



# Playnetic, spelen met energie



We learn while playing, by trial and error! Playing is an essential part of the development of children. The Playground is the ideal place to just be a child, the place to grow up! Get children outdoors again!

With the development of fun interactive outdoor play equipment, we get children exercising again. That is our mission and what we are good at! Playnetic develops and manufactures sustainable interactive play equipment which is sold to dealers all over the world.

Have you played outside before on interactive play equipment? In all likelihood, it was made by Playnetic!

















KineticWheel







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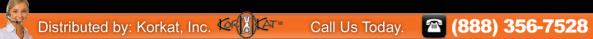
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# Playing together!

Endless fun playing

The AudioNetic has a large amount of knowledge of old and new games. For example, did you know that there are more than 40 different games? No? Well, the AudioNetic does know! It includes challenging games involving, for example: jumping, speed, hopping there is no end to it!

This AudioNetic has a super full USB stick! With as many as 3 different varieties of entertainment:

- 1. Play: with more than 40 different games.
- 2. Jokes and Riddles: Laughing is good for you! Full of jokes and pranks.
- 3. Professor Frogspawn: This nutty professor is brimming with interesting facts.

Extremely strong and practically indestructible. The AudioNetic is housed inside a vandal-proof and weather-proof structure. Very user-friendly and safe!

Safe

User friendly

Registration use

( Audio

Human power

Vandal resistant

Time lock (optional)



# Very strong and durable

The AudioNetic is weatherproof and almost indestructible. Very Userfriendly and 100% save.









# **AudioNetic**



# Very strong and durable

The AudioNetic is weatherproof and almost indestructible. Userfriendly and 100% save.







Moving is fun Science is fun Laughter is fun

This makes the AudioNetic!

Great games that stimulate exercise and collaboration!

By pumping the foot pedal children generate energy. Powered up? Press the push button and a selection of games will follow.

The AudioNetic randomly selects a game! All commands are focused on physical movement and interaction.

Hopscotch, tag, hide and go seek, everything is covered. Did you know that there are over 50 different variants of tag?!

Want to laugh? There are also jokes and riddles included! Laughing is super healthy!

With Professor Yellowsnow you will become aware of many interesting scientific facts. Move, listen, learn and have lots of fun!

The AudioNetic comes with a USB stick full of fun!

Other audio? Or your own (recorded) audio? Simply change the USB stick!

# Human Power

No external power Easily locatable Durable Safe

Audience: 3+

Certification: NEN EN1176-1:2008

Height: 908 mm
Diameter: 300 mm
Weight: 23 kg

User friendly: ✓
Registration use: ✓
Human powered: ✓
Audio: ✓

Time lock: optional

### Where?

Schoolyard Playground Camping

> Playfield Amusement parks Swimming pool

Every public space

#### Safety zone should be at least 150 cm



High quality, durable coating, high quality materials







# Just turn...

Turn the hand crank and generate electricity. The MusicBall chooses a swinging number.

Dancing is not just FUN but also very healthy! New music? Change the USB stick.

The MusicBall is a fun addition to every playground!

Do you love stories? Then the StoryBall is especially for you. Educational and SUPER fun. Change the USB stick for a new story.





# Always & Everywhere

Turn the hand crank and generate electricity.





Registration use

Human power

Time lock (optional)









MusicBall StoryBall







Always & Everywhere

Sling the crank, this will generate electricity.





Sing along! Dance like crazy Social gathering or enjoy on your own

This playful Ball is super durable, because by turning the hand crank children will generate energy by themselves! The USB stick determines whether you purchase a MusicBall or StoryBall.

#### MusicBall:

After you turn the crank the Music Ball will play Children's songs, well-known children's songs, so everyone can sing along.

An essential element in the development of children is in fact music. Music helps the development of physical, emotional, social and cognitive skills. The MusicBall will make you want to dance and sing, so it's a cheerful way for children to develop!

Singing and dancing are more than just fun!

#### StoryBall:

By listening your imagination is activated. Fantasy makes flexible thinking possible, which creates an imagination. Imagination is the basis for inspiration, new ideas and development.

> The MusicBall & StoryBall are available in different colours.

# Human Power

No external power Easily locatable Durable Safe

Certification: NEN EN1176-1:2008

635 mm Height: 395 mm Diameter: 28 kg

User friendly: Registration use: Human powered:

Time lock: optional

### Where?

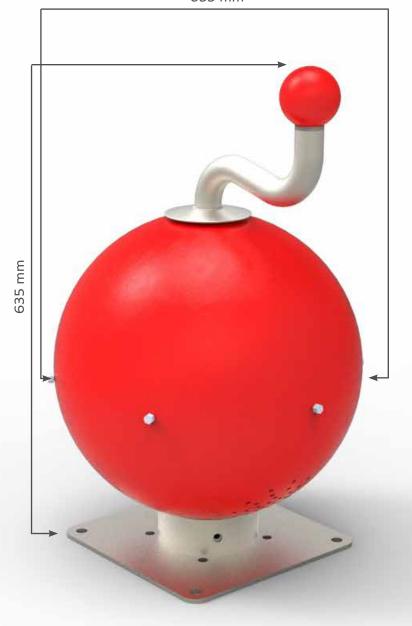
Schoolyard Playground Camping

> Playfield Amusement parks Swimming pool

Every public space

#### Safety zone should be at least 150 cm

635 mm



High quality, durable coating, high quality materials







# Which steering wheel will you choose?

Choose from three different steering wheels: The steering wheel of a boat, racing car or aeroplane. Turn the steering wheel and an audio fragment FILLED with experience will play.

Get carried away in your own fantasy and decide for yourself how the story goes.

These steering wheels are great fun as an addition to an existing piece of play equipment!

The KineticWheel is supplied as standard with a wooden steering wheel. Would you prefer a colour? No problem.

Safe

User friendly

Registration use



Human power



Vandal resistant

Time lock (optional)







And interactive outdoor play is really SUPER COOL!













KineticWheel

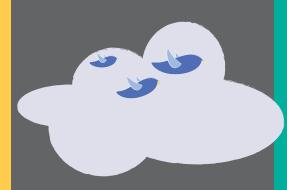




Playing outside is healthy.

And interactive outdoor play is really SUPER COOL!





Call Us Today.

Fantasize your own reality using the KineticWheel!

Spin the wheel and energize the KineticWheel. You will (randomly) hear an audio clip full of experience.

All three of the steering wheel variants come with a USB stick with their own sound! Always wanted to be a pilot? Sail the seas like a pirate? Experience the feeling of a driver in the cockpit? It's all possible by using the KineticWheel.

These steering wheels are also very nice as a addition to an existing playset. The KineticWheel comes with a wooden steering wheel.

Would you rather play your own sound on the USB stick? Then simply record your own MP3 file(s)!

Available with one specific steering wheel or all three steering wheels in one set!

# Human Power

No external power Easily locatable Durable Safe

Certification: NEN EN1176-1:2008

Height: 1000 mm 300 mm Width: 42 kg

User friendly: Human powered:

Time lock: optional

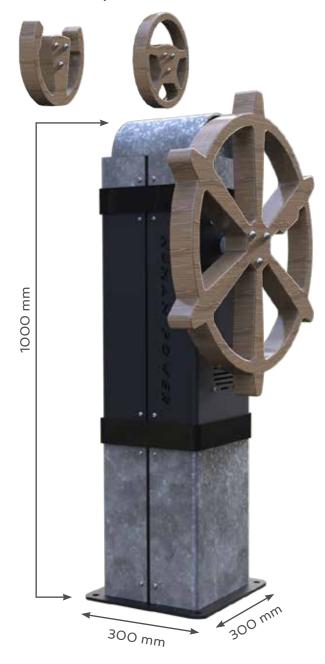
### Where?

Schoolyard Playground Camping

> Playfield Amusement parks Swimming pool

Every public space

#### Safety zone should be at least 150 cm



High quality, durable coating, high quality materials









# Enjoy your own music

Put your Smartphone on loudspeaker and place it under the hut. The DJ Post amplifies the sound of your own Smartphone! So no need to connect via Bluetooth or with cables! Because the built-in reel picks up your loudspeaker!

Would you like to enjoy listening to your own music in your favourite hangout?



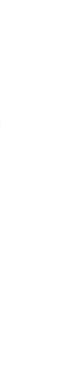


This is possible because no external electricity is required. This makes this DJ Post sustainable and environmentally friendly!













Safe

(a) Audio

User friendly

Registration use

(a) Vandal resistant

Human power

Time lock (optional)



DJ Post





# Human power!

No external power required. That's what makes the DJ Post durable and environment friendly!





Amplify your Smartphone

No cables or other foolishnes

No power required!

Turn the disc, keep turning! This generates energy. Put your phone on loudspeaker and put it under the hut.

The DJ Post amplifies the sound from your Smartphone!

No Bluetooth, no cables! The built-in tech picks up the sound of your Smartphone automatically.

It is always nice to listen to your own music. Every hangout needs one!

# Human Power

No external power Easily locatable Durable Safe

Audience: 3+

Certification: EN 1176-7:2008

Height: 975 mm
Width: 300 mm
Weight: 50 kg

Time lock: optional

### Where?

Schoolyard Playground Camping

> Playfield Amusement parks Swimming pool

Every public space



High quality, durable coating, high quality materials

#### Solid?

Without a doubt the most solid product we have.

Afraid of (noise) disturbance? Not necessary!

The DJ Post comes with a time lock.







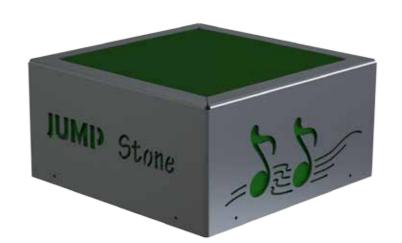
# Jump Jump Stone...













Registration use

Audio

(a) Vandal resistant

Time lock (optional)

Distributed by: Korkat, Inc. ৄৄ৻ৄৢৄ



# **JumpStone**





# Electricity?

Not needed! By jumping you generate the needed electricity. Keep jumping!





Very intensive exercise Music easily exchangeable Digital sound quality No power needed!





By jumping, you will generate energy and a randomly selected song will play.

You have to keep jumping in order to let the audio continue. Very intense, but luckily you have time to swap with someone to keep the songs going.

Jumping is a very intensive form of movement and contributes to an improved condition and coordination. Studies have shown that music is not only fun but also stimulates your intelligence and will reduce concentration problems.

# Human Power

Certification: NEN EN1176-1:2008

Height: 252 mm Width: 511 mm Weight: 35 kg

User friendly: Registration use: Human powered:

Time lock:

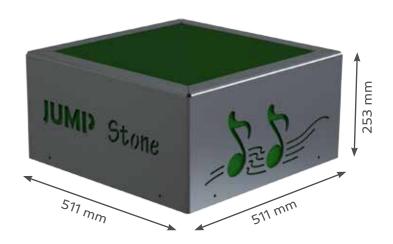
### Where?

Schoolyard Playground Camping

> Playfield Amusement parks Swimming pool

Every public space





High quality, durable coating, high quality materials

The JumpStone comes with a collection of American children's songs.







# Let's play!

Pump the pedal with your foot and let the games begin! four interactive games, test your speed, memory, reaction time and numeracy skills.

Everyone can win! Are you not the fastest but do you have a good memory? Then YOU will be the winner of the memory





# No electricity required?

No! Place the GameNetic on a concrete foundation and just play. Because the children themselves generate the electricity. Both easy and extremely sustainable







User friendly

Registration use

(a) Audiovisual

Human power

Vandal resistant

Time lock (optional)



# GameNetic



# No electricity needed..

Children generate the electricity by themselves. Easy and sustainable.

Installation of the GameNetic is done in a wink.





Outdoor gaming Challenging games No power required!

We start with a workout! Keep working the foot pedal until the GameNetic tells you to stop. Now, "let the games begin!"

The GameNetic is a game console designed specifically for the public space. The pillar, provided with a foot pedal, two buttons and a display, is very safe and userfriendly.

The score is obtained and determined by a clever combination of reaction time and the number of correct answers. This makes the GameNetic suitable for children within the age group of 6 to 12 years.

The constantly varying questions and tasks provide long-lasting fun. Speed, memory and numeracy skills are all covered. The combination of light and sound will make children experience the real game feeling. Outdoor gaming at its best!

The GameNetic comes with 4 interactive games, and now...

**CHECK YOUR HIGH SCORE!** 

# Human Power

Certification: NEN EN1176-1:2008

Height: 908 mm Diameter: 300 mm Weight: 23 kg

User friendly: Registration use: Human powered:

Time lock: optional

### Where?

Schoolyard Playground Camping

Playfield Amusement parks Swimming pool

Every public space

#### Safety zone should be at least 150 cm



High quality, durable coating, high quality materials









# Kick and play!

Turn the hand crank and generate electricity. Have you generated enough electricity? Then you can play a game with the sidekicks.

Do you know the right answer? Then sprint to the correct brightly illuminated sidekick and kick it. With your hands or feet, with the ball or whatever you like. Do a memory test or play "the BOMB".









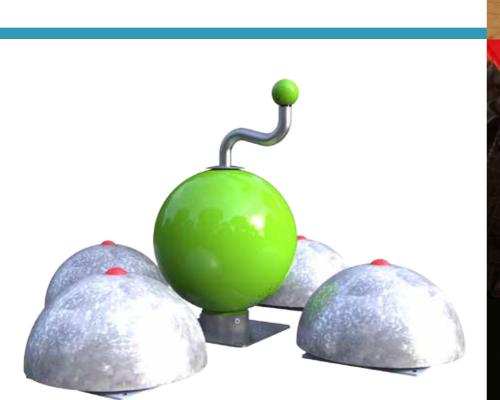
Audiovisual

Human power

Vandal resistant

Time lock (optional)









# Standing still?

That's not an option! This game makes sure that you keep moving.







AudioZone





Standing still?

Not an option! This game will keep your moving.





# Four sidekicks

Are you quick enough? Test your reflexes Intensive exercise



Turn the crank and energize the AudioZone. Did you generate enough electricity? Then you can play the game using the sidekicks.

Do you know the right answer? Then sprint to the illuminated sidekick and kick it. Using your hands, feet, with a ball or whatever you come up with.

4 games included: memory, speed test, the BOMB, and....

> These 4 different games will test your skills to the max!

# Human Power

No external power Easily locatable Durable Safe

Certification: **NEN EN1176** Height crank: 635 mm 215 mm Diameter crank: 395 mm Diameter sidekick: 395 mm Weight: 90 kg

Registration use: Time lock: optional

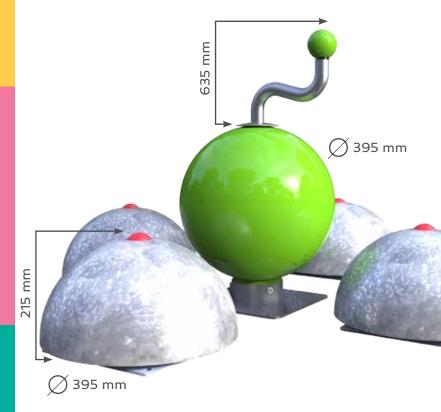
### Where?

Schoolyard Playground Camping

> Playfield Amusement parks Swimming pool

Every public space

Safety zone should be at least 150 cm per element



High quality, durable coating, high quality materials









# Roger Roger

Do you wish to chat too? With the Connect-IT, you generate electricity by turning the hand crank. Press the button and start chatting.

Tell fun interesting facts, jokes or secrets, it's all possible! Give each other tasks and see what happens.

Have you finished your story and do you want to hear what your friend has or friends have to say? Don't forget to end with the words 'over and out'.

Do you want to let several Connect-IT's communicate with each other? No problem!

Curious about how far the Connect-IT can reach? Up to 1 kilometre!

Safe

User friendly

Registration use

Audio

Human power

Vandal resistant

Time lock (optional)







"Young children learn the most important things not by being told but by constructing knowledge for themselves in interaction with the physical world and with other children – and the way they do this is by playing."

(Jones & Reynolds, 1992, p. 1)

