



# REDNECK GAMES OPERATION MANUAL

## Galaxy Multi Rides



Unit 713 B, Street 3, Thorp Arch Estate, Wetherby, LS23 7FY



0 1423 541 867



0 845 625 0630



sales@galaxymultirides.com



www.galaxymultirides.com



Galaxy Multi Rides



GalaxyBulls



GalaxyBulls



GalaxyMultiRides

IAAPA



MEMBER

TUV

CE

Amusement Device  
Inspection Procedures Scheme



Welcome and thank you for purchasing Galaxy's Redneck Games.

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

All operators who will use Galaxy's Redneck Games **MUST read** this manual  
to ensure a **safe operation** for your customers.

## TABLE OF CONTENTS

1. Welcome .....	3
2. Redneck Games Colors .....	4
3. What's in the Box .....	5
4. Electrical Information .....	5
5. Setting Up Your Redneck Games .....	7
6. Set Up Diagram .....	12
7. Operating Your Redneck Games .....	13
8. Rules of Play .....	15
9. Serial Number Location .....	16
10. Trouble Shooting .....	17
11. Maintenance .....	25
12. Safety Check Routine .....	26
13. Redneck Games Motion Base Lubrication Points .....	27
14. Safety Questionnaire .....	28
15. Risk Assessment .....	30
16. Release of Liability and Assumptions of Risk .....	31
17. Incident Report .....	32
18. FR Test Certificates .....	33
19. Manufacturer's Inspection .....	37
20. Warranty .....	38
21. Terms and Conditions of Sale .....	39



# 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](http://www.galaxymultirides.com). You can also view our safety video ("How To" playlist) on our YouTube channel ([www.youtube.com/galaxybulls](http://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 TÜV, CE, and ADIPS 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. Following, and in our website (look for "Safety and Training" under the "Resource" tab in [www.galaxymultirides.com](http://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 **0 845 625 0630** 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 0 1423 541 867.



Robin Whincup  
President of Galaxy Multi Rides



# Redneck Games Colors



Premium Redneck Games



Battle Zone



River Rush



Volcano Zone



Meltdown Zone



Black and Red Redneck



Brown and Tan Redneck



Regular Bull System



## What's in the Box



- 1 x Motion Base
- 4 x Steel Stabiliser  
Legs
- 2 x Steel Carry  
Handles
- 3 x Wheels
- 1 x Control Console
- 3 x Power Leads
- 1 x Inflatable
- 1 x Electric Fan
- 2 x Protective Pads
- 4 x Podiums
- 1 x 19mm. Wrench
- 1 x Log Slammer  
Attachment

## Electrical Information

### MOTION BASE

Powered by two motors of 1hp. via the control console.



### BLOWER

Powered by a 1hp. Operates from 220 volts single phase electricity 50hz. drawing 7 amps. Maximum air volume: 1170cfm. Maximum static pressure: 8.8 inch.



# Electrical Information

## CONTROL CONSOLE

Operates from 220 volts single phase electricity 50hz. drawing 11 amps.



1. Time Clock
2. Emergency Stop Button
3. Automatic Programs
4. Voltage Meter
5. Spin/No Spin Button
6. Stop Button
7. Mains Power
8. Spin Dial
9. Buck Dial
10. Direction Control



### INSIDE OF THE CONTROL CONSOLE

1. Green Board
2. Main Breaker
3. Power Supply
4. Overload Thermal Relay
5. Contactor
6. PLC
7. Fuses and Keys
8. Line Breaker
9. Terminal Block
10. Inverter (Spin)
11. Noise Suppressor
12. Inverter (Buck)

### BACK OF THE CONTROL CONSOLE



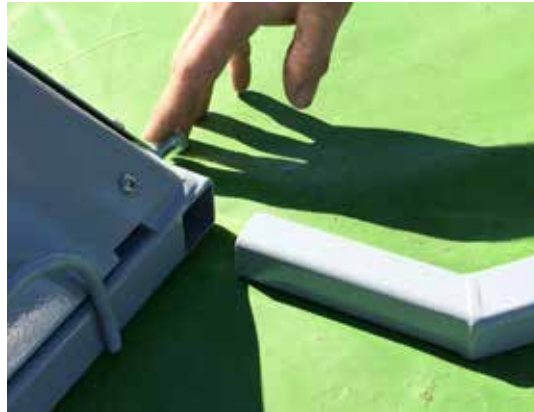
## WARNING

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 Redneck Games

1.



Place the motion system in position on a clean, dry & flat surface. Remove the wheels and 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. The 10 pin 24 volt cord is not used for the operation of the Redneck Games. Only the 6 pin and mains power cords need to be used.



However, **you MUST connect the 10 pin bypass plug** (this has no cord attached to it). The bypass plug must be connected into the socket at the rear of the control console. Without this, your Redneck Games system will not operate.

3.



Ensure the protective pad is attached to the motion system before securing the attachment (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 Redneck Games

4.



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



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**.

5.



Make sure the mounting bracket is loose. Attach the desired ride 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.

**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.**



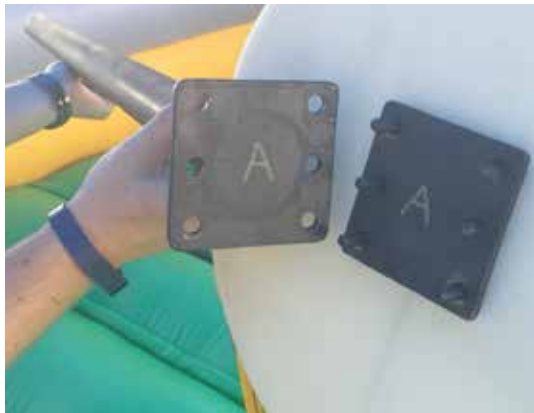


# Setting Up Your Redneck Games



Finally, tighten the 12mm. 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 OVER TIGHTEN THE BOLTS.**

6.



The Log Slammer comes in two sections; one section is connected to the mounting frame and the second section is 5' (1.5m.) long. There is a 2" (50 mm.) diameter steel pole that goes inside the long section.



Connect the long steel pole to the short section with the 6 nuts & bolts. Tighten the nuts with a wrench. **MAKE SURE THESE ARE FULLY TIGHTENED.**



Now slide the log over the steel pole. **MAKE SURE THAT THE SEAM OF THE COVER IS ON THE UNDERSIDE, FACING THE BED OF THE INFLATABLE.**

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 Redneck Games



Now connect the vinyl covers of the log with the velcro vinyl collar.

7.



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).

8.



Once the unit is inflated check the inflatable is in the correct position and place the protective pad attached to the inflatable (colors and attachment may vary from the ones pictured).

9.



Tightly velcro the 4 foam podiums to the inflatable.

**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 Redneck Games

10.



Anchor the inflatable by the 6 anchor points. Use 0.625" | 1.59cm. diameter steel stakes either straight up or up to a 15 degree angle on soft ground (18" | 46cm. into the ground) or 75lbs | 34kgs. at each of the 4 anchor points in the sand/water weight on hard ground (or indoor location) are appropriate anchor tools (colors may vary from the ones pictured).

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.

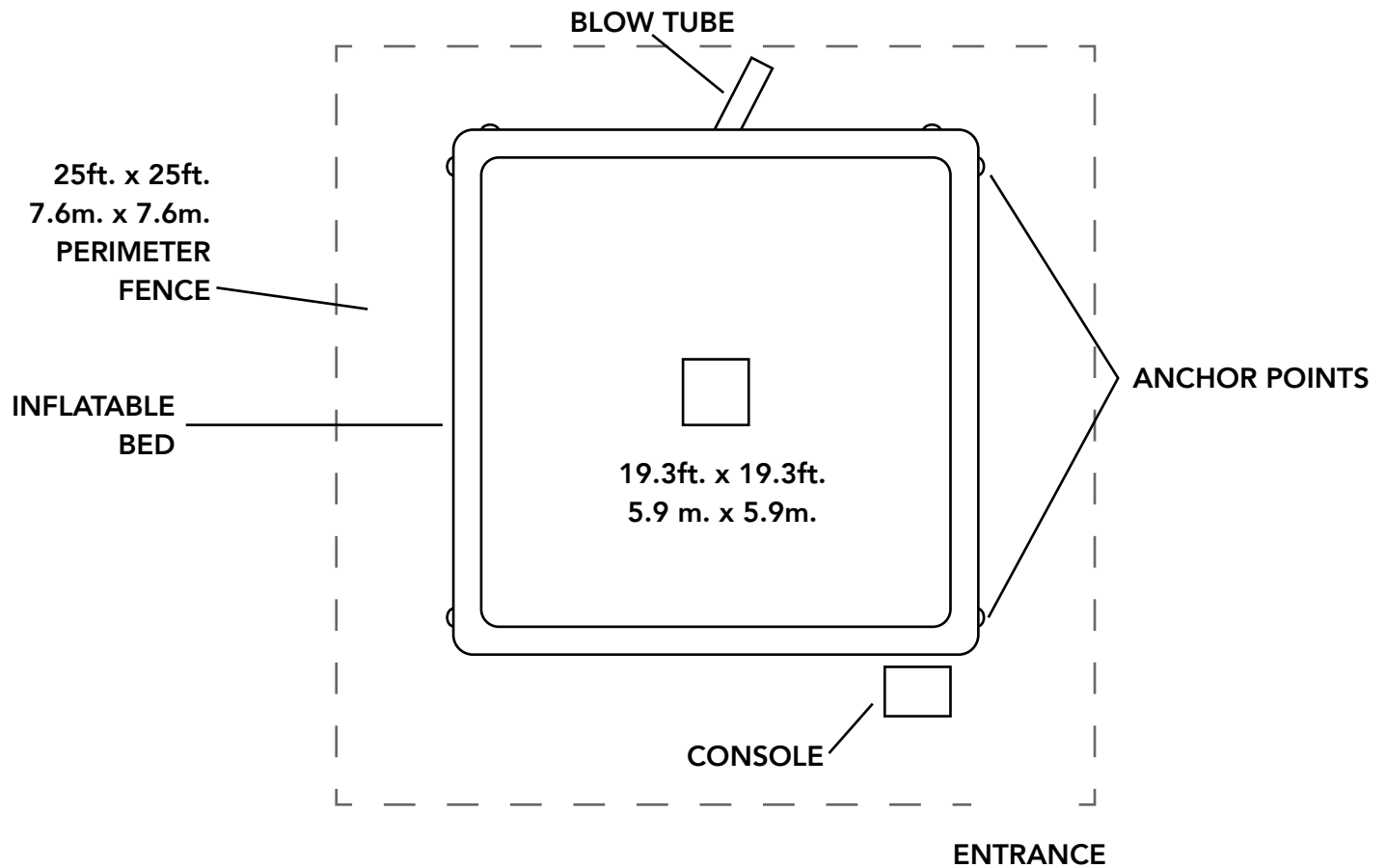
## PLEASE NOTE

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. | 2.4m. x 1.2m. x 2.5cm. 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 Redneck Games

## 1. REDNECK GAMES

Redneck Games is a four player game. Each player must stand on a podium. The aim of the game is to either duck under when the Log Slammer is at its highest points, or jump over the Log Slammer when it is at its lowest points, as it spins around. Jumping over the arm at the highest point may cause damage to the attachment.

## 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 the LED clocks and program buttons will illuminate.

## 3. AUTOMATIC PROGRAMS

There are 6 automatic programs in your Control Console. **HOWEVER, only use the REDNECK GAMES program when having the Redneck Games set up. DO NOT use any other automatic program or manual mode.**

## 4. NUMBER OF PARTICIPANTS

Never allow more than FOUR participants on the machine at any one time. **DO NOT ALLOW any player to grab, hold, and/or swing on any part of the log. DO NOT ALLOW any player to sit and ride on any part of the log.** If any player seems to be in distress, **STOP** the log and engage the Emergency Stop Button.

## 5. RIDER PREPARATION

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

All riders must read the rules of play and sign the waiver. Verbally warn them that they must either jump or duck when the Log Slammer comes towards them. If any players are in any doubt the must NOT RIDE.

## 6. OPERATING THE REDNECK GAMES

Redneck Games is a 4 player game. Only use the dedicated REDNECK GAMES automatic program

for this game. DO NOT use any other automatic program other than REDNECK GAMES. **DO NOT use in manual joystick mode.** DO NOT use the inflatable of this game as a bounce house.

The rotating log can be stopped by pressing the **STOP** button. **The operator must keep their finger over the stop button and constantly watch the players.** There is no set time for this ride: it depends on how long the participants are able to stay on the podiums or whatever elimination process the operator comes up with.

Once the game has finished the operator must instruct the players to exit the inflatable cushion via the doorway. **DO NOT ALLOW any other players 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



# Operating Your Redneck Games

(see diagram example on page 12).

## 8. HEIGHT & WEIGHT OF THE PLAYERS

We recommend a minimum user height of 48 inches | 1.22 meters and a maximum weight of the participant of 200lbs. | 91kgs.

## 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 RIDE

People should not use this ride if the rider:

- 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:
  - 25' x 25' x 12' headroom. | 7.5m. x 7.5m. x 3.5m.

## Weights of individual components:

- • Motion base: 200lbs. | 91kgs.
- Log Slammer attachment: 90lbs. | 41kgs.
- Control console: 85lbs. | 39kgs.
- Inflatable: 224lbs. | 102kgs.
- Electric blower: 30lbs. | 14kgs.
- Stabiliser legs x 4: 28lbs. | 13kgs.
- Total unladen load combined weight of the system when erected: 737lbs. | 334kgs.
- Total maximum laden load (with heaviest rider): 1737lbs. | 516kgs.
- **Maximum speeds:**
  - Buck motor: 15.82rpm.
  - Spin motor: 15.82rpm.
- **Power requirements:**
  - The system operates from 220 volts single phase electricity 50hz. drawing 11 amps.
  - The 1hp. inflation blower for the inflatable operates from 220 volts single phase electricity 50hz. 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 than 20mph.



# RULES OF PLAY

## DO

## DON'T

- Have a maximum of 4 players at a time.
- Jump or duck the sweeper arms.
- HAVE FUN!

- 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.
- 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 High Profile Motion System 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: 0 1423 541 867 or sales@galaxymultirides.com.

## POWER REQUIREMENTS

REGION	POWER REQUIREMENTS
Europe/Asia/South America/Australasia	230 volts mains power single phase 18 amps at 50htz.
North America	110 volts mains power single phase 16 amps at 60htz.
Japan	90 -110 volts mains power single phase 26 amps at 60htz.

## ELECTRICITY

WHAT IS THE POWER SOURCE	We recommend to work on mains power. <b>THE USE OF PORTABLE GENERATORS TO POWER THE MACHINE CAN DAMAGE THE ELECTRONICS.</b> 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	The Redneck Games -or any other attachment in the high profile motion base- requires 11 amps.
WHAT IS THE OUTPUT POWER FROM THE POWER SOURCE	The Redneck Games -or any other attachment in the high profile motion base- requires 220-240 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'   9m. 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 <b>NO DETRIMENT</b> to the machine at all. It will not happen when the machine is in operation.



# Trouble Shooting

**ISSUE: THE MACHINE WON'T BUCK AND/OR SPIN**  
**SOLUTIONS:**



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



Is the LED display on the RIGHT inverter (for bucking) showing 0.0? If not refer to the "Inverters" section in page 21.



Is the LED display on the LEFT inverter (for spinning) showing 0.0? If not refer to the "Inverters" section in page 20.



For spinning issues only: Is the Spin/No Spin switch in the "SPIN" position?



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.

# Trouble Shooting

6.



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.**

**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 CONTROL CONSOLE FASCIA PANEL DOESN'T LIGHT UP**

**SOLUTIONS:**

1.



Check the two 1 amp glass fuses on the circuit board at the top of the panel.



Your machine has spare fuses inside the console control, if needed.

2.



Check the Allen-Bradley 1600 XP 24 volt supply has a green light illuminated.



This is the Allen-Bradley 1600 XP 24 volt supply with the green light off.

**ISSUE: THE INVERTERS DO 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.



# Trouble Shooting

3.



Check the contactor.

**ISSUE:** I DON'T HAVE MY 10 PIN BYPASS PLUG

**SOLUTION:**



If you have misplaced the bypass plug, you can jump the bypass sensor by making a jumper wire 6" | 15cm. long & insert one end in to terminal 1 & 9 on the 10 pin socket at the rear of the control console.

**ISSUE:** AN ERROR COMES UP IN MY INVERTER(s)

**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"> <li>1. Check remote wiring.</li> <li>2. Verify communications programming for intentional fault.</li> </ol>
F3	Power Loss	2	DC bus voltage remained below 85% of nominal.	<ol style="list-style-type: none"> <li>1. Monitor the incoming AC line for low voltage or line power interruption.</li> <li>2. Check input fuses.</li> </ol>
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"> <li>1. An excessive motor load exists. Reduce load so drive output current does not exceed the current set by parameter P103 [Motor OL Current].</li> <li>2. Verify A453 [Boost Select] setting.</li> </ol>
F8	Heatsink OvrTmp	1	Heatsink temperature exceeds a predefined value.	<ol style="list-style-type: none"> <li>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.</li> <li>2. Check fan.</li> </ol>
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.	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.	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	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.	1. Cycle power. 2. Replace drive if fault cannot be cleared.
F81	Comm Loss	2	RS485 (DSI) port stopped communicating.	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].
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".



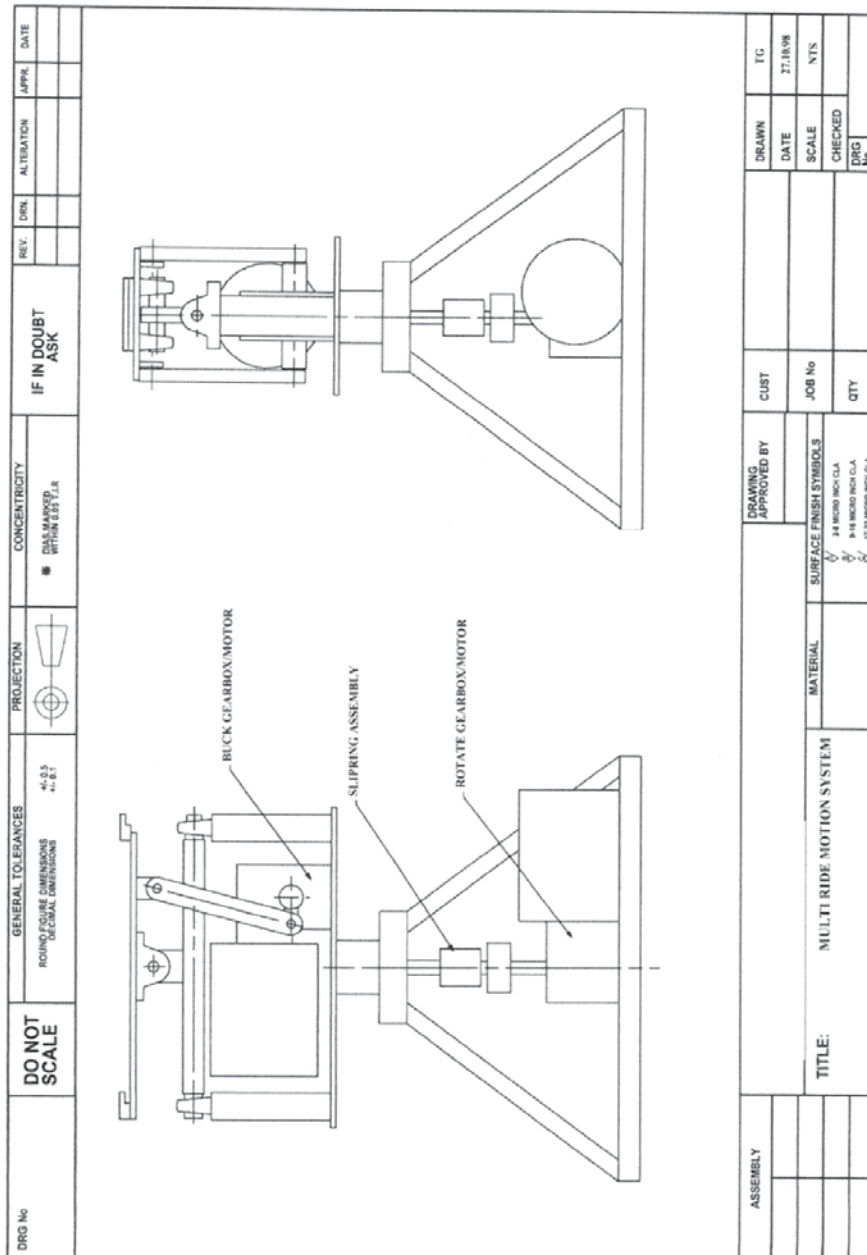
# Trouble Shooting

NO.	FAULT	TYPE	DESCRIPTION	ACTION
F122	I/O Board Fail	2	Failure has been detected in the drive control and I/O section.	<ol style="list-style-type: none"> <li>1. Cycle power.</li> <li>2. Replace drive if fault cannot be cleared.</li> </ol>

**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 and fax it back to us at 0 845 625 0630.





# 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	Lubricate the bushes, rods, bearings, and all moving parts every month (see maintenance schedule in the next page). All grease nipples should be lubricated using Pennzoil Multi Purpose 302 EP (NLGI #2 Lithium grease). All the grease nipples are easily accessible and exposed on the motion base. Contact Galaxy Multi Rides calling to the phone number 0 1423 541 867 or emailing at customerservice@galaxymultirides.com for replacements.
Foam Logs	Regularly check the foam logs 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)

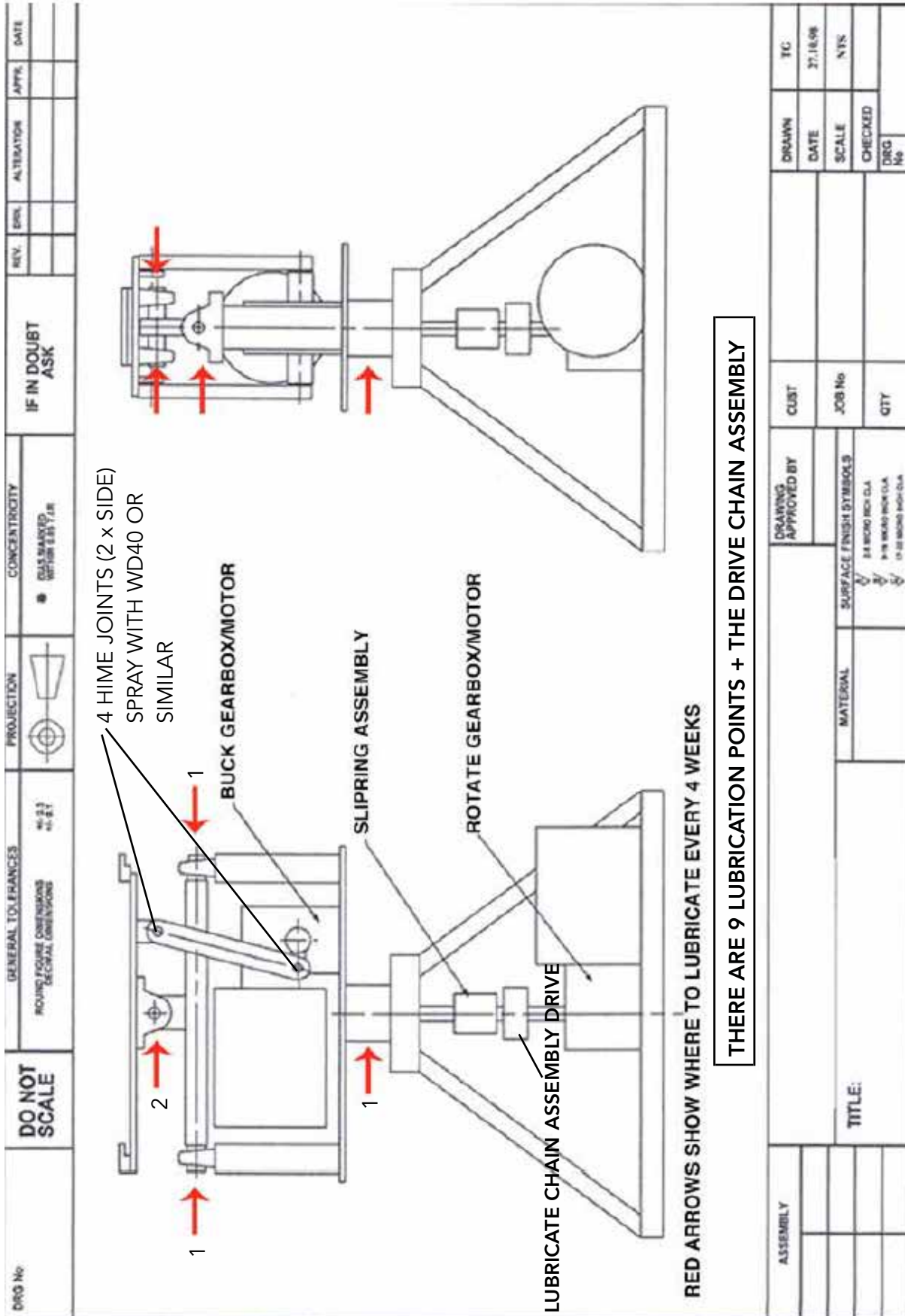
ITEMS	M	T	W	T	F	S	S
Check all electrical connections on all plug sockets							
Check all nuts and bolts are secure							
Check lubrication points. Lubricate if necessary							
Check all bearings							
Check all rod ends							
Check all fixings for the ride							
During the event, check the ride 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 logs for any excessive wear and tear							
Automatic program button							
Check the Stop/Start button							
Check the mains isolator							
Check the Emergency Stop button							

## WARNING

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



# High Profile 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

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

1. 4
2. 6
3. 8

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 Redneck Games?**

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

Question 10

**The blower is connected to the front of the inflatable.**

1. True
2. False

Question 11

**It's safe to operate the Redneck Games in the rain.**

1. True
2. False

Question 12

**Where should the 10 pin bypass be plugged into?**

1. The console
2. The motion base
3. The attachment

Question 13

**How many connection bolts are there for the Redneck Games log extension pole?**

1. 4
2. 6
3. 8

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 Redneck Games?**

1. 15-16 rpm.
2. 30-31 rpm.
3. The Redneck Games don't buck

Question 16

**What's the recommended minimum user height for the Redneck Games?**

1. 36 inches | 1m.
2. 48 inches | 1.22m.
3. 60 inches | 1.5m.



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

Question 17

**Is it recommended to leave the machine unattended?**

1. Yes
2. No

Question 18

**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 19

**Which levels of speed should be used for operation of the Redneck Games?**

1. Any
2. The "Redneck Games" automatic program
3. 5 and up

Question 20

**How many podiums does the Redneck Games have?**

1. 4
2. 6
3. 8

Question 21

**How many power cords go from the motion base to the console on the Redneck Games?**

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. Between 2 and 4
3. More than 4

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
3. It doesn't matter

Question 25

**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 26

**What is the maximum amount of players at any one time?**

1. 2
2. 4
3. 6

Question 27

**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 28

**Where must the seam of the boom (foam log) face?**

1. Down to the inflatable
2. Up to the sky
3. To either side

## PLEASE NOTE

Complete this questionnaire and fax it back to 0 1423 541 867 or email it to customerservice@galaxymultirides.com.

You can now also take this test online at [galaxymultirides.com/safety-training](http://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 participants; ensure that you have secured the four steel stabiliser legs in to the motion base properly.

## 3. RISK

The ride attachment is loose and wobbling.

### SOLUTION

Stop the ride immediately and evacuate the participants. Ensure that the log foam 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 rider is able to touch the ceiling or hanging light.

### SOLUTION

Stop the ride immediately and dismount the rider. 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 \_\_\_\_\_ (name of the ride) 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 the State of \_\_\_\_\_ and the substantive law of the State 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



## TEST REPORT

No. : GZIN1502006276PS

Date : Feb 15, 2015

Page: 1 of 4

CUSTOMER NAME: GUANGZHOU PLATO PLASTIC CO., LTD  
ADDRESS: 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:

Sample Name : PVC TARPAULIN  
SGS Ref. No. : SDHG1502002308FB  
Manufacturer : PLATO PLASTIC CO.,LTD  
Date of Receipt : Feb 11, 2015  
Testing Start Date : Feb 11, 2015  
Testing End Date : Feb 15, 2015  
Test result(s) : For further details, please refer to the following page(s)

Signed for  
SGS-CSTC Standards Technical  
Services Co., Ltd. GZ Branch Testing  
Center

Eleain Fan  
Authorized signatory



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**TEST REPORT**

**No. : GZIN1502006276PS**

**Date : Feb 15, 2015**

**Page: 2 of 4**

**Summary of Results:**

No.	Test Item	Test Method	Result	Conclusion
1	Flame Test	NFPA 701 Test Method 1-2010	See Result	Pass

**Note:** Pass : Meet the requirements;  
Fail : Does not meet the requirements;  
/ : Not Apply to the judgment.

**Original Sample Photo:**



Sample



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**TEST REPORT**

**No. : GZIN1502006276PS**

**Date : Feb 15, 2015**

**Page: 3 of 4**

Test Conducted:

NFPA 701 Test Method 1-2010 Edition: Standard Methods of Fire Tests for Flame Propagation of Textiles and Films

General Information:

Materials / Color	PVC / Purple	Weight	669 g/m <sup>2</sup>
Refurbishing or Weathering Conditions	NO (As per client's requirement)		
Conditioning	Dry at (105±3)°C, Duration: 30min		
	Temperature: (20±5) °C, Relative Humidity: (50±5)%, Duration: 24 h		

Requirements:

1. Fragments or residues of specimens that fall to the floor of the test chamber shall not continue to burn for more than an average of 2 seconds per specimen for the sample of 10 specimen.
2. The average weight loss of the 10 specimen in a sample shall be 40 percent or less.
3. No individual specimen's percent mass loss shall deviate more than 3 standard deviations from the mean for the 10 specimens.



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**TEST REPORT**

**No. : GZIN1502006276PS**

**Date : Feb 15, 2015**

**Page: 4 of 4**

**Test Results:**

Specimen	Original Mass (g)	Post Mass (g)	Residues (seconds)	Mass Loss (percent)
1	40.2	32.8	0.0	18.4
2	40.5	39.3	0.0	3.0
3	39.7	35.7	0.0	10.1
4	40.6	39.2	0.0	3.4
5	40.6	33.8	0.0	16.7
6	40.8	38.7	0.0	5.1
7	39.8	38.5	0.0	3.3
8	40.3	39.2	0.0	2.7
9	40.4	37.4	0.0	7.4
10	39.9	38.5	0.0	3.5
AVG			0.0	7.4
3*STDEV			---	17.6
AVG+3STDEV			---	25.0

**Conclusion: PASS**

**Appendix Information:**

The above test was carried out by SGS internal laboratory.

\*\*\*\*\* End of report\*\*\*\*\*



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# Manufacturer's Inspection

RIDE:

LOCATION:

ITEMS	COMMENTS
Unit inflates properly	
Seams are inspected	
Doors are inspected for proper fit	
Spouts are inspected	
Zippers 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	

<b>SHIPPED TO</b>

**MANUFACTURER:** Galaxy Multi Rides

**REF:** ADIPS/TÜV

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 from date of purchase.

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 £200 return shipping.
- This is only £4 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 Multi Rides, in its sole judgment, to be defective, will be repaired or replaced, at the option of Galaxy Multi Rides, without charge to the purchaser, except for the cost of freight and mailing.

Galaxy Multi Rides 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 Multi Rides' 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 Harrogate, North Yorkshire (England) 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.
- If the warranty is not validated by a completed Certificate of Training within one month of Purchase the warranty is voided.
- 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

Big Sky Leisure Limited ("Company") hereby offers its products for sale to Customers, upon the following terms and conditions. The Company may revise these conditions of sale at any time. Customers hereby expressly agree that the terms and conditions contained herein shall govern the contract of sale between Company and Customer. In the event of a difference in terms between this document and any Customer-drafted ordered document, the terms and conditions herein shall nevertheless still govern and control the terms of sale.

## A. GENERAL CONTRACT TERMS & CONDITIONS

1. Company agrees to honour all price quotations for 30 days (subject to the availability of the goods at the date of acceptance of order or Confirmation by Company).
2. Order acceptance by the Customer must be by way of an unqualified acceptance of our written quotations and its contents, terms and conditions.
3. Descriptions, illustrations, specifications, drawings and particulars of weights and dimensions contained in our catalogues, advertisements and other literature are approximate only.
4. Any amendment of these conditions of sales shall not be valid, unless and until expressly agreed by the Company, in writing.
5. No binding contract of sale shall exist unless and until the Company's written confirmation of the Customers' order is sent by the Company and then received back signed by the Customer.
6. Customers acceptance of delivery of the goods shall be deemed conclusive evidence of the Customers acceptance of the conditions.

## B. CHANGES IN PRODUCT SPECIFICATIONS

1. The company reserves the right to make changes in its products at any times without notice, including changes in the materials, dimensions, colours, and design of our products and such changes shall not affect the validity of any contract, so long as such variations and modification do not adversely affect in any material way the performance of the products, or the overall quality of the product. Dimensions quoted are estimates.

## 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 is responsible for the cost of shipping goods to and from the Company.

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 Wetherby, West Yorkshire (UK) 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 goods should be returned to the Company for work under warranty or work undertaken at Buyer's request. Any "Do It Yourself" (DIY) repair performed by the Buyer or the Buyer's contractor or service provider voids our warranty and transfers liability for any damage during the repair or for any damage as a result of the repair to the Buyer and/or contractor

and/or service provider performing the aforementioned repair. If the warranty is not validated by a completed Certificate of Training within one month of Purchase the warranty is voided.

## D. PRICES/PAYMENT

1. Unless agreed to in writing or otherwise, all prices quoted are for goods ex works Wetherby, West Yorkshire (UK).
2. The Company reserves the right to change prices, in the event of fluctuations in the cost of labour, materials, currency exchange rates, or import duty, which occur in the course of manufacturing the goods.
3. **A 50% deposit is payable with the order, unless otherwise stated in writing.**
4. Balance of the price to be paid and cleared funds prior to dispatch.
5. Prices exclude VAT where applicable. Unless otherwise stated in writing.
6. **The deposit is not refundable.**
7. The equipment remains the property of the Vendor until such time all the money due for the purchase of the said equipment is received and until such time the Customer is expressly prohibited from selling, parting with possession, charging, hiring or otherwise disposing of the equipment. If, nonetheless, the Customer acts in breach of this clause, he should be deemed to do so as a fiduciary agent of the Vendor. Furthermore, until such money is received, the Purchaser is under obligation to keep the equipment in good condition and in full working order. In the event of any failure by the Purchaser to pay the Vendor any sums due in respect of the said equipment in accordance with the agreed terms, or in the event of any other breach by the Purchaser of these terms and conditions or in the event of bankruptcy before final payment, the Vendor shall be entitled forthwith to retake possession of the equipment.
8. Although the above clause exists, the Purchaser is still responsible for the money (equal to the price of the equipment) should the equipment be damaged or destroyed or become unusable due to changes in the law or the imposition of taxes or any other reason the Vendor may have not wishing to repossess the equipment. Any money paid as deposit, or otherwise, towards the purchase of the equipment shall be forfeited if repossession of the equipment by the Vendor or his appointed agent, takes place due to non-settlement of the outstanding balance.

## E. DELIVERY

1. **Shipping dates are an indication of endeavour to comply, but not guaranteed and are not the essence of any contract. All goods are shipped on an ex works basis; the goods must be paid in full with cleared funds prior to dispatch. The customer is responsible for the cost of shipping.**
2. **Deliveries by road, rail, air or sea will be charged for at cost. The Customer is responsible for goods in transit insurance for all equipment.**
3. **Risk in goods passes to the Customer at the time of dispatch; thereafter the Customer shall affect all reasonable insurance.**
4. **Save as aforesaid and without prejudice thereto the Company shall not be liable for consequential loss or other damages howsoever arising.**
5. **All Customers must examine all goods/packages for any breakages prior to signing the receipt of shipping document. If any breakages are found you must notify the Company and the shipping line immediately. Failure to do so may invalidate any claim for damages.**

## F. EXPORT/IMPORT

1. **Contract is subjected to our obtaining any necessary export permissions.**
2. Customer is bound to obtain all necessary import permissions, failing which Customer is in breach.
3. Prices **exclude** import duties, taxes, landing, warehousing, etc. Unless otherwise stated, Customer is liable for all duties & taxes payable in their own country to where goods are delivered.
4. Unless otherwise stated, all payments/outstanding balances are due payable before dispatch.

## G. COPYRIGHT

All drawings, designs, brochures & promotional material prepared by us remain our property, and must not be reproduced in any manner without our permission in writing. In providing any specification or description to us for manufacture the Customer binds himself to indemnify us completely should manufacture in accordance therewith infringe the rights of any person.

## H. TRADEMARK

We reserve the right to display our trademark on all our products, and action will be taken against anyone removing or defacing such trademarks.

## I. LAW

This agreement shall be made and take effect as a contract made in England and in accordance with the laws of England and the Customer hereby submits to the jurisdiction of the High Court of Justice in England. The Company's Terms and Conditions supersede all others and are final. Dealers and Distributors are not agents of the Company and have absolutely no authority to bind the Company by any expressed or implied undertaking or representation.

