



# INTERACTIVE GAMING FEATURES

## Owner / Operator Manual

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## ↑ Overview

This manual contains proper operational procedures which ensure the safest and most enjoyable experience for customers and employees. The following information is for the purpose and intent to provide owners and operators with operational procedures and inspection/maintenance recommendations that will facilitate top performance of the equipment, as well as longevity of the product. Your attraction is constructed by following the specified procedures and using quality materials, all in compliance with the industry standards. This manual covers categorical recommendations as well as details on specific components and features.

Within some trampoline and adventure parks you will find special trampoline attractions that feature interactive play elements utilizing modern technology to create features with “Augmented Reality” (AR) or interactive gaming elements on trampolines. Fun Spot utilizes partnerships with cutting-edge third-party companies to create unique and exciting play experiences for young and old. These attractions include:

- Cardio Wall (by Rugged Interactive)
- High-9 (by Rugged Interactive)
- Aero Strike (by Rugged Interactive)
- Selfie Cam (by Rugged Interactive)
- Sky Pods (by Rugged Interactive)
- Valo Jump (by Valo Motion)

It is critical for owners and operators of an amusement destination to become familiar with the design, function, roles, rules, and instructions for use and care found within this manual and in the third-party technology manufacturer’s manual. For any additional inquiries regarding issues not addressed in this manual, please contact Fun Spot® directly at:

+1 (706) 376 8989

**MANUFACTURER’S NOTE:** According to ASTM F2970-17, Section 14.2 - all owners/operators must notify the manufacturer of all major incidents that occur at this attraction.

**Any patterns of repeated major incidents should also be reported.**

## ⇒ Structure & Use

The design of a trampoline special feature will vary at every location; some offer single trampoline or dual trampoline augmented reality stations. The constant within all interactive and gaming stations is the structure itself. Steel posts are combined to create a stable framework for high-quality trampoline mats to fill in **(including secondary, or redundant, mats to aid in safety)** and bordering safety pads which will be positioned in front of the interactive gaming elements (Pods, TV/monitor, AR hardware, etc). Fun Spot installers are trained to follow instructions to specific details in the installation process, so maintaining the use of this attraction with its designed purpose is crucial for structure integrity and longevity. **Misuse of the structure's features could compromise safety; therefore, managerial training during the installation is critical** (see Inspection & Maintenance section).

To protect the longevity of each trampoline mat and the structure of this attraction, participants should never exceed the court's max capacity. Each interactive gaming station will have a different max capacity, determined by the number of trampolines; **universally (1) jumper per trampoline**. This max capacity may also take into consideration larger trampolines and participants who are resting during their jump time. It is important to not only maintain the proper amount of guests using each station at one time, but also never exceed the recommended weight limit. **The max weight limit on each trampoline is 300 lbs.** (around 136 kg), and is established to protect the function of the springs as well as the trampoline mat itself.

**MANUFACTURER'S NOTE:** The interactive and gaming attractions are intended to be permanent structures. Assembly and dismantling of this attraction should be done by a professional Fun Spot installer only.

## ★ Court Attendants

Out of all of the roles in a trampoline park, the Court Attendant has the most interactive and dynamic role. Upon first glance, one might presume they are the "lifeguards" of the courts - but they are far more. Instead of being stationed off to the side, observing and engaging only

when someone breaks a rule or requires assistance, they are part of the park's high-energy atmosphere. This role is exciting, fun, and rewarding! Court Attendants keep the courts safe and actively contribute to the fast-paced experience.

Since each Court Attendant is a point-person for the facility, they need to always be in uniform and **easy to recognize** by any customer. The park's shirt is required for each shift, as well as proper shorts/pants and shoes according to the dress code laid out by the managers. Court Attendants cannot wear excessive jewelry, large earrings/bracelets/necklaces, or studded belts in case they must enter the court to help someone.

To correctly staff this attraction, a ratio should be recognized. The industry standard ratio for Attendants to Jumpers, is 1:32, **and should never be exceeded** (also see ASTM F2970).

*For a more comprehensive understanding of the Court Attendant, please refer to the Fun Spot® Court Attendant Manual.*

## Responsibilities >>>>>>

Court Attendant placement will vary depending on the size, shape, and features of the interactive gaming trampoline attraction. For all Court Attendants that will monitor the activity area, there are some foundational responsibilities they should be ready to fulfill throughout their shift:

- 1. Teach** each participant the **safety guidelines** as necessary. Instead of focusing on what *not* to do with correction, focus on teaching the guests **how to safely use the equipment**. This instruction can be verbal or with safety signage that is in plain view.
- 2. Be mindful** of different games, modes, and features. You will need to be informed about the gameplay and any social media sharing options to properly instruct all guests. This requires some "homework" - by playing the games (but not while working, of course).
- 3. Instruct** all guests waiting on the **platform and in the assembly area**. All the entry and exit points. An "assembly area" is a 5ft./60" radius from any rebounding device of the Court, and should not be blocked by spectators or those waiting to play (see ASTM F2970-20, Section 7.6 & 16.10). Spectators and guests should also not lean against any containment netting.

4. **Quickly address** any guests that are jumping into others' squares, not using the equipment properly, or not respecting another guest. Managers should get involved when there are guests with repeated violations of the safety guidelines.

5. When a gaming attraction is over capacity on busier days, CA's should take time to **direct** patrons to other obstacles. It is the CA's responsibility to make sure that the AR feature never exceeds capacity or reaches a point of overcrowding.

6. Court Attendants should carefully **pay attention** to any participants that are exhibiting any signs of fatigue or exhaustion. CA's should constantly remind patrons about the purpose and location of the designated resting area(s) in the park.

## General Rules

With the nature of this kind of recreational facility, playing at a trampoline park requires all rules to be carefully followed by every participant. Every guideline and rule for this attraction exists to ensure protection for the jumpers and the equipment. All participants must have access to the rules of play and must also observe the instructions of the operator at all times. Before entering the interactive gaming activity area, the following rules must be observed:

### Before Entry: >>>>>>>>

- ☐ A properly **completed waiver** must be signed by guests 18 years of age and older, or by a parent/legal guardian for guests under the age of 18.
- ☐ Guests should weigh **no more than 300 lbs.** (136 kgs.)
- ☐ Guests should **not be wearing** large or loose jewelry, studded belts, or anything that could damage equipment or hurt another guest.
- ☐ Hard-billed **hats** are not recommended, and should be left outside the court during game play.
- ☐ Guests should be wearing appropriate **grip socks** - no shoes, bare feet, stockings, hose, or socks without approved grips.
- ☐ Guests should maintain their **jump pass** in a place that is easy for Attendants to see, and should be participating in the activity only

during their purchased time.

- ☐ Pockets of participants should be **empty** at all times.
- ☐ **No gum or candy** is allowed during jump times.
- ☐ Attendants should make sure there are no guests under the influence of **harmful drugs or alcohol** (If an Attendant suspects that someone is under the influence, then they should notify a manager immediately).

## Signage & Patron Education

Safety signs are always an important **educational** tool for the customers. Safety signage should always be clearly displayed at eye level, and in a contrasting appearance so they stand out. Rules signage should be placed near the entrance to Fun Spot® attractions. The following rules should be made clear, accessible, and legible:

### Interactive Gaming Station Rules:

- ☐ **One person** per trampoline.
- ☐ **No climbing up the gaming** features or fixtures.
- ☐ Follow the instructions and use of the AR feature exactly as its **design intends.\***
- ☐ **No sitting down or resting** on the trampoline(s).
- ☐ **Be aware** of your surroundings at all times.
- ☐ Jumpers should never attempt anything **outside of their current skill level**.

\*Please refer to the designated AR Hardware manual for additional rules and guidelines

**WARNING!** Impact, flipping, climbing, and other activities can result in serious or fatal head injury, paralysis, bone fracture, and/or serious injury. Be responsible and **participate at your own risk**. Non-compliance may result in the loss of your paid activity time.

- ☐ Do not attempt any obstacle, skill or activity outside your own limitations, abilities, or skill level. Use involves inherent risk. Participate with extreme caution at your own risk.
- ☐ Do not participate if you have any health limitations, had recent

surgeries, are under the influence of drugs or alcohol, or if you are pregnant.

- ❑ Failure to follow the rules and safety guidelines may result in loss of jump pass, serious injury or death.

## GUEST RESPONSIBILITY

Everyone that enters a court or activity zone must have completed a valid liability waiver. Those under the age of 18 must have the form completed and signed by a parent, legal guardian, or someone with legal power of attorney. Prior to participation, all guests and accompanying adults assume full responsibility to ensure that:

- ❑ All waivers are properly executed.
- ❑ Everyone has reviewed the rules and viewed the safety video (if applicable).
- ❑ Everyone must have a valid jump/activity ticket before entering any activity zone.
- ❑ Guests and accompanying adults must completely understand and agree to follow all rules and staff member instructions.
- ❑ Everyone is in good health without any restrictions.
- ❑ Every guest and participant must be aware of those around them.
- ❑ Activities may involve individuals of different sizes, ages, and abilities; guest participation is at their own risk.
- ❑ Guests and accompanying adults assume full responsibility for their actions and conduct.
- ❑ Guests and accompanying adults should also assume full responsibility of their own personal property, including, but not limited to, cameras, cell phones, shoes, handbags/purses, etc.
- ❑ Staff members reserve the right to relocate guests, accompanying adults and spectators to a different area at any time.



## ✖ Inspection & Maintenance

A **Daily** and **Weekly** inspection time should be observed in conjunction with the manufacturer inspection sheets (see Appendix B on pg. 22). The Daily and Weekly inspections must be done during non-business hours so that the inspector can also hear the components that are being assessed. These inspections should be completed by a CA or manager. Completed inspection sheets should be saved with a time-stamp\* and stored digitally for up to three years (or according to an attorney's recommendations). For specific needs regarding the interactive gaming attraction, please contact Fun Spot® directly at the number listed in the Overview section.

**\*MANUFACTURER'S NOTE:** A digital daily inspection log (verified by timestamps) must be submitted for some warranties to be valid.

### Daily Visual and Tactile Inspection

- ☐ Inspect all of the **trampolines** for tears, holes and sagging. For maintenance requirements of trampolines, springs, frame, netting, or padding, please refer to the **Maintenance Visual Aide** and **Maintenance Manual**.
- ☐ Inspect all of the **padding** - verify it is properly secured, without tears or rips, and that it properly covers the openings or hard surfaces it is designed to protect. Any loose padding should be immediately secured with the recommended bungee ties and hog-nose rings. There should be no gaps between consecutive pads or between pads and the platform. Nearby columns should also have secure padding.
- ☐ Lightly bounce around the perimeter of each trampoline (on the webbing) to detect any **resistance changes** in the trampoline. Any areas of noticeable resistance changes could imply an over-stretched spring, and should be handled during the next Weekly Inspection. All mat webbing should not be fraying or detached.
- ☐ Inspect all **containment netting**, cables, and turnbuckles. There should be no holes in the netting, and the cables and turnbuckles should be

tightly secured to anchor points above the attraction.

- ☐ Examine all nearby **Graphics Panels**. All panels should remain undamaged and *secure* to keep guests from crawling underneath or behind the court during business hours.
- ☐ Survey any **additional features** like the AR features and fixtures. Ensure there is no exposed electrical, and that the game play is working correctly. The devices should have no exposed sharp edges or defilement. Touch responsive pods and sensors should be clean, secure, and functioning correctly. Staff should read and understand the third-party manuals as well to understand all components.
- ☐ Remove any **trash**, obstructions, debris, or similar that was missed in the previous closing shift's cleaning.

## Inspection During A Shift <<<<<<<

There are certain areas within every park that will require special attention. The Court Attendants will not only be monitoring the jumpers during their shift, but will also be mindful of the equipment as it is being used. Pads, netting, assembly areas, entry/exit points, as well as the wear on trampolines throughout the day should be a constant priority of Court Attendants throughout their shift. If an Attendant sees a "run", tear or fraying of the material in a trampoline, they should notify a manager immediately. In the event a trampoline or spring must be immediately replaced, netting or some sort of barrier should be established to close off the interactive gaming attraction for servicing.\* This is to protect the employee(s) replacing the trampoline, as well as the guests. In most cases where proper inspection and maintenance has been observed, the trampoline or springs can be replaced during non-business hours and will not require immediate care.

**\* MANUFACTURER'S NOTE:** If a portion of a court needs to be serviced during hours of operation, it should only be for an emergency scenario and should be closed off throughout the entire time of repair. If a repair is made, at least one Court Attendant should be standing on the perimeter of the repair area to keep jumpers away. Repairs during business hours can be dangerous if not done properly!

## Weekly Extended Inspection & Cleaning

- ☐ Inspect (and clean) **under the court** for debris, broken springs, overstretched springs, or loose bungee ties.
- ☐ Verify that there is **no liquid** under the attraction.
- ☐ Verify any **redundant mats** are secure and in place.
- ☐ Inspect **every trampoline mat** closely for urgent runs, tears, or holes.
- ☐ Inspect any **railing or posts** near the trampolines. Verify the railing is unblemished, no sharp edges, and no unstable points. All railing within 5ft. (1.5 m.) of any rebound devices or obstacles should have safety padding attached (See ASTM F2970-17, Section 7.7.1).
- ☐ Examine the **flooring and platform** around the attraction. Ensure there are no tripping hazards on the carpet-bonded foam, gaps in the platform, or unstable points around the court.
- ☐ Examine the **structural frame** for:
  - ☐ Structural integrity issues (no “swaying” or instability). Check all connection points, **especially anchors into the concrete**. Ensure there is no loose concrete or cracking.
  - ☐ Look for evidence of **rusted metal, rotting, or corrosion** anywhere on the steel structure.
  - ☐ Inspect all of the hardware that is securing the steel structure. **If any bolts need to be replaced, only replace them with the same strength and length as was originally installed.** If broken bolts are found, notify management before re-opening the attraction.
  - ☐ Exposed/sharp edges.

**MANUFACTURER'S NOTE:** Our assistance app, SUMBA, is recommended for all inspections. If SUMBA is not used, Operators and Management/Supervisors should also review the Daily and Weekly Inspection Sheets, the Maintenance Visual Aide and the Maintenance Manual for additional information about timing, processes, and visual cues for servicing an interactive gaming attraction.

For maintenance-related questions, contact [maintenance@funspot.com](mailto:maintenance@funspot.com).

**The intervals of maintenance for your park should be adjusted based on its use. The previously listed inspections and maintenance efforts are minimum recommendations.**

## Cleaning

Cleanliness is a large part of safety when it comes to adventure parks. A **Daily Cleaning** should consist of wiping and sanitizing the padding and any features on the obstacles that involve human contact. It is best to utilize a small amount of non-caustic cleaner<sup>o</sup> that disinfects and sanitizes with a flat-head mop for hard to reach places, and a non-abrasive rag for features within reach. At the end of every work-day, Court Attendants should work together to make sure every part of the attraction is sanitized and disinfected. Platforms around this attraction should be vacuumed and kept clear of trash and debris. In addition to a **Daily Cleaning**, a more thorough **Weekly Cleaning** list should be observed as well:

- ❑ Areas around the court, behind fences, and underneath the nearby courts should not be eyesores. **Any visible areas** to guests should always be kept clean and tidy.
- ❑ A bi-weekly **sweeping** (under and around the court) should be planned, but it must be done when the court is closed or when the park is not open to the public. **Do not** attempt to sweep under or around an attraction that has customers participating in activities!
- ❑ Thoroughly **wipe** down all features/components with a non-caustic cleaner<sup>o</sup>. All surfaces that come in contact with bodies must be given a thorough cleaning at least once a week - in addition to the Daily cleaning that should take place at the end of each day of use.
- ❑ Clean pads and column wraps more thoroughly with the use of an industry-standard **steam** mop. Do not hold the steam over the vinyl for more than a second. If the steam is on, keep the mop moving. If a section of padding needs to be scrubbed after the steam is used, turn the steam function off to safely focus on smaller portions at a time.

*<sup>o</sup>For a current suggested list on specific cleaning products recommended by the manufacturer, contact Fun Spot® directly.*

## Conclusion

Interactive gaming features are extremely popular attractions in a trampoline or adventure park, and require proper training before patron use. For more information about Fun Spot® and our robust safety and operations training program, contact Fun Spot® at:

**+1 (706) 376 8989 and FUNSPOT.com.**

*For more maintenance related questions, please refer to the Maintenance Manual, the Maintenance Visual Aide, and the following Appendix.*

*Additional questions may also be conveniently submitted to:*

**[maintenance@funspot.com](mailto:maintenance@funspot.com)**

## Appendix B - Daily Inspection Chart

ATTRACTION COMPONENTS	PASS	WATCH	FAIL	NOTES
Are all graphics panels/walls properly secured and undamaged?				
Are all safety and warning signs clearly displayed by the court/attraction?				
Are all railings or columns within 5 ft. (60") of any rebound device or entrance/exit properly padded?				
Are there any rips, tears or holes in the containment netting?				
Are all points of the containment netting properly secured with unblemished cables and turnbuckles?				
Are there any unstable points or potential tripping hazards on any nearby stairs?				
Do any of the trampoline mats have holes, tears, or runs?				
Do any of the safety pads have stains, gum, or similar?				
Did any of the trampoline mats have noticeable resistance changes during the perimeter bounce test?				
Do any of the trampoline mats have damaged, detached or fraying webbing?				
Do any of the safety pads have tears, holes, or rips?				
Are all safety pads properly secured with bungee ties?				
Are there any noticeable gaps between the court and the platform, or between two pads?				
Do any of the trampoline mats have stains, gum or similar?				

**ADDITIONAL NOTES:** \_\_\_\_\_

\_\_\_\_\_

**DATE & TIME** \_\_\_\_/\_\_\_\_/\_\_\_\_ **||** \_\_\_\_:\_\_\_\_ **INSPECTOR** \_\_\_\_\_

(By signing, you verify you have completed the inspections according to manufacturer recommendations and to the best of your ability.)



For quality consistency, have each inspector complete a new sheet each day.
For features that may contain a more time-sensitive maintenance requirement, highlight the component line for the next weekly inspection and maintenance time.
When an inspection reveals a future service requirement, <i>that is currently not urgent</i> , the WATCH column should be used. Any components that have a WATCH note attached, should be shown to all Court Attendants so that they can monitor the issue throughout their shifts. This should be repeated daily until the component receives a service that returns it to a PASS status. Any components that receive a FAIL note should be serviced immediately, and the attraction must remain closed until the component is fixed and returns to a PASS status. WATCH and FAIL items should have pictures attached to each daily inspection until it returns to PASS status.
Upon completion, combine with the correlating Weekly Inspection Sheet and reconcile all services on the Monthly Maintenance Log. It is also recommended to include pictures of all replacements with any maintenance records.
When starting a new week, review the previous Weekly and Daily Inspection Logs to ensure the highlighted components lines were serviced.
Save all Inspection logs for your records, either digital or hardcopy, for at least 3 years or for the amount of time that your attorney/legal counsel advises.
For information regarding signs and timing of maintenance needs, review all of your individual attraction/feature manuals as well as the Maintenance Manual and the corresponding visual aids. Additional inspection and maintenance resources can be found on our operator's inspection and training app, SUMBA.
All inspections throughout the month should include obstructions, condition of impact attenuation materials and covers, placement and securement of impact attenuation materials, condition of trampoline beds and suspension system, condition of frame, condition of redundant bed or barrier netting underneath or behind trampoline beds, condition of containment system and netting, condition of communications devices, condition and placement of signage, condition of foam pit and impact attenuation block material, condition of nets/goals/hoops and similar, condition of balls or other devices, condition of emergency response gear and first aid kits, condition of assembly area, and condition of adjacent platforms, entrances, exits, stairways, lifts, and ramps.

THANK YOU FOR BEING A VALUABLE FUN SPOT CUSTOMER!



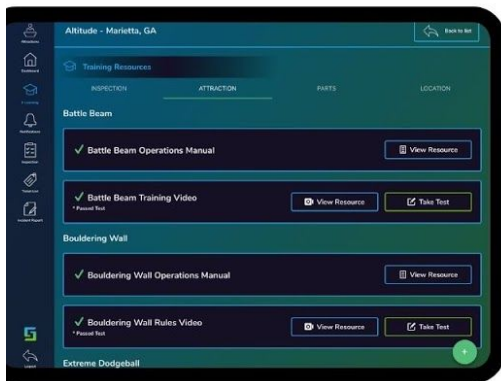
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