



# FISHIN HOLE™

## GAME MANUAL

Rev. A



### WARNING

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



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427 15<sup>th</sup> Street, Daytona Beach, Florida 32117

Tel: (386) 677-0761 Fax: (386) 677-0794

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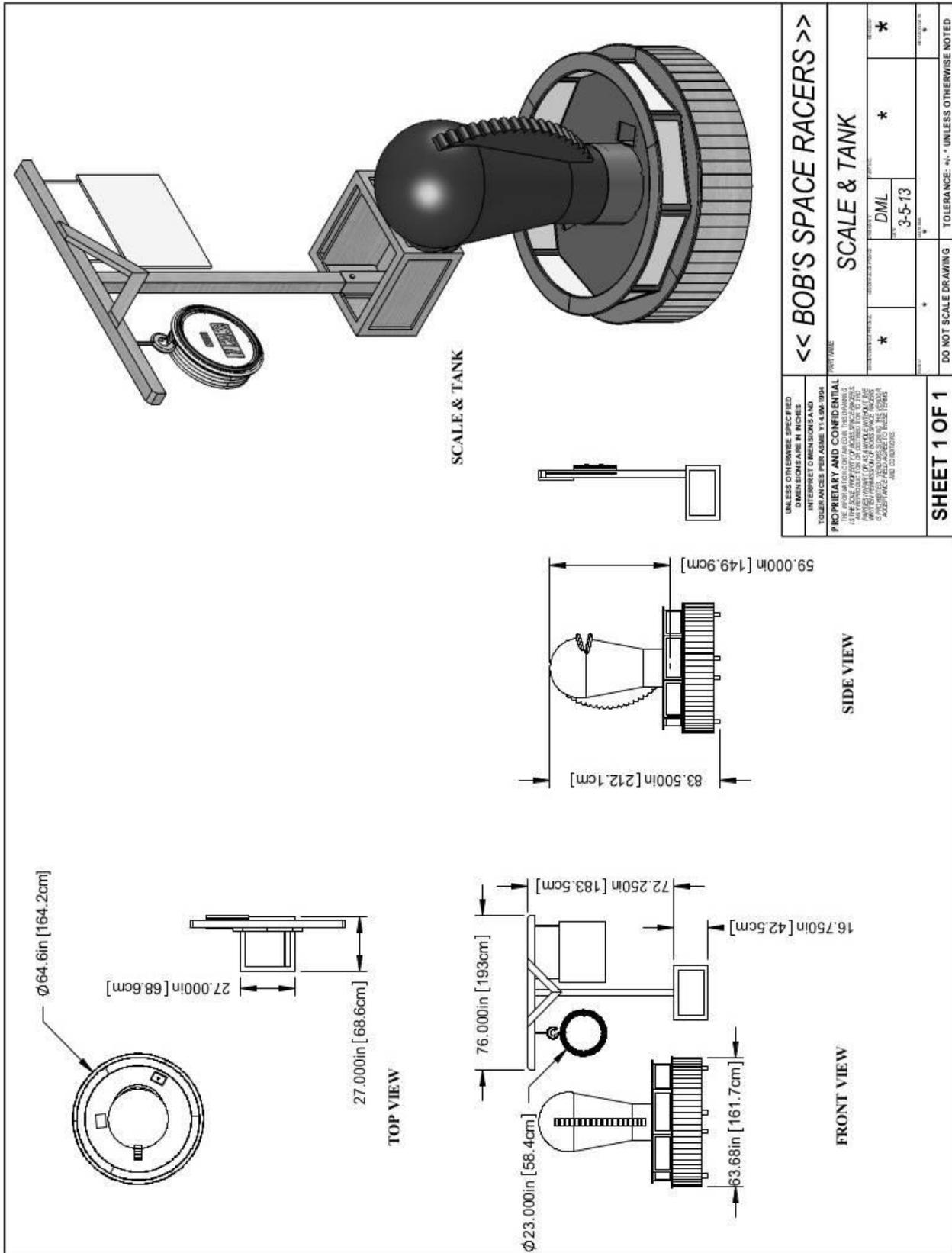
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MODEL VIEW



# DIMENSIONS



## INTRODUCTION

### *Overview*

Thank you for purchasing the new Fishin Hole™ game from Bob's Space Racers®. Your new game will provide you and your customers with years of fun and satisfaction. Bob's Space Racers® products are the result of years of and gaming experience.

### *Features*

**CABINET DESIGN** – The cabinet has been manufactured from only the best marine grade laminated plywood, powder coated heavy gauge steel and other available materials. All materials going into this game have been thoroughly tested to assure only the finest quality and best results for our customers. All materials are carefully selected to provide the best possible performance for which they are designed.

**ENGINEERING** - Your new Fishin Hole™ game has been designed and engineered using state of the art 3D solid modeling technology. This assures the best possible design possible. Advanced structural analysis is used to determine the strength and durability of key components to assure years of reliability.

**ELECTRONICS** - The electronics incorporated are proven industrial grade components. Combined with state of the art software design, the implementation is second to none. Combining an elegant design with rock solid reliability, you can be confident that your game will last for years of service.

**COLORFUL GRAPHICS** - The look and feel of the game has been tailored to fit a wide variety of players, from the youngest kids to adults. The resulting broad player appeal will help to maximize your earnings.

## 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.

## SET UP

There is very little to do in the way of set-up in the game.

1. Be sure that the game is on a level surface. If the game is rocking on the floor adjust the legs to remove the rocking of the game. It is very important that the weight is distributed evenly to all the legs. This will help avoid damage or unnecessarily large amounts of weight and pressure on only one or two of the legs.
2. Be sure to plug the game into the proper A.C. GROUNDED receptacle. Do not use long extension cords unless absolutely necessary and if so, be sure it is a heavy duty cord of at least 16 Ga. and no longer than 20 ft. Check the label on the back of the game to make sure the power requirements of the game match that of your location.
3. Install each water pump as shown in Fig. 1.
4. After water pumps are installed, adjust each Water Outlet Nozzle by turning counter-clockwise as shown in Fig. 1.
5. Fill Tank with water to approximately three quarters (3/4) of tank capacity.

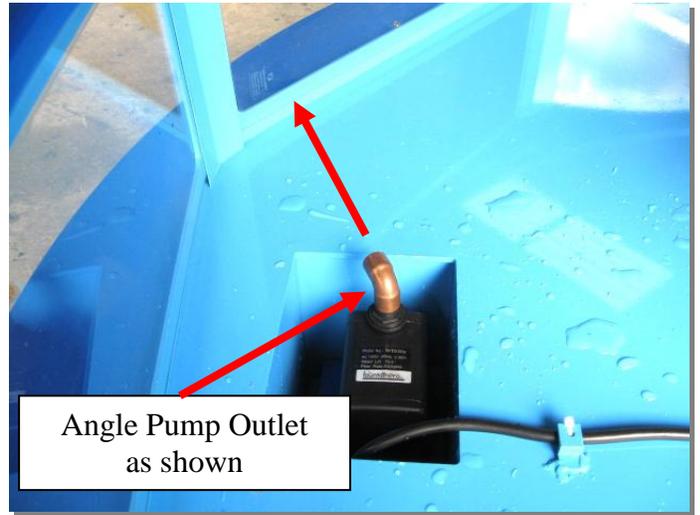
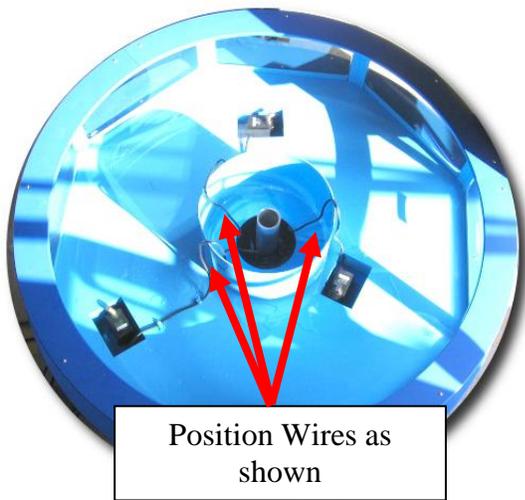


Fig. 1

5. Turn the game on and check to be sure there are no unusual sounds and that everything appears to be working correctly.

## DRAINING THE TANK

The Fish Tank Drain Valve is located behind the Fish Tank service door. Make sure the Water Valve is turned to the "CLOSED" position when draining is completed. (See Fig's 2 and 3).

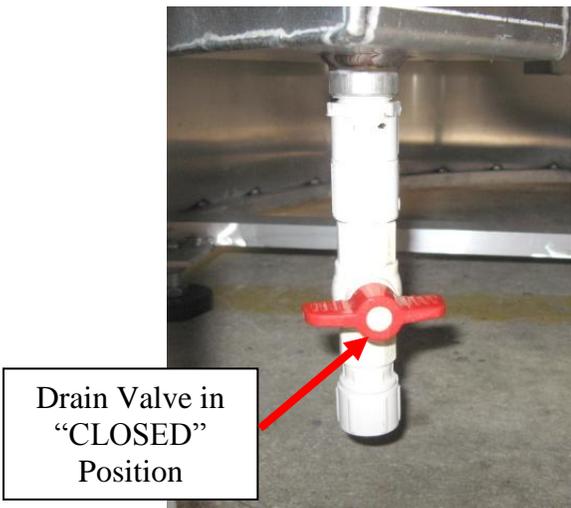


Fig. 2

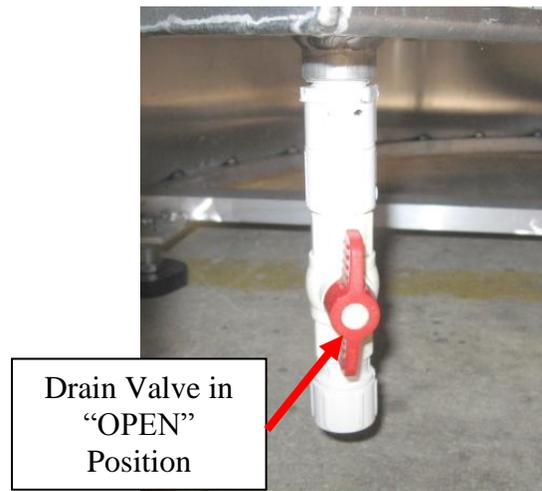
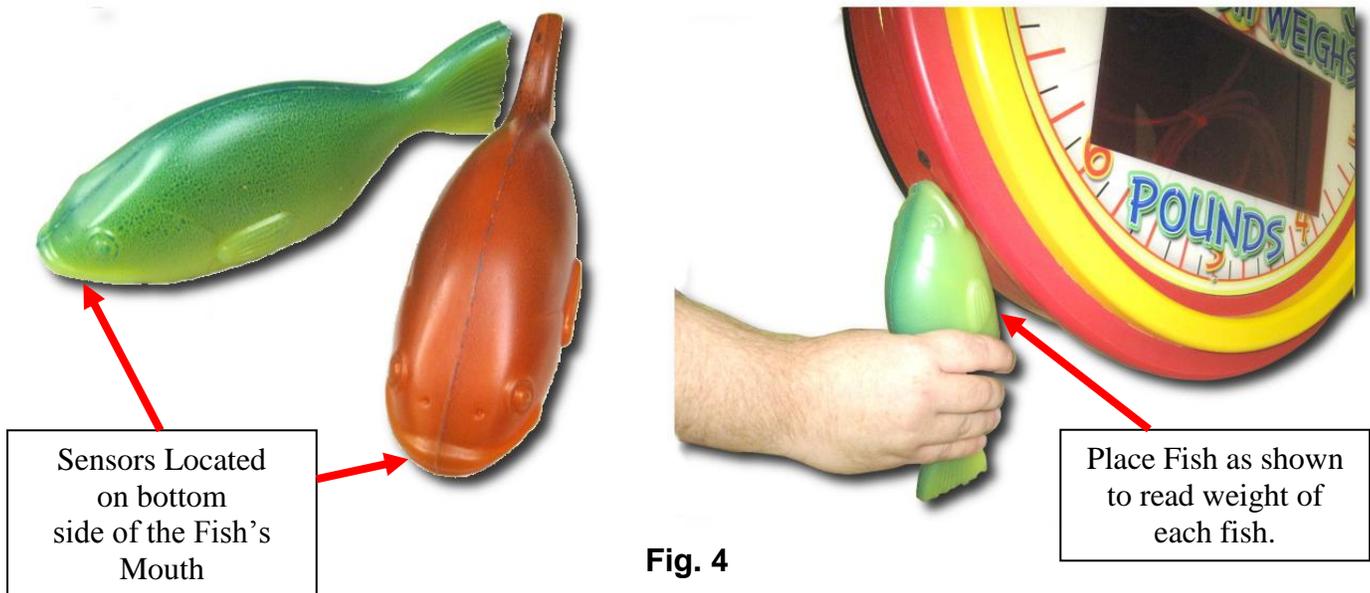


Fig. 3

## GAME PLAY

### Game Option A: Single Fish

- In this version of the game, a player will walk up to the pool and pull a fish out with the fishing net. Then the operator will remove the fish from the fishing net and place the fish on the reader on the scale. The scale will read the fish and tell them audibly, and on a LED display the size fish they “caught”. The operator will then give the player a prize based on their score.



### Game Option B: Three (3) Fish Total – (Default Setting)

- In this version of the game, a player will walk up to the pool and will pull out 3 fish with the fishing net (Recommend using a small bucket for this). Then they will go to the scale and give to the operator to weigh fish on the reader on the scale, one fish at a time. The scale will read the fish and tell them audibly, and on a LED display the size fish they “caught”. Then the operator will put the fish in a bucket and place another fish on the scale and repeat until they are out of fish.

The game will then total the score and display it on the “*Total Weight*” display and audibly announce the score. Then the game will say a congratulations message based on the total score to the player and the operator will give them a prize based on their score.

*If a fish is not read correctly, the displays will show “Err” on both displays for 2 seconds then show the previous score. If Error, try again after previous score is displayed.*

## GAME STRATEGY

Your game can be ran 2 different ways:

Game A is ran as a single fish weigh game

Game B is run as three fish weighed one at a time, but scored as a total weight.

75 Fish included per game consisting of the following weights

25 Fish weighing 5 pounds each

20 Fish weighing 10 pounds each

15 Fish weighing 15 pounds each

10 Fish weighing 20 pounds each

5 Fish weighing 25 pounds each

You can adjust the game accordingly by changing the number of certain weigh fish to achieve the “prize giveaway” you desire for your operation.

If you are going to run game A then you have up to 5 different prize levels that can be used. 5,10,15,20,25 pound fish. Game A is for the player to pick up 1 fish, weigh 1 fish, and have 1 prize based on what that 1 fish weighs. The standard game A signage allows for 3 different prize levels.

In game B you will use the same 5 levels of weighs for the fish. The player will catch 3 fish and the operator will weigh each fish and the scale will add the fish together showing a total weight which will result in the prize level won.

The Scale has 2 displays in the face. 1 display is a 2” 3 digit display that will always show a single fishes weigh in either game A or B. In game A the 2” display and the 4” display will always show the same weigh of the fish being weighed. In game B the 2” display shows the single fish being weighed and the 4” display will show the total of the fish weighed so far.

The BSR sign package is based on game A is as follows.

5 to 10 pounds wins “bait size prize”

10 to 20 pounds wins “trophy size prize”

25 pounds wins “tournament size prize”

You can trade up prizes according to prize values also

The BSR sign package is based on game B is as follows.

0 to 40 pounds wins “bait size prize”

41 to 60 pounds wins “trophy size prize”

61 to 75 pounds wins “tournament size prize”

Trade up prizes according to prize values

**Game B Option #1**

Catch 3 fish for \$ 3.00

Bait size prize .35 - .50

Trophy size prize 1.00 – 1.25

Tournament size prize 3.00 - 4.50

Trade 3 bait size for trophy size

Trade 3 trophy size for Tournament size

**Game B Option #2**

Catch 3 fish for \$ 5.00

Bait size prize .45 - .60

Trophy size prize 1.25 – 1.75

Tournament size prize 6.00 - 7.50

Trade 3 bait size for trophy size

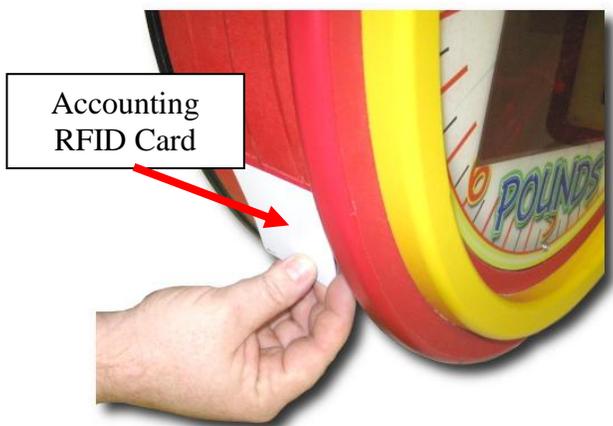
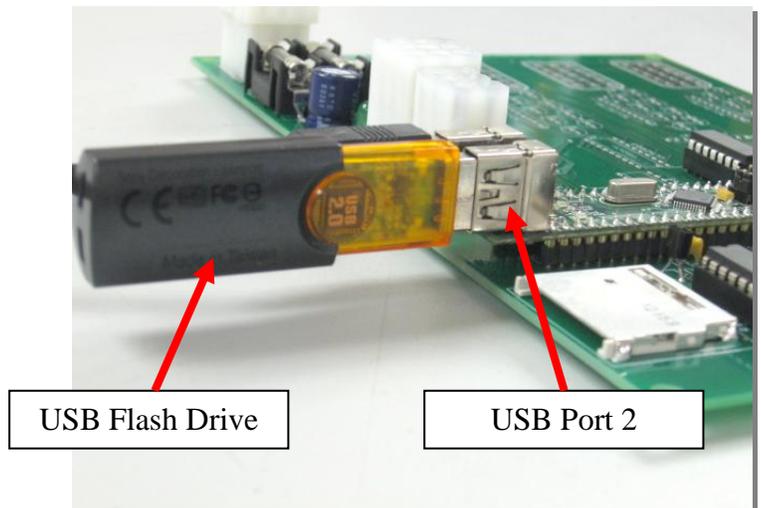
Trade 3 trophy size for Tournament size

You can trade up prizes according to prize values also and may not use the sample trade values

Please keep in mind these game options may need to be adjusted if the prize giveaway is to low or to high for your desired operation.

**ACCOUNTING SYSTEM**

When an operator wants to download the accounting data, they must first scan the ACCOUNTING RFID card, (see Fig. 5) the displays will say “Acc” on them and the game will wait for the operator to insert an USB flash drive into USB port 2 as shown in Fig. 6.

**Fig. 5****Fig. 6**

Once the USB flash drive is inserted the data will be downloaded to the USB flash drive. Once the LED's are done flashing, the operator will pull out the USB flash drive and the game will resume its normal functions.

The data stored on the USB flash drive is a text file that tells the operator how many fish the reader has read and how many total games (both game A and game B) have been played. The text file is labeled ACCT.txt and will be over written if not extracted from the USB flash drive.

*Sample reading from the USB flash drive.*

5lb fish = 10  
10lb fish = 20  
15lb fish = 30  
20lb fish = 40  
25lb fish = 50

Game A = 60  
Game B = 70

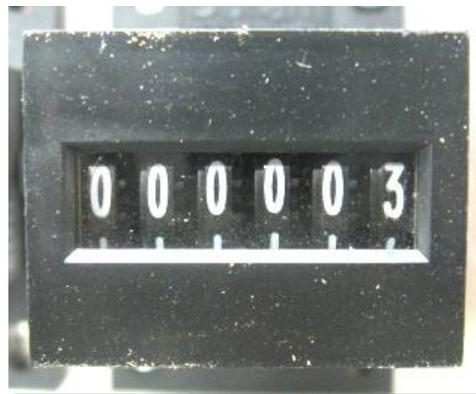
## READING MECHANICAL COUNTER

The Counter is located behind the service door of the Scale as shown in Fig. 7 and 8.

**Non-Resettable Counter – Counts Games Played Only.  
Ending Number is next days Starting Number.**



**Fig. 7**



**Fig. 8**

## MAINTENANCE AND TROUBLESHOOTING

### **WARNING**

For your safety and to reduce risk of damage to your game read the Important Safety Information on page 4 before attempting any troubleshooting procedure.

## MAINTENANCE

Due to the physical play of the machine, some periodic maintenance is required.

**CLEANING** - Clean the outer surfaces of the game with a commercial spray type cleaner. **DO NOT** however, use glass cleaner or commercial sprays on the marquee graphic panel. Use a good quality spray type furniture polish to keep the game looking good.

## 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.

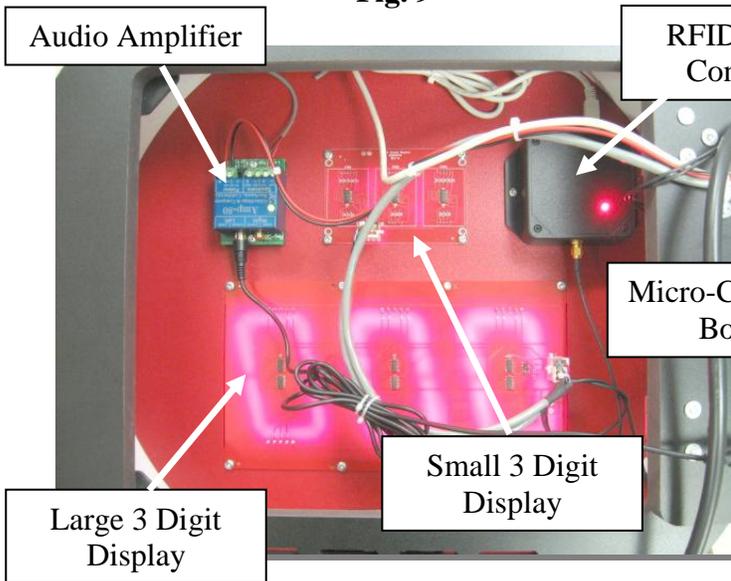
# ELECTRONIC COMPONENTS AND LAYOUT



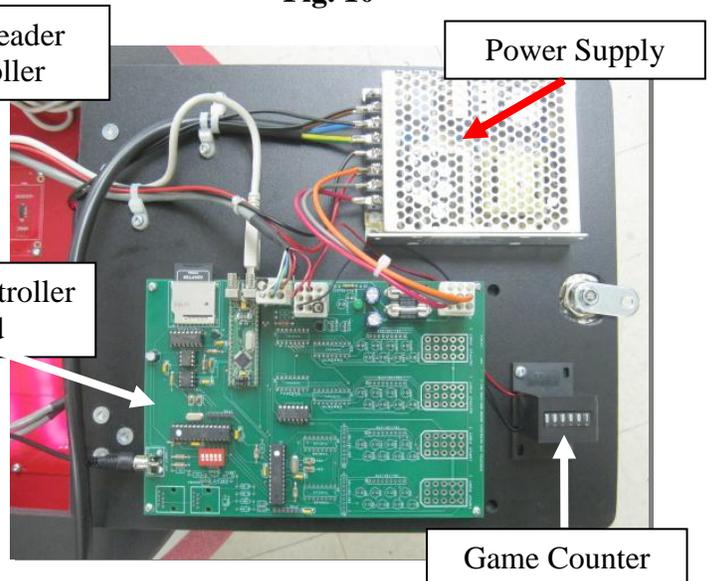
**Fig. 9**



**Fig. 10**

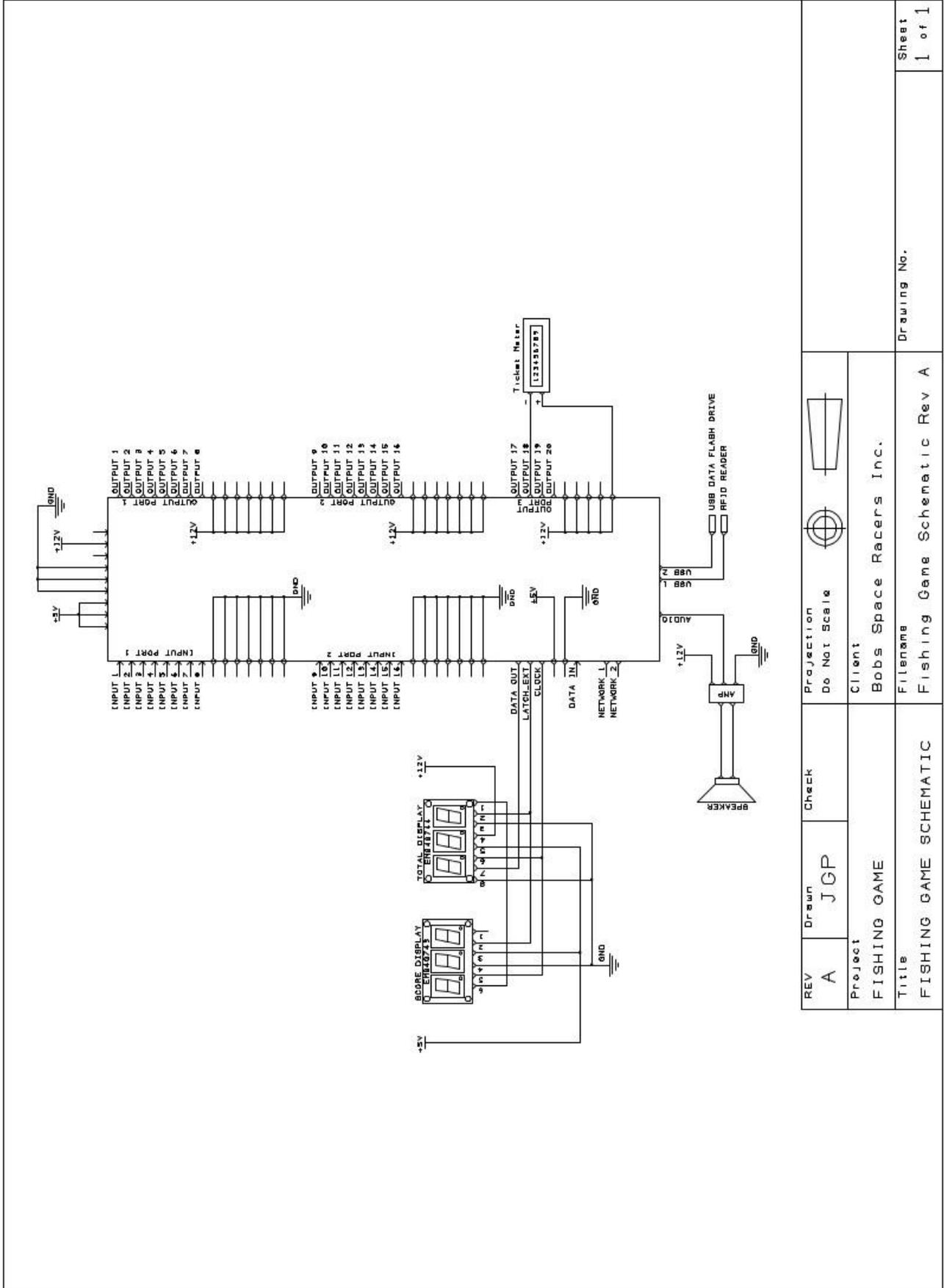


**Fig. 11**



**Fig. 12**

# SCHEMATIC



REV A	Drawn JGP	Check	Projection Do Not Scale		Client Bobs Space Racers Inc.	Drawing No. Sheet 1 of 1
Project FISHING GAME			File name Fishing Game Schematic Rev A			
Title FISHING GAME SCHEMATIC						

## 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 15<sup>th</sup> Street  
Daytona Beach, FL 32117  
Telephone number: 386/677-0761  
FAX: 386/677-0794

## 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](mailto:Tech@BobsSpaceRacers.com)**

**(or)**

**VISIT THE “CUSTOMER SUPPORT” SECTION ON OUR WEBSITE:  
[WWW.BOBSSPACERACERS.COM](http://WWW.BOBSSPACERACERS.COM)**