

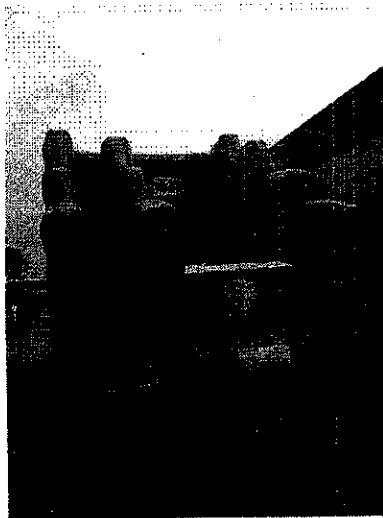


Date:

CLIFF JUMP OPERATING INSTRUCTIONS

This instruction manual should be used in conjunction with Inflatable 2000, Inc. Operations Manual. Specific rules that apply to the Cliff Jump are detailed in this manual. Always read the "Safety Rules" label attached to the inflatable game prior to operation. This label will specify any instructions relevant to the game ensure safe operation.

MODEL NUMBER	Cliff Jump
SERIAL NUMBER	
DIMENSIONS	22'6"x16'2"x17'7"
INFLATION FAN REQUIREMENTS	KP2+ HP blower (Reverse air louver assembly)
MINIMUM ANCHOR / TETHER POINTS	(11)
MAXIMUM WEIGHT RESTRICTION	250 LB EACH RIDER
MINIMUM HEIGHT REQUIREMENT	44"
MAXIMUM HEIGHT REQUIREMENT	80"
MAXIMUM NUMBER OF PARTICIPANTS	2
MINIMUM NUMBER OF TRAINED OPERATORS	2
TOTAL WEIGHT OF CLIFF JUMP	582 LBS



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CLIFF JUMP OPERATING INSTRUCTIONS

1. Attendant(s) MUST be present and operating the inflatable unit at ALL times!

2. Set up your Cliff Jump on an incline of no more than 15 degrees.
3. Be sure the area that you will be setting your inflatable up is free of all debris including any rocks or sharp objects. Grass or hard ground is fine for set up as long as there are no rocks, debris or sharp objects.
4. Lay out a ground tarp to protect the inflatable.
5. Footprint of inflated Cliff Jump is: **22'6"x16'2"x17'7"**
6. Required clearance from adjacent obstacles is three feet (3') around and above the perimeter of the inflatable.
7. Required area for inflated Cliff Jump is: **32'6"x26'2"x22'7"**.
8. Unroll the inflatable and attach (1) KP-2+ HP inflation blower (producing minimum 700 cubic feet per minute - Reverse air louver assembly) to the inflation tube(s). Tie off any un-used air tubes and be sure that all zipper / flaps are closed.
9. Anchor the inflatable(s) before inflating. Using (11)18" stake OR 24" stake at 75 % depth (i.e. 18") and 5/8" DIAMETER. Staking should be 90 degrees (i.e. perpendicular). Hard ground anchoring 96 lb minimum of sand or water bag. See "Anchoring for soft and hard ground surfaces illustration in manual. (Stakes provided)
10. Tie off any unused blower tubes.
11. The Cliff Jump is to be anchored by at least (11) anchor / tether points.
12. The Cliff Jump should not be operated in wind speeds in excess of 15 MPH. Deflate immediately if wind gusts develop.
13. Do not secure the inflatable to a vehicle (or any object) that could be inadvertently moved while the Cliff Jump is in operation.
14. You are now ready to inflate the unit.
 - **The trained operator(s) should now perform an inspection of the attraction, including jumping from the platform onto the Zero Shock air bag below. Check top sheet making sure that all ties are tied from the pop up "fingers" to the netted top sheet. If any are untied, go underneath the sheet and re-tie. The top sheet will then be tied at the bottom grommet strip area, using the bungee cord provided.**

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- It is strongly recommended that any parts of the inflatable showing any signs of wear or distress (worn seams, tears in the vinyl, broken zippers, slide / top sheets wearing out, etc...) be given special attention to and immediately and sent back to Inflatable 2000 for repair or replacement (at owners expense).
15. (2) Trained operator(s) should be present at all times. Under no circumstances should the Cliff Jump (or any inflatable), be left unattended! During operation of the Cliff Jump, (1) trained operator(s) should stand in front of the entrance. Operator(s) should stay at the front entrance directing patrons when to enter and make sure that the rider at top of the platform has safely jumped from the platform to the zero shock cushions below and exited safely and

off of the inflatable before the next jumper can jump. (1) Trained operator(s) should stand at the top platform and point out and make customers aware of the posted warning sign on the front or side of the inflatable, showing proper and improper jumping. Operator(s) should keep all spectators at least 3' away from attraction.

RULES OF PLAY

NO GLASSES * NO SHOES * NO SHARP OBJECTS * NO HATS * NO FOOD, CHEWING GUM OR DRINKS * NO FLIPS * NO CLIMBING ON SIDE WALLS * NO FIGHTING OR ROUGH PLAY * NO FLIPS * NO DOUBLE RIDERS

You should not participate in this game if you should have any of the following conditions: Current or previous injury to the back or neck, any respiratory conditions including, but not limited to, asthma or bronchitis, chronic knee or any other joint conditions or pregnancy

PARTICIPANTS SHOULD BE INSTRUCTED TO EXIT THE ATTRACTION IMMEDIATELY AND IN A CALM AND CONTROLLED MANNER SHOULD, THE UNIT BEGIN TO DEFLATE.

If the attraction begins to deflate due to a power loss or otherwise, the total deflation time on the Cliff Jump is approx 3 minutes.

Should such an event occur, the trained operator(s) should advise the participants on an orderly exit and not allow any new participants to enter the attraction until the attraction re-inflates properly.

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You are now ready to play the game!

Once the game has been inspected and the operator has jumped onto the Zero shock air bag, the trained operator will stand at the front entrance of the unit, and instruct (2) riders to climb the steps to the top platform and jump from the platform to the Zero shock crush cushion below. From there, they exit out the front of the unit and the attendant directs the next jumper to jump. Only (1) jumper allowed onto the Zero Shock Air Bag below. The next jumper can jump once the first jumper has exited the game.

WARNING!!! Failure to follow these rules may result in serious injury.


JUMP AT YOUR OWN RISK!

- Do not enter ride until instructions from operator
- Only (1) jumper at a time
- DO NOT jump until previous jumper has exited the air bag
- Aim for target when jumping
- Flips, somersaults, diving or rough play is strictly prohibited
- Avoid "dives" and "pencil" dives and DO NOT land on your head / neck!
- Never jump feet or face first
- Land on back or as flat as possible
 - Land on either you back or butt on the Zero Shock air bag.
- Jump with legs in front, extended out in front as if seated on a recliner
 - Arms extended out to the side and not underneath


PROPER LANDING POSITION

LEGS IN FRONT
Participant's legs are extended out in front, as if seated on a reclined chair.

ARMS OUT TO SIDE
Participant's arms should be extended out to side and not underneath when landing on the FREEFALL LANDING BAG.



LAND ON BACK/BUTT
Land on either your back or butt onto the FREEFALL LANDING BAG. Avoid both "wheel" and "pencil dives" and do not land on your head/neck.



RULES

- SUPERVISION is required by a qualified operator at all times
- Do not enter ride until instructed by operator
- Jumpers must obey all instructions from operator
- Only 1 jumper at a time
- Jumper weight must be (40 lbs min / 250 lbs max)
- Persons with mental or physical impairment, back, neck, knee or joint injuries, heart conditions, respiratory problems, pregnant, broken or sprained bones **SHOULD NOT** be allowed to participate on this activity.
- REMOVE eyeglasses, jewelry or any sharp objects prior to jumping
- NO food, drinks, gum or silly string allowed
- NO running
- DO NOT jump until previous jumper has exited the air bag
- Aim for the target when jumping
- Flips, somersaults, diving or rough play is strictly prohibited
- Never jump feet first or face first
- Land on Back or as flat as possible
- Exit immediately if ride begins to lose air or you hear siren go off

FAILURE TO FOLLOW THESE WARNING RULES MAY RESULT IN SERIOUS INJURY
JUMP AT YOUR OWN RISK!
MADE IN U.S.A.

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INFLATABLE GAME ROLLING PROCEDURE

Step 1: Before breaking down any game, you should remove all accessories that may be applicable to game. Also be sure to use a quality broom and sweep the surface of the game free of any debris. Check to make sure that no sharp objects have fallen into the seams of the game, i.e pens, pencils, etc... Items such as these can cause minor / major damage to the game during the rolling process.

Step 2: Unplug the blower. As the game begins to deflate, go around and open all of the deflation flaps that may be located on sides or back of game. Allow the game to deflate to its natural state. Walls may have a tendency to fall outward. Depending on the inflatable, it could take from 5-15 minutes to deflate completely.

Step 3: Folding the game... You will need a second person to help fold the game. At this point, you will want to fold the game in thirds. Each helper will grab a corner and at the count of 3, you will both fold the game over. You may not get a perfect fold, so walk the game (shoes off) and try to line up so that both ends match. Repeat the same procedure for the other side. To help the air out of the inflatable, be sure that the blower tubes are facing out and walk the inflatable towards to blower tube to walk the air out if possible. Depending on the game, the game should be approx 3'-4' wide X whatever length applies.

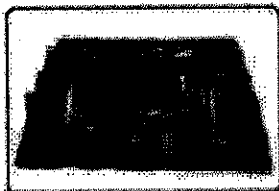
Step 4: Rolling your inflatable... As noted above, you want to roll the inflatable so that the inflation tubes are extended out making it easy to walk the air out of the inflatable so the inflatable becomes pretty flat making for an easy roll. Roll your inflatable from the front to the back of game. 2 people should roll the game tight much like a sleeping bag. If you have a third persons help, have the third person walk inside of the roll, again helping the air escape and smash down any bumps of

vinyl to ease in the rolling process. Be sure that your roll is straight on both sides and tight. As you come towards the end of the roll. Take the game strap and place it as far under the rolled inflatable as you can reach so that when the game is completely rolled, one helper can grab the end, another can grab the other end. Game straps may have an "Alligator" mouth or a D-ring to bring through to tie the game strap to the inflatable.

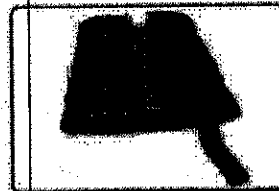
Step 5: With both persons helping, stand game on end. Place the storage bag over one end of the game and work down as far as you can to cover the entire inflatable. Rotate the game 180 degrees and pull the bag up over the top of the game. Tie the bag closed. Lay the game onto a four wheel dolly and roll it backwards to the storage area.

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Game Roll Diagram



Step 1: Lay the game out flat. Seam all edges.



Step 2: Fold the game in 3rd's by folding one side in.



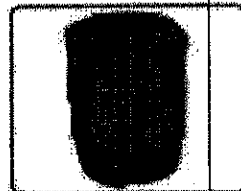
Step 3: Fold in the other side.



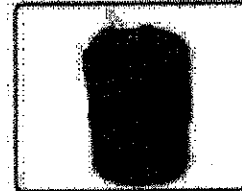
Step 4: Roll the game into a roll by starting at the front and working back towards the inflation tube.



Step 5: Use a game strap to secure the roll.



Step 6: Place the game into a Game Bag or Game Wrap.



End Result

WARNING: Inflatable Games are very heavy. Do not attempt to roll or move these games by yourself. When lifting any type of heavy weight, be sure to lift with your legs and not your back. If in doubt about your ability to move something, GET HELP!



Repairs

- To repair small tears up to 12" use "Single Patch Method" as follows:
- Cut an oval or round vinyl patch approximately 4" larger than the cut.
- Clean the area around the tear.
- Apply HH-66 vinyl glue on the patch and on the surface of the inflatable.
- Allow the manufactures recommended drying time before applying the patch to the inflatable as indicated on the label on the container.
- Place the patch covering the cut area and apply pressure for 1 minute. Refer to the glue manufactures label for the recommended time for glue to dry once the patch is applied.
- If the "Single Patch Method" is not a viable option use Tear Aid for a temporary repair until you can apply the "Single Patch Method" or send the unit to a repair facility.

If there are any signs of wear on your slide such as seam wear, zipper damage, slide sheet damage, please send your slide in for immediate repair (at owners cost).

Your inflatable is made of a PVC coated vinyl, is Flame Resistant and meets or exceeds National Fire Protection Association (NFPA) test method 1 and test method 2. The Flame Resistant material used will not be removed by washing.

Your inflatable can be washed (while inflated) with water and a mild cleaner/ degreaser. Allow unit to dry completely before packing up so mildew / mold doesn't occur. Harsh cleaners or bleach should not be used.

Your inflatable is Flame Retardant and Phthalates free.

If you have any questions or further assistance, you may call INFLATABLE 2000 @ (888) 463-5848. Manufactured by Inflatable 2000, Inc. 207 N. Aspan unit 6, Azusa, CA 91702

Date: _____

PRE-OPERATION INSPECTION

Location: _____

Team Leader: _____

NA - Not applicable

OK - Satisfactory

US - Unsatisfactory

Area clear of debris?		
Outlet tubes and zippers in tact?		
Any rips, tears or holes on any piece?		
Seams torn or split?		
Carabiners, D-rings sound?		
Bungee cords torn or frayed?		
Anchor points in tact?		
Ride structure & moving parts sound?		
Nuts and bolts secure?		
Walls & floor sound?		
Proper inflation of game and pedestals?		
Headgear sound?		
Rope torn or frayed?		
Harness torn or stretched?		
Watch Dog siren operating properly?		
GFCI?		

Comments:

List all rides on site with names of all staff:

Disclaimer: This checklist is intended as a suggested guideline for inspecting. It is recommended that inspections include but are not limited to the items listed on this form.



RULES

1. SUPERVISION by a qualified attendant is required at all times.
2. The ride **MUST** be securely tied down. (see operating instructions)
3. The blower requires a GROUND fault protected circuit (GFCI).
4. Keep children away from the blower at all times.
5. **DO NOT** use, and immediately deflate the ride, if winds exceed 15 MPH (25 KPH) and/or it rains.
6. Person with mental or physical impairment, back, neck, knee or joint injuries, respiratory problems or may be pregnant or with broken or sprained bones **SHOULD NOT** be allowed to use this ride.
7. REMOVE shoes, eyeglasses and any sharp objects.
8. NO food, drinks, gum, pets or silly string.
9. Somersaults, diving, wrestling, rough play and flips are prohibited.
10. Play away from others and away from the sides and entrances/exits.
11. EXIT immediately if the ride begins to lose air.
12. Rider's height should be minimum 44" to 80" maximum

**FAILURE TO FOLLOW THESE RULES MAY RESULT IN INJURY.
PLAY SAFELY AND HAVE FUN!**



207 N. Aspan Ave. Suite #6
Azusa, CA 91702
(888) 463-5846
www.inflatable2000.com
Manufactured by Inflatables 2000, Inc.

DESCRIPTION OF PRODUCT:

INFLATABLE PLAY STRUCTURE

FABRIC USED IS FLAME RESISTANT AND MEETS OR EXCEEDS NATIONAL FIRE PROTECTION ASSOCIATION (NFPA) TEST (701 LARGE SCALE). THE FLAME RESISTANT MATERIAL USED WILL NOT BE REMOVED BY WASHING. BLOWER MUST BE ENCLOSED TYPE, HAVING MINIMUM 1 HP AND PRODUCING MINIMUM 650 CUBIC FEET PER MINUTE (CFM) AT 6.5" WATER GAUGE STATIC PRESSURE (WGSP).

DATE OF MANUFACTURE: _____

_____ Trained Operator(s) MUST be on-duty at all times!

SERIAL NUMBER: _____

NAME OF RIDE: **Cliff Jump**

This Inflatible Ride requires _____ H.P Blower(s) DIMENSIONS: _____

CAUTION: COMPATIBLE SIZE AND WEIGHT RIDERS ONLY

RIDE TYPE	RIDE MODEL	MAXIMUM RIDERS	MAXIMUM WEIGHT LOAD	RIDE TYPE	RIDE MODEL	MAXIMUM RIDERS	MAXIMUM WEIGHT LOAD
JUMPER	RJS	8	800 lbs. (370 KG)	INTERACTIVE	INTS	2	500 lbs. (225 KG)
JUMPER	RJM	8	800 lbs. (360 KG)	INTERACTIVE	INTW	4	500 lbs. (225 KG)
JUMPER	RJL	10	1000 lbs. (450 KG)	INTERACTIVE	INTL	6	1200 lbs. (540 KG)

CAUTION: This is an electrically operated product. Not recommended for children under 3 years of age. As with all electric products, precautions should be taken during handling and use to prevent electric shock.