

SERVICE MANUAL



BAY★TEK®
entertainment



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FACTORY CONTACT INFORMATION



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TABLE OF CONTENTS

FACTORY CONTACT INFORMATION	2
TABLE OF CONTENTS.....	3
WELCOME TO TUNDRA TOSS	4
SAFETY PRECAUTIONS	4
GAME SPECIFICATIONS	5
CARD SWIPE INSTALLATION	6
GAME SETUP	7 - 38
HOW TO PLAY	39
MAIN MENU FUNCTIONS	40 - 43
PAYOUT SETTINGS RECOMMENDATIONS	41
TROUBLESHOOTING GUIDES	44 - 48
CIRCUIT BOARD LAYOUT	49
WIRING DIAGRAMS	50 - 57
BILL ACCEPTOR DIAGNOSTICS	58
AVAILABLE BLANKING PLATES	58
POWER SUPPLY DIAGNOSTICS	59
HOW TO REPLACE DISPLAY	59
HOW TO REPLACE TARGET SENSORS	60
HOW TO ADJUST CONVEYOR TENSION	61
HOW TO ADJUST CONVEYOR GUARD	61
I/O BOARD DIPSWITCH SETTINGS	62
I/O AUX BOARD PINOUT	62
CONTROLLER BOARD INFORMATION	63
REAR CONTROLLER BOARD INFORMATION	63
CONVEYOR EXPLODED VIEW	64
DECAL DIAGRAM	65
PARTS LIST	66 - 67
PARTS PICTURES	68 - 70
MAINTENANCE LOG	71
TECHNICAL SUPPORT	72
WARRANTY	72

WELCOME TO TUNDRA TOSS

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	1618 lbs.	734 kg
SHIP WEIGHT	2074 lbs.	941 kg

POWER REQUIREMENTS

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

GAME DIMENSIONS

WIDTH	60 inches	152 cm
DEPTH	163 inches	414 cm
HEIGHT	161 inches	409 cm

MAX OPERATING CURRENT

4.5 Amps @ 115 VAC / 2.25 Amps @ 230 VAC

OPERATING TEMPERATURE

FAHRENHEIT	45 - 80 F
CELSIUS	7.2 - 26.7 C

SHIPPING DIMENSIONS

2 PALLETS	Pallet 1: 90"L x 54"W x 80"H 1332 lbs. class 250 Pallet 2: 72"L x 48"W x 80"H 782 lbs. class 250
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The Divider Kit Option may ship with Pallet # 2 which adds 136 lbs to weight.



CARD SWIPE SYSTEM INSTALLATION

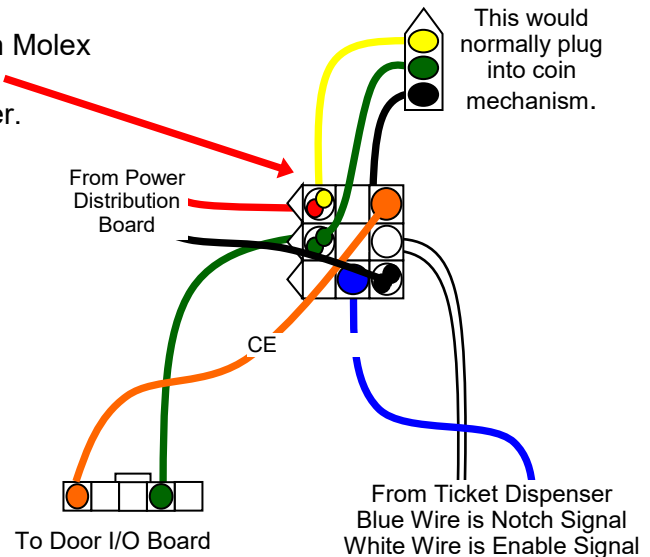
The Tundra Toss game is pre-wired with a UCL (Universal Card Link) connector to accept Card Swipe systems from many different manufactures.

Please follow these instructions to make full use of this capability.

Option #1:

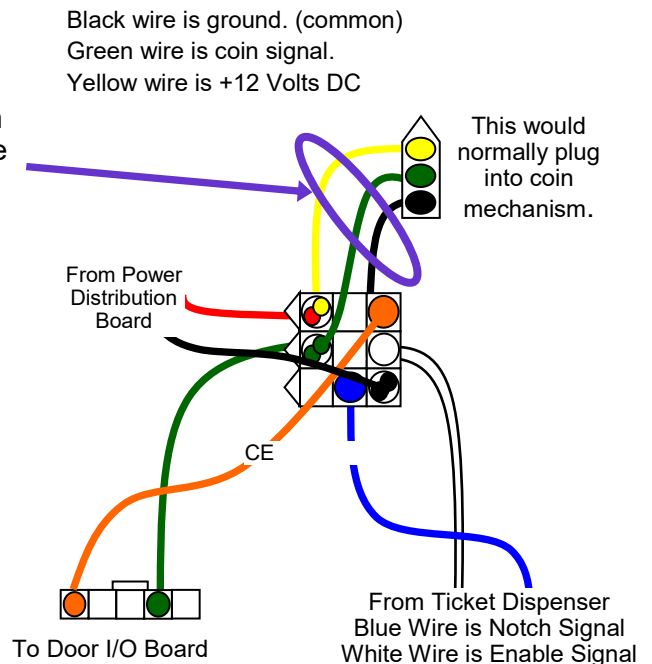
Card swipe systems may come with a standard 9 pin Molex connector. This is the UCL connector.

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.



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

TUNDRA TOSS GAME SETUP

Welcome to the set up instructions for the Tundra Toss Football Fury 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:

2 -3 ladders (12-15 foot)

Torx T-30 bit

3 -4 people

9/16" Wrench

7/16" Wrench

2 Square head screwdriver bit

5/32" Hex Bit

15/16" wrench

Important:

Portions of this game are heavy, bulky and large.

Assembly requires 3-4 people to lift heavy components, and ladders that are tall and strong enough to position components to the top of the game.

Instructions:

Before pallets arrive, clear space in the game room. 20' by 20' or more is recommended. 4-5 hours assembly time per game is typical.

Pallet # 1 contains the front console and balls. The box of 8 balls are to be used in the game. The box of 4 balls are spares to be used later as needed to keep 8 balls in the game.

Use a Torx T-30 bit to remove the screws from the pallet.

Pallet # 2 contains stacked cabinet parts.



Locate the side wall panel marked (D6) from the stacked pallet. Place on it's side as shown. The blue T molding is the bottom and the arrow will point to the back of the game. There will be 2 legs to be installed on this wood section.

Place the long rear leg (E11) on the floor as shown. Locate 5 bolts, lock nuts and washers from the hardware kit.

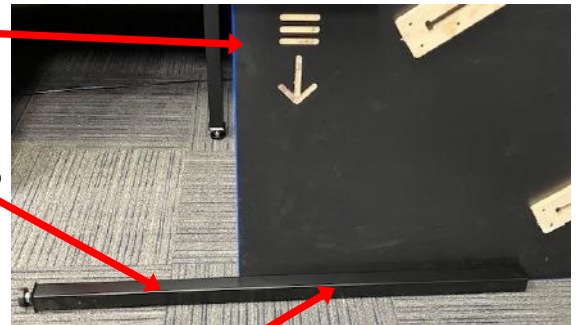


From the back side, hand thread these 3 sets of bolts, split washers, and washers and tighten using a 9/16" wrench.

Locate one of the 4 shorter legs (E12) and place onto this board as shown.

From the back side, hand thread these 2 sets of bolts, split washers, and washers and tighten using a 9/16" wrench.

Repeat the process for the other panel labeled III.



TUNDRA TOSS GAME SETUP

Locate side wall panel marked (D5) .

The blue T molding is the bottom and the arrow will point to the back of the game. There will be 1 leg to be installed on this wood section.

Locate one of the 4 shorter legs (E12) and place onto this board as shown.

Locate 2 bolts, lock nuts and washers from hardware kit.



From the back side, hand thread these 3 sets of bolts, split washers, and washers and tighten using a 9/16" wrench.

Repeat the process for the other panel labeled I.



Locate ramp support piece (E7)

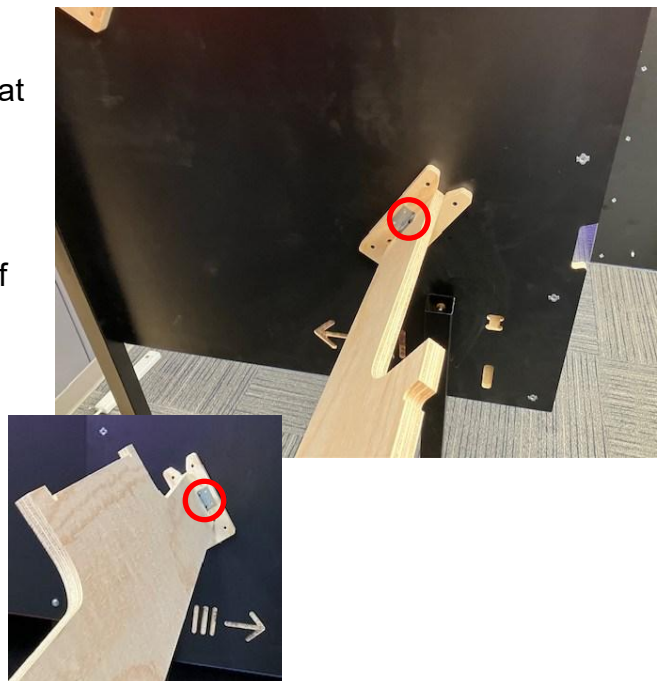
Locate 4 of black 10's screws from the hardware kit.



Using 3 people, position both side wall panel III's so that the arrows are pointing toward the rear of the game. There will be a right side and left side standing at this point.

Place the ramp support piece (E7) into the lower slot of the right side as shown, with the tabs pointing up. Secure with 2 of the black 10's using a #2 square bit.

Place the other end of (E7) into the lower slot of the left side of cabinet. Secure with 2 of the black 10's using a #2 square bit.



TUNDRA TOSS GAME SETUP

Locate ramp support piece (E8)

Locate 4 of black 10's screws from the hardware kit.

Place the ramp support piece (E8) into the next slot of both sides of the cabinet as shown, with the tabs pointing up.

Secure with 4 of the black 10's using a #2 square bit.



L brackets are on the other side of the wood in these pictures

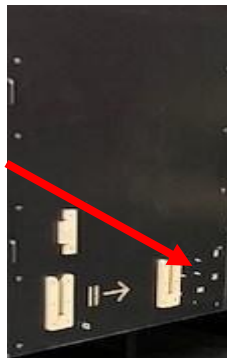
It is now best to check position of the cabinet in the game room. This Tundra Toss assembly is the rear of the cabinet.

It should be positioned away from the wall and games next to it to allow a 15 foot ladder to be placed in back and on the sides to complete assembly.



The current game assembly

Locate side wall panel marked (D4).



Locate 4 of blue connector plates (E15) A5ME31018

Place side wall panel (D4) down on it's face and position 2 of the blue connector plates (E15) along the edges.

Locate 12 black bolts from the hardware kit.



Hand thread the 12 bolts into the blue metal as shown.



TUNDRA TOSS GAME SETUP

Position side wall panel marked (D2) into place under the blue metal connector plate as shown. There are notches and cutouts that help align the side wall panels.

Remember - the blue T molding is on the bottom, and the etched arrows point toward the rear of the cabinet.

Locate 6 black bolts from the hardware kit.



A5SCPH085

Hand thread the 6 bolts into the blue metal as shown.

All 18 of these bolts can now be tightened using a # 2 square bit.

Using 2 people, carefully lift the side wall assembly and attach to the cabinet as shown.

The notches help to align the side wall panels.

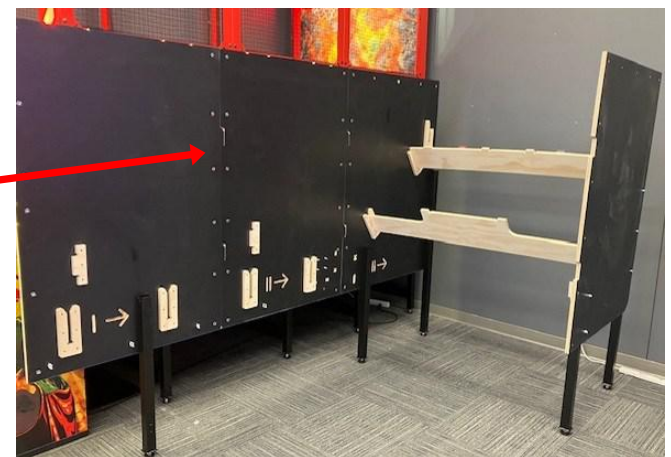
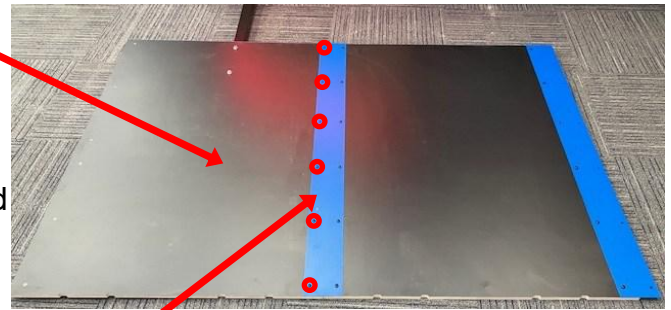
Locate 6 black bolts from the hardware kit.



A5SCPH085

Install the 6 bolts into the blue metal connector plate to secure, and tightened using a # 2 square bit.

Repeat the process for the other side wall panel.

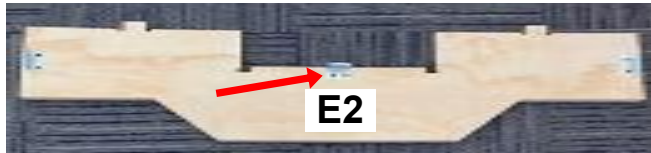


The current game assembly



TUNDRA TOSS GAME SETUP

Locate conveyor support (E2). It contains an L bracket.

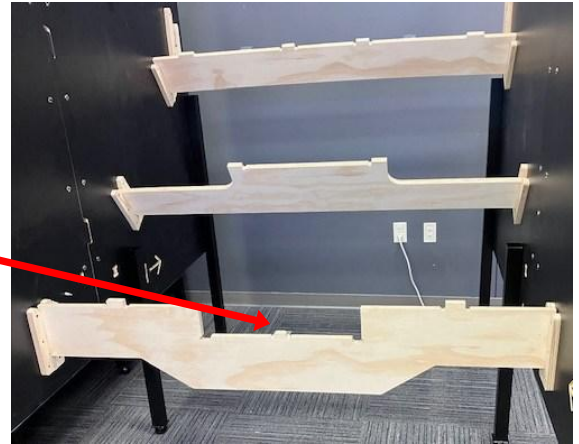
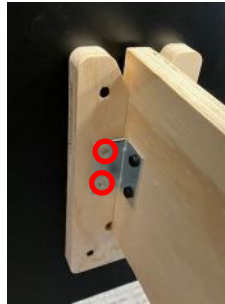


Place in the cabinet wood holders so that the L bracket is toward the rear of the cabinet.

Locate 4 of black 10's screws from the hardware kit.

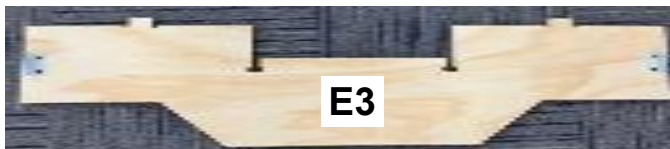


Secure with the black 10's using a #2 square bit into the L brackets on both ends of this support.



Locate conveyor support (E3).

It does not contain an L bracket.



Place this 2nd conveyor support into the cabinet wood holders

Locate 4 of black 10's screws from the hardware kit.

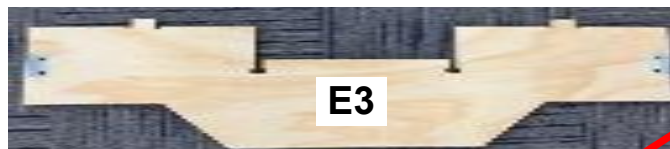


Secure with the black 10's using a #2 square bit into the L brackets on both ends of this support.



Locate conveyor support (E3).

It does not contain an L bracket.



Place this 3rd conveyor support into the cabinet wood holders

Locate 4 of black 10's screws from the hardware kit.

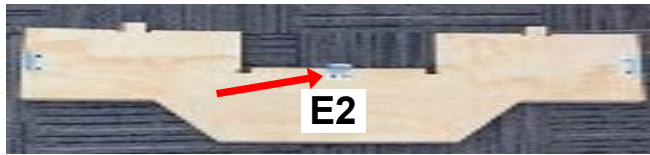


Secure with the black 10's using a #2 square bit into the L brackets on both ends of this support.



TUNDRA TOSS GAME SETUP

Locate conveyor support (E2). It contains an L bracket.



Place in the cabinet so that the L bracket is toward the front of the cabinet.

Locate 4 of black 10's screws from the hardware kit.



A5SCPH152

Secure with the black 10's using a #2 square bit into the L brackets on both ends of this support.



Install the Horizontal Leg Spacers:

Locate the 3 Horizontal Leg Spacers (E13) A5ME22009



Locate 12 bolts from the hardware kit.



A5SCHH007

These leg spacers are best installed using 2 people from the sides of the cabinet. This will prevent bumping into the wood conveyor supports already installed.

Place the 3 Horizontal Leg Spacers into position as shown with the U-channel open to the rear of the game. The solid face to the front of the game.

Install the bolts, 2 in each end and secure using a 5/32 hex bit.



Install the Triangle Supports:

Locate the 2 triangle wood pieces (E4)



Place one triangle wood piece on the left side of the cabinet as shown.

Locate 4 of black 10's screws from the hardware kit.

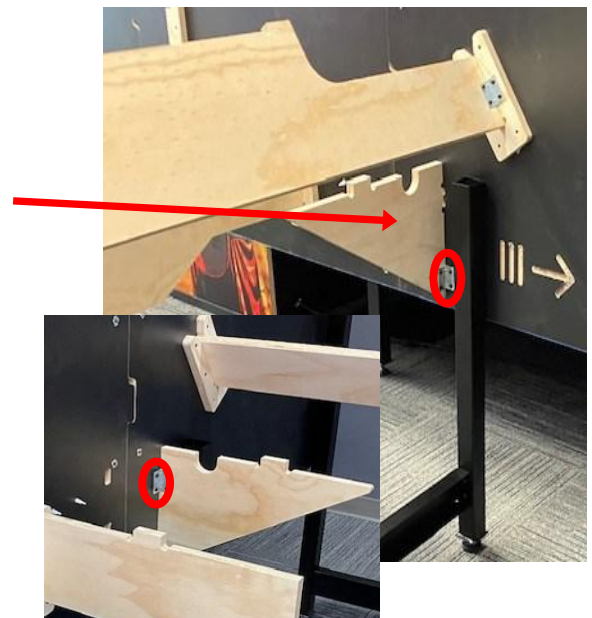


A5SCPH152

Install 2 of the black 10's into the rear side L bracket and 2 of the black 10's into the front side L bracket.

Secure with the black 10's using a #2 square bit.

Repeat the process for the other triangle wood piece onto the right side of the cabinet.



TUNDRA TOSS GAME SETUP

Install the Conveyor:

Locate the conveyor assembly and bring into cabinet with the motor to the rear right side of the cabinet.

There are tabs on the front and rear conveyor support brackets.

Make sure these are set into the cutout on the conveyor and the L bracket is tight to the conveyor.

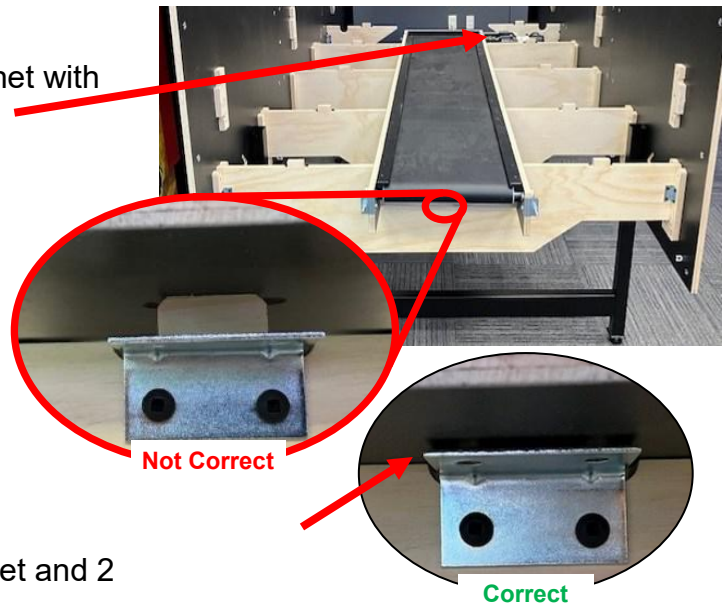
Locate 4 of black 10's screws from the hardware kit.



A5SCPH152

Install 2 of the black 10's into the rear side L bracket and 2 of the black 10's into the front side L bracket.

Secure with the black 10's using a #2 square bit.



Install the Conveyor Sides:

Locate the right conveyor side (C1).

Note: It has a cutout for the conveyor motor.



Bring into cabinet and position on the right side of the conveyor as shown.

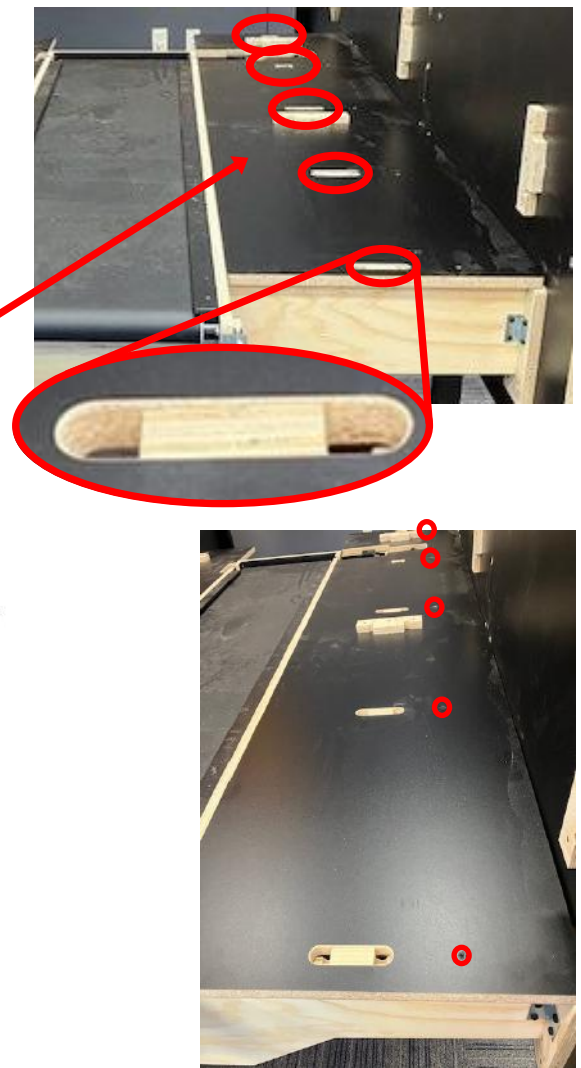
There are 5 tabs, one on each of the wood conveyor support pieces that must be set into the cutouts on the conveyor side pieces.

Locate 5 of 2" bugle screws (A5SCFH060) from the hardware kit.



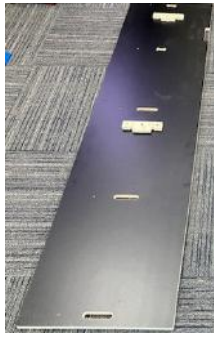
A5SCFH060

Screw the 5 screws from the top down into the support braces into the pilot holes locations using a #2 bit.



TUNDRA TOSS GAME SETUP

Locate the left conveyor side (C2).



Bring into cabinet and position on the left side of the conveyor as shown.

There are 5 tabs, one on each of the wood conveyor support pieces that must be set into the cutouts on the conveyor side pieces.

Locate 5 of 2" bugle screws (A5SCFH060) from the hardware kit.



Screw the 5 screws from the top down into the support braces into the pilot holes locations using a # 2 bit.



The current game assembly

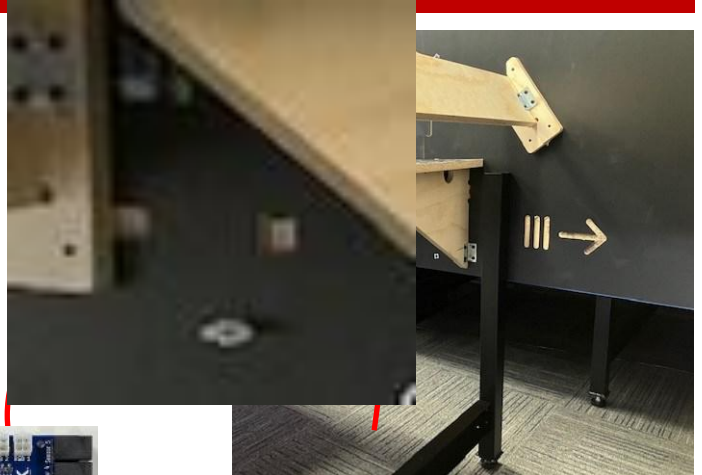


TUNDRA TOSS GAME SETUP

Install the Rear Control Board and Box

The rear control circuit board must be installed onto the left side wall toward the back of the cabinet.

Locate 4 standoffs. These will need to be pushed into the wood side as shown.



Locate the Control Board AACB31000

Gently push the control board onto the 4 standoffs in this orientation.



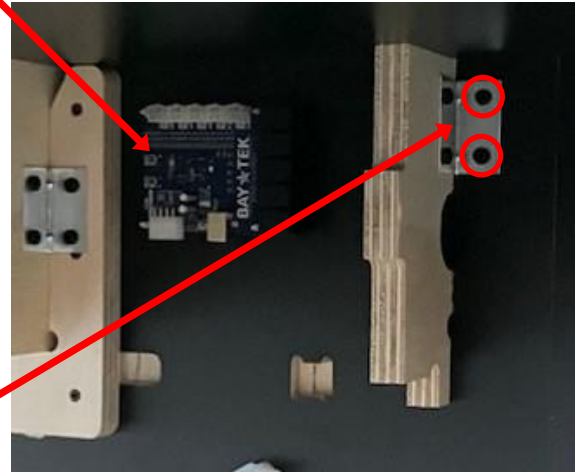
Locate this wood piece that will form the box around the circuit board. (E5)



Locate 4 of black 10's screws from the hardware kit.



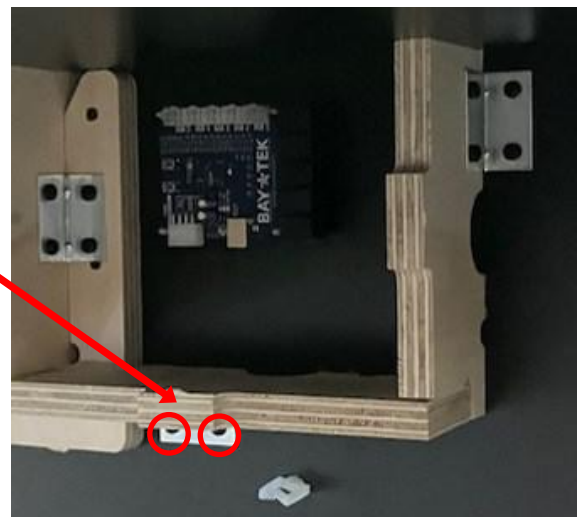
Position the right side wood piece as shown, install 2 of the black 10's and secure using a #2 square bit.



Locate this wood piece that will form the box around the circuit board. (E6)



Position the lower side wood piece as shown, install 2 of the black 10's and secure using a #2 square bit.



TUNDRA TOSS GAME SETUP

Install the Middle Rear Back Walls

Locate the left and right side blue upper connector plates labeled (E16)



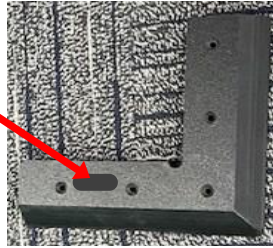
Locate 5 black bolts from the hardware kit.



A5SCPH085

Place one Side Connector Plate against right side of cabinet as shown and hand thread 5 bolts into the cabinet. Leave these bolts loose for now.

Locate the right side inner L plastic block. It will have a line carved into it. (E9)



Locate 3 of 1 1/4" black bugles from the hardware kit.



A5SCFH040

Install 3 of the black 1 1/4" bugles into the pilot holes and secure using a #2 square bit.

Locate the middle rear back wall, labeled (C6).

Locate a black L bracket. (E14) (A5ME31018)



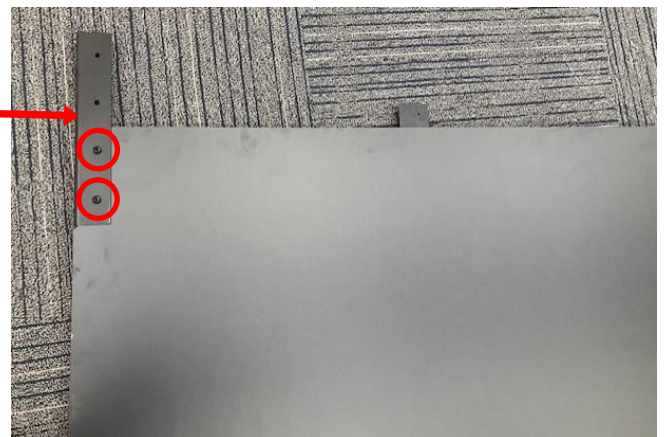
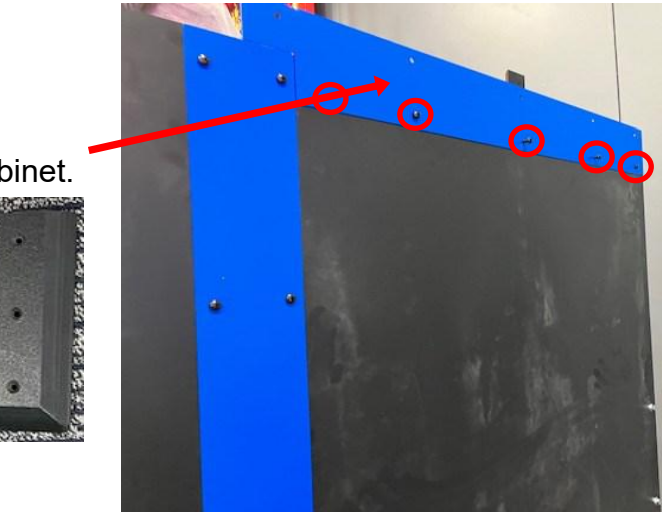
Locate 2 black bolts from the hardware kit.



A5SCPH085

Flip the middle rear back wall panel over on its face and place the black L bracket into position as shown.

Install 2 of the bolts into the bracket and secure using a #2 square bit.



TUNDRA TOSS GAME SETUP

Keeping the blue T-molding to the rear of the cabinet, and using 2 people, carefully lift the middle rear back wall panel up and place in position between the blue metal plate and the black plastic L piece.

Locate 5 black bolts from the hardware kit.



A5SCPH085

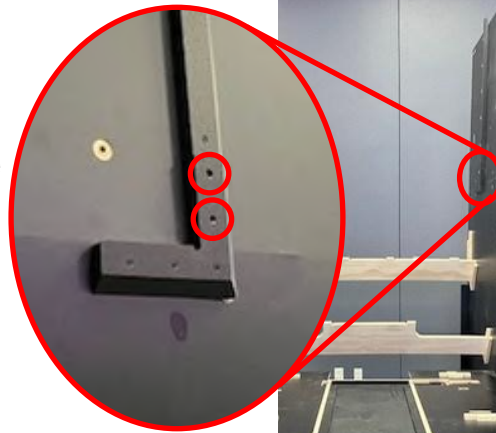
Install the 5 bolts into the front of the blue bracket and tighten all bolts on this bracket using a #2 square bit.

Locate 2 of 1 1/4" black bugles from the hardware kit.

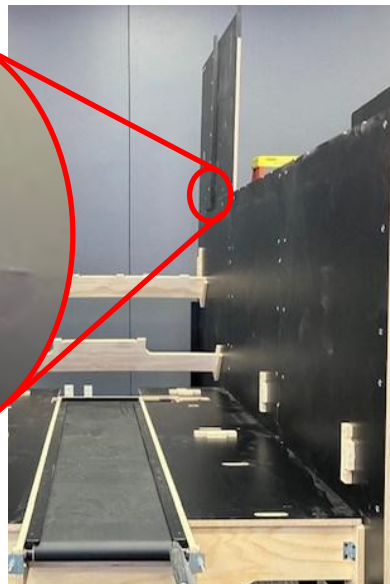
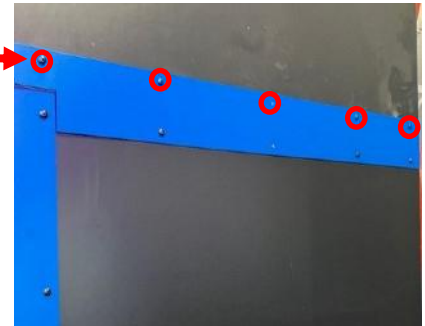


A5SCFH040

Install the 2 black 1 1/4" bugles into the top of the L black plastic piece as shown and secure using a #2 square bit.



Repeat the process of attaching the metal bracket and installing the middle rear back wall panel onto the left side of the cabinet.



The current game assembly



TUNDRA TOSS GAME SETUP

Install 5 & 10 Point Target Panel

Locate the 5 & 10 Point Target Panel.



This target panel will be placed on top of this L shaped bracket just installed.

Locate 8 of 5/16"-18x1.5 carriage bolts and nuts from the hardware kit.

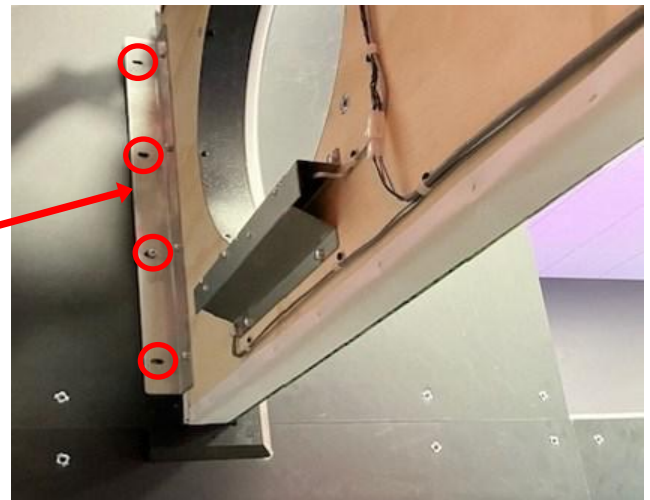


Using a 6 foot ladder, and 2 people, carefully raise the 5&10 point target panel up into place on top of the black plastic L shaped bracket.

Push forward and make sure the slots are even.

Install the 4 bolts from the outside of the cabinet and secure them with the lock nuts. Do this for each side of the target panel. If the holes are not completely drilled through a 5/16" drill bit will be needed.

Tighten all 8 nuts on these brackets using a 1/2 inch socket.



Remove Rear Support

Now we will remove the rear support to provide easier access for a tall ladder. This will be re-installed later.

Remove the rear support by removing the 4 black 10's using a #2 square bit.

Place a tall 15 foot ladder behind the cabinet to build higher.



The current game assembly



TUNDRA TOSS GAME SETUP

Install 40 Point Target Panel

Locate the 40 Point Target Panel

This target panel will be placed on top of the 10 & 20 target panel.



Using a 15 foot ladder, and 2 people, carefully raise the 40 point target panel up into place on top of the 10 & 20 target panel.

Locate 2 of 1 1/2" 1/4x20 bolts, lock washers and washers from the hardware kit.



A5BOPH320



A5WASI020



A5WAFL060

Install the 2 bolts, lock washers and washers into the center wood tab and tighten with a 7/16" wrench.

Locate 4 of 5/16"-18x1.5 carriage bolts and nuts from the hardware kit.



Install the 4 bolts from the outside of the cabinet and secure them with the lock nuts. Do this for each side of the target panel. If the holes are not completely drilled through a 5/16" drill bit will be needed.

Tighten all 4 nuts on these brackets using a 1/2 inch socket.



Install the Top Rear Back Walls

Locate the right back side panel labeled (C4)

Locate a black L bracket.

(E14) (A5ME31018) Locate 2 black bolts from the hardware kit.

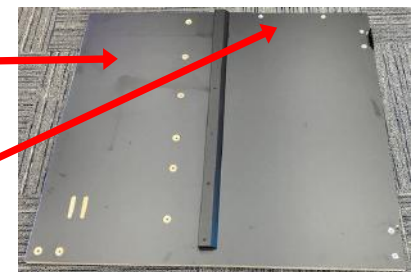


A5SCPH085



Flip the top right back side panel (C4) over on it's face and place the black L bracket on the top edge so that the 4 bolt hole side will be over the inside of the game.

Install 2 of the bolts into the bracket and secure using a #2 square bit.



TUNDRA TOSS GAME SETUP

It's best to now use multiple 15 foot ladders.

Keeping the blue T-molding to the rear of the cabinet, and using 2 people, carefully lift the right back side panel (C4) up and place in position on top of the right side wall as shown.

Locate 2 black bolts from the hardware kit.



A5SCPH085

Install the 2 bolts into the bracket and secure using a #2 square bit.

Locate a blue metal connecting plate labeled (E17). (A5ME31024)



Locate 10 black bolts from the hardware kit.



A5SCPH085

Place the blue metal connecting plate into position as shown.

Hand thread the 10 bolts into the bracket and then tighten using a #2 square bit.

Locate 2 of 5/16"-18x1.5 carriage bolts and nuts from the hardware kit.



On this inside of the right side wall:

Install the 2 bolts and lock nuts into the side of the target panel and through the side walls. Tighten using a 1/2 inch socket.

Locate 1 of 1 1/4" black bugle from the hardware kit.



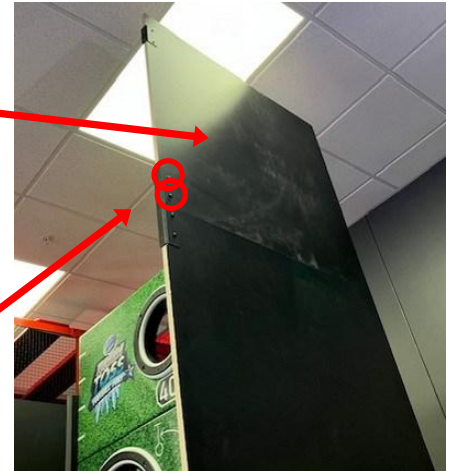
A5SCFH040

On the front side of the target panel:

Install the 1 black 1 1/4" bugle into the top of the black plastic piece as shown and secure using a #2 square bit.



Repeat this entire process of installing upper rear back wall panel onto the left side of the cabinet.



TUNDRA TOSS GAME SETUP

Install 20 & 30 Point Target Panel

Locate the 20 & 30 Point Target Panel.

This target panel will be placed on top of the 40 target panel.

Using a 15 foot ladder, and 2 people, carefully raise the 40 point target panel up into place on top of the 10 & 20 target panel.

Locate 2 of 1 1/2" " 4x20 bolts, lock nuts and washers from the hardware kit.



A5BOPH320



A5WASI020



A5WAFLO60

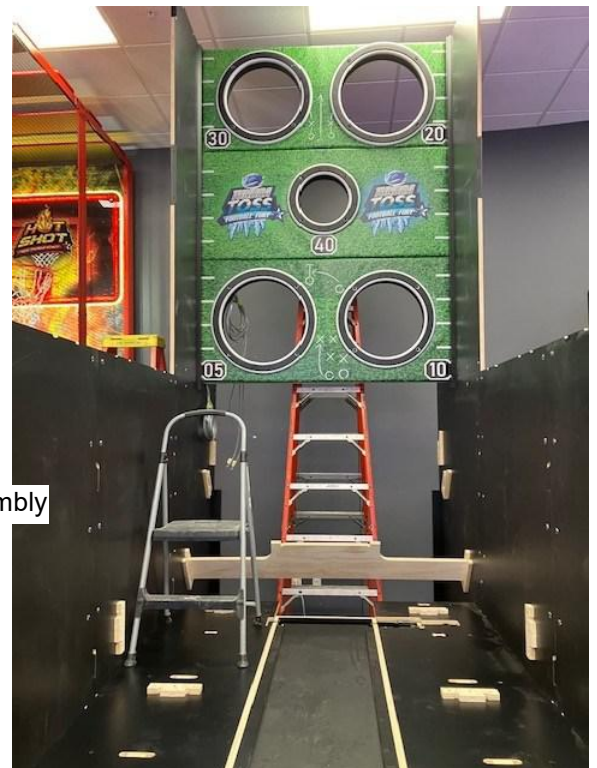
Install the 2 bolts, lock washers and washers into the center wood tab and tighten with a 7/16" wrench.

Locate 8 of 5/16"-18x1.5 carriage bolts and nuts from the hardware kit.



Install the 4 bolts from the outside of the cabinet and secure them with the lock nuts. Do this for each side of the target panel. If the holes are not completely drilled through a 5/16" drill bit will be needed.

Tighten all 8 nuts on these brackets using a 1/2 inch socket.



The current game assembly

TUNDRA TOSS GAME SETUP

Install Rear Side Nets

Locate side net assembly.

Place a 8 foot ladder inside the cabinet to help install the side nets.

Locate 4 bolts and 4 nuts from the hardware kit.



A5SCHX025 A5NULO050

Using 2 people, bring the net section to the left rear of the cabinet, and lift up into position as shown.

Install the 4 bolts and nuts in the rear edge of the net. Tighten using a 5/32 hex bit.

Locate 6 of black 10's (A5SCPH152) from the hardware kit.



A5SCPH152

Install the 6 black 10's (A5SCPH152) using a # 2 square bit into the L brackets



Repeat this process to install the side cage onto the right side of the cabinet.



The current game assembly

TUNDRA TOSS GAME SETUP

Install Widest Roof Panel

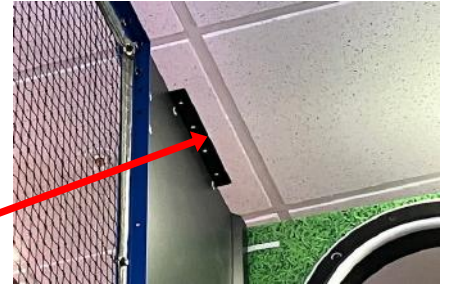
Locate the widest roof panel (B7) with 4 T-nuts on each end.

Locate 8 black bolts from the hardware kit.



A5SCPH085

The wider roof panel will be installed on top of the metal brackets with 4 holes.



Carefully place the wider roof panel on top of the metal brackets

Ensure T-Nuts are on top of board.

(It's best to keep the T Molding splice toward the back of the game)

Hand thread 4 bolts into each side of the roof panel.

Tighten all bolts using a # 2 square bit.



Install 2 Roof Panels on top of the side nets:

Locate 2 Roof Panel boards (B8)

Locate 8 black bolts from the hardware kit.



A5SCPH085

Place the 2 roof panels on top of side nets.

Ensure T-Nuts are on top of board.

Hand thread 2 bolts into each side of each Roof Panel.

(It's best to keep the T Molding splice toward the back of the game)

Tighten all bolts using a # 2 square bit.



TUNDRA TOSS GAME SETUP

Install Front Side Nets

Locate side net assembly.



Locate 5 bolts and 5 nuts from the hardware kit.



A5SCHX025 A5NULO050

Using 2 people, bring the net section to the right side of the cabinet, and lift up into position as shown.

Since the side nets are interchangeable, there will be some extra holes not used.

We recommend using 2 bottom holes, 1 middle hole, and 2 top holes for each side net as shown.

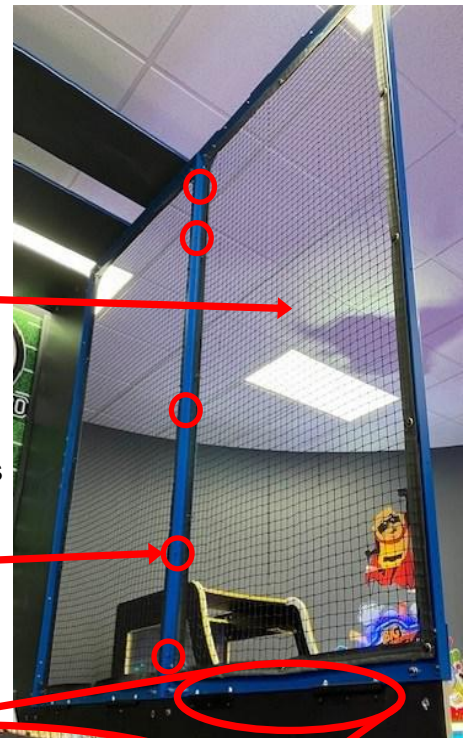
Install the 5 bolts and nuts in the rear edge of the net. Tighten using a 5/32 hex bit.

Locate 6 of black 10's (A5SCPH152) from the hardware kit.



A5SCPH152

Install the 6 black 10's (A5SCPH152) using a # 2 square bit into the L brackets



Repeat this process to install the side cage onto the left side of the cabinet.

Install Last Roof Panel on top of the front side nets:

Locate roof panel board. (B8)



Locate 4 black bolts from the hardware kit.



A5SCPH085

Place the roof panels on top of the front side nets.

Ensure T-Nuts are on top of board.

(It's best to keep the T Molding splice toward the back of the game)

Hand thread 2 bolts into each side of the roof panel.

Tighten all bolts using a # 2 square bit.



TUNDRA TOSS GAME SETUP

Install Front Top Support

Locate the front top support.
(B11)

Locate 5 bolts and 5 nuts from
the hardware kit.

A5SCHX025 A5NULO050

This front top support will be installed at the front top of the cabinet

The best process is to hand thread
one bolt and nut in the lower hole of
the right side of the bracket.

Pivot the bracket up to the left and
install the 2 bolts and nuts in the
left side of the bracket.

Install the last bolt and nut in the
right side and tighten all using a
5/32 hex bit.

Build Right Ramp Side:

Locate ramp side board and 2 of the
triangle shaped wood supports
labeled B15.

Locate 8 of black 10's from the
hardware kit.

Place the 2 triangle supports onto the ramp side board (B4) and
secure with 8 black 10's using a #2 square bit.

Note: There are bracket on both
sides of the triangle supports.

Locate 1 of L bracket from the hardware kit

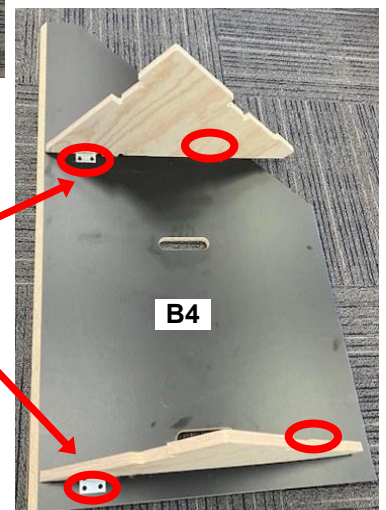
Locate 2 of black 10's from
the hardware kit.

A5SCPH152

Place L bracket in position as shown and secure with the 2 black
10's using a #2 square bit.



A5SCPH152

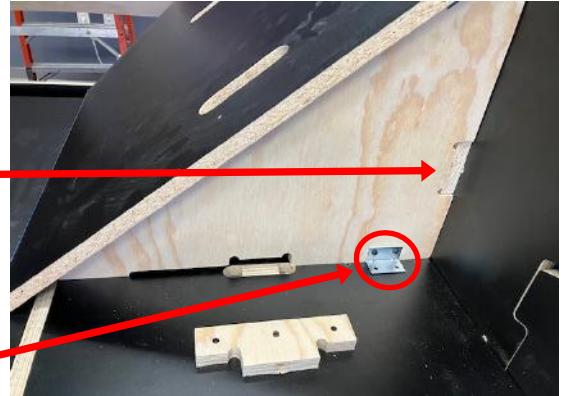


TUNDRA TOSS GAME SETUP

Install Right Ramp Side:

Bring right ramp side to the cabinet and place on the right side of the conveyor as shown.

Slide it to the rear of the cabinet and ensure that it locks into place over this tab.



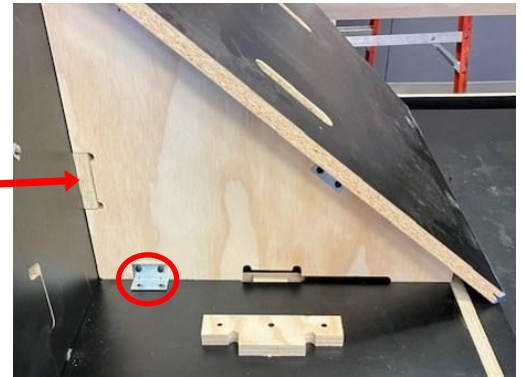
Locate 2 of black 10's from the hardware kit.



Secure right ramp side by installing the 2 black 10's and tighten using a #2 square bit.

Repeat this process to build the Left Ramp Side with part (B3) and install into the left side of the cabinet.

Ensure the notch is locked into place before installing the 2 black 10's.



Build Front Right Ramp Side:

Locate ramp side board (B2). There is a slight angle to these 2 boards, so ensure that the arrow etched into the wood is this direction and blue T molding is on this side.

Locate 8 of black 10's from the hardware kit.



Locate 2 of the triangle shaped wood supports labeled (B17)

Place the 2 triangle supports onto the ramp side board and secure with 8 black 10's using a #2 square bit.

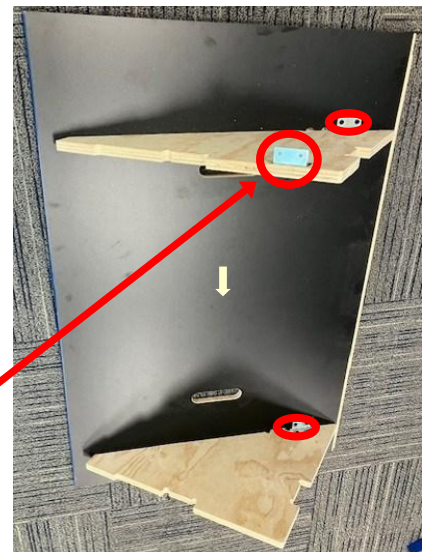
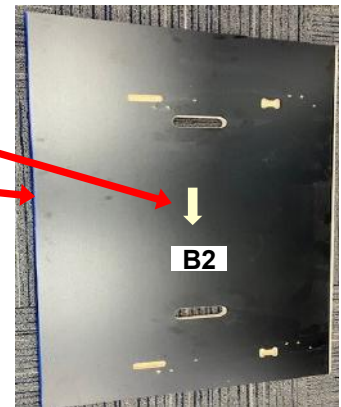
Note: There are bracket on both sides of the triangle supports.

Locate 1 of L bracket from the hardware kit

Locate 2 of black 10's from the hardware kit.



Place L bracket in position as shown and secure with the 2 black 10's using a #2 square bit.



TUNDRA TOSS GAME SETUP

Install Right Ramp Side:

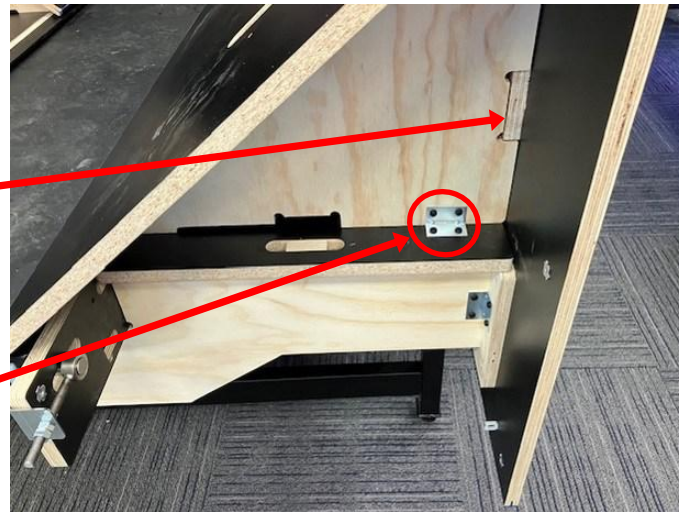
Bring right ramp side to the cabinet and place on the right side of the conveyor as shown.

Slide it to the rear of the cabinet and ensure that it locks into place over this tab.

Locate two 10-10 x 5/8" pan-head screws from the hardware kit.



Secure right ramp side by installing the 2 black 10's and tighten using a #2 square bit.



Repeat this process to build the Left Ramp Side with part (B1) and install into the left side of the cabinet.

Ensure the notch is locked into place before installing the 2 black 10's.

Locate 16 of 2" bugle screws (A5SCFH060) from the hardware kit.

Screw the 16 screws from the top down into the support braces into the pilot holes locations using a 2 bit.



Locate the blue metal end protector (B14)

tector

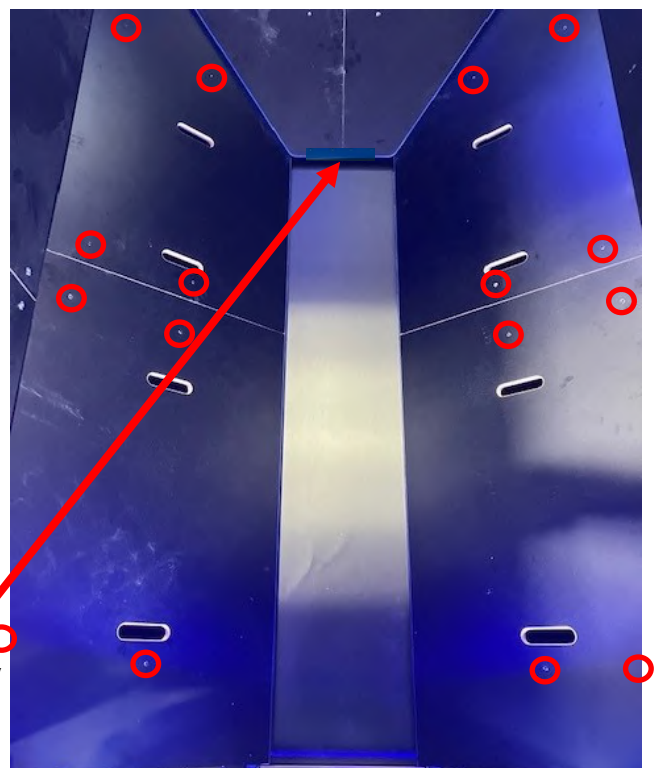


black 10's from the hardware kit.



Attach the blue metal end protector by installing the 4 black 10's and tighten using a #2 square bit.

tector by



TUNDRA TOSS GAME SETUP

Target Cable Routing:

The cables for the target lights and target sensors will be routed down the left side of the cabinet.
(The right side wall as your looking from the back)

Locate nine 10-10 x 5/8" pan-head screws from the hardware kit.



A5SCPH152

There are not pilot holes for these cable clamps, but position the clamps as shown:

Locate from the hardware kit 5 of 3/8" cable clamps and install over the cables in these locations.



A5CSNY040

Locate from the hardware kit 3 of 1/2" cable clamps and install over the cables in these locations.

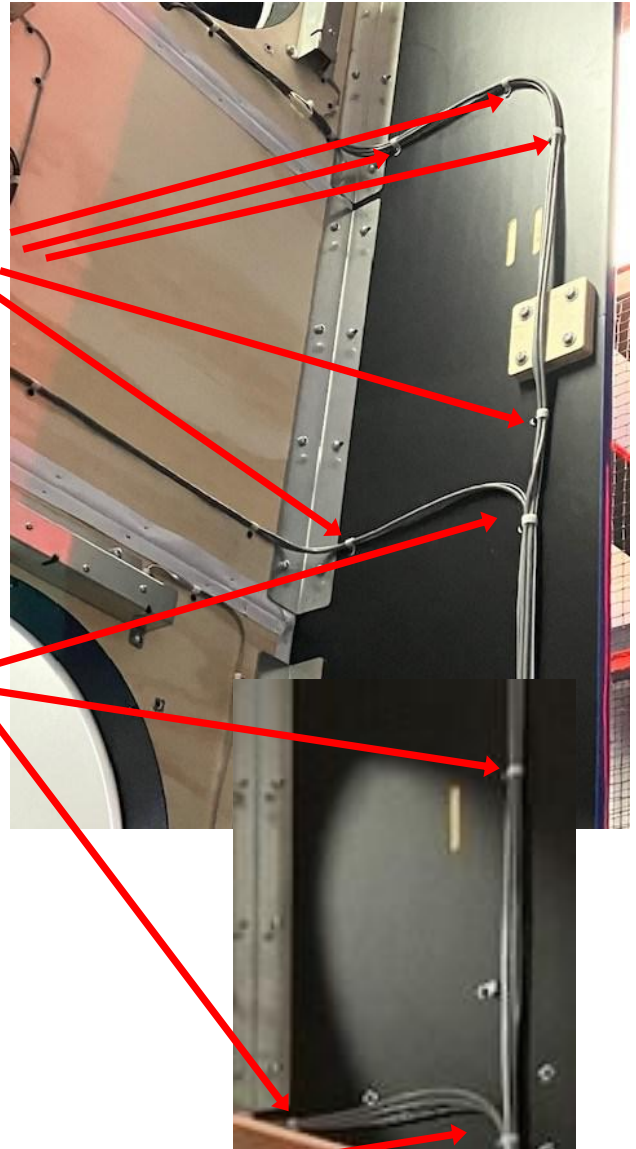


A5CSNY070

Locate from the hardware kit 1 of 5/8" cable clamps and install over the cables in this locations.



A5CSNY075



TUNDRA TOSS GAME SETUP

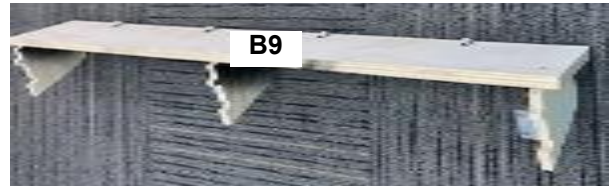
Install Upper Rear Wood Diverter:

Locate the upper rear ball diverter. (B9)

Locate six 10-10 x 5/8" pan-head screws from the hardware kit.



A5SCPH152



Carefully bring this rear wood divider to the top of the back of the game and set the notches into the holes in the back of the target board.

Secure the board using the 6 pan-head screws with a #2 square bit.



Install Metal Eye Bolts for Rear Tarp:

Locate the 16 of Hex Drive Screw (A5SCBH091) from hardware kit.



Locate 16 of Eye Nuts (A5NUEY3274) from the hardware kit.



Locate 32 of Fender Washers (A5WAFE020) from the hardware kit.



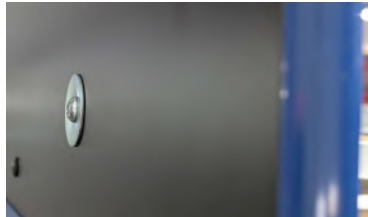
Thread one bolt through one of the fender washers.



TUNDRA TOSS GAME SETUP

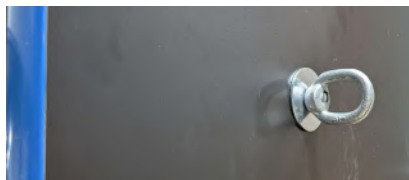
These bolts will be installed into mounting holes on both sides of the back walls. The hanging tarp will then be clipped into the eye nuts.

From the outside of the cabinet insert a bolt into these 16 locations.



Fit another fender washer onto the threads of the bolts that are revealed through the mounting holes. Thread the eye nut onto the bolt.

The bolt will need a 3/16" hex bit to secure into the eye nut. While securing these pieces together the threads will likely catch. To ensure you have proper leverage against the eye nut as you secure it, the easiest practice would be to fit a wrench through the eye nut to prevent it from rotating with the bolt.



Make sure that the eye bolts are vertical as you make your way up the walls.

Re-Install the Rear Support Wood Piece:

The rear support piece that was previously removed, can now be re-installed by sliding the board into the groove.

Secure using the 4 black 10's using a #2 square bit.



A5SCPH152



TUNDRA TOSS GAME SETUP

Install Lower Rear Diverter Board:

Locate the lower rear diverter board. (E1)

Locate four of black 1 1/4" bugles from the hardware kit.

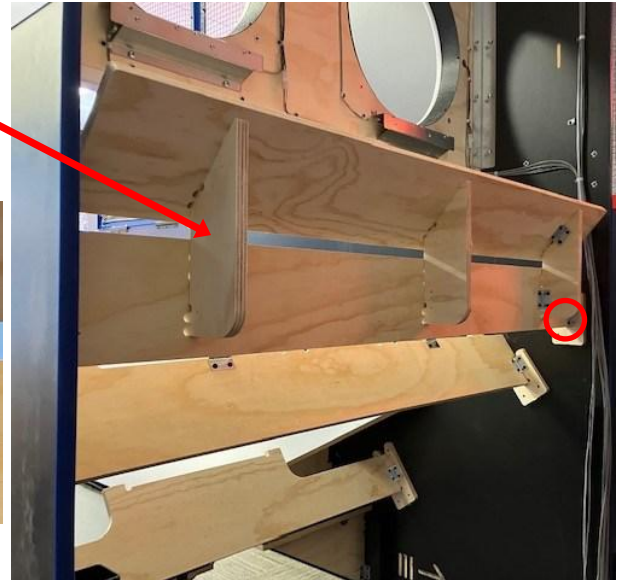
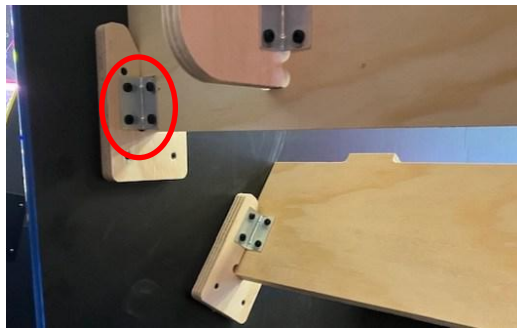


A5SCFH040



Bring the lower rear diverter board to the back of the cabinet and install by sliding it down into the grooved wood slots.

Secure using the four 1 1/4" bugles with a #2 square bit.



Finish Target Cable Routing:

Locate from the hardware kit 4 of 5/8" cable clamps and install over the cables in this locations.



A5CSNY075

Locate four 10-10 x 5/8" pan-head screws from the hardware kit.



A5SCPH152

Secure using the four 10-10 x 5/8" pan-head screws using a #2 square bit.

Route the lower section of cables down and into the hole in the circuit board box.

We will plug these cables into the board later.



TUNDRA TOSS GAME SETUP

Install Rear Tarp:

Locate the black tarp with attached carabiners.

As of 05/07/25 the tarp is now held to the back of the game by small bungee cables rather than carabiner clips.



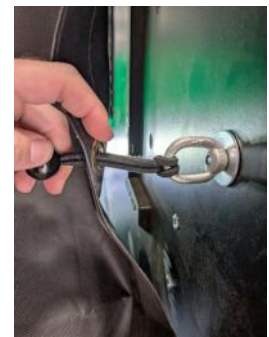
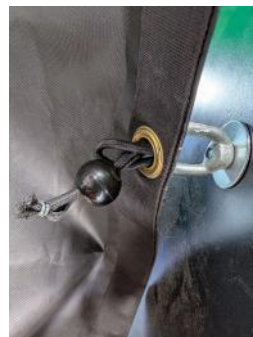
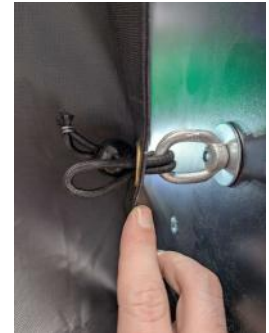
To install the bungee cables follow these steps:

Slip the loop of the bungee through both the eye of the tarp and the eye nut.

Hook the loop around the eye nut and slip the loop back through the eye on the tarp.

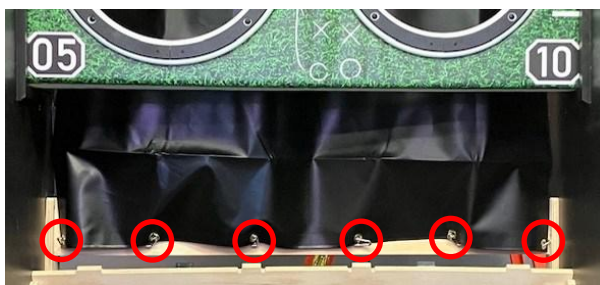
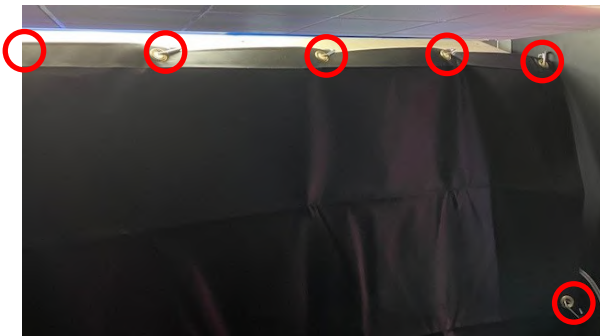
Slip the ball of the bungee through the loop of the cable.

Pull on the ball of the bungee to remove the slack from the bungee.



Start by hooking the narrow side of the tarp to the eye nuts along the top of the cabinet to allow the tarp to hang.

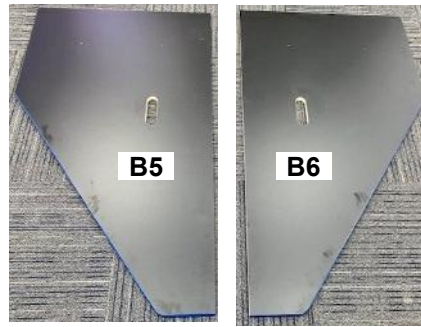
Secure the rest of the eyes of the tarps to the coordinating eye nuts using the bungee cables. This cabinet will require a total of 24 bungee cables.



TUNDRA TOSS GAME SETUP

Install Rear Ramps

Locate the left and right rear ramp boards. (B5) & (B6)



Bring the right rear ramp board into the cabinet and position as shown.

Ensure that the tabs on all of the cross supports are sunk into the rear ramps tightly.

It may be helpful to have 2nd person behind the game to help position tabs.

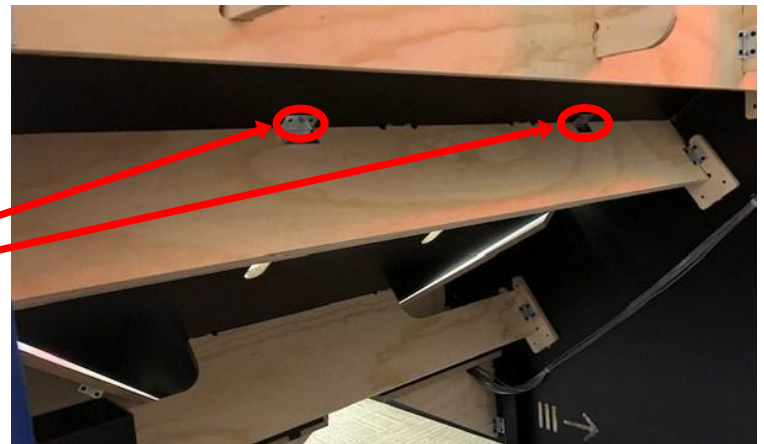
Bring the left rear ramp board into the cabinet and ensure the tabs are sunk into the rear ramps also.

Locate four 10-10 x 5/8" pan-head screws from the hardware kit.



A5SCPH152

Install the 4 black 10's into the L bracket under panel and secure using a #2 square bit.

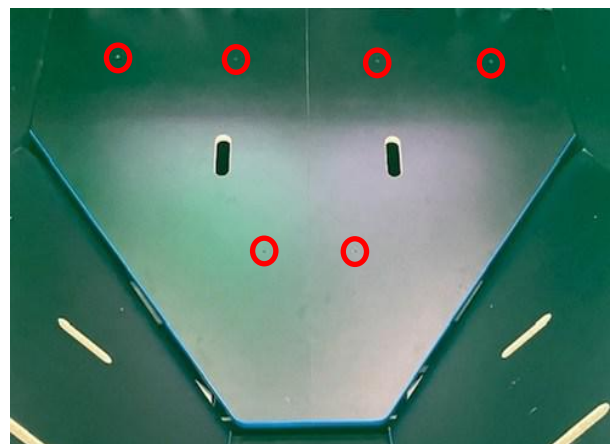


Locate 6 of 2" bugle screws (A5SCFH060) from the hardware kit.



A5SCFH060

Screw the 6 screws from the top down into the support braces into the pilot holes locations using a # 2 bit.

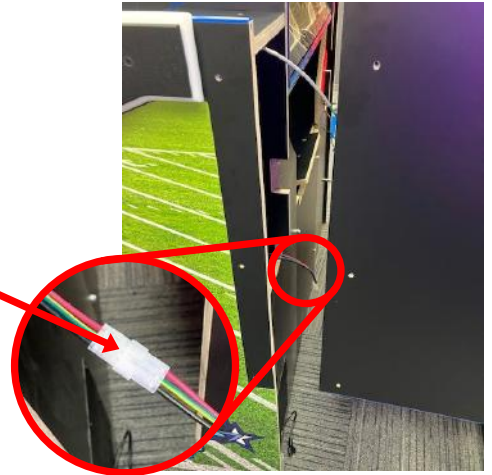


TUNDRA TOSS GAME SETUP

Connect Front Console:

Remove the front console from the pallet and bring close to the front of the cabinet assembly.

Locate the motor power cable AACE31000 and plug into this connector AACE31001 from the right side of front console.

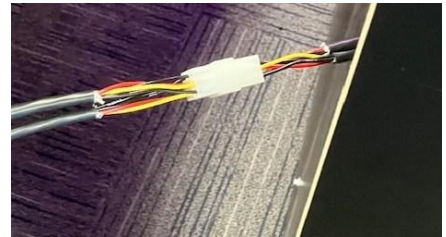


Route the motor power cable under the cabinet and secure into clips on the right side of the cabinet.

Plug this cable into the conveyor motor connector.

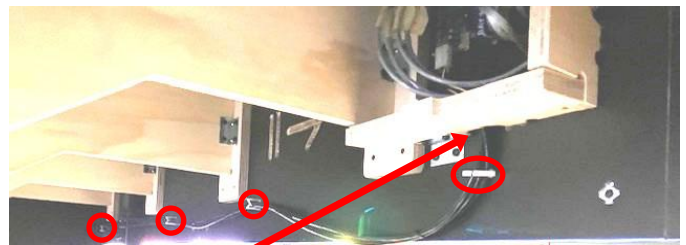


Locate the controller board power cable AACE31034 and plug into this connector AACE31035 from the left side of the front console.



Locate USB cable coming out from the front console and bring it along side the power cable to the rear cabinet assembly.

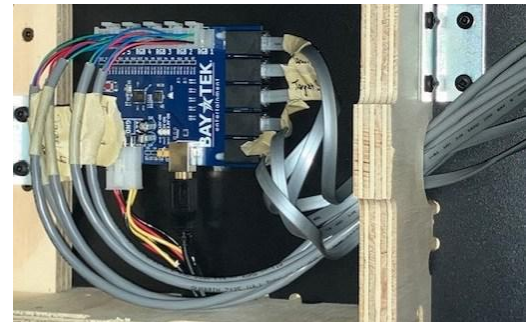
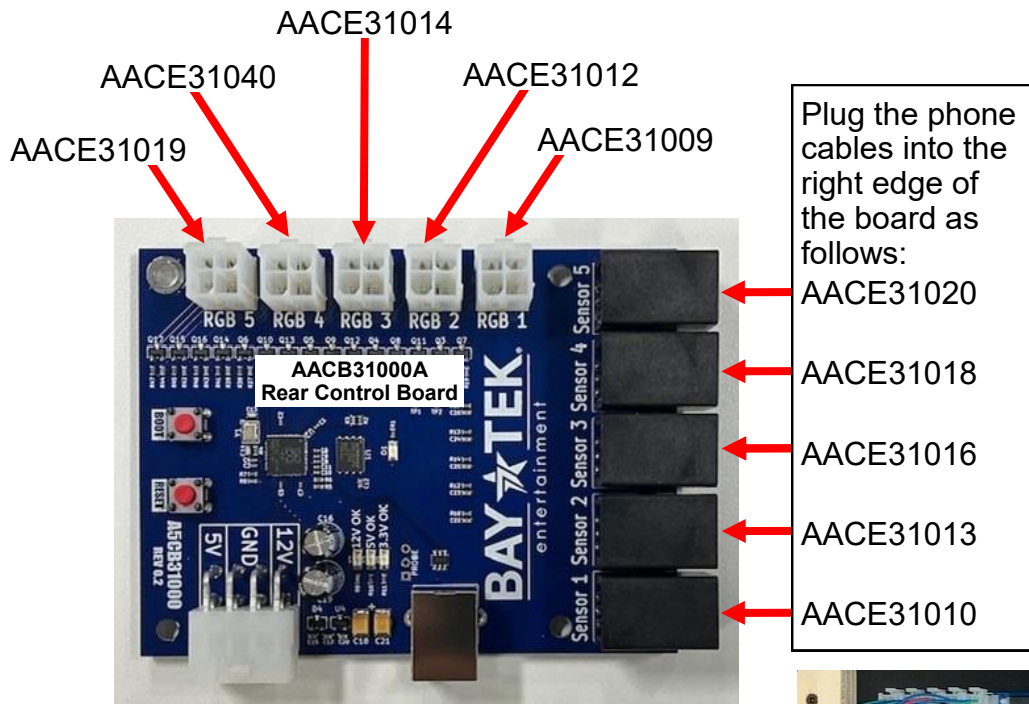
Route the controller board power cable and the USB cable under the cabinet and secure into clips on the left side of the cabinet.



Route these 2 cables into the hole up into the box.

TUNDRA TOSS GAME SETUP

Plug the LED cables into the top edge of CB31000A board as follows:



Locate 2 of plastic wire ties A5TWN020 from the hardware kit. Bundle up the slack wires and attach the wire ties so they do not hang down under the cabinet.

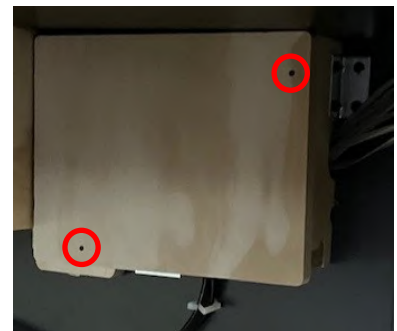
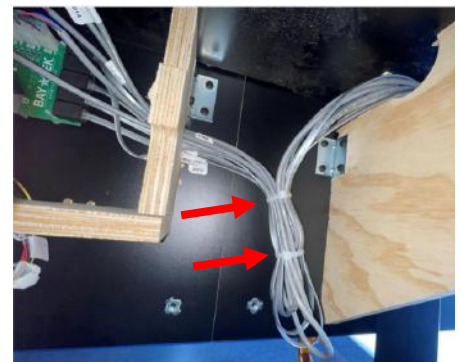
Locate cover piece for the box. (B13)



Locate 2 of 2" bugle screws (A5SCFH060) from the hardware kit.



Install the 2 screws to secure the cover using a # 2 bit.



TUNDRA TOSS GAME SETUP

Shimmy the front console closer to the rear cabinet assembly.

Important: Ensure that the 2 cables, one on the right side and one on the left side of the cabinet are up and out of the cabinet as it is being pushed together.

We will plug these in later.

Connect the Front Console to the assembled game:

Locate the 2 Front Connector Plates.(B10)
(A5ME31001)



Locate 12 black bolts from the hardware kit.



A5SCPH085

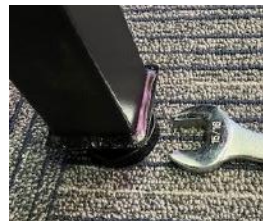
Install one Front Connector Plate onto the left side of cabinet as shown.

Note: Ensure the off-set holes are to the top, lower hole to the front of the cabinet.

Hand thread 3 of the bolts into the holes of the connection plate. Leave loose for now.

Push front console tight against rear cabinet and check for holes to line up. Ensure all cables are clear and do not get pinched.

If these holes do not line up, the rear cabinet can be raised by adjusting the leg levers with a 15/16" wrench.



Hand thread the remaining 3 bolts into this bracket.

In a similar way, install the other Front Connector Plate onto the right side of cabinet.

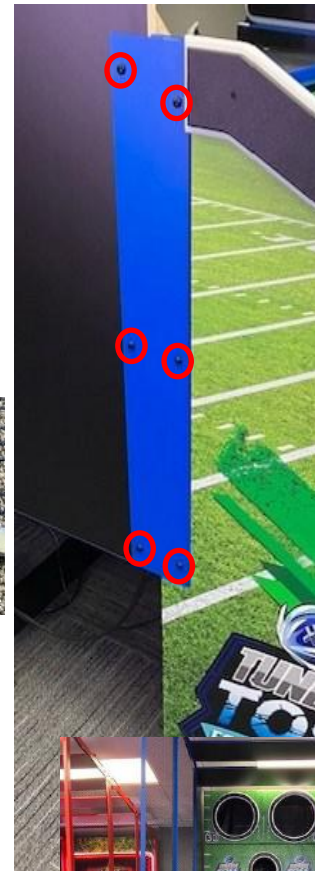
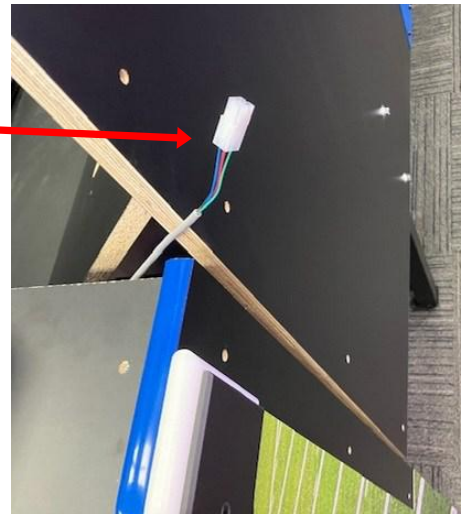
Note: Ensure the off-set holes are to the top, lower hole to the front of the cabinet.

Hand thread the 3 bolts into the holes of the connection plate.

Again, If these holes do not line up, the rear cabinet can be raised by adjusting the leg levers with a 15/16" wrench.

Hand thread the remaining 3 bolts into this bracket.

After all 12 bolts have been started, tighten all bolts with a # 2 square bit.



TUNDRA TOSS GAME SETUP

Install the 2 LED panels:

Locate right side LED Panel assembly.

Locate 4 of bolts and 2 nuts from the hardware kit.

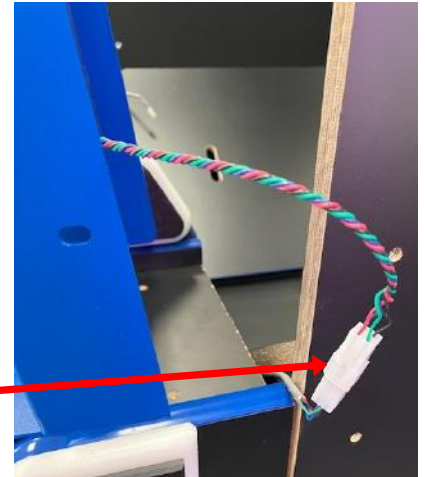


Locate 3 black bolts from the hardware kit.



Bring the right side LED Panel up onto the right side of the front console.

Plug in the LED cable to the main cabinet harness.
CE22039 to CE31017

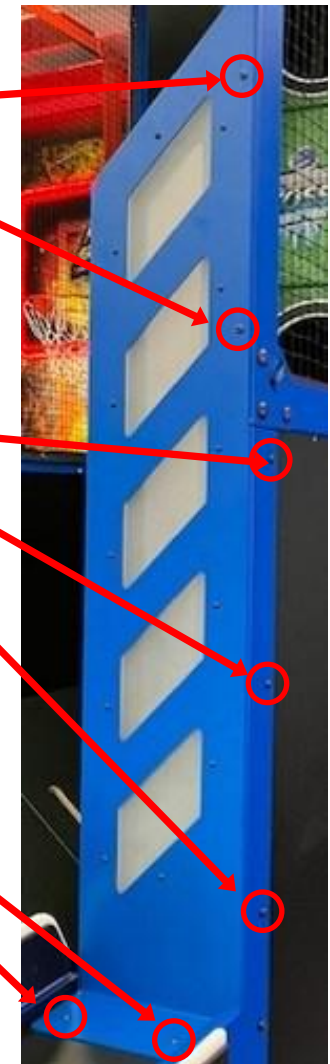


Install 2 of the A5SCHX025 bolts and 2 nuts in the right side and tighten all using a 5/32 hex bit.

Install 3 black bolts (A5BOPH312) into the side holes.
Tighten using a # 2 square bit.

Install 2 of the A5SCHX025 into the bottom mounting flange.
Tighten using a 5/32 hex bit.

Repeat the process for the left side LED panel.



TUNDRA TOSS GAME SETUP

Install Lower Crossbar:

Locate right side LED Panel assembly. (B12)

Locate 4 of bolts and 4 nuts from the hardware kit.



Install 2 of bolts and 2 nuts into the left side, and install 2 of bolts and 2 nuts into the right side.
Tighten using a 5/32 hex bit.

The game build is now complete!

Locate the power cord (A5CORD29).
It will plug into the right back of front console.

Remove the 7 screws using a #2 square bit to access the line filter socket into which the power cord will plug.

The power cord should then be plugged into the wall socket.

Open the front door of the game and flip the rocker switch on the power strip to power on the game.

The game is now set up and ready to play!
Enter the menu to adjust settings to your specific location.
Price per play / Ticket Payout / etc..



HOW TO PLAY

Score points by throwing 8 leather footballs through target holes, breaking the sensor beam between the emitter and detector boards inside each hole.

Throw through the LED lit up holes to score more points!

A conveyor belt will return the footballs to the players during game play.

2 players can play, alternating turns on the same machine!

Green Player vs Blue Player with lights and audio to indicate the players amount of time. Players switch every 20 seconds, with each player earning their own bonus time!



MAIN MENU SETTINGS

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

Hold the MENU button down for 3 seconds 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.



Credits Needed

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

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

Redemption Type

Tickets	Points	Coupons	Entertainment Only
----------------	--------	---------	--------------------

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

“Entertainment Only” will not give tickets for games.

Game Volume

Off	Low	Medium	High	Highest
-----	-----	--------	-------------	---------

Adjusts the sound level during game play.

Attract Volume

Off	Low	Medium	High	Highest
-----	-----	---------------	------	---------

Adjusts the sound level of the music during non-play periods.

Attract Time

Off	1	2	3	4	5	6	...	14	15
-----	---	---	----------	---	---	---	-----	----	----

Sets the amount of time (in minutes) between attract sound cycles during non-play periods.

“Off” means that there will be no music played during non-play periods.

Game Time

15	20	25	30	34	40	45	50	...	80	85
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Sets the length (in seconds) of each game.

MAIN MENU SETTINGS

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

Change selection with the “SELECT” button. Default settings are highlighted in yellow below.

Bonus Time Mode

Disabled	Allow Once	Allow Twice	Allow 4	Allow 8	Infinite
----------	------------	-------------	---------	---------	----------

Number of times that extra time will be awarded during game play.

Points for Bonus Time

100	150	200	250	300
-----	-----	-----	-----	-----

How many points the player must score to activate “Bonus Time Mode”

Bonus Time Awarded

5	6	7	8	9	10	11	12	13	14	15
---	---	---	---	---	----	----	----	----	----	----

Sets the amount of time (in seconds) that will be added to game length when scoring the “Points for Bonus time”

Lobby Join Time

Lobby Disabled	4	5	6	7	8	9
----------------	---	---	---	---	---	---

Sets the amount of time (in seconds) during the player can coin up and join for head to head play.

Payout Setting Recommendations

	\$0.50	\$1.00	\$1.50	\$2.00	\$2.50	\$3.00	\$5.00
Ticket Values	2	5	10	15	20	30	40
Point Values	90	90	90	90	90	90	90
Max Tickets	30	30	50	50	50	75	90
Game Time	30s	45s	45s	45s	45s	45s	45s
Bonus Time Mode	Allow Twice	Allow Twice	Allow Twice	Allow Twice	Allow Twice	Allow Twice	Allow Three
Points for Bonus Time	100	100	100	100	100	100	100
Bonus Time Awarded	5s	5s	5s	5s	5s	5s	5s
Mercy Tickets	5	5	5	5	5	5	5

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

With a \$0.01 ticket value.

These vales are recommendations, your results may vary depending on player skill level.

MAIN MENU SETTINGS

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

Change selection with the “SELECT” button. Default settings are highlighted in yellow below.

Ticket Setting

10	20	30	40	50	60	...	180	190	200
----	----	----	----	----	----	-----	-----	-----	-----

Sets the number of tickets awarded for the set amount of points scored in “Points Settings” below.

Points Setting

50	60	70	80	90	100	110	...	390	400
----	----	----	----	----	-----	-----	-----	-----	-----

Sets the number of points needed to be awarded the number of tickets in “Ticket Settings” above.

Max Tickets

Off	5	10	15	...	45	50	55	...	90	95	100
-----	---	----	----	-----	----	----	----	-----	----	----	-----

Sets the maximum amount of tickets that can be awarded for each game.

“Off” means that a player can win as many tickets as set in the settings.

Mercy Tickets

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

Sets the amount of tickets that will be awarded for a game if the number of tickets won is zero.

“Disabled” means that a player will not receive tickets if a target is not scored.

Starting High Score

50	60	70	80	90	100	110	...	240	250
----	----	----	----	----	-----	-----	-----	-----	-----

Sets the initial “High Score” , This resets every power cycle.

Add Cheat Credits

Press the Menu Select button 3 times to add a credit to the game after the menu is exited.

Clear Tix and Credits

Press the Menu Select button 3 times to clear the tickets owed and credits on the game.

Reset Defaults

Press the Menu Select button 3 times to reset the Menu Settings to factory defaults.

Diagnostics Menu

Scroll through the options by pressing the “Menu Select” button.
Exit the menu by pressing the “Menu” button.

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

Software Version 1.7
Display Driver Version 0.1
Door Board 1 Version 0.1
Door Board 2 Version 0.1

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

Target Sensor Errors - A target will blink red and green if it is dirty or blocked as soon as you enter the menu. This will continue until you cycle through the RGB colors, then the blinking will stop. You will have to go into the menu again to have a faulty sensor blink.

Single Games

Displays the number of 1 player games played.

Double Games

Displays the number of Head to Head games played.

RGB Color

Press the “Menu Select” button to cycle from all Red LED’s to all Green LED’s to all Blue LED’s

Test Ticket Dispenser

Press the “Menu Select” button to dispense 1 ticket.

TROUBLESHOOTING GUIDE

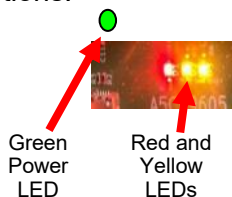
Troubleshooting Strategy

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. The power switch is the rocker switch on the power strip located in the front of the cabinet.	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 # CE31006 and A5CORD29 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)
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. (A5CE31039) Repair or replace wiring harness. Make sure wires are secure in connectors. Refer to troubleshooting section of dollar bill acceptor manual included with this game or the diagnostics label of the back of the unit.
Meters does not work Game meter will click at the end of the game. 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 CE31032 Replace counter. AACO1020.

TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
Game not coining up	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, CE31023) 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-TT
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 CE31029 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, CE31007, 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 and Yellow LED's should be on solid, with yellow LED randomly blinking. Faulty I/O Aux Board.	If it is off, then check 12 & 5 Volts DC coming into board on cable CE31030 & CE31031 from Power Distribution Board. If not on, then it is not communicating with the motherboard. Check A5CORD58 USB cable. If they are off, check power into board on CE31030 & CE31031 cable. Replace board if needed. Replace if needed. Part # AACB9605A-TT



TROUBLESHOOTING GUIDE

Problem		Probable Cause	Remedy
Low Tickets message on display. 		Tickets are empty in ticket tray Faulty cable. Disconnected, loose or broken wires. Faulty low ticket switch. Dipswitch on I/O Door Board. Faulty I/O Door Board.	Load tickets into tray. Ensure tickets hold down the micro switch wire. The 2 wires on the switch should go to the C and NO locations. Check connectors from low ticket switch to Newgen board. Check for continuity. (A5CE31023 & CE31024) Inspect switch and replace if needed. (AASW200) Check dipswitch settings on the I/O door board. If the game has a card swipe system, Dipswitch # 5 should be ON. Replace I/O Door Board. Part # AACB9605A-TT
Tickets do not dispense or Wrong amount dispensed Check for the correct amount of tickets showing on Monitor	Tickets on display 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 Door 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 Door board. Check for continuity. CE31023& CE31024 Ensure issue is not with a card swipe system - Replace I/O Door Board. Part # AACB9605A-TT
	Tickets on display do match tickets coming out of game	Settings in Menu are incorrect.	Enter Menu and check certain areas: Points Settings, Mercy Tickets, etc.. Door Board Dipswitch Settings: 1/2 Ticket Fixed tickets
Conveyor not working. Or running in wrong direction. 	Loose or bad connection between Conveyor Motor and Controller Board Check for 12 Volts DC into Motor.		Refer to wiring diagram. Check connection, reseal cable from Controller Board to Motor. CE31000 & CE31001 If motor has 12 Volts - Replace motor AAMO31000. If not 12 Volts - turn game off and back on. Try playing a game. Tension on conveyor belt may be too high. Refer to "How to Adjust Conveyor Tension" Section. Note: A voided game will not pay out tickets. (because the player is cheating) . It will save the credit after the power cycle if the "Save Ticket/NJ" dipswitch #3 is ON.
The conveyor is programmed to stop if a person walks on the conveyor belt. This will void the game and a power cycle is needed to clear this error.			

TROUBLESHOOTING GUIDE

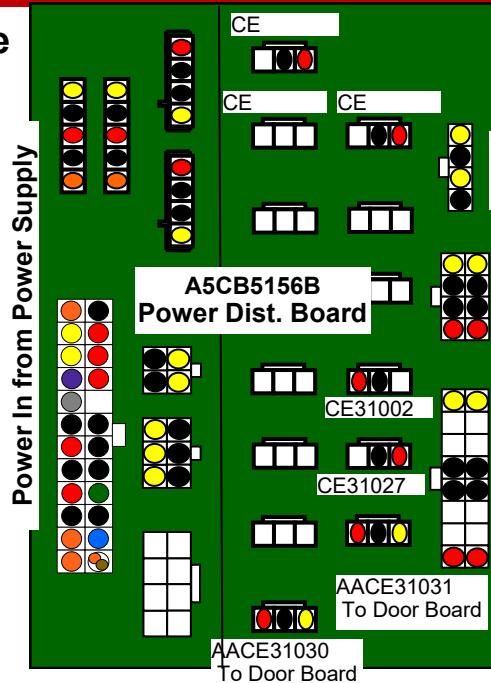
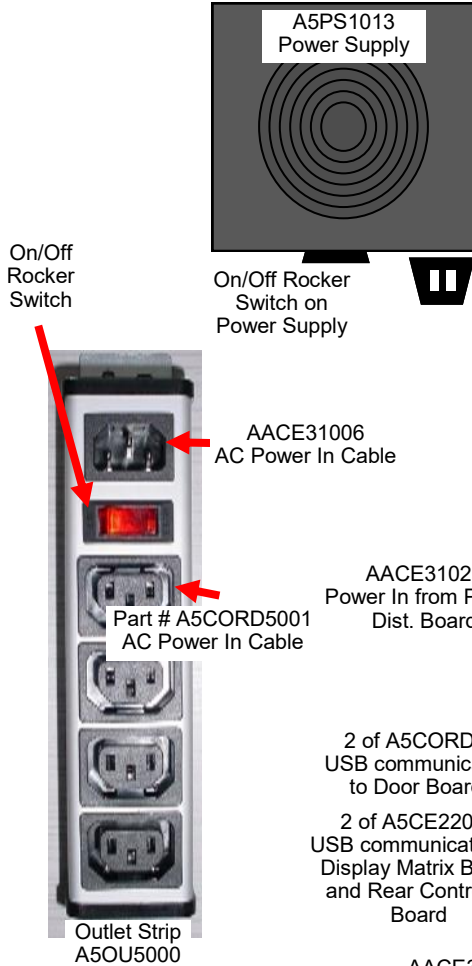
Problem	Probable Cause	Remedy
Scoring Issues. There is an emitter board and a detector board behind each target hole 	Loose or bad connection Test sensors in Diagnostic Menu Faulty sensor board.	Refer to wiring diagram. Check connections, reseal cables from Rear Controller Board to sensors. CE31010 or CE31013 or CE31016 or CE31018 or CE31020 and cable between sensor boards. Enter the game menu. A faulty target hole will flash red and green on the RGB lights. Replace faulty sensor boards. AACB31001 & AACB31002
Target is Lighting up Red	Faulty sensor board in the target.	Enter the game menu. A faulty target hole will flash red and green on the RGB lights. Replace faulty sensor boards. AACB31001 & AACB31002
Menu Buttons do not work. The menu buttons are located in the Front Door Hold Menu Button for 3 seconds,	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, CE31032) Replace I/O Aux Board if needed. Part# AACB9605A-TT
All Front Cabinet LED Color Strips are not Working Controller Board issue	Ensure Controller Board is receiving voltage from Power Distribution Board. Ensure all LED cables are plugged into controller board. Faulty Controller Board.	Refer to wiring diagram. Check connections & reseal cables from Power Distribution Board to Light Board. CE31028 Refer to wiring diagram. Check connections and reseal light cables. Replace Controller Board if needed. AACB22000A-TT
LED Lights in the front of the cabinet 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 Lights. CE31022, CE22019P & CE22020P Enter menu, scroll to Diagnostic Menu, & "RGB Color" Replace faulty LED. Part # CE22019P or CE22020P
LED Lights in Left and Right Sides 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 Lights CE31025, CE31026, CE22021P, CE22022P & CE22023P Enter menu, scroll to Diagnostic Menu, & "RGB Color" Replace faulty LED. CE22021P, CE22022P or CE22023P

TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
All Target LED Color Strips are not Working Rear Controller Board issue	Ensure Rear Controller Board is receiving voltage from Power Distribution Board Ensure USB cable has good communication to controller board Faulty Rear Controller Board.	Refer to wiring diagram. Check connections & reseal cables from Power Distribution Board to Rear Controller Board. CE31035 & CE31034 Refer to wiring diagram. Check connections and reseal USB cable from Motherboard to Light Board.. Cable # A5CE22031 Replace Rear Controller Board if needed. AACB31000A
One LED Lights in the Target Wall Holes is not working	Loose or bad connection. Test LED's Faulty LED	Refer to wiring diagram. Check multiple connections and reseal cables from Rear Controller Board to Target LED Cables # CE31009, CE31012, CE31014, CE3140, CE31019 to LED Cables CE31036, CE31037, CE31038 Swap cable on Rear Controller Board into known good connector to isolate problem. Replace faulty LED. (CE31036, CE31037, CE31038)
LED Target is half one color and half another, or pink	Faulty LED	Replace faulty LED. (CE31036, CE31037, CE31038)
LED Lights in Left and Right Uprights 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 Lights. CE31017, CE22039P Enter menu, scroll to Diagnostic Menu, & "RGB Color" Replace faulty LED. Part # CE22039P
One or more Flood Lights not working.	No 12 Volt DC to Lights Loose or bad connection. Faulty Flood Light	Refer to wiring diagram. Check multiple connections and reseal cables from Power Distribution Board to lights. Cables # CE31027 Swap Flood Light to another connection. Replace if needed. Part # AALD22001P
Both Displays not working Ensure MicroSD card is fully seated in socket.	No 5 Volt DC to Display. Loose or bad connection. Missing Communication from Controller Board Faulty Matrix Board Faulty Display Board	Refer to wiring diagram. Check multiple connections and reseal cables from Power Distribution Board to Displays. Cables # CE31002, CE31033 Refer to wiring diagram. Check multiple connections and reseal cables from Controller Board to Matrix Board to Displays. Cables # A5CE22031, A5CE9736 Replace Matrix Board. Part # AACB14000A-TT Replace Display Board. Part # A5LD1052
One Display is not working	No 5 Volt DC to Display. Loose or bad connection. Faulty Ribbon Jumper Cable Faulty Display Board	Refer to wiring diagram. Check connections and reseal cables on jumper cable to Displays. Cables # CE9736 Refer to wiring diagram. Reseat ribbon jumper cable between displays. Cables # A5CE9736 Swap Display Boards from side to side, replace if needed. Part # A5LD1052

CIRCUIT BOARD LAYOUT

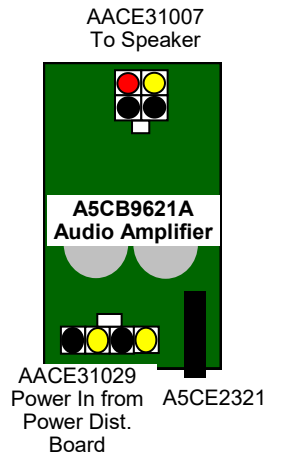
Boards are located inside the front door.



AACE31029 Power to Audio Board

AACE31028 Power to Controller Board

AACE31035 Power to Rear Controller Board

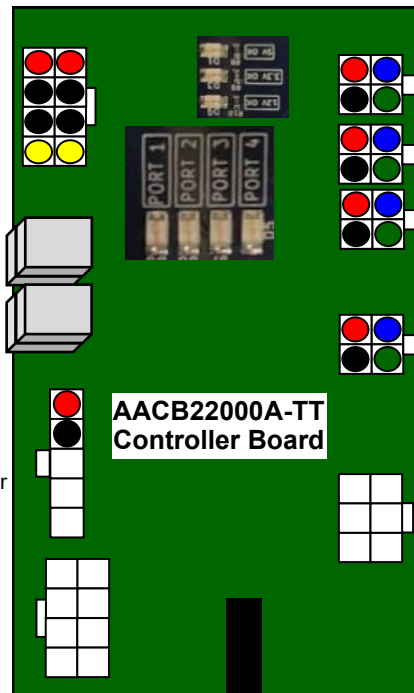


AACE31028 Power In from Power Dist. Board

2 of A5CORD58 USB communication to Door Boards

2 of A5CE22031 USB communication to Display Matrix Board and Rear Controller Board

AACE31001 Conveyor Motor



AACE31030 Power in from Power Dist Bd

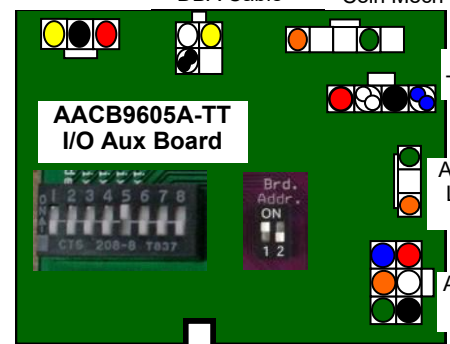
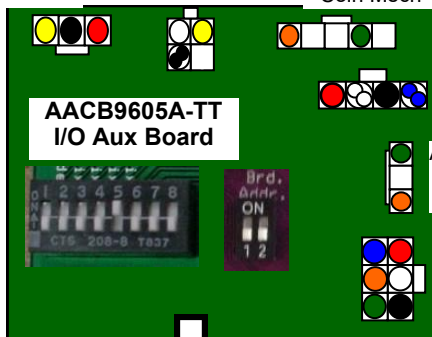
AACE31039 DBA Cable

AACE31023 Coin Mech

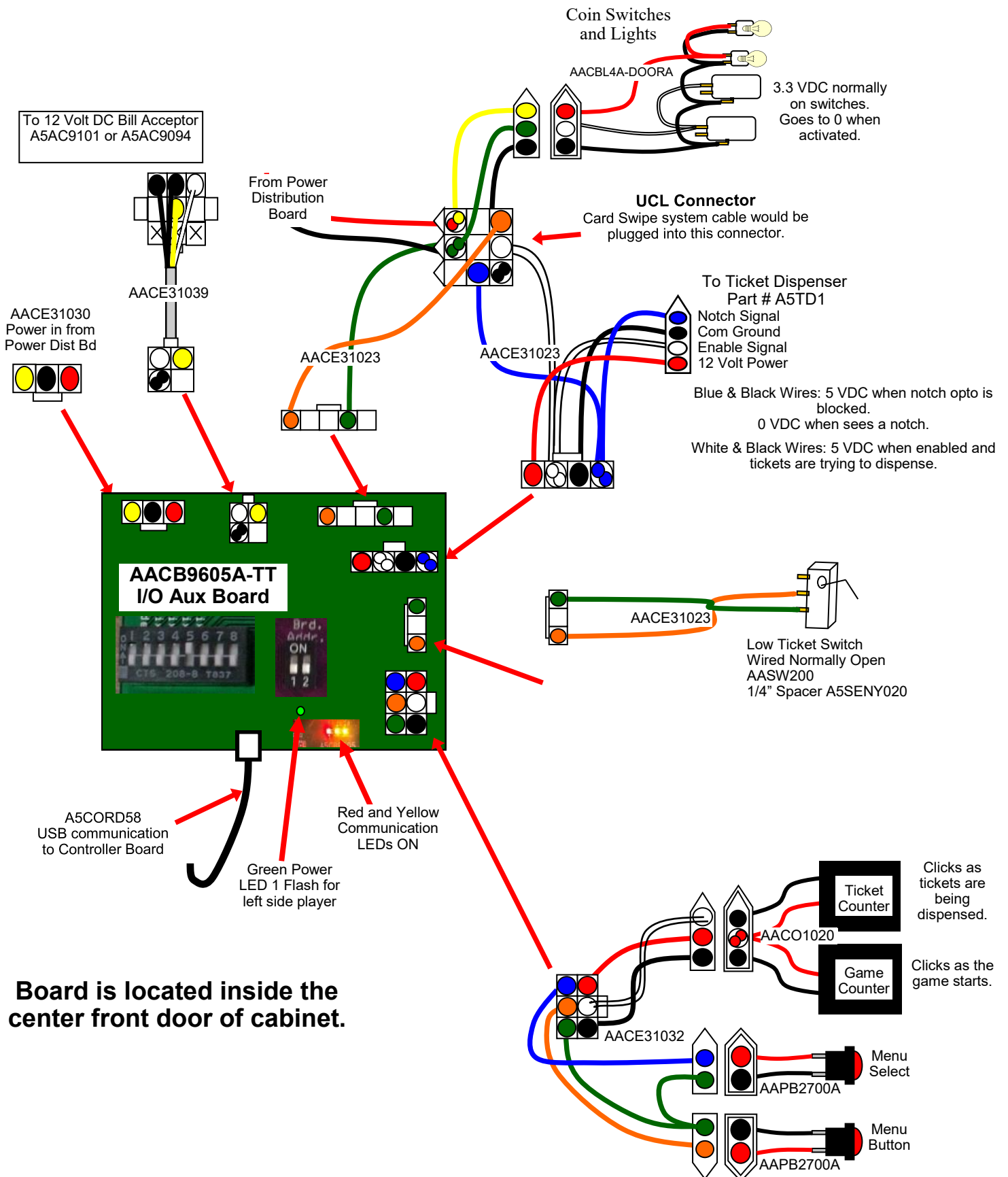
AACE31031 Power in from Power Dist Bd

AACE31039 DBA Cable

AACE31024 Coin Mech

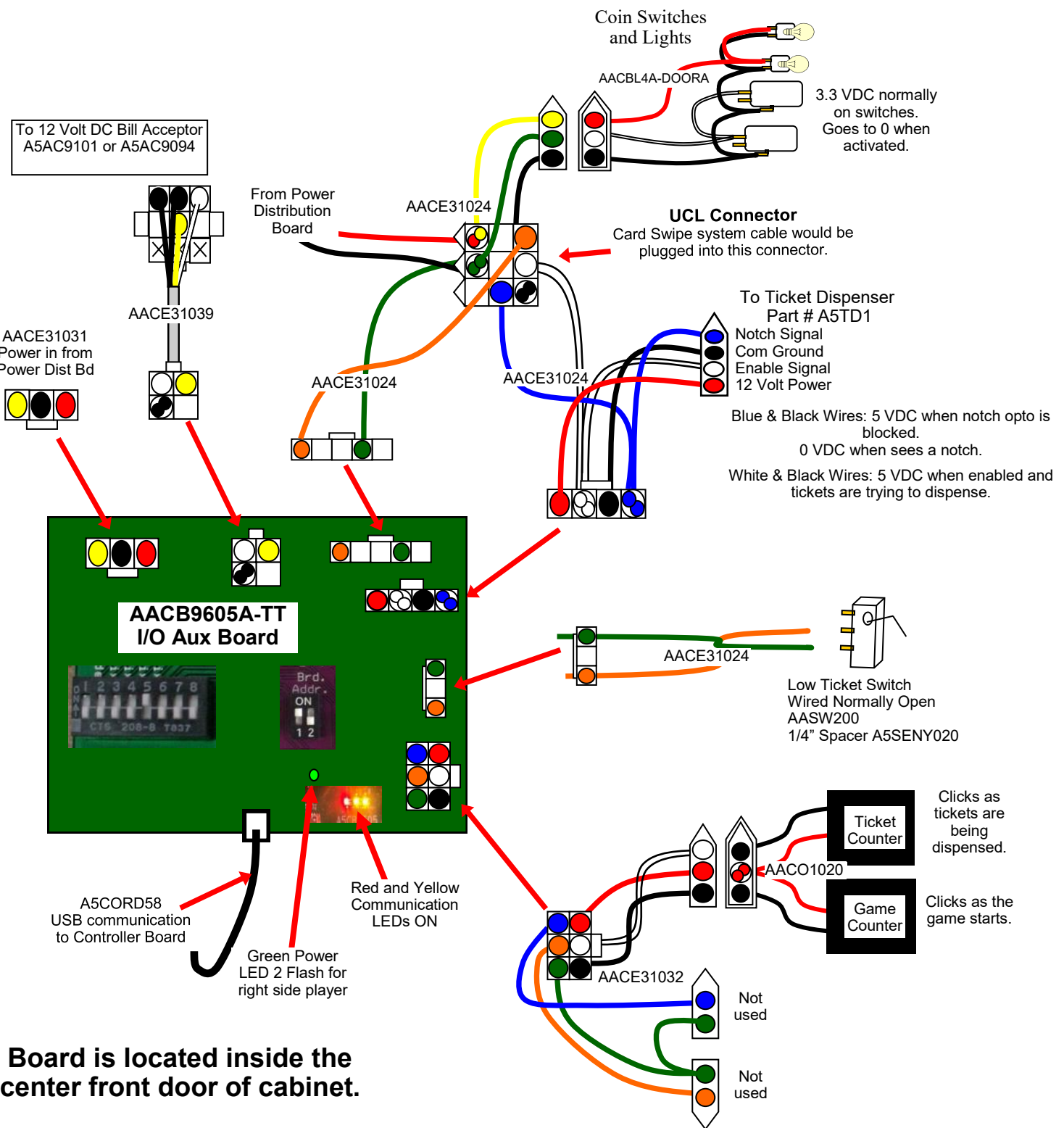


LEFT SIDE BOARD WIRING DIAGRAM

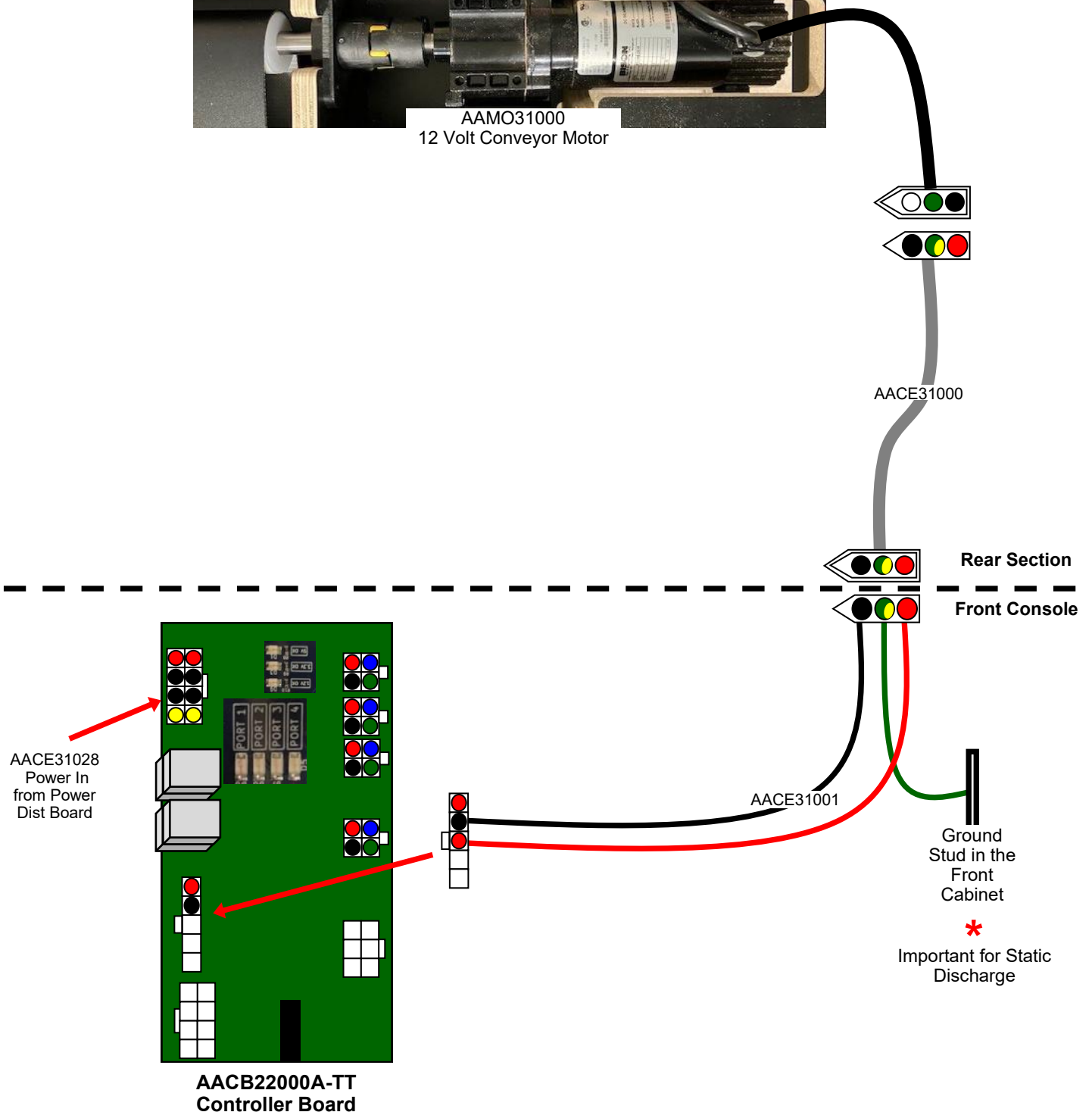
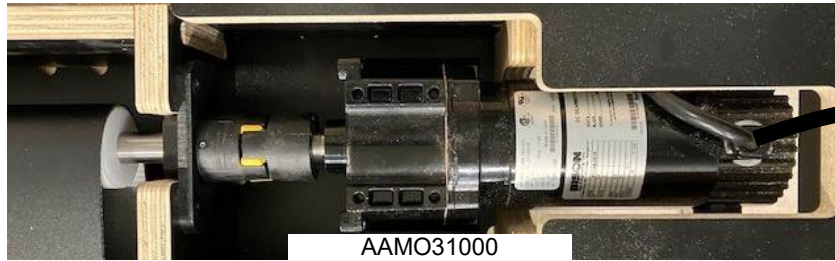


Board is located inside the center front door of cabinet.

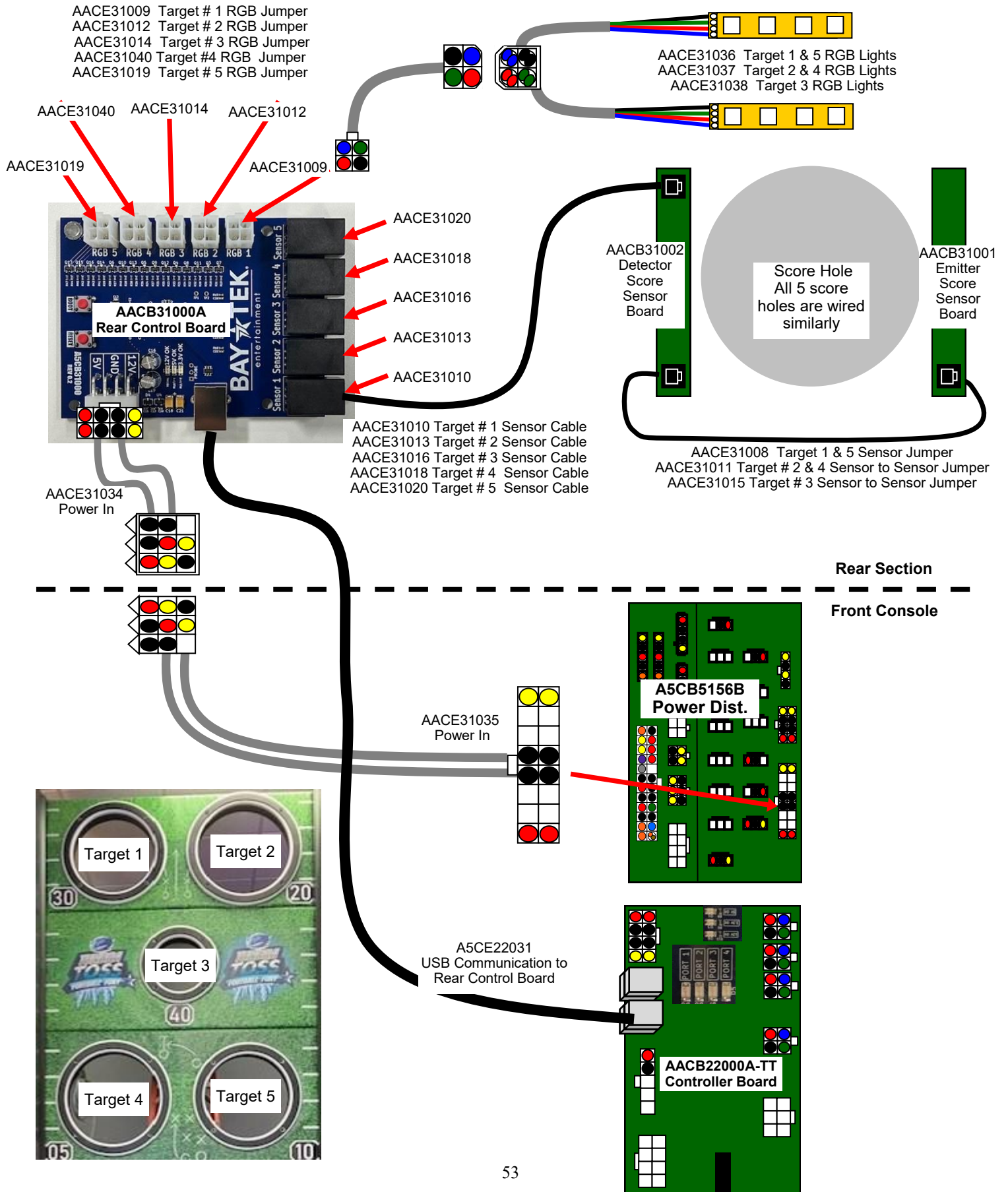
RIGHT SIDE BOARD WIRING DIAGRAM



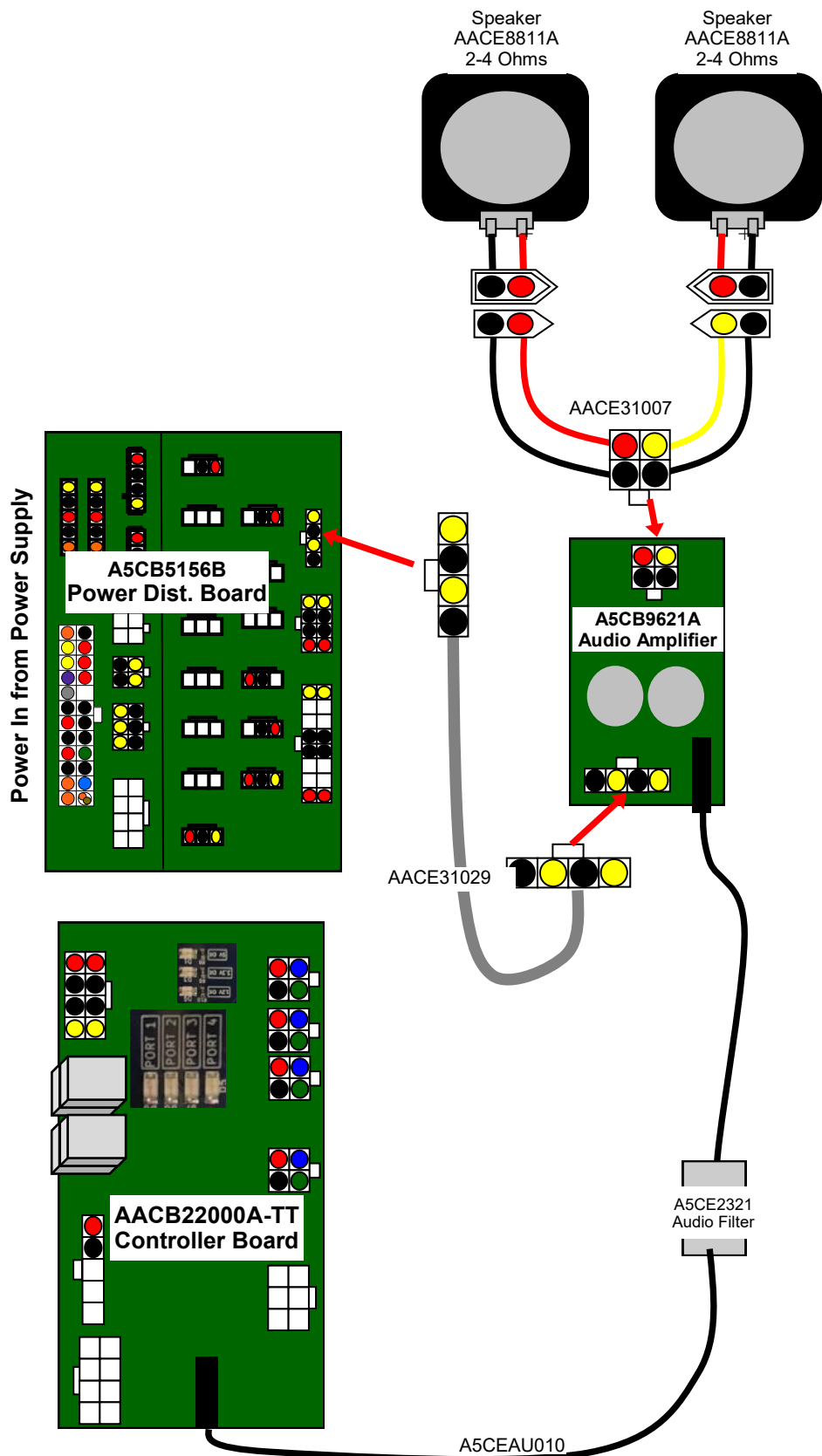
CONVEYOR MOTOR WIRING DIAGRAM



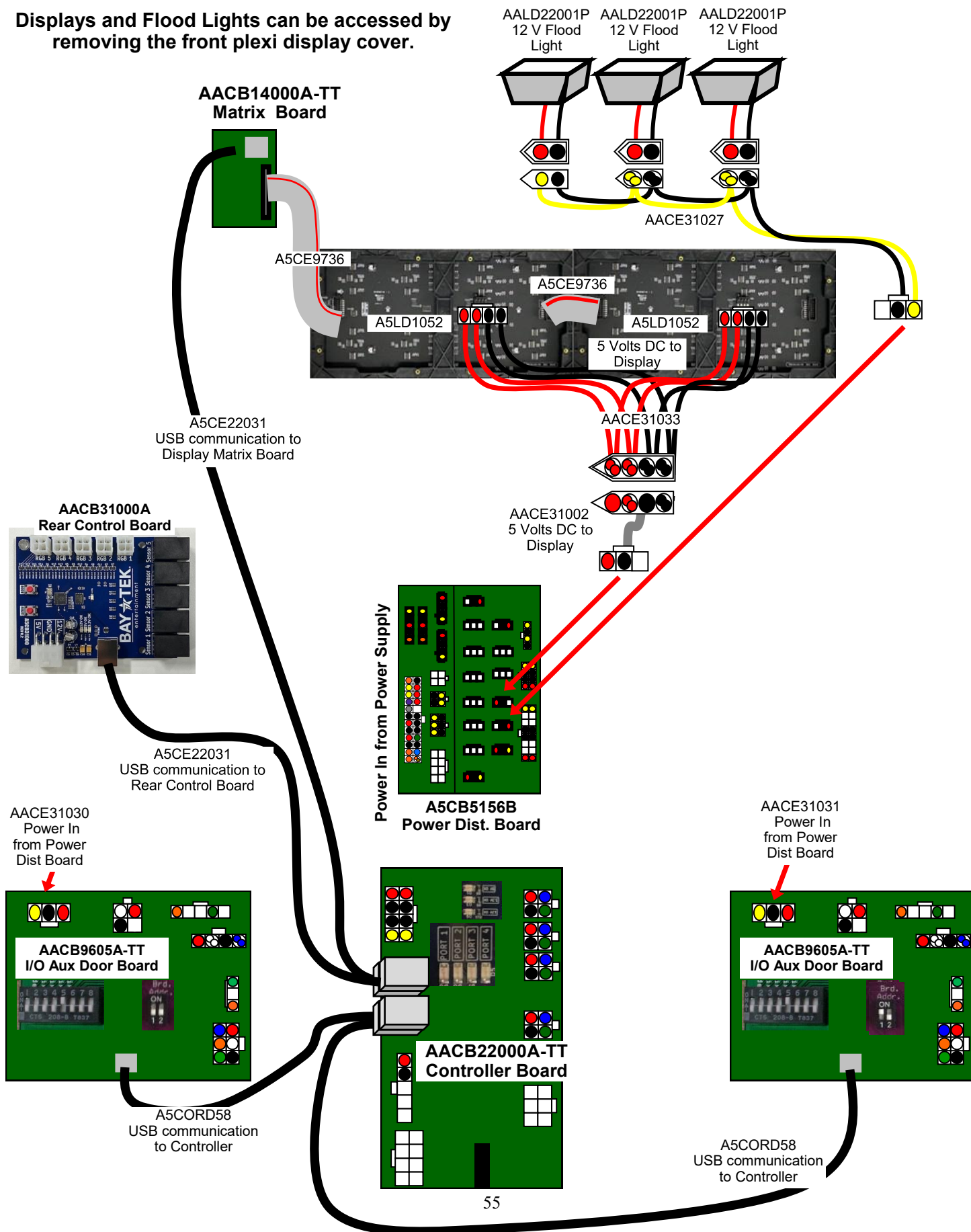
BACK WALL SENSORS & LIGHTS WIRING DIAGRAM



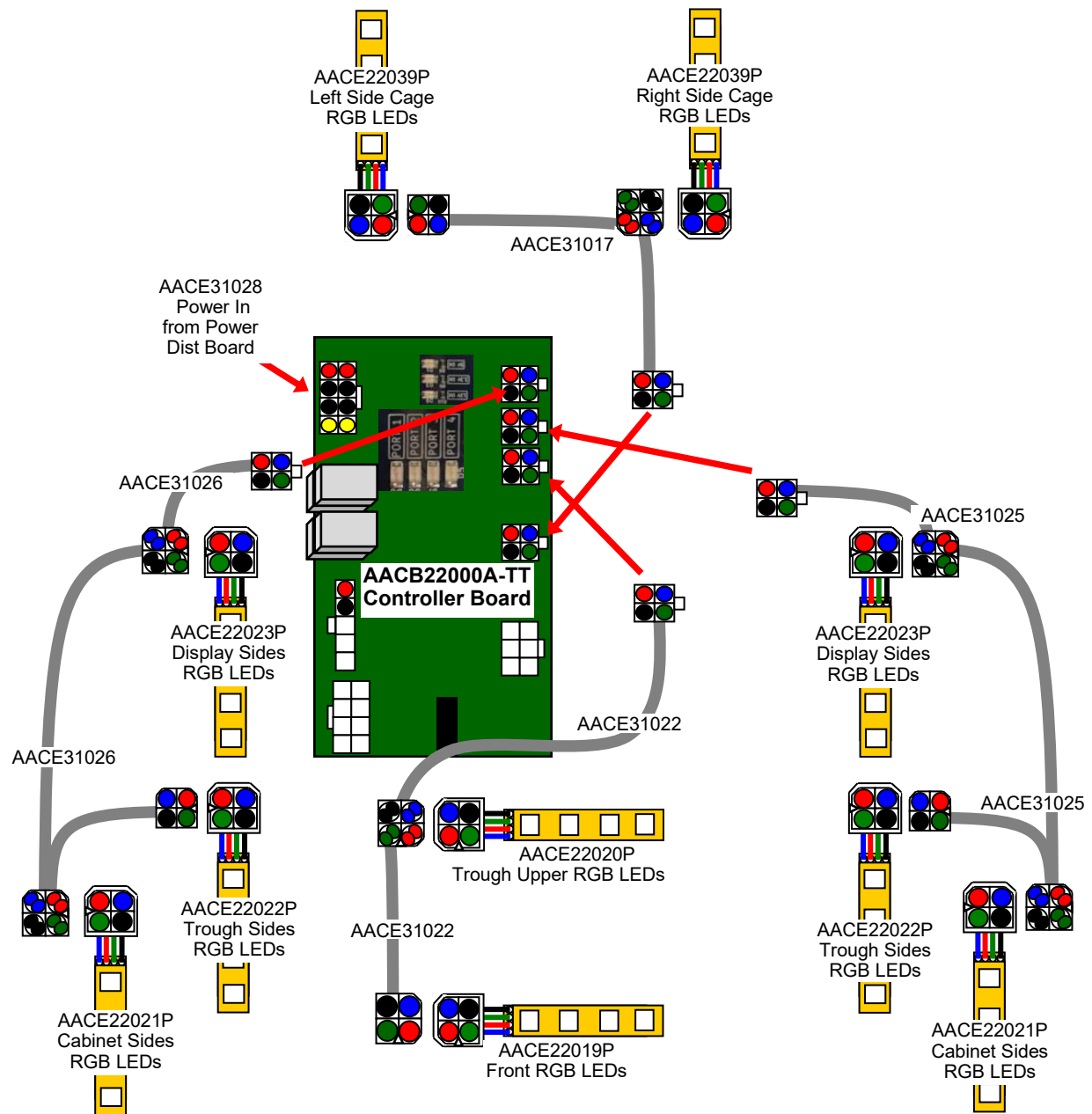
BUTTONS & SOUND WIRING DIAGRAM



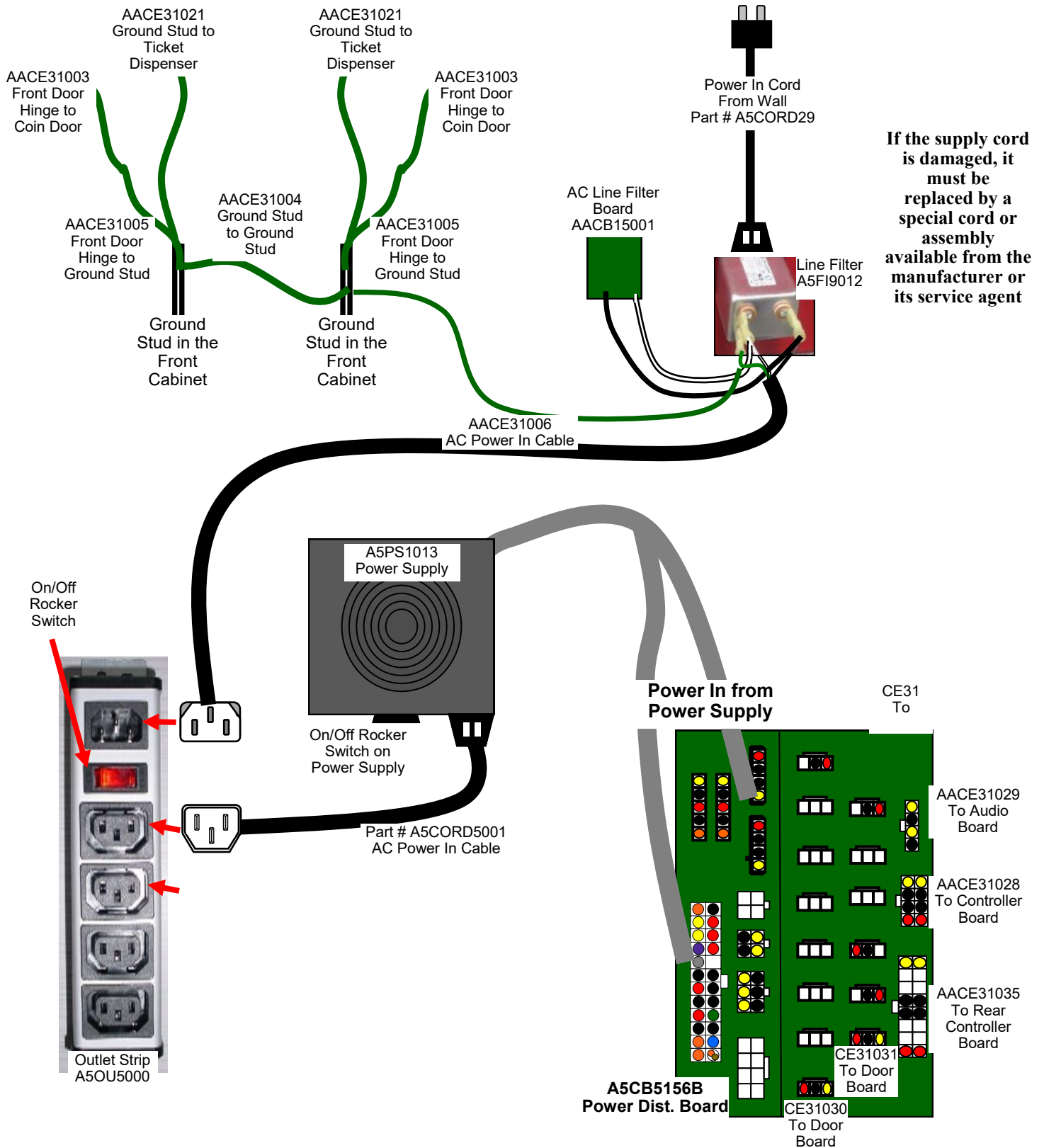
Displays and Flood Lights can be accessed by removing the front plexi display cover.



GAME LIGHTING WIRING DIAGRAM



AC POWER IN WIRING DIAGRAM



BILL ACCEPTOR DIAGNOSTICS

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

Determine if Bill Acceptor has power:

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

If NO power:

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

If power is OK:

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

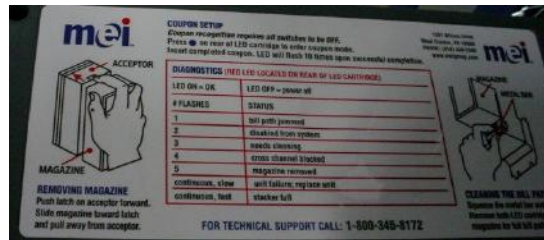
Check dipswitch settings on side of acceptor.

Make sure switch # 8 is OFF for Always Enable



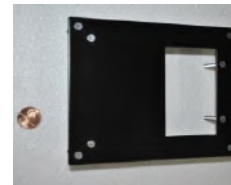
ERROR CODES

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



BLANKING PLATES AVAILABLE

A5PL4200 DBA Plate used for Upstacker Bill Acceptor



A5PL9998 Plate used instead of Coin Mechanisms



A5PL8900 Plate used for Bill Validator



A5PL9995 Plate used instead of ticket dispenser



POWER SUPPLY DIAGNOSTICS

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

2.) Check connection to power supply.

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

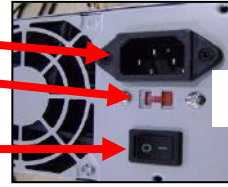
4.) Ensure Power switch is on.

5.) Check for power supply fan turning.

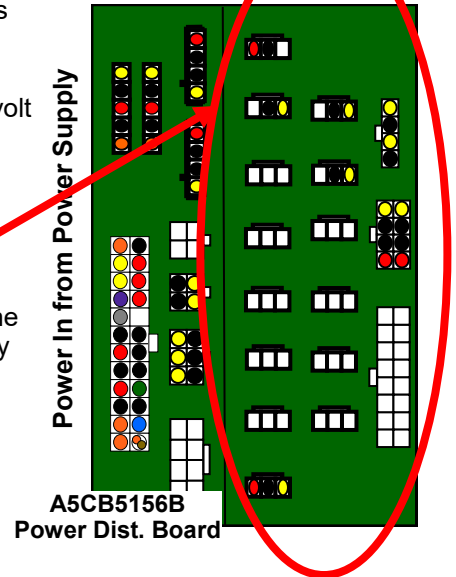
- If the power supply fan is turning and there is no 12 Volts out, the power supply is faulty and needs to be replaced.

6.) If power supply fan is not turning, check power supply cables to the Power Distribution Board. This board takes the power in, and directs it to the different 12 volt loads.

- Turn off game.
- Unplug all power out connectors from the right side of the Power Distribution Board. Turn on game and if the power supply fan is turning, plug one cable in at a time until the fan stops turning.
- If power supply fan is not turning when only the power supply is plugged into the Power Distribution Board, then replace power supply. It should come on with simply the load of the Power Distribution Board plugged into it. Part # A5PS1013



A5PS1013
Power Supply



A5CB5156B
Power Dist. Board

HOW TO REPLACE DISPLAY

The display boards are accessed from the front of the cabinet.

Remove the screws holding the front plexi in place using a # 2 square bit.

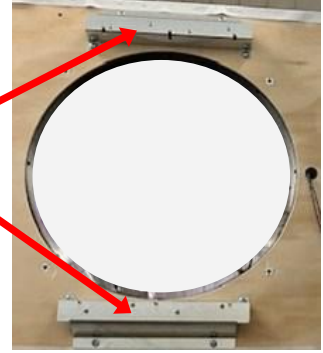
The display board can then be lifted out and unplugged.



HOW TO REPLACE TARGET SENSORS

The target sensor boards are located behind metal protective brackets in the rear of the game.

Some brackets are mounted left and right of the hole, some are mounted above and below the hole.



Tools Needed:

10-12 foot ladder

11/32" Nut Driver

Phillips Screwdriver

Instructions:

Unplug the game from the wall.

Unclip the black tarp on the back of the game enough to access the faulty target sensor boards.

Unplug the phone cable communication cable to the sensor board.

Note:

Emitter boards have 1 cable

Detector boards have 2 cables, one on each end.



Remove the metal protective bracket by removing the 4 screws using a Phillips screwdriver.



Remove the circuit board from the bracket by removing the 4 nuts using a Phillips screwdriver and 11/32" nut driver.



Install the new sensor board making sure the plastic spacers are in place, and that the sensors are pointing toward the slots in the bracket.



HOW TO ADJUST CONVEYOR TENSION

The conveyor belt may stretch over time and may start slipping on the drive pulley. There are adjustments on the conveyor to tighten the conveyor belt. If the conveyor belt starts slipping or stops completely, follow these steps to re-tension the belt.

Tools needed:

9/16" Wrench



There will be tensioning mechanisms on both sides of the front of the belt. They are accessed from the football return tray - the rubber cover should stay in place as you adjust the nuts behind it.



Loosen the first nut, then turn the 2nd nut clockwise to tighten the belt, turning counter-clockwise will loosen the belt. Once adjusted, tighten the 2nd nut up against the first nut to secure.

Tension both sides of the mechanism the same amount.

HOW TO ADJUST CONVEYOR GUARD



The Conveyor Guard is designed to keep fingers from getting pinched by the conveyor roller. **It is very important to adjust this metal bracket at game install, and anytime the game is moved, conveyor is adjusted or taken apart.**

Use a Phillips screwdriver to loosen the 3 bolts.

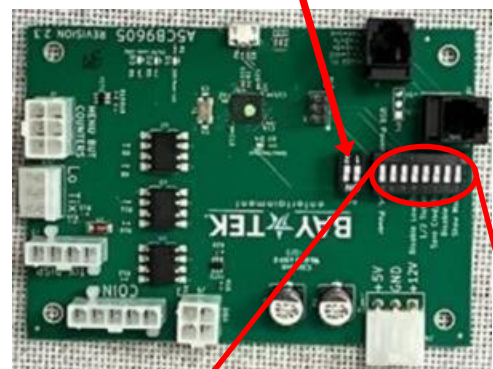
Move bracket up very close to the conveyor belt and tighten screws.

Make sure the bracket does not touch the conveyor belt, but is close to it.

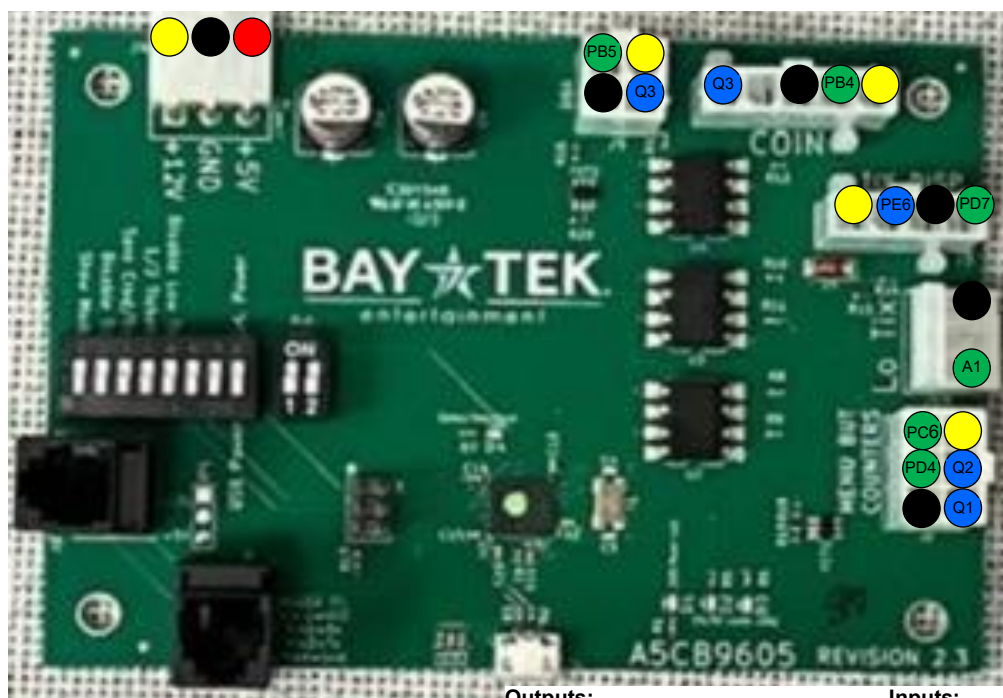
I/O BOARD DIPSWITCH SETTINGS

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		

Note: The left side door board need both dipswitches on this bank of 2 to be Off.
The right side door boards needs Dip 1 ON and Dip 2 OFF



I/O DOOR BOARD PINOUT



- = +12 VDC
- = Ground
- = +5 VDC
- = 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

REAR CONTROLLER BOARD

The rear controller board has 3 red LED's that show good power into the board.

If one of these LED's is not red, check the corresponding voltage on the CE31034 & CE31035 cables from the Power Distribution Board.

There should be 5 Volts DC between the red and black wires.

There should be 12 Volts DC between the yellow and black wires.

The 3.3 Volts DC is regulated by the Controller Board itself. If this LED is out, replace the Controller Board. Part # AAC-B31000A.

The green LED on the Rear Controller show USB communication



Plug the phone cables into the right edge of the board as follows:

← AACE31020

← AACE31018

← AACE31016

← AACE31013

← AACE31010

CONTROLLER BOARD INFORMATION

The controller board has 3 red LED's that show good power into the board.

If one of these LED's is not red, check the corresponding voltage on the CE22013P cable from the Power Distribution Board into Controller Board.

There should be 5 Volts DC between the red and black wires.

There should be 12 Volts DC between the yellow and black wires.

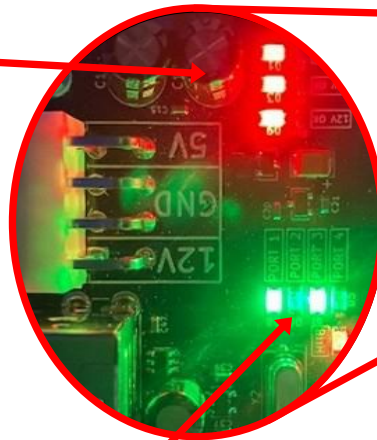
The 3.3 Volts DC is regulated by the Controller Board itself. If this LED is out, replace the Controller Board. Part # AACB22000A-TT

The green LED's on the Controller show USB communication with the Door Boards, and the Matrix Board.

There should be 3 of these 4 LED's on at all times.

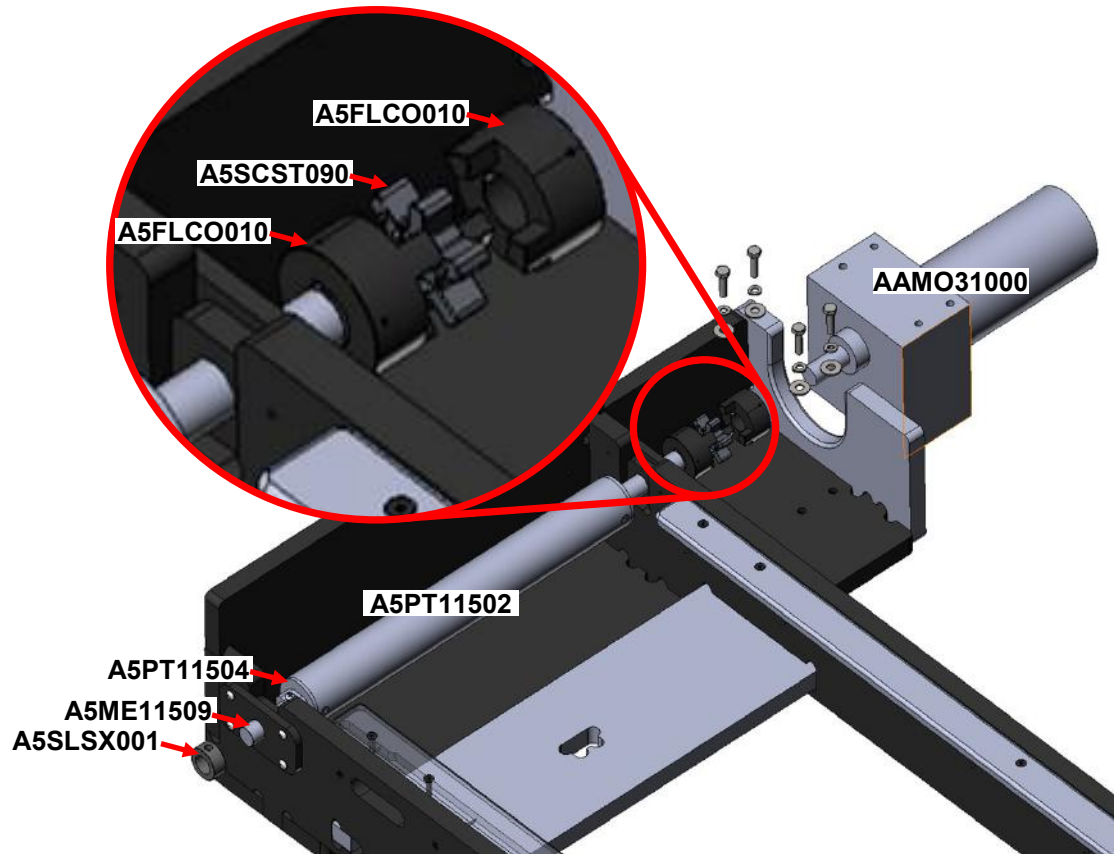
If not, then one of those USB devices is not working properly.

Swap USB ports on the Controller Board to rule out a faulty USB port.

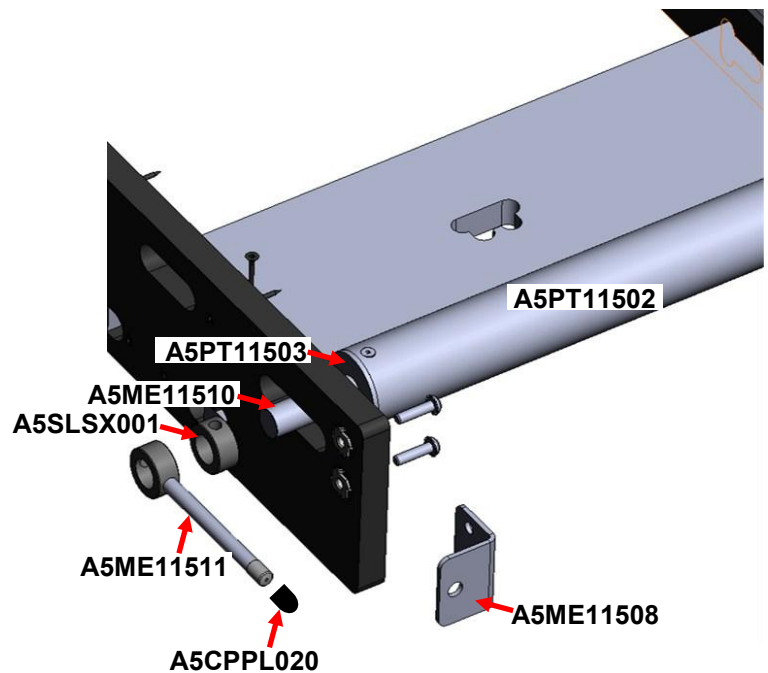


Switch must be in the RUN position.

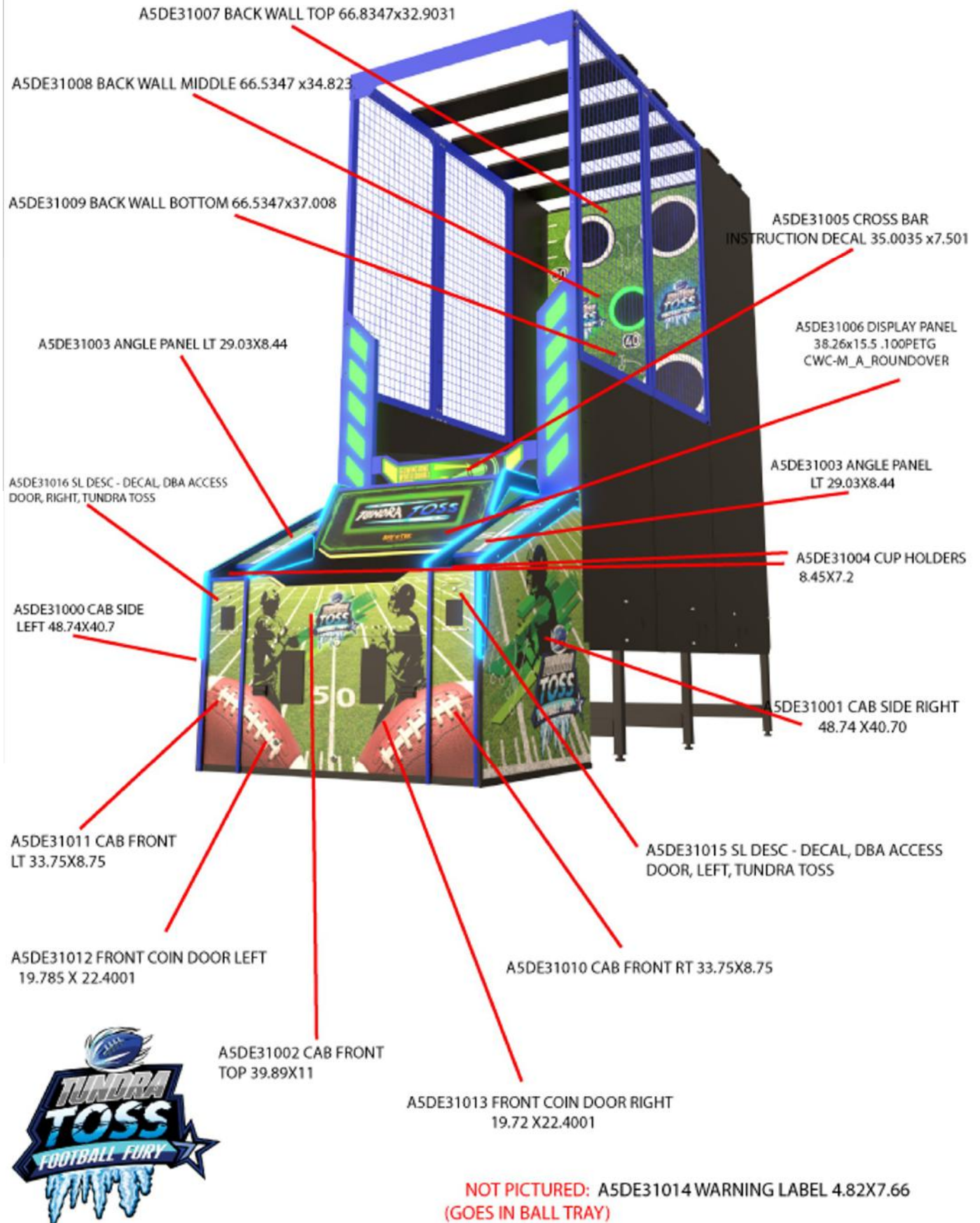
CONVEYOR EXPLODED VIEW



Part #	Description	Quantity on Assembly
A5CPPL020	Rubber Black Cap	2
A5FLCO010	Coupling	2
A5KY2600	Machine Key	1
A5PT11502	Conv PVC Pipe	2
A5PT11503	Conv Drive Insert	3
A5PT11504	Conv Idle Insert	1
A5SCST090	Spider Flex Coupling	1
A5SLSX001	Shaft Collar	3
A5ME11508	Bracket, Conv. Adj	2
A5ME11509	Shaft, Drive	1
A5ME11510	Shaft, Idle	1
A5ME11511	Rod, Tensioner	2
AAMO31000	12v Conveyor Motor	1



DECAL DIAGRAM



PARTS LIST

PART #	DESCRIPTION	PART #	DESCRIPTION
A5BR9999	Braiding, Red (4 feet per game)	A5ME31001	Metal, Console Connecting Plate, Blue (2 per game)
A5CB2020	Cash Box	A5ME31002	Metal, Base Connecting Plate Blue (4 per game)
A5CL2000	Steel 1/2" Clamp (26 Per Game)	A5ME31010	Metal, Front Corner Brace Right, Blue
A5CPPL020	Rubber Black Cap (2 per game)	A5ME31011	Metal, Front Corner Brace Left, Blue
A5CR2000	Carabiners (26 Per Game)	A5ME31012	Metal, Net Frame Side, Blue (8 per game)
A5CT31000	Tarp, 8' x 5'	A5ME31013	Metal, Net Frame Top/Bottom, Blue (8 per game)
A5CV31000	Conveyor Belt, 15"X150"	A5ME31016	Metal, Cage Corner, Blue (16 per game)
A5FB31000	Football, Size 6, Brown (8 per game)	A5ME31017	Metal, Lower Front Cross Brace, Blue
A5FLCO010	Coupling,, 3/4"Shaft (2 per game)	A5ME31018	Metal, Back Wall Connecting Brackets (4 per game)
A5GU31000	Wire Guard, Flanged (2 feet per game)	A5ME31019	Metal, Rear Connecting Plate (2 per game)
A5KIT-TUNDRA	Hardware Kit, Tundra Toss	A5ME31020	Metal, Safety Pinch Guard
A5KY2600	Machine Key, .1875x.1875x1	A5ME31021	Metal, Sensor Housing (10 per game)
A5LK2001	Lock, Cash Box, A05/E00 Code (2 per game)	A5ME31022	Metal, Backboard Bracket (6 per game)
A5LK5002	Lock, 7/8", H95 Key Code (4 per game)	A5ME31023	Metal, Back Wall Top Connector, Black (2 per game)
A5LV10000	Leg Levelers (6 per game)	A5ME31024	Metal, Back Wall Upper Plate (2 per game)
A5NE22000	Hot Shot Net (4 per game)	A5ME4180	Metal, Right Ticket Tray Bracket (2 per game)
A5PT11502	Conv PVC Pipe (2 per game)	A5ME4182	Metal, Cashbox Guide (2 per game)
A5PT11503	Conv Drive Insert (3 per game)	A5PL8900	Plate, Bill Validator Blanking Plate (2 per game)
A5PT11504	Conv Idle Insert	AABK1013	Bracket, Pushbutton/Counters (2 per game)
A5SCST090	Spider Flex Coupling,1-45/64"Od	A5CBL4A- DOOR	Coin Door Cable (2 per game)
A5SLSX001	Shaft Collar, Steel, 3/4"Bore (3 per game)	A5CORD29	Power Cord from Wall
A5TD1	Ticket Dispenser (2 per game)	A5CORD5001	Cord, Extension, C14 To C13, 3f.
A5VF4604	Cup Holder (2 per game)	A5CORD58	Cable, USB, Male A To Micro, 3ft (2 per game)
AASW200	Low Ticket Switch (2 per game)	A5CE22031	Cable, 15ft USB-A To USB-B (2 per game)
AATP31000	Lower 5 and 10 Point Target Panel Assembly	A5CE2321	Cable, Audio Noise Eliminator 3.5mm
AATP31001	Middle 40 Point Target Panel Assembly	A5CE9736	Ribbon Cable Jumper (2 per game)
AATP31012	Top 20 and 30 Point Target Panel Assembly	A5CEAU010	Cable, Audio Stereo,3.5mm, 2ft
W5HG1015	Hinge,5", Double Bend (2 per game)	A5OU5000	Outlet Strip
W5HG1030	Hinge,23", Single Bend (2 per game)	AACE22019P	Cable Assy, Front RGB Lights
W5HG1065	Hinge, 5-75, Single Bend (2 per game)	AACE22020P	Cable Assy, Trough RGB Lights
W5KE5000	Lock Keeper (4 per game)	AACE22021P	Cable Assy, Large Side RGB Lights (2 per game)
W5TM4002	T-Molding,7/8" Blue (168 feet per game)	AACE22022P	Cable Assy, Trough Side RGB Lights (2 per game)
A5BK9999	Power Supply Mounting Bracket	AACE22023P	Cable Assy, Display Side RGB (2 per game)
A5ME10018	Cage Panel Bracket (8 per game)	AACE22039P	Cable Assy, Metal Side Rail RGB Lights (2 per game)
A5ME11508	Bracket, Conv. Adj (2 per game)	AACE31000	Cable Assy, Conveyor Power Disconnect
A5ME11509	Shaft, Drive Conv	AACE31001	Cable Assy, Conveyor Power
A5ME11510	Shaft, Idle Conv	AACE31002	Cable Assy, 5VDC Power to Display
A5ME11511	Rod, Tensioner Conv (2 per game)	AACE31003	Cable Assy, Door Plate Ground to Hinge (2 per game)
A5ME15005	Ticket Tray Insert (4 per game)	AACE31004	Cable Assy, Ground Stud to Ground Stud
A5ME22008	Metal, Leg Assembly, Black (4 per game)	AACE31005	Cable Assy, Hinge to Ground Stud (2 per game)
A5ME22009	Metal, Leg Horizontal, Black (3 per game)	AACE31006	Cable Assy, Line Filter to Power Strip
A5ME27520	Metal, Leg, Rear (2 per game)	AACE31007	Cable Assy, Speakers
A5ME31000	Metal, Upper Front Cross Brace, Blue		

PARTS LIST

PART #	DESCRIPTION	PART #	DESCRIPTION
AACE31008	Cable Assy, Target 1 & 5 Sensor Jumper (2/game)	A5DE0042	Decal, Menu/Volume Decal (2 per game)
AACE31009	Cable Assy, Target 1 RGB Disconnect	A5DE29030	Decal, Pinch Point Warning (2 per game)
AACE31010	Cable Assy, Target 1 Sensor	A5DE31000	Decal, Cab Front Left
AACE31011	Cable Assy, Target 2 & 4 Sensor Jumper (2/game)	A5DE31001	Decal, Cab Front Right
AACE31012	Cable Assy, Target 2 RGB Disconnect	A5DE31002	Decal, Cab Front Panel Full
AACE31013	Cable Assy, Target 2 Sensor	A5DE31003	Decal, Cab Side Risers (2 per game)
AACE31014	Cable Assy, Target 3 RGB Disconnect	A5DE31004	Decal, Cup Holders (2 per game)
AACE31015	Cable Assy, Target 3 Sensor Jumper	A5DE31005	Decal, Crossbar Instructions
AACE31016	Cable Assy, Target 3 Sensor	A5DE31006	Decal, Display Panel, Printed Plexi
AACE31017	Cable Assy, Middle RGB Disconnect	A5DE31010	Decal, Cab Side, Right
AACE31018	Cable Assy, Target 4 Sensor	A5DE31011	Decal, Cab Side, Left
AACE31019	Cable Assy, Target 5 RGB Disconnect	A5DE31012	Decal, Coin Door, Left
AACE31020	Cable Assy, Target 5 Sensor	A5DE31013	Decal, Coin Door, Right
AACE31021	Cable Assy, Ticket Disp to Ground Stud (2/game)	A5DE31014	Decal, Warning Label
AACE31022	Cable Assy, Front Metal RGB Disconnect	A5DE31015	Decal, DBA Access Door, Right
AACE31023	Cable Assy, P1 Door Board Coin Door	A5DE31016	Decal, DBA Access Door, Left
AACE31024	Cable Assy, P2 Door Board Coin Door		
AACE31025	Cable Assy, Right Side RGB	AAMO31000	12v Conveyor Motor Assy
AACE31026	Cable Assy, Left Side RGB	A5FI9012	Line Filter
AACE31027	Cable Assy, Flood Light Power	A5CB5156B	Power Dist. Board
AACE31028	Cable Assy, Control Board Power	A5CB9621A	Audio Amplifier Board
AACE31029	Cable Assy, Audio Power	A5LD1052	LED Display Module (2 per game)
AACE31030	Cable Assy, Player 1 Door Board Power	A5PS1013	Power Supply, EVGA500
AACE31031	Cable Assy, Player 2 Door Board Power	AACB14000A-TT	Dot Matrix Controller Board
AACE31032	Cable Assy, Menu/Ticket Dispenser (2 per game)	AACB15001	Bleed Resistor Board
AACE31033	Cable Assy, Display Power Jumper	AACB22000A-TT	Tundra Toss Control Board
AACE31034	Cable Assy, Sensor Power Disconnect	AACB31000A	Tundra Rear Controller Board
AACE31035	Cable Assy, Sensor Power Disconnect	AACB31001	Tundra Score Emitter Board (5 per game)
AACE31036	Cable Assy, Target 1 & 5, RGB Led (2 per game)	AACB31002	Tundra Score Detector Board (5 per game)
AACE31037	Cable Assy, Target 2 & 4, RGB Led (2 per game)	AACB9605A-TT	Door Interface Board, Tundra Toss (2 per game)
AACE31038	Cable Assy, Target 3, RGB Led		
AACE31039	DBA Option Cable Assy (2 Per Game)		
AACE31040	Cable Assy, Target 4 RGB Disconnect		
AACE8811A-P	Speaker (2 per game)		
AACO1020	Ticket/Game Counter Assy (2 per game)		
AALD22001P	Front Panel Flood Light (3 per game)		
AAPB2700A	Push Button Assembly (2 per game)		

PARTS PICTURES



A5BR9999



A5CB2020



A5CL2000



A5CPPL020



A5CR2000



A5CT31000



A5CV31000



A5FB31000



A5FLCO010



A5GU31000



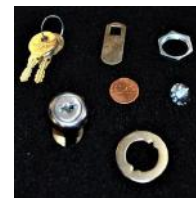
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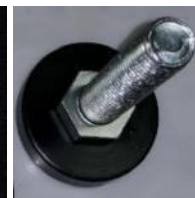
A5KY2600



A5LK2001



A5LK5002



A5LV10000



A5NE22000



A5PT11502



A5PT11503



A5PT11504



A5SCST090



A5SLSX001



A5TD1



A5VF4604



AASW200



AATP31000



AATP31001



AATP31012



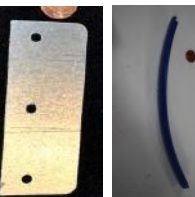
W5HG1015



W5HG130



W5HG1065



W5KE5000



W5TM4002



A5BK9999



A5ME10018



A5ME11508



A5ME11509



A5ME11510



A5ME11511



A5ME15005



A5ME22008



A5ME22009



A5ME27520



A5ME31000



A5ME31001



A5ME31002



A5ME31010



A5ME31011



A5ME31012



A5ME31013



A5ME31016



A5ME31017



A5ME31018



A5ME31019



A5ME31020



A5ME31021



A5ME31022



A5ME31023



A5ME31024



A5ME4180

PARTS PICTURES



A5ME4182



A5PL8900



AABK1013



A5CBL4A-DOOR



A5CORD29



A5CORD5001



A5CORD58



A5CE22031



A5CE2321



A5CE9736



A5CEAU010



A5OU5000



AACE22019P



AACE22020P



AACE22021P



AACE22022P



AACE22023P



AACE22039P



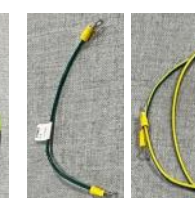
AACE31000



AACE31001



AACE31002



AACE31003



AACE31004



AACE31005



AACE31006



AACE31007



AACE31008



AACE31009



AACE31010



AACE31011



AACE31012



AACE31013



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AACE31017



AACE31018



AACE31019



AACE31020



AACE31021



AACE31022



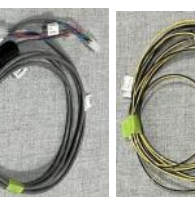
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AACE31024



AACE31025



AACE31026



AACE31027



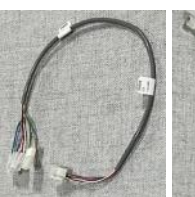
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AACE31029



AACE31030



AACE31031



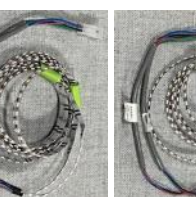
AACE31032



AACE31033



AACE31034



AACE31035



AACE31036



AACE31037

AACE31038

AACE31039

PARTS PICTURES



AACE31040



AACE8811A



AACO1020



AALD22001P



AAPB2700A



A5DE0042



A5DE29030



A5DE31000



A5DE31001



A5DE31002



A5DE31003



A5DE31004



A5DE31005



A5DE31006



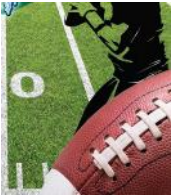
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A5DE31011



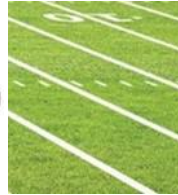
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AAMO31000



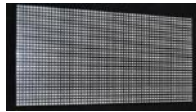
A5FI9012



A5CB5156B



A5CB9621A



A5LD1052



A5PS1013



AACB14000A-TT



AACB15001



AACB22000A-TT



AACB31000A



AACB31001



AACB31002



AACB9605A-TT

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