

BONGO BEAT!™

ARCADE GAME MANUAL

BSR V1.0

! WARNING

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



CHUCKE CHEESE'S®

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BONGO BEAT™ ARCADE

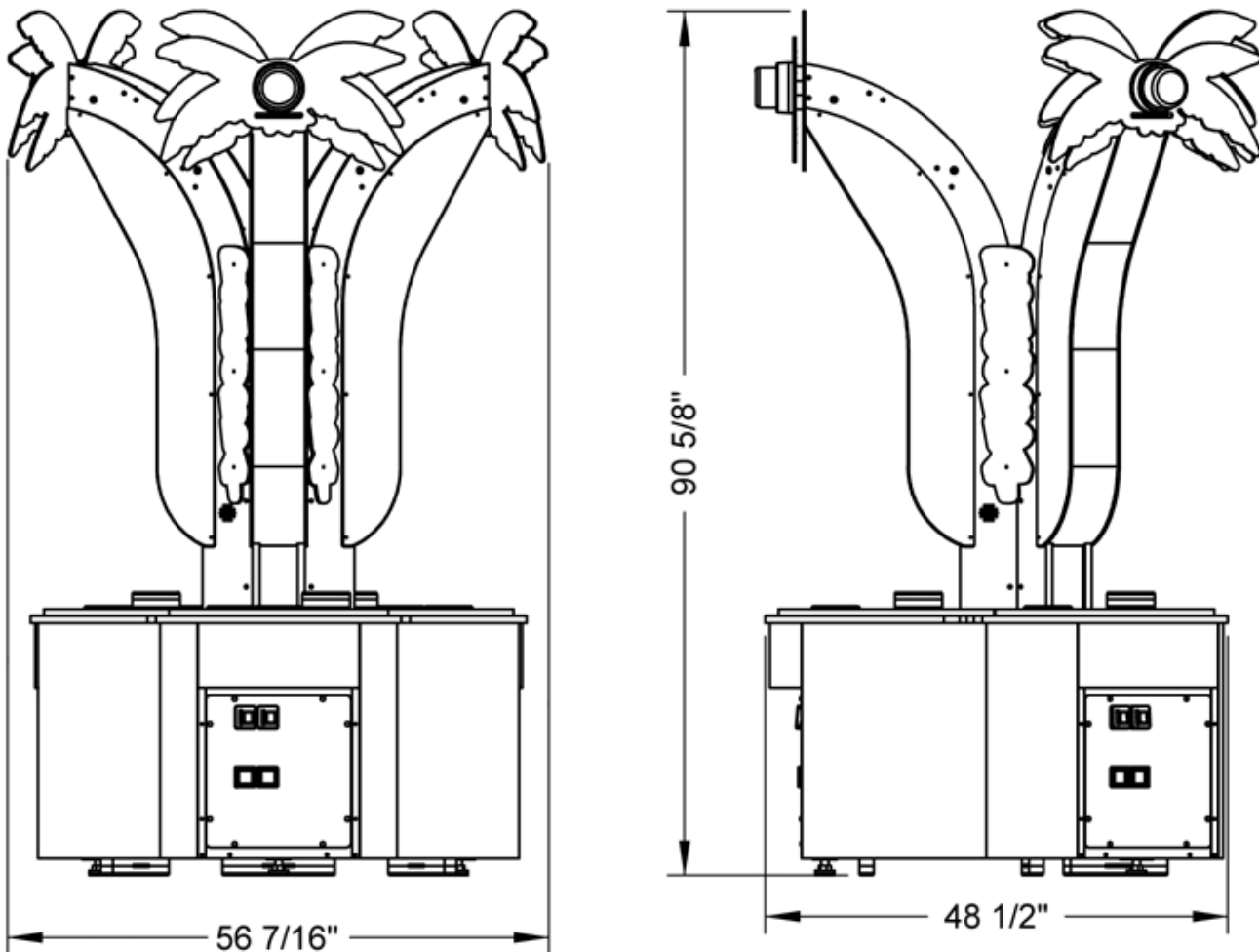


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1. SPECIFICATIONS

- (1) Rated power supply: 110VAC \pm 5%, 60 Hz.
(Note: As for the actual voltage, please refer to the label on the game).
- (2) Power consumption: Minimum 125W (1.14 Amps)
- (3) Dimensions: 56.44" W x 52.69" D x 90.63 H
- (4) Weight: 660 lbs



NOTE: Game parameters are subject to change without notice.

2. INTRODUCTION

2-1. Overview:

Thank you for purchasing the new BONGO BEAT™ from Bob's Space Racers®. Built on a long tradition of value, the new BONGO BEAT™ 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.

To Maintain 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:

An advisory text to give hints or help.

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

2-2. Important Safety Information:

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.

2-3. Set Up:

SET UP

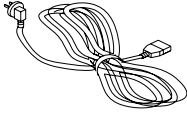
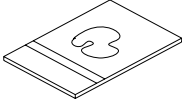




There is very little to do in the way of set-up in the game.

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.
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. (See section 8.3, page 14 for Test Mode Procedure)

3. PACKAGE CONTENTS

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

- (1) Game Unit
- (2) Accessories

NO	NAME	SPECIFICATION	QTY	ILLUSTRATION	NOTE
1	Power cord	10A/250V, 10 feet (Part # E0027145)	1		Wrapped up inside coin box.
2	Manual on CD	(M0013000) English	1		In a bag in the games ticket holder.
3	"T" Handle Allen Wrench	Size – 5/32 (Part # M0010910)	1		In a bag in the games cash box.
4	Keys	2111	8		Coin Box
5	Keys	2112	6		Deltronic Coin Mechanism
6	Scrulox Driver	Size - #2 (Part # M0010900)	1		

4. INSTALLATION

⚠ ATTENTION

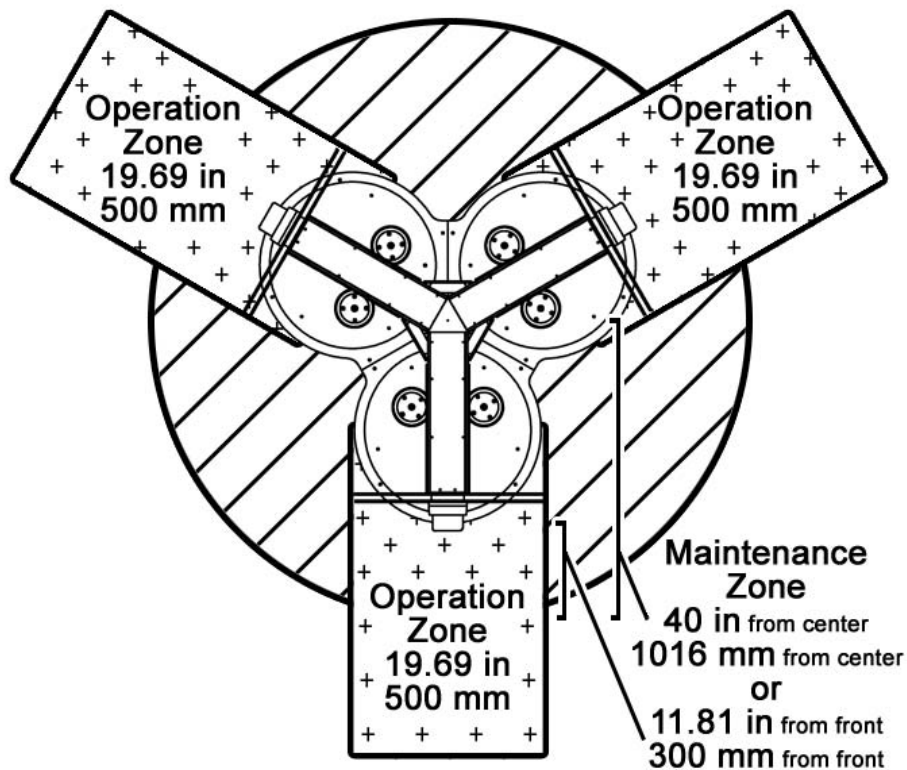
● For indoor use only!

4-1. Installation

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

4-2. Play zone (Operation Zone):

This machine requires space for playing the game and for the maintenance as shown below. 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.

4-3. Locations to avoid:

! WARNING

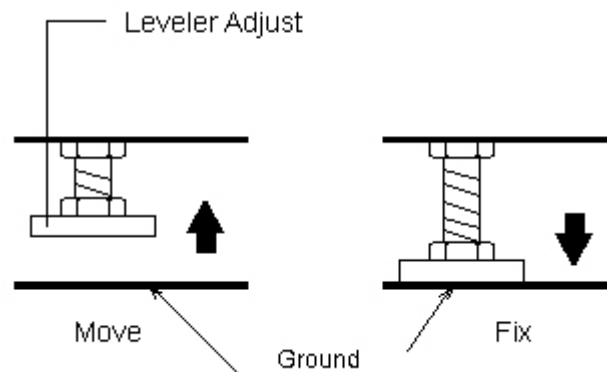
The machine is designed for indoor use only. Never install this machine outdoors or in any of the following:

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

4-4. 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
- When moving the game, DO NOT slide the game across the floor
- Ensure the game is level before connecting the power

5. CONNECTING THE POWER CORD

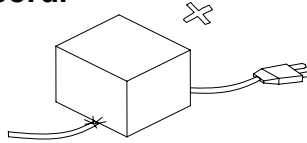


**GAME INPUT
POWER**

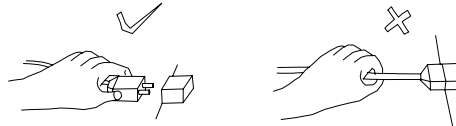
1. Insert the socket end of power cord into the power input of the game.
2. Insert the power cord plug into a service outlet.

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.)*

6. INSTRUCTION FOR PLAY

1. Insert coin(s), the game starts.
2. The object of the game is to be the first toy to reach the top of the tree. When the game play starts, the bongo heads will start popping up. Hit the bongo heads with the best speed and accuracy to be the first toy to reach the top of the tree.

7. OPTION SETTINGS

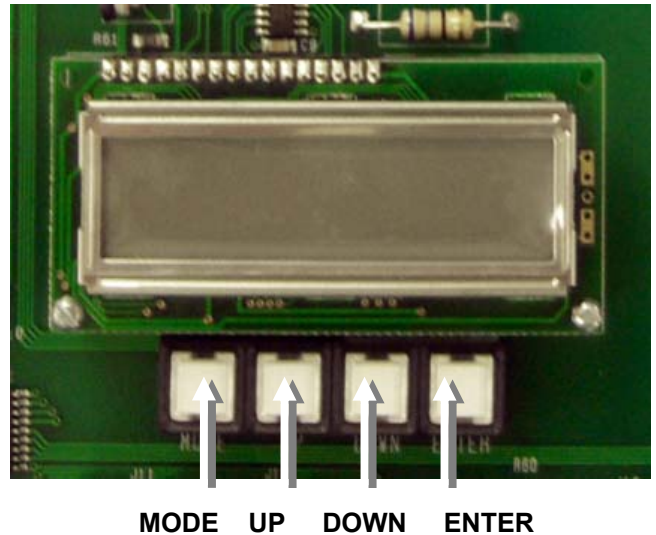
BSR BONGO BEAT
With BSR Electronics
B-BEAT2410 V1.0

<u>OPTIONS</u>	<u>MIN</u>	<u>MAX</u>	<u>DEFAULT</u>	<u>DESCRIPTION</u>
COINS/GAME	1	12	2	COINS PER GAME PLAY
WIN TICKET	0	50	12	TICKETS
LOSE TICKETS	0	20	2	TICKET TO LOSER
BEACON TIME	30	100	50	BEACON TIME IN SECONDS
GAME TIME	30	60	45	GAME TIMEOUT
TOY RUN TIME	5	12	7	TOY RUN TIME PER HIT
BALLY TIME	0	5	1	BALLY TIME REGISTER (IN MINUTES)
BALLY SND EN	0	1	1	BALLY SOUND ENABLE 0 =OFF
BALLY TRK EN	0	1	1	BALLY TRACK ENABLE 0 =OFF
BALLY HD EN	0	1	1	BALLY HEAD ENABLE 0 =OFF
FORWARD SPD	25	60	40	FORWARD SPEED
REVERSE SPD	25	60	60	REVERSE SPEED
DRUM UP TIME	40	80	80	HEAD UP TIME
DRUM DN TIME	5	15	15	HEAD DOWN TIME

7-1. Setting Options:

OPTION SETTING PROCEDURE

1. Display should show 'READY'.
2. Depress the 'MODE' button (left button), and the Program number will be displayed, 'B-BEAT2410 V1.0'.
3. Depress the 'Mode' button (left button), and 'Set Options' will be displayed with a 'Y' in the right window.
4. Depress the Enter button under the 'Y', and the Options will be displayed, by depressing the 'mode' button and working your way through the list.
5. When the option setting appears that you wish to change, depress the 'UP' or 'Down' button to enter the value wanted.
6. The program will not change unless you depress the 'Enter' button.
7. To exit the options mode Depress the 'Mode' button and the 'Up' button at the same time. "Exit".....'Y' is displayed, then depress the enter button. (under the 'Y')
7. Game is ready to play.



8. MAINTENANCE AND INSPECTION

8-1. 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.
(See *Test Mode* in section 8-3)

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 section 2-2.

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.

8-2. 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.

8.3 Test Mode:

After power up, the toy will reset itself to home switch.

Enter Game Test Mode

1. Go to the main board inside of the game. The main board is behind the coin box door for player number 1. The display will read 'Ready'. Press the "Mode" button. The display will change to read the program version. (ex: B-BEAT2410 V1.0)
2. Press the "Mode" button again, the display will change to read "Set Options Y".
3. Press the "Mode" button one more time for the display to change to read "Test Mode GO".
4. Press the "Enter" button to go into Test Mode. The display will then read "Test Mode Exit".
5. Each game station will go through the test procedure one at a time.
6. Each of the three heads will pop up and back down one at a time as the monkey moves up and each head will pop up and back down one at a time as the monkey moves back down. When the monkey reaches the bottom, one ticket is dispensed and the beacon will go off for about 1.5 seconds.
7. When this test is complete on the first game station, the procedure will occur for each of the remaining game stations.
8. When the test is complete on the last game station, the procedure will automatically repeat itself starting with the first game station.

Return the game to normal play

9. Go back to the main board inside of the game and press the "Enter" button.
10. The display will read "Exit Y". Press the "Enter" button again to return the game to normal play.

The toy will then reset itself to home switch.

Check the sensor while in Test Mode

If you hit the head and it goes down then the sensor is good. If you hit the head and it does not go down then the sensor is bad.

8.4 Troubleshooting:

WARNING

For your safety, and to reduce risk of damage to your game read the Important Safety Information in Chapter 2-2 before attempting any troubleshooting procedure.

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 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.

Symptom	Possible Problem	Solution
	POWER	POWER
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 Main fuse blown Power Supply problem or failure Faulty P.C. board or component	Check on/off switch and power cord 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.
Toys will not move	Insufficient Lubrication Mechanical Interference Chain is broken Faulty Home / Win switch Faulty harness on switch Faulty or disconnected harness Loose connection on Stepper Motor Driver Board Faulty Stepper Motor Driver Board Faulty Main P.C. board	Lube with Silicon Spray Remove Interference Repair Chain Replace Switch Repair / Replace Harness Check and Repair Harnessing Repair connection or Replace Stepper Motor Board Repair or Replace Stepper Motor Driver Board Repair or Replace Main P.C. board
Bongo Heads will not move	Shaft is dirty Harness to coil is defective Coil is defective Relay stuck / Defective Main Board is defective	Clean Shaft Repair / Replace Harness Repair / Replace Coil Repair / Replace Relay Board Replace Main Board
Bongo Heads will not score	Power not on sensor Output from sensor not working when bongo is pulled up Sensor output not correct Signal not getting to mainboard Signal gets to main board but board doesn't see it	Check wiring harness for 12 volts on sensor Should be about 12 volts when head is in up position Repair / Replace sensor Repair / Replace harness Replace mainboard

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.

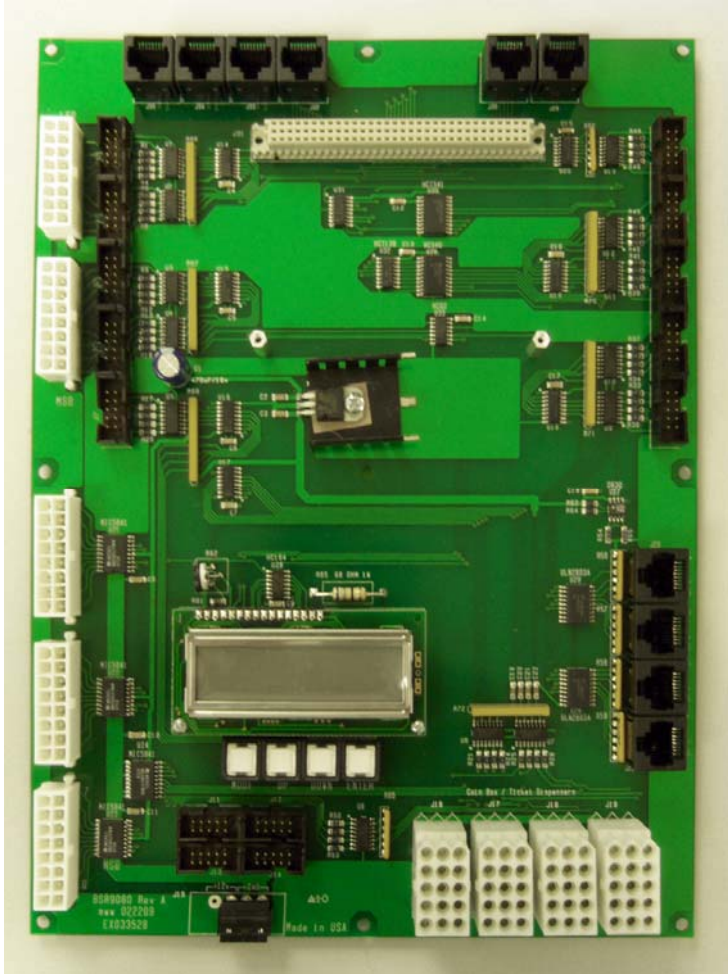
8. PARTS LISTING

MECHANICAL PARTS		ELECTRONIC / ELECTRICAL PARTS	
CX700737	FRONT HEADDRESS NEON GRN	EX033528	MAIN BOARD
CX700738	REAR HEADDRESS NEON GRN	EX033415	MAIN BOARD MODULE
E0030635	GREEN DOME	EX033484	STEPPER MOTOR DRIVER BOARD (VERSION 2) (Qty 3)
CX700756	ARCH GUIDE	M0000052	SOUND BOARD
CX700780	TOY SHIELD PLEXIGLASS	EX033631	BOARD SM RELAY BSR 1100 (Qty 3)
M0008152	TOY PLUSH	PCB04908	BOARD SP1 RJ45 (Qty 4)
M0004498	PAD FOR DRUM	EX033424	BOARD POWER DISTRIBUTION
KEY #2112	COIN MECH KEYS	EX033611	BOARD ASSY LED DISPLAY (Qty 3)
KEY #2111	COIN BOX KEYS	E0013350	SWITCH MICRO
		EX700715	HARNESS SENSOR REC / TRANS (Qty 9)
		EX800010	SOLENOID ASSEMBLY (Qty 9)
		CX700745	DRUM HEAD ASSEMBLY (Qty 9)
		E0022705	150 WATT POWER SUPPLY (MEAN WELL S-150-12 12V)
		EX022860	320 WATT POWER SUPPLY (MEAN WELL SP-320-27 27V)
		E0027145	10' POWER CORD
		EX023060	TRANSFORMER ASSY .25KVA SQUARE D PK/TR
		E0029107	BEACON BULB (REPLACEMENT)
		E0027395	SPEAKER (REPLACEMENT)
GRAPHICS / DECALS / MISC			
M0013000	SERVICE MANUAL (CD)		
A0007399	VINYL DECALS		
A0007414	FRONT DRUM		
A0007415	SIDES		
A0007416	DRUM HEADS		
A0007417	SIDE PANEL		
A0007418	SIDE SIGN		
A0007419	SCORE SIGN		
A0007420	BEACON NUMBERS		
A0007421	PALM FRONT		
A0007422	PALM BACK		

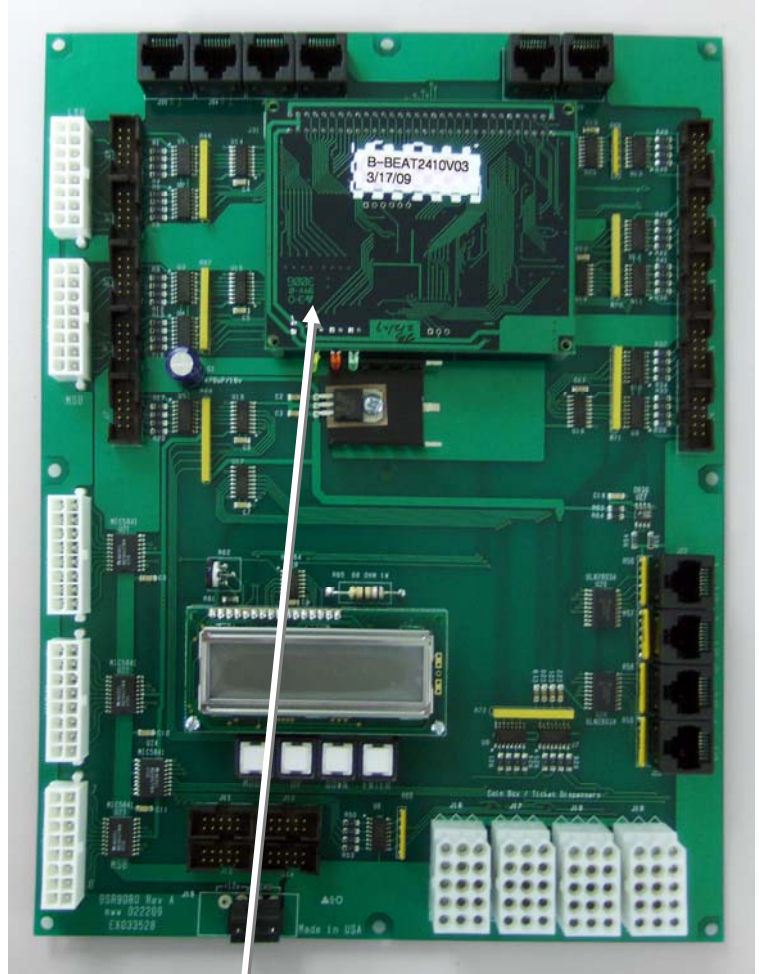
10. GAME DIAGRAMS

10-1. Main Board:

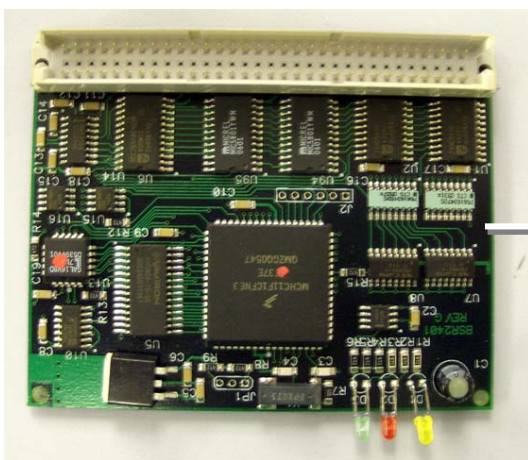
(Main Board pictured without module)



(Main Board pictured with module)



Module
(Back View)

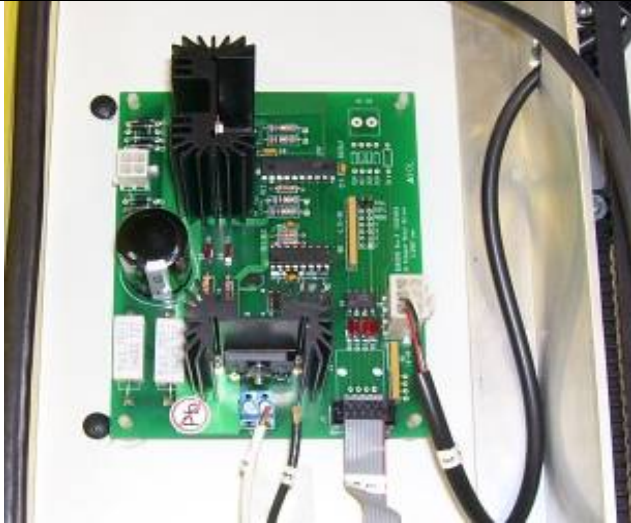
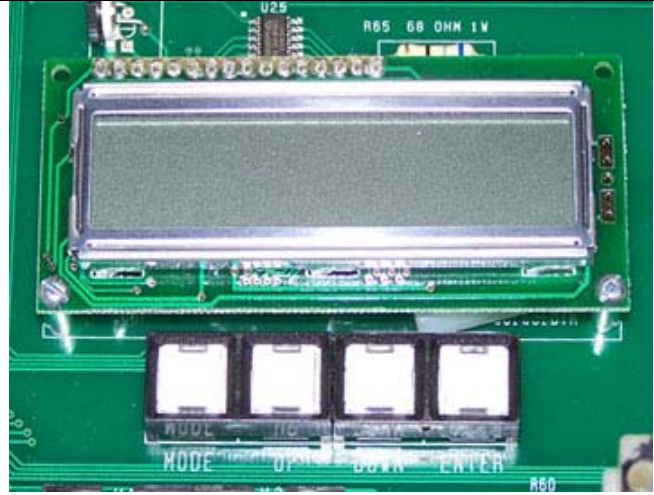

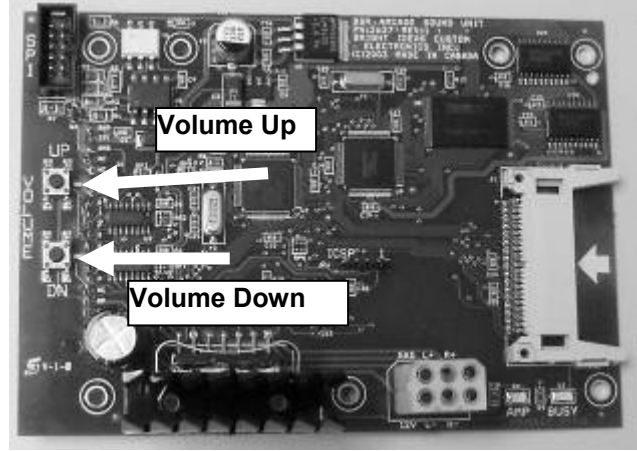
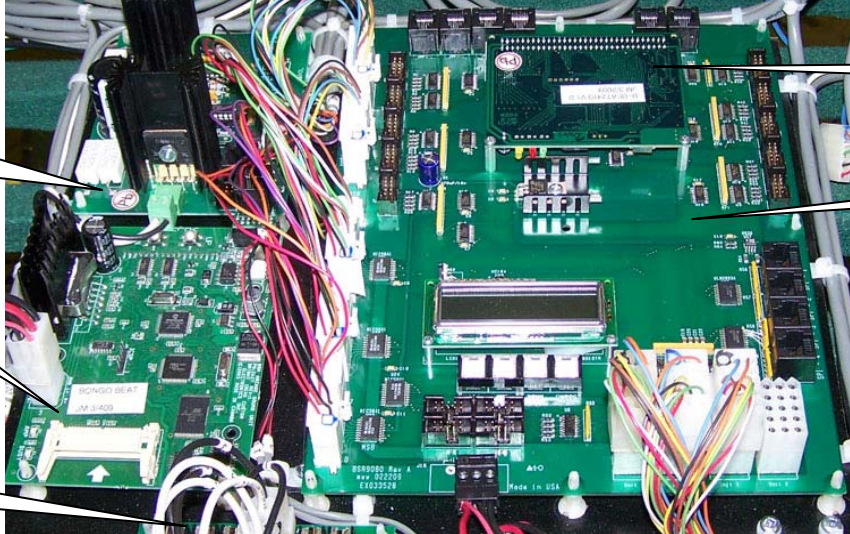


Module
(Front View)

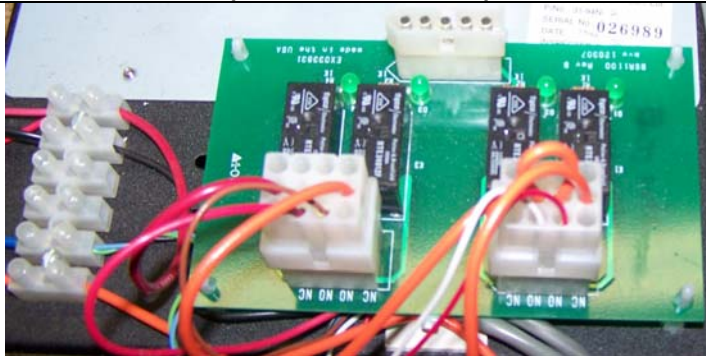


No.	Reference No.	Part No.	Name	Qty	Spec.	Note
1		EX033528	Main Board	1		
2		EX033415	Main Board Module	1		

10-2. Additional Electrical Boards and LEDs:

<p>Stepper Motor Driver Board Version 2 (Part # EX033484)</p>  <p>A green printed circuit board (PCB) with various electronic components. It features a large black cooling fan on the left side, several integrated circuits, and various connectors. A black cable is plugged into a connector on the right side.</p>	<p>Options Window on Main Board</p>  <p>A close-up view of a green PCB section containing a rectangular LCD display. Below the display are four push-buttons labeled 'MODE', 'UP', 'DOWN', and 'ENTER'. Various surface-mount components like resistors and capacitors are visible on the board.</p>
<p>Sound Board (Part # M000052)</p>  <p>A green PCB with several integrated circuits, capacitors, and other electronic components. A white arrow is printed on the board pointing towards the right.</p>	<p>Sound Board Volume Controls</p>  <p>A close-up of the sound board showing two potentiometers. White arrows point to them, with labels 'Volume Up' and 'Volume Down' above and below the arrows respectively.</p>
<p>Internal Layout</p>  <p>A photograph showing the internal layout of the arcade cabinet. The main board is the central green PCB. To its left is the stepper motor driver board. Below the main board is the sound board. A power distribution and fuse board is located at the bottom left. A module is connected to the main board on the right side. Numerous colored wires connect the various boards.</p> <p>Stepper Motor Driver Board</p> <p>Sound Board</p> <p>Power Dist / Fuse Board</p> <p>Module</p> <p>Main Board</p>	

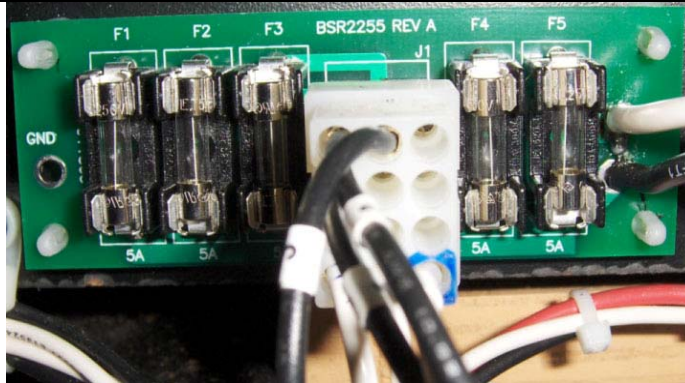
**Board Sm Relay BSR1100
(Part # EX033631)**



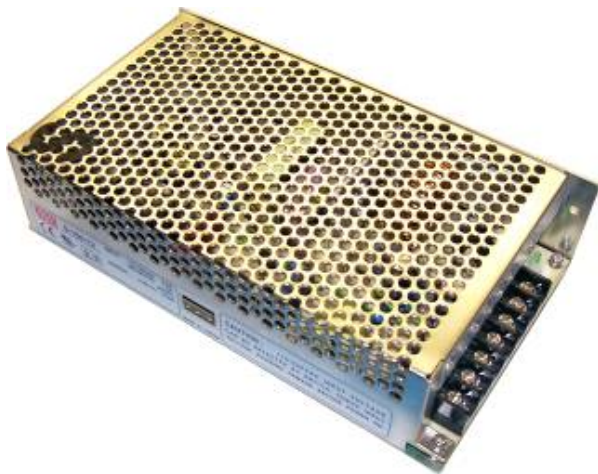
**Board SP1 RJ45
(Part # PCB04908)**



Board Power Distribution (Part # EX033424)



**150 WATT POWER SUPPLY
(MEAN WELL S-150-12 12V)
(Part # E0022705) (Qty 1)**



**320 WATT POWER SUPPLY
(MEAN WELL SP-320-27- 27V)
(Part # EX022860)**



**Harness Sensor REC / TRANS
(Part # EX700715)**



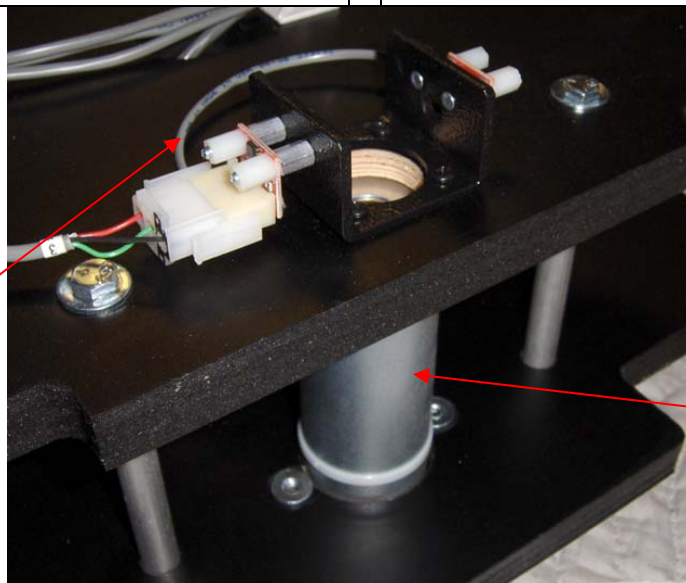
**Solenoid Assembly
(Part # EX800010)**



**Drum Head Assembly
(Part # CX700745) (Specify Color)**



Harness Sensor
REC/TRANS



Solenoid
Assembly

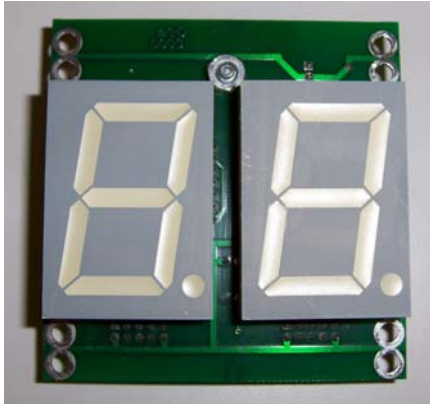
Displays



LED Display

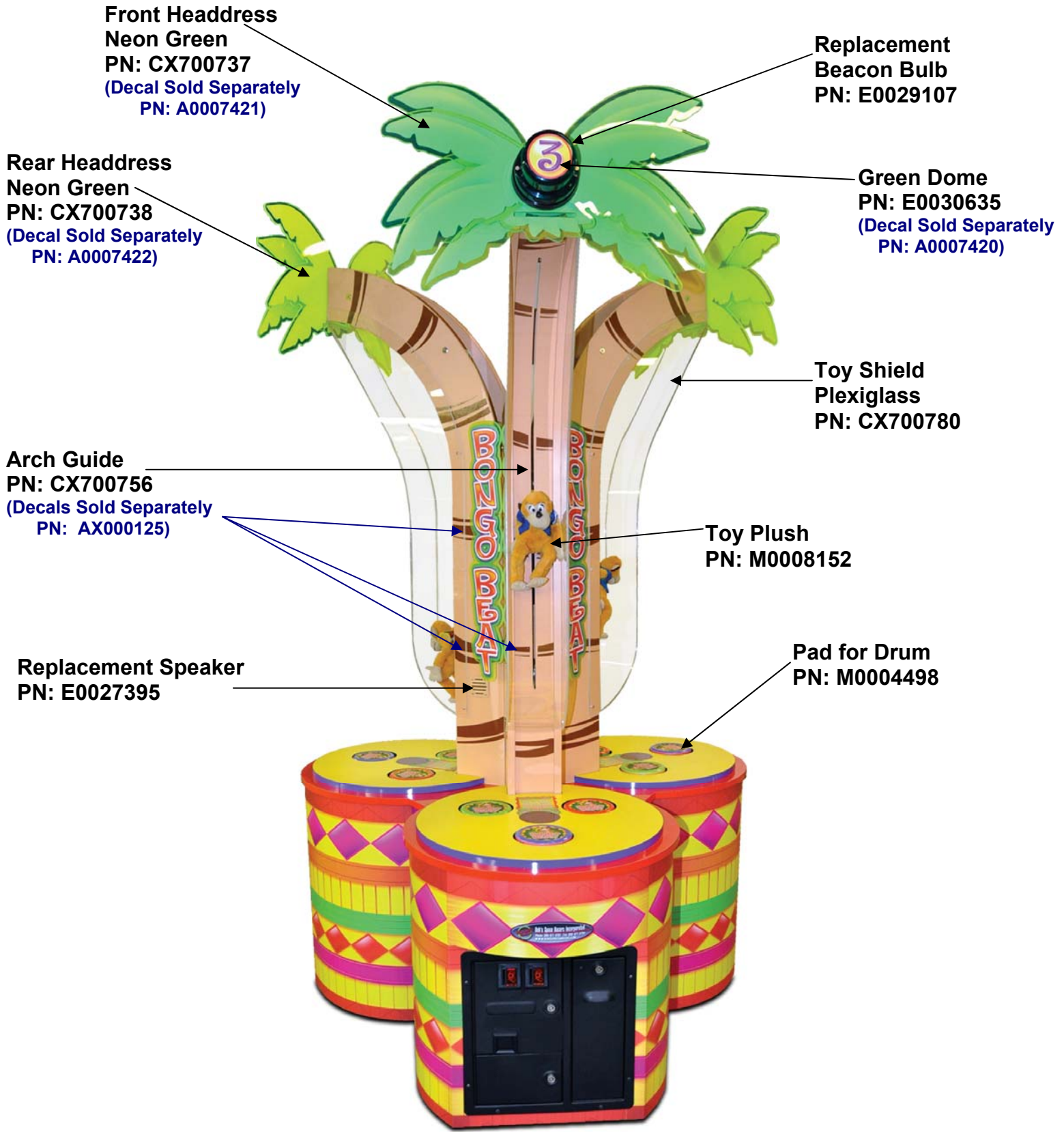
- Counts down the time to start play
- Counts time for another player to join before the game starts.
- Shows the winner at the end of the game.

(Part # EX033611) - LED Display (Qty 1)

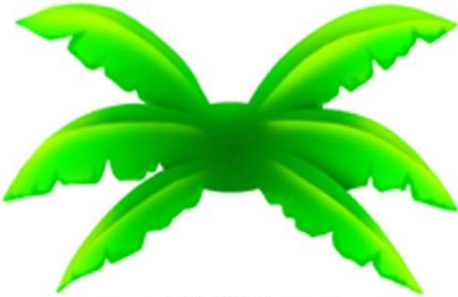
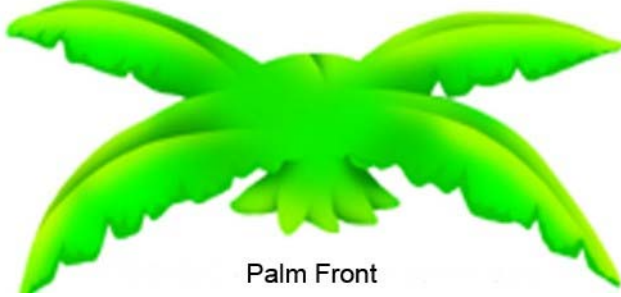






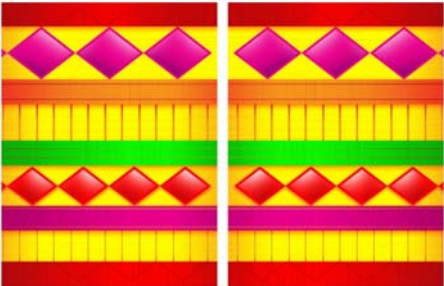
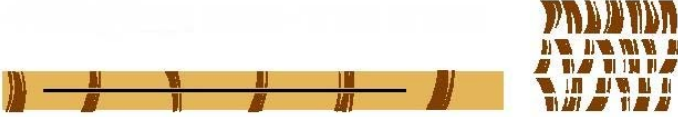


Transformer ASSY .25KVA Square D PK/TR (Part # EX023060) (Qty 1)





DECALS

<p>Part # A0007422</p>  <p>Palm Back</p>	<p>Part # A0007421</p>  <p>Palm Front</p>
<p>Part # A0007419</p>  <p>Score Sign</p>	<p>Part # A0007420</p>  <p>Beacon Numbers</p>
<p>Part # A0007416</p>  <p>Drum Heads</p>	<p>Part # A0007414</p>  <p>Front Drum Art</p>
<p>Part # A0007418</p>  <p>Side Sign</p>	<p>Part # A0007417</p>  <p>Side Panel</p>
<p>Part # A0007415</p>  <p>Sides</p>	<p>Part # AX000125</p> 

11. WARRANTY

BOB'S SPACE RACERS INC.

(a) 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 15th Street
Daytona Beach, FL 32117
Telephone number: 386/677-0761
FAX: 386/677-0794

WHEN 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

(or)

**VISIT THE “CUSTOMER SUPPORT” SECTION ON OUR WEBSITE:
WWW.BOBSSPACERACERS.COM**