

Technical specification of:

Crazy cannon



I.E. PARK S.r.l.

Via Don P. Borghi 3

42043 Praticello di Gattatico REGGIO EMILIA - ITALY

phone +39-0522-678526 - fax +39-0522-678750

e-mail: info@iepark.com - website: www.iepark.com



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Description

The Crazy Cannon is a new funny interactive family ride composed by 4/5/6 cars moving simultaneously on a circular track.

Each car is equipped with two air cannons and balls and the scope of the game is to center the donuts placed in the ride center and accumulate max point, to be reward by tickets (optional: tickets only if requested by customer).

It is possible to collect the points and there is a score board placed above the central decoration that will show the winner car at the end of the cycle and the center baskets will flash using the same color of the winner car.

Notably, there are two different speeds:

- Slow: adapt for children and family, in order to provide adequate time to the players to center the baskets
- Medium: adapt for teenagers, in order to make the game more competitive

The CRAZY CANNON has a circular dimension of 8,7mt (10.4m including safety distance) and requires a clearance height of at least 4 mt.

The main structure is composed by the following components:

- a) A circular track where the cars are connected the cars have a DC motor which take DC voltage from the track. It is possible to install 4 or 5 or 6 cars. Each car is equipped with 2 AIR CANNONS.
- b) In the middle is located a vertical structure where there are the lighting baskets, provided each one with 2 sensors. These baskets must be hit from the guests using the air cannons during the working cycle.
- c) The cannons take the balls through an aspirator from the circular channel located around the base, where the balls are accumulated during the cycle of operation (close circuit)

Game description

The ride center is composed by a pentagonal structure with 5 curved faces. On each curved faces are installed 6 lighting baskets (inner hole Ø200)



The scope of the game is to center the baskets of the same color of the car.

Example "The passengers on the green car will try to hit only the green baskets"
The baskets will change color during the game, so the basket green may be orange after some time. This function is operated by a programmable software. (no update required)

In particular, when the color is changing there will be the flashing of the lights for few seconds.

Example "The passengers on the green car will try to center the green baskets, but when the basket is changing color (intermittence signal) it will necessary to hit the new green basket"

When the ball pass through a basket, this-one make one white blink.



NOTE: the basket crossed by the ball does not change color. It will only white blinking. When the ball pass through a basket the sensors positioned in the basket will detect the ball and assign a point to the car of the same color of the basket.

Example " If the passengers on the green car will hit the green basket, it will assign the point to the green car, but if the passengers on the green car will hit the yellow basket it will assign the point to the yellow car"

ATTENTION!! Ability is to hit own car's color and random shoot might favor other competitors.

➤ **DOUBLE POINTS (Evolved Functions)**

If the ball will center the basket when the lights is rotating in clockwise direction, in this case will be assigned double points to the car of the same basket colors.

➤ **POINTS COUNTER**

By means of photoelectric cells, every basket crossed by a ball will increment of one unit the score of the car that has the same color of the basket.

If it is centered the basket during the running light (clockwise), two units will be assigned to the score of the car that has the same colors of the basket. The points counter will collect the score of each car, and the winner will be "the car color..." and not the single passenger.

The ride can work at full load or not.

When there are only one passenger on board the total score will be doubled while if there are two passengers on board, the total score of the car will be kept.

Example:

CAR	Cannon 1	Cannon 2	Score	Total score	Classification	Tickets award
1 - Green	x	x	250	250	3°	50
2 - Purple	x	-	120	240	4°	0
3 - Yellow	x	-	175	350	1°	150
4 - Blue	x	X	260	260	2°	100
5 - Orange	-	-	10	10	6°	0
6 - Red	-	-	30	30	5°	0

In the green rectangle is indicated the winner.

The ride can work also in case of one passenger on board (Rare case). In this case will be assigned a minimum score for the "Avatar car" for example

CAR	Cannon 1	Cannon 2	Score	Total score	Classification	Tickets award
1 - Green	x	-	170	340	1°	150
2 - Purple	AVATAR	-	100	200		
3 - Yellow	-	-				
4 - Blue	-	-				
5 - Orange	-	-				

The operator can consider different avatar depending on the difficulty of the game:

- Baby avatar 4- 8 years old : 100 points automatically assigned to the avatar
- Young avatar 9-13 years old: 150 points automatically assigned to the avatar
- Teen avatar 14-18 years old: 180 points automatically assigned to the avatar
- Adult avatar >18 years old : 220 points automatically assigned to the avatar

Note: The operator must communicate to the control system the need for an avatar and the difficulty

➤ **CIRCULAR SCOREBOARD**

The points will collect during the ride cycle and will appear at the end of the cycle through a circular monitor placed on top of the central decoration.



The scoreboard is a circular led screen (height 300 mm) and the scores rotate along it.

At the end of the game the winner will be celebrated on the top screen and the baskets will be all illuminated of the winner color.

If required by the customer, it will be possible print the redemption tickets to each participant. (Option request by customer before the order)

➤ **BALLS RECOVERY SISTEM**

Each car is equipped with a suction machine that takes the balls from the central channel and sends them directly to the two cannons installed on the vehicle.

Note: In case of empty car, the operator must turn off the suction machine using a bottom placed on the vehicle

Note: In case of there is a car with only one passenger, the operator must close the cannon without player using the handle positioned on the cannon.

➤ **LIGHTING SYSTEM (OPTION)**

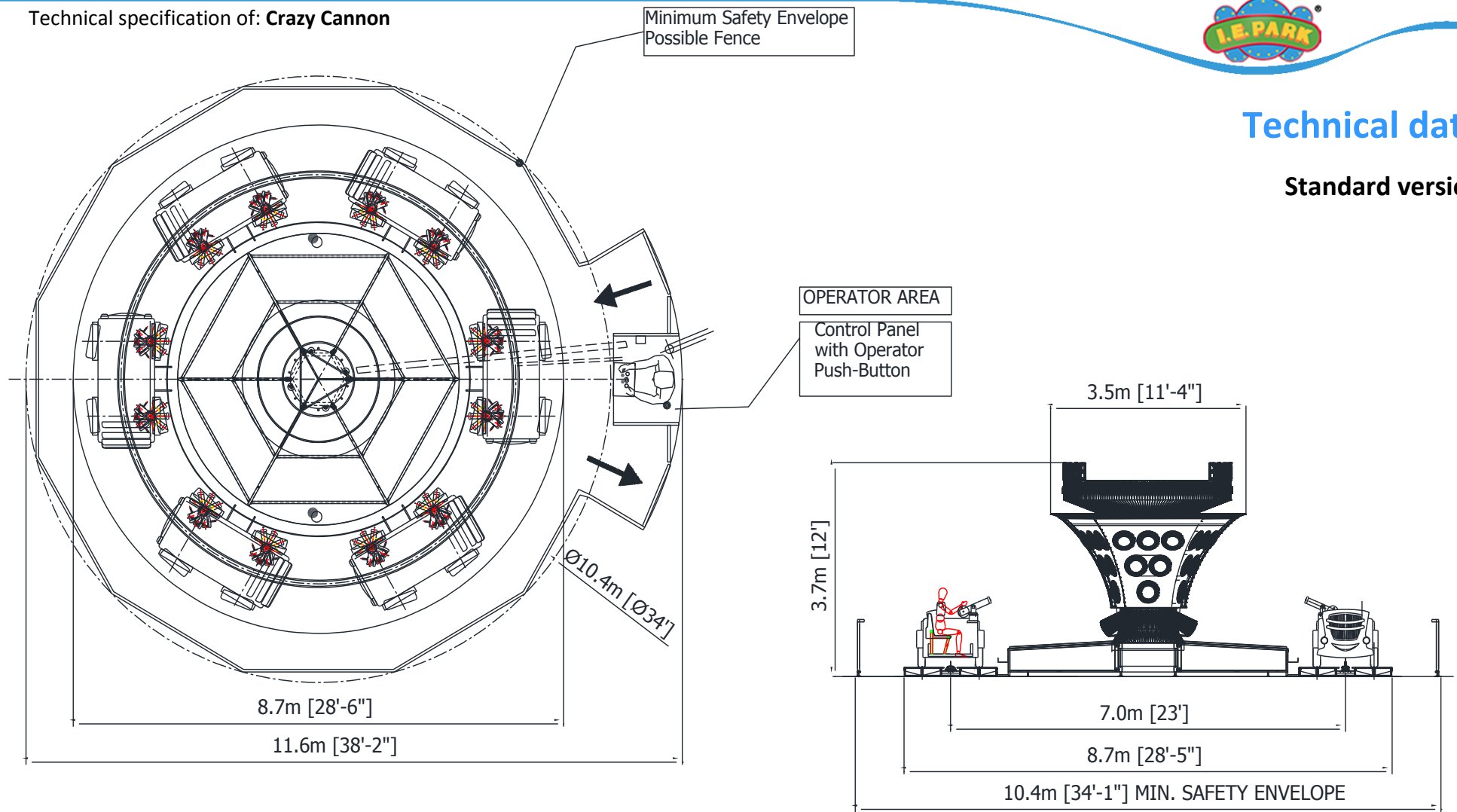
In addition to the illuminated baskets, the ride will be equipped with 5 moving heads, controlled by a mixer. These colored lights will illuminate the central slide creating different scenography.



Also the ride is provided with two retro-illuminated sign (blue colors) on top.

Technical data

Standard version



TECHNICAL DATA

Weight	2500 KG
Number of Vehicles	6
Passenger Capacity	12 Players - 240 Players per Hour
Column's faces	5
Number of Targets	6 targets each face (30 targets total)
Boarding	Simultaneous
Shipping Volume	1x40' box

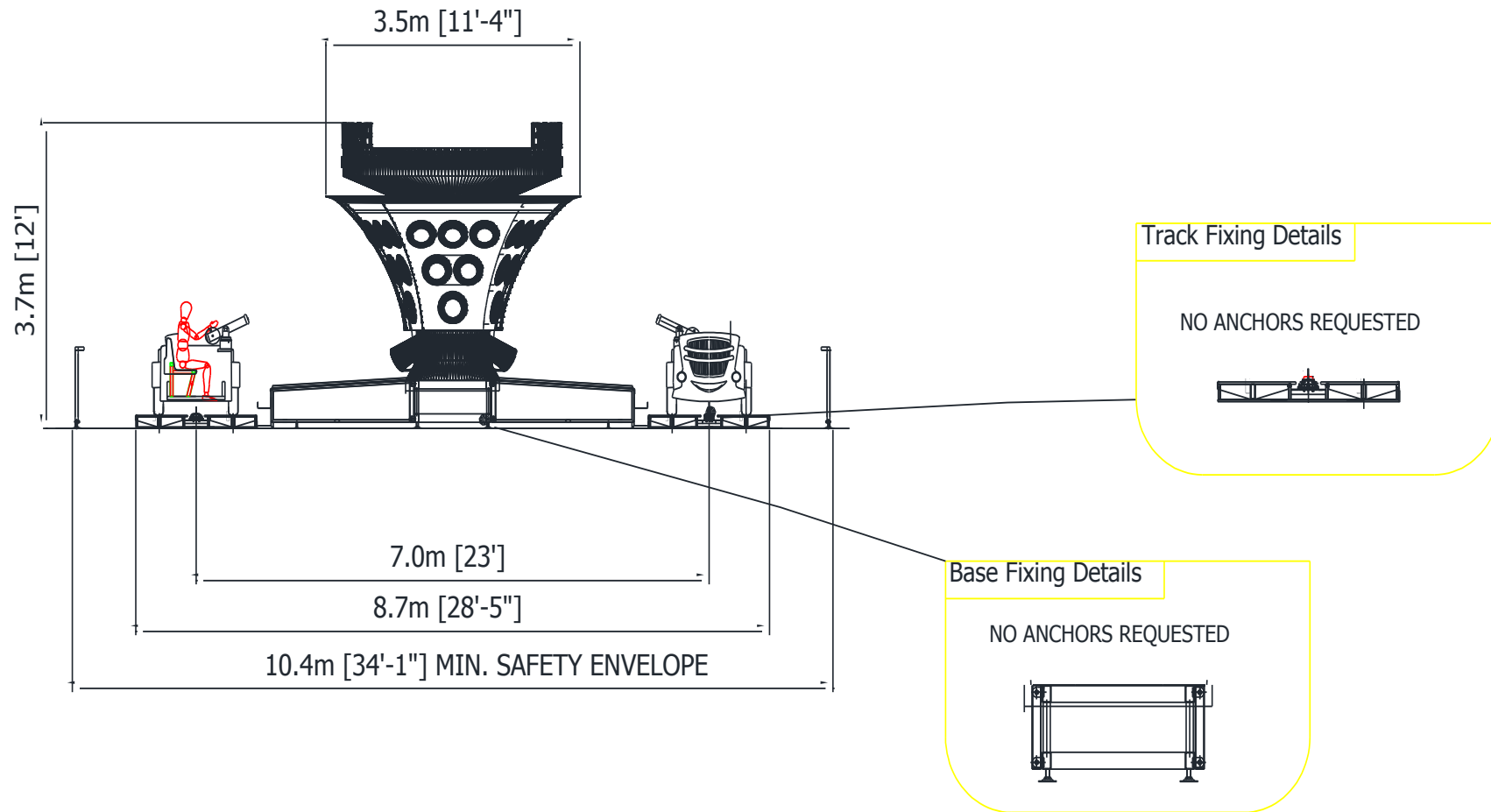
ELECTRICAL DATA

Voltage	3phase + neutral + earth (230/380/415 V)
Frequency	50/60 Hz
Motive power	5kw
Lighting & Game power	7kW
Control	Automatic/Manual
Noise level	<80db

Passengers age/height restrictions: Minimum admissible height 105 cm - Unaccompanied

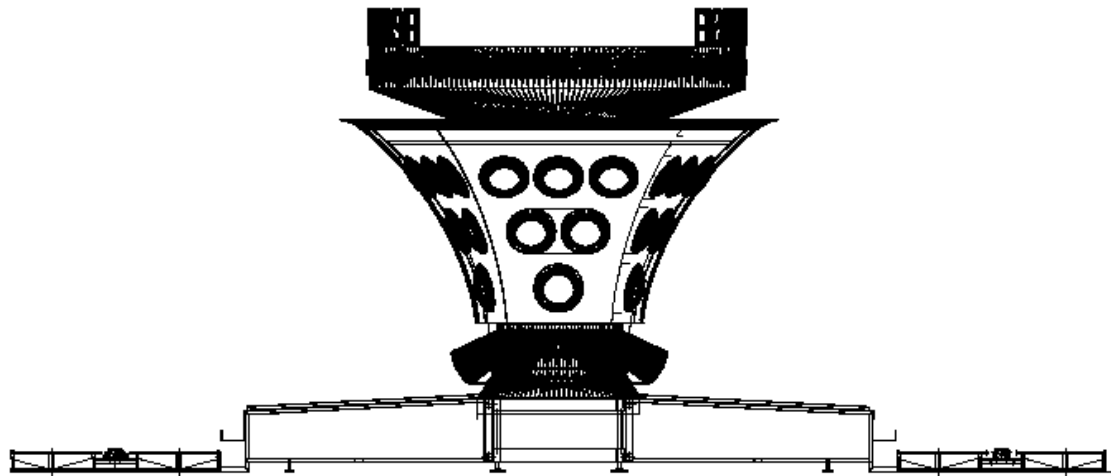
Foundation

CHILDREN RIDES



Loads

Structure weight : 15KN



Full load vehicle weight:
5.6KN

