

3 in 1 Event Trailer

Operations Manual

Rev. A



WARNING

Be sure to read this Operation Manual before using your machine to ensure safe operation.



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TABLE OF CONTENTS

Contents

INTRODUCTION	3
Overview and Technical Features.....	3
Important Safety Information	5
GAME OPERATION	6
Automatic Operation.....	6
Manual Operation	7
PROGRAMMING	8
Programming Instructions.....	8
Option Settings.....	9
MAINTENANCE AND TROUBLESHOOTING	10
BALLOON BUST GAME	11
Auto Fill System	11
Replacing the Air Valve Assembly.....	11
Quick Troubleshooting	14
General Troubleshooting Chart.....	15
DETAILED TROUBLESHOOTING AND REPAIR	16
Cleaning Gun Parts	16
Target Sensors.....	16
Display P.C. Board Removal and Installation	17
Display P.C. Board Servicing	17
Electronics Layout	18
PARTS LISTING	19
SCHEMATICS	21
WARRANTY	23
WHEN CALLING FOR SERVICE	24

INTRODUCTION

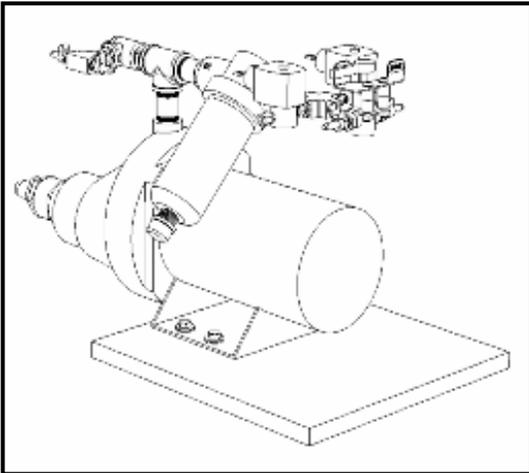
Overview and Technical Features

Thank you for purchasing the new 3 IN 1 EVENT TRAILER (FEC) from Bob's Space Racers®. Built on a long tradition of value, the 3 IN 1 EVENT TRAILER (FEC) retains all of the great game play you have come to expect from a game from BSR. It has been designed and engineered by taking years of experience in producing industry leading Water games and combining this experience with modern manufacturing technology developed for this application. All of this is brought together to provide the operator and customer with the best possible experience.

FEATURES

WATER – The water tank is an enclosed re-circulating system designed to be easy to maintain and service. It also features the low water warning light as a safety feature and reminder to fill the water.

WATER PUMP ASSEMBLY - The water pump assembly uses an all plastic impeller and housing to completely eliminate any rusting or corrosion in the water system. This greatly extends the time between water changes. The pump assembly also uses a basket type washable water filter in a clear-view housing to keep the game working properly. The entire pump assembly can be easily removed from the game making bench top servicing possible.



SCORE DISPLAYS - The solid state score displays (AKA Display P.C. Boards) are replaceable as a sub-assembly making service easier.

SIMPLE ELECTRONICS - The new design uses 3-4 electronic boards (AKA the Main P.C. Boards,) making troubleshooting far easier than ever.

NEW TARGET SENSORS - The game utilizes fully encapsulated magnetic switches for the target sensing, greatly extending the reliability of the game.

GAME PLAY (IN AUTOMATIC MODE)

The object of the game is to shoot water from the gun into a target "pan" making the display indicator rise to the top of the game to win.

The game can be played by 2 to 8 players. The game is designed to be played in a traditional player versus player RACE with 2 players needed to start the game.

When the game is idle, it will normally say SWIPE CARD or INSERT COIN on each display. Unless it is playing the attract mode.

When a player puts enough money into the game to start, the display on his/her side will say "GET READY" and the other side will still say SWIPE CARD or INSERT COIN. Under the side with get ready, a count down from 9-0 will be visible.

Once both players have inserted enough money to play, the count down will continue and the game will start when the timer runs out. If a game is in progress and additional players walk up to play and inserts money, the display at that station will flash "WAIT" until the game in progress has ended. At that time, the previous game play scenario will begin.

In a game, the winning player will win the dispensed PRIZE TICKETS. PRIZE TICKETS are larger 2x4 tickets used for a direct exchange for a prize. They are larger then the conventional redemption game tickets. And the amount of PRIZE TICKETS is dependant on the number of players in each game.

In a 2-4 player game, the game is set to dispense 1 PRIZE TICKET to the winner. The loosing players don't receive any tickets.

In a 5-8 player game, the game is set to dispense 2 PRIZE TICKETS to the winner. The loosing players don't receive any tickets.

At the end of the game, "WINNER" will flash on the winning station. The beacon light will also rotate when winner is flashing.

Important Safety Information

IMPORTANT SAFETY INFORMATION

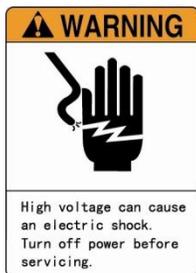
WARNING: Unplug the game from the AC wall receptacle when servicing this product. Failure to do so could result in serious injury to yourself or others.

Use only a GROUNDED AC receptacle. Failure to do so could result in improper operation or damage to the game and could void your warranty. If you are unsure that your AC receptacle is properly grounded, have a qualified electrician perform this check for you.

Always be sure power to the game is turned off when doing even routine maintenance. Otherwise, moving parts could activate unexpectedly causing injury.

This product is heavy, necessitated by the design. When moving this game, be sure you have adequate help. Use a suitable dolly or hand truck where practical. Use back support when needed.

Depending on the potentially hazardous degrees, the terms of NOTICE, WARNING CAUTION, etc. are used. Be sure to understand the content of the displays before reading the text.



High Voltage Warning:

High voltage can cause an electric shock.
Turn off power before servicing

No Touching Warning:

This part may cause an electric shock or the surface is overheating. Do not touch this part.



NOTE: ONLY QUALIFIED TECHNICAL PERSONNEL SHOULD WORK ON THIS GAME. FAILING TO COMPLY CAN CAUSE SEVERE INJURY.

GAME OPERATION

The 3 In 1 Event Trailer model operates in 2 different ways:

- 1) Automatic Operation (No Operator Needed).
- 2) Manual Operation where an operator will start the game and manually hand out the prizes to the winner.

Automatic Operation

Operational Guideline for Automatic Operation

NOTE: BE SURE SELECTOR KEY IS SET TO AUTOMATIC OPERATION OR (ON). THIS IS WITH THE KEY STRAIGHT UP AND MEANS THERE IS GOING TO BE NO OPERATOR PRESENT, WHICH REQUIRES 2 PLAYERS TO RACE. (SEE PICTURE TO THE RIGHT)

GAME WILL NOT START UNTIL GAME HAS 2 PLAYERS ACTIVATED.

AFTER 2 PLAYERS ENTER, THE GAME TIMER WILL START A COUNTDOWN UNTIL THE START OF THE GAME.



GAME SHOULD HAVE 2 PRIZE LEVELS 1 & 2, THE OVERALL PRIZE VALUE SHOULD EQUAL 25% TO 30% OF THE GAME REVENUE

GAME SHOULD OPERATE IN AUTOMATIC MODE DURING SLOW PERIODS AND BE SWITCHED TO MANUAL MODE DURING PEAK HOURS OF OPERATION

Manual Operation

Operational Guideline for Manual Operation (WITH OPERATOR AND MANUAL PRIZE HANDOUT)

NOTE: BE SURE SELECTOR KEY IS SET TO MANUAL OPERATION OR (OFF). THIS IS WITH THE KEY FLAT ACROSS AND MEANS THERE 'IS' GOING TO BE AN OPERATOR PRESENT, WHICH REQUIRES 2 PLAYERS TO RACE. WHEN IN THE OPERATOR MODE, IN ORDER TO START A GAME, THE OPERATOR MUST HIT THE FORWARD BUTTON TO START GAME. (SEE PICTURE TO THE RIGHT)



*** GAME OPERATOR BASIC JOB REQUIREMENT ***

MAKE EYE CONTACT AND BE FRIENDLY WITH CUSTOMERS

TALK TO AND INTERACT WITH CUSTOMERS

- Ask are they having fun today
- Ask if they would like to play
- Ask if they know how to play
- Ask if you can explain the game to them

EXAMPLES OF WHAT TO ASK THE POSSIBLE CUSTOMERS TO PLAY THE GAME OR ENTICE:

- "How you doing would you like to play the game?"*
- "Hey Mom if it is just the two of you, one of you has to win!"*
- "Win stuffed animals here"*
- "Check it out, a brand new game, are you ready to have fun?!."*

ENCOURAGE MORE PLAYERS TO JOIN THE GAME

GIVE AWAY PROPER PRIZES TO THE WINNING PLAYER

ENCOURAGE REPLAY AND GAME REPETITION

*** HOW AND WHAT TO DO TO MANUALLY OPERATE THE GAME ***

1. LOCATE OPERATION SELECTOR SWITCH IN GAME
2. INSERT KEY AND SWITCH GAME TO MANUAL OPERATION MODE
 - Game requires 2 players to be able to start the game
 - Start Button beside selector key switch starts the game
 - Red light indicates LOW WATER warning
 - If the red light comes on beside the switch that means that the water level is low. FILL IMMEDIATELY.**

WARNING: DO NOT WAIT FOR THE RED LIGHT TO INDICATE THE WATER LEVEL IS LOW. THE WATER LEVEL SHOULD BE VISUALLY CHECKED DAILY.

3. WHEN OPERATING GAME DIFFERENT PRIZE LEVELS ARE USED
 - 2-4 players receive a level 1 prize
 - 5-6 players receive a level 2 prize
 - A player can trade 2 level 1 prizes for a level 2 prize
 - Other prize structures can be used but above is a basic operation
4. SWITCHING FROM MANUAL TO AUTOMATIC OPERATION
 - Reverse #2 and #3 procedures above

*** DAILY OPERATIONAL CHECKLIST ***

1. ENSURE GAME IS FULL OF MERCHANDISE
2. TURN ON GAME POWER SWITCH
3. CHECK WATER FILTER FOR DEBRIS (See page 10)
4. CHECK LOWER WATER LIGHT AND PHYSICALLY CHECK WATER LEVEL IN WATER TANK
5. CLEAN, WIPE DOWN, AND DRY OFF GAME NIGHTLY OR AS NEEDED
6. CHECK ALL LIGHT BULBS FOR WORKING ORDER (THIS INCLUDES TARGET PAN LIGHTS)
7. TURN OFF GAME POWER

PROGRAMMING



Programming Console
(See "Option Settings" Below)

Programming Instructions

1. Turn Key to "ON" Position.
2. Press "PROGRAM" to enter program mode.
3. Press "SELECT" until desired option to be modified is displayed.
4. Press "STEP" to set the desired option setting.
5. Press "PROGRAM" to exit program mode (if more options are to be changed, repeat steps 3-5).
6. Turn Key to "OFF" Position.

Option Settings

Nov. 02, 2012

FEC Single Target I/O Sheet

STMST.v05 / STSLV.v05

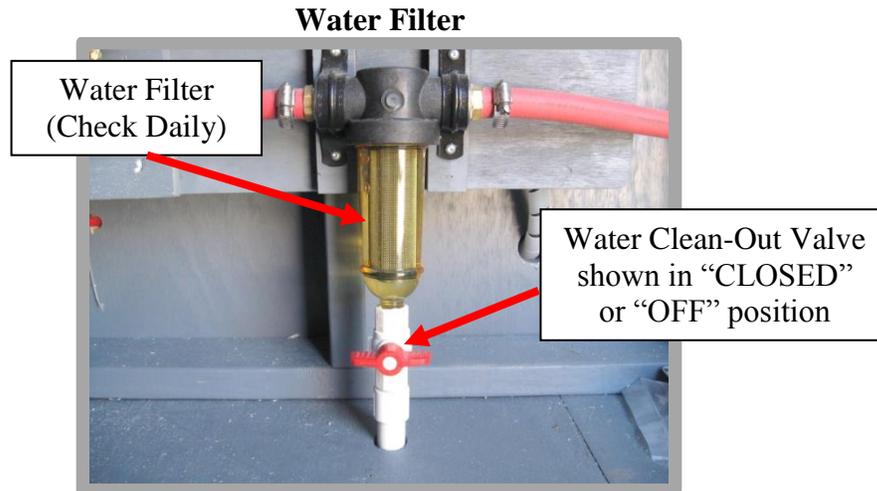
FEC SINGLE TARGET OPTIONS SHEET

Address	Description	Value(s)	Default	Notes/Comments
P0	GAME VOLUME	1-6	5	Games overall volume
P1	COST PER PLAY	1-12	1	How much money to play
P2	NOT USED	0	15	
P3	TICKETS	0-5	0	See Ticket Chart below
P4	BEACON LIGHT TIME	3-16	12	How long the beacon runs for
P5	GAME TIME	30-60	45	How long game will go until it times out
P6	NOT USED	0	16	
P7	ATTRACT INTERVAL	0-5	3	Amount of time between attract show
P8	STACK CREDITS YES / NO	0-1	1	0 = No Stack : 1 = Stack
P9	MONEY PROMPT	0-2	1	information shown on the players displays 0 = insert coin 1 = swipe card 2 = lets play
PA	DRAIN PUMP CONTROL	0-1	0	
PB	RISE RATE	50-99	70	How fast the displays go up the track
PC	NOT USED	0	50	
PD	NOT USED	20-99	70	Time between target changes
PE	NOT USED	0-3	2	How many targets before speeding up
PF	NOT USED	0	0	
PH	NOT USED	0-5	2	The speed at which it progresses
PR	RESET DEFAULTS	0-1	0	Resets all options to their default state

FEC GAME TICKET OUTPUT OPTIONS - (Optional Feature if Ticket Mechs are installed)

PLAYERS	OPTION 1	OPTION 2	OPTION 3	OPTION 4	OPTION 5	Notes/Comments
1 - PLAYER	0	0	0	0	0	
2 - PLAYER	1	1	1	1	1	
3 - PLAYER	1	1	1	2	2	
4 - PLAYER	1	1	2	2	2	
5 - PLAYER	1	2	2	2	3	
6 - PLAYER	2	2	2	3	3	
7 - PLAYER	2	2	3	3	3	
8 - PLAYER	2	2	3	3	4	
9 - PLAYER	2	3	3	4	4	
10 - PLAYER	2	3	4	4	4	
11 - PLAYER	2	3	4	4	4	
12 - PLAYER	3	3	4	4	4	

MAINTENANCE AND TROUBLESHOOTING



VERY IMPORTANT!

This Water Filter should be checked daily when running the game. It is recommended that at the end of the event or when shutting down the game for long periods of time, the filter be cleaned out.

Cleaning the filter is easy, just "OPEN" the Water Clean-Out Valve and wait until all the visible debris that has collected in the filter has been purged (shouldn't take more than a few seconds), then "Close" the Valve.

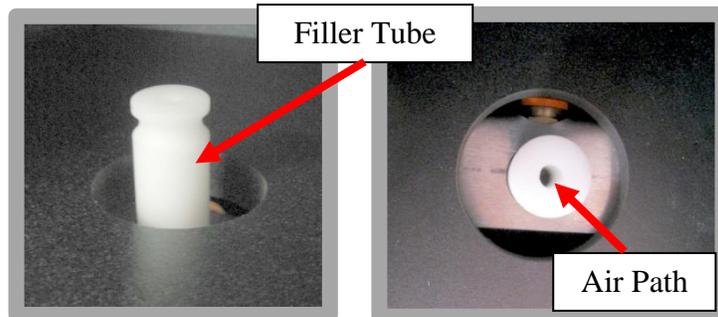
You are now ready for the next event service.

Check the Water Tank Level periodically, and add more water if necessary.

BALLOON BUST GAME

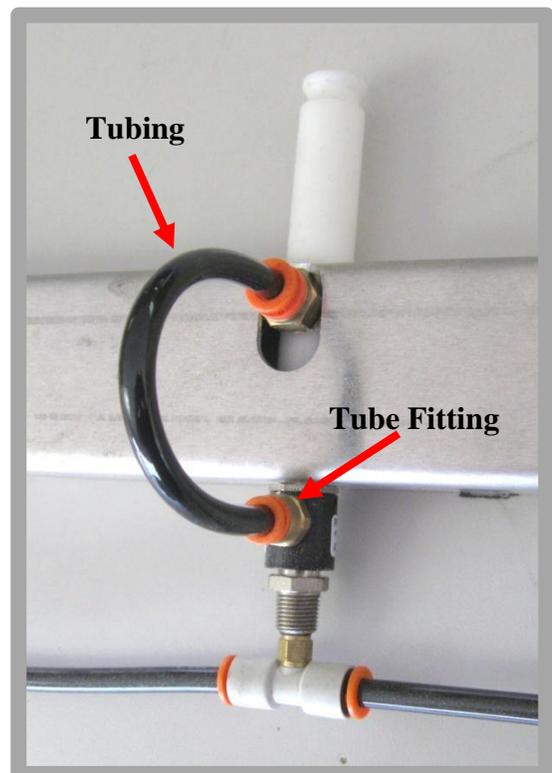
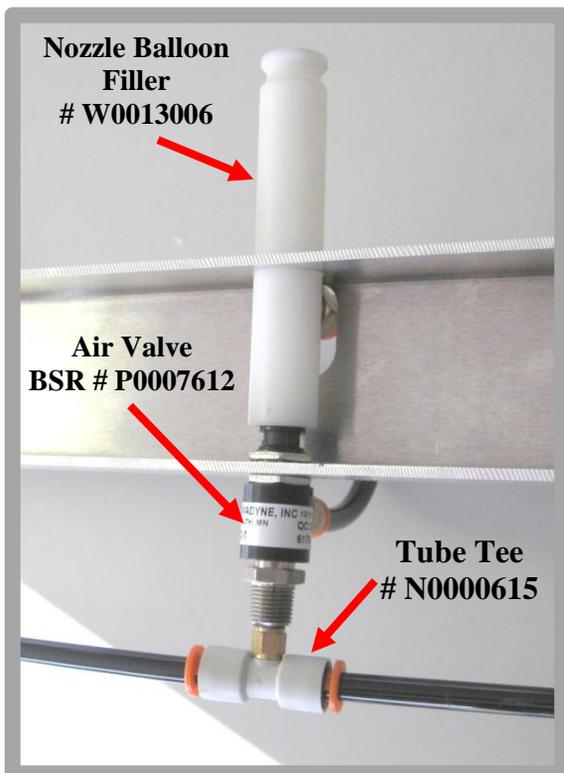
Auto Fill System

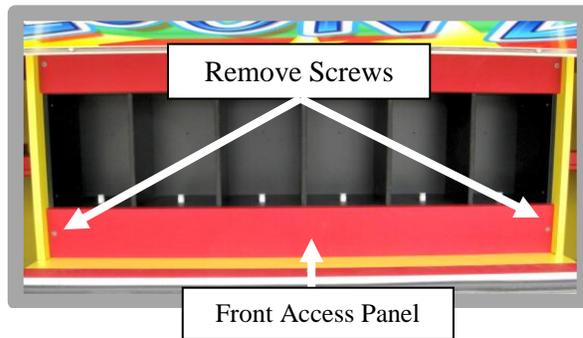
BSR Balloon Bust fixtures are offered with BSR's optional "Auto Fill System". This unique feature makes filling and maintaining the balloon targets easy.



Place Balloon over filler tube and press down to fill balloon.

Replacing the Air Valve Assembly





1. To access the air valves, you must remove the front access panel cover by removing the two (2) screws as shown.



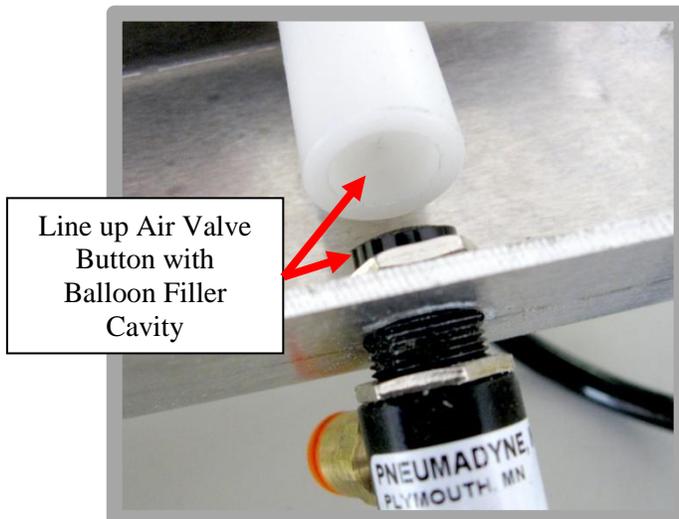
2. Disconnect air tubes from Air Valve and Tube Tee.



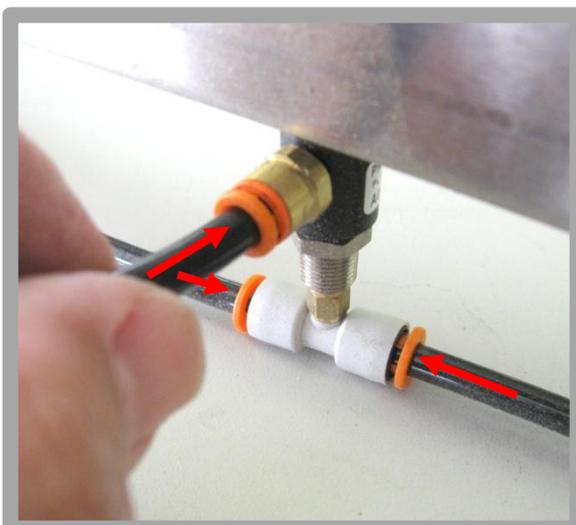
3. Using a 9/16" Wrench, remove the hex nut and star washer from the Air Valve.



4. Once you have removed the Air Valve, remove the Tube Fitting and Tube Tee and install them on the new one.



5. When installing the new Air Valve, insert the button into the cavity of the Nozzle Balloon Filler.



6. Re-attached hoses. Make sure hoses have been pushed all the way into the fittings and are secure from slipping out.

Oil Free Air Compressor



Drain Valve (*Condensation*)

The Drain Valve is located at the base of the air tank and is used to drain condensation at the end of each use / day.

Quick Troubleshooting

WARNING

For your safety and to reduce risk of damage to your game read the Important Safety Information on page 5 before attempting any troubleshooting procedure.

TROUBLESHOOTING PHILOSOPHY

When troubleshooting any product, certain general guidelines should be followed.

1. Always check to be sure that your game is turned on. Be sure that all of the fuses in the game are functional and check to see that the AC voltage is in the proper operating range for your game.
2. Check to be sure that all of the game harnessing is plugged in properly and that all of the pins are firmly seated in the connectors. It is always possible that a harness can be damaged by rough shipping or moving.
3. Check game harnessing to be sure that none of the wires have become damaged. Using a handheld multi-meter, check continuity of the wires to make sure they are not broken.
4. Check for obvious damage to any P.C. Boards or electrical components.
5. If you have multiple games or multiple parts on a game, change or exchange the parts and see if the problem goes away or moves to another location. This way you can quickly eliminate certain parts as being the problem with the game.
6. When changing electronic or electrical components, ALWAYS turn off and unplug the game.
7. Check to see that all power supplies are delivering the specified voltages to the P.C. Boards and components as shown in the manual.

For detailed servicing and repair information see the full the full repair section of this manual.

General Troubleshooting Chart

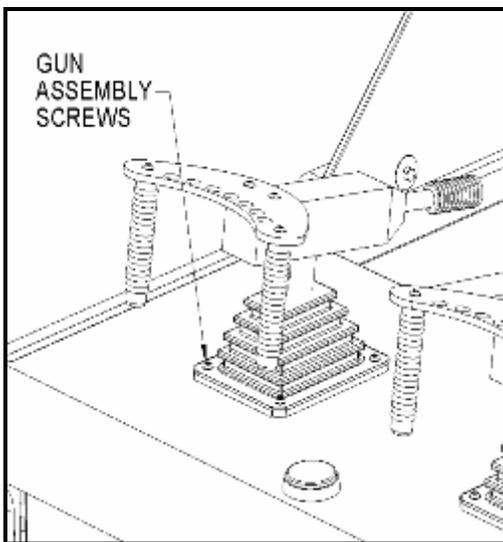
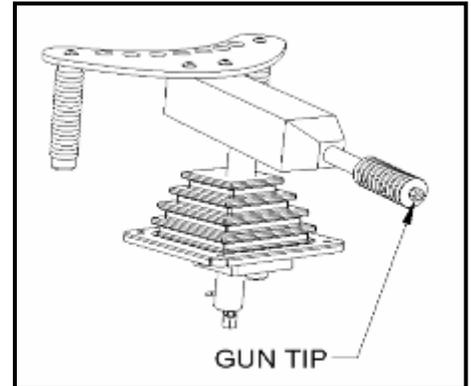
Symptom	Possible Problem	Solution
	Power	Power
Sound Problems -No sound -Low Sound -Intermittent Sound	Low Volume Faulty speaker harnessing Faulty speaker Faulty sound board or sound board harnessing Faulty Main P.C. Board	Check Volume Control and adjust as necessary Check connections and/or repair harnessing Check and/or replace speaker Check connections or Replace Sound Board Check and/or repair or replace Main P.C. Board
Game does not take or add money correctly	Card Swipe dirty or improperly adjusted Faulty Card Swipe Faulty Card Swipe harness or connector Improperly programmed electronic mech Game improperly programmed Faulty Main P.C. Board or component	Clean and adjust Card Swipe as necessary Check and/or replace Card Swipe Check and/or repair Card Swipe harnessing Reprogram or replace electronic mech Check programming options and adjust Repair and/or replace Main P.C. board
Game will not start or pump will not run	Game power off Main fuse blown Faulty solid state relay Faulty pump Power Supply problem or failure Faulty P.C. board or component	Check on/off switch and power cord Check and/or replace fuse as necessary Check and replace solid state relay Check and replace pump Check Power Supply output and connections Repair and/or replace main P.C. board
Game stops or is stopped with nothing displayed	The power connector is disconnected. Possible faulty connection or short circuit.	Reconnect the connector securely. Check all circuitry for faulty connections or short circuits.
Water stream crooked or weak	Clogged gun tip Partially clogged filter Kinked hose Low water level or no water	Check and clean gun tip Check filter and clean if necessary Check all hoses Check water level and fill if necessary
Display lights won't move	Faulty target switch Faulty or disconnected harness Faulty Main P.C. board	Check target switch Check and repair harnessing Repair or replace main P.C. board
Water not coming out of gun	Clogged gun tip Kinked hose Low water level or no water Faulty solenoid valve GFI circuit tripped Faulty Pump Faulty Main P.C. board	Clean tip with water gun tip cleaner (BSR P/N: M0006104) Check hoses for kinks Check water level and fill if necessary Check or replace solenoid valve Start game and push GFI reset button Repair or replace pump Repair or replace Main P.C. Board
Programming button and counters	Disconnected programming Panel harness	Check connector Check connector

DETAILED TROUBLESHOOTING AND REPAIR

Cleaning Gun Parts

It is possible after extended periods of time, or if the water you use is very high in mineral content, that you may have to clean deposits or debris from the gun assembly.

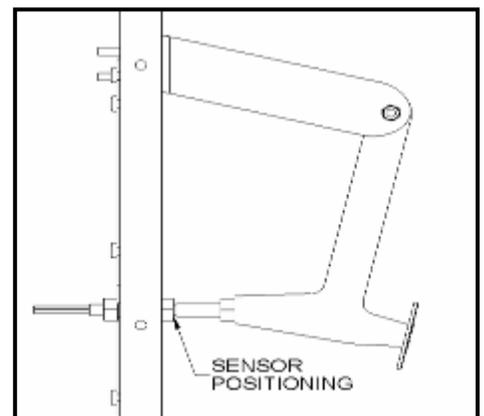
1. To clean the gun tip, unscrew the tip and use a water gun tip cleaner (BSR P/N M0006104) (See image to the right).
2. For larger debris, unscrew the gun assembly from the top of the Control panel. Disconnect the spring from underneath. (See image below)



3. Remove the hose and nozzle tip from the gun.
4. Run a wire through the gun passages to remove any blockage.
5. With the tip off the gun, re-install the gun and connect the hose.
6. Play a few games to allow any debris to escape the gun body.
7. Re-install the gun tip and check for proper operation.

Target Sensors

1. Unscrew the target pan from the game.
2. Unscrew the magnetic sensor from the tank back.
3. Unplug the sensor.
4. Re-install the new sensor using the other sensor as a guide to proper positioning. (See image to the right)
5. Check for proper alignment between the magnetic sensor and the magnet that is located on the target arm.
6. Re-install the target pan.
7. Play a couple of games to check for proper operation.



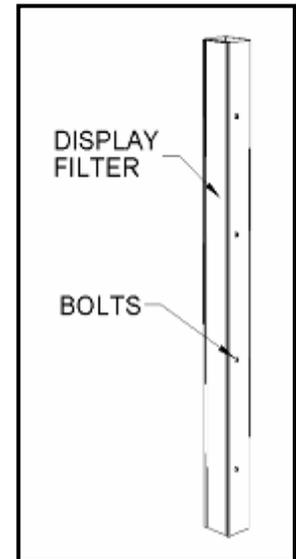
Display P.C. Board Removal and Installation

WARNING: BE SURE TO UNPLUG THE GAME BEFORE SERVICING TO AVOID SERIOUS INJURY OR DAMAGE TO THE GAME.

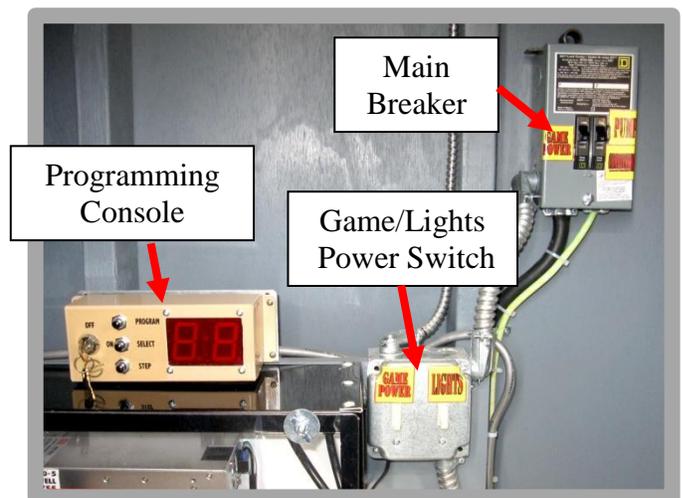
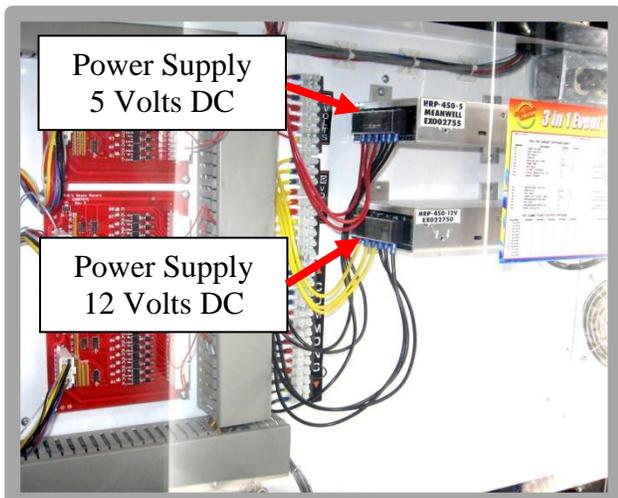
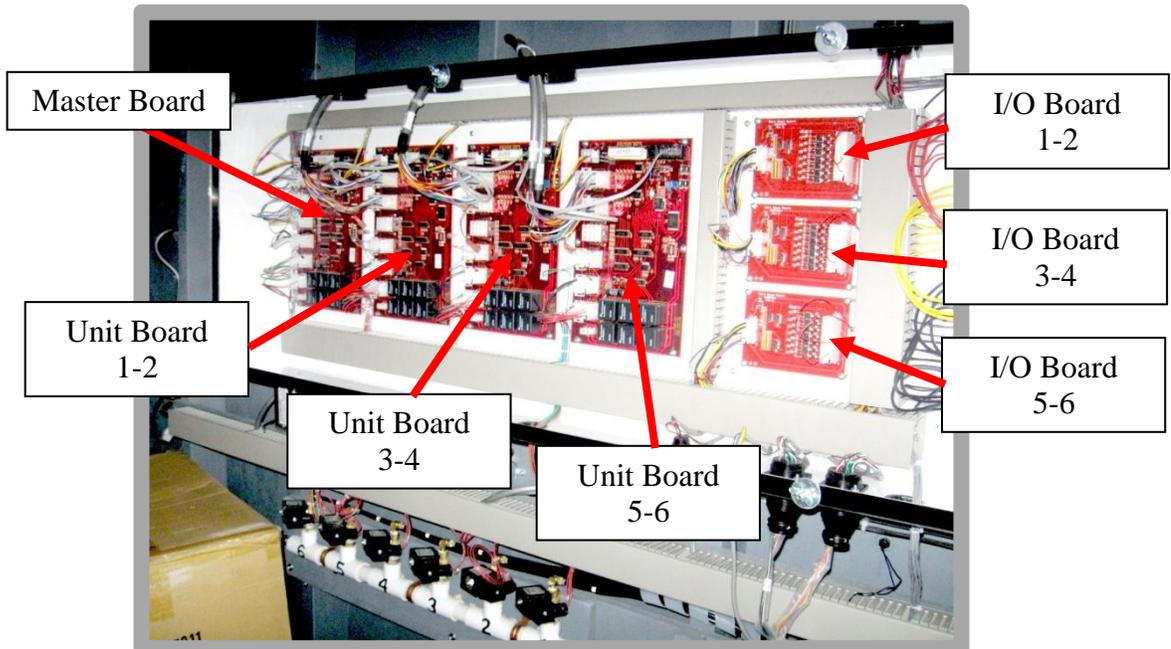
1. Unplug selected display from Main P.C. Board
2. Remove the 4 screws on the mounting bezel at the top and bottom of the display.
3. Tilt the display back and slide the harness out from the counter.
4. Assemble in reverse order.

Display P.C. Board Servicing

1. Slide the display filter (Plexiglass cover) out of the housing.
2. Remove the 8 bolts that hold the Display mounting bracket to the Display housing.
(See image to the right)
3. Slide the mounting bracket out of the housing.
4. Remove the connectors and defective display P.C. Board.
5. Assemble in reverse order.



Electronics Layout



PARTS LISTING

MECHANICAL PARTS

ARWB1017	GUN BODY
ARWB1018	GUN HANDLE MOUNT
ARWB1019	WATER GUN HANDLE
ARWB1020	GUN MOUNTING PLATE
ARWB1021	GUN BOOT BEZEL (STAINLESS)
ARWB1025	TARGET MOUNTING BRACKET
ARWB3001	WATER GUN SWIVEL BLOCK
ARWB3016	TARGET PIVOT SWING
ARWB3017	TARGET DISK
ARWB6002	PRESSURE GAUGE
CX800085	DISPLAY FILTER (SMOKED GREY)
M0006905	GUN CENTERING SPRING
MX006103	GUN BARREL TIP
MX006330	GUN BARREL
MX007203	PAINTED TARGET PAN ASSEMBLY

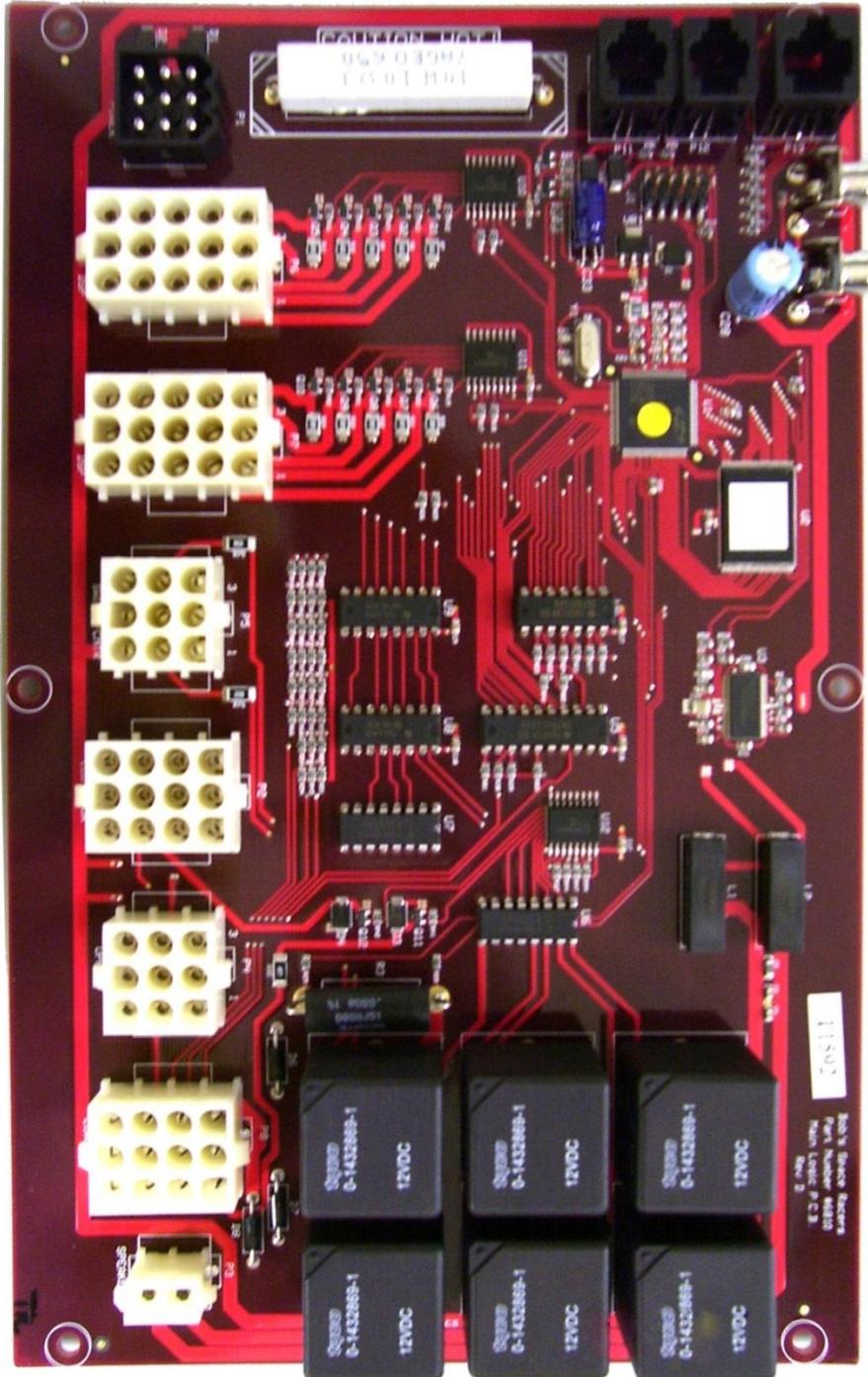
GRAPHICS / DECALS

	SERVICE MANUAL
ARWB7017	LEVER DECAL "DRAIN"
ARWB7018	LEVER DECAL "GAME"

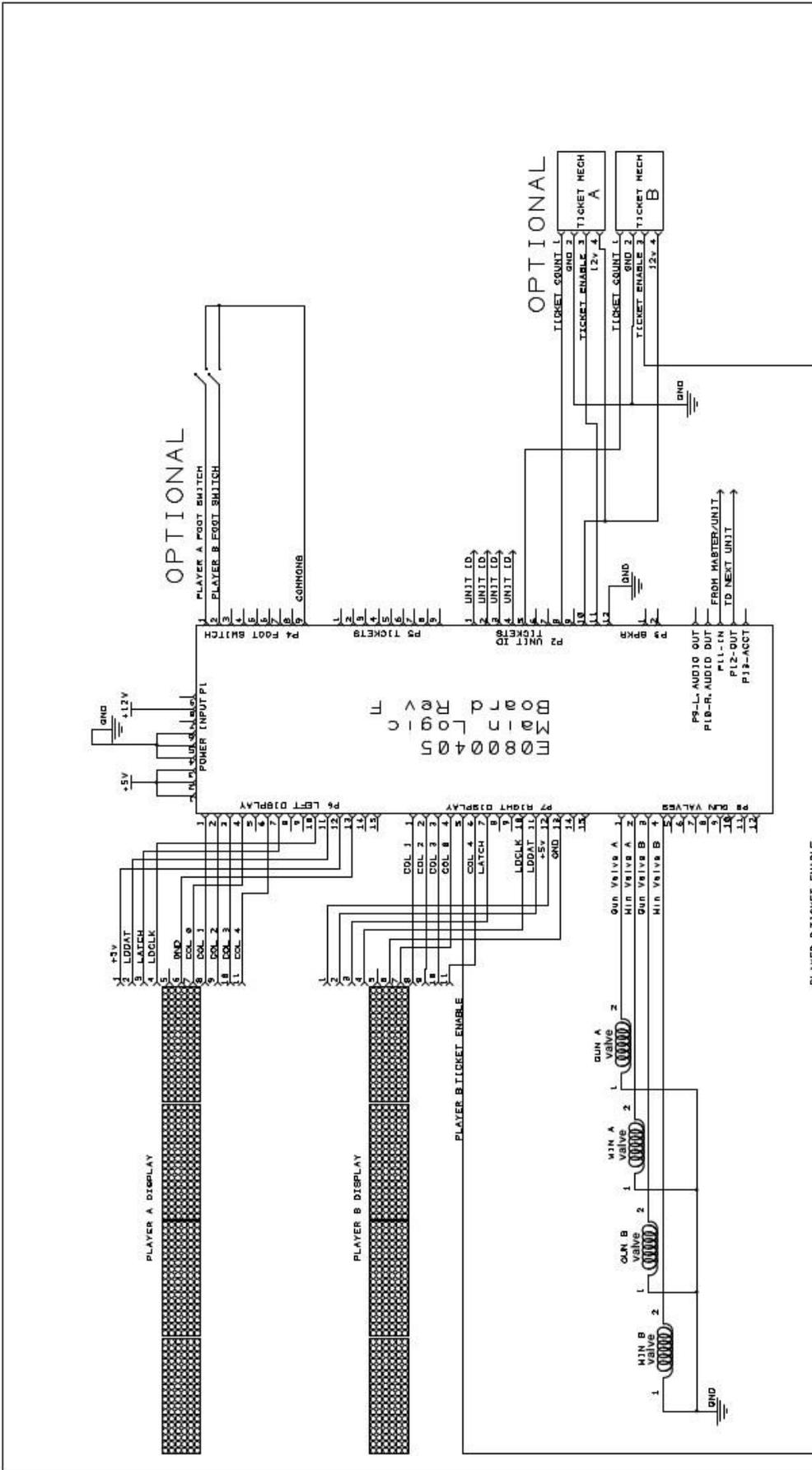
ELECTRONIC / ELECTRICAL PARTS

E0800405	*MAIN LOGIC BOARD
	*(Program – Master STMST.V05 / Unit STSLV.V51)
ARWB2002	MAGNETIC TARGET SENSOR
ARWB2003	TARGET MAGNET
ARWB2004	MARQUEE LIGHT FLASHER UNIT
ARWB6001	1/2 HP PUMP ONLY
E0025100	12 VOLT COUNTER
E0030630	BEACON LIGHT BASE
E0030632	BEACON LIGHT CHROME RING
E0030635-RED	BEACON LIGHT RED DOME
E0027963	6" X 9" SPEAKER (Nady)
E0800157	DISPLAY P.C. BOARD
E0800201	200 WATT POWER SUPPLY
E0800310	SOLID STATE RELAY
E0023880	FUSE, 15 AMPS SLO-BLO

Main P.C. Board Part# E0800405

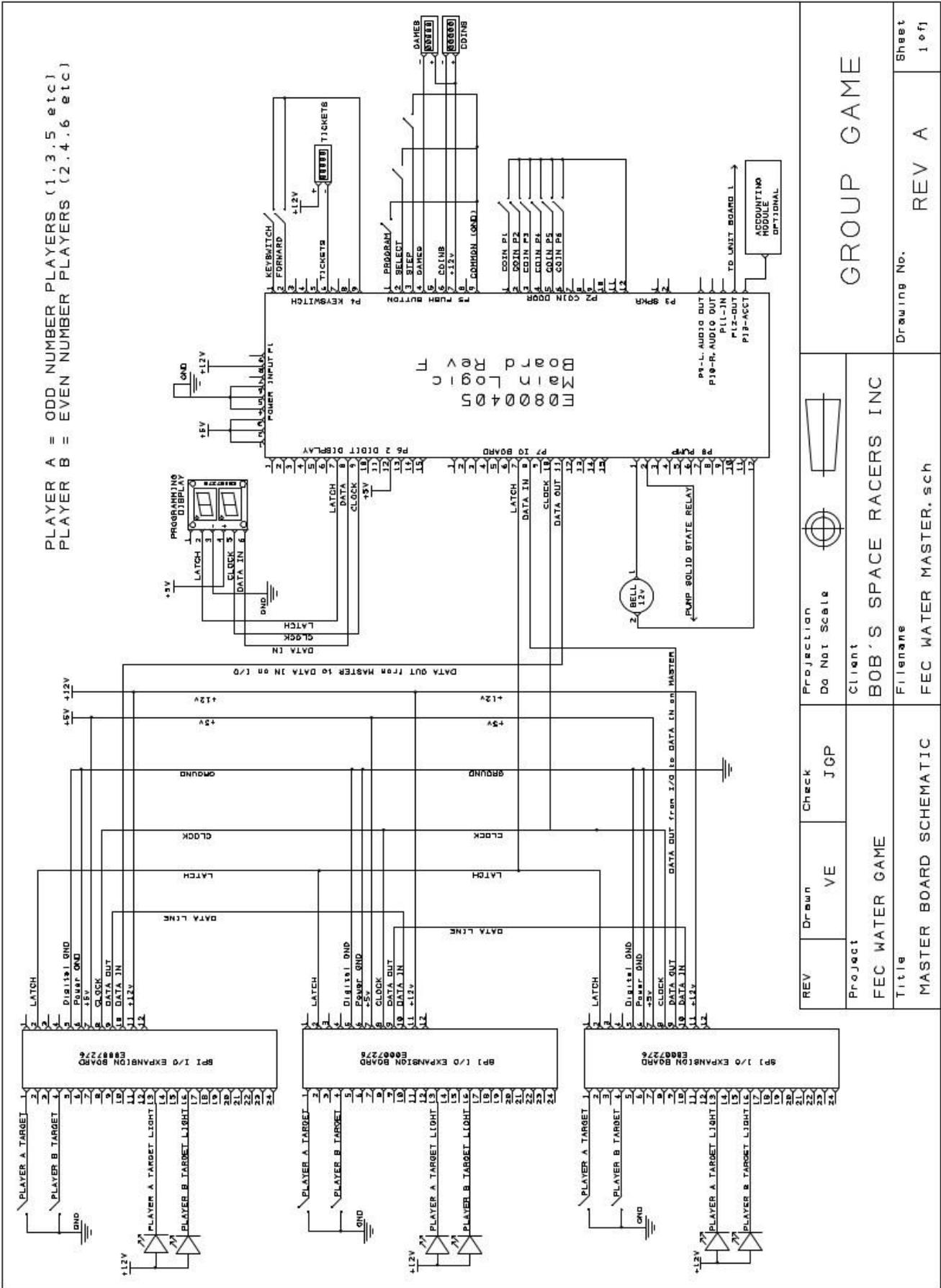


SCHEMATICS



PLAYER A = ODD NUMBER PLAYERS (1, 3, 5, etc)
 PLAYER B = EVEN NUMBER PLAYERS (2, 4, 6, etc)

	 <p>BOB'S SPACE RACERS INC</p>	<p>NOTE: This schematic includes components that are optional upgrades for later development</p>
VE	JGP	REV A
FEC WATER GAME	UNIT BOARD SCHEMATIC	1 1



GROUP GAME

Drawing No. REV A Sheet 1 of 1

REV	Drawn	Check	Projection
	VE	JGP	Do Not Scale
Project		Client	
FEC WATER GAME		BOB'S SPACE RACERS INC	
Title		Filename	
MASTER BOARD SCHEMATIC		FEC WATER MASTER.sch	

WARRANTY

BOB'S SPACE RACERS INC. 90 DAY GAME WARRANTY

1. INCLUDED IN THIS WARRANTY Bob's Space Racers®, Inc. warrants to the original purchaser only that the equipment that is the subject of this sale conforms to its specifications, and is free from defects under normal service for a 90 day period from the original date of deliver. This warranty does not include any damages resulting from occurrences listed in paragraph 2 below. This warranty is not transferable under any circumstance. Any claims under this warranty must be received in writing by Bob's Space Racers®, Inc. within 120 days from date of delivery. Within a reasonable time of such written notification Bob's Space Racers®, Inc. will replace or repair any defective component of the equipment or part thereof which fails for reasons other than normal service, use, or wear. Bob's Space Racers®, Inc. reserves the right to request dated proof of purchase by the end user (original purchaser) at any time. Light bulbs are specifically excluded from this warranty and shall be the sole responsibility of the purchaser. Bob's Space Racers®, Inc., within its sole discretion, makes the final determination as to whether to repair or replace any component and whether any such repair or replacement shall be performed where the equipment is located or at it's home facility in Volusia County, Florida, or another facility of its sole choice. Any and all freight charges for the purposes of repair or replacement shall be paid by the original purchaser. All defective parts shall be returned to Bob's Space Racers®, Inc. if requested. Bob's Space Racers®, Inc. does not warrant that the equipment will meet any original purchaser's specific requirements or that the operation of the equipment will be uninterrupted. These remedies are the original purchaser's exclusive remedies for breach of warranty.
2. EXCLUDED BY THIS WARRANTY Bob's Space Racers®, Inc. does not warrant (a) any product, components or parts not manufactured by Bob's Space Racers®, Inc.; (b) damages caused by use of the equipment for purposes other than those for which it was designed; (c) defects caused by failure to provide a suitable installation environment for the equipment; (d) damage caused by unauthorized attachments, modification, or service; (e) damage caused by normal wear and tear or improper power supply; (f) damage caused by accident or disaster such as fires, flood, lightning, and wind; or (g) any other abuse or misuse of the equipment.
3. EXCLUSIVE WARRANTY. THE FORGOING WARRANTY IS EXCLUSIVE AND IN LIEU OF ALL OTHER WARRANTIES OR REMEDIES, WHETHER WRITTEN, ORAL OR IMPLIED. THERE ARE NO WARRANTIES WHICH EXTEND BEYOND THE DESCRIPTION ON THE FACE HEREOF. ANY AND ALL IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, COURSE OF DEALING OR USAGE OF TRADE ARE HEREBY EXPRESSLY DISCLAIMED AND EXCLUDED.
4. REMEDIES LIMITED. UNDER NO CIRCUMSTANCES, EXCEPT TO THE EXTENT PROHIBITED BY APPLICABLE LAW, SHALL BOB'S SPACE RACERS®, INC. BE LIABLE FOR ANY LOSS OR DAMAGE, DIRECT OR INDIRECT, SPECIAL INCIDENTAL OR CONSEQUENTIAL ARISING OUT OF THE USE OR INABILITY TO USE THIS EQUIPMENT INCLUDING BUT NOT LIMITED TO ANY CLAIM FOR LOSS OR PROFITS, LOSS OF SAVINGS OR REVENUE, LOSS OF USE OF THE EQUIPMENT, OR ANY ASSOCIATED EQUIPMENT, FACILITIES OR SERVICE, DOWNTIME, THE CLAIMS OR COSTS OF THIRD PARTIES INCLUDING CUSTOMERS AND INJURY TO PROPERTY. Some states do not allow limitations on how long an implied warranty lasts or the exclusion or limitation of incidental or consequential damages, so the above limitations or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.
5. NO OTHER WARRANTIES. Unless modified in writing and signed by both parties, this agreement is understood to be the complete and exclusive agreement between the parties, superseding all prior agreements, oral or written, and all other communications between the parties relating to the subject matter of this agreement. No employee or representative of Bob's Space Racers®, Inc. or any other party is authorized to make any other warranty or to assume any other liability in connection with the sale of its equipment.
6. TIME LIMIT FOR CLAIMS. Any claim for breach of warranty or claims under this warranty must be received in writing by Bob's Space Racers®, Inc. within 120 days following delivery of the equipment.
7. FUTURE CHANGES. Bob's Space Racers®, Inc. reserves the right to reserve, change or modify the construction and design of its equipment or any component part or parts thereof without incurring the obligations to make such changes or modifications in present equipment.
8. ALLOCATION OF RISKS. This agreement allocates the risks of equipment failure between Bob's Space Racers®, Inc. and the original purchaser. This allocation is recognized by both parties and is reflected in the price of the goods. THE PURCHASER ACKNOWLEDGES THAT IT HAS READ THIS AGREEMENT, UNDERSTANDS IT, AND IS BOUND BY ITS TERMS.
9. TO OBTAIN WARRANTY SERVICE. The original purchaser must, at his/her own expense, bring or ship the equipment to an authorized location for service. Additionally, the original purchaser must pay all freight, shipping or transportation charges for the return of the equipment from Bob's Space Racers®, Inc. to the original purchaser. Telephone or write:

Bob's Space Racers®, Inc.
427 15th Street
Daytona Beach, FL 32117
Telephone number: 386/677-0761
FAX: 386/677-0794

WHEN CALLING FOR SERVICE

1. When calling for service, please check the service manual first. Many times the answer to your problem has been addressed in this documentation.
2. Please make sure you have the serial number of the game ready when you call.
3. If this is a repeat call, please tell the service technician that you have made a previous call regarding this problem. This way we will be able to retrieve the history on your game allowing us to serve you better and save you time.
4. Please retain proof of purchase for your product. This might be requested for warranty repairs.
5. Please call from the game if possible since we might need you to check certain things on the game while we are on the telephone with you.

IF YOU HAVE ANY QUESTIONS OR COMMENTS, PLEASE CALL OUR SERVICE DEPARTMENT AT

(386) 677-0761

(MONDAY – FRIDAY, 8:30AM – 5:00PM EST, EXCLUDING HOLIDAYS)

(or)

EMAIL QUESTIONS TO: Tech@BobsSpaceRacers.com

(or)

**VISIT THE “CUSTOMER SUPPORT” SECTION ON OUR WEBSITE:
WWW.BOBSSPACERACERS.COM**