



Via Degli Scavi, 41 - 47100 Forlì/Italy
Tel. +39 0543 796665 - Fax +39 0543 722727

OPERATION AND MAINTENANCE HANDBOOK

"BUMPER BOAT"

**mod. SPLASH, WILLY, FUNNY DUCK,
HAPPY BEAR, CRAZY POLYP, CIGNO,
FROG, DOLPHINS, HIPPOCAMPI**

"MINI BUMPER BOAT"

**mod. PIRATE - mod. SAILBARREL
mod. MINI CIGNO**



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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.

GENERAL INFORMATION

This manual is an integral part of the machine, and supplies any and all information for a correct use and maintenance of **EuroGames** Automatic Games of the "**BUMPER BOAT**" series, mod. "**BUMPER SPLASH**", "**BUMPER WILLY**", "**FUNNY DUCK**", "**HAPPY BEAR**", "**CRAZY POLYP**", "**CIGNO**", "**FROG**", "**DOLPHINS**", "**HIPPOCAMPI**" and "**MINI BUMPER BOAT**" mod. "**PIRATE**", "**SAILBARREL**" and "**MINI CIGNO**". The compliance with these instructions grants the machines a regular running and a long life.

It is important to follow the herein instructions since **EuroGames** disclaims any responsibility for damages to persons or things directly or indirectly resulting from the non-compliance with the given 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:



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



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



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.

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.*
- *The machine can be used by children (provided that they are watched over by an adult) and adults.*

- Do not attempt to open, repair or modify the machine or its components.
- When using the machine, you should always be assisted by a skillfull person aware of its functioning and maintenance and of the safety precautions related to the machine use.

All automatic games of the "**BUMPER BOAT/MINI BUMPER BOAT**" series are delivered complete with battery charger, which is integral part of the machine, and **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 might not match the technical features of the product completely. **EuroGames** 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 BOAT/MINI BUMPER BOAT**", thoroughly read the instructions and remarks of this manual.*

DESCRIPTION OF THE MACHINE

The automatic games of the "**BUMPER BOAT/MINI BUMPER BOAT**" series consist of a mini-boat made of a fiberglass body fitted with a circular inflatable ring which allow the body floating within a pool especially designed for this game. Upon customer's demand, differently shaped pools can be supplied by the Manufacturer directly. The body houses the steering position (seat, steering-wheel, starting pedal and coin-box) which allows the player to select the boat movement and direction, and the electric motor, the battery and the driving and control instruments.

The low speed and the easy steering makes this game safer and as funny as crash cars. The Automatic Games by **EuroGames** develop a play, socialization, amusement, physical and psychic formation function for young people and an incitement for the development of their psychologic maturity. They rouse and develop the players' 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 physical and psychological reflexes. Playing with the "**BUMPER BOAT/MINI BUMPER BOAT**" series by **EuroGames** offers the player unforgettable moments of healthy, happy, carefree and magic emotion, and makes him experience a sensation of healthy and pleasant amusement.

TECHNICAL FEATURES

The automatic games of the "**BUMPER BOAT/MINI BUMPER BOAT**" series have been designed and manufactured by **EuroGames** according to the most advanced technologies, and using a strong fiberglass reinforced structure which insulates and protects the internal mechanisms against any accidental or occasional tampering.

The Automatic Games of the "BUMPER BOAT" series have been designed to be used by an adult and a child.

The Automatic Games of the "MINI BUMPER BOAT" series have been designed to be used by a child.

The structure houses the electronic card which controls the game functioning, the coin-box, the game duration, the characteristic sounds and lights. The Automatic Games by **EuroGames** are extremely reliable and have been designed and manufactured to offer high performances. For transport reasons, the "**BUMPER BOAT/MINI BUMPER BOAT**" is supplied packed and with flat circular ring. The operation manual is supplied together with the game.

Technical data

Model	Max height cm	Diameter cm	Pool depth cm	Weight (without battery) kg
SPLASH	87	170	50 ÷ 60	48
WILLY	87	210x160	50 ÷ 60	60
FUNNY DUCK	100	190x160	50 ÷ 60	60
HAPPY BEAR	95	210x160	50 ÷ 60	60
CRAZY POLYP	105	210x160	50 ÷ 60	60
PIRATE	105	150x120	50 ÷ 60	48
CIGNO	136	200x163	50 ÷ 60	60
FROG	95	200x163	50 ÷ 60	60
HIPPOCAMPI	130	200x163	50 ÷ 60	60
DOLPHINS	130	200x163	50 ÷ 60	60
MINI CIGNO	100	150x120	50 ÷ 60	48
SAIL BARREL	100	150x120	50 ÷ 60	48

Standard equipment

- n. 1 keys for coin-drawer (1 key) and coin-box and electronic card/battery compartment (1 key)
- n. 2 battery-charger

Adjustable parameters

- sound volume;
- game time from 10 sec. to 16 min. 39 sec.;
- coins per game;
- speed;
- sound effects;
- time of the return alert message from 0 to 50 seconds.

Characteristic parameters

- electric power: 24 V supplied by two 12V batteries (electric power 12V for "**MINI BUMPER BOAT**" series);
- autonomy: 3/4 hours approx.;
- 5 and 12 volt auxiliary circuits;
- protection appliances: IP56 for the 24, 12 and 5 volt components;
- storage conditions: temperature: -20°C to +50°C, relative humidity: 30% to 95%;
- running conditions: temperature: +5°C to +40°C, relative humidity: 40% to 90%.

MANUFACTURER

The "**BUMPER BOAT**" series Automatic Games mod. "**BUMPER SPLASH**", "**BUMPER WILLY**", "**FUNNY DUCK**", "**HAPPY BEAR**", "**CRAZY POLYP**", "**CIGNO**", "**FROG**", "**DOLPHINS**", "**HIPPOCAMPI**" and "**MINI BUMPER BOAT**" series mod. "**PIRATE**", "**SAILBARREL**" and "**MINI CIGNO**" are manufactured by:



EuroGames S.r.l.

Via Degli Scavi, 41
47100 FORLÌ / ITALY

Tel. +39 0543 796665

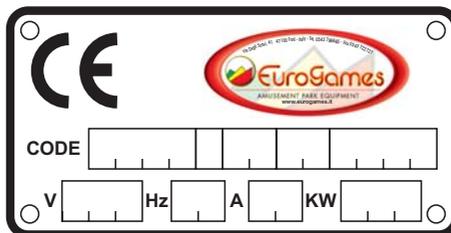
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CONFORMITY

The automatic games of the "**BUMPER BOAT/MINI BUMPER BOAT**" series are manufactured in compliance with the machinery directive **98/37/EC** and the **EMC** regulations contained in the directive **89/336/EC** as amended by directives **92/31/EC** and **93/68/EC**.

IDENTIFICATION

The identification plate, located in a visible position on the machine structure, gives the Manufacturer's identification data and the characteristic technical data like code, power supply, absorbed power. These elements are necessary when asking the Manufacturer technical assistance or spare parts.



Attention

*The Automatic Games of the "**BUMPER BOAT/MINI BUMPER BOAT**" series must be used only within the suitably designed pool which -upon customer's demand- can be supplied by the Manufacturer directly. Any other use is absolutely forbidden. The Manufacturer disclaims any and all responsibilities for damages to persons or things deriving from uses other than those stated herein.*

FUNCTIONING

The Automatic Games of the "**BUMPER BOAT/MINI BUMPER BOAT**" series have been designed to be used in public, suitably fitted places like amusement parks, fun-fairs and public gardens.



Caution



- The internal electric components of the "**BUMPER BOAT/MINI BUMPER BOAT**" series are suitably protected against humidity.
- The components of the "**BUMPER BOAT/MINI BUMPER BOAT**" series and the supplied battery-charger in contact with electric current are well insulated and mechanically protected. The internal harness voltage and that supplied to the coin-box is 12V d.c. In any case, as for all appliances with electric components, it is compulsory to comply with the instructions of this manual and to adopt the usual precautions for preventing electric shocks when using the game.



Attention

Check the condition of the Automatic Games of the "**BUMPER BOAT/MINI BUMPER BOAT**" series and the supplied battery-charger at least every 15 days and after any long period of inactivity.

Preliminary operations

To make the transport and installation easier, the Automatic Games of the "**BUMPER BOAT/MINI BUMPER BOAT**" series are delivered with flat rubber ring.

Before using the game, carefully follow the steps below in the given sequence:

- 1 - Unpack the "**BUMPER**" paying attention not to scratch the fiberglass body, then position it on a clean and level ground to prevent any damage to the inflatable ring.
- 2 - Insert the pump tube into the inflation valve **A** after having removed the protection cap and start inflating the ring **without completing the operation** (fig. 1).
- 3 - Place the fiberglass reinforced body right in the middle of the inflatable ring, then inflate latter completely at about 0.2 atm.
- 4 - Remove the pump and refit the protection cap.

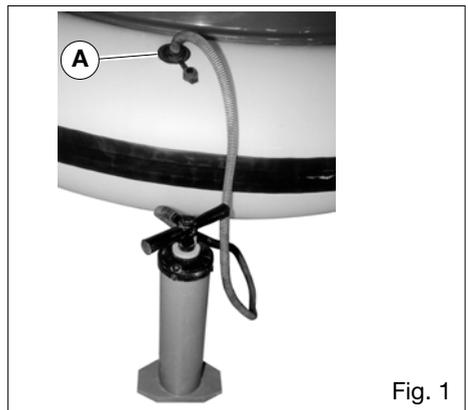


Fig. 1

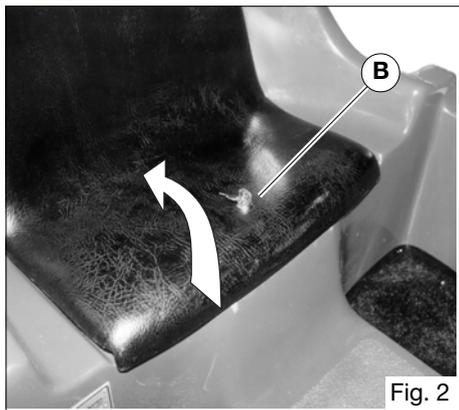


Fig. 2

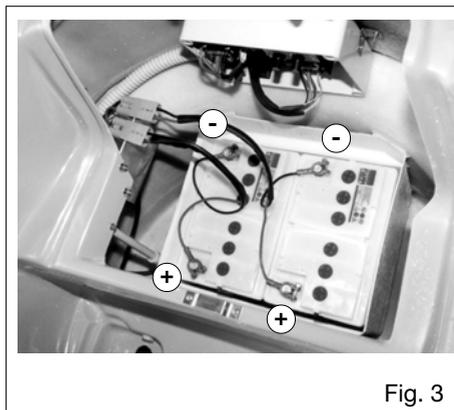


Fig. 3

- 5 - Using the supplied key **B** open the seat lock, raise the seat (fig. 2) from the bottom and rotate it backwards.
- 6 - Position the batteries in the relevant compartment and make sure to connect the positive (+) cable to the positive terminal (red and brown) and the negative (-) cable to the negative pole (black, fig. 3).

 **Attention**

- If the Bumper 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 is supplied without battery, address to a specialised centre for the purchase. The new battery must have the following dimensions (LxDxH) 27.5x17x19.

Setting the game time

You can set the game time operating the adjustment timer (Fig.5) according to the instructions in the “Programming and wiring diagram” chapter in this manual.

Setting the sound volume

You can set the volume of the characteristic sounds operating the adjustment timer (Fig.5) according to the instructions in the “Programming and wiring diagram” chapter in this manual.

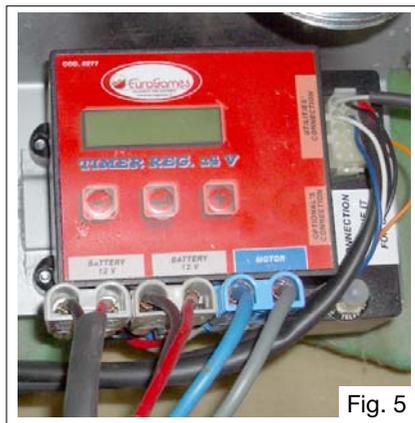


Fig. 5

Selecting the sound effects

You can select the game sounds (music or sound effects) operating the adjustment timer (Fig.5) according to the instructions in the “Programming and wiring diagram” chapter in this manual.

Coins per game

Regardless of the game time, you can set the coin number you want operating the adjustment timer (Fig.5) according to the instructions in the “Programming and wiring diagram” chapter in this manual.

Setting the time of the return alert messages

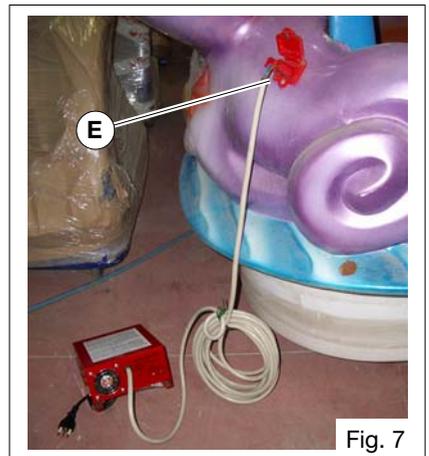
You can program when the return alert messages will activate operating the adjustment timer (Fig.5) according to the instructions in the “Programming and wiring diagram” chapter in this manual.

Charging the batteries

Batteries must be charged when using the "**BUMPER**" for the first time and, then, to prevent damages when the vehicle loses power.

To charge the batteries, connect the battery charger using the special cable to the battery power socket **E** fitted on all models of the "**BUMPER BOAT/MINI BUMPER BOAT**" series (fig. 7).

Please refer to the specific chapter "BATTERY CHARGER" on page 17.



TESTING

For the production, tests, controls and inspections of its Automatic Games, **EuroGames** adopts the criteria established by the international ISO 9000 standards for Quality Systems. Before allowing people to use the "**BUMPER**", check for 3 (three) times its correct functioning inserting a coin each time.

USE



Attention

- Because of its functions, dimensions and characteristics, the Automatic Games of the **"BUMPER BOAT"** series are not recommended to children under 12 years. For this reason, children under this age must always be accompanied by an adult who can watch over them.
- Because of its functions, dimensions and characteristics, the Automatic Games of the **"MINI BUMPER BOAT"** series are not recommended to children above 8 years old or 20 Kg. The utilization of **Mini Bumper Boat** is consented only for one child at a time.
- Do not use the **"BUMPER BOAT/MINI BUMPER BOAT"** barefoot or wearing beach slippers. It is recommended to wear laced shoes with rubber sole to avoid to loose the control of the starting pedal.
- Do not attempt to come aboard the boat if the owner or the pool attendant is not holding it still and near the pool border.
- Once aboard, always stay seated and hold the boat border tight with your hands.
- Make sure the above precautions are adopted and intervene with decision if the passengers do not respect them. Always take into due account the typical unexpected behaviour of teen-agers and of people affected by psycho-physical troubles.

When the player(s) is(are) aboard and correctly seated:

- 1 - Insert the coin in slot **F** (fig. 8), and wait for the visual signal of "ready machine" (orange warning light **G** comes on);
- 2 - if no visual signal is displayed, press the white rectangular button **H** under the coin slot, eject the inserted coin and repeat step - 1 -;
- 3 - step on pedal **L** to start the vehicle;



Attention

The vehicle speed is preset and constant. It is not linked to the pressure exerted on the pedal.

- 4 - check the direction and slowly rotate the hand-wheel to the right or to the left;
- 5 - when the game is going to end, the orange warning light **G** and a recorded voice message signal it;
- 6 - prepare a new coin or, if you have no more coins, move the **"BUMPER"** to the pool border and get off.

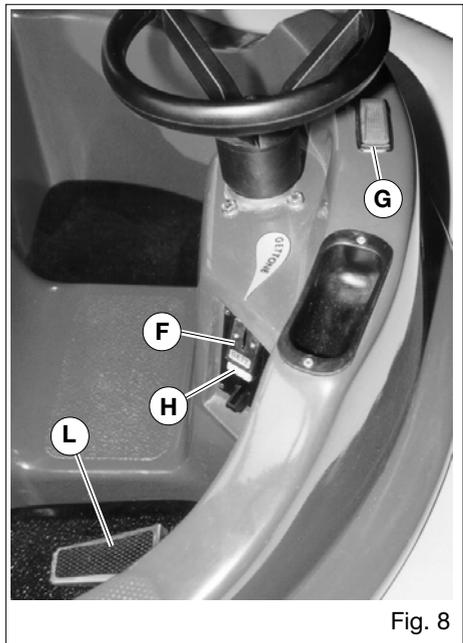


Fig. 8

MAINTENANCE



Attention

All maintenance operations must be carried out only by qualified people, authorized by the "**BUMPER BOAT**" owner or by the pool attendant.

General cleaning

This operation must be carried out daily. With a wet sponge or cloth, and, if necessary, using suitable house detergents, clean the external surface of the driving seat, then dry. Check the coin slot is not obstructed.



Attention

Do not use sharp, pointed or abrasive objects and/or abrasive, solvent or corrosive substances for the cleaning operations.

Long inactivity

In case of long inactivity, remove the "**BUMPER BOAT/MINI BUMPER BOAT**" from the pool, thoroughly dry it, clean and lubricate all mechanical parts, then cover it with a cloth to protect it against bad weather and dust.



Attention

Before sheltering the "**BUMPER BOAT/MINI BUMPER BOAT**", demount the batteries and protect their terminals.

Do not carry out this operation barehand.

- Do not turn the batteries upside down to avoid acid leakages.
- During sheltering, keep the batteries in a dry place and charge it every 2 months.

Coin collection

Using the key provided, open the coin-box **M** and remove the coin drawer to empty it (fig. 9).

After the coin collection, refit the drawer and lock the coin-box.



Fig. 9

Checks and inspections

- General:** Regularly check the "**BUMPER BOAT/MINI BUMPER BOAT**" condition, and especially its general stability. Immediately replace any defective part using only **EuroGames** genuine spare parts.
- Electric:** Handling the machine with care, check the electric installation, the socket connections and the protection caps at regular intervals. Before this inspection, remember to disconnect the batteries to prevent electric shocks. In case of defects, do not use the "**BUMPER**".
- Mechanical:** Regularly check the condition of the coin-box. Check and, if necessary, grease all mechanical parts subject to friction with silicon sprays.
- Batteries:** Regularly check the battery condition. When running, after every 2 operation hours, the batteries must be recharged for 12 hours. Periodically check the fluid level and, if necessary, top up with distilled water.
- Hermetic Battery:** Do not leave that the Battery downloads too much, recharge it hardly when the warning signal 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 batteries must be disposed of by an authorized centre.*
- *Visually inspect the "**BUMPER**" many times per day and let it undergo a functioning test daily.*
- *The "**BUMPER BOAT/MINI BUMPER BOAT**" must not be tampered or modified by the Customer.*
- *Repair works should be carried out only by skilled and authorized people to prevent accidents and damages to the users.*
- *The "**BUMPER BOAT/MINI BUMPER BOAT**" series Automatic Games supplied by **EuroGames** 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 BOAT/MINI BUMPER BOAT**" conformity characteristics.*

TROUBLESHOOTING

1 - The "BUMPER BOAT/MINI BUMPER BOAT" does not run

- a - check the batteries are connected and efficient;
- b - make sure the coin-box microswitch is well connected and n efficient working order;
- c - check the timer is in efficient working order.

2 - The "BUMPER BOAT/MINI BUMPER BOAT" does not move

- a - check the earth cable **N** of the motor (fig. 10);
- b - check the batteries;
- c - check the timer is in efficient working order;
- d - check that the micro-switch **O** located under the pedal is in efficient working order (fig. 10a).

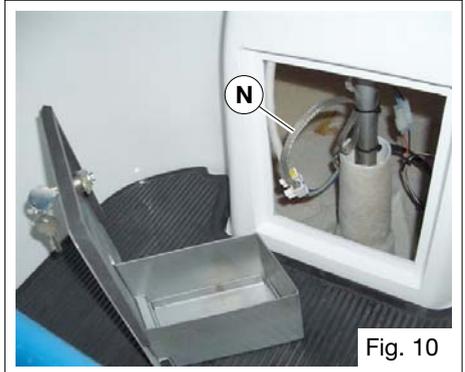


Fig. 10

3 - The "BUMPER BOAT/MINI BUMPER BOAT" does not give out the typical running noise

- a - check that sounds and volume have been set correctly with the adjustment timer;
- b - check the loud speaker is in efficient working order;
- c - check the timer is in efficient working order.

4 - The game duration cannot be set

- a - if the "BUMPER BOAT/MINI BUMPER BOAT" never stops, replace the timer;
- b - check that the coin box is not blocked by some coins.

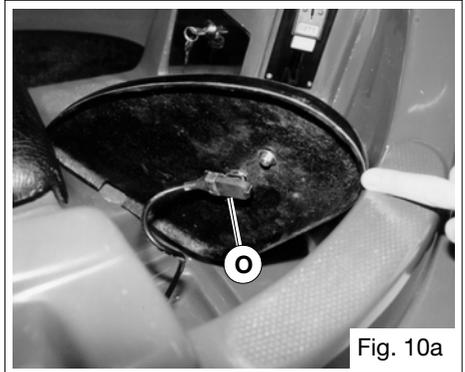


Fig. 10a

5 - The "BUMPER BOAT/MINI BUMPER BOAT" moves even though the starting pedal is not pressed down?

- a - check the microswitch **O** located under the pedal (fig. 10a).

6 - The battery charger does not charge

- a - check that the machine is connected to the mains;
- b - check that the contacts of the connectors of the battery charger socket are in good condition;
- c - if the green LED (end of charge) lights up immediately when a discharged battery is connected, have an authorized assistance centre recharge the battery or replace it;
- d - check the condition of the fuse in the battery charger socket cable.

SPARE PARTS

Recommended spare parts

For a swimming-pool equipped with 8/10 "**BUMPER**" games the following spare parts are recommended:

- N. 1 Digital adjustment timer
- N. 3 Microswitches for starting pedal
- N. 2 Microswitches for coin-box
- N. 1 Motor

DTRE0250 ADJUSTMENT TIMER

Features

The adjustment timer checks all the functions (volume, coin number, game time, speed, etc.). These functions can be programmed using the timer control unit.

Programming

When the Bumper Boat is not used, the display shows the **EuroGames** logo alternated with the coin counter (if this has been selected).

Pressing one of the three selection keys (- , ENTER, +) once, the display lights while the coin counter remains displayed (if selected).

Parameters can be changed by selecting them with the ENTER key.

After having pressed one of the three selection keys, press ENTER. The selected parameter will be displayed on the left and the relevant value on the right. Change the value as you wish with the + and - keys.

The following parameters can be changed:

- 1) VOLUME Lets you set the sound volume from 0 (sound OFF) to 96 (max volume).
- 2) COINS Lets you select the coins per game. You can choose among:
FREE (the machine is always active; just step down on the gas pedal and leave);
1; 2; 3: number of coins per game.
The indicator light and a sound alarm activate when the coins inserted are not enough or to warn you of a credit at the game end.
- 3) TIME Lets you set the game time from 10 to 999 seconds.
- 4) SPEED Lets you set the motor rotation speed from 0 (min speed) to 9 (max speed).
- 5) RETURN Lets you set the time of the return alert messages between 0 and 50 seconds.
- 6) SOUND lets you select a sound effect (e.g. motor noise - SHIP) or a music accompaniment (MUS).

During the return phase, when the alert message is activated, the light flashes more rapidly.

Resetting the coin counter

The Minicar has two coin counters: a partial counter usually displayed (if selected from the protected menu) and a total counter (which can be viewed only in the protected menu).

To reset the partial counter, proceed as follows:

When the display is in the normal mode showing the **EuroGames** logo alternated with the coin counter, press:

- the + key for 4 seconds or more;
- the - key;
- ENTER;
- the - key;
- ENTER.

This operation resets the partial counter without affecting the total counter.

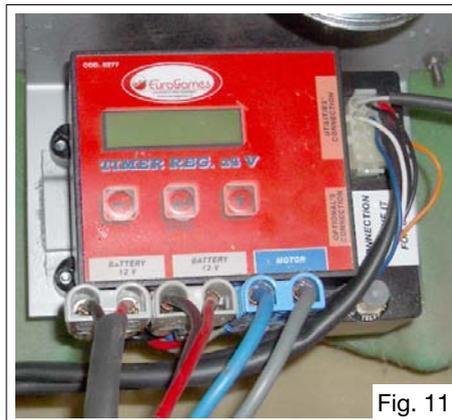
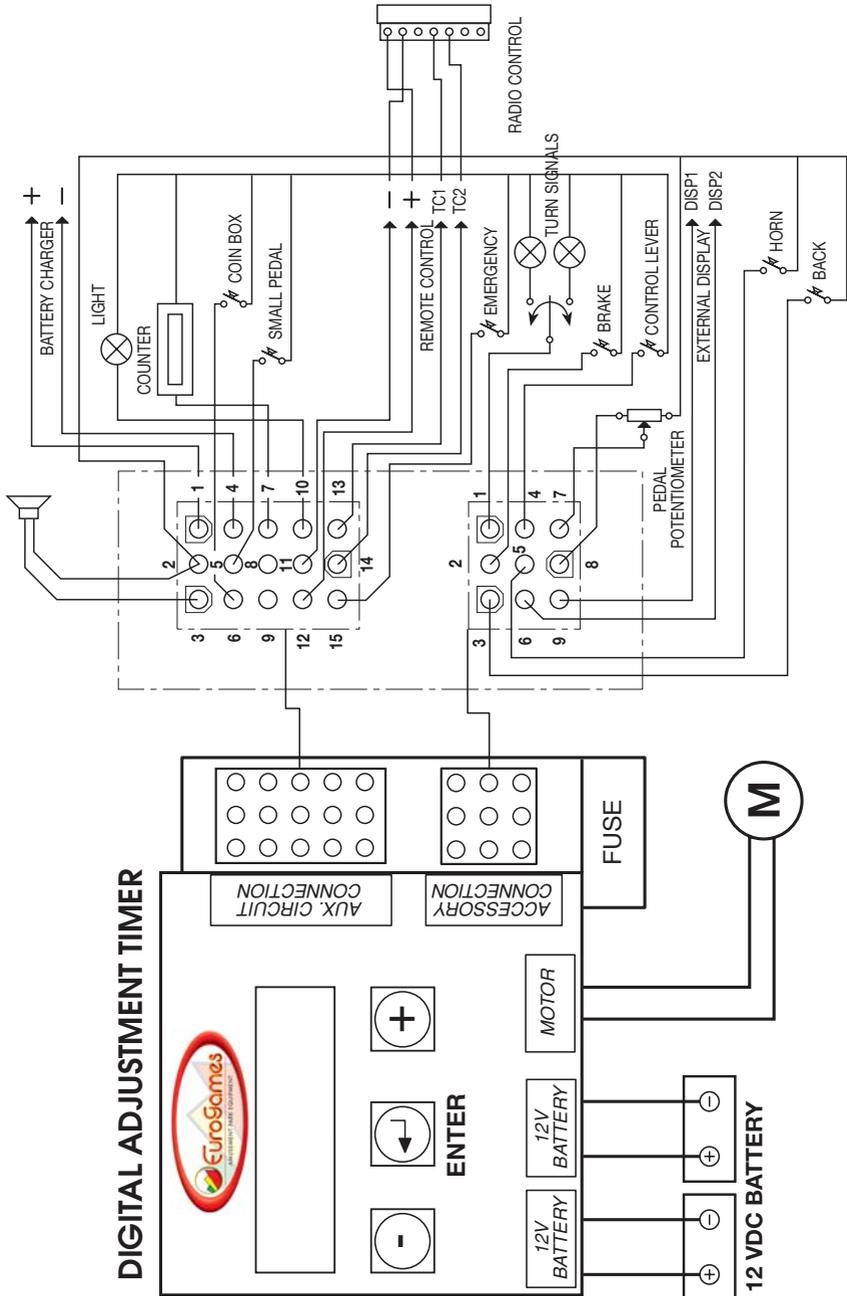


Fig. 11

Wiring diagram



BATTERY CHARGER

Technical features

The battery charger consists of a fireproof casing painted in red for the 24V version or in blue for the 12V version, containing electric transformer, electronic card, power plug and power cord, to recharge a **"BUMPER BOAT/MINI BUMPER BOAT"**.

The features of any single group are the following:

Width cm 15
 Height cm 9.5
 Depth cm 18
 Weight kg 3
 Absorber power W 300
 Power supply V 220
 Frequency Hz 50

The battery charger is supplied together with the battery fed Automatic Game of the **"BUMPER BOAT/MINI BUMPER BOAT"** series, of which it is an integral part.

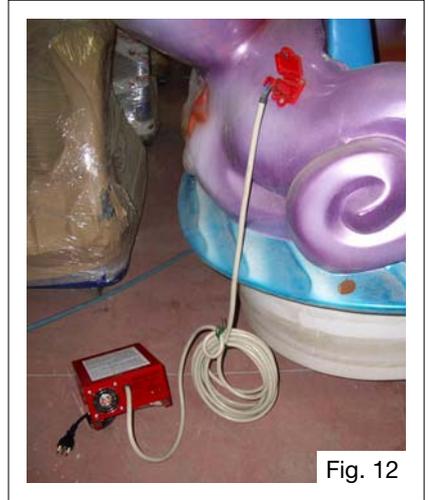


Fig. 12

Using the battery charger

The Battery charger has been designed to be installed in public places like amusement parks, fun-fairs and public gardens with specific pools for the **"BUMPER BOAT/MINI BUMPER BOAT"** series Automatic Games by **EuroGames**.

To recharge the batteries of the **"BUMPER BOAT/MINI BUMPER BOAT"** series Automatic Games, operate as it follows:

- Connect the battery charger to the low voltage mains.
- Connect the battery charger cable to the Automatic Game using the special safety connector against polarity inversion.
- The battery charger condition is signalled by the coloured warning lights on the front panel, and namely:

RED "ON"	ON	Mains power supply on
YELLOW "Ready"	BLINKING	Battery disconnected - standby mode
RED "Charging"	ON	Battery charge
GREEN "End Charge"	BLINKING	End of charge
GREEN "End Charge"	ON	Battery charged
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 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 other Automatic Games, disconnect the battery charger both from the unit and from the mains and store it suitably.

**Attention**

- *The battery charger should not be dip in water or placed closed to wet objects.*
- *Disconnect the power cord before removing the battery charger.*
- *Ensure the power cord of the battery charger is steadily protected and not damaged.*
- *Before plugging in the battery charger, ensure the mains voltage corresponds to the value 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 **CE** 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 **CE** plate located on the battery charger, and by a differential switch with suitable cutoff 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 period of inactivity.*
- *Periodically check both the cable and the 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. **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 grids of the plate casing.*

WARRANTY

- **EuroGames** 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 BOAT/MINI BUMPER BOAT**" arising from faulty design, materials or workmanship which shall become apparent within the warranty period.
- The warranty does not extend to:
 - damages arising from an improper use of the "**BUMPER BOAT/MINI BUMPER BOAT**" (for instance, breaks)
 - failures, defects and damages attributable to wear, and marginal defects which do not affect the "**BUMPER BOAT/MINI BUMPER BOAT**" value or functioning
 - freights for the shipment of the "**BUMPER BOAT/MINI BUMPER BOAT**" 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** are used.
- The "**BUMPER BOAT/MINI BUMPER BOAT**" return to the **EuroGames** premises or to the assistance centres authorized by **EuroGames** must be carriage free.
- The warranty extends to all the countries supplied by **EuroGames** directly or through authorized dealers, where no local laws or provisions expressly forbid a service covered by this warranty.
- **EuroGames** reserves the right to modify its products without undertaking to give prior notice.
- **EuroGames** disclaims any responsibility for losses, damages or injuries directly or indirectly resulting from the use of the product. Any other claim is excluded, unless expressly foreseen by the law.

