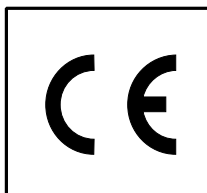




Via degli scavi, 41 - 47122 Forlì (ITALY)  
Tel. +39 0543 796665 Fax. +39 0543 722727  
www.eurogames.it - info@eurogames.it

# OPERATION AND MAINTENANCE HANDBOOK

## “BUMPER CAR” “MINI BUMPER CAR”



**Translation of the original instructions**

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***EuroGames** thanks you for the preference given to its products. **EuroGames** pays the greatest attention to the demands of its worldwide customers and offers them an unquestionable competence and a year-long experience.*

## 1. SCOPE OF THE MANUAL

This manual is an integral part of the machine, and supplies any and all information for a correct use and maintenance of the **EuroGames** S.r.l. Automatic Cars of the “**BUMPER CAR**” series. The compliance with these instructions grants the machine a regular running and a long life.

It is important to follow the herein instructions since **EuroGames** S.r.l. disclaims any responsibility for damages to persons or things resulting directly or indirectly from the non-compliance with these instructions, from an improper use of the machine, from inexperience, carelessness or negligence.

The same also applies to when the machine is transferred to third parties either for sale, loan, free loan, etc.

In drawing up this handbook, three different reminders marked with the following symbols have been adopted:



### **CAUTION**

**Draws the attention to situations or problems which, if not avoided, can result in injury.**



### **ATTENTION**

**Draws the attention to situations or troubles concerning the machine efficiency which, however, do not involve personal safety.**



### **IMPORTANT**

**Draws the attention to important general messages which affect neither safety nor the machine efficiency.**

If, after the reading, you are unsure about anything, contact **Eurogames** who will assure you a prompt and careful assistance to get the best performance and highest efficiency from your machine.

## 2. GENERAL SAFETY PRECAUTIONS

This section provides a summary of the general safety precautions which will be introduced in the following chapters wherever necessary:

- Thoroughly read and understand the operating instructions before turning the machine on.
- Do not carry out any operation with wet hands.
- Before connecting the cables for the battery recharge, check for damages.
- Due to their functions, dimensions, and features, the “**Bumper Car**” series Automatic Games are not suitable for children younger than 6 years of age, unless supervised by an adult. Users older than 6 years of age but younger than 18 must also be monitored by parents or a guardian, who will assume full responsibility for the duration of the ride.
- Do not add extensions to the battery recharge cable. If really necessary, always use type-approved extensions. When using wound extensions, always unwind them completely before use to prevent overheating.
- Make sure that no children or unauthorized people approach the machine during the battery recharge.
- Do not cover the machine when functioning; the machine should be used in sheltered and well ventilated places.
- Do not attempt to open, repair or modify the machine or its components, if not expressly authorized by Eurogames.
- Do not dip the machine in water to clean it.
- When using the machine, you should always be assisted by a skilful person aware of its functioning and maintenance and of the safety precautions related to the use of the machine.
- Ensure the integrity of the safety belts provided, and that the latter are appropriately fastened.

All automatic games of the “**Bumper car**” series are delivered with battery charger, which is integral part of, and with the **Operation and Maintenance Handbook** to enable you a correct installation and proper use.

In pursuing a policy of constant improvement, the company reserves the right to modify structure, functions and reliability of its products without undertaking to give prior notice. For this reason, any information of this manual could not match the technical features of the product itself completely. **Eurogames S.r.l.** does not incur in any obligation as far as updatings are concerned which will be included in future printings of this manual.

### **ATTENTION**

***Before installing the “Bumper car” and its battery charger, thoroughly read the instructions and remarks of this manual.***

### 3. DESCRIPTION OF THE MACHINE

The Automatic Games of the **Eurogames “Bumper Car”** series consist of a mini-vehicle fitted with a circular inflatable rubber dinghy.

The Automatic Games manufactured by Eurogames develops a play, socialization, amusement, physical and psychic formation function. These games rouse and develop the player’s imagination and contribute to strengthen their confidence in their physical and intellectual capacity, to reinforce their spirit of competition and to increase their ability and psycho-physical reflexes.

Playing with the models of the **“Bumper Car”** series by **Eurogames S.r.l.** offers the child unforgettable moments of healthy, happy, carefree and magic emotion and makes it experience a sensation of pleasant amusement thanks to their motion, contact, the charm offered by the sounds, noise and coloured light effects, the presence of other play-mates, and the atmosphere of the place.

### 4. SERIES AND MODELS

The Automatic Games of the **“Bumper Car”** series are manufactured in the following models:

- SPACE BUMPER
- ICE BUMPER
- HYPER BUMPER
- MINI BUMPER



#### **“Hyper Bumper” version**

The "Hyper Bumper" version of our "Bumper Car" is fitted with the "Shoot & Spin" system, which uses infrared devices to make the game all the more involving and entertaining. Shooting infrared rays at opponents and hitting “target” sensors will cause the opponents’ mini-vehicles to stop and spin for a few seconds.

"Shoot & Spin" system – main components:

- Dashboard display;
- Infrared “firing” device (located at the front of the mini-vehicle);
- “Target” sensors (3, located at the front and on the sides of the mini-vehicle);
- Track edge display

### 5. TECHNICAL FEATURES

The Automatic Games of the **“Bumper Car”** series have been designed and manufactured by **Eurogames** according to the most advanced technologies and using strong iron structures protected by beautiful shockproof finishes and fibreglass covers which insulates and protects against any accidental or occasional tampering.

Onto the metal structure and into the Bumper’s body are located the power unit and electronic card. The **“Bumper Car”** is equipped with a direct current battery-fed electric engine welded onto the metallic structure.

The Bumper’s functions are controlled by the electronic board having inside a power unit and a microprocessor. The **Eurogames** Automatic Games are very practical and have been designed and manufactured to offer high performances.

The delivery package from Eurogames contains: the machine, the battery charger the Maintenance handbook and if required by the customer the batteries.

## Technical data

Model	Height (cm)	Height by open room (cm)	Width (cm)	Length (cm)	Weight * (cm)
SPACE BUMPER	115	~ 180	170	170	120
ICE BUMPER	115	~ 180	170	170	120
HYPER BUMPER	115	~ 180	170	170	120
MINI BUMPER	105	~ 115	120	120	115

(\*) Weight of the machine without battery.

The safety and stability of the “**Bumper Car**” Automatic Games are assured by the centre of gravity located in central position close to the ground.

### Adjustable parameters

- sound and noise volume;
- race time: from 30 to 990 seconds;
- adjustable speed from 10% to 100%(from 1 to 8 km/h conforming to the country safety regulations);
- customised coins.

### Characteristic parameters

- electric power supply: 1 or 2 batteries, 12 V, 120 Ah or 80 Ah;
- Mini 12 V model battery life: approx. 4-5 hours;
- model battery life: approx. 5-6 hours;
- 5 and 12 Volt auxiliary circuits;
- protection appliances: IP 53 for the 12/24V and 5V components;
- storage conditions: temperature from -20°C to +50°C, concerning humidity from 30% to 95%;
- running conditions: temperature: from +5°C to +40°C, concerning humidity from 40% to 90%.
- pneumatic pressure. 2 bars.

## 6. MANUFACTURER

The “**Bumper Car**” series Automatic Games are manufactured by:

**Eurogames S.r.l.**

Via Degli Scavi, 41  
47122 FORLÌ / ITALY

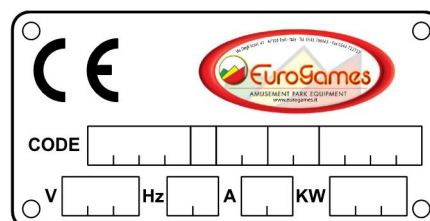
Tel +39 0543 796665  
fax +39 0543 722727

## 7. COMPLIANCE WITH NORMS AND DIRECTIVES

The “**Bumper Car**” series Automatic Games comply with all regulations and directives listed in the Declaration of Conformity.

## 8. IDENTIFICATION PLATE

The identification plate, located in a visible position on the body, gives the manufacturer’s identification data and the characteristic technical data: code, power supply type, absorbed power. These elements are necessary when asking the Manufacturer technical assistance or spare parts.



## 9. FUNCTIONING

The Automatic Games of the “**Bumper car**” series have been designed to be used in public places like game-halls, commercial centres, amusement parks, fun-fairs and public gardens with specific tracks for these vehicles.



### **CAUTION**

- The Automatic Games of the “**Bumper car**” series have not been conceived to comply with the road traffic regulations. Therefore, any and all uses outside the specific tracks is expressly forbidden.
- The electric components of the “**Bumper car**” series Automatic Games are suitably protected against humidity. However, they must not be dip in water, they must be protected against rain, water jets and must not remain in contact with wet bodies. The power supply nominal voltage does not exceed 24 Vdc.
- The components of the “**Bumper car**” series Automatic Games in contact with electric current are well insulated and mechanically protected. The internal harness voltage and that supplied to the coin-box is 12 or 24Vdc. However, as for all appliances with electric components, it is compulsory to comply with the instructions of this manual and to adopt the normal precautions for preventing electric shocks when using the game.



### **ATTENTION**

- *The Automatic Games of the “**Bumper car**” series must be used only on specific tracks with level ground suitable for the race of mini vehicles, delimited and protected by a guard having specific safety and manufacture characteristics.*
- *We recommend to use tracks produced by Eurogames company. If you use a different track, it must be built on a flat surface, solid, with a load capacity of more than 250 kg/sqm.*
- *The surface of the track should be smooth and regular. It can be made in concrete, wood, plastic, synthetic or real ice.*



### **ATTENTION**

- *Do not lift the “**Bumper Car**” by the fibreglass body shell or by the inflatable ring as that may damage them. Use appropriate lifting equipment.*



### **ATTENTION**

- *The conditions of the track, the “**Bumper Car**” series Automatic Game and the battery charger must be checked at least every 15 days and after any long period of inactivity.*



## Preliminary operations

Before starting the machine, carefully follow the steps below:

### Mounting and connecting the battery

Follow these instructions as described and in the indicated sequence:

1. To detach the cover, turn the key and press the button located under the seat (zone **A** in fig. 1).
2. Lift the cover.



Fig. 1

### ATTENTION

**Do not carry out this operation with wet hands and always take the necessary precautions to prevent electric shocks.**

- ***If the “Bumper car” is delivered with the battery charged, it must be used within 5-6 days; after that time, the battery must be recharged regularly to avoid damage (see “battery recharge”).***
- ***If the battery is “dry”, buy the specific liquid at a specialised centre, then proceed as follows:***
  - ***pour in the liquid in the battery up to the maximum level,***
  - ***wait 3-4 hours, then charge the battery with the battery charger supplied,***
  - ***charge the battery for at least 8-10 hours before use.***
- ***If the “Bumper car” is supplied without battery, address to a specialised centre for the purchase. The new battery must have the following dimensions (LxDxH) 33x17.5x22 (for 120 Ah batteries) or (LxDxH) 27x17x21 (for 80 Ah batteries). All batteries installed in the Bumper Car must have the same amperage rating.***

3. Position the first battery 1 (Fig.2).



**It is possible to install 80 Ah batteries inserting the spacers B or 120 Ah batteries by removing the spacer B.**

4. Connect the positive terminal marked with + (plus) to the **positive (+)** pole onto the battery using the red or brown cable;
5. Connect the negative terminal marked with – (minus) to the **negative (-)** terminal onto the battery using the black cable.
6. Carry out the same procedure for the second battery 2 (Fig.2).
7. Shut the body making sure that it closes well. If necessary adjust the rubber blocks as described in the concerning chapter.

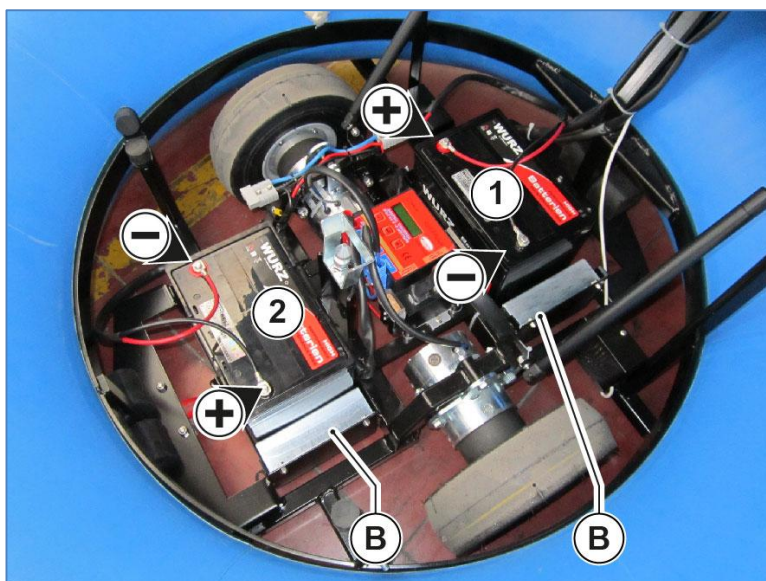


Fig. 2

### Tyre pressure

Check the pressure of the tyres which has to be **2 atmospheres**.

### Rubber dinghy pressure

Check the pressure of the tyres which has to be **0,18 bar / Atm. - 2,64 Psi - 18K Pa**.

### Setting the game time

It is possible to set the race time by programming the digital control box (Fig.3). The adjustment range is between 30 and 990 seconds.(see "DIGITAL TIMER" section).

### Setting the sound volume

It is possible to set the volume programming the digital control box (see "DIGITAL TIMER" section).

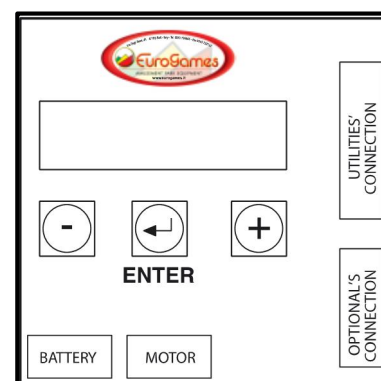


Fig. 3

### Setting the speed

The maximum speed must be set as a function of the size of the play area and of the type of players. Program the digital timer to set up the maximum speed (see “DIGITAL TIMER” section). The real race speed is adjustable by pushing more or less down the joysticks (Fig.4).



Fig. 4

### Charging the battery

Charge the battery before using the “**Bumper Car**” the first time and every time the vehicle loses power to avoid damage.

The “low battery” will be indicated acoustically. To prevent the batteries damages it’s important to charge it regularly and when the vehicle loses power or indicated the conditions of low battery.

To charge the battery, connect the battery charger using the cable provided to the battery power socket fitted on all models of the “**Bumper Car**” series (Fig.5). For further details please refer to the specific chapter “BATTERY CHARGER”.

The batteries must be charged only with the supplied charger. It’s possible to replace them with full batteries of the same features.



Fig. 5

## 10. TESTING

For the manufacturing, tests, controls and inspections of its Automatic Games, Eurogames adopts the criteria established by the international standards ISO 9000 for Quality Systems.

Before delivering the “Bumper Car” for use, it is however necessary to check for **3 (three)** times its correct functioning by idling, inserting a coin each time.

## 11. USE



### CAUTION

**While the “Bumper Car” is operational, always ensure all seatbelts are fastened and that any minor in the driver’s seat be constantly supervised by an adult.**



### IMPORTANT

- *The Automatic Games from the “Bumper Car” series are not suitable for their functions, dimensions and characteristics for children under 6 years old, unless accompanied by an adult who is responsible. If the user has more than 6 years, but he is a minor, he must be under strict supervision by an adult who is responsible for the entire duration of the race.*
- *Before inserting the coin, have the user sit correctly in the “Bumper Car” and fasten the safety belt.*
- *The user must never be barefoot when using the “Bumper Car”.*
- *Do not allow the user to get in or off when using the “Bumper Car”.*
- *Start the “Bumper Car” using the remote. Do not start the “Bumper Car” until all users have been seated and the seat belts have been securely fastened.*
- *Do not leave the user unattended on the “Bumper Car” after the race.*
- *Do not leave users alone close to the track of “Bumper Car”, whether standing still or running.*
- *When the “Bumper Car” game time is over, the user must be taken outside the track.*
- *Make sure that the above precautions are adopted and intervene with decision if users do not respect them. Take always into due account the typical unexpected behaviour of children of this age.*

Let get in the user and make sure that he sits correctly in the driver's position, than:

1. Check that the user places his feet correctly on the footboard, has the safety belts fasten and that the joystick are not in gear.
2. Let your user insert the coin in the coin-mechanism indicated by the arrow in Fig. 6 and wait for the visual signal of machine ready (the front lights go on).
3. If front light car is not flashing, check that the token should not get stuck in the coin box. In this case press the white button **P** (Fig. 6) or insert a new token.
4. when the machine signals that the machine is ready, the user has only to move the joysticks and the "Bumper Car" will get starting.

 **ATTENTION**

*All the Automatic Games of the "Bumper Car" series have an automatic system that varies gradually the speed with the aim to not allow sudden accelerations (it is an Eurogames' exclusive).*

5. If user has more than 6 years, but it is a minor must be followed visually by the parent or an adult who is responsible for the entire race time.
6. When the "Bumper Car" begins running together with the sounds also the lights turn on. These will stop when the game time will be over.
7. At the end of the race please control that all users are getting out of the "Bumper Car" properly and if necessary help them. Help also users getting in the car until the beginning of the race.



Fig. 6

### Functions of the joysticks

The “**Bumper Car**” Automatic Game is equipped with two joysticks placed at the right and left side of the driving position (Fig.7).

The right joystick drives the right wheel, whereas the left joystick operates the left wheel and they can be also moved for- and backwards.

The operating of a single or of both joysticks will carry out the movements described in the following scheme.



Fig. 7

Left joystick	Right joystick	Movement	Left joystick	Right joystick	Movement

## 12. EG09 TIMER

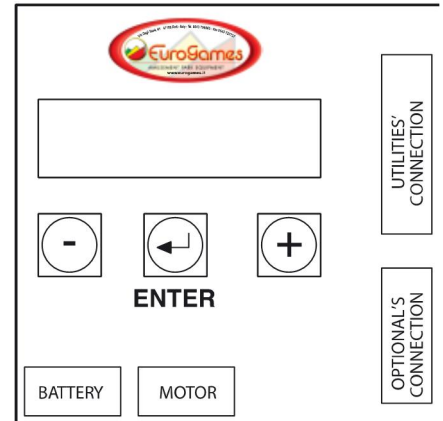
### Directions for Use

The timer device displays the current remaining game time and the percentage of battery charge. If you press any of the three selection buttons (-, ENTER, +) it turns on the display light.

To modify any configuration parameter you can press the “+” or “-“ button until you see the parameter in the display. To modify its value you have to press the “ENTER” button once and then you can use the “+” or “-“ button. To confirm the new value you can press “ENTER” button again to return to the list of available configuration parameters.

To enter the “Protected Menu” and modify its configuration parameters you must be in the first “Main Menu” parameter (“time=000s Bat99%”). You have to keep pressed “ENTER” button for at least 5 seconds. The activation of the “Protected Menu” is shown as “< Protect Menu > message.

To modify the configuration parameters you can use the same procedure explained for the “Main Menu”. To exit the “Protected Menu” you have to select the last list item (“ENTER for EXIT”) and press the “ENTER” button.



The modified parameters are immediately saved in the internal memory. It is suggested to remove the power from the timer device after parameters changes before use it for normal operation again.

If no button is pressed for about 1 minute, the display returns to the first general parameter and exits from the menu.

### Radio Module

If the “RXTX” radio module for the remote control is mounted inside the timer device the “RemoteSTART” parameter (inside the “Protected Menu”) selects the remote control function. If this parameter is set to “On” the start of the game depends on the remote control “Start” button. If this parameter is set to “Off” the game starts on coin insertion and the remote control can be used for emergency “STOP/START” functions.

RemoteSTART=On	On	The timer device will wait the remote control START command to start the game.
----------------	----	--

**“Main Menu” parameters**

The parameters included in the main menu are the following: (some are not modifiable)

Time=000s Bat85%	Time to end of game and battery charge level.
P.Counter=000000:00	Partial coins counter. The 2 digits on right side of “:” symbol show the accumulated if the required coins for a game (Game-Coins) are not reach. To reset the coins counter the previous option (Time, Bat) must be on screen. Press the “+” button for at least 5 seconds. The following message will be shown.
ResetCounter=No	To reset the counter press “Enter” button and select YES with the “+” button. The counter will be reset to 0.
Volume=07	Sound effects volume. It can be set from 1 to 30.
Game-Coins=01	Number of coins for a game. If it is set to 0 there is no need of coins to start the game. To enable this free game function the FREE COINS option on protected menu must be set to ON.
Game-Time=120s	Game time (seconds).
Speed-Forw=70%	Maximum motor power Forward.
Speed-Rev=70%	Maximum motor power Reverse.
Acceleration=080	Motor acceleration speed. Bigger number means faster acceleration.
Deceleration=080	Motor deceleration speed. Bigger number means faster deceleration.
RemoteControl=01	Identification number for remote control (1 - 32). This number allows you to set parameters in the control box and START/STOP the game from a remote control unit. Every car must have its own unique number otherwise the programming of a single machine will fail.
RemoteSTART=On	For this parameter explanation look at the “Radio Module” chapter.
Language=ENGLISH	Language selection for audio messages: ITALIAN , ENGLISH , FRENCH , GERMAN , SPANISH , GREEKE, PORTOG
Standby=20	Only on Hyper Bumper: Time (minutes) for Standby function. If the Bumper is not used for this time the LCD display and the LED ring is turned OFF.The 0 value disable the Standby function. The Bumper Car exit from the stanby condition if a coin is inserted or if a Joystick button is pressed.
Wakeup=0	Only on Hyper Bumper: Time (minutes) for Wakeup function. When the Bumper Car is in Standby mode, this time sets a delay for a temporary makeup function. The LED ring will be turned ON and a sound effects will be played for few seconds.
Bat=24.7v T=026°	This parameter shows the battery voltage and the Timer internal temperature.
I1=000A I2=000A	Real time motors current value.



## Protected Menu” parameters

The parameters included in the protected menu are the following: (some are not modifiable)

T.Counter=000000	Total coins counter. This counter cannot be reset (read only).
Effect=SPACE	This parameter selects the sound effect group type. This parameter depends on sound module memory programming.
Coin-Mode=NORM	<b>NORM:</b> to start the game the number of coins-match requested must be inserted. Coin inserted during game play will be lost but counted by the counters. <b>ACC:</b> to start the game the number of coins-match requested must be inserted. Every coin inserted during game play will increase game time. <b>AC P:</b> to start the game the number of coins-match requested must be inserted. Coins inserted during game play are valid only if the requested coins for 1 extra game are reached.
FreeCoins(0)=Off	This option enable the free play when “Coins” parameter is set to 0
W-Coin Count=No	If ‘YES’: when START is issued from the remote control, the coins counter will increment as for normal coin insertion.
Low-Battery=On	This option enable the “LOW BATTERY” message when the game is over and the battery voltage is low. The message is repeated every 7 seconds.
LoBat-Lev=005%	Battery level for “Low Battery” message. This value can be changed between 5% to 40% range.
Auto-Brake=On	If “OFF”: motor will not brake when accelerator pedal is released. if “ON”: motor will brake following “Deceleration” parameter.
End-Brake=On	If “ON”: after game time is finished and after “EndBrakeDelay”, motor brake for 3 seconds.
EndBrakeDelay=0s	Delay (seconds) after the game end to motor brake.
TelBrakeDelay=0s	Delay (seconds) after remote control STOP command to motor brake.
Stop Lamp=Flash	When the timer is in STOP condition this option selects if the lamp must flash or not.
J1.15=Emergency	This option selects the J1.15 input function. If set to "Emergency": the timer will be reset if the J1.15 is activated. If set to "FreeCoins": the J1.15 will act as coin insert but when this input is deactivated the timer will be reset. If set to “Security+” the J1.15 input must be connected to the safety belt switch. This option enables the safety belt security functions.

Pot1=128 -> +000	Joystick pot. control 1 reading value.
Pot2=128 -> +000	Joystick pot. control 2 reading value.
Pot Min=092	Pot. minimum value. <b>See Joystick calibration procedure on User's Manual.</b>
Pot Max=155	Pot. maximum value. <b>See Joystick calibration procedure on User's Manual.</b>
Pot DeadZone=015	Pot. neutral central zone. <b>See Joystick calibration procedure on User's Manual.</b>
Pot2 Reverse =On	Pot. control 2 direction reverse option.
Accel.X=0	Hit sensor threshold level for X direction. This sensor detects hits from front and back. Set it to 0 to disable this sensor. Optional function on request.
Accel.Y=3	Hit sensor threshold level for Y direction. This sensor detects hits from sides. Set it to 0 to disable this sensor. Optional function on request.
Accel.Z=0	Hit sensor threshold level for Z direction. Not used in the current software version.
Switch= - - - - - GLHRKCSEF	Input status. Every input shown its own letter. G=COIN, L=LOW, H=HIGH, R=RETRO, K=CLOCHE, C=CLACSON, S=SENSOR, E=EMERGENCY, F=TURN LIGHT
Software V4.0BC	Software version.

## Other functions

- If no buttons are pressed for at least 60 seconds the screen returns to the main menu first item.
- During the over current alarm condition the display shown the “MotorHighCurrent” message. An alarm sound like an horn is emitted and the game lamp is flashing. The alarm will reset automatically after about 4 seconds.
- If the cooling fin temperature exceeds the set maximum, a “High Temperature” alarm appears, the race ends and the motors stop. You must wait for the automatic alarm reset in order to be able to start other races.
- When the game is over if the battery voltage is low a “LOW BATTERY” message is emitted every 7 seconds.
- If more than one coin is needed to start the game after the first coin is inserted the lamp starts to blink and a sound message is played. The message depends on the language parameter selected.

## Connectors description

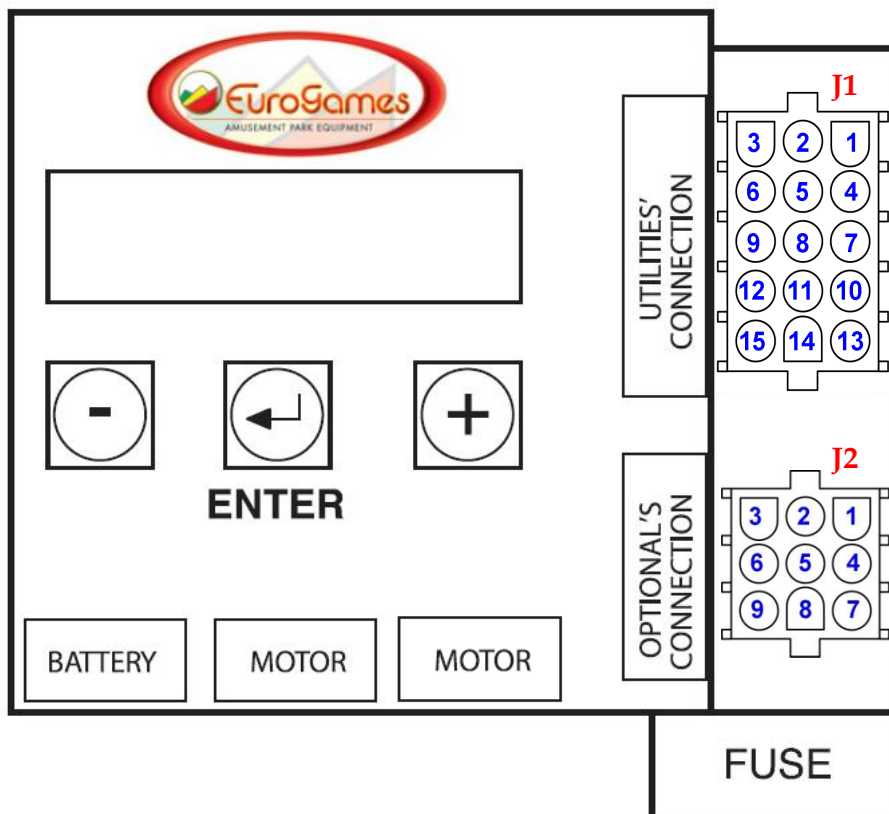


Fig. 9

PIN	J1 - DESCRIPTION
J1.1	DO NOT USE
J1.2	Ground
J1.3	Speaker output
J1.4	NPN auxiliary output, 1A max.
J1.5	LOW pedal input
J1.6	COIN input
J1.7	Auxiliary 12/24V output (do not use)
J1.8	Magnetic sensor input
J1.9	HIGH pedal input
J1.10	Lamp output 12/24v
J1.11	Ground
J1.12	12/24v output, 1A max.
J1.13	DO NOT USE
J1.14	DO NOT USE
J1.15	Emergency input /FreeCoins / Security+

PIN	J2 - DESCRIPTION
J2.1	Turn Lamp output 12/24v
J2.2	Pot. 1 input
J2.3	Reverse direction input
J2.4	Joystick input
J2.5	Horn input
J2.6	DO NOT USE
J2.7	Pot. 2 input
J2.8	5V output for Pot. Controls
J2.9	DO NOT USE

### 13. WIRING DIAGRAM

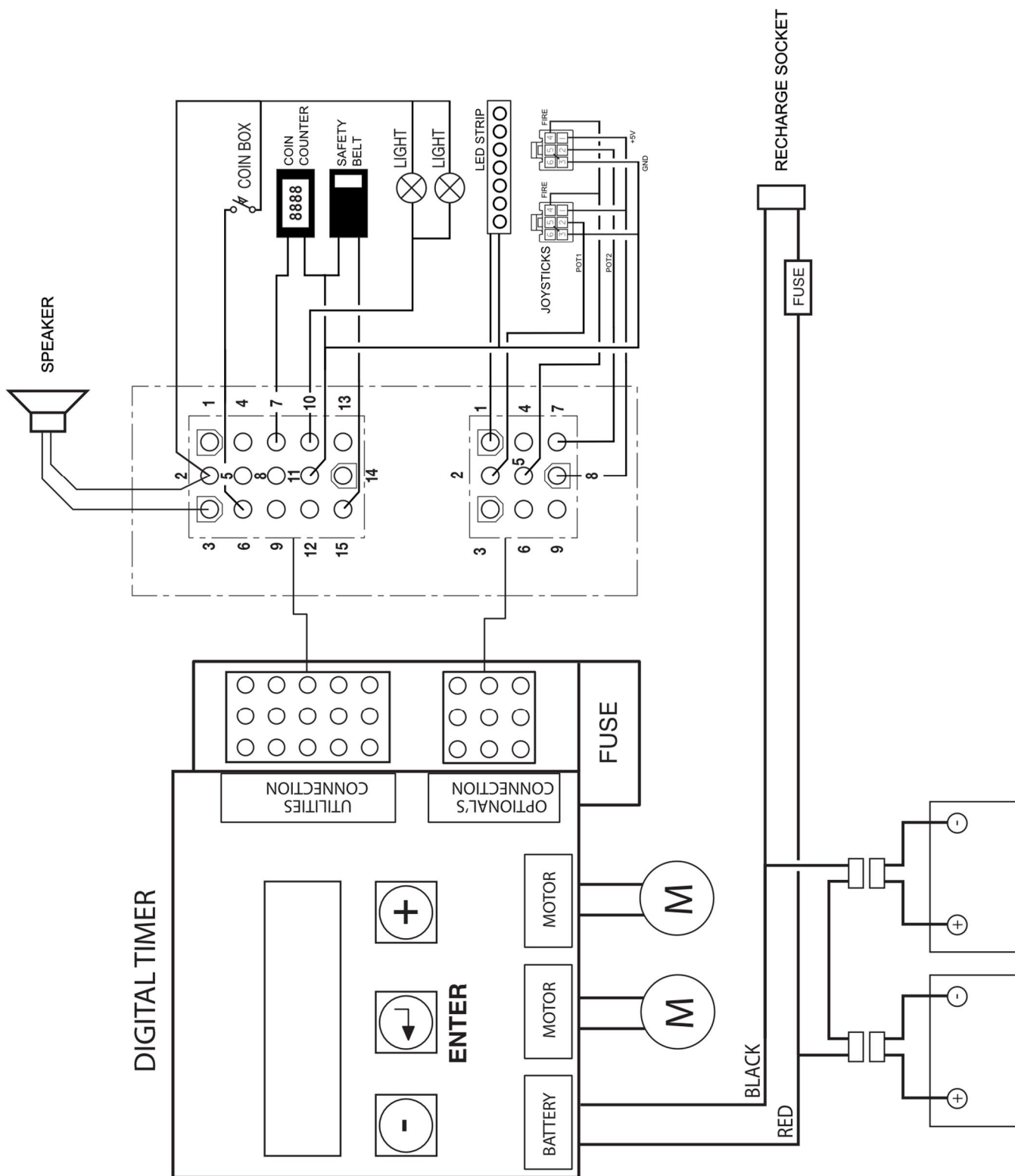


Fig. 10

## 14. REMOTE CONTROLLER EG-TEL8



### Keyboard description

**Key [START] [STOP]:** These buttons can Start and Stop all the enabled products at the same time. For safety reason the Stop command is sent immediately. **The [STOP] button has the maximum priority on all other buttons pressed at the same time.**

**Key [STOP]:** if this button is kept pressed for about 3 seconds all the products in the radio range will be turned off (end game).

**Key [1]:** if this button is kept pressed for about 3 seconds 1 wireless coin will be send to all the products in the radio range.

**Key [2]:** if this button is kept pressed for about 3 seconds 2 wireless coins will be send to all the products in the radio range.

**Key [3]:** if this button is kept pressed for about 3 seconds all the products in the radio range will be configured to start on coin insertion. In this case the remote controller can be used to stop all the products in case of emergency. [START] key will restart them all after a Stop command.

**Key [4]:** if this button is kept pressed for about 3 seconds all the products in the radio range will be configured to start on remote controller Start command. In this case, after a coin insertion, the product waits the remote controller Start command.

**Key [Arrow Up] [Arrow Down]:** These buttons have no function in this software version.

### Batteries

The remote control unit is powered by 2 common AAA 1.5V batteries. The replacement of the batteries is easy. The bottom part of the case can be removed by removing the 2 screws that fix it at the upper part of the case (a cross screwdriver is needed).



#### IMPORTANT

*During replacement please take care of the battery polarity direction. Wrong position can damage the remote control. To avoid problems with a possible acid leakage remove batteries if the remote control unit will be stored unused for a long time.*



## 15. REMOTE CONTROLLER EG09TEL

### Functions

This remote control unit allow the remote configuration of products that mount the “EG09 Digital Timer”. “Wireless Coin”, “Start”, “Stop” or “game End” commands can be sent to all the products or to a single product. The products can be configured with its own number from 1 to 32.

A standard product is configured as number “1” during production. If control of a single product is required the “RemoteControl” configuration parameter in the EG09 Digital Timer must be set correctly. In this case a different number must be set in every available product (for more information please check the EG09 Digital Timer Configuration Manual).

As an example here you can find a part of the EG09 Digital Timer Configuration manual.

<b>RemoteControl=01</b>	Device number for remote control functions (1 to 32). If control of a single device is required this number must be different in any device. If this number is not unique in all devices there can be communication problems with the remote control unit.
-------------------------	--

Also when all the products are configured with a different number it still be possible to use the “START”, “STOP” commands and other functions with the “ALL” destination number. This option control all the products at the same time.

### Keyboard description

**[ON/OFF]:** If this button is kept pressed for about 4 seconds the remote control display will turn on or off. If pressed again for a short time the backlight will be turned on or off. The remote control turns off automatically after about 10 minutes if not used.

**[START/STOP]:** These buttons send a Start or Stop command to the enabled products. They can be used when the remote control is off. In this case the command will be sent to all the enabled products. If the remote control unit is ON the command will be sent to the selected device. The “Device Selected” option on screen can be changed to “ALL” value or to a specific device number. Note: Start and Stop commands will be sent on buttons release.

If the “**START**” button is kept pressed for about 4 seconds and released a “Wireless Coin” is sent to the selected device.

If the “**STOP**” button is kept pressed for about 4 seconds and released an “End” command is sent to the selected device. The running product will stop as time end condition. This function may be not available in all products.

**[ALL]:** Selects “ALL” as Device Selected” option. The remote control unit will be ready to broadcast command to all the available and enabled products.

**[+ / -]:** The [+] and [-] buttons have different functions. The menu item can be selected or a specific configuration parameter value can be changed (for more information please check the EG09 Digital Timer Configuration Manual).

**[SEL]:** This button have the same function of the [ENTER] buttons on EG09 Digital Timer when programming mode is enabled.



**[PROG]:** This button enable or disable the programming mode.



### ATTENTION

**Enter programming mode only when the machine is not in use. Using the remote control to check or alter parameter settings while the machine is in use may result in incorrect configurations and anomalous functioning.**

## Display description

In the display there are some useful information: The internal software version, “BAT=” battery charge value, “Device Selected:” Selected product for next command transmission, “LastCommand=” last sent command information.

```
Eurogames
EG09Tel Version 0.7
Bat=096%
Device Selected : ALL
LastCommand=ALL STOP
```

## EG09 Digital Timer Configuration – “ALL” devices

To setup all the device together the “ALL” option must be selected. Press [PROG] button to enable the programming mode. The display shown the configuration parameters. The [+] and [-] buttons select the required parameter and the [SEL] button enable the editing mode. In the editing mode a black blinking cursor is shown. The value can be changed by [+] and [-] buttons.

The new value is sent to the device when the [SEL] button is pressed again to exit editing mode. Please note that all the powered products in the transmission range will receive the new parameter configuration.

```
Eurogames
EG09Tel Version 0.7
Bat=096%
Device Selected : ALL
*****
* Game-Time=060s *
*****
```

Below you can find an example list of parameters that can be changed by the remote control unit when “ALL” option is selected. Important: the available parameters may be different due to a possible software update without notice (for more information please check the EG09 Digital Timer Configuration).

**Game-Time, Game-Coins, Coin-Mode, Volume, Speed-High, Speed-Low, Auto-Brake, End-Brake, EndBrakeDelay, TelBrakeDelay, End-Sensor, EndSensTime, Acceleration, Deceleration, Low-Battery, Free Coins, Max Speed, EndGame Stop.**

## EG09 Digital Timer Configuration – Single device

To setup a single device its specific number must be selected as “Device Selected” option. Press [PROG] button to enable the programming mode. In this case the remote control unit receive the configuration parameter value directly from the selected EG09 Digital Timer included in the product. In the “Single” configuration mode all the configuration parameters included in the EG09 Digital Timer can be changed.

The [+] and [-] buttons select the required parameter and the [SEL] button enable the editing mode. In the editing mode a black blinking cursor is shown. The value can be changed by [+] and [-] buttons. The new value is sent immediately to the device. Press [SEL] button to exit editing mode.

If the remote control unit detect no transmission message from the device a “\* No Signal \*” message is shown in the display. In this case check the power and the device number.

## “Hyper Bumper” gaming system configuration

To configure the “Hyper Bumper” gaming system (normally contained in the monitor casing) select the value 32 under “Device Selected” and press the [PROG] button. The configuration parameters will appear on the display. Use the [+] and [-] buttons to select the required parameter and the [SEL] button to enter or exit the editing mode. A blinking square cursor will indicate the editing mode is active. If a parameter is modifiable, its value can then be changed using the [+] and [-] buttons. Upon exiting the editing mode, the modified parameter is recorded.

If the remote control is within range of the “Hyper” gaming system, the following will appear on the display:

```
*****
* - HYPER BUMPER - *
*****
```

If no connection can be established between the remote control and the “Hyper” gaming system, the “\* No Signal \*” message will appear on the display. When that happens, make sure the “Hyper” gaming system is turned on and that the value 32 has been selected on the remote control.

The following is a list of the parameters that can be modified via the remote control.

**[MODE]: (HYPER) selects the gaming mode. Currently only the “Hyper” option is available. The “Hyper” mode is the standard Free for All combat mode. The first player to reach, without drawing, the “Record” score – set using the “Record” parameter – wins a free ride (provided the “Record” parameter has a value different from 0).**

**[TIME]:** (min. 30 Sec.) sets the ride duration.

**[RECORD]:** (min. 0) sets the minimum score to reach to win a free ride. If the value is 0, no free ride will be awarded.

**[BUMPERS]:** (min. 1) sets the number of Hyper Bumpers in the game. This parameter allows the system to optimise the handling of all the elements in play. The value of this parameter should not be lower than the actual number of Bumpers on the track. **Important:** The numbering of the Bumpers must increase sequentially from 1. If one or more Bumpers are stopped or removed from the track, this parameter should still be set to reflect the peak number of Bumpers in play.

**[WINNER]:** When this option is set to **"SINGLE"**, the only player who has exceeded the record score and scored at least one point more than other players, will receive a free game. If two or more players have the same score no free game will be assigned. When this option is set to **"MULTI"** all the players who have exceeded the record score will receive a free game.

**[LANGUAGE]:** (IT, UK, FR) selects the gaming language. The messages appearing on each Bumper’s display will be in the selected language.

The “\* - END - \*” message will be displayed at the end of the available parameters.

### Batteries

The remote control unit is powered by 2 common AA 1.5V batteries. The replacement of the batteries is easy through a small batteries cover placed in the bottom part of the case.



#### IMPORTANT

*During replacement please take care of the battery polarity direction. Wrong position can damage the remote control. To avoid problems with a possible acid leakage remove batteries if the remote control unit will be stored unused for a long time.*

*Do not connect any power supply unit to the remote control unit connectors to avoid damages.*



## 16. BATTERY CHARGER

### Technical features

The battery charger consists of a painted, fireproof casing containing one to ten groups of the following elements: electric transformer, electronic card, power plug and power cord, to recharge a single “**Bumper car**” or more games at the same time.

The features of any single group are the following:

Width	15 cm
Height	9,5 cm
Depth	18 cm
Weight	3,5 Kg
Absorbed power	300 W
Power Supply	100-240 Vac 50/60 Hz

The battery charger is supplied together with the battery fed Automatic Games of the “**Bumper car**” series, of which it is an integral part.



Fig. 25

### Using the battery charger

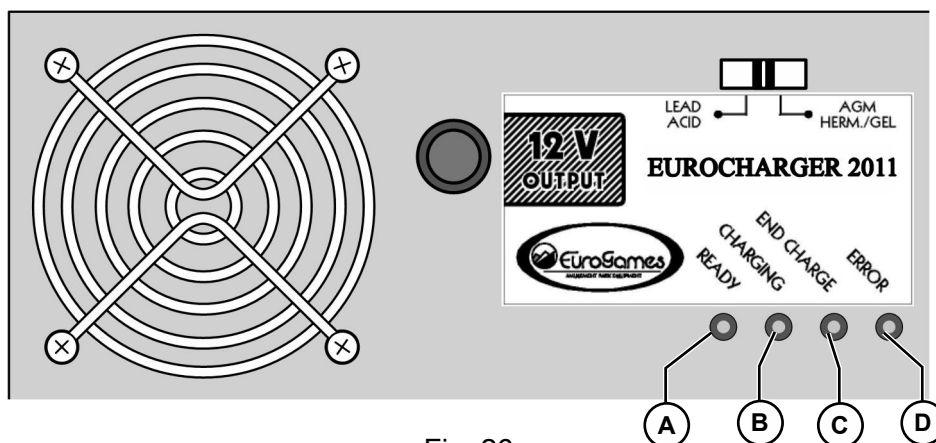


Fig. 26

The Battery charger has been designed to be installed in public places like game-halls, commercial centres, amusement parks, fun-fairs and public gardens with specific tracks for the Automatic Games of the “**Bumper car**” series by **Eurogames S.r.l.**

To recharge the batteries of the “**Bumper car**” series Automatic Games, operate as it follows:

- Act on selector (**E**) in relation to battery type to be recharged:  
**Lead Acid or AGM / Sealed / Gel**



#### **ATTENTION**

**DO NOT RECHARGE the hermetic AMG/GEL batteries with the switch set to the LEAD ACID function as they could be damaged.**

- Plug in the battery charger to the low voltage mains (220 V).
- Connect the battery charger cable to the Automatic Game (Fig.19) using the special safety connector against polarity inversion.
- The battery charger condition is signalled by the on/off turning of the coloured warning lights on the front panel, and namely:

Pos.	Reference	Signal	Meaning
<b>A</b>	Ready	Yellow blinking	Battery disconnected - standby mode
<b>B</b>	Charging	Red on	Battery charge
<b>C</b>	End Charge	Green blinking	End of charge
<b>C</b>	End Charge	Green on	Battery charged
<b>D</b>	Error	Red blinking	Error condition

- The battery charger enters the error mode:
  - when the battery is dead;
  - when the poles have been wrongly connected;
  - when the battery voltage is other than the one required;
  - when the battery is damaged;
  - in the case of overheating of the battery charger
 In such cases, refer to the instructions in the battery charger manual.
- After the recharge, and if you have not to recharge any other Automatic Game, disconnect the battery charger from the vehicle and from the mains and store it suitably.

## Safety



#### **ATTENTION**

- **The battery should not be dip in water or placed closed to wet parts.**
- **Disconnect the power cord before displacing the battery charger.**
- **Ensure the power cord of the battery charger is steadily protected and not damaged.**
- **Plug the battery charger only after having checked the mains voltage is that given in the plate located on the battery charger external casing.**
- **Do not connect the battery charger to industrial mains. This connection could alter the compliance with the uniform standards on electromagnetic compatibility; as a consequence it could result in electromagnetic troubles, and cause similar troubles which could jeopardize the functioning of other appliances. Before plugging, ensure the power socket is protected by a thermal switch, with an amperage corresponding to that given on the plate located on the battery charger, and by a differential switch with suitable cut-off power and sensitivity. Do not connect more battery chargers downstream the same thermal switch. The installation and use condition of the battery charger must be checked at least every 15 days and after any long inactivity period.**
- **Periodically check the condition of the cable and of the power plug, and the efficiency of the differential protection of the battery charger (every 15 days).**

- *The battery charger should not be tampered or modified by the user. The EuroGames products meet the established standards. Repair works should be carried out only by specialized and authorized technicians. Any repair work carried out by non qualified or authorized people could result in accidents or damages to the users. Before any intervention, ensure the switch upstream the plug connecting the battery charger to the power supply line is switched off.*
- *Do not lay loads on the power cord. Keep off the power cord.*
- *Do not cover the battery charger when functioning; do not close the ventilation grilles of the plate casing.*

## 17. MAINTENANCE



### ATTENTION

*Any and all maintenance operations must be carried out only by qualified people, authorized by the “Bumper car” owner or manager.*

### Checks and inspections

**General:** Regularly check the vehicle condition, and above all any connection point and part subject to wear. Immediately replace any defective part using only EuroGames original spare parts.

**Electric:** Handling with care, regularly check the electric installation, the socket connections and the protection caps after disconnecting the battery to prevent any electric shock. If some defects are found, the “**Bumper car**” cannot be used and, above all, cannot be connected to the battery charger.

**Lead acid battery:** Regularly check the battery condition. When running, after every 2 operation hours, the battery must be recharged for 12 hours. Periodically check the fluid level and, when necessary, top up with distilled water.

Do not permit that the battery downloads too much, recharge it when the acoustic and visual signal (LOW BATTERY) of the machine indicates it.

If the machine is not used for long periods, the Battery must be loaded periodically, at least once a Month.



### ATTENTION

- *The battery life is 18 months approx.*
- *The exhausted battery must be disposed of by an authorized centre.*
- *Visually inspect the “Bumper car” many times per day and let it undergo a functioning test daily.*
- *The “Bumper car” must not be tampered or modified by the Customer.*
- *Repair works should be carried out only by adult, skilled and authorized people to prevent accidents and damages to the users.*
- *The Automatic Games of the “Bumper car” series supplied by EuroGames S.r.l. and the battery charger have been manufactured according to the EC directives; if the local laws require special installation conditions, make sure that these provisions do not imply changes of the “Bumper car” or battery charger characteristics.*

## 18. CLEANING

This operation must be carried out daily when the “**Bumper car**” is in the parking area. With a wet sponge or cloth and, if necessary, suitable house detergents clean only the external surface of the “**Bumper car**”, then dry. Keep the body inside clean, and especially the pedal area. Clean the joystick at least twice a day with an hygienic product. Ensure the coin slot is not obstructed.



### ATTENTION

*When cleaning the car, do not use sharp, pointed or abrasive objects and/or abrasive, solvent or corrosive substances.*

### Coin collection

Open the coin collection box using the key provided and remove it from its housing.

## 19. SHELTERING

After a careful cleaning and lubrication of all mechanical parts, the “**Bumper car**” must be sheltered in a dry place and suitably protected against bad weather and dust.

If the mini-vehicle is not used for long periods, recharge the batteries at least **once a month**.



### ATTENTION

- *Do not pile up more Automatic Games.*
- *Before sheltering the “Bumper car”, disconnect the cables, remove the battery and protect the terminals. Do not carry out this operation with bare hands.*
- *Do not turn the battery upside down.*
- *During sheltering, keep the battery in a dry place and charge it at least once a month.*

## 20. CHANGING THE TIRES

To substitute the tyre:

1. Deflate the rubber dinghy removing the cap **A** and pushing on the red **B** valve (Fig. 20a). Push on the rubber dinghy to deflate it easier.
2. Raise a little bit the “**Bumper Car**” and place some clamps under the frame.
3. To change the tyre unscrew the nut by a key size 24 (Fig.19).



Fig. 19

## Changing the rubber dinghy

To change the rubber dinghy do as follows:

1. Deflate the rubber dinghy removing the cap **A** and pushing on the red **B** valve (Fig. 20a). Push on the rubber dinghy to deflate it easier.
2. When the rubber dinghy is completely deflated disconnect the electric wirings of the battery charge plug and of the two control boxes.
3. Remove the fixing screws **C** (Fig. 20b) of the gas springs keeping the body raised.
4. Remove the straps **D** anchoring the body shell's power cables to the chassis.
5. Remove the anchoring bolt **E**.
6. Place carefully the body on the ground without damaging it.
7. Remove the rubber dinghy and replace it.
8. Inflate the new rubber dinghy by the supplied pump(Fig.20d).

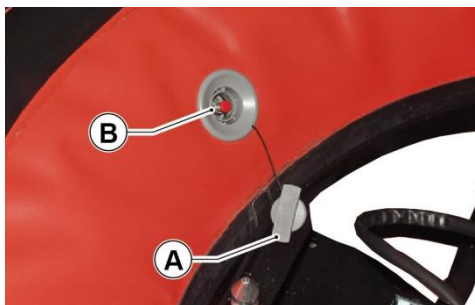


Fig. 20a

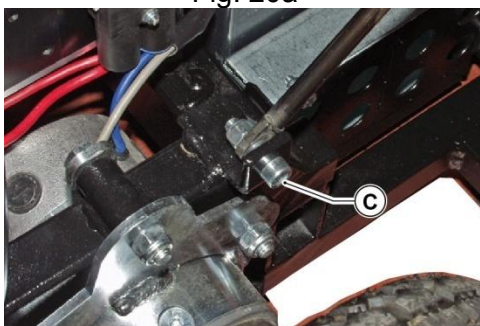


Fig. 20b

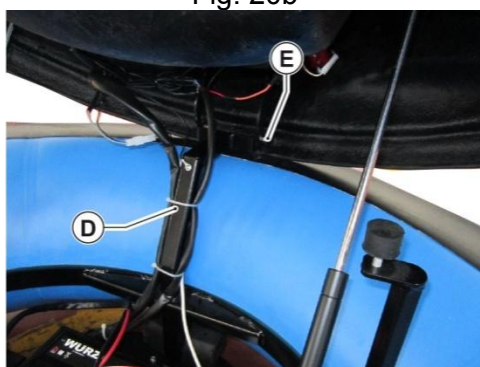


Fig. 20c



Fig. 20d

### Adjusting of the body's supporting rubber blocks

In some points of the frame are present the rubber blocks **E** (Fig.21). These have the aim to avoid the direct contact between the body and the iron frame.

When closing the body, the body has to lean perfectly on the rubber blocks.

If this does not happen, adjust them as below described:

1. Raise the body.
2. Unscrew the nut **F** of the rubber block to adjust.
3. Screw or unscrew the rubber block to adjust its height.
4. Fasten the nut **F**.
5. Close the body and make sure that it is perfectly leant. If necessary repeat the adjustment operation.

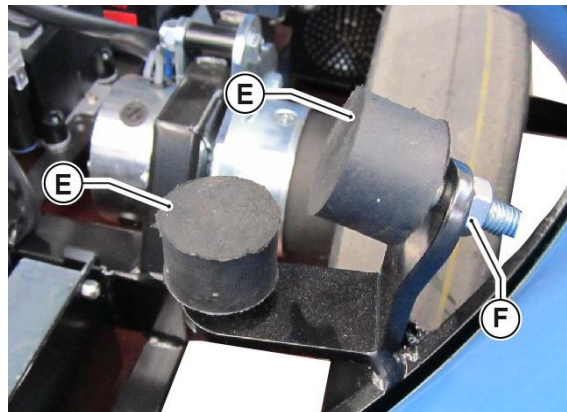


Fig. 21

### 21. “HYPER BUMPER” DISPLAY CONTRAST SETTING

To set the display contrast, use a small flat-head screwdriver to turn the screw inside hole **A** (fig. 22). Take care not to exert too much pressure on the screw, as you may damage it.



Fig. 22

## 22. JOYSTICK CALIBRATION

- Enter the “Protect” menu.
- Use the “+” button to scroll to the “Pot1” option. Keeping the Joystick 1 (right) in the centre position, ensure the value returned on the display is above 118 and below 138.
- Use the “+” button to scroll to the “Pot2” option. Keeping the Joystick 2 (left) in the centre position, ensure the value returned on the display is above 118 and below 138.
- If the values for Pot1 or Pot2 are not between 118 and 138, change the position of the board located next to the Joystick until the correct value is returned (the centre value of 128 should be used as reference).
- Using the “Pot2” option, push the Joystick 2 (left) fully forward and backward, taking note of the minimum and maximum values returned on the display.
- Use the “-” button to return to the “Pot1” option. Push the Joystick 1 (right) fully forward and backward, taking note of the minimum and maximum values returned on the display.
- Use the “+” button to scroll to the “Pot Min” option, press the “Enter” button, and use the “+” and “-” buttons to change the value. The value of “Pot Min” must be set to equal to the higher of the 2 minimum potentiometer values, plus 8. Press the “Enter” button to return to the menu.
- Use the “+” button to scroll to the “Pot Max” option, press the “Enter” button, and use the “+” and “-” buttons to change the value. The value of “Pot Max” must be set to equal to the lower of the 2 maximum potentiometer values, minus 8. Press the “Enter” button to return to the menu.
- Use the “+” button to scroll to the “Dead Zone” option, press the “Enter” button, and use the “+” and “-” buttons to change the value. The value should be set to 20. Press the “Enter” button to return to the menu.

### Example

Pot1	Pot2
Pot1 Centre Position = 132	Pot2 Centre Position = 125
Pot1 Minimum Value = 68	Pot2 Minimum Value = <b>71</b>
Pot1 Maximum Value = <b>164</b>	Pot2 Maximum Value = 176

### Therefore, the settings are as follows:

- o Pot Min = 79 (**71**+8, 71 is the higher of the 2 minimum values of Pot1 and Pot2)
- o Pot Max = 156 (**164**-8, 164 is the lower of the 2 maximum values of Pot1 and Pot2)
- o Dead Zone = always set to 20

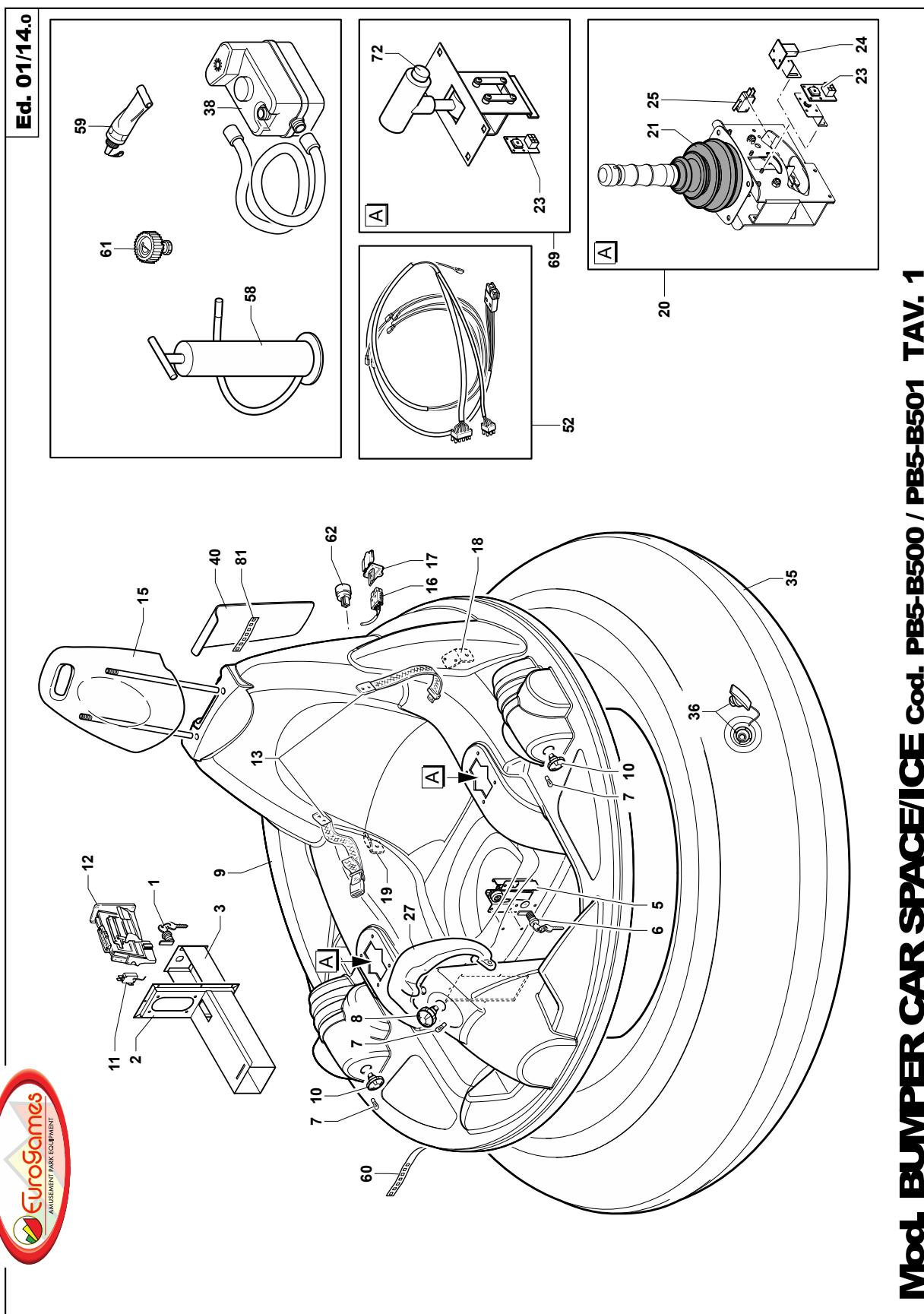
## 23. SPARE PARTS

### Recommended spare parts

With a fleet of 8/10 “Bumper Cars”, the customer should have the following spare parts in stock:

- N. ... 1 ..... Digital control box
- N. ... 2 ..... Joysticks
- N. ... 2 ..... Coin-mechanism micro switches
- N. ... 2 ..... 80 Ah fuses
- N. ... 1 ..... 20 Ah fuse
- N. ... 1 ..... Remote control with two buttons

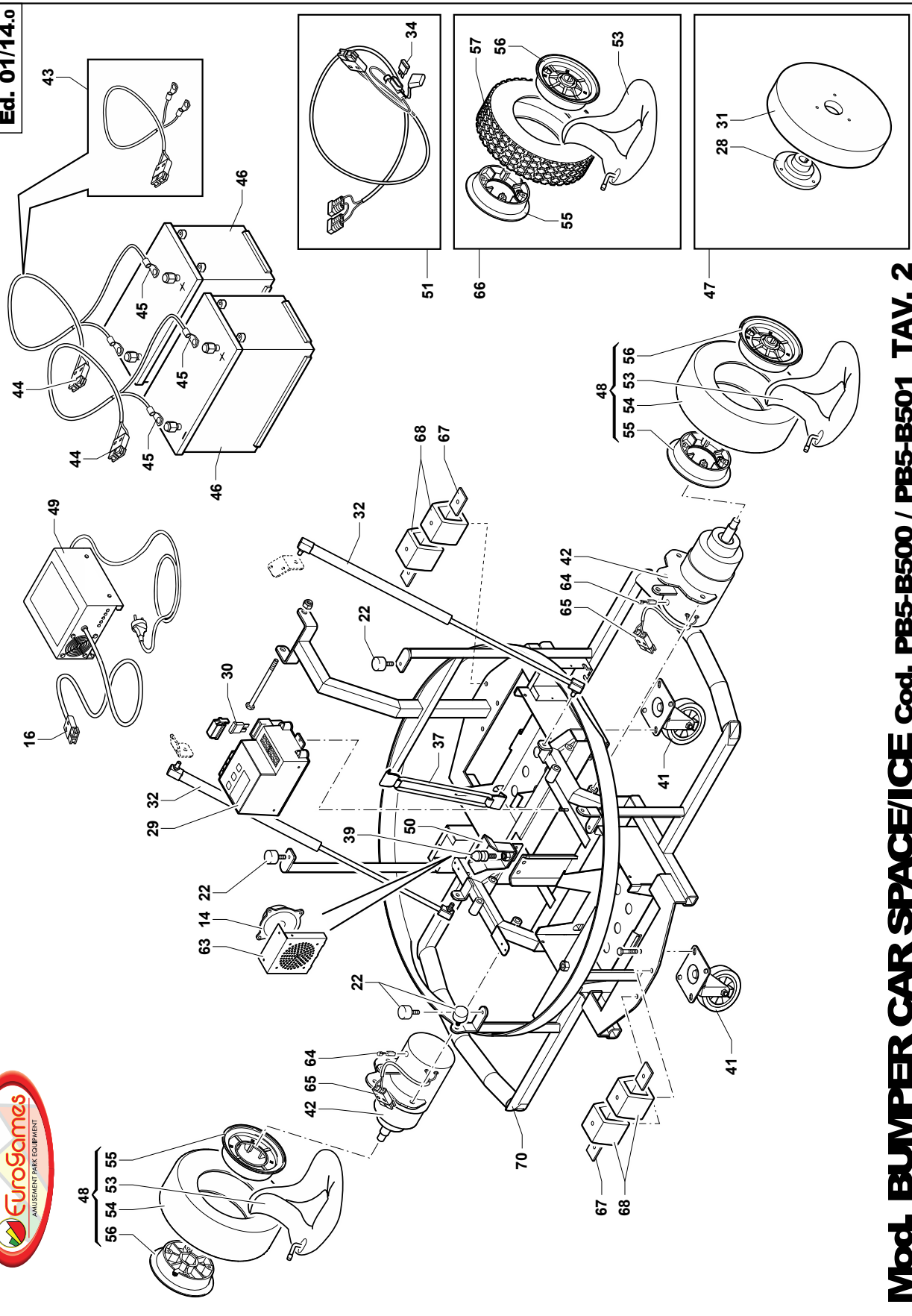
## 24. SPARE PARTS TABLES





<b>BUMPER CAR MOD.SPACE/ICE TAV_1 cod. PB5-B500</b>	
<b>Ref.</b>	<b>Code Description</b>
001	0155 060 LOCK
002	0306 M48 COIN MECHANISM DOOR
003	0307 COIN BOR FOR M48 COIN MECHANISM DOOR
005	M-STAA002169 BODY LOCKING COMPLETE
006	T-C000608 45050 LOCK
007	0523 24V LED GLASS LIGHT BULB
008	0340 GRID LAMPHOLDER D.50 WITHOUT LIGHT BULB
009	SS1-2495 BUMPER CAR BODY
010	0341 STAINL.STEEL LAMPHOLDER D.50 WITHOUTBULB
011	3137 COIN MECHANISM MICROSWITCH
012	0131 M48 COIN MECHANISM
013	0167 SAFETY BELTS
015	M-STAA001588 BUMPER CAR HEADREST
016	0179 RED BATTERY CHARGER PLUG/SOCKET
017	0206 RED SUPPORT FOR 24V BATTERY CHARGER PLUG
018	M-L001193 FIXING CLAMP FOR LEFT GAS SPRING
019	M-L001192 FIXING CLAMP FOR RIGHT GAS SPRING
020	M-STAA002036 JOYSTICK WITH POTENTIOMETER
021	M-C001262 PLASTIC PROTECTION FOR JOYSTICK
023	EG02251 BOARD EG-JOY
024	M-CE001312 JOYSTICK SENSOR
025	T-C000211 MICROSWITCH FOR JOYTSTICK
027	M-STAA001589 BUMPER CAR HANDLE
035	MA1-1166 SPACE/ICE BUMPER RUBBER TUBE
036	7063 VALVE CAP FOR RUBBER DINGHY
038	V-C001755 ELECTRIC INFLATION PUMP
040	M-CE002234 REAR PLEXIGLASS MINI/HYPER BUMPER CAR
052	EC0-2311 BUMPER CAR BODY WIRING
058	7043 INFLATE PUMP
059	B-C001714 RUBBER DINGHY REPAIR KIT
060	EL0-2398 LED STRIP 24 V IP65 5 MT
061	T-C001751 GAUGE FOR PLASTIC TUBE PRESSURE
062	EX02245 BATTERY CHARGE INDICATOR BLM 24V
069	EJO-2758 JOYSTICK FORW.
072	EIO-2375 JOYSTICK RED PUSH BUTTON
081	EL0-2361 12V LED STRIPE 5cm. WHITE

Ed. 01/14.0



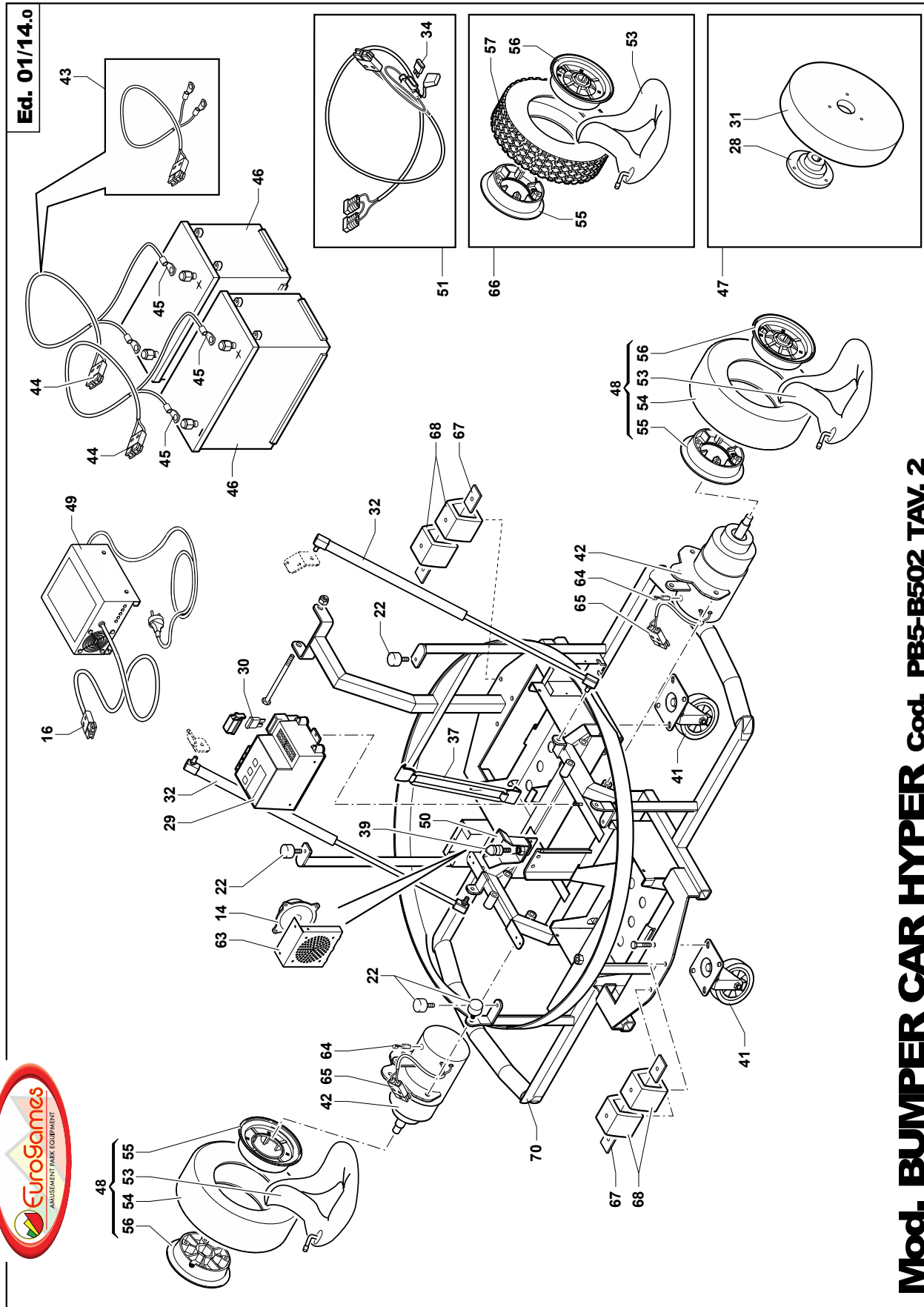
**Mod. BUMPER CAR SPACE/ICE Cod. PB5-B500 / PB5-B501 TAV. 2**

BUMPER CAR MOD.SPACE/ICE TAV_2 cod. PB5-B500	
Ref.	Description
014	LOUDSPEAKER
016	RED BATTERY CHARGER PLUG/SOCKET
022	30XH20 ANTI VIBRATING
028	MOTORIZED WHEEL HUB
029	RTX EG09 BUMPER CAR DIGITAL CONTROL BOX
030	80 AMP MAXI FUSE FOR DIGITAL CONTROL BOX
031	BUMPER CAR RIGID WHEEL
032	GAS SPRING
034	20 AMP. FUSE
037	COMPLETE BATTERY ELASTIC
039	BODY LOCKING POINTED PIN
041	CASTIR WHEEL D.80 BUMPER CAR
042	24V MOTORIZED
043	D.10 CABLES FOR HERMETIC BATTERY
044	GREY BATTERY CHARGER PLUG/SOCKET
045	CABLE TERMINALS FOR HERMETIC BATTERY
046	12V 120AH HERMETIC BATTERY
047	RIGID WHEEL BUMPER CAR
048	COMPLETE WHEEL 4.10/3.50-5 MOTOR.
049	BATTERY CHARGER 2011 24V
050	BODY LOCKING
051	BUMPER CAR R.3 FRAME WIRING
053	4.10/3.50-5 INNER TUBE
054	4.10/3.50-5 TYRE
055	5P. MOTORIZED WHEEL RIM WITHOUT BUSHING
056	5P. MOTORIZED WHEEL RIM WITH BUSH
057	4.10X3.50.5 STUD PROFILE TYRE
063	LOUDSPEAKER COVER
064	MINI CAR ENGINE BRUSH
065	BLUE PLUG/SOCKET FOR ENGINE
066	4,10X3.50-5 COMPLETE WINTER WHEEL
067	RUBBER SUPPORT FIXING BRACKET
068	6CM RUBBER SUPPORT FOR PROTECTION
070	HYPER BUMPER CAR FRAME



BUMPER CAR MOD.HYPER TAV_1 cod. PB5-B502		
Ref.	Code	Description
001	0155	060 LOCK
002	0306	M48 COIN MECHANISM DOOR
003	0307	COIN BOR FOR M48 COIN MECHANISM DOOR
004	ELO-2360	24V LED STRIPE
005	M-STA002169	BODY LOCKING COMPLETE
006	T-C000608	45060 LOCK
007	0523	24V LED GLASS LIGHT BULB
008	0340	GRID LAMPHOLDER D.50 WITHOUT LIGHT BULB
009	SS1-2162	BUMPER CAR BODY
011	3137	COIN MECHANISM MICROSWITCH
012	0131	M48 COIN MECHANISM
013	0167	SAFETY BELTS
015	M-STA001588	BUMPER CAR HEADREST
016	0179	RED BATTERY CHARGER PLUG/SOCKET
017	0206	RED SUPPORT FOR 24V BATTERY CHARGER PLUG
018	M-L001193	FIXING CLAMP FOR LEFT GAS SPRING
019	M-L001192	FIXING CLAMP FOR RIGHT GAS SPRING
020	M-STA002036	JOYSTICK WITH POTENTIOMETER
021	M-C001262	PLASTIC PROTECTION FOR JOYSTICK
023	EG02251	BOARD EG-JOY
024	M-CE001312	JOYSTICK SENSOR
025	T-C000211	MICROSWITCH FOR JOYSTICK
027	M-STA001589	BUMPER CAR HANDLE
035	MA1-1166	SPACE/ICE BUMPER RUBBER TUBE
036	7063	VALVE CAP FOR RUBBER DINGHY
038	V-C001755	ELECTRIC INFLATION PUMP
040	M-CE002234	REAR PLEXIGLASS MINI/HYPER BUMPER CAR
052	EC0-2311	BUMPER CAR BODY WIRING
058	7043	INFLATE PUMP
059	B-C001714	RUBBER DINGHY REPAIR KIT
061	T-C001751	GAUGE FOR PLASTIC TUBE PRESSURE
062	EX02245	BATTERY CHARGE INDICATOR BLM 24V
069	EJO-2758	JOYSTICK FORM.
071	EC02261	EG-SHT1-IRTX CABLE WITH LED
072	EC02263	CABLE EG-SHT1-IRXC
073	EC02264	EG-SHT1-IRXL CABLE
074	EC02262	EG-SHT1-SW CABLE
075	EC02260	EG-SHT1-LCD1 CABLE
076	EX02248	LCD DISPLAY MOD.EG-LCD1
077	ELO-2367	D50 INOX LAMP HOLDER
078	EC0-2295	EG-SHT1-RGB CABLE
079	EG02250	Board EG-IRX1
080	EX02246	CONTROL BOX EG-SHT1B
081	ELO-2361	12V LED STRIPE 5cm. WHITE
082	EIO-2375	JOYSTICK RED PUSH BUTTON

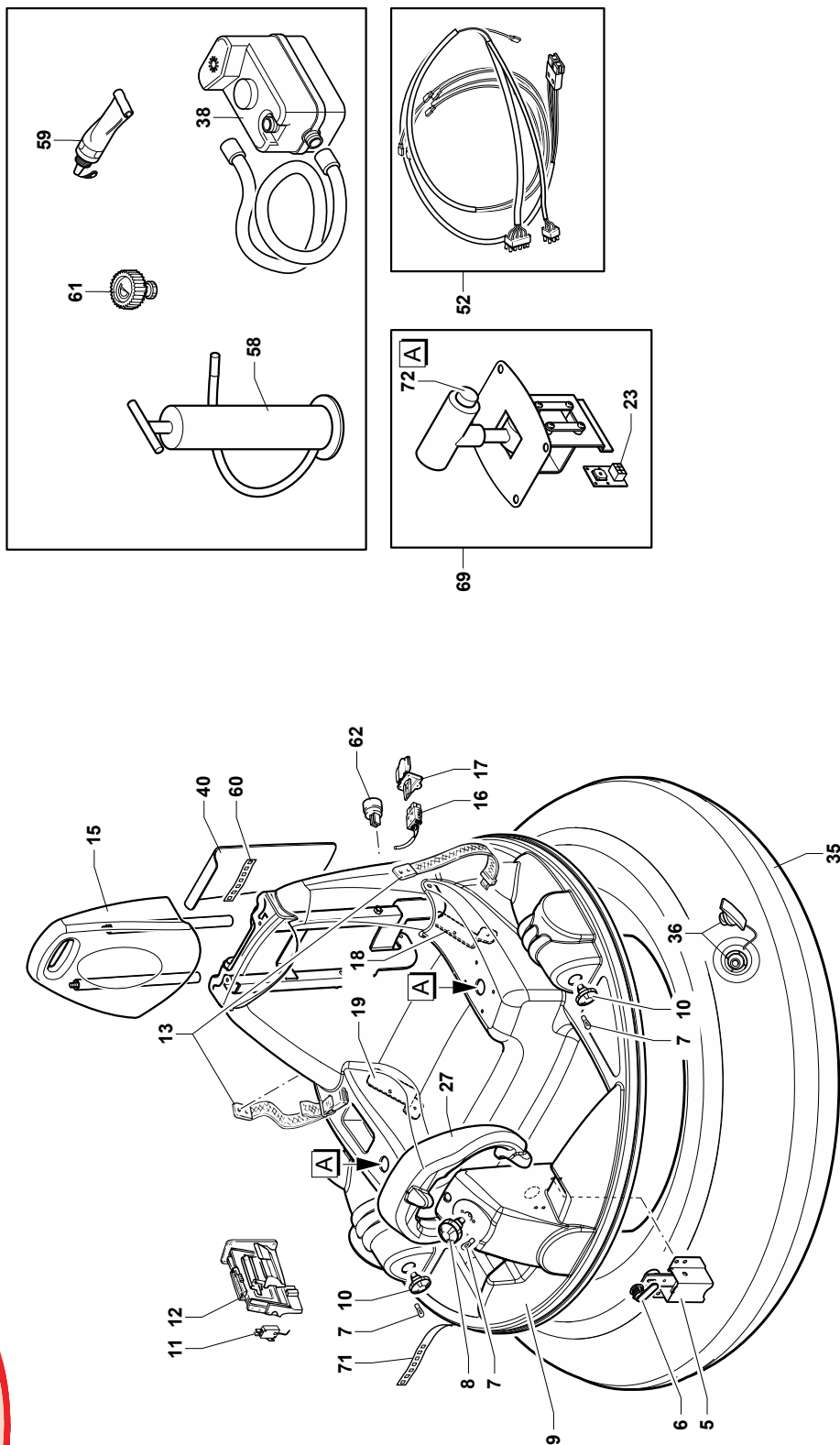
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**Mod. BUMPER CAR HYPER Cod. PB5-B502 TAV. 2**

<b>BUMPER CAR MOD.HYPER TAV_2 cod. PB5-B500</b>		
<b>Ref.</b>	<b>Code</b>	<b>Description</b>
014	0100	LOUDSPEAKER
016	0179	RED BATTERY CHARGER PLUG/SOCKET
022	0197	30xH20 ANTI VIBRATING
028	M-LT 000569	MOTORIZED WHEEL HUB
029	M-STA001995	RTX EG09 BUMPER CAR DIGITAL CONTROL BOX
030	0291	80 AMP MAXI FUSE FOR DIGITAL CONTROL BOX
031	M-LT001643	BUMPER CAR RIGID WHEEL
032	M-C001182	GAS SPRING
034	0293	20 AMP. FUSE
037	T-STA001479	COMPLETE BATTERY ELASTIC
039	6212	BODY LOCKING POINTED PIN
041	M-C001873	CASTIR WHEEL D.80 BUMPER CAR
042	G-CE000576	24V MOTORIZED
043	0298	D.10 CABLES FOR HERMETIC BATTERY
044	0168	GREY BATTERY CHARGER PLUG/SOCKET
045	0553	CABLE TERMINALS FOR HERMETIC BATTERY
046	0618	12V 120AH HERMETIC BATTERY
047	M-STA001731	RIGID WHEEL BUMPER CAR
048	M-STA001558	COMPLETE WHEEL 4.10/3.50-5 MOTOR.
049	PA1-1595	BATTERY CHARGER 2011 24V
050	M-STS001861	BODY LOCKING
051	EC0-2314	BUMPER CAR R.3 FRAME WIRING
053	3111	4.10/3.50-5 INNER TUBE
054	3154	4.10/3.50-5 TYRE
055	T-CE000566	5P. MOTORIZED WHEEL RIM WITHOUT BUSHING
056	T-CE000565	5P. MOTORIZED WHEEL RIM WITH BUSH
057	M-C001209	4.10X3.50.5 STUD PROFILE TYRE
063	T-L000196	LOUDSPEAKER COVER
064	3170	MINI CAR ENGINE BRUSH
065	0275	BLUE PLUG/SOCKET FOR ENGINE
066	T-STA001169	4.10X3.50-5 COMPLETE WINTER WHEEL
067	0245	RUBBER SUPPORT FIXING BRACKET
068	0246	6CM RUBBER SUPPORT FOR PROTECTION
070	M-STS002146	HYPER BUMPER CAR FRAME

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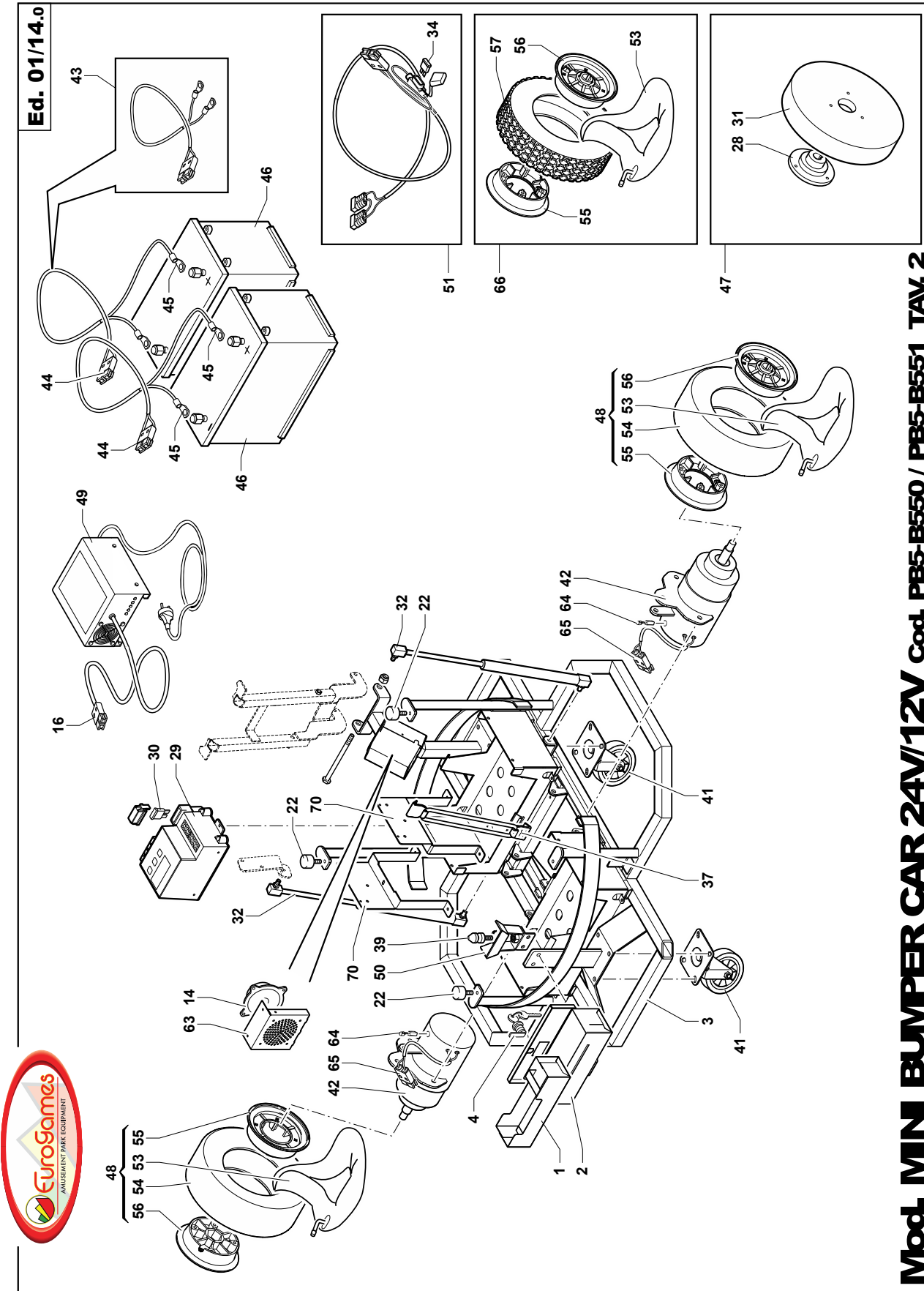


**Mod. MINI BUMPER CAR 24V/12V Cod. PB5-B550 / PB5-B551 TAV. 1**



MINI BUMPER CAR 24V TAV_1 cod. PB5-B550	
Ref.	Description
005	M-STA002169 BODY LOCKING COMPLETE
006	T-C000608 45050 LOCK
007	0523 24V LED GLASS LIGHT BULB
008	0341 STAINL. STEEL LAMPHOLDER D.50 WITHOUT BULB
009	SS1-2609 MINI BUMPER CAR BODY
010	0340 GRID LAMPHOLDER D.50 WITHOUT LIGHT BULB
011	3137 COIN MECHANISM MICROSWITCH
012	0131 M48 COIN MECHANISM
013	0167 SAFETY BELTS
015	M-STA001588 BUMPER CAR HEADREST
016	0179 RED BATTERY CHARGER PLUG/SOCKET
017	0206 RED SUPPORT FOR 24V BATTERY CHARGER PLUG
018	M-L002274 FIXING CLAMP FOR LEFT GAS SPRING
019	M-L002219 FIXING CLAMP FOR RIGHT GAS SPRING
023	EG02251 BOARD EG-JOY
027	M-STA001589 BUMPER CAR HANDLE
035	MA1-2214 MINI BUMPER CAR RUBBER TUBE
036	7063 VALVE CAP FOR RUBBER DINGHY
038	V-C001755 ELECTRIC INFLATION PUMP
040	M-CE002234 REAR PLEXIGLASS MINI/HYPER BUMPER CAR
052	EC0-2312 MINI BUMPER CAR R.3 BODY WIRING
058	7043 INFLATE PUMP
059	B-C001714 RUBBER DINGHY REPAIR KIT
060	EL0-2361 12V LED STRIPE 5cm. WHITE
061	T-C001751 GAUGE FOR PLASTIC TUBE PRESSURE
062	EX02245 BATTERY CHARGE INDICATOR BLM 24V
069	EJ0-2758 JOYSTICK FORW.
071	EL0-2398 LED STRIP 24 V IP65 5 MT
072	EI0-2375 JOYSTICK RED PUSH BUTTON

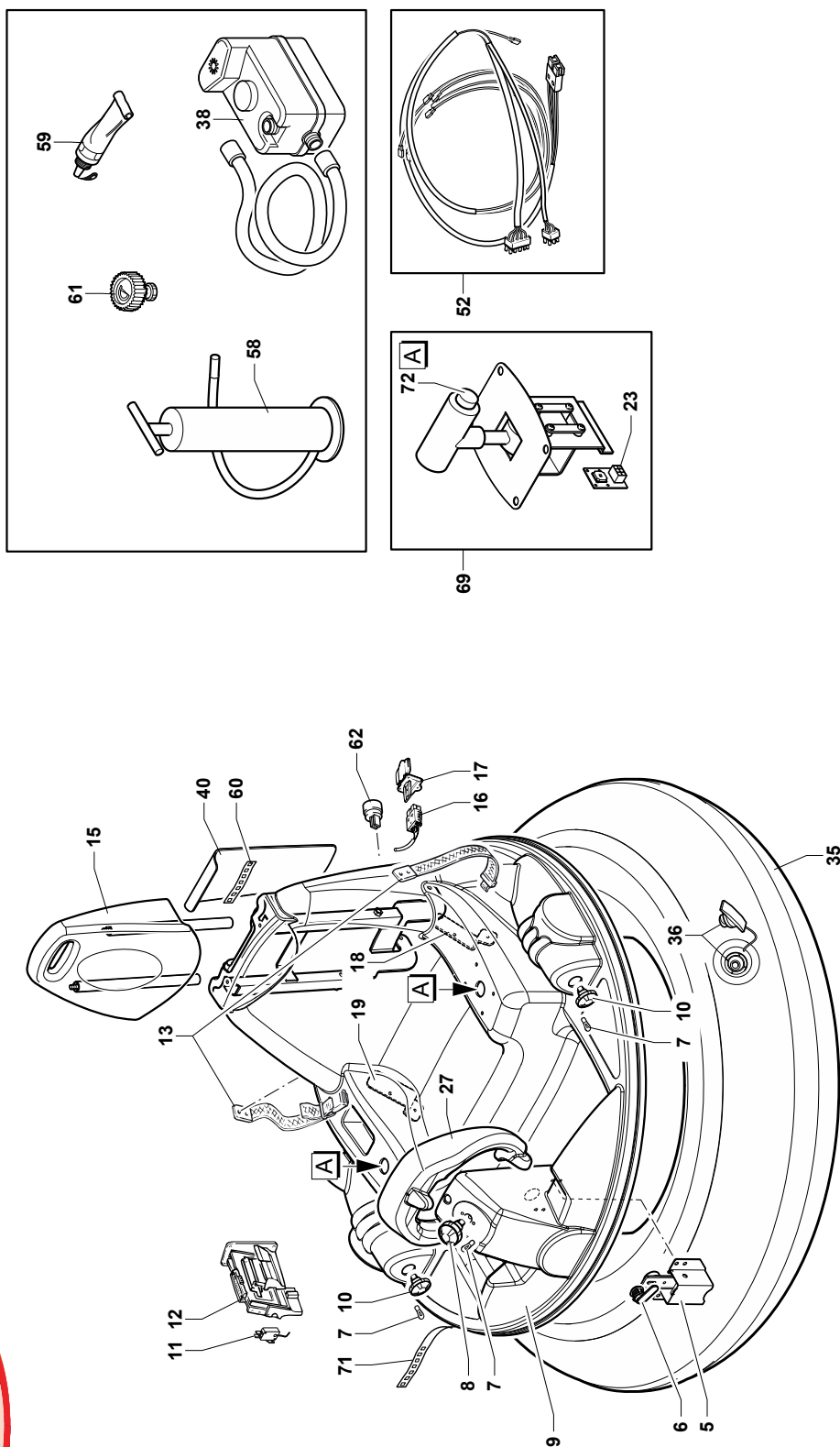
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Mod. MINI BUMPER CAR 24V/12V Cod. PB5-B550 / PB5-B551 TAV. 2

MINI BUMPER CAR 24V TAV_2 cod. PB5-B550	
Ref.	Description
001	3181 COIN BOX MINI CARS
002	M-ST002222 COIN BOX SUPPORT
003	M-ST002212 MINI BUMPER FRAME
004	0155 060 LOCK
014	0100 LOUDSPEAKER
016	0179 RED BATTERY CHARGER PLUG/SOCKET
022	0197 30xH20 ANTI VIBRATING
028	M-LT000569 MOTORIZED WHEEL HUB
029	M-STA001995 RTX EG09 BUMPER CAR DIGITAL CONTROL BOX
030	0291 80 AMP MAXI FUSE FOR DIGITAL CONTROL BOX
031	M-LT001643 BUMPER CAR RIGID WHEEL
032	M-C002233 GAS SPRING
034	0293 20 AMP. FUSE
037	T-STA001479 COMPLETE BATTERY ELASTIC
039	6212 BODY LOCKING POINTED PIN
041	M-C001873 CASTIR WHEEL D.80 BUMPER CAR
042	G-CE000576 24V MOTORIZED
043	0298 D.10 CABLES FOR HERMETIC BATTERY
044	0168 GREY BATTERY CHARGER PLUG/SOCKET
045	0553 CABLE TERMINALS FOR HERMETIC BATTERY
046	0618 12V 120AH HERMETIC BATTERY
047	M-STA001731 RIGID WHEEL BUMPER CAR
048	M-STA001558 COMPLETE WHEEL 4.10/3.50-5 MOTOR.
049	PA1-1595 BATTERY CHARGER 2011 24V
050	M-ST001861 BODY LOCKING
051	EC0-2314 BUMPER CAR R,3 FRAME WIRING
053	3111 4.10/3.50-5 INNER TUBE
054	3154 4.10/3.50-5 TYRE
055	T-CE000566 5P. MOTORIZED WHEEL RIM WITHOUT BUSHING
056	T-CE000565 5P. MOTORIZED WHEEL RIM WITH BUSH
057	M-C001209 4.10X3.50.5 STUD PROFILE TYRE
063	T-L000196 LOUDSPEAKER COVER
064	3170 MINI CAR ENGINE BRUSH
065	0275 BLUE PLUG/SOCKET FOR ENGINE
066	T-STA001169 4.10X3.50-5 COMPLETE WINTER WHEEL
070	M-L002198 CONTROL BOX BRACKET

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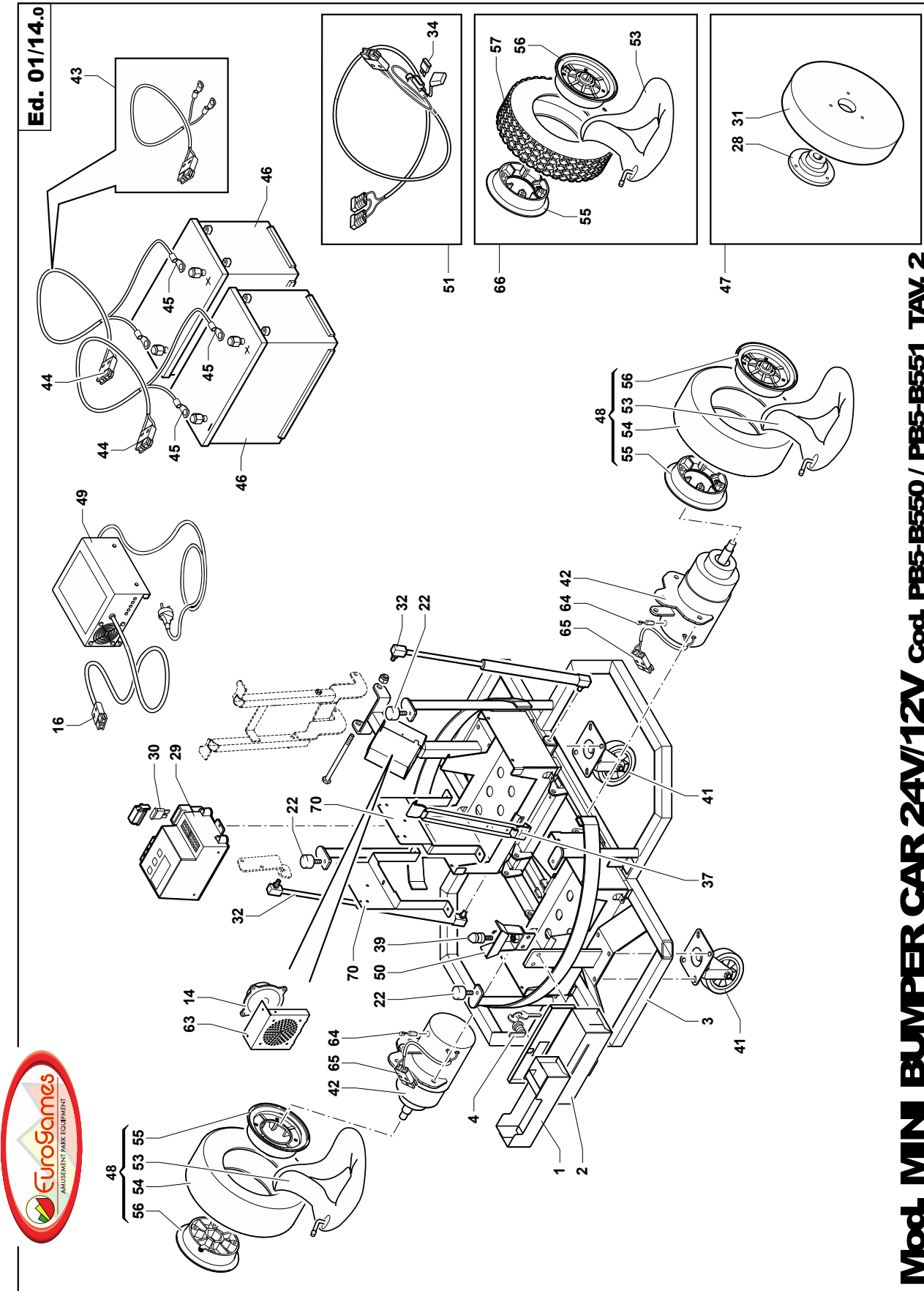


**Mod. MINI BUMPER CAR 24V/12V Cod. PB5-B550 / PB5-B551 TAV. 1**



MINI BUMPER CAR 12V TAV_1 cod. PB5-B551		
Ref.	Code	Description
005	M-STA002169	BODY LOCKING COMPLETE
006	T-C000608	45050 LOCK
007	0522	12V LED GLASS LIGHT BULB
008	0341	STAINL..STEEL LAMPHOLDER D.50 WITHOUTBULB
009	SS1-2609	MINI BUMPER CAR BODY
010	0340	GRID LAMPHOLDER D.50 WITHOUT LIGHT BULB
011	3137	COIN MECHANISM MICROSWITCH
012	0131	M48 COIN MECHANISM
013	0167	SAFETY BELTS
015	M-STA001588	BUMPER CAR HEADREST
016	0168	GREY BATTERY CHARGER PLUG/SOCKET
017	0205	BLUE SUPP.FOR 12V BATT.CHARGER SOCKET
018	M-L002274	FIXING CLAMP FOR LEFT GAS SPRING
019	M-L002219	FIXING CLAMP FOR RIGHT GAS SPRING
023	EG02251	BOARD EG-JOY
027	M-STA001589	BUMPER CAR HANDLE
031	M-LT001643	BUMPER CAR RIGID WHEEL
035	MA 1-2214	MINI BUMPER CAR RUBBER TUBE
036	7063	VALVE CAP FOR RUBBER DINGHY
038	V-C001755	ELECTRIC INFLATION PUMP
040	M-CE002234	REAR PLEXIGLASS MINI/HYPER BUMPER CAR
052	EC0-2312	MINI BUMPER CAR R.3 BODY WIRING
058	7043	INFLATE PUMP
059	B-C001714	RUBBER DINGHY REPAIR KIT
060	EL0-2361	12V LED STRIPE 5cm. WHITE
061	T-C001751	GAUGE FOR PLASTIC TUBE PRESSURE
069	EJ0-2758	JOYSTICK FORW.
072	EI0-2375	JOYSTICK RED PUSH BUTTON

Ed. 01/14.0



Mod. MINI BUMPER CAR 24V/12V Cod. PB5-B550 / PB5-B551 TAV. 2

MINI BUMPER CAR 12V TAV_2 cod. PB5-B551	
Ref.	Description
001	3181 COIN BOX MINI CARS
002	M-STS002222 COIN BOX SUPPORT
003	M-STS002212 MINI BUMPER FRAME
004	0155 060 LOCK
014	0100 LOUDSPEAKER
016	0168 GREY BATTERY CHARGER PLUG/SOCKET
022	0197 30XH20 ANTI VIBRATING
028	M-LT000569 MOTORIZED WHEEL HUB
029	EX0-2509 EG09 12V 2M DIGITAL TIMER
030	0291 80 AMP MAXI FUSE FOR DIGITAL CONTROL BOX
031	M-LT001643 BUMPER CAR RIGID WHEEL
032	M-C002233 GAS SPRING
034	0293 20 AMP. FUSE
037	T-STA001479 COMPLETE BATTERY ELASTIC
039	6212 BODY LOCKING POINTED PIN
041	M-C001873 CASTIR WHEEL D.80 BUMPER CAR
042	M-CE000575 12V MOTORIZED WHEEL
043	0298 D.10 CABLES FOR HERMETIC BATTERY
044	0168 GREY BATTERY CHARGER PLUG/SOCKET
045	0553 CABLE TERMINALS FOR HERMETIC BATTERY
046	0617 12V 80 AH HERMETIC BATTERY
047	M-STA001731 RIGID WHEEL BUMPER CAR
048	M-STA001558 COMPLETE WHEEL 4.10/3.50-5 MOTOR.
049	PA1-1594 BATTERY CHARGER 2011 12V
050	M-STS001861 BODY LOCKING
051	EC0-2314 BUMPER CAR R,3 FRAME WIRING
053	3111 4.10/3.50-5 INNER TUBE
054	3154 4.10/3.50-5 TYRE
055	T-CE000566 5P. MOTORIZED WHEEL RIM WITHOUT BUSHING
056	T-CE000565 5P. MOTORIZED WHEEL RIM WITH BUSH
057	M-C001209 4.10X3.50.5 STUD PROFILE TYRE
063	T-L000196 LOUDSPEAKER COVER
064	3170 MINI CAR ENGINE BRUSH
065	0275 BLUE PLUG/SOCKET FOR ENGINE
066	T-STA001169 4.10X3.50-5 COMPLETE WINTER WHEEL
070	M-L002198 CONTROL BOX BRACKET

## 25. TROUBLESHOOTING

### 1 - The “Bumper Car” does not work.

- a -ensure the micro switch of the coin box is well connected and in efficient working order;
- b -ensure the battery and the motor connectors are properly connected;
- c -disconnect the connectors **A-B** (Fig.23) and connect them to a working “**Bumper Car**” control box or to a spare control box;
- d -check if the 80 Ah fuse **C** (Fig.23) works and if necessary change it.

### 2 - The “Bumper Car” has no power.

- a -check the battery condition and recharge if necessary;
- b -have the battery checked by a qualified technician.

### 3 - The “Bumper Car” does not give out the typical running noise.

- a - Ensure the volume is properly adjusted;
- b - Ensure the loud speaker is in efficient running order and the contacts are undamaged;
- c - replace the timer.

### 4 - Time cannot to be adjusted.

- a -if the “**Bumper Car**” never stops and the warning light of the machine ready in the front of the vehicle does not blink, replace the timer;
- b -replace the timer;

### 5 - The battery charger does not charge.

- a -ensure the mains power is supplied;
- b -check the contacts of the connectors;
- c -if, when connecting a down battery to the battery charger, the charge end is signalled at once (green LED on), have the battery recharged at an authorized service centre or replace the battery;
- d -check the 20 Ah fuse being on the cable that connects the timer to the battery.

### 6 - The “Bumper Car” suddenly stops when it is operating regularly?

- a -this could be due to electronic components overheating;
- b -this could be due to engine overheating;
- c -if the cause is one of the above, let the “**Bumper Car**” cool down and it will resume working properly afterwards. Should this problem occur again, we recommend adjusting Speed and/or Ramp Up settings choosing lower values. Such settings are in the protected menu (see chapter “DIGITAL CONTROL BOX”).



Fig. 23



## 26. WARRANTY

- **Eurogames S.r.l.** offers a warranty of one year from the purchase date stated in the sale document.
- The Manufacturer undertakes to make good by repair or replacement at its option any defect in the “**Bumper car**” arising from faulty design, materials or workmanship which shall become apparent within the warranty period.
- The Manufacturer’s warranty does not extend to:
  - damages arising from an improper use of the “**Bumper car**” (for instance, breaks)
  - failures, defects and damages attributable to wear, and marginal defects which do not affect the “**Bumper car**” value or functioning
  - freights for the shipment of the “**Bumper car**” to the nearest assistance centre or to the Manufacturer’s premises.
- No claim will be considered if the purchaser let the machine repair by non authorized people or if other than genuine parts manufactured by **Eurogames S.r.l.** are used.
- The “**Bumper car**” return to the **Eurogames S.r.l.** premises or to the assistance centres authorized by **Eurogames S.r.l.** must be carriage free.
- The warranty extends to all the countries supplied by **Eurogames S.r.l.** directly or by its authorized dealers, where no local laws or provisions expressly forbid a service covered by this warranty.
- **Eurogames S.r.l.** reserves the right to modify its products without undertaking to give prior notice.
- **Eurogames S.r.l.** accepts no liability for any consequential or other loss, damage or injury resulting directly or indirectly from the use of the product. Any other claim is excluded, unless expressly foreseen by the law.

# EC Declaration of Conformity

*The manufacturer:* Eurogames S.r.l  
Via degli Scavi, 41  
47122 Forlì - ITALIA  
Tel. 0543 796665  
Fax. 0543 722727

*declares that the following equipment:*

Typology of Product : AUTOMATIC GAME  
Series: BUMPER CAR  
Model: BUMPER CAR / MINI BUMPER CAR  
Identification Code SB500 / SB550

*According to the measures of:*

- EN 55012 Radio disturbance characteristics
- EN 61000-6-2 Immunity for industrial environments
- EN 61000-4-3 Testing and measurement techniques
- ESD EN 61000-4-2 Immunity and Transient Current Capability

*According to the measures of:*

- 2004/108/EC EMC EN Directive
- 2006/95/EC Low Voltage EN Directive\*

\* Applied only to Battery charger provided along with this product.

*if operated in accordance with all relevant safety instructions, electromagnetic compatibility and installation included in the documentation.*



Forlì, Italy

Date of declaration: 25 February 2013

Signature of the legal representative of the company:



Eurogames S.r.l.



Via degli scavi, 41 - 47122 Forlì (ITALY)  
Tel. +39 0543 796665 Fax. +39 0543 722727  
[www.eurogames.it](http://www.eurogames.it) - [info@eurogames.it](mailto:info@eurogames.it)