

GAMESYSTEM 450, Avenue de l'Europe – ZIRST – F-38330 MONTBONNOT www.gamesystem.com	INSTRUCTIONS FOR USE
Title: MOTORGAMES	N° : A 1349 Index : A - 03/01/2018 Date : 03/01/2018

I. SCOPE

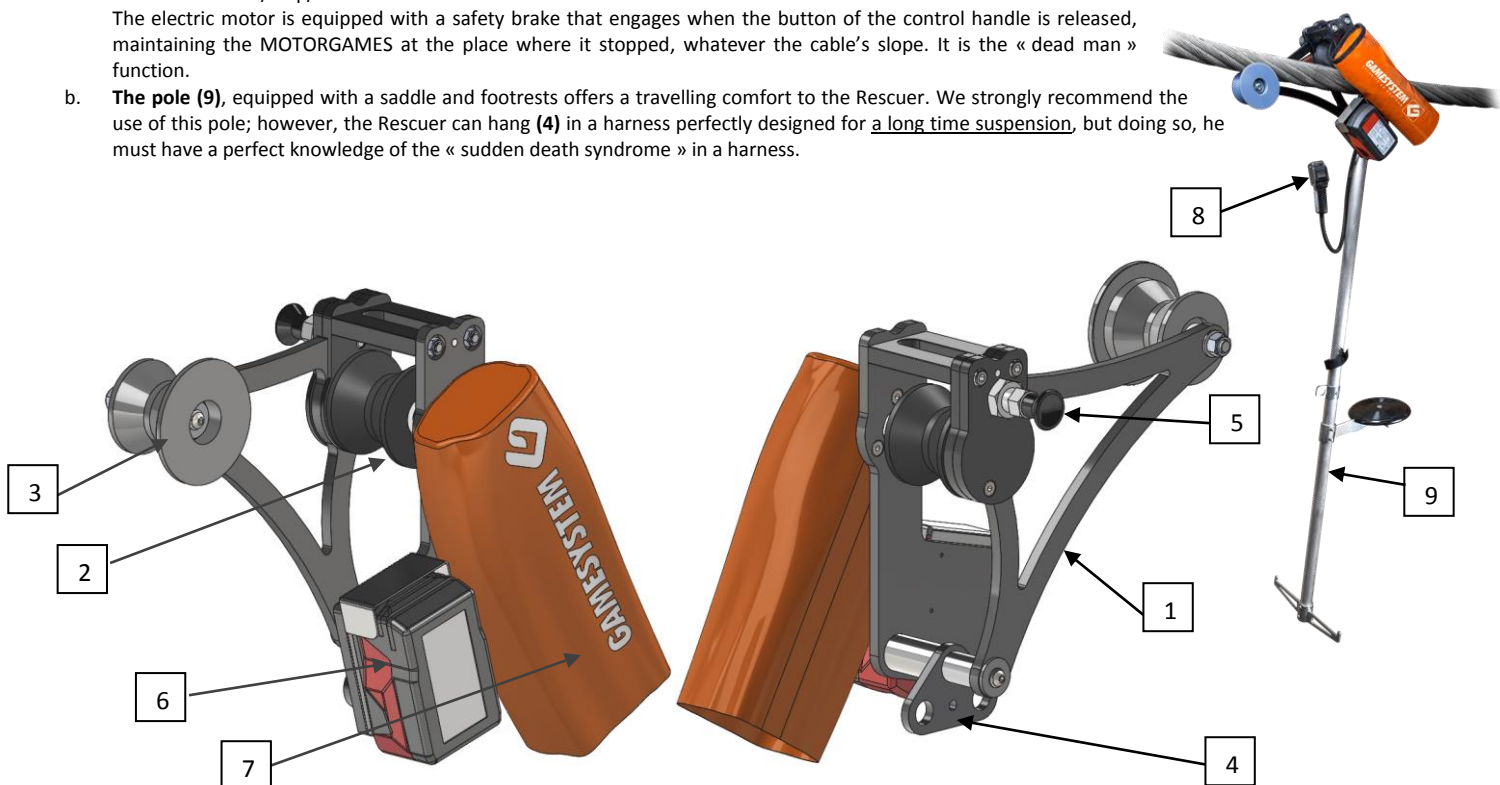
The MOTORGAMES is a device allowing a Rescuer the access to one way Ropeways, to carry out the public evacuation in the event of a breakdown on a Ropeways with horizontal sections. If the rescue is for a cable car, the MOTORGAMES must be used on the hauling rope only. It is covered by the European Directive 2000/9/CE, and has the CE marking of compliance with this European Directive. This material must be used by persons trained and capable of using it, according to the evacuation procedure defined for each Ropeways.

II. DESCRIPTION

The MOTORGAMES is a motorized device allowing the Rescuer to travel in total safety on cables from 26mm to 64mm in diameter, with occasional slopes up to 36 % maximum, or 20°. It can be used forward or reverse.

It is made up of 2 distinct parts:

- a. **The carriage has an electric motor drive system (7)**, a motor roller (2) and a compression roller (3), a battery (6) and a control handle (8) with a push button « forward/stop/back ».
The electric motor is equipped with a safety brake that engages when the button of the control handle is released, maintaining the MOTORGAMES at the place where it stopped, whatever the cable's slope. It is the « dead man » function.
- b. **The pole (9)**, equipped with a saddle and footrests offers a travelling comfort to the Rescuer. We strongly recommend the use of this pole; however, the Rescuer can hang (4) in a harness perfectly designed for a long time suspension, but doing so, he must have a perfect knowledge of the « sudden death syndrome » in a harness.



III. UTILISATION OF THE MOTORGAMES

III.1. BRING THE MOTORGAMES ON THE TOWER

- The Rescuer uses his PPE against falls from a height to climb on the tower and move on the footbridge.
- He raises the MOTORGAMES with a rope.

III.2. PREPARATION

- Pull the mushroom button (5), the pivoting side plate (1) will swing downwards (fig. A).
- **The MOTORGAMES is ready to be set up on the cable by the Rescuer;** before doing so, use a rope to secure the MOTORGAMES on the structure of the tower.

III.3. SETTING UP ON THE CABLE

- Put the MOTORGAMES « astride » on the cable (**fig. B**) with the motor (**7**) oriented inside the track to allow the crossing of grips without any handling.
- It remains automatically blocked, thanks to the brake integrated in the motor.
- Open the mushroom button (**5**) and pull up the pivoting side plate (**1**); then, the counter-roller (**3**) comes into contact with the cable (**fig. C**).
- To lock the device, release the mushroom button (**5**) once the pivoting side plate (**1**) has come to its initial position.
- Check the locking of the pivoting side plate (**1**) by a downwards traction on the counter roller (**3**).

The MOTORGAMES is ready to receive the Rescuer.

fig. A

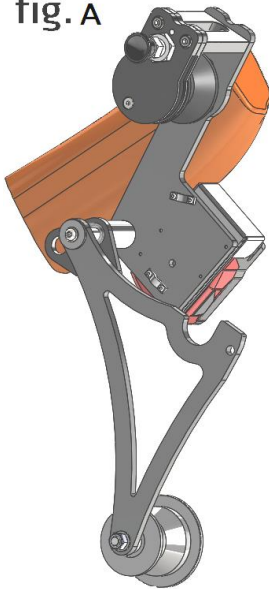


fig. B

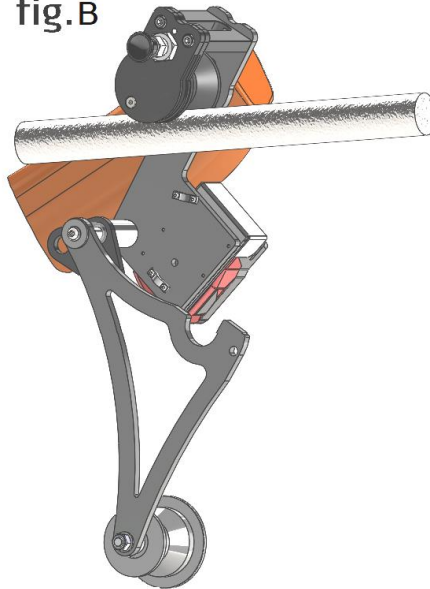
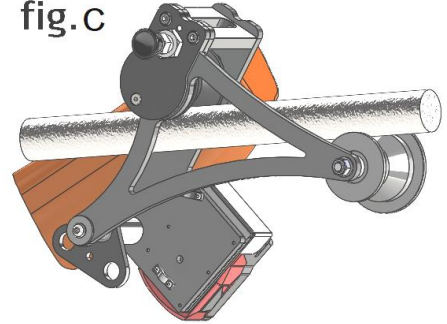


fig. C



III.4. INSTALLATION OF THE RESCUER

Use of a pole with a saddle: the Rescuer must:

- Sit on the MOTORGAMES saddle, with the feet well positioned on the footrest.
- Link the connector of his harness to the connecting point (**4**), using a one meter lanyard equipped with self-locking connectors (EN362).

Use in a full body harness, the Rescuer must:

- Link the connector of his harness to one of the holes of the connecting point (**4**), then position himself under the MOTORGAMES.

In both cases:

- The Rescuer will have a second safety point, using a fall arrest link connected to the cable.

The MOTORGAMES is ready to allow the travel of the Rescuer under the cable.

III.5. START UP AND SHUT DOWN

- Grip the control handle, and hold the push button in the desired direction.
- To stop the device, release the button.

III.6. EMERGENCY STOP

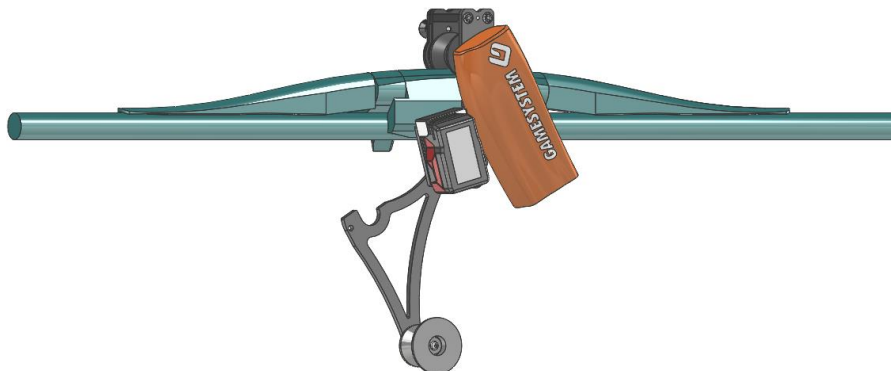
- In case of a user failure, the security device integrated into the system (**7**) engages automatically when the push button of the control handle is released.
- To unlock it, the user will simply have to operate this push button.

III.7. PASSING CABINS GRIPS

The MOTORGAMES has a geometry designed to facilitate the passage of cabins grips without removing it from the cable. For this, when the rescuer arrives at the cabin, he will have to:

- Get a foothold on the cabin, disconnect from the MOTORGAMES and secure himself on the cabin's hanger arm.
- Open the pivoting side plate (**1**) by pulling the mushroom button (**5**).
- Move the MOTORGAMES by rolling it on the ropeways grip, operating the push button of the control handle.
- Once the grip has been crossed, lock the pivoting side plate (**1**) according to instructions of §III.3, then sit on the MOTORGAMES according to instructions of §III.4 to continue the travel.

WARNING: Under no circumstances will the rescuer be able to hang on the MOTORGAMES when the pivoting flange (1) is in the open position!



III.8. BATTERY AND CHANGE OF BATTERY

- The MOTORGAMES is a 100% electric access vehicle. It is supplied with at least 2 lithium-ion batteries and one mains charger (European Standard plugs).
- The batteries are provided with LEDs indicating the state of charge, simultaneously pressing the two black buttons on either side of it. A battery has an average autonomy of 1000m horizontal displacement. Additional batteries can be sold when needed.
- If the battery (6) is discharged during the rescuer's intervention, grasp the battery from underneath, press the two side buttons while pulling it down.
- To reinsert a charged battery, simply push it without its housing until you hear 2 clicks.
- The charging time for one battery is 35 minutes. The battery cannot stay on its charging station once charged or it risks to damage its functioning. The battery is designed to have around 800 charging cycles without losing its capacity.



IV. CHECKS BEFORE USING

Before using the MOTORGAMES:

- Check the good general state of the MOTORGAMES, the presence of all assembling screws, check that they are well tight.
- Check the good general state of the motor roller (2).
- Check that the drive motor is working properly and that the batteries are properly charged (6).

V. PREVENTION ADVICES

Since the MOTORGAMES is a safety device, any operating anomaly or doubt concerning its safety or the safety of one of its component must be reported to the manufacturer, and the material must be returned for inspection and repair, if required.

It is compulsory to use this device with:

- A harness equipped with a dorsal and sternal attachment point, complying with EN361, or a full body harness for suspended work, complying with EN358 and EN913 if the rescuer doesn't use the option pole and saddle.
- A fall arrest link complying with EN 360 (or EN354) and the manufacturer's recommendations: 1 self-retractable safety device with 3.5mtr webbing strap equipped with 1 self-locking hook diam.60mm to connect on the ropeways cable, and 1 self-locking hook diam.20mm (EN 362) to connect to the dorsal point of the harness; for a use with the pole and saddle, also use a double lanyard of 1m with 2 self-locking hooks diam.60mm (EN 362), to connect to the sternal point of the harness and to one of the connecting point of the MOTORGAMES (4).
- A battery backup.

VI. STORAGE INSTRUCTIONS

As this device is a safety system, it must be stored in a dry and clean place, protected from corrosive agents and at a temperature between -20 ° C and 40 ° C (In case of using by temperature less than 20°C, the battery will loose on its capacity). It will be ensured during its transport and storage that it cannot be dropped or shocked. Store the batteries independently of the device.

VII. SERVICING INSTRUCTIONS

This device must be serviced every 12 months by an authorized person; if necessary, a revision can be made by the manufacturer, during which the worn parts will be changed and the operation checked.

In the event of a malfunction, only the manufacturer is qualified to dismantle and replace the safety components of the device.

VIII. COMPULSORY TRAINING TO THE USE OF PERSONAL PROTECTIVE EQUIPMENT

Gamesystem reminds that workers using personal protective equipment and/or a rescue device must follow an appropriate training according to the legislation in force in the country where the device is used.