OPERATOR'S MANUAL

Version 1 / SEPT2014

WARNING

READ THIS OPERATION MANUAL BEFORE USING THIS MACHINE TO ENSURE SAFE OPERATION

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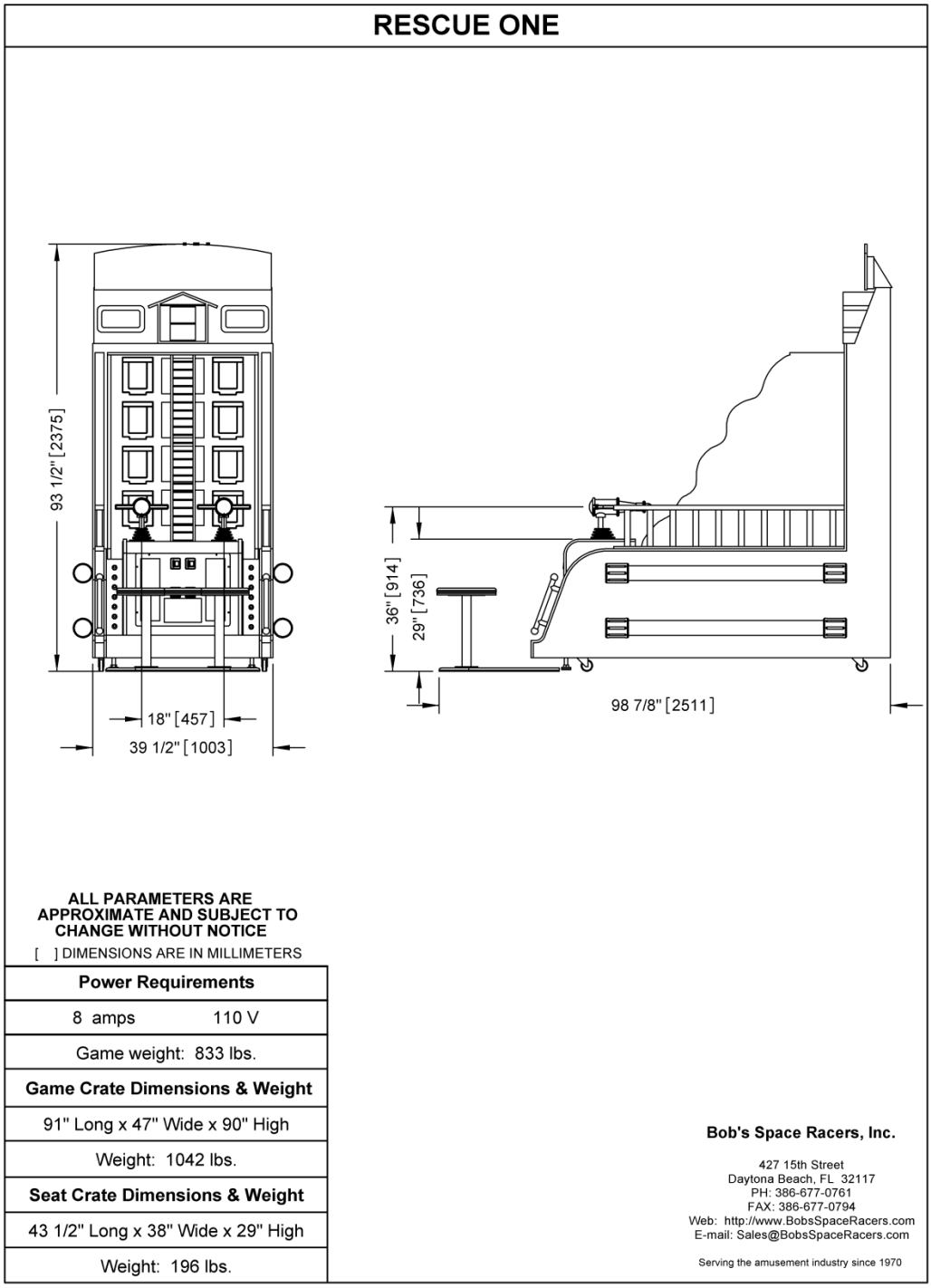
1. SPECIFICATIONS:

RATED POWER SUPPLY	**110VAC ±5%, 60 Hz, 8 A; NOTE: Refer to the game label for actual voltage**
DIMENSIONS	**Length: 98 7/8” (2511 mm); Width: 39 1/2” (1003 mm); Height: 93 1/2” (2375 mm)**
WEIGHT	**833 lbs (378 kg)**

Note: Game parameters are subject to change without notice



2. INTRODUCTION:

2.1 Overview:

Thank you for purchasing the new **Rescue 1™** from Bob's Space Racers®. Built on a long tradition of value, the new **Rescue 1 ™** 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.

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. Introduction (Continued):

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.

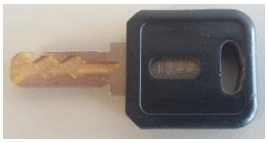
Use only a GROUNDED AC receptacle. Failure to do so could result in improper operation or damage to the game and could void your warranty. If you are unsure that your AC receptacle is properly grounded, have a qualified electrician perform this check for you.

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.

3. PACKAGE CONTENTS:

This game comes prepackaged with the following **GAME UNIT ACCESSORIES**:

Item	Content	Specification	Picture	Quantity
1	Manual	ENGLISH	N/A	
2	Power Cord	5' – 10A/125V		1 pc
3	Fuse	10A		2 pcs
4	Key	Key #: 1285		2 pcs
5	Key	Key #: 1396		2 pcs
6	LED Bulb	12V LED Bulb		4 pcs
7	LED Bulb	LED Bulb Replacement for START button		2 pcs
8	Water Filter	Water Filter (20 Micron)		1 pc
9	Filter Handle	Filter Handle		1 pc

4. INSTALLATION:

ATTENTION

FOR INDOOR USE ONLY!

This 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 humid locations

4.1 Parts List Verification:

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

4.2 Play Zone Requirements:

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

4.3 Maintenance Considerations:

This machine requires periodic maintenance that will require access to the rear access panels of the game. It is highly recommended to leave a space of approximately 2-3 feet behind the game to allow for such maintenance.

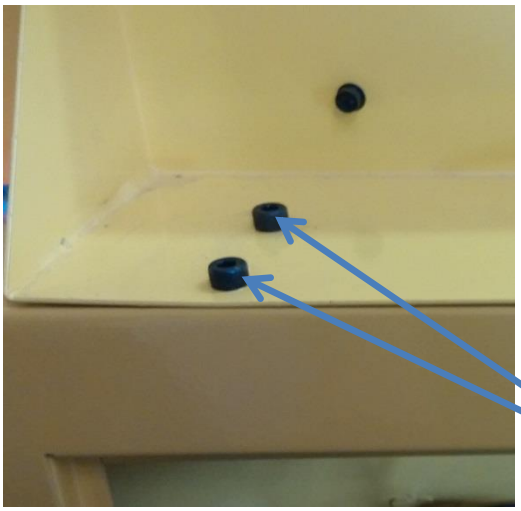
WARNING

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

4. Installation (Continued):

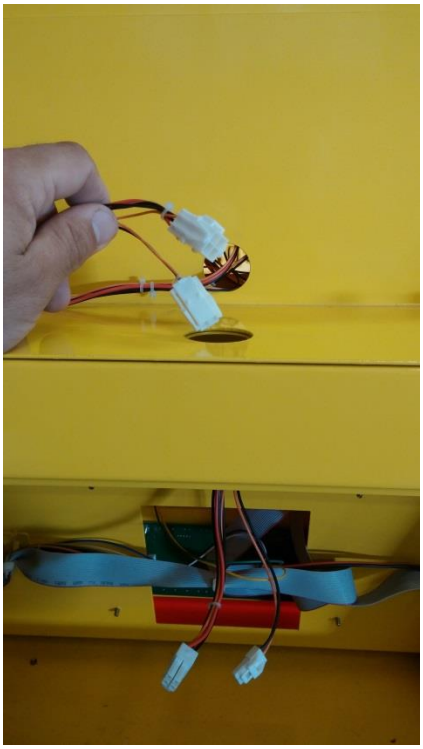
4.4 Installing the Marquee:

- **Tools needed to install the marquee: #6mm hex head key**

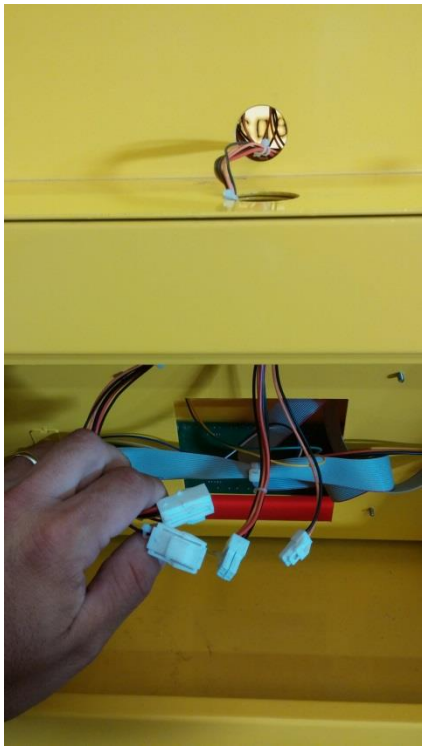


1. **Remove the marquee access panel from the rear of the game unit to gain access to needed wiring.**
2. **Two people are recommended. Place the marquee on top of the game and secure the marquee with four (4) #6mm hex head bolts. Be careful not to pinch the wiring when securing the marquee.**

#6 Hex Head Bolts



2. Once the marquee is fastened, feed the marquee light wires through the access hole.



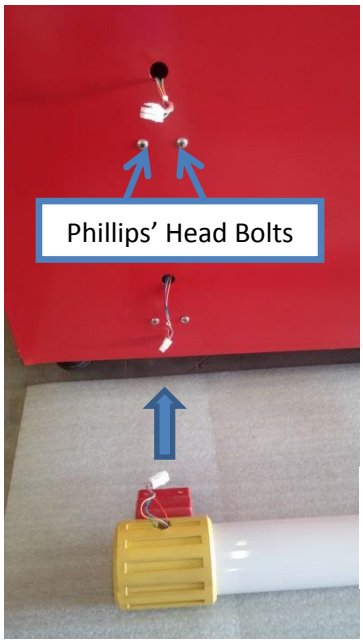
3. Bring all excess wire to the bottom portion of the game unit.

4. Connect the four pin plug and the two pin plug from the marquee into the corresponding plugs from the game unit, and then replace the marquee access panel.

4. Installation (Continued):

4.5 Installing the Light Tubes:

- Tools needed to install the light tubes: Phillip's Screwdriver



1. **The game will be delivered with two (2) side light tubes for each side (a total of four (4) light tubes), that need to be installed.**

2. **Remove Phillip's Head bolts, but retain the bolts to use to secure the light tubes onto the game.**

3. **Ensure the light tube brackets face downward and that the wiring harness lines up.**

5. **Hold the light tube to allow connecting the wiring harnesses from the light tube to the game unit, and make the connection. Ensure the plugs are firmly connected.**

4. **Feed all excess wire and the plug into the game cabinet access hole.**

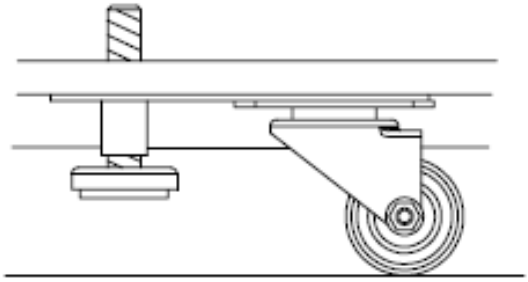
7. **Once the plug and all excess wire is fed into the cabinet, hold the light tube so that you can secure the light tube into place, with the brackets on the bottom side of the light tube, using the Phillip's head bolts that were removed in Step 2. Ensure that the wiring and plug do not get pinched while securing the light tube. Tighten all Phillip's head bolts into place.**

6. **Repeat steps 2-6 for remaining light tubes.**

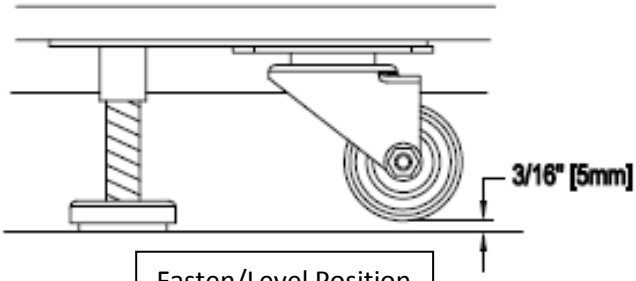
4. Installation (Continued):

4.6 Game Leveling:

- **Install this game on a flat surface. Adjust levelers to lift the legs and to level the game.**
- **Make sure that the machine is level with the floor. If the machine is not level, the game may not play well.**



Move Position



Fasten/Level Position

WARNING

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

4. Installation (Continued):

4.7 Installing the Seat Base:

Seat Base Slide Lock Bracket

Game Cabinet Retaining Bracket

1. **Once the game is level and placed into location, align the two slide lock openings of the seat base retaining bracket with the tabs on the retaining bracket of game itself.**
2. **Slightly raise the seat base and guide the slide lock opening onto the tabs and then lower the seat base.**
3. **This will lock the seat bases into place.**

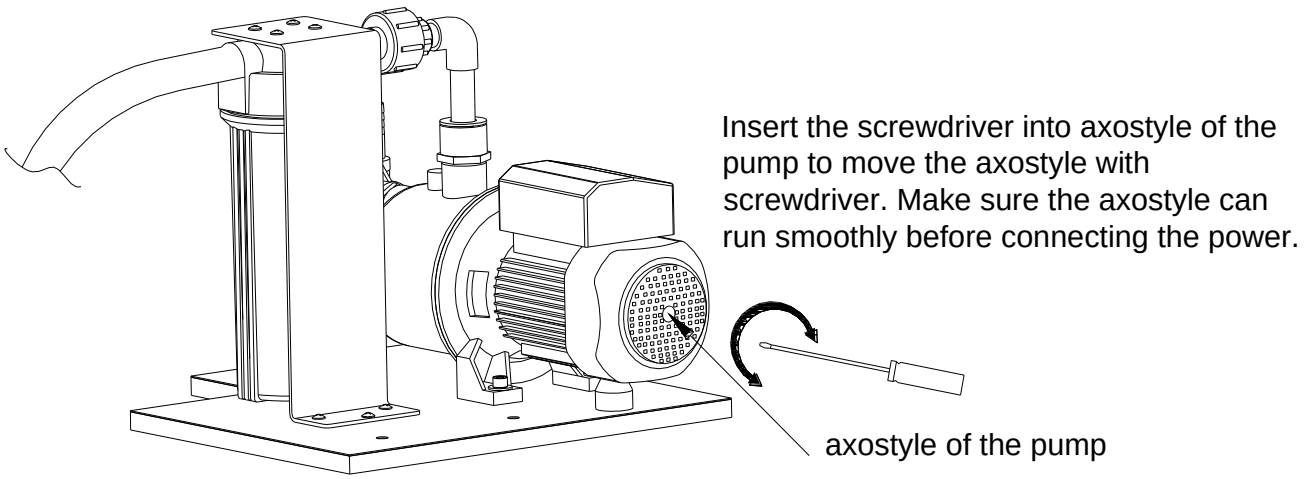
4. Installation (Continued):

4.8 Adding water to the game:

1. Add 10 gallons (40L) of clean tap water to the holding pan located directly in front of the water guns. **NOTE: Do not add any additives, chemical cleanser, or deionized distilled water into the holding pan. Clean tap water is best.**
2. Before powering on the game, open the access door to the pump.
3. Insert the normal screwdriver into the shaft of the pump and turn it with a screwdriver.

If the shaft turns smoothly, then the pump will operate smoothly. If the shaft does not turn smoothly, then apply an increasing amount of force to ensure that the shaft will turn smoothly. This will break away any corrosion that may have built up inside the pump impeller or housing.

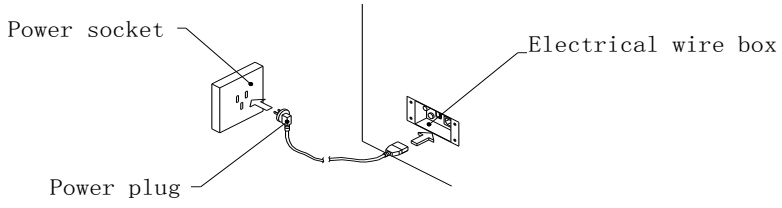
4. After confirming that the shaft turns smoothly, power can then be applied to the game.
5. Run the game and look for proper operation of the pump.



Note: There is potential for the water to freeze if kept in an area where temperatures decrease below freezing point. **DO NOT RUN THE GAME IN FREEZING TEMPERATURES!** Running the game in freezing temperatures could cause the water pump to potentially burn up if the water inside the pump housing is frozen. Remove the water from the game and water pump before freezing temperatures are reached.

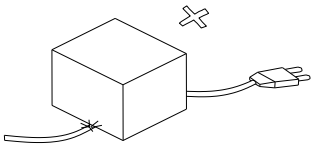
DO NOT operate the game with no or too little water in the game. This will cause the water pump to overheat and potentially burn up.

5. CONNECTING THE POWER CORD

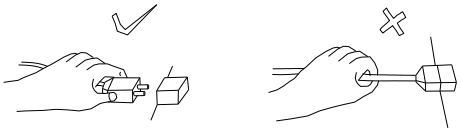


WARNING

- Do not put heavy items on power cord.



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



- Do not touch the power cord with wet hands.

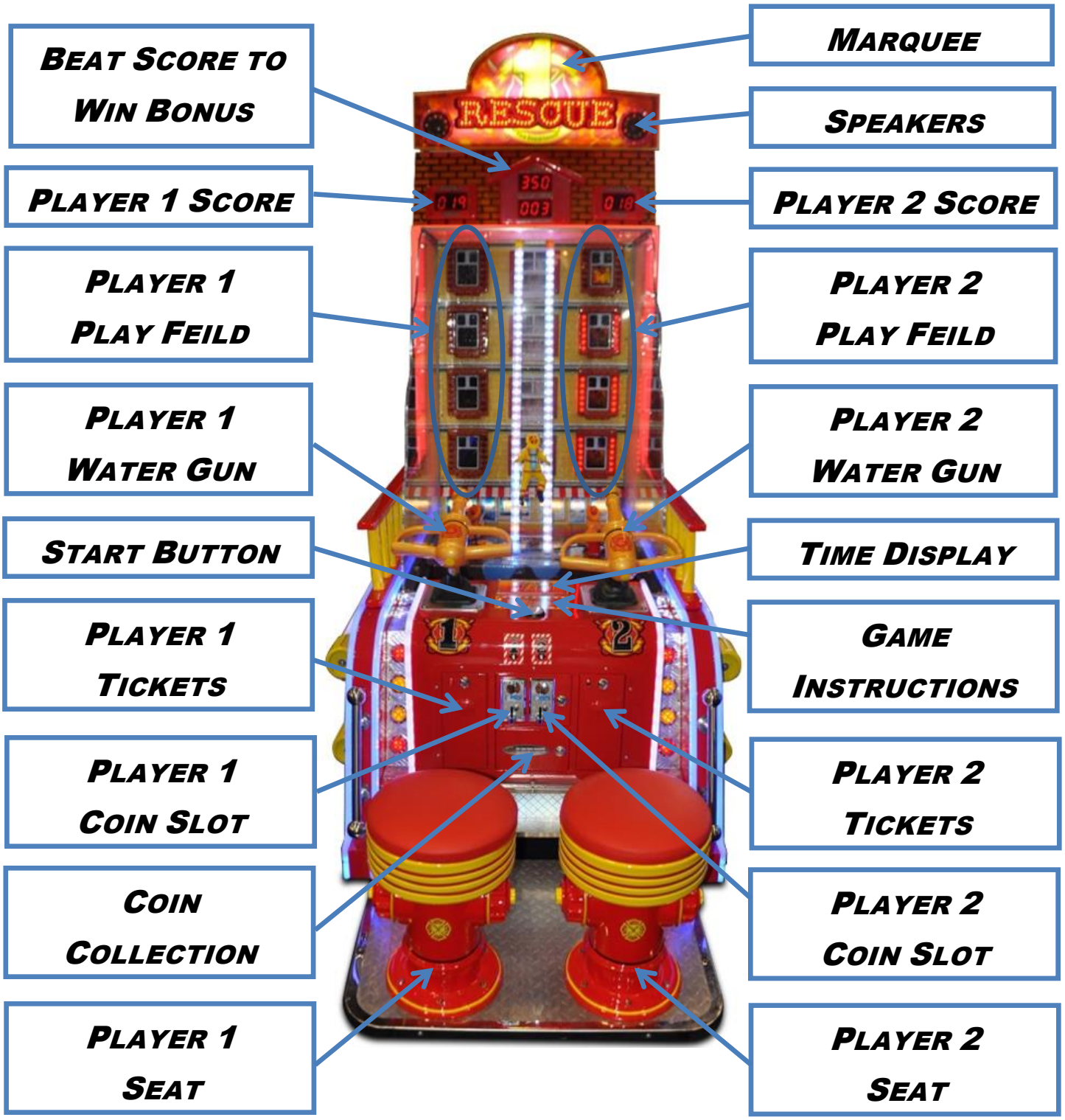
- Do not place the cord where the player can easily trip over or come in contact with it.

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

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

6. Instructions for Play:

1. **Select** Player Position 1 **or** 2 **and insert coin(s).**
2. **Press the** Start Button **when ready.**
3. **Shoot the windows when they light until they are out.**
4. **The more lighted windows you shoot out, the more tickets you win.**
5. **Receive extra tickets for winning with *TWO* players.**
6. **Beat** Bonus Score **to win** Bonus Tickets**.**



6. Instructions for Play (Continued):

6.1 Mechanical Meters (Located directly behind the coin mechanism door):

Mechanical Coin Counter:

A non-resettable mechanical meter that records the amount of coins the game has taken.

Mechanical Ticket Counter:

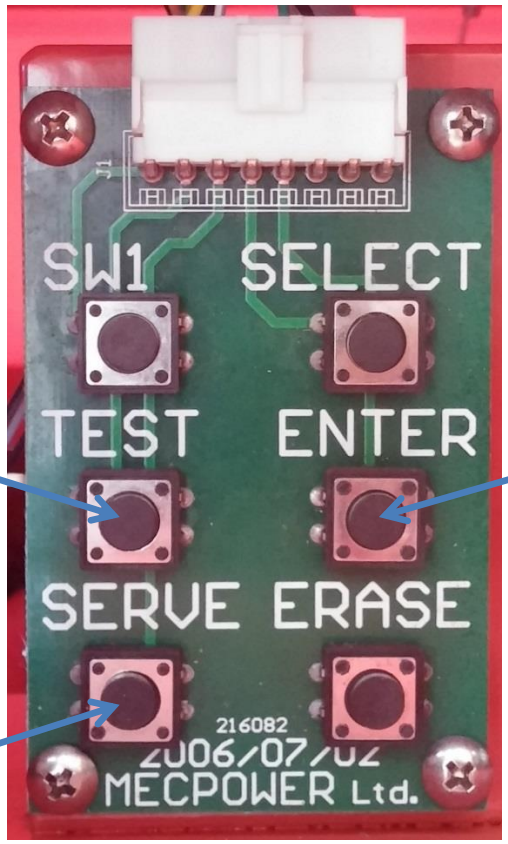
A non-resettable mechanical meter that records the amount of tickets the game has distributed.

7. Option Settings:

7.1 Options Control Panel (located directly behind coin mechanism door):

TEST Button: Used to Enter/Exit **Program Mode** and to cycle through **Option Addresses**. (See **PROGRAM OPTIONS** for a complete listing of available options.)

SERVE Button: If pressed one (1) time, it will coin up Player 1. If pressed two (2) times it will coin up Player 2.



ENTER Button: If pressed while the game is in **Program Mode**, the game cycles through available settings for the selected individual address. (See **PROGRAM OPTIONS** for a complete listing of available data option settings)

NOTE: **SW1**, **SELECT**, and **ERASE Buttons** do not have a function.

7. Option Settings (Continued):

7.2 Game Option Settings Chart

RESCUE ONE OPTIONS SETTINGS Rev A

#	Description of Option Setting	Option Range	BSR Recommended Option Value
1	Coins Per Play: *The amount of coins/tokens to play the game*	1 – 4	2
2	Game Time: *The amount of time the game will play Time in seconds*	15 – 45	25
3	Score Per Ticket: *The score amount you must achieve to earn a ticket*	0 – 60	10
4	Free Ticket: *The amount of tickets you receive if you do not win in 2 player mode*	0 – 20	5
5	Points Per Target: *How many points each target is worth*	1 – 15	5
6	Bonus Add: *How many tickets are added to the bonus per player coined up*	1 – 5	2
7	Bonus Score To Beat: *The score needed to beat to win bonus tickets*	100 – 350	150
8	Bonus Tickets To Start: *The starting amount of tickets you win if you surpass bonus*	0 – 100	10
9	Maximum Bonus Score: *The maximum amount of tickets a player can win on bonus*	0 – 500	100
10	Demo Sound: *Turns the demo music on and off 0 = OFF : 1 = ON*	0 – 1	1
11	Demo Start Time: *Duration of time the demo mode will turn on Time in Seconds*	30 – 180	60
12	Target Running Mode: *0 = Light stays on until target is pressed 1 = Light turns off after 2 seconds if not pressed*	0 – 1	0
13	Target Change Time: *The time a target will turn on after previous target has turned on This option only applies if game is set to RANDOM* 20 = 1 second, 30 = 1.5 seconds, 40 = 2 seconds, 50 = 2.5 seconds	20 – 50	20
14	Ticket Enable: *This turns ticket dispenser functionality on and off 0 = OFF : 1 = ON*	0 – 1	1
15	Random Mode: *This turns random mode on and off 0 = OFF : 1 = ON*	0 – 1	1
16	Clear Tickets and Reset Bonus: *Press SETTING button to clear tickets and reset bonus*		
17	Default Settings: *Press SETTING button resets option values back to default.*		

How to change an option setting:

1. **Press the TEST button on the Options Control Panel to enter program mode.**
2. **Press the TEST button until the wanted address (1-17) you wish to change is reached.**
3. **Press the ENTER button to increase the option setting to preferred value.**
4. **When all wanted values are changed, press the TEST button until the game returns to PLAY MODE.**

Game in PROGRAM MODE

ADDRESS VALUE **SETTING VALUE**

8. Maintenance and Inspection:

8.1 General Maintenance Information:

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

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

- Clean the surface of the game as needed.

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

1. Remove power before servicing game.
To avoid a short circuit, the power must be removed before touching the inside of the game.
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:

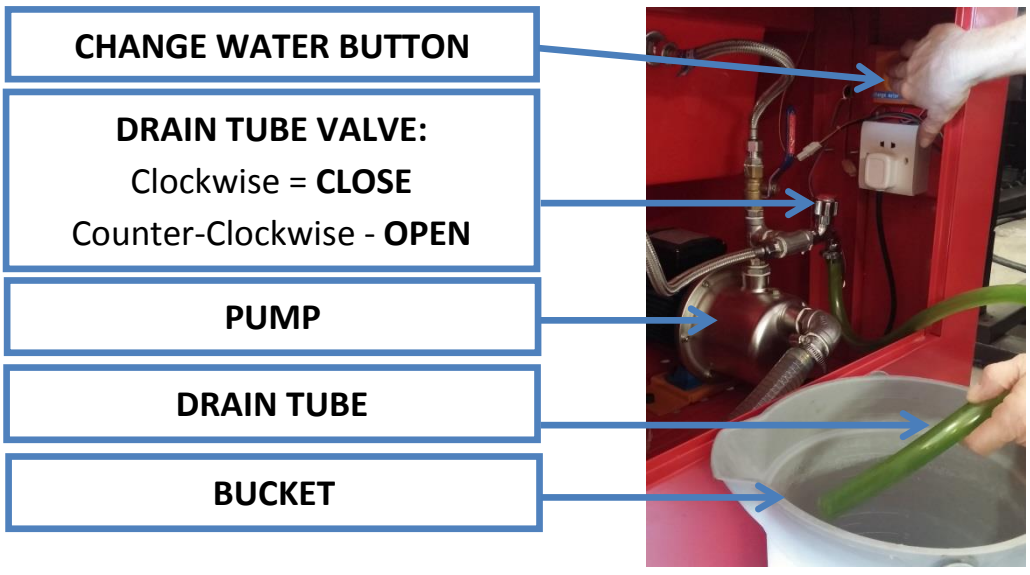
CLEANING - Clean the outer surfaces of the game with a commercial spray type cleaner. DO NOT however, use glass cleaner or commercial sprays on the marquee graphic panel. Use a good quality spray type furniture polish to keep the game looking good. Use a good quality glass cleaner to clean and polish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

8. Maintenance and Inspection (Continued):

8.3 Changing the water:

It is highly recommended to change the water for the game every week in order to keep the game clean. Fully read and follow the below steps in order to properly change the water:

1. Keep game power on, but ensure that no one plays the game until after the water has been changed out.
2. Open the bottom access panel located behind the game to gain access to the water pump, water filter, and all hose connections and fittings.
3. Place the drain tube into a large bucket.
4. Fully open the drain tube valve by turning the drain valve handle counter-clockwise.
5. While securely holding the drain tube into the bucket, ***press and hold*** the **"CHANGE WATER BUTTON"** located above the pump plug. This will start the pump, and water will begin to be pumped out of the game and into the bucket. ***NOTE:*** The pump will only work and drain while the **"CHANGE WATER BUTTON"** is being pressed. Once the bucket is full or all water has been drained, release the **"CHANGE WATER BUTTON"**.
6. Once all water is drained, fully close the drain tube valve by turning the valve handle clockwise.
7. If the water filter needs to be changed at this time, do so while the water is drained. Follow the steps in ***Section 8.4 "Changing the water filter"*** in order to properly change the water filter.
8. Pour clean tap water (approximately ten gallons) into the water holding tank from the front of the game. Do not use any form of chemical cleanser or deionized distilled water to put into the game.



8. Maintenance and Inspection (Continued):

8.4 Changing the water filter:

It is highly recommended to change the water filter for the game every month in order to keep the game clean. Fully read and follow the below steps in order to properly change the water filter:

1. Only change the water filter while the game is completely drained.
2. Before removing the water filter, place a large towel under the filter housing to catch any water that may spill out.
3. Using the filter wrench, turn the filter housing clockwise to remove the filter.
4. Pour any excess water into a bucket and discard.
5. Remove the old water filter and replace with a standard (20 Micron) paper sediment water filter.
6. Replace the filter housing, by turning the housing counter-clockwise.

8.5 Low/No water indicator:

The Low/No Water Indicator is located to the right of the player #2 gun. The indicator is connected to a sensor located inside the water holding pan and will detect if there is a proper amount of water to operate the game. The indicator will light when water needs to be added to the game.

LOW/NO WATER INDICATOR

8. Maintenance and Inspection (Continued):

8.6 Recommended Maintenance Schedule:

Daily Maintenance	
Coin mech	Check that the coin mech is working properly.
Ticket dispenser	Check if the ticket dispenser has tickets and is working properly.
START button	Check that the START button is functioning properly.
Sound	Check if the game has proper sound.
Pump	Check that the pump is working properly.
Water connections	Check for leaks in all pump and hose connections
Cabinet	Clean the cabinet with water a soft cloth.
Glass	Clean the glass with water and absorbent towels.

Weekly Maintenance	
Water quality	Change the water for the game.
Water connections	Check for leaks in all pump and hose connections

Monthly Maintenance	
Water quality	Change the water filter for the game.
Lights	Check for bad light bulbs and replace.
Game function	Check for proper game function and repair as needed.

9. TROUBLESHOOTING:

WARNING

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

9.1 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.

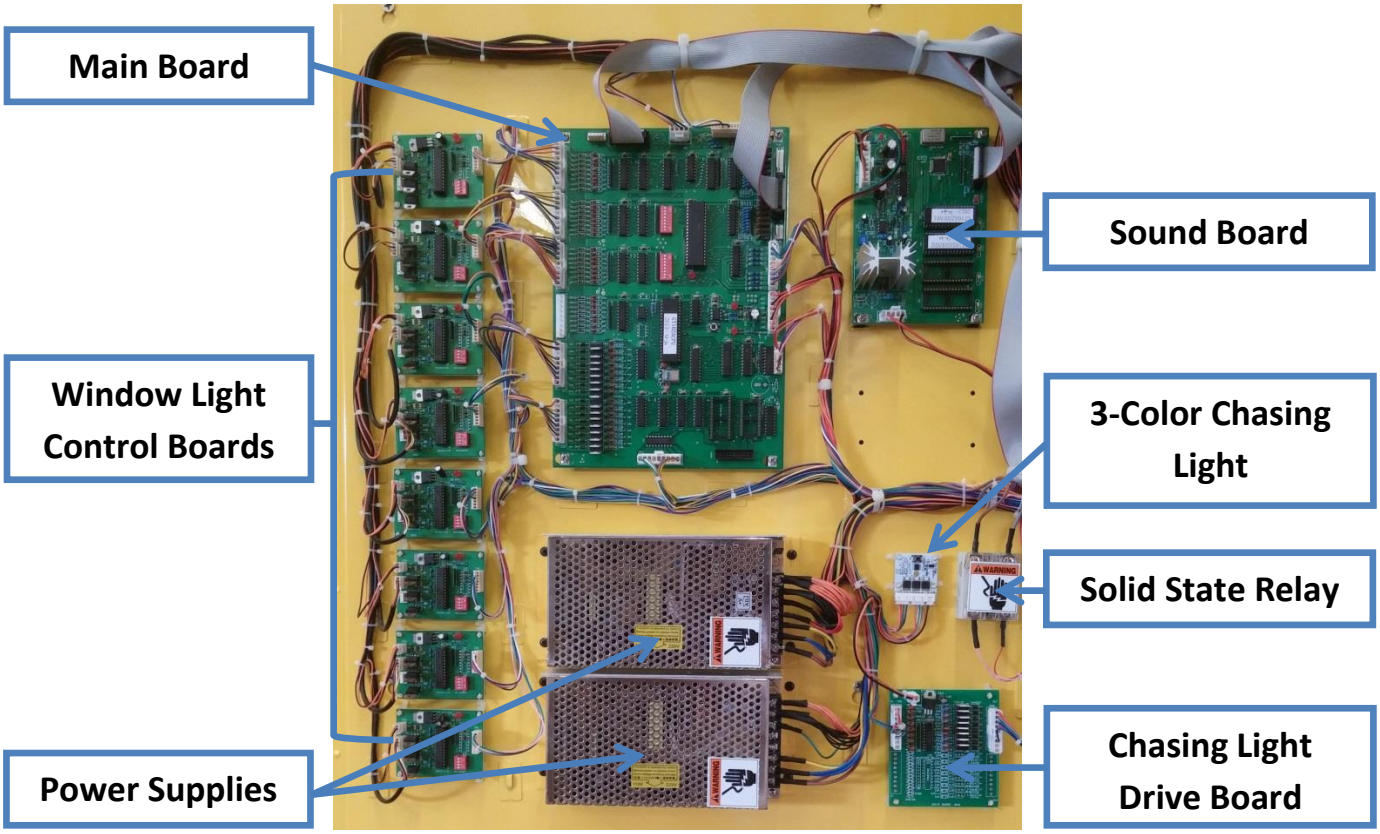
9. TROUBLESHOOTING (CONTINUED):

9.2 Troubleshooting Guide:

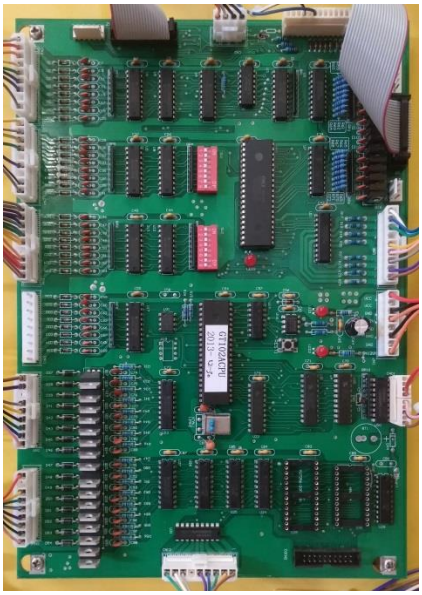
Component	Symptom	Possible Problem	Solution
Coin Mech	Can't insert coin	Coin mech out of adjustment	Adjust the coin mech
		Invalid coin blocking the coin mech	Remove the invalid coin
	A coin in the coin box is invalid	The wire of the coin signal is loose	Check the connection of the coin mech
		Coin mech is bad	Repair or replace the coin mech
Ticket Dispenser	No tickets dispensed	Out of tickets	Add tickets
		Bad connection to the ticket dispenser	Check the connection to the ticket dispenser
		The ticket board is bad	Replace the ticket board
START button	Not functioning	The wire of the button is loose	Check the connection of the button wire
		The micro switch is bad	Replace the micro switch
Target switch	No score	Connection of switch is bad	Reconnect the wires of the switch
		The switch is bad	Replace the switch
Display board	No display	Connection of the display board is bad	Reconnect the wires of the display board
		Display port on main board is bad	Replace the main board
Chasing light board	Does not work	Connection to the chasing light board is bad	Reconnect the wires of the chasing light board
Speaker	No sound	Volume is too low	Adjust volume in the settings options or on the main board volume control
		Speaker is bad	Check and replace the speaker
		Wire connections to the sound control are bad	Check the connections of the sound control
Pump	Does not work	Pump plug is loose or disconnected	Check the pump plug connection
		Voltage control relay is bad	Replace the relay
		Impeller is rusted or corroded	Dislodge the impeller. *See Section 4.8 for instructions*
Game Power	No power	No 110V/220V voltage input	Check the connection of power and the voltage input
		The fuse is bad	Replace the fuse
		The voltage output of the power supply is too low	Increase the voltage output to 5.2V
		Main board is bad	Replace the main board

10. Game Diagrams:

10.1 Electronic Assembly:

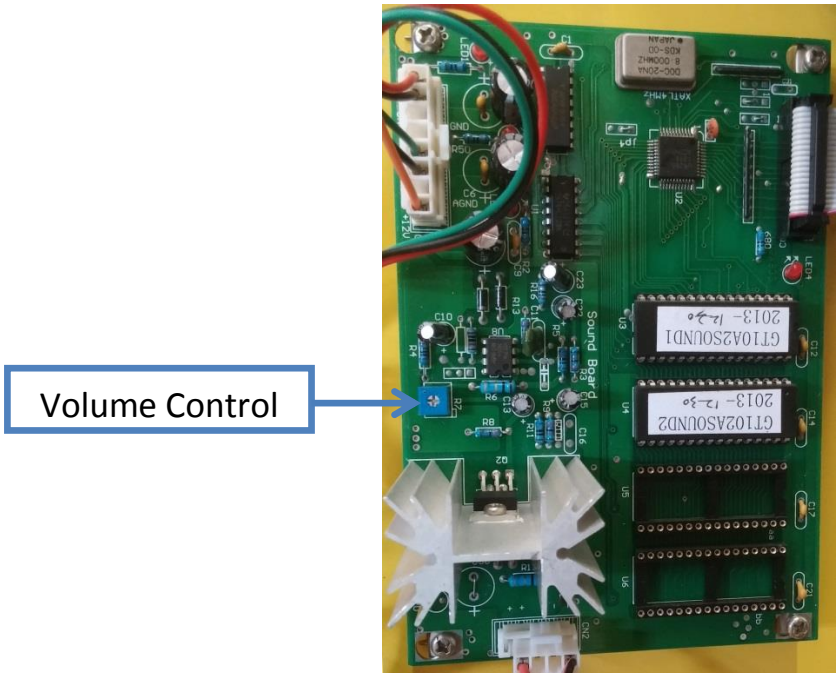


10.2 Main Board:

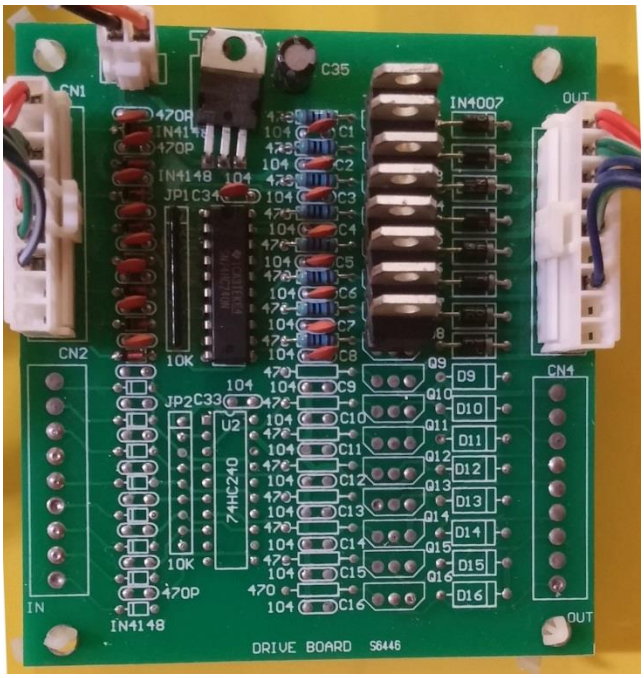


10. Game Diagrams (Continued):

10.3 Sound Board:

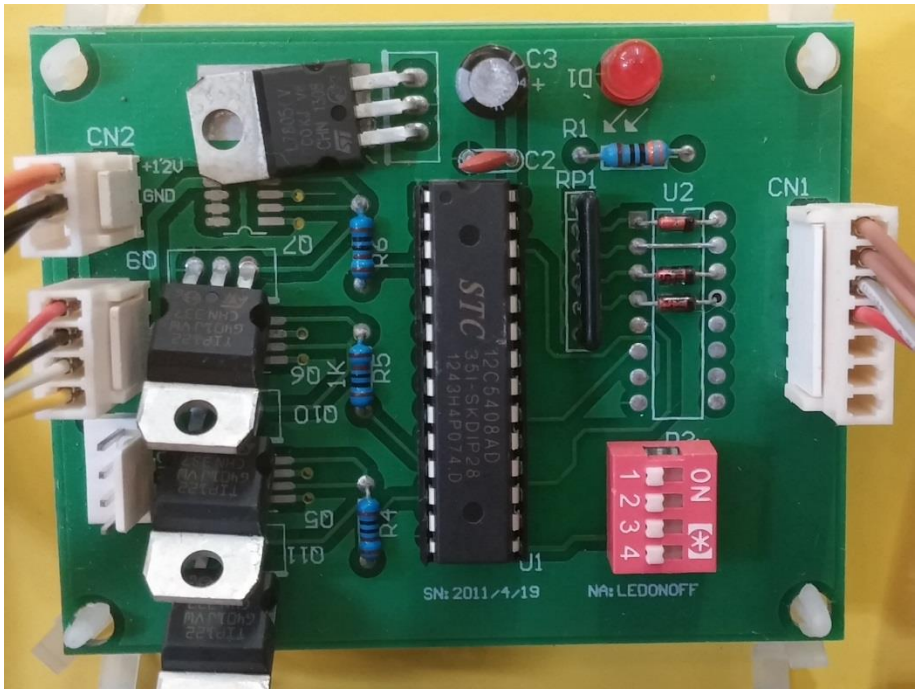


10.4 Chasing Light Control Board:

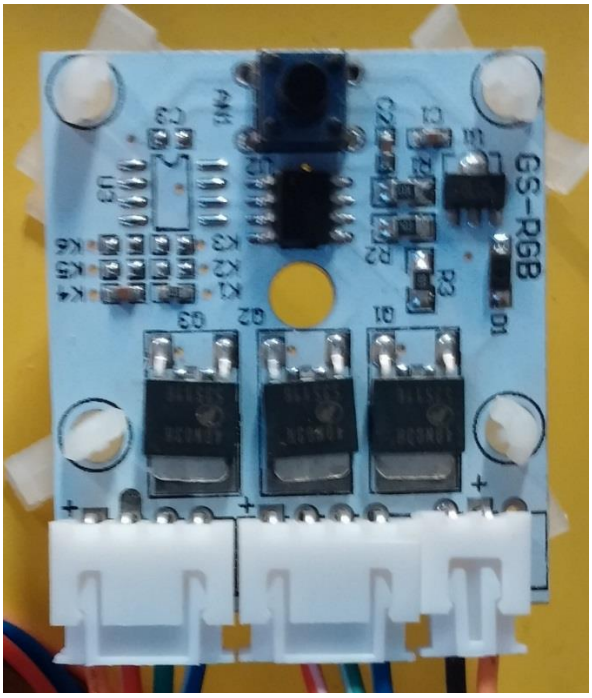


10. Game Diagrams (Continued):

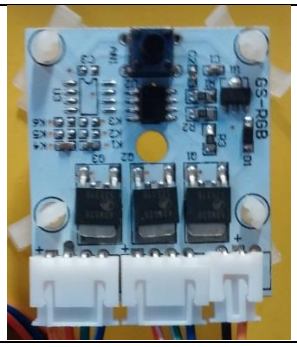
10.5 Window Light Control Board:

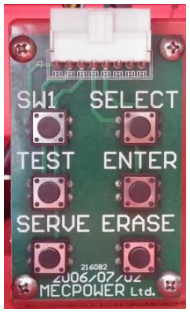
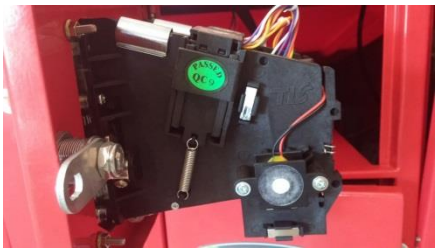


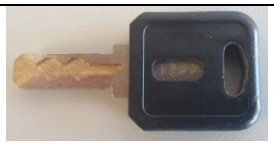
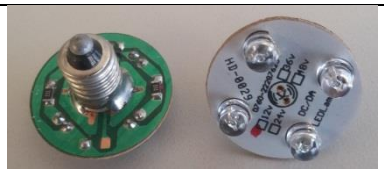
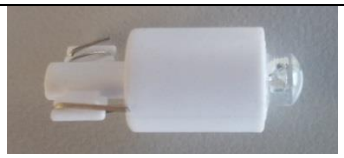
10.6 3-Color Chasing Light Control:



11. Parts List:

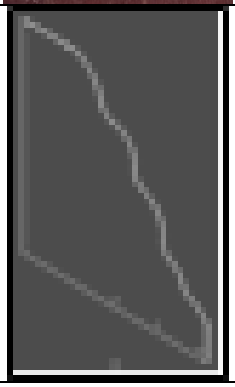
DESCRIPTION	PART NUMBER	PHOTO
Main Board	TBD	
Sound Board	E0801902	
Chasing Light Control Board	E0801904	
Window Light Control Board	E0801903	
3-Color Chasing Light Control	E0801909	

Solid State Relay	TBD	
Settings Board	TBD	
Coin Mech	TBD	
Electric Water Valve	TBD	
Ticket Dispenser	TBD	

Filter Housing	TBD	
Power Cord	TBD	
10 Amp Fuses	TBD	
#1285 Key	TBD	
#1396 Key	TBD	
12V LED Bulb	TBD	
LED Replacement Bulb for Start Button	TBD	
20 Micron Sediment Filter	TBD	
Filter Handle	TBD	

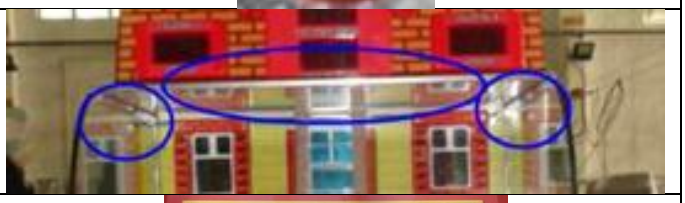
Change Water Button	TBD	
Start Button	TBD	
Water Gun	TBD	
Window Target	TBD	
Low Water Indicator	TBD	
Time Display Cover Plate	TBD	
Player 1 Score Display	TBD	

Speaker	TBD	
Bonus Display	TBD	
Ladder	M0801908	
Fan	TBD	
Small LED Light Cover (RED)	E0801910	
Small LED Light Cover (YELLOW)	E0801911	
Large Light Cover (YELLOW)	E0801908	
Rail	M0801914	

Lighted Trim	TBD	
Side Rail	M0801912	
Fireman Figure	M0801902	
Clown Figure	M0801903	
Fire Hydrant Figure	TBD	
Side Tempered Glass Shield	M0801904	

Top Plexiglas Shield	TBD	
Marquee “RESCUE” Sign LED	E0801913	
Marquee Acrylic Panel	M0801910	
Power Cord Input	TBD	
Water Pump	TBD	
Player 1 Vinyl Decal	TBD	
Player 2 Vinyl Decal	TBD	

Player 1 Coin Vinyl Decal	TBD	
Player 2 Coin Vinyl Decal	TBD	
Tickets Vinyl Decal	TBD	
Rubber Gun Boot	M0801913	
Light Board	E0801905	
Display Board	E0801906	
Light Board of Light	E0801907	
Gun Tip	M0801901	
Acrylic Ladder Holder	M0801907	

Ladder Light Strip	E0801912	
Main Back Panel	M0801909	
Plastic Cover for Water Tank	M0801911	
Fiberglass Seat – Complete Assembly	M0801915	
Metal Brackets for Top Glass	M0801916	
How To Play Vinyl Decal	TBD	
Tube Only	M0801906	
Lighted Tube End Cap	TBD	

12. WARRANTY

BOB'S SPACE RACERS, INC.
90 DAY COIN-OPERATED GAME WARRANTY

1. INCLUDED IN THIS WARANTY 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

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