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| Customer Name | Ed's Rental McHenry IL |
| Game Type: | Non bedded "play at" Inflatable Games |
| Model #: | HPS2100 |
| Date of Purchase: | 02/13/24 |
| Serial #: | GTGHPS2100600502301 |

GAMES TO GO Sales Inc. Thanks You for Your Purchase

It is very important that you read this Inflatable Game Owner's Manual thoroughly. It contains vital information on the proper set-up, operation and care of the product you have just purchased. This manual will also explain some of the basic features and general information pertaining to Inflatable Games you will find useful in many applications.

Upon Arrival / Inspection

This Owner's Manual is written to be compliant with all of these products. There are however, items and inventory that will be specific to certain Inflatable Game types. Included with your new Inflatable Game there should be a minimum of the following components:

- Inflatable Game - bagged or wrapped on a pallet.
- Blower Fan(s) as needed per Game Requirements.
- Accessories (as applicable to specific Game Type).
- (ie. Bungee harness, boxing gloves)
- Inflatable Game Owner Manual
- Specific set-up instructions for the Game purchased.

Features and Benefits

Below is a list of some of the standard features of the Inflatable Game you have purchased.

| FEATURE | BENEFIT |
|--|--|
| ----- Seattle Textile © Heavy Duty 14,18, 22 oz. top grade PVC Vinyl. | <ul style="list-style-type: none"> • Stronger and longer life. • More resistant at stress areas. • Fade resistant |
| *Vinyl used complies with MFR Methods: ASTM 6413-99, NFPA 701(1999), and FTMS 191A Method 5903. | |
| ----- Tie Downs where applicable. | <ul style="list-style-type: none"> • Secures more firmly in high winds. • Long life and safer. |
| ----- All seams are made using a double row stitch incorporated with a two inch strip of 22oz. PVC for extra streangth; w/210# bonded polyester thread. | <ul style="list-style-type: none"> • Stronger and more secure. • More resilient to tears in high stress areas. |
| ----- Reinforced Grommet Strips | • Strength & lasting quality. |
| ----- Foam Step Walkways | • All Slides include Foam Steps sewn into the |

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| Reinforced Floor Strips provide better wear. | removable walkway ramp to ensure safety and ease of climb to participants. |
| Velcro accessible | <ul style="list-style-type: none"> • All units are equipped with a sufficient amount of air release vents. |
| Removable velcro roofs for easy exit . *on most enclosed units. | <ul style="list-style-type: none"> • Power failures are easily overcome with easy access to children. |
| Optional rain protected Windows. | <ul style="list-style-type: none"> • Keeps units and kids dry in light rainy seasons/days. |

Blower

Motor: 1 hp
 Power / Volts: 110/115 60 Hz
 UL/C-UL Listed
 Amps: 8.5
 Static pressure: 7.75 inches max

Safety Rules

When operated properly, and according to the following guidelines, Inflatable Games are a safe, fun form of entertainment that will thrill participants at any event. It is imperative that operators and participants follow these Safety Rules when operating their Game.

Remember not following safety guidelines will ultimately be the cause for the majority of injuries that occur on Inflatable Games.

- If power should go off during the time that participants are on a Game, the product may deflate rapidly. Ask all occupants to immediately sit down then a responsible Game Attendant should direct the evacuation of all Game Participants. (*pull off velcro roof if applicable.*)
- DO NOT operate the Game with winds in excess of 15 miles per hour, or at temperatures less than 40°F.
- Unload participants and deflate the Inflatable Game if winds become excessive. (** unit must be tied down while deflating!*)
- Use an adequate three-wire extension cord (min. 12 gauge for 50'). Never cut or remove the grounding pin from the cord.
- Always connect a GFI extension cord adapter to any cord before plugging into a power source. This reduces the possibility of arcing between GFI contacts.
- Check the GFI breaker operation at least once per event.
- Before staking into the ground, obtain marking and location of all underground utilities, irrigation pipes, electrical wires, gas lines, or telephone cables.
- Always ensure that there is adequate clearance both above and around the Game. Be aware of tree limbs and electrical wires that may pose a hazard.
- Always limit participants to the number specified for that particular Inflatable Game. Use your best judgment on mix and matching age groups and physical appearance.
- NEVER, secure any unit to a possible moving object ie. a parked car or garage door.
- DO NOT allow anyone at the rear of the Game or near the inflation Blower and power supply.
- DO NOT put fingers/hand near Blower motor when on.
- As always make sure ALL participants remove shoes and jewelry of any kind.

Interactive Games Safety Guidelines

Game Operators must make customers aware of the following information before allowing them to participate on any Inflatable Game. We recommend having a sign made that can be placed in front of the Game, printed with large enough text to be read from a minimum distance of 50 feet from the Game area.

We want you to have the most fun possible while helping maintain the highest level of safety for both Operators and Game Participants.

Participants should not engage in a Game if they have any of the following conditions:

- Current or previous injury to the back or neck.
- Chronic knee or other joint conditions.
- Any respiratory conditions, including but not limited to asthma or bronchitis.
- Any heart related or circulatory conditions.
- Pregnancy.

Remember, these Games do require a certain amount of physical exertion, and you must judge for yourself your ability to participate.

If you do decide to participate, please do the following for your personal safety.

- Remove all loose jewelry and/or clothing.
- Remove rings, bracelets, watches and earrings.
- Remove shoes.
- Follow the attendant's instructions closely.
- **DO NOT ENTER THIS GAME IF AN ATTENDANT IS NOT PRESENT. TRAINED OPERATORS MUST BE ON DUTY AT ALL TIMES.**

Safe Exiting

As an attendant of your inflatable you must instruct users on how to exit the unit properly. The proper way to exit your inflatable are as follows:

1. If you are attending a bounce , the easiest and safest way to exit is to get down on all four limbs (facing the rear of the unit) and crawl out backwards while touching the surface with feet first.
2. If you are attending an interactive unit, make your way to a non obstructed end of the unit , sit down on the platform making sure your feet are touching the ground and exit safely.

IMPORTANT -NEVER RUN, LEAP, SKIP TUMBLE OR BOUCE OFF OF ANY INFLATABLE ON TO GROUND. DOING SO CAN CAUSE SEVERE INJURY!

EMERGENCY EXITING

If power goes out:

- **DO NOT PANIC!**
- Calmly direct and assist participants to the exit.
- Roofs of bounces are removable by velcro and can be used as escape exits.
- All inflatables are designed for slow deflation so there is plenty of time to exit the participant.
- **DO NOT** open the air vents. This will cause rapid deflation.

If you have any questions, or are unsure of your ability to participate, ask the Game Operator for assistance , or call the manufacturer at:
1-800-950-9305 Fargo ND.

Site Layout

1. Pick a location free from overhead electrical power or telephone lines. Location should be free from trees that could damage or stain the Inflatable Game. An unobstructed area should be maintained with a 5-foot clearance around and above the Game perimeter.
2. Contact all local utility companies and have all underground utility lines, cables, and wires, properly marked so accidental contact does not occur.
3. Ensure there are no underground irrigation pipes or other utilities that the property owner has installed.
4. Place your ground cover sheet over the site where you want the Inflatable Game to stand.
5. Keep the front of the Inflatable Game clear and accessible at all times.

Recommended Tools and Equipment

- | | |
|---------------------------------------|---------------------------------|
| (1) Sledge hammer | (1) Hand truck or dolly |
| (1) Ground liner drop cloth | (1) Pair safety glasses |
| (1) 50' or 100' 12AWG extension cord. | (1) GFI extension cord adapter. |

Set-Up Procedures

1. Unroll and position the Inflatable Game on the ground liner with the inflation tube located to the rear of the Game. Note: If rolled up properly, the rear of the Game is the end where you start unrolling. (Make a mental note of how the outside seams of the Game are positioned as you unroll the Game. This will be useful when you reroll the Game later).
2. Stake or tie the Inflatable Game down before inflation. Be sure stake heads are away from the Game to avoid abrasion or nicking while hammering stakes. Locate the inflation fan (Blower) in an area that is not in a direct pathway to the Game if possible. Be sure the Blower Fan is on a flat and dry surface.
4. Plug Blower Fan power cord into GFI adapter, then plug adapter into the extension cord. Connect the Blower Fan cone to the Inflation Tube. Most Games have two Inflation tubes. Use the one that will cause the least amount of obstruction. Tie the other tube off to prevent air escaping. If on a finished floor use a mini tarp to eliminate floor damage.
5. Plug the extension cord into the power source. Check the operation of the GFI breaker before use.
6. Locate the on/off switch (if applicable) on the Blower Fan and turn it on. Observe the inflation of the Game as it rises and watch for any overhead obstacles.
7. Check the Inflation Tube to make sure it is properly attached to the Blower Fan cone.
8. Once inflated, check the Game for any rips, tears, holes, or damaged seams.
9. When properly inflated, all areas of the Game will become pressurized and firm.

Manufacture Stake/Sand Bag Recommendation

Although not provided with the purchase of your unit, it is recommended that the product is staked down using no less than 16" stakes in all tie down points. (usually 6 – 12 depending on game). (outdoor use). If on asphalt a minimum of 150 lbs per tie down sand bags (outdoor use). If indoors 50 lbs sand bags are recommended on each corner.

Indoor Facility Anchoring Instructions

Ground anchors are placed directly beneath the inflatable, lining up with each tie down D ring attached to the base of the game. Use a Carabineer to connect each D ring to a Lag I-bolt and Lag shield fastened to the floor. Follow manufactures instruction for fastening Lag I-bolts and Lag shields.

Use provided nylon webbing to tether game to ceiling at all upper tie down points as shown. Use a Carabineer to connect each D ring to Lag I-bolt and Lag shield fastened to the ceiling. Lag I-bolts and Lag shields must be properly fastened to load bearing beams of existing trusses and rafters. Follow manufacturer's instructions for fastening Lag I-bolts and Lag shields.

Maintain a safe perimeter between inflatable and other obstacles. Check with local Fire Marshall for local regulations. All units with an inflatable bed must be anchored at all times. Units without inflatable beds, such as Tee Ball, Skee-ball, Soccer Hop, Hooley Ball and Football Toss do not need to be anchored indoors. These are games that participants to not physically play on.

General Operating Procedures

- DO NOT operate the Game with winds in excess of 15 miles per hour, or at temperatures less than 40°F.
- Check stakes/tie downs regularly to ensure they are tight.
- Check the Blower Fan / Inflation Tube regularly to ensure there isn't any air leakage around fan cone.
- Check the GFI connection and breaker at least once per event after the initial set-up of the Game.
- Observe maximum occupancy rules for your Game.
- Operator should make sure that no one enters the Game with shoes on, eyeglasses, or sharp objects in their hair, clothing or on their person.
- Prohibit excessive rough housing by participants.

Operating Instructions While in Use

THE FOLLOWING MUST BE READ AND ADHERED TO BY EVERY INDIVIDUAL OPERATING THE INFLATABLE GAME

1. Operator should point out and make participants aware of the posted warning labels and safety rules.
2. Operator should remove any debris from the area prior to allowing participants on the Inflatable Game.
3. Operator should observe persons at all times while they are on an Inflatable Game. Operator should be close enough to be able to warn against flips, piling on, wrestling, climbing on sides/nets, or other horseplay. Operator should ask anyone doing these things, after being warned once, to exit the Game.
4. Operator should watch for signs of deflation such as sagging, excessive wrinkling, or distortion. If these are observed, they should ask participants to exit the Game safely and remain calm, as there is no danger.
5. Operator should keep all spectators outside the Game and maintain at least a 3-foot perimeter around it.

6. Operator must be familiar with all State and Local guidelines pertaining to the use and operation of Inflatable Games in their area.

Care and Cleaning of Inflatable Games

- DO NOT use chlorine based cleanser or bleach to clean an Inflatable Game as this may damage the threaded seams. WARRANTY VOID if deterioration from incorrect cleansers or solvents is detected.
- Use water and/or an approved cleanser sparingly by "sponging" it onto the Game surface. Excessive water may penetrate the seams and collect inside the Game causing mildew and unwanted odors to occur.
- Blowing air through a Game will help dry the interior. Baking soda will help remove mildew and odors.
- NEVER roll up or pack a Game while damp, unless you plan to dry it that same day before storage.

Artwork care

- If your inflatable came with graphics, here are a some tips to maintain the look:
 1. Your unit was hand painted with the finest quality screen ink available. However, taking care of your graphics is very important for it's longevity.
 2. When you first view your graphics you may notice a white powder covering the graphics. This is pure cornstarch which is used to prevent sticking. You may also notice some slight chipping. This is normal due to the extreme storage and heat conditions involved.
 3. Never clean your graphics with a rough or nappy cloth. Always use a damp cloth preferably of T-shirt likeness.
 4. You may apply cornstarch to your graphics after each use to keep the artwork slick and free from sticking.

Deflation and Packing Instructions

Before Deflating

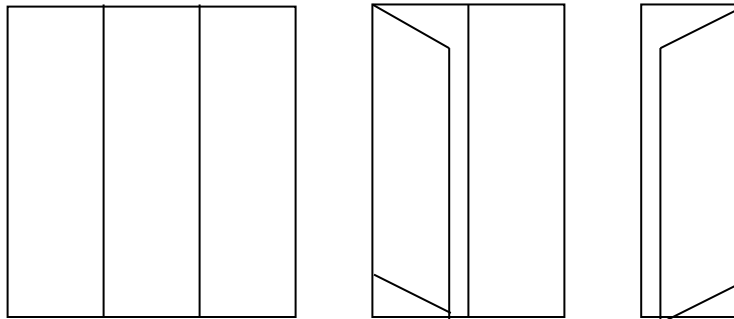
- Inspect for any damage and repair as necessary.
- Clean and dry Game (See GAME CLEANING).
- Buckle any plastic snaps and gather any cords to reduce the possibility of entanglement in the mesh.
- Do not allow any persons near the rear of the Game or near the electric Blower Fan at any time.
- Unplug the electric Blower Fan at the power source. Make sure you switch the blower to the off position before unplugging.

Deflating Game

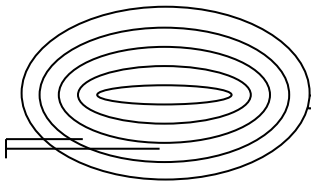
- Loosen inflation tube strap and remove the tube from the Blower Fan cone. Make sure the tube is pulled away from the fan and straightened, so it can allow air to escape during deflation.

- Open and secure any deflation flaps on the Game.
- When game is deflated, remove any stakes then place Blower Fan and extension cord in storage.
- Begin folding the Inflatable Game as shown in the ROLL DIAGRAM (following Page). Once you make the folds you will notice that there is air still inside the Game. Start at the front and walk in stocking feet towards the rear of the Game to push out and remove any remaining air.
- Start rolling up the Inflatable Game with inflation/deflation tubes left out for trapped air to escape while rolling. Remember that inflation/deflation tubes will need to be tucked inward after a full roll is executed.
- Roll the Game all the way and cover any metal rings, buckles and snaps to prevent abrasion to the play area and surface of the Inflatable Game.
- Band with game straps. Place strap ends between the metal buckles and the game surface to reduce abrasions to the Game while in transport and storage.
- Place Inflatable in Game Bag or Game Wrap and tie.
- You are then ready for your next event!

~ ROLL DIAGRAM ~



Lay Game out flat. Fold into 3rd's Then other side
Seam out all edges. one side in... in as shown.



Roll up the Game by starting at the front and working back towards the inflation tube. Use a strap to secure the roll, then place into a Game Bag or Game Wrap for transit/storage.

Game Take Down Procedures

Step 1: Before breaking down any Game, you should remove all accessories that may be applicable to that Game. This may include items such as harnesses, backing plates, bungee cords, etc. Also be sure there is a quality broom or air blower available to sweep the Game surface free of any debris. Check to make sure that no sharp objects have fallen into

the seams of the Game, ie. pens, pencils, etc... Items such as these can cause damage to the Game during the rolling up process.

Step 2: Unplug the Blower Fan. As the Game begins to deflate, open and secure all of the Deflation Flaps that are located on the sides of the Game. Allow the Game to drop in a natural state. Walls may have a tendency to fall outward. An Inflatable Game will take between 5-15 minutes to completely deflate.

Step 3: Now allow the Game to deflate naturally. Walls may have a tendency to fall outwards. These will need to be repositioned back towards the middle of the Game before folding. DO NOT SHIFT THE BASE OF THE GAME WHILE DEFLATING. Moving the Game Base will make proper folding difficult. Most Inflatable Games will take approximately 10-15 minutes to deflate completely.

Step 4: In the first step of these instructions you were advised to note the location of the Outside Seams. Generally these are indicated by a colored Binding Strip along the Base of the Game.

Once the Game has deflated, fold the outside walls inwards towards the middle. Try to make this fold as neat and flat as possible. You will now SEAM OUT the game, by pulling out and exposing the Outside Seams.

Step 5: Folding – You will need a second person to assist in folding the Game. Fold the Game in thirds (See ROLL DIAGRAM), one side at a time. Walk down each side and straighten out the fold where necessary. When completed, the Game should be approximately 3-4 feet in width x the length of the Game.

Step 6: Game Roll – Before rolling, make sure at least one of the Inflation Tubes is extended from the Game to allow any remaining air to escape. Air will be forced out as it is rolled up. DO NOT ROLL GAME FROM THE REAR. Future set-up is much easier when the Game is properly rolled. Flatten end tightly and roll the Game as you would a sleeping bag, keeping outside edges even. The finished roll will be very heavy and a game strap should be used to secure the roll once complete.

Step 7: Stand Game up on its end, placing storage bag over it and cover. Work Game Bag down to bottom, then stand it on the opposite end and close the bag.

Addendum for Sumo Wrestling

Sumo Wrestling Rules of Operation

1. Helmets must be put on before putting on the suits.
2. We recommend 4 operators to run the game. (have one operator at each side of the square mat. Their job is to break the fall of a participant falling backwards. You want to prevent them from banging the back of their head when they fall).
3. No shoes
4. No jewelry
5. No hair pins
6. No horse play!! The suits are not dangerous. People Can Be!!
7. Wear the gloves.
8. Object of the game is to push the opponent out of the inner square or ring. If you keep to the rules, fun will be had by all.

