

SERVICE MANUAL



BAY  **TEK**
entertainment



PLACE SERIAL NUMBER LABEL HERE

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. This product is NOT to be cleaned by water jets.		
	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. 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	316 lbs.	143 kg
SHIP WEIGHT	409 lbs.	185 kg

GAME DIMENSIONS

WIDTH	38 inches	97 cm
DEPTH	39 inches	99 cm
HEIGHT	77 to 108 inches	195-274 cm

OPERATING TEMPERATURE

FAHRENHEIT	45 - 80 F
CELSIUS	7.2 - 26.7 C

SHIPPING DIMENSIONS

PALLET	50"L x 45"W x 83 "H 409 lbs. class 250
--------	---

POWER REQUIREMENTS

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

MAX OPERATING CURRENT

3.8 Amps @ 115 VAC / 1.9 Amps @ 230 VAC



ICEE 1 PLAYER GAME SETUP

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 is a marquee that needs to be installed at the top of the game.

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

TOOLS NEEDED:

#3 Phillips Screwdriver	T-30 Torx Bit	
#2 Square bit	7/16" Socket	1 of 6-8 foot Ladder

Assembly time is about 30 minutes..

Instructions:

Remove cardboard covering and plastic shrink wrap.

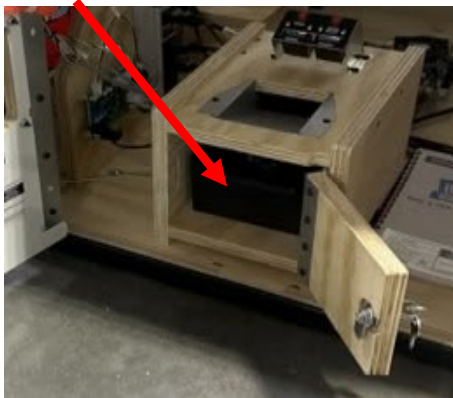
Remove marquee from game and set aside for later use.

Dispose of wood and foam pieces under marquee.

Remove keys taped to top console and open front.

Open front door.

Unlock coin box and remove hardware kit.



Remove the game's back door by removing the 2 bolts using a #3 Phillips screwdriver. Set aside for later installation.



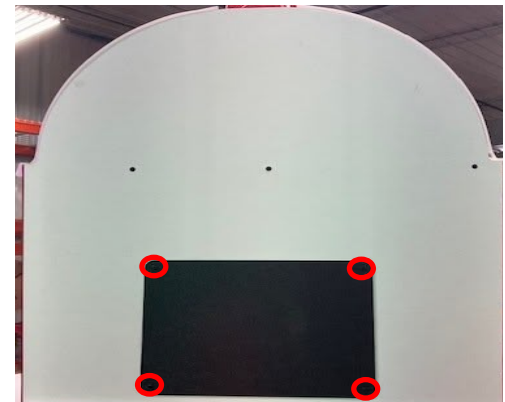
Using a T-30 Torx bit, remove the 2 shipping bolts from the bottom of the cabinet.



Using 2 people, carefully remove game cabinet from pallet and place in final game room position.

Note: The game's width is 38 inches. If the game needs to go through a 36 inch door to reach the final game room position, skip to "How to fit cabinet through a 36" door" section, then return to Game Setup.

Remove the rear panel from marquee by removing the 4 screws using a #2 square bit. Set aside for later installation.



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



A5BOHH060



A5WASI020

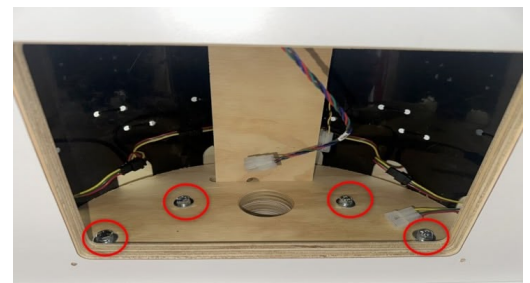


A5WAFL060

Using 2 people carefully lift marquee to the top of the game.

Install the 4 bolts and washers from the coin box's hardware kit into marquee to secure it the game.

Tighten with 7/16" wrench.



Locate the 3 cables that are hanging by the TV.
(10027456, 10027457, & 10027780)

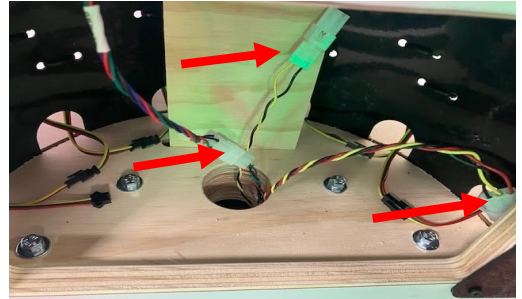
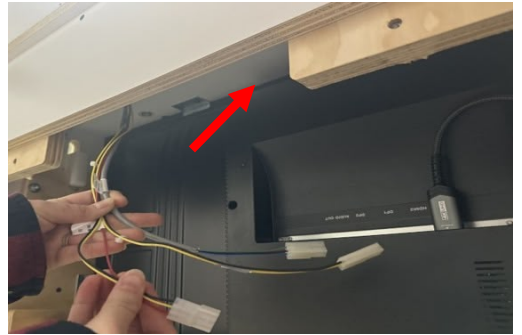
Route all 3 cables up through the hole to the cup
assembly.

Plug together the 3 connections.

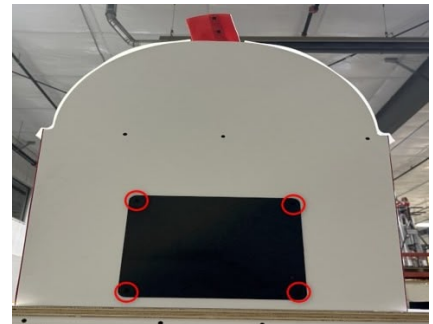
10027456 to 10025080

10027457 to 10023411

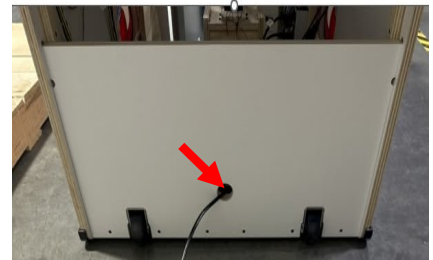
10027780 to 10025078



Replace the rear panel onto marquee by installing the 4 screws
previously removed using a #2 square bit.



Route the power cord out the hole in the back of cabinet.

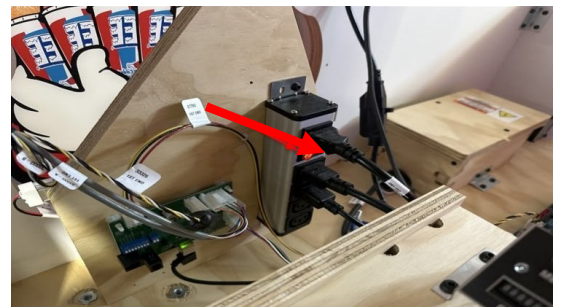


Replace the game's back door by installing the 2 bolts previously removed
using a #3 Phillips screwdriver.

The game is now set up and ready for play!

Plug game in and power on by flipping switch on power strip
located inside the front door.

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



CARD SWIPE SYSTEM INSTALLATION

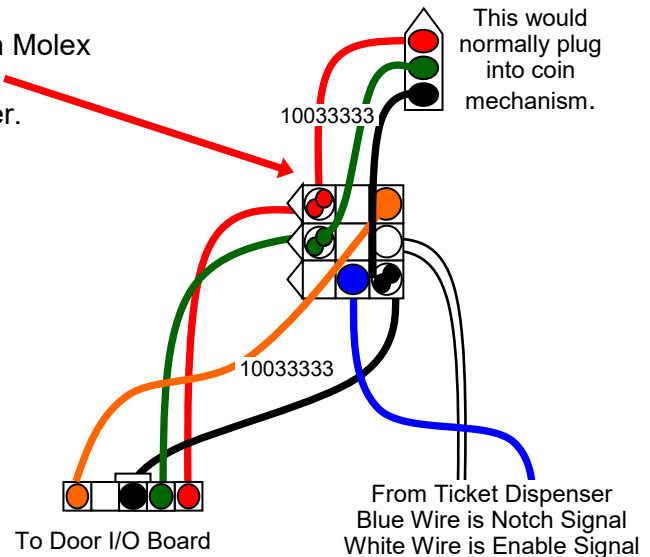
The ICEE Slush Rush game is pre-wired with a UCL (Universal Card Link) connector to accept Card Swipe systems from many different manufactures.

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.

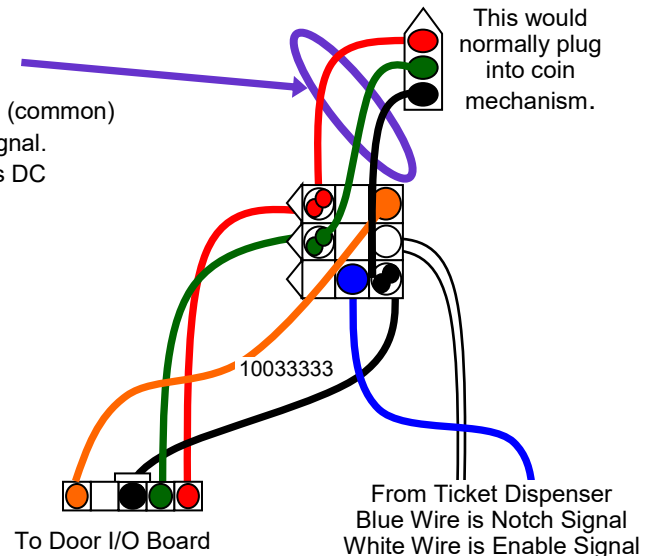
Simply plug this connector into your card swipe reader.



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.
Red 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.

Navigate the five flavors with finesse 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!

A standout feature of the single player model is the optional integrated thermal printer, which opens new opportunities for promotion and guest engagement. Operators can issue custom vouchers or offers directly to players, encouraging visits to the snack bar or redemption counter for free or discounted ICEE beverages and other products. By connecting gameplay with food-and-beverage sales, the single-player ICEE Slush Rush not only entertains guests but also helps operators drive incremental revenue and create a more interactive guest experience.



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 front door.

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, SELECT to change the settings.



and MENU

Clear credits and tickets: Press 5's
Mute: On
Attract and Volume >
Payout >
Game Settings >
Advanced Settings >
History >
Statistics >
Diagnostics >
Exit

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	
Game Settings	Press the Menu Select button to enter the Game Settings Menu	
Advanced Settings	Press the Menu Select button to enter the Advanced 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 1.0.1
Mobo Version 22.0.4-1.03
Controller Board Version v0003
Door Board Version 1.7
Printer Status: Printer OK

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.

Dual Attract Volume: 4
Dual Attract Audio Spacing: 3 Minutes
Game Volume: 6
Back>

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

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:	Swipe Card
Redemption Type:	Tickets
Fixed Tickets:	Disabled
Bonus Tickets:	500
Progressive Bonus:	100
Max Progressive Bonus:	20000
Advanced Payout >	
Back>	

Payout Method

Tickets Only	Voucher Only	Tickets & Voucher	Entertainment Only
---------------------	---------------------	------------------------------	---------------------------

“Tickets Only” will dispense tickets, and Advanced Payout Menu will show in menu.

“Voucher Only” will print receipts, and Merchandiser Settings Menu will show in menu.

“Entertainment Only” will not dispense tickets and not print receipts.

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)

	Tickets	Voucher
Bucket 1: 0-10	10 tickets	None
Bucket 2: 11-20	20 tickets	None
Bucket 3: 21-30	30 tickets	Small ICEE
Bucket 4: 31-49	50 tickets	Medium ICEE
Bucket 5: 50	500 tickets	Large ICEE

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.

Bucket 5 Value

0	5	...	50	100	...	300	400	...	500	600	...	1000	2000	...	9000	10000
---	---	-----	----	-----	-----	-----	-----	-----	-----	-----	-----	------	------	-----	------	-------

The amount of tickets awarded for the bonus of all 50 cups.

Voucher Options

None	Small ICEE	Small Prize	Medium ICEE	Medium Prize	Large ICEE	Large Prize
------	------------	-------------	-------------	--------------	------------	-------------

Chose what to print on the receipt.

If no printer, choose “None” , If you do not want to give out an award, chose ”None”

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.

Pay Table Recommendations

Price/Play	<u>\$0.25</u>	<u>\$0.50</u>	<u>\$1</u>	<u>\$1.25</u>	<u>\$1.50</u>	<u>\$2</u>	<u>\$2.50</u>	<u>\$3</u>	<u>\$5</u>	<u>\$7.50</u>	<u>\$8.00</u>
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	42s	42s	42s	42s	42s	42s	42s	42s	42s	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
Bonux 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%

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.

Player Assist On Loss: 0.01 seconds

Spill Clean Up Time: 1.9 seconds

Receipt Menu >

Back>

Player Assist On Loss

.01	.02	.03	.04	.05	.06	...	.23	.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

RECIPT 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.

FEC Name: Baytek Game Arcade

Barcode: 2D Barcode

Unique ID Enabled: On

Generate Jackpot Voucher Preview

Back>

Barcode

No bar Code	QR Code	2 D Bar Code
-------------	---------	--------------

Will print a bar code or QR code on the receipt if desired.

Unique ID Enabled

On	Off
----	-----

FEC Name can be changed by using a keyboard and pressing “Function” & “F9” keys at the same time.

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.

GAME HISTORY

PAGE 1

Next Page
Previous Page
Reset Game History > 5
Back

1/13/2025 2:35:41 PM :: ENTERING THE MENU SYSTEM
1/13/2025 2:35:40 PM :: SYSTEM BOOTING UP :: GAME POWERED ON
1/13/2025 2:34:30 PM :: ERROR! EXITING THE MENU SYSTEM
1/13/2025 2:33:31 PM :: ENTERING THE MENU SYSTEM
1/13/2025 2:33:30 PM :: SYSTEM BOOTING UP :: GAME POWERED ON
1/13/2025 12:22:46 PM :: ERROR! EXITING THE MENU SYSTEM
1/13/2025 12:21:45 PM :: ENTERING THE MENU SYSTEM
1/13/2025 12:21:42 PM :: SYSTEM BOOTING UP :: GAME POWERED ON
1/10/2025 4:32:45 PM :: SYSTEM BOOTING UP :: GAME POWERED ON
1/10/2025 4:03:17 PM :: PLAYER ONE WON 1000 TICKETS
1/10/2025 4:03:17 PM :: PLATES ONE WON THE JACKPOT
1/10/2025 4:03:14 PM :: PLAYER ONE COINED UP
1/10/2025 4:03:08 PM :: SYSTEM BOOTING UP :: GAME POWERED ON
1/10/2025 4:02:01 PM :: SYSTEM BOOTING UP :: GAME POWERED ON
1/10/2025 4:00:56 PM :: PLAYER ONE WON 1000 TICKETS

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

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

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: 0	Total Game Time: 0.000
Bucket 1 Finishes: 0	Average Game Time: 0.000
Bucket 2 Finishes: 0	Total Tickets Dispensed: 0
Bucket 3 Finishes: 0	Average Tickets: 0
Bucket 4 Finishes: 0	Jackpot Tickets Dispensed: 0
Bonus Games Won: 0	P1 Tickets Dispensed: 0
Bonus Win Rate: 0.000	Current Jackpot Value: 500
Average Bonus Duration: 0.000	Receipt Count: 0
P1 Coin Ups: 0	

Clear Statistics >	Press 5's
Reset Current Bonus >	Press 5's
Back>	

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.

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.

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

Receipt Count - Shows the total number of receipts printed.

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

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 ticket dispenser.

Test Printer Receipt: Press Menu Select to print 1 receipt from the printer. (if installed)

Enable Printer: Press Menu Select to re-initialize printer (if installed) after a jam or new installation.

P1 Cheat Credit: Press Menu Select to play a game after exiting menu.

DIAGNOSTICS

Reset To Defaults: Press 5's

Test Ticket Dispense >

Test Printer Reciept >

Enable Printer >

P1 Cheat Credit >

Back>

Software Versions:

Displays the software versions for a variety of circuit boards.

Note: If shows “Not Found” then the item is disconnected from motherboard.

Software Version 1.0.0

Mobo Version 22.0.4-1.03

Controller Board Version v0003

Door Board Version 1.7

Printer Status: Printer OK

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

Doorboard 1

Swipe Card

Tickets: 0

Show Mode: On

Low Ticket Sensor: On

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.

Control Board

Input 1 Engaged: False

Input 2 Engaged: False

Input 3 Engaged: False

Input 4 Engaged: False

Input 5 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
No power to the game No lights on at all. There is one power switch in the game. It is the rocker switch on the power supply in the front of the game.	Unplugged. Circuit breaker tripped. Line Filter Faulty. Power strip faulty. Disconnected, loose or broken wires.	Check wall outlet. Reset power strip breaker switch or building circuit breaker. Replace Line Filter (Part # 10026125) Change plug position, replace power strip if a section does not work. Part # 10026577 Check rocker switch on power strip. Refer to wiring diagram. Check connections and reseal cables from line filter to outlet strip. Cables # 10000502 and 10033327 If the supply cord is damaged, it must be replaced by a special cord or assembly available from the manufacturer or its service agent.
Monitor is on But everything else off (Power Supply not ON)	Power supply unplugged. Power supply shutting down because of 12 V overload. Faulty power supply. Faulty Controller Board	Insure power supply is plugged into power strip Refer to Power Supply Diagnostics to isolate bad component. A 12 volt short would cause this. Refer to Power Supply Diagnostic section. Replace Controller Board (10022999)
Meters does not work Game meter will click as the game starts. Ticket meter will click as tickets are being dispensed.	Ensure correct number of tickets are being dispensed Disconnected, loose or broken wires. Faulty counter.	Check ticket values in menu. Refer to Tickets not dispensing troubleshooting section. Refer to wiring diagram. Check connections and reseal cables from meters to I/O Aux Board Cables # 10007575 & 1003332 Replace counter. 10007575
Menu Buttons do not work. 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.	Swap connectors at the 2 buttons. Pinched, broken, or disconnected wiring I/O Aux board faulty.	Replace button if problem stays with button.(10029198) Inspect crimp to ensure good connection. Check connections from menu buttons to I/O Aux Board. Check cables (10029198, 1003332) Replace I/O Aux Board if needed. Part# 10024858

TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
Game not coining up Enter Diagnostic Mode to see if Credits Increment when coin is inserted. Ensure Dip is set correctly on Board	Look for communication and power on the I/O Aux Board for that player. Ensure game makes sound when coin switch is triggered. Game set to large amount of credits per game. Coin Input stuck ON	Refer to "I/O Aux Board Issue" diagnostic section. Check coin switches—both should be wired normally open. If one switch is "closed" the other will not work either. Check wiring to I/O Aux Board. (10028588 & 10033333) Check Game Setup Menu. Ensure Credits is set to proper value. Ensure only 5 volts on coin switch green and black wires. Replace I/O Aux board if needed. Part # 10024858
No Sound Motherboard creates sound, the Audio Amplifier boards amplifies it.	Volume set to mute in menu or game volume/attract volume set to zero. Disconnected, loose or broken wires. Verify 12 Volts DC to Audio Amplifier Boards on 10027257 Faulty speaker.	Enter Main Menu and verify: Game Volume & Attract Volume is not zero. Mute is set to OFF Refer to wiring diagram. Check connections and reseal audio cable from motherboard to speakers. Cables # 10024962, 10001958, 10027555, 10001961, 10027257 & 10000856 Unplug audio cable (10024962) from motherboard, plug into MP3 player or phone and see if music is amplified and comes out of speaker. If Yes - then motherboard is faulty. If No - then cable or amplifier board is faulty (10001961) Replace speaker. 10000856
I/O Aux Board Issue Game does not coin up, and has no other functions.	Green power LED should be flashing. Red LED should be on solid, with yellow LED's randomly blinking. Faulty I/O Aux Board.	If it is off, then check 12 & 5 Volts DC coming into board on cable 10027783 from Controller Board. If not on, then it is not communicating with the motherboard. Check 10025263 USB cable. Replace if needed. Part # 10024858
Low Tickets message on monitor 	Tickets are empty in ticket tray Faulty cable. Disconnected, loose or broken wires. Faulty low ticket switch. Dipswitch on I/O Aux Board. Faulty I/O Aux Board.	Load tickets into tray. Ensure tickets hold down the micro switch wire. Check connectors from low ticket switch to Newgen board. Check for continuity. 10033333 Inspect switch and replace if needed. (10029284) Check dipswitch settings on the I/O Aux board. If the game has a card swipe system, Dipswitch # 5 should be ON. Replace I/O Aux Board. Part # 10024858



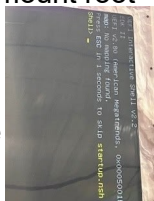
Red and Yellow LEDs

Green Power LED

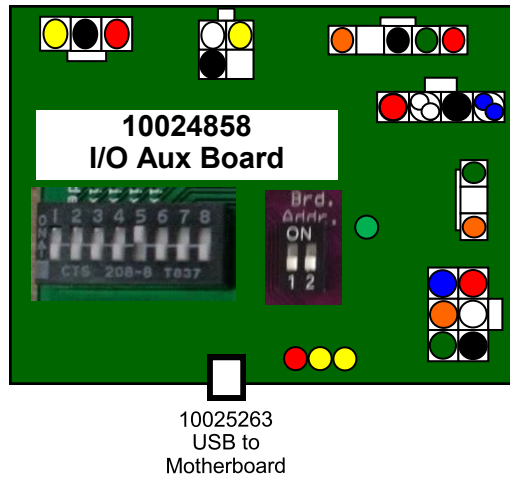
TROUBLESHOOTING GUIDE

Problem		Probable Cause	Remedy
Tickets do not dispense or Wrong amount dispensed Check for the correct amount of tickets showing on Monitor	Tickets on monitor does not match tickets coming out of game.	Opto Sensor on ticket dispenser dirty. Faulty ticket dispenser. Notch on tickets cut too shallow. Faulty cable. Disconnected, loose or broken wires. Faulty I/O Aux Board.	Blow dust from sensor and clean with isopropyl alcohol. Replace with working dispenser to isolate the problem. (10003690) 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. 10033333 Ensure issue is not with a card swipe system - Replace I/O Aux Board. 10024858
	Tickets on monitor do match tickets coming out of game	Settings in Menu are incorrect.	Enter Menu and check certain areas: Entertainment Only to Off Payout Settings Menu Door Board Dipswitch Settings: 1/2 Ticket Fixed tickets
All LED Color Strips are not Working Controller Board issue	Ensure Controller Board is receiving voltage from Power Supply. Ensure USB cable has good communication to the motherboard. Faulty LED	Refer to wiring diagram. Check connections & reseal cables from Power Supply to Controller Board. 10027782 Refer to wiring diagram. Check connections and reseal USB cable from Motherboard to Controller Board. 10025263 Refer to wiring diagram. All color changing light cables plug into the Controller Board.	
LED Lights in Console are not Working	Loose or bad connection. Faulty LED	Refer to wiring diagram. Check multiple connections and reseal cables from Controller Board to Console Lights. Cables # 10027781 & 10033339 Replace faulty LED. Part # 10033339	
LED Lights on Left and Right side of Monitor are not Working	Loose or bad connection Faulty LED	Refer to wiring diagram. Check multiple connections, reseal cables from Controller Board to monitor side lights. #'s 10027645, 10027480, 10027645, 10033336, 10033335 & 10033334 for right side. #'s 10027777, 10027470, 10027503, 10033336, 10033335 & 10033334 for left side. Replace faulty LED. Part #'s 10033336, 10033335 & 10033334	
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. 10027268 Replace sensor. 10000850	

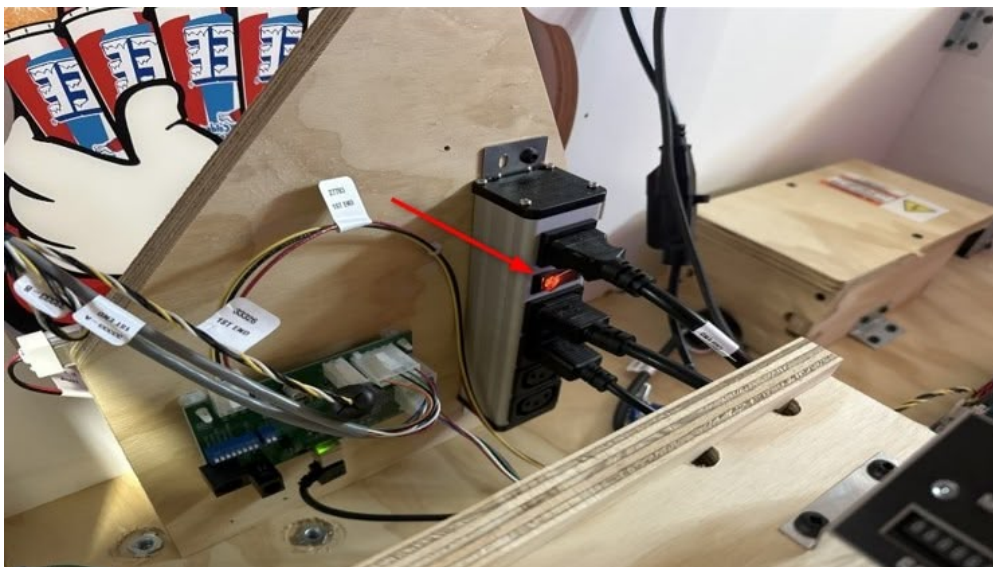
TROUBLESHOOTING GUIDE

Problem		Probable Cause		Remedy	
LED Lights in Lower Side Plexi are not Working		Loose or bad connection Faulty LED		Refer to wiring diagram. Check multiple connections, re-seat cables from Controller Board to side lights. #s 10027362, 1002341, & 10025079.for right side. #s 10027432, 1002341, & 10025079.for left side. Replace faulty LED. Part #'s 1002341, & 10025079.	
LED Lights in Marquee are not Working		Loose or bad connection Faulty LED		Refer to wiring diagram. Check multiple connections, reseal cables from Controller Board to Marquee. 10027456, 10027780, 10027457, 10025080. 10025078 & 10014783 Replace faulty LED. Part # 10025080. 10025078 & 10014783	
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.	Make sure the HDMI cables are plugged into the HDMI socket on the monitors. Remove the M.2 software stick - If the screen boots to and error message, the monitor is good. Small power connector unplugged on motherboard  10023660 Motherboard Faulty power supply - Refer to Power Supply diagnostic section. Faulty motherboard - Replace faulty motherboard.			
	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, 10025301 Install batteries in remote control and try using remote control to power on monitor. Replace monitor. (10032761)		
	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 # ???????? 		
Printer Issues	Refer to Printer Troubleshooting Section				
Bill Acceptor Issues	Refer to Bill Acceptor Information Section				

CIRCUIT BOARD LAYOUT

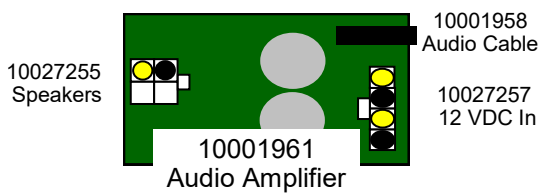
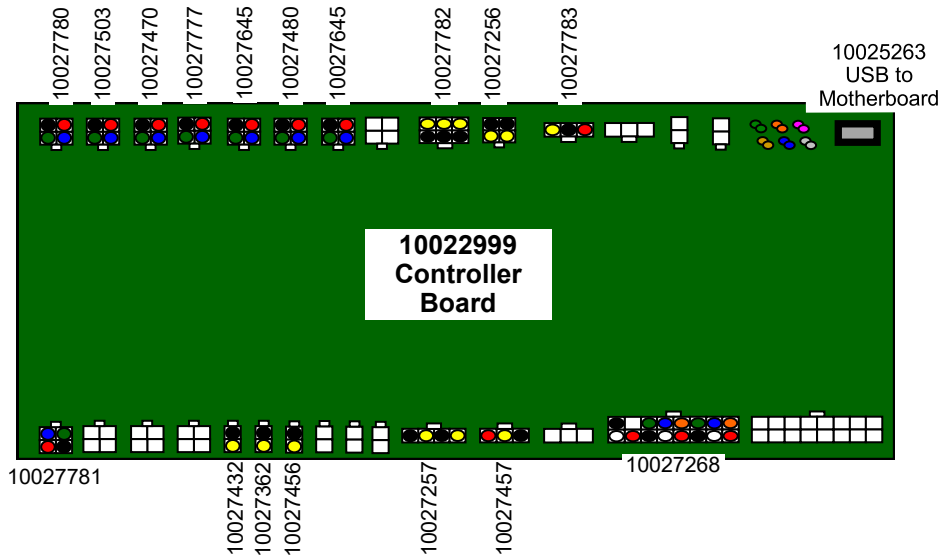


On/Off
Rocker
Switch



Boards are located inside the front door.

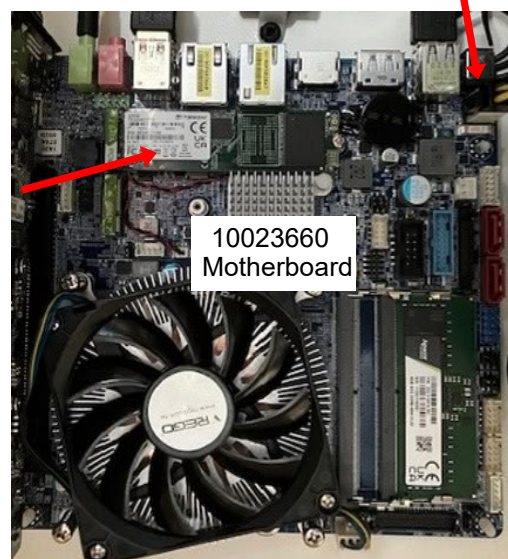
CIRCUIT BOARD LAYOUT



10027256
Power In from
Controller Board

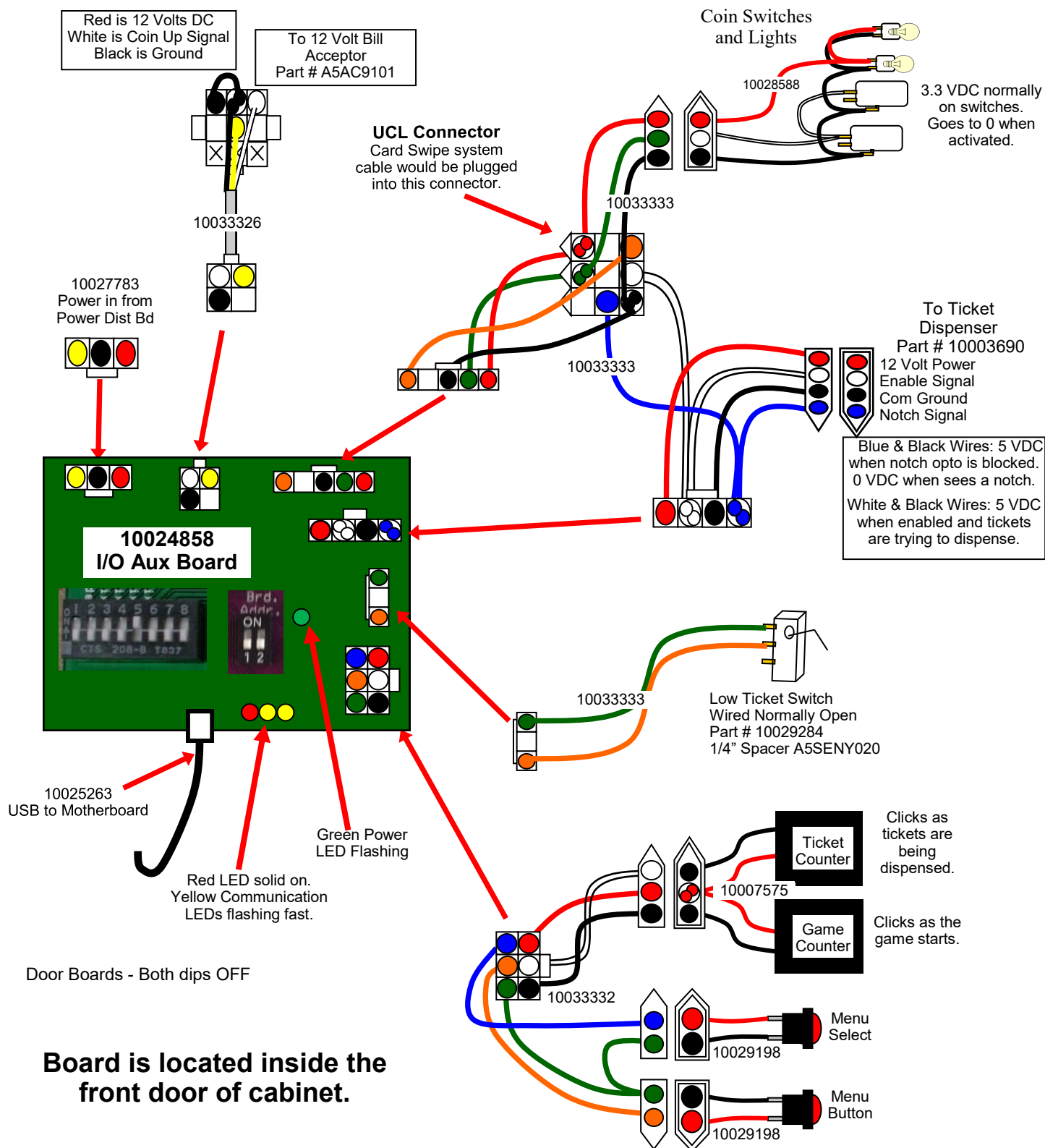


??????
M2 Hard Drive

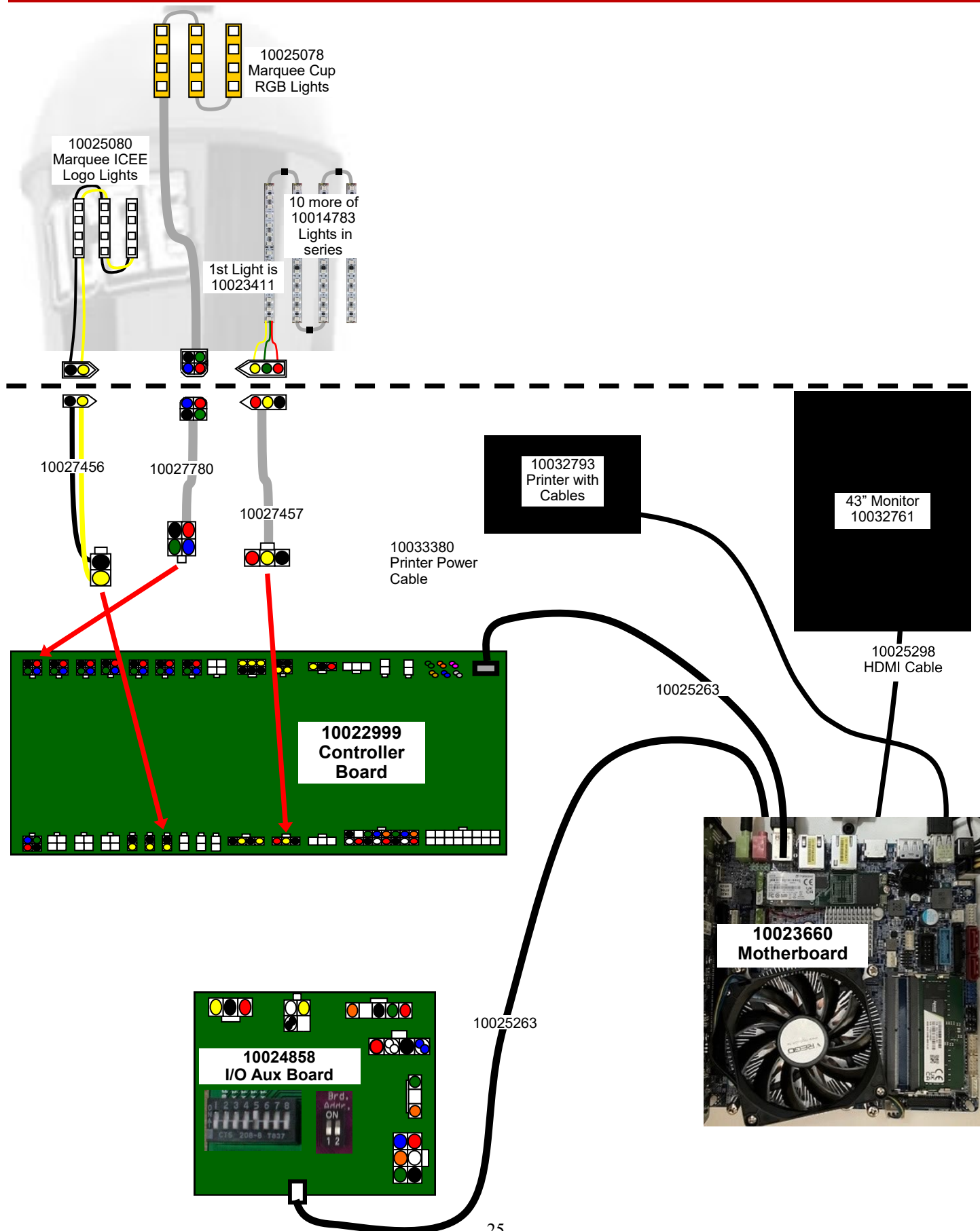


Boards are located inside the back door.

DOOR BOARD WIRING



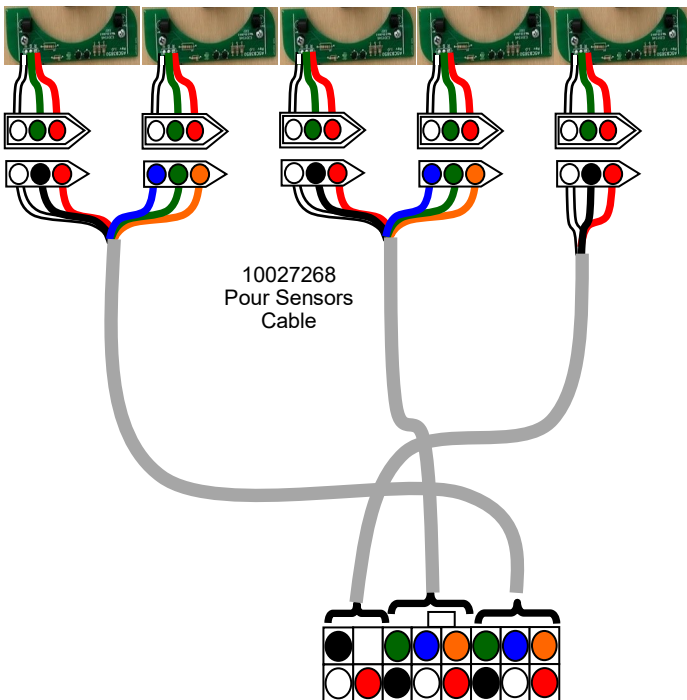
MARQUEE & USB COMMUNICATION WIRING DIAGRAM



POUR SENSORS WIRING DIAGRAM



10000850
Pour Sensors (5 per game)

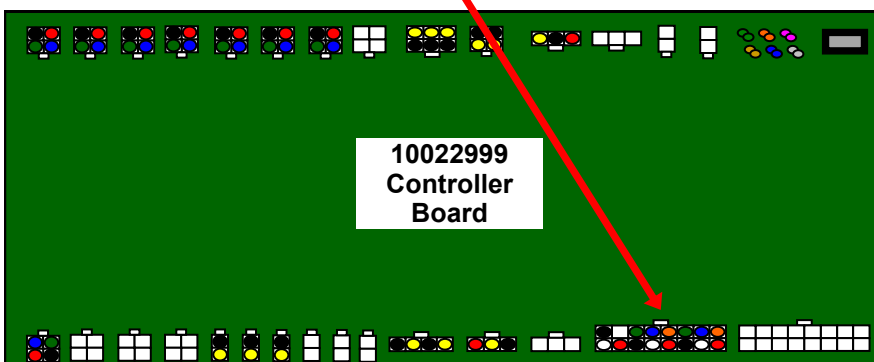


Pour Sensors have 12 VDC between the red and green wires.

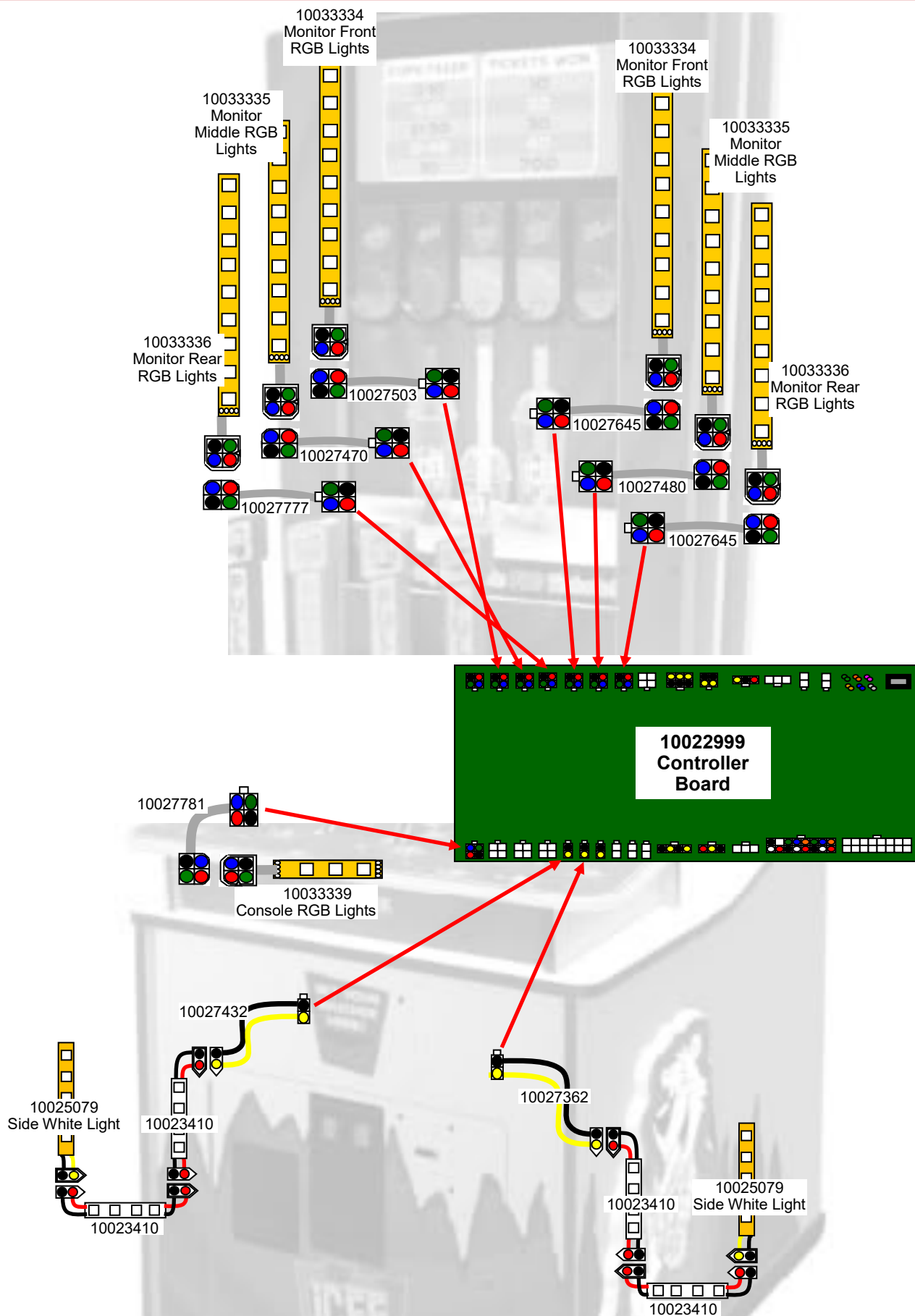
Normally 3.3 VDC between the white and green wires.

When sensor is blocked, the voltage between the white and green wires drops to 0 VDC.

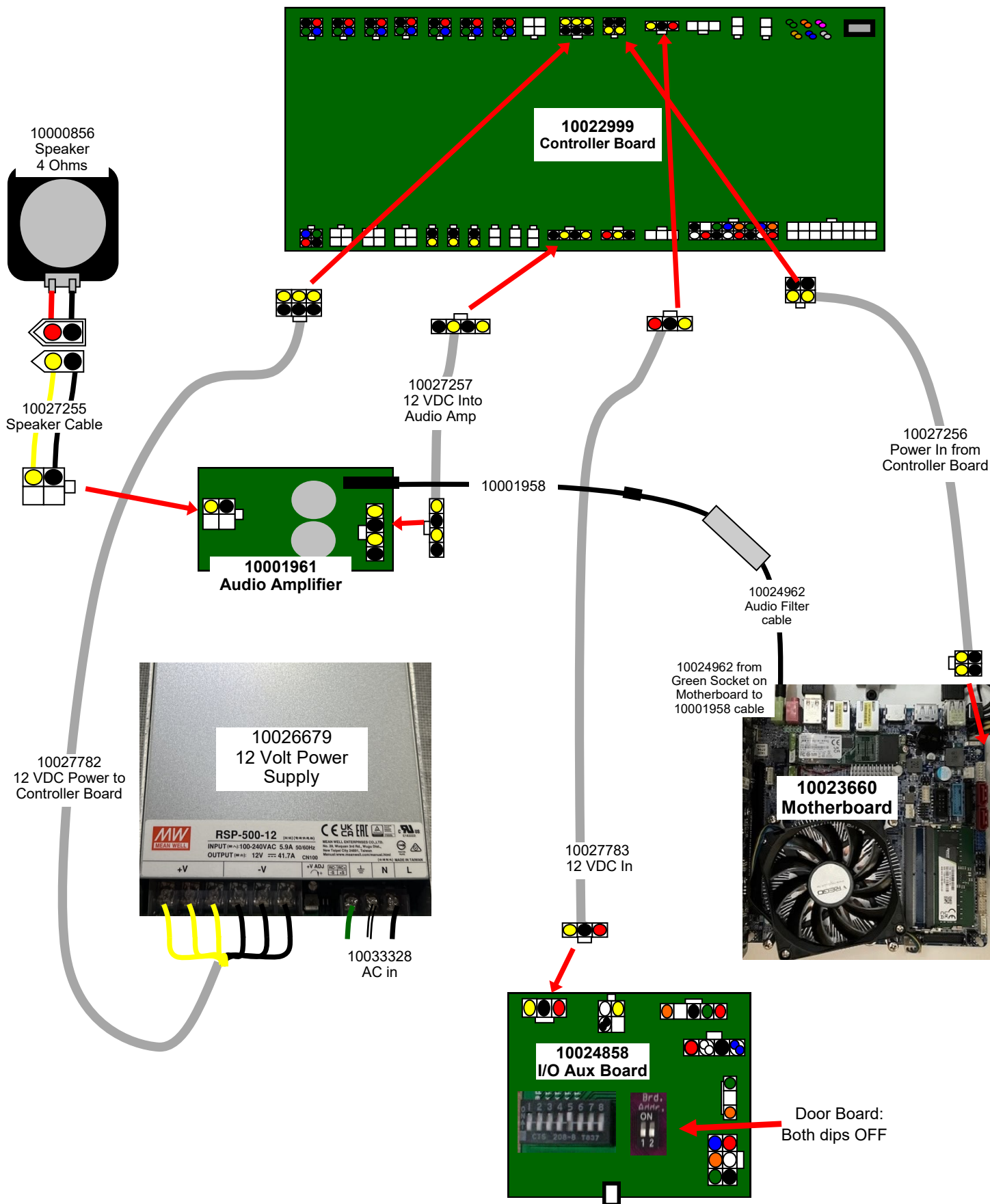
Sensors can be accessed by removing
2 top bolts and unlatching 2 latches.
Refer to "How to Replace Pour Sensor" section.



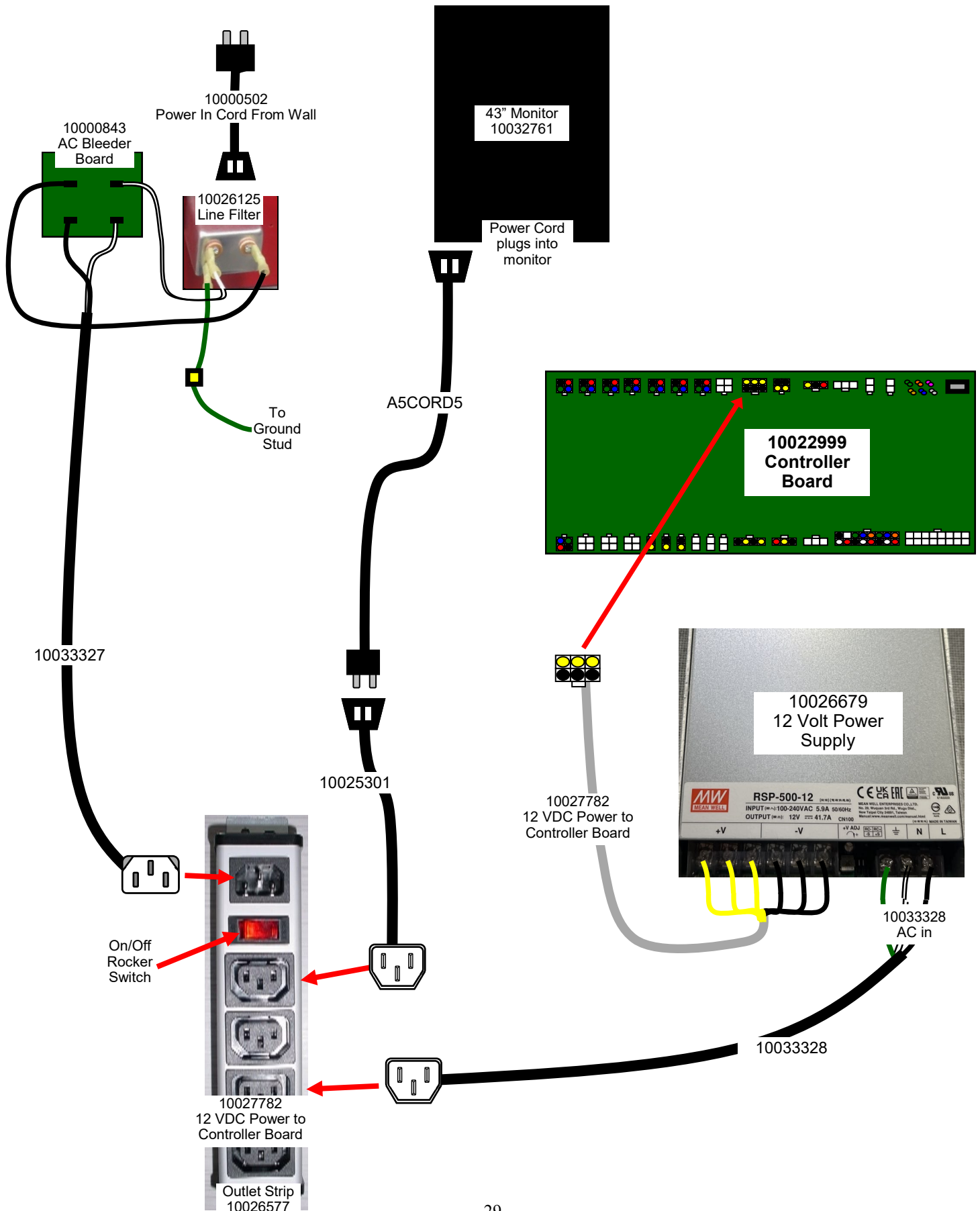
MONITOR & LOWER CABINET LIGHT WIRING DIAGRAM



12VDC & 5 DC POWER WIRING DIAGRAM



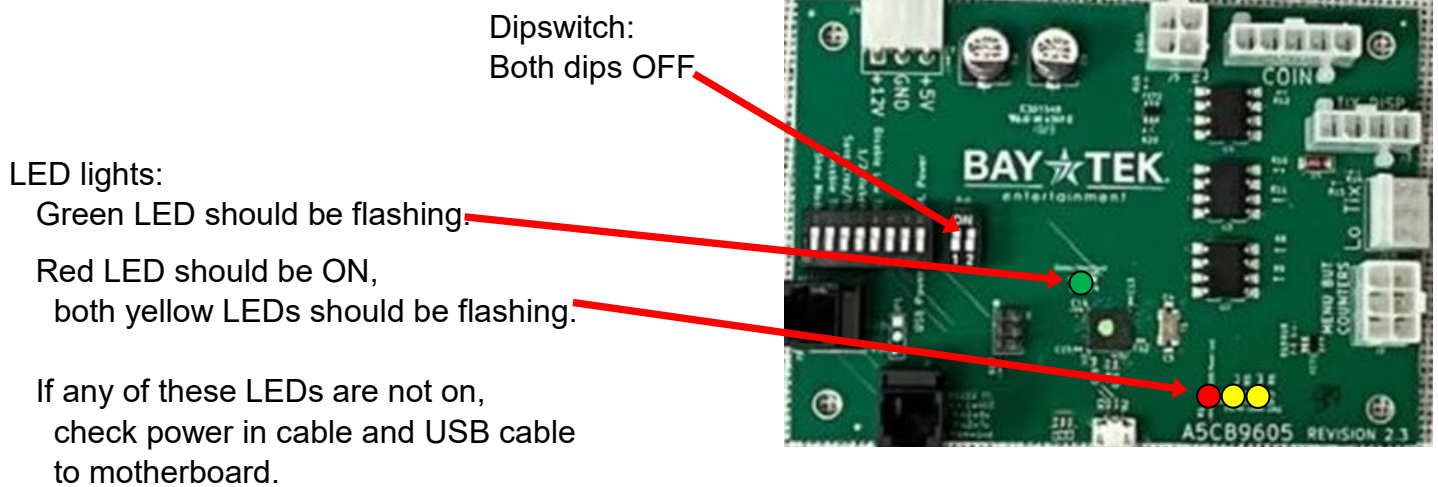
AC POWER WIRING DIAGRAM



DOOR BOARD OPERATION

ICEE 1 Player games uses a Door Board. (Part # 10024858)

It receives inputs from the sensors, buttons, and switches.



POUR SENSOR OPERATION

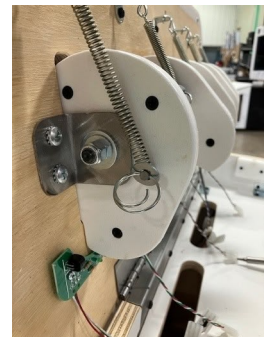
ICEE games uses sensors (Part # AACB3850A) that are blocked when the pour handles are pulled.

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.

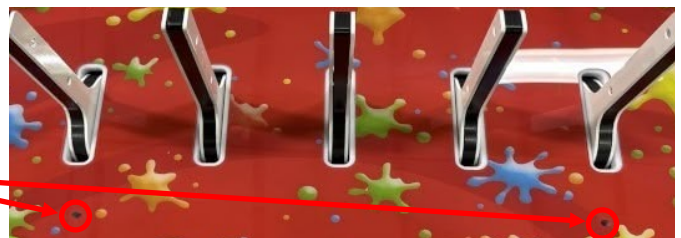
Instructions:

Remove the 2 Phillips bolts on top of console.

Open the central door in the front of the

There are two latches inside the front door to unlatch the lid of the top console.

Lift up front console to access sensors.



HOW TO FIT CABINET THROUGH A 36" DOOR

The roof top and 4 side wings will need to be removed to fit the cabinet through a 36" door.

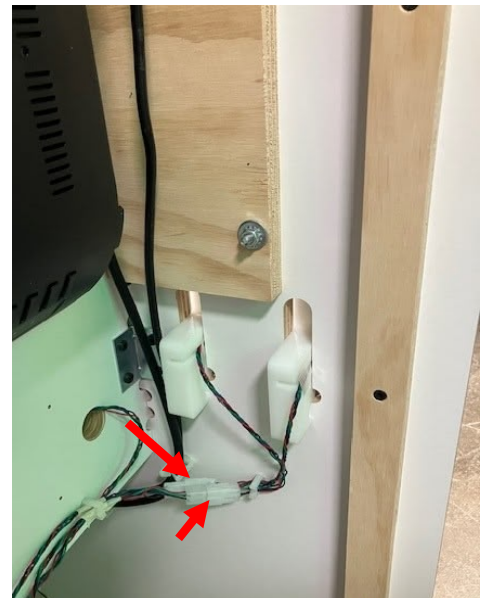
Instructions:

1.) Remove the top roof. Remove the 4 bolts from the top of game using a 7/16" wrench.



2.) Remove the top roof panel. Set aside for later installation.

3.) Unplug the 2 connectors on each side for the 4 side wings.



4.) Lift up on the side wings and outward and remove from cabinet.

5.) Once all 4 side wings have been removed, bring cabinet through the 36" door.

6.) Once in final game room position, re-install the side wings and top roof. Same procedure reversed.

7.) Continue to Game Set Up to install the marquee.



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.



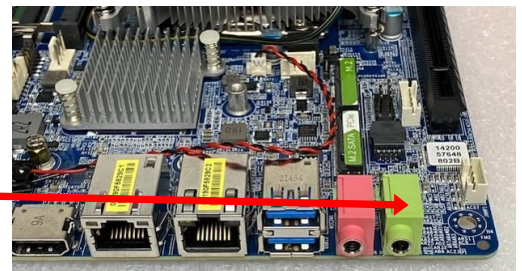
Difference # 2:

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.



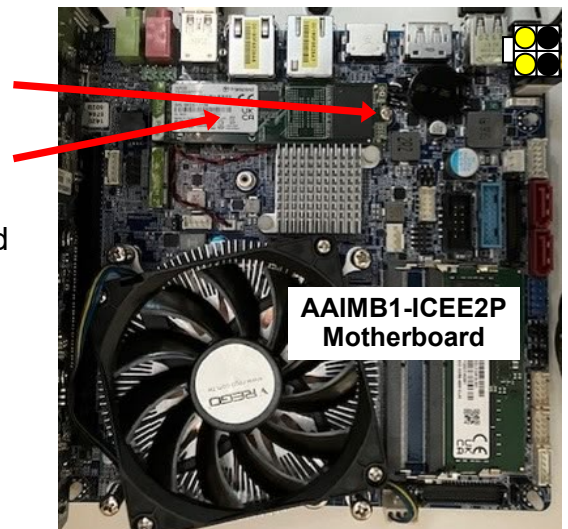
Instructions:

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.

Motherboard Part # 10023660

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 (10026679), or motherboard. (10023660)

PRINTER TROUBLESHOOTING

There are a number of diagnostic responses that the printer will give.

Printer Ok - The printer is functional and operating normally

PAPER OUT! - The printer is out of paper and requires a new roll to be installed.

Low Paper - The roll of paper installed in the printer is low and will need to be changed soon.

Paper Jam - The printer is unable to print due to the paper being unable to move through the printer's roller

Printer Not Found - Communication between the printer and the motherboard is not functioning. Verify that the USB cable between the printer and the motherboard is securely connected.

Printer Disabled - Communication between the printer and the game has been deactivated within the game's settings.

CLEARING PRINTER JAMS

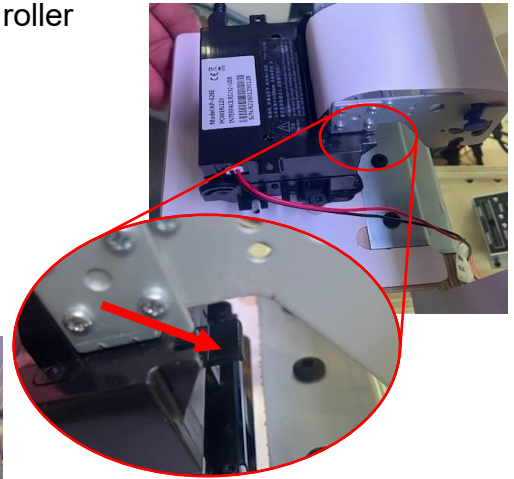
There are 2 locations that paper may jam inside the printer at the roller or at the cutter.

The following instructions will show how to clear jams.

Open wood panel door which the printer is mounted.

Lift up on tab beneath paper roll and open the back of the printer.

Any crumpled paper can now be removed.
Close printer, and re-feed paper into the printer to verify correct operation.

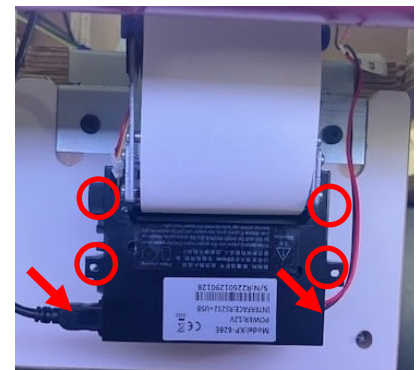


If paper is still jammed, proceed to remove the printer and cutter.

To remove a paper jam at the cutter, the printer must be removed from the wood door and disassembled.

Unplug the USB cable and the power cable from printer.

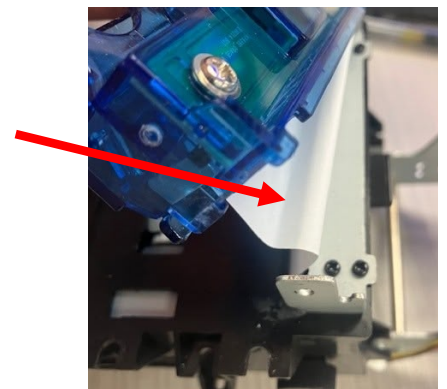
Remove the 4 mounting screws



Carefully remove the 2 small Phillips screws -
Be careful not to loose them!



Remove paper jam and re-assemble printer and re-mount on wood door.

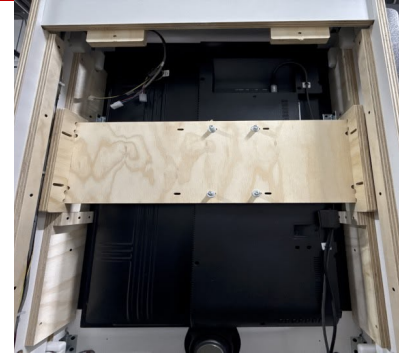


HOW TO REPLACE MONITOR

Instructions:

Power down the game by unplugging it from the wall

Remove the back panel of the game's cabinet to reveal the monitor's mounting brace.

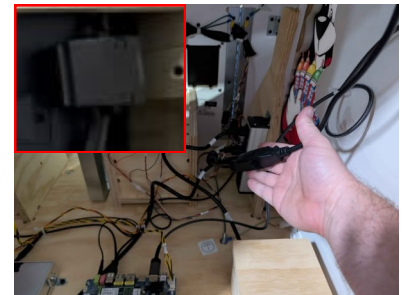


Above the horizontal brace the, HDMI cable is visible. Disconnect this from the old monitor. Leave the cable hanging within the cabinet as it will need to be connected to the new monitor.



Located on the right hand side of the monitor assembly is a ferrite with a cable running down into the cabinet. This is the monitor's power cable.

Down the length of this cable you will find where it is plugged into an adapter. Disconnect the power cable and the adapter. The power cable itself will need to be transferred to the new monitor.



Remove the four bolts that keep the monitor assembly bracket secured into the cabinet. Save these bolts as they will be needed to when you put the new monitor in place.



Remove the monitor assembly from the cabinet and lay the monitor, screen down, on a soft surface. Remove the four bolts securing the mounting assembly to the old monitor and remove the assembly itself.



With the mounting assembly removed, unplug the power cable and plug it into the new monitor. Follow these steps in reverse to install the new monitor.



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.

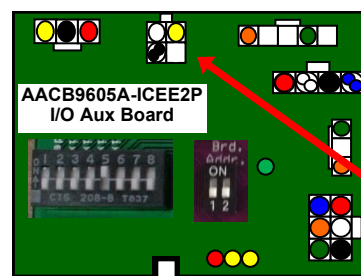
If NO power:
Use meter to measure 12 VDC voltage at cable going into Bill Acceptor from front I/O Aux Board

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

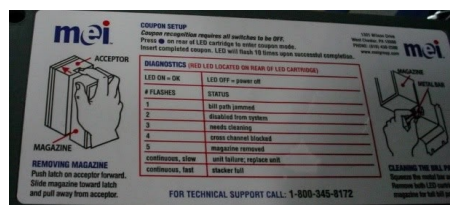
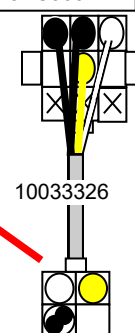
Make sure switch # 8 is OFF for Always Enable

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



Dollar Bill Acceptor not functioning Ensure Bill Acceptor is set to "Always Enable" Important : Only 12 Volt DC DBA is to be installed. Model # AE 2454 U5E Part # A5AC9101	Check for power to Bill Acceptor. Dirt or debris in acceptor slot. Pinched, broken, or disconnected wiring. Bill acceptor problem. Part # A5AC9101	Acceptor should cycle stacker at game power up. If not, check cable connections. Refer to "How to Clean Bill Acceptor" Or clean with bill reader cleaning card. (A5CC9000) Check wiring from bill acceptor to I/O Aux Board. (10033326) Repair or replace wiring harness. Make sure wires are secure in connectors. Refer to troubleshooting section of dollar bill acceptor manual included with this game or the diagnostics label of the back of the unit.
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BLANKING PLATES AVAILABLE

A5PL9998 Plate used instead of Coin Mechanisms

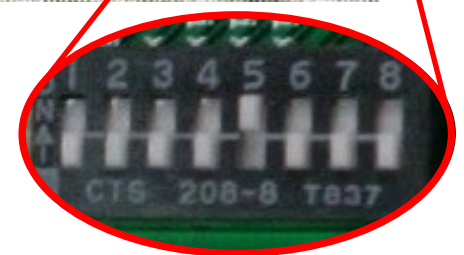
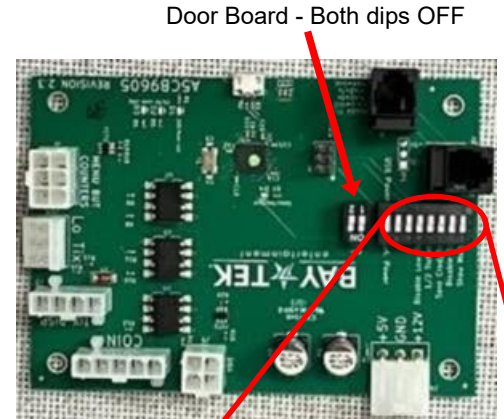


A5PL9995 Plate used instead of ticket dispenser



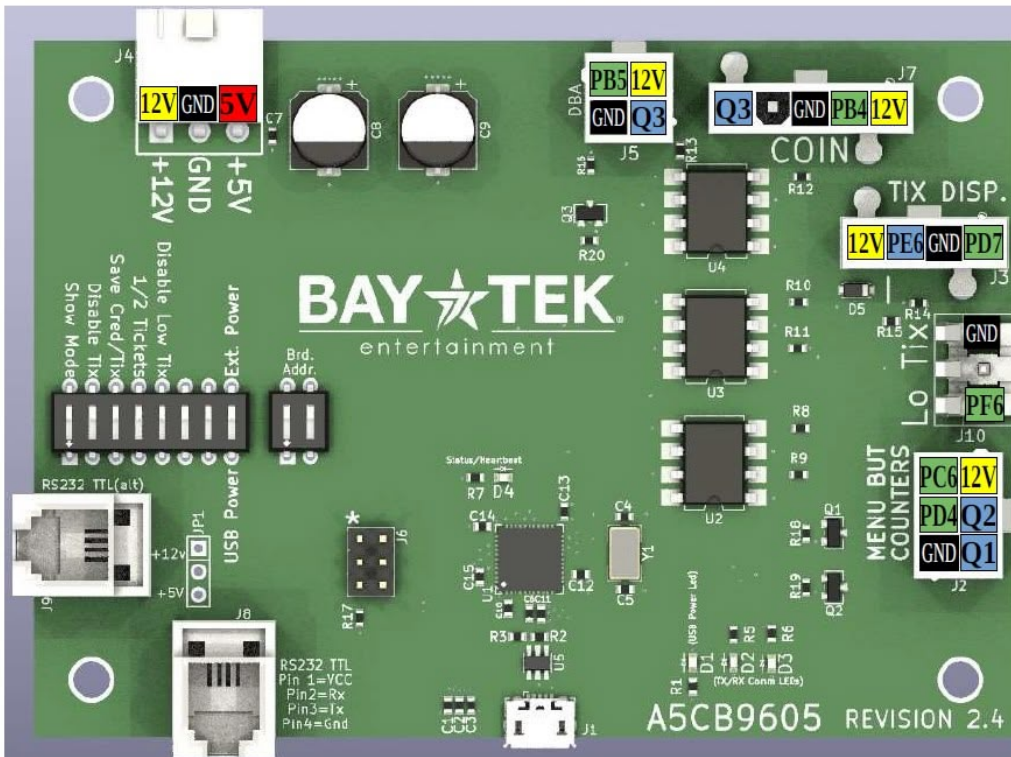
I/O BOARD DIPSWITCH SETTINGS

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		



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

Art Diagram

Not Visible:

10025774 CAB SIDE BEAR, LEFT

10032783 Left Side Decal

10032787 Fill 50 Decal

10025748
MARQUEE ICEE CUP LOGO

10032778
left Wing

Handle Tops:

10025764 BANANA

10025766 CHERRY

10025767 ORANGE

10025768 GREEN APPLE

10025769 BLUE RASPBERRY

Handle Bottoms:

10025765 BLUE

10025770 YELLOW

10025771 RED

10025772 ORANGE

10025773 GREEN

10025785 STRAW

10032777
Right Wing

Flavor Decals:

10025779 BANANA

10025780 CHERRY

10025781 ORANGE

10025782 GREEN APPLE"

10025783 BLUE RASPBERRY

10032779
Speaker Panel

10032776
Console Top

10032780
Console Front Decal

10032786
Printer Decal

10032784
Left Door Decal

10032781
Middle Door Decal

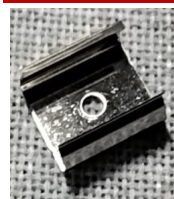
10025775
CAB SIDE BEAR, RIGHT

10032782
Right Side Decal

10032785
Right Door Decal



PARTS PICTURES



10000603



10000625



10001444



10001500



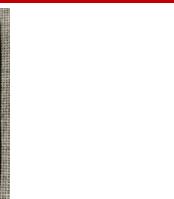
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1003709



10004444



10021935



10023877



10024708



10024824



10027156



10027160



10027163



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10027178



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10026366



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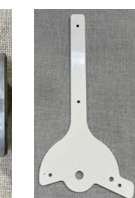
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10032078



10032079



10032080



10000502



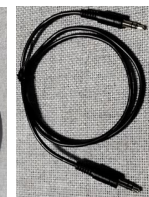
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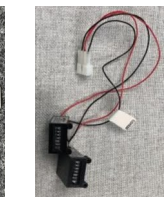
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10001958



10007553



10007575



10014560



10014783



10023410



10023411



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10025078



10025079



10025080



10025263



10025298



10025301



10026577



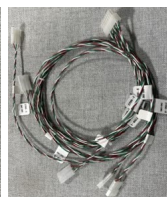
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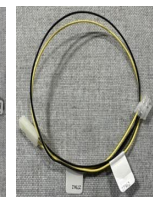
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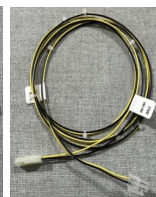
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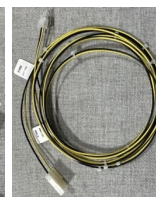
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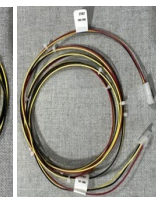
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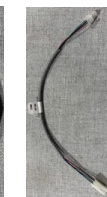
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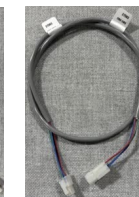
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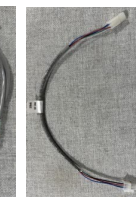
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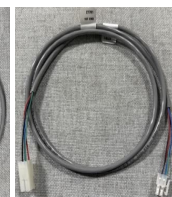
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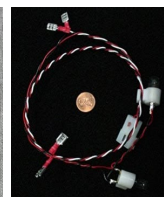
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10027782



10027783



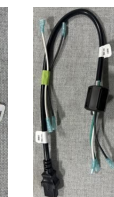
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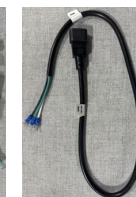
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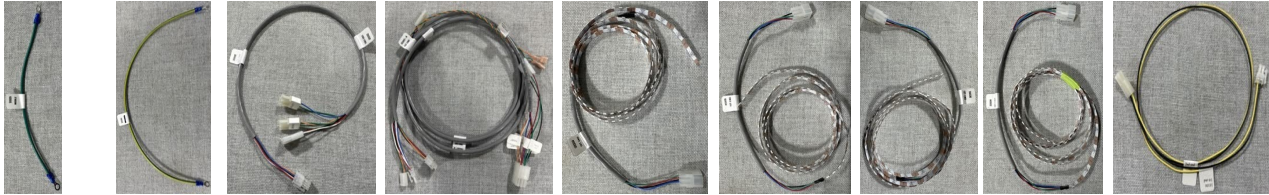


10033327



10033328

PARTS PICTURES



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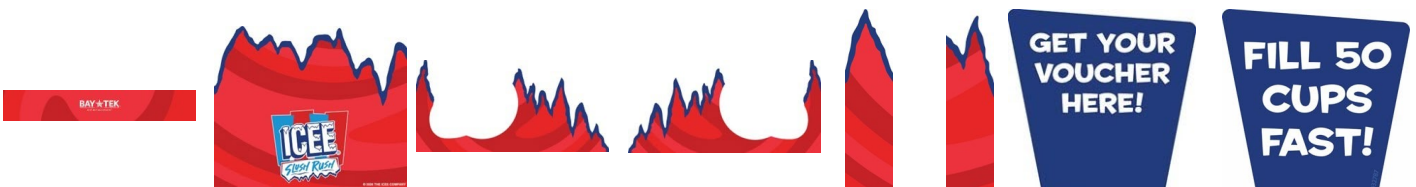
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10032780 10032781 10032782 10032783 10032784 10032785 10032786 10032787



10000843 10000850 10001961 10022999 10023660 10024858 10026125

PARTS PICTURES



10026679



10032761



10032793

Placeholder

PARTS LIST

PART #	DESCRIPTION	PART #	DESCRIPTION
10000603	Holder for Light Bars (24 per game)	10000502	Power Cord
10000625	Lock, H95 Key Code (2 per game)	10000578	Ferrite, Hinged, 240 Ohm (2 per game)
10001444	Latch Clamp (2 per game)	10000596	Ferrite, Hinged, 380 Ohm (2 per game)
10001500	Clamp, Panel, Kick Plate (2 per game)	10000856	Speaker
10003690	Ticket Dispenser	10001958	Cable, Audio Stereo
10003709	Lock, E00 Key Code	10007553	Door Ground Cable (2 per game)
10004444	Lock Keeper (2 per game)	10007575	Counter Assy
10021935	Hardware Kit for ICEE 1 Player	10014560	Ferrite, Hinged, 3100 Ohm (6 per game)
10023877	Spring for Handles (10 per game)	10014783	LED Light Bar in Marquee (11 per game)
10024708	Braiding (15 Inches per game)	10023410	Cbl Assy, Side Bear Stick Lights (4 per game)
10024824	Coin Box, Black	10023411	Cbl Assy, Marquee Cup, First In Line (2 per game)
10027156	Hinge, 16", Double Bend	10024962	Cable, Audio Noise Eliminator
10027160	Hinge, 5-75, Double Bend	10025078	Cbl Assy, Marquee Cup Dome, Led
10027163	Hinge, 5-75, Single Bend	10025079	Cbl Assy, Side Bear White Lights (2 per game)
10027164	Hinge, Dome	10025080	Cbl Assy, Logo Tray White Lights
10027178	T-Molding, 7/8" Red (265 Inches per game)	10025263	Cord, 3', USB Cane (2 per game)
10029284	Low Ticket Switch	10025298	HDMI Cable, 10 ft
10000678	Ticket Dispenser Blanking Plate	10025301	Cord, Power Adapter, 1ft
10002666	Metal, Cashbox Guide	10026577	Outlet Strip
10002709	Bill Validator Blanking Plate	10027255	Cable Assy, Speaker Cable
10026366	Ticket Tray	10027256	Cable Assy, Mother Board Power
10026369	Metal, Caster Plate (2 per game)	10027257	Cable Assy, Audio Power
10028459	Bracket, Pushbutton/Counters	10027268	Cable Assy, Pour Sensors
10032077	Metal, Right Side Handle Bracket (5 per game)	10027362	Cable Assy, Right Bear Light Power
10032078	Metal, Left Side Handle Bracket (5 per game)	10027432	Cable Assy, Left Bear Light Power
10032079	Metal, Handle Left Side (5 per game)	10027456	Cable Assy, Icee White Light Power
10032080	Metal, Handle Right Side (5 per game)	10027457	Cable Assy, Cup Addressable Power

PARTS LIST

PART #	DESCRIPTION	PART #	DESCRIPTION
10027470	Cable Assy, Middle Left RGB Power	10025781	Decal, Drink Flavor, Orange, Printed Plexi
10027480	Cable Assy, Middle Right RGB Power	10025782	Decal, Drink Flavor, Green, Printed Plexi
10027503	Cable Assy, Front Left RGB Power	10025783	Decal, Drink Flavor, Blue, Printed Plexi
10027645	Cable Assy, Front/Rear Right Power (2 per game)	10026711	Vacuum Form, Domed Cup Lid
10027777	Cable Assy, Rear Left RGB Power	10026713	Vacuum Form, Icee Tray Light Pan
10027780	Cable Assy, Cup RGB Power	10027099	Poly Wheel (2 per game)
10027781	Cable Assy, Console Top RGB Power	10027366	Vacuum Form, Tapper Front, Orange
10027782	Cable Assy, Power Supply	10027367	Vacuum Form, Tapper Back, Orange
10027783	Cable Assy, Door Board Power	10027368	Vacuum Form, Tapper Front, Red
10028588	Coin Door Cable	10027369	Vacuum Form, Tapper Back, Red
10029198	Menu Button (2 per game)	10027370	Vacuum Form, Tapper Front, Yellow
10033326	Cable Assy, DBA Power	10027371	Vacuum Form, Tapper Back, Yellow
10033327	Cable Assy, Line Filter Power	10027372	Vacuum Form, Tapper Front, Green
10033328	Cable Assy, Power Supply	10027373	Vacuum Form, Tapper Back, Green
10033329	Cable Assy, Hinge to Card Reader, Ground	10027374	Vacuum Form, Tapper Front, Blue
10033330	Cable Assy, To Stud, Ground (4 per game)	10027375	Vacuum Form, Tapper Back, Blue
10033332	Cable Assy, Menu & Ticket Dispenser	10028091	Marquee Straw Assy, Printed Plexi
10033333	Cable Assy, Door Board Coin Up	10032076	Tapper handle Core (5per game)
10033334	Cable Assy, Side Front RGB LED (2 per game)	10032662	Blender Clear Vacuum Form
10033335	Cable Assy, Side Middle RGB LED (2 per game)	10032776	Decal, Console, Printed Plexi
10033336	Cable Assy, Side Rear RGB LED (2 per game)	10032777	Decal, Wing, Right, Printed Plexi
10033339	Cable Assy, Console Top RGB LED	10032778	Decal, Wing, Left, Printed Plexi
10033380	Cable Assy, Printer Power	10032779	Decal, Speaker Panel, Printed Plexi
Placehldr	USB Cable for Printer	10032780	Decal, Front Console
10000514	Decal, Menu/Volume Decal	10032781	Decal, Door, Middle
10000517	Decal, Hazardous Voltage	10032782	Decal, Side, Right
10000518	Decal, Ground Stud Symbol	10032783	Decal, Side, Left
10025748	Marquee Icee Cup Logo, Printed Plexi	10032784	Decal, Door, Left
10025764	Decal, Tap Handles, Banana	10032785	Decal, Door, Right
10025765	Decal, Tap Handles, Blue Pull	10032786	Decal, Printer
10025766	Decal, Tap Handles, Cherry	10032787	Decal, Coverup, No Printer
10025767	Decal, Tap Handles, Orange	10000843	Bleed Resistor Board
10025768	Decal, Tap Handles, Green Apple	10000850	Sensor Board, Alley (5 per game)
10025769	Decal, Tap Handles, Blue Raspberry	10001961	Audio Amplifier Board
10025770	Decal, Tap Handles, Yellow Pull	10022999	Controller Board, ICEE 1 Player
10025771	Decal, Tap Handles, Red Pull	10023660	Motherboard IMB1, ICEE 1 Player
10025772	Decal, Tap Handles, Orange Pull	10024858	Door Interface Board
10025773	Decal, Tap Handles, Green Pull	10026125	Line Filter
10025774	Cabinet Side Bear, Left, Printed Plexi	10026679	Power Supply, 12 VDC
10025775	Cabinet Side Bear, Right, Printed Plexi	10032761	Monitor, 43"
10025779	Decal, Drink Flavor, Banana, Printed Plexi	10032793	Printer with Cables
10025780	Decal, Drink Flavor, Cherry, Printed Plexi	Placehldr	M.2 Software Drive ICEE 1 Player

REPAIR/MAINTENANCE LOG

If you need to make repairs or order replacement parts it is a good idea to keep a log. Below is a chart you can use to track repairs and maintenance.

[illegible]

NOTES

[illegible]

TECHNICAL SUPPORT

Excellent customer service is very important to Bay Tek Entertainment! We know that keeping your games in great operating condition is important to your business. When you need us, we are here to help. You can call us for free technical assistance, and you can count on us to have parts on-hand to support your game. When you do need us, it's important that you know what to expect.
We offer options that fit your needs.

Electronics / Circuit Boards:

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

Technical Support:

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

Returns & Credits:

Sometimes the issue isn't what it seemed to be. If you need to return a circuit board, just give us a call to get Return Authorization. You will be credited for the cost of the board and charged only the bench fee for our processing and retesting that board.

Note: Bench fees apply regardless of whether the repair was your choice or a recommendation from a Bay Tek Entertainment technician.

It's a small price to pay for troubleshooting the issues with your game.

You can count on our Technical Support Team for service and support!

WARRANTY OPTIONS

Bay Tek Entertainment warrants to the original purchaser that the game will be free of defects in workmanship and materials for a period of 12 months from the date of shipping

Bay Tek Entertainment will, without charge, repair or replace at it's option defective product or component parts upon notification to the parts/service department.

New, purchased parts have a 30 day warranty.

Any labor expended is not included in this warranty.

Warranty replacement part(s) will be shipped immediately via ground service, along with a Return Material Authorization (RMA) number for the return of defective part(s). Defective part(s) must be shipped back to Bay Tek Entertainment unless otherwise instructed.

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

Should you need your game serviced, determine the serial number from the decal on the back of the game cabinet or main board, and call **920.822.3951 Ext. 1102**
or e-mail to: service@baytekent.com