



ARCADE GAME MANUAL

WARNING

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



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www.bobsspacracers.com

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MODEL VIEW

Skippy™ Arcade Game



SPECIFICATIONS

Power Supply Rating:

110VAC ± 10%, 60 Hz ± 3 Hz.

(Note: Please refer to the label on the game for the actual voltage).

Power consumption:

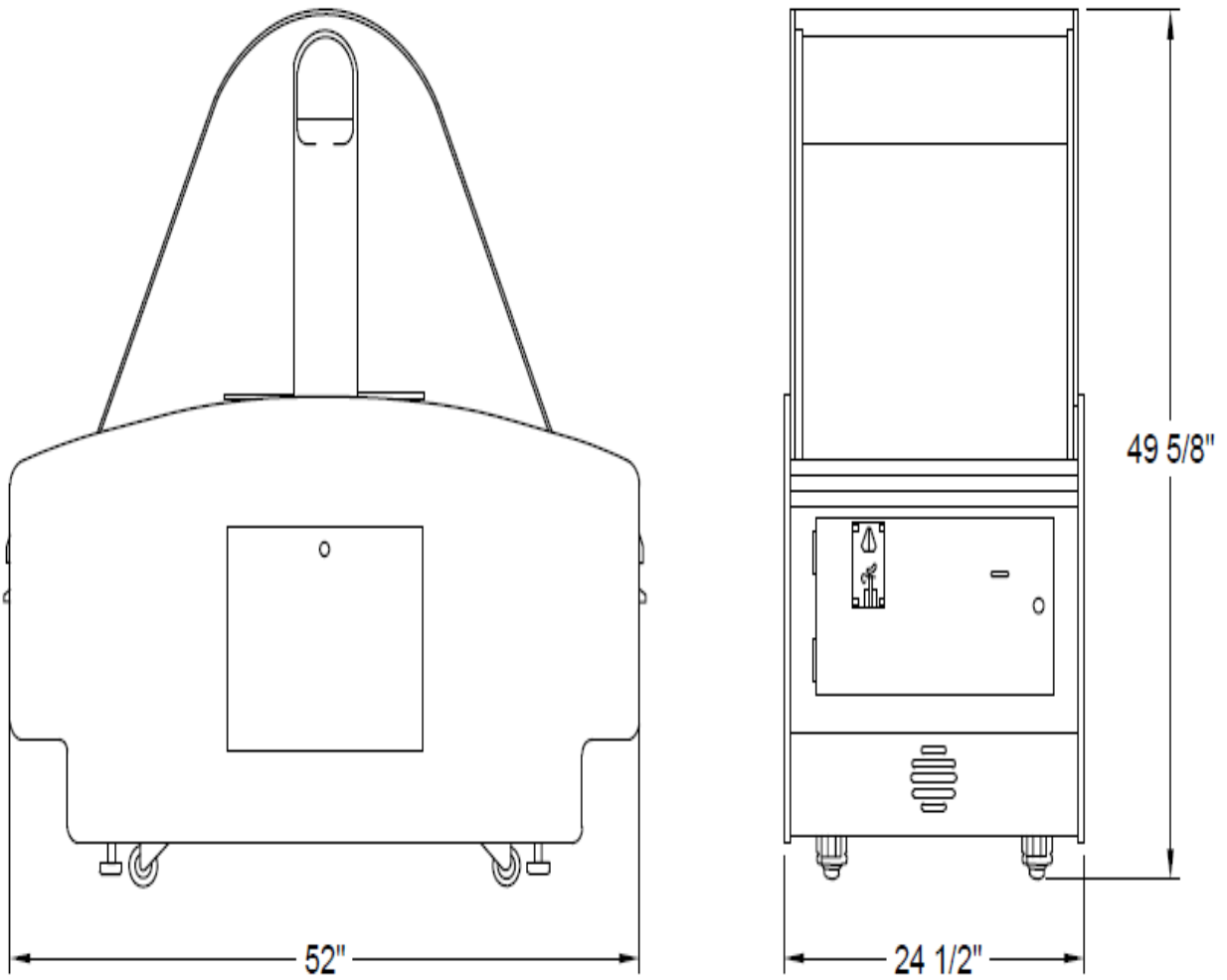
120 W (Min) to 150 W (Max)

Dimensions:

96 3/4" L x 28" W x 93 3/4" H

Weight:

386 lbs



NOTE: Game parameters are subject to change without notice.

INTRODUCTION

Overview:

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

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

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

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

PACKAGE CONTENTS

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

Game Unit Accessories

No	Name	Regulation	Qty	Picture	Note
1	Power Cord	10A/250V 1.8m	1		115 VAC Operation
2	Fuse	6.3 A/250V Ø5-20MM	2		220V
3	Driver PCB		1		
4	Sensor PCB		1		
5	Manual		1		
6	Balls		10		
7	Key	X919	2		Front and back door
8	Key	X818	1		Coin box

 **ATTENTION**

- **For indoor use only!**

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

Play zone (Operation Zone):

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

 **WARNING**

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

Locations to avoid:

 **NOTICE**

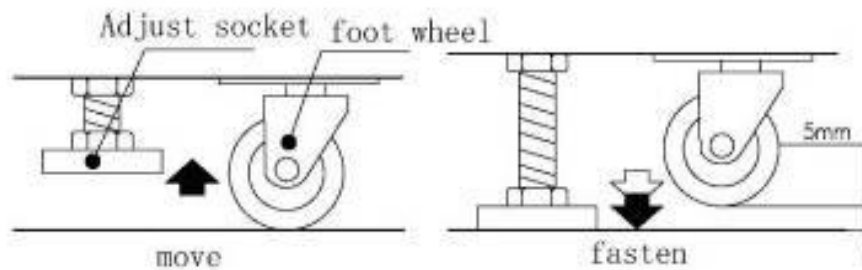
The machine is designed for indoor use only. Never install this machine outdoors or in any of the following:

- Locations exposed to direct sunlight
- Locations subject to rain or water leakage.
- Unstable locations or locations subject to vibration.
- Dusty, hot, or damp locations.

Game Leveling:

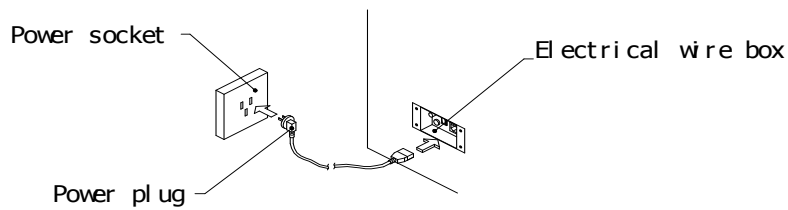
Install this machine on a flat surface. Adjust levelers to lift the legs and level game.

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

**WARNING**

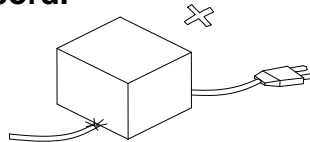
- Disconnect game power before moving
- Make sure all wheels are intact. Replace any wheels that are damaged or broken before moving the game.
- When moving the game, DO NOT slide the game across the floor
- Ensure the game is level before connecting the power

CONNECTING THE POWER CORD

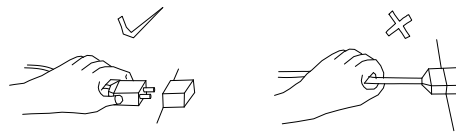


WARNING

- Do not put heavy items on power cord.



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



- Do not touch the power plug with wet hands.



- Do not draw or twist the cord or near a heat source.

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



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

INSTRUCTION FOR PLAY

1. Insert coin(s), the game starts.
2. When the game play starts, press the shoot buttons to launch the balls into the Skippy™. Get as many balls in to get the highest score.
3. Tickets will be awarded for each game play.
4. Bonus Tickets are awarded for beating the high score and the bonus score.

OPTION SETTINGS

Credit, Play Time, Score/Ticket

Item	Content	SW1-DIP Position							
		1	2	3	4	5	6	7	8
Credit	1	ON	ON						
	2	off	on						
	3	on	off						
	4	off	off						
Play Time	15			on	on	on			
	20			off	on	on			
	25			on	off	on			
	30			OFF	OFF	ON			
	35			on	on	off			
	40			off	on	off			
	50			on	off	off			
60			off	off	off				
Score/ Ticket	1						on	on	on
	2						off	on	on
	3						on	off	on
	5						OFF	OFF	ON
	10						on	on	off
	20						off	on	off
	30						on	off	off
	40						off	off	off

Difficulty, Score/Ball, Demo Time

Item	Content	SW2-DIP Position							
		1	2	3	4	5	6	7	8
Difficulty	Easy	on	on						
	Middle	OFF	ON						
	Hard	on	off						
	Hardest	off	off						
Score/ Ball	0			on	on	on	on		
	2			off	on	on	on		
	3			on	off	on	on		
	4			OFF	OFF	ON	ON		
	5			on	on	off	on		
	6			off	on	off	on		
	8			on	off	off	on		
	10			off	off	off	on		
	12			on	on	on	off		
	15			off	on	on	off		
	20			on	off	on	off		
	25			off	off	on	off		
	30			on	on	off	off		
	40			off	on	off	off		
50			on	off	off	off			
100			off	off	off	off			
Demo Time	1 Min.							on	on
	2 Mins.							OFF	ON
	3 Mins.							on	off
	OFF							off	off

Mercy Ticket, No Free

Item	Content	SW3-DIP Position							
		1	2	3	4	5	6	7	8
Mercy Ticket	0	on	on						
	1	OFF	ON						
	2	on	off						
	4	off	off						
No Free				OFF	OFF	OFF	OFF		

MAINTENANCE AND INSPECTION

Maintenance:

Due to the design of the machine, very little periodic maintenance is required.

Start the game and verify the correct operation before putting the game into everyday operations.

Clean the surface of the game as needed.

After about a month of game operation, check to be sure all parts are secure and in proper working order.

1. Remove power before servicing game.

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

2. Choose the appropriate replacement parts.

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

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

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

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

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

Cleaning:

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

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

TROUBLESHOOTING



WARNING

For your safety, and to reduce risk of damage to your game read the Important Safety Information 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 disconnect power by unplugging the game.
7. Test power supplies for the specified voltages to the P.C. Boards and components as shown in the manual.

General Troubleshooting:

Symptom	Possible Problem	Solution
	POWER	POWER
Game will not score	Power not on switch Sensor output not correct Signal not getting to mainboard Signal gets to main board but board doesn't see it	Check wiring harness for 12 volts on switch Repair / Replace switch Repair / Replace harness Replace mainboard
Sound Problems -No sound -Low Sound -Intermittent Sound	Low Volume Faulty speaker harnessing Faulty speaker Faulty sound board or sound board harnessing Faulty Main P.C. Board	Check Volume Control and adjust as necessary Check connections and/or repair harnessing Check and/or replace speaker Check connections or Replace Sound Board Check and/or repair or replace Main P.C. Board
Game does not take or add money correctly	Coin switch out of adjustment Coin mech dirty or improperly adjusted Faulty Coin switch Faulty coin switch harness or connector Game improperly programmed Faulty Main P.C. Board or component	Re-bend coin switch wire Clean and adjust mech as necessary Check and/or replace switch Check and/or repair harnessing Check programming options and adjust Repair and/or replace Main P.C. board
Ticket Dispenser not working properly, or no tickets being dispensed	No tickets in the game Tickets jammed in dispenser Ticket dispenser sensor blocked with debris Poor connection on the ticket dispenser Game improperly programmed Faulty ticket dispenser Faulty ticket dispenser harnessing Faulty Main P.C. Board	Refill ticket dispenser Clear ticket jam Clean off sensor Check and/or replace connectors Check ticket programming options Replace dispenser Check and/or repair harnessing Replace or repair Main P.C. Board
Game will not start.	Game power off Electrical Power Switch Open Main fuse blown Power Supply problem or failure Faulty P.C. board or component	Check on/off switch and power cord Close Electrical Power Switch Check and/or replace fuse as necessary Check Power Supply output and connections Repair and/or replace main P.C. board
Game stops or is stopped with nothing displayed	The power connector is disconnected. Possible faulty connection or short circuit.	Reconnect the connector securely. Check all circuitry for faulty connections or short circuits.

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

PARTS LIST

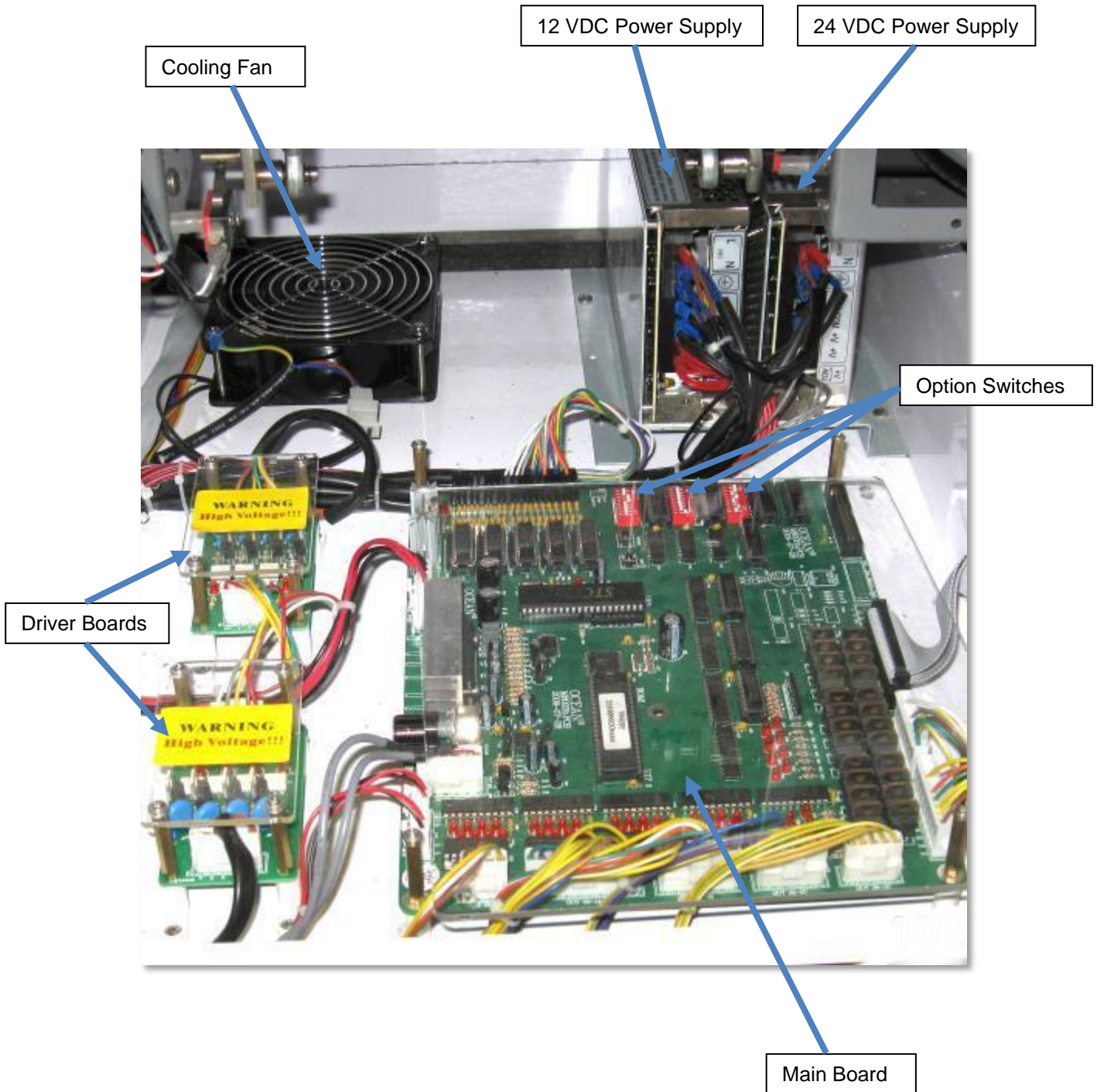
Reference Number	Part Number	Description	Image
SK100-001-000	A0801600	Decal, Side	
SK100-001-001	A0801601	Decal, Front	
SK100-001-002	A0801602	Decal, Button Play	
SK100-001-003	A0801603	Decal, Playing Field	
SK100-001-004	A0801604	Decal, Ball Guard	
SK100-001-005	A0801605	Decal, Marquee Cover	
SK100-001-006	A0801606	Decal, Marquee Support	
SK100-001-007	A0801607	Decal, Bottom Panel	
SK100-001-008	A0801608	Decal, Ball Plate	
SK100-001-009	E0801600	Main Board (MB003b.PCB)	

SK100-001-010	E0801601	Driver Board (ACSW04b.PCB)	
SK100-001-011	E0801602	Driver Board (RS001t.PCB)	
SK100-001-012	E0801603	Sensor Board (GOLFIR01.PCB 1/2) Transmitter	
SK100-001-013	E0801604	Sensor Board (GOLFIR01.PCB 1/2) Receiver	
SK100-001-014	E0801605	LED Board (LED33-1.PCB)	
SK100-001-015	E0800906 HH	Power Supply 12 Volt (EPT-S150S12)	
SK100-001-016	E0801606	Power Supply 24 Volt (EPT-H150S24)	
SK100-001-017	E0801607	3 Digit Display (SEG1503c.PCB)	
SK100-001-018	E0801608	Speaker (4 Ohm-50W)	
SK100-001-019	E0801609	Counter (C-012)	
SK100-001-020	E0801610	Volume Control Potentiometer with Knob	
SK100-001-021	E0800907 HH	Ticket Mech (TD-963CR)	

SK100-001-022	M0801600	Coin Mech (LK100M)	
SK100-001-023	M0801601	Play Button Assembly	
SK100-001-024	E0801611	Play Button Micro Switch	
SK100-001-025	M0801602	Switch & Lamp Holder	
SK100-001-026	E0801612	Lamp, 12V/3W	
SK100-001-027	E0801613	Cam Micro Switch (V-153-1C25)	
SK100-001-028	E0801614	Cam Micro Switch (VM5)	
SK100-001-029	E0801615	Motor (AM-20)	
SK100-001-030	E0801616	Motor (YN60-10)	
SK100-001-031	E0801617	Capacitor (C8861)	
SK100-001-032	E0801618	Fan Motor	
SK100-001-033	E0801619	Marquee Lamp	

SK100-001-034	E0801620	Florescent Bulb	
SK100-001-035	M0801603	Spacers	
SK100-001-036	M0801604	Ball Guide	
SK100-001-037	W0801600	Cam Wheel	
SK100-001-038	W0801601	Adjustable Rod Assembly	
SK100-001-039	W0801602	Linear Bearing	
SK100-001-040	W0801603	Linear Shaft Bracket	
SK100-001-041	W0801604	Solenoid Plunger	
SK100-001-042	W0801605	Cam Drive Arm	
SK100-001-043	W0801606	Ball Set Rod Assembly	
SK100-001-044	M0801605	Guide Wheel	
SK100-001-045	H0801600	Door Hinge	

SK100-001-046	W0801607	Door Stop Bracket	
SK100-001-047	W0801608	Door Stop Chain	
SK100-001-048	W0801609	Kangaroo Bracket	
SK100-001-049	M0801606	Plexiglas Top Cover	
SK100-001-050	M0801607	Plexiglas Center Divider	
SK100-001-051	M0801608	Plexiglas Shield (Main Board)	
SK100-001-052	M0801609	Plexiglas Shield (Driver Board)	
SK100-001-053	M0801610	Marquee Cover	
SK100-001-054	M0801611	Kangaroo Toy	
SK100-001-055	H0801601	Caster Wheel Assembly	
SK100-001-056	W0801610	Leveling Foot	



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**