



# CRAZY CANZ ARCADE GAME MANUAL



## **WARNING**

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



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## MODEL VIEW

### CRAZY CANZ™ ARCADE



# DIMENSIONS

**CRAZY CAN**

**ALL PARAMETERS ARE APPROXIMATE AND SUBJECT TO CHANGE WITHOUT NOTICE**  
 [ ] DIMENSIONS ARE IN MILLIMETERS

Power Requirements	
8 amps	120 V
Game weight: TBD lbs.	
Crated Dimensions & Weight	
75" Long x 34" Wide x 76" High	
Weight: TBD lbs.	

**Bob's Space Racers, Inc.**  
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Serving the amusement industry since 1970

# INTRODUCTION

## Overview and Technical Features:

### Overview

Thank you for purchasing the new Crazy Canz™ arcade game from Bob's Space Racers®. Your new game will provide you and your customers with years of fun and satisfaction. Bob's Space Racers® products are the result of years of arcade and gaming experience.

### Features

**CABINET DESIGN** – The cabinet has been manufactured from only the best marine grade laminated plywood, powder coated heavy gauge steel and other available materials. All materials going into this game have been thoroughly tested to assure only the finest quality and best results for our customers. All materials are carefully selected to provide the best possible performance for which they are designed.

**ENGINEERING** - Your new Crazy Canz™ game has been designed and engineered using state of the Art 3D solid modeling technology. This assures the best possible design possible. Advanced structural analysis is used to determine the strength and durability of key components to assure years of reliability.

**ELECTRONICS** - The electronics incorporated are proven industrial grade components. Combined with state of the art software design, the implementation is second to none. Combining an elegant design with rock solid reliability, you can be confident that your game will last for years of service.

**PROGRAMMABILITY** - The game incorporates unique self adjusting difficulty levels to aid all players in achieving good play results regardless of their skill level. This helps to make the game more fun and competitive for people of all ages, yet keeps the net earnings consistent regardless of player skill.

**COLORFUL GRAPHICS** - The look and feel of the game has been tailored to fit a wide variety of players, from the youngest kids to adults. The resulting broad player appeal will help to maximize your earnings.

### Game Play

A player will push down on the handle and launch balls in the air. The idea is for the player to try to surpass the *High Score* so they can win the bonus tickets. If not, they will win tickets based on score in addition to the minimum tickets (*if it's set in the options*).

### Maintenance

Due to the physical play of the machine, some 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.

**NOTE: Refer to the weekly preventative maintenance schedules to avoid unnecessary game wear and keep the game in its best condition.**

## IMPORTANT SAFETY INFORMATION

## SET UP

**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.

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. It is very important that the weight is distributed evenly to all the legs. This will help avoid damage or unnecessarily large amounts of weight and pressure on only one or two of the legs.

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.

## ELECTRONICS OPERATIONS OVERVIEW

### **Main Logic Board** (BSR P/N: E0800405)

The functions of the main logic board are to control all the peripherals of the game itself. It will also allow the technician/manager to change options settings thus customizing the game play according to the companies' specifications.

### **3 Digit Display x3** (BSR P/N: EM040744)

Displays the player score, the high score and the bonus tickets. Displays options registers and their values.

### **Sensor Pair for Button** (BSR P/N: EX033925)

Notifies the main logic board of a triggered output

### **Sensor Pair Play Field x6** (BSR P/N: E0800165 | E0800154)

Notifies the main logic board of a triggered output

### **Can Lift Motor**

BSR Stepping Motor EX007650 and Stepping Motor driver board EX033484

### **Games and Players Analogue Meters**

Notifies the technician/manager the amount of coins received and tickets paid out.

## ADDITIONAL FUNCTIONS

### **P.O.S.T.** (*Power On Self Test*)

This test will run when the game is first turned on and then periodically after when the game is in stand-by. This is a basic sensor test to make sure the game is operating properly.

### **Attract Mode**

Periodically (*timing is set in the options register*) the can will lift up and the hammock will be lifted allowing balls to be launched inside the cabinet. Also, music will play in the background to attract players.

### **Programming Panel**

The programming will be controlled using a 3 push button station and will display on the 3 digit display to show the current option register and setting. The 3 push buttons will be labeled PROGRAMMING, STEP and SELECT and their functions are as follows.

- **PROGRAMMING** : *enter into and exit out of PROGRAMMING MODE.*
- **SELECT** : *this will move the operator through the option registers.*
- **STEP** : *this will change the options register value.*

The options register address will be displayed on the *Your Score* display and the option register value will be displayed on the *High Score* display. The *Bonus Tickets* display will remain blank.

## OPTIONS and REGISTER SETTINGS

### *REGISTER, DESCRIPTION, VALUE, (DEFAULT)*

- P00** Game Volume **1 – 6 (5)**
- P01** Coins Per Credit **1 – 10 (2)**
- P02** High Score Base Value **0 – 100 (25)**
- P03** Bonus Ticket Base Value **0 – 100 (25)**
- P04** Bonus Ticket Increase **0 – 25 (2)**
- P05** Score per Ticket **0 – 50 (5)**
- P06** Game Time *<in seconds>* **15 – 60 (30)**
- P07** Minimum Ticket payout **0 – 10 (1)**
- P08** Maximum Bonus Ticket Payout **0 – 255 (0)**
- P09** Can Lid Speed **0 – 25 (10)**
- P0A** Demo *(attract mode)* **0 – 12 (3)**
- Pr** Reset **0 – 1 (0)**

### *Explanation of Values*

- P00** Volume level of game music and sound effects. Setting to “0” turns off all sounds “MUTE”.
- P01** How many coins/tokens needed to play the game.
- P02** This will be the *HIGH SCORE* a person must surpass to win bonus tickets. This will increase through out the duration the game is on but resets when the game is turned off.
- P03** This is the starting *BONUS TICKET* value a person will get if they surpass the *HIGH SCORE*. This will increase every time a player does not surpass the *HIGH SCORE*.
- P04** This is the amount the *BONUS TICKET* increases when a person does not surpass the *HIGH SCORE*.
- P05** This is the amount of tickets a person will get depending on score. *Example: 1 point = 1 ticket*. This is an addition to minimum ticket and bonus ticket.
- P06** This is the time the player will have to play the game in order to surpass the *HIGH SCORE*.
- P07** This is the minimum amount of tickets a person will receive whether they have a score or not.  
*Minimum tickets will be added to BONUS SCORE and POINTS PER TICKET.*
- P08** This is the maximum amount of *BONUS TICKETS* a person can receive if they surpass the *HIGH SCORE*. *The POINTS PER TICKET and MINIMUM TICKETS are still added to this value*



**P09** This is the speed at which the can lid will open and close. Setting higher slows down the lid movement.

**P0A** This is the amount of time that the *ATTRACT MODE* will run when the game is not in play.

**Pr** This resets all the values to default.

## MAINTENANCE AND TROUBLESHOOTING

### **WARNING**

For your safety and to reduce risk of damage to your game read the Important Safety Information on page 4 before attempting any troubleshooting procedure.

## TROUBLESHOOTING PHILOSOPHY

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

1. Always check to be sure that you 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 damaged. Using a handheld multi-meter, check continuity of the wires to make sure they are not broken.
4. Check for obvious damage to any 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.

## PREVENTATIVE MAINTENANCE SCHEDULE

- Inspect Game Balls for any breaks or tears and remove damaged balls as necessary. (weekly)
- Inspect Hammock for any wear and tears that could develop from loose hardware.
- Check to assure that the bolts & nuts are tight and secure on unit. (monthly) At this time also check that no balls have rolled under the hammock and become trapped there. (As this could potentially cause the hammock to bind and start to tear from game play.)
- Remove and clean Game Balls. (monthly)\*\*\*
- Inspect all grounding wire connections to assure that they are secure and in place.
- Inspect speaker mounting hardware and make sure that the speaker is secure and in place. (monthly)
- Check the power supply and electronic boards to make sure they are secure and in the proper place. (monthly)
- Check to make sure that the coin mechs and mounting hardware are secure and in place for smooth operation and consistent revenue generation. (weekly/minimum)

\*\*\*This process of preventative maintenance will tremendously cut down on the amount of dust and debris the game dispenses on the sensors and playfield. This will assure consistent operation and better presentation to your players.

## TROUBLESHOOTING

### The Hammock does not fire when the button is pressed.

- Check air pressure. Internal pressure gauge should read 60 PSI.
- Check that both button sensors are working properly by observing the following:
  1. The green LED's on both sensor boards should be "ON"? If not, check voltages on sensor boards as shown in Fig. 1.

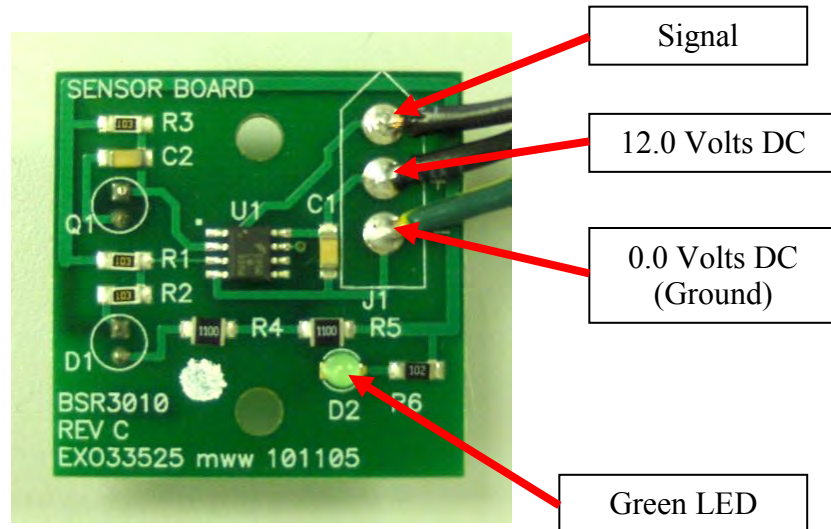


Fig. 1

2. If voltage is missing, check main power supply for proper voltage readings.
3. If the voltages at the power supply are good, then check wire harnessing for broken wires, loose connections, ect.
4. If both LED's are "ON" then observe the LED's on each sensor while slowly pressing down on the "Plunger" . The LED's will turn "OFF" and then back "ON" when the Plunger reaches the bottom.
5. If there is no LED activity on one or both sensors boards and the voltages are good, then replacement of one or both sensors may be necessary. BSR P/N: **EX033525**

### **Error Codes**

EO = Tickets – Check the Ticket Dispenser / Add Tickets.

E1 Thru E6 = Sensor error

E1 = Sensor 1

E2 = Sensor 2

And so on . . .

## Displaying Error 1 - 6.

- Check voltages on sensors. (See "[How to test "Playfield" sensors](#)")
- Clean mirror background and sensors.

### How to test "Playfield" sensors

1. Attach DC voltmeter to pins 1 and 3 of lower sensor (receiver) as shown in Fig. 3. Should read 5.0 Volts.
2. Move (- neg) probe from pin 3, to pin 2 as shown in Fig. 4. Should read "0" volts. If not, then sensors may need to be replaced.

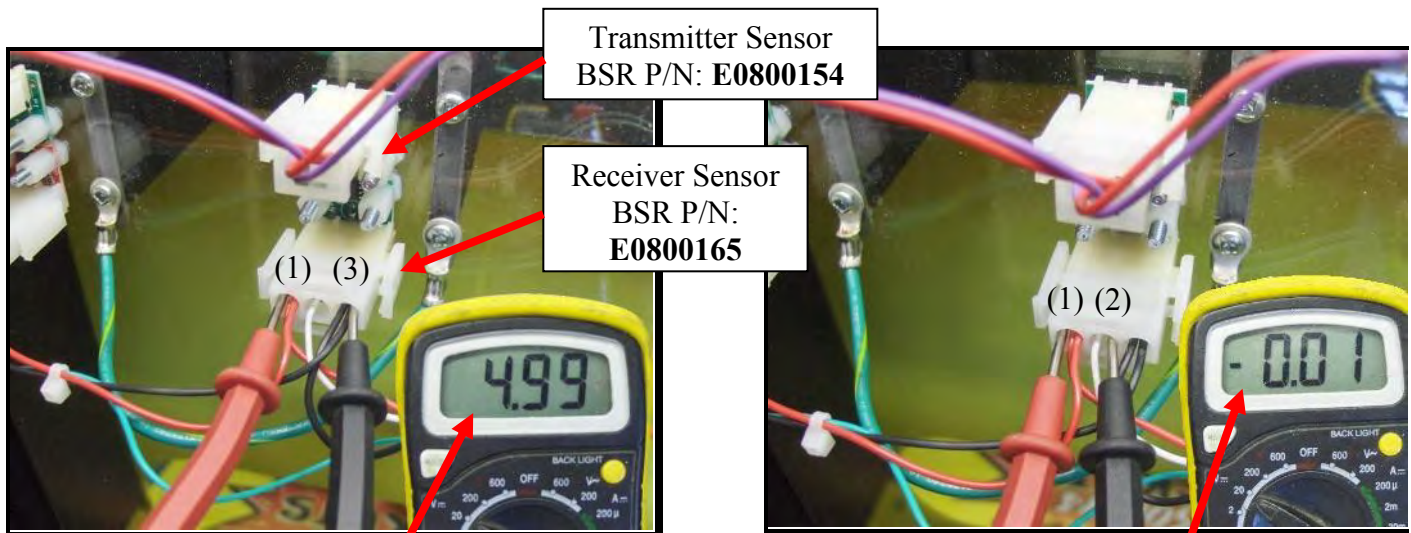


Fig. 3

Fig. 4

Power supply voltage

"0.001" reading indicates that the "Receiver" sensor is seeing the reflected infrared light from the "Transmitting" sensor.

### The game works for few minutes and quits, no display.

- Supply voltage missing or improperly set. Check voltages on the Power Supply (see **Fig. 1** above) for 5.0 Volts DC, and 12.0 Volts DC. If the 12.0 Volts DC is higher than 13.0 Volts DC, you will need to adjust it via **+V1 ADJ** on the power supply. If the game still continues to shut down, then call BSR Tech Support for further assistance. **1-386-677-0761**
- Check AC input EMI Filter.

## **Some display segments are flickering.**

- Check all connections and wiring.
- Replace display assembly BSR P/N: **EM040744**

## **No Sound, Intermittent Sound, or Making Popping Sound.**

- Check speaker. (check resistance across speaker terminals with ohm meter, should read 8 ohms).
- Check all connections and wiring and make sure the correct resistance (8 Ohms) is present at the main board speaker connection.
- Check for bad or missing ground connection.
- Check for 12.0 Volts DC on the power supply. Must not be over 13.0 Volts DC. Adjust if necessary. (See Fig.1 above)
- If doing above does not fix problem, then call BSR Tech Service for further assistance. **1-386-677-0761**

## **Balls are not firing high enough.**

- Check air pressure, should be approximately 60 PSI.
- Check Hammock for stretching.
- Check for loose fasteners on Hammock assembly.
- Check hoses for kinks.
- Purge water from compressor.

## **What are the Air Compressor requirements?**

- 2 Gallon Tank
- 60 PSI,
- 0.90 CFM

## **How many ball come with the game?**

- 100 Balls (Ball Kit: BSR P/N: **MX800450**)

## **Game scores by itself during game play when no balls are being hit.**

- Clean the sensors and mirror background.
- Check sensors for tightness.
- Check for loose or intermittent wires attached to the playfield sensors.

## The game will coin itself up after the game has been on for about 4 hours.

- Check voltages on the main board (see Fig. 1) for 5.0 Volts DC, and 12.0 Volts DC. If the 12.0 Volts DC is higher than 13.0 Volts DC, you will need to adjust it.
- Replace Coin Switch. BSR P/N: **E0013903**
- Check wiring on Can Switch.

## Game “Resets” when the play button is hit.

- Check Power Plug to game.
- Check ground attached to the pivot mechanism. (see Fig. 5) Replace if necessary. BSR P/N: EX0800429
- Check all wire harnesses for loose or broken connections.
- Check Power Supply voltages.

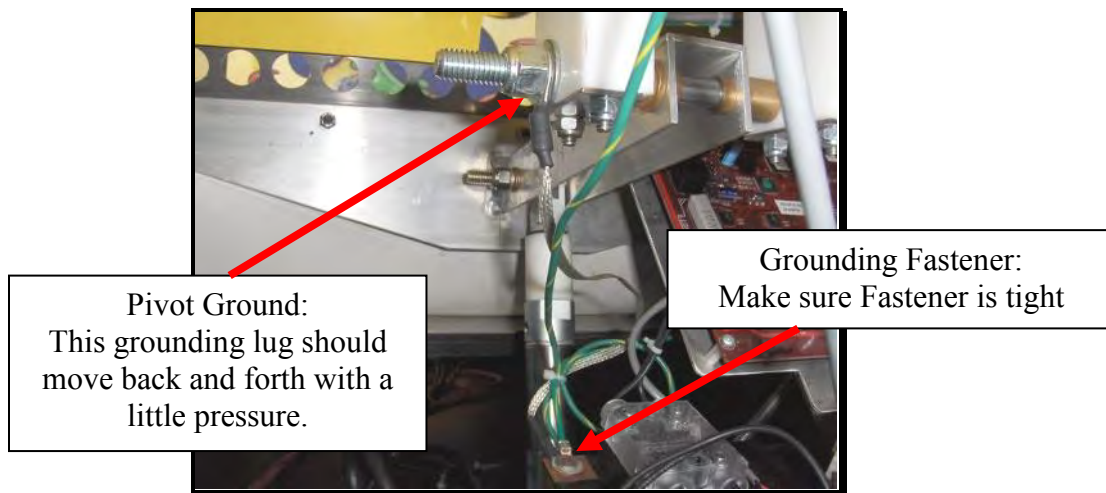
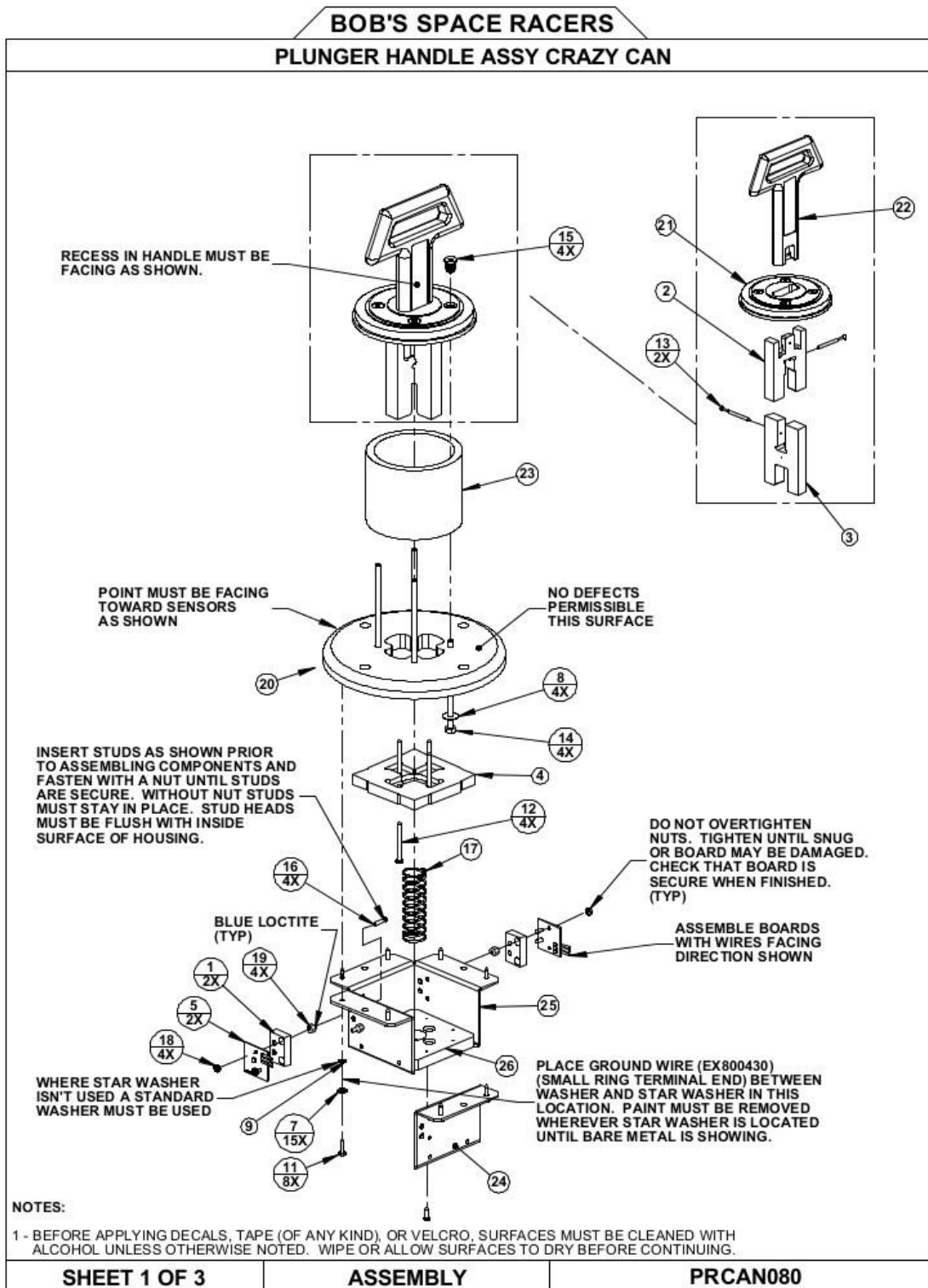


Fig. 5

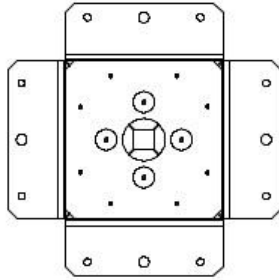
## Tickets keep running out of the dispenser, have to shut off machine to stop.

- Check connections and wiring.
- Clean Ticket Sensor
- Replace Ticket Mechanism. BSR P/N: **E0020300**
- Replace main board. BSR P/N: **E0800402**

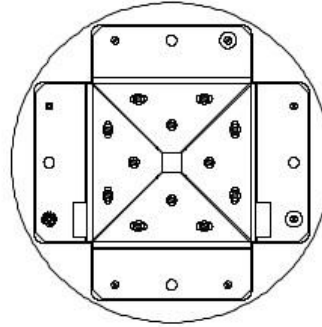
# PLUNGER HANDLE ASSEMBLY



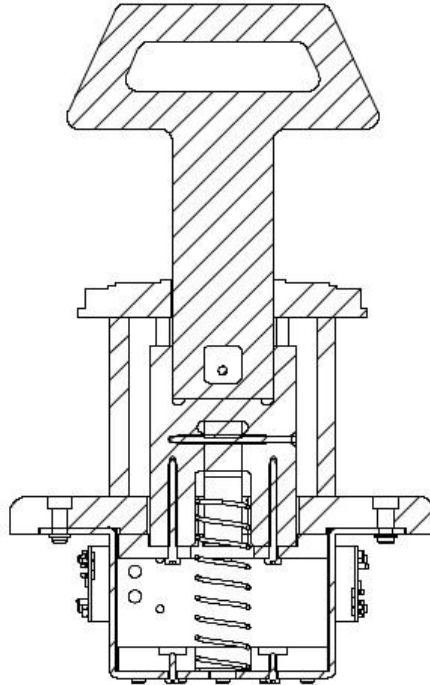
**BOB'S SPACE RACERS**  
**PLUNGER HANDLE ASSY CRAZY CAN**



**DETAIL A**



**DETAIL B**



**SECTION CENTER-CENTER**

**NOTES:**

1 - BEFORE APPLYING DECALS, TAPE (OF ANY KIND), OR VELCRO, SURFACES MUST BE CLEANED WITH ALCOHOL UNLESS OTHERWISE NOTED. WIPE OR ALLOW SURFACES TO DRY BEFORE CONTINUING.

**SHEET 2 OF 3**

**DETAIL VIEWS**

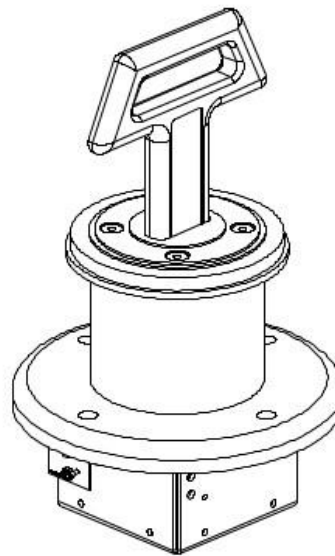
**PRCAN080**



**BOB'S SPACE RACERS**

**PLUNGER HANDLE ASSY CRAZY CAN**

ITEM	PART #	DESCRIPTION	UOM	QTY
1	CX800419	BUTTON SENSOR SPACER - DP AIR & CEC	EA	2
2	CX800551	BLOCK MAIN PLUNGER - DP	EA	1
3	CX800552	BLOCK "H" PLUNGER - DP	EA	1
4	CX800555	BEARING GUIDE BONE PLUNGER - DP	EA	1
5	EX033525	BOARD ASSY SENSOR DOG POUNDER PK & TRL	EA	2
6	EX800430	GROUND JUMPER BUTTON ASSEMBLY - DP AIR	EA	1
7	H0000200	WASHER FLAT #8 USS ZINC	EA	15
8	H0000500	WASHER FLAT 1/4"USS 3/4"OD	EA	4
9	H0001623	WASHER EXTERIOR STAR #8	EA	1
10	H0002000	SCREW WOOD SCRLX 6 X 1/2"PH	EA	12
11	H0002500	SCREW WOOD SCRLX 8 X 3/4"PH	EA	8
12	H0003400	SCREW WOOD SCRLX 8 X 2"PH	EA	4
13	H0003500	SCREW WOOD SCRLX 8 X 2 1/2"FH	EA	2
14	H0007600	BOLT HEX 1/4" X 4 1/2"	EA	4
15	H0011996	INSERT WOOD KNOCK-IN 1/4-20 THREAD	EA	4
16	H0800032	STUD 6-32 X 3/4" PEM	EA	4
17	H0800066	SPRING COMPRESSION .082/1.125/4.000 MW	EA	1
18	H0800122	NUT NYLON LOCK JAM 6-32	EA	4
19	H0800129	STANDOFF HEX 6-32 X 1/4 X 5/16 ALUM	EA	4
20	PRCAN081	BEARING PLUNGER CRAZY CAN	EA	1
21	PRCAN082	BLOCK GUIDE PLUNGER CRAZY CAN	EA	1
22	PRCAN083	HANDLE CAN PLUNGER CRAZY CAN	EA	1
23	PRCAN084	CAN HANDLE PLUNGER CRAZY CAN	EA	1
24	PRDP750	HOUSING SECTION SIDE LEFT - BIG DOG V2	EA	2
25	PRDP751	HOUSING SECTION SIDE RIGHT - BIG DOG V2	EA	2
26	PRDP753	BLOCK MTG HOUSING BUTTON - BIG DOG V2	EA	1



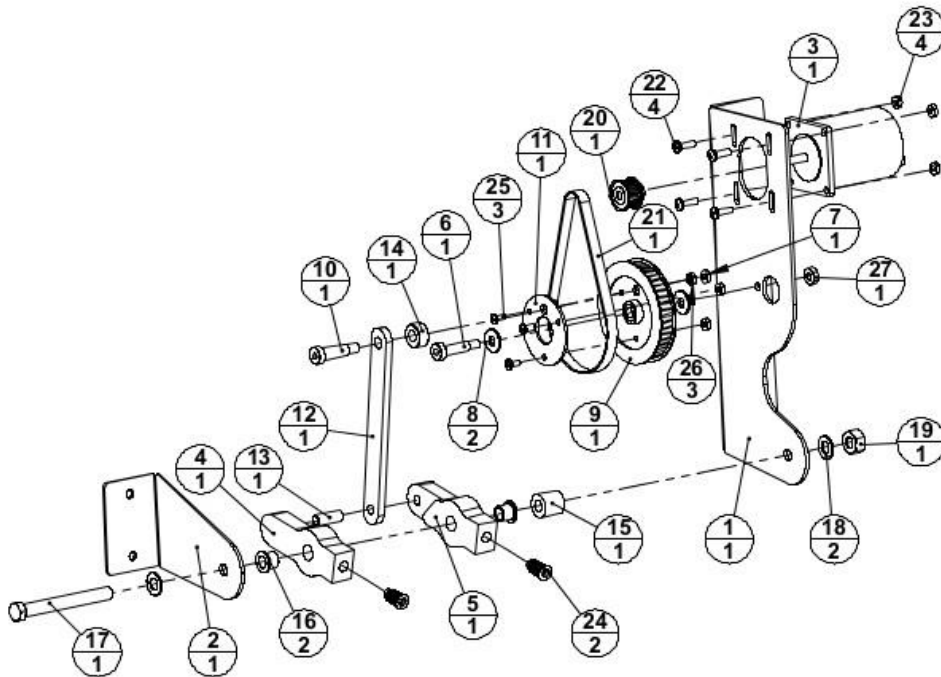
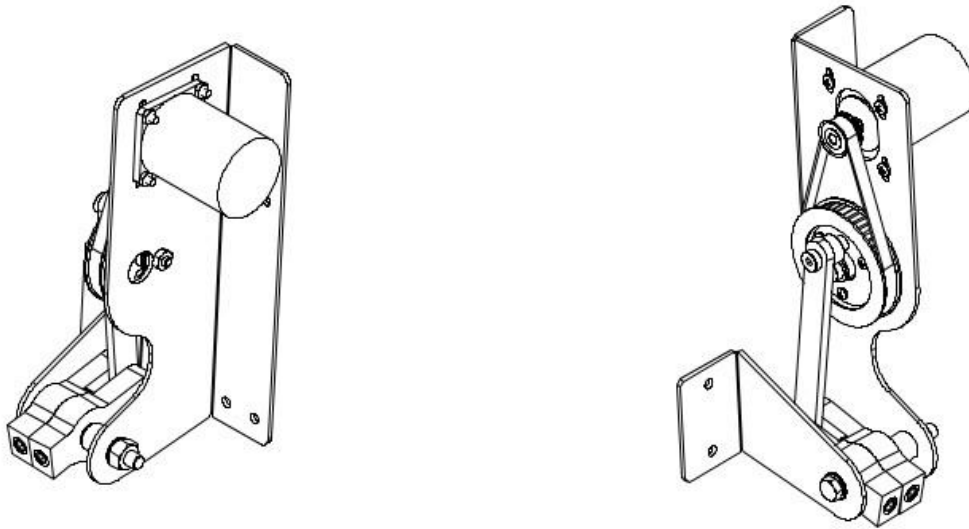
SHEET 3 OF 3

BILL OF MATERIALS

PRCAN080

# MECH MOTOR LID ASSEMBLY

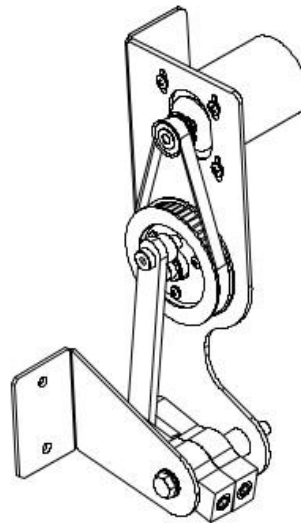
## BOB'S SPACE RACERS MECH MOTOR LID ASSEMBLY CRAZY CANZ



**BOB'S SPACE RACERS**

**MECH MOTOR LID ASSEMBLY CRAZY CANZ**

ITEM	PART #	DESCRIPTION	U/M	QTY
1	PRCAN036	BRKT MTG MOTOR LID MECH CRAZY CAN	EA	1
2	PRCAN031	BRKT MTG PIVOT LID MECH CRAZY CAN	EA	1
3	E0007680	STEPPER MOTOR	EA	1
4	PRCAN033	LEVER PIVOT RIGHT LID MECH CRAZY CAN	EA	1
5	PRCAN037	LEVER PIVOT LEFT LID MECH CRAZY CAN	EA	1
6	H0013610	SHOULDER BOLT 3/8" X 5/16" X 1"	EA	1
7	H0010005	NUT, NYLON LOCK, 5/16-18	EA	1
8	H0800054	WASHER, FLAT 1/4" S.S.	EA	2
9	H0018507	Acetal Pulley 3.28" OD x 48 Teeth, for 0.200 Pitch Trapezoidal Tooth Neoprene XL Series Timing Belt 3/8" Wide. Ref: McMaster 57105K32	EA	1
10	H0006457	SHOULDER BOLT 3/8" X 1"	EA	1
11	PRCAN038A	PLATE, PULLEY SUPPORT - CRAZY CAN	EA	1
12	PRCAN035	ROD CONNECTING LID MECH CRAZY CAN	EA	1
13	H0014006	DOW PIN, 5/16" X 1"	EA	1
14	H0018621	LOCKING COLLAR, 3/8" SHAFT	EA	1
15	H0017521	SPACER, 3/8" ID, 3/4" OD X 3/4" LONG	EA	1
16	H0800094	BUSHING, BRONZE 1/2" OD X 3/8" ID X 1/4" L	EA	2
17	H0009200	BOLT, HEX 3/8" X 3-1/2"	EA	1
18	H0000705	WASHER, FLAT 3/8"	EA	2
19	H0010550	NUT, NYLON LOCK 3/8"	EA	1
20	H0018506	Acetal Pulley 1.00" OD x 12 Teeth, for 0.200 Pitch Trapezoidal Tooth Neoprene XL Series Timing Belt 3/8" Wide. Ref: McMaster 57105K13	EA	1
21	H0018521	Timing Belt 0.200 Pitch Trapezoidal Tooth Neoprene Trade SX 140XL 14" Outer Circle 3/8" Wide Ref: McMaster 6484K224	EA	1
22	H0005990	SCREW MACH, 10-32 X 1"	EA	4
23	H0010570	NUT, NYLON LOCKING 10-32	EA	4
24	H0011995	INSERT, WOOD 1/4-20 THREAD	EA	2
25	H0005990	SCREW, MACH, 8-32 X 3/8"	EA	3
26	H0010005	NUT, NYLON, LOCKING, 8-32	EA	3
27	H0010620	NUT, NYLON, LOCKING, 5/16"		1



SHEET 2 OF 2

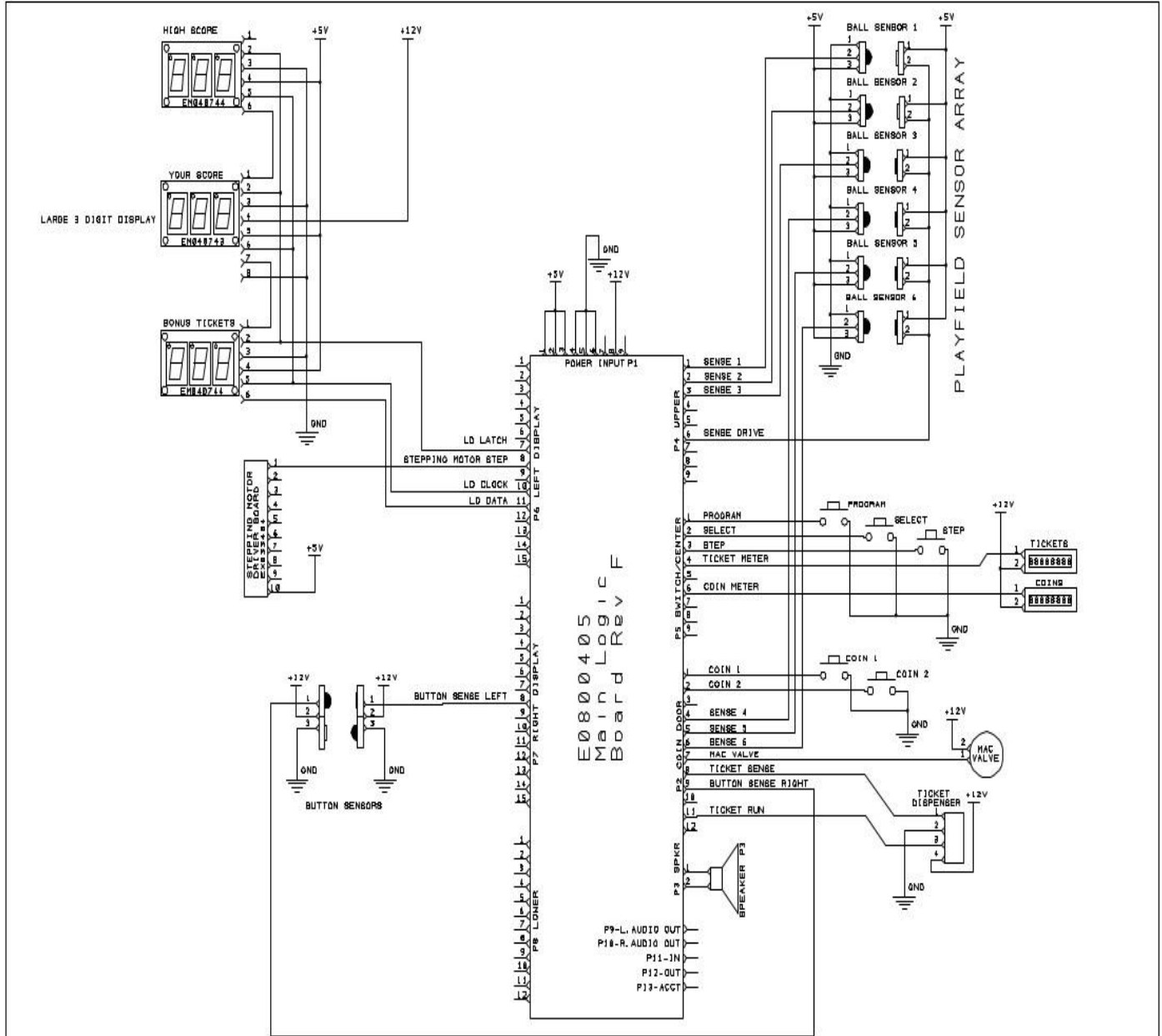
BOM

DATE: 02-28-13

REV DATE: 02-28-13

PRCAN100 REV B

# SCHEMATIC DIAGRAM



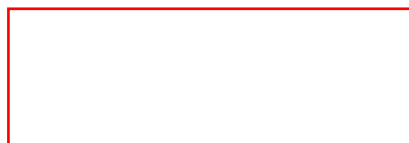
REV	Drawn JGP	Check	Projection Do Not Scale		
Project	CRAZY CAN		Client	BOBS SPACE RACERS INC	
Title	CRAZY CAN WIRING DIAGRAM		Filename	CRAZY CAN WIRING SCHEMATIC	Drawing No. Sheet REV E of

## 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 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 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:



## 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)**