



rugged. interactive

# TrailBlazer® Traverse

## Installation and Instruction Manual

For models from February 2021 onwards



### **Rugged Interactive**

Unit 1, Callywith Court,  
Callywith Industrial Estate,  
Bodmin, Cornwall, UK  
PL31 2RQ

+44 (0) 1726 981 123  
[www.rugged-interactive.co.uk](http://www.rugged-interactive.co.uk)  
[hello@rugged-interactive.co.uk](mailto:hello@rugged-interactive.co.uk)

Updated: 08/02/2021



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# Section 1 – Ordering Process

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## 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

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- 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 – TrailBlazer® Traverse Overview

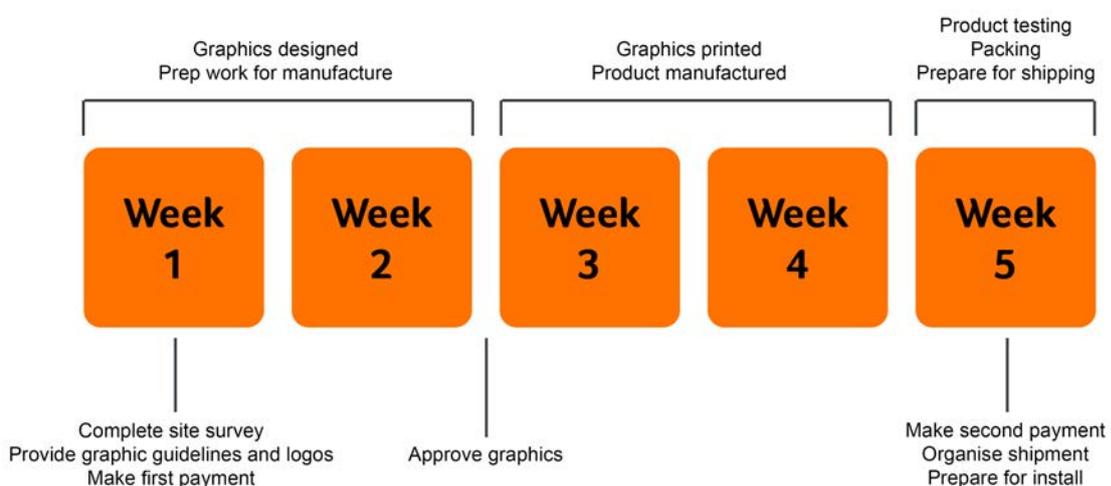
An interactive climbing challenge, the TrailBlazer Traverse could be the standout feature for your trampoline park. As well as being great fun, the TrailBlazer improves core strength, mental alertness, balance and agility. Players climb around the wall, scoring points by pressing the easy to hold grips as they light up.

Visually striking and featuring a huge graphic area that can be personalised to match your identity or style.

Featuring multi-coloured light up hand grips, comfortable foot-holes for use with trampoline socks, a digital scoreboard with audio commands to engage your customers.



### 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

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### 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

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To begin the order process with Rugged Interactive:

Email:

[Sales@rugged-interactive.co.uk](mailto: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,  
Bodmin,  
Cornwall  
UK  
PL31 2RQ

**Sales Office Address:**

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



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# Section 2 - Safety Guidelines

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## 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 manpower.
- Observe correct manual handling techniques whilst moving and installing the equipment.
- 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 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:

### 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 holds 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.
- Always maintain at least three points of contact with the climbing wall.
- Descend either by down-climbing or a controlled jump. Always jump so you land with both feet at the same time. Uncontrolled jumps or falls are likely to result in injuries to yourself and/or others.
- Look out for other participants and give way to smaller ones.
- Respect the space of other climbers. Only climb when there is a safe distance between you and the next climber.
- Only those participating are allowed in the activity area, unless you are spotting a climber. If waiting to participate, stand back at a safe distance from the 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.
- 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.

### Don'ts:

- No more than four active users on the equipment at any one time.

## TrailBlazer® Traverse Order and Installation Manual: *Safety Guidelines*

- 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.
- Do not climb too high until you are confident enough to do so.
- No feet above the marked line.
- Do not attempt to climb above the holds.
- Do not attempt to climb over other participants.
- Do not climb directly above or below another climber.
- Do not jump or flip over other participants.
- 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 on or 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.

**NOTE:** 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.

Maximum weight restriction per user is 18st/115kg.



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# Section 3 - Installation

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## 3.1 - Parts List

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

12 x Wall Mouldings. *	<input type="checkbox"/>
1 x Hub control box.	<input type="checkbox"/>
4 x Control box mounting brackets including 12 x M5 x 12mm screws.	<input type="checkbox"/>
1 x Power lead.	<input type="checkbox"/>
48 x M8 x 50 coach screws. *	<input type="checkbox"/>
48 x M8 x 25 washers. *	<input type="checkbox"/>
1 x Control box trunking 75 x 75 pre-cut with lid.	<input type="checkbox"/>
6 x Wall top trunking 75 x 75 pre-cut. *	<input type="checkbox"/>
16 x Network cables.	<input type="checkbox"/>
1 x Spare active grip.	<input type="checkbox"/>
1 x Spare hand grip.	<input type="checkbox"/>
1 x Spare foot grip.	<input type="checkbox"/>
Spare screws pack.	<input type="checkbox"/>
Manual.	<input type="checkbox"/>

\* Quantities for TrailBlazer Traverse 6 Panel. Adjust quantities accordingly or request an accurate parts list from Rugged Interactive.

## 3.2 - Tools and Components List

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

- Ladder.
- 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.
- A set of Hex keys.
- Spirit level.



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## 3.3 - Installation Overview

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Below is an overview of the steps needed to install TrailBlazer Traverse. 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:** Clear adequate space.

**STEP 2:** Secure bottom mouldings.

**STEP 3:** Secure top mouldings.

**STEP 4:** Mount score box.

**STEP 5:** Attach cables.

**STEP 6:** Power on TrailBlazer Traverse.

**STEP 7:** Test.

**STEP 8:** Check all is secured.

**STEP 9:** Stress relief cables, use supplied trunking to tidy away.

**STEP 10:** Enjoy TrailBlazer Traverse!



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## 3.4 – Detailed Installation

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Read this manual before installing the TrailBlazer Traverse climbing wall.

### Installation Guidelines:

- Please complete a **Site Survey** form prior to delivery and/or installation.
- Please send a completed **Installation Checklist** after any installation to Rugged Interactive.
- A typical installation should take 2 people about 4 hours.
- No obstructions or protrusions in the installation area: e.g. skirting boards, pipes, cables and wiring conduits.
- Avoid trapped and/or pinched cables.
- Use good practice when running data cables to and from products. Support long cables at least every 500mm and provide adequate strain relief for connection points.
- Power supply to be within 500mm of the display box and 100mm above the TrailBlazer wall to allow trunking to be fitted for cables.
- To prevent electric shock, keep all electric components away from contact with water.
- **IMPORTANT:** Take anti-static precautions.

### Structure:

- The units must be mounted to a flat/level construction capable of supporting its weight and gameplay. (Uneven walls and ground surfaces make alignment and fitting very difficult.)
- The wall area for installation will need to exceed the width and height of the TrailBlazer with additional space to accommodate for the Display / Score Box (HUB) (refer to dimensions).
- Typical suitable construction would be block built, portal frame with structural infills or brick built.
- Alternatively, mount onto 18 mm plywood (12 mm minimum) mechanically mounted to a steel framework (50 mm box minimum). Preferably, the plywood should be painted black prior to installation.
- The TrailBlazer Traverse **should be raised off the floor by at least 200mm**. An 8"x 4" (c.200mm x 100mm) baton should be used below the mouldings to support the weight and gameplay.
- The baton must be attached to a structurally sound wall or attached to a wall or floor with the weight supported through the floor.
- Adequate holes will need to be cut during installation to provide clearance for cable access to the rear if required.
- **Do not** fix to plasterboard faced partition. Avoid stud walls or unsupported portal infills.

### Fixings:

- The manufacturer will supply fixings.
- Use hex-headed screws of 50-70 mm length (2") x M10 for a plywood structure.
- Use Rawl Plugs (plastic wall plugs) if mounted to a solid block or brick wall.

## TrailBlazer® Traverse Order and Installation Manual: *Installation*

- 10 x 35 'penny' washers to spread the load at each bolt head are recommended.
- All fixings must be tight and secure.

### Required Tools and Consumables:

- A spirit level – to check floor is level before installation and that the TrailBlazer is level during installation.
- 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 small electrical-type flat-bladed screwdriver to unclip the CAT5 connectors from the grips.
- A socket set.

### Suggested Extras:

- 5-8 m of box trunking to tidy away and secure the cables along the top.
- Cleaning cloth and gentle cleaning spray.

### Installation Heights:

- The TrailBlazer can be raised to a desirable level.
- **Recommended 200 mm** above ground level to accommodate matting.
- A baton should be used underneath the mouldings when raising the height which supports the wall weight.

### Display / Score Box (HUB):

- Please consider the position of the display box when surveying an area in preparation for installation.
- An upper left position is recommended for ease of installation: the top of the display box should be level with the top of the TrailBlazer, to allow one continuous run off 75mm x 75mm trunking.
- Fix HUB using any suitable self-tapping or wood screws into the surface material. The HUB can be recessed to be flush with the surface or affixed on top of the foam-backed vinyl if necessary.

### Operating Environment:

- Keep indoors and dry.
- Optimum ambient temperature: 5°C to 30°C. Avoid extreme fluctuations of temperature.
- Area clear in front of the TrailBlazer: 2m minimum.

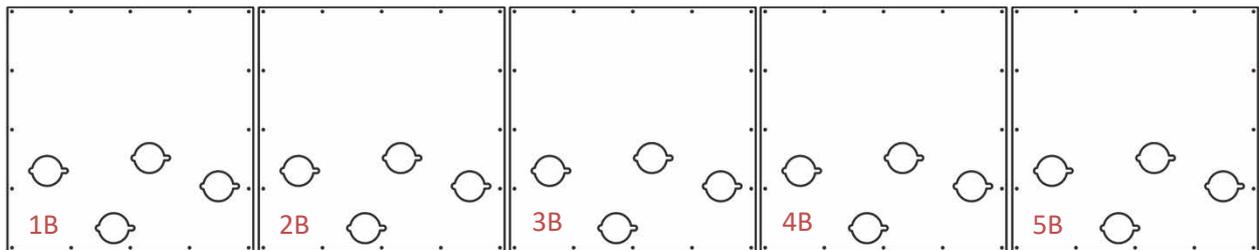
### Other:

- Instruction / training carried out by an appropriate instructor to all new users.
- Matting of at least 50 – 100mm thickness and 2m front-to-back is highly recommended.
- TrailBlazer can also be installed above a foam pit, in this instance supervision is recommended to ensure players falling into the foam pit do not fall on others.
- 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**

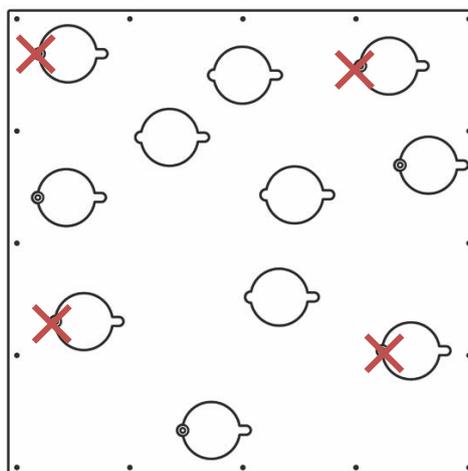
## Installation Instructions

1. Prepare the area where the TrailBlazer Traverse is to be installed. It is recommended that the plywood wall it is to be mounted to is painted black or a dark colour.
2. The TrailBlazer Traverse should be **raised off the floor by at least 200mm** to accommodate matting and create a 'step up' onto the climbing area. An 8"x 4" (c.200mm x 100mm) baton should be used to support the weight and gameplay. The baton will be attached to a structurally sound wall or attached to a wall or floor with the weight supported through the floor.
3. To get the best possible fixing, remove the front graphics panels from all the bottom mouldings: sections 1B, 2B, 3B, etc. Ensure all fixings are stored in a safe place. (Sections are labelled in the bottom left-hand corner of the graphics panel. When graphics panels are removed, make a note of each section number on the moulding.)
4. Position the bottom mouldings: 1B, 2B, 3B, etc., in the required position along the wall, positioned left to right respectively. Ensure mouldings are level and square to one another and that the rotation of each moulding reflects that in **Figure 2.1**. The use of the level baton will help when attaching the mouldings to the wall.



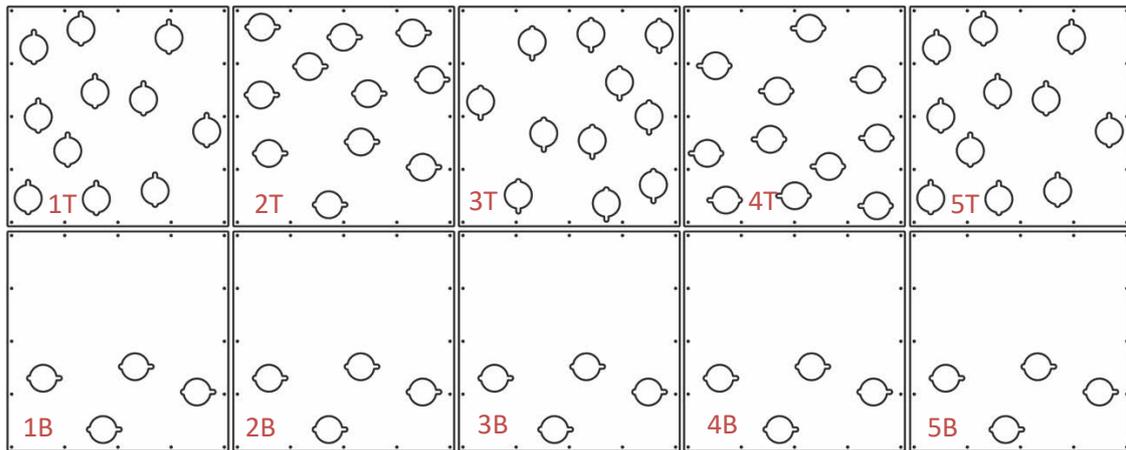
**Figure 3.4.1:** Bottom moulding rotations

5. Choose 4 mounting points (shown in **Figure 3.4.2**) within the pod holes to mount each section to the wall using appropriate fixings.



**Figure 3.4.2:** Suggested mounting points for bottom panels

- Position section 1T on top of section 1B. Ensure mouldings are level and square to one another and that the rotation of the section reflects that in **Figure 3.4.3**. Mark the 4 mounting points within the free pod holes. Use appropriate fixings to mount section 1T to the wall. Ensure that any loose cables are not trapped behind the wall during mounting and exit to the top of the moulding.



**Figure 3.4.3:** Moulding rotations

- Position section 2T on top of 2B, ensuring that mouldings are level and square to one another and that the rotation of the section reflects that in **Figure 3.4.3**. Mark the 3 mounting points within the free pod holes. Use appropriate fixings to mount the section to the wall. Ensure that any loose cables are not trapped behind the wall during mounting.
- Repeat the previous step with sections 3T, 4T, etc.
- Replace and fix the bottom graphics panels. Ensure they are correctly positioned.
- Fix all non-interactive footholds to the bottom panels. (NB: Do not overtighten grip screws.)
- Plug in the first interactive pod and fix with one screw. Repeat with the remaining interactive pods. (NB: Do not overtighten grip screws.)
- Mount the control box in the required position (it is recommended that the control box is positioned to the top-left hand side of the TrailBlazer Traverse wall). Details how to mount the control box can be seen further on in this section.
- One-by-one, run the appropriate CAT5 cables along the top of the TrailBlazer Traverse to connect each RJ45 socket on the top of each section to its corresponding hanging RJ45 cable on the control box.
- Connect the control box to a power source and turn on.

15. Check that the QuickStart games flash red and that they start the correct program. This will determine whether the pods are connected correctly or not.
16. Once all pods are connected correctly, fully secure all interactive pods with the remaining fixings. (NB: Do not overtighten grip screws.)
17. Use box trunking to tidy away and secure the cables along the top of the wall mouldings.



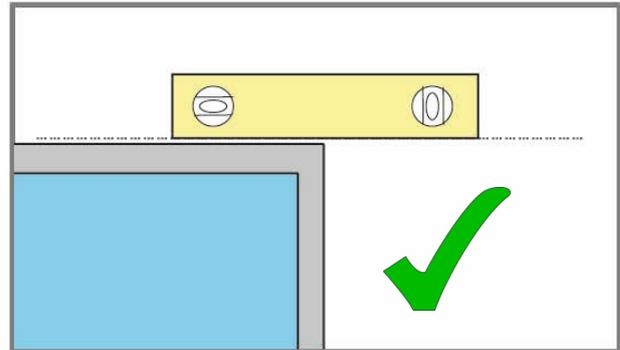
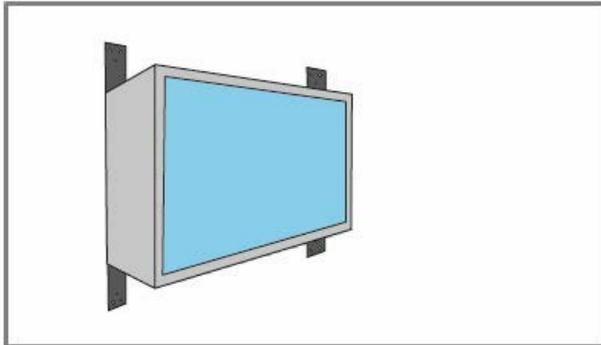
**Figure 3.4.4:** A Typical TrailBlazer Traverse Installation

Please note, the wall is raised 200mm to accommodate the matting. A baton is used to which is resting on the floor and attached to a structurally sound wall. The mouldings sit on top of the baton to support the weight and gameplay of the TrailBlazer Traverse.

## TrailBlazer Traverse Display / Score Box (HUB) Installation

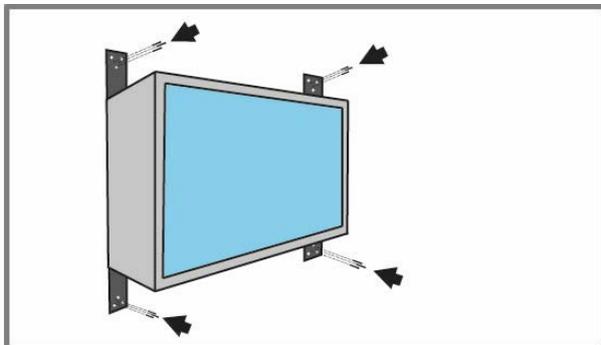
- Fix HUB using any suitable self-tapping or wood screws into the surface material. The HUB can be recessed to be flush with the surface or affixed on top of the foam-backed vinyl if necessary.
- An upper left position is recommended for ease of installation: the top of the display box should be level with the top of the TrailBlazer, to allow one continuous run off 75mm x 75mm trunking.
- **Note:** Cables exit is at the top of the Hub box.

01



Hold the main body in place, and ensure it is level.

02



Use appropriate fixings and mount the display box to the wall.

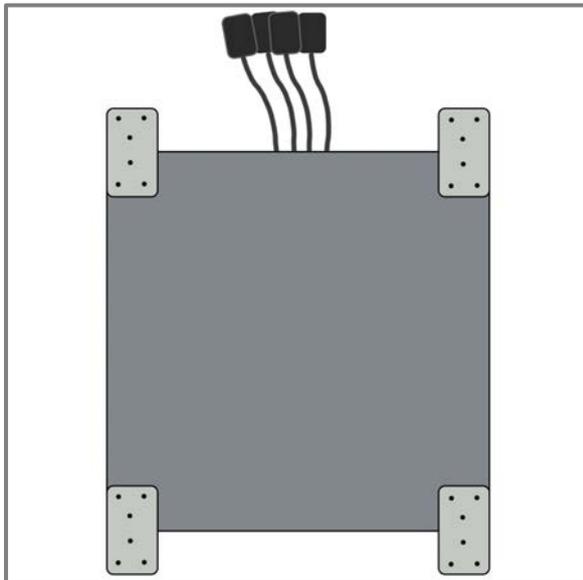
**Note:** Make sure everything is tight and secure and that no cables are trapped.

## Interactive Grips to Score Box (HUB) Installation

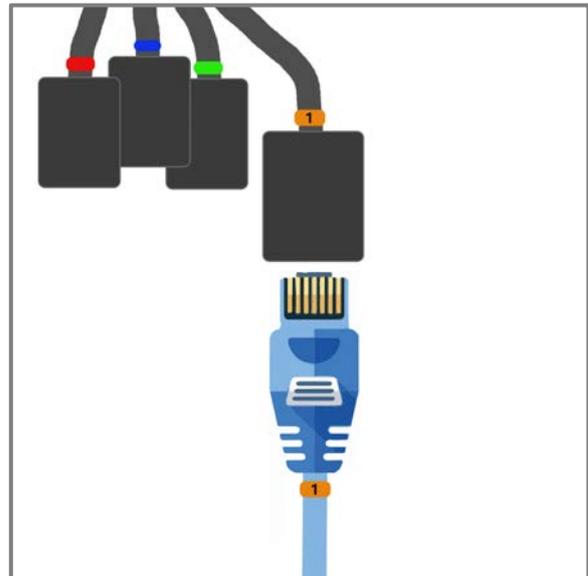
### Notes:

- All supplied CAT5 cables will be numbered. Attach correctly the numbered cable to the designated Hanging cable exiting the top of the HUB and attach it to the designated RJ45 connector along the top of the mouldings.

01



Attach CAT5 cables from the hanging cables on the Hub to the RJ45 connector for the relevant grip.



All connectors will be numbered from 1 to 16, match the number on the CAT5 cable to the correct hanging cable from the HUB and connect to the correct connector on the Traverse wall.

# Grip Installation and Removal

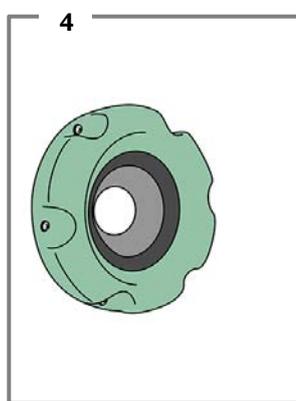
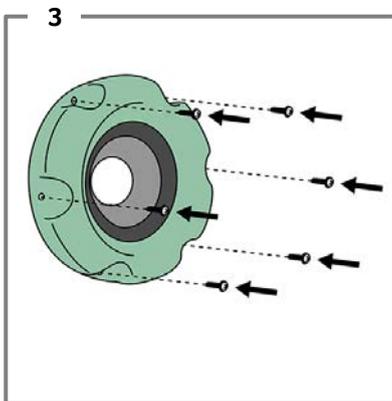
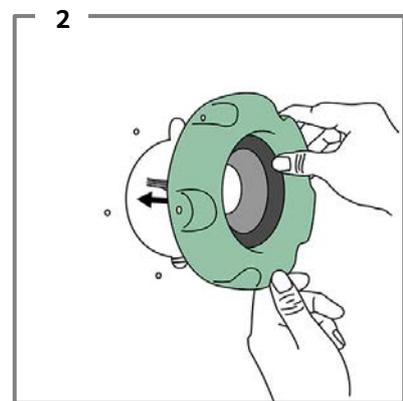
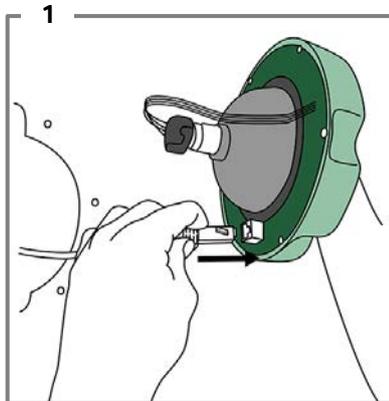
## Installing the Grips

Read this manual before removing or installing any grips.

Power off the TrailBlazer unit.

Do not worry which order the grip come off in. They can be refitted in any order.

**Retain all screws & washers.**

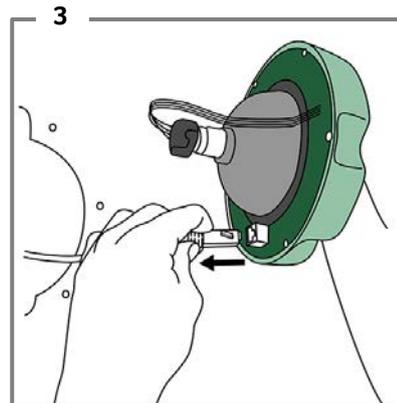
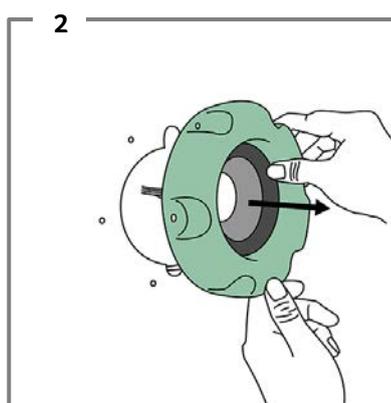
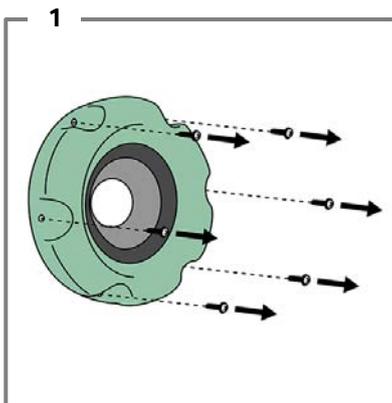


### NOTES:

Ensure CAT5 cable is not strained or trapped. Do not overtighten grip screws.

Power on the TrailBlazer Climbing wall and check operation.

## Removing the Grips





## Section 4 - How to Use

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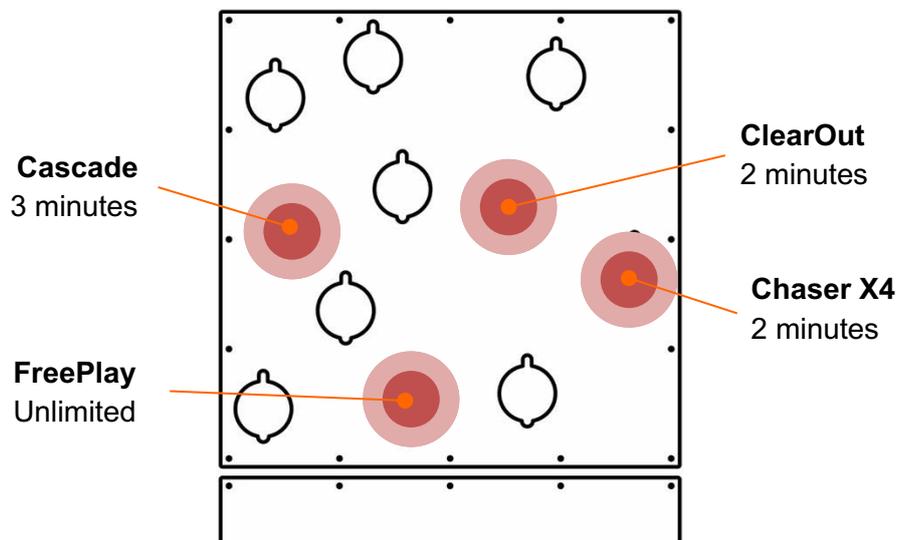
### 4.1 TrailBlazer Traverse Climb

On power up, the TrailBlazer will sound a 'laugh' and will turn to its idle state. Initially the dot matrix will display the **Hub Software Version Number** for the TrailBlazer.

The TrailBlazer Traverse Climb has **four programs**:

1. **Cascade** – 3 minutes
2. **ClearOut** – 2 minutes
3. **Chaser X4** – 2 minutes
4. **FreePlay** – Unlimited

The **red pods** shown in **Figure 4.1** are QuickStart programs. Hit a QuickStart button to start the program.



**Figure 4.1:** TrailBlazer Traverse Climb Programs

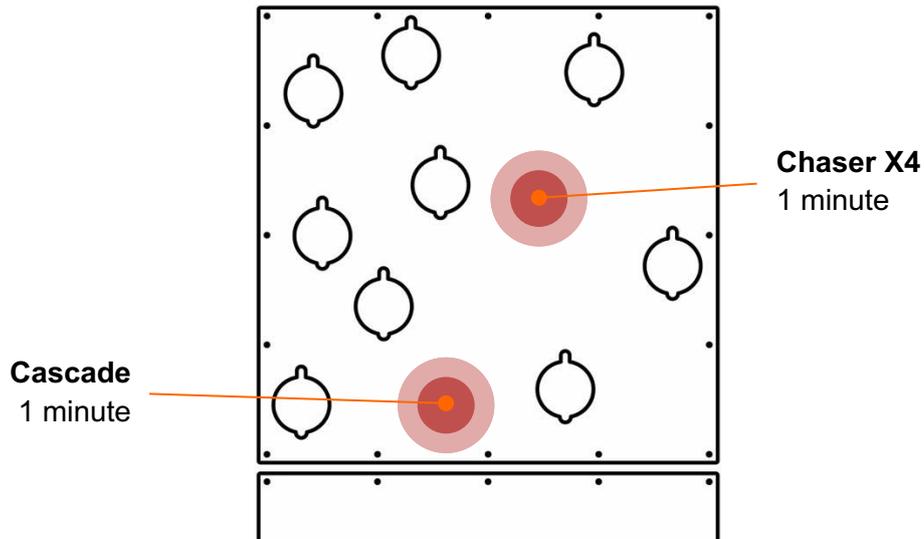
**NOTE:** At any time, if the TrailBlazer behaves unexpectedly, wait for at least 30 seconds (1 minute during FreePlay) for the unit to reset to its idle state.

## 4.2 TrailBlazer Traverse Trampoline

The TrailBlazer Traverse Trampoline has **two programs**:

1. **Cascade** – 1 minute
2. **Chaser X4** – 1 minute

The **red pods** shown in **Figure 4.2** are QuickStart programs. Hit a QuickStart button to start the program.



**Figure 4.2:** TrailBlazer Traverse Trampoline Programs

**NOTE:** At any time, if the TrailBlazer behaves unexpectedly, wait for at least 30 seconds for the unit to reset to its idle state.



## Rugged Interactive

Unit 1, Callywith Gate  
Callywith Industrial Estate, Bodmin  
Cornwall, UK  
PL31 2RQ

+44 (0) 1726 981 123

[www.rugged-interactive.co.uk](http://www.rugged-interactive.co.uk)  
[hello@rugged-interactive.co.uk](mailto:hello@rugged-interactive.co.uk)

## Section 5 - Programs Guide

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### ClearOut

- Summary:** For stimulating climbing speed and effectiveness. Improve hand-eye coordination, balance, core strength, upper body fitness, and mental alertness. Encourages competition both individually (personal high scores) and against others when playing in a pair or team. An exciting high scoring game for climbers of all ability.
- TrailBlazer:** Climb only.
- Who for:** Play individually, in pairs or as a team.
- Gameplay:** All pods will appear **green**. On selection of each illuminated pod, the light will turn out. Once all lit pods are cleared, all pods will reappear **blue**. Once all of the **blue pods** are cleared, all pods will reappear **red**. Once all of the **red pods** are cleared, all pods will reappear **green**, etc.
- Aim:** To clear as many illuminated pods as possible within the given time limit.
- Scoring system:** +1 point for each pod hit
- Duration:** 2 minutes

**NOTE:** At any time, if the CardioWall behaves unexpectedly during gameplay, wait for at least 30 seconds of inactivity for the unit to reset to its idle state.

## Cascade

- Summary:** A high intensity challenge of speed and visual awareness. Ideal for developing and challenging physical coordination, hand-eye coordination, core stability and reaction time and speed. A fast and high scoring game.
- TrailBlazer:** Climb and Trampoline.
- Who for:** Play individually, in pairs or as a team.
- Gameplay:** All pods will illuminate. The pods will firstly appear **blue**, then change to **green**, then **yellow**, then finally **red**. Each colour change takes 3 seconds - therefore 12 seconds in total before a pod position change. Once all lit pods are cleared, a new set of lit pods will appear.
- Aim:** To score as many points as possible with in the given time limit by hitting the illuminated pods.
- Scoring system:** +4 points for each **blue pod** hit  
+3 points for each **green pod** hit  
+2 points for each **yellow pod** hit  
+1 point for each **red pod** hit
- Duration:** 3 minutes on Climb. 1 minute on Trampoline.
- Why not try:** 'Tag team': When a player slips off or touches the ground with their feet, another player takes over. This doubles the number of active participants, adds to the pressure and the fun, and rewards climbing precision.

**NOTE:** At any time, if the CardioWall behaves unexpectedly during gameplay, wait for at least 30 seconds of inactivity for the unit to reset to its idle state.

## Chaser X4

- Summary:** A pure speed and reaction challenge which also tests peripheral vision and spatial awareness. A mental and physical test, encouraging competition, cooperation and social interaction. A game that requires accuracy, problem solving and patience to reach a high score.
- TrailBlazer:** Climb and Trampoline.
- Who for:** 1-4 individual players, or 3-4 teams of 2 players alternating on the TrailBlazer. Best played in a group – challenge each other to the highest score.
- Gameplay:** 1 **red** pod, 1 **blue** pod, 1 **green** pod and 1 **yellow** pod are lit at random. On selection of a coloured pod, it reappears elsewhere. I.e. if the **red** pod is hit, the **red** pod reappears elsewhere. This would be the same for the **blue**, **green** and **yellow** chaser pod. Each player chases his or her chosen coloured pod.
- Aim:** To hit as many lit pods with in the given time limit as possible.
- Scoring system:** +1 point for each pod hit
- Display at the end of the game will display “BLUE WINS” or “GREEN WINS” or “RED WINS” or “YELLOW WINS” depending on who has the highest score. If the top two scores are the same, the display should show “GREEN + BLUE WIN”, etc. If all three or four colours have the same score, the display should show “DRAW”. This will flash in turn with the winning/highest score: e.g. “SCORE: 18”.
- Duration:** 2 minutes on Climb. 1 minute on Trampoline.

**NOTE:** At any time, if the CardioWall behaves unexpectedly during gameplay, wait for at least 30 seconds of inactivity for the unit to reset to its idle state.

## Free Play

<b>Summary:</b>	An unlimited game of Cascade, allowing children to play without any timeouts. A high intensity challenge of speed and visual awareness. Ideal for social interaction and teamwork. A high scoring, fast and fun game.
<b>TrailBlazer:</b>	Climb only.
<b>Who for:</b>	Play individually, in pairs or as a team.
<b>Gameplay:</b>	All pods will illuminate. The pods will firstly appear <b>blue</b> , then change to <b>green</b> , then <b>yellow</b> , then finally <b>red</b> . Each colour change takes 3 seconds - therefore 12 seconds in total before a pod position change. Once all lit pods are cleared, a new set of lit pods will appear.
<b>Aim:</b>	To score as many points as possible by hitting the illuminated pods.
<b>Scoring system:</b>	+4 points for each <b>blue pod</b> hit +3 points for each <b>green pod</b> hit +2 points for each <b>yellow pod</b> hit +1 point for each <b>red pod</b> hit
<b>Duration:</b>	Unlimited

**NOTE:** At any time, if the CardioWall behaves unexpectedly during gameplay, wait for at least 1 minute of inactivity for the unit to reset to its idle state.



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**Rugged Interactive**

Unit 1, Callywith Court,  
Callywith Industrial Estate,  
Bodmin, Cornwall, UK  
PL31 2RQ

+44 (0) 1726 981 123

www.rugged-interactive.co.uk

hello@rugged-interactive.co.uk

## TrailBlazer Traverse System Specifications

### Dimensions and Weights:

	Approx. Shipment Details		Fully Assembled Details	
	Size (mm)	Weight	Size (mm)	Weight
TrailBlazer Traverse <i>(single moulding)</i>	-	-	1090 x 160 x 1090	18 kg
TrailBlazer Traverse XL Insert <i>(single moulding)</i>	-	-	1090 x 160 x 200	5 kg
TrailBlazer Traverse <i>(5 sections)</i>	2 x pallets, each max.: 1150 x 1150 x 1450	320 kg	5450 x 160 x 2180	250 kg
TrailBlazer Traverse <i>(6 sections)</i>		370 kg	6540 x 160 x 2180	300 kg
TrailBlazer Traverse <i>(7 sections)</i>		420 kg	7630 x 160 x 2180	350 kg
TrailBlazer Traverse <i>(8 sections)</i>		470 kg	8720 x 160 x 2180	400 kg
TrailBlazer Traverse XL * <i>(5 sections)</i>	2 x pallets, each max.: 1150 x 1300 x 1450	370 kg	5450 x 160 x 2380	300 kg
TrailBlazer Traverse XL * <i>(6 sections)</i>		430 kg	6540 x 160 x 2380	360 kg
TrailBlazer Traverse XL * <i>(7 sections)</i>		490 kg	7630 x 160 x 2380	420 kg
TrailBlazer Traverse XL * <i>(8 sections)</i>		550 kg	8720 x 160 x 2380	480 kg
Display / Score Box (HUB)	n/a	n/a	380 x 75 x 380	3 kg

\* **Note:** The TBT XL has a 200 mm (H) insert that sits between the upper and lower mouldings.

### 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.

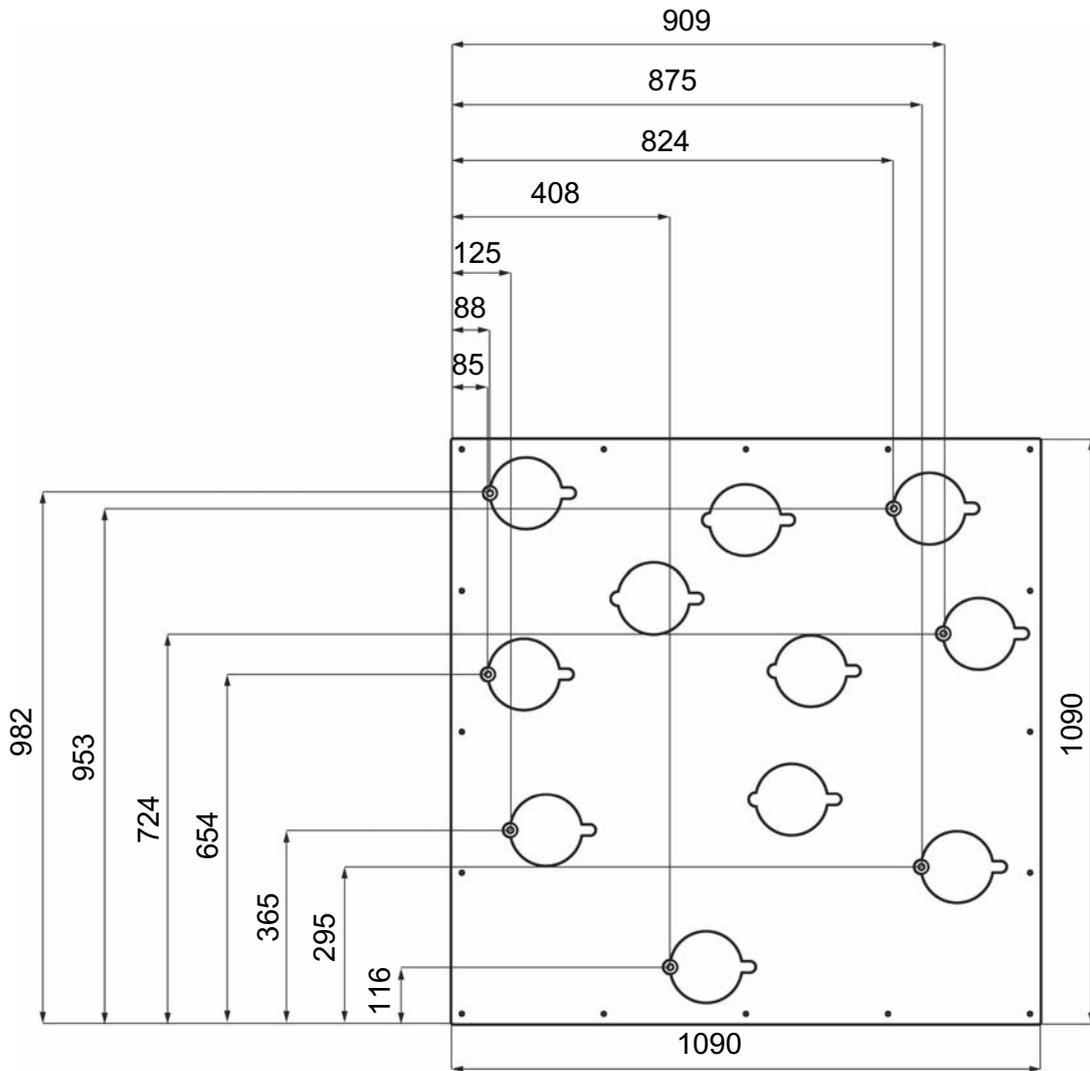
Mount to a wall of a suitable construction.

Area required clear in front of the TrailBlazer Traverse: depth of 1 m minimum.

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

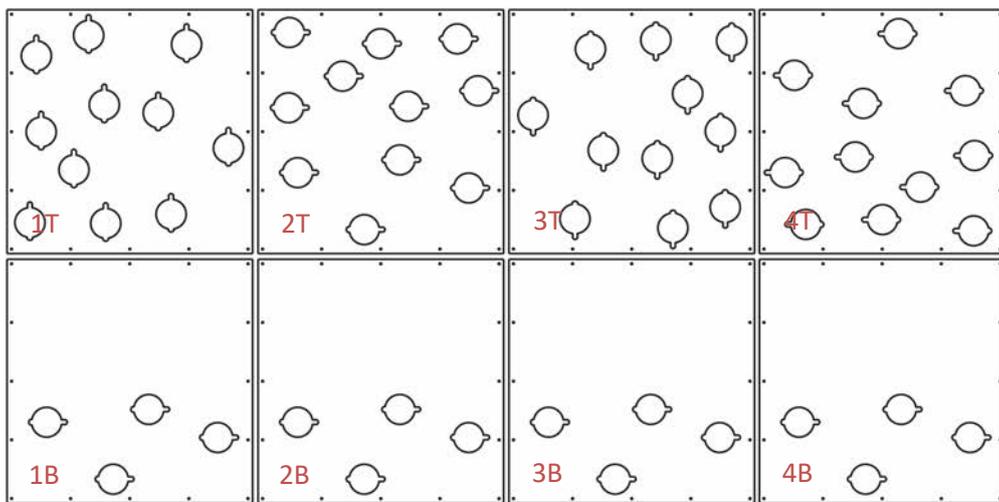
### Other:

All parts designed for easy maintenance. Replacement LED pods can be swapped out by staff in seconds.



**Figure 1: Mounting Points (Dimensions in mm)**

**Note:** It is not recommended that these dimensions be used to form mounting points before installation.



**Figure 2: Panel Orientations**



## ■ 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



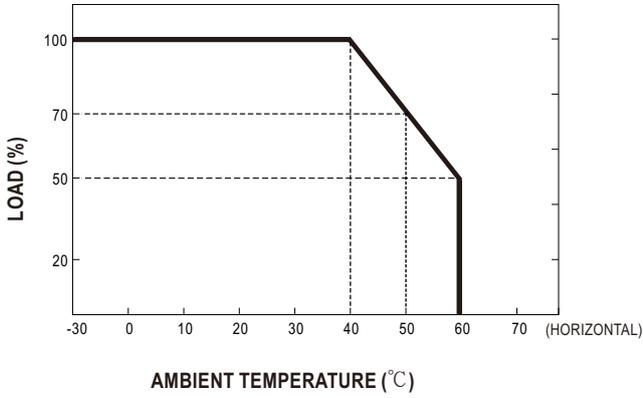
# Power Supply Specification

## SPECIFICATION

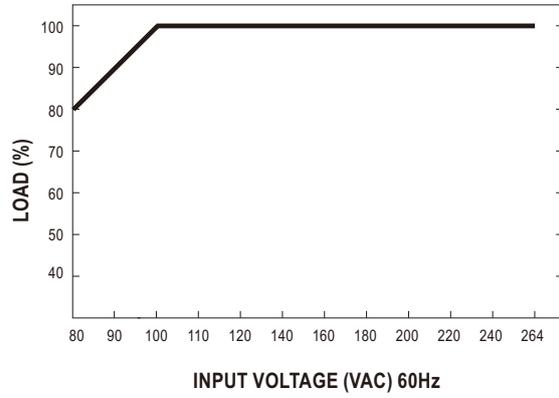
<b>PRODUCT</b>		<b>GSM60B12-P1J</b>	
<b>OUTPUT</b>	<b>SAFETY MODEL NO.</b>	GSM60B12	
	<b>DC VOLTAGE</b> <small>Note.2</small>	12V	
	<b>RATED CURRENT</b>	5A	
	<b>CURRENT RANGE</b>	0 ~ 5A	
	<b>RATED POWER (max.)</b>	60W	
	<b>RIPPLE &amp; NOISE (max.)</b> <small>Note.3</small>	100mVp-p	
	<b>VOLTAGE TOLERANCE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



### Derating Curve

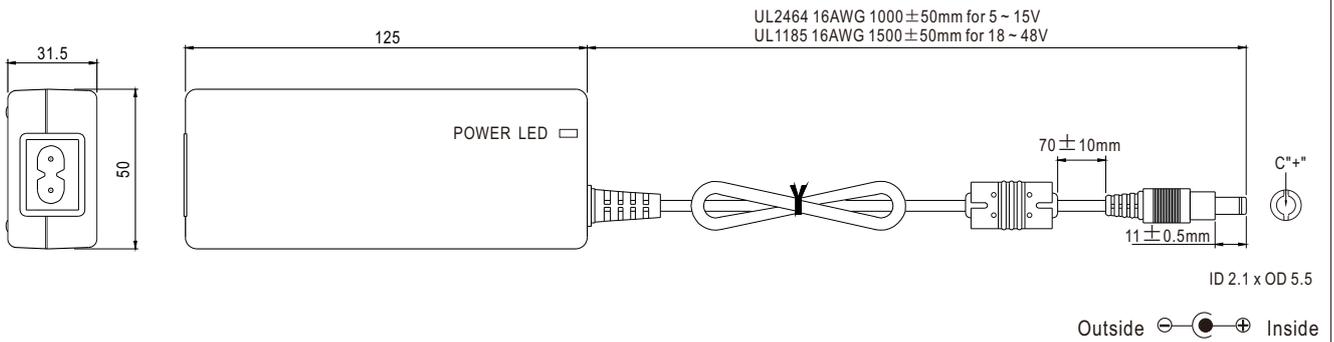


### Static Characteristics



### Mechanical Specification

Case No. GSM60B Unit:mm



### Plug Assignment

Standard plug: P1J

P1J	
P/N	OUTPUT
CENTER	+



## Rugged Interactive

Unit 1, Callywith Court,  
Callywith Industrial Estate,  
Bodmin, Cornwall, UK  
PL31 2RQ

+44 (0) 1726 981 123

www.rugged-interactive.co.uk  
hello@rugged-interactive.co.uk

# TrailBlazer Traverse Installation Checklist

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Please complete this checklist after any installation:

### Check 1: Pre-power up checks.

- Equipment is stable, secure and (if applicable) mounted to a wall of a suitable construction capable of supporting its weight and 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 pods light up.
- Text appears on the hub display and is as expected. *E.g. TrailBlazer Traverse.*
- Sound volume is at a suitable level\*.

### Check 3: Select Cascade via Quick Start.

- Program counts down from 3 and begins.
- All pods active and operational.
- Check all pods for colours: blue, green, yellow, red.
- Sounds can be heard when the lights are hit.
- Program plays as described in the Programs Guide.

**Check 4: 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 can be adjusted on the scoreboard. The volume control (a black dial) is located on the bottom edge of the scoreboard between the speakers. Rotate clockwise for volume up, counter-clockwise for volume down.



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[www.rugged-interactive.co.uk](http://www.rugged-interactive.co.uk)  
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## Next Steps

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### Train team members

Train your team members on how to use TrailBlazer Traverse, 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.
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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+44 (0) 1726 981 123  
[www.rugged-interactive.co.uk](http://www.rugged-interactive.co.uk)  
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## Congratulations!

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**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.