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Jersey Wheels



OPERATOR'S MANUAL

Table of Contents

I. JERSEY WHEELS ARCADE OPERATOR'S MANUAL

A. Introduction	iii
A.1: Overview	iii
A.2: Use only a GROUNDED AC receptacle.	iii
A.3: Maintenance for the Games	iii
A.4: Average Power Requirements	iii
A.5: Packing List	iii
A.6: Tools	iv
A.7: Parts Kit Contents from Figure A.4	iv
B. Setup	v
B.1 The initial setup up of the game	v
B.2 Assembling a Jersey Wheel	v
B.3 Hooking up the Connections	vii
Chapter 1 : Operator's Procedure	1-1
1.1: Object of Game	1-1
1.2: Operate / Race	1-1
Chapter 2 : Maintenance	2-1
2.1: Maintenance Recommendations	2-1
2.2: Periodic Maintenance	2-1
Chapter 3 : Troubleshooting	3-1
3.1: Troubleshooting Philosophy	3-1
3.2: Motor Belt Errors	3-1
3.3 Error Codes	3-1
3.4 Solution A (Errors 7-10)	3-1
3.5 Solution B (Errors 11-14)	3-2
3.6 Motor Belt Errors	3-2
3.7 Sensor Break or Home Break Error	3-2
Chapter 4 : Option Settings – Jersey Wheels	4-1
Chapter 5 : Service	5-1
5.1 Calling for Service	5-1
Appendix A : Policies	A-1
A.1: Service Policy	A-1
A.2: Advance Replacement Policy	A-1
Appendix B : Warranty	B-1
B.1: Game warranty	B-1
B.2: Advanced replacement item(s) shipping requirements	B-2
Appendix C : Federal Communications Commission statement	C-1
Appendix D : Parts	D-1
D.1: Customer Parts List	D-1
Appendix E : Wire Diagram	E-1
Appendix F : Revision	F-1

A. Introduction

A.1 Overview

This manual contains information about the Arcade Game Jersey Wheels™, including: Setup, tools, instructions how to play, maintenance, tech tips, troubleshooting, game options settings, and service. Appendixes A-C contain information about policies, warranty, and service. Appendix D has a list part(s) pertaining to this specific game.

A.2 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.

A.3 Maintenance for the games

Always be sure power to the game is turned off when performing even routine maintenance. Otherwise moving parts could activate unexpectedly and or cause injury.

A.4 Average Power Requirements *Amperage & Watts will vary depending on game.*

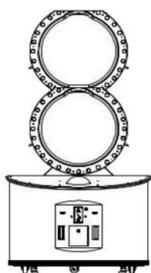
		Voltage	Amps	Watts	Hertz	Service Power Recommendation
A.4.1	3/4-Wheel Version:	110V ± 10V	~ 3.6 Amps	~ 400 W	at 50/60Hz	8 Amps
A.4.2	3/4-Wheel Version:	230V ± 10V	~ 1.8 Amps	~400 W	at 50/60Hz	5 Amps

WARNING!

Ensure that this product is compatible with your facilities power supply, voltage and frequency requirement. A label describing Electrical Specifications is attached to the product. Non-compliance with the Electrical Specifications can cause a fire and electric shock. Ensure the game is level before applying power.

A.5 Packing List

Check the packing list prior to installation. Verify that all parts that have been received and are in good condition.



Base
Figure A.1



Marquee
Figure A.2



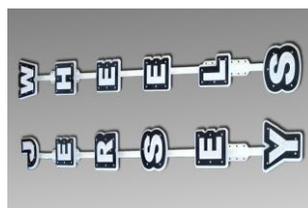
2nd Sign Bracket
Figure A.3



Part's Kit
Figure A.4



Back Supports
Figure A.5



Side Signs
Figure A.6



3-Wheel Version Top Section Only
Figure A.7



4-Wheel Version Top Section Only
Figure A.8

A.6 Tools



#2 Phillips Screwdriver
Figure A.8



Ratchet
Figure A.9



17mm Socket
Figure A.10



8-foot ladder
Figure A.11



At least Two Helpers
Figure A.12



8mm
Figure A.13



5mm
Figure A.14



4mm
Figure A.15



3mm
Figure A.16



2.5mm
Figure A.17

A.7 Parts Kit Contents from Figure A.4



Spring | Intergrated Chips | Fuse | Pointer Placement
Figure A.18



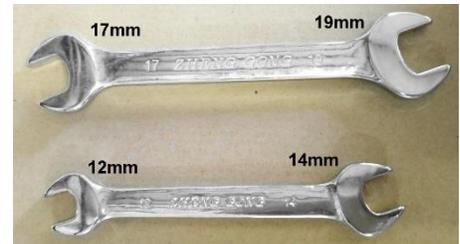
Marquee
Mounting Bolts
Figure A.19



Rear Cabinet Support
Brace Mount
Figure A.20



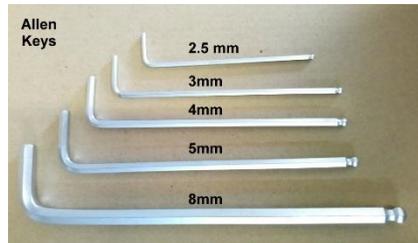
Sign Mounting Bolts | Wheel Mounting Bolts | Rear Cabinet Support Mounting Bolts
Figure A.21



Wrenches
Figure A.22



Power Cable
Figure A.23



Allen Keys
Figure A.24

B. Setup

B.1 Steps to setup a Jersey Wheels™ game.

- B.1.1 Initial setup involves creating a location for the game.
- B.1.2 Assembling the game, see *Section B.2*.
- B.1.2 Make necessary game connections, see *Section B.3*.
- B.1.3 Hook up the power to the game.

Please Note: If there is a problem, call BSR's technical support: 386-677-0761.

B.2 Assembling a Jersey Wheel

B.2.1 Below is *Figure B.2* which is a **3-Wheel** Jersey Wheels™ illustration. This visual aid will help show which hardware to use to assemble Jersey Wheel. The 4-Wheel version is shown below with *Figure B.11*.

B.2.2 Take the pallet close to the placement of the Arcade then removing all parts off the pallet. A 8-foot ladder (*Figure A.10*) will help assist when assembling the game.

B.2.3 The **3-Wheel** version, install the third wheel, using the hardware as seen in *Figure B.2* and a 17mm socket to tighten the bolts.

B.2.4 The **4-Wheel** version, install the third wheel, using the hardware as seen in *Figure B.12* and a 17mm socket to tighten the bolts and then repeat the same procedure when installing the fourth wheel.

B.2.5 Mounting the Marquee is the same for either the **3-Wheel** or **4-Wheel** version. First remove the back panel with a #2 Phillips screwdriver, then place the Marquee into place on the top of the third or fourth wheel. Then secure with the five bolts shown in *Figure B.4* or *Figure B.13*, the bolts are a 4mm Allen.

B.2.6 Install the second Sign Bracket (*Figure B.5*). On the **3-Wheel** version the bracket is installed onto the second wheel, see *Figure B.2*. There are three 5mm Allen bolts to secure this bracket. See *Figure B.5, B.4, & B.2*.

B.2.6 Install the second Sign Bracket (*Figure B.11*). On the **4-Wheel** version the bracket is installed onto the third wheel, see *Figure B.14*. There are three 5mm Allen bolts to secure this bracket. See *Figure B.15, B.14, & B.11*.

B.2.7 Next, install the signs. *Figure B.6* or *B.15* shows the 5mm Allen bolts to use to install the signs. The letters JERSEY will be installed on the Left side, where WHEELS will be installed onto the Right side of the game. Be sure to connect the wires to the signs, see *Figure B.7* or in *Figure B.16*, before completely securing the signs.

B.2.8 To ensure the arcade game does not move around, BSR recommends to install the back support braces. *Figure B.8 – B.10*, illustrates the **3-Wheel** version and *Figures B.17-B.19* illustrates the **4-Wheel** version, how to mount the brackets and secure them to the game. A 17mm socket and impact drill can reduce the time spent tightening this down. Once the arcade is place in its final destination turn the stabilizers (*Figure B.8* or *B.18*) into place until fully stable.



Figure B.4



Figure B.3

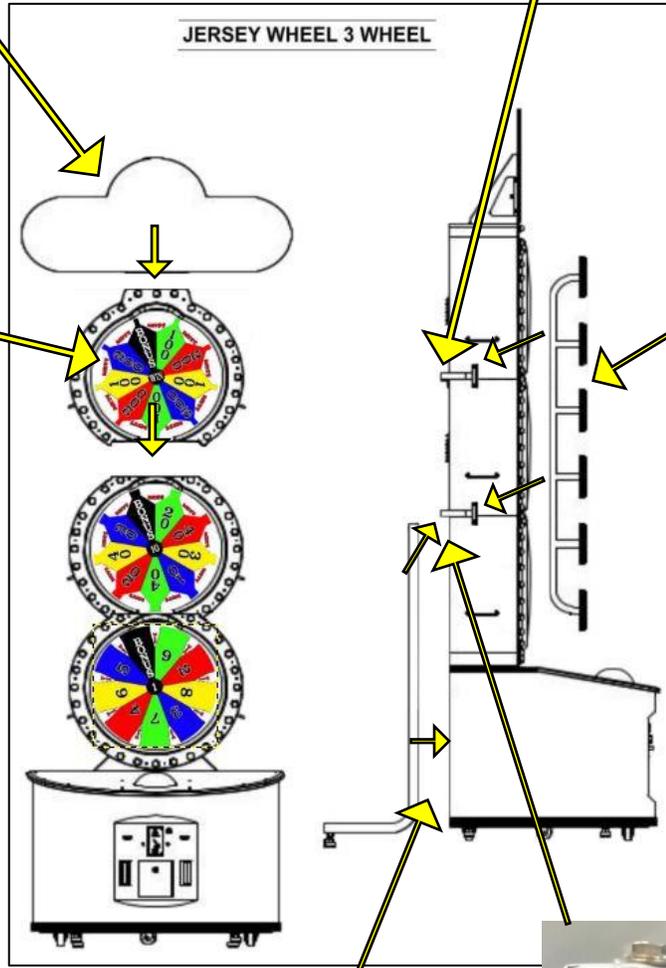


Figure B.2



Figure B.5

Mounting Bolts

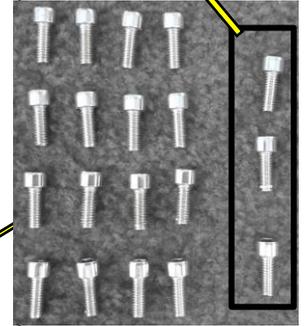


Figure B.6



Figure B.7



Figure B.10



Figure B.9



Figure B.8

Stabilizer



Figure B.13



Figure B.12



Figure B.14

Mounting Bolts

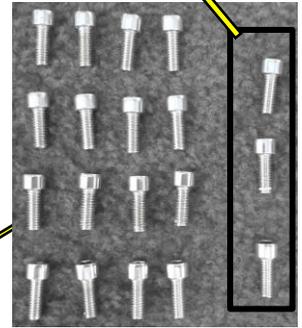


Figure B.15

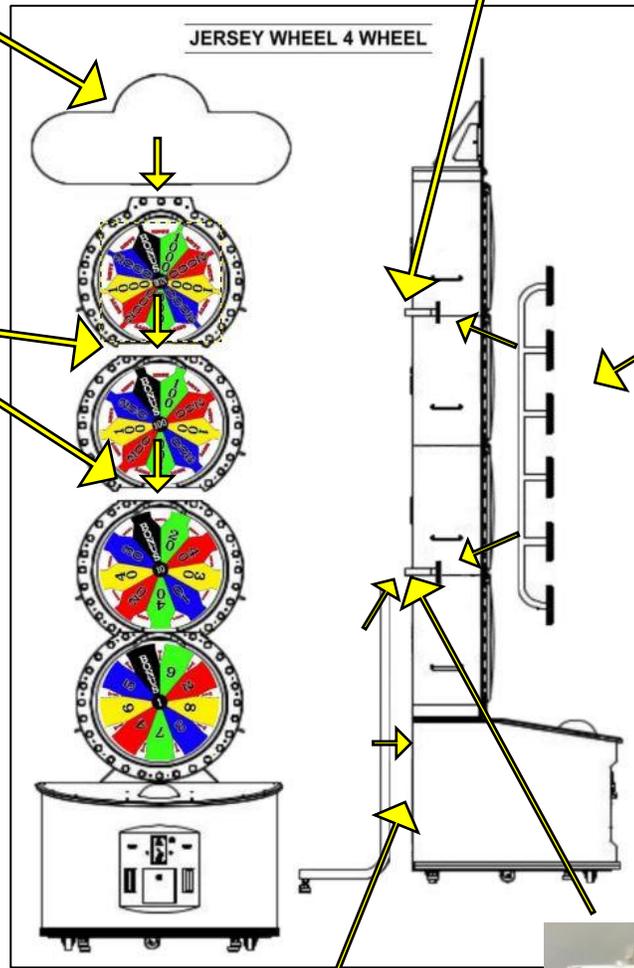


Figure B.11



Figure B.16



Figure B.19



Figure B.18



Figure B.17

B.3 Hooking up the Connections

Depending on the **3-Wheel** or **4-Wheel** version of Jersey Wheels™ have cable which needs to be connected. Each version will have the base cabinet and two wheels on top. The third wheel on a **3-Wheel** Jersey wheel will require the same connections as a **4-Wheel** Jersey Wheel™ from the second wheel to the third wheel.

B.3.1 In *Figure B.20* there are only two cables which need to be connected to the I/O board.

B.3.1.1 Connection 5 is a 20-pin cable, which transfers power from the below wheel and supplies power to the wheel being connected.

B.3.1.2 Connection 9 is a 34-pin ribbon cable, which will be connected to the bottom 34-pin connector of the I/O board. This cable allows the master board to communicate to this I/O board.

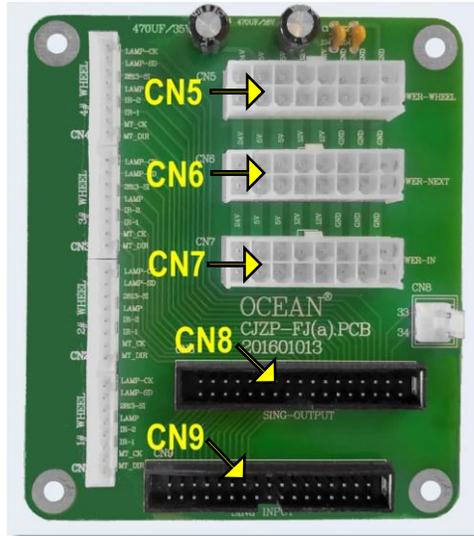


Figure B.20

CN5

Receives / Connects Power from previous wheel or base

CN6

Power to Wheel (Present Wheel)

CN7

Sends power from present wheel to next IO board (goes to CN5 of the next wheel) above.

CN8 (Communication Ribbon Cable)

Sends Data to next IO board of the next wheel above.

CN9 (Communication Ribbon Cable)

Receives Data from Motherboard / Previous IO board.

B.3.2 The Marquee's harness (*Figure B.21*) shows three cables which need to be connected. There is a (1) 20-pin connector, (2) 3-Pin connector, and a (3) 2-pin connector. *Note: The 3-pin cable is usually located in the second wheel. Fish it up through the other wheel(s) and connect it to the marquee harness.*

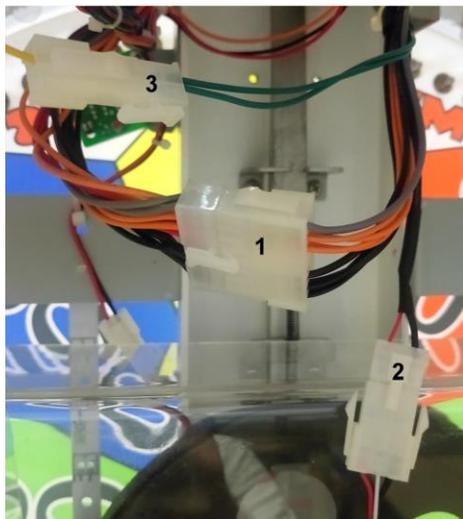


Figure B.21

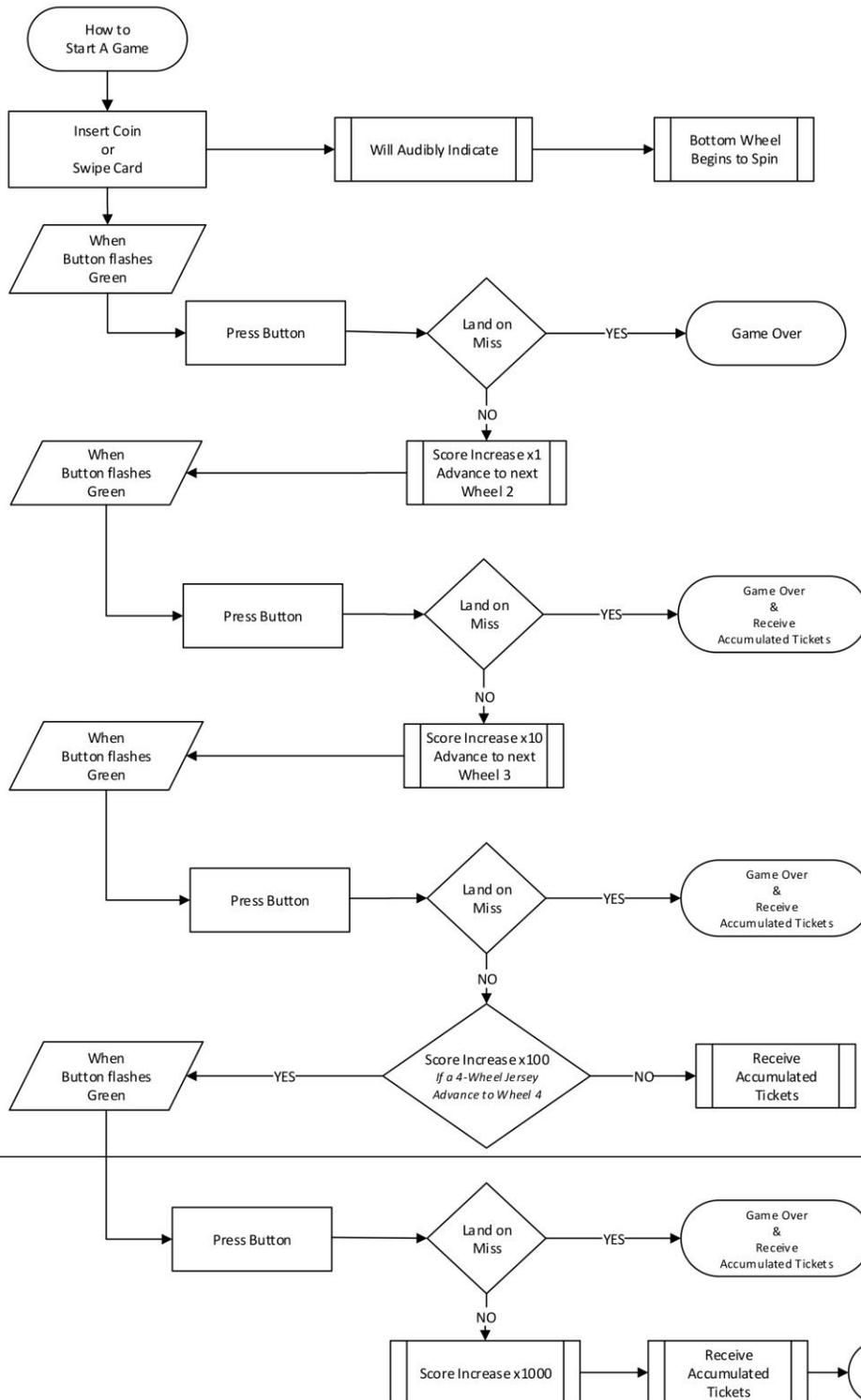
Note: See Appendix E for wiring diagram

Chapter 1: Operator's Procedures

1.1 Object of Game.

Kick up the game and watch the wheels spin. The bottom wheel will start first. Press the flashing button after it turns green. Land on the **Bonus** on each wheel to receive the ultimate number of tickets.

1.2 Operate / Race



3-Wheel Version Stops here.

4-Wheel Version Stops here.

Chapter 2: Maintenance

2.1 Maintenance Recommendations

- 2.1.1 Clean the outer surfaces of the game with an All-purpose cleaner, which is non-corrosive and nonabrasive.
- 2.1.2 **DO NOT USE** commercial chemical sprays on vinyl graphics.
- 2.1.3 **DO USE** a good quality spray type furniture polish to keep the game looking good.
- 2.1.4 Vacuum the inside of the game occasionally to help keep the dust and ticket debris off of all the electronics.

2.2 Periodic Maintenance

2.2.1 Daily Cleaning

- 2.2.1.1 Cleaning Cabinet (*Simple Green™ or other non-corrosive general purpose cleaners*)
- 2.2.1.2 Cleaning Plexiglas (*Windex®, Clean-On-The-Go Glass®, Brilliantize®*)

2.2.2 Daily Check

- 2.2.2.1 Check individual unit coin switches or swipe card unit.
- 2.2.2.3 Check to see that the turns on and initializes properly.
- 2.2.2.4 Check all lights.
- 2.2.2.7 Check each wheel for proper motion.
- 2.2.2.8 Check to see that all wheels and moving parts are work properly. Repair as needed.

Chapter 3: Troubleshooting

3.1 Troubleshooting Philosophy. *When troubleshooting any product, certain general guidelines should be followed.*

- 3.1.1 Always check to be sure that your game power is turned on. Ensure that all of the fuses in the game are functional and that the AC voltage is in the proper operating range for your game.
- 3.1.2 Ensure 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.
- 3.1.3 Inspect game harnessing to be sure that none of the wires have become or are damaged. Utilize a handheld multi-meter, and check continuity of the wires to make sure they are not broken.
- 3.1.4 Inspect for obvious damage to the P.C. Boards or electrical components.
- 3.1.5 If you have multiple similar games or multiple parts for a game, swap or exchange the parts to see if the problem goes away or moves to another location. You can quickly eliminate certain parts as being the problem within the game.
- 3.1.6 When changing electronic or electrical components, ALWAYS turn off all external power and unplug the game.
- 3.1.7 Ensure that all power supplies are delivering the specified voltages to the P.C. Boards and components as shown in the manual.

3.2 General Function Errors

Game will not function with the following errors.

Error Code	Problem	Solution
Err1	Error Wheel #1	Indicates a problem on wheel #1 that could affect the accuracy of scoring. Check the location of the break, alignment, and or the sensor.
Err2	Error Wheel #2	Indicates a problem on wheel #2 that could affect the accuracy of scoring. Check the location of the break, alignment, and or the sensor.
Err3	Error Wheel #3	Indicates a problem on wheel #3 that could affect the accuracy of scoring. Check the location of the break, alignment, and or the sensor.
Err4	Error Wheel #4	Indicates a problem on wheel #4 that could affect the accuracy of scoring. Check the location of the break, alignment, and or the sensor.

3.6 Motor Belt Errors

Game will still function properly with the following errors however, the game will not score properly. These will only be shown on start-up during initialization.

Error Code	Problem	Solution
BLT1	Belt Wheel #1	Indicates the motor belt for wheel #1 is either too loose or too tight, adjust as necessary.
BLT2	Belt Wheel #2	Indicates the motor belt for wheel #2 is either too loose or too tight, adjust as necessary.
BLT3	Belt Wheel #3	Indicates the motor belt for wheel #3 is either too loose or too tight, adjust as necessary.
BLT4	Belt Wheel #4	Indicates the motor belt for wheel #4 is either too loose or too tight, adjust as necessary.

3.7 Sensor Break or Home Break Error

Game will still function properly with the following errors, however the game will not score properly. These will only be shown on start-up during initialization.

Error Code	Problem	Solution
Pin1	Pin (Break) Wheel #1	Indicates that either the home position break or another break is not being read on wheel #1. Check the location of the break and or check the sensor.
Pin2	Pin (Break) Wheel #2	Indicates that either the home position break or another break is not being read on wheel #2. Check the location of the break and or check the sensor.
Pin3	Pin (Break) Wheel #3	Indicates that either the home position break or another break is not being read on wheel #3. Check the location of the break and or check the sensor.
Pin4	Pin (Break) Wheel #4	Indicates that either the home position break or another break is not being read on wheel #4. Check the location of the break and or check the sensor.

Chapter 4: Option Settings – Jersey Wheels

4.1 Jersey Wheels IO Settings Version 3.1

Options for the Jersey Wheels are set by three dip switch blocks (SW1, SW2, SW3), see *Figure 4.2 & 4.3*. By flipping the white tab upwards towards the “ON”, as seen in *Figure 4.1*, will activate an option setting. Each Switch has a set of combinations. Below in *Figure 4.6* shows how each switch needs to be set to utilize the different options settings.



Figure 4.1

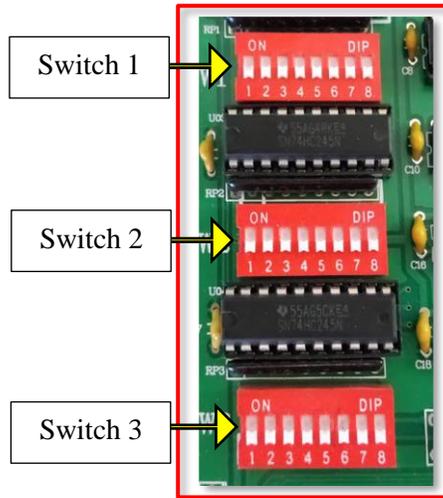


Figure 4.2

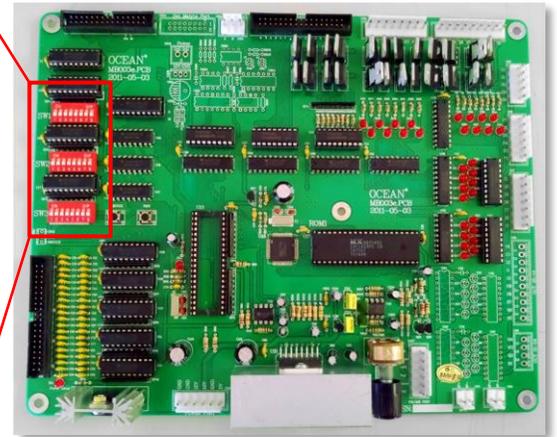


Figure 4.3

Note: To set up game play Options and tickets payouts refer to I/O Settings Version 3.1 in Figure 4.6.

4.1.1 For ticket options refer to payout chart below in figure 4.4 and 4.5 to set the ticket value and cost to play chart.

3-WHEEL PAYOUT CHART (BONUS 1000)						
COST PER PLAY		\$0.75	\$1.00	\$1.50	\$2.00	\$2.50
TICKET VALUE	0.0025	M	N	P	P	P
	0.005	I	J	M	N	O
	0.0075	F	H	J	L	M
	0.01	D	F	I	J	K
	0.015	C	D	F	H	I
	0.02	B	C	E	F	H

Figure 4.4

4-WHEEL PAYOUT CHART (BONUS 10,000)						
COST PER PLAY		\$0.75	\$1.00	\$1.50	\$2.00	\$2.50
TICKET VALUE	0.0025	M	N	P	P	P
	0.005	I	J	M	N	O
	0.0075	F	H	J	L	M
	0.01	D	F	I	J	K
	0.015	C	D	F	H	I
	0.02	B	C	E	F	H

Figure 4.5

Note: If ticket output is too low or high, raise or lower one letter at a time until proper payout is achieved. It is recommended to check two weeks of payout before changing.

Jersey Wheels IO Setting v3.1

Item	Content	SW1-DIP Adjustment							
		SW11	SW12	SW13	SW14	SW15	SW16	SW17	SW18
Credit	1	on	on	on					
	2	off	on	on					
	4	on	off	on					
	8	off	off	on					
	10	on	on	off					
	12	off	on	off					
	16	on	off	off					
Payout See Payout Charts	20	off	off	off					
	50				on	on	on	on	
	60				off	on	on	on	
	70				on	off	on	on	
	80				off	off	on	on	
	90				on	on	off	on	
	100				off	on	off	on	
	120				on	off	off	on	
	140				off	off	off	on	
	160				on	on	on	off	
	180				off	on	on	off	
	200				on	off	on	off	
	225				off	off	on	off	
250				on	on	off	off		
275				off	on	off	off		
300				on	off	off	off		
350				off	off	off	off		
Attract Mode	Attract - ON								on
	Attract - OFF								off

Item	Content	SW2-DIP Adjustment							
		SW21	SW22	SW23	SW24	SW25	SW26	SW27	SW28
Mercy Ticket	0	on	on	on					
	1	off	on	on					
	2	on	off	on					
	3	off	off	on					
	5	on	on	off					
	8	off	on	off					
	10	on	off	off					
Bonus Values Ver. A Ver. B (See Game Version)	15	off	off	off					
	500 50				on	on	on		
	1000 75				off	on	on		
	1500 100				on	off	on		
	2000 150				off	off	on		
	2500 200				on	on	off		
Game/Tes t Mode	3000 250				off	on	off		
	5000 300				on	off	off		
	10000 500				off	off	off		
Game Version	Game Play							on	
	Test Each Pin							off	
Game Version	Game Version A								on
	Game Version B								off

Item	Content	SW3-DIP Adjustment							
		SW31	SW32	SW33	SW34	SW35	SW36	SW37	SW38
Score Per Ticket Ver. A Ver. B (See Game Version)	1 1	on	on	on					
	2 2	off	on	on					
	4 5	on	off	on					
	5 10	off	off	on					
	10 20	on	on	off					
	15 30	off	on	off					
Wheel score pattern	20 40	on	off	off					
	25 50	off	off	off					
	3-1				on	on	on		
	3-2				off	on	on		
	3-3				on	off	on		
Wheel score pattern	4-1				off	off	on		
	4-2				on	on	off		
	4-3				off	on	off		

TROUBLESHOOTING GUIDE		
Er. CODE	DESCRIPTION	SOLUTION
ERR1	Wheel 1: Failure	See solution A
ERR2	Wheel 2: Failure	See solution A
ERR3	Wheel 3: Failure	See solution A
ERR4	Wheel 4: Failure	See solution A
BLT1	Wheel 1: Belt Error	See solution B
BLT2	Wheel 2: Belt Error	See solution B
BLT3	Wheel 3: Belt Error	See solution B
BLT4	Wheel 4: Belt Error	See solution B
PIN1	Wheel 1: Sensor Tab Error	See solution C
PIN2	Wheel 2: Sensor Tab Error	See solution C
PIN3	Wheel 3: Sensor Tab Error	See solution C
PIN4	Wheel 4: Sensor Tab Error	See solution C
Er.15	Left Ticket Failure	Replace Missing Tickets
Er.16	Right Ticket Failure	Replace Missing Tickets

Solution A (Error 1 - 4)	
Step 1:	Make sure the sensor harness is firmly secured to the sensor
Step 2:	Make sure all the harnesses are firmly secured to the IO board
Step 3:	Make sure the INPUT connector on the main logic board is firmly seated in the 40 pin input connector
Step 4:	Replace Sensor with a "known-working" one
Step 5:	Replace U8 or U9 on the main logic board

Solution B (BLT 1 - 4)	
Step 1:	Check the belt tension is not too tight or to loose
Step 2:	Make sure the stepper motor is operating properly

Solution C (PIN 1 - 4)	
Step 1:	Disconnect the stepper motor
Step 2:	Slowly rotate the wheel by hand and make sure all the sensor tabs pass through the sensor field. The red LED will light up when the sensor is in the sensor field. If one doesn't bend it outwards.

The payout charts listed below describe what letter setting to chose from when setting the payout rate. The amount you charge is the rows and your ticket value is the columns.

4-WHEEL PAYOUT CHART (BONUS 10,000)										
TICKET VALUE	COST PER PLAY		\$1.00		\$1.50		\$2.00		\$2.50	
	0.0025	M	N	P	P	P	P	P	P	P
0.005	I	J	M	N	O					
0.0075	F	H	J	L	M					
0.01	D	F	I	J	K					
0.015	C	D	F	H	I					
0.02	B	C	E	F	H					

3-WHEEL PAYOUT CHART (BONUS 1000)										
TICKET VALUE	COST PER PLAY		\$1.00		\$1.50		\$2.00		\$2.50	
	0.0025	M	N	P	P	P				
0.005	I	J	M	N	O					
0.0075	F	H	J	L	M					
0.01	D	F	I	J	K					
0.015	C	D	F	H	I					
0.02	B	C	E	F	H					

3 WHEEL VERSION - PATTERN CHART			
PATTERN	Wheel #1	Wheel #2	Wheel #3
3-1	1-9	10-90	100-900
3-2	1-9	10-40	100,200
3-1	4,6,8	10,20,20,40	100,200

4 WHEEL VERSION - PATTERN CHART				
PATTERN	Wheel #1	Wheel #2	Wheel #3	Wheel #4
4-1	1-9	10-90	100-900	1000-9000
4-2	1-9	10-40	100,200	1000,2000
4-3	4,6,8	10,20,20,40	100,200	1000,2000

Figure 4.6

Chapter 5: Service

5.1 Calling for Service

5.1.1 When calling for service, please check the operator's manual first. You may find a solution to your problem within this manual.

5.1.2 Please make sure you have the serial number of the game ready when you call.

5.1.3 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 efficiently serve you better.

5.1.4 Please retain serial number for your product. This may be requested for warranty repairs.

5.1.5 If at all possible, please call us from and with access to the game as we may need you to check certain things on the game while we are on call with you.

**IF YOU HAVE ANY
QUESTIONS OR COMMENTS
PLEASE CALL BSR.**

BSR's Parts Contact Info

Phone: 1-(386) 677-0761

Opened: Monday – Friday

Office Hours: 8:30AM – 5:00PM EST

E-mail: Parts@bsrgames.com

EXCLUDING HOLIDAYS

BSR's Tech Contact Info

Phone: 1-(386) 677-0761

Opened: Monday – Friday

Office Hours: 8:30AM – 5:00PM EST

Has afterhours support, charges may apply.

E-mail: Tech@bobsspaceracers.com

EXCLUDING HOLIDAYS

Visit Our Website for More Information

WWW.BOBSSPACERACERS.COM

A great resource on our website is the CUSTOMER "SUPPORT" page.

Appendix A: Policies

A.1 Service Policy

A.1.1 Here at BOB'S SPACE RACERS® INC., we pride ourselves in providing the highest quality, long lasting, and easy to maintain equipment.

A.1.2 Technical Support Service hours are from 8:30 am to 5:00 pm, EST, Monday through Friday, excluding holidays. The direct technical number is (386) 677-0761 ext:146. During all other times, follow the prompts on our Automated Phone System to relay your problem to the technician on call. Technical Support will assist you in troubleshooting a service problem or setting equipment options.

A.1.3 You can also e-mail your technical question to: tech@BobsSpaceRacers.com.

A.1.4 Customer Service hours are from 8:30 am to 5:00 pm, EST, Monday through Friday, excluding holidays. Customer Service staff can be reached at (386) 677-0761. They will also take parts orders and research the status of previous orders.

A.2 Replacement Policy

A.2.1 After speaking with our Technical Department it may be necessary for Bob's Space Racers® Inc., to ship an assembly item or part to repair your game.

Note: We will not ship anything to P.O. Boxes via the US Postal Service. You will be billed per your account status for the total cost of the shipment, which includes shipping charges.

A.2.2 Upon shipment of the new item(s) a Return Merchandise Authorization Number (RMA #) will be issued for you to use when returning the defective item(s) to Bob's Space Racers® Inc., or you may use the order number. After the defective item(s) is received by Bob's Space Racers® Inc. your account will be issued either a:

A.2.2.1 Warranty credit: if your game is under warranty. See the Warranty Policy page.

Note: this credit does not include return shipping charges.

A.2.2.2 Credit for the item(s).

Note: this credit does not include return shipping charges, nor does it include the repair charges for the item(s).

Appendix B: Warranty

B.1 Game Warranty

BOB'S SPACE RACERS® INC. ©2019 90 DAYS GAME WARRANTY

B.1.1 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 90-days 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 90-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. 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 its 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.

B.1.2 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.; light bulbs are excluded and shall be the sole responsibility of the purchaser; (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; 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; and (g) any other abuse or misuse of the equipment.

B.1.3 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.

B.1.4 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.

B.1.5 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.

B.1.6 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 90-days following delivery of the equipment.

B.1.7 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.

B.1.8 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 HE HAS READ THIS AGREEMENT, UNDERSTANDS IT, AND IS BOUND BY ITS TERMS.**

B.1.9 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.

B.2 Replacement Item(s) Shipping Requirements

B.2.1 When you request an Advanced Replacement item from us, we recommend you to follow

B.2.2 DO NOT try to repair the defective item(s) on your own; **DO NOT** disassemble the defective item(s) prior to returning it to Bob's Space Racers® Inc. – this could cause further damage and the possibility of you not receiving any credit at all on the item(s). There are no user serviceable parts contained within, and our vendors may void their warranty on disassembled parts.

B.2.3 Wait for the Replacement item(s) to arrive prior to returning the defective item(s).

B.2.4 When the Replacement item(s) arrive, verify that it is the correct part. If it is not, please note what the differences are and contact Bob's Space Racers® Inc. at [386-677-0761](tel:386-677-0761).

B.2.5 Return the defective item(s) in the exact same packaging the Replacement item(s) came in. This insures no more damage will be done to the item(s) during the return shipping.

Thank You!

Appendix C: Federal Communications Commission (FCC) Statement

C.1 FCC Statement

C.1.1 This equipment has been tested and found to comply with limits for a Class A digital device, pursuant to part 15 of the FCC Rules. These limits designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate frequency energy, and, if not installed and used in accordance with the instruction manual may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his/her own expense.

Note:

All games from Bob's Space Racers® Inc. are shipped with the same factory keys and lock sets. Bob's Space Racers® Inc. recommends changing the keys and locks on your games upon receipt.

Appendix D: Parts List

D.1 Customer Parts List

Part #	Descriptions	Picture
TBD	Master Board	
TBD	Wheel Position Sensor	
TBD	Wheel Sensor Breaks <i>(Please Specify Size When Ordering)</i>	
TBD	Wheel Cover <i>(Please Specify which Wheel Cover When Ordering)</i>	
TBD	Wheels <i>(Please Specify Which Wheel When Ordering)</i>	
TBD	LED Lights <i>(Please Specify When Ordering)</i>	
TBD	Wheel Frame Front Border Set <i>(Please Specify Which Wheel & Color When Ordering)</i>	

Appendix E: Wire Diagram

E.1 Wiring Diagram 4-Wheels 1 of 2

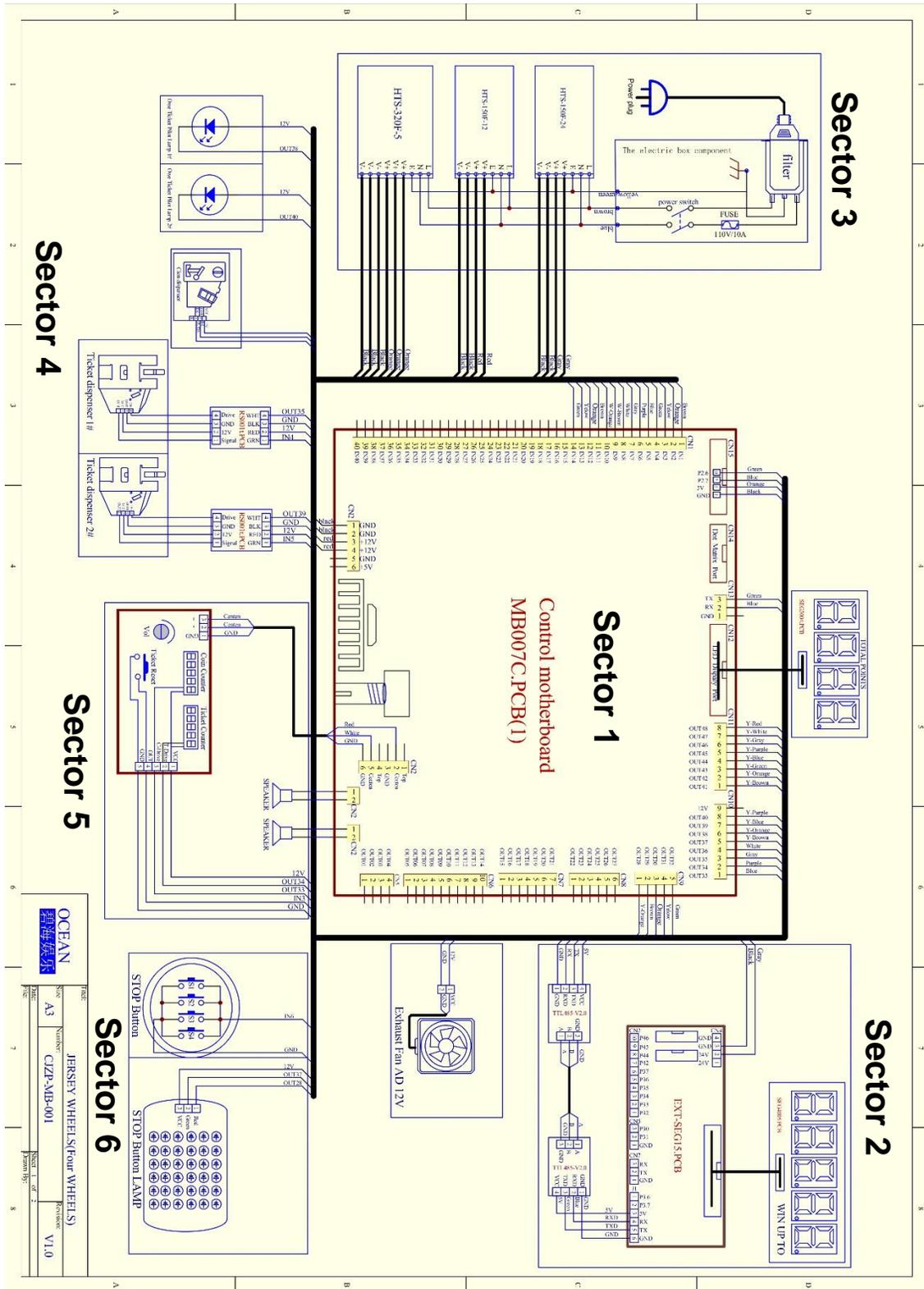


Figure E.1

Sector 1

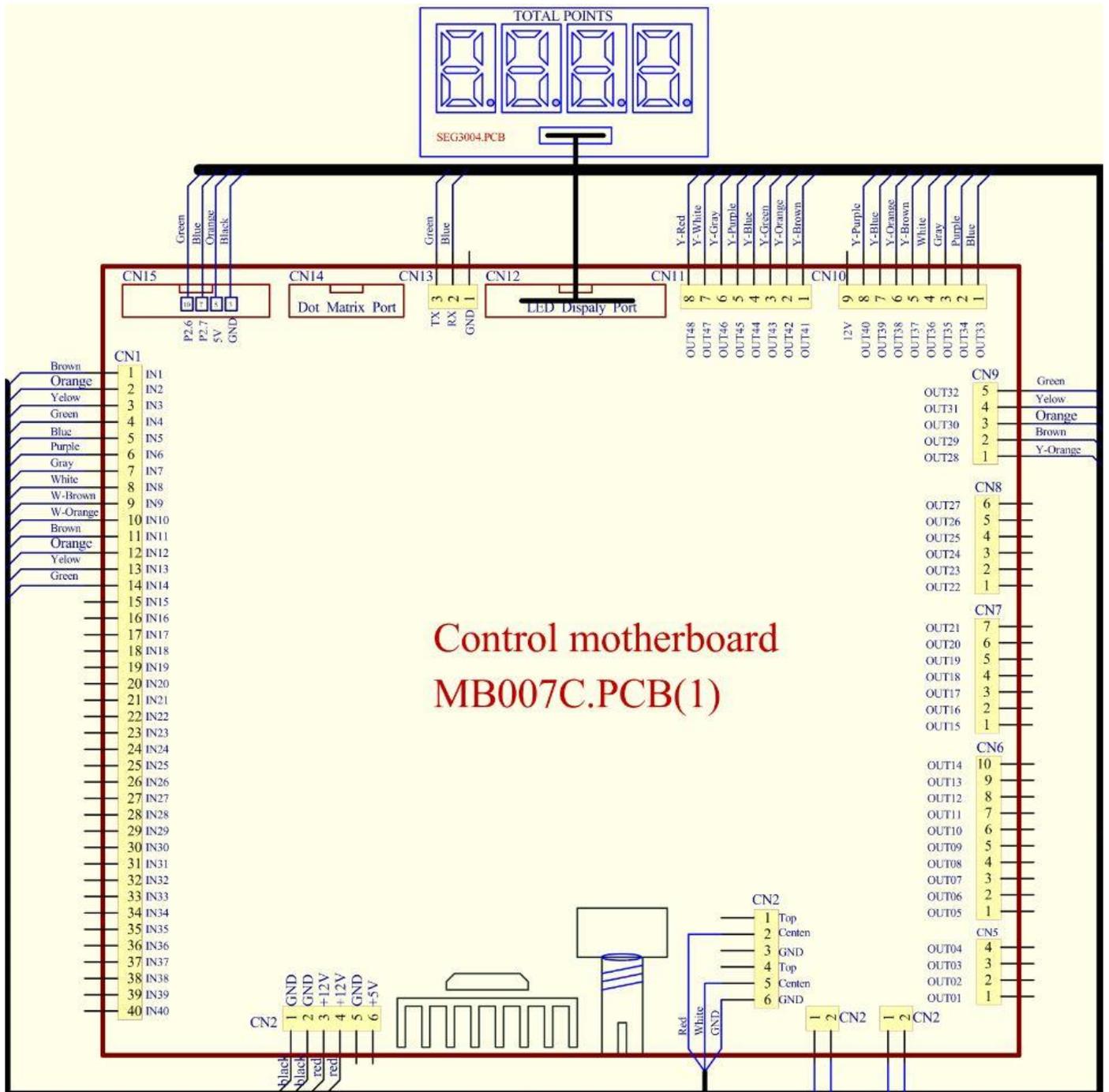


Figure E.2

Sector 2

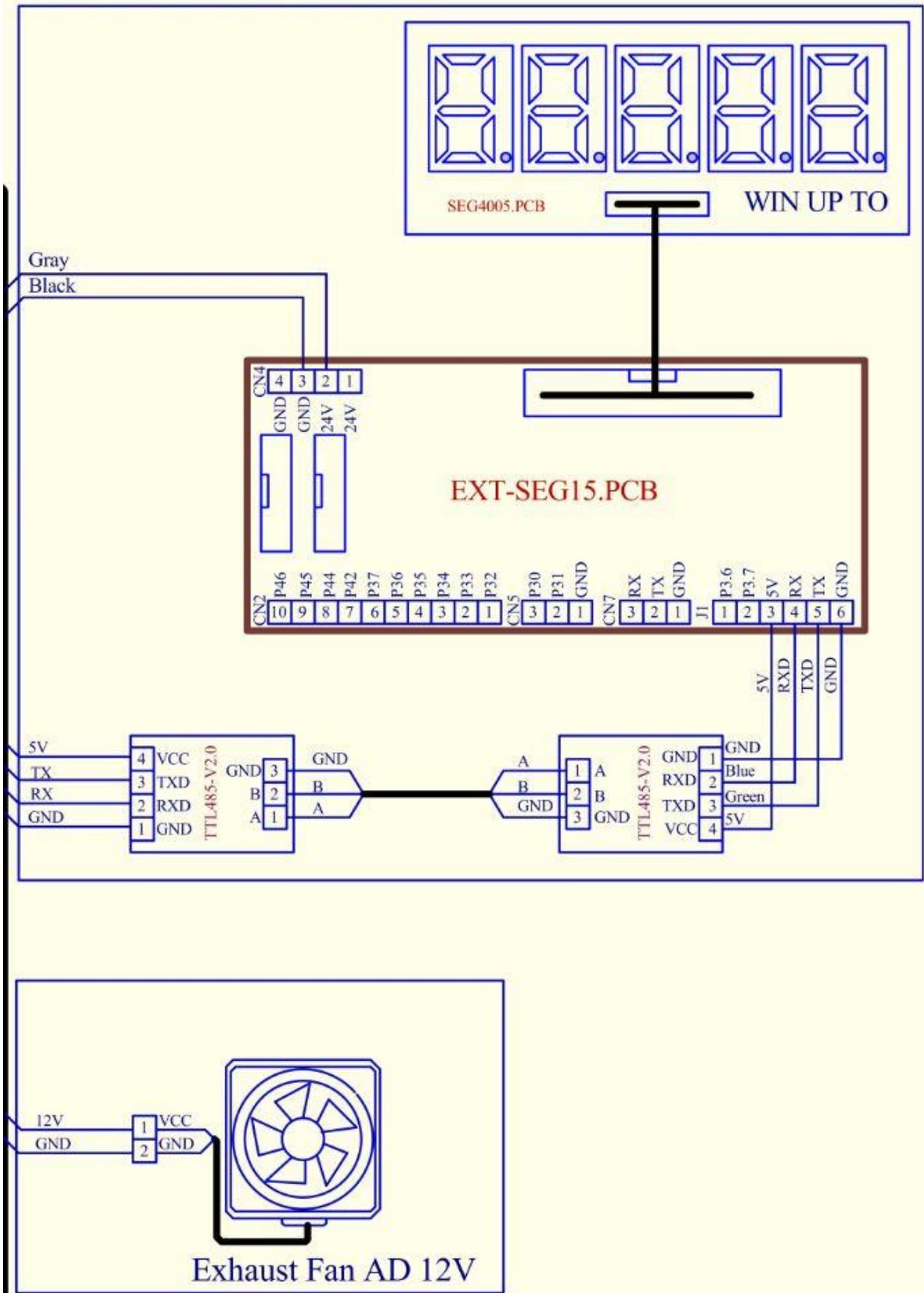


Figure E.3

Sector 3

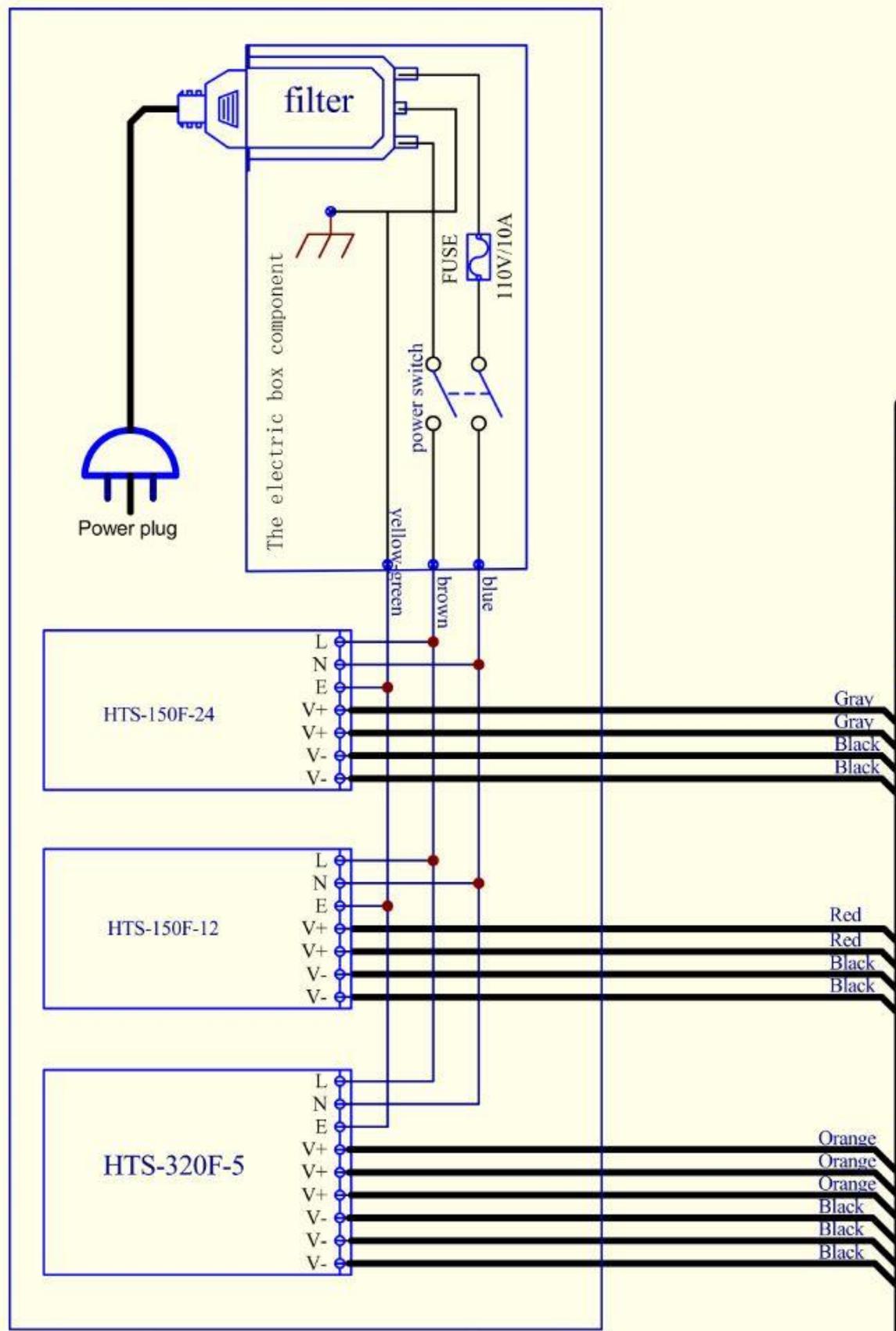


Figure E.4

Sector 4

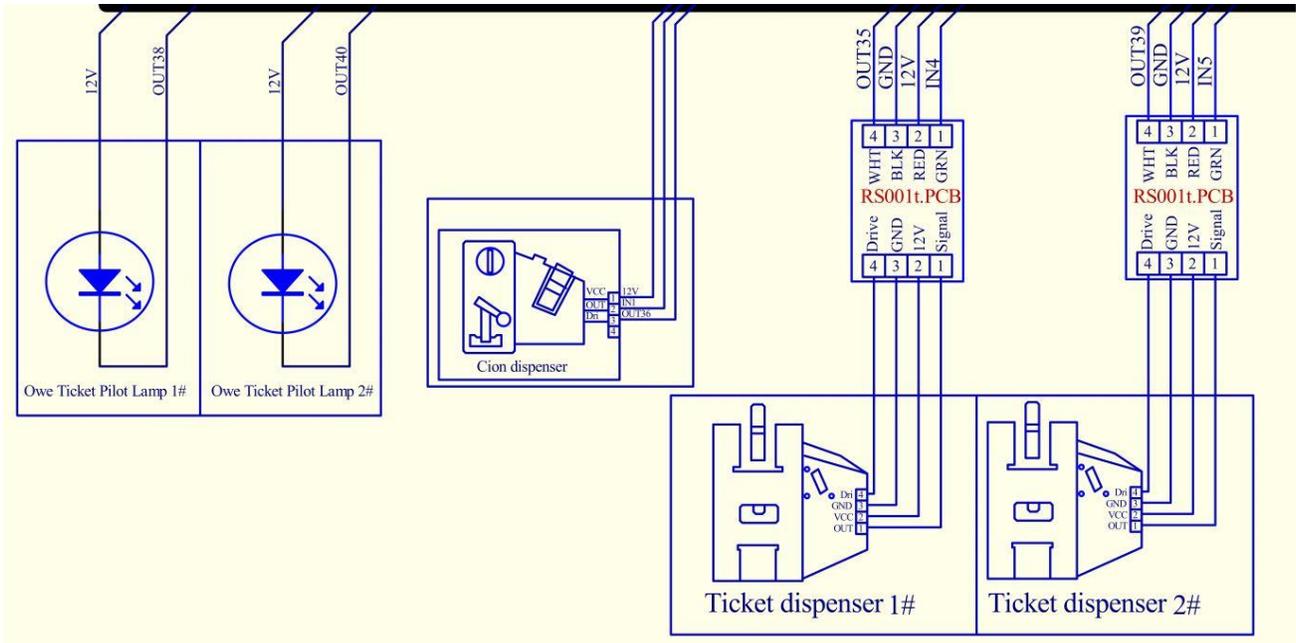


Figure E.5

Sector 5

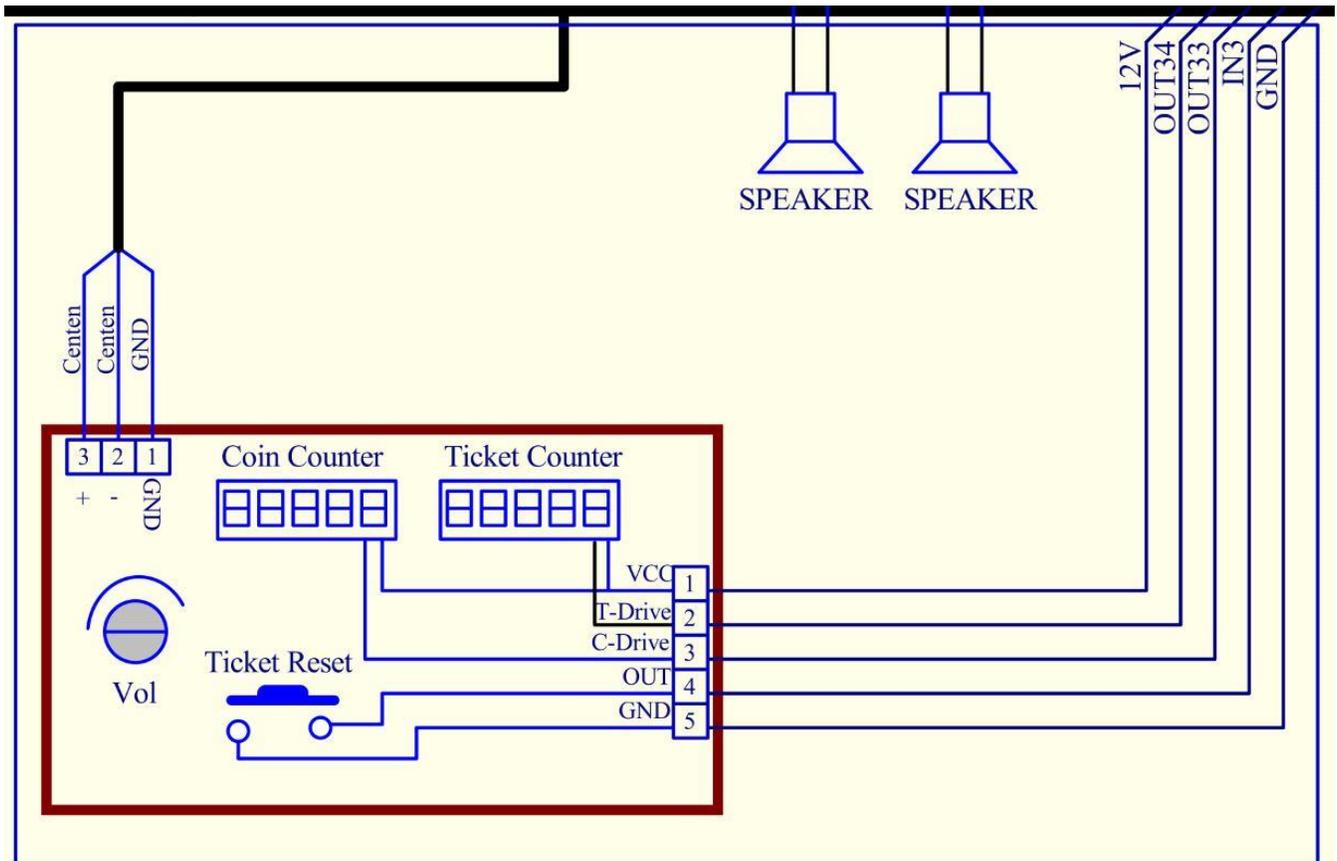


Figure E.6

Sector 6

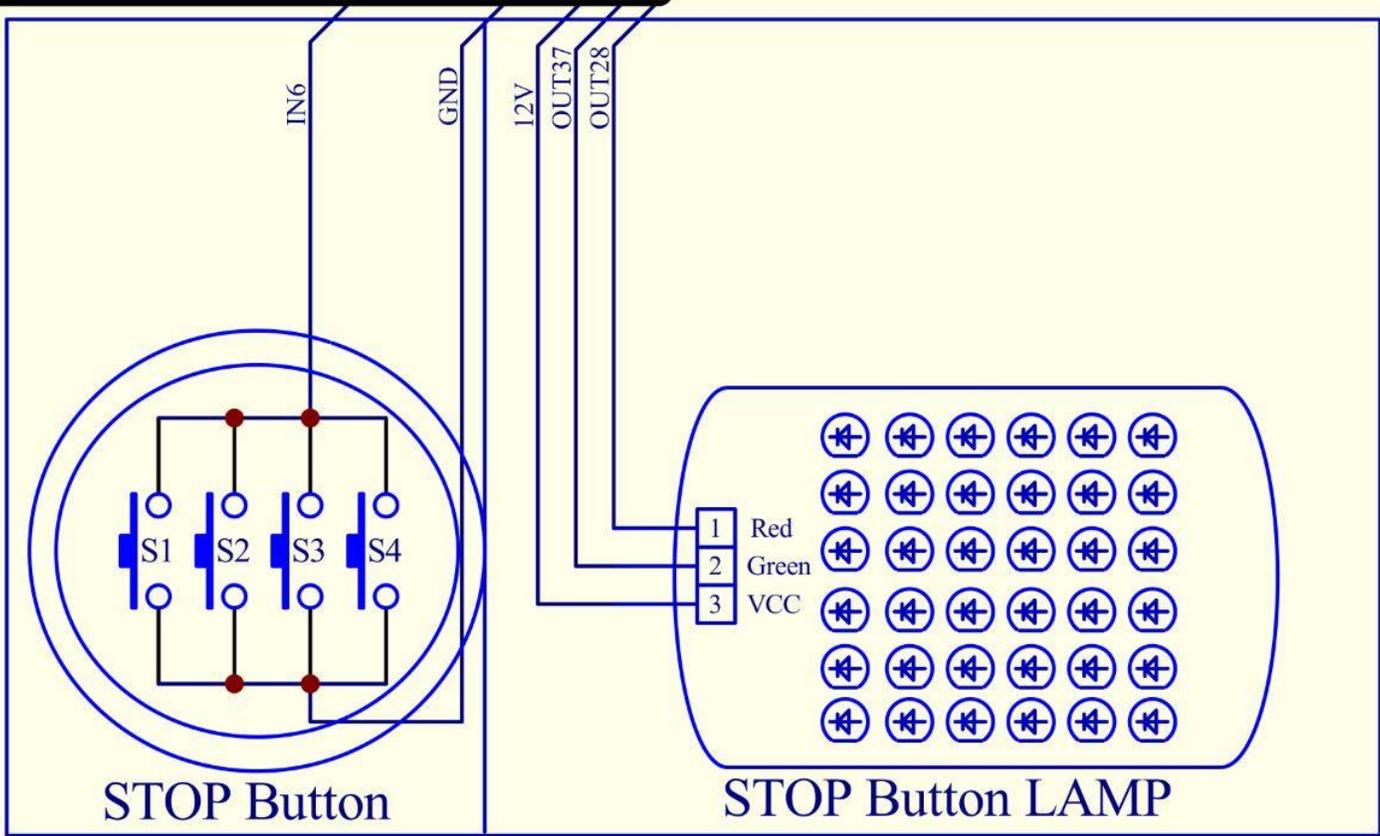


Figure E.7

Sector 1

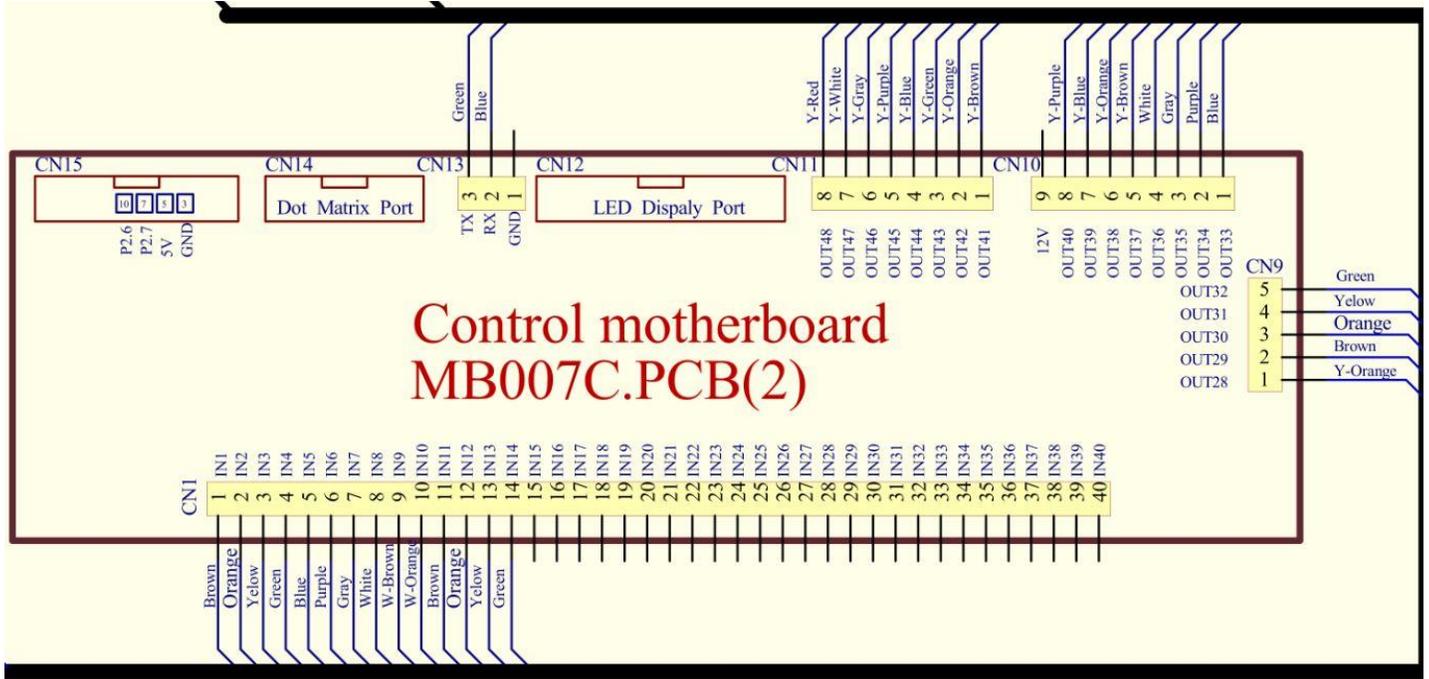


Figure E.9

Sector 2

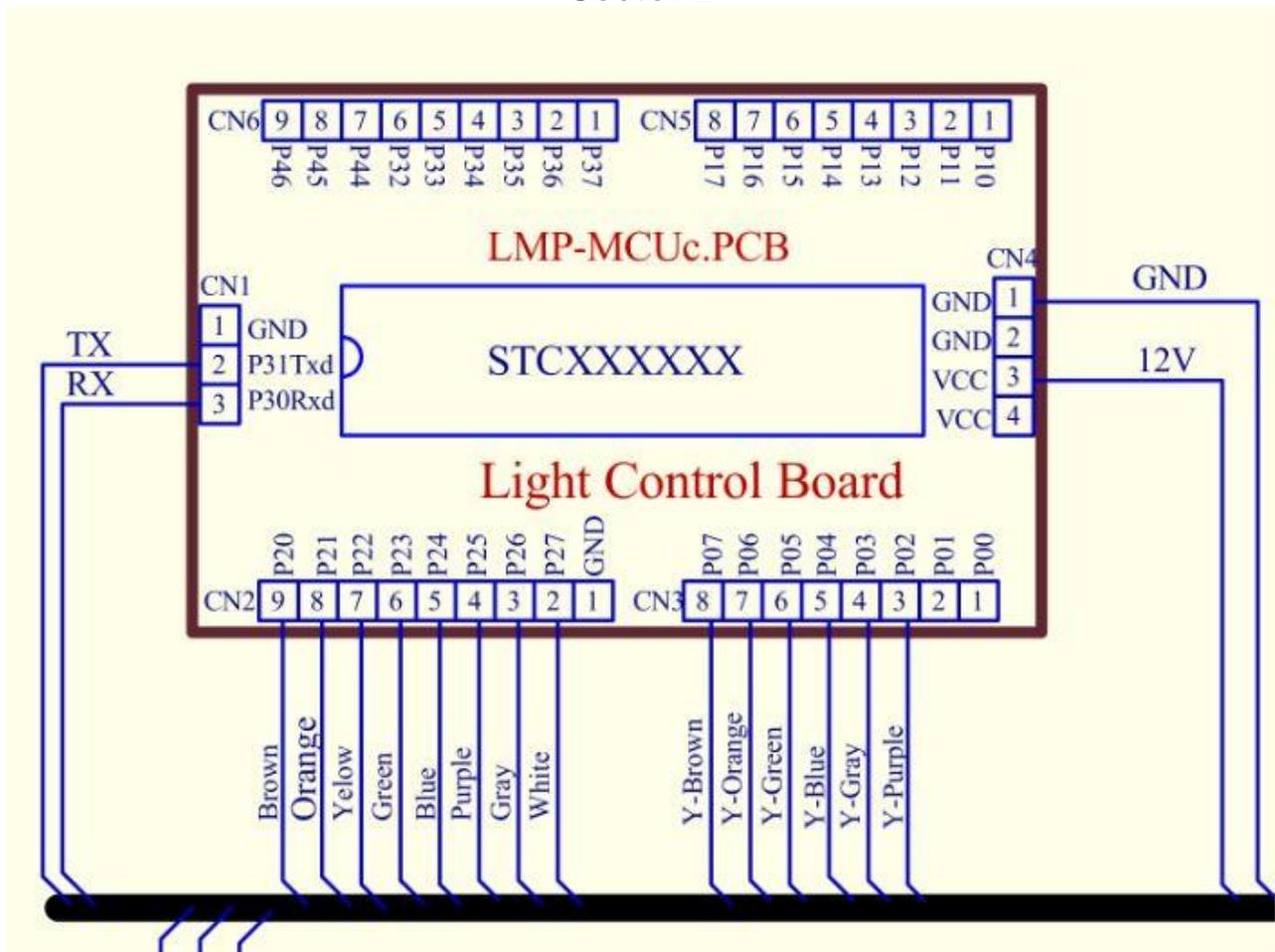


Figure E.10

Sector 3

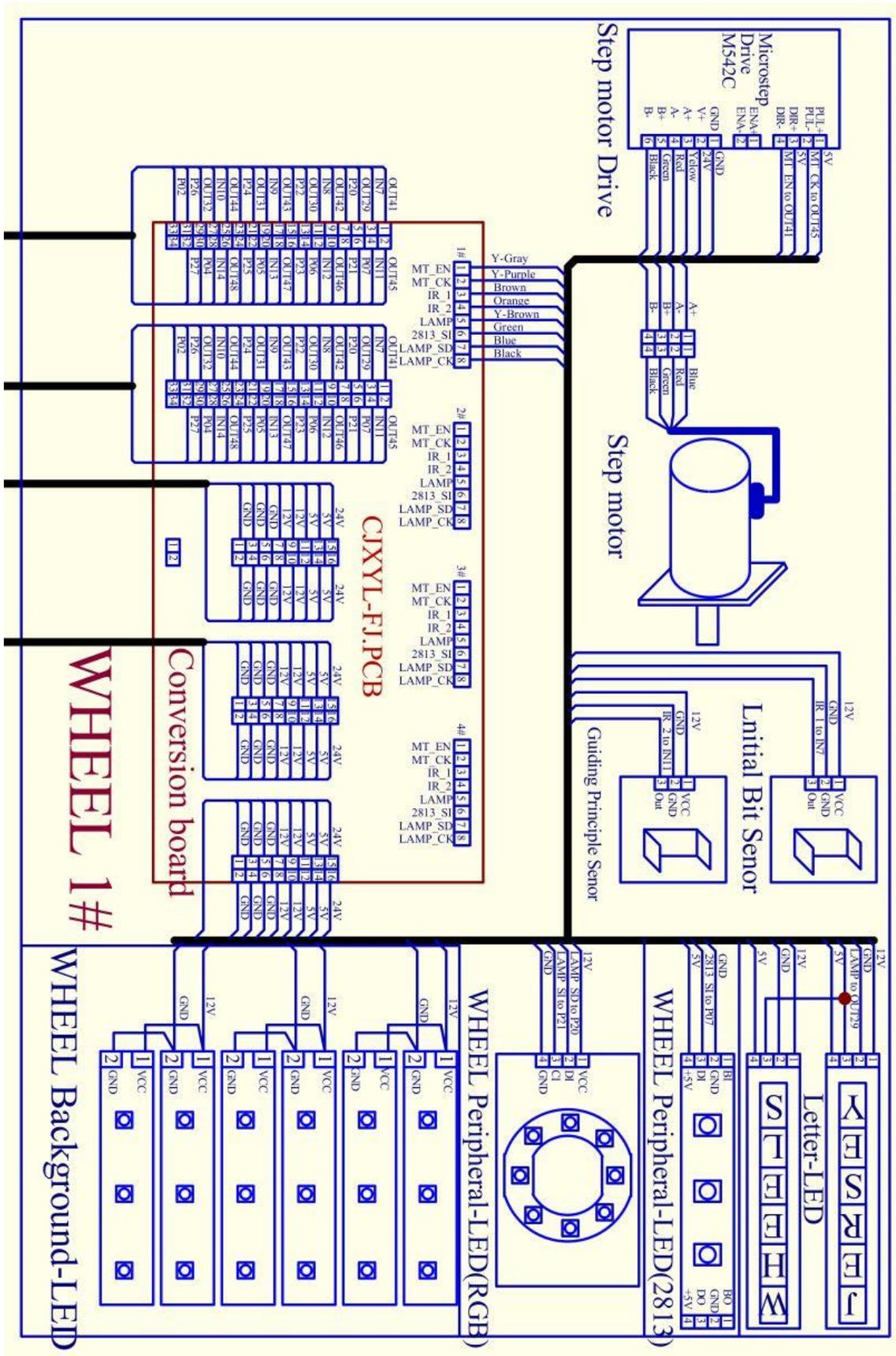


Figure E.11

Sector 4

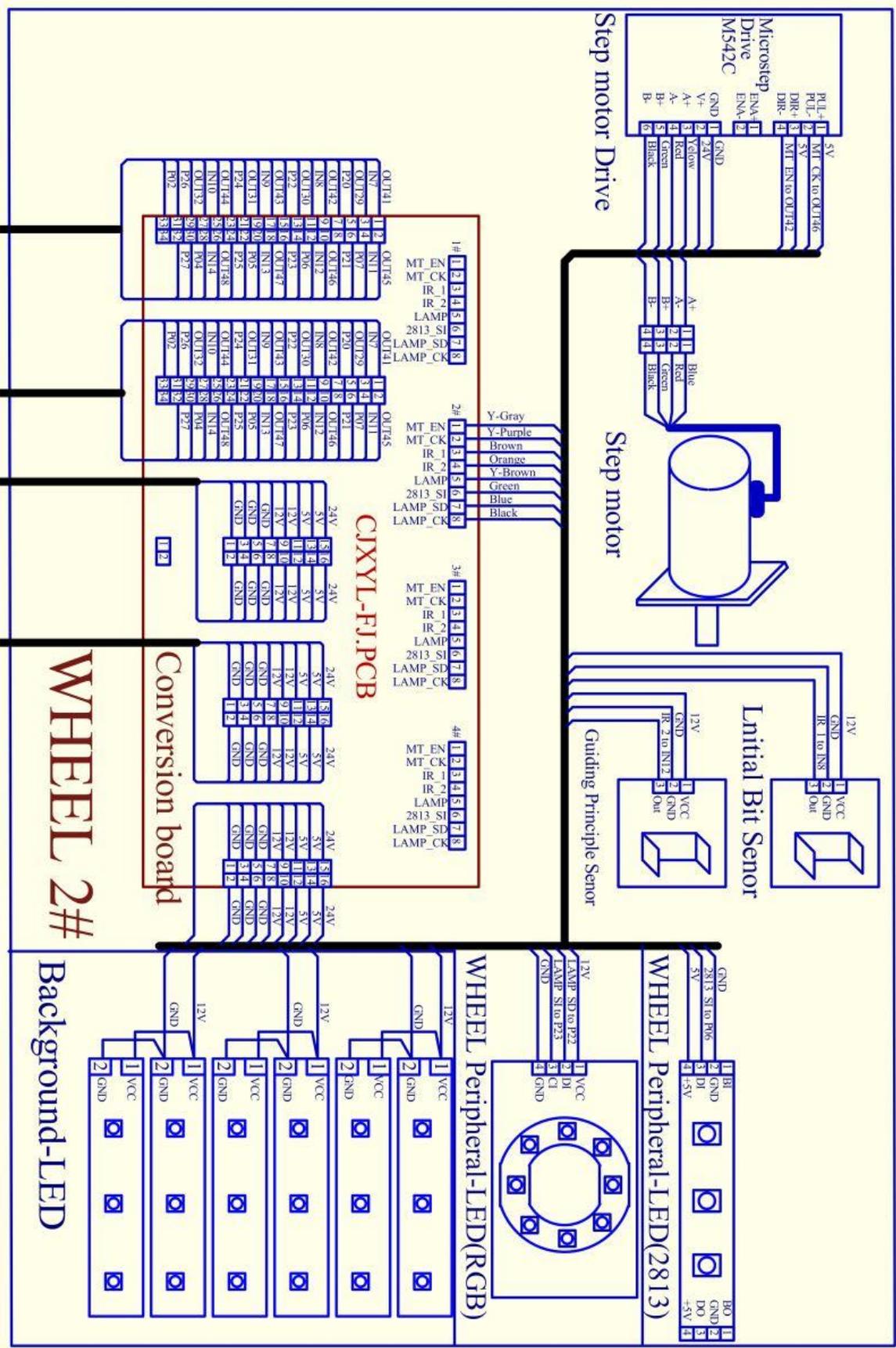


Figure E.12

Sector 6

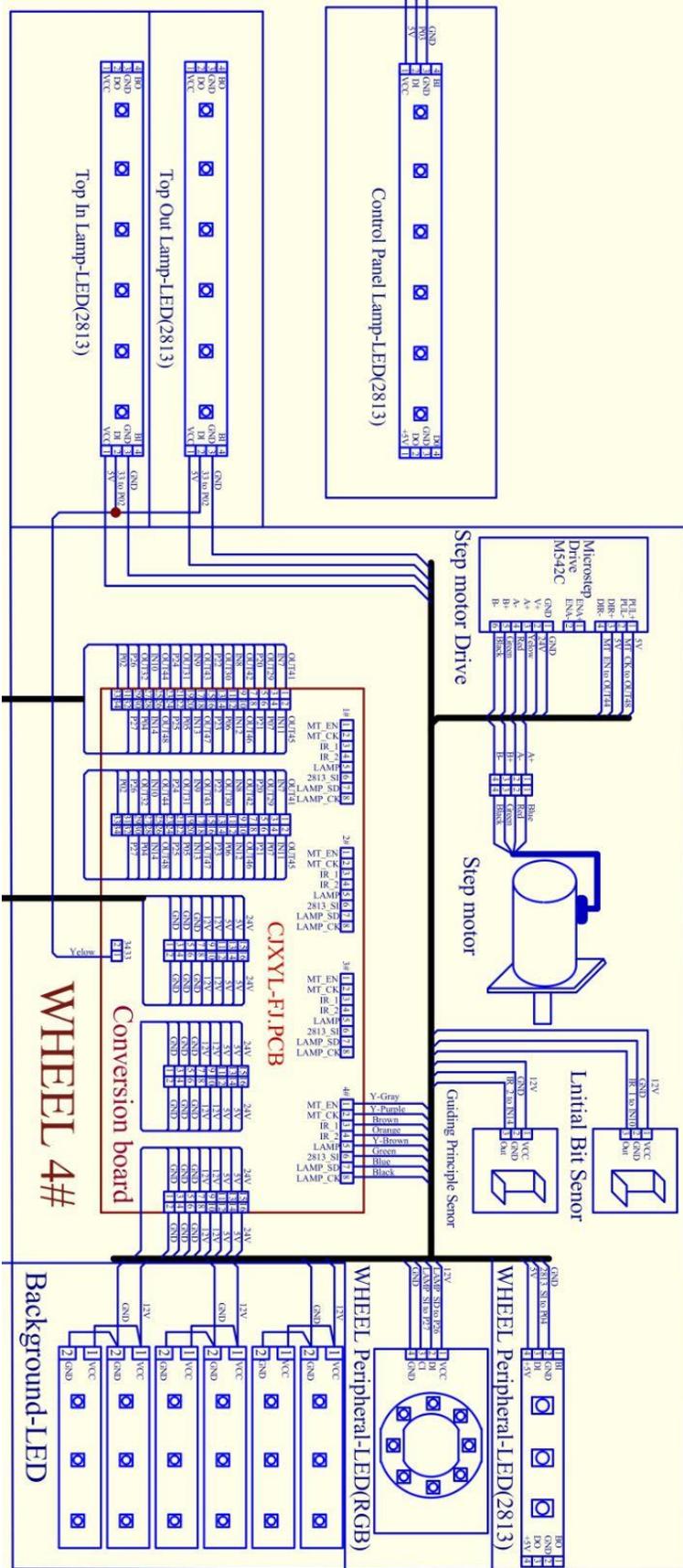


Figure E.14

Appendix F: Revision Information

Revision	Date of Revision	Description of Revision	Approved by
A	July 28, 2017	1.0	Jack Cook
B	August 21, 2017	1.1 Options 2.9 & Errors	Jack Cook
C	December 4, 2017	1.2 Options 3.1	Jack Cook



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