



Service Manual



PLACE SERIAL NUMBER LABEL HERE

FACTORY CONTACT INFORMATION



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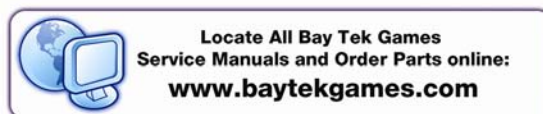
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We aspire to be the best in the world at developing and manufacturing coin operated games for our customers.

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All games proudly manufactured at our factory in Pulaski, Wisconsin U.S.A.

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WELCOME TO: Bike Rally™

Congratulations on your Bike Rally™ purchase!

We hope you find Bike Rally™ offers value to your clientele, as well as your organization. Beyond the simplistic proven game play, Bike Rally™ was designed to house the most extensive audit system ever released by the Bay Tek Games factory. When used to its fullest capabilities, your operations will possess finite details to help track your player's tendencies, prize preferences, and pertinent game performance details. We've made all this available to you at the push of a button in efforts to help your operations reach the expected return goals for this great game.

We hope you take a few moments to read through this manual, and encourage you to contact the factory with any further questions you may have .

Thank you in advance for your Bike Rally™ purchase and we wish you great success!

Your Friends at Bay Tek Games



GAME INSPECTION

Inspect the game for any damaged, loose, or missing parts. If damage is found, please contact your freight carrier first. Then, contact Bay Tek Games Service Department at 920.822.3951 or e-mail them at service@baytekgames.com for further assistance.

SPECIFICATIONS

| WEIGHT | |
|-------------|----------|
| WEIGHT | 525 LBS. |
| SHIP WEIGHT | 565 LBS. |
| DIMENSIONS | |
| WIDTH | 35 IN. |
| DEPTH | 32 IN. |
| HEIGHT | 78.5 IN. |









| OPERATING TEMPERATURE | |
|-----------------------|------------|
| 80 - 100 Degrees | Fahrenheit |
| 26.7 - 37.8 Degrees | Celcius |

| POWER REQUIREMENTS | | | |
|-----------------------|----------------|----|----------------|
| INPUT VOLTAGE RANGE | 100 to 120 VAC | or | 220 to 240 VAC |
| INPUT FREQUENCY RANGE | 50 HZ | to | 60 HZ |

| MAX START UP CURRENT |
|----------------------|
| 1.5 AMPS @ 115 VAC |
| 0.75 AMPS @ 230 VAC |

| OPERATING CURRENT |
|--------------------|
| 0.7 AMPS @ 115 VAC |
| .35 AMPS @ 230 VAC |

SAFETY PRECAUTIONS

| | | |
|--|------------------|---|
|  | 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 at the power strip located inside the game cabinet. | | |
|  | WARNING |  |
| Use of flammable substances can cause severe 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 decal located on the back of the game cabinet. Always plug game into a grounded circuit. If the supply cord is damaged, it must be replaced by a special cord or assembly available from the manufacturer or its service | | |

HOW TO PLAY: Bike Rally™

Jump In! This Bike Rally™ takes players through three American cities with rich motorcycle histories: Laconia, Milwaukee, & Sturgis.

Prizes are offered at each of the three levels for players that spin enough miles! Step up and spin the wheel by simply pulling the handle up and giving it a big push down. When the wheel stops, players are awarded mileage shown on the wheel.



Taking up to three spins each level, players must spin 250 miles to reach Chicago, where they select a small prize or Continue on to Denver, where they need to spin at least 475 miles to win a medium prize or Continue on to Hollywood, just 500 miles away to win the large prize!

Note: Miles start at zero at each level.



Actual factory default shown

Players must spin the wheel fast enough to count as a "GOOD SPIN."

For added excitement, three "MYSTERY MILE" targets have been added to the wheel, surprising players with mileage ranging from 100 - 300 miles each time!



HOW TO CHOOSE A PRIZE: Bike Rally™

Players love Road Trip™ for its simplicity PLUS excitement builds with better prizes offerings at each of the three levels.



LARGE PRIZE

MEDIUM PRIZE

SMALL PRIZE

When a player reaches level 1, they must choose [Continue] to play on to the next level or [Select] a small prize and end their game.

Capsule or Small Spindles 1-4

Important! The player does not win any prize if they choose [Continue] & fail to get enough miles to reach the next prize level.



When a player reaches level 2, they must choose [Continue] to play on to the third & final level or [Select] a medium prize and end their game. ***Medium Spindles 1 & 2***

Important! The player does not win any prize if they choose [Continue] & fail to get enough miles to reach the next prize level.



Congratulations! When a player has made it to level 3, Hollywood, they have completed their road trip and Won The Large Prize!!!

Large prize spindle 1 & 2



Use **[Select Prize]** button to toggle back & forth between prize spindles. Then press **[Continue]** button to take your prize.



QUICK SET UP GUIDE

A: GET STARTED

1. Complete warranty card (*inside cashbox*)
2. Plug in and boot up game.

B: YOUR GAME IS PRE-SET WITH THE FOLLOWING

With the factory defaults pre-set, all you need to do is load **\$0.25 small, \$10.00 medium, and \$150 large** prizes, and you are location ready for a target payout of 25%!

Because Bike Rally™ is a skill-based game, Bay Tek **highly recommends** operating your game a minimum of 4-6 weeks at the factory setting before making alterations to the extensively field tested settings!!

Amazing Road Trip Game Setup
Credits Per Game = 4
Price Per Play = \$ 1.00
Desired payout is 25 %
Prize Cost Small = \$0.25
Prize Cost Medium = \$10.00
Prize Cost Large = \$150.00
Set Time and Date
Exit Game Setup

**Actual factory default Game Set Up screen*

C: LOAD PRIZES

1. Refer to PRIZE DETAILS sheet inside game and / or manual.

D: CLEAR CUMULATIVE STATISTICS

If this game was in operations at a prior location, the factory recommends clearing the Cumulative Statistics by pressing the [SELECT PRIZE] button for 30 seconds.

IMPORTANT! Should you decide to deviate from the factory settings shown above, additional information **MUST** be entered into the game to achieve your desired performance!!

Refer to Prize Cost & Mileage Guideline in your manual.

Congratulations! You're Ready To Go!

DETAILED OPERATIONS

MAIN MENU

1. Access Main Menu by pressing **[MENU BUTTON]** inside cabinet by counters (shown below) and holding button down for **3 seconds**.



2. Press **[SELECT PRIZE]** button on control panel & scroll to Main Menu. Press **[CONTINUE]** to enter MAIN MENU.



Access The Following Sub Menus From The Main Menu [Above]

- GAME STATISTICS:** Detailed report displaying complete game performance. Total games played, quantity of prizes dispensed, payout details, and much more.
- RESET CREDITS:** Quick way to reset or clear existing credits on the machine.
- GAME HISTORY:** Itemized log [displaying date and time] of each action item performed on the game.
- DIAGNOSTICS:** Used to trouble shoot prize spindle motors, sensors, wheel position, and brake status.
- GAME SET UP:** This information MUST be entered at time of game set up for expected performance.
- FACTORY SETTINGS:** General game functions including: volume, counters, model, and lighting preferences.

GAME STATISTICS MENU

CURRENT STATISTICS

Current Statistics is a detailed report showing total game performance since “stats” were last cleared. *Hold down [select prize] button for 3 seconds to clear statistics.*

CUMULATIVE STATISTICS

Cumulative Statistics is a high level summary of game performance since time of install.

Tip: This data does NOT clear when Current Statistics are cleared.

Road Trip Statistics (Last Cleared 10-20-2009 01:43:38)

CURRENT STATISTICS -

Games Played = 0
 Coin Pulses = 0
 DBA Pulses = 0
 Current Payout = 0.00 %
 Game Loses = 0 (0.00 %)
 Small Prizes Won = 0 (0.00 %)
 Medium Prizes Won = 0 (0.00 %)
 Large Prizes Won = 0 (0.00 %)
 Prize Dispense Retries = 0
 Prize Dispense Failures - Small = 0
 Prize Dispense Failures - Medium = 0
 Prize Dispense Failures - Large = 0
 Spindle 1 Prizes Dispensed = 0
 Spindle 2 Prizes Dispensed = 0
 Spindle 3 Prizes Dispensed = 0
 Spindle 4 Prizes Dispensed = 0
 Total Continues = 0
 Small Continues = 0
 Medium Continues = 0
 Average Timer Per Game = n/a
 Spindle 5 Prizes Dispensed = 0
 Spindle 6 Prizes Dispensed = 0
 Spindle 7 Prizes Dispensed = 0
 Spindle 8 Prizes Dispensed = 0

CUMULATIVE STATISTICS -

Cumulative Games Played = 0
 Cumulative Payout Percentage = 0.00 %
 Cumulative Game Loses = 0 (0.00 %)
 Cumulative Small Prizes Won = 0 (0.00 %)
 Cumulative Medium Prizes Won = 0 (0.00 %)
 Cumulative Large Prizes Won = 0 (0.00 %)

Press **Continue** to Return To Menu

Hold **Select Prize** for 3 seconds to Clear Current Statistics

STATISTICS / AUDIT TERMS TO KNOW

Games Played: Total number of plays.

Coin Pulses: Advances 1 digit per coin in.

DBA Pulses: Advances 4 digits per dollar in.

Current Payout:
 Payout % since Statistics were last cleared.

Game Loses:
 Quantity of players that did not select a prize.

Small Prizes Won: Prizes won at level one.

Medium Prizes Won: Prizes won at level two.

Large prizes Won: Prizes won at level three.

Prize Dispense Retries:
 If a prize has not fallen through the prize sensors in allotted time, the game commands the spindle to “RETRY” or “turn again” until a prize has been sensed. If a prize has not dropped, the player is give an opportunity to select a prize from a different spindle at the same prize level.

Prize Dispense Failures:

When a player chooses an empty spindle twice, it will count as a prize failure. The game may also be empty, or a player has chose not to collect a prize.

Spindle 1 thru 8 prize dispenses:

Provides quantity of prizes dispensed from each spindle. A great way to determine what prizes are working well for your clientele.

Total Continues:

Tracks how many players have chosen to forfeit a prize to continue playing to next level.

Small Continues:

Quantity of players that reached level one and chose to forfeit their small prize to continue to the medium level.

Medium Continues:

Quantity of player that reached level two and chose to forfeit the medium prize to continue to the large level.

GAME HISTORY MENU

"Press Continue Button To Exit, Press Select Button To Go Up".

Game History provides a running log of each action performed on the game.

History will provide details such as:

Game was powered on, large prize was won, player chose a prize from spindle 1, plum tilt bob was activated, warning was set, error occurred, etc.

TIP: This log can be used to verify a player's winning claim. Time & Date must be correct for log to provide accurate data.

05-19 02:38:13 A new game was started.
 05-19 02:38:24 A new game was started.
 05-19 02:38:29 Player won small prize and selected spindle 1.
 05-19 02:38:30 A new game was started.
 05-19 02:38:34 A new game was started.
 05-19 02:38:38 A new game was started.
 05-19 02:38:45 A new game was started.
 05-19 02:38:49 A new game was started.
 05-19 02:38:52 A new game was started.
 05-19 02:38:55 A new game was started.
 05-19 02:38:58 A new game was started.
 05-19 02:39:09 The game was exited
 05-19 02:39:21 The game was powered ON and initialized
 05-19 02:39:24 A new game was started.
 05-19 02:39:29 A new game was started.

GAME DIAGNOSTICS MENU

FORCE MOTOR ON

1. All spindles OFF
2. Test each spindle independently
3. Press [Continue] to advance to next spindle.

PRIZE SENSOR TEST

1. OFF: Game is in play mode
2. RUNNING: Activates motor for spindle 1 and/or capsule dispenser until game senses a prize has fallen through the prize sensor. Repeats until you turn motor off.

BRAKE STATUS

A simple algorithm is used to determine the wheel coast time. The diagnostic screen will report one of the four commands showing brake status:

| UNKNOWN | OK | LOOSEN | TIGHTEN |
|---------------------------|--------------------------|-----------------------------|------------------------------|
| Wheel has not been spun . | No adjustments necessary | Brake needs to be loosened. | Brake needs to be tightened. |

After making adjustments, spin wheel again for new report. Repeat until status reads: BRAKE OK.

Amazing Road Trip Diagnostics Menu

Force Motor On = All Spindles Off

Prize Sensor Test = Running

Exit Diagnostics Menu

Diagnostic Information

Game OK, No Errors

Software Versions = A.A and B.B

Total Credits In Game = 0

Wheel Position = X(Y)(Z)

Inputs = 0

Outputs = 28

Brake Status = Unknown

DIAGNOSTICS INFORMATION

| Game software = A.A | | Aux software = B.B | |
|---|---|--|--|
| Wheel Position | | | |
| x | y | z | |
| There are [24] targets on the wheel. [x] represents the arrow is pointing to target [x] | Mileage value the arrow is pointing to. | [0] Indicates sensor is positioned within the target area. | [1] Sensor is positioned on the line between targets |

GAME SET UP MENU

Follow Step 1 thru 5: Make a selection for each item below from the Game Set Up Menu *at time of set up only

Amazing Road Trip Game Setup

Credits Per Game = 4

Price Per Play = \$ 1.00

Desired payout is 25 %

Prize Cost Small = \$0.25

Prize Cost Medium = \$10.00

Prize Cost Large = \$150.00

Set Time and Date

Exit Game Setup

Actual factory default shown above

NOTICE! Should you decide to deviate from the factory settings shown above, additional information MUST be entered into the game to achieve your desired performance.

1. CREDITS PER GAME

| | |
|----|-----------------|
| 0 | |
| 1 | |
| 1 | Card Swipe |
| 2 | |
| 3 | |
| 4 | DEFAULT |
| 4+ | 6 plays for \$5 |
| 5 | |
| 6 | |
| 7 | |
| 8 | |
| 8+ | 3 plays for \$5 |
| 9 | |
| 10 | |
| 12 | |
| 20 | |

2. PRICE PER PLAY

| |
|-----------------------|
| \$0.25 |
| \$0.50 |
| \$0.75 |
| \$1.00 DEFAULT |
| \$1.25 |
| \$1.50 |
| \$1.75 |
| \$2.00 |
| \$2.25 |
| \$2.50 |
| \$2.75 |
| \$3.00 |
| \$3.25 |
| \$3.50 |
| \$3.75 |
| \$4.00 |
| \$4.25 |
| \$4.50 |
| \$4.75 |
| \$5.00 |
| \$5.25 |
| \$5.50 |
| \$5.75 |
| \$6.00 |

3. DESIRED PAYOUT %

Please See Step 3 [Payout Selection] on following page and make your desired payout % selection.

4. PRIZE COSTS SETTINGS

| SMALL | MEDIUM | LARGE |
|---|----------------|-----------------|
| | \$1.50 | \$5.00 |
| \$0.15 | \$5.00 | \$15.00 |
| \$0.20 | \$8.00 | \$25.00 |
| \$0.25 | \$10.00 | \$50.00 |
| \$0.50 | \$15.00 | \$75.00 |
| \$1.00 | \$20.00 | \$100.00 |
| \$2.00 | \$25.00 | \$150.00 |
| | \$50.00 | \$200.00 |
| IMPORTANT! Enter your ACTUAL prize cost! Inflating this number will cause your payout statistics to be incorrect! The game uses actual data to calculate mystery miles! | | \$250.00 |
| | | \$300.00 |
| | | \$350.00 |
| | | \$400.00 |
| | | |

Actual factory default costs are highlighted in yellow

5. SET TIME AND DATE

*Entering time and date ensures the history log is accurate

1. Set Month
 2. Set Day
 3. Set Year
 4. Set Hour
 5. Set Minute
- Exit Menu



GAME SET UP MENU cont'd

Two key factors work in tandem to control prize payout:

Mystery Miles & **Miles Needed To Each Prize Level**

PAYOUT % and MYSTERY MILES

Mystery Miles: Your game has three mystery mile targets on the wheel. The amount of mystery miles a player is awarded is determined by the following three factors: overall revenue taken in, prize dollars out (*using ACTUAL prize cost*) and your **desired payout %**.



Higher mystery miles are dispersed to the player when your payout is lower than desired, while **Lower mystery miles** are dispersed to the player when your payout is higher than desired. **Important!** Mystery Mile targets ALWAYS output mileage ranging from 100 to 300 miles, and cannot be manipulated in any way to determine a player's outcome.

STEP 3: (continued from p. 15) Make Desired Payout Selection

The **factory default** is pre-set with a desired payout of 25%. Follow these three steps below to adjust your desired payout % upward or downward:

- Step 1:** Enter Set Up Menu
- Step 2:** Select Desired Payout
- Step 3:** Adjust payout percent up or down accordingly.

ACTUAL GAME SET UP MENU BELOW

Amazing Road Trip Game Setup

Credits Per Game = 4

Price Per Play = \$ 1.00

Desired payout is 25 %

Prize Cost Small = \$0.25

Prize Cost Medium = \$10.00

Prize Cost Large = \$150.00

Set Time and Date

Exit Game Setup

DESIRED PAYOUT % RANGE OPTIONS

| | | | | | | |
|----|----|----|----|----|----|----|
| 20 | 25 | 30 | 35 | 40 | 45 | 50 |
|----|----|----|----|----|----|----|

Actual factory default shown above

Important! Bike Rally™ is a game of skill and therefore prize payout may vary depending on the skill level of the player! Progress should be evaluated over a period of time before making weighted game adjustments!

FACTORY SETTINGS MENU

BEGIN BY FOLLOWING STEPS 1 THRU 6

Make a selection for each item below from the Factory Settings Menu.

STEP 1: MAKE VOLUME SELECTIONS

GAME VOLUME:

Projects sound when game is coined up.

ATTRACT VOLUME:

Projects sound when game is idle to get player's attention.

Tip: If location is low traffic during the day and wants the volume lower, make adjustments to the attract volume, but leave the game volume alone.



STEP 2: MAKE LIGHTING SELECTIONS

ATTRACT LIGHTING ON: LED lights blink for attention. *(factory default)*

ATTRACT LIGHTING OFF: LED lights softly transition between colors. *Recommended for bar or club locations.*

STEP 3: MAKE MECHANICAL COUNTERS SELECTION

COUNT GAMES: Advances mechanical counter one digit per game. *(factory default)*

COUNT CREDITS: Advances mechanical counter one digit per coin/credit

STEP 4: MAKE MILEAGE PATTERN SELECTION FOR EACH PRIZE LEVEL

MILEAGE DESCRIPTION: Players must accumulate enough miles in three spins or less to get to each prize level. When mileage is increased between cities, the game becomes more difficult, while less miles (distance) between cities makes the game easier. The mileage instruction decal is located below the wheel inside the cabinet.

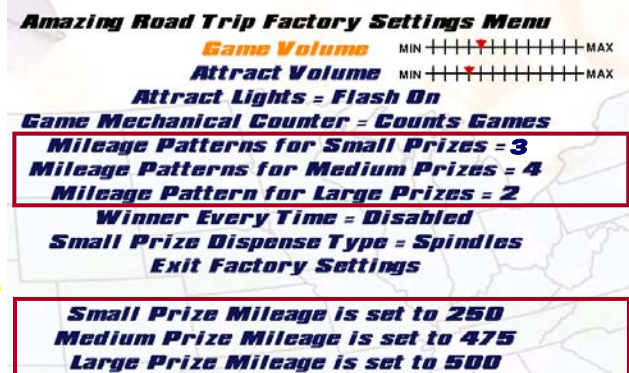


Actual factory default mileage pattern

IMPORTANT! If you make a change to your Mileage Pattern Selection - You MUST also change the mileage decal located below the wheel inside the game cabinet.

See prize table reference guide on next page!

ACTUAL FACTORY SET UP MENU



Actual factory default shown above

STEP 5: MAKE WINNER EVERY TIME SELECTION

DISABLED: When Winner Every Time is disabled, players MUST accumulate the specified amount of miles (or more) to be eligible to claim a small prize. *(factory default)*

ENABLED SMALL: player will be given the option to get a small prize only after a loss on round 1

ENABLED ALL: player will be given option to get small prize after loss on **any** round

STEP 6: MAKE SPINDLE OR CAPSULE SELECTION

SPINDLES: Spindle games are equipped with (4) small prize spindles (2) medium prize spindles and (2) large prize spindles. *(factory default)*

CAPSULES: Capsule games are equipped with (1) capsule hopper (2) medium prize spindles and (2) large prize spindles.

PRIZE COST & MILEAGE GUIDELINE

FOLLOW 4 STEPS: DETERMINE PRIZE COSTS & MAKE MILEAGE SELECTIONS

1. Identify the *ACTUAL* cost of your **SMALL, MEDIUM, & LARGE** prizes.
2. Next - Enter Factory Settings Menu and scroll down to Mileage Patterns.
3. Next - Locate software patterns that **match your prize cost for each prize level**.
Example A: If your *small* prizes cost **\$0.50**, you should select Mileage **Pattern 2** because \$0.50 is shown under the Mileage Pattern 2 column.
Example B: If your medium prizes cost **\$20**, you should select Mileage **Pattern 4** because \$20 is shown under the Mileage Pattern 4 column. *Factory default mileage patterns are highlighted in yellow.*
4. Lastly - Locate replacement mile decals inside the cashbox. Make sure the appropriate mileage stickers are placed on each prize level to instruct the player how many miles they need to spin to win each level.

MILEAGE REFERENCE GUIDE

| SMALL PRIZE (LACONIA) | | | | | |
|-----------------------|-----------|-----------|-----------|-----------|-----------|
| PATTERN | 1 | 2 | 3 | 4 | 5 |
| COST | \$0.15 | \$0.15 | \$0.15 | \$0.50 | \$2.00 |
| | \$0.20 | \$0.20 | \$0.20 | \$0.75 | |
| | \$0.25 | \$0.25 | \$0.25 | \$1.00 | |
| MILES | 175 MILES | 200 MILES | 250 MILES | 300 MILES | 350 MILES |



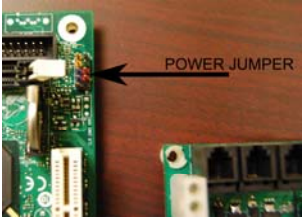
| MEDIUM PRIZE (MILWAUKEE) | | | | | |
|--------------------------|-----------|-----------|-----------|-----------|-----------|
| PATTERN | 1 | 2 | 3 | 4 | 5 |
| COST | \$5.00 | \$5.00 | \$8.00 | \$10.00 | \$25.00 |
| | | | | \$15.00 | \$30.00 |
| | | | | \$20.00 | \$50.00 |
| MILES | 350 MILES | 400 MILES | 450 MILES | 475 MILES | 500 MILES |

| LARGE PRIZE (STURGIS) | | | | | | |
|-----------------------|-----------|-----------|-----------|-----------|-----------|-----------|
| PATTERN | 1 | 2 | 3 | 4 | 5 | 6 |
| COST | \$15.00 | \$75.00 | \$200.00 | \$250.00 | \$350.00 | \$400.00 |
| | \$25.00 | \$100.00 | | \$300.00 | | \$500.00 |
| | \$50.00 | \$150.00 | | | | \$550.00 |
| | | | | | | \$600.00 |
| MILES | 450 MILES | 500 MILES | 525 MILES | 550 MILES | 575 MILES | 600 MILES |


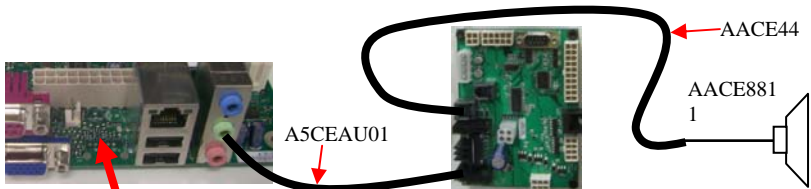
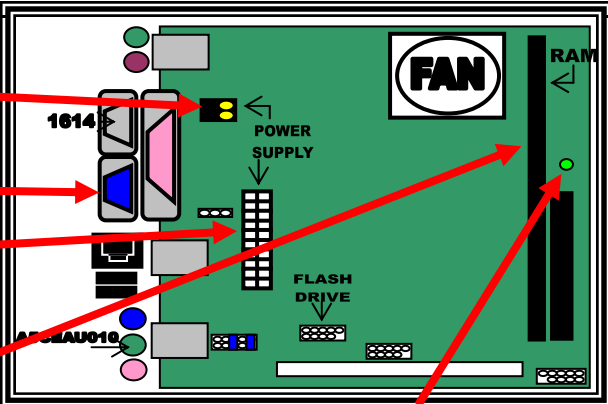
TROUBLE SHOOTING GUIDE

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 | | |
|--|--|--|
| | Probable Cause | Remedy |
| No power to the game. No lights on at all. AC Light and Bill Acceptor on. But everything else off. (Power Supply not ON) | Unplugged. Circuit breaker tripped. Power strip faulty. Faulty cable/power supply. | Check wall outlet. Reset power strip breaker switch or building circuit breaker. Change plug position, replace if needed. See Power Supply diagnostic below. |
| | Unplugged. Rocker Switch. | Ensure plug is seated in Power Supply  Make sure rocker is set ON. |
| | Check for Green Light on motherboard. If Green light is OFF – Replace Power Supply. (AAPS1005) |  |
| | If Green light is ON : Touch 2 red pins on motherboard together to start fan. Game will boot up and play normally. If fan does not turn – Replace motherboard. If fan is turning and monitor is blank, go to Monitor Troubleshooting. |  |
| Dollar Bill Acceptor not functioning. | Ensure bill acceptor has correct voltage. Dirt or debris in acceptor slot. Ensure acceptor dipswitch is set to “always enable” Pinched, broken, or disconnected wiring. Bill acceptor problem. | Acceptor should cycle stacker at game power up. If not, check cable connections. Caution Bill Acceptor may be 110 Volts AC or 12 Volts Dc Clean with bill reader cleaning card. (A5CC9000) There are dips on side of acceptor. Set to “always enable” (not harness enable) Check wiring from bill acceptor to I/O board. Repair or replace wiring harness. Refer to troubleshooting section of dollar bill acceptor manual included with this game or the diagnostics label of the back of the unit. |






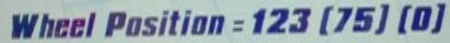

TROUBLE SHOOTING GUIDE

| | | | |
|---|--|--|---|
| No Audio | <p>Volume too low.</p> <p>Loose wire.</p> <p>Faulty I/O Board</p> <p>Faulty motherboard</p> | <p>Increase the volume by pressing Menu button, scroll to volume slider Bar and adjust. →</p>  <p>Check audio cable connections from main board to I/O board to speakers.</p>  <p>c. Replace I/O Board. (AACB4400)</p> <p>d. Replace Motherboard. (AAMB6)</p> | |
| Monitor not working. <p>Power down, wait 10 seconds and power up again.</p> | <p>Monitor says "NO SIGNAL" for 5 seconds after power-up. Then dark.</p> <p>Monitor has nothing at all on power up.</p> | <p>Small 12 Volt power connector unplugged on motherboard.</p> <p>Monitor VGA cable unplugged.</p> <p>Large power connector unplugged on motherboard</p> <p>Faulty or loose RAM</p> <p>Faulty power supply - Check for 12 Volts and green LED on motherboard. Check for fan spinning on power supply.</p> <p>Faulty motherboard - Replace faulty board. (AAMB6)</p> |  <p>Ensure power is plugged into back of monitor, down to power strip.</p> <p>Replace monitor. (A5CBDI030)</p> |
| | <p>Error on screen at power up.</p> <p>Re-Boot game to see if problem still exists.</p> | <p>Display stops at "No bootable device -- insert boot disk and press any key"</p> <p>Display shows "Kernel panic – unable to mount root"</p> | <p>Flash drive unplugged from board or faulty. Re-seat and apply power to game Replace main program. (A5FHD001)</p> <p>Faulty or loose RAM</p> |




TROUBLE SHOOTING GUIDE

| | | |
|---|---|--|
| <p>Monitor problems.</p> <p>Blurry Monitor Too bright, or dim. Position off.</p> | <p>Adjustment buttons are on bottom edge of monitor. Lift plexi from bottom of monitor.</p> <p>b. Press "Auto"</p> <p>c. Use menu buttons to access monitor adjustments.</p> |  |
| <p>Game plays but some of the functions do not work.</p> | <p>None of inputs work. No coin up, no test buttons, display may say door open.</p> <p>Display is OK, but does not show some screens. No volume</p> <p>Game freezes, locks up.</p> | <p>I/O Serial cable unplugged from I/O board to motherboard</p> <p>Flash drive loose, or faulty.</p> <p>Faulty RAM, or motherboard.</p> |
| <p>Game does not coin up.</p> | <p>One of coin switches jammed, or held down.</p> <p>Short in coin door harness.</p> <p>I/O Serial cable unplugged from I/O board to motherboard</p> <p>I/O board faulty.</p> | <p>If one coin switch is "closed" the other one will not work either.</p> <p>Unplug white molex from door, and jump between white and black wires to simulate coin-up.</p> <p>Ensure serial cable is tight and connected.</p> <p>Replace I/O board. (AACB4400)</p> |
| <p>Tilt Alarm always going off.</p> |  <p>Tilt Plumb Bob touching bottom ring.</p> <p>Bottom ring bent or crooked.</p> <p>Wire short.</p> <p>I/O board faulty.</p> | <p>Loosen Plumb Bob and adjust until metal is not contacting ring.</p> <p>Adjust ring until straight and true.</p> <p>Check wiring from tilt to I/O board. Repair or replace wiring harness. Replace I/O board. (AACB4400)</p> |
| <p>Tilt Alarm never activates.</p> <p>Alarm should sound when game is shaken.</p> <p>Note: Game play is NOT affected.</p> | <p>Tilt Plumb Bob mechanical problem.</p> <p>Alarm does not activate until game is really rocked.</p> <p>Pinched, broken, or disconnected wiring.</p> <p>I/O board faulty.</p> | <p>Adjust Plum Bob so that alarm activates when it touches bottom ring.</p> <p>Adjust Plum Bob higher on support.</p> <p>Check wiring from tilt to I/O board. Repair or replace wiring harness. Replace I/O board. (AACB4400)</p> |

TROUBLE SHOOTING GUIDE

| | | | |
|-----------------------|---|--|---|
| Scoring Issues | <p>Spin meter never increases.</p>  <p>Encoder sensor not seeing wheel spin.</p> | <p>Encoder sensor dirty or faulty.</p>  <p>Sensor is being interfered with. Pinched, broken, or disconnected wiring.</p> <p>I/O board faulty.</p> | <p>Clean sensor and replace if needed. (AACB4401)</p> <p>Remove game from direct sunlight, move game to area away from Neon lights or bright fluorescent lights.</p> <p>Inspect wiring and replace cable if needed.</p> <p>Replace I/O board. (AACB4400)</p> |
| | <p>Game says you won even though wheel is still spinning.</p> | <p>Brake Assembly tension set to strong.</p> | <p>Refer to "How to Set Brake Tension"</p> |
| | <p>Wheel values arrow pointer and monitor are off slightly.</p>  | <p>There is an adjustment on the wheel encoder sensor to calibrate the monitor change to where the arrow is pointing.</p> | <p>Refer to "How to adjust wheel sensor"</p> |
| | <p>Game is giving wrong values.</p> <p>Enter Diagnostic Menu and watch "Wheel Position" as you spin the wheel downward.</p>  <p>Remove game from direct sunlight, move game to area away from Neon lights or bright fluorescent lights.</p> | <p>Wheel Position does not change as you spin the wheel down.</p> <p>Wheel Position does change as you spin the wheel down.</p>  <p>Wheel Position goes to 24, then resets to 0 and continues up again.</p> <p>Wheel Position does change as you spin the wheel down.</p>  <p>Wheel Position increments constantly upwards up past 100.</p> | <p>Encoder sensor unplugged, dirty or faulty. Clean and replace if needed. (AACB4401) Inspect wiring, replace I/O board (AACB4400)</p> <p>Encoder sensor out of adjustment. Refer to "How to adjust wheel sensor"</p> <p>Home Position sensor unplugged, dirty or faulty.</p>  <p>Clean and replace if needed. (AABD5010) Inspect wiring, replace I/O board (AACB4400)</p> |

TROUBLE SHOOTING GUIDE

| | | |
|--|--|---|
| <p>Wheel not spinning when player moves handle.</p> <p>Check for 12 Volts DC at coin up on connector.</p> | <p>No 12 Volts on connector at coin up.</p> | <p>Inspect cable from Solenoid to I/O board. (J28) Main cable part # AACB4400</p> <p>Replace I/O board. (AACB4400)</p> |
| | <p>12 Volts present at connector, but solenoid still doesn't engage.</p>  | <p>If 12 Volts present at connector, but solenoid still doesn't engage. Wheel will have to be removed to further inspect or replace.</p> <p>Refer to "How to Remove Wheel"</p> |
| <p>Solenoid always stays on.</p> <p>Players can spin wheel without inserting money.</p> <p>Players will win a lot!</p> | <p>Jammed Solenoid or Springs</p>  <p>Pinched Cable.</p> <p>Check for 12 Volts DC on cable to solenoid when game is in normal</p> | <p>Inspect solenoid. Ensure it operates smoothly. Press in on silver bar. It is spring loaded and will spring back after release.</p> <p>Inspect cable for smashed wire. May also have to replace I/O Board.</p> <p>If 12 Volts present, Replace I/O board. (AACB4400)</p> <p>If no 12 Volts and solenoid is still engaged – Wheel will have to be removed to further inspect or replace.</p> <p>Refer to "How to Remove Wheel"</p> |
| <p>Meters do not work.</p> | <p>Prize meter should click as prize drops through chute sensors. Game meter should click as game starts.</p> <p>I/O board faulty.</p> | <p>Watch as prize drops. Replace counters (AACO1000)</p> <p>Watch as next game starts. Replace counters (AACO1000)</p> <p>Replace I/O board. (AACB4400)</p> |
| <p>Sensor Blocked Left Error</p>  | <p>Prize chute blocked.</p> <p>Prize chute sensors dirty.</p> <p>Pinched, broken, or disconnected wiring.</p> <p>Prize chute sensors faulty.</p> | <p>Make certain nothing is jammed in prize chute. Check prize dimensions.</p> <p>Blow air through holes in wood prize chute. Prize chute can be removed to clean sensors.</p> <p>Check wiring from sensor to sensor. (AACE4406)</p> <p>Check wiring from sensor to I/O Board. (AACE4405)</p> <p>Replace both prize chute sensors. (AACB4402)</p> |

TROUBLE SHOOTING GUIDE

Game does not drop prize.

“It didn’t give me a prize”



Player chooses to continue.

Player “mistaken”

If the player continues to try to win higher prize – you give up the lower prize.

Enter game history menu to prove a disputed win. It has a time stamp with what the game has done.

Enter Statistics Menu and look at Prize Dispenser Failures and Prizes Dispensed Refer to instruction manual for detailed explanation.

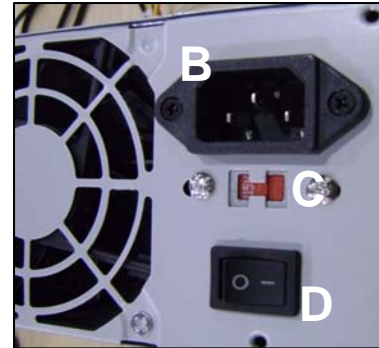
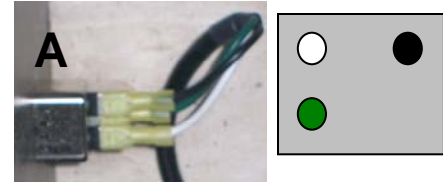
Symptom: Game is about to dispense a prize, but spindle doesn’t turn and game moves on thinking it dropped a prize.

Prize chute sensors dirty.
Clean or replace faulty sensors.
(AACB4402)

POWER SUPPLY DIAGNOSTICS

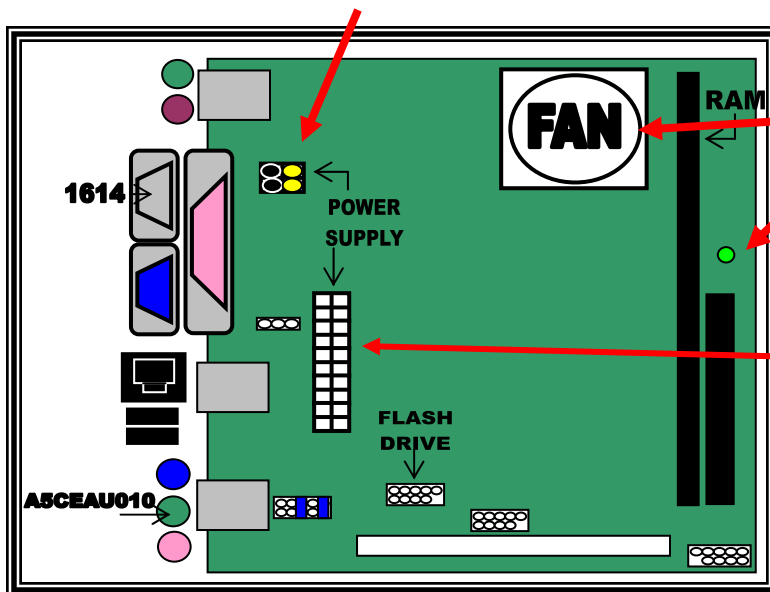
Power Supply Diagnostics:

- Check power cable to game.
- Check connections on power socket on bottom rear of game (A)
- Check connection to power supply (B).
- Ensure Power Supply switch is set to 115V (C)
- (Some power supplies may not have this)
- Ensure Power switch is on (D).
- Ensure fan is turning.



Verify power to motherboard:

Check for 12 Volts DC between black and yellow wires.

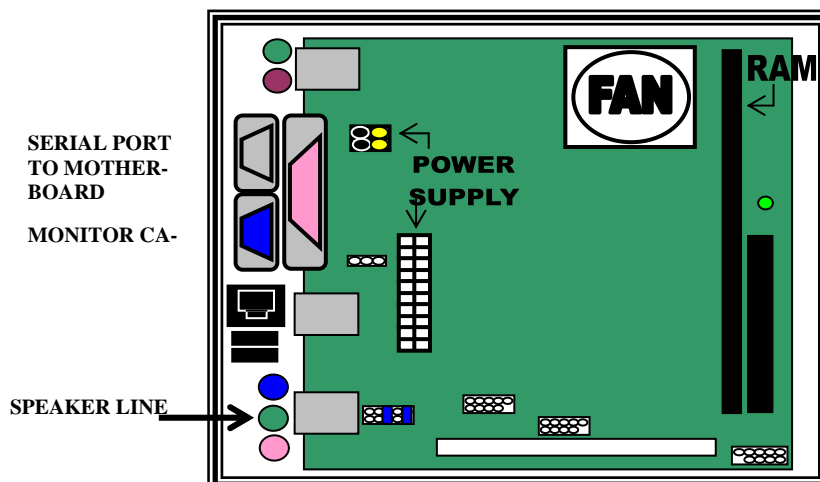


1.) Ensure fan is turning.

2.) Green LED should be ON

Note: The location of this connector may vary depending on which version motherboard is in game.

Mother Board – Part # AAMB6



HOW TO: Remove Wheel

Solenoid replacement requires the wheel to be removed from game.
It is important to troubleshoot the game first to determine if the problem actually is a faulty



STEP 1:

1. Unplug connector to solenoid.
2. Press Menu button in front of game.
3. Measure voltage across red and black wires. It should be 12 Volts DC
4. If meter reads 0 Volts DC with the solenoid unplugged, the problem is the I/O AUX board or wires.
5. If meter reads 12 Volts DC - then plug in solenoid connector,
6. Check wires to solenoid, look for a cut wire. If the wires pass this test, then continue to remove wheel and replace solenoid.

Step 2:

1. Remove 4 bolts securing wood frame to game cabinet.
2. Remove 2 bolts on pointer in front of wheel. Allow pointer to dangle next to wheel.

Caution: If arrow is still mounted to game as the wheel is removed, the sensor may be damaged.



Step 3:

1. Unplug connector near bottom of wheel.



Step 4:

1. Remove pin at bottom of arm



Step 5:

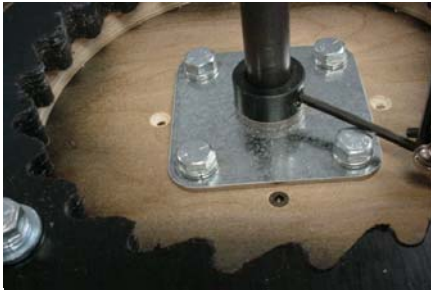
1. Slowly remove from cabinet and lay on bench. Lay on side so arm is toward top of unit.



HOW TO: Remove Wheel

Step 6

Remove set screw and remove wheel to access wheel home position sensor.



Step 7

There is a calibration tab on the side of the wheel. The posts are 1 3/8 inches tall



Step 8

The sensor that reads home position of wheel is mounted to bottom wood piece. [AABD5010]



Step 9

To re-assemble wheel: Reverse steps, making sure: wheel bearing is on straight and tight. Arm is positioned in gap.



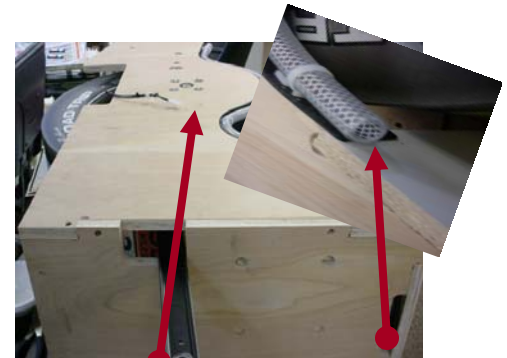
Step 10

When re-installing top wood, Position brake assy. To follow curve on wheel. Ensure wood slides.



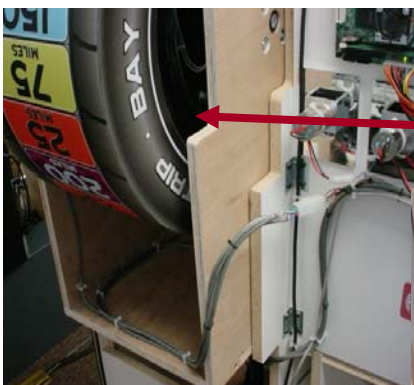
Step 11

Secure top wood and ensure the following fit properly.



The 4 screws attach to wheel bearing.

Slide wood under plexi for attraction lighting



Re-install wheel assy. Into cabinet.

NOTE: Make sure solenoid assy. Is swung toward rear of machine when installing pin on bottom of arm.



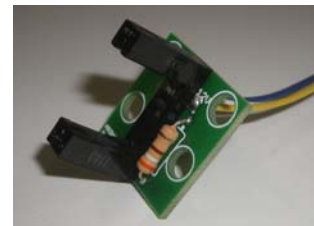
HOW TO: Adjust Wheel Sensor

Wheel sensor is located behind the arrow on wheel.

It “reads” the notch in the side of the wheel to tell the game when the panel has changed.



Back View



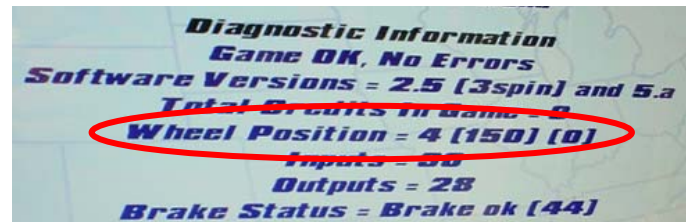
Sensor (AACB4401)

To Test:

Enter menu and go to Diagnostics Menu.

Spin Wheel slowly downward, and watch monitor's wheel position readout.

The wheel position value should change as soon as next panel crosses arrow point.



To Adjust:

Turn Phillips head screw to move sensor.

Continue spinning wheel slowly downward, and watch monitor's wheel position readout; adjusting screw until panel changes at arrow.



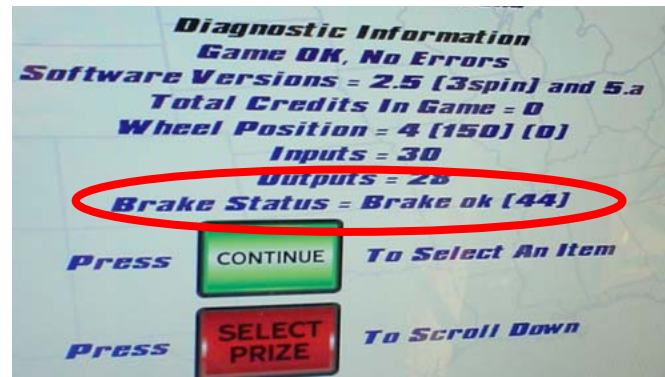
HOW TO: Set Brake Tension

To Test:

Enter menu and go to Diagnostics Menu.

Use plunger handle to give the wheel a good spin, Let the wheel coast to a stop like a normal game play.

If brake is set correctly, screen will show:
Brake Status = Brake OK



If Brake Status shows Loosen Brake or Tighten Brake, adjust brake assembly.

To Adjust:

To loosen brake:

Loosen top nut and move 1/4 inch up. The threaded rod will drop as top nut moves up. Spin bottom nut up tight to bracket. Tighten both nuts.

To tighten brake:

Loosen bottom nut and move 1/4 inch down. Lift up the threaded rod and spin nut down tight to bracket. Tighten both nuts.



Re-test to verify:

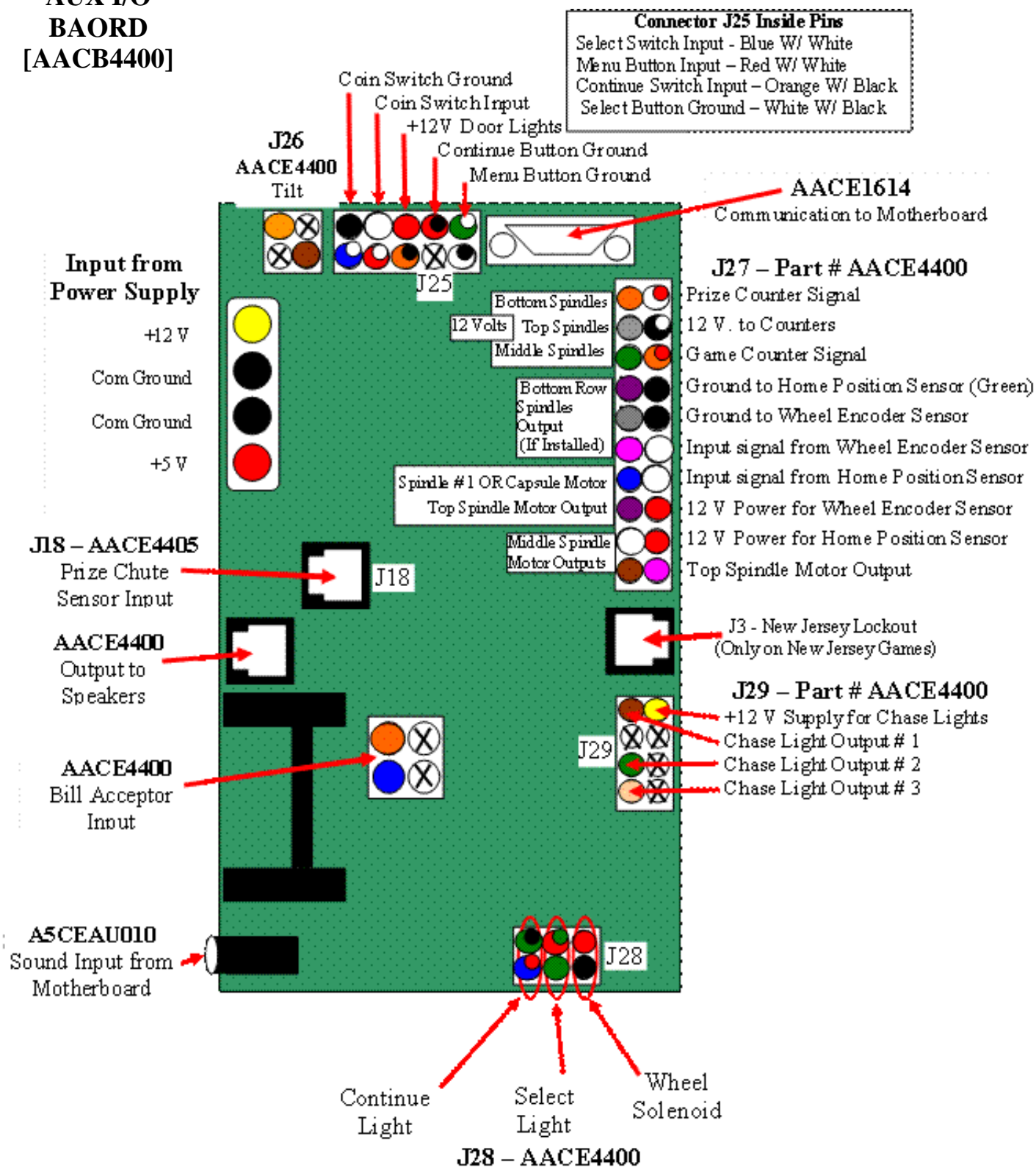
Brake Status = Brake OK

HOW TO: Clean Game

Use a mild soap solution and a clean lint free cloth to wipe down game.
Do NOT use any cleaning solvents on the game's graphics!

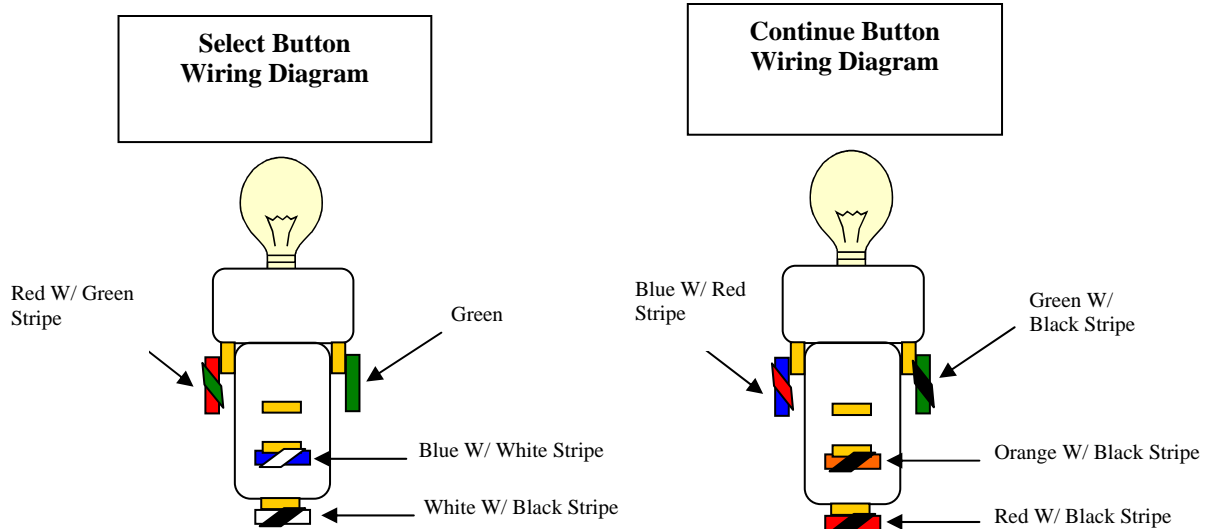
COMPONENT & CABLE MAPPING

AUX I/O BAORD [AACB4400]

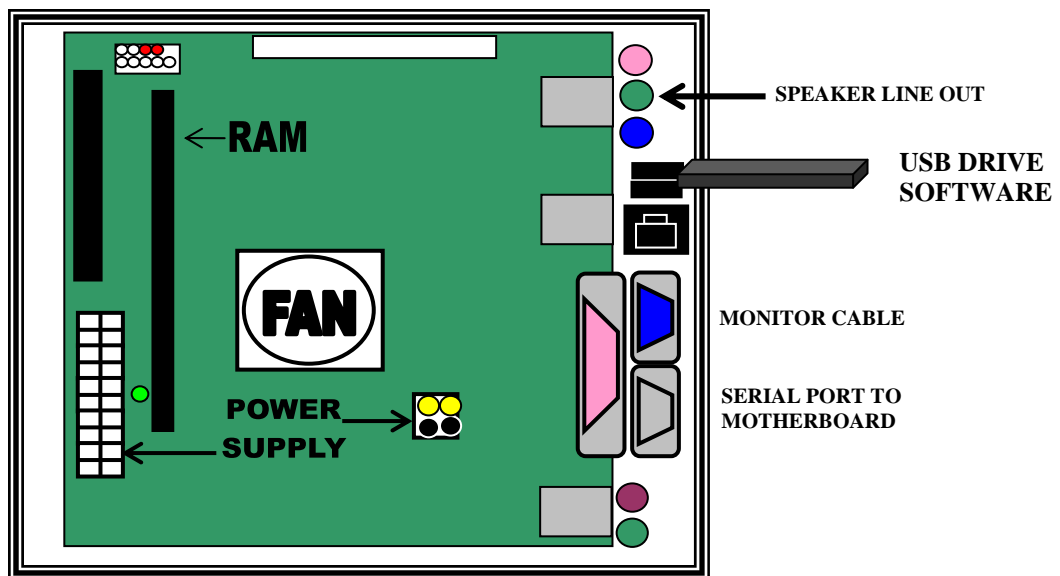


WIRING DIAGRAMS

PUSH BUTTON WIRING



MOTHER BOARD WIRING [AAMB6]



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]

TECHNICAL SUPPORT

Excellent customer service is very important to Bay Tek Games! 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 - Repair Options

Repair & Return – If you have Circuit Board issues with your Bay Tek game, you can send the board to us and we'll repair it right away. Most items sent to us are repaired and returned to you within two days. This option is your best value as we offer this fast turn-around service at the most reasonable price.

Advance Replacement – If you have Circuit Board issues with your Bay Tek game, but you don't have time to send in your board in for repair, give us a call and ask for an Advance Replacement. We'll send you a replacement board that same day (pending availability). When you get your new board, just repackage the defective board in the same box and send it back to us. We make it easy by including a UPS Return Shipping label for you to put on the box (not available for international shipments). This is your best option when you need to get your game up and running as quickly as possible!

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, & Fees:

NOTICE! ALL ITEMS being sent to Bay Tek Games for repair or return, etc. require prior Return Authorization! Bay Tek Games will provide a Product Return Form with an authorizing Ticket Number for each item to be returned. Please be certain to include this document with all shipments!

Late Fees and Non-Return Fees - Advance Replacement and Warranty Replacement items require the defective items to be returned by Bay Tek games promptly to avoid Late Fees. We would expect items to be returned within 10 working days. Late fees are invoiced monthly. Late fees are non-refundable under any circumstance! Any item not returned within 90 days will be invoiced in full as a replacement part!

Bench Fees - Bench fees will apply for each electronic item returned to Bay Tek Games (this includes unused Advance Replacement items). This charge covers our cost to inspect, evaluate and retest each item. Please note that returned items that do not pass our tests will be charged accordingly as replacement items or advance replacements.

Restocking Fees - Unused items returned for credit will be credited minus a restocking fee. Items must be returned within 30 days of purchase in order to qualify for any credit amount. No shipping charges will be credited.



WARRANTY



Bay Tek Games warrants to the original purchaser that all game components will be free of defects in workmanship and materials for a period of 6 months from the date of purchase. Hint: Register your new game for an extra 3 months on your warranty (Find registration card in the cashbox)

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

Warranty replacement part(s) will be shipped immediately, via ground service, along with a Product Return Form for the return of defective part(s).

Defective part(s) must be shipped back to Bay Tek Games unless otherwise instructed. Items not returned to Bay Tek Games will be invoiced as replacement parts.

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 any serial number decal is altered, defaced, or removed from it's original position.

| | | |
|---|------------------|---|
|  | ATTENTION |  |
| In order to maintain the safety & other compliance certifications of the game, ONLY approved parts may be used. For approved parts, refer to the parts list in this manual. | | |

Should you need your game serviced, determine the serial number from the decal placed on the front of this manual, or locate it on the back of the game. Then contact our Service Department at: 920.822.3951 or e-mail: service@baytekgames.com

NON-WARRANTY

Should you need your game serviced, determine the serial number on the front page of this manual, or by locating the decal on the back of the game cabinet, and contact our Service Department at: 920.822.3951 or service@baytekgames.com

Options and estimated charges will be provided to you for your approval. Please remember that any items being sent to Bay Tek Games must include prior return authorization from our Parts & Service Department. This approval will include a Product Return Form which is required to be included with any incoming shipments. Repaired part(s) will be shipped back using the same method in which they were received. Repairs are warranted for 30 days from the date of return shipment.

Bike Rally™ PARTS LIST

| PART NUMBER | DESCRIPTION | PART NUMBER | DESCRIPTION |
|--------------|---|--|-------------------------------------|
| A5CB2050 | Cash Box | A5ME4402-BLK | Metal Lock Arm (Black) |
| A5SP1050 | Speaker | A5ME4403-BLK | Metal Lock Link (Black) |
| A5CO4400 | Handle Grips | A5ME4404-BLK | Metal Side Guard (Black) |
| A5FI9010 | Inline Filter | A5ME4405-BLK | Metal Pivot Lock (Black) |
| A5FR4400 | License Plate Frame | A5ME4406-BLK | Metal Bottom Front Door (Black) |
| A5HA1001 | T Handle (No Lock) | A5ME4407-BLK | Metal Prize Door (Black) |
| A5LK1001 | Lock for T Handle | A5ME4408-BLK | Metal Security Door (Black) |
| A5BURU075 | Rubber Handle Stop | A5ME4409-BLK | Metal Prize Door Connector (Black) |
| A5DSPZ010 | Long Prize Dispense Spindle | A5ME4410-BLK | Metal Side Prize Return (Black) |
| A5PL9097 | Blanking Plate (Replaces Bill Acceptor) | A5ME4414-BLK | Metal Handle Guide (Black) |
| A5SLSX001 | Shaft Collar | A5ME4415 | Metal T-Handle |
| A5SP5021 | Compression Spring for Solenoid | A5ME4416-BLK | Metal Rocker Arm (Black) |
| A5TI1001 | Plumb Bob Tilt | A5ME4417-BLK | Metal Pivot Link (Black) |
| A5PBAC001 | Red "Select Prize" Button | A5ME4418-BLK | Metal Wheel Link (Black) |
| A5PBAC002 | Green "Continue" Button | A5ME4420-BLK | Metal Pivot Link Bracket (Black) |
| W5HG1065 | Single Bend Hinge | A5ME4421-BLK | Metal Sensor Bracket (Black) |
| AACE4400 | Main Cable | A5ME4422-BLK | Metal Mounting Bracket (Black) |
| AACE4401 | Prize Chute Bottom Wheel Lights | A5ME4424-BLK | Metal Wheel Bearing (Black) |
| AACE4402 | Wheel Cables | A5ME4429-BLK | Metal Wheel Spin Bracket (Black) |
| AACE4403 | Wheel Chase light Cable (2 Per) . | A5ME4430-BLK | Metal Slip Clutch Bracket (Black) |
| AACE4404 | Top Board Chase light Cable | A5ME4431-BLK | Metal Handle Bumper Bracket (Black) |
| AACE4405 | Prize Chute Cable | A5OU1000 | Outlet Strip |
| AACE4406 | Prize Chute Jumper Cable | A5LI0001 | 120Volt Fluorescent Light |
| AACE4408 | Solenoid & Cable Assembly | A5TU4400 | Clear Tubing for Light |
| AACE4409 | DBA Cable | AAPS1005 | Power Supply |
| AACE1614 | Interface Cable | AASO4010 | Solenoid Assembly |
| AACE1710 | Door Ground Cable | CIRCUIT BOARDS / MONITORS | |
| AACE8802 | Outlet Strip Cable | | |
| AACE8822 | Fluorescent Light Power Cable | A5CBDI025 | 16" LCD Monitor |
| AACBL4A-DOOR | Door Cable | AACB4400 | Door Interface Board |
| AAJP9090 | Bill Acceptor Cable | AACB4401 | Encoder Sensor With Cable |
| AAPB2700 | Push Button Assembly | AACB4402 | Prize Detector Sensor |
| AALIHL110 | Light Holder | AACB4403 | Reflector Sensor |
| AACH4400-P50 | Pack of 50 Gift Card Holders | AAMB6 | Main Board |
| A5ME4400-BLK | Metal Front Frame (Black) | SEE NEXT PAGE FOR REPLACEMENT DECALS... | |
| A5ME4400-WHT | Metal Front Frame (White) | | |
| A5ME4401-BLK | Metal Top Front Door (Black) | | |

Bike Rally™ PARTS LIST

| PART NUMBER | DESCRIPTION |
|------------------------------|---------------------------------|
| DECALS & ACRYLICS | |
| A5DE0044 | "Remove Arrow " Wheel Decal |
| A5DE4700 | Left Side Top Decal |
| A5DE4701 | Left Side Bottom Decal |
| A5DE4702 | Backlit License Plate Decal |
| A5DE4703 | Right Side Bottom Decal |
| A5DE4704 | Right Side Top Decal |
| A5DE4705 | Pointer Decal |
| A5DE4706 | Cabinet Front Decal |
| A5DE4707 | Decal, Seam, Bike Rally |
| A5DE4708 | Decal, Front Speaker |
| A5DE4709 | Prize Door Decal |
| A5DE4710 | Mileage Per Level Decal |
| A5DE4711 | Decal, Wheel Side, Left |
| A5DE4712 | Small Prize Decal (Capsule) |
| A5DE4713 | Decal, Marquee, Bike Rally |
| A5DE4714 | Decal, Wheel Side, Right |
| A5DE4715 | Decal, Control Panel |
| A5DE4717 | Decal, Monitor Cover |
| A5DE4718 | Decal, Wheel Front |
| A5DE4719 | Decal, Diamond Plate Value |
| A5DE4720 | Decal, Holo, Pink |
| A5DE4721 | Decal, Mileage, Price Sheet |
| A5DE4722 | Decal, Large/Med. Spindle |
| A5DE4723 | Decal, Large Prize Spindle |
| A5DE4724 | Decal, Small/Med. Price Spindle |
| | |



Locate All Bay Tek Games
Service Manuals and Order Parts online:
www.baytekgames.com

| FIELD WORKSHEET | | NAME | |
|--|--|---|--------------------------------|
| SOFTWARE READINGS | | MECHANICAL METER READINGS | |
| TOTAL GAMES PLAYED | | PREVIOUS GAME METER | PREVIOUS PRIZE METER |
| CURRENT PAYOUT % | | GAME METER | PRIZE METER |
| TOTAL GAMES LOST | | GROSS REVENUE | PRIZES OUT |
| TOTAL CONTINUES | | NET REVENUE | PAYOUT % |
| PRIZE DISP. RETRIES | | QUANTITY OF PRIZES DISPENSED | LIST PRIZES ADDED |
| PRIZE DISP. FAILURES | | SPINDLE 1 | QUAN-TITY |
| AVERAGE TIME PER GAME | | SPINDLE 2 | |
| MADE IT TO LEVEL 1 (CHICAGO) | | SPINDLE 3 | |
| DID NOT MAKE IT TO LEVEL 1 (CHICAGO) | | SPINDLE 4 | |
| SMALL PRIZE WON (TOOK SMALL PRIZE) | | SPINDLE 5 | |
| SMALL CONTINUE (GAVE UP SMALL) | | SPINDLE 6 | |
| MADE IT TO LEVEL 2 (DENVER) | | SPINDLE 7 | |
| DID NOT MAKE IT TO LEVEL 2 (DENVER) | | SPINDLE 8 | |
| MEDIUM PRIZE WON (TOOK MEDIUM PRIZE) | | GAME PLAY - MILEAGE | |
| MEDIUM CONTINUE (GAVE UP MEDIUM) | | CHICAGO | CLEARED STATISTICS (CHECK BOX) |
| MADE IT TO LEVEL 3 | | DENVER | COLLECTED CASH (CHECK BOX) |
| DID NOT MAKE IT TO LEVEL 3 (HOLLYWOOD) | | HOLLYWOOD | |
| LARGE PRIZE WON (TOOK LARGE PRIZE) | | | |
| LARGE PRIZE CONTINUE | | | |
| CUMULATIVE TOTAL | | SUMMARY: OF SOFTWARE ADDITIONS / CHANGES / UPDATES / ETC. | |
| CUMULATIVE GAMES | | USE THIS WORKSHEET TO TRACK DETAILED GAME PERFORMANCE & FAX TO BAY TEK GAMES AT 920.822.8936 OR EMAIL TO HMEIDL@BAYTEKGAMES.COM. WE WILL GLADLY HELP EVALUATE YOUR PERFORMANCE & MAKE RECOMMENDATIONS WE HAVE LEARNED IN TESTING. | |
| CUMULATIVE LOSSES | | | |
| TOTAL SMALL PRIZES WON | | | |
| TOTAL MEDIUM PRIZES WON | | | |
| TOTAL LARGE PRIZES WON | | | |

CERTIFICATE OF COMPLIANCE



Declaration of Conformity

| Manufacturer Identification | Equipment Identification |
|---|---|
| Bay Tek Games, Inc. 1077 East Glenbrook Drive Pulaski, WI 54162 U.S.A. http://www.baytekgames.com | Road Trip, Road Trip'n Model: AAGM-RT-220V AAGM-BR-220V Type: Redemption Game |

| Council Directive 2004/108/EC | Electromagnetic Compatibility |
|---|---|
| Emissions Standard: EN 55014-1: 2006 + A1:2009 + A2:2011 Terminal Disturbance Voltage 148.5kHz - 30MHz Discontinuous Power 30MHz - 300MHz | Immunity Standards: EN 55014-2: 1997 + A1:2001 + A2:2008 ESD IEC61000-4-2:2008-12 Radiated Immunity IEC61000-4-3:2006-02 EFT IEC61000-4-4:2004-07 + 2010 Surge IEC61000-4-5:2005-11 Conducted Immunity IEC61000-4-6:2008-10 Power Dips and Interrupts IEC61000-4-11:2004-03 |

| Council Directive 2006/95/EC | Low Voltage |
|---|-------------|
| Standards: Household and similar electrical appliances - Safety - Part 1: General requirements, IEC 60335-1:2001 (4th Edition) (incl. Corrigendum 1:2002) + A1:2004 + A2:2006 (incl. Corrigendum 1:2006), and Part 2: Particular requirements for amusement machines and personal service machines, IEC 60335-2-82:2002 (2nd edition) + A1:2008 With differences according to EN 60335-2-82:2003+A1:2008 in conjunction with EN 60335-1:2002+A1:2004+A11:2004+A2:2006+A12:2006 and EN 62233:2008 | |

I hereby declare, on behalf of the manufacturer above, that the equipment listed meets the requirements of all applicable Council Directives for CE Marking. Conformance was demonstrated by meeting the requirements of the referenced harmonized Standards.

| Name | Title | Signature | Date |
|-----------------------------------|-----------|---------------------------|-----------|
| Gaetan Philippon | President | <i>Gaetan J Philippon</i> | 8-31-2012 |
| Email: gphilippon@baytekgames.com | | Phone: 920-822-3951 | |

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| Document Number: | 03022009.1 |
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