

Operating Your Meltdown

1. MELTDOWN

Meltdown is an eight player game. Each player must stand on a podium. The aim of the game is to either duck under, or jump over the boom as it spins around.

2. FASCIA PANEL

Switch the power on by turning the red & yellow isolator switch to "ON". Ensure you release the Emergency Stop button by turning the key to the right. You will hear a click and your ride is now ready for use.

3. AUTOMATIC PROGRAMS

There is 1 automatic program. The speed of the program can be adjusted via the speed control dial.

4. NUMBER OF PARTICIPANTS

Meltdown can take up to 8 people at any one time. **DO NOT ALLOW any player to grab, hold and/or swing on any part of the foam booms. DO NOT ALLOW any player to sit and ride on any part of the foam booms.** If any player seems to be in distress, **STOP** the foam booms and engage the Emergency Stop button.

5. PARTICIPANT PREPARATION

Ensure that all participants remove footwear, eye wear, cell phones, neck wear, and any sharp items on their person.

All participants must read the rules of play and sign the waiver. Instruct the participants that they must either jump or duck when the foam booms come towards them and that they must not grab the boom.

Verbally warn them that they may get hit by the foam booms. If any players are in any doubt, they must NOT RIDE.

6. OPERATING THE RIDE

Meltdown is a 8 player game. The top speed is pre set. However, you can reduce the speed of the ride via the speed dial. Always advise the

participant that you are increasing the difficulty. If the participants do not want to go faster, respect their decision. **DO NOT** use the inflatable of this game as a bounce house.

The rotating foam booms can be stopped by pressing the **STOP** button. The operator must keep their finger over the stop button and constantly watch the participants.

Once the game has finished the operator must instruct the players to exit the inflatable cushion via the doorway. **DO NOT ALLOW** any other participants entry to the inflatable before the existing participants have vacated the inflatable cushion. Repeat the procedure.

- In the event of an emergency:

- Depress the Emergency Stop button and remove the key; then turn off the mains power switch. Instruct the players to evacuate the ride safely offering assistance if it is safe to do so. Once the players have evacuated the ride, unplug the control console and blower from the mains power outlet.

- In the event of loss of power to the inflatable - thus causing the inflatable to deflate -:

- Depress the Emergency Stop button and remove the key; then turn off the mains power switch. Instruct the players to evacuate the ride safely offering assistance if it is safe to do so. Once the players have evacuated the ride, unplug the control console and blower from the mains power outlet.

The Emergency Stop button MUST always be depressed and the key removed whenever you are setting up the game or leaving the control console unattended.

7. SPECTATORS

Do not allow spectators to sit/lean on or around the inflatable. We would recommend wherever possible to have an additional external barrier (see diagram example in the previous page).

8. HEIGHT & WEIGHT OF THE PLAYERS

We recommend a minimum user height of 48



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inches and a maximum weight of the participant of 200lbs.

9. GENERATORS

PLEASE NOTE: THE USE OF PORTABLE GENERATORS TO POWER THE MACHINE CAN DAMAGE THE ELECTRONICS.

If you must use a portable generator, invest in a branded generator such as Honda, Kawasaki or Briggs & Stratton. You will need a 3KVA diesel powered generator, as these give the best power and performance. Use an in line power surge protector between the generator and the control console.

10. KEEPING YOUR MACHINE SAFE

Whenever the machine is left unattended, switch off the isolator and press the Emergency Stop button. Make sure the key is removed. **DO NOT** use the Emergency Stop button to stop the ride. Use the normal stop button to stop the ride.

11. STANDARD DISCLAIMER

If the operator is in any doubt of the players' ability to participate safely, then the player should not be allowed to participate. **THE OPERATORS' DECISION IS ALWAYS FINAL.**

12. WHO SHOULD NOT PLAY

People should not use this ride if the player:

- Is Pregnant.
- Is under the influence of alcohol or drugs.
- Suffers from any of the following: Epilepsy, Muscular Complaints, Neck or Spinal (back) problems, or any other Physical Ailment that will inhibit the participant to ride safely.

13. DYNAMIC INFORMATION

- The recommended minimum operating space required is: 35' x 35' x 12' headroom.
- Weights of individual components:
 - Motion base: 200lbs.
 - Foam boom attachments: 220lbs.
 - Control console: 46lbs.

- Inflatable: 345lbs.
- Electric blower: 30lbs.
- Stabiliser legs x 4: 28lbs.
- Total unladen load combined weight of the system when erected: 869lbs.
- Total maximum laden load (with heaviest rider): 2869lbs.
- Maximum speeds:
 - Spin motor: 15.82rpm.
- Power requirements:
 - The system operates from 110 volts single phase electricity 60htz. drawing 5.5 amps.
 - The 1.5hp. inflation blower for the inflatable operates from 110 volts single phase electricity 60htz. drawing 7 amps.
 - Maximum air volume: 1170cfm.
 - Maximum static pressure: 8.8 inch.

- **DO NOT operate when it is raining or snowing as there is a risk of electrocution.** In the event of a sudden rain/snow storm:
 - Evacuate the ride.
 - Turn off the control console and blower and disconnect the mains power cords from the electrical supply.
 - Remove the control console & blower to covered shelter.
 - Ensure that a tarpaulin or similar water proof cover is placed securely over the inflatable, attachment & motion base to prevent water damage. Once it has stopped raining/snowing, uncover the inflatable & motion base and check that there is no water leakage to these parts; ensure that any standing water is removed and/or relocate the ride to a dry location. **AT NO TIME should you use any electrical device when wet.**

- **DO NOT operate in winds of more than 20mph.**

14. ATTACHMENTS

The only other attachment you can use with this motion base is the Meltdown Junior (for children).



RULES OF PLAY

DO DON'T

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- | | |
|---|---|
| <ul style="list-style-type: none">• Have a maximum of 8 players at a time.• Jump or duck the sweeper arms.• HAVE FUN! | <ul style="list-style-type: none">• Swing on any of the sweeper arms.• Ride the sweeper arms.• Grab/Hold any parts of the sweeper arms. |
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NO SHOES
•
NO SHARP OBJECTS
•
NO GLASSES
•
NO FLIPS
•
NO FIGHTING OR
ROUGH HOUSING

NO CHEWING GUM
•
NO FOOD
•
NO DRINK
•
NO CLIMBING ON
WALLS
•
NO HATS

WHO SHOULD NOT PLAY. People should not use this ride if the player:

- Is shorter than 48 inches | 1.22 meters and/or heavier than 200lbs. | 91kgs.
- Is Pregnant.
- Is under the influence of alcohol or drugs.
- Suffers from any of the following: Epilepsy, Muscular Complaints, Neck or Spinal (back) problems, or any other Physical Ailment that will inhibit the participant to ride safely.

