★ ★ ★ ★ ★

SWISH

PLACE SERIAL NUMBER LABEL HERE

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GAMES
passion in ★ fun out

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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.

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Congratulations on your Swish™ purchase!

Newly redesigned and ready to slam dunk, Swish™ makes a great addition to any gameroom. With cool, modern graphics and classic game play, this mini basketball free throw machine is sure to make the winning shot!

Please take a moment to read through this manual and be sure to contact our factory if you have any questions, or would like some 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 Games

GAME INSPECTION

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HOW TO PLAY

Coin up and hit the start button to release the basketballs.
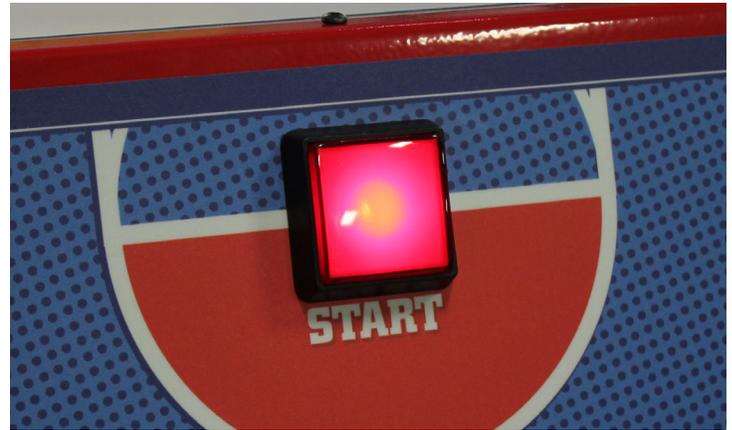
Shoot as many hoops as you can in the time allotted! Hurry! In the last 10 seconds, baskets are worth 3 points!

Grab your tickets and play again!

GAME SPECIFICATIONS

WEIGHT	
SHIP WEIGHT	350 LBS

DIMENSIONS	
WIDTH	32"
DEPTH	67.25"
HEIGHT	77.58"

OPERATING TEMPERATURE	
FAHRENHEIT	80-100
CELSIUS	26.7-37.8

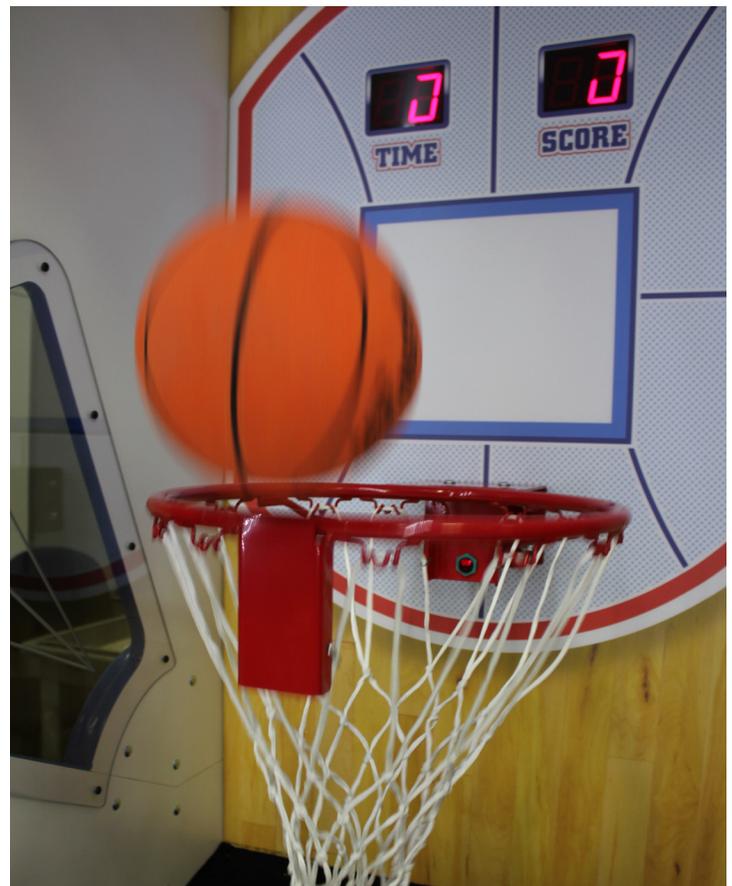| POWER REQUIREMENTS				
INPUT VOLTAGE RANGE	100 to 120 VAC	/	220 to 240 VAC
INPUT FREQUENCY RANGE	50 HZ	/	60 HZ

MAX START UP CURRENT	OPERATING CURRENT
1.5 AMPS @ 115 VAC	0.7 AMPS @ 115 VAC
0.75 AMPS @ 230 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 strip located inside the cabinet.

⚠ WARNING ⚠

Use of flammable subtances 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.

⚠ IN CASE OF EMERGENCY ⚠

UNPLUG THE POWER CORD. The power cord must be accesible at all times in case of an emergency.

DIP SWITCH SETTINGS

The dip switch bank is located on the mainboard,
inside the front door of the game.

*factory default settings are highlighted below
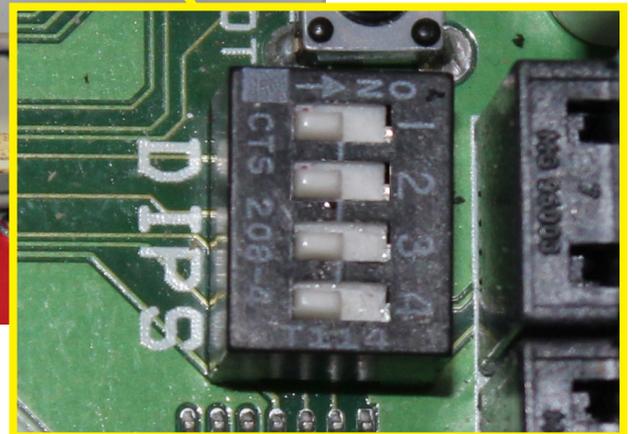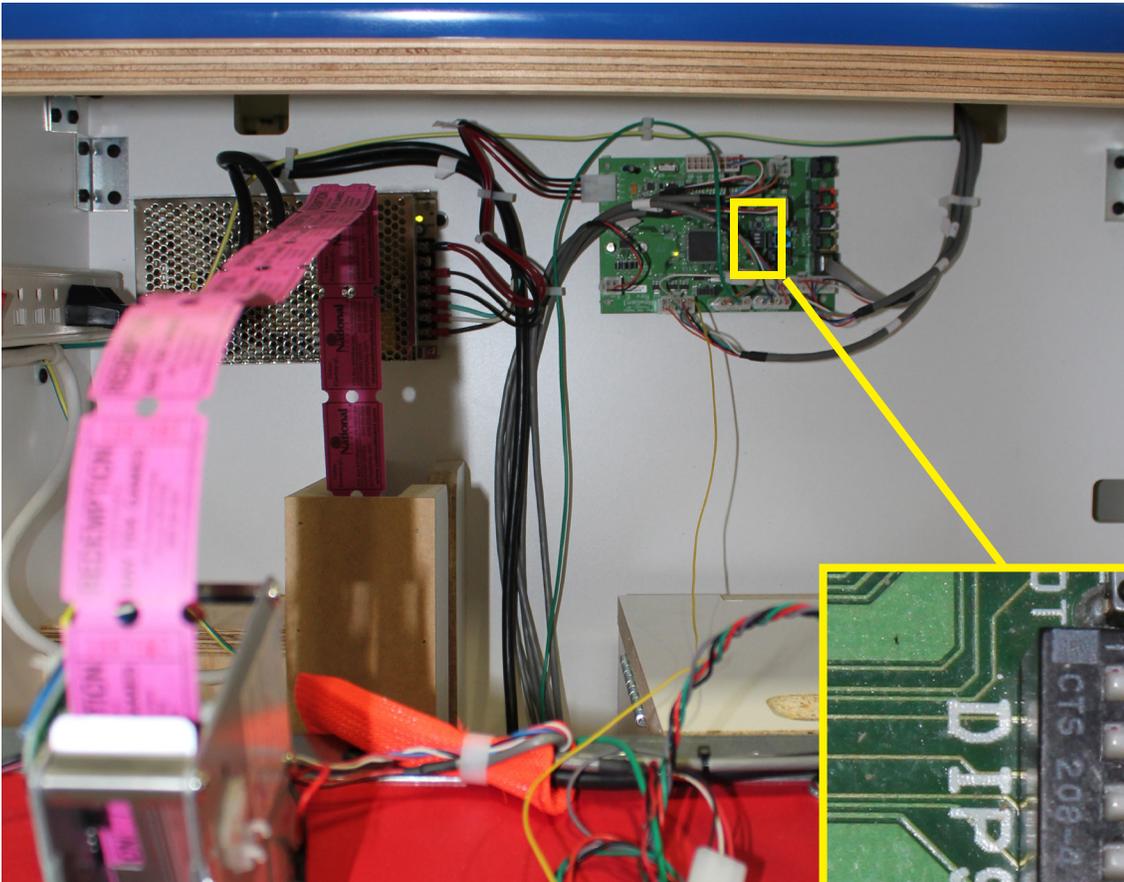
SWITCH	DESCRIPTION	OFF	ON
1	not used		
2	Jersey: Stored Coin/DBA lockout & Tickets/Credits owed		
3	not used		
4	not used		

MAIN MENU FUNCTIONS

1. Press the "MENU" button and hold for 3 seconds to enter the menu
2. Scroll through the options with the "SELECT" button
3. Make your selection with the "MENU" button and scroll through each sub-menu's options
4. Press the "SELECT" button to make your selection and exit the menu
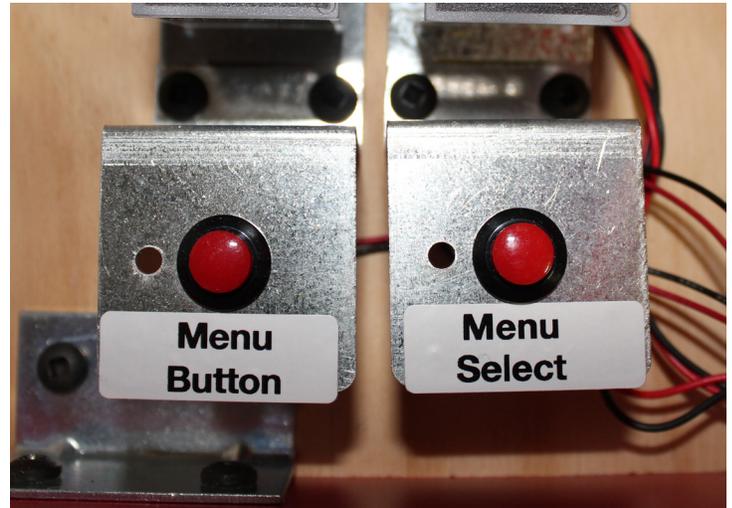
MENU	DESCRIPTION
N1	Coins / Credits per Play
N2	Game Volume
N3	Attract Volume
N4	Attract Timing
N5	Ticket Pattern
N6	Mercy Tickets
N7	Divide by Two Ticket Dispense
N8	Fixed Ticket Payout
N9	Stored Credits / Tickets Owed
N10	Game Time
N11	Statistics
N12	Reset Statistics
N13	Diagnostics
N14	Ball Gate Mech Test
N15	Restore Factory Settings

CLEAR CREDITS/ TICKETS OWED

Press and hold both buttons together for one second until the display shows the software version number.

N1- COINS/CREDITS PER PLAY

Scroll through the N1 menu with the "MENU" button.
Make your selection with the "SELECT" button.
The factory settings are highlighted below.

0	1	**2**	3	4	5	6	7	8

N2- GAME VOLUME

Scroll through the N2 menu with the "MENU" button.
Make your selection with the "SELECT" button.
The factory settings are highlighted below.

0	1	2	3	**4**	5	6	7

N3- ATTRACT VOLUME

Scroll through the N3 menu with the "MENU" button.
Make your selection with the "SELECT" button.
The factory settings are highlighted below.

0	1	2	3	**4**	5	6	7

N4- ATTRACT TIMING

Scroll through the N4 menu with the "MENU" button.
Make your selection with the "SELECT" button.
The factory settings are highlighted below.

This setting determines how often the attract loop audio is played.

30 sec	**1 min**	5 min	10 min	15 min	0 (off)

N5- TICKET PATTERNS

Scroll through the N5 menu with the "MENU" button.
Make your selection with the "SELECT" button.
The factory settings are highlighted below.

TICKET PATTERN	POINTS									
	0-2	3-5	6-8	9-12	13-17	18-23	24-30	31-37	38-44	45-99
	TICKETS									
0	no tickets									
1	0	0	1	1	2	2	3	3	4	5
2	0	1	1	2	3	4	5	6	7	8
3	1	1	2	2	3	3	4	4	5	6
4	1	1	2	2	3	4	5	6	7	8
5	1	2	3	4	5	6	7	8	9	10
6	3	3	4	4	5	5	6	6	7	7
7	2	2	4	4	6	8	10	12	14	16
8	2	4	6	8	10	12	14	16	18	20

N6- MERCY TICKETS

Scroll through the N6 menu with the "MENU" button.
Make your selection with the "SELECT" button.
The factory settings are highlighted below.

0	1	2	3	4	5	6	7	8	9

When enabled, mercy tickets are awarded when zero points are scored.

N7- DIVIDE BY TWO TICKET DISPENSE

Scroll through the N7 menu with the "MENU" button.
Make your selection with the "SELECT" button.
The factory settings are highlighted below.

This setting will halve the number of tickets dispensed, in the case that 1 physical ticket is worth 2 in your location.
This setting truncates the value, so a score of 5 tickets will yield 2 physical tickets (5/2=2).

1 (ON)	0 (OFF)

N8- FIXED TICKET PAYOUT (JERSEY)

Scroll through the N8 menu with the "MENU" button.
Make your selection with the "SELECT" button.
The factory settings are highlighted below.

This setting will make the game dispense the selected number of tickets no matter the player's score.
If not set to 0 (off), this setting overrides N5 and N6.

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15

N9- STORED CREDITS/ TICKETS OWED

Scroll through the N9 menu with the "MENU" button.
Make your selection with the "SELECT" button.
The factory settings are highlighted below.

This setting will cause the game to "remember" stored credits and tickets owed in the case of a power loss or game shutdown.
Setting DIP 2 to ON will override this function.

1 (ON)	0 (OFF)

N10- GAME TIME

Scroll through the N10 menu with the "MENU" button.
Make your selection with the "SELECT" button.
The factory settings are highlighted below.

SECONDS				
30	45	60	75	90

N11- GAME STATISTICS

Scroll through the N15- menu with the "MENU" button.
Make your selection with the "SELECT" button.
The factory settings are highlighted below.

The game statistics will scroll through on the display in numerical order.

S1	TOTAL GAMES PLAYED
S2	TOTAL TICKETS DISPENSED
S3	AVERAGE TICKETS PER GAME
S4	SCORING BUCKET 1
S5	SCORING BUCKET 2
S6	SCORING BUCKET 3
S7	SCORING BUCKET 4
S8	SCORING BUCKET 5
S9	SCORING BUCKET 6
S10	SCORING BUCKET 7
S11	SCORING BUCKET 8
S12	SCORING BUCKET 9
S13	SCORING BUCKET 10

N12- RESET STATISTICS

Press and hold the "SELECT" button until the display reads "CL".

All statistics in N15 will be reset back to 0.

N13- DIAGNOSTICS

The diagnostics mode will help you troubleshoot problems and allow you to determine if all inputs are working correctly.
The display will show "-" when no inputs or switches are activated.
Once one or more inputs are activated, their symbols alternate on the display (see the chart below).

Scoring Sensor (hoop)	**1**
*Ball Gate Open	**b**
*Ball Gate Closed	**r**
Tickets Low	**Lo (closed)** **"." (open)**
Game Start Button	**o**
Coin Switch	**C**

*Note: both Gate Open and Gate Closed sensors are **closed** when gate is closed.

N14- BALL GATE MECH TEST

While in the Ball Gate Test mode, pressing the SELECT button turns the motor to the next location.
The current gate position is shown on the displays.
The motor will time out if the sensor is not reading movement.

GATE MOTOR POSITION	LEFT DISPLAY	RIGHT DISPLAY	
		X (Gate Open Sensor)	Y (Gate Closed Sensor)
Gate is Open	OP	0	1
Gate is Closed	CL	0	0
Gate is Moving		1	1

N15- RESTORE FACTORY SETTINGS

Press and hold the "SELECT" button until the display reads "dE".

All game settings will be restored to their factory defaults, which are highlighted in this manual.

MAINBOARD PINOUT

Chase Lights (J11,J12,J13,J14)
Pin 1 - Chase Output
Pin 2 - Chase Output
Pin 3 - +12V
Pin 4 - Chase Output
Pin 5 - Chase Output
Pin 6 - +12V

SPI Out - Display - (J10)
Pin 1 & Pin 3 - +12V
Pin 2 - SCLK_BUS2
Pin 4 - SMOSI_BUS2
Pin 5 & Pin 7 - Ground
Pin 6 - SCS2_BUS2
Pin 8 - SMISO_BUS2

Ground
+12V
Low Side Driver
High Side Driver
+3.3V TTL Logic
+3.3V

SWISH IO for GEN1 REV D, E & E2

Legend:
- =Low Side Driver
- =High Side Driver
- = TTL Input/Output
- = LED Constant Current Drive
- = 12 Volts
- = Ground

BayTek Swish NEWGEN1 Hardware Pinout

Pin Type	Purpose	Ref	Pin #
LOWSIDE #1,w diode	Mechanical Count #1 Game	J22	1
LOWSIDE #2, w diode	Mechanical Count #2 Ticket	J22	2
LOWSIDE #3		J22	3
LOWSIDE #4		J22	4
LOWSIDE #5		J22	5
LOWSIDE #6		J22	6
LOWSIDE #7		J22	7
LOWSIDE #8		J22	8
LOWSIDE #9		J22	9
+12 Volts	Mechanical Count #1 Game +12V	J22	10
+12 Volts	Mechanical Count #2 Ticket +12V	J22	11
+12 Volts		J22	12
+12 Volts	Strip Light - Top Lights, +12V	J22	13
+12 Volts	Strip Light - Side Lights, +12V	J22	14
+12 Volts		J22	15
+12 Volts		J22	16

Pin Type	Purpose	Ref	Pin #
HIGHSIDE #13		J25	1
HIGHSIDE #14		J25	2
PX10	Service Button #1	J25	3
PX11	Service Button #2	J25	4
Ground		J25	5
Ground	Ground for Service Buttons	J25	6

Pin Type	Purpose	Ref	Pin #
+12 Volts	Coin Door Power	J6	1
PA05	Coin Input	J6	2
Ground	Coin Ground	J6	3

* = Attract Mode Lights TBD

Pin Type	Purpose	Ref	Pin #
Ground	Gate Motor Common/GND	J24	1
Ground	Sensor, Gate Motor	J24	2
+12 Volts		J24	3
+12 Volts	Sensor, Gate Motor +12V	J24	4
PB7	Sensor, Gate Motor Input UP	J24	5
LOWSIDE #12		J24	6
PX29	Sensor, Gate Motor Input DOWN	J24	7
HIGHSIDE #10	Start Push Button Light +12V	J24	8
HIGHSIDE #11	Gate Motor Driver	J24	9
3.3V		J24	10

Pin Type	Purpose	Ref	Pin #
PX37	Ticket Notch #1	J5	1
Ground	Ground for Ticket Dispensor	J5	2
PB18	Ticket Motor #1	J5	3
+12 Volts	Power for Ticket Dispensor	J5	4

Pin Type	Purpose	Ref	Pin #
PB16	Low Ticket Switch	J9	1
Ground	Ground for Low Ticket Switch	J9	2
PB17	Jersey Coin Lockout (Not Used?)	J9	3
+12 Volts		J9	4

Pin Type	Purpose	Ref	Pin #
PA06	DBA Input	J8	1
+12 Volts	DBA +12V	J8	2
Ground	DBA Gnd	J8	3
Ground		J8	4

SWISH IO for GEN1 REV D, E & E2

Signal	Connector	Pin
Driver 1	J12	1
Driver 2	J12	2
+12 Volts	J12	3
Driver 3	J12	4
Driver 4	J12	5
+12 Volts	J12	6

Signal	Connector	Pin
Driver 5	J11	1
Driver 6	J11	2
+12 Volts	J11	3
Driver 7	J11	4
Driver 8	J11	5
+12 Volts	J11	6

Signal	Connector	Pin
Driver 9	J13	1
Driver 10	J13	2
+12 Volts	J13	3
Driver 11	J13	4
Driver 12	J13	5
+12 Volts	J13	6

Signal	Connector	Pin
Driver 13	J14	1
Driver 14	J14	2
+12 Volts	J14	3
Driver 15	J14	4
Driver 16	J14	5
+12 Volts	J14	6

Signal	Description	Connector	Pin
PB19	Hoop Sensor	J21	1
PX39		J21	2
PX00		J21	3
PX01		J21	4
PB20		J21	5
PX02		J21	6
PB21		J21	7
PB22		J21	8
PB23		J21	9
PB24		J21	10
Ground	Start Push Button Light	J21	11
Ground	Hoop Sensor Ground	J21	12
Ground		J21	13
Ground		J21	14
+12 Volts		J21	15
+12 Volts	Hoop Sensor +12V	J21	16
+12 Volts		J21	17
+12 Volts		J21	18
PB25		J21	19
PB26	Start Push Button Input	J21	20

AACE2506 Display Cable

AACE2002 Lights and Player Start Buttons

AACE2503 Coin Door

J6

+12 V
Signal
Com

J16

AACE2502 Buttons and Counters

J25

AACE2510 Bill Acceptor

J8

J21

J5

AACE2501 Ticket Dispenser/Low ticket Cable

J9

AACE2502 Buttons and Counters

J22

AACE2512 Motor and Motor Sensor

J24

AACE2508 12 Volt DC Power In Cable

J18

AACE2507 Cable to Speakers

J19

WIRING DIAGRAMS

MENU BUTTONS, COUNTERS, START SWITCH, LED'S, BALL SENSOR, GATE MOTOR & SENSOR

Game Counter

Ticket Counter

Menu Select Button

Menu Button

AACE2511

Ticket and Game Counters AACO1000

AACE2502

To J22 on Main Board

To J25 on Main Board

To J24 on Main Board

To J21 on Main Board

AASE0020 Hoop Sensor

AACE2512

AACE2500

AACB2501 Ball Gate Sensor

AAMO1001 Ball Gate Motor

A5PB8000 Game Start Pushbutton and Light

AACE2514

LED Cabinet Lighting
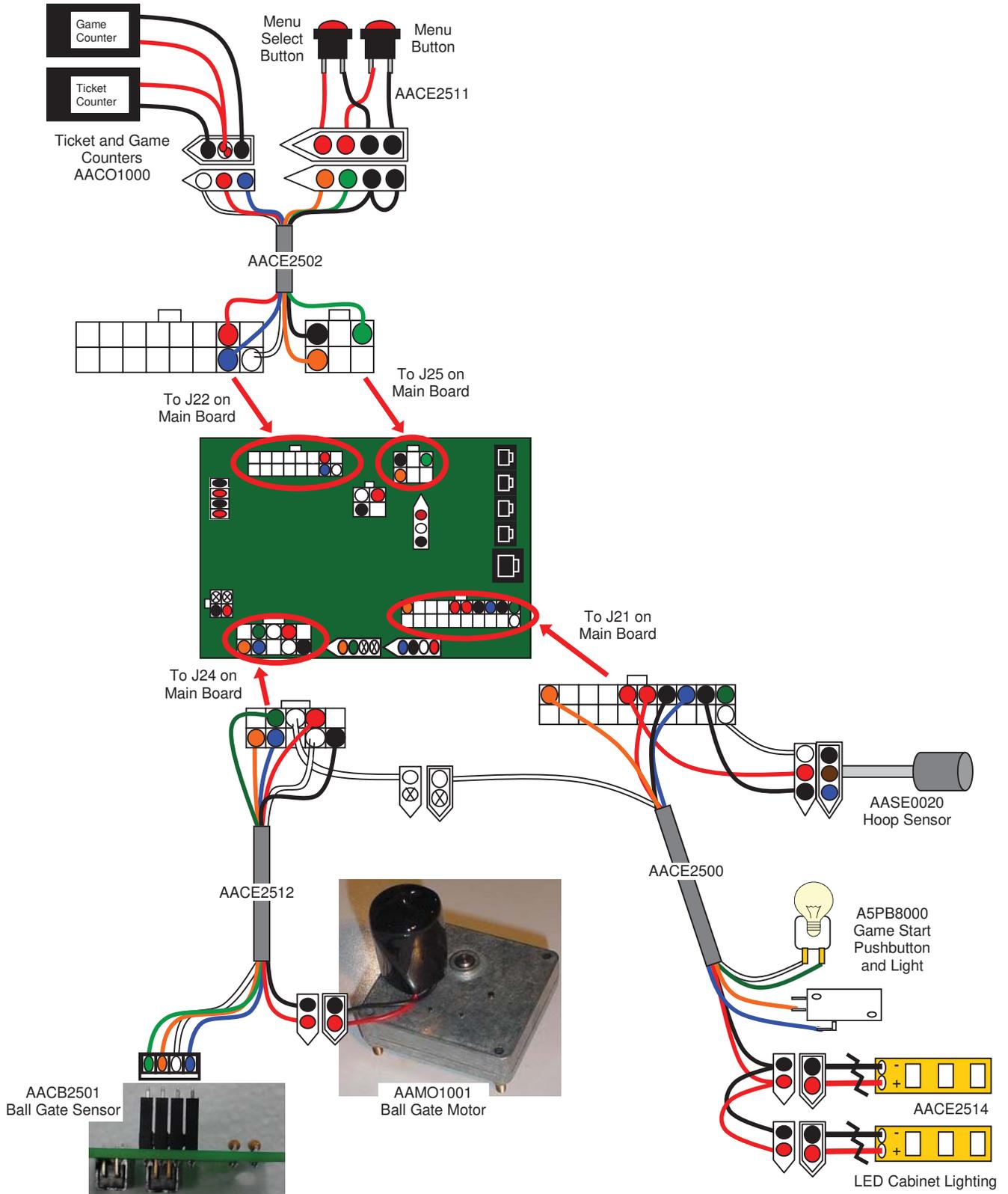
COIN DOOR, DBA, TICKET DISPENSER, DISPLAY

AACE2510
Bill Acceptor
Cable

Coin Door Harness
AACBL4A-DOOR

Coin Switches
(AASW9903)
Wired Normal
Open

AACE2503

To J8
on Main
Board

To J6
(COIN) on
Main Board

+12 V
Signal
Com

Score Display
AABD4208

IN

Time Display
AABD4208

IN

AACE2506

AACE2505

AACE2506

To J9 on
Main Board

To J5 on
Main Board

AACE2501

Low Ticket Switch
Wired Normally Open
AASW200
1/4" Spacer (A5SENY020)

To Ticket Dispense (A5TD1)
Notch Signal
Com Ground
Enable Signal
12 Volt Power

3

POWER IN & SPEAKER

Power In Cord
From Wall
A5CORD5

Power Supply
A5PS1001

Green LED power
indicator and voltage
adjustment pot

L N   FG   -V   -V   +V   +V
~ IN   ⏚   === OUTPUT   V ADJ

Line Filter
A5FI9010

Power Supply
Power Cable
AACE2509

Outlet Strip
AACE2504

Power Supply 12
Volt Cable
AACE2508

To J18
"POWER IN"
Connector on
Main Board

Speaker
A5SP1050

AACE2507
To Speaker

To J19
on Main
Board

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.

Problem	Probable Cause	Remedy
No power to the game. No lights on at all.	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.
Bill Acceptor on. But everything else off. **(Power Supply not ON)**	Power supply unplugged. Power supply shutting down because of 12 V overload. Faulty power supply.	Insure unit is plugged into power strip and red rocker switch is light up. See power supply diagnostics to isolate bad component. A bad motor or 12 volt short would cause this. See Power Supply Diagnostic below.
Dollar Bill Acceptor not functioning. Ensure Bill Acceptor is set to "Always Enable"	Check for power to Bill Acceptor. Dirt or debris in acceptor slot. Pinched, broken, or disconnected wiring. Bill acceptor problem.	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 Main Board. (AACE2510) Repair or replace wiring harness. Check J8 connector on Main Board 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.
No Sound	Volume set to zero in menu. Disconnected, loose or broken wires. Faulty speaker.	Increase the volume by entering menu. Press and hold red menu button down to enter menu. Enter N2 in menu for game volume. Enter N3 in menu for attract volume. Check connections and reseat J19 on main board. Cable # AACE2507 Replace speaker. AACE8811

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TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
Game not coining up. Game does not start.	Ensure game makes sound when coin switch is triggered. Game set to large amount of credits per game. Start Pushbutton Faulty.	Check coin switches—both should be wired normally open. If one switch is "closed" the other will not work. Check wiring to main board. Cable AACBL4A-DOOR, AACE2503 Enter N1 mode in menu to set credits per game. Inspect pushbutton, clean, and check wires for continuity. (AACE2500) back to main board.
Cabinet Lighting not functioning properly.	Led's in top of cabinet plug into J21 of main board.	Inspect cable and sockets. Replace cable if needed. AACE2500, AACE2514
Tickets do not dispense or Wrong amount dispensed. If notch signal is not seen, game will stop trying until power reset.	Incorrect menu settings. Opto Sensor on ticket dispenser dirty. Faulty ticket dispenser. Notch on tickets cut too shallow. Faulty cable. Faulty Main Board. Game is scoring too many balls.	Press and hold red menu button down to enter menu. Enter N5 in menu for Ticket Patterns - see if your game matches any of patterns in manual. Change to ticket pattern which matches your decal Enter N6 in menu to enable or disable mercy tickets. Enter N7 to make sure "Divide by 2" is off. Enter N8 to make sure "Fixed Ticket Payout" is off. Blow dust from sensor and clean with isopropyl alcohol. Cycle game power and try again. Replace with working dispenser to isolate the problem. Flip tickets and load upside-down to have large cut notch toward opto sensor. Check cables AACE2501 from ticket dispenser to J9 on main board. Replace main board. (A5NEWGEN1) Refer to "Game scores too many balls." above.
Display not lighting up Cycle game power off, wait 10 seconds, turn back on after checking connections.	Phone cable to Display is bent, pinched or un-plugged. Previous board in line faulty. Faulty Display Board.	Inspect cable and sockets. Replace cable if needed. AACE2505, AACE2506 The displays are wired in series—if the output on the 1st board is bad, the 2nd board will not light up. Refer to Display Wiring Diagram. Replace Display Board. AABD4208
Part of a Display is not showing	Segment faulty	Replace display board. Refer to Display Wiring Diagram. (AABD4208)

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TROUBLESHOOTING GUIDE

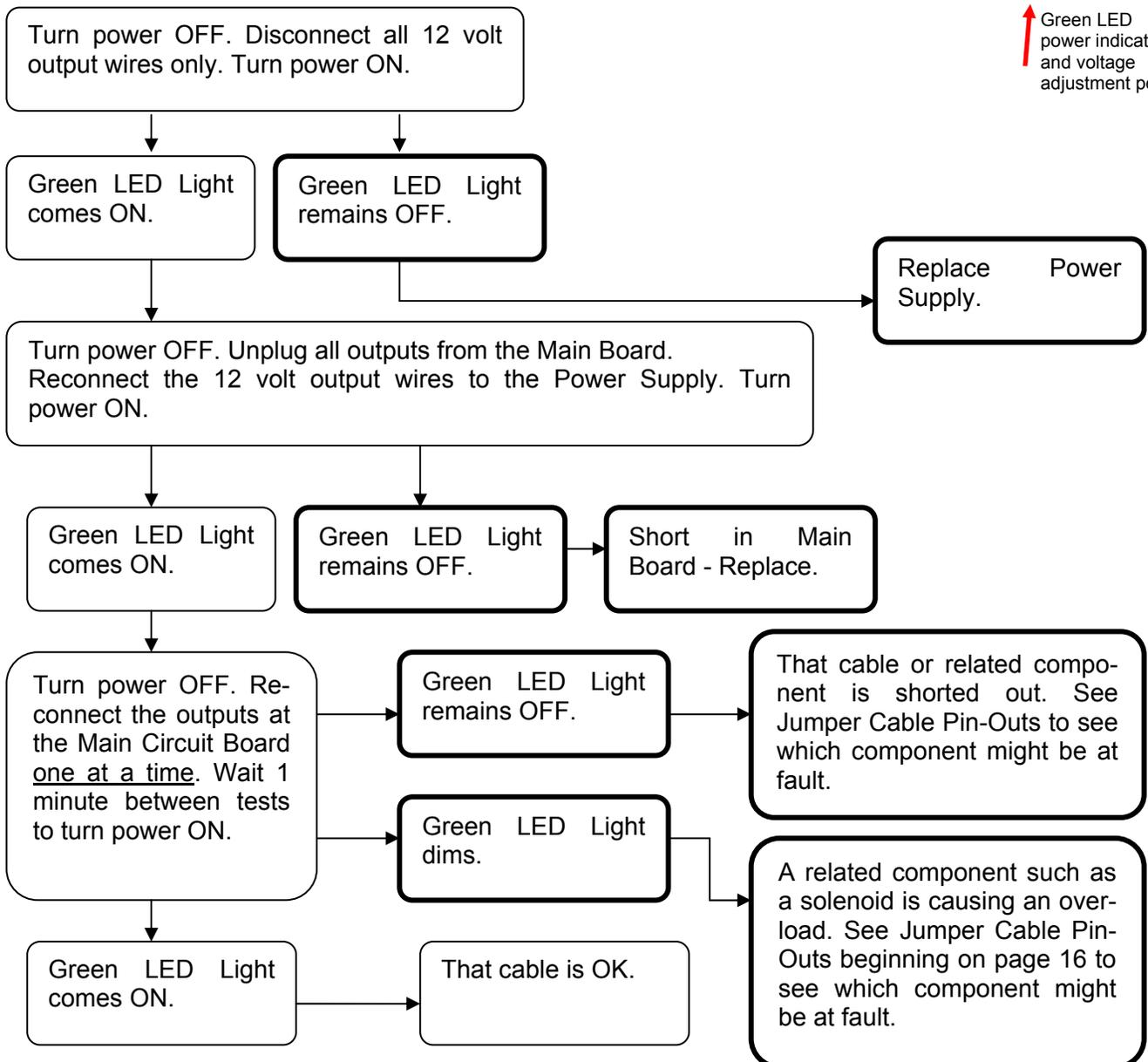| Problem	Probable Cause	Remedy
Meters do not work.	Disconnected, loose or broken wires.	Check connections and reseat J22 on main board. Cables # AACE2500 and AACO1000
	Faulty counters.	Replace counters. AACO1000
	Game meter will click at start of next game	**Ticket meter will click for every notch the dispenser "sees"**
Display shows "LO"	Ticket tray is empty.	Refill tray with tickets, check low ticket switch.
	Disconnected, loose or broken wires.	Check connections and reseat J25 on main board. (AACE2501)
	Faulty low ticket switches.	Switch is wired normally open. Replace switch if needed. AASW200
	Faulty Main Board.	Replace main board. Part # A5NEWGEN1
Menu buttons do not work.	Stuck pushbutton	Inspect pushbutton to make sure it is not stuck. Check continuity on connector.
	Cable problem.	Check cable from pushbutton to main board. (AACE2511 & AACE2502)
	Faulty pushbutton.	Replace pushbutton. (AACE2511)
Balls do not score.	Hoop is bent down so that sensor and mirror are not in perfect alignment.	Crawl inside game and pull up on hoop's front rim. Hoop should move enough to realign beam.
	Hoop Sensor is unplugged or faulty.	Check cable from sensor to main board. (AASE0020 & AACE2500)
	Faulty Hoop Sensor	Replace sensor. (AASE0020)
Game scores too many balls.	Hoop Sensor is slightly out of alignment.	Crawl inside game and pull up on hoop's front rim. Hoop should move enough to realign beam.
	Faulty Hoop Sensor	Replace sensor. (AASE0020)
Ball gate turns all the time.	Motor should stop when "Home Position" is seen.	Clean sensor and check for 5 volts dropping to zero when arm is in front of sensor. Replace sensor if needed.
	A shorted motor may damage the main board.	Check motor for proper resistance and replace main board if transistors are damaged. (A5NEWGEN1)
Ball Gate does not turn.	Sensor on motor will go to home position at power up. If sensor is not seen, motor will stop and not start until power is cycled.	Check continuity on cables from sensor and motor to main board. (AACE2512)
	Check 12 Volts at motor on power up.	Replace motor if has 12 Volts DC, replace motor. (AAMO1001)
	Sensor is faulty.	Clean sensor and ensure set screw is tight. Replace sensor if needed. (AACB2501)

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Diagnose Power Supply

Power Supply is located under carpet inside game. Please refer to "How to Access Blower" for information.

Check the small green LED light on the power supply circuit board. If the light is out there is a short somewhere. If the light dims, there is an overload in one of the circuits.

Green LED power indicator and voltage adjustment pot

Turn power OFF. Disconnect all 12 volt output wires only. Turn power ON.

↓ ↓

Green LED Light comes ON.

Green LED Light remains OFF.

→ Replace Power Supply.

Turn power OFF. Unplug all outputs from the Main Board. Reconnect the 12 volt output wires to the Power Supply. Turn power ON.

↓ ↓

Green LED Light comes ON.

Green LED Light remains OFF. → Short in Main Board - Replace.

Turn power OFF. Reconnect the outputs at the Main Circuit Board one at a time. Wait 1 minute between tests to turn power ON.

→ Green LED Light remains OFF. → That cable or related component is shorted out. See Jumper Cable Pin-Outs to see which component might be at fault.

→ Green LED Light dims. → A related component such as a solenoid is causing an overload. See Jumper Cable Pin-Outs beginning on page 16 to see which component might be at fault.

Green LED Light comes ON. → That cable is OK.

8

DOLLAR 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.

First 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:
Due to the different models and brands of Bill Acceptors that are used:
Examine Bill Acceptor and determine if acceptor is 12 Volt DC or 110 VAC
Use meter to measure voltage at cable going into Bill Acceptor.

If power is OK:
Clean Bill Acceptor path to make sure there is nothing jamming unit.
Enter DBA Diagnostics Mode -
Important—Do not hold button down to long or Bill Acceptor will enter programming mode.
  If accidentally entered programming mode by mistake—Unplug game and plug back in.

To enter Diagnostic Mode, press and hold the Diagnostic Button on the back left corner of the DBA for
1-3 seconds.
The lights above the bill slot will flash the code.

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

FLASHING CODE	DESCRIPTION	CORRECTIVE ACTION
LEDs off	Power off	Turn on power
LEDs on	Acceptor is OK	
1 flash	Bill path blockage	Un-jam bill path
2 flashes	Stacker jam	Un-jam stacker
3 flashes	Cassette is full of bills	Empty the cassette
4 flashes	Cassette is removed	Replace the cassette
5 flashes	Acceptor is defective	Replace the acceptor
6 flashes	Acceptor not enabled	See service manual
10 flashes	Configuration Mode	Power down to exit
Rapid flashing during operation	Stringing attempt detected; or sensors dirty	Clean the sensors

9

PARTS LIST

PART #	DESCRIPTION
A5DE2500	Backboard Decal
A5DE2501	Side Seam, Left Decal
A5DE2502	Side Seam, Right Decal
A5DE2503	Control Panel Decal
A5DE2504	Front Door Decal
A5DE2505	Side Bottom Decal
A5DE2506	Window Top Left Decal
A5DE2507	Window Bottom Left Decal
A5DE2508	Window Top Right Decal
A5DE2509	Window Bottom Right Decal
AACB2501	Sensor for Ball Gate
AABD4208	Score/ Time Display (2 per game)
A5NEWGEN1	Main Board
A5TD1	Ticket Dispenser
A5PS1001	Power Supply
A5LK2000	Cash Box Key
A5LK5001	Front Door Key
A5FI9010	Line Filter for AC In
AASW200	Low Ticket Switch
A5CORD	Power In Cord
A5MI2300	Mirror Surface for Hoop Sensor
AAMO1001	Ball Gate Motor
A5PB8000	Start Button
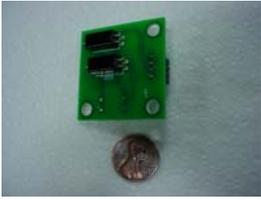
AACB2501	A5TD1	A5NEWGEN1	A5PS1001	AABD4208
A5LK2000	A5LK5001	A5FI9010	AASW200	A5CORD5
A5MI2300	AAMO1001	A5PB8000		
AACBL4A-DOOR	AACE2500	AACE2501	AACE2502	AACE2503
AACE2504	AACE2505	AACE2506	AACE2507	AACE2508
AACE2509	AACE2510	AACE2511	AACE2512	AACE2513
AACE2514	AACO1000	AASE0020	AABB2700	A5SP1050
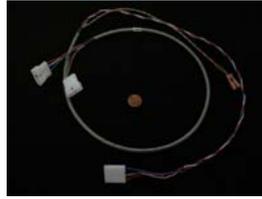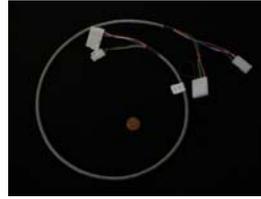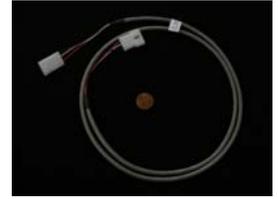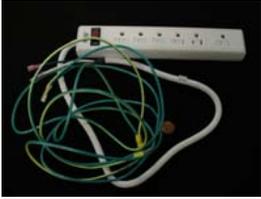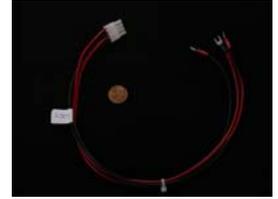
DECAL DIAGRAM

SWISH DECAL DIAGRAM

A5DE2508 Window Decal Top Right

A5DE2506 Window Decal Top Left

A5DE2509 Window Decal Bottom Right

A5DE2502 Seam Decal Right

A5DE2501 Seam Decal Left

A5DE2507 Window Decal Bottom Left

A5DE2505 Side Cabinet Decal

A5DE2505 Side Cabinet Decal

77.582

67.000

31.88

A5DE2500 Backboard Decal

A5DE2503 Control Panel Decal

A5DE2504 Front Door Decal

MAINTENANCE LOG

If repairs are necessary, it is good practice to keep a log of repairs done and parts ordered.
The chart below will assist you in tracking your game's maintenance.

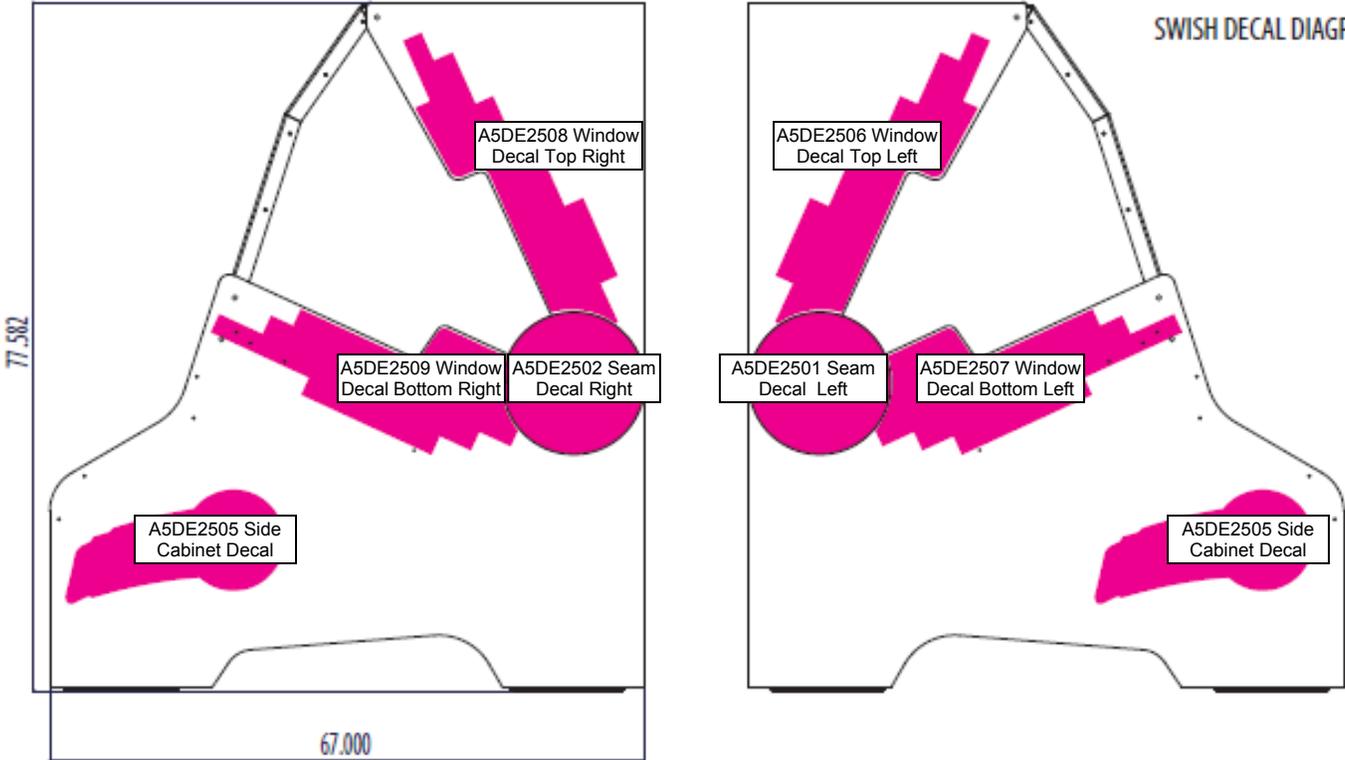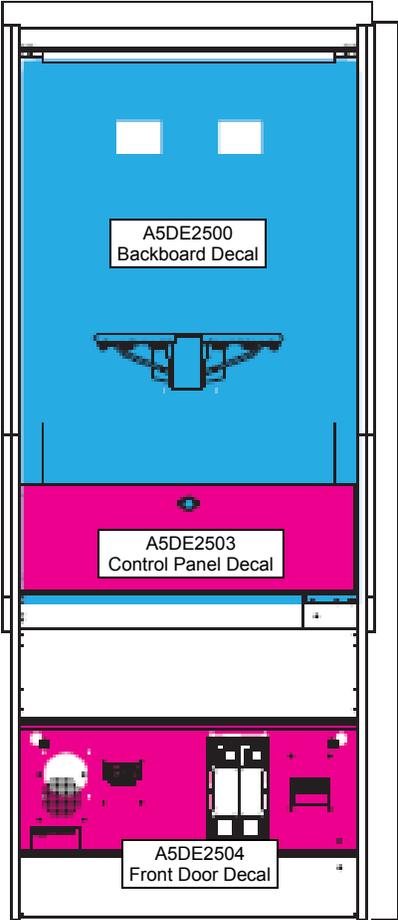| DATE	MAINTENANCE PERFORMED	PARTS ORDERED	INITIALS

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. 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 ship-
ments). This is your best option when you need to get your game up and running as quickly as pos-
sible!

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 diag-
nose 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 expect items to
be returned with 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 pas 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 with in 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 component parts will be free of defects in workmanship and materials for a period of 6 months from the date of purchase. An additional 3 month warranty extension can be obtained by filling out and submitting the Warranty Registration for each machine. Warranty Registration cards may be found as shipped with each machine or online at our website. These must be filled out and submitted to Bay Tek Games within 30 days of purchase to be valid.

For any game/machine we manufacture that is within its warranty period, with notification to our Parts & Service Department, Bay Tek Games will, without charge, repair or replace defective component parts. It is the owner's responsibility to diagnose, remove and replace any faulty component part at their own expense & peril. As needed, at no charge, Bay Tek Games can provide reasonable tele-phone technical support during our normal business hours.

All claims of defective parts are subject to review upon our inspection of the faulty item. 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, replaced or removed from its original position.

To process warranty replacement claims, customers may be charged for the replacement item at the time of shipment and later credited the same amount when the faulty item is returned and has passed our inspection. Bay Tek Games will provide the customer a pre-paid return shipping label which is sent along with the replacement item. The customer is responsible for properly packaging and ship-ping the faulty item back to Bay Tek Games.

⚠	ATTENTION	⚠
In order to maintain the safety & compliance certifications of this game, ONLY approved parts may be used. For approved replacement 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

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 parts 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.