



GROUP GAME OPERATION MANUAL



WARNING

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



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6 Player Group Game

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Federal Communications Commission (FCC) Statement

Note: This equipment has been tested and found to comply with limits for a Class A digital device, pursuant to part 15 of the FCC Rules. These limits designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate frequency energy, and, if not installed and used in accordance with the instruction manual may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his/her own expense.

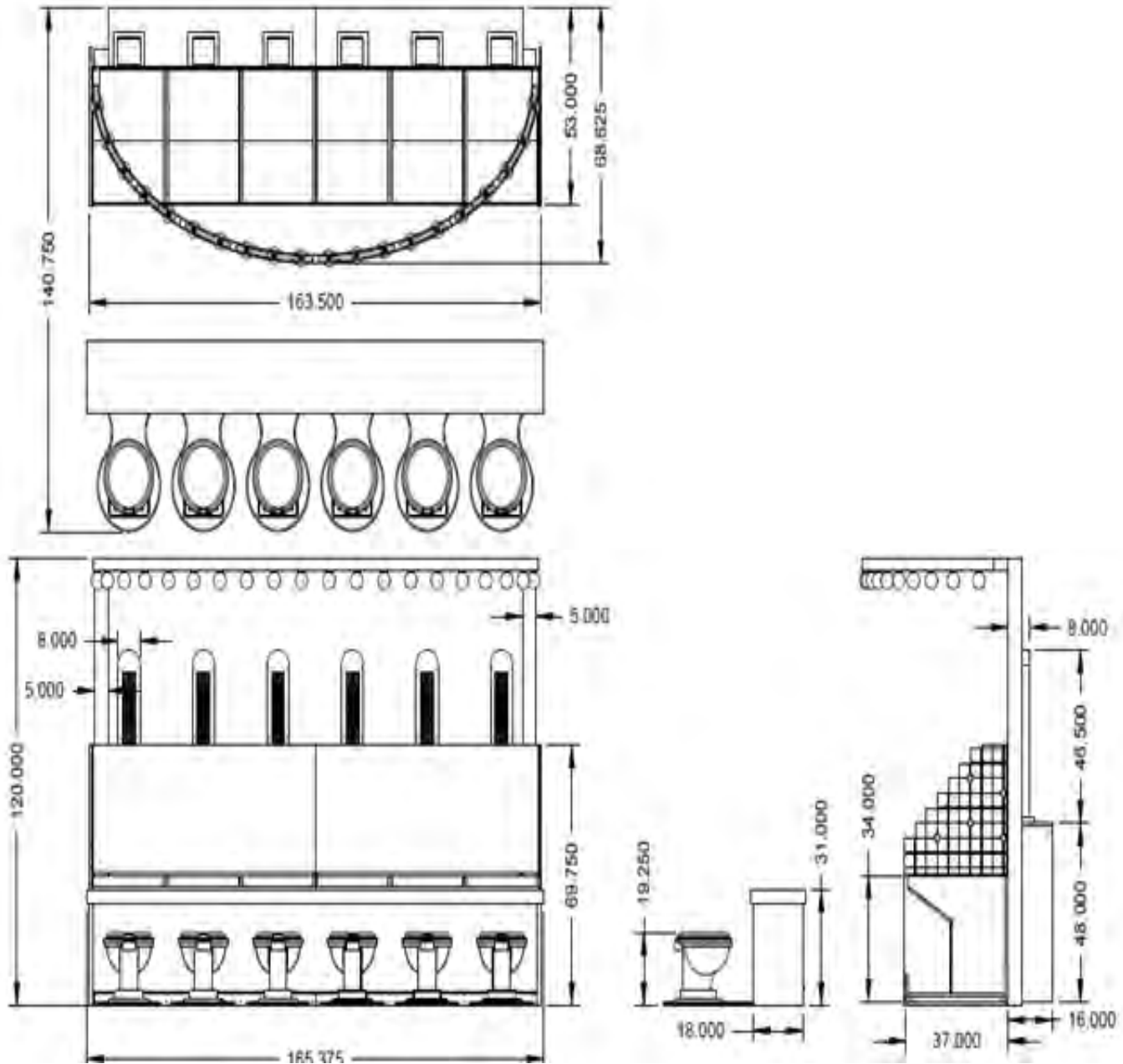
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WARNING:

ALL OF BOB'S SPACE RACERS® GAMES ARE SHIPPED WITH THE SAME KEY AND LOCK SETS.

IT IS IN YOUR BEST INTEREST TO CHANGE THE KEYS AND LOCKS ON YOUR GAMES WHEN YOU RECEIVE THEM.

Specifications:



1. Introduction:

1-1. Overview:

Congratulations! Thank you for purchasing a custom game from Bob's Space Racers®. Built on a long tradition of value, your new STINKY FEET GROUP GAME retains all of the great game play you have come to expect from a game from BSR and is specifically designed for today's Park environment. The new game uses technology specifically developed for this application.

1-2. Important Safety Information:

IMPORTANT SAFETY INFORMATION

WARNING: ALWAYS BE SURE POWER TO THE GAME IS TURNED OFF WHEN DOING EVEN ROUTINE MAINTENANCE. OTHERWISE, MOVING PARTS COULD ACTIVATE UNEXPECTEDLY CAUSING INJURY.

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: 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.

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 debris off of all the electrical components.

2. Starting a Game:

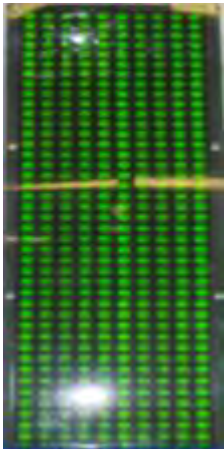


1. To start a game you have to activate player stations. To activate player stations enable the respective stations “kick switch.”

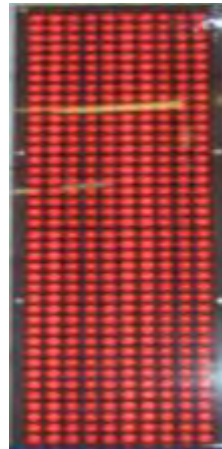


2. At each station there is an indicator light. It will light when a station has been activated

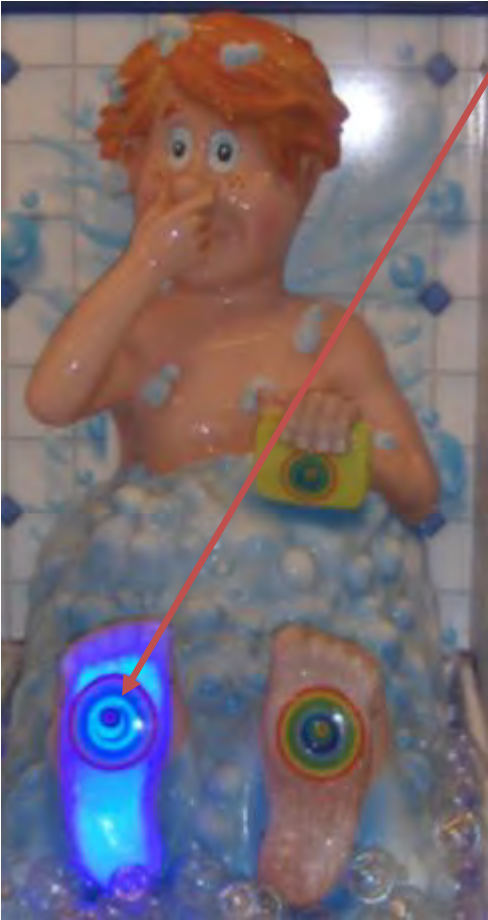
Indicator Light



When a station is kicked up, the display of the kicked up station will flash green



The other stations that are not kicked up will display red



When a game unit is kicked up, a target will be lit up. This will let the player know which target to hit when the game starts up.

To start the game play after the required number of players is attained press either one of the two Forward buttons or press the button on the wireless remote.



3. After the forward button is pressed, the bell will sound and the game will start.

3. Pushbutton Station:



Sound – Cycles through the game sounds

Bell – Sounds the bell

Bally – Manual enters the unit into Bally mode

Test – Puts game unit into test mode to test game functionality

Forward – Starts the game

Reset – Resets game after startup

Stop – Stops the game in progress

Located on the opposite side of the game unit is another forward button. This button will start the game exactly like the forward button that is included on the pushbutton station.



Forward Button

4. Scoring:

The person who reaches the high score first wins. This is accomplished with the water faucet at the player counter. When the game starts, the faucet will be projecting a stream of water. The players are to use the faucet and aim it at the targets. There are three targets that will light up. When the target is lit, the player will be able to score at that respective target.

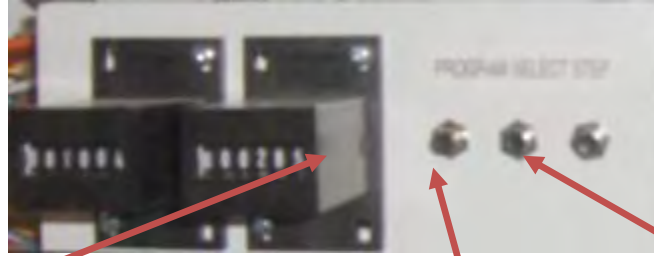


Target 1

Target 2

Target 3

5. Setting the Game Options:



Program Button

Select Button

Step Button

Button Operation Description:

Program Button: *This button is used to access the IO Options mode in the game unit.*

Press the Program Button once to enter the mode. Once pressed, the left most and center displays will change to display the IO Options menu.

Press the Program Button again and hold for two seconds to exit the IO Options mode. The unit will reset and run the initial POST. *POST involves testing system configuration by popping the moles heads and will display the revision numbers across the displays before entering game play mode.*

Select Button: *This button is used to cycle through the IO Options, P0-Pr.*

By pressing the Select Button, the left most display will change and display the game options P0-Pr. Use this button to access the options that are desired to be changed.

Step Button: *This button is used to change the settings within the different options.*

Once in the IO Options mode, the Step Button will change the setting level in the options that were selected with the Select Button.

6. Option Settings:

Stinky Feet Group Game Options			
Value	Description	Adjustment	Default
P0	Game Volume	(1-6)	3
P1	Cost per play	(1-12)	1
P2	Ending Score	(5-30)	15
P3	unused	(0-20)	2
P4	Beacon Light Time	(3-12)	6
P5	Game time	(30-60)	45
P6	Bell time	(1-24)	12
P7	Attract Interval	(0-9)	3
P8	High Price	(1-5)	3
P9	Low Price	(1-5)	2
PA	unused	(0-1)	1
PB	unused	(10-60)	50
PC	Attract Show Target Time	(40-80)	50
PD	Game Play Target Time	(20-125)	60
PE	Progressive Interval	(0-3)	2
PF	Game Mode	(0-1)	0
PH	Progressive Speed Up	(0-5)	1
PR	Reset Defaults	(0-1)	0

7. Troubleshooting:

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 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 first.
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
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 and or BSR Sound unit	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 or BSR Sound unit
Game will not start or pump will not run	Game power off Main fuse blown Faulty solid state relay Faulty pump Power Supply problem or failure Faulty P.C. board or component	Check on/off switch and power cord Check and/or replace fuse as necessary Check and replace solid state relay Check and replace pump Check Power Supply output and connections Repair and/or replace main P.C. board
Game stops or is stopped with nothing displayed	The power connector is disconnected. Possible faulty connection or short circuit.	Reconnect the connector securely. Check all circuitry for faulty connections or short circuits.
Water stream crooked or weak	Pressure regulator Clogged gun tip Partially clogged filter Kinked hose Low water level or no water	Adjust pressure regulator Check and clean gun tip Check filter and clean if necessary Check all hoses Check water level and fill if necessary
Score won't increase	Faulty target switch Faulty or disconnected harness Faulty IO board	Check target switch Check and repair harnessing Repair or replace IO board
Water not coming out of gun	Clogged gun tip Kinked hose Low water level or no water Faulty solenoid valve Faulty Pump Faulty Main P.C. board	Clean tip with paper clip Check hoses for kinks Check water level and fill if necessary Check or replace solenoid valve Repair or replace pump Repair or replace Main P.C. Board
Programming button and counters	Disconnected programming Panel harness	Check connector Check connector

8. Pump Diagram



Sta-Rite Water Pump



Quick hose disconnect

Shut off valve



Shut off valve

Water Filter

Pressure Regulator



Solenoid water pressure adjustment

9. WARRANTY

BOB'S SPACE RACERS®, INC.'S ONE-YEAR NEW EQUIPMENT 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 one-year period from the original date of delivery. 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 13 months from the 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 services, use, or wear. 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) damage 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 fire, flood, lightning and wind; (g) any other abuse or misuse of the equipment.

3. EXCLUSIVE WARRANTY. THE FOREGOING 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.

10. REPLACEMENT POLICY AND SHIPPING RULES

ADVANCED REPLACEMENT POLICY

After speaking with our Technical Department it may be necessary for Bob's Space Racers®, Inc. to ship an assembly item or part to repair your game. We will ship the item(s) according to your preference via United Parcel Service, Federal Express, US Postal Service, etceteras. Note: we will not ship anything to P.O. Boxes via the US Postal Service. You will be billed, per your account status, for the total cost of the shipment (which includes shipping charges).

Upon shipment of the new item(s) a Return Merchandise Authorization Number (RMA #) will be issued for you to use when returning the defective item(s) to Bob's Space Racers®, Inc., or you may use the order number. After the defective item(s) is received by Bob's Space Racers®, Inc. your account will be issued either a:

1. Warranty credit: if your game is under warranty. (See the Warranty Policy page.) Note: this credit does not include return shipping charges.

OR

2. Credit for the item(s). Note: this credit does not include return shipping charges, nor does it include the repair charges for the item(s).

If the item(s) cannot be repaired to the point where it could be shipped to another customer as an Advanced Replacement item (i.e. cosmetic damage), we will ship your original item(s) back to you. You will be required to return the Advanced Replacement item(s) or pay for it. You will be responsible for all shipping charges, should you decide to not keep, and pay for, the Advanced Replacement item(s).

ADVANCED REPLACEMENT ITEM(S) SHIPPING RULES

When you request an Advanced Replacement item from us, we have a few rules for you to follow:

1. **DO NOT** try to repair the defective item(s) on your own; **DO NOT** disassemble the defective item(s) prior to returning it to Bob's Space Racers®, Inc. – this could cause further damage and the possibility of you not receiving any credit at all on the item(s). There are not any user serviceable parts inside, and our vendors may void their warranty on disassembled parts. (Please review the last paragraph of the [Advanced Replacement Policy](#)).
2. Wait for the Advanced Replacement item(s) to arrive prior to returning the defective item(s).
3. When the new item(s) arrive, verify that it is the correct part. If it is not, please note what the differences are and contact Bob's Space Racers®, Inc.
4. Return the defective item(s) in the exact same packaging the Advanced Replacement item(s) came in. This insures no more damage will be done to the item(s) during the return shipping.

Thank you for your cooperation.

11. SERVICE POLICY

At BOB'S SPACE RACERS®, INC., our strength lies in the high quality, long lasting equipment we manufacture.

Should the need arise; we maintain both Technical Support and Customer Service staff.

Technical Support is available whenever you should need it. The direct technical 'hot line' is (386) 677-0761. Office hours are from 8:30 am to 5:00 pm, EST, Monday through Friday, excluding holidays. During all other times, follow the prompts on our Automated Phone System to relay your problem to the technician on call. Technical Support will assist you in troubleshooting a service problem or setting equipment options.

Customer Service hours are from 8:30 am to 5:00 pm, EST, Monday through Friday, excluding holidays. Customer Service staff can be reached at (386) 677-0761. They will also take parts orders and research the status of previous orders.

As always, you can call (386) 677-0761 to reach all other departments, or you can FAX anyone at BOB'S SPACE RACERS® by calling (386) 677-0794, 24 hours a day. You can also e-mail us at tech@bobsspaceracers.com, 24 hours a day.

WHEN CALLING FOR SERVICE

1. When calling for service, please check the service manual first. Many times the answer to your problem has been addressed in this documentation.
2. Please make sure you have the serial number of the game ready when you call.
3. If this is a repeat call, please tell the service technician that you have made a previous call regarding this problem. This way we will be able to retrieve the history on your game allowing us to serve you better and save you time.
4. Please retain proof of purchase for your product. This might be requested for warranty repairs.
5. Please call from the game if possible since we might need you to check certain things on the game while we are on the telephone with you.

IF YOU HAVE ANY QUESTIONS OR COMMENTS, PLEASE CALL OUR SERVICE
DEPARTMENT AT

(386) 677-0761

(MONDAY – FRIDAY, 8:30AM – 5:00PM EST, EXCLUDING HOLIDAYS)

(or)

EMAIL QUESTIONS TO: Tech@BobsSpaceRacers.com

(or)

VISIT THE “CUSTOMER SUPPORT” SECTION ON OUR WEBSITE:

WWW.BOBSSPACERACERS.COM