

# SERVICE MANUAL



PLACE SERIAL NUMBER LABEL HERE

# FACTORY CONTACT INFORMATION



BAY TEK ENTERTAINMENT  
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All games are proudly manufactured at our factory in Pulaski, Wisconsin, USA

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# WELCOME TO NAILED IT

Congratulations on your purchase of Nailed It! Please take the time to read this manual and learn the many adjustments that can be made to fine-tune the game for maximum earning potential.

Hammer your way to victory with this 4 player, open-island design, winner gets all, high energy game!

Try to deliver 10 perfectly timed hits to win the bonus!

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](mailto: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.	
<b>This appliance is suitable for INDOOR, DRY locations only. This product is NOT to be cleaned by water jets.</b>	
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 severe burns or serious injury. Always use NON-FLAMMABLE solvents for cleaning. DO NOT use gasoline kerosene or thinners.	
CAUTION	
Lifting heavy objects can cause back, neck or other injuries. Be sure adequate lifting and moving devices are available when unloading, unpacking and moving this game.	
ATTENTION	
Be sure the electrical power matches the game requirements. See the serial number 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. <b>A shielded power cable must be used for the game to retain EU/EMC compliance.</b>	
IN CASE OF EMERGENCY	
UNPLUG THE POWER CORD. The power cord must be accessible at all times in case of an emergency.	

## WARNING

**Always** turn **OFF** AC power and unplug the game before opening or replacing any parts.

**Always** grasp the plug, not the line cord, when unplugging the game from an electrical outlet.

**Always** connect the Game Cabinet to a grounded electrical outlet with a securely connected ground line.

**Do Not** install the Game Cabinet outdoors or in areas of high humidity, direct water contact, dust, high heat or extreme cold.

**Do Not** install the Game Cabinet in areas that would present an obstacle in case of an emergency, i.e. near fire equipment or emergency exits

## CAUTION

**Always** use a Digital Multimeter, logic tester or oscilloscope for testing electrical connections. The use of a continuity tester is not permitted.

**Do Not** connect or disconnect any internal electrical connections while the power is **ON**.

**Do Not** use any fuse or circuit breaker that does not meet the specified rating.

**Do Not** subject the game cabinet to extreme temperature variations. Reliability of electrical components deteriorates rapidly over 60°C

# GAME SPECIFICATIONS

## WEIGHT

NET WEIGHT	460 lbs.	208 kg
SHIP WEIGHT	510 lbs.	231 kg

## GAME DIMENSIONS

WIDTH	45 inches	114 cm
DEPTH	45 inches	114 cm
HEIGHT	100 inches	254 cm

## OPERATING TEMPERATURE

FAHRENHEIT	45 - 80 F
CELSIUS	7.2 - 26.7 C

## SHIPPING DIMENSIONS

PALLET	50"L x 48"W x 87"H 510 lbs. class 250
--------	--

## POWER REQUIREMENTS

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

## MAX OPERATING CURRENT

3.2 Amps @ 115 VAC / 1.6 Amps @ 230 VAC



# NAILED IT GAME SETUP

Welcome to the set up guide for the Nailed It game.

The game will arrive on 1 pallet.

Please inspect the pallet for shipping damage and report immediately to the freight company if any damage is found.

## Important:

There are sections of the marquee that need to be installed at the top of the game.

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

## TOOLS NEEDED:

7/16" wrench/socket	T30 Torx Bit	Wire Snips
#2 Square bit	1 Ladder	

Assembly time is about 30 minutes.

## Instructions:

Cut banding from pallet using snips.

Remove cardboard covering and plastic shrink wrap.

Remove bubble wrapped marquee assemblies from playfield and set aside for later use.

Remove keys taped to top console and open all 4 lower doors.

2 doors will have shipping screws to hold game to the pallet.

Remove these 4 screws using a T30 Torx bit.

Remove the game from the pallet and place in game room final position.

Open the coin box door on the purple station side and remove the hardware kit.



# NAILED IT GAME SETUP

## Install Marquee:

Locate 4 corner plexi assemblies previously removed from playfield.

Locate 16 black 6 X 1 1/4" screws from hardware kit.



Using a ladder, carefully climb to the top of the game and place a corner plexi assembly in position on a top corner as shown.

Secure with 4 of the black 6 X 1 1/4" screws using a #2 square bit. There are pilot holes in the wood surface.

Repeat this for all 4 of the corner plexi assemblies.



Locate 4 marquee sign assemblies previously removed from playfield.

Locate 16 black 10-10 X 5/8 screws from hardware kit.



Using a ladder, carefully climb to the top of the game and place a marquee sign assembly in position on a top corner as shown.

Secure with 4 of the black 10-10 X 5/8 screws using a #2 square bit. There are pilot holes in the wood surface.

Plug the black and yellow cables together.

Repeat this for all 4 of the marquee sign assemblies.

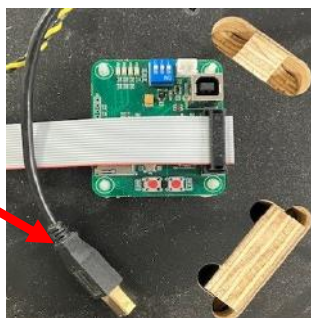


# NAILED IT GAME SETUP

## Connect Display Board Signal:

There is a square USB cable laying next to the display driver board.

Plug this cable into the display driver board.



## Marquee Height Adjustment:

The 4 marquee pieces can be raised upward if you have the ceiling height available.

Loosen the 2 bolts using a 7/16" wrench.

Slide the marquee up.

Tighten the 2 bolts using a 7/16" wrench.



## Optional Top of Game Power Drop:

The Nailed It game can be powered by an overhead power cable.

To make use of, plug the cord at the top of the game into the power drop.

**Also**, unplug the existing power cord from wood box, and plug in extra cord laying in the bottom of the green station door.



The game is now set up and ready for play!

Plug game in and power on by flipping power strip located inside the blue station door.

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



# CARD SWIPE SYSTEM INSTALLATION

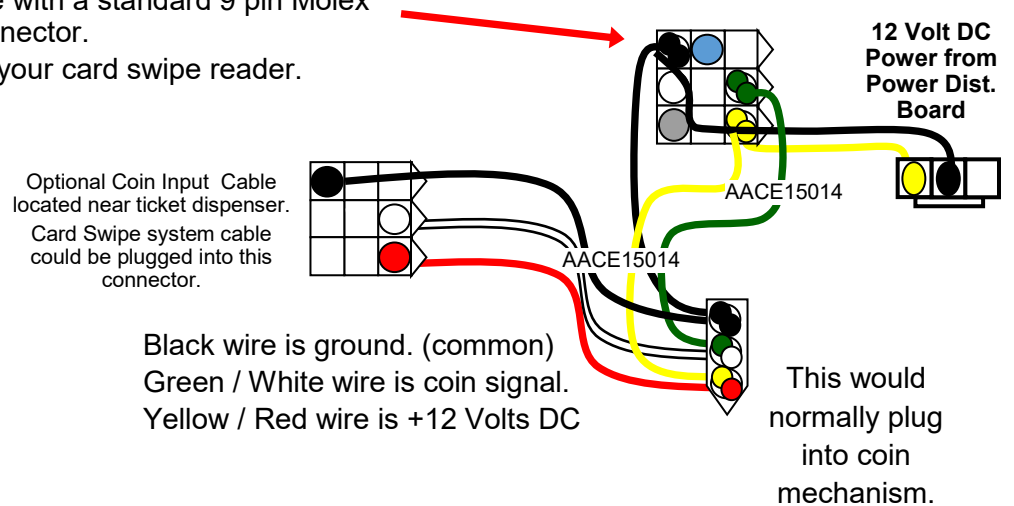
The Nailed It game is pre-wired with a UCL (Universal Card Link) connector to accept Card Swipe systems from many different manufactures.

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

## Option #1:

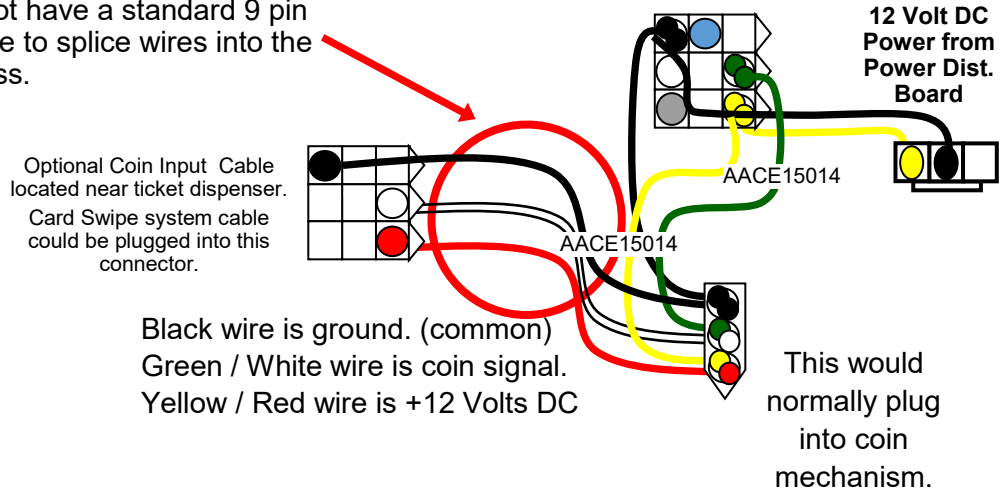
Card swipe systems may come with a standard 9 pin Molex connector. This is the UCL connector.

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 AACE15014 & AACE15015 harness.



## Notes:

- 1.) Many card swipe systems have a voltage threshold that can be adjusted in the card swipe menu. Please set this "Game Drive Threshold" to 2 Volts.
- 2.) There are ticket dispenser extension cables located in the left side coin door if needed.

## Menu Changes

Enter menu, Go to "Game Settings" Menu  
Set "Game Mode/ Payment" to desired option

Go to "Payout Settings" Menu  
Change "Credits" to 1  
Change "Swipe Prompt" to "Enabled"

# HOW TO PLAY

## Nailed It! Hammer Your way to Victory!

Nailed It! transforms the popular Oktoberfest **hammer-striking game** into a high-energy, winner-takes-all competition designed for today's Family Entertainment Centers.

Its **open-island design** supports up to 4 players at once, creating the same lively, social atmosphere found in Oktoberfest now reimagined for the arcade floor. For operators, that energy translates into repeat plays and higher earnings.

Players grab oversized foam hammers and race to **deliver 10 perfectly timed hits**, aiming for the center button as the lights spin around the playfield.

A sensor positioned under the button records the hit and if the timing is right, it will add that hit to the center platform.

First player to 10 hits wins!



# MAIN MENU FUNCTIONS

The Menu and Menu Select buttons are located inside the Blue Player's door.

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

Software versions will show as you enter the menu.

Press MENU to scroll through the menu sections, and MENU SELECT to change the options

Each menu section has multiple sub menus to navigate through.



Software Version: 1.0.0

DB1 Version: 1.7 DB2 Version: 1.7

DB3 Version: 1.7 DB4 Version: 1.7

# VOLUME & ATTRACT SETTINGS

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 VOLUME

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

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

"Off" means the volume is off.

## GAME VOLUME

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

Sets the game's playing volume. "Off" means the volume is off.

## ATTRACT TIME

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

Sets the time in minutes between attract sound cycles.

# PAYOUT SETTINGS

## CREDITS

0	1	2	3	4	5	6	7	...	19	20
---	---	---	---	---	---	---	---	-----	----	----

Sets the amount of credit pulses needed to start a game. "0" will be free play.

## INPUT

TAP	SWPE	INSERT
-----	------	--------

"ENABLED" will show "Swipe Card to Play" verbiage on the screen.

## OUTPUT

TICKETS	POINTS
---------	--------

"TICKETS" means the game will pay out tickets, and show the word "TICKETS" on screen.  
"POINTS" means the game will pay out tickets, and show the word "POINTS" on screen.

## TICKETS

10	15	20	25	30	35	40	50	55	...	195	200
----	----	----	----	----	----	----	----	----	-----	-----	-----

Sets the amount of tickets the winner will receive per player.

## BONUS

ON	OFF
----	-----

If set to "ON" the winner will also receive bonus tickets if they have a perfect game, with no misses.

## BONUS TICKETS

10	20	30	40	50	60	70	80	90	100	110	...	490	500
----	----	----	----	----	----	----	----	----	-----	-----	-----	-----	-----

Sets the amount of tickets the winner will receive when achieving the bonus.

## ENTERTAINMENT ONLY

ON	OFF
----	-----

"ON" means the game will not pay out tickets.

## MERCY TICKETS

0	1	2	3	4	5	6	7	...	19	20
---	---	---	---	---	---	---	---	-----	----	----

Will award the selected number of tickets to every other player that does not win the game. (10 hits)

## MERCY TYPE

ALL	TIMEOUT	OFF
-----	---------	-----

All games – awards mercy tickets to all players not achieving 10 hits.

Timed out games only – only awards mercy tickets if time expires.

Off – no mercy tickets awarded.

# GAME SETTINGS

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.

## LOBBY TIME

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

The amount of time in seconds that the game waits for other players to join.

The player’s button can be held down to speed up lobby time counter.

## GAME LENGTH

20	30	40	50	60	70	80	90	100	110	120
----	----	----	----	----	----	----	----	-----	-----	-----

The amount of time in seconds until the game is over.

## DIFFICULTY

EASY	MEDIUM	HARD	PRO
------	--------	------	-----

Set the speed of the spinning lights and the “window” that the light can be hit.

At “Easy”, the light moves slowly and the window is .5 seconds.

At “Pro”, the light moves fast and the window is .05 seconds.

# DIAGNOSTICS

Each station’s display will show an icon that will change as you press the hit button.



# STATISTICS

Games: Total games played. These games will include multiple player games.

Credits: Total number of credits inserted. Could be multiple credits per game.

Tickets: Total number of tickets dispensed.

Bonuses: Total number of bonus wins.

Timeouts: Total number of games not achieving the 10 hits.

Hits: Total number of hits.

Misses: Total number of button presses that were not hits.

# PAYOUT TABLE

	Average Tickets Per Game									
	2-5	5-10	10-25	25-40	40-60	60-80	80-100	100-130	130-160	160-200
	Ticket Settings									
<b>1 Player</b>	5	10	20	30	50	75	100	125	150	200
<b>2 Players</b>	10	20	40	60	100	150	200	250	300	400
<b>3 Players</b>	15	30	60	90	150	225	300	375	450	600
<b>4 Players</b>	20	40	80	120	200	300	400	500	600	800
<b>Bonus</b>	10	20	40	60	100	150	200	250	300	400
<b>Mercy</b>	1	1	2	3	5	5	10	15	20	20
	Estimated Payout									
<b>Price/Play</b>	\$0.10	\$0.25	\$0.50	\$1.00	\$1.50	\$2.50	\$3.00	\$4.00	\$5.00	\$6.00
<b>Ticket Value</b>	\$0.01	\$0.01	\$0.01	\$0.01	\$0.01	\$0.01	\$0.01	\$0.01	\$0.01	\$0.01
<b>Avg Payout %</b>	35%	30%	35%	33%	30%	28%	30%	29%	29%	30%

Note: As with all Baytek Entertainment's games, Nailed It is a game of skill.  
Results may vary depending on the skill level of the player or location.


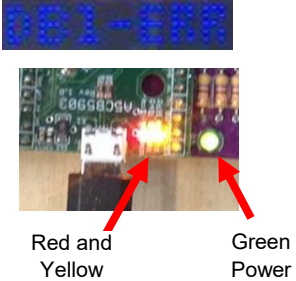

# TROUBLESHOOTING GUIDE

## 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><b>No power to the game No lights on at all.</b></p> <p>There are 2 power switches in the game.</p> <p>1.) The rocker switch on the power supply in the front of the game.</p> <p>2.) The rocker switch on the outlet strip.</p>	<p>Unplugged.</p> <p>Circuit breaker tripped.</p> <p>Wrong power cable to Line Filter</p> <p>Line Filter Faulty.</p> <p>Power strip faulty.</p> <p>Disconnected, loose or broken wires.</p>	<p>Check wall outlet.</p> <p>Reset power strip breaker switch or building circuit breaker.</p> <p>Ensure the correct power cable is plugged into the line filter. One coming from top of game or one coming from bottom of game.</p> <p>Replace Line Filter (Part # 10026125)</p> <p>Change plug position, replace power strip if a section does not work. Part # 10026577</p> <p>Check rocker switch on power strip.</p> <p>Refer to wiring diagram. Check connections and reseal cables from line filter to outlet strip. Cables # 10025585 ,100025300 or 10000502</p> <p><b>If the supply cord is damaged, it must be replaced by a special cord or assembly available from the manufacturer or its service agent.</b></p>
<p><b>Meters does not work</b></p> <p>Each side has its own meters. 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.</p> <p>Refer to wiring diagram. Check connections and reseal cables from meters to Door Board Cables # 10007575 and 10025141</p> <p>Replace counter. 10007575</p>
<p><b>Menu Buttons do not work.</b></p> <p>The menu buttons are located in the Blue Side Coin Door</p>	<p>Swap connectors at the 2 buttons.</p> <p>Pinched, broken, or disconnected wiring</p> <p>Door Board faulty.</p>	<p>Replace button if problem stays with button.(10029198)</p> <p>Inspect crimp to ensure good connection. Check connections from menu buttons to I/O Aux Board. Check cables (10029198, 10025141)</p> <p>Replace Door Board if needed.Part# 10024858</p>

# TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
<p><b>Game not coining up</b></p> <p>Ensure Dipswitch is set correctly on Door Board</p>	<p>Look for communication and power on the Door Board for that station.</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 Door Board. (10028588, 10025517)</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 Door board if needed. Part # 10024858</p>
<p><b>No Sound</b></p> <p>Main Board creates sound.</p>	<p>Game volume/attract volume set to zero.</p> <p>Disconnected, loose or broken wires.</p> <p>Faulty speaker.</p>	<p>Enter Main Menu and verify: Game Volume &amp; Attract Volume is not zero.</p> <p>Refer to wiring diagram. Check connections and reseal audio cable from Main Board to speakers. Cables # 10025520 &amp; 10000856</p> <p>Replace speaker. 10000856</p>
<p><b>I/O Aux Board Issue</b></p> <p>Game does not coin up, and has no other functions. ERR shows in menu.</p>  <p style="font-size: small; margin-left: 20px;">Red and Yellow      Green Power</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 &amp; 5 Volts DC coming into board from Main Board. Cables 10025144, 10025198, 10025221, 10025223</p> <p>If not on, then it is not communicating with the motherboard. Check 10025288 USB cable..</p> <p>Replace if needed. Part # 10024858</p> <p>Each station needs dipswitches set differently. Refer to Wiring Diagram for details.</p>
<p><b>Low Tickets indicator on display</b></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 Door Board.</p> <p>Faulty Door Board.</p>	<p>Load tickets into tray. Ensure tickets hold down the micro switch wire.</p> <p>Check connectors from low ticket switch to Door Board. Check for continuity. Part # 10025517</p> <p>Inspect switch and replace if needed. (10029284)</p> <p>Check dipswitch settings on the Door Board. If the game has a card swipe system, Dipswitch # 5 should be ON.</p> <p>Replace Door Board. Part # 10024858</p>

# TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
<p><b>Tickets do not dispense or Wrong amount dispensed</b></p> <p>Check for the correct amount of tickets showing on display</p>	<p>Tickets on Display does <b>not</b> 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 Door Board.</p>	<p>Blow dust from sensor and clean with isopropyl alcohol.</p> <p>Replace with working dispenser to isolate the problem. (10003690)</p> <p>Flip tickets and load upside-down to have large cut notch toward opto sensor.</p> <p>Check connectors from ticket dispensers to Door Board. Check for continuity. 10025517</p> <p>Ensure issue is not with a card swipe system - Replace Door Board. Part # 10024858</p>
<p>Tickets on display do match tickets coming out of game</p>	<p>Settings in Menu are incorrect.</p>	<p>Enter Menu and check certain areas: Entertainment Only set to Off Payout Settings Menu</p> <p>Door Board Dipswitch Settings: 1/2 Ticket</p>
<p><b>All LED Color Strips are not Working</b></p> <p>Main Board issue</p>	<p>Ensure Main Board is receiving voltage from Power Supply</p> <p>Faulty Main Board</p>	<p>Refer to wiring diagram. Check connections &amp; reseat cables from Power Supply to Main Board.</p> <p>Replace Main Board. Part # 10023654</p>
<p><b>LED Lights in Console Edge are not Working</b></p>	<p>Loose or bad connection.</p> <p>Faulty LED</p>	<p>Refer to wiring diagram. Check multiple connections and reseat cables from Main Board to Console Edge Lights. Cables # 10025145, 10025170, 10025204, or 1002522, and 10025359</p> <p>Replace faulty LED. Part # 10025359</p>
<p><b>Winner Get All Lights are not Working</b></p>	<p>Loose or bad connection.</p> <p>Faulty LED</p>	<p>Refer to wiring diagram. Check multiple connections and reseat cables from Main Board to Winner Gets All Lights. Cables # 10025145, 10025170, 10025204, or 1002522, and 10025359</p> <p>Replace faulty LED. Part # 10025516</p>
<p><b>Corner Lights are not Working</b></p>	<p>Loose or bad connection.</p> <p>Faulty LED</p>	<p>Refer to wiring diagram. Check multiple connections and reseat cables from Main Board to Corner Lights. Cables # 10025145, 10025170, 10025204, or 1002522, and 10025591</p> <p>Replace faulty LED. Part # 10025591</p>
<p><b>LED Lights in License Plates on Playfield are not Working</b></p>	<p>Loose or bad connection</p> <p>Faulty LED</p>	<p>Refer to wiring diagram. Check multiple connections, reseat cables from Main Board to lights. 10025588, 10023521, 10023526</p> <p>Replace faulty LED. Part # 10025588, 10023521, or 10023526</p>

# TROUBLESHOOTING GUIDE

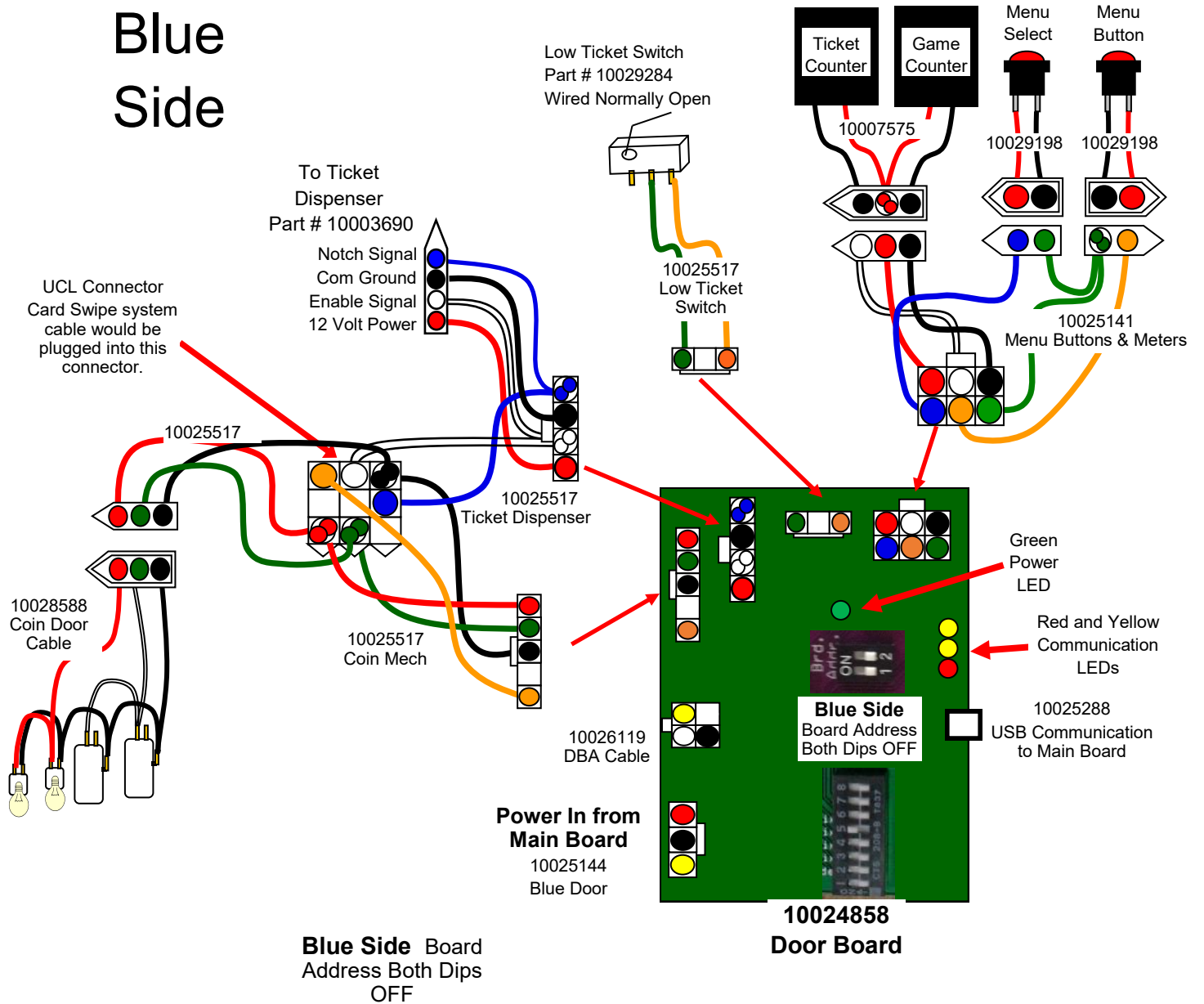
Problem	Probable Cause	Remedy
<b>LED Lights in Center 1-10 Hits are not Working</b>	Loose or bad connection  Faulty LED	Refer to wiring diagram. Check multiple connections, reseal cables from Main Board to Center 1-10 Lights. 10025142, 10025129, 10024856, 10023543, 10023520  Replace faulty LED. Part # 10025129, 10024856, 10023543, or 10023520
<b>LED Lights on Playfield are not Working</b>	Loose or bad connection  Faulty LED	Refer to wiring diagram. Check multiple connections, reseal cables from Main Board to Playfield Lights. 10025143, 10025139, 10023306, 10024857, 10025131  Replace faulty LED. Part # 10025139, 10023306, 10024857, or 10025131
<b>LED Lights above Displays are not Working</b>	Loose or bad connection.  Faulty LED	Refer to wiring diagram. Check multiple connections, reseal cables providing power from Main Board to Marquee Distribution Board. Part # 10025522.  Check connection, reseal cables from Marquee Distribution Board to Lights. Part # 10023527.  Replace faulty LED. Part # 10023527
<b>LED Lights in Marquee are not Working</b>	Loose or bad connection.  Faulty LED	Refer to wiring diagram. Check multiple connections, reseal cables providing power from Main Board to Marquee Distribution Board. Part # 10025522.  Check multiple connections, reseal cables from Marquee Distribution Board to Lights. Part # 10025519, 10025589, 10023541  Replace faulty LED. Part # 10025589 or 10023541
<b>Nail Button does not Work.</b>	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 multiple connections and reseal cables from Main Board to Nail Button Sensor. Cables # 10025145, 10025170, 10025204, or 1002522, and 10000850.  Replace sensor. Part # 10000850

# TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
<p><b>All Displays do not Work</b></p> <p>Problem affects all Displays</p>	<p>Loose or bad connection on Power cables between Main Board and Marquee Distribution Board</p> <p>Loose or bad connection on Power cables between Marquee Distribution Board and Displays</p> <p>Loose or bad connection on USB signal cable between Main Board and Display Driver Board.</p> <p>Loose or bad connection on Ribbon cable between Display Driver Board and first Display</p> <p>Faulty Main Board, Display Driver Board or first Display Board.</p>	<p>Refer to wiring diagram. Check multiple connections, reseal cables providing power from Main Board to Marquee Distribution Board. Part # 10025522.</p> <p>Check multiple connections, reseal power cables from Marquee Distribution Board to Displays. Part # 10026208, 10026171</p> <p>Check USB Cable part # 10024961.</p> <p>Check Ribbon Cable part # 10023542</p> <p>Swap first Display Board with another to determine if Display Board is faulty. Replace Main Board, Display Driver Board or first Display Board if needed. Part # 10023654, 10022967, or 10026249</p>
<p><b>One Display does not Work</b></p>	<p>Loose or bad connection on Power cables between Marquee Distribution Board and Displays</p> <p>Loose or bad connection on Ribbon cable between Display Driver Board and Displays.</p> <p>Faulty Display Board.</p>	<p>Check multiple connections, reseal power cables from Marquee Distribution Board to Displays. Part # 10026208, 10026171</p> <p>Check multiple connections, reseal ribbon cables from Marquee Distribution Board to Displays. Part #'s 10023542 and 10025146.</p> <p>Swap Display Board with another to determine if Display Board is faulty. Replace Display Board if needed. Part # 10026249</p>

# WIRING DIAGRAM

## Blue Side

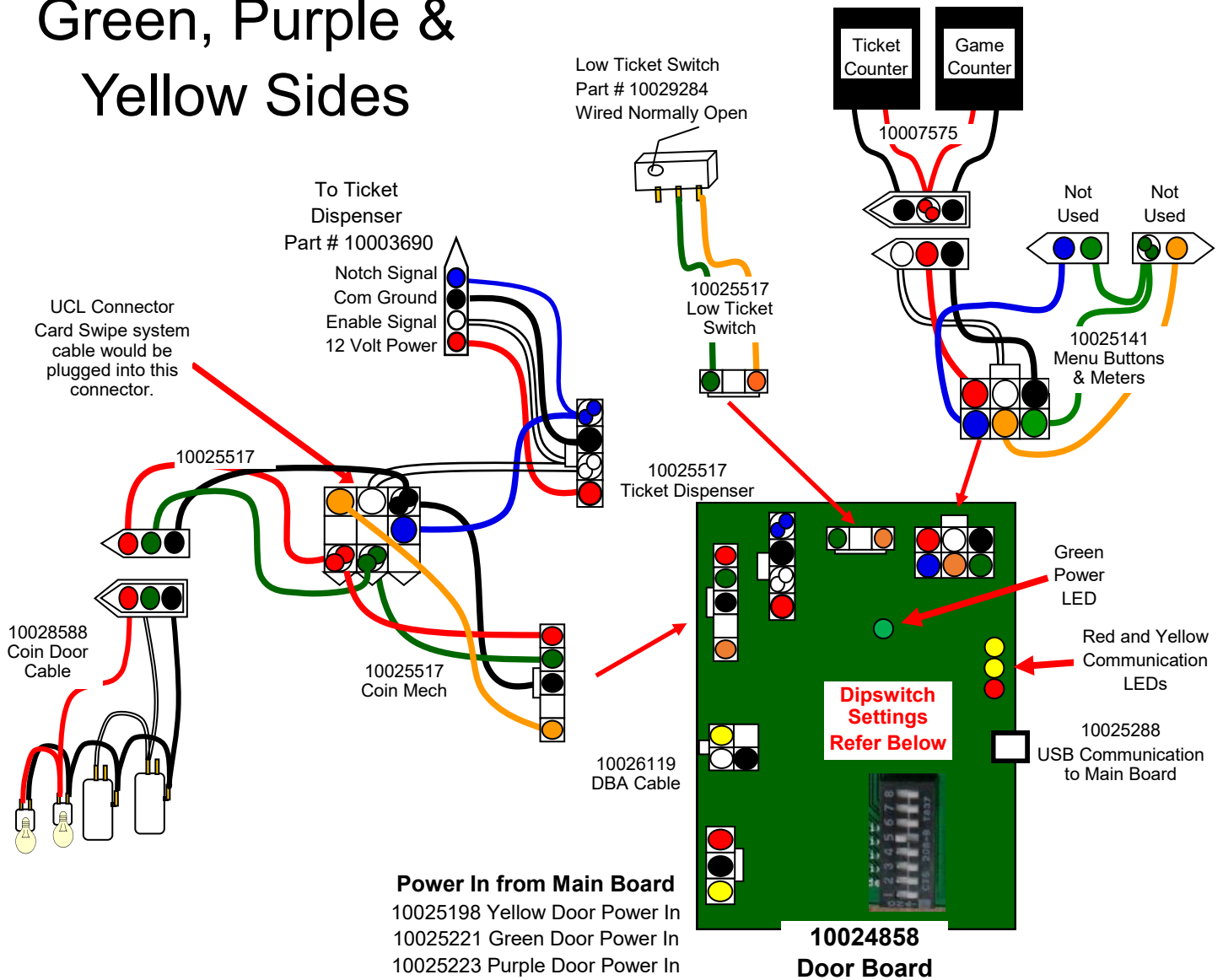


**Blue Side** Board  
Address Both Dips  
OFF



# WIRING DIAGRAM

## Green, Purple & Yellow Sides



**Yellow Side**  
Board Address  
Both Dips ON



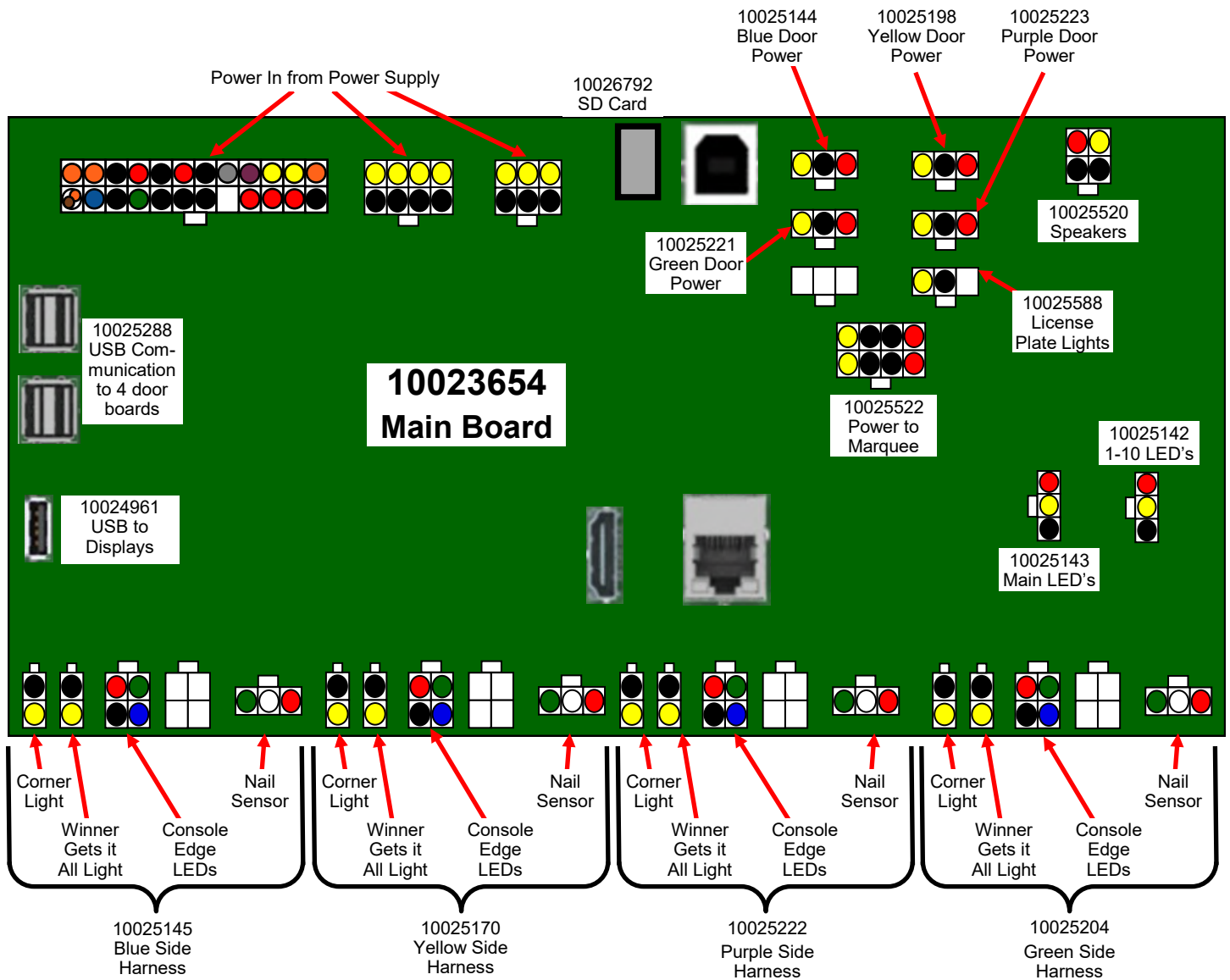
**Purple Side**  
Board Address  
Dip 1 OFF  
Dip 2 ON



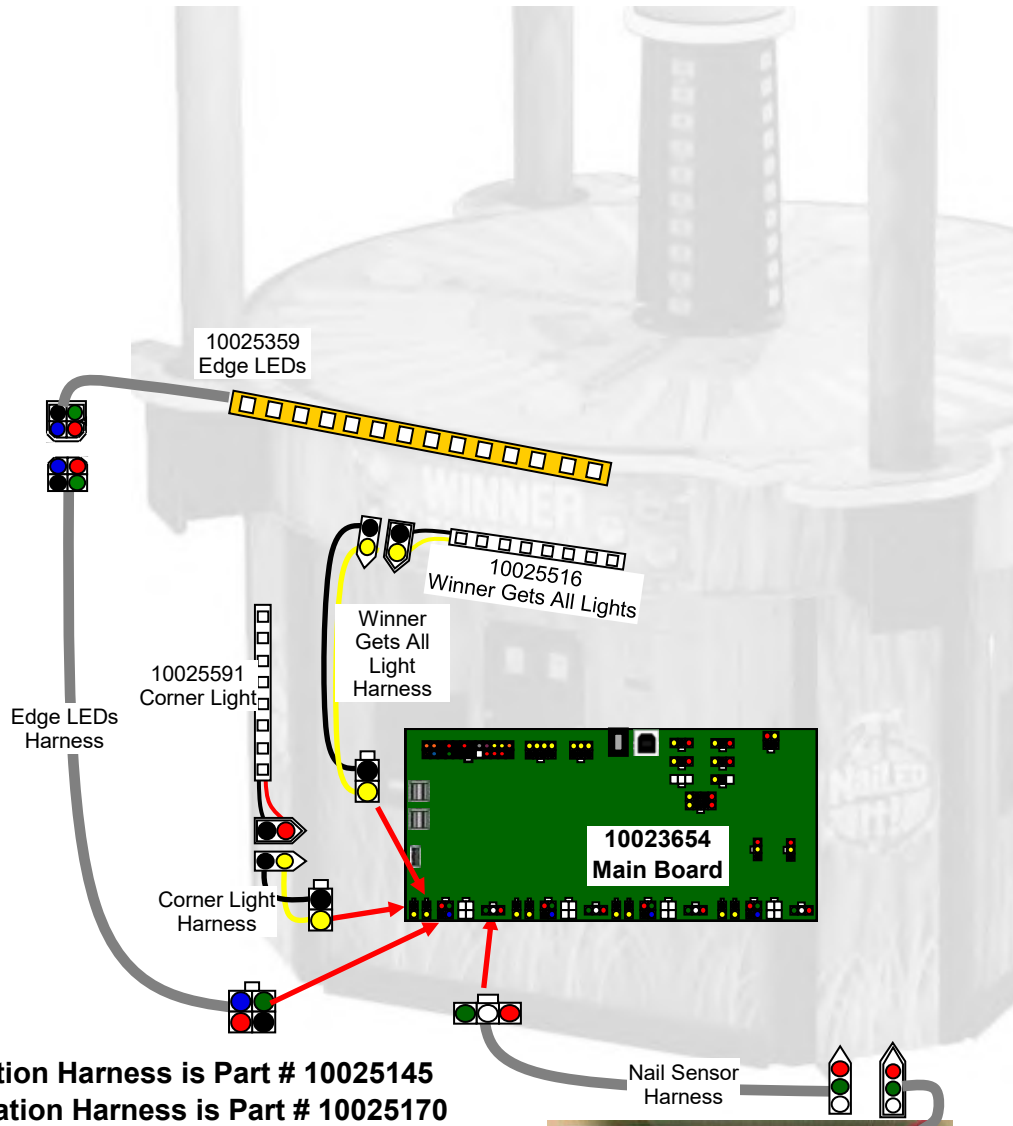
**Green Side**  
Board Address  
Dip 1 ON  
Dip 2 OFF



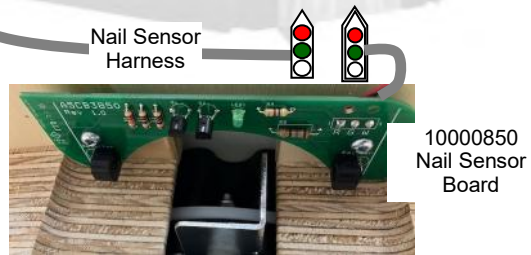
# WIRING DIAGRAM



# WIRING DIAGRAM

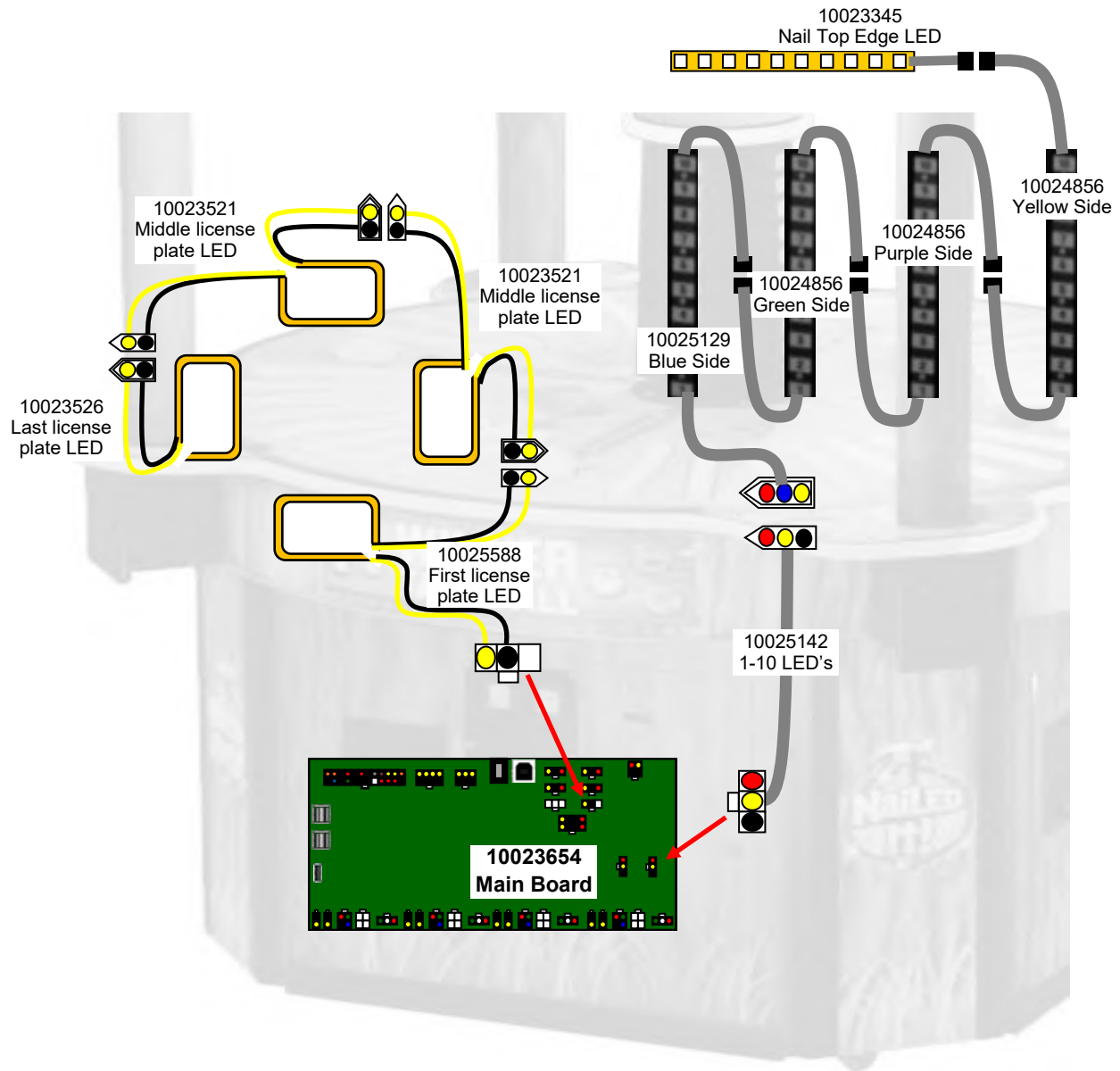


- Blue Player Station Harness is Part # 10025145**
- Yellow Player Station Harness is Part # 10025170**
- Green Player Station Harness is Part # 10025204**
- Purple Player Station Harness is Part # 10025222**

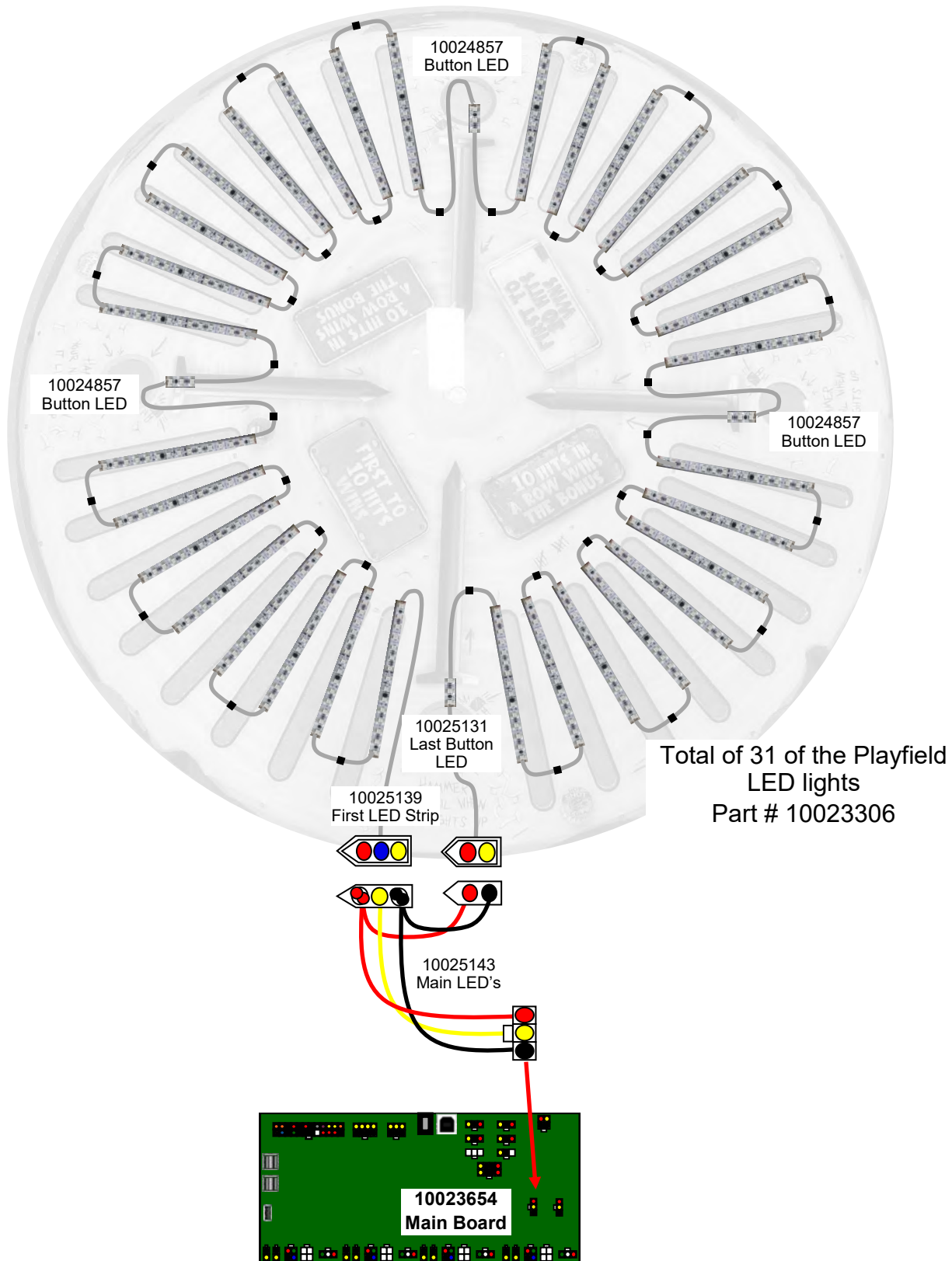


Nail Button Sensors have 12 VDC between the red and green wires.  
 Normally 0 VDC between the white and green wires.  
 When button is pressed, the voltage between the white and green wires goes to 3.3 VDC

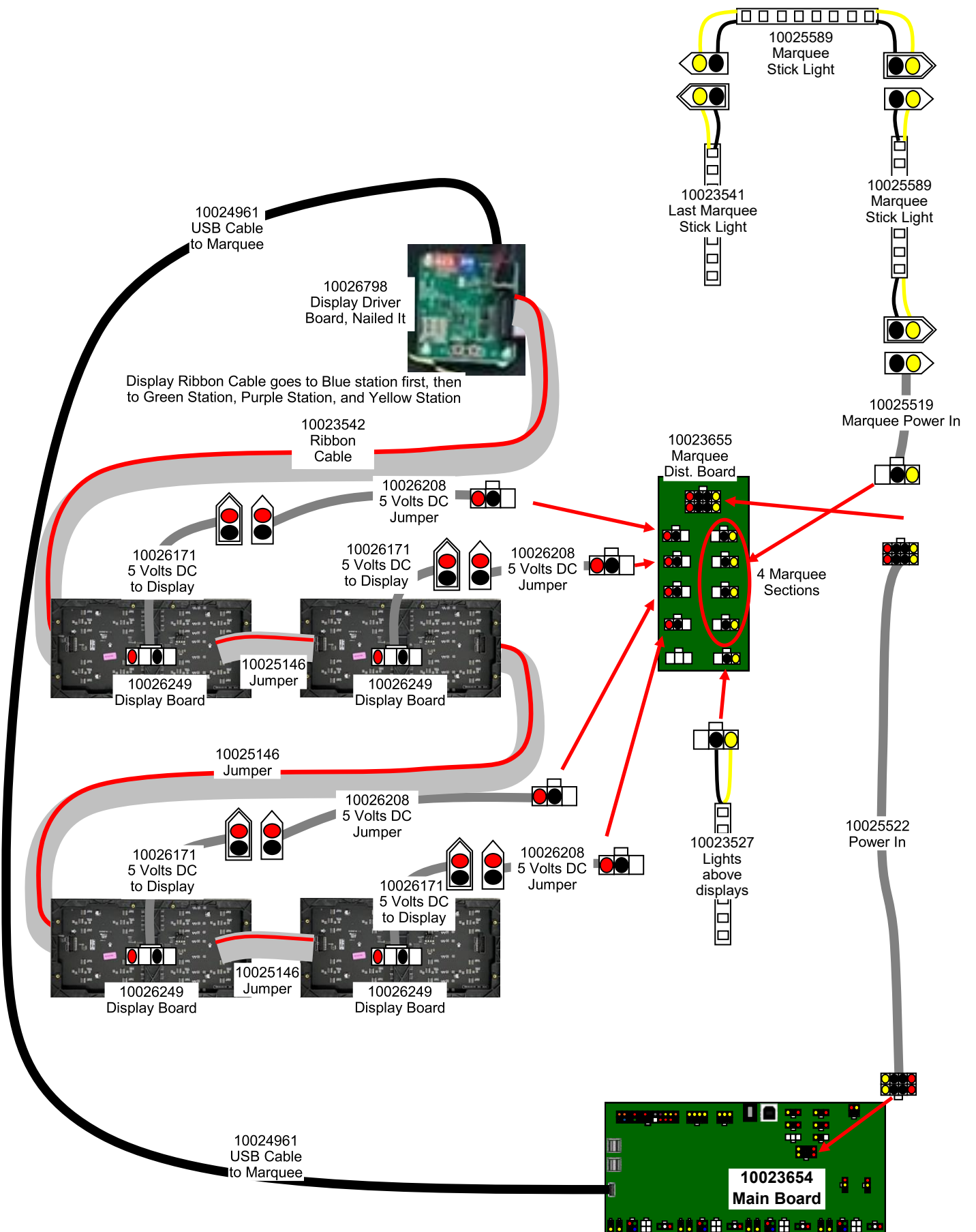
# WIRING DIAGRAM



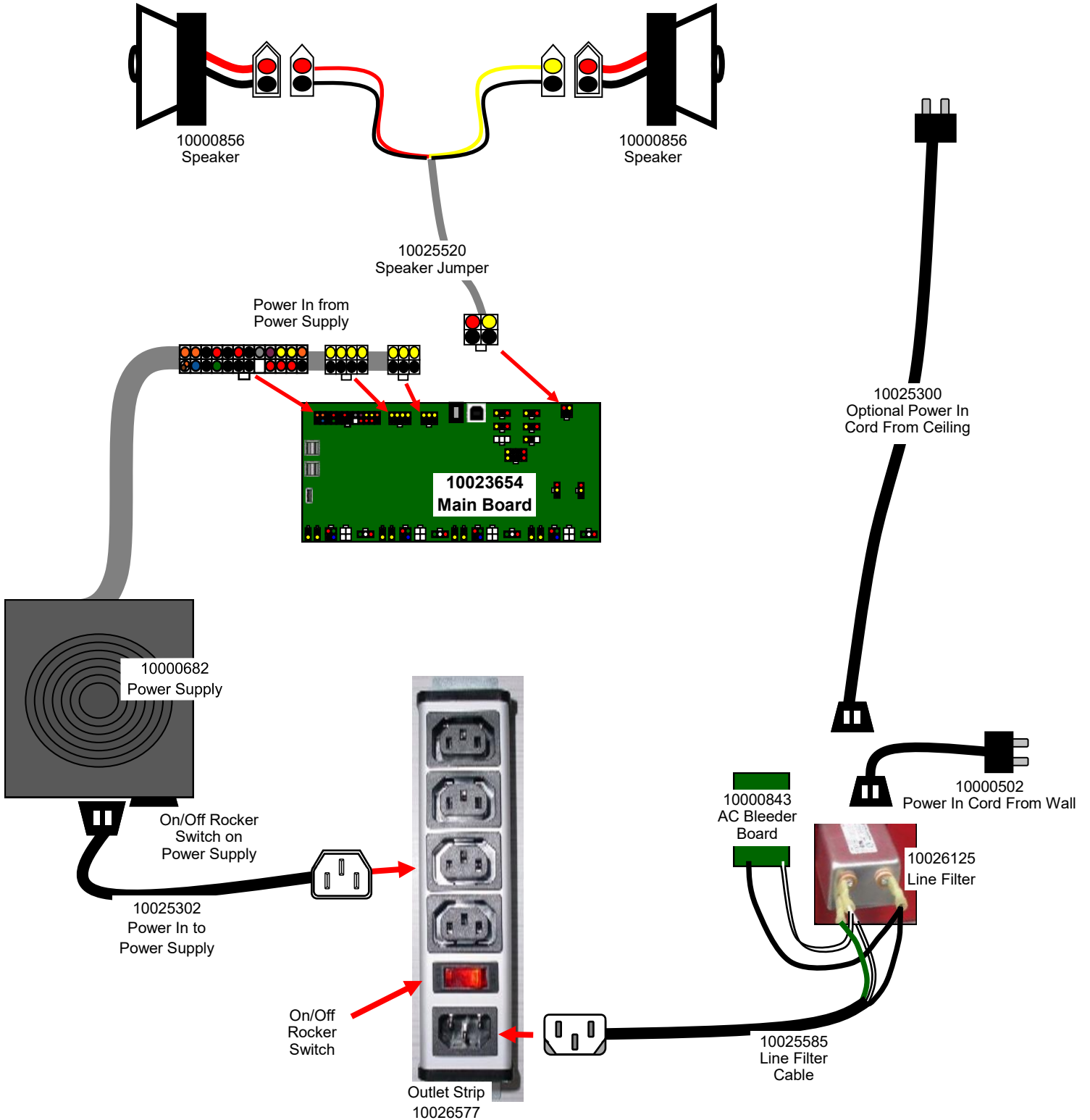
# WIRING DIAGRAM



# WIRING DIAGRAM



# WIRING DIAGRAM



# POWER SUPPLY DIAGNOSTICS

1.) Verify AC power to game. Check power strip in blue station door.

The rocker switch should be illuminated.



2.) Check connection to line filter.

There are 2 options to power the game.

One from the bottom, and one from the top.

Ensure the correct power plug is plugged into the line filter wood box.

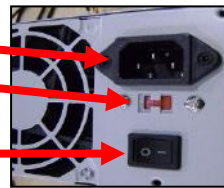


2.) Check connection to power supply.

3.) Ensure Power Supply switch is set to 115V (or 230V)

(Some model power supplies may not have this)

4.) Ensure Power switch is on.



5.) Ensure fan is turning.

- If power supply fan is turning and there is no 12 Volt out:

Check power supply cables to the Main 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. (Part # 10000682)

## Minimize load on power supply and isolate short

- Unplug all connectors from main board **except** the power in cables from the top left side of the Main Board.

Turn on game:

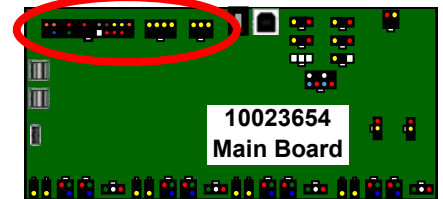
- If power supply still does not turn on, replace power supply (10000682) and/or Main Board (10023654)

- If power supply turns on and boots correctly, plug one cable in at a time.

The power supply will not turn on when a faulty component cable is plugged into the main board.

Refer to the wiring diagram to follow faulty cable and replace faulty component.

Power In from  
Power Supply

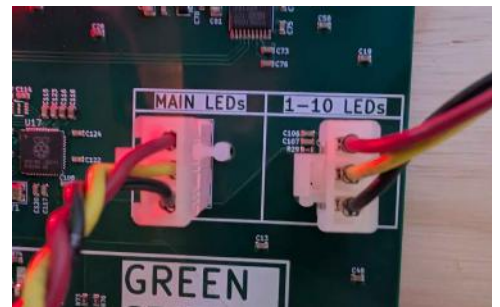


# HOW TO REPLACE THE PLAYFIELD TOWER

With the game powered off, open the door under the purple player station.



On the rightmost side of the main board, locate the cable plugged into the “1—10 LEDs” port.



Follow this cable up to the underside of the playfield table.

Disconnect this cable from the cable powering the playfield tower that is coming through the central hole of the playfield.



Utilizing a 5/32 hex bit, remove the four hex head bolts securing the score tower to the playfield.



With the tower released, it can be removed from the playfield.

With the new playfield, follow these steps in reverse to install the new playfield tower.



# HOW TO REPLACE THE PLAYFIELD BUTTON

Should the playfield button be damaged in any way a replacement assembly is available for purchase. These instructions will direct you on how to replace the button.

**Step 1:** With the button that needs to be replaced serving as your center point, use a **#2 Square bit** to remove half of the screws that are securing the tabletop decal to the playfield. There will be 22 screws removed in this step



**Step 2:** The tabletop playfield is flexible enough to be lifted up.

Use a **#2 Square bit** to remove the 10 circled screws: Four from the plastic guard around the button and three from both vacuum forms that are holding the guard in. The vacuum forms are also pliable enough to be flexed, allowing you to remove the guard.

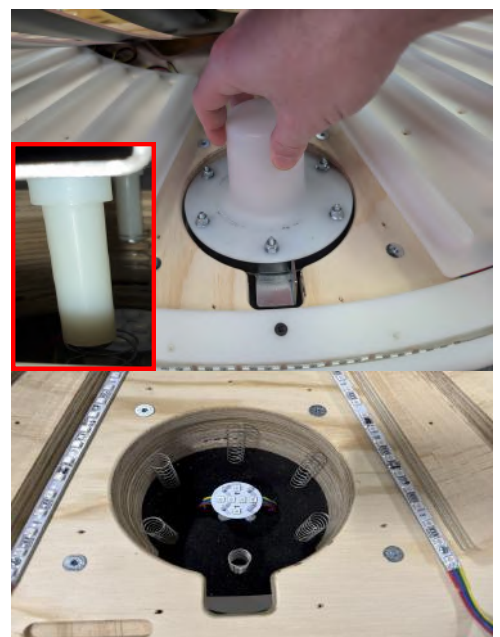


**Step 3:** From here the button assembly should slide right off the springs it rests on to remove it from the cabinet.

Included with the assembly will be additional springs. If the springs in your cabinet do not need to be replaced, save these for a later date.

Fit the posts on the bottom of the new assembly into the springs.

Follow these steps in reverse to replace the guards and return the playfield back to a playable state.



# HOW TO REPLACE THE HAMMERS

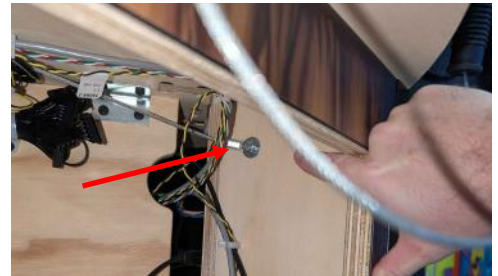
**Step 1:** Remove the front face plate of player station that needs a replacement hammer.

Unlock and open the player station door.



**Step 2:** Remove the Hex Head bolt securing the hammer cable to the cabinet using a 7/16" socket. Save the washer and the bolt.

The hammer's cable can now be removed from the cabinet entirely and the old hammer can be discarded.



**Step 3:** Feed the cable of the new hammer into the cabinet. This will be fed in the space between the base of the playfield and the light strip.

Secure the cable to the cabinet wall using the washer and bolt removed in the previous step

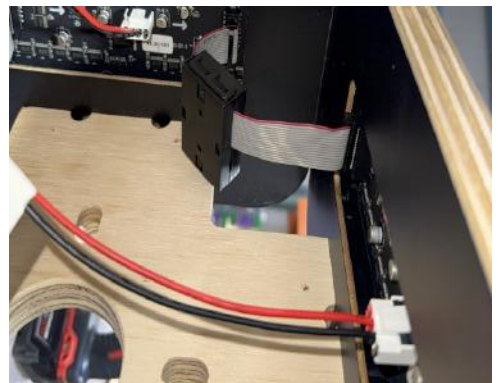


# HOW TO REPLACE BONUS DISPLAY

**Step 1:** Using a Square Bit remove the 5 screws holding the faceplate decal from the relevant player station.

**Step 2:** The display board can be removed from the center console, as it is just resting in position behind the faceplate. Disconnect the cables connected to broken display board.

Connect the new board, set it in place, and put the faceplate back on.



# HOW TO REPLACE BUTTON SENSORS

**Step 1:** Remove the faceplate of the relevant player station. The sensor will be positioned on the underside of the table, relevant to the button.



**Step 2:** Follow the cable coming off of the sensor and disconnect it.

Using a **Square Bit** remove the black screw from the clamp keeping the cable in place. Save the screw and camp to reuse with the replacement sensor.



**Step 3:** Using a **#2 Phillips Bit** remove the screws securing the sensor in place and remove the old sensor from the game to be discarded.

With the new sensor in hand, follow these steps in reverse to install the new sensor.



# DIPSWITCH SETTINGS

Dipswitches must be set correctly on the I/O Aux Boards or game will not know which side is which. Turn off game by flipping the power switch on the power strip. Set dipswitches as shown:

**Blue Side** Board  
Address Both Dips  
OFF



**Yellow Side**  
Board Address  
Both Dips ON



**Purple Side**  
Board Address  
Dip 1 OFF  
Dip 2 ON

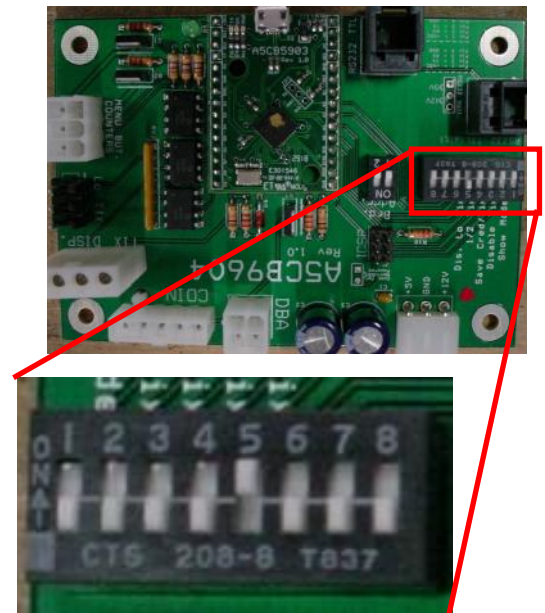


**Green Side**  
Board Address  
Dip 1 ON  
Dip 2 OFF



There are also a 8 dip bank of dipswitches on the I/O Aux Boards.

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



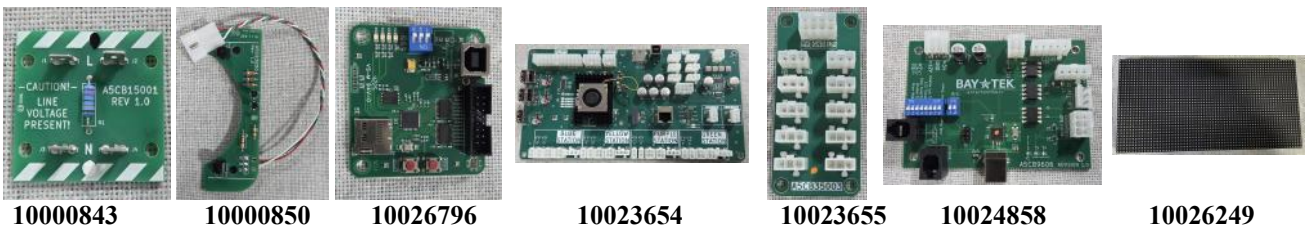
# ART DIAGRAM



# PARTS PICTURES



# PARTS PICTURES



# PARTS LIST

PART #	DESCRIPTION	PART #	DESCRIPTION
10000625	Lock, H95 Key Code (4 Per Game)	10025131	Last Button LED
10000856	Speakers (2 Per Game)	10025139	Playfield LED Start Light
10000907	T-Molding, 7/8", Blk (428" Per Game)	10025141	Cable Assy, Counters (4 per game)
10029284	Switch, Low Tickets Switch (4 Per Game)	10025142	Cable Assy, 1-10 LED Power In
10003690	Ticket Dispenser (4 Per Game)	10025143	Cable Assy, Main LED Power In
10003709	Lock, E00 Key Code (4 Per Game)	10025144	Cable Assy, Blue Player Door Board Power
10004444	Lock Keeper (4 Per Game)	10025145	Cable Assy, Blue Player Harness
10023617	Kit, Nailed It Hardware for Customer	10025146	Ribbon Cable Jumper (3 per game)
10024744	Caster, Swivel/Lock (4 Per Game)	10025170	Cable Assy, Yellow Player Harness
10024824	Coin Box, Black (4 Per Game)	10025198	Cable Assy, Yellow Player Door Board Power
10025128	Foam Hammer (6 Per Game)	10025204	Cable Assy, Green Player Harness
10026125	Line Filter	10025221	Cable Assy, Green Player Door Board Power
10026957	Spring, Compression (24 Per Game)	10025222	Cable Assy, Purple Player Harness
10027156	Hinge, 16" Double Bend (4 Per Game)	10025223	Cable Assy, Purple Player Door Board Power
10027163	Hinge, Single Bend (4 Per Game)	10025288	USB Cable, Door Bd to Main Bd (4 per game)
10000419	Bracket, Counters (4 Per Game)	10025300	Optional Power Cord from Ceiling
10000421	Bracket, Power Supply Mounting	10025302	Cable Assy, Power In to Power Supply
10000678	Plate, Ticket Dispenser Blanking (4 Per Game)	10025359	Cable Assy, Edge Lights(4 per game)
10002709	Plate, Bill Acceptor Blanking Plate	10025516	Cable Assy, Winner Gets All Lights (4 per game)
10001316	Cover, Speaker Grill (4 Per Game)	10025517	Cable Assy, Door Cable (4 per game)
10002666	Metal, Coinbox Guide (4 Per Game)	10025519	Cable Assy, Marquee Power (4 per game)
10020454	Metal, Center Progression Steel Assy	10025520	Cable Assy, Speaker Jumper
10020472	Metal, Corner Trim (8 Per Game)	10025522	Cable Assy, Power to Marquee
10020546	Metal, Nail Target Plate (4 Per Game)	10025585	Cable Assy, Line Filter
10020547	Metal, Round Post Assembly (4 Per Game)	10025586	Cable Assy, Ground, Hinge (4 per game)
10026366	Ticket Tray (4 Per Game)	10025587	Cable Assy, Ground, Door Plate (4 per game)
10000502	Power Cord	10025588	Cable Assy, First License Plate LED
10000578	Ferrite, 240 OHM, 1.55" (4 per game)	10025589	Cable Assy, Marquee Stick Lights (8 per game)
10000596	Ferrite, 380 OHM, 1.87" (3 per game)	10025591	Cable Assy, Corner Lights (4 per game)
10029198	Menu Buttons (2 per game)	10025739	Cable Assy, Ground, Line Filter
10007575	Counter Assy, (4 per game)	10026111	Ferrite, 43 Flat (3 per game)
10014559	Ferrite, 1MHZ, 20OGHM (2 per game)	10026119	Cable Assy, Bill Acceptor (4 per game)
10023306	Playfield LED Lights (31 per game)	10026171	Cable Assy, Display 5 Volt Power (4 per game)
10023345	Center Nail Top Edge LED	10026208	Cable Assy, Display 5 Volt Jumper (4 per game)
10023521	Cable Assy, License Plate LEDs (2 per game)	10026577	Outlet Strip
10023526	Cable Assy, Last License Plate LED	10000514	Decal, Menu/Volume (4 Per Game)
10023527	Cable Assy, Bonus Lights Above Displays	10023305	Decal, Frame, Coin, Ticket Door (4 Per Game)
10023541	Cable Assy, Last Marquee Light (4 per game)	10023365	Vacuum Form, Light Rib, Nailed It (4 Per Game)
10023542	Cable Assy, Ribbon to Displays	10023366	Vacuum Form, Rail, Nailed It (4 Per Game)
10024856	1-10 Counter Bd, 3 Sides (3 per game)	10023861	Decal, Display Screen, Blue, Printed Plexi
10024857	Button LED (3 per game)	10023862	Decal, Display Screen, Green, Printed Plexi
10024961	USB Cable to Marquee	10023863	Decal, Display Screen, Purple, Printed Plexi
10025129	First 1-10 Counter Board	10024034	Decal, Display Screen, Yellow, Printed Plexi

# PARTS LIST

PART #	DESCRIPTION
10024381	Decal, Hammer Holder, Printed Plexi (4 Per Game)
10024382	Decal, Player Panel, Lower, Blue, Printed Plexi
10024383	Decal, Player Panel, Lower, Green, Printed Plexi
10024384	Decal, Player Panel, Lower, Purple, Printed Plexi
10024416	Decal, Player Panel, Lower, Yellow, Printed Plexi
10024454	Decal, Marquee, Logo, Printed Plexi (4 Per Game)
10024455	Decal, Marquee, Wrap 1, Printed Plexi (4 Per Game)
10024525	Decal, Playfield, Printed Plexi
10024526	Decal, Cabinet Corner Bend, Lower, Printed Plexi (4 Per Game)
10024527	Decal, Coin and Ticket Door (4 Per Game)
10024528	Decal, Post Wrap (4 Per Game)
10024529	Decal, Points Strip, Printed Plexi (4 Per Game)
10024530	Decal, Nailhead BTE Printed Plexi
10027302	Vacuum Form, Nail (4 Per Game)
10032082	Vacuum Form, Marquee (4 Per Game)
10000682	Power Supply, EVGA 500
10000843	AC Bleed Resistor Board
10000850	Button Sensor Boards (4 Per Game)
10026796	Display Driver Board, Nailed It
10023654	Main Board, Nailed It
10023655	Marquee Distribution Board
10024858	Door Board, Nailed It (4 per game)
10026249	Display Board (4 per game)
10026792	Micro SD Card Software for Main Board



# 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 its 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 its 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](mailto:service@baytekent.com)