

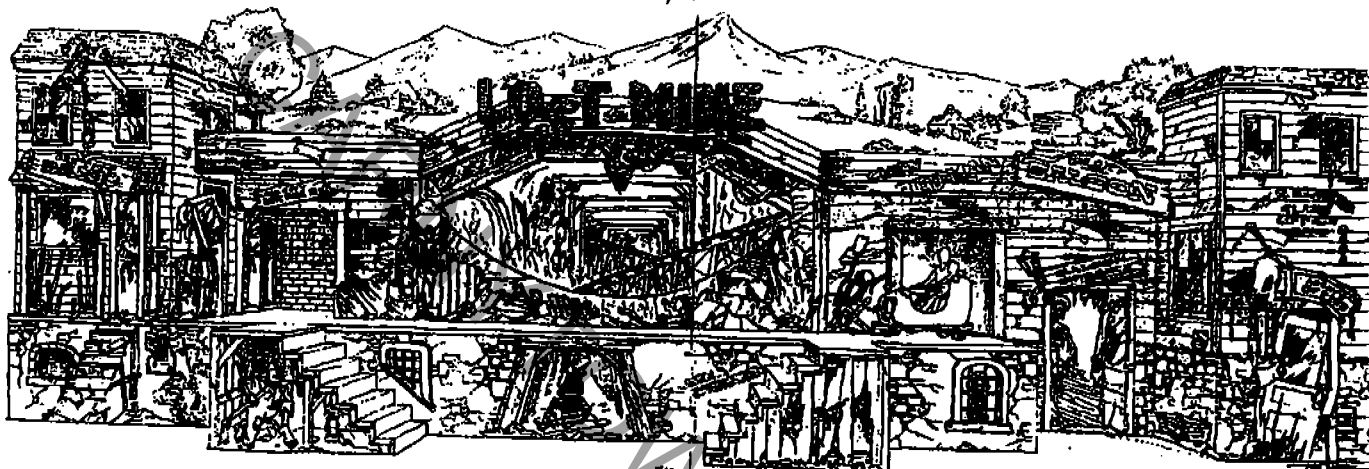
MFG: AM RIDES  
MANUFACTURING, INC.  
NAME: LOST MINE DARK RIDE  
TYPE: NON-KIDDIE

*rec'd 1/11*

03427

# LOST MINE

*New York, NY*



FIREBOARD SCALE 1/4" = 1' 0"

## INSTRUCTIONS FOR SETTING UP USE AND MAINTENANCE

AM RIDE MANUFACTURING  
1904 INDUSTRIAL DR,  
PLANT CITY FL.

CARNYTOWN.COM

# **LOST MINE**

This booklet is designed to provide you with basic information about your ride and our company's service and policies. Please feel free to call if you have any questions or need further information.

## **CONTENTS**

- 1) Warranty
- 2) Parts ordering policy
- 3) Service rates and policy
- 4) Site requirements
- 5) Set up instructions
- 6) Service instructions
- 7) Parts list

## **SHIPPING**

1) When ordering parts: please refer to manual and order by number when possible.

2) UPS Delivery: Orders will be filled as soon as possible. Orders to be shipped UPS Red (overnight) and UPS Blue (2nd day) **must be received** before 1:00 pm in order to go out same day. Any order after 1:00 pm will be shipped the following day.

3) Air Shipments: Orders processed on a rush basis (Emery, Federal Express, Air Cargo pick-up) will be accepted until 4:00 pm. There is a twenty five (\$25.00) dollar charge.

4) Air Cargo Delivery: For parts ordered delivered to the airport there is a Fifty (\$50.00) dollar charge.

**We are not responsible for delays in shipping**

# **SERVICE RATES**

**EFFECTIVE JANUARY 1, 1993**

On-site service calls  
Minimum Charge (includes up to 8 hours work/travel time)  
per-man \$400.00

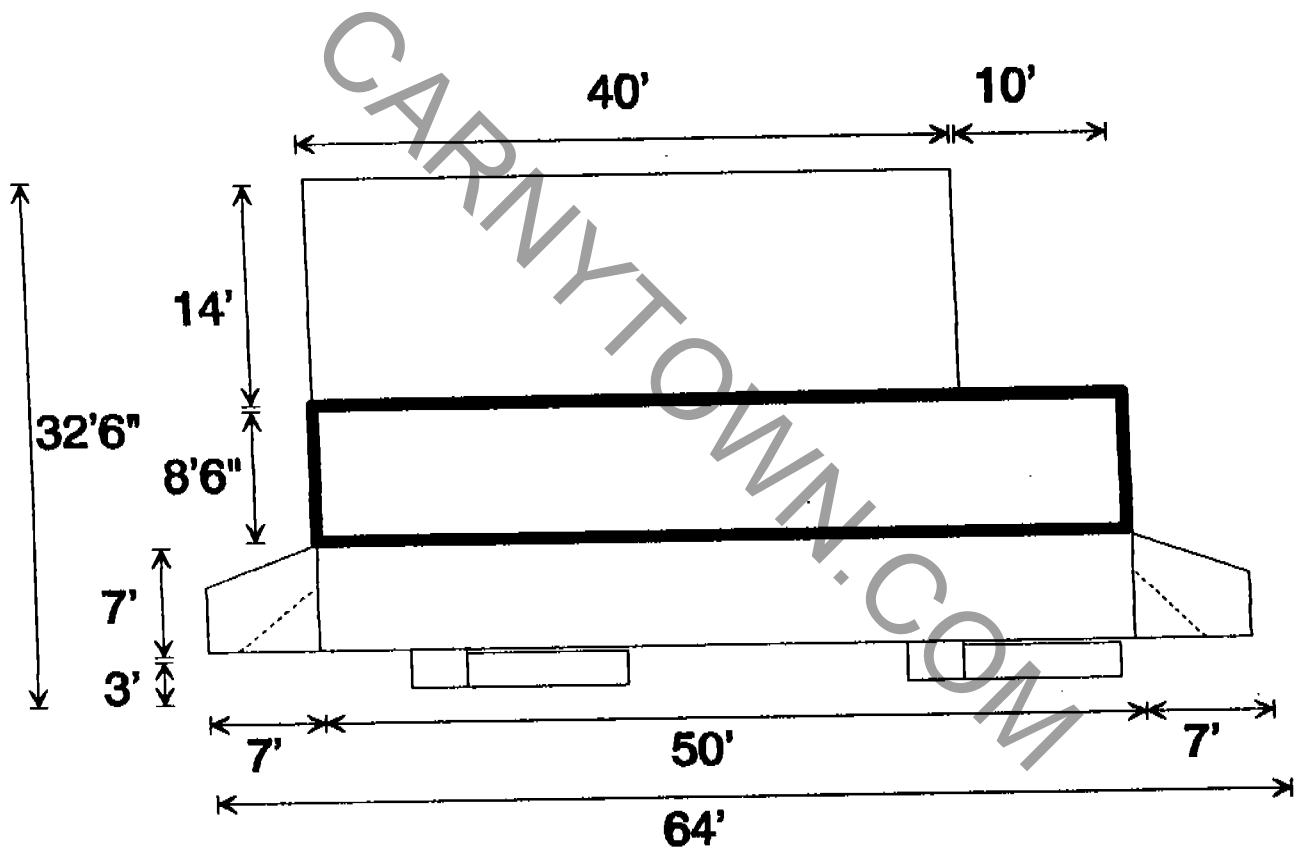
On-site service hourly rate  
(For work/time in excess of 8 hours) \$45.00 per hr.

Shop time  
Per man \$35.00 per hr.

**ON-SITE CUSTOMERS ARE RESPONSIBLE FOR  
TRAVEL, HOTEL AND OTHER RELATED EXPENSES**

**CUSTOMERS ARE NOT CHARGED FOR FREE TIME.  
(e.g. sleep, leisure and meal time.)**

# SITE REQUIREMENTS



## **SET-UP INSTRUCTIONS**

After positioning trailer on midway check to be sure all clearances have been met. (see site requirements)

Level trailer by placing level under and across frame, and adjust trailer landing gear. Leveling of trailer is very important in the operation of the ride. A few extra minutes here will save time and problems later on.

**Lower front platform:** Remove front platform jack stands from the front section of the possum belly. (6-4' 4-3' 4-2') Remove small platforms, entrance and exit ramps. Place platforms, and ramps approximately 8' from the front of the trailer. Install platform winch control button in-to plug ( located approximately 10' from right hand end of trailer ) on the front of the trailer.

Remove travel pins from top of platform. While one person pushes out on platform, push button marked out on front platform control button. When platform begins to move stop and remove R-keys from front platform scenery. Place platform jack stands (5-4') next to trailer at 10' intervals (Align with holes at outer edge of platform) Raise jack stands and pin so as to come approximately even with hinge. (NUT ADJUSTMENT SHOULD BE AT THE LOWEST MOST POINT AT THIS TIME) Continue to lower platform at this time. Do not stand under or within 8' of the front of the platform while it is being lowered. When platform is close to level install jack stands. Using level and adjustment nuts level platform. Be sure all jack stands are tight at this time and tighten

lock nuts on jack stands. Remove R-keys and pin and lower small platform. install jack stand and level.

Install platform scenery support braces, entrance and exit supports, jack stands, platforms and ramps.

**Open scenery panels:** Remove scenery braces from possum belly. Start on either end with one person on the top of the trailer and one on the platform. Remove R-keys from top tower panel and raise. Remove R-key from lower tower panel. (Be careful not to allow tower to swing open at this time.) While person on platform grabs brace person on top should swing tower to allow person on platform to step behind tower and install vertical brace. Tower can now be open to a 90 degree angle from front of trailer. Person on platform should now install 2 horizontal braces. Remove R-key from 2nd tower top panel and raise to meet first. Install pin in corner and 2nd vertical brace. Swing tower to its full open position and install pin at platform and leg. With level adjust tower for level. raise last section of tower and swing to meet first. Install pins top and bottom. If you have a problem installing pins check level of first section again. Repeat with tower on other end of trailer.

Install brace on panel in center and right side of ride on both flip up panels. With both people on top of ride, raise front end scenery panel. Raise end scenery panel align with pin on front and R-key. Raise back end scenery panel, align with end scenery panel pin and R-key. Install canvas roof supports. Repeat on opposite end.

Raise front center scenery panel and pin to both front end scenery panels. Raise back center scenery panel and pin to both

panels and R-key. Install track sections, located at entrance to back floor. Start with long track marked #1 with arrow in direction of car travel and work your way down the floor. Track sections must be cotter keyed at all joints. **DO NOT USE R-KEYS!** From below floor R-key all pins for track. Install back wall panels, located in room by back floor exit, starting at support arms #1 and #3. Place panel in holes at end of floor panel and install canvas roof support arms from trailer to wall. The first one is marked En. Install remaining panels and support arms. Check to insure all jack stands are tight and tighten lock nuts.

Install track sections on front platform, hand rails, remove platform cables and lock access doors. Install trick boxes canvas and all emergency equipment, (smoke alarms, emergency lights etc.) on back floor.

**Test run:** Use the car that is in the dip to test ride. Push car to top of hill by back floor entrance and slowly walk car to back floor exit to be sure nothing is in the way. Check track and floor at top of chain to top of dip to be sure all is clear. Be sure switch inside ride entrance door is in off position. Turn on power to ride. Using switch inside ride entrance door turn on chain long enough for one car to be released. Car should go on its own at this time. Be sure to stop car as it comes out ride exit door. Repeat this procedure until all cars have been removed from chain and are now on front platform. Have one person run ride, placing one car at a time on the chain while someone inspects back floor support arms and jack stands for excessive movement or vibration. A small amount of movement and vibration is normal, but at no time should support arms raise from jack stands. Should this occur tighten jack stand at this time. (do not mistake noise with vibration as this ride will be noisy)

back end scenery panels. Install remainder of canvas roof supports. Raise two small panels by braces installed earlier and pin into place.

Install canvas, remove cat walk, install railings and lights.

**Build back floor:** Remove back floor support arms from possum belly. Using the numbers welded on the supports, (1 being the fifth wheel end of the trailer) install them to the back wall of the trailer. Pin and R-key all supports. End furthest from trailer should still be on the ground at this time. Remove the remainder of the jack stands from possum belly at this time and set them at the end of each support arm. (2 at each end with the tallest starting at #1 and going down from there.) Raise support arm #2 and place level on angle welded on inside of support arm. Install 1 jack stand in pocket at far end of arm. Adjust top of jack stand so as to read level or higher, **DO NOT SET AT ANY POINT BELOW LEVEL!** Raise support arm #1 and install jack stand. Place level between arm #1 and arm #2 at outside edge of arms and adjust arm #1 jack stand for a level reading on level. Install support arm spreader bars marked EN. (3ea) between arm #1 and arm #2. Raise support arm #3, install jack stand, place level between arm #2 and #3 and level. Install spreader bars (unmarked).  
Raise remainder of support arms, install outer jack stands, spreader bars and level at this time. Last set of spreader bars are marked EX. Open door on rear of trailer. Access to locks from inside. Remove first section of floor and place on support arms #11 and #10 at the opening in the trailer. Place second section and place on support arms #11 and #10 at the outer edge. At this time install remainder of jack stands in middle of support arms. Install remainder of floor

# **SERVICE INSTRUCTIONS**

## **DAILY:**

Inspect all jack stands for proper adjustments and retighten all lock nuts

Inspect all track joints for proper alignment and be sure cotter keys and R-keys are in place

Check anti-rollbacks on hill to be sure they work.

Check inside of track to be sure nothing has been placed or fallen in the path of the car rollers.

Inspect all cars for excessive wear or loose parts.

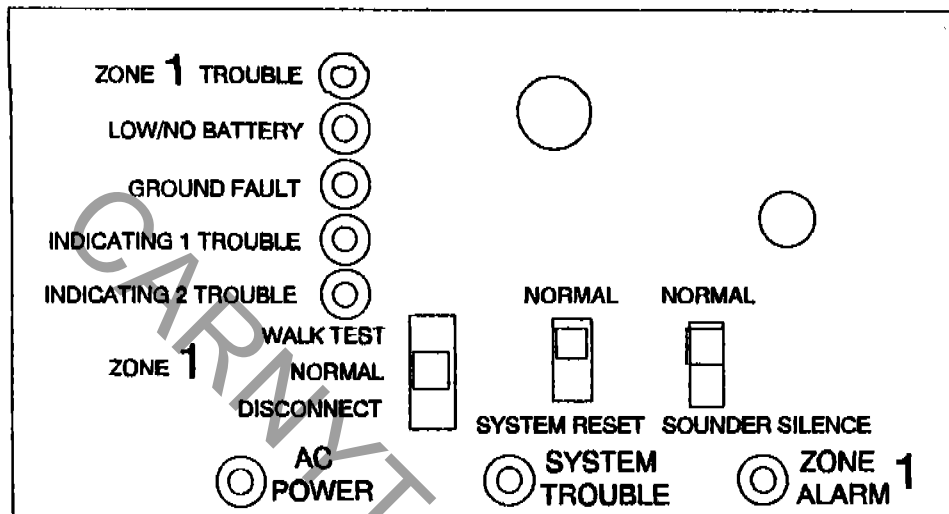
Inspect rollers and casters on bottom of cars for excessive wear and loose nuts and bolts.

Inspect hand rails, entrance and exit platforms for proper fit and pins.

Tighten canvas tie down ropes if necessary.

Check alarm system to be sure it is operational.  
**(SEE ALARM SYSTEM IN THIS SECTION)**

# ALARM SYSTEM



**SYSTEM RESET** Depressing this momentary switch will reset the control unit, provided the alarm condition has been cleared. This switch also interrupts power to the alarm initiating circuits of all zones and to the auxiliary power output (if programmed for resetting).

While "SYSTEM RESET" is depressed, the following system indicators will be active:

- AC POWER
- integral trouble sounder

**SOUNDER SILENCE** Depressing this switch during a fault (trouble) condition will silence the integral sounder. The switch will remain in the silenced position (until manually restored) and no subsequent faults will sound. Upon clearing all system faults, a "ringback" feature will resound the integral sounder to indicate that the switch is in an off-normal position. All visual fault displays remain active until the troubles have been corrected.

**ZONE DISABLE/WALK TEST** A three position switch provides for normal, test and disable functions. In the center, or normal position, no indicators will be lit.

Operating the switch for the disable function provides a means, when servicing is required, to prevent the sounding of alarm indicating devices in response to an alarm condition on that zone. Zone and system trouble LEDs light and a trouble indication will be given from the integral sounder, when a respective zone is disabled. An alarm received from any other zone that has not been disabled will energize the system indicating circuits and change the integral sounder tone.

Operating the switch to the "WALK TEST" position for the test would enable use of the optional Walk Test unit (WTM) or the walk test mode of the VTW, multi-feature module in association with the selected zone. Full functional testing of all alarm initiating devices is then possible by a single service person, without the need for constant returns to the control panel for system reset.

## **STATUS INDICATORS**

**A.C. POWER (NORMALLY ON)** A green LED indicator lights when the main power supply is operating from the AC power source. If the "AC POWER" indicator fails to light, service the system immediately.

**SYSTEM TROUBLE (NORMALLY OFF)** A yellow LED indicator lights when a fault or abnormal condition is present. A "SYSTEM TROUBLE" indicates that the fire alarm system may be inoperative and must be serviced immediately.

**ZONE ALARM(NORMALLY OFF)** Each zone is equipped with a red LED indicator which lights when its associated alarm initiating circuit has detected an alarm condition.

**ZONE TROUBLE(NORMALLY OFF)** Each zone is equipped with a yellow LED indicator which lights when its associated zone contains a fault or abnormal condition (test, disabled). This supervision includes:

- initiating circuit
- internal zone electronics
- zone disabled/walk test switch
- remote alarm annunciator circuit

**LOW/NO BATTERY--BROWN OUT(NORMALLY OFF)** A yellow LED lights to indicate a low battery voltage or batteries disconnected, a bad battery fuse or a reversed polarity battery connection, loss of AC power or the existence of a "brown out" condition.

**GROUND (EARTH) FAULT (NORMALLY OFF)** A yellow LED lights to indicate either a positive or a negative ground fault condition exists on the system. Terminal one (1) of the BMB must be connected to earth ground via the cabinet or a cold water pipe for operation of the ground fault detection.

**INDICATING CIRCUIT TROUBLE (NORMALLY OFF)** A yellow LED indicator (per circuit) lights when its associated alarm indicating circuit has a fault or abnormal operating condition. This supervision includes:

- indicating circuit short or open
- internal circuit electronics
- loss of alarm power



## OPERATING INFORMATION

**NORMAL CONDITION**--Green "AC POWER" LED "ON," all other LEDs "OFF," all control switches "NORMAL."

**ALARM CONDITION**--Red zone alarm LED "ON." Integral horn sounds an uninterrupted signal. Alarm signal operate. Common alarm relay operates and latches. Supervised remote annunciator indication "ON," if used.

**ALARM DISCONNECT SWITCH OPERATED**--Disconnects zone alarm from system alarm relay bus and system audible bus. Red zone alarm LED and remote alarm indication, if used, will respond to an alarm input condition. An alarm from any other zone is NOT affected.

**RESET SWITCH OPERATED**--Initiating circuit power removed. Smoke detectors reset. Audible alarm signals are turned "OFF." Integral horn sounds a steady signal. Common alarm relay is reset.

**RESET SWITCH RELEASED**--System restored to normal. System re-alarms if initiating devices are not restored. Audible trouble signal unless all switches normal.

**TROUBLE CONDITION**--Common system trouble yellow LED "ON." Diagnostic yellow LED "ON." Integral sounder sounds intermittently. Common trouble relay contacts transfer.

**SOUNDER SILENCE SWITCH OPERATED--Integral sounder "OFF" -System trouble--Relay contacts not affected. Integral sounder "ON"--System normal.**

**SUPERVISORY SIGNAL--Integral sounder sounds rapid pulses. Zone 2 red zone alarm LED "ON," if used. NO common relay contact transfer. NO audible alarm signals. Alarm disconnect switch will silence sounder. Alarm disconnect switch will turn yellow zone LED "ON." Alarm disconnect switch will not turn red LED "OFF."**

**REMOTE TEST (DRILL)--Audible alarm signals sound. Integral sounder sounds. Common alarm relay contacts do NOT transfer. LEM and LRM modules do NOT operate. Keying the test switch will pulse audible signals.**

**SYSTEM TEST--There is a test button installed on the side of the alarm panel. When this button is depressed it acts as though a smoke alarm sensed smoke and triggered the alarm. This button is used to check system operations.**

**Condition when depressed:**

- 1- Chain must stop**
- 2- Emergency lights must light**
- 3- Bell, siren, on voice alarm must sound**
- 4- Alarm panel tone must sound**

**BATTERY DISCONNECT- Located on side of alarm panel, is used to remove DC power from alarm when not in use, as to prevent BATTERY DRAIN.**

**SHOULD BE USED EACH NIGHT.**

# PLATFORM WIREING DIAGRAM

