



ZAP-A-MOLE

REQUIREMENTS:

- 1 Attendant
- 1 Dedicated 20 amp circuit within 100' - CC&E will provide heavy gauge extension cord.
- 9W x 4.5D x 6.5H
- 2 Participants only per round
- Recommended Participant Ages: Elementary-Adult
- Object: Obtain highest score during timed play.
- Adult attendant resets start function.

GAME INSTRUCTIONS AND RULES:

- On the start signal, players strike their color sensor until timed play is over.
- Players must stay in their own play area. No kicking the lights and use hands only.
- Operator can terminate play for not following rules.
- Never allow any liquids or food near the game.
- Do not take the game system apart.
- Avoid interference with other electronic devices. The playsystem signals can cause errors in electronic equipment (pacemakers, hearing aids, medical equipment).
- Participants should not engage in a Game if they have any of the following conditions: Current or previous injury to the back or neck, Chronic knee or other joint conditions; Any respiratory conditions, including but not limited to asthma or bronchitis; Any heart related or circulatory conditions or Pregnancy.

PLEASE...

- Wind conditions must be less than 20 mph for outdoor use.
- Adult Operators are required for safe use of Inflatable Games.
- Operator should remove all debris from the area prior to allowing participants to use the tap challenge inflatable.
- Operator should keep all spectators outside the Game and maintain at least a 3 foot perimeter around it.
- Silly string, foam or like products are not permitted in any event where Games are being used.
- Duct tape may not be used to secure electrical cords or to post rules on games; consult CC&E for alternatives.
- Always limit participants to the number specified above.

Creative Carnivals & Events, LLC. Not Responsible For Loss or Injury.