



rugged. interactive

WallRider

Order and Installation Manual

For models from January 2019 onwards



Rugged Interactive

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Section 1 – Ordering Process

1.1 - Need to Know

Installation manual purpose and limitations

This manual is intended to provide guidance only, the installation of the Rugged Interactive product will be under your control. You will be responsible for making sure, upon completion of the installation, it is safe to use. As always, we are here to support you, please get in touch if you are in any doubt.

Regulations

Some countries and states have regulations which may be applicable to the Rugged Interactive products, it is your responsibility to check that the product complies with such regulations. This should be conducted during the planning phase for the installation location.



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1.2 - Order and Installation Checklist

- Contact the Rugged Interactive sales team or a partner / distributor to begin the process.
- Confirm the invoice and delivery address along with date required (lead time is at least 5 weeks), VAT number required for export customers.
- Complete site survey.
- Send purchase order or confirm order.
- Make first payment.
- Discuss graphic requirements and provide logos and branding guidelines.
- Approve graphics.
- Make second payment (required a week before dispatch).
- Schedule time and team members for installation.
- Before install, confirm all tools and components are prepared.
- Organise shipment (Customer collection or delivery organised by Rugged Interactive).
- Receive your order.
- Install the product.
- Test and complete installation checklist.
- Train the team on how to use the product.
- Sounds can be heard when the targets are hit.
- Reveal your new Rugged Interactive product to your guests and customers!



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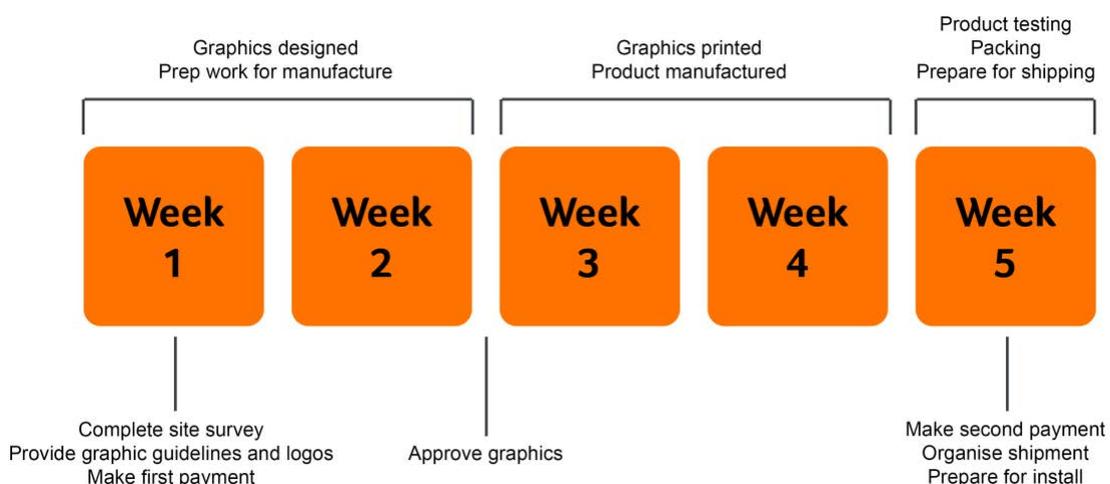
1.3 - WallRider Overview

An interactive target challenge to transform Walk-the-Wall installations. With the use of creative backdrops and this technology it can turn Walk-the-Wall into a major attraction.

With three different game programs, it is suitable for advanced users and beginners alike. A standard WallRider consists of 8 x bulletproof target pads, 1 x HUB display and sound unit with all the cables supplied. It is easy and quick to install to any suitable wooden wall with a cavity behind it.



1.4 - Order and Installation Timeline



*We do our best to ensure orders are ready on a five-week lead time, however during busy periods or for large orders, the lead time may be longer than outlined here. Lead time will also be affected by graphics guidelines, approval and payment delays.



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1.5 - Getting Started

New Parks

During the design process for the new park, incorporate the intended products into the design, product specifications can be found within this manual for the relevant product and CAD files can be supplied upon request.

Existing Parks

When retrofitting existing parks, all specifications can be found within this manual or CAD files are available at request. If further information is required, please get in touch and we will be able to provide further information and guidance.

1.6 - Place Order

To begin the order process with Rugged Interactive:

Email:

Sales@rugged-interactive.co.uk

Or call the Sales Office:

+44 (0) 7585 955 184

HQ/Production Address:

Unit 1 Callywith Court
Callywith Ind. Estate,
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Sales Office Address:

Rugged Interactive,
Future Space,
UWE North Gate,
Filton Road,
Bristol,
UK
BS34 8RB



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Section 2 - Safety Guidelines

2.1 Installation Safety Guidelines

Before installing any Rugged Interactive product, please read the following:

Dos:

- Ensure that a Site Survey form has been completed prior to installation.
- Have ready suitable equipment, tools and/or man power.
- Observe correct manual handling techniques whilst moving and installing the equipment.
- If being installed onto a wall, the product **MUST** be mounted onto a wall of a construction capable of supporting its weight and gameplay. If possible, avoid stud walls or unsupported portal infills. If in doubt always contact a suitably qualified surveyor to check.
- Visually check the product for any signs of damage, component failure and/or missing parts.
- To prevent electric shock, keep all electric components away from contact with water.
- Ensure to take anti-static precautions.
- Wear appropriate clothing: do not wear loose clothing or jewellery.
- Long hair should be tied back.
- Tidy back loose cables that could become a tripping hazard.
- Ensure that the playing area is clear.
- Immediately inform Rugged Interactive for maintenance advice if you have concerns.

Don'ts:

- Do not wear shoes with leather soles or high heels.
- Do not use any tools that are not specifically recommended by the manufacturer.
- Do not use the surface of the trampoline to balance ladders or alike.
- Do not distract others while they are installing the product.

2.2 In Play Safety Guidelines

Please ensure you read the following points before using the equipment:

This activity can be great fun, but it can also be dangerous. There is a risk of serious injury if care is not taken when using the equipment. Use of this equipment is physically demanding: this is a high-impact, full body activity which requires intense focus, awareness of your body's strengths and limitations, awareness of the environment around you and extreme caution.

Dos:

- Before beginning any exercise program, it is recommended that you consult with your doctor.
- Children under the age of 7 years must always be supervised by an adult (over 16 years) when using the equipment and/or recommended accessories.
- Visually check the equipment before using it for any signs of damage, component failure or loose cables that could become a tripping hazard. Report any concerns, e.g. loose or damaged equipment, to a member of staff immediately.
- Ensure you familiarise yourself with any additional facility rules that may apply.
- Ensure that the play area in front of the equipment is clear before attempting to participate.
- Only participate if you are in good physical condition. Participate only within your capabilities / recommended exercise level.
- Wear appropriate clothing.
- Remove all items from your pockets prior to participation.
- Long hair should be tied back.
- Before use, loosen up with warm up exercises and stretches.
- Practice being in control of your bounce before using the equipment. Always remain in control. Uncontrolled jumps or falls are likely to result in injuries to yourself and/or others.
- Only those participating are allowed in the activity area. If waiting to participate, stand back at a safe distance from the equipment.
- Make sure you have control before leaving the trampolines, obstacles or activity equipment.
- Report any unusual or inappropriate behaviour to a member of staff immediately.
- If you get tired, leave the equipment / activity area and take a break.
- If you feel any pain, dizziness, nausea or any other abnormal symptoms, STOP YOUR WORKOUT IMMEDIATELY. Consult your doctor immediately. Incorrect or excessive training may lead to injuries.

Don'ts:

- No more than one active user on a single trampoline at any one time.
- Do not attempt to use any of the equipment without undertaking instruction / training carried out by an appropriate instructor.
- Do not participate if you are unwell or have any pre-existing medical conditions including heart, back, neck, bone and/or muscle conditions.
- Do NOT work to exhaustion.
- Do not participate if you are or maybe pregnant.
- Do not wear loose clothing or jewellery (including studs and watches). Clothing should not have any hard or sharp points (such as buckles, studs, toggles or alike).
- Do not wear shoes with leather soles, high heels, sandals, boots or bare feet.
- No food, drink or chewing gum during participation.
- No phones or cameras in the activity area.
- Do not leave clothing or personal belongings around the activity areas.
- Do not participate under the influence of alcohol and/or drugs.
- Do not attempt any move beyond your own skill level.
- Never attempt flips or other extreme moves unless you know you are capable and have had the appropriate training.
- No double flips, triple flips, diving or gainers, even if you are capable.
- Do not distract others while they are using the equipment.
- Do not attempt to catch anyone who may fall.
- Do not sit, lie, stand or rest under the activity equipment and/or surrounding padding/mats.
- Never lean on, jump on, climb, grab, or lift any safety pads or safety nets.
- Do not use any accessories that are not specifically recommended by the manufacturer. These might cause injuries or cause the equipment to fail.



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Section 3 - Installation

3.1 - Parts List

Please check off the received parts for the installation and alert Rugged Interactive immediately if anything is missing.

- 8 x Targets.
- 1 x Hub display assembly.
- 8 x 10m target connection cables.
- 56 x M8 x 50mm Button socket fixing bolts.
- 56 x M8 Nyloc nuts.
- 56 x M8 Penny washers.
- Manual.

3.2 - Tools and Components List

Arrange the necessary tools and the team to install the product.

- Ladder.
- Spirit level.
- Jigsaw.
- Industrial vacuum cleaner.
- Dustpan and brush.
- SDS impact drill.
- Cordless drill – with torque adjuster to avoid over-tightening the screws.
- A set of No.2 Pozi bits.
- A set of screwdrivers.



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3.3 - Installation Overview

Below is an overview of the steps needed to install WallRider. More detail for the process is provided in the following pages. Please read through ALL of this prior to beginning the installation and if you are in any doubt, contact Rugged Interactive.

If you have any concerns on how or what the product is installed to, contact a structural engineer prior to beginning the installation.

STEP 1: Mark out recesses for eight targets and one scoreboard.

STEP 2: Cut recesses for eight targets and one scoreboard.

STEP 3: Mount scoreboard.

STEP 4: Run cables.

STEP 5: Mount targets.

STEP 6: Turn on WallRider system.

STEP 7: Test.

STEP 8: Check all is secured.

STEP 9: Stress relief cables.

STEP 10: Enjoy WallRider!



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3.4 – Detailed Installation

Read this manual **before** installing the WallRider units.

Installation Guidelines:

- Complete a **Site Survey** form prior to delivery and/or installation.
- Send a completed **Installation Checklist** after any installation back to Rugged Interactive.
- A typical installation should take 2 people about 4 hrs.
- The wall surface must be flat over the area of the wall.
- A suitable electricity supply should be available within 1000 mm (110 - 230V 13A).
- Avoid trapped and/or pinched cables.
- No obstructions or protrusions in the installation area: e.g. skirting boards, pipes, cables and wiring conduits.
- Minimum required wall height 2m.
- A 510mm x 250mm hole (+3 / - 0) will need to be cut from the plywood for each of the targets to be fitted.
- A 510mm x 490mm hole (+3 / - 0) will need to be cut from the plywood for the score box
- A minimum of 70mm of space is required behind each target and the scorebox.
- Avoid trapped and/or pinched cables.
- Use good practice when running data cables to and from products, external pods and sensors. Support long cables at least every 50 cm and provide adequate strain relief for connection points.
- To prevent electric shock, keep all electric components away from contact with water.
- **IMPORTANT:** Take anti-static precautions.

Structure:

- The targets must be mounted to a flat/level construction capable of supporting its weight and gameplay.
- Mount onto minimum of 18 mm plywood mechanically mounted to a framework.
- Avoid clashing the uprights with fixing holes.
- Do not fix to plasterboard faced partition. Avoid stud walls or unsupported portal infills.

Fixings:

- The manufacturer will supply fixings.
- All fixings must be tight and secure.

Required Tools and Consumables:

- A spirit level.
- Jigsaw.
- An industrial vacuum cleaner.
- A dustpan and brush.
- A SDS impact drill.
- A cordless drill – with torque adjuster to avoid over-tightening of screws.
- A set of No.2 pozi bits.
- A set of screwdrivers.

Suggested Extras:

- 3 m of self-adhesive 'mini' box trunking to secure the power cable.
- An extension cable in case the power supply is not within 1000 mm Hub / Scoreboard.
- Cleaning cloth and gentle cleaning spray.

Installation:

- Layout of the WallRider targets is at the discretion of the installer / park constructor.
- Works well having targets 1 to 4 on the front wall in a line and side targets 5 to 8 spread evenly across one or two side walls. (**See figure 3.4.1 – 3.4.4 for possible layouts**)
- Recommended target spacing 200 – 300mm.
- Recommended height for the lowest target 500 – 750mm from trampoline bed.
- Take into consideration individual trampoline park primary user groups and the relative bounciness of trampolines when determining the installation height.
- Minimum wall height 2m.
- Please consider the position of the display box when surveying an area in preparation for installation.
- Positioning the display box away from the main usage area of the wall should be considered. Although tough and structurally secure, the display box is not designed to be hit.
- For maximum visibility, mount the display box on the same plane / surface as the game selection sensors.
- Fix HUB using any suitable self-tapping or wood screws into the surface material. The HUB should be recessed to be flush with the surface.

Operating Environment:

- Keep out of direct sunlight; bright sunlight can affect the LED visibility.
- Keep indoors and dry.
- Optimum ambient temperature: 5°C to 30°C. Avoid extreme fluctuations of temperature.

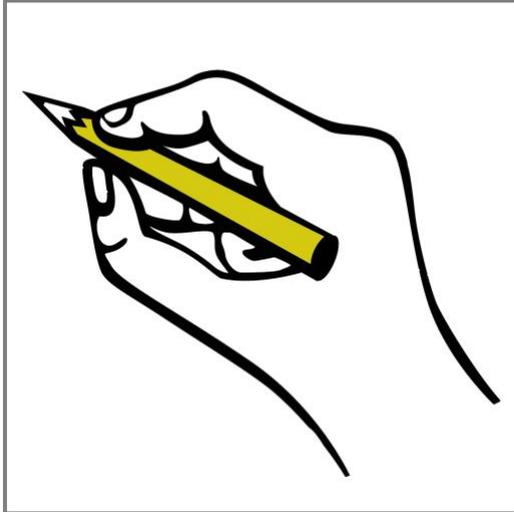
Other Recommendations:

- A waiting / spectating area positioned nearby is advised.
- A leaderboard to go with each unit is highly recommended.

IF YOU ARE IN ANY DOUBT, CALL RUGGED INTERACTIVE DIRECTLY ON +44 (0) 1726 833 882

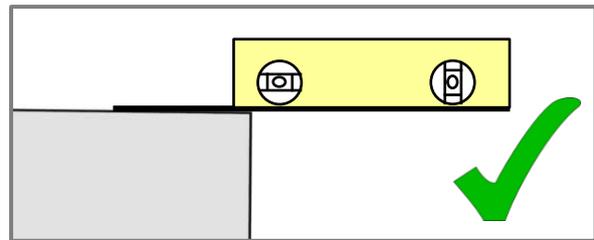
WallRider Installation

01



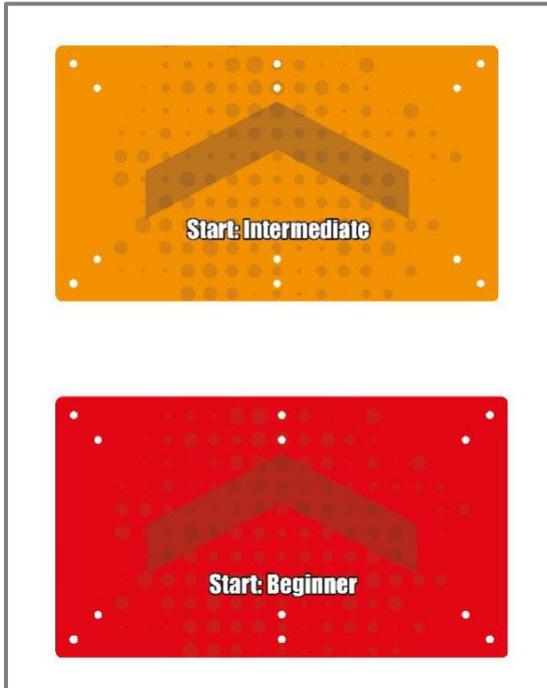
1. Mark out and cut the recesses for eight targets and one score box

02



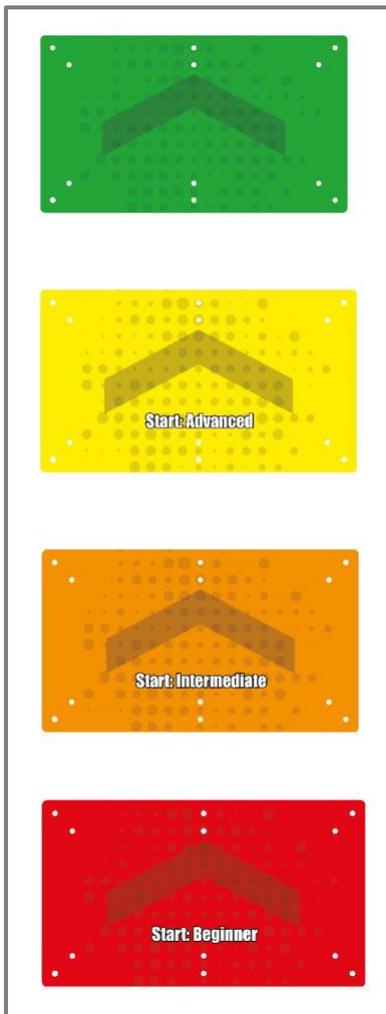
2. Mount score box, this contains eight hanging cables for the targets, connect the CAT5 cables into their corresponding positions on the HUB.

03



3. Run the cables to the positions they are required for the targets. Please note, cable 1, 2 and 3 operate the quick start game functions, therefore these targets should be positioned in a suitable location.

04



4. Connect the loose ends of the CAT5 cables into their corresponding targets. Mount the targets.

5. Turn on the product.

6. Check that the Quick Start games are illuminated and that they start the correct program. This will ensure that the targets are connected correctly.

7. Once all targets are connected correctly, ensure they are fully secured (NB: Do not overtighten grip screws.)

8. If possible, stress relief all cables every 50cm.

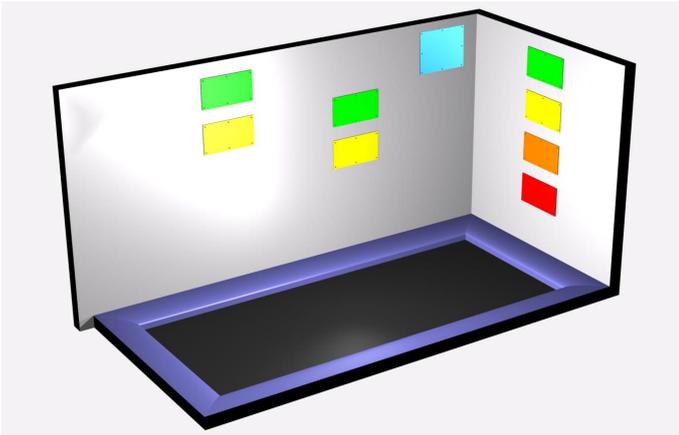


Figure 3.4.1: A Possible WallRider Layout

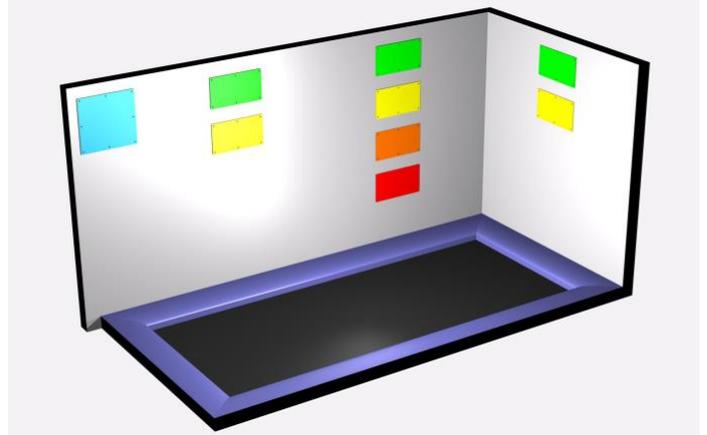


Figure 3.4.2: A Possible WallRider Layout

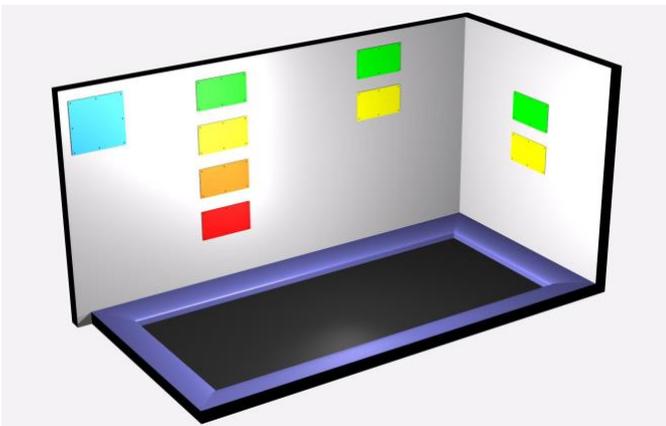


Figure 3.4.3: A Possible WallRider Layout

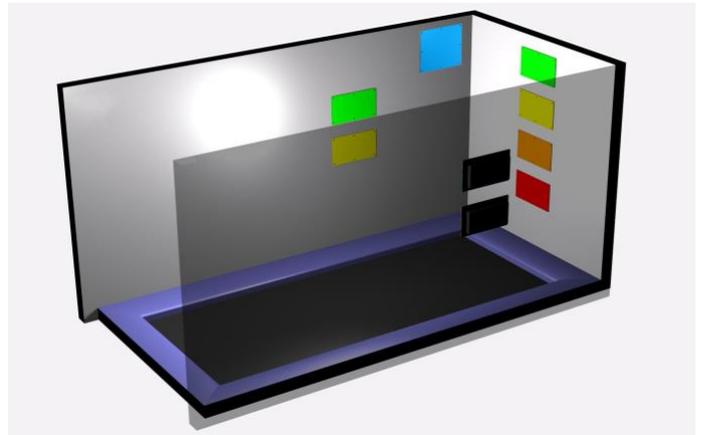


Figure 3.4.4: A Possible WallRider Layout

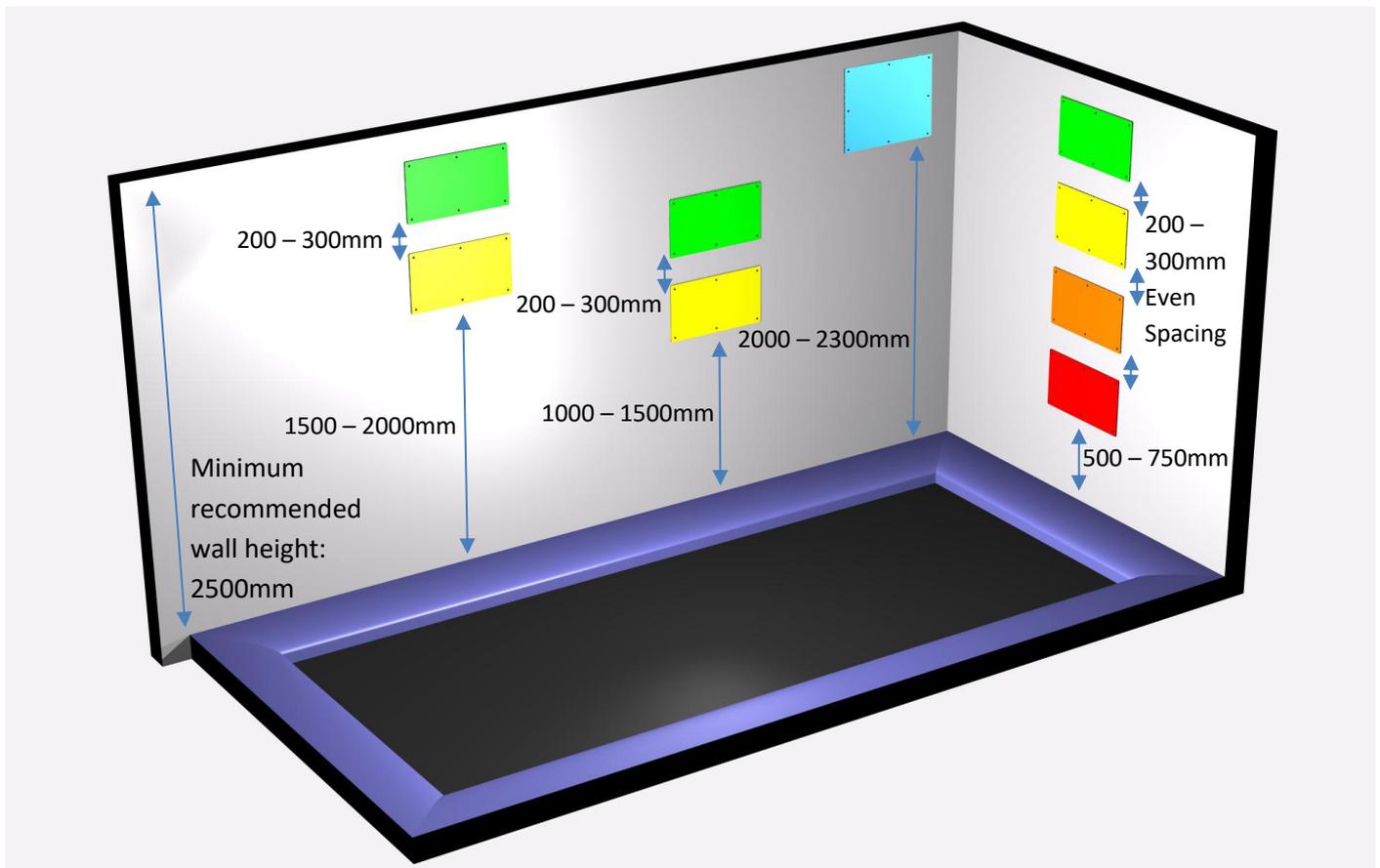


Figure 3.4.5: Recommended WallRider installation heights.

(Installation layout and heights are at the discretion of the installer. Wall heights and primary user groups should be considered. We recommend having the scoreboard in a location visible for the player when using the main 4 targets.)



Figure 3.4.6: Typical WallRider Installation

Adjusting the Sensitivity

Notes:

- A small flat-bladed screwdriver is required.
- Do not over tighten, this can damage the sensors, a maximum of a quarter turn in the appropriate direction should be made each time before retesting.

The sensitivity should be checked and if necessary, adjusted after installation of the targets. Each target has its own sensor, so each one should be checked.

To adjust the sensitivity, locate the hole on the reverse of the targets. There will be a screw as can be seen in **Figure 3.4.7**. Using a small flat-bladed screwdriver turn the screw in the desired direction, clockwise to increase the sensitivity, Anti-clockwise to decrease. Turn a quarter turn before retesting the sensitivity and repeat if required.

Do not over tighten the screw, this can damage the sensor.



Figure 3.4.7: Location to adjust the sensitivity



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Section 4 - How to Use

On power up, WallRider will sound a 'laugh' and will turn to its idle state.

WallRider has **three programs**:

1. **Beginner** – 1 minute
2. **Intermediate** – 1 minute
3. **Advanced** – 1 minute

The **targets** shown in **Figure 3.1** are QuickStart options for the programs.

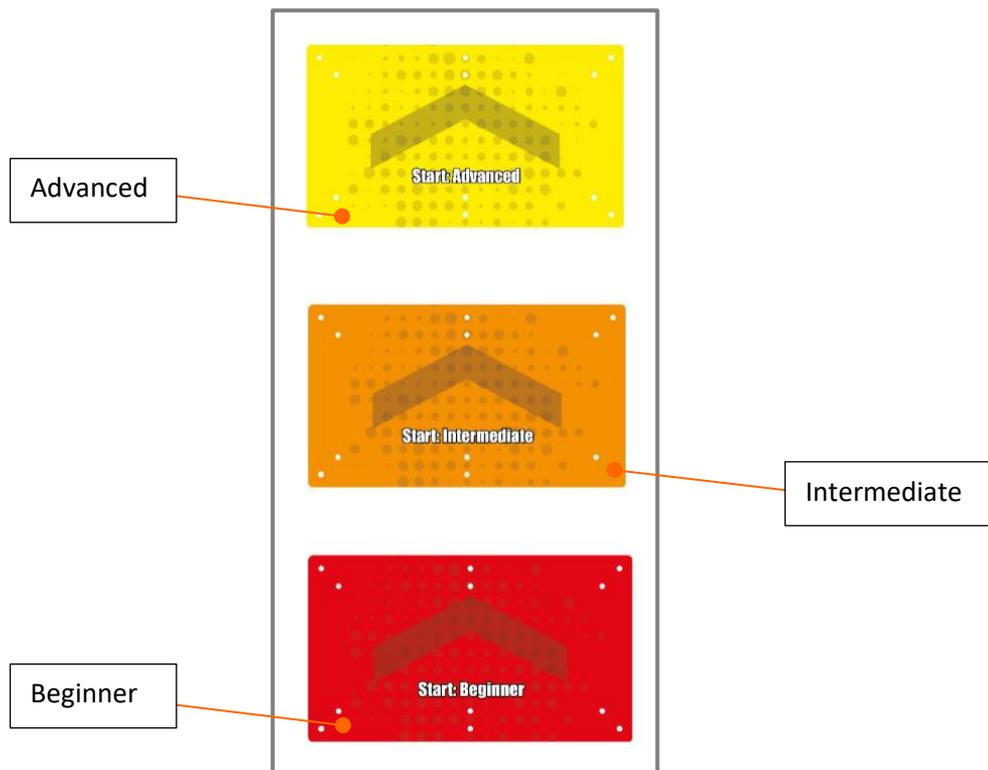


Figure 3.1: WallRider QuickStarts



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Section 5 - Programs Guide

Beginner

- Summary:** For learning the basics in walk-the-wall teaching control and coordination.
- Gameplay:** Played on just the four targets located on the front wall. The targets will illuminate one at a time and follow a sequence, training the user's ability to move up and down the wall.
- Aim:** To clear as many illuminated pods as possible within the given time limit.
- Scoring system:** +1 for the red target, +2 for the orange and yellow targets, +3 for the green target.
- Duration:** 1 minute

NOTE: If at any time WallRider behaves unexpectedly during gameplay, wait for at least 60 seconds for the unit to reset to its idle state.

Intermediate

Summary: A clear out stamina and control building challenge moving the user between walls.

Gameplay: All targets are active, and the objective is to clear all the illuminated targets, the game cycles through a sequence of all targets being illuminated, just the side walls, just the front wall then back to all being illuminated. This sequence repeats throughout the duration of the game.

Aim: To clear as many illuminated pods as possible within the given time limit.

Scoring system: +1 for the red target, +2 for the orange and yellow targets, +3 for the green target.

Duration: 1 minute

NOTE: If at any time WallRider behaves unexpectedly during gameplay, wait for at least 60 seconds for the unit to reset to its idle state.

Advanced

- Summary:** Aimed towards advanced users with all targets available this is a pure speed and reaction challenge which also tests peripheral vision.
- Gameplay:** All targets are available; a single target will illuminate for the user to hit. The sequence will move from a random target on the front wall to a random target on the side walls, repeating this sequence throughout the game.
- Aim:** To clear as many illuminated pods as possible within the given time limit.
- Scoring system:** +1 for the red target, +2 for the orange and yellow targets, +3 for the green target.
- Duration:** 1 minute

NOTE: If at any time WallRider behaves unexpectedly during gameplay, wait for at least 60 seconds for the unit to reset to its idle state.



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WallRider System Specifications

Dimensions and Weights:

	Approx. Shipment Details		Fully Assembled Details	
	Size (mm)	Weight	Size (mm)	Weight
WallRider Target (<i>single unit</i>)	-	-	600 x 75 x 340	5 kg
WallRider Score Box (<i>single unit</i>)	-	-	600 x 75 x 580	6 kg

Other Specifications:

Power Supply: AC: 110-230V, 50-60Hz, 13A

Warranty: 1 year on electronics. 3 years on all other parts.

Regulatory Requirements: CE Approved.

Operating Environment:

Indoors: keep dry and out of direct sunlight.

Mount to a wall of a suitable construction.

Optimum ambient temperature: 5°C to 30°C. Avoid extreme fluctuations of temperature.

Other:

All parts designed for easy maintenance.

If you have any concerns, please contact Rugged Interactive.

Cut out sizes:

Each target and the HUB/Score box will require a recess cut out of the wall for them to sit flush to the wall.

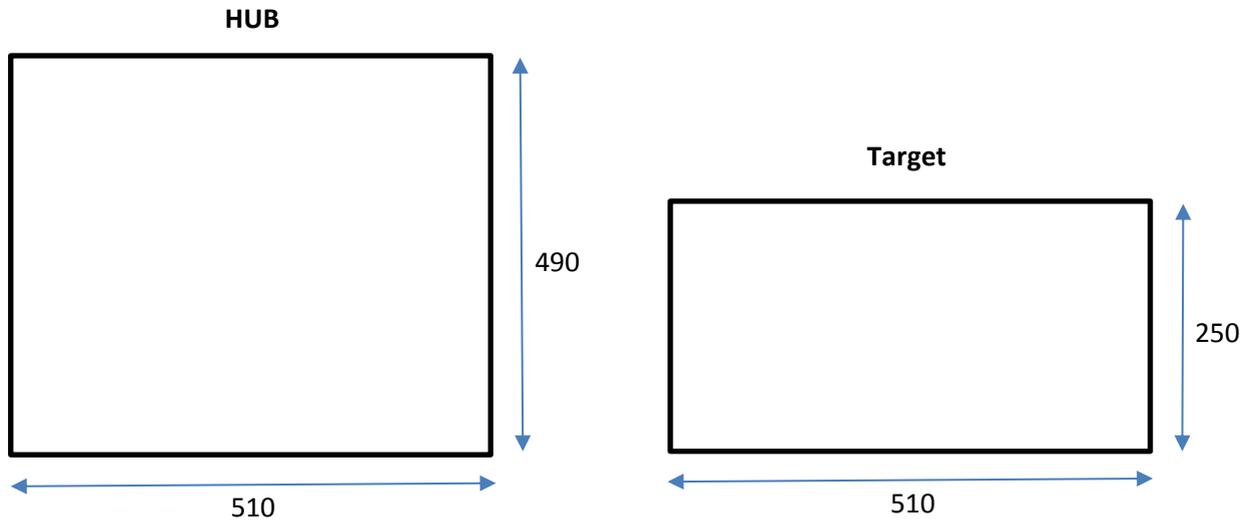


Figure 1: Score box and target cut out size required for installation. (+3 / - 0) cut tolerance.
(Dimensions in mm)

Mounting Points and Dimensions:

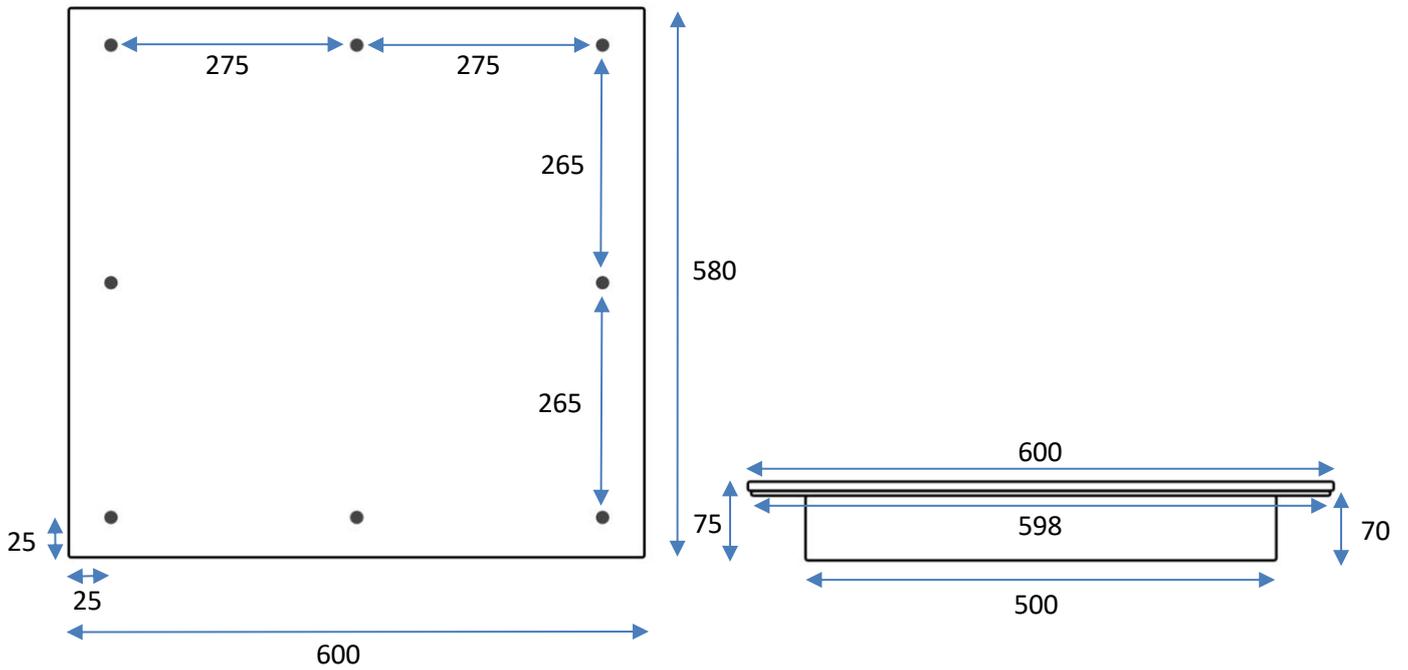


Figure 2: Score box Mounting Points and Dimensions
(Dimensions in mm)

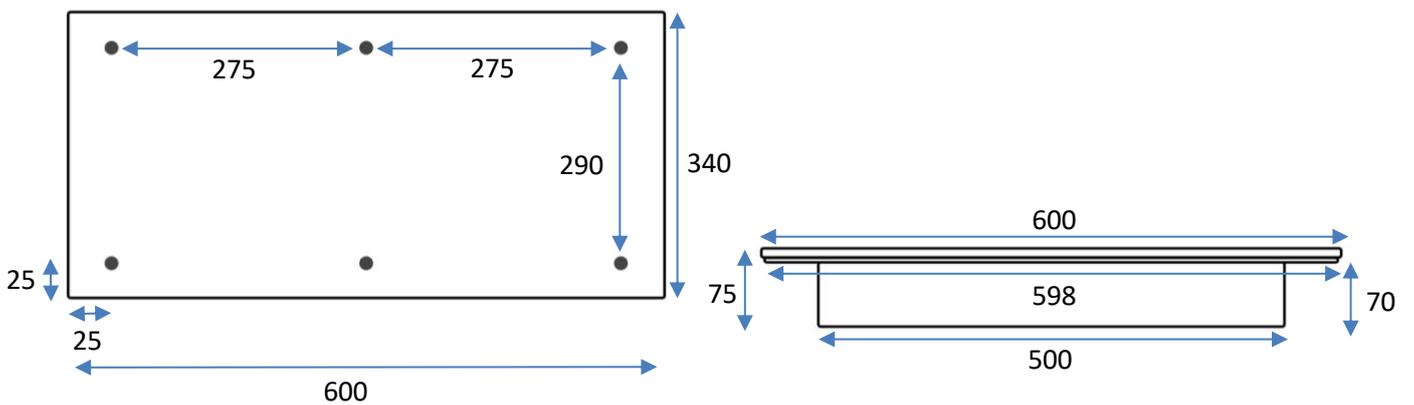


Figure 3: Target Mounting Points and Dimensions
(Dimensions in mm)



■ Features

- Universal AC input / Full range
- 2 pole AC inlet IEC320-C8
- Medical safety approved (2 x MOPP between primary to secondary)
- Suitable for BF application with appropriate system consideration
- Low leakage current <50uA
- No load power consumption<0.1W
- Energy efficiency level VI(Except 5~9V for Level V)
- Comply with EISA 2007/DoE,NRCAN, AU/NZ MEPS, EU ErP and meet CoC Version 5
- Built-in active PFC function
- High efficiency up to 91.5%
- Fanless design with -30~+60°C working temperature
- Class II power (without earth pin)
- Protections: Short circuit / Overload / Over voltage / Over temperature
- Fully enclosed plastic case
- LED indicator for power on
- 100% full load burn-in test

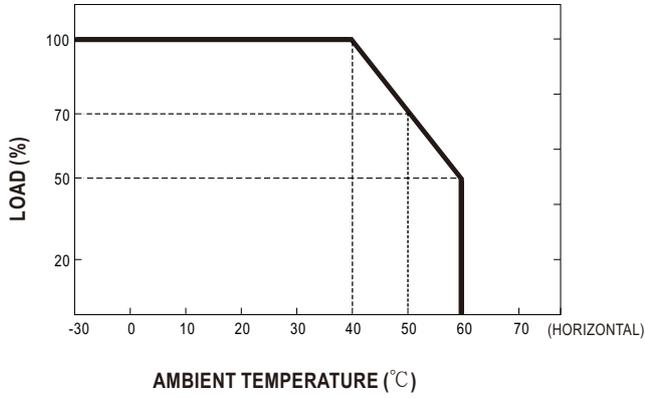


SPECIFICATION

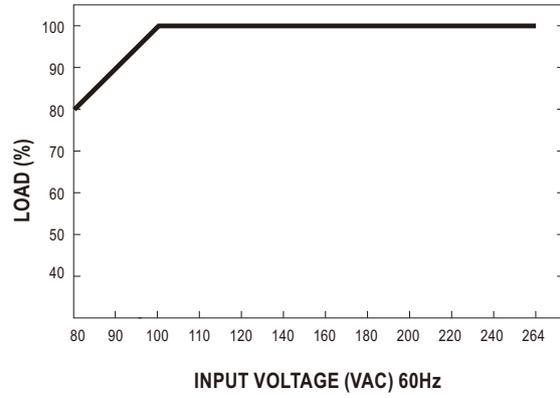
PRODUCT		GSM60B12-P1J	
OUTPUT	SAFETY MODEL NO.	GSM60B12	
	DC VOLTAGE Note.2	12V	
	RATED CURRENT	5A	
	CURRENT RANGE	0 ~ 5A	
	RATED POWER (max.)	60W	
	RIPPLE & NOISE (max.) Note.3	100mVp-p	
	VOLTAGE TOLERANCE Note.4	± 3.0%	
	LINE REGULATION Note.5	± 1.0%	
	LOAD REGULATION	± 3.0%	
	SETUP, RISE TIME Note.6	1000ms, 30ms / 230VAC 1500ms, 30ms / 115VAC at full load	
HOLD UP TIME (Typ.)	50ms / 230VAC 15ms / 115VAC at full load		
INPUT	VOLTAGE RANGE Note.7	80 ~ 264VAC 120 ~ 370VDC	
	FREQUENCY RANGE	47 ~ 63Hz	
	EFFICIENCY (Typ.)	88%	
	AC CURRENT (Typ.)	1.4A / 115VAC 1A / 230VAC	
	INRUSH CURRENT (Typ.)	30A / 115VAC 65A / 230VAC	
	LEAKAGE CURRENT(max.)	Touch current < 50µA/264VAC	
PROTECTION	OVERLOAD	105 ~ 160% rated output power Protection type : Hiccup mode, recovers automatically after fault condition is removed	
	OVER VOLTAGE	12.6 ~ 16.2V Protection type : Shut down o/p voltage, re-power on to recover	
	OVER TEMPERATURE	Shut down o/p voltage, re-power on to recover	
ENVIRONMENT	WORKING TEMP.	-30 ~ +60°C (Refer to "Derating Curve")	
	WORKING HUMIDITY	20% ~ 90% RH non-condensing	
	STORAGE TEMP., HUMIDITY	-40 ~ +85°C, 10 ~ 95% RH	
	TEMP. COEFFICIENT	± 0.03% / °C (0 ~ 40°C)	
	VIBRATION	10 ~ 500Hz, 2G 10min./1cycle, period for 60min. each along X, Y, Z axes	
SAFETY & EMC (Note. 8)	SAFETY STANDARDS	ANSI/AAMI ES60601-1 / ES60601-1-11, TUV EN60601-1 / 60601-1-11 approved	
	ISOLATION LEVEL	Primary-Secondary: 2xMOPP	
	WITHSTAND VOLTAGE	I/P-O/P:4KVAC	
	ISOLATION RESISTANCE	I/P-O/P:100M Ohms / 500VDC / 25°C / 70% RH	
	EMC EMISSION	Compliance to EN55011(CISPR11) class B, EN61000-3-2,3, FCC PART 15 class B,CAN ICES-3(B)/NMB-3(B)	
	EMC IMMUNITY	Compliance to EN61000-4-2,3,4,5,6,8,11, EN55024, EN60601-1-2, EN61204-3 medical level, criteria A	
OTHERS	MTBF	720K hrs min. MIL-HDBK-217F(25°C)	
	DIMENSION	125*50*31.5mm (L*W*H)	
	PACKING	0.32Kg; 40pcs/13.8Kg/1.05CUFT	
CONNECTOR	PLUG	See page 3 ; Other type available by customer requested	
	CABLE	See page 3 ; Other type available by customer requested	
NOTE	<ol style="list-style-type: none"> All parameters are specified at 230VAC input, rated load, 25°C 70% RH ambient. DC voltage: The output voltage set at point measure by plug terminal & 50% load. Ripple & noise are measured at 20MHz by using a 12" twisted pair terminated with a 0.1uf & 47uf capacitor. Tolerance: includes set up tolerance, line regulation, load regulation. Line regulation is measured from low line to high line at rated load. Length of set up time is measured at first cold start. Turning ON/OFF the power supply may lead to increase of the set up time. Derating may be needed under low input voltages. Please check the derating curve for more details. The power supply is considered as an independent unit, but the final equipment still need to re-confirm that the whole system complies with the EMC directives. For guidance on how to perform these EMC tests, please refer to "EMI testing of component power supplies." (as available on http://www.meanwell.com) 		



Derating Curve

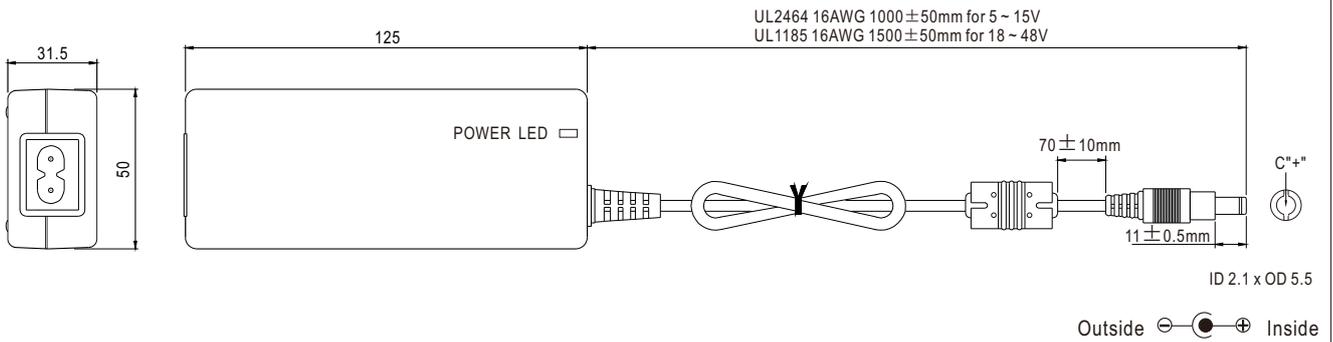


Static Characteristics



Mechanical Specification

Case No. GSM60B Unit:mm



Plug Assignment

Standard plug: P1J

P1J	
P/N	OUTPUT
CENTER	+



Rugged Interactive

Unit 1, Callywith Gate
Callywith Industrial Estate, Bodmin
Cornwall, UK
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WallRider Installation Checklist

Please complete this checklist after any installation:

Check 1: Pre-power up checks.

- Mounted onto a wall of a construction capable of supporting its gameplay.
- All fixings are tight and secure.
- No signs of damage, component failure and/or missing parts.
- No trapped and/or pinched cables.
- No loose cables that could become a tripping hazard.
- All long cables are supported at least every 50 cm.
- Adequate strain relief provided for connection points.
- Kept out of direct sunlight during the day.
- All electric components away from contact with water.
- Protective plastic sheets removed from front graphic panels.

Check 2: Plug into a mains socket and power up.

- All targets light up.
- Text appears on the hub display and is as expected.
- Sound volume is at a suitable level*.

Check 3: Select Beginner via Quick Start.

- Program counts down from 3 and begins.
- Expected targets become active and operational in sequence.
- Sounds can be heard when the targets are hit.
- Program plays as described in the Programs Guide.

Check 4: Select Intermediate via the Quick Start.

- Program counts down from 3 and begins.
- Expected targets become active and operational in sequence.
- Sounds can be heard when the targets are hit.
- Program plays as described in the Programs Guide.

Check 5: Select Advanced via the Quick Start.

- Program counts down from 3 and begins.
- Expected targets become active and operational in sequence.
- Sounds can be heard when the targets are hit.
- Program plays as described in the Programs Guide.

Check 6: Ready for use.

- Play area is clear.
- Instruction / training carried out by an appropriate instructor to all new users.

If anything unexpected occurs or problems persist after troubleshooting, call Rugged Interactive directly on +44 (0) 1726 833 882.

* The volume control for WallRider can be located on the reverse of the score box in the bottom left corner. The dial can be twisted clockwise to increase the volume and anti-clockwise to reduce it.





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Next Steps

Train team members

Train your team members on how to use WallRider, having knowledge of the gameplay will help them encourage users. Inspire them to cheer and celebrate with the customers when they achieve high scores.

Maintenance

General care and maintenance procedures for your Rugged Interactive product.

1. Inspect the product daily for any signs of damage or loose components. Repair or tighten as applicable.
2. Turn on the product, check the LEDs and sound is working as expected.
3. Start a game, check all pods/sensors work and react as expected. Please refer to the manual for instructions on gameplay.
4. If a pod has seven (7) or fewer working LEDs, we recommend replacing the pod. (only applicable for CardioWalls)
5. We suggest non-solvent glass cleaning spray, avoid spraying directly onto the pods. Use a non-abrasive microfibre cloth and extremely light pressure when wiping the product. Too much pressure will scratch the graphics panel.
6. Only use accessories recommended by the manufacturer with the products. Accessories not recommended could cause serious damage.
7. Every three months check the fixings are tight.
8. Once a year, check the structure supporting the product is still solid.
9. We recommend turning the products off when they are not in use (close of business), this will help to extend the life of the product.

Marketing

With this being such an eye-catching product, it is excellent for use in posts on social media, either featuring in photos or videos.

If you would like any help, guidance or examples of using this product in your marketing campaign, please contact Rugged Interactive and we will be able to assist with this.



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Congratulations!

Congratulations on your new Rugged Interactive product! Your customers are going to love this, and it is a great addition to your venue!

If there is anything we can assist with or if you would be interested in information about any other Rugged Interactive products, then please do not hesitate to get in contact.