

MFG: FUNNI-FRITE, INC.
NAME: ALPINE FUN HOUSE
TYPE: ATTRACTION

ALPINE

PORTABLE FUNHOUSE

OPERATION MANUAL

Product Model Number
WK1453

FUNNI-FRITE, Inc.
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Pickerington, Ohio 43147
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#WKT-153 FUN HOUSE
"ALPINE - HAUFBRAU HAUS"
SPECIFICATIONS
SET UP AND OPERATING INSTRUCTIONS

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RIDE MODEL NUMBER: WKT-153

RIDE SERIAL NUMBER: _____

DATE OF MANUFACTURE: _____

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DIMENSIONS

	HEIGHT	WIDTH	LENGTH	WEIGHT
TRAILER:	13'-4"	100"	45'-0"	22000 #
STATIC:	26'-0"	15'-0"	66'-0"	22000 #
DYNAMIC:	26'-0"	15'-0"	66'-0"	30000 #

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OPERATING CAPACITY

MAXIMUM LOADING PER SQUARE FOOT: 175 POUNDS
MAXIMUM DYNAMIC LOADING PER SQUARE FOOT: 175 POUNDS
MAXIMUM TOTAL PASSENGER WEIGHT: 5000 POUNDS

DO NOT TO EXCEED 25 PERSONS AT ONE TIME INSIDE THIS ATTRACTION

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ELECTRICAL

SERVICE REQUIRED: 240 VAC, AC, 1 Phase POWER REQUIRED: 50 Amps at 240 Volts

POWER SUPPLY: 125' 8/4 SO CORD GROUNDING: Via Supply System, Green Wire

MINIMUM HORSEPOWER:	ROLLING BARREL <u>3/4 HP</u>	COME & GO <u>3/4 HP</u>	SPINNER DISC <u>1/2 HP</u>	AIR COMPRESSOR <u>2 HP</u>
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SET UP

1. Select a site for the operation of the attraction after first checking to be sure that this site is not within 25 feet of the nearest point of any overhead wires of any voltage or within 25 feet of the nearest edge of any railroad track or active highway or street or any other obstruction or structure which could be interpreted as hazardous to the operation of the attraction. Park the trailer in near level position on this approved site.
2. Block the trailer wheels for safety and remove the truck tractor.
3. Remove 4 braces from under the trailer and install them in the hitch and tail wing scenery. Re-install the safety R-keys of the proper size as delivered with the attraction in the braces. Remove all stairs and handrails from the storage compartment under the trailer. Lower the bottom scenery on the wings and on the main trailer body.
4. Unpin the support jack legs on the fold-down Come & Go floor. Lower the Come & Go Floor. It will automatically stop in the down position. Adjust the support legs to proper height and re-install the safety R-keys of the proper size as delivered with the attraction in the adjustment pins.
5. Unpin and remove the handrail from the Rolling Barrel exit deck. Install this rail in the Come & Go floor. Unpin the support jack legs on the fold-down Rolling Barrel exit deck. Lower the deck. Adjust the support legs to proper height and re-install the safety R-keys of the proper size as delivered with the attraction in the adjustment pins.
6. Unpin and pullout two supports poles under the entry fold down deck.
7. Fold down the entry deck.
8. Install all stairs and handrails on the fun house. Re-install the safety R-keys of the proper size as delivered with the attraction in the stair attach pins.
9. Raise the three skyboard scenery panels on the roof of the trailer. Raise the top panels which are hinged to the top of the wing scenery while being careful to not let the lower outboard scenery swing down and cause injury or damage. Brace all panels into place with the braces which are provided in racks on the roof and under the trailer. Re-install all safety R-keys of the proper size as delivered with the attraction in the braces.
10. Install the overhead quartz light bars in the four sockets on the back of the skyboard scenery. Install the Laughing Lady and three Pennants on the skyboards.
11. Check all breakers. Place them in the "off" or "disconnect" position. Connect the power supply cord to your 240 volt single phase power source with a capacity of at least 50 amps.
12. Test all emergency lighting, exit signs and the smoke detection system.
SPRINKLER SYSTEM MUST BE CHARGED - PAGE 6
13. Lock all utility doors closed. Lock entry and exit doors in open position.
14. Complete all safety and maintenance schedules in this operation guide.

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PRESCRIBED OPERATING PROCEDURES & LIMITATIONS

1. The attraction must be inspected as prescribed in this manual each day before opening to the public.
2. Enter and exit doors must be pinned or locked in the open position.
3. Each day before operating the attraction, check all stairs and handrails, floors and walls, fun house moving floors and other effects for hazards such as sharp edges, improper connections, cracked welds or damaged materials. Check each fastener within the attraction including S-hooks, chain links, bolts, nuts and other fasteners making certain each is securely fastened and in good condition. In a like manner, check all scenery braces, scenery, stairs and pins making certain that all R-key safety pins have been installed.
THE STORAGE OF ANY COMBUSTIBLE OR FLAMMABLE MATERIAL IN, ON OR UNDER THIS ATTRACTION IS STRICTLY PROHIBITED AND INCLUDES PAPER, WOOD, PLASTICS, FUELS, OILS AND ANY OTHER COMBUSTIBLE OR FLAMMABLE MATERIAL. THE OPERATOR MUST INSPECT TO SEE THAT NO SUCH STORAGE EXISTS DURING OPERATION.
4. At all times of operation, an operator shall be in attendance at the "constantly attended location" which is that area that is within easy reach of the "Emergency Stop" switch located near the Rolling Barrel.
5. The operator of the attraction shall not permit anyone into or onto the attraction with food or drink or canes or prizes or anything else which would detract from their ability to negotiate the walkways with safety.
6. The operator of the attraction shall not permit anyone into or onto the attraction who is under the influence of alcohol or has on their person, lighted cigarettes or other smoking material.
7. The operator shall not permit running within the attraction or any misconduct which might lead to injury or assault.
8. The operator shall not permit more than three persons to be within the Rolling Barrel exit while it is revolving. If more do enter into the barrel, enter the operator shall stop the barrel using the Barrel Stop button. The operator shall not re-start the barrel until the barrel is cleared and it is not occupied by anyone.
9. The operator of the attraction shall not admit any person who has a disabling handicap of a nature that might make it difficult and/or dangerous for that person to negotiate the path of egress within the attraction.
10. The operator of the attraction shall not admit any person who is pregnant.
11. The operator of the attraction shall not admit or any person who is shorter than 42 inches tall, or anyone under the age of 6 years unless accompanied by a responsible adult.
12. The operator of the attraction shall not admit any person not wearing shoes which cover the bottom of the feet and the toes.

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MAINTENANCE

1. Every 30 days; lubricate the two idler wheels on the barrel support bed. These are accessed from the underside at the barrel toward the hitch end of the trailer.
2. Every 30 days; lubricate the two pillow block bearings on the drive axle of the Rolling Barrel. Access is through the door on the tail end of the trailer.
3. Every 30 days; lubricate the two pillow block bearings on the Spinner Disk axle. One bearing is on the roof and the other is beneath the trailer.
4. Every 60 days; lubricate the trailer landing gear and the trailer air brake arm bearings. Check trailer axle bearing oil cup and fill to full line while trailer is parked on level ground.
5. Each day of operation; check all stairs and handrails, floors and walls, fun house moving floors and other effects for hazards such as sharp edges, improper connections, cracked welds or damaged materials. Check each fastener within the attraction including S-hooks, chain links, bolts, nuts and all other fasteners making certain each is securely fastened and in good condition.
6. Each day of operation and before transporting this attraction on the highway; make a visual check of all braces, scenery, stairs and pins to make certain that all R-key safety pins have been installed.
7. Each week; check oil level in air compressor. Add Pennzoil 10W30 only.
Every 30 days; change oil in the air compressor and inspect the drive belt for wear and proper tension.

FASTENER SCHEDULE

All threaded fasteners installed on this attraction are rated Grade 5 or better. R-key safety fasteners are .170 inch diameter wire to fit properly into 3/16 inch holes drilled in all parts. Replacement of these keys must be of this size and quality.

The replacement of any fastener must be of like grade and quality or better.

MOTION AND ENVIRONMENTAL RESTRICTIONS

MAX REVOLUTIONS PER MINUTE:	BARREL 8 RPM	SPINNER DISK 15 RPM
DIRECTION OF TRAVEL:	CCW FACING FROM OUTSIDE	EITHER DIRECTION
MAX. FEET PER SECOND:	N/A	
RIDE DIRECTION:	N/A	
RECOMMENDED BALANCE OF LOADING:	N/A	
ENVIRONMENTAL RESTRICTIONS:	N/A	

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SAFETY SYSTEMS

This FUNNI-FRITE attraction is equipped with an approved smoke detection system. The system is coupled to various electrical devices for safety in case of smoke or fire in accordance with Fire Safety Codes.

If smoke is detected, an initial alarm will sound at the detector. After the initial alarm, the Control system will be alerted and the following will occur:

All moving floors and the rolling barrel will be stopped.

The sound system will be shut off.

The emergency lighting will be turned on.

A piercing alarm will sound at the constantly manned operator station near the exit deck of the rolling barrel. This alarm is to alert the operator of danger within the attraction.

EVACUATION PLAN: IF THERE IS SMOKE INSIDE OR UNDER THIS ATTRACTION

EVACUATE THE ATTRACTION IMMEDIATELY

THE OPERATOR OF THE RIDE MUST ENTER THE RIDE AND GUIDE ALL PERSONS TO ONE OF THE TWO DOORS OF THE ATTRACTION. ASSIST THE EVACUATION IN AN ORDERLY FASHION WHILE TRYING NOT TO INCITE PANIC. WALK THE ENTIRE LENGTH OF THE ATTRACTION FROM THE ENTRANCE TO THE EXIT TO MAKE CERTAIN THAT ALL PERSONS HAVE EXITED. ALERT THE FIRE DEPARTMENT AND/OR OTHER AUTHORITIES.

CAUTION: DO NOT ATTEMPT TO RESET THE SYSTEM UNTIL THE SOURCE OF THE SMOKE HAS BEEN IDENTIFIED AND CORRECTED AND YOU ARE ABSOLUTELY SURE THAT NO DANGER FROM FIRE EXISTS.

SYSTEM WILL NOT RESTART UNTIL IT HAS BEEN RESET AND IS NO LONGER IN "ALERT".

If the cause of the smoke is identified and corrected and no longer poses a threat of injury or death, the operator may reset the system. The operator must enter the ride and unlock the Panel Room door. Depress the button marked "RESET" on the smoke alarm control panel. All systems will then re-start when the operator returns to the constantly attended location and depresses the "start" button.

THE SYSTEM WILL NOT RE-START UNTIL THE SMOKE DETECTOR IS CLEARED OF SMOKE PARTICLES.

In addition to the automatic system, a manual "EMERGENCY STOP BUTTON" has been supplied at the constantly manned operator station for manual shut-down of the moving floors, the Rolling Barrel and other effects. This switch also shuts off the sound system and turns on the emergency lighting. It will not cause the operator alarm to sound.

The automatic system can be tested with a smoke emitting object such as an ignited small piece of cardboard. The smoke must be heavy enough to be captured and retained by the smoke detection head. Slight amounts of ambient smoke or other particles generally will not activate the system.

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FIRE SUPPRESSION SYSTEM

THIS FUNNI-FRITE ATTRACTION HAS BEEN EQUIPPED WITH AN APPROVED FIRE SUPPRESSION SPRINKLER SYSTEM. IT IS YOUR DUTY TO MAINTAIN THE SYSTEM IN PROPER WORKING ORDER.
TO LOAD THE WATER INTO THE SYSTEM:

1. CLOSE THE VALVE MARKED "AIR PRESSURE" ON THE AIR LINE FROM THE COMPRESSOR
2. OPEN PET COCK ON THE TOP OF THE WATER RESERVE TO BLEED AIR PRESSURE FROM TANK
3. OPEN PET COCK AT THE END OF THE SPRINKLER LINE IN THE TRICK UTILITY ROOM
4. CONNECT GARDEN HOSE TO HOSE FITTING, OPEN VALVE AND FILL LINES AND TANK
5. CLOSE BLEED VALVE IN TRICKS ROOM WHEN LINES ARE FULL
6. TURN WATER VALVE OFF WHEN WATER REACHES LEVEL OF PET COCK ON TOP OF WATER TANK
7. CLOSE PET COCK ON TOP OF WATER TANK
8. OPEN AIR PRESSURE SUPPLY VALVE TO CHARGE SYSTEM

The Fire Suppression Sprinkler System works on air pressure over water and provides an portable system which is ready for activation at any time. This is a "Stand-alone" system that requires no additional connections. Compressed air is supplied by an on-board, remote mounted, air compressor. The compressed air which is supplied to a reserve air chamber is locked in at 100 psi by a check valve and cannot escape. This keeps the system in a constant "ready" state.

If the air pressure in this vessel falls below 50 psi, a pressure switch installed on the trunk line of the sprinkler system senses the pressure drop and reports it as an emergency to the fire control panel.

Likewise, if the water level in the pressure vessel falls below the prescribed "full" level, an electronic water level control senses the low water level and reports it as an emergency to the fire control panel.

Additionally, if the water flow is activated by an actual fire or damaged system component, a flow switch installed in the trunk line of the sprinkler system senses the flow and reports it as an emergency to the fire control panel.

All three of the above safety control devices report to the fire control panel as zone four. After the initial alarm, the Control Panel will be alerted via the wiring circuit and the following automatic operations will occur.

All moving floors, if so equipped, will be stopped.

The rolling barrel, if so equipped, will be stopped.

All other confusing sounds and visuals in the attraction will be stopped.

The stereo sound system will be shut off.

The emergency lighting system will be activated.

A piercing alarm will sound at the constantly manned operator station of the attraction.

Once the alarm system has been activated, the attraction will remain deactivated until the operator enters the attraction for inspection. To re-activate the attraction in the event of a false alarm, the problem must be located and corrected. Then the button marked "RESET" on the smoke alarm control panel, which is located inside the locked control room, must be depressed. All systems can then be re-started if the Sprinkler System problem is corrected. To re-start the systems, the operator must return to the operator station and depress the "START" button.

IN TEMPERATURES BELOW 32 DEGREES FAHRENHEIT (0 DEGREES CELSIUS), THE SYSTEM MUST BE CLEARED OF WATER AND A 75% EDIBLE (U.S.P.) GLYCOL - 25% WATER MIXTURE MUST BE INSTALLED IN THE SYSTEM TO PREVENT FREEZE DAMAGE.

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CLOSING THE ATTRACTION

EACH DAY AT CLOSING

1. Move the Barrel operator switch to "Off".
2. Depress the "Emergency Stop" switch.
3. Enter the attraction through the Barrel and up the stairs into the main room.
4. Unlock the "Tricks" room and inspect for damage and debris.
5. Lock the "Tricks" room and the Door through you just entered.
6. Walk to the "Entry" door and inspect for damage and debris as you go.
7. Unlock the "Utility/Panel" room door and inspect for damage or debris.
8. Move all circuit breakers to "Off" position on the "Main" panel.
9. Move the "Main Circuit Breaker" to "Off" position in that panel.
10. Emergency lighting system should now be "On".
11. Depress "Battery Saver" yellow switch. Emergency lighting will shut off.
NOTE: The lighting system will automatically reset when power is next applied.
12. Remove all debris especially paper and plastic products.
13. Leave the room through the "Entry" door. Lock that door.

BEFORE TRANSPORTING TO ANOTHER LOCATION

On the Ground

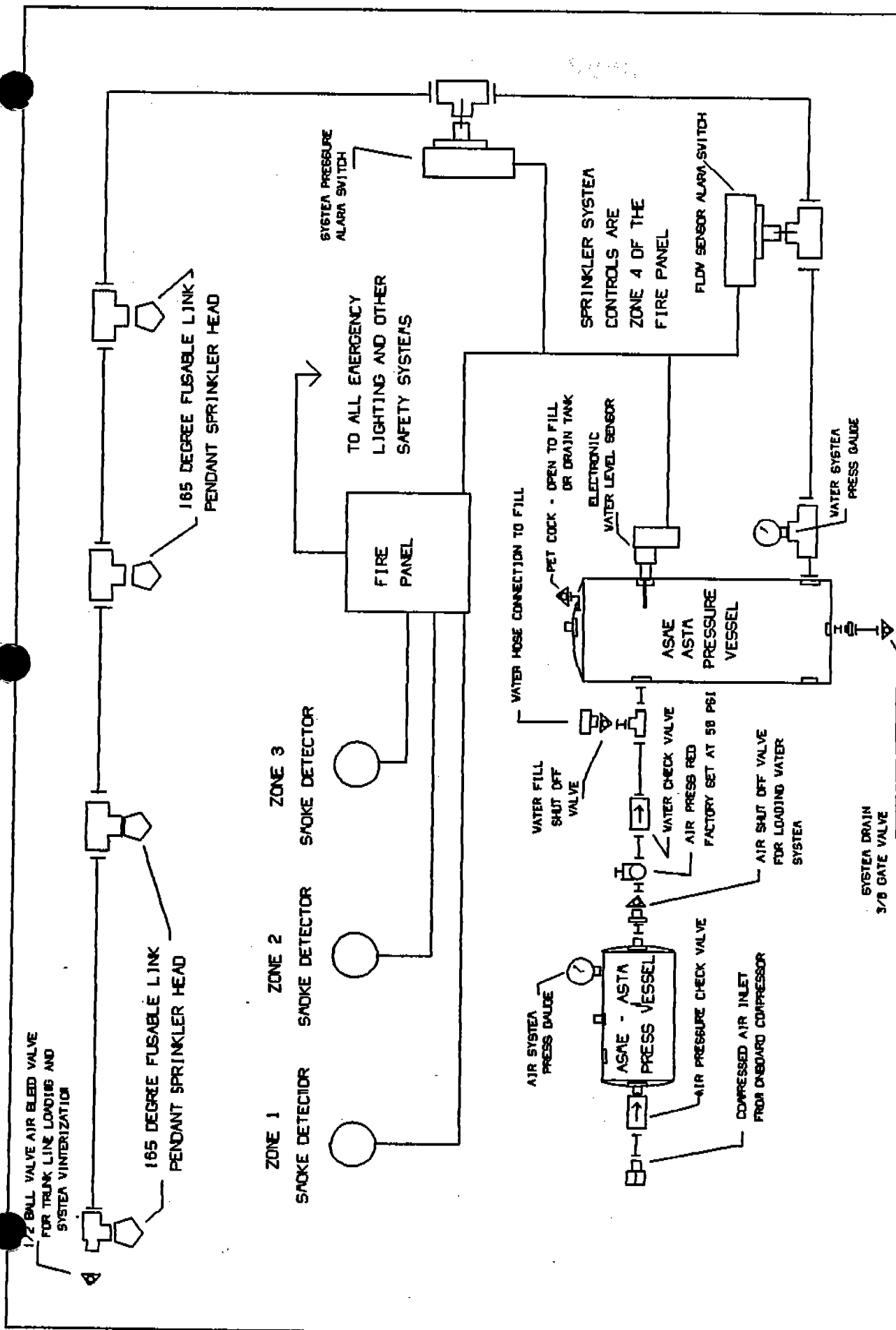
1. Remove all stair handrails and store them in the "Tricks" room racking.
2. Disconnect the Power Service Cord and retract it into the Utility Room.
3. Remove 12' braces from the "Outboard" scenery on the end of the each wing.
4. Rack these braces in the racking under the back of the trailer.
5. Fold and pin the "Outboard" scenery to the wings.

On the Roof

6. Be aware of your overhead surroundings. Obstructions and power lines can kill.
7. Unplug the quartz light fixtures and the Laughing Lady. Close the receptacle covers.
8. Remove the Flags and the Laughing Lady.
9. Store the Lady on the rack inside the "Enter" door atop the handrail.
10. Store the Flags in the racking in the "Tricks" room.
11. Remove one 8' brace from the top of the "Wing" trailer hitch end scenery.
12. One person hold the "Skywing" scenery, another remove the brace and lower that scenery.
13. Do the same at the tail end of the trailer.
14. Rack the four braces in the racking provided toward the hitch end of the trailer.
15. Remove one brace from the hitch end "Skyboard" and place it in the racking.
16. The 5 place racking should now be full. Install all R-keys to secure the braces.
17. Remove the other brace from the hitch end "Skyboard" and lower that scenery.
18. Rack the last removed brace in the racking at the tail end of the trailer.
19. Remove braces on the center "Skyboard" scenery and rack it and the braces.
20. Remove braces on the tail "Skyboard" scenery and rack it and the braces.
21. Remove the four quartz light mount poles and rack two on each end of the trailer roof.
22. Secure each "Skyboard" scenery panel with two R-keys in the provided rack stands.

On the Ground

23. Remove all steps and lay them aside.
24. Raise the 5 hinged lower bally panels and install two R-keys in each.
25. Remove the 2 small bally panels and rack them in the barrel room.
26. Remove the Barrel Exit Deck Handrail and rack in position inside the barrel room.
27. Raise and pin the Barrel Exit Deck.
28. Remove handrail from "Come & Go" floor and rack it on the outside of the barrel deck.
29. Remove pins from Barrel Deck Support legs and re-pin them in the retracted position.
28. Tip the "Come & Go" floor up and under the trailer.
30. Pin the support legs in the retracted position. These lock the floor under the chassis.
31. Remove loose Bally Panel from under the entry and rack it over the "Come & Go" Floor.
32. Raise the Enter deck and rack it in the up position.
33. Retract the Enter Deck supports and pin them into place.
34. Remove the last two braces from the wings and rack them under the trailer.
35. Check all and look for overlooked items. Check all racking and R-key installation.
36. Connect Tractor/truck and check all lighting, brake systems, tires and etc.

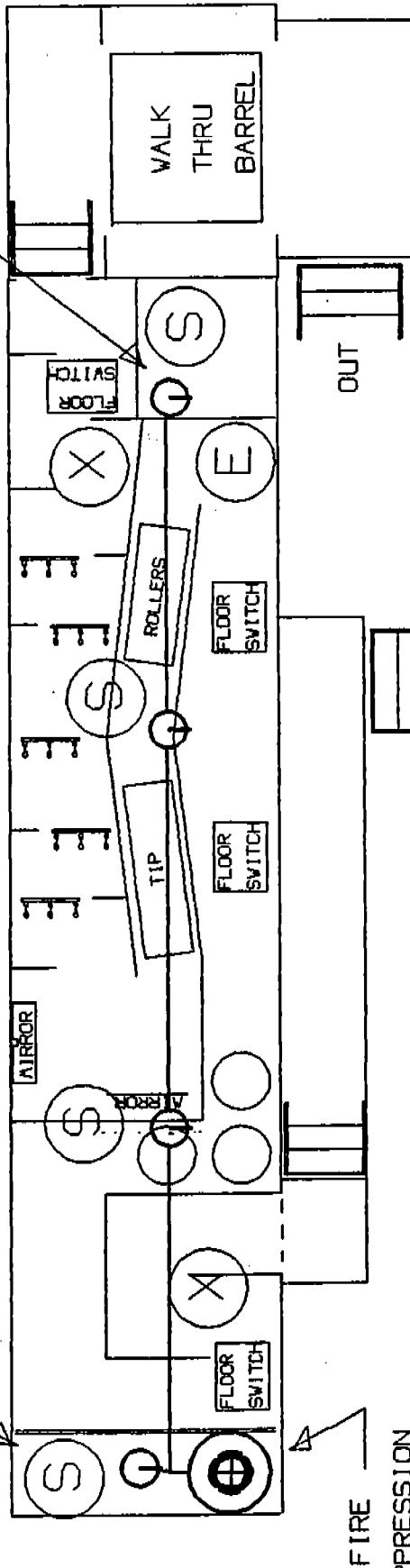


FLOOR PLAN

WKT-15X SERIES

THIS ROOM ALSO
HOUSES ALL
UTILITIES AND
EMERGENCY
SYSTEMS

LOWEST PRESSURE AT
LAST SPRINKLER HEAD
IS 17 PSI



ENTER

OUT

PERSONS INSIDE THIS ATTRACTION
CAN BE SEEN FROM THE MIDWAY.

NO WALLS ARE ERRECTED IN THE FUN HOUSE
AREA EXCEPT TO PROTECT THE CONTENTS OF
THE UTILITY CONTROL ROOM AND THE TRICK
CONTAINMENT ROOM. THE DOORS ARE TO BE
LOCKED OPEN DURING OPERATION AND THE
WINDOWS CANNOT BE CLOSED.

(S) - SMOKE DETECTOR

(X) - LIGHTED EXIT SIGN

(E) - 12 VDC EMERGENCY LIGHTING