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PRIZE WHEELS



Operator's Manual

<https://www.bobsspacracers.com>

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1.0 Introduction

Overview

This manual contains important information about Prize Wheel™. Such as: Setup, instructions how to play, maintenance, troubleshooting, game options settings, and service. Appendixes A and B contain information about policies, warranty, and service. Appendix D is a parts breakdown of commonly replaced parts.

Safety

This game has moving parts. Improper operation or use of this game can result in injury. Rotation of wheels while under power can cause bodily harm. **DO NOT** insert any foreign object, such as fingers, into rotating wheels or flywheel during operation, testing, or maintenance.

Use Only a GROUNDED AC Receptacle

If you are unsure if your AC receptacle is properly grounded, notify a qualified electrician to perform this check. Failure to do so could result in improper operation or damage to the game and could void this product's warranty.

Maintenance

Always ensure power is off and fully disconnected from power source when performing routine or in-depth maintenance. Failure to do so can result in damage to the game or injury to personnel.

Power Requirements

Domestic Game Power: 110V ± 10V ~9.6 Amps ~2052Watts at 50/60Hz
Service Power Recommendations: 20 Amps for Game Power

Export Game Power: 220V ± 10V ~4.8 Amps ~2052Watts at 50/60Hz
Service Power Recommendations: 10 Amps for Light Power

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.

Checking Packing List

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

Pallet 1

- Player Counter (Button and Speaker)
- Operator's Walkway

Pallet 2

- Lower Merchandise Cabinet (Electronics and Harnesses)
- Marquee
- Top Wheel for each set of 2 wheels attached to Lower Merchandise cabinet
- 2 wheels attached to Lower Merchandise Cabinet
- Shelves for Upper Merchandise Cabinet
- Parts Kit (*If Applicable*)

Pallet 3

- Upper Merchandise Cabinet

Removing Product off Pallets

STOP!!!

PLEASE READ BEFORE REMOVING PRODUCT OFF PALLETS

Note: BSR Recommends at least three employees capable of lifting up to 80 lbs. to assemble this game

- **Pallet 1**
Front Counter
First Remove Operator's Walkway before removing Player Counter from pallet.
- **Pallet 2**
Lower Merchandise Cabinet
First Remove Marquee and Top Wheels before removing Lower Merchandise Cabinet from pallet.
- **Pallet 3**
Upper Merchandise Cabinet
Do not slide Upper Merchandise Cabinet off pallet, it can damage the bottom.

Setting Up the Prize Wheels

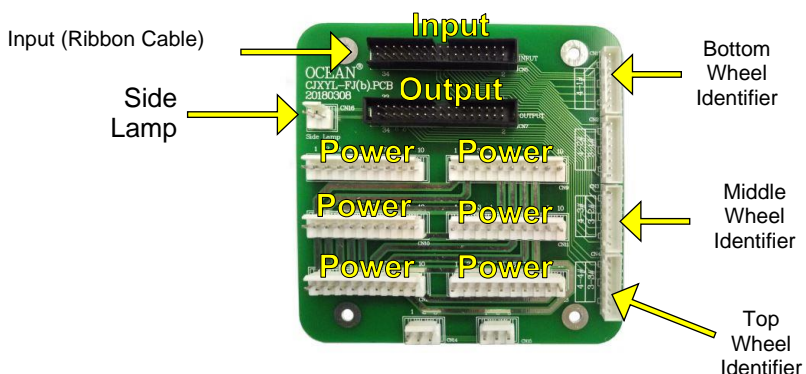
- Place the *Upper Merchandise Cabinet* behind the *Lower Merchandise Cabinet* along the wall
- Place the *Lower Merchandise Cabinet* at least 3-feet from the back wall. This will allow game technicians to service the game as needed.

Note: Connect the Jumper harness to the main board and run under the Lower Merchandise Cabinet also include the Speaker Cable before assembling the rest of the game. As both Jumper and Speaker Cable will be connected to the harness in the Player Counter.

- **Install Top Wheel** *There are four bolts with washers that secure the Top wheel to the middle wheel.*

Note: Connected the wires from the second wheel to the top wheel at this time.

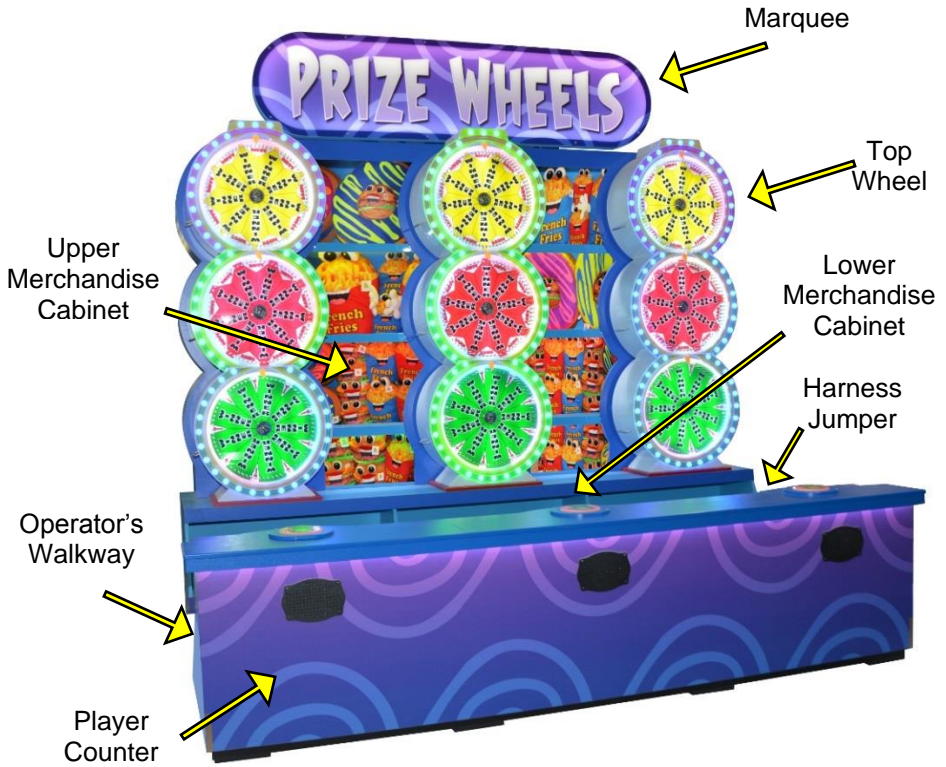
- 34-pin Ribbon Cable will be connected in to the top connector **INPUT**
- Two 10-pin **Power Connector** will connect into the middle Row
- 8-pin connector that **Identifies** the Top Wheel.
- 2-pin connector for the **Side Lamp**



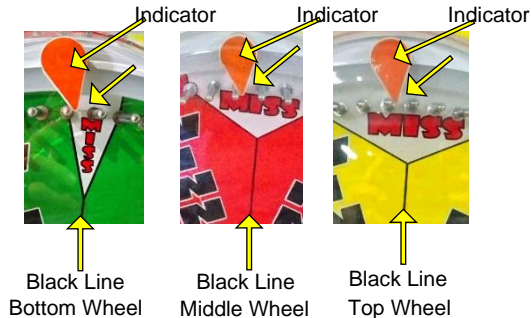
- Allow a little over 30-inches for the **Operator's Walkway**
*Note: Ensure the Jumper's are not pinched as they will extend to the **Player Counter** and connect to the **Button Assembly**.*
- **Install Player Counter**
*Note: Connect Jumper to the **Button Assembly** and **Speaker Cable**.*

Setup

- Parts to Setup



- **Once fully assembled ensure the game is level.**
- **Make necessary game connections**
 - Board Harness is connected to Jumper
 - Player counter is connected to Jumper
 - Speaker
 - Button Assembly
 - Connect Middle wheel to Top Wheel
 - LED cables
 - Upper Merchandise cabinet shelves cables
 - Marquee
 - Player Counter
- **Connect and apply power to game**
- **Proper Start-up sequence:**



Note: The Bottom arrow is pointing at the black line that outlines the winner spot. Also, notice that the indicator is left of the peg directly in line with the Black Line. This is where the Indicator must stop for a proper start-up.

- **Test the game before placing it into service. See Section 2.0.**

Note: For questions, call our tech support: 1-386-677-0761.

2.0 Operator's Procedure

Object of the Game

Land on all sections that say **WINNER** on each wheel starting from the bottom the easiest and advance to the wheel above with the difficulty gradually increasing. Pressing the blinking button will cause the spinning wheel to start its stopping sequence. Just press the Blinking button at the right time to get it to stop on the right spot. Do this for every wheel and **Win A Great Prize!**

Operate

- Attendant kicks up a player / Insert Coin or Swipe Card.
 - Game music starts indicating an active player
- The Bottom wheel begins to spin
 - The Flashing Stop Button turns solid Green.
 - Player presses Green Button
 - Green button turns Red
 - Bottom Wheel begins to slow
 - Indicator will stop either on the **WINNER** or **MISS**
 - Audio initiates **WINNER** or **MISS** sound.
 - Winner – Advances to wheel above.
 - Miss – Game returns to stand-by.
- The Middle wheel begins to spin
 - Game music intensifies
 - The Stop Button turns from red to solid green.
 - Player presses Green Button
 - Green Button turns Red
 - Bottom Wheel begins to slow
 - Indicator will stop either on the **WINNER** or **LOSE**
 - Audio initiates **WINNER** or **MISS** sound.
 - Winner – Advances to wheel above.
 - Miss – Game returns to stand-by.
- The Top wheel begins to spin
 - Game music intensifies
 - The Stop Button turns from red to solid green.
 - Player presses Green Button
 - Green Button turns Red
 - Bottom Wheel begins to slow
 - Indicator will stop either on the **WINNER** or **MISS**
 - Audio initiates **WINNER** or **MISS** sound.
 - Winner – **Wins A Great Prize!**
 - Game Button Flashes Green and Red
 - All the LEDs flash in unison
 - Miss – Game returns to stand-by.

3.0 Maintenance

Maintenance Recommendations

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

DO NOT USE commercial chemical sprays on vinyl graphics.

DO 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 debris off of all the electronics.

Periodic Maintenance *Never Add Lime-Away®, bleach, or any other corrosives to cleaning solutions*

Daily Cleaning.

Cleaning Vinyl Surfaces (*Techspray® Isopropyl alcohol, Florida Laboratories® isopropyl alcohol*)

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

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

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

Daily & Monthly Check.

Check Start-up Alignment

Check Coin / Ticket mechs

Check Wheel's locking nuts

Check Lights

Check Sound

Check Indicators

Monthly Check.

Check Win / Lose Identifiers

4.0 Troubleshooting

Troubleshooting Philosophy

When troubleshooting any product, certain general guidelines should be followed

- 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.
- 2) Ensure that all of the game harnesses are 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) 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.
- 4) Inspect for obvious damage to the P.C. Boards or electrical components.
- 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.
- 6) When changing electronic or electrical components, ALWAYS turn off all external power and unplug the game.
- 7) Ensure that all power supplies are delivering the specified voltages to the P.C. Boards and components as shown in the manual.

Troubleshooting Quick fix Guide

Below are simple solutions that have been seen in the field.

Win on a Miss

- The game had an improper Start-up sequence on initial start-up. The game will need to be restarted. *See Page 6 for the proper Start-up sequence and below are steps which can help correct Improper Start Sequences.*

Improper Start-up Sequences

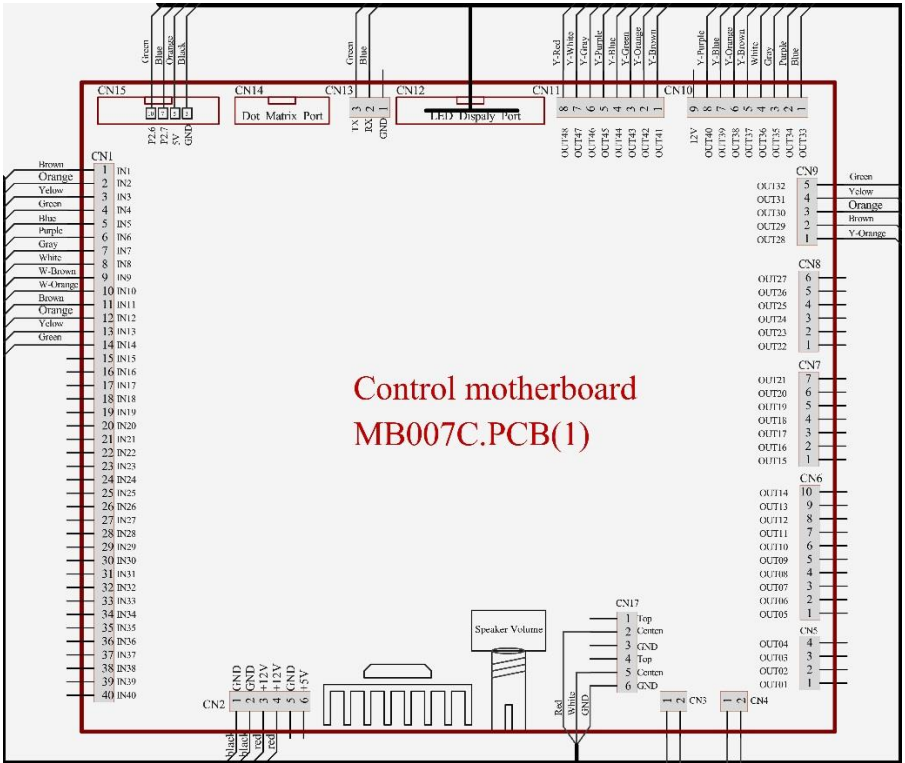
- Turn off game wait 15-seconds and turn it back on
- The Peg's brass colored nuts are not being seen by the sensor and may need to be tightened.
- Main Black Brake fell off and needs to be re-attached to the silver nylock nuts.

Indicator is Not Stopping at the Right Peg

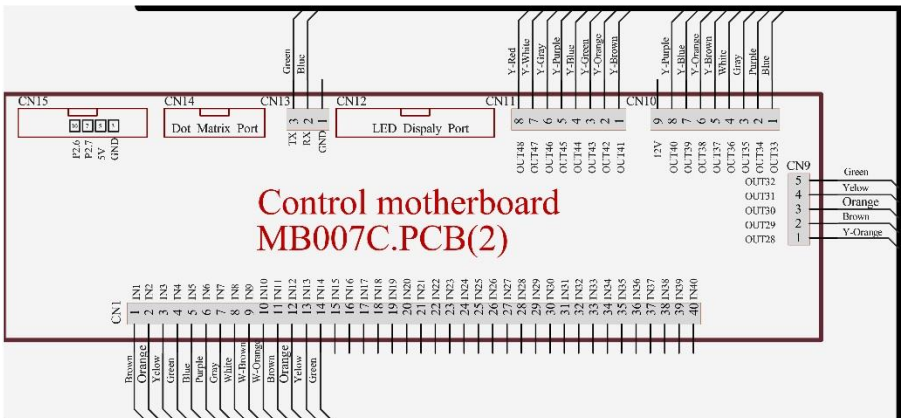
- Adjusting the sensor to the **Left**, as looking at it from the back, can move the Indicator *Right* slightly.
- Adjusting the sensor to the **Right**, as looking at it from the back, can move the Indicator *Left* slightly.

Schematics

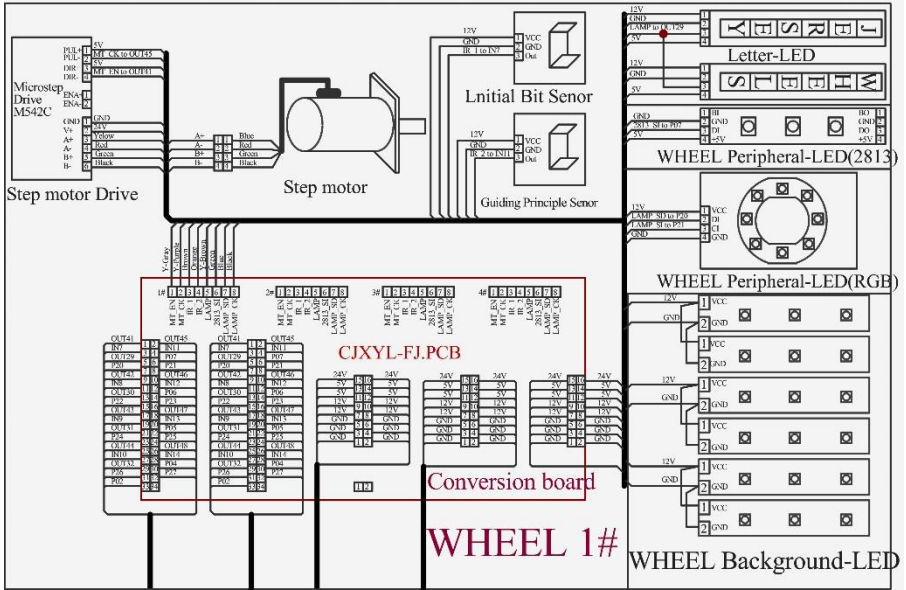
Master Board View 1



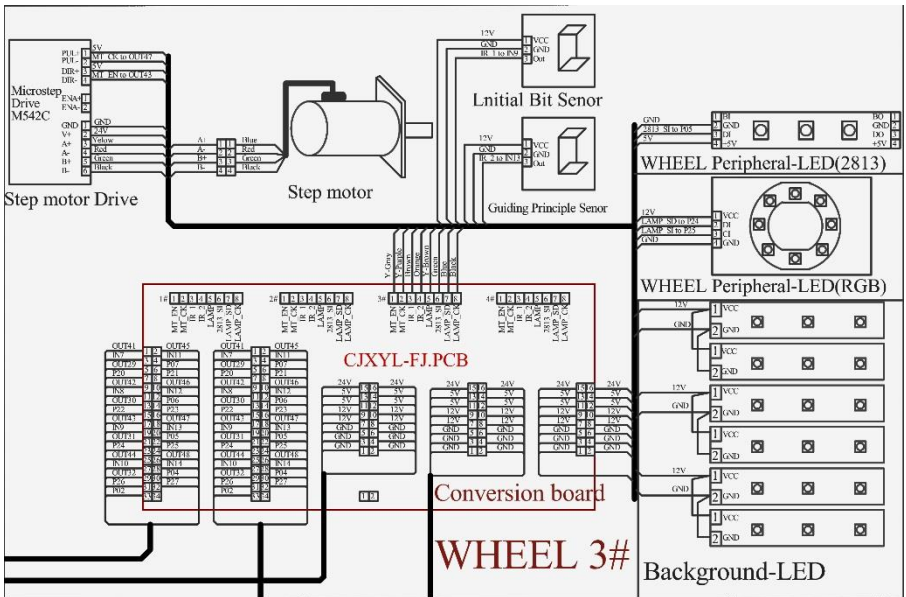
Master Board View 2



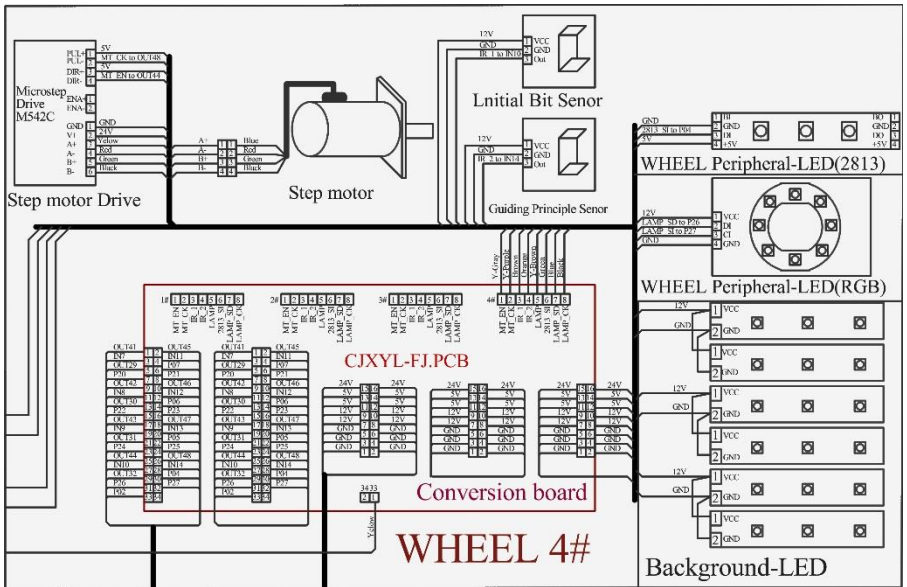
Bottom Wheel



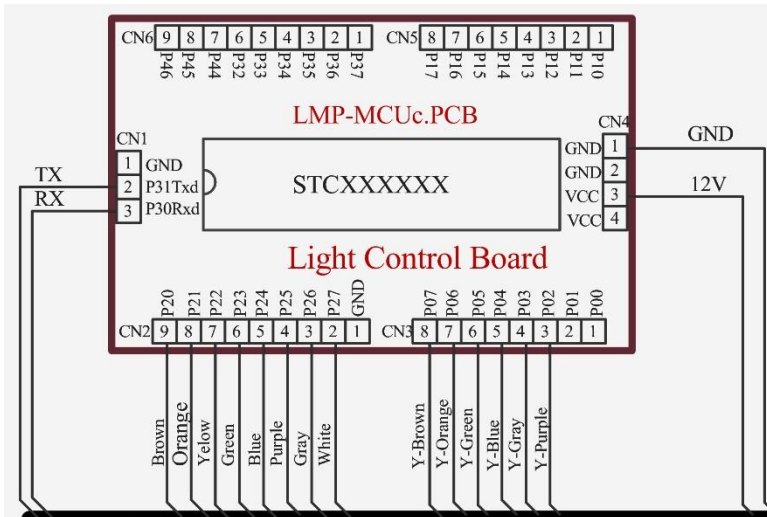
Middle Wheel



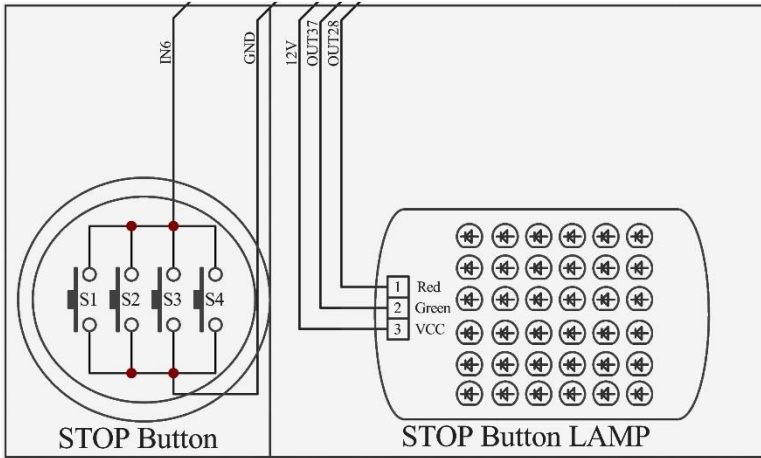
Top Wheel



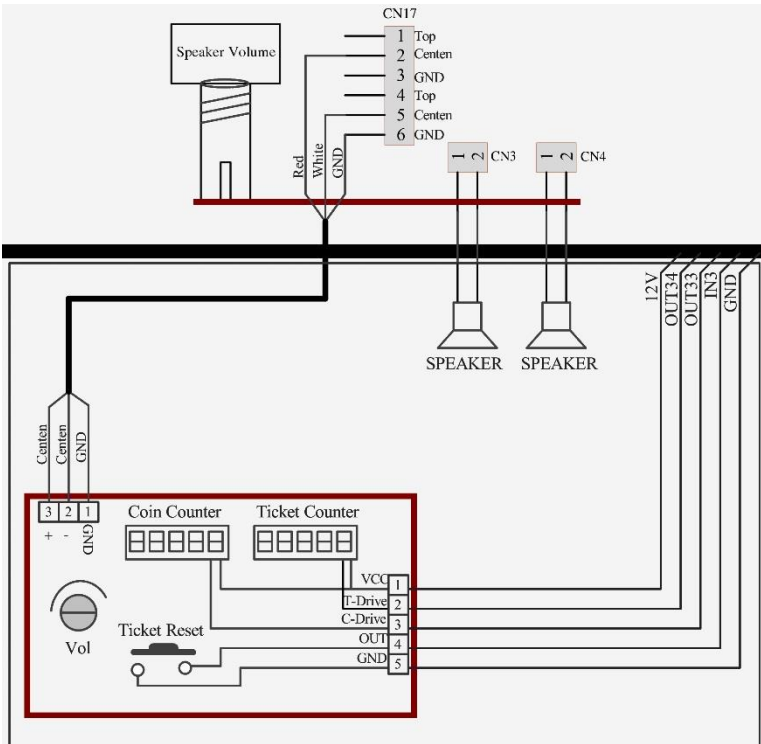
LED Controller



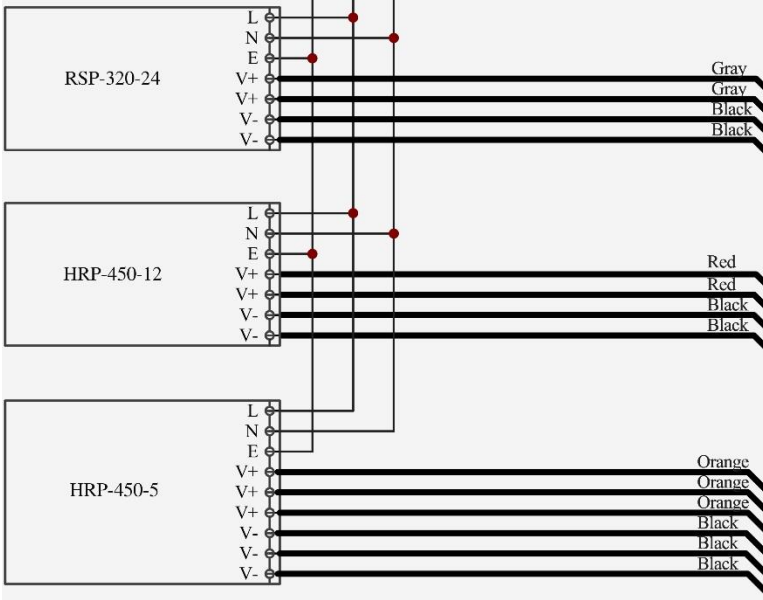
Button



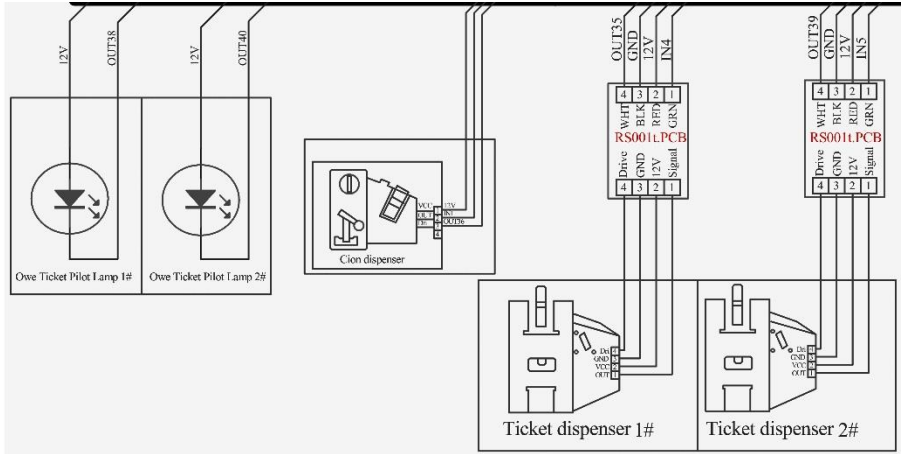
Speaker / Meters



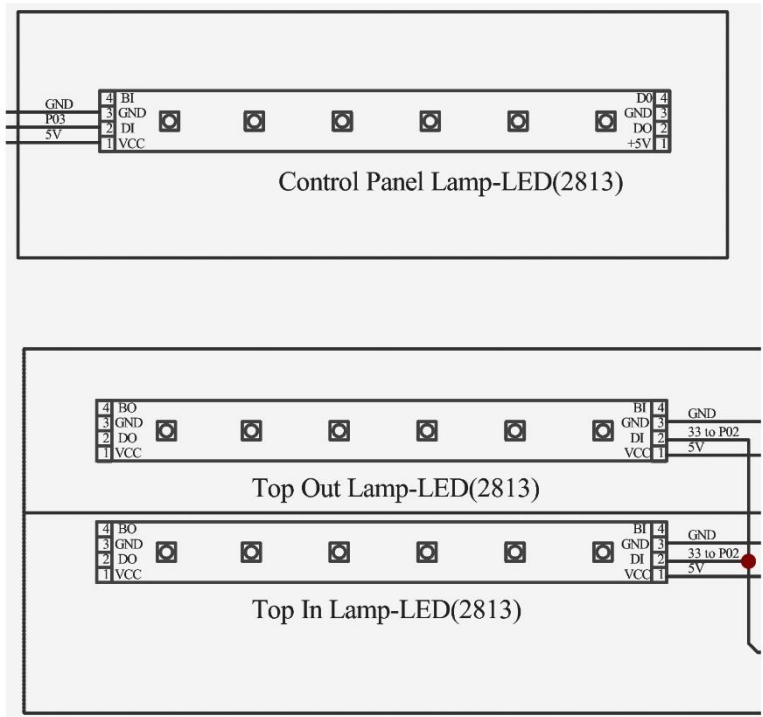
Power Supplies



Coin / Tickets



LED Panels



5.0 Options Settings – GD Electronics

RECOMMENDED MIDWAY OPTION SETTINGS

Program: JWM.V15

Item	Description	SW1 – Dip Adjustment							
		SW1	SW2	SW3	SW4	SW5	SW6	SW7	SW8
Coins per Credit	1	ON	ON						
Score per Ticket	N/A			ON	ON				
Game Version	MIDWAY					ON	ON		
Not Used	N/A							OFF	
Attract Mode	OFF								OFF

Item	Description	SW2 – Dip Adjustment							
		SW1	SW2	SW3	SW4	SW5	SW6	SW7	SW8
Not Used	N/A	ON	ON	ON					
Not Used	N/A				ON	ON	ON		
Not Used	N/A							ON	ON

Item	Description	SW3 – Dip Adjustment							
		SW1	SW2	SW3	SW4	SW5	SW6	SW7	SW8
Difficulty	Level 4	OFF	OFF	ON					
Game Type	MISS				ON				
Wheel Pattern	MIDWAY-3					ON	ON		
Not Used	N/A							OFF	OFF

RECOMMENDED FEC OPTION SETTINGS

Program: JWM.V15

Item	Description	SW1 – Dip Adjustment							
		SW1	SW2	SW3	SW4	SW5	SW6	SW7	SW8
Coins per Credit	1	ON	ON						
Score per Ticket	N/A			ON	ON				
Game Version	FEC – 1 TICKET					OFF	ON		
Not Used	N/A							ON	
Attract Mode	ON								ON

Item	Description	SW2 – Dip Adjustment							
		SW1	SW2	SW3	SW4	SW5	SW6	SW7	SW8
Not Used	N/A	ON	ON	ON					
Not Used	N/A				ON	ON	ON		
Not Used	N/A							ON	ON

Item	Description	SW3 – Dip Adjustment							
		SW1	SW2	SW3	SW4	SW5	SW6	SW7	SW8
Difficulty	Level 4	OFF	OFF	ON					
Game Type	MISS				ON				
Wheel Pattern	FEC-3					ON	OFF		
Not Used	N/A							OFF	OFF

Note: These settings are BSR's recommended settings, additional settings may vary per customer at their request.

6.0 Service

Calling for Service

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

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

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.

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

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.

7.0 BSR Family Entertainment Center (FEC) Options

Swipe Card *This option will allow any game to be operated without an attendant.*

Configurations:

- BSR will run the wires for the card swipe system
- If the customer pre-purchases the swipe card system, BSR can install them on the game.

Below are a few styles that customers use



Coins

BSR can set up any FEC to use coins to start the game.



Tickets

BSR has two types of ticket payout options

Double sided Small Ticket 1 5/32 x 2-inches



One sided Large Ticket 2 x 4-inches



Appendix A: Policies

Service Policy

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

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.

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

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.

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.

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:

Warranty credit: if your game is under warranty. See the Warranty Policy page.

Note: this credit does not include return shipping charges.

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

Game Warranty

BOB'S SPACE RACERS® INC. ©1976-2019 1 YEAR GAME WARRANTY

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 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.

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; and (g) any other abuse or misuse of the equipment.

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.

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.

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.

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.

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.

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.

Replacement Item(s) Shipping Requirements

When you request an Advanced Replacement item from us, we recommend you to follow

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.

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

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.

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 Statement

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

Part #	Description	Picture
TBD	MASTER BOARD	
E0805001	SENSOR	
TBD	STEPPER MOTOR DRIVER Model: M542C	
TBD	WHEEL MOUNTING BOLTS	
E0022863	POWER SUPPLY MEANWELL RSP-320-24	
E0022750	POWER SUPPLY MEANWELL HRP-450-12	
E0022755	POWER SUPPLY MEANWELL HRP-450-5	
TBD	FRONT COVER PLEX <i>Please Specify which Wheel BOTTOM MIDDLE TOP</i>	
M0008600	LARGE TICKET 2-in x 4-in	
M0008601	SMALL TICKET 1 5/32 x 2-inches	

Appendix E: Revision

Revision	Date of Revision	Description of Revision	Approved by
A	March 19, 2019	1.0	



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