



Bob's Space Racers® Inc. ©1976-2019  
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## *Operator's Manual*

<https://www.bobsspacracers.com>

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# 1.0 Introduction

## Overview

This manual contains important information about Hangtime™. Such as: Setup, instructions how to play, maintenance, troubleshooting, game options settings, and service. Appendixes A and B contain information about policies, warranty, and service. Appendix D is a parts breakdown of commonly replaced parts.

## Safety

This game has moving parts. Improper operation or use of this game can result in injury. Sensors signal the operator that a player is standing under the handle bar mechanism and micro-switches are used to protect the player from excessive heights by stopping the bar once a specific height from the ground is achieved. When assembling the game, use caution when operating the winch. **DO NOT** insert any foreign object, such as fingers, into the winch during operation, testing, or maintenance.

## Use Only a GROUNDED AC Receptacle

If you are unsure if your AC receptacle is properly grounded, notify a qualified electrician to perform this check. Failure to do so could result in improper operation or damage to the game and could void this product's warranty.

## Maintenance

Always ensure power is off and fully disconnected from power source when performing routine or in-depth maintenance. Failure to do so can result in damage to the game or injury to personnel.

## Power Requirements

**Domestic Game Power:** 110V ± 10V ~14.0 Amps ~1680Watts at 60Hz  
Service Power Recommendations: 20 Amps for Game Power

**Export Game Power:** 220V ± 10V ~7.0 Amps ~1680Watts at 50/60Hz  
Service Power Recommendations: 10 Amps for Light Power

## **WARNING!**

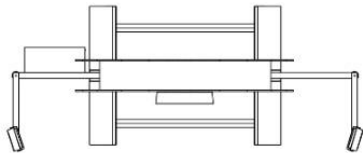
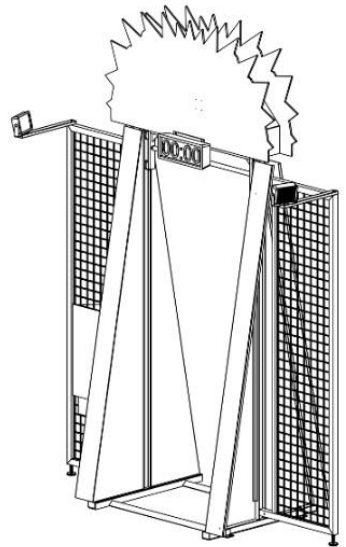
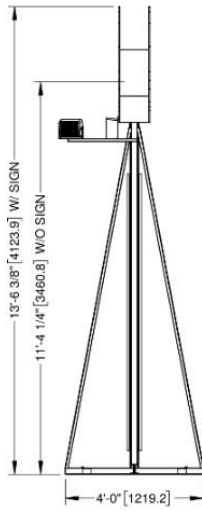
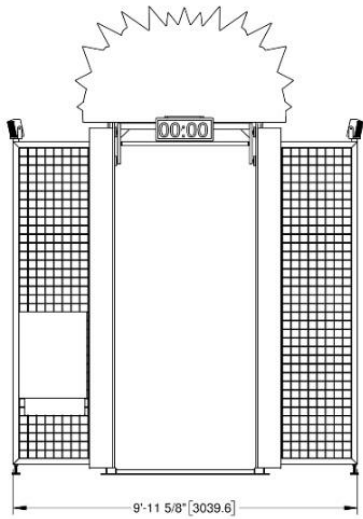
**Ensure that this product is compatible with your facilities power supply, voltage and frequency requirement. A label describing Electrical Specifications is attached to the product. Non-compliance with the Electrical Specifications can cause a fire and electric shock. Ensure the game is level before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

## Checking Packing List

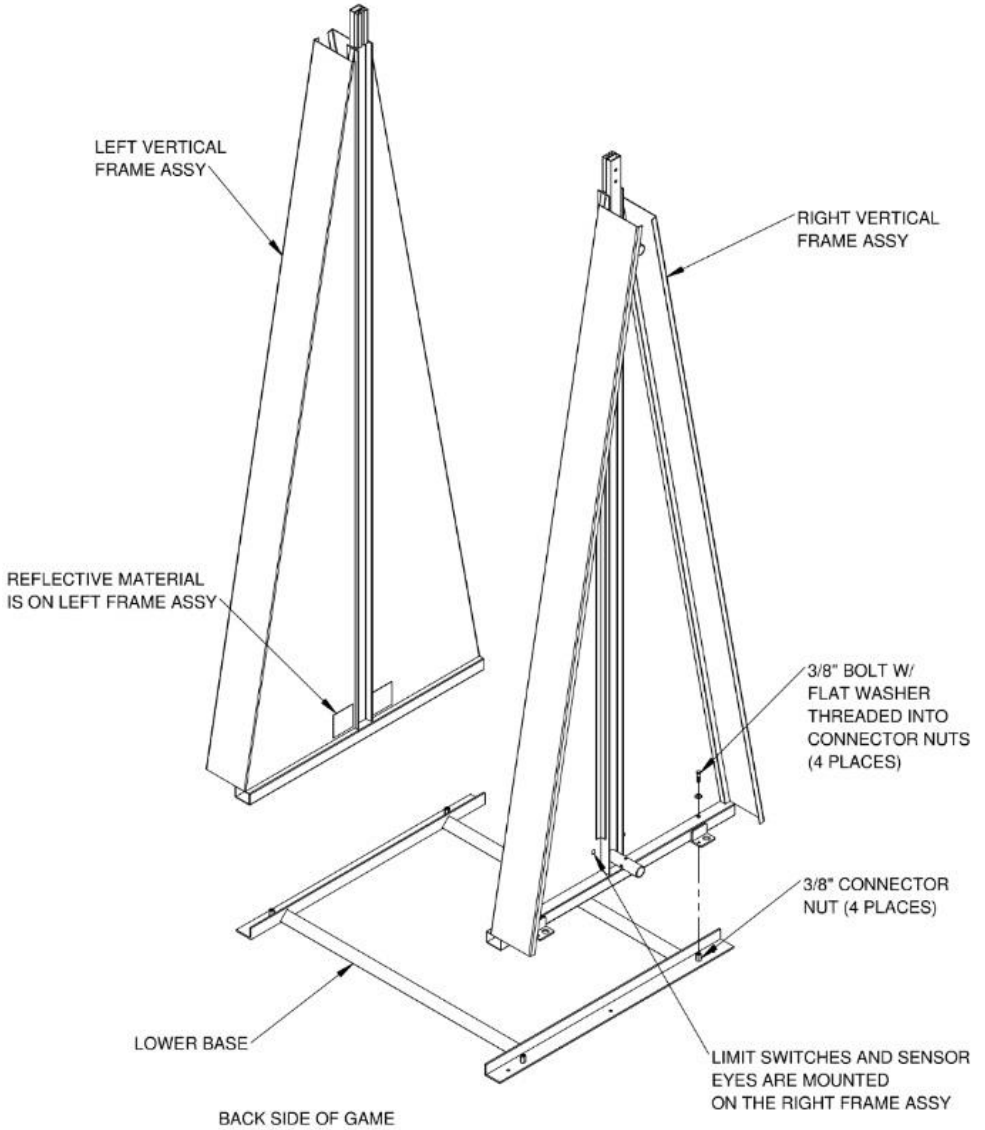
Check the packing list prior to installation. Verify that all parts that have been received and are in good and working condition.

## Setup

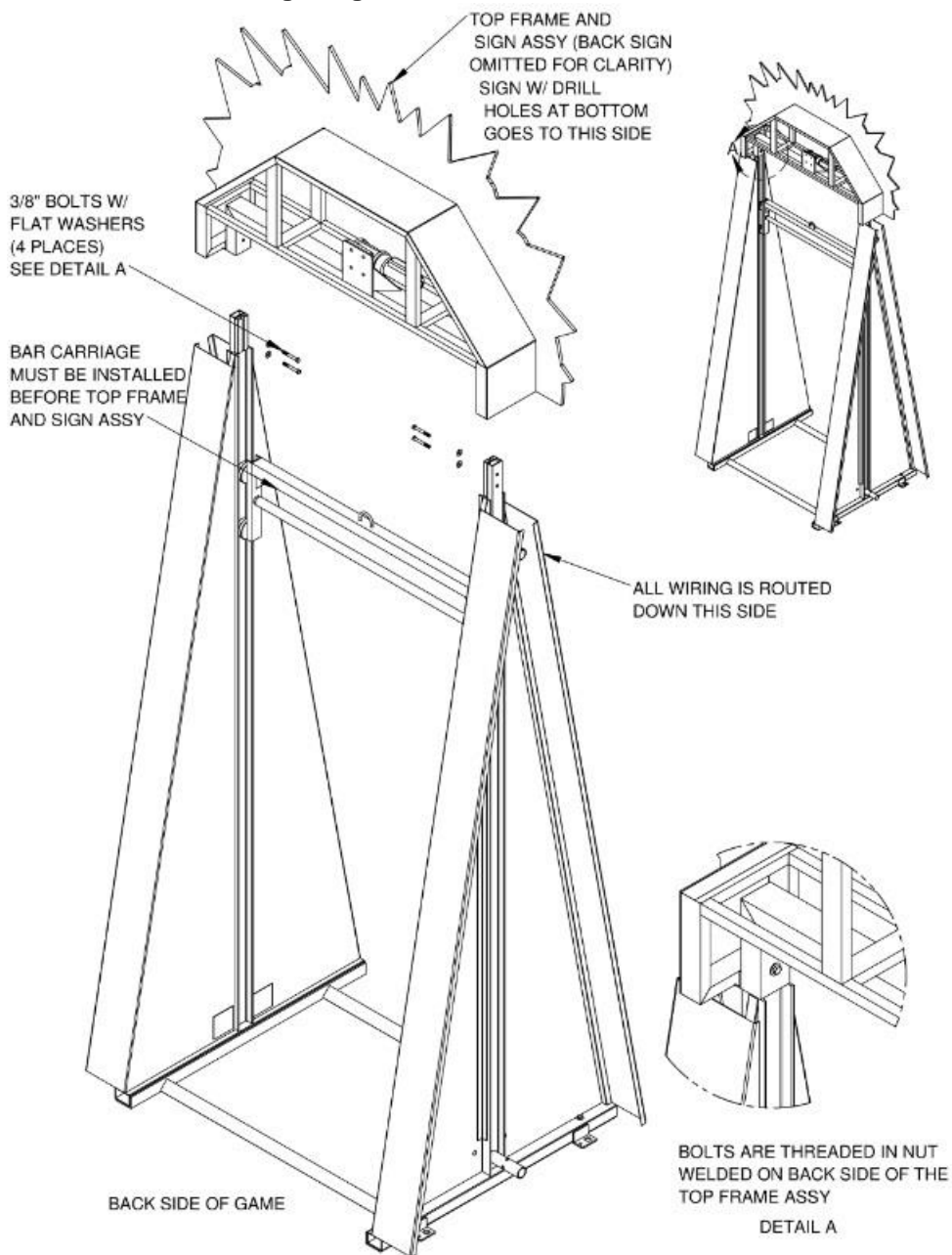
- Initial setup



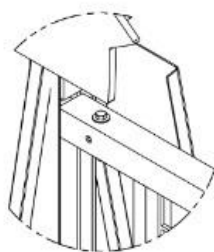
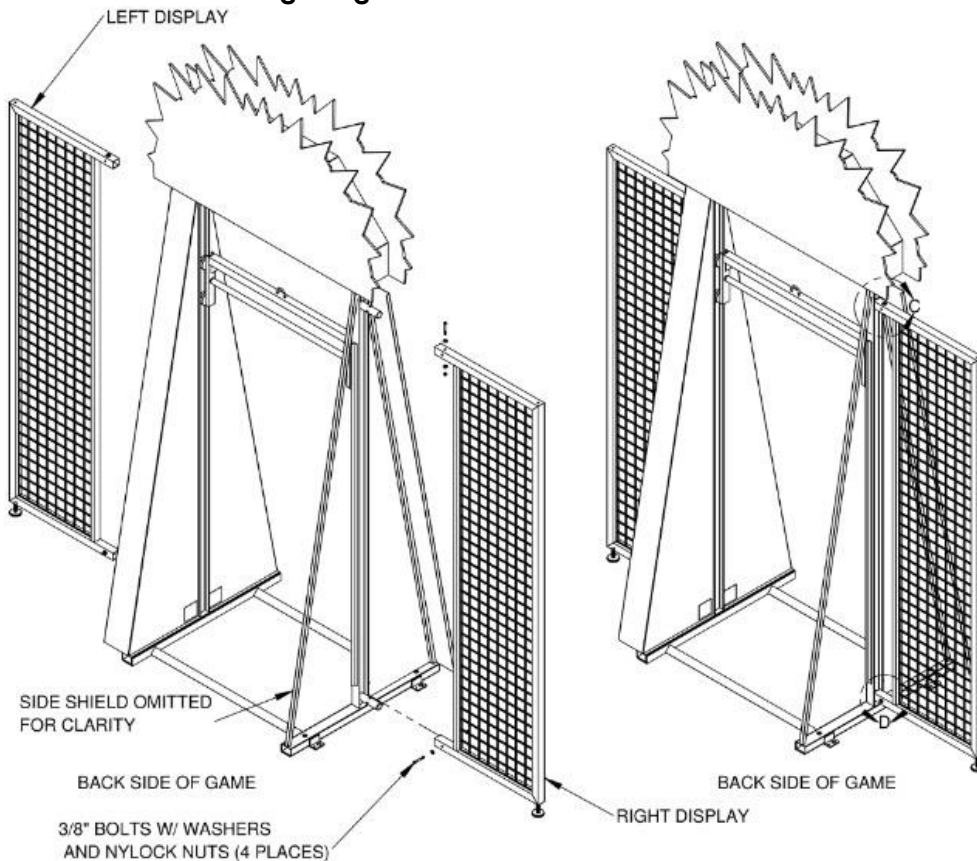
• **Assembling the game Part 1**



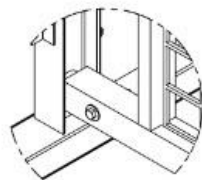
• **Assembling the game Part 2**



• **Assembling the game Part 3**

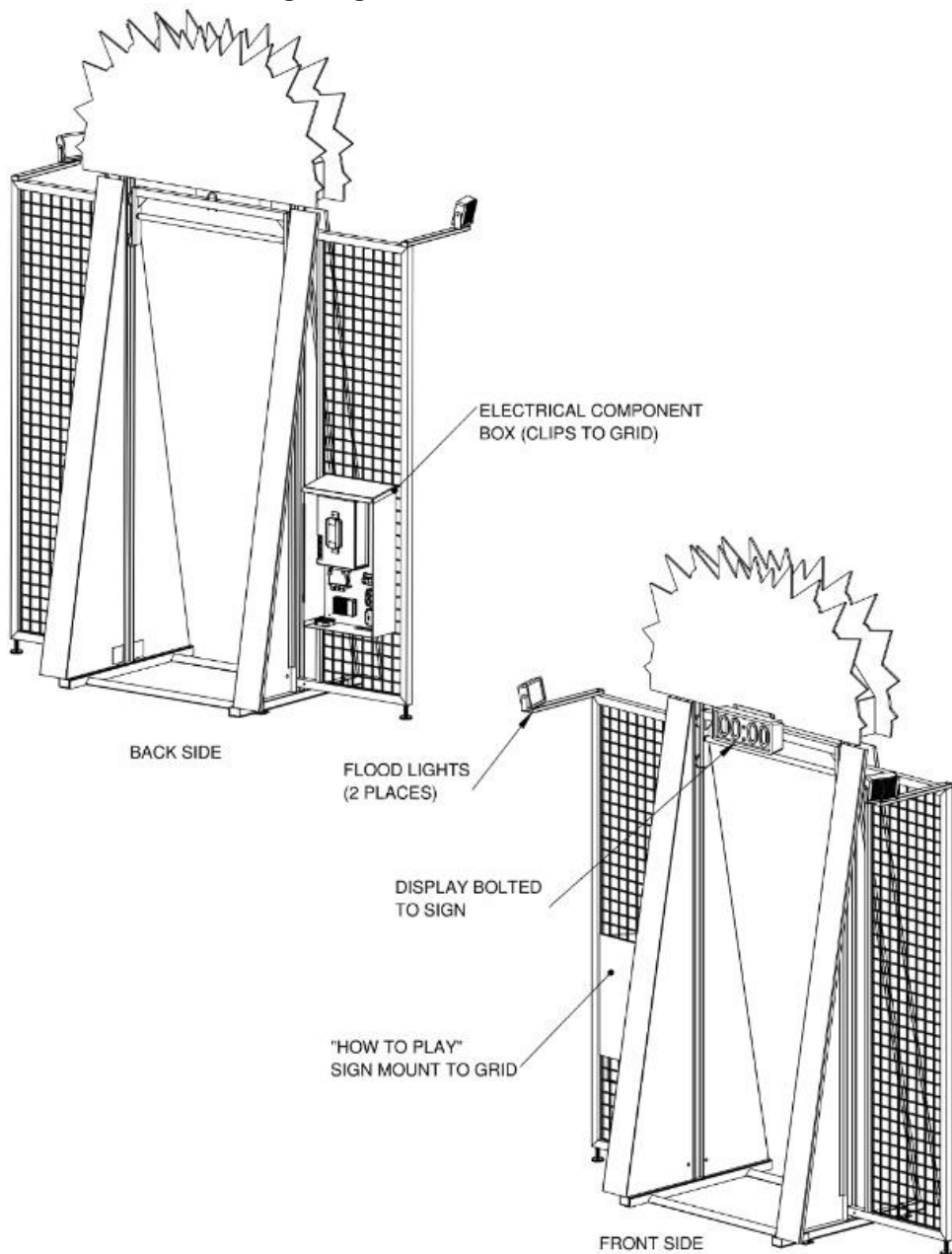


DETAIL C  
TOP BOLTS INSTALLED  
VERTICAL HOLES



DETAIL D  
BOTTOM BOLTS INSTALLED  
IN HORIZONTAL HOLES

• **Assembling the game Part 4**





- **Once fully assembled ensure the game is level.**
- **Make necessary game connections**
  - Control Box
  - Display
  - Sensors
  - Micro-switches
  - Speaker
  - Power to Winch
- **Connect and apply power to game**
- **Test the game before placing it into service. See Section 2.0.**

*Note: For questions, call our tech support: 1-386-677-0761.*

## 2.0 Operator's Procedure

### Object of the Game

Hold onto the Hangtime™ bar for 90 seconds (2 minute Optional) to win a prize. If player releases and drops early the countdown stops. The longer a player can hold on, larger the prize won.

### Operate

- Grab bar.
  - Press Start: Bell engages and audible sound 'Here we go!'
- Hangtime™ bar rises above sensors below
- Player tries to hold on, as long as possible
- The longer the player holds on, the larger the prize won.
- When 30 seconds is achieved, an audible sound announces 60 seconds to go
- When one minute is achieved, an audible sound announces 30 seconds to go
- When one minute and twenty seconds is achieved, an audible sound announces a 10 second count down to the end.
- When a player achieves the full 90 seconds (2 minute Optional) an audible sound announces 'We have a Winner!'
- If the player releases the Hangtime™ bar and falls before 90 seconds (2 minute Optional) is achieved:
  - Player drops and engages sensors
  - Sensors stop the clock (audible lose sound initiates)

## 3.0 Maintenance

### Maintenance Recommendations

Clean the outer surfaces of the game with a commercial spray type cleaner.

**DO NOT USE** commercial chemical sprays on vinyl graphics.

**DO 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 debris off of all the electronics.

### Periodic Maintenance *Never Add Lime-Away®, bleach, or any other corrosives to cleaning solutions*

Daily Cleaning.

Cleaning Painted Surfaces

*(Mothers 08216 California Gold®, Meguiar's Ultimate Quik Detailer®, Slick Products Instant Detailer®)*

Daily & Monthly Check.

Check push buttons

Check function of the winch

Check lights

Check display

Check all microphone and sound equipment

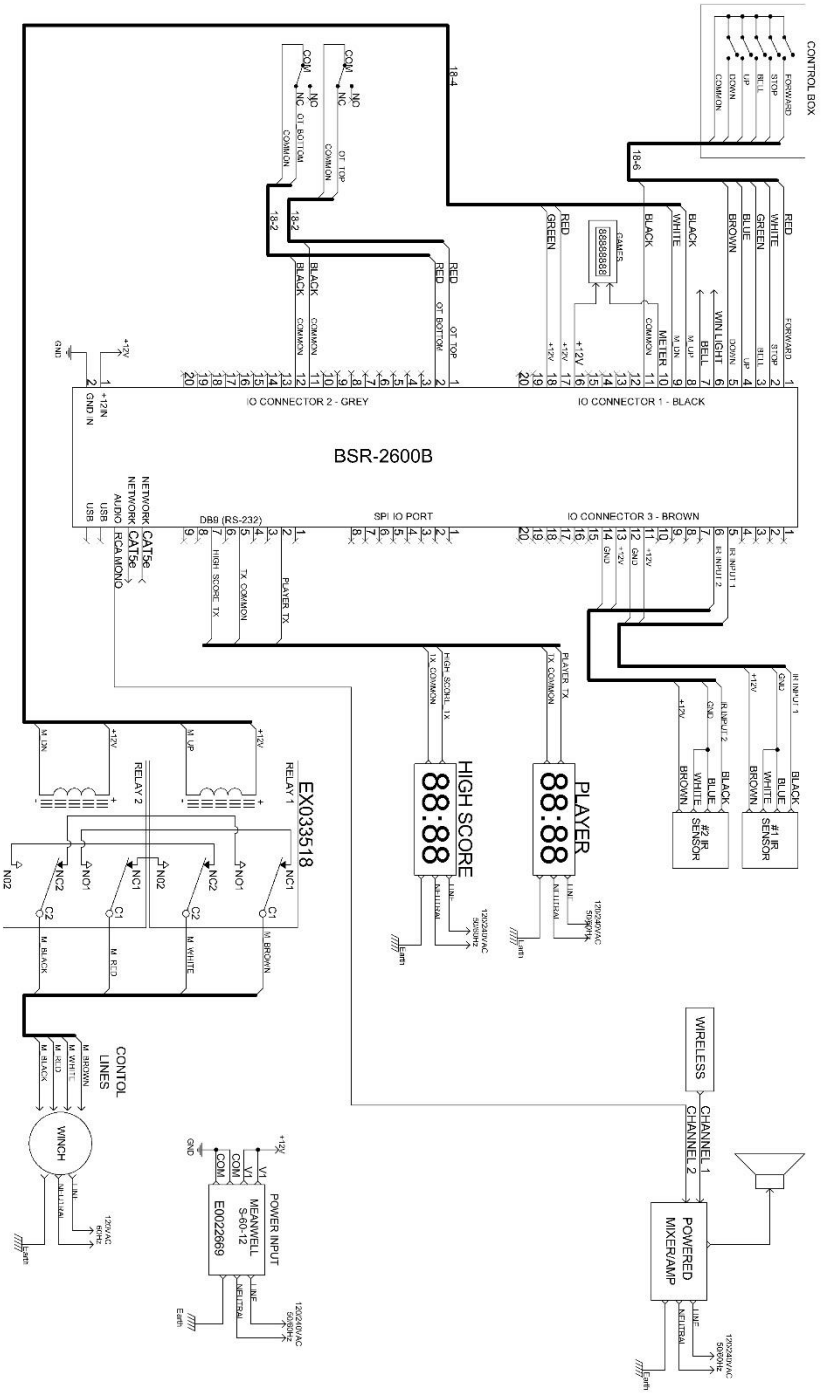
## 4.0 Troubleshooting

### Troubleshooting Philosophy

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

- 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.
- 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) 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.
- 4) Inspect for obvious damage to the P.C. Boards or electrical components.
- 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.
- 6) When changing electronic or electrical components, ALWAYS turn off all external power and unplug the game.
- 7) Ensure that all power supplies are delivering the specified voltages to the P.C. Boards and components as shown in the manual.

# Schematics



## 5.0 Options Settings – BSR 2600 Electronics

Option Label	Description	Default	Min/Max
Players	AMOUNT OF PLAYERS IN THE GAME	1	8
Game Mode	0=MANUAL MODE / 1=AUTO MODE	0	0/1
Game Timer	0=COUNT UP / 1= COUNT DOWN	1	0/1
Time-To-Win	AMOUNT OF TIME TO WIN (TIME IN SECONDS)	90	5/180
High Score	TURN HIGHT SCORE MODE 0=OFF / 1=ON	0	0/1
Win-Zone 1	TIER PRIZE OPTION TIME 1	0	0/60
Win-Zone 2	TIER PRIZE OPTION TIME 2	0	0/120
Attract Time	ATTRACT MODE TIME >> NOT USED <<	0	0/180
Game Audio 1	0=IN GAME AUDIO ON / 1=IN GAME AUDIO OFF	1	0/1
Game Audio 2	0=START/STOP AUDIO ON / 1=START/STOP AUDIO OFF	1	0/1
Cost Per Play	HOW MUCH MONEY TO PLAY GAME	5	1/30
Win Lite Time	TIME THE WIN LITE STAYS ON >> NOT USED <<	4	0/20
Bell Time	TIME THE BELL STAYS ON	4	0/20

### HOW TO CHANGE PROGRAM OPTIONS

1. Press the MODE button
2. Press UP/DOWN to change program option values
3. Press MODE to move to the next program option
4. Press ENTER to exit programming mode

### HOW TO CHANGE THE DATE/TIME

1. Press the ENTER button
2. Press UP/DOWN to change the current value
3. Press MODE to move to the next date/time field
4. Press ENTER to exit change date/time mode

## 6.0 Service

### Calling for Service

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

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

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.

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

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](mailto: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](mailto:Tech@bobsspaceracers.com)

EXCLUDING HOLIDAYS

**Visit Our Website for More Information**

**[WWW.BOBSSPACERACERS.COM](http://WWW.BOBSSPACERACERS.COM)**

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

# Appendix A: Policies

## A.1 Service Policy

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

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.

You can also e-mail your technical question to: [tech@BobsSpaceRacers.com](mailto:tech@BobsSpaceRacers.com).

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

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.*

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:

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

*Note: this credit does not include return shipping charges.*

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

## Game Warranty

### BOB'S SPACE RACERS® INC. ©1976-2019 1 YEAR GAME WARRANTY

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 one-year 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 1-year (365-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.

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; or (g) any other abuse or misuse of the equipment.

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.

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.

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.

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 1-year (365-days) following delivery of the equipment.

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.

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.

## Replacement Item(s) Shipping Requirements

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

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.

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

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.

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 Statement

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

Part #	Description	Picture
EM080347	BOARD-ASSY BSR-2600 REV A	
E0012900	SWITCH PUSH BUTTON	
E0013350	HORIZONTAL TRACK SWITCH	
E0013975	PHOTO SENSOR	
E0007945	WINCH ELECTRIC 120V	
E0022720	POWER SUPPLY	
M0007640	BLACK FOLDING MAT	
PRHGLT32	ROLLER	

## Appendix E: Revision

Revision	Date of Revision	Description of Revision	Approved by
A	February 28, 2019	1.0	Jack Cook



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