

MFG: Funni-Feite Inc.  
RIDE: Keep of THE KRYPT

# KEEPER OF THE KRYPT™

## Portable Fun House

### OPERATION MANUAL

Product Model Number

YKPF-606-SPS



**FUNNI-FEITE, Inc.**

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# WKP-606 PUP TRAILER FUN HOUSE  
"KEEPER of the KRYPT"  
SPECIFICATIONS  
SET UP AND OPERATING INSTRUCTIONS

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RIDE MODEL NUMBER: WKP-606-SPS

RIDE SERIAL NUMBER: WKP-606006

DATE OF MANUFACTURE: 6/95

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DIMENSIONS

	HEIGHT	WIDTH	LENGTH	WEIGHT
TRAILER:	13'-4"	100"	28'-0"	20000 #
STATIC:	22'-0"	15'-0"	55'-0"	20000 #
DYNAMIC:	22'-0"	15'-0"	55'-0"	27000 #

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OPERATING CAPACITY

MAXIMUM LOADING PER SQUARE FOOT: 25 POUNDS  
MAXIMUM DYNAMIC LOADING PER SQUARE FOOT: 25 POUNDS  
MAXIMUM TOTAL PASSENGER WEIGHT: 5000 POUNDS

DO NOT TO EXCEED 25 PERSONS AT ONE TIME INSIDE THIS ATTRACTION

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ELECTRICAL

SERVICE REQUIRED: 240 VAC, AC, 1 Phase      POWER REQUIRED: 50 Amps at 240 Volts

POWER SUPPLY: 125' 8/4 SO CORD      GROUNDING: Via Supply System, Green Wire

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## SET UP

1. Select a site for the operation of the attraction after first checking to be sure that this site is not within 25 feet of the nearest point of any overhead wires of any voltage or within 25 feet of the nearest edge of any railroad track or active highway or street or any other obstruction or structure which could be interpreted as hazardous to the operation of the attraction. Park the trailer in near level position on this approved site. Block trailer wheels for safety and remove the truck tractor.
2. Remove 4 braces from under the trailer and install in the hitch and tail wing scenery. Re-install the safety R-keys of the proper size as delivered with the attraction in the braces. Remove all stairs and handrails from the storage compartment under the trailer. Lower the bottom scenery on the wings and on the main trailer body.
3. Unpin and pullout all support slider poles under the Operator, Entry and Exit fold down decks. Adjust the outrigger jacks on the end of the Operator deck sliders. Fold down all three decks.
4. Install all stairs and handrails on the fun house. Re-install the safety R-keys of the proper size as delivered with the attraction in the stair attach pins.
5. Raise the three skyboard scenery panels on the roof of the trailer. Raise the top panels which are hinged to the top of the wing scenery while being careful to not let the lower outboard scenery swing down and cause injury or damage. Brace all panels into place with the braces which are provided in racks on the roof and under the trailer. Re-install all safety R-keys of the proper size as delivered with the attraction in the braces.
6. Install the overhead quartz light bars in the three sockets on the back of the skyboard scenery.
7. Install the Pennants on the skyboards.
8. Check all breakers. Place them in the "off" or "disconnect" position. Connect the power supply cord to your 240 volt single phase power source with a capacity of at least 50 amps.
9. Test all emergency lighting, exit signs and the smoke detection system.  
**SPRINKLER SYSTEM MUST BE CHARGED - PAGE 7**
10. Lock all utility doors closed. Lock entry and exit doors in open position.
11. Complete all safety and maintenance schedules in this operation guide.

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PRESCRIBED OPERATING PROCEDURES AND LIMITATIONS

1. The attraction must be inspected as prescribed in this manual each day before opening to the public.
2. Enter and exit doors must be pinned or locked in the open position.
3. Each day before operating the attraction, check all stairs and handrails, floors and walls, and effects for hazards such as sharp edges, improper connections, cracked welds or damaged materials. Check each fastener within the attraction including S-hooks, chain links, bolts, nuts and other fasteners making certain each is securely fastened and in good condition. In a like manner, check all scenery braces, scenery, stairs and pins making certain that all R-key safety pins have been installed. *THE STORAGE OF ANY COMBUSTIBLE OR FLAMMABLE MATERIAL IN, ON OR UNDER THIS ATTRACTION IS STRICTLY PROHIBITED AND INCLUDES PAPER, WOOD, PLASTICS, FUELS, OILS AND ANY OTHER COMBUSTIBLE OR FLAMMABLE MATERIAL. THE OPERATOR MUST INSPECT TO SEE THAT NO SUCH STORAGE EXISTS DURING OPERATION.*
4. At all times of operation, an operator shall be in attendance at the "constantly attended location" which is that area which is within easy reach of the "Emergency Stop" switch located near the Exit Deck.
5. The operator of the attraction shall not permit anyone into or onto the attraction with food or drink or canes or prizes or anything else which would detract from their ability to negotiate the walkways with safety.
6. The operator of the attraction shall not permit anyone into or onto the attraction who is under the influence of alcohol or has on their person, lighted cigarettes or other smoking material.
7. The operator shall not permit running within the attraction or any misconduct which might lead to injury or assault.
8. The operator of the attraction shall not admit any person who has a disabling handicap of a nature that might make it difficult and/or dangerous for that person to negotiate the path of egress within the attraction.
9. The operator of the attraction shall not admit any person who is pregnant.
10. The operator of the attraction shall not admit or any person who is shorter than 42 inches tall, or anyone under the age of 6 years unless accompanied by a responsible adult.
11. The operator of the attraction shall not admit any person not wearing shoes which cover the bottom of the feet and the toes.

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MAINTENANCE

1. Every 30 days; lubricate all rod end bearings driving the animated effects with oil.
2. Every 60 days; lubricate the trailer landing gear and the trailer air brake arm bearings. Check trailer axle bearing oil cup and fill to full line while trailer is parked on level ground.
3. Each day of operation; check all stairs and handrails, floors and walls, fun house effects for hazards such as sharp edges, improper connections, cracked welds or damaged materials. Check each fastener within the attraction including S-hooks, chain links, bolts, nuts and all other fasteners making certain each is securely fastened and in good condition.
6. Each day of operation and before transporting this attraction on the highway; make a visual check of all braces, scenery, stairs and pins to make certain that all R-key safety pins have been installed.

FASTENER SCHEDULE

All threaded fasteners installed on this attraction are rated Grade 5 or better. R-key safety fasteners are .170 inch diameter wire to fit properly into 3/16 inch holes drilled in all parts. Replacement of these keys must be of this size and quality.

The replacement of any fastener must be of like grade and quality or better.

MOTION AND ENVIRONMENTAL RESTRICTIONS

MAX. FEET PER SECOND:     N/A      
RIDE DIRECTION:     N/A      
RECOMMENDED BALANCE OF LOADING:     N/A      
ENVIRONMENTAL RESTRICTIONS:     N/A

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## SAFETY SYSTEMS

This FUNNI-FRITE attraction is equipped with an approved smoke detection system. The system is coupled to various electrical devices for safety in case of smoke or fire in accordance with Fire Safety Codes.

If smoke is detected, an initial alarm will sound at the detector. After the initial alarm, the Control system will be alerted and the following will occur:

All animated effects will be stopped.

The sound system will be shut off.

The emergency lighting will be turned on.

A piercing alarm will sound at the constantly manned operator station near the exit deck of. This alarm is to alert the operator of danger within the attraction.

EVACUATION PLAN: IF THERE IS SMOKE INSIDE OR UNDER THIS ATTRACTION

EVACUATE THE ATTRACTION IMMEDIATELY

THE OPERATOR OF THE RIDE MUST ENTER THE RIDE AND GUIDE ALL PERSONS TO ONE OF THE TWO DOORS OF THE ATTRACTION. ASSIST THE EVACUATION IN AN ORDERLY FASHION WHILE TRYING NOT TO INCITE PANIC. WALK THE ENTIRE LENGTH OF THE ATTRACTION FROM THE ENTRANCE TO THE EXIT TO MAKE CERTAIN THAT ALL PERSONS HAVE EXITED. ALERT THE FIRE DEPARTMENT AND/OR OTHER AUTHORITIES.

CAUTION: DO NOT ATTEMPT TO RESET THE SYSTEM UNTIL THE SOURCE OF THE SMOKE HAS BEEN IDENTIFIED AND CORRECTED AND YOU ARE ABSOLUTELY SURE THAT NO DANGER FROM FIRE EXISTS.

**SYSTEM WILL NOT RESTART UNTIL IT HAS BEEN RESET AND IS NO LONGER IN "ALERT".**

If the cause of the smoke is identified and corrected and no longer poses a threat of injury or death, the operator may reset the system. The operator must enter the ride and unlock the Panel Room door. Depress the button marked "RESET" on the smoke alarm control panel. All systems will then re-start when the operator returns to the constantly attended location and depresses the "start" button.

THE SYSTEM WILL NOT RE-START UNTIL THE SMOKE DETECTOR IS CLEARED OF SMOKE PARTICLES.

In addition to the automatic system, a manual "EMERGENCY STOP BUTTON" has been supplied at the constantly manned operator station for manual shut-down of the special effects and other distractions. This switch also shuts off the sound system and turns on the emergency lighting. It will not cause the operator alarm to sound.

The automatic system can be tested with a smoke emitting object such an ignited small piece of cardboard. The smoke must be heavy enough to be captured and retained by the smoke detection head. Slight amounts of ambient smoke or other particles generally will not activate the system.

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**SIMPLEX FIRE PANEL INSTRUCTIONS  
FOR OPENING AND CLOSING**

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FIRST POWER-UP

AFTER PROLONGED STORAGE AND ON ALL NEW UNITS FROM THE FACTORY, BATTERY IS DISCONNECTED

1. MAIN BREAKER "ON"
2. UNLOCK FIRE PANEL AND OPEN DOOR
3. FIRE PANEL BREAKER "ON"
4. A SIGNAL IN FIRE PANEL WILL SOUND "BEEP"
5. PRESS "RESET" BUTTON
6. WAIT FOR SIGNAL TO SOUND AGAIN "BEEP"  
DO NOT PROCEED UNTIL AFTER THIS SIGNAL
7. "TROUBLE SILENCE" BUTTON "OFF"
8. CONNECT WHITE WIRE TO BATTERY
9. "TROUBLE SILENCE" BUTTON "NORMAL"

DAILY SHUT-DOWN

1. ALL BREAKERS "OFF"
2. A SIGNAL IN FIRE PANEL WILL SOUND "BEEP"
3. "TROUBLE SILENCE" BUTTON "OFF"  
LED LIGHTS WILL CONTINUE TO GLOW.

DAILY START-UP WITH BATTERY CONNECTED

1. ALL BREAKERS "ON"
2. A SIGNAL IN FIRE PANEL WILL SOUND "BEEP"
3. "TROUBLE SILENCE" BUTTON "NORMAL"

*IF STORAGE IS TO BE PROLONGED TWO OR MORE DAYS, DISCONNECT WHITE WIRE AT BATTERY, THEN FOLLOW "FIRST POWER UP" INSTRUCTIONS WHEN RE-OPENING.*

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**EMERGENCY LIGHTING INSTRUCTIONS**

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THIS ATTRACTION IS EQUIPPED WITH AN APPROVED EMERGENCY LIGHTING SYSTEM. A "BATTERY-SAVER" DEVICE IS PROVIDED TO ASSURE THE EMERGENCY LIGHT BATTERIES REMAIN CHARGED DURING POWER DISCONNECT OR GENERATOR SHUT-DOWN, READY FOR NEXT DAY OPERATION.

THE "BATTERY-SAVER" DOES NOT DISABLE THE EMERGENCY LIGHTING SYSTEM. IT DOES PROVIDE A TEMPORARY DISCONNECT OF THE BATTERIES WITH AUTOMATIC RE-ACTIVATION.

THIS DISCONNECT CAN ONLY BE USED AFTER THE POWER IS DISCONNECTED FROM THE ATTRACTION. THE EMERGENCY LIGHTING SYSTEM REMAINS ON ALERT, WHEN THE ATTRACTION IS RE-OPENED, THE UNIT IS READY TO PROVIDE LIGHTING IN THE EVENT OF A POWER OUTAGE OR SIGNAL FROM THE SMOKE OR OTHER SAFETY SYSTEM.

DAILY START-UP

1. ANYTIME ATTRACTION IS POWERED UP, THE SYSTEM IS READY TO GO. ACTIVATION IS AUTOMATIC.

DAILY SHUT-DOWN

1. ALL BREAKERS OFF.
2. FIRE PANEL SHUT DOWN.
3. DEPRESS YELLOW BUTTON.

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FIRE SUPPRESSION SYSTEM

THIS FUNNI-FRITE ATTRACTION HAS BEEN EQUIPPED WITH AN APPROVED FIRE SUPPRESSION SPRINKLER SYSTEM. IT IS YOUR DUTY TO MAINTAIN THE SYSTEM IN PROPER WORKING ORDER.

TO LOAD THE WATER INTO THE SYSTEM:

1. CLOSE THE VALVE MARKED "AIR PRESSURE" ON THE AIR LINE FROM THE COMPRESSOR
2. OPEN PET COCK ON THE TOP OF THE WATER RESERVE TO BLEED AIR PRESSURE FROM TANK
3. OPEN PET COCK AT THE END OF THE SPRINKLER LINE IN THE TRICK UTILITY ROOM
4. CONNECT GARDEN HOSE TO HOSE FITTING, OPEN VALVE AND FILL LINES AND TANK
5. CLOSE BLEED VALVE IN TRICKS ROOM WHEN LINES ARE FULL
6. TURN WATER VALVE OFF WHEN WATER REACHES LEVEL OF PET COCK ON TOP OF WATER TANK
7. CLOSE PET COCK ON TOP OF WATER TANK
8. OPEN AIR PRESSURE SUPPLY VALVE TO CHARGE SYSTEM

The Fire Suppression Sprinkler System works on air pressure over water and provides a portable system which is ready for activation at any time. This is a "Stand-alone" system that requires no additional connections. Compressed air is supplied by an on-board, remote mounted, air compressor. The compressed air which is supplied to a reserve air chamber is locked in at 100 psi by a check valve and cannot escape. This keeps the system in a constant "ready" state.

If the air pressure in this vessel falls below 50 psi, a pressure switch installed on the trunk line of the sprinkler system senses the pressure drop and reports it as an emergency to the fire control panel.

Likewise, if the water level in the pressure vessel falls below the prescribed "full" level, an electronic water level control senses the low water level and reports it as an emergency to the fire control panel.

Additionally, if the water flow is activated by an actual fire or damaged system component, a flow switch installed in the trunk line of the sprinkler system senses the flow and reports it as an emergency to the fire control panel.

All three of the above safety control devices report to the fire control panel as zone four. After the initial alarm, the Control Panel will be alerted via the wiring circuit and the following automatic operations will occur.

All Animated Eddects will be stopped.

All other confusing sounds and visuals in the attraction will be stopped.

The stereo sound system will be shut off.

The emergency lighting system will be activated.

A piercing alarm will sound at the constantly manned operator station of the attraction.

Once the alarm system has been activated, the attraction will remain deactivated until the operator enters the attraction for inspection. To re-activate the attraction in the event of a false alarm, the problem must be located and corrected. Then the button marked "RESET" on the smoke alarm control panel, which is located inside the locked control room, must be depressed. All systems can then be re-started if the Sprinkler System problem is corrected. To re-start the systems, the operator must return to the operator station and depress the "START" button.

IN TEMPERATURES BELOW 32 DEGREES FAHRENHEIT (0 DEGREES CELSIUS), THE SYSTEM MUST BE CLEARED OF WATER AND A 75% EDIBLE (U.S.P.) GLYCOL - 25% WATER MIXTURE MUST BE INSTALLED IN THE SYSTEM TO PREVENT FREEZE DAMAGE.

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CLOSING THE ATTRACTION

EACH DAY AT CLOSING

1. Depress the "Emergency Stop" switch.
2. Enter the attraction through the Exit Door and into the main room.
3. Walk to the "Entry" door and inspect for damage and debris as you go.
4. Unlock the "Utility/Panel" room door and inspect for damage or debris.
5. Move all circuit breakers to "Off" position on the "Main" panel.
6. Move the "Main Circuit Breaker" to "Off" position in that panel.
7. Emergency lighting system should now be "On".
8. Depress "Battery Saver" yellow switch. Emergency lighting will shut off.  
NOTE: The lighting system will automatically reset when power is next applied.
9. Remove all debris especially paper and plastic products.
10. Leave the room through the "Entry" door. Lock that door.

BEFORE TRANSPORTING TO ANOTHER LOCATION

On the Ground

1. Remove all stair handrails and store them.
2. Disconnect the Power Service Cord and retract it into the Utility Room.
3. Remove 12' braces from the "Outboard" scenery on the end of the each wing.
4. Rack these braces in the racking on the back of the trailer.
5. Fold and pin the "Outboard" scenery to the wings.

On the Roof

6. Be aware of your overhead surroundings. Obstructions and power lines can kill.
7. Unplug the quartz light fixtures. Close the receptacle covers.
8. Remove the Flags.
9. Store the Flags in the rack inside the fun house.
10. Remove one 12' brace from the upper skyboard tower. Fold that tower. Rack the brace.
11. Repeat step 10 to fold the top of all sections.
12. Remove one 8' brace from the top of the "Wing" trailer hitch end scenery.
13. One person hold the "Skywing" scenery, another remove the brace and lower that scenery.
14. Do the same at the tail end of the trailer.
15. Rack the four braces in the racking provided toward the hitch end of the trailer.
16. Remove one brace from the hitch end "Skyboard" and place it in the racking.
17. Remove one brace from the Large Center "Skyboard" and place it in the racking.
18. The racking should now be full. Install all R-keys to secure the braces.
19. Remove the other brace from the hitch end "Skyboard" and lower that scenery.
20. Rack the last removed brace in the racking at the tail end of the trailer.
21. Remove braces on the large center "Skyboard" scenery and rack it and the braces.
22. Remove braces on the tower center "Skyboard" scenery and rack it and the braces.
23. Remove braces on the tail "Skyboard" scenery and rack it and the braces.
24. Remove the three quartz light mount poles and rack on each end of the trailer roof.
25. Secure each "Skyboard" scenery panel with two R-keys in the provided rack stands.

On the Ground

26. Remove all steps and lay them aside.
27. Raise the hinged lower bally panels and install two R-keys in each.
28. Remove the loose bally panels and rack them.
29. Remove the all handrails and rack them.
30. Raise and pin all Decks.
31. Pin outrigger jacks in the retracted position. Push all sliders in and pin in place.
32. Remove the last two braces from the wings and rack them under the trailer.
33. Check all and look for overlooked items. Check all racking and R-key installation.
34. Connect Tractor/truck and check all lighting, brake systems, tires and etc.