BONGO BEAT!

™

ARCADE
GAME MANUAL

BSR V3.0

WARNING

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

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BONGO BEAT™ v3.0 ARCADE

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1. SPECIFICATIONS

(1) Rated power supply: 110VAC ±5%, 60 Hz.
    (Note: As for the actual voltage, please refer to the label on the game).
(2) Power consumption: Minimum 125W (1.14 Amps)
(3) Dimensions: 56.44" W x 52.69" D x 90.63 H
(4) Weight: 660 lbs
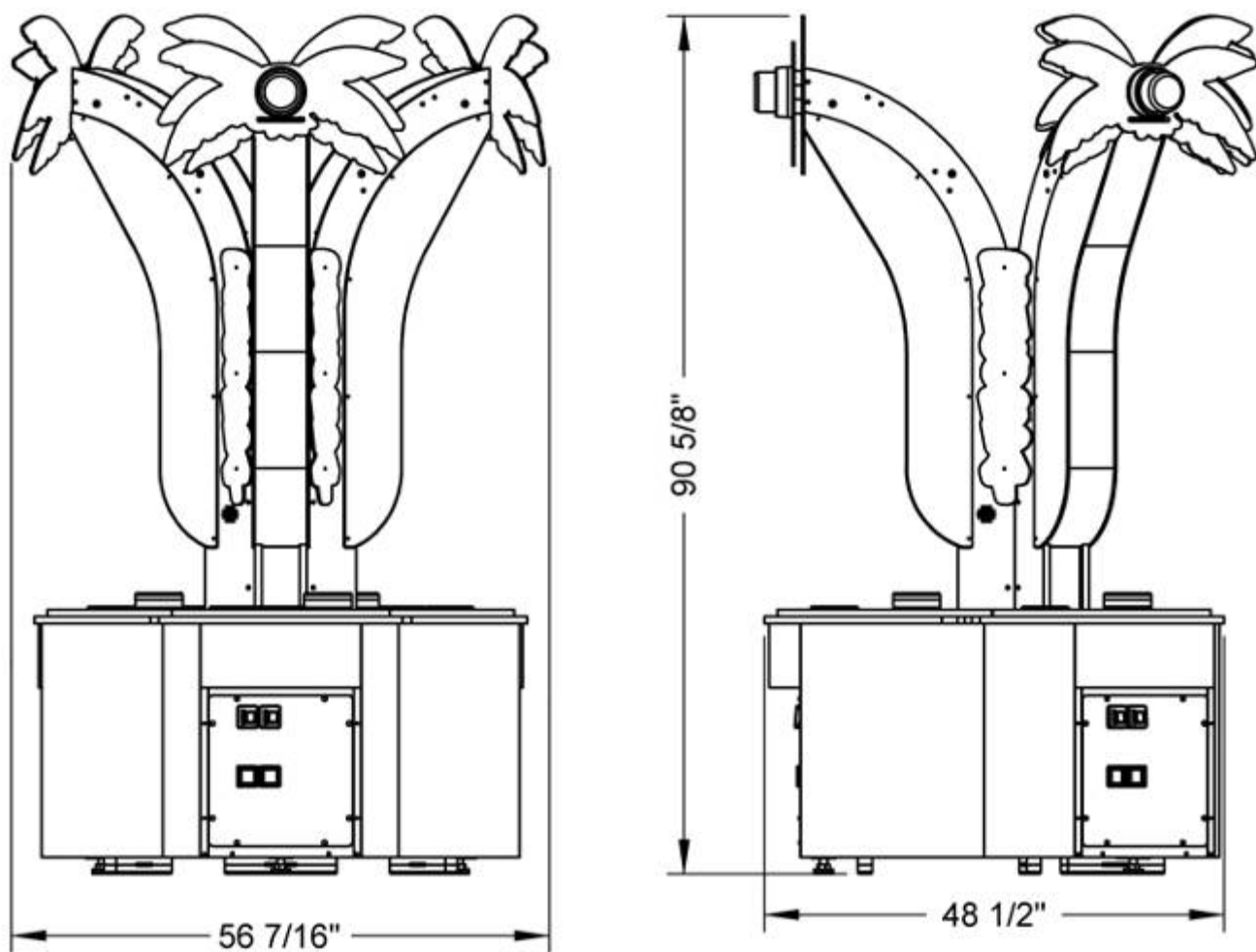
NOTE: Game parameters are subject to change without notice.

2. INTRODUCTION

2-1. Overview:

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

WARNING: To Avoid Risk of Shock, Refer Service To Qualified Personnel.

WARNING: This Part May Have A High Voltage Present. Disconnect Power From Equipment Before Servicing.

NOTE (or) **NOTICE:**

An advisory text to give hints or help.

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

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.

2-3. Set Up:

SET UP

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. (See section 4-4, page 9 for Game Leveling)

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. (See section 8-3, page 16 for Test Mode Procedure)

3. PACKAGE CONTENTS

Be sure to check that you have received all packages indicated below.
(1) Game Unit
(2) Accessories

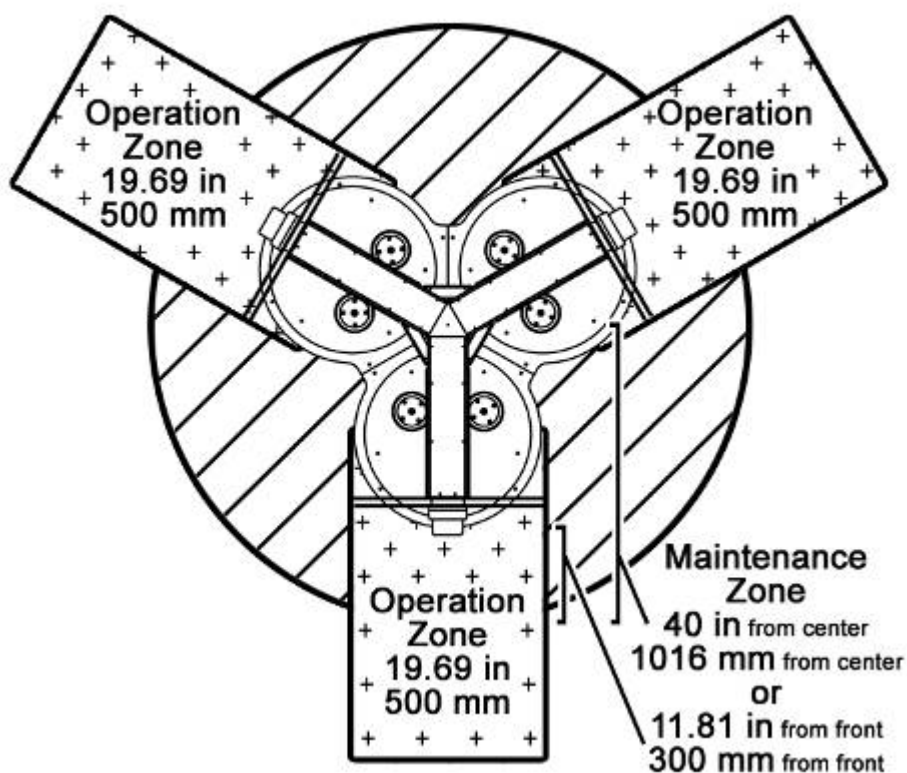| NO	NAME	SPECIFICATION	QTY	ILLUSTRATION	NOTE
1	Power cord	10A/250V, 10 feet (Part # E0027145)	1		Wrapped up inside coin box.
2	Manual on CD	(M0013000) English	1		In a bag in the games ticket holder.
3	"T" Handle Allen Wrench	Size – 5/32 (Part # M0010910)	1		In a bag in the games cash box.
4	Keys	2111	8		Coin Box
5	Keys	2112	6		Deltronic Coin Mechanism
6	Scrulox Driver	Size - #2 (Part # M0010900)	1		

4. INSTALLATION

ATTENTION

●For indoor use only!

4-1. Installation

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

4-2. Play zone (Operation Zone):

This machine requires space for playing the game and for the maintenance as shown below. Be sure to leave enough space when installing the machine.

Operation Zone 19.69 in 500 mm

Operation Zone 19.69 in 500 mm

Operation Zone 19.69 in 500 mm

Maintenance Zone
40 in from center
1016 mm from center
or
11.81 in from front
300 mm from front

⚠ 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.

4-3. Locations to avoid:

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┌─────────────────────── WARNING ───────────────────────┐
│                                                         │
│  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.                       │
│                                                         │
└─────────────────────────────────────────────────────────┘
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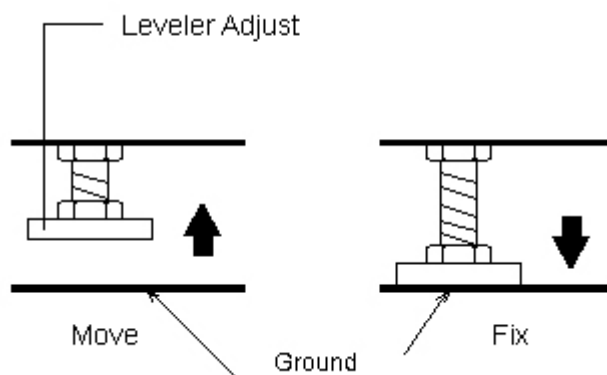
4-4. Game Leveling:

Install this machine on a flat surface. Adjust levelers to lift the legs and level game.

Make sure that the machine is level with the floor. If the machine is not level, the game may not play well.
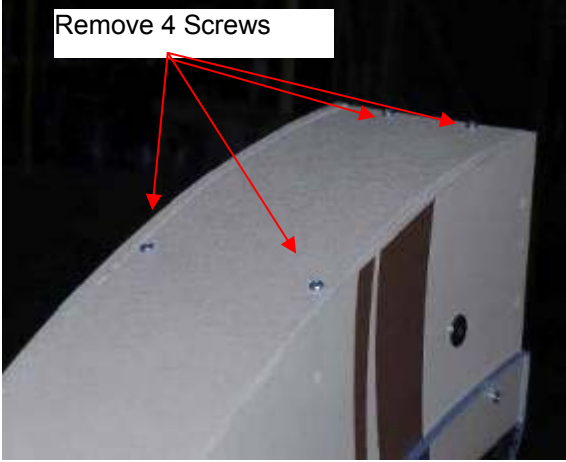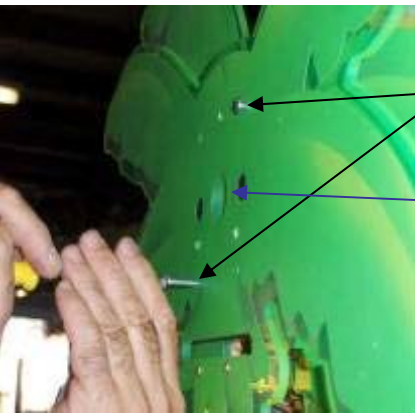


```
┌─────────────── ⚠ WARNING ───────────────┐
│                                           │
│  ● Disconnect game power before moving    │
│  ● When moving the game, DO NOT slide the game across the floor │
│  ● Ensure the game is level before connecting the power │
│                                           │
└───────────────────────────────────────────┘
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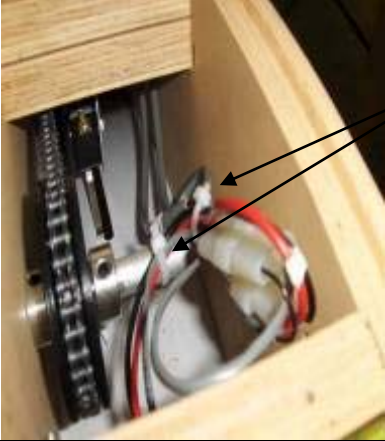
4-5. Palm Leaf Assembly:

Disconnect game power before proceeding

1) Remove 4 Screws from back cover of Palm Arch.	2) Pull cover up so you can access the wires for the LED light assembly and for the Beacon Assembly.
Remove 4 Screws	There should be two pigtails like this. One for the LED light and one for the beacon
3) Route wire of Palm Leaf assembly and LED light through access hole.	4) Mount Palm Leaf Assembly to Palm Arch mounting block using Qty. 2 (8-32 2.5 Inch long machine screws) included.
Wire routing hole in Palm Arch Pigtail for LED Light on Palm Leaf Assembly	Install Screws here Center hole for routing beacon plug

5) Route wire plug from beacon through center hole of Palm Leaf Assembly and mount beacon using three wood screws that are provided.	6) Install green beacon cover. Make sure position number corresponds to correct game position.
Here Here	
7) Mate LED plug and Beacon plug with corresponding mating plug in Palm Arch and wire tie them. They should be numbered.	8) Wire tie and secure wires to the shaft so they don't interfere with chain roller and assembly.
	Wire Tie

9) Reinstall back cover and tighten screws

10) Check that all LED's light and all beacons function after powering up the game

5. CONNECTING THE POWER CORD

1. Insert the socket end of power cord into the power input of the game.
2. Insert the power cord plug into a service outlet.

⚠ **WARNING**

● **Do not put heavy items on power cord.**
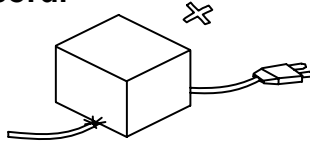
● **Hold the power plug instead of the wire to draw the power cord out of the socket.**
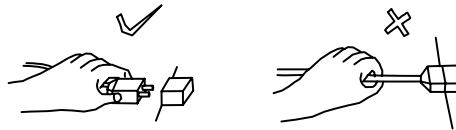
● **Do not touch the power plug with wet hands.**

● **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 operating supply Voltage is 110VAC, please refer to the label on the machine. Improper voltage hookup may damage the machine, and may cause an electrical shock to an operator.*

6. INSTRUCTION FOR PLAY

1. Insert coin(s), the game starts.

1. The object of the game is to be the first toy to reach the top of the tree. When the game play starts, the bongo drums will light up. Hit the bongo drums with the best speed and accuracy to be the first toy to reach the top of the tree.

7. OPTION SETTINGS

BSR BONGO BEAT V3.0			
ARCADE GAME OPTIONS			
		DEFAULT	**RANGE**
P0	VOLUME	**3**	1 - 6
P1	COINS TO PLAY	**2**	1 - 12
P2	WINNER TICKETS	**12**	0 – 50
P3	LOSER TICKETS	**2**	0 – 20
P4	BEACON LIGHT TIME (SEC)	**8**	6 – 12
P5	GAME TIME LIMIT (SEC)	**45**	30 – 60
P6	TOY RUN TIME (TOY DISTANCE)	**4**	1 – 24
P7	ATTRACT INTERVAL (MIN)	***3**	0 – 5
P8	ATTRACT SOUND ENABLE (1=ENABLE)	**1**	0 – 1
P9	ATTRACT MONKEY ENABLE (1=ENABLE)	**1**	0 – 1
PA	ATTRACT DRUM ENABLE (1=ENABLE)	**1**	0 – 1
PB	MONKEY UP SPEED	**50**	50 – 60
PC	MONKEY DOWN SPEED	**30**	20 – 50
PD	BUTTON LIGHT TIME	**80**	65 – 95
PE	PROGRESSIVE INTERVAL	**0**	0 – 3
PF	OPERATOR MODE (1=OPERATOR MODE)	**0**	0 – 1
PH	PROGRESSIVE SPEED	**0**	0 - 5
Pr	RESET DEFAULTS (1=ENABLE)	**0**	0 - 1
	*0 = NO ATTRACT		

NOTE: Set PF to 1 for operator mode with remote box
        When PF is set to 1, the following parameters will default to:
        P1 = 1
        P2 = 0
        P3 = 0			

P6 – Toy Run Time : *This function allows the user to game the distance that the Monkey will travel. The settings are 0 – 24 with the default being set to 4. For Progressive Speed, it was found that a setting of 6 was best suited as it decreases the space that is travelled by the monkey from the default setting.*

PD & PE: *The functions correspond to the time that the buttons will stay lit during game play. The larger that the value is set to, the longer that the buttons will stay lit. We have found that a setting a 45 is proficient for Progressive Speed.*

PH – Progressive Speed: *This is the Progressive Speed option. There are four settings:*

- *0 – Progressive Speed is turned off*
- *1 – Game play will experience a 30% increase in speed by the end of the round.*
- *2 – Game play will experience a 50% increase in speed by the end of the round.*
- *3 – Game play will experience a 70% increase in speed by the end of the round.*

Currently this game is set to the default settings with these exceptions:
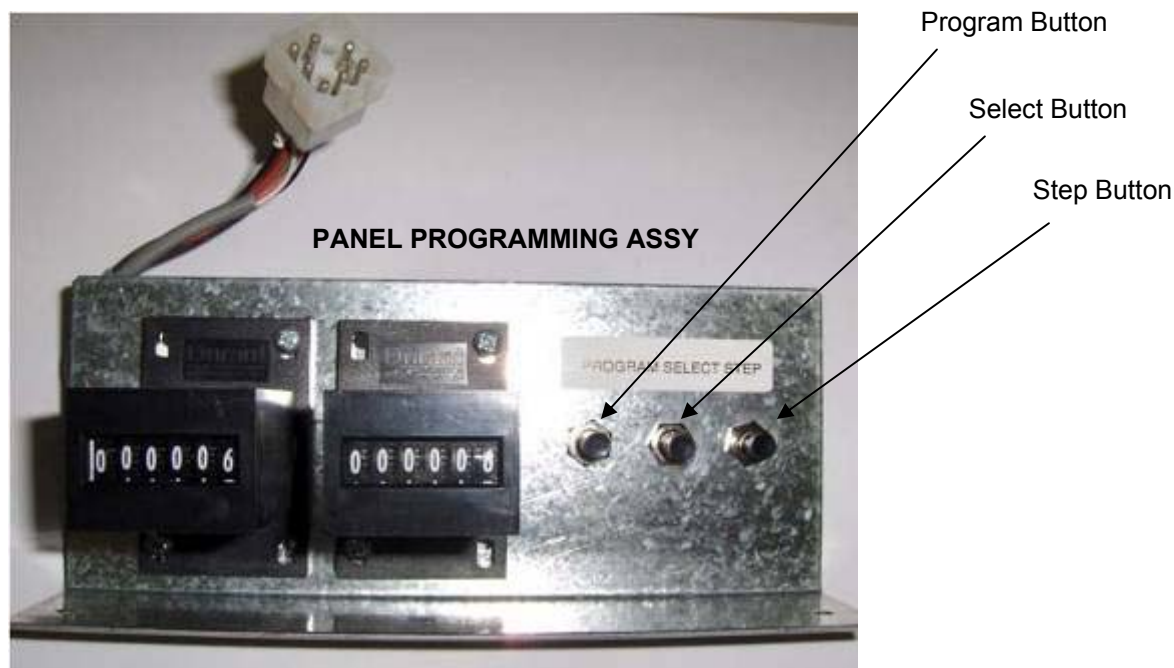
P6 – 6
PD – 45
PE – 45
PH – 3

Please note that the game unit has already been set to the above settings.
For any questions or concerns please contact our technical support department.

7-1. Setting Options:

Program Button

Select Button

Step Button

PANEL PROGRAMMING ASSY

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

Press the "PROGRAM" button once to enter the programming mode.

Press the "SELECT" button to scroll through the various game options.

Press the "STEP" button to scroll through the various settings for each option.

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

8. MAINTENANCE AND INSPECTION

8-1. 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. *(See Test Mode in section 8-3)*

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. If you have to turn on the power, please refer to section 2-2.

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.

8-2. 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.

8-3 Test Mode:

Running Test Mode:

Turn on the game power, wait 1 second then press all 3 buttons at the same time on the Panel Programming Assembly.

Each unit will cycle through a test mode at 30 second intervals. The Bongo's will light up, the monkey will go to the top of the tree and the Beacons will light up.

Turn the power off and back on to return to normal play.

Sensor and Coin Test Mode:

With the game power on, press the Program Button on the Panel Programming Assembly.

Manually push down the bongo drum and if you hear a coin sound then the sensor is working correctly.

Manually press the coin switch and if you hear a coin sound then the switch is working correctly.

Press the Program Button one time to return to normal play.

If **E1** is displayed on the LED, there are no tickets in the ticket dispenser.

9. 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 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.

Symptom	Possible Problem	Solution
	POWER	*POWER*

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
E1 displayed on LED 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 Main fuse blown Power Supply problem or failure Faulty P.C. board or component	Check on/off switch and power cord Check and/or replace fuse as necessary Check 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.
Toys will not move	Mechanical Interference Chain is broken Faulty Home / Win switch Faulty harness on switch Faulty or disconnected harness Loose connection on Stepper Motor Driver Board Faulty Stepper Motor Driver Board Faulty Main P.C. board	Remove Interference Repair Chain Replace Switch Repair / Replace Harness Check and Repair Harnessing Repair connection or Replace Stepper Motor Board Repair or Replace Stepper Motor Driver Board Repair or Replace Main P.C. board
Bongo drum will not score	Power not on sensor Output from sensor not working Signal gets to main board but board doesn't see it	Check wiring harness for 5 volts on sensor Should be about 5 volts when head is in up position Replace mainboard

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.

10. PARTS LIST

MECHANICAL PARTS	
CX700737	FRONT HEADDRESS NEON GRN
CX700738	REAR HEADDRESS NEON GRN
E0030635	GREEN DOME
CX700756	ARCH GUIDE
CX700780	TOY SHIELD PLEXIGLASS
M0008152	TOY PLUSH
M0004498	PAD FOR DRUM
EX700708	BONGO DRUM ASSEMBLY
KEY 2112	COIN MECH KEYS
KEY 2111	COIN BOX KEYS
ELECTRONIC / ELECTRICAL PARTS	
ARWB2001	MAIN BOARD REV E
E0007277	BOARD MOTOR DC DRIVE (Qty 1)
E0007276	BOARD STATION DRIVE I/O (Qty 3)
E0007270	BOARD DC MOTOR ENCODER
E0007275	BOARD 2 DIGIT DISPLAY (Qty 3)
E0007687	MOTOR GEAR 12V DC
EX700715	HARNESS SENSOR REC / TRANS(Qty 9)
E0013947-GRN	SWITCH – PUSH BUTTON
CX700775	COVER DISPLAY RED
M0007497	SPRING
M0007800	BUTTON SHELL
H0800121	MOUNT VIBRATION
E0800201	200 WATT POWER SUPPLY
E0022720	150 WATT POWER SUPPLY SP-150 12V
E0027145	10' POWER CORD
E0029107	BEACON BULB (REPLACEMENT)
E0027395	SPEAKER (REPLACEMENT)
GRAPHICS / DECALS / MISC	
M0013000	SERVICE MANUAL (CD)
A0007399	VINYL DECALS
A0007414	FRONT DRUM
A0007415	SIDES
A0007416	DRUM HEADS
A0007417	SIDE PANEL
A0007418	SIDE SIGN
A0007419	SCORE SIGN
A0007420	BEACON NUMBERS
A0007421	PALM FRONT

10-1 Part Identification:

Main Board PN: ARWB2001	
Board Station Drive I/O PN: E0007276	
Board Motor DC Drive PN: E0007277	
PANEL PROGRAMMING ASSY **PN: WX800015**	
Board 2 Digit Display PN: E0007275	
Harness Sensor REC / TRANS PN EX700715	
Dc Motor Encoder Board **PN E0007270** **Motor Gear 12V DC** **PN E0007687**	

WX000055 Support Shield Alum	
E0013947-GRN Switch Push Button	
M0007497 Spring	
M0007800 Button Shell	
M0007900 Button Foam Top	
M0007902 Button Foam Stop	Sits in here

Front Headdress Neon Green
PN: CX700737
(Decal Sold Separately
PN: A0007421)

Replacement Beacon Bulb
PN: E0029107

Rear Headdress Neon Green
PN: CX700738
(Decal Sold Separately
PN: A0007422)

Green Dome
PN: E0030635
(Decal Sold Separately
PN: A0007420)

Toy Shield Plexiglass
PN: CX700780

Arch Guide
PN: CX700756
(Decals Sold Separately
PN: AX000125)

Toy Plush
PN: M0008152
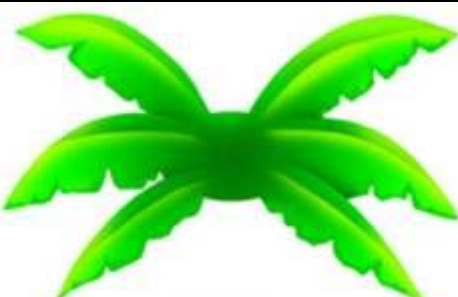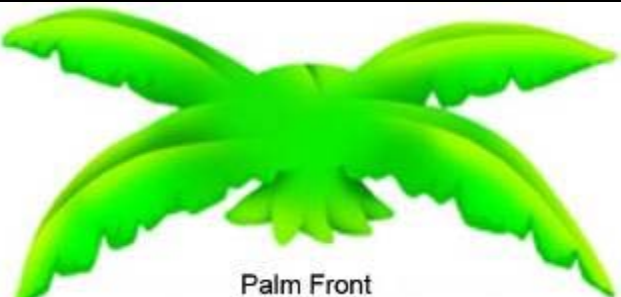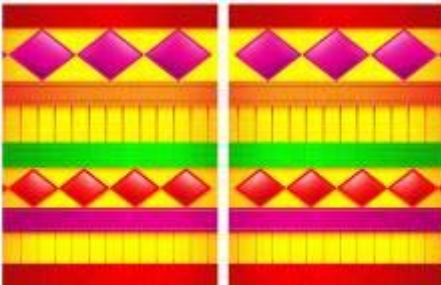
Replacement Speaker
PN: E0027395

Pad for Button
PN: M0004498

2 Digit Display
PN E0007275
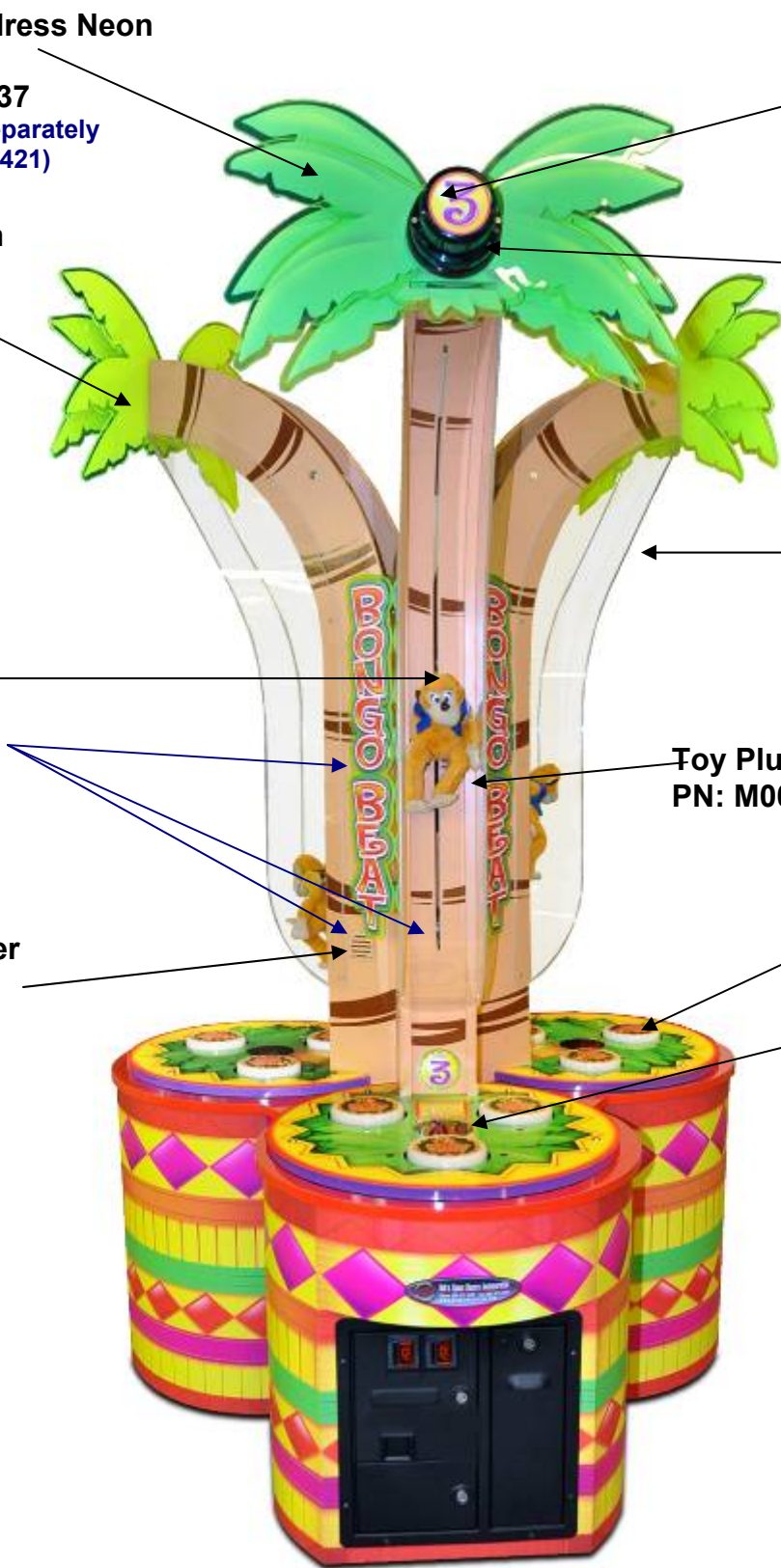
DECALS

Part # A0007422	Part # A0007421
Palm Back	Palm Front
Part # A0007419	**Part # A0007420**
Score Sign	Beacon Numbers
Part # A0007416	**Part # A0007414**
Drum Heads	Front Drum Art
Part # A0007418	**Part # A0007417**
Side Sign	Side Panel
Part # A0007415	**Part # AX000125**
Sides	

11. WARRANTY

BOB'S SPACE RACERS INC.
(a)   90 DAY COIN-OPERATED GAME WARRANTY

1. INCLUDED IN THIS WARANTY Bob's Space Racers®, Inc. warrants to the original purchaser only that the equipment that is the subject of this sale conforms to its specifications, and is free from defects under normal service for 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.

BOB'S SPACE RACERS®
427 15th Street
Daytona Beach, FL 32117
Telephone number: 386/677-0761
FAX: 386/677-0794

BONGO BEAT™ ARCADE MANUAL BSR V3.0

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