

PUPPY JUMP



OPERATOR'S MANUAL

Version 1 / SEPT2014



WARNING



READ THIS OPERATION MANUAL BEFORE USING THIS MACHINE TO ENSURE SAFE OPERATION

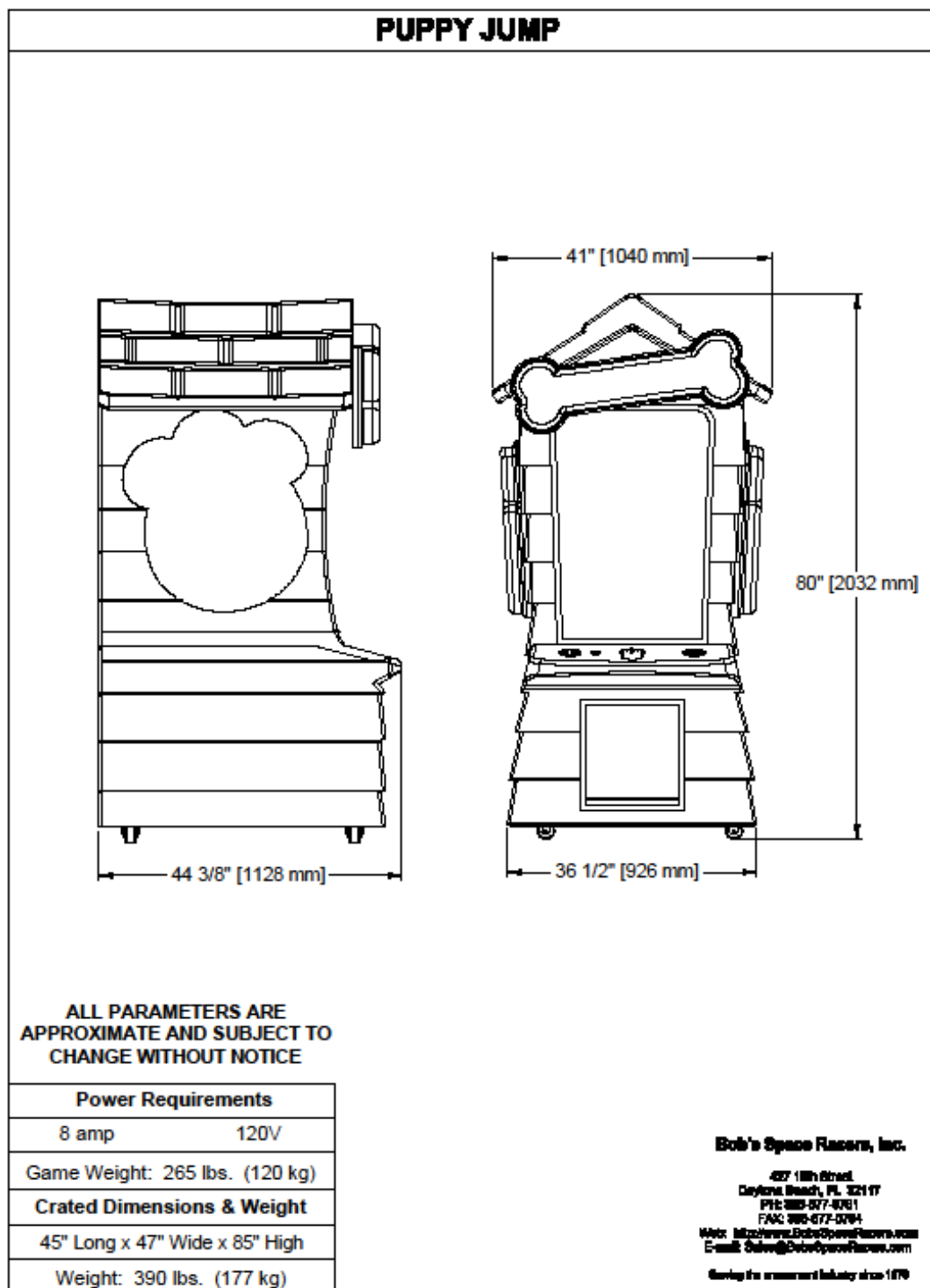
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1. SPECIFICATIONS

RATED POWER SUPPLY	110VAC \pm 5%, 60 Hz; NOTE: Refer to the game label for actual voltage
POWER CONSUMPTION	150W
DIMENSIONS	Length: 41" (1040 mm); Width: 44 3/8" (1128 mm); Height: 80" (2032 mm)
WEIGHT	265 lbs (120 kg)

Note: Game parameters are subject to change without notice



2. INTRODUCTION

2.1 Overview:

Thank you for purchasing the new Puppy Jump™ from Bob's Space Racers®. Built on a long tradition of value, the new Puppy Jump™ 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. INTRODUCTION (CONTINUED)

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.

3. PACKAGE CONTENTS

This game comes prepackaged with the following **GAME UNIT ACCESSORIES**:

Item	Content	Specification	Picture	Quantity
1	Manual	ENGLISH	N/A	
2	Power Cord	5' – 10A/125V		1 pc
3	Fuse	Φ 5x20T 3A (for 220V)/T5A (for 110V)		1 pc each
4	Cashbox Key	Key #: 3157		1 pc
5	Cabinet Key	Key #: 3172		1 pc
6	Sensor	GOLFIR01.PCB		1 set
7	Micro Switch	5A – 125/250VAC		2 pcs
8	Adjustment Tool	Toy and Solenoid Height Adjustment Tool		1 pc

4. **INSTALLATION**



ATTENTION



FOR INDOOR USE ONLY!

This 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

4.1 Parts List Verification:

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

4.2 Play Zone Requirements:

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



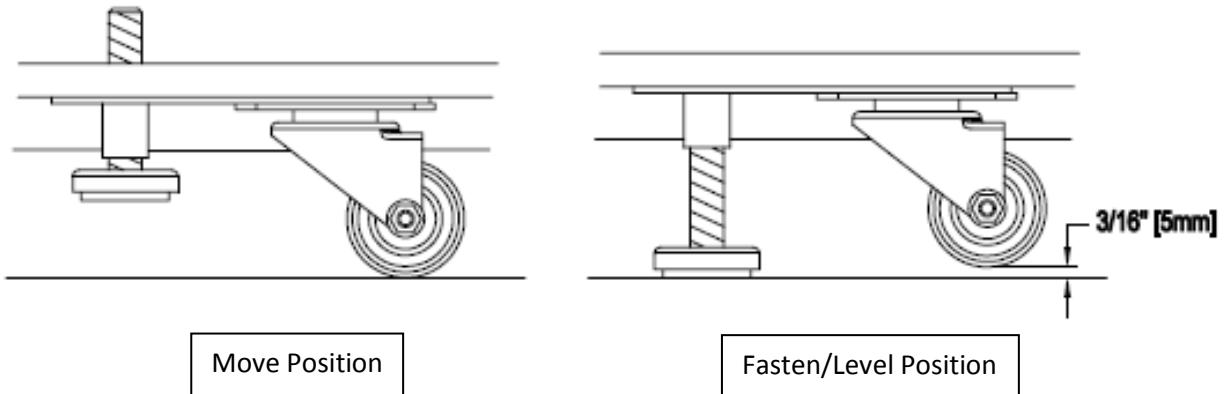
WARNING



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

4.3 Game Leveling:

- Install this game on a flat surface. Adjust levelers to lift the legs and to level the game.
- Make sure that the machine is level with the floor. If the machine is not level, the game may not play well.

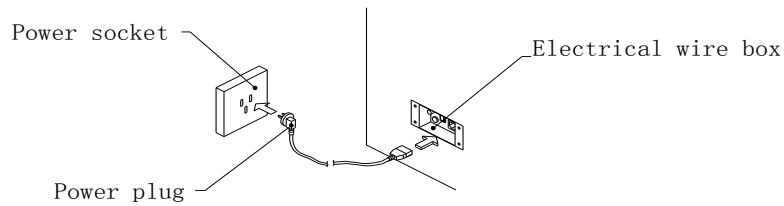


WARNING



- **Disconnect game power before moving**
- **Make sure all wheels are intact. Replace any wheels that are damaged or broken before moving the game.**
- **When moving the game, DO NOT slide the game across the floor**
- **Ensure the game is level before connecting the power**

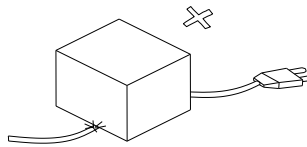
5. CONNECTING THE POWER CORD



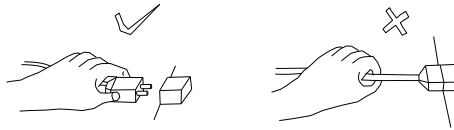
WARNING



- Do not put heavy items on power cord.



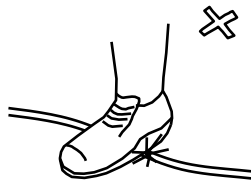
- Hold the plug instead of the wire to draw the power cord out of the socket.



- Do not touch the power cord with wet hands.



- Do not place the cord where the player can easily trip over or come in contact with it.



- Do not draw or twist the cord or near a heat source
- Operate this game with the correct power and fuse configuration. (The machine's supply Voltage is **110VAC**, please refer to the label on the machine, connect the actual supply voltage, if not, it can cause an electric shock or malfunction.)

6. INSTRUCTIONS FOR PLAY:



1. Insert coin(s), the game starts.
2. When jump rope turns, press "Jump Button" for puppy to jump.
3. The more jumps you make, the more tickets you win.
4. Beat Score to win bonus tickets.

PUPPY and HOOP

SPEAKER

START BUTTON

JUMP BUTTON

PLAY INSTRUCTIONS

LOCK

COIN SLOT

TICKET DISPENSER

CHAIR



WIN BONUS TICKETS DISPLAY

SCORE/JUMPS DISPLAY

BEAT SCORE FOR BONUS
TICKETS DISPLAY

7. **OPTION SETTINGS:**

7.1 Options Control Panel (located directly behind coin mechanism door):



Mechanical Coin Counter:

A non-resettable mechanical meter that records the amount of coins the game has taken.

Mechanical Ticket Counter:

A non-resettable mechanical meter that records the amount of tickets the game has distributed.

Volume Control:

A non-resettable mechanical meter that records the amount of coins the game has taken.

Program Mode Button:

When pressed; the game enters/exits program mode.

Option Address Select Button:

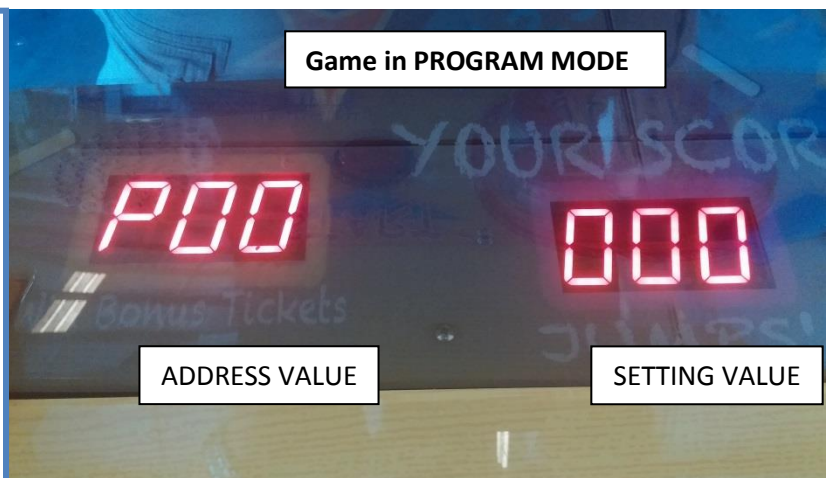
When the game is in program mode and this button is pressed; the game cycles through available option addresses. (See **PROGRAM OPTIONS** for a complete listing of available options.)

Data Select Button:

When the game is in program mode and this button is pressed; the game cycles through available settings for selected individual addresses. (See **PROGRAM OPTIONS** for a complete listing of available data option settings.)

How to change an option setting:

1. Press the Program Mode Button to enter program mode.
2. Press the Option Address Select Button until the wanted address (P0-P9, PA, Pr, or Pb) you wish to change is reached.
3. Press Data Select Button to increase the option setting to preferred value.
4. When all wanted values are changed; press the Program Mode Button to exit Program Mode.



7. **OPTION SETTINGS (CONTINUED):**

7.2 Game Option Settings Chart

ADDRESS	DESCRIPTION	VALUE	BSR DEFAULT	Explanation Of Programming Values
P0	Volume	1-6	5	Not Used
P1	Coins per Credit	0-10	2	How many coins needed to play game
P2	Points per Ticket	0-50	2	Amount of points needed per ticket
P3	Free Chance	1-5	4	Based on what this value is set at, a player will receive a certain amount of free chances that are set in this option setting for the first five jumps. Once a player has surpassed this set value, and hits the hoop, the game will end. This helps a new player to understand how to play the game.
P4	Minimum Tickets	0-20	1	This is the amount of tickets a person will receive.
P5	Maximum Bonus Tickets	0-250	250	Max Total Bonus only tickets received in addition.
P6	Starting Motor Speed	0-20	10	Speed at which the motor will start off.
P7	High Score To Beat	00-99	25	This sets the high score to beat to win bonus tickets.
P8	Starting Bonus Ticket Value	00-99	10	How many tickets a person will win.
P9	Bonus Ticket Value Increase	00-10	2	How many tickets will increase when the score to the bonus.
PA	Bally Mode(in seconds*10)	00-12	3	Sets the time interval for the bally mode.
Pb	Hoop Rotation Speed	0-10	6	Sets the maximum hoop rotation speed.
Pr	Reset	00-10	0	Resets options to the default settings.

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.
- Clean the surface of the game as needed.
- After about a month of game operation, check to be sure all parts are secure and in proper working order.

1. Remove power before servicing game.

To avoid a short circuit, the power must be removed before touching the inside of the game.

2. Choose the appropriate replacement parts.

Using the wrong parts could lead to malfunction or damage to the game and components.

3. Do not substitute or change equipment, without authorization.

Doing so could lead to a short circuit and machine malfunction, or fire.

4. Do not put containers of water, cups or soda cans on the machine. In addition, chemicals or heavy items should not be allowed around the game.

The spill could cause a short circuit. Falling items could injure people or destroy the machine.

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. MAINTENANCE AND INSPECTION (CONTINUED):

8.3 Toy and Solenoid Height Adjustment:

If you notice any of the following:

- The toy is not jumping high enough and taps the rope when the rope swings around and the toy is in the jump position.
- When the toy is in the down position, the rope barely hits the toy, but does not hit it hard enough to activate the hit sensor in the toy.

The toy height and solenoid which controls the jump height will need to be adjusted for proper gameplay. If either the Toy Height or Solenoid Height needs to be adjusted, it is highly recommended to properly adjust both, starting with the Toy Height and finishing with the Solenoid Height to make sure both are properly calibrated.

Tools needed to adjust Toy Height and Solenoid Height:

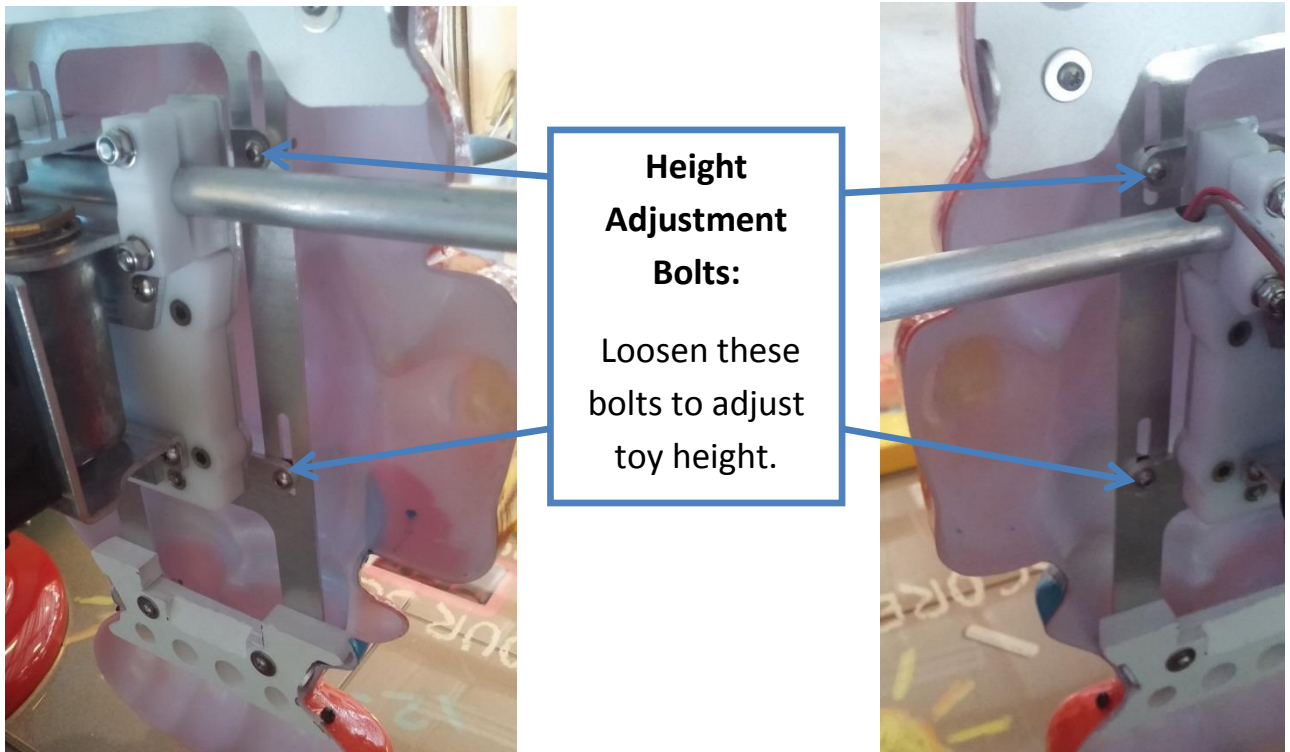
- 2.5 mm hex key
- 7 mm wrench or socket
- Toy and Solenoid Height Adjustment Tool
- 5/64" hex key
- Toy and Solenoid Height Adjustment Tool

Follow the steps on the next three pages to properly adjust both the Toy Height and Solenoid Height:

8. MAINTENANCE AND INSPECTION (CONTINUED):

To adjust the Toy Height:

1. Turn game power off and remove the rear access panel to the game.
2. Loosen the four screws that adjust toy height using the 2.5 mm hex key and 7mm wrench, but do not remove screws, this will allow free movement of the toy on the bracket. (See below diagram)



3. Place the **Toy and Solenoid Height Adjustment Tool** under the toys feet as shown in the diagram below. The dog's feet should be situated on the "TOY HEIGHT ADJUSTMENT" level of the **Toy and Solenoid Height Adjustment Tool**.

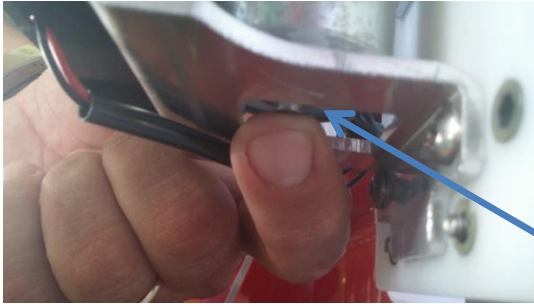


4. Once the **Toy and Solenoid Height Adjustment Tool** is situated properly under the dog as displayed here, tighten the **Height Adjustment Bolts** at this point and this will set the dog to the proper height required.

Toy and Solenoid Height Adjustment Tool

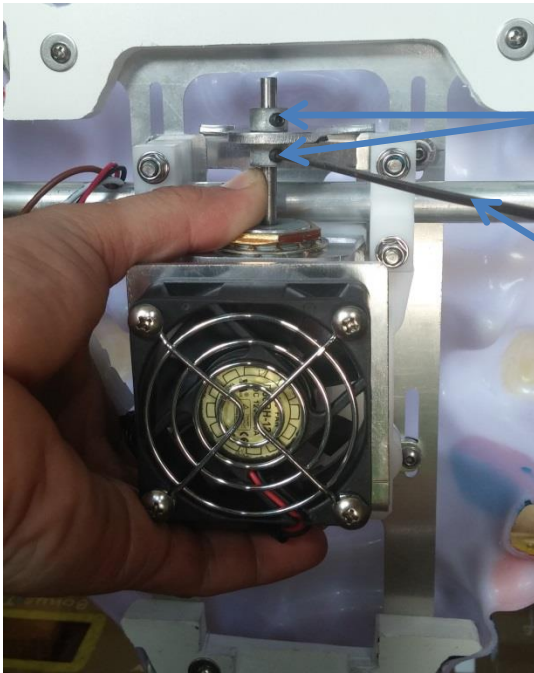
8. MAINTENANCE AND INSPECTION (CONTINUED):

To adjust the Solenoid Height:



1. Remove the rear access panel for the game.
2. Hold the bottom of the solenoid shaft to keep the shaft from falling out while making adjustments and loosening the set collars as shown in the diagram to the left.

Bottom of solenoid/solenoid shaft



Top and Bottom Set Collars and Hex Head Set Screws

5/64" Hex Key

3. While holding the bottom of the solenoid shaft, loosen both the top and bottom hex head set collars from the top of the solenoid arm, but do not remove them, using the 5/64" hex key as shown in the diagram to the left.



4. Once both set collars are loosened and while still holding the solenoid shaft in place, position the **Toy and Solenoid Height Adjustment Tool** under the toys feet as shown in the diagram to the left. The center of the dog's feet should be situated on the "**SOLENOID HEIGHT ADJUSTMENT**" level of the Toy and Solenoid Height Adjustment Tool.

Toy and Solenoid Height Adjustment Tool

8. MAINTENANCE AND INSPECTION (CONTINUED):

To adjust the solenoid height (Continued):



Toy Support Bracket

7. With the **Toy and Solenoid Height Adjustment Tool** in place and with both set collars loosened, raise the solenoid shaft into the highest possible height by pressing up on the bottom of the solenoid shaft.
8. Secure the bottom set collar to where it is tight against the bottom of the **Toy Support Bracket**. Once the bottom set collar is fastened, secure the top set collar to where it is against the top of the **Toy Support Bracket**. This will set the solenoid to the appropriate height needed for proper gameplay.



1/8" Clearance

5. After both the Toy and Solenoid Height is set, raise the toy into the jump position by hand, and swing the hoop around to the closest point where the hoop and toy would meet. There should be approximately 1/8" clearance between the toy and hoop. This confirms that both the toy and solenoid height is properly calibrated.
6. Remove the **Toy and Solenoid Adjustment Tool**. Close the rear access panel and turn on game power. The game is ready for normal gameplay.

9. TROUBLESHOOTING:



WARNING



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

9.1 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.

9. TROUBLESHOOTING (CONTINUED):

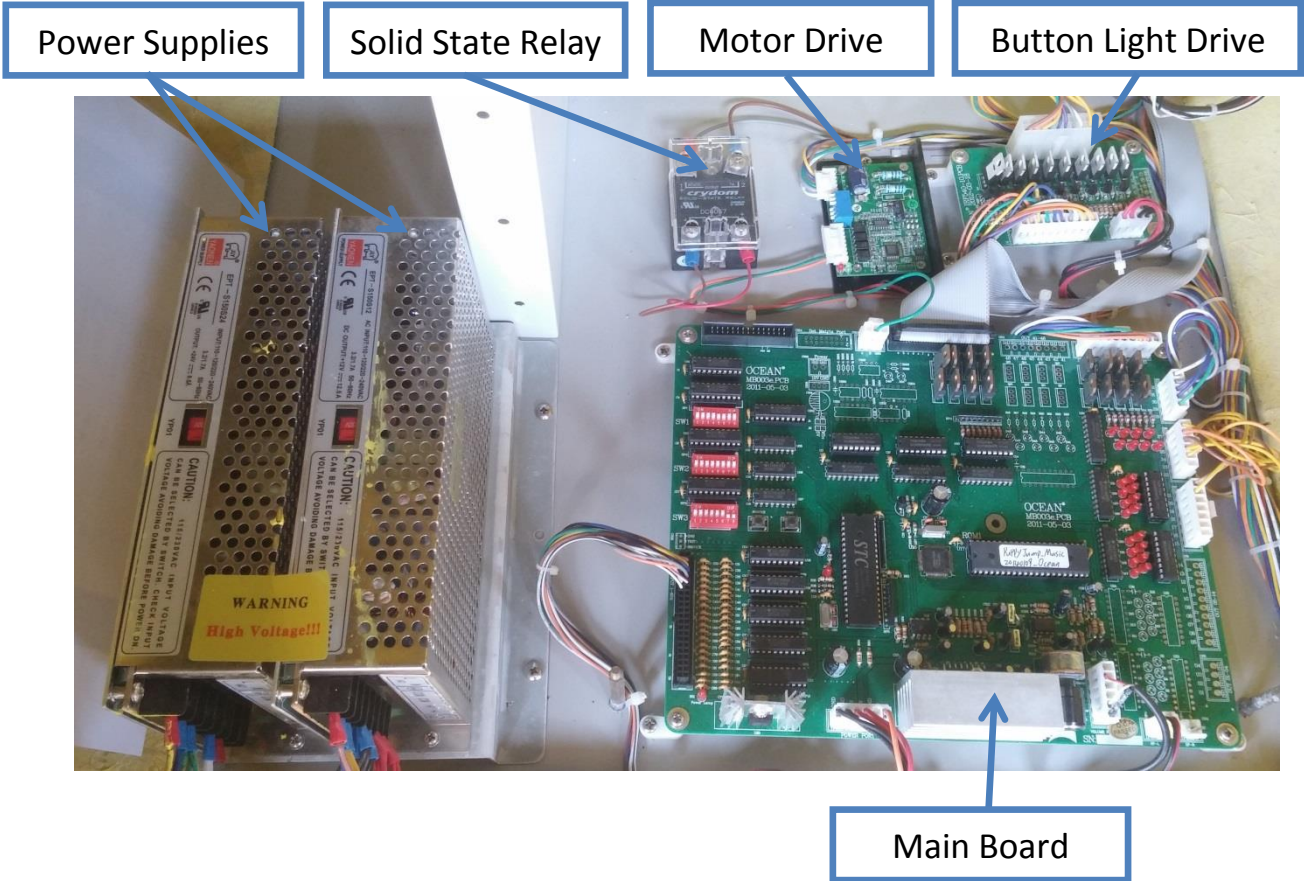
9.2 Troubleshooting Guide:

Symptom	Possible Problem	Solution
Game will not score (The Middle Digital Board displays "Er6")	Sensor output incorrect	Check wiring harness for 12 volts on sensor Replace sensor
Game Motor not working properly (The Middle Digital Board displays "Er7")	Initial Sensor output not correct	Check wiring harness for 12 volts on sensor Replace sensor Replace Drive
Toy does not lift	Electromagnet damaged Solid-State Relay damaged	Replace Electromagnet Replace Solid-State Relay
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 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 Replace Main P.C. board
Ticket Dispenser not working properly, or no tickets being dispensed	No tickets in the game Tickets jammed in dispenser Ticket dispenser sensor blocked with debris Poor connection on the ticket dispenser Game improperly programmed Faulty ticket dispenser Faulty ticket dispenser harnessing Faulty Main P.C. Board	Refill ticket dispenser Clear ticket jam Clean off sensor Check and/or replace connectors Check ticket programming options Replace dispenser Check and/or repair harnessing Replace Main P.C. Board
Game will not start.	Game power off Electrical Power Switch Open Main fuse blown Power Supply problem or failure Faulty P.C. board or component The power connector is disconnected. Possible faulty connection or short circuit.	Check on/off switch and power cord Close Electrical Power Switch Check and/or replace fuse as necessary Check Power Supply output and connections Replace main P.C. board Reconnect the connector securely. Check all circuitry for faulty connections or short circuits.

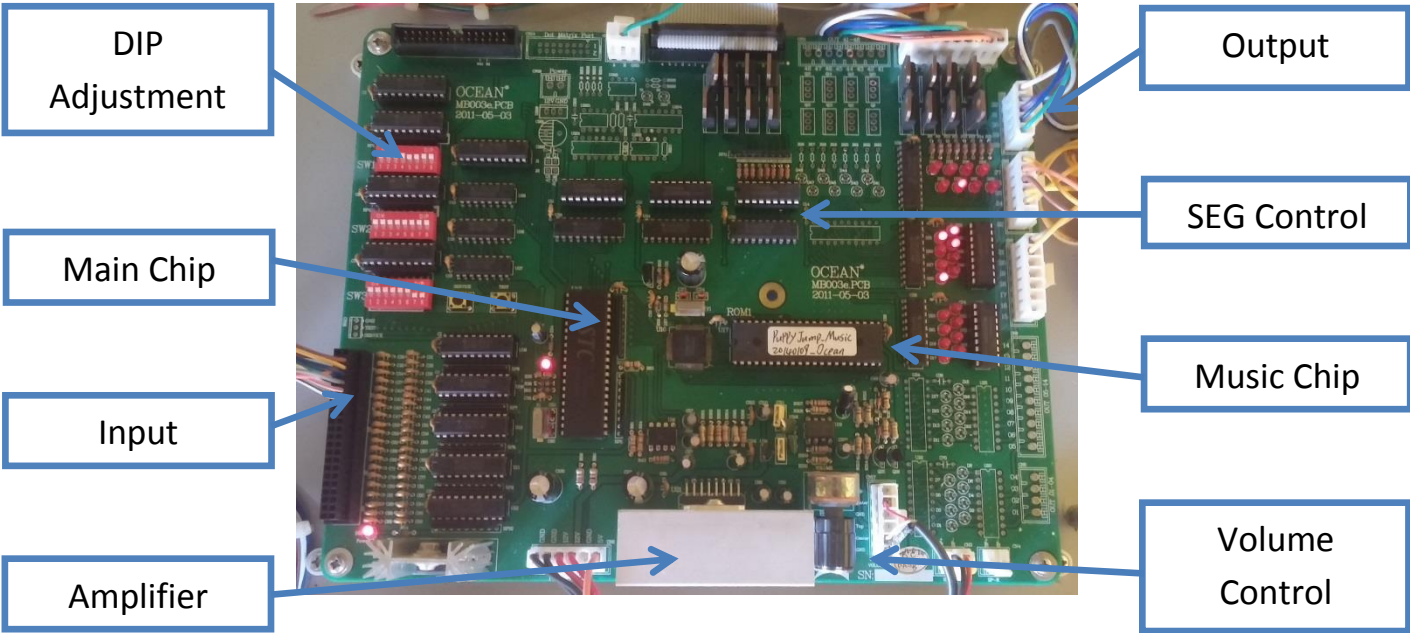
NOTE: CONTACT YOUR DISTRIBUTOR IF NONE OF THE CASES LISTED IN THIS MANUAL APPLIES TO THE PROBLEM, OR IF THE ACTION LISTED DOES NOT APPEAR TO RESOLVE THE PROBLEM.

10. GAME DIAGRAMS







10.1 Electronic Assembly









10.2 Main Circuit Board









11. PARTS LIST:

DESCRIPTION	PHOTO
3 Digit Large LED PCB	
Main PCB (MB003b.PCB)	
Solid-State Relay (DC60S7)	
Fan Grill	
12V Chassis Fan(60 X60mm)	
Motor Drive (DM320C-24V)	

<p>Step Motor (57HBH.301)</p>	
<p>Sensor(GOLFIR01.PCB)</p>	
<p>Left/Right Red Light (LED33.PCB)</p>	
<p>Button Light Board(LMP-R70b.PCB)</p>	
<p>Bone Blue Light(LED33.PCB)</p>	
<p>Red Start Button (ϕ 40.5mm)</p>	

Speaker Assembly	
Puppy Jump Button	
Power Supply(EPT-S150S12:1PCS,EPT-S150S24I1PCS)	
Fire Hydrant	
Dog Claw	
Bone	

Puppy	
Mechanism	
Ticket/Coin Counter	
Ticket Dispenser	
Electrical Wire Box	
Coin entry/return cover plate	

12. WARRANTY

BOB'S SPACE RACERS, INC. 90 DAY COIN-OPERATED GAME WARRANTY

1. INCLUDED IN THIS WARRANTY Bob's Space Racers®, Inc. warrants to the original purchaser only that the equipment that is the subject of this sale conforms to its specifications, and is free from defects under normal service for a 90 day period from the original date of deliver. This warranty does not include any damages resulting from occurrences listed in paragraph 2 below. This warranty is not transferable under any circumstance. Any claims under this warranty must be received in writing by Bob's Space Racers®, Inc. within 120 days from date of delivery. Within a reasonable time of such written notification Bob's Space Racers®, Inc. will replace or repair any defective component of the equipment or part thereof which fails for reasons other than normal service, use, or wear. Bob's Space Racers®, Inc. reserves the right to request dated proof of purchase by the end user (original purchaser) at any time. Light bulbs are specifically excluded from this warranty and shall be the sole responsibility of the purchaser. Bob's Space Racers®, Inc., within its sole discretion, makes the final determination as to whether to repair or replace any component and whether any such repair or replacement shall be performed where the equipment is located or at it's home facility in Volusia County, Florida, or another facility of its sole choice. Any and all freight charges for the purposes of repair or replacement shall be paid by the original purchaser. All defective parts shall be returned to Bob's Space Racers®, Inc. if requested. Bob's Space Racers®, Inc. does not warrant that the equipment will meet any original purchaser's specific requirements or that the operation of the equipment will be uninterrupted. These remedies are the original purchaser's exclusive remedies for breach of warranty.

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

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

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

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

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

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

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

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

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

CALLING FOR SERVICE

1. When calling for service, please check the service manual first. Many times the answer to your problem has been addressed in this documentation.
2. Please make sure you have the serial number of the game ready when you call.
3. If this is a repeat call, please tell the service technician that you have made a previous call regarding this problem. This way we will be able to retrieve the history on your game allowing us to serve you better and save you time.
4. Please retain proof of purchase for your product. This might be requested for warranty repairs.
5. Please call from the game if possible since we might need you to check certain things on the game while we are on the telephone with you.

IF YOU HAVE ANY QUESTIONS OR COMMENTS, PLEASE CALL OUR SERVICE
DEPARTMENT AT

(386) 677-0761

(MONDAY – FRIDAY, 8:30AM – 5:00PM EST, EXCLUDING HOLIDAYS)

(or)

EMAIL QUESTIONS TO: Tech@BobsSpaceRacers.com

(or)

**VISIT THE “CUSTOMER SUPPORT” SECTION ON OUR WEBSITE:
WWW.BOBSSPACERACERS.COM**