



Bob's Space Racers® Inc. ©1976-2018
427 15th Street,
Daytona Beach, Florida 32117
Phone - (386) 677-0761
Fax - (386) 677-0794
Email: tech@bobspaceracers.com

Jumpin' Monkeys



Operator's Manual

I. BSR-3000 FEC JUMPIN’ MONKEYS™ GAMES OPERATOR’S MANUAL

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A. Introduction

A.1 Overview

This manual contains informative information about Jumpin' Monkey™. Such as: Setup, 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 choice selection of parts 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 doing even routine maintenance. Otherwise moving parts could activate unexpectedly and cause injury.

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

		Voltage	Amps	Watts	Hertz	Service Power Recommendation
A.4.1	Domestic Game Power:	110V ± 10V	~ 8.0 Amps	~ 960 W	at 60Hz	15 Amps
A.4.2	Domestic Lights Power:	110V ± 10V	~ 5.0 Amps	~ 600 W	at 60Hz	10 Amps
A.4.3	Export Game Power:	220V ± 10V	~ 5.0 Amps	~ 1100 W	at 50/60Hz	10 Amps
A.4.4	Export Lights Power:	220V ± 10V	~ 5.0 Amps	~ 600 W	at 50/60Hz	10 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 Check Packing List

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

B.1 The initial setup up of the game.

B.1.1 Initial setup involves creating a location for the game.

B.1.1.1 Ensure the game is level. Use Shims as necessary, see *Figure B.1*.



B.1.1.2 Make necessary game connections.

B.1.2 Hook up the power to the game.

Chapter 1: Operator's Procedures

1.1 Object of Game

Must have the quickest reflexes to push the button down to jump the rotating rope, until the first opponent reaches the "Default" winning points.

1.2 Play A Game

1.2.1 Insert Coin or Swipe Card. Two players required to begin game.

1.2.2 Countdown will begin and bell will sound for game START.

1.2.3 After game bell sounds, press the JUMP button to make the toy jump over the hoop as it rotates around.

1.2.4 The player with the highest score at the end of the game will be declared the WINNER.

Chapter 2: Maintenance

2.1 Informative Maintenance Recommendations

- 2.1.1 Clean the outer surfaces of the game with a commercial spray type cleaner.
- 2.1.2 **DO NOT USE** a glass cleaner or commercial chemical sprays on the marquee graphics panel.
- 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 – *Never Add Lime-Away ®, bleach, or any other corrosives to cleaning solutions.*

2.2.1 Daily Cleaning

- 2.2.1.1 Cleaning Formica (*Lacquer Thinner, Clean-On-The-Go Glass, De-Solve-It®, Old English ®, Baby oil*)
- 2.2.1.2 Cleaning Glass (*Windex®, Clean-On-The-Go Glass, Lacquer Thinner, Brilliantize®*)
- 2.2.1.3 Cleaning Stainless Steel (*Mineral Spirits, Clean-On-The-Go Glass, Soft Scrub®, Old English ®, Baby oil*)
- 2.2.1.4 Cleaning Plexi-glass (*Mineral Spirits, De-Solve-it®, Brilliantize®, 3812S Enamel Reducer*)
- 2.2.1.5 Cleaning Other Metals (*Mineral Spirits, Soft Scrub®, Old English ®, Baby oil*)

2.2.2 Daily Check

- 2.2.2.1 Check all individual unit push buttons.
- 2.2.2.2 Check all ID lights.
- 2.2.2.3 Check to see that each unit turns on and wins when played by shooting each gun.
- 2.2.2.4 Check all lights.
- 2.2.2.5 Check all Sound equipment (working & physical condition).

Chapter 3: Troubleshooting & Tech Tips

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 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 Jumpin' Monkey Group Game Calibration

Introduction

Occasionally the hoops will drift from the proper home position. At this point, calibration will be needed to realign the position tab with the sensor.

The pictures to the right are the positioning of the hoops in calibration mode.

Out of Calibration



Figure 3.1

Calibrated



Figure 3.2

Tools Needed
 ➤ 5/32 inch Allan key
 ➤ 1/8 inch Allan Key

Step 1 – Locate These Buttons

- Jump Button
- Kick-up Button – Located on the backside of the front cabinet.
- Demo Button – Located just under the front cabinet.

Jump Button



Figure 3.3

Kick-up Button

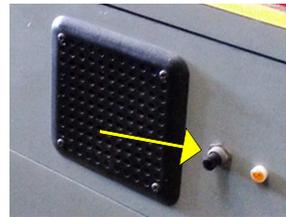


Figure 3.4

Demo Button

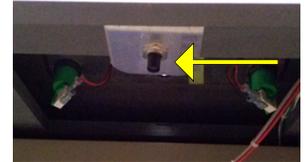


Figure 3.5

Step 2 – To Calibrate

- Press and hold Jump Button
- Press and hold Kick-up Button
- Press and hold Demo Button
- Then, release all three buttons

Note: Hoop will move from Starting position to the home position

To Calibrate

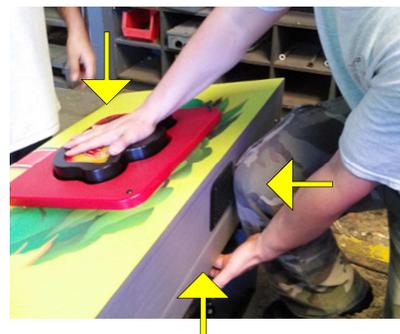


Figure 3.6

Step 3 – Hoop Adjustment

- Remove top cover
- Loosen set screw
- Hold the position tab in place and move the hoop to the correct position
- Re-tighten set screw
- Reassemble



Figure 3.7

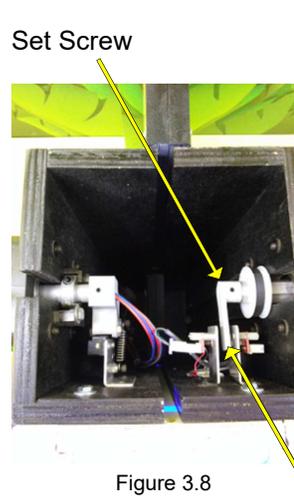


Figure 3.8

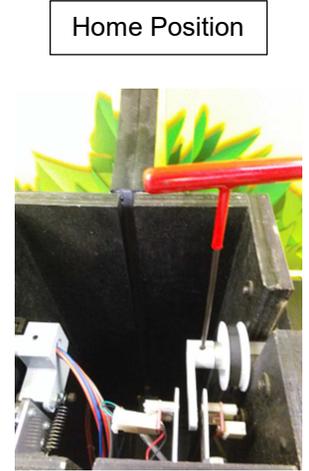


Figure 3.9

Position Tab

Step 4 – Exit Calibration

- Kick-up Button

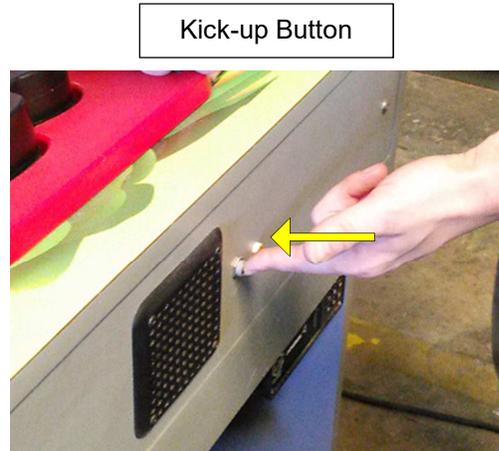


Figure 3.10

Hoop returns to the starting position



Figure 3.11



Figure 3.12

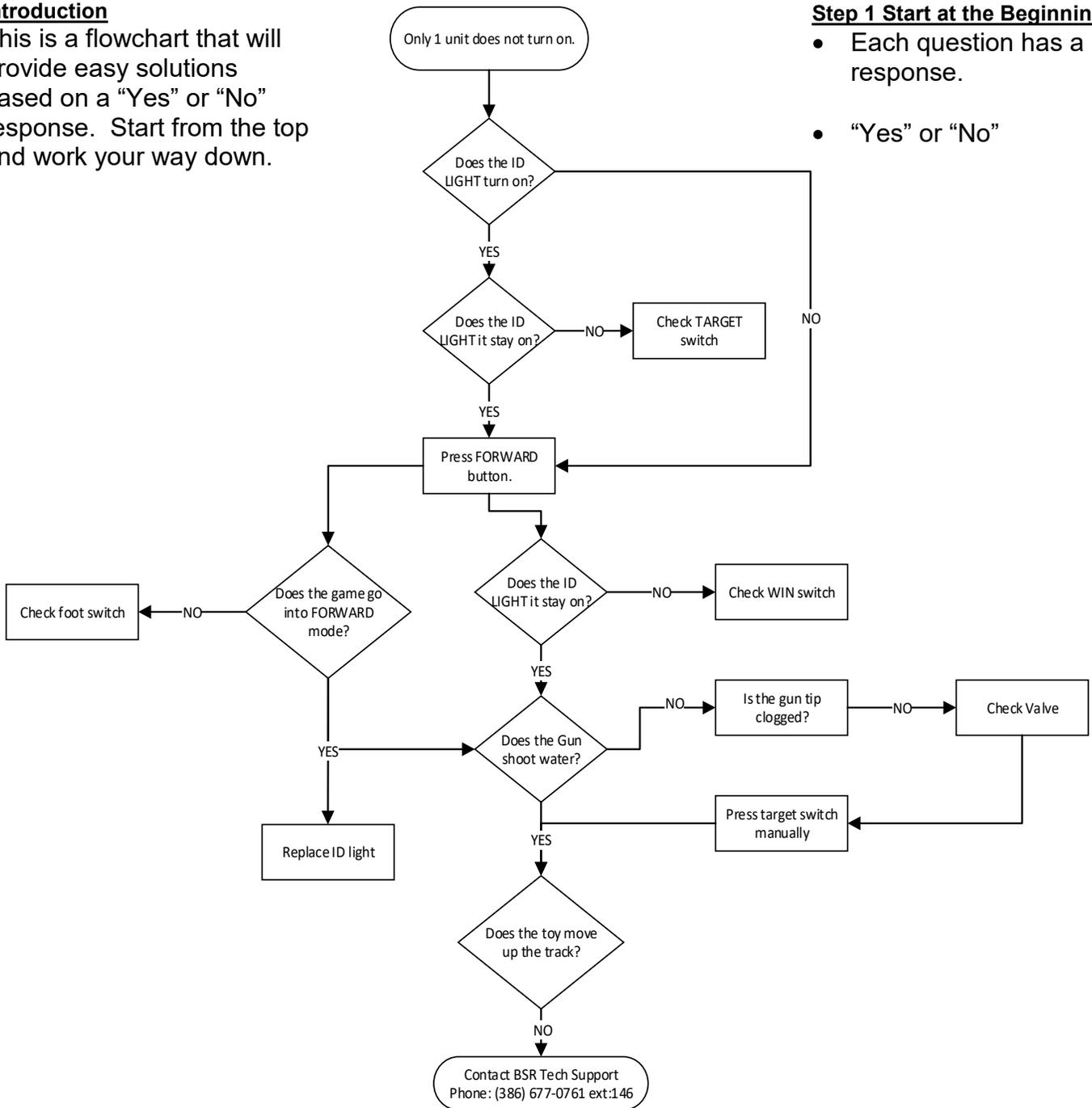
4.3 Unit(s) Troubleshooting Flowchart

Introduction

This is a flowchart that will provide easy solutions based on a “Yes” or “No” response. Start from the top and work your way down.

Step 1 Start at the Beginning

- Each question has a response.
- “Yes” or “No”



Chapter 4: Options Settings – 3000 Electronics

Revision Approved
June 26, 2017

BSR Jumpin' Monkey™ | Program: JMP3K.V20 | FEC

Name	Description	Default	Min	Max
UNIT ID NUMBER	The units ID - set per unit (master = 0; 33 temp placeholder)	33	0	32
# of Players	The total amount of players in a game	4	1	32
Game Volume	The decibel level of the output audio	10	1	10
Bell Time	The amount of time (in seconds) the bell is active	2	1	3
Win Lite Time	The amount of time (in seconds) the beacon is active	10	1	12
Win Lite Chase	NOT USED	0	0	1
Difficulty	Trick Hoop consistent interval: 0 = easy; 1 = medium; 2 = hard Trick Hoop Random Interval: 3 = easy; 4 = medium; 5 = hard	0	0	5
Attract Mode	0 = Rotate Hoops with audio; 1 = just play audio	0		
Winning Score	The score to reach to win the race	0	0	1
Attract Interval	Time duration from start to start of attract mode (in minutes)	150	50	300
Cost Per Play	Amount of coin pulses to initialize player	3	0	30
Start Position	NOT USED	1	1	12
Game Time Limit	Game reset time when inactive during gameplay (time in seconds)	0	0	0
Money Prompt	Displays the different type of initialization options on the displays	0	45	90
Stack Credits	allows/denies players ability to coin up more than once per race	0	0	2
Ticket Mode	Type of ticket-based game	0	0	1
Winning Ticket	Amount of tickets given to winner multiplied by players played.	0	0	2
Minimum Ticket	Amount of tickets given to the non-winning player(s)	0	0	300
Ticket Divider	Divides the total amount of tickets given	0	1	2
Reset Defaults	Resets option values to the "Default" values	1	0	1

WARNING!

DO NOT ENTER PROGRAMMING MODE UNLESS YOU ABSOLUTELY HAVE TO!
Inadvertently, changing program settings can cause undesirable results to your game. Bob's Space Racers® Inc. has set these options to achieve the highest turn-around time and optimal game performance.

Programming Mode

1. Locate the Master Board.

Note: This is located on the backside of the game. It may be labeled Master, Master Board or M.

2. Hold down the **Select** and **Enter** buttons for 4 seconds to enter program mode.

3. Press either **Up** or **Down** to scroll through the options.

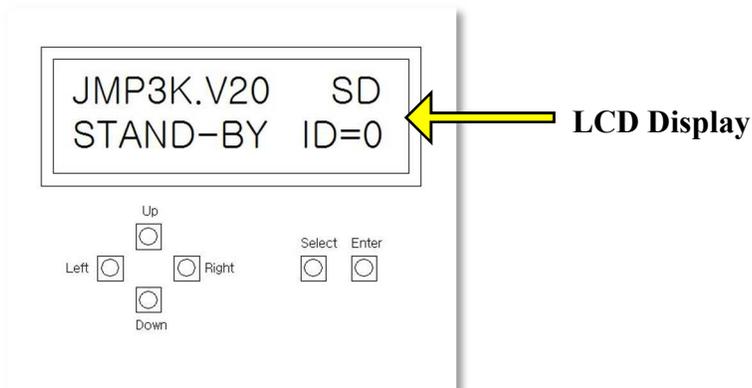
4. Press either **Left** or **Right** to change the options value.

Note: Changing the value, sets and saves the value.

5. Press the **Select** button to exit programming mode.

Note: While programing, the master board has a timed limit and if left idle, the master board will exit programing mode.

For further assistance, please call Bob's Spacer Racers Technical Support at 386-677-0761 ext:146 or e-mail at tech@bsrgames.com.



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@bobsspacracers.com
EXCLUDING HOLIDAYS

Visit Our Website for More Information
WWW.BOBSSPACERACERS.COM
A great resource on our website is the CUSTOMER "SUPPORT" page.

Chapter 6: Family Entertainment Center (FEC) Options

6.1 FEC Options for Bob's Space Racer's Game

6.1.1 The FEC swipe card option will allow the game to be operated without an attendant. These options have a few different types of configurations. BSR will run the wires for the card swipe, but on most occasions the customer usually has their own swipe system. If the customer pre-purchases the swipe card system, BSR can install them on the game. Below *Figure 6.1* are a few styles that customers use.



Figure 6.1

6.1.2 BSR can also set up the FEC game to use coins to start the game. See *Figure 6.2*



Figure 6.2

6.1.3 FEC payout options can be a small ticket (*Figure 6.3*), or a (4 inch x 2 inch) large ticket (*Figure 6.4*). Either size tickets can be set to a specific payout, depending on the customer's needs.



Figure 6.3



Figure 6.4

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. ©1976-2018 1 YEAR 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 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.

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; or (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 1-year (365-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.

Please 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
EM080318	BOARD-ASSY BSR-3000 REV C	
EM080319	BSR3K LED CONTROLLER <i>(THERE ARE 2 PER GAME)</i>	
E0012900	SWITCH PUSHBUTTON	
E0023200	TRANSFORMER 120/240 12-24 .5KVA BK/BST	
E0030635	12V BLUE DOME BEACON ASSEMBLY	
E0029107	BULB: 1156 HAPP BEACON REPLACEMENT	
E0029800	ID LIGHT 12V AMBER	

Appendix E: Revision Information

Revision	Date of Revision	Description of Revision	Approved by
A	March 30, 2018	1.0	



Bob's Space Racers® Inc. © 2017
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Phone - (386) 677-0761
Fax - (386) 677-0794
Email: tech@bobsspacracers.com