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INTRODUCTION

Thank you for purchasing your new children's coin operated ride from Northern Leisure Group Ltd. / Kiddy Rides! We trust it will give you many years of profitable service!

Established in 1986, the Northern Leisure Group of companies is the UK's leading independent operator, dealer, manufacturer, and distributor of children's coin operated rides. Our extensive experience in a wide range of electronic entertainment products has allowed us to offer the ultimate in choice, safety and quality.

Complete customer satisfaction is what motivates us. Being independent allows us to nurture this goal – ultimately giving thousands of children and parents world-wide, the assurance that they are in a safe, clean, and fun environment.

Kiddy Rides supplies a wide range of children's rides for sale, income share, or on a fixed rental basis. As well as supplying the rides, it is responsible for unbeatable after-sales support and service for all Kiddy Rides customers as well as other operators.

Our equipment has been manufactured to the highest standard of construction and safety in order to conform to the H.S.E. Fairground and Amusement Parks, A Code of Safe Practice and the U.K. Health and Safety at Work Act 1974.

All our rides have undergone thorough examinations, and come with a 12 months ADIPS certification of conformity.

The guidance in this manual is relevant to the safe operation of children's rides wherever they may be operated.

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Safety Matters

Northern Leisure/Kiddy Rides is a registered Inspection Body of **ADIPS** (the Amusement Device Inspection Procedure Scheme), conducting independent examinations and certification of children's coin operated rides in accordance with guidance published by the Health and Safety Executive (HSE). By independent, we mean we are not linked to any particular manufacturer and will apply the guidance with equal diligence, regardless of the type of ride, or it's manufacturer. Remember, our aim is to help you comply with the HSE guidelines.

Because of the young age of those who enjoy coin operated children's rides (kiddie rides), safety should be of paramount importance to operators. There is surely a moral duty to safeguard the children that use our industry's products.

Safety doesn't just happen however, it requires commitment from manufacturers, operators and inspectors to ensure high standards. As an operator it is your duty to make yourself aware of safety requirements, especially as failure to comply can lead to injury to children, and furthermore, prosecution. By adopting a few simple procedures and having annual safety checks performed on your rides, you can show yourself to be conforming with HSE and Local Authority guidelines. Also you will gain peace of mind knowing that you have taken active steps to minimize the risks to young children who use your rides.

It is not always easy to find out exactly what is required of an operator. However there are strict guidelines laid down by **BACTA** (British Amusement and Catering Trade Association) entitled *Kiddie Rides; A Safety Guide*. It is produced by a committee of **BACTA** members, some of whom represent manufacturers of kiddie rides themselves. The guide is fully endorsed by the HSE.

In an attempt to highlight the importance of safety within the industry, **ADIPS** has been integrated into the **BACTA** guidelines. This initiative sets out procedures which must be observed by registered Inspection Bodies. Furthermore, **ADIPS** is unified with the HSE *Fairground and Amusement Parks Code of Safe Practice*.

To comply with this, a ride must undergo a thorough examination, and documentation must be issued, be retained, and be available for inspection by the Health and Safety Inspectorate and/or an officer of the Environmental Health Department of the local authority.

Thorough examinations must be carried out at least every fourteen months (annual examinations are recommended).

Certification of rides by approved inspectors will give responsible operators within our industry the credibility they deserve. An **ADIPS** certificate is a badge of excellence, ensuring you have taken all the necessary steps to ensure danger risks are kept to a minimum.

In the past, inspections of children's rides by the HSE appeared to be taking place in response to safety related incidents. However, this is changing rapidly, and it would appear random tests are under way. Inspectors requesting **ADIPS** documentation after a safety related incident is likely to become standard practice.

So, safety first. Don't wait for an accident to happen before you consider the safety of your rides, get them **ADIPS** tested now.

Call **+44 (0) 113 2393803**

Email: enquiries@kiddyrides.uk.com



Amusement Device
Inspection Procedures Scheme





INITIAL INSPECTION

Upon arrival of the machine, it is important to check the following items:

- a. Damage to external packing.
- b. Physical damage to the ride.
- c. Correct documentation is present.
- d. Ride Serial Number.
- e. Correct main's voltage rating
- f. Coin mechanism currency and credits

Any damage or discrepancies should be reported to your supplier immediately.

INITIAL OPERATION

- a. Read the operators manual fully prior to operating the ride.
- b. Prior to connecting the machine to the mains supply, ensure that it corresponds to the supply rating, which should be stated on a sticker or plate on the rear of the base close to the mains cable outlet.
- c. Upon power up, the lights on the buttons and outer body should illuminate, and begin to flash. An audible message may also be heard, depending on the ride model, such phrases are, "Normal operating mode" or "The self test is complete". In cases with Integrated Video Game Rides, please wait for the monitor to display footage of the game before operation can commence.
- d. Insert the correct coinage for the operation of the ride, after which the start button will flash, and / or an audible prompt will be heard for you to "press the start button".
- e. Press the start button and the ride will begin to operate. All lights will flash or illuminate and music will begin to play. Check the volume is set to a desired level. Press the feature buttons in turn, and the appropriate sound effect or interaction will take place. (*please note*, each feature must have completed its cycle before another feature can be activated).
- f. Whilst the ride is in operation, check that everything is working correctly, and that there are no unusual noises or vibrations. When the ride has operated for the pre set duration (usually around 90 seconds) the ride will automatically stop. A farewell voice message may be heard, and the ride is once again ready to accept coins.
- g. Make a note of the rides serial number. This is located on the silver manufacturers plate at the rear of the ride. The serial number gives access to essential details of your machine, including your machines parts and history.



SITING THE RIDE

The following conditions must be observed when siting the machine:

- a. The machine must be placed on level ground which is firm and free from any holes etc. Where possible, a non-slip surface would be recommended.
- b. The ride is designed for protected locations. The ride should not be sited in any area where it would be subjected to water splash. The ride, in some circumstances, may be sited outdoors *under a canopy*, which will protect it from rain, although this is **not** recommended.
- c. The machine should be connected to a Residual Current Device (RCD socket).
- d. The ride should be sited clear from any obstruction. The manufacturer recommends that the machine is sited a minimum of 1.8 metres from any other obstruction or item of equipment.
- e. The ride should be situated as close as possible to the power source, and the mains cable must be safely secured and protected, to eliminate any risk of tripping or damage.
- f. The ride should not be sited in an area where it may cause an obstruction.
- g. Always ensure that the mains plug is accessible, so that the mains power may be isolated in an emergency.



DAILY CHECKS

A check of each coin-operated Kiddy Ride should, whenever reasonably practical, be carried out each day before it is made available for public use. The following checks are recommended:

- a. Check that the mains plug is undamaged and securely attached to the mains cable, with no visible wires.
- b. Check the mains cable itself has no damage.
- c. Make sure there are no broken, damaged or sharp parts of the ride which may cause injury.
- d. Check that all covers and guards are in place thus preventing any access to the rides mechanism.
- e. Ensure there is no unusual excess wobble or play from the ride.
- f. Make sure all advisory literature is in place.
- g. Ensure the area around the ride is free from obstruction and that persons passing by are not in any danger.
- h. The ride should be kept clean and free from any customised additions unless approved by the manufacturer.
- i. Insert coins and run the ride to ensure everything is operating correctly.

If as a result of the above visual checks any doubt arises, then the company, supplier, or person responsible for the ride should be notified immediately.



Interactive Planets Game

The Peppa Pig Rocket has an interactive planets themed game, which is both fun and educational. The game is played via the pushbuttons on the dashboard. It teaches the children to recognise and match the buttons to the pictures, and also teaches them a little about our solar system.

How Does It Work? - The game starts as the ride begins. An audible introduction will be heard from one of the Peppa Pig characters, Edmund Elephant, "Hello, I'm Edmund Elephant.....". Edmund then proceeds to ask a question relating to the planets on the display graphic. For example, the Earth will illuminate on the graphic and Edmund can be heard saying "Peppa and George can see the Earth! Can you find the button for Earth?". At this point, the user has to press the corresponding button, matching the picture on the button to the one that's illuminated on the graphic, in this case Earth.

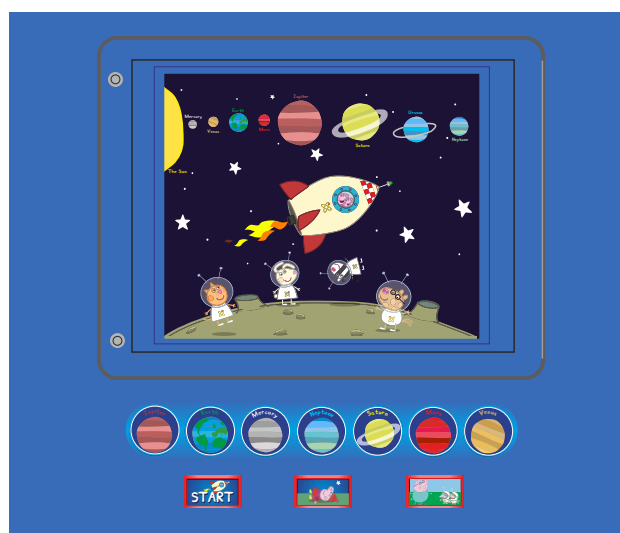
When the correct button is pressed, audible praise will be given by Edmund, "Brilliant! Well done, you found it!"

However, if the wrong button is pressed Edmund will say "Oops that's not it! Try again". The player then gets one more chance to get it right before the game moves on, and they are asked to find the next planet.

What If A Button Is Not Pressed? - When the question has been asked, if a button is not pressed after 5 seconds, Edmund will ask the player to "Try again!". If a button is still not pressed, the game will move on to the next question.

How Many Questions Are There? - The game has a bank of 7 questions. Only 4 of these will be asked during any one ride. If multiple credits have been given (i.e. £1 for 3 rides) then the next ride will begin with the following question in the sequence. This ensures that the rider doesn't have the same questions repeated over and over.

How Many Buttons Are There, And What Do They Do? - The ride has 10 pushbuttons in total. There are 7 round buttons displaying pictures of planets which are used for playing the planets game. There are also 3 rectangular buttons on the dashboard just below the planet buttons. One of which is the Start button. This is clearly marked and is used to start the ride once the correct credits are inserted and the child is seated safely. The remaining 2 rectangular pushbuttons are sound effect buttons. Each one says a different phrase when pressed. These buttons only come in to play and work between questions being asked during the game. *They do not respond while questions are being asked, or while the game is waiting for an answer.*





TAKING CARE OF YOUR RIDE

All Northern Leisure Group Ltd. rides are manufactured in the U.K. using a high quality Lead Free self coloured GRP. This material can be maintained easily, and kept to a very high standard by taking day to day care of your ride.

CLEANING

To ensure you get the maximum life span from your machine, a day to day clean is recommended. Clean the main areas of the ride with a *damp* cloth rinsed out in soapy water. Ensure the cloth is not drenched in water and avoid any electrical components such as coin-mech, lights, buttons etc. **Do not** hose down or flood the machine! Alternatively, a household furniture polish can also be used, or in cases of an extremely dirty ride, Kiddy Rides recommend using a good automotive cleaning compound. This material is available through Northern Leisure / Kiddy Rides. Do not use any solvent based materials when cleaning your ride.

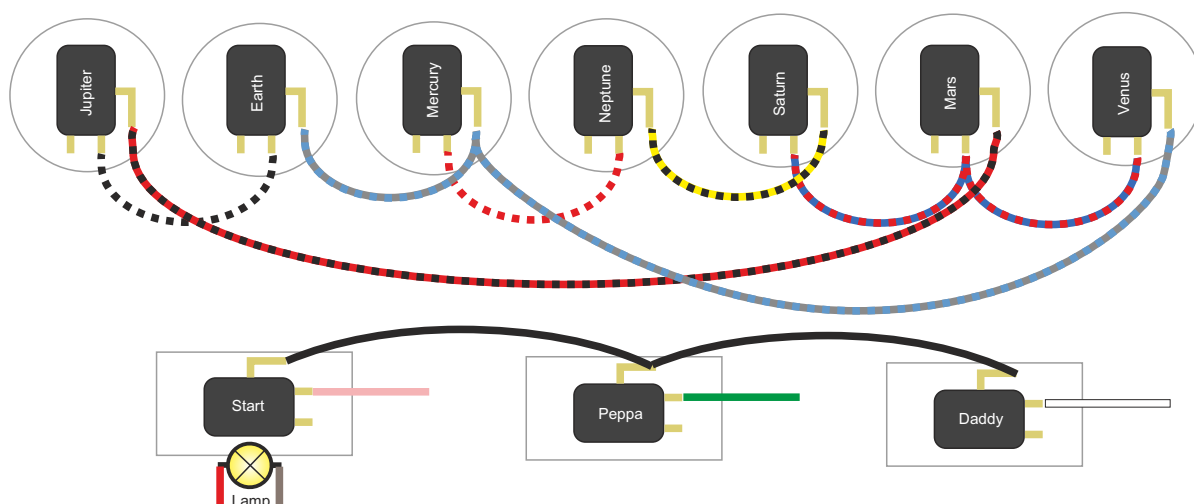
COIN MECHANISM

The Coin Mechanism, or Coin Mech is located on the rides dashboard in the 'cockpit' area. Access for the coin mech is gained by opening the lock on the metal face plate, and simply lifting it out towards yourself. The mech and connection can now be easily inspected or cleaned at this point. See page 9.

PUSHBUTTONS

There are 10 pushbuttons fit to the dashboard in the rides cockpit area. The switches are accessed by opening the hinged door panel which the LED Graphic Display is mounted to. This is opened via the two locks located to the left hand side of the panel. Once unlocked, the door will swing open, leaving the switches, and their connections easily accessible. The bulbs are also accessed this way should they need replacing.

PUSHBUTTON CONNECTIONS/COLOUR REFERENCE





Standard Operation And Adjustments

Control Box / Timer - The control system in this ride is a Low Voltage 'Kermit Navigator' box. This is located behind the dashboard in the rides cockpit area, it is accessed by opening the hinged door panel which the LED Graphic Display is mounted to. This is opened via the two locks located to the left hand side of the panel. Once unlocked, the door will swing open, leaving the Kermit Box, and its connections easily accessible.

If required, the box can be removed from the ride by loosening the two 7mm nuts which hold the mounting tags. ****Do not remove the nuts fully. This will eliminate any chance of dropping them into the Kermit Box.*** Once the nuts are loose, simply pull the bottom of the box towards yourself, disengaging the lower mounting tag. The top two tags which you have just loosened should now drop free from the bolts. ****Ensure all connections to the Kermit Box are disconnected before removal.***

Ride Time - The length of time that each ride lasts is determined by the interactive game, and can not be changed. The standard length for each ride is approximately 90 seconds.

Volume Settings - The volume control buttons are located on the right hand side of the control box as indicated by the diagram on the box lid. Here you will find 2 small push buttons, one to turn the volume up "+" and one to turn the volume down "-" (The power must remain on, and the ride should be running to adjust the volume settings on this control system. It is recommended this be done from inside the ride to prevent the ride turning away from you, thus eliminating any potential hazards).



Fig 1.
Volume Controls



Fig 2.
Switch Bank

PRICE OF PLAY - The price of play is the cost of each turn on the ride, e.g. 1 ride for 50p. The cost per ride and currency is set at manufacture, and the operator's preference must be stated at the time of purchase. However, if you find it absolutely necessary to have these settings changed at a later date, then it is possible, simply set the switch bank to the desired configuration. Please refer to the table below. The switch bank is located next to the volume controls (see fig.2) Contact the manufacturer for any support or advice.

****Please note that the rides power must be off when changing any switch settings. The power should then be switched back on, once completed, for any changes to take effect.***

PRICE OF PLAY (UK/Euro)	SW1	SW2	SW3	SW4
Price/Credits 20/1, 50/3, 100/7	OFF	OFF	OFF	OFF
Price/Credits 30/1, 50/2, 100/5	OFF	OFF	ON	OFF
Price/Credits 50/1, 100/3, 200/7	OFF	OFF	OFF	ON
Price/Credits 60/1, 100/2, 200/6	OFF	ON	OFF	OFF
Price/Credits 80/1, 200/3, 300/7	OFF	ON	ON	OFF
Price/Credits 100/1, 200/3, 400/7	OFF	OFF	ON	ON
Price/Credits 150/1, 300/3, 400/5	OFF	ON	OFF	ON
Price/Credits 200/1, 300/2, 400/4	OFF	ON	ON	ON
Price/Credits 20/1, no bonuses	ON	OFF	OFF	OFF
Price/Credits 30/1, no bonuses	ON	OFF	ON	OFF
Price/Credits 50/1, no bonuses	ON	OFF	OFF	ON
Price/Credits 60/1, no bonuses	ON	ON	OFF	OFF
Price/Credits 80/1, no bonuses	ON	ON	ON	OFF
Price/Credits 100/1, no bonuses	ON	OFF	ON	ON
Price/Credits 150/1, no bonuses	ON	ON	OFF	ON
Price/Credits 200/1, no bonuses	ON	ON	ON	ON



CLEANING THE COIN MECH

In order to ensure maximum efficiency from your coin mech it is essential to pay regular attention to the cleaning of the coin pathway. Before attempting to clean or remove the mech, the machine should be **switched off**. The shaded areas shown in the diagram below (fig.1) should always be kept free from dirt, grease etc. Any cleaning should be carried out by using a soft damp cloth. The surface should always be left clean and dry after such cleaning.

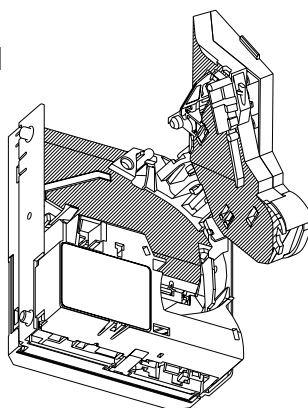
If any drops of water enter the product, leave the machine switched off for sufficient time to dry out before switching the power back on again.

Never use solvents to clean the mech. This will damage the surfaces.

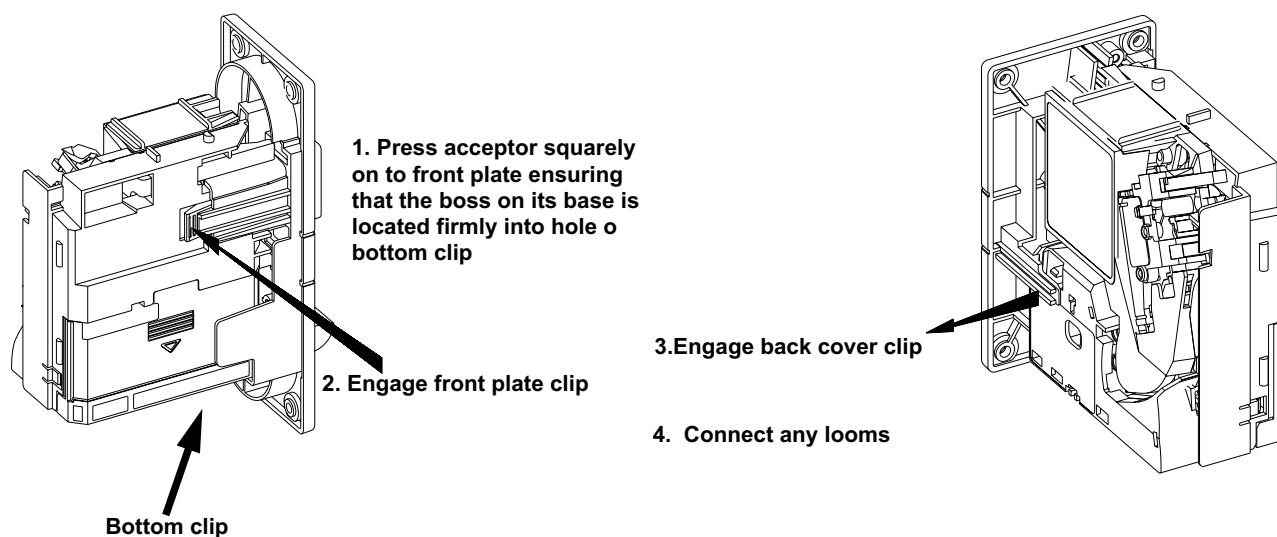
Note: Failure to switch the machine off before cleaning could result in inconsistent coin acceptance.

The M330 mech calibrates itself at power up, and re-calibrates every 4 minutes, 5 seconds after a coin has been rejected, or 5 seconds of the deck is closed. If you switch on with the lid open it will calibrate incorrectly and, if a coin is inserted within 5 seconds of the deck being closed, it will be rejected. Subsequent coins will follow the normal process of validation *provided* that the lid is firmly closed.

fig.1



INSTALLATION & REMOVAL FOR FACE PLATE



Note: reverse procedure for removal



Top Loom Reference - refer to diagram.

<u>Colour Ref.:</u>	<u>Button / Destination:</u>	<u>Plug / Pin No:</u>
Yellow / Black	Neptune, Saturn	P6 / 1
Grey / Blue	Earth, Mercury, Venus	P6 / 2
Red / Blue	Saturn, Mars, Venus	P6 / 5
Red / White	Mercury, Neptune	P6 / 6
Red / Black	Jupiter, Mars	P6 / 9
White / Black	Jupiter, Earth	P6 / 12
Black	Start, Peppa, Daddy (switch common)	P4 / 6
Pink	Start	P4 / 19
Green	Peppa	P4 / 20
White	Daddy	P4 / 21
<u>Colour Ref.:</u>	<u>Use / Destination:</u>	<u>Plug / Pin No:</u>
Red	Start Lamp +	P4 / 18
Brown	Start Lamp -	P4 / 5
Yellow (1)	Lamps - Buttons, External Top Beacon	P10 / 3
Yellow (2)	Lamps - Buttons, External Top Beacon	P10 / 4
Grey (2-core)	Speaker	P4 / 12
Grey (2-core)	Speaker	P4 / 13
Blue	Meter	P4 / 4
Red	Meter (+12V)	P4 / 17
White	Park Sensor	P6 / 11
Brown	Park Sensor	P6 / 15
Yellow	S.S. Relay (+ DC)	P4 / 22, S.S.R.+
White	S.S. Relay (- DC)	P4 / 23, S.S.R.-
Red	(+AC) Base Power Supply, Planet Suite	P10 / 1, P11 / 1, MR16
Black	(-AC) Base Power Supply, Planet Suite	P10 / 2, P11 / 2, MR16
Black	Planet Suite (GND)	P2 / 4, P12 / 4
Green	Planet Suite (TX)	P2 / 2, P12 / 2

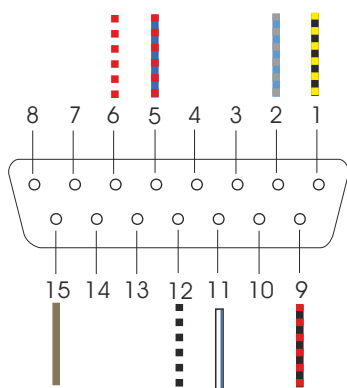
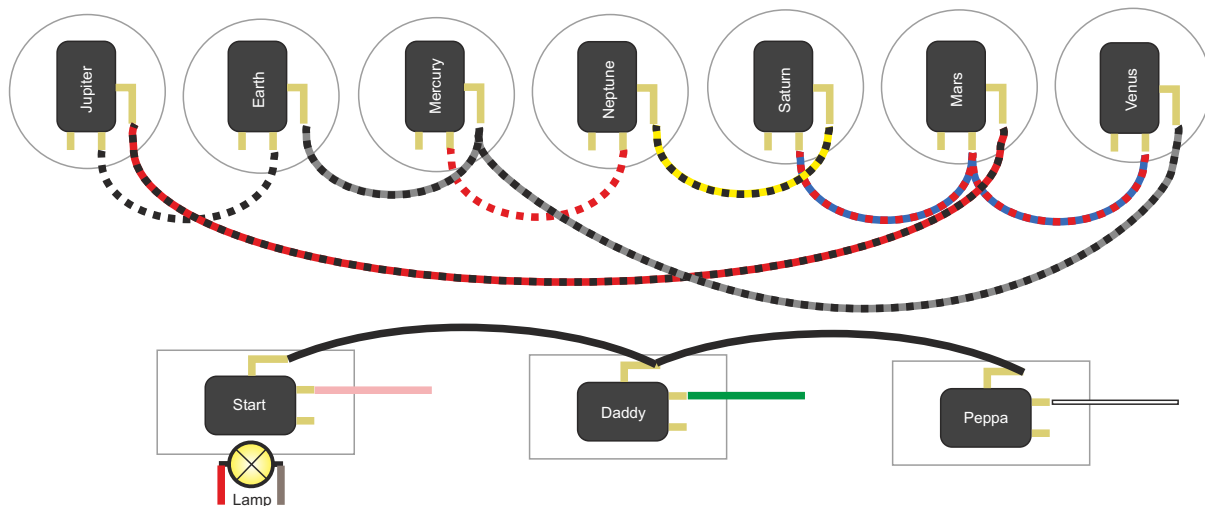


Base Loom Reference - refer to diagram.

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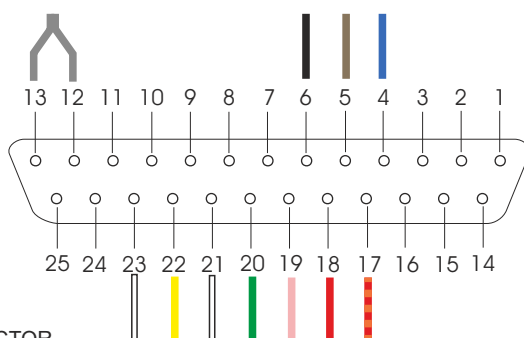


Peppa Rocket D-Plugs



15-WAY CONNECTOR

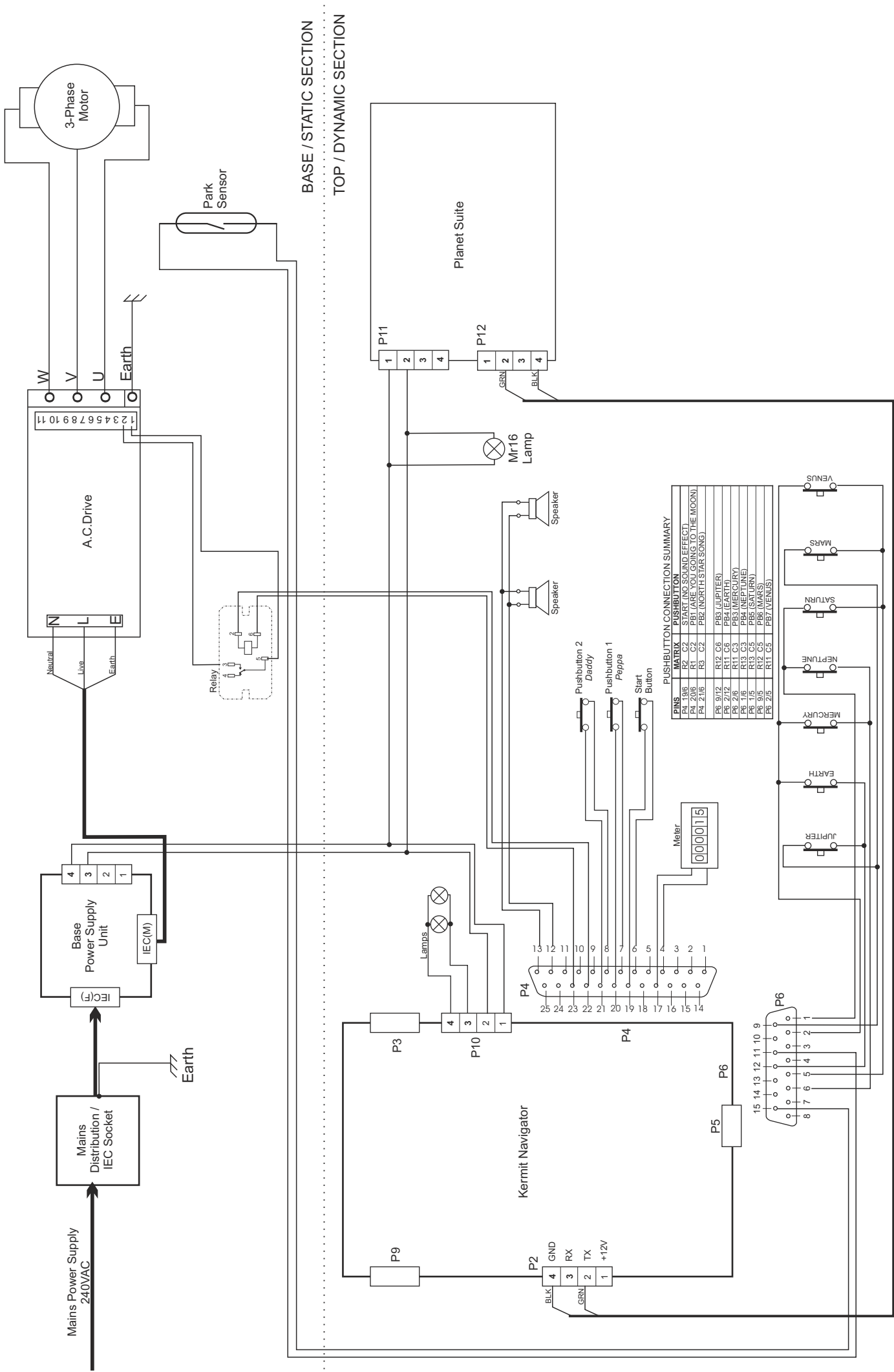
PIN No	WIRE COLOURS	USE
1	Yellow & Black	Neptune, Saturn
2	Grey & Blue	Earth, Mercury, Venus
3		
4		
5	Red & Blue	Saturn, Mars, Venus
6	Red & White	Mercury, Neptune
7		
8		
9	Red & Black	Jupiter, Mars
10		
11	White & Blue	Park Sensor
12	White & Black	Jupiter, Earth
13		
14		
15	Brown	Park Sensor



25-WAY CONNECTOR

PIN No	WIRE COLOURS	USE	PIN No	WIRE COLOURS	USE
1			14		
2			15		
3			16		
4	Blue	Meter	17	Red & Orange	Meter (+12V)
5	Brown	Start Lamp -	18	Red	Start Lamp + (+12V)
6	Black	Switch Common	19	Pink	Start Button
7			20	Green	Peppa Button
8			21	White	Daddy Button
9			22	Yellow	Base Power Supply (+12V)
10			23	White	Base Power Supply (Play-)
11			24		
12	Grey	Speaker	25		
13	Grey	Speaker			

PEPPA PIG ROCKET - WIRING SCHEMATICS





Ensure the power is turned off before carrying out any of the following procedures!

Disconnecting The Loom

The Wiring Loom is made up of 2 separate sections, a Top Loom, and a Base Loom. The two separate looms are joined together in the top of the ride using a 6-way M-Lock Connector. This connector can be found inside the Rockets top inspection panel located on the outside of the Rocket towards the rear. The panel is removed by unfastening the two M6 Button Head Socket Screws, or Allen Bolts. This is done using a 4mm Allen/Hex Key. The panel will then simply lift out.

Behind the panel you will see the two looms and their connection. The Top Loom should be secured by a plastic retaining clip. Simply push the tab at the top of the clip, and the clasp should now open allowing you to free off the loom.

Take hold of each side of the 6-way plug, one in each hand, and squeeze the tags together on the sides to allow the plugs to release. While doing this, pull the plugs apart. The plugs may be stiff, but will separate from the middle. Be sure to only pull the clips! Do not use the wires for pulling the plugs apart, this may damage the pins or break the wires!

Removal Of Body Shell (2 persons required)

To remove the Body Shell / Rocket from its base, follow the steps above. Once the plugs are separated, push the Base Loom through its hole back into the base. *Ensure that the plug has fully passed through the hole, and is completely free from the body shell.*

There are 4 Body Bolts securing the Rocket to the base. These can be found in the floor area inside the cockpit of the ride. Locate the bolts and remove using a 5mm Allen/Hex Key. Once the bolts are fully removed, and the looms are free of snagging, the Body shell can be removed.

**Please note that it is recommended that two or more people should be used to lift off the shell. The shell needs to be lifted until the base of the shell is clear of all base components. manual handling and lifting guidelines should be followed, as set out by the HSE. This can be found by visiting www.hse.gov.uk*

Once the ride is separated, a full inspection of the Base Mechanism can be carried out. This level of maintenance should only be carried out by a competent person. If care is not taken when inspecting or servicing the ride, there may be risk of damaging components or personal injury.

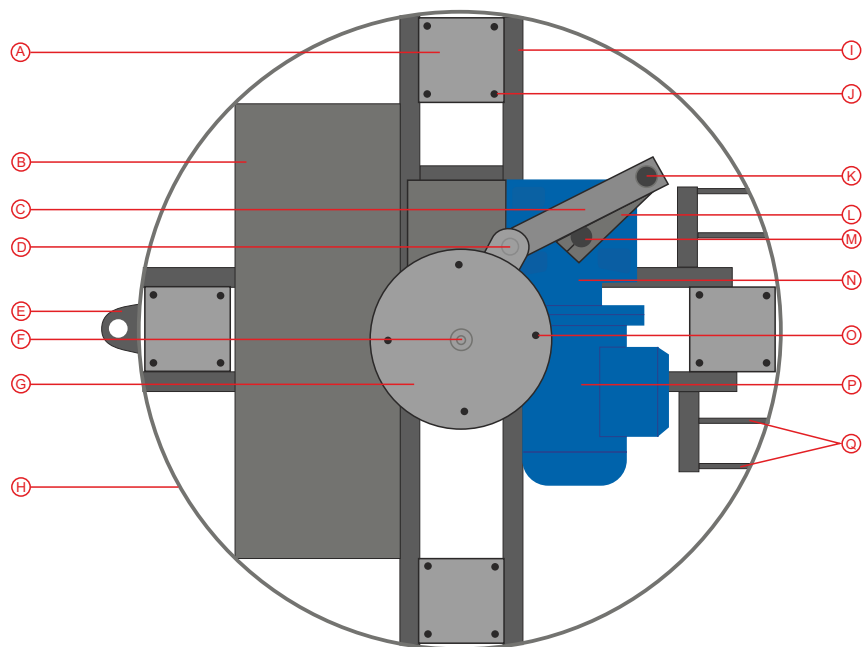


Fig.1 Base Mechanism

Ref.	Description
A	Top Castor Mounting
B	Mounting Plate
C	Link Arm
D	Top Pivot Pin
E	Towing Eye
F	Top Plate Mount
G	Top Plate
H	Outer Base Shroud
I	Chassis Frame
J	Top Castor Mounting Holes 8mm
K	Pivot Pin
L	Cam Arm
M	Drive Shaft
N	Gearbox
O	Body to Base Mounting Holes (M8)
P	Motor (3 Phase)
Q	Base Castor Mounting Bracket

Fig.2 Base Components

Ref.	Description
1	Top Castor
2	Mains Out Cable
3	A.C. Drive / Inverter
4	Solid State Relay
5	Top Castor Fixed Bracket
6	Park Sensor (Reed Switch)
7	Base Power Supply
8	Mains Power In Cable
9	IEC Clip
10	Mains Inlet / IEC Socket
11	Base Loom
12	Motor Cable (3 Phase / 4 Core)
13	Base Castor
14	Supply Out Fuse (6.3A)
15	Mains In Fuse (6.3A)

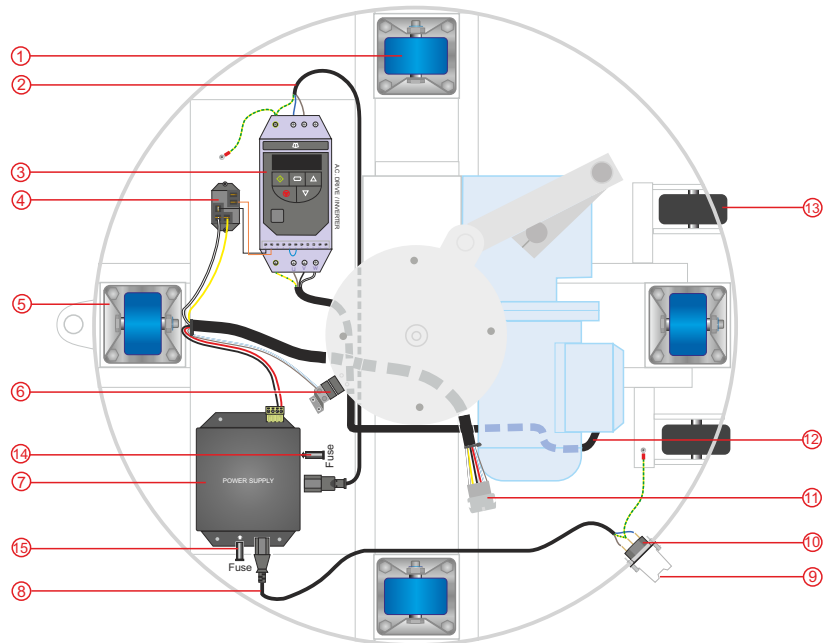


Fig.3 Centre Coloumn

Ref.	Description
D	Top Pivot Pin
G	Top Plate
6	Park Sensor / Reed Switch
14	Centre Shaft
15	FYTJ 30 TF Bearing
16	FYTJ 25 TF Bearing
17	Sensor Bracket

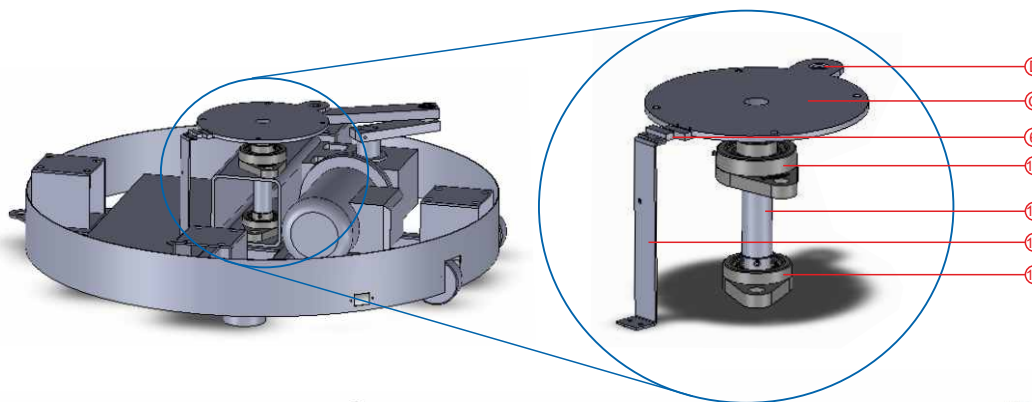


Fig.4

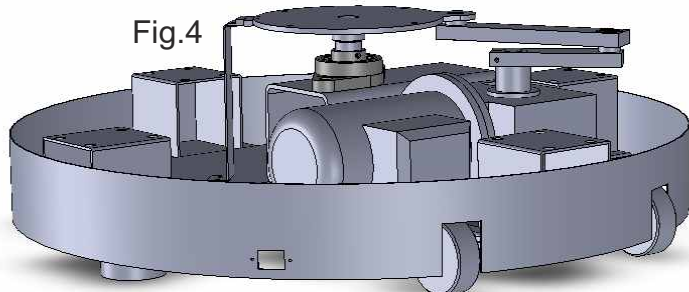
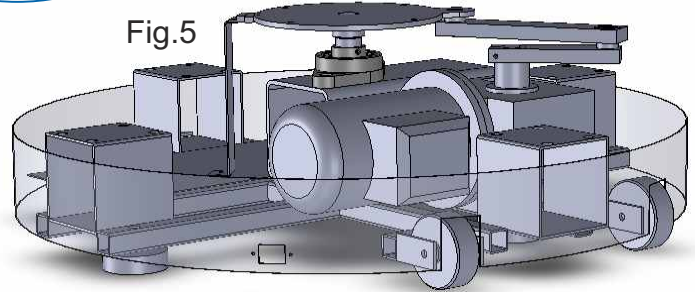


Fig.5





FAULT FINDING

To be carried out by a competent person. Ensure volume is turned up for testing purposes.

<u>SYMPTOM</u>	<u>CHECK</u>
No lights / self test message	Mains voltage supply. Mains supply to control box. Green 4 way plug on control box. 2x yellow wires into 4 way plug. Break in connection on yellow wires to button lamps
Coins do not accept	Check mains power is on. No voltage to coin mech. Faulty coin mech. Broken / disconnected Ribbon Cable
Coins accept but counter / meter does not turn.	Check connections to counter / meter Check cable that runs to the “D” connector on the control box. Check control box. Faulty meter.
Ride Will Not Start. Counter / meter turns when coins inserted but will not operate the start button message when the credit is reached.	Check control box and “D” plug connections. Check connections on interface and wiring to start button. Faulty control box.
When start button is pressed, sound Operates but no movement occurs.	Check for mains output to motor from control box whilst the ride is operating. Connect motor direct to mains to see if it runs. Check pulley and Drive belt on the mechanism.
No lights on the dashboard Graphic	Check there is power to the machine. Make sure all connections to the Planet Suit are present and secure. Check there is power to the power supply (located through rear inspection door). Check all output connections from the control box are fit correctly.
Ride permanently runs.	Faulty relay in control box. Faulty A.C. Drive / Inverter

*For advice and support on any problem, please call our Technical Dpt. on +44 (0)113 239 38 03
or email technical@kiddyrides.uk.com*



Orders, Spares, and Repairs



TELEPHONE

Call us on **+44 (0) 113 2393803**

Confirm your order by 2.00pm and we will ship the same day. If goods aren't in stock, you will be given an expected shipping date before confirming your order.

FAX

Fax us on **+44 (0) 113 2363194**

Confirm your order by 2.00pm, and we will ship stock items the same day.

POST

Send us an order by post. If you don't have an account with us, please include payment for the full amount including delivery and VAT.

E-MAIL

E-mail your order directly to orders@kiddyrides.co.uk or browse our web pages at www.kiddyrides.co.uk and e-mail us directly from there.

METHODS OF PAYMENT

Subject to approval, we offer thirty day Credit Accounts. Please call for more information. If you are not an account holder, you can post a cheque along with your order. We would also welcome receiving your payment by BACS direct credit. Please call for more details.

Northern Leisure Group also accept payment from all major credit cards.

If you have any queries regarding an account, then please contact us. You can also get information by e-mailing our accounts dept. at accounts@kiddyrides.co.uk

NO MINIMUM ORDER VALUE

We want you to order what you want, when you want it. So you can order whatever quantities you like from Kiddy Rides, and you won't be penalized with a minimum order value.

ON-SITE REPAIRS

If you are unable to return parts for repair, or fit spares yourself, we can arrange for one of our regional engineers to make a site visit. Just call for details.

HOURS OF BUSINESS

Our office and sales lines are open **Mon – Fri: 9.00am to 5.30pm**. You can still call our number (+44 (0) 113 239 38 03) outside these hours, and leave a message with our pager service. Alternatively, you can contact us by fax or e-mail.

All goods are supplied on the conditions that Northern Leisure shall not be liable for any direct or consequential damage arising from delay in delivery or from defective material, other than is covered by our usual form of guarantee. Whilst every effort is made to ensure the accuracy of the particulars contained in this book, modifications and specification changes to kiddie rides are on going. These may affect the information specified.



Parts List - Upper Body

DESCRIPTION OF PARTS	QUANTITY	ITEM REF.
Coin Mech M330	1	Mech M330
Coin Mech Mini Face Plate	1	Mini Face Plate
Coin Mech Metal Face Plate	1	Small Metal Face Plate
Cash Door	1	Cash Door
Cash Box	1	Rocket Cashbox
Meter / Counter	1	Base Meter
Speaker	2	Speaker
Speaker Cover	2	KR Speaker Cover
Top Beacon (Green)	1	Rocket Beacon
Top Beacon Bulb	1	BA15D Bulb
Inner Roof Lamp	1	RGB MR16 LED Lamp
Inner Roof Lamp Fitting	1	Rocket Downlight Fitting
Perspex Peppa Pig Graphic	1	Rocket Graphic
Graphic Frame	1	17" Mounting Frame
LED PCB	1	Planet Suite
Metal Backing Panel For Graphic	1	Graphic Backing Panel
Button Round (Blue Back Lit)	7	Illuminated Blue Button
Button Rectangle (Red Lit Bezel)	3	Illuminated Rectangle Red Bezel Button
Button Planet Legends	7	Planet Button Legends
Button Character Legend	7	Rocket Character Legends
Button Start Legend	1	Rocket Start Legend
Button Wedge Bulb	10	12V 0.1A Wedge Bulb
Top Wiring Loom	1	Rocket Top Loom
Floor Tape / Foot Grip	1	Rocket Flooring
Aluminium Entrance Step	1	Aluminium Edge Plate (297mm)
Door Edging Trim	1	Rocket Entrance Edge Trim
Body To Base Fixing Bolts	4	Rocket Body-Base Bolts



Parts List - Base Components *See also page 15 for detailed base reference

DESCRIPTION OF PARTS	QUANTITY	ITEM REF.
Top Castor	4	80mm Fixed Castor
Rocket Motor Assembly	1	3 Phase Motor & Gearbox
Motor A.C. Drive / Inverter	1	Inverter
Solid State Relay (SSR)	1	Solid State Relay
Base Power Supply	1	Base Power Supply
Base Power Supply Fuse	2	Fuse T6.3A 250V
Park Sensor	1	Reed Switch / Sensor
Base Wheels / Towing Wheels	2	Base Castor
Power Socket	1	IEC Inlet Socket
Mains Lead Clip	1	IEC Clip
Centre Shaft Bottom Bearing	1	Bottom Bearing FYTJ 25 TF
Centre Shaft Top Bearing	1	Top Bearing FYTJ 30 TF
Park Sensor Bracket	1	Rocket Sensor Bracket
Base Wiring Loom	1	Rocket Base Loom
Rubber Feet	4	Base Feet
Mains Lead (To Plug)	1	Mains Lead
Power Supply Mains In Lead	1	Female - Bare IEC Lead
Power Supply Mains Out Lead	1	Male - Bare IEC Lead

For replacement Nuts, Bolts, or Fixings, please state the use and location at the time of enquiry.



Decals / Sticker	Description	Use
	Edmund Elephant Window Scene	Internal Central Window
	Friends Window Scene	Rear Window
	Helmet Logo	George Pig's Space Helmet
	Large Space Logo	Outer Rear Of Rocket
	Medium Space Logo	Peppa Pig's Dress
	Small Space Logo	George Pig's Space Suit
	Peppa Pig's Features	Peppa Pig's Face
	George Pigs Features	George Pig's Face



REPAIR, SERVICE, AND HEALTH & SAFETY RECORD

To be filled in by Engineer at time of work being carried out

[illegible]



REPAIR, SERVICE, AND HEALTH & SAFETY RECORD

To be filled in by Engineer at time of work being carried out

[illegible]



YOUR NOTES

[illegible]



YOUR NOTES

[illegible]