



## Inflatable Rules and Instructions

This document is a tool you can use to know and understand the rules and instructions for the inflatables that you are bringing to your event. It is made to be given your volunteers or staff running the inflatables (if applicable) so they are fully aware of the inflatables operation requirements. You only need to print off the pages that have the inflatables, or category of inflatable that will be at your event.

### How to Print Individual Pages:

In order to print just one page, click File>Print and then select the option that says "From:" Put the single page number or the group of pages that you desire to print. You can also select "Current Page" which will only print the page that is currently on your screen. Verbage may vary depending on your operating system.

**Please note that some items have the same rules and are grouped together in the instruction sheets.**

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## **Inflatable Rules and Instructions**

### **Castle Bouncer, Mod Castle, Pink Castle, Frozen Bouncer and Cow Belly Bouncer, Super Hero's Bouncer, Zombie Town, Tropical Bouncer**

**Attraction Description:** The purpose of bounce houses is for riders to jump, bounce and play safely.

**Operators Required:** 1

#### **Unit Specific Rules:**

- 5-6 riders at one time
- No sitting inside the bounce house at any time
- No hanging from the ceiling or bouncing off the walls

#### **Inflatable Rules that Apply:**

- No shoes
- Remove all glasses, jewelry, items in pockets or anything else that may harm the rider or the inflatable
- No food, drink, candy or gum inside or within a 5' perimeter around the inflatable
- No face paint
- Compatible age range of riders only
- No flips (warn riders on 1<sup>st</sup> offense, remove riders after 2<sup>nd</sup> offense)
- No wrestling
- No rough housing
- Absolutely no silly string, sharp objects or other foreign objects that could pose a danger to riders or damage the inflatable (water, confetti, etc.)
- Shutdown inflatable if it's raining or if winds exceed 20mph



## **Inflatable Rules and Instructions**

### **15x20 Funhouse Bouncer, Camo Bounce**

**Attraction Description:** The purpose of bounce houses is for riders to jump, bounce and play safely.

**Operators Required:** 1

#### **Unit Specific Rules:**

- 7-8 riders at one time
- No sitting inside the bounce house at any time
- No hanging from the ceiling or bouncing off the walls

#### **Inflatable Rules that Apply:**

- No shoes
- Remove all glasses, jewelry, items in pockets or anything else that may harm the rider or the inflatable
- No food, drink, candy or gum inside or within a 5' perimeter around the inflatable
- No face paint
- Compatible age range of riders only
- No flips (warn riders on 1<sup>st</sup> offense, remove riders after 2<sup>nd</sup> offense)
- No wrestling
- No rough housing
- Absolutely no silly string, sharp objects or other foreign objects that could pose a danger to riders or damage the inflatable (water, confetti, etc.)
- Shutdown inflatable if it's raining or if winds exceed 20mph



## **Inflatable Rules and Instructions**

### **Mini Bounce**

**Attraction Description:** The purpose of the mini bounce is for toddlers to have a place to bounce and play without the older kids on the same attraction.

**Operators Required:** 1

#### **Unit Specific Rules:**

- Ages 5 and under only
- 4 riders at one time
- No sitting inside the bounce house at any time
- No bouncing off the walls
- Enter and exit through the front entry only, do not allow parents to place their child in the unit or take them out from the sides of the unit.

#### **Inflatable Rules that Apply:**

- No shoes
- Remove all glasses, jewelry, items in pockets or anything else that may harm the rider or the inflatable
- No food, drink, candy or gum inside or within a 5' perimeter around the inflatable
- No face paint
- Compatible age range of riders only
- No flips (warn riders on 1<sup>st</sup> offense, remove riders after 2<sup>nd</sup> offense)
- No wrestling
- No rough housing
- Absolutely no silly string, sharp objects or other foreign objects that could pose a danger to riders or damage the inflatable (water, confetti, etc.)
- Shutdown inflatable if it's raining or if winds exceed 20mph



## **Inflatable Rules and Instructions**

### **Wacky Combo, Mega Combo Minnie Mouse Combo, Bouncin' Barnyard Combo, Jump-n-Slide Combo**

**Attraction Description:** The purpose of combos is to allow riders to bounce, slide and play with popups inside the inflatable.

**Operators Required:** 1

#### **Unit Specific Rules:**

- 5-6 riders at one time
- No sitting inside the combo at any time
- No hanging from the ceiling or bouncing off the walls
- One rider allowed on the slide at a time
- Riders may come back into the inflatable after sliding, keep clear path for them (only on Wacky, Dalmatian and Barnyard)

#### **Inflatable Rules that Apply:**

- No shoes
- Remove all glasses, jewelry, items in pockets or anything else that may harm the rider or the inflatable
- No food, drink, candy or gum inside or within a 5' perimeter around the inflatable
- No face paint
- Compatible age range of riders only
- No flips (warn riders on 1<sup>st</sup> offense, remove riders after 2<sup>nd</sup> offense)
- No wrestling
- No rough housing
- Absolutely no silly string, sharp objects or other foreign objects that could pose a danger to riders or damage the inflatable (water, confetti, etc.)
- Shutdown inflatable if it's raining or if winds exceed 20mph



## **Inflatable Rules and Instructions**

### **30' Obstacle, 33' Obstacle, 40' Obstacle, Toxic Run, Radical Run, 70' Obstacle Course**

**Attraction Description:** The purpose of obstacle courses is for riders to race each other through the course and complete it as fast as they can. The first rider to make it out of the course is the winner.

**Operators Required:** 2

#### **Unit Specific Rules:**

- 1-2 riders at one time, no more than 2 in obstacle course at any time
- Operator at the front of the obstacle course gives riders a countdown and then tells them to go
- Operator at the back must give a thumbs up to the operator at the front of the obstacle course when both participants have exited the inflatable. The front operator should not allow any participants in until the back operator has given an all clear.
- No running starts-participants can be no more than 5 feet away from the entrance before starting the obstacle

#### **Inflatable Rules that Apply:**

- No shoes
- Remove all glasses, jewelry, items in pockets or anything else that may harm the rider or the inflatable
- No food, drink, candy or gum inside or within a 5' perimeter around the inflatable
- No face paint
- Compatible age range of riders only
- Absolutely no silly string, sharp objects or other foreign objects that could pose a danger to riders or damage the inflatable (water, confetti, etc.)
- Shutdown inflatable if it's raining or if winds exceed 20mph



## **Inflatable Rules and Instructions**

### **Atomic Run**

**Attraction Description:** The purpose of obstacle courses is for riders to race each other through the course and complete it as fast as they can. The first rider to make it out of the course is the winner.

**Operators Required:** 1

#### **Unit Specific Rules:**

- 1-2 riders at one time, no more than 2 in obstacle course at any time
- Do not allow any participants in until there are no more riders in the obstacle course (no overlapping)
- No running starts-participants can be no more than 5 feet away from the entrance before starting the obstacle

#### **Inflatable Rules that Apply:**

- No shoes
- Remove all glasses, jewelry, items in pockets or anything else that may harm the rider or the inflatable
- No food, drink, candy or gum inside or within a 5' perimeter around the inflatable
- No face paint
- Compatible age range of riders only
- Absolutely no silly string, sharp objects or other foreign objects that could pose a danger to riders or damage the inflatable (water, confetti, etc.)
- Shutdown inflatable if it's raining or if winds exceed 20mph



## **Inflatable Rules and Instructions**

### **Kongo Krazy Slide**

**Attraction Description:** The purpose Kongo Krazy is for riders to have a thrilling experience sliding down and away from King Kong and the T-Rex who are in the middle of an epic battle.

**Operators Required:** 2 (one at the top, one at the bottom entrance)

#### **Unit Specific Rules:**

- 1 rider on the stairs at a time. When rider gets to the top, another rider may go which leaves time for the rider to slide down the slide. If the top of the slide bottlenecks with 2 riders, do not send up a new rider until the top of slide has cleared.
- If the rider is a small child, the parent or sibling older than 10 years old may go up with them
- Riders must cross their arms over their chest, sit on the bottoms and slide down feet first. Relaying that information to the rider is the top-of-slide operator's responsibility.

#### **Inflatable Rules that Apply:**

- No shoes
- Remove all glasses, jewelry, items in pockets or anything else that may harm the rider or the inflatable
- No food, drink, candy or gum inside or within a 5' perimeter around the inflatable
- No face paint
- Absolutely no silly string, sharp objects or other foreign objects that could pose a danger to riders or damage the inflatable (water, confetti, etc.)
- Shutdown inflatable if it's raining or if winds exceed 20mph





## **Inflatable Rules and Instructions**

### **24' Slide**

**Attraction Description:** The purpose of the 24' Slide is for riders to climb to the top and slide down.

**Operators Required:** 2 (one at the top, one at the bottom entrance)

#### **Unit Specific Rules:**

- 1 rider on the stairs at a time. When rider gets to the top, another rider may go which leaves time for the rider to slide down the slide. Riders may wait for each other at the top of the slide. If the top of the slide bottlenecks with more than 2 riders, do not send up a new rider until the top of slide has cleared.
- If the rider is a small child, the parent or sibling older than 10 years old may go up with them
- Riders must cross their arms over their chest, sit on the bottoms and slide down feet first. Relaying that information to the rider is the top-of-slide operator's responsibility.

#### **Inflatable Rules that Apply:**

- No shoes
- Remove all glasses, jewelry, items in pockets or anything else that may harm the rider or the inflatable
- No food, drink, candy or gum inside or within a 5' perimeter around the inflatable
- No face paint
- Absolutely no silly string, sharp objects or other foreign objects that could pose a danger to riders or damage the inflatable (water, confetti, etc.)
- Shutdown inflatable if it's raining or if winds exceed 20mph



## **Inflatable Rules and Instructions**

### **18' Slide**

**Attraction Description:** The purpose of our slides is for the riders to climb up the stairs and slide down.

**Operators Required:** 1-2 (If 1, operator stays at bottom of slide. If 2, one at bottom and the other at the top)

#### **Unit Specific Rules:**

- 1 rider on the stairs at a time. When rider gets to the top, another rider may go which leaves time for the rider to slide down the slide. If the top of the slide bottlenecks with 2 riders, do not send up a new rider until the top of slide has cleared.
- If the rider is a small child, the parent or sibling older than 10 years old may go up with them
- Riders must cross their arms over their chest, sit on the bottoms and slide down feet first. Relaying that information to the rider is the top-of-slide operator's responsibility.

#### **Inflatable Rules that Apply:**

- No shoes
- Remove all glasses, jewelry, items in pockets or anything else that may harm the rider or the inflatable
- No food, drink, candy or gum inside or within a 5' perimeter around the inflatable
- No face paint
- Absolutely no silly string, sharp objects or other foreign objects that could pose a danger to riders or damage the inflatable (water, confetti, etc.)
- Shutdown inflatable if it's raining or if winds exceed 20mph



## **Inflatable Rules and Instructions**

### **Atomic Slide**

**Attraction Description:** The purpose these rear loading slides is to give riders a small challenge of scaling a rock climbing-like wall and then slide down. Some riders will race since they are side by side but racing is not the purpose of these inflatables.

**Operators Required:** 2 (one at the entrance, one at the exit)

#### **Unit Specific Rules:**

- 2 riders on the stairs at a time, one on the left and the other on the right side.
- The operator at the exit of the slide must give a thumbs up to the operator at the front of the slide signaling them that it is safe to send the next 2 riders through.
- If the rider is a small child, the parent or sibling older than 10 years old may go up with them
- Riders must cross their arms over their chest, sit on the bottoms and slide down feet first. Relaying that information to the rider is the top-of-slide operator's responsibility.

#### **Inflatable Rules that Apply:**

- No shoes
- Remove all glasses, jewelry, items in pockets or anything else that may harm the rider or the inflatable
- No food, drink, candy or gum inside or within a 5' perimeter around the inflatable
- No face paint
- Absolutely no silly string, sharp objects or other foreign objects that could pose a danger to riders or damage the inflatable (water, confetti, etc.)
- Shutdown inflatable if it's raining or if winds exceed 20mph



## **Inflatable Rules and Instructions**

### **Bobbing for Apples**

**Attraction Description:** Bobbing for Apples has the same concept as the “Hungry Hungry Hippo” board game but in a larger than life form. Players attach themselves to a bungee cord with a waste harness with the goal of getting as many “apples” as possible.

Before the game starts, both players must have at least one hand on the wall. When you say go, the players will race to the center to gather apples. **Only allow them to retrieve 2 apples at a time.** The players will then return to their wall and place the apples in the mesh bag. The player with the most apples in their bag wins!

**Operators Required: 1**

#### **Unit Specific Rules:**

- 2 players at one time
- No sitting inside the inflatable at any time
- Absolutely no bouncing, this attraction must be used for the purpose stated above in the attraction description only

#### **Inflatable Rules that Apply:**

- No shoes
- Remove all glasses, jewelry, items in pockets or anything else that may harm the rider or the inflatable
- No food, drink, candy or gum inside or within a 5’ perimeter around the inflatable
- No face paint
- Compatible age range of riders only
- No flips (warn riders on 1<sup>st</sup> offense, remove riders after 2<sup>nd</sup> offense)
- No wrestling
- No rough housing
- Absolutely no silly string, sharp objects or other foreign objects that could pose a danger to riders or damage the inflatable (water, confetti, etc.)
- Shutdown inflatable if it’s raining or if winds exceed 20mph



## **Inflatable Rules and Instructions**

### **Atomic Blaster Zone**

**Attraction Description:** The purpose of the Atomic Blaster Zone is for participants to shoot yellow foam balls out of air cannons towards their opponents. The goal is to land as many balls in the nets as possible. Nets are located behind and above their opponents in a circle form as well as on top of the yellow air cannon. It is recommended to let participants play for 2-4 minutes. The game has a remote control that activates and deactivates the cannons. The operator should have this on their person at all times-do not lose remote. Have fun with the participants and they'll have a great time!

\*Tip-if the players cover the feed hole of the cannon immediately after the ball is put in the cannon, it will launch 2 times as fast!

**Operators Required: 1**

#### **Unit Specific Rules:**

- 2-4 participants at a time
- Participants must wear safety goggles while the cannons are activated
- After the game is complete and the cannons are deactivated, have participants collect all of the balls into the plastic bins provided. Make sure to get all of the balls from the targets, back walls and the floor.

#### **Inflatable Rules that Apply:**

- No food, drink, candy or gum inside or within a 5' perimeter around the inflatable
- Compatible age range of riders only
- Absolutely no silly string, sharp objects or other foreign objects that could pose a danger to riders or damage the inflatable (water, confetti, etc.)
- Shutdown inflatable if it's raining or if winds exceed 20mph



## **Inflatable Rules and Instructions**

### **Cash Cube**

**Attraction Description:** The purpose of the cash cube is for participants to collect as many coupons, fake money or real money as fast as possible.

**Controller/Timer:** The cash cube comes with a timer that is in the form of a grey box with a red button, green button and number selectors. To set the time on the timer, press the plus and minus buttons above and below the numbers. The numbers represent seconds only, not minutes. For example, 010 means 10 seconds and 005 means 5 seconds. We recommend setting the timer for around 10 seconds. To turn on the timer, press the green button. Do the same to turn off the timer. To start the timer, press the red button. Note, you cannot stop the timer until it has finished its cycle.

**Operators Required:** 1

#### **Unit Specific Rules:**

- 1 Participant at a time
- Participant must face forward at all times and can only collect money/coupons that is in the air and may not collect what is stuck against the walls or floor
- It is up to you if you want to allow participants to stuff money in their shirts or pockets, some will not allow that to make it more challenging

#### **Inflatable Rules that Apply:**

- Warn participants that if they are claustrophobic this attraction may not be for them
- Take off hats and put long hair up
- Do not operate the cash cube in the rain



## **Inflatable Rules and Instructions**

### **Double Shot Basketball**

**Attraction Description:** The purpose of the Double Shot Basketball inflatable is for participants to shoot hoops and score as many as possible. This game can be run as a competition or just an activity with no end goal. If you decide to run it as a competition, we recommend telling the participants that the first one to 10 baskets wins.

**Operators Required:** 1

#### **Unit Specific Rules:**

- 1-2 participants at one time
- Participants must stay off the inflatable, they may not be in or on the inflatable at any time
- Players may not be more than 5 foot back from the infaltables to shoot baskets
- The basketballs must stay with the inflatable at all times

#### **Inflatable Rules that Apply:**

- No food, drink, candy or gum inside or within a 5' perimeter around the inflatable
- Absolutely no silly string, sharp objects or other foreign objects that could pose a danger to players or damage the inflatable (water, confetti, etc.)
- Shutdown inflatable if it's raining or if winds exceed 15mph



## **Inflatable Rules and Instructions**

### **Entanglement (Twister)**

**Attraction Description:** Entanglement is a giant inflatable twister board, ya know, like the classic “Twister” game with the colored dots. This is the exact same concept except for inflatable and 3 times bigger. This game can be played with the dice or spinning wheel provided but sometimes it’s easier to just call out whatever you feel like calling, it’s up to you on what method you prefer.

**Operators Required: 1**

#### **Unit Specific Rules:**

- No more than 8 riders at one time
- Absolutely no bouncing, this attraction must be used for the purpose stated above in the attraction description only

#### **Inflatable Rules that Apply:**

- No shoes
- Remove all glasses, jewelry, items in pockets or anything else that may harm the rider or the inflatable
- No food, drink, candy or gum inside or within a 5’ perimeter around the inflatable
- No face paint
- Compatible age range of riders only
- No flips
- No wrestling
- No rough housing
- Absolutely no silly string, sharp objects or other foreign objects that could pose a danger to riders or damage the inflatable (water, confetti, etc.)
- Shutdown inflatable if it’s raining or if winds exceed 20mph





## **Inflatable Rules and Instructions**

### **Gladiator Joust**

**Attraction Description:** The purpose of the Gladiator Joust inflatable is for participants to attempt to knock their opponent off the pedestal using the joust pole given to them.

**Operators Required:** 1

#### **Unit Specific Rules:**

- 2 players at one time
- Players must have two hands on the joust pole at all times
- No sitting inside the joust at any time
- No jabbing, head shots or groin shots
- Players shall not step off of their pedestal onto their opponent's pedestal
- Once rider falls off the pedestal or steps off onto their opponent's pedestal, they lose
- No other fighting except for with joust poles
- Absolutely no bouncing, this attraction must be used for the purpose stated above in the attraction description only

#### **Inflatable Rules that Apply:**

- No shoes
- Remove all glasses, jewelry, items in pockets or anything else that may harm the rider or the inflatable
- No food, drink, candy or gum inside or within a 5' perimeter around the inflatable
- No face paint
- Compatible age range of riders only
- No flips (warn riders on 1<sup>st</sup> offense, remove riders after 2<sup>nd</sup> offense)
- No wrestling
- Absolutely no silly string, sharp objects or other foreign objects that could pose a danger to riders or damage the inflatable (water, confetti, etc.)
- Shutdown inflatable if it's raining or if winds exceed 20mph



## **Inflatable Rules and Instructions**

### **Hippo Chow Down**

**Attraction Description:** Hippo Chow Down is just like the “Hungry Hungry Hippo” board game but in a larger than life form. Players attach themselves to a bungee cord with a waste harness with the goal of getting as much “food” (balls) as possible.

Before the game starts, all players must have at least one hand on the wall. When you say go, the players will race to the center to gather food. **Only allow them to get one ball at a time.** The players will then return to their wall and place the balls in the mesh bag. The player with the most balls in their bags wins!

**Operators Required: 1**

#### **Unit Specific Rules:**

- 1-4 players at one time
- No sitting inside the inflatable at any time
- Absolutely no bouncing, this attraction must be used for the purpose stated above in the attraction description only

#### **Inflatable Rules that Apply:**

- No shoes
- Remove all glasses, jewelry, items in pockets or anything else that may harm the rider or the inflatable
- No food, drink, candy or gum inside or within a 5’ perimeter around the inflatable
- No face paint
- Compatible age range of riders only
- No flips (warn riders on 1<sup>st</sup> offense, remove riders after 2<sup>nd</sup> offense)
- No wrestling
- No rough housing
- Absolutely no silly string, sharp objects or other foreign objects that could pose a danger to riders or damage the inflatable (water, confetti, etc.)
- Shutdown inflatable if it’s raining or if winds exceed 20mph



## **Inflatable Rules and Instructions**

### **Human Foosball**

**Attraction Description:** Human foosball is a larger than life version of tabletop foosball and requires human players instead of plastic figures. You as the operator will act as the referee, so have fun with it! Depending on your event depends on how long the games should be. You can determine what team wins based on a time limit or a scoring threshold (example- whatever team scores 3 goals first wins), it's completely up to you.

**Operators Required:** 1

#### **Unit Specific Rules:**

- 4-10 players at one time
- Players must hold on to the handles at all times
- Players can only use their feet to maneuver the ball, they may never touch the ball with their hands
- When the ball goes out of bounds, throw the second ball in while the first ball is being retrieved
- No sitting inside the inflatable at any time
- Participants must be taller than 42 inches

#### **Inflatable Rules that Apply:**

- No food, drink, candy or gum inside or within a 5' perimeter around the inflatable
- Compatible age range of participants only
- No rough housing
- Absolutely no silly string, sharp objects or other foreign objects that could pose a danger to riders or damage the inflatable (water, confetti, etc.)
- Shutdown inflatable if it's raining or if winds exceed 20mph



## **Inflatable Rules and Instructions**

### **QB Blitz**

**Attraction Description:** Players will test their football skills on the QB Blitz by throwing footballs at targets labeled with different distance markings. This game can be operated as a free for all game or can be a challenging game with a winner and loser. If you're playing as a challenge game, the winner can be determined with how many yards were "gained," how many times they got the football in the hole or whoever gets the ball in the 50 yards hole first. How the game is played is completely up to you.

**Operators Required:** 1

#### **Unit Specific Rules:**

- 1-2 players at one time
- No sitting inside the inflatable at any time
- Absolutely no bouncing, this attraction must be used for the purpose stated above in the attraction description only
- Players must not be farther away than 5 feet from the inflatable before throwing

#### **Inflatable Rules that Apply:**

- No food, drink, candy or gum inside or within a 5' perimeter around the inflatable
- Absolutely no silly string, sharp objects or other foreign objects that could pose a danger to riders or damage the inflatable (water, confetti, etc.)
- Shutdown inflatable if it's raining or if winds exceed 15mph



## **Inflatable Rules and Instructions**

### **Leaps and Bounds**

**Attraction Description:** The purpose of Leaps and Bounds is to try to get from one platform to the other by bouncing on the 3 inflated balls without falling.

**Operators Required:** 1

#### **Unit Specific Rules:**

- Players climb the steps on the left and hop to the first ball, then the second then the third, finally the platform
- If the player falls, they must exit the unit immediately
- 1 player at one time
- Players should be physically fit to jump between the balls
- Minimum age is 8 years old
- No sitting inside the inflatable at any time
- No one may sit or stand on the inflatable except for the rider

#### **Inflatable Rules that Apply:**

- No food, drink, candy or gum inside or within a 5' perimeter around the inflatable
- No face paint
- Absolutely no silly string, sharp objects or other foreign objects that could pose a danger to riders or damage the inflatable (water, confetti, etc.)
- Shutdown inflatable if it's raining or if winds exceed 15mph



## Inflatable Rules and Instructions

### Speed of Light

**Attraction Description:** Speed of light is a highly interactive game that suits all ages. The goal of this game is to hit your colored light as fast as possible, the player with the highest score wins.

To turn on the system, press and hold the power button for about two seconds. Do the same to shut off the unit.

Before you start, determine what game you will play. There are 3 games: **Light Hunter** (hit the lights as fast as you can), **Steal the Light** (attempt to hit your light but if your opponent hits it first your color will disappear) and **Back to Base** (pick base target and must hit that target after every lit target is hit). After choosing a game, figure what player will be red and green. Once you determine the player's colors, tell both participants to stand in the middle of the arena. On the control unit, press the desired game button (bottom left) to start the game. The targets will sound and light up with a count down and then the players can start the game. Each game is 45 seconds long.

If the players are small children and aren't old enough to grasp the concept of the game, you can activate one of the themes which are the images to the right of the game buttons. Press the desired theme and watch the lights light up. When the kids hit the target, the target light will go off and make a sound that goes along with the selected theme.

**Note: The scoreboard goes back to 1 after 99**

**Operators Required: 1**

#### **Unit Specific Rules:**

- 1-2 players at one time
- No sitting inside the inflatable at any time

#### **Inflatable Rules that Apply:**

- No food, drink, candy or gum inside or within a 5' perimeter around the inflatable
- Absolutely no silly string, sharp objects or other foreign objects that could pose a danger to riders or damage the inflatable (water, confetti, etc.)
- Shutdown inflatable if it's raining or if winds exceed 15mph



## **Inflatable Rules and Instructions**

### **Hoverball Archery**

**Attraction Description:** Hoverball archery is a fun archery-style shooting game in which the players use low-tension bows and foam-tipped arrows to hit floating ball targets within an inflatable backdrop. Players attempt to knock the balls over with the bow and arrow leaving plenty of room for misses with the many extra arrows that are included. This is a great game for kids and teens to learn how to shoot a bow and arrow and it's safe!

**Operators Required:** 1

#### **Unit Specific Rules:**

- Players shooting the bow and arrow **MUST** have safety glasses on
- Only 2 players shooting at one time
- No persons shall be 'down range' (between table and inflatable) while players are shooting
- Once all arrows are exhausted, the players turn is complete. At this point, the operator should make sure that the bows are set down and can then retrieve the arrows and replace the ball targets.

#### **Inflatable Rules that Apply:**

- No food, drink, candy or gum around the game area
- Absolutely no silly string, sharp objects or other foreign objects that could pose a danger to riders or damage the inflatable (water, confetti, etc.)
- Shutdown inflatable if it's raining or if winds exceed 15mph