

# HITTIN' HOOPS!

## ARCADE GAME MANUAL



### WARNING

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



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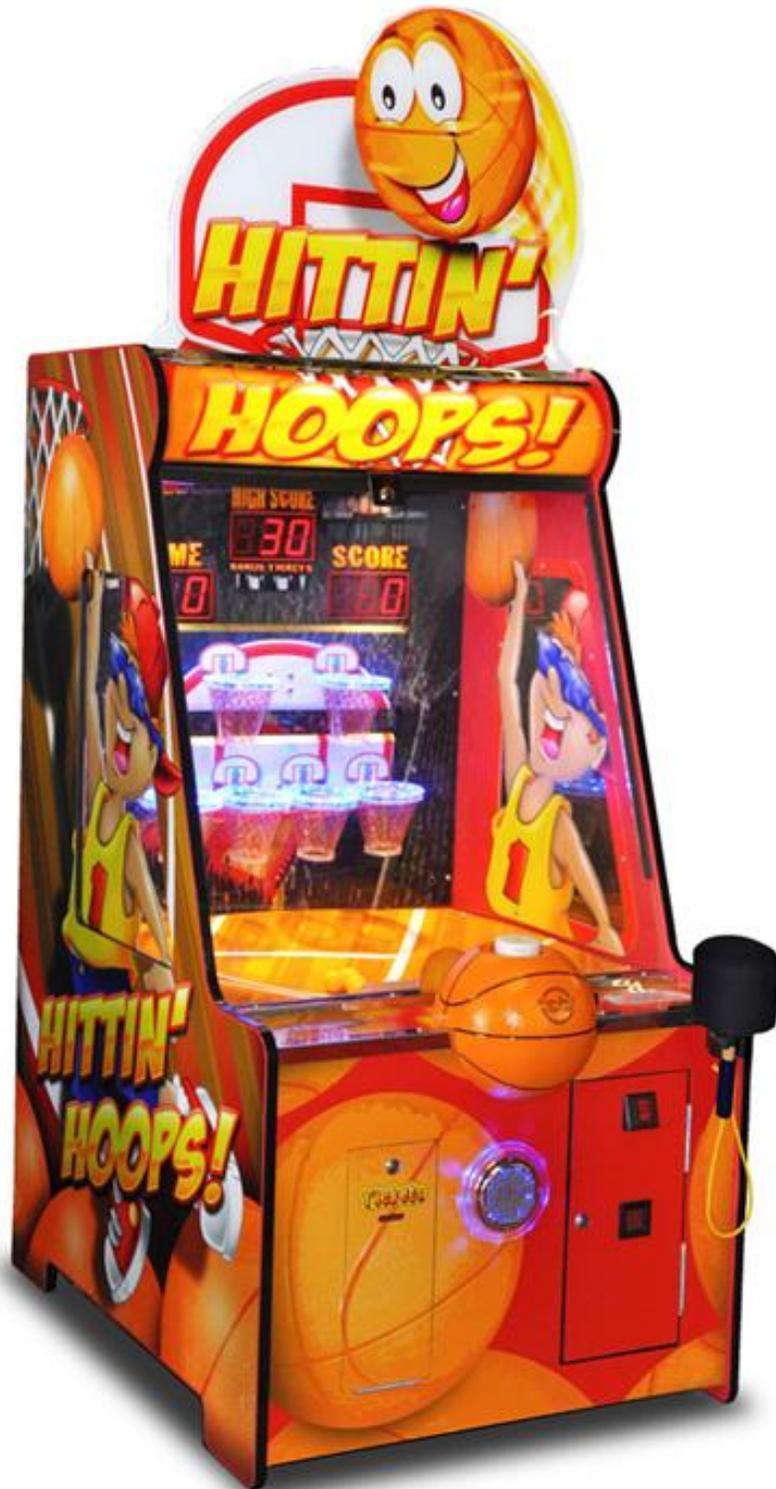
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MODEL VIEW

# Hittin Hoops™ ARCADE GAME



## SPECIFICATIONS

### *Power Supply Rating:*

110VAC  $\pm$  10%, 60 Hz  $\pm$  3 Hz.

(Note: Please refer to the label on the game for the actual voltage).

### *Power consumption:*

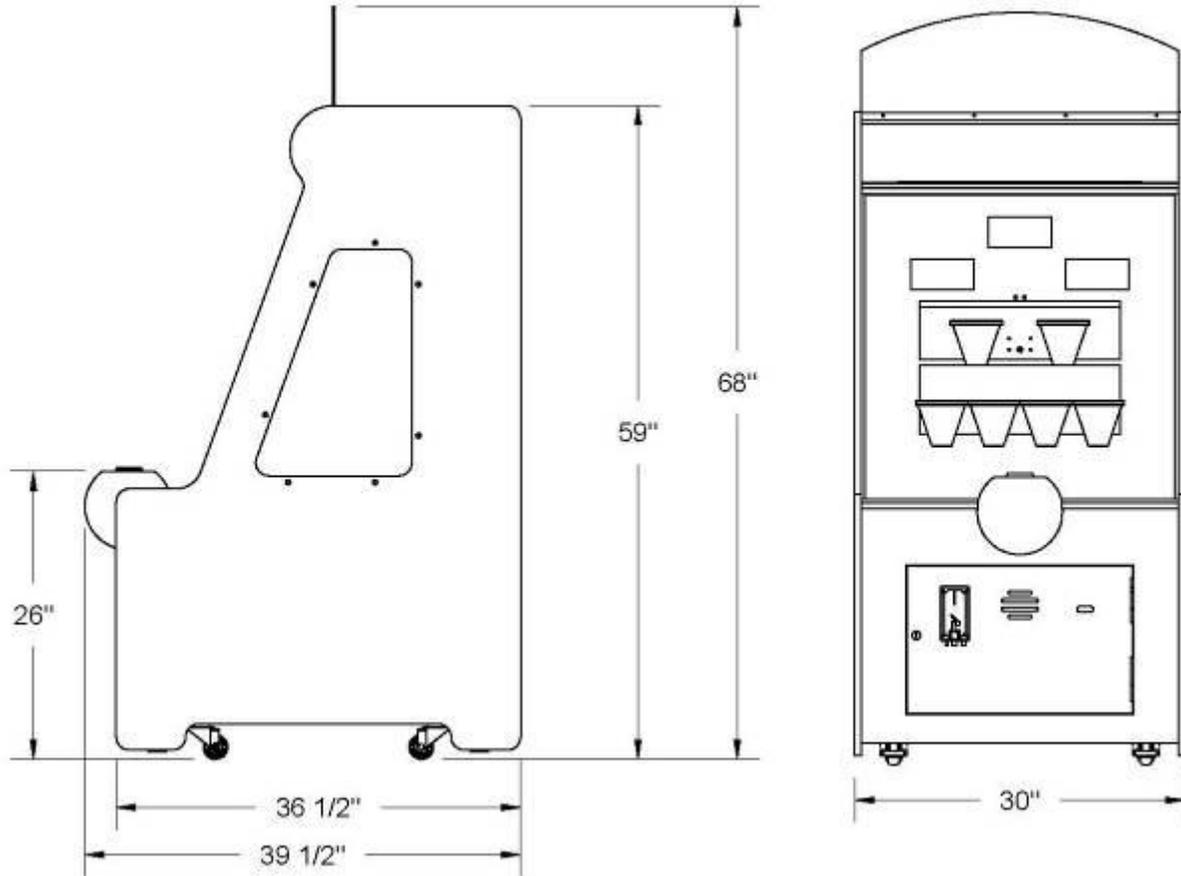
120 W (Min) to 150 W (Max)

### *Dimensions:*

36 1/2" L x 30" W x 68" H

### *Weight:*

231 lbs



**NOTE: Game parameters are subject to change without notice.**

# INTRODUCTION

## **Overview:**

Thank you for purchasing the new HITTIN HOOPS™ from Bob's Space Racers®. Built on a long tradition of value, the new HITTIN HOOPS™ retains all of the great game play you have come to expect of a game from BSR, and is specifically designed for today's Arcade environment. The new game uses technology specifically developed for this application.

This owner's Manual is intended to provide detailed descriptions together with all the necessary information covering the general operation of electronic assemblies, servicing control, spare parts, etc. pertaining to the game.

This manual is intended for the owner, personnel and managers in charge of operation of the product. Operate the product after carefully reading and sufficiently understanding the instructions. If the product fails to function satisfactorily, non-technical personnel should under no circumstances touch the internal system.

## **Maintaining Safety:**

To ensure the safe usage of the product, be sure to read the following before using the product. The following instructions are intended for the users, operators and the personnel in charge of the operation of the product. After carefully reading and sufficiently understanding the warning display and cautions, handle the product appropriately. Be sure to keep this operation manual nearby the product or elsewhere convenient for referring to it when necessary.

Herein, explanations which require special attention are in sign of warning. Depending on the potentially hazardous degrees, the terms of NOTICE, WARNING, and CAUTION, etc. are used. Be sure to understand the content of the displays before reading the text.

## **WARNING: (or) CAUTION:**

Disregarding this text could result in serious injury or damage to the machine.



**WARNING:** To Avoid Risk of Shock, Refer Service To Qualified Personnel.



**WARNING:**  
This Part May Have A High Voltage Present. Disconnect Power From Equipment Before Servicing.

## **NOTE (or) NOTICE:**

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

**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.

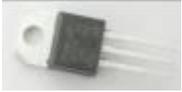
**SET UP:**

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.
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. Turn the game on and check to be sure there are no unusual sounds and that everything appears to be working correctly.
4. See additional instructions for the hat assembly.

## PACKAGE CONTENTS

Be sure to check that you have received all packages indicated below.

### Game Unit Accessories

No.	Name	Specification	Qty	Illustration	Note
1	Manual	English	1		
2	Power Cord	1.5mm 10A/125V	1		
3	Fuse	5A/110V	2		
4	Sensor	SNSR3328.PCB	1		
5	Transistor	TIP122	2		
6	Silicon	BTA08A600C	1		
7	Hammer Holder	TBD	1		

8	Spring 1	E0800922-E	2		
9	Spring 2	E0800922-D	2		
10	Game Balls	M0800916	10		
11	Key	3172	2		<b>Front and back door</b>
12	Key	1832	1		<b>Coin box</b>
13	Hammer	M0800915	1		

## INSTALLATION

### **ATTENTION**

- **For indoor use only!**

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

#### ***Play zone (Operation Zone):***

This machine requires space for playing the game. Be sure to leave enough space when installing the machine.

### **WARNING**

- **Be sure to check the Electrical Specifications.** Ensure that this product is compatible with your location's power supply, voltage and frequency requirement. A plate describing Electrical Specifications is attached to the product. Non-compliance with the Electrical Specifications can cause a fire and electric shock.
- Putting many loads on one electrical outlet can cause generation of heat and a fire resulting from overload.

#### ***Locations to avoid:***

### **NOTICE**

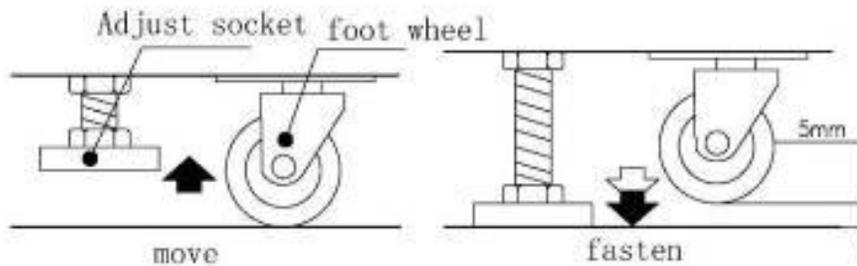
**The machine is designed for indoor use only. Never install this machine outdoors or in any of the following:**

- Locations exposed to direct sunlight
- Locations subject to rain or water leakage.
- Unstable locations or locations subject to vibration.
- Dusty, hot, or damp locations.

## GAME LEVELING:

Install this machine on a flat surface. Adjust levelers to lift the legs and level game.

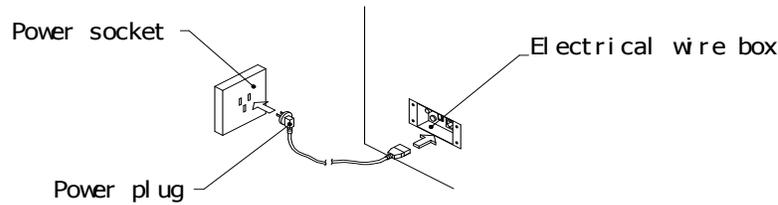
Make sure that the machine is level with the floor. If the machine is not level, the game may not play well.



### **WARNING**

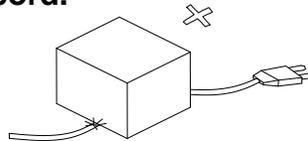
- Disconnect game power before moving
- Make sure all wheels are intact. Replace any wheels that are damaged or broken before moving the game.
- When moving the game, DO NOT slide the game across the floor
- Ensure the game is level before connecting the power

## CONNECTING THE POWER CORD



### ⚠ WARNING

- Do not put heavy items on power cord.



- Hold the power plug instead of the wire to draw the power cord out of the socket.



- Do not touch the power plug with wet hands.



- Do not draw or twist the cord or near a heat source.

- Do not place the cord where the player can easily trip over or come in contact with it.



- Operate this game with the correct power and fuse configuration. *(The machine's supply Voltage is 110VAC, please refer to the label on the machine, connect the actual supply voltage, if not, it can cause an electric shock or malfunction.)*

## INSTRUCTION FOR PLAY

1. Insert coin(s), the game starts.
2. When the game play starts, hit the button with the hammer to launch balls at the baskets. Score as many points possible before time runs out.
3. Tickets will be awarded for each game play.
4. Bonus Tickets are awarded for beating the high score and the bonus score.



# OPTION SETTINGS

## Credit, Mercy Ticket, Play Time

Item	Content	SW1-DIP Position							
		1	2	3	4	5	6	7	8
Credit	1	ON	ON						
	2	off	on						
	3	on	off						
	4	off	off						
Mercy Ticket	0			on	on				
	1			OFF	ON				
	2			on	off				
	4			off	off				
Play Time	30					on	on	on	on
	40					off	on	on	on
	50					on	off	on	on
	60					off	off	on	on
	70					on	on	off	on
	80					off	on	off	on
	90					ON	OFF	OFF	OFF
	100					off	off	off	on
	110					on	on	on	off
	120					off	on	on	off
	130					on	off	on	off
	140					off	off	on	off
	150					on	on	off	off
	160					off	on	off	off
170					on	off	off	off	
180					off	off	off	off	

## Bonus Score, Score Ticket, Score Group

Item	Content	SW2-DIP Position							
		1	2	3	4	5	6	7	8
Win Bonus Score	50	on	on	on					
	60	off	on	on					
	100	ON	OFF	ON					
	150	off	off	on					
	200	on	on	off					
	250	off	on	off					
	300	on	off	off					
None	off	off	off						
Score/ Ticket	1				on	on	on		
	2				off	on	on		
	5				on	off	on		
	10				OFF	OFF	ON		
	15				on	on	off		
	20				off	on	off		
	25				on	off	off		
NO				off	off	off			
Score Group	I							on	on
	II							OFF	ON
	III							on	off
	IV							off	off

### Demo, Bonus +, Bonus Value

Item	Content	SW3-DIP Position							
		1	2	3	4	5	6	7	8
Demo	NO	on	on						
	<b>60s</b>	<b>OFF</b>	<b>ON</b>						
	120s	on	off						
	180s	off	off						
Bonus+	0			on					
	<b>1</b>			<b>OFF</b>					
Bonus Value	<b>30</b>				<b>ON</b>	<b>ON</b>	<b>ON</b>		
	50				off	on	on		
	60				on	off	on		
	70				off	off	on		
	80				on	on	off		
	90				off	on	off		
	100				on	off	off		
	150				off	off	off		

### Score Group

I		2	2	
	1	1	1	1
II		<b>3</b>	<b>3</b>	
	<b>2</b>	<b>2</b>	<b>2</b>	<b>2</b>
III		5	5	
	2	2	2	2
IV		10	10	
	5	5	5	5

## MAINTENANCE AND INSPECTION

### ***Maintenance:***

Due to the design of the machine, very little periodic maintenance is required.

Start the game and verify the correct operation before putting the game into everyday operations.

Clean the surface of the game as needed.

After about a month of game operation, check to be sure all parts are secure and in proper working order.

#### **1. Remove power before servicing game.**

To avoid a short circuit, the power must be removed before touching the inside of the game. If you have to turn on the power, please refer to "Maintaining Safety" on page 5 of this manual.

#### **2. Choose the appropriate replacement parts.**

Using the wrong parts could lead to malfunction or damage to the game and components.

#### **3. Do not substitute or change equipment, without authorization.**

Doing so could lead to a short circuit and machine malfunction, or fire.

#### **4. Do not put containers of water, cups or soda cans on the machine. In addition, chemicals or heavy items should not be allowed around the game.**

The spill could cause a short circuit. Falling items could injure people or destroy the machine.

### ***Cleaning:***

**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.

Vacuum the inside of the game occasionally to help keep the dust and ticket debris off of all the optical sensors.

# TROUBLESHOOTING



## WARNING

For your safety, and to reduce risk of damage to your game read the Important Safety Information on page 5.

## 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 or are damaged. Using a handheld multi-meter, check continuity of the wires to make sure they are not broken.
4. Check for obvious damage to the 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 disconnect power by unplugging the game.
7. Test power supplies for the specified voltages to the P.C. Boards and components as shown in the manual.

**General Troubleshooting:**

Symptom	Possible Problem	Solution
	<b>POWER</b>	<b>POWER</b>
Game will not score	Power not on switch Sensor output not correct Signal not getting to main board Signal gets to main board but board doesn't see it	Check wiring harness for 12 volts on switch Repair / Replace switch Repair / Replace harness Replace main board
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	Coin switch out of adjustment Coin mech dirty or improperly adjusted Faulty Coin switch Faulty coin switch harness or connector Game improperly programmed Faulty Main P.C. Board or component	Re-bend coin switch wire Clean and adjust mech as necessary Check and/or replace switch Check and/or repair harnessing Check programming options and adjust Repair and/or replace Main P.C. board
Ticket Dispenser not working properly, or no tickets being dispensed	No tickets in the game Tickets jammed in dispenser Ticket dispenser sensor blocked with debris Poor connection on the ticket dispenser Game improperly programmed Faulty ticket dispenser  Faulty ticket dispenser harnessing Faulty Main P.C. Board	Refill ticket dispenser  Clear ticket jam Clean off sensor Check and/or replace connectors Check ticket programming options Replace dispenser  Check and/or repair harnessing Replace or repair Main P.C. Board
Game will not start.	Game power off Electrical Power Switch Open Main fuse blown Power Supply problem or failure Faulty P.C. board or component	Check on/off switch and power cord Close Electrical Power Switch Check and/or replace fuse as necessary 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.

**NOTE: CONTACT YOUR DISTRIBUTOR IF NONE OF THE CASES LISTED IN THIS MANUAL APPLIES TO THE PROBLEM, OR IF THE ACTION LISTED DOES NOT APPEAR TO RESOLVE THE PROBLEM.**

**SHOOT ADJUSTMENTS:**

Open front door lock to remove basket.

Tighten or loosen screw to adjust shooting strength.

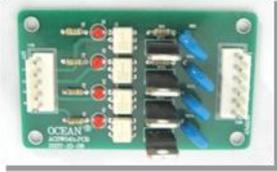
Loosen screw to adjust forward and backward shooting range.

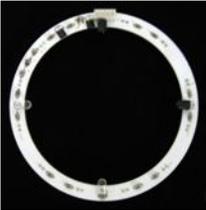
Lever should be coated with lubricating oil.

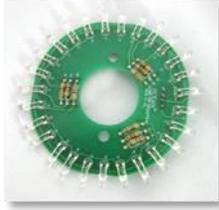
**PARTS LIST**

Reference Number	Part Number	Description	Image
HH100-001-001A	A0800903	DECAL, MARQUEE	
HH100-001-001B	A0800904	DECAL, SCORE BOARD	
HH100-001-001C	A0800905	DECAL, PLAYING FIELD	
HH100-001-001D	A0800906	DECAL, FRONT	
HH100-001-001E	A0800907	DECAL, LEFT OUTSIDE	
HH100-001-001F	A0800908	DECAL, RIGHT OUTSIDE	
HH100-001-001G	A0800909	DECAL, LEFT INSIDE	

HH100-001-001H	A0800910	DECAL, RIGHT INSIDE	
HH100-001-001I	A0800911	DECAL, LAMP	
HH100-001-001J	A0800912	DECAL, BASKET BOARD	
HH100-001-001K	A0800913	DECAL, BUTTON PANEL TOP	
HH100-001-001L	A0800914	DECAL, SHOOT BUTTON	
HH100-001-002A	E0800900	3 DIGIT LED DISPLAY (Check Pin Configuration) "SINGLE" HIGH SCORE	  8 <u>Lower</u> Pins Removed
HH100-001-002B	E0800901	3 DIGIT LED DISPLAY (Check Pin Configuration) "DOUBLE" TIME / SCORE	  8 <u>Upper</u> Pins Removed
HH100-001-003	E0800902	CONN RIBBON CABLE	

HH100-001-004	E0800903	MAIN BOARD (MB003b.PCB)	
HH100-001-005	E0800904	DRIVER BOARD	
HH100-001-006	E0800905	SENSOR BOARD	
HH100-001-007	E0800906	POWER SUPPLY (EPT-S320S12)	
HH100-001-008	M0800901	MOUNTING BRACKET TRACK FOR HOOP BACKBOARD	
HH100-001-009	M0800902	MOUNTING BRACKET FOR HOOP BACKBOARD	
HH100-001-010	M0800903	HOOP NET	
HH100-001-011	E0800907	TICKET MECH ASSEMBLY	

HH100-001-013	E0800908	FAN GRILL	
HH100-001-014	E0800909	CHASSIS FAN (DP200A(4"))	
HH100-001-015	M0800904	HOOP ASSEMBLY	
HH100-001-015A	M0800904-A	HOOP UPPER COVER	
HH100-001-015B	M0800904-B	HOOP LED BOARD	
HH100-001-015C	M0800904-C	HOOP UNDER COVER	
HH100-001-015D	M0800904-D	HOOP BASE	
HH100-001-015E	M0800904-E	HOOP BRACKET	

HH100-001-016	E0800910	LED SENSOR FOR HOOP (earlier version)	
HH100-001-017	E0800911	SWITCH START W/BULB	
HH100-001-018	E0800912	HIGH VOLTAGE SAFETY COVER	
HH100-001-019	E0800913	POWER ENTRY MODULE	
HH100-001-020	E0800914	MOTOR 110V W/CAP	
HH100-001-021	E0800915	SPEAKER ASSEMBLY	
HH100-001-021A	E0800915-A	SPEAKER LED BOARD	
HH100-001-021B	E0800915-B	SPEAKER GRILL COVER	

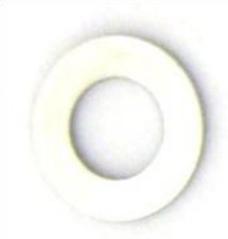
HH100-001-021C	E0800915-C	SPEAKER PLASTIC COVER	
HH100-001-022	E0800916	FLUORESCENT LIGHT ASSEMBLY	
HH100-001-022	TBD	FLUORESCENT LIGHT BULB	
HH100-001-023	E0800917	LED LIGHT RECESSED WITH HOLDER	
HH100-001-023A	E0800917-A	LED BULB ONLY	
HH100-001-024	M0800905	COVER COIN MECH	
HH100-001-025	M0800906	ELECTRONIC COIN MECH	
HH100-001-027	E0800918	BUTTON START	

HH100-001-028	M0800909	TICKET COIN COUNTER ASSEMBLY	
HH100-001-029	E0800919	GAME BUTTON LED	
HH100-001-030	A0800902	GAME BUTTON COVER	
HH100-001-031	M0800910	UNIT TOP MOUNTING PLATE	
HH100-001-032	M0800911	MOUNTING PLATE	
HH100-001-033	C0800901	SIDE PLEXI	
HH100-001-034	E0800920	BUTTON GAME	
HH100-001-035	M0800912	BACKBOARD LINEAR SLIDE CROSS BAR ASSEMBLY	

HH100-001-036	E0800921	BUTTON RISER ASSEMBLY	
HH100-001-036A	E0800921-A	BUFFER RUBBER 1	
HH100-001-036B	E0800921-B	GEAR	
HH100-001-036C	E0800921-C	SHAFT	
HH100-001-036D	E0800921-D	GEAR BASE	
HH100-001-036E	E0800921-E	BUFFER RUBBER 1	
HH100-001-037	M0800913	BRACKET ARM PLATE	
HH100-001-038	E0800922	BUTTON ARM ASSM	
HH100-001-038A	E0800922-A	SHAFT 1	

HH100-001-038B	E0800922-B	SHOOTER BASE	
HH100-001-038C	E0800922-C	SHAFT 2	
HH100-001-038D	E0800922-D	SPRING 1	
HH100-001-038E	E0800922-E	SPRING 2	
HH100-001-038F	E0800922-F	SCREW (M4*20)	
HH100-001-038G	E0800922-G	SHOOTER ARM	
HH100-001-038H	E0800922-H	SHOOTER POINT	
HH100-001-038I	E0800922-I	BUSHING	
HH100-001-038L	E0800922-L	BUSHING (earlier version)	

HH100-001-038J	E0800922-J	FIXED BASE	
HH100-001-038K	E0800922-K	FIXED SHAFT	
HH100-001-039	E0800923	LED BOTTOM PLATE PCB	
HH100-001-040	E0800924	BOTTOM PLATE SENSOR ASSEMBLY	
HH100-001-042	P0800901	BALL STOP SOLENOID (DC 12VOLT)	
HH100-001-043	M0800919	BRACKET BALL STOP	
HH100-001-044	M0800914	VOLUME POTENTIOMETER ASSEMBLY	
HH100-001-045	M0800915	GAME HAMMER	
HH100-001-046	M0800916	BALLS FOR GAME	

HH100-001-047	E0800926	BUTTON PARTS	
HH100-001-047A	E0800926-A	SNAP RING (6MM)	
HH100-001-047B	E0800926-B	SNAP RING (8MM)	
HH100-001-047C	E0800926-C	SNAP RING (10MM)	
HH100-001-047D	E0800926-D	CUSHION RING (16MM)	
HH100-001-047E	E0800926-E	CUSHION RING (21MM)	
HH100-001-047F	E0800926-F	SPRING	
HH100-001-047G	E0800926-G	SPRING	
HH100-001-047H	E0800926-H	SHAFT	

HH100-001-047J	E0800926-J	SHAFT	
HH100-001-048	E0800927	SWITCH START	
HH100-001-049	M0800917	GAME BASE PLATE	
HH100-001-050	C0800902	SIGN FRONT PLEXI	
HH100-001-051	M0800918	LOCK GLASS DOOR FRT	
HH100-001-054	E0800929	2 BASKET WIRING HARNESS	
HH100-001-055	E0800930	4 BASKET WIRING HARNESS	
HH100-001-056	E0800931	WIRE RACEWAY	
HH100-001-057	M0800920	DOOR HINGE	

HH100-001-058	M0800921	CHAIN STOP ASSEMBLY	
HH100-001-059	M0800922	MOTION/SENSOR ARM	
HH100-001-060	M0800923	PIVOT BRACKET	
HH100-001-061	M0800924	BUTTON CUSHION	
HH100-001-062	M0800925	BUSHING, PIVOT BRACKET	
HH100-001-063	M0800926	LINKAGE (Short)	
HH100-001-064	M0800927	LINKAGE (Long)	

**WARRANTY**

## BOB'S SPACE RACERS INC. 90 DAY COIN-OPERATED 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 HE 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)**