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

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BIG DOG
KIDDIE DOG POUNDER™ ARCADE
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1. SPECIFICATIONS

IMPORTANT SETUP INFORMATION

CENTER LEVELER ADJUSTMENT – The center foot leveler adjustment is critical to the proper operation of the game. The purpose of this adjuster is to control cabinet vibration to prevent damage to electronic and other components in the game. When the adjuster is properly contacting the floor, any force from pressing down the bone that is transmitted through the pivot mechanism will be transmitted directly to the floor and NOT the bottom of the cabinet. It is important to make sure the weight of the game is equally distributed across all 5 legs to avoid rocking and damage.

To ensure the proper operation and longevity of your game, make sure that the center leveler located directly under the pivot mechanism is FULLY extended to the floor. If not, turn the adjusting nut until the leveler is making FULL contact as shown in the illustration.

DOOR OPERATION – It is important for the cabinet of the game to be squared up for the front door to open and close smoothly. The squareness of the cabinet is adjusted at the factory; however the floor may not be level where you are installing the game. Check that the space across the top edge of the door is even all the way across the front as shown in the illustration. If it is not, there is threaded adjustment rod inside the game to ensure that the game is square. Loosen and adjust the lower nut set in or out until the cabinet door operates smoothly and the space across the top is even.
2. INTRODUCTION

2-1. Overview and Technical Features:

OVERVIEW

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

FEATURES

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

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

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

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

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

GAME PLAY

1. The player begins by inserting enough money into the game to earn a credit and automatically start the game.

2. The game will briefly instruct the player before beginning the game. (If the player is impatient and pushes the bone button down, the instructions will be bypassed and the game will begin).

3. (Once the game begins, the player will be using or pushing down on the bone handle to launch balls into the Dog's mouth.) When the player pushes down on the bone handle, the balls inside the game will be thrown up into the air and into the mouth of the Dog character.

4. The object of the game is to "Feed the Dog". As the player feeds the dog, the food passes through and accumulates points.

5. If the player can feed the dog 40 balls before the specified amount before time runs out, they win the big Bonus Ticket Prize. If not, they win a pre-determined amount of tickets based on how many balls they did get through the dog's belly in the allotted time.

MAINTENANCE

Due to the physical play of the machine, some periodic maintenance is required.

CLEANING - Clean the outer surfaces of the game with a commercial spray type cleaner. DO NOT however, use glass cleaner or commercial sprays on the marquee graphic panel. Use a good quality spray type furniture polish to keep the game looking good.

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

NOTE: Refer to the weekly preventative maintenance schedules to avoid unnecessary game wear and keep the game in its best condition.
2-2. Important Safety Information:

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.

SET UP

There is very little to do in the way of set-up in the game.

1. Be sure that the game is on a level surface. If the game is rocking on the floor adjust the legs to remove the rocking of the game. It is very important that the weight is distributed evenly to all the legs. This will help avoid damage or unnecessarily large amounts of weight and pressure on only one or two of the legs.

2. Be sure to plug the game into the proper A.C. GROUNDED receptacle. Do not use long extension cords unless absolutely necessary and if so, be sure it is a heavy duty cord of at least 16 Ga. and no longer than 20 ft. Check the label on the back of the game to make sure the power requirements of the game match that of your location.

3. Turn the game on and check to be sure there are no unusual sounds and that everything appears to be working correctly.
3. PROGRAMMING

3-1. ENTERING PROGRAMMING MODE:

The programming options are readable only by the game operator for the purpose of customizing the game to suit their location.

The operator will press the "PROGRAMMING" button once to enter the programming mode.

The operator will press the "SELECT" button to scroll through the various options that are on the left-hand display.

The operator will press the "STEP" button to scroll through the various settings for each option that are shown on the right-hand display.

The operator will press the "PROGRAMMING" button once again to EXIT the programming mode and save all of the new values to the game's memory.

Below is detailed information for the operation of each of the programming options.

3-2. VOLUME:

This option controls the sound volume from the speaker on the front door of the game. The range for this option is 1-6 (6 being the loudest). The default value for this option is 5.

3-3. COINS PER CREDIT (COIN/CR):

This option determines how many coins are needed to earn a credit. Each credit will automatically start a game. The range for this option is 1-8; the default value for this option is 1.

NOTE: There is no "free play" option for this game. If free play is desired, set the game to 1 coin per credit and install a momentary contact push button to start the game.

3-4. ATTRACT MODE (ATTRACT):

This option determines how often an audible barking sound will be heard from the game. The range for this option is 0-9 (minutes). Setting a 0 shuts the attract mode off. The default value for this option is 5.
3-5. GAME TYPE (GAME):

This game has the option of being set for 2 different types of game play. The first and recommended game option is the BELY mode. In this game, the player tries to get the highest score possible before time runs out.

The second game option is the SCR (Best Score) mode. In this game, the player also tries to get the highest score possible before time runs out.

The default value for this option is BELY.

3-6. GAME DIFFICULTY (DIFF):

This option determines how hard the game is for the player to play. The range for this option is as follows:

- AUTO - Automatic difficulty
- EASY - The easiest setting. Used for small children
- NORM - Normal difficulty
- HARD - For mostly adult clientele
- EXP - For all adult clientele
- PRO - For professional grade players

The default value for this option is PRO.

3-7. MINIMUM TICKETS (MINTX):

This option determines the minimum amount of tickets the player will receive for playing regardless of score. The range for this option is 0 - 9, the default value for this option is 1.

3-8. BALLS PER TICKET (BPT):

This determines how many balls must be scored to pay out 1 ticket. The range for this option is 0 - 9. The default value for this option is 6. (1 ticket for every 6 balls scored).

3-9. BONUS TICKET VALUE (JVAL):

This option determines the amount of bonus tickets paid out if the player wins the game. The range for this option is 0-500. The default value for this option is 10.

NOTE: When the game is won, the bonus ticket value is paid out, and any other ticket payouts for the game are ignored.

ALERT: If the game’s BONUS TICKET VALUE (AKA Jackpot Value or JVAL) has been set to a value of 0, no tickets are awarded but a free game is awarded as the prize for scoring the jackpot. If you want tickets to be offered you must set the BONUS TICKET VALUE (AKA Jackpot Value or JVAL) to at least a value of 10.

3-10. HAND: This option should be set to 1 for Air Version.

3-11. RESET: (Default programming value - reset)

This option is used as a convenient way of quickly re-setting all of the programming values to their factory default. This is also a handy option to try if the game memory has somehow been corrupted. The value for this option is 0-1. The default value for this option is 0 (off). Change to 1 to reset the values.
3-12. PROGRAMMING OPTIONS: (Version 1.6C)

<table>
<thead>
<tr>
<th>ARCADE OPTIONS</th>
</tr>
</thead>
<tbody>
<tr>
<td>VOLUME</td>
</tr>
<tr>
<td>COIN/CR</td>
</tr>
<tr>
<td>ATTRACT</td>
</tr>
<tr>
<td>GAME</td>
</tr>
<tr>
<td>DIFF</td>
</tr>
<tr>
<td>MINTX</td>
</tr>
<tr>
<td>BPT</td>
</tr>
<tr>
<td>JVAL</td>
</tr>
<tr>
<td>HAND</td>
</tr>
<tr>
<td>RESET</td>
</tr>
</tbody>
</table>

4. ERROR MESSAGES

If the game displays a GET HELP message, press the programming button to read the error messages.

SEN (Sensor error)

This message displays the score sensor that is faulty. The sensors are numbered 1 thru 6 from the left-hand side of the game as viewed from the front.
5. MAINTENANCE AND TROUBLESHOOTING

5-1. Quick Troubleshooting:

**WARNING**

For your safety and to reduce risk of damage to your game read the Important Safety Information in Chapter 2-2 before attempting any troubleshooting procedure.

**TROUBLESHOOTING PHILOSOPHY**

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

1. Always check to be sure that you game is turned on. Be sure that all of the fuses in the game are functional and check to see that the AC voltage is in the proper operating range for your game.

2. Check to be sure that all of the game harnessing is plugged in properly and that all of the pins are firmly seated in the connectors. It is always possible that a harness can be damaged by rough shipping or moving.

3. Check game harnessing to be sure that none of the wires have become damaged. Using a handheld multi-meter, check continuity of the wires to make sure they are not broken.

4. Check for obvious damage to any P.C. Boards or electrical components.

5. If you have multiple games or multiple parts on a game, change or exchange the parts and see if the problem goes away or moves to another location. This way you can quickly eliminate certain parts as being the problem with the game.

6. When changing electronic or electrical components, ALWAYS turn off and unplug the game.

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

**TROUBLESHOOTING**

If the rubber ball hammock does not move, be sure to check the following for possible problems in this order:

1. Check game for proper power source at game and main fuse.

2. Check to be sure that you are supplying at least 90 PSI of clean compressed air to the game and that the pressure regulator is set for 90 PSI (pounds per square inch). The air line must be connected to the pressure regulator inside the game.

3. Check all wiring connections and ground wires inside lower cabinet.

4. Check hand option is set to 1.

5. Check that the Push button assembly LED sensor boards are working properly. There are 2 boards on the button assembly. Each one has a test LED on it. Slowly push the button down and you should notice that the left sensor LED should flash off and back on when the button is pushed down slowly. The sensor on the right hand side should also flash the same way as the button is pushed down further. If one of the sensors LED’s do not flash when the button is moved slowly, one of the sensors is either dirty and needs cleaned; or faulty and must be replaced. Both sensors must be working for the game to function properly. On a rare occasion a faulty board might be the cause.

6. If the protector diode to the air valve is bad, the air valve will not work correctly. To test for proper operation of the diode, disconnect the connector to the air valve. Disconnect the other end of the harness at the Main P.C. Board. Insert a test meter into the connector that plugs into the air valve and do a diode check. If the diode is bad, replace the diode.
7. If the diode checks O.K., apply 12 volt DC to the 2 pin connector of the air valve. This should fire the air valve. If it does not, the air valve is bad. If it does fire, then there is a problem with the Main P.C. board and it should be replaced.

NOTE: IT IS POSSIBLE THAT A BAD DIODE CAN CAUSE DAMAGE TO THE MAIN P.C. BOARD. IF REPLACING THE DIODE DOES NOT FIX THE PROBLEM, REPLACE THE MAIN P.C. BOARD ALSO.

COMPONENT PARTS ARE NOT SERVICED SEPARATELY. THEY MUST BE PURCHASED AS COMPLETE PARTS.

If the game displays a "GET HELP" message on the display, press the PROGRAMMING button to check for error messages. (See the ERROR MESSAGES section in this manual for explanations).

For detailed servicing and repair information see the full the full repair section of this manual.
<table>
<thead>
<tr>
<th>Symptom</th>
<th>Possible Problem</th>
<th>Solution</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Sound Problems</strong></td>
<td><strong>Power</strong></td>
<td><strong>Power</strong></td>
</tr>
<tr>
<td>- No sound</td>
<td>Low Volume</td>
<td>Check Volume Control and adjust as necessary</td>
</tr>
<tr>
<td>- Low sound</td>
<td>Faulty speaker harnessing</td>
<td>Check connections and/or repair harnessing</td>
</tr>
<tr>
<td>- Intermittent Sound</td>
<td>Faulty speaker</td>
<td>Check and/or replace speaker</td>
</tr>
<tr>
<td></td>
<td>Faulty sound board or sound board harnessing</td>
<td>Check connections or Replace Sound Board</td>
</tr>
<tr>
<td></td>
<td>Faulty Main P.C. Board</td>
<td>Check and/or repair or replace Main P.C. Board</td>
</tr>
<tr>
<td><strong>Game does not take or add money correctly</strong></td>
<td>Coin switch out of adjustment</td>
<td>Re-bend coin switch wire</td>
</tr>
<tr>
<td></td>
<td>Coin mech dirty or improperly adjusted</td>
<td>Clean and adjust mech as necessary</td>
</tr>
<tr>
<td></td>
<td>Faulty Coin switch</td>
<td>Check and/or replace switch</td>
</tr>
<tr>
<td></td>
<td>Faulty coin switch harness or connector</td>
<td>Check and/or repair harnessing</td>
</tr>
<tr>
<td></td>
<td>Improperly programmed electronic mech</td>
<td>Reprogram or replace electronic mech</td>
</tr>
<tr>
<td></td>
<td>Game improperly programmed</td>
<td>Check programming options and adjust</td>
</tr>
<tr>
<td></td>
<td>Faulty Front Panel Board</td>
<td>Repair and/or replace Front Panel Board</td>
</tr>
<tr>
<td></td>
<td>Faulty Main P.C. Board (or component)</td>
<td>Repair and/or replace Main P.C. board</td>
</tr>
<tr>
<td><strong>Ticket Dispenser not working properly, or no tickets being dispensed</strong></td>
<td>No tickets in the game</td>
<td>Refill ticket dispenser and press the reset button</td>
</tr>
<tr>
<td></td>
<td>Tickets jammed in dispenser</td>
<td>Clear ticket jam</td>
</tr>
<tr>
<td></td>
<td>Ticket dispenser sensor blocked with debris</td>
<td>Clean off sensor</td>
</tr>
<tr>
<td></td>
<td>Poor connection on the ticket dispenser</td>
<td>Check and/or replace ticket programming</td>
</tr>
<tr>
<td></td>
<td>Game improperly programmed</td>
<td>Check ticket programming options</td>
</tr>
<tr>
<td></td>
<td>Faulty ticket dispenser</td>
<td>Repair dispenser</td>
</tr>
<tr>
<td></td>
<td>Faulty ticket dispenser harnessing</td>
<td>Check and/or repair harnessing</td>
</tr>
<tr>
<td></td>
<td>Repair and/or replace Front Panel Board</td>
<td>Faulty Front Panel Board</td>
</tr>
<tr>
<td><strong>Game will not start</strong></td>
<td>Game power off</td>
<td>Check on/off switch and power cord</td>
</tr>
<tr>
<td></td>
<td>Main fuse blown</td>
<td>Check and/or replace fuse as necessary</td>
</tr>
<tr>
<td></td>
<td>Ground wire broken or loose</td>
<td>Replace or tighten faulty ground wire</td>
</tr>
<tr>
<td></td>
<td>Power Supply problem or failure</td>
<td>Check Power Supply output and connections</td>
</tr>
<tr>
<td></td>
<td>Faulty P.C. board or component</td>
<td>Repair and/or replace Main P.C. board</td>
</tr>
<tr>
<td><strong>Game stops or is stopped with nothing displayed</strong></td>
<td>The power connector is disconnected. Possible faulty connection or short circuit.</td>
<td>Reconnect the connector securely. Check all circuitry for faulty connections or short circuits.</td>
</tr>
<tr>
<td><strong>Game resets when hit</strong></td>
<td>Ground wire broken or loose</td>
<td>Replace or tighten faulty ground wire</td>
</tr>
<tr>
<td></td>
<td>Check AC plug in at power supply</td>
<td>Insert A.C. plug into power supply and secure</td>
</tr>
<tr>
<td><strong>Balls will not launch into the air</strong></td>
<td>Hand Program option set wrong</td>
<td>Set or reset Hand Program option to 1</td>
</tr>
<tr>
<td></td>
<td>Ground wire broken or loose</td>
<td>Replace or tighten faulty ground wire</td>
</tr>
<tr>
<td></td>
<td>Low or no air pressure</td>
<td>Check air supply to game (90 PSI)</td>
</tr>
<tr>
<td></td>
<td>Ball hammock broken</td>
<td>Replace ball hammock</td>
</tr>
<tr>
<td></td>
<td>Faulty valve harness or solid state relay</td>
<td>Check valve harness and solid state relay</td>
</tr>
<tr>
<td></td>
<td>Faulty main P.C. board</td>
<td>Replace P.C. board</td>
</tr>
<tr>
<td><strong>Dog Bone must be hit very hard to launch balls</strong></td>
<td>Hand Program option set wrong</td>
<td>Set or reset Hand Program option to 1</td>
</tr>
</tbody>
</table>
5-2. Detailed Troubleshooting and Repair:

WEEKLY MAINTENANCE SCHEDULE

1. Clean game, clean glass and Plexiglas inside and out.
2. Check balls for wear and tear. Replace as required. Ball Kit (100 assorted color): (Part #MX800450)
3. Clean inside Dog's mouth and Belly (Sensors and mirror).
4. Inspect display LED boards for proper attachment and operation.
5. Check the hammock for wear and tear (see pictures below).

Hammock Version 2: (PART #) MX800463

6. Check hammock is secure and nuts and bolts are tight.
   a. Tighten Bolt first
   b. Affix and tighten the nut down once bolt is tightened
   c. Adjust bolt tightness by releasing the nut slightly than tighten the bolt and re-tighten the nut.
7. Check power supply for loose hardware
8. Check all grounding wires and connections
9. Check speaker conditions and mounting
10. Check coin mechanism's condition and mounting
11. Check all electrical and mechanical components for wear
    Be sure all components are tightened and properly adjusted
12. Check that wiring in the game is properly secured and is not located in areas damage could occur.

NOTE: IF COMPONENTS CONSTANTLY COME LOOSE A THREAD LOCKING COMPOUND IS RECOMMENDED.
5-2-1. Mechanical Repair:

HAMMOCK REPLACEMENT

A common service on this game will be occasional replacement of the ball hammock.

**NOTE:** THE MATERIAL USED IN THIS GAME HAS BEEN CAREFULLY SELECTED FOR MAXIMUM PERFORMANCE AND RELIABILITY. USE OF ANY OTHER MATERIAL WILL ADVERSELY AFFECT THE PERFORMANCE OF THE GAME AND COULD ACTUALLY DAMAGE COMPONENTS OF THE AIR LEVER ASSEMBLY. USE OF ANY MATERIAL OTHER THAN THAT SUPPLIED BY BSR GAMES, WILL CONSTITUTE A BREACH OF WARRANTY QUALIFICATIONS AND WILL VOID YOUR WARRANTY ON THOSE RELATED COMPONENTS.

1. To replace the hammock, remove the 3 screws that hold the window retainer bracket to the top of the control panel and remove the bracket.

2. Remove the front window assembly by lifting straight up on it and then tilting it out from the bottom.

3. Remove the 5 screws that hold the front of the hammock to the lever assembly.

4. Remove the 5 nuts and bolts that hold the rear of the hammock to the metal shelf.

5. Install the new hammock to the metal shelf. Be sure that the reinforcement strip is facing up so that it clamps the hammock material to the shelf. Tighten the bolts securely, but not so much as to excessively distort the reinforcement strip.

6. Attach the front of the hammock to the lever assembly with the 5 bolts. After tightening bolts place and tighten the nuts on the back side accordingly to double lock the fasteners.

   A) Hammock placed against lever assembly.
   B) Aluminum angle bracket with rubber facing the plastic strips.
   C) Use only BSR complete assembled hammocks as replacement parts.

7. Tighten the nuts and bolts securely, but not so much as to excessively distort the reinforcement strip.

8. Test the unit for proper operation including the proper operation of the release lever.

**NOTE:** IT IS CRITICAL TO THE OPERATION OF THE GAME THAT THIS INSTALLATION IS FOLLOWED CORRECTLY. IF YOU HAVE ANY CONCERNS, PLEASE CALL OUR SERVICE DEPARTMENT BEFORE PROCEEDING.

PIVOT MECHANISM GROUND WIRES REPLACEMENT

1. Remove A.C. power to the game.
2. Unlock and open front door.
3. Remove nut from bolt to release ground wires from the top left corner of coin box.
4. Remove nut from bolt to release ground wire on pivot mechanism towards the front near the hammock.
5. Replace braided ground wire (Part # EX800429) and reattach nut. **DO NOT OVERTIGHTEN THIS NUT!**
6. Remove nut from bolt to release ground wire on pivot mechanism under counter.
7. Replace braided ground wire (Part # EX800433) and reattach nut. **DO NOT OVERTIGHTEN THIS NUT!**
8. Reattach new ground wires to the top left corner of coin box and return the nut. **MAKE SURE THIS NUT IS TIGHT!**
9. Close and lock front door.
10. Reattach A.C. power to the game.

**DO NOT OVERTIGHTEN THE PIVOT MECH NUTS AND BOLTS. THEY ARE MEANT TO BE LOOSE.**

5-2-2. Electronic / Electrical Repair:

**MAIN P.C. BOARD REPLACEMENT**

1. MAKE A NOTE OF ANY CUSTOM SETTINGS YOU MAY HAVE IN THE GAME PROGRAMMING.
2. Turn off AC power and unplug the game.
3. Carefully remove all of the connectors from the Main P.C. Board.

**DO NOT ALLOW THE BOARD TO BEND WHEN REMOVING OR INSTALLING THE CONNECTORS.**

4. Replace board by removing the 4 screws located at each corner.
5. Once the new board is in place re-place the 4 screws into their proper places.
6. Reattach the connectors to the Main P.C. Board.

7. Plug in the game and turn on AC power.
8. Make sure the custom settings are configured the way you originally intended.
9. Play a few games to check for proper operation.
BOB’S SPACE RACERS®
SCORE SENSOR REPLACEMENT

IMPORTANT: CHECK TO SEE WHAT SENSOR NEEDS TO BE REPLACED BEFORE PROCEEDING. WHEN THE GAME SAYS “GET HELP” PRESS THE PROGRAMMING BUTTON TO SEE WHAT SENSOR IS BAD. THE SENSORS ARE NUMBERED #1-#6, WITH #1 BEING ON THE LEFT HAND SIDE AS VIEWED FROM THE FRONT.

1. Turn off AC Power and unplug the game
2. Open the back of the game by removing the 8 retaining screws around the edge of the opening.
3. Carefully remove the rear panel and set on floor.
4. Replace the sensor pair by removing the connectors and the retaining fasteners.
5. Be sure the new sensors are installed correctly and fastened securely

DO NOT USE METAL FASTENERS AS THEY COULD DAMAGE THE SENSOR BOARDS. USE ONLY THE PLASTIC FASTENERS SUPPLIED.

More of these fasteners can be obtained through our service department.

*SPECIAL NOTE – SENSORS MAY ONLY BE DIRTY AND MAY NOT BE BAD. TRY CLEANING SENSORS AND REFLECTIVE AREAS TO CORRECT THE PROBLEM BEFORE REPLACING THEM.*

PLAYFIELD LIGHT REPLACEMENT

1. Turn off AC Power and unplug the game
2. Open the back of the game by removing the 8 retaining screws around the edge of the opening.
3. Carefully remove the rear panel and set on floor.
4. Remove the bad bulb by unsnapping the retainer clip from the holder and pressing the red lock on the fixture itself.
5. Install the new bulb
6. Assemble in reverse order.

NOTE: BE SURE BOTH THE RED ‘LIGHT RELEASE BUTTONS’ AND RETAINER CLIP ARE FULLY ENGAGED TO PREVENT THE BULB FROM FALLING OUT OF THE FIXTURE AND CAUSING DAMAGE.
# 6. PARTS LIST

## MECHANICAL PARTS

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>E0800043</td>
<td>Bulb attachment clip</td>
</tr>
<tr>
<td>E0800044</td>
<td>Bulb retaining clip</td>
</tr>
<tr>
<td>EX800433</td>
<td>Grounded. Jumper braided</td>
</tr>
<tr>
<td>M0005012</td>
<td>Clevis pin</td>
</tr>
<tr>
<td>M0800036</td>
<td>Cash Box</td>
</tr>
<tr>
<td>M0800202</td>
<td>Ticket bin</td>
</tr>
<tr>
<td>M009606</td>
<td>Lock, 103 key 1 1/4&quot; thread</td>
</tr>
<tr>
<td>M009607</td>
<td>Lock, 103 key 3/4&quot; thread w/st cam</td>
</tr>
<tr>
<td>MX800461</td>
<td>Pivot Mechanism Air Assembly – DP AIR</td>
</tr>
<tr>
<td>MX800417</td>
<td>Dog Head Assembly</td>
</tr>
<tr>
<td>PX800478</td>
<td>Cylinder Assembly Pivot Mech, DP AIR</td>
</tr>
<tr>
<td>W0800084</td>
<td>Adjustable Foot</td>
</tr>
<tr>
<td>W0800408</td>
<td>Front window retaining Bracket</td>
</tr>
<tr>
<td>W0800460</td>
<td>Front window, Acrylic 1/4&quot;</td>
</tr>
<tr>
<td>W0800461</td>
<td>Window, 1/4&quot; Tempered Glass SIDE</td>
</tr>
<tr>
<td>W0800482</td>
<td>Plate, Support PD Bd. DP</td>
</tr>
<tr>
<td>WX800481</td>
<td>Plunger Bone Assembly</td>
</tr>
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## CONSUMABLE PARTS

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
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<tbody>
<tr>
<td>MX800463</td>
<td>Hammock rubber V2-DP</td>
</tr>
<tr>
<td>MX800450</td>
<td>Ball Kit, 100 assorted color balls</td>
</tr>
</tbody>
</table>

## ELECTRONIC / ELECTRICAL PARTS

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
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</thead>
<tbody>
<tr>
<td>E0025100</td>
<td>12 volt mechanical counter</td>
</tr>
<tr>
<td>E0800015</td>
<td>Momentary contact push button</td>
</tr>
<tr>
<td>E0800040</td>
<td>Workhorse 6 Electronic Ballast</td>
</tr>
<tr>
<td>E0800041</td>
<td>PLL Compact Fluorescent Bulb</td>
</tr>
<tr>
<td>E0800042</td>
<td>Compact Fluorescent Bulb Socket</td>
</tr>
<tr>
<td>E0800070</td>
<td>6&quot; x 9&quot; Speaker</td>
</tr>
<tr>
<td>E0800154</td>
<td>Sensor, receiver</td>
</tr>
<tr>
<td>E0800165</td>
<td>Sensor, transmitter</td>
</tr>
<tr>
<td>E0800224</td>
<td>Mini Shunt connector</td>
</tr>
<tr>
<td>E0800402</td>
<td>Main P.C. Board</td>
</tr>
<tr>
<td>EX033525</td>
<td>Board Assy. Sensor, DP, PK and TRL</td>
</tr>
<tr>
<td>EX800157</td>
<td>Display P.C. Board (LED)</td>
</tr>
<tr>
<td>EX800415</td>
<td>Solid State Relay DPAIR</td>
</tr>
<tr>
<td>EX800450</td>
<td>Power Supply, 200 Watts, Dual ON/OFF</td>
</tr>
<tr>
<td>M0800204</td>
<td>Ticket dispenser (Deltronics 1275)</td>
</tr>
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</table>

## GRAPHICS / DECALS

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
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</thead>
<tbody>
<tr>
<td>A0800412</td>
<td>Cabinet paw decal</td>
</tr>
<tr>
<td>A0800413</td>
<td>Bonus decal</td>
</tr>
<tr>
<td>A0800421</td>
<td>Marquee decal</td>
</tr>
<tr>
<td>A0800422</td>
<td>Time left display panel decal</td>
</tr>
<tr>
<td>A0800423</td>
<td>Score display panel decal</td>
</tr>
</tbody>
</table>

## SPECIALTY GRAPHICS / DECAL KITS

- Custom Complete Kit
  - Paws
  - Body Parts
  - Control Panel
  - Top
  - Mouth and Belly (New Size)
  - Program Options
  - Time / Ball Score
  - Bone Bonus Tickets
BOB'S SPACE RACERS
PLUNGER BONE ASSEMBLY - DP

RECESS IN HANDLE MUST BE FACING AS SHOWN.

POINT MUST BE FACING TOWARD SENSORS AS SHOWN

NO DEFECTS PERMISSIBLE THIS SURFACE

SEE DETAIL B

INSERT STUDS AS SHOWN PRIOR TO ASSEMBLING COMPONENTS AND FASTEN WITH A NUT UNTIL STUDS ARE SECURE. WITHOUT NUT STUDS MUST STAY IN PLACE. STUD HEADS MUST BE FLUSH WITH INSIDE SURFACE OF HOUSING.

PRESS BUSHING ONTO HOUSING TUBE, FLANGE DOWN, UNTIL FLUSH WITH BOTTOM SURFACE OF HOUSING

SEE DETAIL A

DO NOT OVERTIGHTEN NUTS. TIGHTEN UNTIL SNUG OR BOARD MAY BE DAMAGED. CHECK THAT BOARD IS SECURE WHEN FINISHED. (TYP)

BLUE LOCTITE (TYP)

ASSEMBLE BOARDS WITH WIRES FACING DIRECTION SHOWN

USE A FINE GRIT SANDPAPER AND REMOVE GLOSS FINISH FROM THIS INSIDE SURFACE ONLY

WHERE STAR WASHER ISN'T USED A STANDARD WASHER MUST BE USED

PLACE GROUND WIRE (EX800430) (SMALL RING TERMINAL END) BETWEEN WASHER AND STAR WASHER IN THIS LOCATION. PAINT MUST BE REMOVED WHEREVER STAR WASHER IS LOCATED UNTIL BARE METAL IS SHOWING.

NOTES:
1 - BEFORE APPLYING DECALS, TAPE (OF ANY KIND), OR VELCRO, SURFACES MUST BE CLEANED WITH ALCOHOL UNLESS OTHERWISE NOTED. WIPE OR ALLOW SURFACES TO DRY BEFORE CONTINUING.
BOB'S SPACE RACERS®

PLUNGER BONE ASSEMBLY - DP

APPLY SMALL BUMPER TO BOTTOM OF HOUSING (SEE NOTE 1)

BUSHING MUST BE PRESSED ON BEFORE APPLYING BUMPER

APPLY LARGE BUMPER TO BOTTOM OF BONE PLunger BEARING. BUMPER CAN NOT OVERLAP INTO CENTER HOLE (SEE NOTE 1)

DETAIL A

DETAIL B

SECTION CENTER-CENTER

NOTES:
1 - BEFORE APPLYING DECALS, TAPE (OF ANY KIND), OR VELCRO, SURFACES MUST BE CLEANED WITH ALCOHOL UNLESS OTHERWISE NOTED. WIPE OR ALLOW SURFACES TO DRY BEFORE CONTINUING.
<table>
<thead>
<tr>
<th>ITEM</th>
<th>PART #</th>
<th>DESCRIPTION</th>
<th>UOM</th>
<th>QTY</th>
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</thead>
<tbody>
<tr>
<td>1</td>
<td>CX800419</td>
<td>BUTTON SENSOR SPACER - DP AIR &amp; CEC</td>
<td>EA</td>
<td>2</td>
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<tr>
<td>2</td>
<td>CX800550</td>
<td>HANDLE BONE PLUNGER - DP</td>
<td>EA</td>
<td>1</td>
</tr>
<tr>
<td>3</td>
<td>CX800551</td>
<td>BLOCK MAIN PLUNGER - DP</td>
<td>EA</td>
<td>1</td>
</tr>
<tr>
<td>4</td>
<td>CX800552</td>
<td>BLOCK &quot;H&quot; PLUNGER - DP</td>
<td>FA</td>
<td>1</td>
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<tr>
<td>5</td>
<td>CX800553</td>
<td>BLOCK GUIDE PLUNGER - DP</td>
<td>EA</td>
<td>1</td>
</tr>
<tr>
<td>6</td>
<td>CX800554</td>
<td>CAN BONE HANDLE PLUNGER - DP</td>
<td>EA</td>
<td>1</td>
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<tr>
<td>7</td>
<td>CX800555</td>
<td>BEARING GUIDE BONE PLUNGER - DP</td>
<td>EA</td>
<td>1</td>
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<tr>
<td>8</td>
<td>CX800556</td>
<td>BEARING BONE PLUNGER - DP</td>
<td>EA</td>
<td>1</td>
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<tr>
<td>9</td>
<td>EX033525</td>
<td>BOARD ASSY SENSOR DOG POUNDER PK &amp; TRL</td>
<td>EA</td>
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<tr>
<td>10</td>
<td>EX800430</td>
<td>GROUND JUMPER BUTTON ASSEMBLY - DP AIR</td>
<td>EA</td>
<td>1</td>
</tr>
<tr>
<td>11</td>
<td>H0000200</td>
<td>WASHER FLAT #8 USS ZINC</td>
<td>EA</td>
<td>15</td>
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<tr>
<td>12</td>
<td>H0001623</td>
<td>WASHER EXTERIOR STAR #8</td>
<td>EA</td>
<td>1</td>
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<tr>
<td>13</td>
<td>H0002500</td>
<td>SCREW WOOD SCR LX 8 X 3/4&quot;PH</td>
<td>EA</td>
<td>8</td>
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<tr>
<td>14</td>
<td>H0002600</td>
<td>SCREW WOOD SCR LX 8 X 1&quot;FH</td>
<td>EA</td>
<td>4</td>
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<tr>
<td>15</td>
<td>H0003100</td>
<td>SCREW WOOD SCR LX 8 X 1 1/2&quot;PH</td>
<td>EA</td>
<td>4</td>
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<tr>
<td>16</td>
<td>H0003310</td>
<td>SCREW WOOD SCR LX 8 X 2&quot;FH BLACK</td>
<td>EA</td>
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<tr>
<td>17</td>
<td>H0003500</td>
<td>SCREW WOOD SCR LX 8 X 2 1/2&quot;FH</td>
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<tr>
<td>18</td>
<td>H0800032</td>
<td>STUD 6-32 X 3/4&quot; PEM</td>
<td>EA</td>
<td>4</td>
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<tr>
<td>19</td>
<td>H0800066</td>
<td>SPRING COMPRESSION .082/1.125/4.000 MW</td>
<td>EA</td>
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<tr>
<td>20</td>
<td>H0800067</td>
<td>BUSHING BRONZE FLANGE 3/4&quot; SHAFT</td>
<td>EA</td>
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<tr>
<td>21</td>
<td>H0800122</td>
<td>NUT NYLON LOCK JAM 6-32</td>
<td>EA</td>
<td>4</td>
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<tr>
<td>22</td>
<td>H0800129</td>
<td>STANDOFF HEX 6-32 X 1/4 X 5/16 ALUM</td>
<td>EA</td>
<td>4</td>
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<tr>
<td>23</td>
<td>M0800475</td>
<td>BUMPER RING BUTTON SET ADHESIVE 1S</td>
<td>EA</td>
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<tr>
<td>24</td>
<td>W0800454</td>
<td>HOUSING BUTTON WELDMNT - DP P&amp;T</td>
<td>EA</td>
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## PIVOT MECHANISM AIR ASSEMBLY – DP AIR

<table>
<thead>
<tr>
<th>ITEM</th>
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<tr>
<td>1</td>
<td>CX800418</td>
<td>PANEL MOUNTING AIR CYLINDER – DP AIR</td>
<td>EA</td>
<td>1</td>
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<tr>
<td>2</td>
<td>H0003100</td>
<td>SCREW WOOD SCRLX 8 X 1 ½” PH</td>
<td>EA</td>
<td>2</td>
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<tr>
<td>3</td>
<td>H0006600</td>
<td>BOLT HEX ¼” X ¾”</td>
<td>EA</td>
<td>2</td>
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<tr>
<td>4</td>
<td>H0010570</td>
<td>NUT NYLON LOCK 10-32</td>
<td>EA</td>
<td>2</td>
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<tr>
<td>5</td>
<td>H0011996</td>
<td>INSERT WOOD KNOCK-IN ¼-20THREAD</td>
<td>EA</td>
<td>6</td>
</tr>
<tr>
<td>6</td>
<td>H0014700</td>
<td>ALLEN BUTTON HEAD 10-32 X ¾</td>
<td>EA</td>
<td>2</td>
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<tr>
<td>7</td>
<td>H0800118</td>
<td>ALLEN BUTTON HEAD ¼-20 X 1” BLACK</td>
<td>EA</td>
<td>4</td>
</tr>
<tr>
<td>8</td>
<td>N0001001</td>
<td>ELBOW 90 – 3/8” POLY Z 1/8” MIP BRASS</td>
<td>EA</td>
<td>1</td>
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<tr>
<td>9</td>
<td>N0002900</td>
<td>TUBING POLYFLO 3/8” BLACK</td>
<td>INCH</td>
<td>30</td>
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<tr>
<td>10</td>
<td>PX800476</td>
<td>VALVE ASSEMBLY PIVOT MECH</td>
<td>EA</td>
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<tr>
<td>11</td>
<td>PX800477</td>
<td>AIR CYLINDER ASSEMBLY PIVOT MECH</td>
<td>EA</td>
<td>1</td>
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<tr>
<td>12</td>
<td>PX800479</td>
<td>FRL ASSEMBLY – DP AIR</td>
<td>EA</td>
<td>1</td>
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<tr>
<td>13</td>
<td>W0800472</td>
<td>BRKT FRL MOUNTING</td>
<td>EA</td>
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<td>14</td>
<td>W0800491</td>
<td>AIR CYLINDER N0003400 BRKT MTG PIVOT</td>
<td>EA</td>
<td>1</td>
</tr>
</tbody>
</table>

- **TUBING POLYFLO PART # (N0002900)**
- **PRESSURE REGULATOR (SET AT 60 PSI) PART # (PX800479)**
- **AIR PISTON PART # (PX800477)**
- **AIR VALVE PART # (PX800476)**
7. SCHEMATICS

COIN DOOR WIRE HARNESS
DISPLAY WIRE HARNESS
Display to Display Wire Harness

Note: Unmarked wires can be any gauge between 18-22.
1 Required per unit.
Lower Game Wire Harness
Main Logic Board Schematic
OPTO TRANSMITTER TX-1B
Speaker Wire Harness
Switch/Counter Wire Harness
Preventative Maintenance Schedule (9/4/08)

- Inspect Game Balls for any breaks or tears and remove damaged balls as necessary. (weekly)

- Remove front glass and clean the Dogs belly checking for debris on sensors and mirror. (weekly)

- Inspect Hammock for any wear and tears that could develop from loose hardware. Check to assure that the bolts & nuts are tight and secure on unit. (monthly) At this time also check that no balls have rolled under the hammock and become trapped there. (As this could potentially cause the hammock to bind and start to tear from game play.)

- Remove and clean Game Balls. (monthly)***

- Inspect all grounding wire connections to assure that they are secure and in place.

- Inspect speaker mounting hardware and make sure that the speaker is secure and in place. (monthly)

- Check the power supply and electronic boards to make sure they are secure and in the proper place. (monthly)

- Check to make sure that the coin mechs. And mounting hardware are secure and in place for smooth operation and consistent revenue generation. (weekly/minimum)

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

***Being proactive and performing these tasks will only benefit the operator during the life of the game.
1. Unplug button sensors under the counter.
2. Remove the 4 Allen head bolts from the top of the counter.
3. Gently lift the button assembly out of the counter.
4. Remove the ground wire.
5. Remove both button sensors. Inspect for any debris or damage.
6. Apply button sensor spacers to button sensors as shown.

7. Be sure the spacer is flat on the board.

8. Slide the spacer and sensors onto the stud on the button assembly.
9. Tighten the nuts. Inspect the sensors and spacers are flat on the button assembly as shown.

10. Install button assembly back in counter.
8. 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 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 120 days from date of delivery. Within a reasonable time of such written notification Bob’s Space Racers®, Inc. will replace or repair any defective component of the equipment or part thereof which fails for reasons other than normal service, use, or wear. Bob’s Space Racers®, Inc. reserves the right to request dated proof of purchase by the end user (original purchaser) at any time. Light bulbs are specifically excluded from this warranty and shall be the sole responsibility of the purchaser. Bob’s Space Racers®, Inc., within its sole discretion, makes the final determination as to whether to repair or replace any component and whether any such repair or replacement shall be performed where the equipment is located or at it’s home facility in Volusia County, Florida, or another facility of its sole choice. Any and all freight charges for the purposes of repair or replacement shall be paid by the original purchaser. All defective parts shall be returned to Bob’s Space Racers®, Inc. if requested. Bob’s Space Racers®, Inc. does not warrant that the equipment will meet any original purchaser’s specific requirements or that the operation of the equipment will be uninterrupted. These remedies are the original purchaser’s exclusive remedies for breach of warranty.

2. EXCLUDED BY THIS WARRANTY Bob’s Space Racers®, Inc. does not warrant (a) any product, components or parts not manufactured by Bob’s Space Racers®, Inc.; (b) damages caused by use of the equipment for purposes other than those for which it was designed; (c) defects caused by failure to provide a suitable installation environment for the equipment; (d) damage caused by unauthorized attachments, modification, or service; (e) damage caused by normal wear and tear or improper power supply; (f) damage caused by accident or disaster such as fires, flood, lightning, and wind; or (g) any other abuse or misuse of the equipment.

3. EXCLUSIVE WARRANTY. THE FORGOING WARRANTY IS EXCLUSIVE AND IN LIEU OF ALL OTHER WARRANTIES OR REMEDIES, WHETHER WRITTEN, ORAL OR IMPLIED. THERE ARE NO WARRANTIES WHICH EXTEND BEYOND THE DESCRIPTION ON THE FACE HEREOF. ANY AND ALL IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, COURSE OF DEALING OR USAGE OF TRADE ARE HEREBY EXPRESSLY DISCLAIMED AND EXCLUDED.

4. REMEDIES LIMITED. UNDER NO CIRCUMSTANCES, EXCEPT TO THE EXTENT PROHIBITED BY APPLICABLE LAW, SHALL BOB’S SPACE RACERS®, INC. BE LIABLE FOR ANY LOSS OR DAMAGE, DIRECT OR INDIRECT, SPECIAL INCIDENTAL OR CONSEQUENTIAL ARISING OUT OF THE USE OR INABILITY TO USE THIS EQUIPMENT INCLUDING BUT NOT LIMITED TO ANY CLAIM FOR LOSS OR PROFITS, LOSS OF SAVINGS OR REVENUE, LOSS OF USE OF THE EQUIPMENT, OR ANY ASSOCIATED EQUIPMENT, FACILITIES OR SERVICE, DOWNTIME, THE CLAIMS OR COSTS OF THIRD PARTIES INCLUDING CUSTOMERS AND INJURY TO PROPERTY. Some states do not allow limitations on how long an implied warranty lasts or the exclusion or limitation of incidental or consequential damages, so the above limitations or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

5. NO OTHER WARRANTIES. Unless modified in writing and signed by both parties, this agreement is understood to be the complete and exclusive agreement between the parties, superseding all prior agreements, oral or written, and all other communications between the parties relating to the subject matter of this agreement. No employee or representative of Bob’s Space Racers®, Inc. or any other party is authorized to make any other warranty or to assume any other liability in connection with the sale of its equipment.

6. TIME LIMIT FOR CLAIMS. Any claim for breach of warranty or claims under this warranty must be received in writing by Bob’s Space Racers®, Inc. within 120 days following delivery of the equipment.

7. FUTURE CHANGES. Bob’s Space Racers®, Inc. reserves the right to reserve, change or modify the construction and design of its equipment or any component part or parts thereof without incurring the obligations to make such changes or modifications in present equipment.

8. ALLOCATION OF RISKS. This agreement allocates the risks of equipment failure between Bob’s Space Racers®, Inc. and the original purchaser. This allocation is recognized by both parties and is reflected in the price of the goods. THE PURCHASER ACKNOWLEDGES THAT IT HAS READ THIS AGREEMENT, UNDERSTANDS IT, AND IS BOUND BY ITS TERMS.

9. TO OBTAIN WARRANTY SERVICE. The original purchaser must, at his/her own expense, bring or ship the equipment to an authorized location for service. Additionally, the original purchaser must pay all freight, shipping or transportation charges for the return of the equipment from Bob’s Space Racers®, Inc. to the original purchaser. Telephone or write:

Bob’s Space Racers®, Inc.
427 15th Street
Daytona Beach, FL 32117
Telephone number: 386/677-0761
FAX: 386/677-0794
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