

SPLAT!



Description:

SPLAT! is an amazing and fun “Chase The Lights Game” where two players race to press the light before their opponent. Each player has a circle of lights that light up one at a time, the aim of the game is to press the light that is turned on before your opponent. The faster you press the lights the faster they light up. Suitable for all ages as it plays slowly for young children and very fast for the video game Ninjas!

This game is great at any fun day, corporate event, wedding, youth club, birthday party or any other event you may be having. SPLAT! is build into a sturdy flight case and is mains powered.

Play Modes:

Game Stage	Duration	Description
Waiting To Start	Indefinite	Both displays display “Start” with an arrow pointing to a flashing button, pressing any button starts the countdown.
Countdown	5 Seconds	Both displays count down from 5 to 0, when the countdown reaches 0 the game starts.
Play The Game	30 Seconds (Approximate)	A button light up randomly for each player, the first player to press the lit button is awarded 1 point. The score is displayed on the display in the middle of each player’s circle of buttons. As soon as a button is pressed the game randomly selects another button and lights that. Because the game always waits for a button to be pressed before it selects the next button, the game speed alters depending on the speed of the competitors. So the game can be used for young children, where it goes slowly, and also for lighting fast teenagers, used to playing video games, where it speeds up.
Winner	15 Seconds	The winner’s lights spin indicating the winner and the contestants’ scores are displayed. In the case of a draw, both circles of lights spin.

Total duration of the game play is 50 seconds resulting in a new set of contestants approximately every minute. Total throughput is 120 players (60 games) per hour.

Tournament Suggestions:

SPLAT! can be used in a number of ways.

- 1) A single player races against the clock to see how high of a score they can get.
- 2) People randomly play the game, as each game is finished a new set of players take over.
- 3) Knockout Tournament – contestants pair up and the winner progresses to the next round with a grand final at the end.
- 4) Winner Stays On – the winner of each game stays on playing all comers until they in turn are beaten.

Dimensions:

	Cased for transport	Ready for play
Length	100 cm	100 cm
Width	50 cm	50 cm
Depth	18 cm	10 cm
Weight	15 kg	13 kg

Note: All dimensions and weights are approximate.

Power Requirements:

Input Voltage: 90 – 264 VAC
Input Power: < 49 Watts
Fuse – Mains Lead: 3 Amp
Fuse – SPLAT!: 2.5 Amp 20 mm

SPLAT! has an IEC socket mounted on one side and a mains lead is provided with a UK style mains plug. Other types of mains leads can be supplied on request. SPLAT! is protected by a fuse mounted adjacent to the mains input socket.

Environmental Requirements:

SPLAT! is designed for indoor use or outdoor use under cover. It must not be exposed to rain, moisture or excessive humidity.

Fault Finding and Repairs:

The only user accessible parts in SPLAT! are the two mains fuses. If SPLAT! fails to turn on check the following:

- 1) Ensure that the mains socket is turned on.
- 2) Check the mains lead fuse. Replace with a new 3 Amp fuse if this has blown.
- 3) Check the SPLAT! fuse located under a screw fuse holder adjacent to the mains inlet on the side of SPLAT! Replace with a new 2.5 Amp 20mm fuse if this has blown.

If the either of the fuses blow repeatedly or for any other faults contact WibbleJelly Games for advise and to arrange for the repair of the unit.

Repair of units outside of the warranty period or where the unit has suffered damage or abuse may incur a charge. Where a charge is incurred, this charge will be agreed by the customer before WibbleJelly Games undertakes the repairs.

Test Mode:

SPLAT! has a test mode that checks all of the internal connections, buttons and LED lamps. To enter test mode press any button whilst turning on the mains power.

- 1) Each score display lights in turn for 1 to 2 seconds – Ensures that the displays are connected correctly and each display ID number has been correctly set. The LED lamps turn ON and OFF in turn (LED lamps spin) – Used during assembly to ensure the buttons and LED lamps are connected correctly.
- 2) All of the buttons light – Ensures that all the button LED lamps are connected.
- 3) As each button is pressed the corresponding LED lamp will be extinguished – Ensures that all the buttons are connected and that the buttons and LED lamps are paired correctly.
- 4) Displays show “Test” and display the software version number installed on the unit – Used for diagnostic purposes and fault reporting.

NOTE: Not all units will exhibit all the test mode steps, early units will stop after step 3 and will not spin the LEDs during step 1.

To exit Test Mode turn OFF the mains power wait 10 seconds and then power up the unit without pressing any buttons.

Contact Details:

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Risk Assessment:

WibbleJelly Games					
Risk Assessment Ref. No. RA_011	SPLAT!				
Hazard Identified & Risk Arising	Person at Risk	Details Of Control Measures	Person Responsible for Controls	Risk Rating After Control	Review Date & Revisions Made
Electrical Safety					
Electrocution due to water	Operator and Participants	All electric equipment to be protected from the elements. Do not use outside in the rain.	Operator	Low	
Electrocution due to faulty electrical equipment	Operator and Participants	All electrical equipment, any extension cables and generator (if used) to be visually inspected before use to ensure it is all in good condition. If frayed wires or exposed conductors are found, or any other faults, the equipment is not to be run until replaced or repaired by a competent person and rechecked.	Operator	Low	
Game Play					
Repetitive Strain Injuries	Participants	Constant repetitive movements can lead to injuries. The game is unlikely to cause Repetitive Strain Injuries during normal use. If pain or discomfort is experienced then the participant is to stop playing.	Operator	Low	
Bruising due to repetitive hitting of the buttons	Participants	Bruising may be experienced if the buttons are repetitively hit with excessive force. Operator to ensure that participants do not use excessive force.	Operator	Low	