

SERVICE MANUAL



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FACTORY CONTACT INFORMATION



BAY TEK ENTERTAINMENT
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WELCOME TO ICEE SLUSH RUSH

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 Entertainment's 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	605 lbs.	275 kg
SHIP WEIGHT	780 lbs.	354 kg

GAME DIMENSIONS

WIDTH	81 inches	206 cm
DEPTH	36 inches	92 cm
HEIGHT	76.75 - 108 inches	195-275 cm

OPERATING TEMPERATURE

FAHRENHEIT	45 - 80 F
CELSIUS	7.2 - 26.7 C

SHIPPING DIMENSIONS

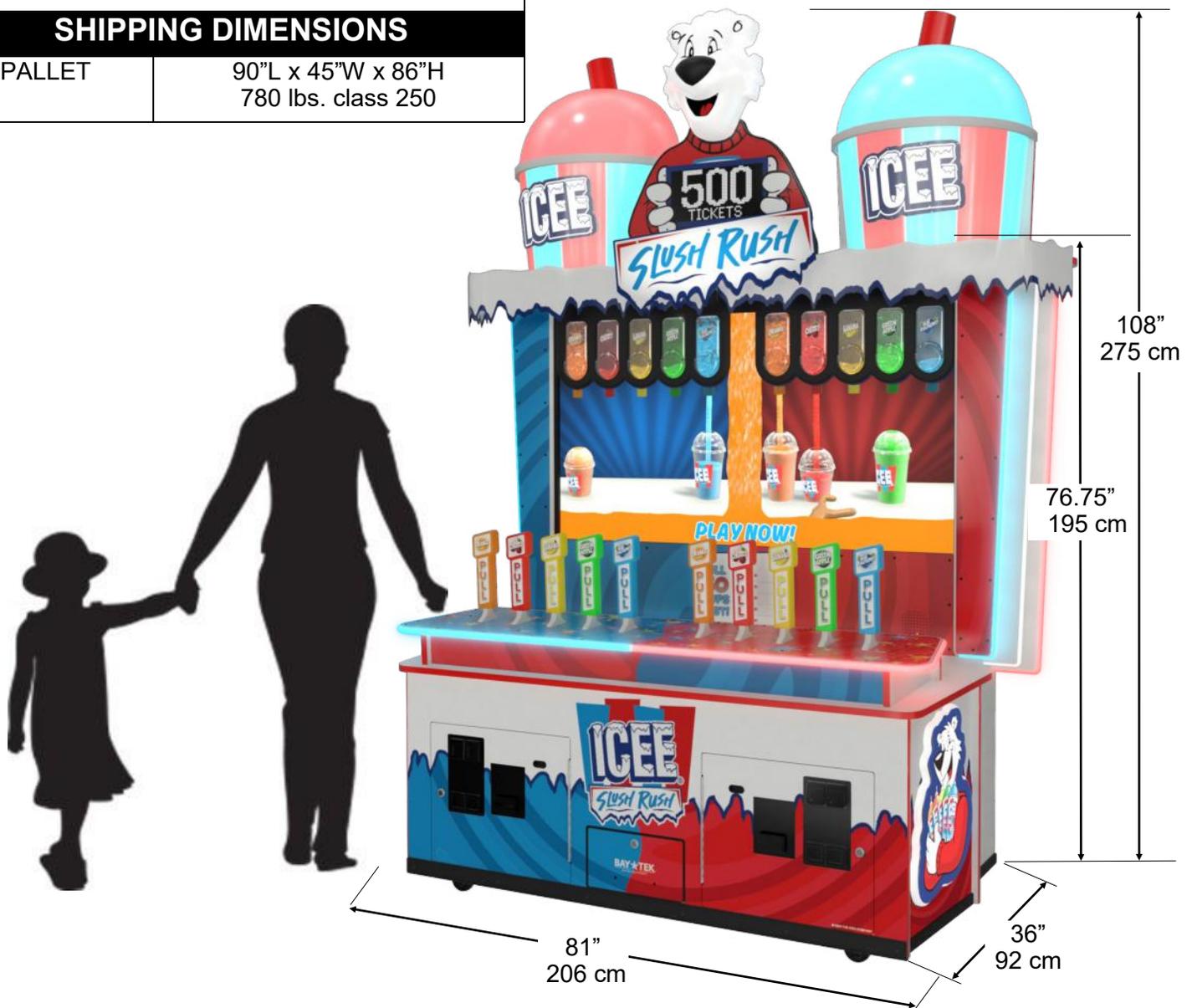
PALLET	90"L x 45"W x 86"H 780 lbs. class 250
--------	------------------------------------------

POWER REQUIREMENTS

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

MAX OPERATING CURRENT

4.8 Amps @ 115 VAC / 2.4 Amps @ 230 VAC



ICEE SLUSH RUSH GAME SETUP

Welcome to the set up guide for the ICEE Slush Rush game.

The game will arrive on 1 pallet. Please inspect the pallets for shipping damage and report immediately to the freight company if any damage is found.

Tools Needed:

Ladder (8-10 foot) 7/16" Wrench 5/32" Hex Bit
2 - 3 people # 2 Square head screwdriver bit
Snips

Important:

Portions of this game are heavy, bulky and large.

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



The game will arrive with multiple cabinet components, and hardware for assembly.

Assembly time is about 30 minutes.

Instructions:

Remove cardboard covering and plastic shrink wrap.

Remove the 2 ICEE Marquee Cups from top of cabinet.

Remove packing material surrounding from behind cups.

Remove bag of keys from top console for later use.



ICEE SLUSH RUSH GAME SETUP

Carefully snip the 2 banding straps.

Remove the 4 wood blocks using a #2 square bit.

Unlock the front door and coin box.
Remove the hardware kit from the coin box.

On the right side of the cabinet, remove the 4 wood blocks using a #2 square bit.

Unlock the back door and remove the marquee parts:
Bear Head, Bear Body, and Wire Cover Assembly.

Locate 4 black screws from hardware kit.



A5SCPH152

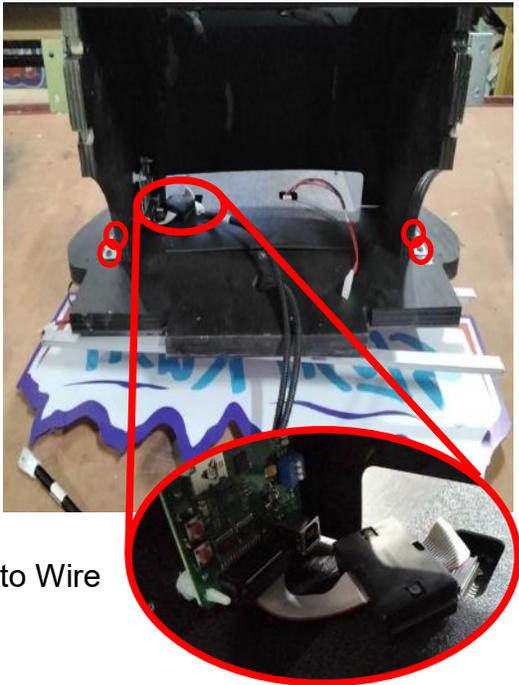
Place Bear Body face down on a soft flat surface.
Place Wire Cover Assy on top as shown and secure with the 4 black screws using a #2 square bit.

Plug the ribbon cable from Bear Body into circuit board attached to Wire Cover Assy.

Locate 3 black screws from hardware kit.



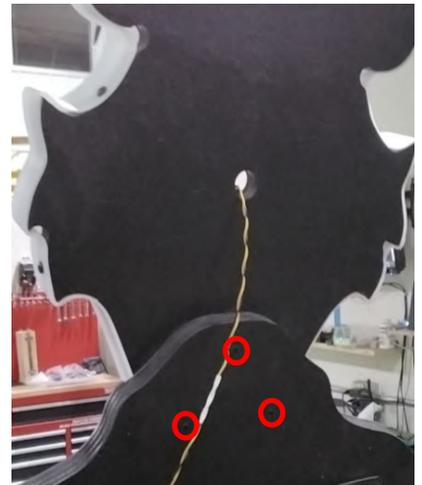
A5SCFH040



ICEE SLUSH RUSH GAME SETUP

* If you have the short version refer to page 10

Stand Marquee upright and attach Bear Head by installing the 3 screws using a # 2 square bit.



Install the Left and Right ICEE Cups

Note: Cups should be installed so that the “Straws” are leaning toward center of cabinet.

Remove the black plastic door from the rear of both ICEE cups using a #2 square bit.

Locate the 2 cables (CE34007 & CE34014) on the roof of the cabinet.

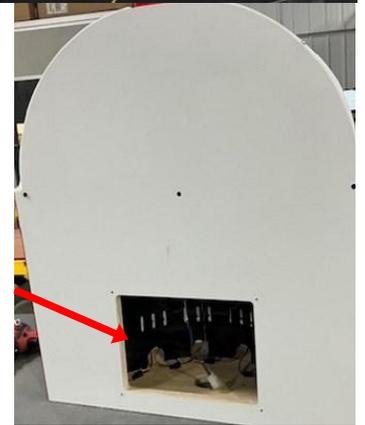
- One pair on each side.

Remove the tape to prepare the wires for the cups.

Carefully lift the cup to the top of the cabinet.

The straws should point to the outside of the cabinet.

Route the 2 cables through the hole in the bottom of the cup while placing.



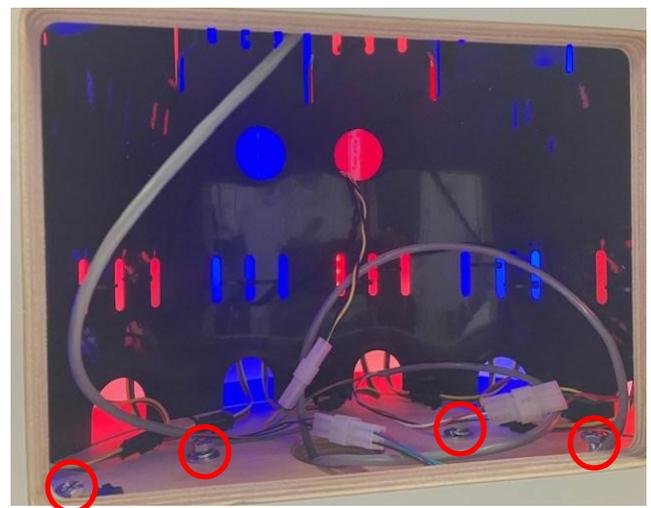
Locate 4 bolts, lock washers, and washers from the hardware kit.



Hand thread all 4 from the inside of the cup, down into the cabinet.

Tighten all 4 with a 7/16” wrench.

Connect the CE34007 cable to the CE34030
And connect the CE34014 cable to the CE34032 & CE34042 cables.



Repeat this process for the other side ICEE cup.

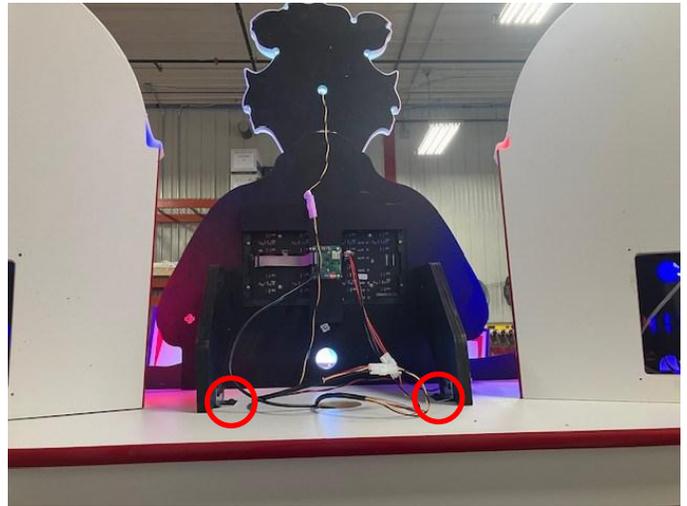
ICEE SLUSH RUSH GAME SETUP

Install Center Bear Marquee

Carefully lift the assembled bear up to the top of the cabinet.

Locate 4 screws from the hardware kit.

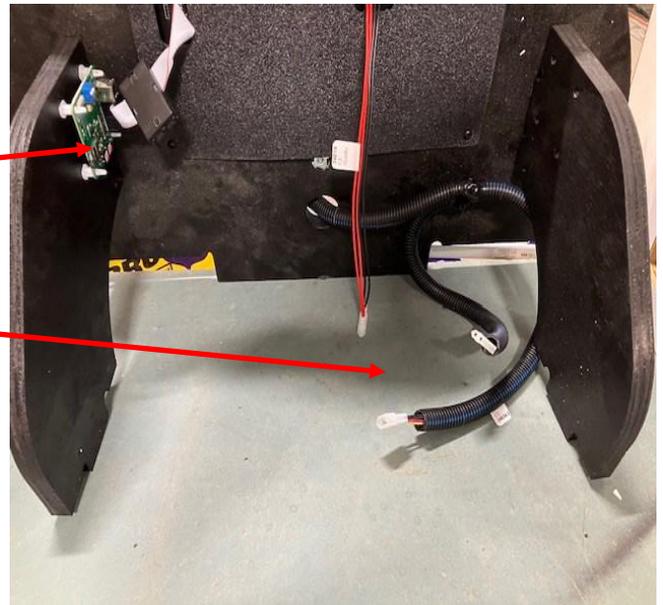
Install screws into L brackets using a #2 square bit.



Connect Cables

Plug USB cable into display driver board.

Plug CE34011 into the CE34034 & CE34019 cables.



The game is now set up and ready for play!

Plug game in and power on.

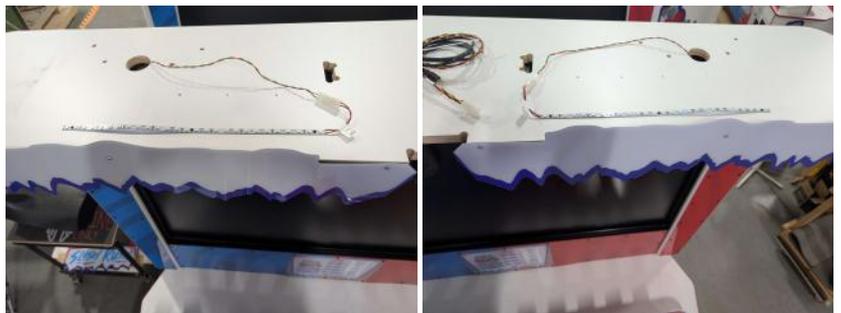
Enter the menu to adjust settings to your location specific price per play and ticket payout.

ICEE SLUSH RUSH GAME SETUP

If your game is the short version, the pieces that will be situated on top of the cabinet will be different.



The colored splashing decals will be installed on the left and right sides of the top of the cabinet. There are three pilot holes to secure the decals in place with screws provided in the game's hardware kit.



The display on the short version does not have the bear decal, but fits the same way as the tall version.

Slot the wooden frame of the display into the slots cut out into the top of the cabinet.

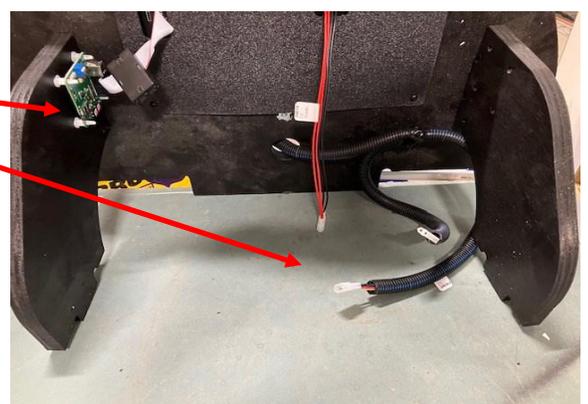


Plug USB cable into display driver board.

Plug CE34011 into the CE34034 & CE34019 cables.

The game is now set up and ready for play!

Plug game in and power on.
Enter the menu to adjust settings to your location specific price per play and ticket payout.



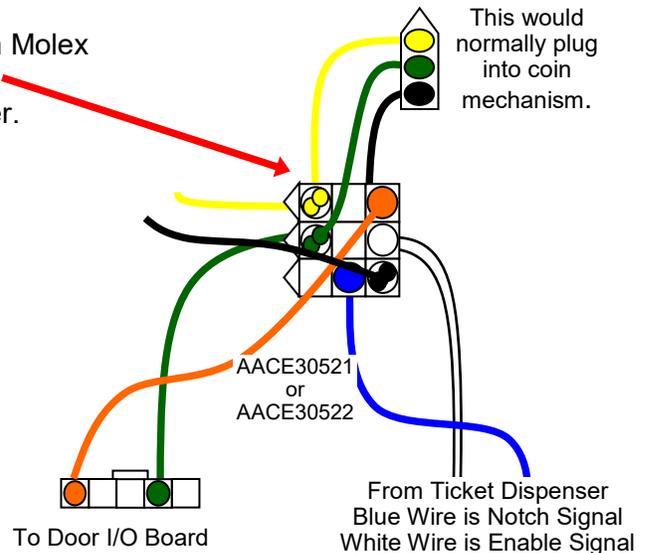
CARD SWIPE SYSTEM INSTALLATION

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

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

Option #1:

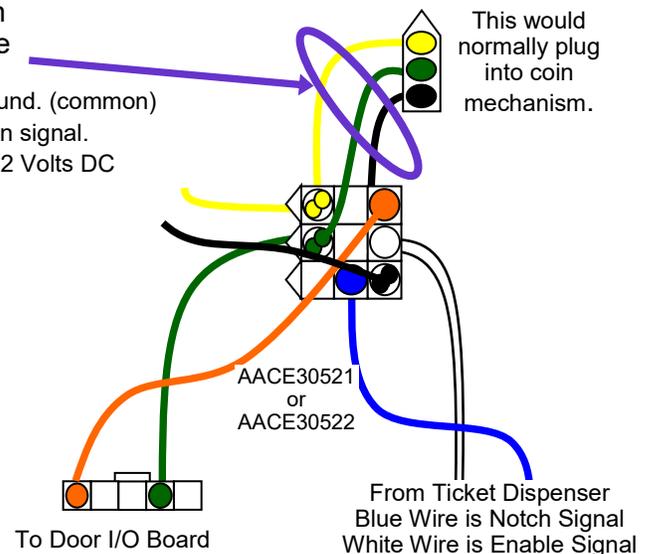
Card swipe systems may come with a standard 9 pin Molex connector. This is the UCL connector. Simply plug this connector into your card swipe reader.



Option #2:

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

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



Notes:

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

Menu Changes

Enter menu, Go to "Payout" Menu

Change "Credits" to Swipe or Tap

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

HOW TO PLAY

Players race against time to fill 50 cups of various sizes and flavors - win the bonus!

Navigate the five flavors as accuracy counts.

Overflow and spills will eat up time while players wait for clean up.

Successfully serve all 50 cups to win the big bonus!

The game time is adjustable in the game menu.

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



A sensor is located under the playfield at each pull handle.

It is normally unblocked.



When a player pulls the handle, it blocks the sensor and triggers the game to pour the ICEE.

Refer to “How to Change Pour Sensors” for details on the top console hinging up to allow easy access to the sensors.



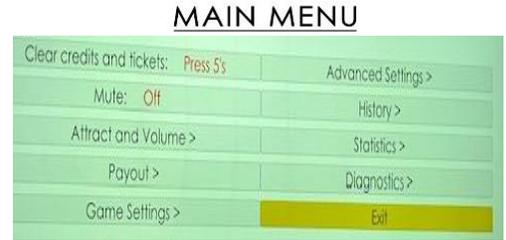
MAIN MENU FUNCTIONS

The Menu and Menu Select buttons are located inside the left front door. (Blue side)

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

Default settings are highlighted in yellow below.

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



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

Software version is shown in the Diagnostics menu.

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

Software Version 1.0.7
Mobo Version 22.0.4-1.04
Controller Board Version 0003
Display Board Version 0.9.3
Door Board Version 1.7
Door Board 2 Version 1.7

ATTRACT AND VOLUME MENU

Scroll through the options by pressing the "MENU" button.

Change selection with the "SELECT" button.

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

Default settings are highlighted in yellow below.

ATTRACT AND VOLUME



Attract Volume

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

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

Attract Audio Spacing

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

Minutes between Attract Audio clips when both sides are not being played.

Game Volume

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

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

PAYOUT SETTINGS MENU

PAYOUT

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

Change selection with the “SELECT” button.

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

Default settings are highlighted in yellow below.

Payout Method:	Tickets Only
Credits:	20
Redemption Type:	Coupons
Fixed Tickets:	Disabled
Bonus Tickets:	1000
Progressive Bonus:	5
Max Progressive Bonus:	500
	Advanced Payout >
	Back>

Payout Method

Tickets Only

Entertainment Only

Option for the game to dispense tickets or not dispense tickets.

Credits

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

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

“Free Play” means the game will play continuously.

Redemption Type

Tickets

Points

Coupons

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

Fixed Tickets

Disabled	1	2	3	4	5	...	22	23	24	25
----------	---	---	---	---	---	-----	----	----	----	----

Sets the same number of tickets per game played.

Bonus Tickets

0	5	...	45	50	100	150	200	250	300	350	400	500	...	1000	2000	...	10000
---	---	-----	----	----	-----	-----	-----	-----	-----	-----	-----	-----	-----	------	------	-----	-------

Sets the amount of tickets if the game ends with a Bonus.

Progressive Bonus

Off	1	2	3	...	9	10	15	20	25	...	50	100
-----	---	---	---	-----	---	----	----	----	----	-----	----	-----

Sets the amount of tickets the Bonus increases per game played.

Max Progressive Bonus

0	25	...	100	150	200	...	450	500	750	...	2225	2500	5000	6000	...	10000	12500	15000	20000
---	----	-----	-----	-----	-----	-----	-----	-----	-----	-----	------	------	------	------	-----	-------	-------	-------	-------

Sets the maximum number of tickets the bonus will increase.

ADVANCED PAYOUT MENU

Scroll through the options by pressing the "MENU" button.

Change selection with the "SELECT" button.

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

Default settings are highlighted in yellow below.

Shows the number of tickets awarded per "Bucket" (number of cups filled)

TICKET PAYOUT

Bucket 1 Value:	5 tickets
Bucket 2 Value:	20 tickets
Bucket 3 Value:	30 tickets
Bucket 4 Value:	50 tickets
Back>	

Bucket 1 Value

1	2	3	...	9	10	11	...	19	20	20	25	100
---	---	---	-----	---	----	----	-----	----	----	----	----	-----

The amount of tickets awarded for filling 0 to 10 cups.

Bucket 2 Value

2	4	6	...	16	18	20	25	...	45	50	125	150
---	---	---	-----	----	----	----	----	-----	----	----	-----	-----

The amount of tickets awarded for filling 10 to 20 cups.

Bucket 3 Value

2	4	6	...	26	28	30	35	...	95	100	175	200
---	---	---	-----	----	----	----	----	-----	----	-----	-----	-----

The amount of tickets awarded for filling 20 to 30 cups.

Bucket 4 Value

2	4	6	...	36	38	40	50	...	140	150	225	250
---	---	---	-----	----	----	----	----	-----	-----	-----	-----	-----

The amount of tickets awarded for filling 30 to 49 cups.

Pay Table Recommendations

Price/Play	\$0.25	\$0.50	\$1	\$1.25	\$1.50	\$2	\$2.50	\$3	\$5	\$7.50	\$8.00
Ticket Value	\$0.01	\$0.01	\$0.01	\$0.01	\$0.01	\$0.01	\$0.01	\$0.01	\$0.01	\$0.01	\$0.01
Bucket 1 Tickets	2	4	8	10	10	15	20	20	25	100	100
Bucket 2 Tickets	4	8	16	20	20	30	40	40	50	125	150
Bucket 3 Tickets	6	12	24	30	30	40	60	60	100	175	200
Bucket 4 Tickets	8	16	32	40	50	60	80	100	150	225	250
Avg Bonus Value Tickets	25	86	136	236	322	430	430	680	1360	1360	1360
Avg Tickets/Play	7	15	29	38	45	57	75	90	147	220	243
Game Time	42s										
Bonus Start Value	25	50	100	200	250	250	250	500	1000	1000	1000
Bonus Increment	0	1	1	1	2	5	5	5	10	10	10
Bonus Max Value	25	100	250	500	500	500	500	1000	2500	1500	1500
Payout % Estimate	27.89%	29.89%	28.89%	30.36%	29.80%	28.64%	29.89%	30.14%	29.36%	29.30%	30.42%

GAME SETTINGS MENU

Scroll through the options by pressing the "MENU" button.
Change selection with the "SELECT" button.

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

Default settings are highlighted in yellow below.

GAME SETTINGS

Game Time: 35

Max Game Time: 85

Back>

Game Time

30	31	32	...	41	42	...	58	59	60
----	----	----	-----	----	----	-----	----	----	----

Sets how long the game will last in seconds.

Max Game Time

60	65	70	75	80	85	90
----	----	----	----	----	----	----

Sets the maximum game time in seconds.

Game time will increase by .02 seconds for each non-bonus winning play.
After a bonus win, it will reset to "Game Time" option above.

ADVANCED SETTINGS MENU

Scroll through the options by pressing the "MENU" button.
Change selection with the "SELECT" button.

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

ADVANCED SETTINGS

Player Assist On Loss: 0.02 seconds

Spill Clean Up Time: 1.9 seconds

Back>

Player Assist On Loss

.01	.02	.03	.04	.05	.0623	.24	.25
-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

Increases the game time in seconds for each non-bonus winning game.

Spill Clean Up Time

1	1.1	1.2	...	1.8	1.9	2.0	2.1	...	3
---	-----	-----	-----	-----	-----	-----	-----	-----	---

Sets how long the wiping of the counter will last in seconds. This delays the pouring of the next ICEE

STATISTICS MENU

Scroll through the options by pressing the "MENU" button.

Change selection with the "SELECT" button.

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



Total Games Played - Shows the total number of games played.

Bucket 1 Finishes - Shows the total number of games ending with 0-10 cups filled.

Bucket 2 Finishes - Shows the total number of games ending with 11-20 cups filled.

Bucket 3 Finishes - Shows the total number of games ending with 21-30 cups filled.

Bucket 4 Finishes - Shows the total number of games ending with 31-49 cups filled.

Bonus Games Won - Shows the total number of games which the bonus was won.

Bonus Win Rate - Shows the percentage of bonus wins out of total games played.

Average Bonus Game Duration - Shows the average length of a bonus game in seconds.

P1 Coin Ups - Shows the total number of games played on the left blue side.

P2 Coin Ups - Shows the total number of games played on the right red side.

Total Game Time - Shows total amount of time the game has been played.

Average Game Time - Shows average time of each game in seconds.

Total Tickets Dispensed - Shows total number of tickets awarded.

Average Tickets - Shows average number of tickets per game.

Bonus Tickets Dispensed - Shows the total number of tickets dispensed for bonus wins.

P1 Tickets Dispensed - Shows the total number of tickets dispensed from the left blue side.

P2 Tickets Dispensed - Shows the total number of tickets dispensed from the right red side.

Current Bonus Value - Shows the current value of the bonus.

Clear Statistics - Press the "SELECT" button 5 times to reset all statistics.

Reset Current Bonus - Press the "SELECT" button 5 times to reset the bonus to minimum set in menu

GAME HISTORY MENU

Scroll through the options by pressing the "MENU" button.

Change selection with the "SELECT" button.

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



Shows the Date/Time, and outcome of all games played.

Reset Game History - Press the "SELECT" button 5 times to clear the history.

DIAGNOSTIC MENU

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

Change selection with the “SELECT” button.

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

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

Test Dispense Ticket: Press Menu Select to dispense 1 ticket from both ticket dispensers.

Software Versions:

Displays the software versions for a variety of circuit boards.

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

Control Board:

Shows the status of the 10 sensors under the pour handles.

False means the handle is not pulled, so the sensor is not blocked.

True means the sensor is blocked, so the handle must be being pulled.

DIAGNOSTICS

Reset To Defaults: Press 5's

Test Ticket Dispense >

Back>

Software Version 1.0.4

Mobo Version 22.0.4-1.04

Controller Board Version 0003

Display Board Version 0.9.3

Door Board Version 1.7

Door Board 2 Version 1.7

Doorboard 1

Swipe Card

Tickets: 0

Show Mode: On

Low Ticket Sensor: On

Doorboard 2

Swipe Card

Tickets: 0

Show Mode: On

Low Ticket Sensor: On

Control Board

Input 1 Engaged: False

Input 2 Engaged: False

Input 3 Engaged: False

Input 4 Engaged: False

Input 5 Engaged: False

Input 6 Engaged: False

Input 7 Engaged: False

Input 8 Engaged: False

Input 9 Engaged: False

Input 10 Engaged: False

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
<p>No power to the game No lights on at all.</p> <p>There is one power switch in the game. It is the rocker switch on the power supply in the front of the game.</p>	<p>Unplugged. Circuit breaker tripped.</p> <p>Line Filter Faulty. Power strip faulty.</p> <p>Disconnected, loose or broken wires.</p>	<p>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.</p> <p>Refer to wiring diagram. Check connections and reseat cables from line filter to outlet strip. Cables # CE34020 and A5CORD5 If the supply cord is damaged, it must be replaced by a special cord or assembly available from the manufacturer or its service agent.</p>
<p>Monitor is on But everything else off (Power Supply not ON)</p>	<p>Power supply unplugged. Rocker Switch.</p> <p>Power supply shutting down because of 12 V overload. Faulty power supply. Faulty Power Dist Board</p>	<p>Insure power supply is plugged into power strip Make sure rocker switch is set ON. </p> <p>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)</p>
<p>Meters does not work</p> <p>Game meter will click as the game starts. Ticket meter will click as tickets are being dispensed.</p>	<p>Ensure correct number of tickets are being dispensed</p> <p>Disconnected, loose or broken wires.</p> <p>Faulty counter.</p>	<p>Check ticket values in menu. Refer to Tickets not dispensing troubleshooting section. Refer to wiring diagram. Check connections and reseat cables from meters to I/O Aux Board Cables # AACO1020 and CE34033 Replace counter. AACO1020.</p>
<p>Menu Buttons do not work.</p> <p>The menu buttons are located in the Left Side Coin Door Can not enter menu during game play. Wait until after game for a 2 second opportunity to enter the menu.</p>	<p>Swap connectors at the 2 buttons.</p> <p>Pinched, broken, or disconnected wiring</p> <p>I/O Aux board faulty.</p>	<p>Replace button if problem stays with button.(AAPB2700A)</p> <p>Inspect crimp to ensure good connection. Check connections from menu buttons to I/O Aux Board. Check cables (AAPB2700A, A5CE34033)</p> <p>Replace I/O Aux Board if needed. Part# AACB9605A-ICEE2P</p>

TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
<p>Game not coining up Enter Diagnostic Mode to see if Credits Increment when coin is inserted.</p> <p>Ensure Dip is set correctly on Board</p>	<p>Look for communication and power on the I/O Aux Board for that player.</p> <p>Ensure game makes sound when coin switch is triggered.</p> <p>Game set to large amount of credits per game.</p> <p>Coin Input stuck ON</p>	<p>Refer to “I/O Aux Board Issue” diagnostic section.</p>  <p>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, CE34016)</p> <p>Check Game Setup Menu. Ensure Credits is set to proper value.</p> <p>Ensure only 5 volts on coin switch green and black wires. Replace I/O Aux board if needed. Part # AACB9605A-ICEE2P</p>
<p>No Sound</p> <p>Motherboard creates sound, the Audio Amplifier boards amplifies it.</p>	<p>Volume set to mute in menu or game volume/attract volume set to zero.</p> <p>Disconnected, loose or broken wires.</p> <p>Verify 12 Volts DC to Audio Amplifier Boards on CE30523</p> <p>Faulty speaker.</p>	<p>Enter Main Menu and verify: Game Volume & Attract Volume is not zero. Mute is set to OFF</p> <p>Refer to wiring diagram. Check connections and reseal audio cable from motherboard to speakers. Cables # A5CE2321, A5CEAU010, CE34001, CE34002, AACE8811A</p> <p>Unplug audio cable (A5CE2321) from motherboard, plug into MP3 player or phone and see if music is amplified and comes out of speaker.</p> <p style="padding-left: 20px;">If Yes - then motherboard is faulty. If No - then cable or amplifier board is faulty</p> <p>Replace speaker. AACE8811A</p>
<p>I/O Aux Board Issue</p> <p>Game does not coin up, and has no other functions.</p>  <p style="font-size: small;">Red and Yellow LEDs Green Power LED</p>	<p>Green power LED should be flashing.</p> <p>Red LED should be on solid, with yellow LED’s randomly blinking.</p> <p>Faulty I/O Aux Board.</p> <p>Ensure Dip is set correctly on Board</p>	<p>If it is off, then check 12 & 5 Volts DC coming into board on cable CE34012 from Power Distribution Board.</p> <p>If not on, then it is not communicating with the motherboard. Check A5CORD59 USB cable..</p> <p>Replace if needed. Part # AACB9605A-ICEE2P</p>
<p>Low Tickets message on monitor</p> 	<p>Tickets are empty in ticket tray</p> <p>Faulty cable. Disconnected, loose or broken wires.</p> <p>Faulty low ticket switch.</p> <p>Dipswitch on I/O Aux Board.</p> <p>Faulty I/O Aux Board.</p>	<p>Load tickets into tray. Ensure tickets hold down the micro switch wire.</p> <p>Check connectors from low ticket switch to Newgen board. Check for continuity. CE34016</p> <p>Inspect switch and replace if needed. (AASW200)</p> <p>Check dipswitch settings on the I/O Aux board. If the game has a card swipe system, Dipswitch # 5 should be ON.</p> <p>Replace I/O Aux Board. Part # AACB9605A-ICEE2P</p>

TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
<p>Tickets do not dispense or Wrong amount dispensed</p> <p>Check for the correct amount of tickets showing on Monitor</p>	<p>Tickets on monitor does not match tickets coming out of game.</p> <p>Opto Sensor on ticket dispenser dirty. Faulty ticket dispenser. Notch on tickets cut too shallow. Faulty cable. Disconnected, loose or broken wires. Faulty I/O Aux Board.</p>	<p>Blow dust from sensor and clean with isopropyl alcohol. Replace with working dispenser to isolate the problem. (A5TD1) Flip tickets and load upside-down to have large cut notch toward opto sensor. Check connectors from ticket dispensers to I/O Aux board. Check for continuity. CE34016 Ensure issue is not with a card swipe system - Replace I/O Aux Board. Part # AACB9605A-ICEE2P</p>
<p>Tickets on monitor do match tickets coming out of game</p>	<p>Settings in Menu are incorrect.</p>	<p>Enter Menu and check certain areas: Entertainment Only to Off Payout Settings Menu Door Board Dipswitch Settings: 1/2 Ticket Fixed tickets</p>
<p>All LED Color Strips are not Working</p> <p>Controller Board issue</p>	<p>Ensure Controller Board is receiving voltage from Power Distribution Board. Ensure USB cable has good communication to the motherboard. Faulty LED</p>	<p>Refer to wiring diagram. Check connections & reseal cables from Power Distribution Board to Light Board. CE34025 Refer to wiring diagram. Check connections and reseal USB cable from Motherboard to Light Board.. Cable # A5CORD33 Refer to wiring diagram. All color changing light cables plug into the Controller Board.</p>
<p>LED Lights in Console are not Working</p>	<p>Loose or bad connection. Faulty LED</p>	<p>Refer to wiring diagram. Check multiple connections and reseal cables from Controller Board Console Lights. Cables # A5CE34026, and A5CE34009 Replace faulty LED. Part # A5CE34026</p>
<p>LED Lights Under Cabinet are not Working</p>	<p>Loose or bad connection. Faulty LED</p>	<p>Refer to wiring diagram. Check multiple connections and reseal cables from Controller Board to lights. Cables # A5CE34003 & A5CE30535 & A5CE30545 Replace faulty LED. Part # A5CE30545 or A5CE30535</p>
<p>LED Lights on Left and Right side of cabinet are not Working</p>	<p>Loose or bad connection Faulty LED</p>	<p>Refer to wiring diagram. Check multiple connections, reseal cables from Controller Board to side lights. A5CE34023, A5CE34031 Replace faulty LED. Part # A5CE34031</p>

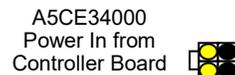
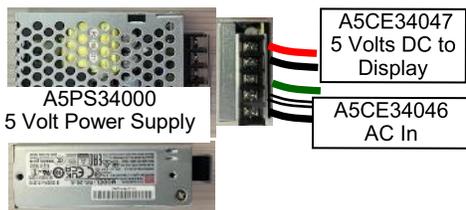
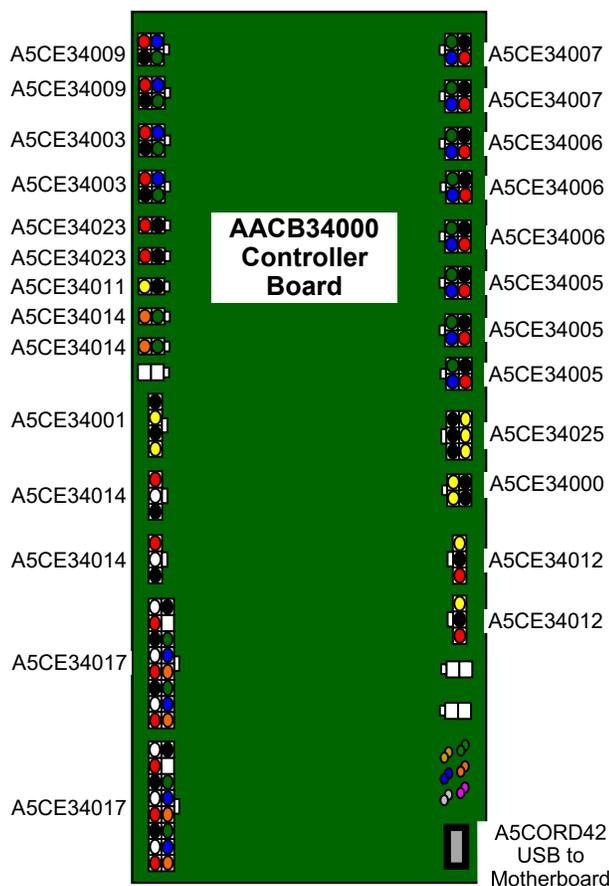
TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy	
LED Lights in Side Plexi are not Working	Loose or bad connection	Refer to wiring diagram. Check multiple connections, re-seat cables from Controller Board to Side Plexi Lights. CE34005, CE34006, CE34027, CE34028, CE34029	
	Faulty LED	Replace faulty LED. Part # A5CE34027, A5CE34028, A5CE34029	
LED Lights in Marquee are not Working	Loose or bad connection	Refer to wiring diagram. Check multiple connections, re-seat cables from Controller Board to Marquee. CE34014, CE34008, CE34014, CE34011, CE34015, CE34007, CE34015	
	Faulty LED	Replace faulty LED. Part # CE34032, CE34030, CE34035, CE10002, CE34034	
Monitor not working. Power down, wait 5 minutes and power up again. Game will load and play with the monitor unplugged.	Screen shows "No Signal Input" Note: Motherboard will boot up without the monitor plugged in.	<div style="display: flex; align-items: center;">  <div style="margin-left: 10px;"> <p>Make sure the HDMI cables are plugged into the HDMI socket on the monitors.</p> <p>Remove the M.2 software stick - If the screen boots to and error message, the monitor is good.</p> <p>Small power connector unplugged on motherboard</p> </div> </div> <p>Faulty power supply - Refer to Power Supply diagnostic section. Faulty motherboard - Replace faulty motherboard.</p>	
	Screen has nothing at all on power up.	Power cable unplugged from Monitor. Turn on Monitor. Faulty monitor.	Ensure power is plugged into back of monitor, down to power strip. There are multiple power cords from Monitor, A5CORD5003, A5SP4100 Install batteries in remote control and try using remote control to power on monitor. Replace monitor. (A5MO5506)
	Error on screen at power up. Re-Boot game to see if problem still exists.	Display shows "Kernel panic – unable to mount root" Display stuck on "UEFI Interactive Shell" 	Faulty or loose RAM, faulty software, faulty Motherboard. Bad M.2 drive in motherboard. Reseat or replace M.2 Part # AAHD0032-ICEE2P 

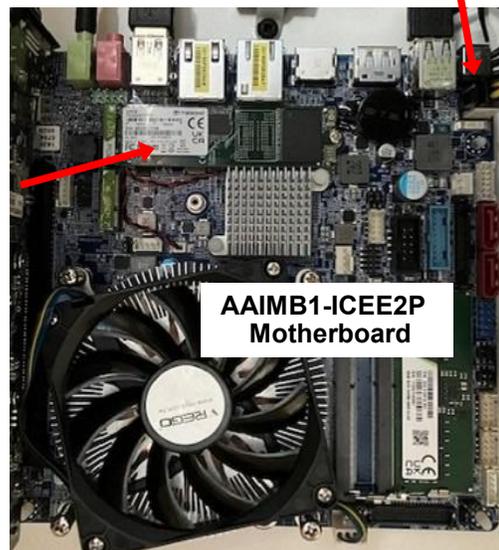
TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
Pour Sensor do not Work.	Dirty Sensors. Loose or bad connection on cables between buttons and Controller Board. Faulty Sensor.	Open front console and clean sensors. Refer to wiring diagram. Check connection, reseal cable from switch to Controller Board. A5CE34017 Replace sensor. AACB3850A

CIRCUIT BOARD LAYOUT

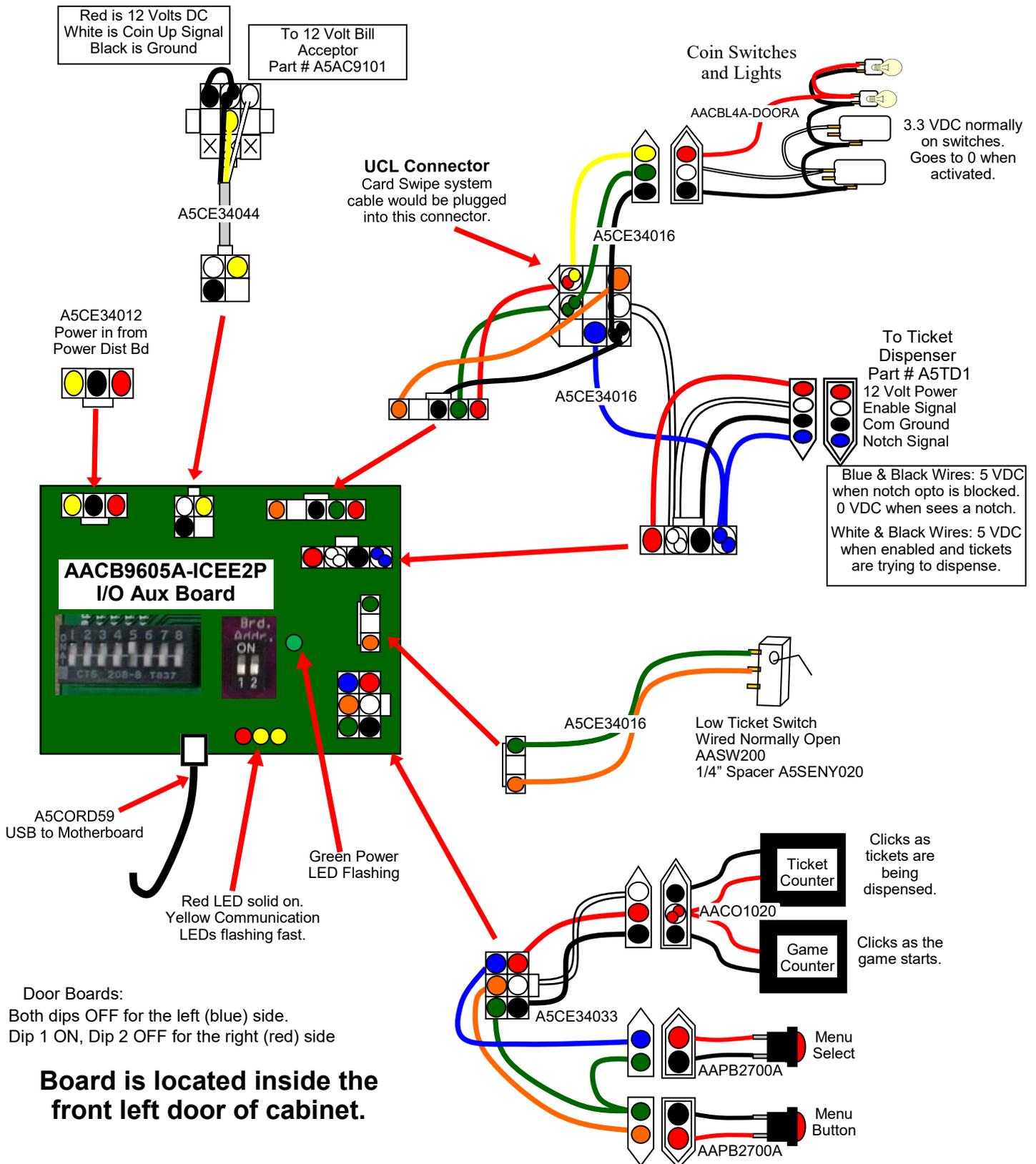


AAHD0032-ICEE2P M2 Hard Drive

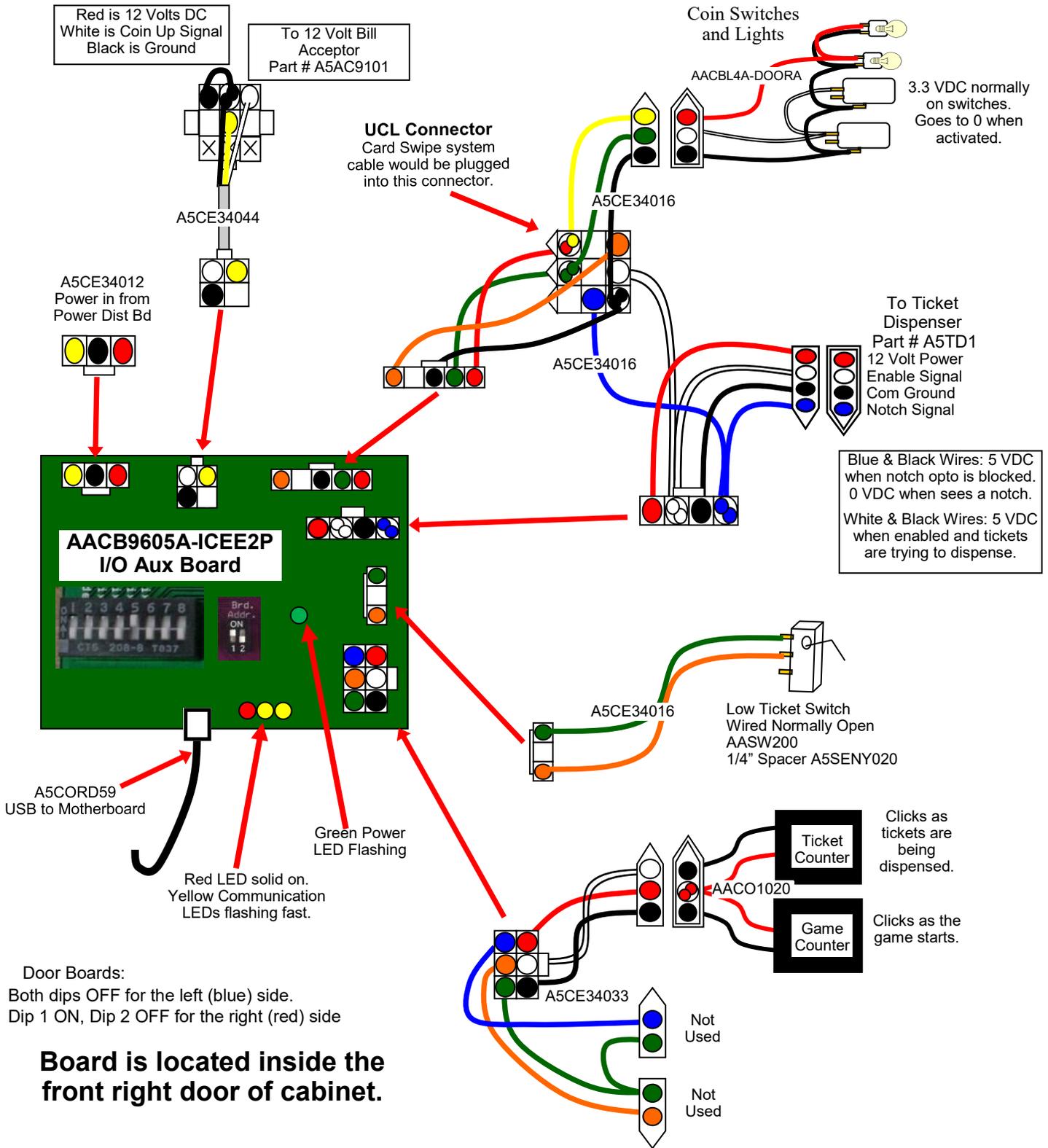


Boards are located inside the front center door on tray.

BLUE SIDE - LEFT DOOR BOARD WIRING

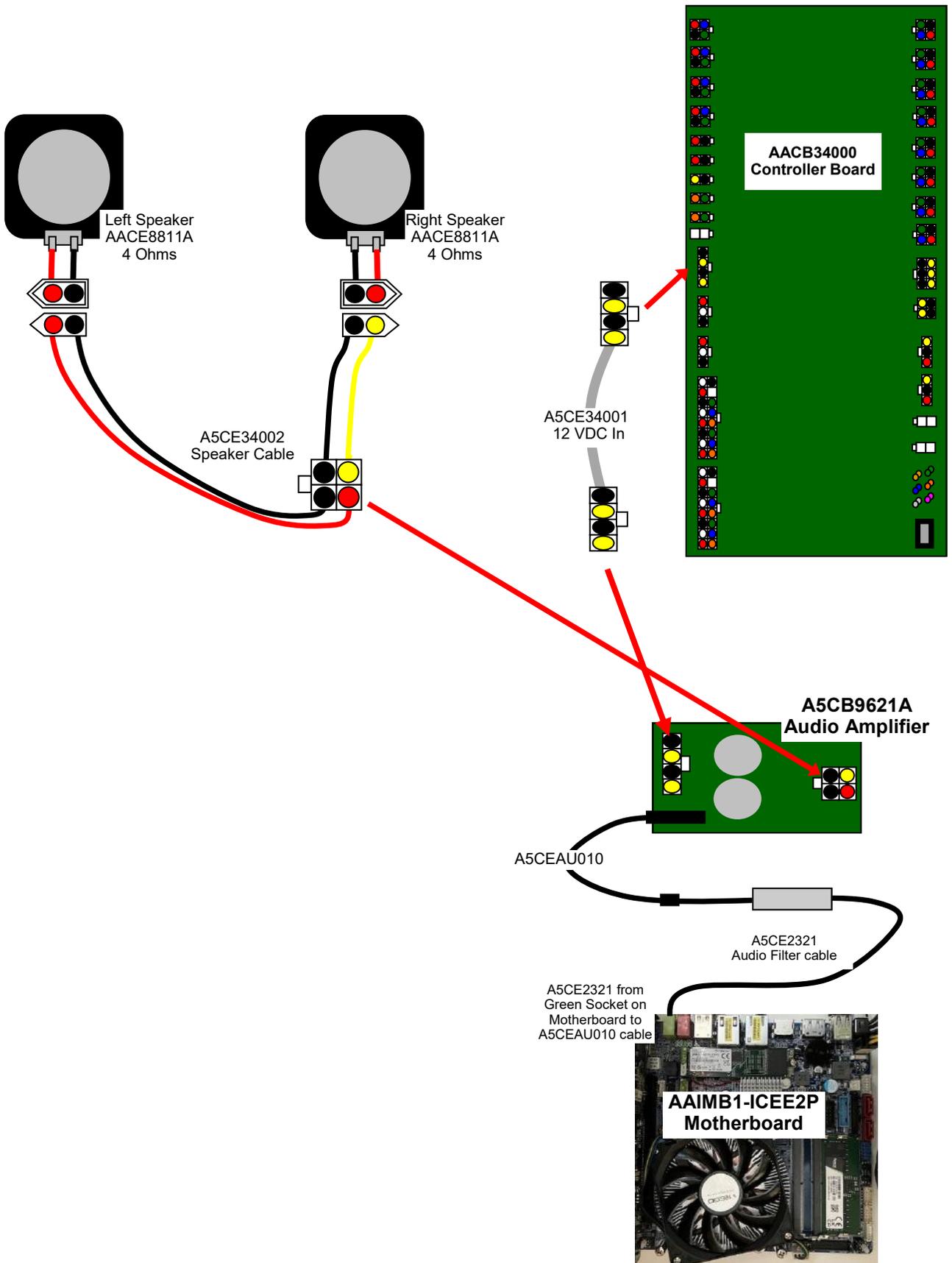


RED SIDE - RIGHT DOOR BOARD WIRING

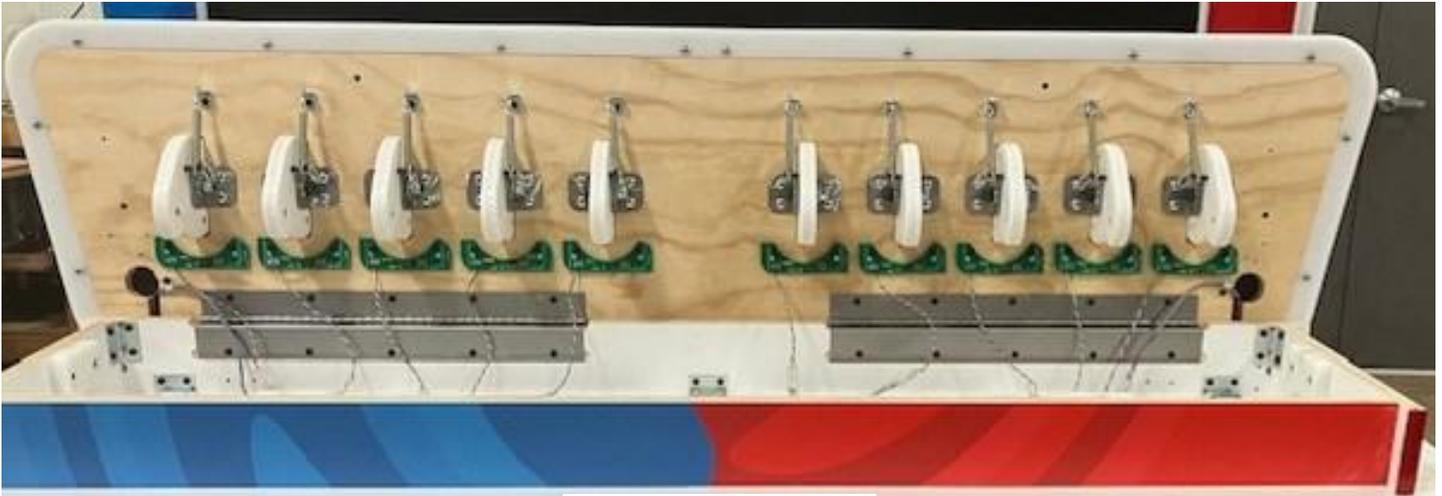


Board is located inside the front right door of cabinet.

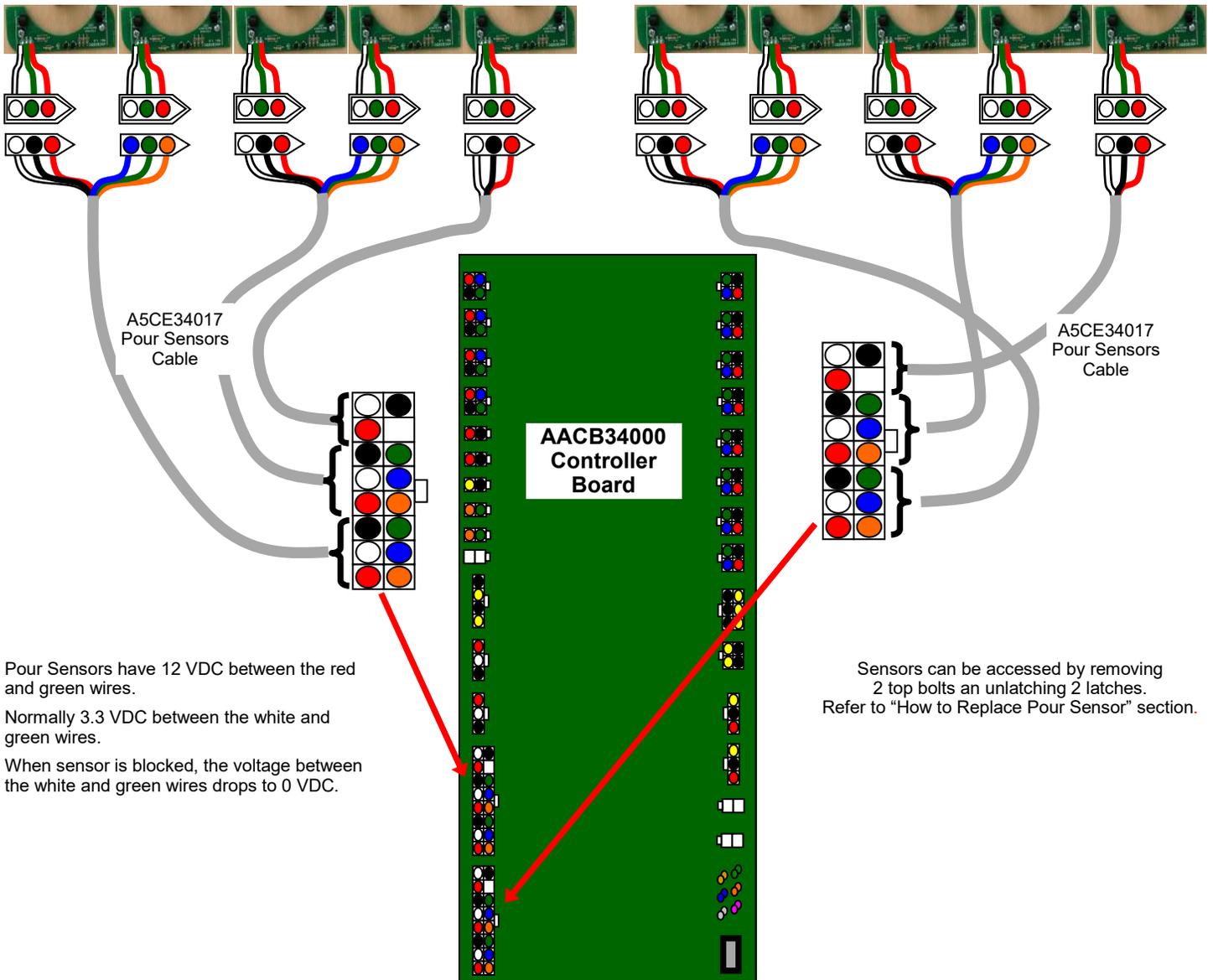
SOUND WIRING DIAGRAM



POUR SENSORS WIRING DIAGRAM



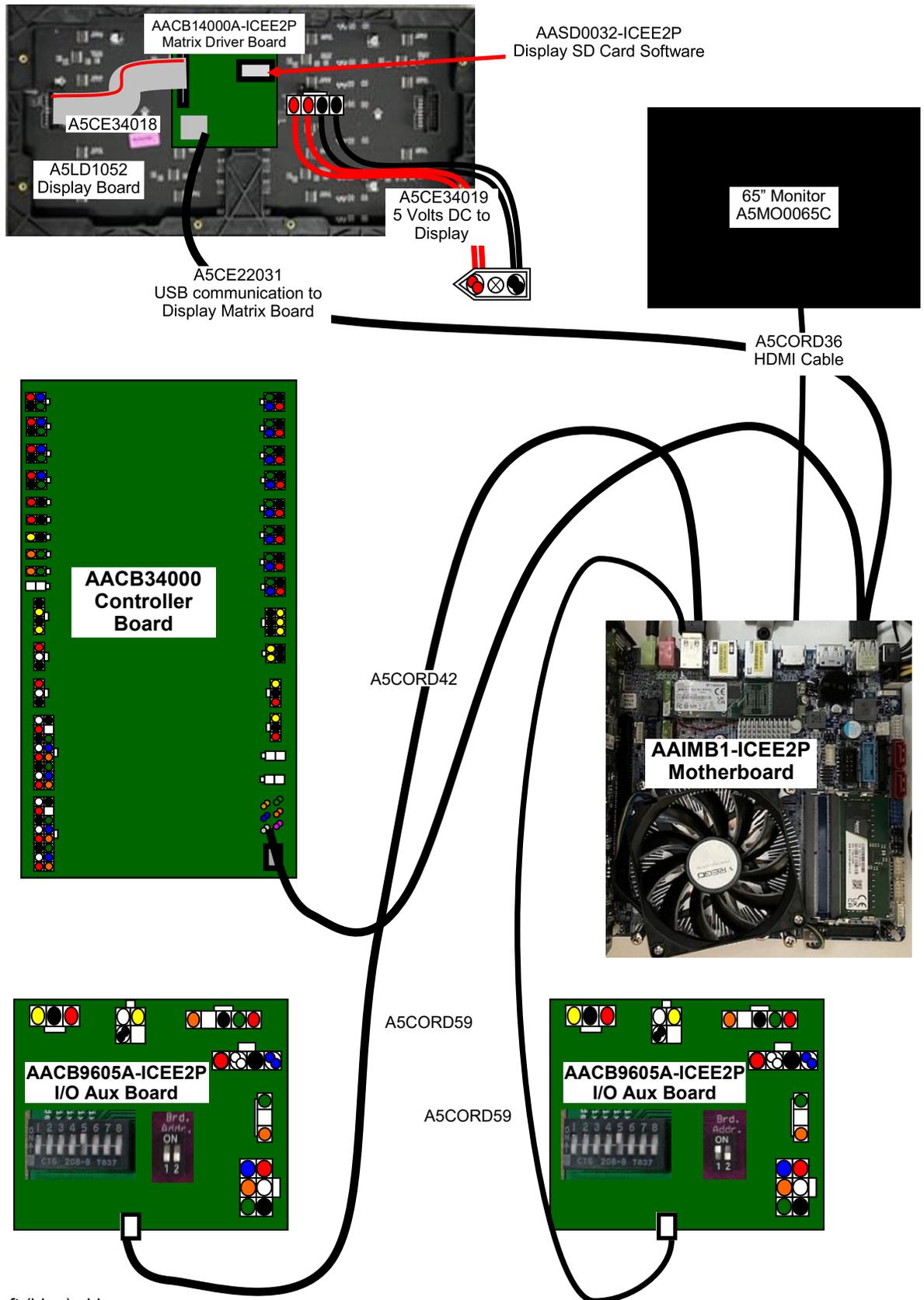
AACB3850A
Pour Sensors (8 per game)



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

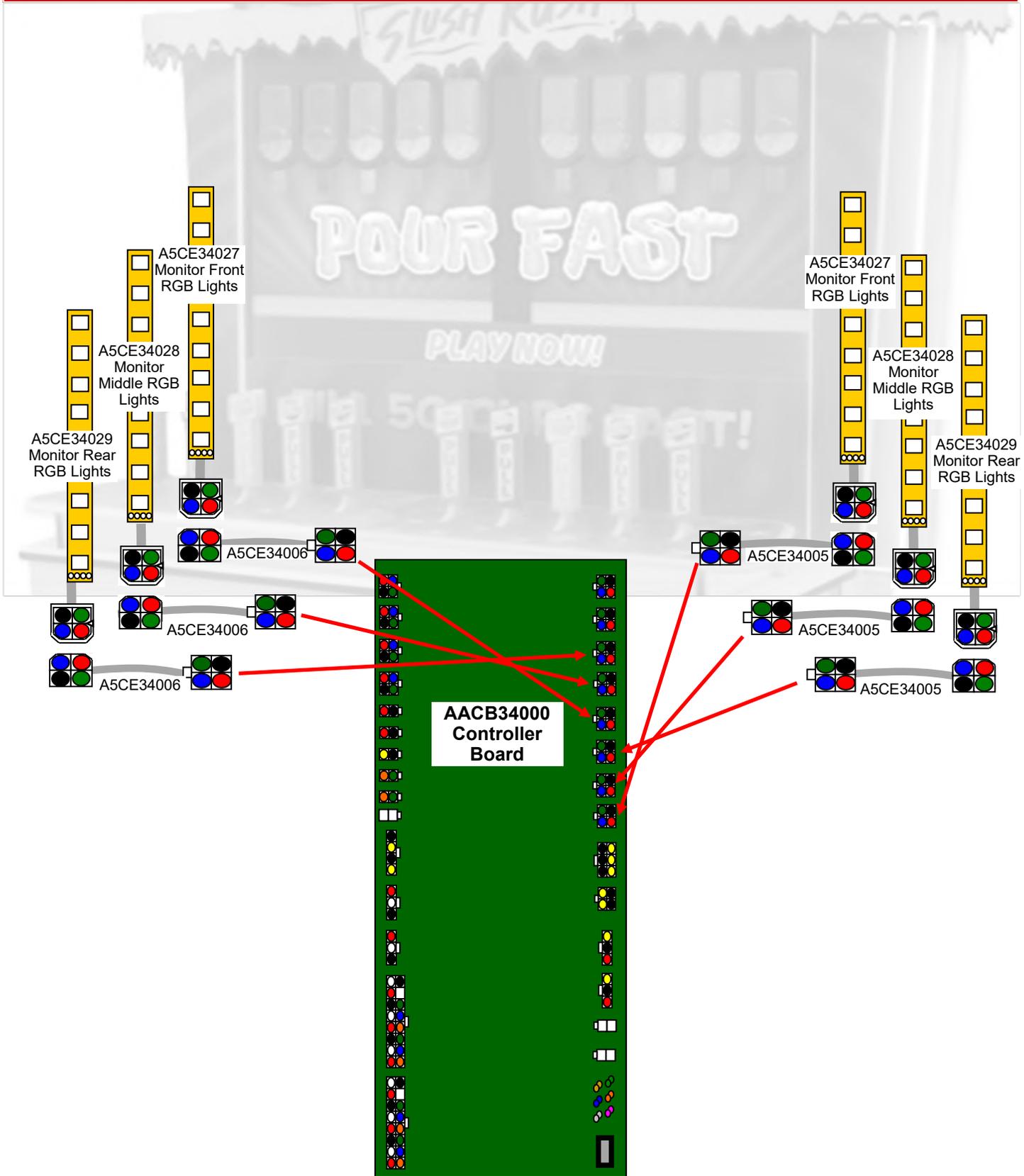
Sensors can be accessed by removing 2 top bolts and unlatching 2 latches.
 Refer to "How to Replace Pour Sensor" section.

USB COMMUNICATION WIRING DIAGRAM

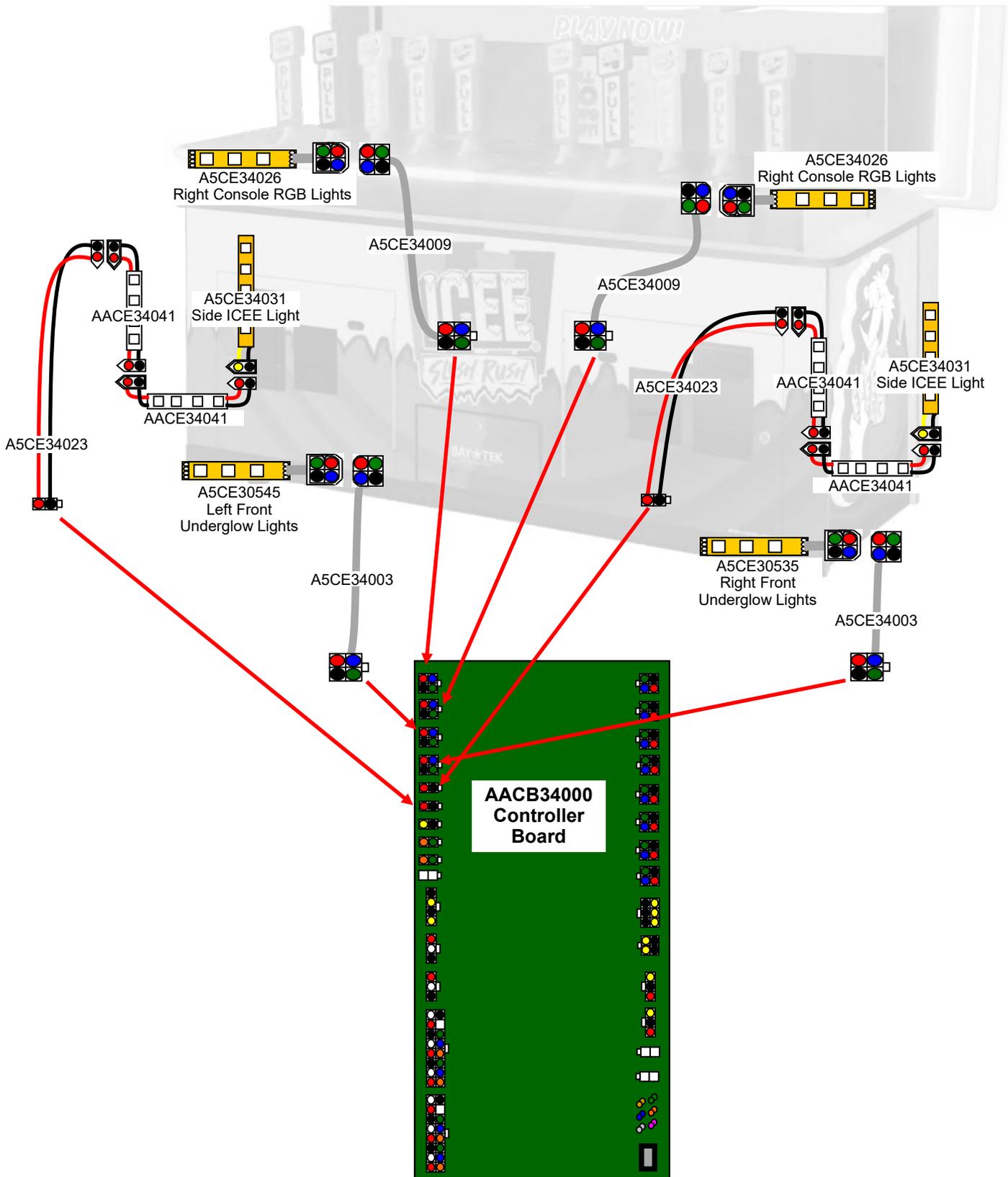


Door Boards:
 Both dips OFF for the left (blue) side.
 Dip 1 ON, Dip 2 OFF for the right (red) side

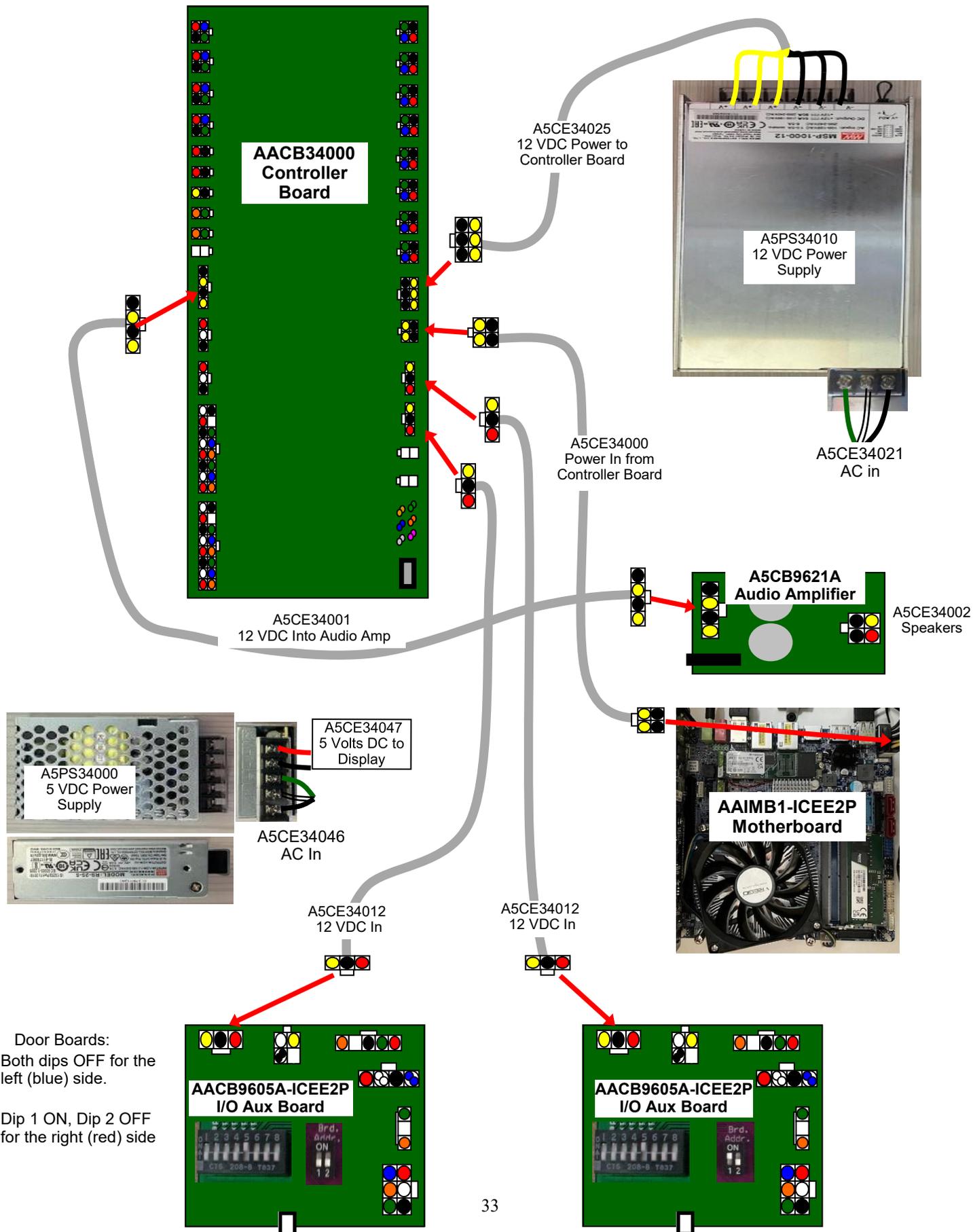
MONITOR LIGHTING WIRING DIAGRAM



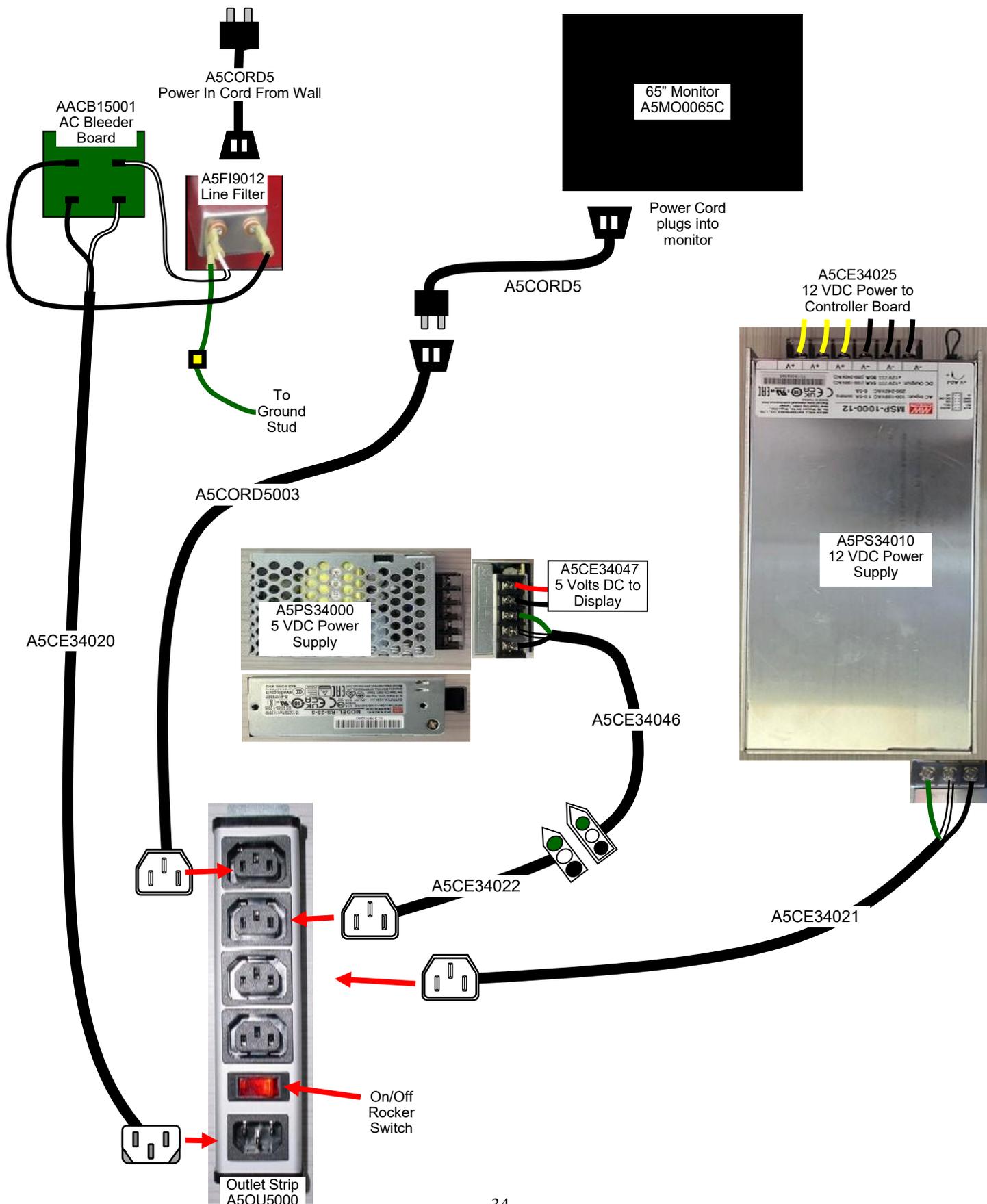
LOWER CABINET LIGHT WIRING DIAGRAM



12VDC & 5 DC POWER WIRING DIAGRAM



AC POWER WIRING DIAGRAM



DOOR BOARD OPERATION

ICEE Slush Rush games uses 2 Door Boards. (Part # AACB9605A-ICEE2P)

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

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

Dipswitch:

Both dips OFF for the left (blue side).

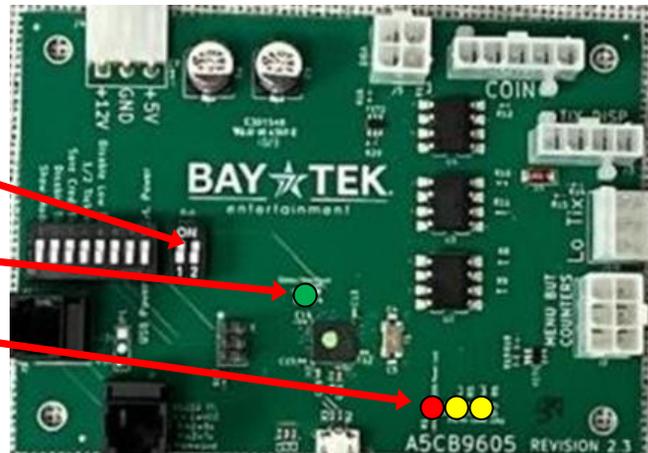
Dip 1 ON, Dip 2 OFF for the right (red) side.

LED lights:

Green LED should be flashing.

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

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



POUR SENSOR OPERATION

ICEE games uses sensors (Part # AACB3850A) that are blocked when the pour handles are pulled.

LED lights:

There is one green LED that is normally off, but will come on when the pour handle is blocking the LED beam.

If this LED stays on, without the pour handle blocking the beam, replace the sensor. Refer to "How to Replace Pour Sensors" section.



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



CONTROLLER BOARD OPERATION

ICEE games uses a Controller Board for input and output signals. (Part # AACB34000)



LED lights:

The 2 red LEDs should be solid on.
Signifies correct voltage to motherboard.

1 red LED should be blinking.
Signifies USB cable connection to motherboard.

INPUT FAILURE ERROR MESSAGE

If a sensor board under a pour handle is faulty and blocked for a time, the game will show this error message.

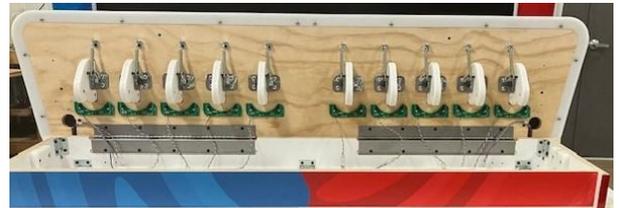
Refer to “How to Replace Pour Sensor” section.

INPUT FAILURE
PLEASE SEE ATTENDANT



HOW TO REPLACE POUR SENSORS

The Player Console will open as shown.
The sensors can be checked and replaced if needed.



Instructions:

Remove the 2 Phillips bolts on top of console.

Open both left and right front doors.

There is one latch inside each front door to unlatch the top console.

Lift up front console to access sensors.



AAIMB1 MOTHERBOARD

ICEE games use the AAIMB1 motherboard.

There are a few differences from Baytek's other games' motherboards.

Difference # 1:

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



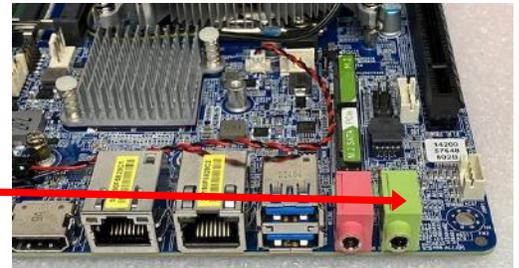
Difference # 2:

Jumpers on the motherboard need to be in these positions:



Difference # 3:

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



HOW TO REPLACE SOFTWARE

The ICEE game software is programmed onto a M.2 drive

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

Instructions:

Power down the game by unplugging it from the wall.

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

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

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



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.
- 4.) Ensure Power switch is on.
- 5.) Ensure fan is turning.
 - If power supply fan is turning and there is no 12 Volt out:
 - Check power supply cables to the Power Distribution Board.
 - This board takes the power in, and directs it to the different 12 volt loads.
 - Replace power supply if this board is not receiving 12 volts.
 - Unplug all power out connectors from the right side of the Power Distribution Board.
 - Turn on game and if it boots correctly, plug one cable in at a time until the issue is found.
 - If power supply fan is not turning, then continue to "Verify Power to Motherboard"

Verify Power to Motherboard

The motherboard will turn on power supply.
If your game has no 12 volts, it may be the motherboard not turning on.

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

AAIMB1-ICEE2P

Make sure the 4 pin power connector is plugged in.



Minimize load on power supply and isolate short

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

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

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

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

Turn on game and verify the 12 volts is good.

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

If power supply still does not power on:

Replace power supply (), or motherboard. (AAIMB1-ICEE2P)

BILL ACCEPTOR INFORMATION

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

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

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

Determine if Bill Acceptor has power:
Turn game ON—The bill acceptor should make noise as stacker cycles and green lights on outside bezel should flash.

If NO power:
Use meter to measure 12 VDC voltage at cable going into Bill Acceptor from front I/O Aux Board

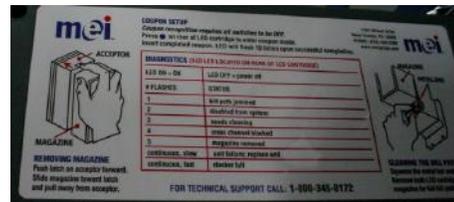
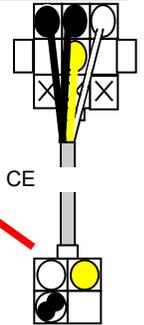
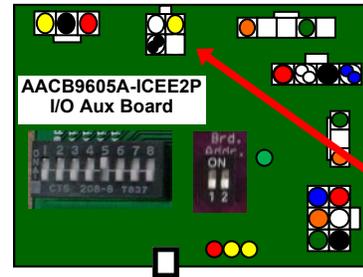
If power is OK:
Clean Bill Acceptor path to make sure there is nothing jamming unit.
Check dipswitch settings on side of acceptor.

Make sure switch # 8 is OFF for Always Enable

ERROR CODES

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

To 12 Volt DC Bill Acceptor
A5AC9101 or
A5AC9094



<p>Dollar Bill Acceptor not functioning</p> <p>Ensure Bill Acceptor is set to "Always Enable"</p> <p>Important : Only 12 Volt DC DBA is to be installed.</p> <p>Model # AE 2454 U5E Part # A5AC9101</p>	<p>Check for power to Bill Acceptor.</p> <p>Dirt or debris in acceptor slot.</p> <p>Pinched, broken, or disconnected wiring.</p> <p>Bill acceptor problem. Part # A5AC9101</p>	<p>Acceptor should cycle stacker at game power up. If not, check cable connections.</p> <p>Refer to "How to Clean Bill Acceptor" Or clean with bill reader cleaning card. (A5CC9000)</p> <p>Check wiring from bill acceptor to I/O Aux Board. (A5CE14027) Repair or replace wiring harness. Make sure wires are secure in connectors.</p> <p>Refer to troubleshooting section of dollar bill acceptor manual included with this game or the diagnostics label of the back of the unit.</p>
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BLANKING PLATES AVAILABLE

A5PL9998 Plate used instead of Coin Mechanisms



A5PL9995 Plate used instead of ticket dispenser



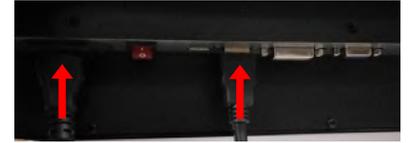
HOW TO REPLACE MONITOR

The monitor with wood support will be replaced from the back of the game.

Instructions:

Power down the game by unplugging it from the wall.

Remove the 3 Phillips screws in the upper back door and remove door.



Prepare the monitor for removal:

- Unplug the power cord from the bottom of monitor
- Unplug the HDMI cable from the HDMI 1 port

Remove the 4 bolts holding monitor wood to cabinet using a 7/16" wrench.

Using 2 people, carefully remove the monitor and wood frame from the cabinet.

Bring bottom of wood out of cabinet first, then lower monitor as it is removed.

Be careful of wires along side of cabinet and upper wood as the monitor is removed.



Place old monitor face down on a soft flat surface.

Loosen - **but do not remove!** - the 4 bolts using a 7/32" hex wrench.

Once all 4 bolts are loose, slide the wood downward and remove wood from the back of monitor.



Install new monitor:

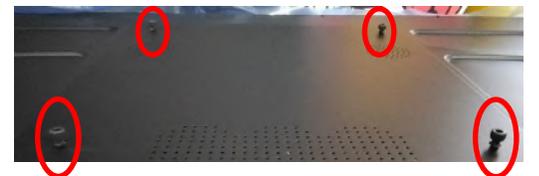
Place the new monitor face down on flat soft surface.

Remove the bracket attached to new monitor using a 7/32" hex wrench. - Save the 4 bolts, the bracket will not be used.



Thread the same 4 bolts **ONLY HALF WAY** into new monitor. Place wood mount on new monitor, line up the metal bracket with the 4 bolts.

Push wood mount completely forward and tighten the 4 bolts using 7/32" hex wrench.



Using 2 people, carefully install the monitor and wood frame into the cabinet.

- Plug the power cord from the bottom of monitor
- Plug the HDMI cable from the HDMI 1 port
- Ensure the power switch on the bottom of the monitor is ON.

Installation is complete! Power on game and test.



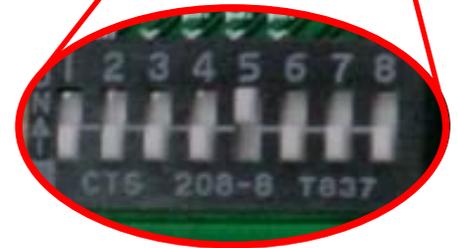
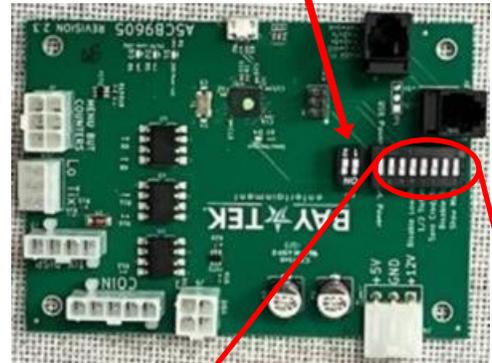
I/O BOARD DIPSWITCH SETTINGS

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

Door Boards:

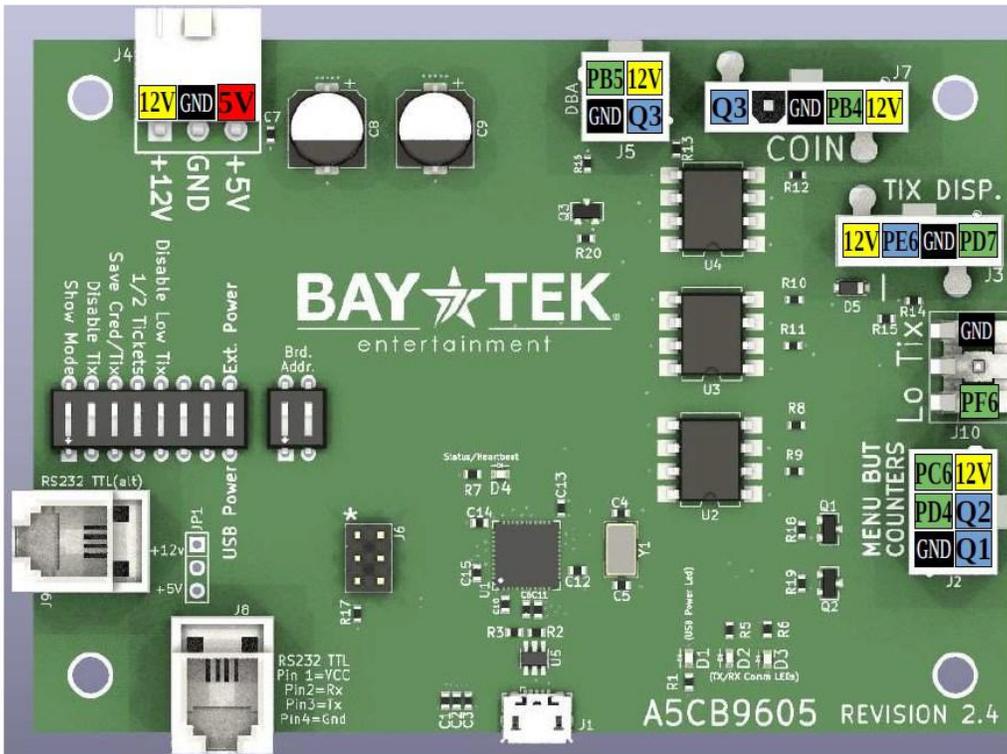
Both dips OFF for the left (blue side).

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



I/O AUX BOARD PINOUT

Door Board Pinout Guide



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
- PF6 Low Ticket Switch

GAME ART DIAGRAM

Icee 2 Player Art Diagram

Not visible:
 A5DE34013 Side Bear Left
 A5DE34015 Left side decal
 A5DE34019 Ticket Bucket Cover A



PARTS PICTURES



A5CA1005



A5KIT-ICEE2P



A5LK2001



A5LK5002



A5OU5000



A5PT34000



A5PT34001



A5PT34002



A5PT34003



A5PT34004



A5PT34006



A5PT34007



A5PT34008



A5PT34009



A5PT34010



A5PT34011



A5PT34012



A5PT34013



A5PT34014



A5PT34015



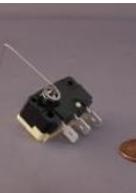
A5TD1



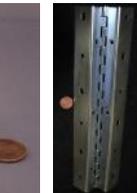
AASW200



W5HG1055



W5HG5150



W5KE5000



A5ME15005



A5ME34001



A5ME34002



A5ME34003



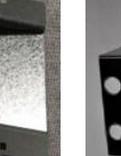
A5ME4180



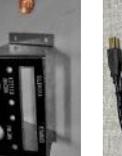
A5ME4182



AABK1013



AACE22031



A5CE2321



A5CEAU010



A5CE34000



A5CE34001



A5CB10002



A5CE1052



A5CE34000



A5CE34001



A5CE34002



A5CE34003



A5CE34005



A5CE34006



A5CE34007



A5CE34009



A5CE34011



A5CE34012



A5CE34014



A5CE34016



A5CE34017



A5CE34018



A5CE34019



A5CE34020



A5CE34021



A5CE34022



A5CE34023



A5CE34025



A5CE34026



A5CE34027



A5CE34028



A5CE34029



A5CE34030



A5CE34031



A5CE34032



A5CE34033

PARTS PICTURES



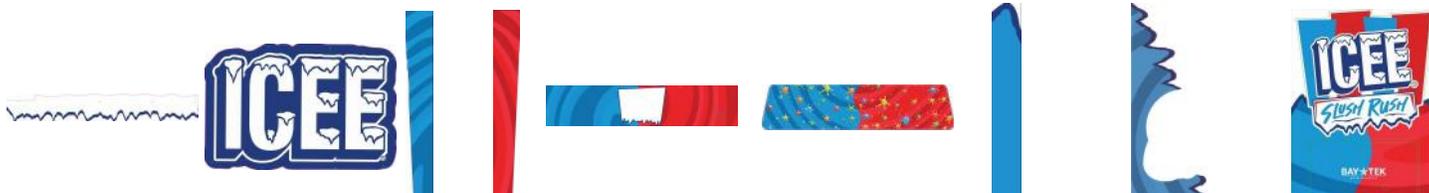
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A5CE34047 A5CORD42 A5CORD43 A5CORD5 A5CORD5003 ACORD59 A5OU5000 AACE1630 AACE1710 AACE34041



AACE34042 AACE34043 AACE8811A AACO1020 AAPB2700A A5DE0042 A5DE34000 A5DE34001 A5DE34002



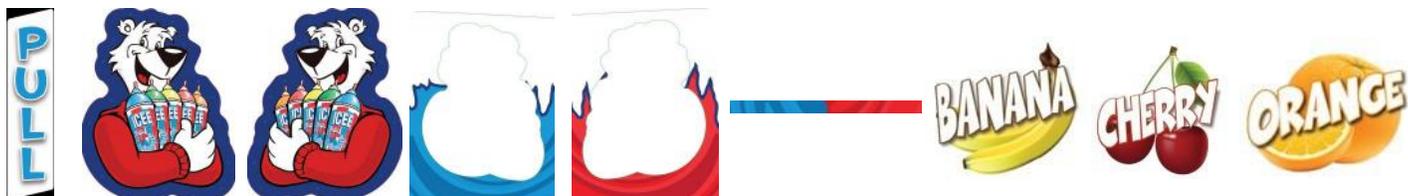
A5DE34003 A5DE34004 A5DE34005 A5DE34006 A5DE34007 A5DE34008 A5DE340026 A5DE340028 A5DE34009-3



A5DE34009-4 A5DE340029 A5DE340027 A5DE34010-1 A5DE34010-2 A5DE34010-3 A5DE34010-4 A5DE34010-5



A5DE34011-1 A5DE34011-2 A5DE34011-3 A5DE34011-4 A5DE34011-5 A5DE34011-6 A5DE34011-7 A5DE34011-8 A5DE34011-9



A5DE34011-10 A5DE34013 A5DE34014 A5DE34015 A5DE34016 A5DE34017 A5DE34018-1 A5DE34018-2 A5DE34018-3



A5DE34018-4 A5DE34018-5



A5DE34020

AADE34021



AACBL4A-DOORA

PARTS LIST



A5CB9621A A5FI9012 A5LD1052 A5MO0065C A5PS34000 A5PS34010 AACB14000A-I2P AACB15001



AACB34000 AACB3850A AACB9605A-I2P AAHD0032-I2P AAIMB1-I2P AASD0032-I2P

PARTS LIST

PART #	DESCRIPTION	PART #	DESCRIPTION
A5CA1005	Caster, 250# Load, Swivel/Lock (4 per game)	A5CE34007	Marquee Cup RGB Jumper (2 per game)
A5KIT-ICEE2P	Hardware Kit, ICEE 2 Player	A5CE34009	Console RGB Jumper (2 per game)
A5LK2001	Lock, Coin Box, A05/E00 Code (2 per game)	A5CE34011	Marquee Bear, 5 VDC to Display Cable
A5LK5002	Lock, 7/8", H95 Key Code (3 per game)	A5CE34012	Door Power Cable (2 per game)
AASW200	Low Ticket Switch (2 per game)	A5CE34014	Mc2 Ado2 Cable (2 per game)
A5TD1	Ticket Dispenser (2 per game)	A5CE34016	Door/Tkt Dispenser Cable (2 per game)
W5HG1055	Hinge, 11-1/2" Double Bend (2 per game)	A5CE34017	Tappers Cable (2 per game)
W5HG1065	Hinge, 5-75, Single Bend (2 per game)	A5CE34018	Dot Matrix Jumper
W5HG5150	Hinge, Dome (2 per game)	A5CE34019	Display Power Cable
W5KE5000	Keeper, Lock (5 per game)	A5CE34020	Line Filter Power Cable
W5TM4000	T-Molding, 7/8" Black (5 feet per game)	A5CE34021	12v Power Supply Cable
AABK1013	Bracket, Pushbutton/Counters (2 per game)	A5CE34022	5v Power Supply Jumper
A5ME15005	Ticket Tray Insert (4 per game)	A5CE34023	Side Cabinet Bear 12V Jumper (2 per game)
A5ME34001	Metal, Tapper Bracket (20 per game)	A5CE34025	Main Board Power Cable
A5ME34002	Metal, 11 ga, Tapper Tang (10 per game)	A5CE34026	Control Panel Rgb, LED (2 per game)
A5ME34003	Metal, Lower Cab Connect Bracket (2 per game)	A5CE34027	Rgb Monitor Front Led (2 per game)
A5ME4180	Metal, Right Ticket Tray Bracket (2 per game)	A5CE34028	Rgb Monitor Middle, Led (2 per game)
A5ME4182	Metal, Cashbox Guide (2 per game)	A5CE34029	Rgb Monitor Rear, Led (2 per game)
A5CB10002	Marquee Cup Small Stick Lights (20 per game)	A5CE34030	Marquee Cup Dome, Led (2 per game)
A5CE22031	Cable, 15ft Usb-A To Usb-B	A5CE34031	Side Bear White Lights, Led (2 per game)
A5CE2321	Cable, Audio Noise Eliminator 3.5mm	A5CE34032	Logo Tray White Lights, Led (2 per game)
A5CE34000	Cbl Assy, Mother Board Power	A5CE34033	Menu/Ticket Dispenser (2 per game)
A5CE34001	Cbl Assy, Audio Board Power	A5CE34034	White Led Roof Splitter Cable
A5CE34002	Cbl Assy, Speaker Jumper	A5CE34035	White Led For Bear Head, Led
A5CE34003	Cbl Assy, Left Underglow (2 per game)	A5CE34036	Line Filter To Ground Stud
A5CE34005	Cbl Assy, Right Fr/Mid/Bk Rgb (3 per game)	A5CE34037	Door To Door Ground
A5CE34006	Cbl Assy, Left Fr/Mid/Bk Rgb (3 per game)	A5CE34038	Door To Ground Stud

PARTS LIST

PART #	DESCRIPTION	PART #	DESCRIPTION
A5CE34039	Lt Side Tkt Tray Ground Cable	A5DE34014	Cabinet Side Bear, Right, Printed Plexi
A5CE34040	Rt Side Tkt Tray Ground Cable	A5DE34015	Decal, Cabinet Side Blue, Left
A5CE34044	DBA Power Cable(2 per game)	A5DE34016	Decal, Cabinet Side Red, Right
A5CE34045	Underglow, Led Cable (2 per game)	A5DE34017	Decal, Cabinet Front Under Bar
A5CE34046	5 Volt DC Jumper	A5DE34018	Drink Flavor, Full Set, Printed Plexi (2 per game)
A5CE34047	Dot Matrix 5 VDC Jumper		
A5CEAU010	Audio Stereo,3.5mm Cable	A5DE34020	Ticket Bucket Cover, Standard, Printed Plexi
A5CORD36	Cord, Hdmi To Hdmi, Black, 8'	AADE34021	Marquee Straw, Printed Plexi (2 per game)
A5CORD42	Usb-A To Usb-B, 2.0 Cable	A5PT34000	Vacuum Form, Bear Face
A5CORD5	Power Cord (2 per game)	A5PT34001	Vacuum Form, Bear Nose
A5CORD5003	Cord, Power Adapter, C14 To 5-15, 6ft.	A5PT34002	Vacuum Form, Domed Cup Lid (2 per game)
A5CORD59	USB, Male A To Micro, 10ft (2 per game)	A5PT34003	Vacuum Form, ICEE Blender (2 per game)
A5OU5000	Outlet Strip	A5PT34004	Vacuum Form, ICEE Tray Light Pan (2 per game)
AACBL4A-DOORA	Coin Door Cable (2 per game)	A5PT34006	Vacuum Form, Tapper Front, Orange (2 per game)
AAPB2700	Menu Button (2 per game)	A5PT34007	Vacuum Form, Tapper Back, Orange (2 per game)
AACE34041	Side Bear Stick Lights (4 per game)	A5PT34008	Vacuum Form, Tapper Front, Red (2 per game)
AACE34042	Marquee Cup, First In Line (2 per game)	A5PT34009	Vacuum Form, Tapper Back, Red (2 per game)
AACE34043	Slush Rush White Led Stick	A5PT34010	Vacuum Form, Tapper Front, Yellow (2 per game)
AACE8811A	Speaker (2 per game)	A5PT34011	Vacuum Form, Tapper Back, Yellow (2 per game)
AACO1020	Counter Assy (2 per game)	A5PT34012	Vacuum Form, Tapper Front, Green (2 per game)
A5DE0042	Menu/Meter Decal (2 per game)	A5PT34013	Vacuum Form, Tapper Back, Green (2 per game)
A5DE34000	Marquee Bear Body, Printed Plexi	A5PT34014	Vacuum Form, Tapper Front, Blue (2 per game)
A5DE34001	Marquee Slush Rush Logo, Printed Plexi	A5PT34015	Vacuum Form, Tapper Back, Blue (2 per game)
A5DE34002	Cab Top, Left Trim, Printed Plexi	A5CB9621A	Audio Amplifier Board
A5DE34003	Cab Top, Right Trim, Printed Plexi	A5FI9012	Line Filter
A5DE34004	Marquee ICEE Logo, Printed Plex(2 per game)	A5LD1052	Display Module
A5DE34005	Left Monitor Frame, Printed Plexi	A5MO0065C	Monitor, 65" Uhd(4k)
A5DE34006	Right Monitor Frame, Printed Plexi	A5PS34000	Power Supply, 25W, 5V
A5DE34007	Under Monitor Frame, Printed Plexi	A5PS34010	Power Supply, 1000w, 12V
A5DE34008	Cabinet Bar Top, Printed Plexi	AACB14000A-I2P	Dot Matrix Controller, ICEE2p
A5DE34009-1	Decal, Cab Front Left, Blue	AACB15001	Bleed Resistor Board
A5DE34009-2	Decal, Left Front Door, Blue	AACB34000	Controller Board, ICEE 2p
A5DE34009-3	Decal, Front Cab Center	AACB3850A	Sensor Board, Alley (10 per game)
A5DE34009-4	Decal, Cash Box Door	AACB9605A-I2P	Door Interface Board, ICEE 2p (2 per game)
A5DE34009-5	Decal, Right Front Door, Red	AAIMB1-I2P	Motherboard ICEE 2p with Sata
A5DE34009-6	Decal, Cab Front Right, Red	AAHD0032-I2P	M.2 Hard Drive, ICEE 2p Software
A5DE34010	Marquee Bear Face Details, Printed Plexi	AASD0032-I2P	SD Card For Display Board Software, ICEE 2p
A5DE34011-1	Decal, Tap Handles, Banana (2 per game)		
A5DE34011-2	Decal, Tap Handles, Cherry (2 per game)		
A5DE34011-3	Decal, Tap Handles, Orange (2 per game)		
A5DE34011-4	Decal, Tap Handles, Green Apple (2 per game)		
A5DE34011-5	Decal, Tap Handles, Blue Raspberry (2 per game)		
A5DE34013	Cabinet Side Bear, Left, Printed Plexi		

PATTERN 1

\$0.25 PER PLAY

\$0.01 TICKET VALUE

25 AVG BONUS TICKETS

AVG TICKETS/PLAY 7

PAYOUT ESTIMATE 27.89%



2

4

6

8

BONUS

PATTERN 2

\$0.50 PER PLAY

\$0.01 TICKET VALUE

86 AVG BONUS TICKETS

AVG TICKETS/PLAY 15

PAYOUT ESTIMATE 29.89%



4

8

12

16

BONUS

PATTERN 3

\$1.00 PER PLAY

\$0.01 TICKET VALUE

136 AVG BONUS TICKETS

AVG TICKETS/PLAY 29

PAYOUT ESTIMATE 28.89%



8

16

24

32

BONUS

PATTERN 4

\$1.25 PER PLAY

\$0.01 TICKET VALUE

236 AVG BONUS TICKETS

AVG TICKETS/PLAY 38

PAYOUT ESTIMATE 30.36%



10

20

30

40

BONUS

PATTERN 5

\$1.50 PER PLAY

\$0.01 TICKET VALUE

322 AVG BONUS TICKETS

AVG TICKETS/PLAY 45

PAYOUT ESTIMATE 29.80%



10

20

30

50

BONUS

PATTERN 6

\$2.00 PER PLAY

\$0.01 TICKET VALUE

430 AVG BONUS TICKETS

AVG TICKETS/PLAY 57

PAYOUT ESTIMATE 28.64%



15

30

40

60

BONUS

PATTERN 7

\$2.50 PER PLAY

\$0.01 TICKET VALUE

430 AVG BONUS TICKETS

AVG TICKETS/PLAY 75

PAYOUT ESTIMATE 29.89%



20

40

60

80

BONUS

PATTERN 8

\$3.00 PER PLAY

\$0.01 TICKET VALUE

680 AVG BONUS TICKETS

AVG TICKETS/PLAY 90

PAYOUT ESTIMATE 30.14%



20

40

60

100

BONUS

PATTERN 9

\$5.00 PER PLAY

\$0.01 TICKET VALUE

1360 AVG BONUS TICKETS

AVG TICKETS/PLAY 147

PAYOUT ESTIMATE 29.36%



25

50

100

150

BONUS

AMUSEMENT ONLY



OKAY

GOOD JOB!

GREAT!

AWESOME!

PERFECT!

PATTERN 10

\$7.50 PER PLAY

\$0.01 TICKET VALUE

1360 AVG BONUS TICKETS

AVG TICKETS/PLAY 220

PAYOUT ESTIMATE 29.30%



100

125

175

225

BONUS

PATTERN 11

\$8.00 PER PLAY

\$0.01 TICKET VALUE

1360 AVG BONUS TICKETS

AVG TICKETS/PLAY 243

PAYOUT ESTIMATE 30.42%



100

150

200

250

BONUS

These cut outs are options to be placed in this location on the instruction plexi.



**TICKETS
WON**

**COUPONS
WON**

**POINTS
WON**

Thank you for purchasing ICEE Slush Rush®!

This document contains printable displays and vouchers to make it easier for you to offer ICEE drinks as prizes in your game room.

Prize Hub Spindle Tags:

Page 2 - Large drink prize

Page 3 - Medium drink prize

Page 4 - Small drink prize

Prize Counter Voucher Sheets:

Page 5 - Large drink prize

Page 6 - Medium drink prize

Page 7 - Small drink prize

8x10 Counter Displays:

Page 8 - Large drink prize

Page 9 - Medium drink prize

Page 10 - Small drink prize

5x7 Counter Displays:

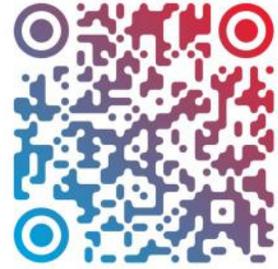
Page 11 - Large drink prize

Page 12 - Medium drink prize

Page 13 - Small drink prize

The following pages contain some samples of what is included in this document!

DOWNLOAD



**ICEE SLUSH RUSH
REDEMPTION DISPLAY**







**GOOD FOR
ONE SMALL
ICEE DRINK**

APPROVED BY:



**GOOD FOR
ONE MEDIUM
ICEE DRINK**

APPROVED BY:



**GOOD FOR
ONE LARGE
ICEE DRINK**

APPROVED BY:

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