



## Speed Bag™ Operation Manual



### WARNING

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



**©2011 Bob's Space Racers Incorporated**  
427 15<sup>th</sup> Street, Daytona Beach, Florida 32117  
Tel: (386) 677-0761 Fax: (386) 677-0794

## Table of Contents

### Contents

<b>MODEL</b> .....	<b>4</b>
<b>SPECIFICATIONS</b> .....	<b>5</b>
Rated power supply: .....	5
Power consumption: .....	5
Dimensions: .....	5
Weight: .....	5
<b>INTRODUCTION</b> .....	<b>6</b>
Overview: .....	6
To Maintain Safety: .....	6
WARNING: (or) CAUTION: .....	6
NOTE (or) NOTICE: .....	6
Important Safety Information: ...	7
<b>SETUP</b> .....	<b>7</b>
<b>PACKAGE CONTENTS</b> .....	<b>8</b>
<b>INSTALLATION</b> .....	<b>9</b>
Play zone (Operation Zone): ....	9
Locations to avoid: .....	9
<b>CONNECTING THE POWER CORD</b> .....	<b>10</b>
<b>INSTRUCTION FOR PLAY</b> .....	<b>11</b>
<b>MAINTENANCE AND INSPECTION</b> .....	<b>11</b>
Maintenance: .....	11
Cleaning: .....	11
<b>TROUBLESHOOTING</b> .....	<b>12</b>
General Troubleshooting .....	13
<b>POWER CONNECTION</b> .....	<b>14</b>
<b>COIN / TICKET MECH</b> .....	<b>15</b>
<b>MAIN BOARD DIAGRAM</b> .....	<b>16</b>
<b>OPTION SETTINGS</b> .....	<b>17</b>
Focus .....	17
Speed .....	19
<b>MAIN MECHANISM</b> .....	<b>22</b>
<b>SPEED BAG MECHANISM</b> .....	<b>24</b>
<b>PARTS LIST</b> .....	<b>27</b>
<b>WARRANTY</b> .....	<b>28</b>
<b>CALLING FOR SERVICE</b> .....	<b>30</b>

# MODEL



## SPECIFICATIONS

### **Rated power supply:**

110VAC  $\pm$ 5%, 60 Hz. Can be configured for Overseas Operation  
(Note: Please refer to the label on the game for the actual voltage and current).

### **Power consumption:**

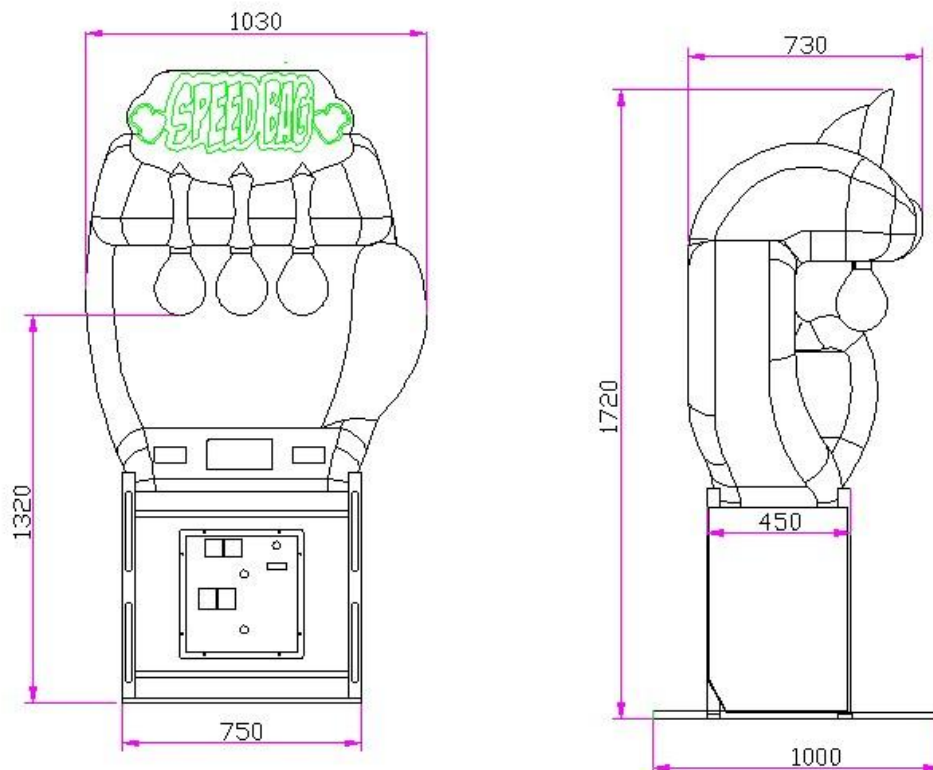
Please refer to label on back of game.

### **Dimensions:**

25" W x 24" D x 81 5/8" H

### **Weight:**

160 lbs



**NOTE: Game parameters are subject to change without notice.**

## INTRODUCTION

### **Overview:**

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

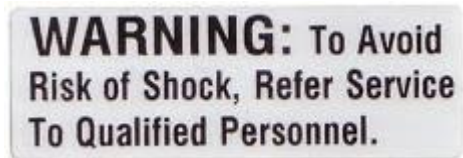
### **To Maintain Safety:**

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:**

**NOTE: ONLY QUALIFIED TECHNICAL PERSONNEL SHOULD WORK ON THIS GAME. FAILING TO COMPLY CAN CAUSE SEVERE INJURY.**

***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.



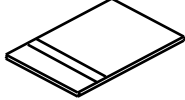


**SETUP**

1. Be sure that the game is on a level surface.
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.

## PACKAGE CONTENTS

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

- 1) Game Unit
- 2) Accessories (See Table Below for Contents)

No	Name	Specification	Qty	Illustration	Note
1	Power plug	10A/110V 1.8m	1		
2	Fuse	6.3 A/250V Φ5-20MM	2		250Vmax
3	Manual	English	1		
4	Keys	X919	2		Coin / Ticket Door
		X818	1		Coin Box

## INSTALLATION

### **ATTENTION**

- **For indoor use only!**

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

#### ***Play zone (Operation Zone):***

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

### **WARNING**

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

#### ***Locations to avoid:***

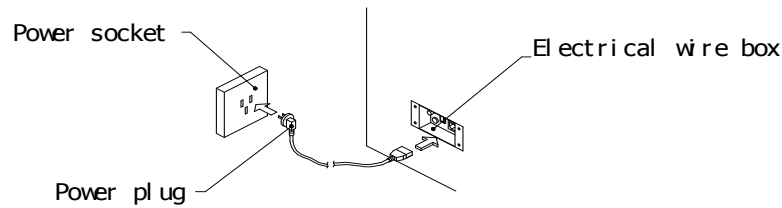
### **NOTICE**

**The 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 damp locations.

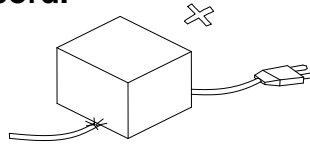


## CONNECTING THE POWER CORD

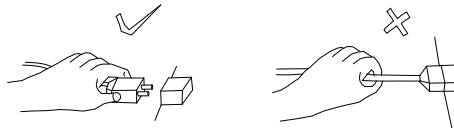


### ! WARNING

- Do not put heavy items on power cord.



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



- Do not touch the power plug with wet hands.



- Do not draw or twist the cord or near a heat source.
- Do not place the cord where the player can easily trip over or come in contact with it.



- Operate this game with the correct power and fuse configuration. *(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.)*

## INSTRUCTION FOR PLAY

1. Insert coin(s), the game starts.
2. When the game play starts, you wait for the start of the game. The bags will come down and the object of the game is to hit the bag when its corresponding light lights up. If you are too slow, you will not score.
3. Tickets will be awarded for each game play based on score.
4. If game is out of tickets, you will get an error message on the display.

## MAINTENANCE AND INSPECTION

### ***Maintenance:***

Due to the design of the machine, very little 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.

### ***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.

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

## TROUBLESHOOTING

### **WARNING**

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

## TROUBLESHOOTING PHILOSOPHY

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

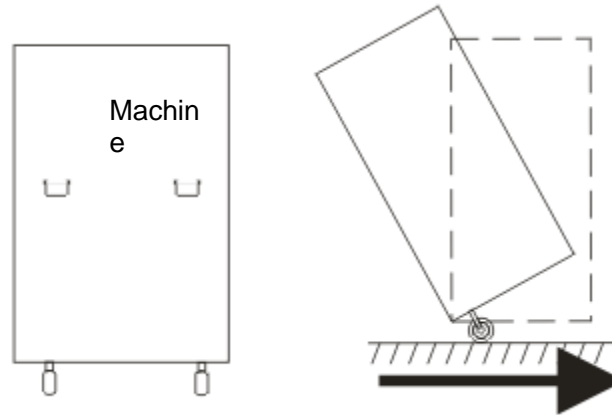
1. Always check to be sure that your game is turned on. Be sure that all of the fuses in the game are functional and check to see that the AC voltage is in the proper operating range for your game.
2. Check to be sure that all of the game harnessing is plugged in properly and that all of the pins are firmly seated in the connectors. It is always possible that a harness can be damaged by rough shipping or moving.
3. Check game harnessing to be sure that none of the wires have become or are damaged. Using a handheld multi-meter, check continuity of the wires to make sure they are not broken.
4. Check for obvious damage to the P.C. Boards or electrical components.
5. If you have multiple games or multiple parts on a game, change or exchange the parts and see if the problem goes away or moves to another location. This way you can quickly eliminate certain parts as being the problem with the game.
6. When changing electronic or electrical components, ALWAYS turn off and unplug the game.
7. Check to see that all power supplies are delivering the specified voltages to the P.C. Boards and components as shown in the manual.

## General Troubleshooting

Symptom	Possible Problem	Solution
Bags will not come down	No 12V Power Supply Actuator is not working Linkage is broken or not connected  <i>Mainboard not operating properly</i>	Check 12V electrical power and circuit Replace actuator Check linkage to make sure not broken and pins are connected Replace mainboard
Beacon Light not working	No 12V Power Supply Bulb blown out Signal not getting to mainboard  Mainboard not operating properly	Check 12V electrical power and circuit Replace bulb Check signal from mainboard to beacon light for operation and continuity Replace mainboard
Bag light not flashing	No 12 V power to light LED bulb is blown out Signal not getting to bulb  PC Board is defective	Check 12V electricity power and circuit Replace LED bulb Check signal from mainboard to bag light for operation and continuity Replace PC Board
Bag will not score	Power not on sensor Output from sensor not working when bag is pulled up Sensor output not correct Sensor out of adjustment Signal not getting to mainboard Signal gets to main board but board doesn't see it	Check wiring harness for 12 volts on sensor Should be about 12 volts when bag is in down position Repair/Replace Sensor Check sensor gap and adjust. Repair / Replace harness Replace mainboard
Sound Problems -No sound -Low Sound -Intermittent Sound	Low Volume Faulty speaker harnessing Faulty speaker Faulty sound board or sound board harnessing Faulty Main P.C. Board	Check Volume Control and adjust as necessary Check connections and/or repair harnessing Check and/or replace speaker Check connections or Replace Sound Board Check and/or repair or replace Main P.C. Board
Game does not take or add money correctly	Coin switch out of adjustment Coin mech dirty or improperly adjusted Faulty Coin switch Faulty coin switch harness or connector Game improperly programmed Faulty Main P.C. Board or component	Re-bend coin switch wire Clean and adjust mech as necessary Check and/or replace switch Check and/or repair harnessing Check programming options and adjust Repair and/or replace Main P.C. board
Ticket Dispenser not working properly, or no tickets being dispensed	No tickets in the game Tickets jammed in dispenser Ticket dispenser sensor blocked with debris Poor connection on the ticket dispenser Game improperly programmed Faulty ticket dispenser Faulty ticket dispenser harnessing Faulty Main P.C. Board	Refill ticket dispenser Clear ticket jam Clean off sensor Check and/or replace connectors Check ticket programming options Replace dispenser Check and/or repair harnessing Replace or repair Main P.C. Board
Game will not start.	Game power off Electrical Power Switch Open Main fuse blown Power Supply problem or failure Faulty P.C. board or component	Check on/off switch and power cord Close Electrical Power Switch Check and/or replace fuse as necessary 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.

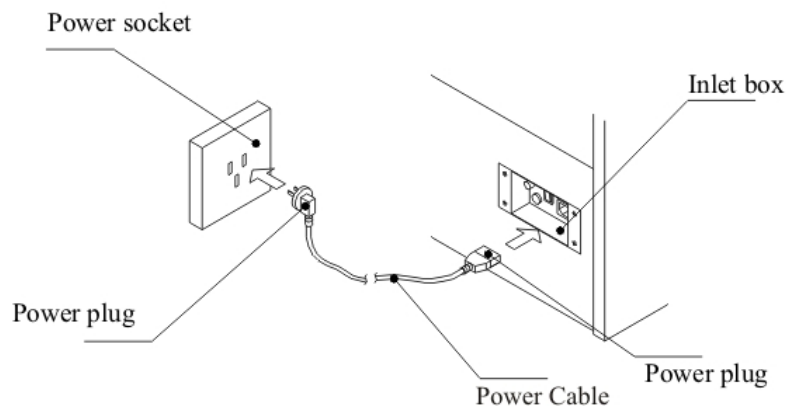
**NOTE: CONTACT YOUR DISTRIBUTOR IF NONE OF THE CASES LISTED IN THIS MANUAL APPLIES TO THE PROBLEM, OR IF THE ACTION LISTED DOES NOT APPEAR TO RESOLVE THE PROBLEM.**

**Note:** Because the machine is relatively heavy, so it is required for two people to move the machine.



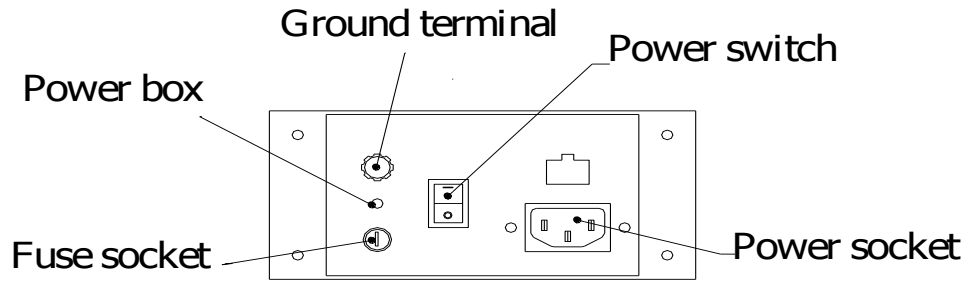
It is required to wrap with soft cushion, pack or air bundle to the machine if move the machine in a long distance, so as to protect the machine. The packages standard is based on the specific requirements.

## POWER CONNECTION

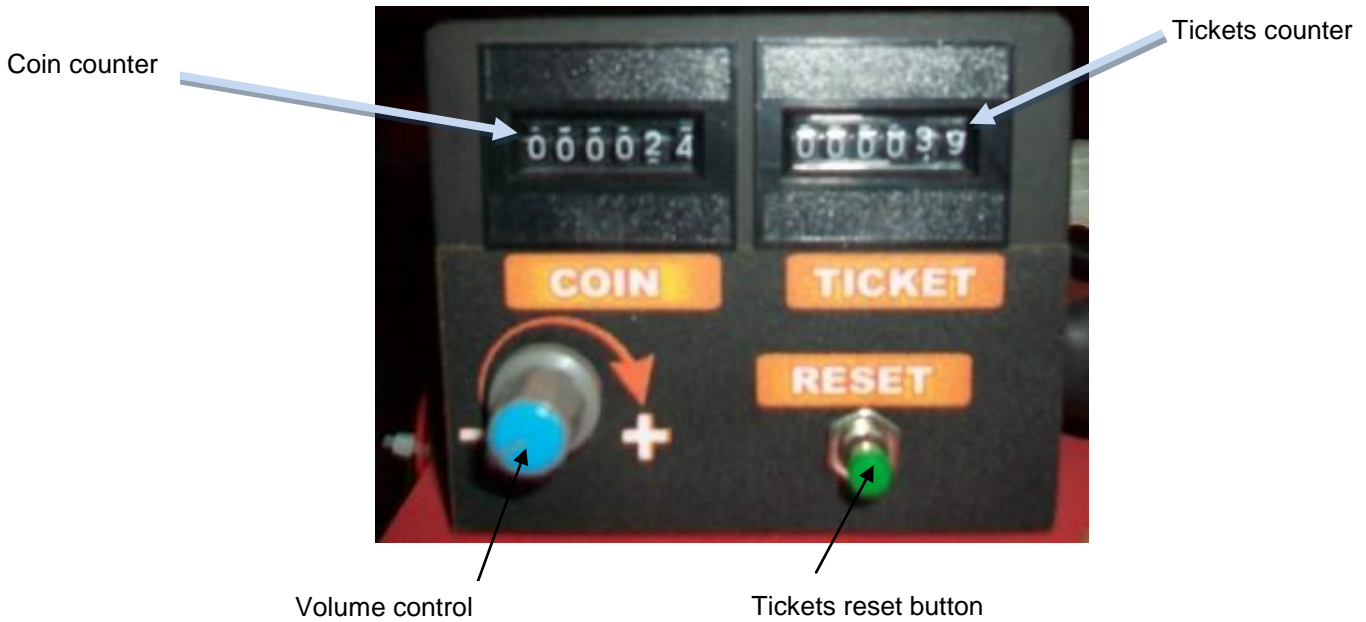


### NOTE:

- Do not put any heavy objects on the power cord, or will damage the power code resulting in short circuit, even fire.
- Do not hold the power cord, but plug to pull out the power cord from socket.
- Use dry hands to disconnect the AC power code.
- Never pull, stretch or distort the power cord. Do not put exposed one near to the high-temperature objects.
- Put the power code on the position that hard to be touched or kicked.
- Use correct voltage and fuse. (refer to the parameter)

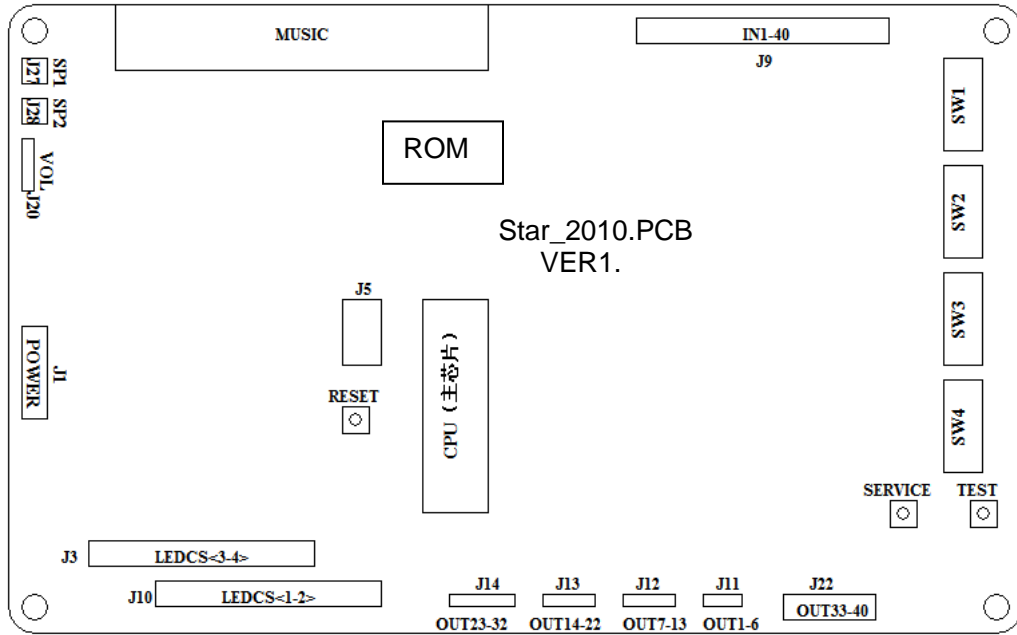


### COIN / TICKET MECH



Tickets reset button: program will remember the less tickets in case of tickets jam. Press this button to clean to less ticket.

# MAIN BOARD DIAGRAM



# OPTION SETTINGS

## Focus

Item	Content	SW1							
		1	2	3	4	5	6	7	8
COINS PER GAME	1	on	on						
	2	<b>OFF</b>	<b>ON</b>						
	3	on	off						
	4	off	off						
Game Ways	<b>FOCUS</b>			<b>ON</b>					
	<b>SPEED</b>			off					
Starting Hit Bonus Score	30				on	on	on	on	on
	32				off	on	on	on	on
	34				on	off	on	on	on
	36				off	off	on	on	on
	<b>38</b>				<b>ON</b>	<b>ON</b>	<b>OFF</b>	<b>ON</b>	<b>ON</b>
	40				off	on	off	on	on
	42				on	off	off	on	on
	45				off	off	off	on	on
	48				on	on	on	off	on
	50				off	on	on	off	on
	52				on	off	on	off	on
	55				off	off	on	off	on
	58				on	on	off	off	on
	60				off	on	off	off	on
	65				on	off	off	off	on
	70				off	off	off	off	on
	75				on	on	on	on	off
	80				off	on	on	on	off
	85				on	off	on	on	off
	90				off	off	on	on	off
	95				on	on	off	on	off
	100				off	on	off	on	off
	110				on	off	off	on	off
	120				off	off	off	on	off
	130				on	on	on	off	off
	140				off	on	on	off	off
150				on	off	on	off	off	
160				off	off	on	off	off	
170				on	on	off	off	off	
180				off	on	off	off	off	
190				on	off	off	off	off	
NO				off	off	off	off	off	
Item	Content	SW2							
		1	2	3	4	5	6	7	8



Game time	16	on	on	on	on				
	18	off	on	on	on				
	<b>20</b>	<b>ON</b>	<b>OFF</b>	<b>ON</b>	<b>ON</b>				
	21	off	off	on	on				
	22	on	on	off	on				
	23	off	on	off	on				
	24	on	off	off	on				
	25	off	off	off	on				
	26	on	on	on	off				
	27	off	on	on	off				
	28	on	off	on	off				
	29	off	off	on	off				
	30	on	on	off	off				
	35	off	on	off	off				
	40	on	off	off	off				
	45	off	off	off	off				
Score Per Ticket	1					on	on	on	on
	2					off	on	on	on
	3					on	off	on	on
	4					off	off	on	on
	5					on	on	off	on
	6					off	on	off	on
	7					on	off	off	on
	8					off	off	off	on
	9					on	on	on	off
	<b>10</b>					<b>OFF</b>	<b>ON</b>	<b>ON</b>	<b>OFF</b>
	12					on	off	on	off
	15					off	off	on	off
	20					on	on	off	off
	25					off	on	off	off
	30					on	off	off	off
	NO					off	off	off	off
Item	Content	SW3							
		1	2	3	4	5	6	7	8
Mini.Payout	0	on	on						
	<b>1</b>	<b>OFF</b>	<b>ON</b>						
	2	on	off						
	4	off	off						

	0			on	on				
Max.Payout	10			off	on				
	<b>25</b>			<b>ON</b>	<b>OFF</b>				
	50			off	off				
JP Increase	0					on	on		
	1					off	on		
	<b>2</b>					<b>ON</b>	<b>OFF</b>		
	3					off	off		
STARTING JP VALUE	0							on	on
	<b>10</b>							<b>OFF</b>	<b>ON</b>
	25							on	off
	50							off	off

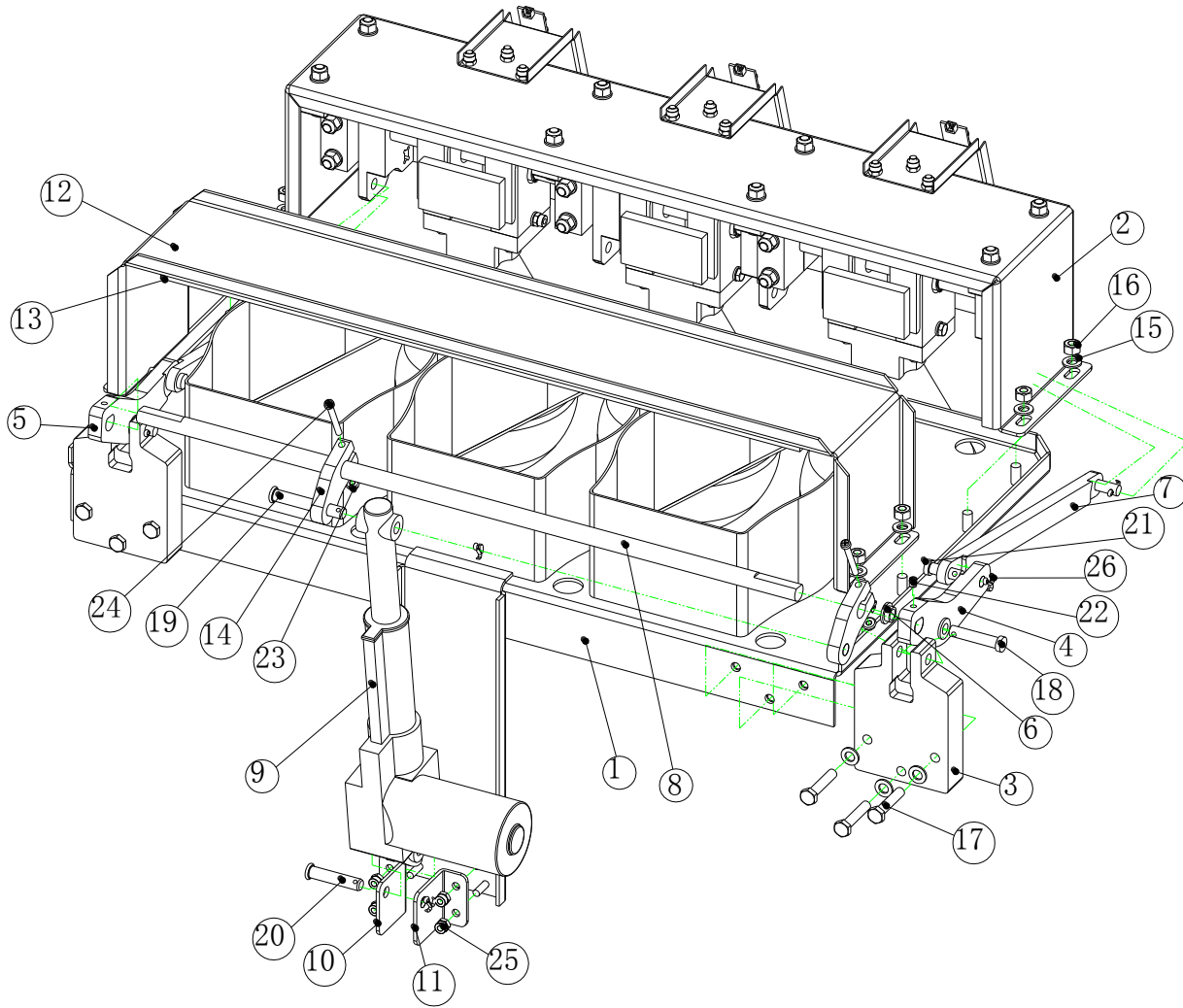
**Speed**

Item	Content	SW1							
		1	2	3	4	5	6	7	8
COINS PER GAME	1	on	on						
	<b>2</b>	<b>OFF</b>	<b>ON</b>						
	3	on	off						
	4	off	off						
Game Ways	FOCUS			on					
	<b>SPEED</b>			<b>OFF</b>					
Starting Hit Bonus Score	30				on	on	on	on	on
	32				off	on	on	on	on
	34				on	off	on	on	on
	36				off	off	on	on	on
	38				on	on	off	on	on
	40				off	on	off	on	on
	42				on	off	off	on	on
	45				off	off	off	on	on
	48				on	on	on	off	on
	50				off	on	on	off	on
	52				on	off	on	off	on
	55				off	off	on	off	on
	58				on	on	off	off	on
	60				off	on	off	off	on
	65				on	off	off	off	on
	70				off	off	off	off	on
75				on	on	on	on	off	
80				off	on	on	on	off	

	85				on	off	on	on	off
	90				off	off	on	on	off
	95				on	on	off	on	off
	100				off	on	off	on	off
	<b>110</b>				<b>ON</b>	<b>OFF</b>	<b>OFF</b>	<b>ON</b>	<b>OFF</b>
	120				off	off	off	on	off
	130				on	on	on	off	off
	140				off	on	on	off	off
	150				on	off	on	off	off
	160				off	off	on	off	off
	170				on	on	off	off	off
	180				off	on	off	off	off
	190				on	off	off	off	off
	NO				off	off	off	off	off
Item	Content	SW2							
		1	2	3	4	5	6	7	8
Game time	<b>16</b>	<b>ON</b>	<b>ON</b>	<b>ON</b>	<b>ON</b>				
	18	off	on	on	on				
	20	on	off	on	on				
	21	off	off	on	on				
	22	on	on	off	on				
	23	off	on	off	on				
	24	on	off	off	on				
	25	off	off	off	on				
	26	on	on	on	off				
	27	off	on	on	off				
	28	on	off	on	off				
	29	off	off	on	off				
	30	on	on	off	off				
	35	off	on	off	off				
	40	on	off	off	off				
45	off	off	off	off					
Score Per Ticket	1					on	on	on	on
	2					off	on	on	on
	3					on	off	on	on
	4					off	off	on	on
	5					on	on	off	on
	6					off	on	off	on
	7					on	off	off	on
	8					off	off	off	on
	9					on	on	on	off
	10					off	on	on	off
	12					on	off	on	off

	<b>15</b>					<b>OFF</b>	<b>OFF</b>	<b>ON</b>	<b>OFF</b>
	20					on	on	off	off
	25					off	on	off	off
	30					on	off	off	off
	NO					off	off	off	off
Item	Content	SW3							
		1	2	3	4	5	6	7	8
Mini.Payout	0	on	on						
	<b>1</b>	<b>OFF</b>	<b>ON</b>						
	2	on	off						
	4	off	off						
Max.Payout	0			on	on				
	10			off	on				
	<b>25</b>			<b>ON</b>	<b>OFF</b>				
	50			off	off				
JP Increase	0					on	on		
	1					off	on		
	<b>2</b>					<b>ON</b>	<b>OFF</b>		
	3					off	off		
STARTING JP VALUE	0							on	on
	<b>10</b>							<b>OFF</b>	<b>ON</b>
	25							on	off
	50							off	off

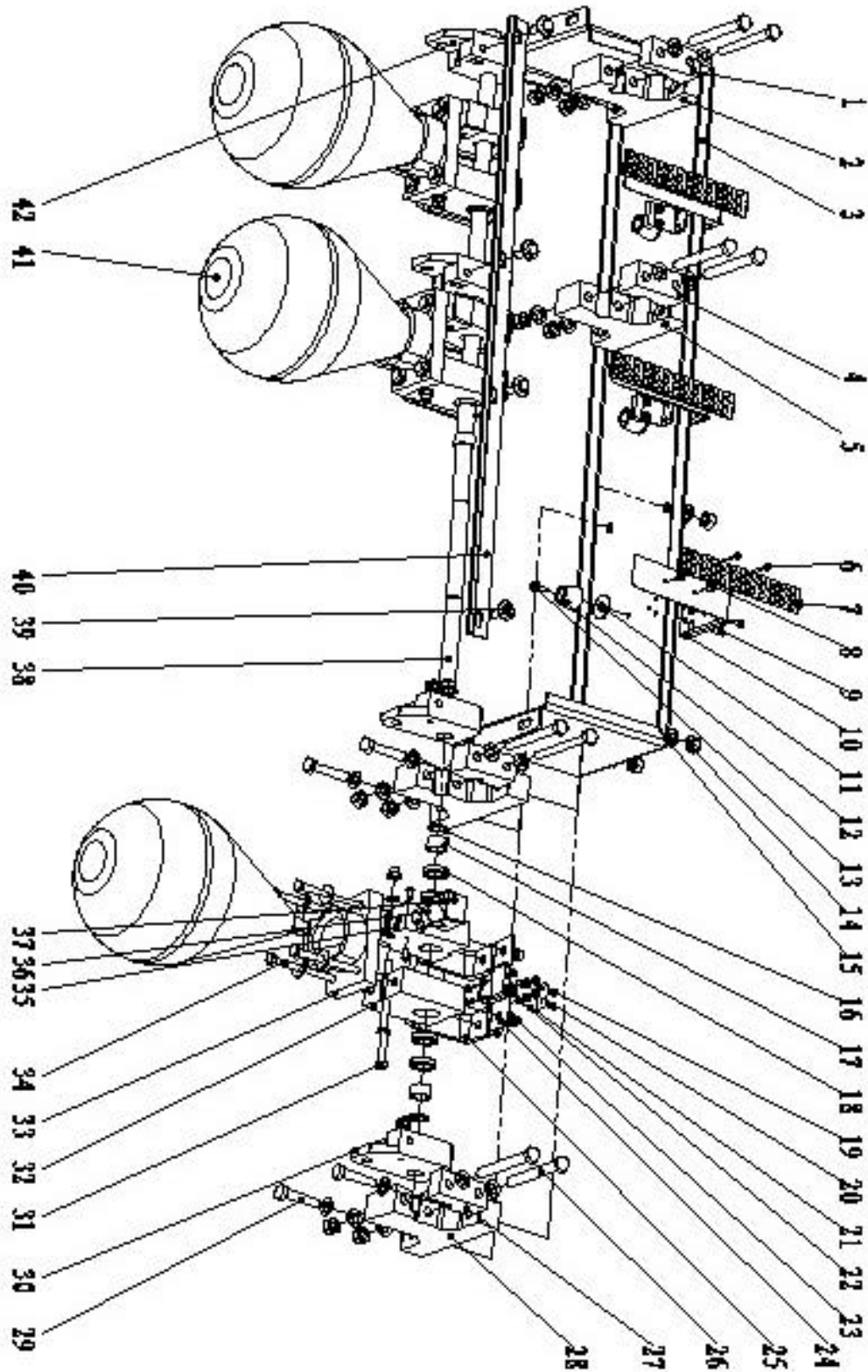
# MAIN MECHANISM



Ref. No.	Parts No.	Description	Qty.
1	QJJ-JG-01	Mechanism board support	1
2	QJJ-JG-02	Speed bag mechanism	1
3	QJJ-JG-03	Lever holder	2
4	QJJ-JG-04	Lerer (L)	1
5	QJJ-JG-05	Lever(R)	1
6	QJJ-JG-06	Shaft sleeve	4

7	QJJ-JG-07	Connecting rod;	2
8	QJJ-JG-08	Joint shaft	1
9	QJJ-JG-09	Electric handspike	1
10	QJJ-JG-10	Motor holder (L)	1
11	QJJ-JG-11	Motor holder (R)	1
12	QJJ-JG-12	Block shot holder	1
13	QJJ-JG-13	Holder sponge	1
14	QJJ-JG-14	Motor connecting piece	2
15	QJJ-JG-15	Washer Ø8	14
16	QJJ-JG-16	Nut M8	8
17	QJJ-JG-17	Hexagon head screw M8×40	6
18	QJJ-JG-18	Axle 1	2
19	QJJ-JG-19	Axle A	1
20	QJJ-JG-20	Axle B	1
21	QJJ-JG-21	Axle 2	4
22	QJJ-JG-22	Jackscrew M6×8	2
23	QJJ-JG-23	Flange nut M5	2
24	QJJ-JG-24	M5×40 Mushroom head	2
25	QJJ-JG-25	M6 Nut	4
26	QJJ-JG-26	Cotter pin	8

# SPEED BAG MECHANISM











Ref. No.	Parts No.	Description	Qty
1	JG-02-1	Cantilever block 1	1
2	JG-02-2	Cantilever support 1	1
3	JG-02-3	Mechanism support	1
4	JG-02-4	Cantilever block 2	2
5	JG-02-5	Cantilever support 2	2
6	JG-02-6	Phillips round-head	6
7	JG-02-7	Direction light (LED)	3
8	JG-02-8	Colloid	6
9	JG-02-9	Phillips round-head screw (assembly)	12
10	JG-02-10	Direction light fixed	3
11	JG-02-11	Washer Ø10	3
12	JG-02-12	Colloid	3
13	JG-02-13	Phillips round-head screw (assembly)	3
14	JG-02-14	Nut M8	16
15	JG-02-15	Washer Ø8	32
16	JG-02-16	Axle card	6
17	JG-02-17	Bearing retainer	6
18	JG-02-18	Bearing 61802	12
19	JG-02-19	Phillips round-head screw (assembly)	6
20	JG-02-20	Nut M3	12
21	JG-02-21	Magnetron fixed support (lower)	3
22	JG-02-22	Magnetron infrared	3
23	JG-02-23	NUT M6	19



24	JG-02-24	Magnetron fixed support (upper)	3
25	JG-02-25	Mechanism allocation	3
26	JG-02-26	Hexagon head screw M8×75	8
27	JG-02-27	Cantilever block 3	1
28	JG-02-28	Cantilever support 3	1
29	JG-02-29	Hexagon head screw M8×40	8
30	JG-02-30	Connection block for connecting rod R	2
31	JG-02-31	Hexagon head screw M6×100	9
32	JG-02-32	Flange join R	3
33	JG-02-33	Flange bag fixed	3
34	JG-02-34	Hexagon head screw M6×110	6
35	JG-02-35	Flange join L	3
36	JG-02-36	Permanent Magnet	3
37	JG-02-37	Magnet support	3
38	JG-02-38	Fixed shaft	1
39	JG-02-39	Hex HEAD NUT (Assembly)	4
40	JG-02-40	Connection block locating plate	1
41	JG-02-41	Speed bag	3
42	JG-02-42	Connection block for connecting rod L	2

# PARTS LIST

 1	 2	 3	 4
 5	 6	 7	 8
 9	 10	 11	 12
 13	 14	 15	 16
 17	 18	 19	 20
 21	 22	 23	 24

Ref. No.	Code	Description	Quantity	Specification
1	1-07-0003	Power supply box	1	12V/12.5A
2	1-07-0004	Power supply box 2	1	24V/6.5A
3	1-18-0003	Exhaust fan	1	110V
4	1-33-0003	Counter	1	6 digits
5	1-05-0009	Ticket dispenser	1	P/N TD-963 CR
6	1-03-0001	Speaker	2	
7	1-46-0102	LED on speaker	2	PCB
8	8-35-0001	Speaker cover	2	
9	QJJ-JG-09	Automatic round bar	1	
10	1-46-0035	Electric machine conversion board	1	
11	1-29-0022	Lamp	1	T8/110V/14W
12	JG-02-35	Target LED	3	PCB
13	JG-02-28	Speed bag	3	SPEED BAG 9" X 6" PUNCHING
14	1-20-0006	Magnetic switch	3	
15	1-20-0005	Needle-type switch	2	
16	1-46-0094	Main board	1	
17	1-46-0022	Display 1	1	AMG30102-3W.PCB
18	1-46-0017	Display 2	2	AMG15102-3W.PCB
19	1-05-0017	Mechanical coin selector	2	
20	1-46-0069	LED-DC.PCB/Red	2	27Bead
21		LED-DC.PCB/White	6	2 LED 48 bead 4 LED 27bead
22		LED-DC.PCB/Blue	4	48Bead
23		Move wheel (2.5 inch)	2	
24	JG-82-24	Belt light (blue)	1	7242S side light /12v/2.3m

## 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 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 15<sup>th</sup> 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](mailto:Tech@BobsSpaceRacers.com)**

(or)

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