOWBOARD

**Ages:** 6 yrs - Adult

**Space required:** 6m x 5m x 3.5m

**Power required:** 2 x 240V/10amp (normal power points) on their own circuit

**Game Capacity:** Approximately 60 people per hour

**Description:** The downhill slalom adventure of the Mechanical Snowboard will make your next snow themed party one to be remembered all the way into the summer. The longer you stay on the mechanical snowboard the faster it goes. Shred your way to extreme adventure and face plant on our inflatable ski slope.



## PLANET SURF MACHINE

**Ages:** 6 yrs - Adult

**Space required:** 6m x 3.5m x 3.5m

**Power required:** 2 x 240V/10amp (normal power points) on their own circuit

**Game Capacity:** Approximately 60 people per hour

**Description:** The big hit of any summer party is the fun that can be had on the Planet Surf Machine. The inflatable is themed with palm trees and beach colours to integrate seamlessly into your next beach themed party. The Planet Surf Machine lets you ride the wave then wipe out on the inflatable beach and will separate the grommets from the pros.



## ROCK CLIMBING WALL

**Ages:** 6yrs - Adult

**Weight requirements:** 20kg - 115kg

**Space required:** 10m x 6m x 10m

**Power Required:** N/A

**Game Capacity:** Approximately 70 people per hour

**Description:** Don't bother travelling to Switzerland to scale the Alps; we will bring the Alps to you! The Rock Climbing Wall is the perfect addition to any event looking to encourage physical interaction and promote healthy living. With the ability to accommodate four climbers at once, the Rock Climbing Wall is perfect for team building and school sport. Our operators are fully trained by industry professionals. The Rock Climbing Wall will add an inspiring and dynamic approach to your event and encourage each climber to attain their goals.



## TEA CUP & SAUCERS

**Ages:** 4 yrs - Adult

**Space required:** 12m diameter x 4m

**Power required:** 2 x 240V/10amp (normal power points) on their own circuit

**Game Capacity:** Approximately 500 people per hour

**Description:** Want to bring the fun and excitement from Disneyland to your next event? The Tea Cup & Saucers are one of our most popular Mechanical Rides and are a great addition to your next fete, family day or festival. Featuring six cups sitting on rotating platforms, this ride can accommodate large numbers and is the perfect attraction for mum and dad to ride with the kids. This attraction includes safety fencing to secure your safety and comfort whilst riding.

## TURBO TUBS

**Ages:** 4 yrs - Adult

**Space required:** 12m diameter x 4m

**Power required:** 2 x 240V/10amp (normal power points) on their own circuit

**Game Capacity:** Approximately 500 people per hour

**Description:** Our Turbo Tubs are the only ones in Australia and the name says it all! The six tubs spin on rotating arms, allowing riders to increase the spin of their own tub. With a capacity for over 500 riders per hour, the Turbo Tubs are guaranteed to make money at your next event.

This attraction includes safety fencing to secure your safety and comfort whilst riding.



## WINDJAMMER RIDE

**Ages:** 4 yrs - Adult

**Space required:** 12m diameter x 4m

**Power required:** 2 x 240V/10amp (normal power points) on their own circuit

**Game Capacity:** Approximately 500 people per hour

**Description:** The Windjammer is one of Planet Entertainment's newest Mechanical Rides, and is guaranteed to make your event a huge success. Feel the wind thru your hair as you spin around on one of the 10 swinging chairs. The Windjammer is suitable for all ages, so kids can feel safe knowing that their parents are right by their side. This attraction includes safety fencing to secure your safety and comfort whilst riding.



## GIANT SLIDES

### GIANT FUN SLIDE

**Ages:** 4 yrs - Adult

**Space required:** 29m x 12m

**Power required:** 1 x 240V/10amp (normal power point) on its own circuit

**Game Capacity:** Approximately 300 people per hour

**Description:** The King of Giant Slides has arrived! The Giant Fun Slide is our largest and newest Giant Slide and is sure to impress everyone at your next event. With the ability to have three sliders at once, this is the perfect attraction to accommodate for larger scale events and festivals! Hire includes everything required to ensure that your event is the safest it can be. Including two professionally trained and uniformed operators, fencing and slide bags!



### BIG WAVE SLIDE

**Ages:** 3 yrs - Adult

**Space required:** 12m x 8m x 12m

**Power required:** 3 x 240V/10amp (normal power points) on their own circuit

**Game Capacity:** Approximately 250 people per hour  
**Description:** There is no better feeling than being out on a sunny day lying on the back of your board feeling the warmth of the sun on your back and the cool water below... or is there? The Big Wave Slide is the closest thing to surfing the curl without getting wet. The giant inflatable slide is 12m tall and has two slide components to get hundreds of people through per hour. It works great at any water themed party, beach theme or even a corporate event with fun on the agenda.



### CARS SLIDE

**Ages:** 3 yrs - 16 yrs

**Space required:** 8.5m x 6m x 6.5m

**Power required:** 2 x 240V/10amp (normal power points) on their own circuit

**Game Capacity:** Approximately 300 people per hour

**Description:** This Cars Slide will bring fans from Carburetor Country running with a whimsical design and exciting two-slide option. Kids can climb up the centre tunnel, which is topped off by a three-dimensional Lightning McQueen, and then choose from either a right or left sided slide for a speedy ride to the cushioned bottom. The Cars Slide is a great way to promote enjoyable and healthy activity, and will add excitement and value to any indoor or outdoor event!





## CLIFFHANGER SLIDE

**Ages:** 5 years to Adult (Minimum 1.3m height restriction)

**Space required:** 11m x 6.5m x 9m

**Power required:** 2 x 240V/10amp (normal power points) on their own circuit

**Game Capacity:** Approximately 300 people per hour

**Description:** The Cliffhanger Slide is one of our newest and most daring attractions. Different from other giant slides, participants are hanging by their arms before making the 9m drop! With dual sliding capabilities, the Cliffhanger Slide is perfect for events with large volumes of people. With a capacity of over 300 riders per hour, this giant attraction and will test the bravery of any teenager.



## ATOMIC DROP SLIDE

**Ages:** 4 yrs - Adult

**Space required:** 10m x 7m x 9m

**Power required:** 2 x 240V/10amp (normal power points) on their own circuit

**Game Capacity:** Approximately 300 people per hour

**Description:** Need a slide for older kids? The Atomic Drop slide is our highest, steepest giant slide. The dual sliding lanes makes the Atomic Drop perfect for events where you need to move the numbers. With a capacity of over 300 riders per hour, this is great attraction and money maker.



## SHARK SLIDE

**Ages:** 3 yrs - Adult

**Space required:** 10m x 6.5m x 9m

**Power required:** 3 x 240V/10amp (normal power points) on their own circuits

**Game Capacity:** Approximately 250 people per hour

**Description:** Catch of the day! The Giant Shark Slide is an impressive 9m inflatable giant slide which is great for events with a high volume of people. Sliders must climb their way to the top of the shark's tail and slide through his belly and all the way out through his mouth. Great for beach or water themed parties.



## MONSTER TRUCK

**Ages:** 4 yrs - Adult

**Space required:** 12.5m x 7m x 7m

**Power required:** 2 x 240V/10amp (normal power points) on their own circuit

**Game Capacity:** Approximately 300 people per hour

**Hire Options:** Available in WET and DRY mode

**Description:** Vroom, Vroom! Drag racing... inflatable style. Watch as your guests race to see who's the fastest, on our brand new Splashter Slide! Cool down on those hot summer days. The Splashter Slide can be used WET or DRY and is the perfect amusement for your summer party! This is drag racing at its finest.



## TROPICAL SLIDE

**Ages:** 4 yrs - Adult

**Space required:** 12m x 4.5m x 6m

**Power required:** 2 x 240V/10amp (normal power points) on their own circuit

**Game Capacity:** Approximately 300 people per hour

**Hire Options:** Available in WET and DRY mode

**Description:** The Tropical Slide is one of our newest and brightest additions to our inflatable giant slides and is set to be a hit this summer. Perfect for that summer/beach themed event, this amusement will keep participants of all ages occupied for hours.

# OBSTACLE COURSES

## CARS CHALLENGE

**Ages:** 5 – 12 yrs

**Space required:** 9.3m x 4.7m x 5.05m

**Power required:** 2 x 240V/10amp (normal power points) on their own circuit

**Game Capacity:** 450 people per hour

**Description:** This game is one of our most Disney themed obstacle courses for the younger guys. It has plenty of climbing hills, tunnels, slides and obstacles to tackle. Climb the final hill and then finish with a speed slide to exit!



## RUGBY RUMBLE

**Ages:** 5 yrs - Adult

**Space required:** 11.7m x 3.2m x 4.4m

**Power required:** 2 x 240V/10amp (normal power points) on its own circuit

**Game Capacity:** Approximately 280 people per hour

**Description:** Touch, Pause, Engage! Pack the crowds in with the exciting Rugby Rumble. Watch and cheer as your teammates, colleagues and friends challenge their way through the inflatable obstacle course. Great for end of year presentations, brand activations in high pedestrian areas, or some entertainment for the younger kids at your weekly sporting events!



## SPECIAL OPS

**Ages:** 10 yrs - Adult

**Space required:** 17.6 m x 5.45 m x 7 m

**Power required:** 3 x 240V/10amp (normal power points) on their own circuit

**Game Capacity:** Approximately 350 people per hour

**Description:** The Special Ops Obstacle Course is our newest obstacle course and is certainly one of the most challenging courses we have ever come across. Boasting a massive 18 metres in length, smash through obstacles, tubes, a huge climbing wall and slides! The Special Ops Obstacle Course features two lanes so you can race your friends for fun, or challenge your competitor's athletic skills.



## BIG BALLER WIPEOUT

**Ages:** 8 yrs - Adult

**Space required:** 12.5m x 6.5m x 5m

**Power required:** 2 x 240V/10amp (normal power points) on its own circuit

**Game Capacity:** Approximately 120 people per hour

**Description:** The Big Baller Wipeout is a fun filled game where each player climbs up to the inflatable platform to take on the big red balls. The objective of the game is to see if you can make it across all four. The fun of this game being – how difficult that task actually is! This is a great and entertaining game of speed and agility to make it across before falling off. Surrounded by the Zero Shock fall bag it doesn't matter if you cant quite make it, there's a soft landing ahead.



## ADRENALINE RUSH II

**Ages:** 4 yrs - Adult

**Space required:** 12m x 10m x 9m

**Power required:** 3 x 240V/10amp (normal power points) on their own circuit

**Game Capacity:** Approximately 350 people per hour

**Description:** The Adrenaline Rush II is designed for players that really need a challenge. This obstacle course is one mighty piece of equipment, sure to be a big hit at your next event. The unit features squeeze tubs, climb and slide, biff bash and is a great workout for young and older players alike.



## BIG CHALLENGE

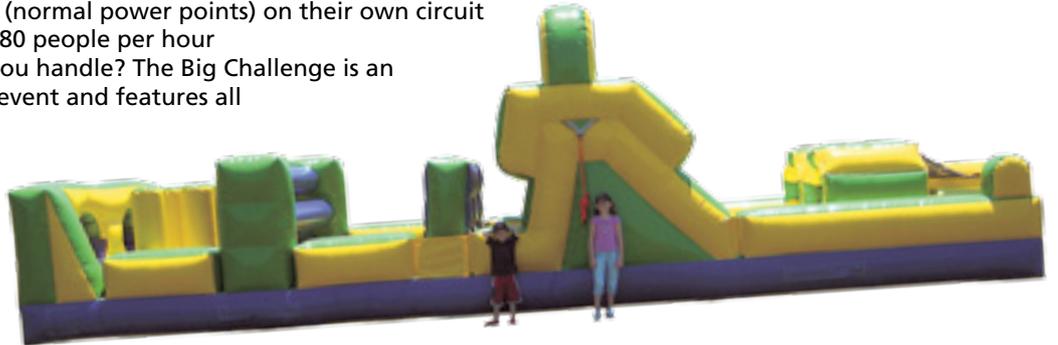
**Ages:** 4 yrs - Adult

**Space required:** 12m x 6m x 6m

**Power required:** 2 x 240V/10amp (normal power points) on their own circuit

**Game Capacity:** Approximately 280 people per hour

**Description:** How much fun can you handle? The Big Challenge is an awesome attraction for your next event and features all the same inclusions as the larger obstacle courses, packed into a smaller convenient size. You can play against another player or challenge yourself in this mammoth obstacle course.



## BIG SQUEEZE

**Ages:** 4 yrs - Adult

**Space required:** 11m x 4m x 3.5m

**Power required:** 2 x 240V/10amp (normal power points) on their own circuit

**Game Capacity:** Approximately 280 people per hour

**Description:** Looking to add some colour and competition to your next event? The Big Squeeze is one of our newest and brightest obstacle course! Packed with squeeze tubes, climbing walls, slides and biff bash tunnels, this compact obstacle course is guaranteed to challenge the finest of athletes. Race your mates, record your time and HAVE FUN!



## COMMANDO CHALLENGE

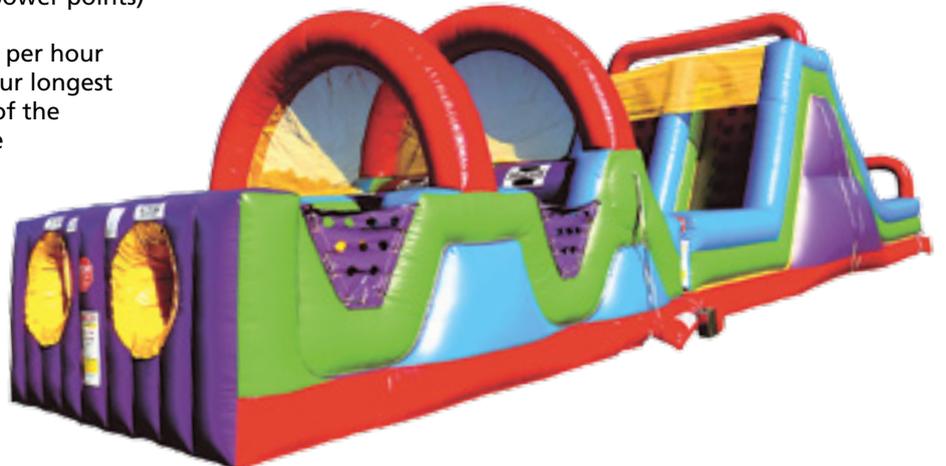
**Ages:** 4 yrs - Adult

**Space required:** 22m x 5m x 4.5m

**Power required:** 3 x 240V/10amp (normal power points) on their own circuit

**Game Capacity:** Approximately 350 people per hour

**Description:** The Commando Challenge is our longest obstacle course to date and is certainly one of the most challenging courses we have ever come across. Boasting a massive 22 metres in length, the course consists of squeeze tubes, crawl barrels, climbing walls and slides! The inflatable course is perfect for any event from sporting presentation days, to corporate events and team building. The Commando Challenge features two lanes so you can race your friends for fun, or challenge the athletic skills of your competitor.





## FOOTY CHALLENGE

**Ages:** 4 yrs - Adult

**Space required:** 11.5m x 4m x 4.5m

**Power required:** 2 x 240V/10amp (normal power points) on their own circuit

**Game Capacity:** Approximately 200 people per hour

**Description:** Touch, Pause, Engage! The Footy Challenge is capable of taking large volumes of people through very quickly and will be the ideal obstacle course for your next event. Watch and cheer as your teammates, colleagues and friends challenge their way through the Inflatable Obstacle Course. You enter in through tunnels, up and down hills, through biff bash men and squeeze out through the squeeze tubes.



## IRONMAN CHALLENGE

**Ages:** 4 yrs - Adult

**Space required:** 12m x 10m x 8m

**Power required:** 3 x 240V/10amp (normal power points) on their own circuit

**Game Capacity:** 450 people per hour

**Description:** Take the Ironman Challenge! This game is one of our most challenging obstacle courses. It has plenty of climbing hills, tunnels, slides and a cross over section. Climb the final hill and then finish with a slide through the IRONMAN'S LEGS!

Great for team sports, presentation days, fundraisers and anywhere you need a fast action packed fun challenge.



## JUNGLE MAZE

**Ages:** All Ages

**Space required:** 12m x 12m x 3m

**Power required:** 2 x 240V/10amp (normal power points) on their own circuit

**Game Capacity:** Approximately 450 people per hour

**Description:** Welcome to the jungle! Looks easy right? Think again! The Jungle Maze is the perfect attraction to challenge just about anyone and will keep participants occupied for hours. Rumour has it that even Bear Grylls had trouble getting out of this one! Perfect for fundraising, team building and school activities! If you're looking to add a challenging, adventurous and exciting new concept to your next event, then you need the Jungle Maze.



## JURASSIC SURVIVOR

**Ages:** 3 yrs - Adult

**Space required:** 12m x 10m x 9m

**Power required:** 3 x 240V/10amp (normal power points) on their own circuit

**Game Capacity:** Approximately 450 people per hour

**Description:** The Jurassic Survivor obstacle course is an enormous 9m high and 12m long trek through the dense Amazon jungle. The challenge will put all your skills of climbing, squeezing, crawling and sliding to the test. When you think you have finally made it to the end you will need to battle against and survive the biggest, baddest, obstacle in history - our 7m tall T-Rex!

## MEGA OLYMPIC CHALLENGE

**Ages:** 4 yrs - Adult

**Space required:** 10.5m x 8m x 6m

**Power required:** 3 x 240V/10amp (normal power points) on their own circuit

**Game Capacity:** Approximately 350 people per hour

**Description:** The Mega Olympic obstacle course is by far the most popular obstacle course in the Planet Entertainment range. The inflatable course is perfect for any event from sporting presentation days, to corporate events and team building. The game features two lanes, one for each player. On entry into the course, competitors race through the squeeze tubes and are faced by an army of biff bash men and are then required to get down on their hands and knees and crawl through the Mega Olympic tunnel. Finally faced with a 5m climb and slide out of the game, the Mega Olympic obstacle course will be the Mega Hit for your day.



## OLYMPIC CHALLENGE

**Ages:** 4 yrs - Adult

**Space required:** 12m x 6m x 4.5m

**Power required:** 2 x 240V/10amp (normal power points) on their own circuit

**Game Capacity:** Approximately 400 people per hour

**Description:** Brother to the Mega Olympic, the Olympic obstacle course is perfect for smaller events that still require a challenge. The Olympic obstacle course lets you race a friend or challenger through tunnels, over hills, through squeeze tubes and then into the biff bash men, before finally sliding out of the challenge. This inflatable guarantees big smiles from all competitors.



## SPORTS GAMES

### WHACKY HOOPS

**Ages:** 4 yrs - Adult

**Space required:** 4m x 5.5m x 4m

**Power required:** 1 x 240V/10amp (normal power points) on their own circuit

**Game Capacity:** The wacky hoops is a great team building exercise or sporting presentation day addition, or even consider it as a carnival game with prizes. This game stands 4m tall and has 2 basketball hoops so contestants can see who sinks the most baskets! The Wacky Hoops includes an integrated ball return system and several basketballs to ensure plenty of competitive fun.



### SUPER SPORTS ARENA

**Ages:** All Ages

**Space required:** 24m x 14m x 2.6m

**Power required:** 1 x 240V/10amp (normal power points) on their own circuit

**Game Capacity:** 8 per side. 16 at a time

**Description:** Why waste time marking out a playing field and chasing the ball around the park when you can just inflate your own arena? Whether it be a game of soccer, hockey, dodgeball or your own creative team building exercises, this multi-use arena can be quickly set up anywhere to start the game of your choice!





## BOUNCY BOXING

**Ages:** 10 yrs - Adult

**Space required:** 5.5m x 5.5m x 3.5m

**Power required:** 1 x 240V/10amp (normal power point) on its own circuit

**Game Capacity:** Approximately 60 people per hour

**Description:** The Bouncy Boxing is a fun filled game where each player steps into the inflatable boxing ring and are given a set of oversized novelty foam filled boxing gloves. The objective of the game is to see which bouncy boxer can stay on his/her feet the longest. They will be declared the bouncy boxing winner.



## DUAL LANE BUNGEE

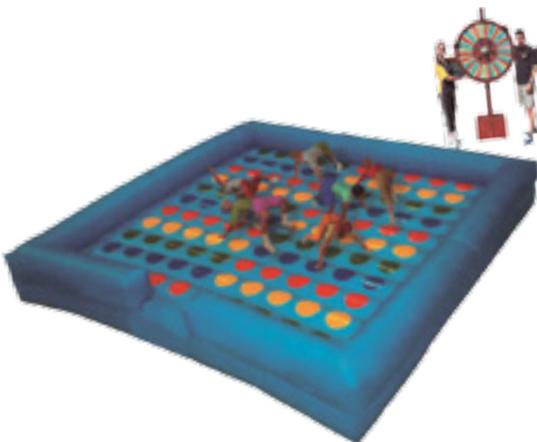
**Ages:** 7 yrs - Adult

**Space required:** 11m x 4m x 2.5m

**Power required:** 1 x 240V/10amp (normal power point) on its own circuit

**Game Capacity:** Approximately 60 people per hour

**Description:** The Dual Lane Bungee is a very competitive game and one of the most popular attractions for family days, sporting presentation days and corporate events. The Dual Lane Bungee will determine the competitor with the most determination, as you must race your opponent to retrieve the puck. The fun part is when the bungee cord retorts and flings them backwards onto a safe landing within the inflatable.



## ENTANGLEMENT TWISTER

**Ages:** 3 yrs - Adult

**Space required:** 7m x 7m x 2.5m

**Power required:** 2 x 240V/10amp (normal power points) on their own circuit

**Game Capacity:** Approximately 80 people per hour

**Description:** Entanglement Twister is the classic Twister game taken to a whole new level. The objective of twister is for the 12 players to follow the instructions of the Game Official, who calls out different coloured circles for player's hands and feet. Before you know it you all become entangled in a twisted mixture of hands and feet.



## GLADIATOR DUEL

**Ages:** 7 yrs - Adult

**Space required:** 7m x 7m x 3.5m

**Power required:** 1 x 240V/10amp (normal power point) on its own circuit

**Game Capacity:** Approximately 60 people per hour

**Description:** The Gladiator Duel is the most popular battle game in the Planet Entertainment range. The objective is to use our foam filled gladiator jousts to knock your opponent off their podium and be declared the Gladiator Duel Champion. The Gladiator Duel is perfect for team building sessions, bucks nights or 21st birthdays.



## HUMAN FOOSBALL

**Ages:** 7 yrs - Adult

**Space required:** 17m x 9.5m x 4m

**Power required:** Power required: 1 x 240V/10amp (normal power point) on its own circuit

**Game Capacity:** Approximately 60 people per hour

**Description:** Human Foosball is the human sized version of table soccer or foosball. The game consists of six players per side with the objective being to score a goal in the opponent's goal. The catch is that players are strapped in so they can only move sideways over a small area. Perfect for team building, school sport or sporting presentation days.



## INFLATABLE HOOPS

**Ages:** 6 yrs - Adult

**Space required:** 4m x 6m x 6m

**Power required:** 1 x 240V/10amp (normal power point) on its own circuit

**Game Capacity:** Approximately 250 people per hour

**Description:** The Inflatable Hoops is the ideal corporate team building exercise or sporting presentation day addition. The inflatable game stands 6m tall and features two basketball hoops to create the ultimate shoot-out between friends and colleagues.



## INFLATABLE VOLLEY BALL

**Ages:** 5 yrs to Adult

**Space required:** 10m x 6m x 2m

**Power required:** 1 x 240V/10amp (normal power point) on its own circuit

**Game Capacity:** Unlimited

**Hire Options:** Available either Fully Operated or on a DIY basis.

**Description:** Want to keep your guests active AND entertained? The Inflatable Volley Ball set up is the perfect amusement to achieve both goals. Due to the sealed air design, this amusement can also be set up in pools and can cater for any amount of players! Perfect for team building, school sport days, pool parties, camps and more!



## KING OF THE MOUNTAIN

**Ages:** 5 yrs - Adult

**Space required:** 8m x 8m x 9.5m

**Power required:** 2 x 240V/10amp (normal power points) on their own circuit

**Game Capacity:** Approximately 100 people per hour

**Description:** King of The Mountain is just like climbing Mount Kosciusko, but better! The climbing wall stands 9.5m tall with three climbing faces and climbers are challenged to scale the climbing surface in a bid to reach the top of the mountain the quickest. We only use professional rock climbing ropes, carabiners and accessories. The mountain will come with three professionally trained staff to safely belay participants up and down the wall.



## ROCK EM SOCK EM

**Ages:** 7 yrs - Adult

**Space required:** 8m diameter x 3.5m

**Power required:** 1 x 240V/10amp (normal power point) on its own circuit

**Game Capacity:** Approximately 80 people per hour

**Description:** Want a fun competitive game? The Rock Em X Sock Em is great to play and funny to watch. It's hard enough staying on the rocking bubble, let alone battling your opponents using our foam filled gladiator joust sticks.



## ROLLER RACERS & TRACK

**Ages:** 2 yrs - 7 years

**Space required:** 17m x 13m x 3m

**Power required:** 1 x 240V/10amp (normal power point) on its own circuit

**Game Capacity:** Approximately 140 Riders per hour

**Description:** The Roller Racers will have young kids burn off a bit of energy and keep them fit and healthy whilst having a whole lot of fun. The objective of the game is to race your opponents around the course with the winner being declared after completing three full laps of the Roller Racers track. The challenging part is learning the skill of how to gain the most speed on the racers.



## SOCCER SPORTS CAGE & RADAR

**Ages:** All Ages

**Space required:** 6m x 5m x 5.5m

**Power required:** 2 x 240V/10amp (normal power points) on their own circuit

**Game Capacity:** Approximately 150 people per hour

**Description:** How fast are you going now? The Soccer Sports Cage & Radar will test your kick speed and accuracy. As you attempt to kick the soccer ball into the goal, the radar gun will give you the top speed of your kick.



## GOLF SPORTS CAGE & RADAR

**Ages:** All Ages

**Space required:** 6m x 5m x 5.5m

**Power required:** 2 x 240V/10amp (normal power points) on their own circuit

**Game Capacity:** Approximately 150 people per hour

**Description:** Are you the next Greg Norman? The Golf Sports Cage & Radar will test the speed and accuracy of your swing. Our radar gun will record your drive and display an accurate reading of how fast the ball is travelling.



## SUMO SUITS

**Ages:** 7 yrs - Adult

**Space required:** 6m x 6m

**Power required:** N/A

**Game Capacity:** Approximately 60 people per hour

**Description:** The Sumo Suits will be the hit of your next event and are our most popular team building activity. Planet Entertainment will recreate an authentic Japanese Sumo fight and you get more than just front row seats. You take part in the sumo action! The Sumo Suits come with a 6m x 6m padded ring, 2 sumo suits, sumo helmets and THREE professionally trained staff. Teen Sumo Suits are also available for hire, so everyone can join in the fun.



## TRIPLE LANE BUNGEE

**Ages:** 7 yrs - Adult

**Space required:** 12m x 6m x 2.6m

**Power required:** 1 x 240V/10amp (normal power point) on its own circuit

**Game Capacity:** Approximately 80 people per hour

**Description:** The Triple Lane Bungee is one awesome game in which three players can play at the same time! The game can be played in two ways:

1. Players race down the lane with a basketball and must shoot for the hoop before the bungee cord takes over and flings them backwards.
2. Players race down the lane with a sticky baton and must place this baton on the centre wall ahead of their opponents before the bungee cord takes over and flings them backwards.



## TRY SCORER BUNGEE

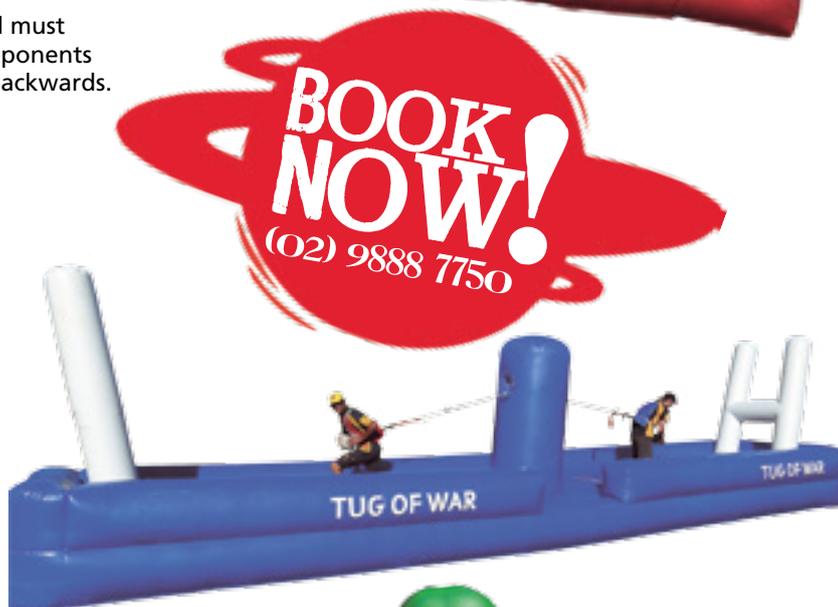
**Ages:** 7 yrs - Adult

**Space required:** 14.5m x 4m x 3m

**Power required:** 1 x 240V/10amp (normal power point) on its own circuit

**Game Capacity:** Approximately 60 people per hour

**Description:** The Try Scorer Bungee is guaranteed to test the strength of the finest athletes. The objective of the Try Scorer Bungee is to score a try against your opponent. Sound easy? The challenge is that you are tied to your opponent using a bungee cord. Watch as your friends and colleagues challenge it out to become the Try Scorer Champion. Perfect for footy themed events, presentation days, team building and school sports.



## UFO LAZER ENCOUNTER

**Ages:** 3 yrs - 10 yrs

**Space required:** 11m x 11m x 11m

**Power required:** 2 x 240V/10amp (normal power points) on their own circuit

**Game Capacity:** Approximately 60 kids per hour

**Description:** The aliens have landed and it's up to you to lazer them down! The UFO is designed for eight players to either work in teams, or as individuals. The inside is filled with a maze of walls to conceal you from your adversaries. The objective is to score as many shots you can without being shot yourself. The revolving light creates an exciting atmosphere inside.



## STICKY WALL

**Ages:** 5 yrs - Adult

**Space required:** 4.5m x 4.5m x 3.7m

**Power required:** 1 x 240V/10amp (normal power point) on its own circuit

**Game Capacity:** Approximately 70 people per hour

**Description:** Become a fly on the wall with Planet Entertainment's Sticky Wall. The Sticky Wall includes sticky suits of various sizes so anyone can play. Integrated within the game is an inflatable safety wall to help keep you safe whilst you hang out on the wall. Use the inbuilt bouncer to launch yourself onto the wall as high as you can!



# WATER GAMES



## THE HURRICANE

**Ages:** 5 years - adult

**Space required:** 10m x 10m x 9m

**Power required:** 3 x 240V/10amp (normal power points) on their own circuit

**Game Capacity:** Approximately 300 kids per hour

**Description:** Can you survive The Hurricane?! This giant WET slide is perfect for summer or your next event feature ride. Starting with a steep climb, the riders continue onto the slip and slide run which corkscrews internally and spits them out and into the swimming pool 9m below. Water continuously flows down the sheer drop surface over the slip/ slide and into the swimming pool to keep it cool and sliding fast. Are you ready to blow your guests away?

## WIPEOUT SLIP & SLIDE

**Ages:** 4 years - adult

**Space required:** 11m x 4m x 2.6m

**Power required:** 2 x 240V/10amp (normal power points) on their own circuit

**Game Capacity:** Approximately 300 kids per hour

**Description:** The coolest solution to the heat and space restrictions! This colourful, beach themed attraction will grab the attention of all your guests and is a fun way to get wet this summer. Take a run up and slide down the channel before you wipeout at the end of the slide!



## ATOMIC DROP SLIP & SLIDE

**Ages:** 5 yrs - Adult

**Space required:** 21m x 7m x 9m

**Power required:** 3 x 240V/10amp (normal power points) on their own circuit

**Water requirements:** Tap required within 20m from the setup area

**Game Capacity:** Approximately 300 people per hour  
**Description:** It's officially been voted our NUMBER 1 attraction by staff and clients! The Atomic Drop Slip & Slide is a WET slide perfect for all ages and perfect for summer. Riders start with a sheer giant drop and continue onto the slip and slide run before splashing into the pool. This giant slide is one of our most awesome attractions and is always a big hit in summer.



## BIG SPLASH

**Ages:** All Ages

**Space required:** 5m x 5m x 3m

**Water requirements:** Tap required within 20m from setup area

**Game Capacity:** Approximately 150 people per hour

**Hire Options:** Available either Fully Operated or on a DIY basis

**Description:** Splash the boss, splash the teacher, splash the celebrity or splash your family and friends. The Big Splash creates a fun event which anyone can participate in! Perfect for fundraising, school fun days, corporate parties, camps, festivals, birthday parties...you name it. The Big Splash is easy to transport and setup and can be hired with a Planet Entertainment staff member, or on a Do It Yourself hire. Destined to cool down your summer!



## FROZEN SLIDE & POOL

**Ages:** 4 - 10 yrs

**Space required:** 8.9m x 4.1m x 5.7m

**Power required:** 2 x 240V/10amp (normal power points) on their own circuit

**Game Capacity:** Approximately 450 people per hour  
Description: Cool off with all the cast from Disney's popular Frozen movie. This is a great smaller waterslide for the backyard party or any space restricted venue. If you don't want water splashing around, the pool is detachable and can operate as a dry slide too!



## HAMSTER WHEEL

**Ages:** 5yrs – 40yrs

**Space required:** 9m x 6m or 11m x 8m

**Power required:** 2 x 240V/10amp (normal power point) on its own circuit

**Game Capacity:** Approximately 90 people per hour

**Description:** In the Hamster Wheel you can run your fastest and have the weightless experience of walking on water. With 2 different sized pools we can cater to most events and budgets or even combine a Hamster Wheel with our Water Walker balls. Comes complete with the pool, staff to supervise and operate the attraction and compliant pool fencing for complete safety.

## LIL' KAHUNA SLIDE

**Ages:** 3 - 9 yrs

**Space required:** 5.8m x 2.9m x 3.7m

**Power required:** 2 x 240V/10amp (normal power points) on their own circuit

**Game Capacity:** Approximately 50 people per hour

**Description:** The Lil Kahuna is a great water slide for the smaller kids and any venue where space may be an issue. This slide allows kids to cool off quickly with only a short climb to a refreshing slide into the pool at the bottom for a splash!



## PADDLE BOATS

**Ages:** 3 - 10 yrs

**Space required:** 8m x 8m

**Power required:** 1 x 240V/10amp normal power point

**Game Capacity:** 6-10 kids at once. Approximately 150 kids per hour

**Description:** Let the Paddle Boats put a splash into your next party, family day or just about any event you can think of. Watch as the kids paddle around the pool in a completely safe and secure environment. For safety the Paddle Boats come with a kiddie safe fence and operators trained in first aid. The water in the paddle boat pool is filled to no more than 50cm deep so it makes it ideal for children aged 3 - 10 years old. This unique attraction is the only one of its kind in NSW so get the kids to hop on board and be the captain of their very own paddle boat.

## BUMPER BOATS

**Ages:** 3 yrs - 7 yrs

**Space required:** 13m x 12m

**Power required:** 1 x 240V/10amp (normal power point) on its own circuit

**Water requirements:** Tap required onsite or alternatively we can arrange a water carter (fees apply)

**Game Capacity:** Approximately 150 kids per hour

**Description:** Let the Bumper Boats put a splash into your next party, family day, fete or festival. Watch as the kids bump around the pool in a completely safe and secure environment. This unique attraction is the only one of its kind in NSW, so get the kids to hop on board and be the captain of their very own Bumper Boat. Already have a pool? Ask us about hiring the Bumper Boats and using your own pool.



## DUNKING MACHINE

**Ages:** All Ages

**Space required:** 5m x 5m x 3

**Water requirements:** Tap required within 20m from setup area

**Game Capacity:** Approximately 150 people per hour

**Hire Options:** Available either Fully Operated or on a DIY basis

**Description:** The unique and easily transportable Dunking Machine will be the star attraction at your next event. This classic attraction requires skill and determination as contestants aim to hit the target and knock the dunkee into the tank. Perfect for school and corporate fundraisers, participants can have hours of fun dunking the principal or dunking the CEO.



## INFLATABLE VOLLEY BALL

**Ages:** 5 yrs to Adult

**Space required:** 10m x 6m x 2m

**Power required:** 1 x 240V/10amp (normal power point) on its own circuit

**Game Capacity:** Unlimited

**Hire Options:** Available either Fully Operated or on a DIY basis.

**Description:** Want to keep your guests active AND entertained? The Inflatable Volley Ball set up is the perfect amusement to achieve both goals. Due to the sealed air design, this amusement can also be set up in pools and can cater for any amount of players! Perfect for team building, school sport days, pool parties, camps and more!



## TROPICAL SLIDE

**Ages:** 4 yrs - Adult

**Space required:** 12m x 4.5m x 6m

**Power required:** 2 x 240V/10amp (normal power points) on their own circuit

**Water requirements:** Tap required within 20m from setup area

**Game Capacity:** Approximately 300 people per hour

**Hire Options:** Available in WET and DRY mode

**Description:** The Tropical Slide is one of our newest and brightest additions to our inflatable giant slides and is set to be a hit this summer. Perfect for that summer/beach themed event, this amusement will keep participants of all ages occupied for hours.

## WATER WALKERS

**Ages:** 5yrs - 40yrs

**Size/Weight requirements:** Maximum Height: 1.6m, Maximum Weight: 75kg

**Space required:** 10m x 8m

**Power required:** 2 x 240V/10amp (normal power points) on their own circuit

**Water requirements:** Tap required onsite or alternatively we can arrange a water carter (fees apply)

**Game Capacity:** Approximately 90 people per hour

**Description:** Who said you can't walk on water? Our Water Walkers are summer's hit sensation. Setup comes complete with inflatable pool, fully trained and uniformed staff to supervise and operate the attraction and compliant pool fencing for complete safety. Need to fill the pool in a hurry? For an additional fee, we can arrange a water carter to fill the pool for you! No need to get any approvals or council permission.



# JUMPING CASTLES & COMBOS



## JUNIOR SPORTS HERO

**Ages:** 3 yrs – 7 yrs

**Space required:** 8m x 5m x 5m

**Power required:** 2 x 240V/10amp (normal power points) on their own circuit

**Game Capacity:** 5 to 7 kids at once.

Approximately 200 kids per hour

**Description:** Dodge, duck and weave as you bounce around this fantastic sports themed enclosure. Suitable for any sports club presentation or just as an alternative to a normal jumping castle, after the fun of the inflatable obstacles finish it off with a slide out the side before doing it all again!



## COLISEUM CIRCULAR COMBO

**Ages:** 3yrs - 15yrs

**Space required:** 9m x 8m x 6m

**Power required:** 2 x 240V/10amp (normal power points) on their own circuit

**Game Capacity:** Approximately 300 people per hour

**Description:** All the action happens in the Coliseum Circular Combo. Exclusive to Planet Entertainment, this fantastic combo is ideal to entertain kids and teenagers. Features circular climb and slide, jumping surface, biff bash obstacles and basketball hoop.



## BALLPIT CASTLE

**Ages:** 3 - 7 yrs

**Space required:** 3.2m x 2.4m x 2.2m

**Power required:** 1 x 240V/10amp (normal power point) on its own circuit

**Game Capacity:** Approximately 120 kids per hour

**Description:** The Ballpit Castle combines plenty of bouncing fun with the added bonus of a ballpit in the rear. A horizontal divider separates the ballpit from the castle so that the children can choose whichever activity they want and maximise their experience. The bright colour scheme is further enhanced with the many coloured balls, and is also an ideal and fun way to promote social skills, confidence and play amongst the infants.



## BALLPIT COMBO

**Ages:** 3 years to 15 years

**Space required:** 6.0m x 6.5m x 4.1m

**Power required:** 1 x 240V/10amp (normal power point) on its own circuit

**Game Capacity:** Approximately 150 kids per hour

**Description:** The Ballpit Combo combines plenty of bouncing fun with the added bonus of a climbing wall and slippery slide into a large ballpit. The bright colour scheme is further enhanced with the many coloured balls, and is also an ideal and fun way to promote social skills, confidence and play amongst the children for a backyard party, shopping centre, school fete or anything fun.

## DINO PARTY

**Ages:** Up to 10 yrs

**Space required:** 3.4m x 3.8m x 2.3m

**Power required:** 1 x 240V/10amp(normal power point) on its own circuit

**Game Capacity:** Approximately 120 kids per hour

**Description:** The Dino Party castle has been specially made to suit indoor or outdoor venues with a lower roof system, so weather and space restrictions can't stop this party!



## KIDDIEPILLAR

**Ages:** 3 -10 yrs

**Space required:** 10.5m x 7.5m x 4.5m

**Power required:** 2 x 240V/10amp (normal power points) on its own circuit

**Game Capacity:** Approximately 120 kids per hour

**Description:** The Kiddiepillar is a long inflatable which will add colour and life to the party for the kids. The game features dangling obstacles, slippery climb and slide plus a whole lot of other fun inside. The game has colours and artwork that seem to come alive to create a memorable experience for any child! See through panels ensure you can keep an eye on your child from the outside too.





## TREASURE ISLAND

**Ages:** Up to 10 yrs

**Space required:** 3.4m x 3.8m x 2.3m

**Power required:** 1 x 240V/10amp (normal power points) on their own circuit

**Game Capacity:** Approximately 120 kids per hour

**Description:** The Treasure Island castle has been specially made to suit indoor or outdoor venues with a lower roof system, so weather and space restrictions can't stop this party!



## ANIMAL KINGDOM

**Ages:** Up to 10 yrs old

**Space required:** 5.5m x 5.2m x 2.8m

**Power required:** 1 x 240V/10amp(normal power point) on its own circuit

**Game Capacity:** Approximately 250 people per hour

**Description:** Wow! what a fantastic obstacle course. This is designed to give the younger kids a challenge. An alternative to a standard jumping castle, let them climb, squeeze and jump over obstacles, shoot hoops and go down the slide in this multi-skilled game. One go will never be enough as they forage through the Animal Kingdom and it will even fit indoors!



## CUBBY HOUSE

**Ages:** Up to 10yrs years

**Space required:** 5.3m x 4.3m x 3.0m

**Power required:** 1 x 240V/10amp (normal power point) on its own circuit

**Game Capacity:** Approximately 150 kids per hour

**Description:** Dodge, duck and weave as you bounce around this fantastic Cubby House themed enclosure. Shoot some hoops or have a slide as an alternative to a normal jumping castle. The Cubby House roof will shield the kids from the sun or rain and allow maximum fun, as well as this will fit in most indoor venues!



## FROZEN 7-IN-1

**Ages:** Up to 15 yrs old

**Space required:** 6.7m x 6.0m x 6m

**Power required:** 1 x 240V/10amp(normal power point) on its own circuit

**Game Capacity:** Approximately 350 people per hour

**Description:** The Frozen 7-in-1 Combo features a huge indoor play area with loads of bouncing space for maximum participant fun. Beautifully decorated with decals of all the Frozen cast, the kids will feel like they are inside a palace before they tackle through small obstacles to climb the ladder before a big slide exit. There is even a basketball hoop on the side to incorporate other games or a waiting area into your next event!

## LIL' PIRATES

**Ages:** Up to 10 yrs

**Space required:** 3.85m x 6.8m x 3.5m

**Power required:** 2 x 240V/10amp (normal power points) on its own circuit

**Game Capacity:** Approximately 300 people per hour

**Description:** Ahoy me hearties! Jump aboard and join the crew on this exciting combo for the smaller kids. Climb the rigging, dodge the obstacles and slide down the slippery deck to fight the swelling seas all over again. Be careful, there may be some of Jack Sparrow's bad friends hiding around the corner.



## PIRATES OF BERMUDA

**Ages:** 4 – 15 yrs

**Space required:** 6m x 10.5m x 5m

**Power required:** 2 x 240V/10amp (normal power points) on its own circuit

**Game Capacity:** Approximately 300 people per hour

**Description:** Ahoy me hearties! Jump aboard and join the pirates of Bermuda on this exciting combo. Climb the rigging, dodge the obstacles and slide down the slippery deck to fight the swelling seas all over again. Be careful, Jack Sparrow and his scalliwag crew could be lurking!



## RESCUE SQUAD

**Ages:** Up to 10 yrs

**Space required:** 6.15m x 5.75m x 2.5m

**Power required:** 1 x 240V/10amp (normal power point) on its own circuit

**Game Capacity:** Approximately 250 people per hour

**Description:** Can you hear the sirens? This is designed to give the younger kids a challenge. An alternative to a standard jumping castle, let them climb, squeeze and jump over obstacles and go down the slide in this multi-skilled game to test their emergency skills. One go will never be enough as they scramble through the Rescue Squad to save the day and it will even fit indoors!



## SAFARI EXPERIENCE

**Ages:** 3 years to Adult

**Space required:** 7.60m x 9.0m x 5m (L x W x H)

**Power required:** 3 x 240V/10amp (normal power points) on their own circuit

**Game Capacity:** Approximately 200 people per hour

**Description:** Kids can immerse themselves in a fully enclosed and inflatable play structure loaded with action! Imaginations go wild as kids can choose to ride in an all-terrain vehicle, or run under a tunnel of elephant tusks. Spend time with an African lion, running under his mesh-tunnel belly, or playing tag under trees with friendly giraffes. Always a crowd favourite, the Safari Experience meets everyone's love of adventure topped with a rainbow slide and plenty of jumping room!



## TOY STORY TODDLER TOWN

**Ages:** Up to 10 yrs

**Space required:** 4.5m x 5m x 2m

**Power required:** 1 x 240V/10amp (normal power point) on its own circuit

**Game Capacity:** Approximately 250 people per hour

**Description:** Wow! what a fantastic obstacle course. This is designed to give the younger kids a challenge. An alternative to a standard jumping castle, let them climb, squeeze and jump over obstacles in this multi-skilled game. One go will never be enough as they hang out with their favourite characters from Toy Story 3. Specifically designed and suited for indoor locations due to its low height!



## COTTAGE CASTLE

**Ages:** 2 yrs - 7 yrs

**Space required:** 5m x 5m x 6m

**Power required:** 1 x 240V/10amp (normal power point) on its own circuit

**Capacity:** Approximately 120 kids per hour

**Description:** The Cottage Castle is an open front jumping castle so you can keep a close watch on your kids whilst they are inside. The kids will have the time of their lives bopping and jumping around in the jumping castle with the lovable Billy the Bear sitting back on his rocking chair enjoying the fun with them.



## DINOSAUR CASTLE

**Ages:** 3 yrs - 10 yrs

**Space required:** 5m x 5m x 6m

**Power required:** 1 x 240V/10amp (normal power point) on its own circuit

**Game Capacity:** Approximately 120 kids per hour

**Description:** Dino the Dinosaur will have the kids jumping up and down for hours. This dinosaur themed castle is ideal for the young kids as it provides a safe, highly visible area for the kids to jump and play.



## DISNEY PRINCESS CASTLE

**Ages:** 3 yrs - 10 yrs

**Space required:** 5.5m x 6m x 6m

**Power required:** 2 x 240V/10amp (normal power points) on their own circuit

**Game Capacity:** Approximately 150 kids per hour

**Description:** The Disney Princesses are sure to create some magic with this 3D 5-In-1 combo! Girls will enjoy reigning over their castle, while boys can play the part of the gallant princes! The large interior jumping area offers a basketball hoop and both log and pop-up obstacles along with a climb feature and a convenient exit slide for hours of active fun! Parents can monitor their loved ones through the 360-degree mesh sides.



## JURASSIC ADVENTURE CASTLE

**Ages:** 3 yrs - Adult

**Space required:** 10m x 10m x 5.5m

**Power required:** 3 x 240V/10amp (normal power points) on their own circuit

**Game Capacity:** Approximately 200 people per hour

**Description:** The Jurassic Adventure Castle takes jumping castles to the extreme and is by far the largest and most impressive jumping castle in our range. Inside the adventure playground you will navigate around dinosaur relics and bones from the Jurassic Era before climbing up the volcano walls and sliding down the lava run into the belly of the castle.



## KNIGHTS CASTLE

**Ages:** 3 yrs - Adult

**Space required:** 6m x 5m x 6m AND 8m x 8m x 8m

**Power required:** 2 x 240V/10amp (normal power points) on their own circuit

**Game Capacity:** Approximately 150 people per hour

**Description:** The Knights Castle is perfect for your next medieval themed event and we have two sizes available, one for the kids and one for the adults! Being highly visible to onlooking parents and guests makes the Knights Castle a must have for your next party.

## MONSTERS INC CASTLE

**Ages:** 3 yrs - 16 yrs

**Space required:** 8m x 8m x 6m

**Power required:** 1 x 240V/10amp (normal power point) on its own circuit

**Game Capacity:** Approximately 150 people per hour

**Description:** The Monsters Inc Castle is another of our themed 5-In-1 combo castles. Inside the adventure playground you will find the jumping area, squeeze tubes, basketball hoop, climbing area and thrill slide. With all this action to be had the simple jumping castle has been taken to a whole new level.





## SCOOBY-DOO CASTLE

**Ages:** 3 yrs - 16 yrs

**Space required:** 8m x 8m x 6m

**Power required:** 2 x 240V/10amp (normal power points) on their own circuit

**Game Capacity:** Approximately 150 people per hour

**Description:** Need more fun at your next party? Scooby-Doo and his gang have solved the problem! This 5-In-1 Jumper includes climb and slide, internal basketball hoop, squeeze tubes and biff bash obstacles. Parents can monitor their loved ones through the 360-degree mesh sides.



## SEA LIFE ADVENTURE

**Ages:** 3 yrs - 10 yrs

**Space required:** 5.5m x 4.5m x 4m

**Power required:** 1 x 240V/10amp (normal power point) on its own circuit

**Game Capacity:** Approximately 120 kids per hour

**Description:** Experience the thrill, magic and excitement of life under the sea. The Sea Life Adventure Castle is the perfect inflatable for your next beach themed event, packed with climbing ladder, slide, squeeze tubes and biff bash characters! The colourful graphics and compact design makes this castle the perfect addition to your event and will keep the kids entertained for hours!



## TIGER BELLY BOUNCER

**Ages:** 3 yrs - 10 yrs

**Space required:** 8m x 4m x 4m

**Power required:** 1 x 240V/10amp (normal power point) on its own circuit

**Game Capacity:** Approximately 120 kids per hour

**Description:** The Tiger Belly Bouncer is a classic style castle and is ideal for the younger kids to bounce and jump to their hearts content. Being highly visible to the onlooking parents makes the Tiger belly jumping castle a must have for your next young child's party.

## TIGER CASTLE

**Ages:** 3 yrs - Adult

**Space required:** 8m x 8m x 8m

**Power required:** 2 x 240V/10amp (normal power points) on their own circuit

**Game Capacity:** Approximately 150 people per hour  
**Description:** The Tiger Castle is the "must have jumping castle" for children and adults and continues to be the most popular castle within our range. Featuring a removable rain and sun cover to protect from the elements along with a massive 7m x 7m jumping space, this castle is loved by all.



# TOY STORY CASTLE

**Ages:** 3 yrs - 10 yrs

**Space required:** 5.5m x 6m x 5m

**Power required:** 2 x 240V/10amp (normal power points) on their own circuit

**Game Capacity:** Approximately 150 kids per hour

**Description:** The Toy Story Castle is another addition to the 5-In-1 range and features classic movie characters such as Woody, Buzz, Jessie along with newcomers including Trixie the Triceratops and Buttercup the unicorn. The large interior jumping area offers a basketball hoop and both log and pop-up obstacles along with a climb feature and a convenient exit slide for hours of active fun! Parents can monitor their loved ones through the 360-degree mesh sides.



# UNDER THE SEA

**Ages:** 3 yrs - 10 yrs

**Space required:** 17m x 6m x 3m

**Power required:** 2 x 240V/10amp (normal power points) on their own circuit

**Game Capacity:** Approximately 150 kids per hour

**Description:** The Under the Sea Adventure is a 17m long inflatable which will add colour and life to that Beach or Under the Sea party for the kids. This interactive inflatable features dangling fishy obstacles, slippery climb and slide, plus a whole lot more fun.



## CARNIVAL GAMES



### BIGFOOT RACERS

**Ages:** 8 yrs - Adult

**Space required:** Unlimited

**Power required:** N/A

**Hire Options:** Available either Fully Operated or on a DIY basis

**Description:** Bigfoot Racers are hilarious to watch and fun to participate in. Teamwork and coordination is the key to winning the race. Ideal for team building and family fun days, have a Bigfoot knockout competition at your next picnic day or corporate event.



### DUCKPOND

**Ages:** All ages

**Space required:** 4m x 4m

**Power required:** N/A

**Hire Options:** Available either Fully Operated or on a DIY basis

**Description:** Hook a duck as it floats by and win a prize! Under each duck is a number, match the number to the prizes on the stand. Be careful with your selection, not all ducks are winners. Great fun for everyone and ideal for your next trade show stand or school fete.





## FROGGY FLY FLING

**Ages:** 5 yrs - Adult  
**Space required:** 4m x 2m  
**Power required:** N/A  
**Hire Options:** Available either Fully Operated or on a DIY basis  
**Description:** Can you launch the rubber cockroaches, flies and spiders into the frog's mouth using only the launcher and hammer supplied? Froggy Fly Fling is a game of skill, accuracy and determination. Available with or without prizes.



## GIANT CHESSBOARD

**Ages:** All ages  
**Space required:** 3m x 3m  
**Power required:** N/A  
**Hire Options:** DIY hire  
**Description:** Bigger is better and that's what makes the Giant Chessboard so much fun! Complete with novelty sized chessboard and pieces, this game is perfect for team building or family fun days.



## COMPACT HIGH STRIKER

**Ages:** 5 years - adult  
**Space required:** 1m x 1m x 3m  
**Power required:** N/A  
**Hire Options:** Available either Fully Operated or on a DIY basis  
**Description:** Small space but want to make a BIG impact? Test the strength of your friends, colleagues, guests or clients with this classic carnival attraction, now made more compact. Tougher than it looks, the High Striker is the perfect attraction to create that carnival vibe at your next event or trade stall and grab everyone's attention.



## KIDDY HIGH STRIKER

**Ages:** 5 years -13 years  
**Space required:** 1.5m x 1.5m x 3m  
**Power required:** N/A  
**Hire Options:** Available either Fully Operated or on a DIY basis  
**Description:** Now even the little ones can show their muscles with this classic carnival attraction. The Kiddy High Striker is the perfect addition to your next school fair or backyard party, or even have it alongside the adult version so everyone can show their strength!



## COMPACT DUCKPOND

**Ages:** All ages

**Space required:** 2m x 2m

**Power required:** Optional – 1 x 240V/10A normal powerpoint

**Hire Options:** Available either Fully Operated or on a DIY basis

**Description:** Sweep up a duck as it floats by and win a prize! Be careful with your selection, special ducks win different prizes! Great fun for everyone and ideal for your next trade show stand or school fete. Hire this game with one of our friendly operators and we will supply you with 100 prizes!



## RING-A-BOTTLE

**Ages:** All ages

**Space required:** 3m x 3m

**Power required:** N/A

**Hire Options:** Available either Fully Operated or on a DIY basis

**Description:** The ultimate test of your skill. It may look easy but this game is bound to challenge even the finest aim and you have a whole bucket of rings to give it a go!. Great for school fetes, hire this game with an operator and we'll provide 100 prizes!



## SKUNK SHOOTOUT

**Ages:** All ages

**Space required:** 3m x 3m

**Power required:** N/A

**Hire Options:** Available either Fully Operated or on a DIY basis

**Description:** Roll up! Roll up! A brand new twist on a Planet Carnival favorite. Similar to our Knock Em Down –this is a classic carnival game guaranteed to keep you and your guests entertained for hours. Use the rubber balls to knock down the targets and WIN A PRIZE! A great challenge for young and old and a great additional to school fetes! Hire this game with an operator and we'll provide 100 prizes!



## FUNNY MIRRORS

**Ages:** All Ages

**Space required:** 1m x 1m x 1.8m – 3 available

**Power required:** N/A

**Hire Options:** Available on a DIY basis

**Description:** Step right up, step right up! Let the whole family or office have a laugh with this carnival favourite as you watch each other shorten, stretch, bend and distort beyond belief.



## GIANT CONNECT FOUR

**Ages:** All ages

**Space required:** 1.2m x 0.3m x 1.0m

**Power required:** N/A

**Hire Options:** Available on a DIY basis

**Description:** Bigger is better and that's what makes the Giant Connect Four so much fun! Complete with novelty sized game board and pieces, this game is perfect for team building or family fun days and a great classic strategy game.



## HIGH STRIKER

**Ages:** 5 yrs - Adult

**Space required:** 1.5m x 1.5m x 3m

**Power required:** N/A

**Hire Options:** Available either Fully Operated or on a DIY basis

**Description:** Test the strength of your friends, colleagues, guests or clients with this classic carnival attraction. Tougher than it looks, the High Striker is the perfect attraction to create that carnival vibe at your next event. Hire this game with an operator and we'll provide 100 prizes!



## HOOPLA

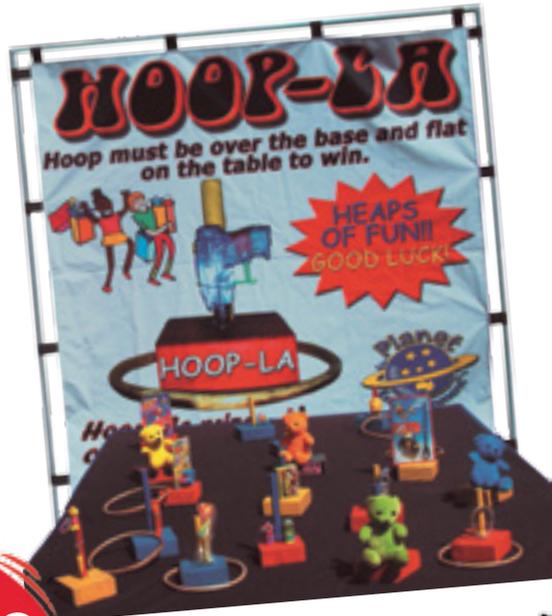
**Ages:** All ages

**Space required:** 3m x 3m

**Power required:** N/A

**Hire Options:** Available either Fully Operated or on a DIY basis

**Description:** Hoopla is a great sideshow attraction ideal for school fetes and fundraising events. Throw the hoop over a prize to win. Sounds easy, right? The hoop must be completely over the prize and flat on the table to win!



## KNOCK 'EM DOWN

**Ages:** All ages

**Space required:** 3m x 3m

**Power required:** N/A

**Hire Options:** Available either Fully Operated or on a DIY basis

**Description:** Roll up! Roll up! The Knock 'Em Down is a classic carnival game guaranteed to keep you and your guests entertained for hours. Use the rubber balls to knock down the targets, the smaller the target, the harder the challenge. Great for school fetes! Hire this game with an operator and we'll provide 100 prizes!



## LAUGHING CLOWNS

**Ages:** All ages

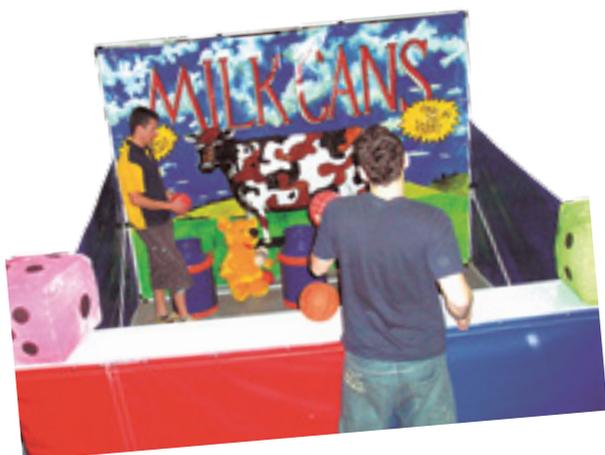
**Space required:** 4m x 4m

**Power required:** 1 x 240V outlet

**Hire Options:** Available either Fully Operated or on a DIY basis

**Description:** By far our most popular Carnival Game, the Laughing Clowns are the perfect attraction for your next sideshow alley event. This game requires perfect timing and concentration as you feed the balls into the clown's mouth and attempt to line up a prize winning score as displayed on the backdrop. What's the catch? Try to achieve one of the prize winning scores whilst the clown's head is rotating side to side!





## MILKCAN TOSS

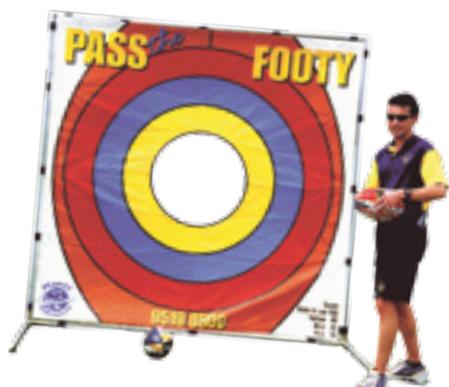
**Ages:** All ages

**Space required:** 3m x 3m

**Power required:** N/A

**Hire Options:** Available either Fully Operated or on a DIY basis

**Description:** Toss the balls into the milkcans to win. Professionally themed and presented, the Milkcan Toss is great for corporate events, school fundraisers and carnival themed events. Don't get too confident, it's not as easy as it looks. Hire this game with an operator and we'll provide 100 prizes!



## PASS THE FOOTY

**Ages:** All ages

**Space required:** 2m x 6m

**Power required:** N/A

**Hire Options:** Available either Fully Operated or on a DIY basis

**Description:** The ultimate game of skill! Pass The Footy requires contestants to smoothly pass the football through the target. Test your own accuracy and see how many consecutive targets you can score.



## STICKY GOLF

**Ages:** All ages

**Space required:** 4m x 4m

**Power required:** N/A

**Hire Options:** Available either Fully Operated or on a DIY basis

**Description:** Watch those water hazards! Sticky Golf is a unique way to play a round of golf at your next event. Perfect for trade shows and team building. Includes left and right handed clubs. Comes complete with soft sticky balls.



## FUN FOOD



## FAIRY FLOSS MACHINE

**Power Required:** 1 x 240V outlet

**Hire Options:** Available either Fully Operated or on a DIY basis

**Description:** Fairy Floss is a great Fun Food addition to your next event and our Fairy Floss is the best in town. The Fairy Floss Machine comes with all ingredients and supplies including sugar, sticks and gloves.



## HOT DOG CART

**Power Required:** N/A

**Hire Options:** Available either Fully Operated or on a DIY basis

**Description:** By far the most impressive Hot Dog Cart you will find anywhere in Australia. Hire the cart with one of our professional operators and we will supply 100 hot dogs, sauces and napkins! Customised serves available.



## POPCORN MACHINE

**Power Required:** 1 x 240V outlet

**Hire Options:** Available either Fully Operated or on a DIY basis

**Description:** Nothing beats the smell of freshly popped popcorn and our Popcorn Machine is a great way to add a twist to your next event. The Popcorn Machine comes with all ingredients and supplies including popcorn kernels, popcorn bags, butter salt, oil and gloves. Customised serves available.



## POPCORN MACHINE & CART

**Power Required:**

1 x 240V outlet

**Hire Options:** Available either Fully Operated or on a DIY basis

**Description:** Add the Popcorn Cart to your Popcorn Machine booking for that retro carnival vibe. Features all the same inclusions as the Popcorn Machine! Customised serves available.



## SNOW CONE MACHINE

**Power Required:** 1 x 240V outlet

**Hire Options:** Available either Fully Operated or on a DIY basis

**Description:** Nothing is more refreshing than the taste of syrup on crushed ice and our Snow Cones are the sweetest! The Snow Cone Machine comes with all supplies including cone cups, straws and flavouring. Customised serves available.



## SNOW CONE MACHINE & CART

**Power Required:** 1 x 240V outlet

**Hire Options:** Available either Fully Operated or on a DIY basis

**Description:** Hire the Snow Cone Machine with the cart and you will have the most impressive stall at your next event. Features all the same inclusions as the Snow Cone Machine! Hire the Snow Cone Cart with our operator and we will supply a massive 400 serves! Customised serves available.



# FUN CASINO HIRE

## YOU DONT HAVE TO BREAK THE BANK TO GO TO LAS VEGAS!

Imagine stepping out of the car onto a red carpet, strutting your stuff like all of the celebrities as you arrive at the event. Upon entering the venue you are immediately greeted by the bright lights of the iconic Las Vegas sign and now you know it is time to party!

The temptations are high as you look around the room for a lucky table to play your fun gaming dollars on. Blackjack, Texas Holdem Poker, Roulette, Money Wheel and 2-Up...it's all here and the atmosphere is heightened by the other celebrities already screaming with excitement at their first big wins.

You find a table with your friends and are greeted by the professional and well presented croupier and realise it is time to put it all on the line. You exchange your fun dollars for chips and prepare for the best casino party ever... maybe even a huge win to add to the fun!

Planet Entertainment specialises in a great range of Casino Party options to recreate all the excitement of being a high roller. Regardless of what's actually in your wallet, we have casino party packages that are great for 18th & 21st Birthdays, Bucks & Hens Nights, Corporate Events and Christmas Parties.

On a budget? You can hire any of our casino equipment or themed props as DIY items. Whether you're a beginner or a real high roller, EVERYONE has a great time at a Planet Entertainment Casino Party.

### DELUXE BLACKJACK

**Space required:** 2.1m x 1.1m

**Capacity:** 7 player positions and 1 dealer position

**Hire Options:** Available either Fully Operated by our croupiers or on a DIY basis

**Equipment Provided with Hire:**

Blackjack Table - Official Casino grade, spill free felts on deluxe wooden tables

Blackjack Cards - 6 decks of casino approved Queen Slipper Playing cards

Blackjack Card shoe - High Quality casino approved card shoe

Cut Card - A red card inserted into a set of shuffled decks to indicate when cards need to be re-shuffled

Blackjack Chips - Casino quality, 11.5g clay playing chips

Discard Holder - Authorised discard shoe to collect the used playing cards and prepare for next shuffle

Croupiers - Professionally trained and uniformed croupiers dressed and qualified to casino standards



### DELUXE JOCKEY WHEEL

**Space required:** 2.2m x 1m

**Capacity:** Up to 20 Players at once

**Hire Options:** Available either Fully Operated by our croupiers or on a DIY basis

**Equipment Provided with Hire:**

Jockey Wheel Layout - Perspex layout and table

Jockey Wheel - Impressive 2m tall solid oak wheel with 52 possible winning slots

Jockey Wheel Chips - Casino quality, 11.5g clay playing chips

Jockey Wheel Win Marker/Dolly - A marker placed to indicate the winning number on the last spin

Croupiers - Professionally trained and uniformed croupiers dressed and qualified to casino standards



## TWO-UP

**Space required:** 5m x 5m

**Capacity:** Up to 50 at once. Approximately 12-20 rounds per hour.

**Hire Options:** The 2 up ring and Kip can be hired on a Do it Yourself basis or come with fully professional Boxer and Ringy.

**Equipment Provided:**

Two Up – Ring

Two Up – Kip

2 Authentic Australian Pennies

Boxer – The person who oversees the game

Ringy – The ringkeeper who looks after the coin tosses in the ring

**Description:** Two up is played by players who surround a ring and take turns at being the 'spinner'. The Two Up game is managed by a 'boxer'. The boxer oversees the game while the betting is taken care of by the 'ringy' or ringkeeper. He looks after the coin tosses in the ring. The spinner offers a bet, which is matched. He then tosses two coins up into the air using a paddle known as a 'kip'. If the coins are both heads (Heads) he wins, if they are both tails (Tails) he loses and if they are one of each (Odds) he throws again. The boxer takes a commission out of the kitty that the spinner wins. The other punters place side bets. A great traditional Anzac Day game.



## DELUXE CRAPS

**Space required:** 3m x 3m

**Capacity:** Up to 20 Players at once

**Hire Options:** The Deluxe Craps table comes with a fully trained and professional croupier. It is also available for hire on a Do It Yourself basis.

**Equipment Provided with Hire:**

Craps Table – As used in real casinos, they are of the highest quality.

Craps Chips – Casino quality, 11.5g clay playing chips.

Craps Accessories – 30 Inch craps dice stick, 16mm Casino Approved Red Dice, Official On/Off Puck.

Croupiers – Professionally trained and uniformed croupiers dressed and qualified to casino standards.



## DELUXE MONEY WHEEL

**Space required:** 2.2m x 1m

**Capacity:** Up to 20 Players at once

**Hire Options:** Available either Fully Operated by our croupiers or on a DIY basis

**Equipment Provided with Hire:**

Money Wheel Layout - Perspex layout and table

Money Wheel - Impressive 2m tall solid oak wheel with 52 possible winning slots

Money Wheel Chips - Casino quality, 11.5g clay playing chips.

Money Wheel Win Marker/Dolly - A marker placed to indicate the winning number on the last spin

Croupiers - Professionally trained and uniformed croupiers dressed and qualified to casino standards



## DELUXE POKER

**Space required:** 2.1m x 1.5m

**Capacity:** 7 player positions and 1 dealer position.

**Hire Options:** Available either Fully Operated by our croupiers or on a DIY basis

**Equipment Provided with Hire:**

Poker Table - Official Casino grade, spill free felts complete with cushion rail

Poker Chips - Casino quality, 11.5g clay playing chips

Poker Accessories - Dealer button, Small Blind button and Big Blind button

Poker Cards - 2 decks of casino approved Queen Slipper Playing cards

Croupiers - Professionally trained and uniformed croupiers dressed and qualified to casino standards



## DELUXE ROULETTE

**Space required:** 2.4m x 1.2m

**Capacity:** Up to 20 Players at once

**Hire Options:** Available either Fully Operated by our croupiers or on a DIY basis

**Equipment Provided with Hire:**

Roulette Table - Official Casino grade, spill free felt on deluxe wooden tables

Roulette Wheel - Full size 30 Inch mahogany roulette wheel

Roulette Ball - Casino quality made of Ivory Teflon

Roulette Wheel Checks/Chips- Each player is issued a unique coloured chip that identifies their bets. These can then be exchanged back for cash chips

Roulette Win Marker/Dolly - A marker placed to indicate the winning number on the last spin

Croupiers - Professionally trained and uniformed croupiers dressed and qualified to casino standards

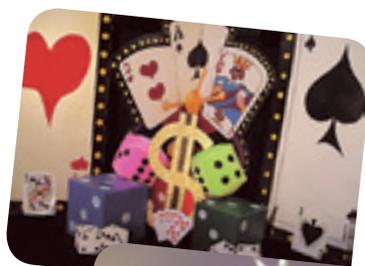


# CASINO PROPS



## Props Available:

- Single Vignette Casino Props
- Double Vignette Casino Props
- Novelty sized wooden dice
- Novelty sized fluffy dice
- Golden Dollar Sign
- Golden Bollards with Red velvet rope links
- Red Carpets (1x10m, 2x5m)
- Neon 'Welcome to Las Vegas' sign



**Description:** Hiring casino tables is fun, but if you really want to impress your guests, you NEED our Casino Props. Whether you're hosting a party at home, or organising your company's Christmas party, we have props and packages to suit any event no matter the size or budget. Use our large Vignette props to fill a blank space, hang the fluffy dice from the ceiling, or create the finest grand entrance with our red carpet, golden bollards and Las Vegas signage. Whatever your vision may be, we have the props to make it happen!



# PROMOTIONAL EQUIPMENT

## CHOCOLATE WHEELS

**Space Required:** 2m x 1m  
**Power required:** N/A  
**Hire Options:** DIY hire  
**Description:** Spinning Chocolate Wheels available for hire, numbered 1-100 and 1-50/100. Great for school fundraiser raffles, in-store promotional giveaways or lucky number draws. Collapsible into two parts for easy transportation.



## EVENT FLAGS

**Space Required:** 1m x 1m x 5m  
**Power required:** N/A  
**Hire Options:** DIY hire



**Description:** Flags are a great way to attract attention and life to your event. The Event Flags come in a wide range of colours including multi-coloured, or single coloured flags and will make a great addition to your next school fete, family day or corporate event. Compacts to 1.15m for easy transportation or we can deliver, setup and pack down.

## RAFFLE BARRELS

**Space Required:** 0.6m x 0.5m x 1.1m & 0.7m x 0.4m x 0.5m  
**Power required:** N/A  
**Hire Options:** DIY hire  
**Description:** We have two types of barrels to choose from; a large free standing Raffle Barrel capable of holding hundreds of paper entries and a small table standing Raffle Barrel capable of holding approximately 100 standard entries. Both Barrel's spin and have lockable access slots to fish out the winning drawer.



## AIR TENT

**Space required:** 16.5m x 16.5m x 8.5m (Setup on grass only)

**Power required:** 2 x 240V/10amp (normal power points) on their own circuit  
**Hire Options:** To ensure safety and correct operation the Air Tent is only available with staff. **Description:** The Air Tent is a great centrepiece for any event. Uses include information, food and drink service centre, highly visible meeting place, shade covering and undercover kids play area. Company logos can be interchanged on the Air Tent for corporate branding.



## INFLATABLE ARCH

**Space Required:** 1m x 1m x 5m  
**Power required:** 2 x 240V/10 amp (normal power points)  
**Hire Options:** Hire includes delivery, installation and pickup  
**Description:** The Inflatable Arch is the perfect addition for any corporate, promotional or school event. The interchangeable banner display allows valuable onsite company presence and brand awareness. The uses for this item are limitless including entry points at corporate events, start/finish points at sporting events and public product sampling. The Sealed Air System means that no power is required once inflated.



## DORY POLES

**Space Required:** 1m x 1m x 5m

**Power required:** N/A

**Hire Options:** DIY hire

**Description:** A great inexpensive way to theme your event and attract attention, the Dory Poles make a fantastic entrance attraction for any event. You even have the option of setting them up on concrete using our unique flag base plate system. Compacts to 1.15m for easy transportation or we can deliver, setup and pack down.



## DELUXE MONEY MACHINE

**Space required:** 1.1m x 0.85m x 2.5m

**Power required:** N/A

**Hire Options:** 1 x 240V/10amp (normal power point)

**Description:** The Deluxe Money Machine is the ultimate interactive promotion device. Perfect for trade shows, company promotions, club promotions, marketing campaigns, car yards, radiostations and shopping centres. This is the number one attention getter. Featuring programmable LED timer and message board, flashing rope lighting and carpeted interior...This really is the most Deluxe Money Machine you will find! Use money, coupons, tickets or whatever best suits the purpose of your event.



## MONEY WHEEL

**Space Required:** 2.2m x 1m

**Power required:** N/A

**Hire Options:** Available either Fully Operated or on a DIY basis

**Description:** The Money Wheel is a great alternative to the Chocolate Wheel. The inserts are interchangeable so you can customise individual prizes, giveaways or promotions.



# ARCADE GAMES



## AIR HOCKEY TABLE

**Space Required:** 3.5m x 2.5m

**Power required:** 1 x 240V outlet

**Hire Options:** Hire includes delivery, installation and pickup

**Description:** By far our most popular amusement game, the Air Hockey Table is guaranteed to have all your guests entertained for hours. The Air Hockey Table is set to free play and includes built in scoring mechanism along with pucks and hand mallets.



## COCKPIT RACERS

**Space Required:** 3m x 3m

**Power required:** 4 x 240V/10 amp

**Hire Options:** Hire includes delivery, installation and pickup

**Description:** Get on the edge of your seat with the classic Cockpit Racers twin linked racing. Hire includes two bucket sports seats, gaming consoles, steering wheel controllers and high quality sound. You can feel the bass through your seat! Race your friends in all makes and models including; Ford, Holden, Rally cars plus many, many more.



## FOOSBALL TABLE

**Space Required:** 2m x 1m

**Power required:** N/A

**Hire Options:** Hire includes delivery, installation and pickup

**Description:** The Foosball Table is guaranteed to have all your guests competing to be the Foosball Champion. The Foosball Table is a professional tournament model including glass top and is set to free play for hours of Foosball fun!

## BEER PONG

**Space Required:** 2.4m x 0.6m

**Power required:** N/A

**Hire Options:** Available as a DIY hire or with delivery & setup by our staff

**Description:** Beer Pong is a game that is quickly infecting crowds whether it be a bucks or hens night, backyard party or an overnight corporate bonding experience. This unit conveniently packs down to a suitcase sized bundle with a carry handle for easy transport no matter where you want to strike up a quick game with your friends!



## ALPINE RACER

**Space required:** 2.6m x 1.2m x 2.3m

**Power required:** 1 x 240V/10amp normal power point

**Hire Options:** Hire includes delivery, installation and pickup

**Description:** The closest man has come to alpine skiing without all the frozen digits and broken limbs, Namco's Alpine Racer is one of the most innovative amusement games in arcade history. Alpine racers foot controls operate just like real ski's. Race from the top of the mountain to the bottom as the action unfolds on a giant 50-inch screen.



## FINAL FURLONG

**Space Required:** 3m x 3m x 2.3m

**Power required:** 2 x 240V/10amp normal power point

**Hire Options:** Hire includes delivery, installation and pickup

**Description:** The closest man has come to horse riding without all the danger of being thrown off! Hold on and make your horse gallop as fast as possible in this race against the computer or the other competitor next to you. This books out annually for Melbourne Cup and corporate end of year functions.



## GAME SHOW MANIA

**Space Required:** 6m x 3m

**Power required:** 3 x 240V/10amp (normal power points) on their own circuit

**Hire Options:** Available either Fully Operated or on a DIY basis

**Description:** The Game Show Mania is the ultimate game show experience. Four player positions including, flashing lights, electronic scoring, individual player microphones, buzzer, lock out circuitry and sound effects. Ideal for corporate events and team building. Hire this attraction with our professional host to recreate the perfect Game Show experience.



## GOLF PUTTING GREEN

**Space Required:** 1.5m x 3m

**Power required:** N/A

**Hire Options:** DIY hire

**Description:** The Golf Putting Green is ideal for trade shows and corporate office challenges. Hire includes right handed and left handed putters and multiple balls. Folds into three parts for easy transportation.



## PINBALL MACHINE

**Space Required:** 2m x 1m x 1.5m

**Power required:** 1 x 240V outlet

**Hire Options:** Hire includes delivery, installation and pickup

**Description:** The Pinball Machines are very popular for children's parties and office functions. We have a great range of themed machines available and all machines can be set to either free play or coin operated for the duration of your event. Ever considered a long term Pinball Machine hire for your venue? Great for creating revenue!



## POOL TABLE

**Space Required:** 2.1m x 1.1m x 1m

**Power required:** N/A

**Hire Options:** Hire includes delivery, installation and pickup

**Description:** This classic game of skill is now available anywhere and anytime. The Pool Table is perfect for pubs, 21st parties and corporate Christmas parties. Hire includes all accessories including; balls, cues, triangle and chalk. Pool Tables can be set to either free play or coin operated for the duration of your event. Ever thought of purchasing a Pool Table for your venue? Long term hires are available, great for generating income!



## TABLE TENNIS

**Space Required:** 4m x 3m

**Power required:** N/A

**Hire Options:** DIY hire

**Description:** Table Tennis is the perfect game for social interaction and is a great sport for all ages. Perfect for office spaces, sporting events and team building. Hire includes table, net, paddles and balls. We can even arrange delivery, installation and pickup if required.



# KARAOKE & JUKEBOXES



## DIGITAL KARAOKE

**Power required:** 2 x 240V outlet

**Hire Options:** Hire includes delivery, installation and pickup

**Description:** The Digital Karaoke machine is the perfect addition to any party! Loaded with thousands of digital songs means less time flipping through discs and more time singing your lungs out! Included in this great set up is: 1000's of karaoke songs, state of the art MP3 karaoke player, digital song selection, 150 watt PA/Mixer with iPod connectivity, two microphones, flat screen monitor and stand, two speakers and stands.



## DIGITAL VIDEO JUKEBOX

**Power required:** 1 x 240V outlet

**Hire Options:** Hire includes delivery, installation and pickup

**Description:** Complete with thousands of audio and visual music clips, the Digital Video Jukebox is the perfect music producer for any event! Included in this great set up is: Full size floor standing jukebox, dual screen with touch screen programming, two speakers and stands, microphone effects, flashing lights and iPod connectivity.

# SOUND & SPECIAL EFFECTS



## MEGAPHONE

**Power required:** N/A

**Hire Options:** DIY hire  
(Includes batteries)

**Description:** Clear, effective voice amplification with built in siren and whistle. Volume ranges from 0.5km – 1km. Light weight and easy to handle.



## PA SYSTEM & SPEAKERS

**Power required:** 1 x 240V outlet

**Hire Options:** DIY hire

**Description:** Perfect for sporting presentations, conferences and award ceremonies, the PA System & Speakers includes: 200 watt PA/Mixer, two speakers and stands, two microphones and all leads.



## SMOKE MACHINE

**Power required:** 1 x 240V outlet

**Hire Options:** DIY hire (Includes smoke juice)

**Description:** Create that eerie and mystical vibe at your event with the Smoke Machine. Use the supplied remote control to monitor the output of smoke. Suitable for medium to large applications, with an output of 5,000 cubic feet per minute. Perfect for school plays, musicals and concerts.



## SNOW MACHINE

**Power required:** 1 x 240V outlet

**Hire Options:** DIY hire (Includes snow juice)

**Description:** Make it snow at your next event with the Snow Machine! Use the supplied remote control to monitor the output of snow. Snow dissipates upon landing. Perfect for event entrances, Winter wonderland and Christmas in July parties.



## SNOW STORM MACHINE

**Power required:** 1 x 240V outlet

**Hire Options:** Available as a DIY hire or with delivery & setup by our staff.

**Description:** Our evaporative Snow Storm machine produces a falling snow illusion that evaporates before hitting the ground making an incredible visual effect for Christmas and winter themed events or guest entries!

Our snow fluid is the secret to making amazing snow falls – it is very dry and floats down slowly like real snow! It takes about 90 seconds to evaporate completely so the higher the machines are off the ground or angled using the adjustment, the better the evaporative effect. The flake size can be changed as required – from small little flakes to a full blown snow storm!



## BUBBLE MACHINE

**Power required:** 1 x 240V outlet

**Hire Options:** DIY hire (Includes bubble juice)

**Description:** Make your next event magical with the Bubble Machine. Use the supplied remote control to automatically monitor the duration and interval of bubble showers. Perfect for children's parties!



## EVENTS

Serving the events industry and a diverse range of clients since 1989, there is very little we haven't heard of and helped to make it happen.

Because we are always updating our rides and promotional equipment there is often something new and innovative to make your event stand out and successful. Give one of our experienced team a call to discuss your event and let us assist you in bringing it to life!



- **Brand Activation/Marketing**
- **Community Festivals**
- **Corporate Family Days**
- **Council Events**
- **Custom Ride Manufacture**
- **Fundraising**
- **Religious Celebrations**

- **School Fetes & Fun Days**
- **Sports Club Presentations**
- **Shopping Centre Promotions**
- **Casino Nights**
- **Team Building**
- **Trade Shows/Exhibitions**
- **TV/Radio**

## BOOKING CONDITIONS AND IMPORTANT INFORMATION YOU NEED TO KNOW

**POWER:** The client is required to provide power for any items booked with Planet Entertainment. If power is not available on site we can provide generators at an additional charge. When booking with us we will advise the amount of power points, amps and circuits required for each attraction. Do not place any other items on the same circuit. We highly recommend you have an electrician check you have sufficient power/ amps and circuits on site to power the equipment you have hired. We are unable to offer a refund or compensation if the power is not adequate to operate the attractions.

**FAILURE TO SIGN:** We want to make your event with us a great success. Please ensure you read the booking confirmation we send you carefully. Check the dates, times, equipment and any special conditions are correct. You must sign and return all the documents we send you. This confirms we have the details of your booking correct. If you do not return all the signed documents you have no claim against us if the booking is not completed successfully. This is an essential term of our agreement.

**PERMITS AND SITE AUTHORIZATIONS:** The client is responsible for ensuring you have the correct authorizations to use the site you have booked for your event. Councils and Public Land authorities will require you to submit applications for the site. They may request, as the providers of services for your event that we provide copies of documents requested. You must make any document requests from us at least 7 days before your event. These are not able to be supplied on the day of your event. There may be a charge for providing this information if it is a lengthy, time consuming process. Document requests are not included in our hire fees and are subject to additional administrative charges.

**SETUP:** We carry power leads that are 20m in length. The power you provide must be within 20m of the setup site. We are unable to join power leads together. Please measure the distance from the setup area and the power you will be providing to ensure it does not exceed 20m. If this distance is greater than 20m, generators will be required.

**WORKSITE:** During setup your site is considered a worksite. For the safety of all persons, children under the age of 18yrs and non essential personnel should not be on the site till the published ride opening time to the general public. There will be trucks on site, heavy equipment movements and vehicles needing to access specific areas. Please ensure the site is free of all non essential people. Any essential persons on site should be wearing HI VIS vest or clothing.

**DEPOSIT:** A 50% deposit will be required to hold your booking. All deposits are non-refundable.

**PAYMENT:** All bookings must be paid in full at least 24hrs prior to the booking date. Your booking is only confirmed once we have received your payment in full. For your convenience we accept company cheques, direct deposits and all major credit cards. A 2.2% credit card transaction fee will be applied to all payments made by credit card. We do not accept Diners Club cards. All payments are non-refundable.

**PUBLIC HOLIDAYS/SPECIAL DAYS:** There may be a loading on top of our published prices for Christmas Day, New Years Eve, New Years Day & Public Holidays.

**OUTDOOR SITES:** Our prices are based on using metal pegs to secure all inflatables and some mechanical rides, onto grassed surfaces. If setup on grass is not available, or we cannot peg into the grassed surface, concrete weights will be required. There is an additional charge if we need to transport concrete weights to your site.

**WATER GAMES:** A tap must be located within 25m of the setup site, please ensure this tap has a handle. Planet Entertainment will not be held liable for any damage to the event site during operation and/or pack down that may be a direct result of water use.

**RAIN AND WIND REFUND OPTION- OUTDOOR EVENTS:** Planet Entertainment can provide a Rain and Wind Refund Option to cover any items booked with us. This must be taken out at least 28 days before your event date. Please add 12.35% to your invoice total if you require rain/wind refund option. Your payments relating to the booking will be refunded in full if you select this option, less your rain / wind refund option payment. You will need to apply for rain and wind refund option with us, pay the fee and sign the document.

**WET WEATHER:** In the event of bad weather you need to call the office of Planet Entertainment if you wish to postpone your event. You need to contact us 4hrs before your event is due to start. If we arrive on site and the decision is made to cancel/postpone due to poor weather, full payment will be required. If you postpone before we leave our base in North Ryde you can transfer your payments to any booking with Planet Entertainment within a twelve month period.

**DELIVERY AND SET-UP:** We deliver, set up and remove equipment. Set up time approximately 10 - 30 minutes per game. Our staff will arrive approximately 40-60 minutes before your event. Our fee is based on us removing the equipment immediately after your booking has been completed.

**BUMP IN & BUMP OUT:** All care will be taken not to damage the venue or setup area at the time of setup and packup by Planet Entertainment its staff, agents and contractors. In the event of damage to the venue and or setup area you agree that you will not pursue Planet Entertainment, its staff, agents or contractors for any damage costs to the venue or setup area. This includes any items that may cause damage before, during or after the event. It is the organisers responsibility to check the site after packup for any items left on site that may cause damage or injury. These items should be safely secured and Planet Entertainment is to be advised immediately.

**EQUIPMENT SIZES:** The client is responsible for ensuring the items booked will fit in the space required. This includes the transport of the gear to the setup area. Client must ensure the gear will fit in lifts, through corridors and corners as well as in the setup area. We are unable to refund if the gear is not able to be transported to the setup site.

**OFFICE & HIGH RISE VENUES:** For bookings in office towers within Sydney CBD, North Sydney CBD, Chatswood CBD, Parramatta CBD, Melbourne CBD and Brisbane CBD, there will be an additional setup charge of \$75.00 per staff member. The charge is levied as we need to allow more time than normal to complete the setup. Loading dock congestion, restricted lift access, security requirements and limited parking add time to the setup costs.

## BOOKING CONDITIONS AND IMPORTANT INFORMATION YOU NEED TO KNOW

**EARLY SET-UP/LATE REMOVAL:** If an early set-up or a late removal is required then an additional fee will apply. There may be some occasions due to our operational constraints that we are unable to bump out immediately after your event, Bump out could occur up to 6 hours after the conclusion of your event, We apologise for any inconvenience this may cause you. We are unable to compensate you for this time.

**SITE INSPECTION:** Site inspections can be arranged by calling (02) 9888 7750, there may be a small charge. Please call the office for details.

**SITE INDUCTIONS:** If you require our staff to undergo a site induction specific to your venue, you will incur a fee of \$65/hr, per staff member paid for their time.

**VENUE ACCESS:** Our pricing is based on delivering equipment to venues that have flat level access. If the venue has stairs or difficult access there will be an additional set-up charge. P.O.A. You will need to advise if your venue does not have flat and level access.

**HIGH WINDS:** In the event of the games needing to be deflated or stopped due to high winds (with respect to Australian Standard A3533.2 and inflatable specific specifications) for any period of time, full payment will be required.

**APPROVALS:** The client is responsible for gaining any approvals from any relevant authority to operate on their land or premises. This includes any food permits that may be required.

**FUN FOOD:** We will supply enough ingredients to make the amount of serves you have booked. IF you order 200 snow cones you will receive 200 cups, straws, flavours etc. We are unable to refund you if the serves you make on the day do not equal the amount of serves you booked. This can be caused by wastage, operator error, not monitoring the amount of ingredients going into each serve and poor ingredient handling.

**LOGBOOKS:** For safekeeping logbooks for our attractions are kept at our office. If these are required on site, you must advise us at least 3 days prior to the booking.

**MAINTENANCE CHANGES:** Every effort will be made to have the equipment you have booked in available for the day of your event. In the unlikely circumstance of the equipment being deemed in-operable due to damage, maintenance requirements or other unforeseeable circumstances, Planet Entertainment reserves the right to provide an alternate piece of equipment to the equipment booked in order to successfully fulfil your booking.

**PARKING:** All bookings within the Sydney CBD, North Sydney CBD, Chatswood CBD, Parramatta CBD, Melbourne CBD, Brisbane CBD carry a \$70 parking charge to each booking. This can be waived if loading dock parking is provided for the duration of setup, booking and pack down.

**STAFF:** Most of our attractions come with fully trained and uniformed staff. All staff have completed the NSW Working With Children Checks.

**ATTRACTION COLOURS:** Please note the colours of our games and attractions supplied to you may differ to the colours seen on our website and in our catalogues. This is due to us having multiple items of some attractions in different colours. Please contact us if you need to know the exact colour of the unit to be supplied for your booking.

**OTHER STATES:** Not all attractions are available in VIC & QLD. Please speak to one of our consultants if you would like to confirm availability in one of these states.

**SECURITY AND SAFETY:** The customer is responsible for providing the proper number of security and crowd control attendants to ensure the sufficient supervision of the event and venue and to provide a safe workplace for our staff, subcontractors and performers. The customer is responsible for the preservation of order and safe supervision of the venue for the entire time of the setup, pack down and operation. The customer shall undertake full responsibility to ensure safe and workable conditions for our staff, subcontractors and performers.

**INDEMNITY:** The customer shall indemnify Planet Entertainment Pty Ltd, its staff, contractors and performers from any loss, damage or injury, actual or consequential, of whatever kind during the subsistence of this agreement.

**CANCELLATIONS:** The customer may terminate this agreement by delivery of written notice to Planet Entertainment not later than twenty-one (21) days before the date of the booking. In event of such notice not being given, full payment will be required in respect of any cancelled arrangements. All payments are not refundable.

**DISCLAIMER:** All prices subject to change without notice. Please call our office to confirm pricing.

**SIGNING AUTHORITY:** It is agreed and declared that any person signing on or behalf of the customer warrants his authority to do so.

Proudly affiliated with:



**Planet Entertainment  
Operations Pty Ltd.**

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