

# ROLLIN' ON 24'S

## OPERATION MANUAL



### WARNING

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

**IN ASSOCIATION WITH:**



Universal Space Amusement Equipment Ltd.

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# ROLLIN' ON 24'S™ ARCADE



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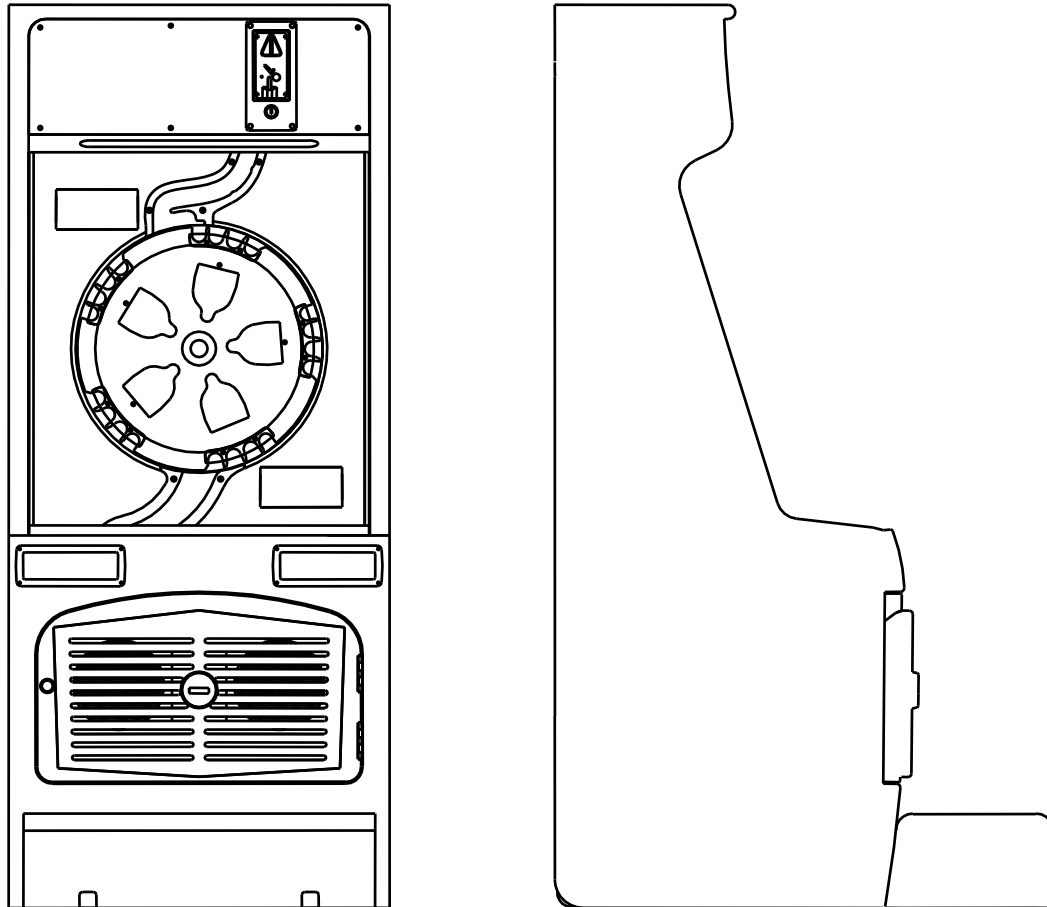
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# 1. SPECIFICATION

- (1) Rated power supply: 110VAC  $\pm$ 5%, 60 Hz, 220VAC $\pm$ 5%, 50 Hz  
 (Note: As for the actual voltage, please refer to the label on the game).
- (2) Power consumption: Minimum 155W (1.41 Amps), Maximum 175W (1.59 Amps)
- (3) Dimensions: 26.57W x 35.04D X 62.99H inches, (675Wx890Dx1600H mm) *Including the foot step*
- (4) Weight: About 192 lbs, 87.09 kg
- (5) Environment Condition: A. Temperature (Indoor): 14.0 F 104.0 F,  
 -10C +40C  
 B. Humidity =90%  
 C. Atmospheric pressure 25.40 Inches of Mercury  
 (inHg) to 31.30inHg  
 86 K Pa to 106 K Pa



NOTE: Game parameters are subject to change without notice.

## 2. INTRODUCTION

### 2-1. Overview:

Thank you for purchasing the new ROLLIN' ON 24'S™ from Bob's Space Racers®. Built on a long tradition of value, the new ROLLIN' ON 24'S™ retains all of the great game play you have come to expect from 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. as regards the product.

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 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.

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

An advisory text to give hints or help understanding.

## 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.

Depending on the potentially hazardous degrees, the terms of NOTICE, WARNING CAUTION, etc. are used. Be sure to understand the content of the displays before reading the text.

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

#### INTERNAL HAZARD IDENTIFIERS

##### **HIGH VOLTAGE.**

It means high voltage can cause an electric shock, turn off power before serving.



##### **HIGH TEMPERATURE.**

This means there is a risk of high Temperatures that could cause burning.



**WARNING: ONLY QUALIFIED TECHNICAL PERSONNEL SHOULD WORK ON THIS GAME. NON-TECHNICAL PERSONNEL WHO DO NOT HAVE TECHNICAL KNOWLEDGE AND EXPERTISE SHOULD NOT TAMPER WITH THE GAME. FAILING TO COMPLY CAN CAUSE SEVERE INJURY OR HARM TO THE MACHINE.**

**NOTE: ENSURE THAT PARTS REPLACEMENT, SERVICING AND INSPECTIONS, AND TROUBLESHOOTING ARE PERFORMED BY THE LOCATIONS MAINTENANCE MAN OR THE SERVICEMAN. IT IS INSTRUCTED HEREIN THAT PARTICULARLY HAZARDOUS WORK SHOULD BE PERFORMED BY THE SERVICEMAN WHO HAS TECHNICAL EXPERTISE AND KNOWLEDGE.**

## 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 game to remove the rocking and make the game stable.

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.

## MAINTENANCE

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

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

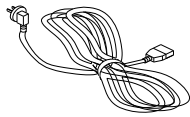

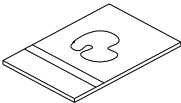

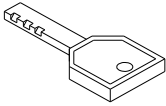
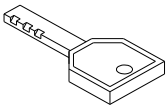
Vacuum the inside of the game occasionally to help keep the dust and ticket debris off of all the optical sensors.

### 3. PACKAGE CONTENTS

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

(1)Body Assembly: 1 unit

(2)Accessories:

NO	NAME	SPECIFICATION	QTY	ILLUSTRATION	NOTE	PART #
1	Power cord	10A/250V, 6.56 feet, 2m	1			
2	Fuse	5A/110V, F 5-20 mm (220V/3A)	1			
3	Manual	English	1			
4	Keys	171	2		Service door	
		2222	1			
		2233	1			
5	Score Sticker		1			

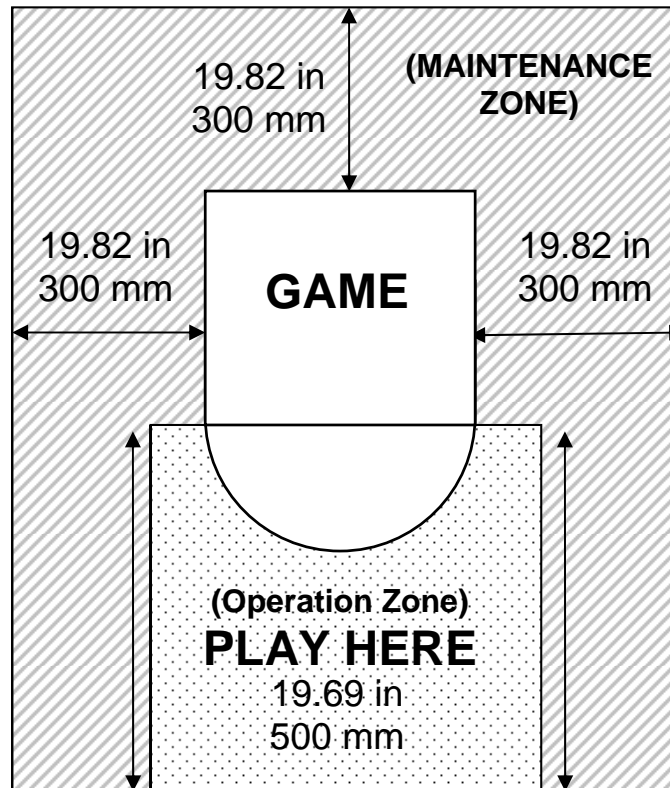
## 4. INSTALLATION

### ! ATTENTION

- Recommended for indoor use only!

#### 4-1. 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.

#### 4-2. Locations to avoid installing: *(Avoid installing in places mentioned below so as not to cause a fire, electric shock, injury and or malfunctioning)*

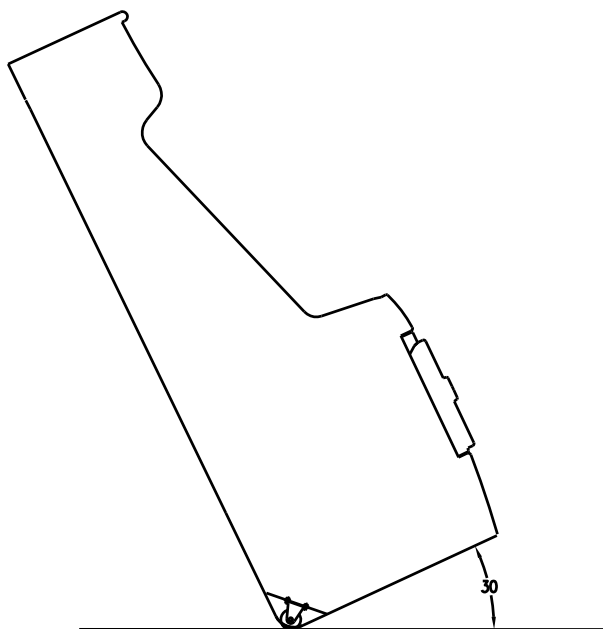
### ! WARNING

- On or near sloped, unstable, or vibrating locations, where the game could topple over or cause unforeseen situations.
- Location where moisture will develop, due to temperature changes.
- Place subject to direct sunlight, or locations close or subject to high temperatures in the proximity of heating units or instruments, etc. ***(Recommended operating (ambient) temperature range is from -10°C to +40°C)***
- Locations close to inflammable gas or near highly volatile/inflammable chemicals or hazardous materials.
- Close to machinery that may easily catch fire.
- Damp or dusty locations this includes but is not limited too rain or water leakage, places subject to high humidity in the proximity of an indoor swimming pool and/or shower, etc.
- Places subject to any type of violent impact.
- Near the vicinity of anti-disaster facilities such as fire exits or fire extinguishers, etc.

#### 4-3. Moving or Transporting:

Install this game on a flat surface.

1. When moving in a short distance one person holding each side of the machine. Tilt the machine back 30 degrees (as illustration) to let the casters touch the ground and move.
2. When moving to a far distance. The machine must be packed. When packing or binding the machine, it must be wrapped with a protective pad to prevent scratching the machine.



### ! WARNING

- Disconnect game power before moving.
- Be careful not to damage the machine during transport.
- When moving the game, do not for any reason lay the game on its side.
- Be careful not to hit the molded parts, they are very fragile.
- Ensure the game is level before connecting the power.
- Be careful not to drop or bang the machine when bringing it down from a higher level.

#### 4-4. Installing The Step:

1. Unpack the game and foot step.



2. There is two metal connector which are connected the game and foot step.



3. Please connect foot step from top.



4. There are two tight nuts with washers.



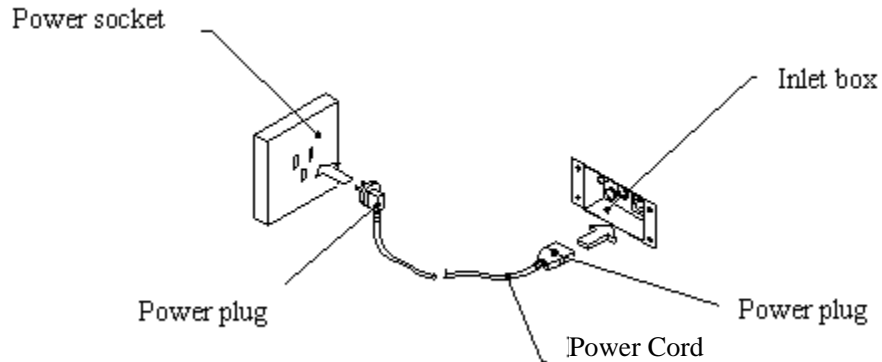
5. Open from door and tight those two nuts.



6. Close the door.



## 5. CONNECTING THE POWER CORD



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

### WARNING

- This machine's supply voltage is 110V 60HZ, or 220V 50Hz . For actual supply voltage, please refer the label of the machine.

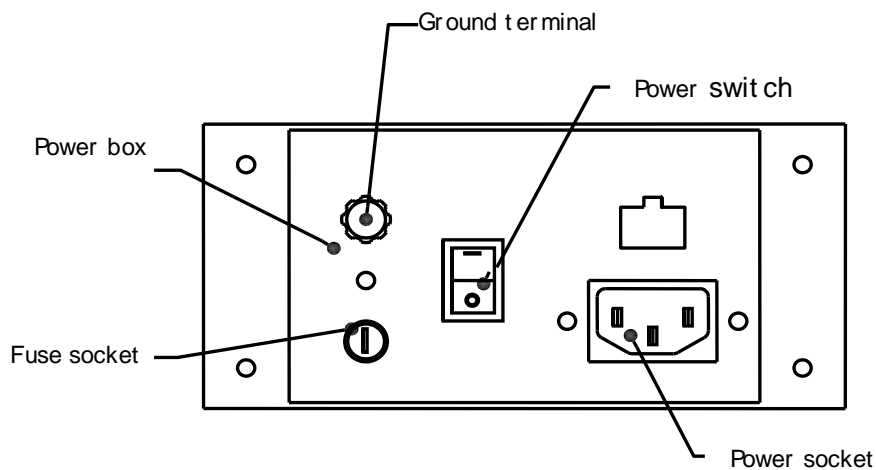
**Fuse specifications :**

**110V 60Hz use 110V 5A f 5-20mm**

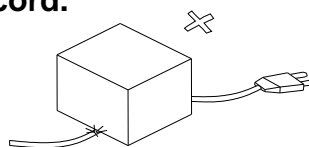
**220V 50Hz use 220V 3A f 5-20mm**

**Power switch: Main game power**

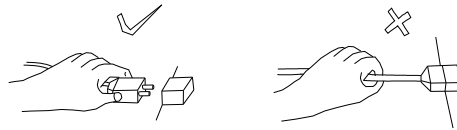
**Ground terminal: Use to connect the ground cord.**



- 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 place 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. *(Please refer the label of the game for the machine's supply voltage. Connect the actual supply voltage. If not, they can cause an electric shock.)*

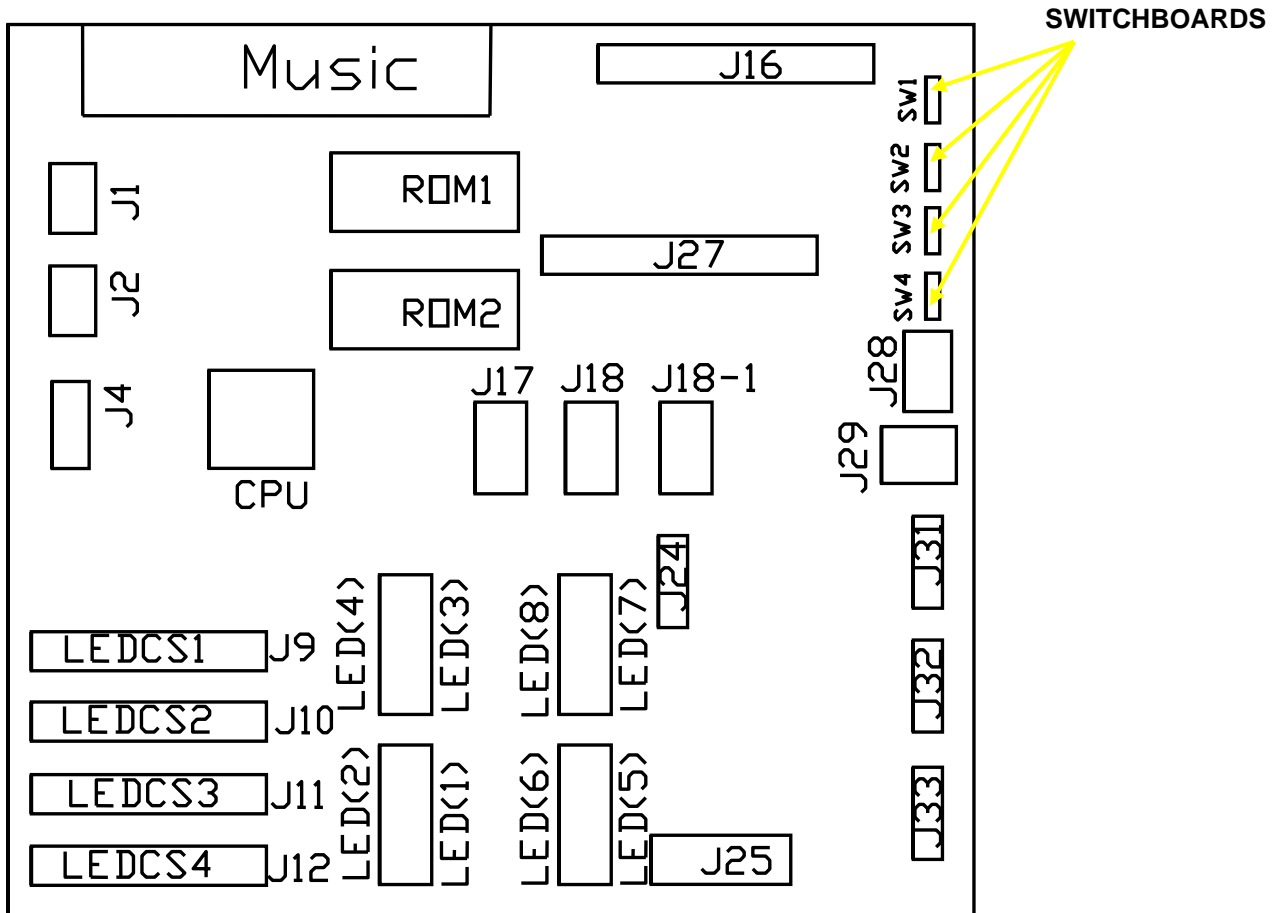
## 6. INSTRUCTION FOR PLAY

1. Insert coin(s), the game starts.
2. The player drops the token as the wheel spins.
3. The goal is to time the drop right so it lands in one of the ticket amount notches.

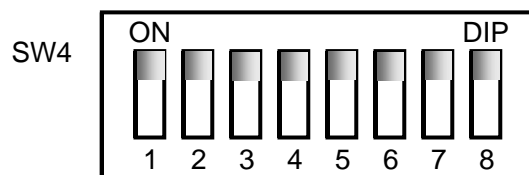
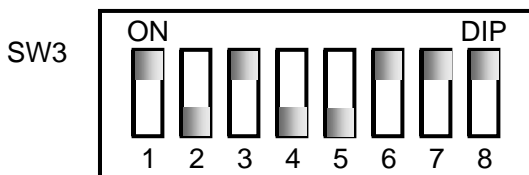
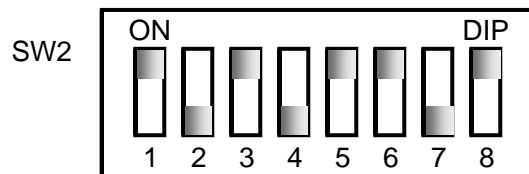
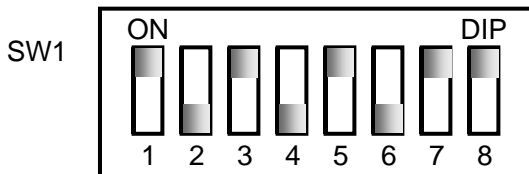
# 7. THE MAIN BOARD, SWITCHES, CONTROL, AND LED SIGNALS

1. Refer to the attached I/O chart and the schematic.
2. To adjust DIP SWITCH please refer the I/O chart. The initial setting is in bold typeface.

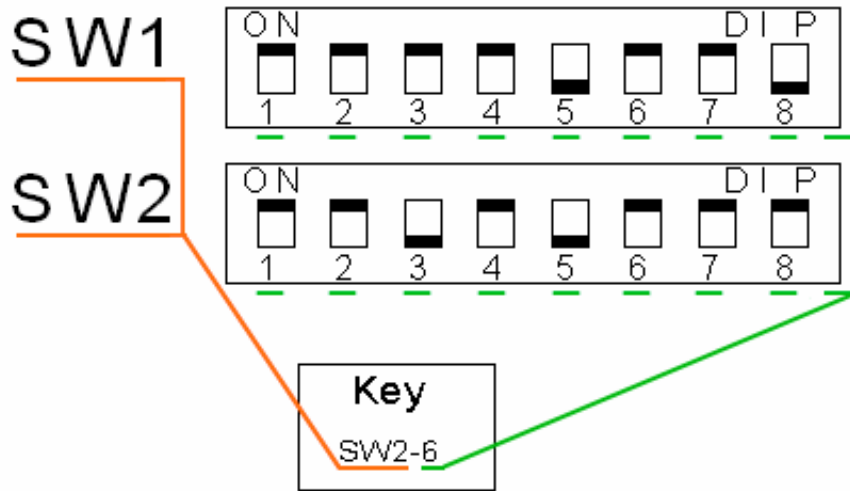
## MAIN BOARD



## DEFAULT SWITCHBOARD SETTINGS

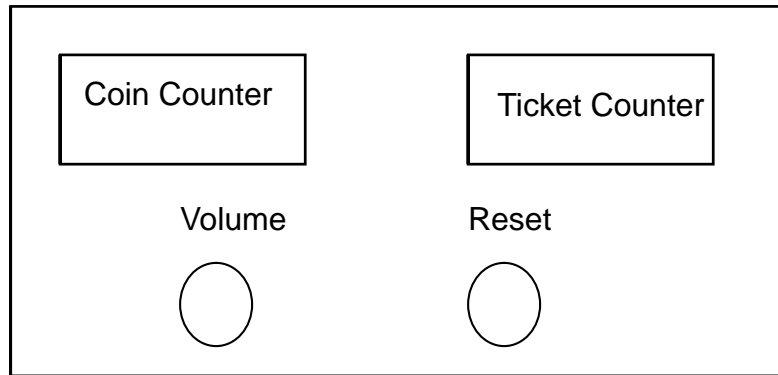


### Adjust DIP Initial setting



 The above are subject to change without notice.

### Test Board



**Coin counter:** Record the coins inserted.

**Ticket Counter:** Record the ticket payout.

**Volume:** Adjust volume of the unit.

### Demo Mode

This switch is used to adjust DEMO ON or OFF. It is controlled by SW1-1. There are 2 options.

Demo	SW1-1	NOTE
Yes	ON	
No	OFF	

# 8. PARAMETERS SETTINGS (PROGRAMMING CHART)

DIP SWITCH								
CONTENT	SW1-1	SW1-2	SW1-3	SW1-4	SW1-5	SW1-6	SW1-7	SW1-8
<b>DEMO MODE</b>								
YES	ON							
NO	OFF							
<b>DEMO ALTERNATION MODE</b>								
1 min		ON	ON					
2 min		OFF	ON					
4 min		ON	OFF					
6 min		OFF	OFF					
<b>BONUS DEFAULT (DEFAULT BONUS VALUE)</b>								
0				ON	ON	ON		
10				OFF	ON	ON		
25				ON	OFF	ON		
50				OFF	OFF	ON		
75				ON	ON	OFF		
100				OFF	ON	OFF		
200				ON	OFF	OFF		
250				OFF	OFF	OFF		
<b>BONUS MAX (MAX BONUS VALUE)</b>								
0							ON	ON
250							OFF	ON
500							ON	OFF
999							OFF	OFF
CONTENT	SW2-1	SW2-2	SW2-3	SW2-4	SW2-5	SW2-6	SW2-7	SW2-8
<b>BONUS INCREASE</b>								
0	ON	ON	ON					
1	OFF	ON	ON					
2	ON	OFF	ON					
3	OFF	OFF	ON					
4	ON	ON	OFF					
5	OFF	ON	OFF					
8	ON	OFF	OFF					
10	OFF	OFF	OFF					
<b>WHEEL SPEED (TARGET WHEEL SPEED)</b>								
Slow				ON	ON			
Normal				OFF	ON			
Fast				ON	OFF			
Fastest				OFF	OFF			
<b>1# (SCORE)</b>								
1						ON	ON	ON
2						OFF	ON	ON
3						ON	OFF	ON
4						OFF	OFF	ON
5						ON	ON	OFF
6						OFF	ON	OFF
8						ON	OFF	OFF
10						OFF	OFF	OFF

CONTENT	SW3-1	SW3-2	SW3-3	SW3-4	SW3-5	SW3-6	SW3-7	SW3-8
<b>2# (SCORE)</b>								
2	ON	ON	ON					
3	OFF	ON	ON					
4	ON	OFF	ON					
5	OFF	OFF	ON					
6	ON	ON	OFF					
8	OFF	ON	OFF					
10	ON	OFF	OFF					
15	OFF	OFF	OFF					
<b>3# (SCORE)</b>								
3				ON	ON	ON		
4				OFF	ON	ON		
5				ON	OFF	ON		
6				OFF	OFF	ON		
8				ON	ON	OFF		
10				OFF	ON	OFF		
12				ON	OFF	OFF		
20				OFF	OFF	OFF		
<b>MEMORY</b>								
YES							ON	ON
NO							OFF	OFF

## Fault display

The following table provides a fault display description and LED assignment for various contents at start up and entering test mode. If the game is not working, it is advised to check these LEDs and the assigned content for malfunction.

INPUT	Content	INPUT	Content	INPUT	Content	INPUT	Content
I1	Ticket Reset	I11		I21		I31	
I2	Score\Orientation	I12		I22		I32	
I3		I13		I23		I33	
I4		I14		I24		I34	
I5		I15		I25		I35	
I6		I16		I26		I36	
I7		I17		I27		I37	
I8		I18		I28		I38	
I9		I19		I29		I39	
I10		I20		I30		I40	
Ticket P2	#1TicketFeedback	Coin P2					
Ticket P7		Coin P5	Coin #1				

The following table provides fault display description and LED assignment for various contents of the game. If the game is not working, it is advised to check these fault LEDs and the assigned content for malfunction.

OUTPUT	Content	OUTPUT	Content	OUTPUT	Content	OUTPUT	Content
Out1	Coin Counter	Out11		Out21		Out31	
Out2	Ticket Counter	Out12		Out22		Out32	
Out3	Pulse	Out13		Out23		Out33	
Out4	Direction	Out14		Out24		Out34	
Out5	Wheel Lamp#1	Out15		Out25		Out35	
Out6	Wheel Lamp#2	Out16		Out26		Out36	
Out7	Wheel Lamp#3	Out17		Out27		Out37	
Out8		Out18		Out28		Out38	
Out9		Out19		Out29		Out39	
Out10		Out20		Out30		Out40	
Ticket P1	#1Ticket Driver	Coin P1					
Ticket P8		Coin P6	#1Coin Driver				

## 9. MAINTENANCE AND INSPECTION

### 9-1. Install and adjust:

Check the parts list before installation.

Check and be sure the game is level and on the ground to avoid the game from toppling over.

After installation, plug in, and check game operation. Press the game 'test button' and start for 1 to 2 min to check the normal operation. If a problem is found, please stop the game and check for any loose connections, correct power, etc.

**1. Safety Checks.** Check the points listed before operating the machine. These checks are necessary for safe machine operation.

1. Are the warning labels legible and well lit and clean? Make sure that the labels are not behind other game machines or in a place where they can't be seen, they should be made easily visible. DO NOT remove or alter the warning labels. If the warning labels become dirty or damaged, replace with new labels. To order replacement warning labels, contact your distributor.

2. Is there sufficient play zone around the machine?

3. Is the power plug securely inserted in the service outlet? Poor contact may cause overheating, resulting in fires or burns.

4. Before operating the machine has the machine been installed according to the instructions and procedures in this Game Manual? Failure to install correctly may result in a fire, electric shock, injury, or equipment malfunction.

**2. Handling Precautions.** When installing or inspecting the machine, be very careful of the following points and pay attention to ensure that the player can enjoy the game safely.

Non-compliance with the following points or inappropriate handling running counter to the cautionary matters herein stated can cause personal injury or damage to the machine.

**3. Be sure to perform grounding appropriately.** Inappropriate grounding can cause an electric shock.

**4. Be sure to use fuses meeting specified rating.** Using fuses exceeding can cause an electric shock.

### 9-2. Maintenance:

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

**1. Clean the surface of the game as needed this includes the power cord.**

Dust accumulated on the power plug may cause a fire. Check the plug regularly and remove any dust.

**2. Check the inside parts after running for 1 month.** And check to be sure all parts are secure and in proper working order

**3. Remove power before servicing game.**

Should a problem occur, switch OFF the power immediately and stop operating the machine. To avoid short circuit or fire, the power must be removed before touching inside. If you have to switch on the power, please refer the operation manual. In the case work should be performed in the status of power on, this manual always states to that effect. To avoid electric shock or short circuit, do not plug in or unplug quickly.

**4. Do not expose power cords and ground wires.**

Damaged cords and wires can cause electric shock or short circuit. Also when or after installing the product, do not unnecessarily pull the power cord. If damaged, the power cord can cause a fire or electric shock.

**5. Choose the appropriate replacement parts.**

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

**6. Do not substitute or change equipment, without authorization.**

It could lead to a short circuit and machine malfunction, or even could cause a fire.

**7. Do not put vases with water cups or containers on the machine. Also chemical or heavy items should not be allowed around game.**

The spill will cause short circuit, and people will be injured by the falling items which also can destroy the machine.

**8. Do not place any items in front of the air outlet of the game.**

Or it will cause higher temperature inside the game, and could affect the game reliability.

**9. To avoid injury and trouble, be sure to constantly give careful attention to the behavior and manner of the visitors and players.**

## 9-3. 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
	<b>Power</b>	<b>Power</b>
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 Improperly programmed electronic mech Game improperly programmed Faulty Front Panel Board 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 Reprogram or replace electronic mech Check programming options and adjust Repair and/or replace Front Panel Board 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 Repair and/or replace Front Panel Board Faulty Main P.C. Board	Refill ticket dispenser and press the reset button Clear ticket jam Clean off sensor Check and/or replace connectors Check ticket programming options Replace dispenser Check and/or repair harnessing Faulty Front Panel Board Replace or repair Main P.C. Board
Game will not start	Game power off Main fuse blown Ground wire broken or loose 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 Replace or tighten faulty ground wire Check for accurate Power Supply, output, and connections Repair and/or replace main P.C. board
The entire game doesn't run.	Possible faulty connection, loose contact, or short circuit. I/O board adjust wrong Power Supply problem or failure	Check all circuitry for faulty connections or short circuits. Check the I/O chart Check for accurate Power Supply, output, and connections
Game is becoming noisy	Parts are starting to loosen.	Open the game and check for loose parts. Tighten as necessary.
Lights do not light up or, light bulbs are out	Lamps are burnt out Possible faulty socket connection or short circuit	Replace the lamps Check connections, connectors and the circuitry.

**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.**

# 10. GAME DIAGRAMS AND SCHEMATICS

## 10-1. Main Parts:



No.	Reference No.	Part No.	Name	Qty	Spec.	Note
1	R103-000-002	A0800701	Top Sign w/ Graphic			
2	R103-401-000	E0800727	Electronic Coin Mech	1		
3	R103-000-001	E0800726	Score LED Displays	2		
4	R103-605-001	M0800706	Hub Cap	1		
5	R103-001-000		Wheel Assembly	1		
6	R103-402-000	E0800731	Headlight LED bulb	2	Control Panel	
7	R103-003-000		Front Door	1		
8	R103-402-001	E0800730	Headlight Assembly	2		
9	R103-403-000		Castor	2		
10	R103-002-000		Foot Step	1		

## 10-2. Electrical Parts:



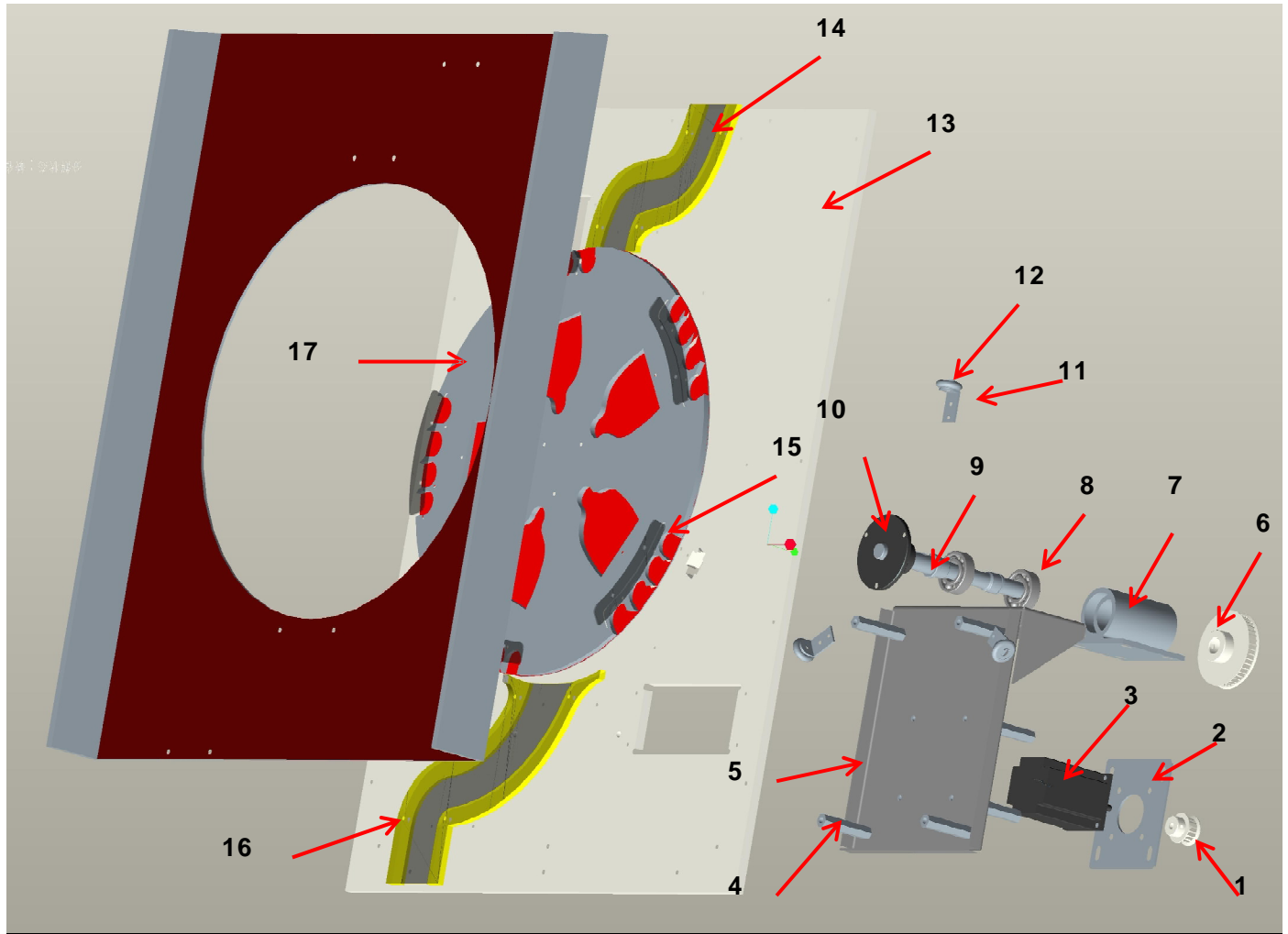
No.	Reference No.	Part No.	Name	Qty	Spec.	Note
1	R103-404-000	E0800701	Power box	1	PFM-150D12+5R	
2	R103-405-000	E0800702	Power box	1	EPT-S150S24	
3	R103-406-000	E0800703	Control box (Step motor)	1	MD556	
4	R103-407-000		Power cord	1	220V 10A 1.5M	
5	R103-408-000	E0800704	Test Button	1	Green	
6	R103-409-000	E0800705	Counter	2	DC12V	
7	R103-410-000	E0800706	Speaker	1	GT0935e 6"*9"	
8	R103-411-000	E0800707	Day light	1	55W	
9	R103-412-000	E0800708	Rectifier	1	OP-YZ55D	
10	R103-801-000	E0800709	Main board	1	V8	
11	R103-413-000		Ticket Assembly	1	TD-963CR	
12	R103-414-000	E0800711	Fan	1	SP100A(110V)	
13	R103-415-000	E0800725	Sensor	1	PSN30-15DN	
14	R103-802-000	E0800712	LED PCB	1	Target Wheel	
15	R103-402-000	E0800731	Headlight LED bulb	2	Control Panel	
16	R103-416-000	E0800714	Volume Pot	1		
17	R103-804-000	E0800715	Ticket Board	1	TICK-CH.PCB	
18	R103-417-000	E0800724	LED light	1	(Inside service door)	960mm+480 mm

10-3. Game Graphics:



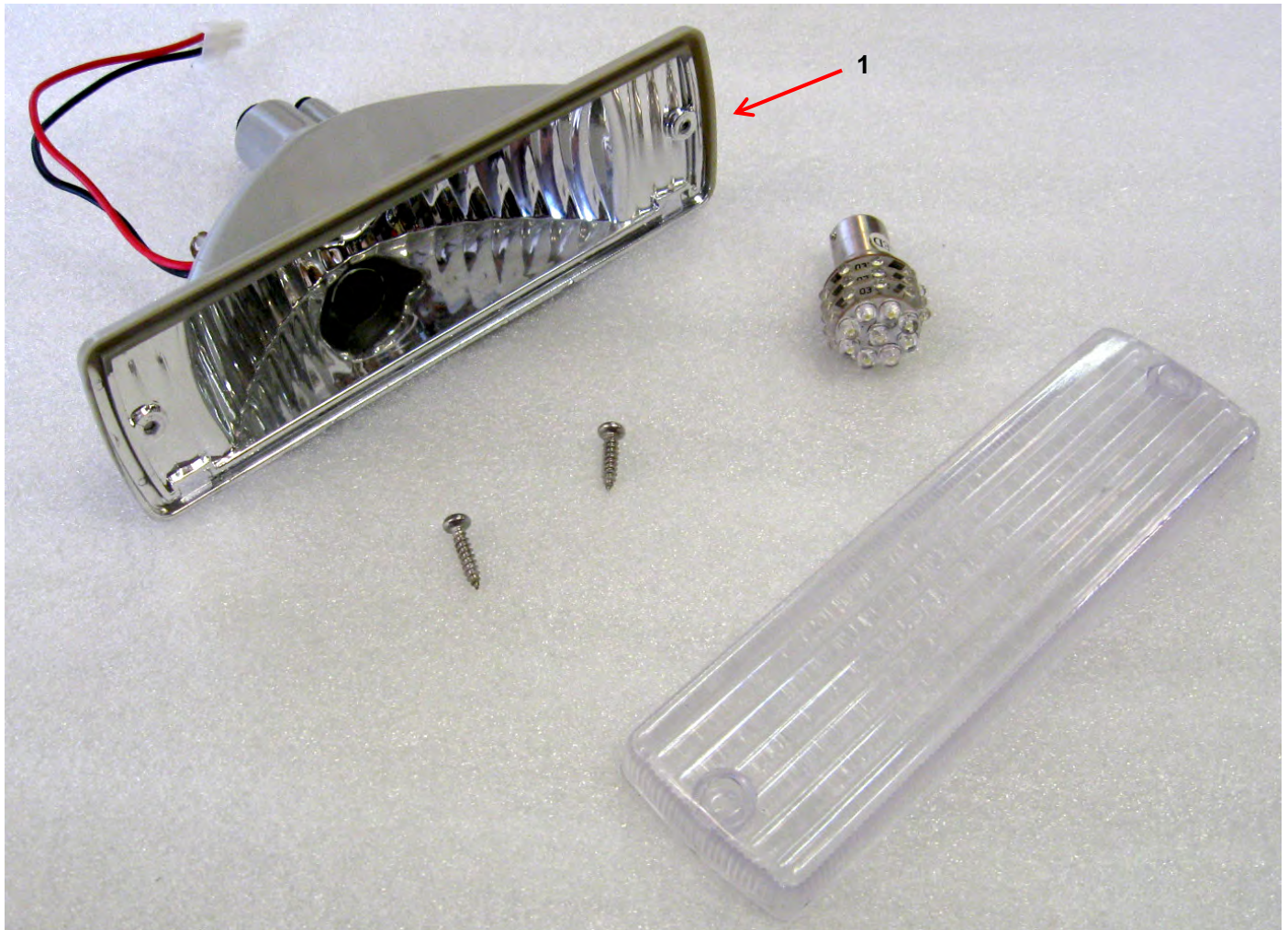
No.	Reference No.	Part No.	Name	Qty	Spec.	Note
1	R103-701-000		Graphic-1	1		
2	R103-702-000		Graphic-2	1		
3	R103-703-000		Graphic-3	5		
4	R103-704-000		Graphic-4	1		
5	R103-705-000		Graphic-5	1		
6	R103-706-000		Graphic-6	1		
7	R103-707-000		Graphic-7	1		

### 10-4. Wheel Assembly:



No.	Reference No.	Part No.	Name	Qty	Spec.	Note
1	R103-301-000	E0800716	Gear-1	1		
2	R103-201-000		Metal Piece	1		
3	R103-418-000	E0800717	Motor	1		
4	R103-202-000		Support Pole	8		
5	R103-203-000		Motor Holder	1		
6	R103-302-000	E0800718	Gear-2	1		
7	R103-204-000	M0800701	Pole	1		
8	R103-419-000	M0800702	Bear	2		
9	R103-303-000	M0800703	Shaft	1		
10	R103-304-000	M0800704	Wheel	1		
11	R103-205-000	E0800719	Pulley Holder	3		
12	R103-305-000	E0800720	Pulley	3		
13	R103-601-000		Plastic Piece	1		
14	R103-602-000	E0800721	Coin Chute-1	1		
15	R103-603-000		Score Plastic	5		
16	R103-604-000	E0800722	Coin Chute-2	1		
17	R103-605-000	E0800723	Target Wheel	1		

10-4. Headlight Assembly: (Part # E0800730)



No.	Reference No.	Part No.	Name	Qty	Spec.	Note
1	R103-402-001	E0800730	Headlight Assembly	2		
2						
3						
4						
5						

# 11. 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 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.

2. EXCLUDED BY THIS WARRANTY Bob's Space Racers®, Inc. does not warrant (a) any product, components or parts not manufactured by Bob's Space Racers®, Inc.; (b) damages caused by use of the equipment for purposes other than those for which it was designed; (c) defects caused by failure to provide a suitable installation environment for the equipment; (d) damage caused by unauthorized attachments, modification, or service; (e) damage caused by normal wear and tear or improper power supply; (f) damage caused by accident or disaster such as fires, flood, lightning, and wind; or (g) any other abuse or misuse of the equipment.

3. EXCLUSIVE WARRANTY. THE FORGOING WARRANTY IS EXCLUSIVE AND IN LIEU OF ALL OTHER WARRANTIES OR REMEDIES, WHETHER WRITTEN, ORAL OR IMPLIED. THERE ARE NO WARRANTIES WHICH EXTEND BEYOND THE DESCRIPTION ON THE FACE HEREOF. ANY AND ALL IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, COURSE OF DEALING OR USAGE OF TRADE ARE HEREBY EXPRESSLY DISCLAIMED AND EXCLUDED.

4. REMEDIES LIMITED. UNDER NO CIRCUMSTANCES, EXCEPT TO THE EXTENT PROHIBITED BY APPLICABLE LAW, SHALL BOB'S SPACE RACERS®, INC. BE LIABLE FOR ANY LOSS OR DAMAGE, DIRECT OR INDIRECT, SPECIAL INCIDENTAL OR CONSEQUENTIAL ARISING OUT OF THE USE OR INABILITY TO USE THIS EQUIPMENT INCLUDING BUT NOT LIMITED TO ANY CLAIM FOR LOSS OR PROFITS, LOSS OF SAVINGS OR REVENUE, LOSS OF USE OF THE EQUIPMENT, OR ANY ASSOCIATED EQUIPMENT, FACILITIES OR SERVICE, DOWNTIME, THE CLAIMS OR COSTS OF THIRD PARTIES INCLUDING CUSTOMERS AND INJURY TO PROPERTY. Some states do not allow limitations on how long an implied warranty lasts or the exclusion or limitation of incidental or consequential damages, so the above limitations or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

5. NO OTHER WARRANTIES. Unless modified in writing and signed by both parties, this agreement is understood to be the complete and exclusive agreement between the parties, superseding all prior agreements, oral or written, and all other communications between the parties relating to the subject matter of this agreement. No employee or representative of Bob's Space Racers®, Inc. or any other party is authorized to make any other warranty or to assume any other liability in connection with the sale of its equipment.

6. TIME LIMIT FOR CLAIMS. Any claim for breach of warranty or claims under this warranty must be received in writing by Bob's Space Racers®, Inc. within 120 days following delivery of the equipment.

7. FUTURE CHANGES. Bob's Space Racers®, Inc. reserves the right to reserve, change or modify the construction and design of its equipment or any component part or parts thereof without incurring the obligations to make such changes or modifications in present equipment.

8. ALLOCATION OF RISKS. This agreement allocates the risks of equipment failure between Bob's Space Racers®, Inc. and the original purchaser. This allocation is recognized by both parties and is reflected in the price of the goods. THE PURCHASER ACKNOWLEDGES THAT IT HAS READ THIS AGREEMENT, UNDERSTANDS IT, AND IS BOUND BY ITS TERMS.

9. TO OBTAIN WARRANTY SERVICE. The original purchaser must, at his/her own expense, bring or ship the equipment to an authorized location for service. Additionally, the original purchaser must pay all freight, shipping or transportation charges for the return of the equipment from Bob's Space Racers®, Inc. to the original purchaser. Telephone or write:

Bob's Space Racers®, Inc.  
427 15<sup>th</sup> Street  
Daytona Beach, FL 32117  
Telephone number: 386/677-0761  
FAX: 386/677-0794

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

(or)

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