

Warp Speed Includes:

<u>Item</u>	<u>Quantity</u>
1. Spots	10
2. Charging station/scoreboard (with cords)	1
3. Heavy-Duty Side Walls	3
4. Valance	1
5. 6' Pipes	11
6. Three-way	6
7. Elbow Fittings	2
8. Telescoping Case	1
8. Vinyl Bag	1



Warp Speed Instructions

1. Assemble the frame, using the 6' pipes, 3-way fittings and elbow-fittings, per figure #1. NOTE: be sure to slide the valance onto the top, front pipe before attaching the fittings.
2. Using the ball bungees attach the side walls to the frame.
3. Attach bottoms to side walls by placing against the spot holders and rotating them in a clock-wise direction.
4. Set up the score-keeper.

General Safety

1. NEVER USE THE GAME IN STRONG WINDS OR LIGHTENING!!
2. Use caution when setting up or taking down the game. Once the bolts are loosened the sections of tubing can come apart and fall down causing injury.

WARP SPEED

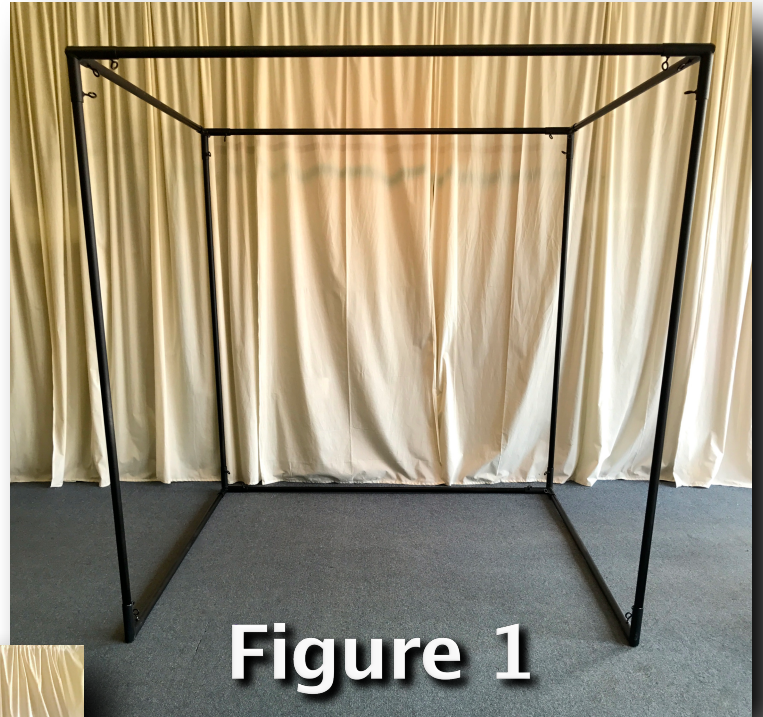


Figure 1



Figure 2



Figure 3

WARP SPEED

Administration Operations Manual

- VERIFY LIGHT SENSORS ARE LINKED TO SCOREBOARD

1. If power OFF, hold POWER button down for 4 seconds or until the scoreboard lights up. (1)
2. Hold down "BUTTON A" (1)
3. All sensors should be blue. If sensors are showing anything other than blue, proceed to "Adding Sensors" below.

- TO CHECK BATTERY STATUS OF SENSORS AND SCOREBOARD

1. If power is off, hold POWER button down for 4 seconds or until the scoreboard lights up. (1)
2. Hold down "BUTTON B" (1)
3. The battery charge level for the scoreboard is shown as a percentage on the screen. (5)
4. The battery charge level for each sensor is represented as a lighted color as shown (2)

- RESETTNG ALL SENSORS

1. If power is OFF, hold POWER button down for 4 seconds or until the scoreboard lights up. (1)
2. Hold down "BUTTON C & D" simultaneously to enter configuration mode. (1) All linked sensors will blink blue ONLY when in configuration mode. You will see "CONF" on the scoreboard when in configuration mode. (3)
3. Press and hold "BUTTON C" for 5 seconds. (1) All sensors, at this time, will not be functional with this scoreboard.
4. Press POWER button once to exit configuration mode.
5. To pair or sync the lights back up with this scoreboard, or a different scoreboard, follow instructions below for "ADDING SENSORS".

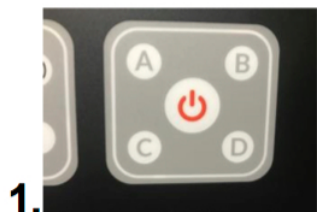
- ADDING SENSORS TO SYNC WITH SCOREBOARD

1. If power is OFF, hold POWER button down for 4 seconds or until the scoreboard lights up. (1)
2. Hold down "BUTTON C & D" simultaneously to enter configuration mode. (1) All linked sensors will blink blue ONLY when in configuration mode. You will see "CONF" on the scoreboard when in this mode. (3)
3. Press and hold "BUTTON A" for 5 seconds. (1) "PAIR" will appear on the scoreboard. (4)
4. Place hand on one of the sensors. The sensor will turn red. Wait for 15 seconds OR until the sensor turns green.
5. Repeat for all sensors until you see all sensors green.
6. Press POWER button once to exit configuration mode. (1)
7. To verify that all sensors are synced, press and hold "BUTTON A". (1) All synced sensors will be blue.

- WHEN CHARGING AND NO SENSORS ARE LIT UP

1. If power is OFF, hold POWER button down for 4 seconds or until the scoreboard lights up. (1)
2. Hold down "BUTTON C & D" simultaneously to enter configuration mode. (1) All linked sensors will blink blue ONLY when in configuration mode. You will see "CONF" on the scoreboard when in this mode. (3)
3. Press and hold "BUTTON D" (1) until you see "On" on the scoreboard. (6)
4. Press power button once to exit mode. (1)
5. All sensors should light up to indicate charging.

NOTE: WHEN CHARGED OVERNIGHT, ALL SENSORS WILL BE GREEN OR BLUE WHEN FULLY CHARGED.



WARP SPEED

INSTRUCTIONS - GUARANTEE – SAFETY

Instruction videos can be found on the website at: www.interactiveplaysystems.com.

Health and safety information

Always observe the following precautions and usage tips to avoid dangerous situations and ensure that the Interactive Playsystem is operating at its best.



- If a battery is not used for an extended period, it can cause irreparable damage.
- Charge the battery for half an hour at least every three months, even if it is not being used. The ideal charging temperature is between 0 and 40 °C.
- Charge the battery when the charge drops below 10% to avoid damage.
- Only recharge with the battery charger designed and supplied for the purpose. (3.7V DC 0.3A)
- Unplug the charger when the battery is charged. The battery life may be shortened if it is overcharged.
- Prolonged exposure to sunlight or extreme temperatures can cause permanent damage to components of the Internal Playsystem.
- Do not take the game system apart.
- Never use the Interactive Playsystem in the presence of flammable or explosive gases, liquids or solids.
- Disconnect the charger from the plug when not in use to prevent the risk of fire or shock.
- Avoid interference with other electronic devices. The Interactive Playsystem transmits RF (Radio Frequency) signals that can cause errors in electronic equipment that is not sufficiently protected; for example, pacemakers, hearing aids, medical equipment and other devices both at home and in a vehicle.
- Never immerse the spots of the scoring panel partially or completely in liquids such as water.
- Store the Interactive Playsystem in a dry place at room temperature.
- Only use the Interactive Playsystem to play games that are designed for the purpose.
- Use the Interactive Playsystem under the supervision of an adult, and follow the instructions.
- When the Interactive Playsystem is used in conjunction with play equipment, the rules of the play equipment must be respected.
- After use, the Interactive Playsystem should be recharged, cleaned and inspected for damage, including any sharp irregularities.
- If the Interactive Playsystem is used outside, it must be maintained daily and placed in storage every day to prevent rapid wear.

Approval/certification information:

EN30032 8 V1.8.1 (ISM) - EN62311 en IEC62209-2 (SAR) - EN301489-1/-17 (EMC) - EN60950-1:2006 (Safety) FFC Part 15.247
EN- 14960:2013 Inflatable play equipment - safety requirements and test methods

Guarantee Conditions

- 1.1. These guarantee conditions, version 09-2016, are valid from 01 SEP 2016.
- 1.2. Interactive Playsystems BV guarantees that the delivered products are free of construction and material defects, to the extent defined in these guarantee conditions.
- 1.3. If, during the guarantee period, the product proves to be defective because of defects in material or workmanship, Interactive Playsystems BV or an Interactive Playsystems dealer in the guarantee area will repair or replace the product or the defective parts at its discretion, free of charge for labour or parts, under the conditions listed below.
- 1.4. This guarantee is only valid within the guarantee period and upon presentation of the defective product together with the original invoice or receipt, indicating the date of purchase, model name and supplier. Interactive Play Systems BV and Interactive Playsystems dealers may refuse free repair under guarantee if these documents are not submitted or are incomplete or illegible. This guarantee is void if the model name or serial number is altered, deleted, removed or made illegible.
- 1.5. The guarantee can only be invoked by the first owner of the Interactive Playsystems BV product.
- 1.6. This guarantee does not cover transport costs or risks associated with transportation of your product to and from Interactive Playsystems BV or your Interactive Playsystems dealer.
- 1.7. The guarantee expires in accordance with that set out in Article 3.1. Batteries and some electronic parts are subject to the restrictive provisions set out in Articles 5.2 and 5.3.

1.8. The guarantee provided by Interactive Playsystems BV under these conditions does not affect the right to address the seller on the grounds of the ordinary legal provisions of the Dutch Civil Code.

Article 2 Guarantee period

2.1. The guarantee is only valid on presentation of the original purchase receipt. The guarantee period begins on the date of purchase.

2.2. Interactive Play Systems BV Interactive Playsystems BV gaming systems are guaranteed against construction and material defects for 1 year.

Article 3 Guarantee exclusions

3.1. The guarantee shall be rendered invalid in the following cases:

- a. Incorrect or careless use of the Interactive Playsystems BV product, or usage for which the product is not intended;
- b. If the Interactive Playsystem has been taken apart or opened;

Article 4 Parts guarantee

4.1. During the guarantee period, Interactive Playsystems BV shall use its discretion to either repair or compensate any parts after Interactive Playsystems BV has established whether there is a material or construction defect. Any costs of assembly and disassembly shall be borne by the owner.

4.2. Transport costs of the Interactive Playsystems product and any parts to and from Interactive Playsystems BV shall be borne by the owner.

Article 5 Additional guarantee conditions

5.1. Consult the manual of your Interactive Playsystems BV product for further explanation and tips with regard to your product.

5.2. Additional conditions concerning batteries.

a. If batteries, chargers or electronic parts show signs that they have been damaged due to a fall, the guarantee is rendered invalid.

b. A battery is only guaranteed for technical problems, such as a broken cell.

c. The guarantee does not cover range; the range specified is guaranteed at the moment of delivery; however, this may change over time due to many untraceable factors resulting from misuse, such as;

- The batteries being 'overcharged' (normally, the automatic charger switches off, however, if the charging instructions are not properly followed, the charger can continue to charge)

- If the batteries are defective or have insufficient capacity; this is probably due to not being used/charged for too long.

- Batteries that are less than 10% full must be charged immediately to prevent irreparable damage.

Article 6 Submitting a claim

6.1. Any claims under this guarantee must be made by submitting the product or part thereof for inspection to Interactive Playsystems BV or the dealer from which it was purchased. The proof of purchase as well as the certificate of ownership supplied with the product must also be presented to the dealer at the same time.

6.2. If the owner has changed address, or the dealer no longer exists, please contact Interactive Playsystems BV in Meppel in the Netherlands.

Article 7 Guarantee area

7.1 The guarantee is applicable worldwide.

Article 8 Liability

8.1. An Interactive Playsystems BV guarantee claim does not mean Interactive Playsystems BV accepts liability for any damage suffered. The liability of Interactive Playsystems BV never extends further than is stated in this guarantee. Any liability of Interactive Playsystems BV for consequential damage is expressly excluded. The provisions of this clause shall not apply in the case and extent of a mandatory legal provision.

Article 9 Exclusions and Limitations

9.1. Except as stated above, Interactive Playsystems BV offers no guarantees whatsoever, either express, implied, legal or otherwise, concerning the quality, performance, accuracy, reliability, fitness for a particular purpose or any other capacity of the product or part thereof. If this exclusion is not permitted or fully permitted by applicable laws, the exclusion or limitation of the guarantee provided by Interactive Playsystems BV applies only to the maximum extent permitted by said laws. Any guarantee that cannot be entirely excluded, to the extent permitted by applicable laws, is limited to the duration of this guarantee. This guarantee is limited to obliging Interactive Playsystems BV to repair or replace products covered under the terms of this

guarantee. Interactive Play Systems BV is not responsible for any loss or damage relating to products, services, this guarantee or otherwise, including; economic or intangible losses, the price paid for the product, loss of profit of income, loss of data, loss of enjoyment of the product or any other associated products, and indirect, incidental or consequential losses or damages. This applies regardless of whether such damage or loss is associated with a fault or malfunctioning of the product or associated products because of defects, or because the product is not available while it is at Interactive Playsystems BV or an Interactive Playsystems BV dealer and consequent downtime, loss of user time or an interruption of activities. This applies to loss and damages under any legal interpretation, including negligence and other torts, breach of contract, express or implied guarantee, and civil liability, even if Interactive Playsystems BV or an Interactive Playsystems BV dealer is notified of the possibility of such damages. If applicable law prohibits such liability exclusions or limits, Interactive Playsystems BV excludes its liability or restricts it to the maximum extent permitted by applicable law. For example, in some countries it is illegal to exclude or limit damages as a result of negligence, gross negligence, willful misconduct, deceit and similar acts. Interactive Play Systems BV Interactive Playsystems BV's liability under this guarantee will in any case never exceed the price paid for the product, but if applicable law only permits higher liability limitations, the higher limitations shall apply. Your legal rights are reserved.

9.2. Consumers have legal rights under applicable national laws relating to the sale of products to end users. This guarantee does not affect your statutory rights nor any other rights which cannot be excluded or limited, neither does it affect any rights concerning the person from whom you bought the product.



Correct disposal of this product
(Waste Electrical & Electronic Equipment)
(Applicable in countries with separate waste collection systems)

The marks on the product, accessories and instructions indicate that the product and its electronic accessories such as chargers must not be disposed of with other household waste at the end of their useful lives. To prevent damage to the environment or human health from uncontrolled waste disposal, please separate these items from other types of waste and recycle responsibly to promote the sustainable reuse of materials. Domestic users should contact either the retailer where they purchased this product or the municipality where they live to find out where and how they can recycle these products in an eco-friendly manner. Business users should contact their supplier and check the terms and conditions of the purchase contract. This product and its electronic accessories must not be disposed of together with other commercial waste. Correct disposal of batteries in this product (Applicable in countries with separate waste collection systems) The marks on the batteries, instructions and packaging indicate that the batteries in this product must not be disposed of with other household waste at the end of their useful lives. The chemical symbols Hg, Cd or Pb indicate that the quantities of mercury, cadmium and lead in the battery are higher than the reference levels in EC Directive 2006/66/EC. If batteries are not handled correctly, these substances may pose a danger to human health and the environment. To protect natural resources and to promote material reuse, please separate unwanted batteries from other types of waste and dispose of them in the free battery waste disposal containers in your area.

General Safety

1. NEVER USE THE GAME IN STRONG WINDS OR LIGHTENING!!
2. Use caution when setting up or taking down the game. Once the bolts are loosened the sections of tubing can come apart and fall down causing injury.