

SERVICE MANUAL



BAY★TEK
entertainment

PLACE SERIAL NUMBER LABEL HERE



FACTORY CONTACT INFORMATION



BAY TEK ENTERTAINMENT
Pulaski Industrial Park
1077 East Glenbrook Drive
Pulaski, WI 54162 USA

SIGN UP TO RECEIVE OUR E-MAILS!

Stay up to date on the latest game information, new products launches, early notification of parts specials, updates of retro fit parts, software upgrades, best practices and more!

Visit baytekent.com and enter your email to sign up!

You can also register your new game at baytekent.com/register

SALES

Phone: (920) 822-3951
Fax: (920) 822-8936
Email: sales@baytekent.com

PARTS

Phone: (920) 822-3951 Ext 1101
Email: parts@baytekent.com

SERVICE

Phone: (920) 822-3951 Ext 1102
Email: service@baytekent.com

**Open Monday - Friday
8 AM - 5PM C.S.T.**

All games are proudly manufactured at our factory in Pulaski, Wisconsin, USA

TABLE OF CONTENTS

FACTORY CONTACT INFORMATION	2
TABLE OF CONTENTS.....	3
WELCOME TO BIG TICKET DROP	4
SAFETY PRECAUTIONS	4
GAME SPECIFICATIONS	5
GAME SET UP	6 - 15
LEVELING THE GAME	15
CARD SWIPE INSTALLATION	16
HOW TO PLAY	17
MAIN MENU FUNCTIONS	18 - 23
ADJUSTING TICKET PAYOUT	24
CIRCUIT BOARD LAYOUT	25
WIRING DIAGRAMS	26 - 33
GAME ERRORS	34
TROUBLESHOOTING GUIDE	35 - 39
BILL ACCEPTOR DIAGNOSTICS	40
AVAILABLE BLANKING PLATES	40
POWER SUPPLY DIAGNOSTICS	41
HOW TO REPLACE POWER SUPPLY	41
HOW TO REMOVE TURNTABLE	42
HOW TO REPLACE TABLE MOTOR	43
HOW TO REPLACE TOP DROP MOTOR	44
HOW TO REPLACE DROP BUTTON	45
I/O BOARD DIPSWITCH SETTINGS	46
I/O AUX BOARD PINOUT	46
DECAL DIAGRAM	47
PARTS PICTURES	48 - 51
PARTS LIST	52 - 53
REPAIR / MAINTENANCE LOG	54
BONUS OPTION PRINTABLES	55 - 58
TECHNICAL SUPPORT	59
WARRANTY	59

WELCOME TO BIG TICKET DROP

Congratulations on your purchase!

Please take a moment to read through this manual and be sure to contact us if you have any questions, or would like more information.

Thank you for your purchase! Your business is important to us and we hope you enjoy this game as much as we do!

Your Friends at Bay Tek Entertainment

Please inspect the game for any damaged, loose, or missing parts.

If damage is found, please contact your freight carrier first.
Then, contact Bay Tek Entertainments' Service Department at
(920) 822-3951 Ext. 1102

Or email us at service@baytekent.com for further assistance.

SAFETY PRECAUTIONS

	NOTICE	
Modifications to the mechanical, electrical and structural components of this game may void its compliance certifications.		
This appliance is suitable for INDOOR, DRY locations only.		
	DANGER	
DO NOT perform repairs or maintenance on this game with the power ON. Unplug the unit from the wall outlet or shut off the power strip located inside the cabinet.		
	WARNING	
Use of flammable substances can cause sever burns or serious injury. Always use NON-FLAMMABLE solvents for cleaning. DO NOT use gasoline kerosene or thinners.		
	CAUTION	
Lifting heavy objects can cause back, neck or other injuries. Be sure adequate lifting and moving devices are available when unloading, unpacking and moving this game.		
	ATTENTION	
Be sure the electrical power matches the game requirements. See the serial number located on the back of the game cabinet. Always plug into a grounded circuit. If the supply cord is damaged, it must be replaced by an approved cord or assembly provided by the manufacturer. A shielded power cable must be used for the game to retain EU/EMC compliance.		
	IN CASE OF EMERGENCY	
UNPLUG THE POWER CORD. The power cord must be accessible at all times in case of an emergency.		
	WARNING	
This unit is capable of producing sound levels hazardous to human hearing. Consult local sound regulations and adjust volume accordingly.		

GAME SPECIFICATIONS

WEIGHT

NET WEIGHT	457 lbs	207 kg
SHIP WEIGHT	623 lbs	282 kg

GAME DIMENSIONS

WIDTH	41 inches	104 cm
DEPTH	48.25 inches	123 cm
HEIGHT	137 inches	348 cm

Note: Game height can be reduced to 106 inches (270 cm) by removing the tall plexi above game.

OPERATING TEMPERATURE

FAHRENHEIT	45 - 80 F
CELSIUS	7.2 - 26.7 C

SHIPPING DIMENSIONS

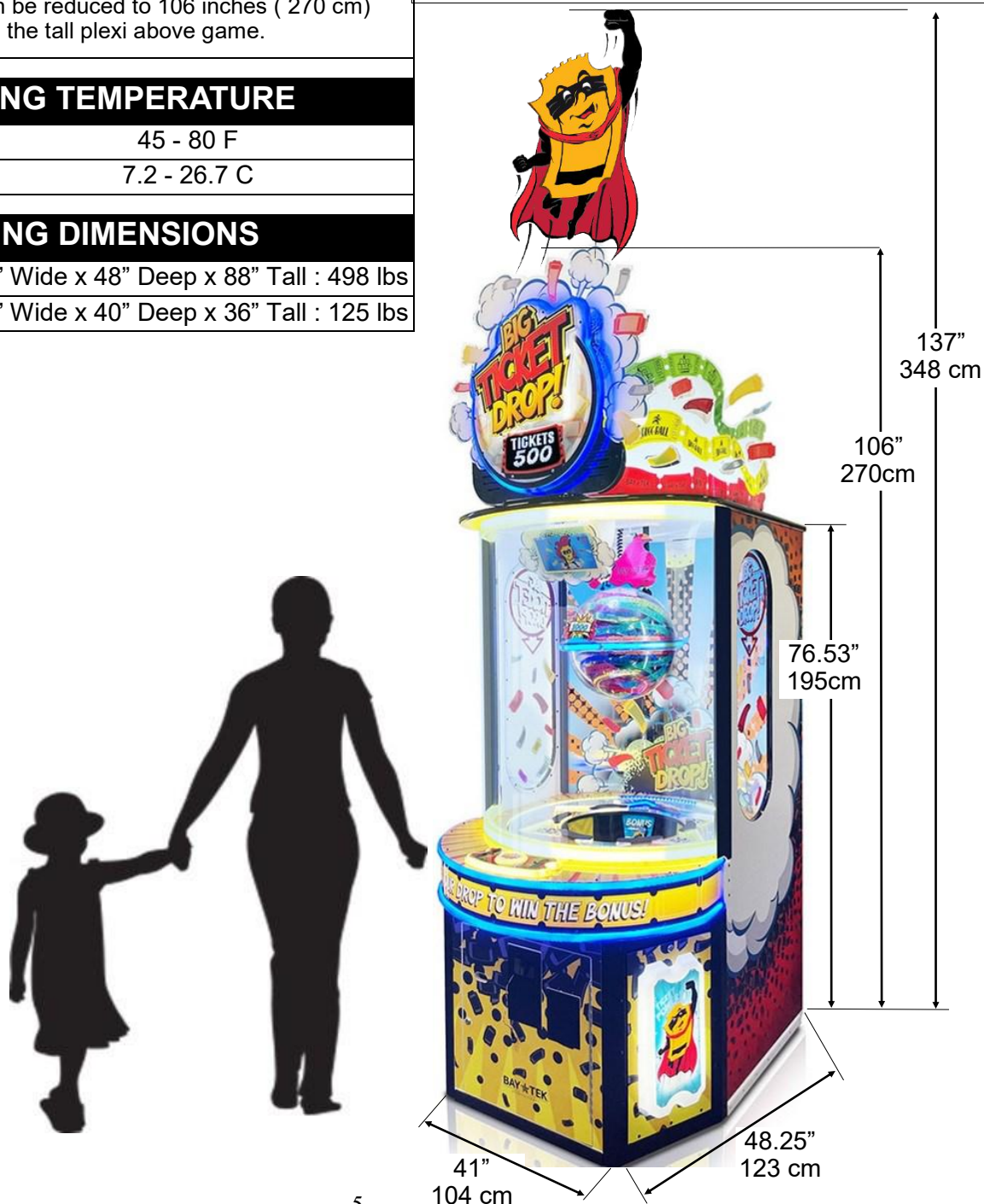
PALLET # 1	50" Wide x 48" Deep x 88" Tall : 498 lbs
PALLET # 2	40" Wide x 40" Deep x 36" Tall : 125 lbs

POWER REQUIREMENTS

INPUT VOLTAGE RANGE	100 to 120 VAC	220 to 240 VAC
INPUT FREQUENCY RANGE	60 Hz	50/60 Hz

MAX OPERATING CURRENT

2.8 Amps @ 115 VAC / 2 Amps @ 230 VAC



BIG TICKET DROP GAME SETUP

The game will arrive on 2 pallets, one large pallet for the game, one small pallet for the marquee parts. Please inspect the pallets for shipping damage and report immediately to the freight company if any damage found.

Tools Needed:

1 step ladder (8-10 foot)

2 Square head screwdriver bit

7/16" Wrench

5/32" Allen Wrench

T-30 Torx Bit

Phillips Screwdriver bit

Important:

Portions of this game are heavy, bulky and large. Assembly requires 2 people to lift heavy components, and ladders that are tall and strong enough to position components to the top of the game.

Directions:

Unbox the large pallet:

Remove the cardboard surround, plastic bag and remove any attached banding straps.

Remove the small bag of keys from the top of the front console.

Remove the "Lag Points Inside" decal and discard.

Open the front door.

Remove the 2 screws holding the game to the pallet using a T-30 Torx Bit

The screws can be discarded.

Unlock the coin box and remove:

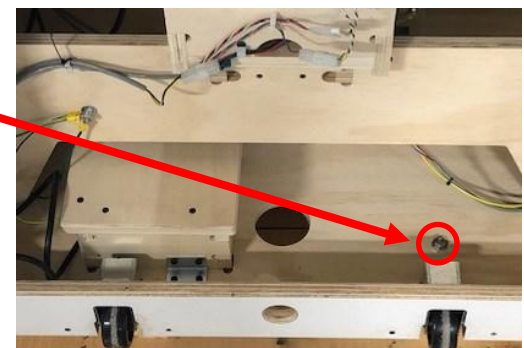
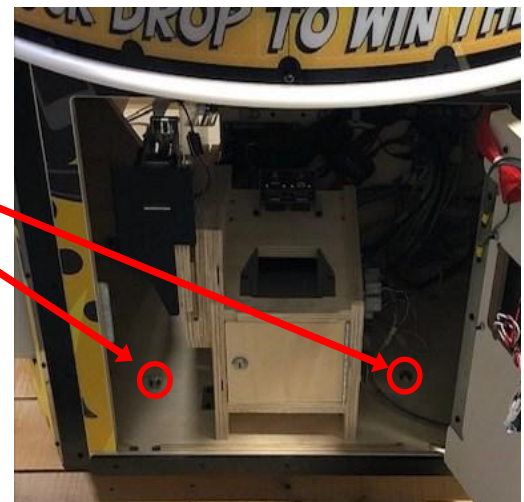
- Game Manual
- Power Cord
- Hardware Kit

Remove the large piece of plexi from the back of the cabinet.
Save for later installation onto the marquee.

Open the rear lower door and remove the 1 lag bolt holding the game to the pallet using a 9/16" wrench.

The lag bolt can be discarded.

Using 2 people, carefully remove the game from the pallet and place into the final position in the room.



BIG TICKET DROP GAME SETUP

Unbox the small pallet:

Remove the remaining 4 components from the small pallet and set aside for later use:

Left Side Marquee



Center Marquee



Motor Housing



Right Side Marquee



Prepare Center Marquee:

Place the center marquee face down on floor to install the top plexi.

Line up the pilot holes, and install 5 black screws from the hardware kit using a #2 square bit.



BIG TICKET DROP GAME SETUP

Install Center Marquee:

Remove 2 of each of bolt, lock washer and washer from the hardware kit that was inside the coin box.



A5BOHH060



A5WASI020



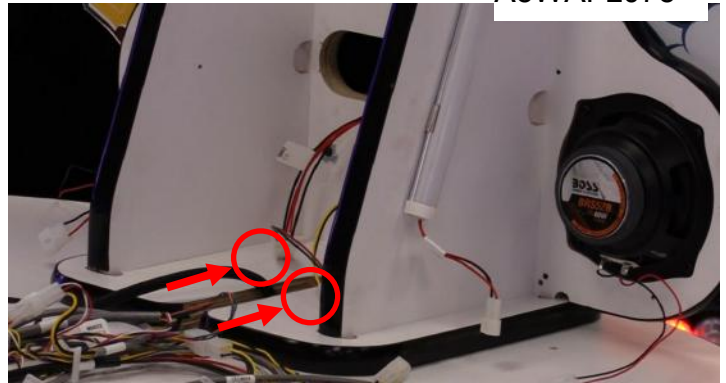
A5WAFLO75

Using 2 people, carefully raise the center marquee to the top of the cabinet.

Make sure the 2 cables are not pinched and in the slot.

Install 2 sets of bolts, washers, and lock nuts using a 7/16" wrench.

Do not plug in any cables yet, please wait until the sides have been installed.



Install Left Marquee:

Carefully raise the left side marquee to the top of the cabinet.

This marquee will be installed on the left side as your looking from the front of the game.

Locate 4 longer screws from the hardware kit.



A5SCFH040

Install these 4 screws down into the top of the game using a #2 square bit drive.

Important! Ensure that the 2 pin cable from the stick lights below is through this hole and sticking up out of the hole.

Plug in the connector for the LED lights. CE16050 to CE16041

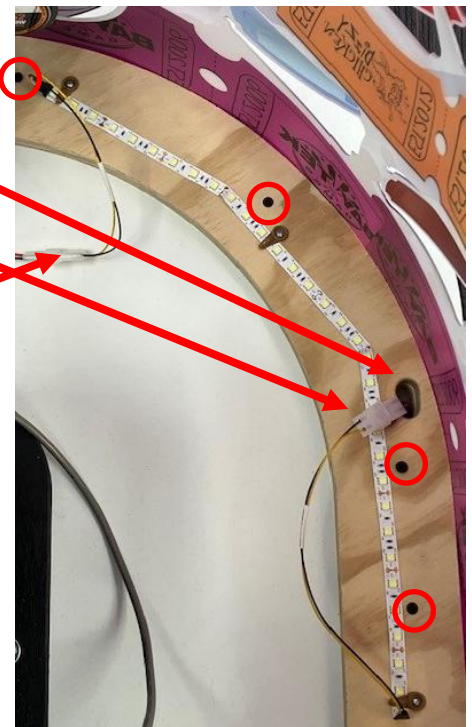
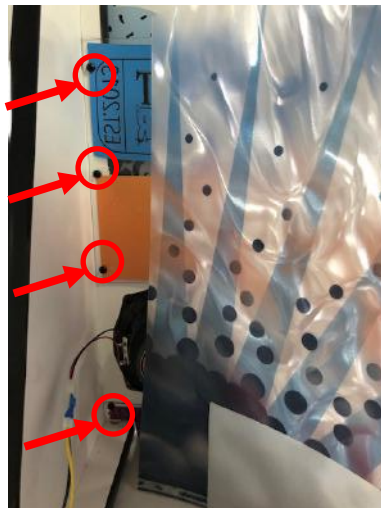
Plug the other end of the LED strip to the center marquee. CE16041 to CE16053

Locate 4 shorter screws from the hardware kit.



A5SCPH151

Install these 4 screws into the center marquee using a #2 square bit drive.



BIG TICKET DROP GAME SETUP

Install Right Marquee:

Carefully raise the right side marquee to the top of the cabinet.

This marquee will be installed on the right side as your looking from the front of the game.



Important! - Please feed the square 4 pin connector and the 2 pin connector from below through this hole as you place the right side marquee into position.

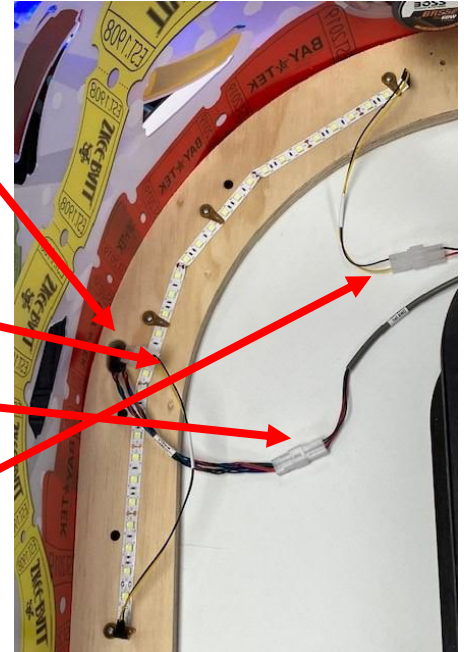
Hardware installation is the same as the other side.

4 Longer screws down into the cabinet, 4 smaller screws into the center marquee.

Plug in the connector for the LED lights. CE16050 to CE16041

Plug in the 4 pin connector. CE16039 to CE16031

Plug the other end of the LED strip to the center marquee. CE16041 to CE16053



Plug in 5 cable connections:

USB Cable to Display

4 pin RGB LED Lights

CE16030 to CE16036

6 pin plug at marquee

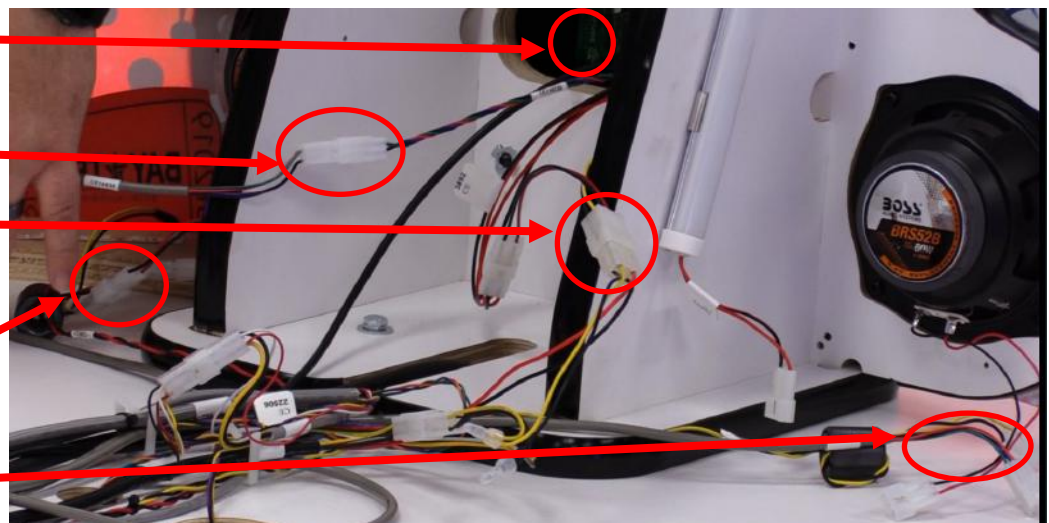
CE16046 to CE16025

2 pin Left Speaker

CE16023 to Speaker

2 pin Right Speaker

CE16023 to Speaker



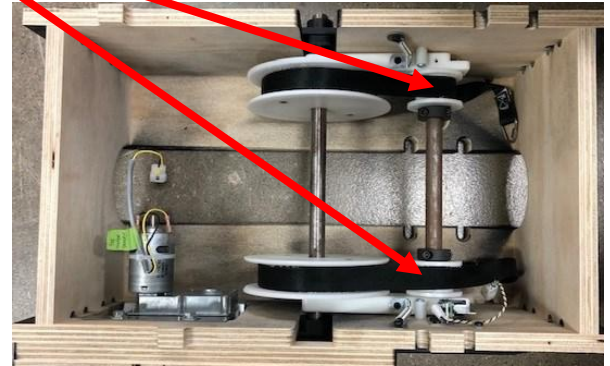
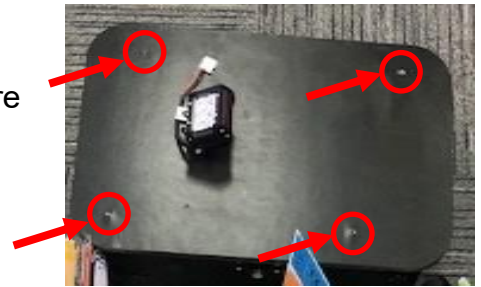
BIG TICKET DROP GAME SETUP

Install Motor Housing:

Locate the motor housing and loosen the 4 screws using a #2 square bit.

Remove the wood top.

Verify both straps are in the grooves of the small wheels



Remove the 5 of A5SCHX025 bolts using a 5/32" Allen Wrench from both side of the front plexi. Remove the front plexi completely to access the inside of the cabinet.



Remove 3 of each of the following parts from the hardware kit that was inside the coin box.



A5BOHH060



A5WASI020

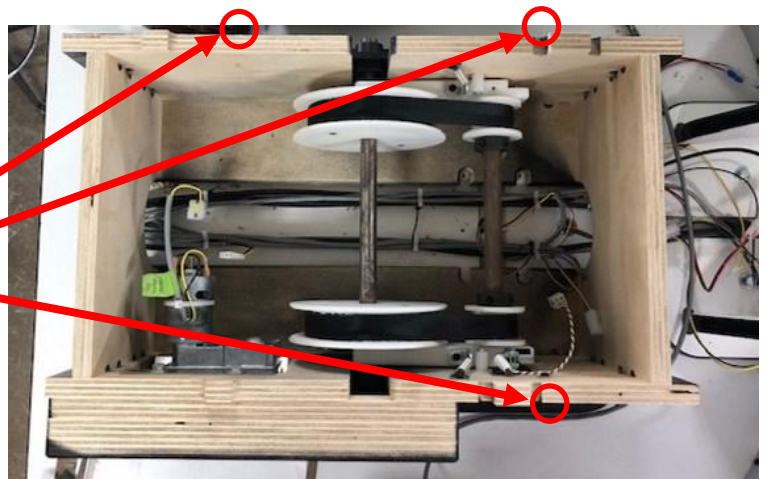


A5WAFL075

Using 2 people, carefully bring the motor housing to the top of the cabinet, and position as shown.

The motor will be at the rear of the cabinet.

Install all 3 sets of bolts, washers, and lock nuts using a 7/16" wrench.



BIG TICKET DROP GAME SETUP

Install Drop Globe:

The Drop Globe will be sitting on top of foam, screwed down on both sides to prevent shipping damage.

Remove the 2 screws on the left side with #2 square bit, remove the tie-down strap and re-insert the screws back into the plastic.

Do the same with the right side strap - reinserting the screws after the strap is removed.



Using 2 people, raise the globe up to attach to the straps.

Unthread the 2 turnbuckles and hang the drop ball onto the 2 straps.

Re-thread the 2 turnbuckles closed.

Verify both straps are in the grooves of the small wheels above the cabinet and flat and straight down to the drop globe.

Important! Both straps must be flat and straight in the upper pulleys, and straight through these lower slots.

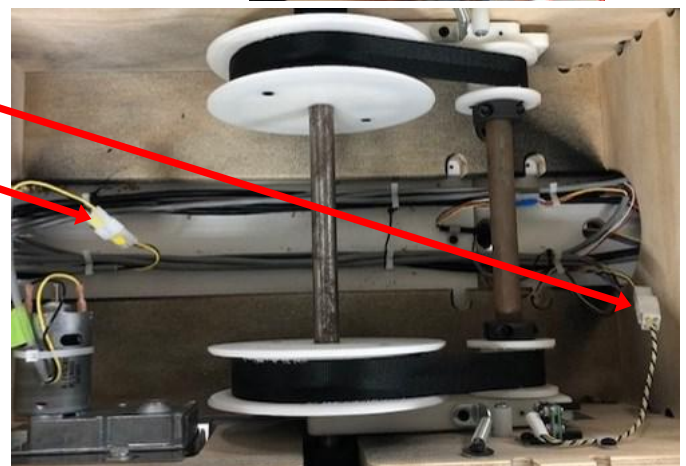


Finish the Top of Game:

Plug in the sensor.

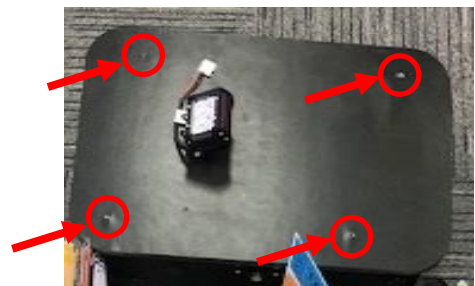
Plug in the motor power.

Do a final check on the 2 straps - Make sure they are both in the flat in the pulley and straight and flat down to the globe.



Install the top wood panel back onto the motor housing. Tighten the 4 screws using a #2 square bit.

Plug in the Spot Light. CE16047 to CE16024 cables



BIG TICKET DROP GAME SETUP

Important:

There are multiple warning stickers stressing the importance of removing the shipping braces. These braces are intended to secure the playfield to ensure the turntable wheel motor is not damaged during shipping.

We will now install home sensor, remove the brace, and plug in the turntable wheel motor.

Install Home Sensor

Open the front door, and remove the package of hardware with 2 bolts, 2 washers, and 2 lock washers.

Remove the home sensor assembly wrapped in bubble wrap.



A5BOHH060



A5WASI020

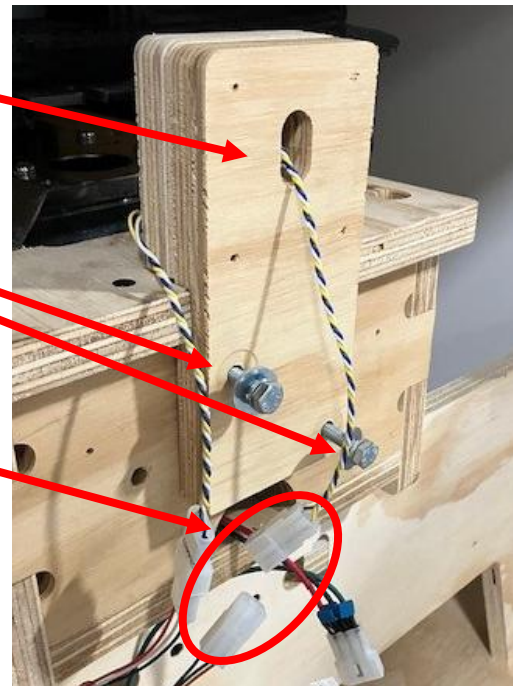


A5WAFL060

Unwrap the home sensor assembly and place in position as shown.

install the 2 bolts, 2 washers, and 2 lock washers using a 7/16" wrench.

Plug in the sensor.

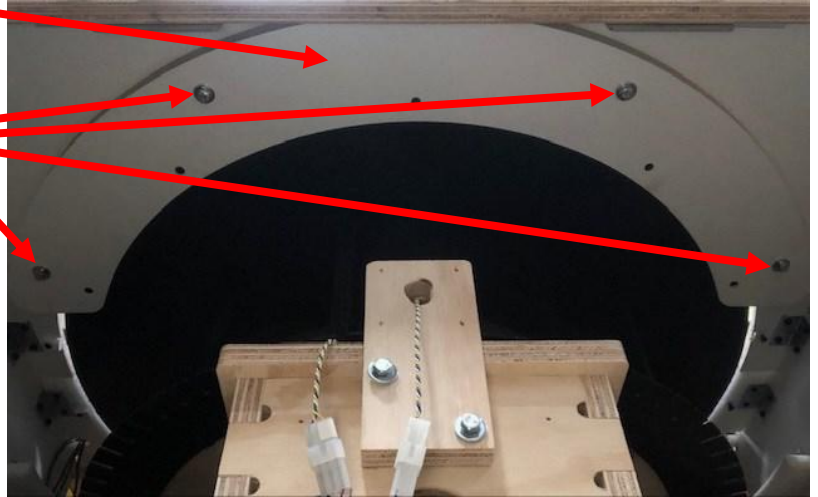


BIG TICKET DROP GAME SETUP

Remove Shipping Brace:

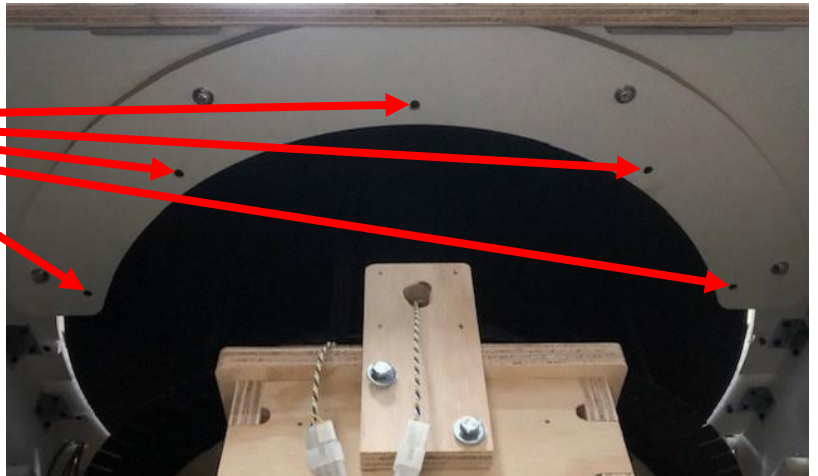
From the lower back door of the game, look up toward the bottom of the playfield. This board and hardware must be removed

Remove the 4 bolts using a 7/16" wrench.

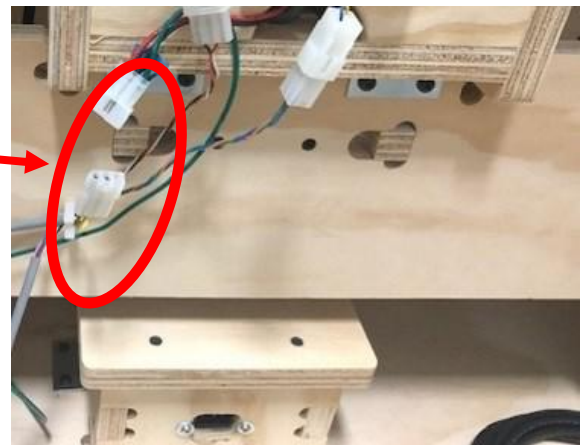


Remove the 5 screws using a Phillips screwdriver bit.

Remove the large white piece of wood and discard.



Plug in the motor connector.



BIG TICKET DROP GAME SETUP

Power on game:



This unit is capable of producing sound levels hazardous to human hearing. Consult local sound regulations and adjust volume accordingly.

Remove the power cord from the coin box.

Ensure the large white wood shipping brace is removed from the cabinet

Remove Caution Sticker, and plug the power cord into the line filter in the side of the wood box.

Feed cable through the hole in the back of the white wood.

The game can now be plugged into the wall.

Open the front door, the power switch on the power strip is cleverly hidden here.

Turn on game and allow to boot up.

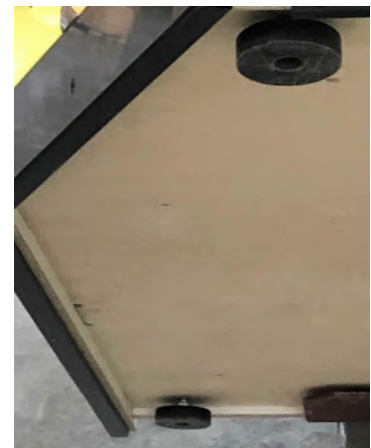
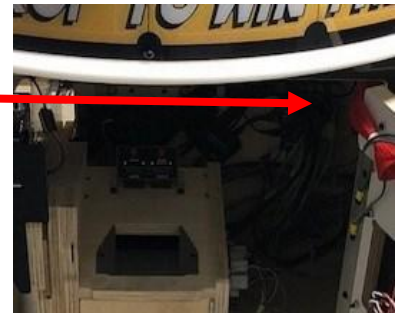
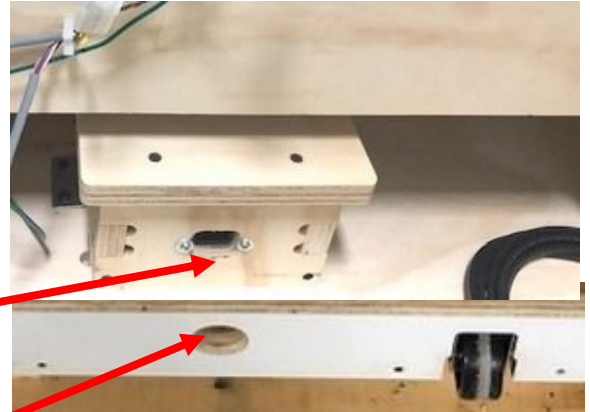
The last step will be to level the game -
This is very important ! Otherwise a player may never win!

Leveling the game:

This is very important! Otherwise a player may never win!

There are leg levelers, one on each corner of the cabinet. They can be adjusted from inside the by using a 5/32" Allen Wrench.

The game can be leveled by placing a level across the cabinet at various places to ensure that the playfield area is level.



BIG TICKET DROP GAME SETUP

Leveling the game:

There is also a way to level the game by using the dropping ball with options in the menu.

This is a good check to make sure the ball will drop into the win spot and provide the players with the ability to win after any leveling of the game.

Instructions:

Enter the game menu and scroll to diagnostic menu.

Highlight “Stop at Bonus” and press the menu select button to select.

The game’s turntable will stop with the bonus location below the win arrow.

Highlight “Drop Ball” and press the menu select button to drop the ball

Highlight “Raise Ball” and press the menu select button to start to raise the ball. It will raise very slowly.

Press the menu select button again to stop the ball raising motor.

Press it again to start the motor again.

You must get the ball lowered very close to the playfield, but not touching any of the playfield.

It will be hovering over the win spot.

A small turn of the turntable may be needed.

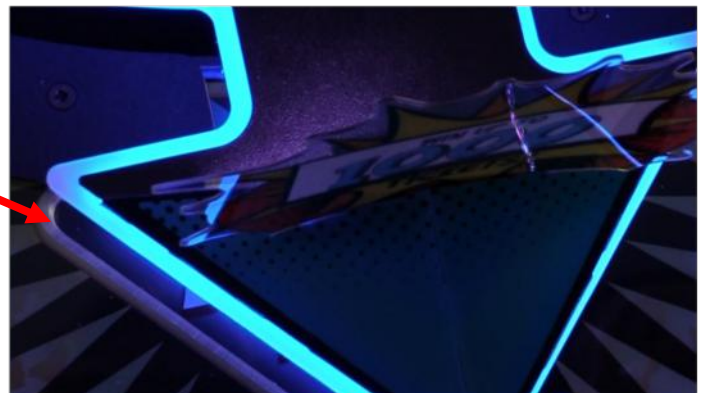
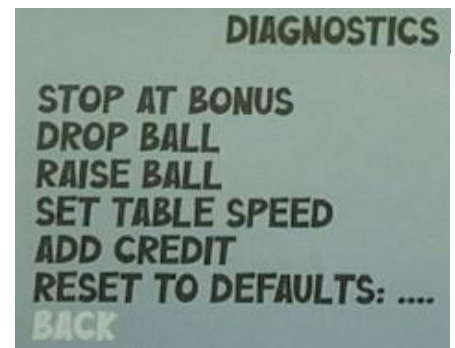
Adjust the leg levelers until the ball arrow and playfield cutout line up perfectly.

For example: In this instance, the ball arrow is too far to the right.

The right side of the game needs to be raised to allow the ball arrow to swing more to the left.

Once the game is level, select the “Drop Ball” and “Raise Ball” to verify that the ball drops into the win spot smoothly.

The game is now ready to play! Enter the menu to verify your location specific settings, and enjoy!

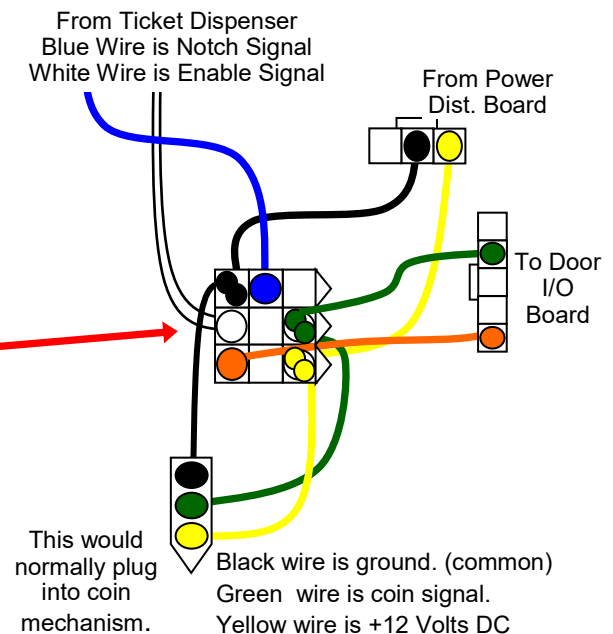


CARD SWIPE SYSTEM INSTALLATION

The Big Ticket Drop game is pre-wired with a UCL (Universal Card Link) connector to accept Card Swipe systems from many different manufactures. Please follow these instructions to make full use of this capability.

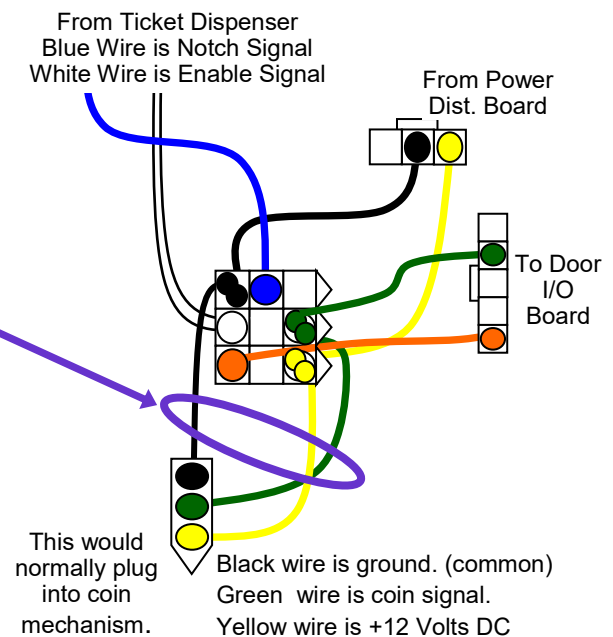
Option #1:

Card swipe systems may come with a standard 9 pin Molex connector. This is the UCL connector. Simply plug this connector into your card swipe reader.



Option #2:

If your card swipe systems does not have a standard 9 pin Molex connector, then you will have to splice wires into the AACE27512 harness.



Notes:

1.) Many card swipe systems have a voltage threshold that can be adjusted in the card swipe menu. Please set this "Game Drive Threshold" to 2 Volts.

Menu Changes

Enter menu, Go to "Payout Settings" Menu
Change "Card Swipe" to On

HOW TO PLAY

The Big Ticket Drop game relies on a turntable that is constantly rotating.

There is a home sensor and wheel position sensor at the rear of the turntable which enables the game to always know the position of the turntable.

The “Drop Button” will start the ball down.

There is a spring loaded mechanism up on the top of the game that senses when the weight is off of the dropping ball.

As soon as the game senses the ball is down, the turntable will stop turning, and the sensor in the arrow will determine a win or miss.

A win will either be a major bonus or minor bonus - depending on the size of the playfield slot. (Large or small)
A non-win will authorize the game to pay out the mercy ticket value.

The ball will then raise until it triggers the limit opto sensor at the top of the game.



MAIN MENU FUNCTIONS

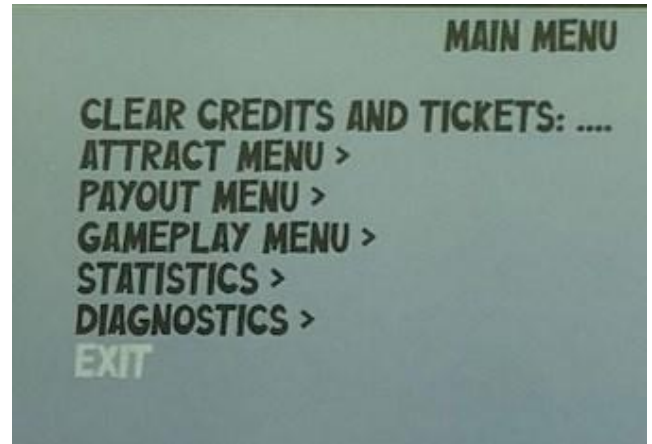
The Menu and Menu Select buttons are located inside the front door.



Hold the MENU button down for 1 second to open the main menu on the display.

Press MENU to scroll through the options, and MENU SELECT to change the settings.

Default settings are highlighted in yellow below.



MAIN MENU	
Clear Credits & Tickets	Press the Menu Select button 4 times to clear any accumulated credits and tickets
Attract Menu	Press the Menu Select button to enter the Attract Menu
Payout Menu	Press the Menu Select button to enter the Payout Menu
Gameplay Menu	Press the Menu Select button to enter the Gameplay Menu
Statistics	Press the Menu Select button to enter the Statistics Menu
Diagnostics	Press the Menu Select button to enter the Diagnostics Menu
Exit	Press the Menu Select button to exit menu

Software version is shown on the bottom left corner of the display as you enter the menu.

Version 1.2
Doorboard 1.7

If it shows **Not Found** , then the circuit board is not communicating to motherboard.

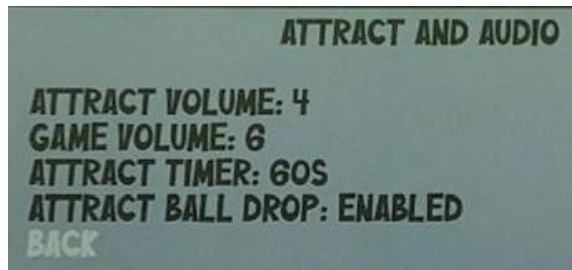
ATTRACT AND AUDIO MENU

Scroll through the options by pressing the “MENU” button.

Change selection with the “SELECT” button.

Scroll to “BACK” and press the “SELECT” button to go back to the main menu.

Default settings are highlighted in yellow below.



Attract Volume

0	1	2	3	4	5	6	7	8	9	10
---	---	---	---	---	---	---	---	---	---	----

Sets the volume level of the attract loop when the game is not being played.
“0” means there is no attract volume.

Game Volume

0	1	2	3	4	5	6	7	8	9	10
---	---	---	---	---	---	---	---	---	---	----

Sets the game's playing volume. “0” means the volume is off.

Attract Timer

0	30	60	90	120	150	180	210	240	270	300
---	----	----	----	-----	-----	-----	-----	-----	-----	-----

Sets the amount of time (in seconds) between attract sound cycles.

Attract Ball Drop

Enabled	Disabled
---------	----------

During attract mode, the ball can be set to drop with the attract sounds, or stay up.

PAYOUT SETTINGS MENU

Scroll through the options by pressing the "MENU" button. Change selection with the "SELECT" button.
 Scroll to "BACK" and press the "SELECT" button to go back to the main menu.
 Default settings are highlighted in yellow below.

CARD SWIPE: ON
CREDITS: 1
MERCY TICKETS: 5
FIXED TICKETS: OFF
MINOR BONUS: 50
MAJOR BONUS MINIMUM: 500
MAJOR BONUS MAXIMUM: 1000
PROGRESSIVE INCREMENT: 10
RESET MAJOR BONUS: ...
BACK

Card Swipe

OFF

ON

Sets the wording on the screen to "Swipe Card"

Credits

0

1

2

3

...

19

20

Sets the amount of credit pulses needed to start a game. "0" is free play.

Mercy Tickets

0

1

2

3

4

5

6

...

9

10

15

...

45

50

Sets the amount of tickets a player will win if no bonus values are hit.

Fixed Tickets

Off

1

2

3

4

5

6

7

8

9

10

Only used if needs a set # of tickets every game. This will override all other settings.

Minor Bonus

10

15

20

25

30

35

40

45

50

...

100

Sets the amount of tickets the player will win when the Minor Bonus is hit.

Major Bonus Minimum

50

100

150

...

950

1000

1100

1200

...

1900

Up to Major
Bonus Maximum

Sets the lower limit of tickets that the game resets to after a player hits the Major Bonus.

Major Bonus Maximum

From Major
Bonus Maximum

1000

1100

...

1900

2000

2500

3000

...

7250

7500

Sets the upper limit of tickets won when a player hits the Major Bonus.

Progressive Increment

0

1

2

3

...

19

20

21

...

49

50

Sets the amount of tickets that the jackpot will go up for each game played.

Reset Major Bonus

Press the Menu Select button 4 times to lower the Major Bonus to the Minimum Value

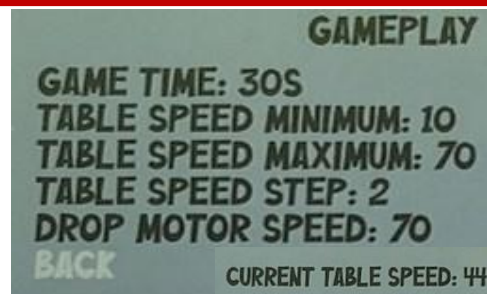
GAMEPLAY MENU

Scroll through the options by pressing the “MENU” button.

Change selection with the “SELECT” button.

Scroll to “BACK” and press the “SELECT” button to go back to the main menu.

Default settings are highlighted in yellow below.



Game Time

15	20	25	30	35	40	45	50	55	60
----	----	----	----	----	----	----	----	----	----

Sets the amount of time in seconds for the length of the game.

If button is not pressed within this time period, then

Table Speed Minimum

10	15	20	25	30	...	60	65	70
----	----	----	----	----	-----	----	----	----

Sets the minimum speed of the turntable as a percentage of maximum motor speed.

For every non-bonus win, this speed will increment by the “Table Speed Step”

After a bonus win, the turntable speed will return to this setting.

Table Speed Maximum

RAND	10	15	20	...	70	75	...	95	100
------	----	----	----	-----	----	----	-----	----	-----

Sets the maximum speed of the turntable as a percentage of maximum motor speed.

100 means full speed, RAND means that the game will assign a random maximum.

The table speed changes to prevent a skilled player from memorizing the table speed.

Table Speed Step

1	2	3	4	5	6	7	8	9	10
---	---	---	---	---	---	---	---	---	----

The percentage increase of turntable motor speed after each non-bonus winning play.

Drop Motor Speed

20	30	40	50	60	70	80	90	100
----	----	----	----	----	----	----	----	-----

Sets the speed of the drop motor as a percentage of maximum motor speed.

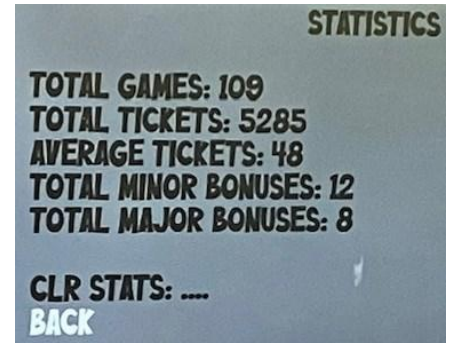
This may be erased from the program.

GAME STATISTICS MENU

Scroll through the options by pressing the “MENU” button.

Change selection with the “SELECT” button.

Scroll to “BACK” and press the “SELECT” button to go back to the main menu.



Total Games

Reports the actual games played since the last reset.

Total Tickets

Reports the actual tickets dispensed since the last reset.

Average Tickets

Reports the total tickets divided by total games since last reset.
This will be average tickets per game.

Total Minor Bonuses

Reports the total number of minor bonus wins since the last reset.

Total Major Bonuses

Reports the total number of major bonus wins since the last reset.

Clear Stats

Press the “SELECT” button 4 times to reset all statistics.

GAME DIAGNOSTIC MENU

Scroll through the options by pressing the “MENU” button.

Change selection with the “SELECT” button.

Scroll to “BACK” and press the “SELECT” button to go back to the main menu.

Stop At Bonus: Press Menu Select to stop the turntable very close to the major bonus location. This is helpful in leveling the game to make sure a player can win.

Drop Ball: Press Menu Select to lower the globe ball. Press again to stop the globe ball. Press again to continue to drop.

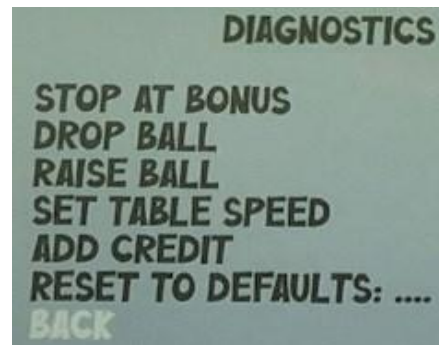
Raise Ball: Press Menu Select to raise the globe ball. Press again to stop the globe ball. Press again to continue to raise.

Set Table Speed: Press Menu Select to decrease the table speed to test motor and sensors.

Add Credit: Press Menu Select to add a credit to the game.

Reset to Defaults: Press Menu Select 5 times to reset all menu options to default settings.

Back: Press Menu Select to return to the main menu.



Drop Sensor Up: Shows if the Upper Limit Sensor is triggered. Normally the globe is up and the sensor is blocked - it shows X. If the globe is down, it will show 0.

Drop Sensor Down: Is the upper sensor in lift mechanism. The spring loaded mechanism detects when the weight is off and triggers this sensor that the ball is down. Normally the ball is up and shows X. When the ball is down and the sensor is blocked it shows 0. Note: Make sure the top door is on the cabinet - bright light can affect these readings.

Table Position Sensor: Is the Notch Sensor under the turntable. It is normally flashing as the turntable turns. Shows 0 when blocked, X when open over a notch, 0 when sensor is unplugged.

Table Home Sensor: Is the Home Sensor under the turntable. It is normally showing an X. It will flash a 0 when blocked by the tab, once per revolution. X when sensor is unplugged.

Score Sensor: Shows if the Score Sensor is triggered. Normally the globe is up and it shows 0. If the globe is in the win spot, it will show X.

Drop Button: Shows if the Drop Button switch input is triggered. Normally, the button shows 0. If pressed the button shows X.

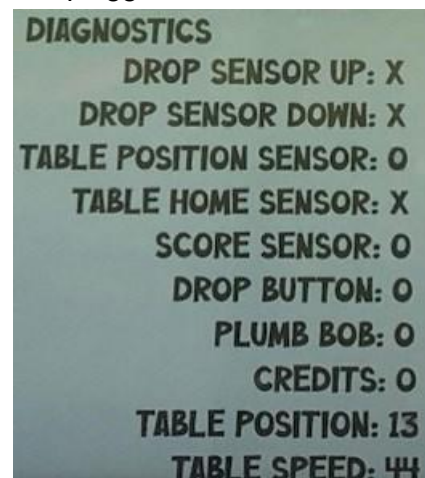
Plumb Bob: Shows if the Tilt mechanism Plumb Bob input is triggered. It is normally 0, and shows a X when tilted.

Credits: Registers if a coin switch input is triggered.

Table Position: Increments as the turntable is spinning, showing the position of the table.

Table Speed: Shows the current speed of the turntable as a percentage of maximum speed.

Note: Further explanation of the sensors and their functions can be found in the wiring diagram and troubleshooting sections.



ADJUSTING TICKET PAYOUT

The Big Ticket Drop game normally ships with average 30-35 percent payout with a 1 cent ticket value.

There are 6 options in the Payout Settings Menu that can be adjusted to move the average ticket payout higher or lower.

Any one or more can be adjusted to fine tune your payout:

- Cost per play
- Mercy Tickets
- Minor Bonus
- Major Bonus Minimum
- Major Bonus Maximum
- Progressive Increment

Use the chart below as a guide to achieve the 35% - 40% average payout using different price per play.
Your results may vary.

				Default			
	Pattern 1	Pattern 2	Pattern 3	Pattern 4	Pattern 5	Pattern 6	Pattern 7
Cost Per Play	\$0.25	\$0.50	\$1.00	\$1.50	\$2.00	\$2.50	\$5.00
Mercy Tickets	5	5	5	5	10	20	25
Minor Bonus	50	50	50	50	50	50	100
Major Bonus Minimum	100	500	750	1000	1250	2000	5000
Major Bonus Maximum	100	500	1500	2000	2500	3000	7500
Progressive Increment	0	0	10	20	20	20	50
Average Tickets/Play	9	20	36	52	63	91	197
Payout Range	35%-40%	35%-40%	35%-40%	30%-35%	30%-35%	35%-40%	35%-40%

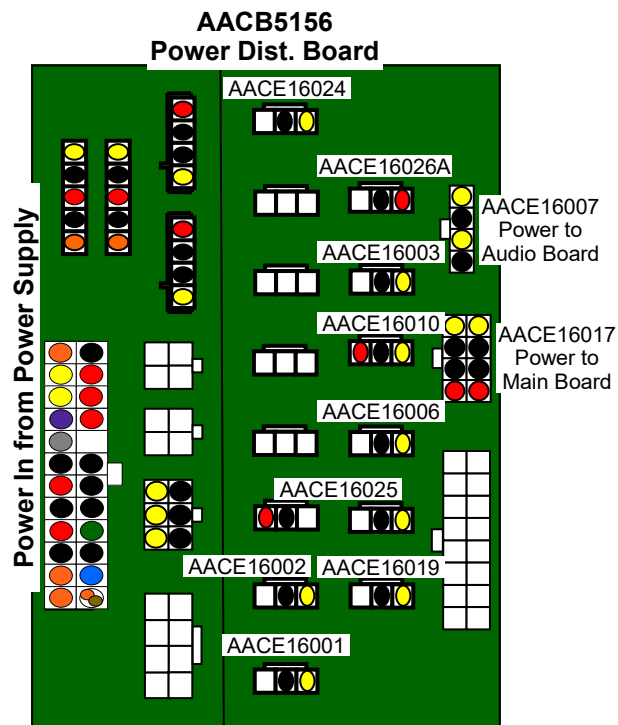
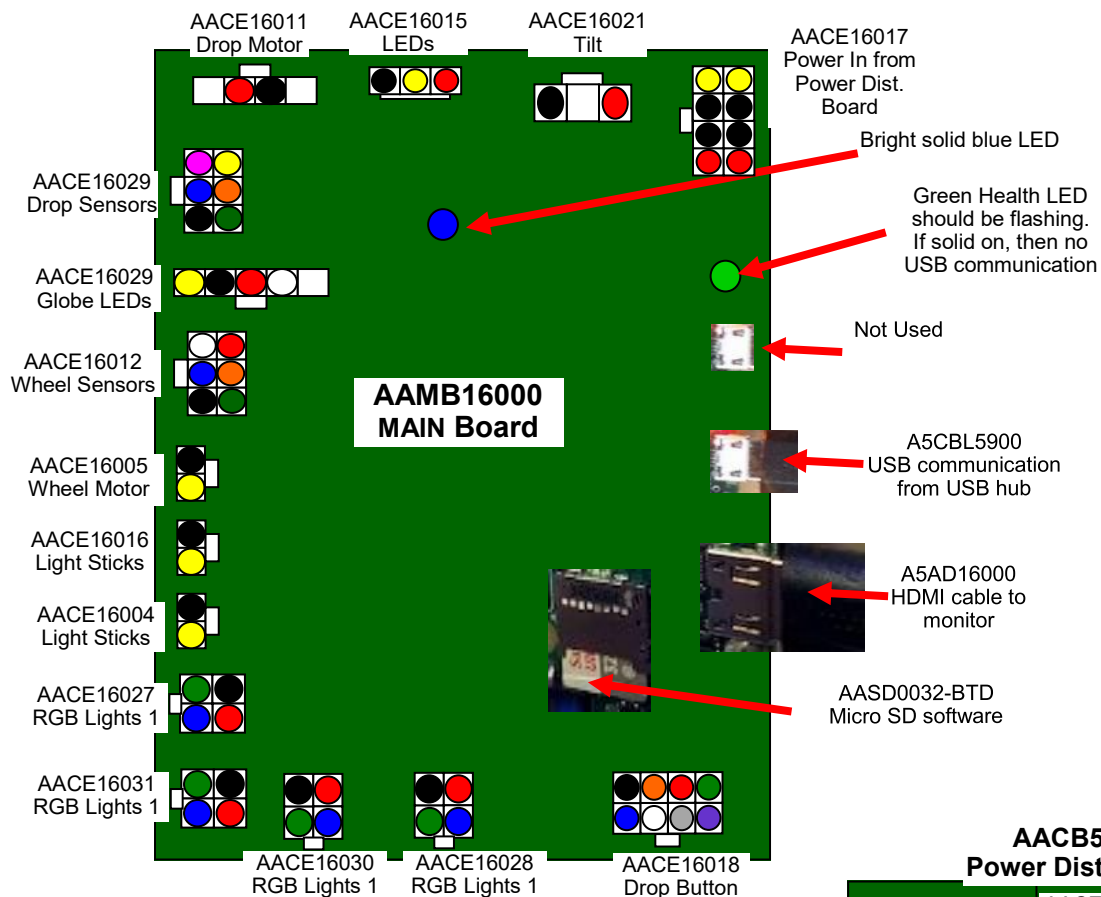
To see current average ticket payout:

Enter the "Game Statistics" Menu and write down the "Average Tickets" quantity
Divide this number by your price per play in cents.

For example:

"Average Tickets" of 54.7
Divided by price per play of 150 cents
Equals .364666 or **36 percent payout**

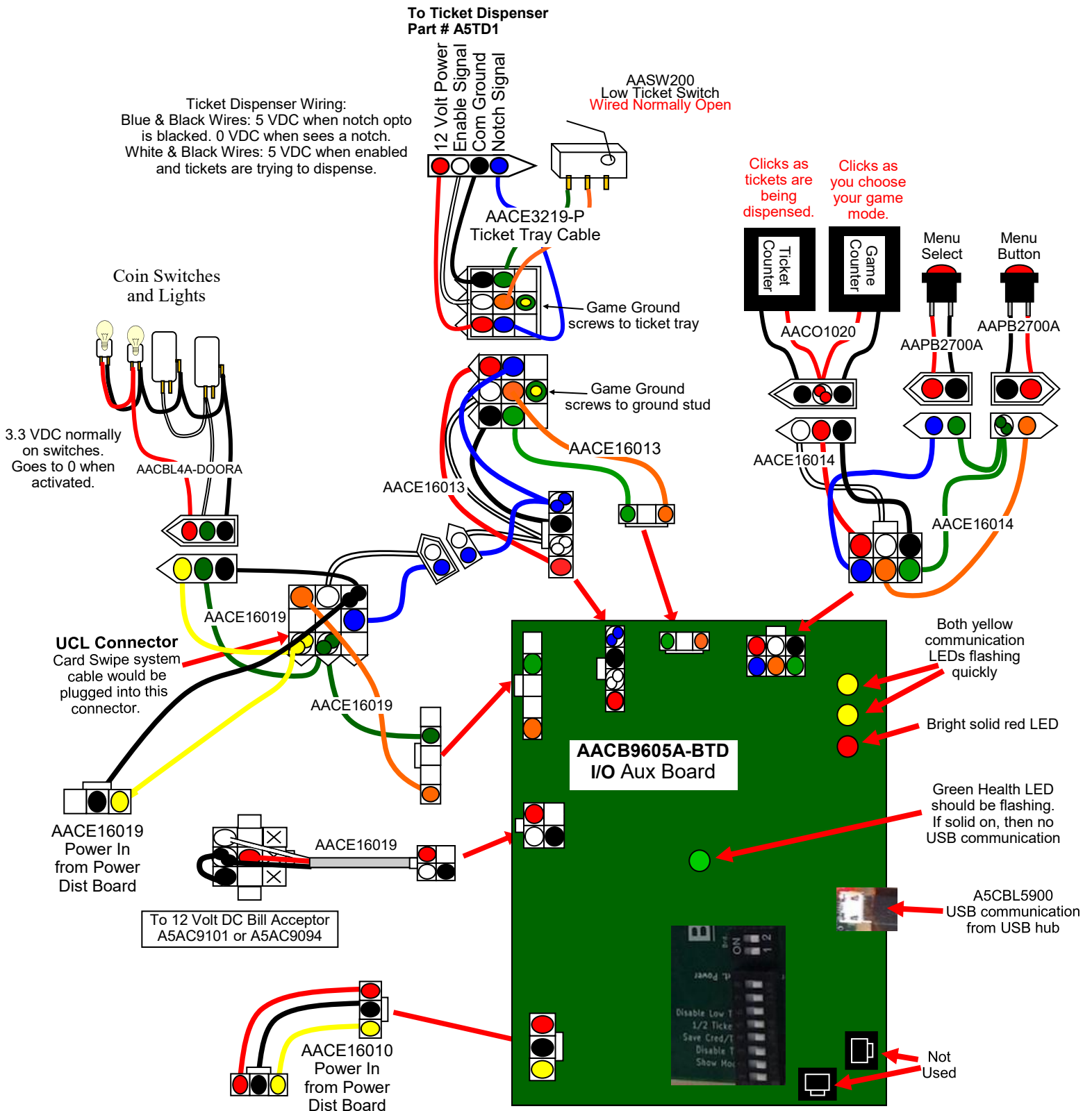
CIRCUIT BOARD LAYOUT



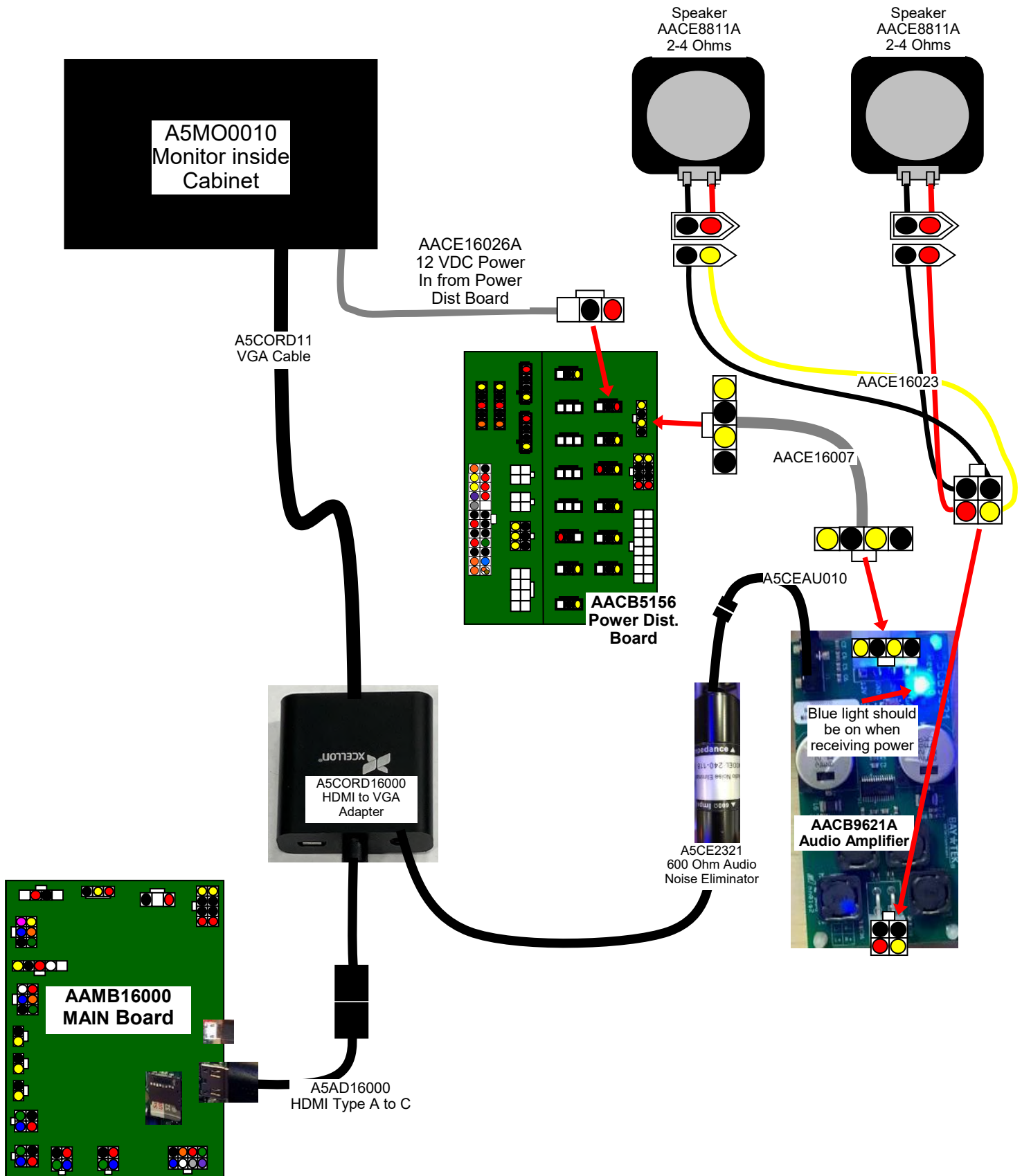
Boards are located inside the front of cabinet, best accessed by removing the right side door.

WIRING DIAGRAM

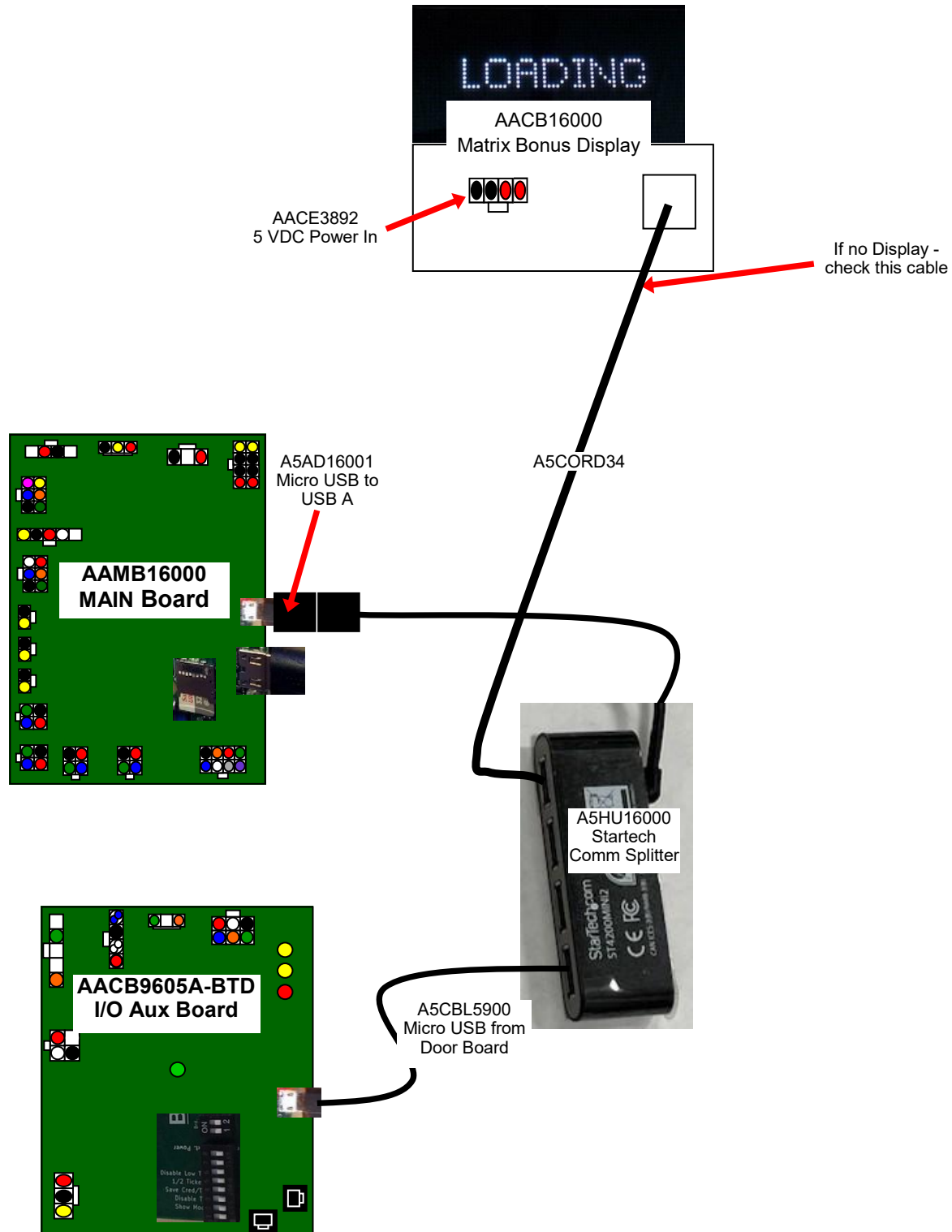
Door Board - Located on the side of the coin box.



MONITOR & SOUND WIRING DIAGRAM



MONITOR & SOUND WIRING DIAGRAM



UPPER DROP MOTOR AND SENSORS



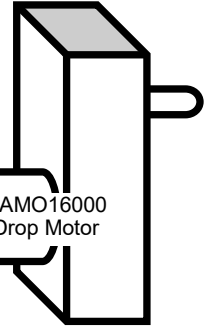
AACB5190A
Drop Sensor

Drop Sensor - Tells the game when the globe is down.

Blue is Ground
Yellow is +12 VDC
White is signal

Normally, the globe is up and the sensor is not blocked and 0 VDC between blue and white wires.
When the globe is down and the sensor is blocked - 3 VDC between blue and white wires.
Note: Bright light can affect this sensor.

Drop Motor
0.9 Ohms
-6 to -12 VDC when going down
+12 VDC when going up.



AACE16042



AACE16022



AACB3404A
Upper Limit Sensor

Upper Limit Sensor - Tells the game when the globe is up.

Blue is Ground
Orange is +12 VDC
Green is signal

Normally, the globe is up and the sensor is blocked. (Green LED On) 0 VDC between blue and green wires.
When the globe is down, the sensor is not blocked, 3 VDC between blue and green wires.

AACE16029

AACE16040

AACE16006
Power In
from Power
Dist Board

AACB3907A
Motor Driver BD

AACE16011

AACE16035
Globe LED strip

AACE9729
Scoring
Sensor

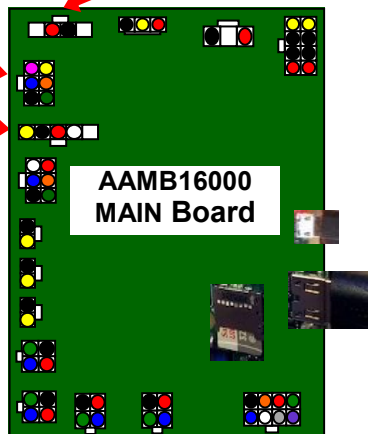
Scoring Sensor

There are 4 wires in the spiral black cable that drops with the globe ball.
Yellow is +12VDC for the lights in the globe.
Black is for Ground for the lights in the globe.
White is ground for sensor.
Red is signal for sensor.

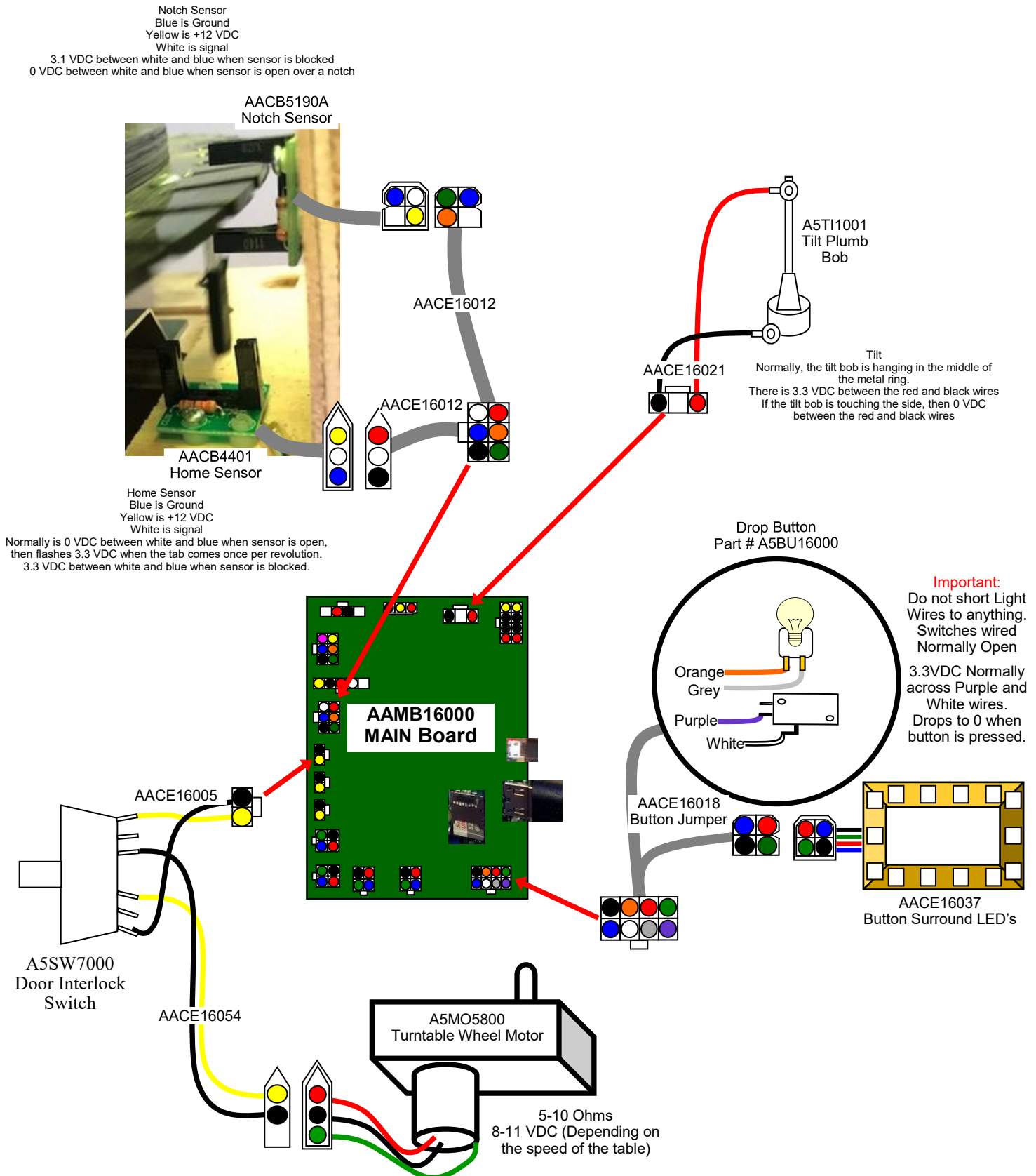
Normally, the globe is up and the sensor shows 3.3 VDC.
When the globe is down and inside a win spot, it drops to 0 VDC.

AACE16029

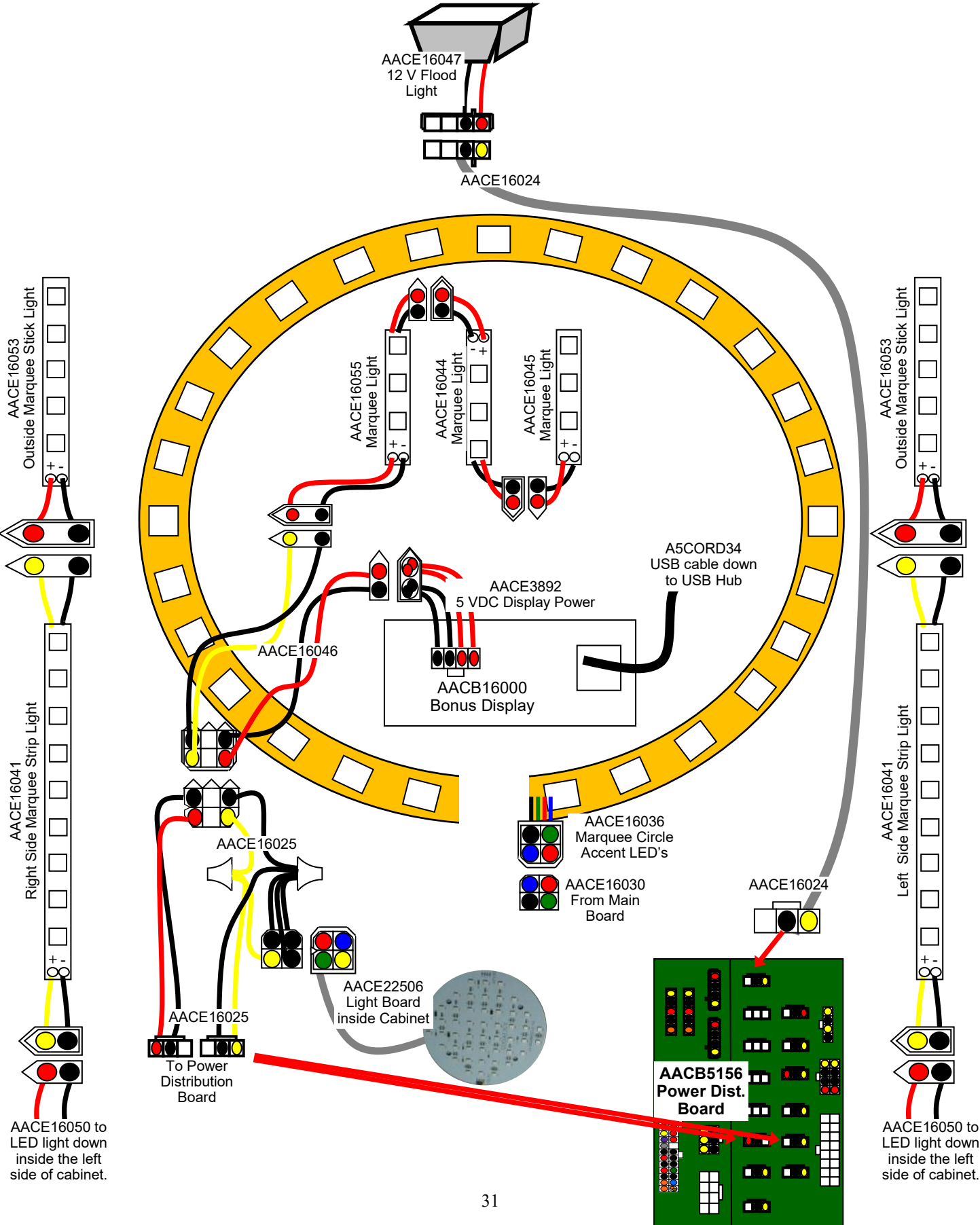
AACE16029



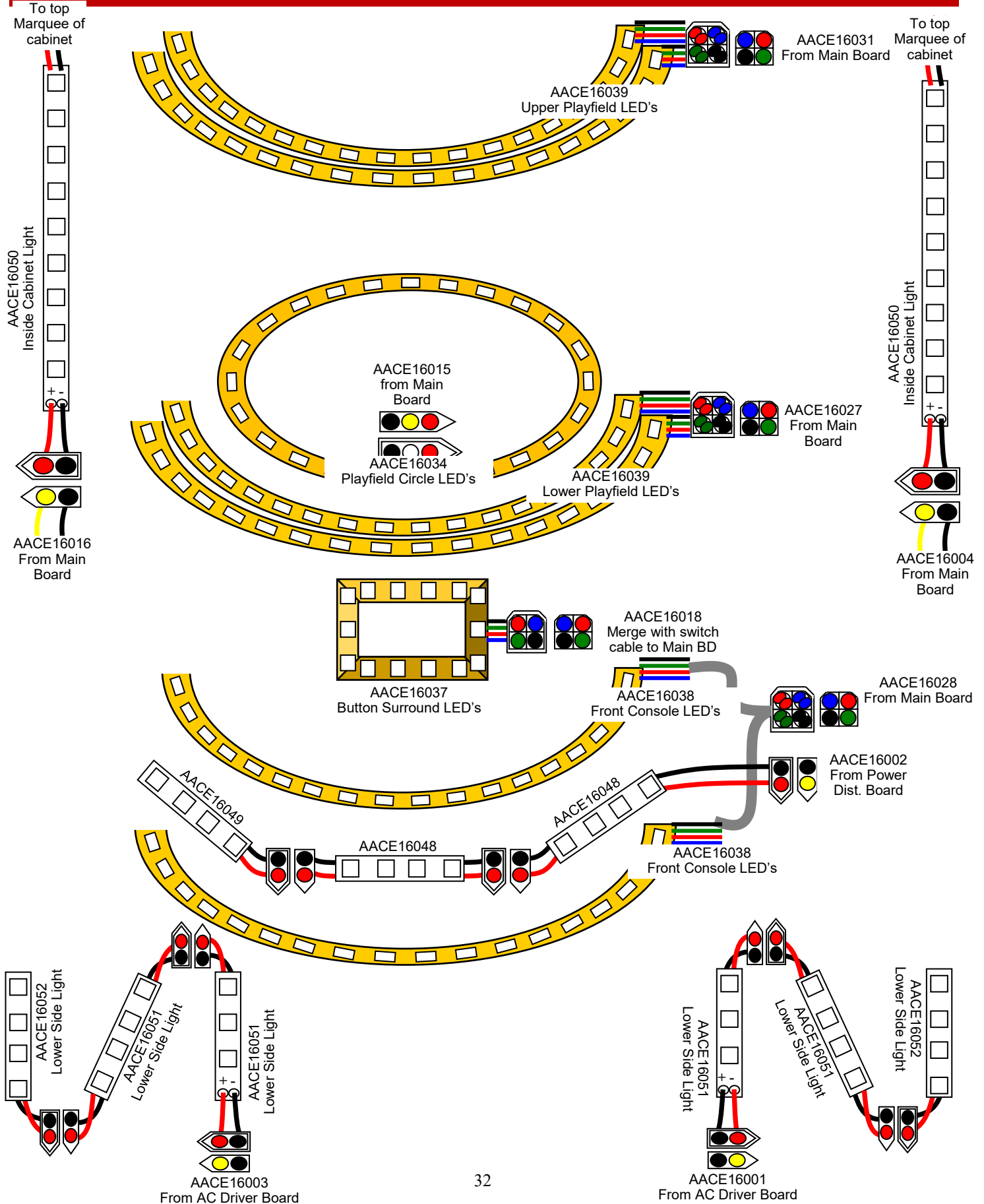
CAROUSEL WHEEL MOTOR AND SENSORS & DROP BUTTON



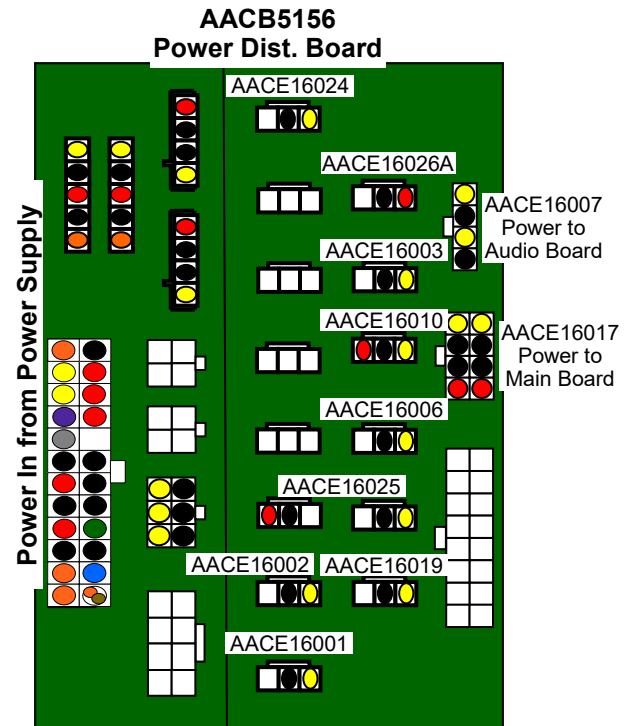
MARQUEE LIGHTING DIAGRAM



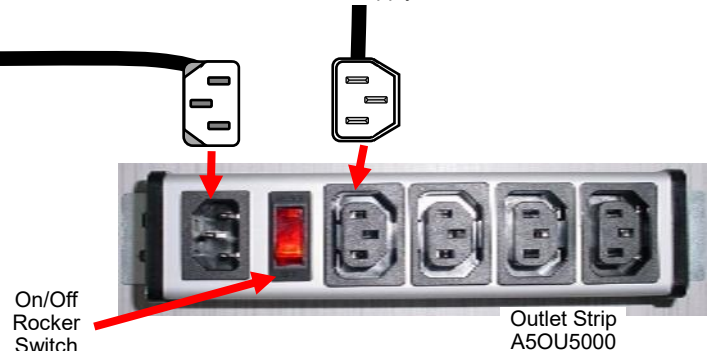
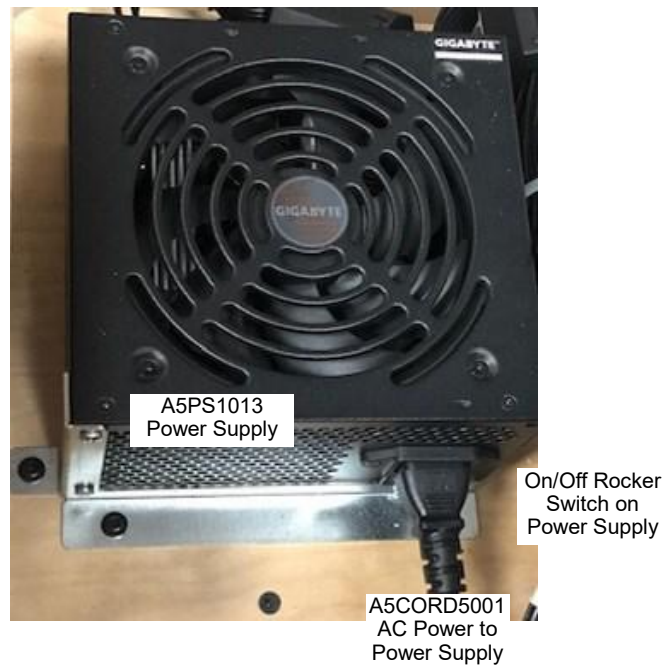
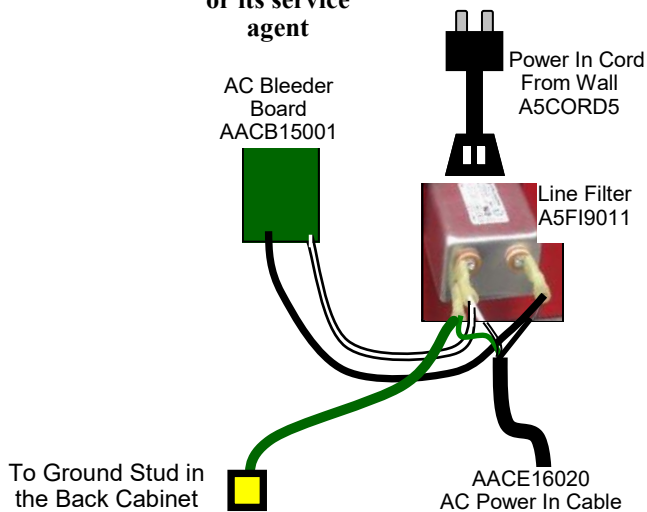
BUTTON WIRING DIAGRAM



AC POWER IN WIRING DIAGRAM



If the supply cord
is damaged, it
must be replaced
by a special cord
or assembly
available from
the manufacturer
or its service
agent



GAME ERRORS



LED MATRIX COMMUNICATION ERROR

The main board (AAMB16000) is not seeing the matrix display inside game (AACB16000)

Check 5 Volt DC on cable CE3852

Check USB cable A5CORD34 from splitter to display.

Swap USB cable to a different socket on the splitter.

If the matrix display is not showing anything, replace matrix display (AACB16000)

DOORBOARD COMMUNICATION ERROR

The main board (AAMB16000) is not seeing the I/O Aux Door Board (AACB9605A-BTD)

Check USB cable A5CBL5900 from splitter to I/O Aux Door Board.

Swap USB cable to a different socket on the splitter.

Ensure the I/O Aux Door Board is receiving 5 Volts & 12 Volts DC on cable CE16010

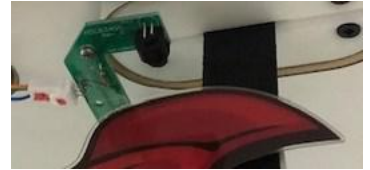
BALL MOTOR UP ERROR

The main board (AAMB16000) is not seeing the Upper Limit Sensor (AACB3404A)

The plastic red cape attached to the top of the globe must break the opto beam to signal the globe has reached to top.

Check the cable from sensor to main board (CE16029)

Replace sensor (AACB3404A)



BALL MOTOR DOWN ERROR

The main board (AAMB16000) is not seeing the Drop Sensor (AACB5190A) in the top of the game.

The spring loaded mechanism will pop up when the tension is off the globe, and opto beam to signal the globe has reached to top.

Check the cable from sensor to main board (CE16029)

Replace sensor (AACB5190A)



ENCODER POSITION SENSOR ERROR

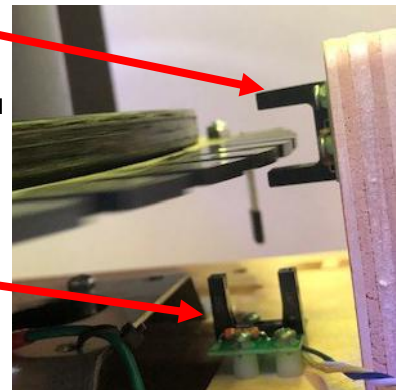
The main board (AAMB16000) is not seeing the Encoder Sensor (AACB5190A) in the lower rear of the game.

The sensor should read every notch in the carousel. From 0-80

The turntable speed can be slowed down in the Diagnostic Menu

Check the cable from sensor to main board (CE16012)

Replace sensor (AACB5190A)



ENCODER HOME SENSOR ERROR

The main board (AAMB16000) is not seeing the Home Sensor (AACB4401) in the lower rear of the game.

The sensor should read the peg once per revolution.

Check the cable from sensor to main board (CE16012)

Replace sensor (AACB4401)

TROUBLESHOOTING GUIDE

Troubleshooting Strategy

Use common sense and a systematic method of troubleshooting to determine the exact problem, probable cause and remedy. Use the process of elimination to find the faulty component. Always check for the simple and obvious causes first such as unplugged, loose or broken wires and bad sensors, bent, pinched, stuck or jammed components.

Troubleshooting Chart		
Problem	Probable Cause	Remedy
No power to the game No lights on at all	Unplugged. Circuit breaker tripped. Line Filter Faulty. Power strip faulty. Disconnected, loose or broken wires.	Check wall outlet. Reset power strip breaker switch or building circuit breaker. Replace Line Filter (Part # A5FI9011) Change plug position, replace power strip if a section does not work. Part # A5OU5000 Check rocker switch on power strip. Refer to wiring diagram. Check connections and reseal cables from line filter to outlet strip. Cables # CE16020 and A5CORD5 If the supply cord is damaged, it must be replaced by a special cord or assembly available from the manufacturer or its service agent.
Monitor is on But everything else off (Power Supply not ON)	Power supply unplugged. Rocker Switch. Power supply shutting down because of 12 V overload. Faulty power supply. Faulty Power Dist Board	Insure power supply is plugged into power strip Make sure rocker switch is set ON.  See power supply diagnostics to isolate bad component. A bad motor or 12 volt short would cause this. See Power Supply Diagnostic below. Replace Power Distribution Board (AACB5156B)
Dollar Bill Acceptor not functioning Ensure Bill Acceptor is set to "Always Enable" Important : Only 12 Volt DC DBA is to be installed. Model # AE 2454 U5E Part # A5AC9101	Check for power to Bill Acceptor. Dirt or debris in acceptor slot. Pinched, broken, or disconnected wiring. Bill acceptor problem. Part # A5AC9094	Acceptor should cycle stacker at game power up. If not, check cable connections. Refer to "How to Clean Bill Acceptor" Or clean with bill reader cleaning card. (A5CC9000) Check wiring from bill acceptor to I/O Aux Board. (AACE16019) Repair or replace wiring harness. Make sure wires are secure in connectors. Refer to troubleshooting section of dollar bill acceptor manual included with this game or the diagnostics label of the back of the unit.
Meters does not work Game meter will click as you choose your game mode. Ticket meter will click as tickets come out of game and notch is "seen" by dispenser.	Ensure correct number of tickets are being dispensed Disconnected, loose or broken wires. Faulty counter.	Check ticket values in menu. Refer to Tickets not dispensing troubleshooting section. Refer to wiring diagram. Check connections and reseal cables from meters to I/O Aux Board Cables # AACO1020 and CE16014 Replace counter. AACO1020.

TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
Game not coining up Enter Diagnostic Mode to see if Credits Increment when coin is inserted.	Look for communication and power on the I/O Aux Board for that player. Check USB communication from Main Board to Display Board on the top of the game. Ensure game makes sound when coin switch is triggered. Game set to large amount of credits per game. Coin Input stuck ON	Refer to "I/O Aux Board Issue" diagnostic section.  Game will not coin up unless it sees both the display board and door board. Check both micro USB cables. Check coin switches—both should be wired normally open. If one switch is "closed" the other will not work either. Check wiring to I/O Aux Board. (AACBL4A-DOORA, CE16019) Check Game Setup Menu. Ensure Credits is set to proper value. Ensure only 5 volts on coin switch green and black wires. Replace I/O Aux board if needed. Part # AACB9605A-BTD
No Sound Main Board creates sound, the A5CORD16000 splits the audio off, and the Audio Amplifier board amplifies it.	Volume set to zero. Disconnected, loose or broken wires. Verify 12 Volts DC to Audio Amplifier Boards on CE16007 Faulty speaker.	Enter Main Menu and verify: Game Volume & Attract Volume is not zero. Refer to wiring diagram. Check connections and reseal audio cable from main board to speakers. Cables # A5AS16000, A5CORD16000, A5CE2321, A5CEAU010, AACE16023, AACE8811 Unplug audio cable (A5CEAU010) from A5CE2321 and plug into MP3 player or phone and see if music is amplified and comes out of speaker. If Yes - then a component before that is faulty. If No - then cable or amplifier board is faulty Replace speaker. AACE8811A
I/O Aux Board Issue Game does not coin up, and has no other functions.	Green power LED should be flashing. Red and Yellow LED's should be on solid, with yellow LED randomly blinking. Faulty I/O Aux Board.	If it is off, then check 12 & 5 Volts DC coming into board on cable CE27518 from Power Distribution Board. If not on, then it is not communicating with the motherboard. Check A5CBL5900 USB cable. Swap cables with light board. If they are off, check power into board on CE16010 cable. Replace board if needed. Replace if needed. Part # AACB9605A-BTD



Red and Yellow LEDs

Green Power LED

TROUBLESHOOTING GUIDE

Problem		Probable Cause	Remedy
Tickets do not dispense or Wrong amount dispensed Check for the correct amount of tickets showing on Monitor	Tickets on monitor does not match tickets coming out of game.	Opto Sensor on ticket dispenser dirty. Faulty ticket dispenser. Notch on tickets cut too shallow. Faulty cable. Disconnected, loose or broken wires. Faulty I/O Aux Board.	Blow dust from sensor and clean with isopropyl alcohol. Replace with working dispenser to isolate the problem. (A5TD1) Flip tickets and load upside-down to have large cut notch toward opto sensor. Check connectors from ticket dispensers to Door board. Check for continuity(CE3219-P and CE16013) Ensure issue is not with a card swipe system - Replace I/O Aux Board. Part # AACB9605A-BTD
	Tickets on monitor do match tickets coming out of game	Settings in Menu are incorrect.	Enter Menu and check certain areas: Mercy Tickets. Major and Minor Bonus Door Board Dipswitch Settings: 1/2 Ticket Payout Fixed tickets
Menu Buttons do not work. The menu buttons are located inside front door	Swap connectors at the 2 buttons. Pinched, broken, or disconnected wiring I/O Aux board faulty.		Replace button if problem stays with button. (AAPB2700A) Inspect crimp to ensure good connection. Check connections from menu buttons to I/O Aux Board. Check cables (AAPB2700A, AACE16014) Replace I/O Aux Board if needed. Part # AACB9605A-BTD
All LED Light Strips are not Working	The LED lights voltage is supplied by either the Power Distribution Board or the Main Board. Faulty LED		Refer to wiring diagram. Check connections & reseal cables from Power Distribution Board and from the Main Board. Refer to wiring diagram to isolate and replace the faulty LED light strip.
Some LED Lights are not Working	Loose or bad connection. Faulty LED		Refer to wiring diagram. Check multiple connections and reseal cables from supply board to LED strip. Replace faulty LED light strip.
Low Tickets message on monitor 	Tickets are empty in ticket tray Faulty cable. Disconnected, loose or broken wires. Faulty low ticket switch. Dipswitch on I/O Aux Board. Faulty I/O Aux Board.		Load tickets into tray. Ensure tickets hold down the micro switch wire. Check connectors from low ticket switch to Door board. Check for continuity. (AACE2119-P, AACE16013) Inspect switch and replace if needed. (AASW200) Check dipswitch settings on the I/O Aux board. If the game has a card swipe system, Dipswitch # 5 should be ON. Replace I/O Aux Board. Part # AACB9605A-BTD

TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
Globe Ball drops as soon as game is credited	The Drop Button switch is stuck closed. Faulty Drop Button	Refer to "How to Change Drop Button" to inspect and clean switch. Replace Drop Button. Part # A5BU16000
Globe Ball does not drop	Drop Button dirty or faulty. Drop Sensor in the top of the game is dirty or blocked so the game thinks that the ball is already down.	Clean Drop Button, replace if needed. (A5BU16000)) Clean and replace drop sensor if needed (AACB5190A)
Globe Ball does not go up	The upper limit sensor is dirty or blocked so the game thinks that the ball is already up.	Clean the upper limit sensor, replace if needed. (AACB3404A)
Game is always in "Tilt" 	Will show "Cheat Detected" screen as soon as the drop button is pressed.	Make sure the plumb bob is hanging free and loose inside the ring of metal. If it touches the metal, the game will tilt. Replace if needed. (A5TI1001)
Game does not "Tilt"	Plumb Bob is jammed. Loose or bad connection.	Make sure the plumb bob is hanging free and loose inside the ring of metal. If it touches the metal, the game will tilt. Refer to wiring diagram. Check connections and reseal cable # AACE16021
Game does not score any bonus	The Score Sensor is not operating correctly. Check for loose or bad connection.	Refer to wiring diagram. Check connections and reseal cables from Globe Ball to Main Board # AACE16026, AACE16040, AACE16029. Replace score sensor if needed. AACE9729
Game does not score major bonus. Only gives minor bonus for any win.	Notch Sensor unplugged, dirty, or faulty. Home Sensor unplugged, dirty, or faulty.	If game does not know where the turntable is, it will only give the minor bonus. If game does not know where the turntable is, it will only give the minor bonus. Refer to wiring diagram. Check connections and reseal cables from sensors to Main Board # AACE16012. Replace home sensor if needed. AACB4401 Replace Notch Sensor if needed. AACB5190A
Globe Ball drops as soon as game is credited.	The Drop Button switch is stuck closed. Faulty Drop Button	Refer to "How to Change Drop Button" to inspect and clean switch. Replace Drop Button. Part # A5BU16000

TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
Monitor not working	Monitor has blue screen and shows No Signal (Upside down) Monitor is dark	Monitor is not seeing VGA cable. Refer to wiring diagram. Check cables A5CORD11, A5CORD16000, A5AD16000 Check for 12 Volts DC into monitor on cable CE16026A Replace monitor if needed. Part # A5MO010
Matrix Bonus Display not working 	Display is dark Monitor shows "Loading"	Display is not seeing power in or USB cable. Refer to wiring diagram. Check for 5 Volts DC on AACE3892 Check cables A5CORD34, A5HU16000, A5AD16001 Power cycle the game off and back on. Wait 3 minutes, if still shows "Loading" replace Matrix Bonus Display. Part # AACB16000
Drop Button not Working	Loose or bad connection. Test Switches in Diagnostic Menu Faulty Switch	Refer to wiring diagram. Check multiple connections and reseat cables from Main Board to Switches. Cables # CE16018 Enter menu and scroll to Diagnostic Menu. The "Drop Button" on screen will activate when the button is pressed. Replace faulty switch. Part # A5BU16000
Turntable Motor is not turning	Rear door safety switch is activated. Faulty turntable motor.	Refer to wiring diagram. Check connections and cables from Main Board to door switch. Cables # CE16005, CE16054 Replace Door Interlock Switch if needed. A5SW7000 Replace turntable motor is needed. A5MO5800
Game score a loss as soon as the button is pressed, but globe does not drop.	Mechanical problem in the drop mechanism. Drop Sensor is blocked, dirty, or faulty.	Inspect spring loaded arm in the top of the game. The sensor should only be blocked when the weight is off of the globe. Clean or replace the drop sensor. AACB5190A

BILL ACCEPTOR DIAGNOSTICS

Note: There are many different models and brands of Bill Acceptors that are used on redemption games. Your Bill Acceptor may differ from the unit shown. Standard DBA is MEI # AE2454-U5E Part # A5AC9101

Determine if Bill Acceptor has power:

Turn game ON—The bill acceptor should make noise as stacker cycles and green lights on outside bezel should flash.

If NO power:

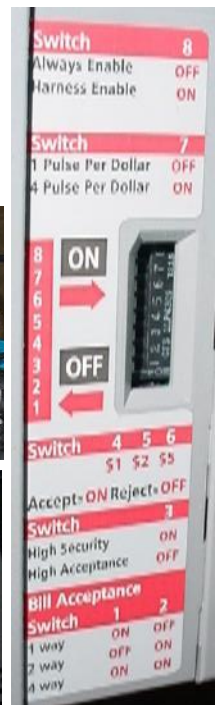
Use meter to measure 12 VDC voltage at cable going into Bill Acceptor from front I/O Aux Board

If power is OK:

Clean Bill Acceptor path to make sure there is nothing jamming unit.

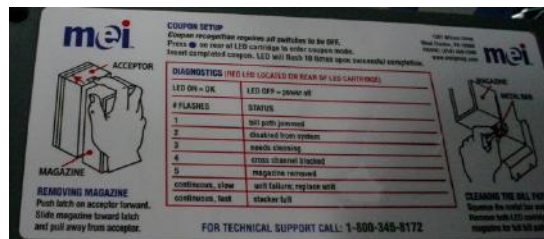
Check dipswitch settings on side of acceptor.

Make sure switch # 8 is OFF for Always Enable



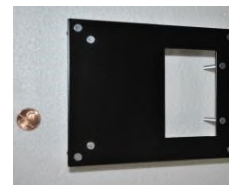
ERROR CODES

Count the number of flashes on front bezel of Bill Acceptor and follow on Bill Acceptor chart for repair instructions.



BLANKING PLATES AVAILABLE

A5PL4200 DBA Plate used for Upstacker Bill Acceptor



A5PL9998 Plate used instead of Coin Mechanisms



A5PL8900 Plate used for Bill Validator



A5PL9995 Plate used instead of ticket dispenser



POWER SUPPLY DIAGNOSTICS

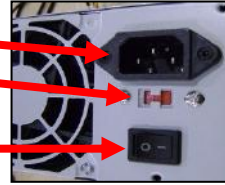
1.) Verify AC power to game. Check power strip in front door. The rocker switch should be illuminated.



2.) Check connection to power supply.

3.) Ensure Power Supply switch is set to 115V (or 230V)
(Some model power supplies may not have this)

4.) Ensure Power switch is on.

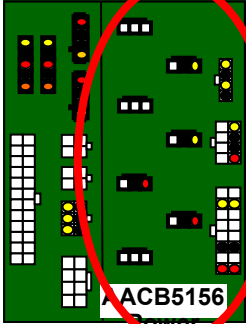


5.) Ensure fan is turning.

- If power supply fan is turning and there is no 12 Volt out:

Check power supply cables to the Power Distribution Board.

This board takes the power in, and directs it to the different 12 volt loads.



Unplug all power out connectors from the right side of the Power Distribution Board.

Turn on game and if it boots correctly, plug one cable in at a time until the issue is found.

Replace power supply if this board is not receiving 12 volts. (A5PS1013)

HOW TO REPLACE POWER SUPPLY

The power supply is mounted under the playfield assembly.

It could be removed from the front door, but there is easier access after the turntable is removed.

Refer to "How to Remove Turntable" for instructions.



HOW TO REMOVE TURNTABLE

To remove the turntable, the home sensor **MUST** be removed in the rear of the cabinet.
It will be damaged if not removed beforehand.

Directions:

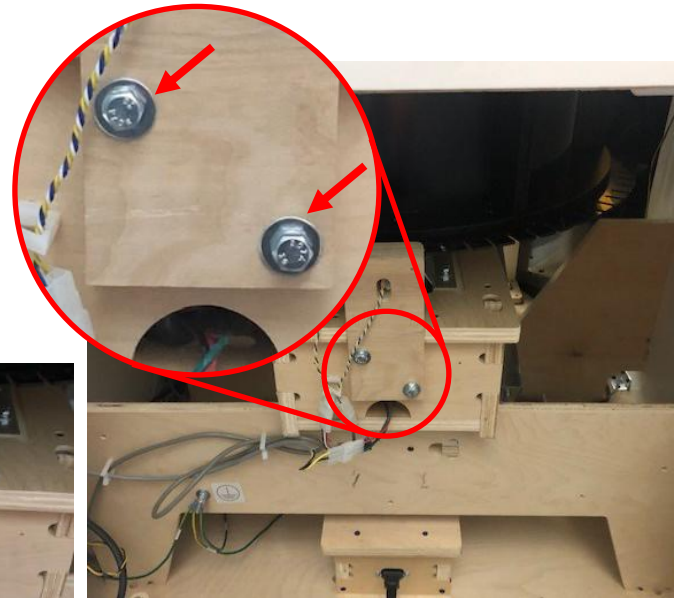
Unplug the game from the wall.

Unlock and remove the lower back door.

Important! Remove the home sensor to prevent damage.

Remove 2 bolts using a 7/16" socket.

Lower the wood block with the sensor down, out of the way.



On the front of the cabinet, remove the 6 bolts from the front plexi using a 5/16" Allen wrench.

Also remove the 6 bolts from the other side.

Completely remove the front plexi from the cabinet so there is room to remove the turntable.



Remove the 4 bolts from the bottom of the turntable using a Phillips or #2 Square bit screwdriver.

Carefully remove the entire turntable from the cabinet.



HOW TO REPLACE TABLE MOTOR

First - Remove the turntable itself.

Refer to “How to Remove Turntable” for instructions.

To remove the turntable, the home sensor **MUST** be removed in the rear of the cabinet.

It will be damaged if not removed beforehand.



Loosen the 4 bolts on the motor bracket using a 7/16” wrench and slide toward large sprocket to create slack in the chain,

Remove chain from the motor small sprocket.

Remove the 4 bolts, and remove the motor bracket from the cabinet.

The motor can now be unplugged and removed from the bracket.

Install the new motor, and re-install the motor bracket with the new motor into the game.

Tighten the motor bracket—make sure there is some tension on the chain.

Place the turntable back into the cabinet.

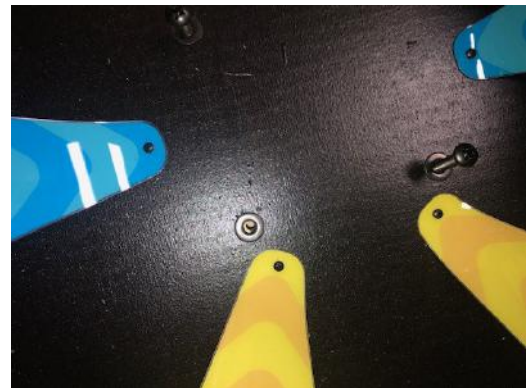
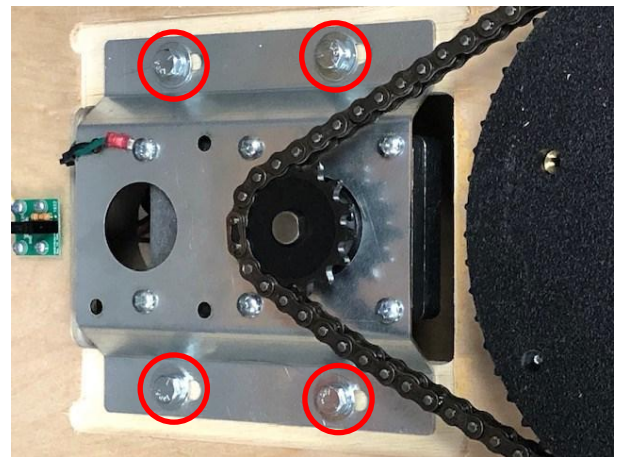
Using a flashlight to help guide it - line up one of the bolt holes and thread a bolt into it by hand.

Use a flashlight again to start another bolt and thread in by hand.

The other 2 bolts can now be threaded in by hand.

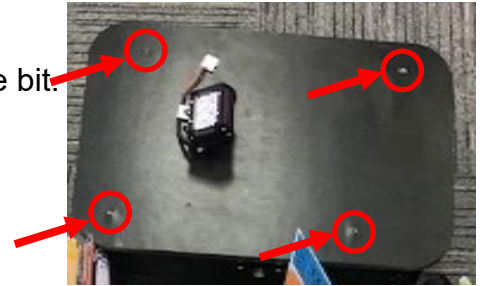
Once all 4 bolts are started, they can be tighten with a screwdriver.

Re-install the 2 bolts in the rear sensor, and re-install the front windshield to complete the motor change.



HOW TO REPLACE TOP MOTOR

Using a ladder, carefully climb to the top of the cabinet.
From the motor housing box, loosen the 4 screws using a #2 square bit.



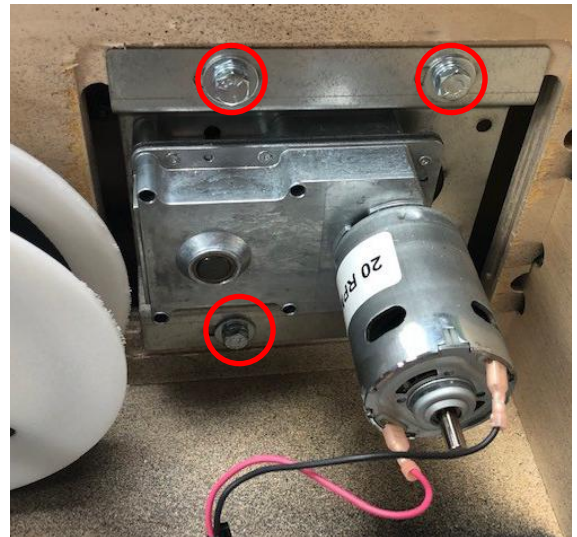
Remove the wood top access the motor assembly inside.



Remove the 4 bolts using a 7/16" wrench.

Loosen the set screw from the sprocket to remove from the motor shaft.

The motor can now be removed from the bracket and replaced.



HOW TO REPLACE DROP BUTTON

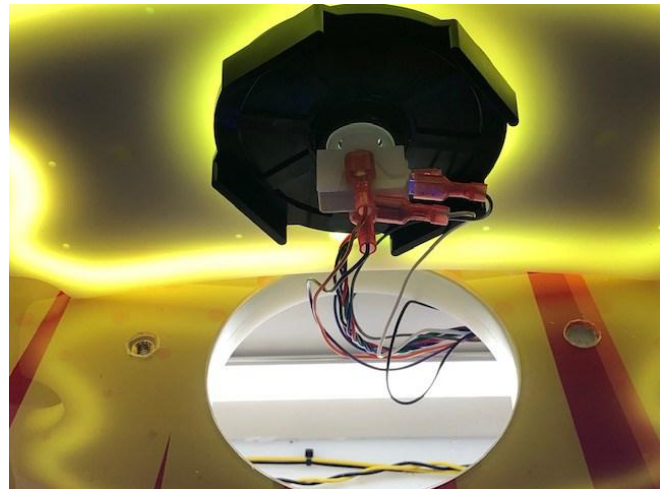
Directions:

Use a 5/32" Allen wrench to remove the 2 bolts from the top of the housing.



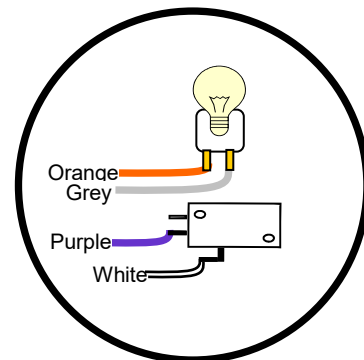
Tilt assembly up to access the button. Be careful not to disturb the LED lighting strip in the button housing.

Twist switch housing counter-clockwise, then pull out to remove the switch from the button housing.



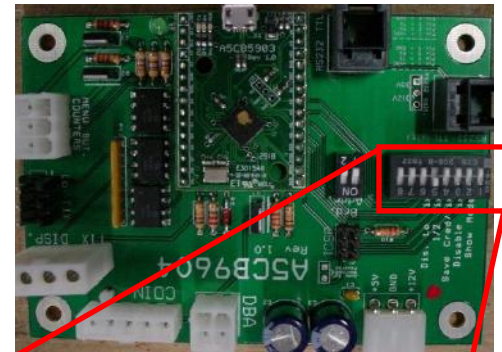
Drop Button
Part # A5BU16000

Important:
Do not short Light Wires to anything.
Switches wired Normally Open
3.3VDC Normally across Purple and White wires.
Drops to 0 when button is pressed.



I/O BOARD DIPSWITCH SETTINGS

SWITCH	DESCRIPTION	ON	OFF
1	SHOW GAME Does not dispense tickets and clears all accumulated credits if ON		X
2	AMUSEMENT ONLY Does not dispense tickets if ON		X
3	NJ LOCKOUT Saves tickets owed and unused credits after a power loss if ON		X
4	1/2 TICKET PAYOUT Dispenses 1/2 the amount of tickets as shown on screen. It will round up odd amounts of tickets if ON		X
5	DISABLES LOW TICKET INPUT Disables the low ticket message on screen if ON. This option should be enabled when using a card swipe system	X	
6	NOT USED		
7	NOT USED		
8	NOT USED		



I/O AUX BOARD PINOUT



- = +12 VDC
- = +5 VDC
- = Ground
- = Output
- = Input

Outputs:

- Q1 (PD1) Game counter
- Q2 (PD0) Tickets counter
- Q3 (PD6) Coin Lockout
- PE6 Ticket Enable

Inputs:

- PD4 Menu Button
- PC6 Select Button
- PD7 Ticket Notch
- PB4 Coin In
- PB5 DBA In
- D15 (A1) Low Ticket Switch Input

DECAL DIAGRAM



PARTS PICTURES



A5BR1001



A5BU16000



A5CB2020



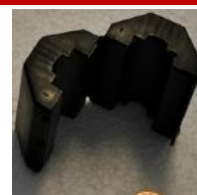
A5CH16045



A5CH16086



A5EB1000



A5FC0080



A5HO1003



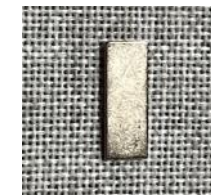
A5LK2001



A5LK5002



A5LV16000



A5MA16000



A5NYST16000



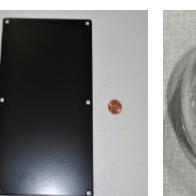
A5PL4200



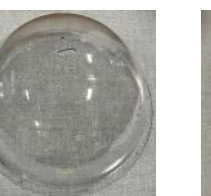
A5PL8900



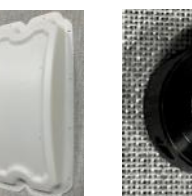
A5PL9995



A5PL9998



A5PT16000



A5PT16001



A5SLLO060



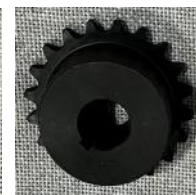
A5SLSX001



A5SP1003



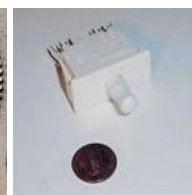
A5SP1015



A5SP1600



A5SP16000



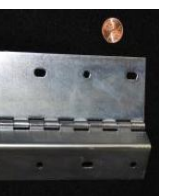
A5SW7000



A5TI1001



W5HG1025



W5HG1065



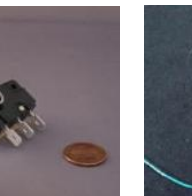
W5KE5000



WACA16079



WACA16080



AASW200



A5MO5800



A5DE0042



A5DE16000



A5DE16001



A5DE16002



A5DE16003



A5DE16004



A5DE16005



A5DE16006



A5DE16007



A5DE16008



A5DE16009



A5DE16010



A5DE16011



A5DE16012

PARTS PICTURES



A5DE16013



A5DE16014



A5DE16015



A5DE16016



A5DE16017



A5DE16018



A5DE16019



A5DE16020



A5DE16021



A5DE16022



A5DE16023



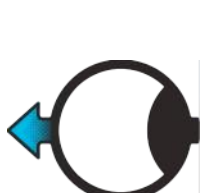
A5DE16024



A5DE16025



A5DE16026



A5DE16027



A5DE16028



A5DE16029



A5DE16030-100



A5DE16030-25



A5DE16031



A5DE16032



A5DE16033



AABK1013



A5BK9999



A5BKSW002



A5ME16000



A5ME16001



A5ME16002



A5ME16003



A5ME16005



A5ME16006



A5ME16007



A5ME16008



A5ME16009



A5ME4180



A5ME4182



A5TT4101



A5AD16000



A5AD16001



A5HU16000



A5CBL5900



A5CE2321



A5CEAU010



A5CORD11



A5CORD16000



A5CORD34



A5CORD5



A5CORD5001

PARTS PICTURES



A5OU5000



AAACE16001



AAACE16002



AAACE16003



AAACE16004



AAACE16005



AAACE16006



AAACE16007



AAACE16008



AAACE16009



AAACE16010



AAACE16011



AAACE16012



AAACE16013



AAACE16014



AAACE16015



AAACE16016



AAACE16017



AAACE16018



AAACE16019



AAACE16020



AAACE16021



AAACE16022



AAACE16024



AAACE16025



AAACE16026A



AAACE16027



AAACE16028



AAACE16029



AAACE16030



AAACE16031



AAACE16032



AAACE16033



AAACE16034



AAACE16035



AAACE16036



AAACE16037



AAACE16038



AAACE16039



AAACE16040



AAACE16041



AAACE16042



AAACE16043



AAACE16044



AAACE16045



AAACE16046



AAACE16047

AAACE16048

AAACE16049

AAACE16050

AAACE16051

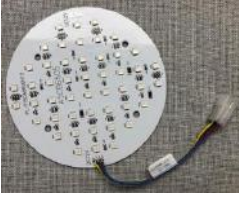
AAACE16052

AAACE16053

AAACE16054

AAACE16055

PARTS PICTURES



AACE22506



AACE3219-P



AACE3892



AACE8811A



AACE9729



AACO1020



AACBL4A-DOORA



A5TD1



A5AC9094



A5FI9011



AACB16000



A5MO0010



A5PS1013



A5CB3907A



A5CB5156B



AACB5190A



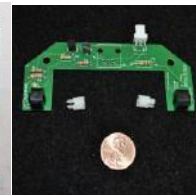
AACB9605A-BTD



A5CB9621A



AACB15001



AACB3404A



AACB4401



AAMB16000



AASD0032-BTD

PARTS LIST

PART #	DESCRIPTION	PART #	DESCRIPTION
A5BR1001	Bearing, UCF-205-16, 2 Per Game	A5DE16008	Decal, Right Cabinet Ticket Panel
A5BU16000	Button, Jumbo Button	A5DE16009	Decal, Front Door Panel
A5CB2020	Cash Box	A5DE16010	Decal, Front Cabinet Panel
A5CH16045	Chain, 35 Riv X 43 Pitch, Drop Motor	A5DE16011	Cabinet Console Strip Printed Plexi
A5CH16086	Chain, 35 Riv X 85 Pitch, Turntable Motor	A5DE16012	Marquee Front, Printed Plexi
A5EB1000	Eye Bolt, 10-24 Thread, 3", 2 Per Game	A5DE16013	Ticket Display Cover, Printed Plexi
A5FC0080	Ferrite, Suppressor, 2 Per Game	A5DE16014	Marquee Middle, Printed Plexi
A5HO1003	Holder, For Light Bars, 16 Per Game	A5DE16015	Marquee Back, Printed Plexi
A5LI1000	Link, 1/8" Delta Triangle, 2 Per Game	A5DE16016	Left Marquee Side Wrap, Printed Plexi
A5LK2001	Lock, Cash Box, A05/E00 Key Code	A5DE16017	Right Marquee Side Wrap, Printed Plexi
A5LK5002	Lock, 7/8", H95 Key Code, 4 Per Game	A5DE16018	Decal, Back Mirror
A5LV16000	Leveling Mount, 3/8-16x3", 4 Per Game	A5DE16019	Decal, Cabinet Top Back
A5MA16000	Static Mag in The Playfield, 6 Per Game	A5DE16020	Cabinet Top Back, Printed Plexi
A5NYST16000	Strap, 78" Nylon Lift Strap, 2 Per Game	A5DE16021	Button Cover, Printed Plexi
A5PT16000	Plastic, 16" Dome, 2 Per Game	A5DE16022	Wheel, Printed Plexi
A5PT16001	Plastic, Ticket Vacuum Form, 2 Per Game	A5DE16023	Tv Cover, Printed Plexi
A5SLO060	Shaft Collar, 3/4" Bore, 1-1/2 Od, 2 Per Game	A5DE16024	Big Tix Flag, Printed Plexi
A5SLSX001	Shaft Collar, Steel, Blackoxide, 3/4" Bore	A5DE16025	Blue Pie Wedge, Printed Plexi, 2 Per Game
A5SP1003	Drop Motor Sprocket, 16to, W/Hub, .312 Dia	A5DE16026	Yellow Pie Wedge, Printed Plexi, 4 Per Game
A5SP1015	Table Motor Sprocket, #35x15 Tooth, 1/2"Dia	A5DE16027	Globe Ring, Printed Plexi
A5SP1600	Table Sprocket, Roller Chain, 20 Teeth, 3/4"Dia	A5DE16028	Bonus Popout, Printed Plexi
A5SP16000	Top Assembly Sprocket, #35 X 72 Teeth	A5DE16029	Decal, Tickets
A5SW7000	Switch, Door Interlock Switch	A5DE16030-100	Decal, Small Bonus Replace 100, 4 Per Game
A5TI1001	Tilt, Plum Bob Assy	A5DE16030-25	Decal, Small Bonus Replace 25, 4 Per Game
W5HG1025	Hinge, 16", Double Bend	A5DE16031	Decal, Safety Guard
W5HG1065	Hinge, 5-75, Single Bend	A5DE16032	Big Tix Marquee, Printed Plexi
W5KE5000	Keeper, Lock, 4 Per Game	A5DE16033	Decal, Shipping Warning
WACA16079	Target Hanger Top	A5DE16034	Decal, Window Big Tix Flyer
WACA16080	Target Hanger Inside	AABK1013	Bracket, Pushbutton/Counters
AAPB2700A	Push Button Assembly, 2 Per Game	A5BK9999	Bracket, Power Supply Mounting
AASW200	Switch, Score/Low Ticket Switch	A5BKSW002	Bracket, Switch, Two Bend
A5MO5800	Turntable Motor, 25 RPM	A5ME16000	Metal, Retract Drive Shaft
AAMO16000	Ball Drop Motor, 12vdc 20rpm	A5ME16001	Metal, Trigger Shaft
A5DE0042	Menu/Volume Decal	A5ME16002	Metal, Wench Sensor Bracket
A5DE16000	Window Printed Plexi, 2 Per Game	A5ME16003	Metal, Trigger Plate
A5DE16001	Decal, Right Side Top	A5ME16005	Metal, Wheel Motor Shaft
A5DE16002	Decal, Right Side Bottom	A5ME16006	Metal, Motor Bracket
A5DE16003	Decal, Left Side Top	A5ME16007	Metal, Front Corner Edge Trim, 2 Per Game
A5DE16004	Decal, Left Side Bottom	A5ME16008	Metal, Side Trim Back, 2 Per Game
A5DE16005	Decal, Left Ticket Panel	A5ME16009	Metal, Front Window Rail
A5DE16006	Right Ticket Panel Printed Plexi	A5ME4180	Metal, Right Tkt Tray Bracket
A5DE16007	Left Cabinet Ticket Panel, Printed Plexi	A5ME4182	Metal, Cashbox Guide
		A5TT4101	Ticket Tray, Right Side

PARTS LIST

PART #	DESCRIPTION	PART #	DESCRIPTION
A5AD16000	Adapter, Type A Mini HDMI To C Male	AACE16035	Drop Ball Led Strip
A5AD16001	Adapter, 2.0 Micro USB	AACE16036	Marquee Circle Led's
A5HU16000	Hub, 4-Port 2.0 Micro USB Hub	AACE16037	Button Surround Led's
A5CBL5900	Cable, USB, Male A To Male Micro	AACE16038	Control Panel Led's
A5CE2321	Cable, Audio Noise Eliminator 3.5mm	AACE16039	Upper And Lower Playfield Led's, 2 Per Game
A5CEAU010	Cable, Audio Stereo,3.5mm , M-M 2ft	AACE16040	Black Curly Cord Hanging Globe
A5CORD11	Cord,15' SVGA Ext Cable	AACE16041	Marquee Stick Light Jumper Cable, 2 Per Game
A5CORD16000	Cord, HDMI To VGA Adapter	AACE16042	Drop Motor Jumper Cable
A5CORD34	Cord,15', USB-A To USB-A 2.0	AACE16044	Cable Assy, Marq Display Stick Light
A5CORD5	Cord, AC Computer Cord, 6.5'	AACE16045	Cable Assy, Marq Display Stick Light
A5CORD5001	Cord, Extension, C14 To C13, 16ga, 3ft.	AACE16047	Cable Assy, Flood Light
A5OU5000	Outlet Strip, W/2 Clips, C13out, C14inlet	AACE16048	Cable Assy, Front Wrap Stick Light, 2 Per Game
AACE16001	Right Ticket Light Jumper	AACE16049	Cable Assy, Front Wrap Stick Light
AACE16002	Front Wrap Stick Light Power	AACE16050	Cable Assy, Inside Window Stick Light, 2 Per Game
AACE16003	Left Ticket Light	AACE16051	Cable Assy, Ticket Form Light, 4 Per Game
AACE16004	Right Stick Light Jumper	AACE16052	Cable Assy, Ticket Form Light, 2 Per Game
AACE16005	Turntable Motor Jumper Cable	AACE16053	Cable Assy, Marquee Ticket Stick light, 2 Per Game
AACE16006	12v To Driver Bd	AACE16054	Turntable Motor/ Switch Jumper
AACE16007	Audio Power Jumper	AACE16055	Cable Assy, Marq Display Stick Light
AACE16008	Ground Wire	AACE22506	Eyeball Light Board
AACE16009	Ground Wire	AACE3219-P	Ticket Tray Cable
AACE16010	Power To Door Board	AACE3892	Cable Assy, 5 V Jumper, Display
AACE16011	Drop Motor Signal	AACE8811A	Speaker, 2 Per Game
AACE16012	Carousel Sensors Jumper	AACE9729	Cable Assy, Playfield Switch
AACE16013	Ticket Dispenser Jumper	AACO1020	Counter Assy, No Feet
AACE16014	Menu Button/ Counter Jumper	AACBL4A-DOORA	Coin Door Cable with Bulbs
AACE16015	Additional Light Power Jumper	A5TD1	Ticket Dispenser, Entropy
AACE16016	Left Stick Light Jumper	A5AC9094	Acceptor, Upstacker 12V AE-2654-U5
AACE16017	Power To CB9621 BD	A5FI9011	Inline Filter
AACE16018	Button Jumper Cable	AACB16000	Bonus Display Board
AACE16019	Coin Door Cable	A5MO0010	Monitor, Big Ticket Drop
AACE16020	Line Filter to Power Strip	A5PS1013	Power Supply, Gigabyte Gp-P550b, 550w
AACE16021	Tilt Plumb Bob	A5CB3907A	Driver Board 30 Amp
AACE16022	Drop Motor Power Jumper	A5CB5156B	Power Dist. Board, Complete
AACE16024	Top Flood Light Power Jumper	A5CB5190A	Sensor Board, 2 Per Game
AACE16025	Power Cable To Top Marquee	AACB9605A-BTD	Door Interface Board
AACE16026A	12v Barrel Jack Power to Tv	A5CB9621A	Audio Amplifier Board
AACE16027	Bottom Window Led Jumper	AACB15001	Voltage Bleed Resistor Board
AACE16028	Front Wrap Stick Led Jumper	AACB3404A	Upper Limit Sensor
AACE16029	Drop Ball Sensors and Led	AACB4401	Circuit Board, Encoder Sensor with Cable
AACE16030	Marquee Led Light Jumper	AAMB16000	Main Board Assy, Big Ticket Drop
AACE16031	Led Light Jumper	AASD0032-BTD	Programmed Micro SD Card for Big Ticket Drop
AACE16034	Playfield Circle Led's		

REPAIR/MAINTENANCE LOG

If you need to make repairs or order replacement parts it is a good idea to keep a log. Below is a chart you can use to track repairs and maintenance.

[illegible]

NOTES

[illegible]

WIN UP TO
100

WIN UP TO
250

WIN UP TO
500

WIN UP TO
750

WIN UP TO
1000

WIN UP TO
1500

WIN UP TO
2000

WIN UP TO
2500

WIN
50

BONUS

WIN MORE THAN
100

WIN MORE THAN
250

WIN MORE THAN
500

WIN MORE THAN
750

WIN MORE THAN
1000

WIN MORE THAN
1500

WIN MORE THAN
2000

WIN MORE THAN
2500

WIN MORE THAN
50

BONUS

TECHNICAL SUPPORT

Excellent customer service is very important to Bay Tek Entertainment! We know that keeping your games in great operating condition is important to your business. When you need us, we are here to help. You can call us for free technical assistance, and you can count on us to have parts on-hand to support your game. When you do need us, it's important that you know what to expect.
We offer options that fit your needs.

Electronics / Circuit Boards:

· **Spare Parts** – Take matters into your own hands and purchase new spare Circuit Boards for your Bay Tek games. Many of our games share the same main-board electronics. This means you can buy one set of spare electronics to support many of your Bay Tek games. Spare boards allow you to get your game up and running the quickest and provide you a valuable troubleshooting option.
Call our technicians to get recommendations for what you should keep on hand for spare parts!

Technical Support:

“You” are the best tool for troubleshooting! Your abilities to understand the game and your skills to repair the game are invaluable to us! If you need help, you know you can call us. It's not easy to diagnose a game remotely by phone, but our technicians do a great job. They'll need your help to perform some troubleshooting steps and convey to them exactly what's happening with your game.

Returns & Credits:

Sometimes the issue isn't what it seemed to be. If you need to return a circuit board, just give us a call to get Return Authorization. You will be credited for the cost of the board and charged only the bench fee for our processing and retesting that board.

Note: Bench fees apply regardless of whether the repair was your choice or a recommendation from a Bay Tek Entertainment technician.

It's a small price to pay for troubleshooting the issues with your game.

You can count on our Technical Support Team for service and support!

WARRANTY OPTIONS

Bay Tek Entertainment warrants to the original purchaser that the game will be free of defects in workmanship and materials for a period of 12 months from the date of shipping

Bay Tek Entertainment will, without charge, repair or replace at it's option defective product or component parts upon notification to the parts/service department.

New, purchased parts have a 30 day warranty.

Any labor expended is not included in this warranty.

Warranty replacement part(s) will be shipped immediately via ground service, along with a Return Material Authorization (RMA) number for the return of defective part(s). Defective part(s) must be shipped back to Bay Tek Entertainment unless otherwise instructed.

This warranty does not apply in the event of any misuse or abuse to the product, or as a result of any unauthorized repairs or alterations. The warranty does not apply if the serial number decal is altered, defaced, or removed from it's original position.

Should you need your game serviced, determine the serial number from the decal on the back of the game cabinet or main board, and call **920.822.3951 Ext. 1102**
or e-mail to: service@baytekent.com