Section 1.0 Introduction

1.1 Overview:

This is a basic troubleshooting guide to help you solve the most commonly found issues with the Bazooka Blast game. The tools you will need to work on this game are basic standard hand tools and a multimeter.

1.2 SAFETY FIRST:

Remember when working on a game, safety is first. Make sure the game is turned off and unplugged from the power source and that all the air is released out of the system. This will help prevent electric shock and bodily injury.

1.3 KEEP IT SIMPLE:

When working on this game, check the easy to access and routine maintenance items first as these are the usual culprits when issues do arise. It is always a good idea to have a second person looking at the game with you because it is easy to overlook things when you have been working on a game for a long period of time.

Section 2.0 Basic Troubleshooting

SCENERIO	SOLUTION
Player does not initialize (kick up)	1. Failed push button – replace push button 2. Failed ID light – replace ID light 3. Wire disconnected from button to the main logic board – check continuity from button to board. 4. Pulled pin on 37 pin AMP connector – check for pulled pins. 5. Failed input port on main logic board – replace main logic board
Gun does not fire	1. Player not initialized 2. Safety bypass switch is not activated 3. No Air in system – check system for air 4. Pressure turned down on regulator at the valve – This needs to be set at 50psi 5. Pinched hose in airline. 6. Connector disconnected from valve 7. Failed push button – replace push button 8. Wire disconnected from button to the main logic board – check continuity from button to board. 9. Pulled pin on 37 pin AMP connector – check for pulled pins. 10. Valve has failed 11. Failed input port on main logic board – replace main logic board 12. Failed output port on main logic board – replace main logic board.

Player ID light is flashing and game is locked up
- *This is a safety counter measure in case the player is holding down the gun switch or the gun switch has failed and is shorted to ground.*
	1. Gun switch is being pressed while player is initialized.
	  - Have player let go of the gun switch
	  - Switch is bad
	  - Wire for gun switch is touching ground
	  - Main logic board input port is bad