






MELTDOWN OPERATION MANUAL

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 GalaxyAmerica

 GalaxyBulls

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1747743

Welcome and thank you for purchasing Galaxy's Meltdown.

Please take some time and read through the contents of this manual **BEFORE** you use your machine.

All operators who will use the Galaxy Meltdown Ride **MUST read** this manual to ensure a **safe operation** for your customers.

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Welcome!

All equipment manufactured by Galaxy Multi Rides is designed with a high regard for safety as well as operational ease.

The information contained within this manual will assist you and your operators in producing safe and enjoyable entertainment for your clients.

This instruction manual has been supplied for the purpose of assisting you in the proper and safe operation of your new Galaxy Multi Rides game. You can also find this manual online in our website. Look for "Safety and Training" under the "Resource" tab in www.galaxymultirides.com. You can also view our safety video ("How To" playlist) on our YouTube channel (www.youtube.com/galaxybulls).

This manual will also guide you through the proper set up procedures, ensuring the safest and most enjoyable experience for your clientele, and maintenance recommendations that will facilitate top performance and a long life for your game. Your inflatable attraction is constructed by following the procedures and using quality materials, all in compliance with the ASTM standards.


Galaxy Multi Rides takes great pride in delivering to you inflatable games manufactured, inspected and tested with a focus on the highest safety standards and top quality workmanship. Additionally, many other inspections and tests are performed to ensure your new game meets the first class standards of Galaxy Multi Rides.

Safety is everybody's major concern. At Galaxy we go to great lengths to ensure that our products are the safest on the market. On page 26, and in our website (look for "Safety and Training" under the "Resource" tab in www.galaxymultirides.com), there's a training Safety Questionnaire. **PLEASE, read this manual thoroughly and complete the questionnaire for every member of staff who's going to operate the ride.** All the answers to the questions are in this manual.

Once you've completed it, fax it to **941 697 1249** or email it to **customerservice@galaxymultirides.com**. If you do the test online, you don't need to fax it or email it: just click "Submit". We will check the questionnaire and if all the questions are answered correctly, we will issue a certificate of competence which can be given to your insurance company.

By having a quality safe machine and competent operators, this can only be a good thing, which will result in more cost effective insurance for everyone.

If you experience any difficulty in any of the procedures set forth in this manual, please call 941 697 0324.



Robin Whincup
President of Galaxy Multi Rides



What's in the Box



- 1 x Motion Base
- 4 x Steel Stabiliser
Legs
- 3 x Wheels
- 1 x Control Console
- 1 x Attachment - Dual
Foam Booms
- 8 x Podiums
- 2 x Power Leads
- 1 x Inflatable
- 1 x Electric Fan
- 1 x Protective Pad
- 1 x 19mm wrench

Electrical Information

MOTION BASE

Powered by one motor of 1hp. via the control console.



BLOWER

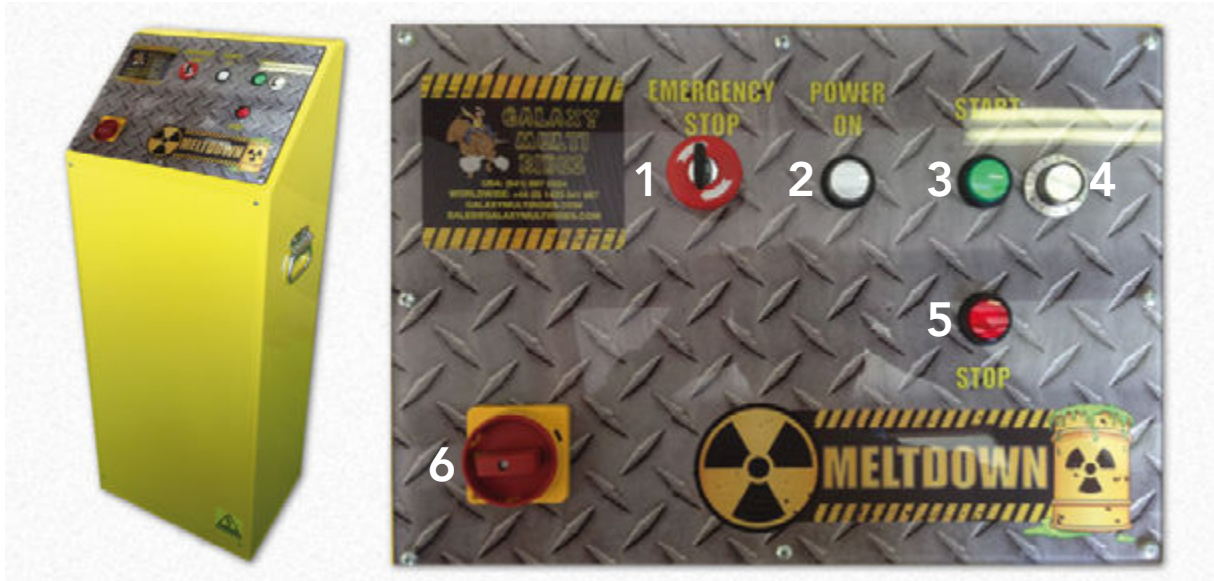
Powered by a 1.5hp. Operates from 110 volts single phase electricity 60hz. drawing 7 amps. Maximum air volume: 1170cfm. Maximum static pressure: 8.8 inch.



Electrical Information

CONTROL CONSOLE

Operates from 110 volts single phase electricity 60hz. drawing 5.5 amps.



1. Emergency Stop
2. Power Light Indicator
3. Start Button
4. Speed Control
5. Stop Button
6. Main Power Switch



1. Main Breakers
2. Timer
3. Contactor
4. Line Breakers
5. Terminal Block
6. Inverter
7. Spare Emergency Stop Key

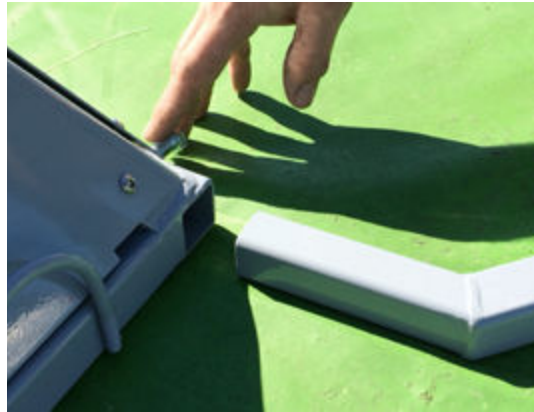
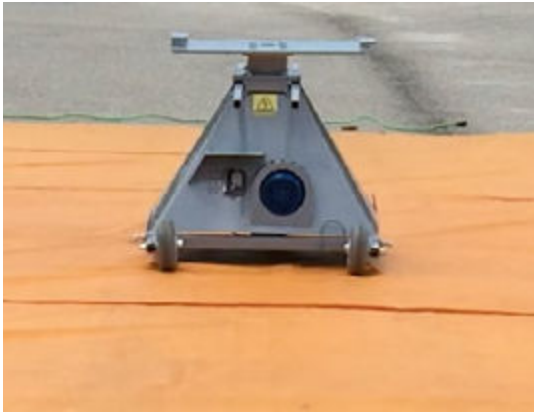
WARNING

SWITCH OFF THE MAINS POWER BEFORE WORKING ON THE CONTROL CONSOLE AND MOTION BASE. ALL WORKS MUST BE CARRIED OUT BY A QUALIFIED ELECTRICIAN. **ELECTRIC CURRENT CAN KILL YOU.**



Setting Up Your Meltdown

1.



Place the motion system in position on a clean, dry & flat surface and remove the 3 wheels. Insert the four stabiliser legs into the base and tighten the nuts with 19mm. wrench.

2.



Plug in the power leads to the motion base from the control console. Plug in the mains power supply lead.

3.



Unroll the inflatable & position it over the motion system (color may vary from the one pictured).



Please note: the Emergency Stop button MUST ALWAYS BE DEPRESSED AND THE KEY REMOVED whenever you are setting up the ride or leaving the control console unattended.



Setting Up Your Meltdown



Make sure the velcro deflation flap is closed (colors may vary from the ones pictured). Tie off the 4 small belts in the bottom of the centre hole to the motion base **loosely**.

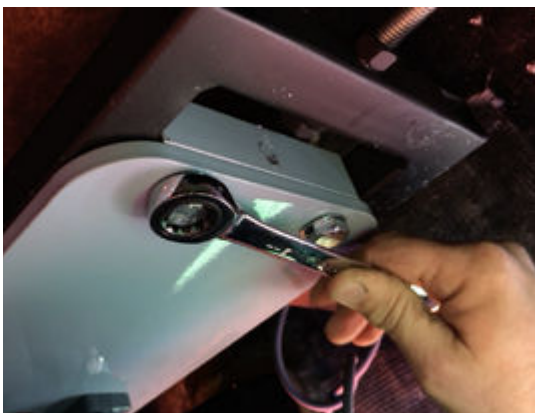
4.



Make sure the mounting bracket is loose. Attach the center piece of the Meltdown to the motion system. Place the sub frame in position and pull towards the back.



First, tighten the 12mm. by 100mm. draw bolt. Do not over torque it at this time. Now, tighten the two 12mm. bolts to clamp down the bracket with the 19mm. wrench doing 3 or 4 turns on each bolt at a time. These two bolts draw the frame back onto the mounting bracket.



Finally, tighten the 12mm. by 100mm. draw bolt until the ride frame is pulled back fully. Now, tighten up the locking nut on the draw bolt. This bolt pulls the frame down onto the motion base. **IT'S NOT NECESSARY TO OVERTIGHTEN THE BOLTS.**

Please note: the Emergency Stop button MUST ALWAYS BE DEPRESSED AND THE KEY REMOVED whenever you are setting up the ride or leaving the control console unattended.



Setting Up Your Meltdown

5.



Slide the correct color coded steel pole to the steel pole in the center piece of the Meltdown.



Tighten the 3 bolts in each pole with a 19mm. wrench. Ensure these are tight. Your current set up will look like the photo on the right.



Slide the foam boom over the steel pole. Make sure the seam is facing down to the inflatable.



Secure the foam booms tightly to the rest of the attachment with velcro. The larger velcro patch is the pole for the lower section as pictured.

Please note: the Emergency Stop button MUST ALWAYS BE DEPRESSED AND THE KEY REMOVED whenever you are setting up the ride or leaving the control console unattended.



Setting Up Your Meltdown

6.



Pull the blow tube over the blower and secure it with the belt attached. Inflation should be the last stage to be done (color may vary from the one pictured).

7.



Once the unit is inflated check the inflatable is in the correct position and place the protective pad attached to the inflatable. Secure it into position with the flaps on the bed.

8.



Tightly velcro the 8 foam podiums to the inflatable.

9.



Anchor the inflatable by at least 8 anchor points. Use 0.625" diameter steel stakes either straight up or up to a 15 degree angle on soft ground (18" into the ground) or 75lbs. at each of the 8 anchor points in the sand/water weight on hard ground (or indoor location) are appropriate anchor tools (colors may vary from the ones pictured).

Please note: the Emergency Stop button MUST ALWAYS BE DEPRESSED AND THE KEY REMOVED whenever you are setting up the ride or leaving the control console unattended.



Setting Up Your Meltdown

10.



Once all 8 people are on the game, secure the door way with this barrier. The tabs on the barrier can be tightly secured by the clips sewn into the inflatable.

11.



Turn the Mains Power button in the control console on, then the key in the Emergency Stop button, and now you are ready to have fun in your Galaxy Multi Ride.

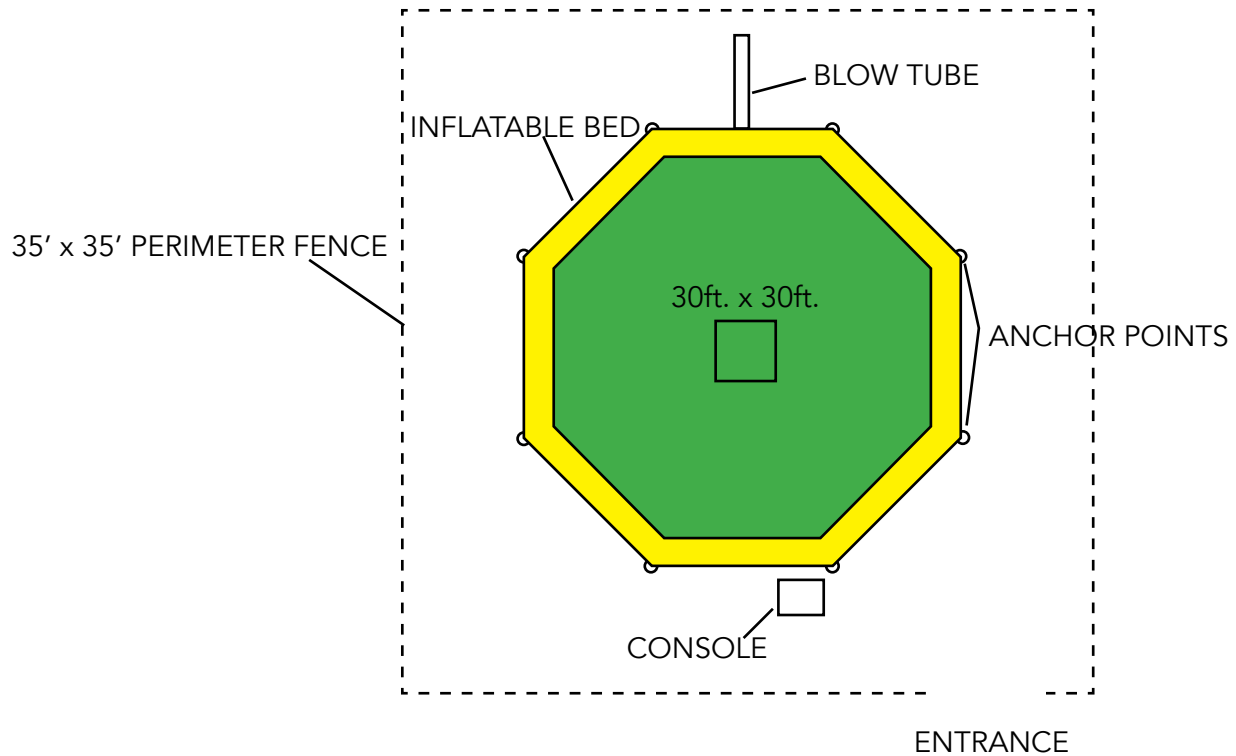
PLEASE NOTE

If you are operating on soft ground (eg: grass or sand), ensure that the motion base is placed on two sheets of 8ft. x 4ft. x 1in. thick plywood. This would ensure that the motion base does NOT dig into the ground. **DO NOT EVER FASTEN THE MOTION BASE TO THE FLOOR, UNDER ANY CIRCUMSTANCES.**

Please note: the Emergency Stop button **MUST ALWAYS BE DEPRESSED AND THE KEY REMOVED** whenever you are setting up the ride or leaving the control console unattended.



Set Up Diagram



Please note: the Emergency Stop button MUST ALWAYS BE DEPRESSED AND THE KEY REMOVED whenever you are setting up the ride or leaving the control console unattended.



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



Operating Your Meltdown

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.
- Cannot mount the ride and hold on securely.
- 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 60hz. drawing 5.5 amps.
- The 1.5hp. inflation blower for the inflatable operates from 110 volts single phase electricity 60hz. 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

- Have a maximum of 8 players at a time.
- Jump or duck the sweeper arms.
- HAVE FUN!

DO NOT

- Swing on any of the sweeper arms.
- Ride the sweeper arms.
- Grab/Hold any parts of the sweeper arms.

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.
- Cannot mount the ride and hold on securely.
- 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.



Serial Number Location

There are 2 ID plates in your equipment, which include information such as:

- Manufacturer Details
- Serial Number
- Power Requirements
- Name of Equipment
- Name of Customer
- Date of Manufacture
- Initial Test and Date
- Yearly Tests
- Certifications

These ID plates can be found in these 2 locations:



On the inside the motion base panel.



On the inside of the control console door.




Trouble Shooting

Your Meltdown has been meticulously engineered and thoroughly tested before delivery. If, however, you unexpectedly experience difficulties, please check out the guide below. **We DO NOT warranty any parts that are damaged from using a generator.** If you have any questions or need help please contact us on: 941 697 0324 or sales@galaxymultirides.com.

POWER REQUIREMENTS

REGION	POWER REQUIREMENTS
Europe/Asia/South America/ Australasia	230 volts mains power single phase 4 amps at 50hz.
North America	110 volts mains power single phase 5.5 amps at 60hz.
Japan	90 -110 volts mains power single phase 5.5 amps at 60hz.

ELECTRICITY

WHAT IS THE POWER SOURCE	We recommend to work on mains power. THE USE OF PORTABLE GENERATORS TO POWER THE MACHINE CAN DAMAGE THE ELECTRONICS. But, 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.
HOW MANY AMPS ARE NEEDED	A Meltdown requires 5.5 amps.
WHAT IS THE OUTPUT POWER FROM THE POWER SOURCE	A Meltdown requires 110-120 volts.
VOLTAGE/AMP METER 	All machines manufactured after 1/8/2014 have a voltage/amp meter installed in the control console. This allows you to see the exact voltage/amps you're receiving from the power source.
LENGTH OF THE EXTENSION CORD AND GAUGE OF THE POWER CORD	Longer thinner power cords will always lose voltage.
THE RIDE IS REALLY SLOW	Check that you have enough voltage & amps to the machine. Once you go over a 30' extension cord, this can contribute to voltage drop: the longer the cord, the worse the problem will be.
THE RIDE MOVES FREELY WHEN IT'S NOT POWERED WHEN I MOVE IT	This is called back driving. It is a characteristic of this type of gearbox. Please be assured it has NO DETRIMENT to the machine at all. It will not happen when the machine is in operation.



Trouble Shooting

ISSUE: THE MACHINE WON'T SPIN
SOLUTIONS:



Is the Emergency Stop button released? Gently turn the key to the right, let go and the button pops up.



1. Is the LED display on the inverter showing 0.0? If not refer to the "Inverters" section on page 18.



Can you hear the motor humming (making noise) as if it is receiving power?

- If yes, the machine is missing a phase. There must be a loose wire/connection in either one of the cords or socket on the motion base or socket on the console. Open up every plug and socket and check the connections. Inspect all cords for any damage that may create a short.
- If not, we recommend a qualified electrician does a continuity test with a meter to determine what parts of the machine are receiving power.



Does the motor move when the impeller is manually moved? Rotate the fan blade by inserting a small screwdriver several times through the air grill pushing on the fan blade. If the motor makes connection with the gear box you will see the machine move fractionally. This means the motor and gearbox are ok and the problem is electrical. If you cannot get it to move, then the issue may be mechanical and the motion base would have to be returned for inspection. **THE MACHINE SHOULD BE UNPLUGGED WITH NO POWER COMING TO IT.**

Trouble Shooting

ISSUE: I HAVE NO POWER TO THE MACHINE
SOLUTIONS:

1.



Check the power cord is connected correctly.

2.



Check the wiring power cord terminals at each end.

3.



Check the breakers inside the control console.

4.



Check the Emergency Stop button is released.

5.



Check the contactor.



Trouble Shooting

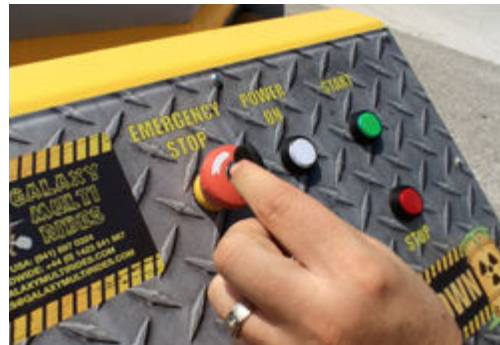
ISSUE: THE INVERTER DOES NOT POWER UP OR THERE'S NO DISPLAY
SOLUTIONS:

1.



Check the breakers inside the control console.

2.



Check the Emergency Stop button is released.

3.



Check the contactor.



ISSUE: AN ERROR COMES UP IN MY INVERTER

SOLUTION: This is call a "fault". A fault is a condition that stops the drive. Check in the tables below the most common fault numbers, types, description and actions to solve the error. First, there are two fault types:

TYPE	FAULT	DESCRIPTION
1	Auto-Reset/Run	When this type of fault occurs, and A451 [Auto Rstrt Tries] is set to a value greater than "0", a user-configurable timer, A452 [Auto Rstrt Delay], begins. When the timer reaches zero, the drive attempts to automatically reset the fault. If the condition that caused the fault is no longer present, the fault will be reset and the drive will be restarted.
2	Non-Resetable	This type of fault may require drive or motor repair, or is caused by wiring or programing errors. The cause of the fault must be corrected before the fault can be cleared.



Trouble Shooting

NO.	FAULT	TYPE	DESCRIPTION	ACTION
F2	Auxiliary Input	1	Auxiliary input interlock is open.	<ol style="list-style-type: none"> 1. Check remote wiring. 2. Verify communications programming for intentional fault.
F3	Power Loss	2	DC bus voltage remained below 85% of nominal.	<ol style="list-style-type: none"> 1. Monitor the incoming AC line for low voltage or line power interruption. 2. Check input fuses.
F4	Under Voltage	1	DC bus voltage fell below the minimum value.	Monitor the incoming AC line for low voltage or line power interruption
F5	Over Voltage	1	DC bus voltage exceeded maximum value.	Monitor the AC line for high line voltage or transient conditions. Bus overvoltage can also be caused by motor regeneration. Extend the decel time or install dynamic brake option.
F6	Motor Stalled	1	Drive is unable to accelerate motor.	Increase P109 and/or A402 [Accel Time x] or reduce load so drive output current does not exceed the current set by parameter A441 [Current Limit].
F7	Motor Overload	1	Internal electronic overload trip.	<ol style="list-style-type: none"> 1. An excessive motor load exists. Reduce load so drive output current does not exceed the current set by parameter P103 [Motor OL Current]. 2. Verify A453 [Boost Select] setting.
F8	Heatsink OvrTmp	1	Heatsink temperature exceeds a predefined value.	<ol style="list-style-type: none"> 1. Check for blocked or dirty heat sink fins. Verify that ambient temperature has not exceeded 40°C (104°F) for IP 30/NEMA 1/UL Type 1 installations or 50°C (122°F) for IP20/ Open type installations. 2. Check fan.
F12	HW OverCurrent	2	The drive output current has exceeded the hardware current limit.	Check programming. Check for excess load, improper A453 [Boost Select] setting, DC brake volts set too high or other causes of excess current.
F13	Ground Fault	2	A current path to earth ground has been detected at one or more of the drive output terminals.	Check the motor and external wiring to the drive output terminals for a grounded condition.



Trouble Shooting

NO.	FAULT	TYPE	DESCRIPTION	ACTION
F33	Auto Rstrt Tries	2	Drive unsuccessfully attempted to reset a fault and resume running for the programmed number of A451 [Auto Rstrt Tries]	Correct the cause of the fault and manually clear.
F38	Phase U to Gnd	2	A phase to ground fault has been detected between the drive and the motor in this phase.	<ol style="list-style-type: none"> 1. Check the wiring between the drive and motor. 2. Check motor for grounded phase. 3. Replace drive if fault cannot be cleared.
F39	Phase V to Gnd			
F40	Phase W to Gnd			
F41	Phase UV Short	2	Excessive current has been detected between these two output terminals.	<ol style="list-style-type: none"> 1. Check the motor and drive output terminal wiring for a shorted condition. 2. Replace drive if fault cannot be cleared.
F42	Phase UW Short			
F43	Phase VW Short			
F48	Params Defaulted		The drive was commanded to write default values to EEPROM	<ol style="list-style-type: none"> 1. Clear the fault or cycle power to the drive. 2. Program the drive parameters as needed.
F63	SW OverCurrent	1	Programmed A448 [SW Current Trip] has been exceeded.	Check load requirements and A448 [SW Current Trip] setting
F64	Drive Overload	2	Drive rating of 150% for 1 minute or 200% for 3 seconds has been exceeded.	Reduce load or extend Accel Time.
F70	Power Unit	2	Failure has been detected in the drive power section.	<ol style="list-style-type: none"> 1. Cycle power. 2. Replace drive if fault cannot be cleared.
F81	Comm Loss	2	RS485 (DSI) port stopped communicating.	<ol style="list-style-type: none"> 1. If adapter was not intentionally disconnected, check wiring to the port. Replace wiring, port expander, adapters or complete drive as required. 2. Check connection. 3. An adapter was intentionally disconnected. 4. Turn off using C304 [Comm Loss Action].



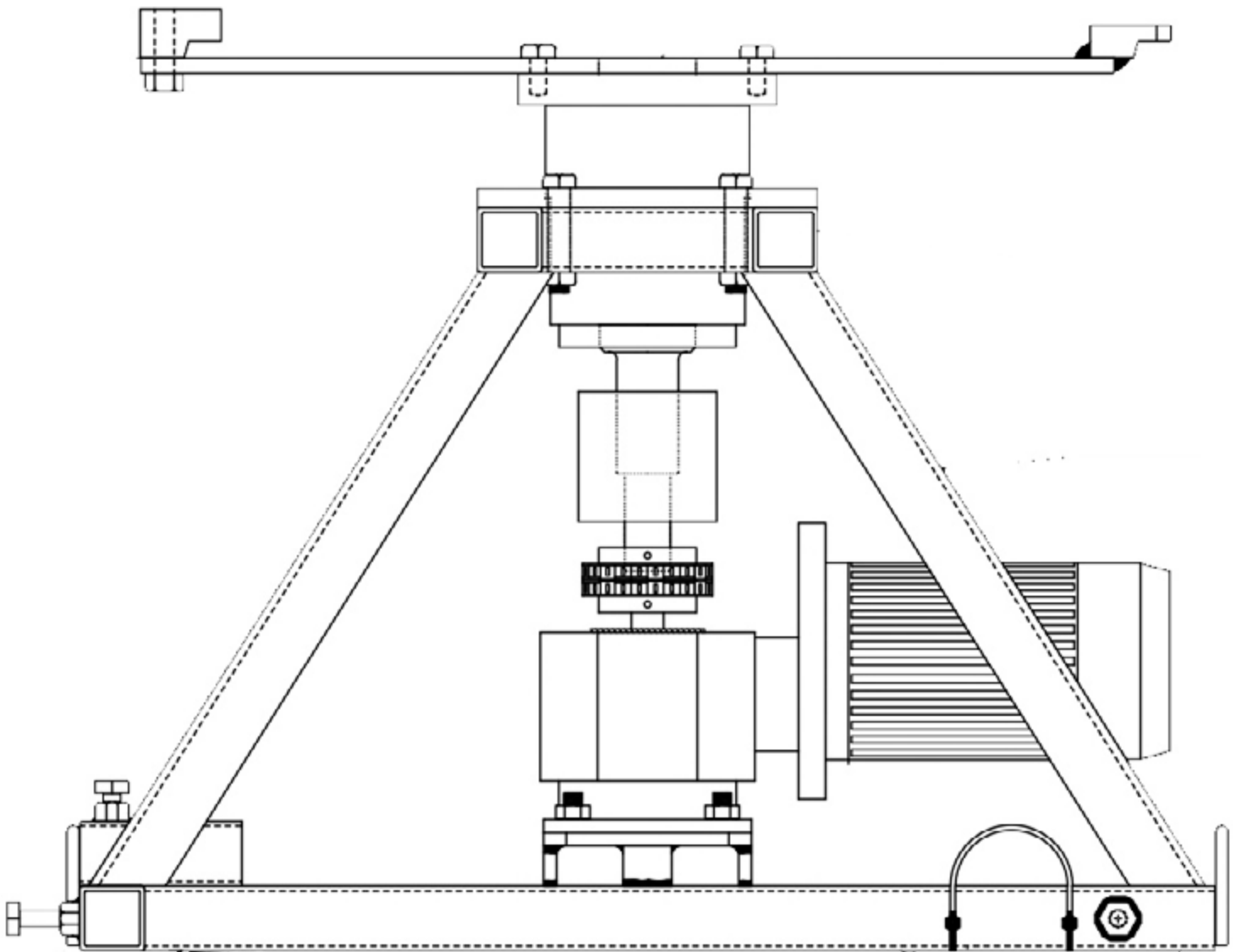
Trouble Shooting

F100	Parameter Checksum	2	The checksum read from the board does not match the checksum calculated.	Set P112 [Reset To Defaults] to option 1 "Reset Defaults".
F122	I/O Board Fail	2	Failure has been detected in the drive control and I/O section.	<ol style="list-style-type: none"> 1. Cycle power. 2. Replace drive if fault cannot be cleared.

ISSUE: THE MOTION BASE IS MAKING NOISES

SOLUTIONS:

Lubricate all bearings on the motion base and the drive chain inside the motion base. In the event of any other issue or problem with your motion base, please mark the location of the issue or problem in the following drawing and fax it back to us at (941) 697-1249.



Maintenance

ITEMS	MAINTENANCE
Inflatable	Wash down it with warm soapy water.
Electric Cables	Before each new event, check the electric cables and connections for wear or damage.
Lubrication	<p>Lubricate the bushes, rods, bearings, and all moving parts every month (see maintenance schedule in the next page).</p> <p>All grease nipples should be lubricated using Pennzoil Multi Purpose 302 EP (NLGI #2 Lithium grease).</p> <p>All the grease nipples are easily accessible and exposed on the motion base. Contact Galaxy Multi Rides calling to the phone number 941 697 0324 or emailing at customerservice@galaxymultirides.com for replacements.</p>
Foam Booms	Regularly check the foam booms for any excessive wear and tear.
Nuts, Bolts and Fixings	Check all nuts, bolts and fixings are tight on a weekly basis.
Cleaning	Use spray polish to clean all high finish GRP surfaces.



Safety Check Routine (TO BE PERFORMED AT EVERY EVENT)

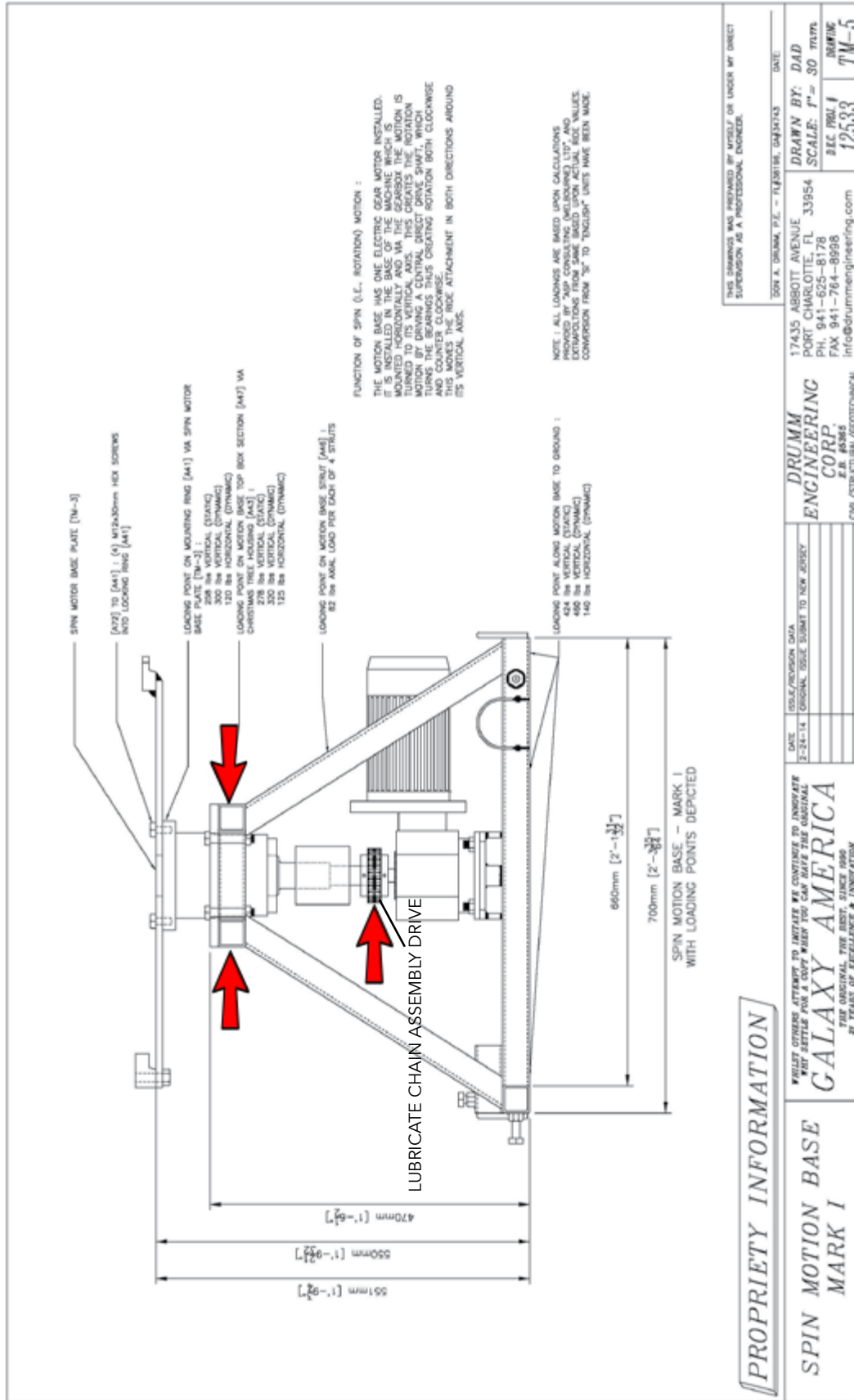
ITEMS	M	T	W	T	F	S	S
Check all electrical connections on all plug sockets							
Check all nuts and bolts are secure							
Check lubrication points. Lubricate if necessary							
Check all bearings							
Check all rod ends							
Check all fixings for the ride							
During the event, check the ride periodically to secure connection to the motion base							
Check inflatable bed for holes and wear and tear							
Where applicable, ensure the inflatable is securely anchored to the subfloor							
Check the safety padding for holes and wear and tear							
Check the electric fan blower							
Check the foam booms for any excessive wear and tear							
Automatic program buttons							
Check the Stop/Start button							
Check the manual speed dial							
Check the mains isolator							
Check the Emergency Stop button							

WARNING

DURING AN EVENT CHECK PERIODICALLY THAT THE BOLTS IN THE ATTACHMENT ARE TIGHT.



Meltdown Motion Base Lubrication Points



Safety Questionnaire

 (Some of these questions can have multiple answers. PART 1)

Question 1

How many stabiliser legs are fitted to the motion base?

1. 2
2. 4
3. 6

Question 2

How many bolts are tightened to secure the attachment to the motion base?

1. 1
2. 3
3. 4

Question 3

How many tie-off belts are located in the center hole of the inflatable?

1. 2
2. 4
3. 6

Question 4

How many manual speed dials are there on the control console?

1. 1
2. 2
3. 3

Question 5

Should you secure the motion base to the floor?

1. Yes
2. No

Question 6

What's the recommended maximum user weight for the Meltdown?

1. 300lbs.
2. 200lbs.
3. 100lbs.

Question 7

What must the operator do at all times?

1. Talk to pretty girls/guys
2. Watch the rider in operation
3. Watch the clock on the console

Question 8

When should the Emergency Stop button be used?

1. Every time to stop the ride
2. When the console is left unattended
3. In emergency situations to kill the power

Question 9

What is the voltage required for the Meltdown?

1. 110 volts
2. 440 volts
3. 220 volts

Question 10

How many players are allowed on the ride at any one time?

1. 8
2. 10
3. 12



Safety Questionnaire

 (Some of these questions can have multiple answers. PART 2)

Question 11

What's the recommended minimum user height for the Meltdown?

1. 36 inches
2. 48 inches
3. 60 inches

Question 12

The blower is connected to the front of the inflatable.

1. True
2. False

Question 13

Which is the correct way to have your system cables set up?

1. It doesn't matter
2. In a line from the motion base to the console
3. Twisted from the motion base to the console

Question 14

How many lubrication points are there in the motion base?

1. 10
2. 2
3. 15

Question 15

How fast do the logs buck on the Meltdown?

1. 15-16 rpm.
2. 30-31 rpm.
3. The Meltdown doesn't buck

Question 16

It's safe to operate the Meltdown in the rain.

1. True
2. False

Question 17

What should the operator do once the game has finished?

1. Allow the next rider on immediately
2. Make sure that the rider has exited the inflatable before the next group are allowed in
3. Get on the inflatable and drag them off

Question 18

How many connection bolts are there for every Meltdown extension pole?

1. 3
2. 4
3. 5

Question 19

Is it safe to use a surf board, skate board or snowboard in this motion base?

1. Yes
2. No

Question 20

How many podiums does the Meltdown have?

1. 6
2. 8
3. 10



Safety Questionnaire

 (Some of these questions can have multiple answers. PART 3)

Question 21

How many power cords go from the motion base to the console on the Meltdown?

1. 1
2. 2
3. 3

Question 22

How many people should be allowed to swing on the logs at any one time?

1. 0
2. 2
3. 3 or more

Question 23

How many spectators should be allowed to sit/lean on or around the inflatable wall?

1. 20
2. 10
3. 0

Question 24

The inflatable can be used as a bounce house.

1. Yes
2. No

Question 25

How many automatic programs does the Meltdown have?

1. 0
2. 1
3. 2

Question 26

What is the procedure in the event of an emergency?

1. Walk away and go for a cup of coffee
2. Continue normal operation
3. Press the Emergency Stop button and evacuate the ride

Question 27

Is it recommended to leave the machine unattended?

1. Yes
2. No

PLEASE NOTE

Complete this questionnaire and fax it back to 941 697 1249 or email it to customerservice@galaxymultirides.com.

You can now also take this test online at galaxymultirides.com/safety-training. Once you've completed it, simply click "Submit". If you have answered the questions correctly, we will issue a Certificate of Training for your Galaxy Mechanical Multi Ride, which can be given to your insurance company.



Risk Assessment for the Galaxy Multi Ride

This risk assessment is specifically for the Galaxy Multi Ride and is not applicable to any other brand of mechanical multi ride system.

1. RISK

Sudden deflation of inflatable surround.

SOLUTION

Stop the ride immediately and evacuate the participants. Check the blower: is there power to the blower?

- If no, check fuse and mains supply and power cable for any damage.
- If yes, check the air intake on the blower is not blocked. Check & ensure deflation zips are fully closed. Check to make sure there are no tears or holes in the inflatable.

2. RISK

The motion base is rocking & unstable.

SOLUTION

Stop the ride immediately and evacuate the players; ensure that you have secured the four steel stabiliser legs in to the motion base properly.

3. RISK

The center piece of the Meltdown is loose and wobbling.

SOLUTION

Stop the ride immediately and evacuate the participants. Ensure that the center piece is connected to the top of the motion base correctly and ensure that all three screw bolts are securely tightened.

4. RISK

The view of the operator is obscured by the audience.

SOLUTION

Stop the ride immediately and evacuate the players. Ensure that the control console is pushed up to the edge of the inflatable cushion so no one can stand in front of the operator.

5. RISK

Trip hazard from trailing cables.

SOLUTION

Ensure all trailing cables & cords are taped to the sub floor or covered with a suitable matting or trunking.

6. RISK

The participants are able to touch the ceiling or hanging light.

SOLUTION

Stop the ride immediately and evacuate the participants. The minimum headroom required is 12' (3.5m.). Do not use the ride in buildings or areas with any less headroom.

7. RISK

Potential collision by the participants with a member of the audience.

SOLUTION

Stop the ride immediately and evacuate the players. Ensure that no member of the public/ audience is allowed to sit on the edge of the inflatable surround. Erect a secondary perimeter barrier 3' (1m.) away from the edge of the inflatable surround.



Release Of Liability And Assumption Of Risk

In consideration of the services of _____, its employees and agents (collectively, "_____"), I agree to release, hold harmless and indemnify _____, on behalf of myself and my family members, partners, heirs and assigns as follows:

1. I acknowledge that riding a mechanical bull or mechanical surf machine entails risks that could result in physical or emotional injury, paralysis, death, injury or damage to me, to property, or to third parties. I understand that the risks cannot be eliminated without jeopardizing the essential qualities of the activity. The risks could result in musculoskeletal injuries, including head, neck, and back injuries.
2. I accept and assume all the risks of participating in this activity. My participation in this activity is purely voluntary, and I elect to participate in spite of the risks.
3. **I release and agree to indemnify and hold harmless _____ from any claims** that are in any way connected with my participation in this activity or my use of _____ equipment or facilities, **including claims that _____ was negligent.** However, I do not release any claims related to intentional or reckless acts by _____.
4. I have adequate insurance to cover any injury or damage I may cause or suffer while participating or I agree to bear the costs of any injury or damage.
5. I agree that, if I bring a lawsuit against _____, I will do so solely in _____ and the substantive law of _____ will apply in that lawsuit without regard to the conflict of law rules. I agree that if any portion of this agreement is found to be void or unenforceable, the remaining portions shall remain in full force and effect.

By signing this document, I acknowledge that if that anyone is hurt or property is damaged during my participation in this activity, I may be found by a court of law to have waived my right to maintain a lawsuit against _____ on the basis of any claim from which I have released them. I have had sufficient opportunity to read this agreement. I have read and understood it, and agree to be bound by its terms.

Signature of Participant: _____

Print Name of Participant: _____ Date: _____

PARENT'S OR GUARDIAN'S ADDITIONAL INDEMNIFICATION (Must be completed for participants under the age of 18)

In consideration of _____ ("Minor") being permitted by _____ to participate in its activities and to use its equipment and facilities, I further agree to indemnify and hold harmless _____ from all claims which are brought by or on behalf of Minor and which are in any way connected with Minor's use or participation. I have full authority to sign this agreement on behalf of Minor.

Signature of Parent or Guardian: _____

Print Name of Parent or Guardian: _____ Date: _____



Incident Report

OWNER'S NAME:

TRADE NAME:

ADDRESS:

PHONE NUMBER:

TODAY'S DATE:

LOCATION OF THE INCIDENT:

DATE AND TIME OF THE INCIDENT:

NAME OF PERSON FILLING THE FORM:

TITLE OF PERSON FILLING THE FORM:

INFORMATION OF THE PERSON INJURED AND INCIDENT	
FULL NAME	
AGE	
ADDRESS	
INCIDENT SEVERITY	
DESCRIBE THE NATURE OF INJURY	
WEATHER CONDITIONS	
DESCRIPTION OF INCIDENT	
NAME OF OPERATOR	
WITNESSES (include names, addresses, and relation to the owner or injured)	

DISCLAIMER: This checklist is intended as a suggested guideline. It is recommended that an incident report include but should not be limited to the items listed on this form.



FR Test Certificates



COMMERCIAL TESTING COMPANY

1215 South Hamilton Street • Post Office Box 985 • Dalton, GA 30722
Telephone (706) 278-3935 • Facsimile (706) 278-3936

Standard Method of Test for
Surface Burning Characteristics of Building Materials

ASTM E 84-10

Style #: AS-4 (FR)

Report Number 10-03241

Test Number 4133-9359
March 22, 2010

Seattle Textile Company
Seattle, Washington

Commercial Testing Company

(Authorized Signature)

This report is provided for the exclusive use of the client to whom it is addressed. It may be used in its entirety to gain product acceptance from duly constituted authorities. The test results presented in this report apply only to the samples tested and are not necessarily indicative of apparent identical or similar materials. Sample selection and identification were provided by the client. A sampling plan, if described in the referenced test procedure, was not necessarily followed. This report, or the name of Commercial Testing Company, shall not be used under any circumstance in advertising to the general public.

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Since 1974



INTRODUCTION

This report is a presentation of results of a surface flammability test on a material submitted by Seattle Textile Company, Seattle, Washington.

The test was conducted in accordance with the ASTM International fire test response standard E 84-10, *Surface Burning Characteristics of Building Materials*, sometimes referred to as the Steiner tunnel test. This test is applicable to exposed surfaces such as walls and ceilings. The test is conducted with the specimen in the ceiling position with the surface to be evaluated exposed face down to the ignition source. The ASTM E 84 test method is the technical equivalent of NFPA No. 255 and UL No. 723.

This standard is used to measure and describe the response of materials, products, or assemblies to heat and flame under controlled conditions, but does not by itself incorporate all factors required for fire-hazard or fire-risk assessment of materials, products, or assemblies under actual fire conditions.

PURPOSE

The purpose of the test is to provide only the comparative measurements of surface flame spread and smoke development of materials with that of select grade red oak and fiber-reinforced cement board, Grade II, under specific fire exposure conditions. The test exposes a nominal 24-foot long by 20-inch wide test specimen to a controlled air flow and flaming fire adjusted to spread the flame along the entire length of a red oak specimen in 5.50 minutes. During the 10-minute test duration, flamespread over the specimen surface and density of the resulting smoke are measured and recorded. Test results are calculated relative to red oak, which has an arbitrary rating of 100, and fiber-reinforced cement board, Grade II, which has a rating of 0.

The test results are expressed as Flame Spread Index and Smoke Developed Index. The Flame Spread Index is defined in ASTM E 176 as "a number or classification indicating a comparative measure derived from observations made during the progress of the boundary of a zone of flame under defined test conditions." The Smoke Developed Index, a term specific to ASTM E 84, is defined as "a number or classification indicating a comparative measure derived from smoke obscuration data collected during the test for surface burning characteristics." There is not necessarily a relationship between the two measurements.

The method does not provide for measurement of heat transmission through the surface tested, the effect of aggravated flame spread behavior of an assembly resulting from the proximity of combustible walls and ceilings, or classifying a material as noncombustible solely by means of a Flame Spread Index.

The zero reference and other parameters critical to furnace operation are verified on the day of the test by conducting a 10-minute test using 1/4-inch fiber-reinforced cement board, Grade II. Periodic tests using NOFMA certified 23/32-inch select grade red oak flooring provide data for the 100 reference.

TEST SAMPLE

The test sample, selected by the client, was identified as **Style #: AS-4 (FR)**, 61" F/R 18 oz. vinyl - vinyl coated polyester. The material was conditioned to equilibrium in an atmosphere with the temperature maintained at $71 \pm 2^\circ\text{F}$ and the relative humidity at 50 ± 5 percent. For testing, one length of the material, measuring 2 feet wide by 24 feet in length, was free laid over a 2-inch hexagonal wire mesh supported by 1/4-inch diameter steel rods spanning the ledges of the tunnel furnace at 24-inch intervals. This method of auxiliary sample support is described in Appendix X1 of the E 84 standard, Guide to Mounting Methods, Sections X1.1.2.2(a) and X1.1.2.3.

TEST RESULTS

The test results, calculated on the basis of observed flame propagation and the integrated area under the recorded smoke density curve, are presented below. The Flame Spread Index obtained in E 84 is rounded to the nearest number divisible by five. Smoke Developed Indices are rounded to the nearest number divisible by five unless the Index is greater than 200. In that case, the Smoke Developed Index is rounded to the nearest 50 points. The flame spread and smoke development data are presented graphically at the end of this report.



Test Specimen	Flame Spread Index	Smoke Developed Index
Fiber-Reinforced Cement Board, Grade II	0	0
Red Oak Flooring	100	100
Style #: AS-4 (FR)	20	300

OBSERVATIONS

Specimen ignition over the burners occurred at 0.12 minute. Surface flame spread was observed to a maximum distance of 4.41 feet beyond the zero point at 1.95 minutes. The maximum temperature recorded during the test was 495°F.

CLASSIFICATION

The Flame Spread Index and Smoke Developed Index values obtained by ASTM E 84 tests are frequently used by code officials and regulatory agencies in the acceptance of interior finish materials for various applications. The most widely accepted classification system is described in the National Fire Protection Association publication NFPA 101 *Life Safety Code*, where:

Class A	0 - 25 Flame Spread Index	0 - 450 Smoke Developed Index
Class B	26 - 75 Flame Spread Index	0 - 450 Smoke Developed Index
Class C	76 - 200 Flame Spread Index	0 - 450 Smoke Developed Index

Class A, B, and C correspond to Type I, II, and III respectively in other codes. They do not preclude a material being otherwise classified by the authority of jurisdiction.





Test Report

No. GP070702519

Date: AUG.06,2007

Page 1 of 3

GUANGZHOU PLATO PLASTIC CO., LTD
 DAYUAN VILLAGE, HENGLI TOWN, NANSHA DISTRICT, GUANGZHOU CITY, GUANGDONG, CHINA

The following sample(s) was / were submitted and identified on behalf of the client as:

Product Description: 18OZ PVC TARPAULIN
SGS Ref No.: AJD2707218
Manufacturer: GUANGZHOU PLATO PLASTIC CO., LTD

We have tested the submitted sample(s) as requested and the following results were obtained:

Test Required:

Perform the following test items: Test Method II of NFPA 701 2004 Edition: Standard Methods of Fire Tests for Flame Propagation of Textiles and Films.

Test Results: -- See attached sheet --

Conclusion: In Our Opinion, the Submitted Sample Met the Requirements of Method II in NFPA 701 2004 Edition.

Test Duration:

Sample Receiving Date : JUL.24, 2007
 Test Performing Date : JUL.24, 2007 TO AUG.06, 2007

*****To be continued*****

Signed for and on behalf of
 SGS-CSTC Co., Ltd.

Cathy Peng
 Technical Supervisor

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 中国·广州·经济技术开发区科学城科珠路198号 邮编:510663
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Test Report

No. GP070702519

Date: AUG.06,2007

Page 2 of 3

Test Conducted: Based on NFPA 701:2004 Edition Standard Methods of Fire Tests for Flame Propagation of Textiles and Films.

Method II (folded test)

Sample Description	PVC TARPAULIN
Conditioning	T: 105°C±3°C 2 h

<u>Specimen No:</u>	<u>Char length (mm)</u>	<u>After flame time (Sec.)</u>	<u>Burning time of residues or drops</u>	<u>Result</u>
1	182	0	0	PASS
2	205	0	0	PASS
3	175	0	0	PASS
4	180	0	0	PASS

Requirements:

- (1) When any specimen continues flaming for more than 2 seconds after the test flame is removed from contact with the specimen, the material shall be recorded as having failed the test.
- (2) When the length of char of any individual folded specimen exceeds 1050 mm, the material shall be recorded as having failed the test.
- (3) When at any time during or after the application of the test flame any portions of residues of the material being tested break or drip from the specimen and fall to the floor of the test apparatus and continue burning for more than 2 seconds after reaching the floor of the test apparatus, the material shall be recorded as having failed the test.
- (4) In the event that only one of the four folded specimens does not meet the criteria of 1 above, two new specimens cut in the same direction as the one that failed shall be tested, if both of the new specimens meet all of the criteria, the material shall be recorded as having passed this test.

Note: The above test was conducted in SGS Anji Lab.

*****To be continued*****

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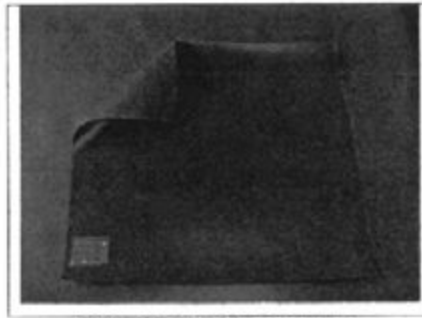
Test Report

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Photo Appendix:



*****End of Report*****

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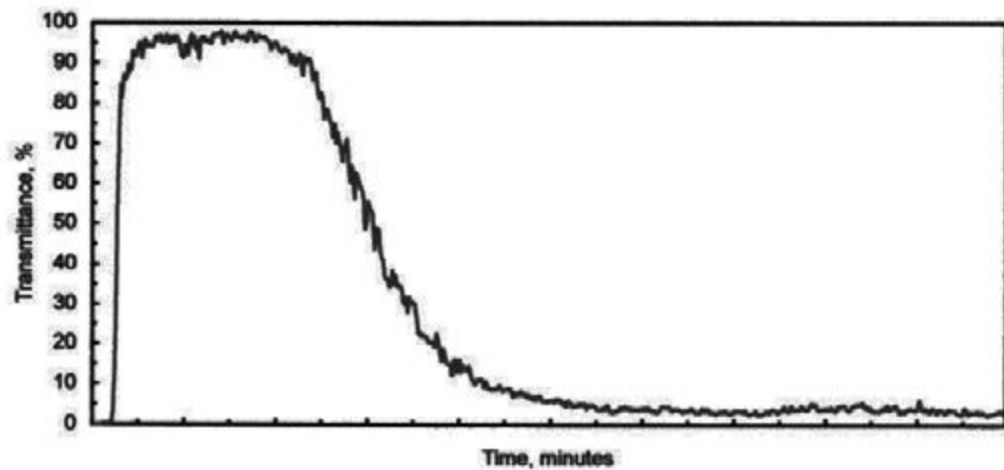
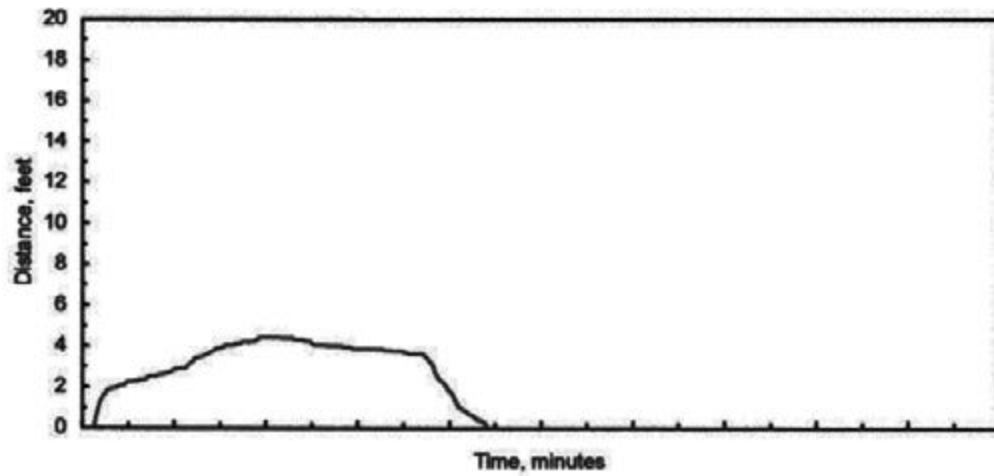
ASTM E 84 TEST DATA

Client: Seattle Textile Company
 Test Number: 4133-9359
 Material Tested: Style # : AS-4 (FR)
 Date: March 22, 2010

Test Results:

Time to Ignition = 00.12 minutes
 Maximum Flamespread Distance = 04.41 feet
 Time to Maximum Spread = 01.95 minutes

Flame Spread Index = 20
 Smoke Developed Index = 300





3434 2nd Ave. South * Seattle, WA 98134
 206-233-0595 – Fax 206-233-0536

LA Office: Fred E. Magenheimer
 306 Orizaba Ave.
 Long Beach, CA 90814
 Tel: 562-930-0046
 E-mail: seatexfred@aol.com

18 oz Sea Tex FR PVC Coated Polyester

Typical Performance Properties

Property	Test Method	Results
Width		61 ¼"
Base Fabric		1000D x 1300D Polyester
Thread Count		18x17
Weight	FS 191-5041	18.5 oz/sq yd
Grab Tensile	FS 191-5100	410 lbs x 410 lbs
Strip Tensile	FS 191-5102	300 lbs x 300 lbs
Trapezoid Tear	FS 191-5136	30 lbs x /30 lbs
Tongue Tear	FS 191-5134	100 lbs x 100 lbs
Adhesion	FS 191-5970	12 x 10 lbs/in
Abrasion Resistance	FS 191-5306	400 cycles
Hydrostatic Resistance	FS 191-5512	At Least 600 lbs psi
Flame Retardance	NFPA 701	Passes Large Scale and Small Scale
Cold Crack	FS 191-5874	- 40° F
UV Resistance	Weather-O-Meter	No Excessive Fading after 300 hours
High Temperature Resistance	FS 191-5872	180° F does not block

This information is offered for your general guidance only. It is accurate to the best of our knowledge. The values are Typical Performance Properties and are based upon laboratory test results. They are not either minimum or maximum specifications. Seattle Textile offers no guarantees and assumes no liability in connection with this information.

07/05/11



Manufacturer's Inspection

RIDE:

LOCATION:

ITEMS	COMMENTS
Unit inflates properly	
Seams are inspected	
Doors are inspected for proper fit	
Spouts are inspected	
Zipppers inspected	
Unit is coded	
Instructions and labels included	
Sand bags and/or stakes included	
Hadware included	
Hardware inspected	
All tie downs are in place	
All anchor points are sound	
Unit has correct amount of inflation (no sagging or buckles in walls, floor and roof)	
Motion base and control console inspected	
Ride attachment inspected	
General	

SHIPPED TO

MANUFACTURER: Galaxy America	REF: ASTM F 846-92
-------------------------------------	---------------------------

I, _____, hereby certify as follows:
 _____ has been inspected and tested upon completion of assembly and
(RIDE NAME)
 prior to shipping to _____ is in proper
(PURCHASER) (RIDE NAME)
 and safe working order.

Signature: _____ Date: _____

Warranty

Galaxy Multi Rides warrants its mechanical rides to be free from defects in materials and workmanship for a period of five years after delivery to the purchaser by Galaxy America or an authorized Galaxy America distributor as the case may be* (see exclusions).

Galaxy Multi Rides is proud to announce we are now offering a 5 year warranty* on all new systems as of August 1st 2014. We have so much confidence in the quality of our products, we are more than happy to offer a five-year warranty giving 100% piece of mind that your investment is covered for 5 years.

To qualify you have to return your system to us every twelve months for a **free** inspection service. At the same time you are entitled to a **free training refresher course**; maybe you have a new member of staff or you just want an update on the safety procedures?

We are here to serve: our aim is for everyone to be able to offer a high quality well maintained ride attraction with competent fully trained operators.

Ultimately it will result in lower insurance premiums and will set you apart from the competition.

Some customers are concerned about the cost of shipping it back. We have done some sample costing on the shipping:

- The worse case scenario is around \$700 return shipping from Seattle.
- This is only \$13.50 a week investment to give you piece of mind for a well maintained system over 5 years.

We are sure you will agree this is well worth it.

During the warranty period, if the mechanical ride is found by Galaxy America, in its sole judgment, to be defective, will be repaired or replaced, at the option of Galaxy America, without charge to the purchaser, except for the cost of freight and mailing.

Galaxy America disclaims liability for any incidental or consequential damages whatsoever.

The foregoing express warranty constitutes the sole and exclusive remedy of the purchaser and the limit of Galaxy America's liability.

This warranty is given in lieu of any and all other warranties, including, without limitation, the implied warranties of merchantability and fitness for particular purpose are specifically disclaimed.

*Terms & Conditions of Warranty

- The mechanical motion base and electrical control console are covered for parts against component failure, for five years.
- The motion base and control console must be sent to our factory in Port Charlotte, Florida (US) every twelve months for a standard inspection service, which is free.
- If we find any component that needs repair or replacing we will do it, or if it is not a warranty issue we will advise the customer first.
- If the motion base and console are not serviced by us every twelve months the warranty is voided.
- The inflatable cushion and ride attachment are covered for two years.
- All warranties do not cover normal wear, tear, abuse or accidental damage.
- The following components are not included in the warranty as they are deemed as consumable items: cow hide, grab ropes and handles, rubber horns, ears, graphics, and art work.



Terms and Conditions of Sale

GALAXY AMERICA, INC. ("Company") hereby offers its products for sale to the buyer described on the front of this form ("Buyer") upon the terms contained herein ("Terms"). Buyer hereby expressly agrees that the Terms shall govern the contract of sale between Company and Buyer. If any terms differ between this document and any Buyer-drafted document, these Terms shall govern and control.

A. GENERAL CONTRACT TERMS & CONDITIONS

1. Company agrees to honor all price quotations for 30 days from the date of the quotation (subject to the availability of the goods as of the date the order is confirmed by the Company).
2. Order acceptance by Buyer constitutes an unqualified acceptance of Company's written quotation and its contents, conditions, and Terms.
3. Company's Terms may only be amended in writing signed by Company.
4. No binding contract exists unless Company's written confirmation of Buyer's order ("Confirmation") is received by Company and signed by Buyer.
5. Buyer's acceptance of the goods at delivery is conclusive evidence Buyer accepts the goods' condition.
6. Buyer shall maintain in force, and shall continue to maintain in force at all times while it owns or operates the goods being sold by Company, insurance with a carrier(s) with financial strength of at least A- VIII or better as defined by AM Best sufficient to cover any and all general and product liability claims (but in no event less than \$2 million per occurrence and \$5 million annual aggregate for bodily injury and property damage) which may be brought with respect to the goods. Buyer's insurance will be (i) primary and non-contributory; (ii) name the Company as an Additional Insured using additional insured endorsements CG 20 10 (and if applicable CG 20 37) or coverage at a minimum as broad as these endorsements provide; (iii) and provide a Waiver of Subrogation in favor of the Company. Buyer shall furnish Company with a Certificate of Insurance evidencing such coverage upon Company's request.

B. CHANGES IN PRODUCT SPECIFICATIONS

Descriptions, illustrations, specifications, drawings, and particulars of weights and dimensions in quotes, proposals, catalogs, advertisements, or any other documents are approximate only. Company's goods include design and artistic work that is not capable of precise definition and Company's obligation to supply goods to Buyer is limited to supplying goods reasonably in compliance with any specifications provided. Company reserves the right to change its products at any time without notice, including changes in materials, dimensions, colors, and design.

C. COMPLAINTS AND WARRANTY

Any implied warranty of merchantability, implied warranty of fitness, and warranty of title is excluded from this Contract. There are no warranties which extend beyond the description on the face hereof.

Company's liability with respect to any defect in goods or for any loss, injury, or damage attributable thereto shall be limited to one of the following as determined by the Company in its sole and absolute discretion: (a) supplying new goods in exchange for defective goods, or (b) repairing defective goods at the Company's facilities with Buyer being responsible for transporting the goods to and from the facilities and all costs of repair. In no circumstance shall Company be liable for consequential losses or damages. No claim against Company shall be valid unless and until: (a) the claim is specifically detailed in writing to Company within the specific warranty period of the goods' delivery date, and (b) Company has examined the goods (in the case of returned goods), and (c) goods are installed and demonstrated at the time of installation by the Company or installed by Buyer as directed by the Company.

Buyer agrees that the goods have a limited life, the length of which is determined by the amount of use. Consequently, goods used extensively will not last as long as goods used occasionally. Buyer agrees that it has no claim for any loss or damage because of goods deteriorating through use. Play items fitted on an inflatable are subjected to abnormal wear and shall not be the subject of a warranty claim of any nature.

Any defect arising from misuse, abuse, or disregard of the Company's operation instructions automatically invalidates any and all warranties.

Rubber heads, horns and ears, bull hide, grab ropes, jack plug and sockets for connections, carpet/vinyl base, graphics and artwork are not covered by any warranty whatsoever.

All goods returned to Company for work under warranty or work undertaken at Buyer's request and at its cost shall be returned in a clean and dry condition properly rolled and/or packed. Should Company judge that the goods are not in fit condition as to cleanliness, Buyer shall bear all costs of putting such

goods in fit condition by removing them for cleaning or providing labor to return the goods to fit condition. Whether repair work is done under warranty or upon Buyer's commission, Buyer shall pay for shipping goods returned to Company and shall pay for redelivery to Buyer.

The mechanical motion base and electrical control console are covered for parts against component failure, for five years. The motion base and control console must be sent to our factory in Port Charlotte Florida every twelve months for a standard inspection service, which is free. We will check the motion base & console, lubricate all bearings, check all the electronics and give them a thorough clean.

If we find any component that needs repair or replacing we will do it, or if it is not a warranty issue we will advise the customer first.

If the motion base & console are not serviced by us every twelve months the warranty is voided

The inflatable cushion and ride attachment are covered for two years

All warranties do not cover normal wear, tear, abuse or accidental damage.

D. PRICES

Unless otherwise agreed to in writing by Company and Buyer:

1. All prices quoted are for goods F.O.B. 7431 Sawyer Circle, Port Charlotte, FL 33981, and **exclude** all taxes and other charges, including but not limited to, import duties, landing, and warehousing charges;
2. A 50% **nonrefundable deposit** is due on the date of Buyer's order; and
3. The balance is due in cleared funds prior to the delivery date.
4. Company reserves the right to change the price in the event of fluctuations in the cost of labor, materials, currency exchange rates, or import duty occurring during the manufacturing process.

E. FINANCING

1. In the event the goods are financed, the goods remain the property of the Finance Company until the Finance Company is paid in full. Buyer is expressly prohibited from selling, parting with possession, leasing, or in any other way disposing of the goods. A Buyer financing the purchase of Company's goods agrees to keep the goods in good condition, in full working order, and fully insured with Company as a named insured during the financing term. If Buyer (a) fails to pay Company any sums due in accordance with the financing terms, (b) breaches any of these Terms, or (c) files for bankruptcy protection, Company shall be entitled to immediately repossess the goods.
2. Notwithstanding anything herein, Company is not obligated to retake possession of the goods. If Company does not repossess the goods, Buyer is responsible for the full price of the goods should the goods be damaged or destroyed or become unusable due to changes in the law, imposition of taxes, or any other reason.

F. DELIVERY

1. **Any delivery date is an estimate and is not guaranteed.**
2. **Delivery is made as of the date the Company designates in its notice to Buyer that the goods are available to Buyer at Company's facilities at 7431 Sawyer Circle, Port Charlotte, Florida, 33981.**
3. **Risk of loss is Buyer's on the delivery date described above notwithstanding Buyer's failure to take possession of the goods. Company shall not be liable for consequential loss or any other loss or damages.**
4. **Buyer expressly agrees that it is solely responsible all costs and arrangements for picking up, loading, shipping, and insuring the goods from Company's facilities on the delivery date.**

G. EXPORT/IMPORT

1. This sales contract is subject to Company's ability to obtain any necessary export permissions.
2. **Buyer solely responsible for obtaining all necessary import permissions.**

H. COPYRIGHT AND TRADEMARK

1. All Company prepared proposals, drawings, designs, brochures, and other materials remain the Company's property and shall not be reproduced in any manner without Company's prior written permission.
2. If Buyer provides Company with any specifications or descriptions for use in manufacturing goods, Buyer shall indemnify Company against any claims that the use of such specifications or descriptions is improper or infringes upon the intellectual property rights of another.
3. Company reserves the right to display Company's trademark on all goods. Buyer will not remove or deface Company's trademarks, and Buyer will prevent the removal or defacement of Company's trademarks.

I. GOVERNING LAW AND NOTICE

The contract between Company and Buyer shall be governed by the laws of the State of Florida. All notices to Company or Buyer shall be by overnight delivery to the addresses listed for the company.

