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FACTORY CONTACT INFORMATION



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

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WELCOME TO: GRIDIRON BLITZ

Get your knees up!

Gridiron Blitz is a fast-paced, high-energy game that gets your players moving! With its interactive gameplay, great football theme and some slapstick humor thrown in, Gridiron Blitz is sure to pump up the excitement at your location!

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

Thank you for your purchase! Your business is important to us and we hope you enjoy this game as much as we do!

Your Friends at Bay Tek Games



GAME INSPECTION

Inspect the game for any damaged, loose, or missing parts.

If damage is found, please contact your freight carrier first.

Then, contact Bay Tek Games' Service Department at 920.822.3951 or e-mail them at service@baytekgames.com for further assistance.

HOW TO PLAY

Step onto the pad and coin up.



Run through the tires, jump the hurdles and avoid mascots and flying golf carts!



Get through all three levels before time runs out to win tickets and get your time on the high score screen!



Finish the third level in record time to win the jackpot!

GAME SPECIFICATIONS

WEIGHT	
NET WEIGHT	540 lbs.
SHIP WEIGHT	600 lbs.
DIMENSIONS	
WIDTH	57"
DEPTH	84"
HEIGHT	104"
OPERATING TEMPERATURE	
FAHRENHEIT	80-100
CELSIUS	26.7-37.8

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

MAX START UP CURRENT	OPERATING CURRENT
2.2 AMPS @ 115 VAC	3.6 AMPS @ 115 VAC
1.1 AMPS @ 230 VAC	2.2 AMPS @ 230 VAC

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.

QUICK SET UP

Place the UNPLUGGED game near its final location.
Cut the banding holding up the sensor pad and
CAREFULLY lower it down to the floor.



Buddy lift the marquee into place, plugging in the
cable shown.



Secure the marquee with 6 included silver panhead
bolts and washers (hardware packet is in the cash-
box).



Plug the game into a standard electrical outlet and
switch the power strip to ON.



PROMO PLAY SETUP

NOT AVAILABLE ON ALL MACHINES

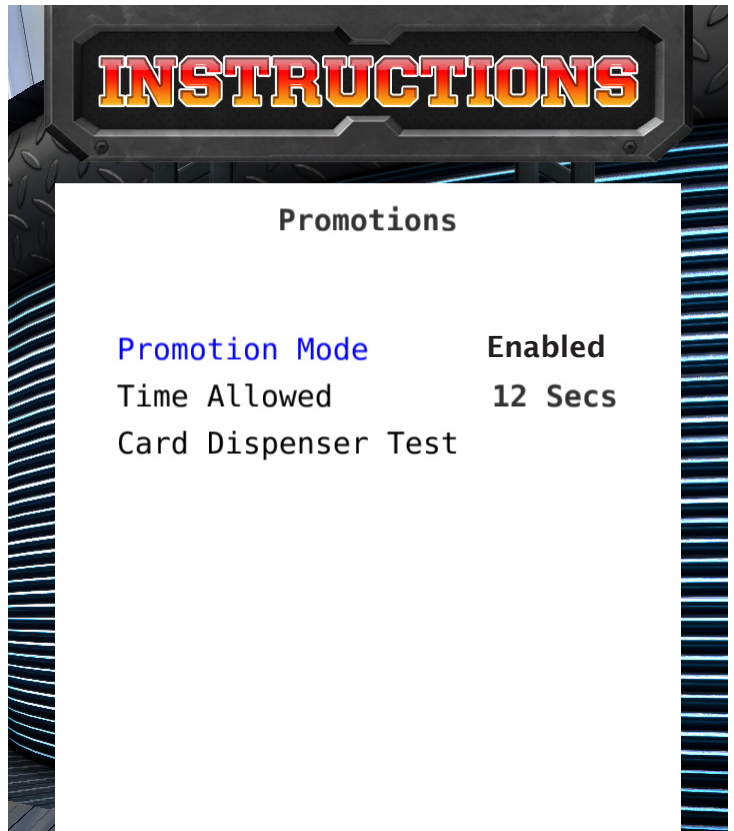
Move the game to desired promotional location; consider the game's size and trip potential when choosing a location. Use the included straps to secure the pad in the upright position, and always use the buddy system when moving heavy objects.



Plug in the game and switch the power on. Load prize cards if desired, and switch the free play toggle inside the cabinet to the on position.



Enter the game menu and enable promo play in the Promo Mode menu. See page 13 for menu details.



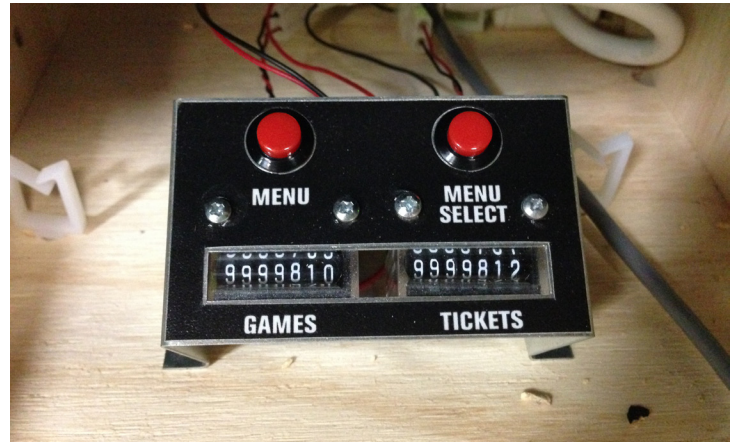
Close up the game and let the fun begin!

MAIN MENU

To access the menu, press the MENU button inside the front door of the cabinet.

Scroll through the menus with the MENU button.

Make your selections with the MENU SELECT button.



Main Menu

```

Game Volume          6
Attract Volume       5
Clear Credits & Tix   3x's
Reset High Scores     3x's
Mute                  Not Muted
Game Settings Menu >>
Pay In/Out Menu >>
Statistics Menu >>
Diagnostics Menu >>
Exit
    
```

MAIN MENU OPTIONS											
GAME VOLUME	0	1	2	3	4	5	6	7	8	9	10
ATTRACT VOLUME	0	1	2	3	4	5	6	7	8	9	10
JACKPOT VOLUME	0	1	2	3	4	5	6	7	8	9	10
CLEAR TIX/CRED	Press the menu button 3 times to clear tickets and credits owed										
RESET HIGH SCORES	Press the menu button 3 times to clear the high scores screen										
MUTE	Mute to turn off all sound										

GAME SETTINGS

Game Settings	
Jersey Color:	Green
Helmet/Pants Color:	Yellow
Level 1 Max Time:	20 sec
Level 2 Max Time:	20 sec
Level 3 Max Time:	10 sec
Entertainment Only:	Disabled

GAME SETTINGS OPTIONS										
AVATAR/STADIUM COLORATION										
JERSEY COLOR	GREEN	BLUE	AQUA	PURPLE	BLACK	WHITE	GRAY	RED	ORANGE	YELLOW
HELMET/PANTS COLOR	GREEN	BLUE	AQUA	PURPLE	BLACK	WHITE	GRAY	RED	ORANGE	YELLOW
GAME LEVEL TIME LIMITS*										
LEVEL 1 MAX TIME	1 SEC			-	30 SEC			DEFAULT: 20		
LEVEL 2 MAX TIME	1 SEC			-	30 SEC			DEFAULT: 20		
LEVEL 3 MAX TIME	1 SEC			-	30 SEC			DEFAULT: 10		
*Each level must be completed within the set time to continue on to the next level										
GAMEPLAY OPTIONS										
ENTERTAINMENT ONLY	DISABLED					ENABLED**				
**Call Bay Tek Games' Service Department to order entertainment only art.										

PAY IN/OUT MENU

Credits: 1
Card Reader: True
Divide By 2: True
Jackpot Start: 500 tix
Progressive Cap: 1000 tix
Progressive Inc: 1 tix
Jackpot Max Time: 9 tix
Jackpot Time Increase: 0.01 sec
Mercy Tickets: 5 tix
Level 1 Tickets: 10 tix
Level 2 Tickets: 10 tix
Level 3 Tickets: 30 tix
Reset Jackpot: 3x's

PAY IN/OUT OPTIONS

CREDITS PER PLAY	0	(INCREMENTS OF 1)	10	DEFAULT: 4 CREDITS
CARD READER	TRUE * (CREDITS PER PLAY WILL DEFAULT TO 1)			FALSE
DIVIDE TICKETS BY 2	TRUE*			FALSE
JACKPOT START	0	(INCREMENTS OF 25)	1000	DEFAULT: 500 TICKETS
PROGRESSIVE CAP	0	(INCREMENTS OF 25)	1000	DEFAULT: 1000 TICKETS
PROGRESSIVE INCREMENT	0	(INCREMENTS OF 1)	25	DEFAULT: 1 TICKET
JACKPOT MAX TIME (time player has to complete level 3 to win the jackpot; adjusts to time of last jackpot win)	0	(INCREMENTS OF 1)	30	DEFAULT: 9 SEC
JACKPOT TIME INCREASE (time added to record time <i>per play</i> to decrease difficulty; stops when Jackpot Max Time reached)	0	(INCREMENTS OF .01)	.05	DEFAULT: .05 SEC
MERCY TICKETS (awarded to players who fail to complete level 1)	0	(INCREMENTS OF 1)	10	DEFAULT: 5 TICKETS
LEVEL 1 TICKETS (tickets awarded on completion of level 1)	0	(INCREMENTS OF 1)	50	DEFAULT: 20 TICKETS
LEVEL 2 TICKETS (tickets awarded on completion of level 2)	0	(INCREMENTS OF 1)	50	DEFAULT: 20 TICKETS
LEVEL 3 TICKETS (tickets awarded on completion of level 3)	0	(INCREMENTS OF 10)	200	DEFAULT: 50 TICKETS

* Some locations have custom software with differing default settings

STATISTICS

Statistics

Total Games: **109**
 Total Tickets: **1179**
 Average Tickets Won: **10.8165**
 Jackpots Won: **3**
 Highest Jackpot Value **544**
 Average Jackpot Time: **2.29638**
 Level One:
 Wins: **16** Hits: **0**
 Avg Time: **13.3191** Time outs: **20**
 Level Two:
 Wins: **32** Hits: **0**
 Avg Time: **16.6764** Time outs: **47**
 Level Three:
 Wins: **6** Hits: **20**
 Avg Time: **5.03067** Time outs: **8**

[Reset Stats](#)

3x's

[Back](#)

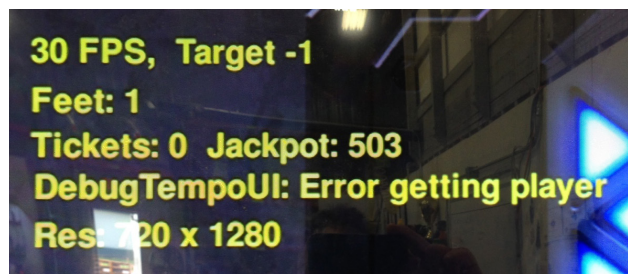
STATISTICS

TOTAL GAMES	Total number of games played since last Reset		
TOTAL TICKETS	Total tickets dispensed since last Reset		
AVERAGE TICKETS	Average tickets paid out per game since last Reset		
JACKPOTS WON	Number of Jackpot wins recorded since last Reset		
HIGHEST JACKPOT	Highest Jackpot value won		
AVG. JACKPOT TIME	Average time taken to win Jackpot		
LEVEL-SPECIFIC STATISTICS			
WINS	Number of times the level was completed	HITS	Number of times the player was hit by an obstacle
AVG. TIME	Average time of completion for the level	TIME OUTS	Number of times the clock ran out before the player completed the course (losses)
RESET STATS	Press menu button 3 times to clear all statistics and reset to 0		

DIAGNOSTICS

Diagnostics	
Hop	Other
Test Ticket Dispense	
Debug Menu On	False
Default Settings	3x's

DIAGNOSTICS READINGS				
HOP	Indicates which area of the sensor pad is being detected			
	LEFT - OTHER (LEFT FOOT ONLY)	LEFT - RIGHT (BOTH FEET)	RIGHT - OTHER (RIGHT FOOT ONLY)	OTHER (NONE)
TEST TICKET DISPENSE	Press menu button 3 times to test the ticket dispenser			
CHANGE MONITOR LIGHT	Press menu button 3 times to test the colors of the side column lights			
TROUBLE- SHOOTING DISPLAY	Enable Troubleshooting Display to view diagnostics information on the game screen. See below for details.			



The Troubleshooting Display will appear in the top left corner of the screen and remain in place until turned off again in the menu.

TROUBLESHOOTING DISPLAY			
FPS	Frames Per Second	Target	???
Feet:	Number of objects seen on sensor pad		
Tickets:	Tickets owed	Jackpot:	Current Jackpot value
DebugTempoUI:	???		
Res:	Monitor/ image resolution		

PROMOTION MODE

NOT AVAILABLE ON ALL MACHINES

Some Gridiron Blitz games are equipped with software to support an upgraded card reader/dispenser unit to be used for promotional purposes.

Turning on Promotion Mode enables free play via a button on the outside of the cabinet.

Game consists of a single level; if completed in set time or less, game vends a pre-loaded giftcard.

Promotions

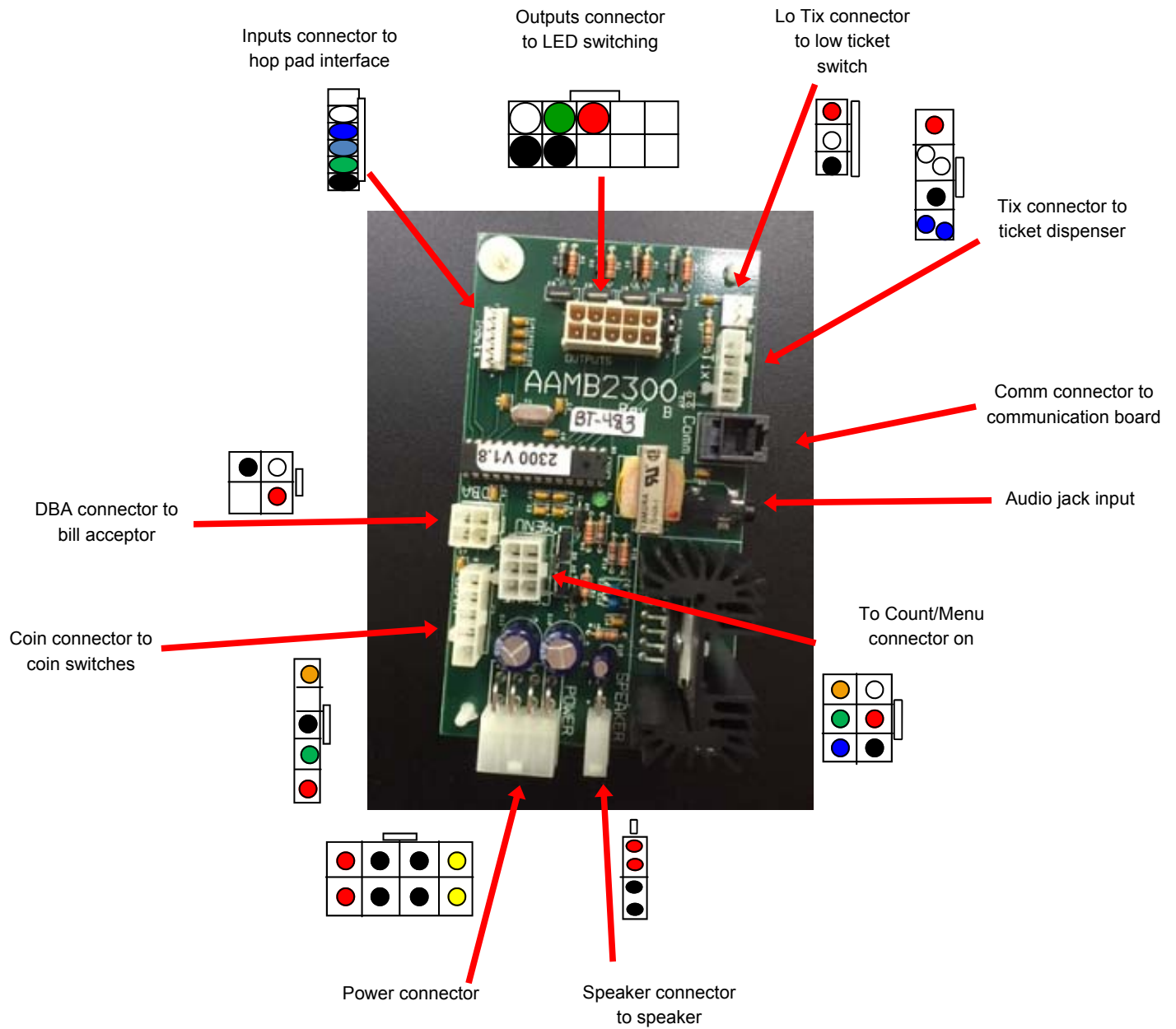
Promotion Mode	Disabled
Time Allowed	9.5 Sec
Promo Prize	Enabled
Card Dispenser Test	3x's

PROMOTIONS OPTIONS

PROMOTION MODE (FREE-PLAY only; push button activates play)	DISABLED	LEVEL 1 (easy)	LEVEL 2 (medium)	LEVEL 3 (hard)
TIME ALLOWED (time in which course must be completed to win a prize)	5 - 20 SEC (INCREMENTS OF .5 SEC)			DEFAULT: 9.5 SEC
PROMO PRIZE	ENABLED		DISABLED	
CARD DISPENSER TEST	Press menu button 3 times to test vend a gift card from the dispenser			

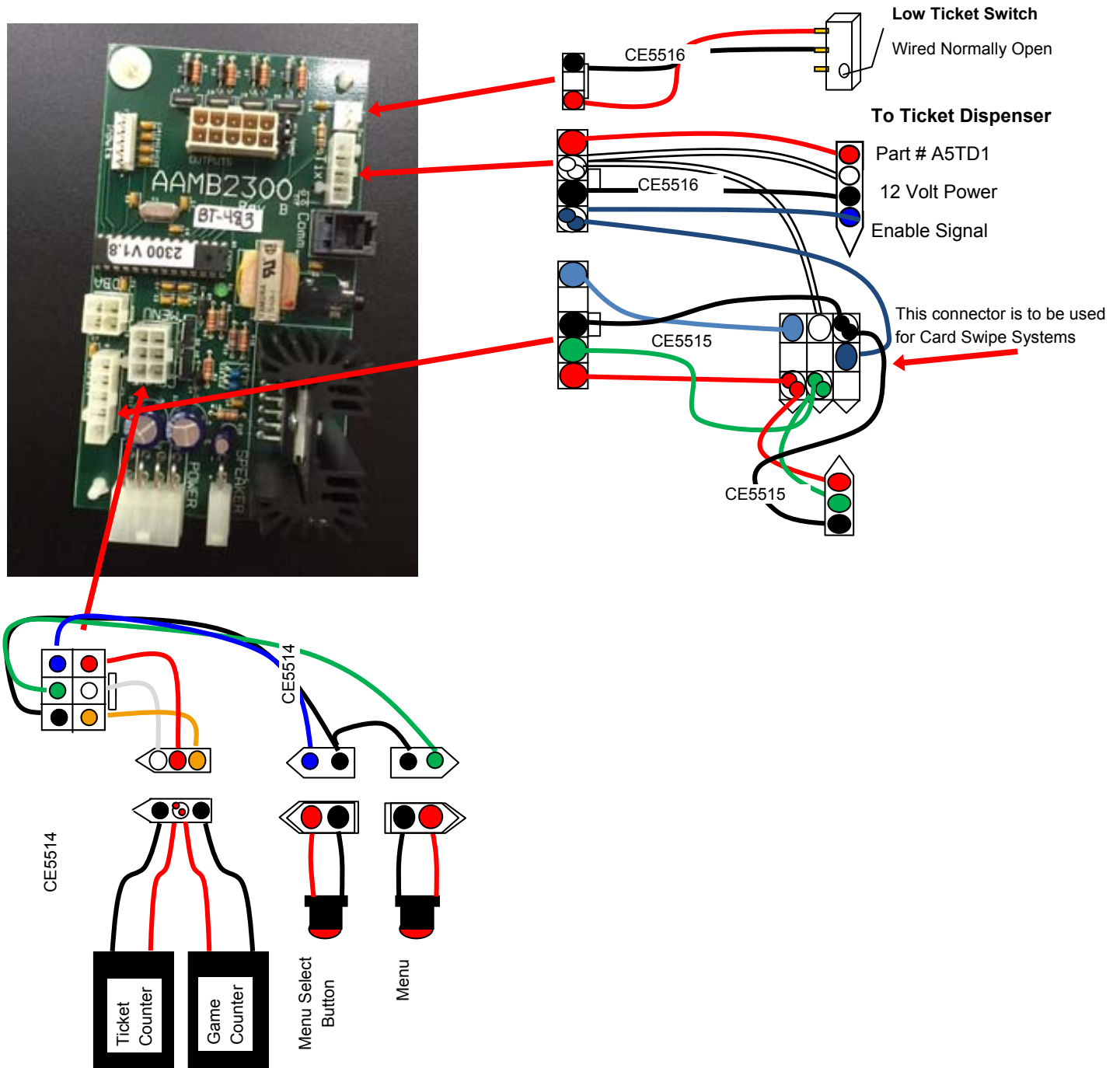
WIRING DIAGRAM

AAMB2300 BOARD



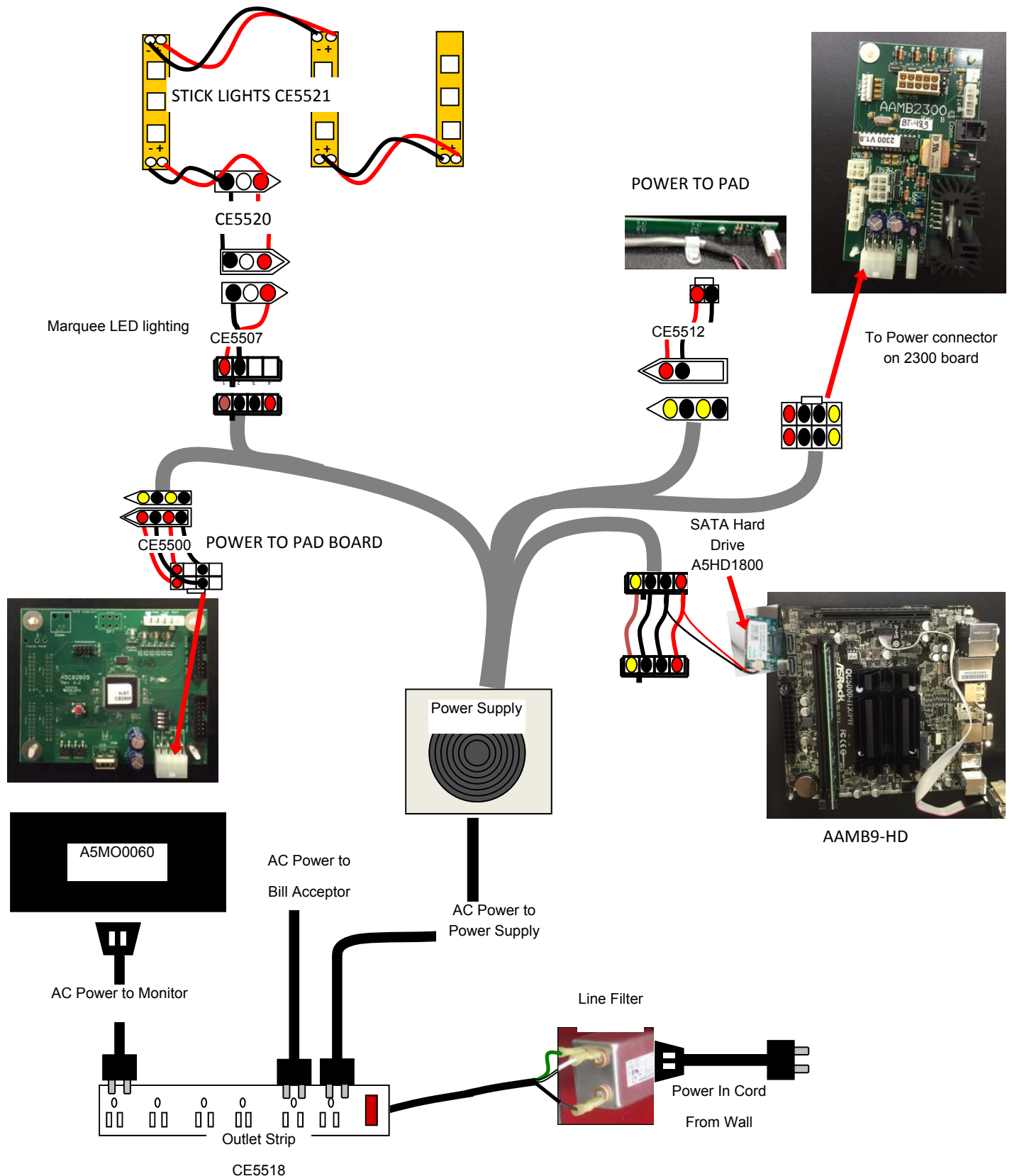
WIRING DIAGRAM

MENU BUTTONS, COUNTERS, COIN MECHS, TICKET DISPENSERS



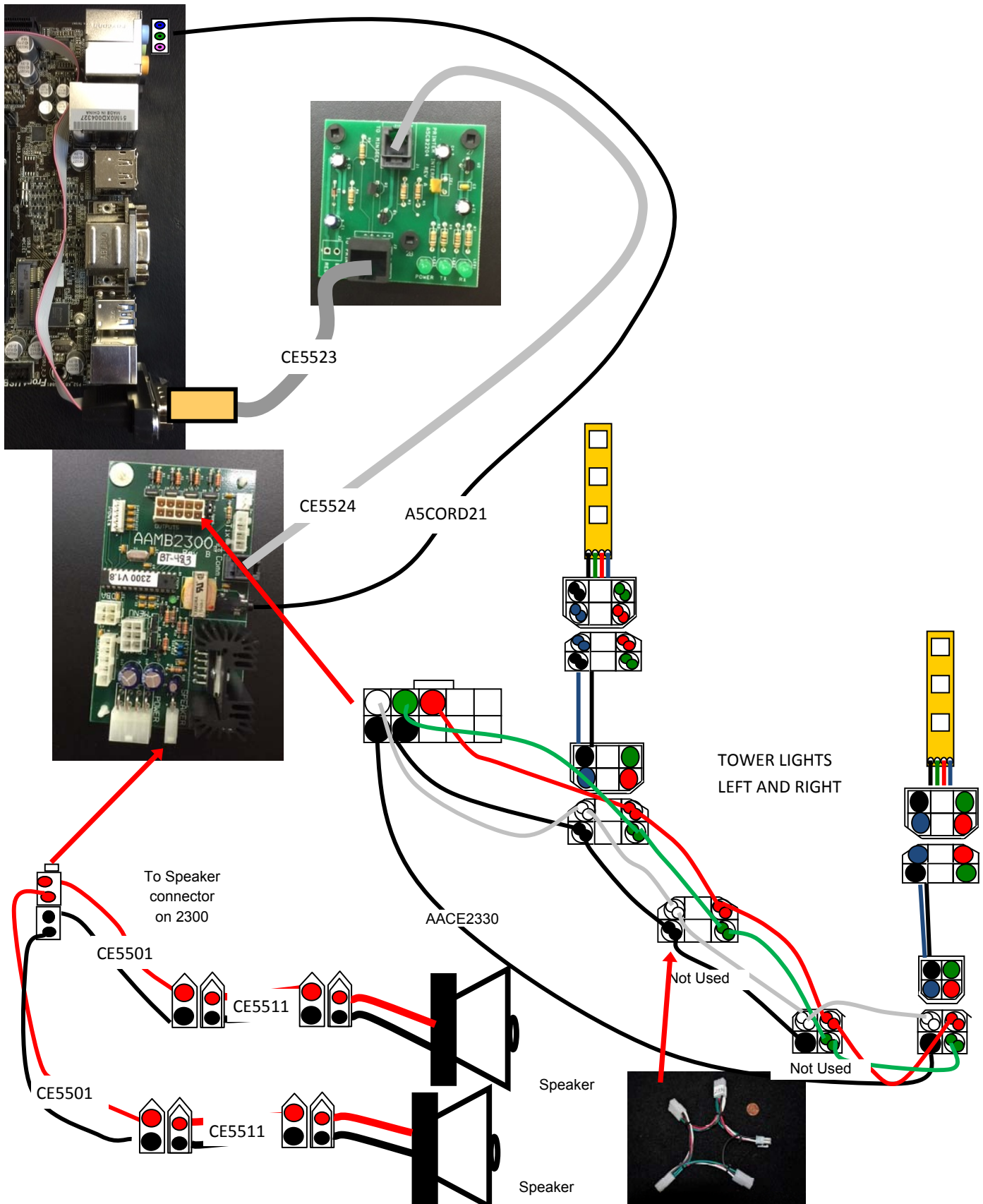
WIRING DIAGRAM

POWER IN & 12 VOLTS



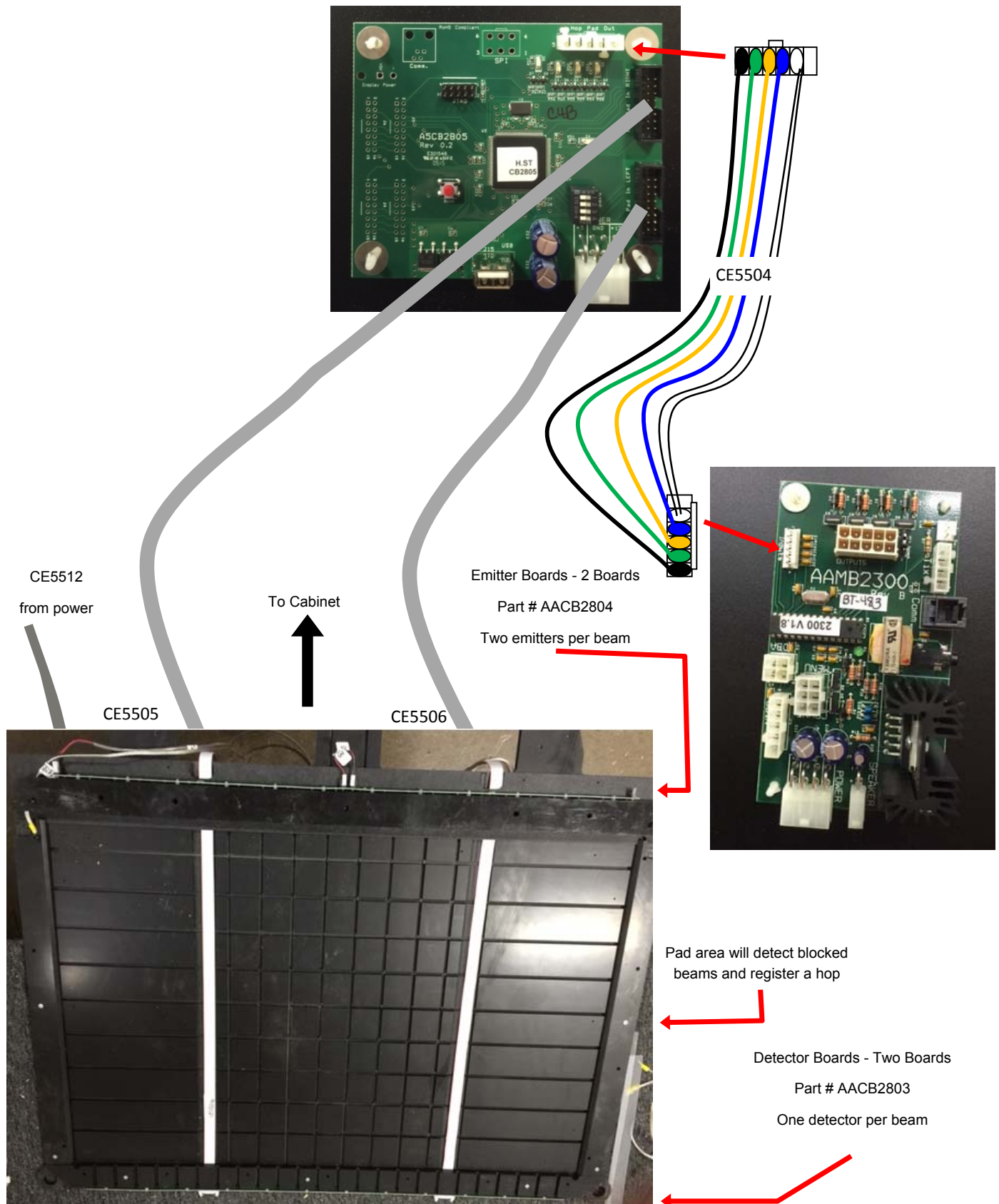
WIRING DIAGRAM

MOTHERBOARD COMMUNICATIONS, SPEAKERS, LED LIGHTING



WIRING DIAGRAM

SENSOR PAD



SENSOR PAD DIAGNOSTICS

The foot detection consists of 2 infrared emitter boards close to cabinet and 2 detector boards on the far edge of the hop pad.

These boards create 24 beams of infrared light. The players feet interrupt these beams and the game interprets this as hops.

The game is constantly reading these beams and re-calibrating the position of the player as they move across the pad



There are multiple diagnostic tools that will help in troubleshooting a faulty hop pad:

A - Diagnostic Menu screen will show the "Hop" position.

Remember the pad will have to "see" a empty pad between hops.

(As a player would be in the air)

Note: If a sensor beam is blocked - this will always show "No Feet" until obstruction is removed.



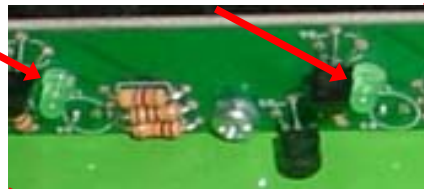
B - LED indicators on Hop Pad Interface Board

Left LED is left foot

Middle LED is middle position

Right LED is right foot

Note: If a sensor beam is blocked - these LED's will not light until obstruction is removed.



C - Green LED indicators on the detector boards that will indicate if the infrared beam is blocked or sensor is faulty.

The green LED is normal ON.

It will be OFF if path is blocked

If LED is dimly lit, the emitter board on the other end of the pad is blocked or faulty.

SENSOR PAD DIAGNOSTICS

Step 1:

The most common issue is a dirty emitter or detector on the pad itself.

If a beam is blocked the game will not register anything until the obstruction is removed.

Solution: Clean the clear plexi that is protecting the emitters and detectors on both sides of pad.

If after cleaning the emitter and detector clear plexi, the game still does not register a hop, then continue to Step 2.

Step 2:

Remove the pad from the game and look at detector board LED indicators.



Remove the slotted orange metal by removing 5 tapered screws

Also remove the 4 panhead screws holding the black plastic sheet.

Remove both orange metal edgings by removing 3 tapered screws on each side.

Lift up the black plastic and carefully slide out pad from main cabinet.



Tipping hop pad up, the detector boards can be seen under the clear plexi.

The green LED is normal ON.

It will be OFF if path is blocked

If LED is dimly lit, the emitter board on the other end of the pad is blocked or faulty.



SENSOR PAD DIAGNOSTICS

Hop Pad Interface Board Troubleshooting

Orange flashing LED health indicator on Pad Interface Board must be flashing.

If LED is not flashing:

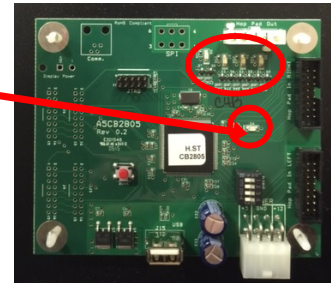
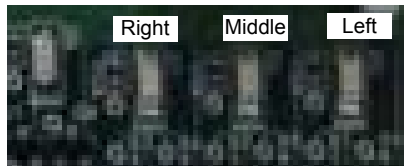
- Check power in cable (# CE5512) from power supply to board.
- Replace Pad Interface Board (part # AACB2805)

LED indicators on Hop Pad Interface Board

Left LED is left foot

Middle LED is middle position

Right LED is right foot



Note: If a sensor beam is blocked - these LED's will not light until obstruction is removed.

If LED's are functioning correctly, then Hop Pad and Interface Board is OK.

- Check AACE5504 cable to Microgen 2300 board.
- Replace Microgen 2300 board.

If LED's are not functioning, continue troubleshooting below, the pad sensors are not registering on this board.

Problem may be emitters, detectors, cables or the Pad Interface Board itself.

Emitter Board Troubleshooting

Emitter boards are under the front green metal closest to the cabinet.

There are 2 emitter boards, and each have 2 emitters per beam.

Verify the emitter boards have 12 volts on cable AACE5512 and also on the jumper cable between circuit boards AACE5513.

Replace emitter board if needed. Part # AACB2804

Detector Board Troubleshooting

Tipping hop pad up, the detector boards can be seen under the clear plexi.

The green LED is normal ON.

It will be OFF if path is blocked

If LED is dimly lit, the emitter board on the other end of the pad is blocked or faulty.

There are 2 Detector boards, and each have 1 detector per beam.

The boards receive power by the ribbon cable part # AACE5505 and 5506

Ensure these ribbon cables are flat and not pinched or scraped.

Ribbon cables plug into the Pad Interface Board—Ensure the left ribbon cable is plugged into top socket, and the right ribbon cable is plugged into the bottom socket.

Inspect ribbon cables and replace if needed. (Part # AACE5505 and 5506)

Replace detector board if needed. (Part # AACB2803)



Left

Right

TROUBLESHOOTING GUIDE

Troubleshooting Strategy

Use common sense and a systematic method of troubleshooting to determine the exact problem, probable cause and remedy. Use the process of elimination to find the faulty component. Always check for the simple and obvious causes first such as unplugged, loose or broken wires and bad sensors, bent, pinched, stuck or jammed components.

PROBLEM	PROBABLE CAUSE	REMEDY
No power to the game. No lights on at all.	Unplugged. Circuit breaker tripped. Power strip faulty. Faulty cable/power supply.	Check wall outlet. Reset power strip breaker switch or building circuit breaker. Change plug position, replace if needed. See Power Supply diagnostic section
Bill Acceptor powers on. But everything else off. (Power Supply not ON)	Power supply unplugged. Rocker Switch and voltage switch. Power supply shutting down because of 12 V overload. Faulty power supply.	Insure unit is plugged into power strip. Make sure rocker switch is set ON. (-) and switch at 100V or 230V See power supply diagnostics to isolate bad component. A bad motor or 12 volt short would cause this. See Power Supply Diagnostic section

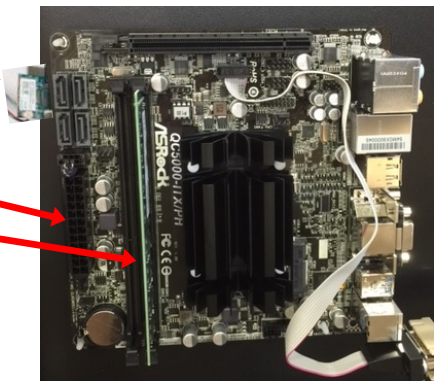
TROUBLESHOOTING GUIDE

PROBLEM	PROBABLE CAUSE	REMEDY
Game not coining up.	Ensure game makes “doing” sound when coin switch is triggered. Verify communication between motherboard and 2300 board. Game set to large amount of credits per game.	Check coin switches—both should be wired normally open. If one switch is “closed” the other will not work either. Check wiring to 2300 board. (AACBL4A-DOOR, AACE5515) Refer to “Comm Error” troubleshooting section. Check Pay In/Out Menu. Ensure Credits per Game is set. Default = 4
Cabinet Lighting does not work. There are 2 different types of cabinet lighting 12 Volt White LED’s & Colored LED’s that change color Enter Diagnostic menu and select “Change Monitor Lights”	12 Volt White LED’s Faulty cable. Disconnected, loose or broken wires. Individual LED strip out	These LED’s receive power directly from power supply Refer to “Power In & 12 Volt Wiring Diagram” Identify LED strip, check soldered wires, replace if needed.
	Colored LED’s Faulty cable. Disconnected, loose or broken wires. Individual LED strip out Entire section of LED’s do not work Specific Colors do not light on all LED strips	These LED’s receive power from 2300 Board Refer to “Communication, Speaker & LED Wiring Diagram” Identify LED strip, check soldered wires, replace if needed. Check main jumper cable (AACE2330) Look for broken wire 2300 Board may be faulty. Check connection “Outputs” on main 2300 board. Replace if needed.
No Sound Motherboard creates sound, 2300 board amplifies it.	Disconnected, loose or broken wires. Faulty speaker.	Enter Main Menu and verify: Game Volume & Attract Volume are not zero Check connections and reseal audio cable from motherboard to 2300 board. Cables # AACE8811, AACE5501, and A5CEAU010. Unplug audio jack cable (A5CEAU010) from motherboard, plug into MP3 player and see if music is amplified and comes out of speaker. If Yes - then motherboard is faulty. If No - then 2300 board may be faulty. Replace speaker. AACE8811

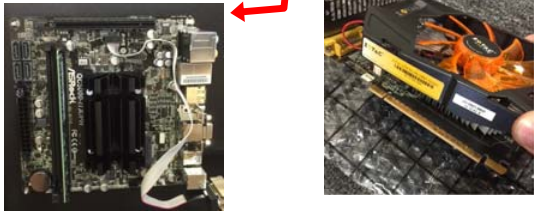
TROUBLESHOOTING GUIDE

PROBLEM	PROBABLE CAUSE	REMEDY
Tickets do not dispense or Wrong amount dispensed. Check for the correct amount of tickets showing on Monitor	Opto Sensor on ticket dispenser dirty. Faulty ticket dispenser. Notch on tickets cut too shallow. Faulty cable. Disconnected, loose or broken wires. Faulty 2300 Board. Settings in Menu are incorrect.	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 up to sensor. Check connectors from ticket dispensers to 2300 board. Check for continuity. Cable AACE5516 Replace 2300 board. (AAMB2300) Enter Pay In/Out Menu and check certain areas: Check Divide By 2 option Check Fixed Ticket Payout option Refer to "How to set ticket patterns" section
Low Tickets message on monitor The number of tickets left to dispense will also show	Tickets are empty in ticket tray Faulty cable. Disconnected, loose or broken wires. Faulty low ticket switch. Faulty MiniGen Board	Load tickets into tray. Ensure tickets hold down micro switch wire. Switch is part # AASW200 Check connectors from low ticket switches to 2300 board. Check for continuity. (AACE5516) Inspect switch and replace if needed. (AASW200) Replace 2300 Board. (AAMB2300)
No Communication between boards. Game does not coin up Game has audio track "doing" sound from speakers when coin switch triggered.	If "Power" is not solid ON Ensure AACE5524 cable is plugged into 2300 board. (Comm) If "TX" is solid ON Motherboard is faulty. Replace AAMB9-HD	Check green LED's on Serial Interface board. "Power" solid ON "TX" & "RX" blinking very fast, If "TX" & "RX" are not blinking very fast Communication to Motherboard faulty. Check AACE5523 to motherboard. Check or replace adaptor (A5CN1031) Replace Serial Interface board. (AACB2204)

TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
Game Meter does not work. Game meter will click at end of game.	Verify meter does not click at end of game Disconnected, loose or broken wires. Faulty counters.	This is done because Hop Star will not start a game until hop pad registers jumps. Check connections and reseal Count/Menu on 2300 board. Cables # AACE5514 and AACO1000
Ticket Meter does not work. Ticket meter will click as tickets come out of game and notch is “seen” by dispenser.	Ensure correct number of tickets are being dispensed. Disconnected, loose or broken wires. Faulty counters.	Check ticket values, refer to Tickets not Dispensing troubleshooting section. Check connections and reseal Count/Menu on 2300 board. Cables # AACE5514 and AACO1000 Replace counters. AACO1000
Menu Buttons do not work.	Disconnected, loose or broken wires. Faulty button. Faulty communication between motherboard and Minigen Faulty AAMB2300 board.	Check connections from button to 2300 board. Cables # AAPB2700 and AACE5514 Test button; replace if needed. (AAPB2700) Refer to “No Communication between boards” section. Replace AAMB2300 board.
Hop pad does not work properly.	The pad is constantly monitoring itself will recalibrate throughout game play, and at power ON.	Turn off game power, wait 10 seconds, and power game back on. See if problem persists. Refer to “Hop pad diagnostic” section.
Monitor shows “No Signal” then black. Re-Boot game to see if problem still exists. Power game down, wait 10 seconds, then power game ON to reset. Motherboard/power supply is not working.	Faulty power supply - Check for 12 Volts and blinking green LED on SATA Drive Monitor HDMI cable unplugged. Large power connector unplugged on motherboard. Faulty or loose RAM Video card is loose or bad Make sure card is seated properly	Refer to Monitor/Motherboard Power Supply Diagnostics for further diagnostic information. 

TROUBLESHOOTING GUIDE

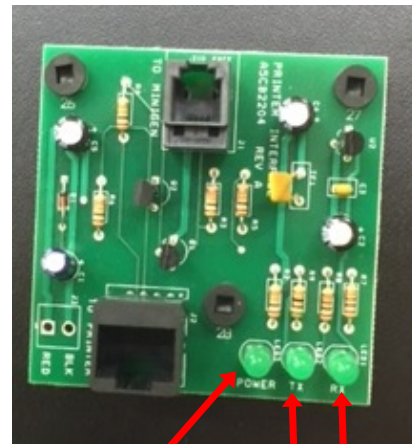
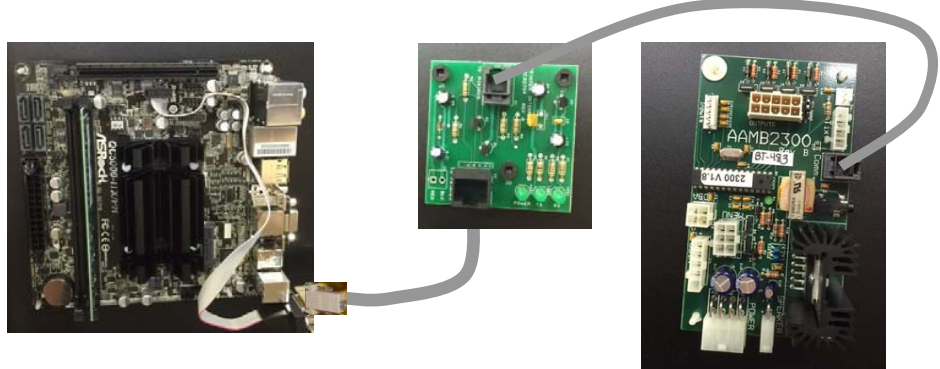
Problem	Probable Cause	Remedy
Monitor not working. Power down, wait 10 seconds and power up again.	Monitor says "NO SIGNAL" for after power -up.	Faulty power supply - Check for 12 Volts and blinking green LED on SATA Drive Monitor HDMI cable unplugged. Fan turning. Large power connector unplugged on motherboard. Faulty or loose RAM Refer to Monitor/Motherboard Power Supply Diagnostics for further diagnostic information. Make sure video card is seated in motherboard all the way 
	Monitor has nothing at all on power up.	Power cable unplugged from monitor. Faulty monitor. Ensure power is plugged into back of monitor, down to power strip. Push ON button on monitor Replace monitor. (A5MO0060)
	Error on screen at power up. Re-Boot game to see if problem still exists. Power game down, wait 10 seconds, then power game ON to reset.	Monitor shows ASROCK SET-UP UTILITY" Display shows "Sleep Mode" on screen. Display shows "Kernel panic – unable to mount root" on screen. Display shows anything other than HopStar software on screen. SATA Drive unplugged from board or faulty Refer to "Monitor shows ASROCK SETUP UTILITY" section. Power Supply or Motherboard not Communicating correctly with monitor. Refer to "Monitor shows Sleep Mode on screen" section. Faulty or loose RAM Refer to "Monitor shows Kernel panic – unable to mount root" section. Motherboard is not loading or running program. Refer to "Monitor shows anything else other than HopStar program on screen" section.
Monitor shows nothing at all on power on. Re-Boot game and check for any errors on monitor. Power game down, wait 10 seconds, then power game ON to reset.	Power cable unplugged Power strip faulty Faulty power cable for monitor Faulty monitor	Ensure power is plugged into bottom of monitor, down to power strip. Change plug position, replace power strip if needed Replace power cable Replace monitor (A5MO0060)

TROUBLESHOOTING GUIDE

PROBLEM	PROBABLE CAUSE	REMEDY
Monitor shows "ASROCK SETUP UTILITY"	SATA Drive not plugged in Bad SATA drive Power wire not plugged into SATA	Small clip-in hard drive is not being seen by computer. Push on spring clip and gently remove from motherboard. Re-install and power on game. Try in different SATA slot on motherboard. Replace hard drive. (A5HD1800)
Monitor shows "Sleep Mode" on screen. Re-Boot game to see if problem still exists. Power game down, wait 10 seconds, then power game ON to reset.	Power Supply or Motherboard not communicating correctly with monitor.	Check power supply voltage. Replace power supply. (AAPS1008-GB) Ensure power supply connection is secure to motherboard. Refer to Monitor/Motherboard Power Supply Diagnostics Replace motherboard. (AAMB9-HD)
Monitor shows "Kernel panic-unable to mount root" on screen.	Faulty or loose RAM	Separate metal tabs on sides of RAM, it will flip up to remove. Re-install and Re-Boot game to see if problem still exists. Power game down, wait 10 seconds, then power game ON to reset. Replace motherboard. (AAMB9-HD)
Monitor shows anything else other than Gridiron Blitz program on screen. Re-Boot game to see if problem still exists. Power game down, wait 10 seconds, then power game ON to reset.	Motherboard has trouble loading or running program	Large power connector unplugged on Motherboard Faulty or loose RAM Faulty motherboard - Replace faulty board. (AAMB9-HD)
Monitor problems Blurry Monitor Too bright, or dim	Press the menu button and select Auto Adjustment. This may take a few seconds. Verify that the screen looks good and Image is centered.	

ERROR MESSAGES

The 2300 board must communicate to the motherboard for the game to operate.



"Power" solid ON

Check green LED's on Serial Interface board. "TX" & "RX"
Should be blinking very fast

If "Power" is not solid ON Power is supplied by 2300 board. Ensure AACE5524 cable is plugged into 2300 board. (Comm)	If "TX" & "RX" are not blinking very fast No communication from 2300 to Motherboard. Check AACE5523 to motherboard. Check or replace adaptor (A5CN1031) Replace Serial Interface board. (AACB2204) Possible faulty port on motherboard or 2300 board.
If "TX" is solid ON	If "RX" is solid ON

MONITOR/ POWER SUPPLY DIAGNOSTICS

1.) Verify AC power to game.

2.) Check power strip in front door.

The rocker switch should be illuminated.

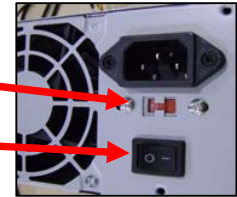
3.) Check connection to power supply.

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

(Some model power supplies may not have this)

5.) Ensure Power switch is on.

6.) Ensure fan is turning.



- If power supply fan is turning and there is no 12 Volt out, then replace power supply. (AAPS1008-GB)

- 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.

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

Minimize load on power supply and isolate short

Unplug all outputs from power supply except for motherboard.

This will have power supply, motherboard, and monitor left plugged in.

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

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

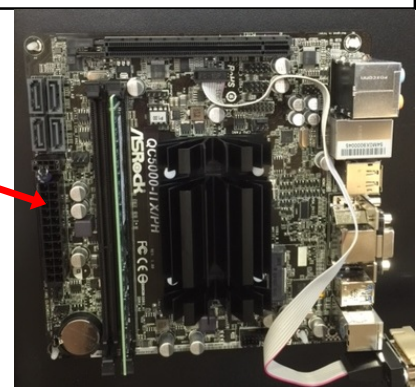
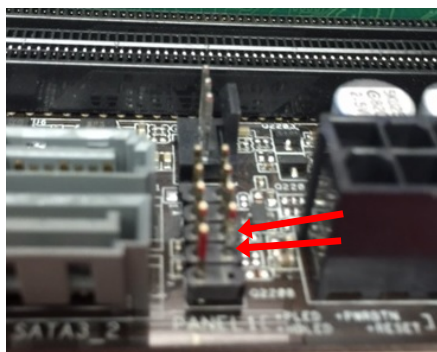
1 - Check single connection from power supply.

2 - Verify these pins are covered by connector with a single capacitor.

3 - Motherboard "Jump Start"

As a last resort, you may start motherboard by quickly touching these 2 pins at the same time, then quickly release

Motherboard may turn ON and boot normally.



If power supply still does not power on, replace power supply (AAPS1008-GB) or motherboard. (AAMB9-HD)

HOW TO: ACCESS & REMOVE MONITOR

You only need to remove the monitor if it is bad!!!!

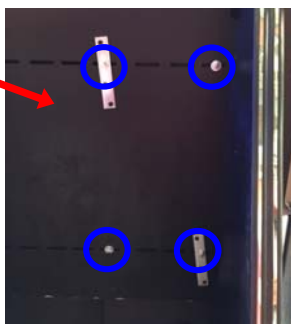
Remove power to game.

Remove carriage bolts around perimeter of monitor holding clear plexi and artwork on game.

Carefully remove plexi and artwork from cabinet.

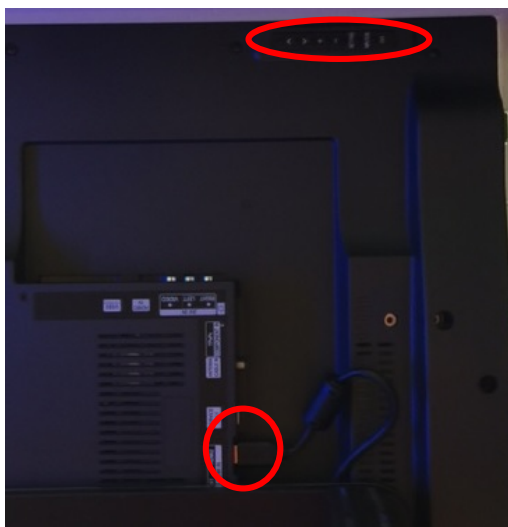
Unscrew the 4 screws holding the monitor in on the back of the game.

Then tilt the monitor out the front of the game.



To access the buttons or the HDMI cord they are exposed on the back of the game for easy access.

You can also unplug the monitor for the back of the game as well.



DEBIT CARD SYSTEM INSTALLATION

Remove black plastic cap from control panel of game, exposing the pre-cut holes for your card reader.



Install card reader and follow next page for wiring instruction.



DEBIT CARD SYSTEM SETUP

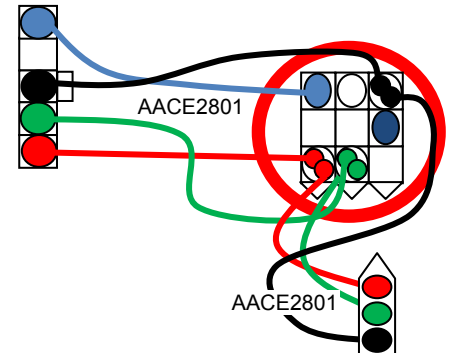
The Gridiron Blitz game is pre-wired to accept Card Swipe systems from many manufactures.

Please follow these instructions to make full use of Gridiron Blitz capabilities.

Option #1:

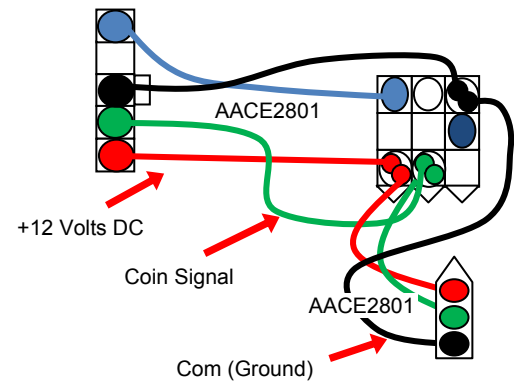
New card swipe systems may come with a standard 9 pin Molex connector.

Simply unplug this connector and plug 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 AACE2801 harness.



Menu Changes

Enter menu, go to “Pay In/Out” Menu

Change “Credits” to 1

Change “Card Reader” to TRUE

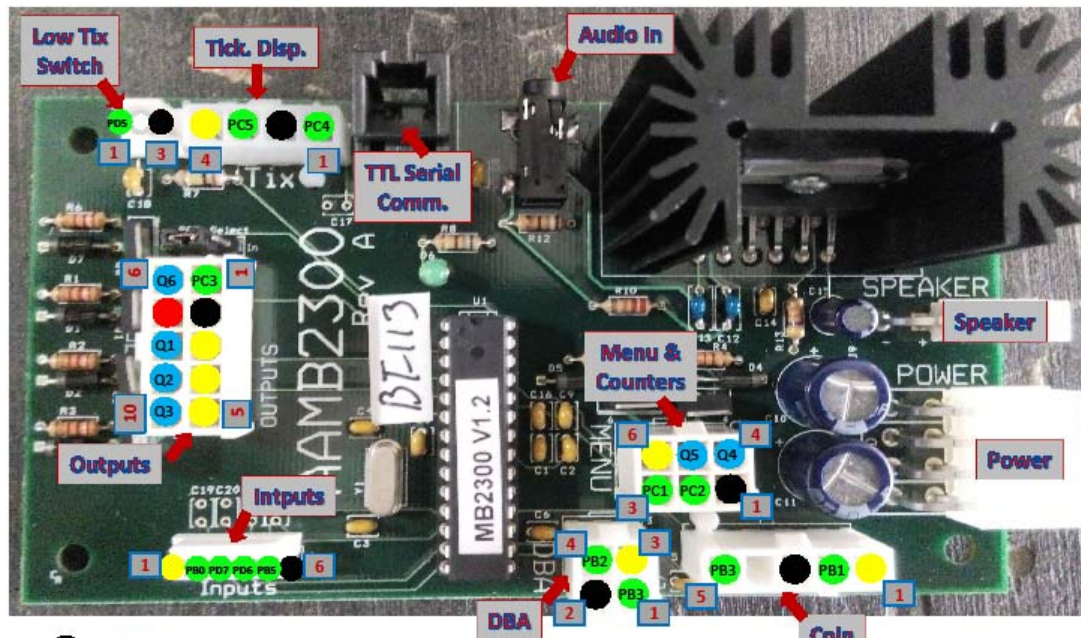
Additional:

Baytek sells an optional sticker sheet that will cover up the “Insert Coin” on many different types of games.

Part # A5DE0047



AAMB2300 BOARD PINOUT GUIDE



- GROUND
- +5VDC
- +12VDC
- LOWSIDE OUTPUT
- TTL LOGIC



POWER



SPEAKER

** PC3 and Q6 use the same I/O line. If using PC3 as an input select "IN" on the jumper above the "Outputs" header. If using PC3 to control FET Q6, set the jumper to "Out"

GRIDIRON BLITZ AAMB2300 I/O ALLOCATION

POWER HEADER		
PIN TYPE	PURPOSE	PIN#
+12V		1
GND		2
GND		3
+5V		4
+12V		5
GND		6
GND		7
+5V		8

MENU BUTTONS, MECH. COUNTERS		
PIN TYPE	PURPOSE	PIN #
GND		1
PC2	MENU BUTTON 1	2
PC1	MENU BUTTON 2	3
Q4	GAME COUNTER	4
Q5	TICKETS COUNTER	5
+12V		6

TICKET DISPENSER		
PIN TYPE	PURPOSE	PIN #
PC4	TICKET NOTCH	1
GND		2
PC5	TICKET ENABLE	3
+12V		4

DBA		
PIN TYPE	PURPOSE	PIN#
PB3	CREDIT INHIBIT/LOCKOUT	1
GND		2
+12V		3
PB2	DBA SIGNAL IN	4

COIN		
PIN TYPE	PURPOSE	PIN #
+12V		1
PB1	COIN SIGNAL IN	2
GND		3
-		4
PB3	CREDIT INHIBIT/LOCKOUT	5

INPUTS		
PIN TYPE	PURPOSE	PIN #
+12V		1
PB0	Hop Pad Input 1	2
PD7	Hop Pad Input 2	3
PD6	Hop Pad Input 3	4
PB5		5
GND		6

OUTPUTS		
PIN TYPE	PURPOSE	PIN #
PC3**		1
GND		2
+12V		3
+12V		4
+12V		5
Q6**		6
+5V		7
Q1	RED Lighting	8
Q2	GREEN Lighting	9
Q3	BLUE Lighting	10

** PC3 and Q6 use the same I/O line. If using PC3 as an input select "IN" on the jumper above the "Outputs" header. If using PC3 to control FET Q6, set the jumper to "Out"

MAINTENANCE LOG

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

[illegible]

TECHNICAL SUPPORT

Excellent customer service is very important to Bay Tek Games!

We know that keeping your games in great operating condition is important to your business. When you need us, we are here to help. You can call us for free technical assistance, and you can count on us to have parts on-hand to support your game. We offer options that fit your needs.

Electronics / Circuit Boards - Repair Options

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

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

Spare Parts – Take matters into your own hands and purchase new spare Circuit Boards for your Bay Tek games. Many of our games share the same main-board electronics. This means you can buy one set of spare electronics to support many of your Bay Tek games. Spare boards allow you to get your game up and running the quickest and provide you a valuable troubleshooting option. Call our technicians to get recommendations for what you should keep on hand for spare parts!

Technical Support:

"You" are the best tool for troubleshooting! Your abilities to understand the game and your skills to repair the game are invaluable to us! If you need help, you know you can call us. It's not easy to diagnose a game remotely by phone, but our technicians do a great job. They'll need your help to perform some troubleshooting steps and convey to them exactly what's happening with your game.

Returns, Credits, & Fees:

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

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

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

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

WARRANTY

Bay Tek Games warrants to the original purchaser that all game components will be free of defects in workmanship and materials for a period of 6 months from the date of purchase. If you fill out the registration card in the cashbox of the game, Bay Tek will add another 3 months to your warranty, free of charge.

Bay Tek Games will, without charge, repair or replace defective component parts upon notification to the parts/service department while the game is under warranty.

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

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

This warranty does not apply in the event of any misuse or abuse to the product, or as a result of any unauthorized repairs or alterations. The warranty does not apply if any serial number decal is altered, defaced, or removed from its original position.

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

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

NON-WARRANTY

Options and estimated charges will be provided to you for your approval.

Please remember that any items being sent to Bay Tek Games must include prior return authorization from our Parts & Service Department.

This approval will include a Product Return Form which is required to be included with any incoming shipments. Repaired parts will be shipped back using the same method in which they were received.

Repairs are warranted for 30 days from the date of return shipment.