



Date: _____

LAGOON OF DOOM OPERATING INSTRUCTIONS

This instruction manual should be used in conjunction with Inflatable 2000, Inc. Operations Manual. Specific rules that apply to the Lagoon of Doom 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	<i>Lagoon of Doom</i>
SERIAL NUMBER	
DIMENSIONS	19'x16'x7'6"
INFLATION FAN REQUIREMENTS	(1) HP Blower
MINIMUM ANCHOR POINTS	(4)
MAXIMUM WEIGHT RESTRICTION	250 LB EACH RIDER AND 1200 LB TOTAL
MINIMUM HEIGHT REQUIREMENT	44"
MAXIMUM HEIGHT REQUIREMENT	80"
MAXIMUM NUMBER OF PARTICIPANTS	2
MINIMUM NUMBER OF TRAINED OPERATORS	1



Lagoon of Doom Set Up Instructions

1. Attendant(s) MUST be present and operating the inflatable unit at ALL times!
2. Set up your Lagoon of Doom on 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. Required area for inflated Lagoon of Doom: 19'x16'x7'6"
6. Required clearance from adjacent obstacles is five feet (5') around and above the perimeter of the inflatable.
7. Tie off any unused blower tubes.
8. Remove the two bottom leg extensions from each a-frame (DO NOT DISASSEMBLE THE LOG ROLL MECHANISM FROM THE A-FRAMES) set the complete a-frame and mechanism into the proper holes of the mattress. Once the stands are sitting on the ground you can fold the mattress up from the front and install the leg extensions back onto the a-frames. Complete all four leg extensions and make sure they are properly installed.
9. You can now inflate the mattress. Once inflated, be sure the log is centered within the rectangular cavity. Now install the two a-frame covers to the mattress.

Secure unit to the ground with the (4) 18" ground stakes provided or Use at least 50# of sandbag or water bags at each corner.

The Lagoon of Doom should not be operated in wind speeds in excess of 15 MPH. Deflate immediately if wind gusts develop.

Do not secure the inflatable to a vehicle (or any object) that could be Inadvertently move while the lagoon of Doom is in operation.

You are now ready to inflate the unit. The trained operator(s) should now perform an inspection of the attraction. It is strongly recommended that any parts of the inflatable showing any signs of wear or distress be given special attention to immediately and sent back to Inflatable 2000 for repair or replacement (at owners expense).

Trained operator(s) should be present at all times. Under no circumstances should the Lagoon of Doom (or any inflatable) be left unattended!

10. Before allowing riders to use this game, be sure that the log rolls freely and also that the brake is working correctly with your helper on the log. If log still rotates slightly, simply tighten the bolt on the caliper a little and this should stop that problem. The Disc brake assembly should be located next to an entrance/ exit near your attendant.

Operator should only allow two riders at a time on log and or inflatable.

Both players should be wearing the headgear provided with your Lagoon of Doom.

11. The players are now ready to start playing the game. Each player should be standing opposite the other player's direction.

12. Each player should have one foot on the log and be told to get ready.

13. Once the whistle is blown or the go command is given, they hop onto the log with both feet and try to cause their opponent to fall off.

14. We usually play the best two out of three is declared the winner. You can operate at your discretion.

RULES OF PLAY

NO GLASSES * NO SHOES * NO SHARP OBJECTS
NO HATS * NO FOOD, CHEWING GUM OR DRINKS
NO FLIPS * NO JUMPING * NO CLIMBING ON SIDE

WALLS

NO FIGHTING OR ROUGH PLAY *

You should not participate in this game if you may 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 pregnant.

PARTICIPANTS SHOULD BE INSTRUCTED TO EXIT THE ATTRACTION IMMEDIATELY IN A SAFE 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 Lagoon of Doom is approx. 5 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 completely.

Inflatable Game Rolling Procedure

This is a Typical Example for Most Inflatables:

Step 1: Before breaking down any game, you should remove all accessories that may be applicable to the 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 up process.

Step 2: Unplug the blower, as the game begins to deflate, go around and open all of the deflation flaps that are located on the sides of the game. It is best if you pull these flaps open, and then stick them back onto the hook & loop in an open position. Allow the game to drop in a natural state. Any walls may have a tendency to fall outward. You may want to coax them back towards the middle as they drop. **DO NOT SHIFT THE BASE OF THE GAME AS IT IS DEFLATING.** Shifting the base of the game will not hurt the inflatable, but it will make rolling the game more difficult. An inflatable game will take between 5-15 minutes to completely deflate.

Step 3: In *Step 1* of the Inflatable Installation Procedures, you were asked to note the position of the outside seams of the game. The outside seams are located at the very base of the game all the way around. The outside base seams are designated with a colored binding strip sewn onto the edges. They are the only seams of the game where the material is turned out, and the stitching is visible. This is important to remember, because you will need to recreate this now. Once the game has deflated, fold the outside walls in towards the middle of the game. Try to do as neat of a fold as possible. Make the material as flat as possible. At this point you are now going to **SEAM OUT** the game. Go around on all four sides of the game, and pull out and expose the outside seams of the game. Pull these seams out tight. Be sure the seams are straight.

Step 4: Folding the game. You will need a second person to help you fold the game. At this point you want to fold the game in thirds. As a rule of thumb, look at the top of each outside edge, and follow it to where you may see a color change. This is where you may want to create a fold. You should place your foot on one end of the game at this point, and have your helper place their foot at the other end of the game in the corresponding location. On the count of 3, you should both fold the game over. You will not always get a perfect fold the first time, so be sure to walk down the game and straighten out the seam. Repeat this procedure for the other half of the game. At this point, the game should be about 3-4'W X whatever length applies.

Step 5: The Roll. Prior to rolling the game, you should make sure that at least one of the inflation tubes is extending from the game. This is important, because as you roll the game up, air will escape through this tube, and the game will roll much better, and flatter. Start your roll from the end where people enter and exit the game. **DO NOT ROLL THE GAME UP FROM THE BACK TOWARDS THE FRONT.** Two people should begin by rolling the game up very much the same way that you would roll a sleeping bag. Grab the end very tightly, squeeze the material, and begin to roll the game. As you progress with the roll down the game, be sure that the roll is straight and tight. When you get to the end of the game, the roll is heavy **SLOW DOWN!** When you get to the last push, allow time for the last bit of air to escape. Tie the string that should still be lying on the ground around the roll. Be sure you tie a tight slipknot around the roll. (We recommend using HEC Worldwide Game Strap)

Step 6: Stand the game on end. Place the transport/storage bag over one end of the game and work it down as far as you can. It is important that you work the bottom of the bag down to the top of the roll. 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 back to your designated storage area. Use the two wheel dolly to transport the blower and accessories back to same area.

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.

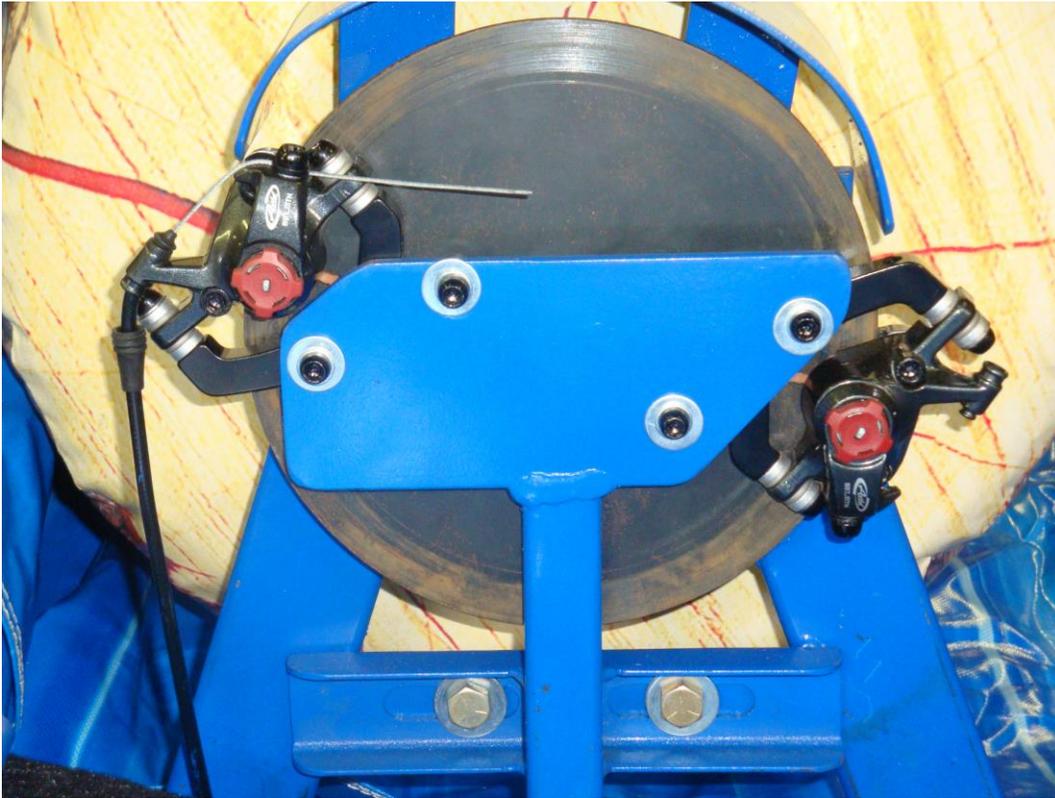


Deflated dimensions of your Lagoon of Doom (approx):
36"x36"x36"

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.

Updated disc braking system



Here are a few notes regarding the Disc brake system, (photo above). The braking system is pre-set to the recommended tension. You will only need to lower the log into the "A" frame stands and tighten the lug nuts located behind the side plate(s) adjacent to the log assy.

Have a great time with your new Lagoon of Doom and please play safely. We recommend all of your attendants be properly trained and understand all of the Instructions above before used as attendant for this unit.

Please contact us with any questions or comments:

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