BSR-3000 Whac-A-Mole®

FEC

(Family Entertainment Center)

Operator's Manual

Table of Contents

I. BSR-3000 WHAC-A-MOLE® OPERATOR'S MANUAL

A. Introduction

A.1 Overview

This manual contains informative information about the Family Entertainment Center (FEC) Whac-A-Mole. Such as: Setup, instructions how to play, printing the account meters, maintenance, troubleshooting, game options settings, and service. Appendixes A-C contain information about policies, warranty, and service. Appendix D has a choice selection of parts pertaining to this specific game.

A.2 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.

A.3 Maintenance for the games

Always be sure power to the game is turned off when doing even routine maintenance. Otherwise moving parts could activate unexpectedly and cause injury.

A.4 Average Power Requirements *Amperage & Watts will vary depending on game.*

		Voltage	Amps	Watts	Hertz	Service Power Recommendation
A.4.1	Domestic Game Power:	110V ± 10V	~ 8.0 Amps	~ 960 W	at 60Hz	15 Amps
A.4.2	Domestic Water Pump Power:	220V ± 10V	~ 9.6 Amps	~ 2112 W	at 60Hz	15 Amps
A.4.3	Domestic Lights Power:	110V ± 10V	~ 5.0 Amps	~ 600 W	at 60Hz	10 Amps
A.4.4	Export Game Power:	220V ± 10V	~ 5.0 Amps	~ 1100 W	at 50/60Hz	10 Amps
A.4.5	Export Water Pump Power:	220V ± 10V	~ 9.6 Amps	~ 2112 W	at 50/60Hz	15 Amps
A.4.6	Export Lights Power:	220V ± 10V	~ 5.0 Amps	~ 600 W	at 50/60Hz	10 Amps

WARNING!

Ensure that this product is compatible with your facilities power supply, voltage and frequency requirement. A label describing Electrical Specifications is attached to the product. Non-compliance with the Electrical Specifications can cause a fire and electric shock. Ensure the game is level before applying power.

A.5 Check Packing List

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

B. Setup

B.1 The initial setup up of the game.

B.1.1 Initial setup involves clearing a spot for the game.

B.1.1.1 Ensure the game is level. Use Shims as necessary, see *Figure B.1*.

Figure B.1

B.1.1.2 Make necessary game connections.

B.1.2 Hook up the power to the game.

B.1.3 Test each unit separately on the game. *See Chapter One.*
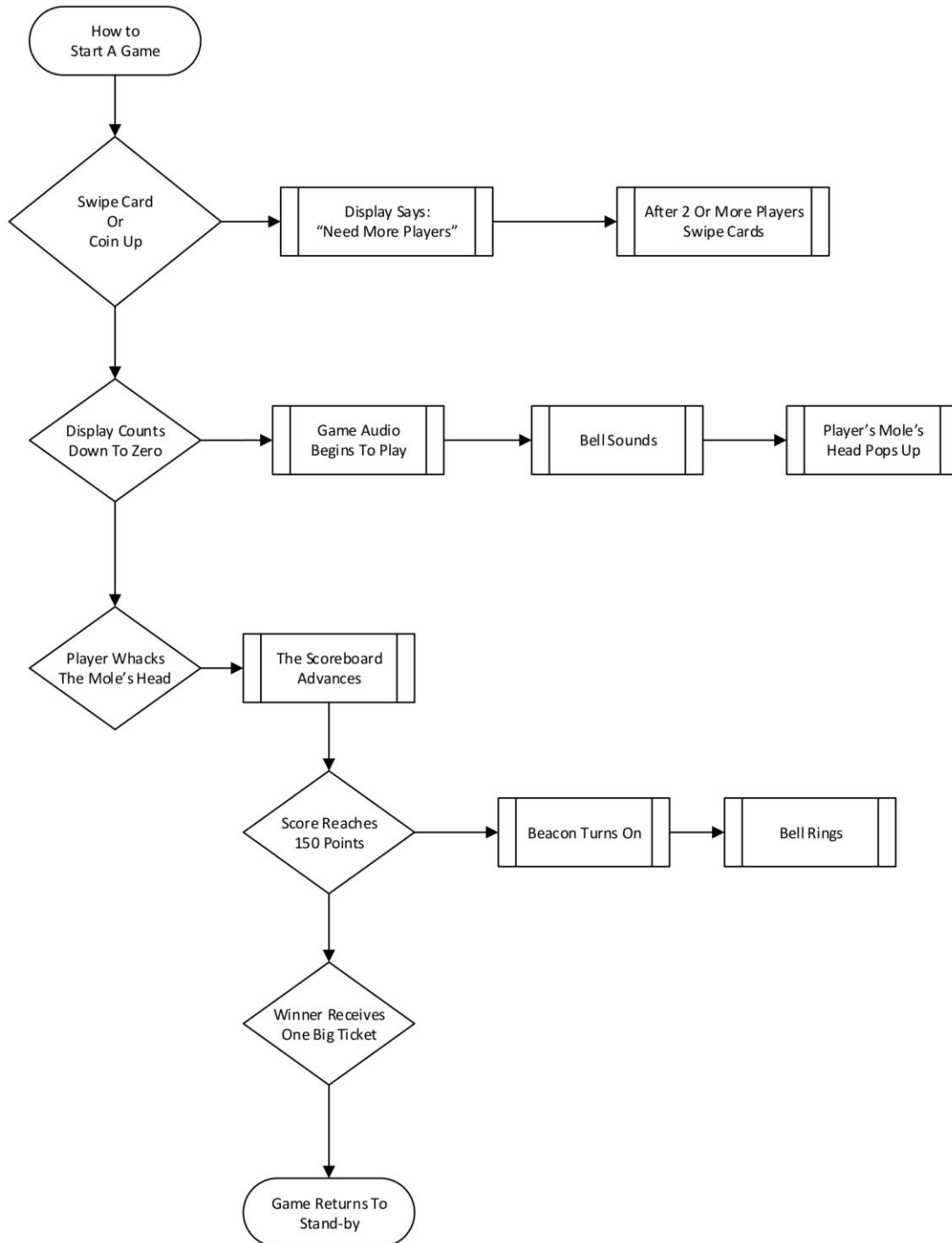
B.1.3.1 Ensure all players work properly.

Note: If there is a problem, call BSR's tech support: 386-677-0761.

Chapter 1: Operator's Procedures

1.1 Object of Game.

Whack the mole that pops up. This will advance the score by 10 points. Players whack the mole until the scoreboard reaches 150 points.

1.2 Operate / Race

```
        ┌─────────────┐
        │   How to    │
        │ Start A Game│
        └─────────────┘
               │
               ▼
         ╱───────────╲        ┌─────────────────┐      ┌───────────────────────┐
        ╱ Swipe Card  ╲       │  Display Says:  │      │ After 2 Or More Players│
        ╲     Or       ╱─────▶│ "Need More      │─────▶│    Swipe Cards         │
         ╲ Coin Up    ╱       │    Players"     │      │                        │
          ╲─────────╱         └─────────────────┘      └───────────────────────┘
               │
               ▼
         ╱───────────╲        ┌─────────────────┐      ┌──────────────┐      ┌────────────────┐
        ╱Display Counts╲      │  Game Audio     │      │  Bell Sounds │      │ Player's Mole's│
        ╲Down To Zero  ╱─────▶│ Begins To Play  │─────▶│              │─────▶│ Head Pops Up   │
         ╲───────────╱        └─────────────────┘      └──────────────┘      └────────────────┘
               │
               ▼
         ╱───────────╲        ┌─────────────────┐
        ╱Player Whacks ╲      │ The Scoreboard  │
        ╲The Mole's Head╱────▶│   Advances      │
         ╲───────────╱        └─────────────────┘
                                      │
                                      ▼
                                ╱───────────╲        ┌──────────────┐      ┌──────────────┐
                               ╱Score Reaches ╲      │Beacon Turns On│     │  Bell Rings  │
                               ╲ 150 Points   ╱─────▶│              │─────▶│              │
                                ╲───────────╱        └──────────────┘      └──────────────┘
                                      │
                                      ▼
                                ╱───────────╲
                               ╱Winner Receives╲
                               ╲One Big Ticket ╱
                                ╲───────────╱
                                      │
                                      ▼
                                ┌─────────────┐
                                │Game Returns To│
                                │   Stand-by   │
                                └─────────────┘
```

Chapter 2: Maintenance

2.1 Maintenance Recommendations

2.1.1 Clean the outer surfaces of the game with a commercial spray type cleaner.

2.1.2 **DO NOT USE** commercial chemical sprays on vinyl graphics.

2.1.3 **DO USE** a good quality spray type furniture polish to keep the game looking good.

2.1.4 Remove power before vacuuming the inside of the game, because this will help keep the dust and ticket debris off of all the electronics.

2.2 Periodic Maintenance *Note: **NEVER** Add Lime-Away ®, bleach, or any other corrosives to cleaning solutions.*

2.2.1 Daily Cleaning

    2.2.1.1 Cleaning Formica *(Clean-On-The-Go Glass®, De-Solve-It®, Furniture Polish, Baby oil)*

    2.2.1.2 Cleaning Glass *(Windex®, Clean-On-The-Go Glass®, Brillianize®)*

    2.2.1.3 Cleaning Stainless Steel *(Clean-On-The-Go Glass®, Furniture Polish, Baby oil)*

    2.2.1.4 Cleaning Plexiglas® *(De-Solve-it®, Brillianize®, 3812S Enamel Reducer®)*

    2.2.1.5 Cleaning Other Metals *(Soft Scrub®, Furniture Polish, Baby oil)*

2.2.2 Daily Check

    2.2.2.1 Check all individual units.

    2.2.2.2 Check all Player's lights.

    2.2.2.3 Check to see that each unit turns on and wins when played by whacking the mole.

    2.2.2.4 Check all lights.

2.2.3 Yearly. *Includes daily maintenance.*

    2.2.3.1 Run the game in bally mode. *Lubricate solenoids as needed with All-Purpose Lubricant.*

Chapter 3: Maintenance Tip

3.1 Introduction

3.1.1 The following occurrences include the coil bed to be serviced:

3.1.1.1 Mole heads not coming up, see *Par 3.2*.

3.1.1.2 Mole heads coming up slowly, see *Par 3.2*.

3.1.1.3 Mole heads not scoring, see *Par 3.2*, but recommends cleaning, see *Section 3.3*.

3.1.1.4 Monthly preventive maintenance to clean the coil bed, see *Section 3.3*.

Note: If at any time, you require more assistance, please do not hesitate to call BSR's tech support: 386-677-0761.

WARNING!

TURN OFF GAME POWER WHEN PERFORMING THIS OPERATION.

Note: Read all the instructions before performing any maintenance.

3.2 Coil Bed Servicing

3.2.1 The coil bed assembly houses the solenoids, score sensors and Whac-A-Mole™ heads. The entire unit is easily removed from the game as a sub-assembly in just a couple of minutes.

3.2.2 *Figure 3.1* shows that spraying an All-Purpose Dry or No-Drip Silicone Lubricant, BSR recommends CRC™, can fix a sluggish shaft.

Warning!

Do not use graphite spray. It is conductive and can short out the electrical wiring and or the Printed Circuit Board (PCB).

Figure 3.1

3.3 Cleaning Mole Head Shafts

3.3.1 Turn off the game power.

3.3.2 Remove the two bolts that attach the playfield to the top of the main cabinet.

Figure 3.2

3.3.3 Lift the playfield up and pull back towards you to remove it from the unit.

Figure 3.3

3.3.4 Remove the four bolts and washers (7/16-inch) that secure the coil bed to the cabinet.

Figure 3.4

3.3.5 Remove the coil bed assembly by carefully lifting it up.

Figure 3.5

3.3.6 Disconnect the two Molex connectors that are connected to the coil bed assembly.
Note: Remove with care. Sensors are easlily broken.

Connectors

Sensors
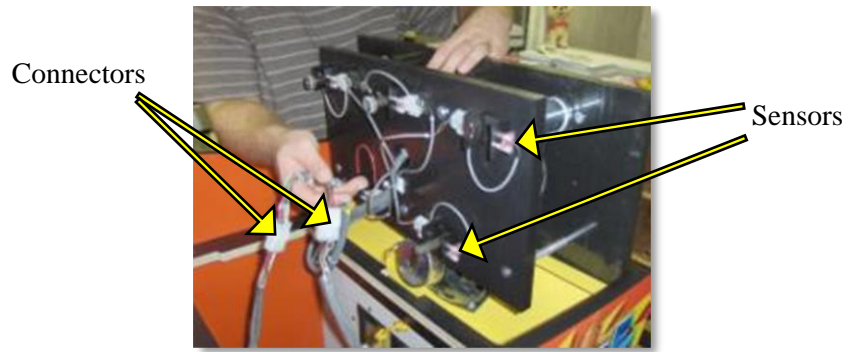
Figure 3.6

3.7 Remove the e-clip using needle nose pliers or a small flathead screwdriver, as seen in *Figure 3.7*.

Note: Make note of the order of the washers on the top and bottom of the shaft (Figure 3.8).
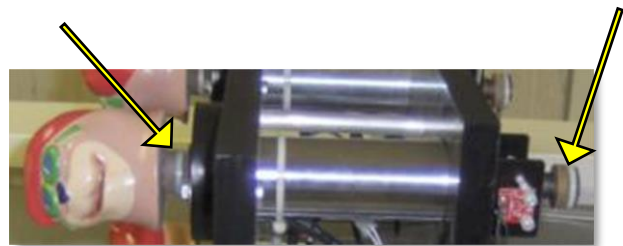

Figure 3.7

Figure 3.8

3.8 Remove the mole head from the assembly by pulling it out and then remove the three washers from the shaft.

3.9 Clean the shaft using a soft cloth and an electrical contact / anti corrosion cleaner such as ElectriCorr® VPCL–239® or equivalent.

3.10 Polish the shaft with Scotch-Brite™.

3.11 Remove any rust spots with an emery cloth.
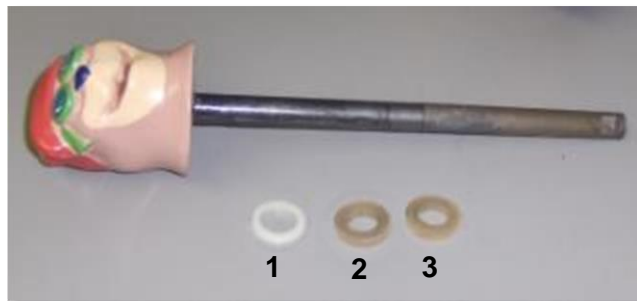

1   2   3

Figure 3.9

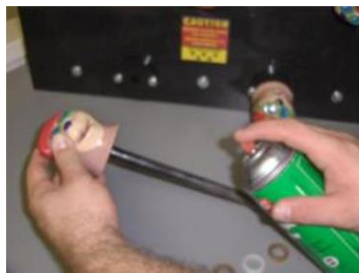3.12 Spray the shaft with All-Purpose Lubricant.

Figure 3.10

3.13 Clean the bore in the assembly with a pipe brush, reference *Figure 3.11*.

Figure 3.11

Figure 3.12

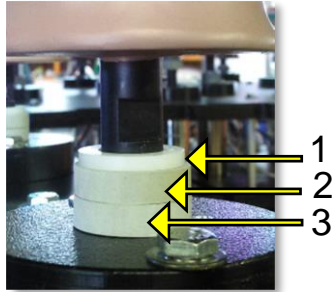Figure 3.13

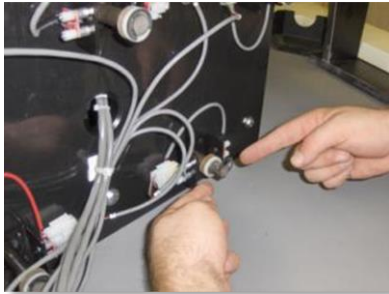3.14 Reassemble.

Figure 3.14

Figure 3.15

Figure 3.16

Figure 3.17

Figure 3.18

Figure 3.19

3.15 Coin up or swipe and play the game to ensure everything runs smoothly.
3.16 The game is now ready for normal operation.

Chapter 4: Tech Tip

4.1 Tech Tip Introduction *A tech tip is a simple guide to quickly identify game problem(s) and how to resolve them.*

4.1.1 Section **4.2.1** will discuss the common errors that can happen on the BSR-3000 board.
Note: If at any time you require more assistance, please do not hesitate to call tech support: 386-677-0761.

4.2 3000 Electronics Error Codes

Introduction
On the 3000 Electronics the LCD Flashes red on the master board and on unit(s) boards that malfunction.
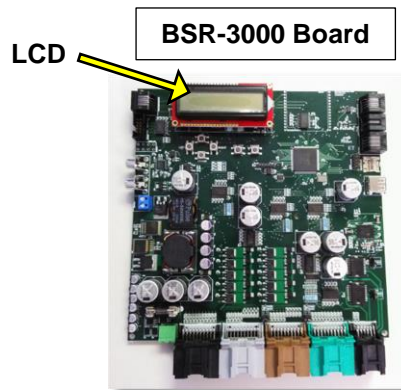
LCD → **BSR-3000 Board**

Figure 4.1

*Note: On the Back of the game, the Master board can be labeled as **Master Board**, **Master**, or **M.** The master will display the error. The boards with the error, the LCD, will turn **Red**.*

4.2.1. Error: *Communication Switch Error*
- Communication switch error will have the master and specific unit's board flash red.

Master

| WAM3K.V23 |
| COMM ERROR |

Unit

| WAM3K.V23   NoSD |
| COMM ERROR ID=1 |

Note: For a solution see Chapter 5 section 2.

Chapter 5: Troubleshooting

5.1 Troubleshooting Philosophy. *When troubleshooting any product, certain general guidelines should be followed.*

5.1.1 Always check to be sure that your game power is turned on. Ensure that all of the fuses in the game are functional and that the AC voltage is in the proper operating range for your game.

5.1.2 Ensure 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.

5.1.3 Inspect game harnessing to be sure that none of the wires have become or are damaged. Utilize a handheld multi-meter, and check continuity of the wires to make sure they are not broken.

5.1.4 Inspect for obvious damage to the P.C. Boards or electrical components.

5.1.5 If you have multiple similar games or multiple parts for a game, swap or exchange the parts to see if the problem goes away or moves to another location. You can quickly eliminate certain parts as being the problem within the game.

5.1.6 When changing electronic or electrical components, ALWAYS turn off all external power and unplug the game.

5.1.7 Ensure that all power supplies are delivering the specified voltages to the P.C. Boards and components as shown in the manual.

5.2 Unit(s) Troubleshooting Chart

Symptom	Possible Problem	Solution
Sound Problems *-No sound* *-Low Sound* *-Intermittent Sound*	Low Volume – Check Optics	Check connections and/or repair harnessing
	Faulty speaker harnessing	Check and/or replace speaker
	Faulty speaker	Check connections
	Faulty Main P.C. Board	Check and/or repair or replace Main P.C. Board
Game does not take or add money correctly	Card swipe not installed correctly or malfunctioning	Check Card swipe manual for troubleshooting
	Swipe Card improperly programmed	Check and/or repair harnessing
	Game improperly programmed	Check programming options and adjust
	Faulty Main P.C. Board or component	Repair and/or replace Main P.C. board
Ticket Dispenser not working properly, or no tickets being dispensed	No tickets in the game	Refill ticket dispenser and press the reset button
	Tickets jammed in dispenser	Clear ticket jam
	Ticket dispenser sensor blocked with debris	Clean off sensor
	Poor connection on the ticket dispenser	Check and/or replace connectors
	Game improperly programmed	Check ticket programming options
	Faulty ticket dispenser	Replace dispenser
	Faulty ticket dispenser harnessing	Check and/or repair harnessing
	Faulty main PC board	Check / Replace PC board
Game will not start	Game power off	Check on/off switch and power cord
	Faulty or unplugged sensor pair	Repair and/or replace sensor pair
	Main fuse blown	Check and/or replace fuse as necessary
	Ground wire broken or loose	Replace or tighten faulty ground wire
	Moles not working properly	See "moles won't pop up" below
	Faulty Main P.C. Board or component	Repair and/or replace Main P.C. Board
Game stops or is stopped with nothing displayed	The power connector is disconnected.	Reconnect the connector securely.
	The game could have a bad connection or short circuit.	Check all circuitry for bad connection or short circuits.
Mole heads won't pop up	Excessive dirt or debris on solenoid shaft	Remove shaft and clean shaft and solenoid
	Solenoid shaft alignment	Check that the bearing is evenly tightened
	Faulty sensor pair	Check and/or replace sensors
	Faulty 24-volt power supply	Check and/or replace the 24V Transformer
	Faulty solenoid coil	Check coil resistance and replace solenoid coil
	Faulty main P.C. board or component	Repair or replace main P.C. board
Mole head will not score	Disconnected sensor	Check connections.
	Faulty Connector or Connections	Check and/or replace Sensor
	Dirty Sensor	Clean Sensor,
	Faulty Sensor.	Check and/or replace Sensor
Noisy mole heads when they move up and down	The shaft has loosened and needs tighten.	Tighten parts.
	The mole shaft could be bent.	Check and/or replace mole shaft.
Light bulbs are out	Lamps are burnt out	Replace the lamps.
	Possible faulty socket connection	Check connections and connectors
	Faulty main PC board	Replace or repair main PC board

Chapter 6: Options Settings – BSR 3000 Electronics

BSR Whac-A-Mole®	Program: WAM3K.V23	FEC	Revision Approved January 30, 2017

Name	Description	Default	Min	Max
UNIT ID NUMBER	Each Unit(s) ID assignment. When Programmed: *0 = Master	33 = Factory Reset Default ID Number*	0	0	32
# of Players	Set to the total number of players in a game. **<<FEC only supports up to 12-players>>**	4	1	32
Game Volume	The decibel level of the output audio	8	1	10
Bell Volume	The decibel level of the bell audio	10	0	10
Bell Time	The amount of time the bell is active. **<< In Seconds>>**	2	2	6
Win Lite Time	The amount of time the beacon is active. **<< In Seconds>>**	10	1	12
Unused	NOT USED FOR GAME << Leave at Default Value >>	1	0	1
Unused	NOT USED FOR GAME << Leave at Default Value >>	2	1	3
Unused	NOT USED FOR GAME << Leave at Default Value >>	2	1	3
Win Score	The score to reach to win the race. **Increments by 10 points.**	150	50	300
Attract Mode	0 = is specific to Stinky Feet™ Jumpin' Monkey™ & Whac-A-Mole™	1 = All other games	0	0	1
Attract Interval	The time it takes from the game is turned on until the start of attract mode. **<<In Minutes>>**	3	0	30
Cost Per Play	The quantity of coins required to play or swipes to start a game.	1	1	5
Game Time Limit	When a game starts and if inactive will run for a set time. **<< In Seconds>>	Factory Default is 90 seconds**	90	0	180
Game Difficulty	The Target speed and random setting. Oscillating: *0 = easy	1 = medium	2 = hard; Random: 3 = easy	4 = medium	5 = hard*	1	0	5
Money Prompt	Displays the different type of initialization options. *0 = Swipe Card	1 = Insert Coin*	0	0	1
Stack Credits	Allows or denies the ability to coin up more than once per race. *0 = No Stacking	1 = Stacking*	0	0	1
Ticket Mode	Ticket Mode: 0 = *FEC Table*	1 = *High Ticket + Min Ticket*	2 = *High Ticket and Zero Min Tickets.*	0	0	2
Winner Ticket	FEC Ticket Payout Option. Tickets given to the winner multiplied by players played. *Small Ticket only or 0 = FEC off*	0	0	300
Minimum Ticket	FEC Ticket Payout Option. Tickets given to the non-winning player(s). *0 = FEC mode OFF*	1	0	25
Ticket Divider	Divides total amount of tickets given to the Winner and Non-winner.	1	1	2
Reset Defaults	Allows User to reset the board to its default settings. If need, set option to "*1*" and then press **ENTER**	0	0	1

FEC Ticket Output Option Mode Only

PLAYERS	0	1	2	3	4	5
12	0	3	3	4	4	4
11	0	2	3	4	4	4
10	0	2	3	4	4	4
9	0	2	3	3	4	4
8	0	2	2	3	3	4
7	0	2	2	3	3	3
6	0	1	2	2	3	3
5	0	1	2	2	2	2
4	0	1	1	2	2	2
3	0	1	1	1	2	2
2	0	1	1	1	1	1
1	0	0	0	0	0	0

GAME OPTION VALUE

WARNING!

DO NOT ENTER PROGRAMMING MODE UNLESS YOU ABSOLUTELY HAVE TO!

Inadvertently, changing program settings can cause undesirable results to your game. Bob's Space Racers® Inc. has set these options to achieve the highest turn-around time and optimal game performance.

Programming Mode

1. Locate the Master Board.

Note: This is located on the backside of the game. It may be labeled Master, Master Board or M.

2. Hold down the *Select* and *Enter* buttons for 4 seconds to enter program mode.

3. Press either *Up* or *Down* to scroll through the options.

**4.** Press either *Left* or *Right* to change the options value.

Note: Changing the value, sets and saves the value.

5. Press the *Select* button to exit programming mode.

Note: While programing, the master board has a timed limit and if left idle, the master board will exit programing mode.

For further assistance, please call Bob's Spacer Racers Technical Support at 386-677-0761 ext:146 or e-mail at tech@bsrgames.com.

LCD Display
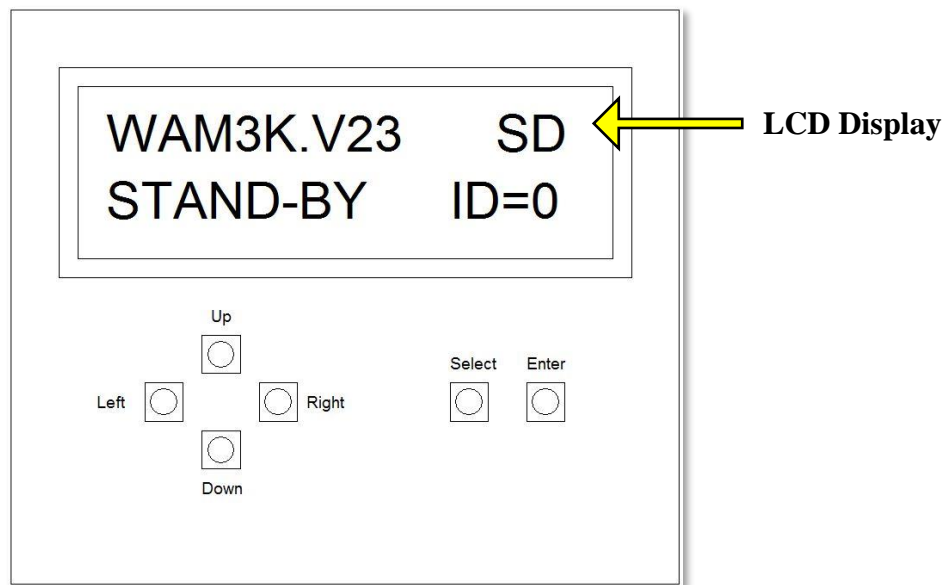
Chapter 7: Service

7.1 Calling for Service

7.1.1 When calling for service, please check the operator's manual first. You may find a solution to your problem within this manual.

7.1.2 Please make sure you have the serial number of the game ready when you call.

7.1.3 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 efficiently serve you better.

7.1.4 Please retain serial number for your product. This may be requested for warranty repairs.

7.1.5 If at all possible, please call us from and with access to the game as we may need you to check certain things on the game while we are on call with you.

**IF YOU HAVE ANY
QUESTIONS OR COMMENTS
PLEASE CALL BSR.**

BSR's Parts Contact Info
Phone: 1-(386) 677-0761
Opened: Monday – Friday
Office Hours: 8:30AM – 5:00PM EST
E-mail: Parts@bsrgames.com
EXCLUDING HOLIDAYS

BSR's Tech Contact Info
Phone: 1-(386) 677-0761
Opened: Monday – Friday
Office Hours: 8:30AM – 5:00PM EST
Has afterhours support, charges may apply.
E-mail: Tech@bobsspaceracers.com
EXCLUDING HOLIDAYS

**Visit Our Website for More Information
WWW.BOBSSPACERACERS.COM
A great resource on our website is the CUSTOMER "SUPPORT" page.**

Chapter 8: Family Entertainment Center (FEC) Options

8.1 FEC Options for Bob's Space Racer's Game

8.1.1 The FEC swipe card option will allow the game to be operated without an attendant. These options have a few different types of configurations. BSR will run the wires for the card swipe, but on most occasions the customer usually has their own swipe system. If the customer pre-purchases the swipe card system, BSR can install them on the game. Below *Figure 1.1* are a few styles that customers use.

Figure 8.1

8.1.2 BSR can also set up the FEC game to use coins to start the game. *See Figure 1.2*

Figure 8.2

8.1.3 FEC payout options can be a small ticket (*Figure 1.3*), or a (4 inch x 2 inch) large ticket (*Figure 1.4*). Either size tickets can be set to a specific payout, depending on the customer's needs or purchase specifications.

Figure 8.3

Figure 8.4

Appendix A: Policies

A.1 Service Policy

A.1.1 Here at BOB'S SPACE RACERS® INC., we pride ourselves in providing the highest quality, long lasting, and easy to maintain equipment.

A.1.2 Technical Support Service hours are from 8:30 am to 5:00 pm, EST, Monday through Friday, excluding holidays. The direct technical number is (386) 677-0761 ext:146. 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.

A.1.3 You can also e-mail your technical question to: tech@BobsSpaceRacers.com.

A.1.4 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.

A.2 Replacement Policy

A.2.1 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.
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.

A.2.2 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:

 A.2.2.1 Warranty credit: if your game is under warranty. See the Warranty Policy page.
 Note: this credit does not include return shipping charges.
 A.2.2.2 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).

Appendix B: Warranty

B.1 Game Warranty

BOB'S SPACE RACERS® INC. ©1976-2018
1 YEAR GAME WARRANTY

B.1.1 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 one-year 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 1-year (365-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. 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.

B.1.2 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.; light bulbs are excluded and shall be the sole responsibility of the purchaser; (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; 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.

B.1.3 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.

B.1.4 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.

B.1.5 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.

B.1.6 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 1-year (365-days) following delivery of the equipment.

B.1.7 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.

B.1.8 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.

B.1.9 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.

B.2 Replacement Item(s) Shipping Requirements

B.2.1 When you request an Advanced Replacement item from us, we recommend you to follow these recommendations.

B.2.2 **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 no user serviceable parts contained within, and our vendors may void their warranty on disassembled parts.

B.2.3 Wait for the Replacement item(s) to arrive prior to returning the defective item(s).

B.2.4 When the Replacement 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. at *386-677-0761*.

B.2.5 Return the defective item(s) in the exact same packaging the Replacement item(s) came in. This insures no more damage will be done to the item(s) during the return shipping.

Thank You!

Appendix C: Federal Communications Commission (FCC) Statement

C.1 FCC Statement

C.1.1 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.

Note:
All games from Bob's Space Racers® Inc. are shipped with the same factory keys and lock sets. Bob's Space Racers® Inc. recommends changing the keys and locks on your games upon receipt.

Appendix D: Parts List

D.1 Customer Parts List

Part #	Descriptions	Picture
EM080318	BOARD-ASSY BSR-3000 REV C	
E0023200	TRANSFORMER 120/240 12-24 .5KVA BK/BST	
E0030628	12V BLUE DOME BEACON ASSEMBLY	
E0029107	BULB: 1156 HAPP BEACON REPLACEMENT	
M0800606	WHAC-A-MOLE HEAD W/ UPPER SHAFT	
W0800701	LOWER SHAFT	
MX010100	HAMMER	
EX700719	SESNORS	

Appendix E: Revision Information

Revision	Date of Revision	Description of Revision	Approved by
A	February 1, 2017	1.0	Larry Steele
B	December 13, 2017	Update Dates and Options	Jack Cook