



## 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. Verbiage may vary depending on your operating system.

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

|                                |      |
|--------------------------------|------|
| Bounce Houses.....             | 2-5  |
| Combo’s.....                   | 6    |
| Obstacle Courses.....          | 7-8  |
| Slides.....                    | 9-11 |
| Bobbing for Apples.....        | 12   |
| Cash Cube.....                 | 13   |
| Shooting Stars Basketball..... | 14   |
| Entanglement (Twister).....    | 15   |
| Gladiator Joust.....           | 16   |
| Hippo Chow Down.....           | 17   |
| Fire Ball.....                 | 18   |
| First Down Football.....       | 19   |
| Leaps & Bounds.....            | 20   |
| Speed of Light.....            | 21   |
| Zap a Mole.....                | 22   |
| EZ Beats Drum Challenge.....   | 23   |
| Inflatable Axe Throwing.....   | 24   |
| Corn Maze.....                 | 25   |
| Toy Town Toddler Playland..... | 26   |
| Big Top Games.....             | 27   |
| Soccer Fever.....              | 28   |



## **Inflatable Rules and Instructions**

### **Castle Bouncer, Fire Dog Bouncer, Cow Belly Bouncer, Tropical Bouncer and Gumball Machine 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**

### **XL Bouncer**

**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**

### **Boombox Bouncer**

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

**Operators Required:** 1

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

- 10 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 Bounce Combo, Rainforest KidZone, Barnyard KidZone**

**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**

### **Double O-7 Obstacle, High Voltage Obstacle, Radical 30' Obstacle, Radical 40', 30' 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**

### **High Voltage 180 and DoubleBack 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:** 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**

### **24' Commander 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. 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' Double Lane Slide, Wacky Double 18' Slide, Arctic Plunge Slide**

**Attraction Description:** The purpose of the 18' Double Lane Slide is for riders to climb to the top and slide down.

**Operators Required:** 1

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

- 1 rider on the stairs at a time. When rider gets to the top, another rider may go up the stairs which leaves time for the rider to slide down the slide. Riders may wait for each other at the top of the slide to slide down together in separate lanes only. 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, Big Kahuna Water Slide**

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

**Operators Required:** 1

#### **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**

### **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**

### **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**

### **Shooting Stars 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 inflatables 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**

### **Fire Ball**

**Attraction Description:** Fire Ball is a thrilling 4 player attraction featuring a center ball, the Fire Ball, that swings around the arena. The Fire Ball is pushed around by the competitors in hopes to knock down the opposing competitor. The final player standing wins that round of Fire Ball!

**Operators Required:** 1

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

- 4 players at one time
- Players must stay on the pedestal, if they leave the pedestal at any time, they are out
- No sitting inside the inflatable at any time
- Participants must be taller than 36 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**

### **First Down Football**

**Attraction Description:** Players will test their football skills on the First Down Football 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 & Crazy Kones

**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**

### **Zap a Mole**

**Attraction Description:** Like Whac-a-Mole but with lights! Use the provided foam filled hammers to hit the targets as they light up. In order to start the game, simply press the “start” button on the score board. Please do not press any buttons besides the Power, Start and Volume buttons. The game will last 45 seconds long. Hit as many “Moles” as you can before the time runs out!

**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**

### **EZ Beats Drum Challenge**

**Attraction Description:** EZ Beats Drum Challenge is a highly interactive game that is most suitable for ages 6+. The goal of this game is to hit your colored light with the provided 'drum sticks' 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. To start the game, tap one of the lit targets on the drum set and the game will begin.

**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
- Players can use the drum sticks or their hands, regardless, a light tap will activate/trigger each target and doesn't need to be slammed

#### **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**

### **Inflatable Axe Throwing (Single or Double)**

**Attraction Description:** Players will test their axe throwing abilities with this inflatable axe throwing arena by throwing the foam and Velcro axes at the target. The goal is to hit the center of the target by throwing the axe from at least the outside edge of the inflatable if not further back.

**Operators Required:** 1

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

- 1 player if single lane, 2 players if double lane
- Players will need to stand at least behind the inflatable pillars to throw the axe but can be further back based on age, no more than 15' away from target
- It is recommended for participants to use both hands and hold axe over their head to throw at the target
- 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**

### **Corn Maze**

**Attraction Description:** Get lost in the corn maze! Participants will enter the corn maze and decide which direction they want to go in or can be directed to one specific entry point. The participants will find their way through the maze with their friends and attempt to escape!

**Operators Required:** 1

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

- 1-15 participants at one time
- No running inside the maze 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**

### **Toy Town Toddler Playland**

**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
- 8 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**

### **Big Top Games**

**Attraction Description:** This game has 4 games in one so 4 players can play at once. Please only use the game pieces for the according game. Batter, Batter comes with 3 bean bag balls. Participants attempt to throw the bean bag balls into the target. Axe Challenge comes with 6 foam/Velcro axes. Players will throw the axes to try to land a bullseye on the target. Toss the Tail on the Donkey comes with 6 foam/Velcro tails. Participants will try to toss the tails on the back side of the donkey. Quarterback Snap comes with 3 mini footballs and participants will attempt to throw the footballs into the target hole.

**Operators Required:** 2

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

- Up to 4 players at a time
- No bouncing off the walls or the supports
- Players should stand no more than 10 feet away from the inflatable while playing the game

#### **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**

### **Soccer Fever**

**Attraction Description:** This game can accommodate 2 players with the goal of the game to kick the soccer ball into the cut out targets on the backdrop. Each target is worth different points which you can use to hand out prizes if you so choose. Otherwise, the main goal is for players to kick the soccer ball into the backdrop holes-it's tougher than it looks!

**Operators Required:** 2

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

- Up to 2 players at a time
- Keep spectators back so they do not get kicked
- Players should NOT get a running start. The ball should never go past the boundaries of the inflatable.

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

- No food, drink, candy or gum 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