

SERVICE MANUAL



BAY  **TEK**
entertainment



PLACE SERIAL NUMBER LABEL HERE

FACTORY CONTACT INFORMATION



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WELCOME TO GOATZ AND ROPES

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	827 lbs.	375 kg
SHIP WEIGHT	1131 lbs.	513 kg

GAME DIMENSIONS

WIDTH	73 inches	186 cm
DEPTH	53 inches	135 cm
HEIGHT	119-153 inches	302-389 cm

OPERATING TEMPERATURE

FAHRENHEIT	45 - 80 F
CELSIUS	7.2 - 26.7 C

SHIPPING DIMENSIONS

PALLET # 1	75"L x 40"W x 76"H 428 lbs. class 250
PALLET # 2	96"L x 40"W x 89"H 703 lbs. class 250

POWER REQUIREMENTS

INPUT VOLTAGE RANGE	110 to 240 VAC
INPUT FREQUENCY RANGE	50/60 Hz

MAX OPERATING CURRENT

6.2 Amps @ 115 VAC / 3.1 Amps @ 230 VAC

Marquee Yeti Plexi is adjustable
6 inches higher - up to 153" !



GOATZ AND ROPES GAME SETUP

Welcome to the set up guide for the Goatz and Ropes game.

The game will arrive on 2 pallets. Please inspect the pallets for shipping damage and report immediately to the freight company if any damage is found.

Tools Needed:

Ladder (12-15 foot) 7/16" Wrench 5/32" Hex Bit
2 - 3 people # 2 Square head screwdriver bit
T30 Torx bit

Important:

Portions of this game are heavy, bulky and large.

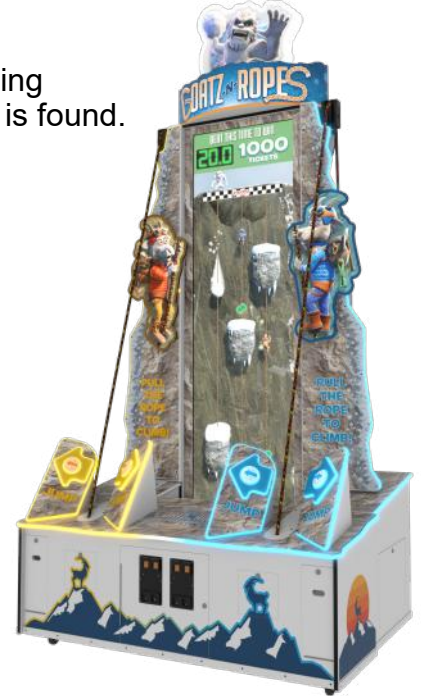
Assembly requires 2-3 people to lift heavy components, and ladders that are tall and strong enough to position components to the top of the game.

The game will arrive with multiple cabinet components, and hardware for assembly. There are shipping bolts that must be removed by a T30 Torz bit to remove the cabinet from the pallet.

Please unwrap all components and lay out for easier identification.

Instructions:

Locate the main rear cabinet and place in room near the final destination of the game.



Using 2 people, carefully tip the main rear cabinet onto its back so the top monitor can be attached.



Install Top Monitor Assembly

Locate 2 of Side Cabinet Connector Plates

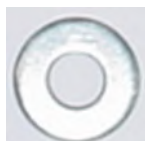
Locate 16 of each of bolts, lock washers, and washers from hardware kit.



A5BOHH060



A5WASI020



A5WAFLO60

With the lower rear cabinet on its back, position the 2 wood plates on the top edge of both sides of the lower monitor cabinet - **make sure the T-nuts and on the opposite side!** and hand thread 2 of the bolts into the holes on each side, but do not tighten yet.

This will help guide the top monitor assembly into place.

Locate top monitor assembly, and also tip this cabinet on its back and push up to the lower monitor cabinet as shown.

Line up the holes in the wood plates on both sides and hand thread 4 of bolts in place.

All bolts can now be tightened using a 7/16" wrench.

Install Top Side Mountains:

Locate top side mountain assembly.

Locate 3 bolts, lock washers, and washers from the hardware kit.

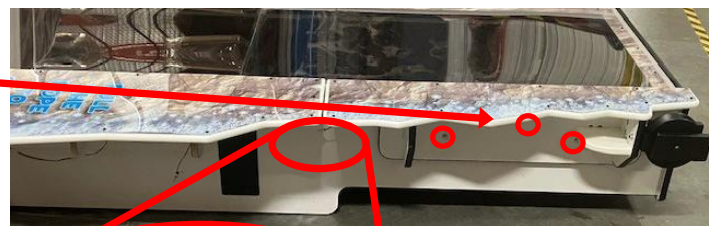
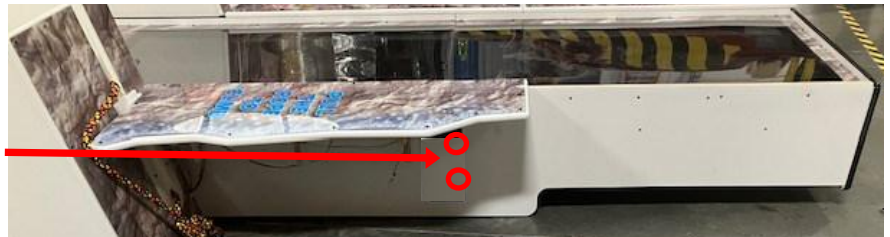
Bring top side mountain assembly to the side of cabinet and secure with 3 bolts, lock washers, and washers.
Tighten with 7/16" wrench.

Plug the 2 connectors together for the LED lights.

Repeat for the left side upper mountain assembly.

The rear monitor assembly can now be raised back upright.

Important! Use 2 or more people to lift the rear monitor assembly up into the standing position.

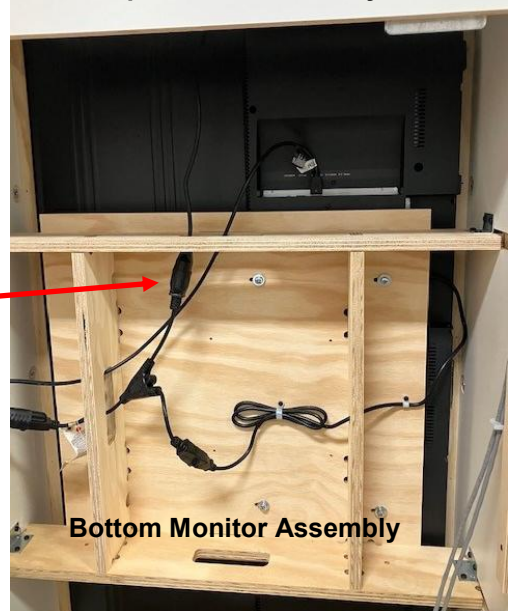


Once upright, Unclip the power cord from the inside wall and bring down into the lower cabinet.



Plug into the power cord splitter as shown.

Top Monitor Assembly

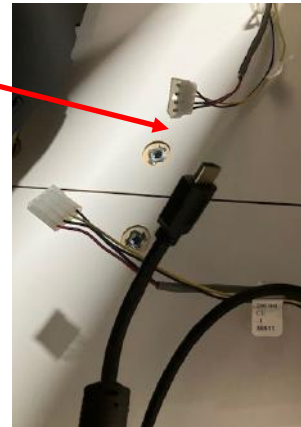


On the other inside wall, plug together the 2 molex connectors.

Uncoil the HDMI cable and bring up to the top monitor and plug into the HDMI 3 port.

Important! Make sure it is in HDMI 3.

Route the cables up the side walls into the wire saddles where available.



Install Front Cabinet:

Locate the main front cabinet and push up against the rear cabinet assembly.

Ensure the cables are tucked inside the cabinet and will not be pinched between cabinets.

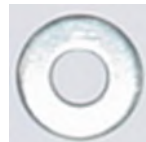
Locate 8 bolts, lock washers, and washers from the hardware kit.



A5BOHH040



A5WASI020



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Hand thread the bolts, lock washers, and washers into place and secure using a 7/16" wrench.

Unlock and remove the right side door.

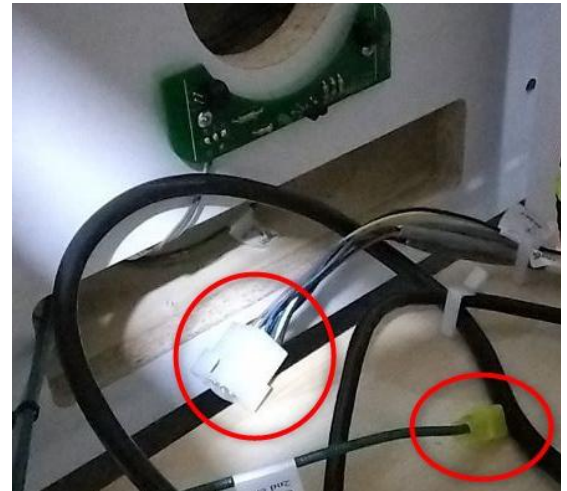


On the right side of the cabinet, bring the 2 power cords into the front cabinet and plug into the power strip.



Plug in the 2 connectors from the front cabinet to the rear cabinet.

CE30507 to CE30517
CE30534 to CE30531



On the left side of the game, unlock and remove the left side door.

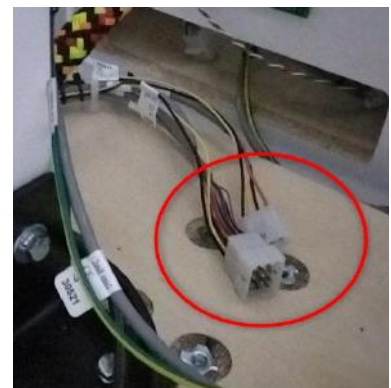


Bring the 2 HDMI cables into the front cabinet and plug into the graphic card.



Plug in the 2 connectors from the front cabinet to the rear cabinet.

CE30511 to CE30514
CE30520 to CE30516



Install Goats:

Locate goat plexi and light assembly.

Locate 4 washers and 4 nuts from the hardware kit.

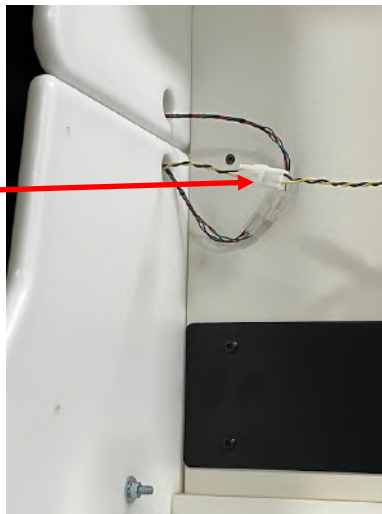


Align the mounting bolts on the goat with the holes in the white plastic of the right side of game.

Feed the yellow and black cable into the lower hole as you slide the 2 mounting bolts into position and secure with 2 washers and nuts.

Tighten with 7/16" wrench.

Plug together the yellow and black wire connectors.



Repeat for the other goat.



Picture of game at this point

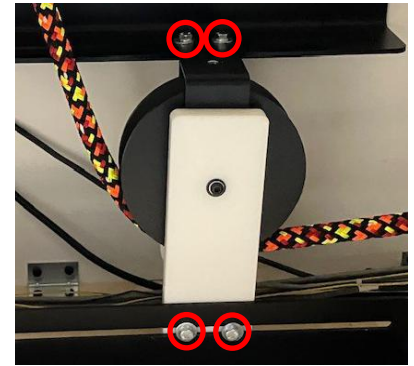
Install Ropes:

The ropes are installed over white plastic pulleys and then tensioned by the lower rear pulley.

Starting with the left side:

Open the left side door. The rope should already be around this pulley and the bolts and nuts already loose.

Simply verify that the 2 bolts and nuts on the top bracket and 2 bolts on the bottom bracket are loose and will allow the pulley to slide back and forth.



Slide the rope under the left side lower Mountain.

Into the slot gap and down into the cabinet.



Bring the rope to the top of the cabinet and drop into the top pulley.

Locate 2 of Top Pulley Covers.

Locate 4 bolts from the hardware kit.



A5BOPH180



Using a ladder, install 2 of the bolts into the bracket to keep the rope from coming off the top of the pulley as shown. Tighten with a Phillips screwdriver.



Bring the rope to the front of the cabinet and slide around the front pulley into the front pulley slot.



The rope should now be positioned so there is some slack at the lower rear pulley.

Repeat for the other rope.

We will tension the ropes after the rope covers are installed.



Install Left and Right, Front and Rear Rope Channel White Plastic Covers

These 4 plastic pieces slide in the wood and are installed with 10 Phillips bolts on each side.

Locate 20 of Phillips bolts from the hardware kit.



A5SCPH017



Tension the Ropes

Slide the whole assembly toward the back of the game to tighten the rope.

There should be some slack in the rope.

This allows for easier game play, especially for kids

Using 2 of 7/16" wrenches, tighten the 2 top bolts and nuts.

Using a 7/16" wrench, tighten the bottom 2 bolts.

Repeat for the other rope.



Install Left and Right Rear Rope Guards

Locate the left and right side guards.

They are labeled left and right for the cabinet.

Install the screws using a #2 square bit.

5 in the back side,
7 in the front edge.



Build the Marquee:

Locate the black painted wood marquee support.

Locate 6 bolts, lock washers, and washers



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A5WASI020



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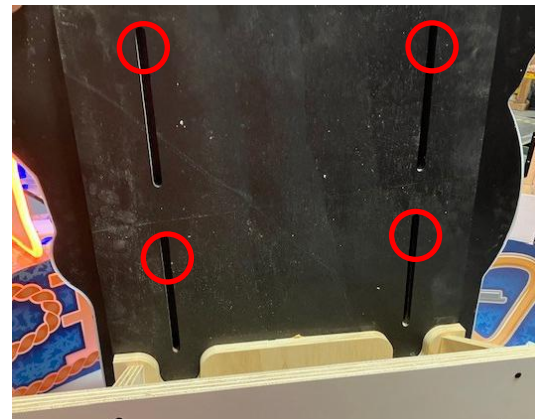
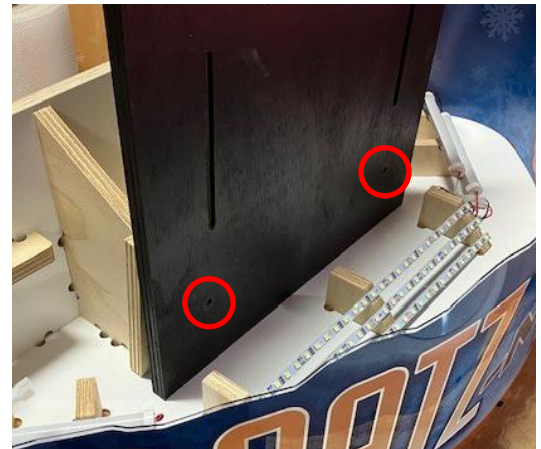
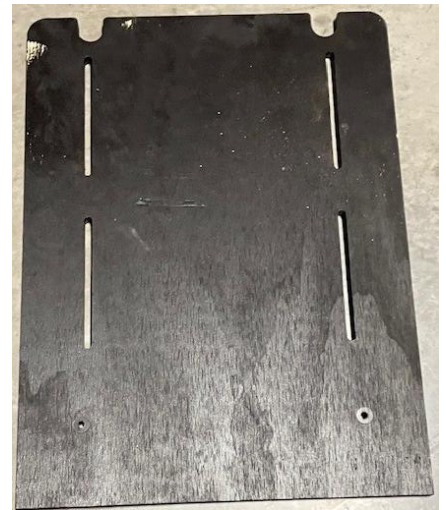
Looking down into the marquee, install 2 bolts, lock washers, and washers into the lower holes using a 7/16" wrench.

Locate the front marquee assembly.



Install 4 bolts, lock washers, and washers into the 4 holes using a 7/16" wrench. The slots are used to adjust the marquee up or down - depending on ceiling height.

If your ceiling are high, lift the front marquee assembly up all of the way and tighten bolts.



Build the Marquee:

Locate the black painted wood marquee support.

Locate 6 bolts, lock washers, and washers



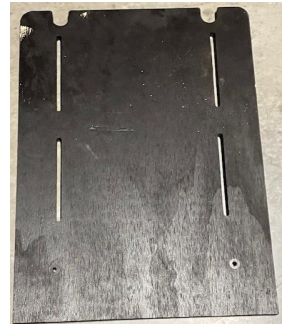
A5BOHH060



A5WASI020



A5WAFL060



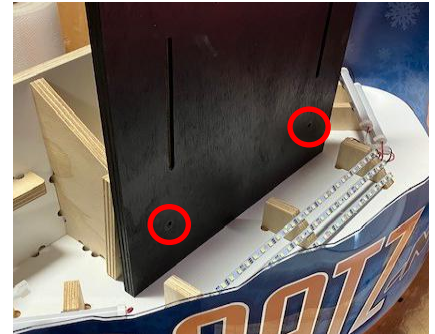
Looking down into the marquee, install 2 bolts, lock washers, and washers into the lower holes using a 7/16" wrench.

Locate the front marquee assembly.



Install 4 bolts, lock washers, and washers into the 4 holes using a 7/16" wrench. The slots are used to adjust the marquee up or down - depending on ceiling height.

If your ceiling are high, lift the front marquee assembly up all of the way and tighten bolts.



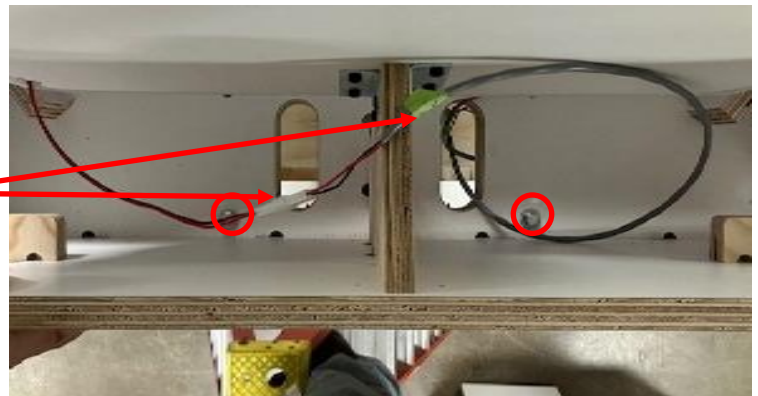
Install Marquee:

Carefully bring the assembled marquee up to the top of the game.

Looking down into the marquee, install 2 bolts into the rear holes using a 7/16" wrench.

The bolts are located in a plastic bag labeled "Marquee Hardware"

Plug in the 2 cables that are brought up from the bottom of the game.



The game is now set up and ready to plug in and play!

Enter the menu to adjust settings to your specific location. Price per play / Ticket Payout / etc.

Please let us know if you have any questions or suggestions.

service@baytekent.com



Picture of marquee installed

CARD SWIPE SYSTEM INSTALLATION

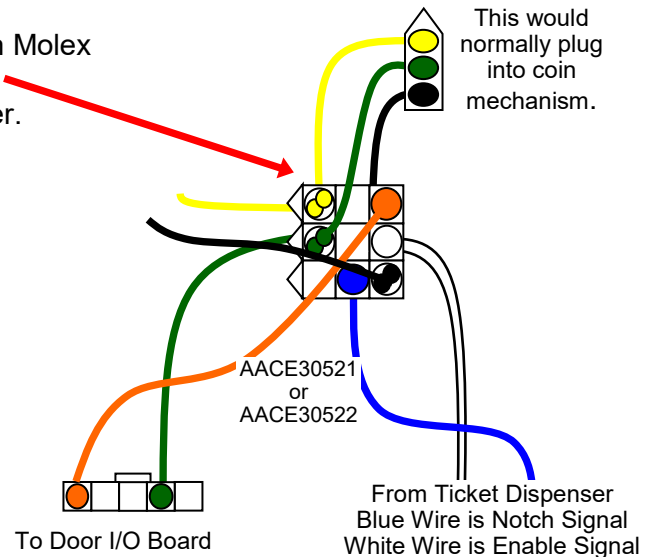
The Goatz and Ropes game is pre-wired with a UCL (Universal Card Link) connector to accept Card Swipe systems from many different manufactures.

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.

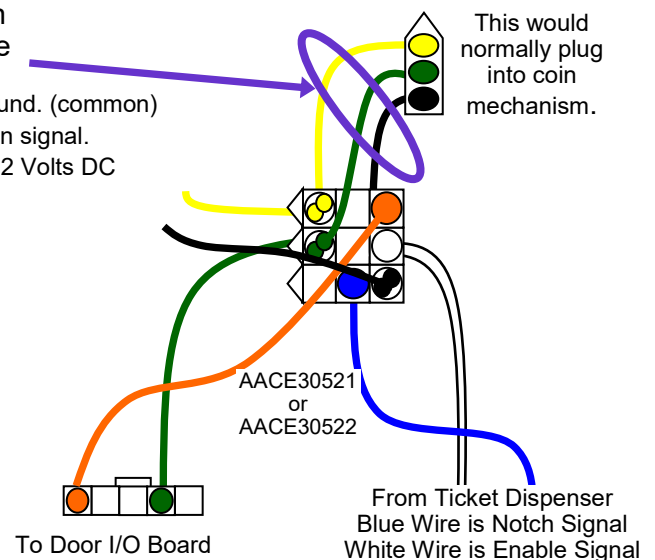
Simply plug this connector into your card swipe reader.



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 harness.

Black wire is ground. (common)
Green wire is coin signal.
Yellow wire is +12 Volts DC



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" Menu

Change "Credits" to Swipe or Tap

Change "Redemption Type" to Tickets, Points, or Coupons

HOW TO PLAY

The goal is to climb to the top of the mountain and if fast enough - win the bonus!

Head to head competition between players adds to excitement!

The game time is adjustable in the game menu.

The bonus is adjustable and options to increment per game played.

Pull the rope to move your player up the mountain.

Press the left and right buttons to avoid hazards in your path.



An encoder sensor located at the bottom of the game is used to monitor rope speed and move the player up or down the mountain.



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 and tickets: Press 5's
Mute: Off
Attract and Volume >
Payout >
Game Settings >
Statistics >
Diagnostics >
Exit

MAIN MENU		
Clear Credits & Tickets	Press the Menu Select button 5 times to clear any accumulated credits and tickets	
Mute	OFF	ON Set to "ON" and exit menu to have no game volume
Attract and Volume	Press the Menu Select button to enter the Attract and Volume Menu	
Payout	Press the Menu Select button to enter the Payout Menu	
Game Settings	Press the Menu Select button to enter the Game Settings 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 the menu.	

Software version is shown on the display as you enter the menu.

Software Version 1.0.5
Door Board Version 1.7
Door Board Version 1.7
Aux Board 1 Version 1.0.0
Aux Board 2 Version 1.0.0

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

ATTRACT AND VOLUME MENU

Attract Volume

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

Sets the volume level of the attract sounds when the game is not being played.

Game Volume

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

Sets the volume level of the sounds when the game is being played.

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.

PAYOUT

Credits:	Swipe Card
Redemption Type:	Tickets
Entertainment Only:	Off
Mercy Tickets:	5
Even Tickets Only:	Off
Fixed Tickets:	Disabled
Summit Ticket Value:	50
Bonus Tickets:	500
Progressive Increment:	2
Max Bonus:	750
Back>	

Credits

Swipe Card	Tap Card	Free Play	1	2	3	...	19	20
------------	----------	-----------	---	---	---	-----	----	----

Sets the amount of credit pulses needed to start a game. “Swipe Card” will display “Swipe Card to play” on the monitor. “Tap Card” will display “Tap Card to Play” on the monitor.

“Free Play” means the game will play continuously.

Redemption Type

Tickets	Points	Coupons
---------	--------	---------

Sets the verbiage on the screen used to describe any tickets won.

Entertainment Only

Off	On
-----	----

Entertainment Only set to ON will not give tickets for games.

Mercy Tickets

0	1	2	3	4	5	6	...	9	10
---	---	---	---	---	---	---	-----	---	----

Will award a minimum amount of tickets if the game normally ends with 0 tickets won.

Even Tickets Only

Off	On
-----	----

If set to ON, the game will only dispense an even amount of tickets. It will round up if odd.

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.

PAYOUT

Credits:	Swipe Card
Redemption Type:	Tickets
Entertainment Only:	Off
Mercy Tickets:	5
Even Tickets Only:	Off
Fixed Tickets:	Disabled
Summit Ticket Value:	50
Bonus Tickets:	500
Progressive Increment:	2
Max Bonus:	750
Back>	

Fixed Tickets

Disabled	1	2	3	4	...	23	24	25
----------	---	---	---	---	-----	----	----	----

The game can award the same amount of tickets for every game played.

Summit Ticket Value

5	10	15	...	45	50	75	100	125	150	175	200	250	300	350	400	450	500
---	----	----	-----	----	----	----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

Amount of tickets awarded when the player reaches the top of the mountain

Bonus Tickets

25	50	75	100	...	225	250	300	350	400	450	500	...	950	1000	1100	...	1900	2000
----	----	----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	------	------	-----	------	------

Sets the starting amount of tickets awarded when the player beats the “Fastest Time” while reaching the top of the mountain. This is awarded in addition to the “Summit Ticket Value”

This can be set to increase using the “Progressive Increment”

Progressive Increment

Off	1	2	3	4	5	...	8	9	10
-----	---	---	---	---	---	-----	---	---	----

Sets the amount of tickets added to the bonus per game played.

OFF means the bonus will not increase.

Max Bonus

25	50	75	...	225	250	300	...	700	750	800	...	950	1000	1100	1200	...	1900	2000
----	----	----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	------	------	------	-----	------	------

Sets the highest value of the bonus if set to increment per game.

GAME 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.

GAME SETTINGS

Game Length: 40

Current Fastest Time: 15s

Starting Fastest Time: 15s

Hourly Time Increase: 0.5s

Max Fastest Time: 18s

Decrement On Win: Round Downs

Increment On Loss: 0.1s

Advanced Settings > Press 3x to enter

Back>

Game Length

30	35	40	45	50	55	60
----	----	----	----	----	----	----

Sets how long the game will last in seconds

Starting Fastest Time

10	11	12	13	14	15	...	18	19	20
----	----	----	----	----	----	-----	----	----	----

The amount of time in seconds that a player must reach the top of the mountain to win the bonus. The game will default to this time after a bonus win, and when the menu is entered.

Hourly Time Increase

0	.5	1	1.5	2
---	----	---	-----	---

The amount of time in seconds that the “Fastest Time” will increase per hour that the game is powered on. This will make it easier to win the bonus.

Max Fasted Time

10	11	12	...	17	18	19	...	24	25
----	----	----	-----	----	----	----	-----	----	----

The maximum that the “Fasted Time” will increase to in seconds.

Decrement On Win

Round Downs	Exact Times	.1	.2	.3	.4	.5	...	1.9	2.0
-------------	-------------	----	----	----	----	----	-----	-----	-----

The time in seconds that the “Fastest Time” will decrease after a player reaches the top of the mountain and wins the bonus. The will make it harder to win the bonus again.

“Rounds Down” decreases it to the nearest full second. “Exact Time” does not decrement it.

Increment On Loss

0	.1	.2	.4	.5	.6	...	.8	.9	1.0
---	----	----	----	----	----	-----	----	----	-----

The time in seconds that the “Fastest Time” will increase after a player fails to reach the top of the mountain. The will make it easier to win the bonus.

ADVANCED 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.

ADVANCED SETTINGS

Goal Climb Speed:	Normal
Collectible Ticket Value:	1
Zone 2 Collectable Tickets per Player:	5
Zone 3 Collectable Tickets per Player:	5
Yeti Difficulty:	Medium
Enemy Attack Delay:	0
Enemy Attack Speed:	5
Snowball Speed:	5
Back>	

Goat Climb Speed

Normal	Fast	Slow
--------	------	------

Sets the player climbing speed when the rope is pulled.

“Fast” will make it easier to win. “Slow” will make it harder to win.

Collectable Ticket Value

1	2	3	4	5
---	---	---	---	---

Sets the amount of the tickets won when the player touches each collectable ticket on the screen.

Zone 2 Collectable Tickets per Player

0	1	2	3	4	5
---	---	---	---	---	---

Sets the value of the Zone 2 collectable ticket on the screen.

(There are 4 Zones, Zone 1 always has values of 6 for collectables, Zone 4 has value of zero.)

Zone 3 Collectable Tickets per Player

0	1	2	3	4	5
---	---	---	---	---	---

Sets the value of the Zone 3 collectable ticket on the screen.

(There are 4 Zones, Zone 1 always has values of 6 for collectables, Zone 4 has value of zero.)

Yeti Difficulty

Easy	Medium	Hard
------	--------	------

“Easy” means that the Yeti’s throws are random.

“Medium” means that the Yeti will aim at player until hit, then throws randomly.

“Hard” means that all of the Yeti’s throws are aimed at player.

ADVANCED 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.

ADVANCED SETTINGS

Goal Climb Speed:	Normal
Collectible Ticket Value:	1
Zone 2 Collectable Tickets per Player:	5
Zone 3 Collectable Tickets per Player:	5
Yeti Difficulty:	Medium
Enemy Attack Delay:	0
Enemy Attack Speed:	5
Snowball Speed:	5
Back>	

Enemy Attack Delay

0	.5	1	1.5	2	2.5	...	4.0	4.5	5
---	----	---	-----	---	-----	-----	-----	-----	---

The amount of time in seconds that the Yeti will wait between attacks at the player.

Enemy Attack Speed

1	2	3	4	5
---	---	---	---	---

An arbitrary sliding scale of the attack speed of the Yeti. 1 is slow, 5 is fast.

Snowball Speed

2	2.5	3	3.5	4	4.5	5	...	7.5	8
---	-----	---	-----	---	-----	---	-----	-----	---

An arbitrary sliding scale of the speed at which the snowballs fall. 2 is slow, 8 is fast.

Tension Sensor

Off	On
-----	----

The game normally will watch the tension of the rope, and show an on screen alert if there is too much sag in the rope. This on screen alert can be disabled if set to OFF

Payout Setting Recommendations

	<u>\$0.50</u>	<u>\$1</u>	<u>\$1.50</u>	<u>\$2</u>	<u>\$2.50</u>	<u>\$3</u>	<u>\$5</u>
Summit Tickets Value	10	25	50	50	75	100	200
Bonus Tickets	50	250	500	750	1000	1000	1500
Progressive Increment	0	2	2	2	2	2	5
Max Bonus	50	500	750	1000	1500	1500	2000
Game Length	40s	40s	40s	40s	40s	40s	40s
Starting Fastest Time	15s	15s	15s	15s	15s	15s	15s
Max Fastest Time	18s	18s	18s	18s	18s	18s	18s
Collectable Ticket Value	1	1	1	1	1	1	1

Yellow column is the recommended settings for a game cost of \$1.50 per play.

With a \$0.01 ticket value.

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.

STATISTICS

Total Plays: 0
Singleplayer Games: 0
Multiplayer Games: 0
Total Tickets: 0
Average Tickets: 0
Bonuses Won: 0
Average Ticket Pickups: 0
Summit Percentage: 0.00%
Average Summit Time: 0.00s

Clear Statistics >

Cleared

Back>

Total Games - Shows the total number of games played.

Single Player Games - Shows the total number of 1 player games played.

Multiplayer Games - Shows the total number of 2 player games played.

Total Tickets - Shows total number of tickets awarded.

Average Tickets - Shows average number of tickets per game.

Bonuses Won - Shows the total number of Bonus games.

Average Total Pickups - Shows the average number of pickups per game.

Summit Percentage - Shows the percentage of plays in which a player reach the summit.

Average Summit Time - Shows the average time that the players reach the summit. (in seconds)

CLEAR STATISTICS

Press the “SELECT” button 5 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.

DIAGNOSTICS

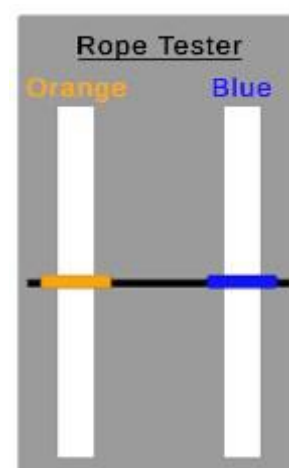
Inputs: Shows the left and right buttons being pressed for both players.

Displays if the “Sag Sensor” is triggered. This is located behind the front wall, accessed through the side door.



Rope Tester Shows the left and right ropes being pulled forward and backwards for both players.

Each player has an encoder sensor that watches the pulley spin. Located inside the front door.



Door Board: Shows the credits and tickets owed. Displays the status of the “Show Mode” dipswitch, and the status of the Low Ticket Switch.



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

Set All Lights to White: Press Menu Select to change all the LED light strips to white.

Orange Dispense Ticket: Press Menu Select to dispense 1 ticket from the left player ticket dispenser

Blue Dispense Ticket: Press Menu Select to dispense 1 ticket from the right player ticket dispenser.

Add Orange Credit: Press Menu Select to add 1 credit to the left player.

Add Blue Credit: Press Menu Select to add 1 credit to the right player.

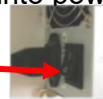
Back: Press Menu Select to return to the main menu.



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. There is one power switch in the game. It is the rocker switch on the power supply in the front of the game.	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 # A5FI9012) 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 # CE30530 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.  Refer to Power Supply Diagnostics to isolate bad component. A bad motor or 12 volt short would cause this. Refer to Power Supply Diagnostic section. Replace Power Distribution Bd. (A5CB5156B)
Meters does not work Game meter will click as the game starts. Ticket meter will click as tickets are being dispensed.	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 CE30528 Replace counter. AACO1020.
Menu Buttons do not work. The menu buttons are located in the Left Side Coin Door Can not enter menu during game play. Wait until after game for a 2 second opportunity to enter the menu.	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, AACE30528) Replace I/O Aux Board if needed. Part# AACB9605A-GNR

TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
Game not coining up Enter Diagnostic Mode to see if Credits Increment when coin is inserted. Ensure Dip is set correctly on Board	Look for communication and power on the I/O Aux Board for that player. 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. 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, CE30529) 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-GNR
No Sound Motherboard creates sound, the Audio Amplifier boards amplifies it.	Volume set to mute in menu or game volume/attract volume set to zero. Disconnected, loose or broken wires. Verify 12 Volts DC to Audio Amplifier Boards on CE30523 Faulty speaker.	Enter Main Menu and verify: Game Volume & Attract Volume is not zero. Mute is set to OFF Refer to wiring diagram. Check connections and reseal audio cable from motherboard to speakers. Cables # A5CE2321, A5CEAU010, CE30518, CE30516, CE30517, CE30520, CE305107, AACE8811A Unplug audio cable (A5CE2321) from motherboard, plug into MP3 player or phone and see if music is amplified and comes out of speaker. If Yes - then motherboard 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 LED should be on solid, with yellow LED's randomly blinking. Faulty I/O Aux Board. Ensure Dip is set correctly on Board	If it is off, then check 12 & 5 Volts DC coming into board on cable CE30524 or CE30525 from Power Distribution Board. If not on, then it is not communicating with the motherboard. Check A5CORD58 USB cable.. Replace if needed. Part # AACB9605A-TBT
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 Newgen board. Check for continuity. CE30529, CE30521, CE30522 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-GNR



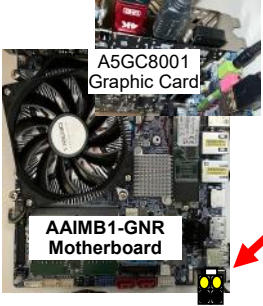
Red and Yellow LEDs

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 I/O Aux board. Check for continuity. CE30529, CE30521, CE30522 Ensure issue is not with a card swipe system - Replace I/O Aux Board. Part # AACB9605A-GNR	
	Tickets on monitor do match tickets coming out of game	Settings in Menu are incorrect.	Enter Menu and check certain areas: Entertainment Only to Off Payout Settings Menu Door Board Dipswitch Settings: 1/2 Ticket Fixed tickets	
Menu Buttons do not work. The menu buttons are located in the Left Side Coin 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, AACE30528) Replace I/O Aux Board if needed. Part# AACB9605A-GNR	
All LED Color Strips are not Working Controller Board issue	Ensure Controller Board is receiving voltage from Power Distribution Board. Ensure USB cable has good communication to the motherboard. Faulty LED		Refer to wiring diagram. Check connections & reseal cables from Power Distribution Board to Light Board. CE30526, CE30527 Refer to wiring diagram. Check connections and reseal USB cable from Motherboard to Light Board.. Cable # A5CORD33 Refer to wiring diagram. All color changing light cables plug into the Controller Board.	
LED Lights in Arrow / Jump Platforms are not Working	Loose or bad connection. Test LED's in Diagnostic Menu Faulty LED		Refer to wiring diagram. Check multiple connections and reseal cables from Controller Board to Arrow and Jump Platforms. Cables # AACE30504, AACE30506 Enter menu, scroll to Diagnostic Menu & "Test RGB's" Replace faulty LED. Part # AACE30536, AACE30537	
LED Lights on Top Front Console are not Working	Loose or bad connection. Test LED's in Diagnostic Menu Faulty LED		Refer to wiring diagram. Check multiple connections and reseal cables from Controller Board to top front console. Cables # AACE30516, AACE30517 & AACE30538 Enter menu, scroll to Diagnostic Menu, & "Test RGB's" Replace faulty LED. Part # AACE30538	
LED Lights in Top Rear Console are not Working	Loose or bad connection Test LED's in Diagnostic Menu Faulty LED		Refer to wiring diagram. Check multiple connections, reseal cables from Controller Board to top rear console. AACE30516, AACE30520, AACE30517, AACE30507, AACE30539 Enter menu, scroll to Diagnostic Menu, & "Test RGB's" Replace faulty LED. Part # AACE30539	

TROUBLESHOOTING GUIDE

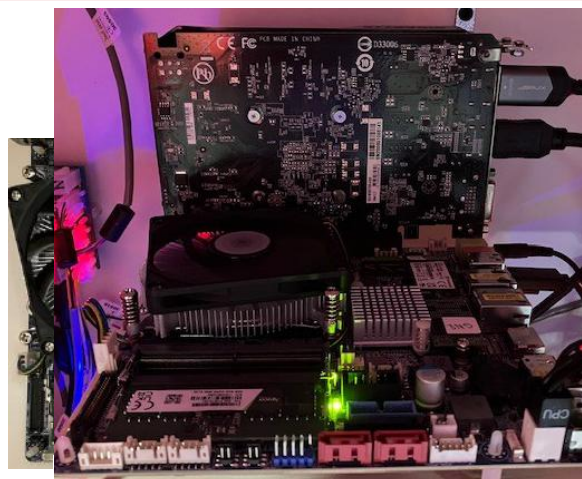
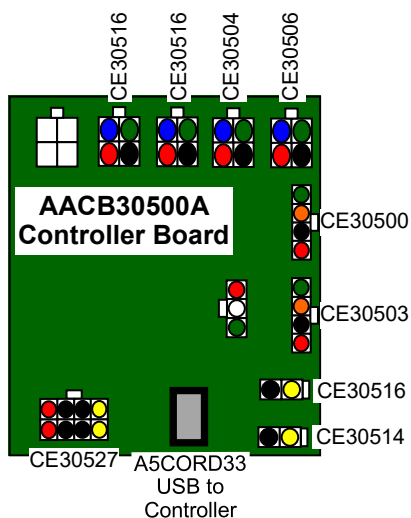
Problem	Probable Cause		Remedy
LED Lights in Side Mountain Plexi are not Working	Loose or bad connection	Test LED's in Diagnostic Menu	Refer to wiring diagram. Check multiple connections, re-seat cables from Controller Board to Side Mountain Plexi Lights. CE30516, CE30520, CE30517, CE30507, CE30541
	Faulty LED		Enter menu, scroll to Diagnostic Menu, & "Test RGB's"
			Replace faulty LED. Part # AACE30541 & AACE30540
Lights in Side Goat Characters are not Working	Loose or bad connection	Test LED's in Diagnostic Menu	Refer to wiring diagram. Check multiple connections, re-seat cables from Controller Board to Side Character Lights CE30516, CE30520, CE30517, CE30507, CE30535
	Faulty LED		Enter menu, scroll to Diagnostic Menu, & "Test RGB's"
			Replace faulty LED. Part # AACE30535
LED Lights in Marquee are not Working	Loose or bad connection	Check for 12 Volts DC	Refer to wiring diagram. Check multiple connections, re-seat cables from Power Distribution Board and Left Controller Board to Marquee. CE30514, CE30511, CE30515
	Faulty LED		12 VDC should be on yellow and black wires.
			Replace faulty LED. Part # CE30542, CE30544, CE30545, CE30546, CE30547
Monitor not working. Power down, wait 5 minutes and power up again. Game will load and play with the monitor unplugged.	Screen shows "No Signal Input" Note: Motherboard will boot up without the monitor plugged in.	Monitor HDMI cable unplugged from graphic card. (CORD47 & CORD35A) Make sure the HDMI cables are plugged into the HDMI 3 socket on the monitors. Remove the M.2 software stick - If the screen boots to and error message, the monitor is good. Small power connector unplugged on motherboard	
	Screen has nothing at all on power up.	Power cable unplugged from Monitor. Turn on Monitor. Faulty monitor.	Ensure power is plugged into back of monitor, down to power strip. There are multiple power cords from Monitor, A5CORD5003, A5SP4100 Install batteries in remote control and try using remote control to power on monitor. Replace monitor. (A5MO5506)
	Error on screen at power up. Re-Boot game to see if problem still exists.	Display shows "Kernel panic – unable to mount root" Display stuck on "UEFI Interactive Shell"	Faulty or loose RAM, faulty software, faulty Motherboard. Bad M.2 drive in motherboard. Reseat or replace M.2 Part # AAHD0032-GNR



TROUBLESHOOTING GUIDE

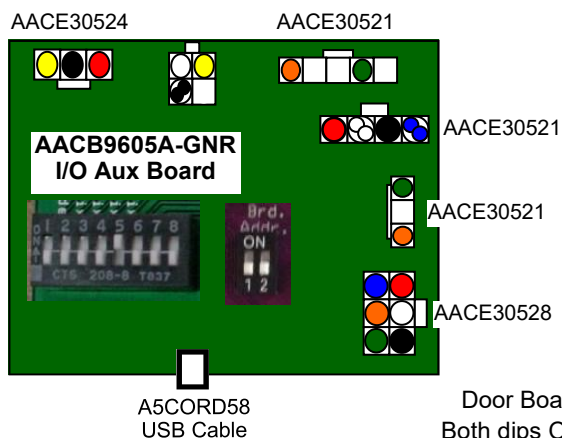
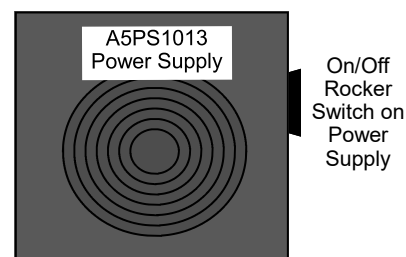
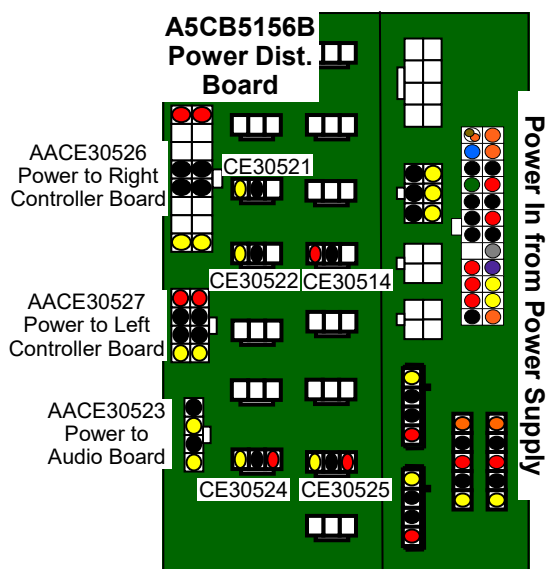
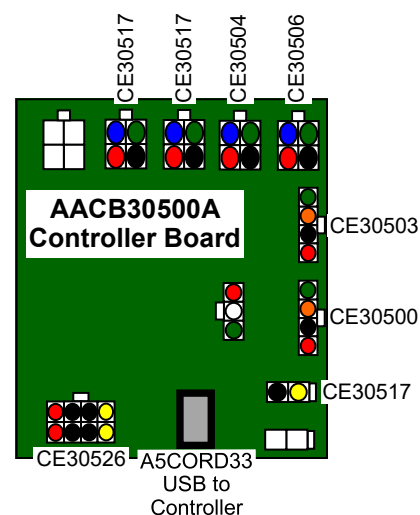
Problem	Probable Cause	Remedy
Rope Tension Error on Screen. 	Ensure Rope Sag Sensor is not blocked or dirty. Ensure Sag Sensor has good connection to the Controller Board Faulty sag sensor board.	Inspect the sensor board. Clean opto. Refer to “Sag Sensor Operation” Section. If rope is sagging, refer to “How to Adjust Rope Tension” Section. Refer to wiring diagram. Check connections and reseat cable from sensor to controller board. Cable # AACE30543, AACB960A Replace faulty sensor. AACB3850A
Jump Buttons do not Work. 	Dirty Button. Loose or bad connection on cables between buttons and Controller Board. Faulty Button.	Clean top of button with cleaning spray. Wipe and ensure the button activates mechanically. Refer to wiring diagram. Check connection, reseat cable from switch to Controller Board. AACE30500, AACE30503 Replace faulty button. A5BU30500, A5BU30501 Refer to “How to Replace Jump Switches” section.
Pulling Rope does not move the Climber up or down the Mountain. Ensure Dip is set correctly on Board	Ensure Encoder Sensor is not blocked or dirty. Loose or bad connection on Encoder Sensor. Faulty Encoder Sensor.	Inspect the encoder sensor board. Clean opto. Refer to “Encoder Sensor Operation” Section. Check USB cable, replace if needed. A5CORD33 Refer to wiring diagram. Check connections and reseat USB cable from sensor to USB hub. Switch locations on hub. Replace USB cable if needed. A5CORD33 Replace faulty sensor. AASE30500A Refer to “How to Replace Encoder Sensor” section.

CIRCUIT BOARD LAYOUT

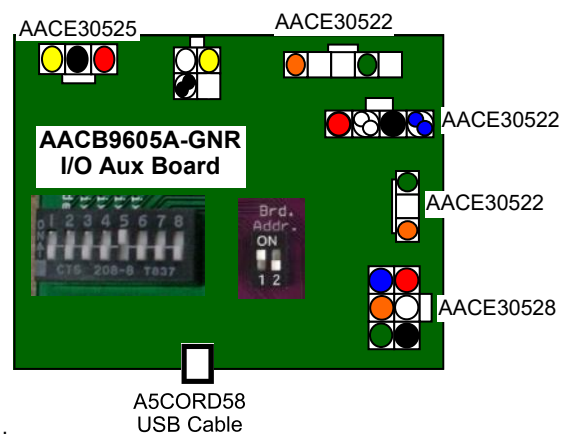


AAIMB1-GNR

Power In from
Power Supply

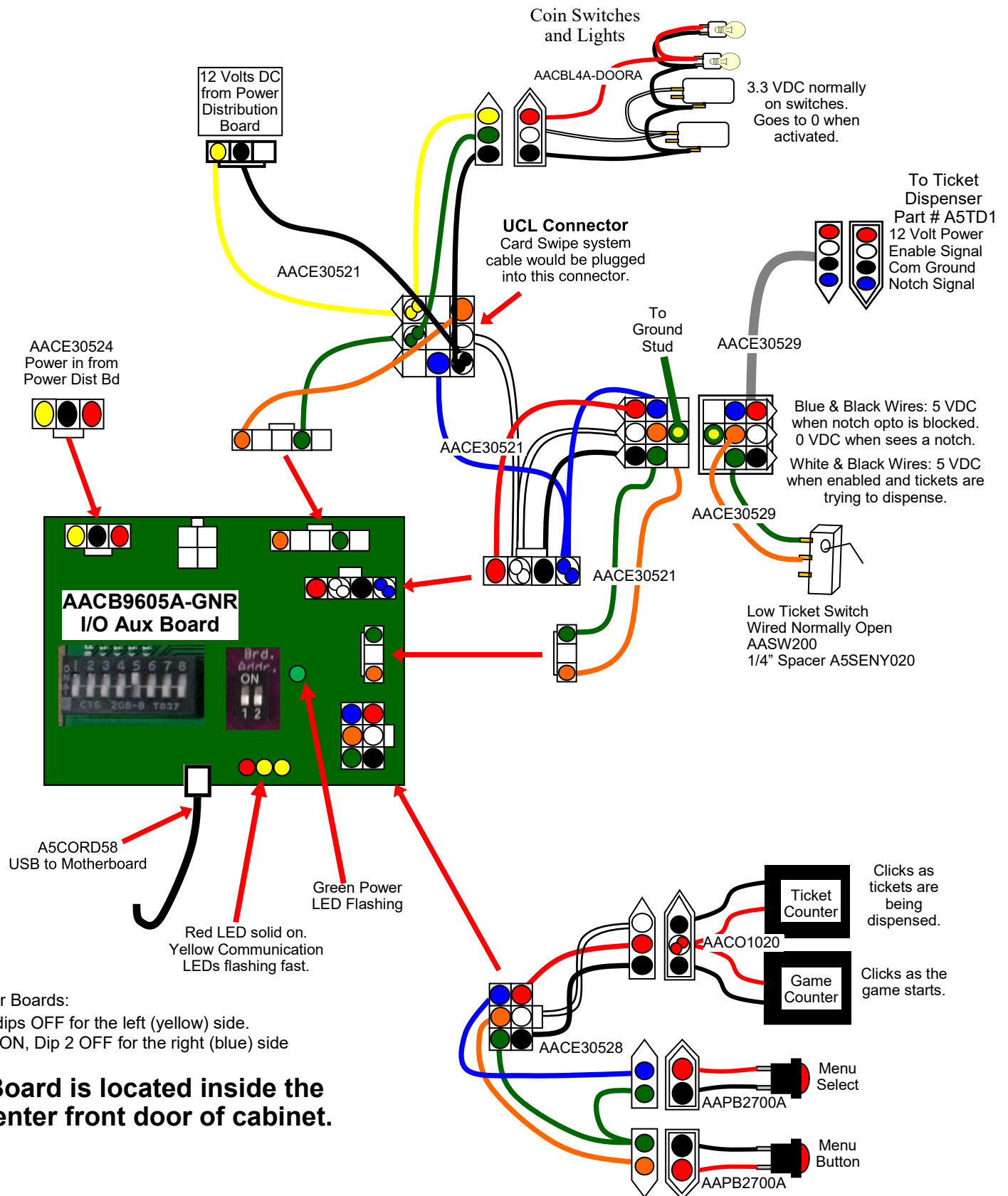


Door Boards:
Both dups OFF for the left (yellow) side.
Dip 1 ON, Dip 2 OFF for the right (blue) side

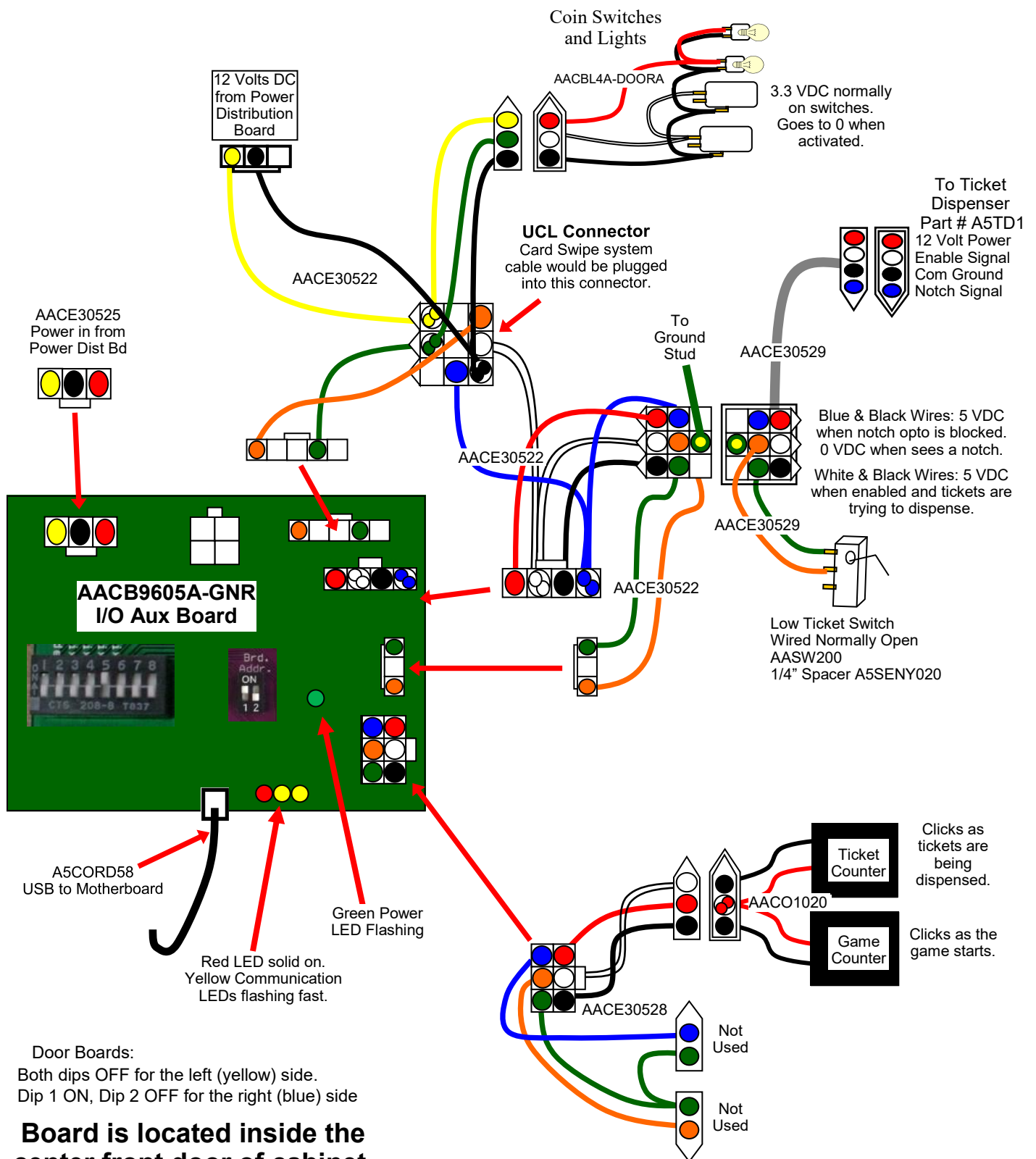


Boards are located inside the front center door.

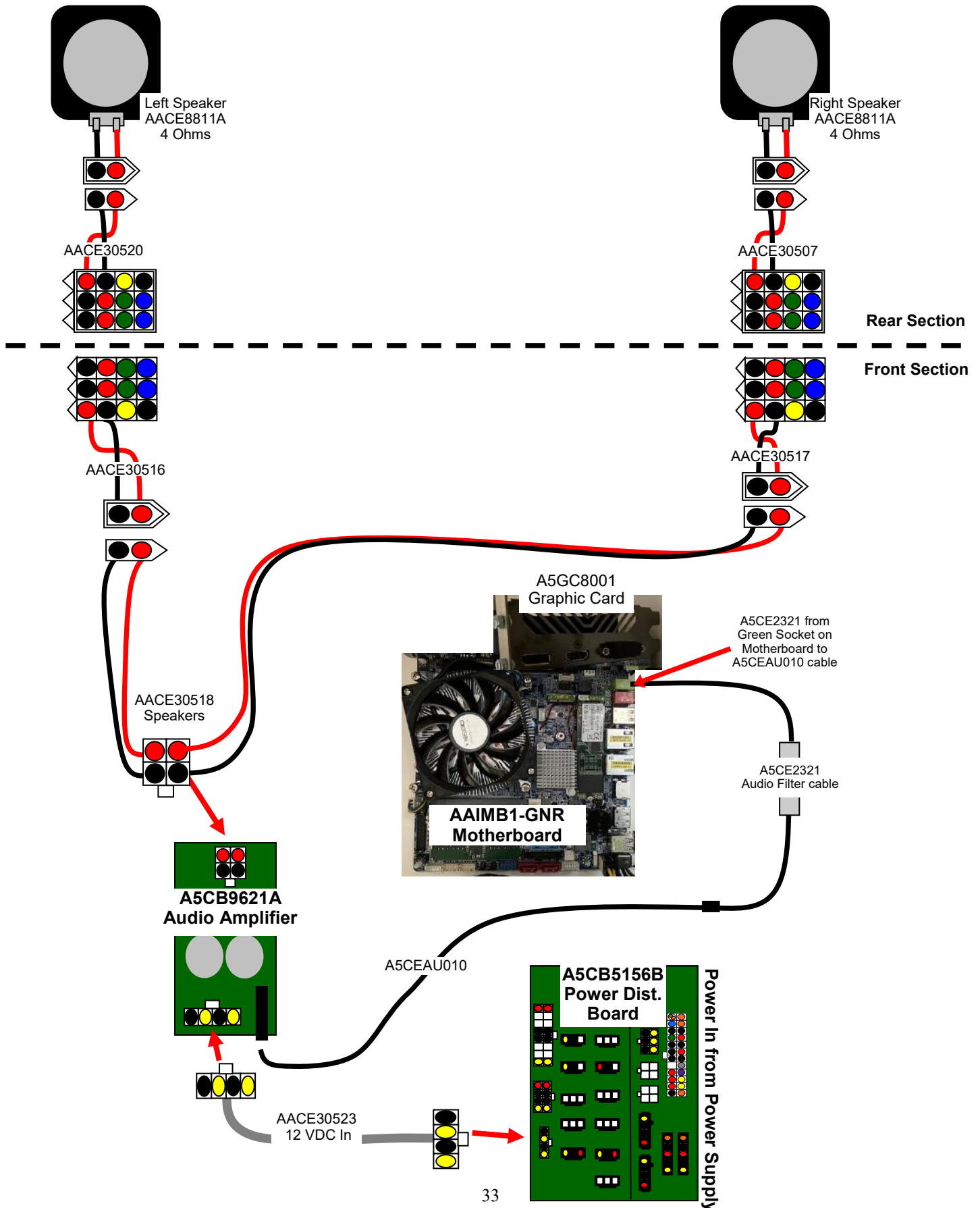
LEFT DOOR BOARD WIRING DIAGRAM



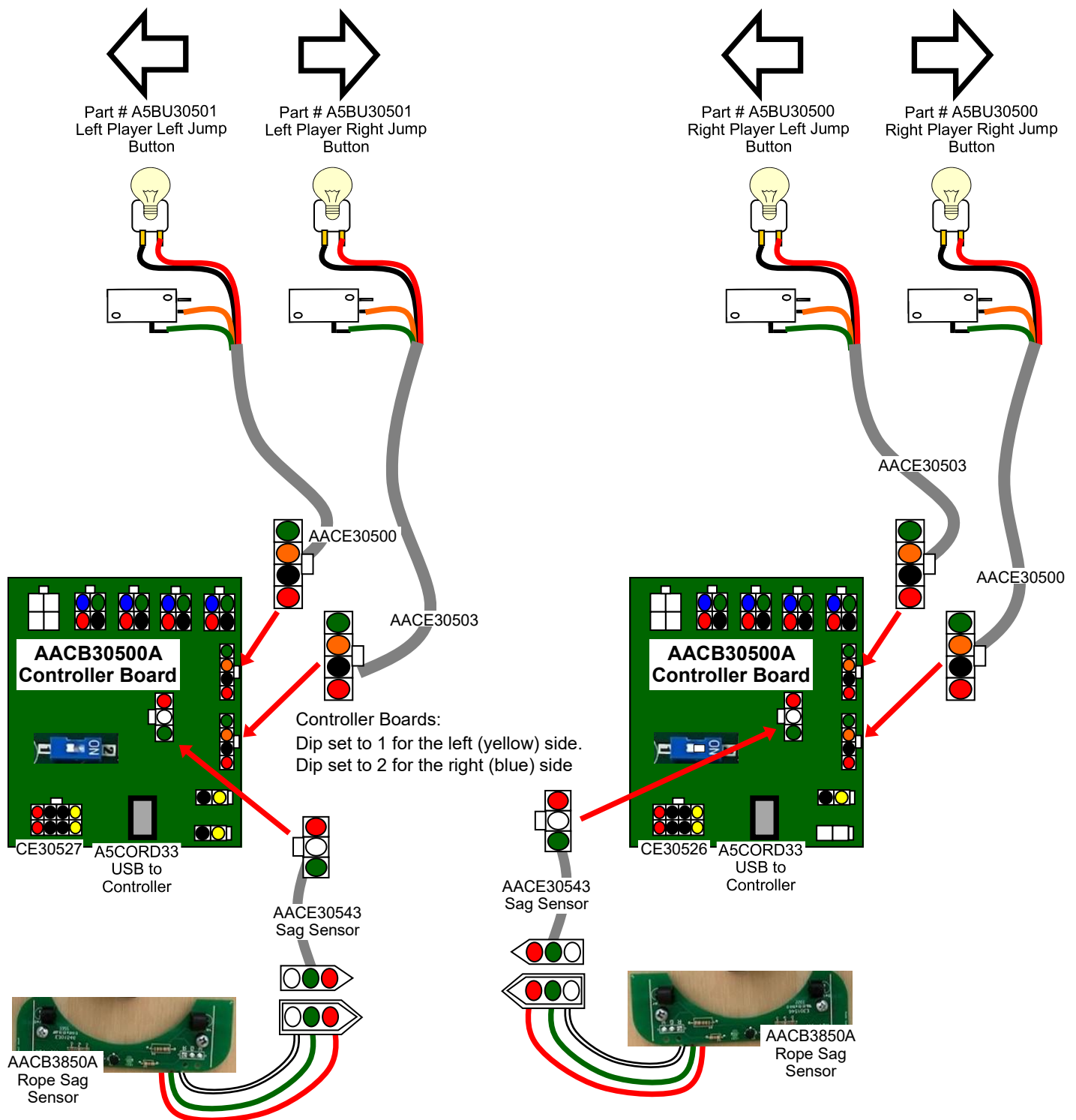
RIGHT DOOR BOARD WIRING DIAGRAM



SOUND WIRING DIAGRAM

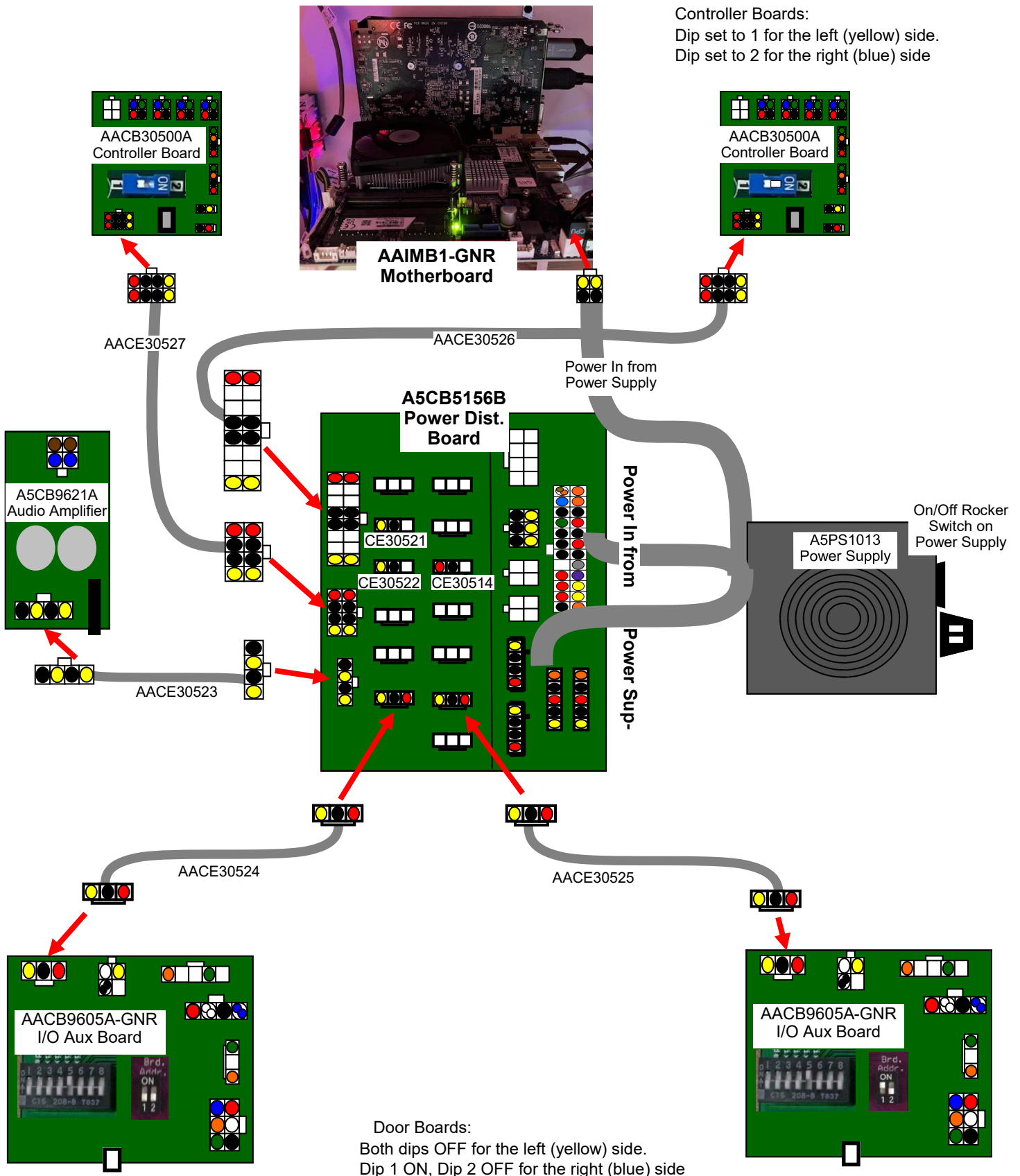


BUTTONS WIRING DIAGRAM

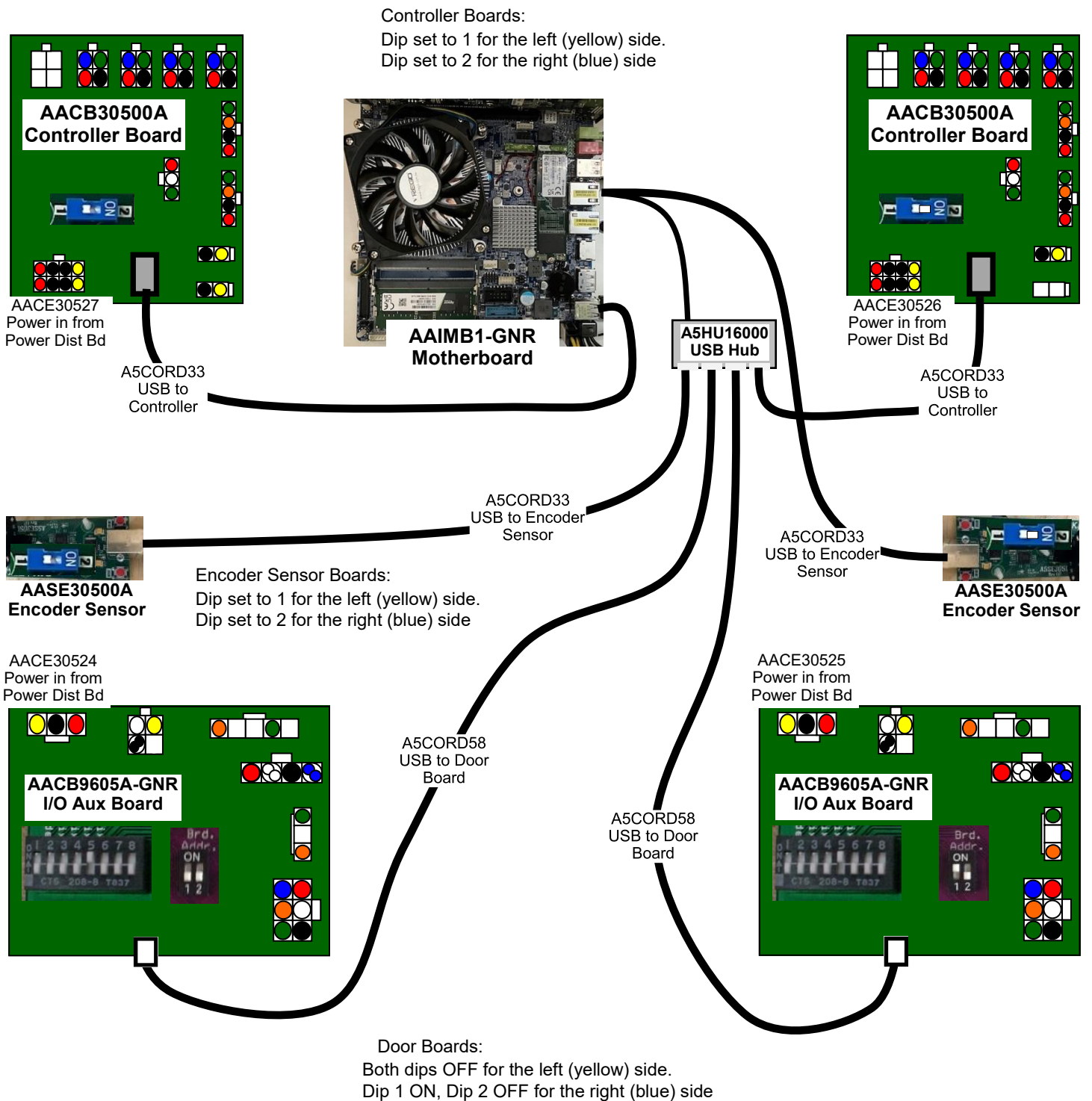


Rope Sag Sensors have 12 VDC between the red and green wires.
Normally 3.3 VDC between the white and green wires.
When sensor is blocked, the voltage between the white and green wires drops to 0 VDC.

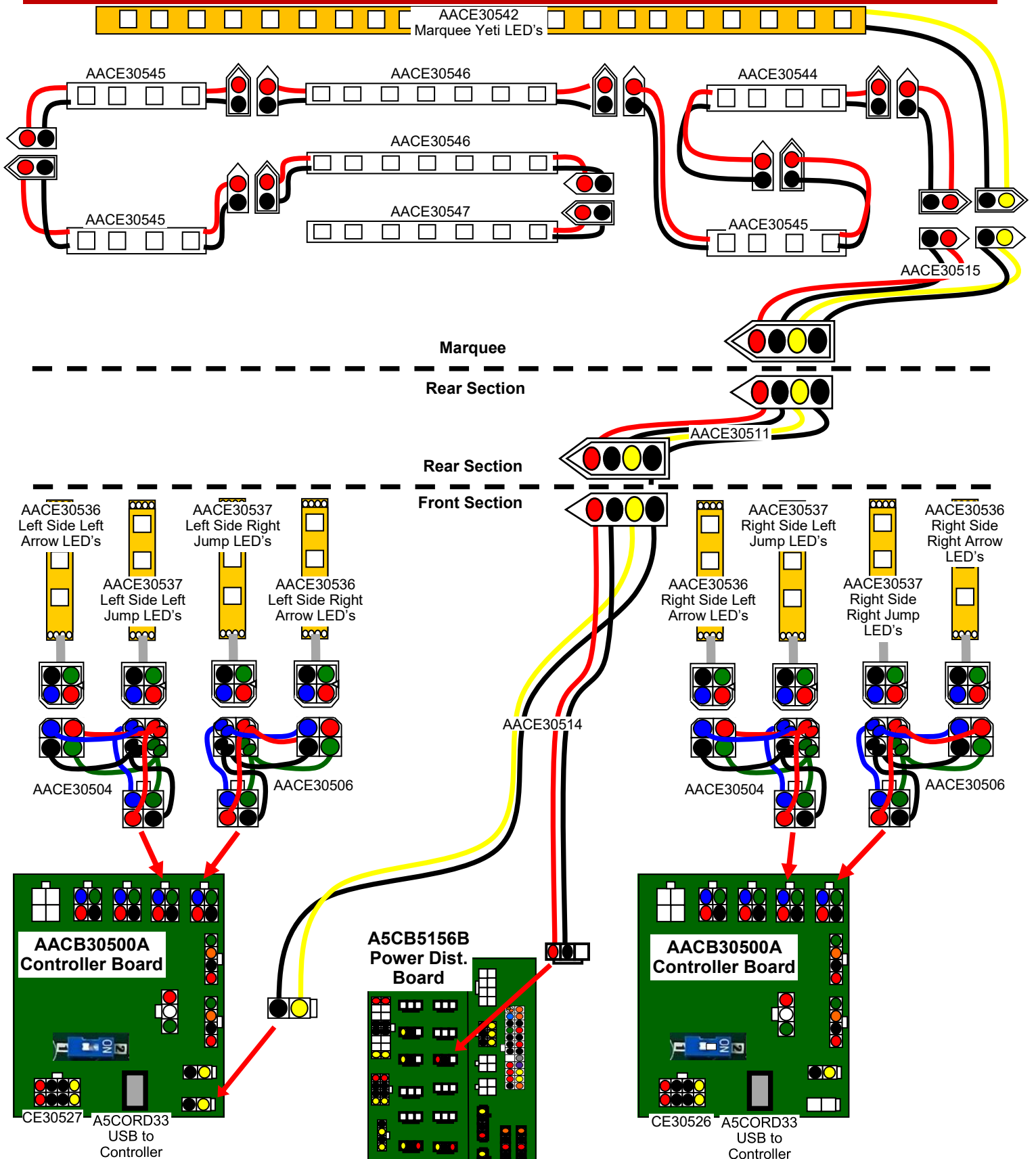
POWER SUPPLY WIRING DIAGRAM



COMMUNICATION WIRING DIAGRAM

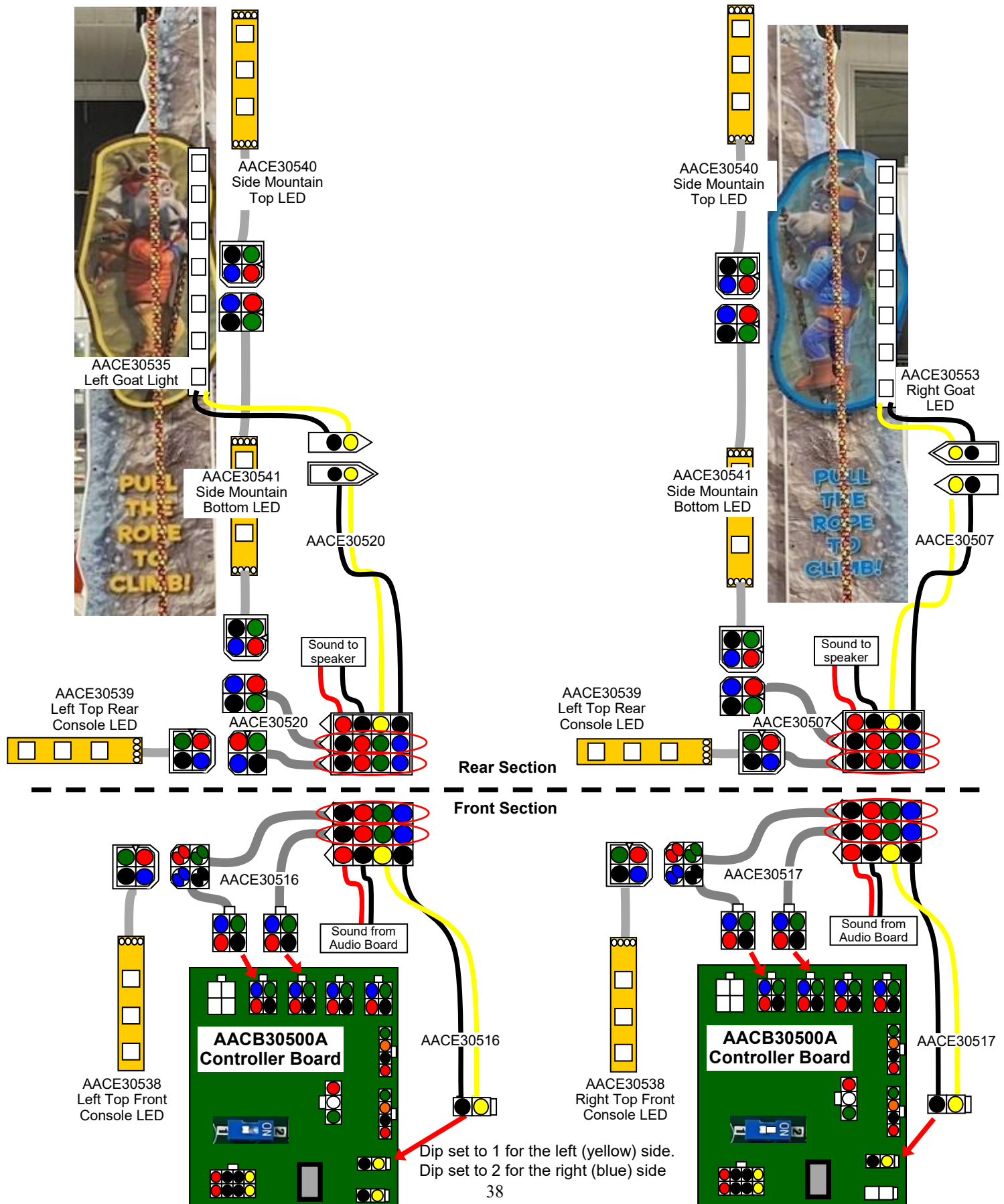


LED LIGHTING WIRING DIAGRAM

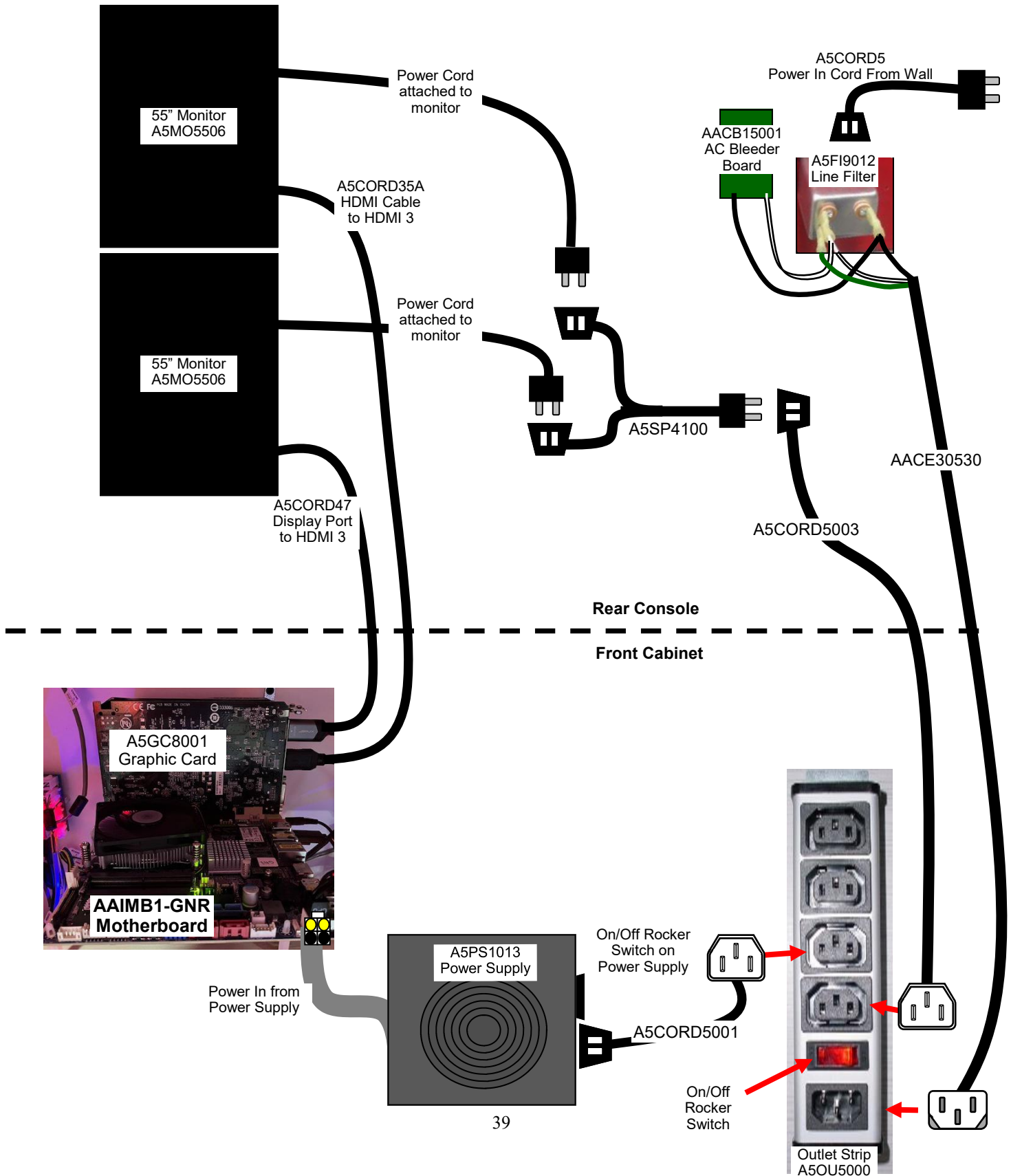


Dip set to 1 for the left (yellow) side.
Dip set to 2 for the right (blue) side

MOUNTAIN LED WIRING DIAGRAM



AC POWER WIRING DIAGRAM



DOOR BOARD OPERATION

Goatz and Ropes games uses 2 Door Boards. (Part # AACB9605A-GNR)

One receives inputs from the left sides sensors, buttons, and switches.

One receives inputs from the right sides sensors, buttons, and switches.

Dipswitch:

Both dips OFF for the left (yellow) side.

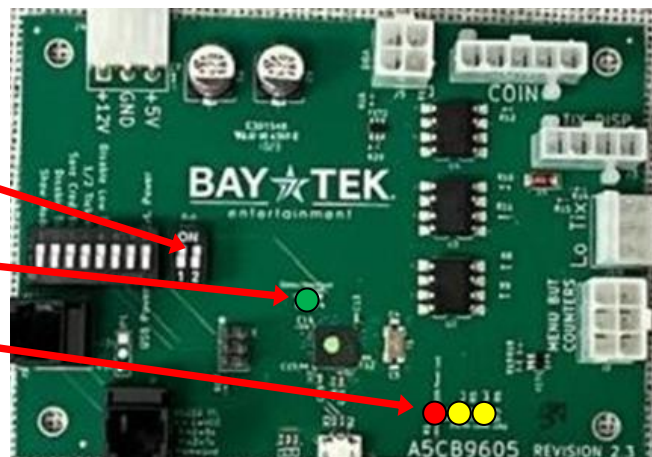
Dip 1 ON, Dip 2 OFF for the right (blue) side.

LED lights:

Green LED should be flashing.

Red LED should be ON,
both yellow LEDs should be flashing.

If any of these LEDs are not on,
check power in cable and USB cable
to motherboard.



SAG SENSOR OPERATION

Goatz and Ropes games uses 2 Sag Sensors (Part # AACB3850A)

One detects slack in the left players rope.

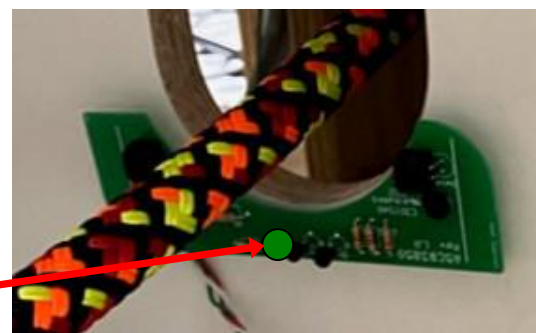
One detects slack in the right players rope.

The ropes will stretch over time, but too much stretching will result in the rope slipping on the pulley that detects the speed of the rope and the player will not be able to move the character up the screen.

LED lights:

There is one green LED that is normally off, but will come on when the rope has sagged is blocking the LED beam.

If this LED is on, or Rope Tension Error is displayed, refer to “How to Adjust Rope Tension” section.



Rope Sag Sensors have 12 VDC between the red and green wires.
Normally 3.3 VDC between the white and green wires.
When sensor is blocked, the voltage between the white and green wires drops to 0 VDC.

CONTROLLER BOARD OPERATION

Goatz and Ropes games uses 2 Controller Boards.
(Part # AACB30500A)

One controls the left sides lights and buttons,
one controls the right sides lights and buttons.

Dipswitch:

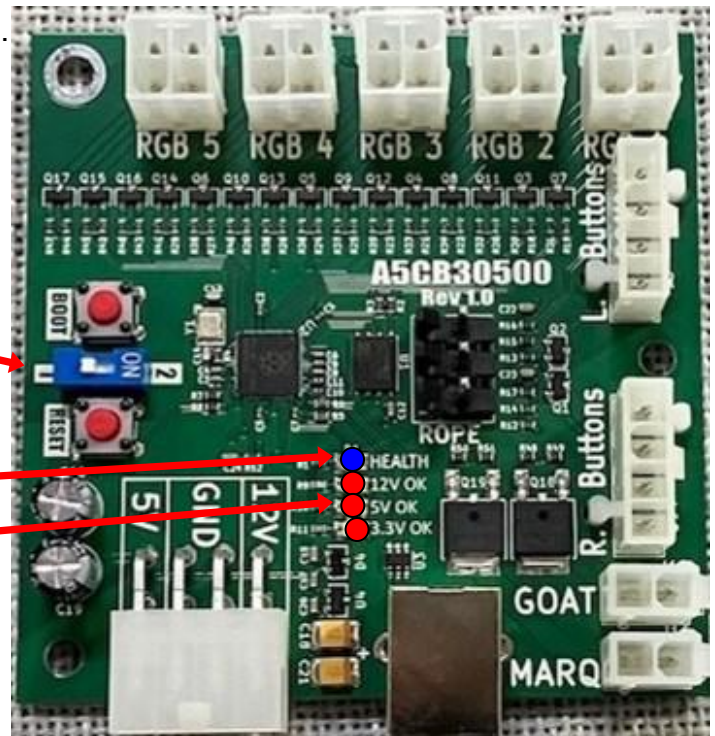
Set to 1 for the left (yellow) side.
Set to 2 for the right (blue) side.

LED lights:

Blue LED should be flashing.

The 3 red LEDs should be solid on.

If any of these LEDs are not on,
check power in cable and USB cable
to motherboard.



ENCODER SENSOR OPERATION

Goatz and Ropes games uses 2 Encoder Sensors (Part # AASE30500A)

One sensors the movement of the left players rope.

One sensors the movement of the right players rope.

Dipswitch:

Set to 1 for the left (yellow) side.
Set to 2 for the right (blue) side.

LED lights:

Red LED should be always on.

Red LED should be flashing.

The 2 blue LEDs should come on
and off as the slotted wheel passes
by the 2 opto beams.

If any of these LEDs are not on,
check USB cable to motherboard.



AAIMB1 MOTHERBOARD

Goatz and Ropes games use the AAIMB1 motherboard, along with a graphic card. There are a few differences from Baytek's other games' motherboards.

Difference # 1:

The power in from the power supply connection is only a 4 pin plug.



Power In from
Power Supply

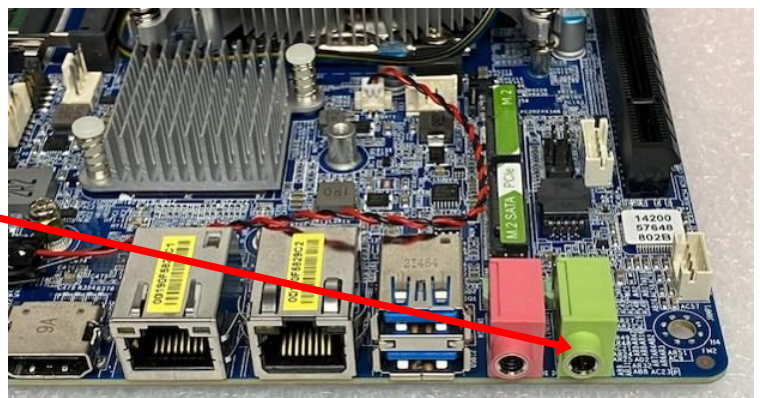
Difference # 2:

Jumpers on the motherboard need to be in these positions:



Difference # 3:

There are fewer jacks on the motherboard, but the sound jack still plugs into the green socket.



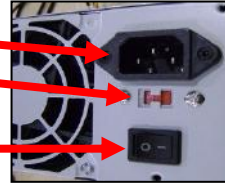
POWER SUPPLY DIAGNOSTICS

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)



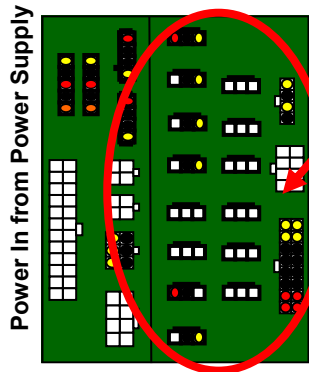
4.) Ensure Power switch is on.

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.



A5CB5156B
Power Dist. Board

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

- 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.

- If power supply fan is not turning, then continue to "Verify Power to Motherboard"

Verify Power to Motherboard

The motherboard will turn on power supply.

If your game has no 12 volts, it may be the motherboard not turning on.

Also - there may be a 12 volt short somewhere in cabinet that is not allowing the power supply to turn on.

AAIMB1-HD-GNR

Make sure the 4 pin power connector is plugged in.



AAIMB1-GNR
Motherboard

Minimize load on power supply and isolate short

Unplug the power supply cables going to the Power Distribution Board.

This will leave the power supply, motherboard, and monitor left plugged in together.

If power supply, motherboard, and monitor now turn on:

Plug in the Power Distribution Board to power supply, but unplug all of the outputs from the board.

Turn on game and verify the 12 volts is good.

Then plug in one component at a time to power supply to locate short.

If power supply still does not power on:

Replace power supply (A5PS1013), or motherboard. (AAIMB1-GNR)

BILL ACCEPTOR INFORMATION

The default Goatz & Ropes game does not include a bill acceptor mounting location and cabling. If a DBA is required, it can be mounted in place of the coin door with a few modifications.

Please contact Baytek Parts and Service for more information.
(920) 822-3951 Ext. 1102

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

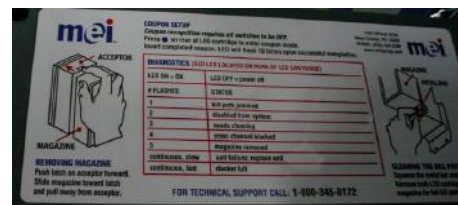
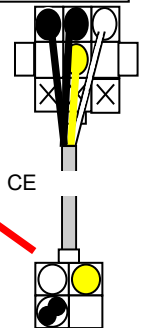
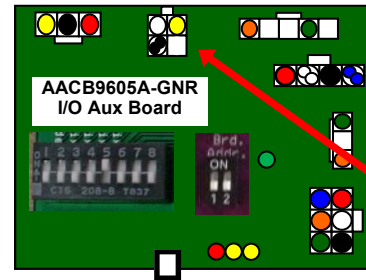
If power is OK:
Clean Bill Acceptor path to make sure there is nothing jamming unit.
Check dipswitch settings on side of acceptor.

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.

To 12 Volt DC Bill Acceptor
A5AC9101 or
A5AC9094



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 # A5AC9101	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. (A5CE14027) 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.
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BLANKING PLATES AVAILABLE

A5PL9998 Plate used instead of Coin Mechanisms



A5PL9995 Plate used instead of ticket dispenser



HOW TO ADJUST ROPE TENSION

Goatz and Ropes uses 2 Sag Sensors that detect the slack in the left and right ropes.

The ropes will stretch over time, and too much stretching will result in the rope slipping on the pulley that detects the speed of the rope and the player will not be able to move the character up the screen.

If this Rope Tension Error is displayed, the pulley on the lower side of the cabinet will have to be adjusted.

Instructions for tightening the left, yellow player side:

Unlock and remove this lower side door.



Using 2 of 7/16" wrenches, loosen the 2 top bolts and nuts.

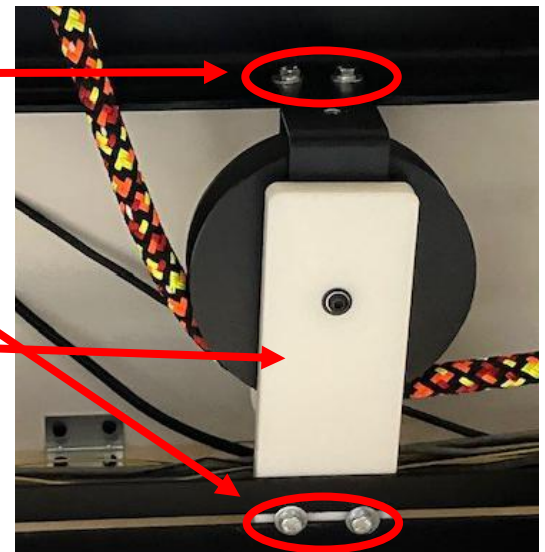
Using a 7/16" wrench, loosen the bottom 2 bolts.

Slide the whole assembly toward the back of the game to tighten the rope.

Re-tighten all bolts and nuts when finished!

There should be some slack in the rope. This allows for easier game play, especially for kids.

If the Rope Tension Error shows on screen, the rope needs to be tighter.



HOW TO REPLACE JUMP SWITCHES

The Jump Switches are accessed from the rear of the button tower.

Instructions:

Remove the 6 screws from the black plastic panel using a #2 square bit.

The back of the switch can now be accessed.

Carefully twist the switch a 1/8 turn to the left and pull the switch from the button housing.

The switch can now be replaced by moving the wires to the new switch.



To replace the button itself, loosen and remove this black plastic nut. The button can now be removed and replaced.

HOW TO REPLACE ENCODER SENSOR

The encoder sensor determines how fast the player climbs up the mountain.

Refer to “Encoder Sensor Operation” and the Diagnosis menu Option to determine if this sensor is faulty and needs to be replaced.

Instructions:

Unplug the USB Cable

Unscrew the Encoder Wheel using a Phillips screwdriver. Remove the Encoder Wheel and set aside for later installation.

Squeeze the standoff tips and release the circuit board from all 3 standoffs.

Install the new board by pushing it fully onto the standoffs, re-install the encoder wheel, and plug in the USB cable.



HOW TO REPLACE SOFTWARE

The Goatz N Ropes game software is programmed onto a M.2 drive

To replace the game software, this M.2 drive will need to be replaced on the motherboard.

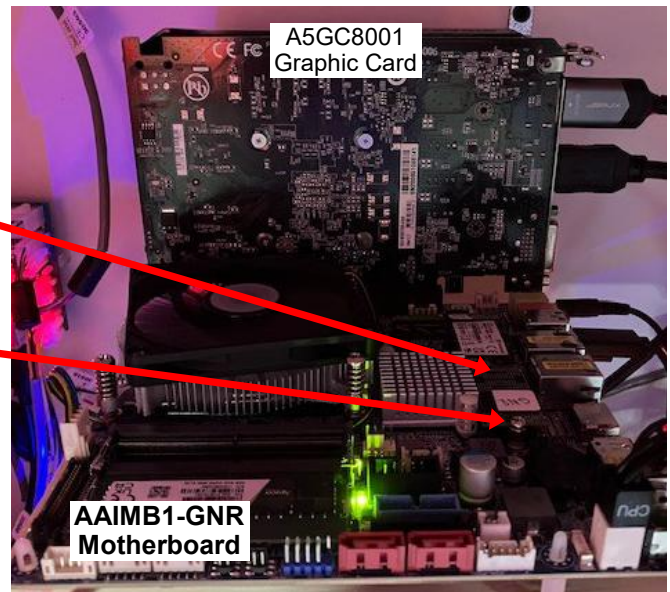
Instructions:

Power down the game by unplugging it from the wall.

Carefully remove the small Phillips head screw holding down the M.2 drive. Set aside for later installation.

The M.2 drive will now slide out of it's socket and be removed from the motherboard.

Install the new M.2 drive in the socket and secure it by re-installing the small Phillips screw.



HOW TO REPLACE ROPE

Install Ropes

The rope will stretch over time and will need to be replaced.

Instructions:

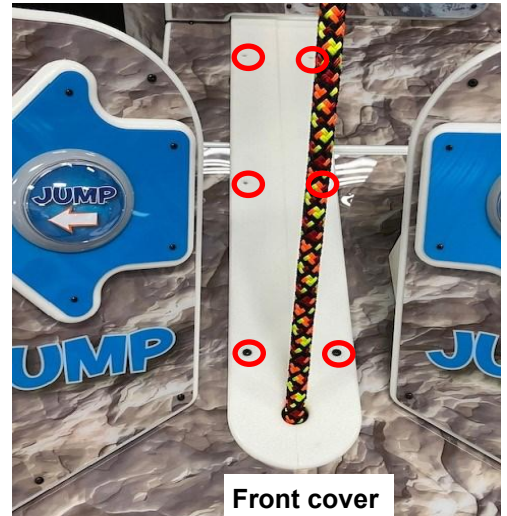
Open the side door and loosen the 2 bolts and nuts on the top bracket and 2 bolts on the bottom bracket to loosen the rear pulley.

Remove Front and Rear Rope Channel White Plastic Covers

These 2 plastic pieces slide in the wood. Remove the 10 Phillips bolts and set aside for later installation.



Rear cover



Front cover

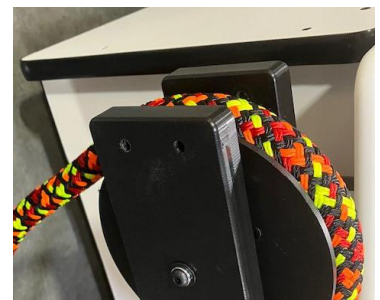
Slide the old rope out of the front pulley.



Using a ladder, carefully remove the 2 bolts using a Phillips screw driver. Remove the bracket and save for later installation.



The old rope can now be removed from the cabinet.



HOW TO REPLACE ROPE

Slide the new rope under the left side lower mountain - into the slot gap and down into the cabinet.

Bring the rope to the top of the cabinet and drop into the top pulley.

Replace the 2 bolts using a Phillips Screwdriver.

Bring the rope to the front of the cabinet and slide around the front pulley into the front pulley slot.

The rope should now be positioned so there is some slack at the lower rear pulley.

Slide the whole assembly toward the back of the game to tighten the rope. There should be some slack in the rope. This allows for easier game play, especially for kids

Using 2 of 7/16" wrenches, tighten the 2 top bolts and nuts.

Using a 7/16" wrench, tighten the bottom 2 bolts.

Re-install the Front and Rear Rope Channel White Plastic Covers by installing the 10 Phillips bolts with a Phillips screwdriver.



HOW TO REPLACE MONITOR

The monitor is replaced from the back of the game.
The monitor wood will slide out of the back of the game.

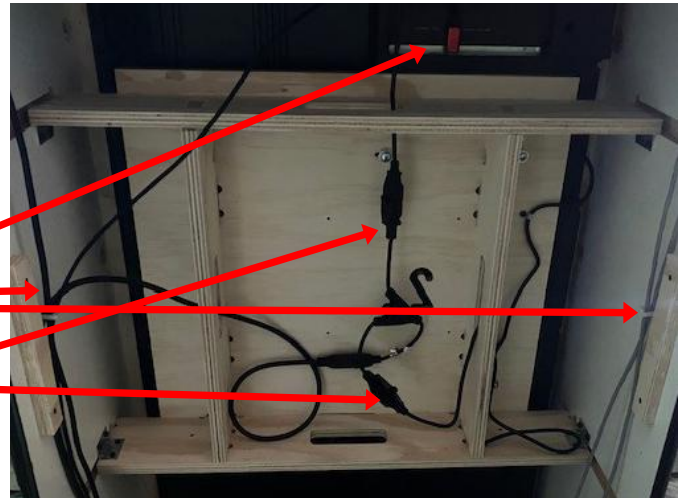
Instructions:

Power down the game by unplugging it from the wall.

Unlock and remove the back door.

Prepare the monitor for removal:

- Unplug the HDMI cable from the HDMI port and remove from the wood frame to be removed.
- Unclip the cables from the side wall
- Unplug the power cable and remove from the holes in the wood frame to be removed.

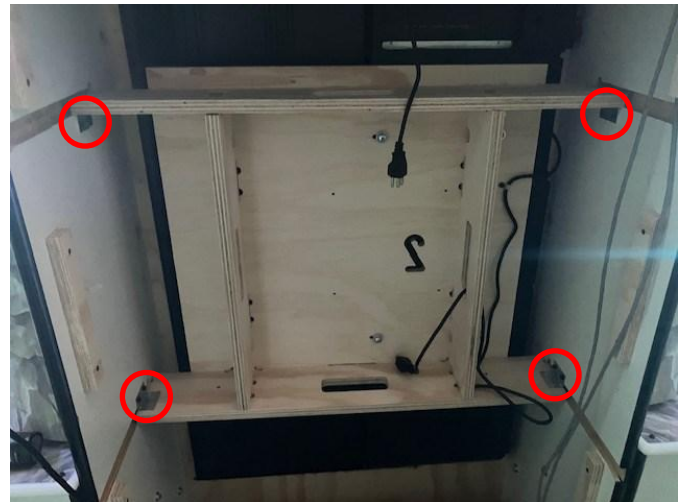


Remove the 4 L brackets completely by removing the 4 screws from each L bracket using a # 2 square bit.

This will make sure the new monitor does not hit the L brackets upon installation.

The wood and monitor will now be free to be removed from the cabinet. Carefully pivot the wood frame out, making sure no cables will be pinched.

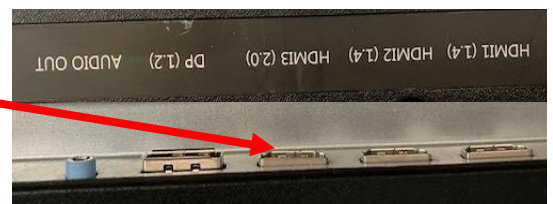
Place the monitor face down on a soft surface and remove the 4 bolts holding the monitor to the wood using a Phillips screwdriver.



The new monitor is installed the reverse of this process.
Ensure the HDMI cable is plugged into the HDMI socket.

Plug the game in and set up the new monitor:

Locate the remote control and install batteries if needed.
Press the menu button on the remote to Exit.



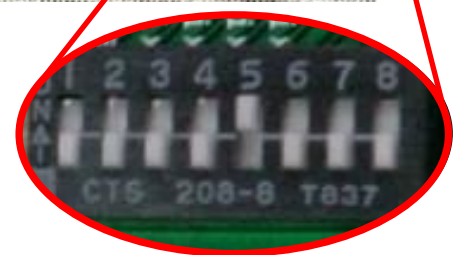
I/O BOARD DIPSWITCH SETTINGS

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 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		

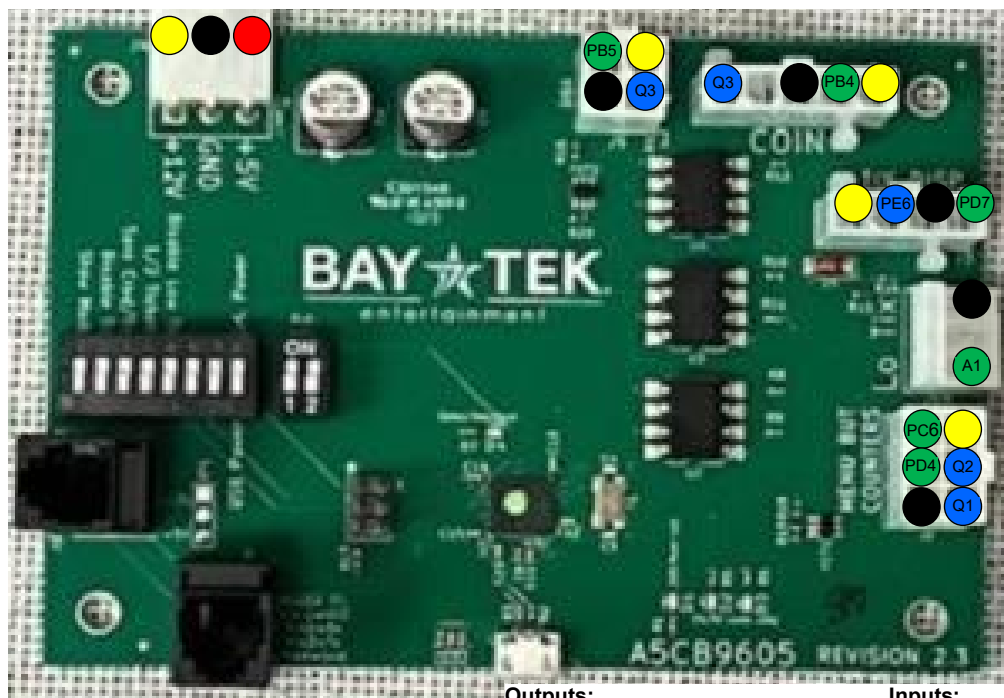
Door Boards:

Both dips OFF for the left (yellow) side.

Dip 1 ON, Dip 2 OFF for the right (blue) side



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

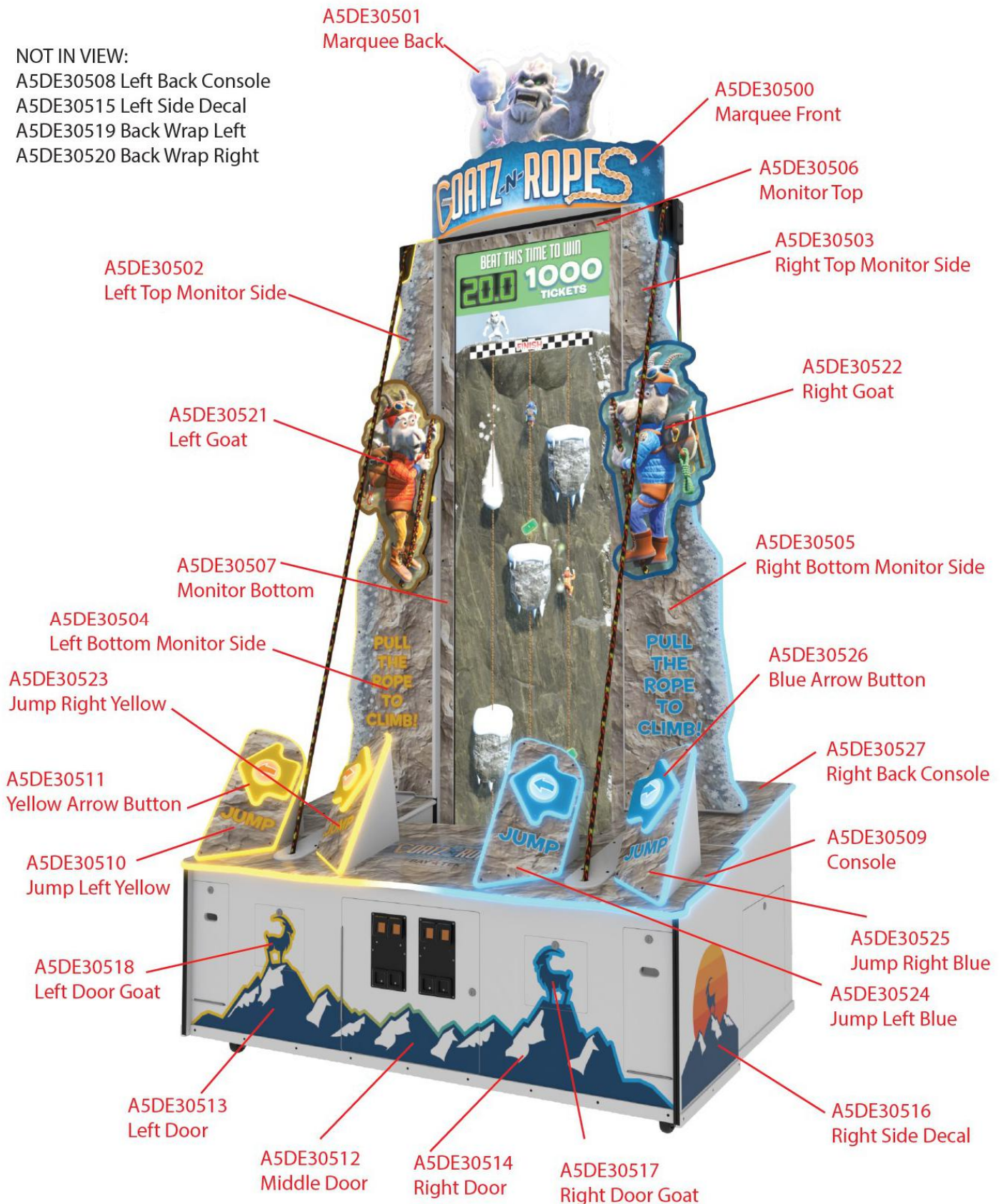
Inputs:

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

GAME DECAL DIAGRAM

NOT IN VIEW:

A5DE30508 Left Back Console
A5DE30515 Left Side Decal
A5DE30519 Back Wrap Left
A5DE30520 Back Wrap Right



PARTS PICTURES



A5BR30500



A5BU30500



A5BU30501



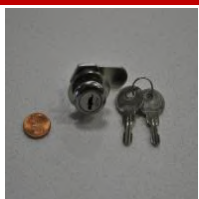
A5CA1005



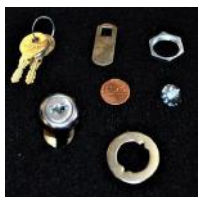
A5EW30500



A5HU16000



A5LK2001



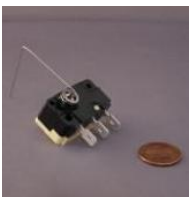
A5LK5002



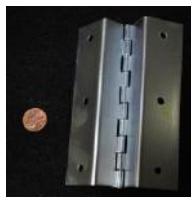
A5RP30500



AAPB2700A



AASW200



W5HG1015



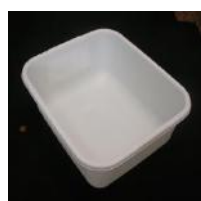
W5HG1055



W5KE5000



W5TM4000



A5CB1499



A5HO1003



A5BK9999



A5ME30500



A5ME30501



A5ME30502



A5ME30503



A5ME30504



A5ME30505



A5ME30506



A5ME4179



A5ME4180



A5ME5508



A5TT4100



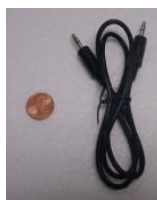
A5TT4101



AABK1013



A5CE2321



A5CEAU010



A5CORD33



A5CORD35A



A5CORD47



A5CORD5



A5CORD5001



A5CORD5003



A5SP4100



A5CORD58



A5OU5000



AACE30500



AACE30503



AACE30504



AACE30506



AACE30507



AACE30511



AACE30514



AACE30515



AACE30516



AACE30517



AACE30518



AACE30520



AACE30521

PARTS PICTURES



AACE30522 AACE35023 AACE30524 AACE30525 AACE30526 AACE30527 AACE30528 AACE30529



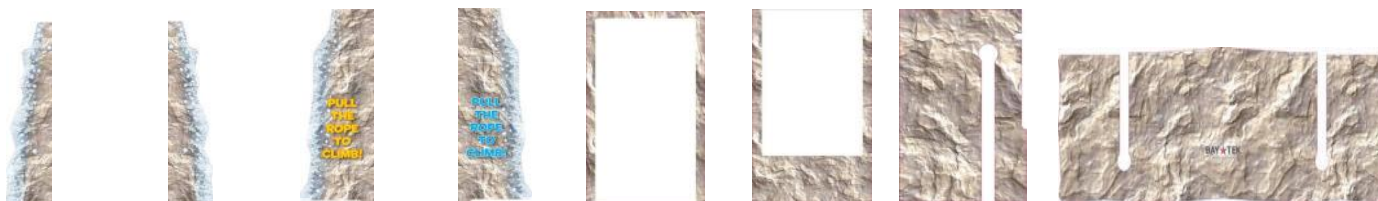
AACE30530 AACE30531 AACE30532 AACE30533 AACE30534 AACE30535 AACE30536 AACE30537



AACE30538 AACE30539 AACE30540 AACE30541 AACE30542 AACE30543 AACE30544 AACE30545



AACE30546 AACE30547 AACE8811A AAC01020 AACBL4A-DOORA A5DE0042 A5DE30500 A5DE30501



A5DE30502 A5DE30503 A5DE30504 A5DE30505 A5DE30506 A5DE30507 A5DE30508 A5DE30509



A5DE30510 A5DE30511 A5DE30512 A5DE30513 A5DE30514 A5DE30515 A5DE30516



A5DE30517 A5DE30518 A5DE30519 A5DE30520 A5DE30521 A5DE30522 A5RVNY010 A5RVNY035 A5DE30523

PARTS LIST



A5DE30524 A5DE30525 A5DE30526 A5DE30527 A5PT30501 A5PT30502 A5PT30503 A5CB5156B A5CB9621A



A5FI9012 A5GC8001 A5MO5506 A5PS1013 A5TD1 AACB15001



AACB30500A AACB3850A AACB9605A-GNR AAHD0032-GNR AAIMB1-GNR AASE30500A

PARTS LIST

PART #	DESCRIPTION	PART #	DESCRIPTION
A5BR30500	Bearing, Ball, R10, 5/8" (4 per game)	A5ME30504	Metal, Tensioner Bracket (4 per game)
A5BU30500	Button, Blue Arrow (2 per game)	A5ME30505	Metal, Lower Cab Connector Bracket (2 per game)
A5BU30501	Button, Orange Arrow (2 per game)	A5ME30506	Metal, Top Pulley Cover (2 per game)
A5CA1005	Caster Wheels, Swivel/ Lock (11 per game)	A5ME4179	Left Ticket Dispenser Mounting Bracket
A5EW30500	Encoder Wheel (2 per game)	A5ME4180	Right Ticket Dispenser Mounting Bracket
A5HU16000	Hub, 4 Port USB	A5ME5508	Graphics Card Mounting Bracket
A5LK2001	Lock, Coin Box, A05/E00 Key Code	A5TT4100	Ticket Tray, Left Side
A5LK5002	Lock, 7/8", H95 Key Code (11 per game)	A5TT4101	Ticket Tray, Right Side
A5RP30500	Rope, Continuous Loop (2 per game)	AABK1013	Bracket, Pushbutton/Counters (2 per game)
AAPB2700A	Push Button (2 per game)	A5CE2321	Audio Noise Eliminator
AASW200	Low Ticket Switch (2 per game)	A5CEAU010	Audio Stereo Cable, 2 Feet
W5HG1015	Hinge, 5", Double Bend (2 per game)	A5CORD33	USB-A To USB-B, 3 Ft Cable (4 per game)
W5HG1055	Hinge, 11-1/2" Double Bend	A5CORD35A	Cord, 15', HDMI
W5KE5000	Keeper, Lock (9 per game)	A5CORD47	Cable, HDMI to Display Port
W5TM4000	T-Molding, 7/8" Black (45 Feet per game)	A5CORD5	AC Computer Cord
A5CB1499	Coin Box	A5CORD5001	AC Cord, Extension C14 to C13
A5HO1003	Holder for Light Bars	A5CORD5003	AC Cord, Adapter C14 to 5-15
A5BK9999	Power Supply Mounting Bracket	A5SP4100	AC Splitter Cable
A5ME30500	Metal, Pulley Mount (4 per game)	A5CORD58	Cable, USB Male A To Micro, 3ft (2 per game)
A5ME30501	Metal, Pulley Shaft (4 per game)	A5OU5000	Outlet Strip
A5ME30502	Metal, Cab Connecting Plate (2 per game)	AAACE30500	Cable, P1-L/P2-R Jump Button Jumper (2 per game)
A5ME30503	Metal, Encoder Pulley Shaft (2 per game)	AAACE30503	Cable, P1-R/P2-L Jump Button Jumper (2 per game)

PARTS LIST

PART #	DESCRIPTION	PART #	DESCRIPTION
AACE30504	Cable, P1-L/P2-R Button Light Jumper (2/game)	A5DE30502	Decal, Left Top Monitor Side, Printed Plexi
AACE30506	Cable, P1-R/P2-L Button Light Jumper (2/game)	A5DE30503	Decal, Right Top Monitor Side, Printed Plexi
AACE30507	Cable, Player 2 Right Side Rear Cable	A5DE30504	Decal, Left Bottom Monitor Side, Printed Plexi
AACE30511	Cable, Marquee Power Disconnect	A5DE30505	Decal, Right Bottom Monitor Side, Printed Plexi
AACE30514	Cable, Marquee LED Power	A5DE30506	Decal, Monitor Top, Printed Plexi
AACE30515	Cable, Marquee Lights Power	A5DE30507	Decal, Monitor Bottom, Printed Plexi
AACE30516	Cable, Left Side Front Harness	A5DE30508	Decal, Back Console Cover, Printed Plexi
AACE30517	Cable, Right Side Front Harness	A5DE30509	Decal, Console, Printed Plexi
AACE30518	Cable, Speaker Jumper	A5DE30510	Decal, Jump Left Yellow Back, Printed Plexi
AACE30520	Cable, Player 1 Left Rear Side	A5DE30511	Decal, Yellow Button Arrow, Printed Plexi (2 per game)
AACE30521	Cable, Player 1 Left Side Door Cable	A5DE30512	Decal, Middle Door
AACE30522	Cable, Player 2 Right Side Door Cable	A5DE30513	Decal, Left Front
AACE30523	Cable, Audio Power	A5DE30514	Decal, Right Front
AACE30524	Cable, Player 1 Door Board Power	A5DE30515	Decal, Left Side
AACE30525	Cable, Player2 Door Board Power	A5DE30516	Decal, Right Side
AACE30526	Cable, Player2 Controller Board Power	A5DE30517	Decal, Right Door Goat
AACE30527	Cable, Player1 Controller Board Power	A5DE30518	Decal, Left Door Goat
AACE30528	Cable, Menu/Ticket Dispenser (2 per game)	A5DE30519	Decal, Back Wrap A, Printed Plexi
AACE30529	Cable, Ticket Tray (2 per game)	A5DE30520	Decal, Back Wrap B, Printed Plexi
AACE30530	Cable, Line Filter	A5DE30521	Decal, Left Goat, Printed Plexi
AACE30531	Cable, Front Ground Stud to Rear Ground Stud	A5DE30522	Decal, Right Goat, Printed Plexi
AACE30532	Cable, Hinge to Front Ground Stud	A5RVNY035	Rivet, Black, .160 Dia. For Goat Plexi (32 Per Game)
AACE30533	Cable, Coin Door to Door Hinge (2 per game)	A5DE30523	Decal, Jump Right Yellow Back, Printed Plexi
AACE30534	Cable, Rear Stud to Front Disconnect	A5DE30524	Decal, Jump Left Blue Back, Printed Plexi
AACE30535	Cable, Goat Vac Form LED (2 per game)	A5DE30525	Decal, Jump Right Blue Back, Printed Plexi
AACE30536	Cable, Button Surround LED (4 per game)	A5DE30526	Decal, Blue Button Arrow, Printed Plexi (2 per game)
AACE30537	Cable, Button LED (4 per game)	A5DE30527	Decal, Right Back Console Cover, Printed Plexi
AACE30538	Cable, Console Top Front LED (2 per game)	A5PT30501	Vacuum Form, Goatz Marquee
AACE30539	Cable, Console Top Rear LED (2 per game)	A5PT30502	Vacuum Form, Left Side Goat
AACE30540	Cable, Mountain Top LED (2 per game)	A5PT30503	Vacuum Form, Right Side Goat
AACE30541	Cable, Mountain Bottom LED (2 per game)	A5CB5156B	Power Distribution Board
AACE30542	Cable, Yeti Vac Form LED	A5CB9621A	Audio Amplifier Board
AACE30543	Cable, Sag Sensor (2 per game)	A5FI9012	Line Filter
AACE30544	Cable, Marquee Power, Stick Light	A5GC8001	Graphics Card, 4GB 1050Ti
AACE30545	Cable, Marquee, Stick Light (3 per game)	A5MO5506	Monitor, 55" UHD(4k) (2 per game)
AACE30546	Cable, Marquee Center, Stick Light (2 per game)	A5PS1013	Power Supply, EVGA500
AACE30547	Marquee Stick Light	A5TD1	Ticket Dispenser (2 per game)
AACE8811A	Speaker (2 per game)	AACB15001	Bleed Resistor Board
AACO1020	Counter Assy, No Feet (2 per game)	AACB30500A	Controller Board (2 per game)
AACBL4A-DOORA	Coin Door Cable with Bulbs (2 per game)	AACB3850A	Rope Sag Sensor Board (2 per game)
A5DE0042	Decal, Menu/Volume Decal (2 per game)	AACB9605A-GNR	Door Interface Board, Goatz N Ropes (2 per game)
A5DE30500	Decal, Marquee Front, Printed Plexi	AAHD0032-GNR	M.2 Hard Drive, Goatz N Ropes
A5DE30501	Decal, Back Marquee, Printed Plexi	AAIMB1-GNR	Motherboard Assy. Goatz N Ropes
A5RVNY010	Rivet, White,.148" Dia, Marquee Plexi (13/game)	AASE30500A	Encoder Sensor Board (2 per game)

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]

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