

# SERVICE MANUAL

**BAY★TEK**  
entertainment



PLACE SERIAL NUMBER LABEL HERE

# FACTORY CONTACT INFORMATION



BAY TEK ENTERTAINMENT  
Pulaski Industrial Park  
1077 East Glenbrook Drive  
Pulaski, WI 54162 USA

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

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# WELCOME TO CONNECT 4 HOOPS HD

**Congratulations on your purchase!**

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 Entertainment*



**Licensed by:**



## GAME INSPECTION

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 Entertainments' Service Department at  
(920) 822-3951 Ext. 1102

Or email us at [service@baytekent.com](mailto:service@baytekent.com) for further assistance.



# GAME SPECIFICATIONS

## WEIGHT

NET WEIGHT	1900lbs.	862 kg
SHIP WEIGHT	2140 lbs.	971 kg

## GAME DIMENSIONS

WIDTH	78"	198 cm
DEPTH	150"	381 cm
HEIGHT	138"	351 cm

## SHIPPING DIMENSIONS

CONSOLE SECTION	86"x 46"x 87"	800 lbs. class 125
MIDDLE SECTION	80"x 48"x 78"	500 lbs. class 250
LOWER BACK SECTION	80"x 36"x 87"	600 lbs. class 125
UPPER BACK SECTION	80"x 36"x 68"	240 lbs. class 250

## POWER REQUIREMENTS

INPUT VOLTAGE RANGE	100 to 120 VAC	220 to 240 VAC
INPUT FREQUENCY RANGE	60 Hz	50 Hz













## MAX OPERATING CURRENT

3.3 AMPS @ 115VAC / 1.9 AMPS @ 230VAC

## OPERATING TEMPERATURE

FAHRENHEIT	45 - 80 F
CELSIUS	7.2 - 26.7 C

# SAFETY PRECAUTIONS

	<b>NOTICE</b>	
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.		
	<b>DANGER</b>	
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.		
	<b>WARNING</b>	
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.		
	<b>CAUTION</b>	
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.		
	<b>ATTENTION</b>	
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.		
	<b>IN CASE OF EMERGENCY</b>	
UNPLUG THE POWER CORD. The power cord must be accessible at all times in case of an emergency.		

# CONNECT 4 HOOPS GAME SETUP



The game will arrive on 4 pallets. Please inspect the pallets for shipping damage and report immediately to the freight company if any damage found.

## Tools Needed:

- 1 step ladders (12-15 foot)
- # 2 Phillips screwdriver bit
- 2 of 9/16" Wrenches
- # 1 Phillips screwdriver bit
- 7/16" Wrench
- # 3 Phillips screwdriver bit
- # 2 Square head screwdriver bit
- 1" Crescent Wrench
- 4 people

## **Important:**

Portions of this game are heavy, bulky and large. Assembly requires 4 people to lift heavy components, and ladders that are tall and strong enough to position components to the top of the game.

Upper Back Cabinet

Lower Back Cabinet

Middle Cabinet

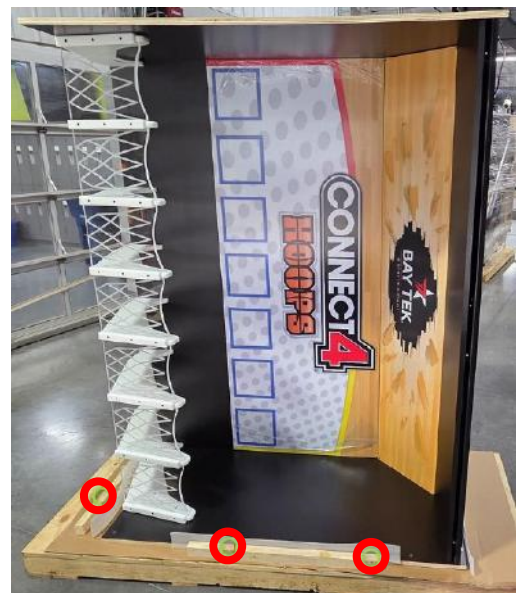
Front Console Cabinet

Marquee  
(Shipped on Front Console Cabinet Pallet)



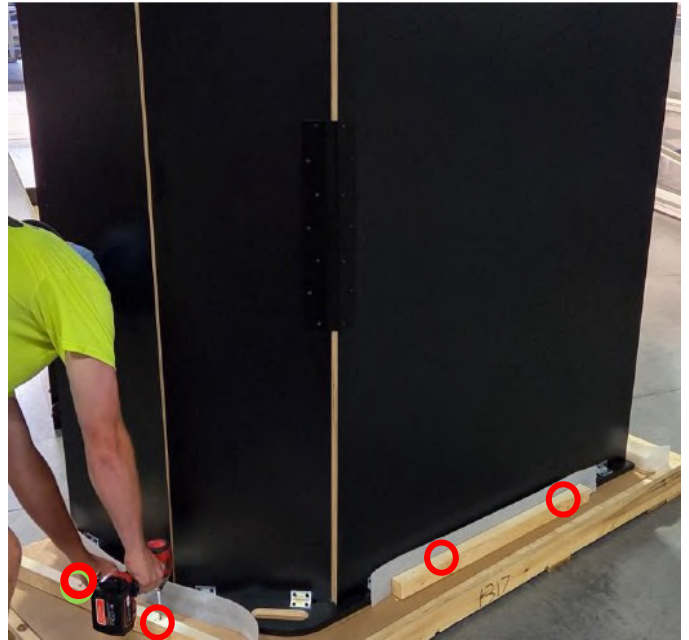
Starting with the upper back cabinet, remove plastic wrap and banding using snips.

Remove the shipping blocks using a #2 square bit and discard.



# CONNECT 4 HOOPS GAME SETUP

From the rear of same pallet, remove the shipping blocks using a #2 square bit and discard.



Peel protective film from cabinet decals.



Using 2 people, slide the upper back cabinet off of the pallet.

Place the Upper Back Section down flat on floor in approximate position of final game location.





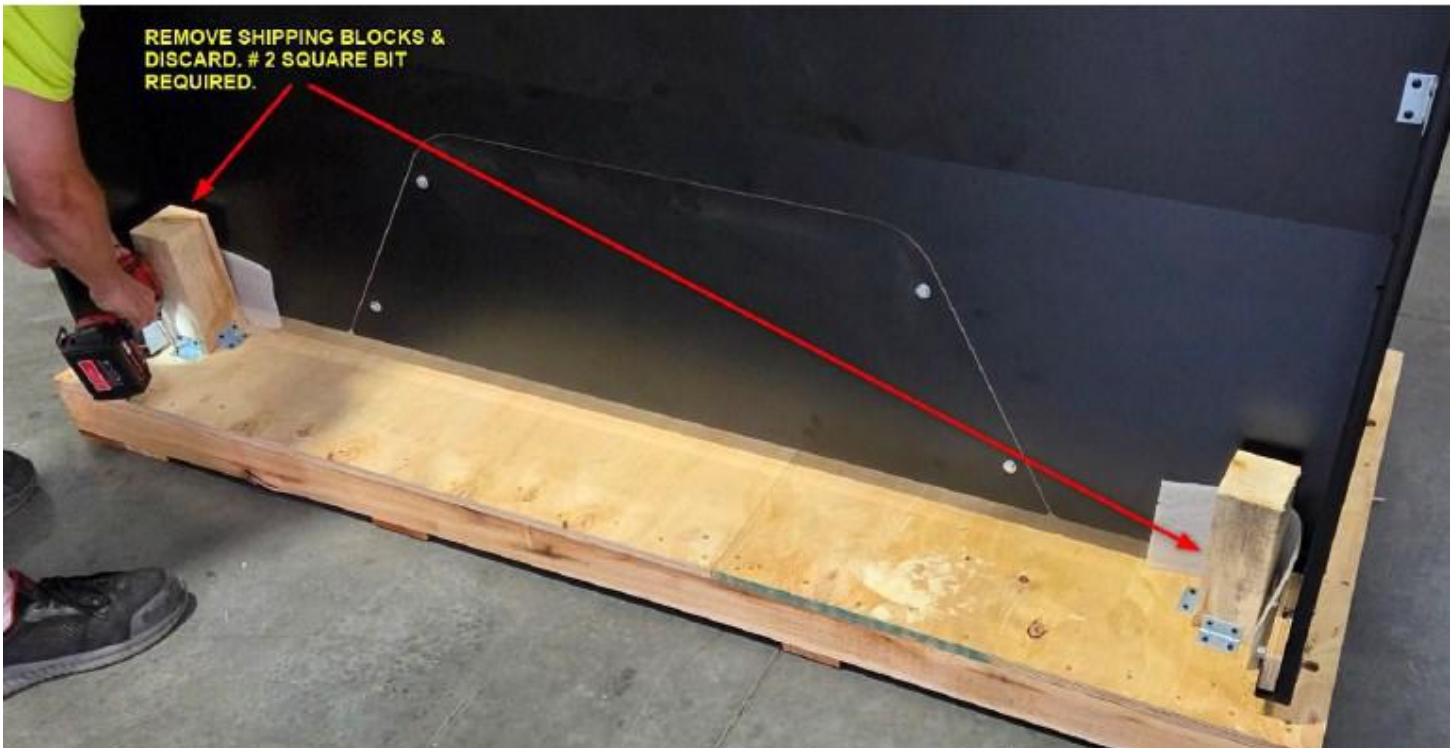
# CONNECT 4 HOOPS GAME SETUP

Proceed to the pallet with the lower back cabinet.

Remove plastic wrap and banding using snips.

**Important: One person should hold metal side cages as banding is cut to prevent them from falling.**

Remove both side cages from pallet and set aside for later installation.



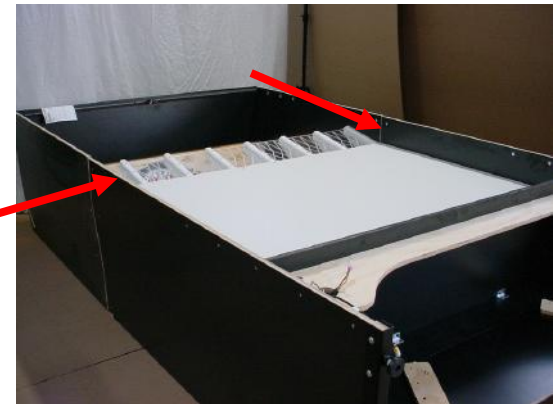


# CONNECT 4 HOOPS GAME SETUP

Using 2 people, slide the lower back cabinet off of the pallet.



Place the lower back cabinet down flat on floor near top section at approximate position of final game location. Push the lower section up against the top section. The top edge of both sections should be even and flush.



# CONNECT 4 HOOPS GAME SETUP

Proceed to the front console pallet.  
Locate the hardware kit and remove  
from pallet.



Proceed to the pallet the middle  
section.

Remove the large box from back  
of pallet to retrieve cabinet  
connector plates.





# CONNECT 4 HOOPS GAME SETUP

Locate 8 of the black 1/4-20 X 1" Phillips head bolts.



**Repeat this process for the other side.**

The cabinet is now ready to lift up.

**Warning:** Use 4 people to lift the top of game upward and stand the assembled back sections upright onto the leg leveler feet.

Game standing height is 137" , but ceiling height should be 141" to accommodate this tip upward.

Carefully slide the upright back of game into final game position. We recommend to leave a 2-3 foot gap between the game and the wall behind it if possible.



# CONNECT 4 HOOPS GAME SETUP

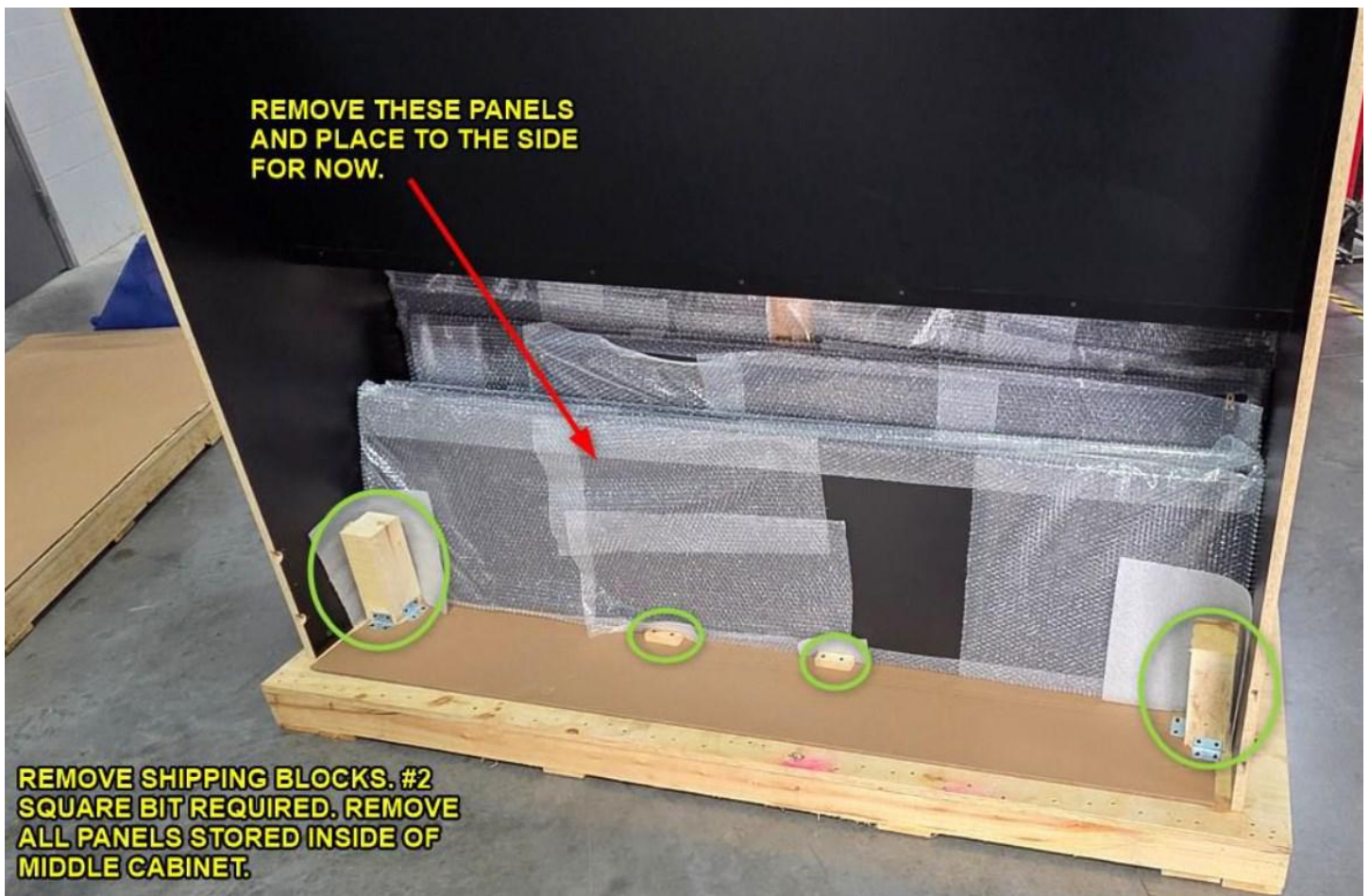


Proceed to the middle cabinet section pallet.





# CONNECT 4 HOOPS GAME SETUP



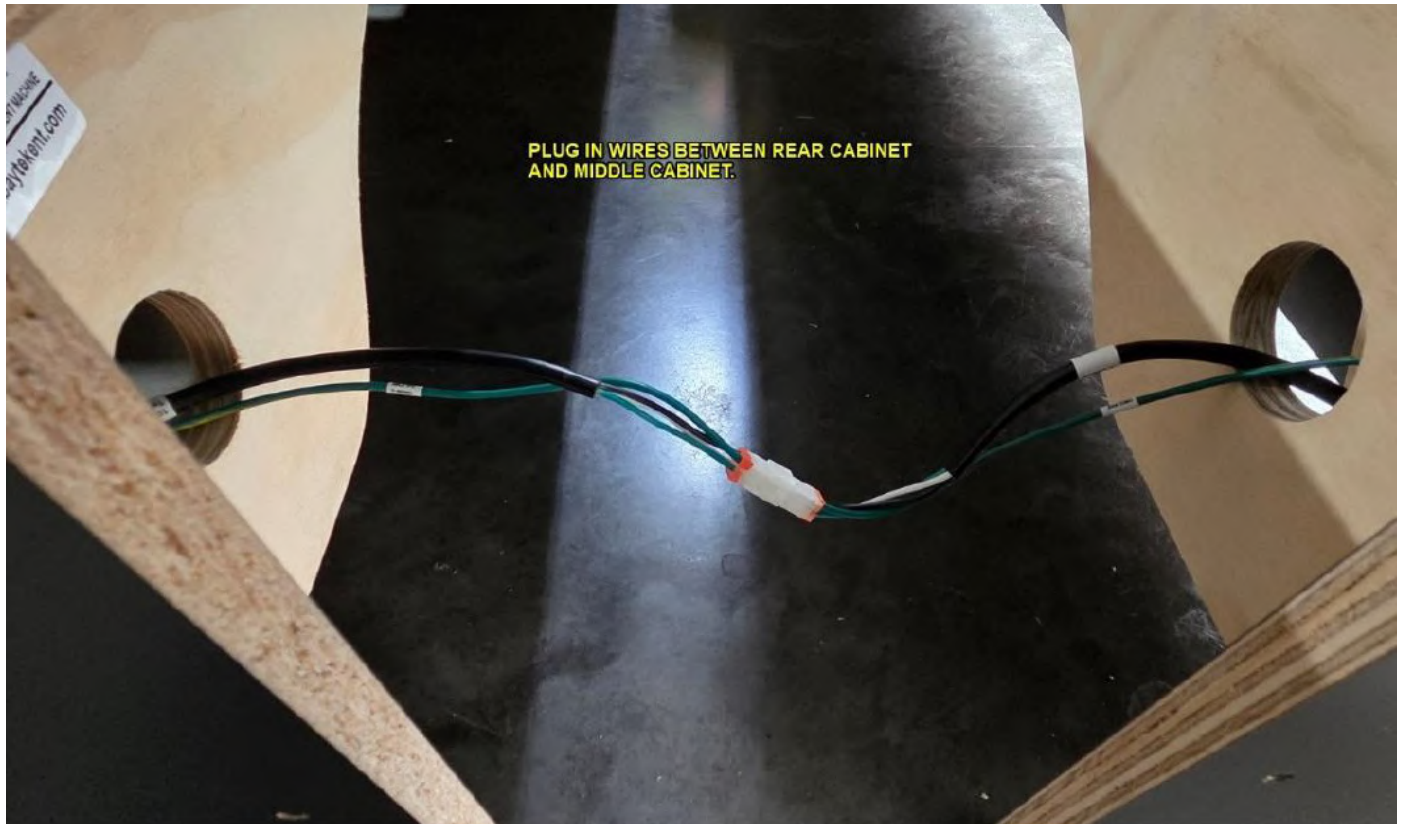
# CONNECT 4 HOOPS GAME SETUP

Place the middle cabinet in place close to the rear cabinet assembly.





# CONNECT 4 HOOPS GAME SETUP



Plug together the wires connectors between the rear cabinet an middle cabinet on both left and right sides.

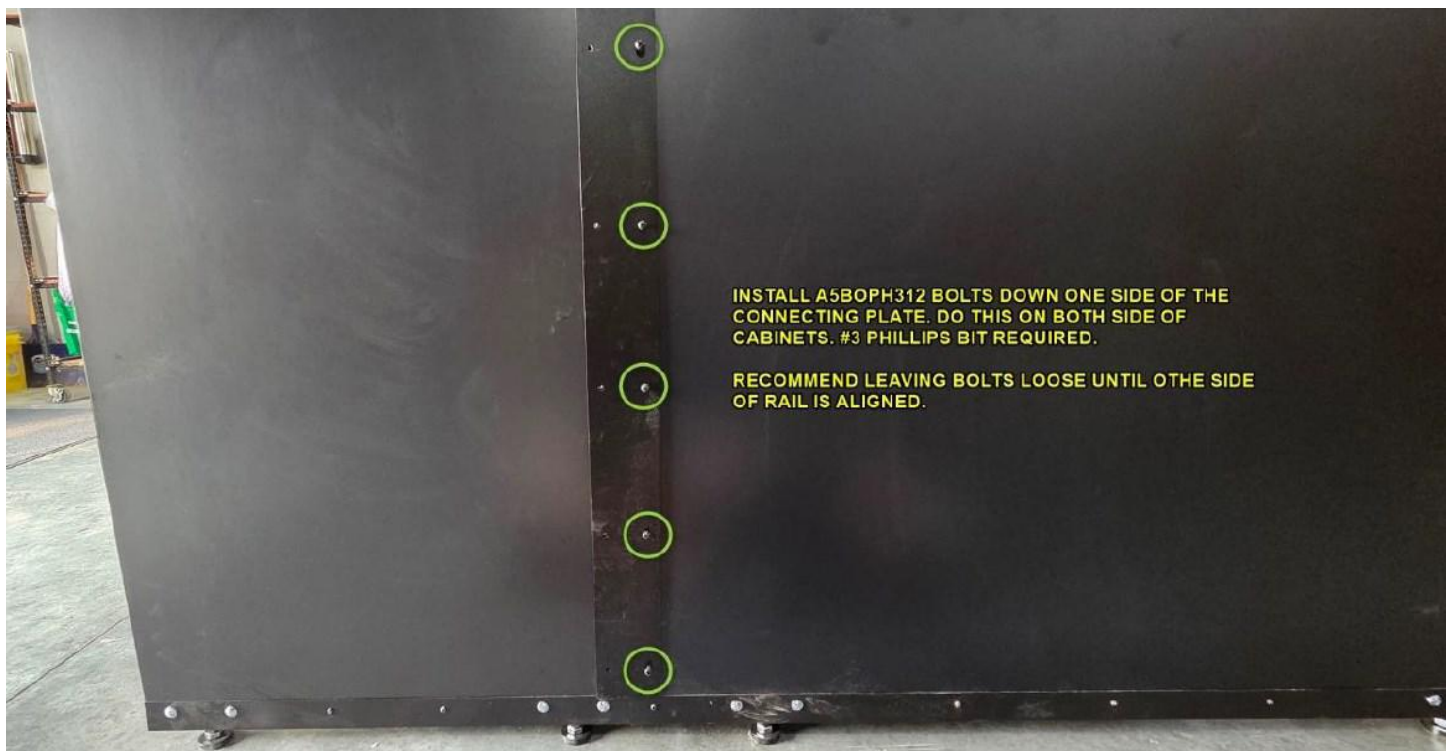
The colored connectors should match up.



# CONNECT 4 HOOPS GAME SETUP



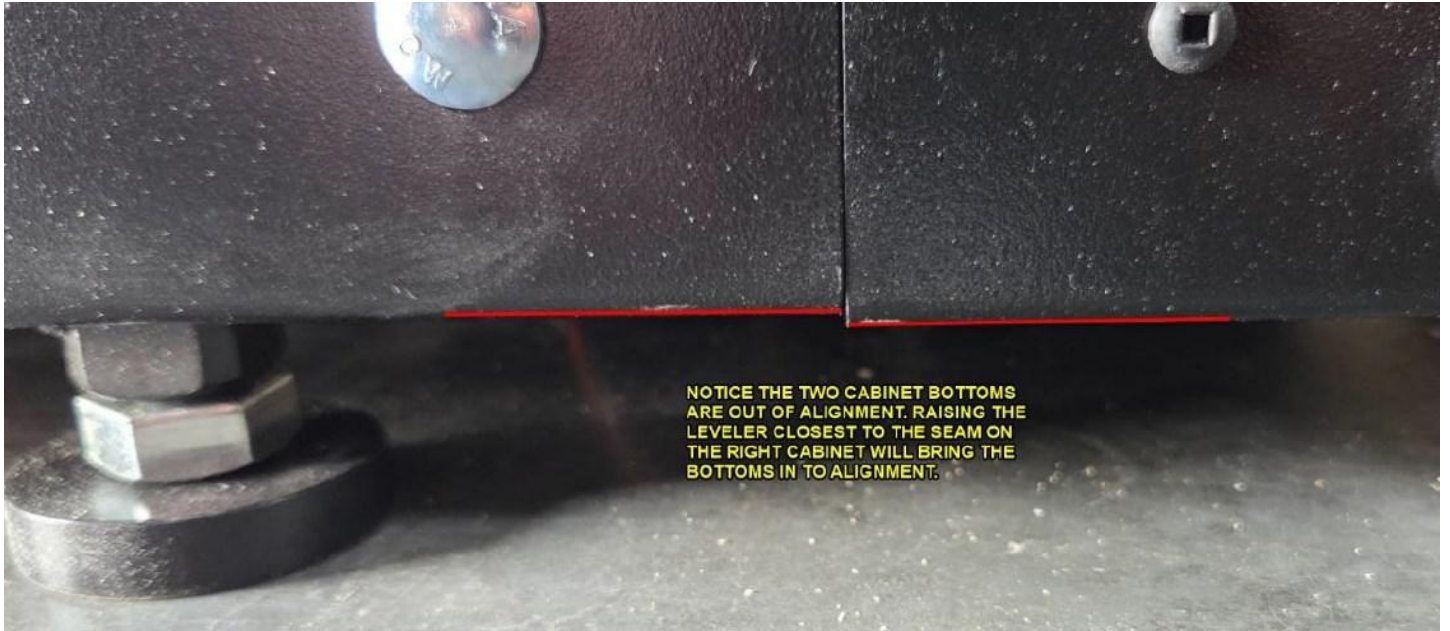
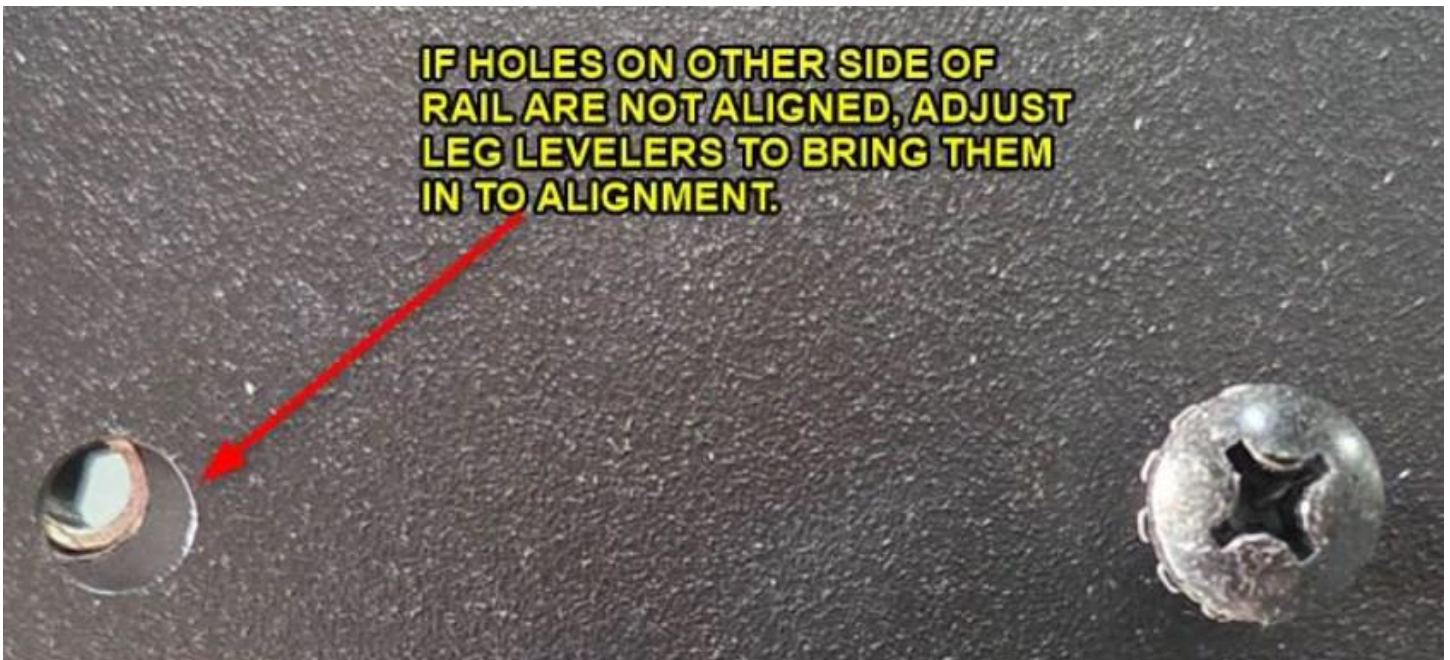
Install the plates on both sides of the cabinet with the black 1/4-20 X 1 Phillips head bolts using a # 3 Phillips Head bit.  
(10 per side)





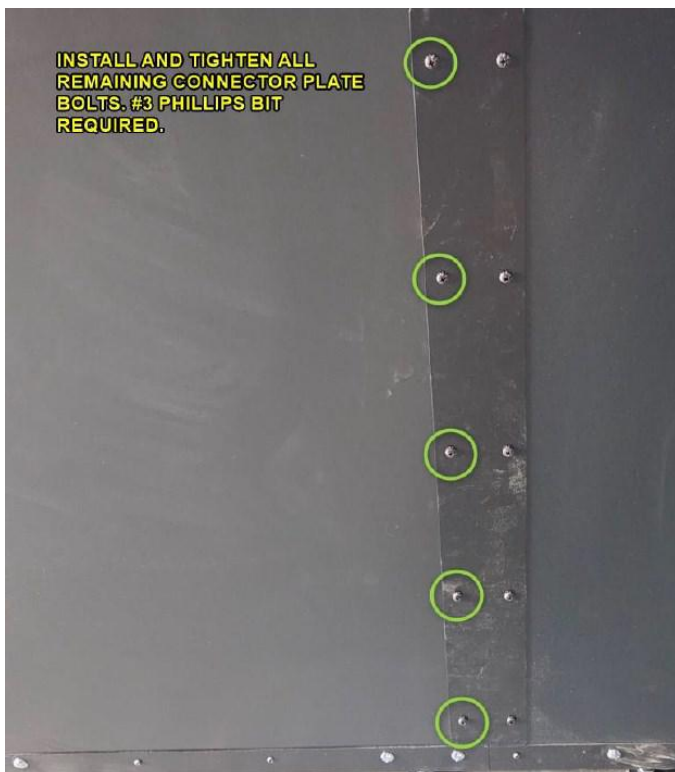
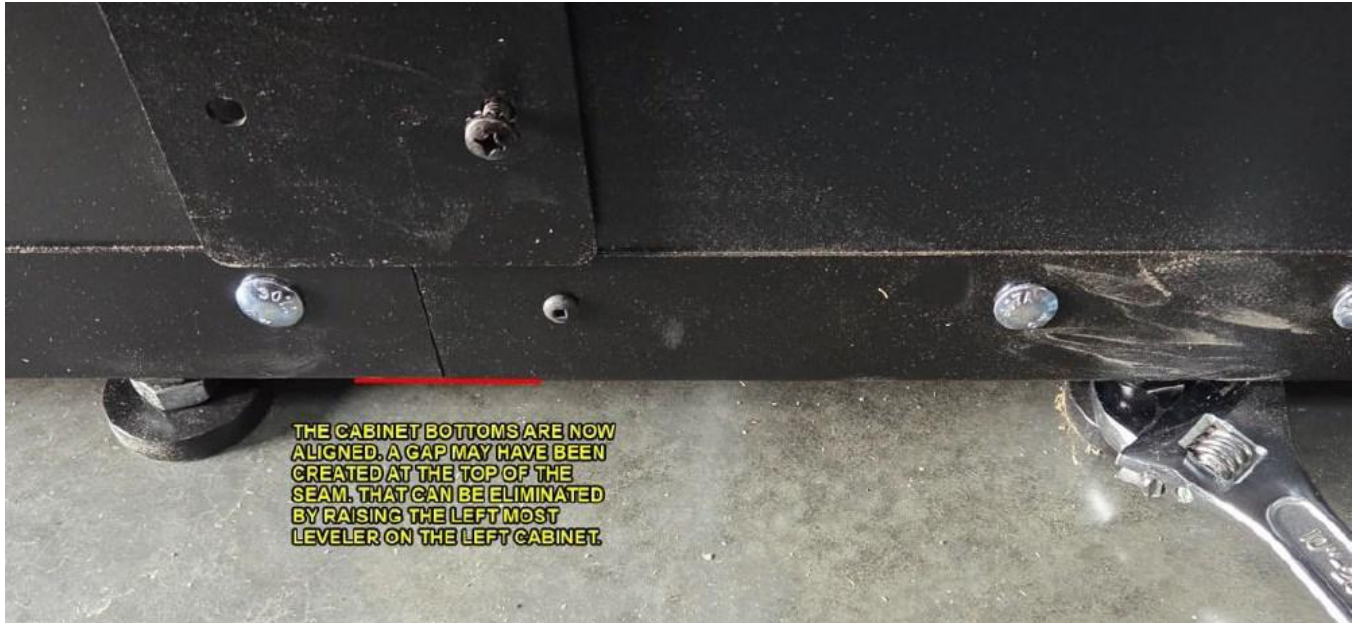
# CONNECT 4 HOOPS GAME SETUP

Double check cabinet alignment.



Note: If the holes do not line up - adjust the leg leveler feet on the cabinet using 1" Crescent Wrench.

# CONNECT 4 HOOPS GAME SETUP





# CONNECT 4 HOOPS GAME SETUP

Proceed to the front console pallet.  
Remove plastic wrap and banding.

Remove the 4 shipping blocks from  
front of marquee using a @ 2 square  
bit and discard.



Remove the 1 shipping blocks from  
rear of marquee using a @ 2 square  
bit and discard.



# CONNECT 4 HOOPS GAME SETUP

Remove 2 screws using a #2 square bit and remove rails from pallet.  
Set aside for later use.



Using 2 people, remove marquee  
from pallet.  
Set aside for later installation.



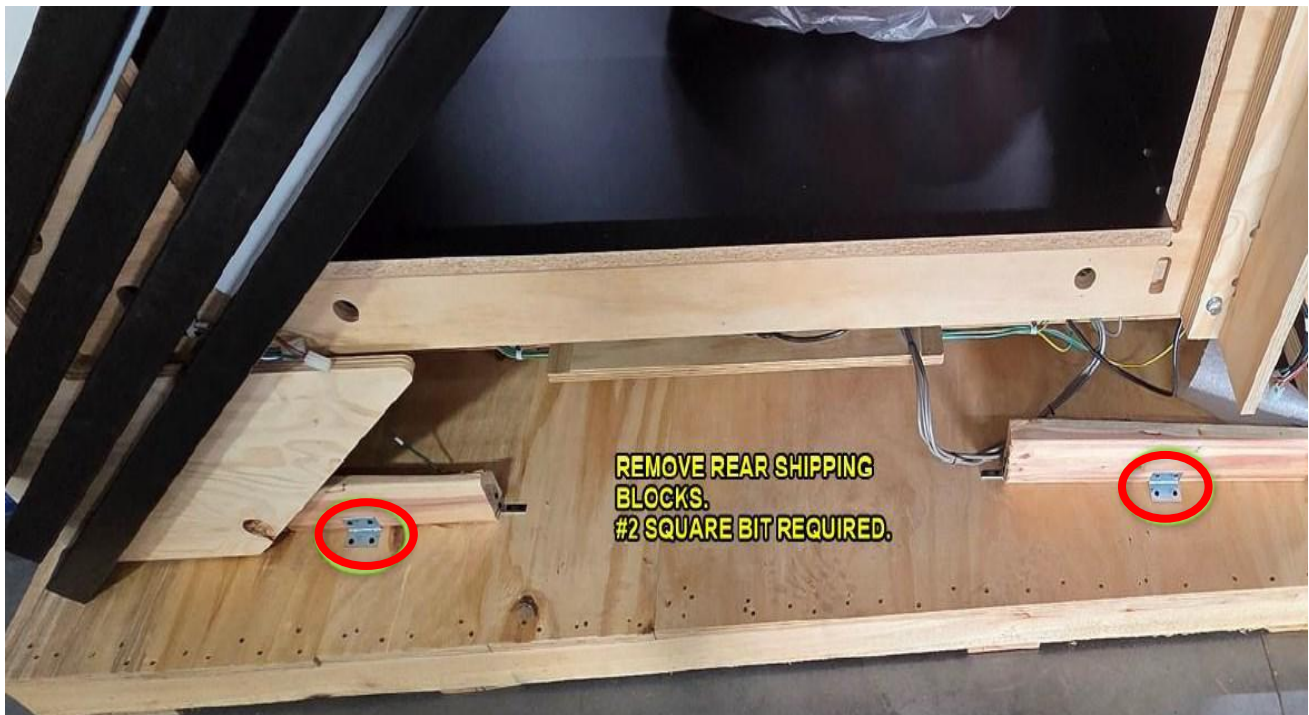


# CONNECT 4 HOOPS GAME SETUP



# CONNECT 4 HOOPS GAME SETUP

Remove front shipping block  
using #2 square bit and discard.





# CONNECT 4 HOOPS GAME SETUP

Using 9/16" socket remove the uprights, one at a time.

These 4 uprights will be installed on the front console.





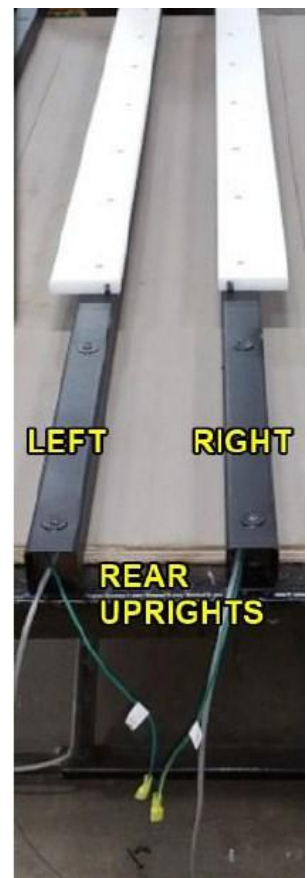
# CONNECT 4 HOOPS GAME SETUP



Using 2 people, carefully remove the front console from the pallet and place the front Console Section in position close to the middle section to install uprights and connect top marquee.

Identify the 4 uprights:

2 will be front uprights and 2 will be rear uprights that will be attached to the front console.



# CONNECT 4 HOOPS GAME SETUP

Locate 8 of 3/8-16 X 1 1/2" bolt and 8 of 3/8" washer.

Hand thread to get started, then tighten both using a 9/16" wrench.

A5SCHH010

A5WAFL050

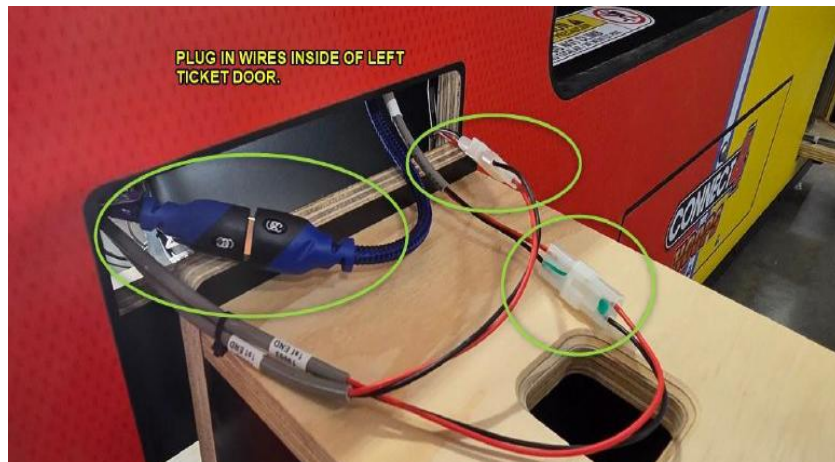
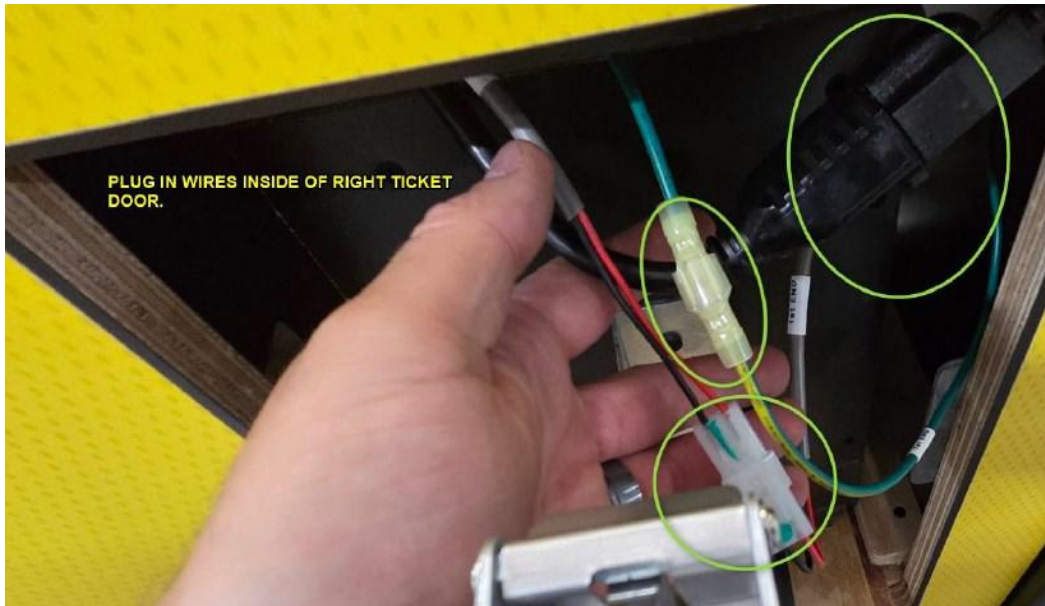


**INSTALL UPRIGHTS WITH 8  
A5SCHH010 (BOLTS) & 8  
A5WAFL050 (WASHERS)  
9/16 SOCKET REQUIRED.**



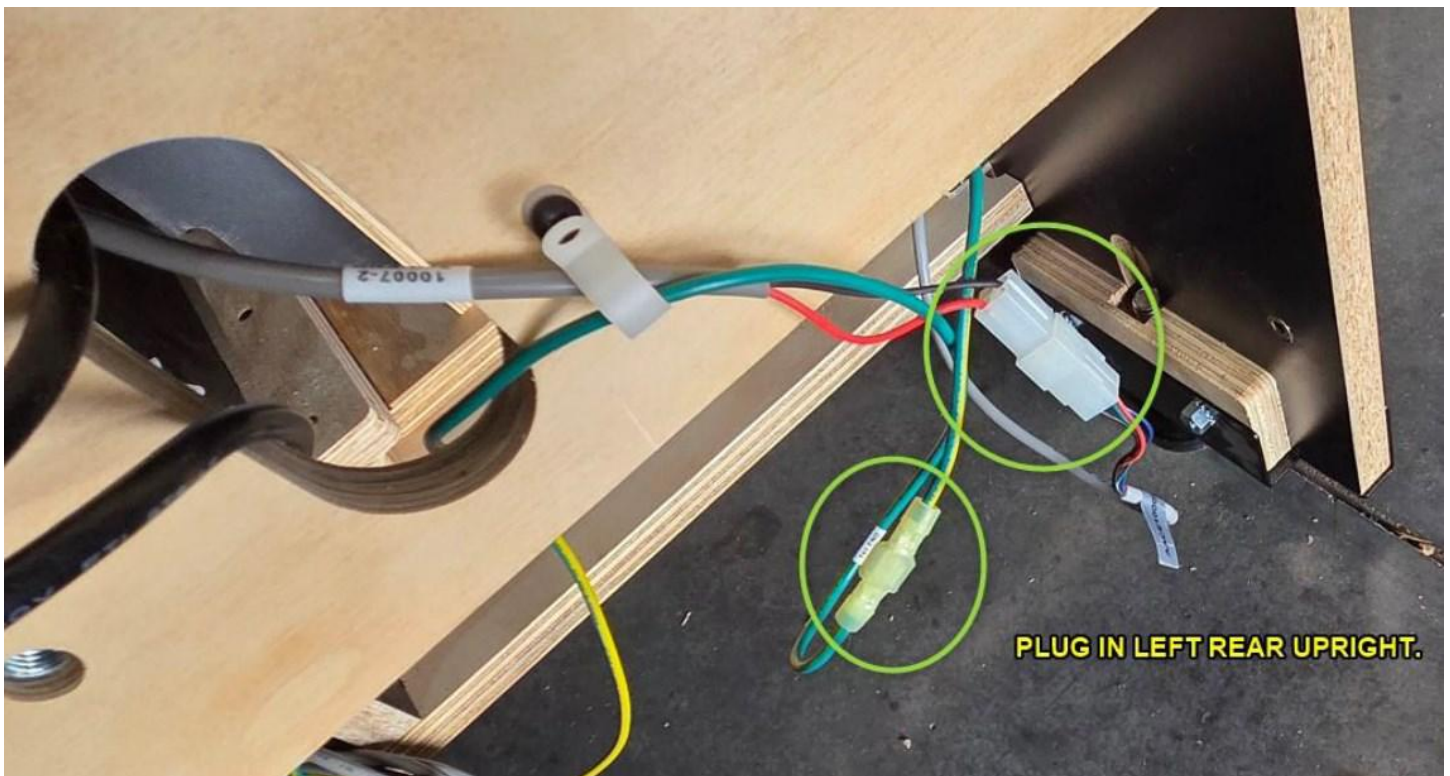
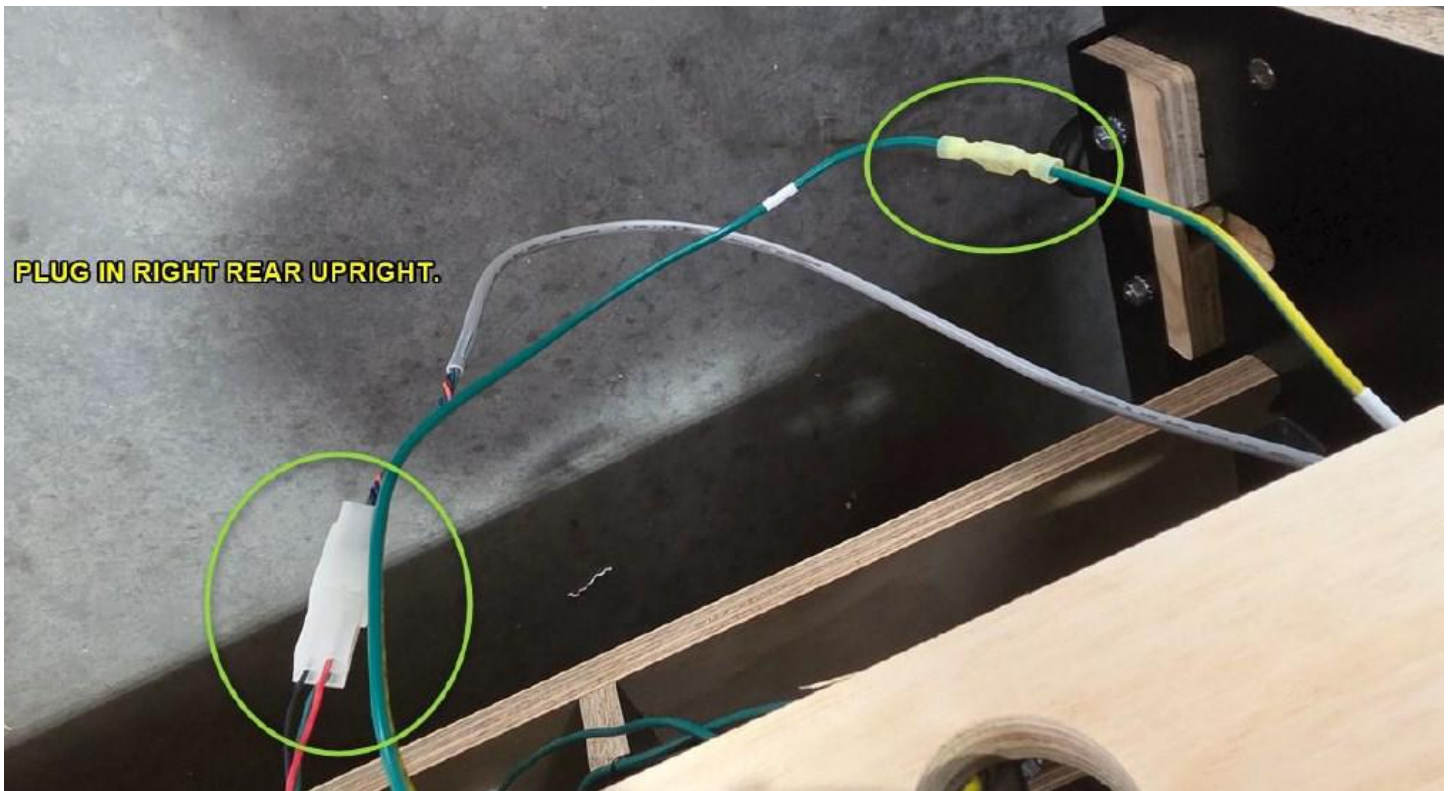


# CONNECT 4 HOOPS GAME SETUP





# CONNECT 4 HOOPS GAME SETUP



# CONNECT 4 HOOPS GAME SETUP

The game will now look like this:

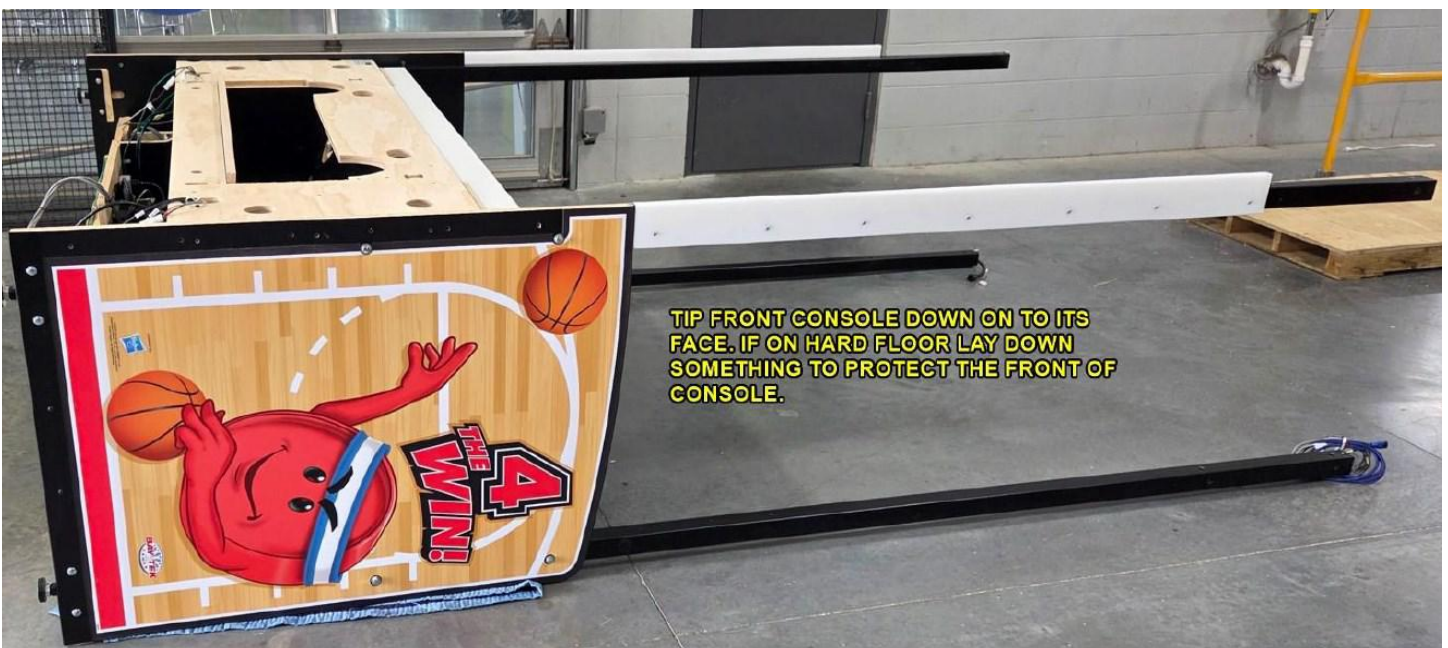
The front console with poles is separated from the rear 2 sections.

Close and lock both ticket doors and remove keys.

The front console with poles will be laid down on it's front to install the top marquee.

Once the front marquee is attached, the front console will be tilted back up in place and will be **unstable until attached to the rear sections.**

**It is very important to have 4 people ready to hold in position until it is secured!**





# CONNECT 4 HOOPS GAME SETUP

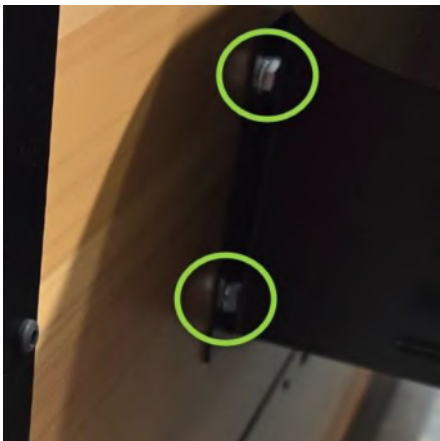
Locate Connect 4 Hoops sign from large box.



From hardware kit, locate 4 of 1/4-20 X 1 1/2" bolts with 4 of 1/4" lock washers.

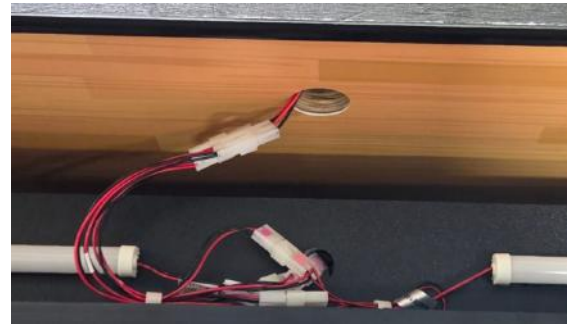


**HANG SIGN ON FRONT OF MARQUEE. USING FOUR A5BOHH060 & FOUR A5WASI020. 7/16" WRENCH REQUIRED.**



# CONNECT 4 HOOPS GAME SETUP

Peel protective film from front of sign.




Carefully place marquee on it's face and position close to the poles coming from the front console.

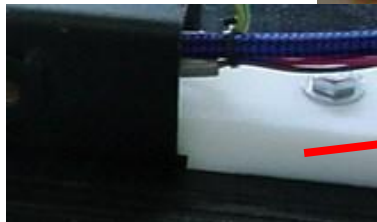




# CONNECT 4 HOOPS GAME SETUP

Using 4 people - raise the **front** poles of the front console and position on top of the top marquee. Slide the top marquee into the front poles.

The front console will be at an angle as shown. 

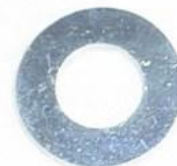
The 2 front poles will slide into the white plastic mounting guides. 



From hardware kit, locate 4 of 3/8-16 X 4" bolts, 4 of 3/8" washers and 4 of 3/8-16 nylon nuts.



A5BOHH096



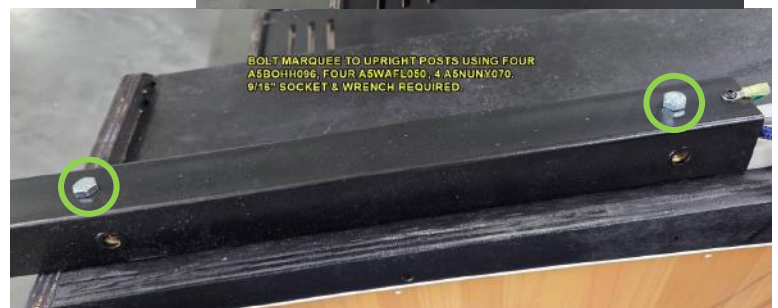
A5WALO010



A5NUNY070

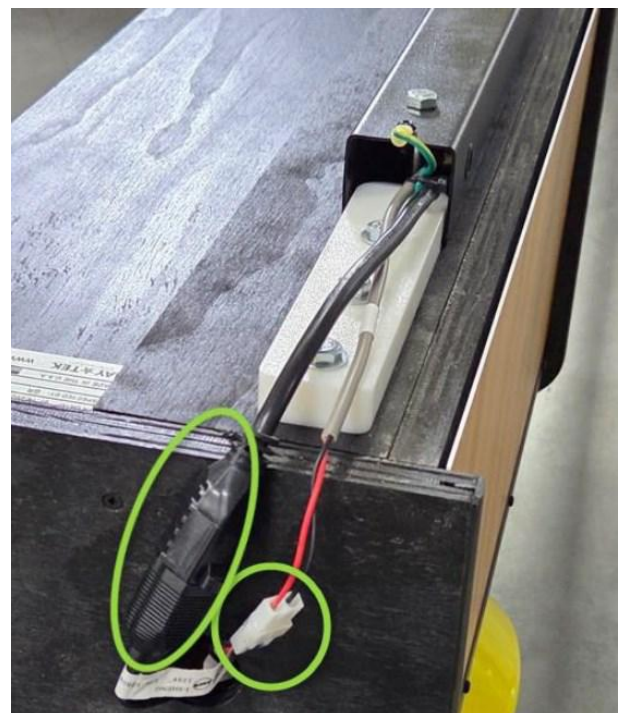
# CONNECT 4 HOOPS GAME SETUP

Secure top marquee to the front poles using 4 of 3/8-16 X 4 bolts - reach inside plexi side to tighten with 3/8" washers and 3/8-16 nylon nuts using a 9/16" wrench.





# CONNECT 4 HOOPS GAME SETUP

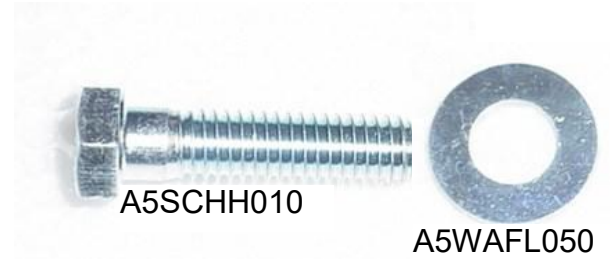


# CONNECT 4 HOOPS GAME SETUP

Locate the 2 front side boards.



From the hardware kit, locate 8 of 3/8-16 X 1 1/2" bolt and 8 of 3/8" washers.



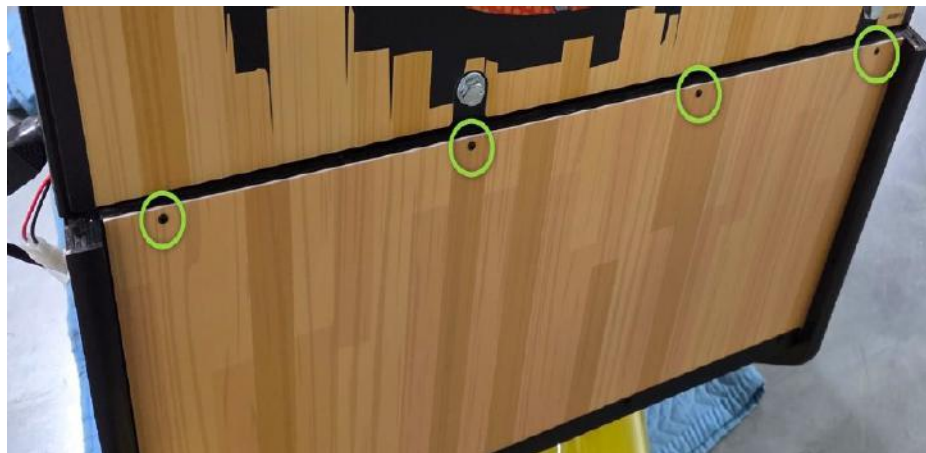


# CONNECT 4 HOOPS GAME SETUP

From the hardware kit, locate 8 of 4 X 1/2" small black screws and install on both sides using a #1 Phillips screwdriver.



A5SCPH030



# CONNECT 4 HOOPS GAME SETUP

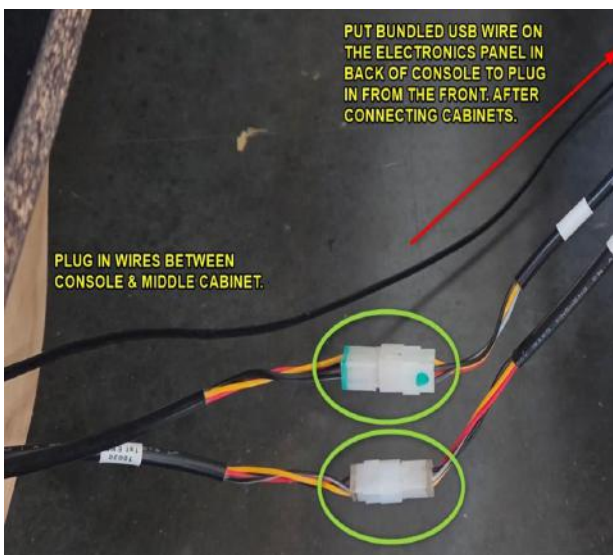
**Warning!** At this time, the front console with top marquee is ready to be stood upright. The assembly will be unstable until attached to the rear sections.

It is very important to have 4 people ready to hold in position until it is secured!



Plug together the wires connectors between the rear cabinet and middle cabinet on both left and right sides.

The colored connectors should match up.





# CONNECT 4 HOOPS GAME SETUP

Locate the 2 remaining A5ME10010 bottom side connector plates.



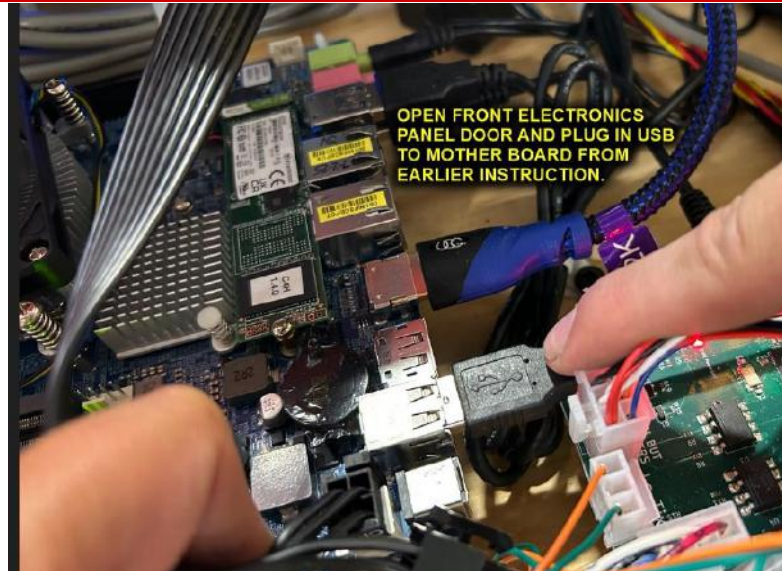
From the hardware kit, locate 20 of black ¼-20 X 1 Phillips head bolts. (10 per side)



Note: If the holes do not line up - adjust the leg leveler feet on the cabinet.



# CONNECT 4 HOOPS GAME SETUP



From the hardware kit, locate 16 of the black ¼-20 X 1 Phillips head bolts.





# CONNECT 4 HOOPS GAME SETUP

Locate both A5ME10013 long roof metal side rails.

From the hardware kit, locate 7 of the black 10 X 5/8" screws



A5SCPH150

Flip the assembled roof side upside-down so that the decal is facing down. Place metal rail on long straight edge of the wood and match up pilot holes with the metal bracket.

Ensure the "L" is positioned to the inside of the wood as shown.



Repeat on other side.

# CONNECT 4 HOOPS GAME SETUP

From the hardware kit, locate 16 of the black ¼-20 X 1 Phillips head bolts.

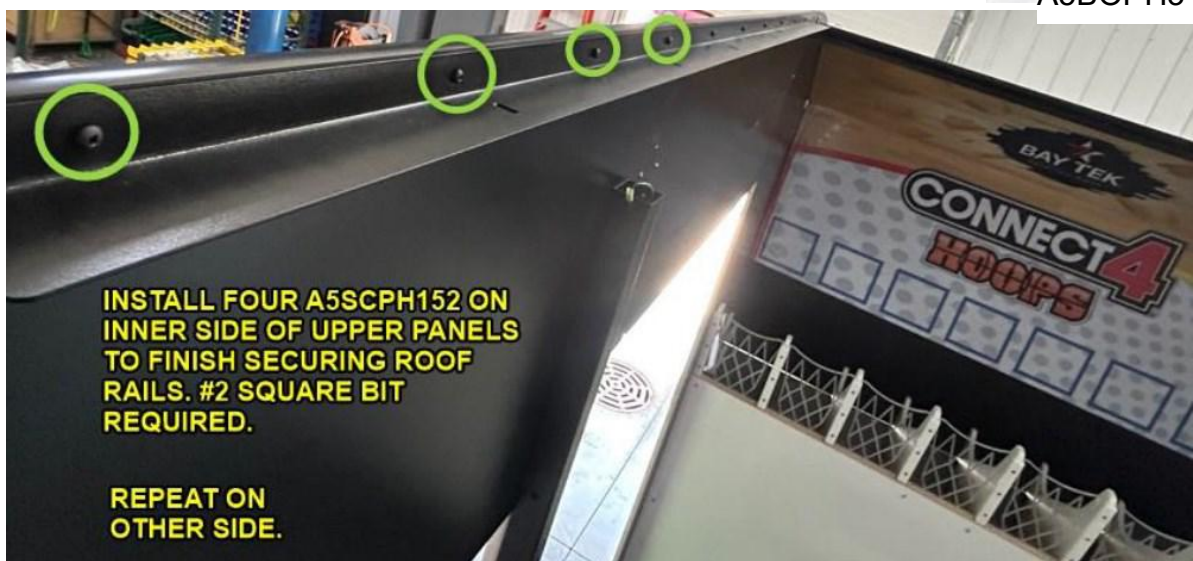


Using 3 people - the side boards can now be installed on the top of the cabinet.

We recommend 2 people inside the cabinet to hold each side and one person on a ladder outside the cabinet to insert the bolts.



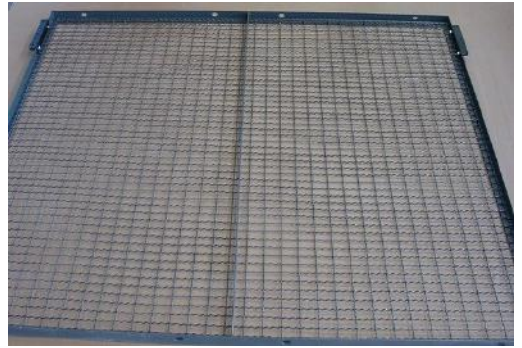
From the hardware kit, locate 8 of the black ¼-20 X 1 Phillips head bolts.





# CONNECT 4 HOOPS GAME SETUP

Locate both AAME10019 Side Metal Cages  
These are interchangeable - it does not matter which side goes where.



From hardware kit, locate 24 of black # 10 screws.  
3 screws in each corner, total of 12 screws per side.



A5SCPH152

Bring a cage to the side of the cabinet and pass it to a person inside the cabinet to install.  
There are brackets and plastic spacers attached to each of the 4 corners.

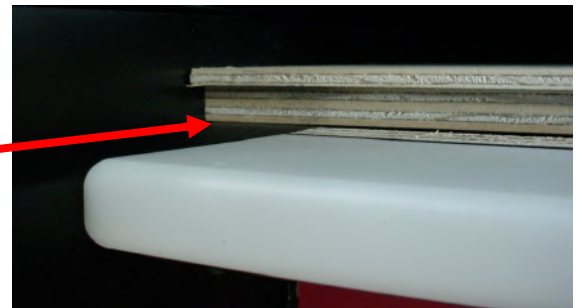


# CONNECT 4 HOOPS GAME SETUP



The flat edge bottom of the plexi will fit into the groove between the white plastic and wood lip.

Slide acrylic plexi into place.



From hardware kit, locate 8 of 10-24 X 1 Phillips bolts and 8 of 3/16 X 3/4" lock washer and 8 of 3/16 X 3/4" fender washers. Hand thread each to get all started.



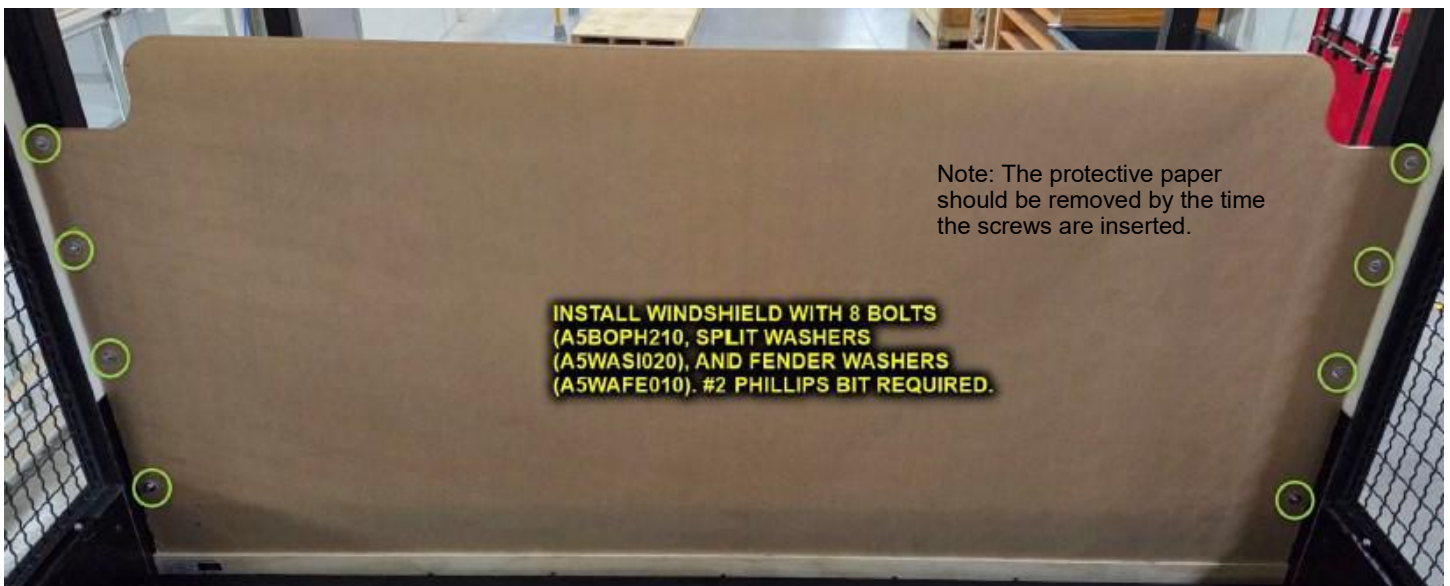
A5BOPH210



A5WASI020



A5WAFE010

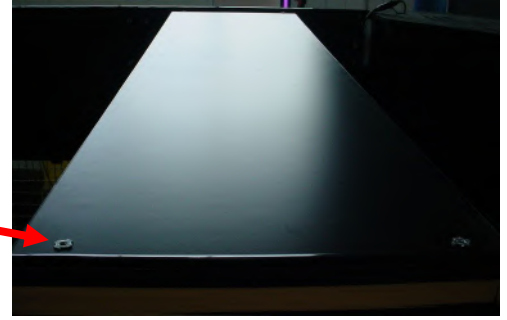




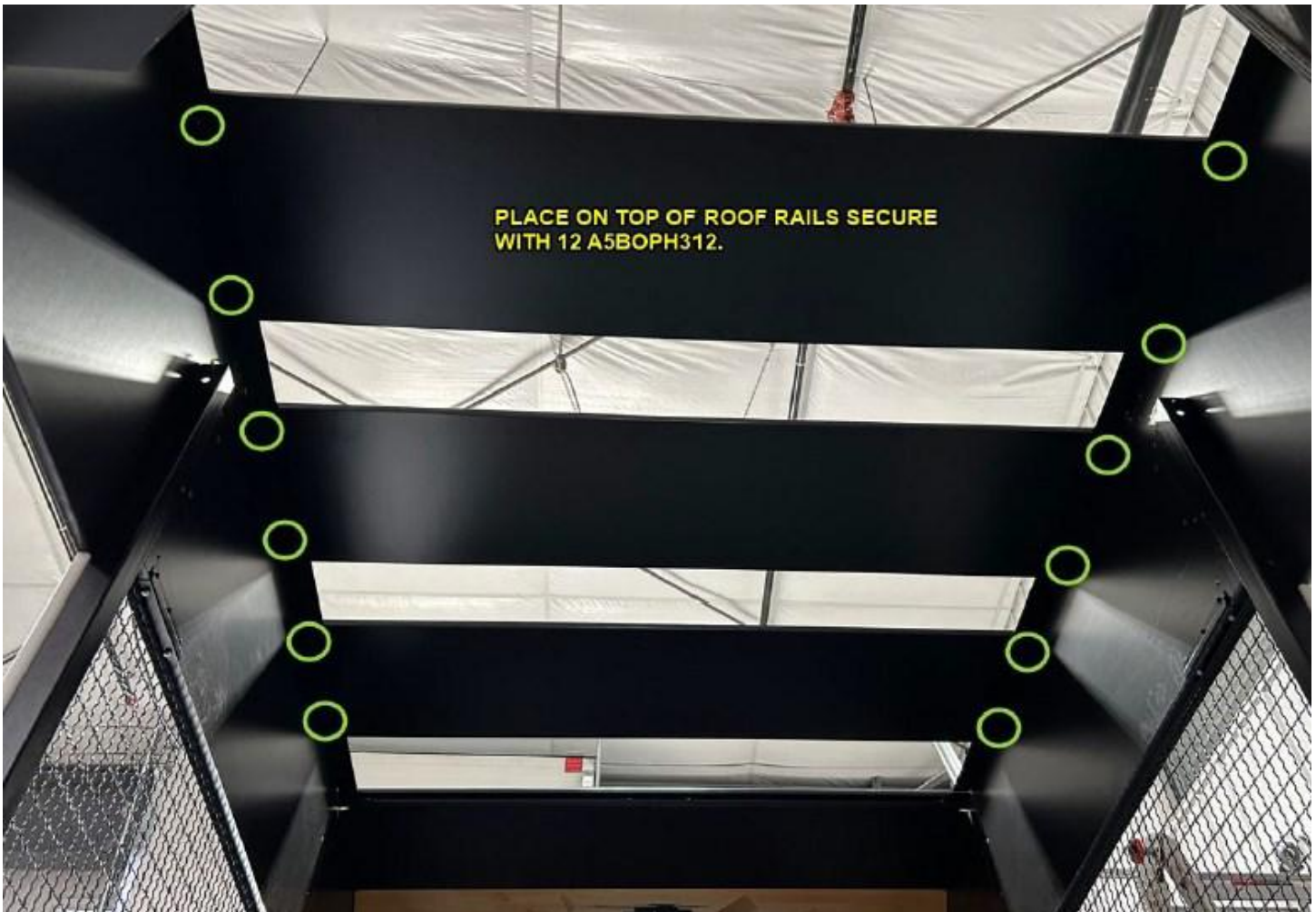
# CONNECT 4 HOOPS GAME SETUP

Locate 3 of WACA10000 Game Roof Boards  
Place on top of game in the channel created by “L” brackets.  
Ensure the T-nuts are facing upward.

Align holes in wood with holes in metal “L” bracket.

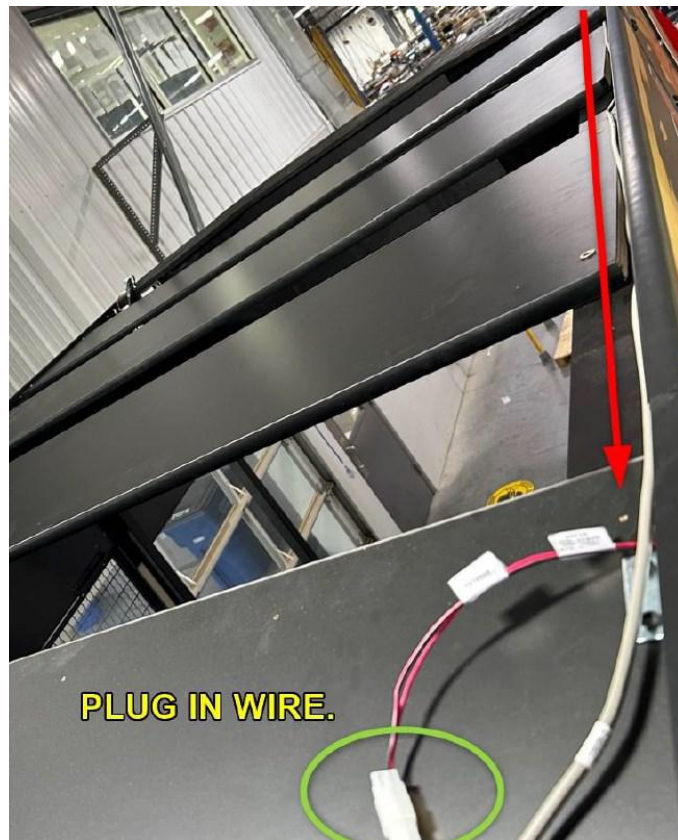


From the hardware kit, locate 12 of the black 1/4-20 X 1 Phillips head bolts.  
The bolt is screwed in from under the metal bracket, upward into the wood and T-nut.



# CONNECT 4 HOOPS GAME SETUP

RUN POWER WIRE FOR  
UPPER BACK ROOF LIGHT. IT  
RUNS ALONG THE ROOF  
RAILS DOWN THE LEFT SIDE.





# CONNECT 4 HOOPS GAME SETUP

## To plug in game:

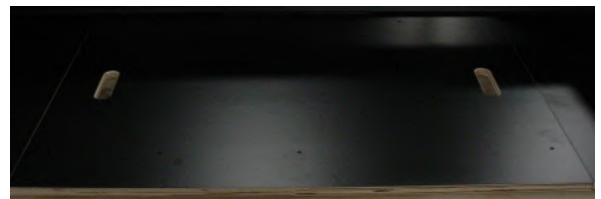
Remove power cord from small cardboard box.



## Option #2:

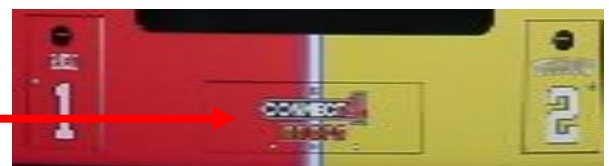
If you do not have access to the back of the game, climb inside the cabinet and remove the floor panel by removing the 10 screws using a #2 Square bit.

Climb down under the cabinet to the right and plug the power cord into the line filter.



## Power on game:

Open the front middle door and turn on rocker switch on the power strip.



# CONNECT 4 HOOPS GAME SETUP

Allow game to boot up and inspect the picture quality. The projector may need to be adjusted.

If the screen picture is out of focus or too small, reach up into the marquee opening where the projection is emitted.



There are 2 levers on the projector. One is for focus, the other for zoom.

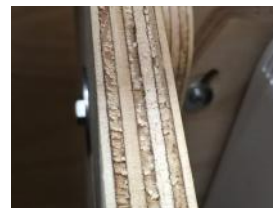


If the screen picture is off to the side or height is off, the wood box holding the projector will have to be adjusted. This is not common.

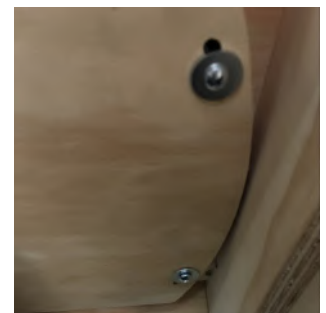
Remove the small front marquee and unlock and open the front door in the marquee.



Loosen these bolts to adjust the projector up and down.



Loosen these bolts to adjust the projector left and right.



Ensure the USB cable from the rear controller board is plugged into any of the USB slots on the motherboard.

The game is now set up and ready for play!

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



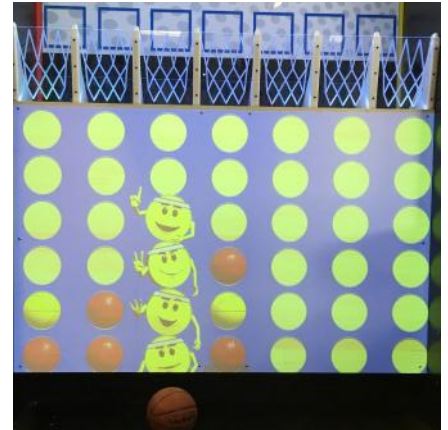
# HOW TO PLAY

Choose a player color and insert your credits; wait for a partner to join, or shoot a ball to play solo!



Shoot when it is your turn.

Be the first to align 4 of your basketballs horizontally, vertically, or diagonally to win!



Collect your tickets once you Connect 4!

## GAME PLAY THEORY OF OPERATION

Upon game start, the ball gate will lower to allow the balls to flow toward player.

As the ball is thrown into the hoops, sensor boards located behind white backboard will see the ball as it enters the target area.

The projector mounted inside the tall front marquee will display the information on the white backboard.

When game is over, the ball gate will raise to prevent further balls being released.



# MAIN MENU FUNCTIONS

The Menu and Menu Select buttons are located inside the center lower front door.

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

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

Default settings are highlighted in yellow below.



MAIN MENU		
CLEAR CREDITS / TICKETS	Press the Menu Select button 3 times to clear any accumulated credits and tickets.	
VOLUME & ATTRACT SETTINGS	Press the Menu Select button to enter the Volume & Attract Settings Menu	
GAME SETTINGS	Press the Menu Select button to enter the Game Settings Menu	
PAYOUT SETTINGS	Press the Menu Select button to enter the Payout Settings Menu	
STATISTICS	Press the Menu Select button to enter the Statistics Menu	
DIAGNOSTICS	OFF	ON Set to "ON" and exit menu to enter Diagnostic Menu
RESET FACTORY DEFAULTS	Press Menu Select button 3 times to Reset Factory Defaults	
MUTE	OFF	ON Set to "ON" and exit menu to Mute entire game.
EXIT MENU	Press the Menu Select button to exit menu.	

Software version is shown on the display as you enter the menu.

**PC Version: 1.3.7    Aux Version: 2.6**  
**Red Door: 1.7    Yellow Door: 1.7**

If one shows "Not Found" then the circuit board is not communicating to motherboard.

**Door Board Version: Not Found**



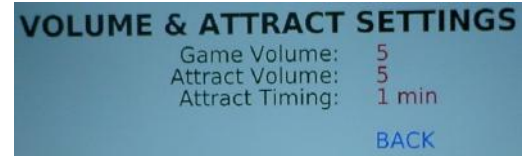
# VOLUME & ATTRACT SETTINGS

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

Change selection with the “SELECT” button.

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

Default settings are highlighted in yellow below.



## GAME VOLUME

Change selection with the “SELECT” Button. Default settings are highlighted in yellow below.

0	1	2	3	4	5	6	7	8	9	10
---	---	---	---	---	---	---	---	---	---	----

Sets the game’s playing volume. “0” means the volume is off.

## ATTRACT VOLUME

Change selection with the “SELECT” Button. Default settings are highlighted in yellow below.

0	1	2	3	4	5	6	7	8	9	10
---	---	---	---	---	---	---	---	---	---	----

Sets the volume level of the attract loop when the game is not being played.  
“0” means the volume is off.

## ATTRACT TIMING

Change selection with the “SELECT” Button. Default settings are highlighted in yellow below.

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

Sets the time in minutes between attract sound cycles.

# GAME SETTINGS

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

Change selection with the “SELECT” button.

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

Default settings are highlighted in yellow below.

GAME SETTINGS	
Game Mode / Payment:	Normal/Tickets
Turn Time Out:	10
Full Column Shoot Again:	Disabled
AI Difficulty:	Player Picks
BACK	

## GAME MODE / PAYMENT

NORMAL / TICKETS	NORMAL / POINTS	NORMAL / COUPONS	AMUSEMENT ONLY	SHOW MODE
------------------	-----------------	------------------	----------------	-----------

“NORMAL / TICKETS” means the game will pay out tickets, and show the word “TICKETS” on screen.

“NORMAL / POINTS” means the game will pay out tickets, and show the word “POINTS” on screen.

“NORMAL / COUPONS” means the game will pay out tickets, and show the word “COUPONS” on screen.

“AMUSEMENT ONLY” means the game will not pay out tickets.

“SHOW MODE” means the game will not pay out tickets and will only allow 1 credit at a time.

## TURN TIMEOUT

NO TIMEOUT	2	4	6	8	10	12	....	34	36	38
---------------	---	---	---	---	----	----	------	----	----	----

Sets the time in seconds that a player will forfeit their turn if a basket is not scored.

“NO TIMEOUT” means the turn will end only with a basket scored.

## FULL COLUMN SHOOT AGAIN

DISABLED	ENABLED
----------	---------

“DISABLED” means the game will change to next player if a full column is scored.

“ENABLED” means the game will allow the player to shoot again if a full column is scored.

## AI DIFFICULTY

PLAYER PICKS	EASY	MEDIUM	HARD
--------------	------	--------	------

“PLAYER PICKS” means the player will pick computer difficulty (Either easy and hard) for 1 player game. Game will wait indefinitely for 2nd player to join.

Other options are hard coded with our estimate of computer difficulty for 1 player game.

Game will wait 10 seconds for 2nd player to join before starting the 1 player game.



# PAYOUT SETTINGS

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

Change selection with the “SELECT” button.

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

Default settings are highlighted in yellow below.

PAYOUT	
Credits:	1
Swipe Prompt:	Disabled
Paper Ticket Ratio 2-to-1:	Disabled
Winner Tickets:	110
Loser Tickets:	30
Fixed Tickets:	Disabled
BACK	

## CREDITS

0	1	2	3	4	5	6	....	38	39	40
---	---	---	---	---	---	---	------	----	----	----

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

## SWIPE PROMPT

DISABLED

ENABLED

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

## PAPER TICKETS RATIO 2:1

DISABLED

ENABLED

“ENABLED” will pay out 1 physical ticket for every 2 tickets won.

## WINNER TICKETS

1	5	10	15	20	...	95	100	105	110	115	120	...	280	285	290	295
---	---	----	----	----	-----	----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

Sets the amount of tickets the winner will receive.

See payout table on next page for recommended settings for average tickets per game.

## LOSER TICKETS

0	5	10	15	20	25	30	35	40	45	50	...	275	280	285	290	295
---	---	----	----	----	----	----	----	----	----	----	-----	-----	-----	-----	-----	-----

Sets the amount of tickets a non-winner will receive.

See payout table on next page for recommended settings for average tickets per game.

## FIXED TICKETS

DISABLED

ENABLED

“ENABLED” will pay out the same amount of tickets for every game.

# TICKET PATTERNS

WINNER TICKETS	LOSER TICKETS	AVERAGE TICKETS PER GAME	PRICE PER PLAY
20	10	14-16	\$.50 PER PLAY
50	20	34-36	\$1.00 PER PLAY
80	20	48-52	\$1.50 PER PLAY
110	30	68-72	\$2.00 PER PLAY
140	40	88-92	\$2.50 PER PLAY
160	50	100-110	\$3.00 PER PLAY

These are estimates of Average Tickets per Game using the shown ticket values for game winner and game loser.

Change ticket values in the "Payout Settings" menu to change your individual payout percentages.

# STATISTICS

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.

STATISTICS	
Total Red Games:	0
Total Yellow Games:	0
Total Red Tickets:	0
Total Yellow Tickets:	0
Reset Statistics:	cleared
BACK	

## TOTAL RED GAMES

Shows the total number of Red (left side) games played.

## TOTAL YELLOW GAMES

Shows the total number of Yellow (right side) games played.

## TOTAL RED TICKETS

Shows the total number of Red (left side) tickets dispensed.

## TOTAL YELLOW TICKETS

Shows the total number of Yellow (right side) tickets dispensed.

## RESET STATISTICS

Press the "SELECT" button 3 times to go back to reset statistics.



# DIAGNOSTIC MENU

The Diagnostic Menu can be entered by selecting ON in the Main Menu, and then exiting the menu.

The ball gate motor will cycle open, and this screen will appear:

The top column will show hoops scored.

Diagnostic window will show:  
Credits switch activated  
Ticket notch activated  
Input changes



Press the Menu Button to exit diagnostics and return to the main menu.

# CARD SWIPE SYSTEM INSTALLATION

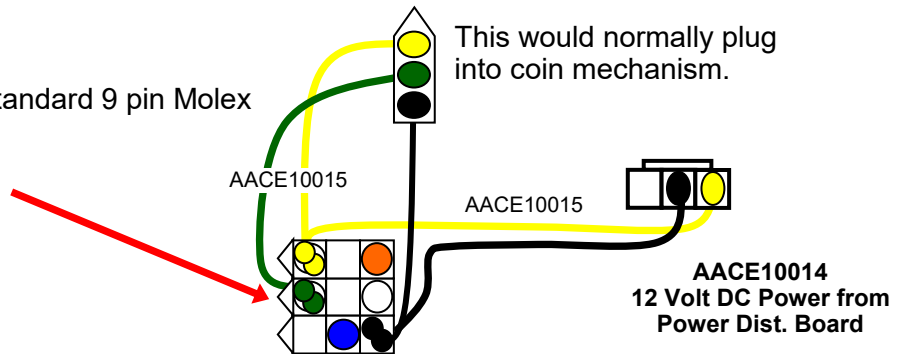
The Connect 4 Hoops game is pre-wired with a UCL (Universal Card Link) connector to accept Card Swipe systems from many different manufactures.

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.

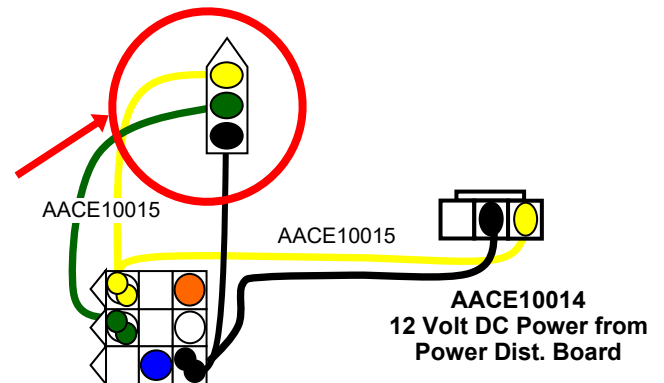
Simply plug this connector into your card swipe reader.



## 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 AACE10014 & AACE10015 harness.

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



## Notes:

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

## Menu Changes

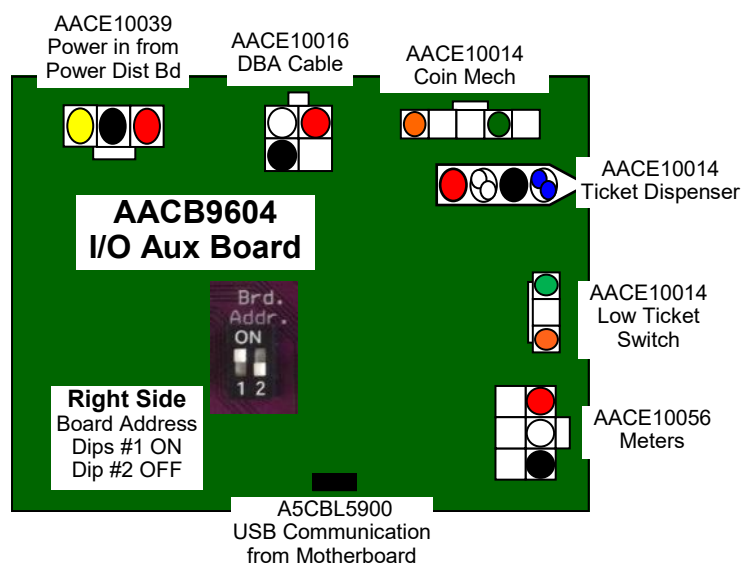
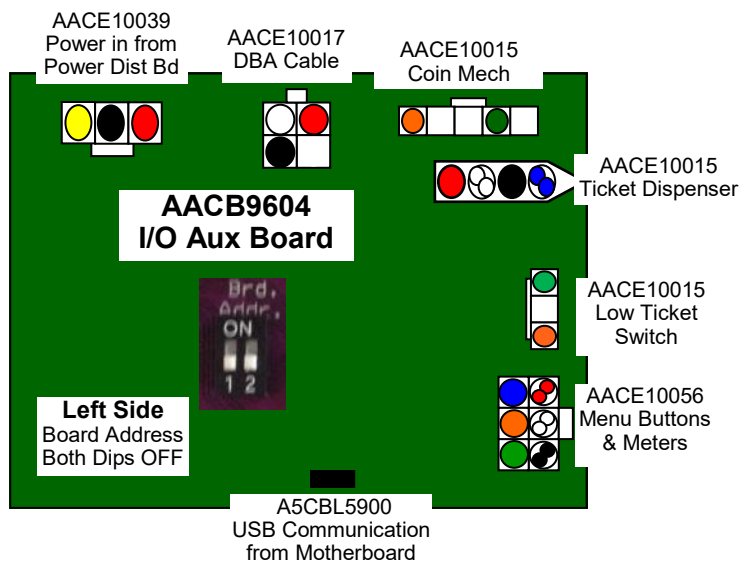
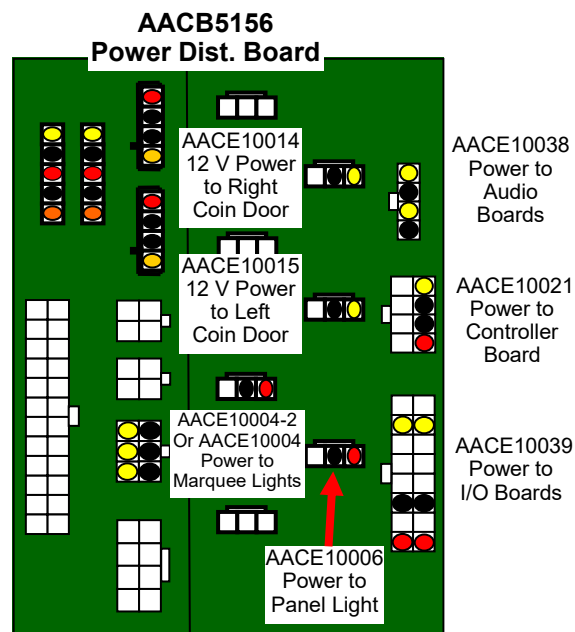
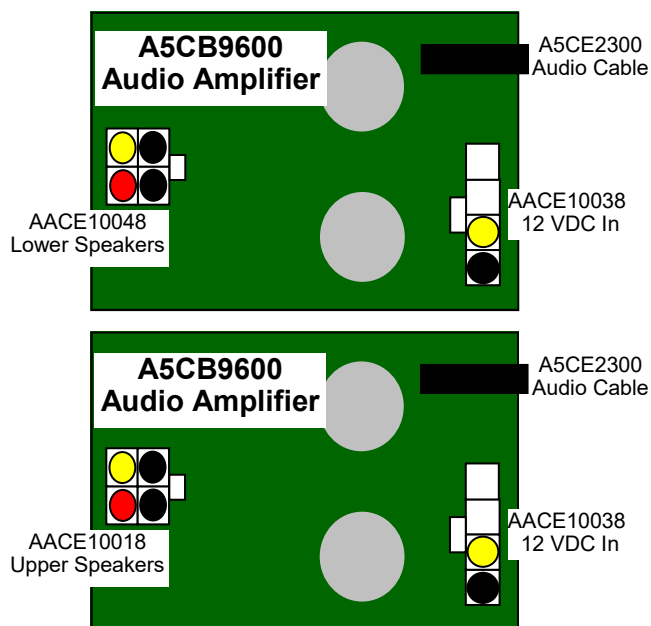
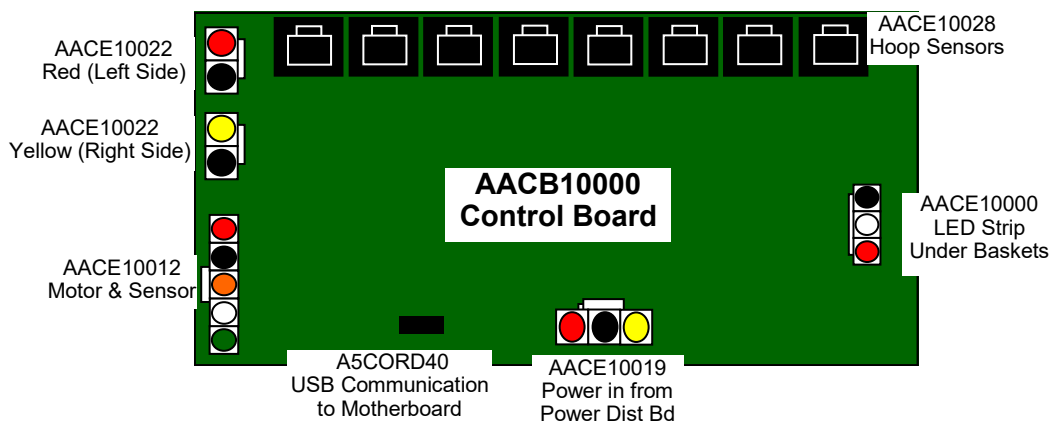
- Enter menu, go to "Payout" Menu
  - Change "Credits" to 1
  - Change "Swipe Prompt" to "Enabled"

Go to "Game Settings" Menu

Set "Game Mode/ Payment" to desired option

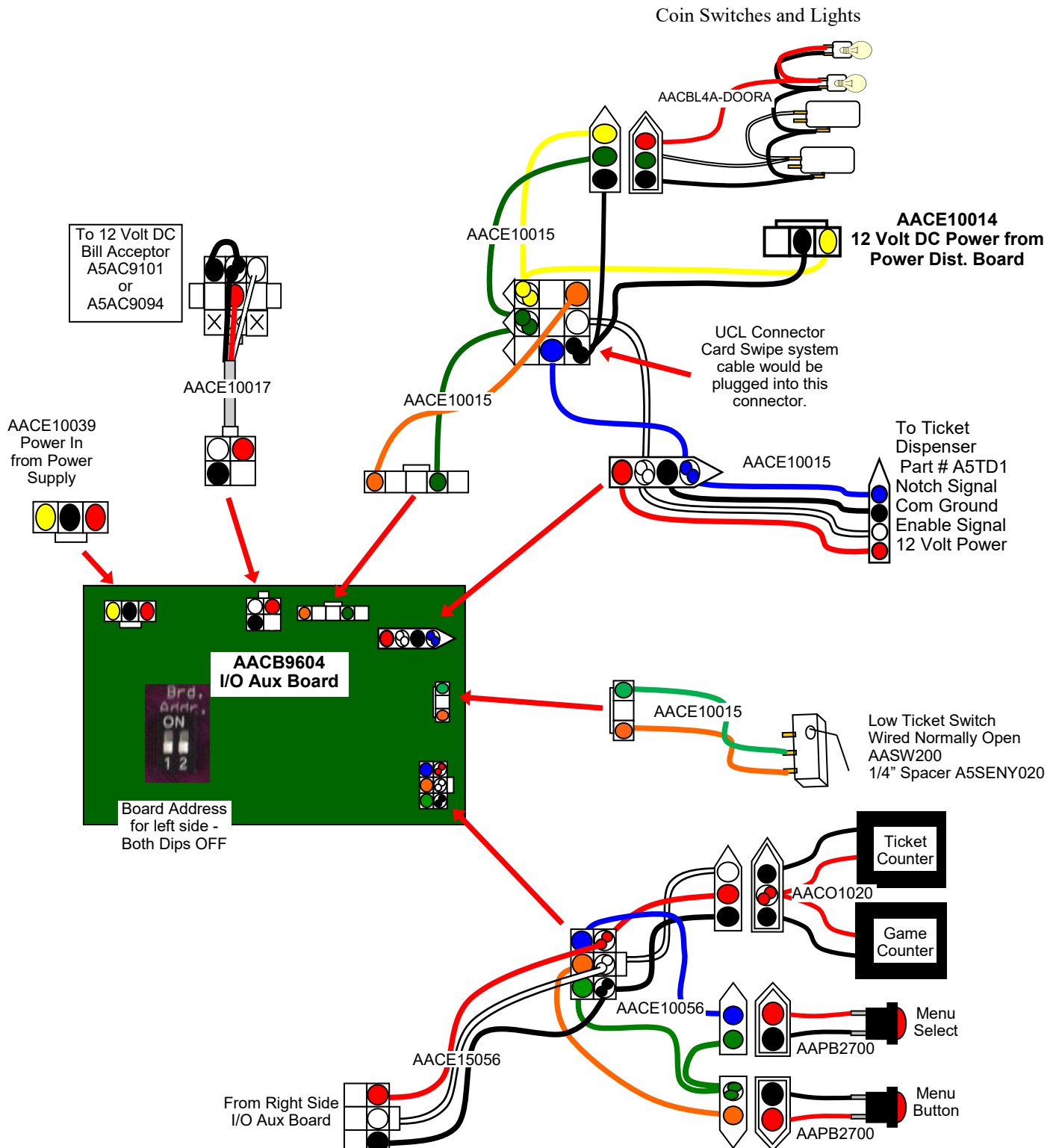


# Circuit Board Layout



# WIRING DIAGRAM

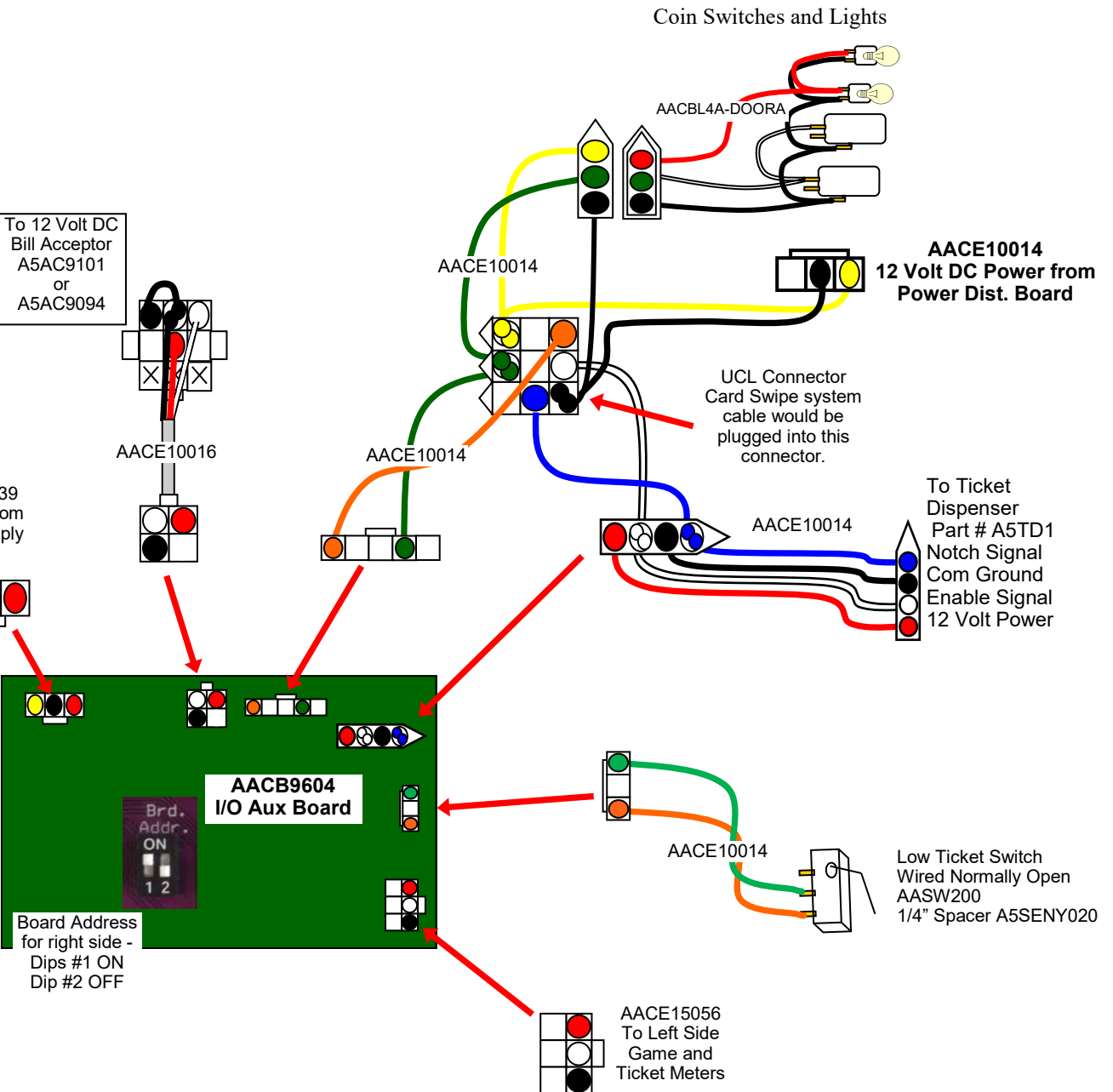
**LEFT SIDE (RED) : TICKET DISPENSER, MENU  
BUTTONS, METERS, DBA AND COIN MECH**





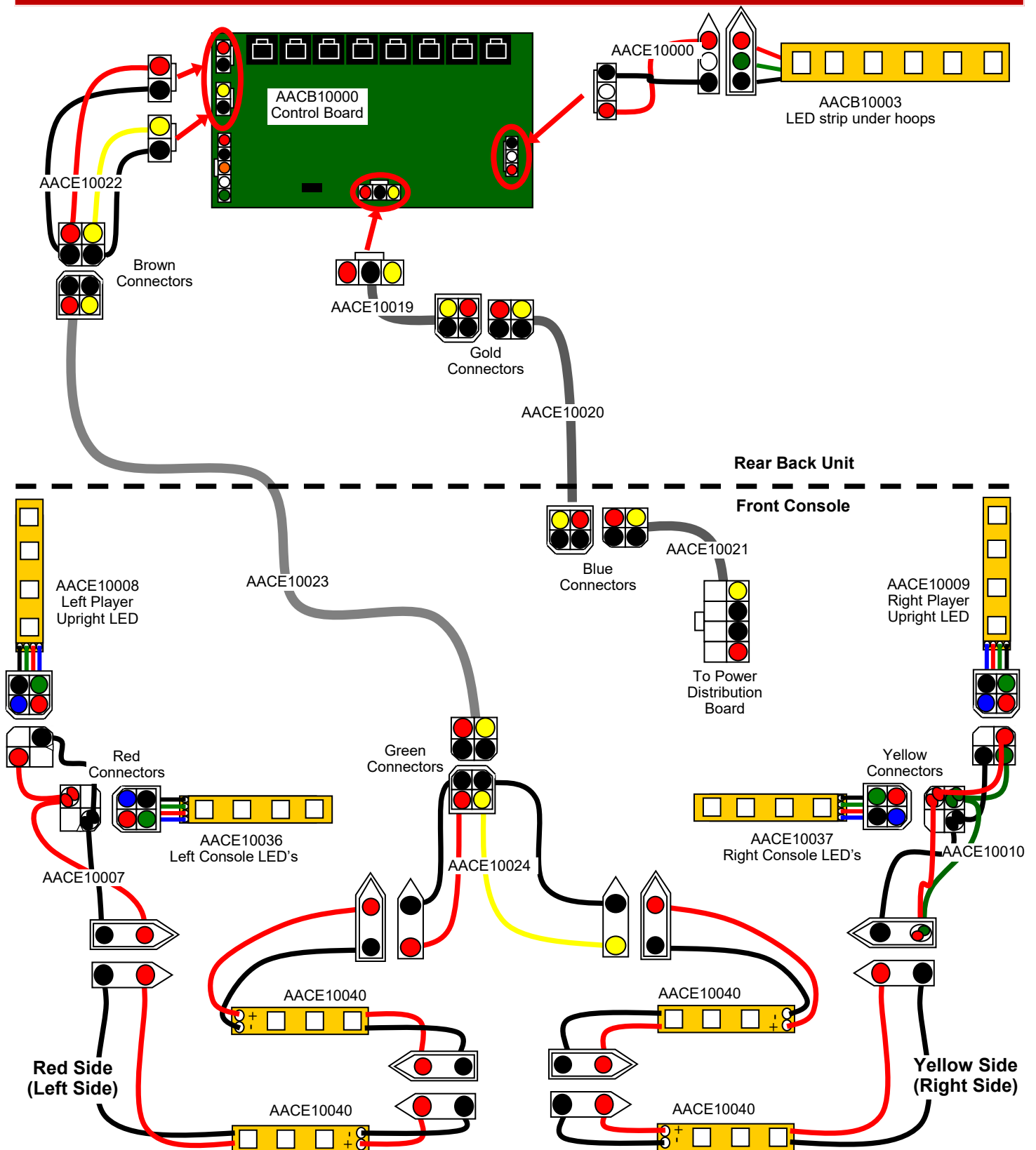
## WIRING DIAGRAM

**RIGHT SIDE (YELLOW) : TICKET DISPENSER,  
DBA AND COIN MECH**



# WIRING DIAGRAM

## LED LIGHTING



# WIRING DIAGRAM

## LED LIGHTING

LED lighting above hoops in the back of cabinet  
for games manufactures before Oct, 2022

There are 2 versions of LED lighting above  
hoops in the back of cabinet:  
Games manufactures before Oct, 2022 and  
games manufactured after Oct, 2022

LED lighting above hoops in the back of cabinet  
for games manufactures after Oct, 2022

Front Upper Marquee Lighting

Note: Very early games  
had a separate cable  
(part # AACE10005) to  
span this length.

AACE10004-2  
Used on games  
built before Oct  
2022

AACE10059 Cable across  
the top left side of game.  
Used on games built after  
Oct 2022

AACE10001

Red  
Connectors

AACE10001

Yellow  
Connectors

AACE10034  
Left Red Checker LED Lighting

AACE10035  
Right Yellow Checker Lighting

Top Front Marquee

Front Console

Cables  
inside front  
left support  
pole

AACE10004-2  
Used on games  
built before Oct  
2022

AACE10004  
Used on games  
built after Oct 2022

AACE10014  
12 Volt DC Power  
to Right Coin Door

AACE10015  
12 Volt DC Power  
to Left Coin Door

AACE10041  
Panel Stick Light

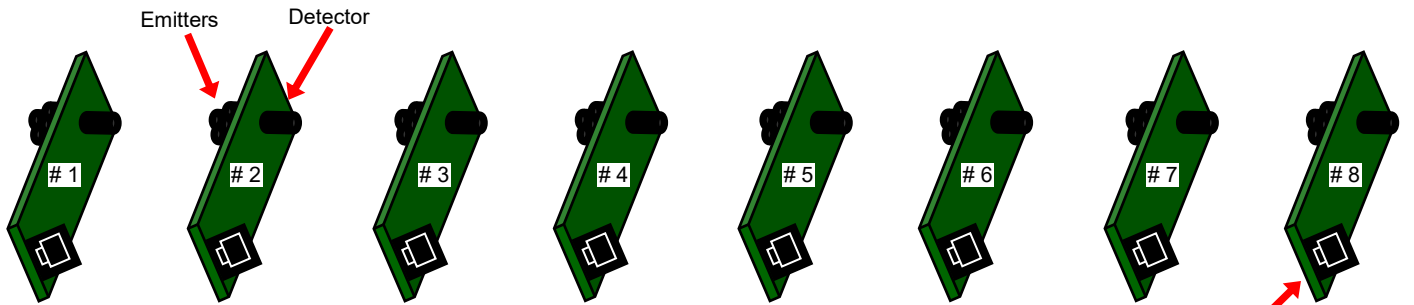
AACE10006

AACB5156  
Power Dist.  
Board



# WIRING DIAGRAM

## BALL GATE MOTOR, SENSOR AND HOOP SENSORS

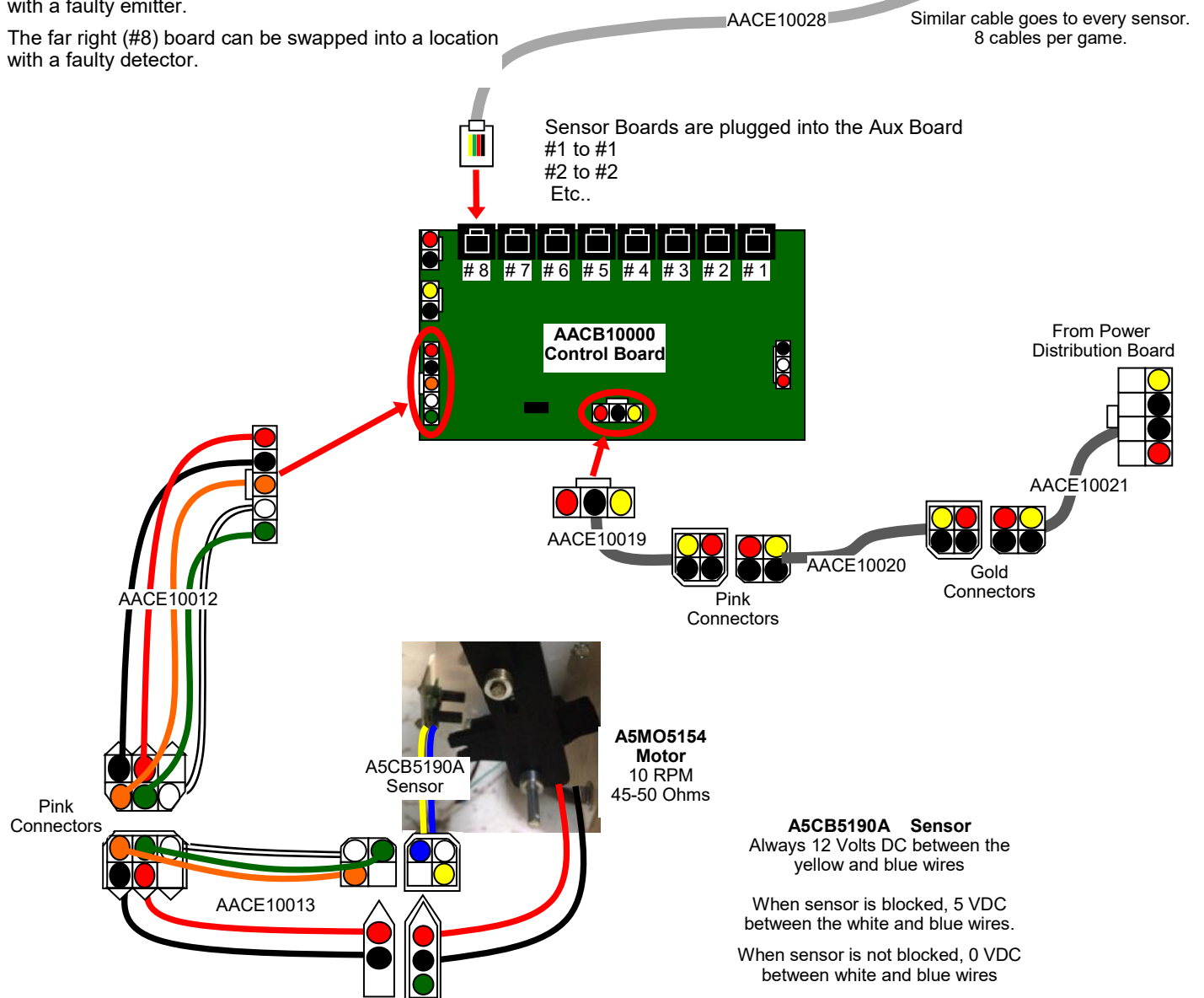


### A5CB10001

All ball sensor boards have 4 emitters and 1 detector on opposite sides of the board.

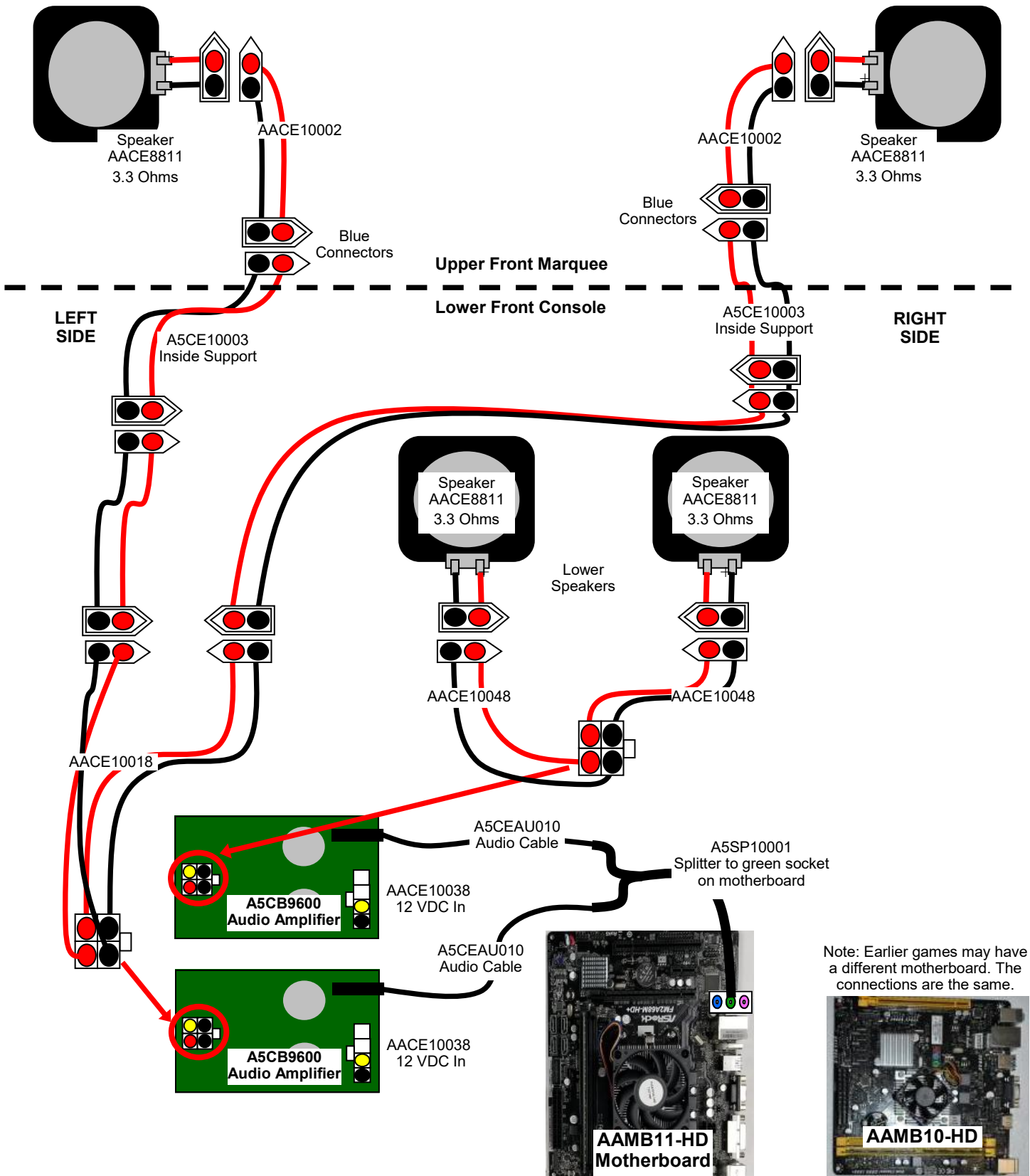
The far left (#1) board can be swapped into a location with a faulty emitter.

The far right (#8) board can be swapped into a location with a faulty detector.



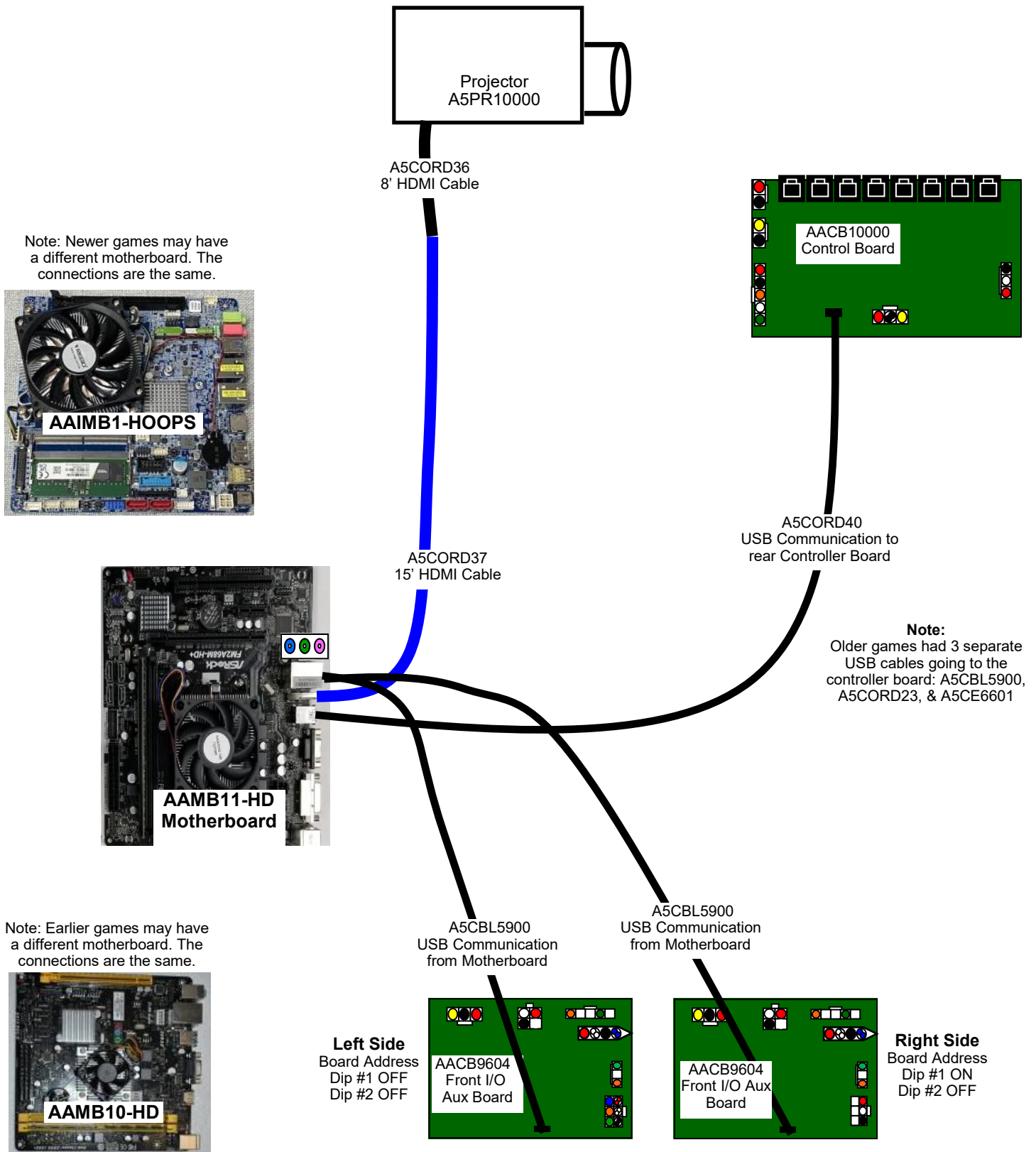
# WIRING DIAGRAM

## SPEAKERS



# WIRING DIAGRAM

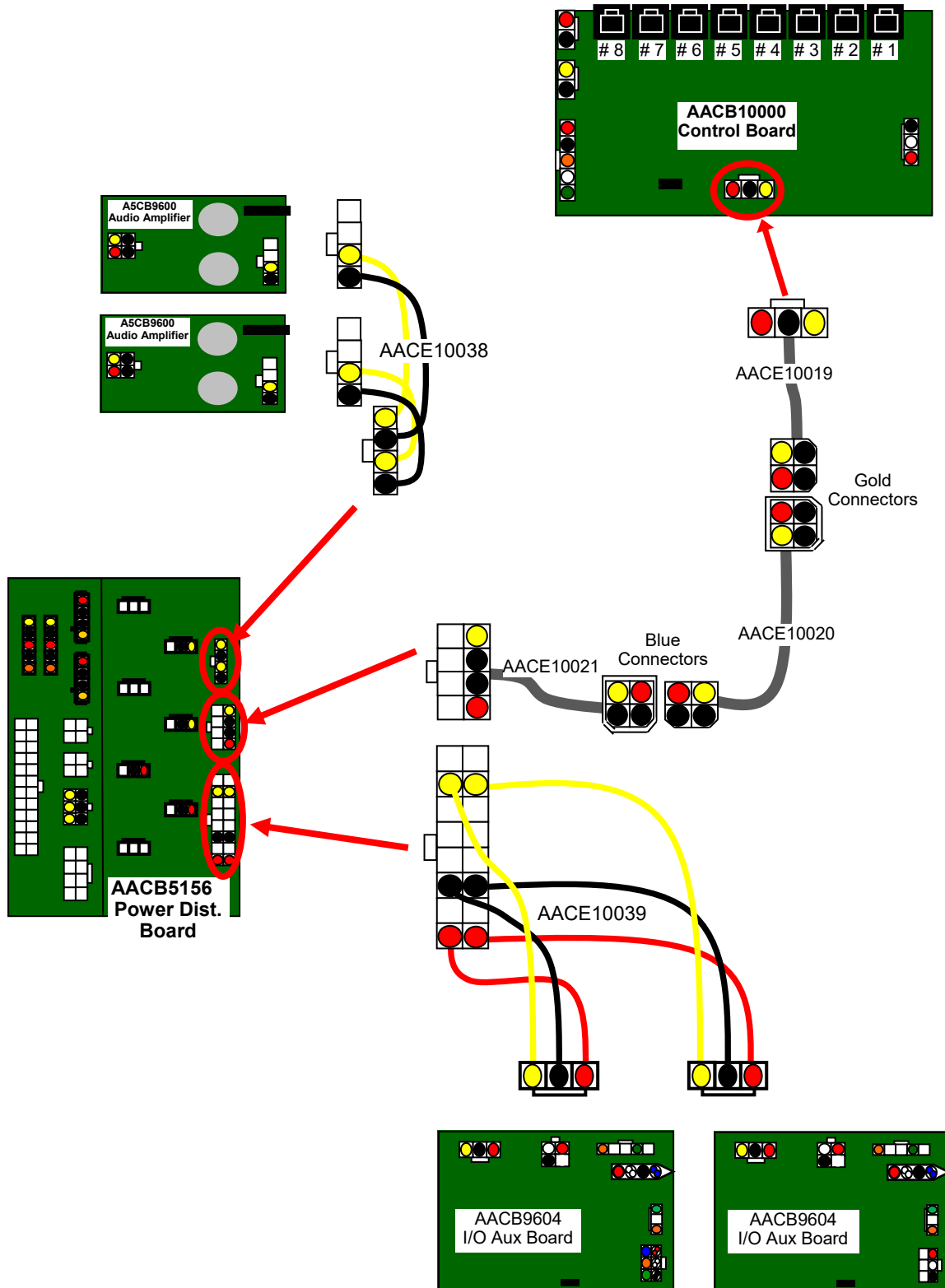
## COMMUNICATION





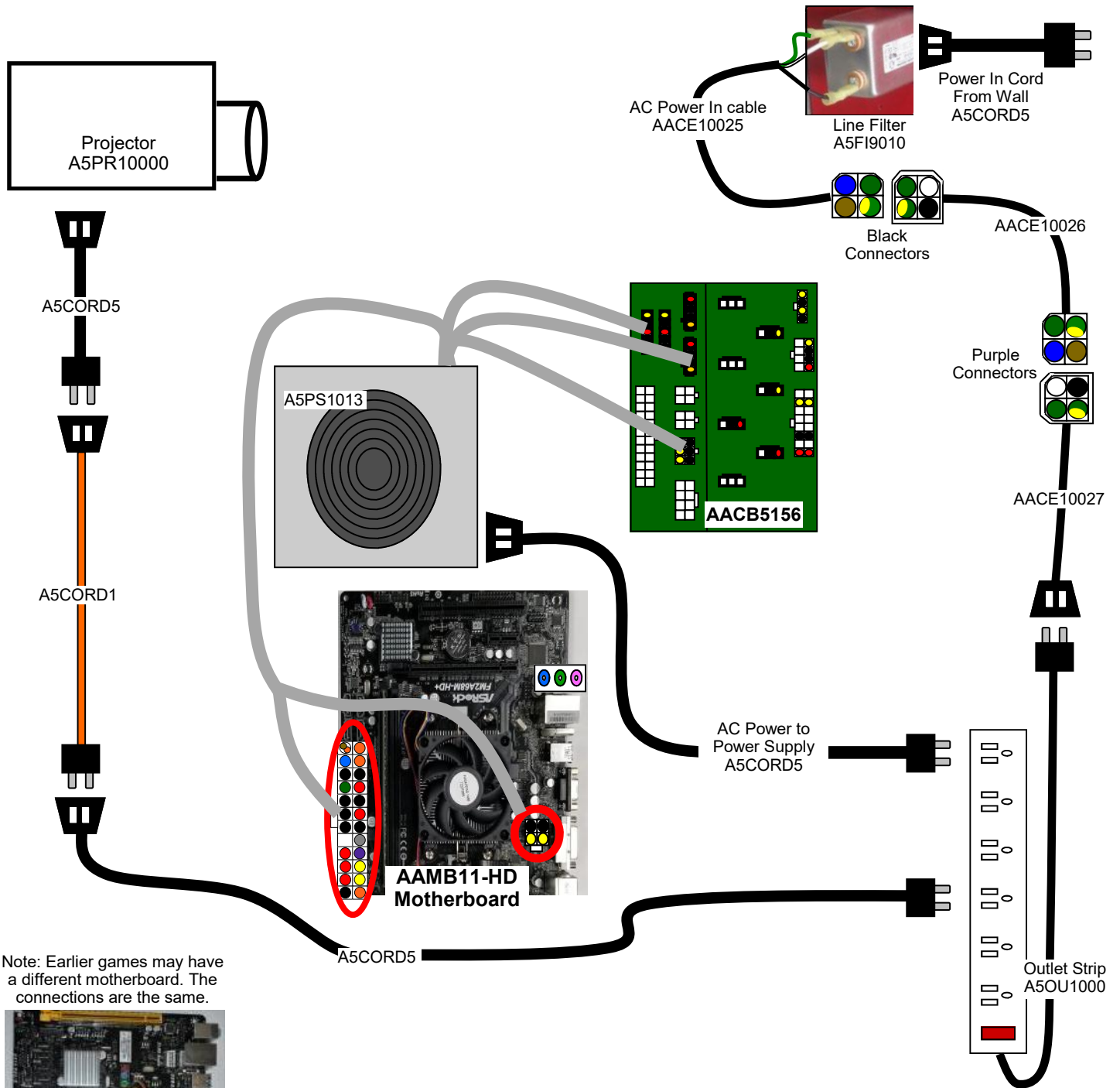
# WIRING DIAGRAM

## POWER SUPPLY & 12 VOLTS DC



# WIRING DIAGRAM

## AC IN



Note: Earlier games may have a different motherboard. The connections are the same.



# MOTHERBOARD COMMUNICATION OPTIONS

As motherboards become obsolete and unavailable, replacement motherboards may require different cables and plug ins to fit and function.

These are the 4 different motherboards used in the Connect 4 Hoops game.

## AAIMB1

4 pin power connector needed.

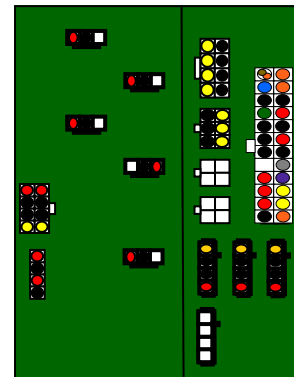
**24 pin power in connector must be plugged into Power Distribution Board**

USB Communication from Motherboard to projector, control board and door boards.

Uses Software Version C4HOOPS1.4.0

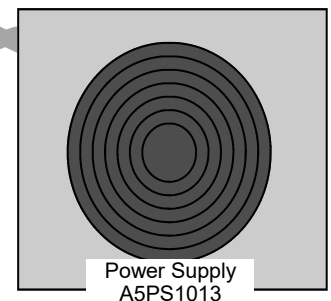


A5CB5156B  
Power Dist. Bd



From Power Supply

From Power Supply





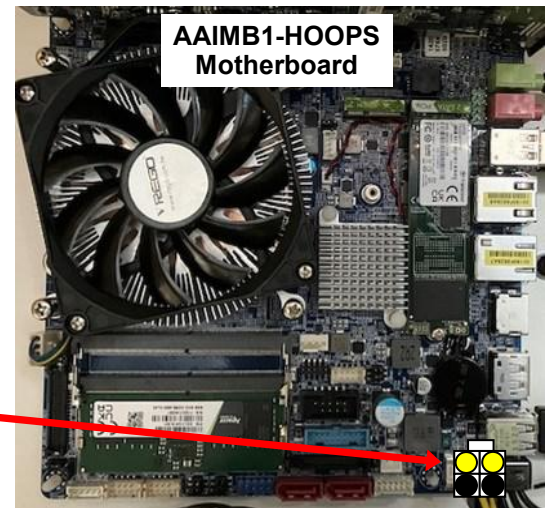
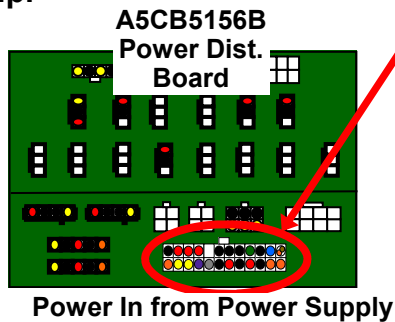
# AAIMB1 MOTHERBOARD DIFFERENCES

As of Sept. 2024, the Connect 4 Hoops 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 is only a 4 pin plug.

The 24 pin connector from the power supply **MUST** be plugged into the power distribution board for the game to power up.



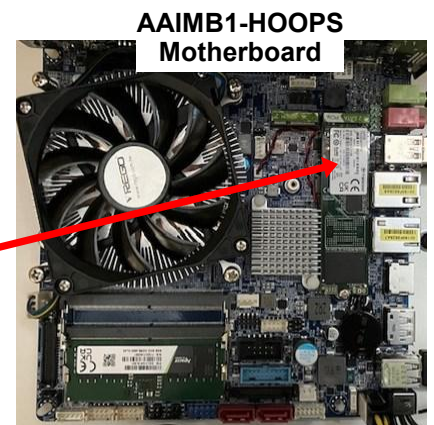
## Difference # 2:

Jumpers on the motherboard need to be in these positions:



## Difference # 3:

The M.2 software drive (Part # AAHD0032-HOOPS) location.



## Difference # 4:


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



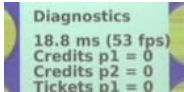


# TROUBLESHOOTING GUIDE

## 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
<b>No power to the game</b> <b>No lights on at all</b>	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 # A5FI9010) Change plug position, replace power strip if a section does not work. Part # A5OU1000 Refer to wiring diagram. Check connections and reseal cables from line filter to outlet strip. Cables # AACE10025, AACE10026, and AACE10027
<b>Projector is on</b> <b>But everything else off</b> <b>(Power Supply not ON)</b>	Power supply unplugged. Rocker Switch. Power supply shutting down because of 12 V overload. Faulty power supply. Faulty Power Dist Board	Insure power supply is plugged into power strip Make sure rocker switch is set ON.  See power supply diagnostics to isolate bad component. A bad motor or 12 volt short would cause this. See Power Supply Diagnostic below. Replace Power Distribution Board (AACB5156)
<b>Dollar Bill Acceptor not functioning</b> Ensure Bill Acceptor is set to "Always Enable" <b>Important : Only 12 Volt DC DBA is to be installed.</b>	Check for power to Bill Acceptor. Dirt or debris in acceptor slot. Pinched, broken, or disconnected wiring. Bill acceptor problem. Part # A5AC9101 or A5AC9094	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 Mini Gen Board. (AACE10016 & AACE10017) 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.
<b>Meters does not work</b> Game meter will click at the end of the game. 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 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 left I/O Aux Board Cables # AACE10056 and AACO1020 Replace counter. AACO1020.

# TROUBLESHOOTING GUIDE


Problem	Probable Cause	Remedy
<b>Game not coining up</b> Enter Diagnostic Mode (Turn diagnostics on, then exit menu) to see if Credits Increment when coin is inserted. 	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.  If Coin Input stays 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. (AACBL4A-DOORA, AACE10015 or AACE10014)  Check Game Setup Menu. Ensure Credits is set to proper value.  Ensure only 5 volts on coin switch green and black wires. I/O Aux board may be faulty. Swap I/O Aux board with other player side, making sure to change dipswitch settings. (Left side both off, Right side dip 1 is on, 2 is off)
<b>No Sound</b>  Motherboard creates sound, the Audio Amplifier boards amplifies it.  There are 2 Audio Amplifier Boards - one for the lower speakers and one for the top marquee speakers.  Swap these boards to isolate issue.	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  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 Newgen board. Cables # AACE8811, AACE10002, AACE10003, AACE10018, AACE10048, A5CEAU010, AND A5SP10001  Unplug splitter cable (A5SP10001) 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 Replace speaker. AACE8811
<b>I/O Aux Board Issue</b>  One side of the game does not coin up, and has no other functions.  Red and Yellow LEDs Green Power LED	Green power LED should be flashing. One blink for left side, 2 blinks for right side)   Red and Yellow LED's should be flashing.  Faulty I/O Aux Board.	If it is off, then check 12 & 5 Volts DC coming into board on cable AACE10039 from Power Distribution Board. If solid on, then it is not communicating with the motherboard. Check A5CBL5900 USB cable. Swap cables with other side.  If they are off, it is not communicating with the motherboard. Check A5CBL5900 USB cable. Swap cables with other side.  Swap I/O Aux board with other player side, making sure to change dipswitch settings. (Left side both off, Right side dip 1 is on, 2 is off) Replace if needed. Part # AACB9604




# TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
<b>LED white rear cabinet lighting above hoops not working</b>	LED's receive 12 Volts DC from power supply through The Power Distribution Board.  Faulty LED light.	Check for proper connection from power supply to Power Distribution Board.  Refer to wiring diagram. Check connections and reseal cables from Power Distribution Board to LED lights. Cables # AACE10004 & AACE10059 or AACE10004-2, (AACE10005 if present), AACE10043, and AACE10042.  Light strips are wired in series. Swap the 2 light strips to identify a faulty LED strip. Replace as needed. Part # AACE10043 or AACE10042
<b>LED white front panel light not working</b>	LED's receive 12 Volts DC from power supply through The Power Distribution Board.  Faulty LED light.	Check for proper connection from power supply to Power Distribution Board.  Refer to wiring diagram. Check connections and reseal cable from Power Distribution Board to LED lights. Cables # AACE10006, and AACE1004  Replace Panel Stick Light. Part # AACE10041
<b>Upper marquee LED's not working</b>	LED's receive 12 Volts DC from power supply through The Power Distribution Board.  Faulty LED light.	Check for proper connection from power supply to Power Distribution Board.  Refer to wiring diagram. Check connections and reseal cables from Power Distribution Board to LED lights. Cables # AACE10004 & AACE10059 or AACE10004-2, AACE10001, and AACE10045  Front LED strips are part # AACE10033 & AACE10044 Left checker LED strip is part # AACE10034 Right checker LED strip is part # AACE10035
<b>One of the left side, red colored LED strips not working</b>  LED's receive 12 Volts DC from Control Board in the rear of the game.  Refer to "How to Access Rear Control Board"	If all colored cabinet lights are not functioning, check power into the Control Board from the Power Distribution Board.  If single LED strip is out, check cable. LED's are wired in series. Refer to wiring diagram.  Faulty LED	Refer to wiring diagram. Check connections and reseal cables from Power Distribution Board in the front of the cabinet to Control Board in the back. Cables # AACE10021, AACE10020, and AACE10019  Check for 12 volts coming from Power Distribution Board in the rear of the cabinet on red and black wires. If no 12 volts DC, ensure 12 volts is coming into board on cable # AACE10019. If voltage is present - replace Control Board part # AACB10000  Refer to wiring diagram. Cables # AACE10022, AACE10023, AACE10024, AACE10040, AACE10007, AACE10008, and AACE10036  Swap LED connector from one socket to the other to verify. Replace LED as needed.

# TROUBLESHOOTING GUIDE





Problem	Probable Cause	Remedy
<p><b>One of the right side, yellow colored LED strips not working</b></p> <p>LED's receive 12 Volts DC from Control Board in the rear of the game.</p> <p>Refer to "How to Access Rear Control Board"</p>	<p>If all colored cabinet lights are not functioning, check power into the Control Board from the Power Distribution Board.</p> <p>If single LED strip is out, check cable. LED's are wired in series. Refer to wiring diagram.</p> <p>Faulty LED</p>	<p>Refer to wiring diagram. Check connections and reseal cables from Power Distribution Board in the front of the cabinet to Control Board in the back. Cables # AACE10021, AACE10020, and AACE10019</p> <p>Check for 12 volts coming from Power Distribution Board in the rear of the cabinet on yellow and black wires. If no 12 volts DC, ensure 12 volts is coming into board on cable # AACE10019. If voltage is present - replace Control Board part # AACB10000</p> <p>Refer to wiring diagram. Cables # AACE10022, AACE10023, AACE10024, AACE10040, AACE10010, AACE10009, and AACE10037</p> <p>Swap LED connector from one socket to the other to verify. Replace LED as needed.</p>
<p><b>LED color strip under the hoops are not working</b></p> <p>LED's receive voltage from Control Board in the rear of the game.</p>	<p>Ensure Control Board is receiving voltage from Power Distribution Board.</p> <p>Faulty LED</p>	<p>Refer to wiring diagram. Check connections and reseal cables from Power Distribution Board in the front of the cabinet to Control Board in the back. Cables # AACE10021, AACE10020, and AACE10019</p> <p>Refer to wiring diagram. Cables # AACE10000, and AACE?????</p>
<p><b>Menu Buttons do not work.</b></p>	<p>Swap connectors at the 2 buttons.</p> <p>Pinched, broken, or disconnected wiring</p> <p>I/O Aux board faulty.</p>	<p>Replace button if problem stays with button.(AAPB2700)</p> <p>Inspect crimp to ensure good connection.</p> <p>Check connections from menu buttons to left I/O Aux Board. Check cables (AAPB2700, AACE10056)</p> <p>Swap I/O Aux board with other player side, making sure to change dipswitch settings. (Left side both off, Right side dip 1 is on, 2 is off)</p> <p>Replace I/O Aux Board. Part # AACB9604</p>
<p><b>84" Monitor Issues</b></p>	<p>That is a piece of white wood</p>	<p>There is a projector located in the front top marquee. Refer to "Projector Not Working" section.</p>
<p><b>Low Tickets message on monitor</b></p> 	<p>Tickets are empty in ticket tray</p> <p>Faulty cable. Disconnected, loose or broken wires.</p> <p>Faulty low ticket switch.</p> <p>Faulty I/O Aux Board.</p>	<p>Load tickets into tray. Ensure tickets hold down micro switch wire.</p> <p>Check connectors from low ticket switches to Newgen board. Check for continuity. (AACE10014 or AACE10015)</p> <p>Inspect switch and replace if needed. (AASW200)</p> <p>Swap I/O Aux board with other player side, making sure to change dipswitch settings. (Left side both off, Right side dip 1 is on, 2 is off) Replace I/O Aux Board. Part # AACB9604</p>

# TROUBLESHOOTING GUIDE

Problem	Probable Cause		Remedy
<b>Tickets do not dispense or Wrong amount dispensed.</b>  Check for the correct amount of tickets showing on Monitor	Tickets on monitor does <b>not</b> 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. (A5TD1) Flip tickets and load upside-down to have large cut notch toward opto sensor. Check connectors from ticket dispensers to I/O Aux board. Check for continuity. Cables AACE10014 or AACE10015 Swap I/O Aux board with other player side, making sure to change dipswitch settings. (Left side both off, Right side dip 1 is on, 2 is off) Replace I/O Aux Board. Part # AACB9604
	Tickets on monitor does match tickets coming out of game.	Settings in Menu are incorrect.	Enter Menu and check certain areas: Game Mode / Payment to Normal/ Tickets Paper ticket ratio 2 to 1 Winner Tickets Loser Tickets - Note: A tie is a loser. Fixed tickets
<b>Ball Gate Motor not working.</b>  <b>Motor will cycle at game power on.</b>	Motor does not turn at power on.  Motor receives power through the Control Board in rear of game.  Refer to "How to Access Rear Control Board"	Check for 12 volts DC at motor.  Faulty cable. Disconnected, loose or broken wires.  Faulty Control Board.	If the motor is receiving power, but not turning, replace the motor. A5MO5154  Check connectors from motor to Control Board. Check for continuity on cables AACE10013 & AACE10012 to Control Board.  Ensure Control Board is receiving 12 volt power. Refer to wiring diagram. 12 Volts DC should be between yellow and black wires on cables AACE10019, AACE10020, and AACE10021 Replace Control Board if needed. # AACB10000
	Motor turns at power on, but does not stop in correct position.	Mechanical linkage/ spring issue.  Position Sensor is not working correctly.	Check springs on each end of the ball gate. Replace if needed. Part # A5SREX050  Clean sensor. Refer to "Ball Gate Motor keeps running" Replace sensor if needed. AACB5190A
<b>Ball Gate does not go down all the way.</b>	Loosen the 2 bolts on the motor assembly, and slide bracket with slotted holes to adjust height of ball gate.		



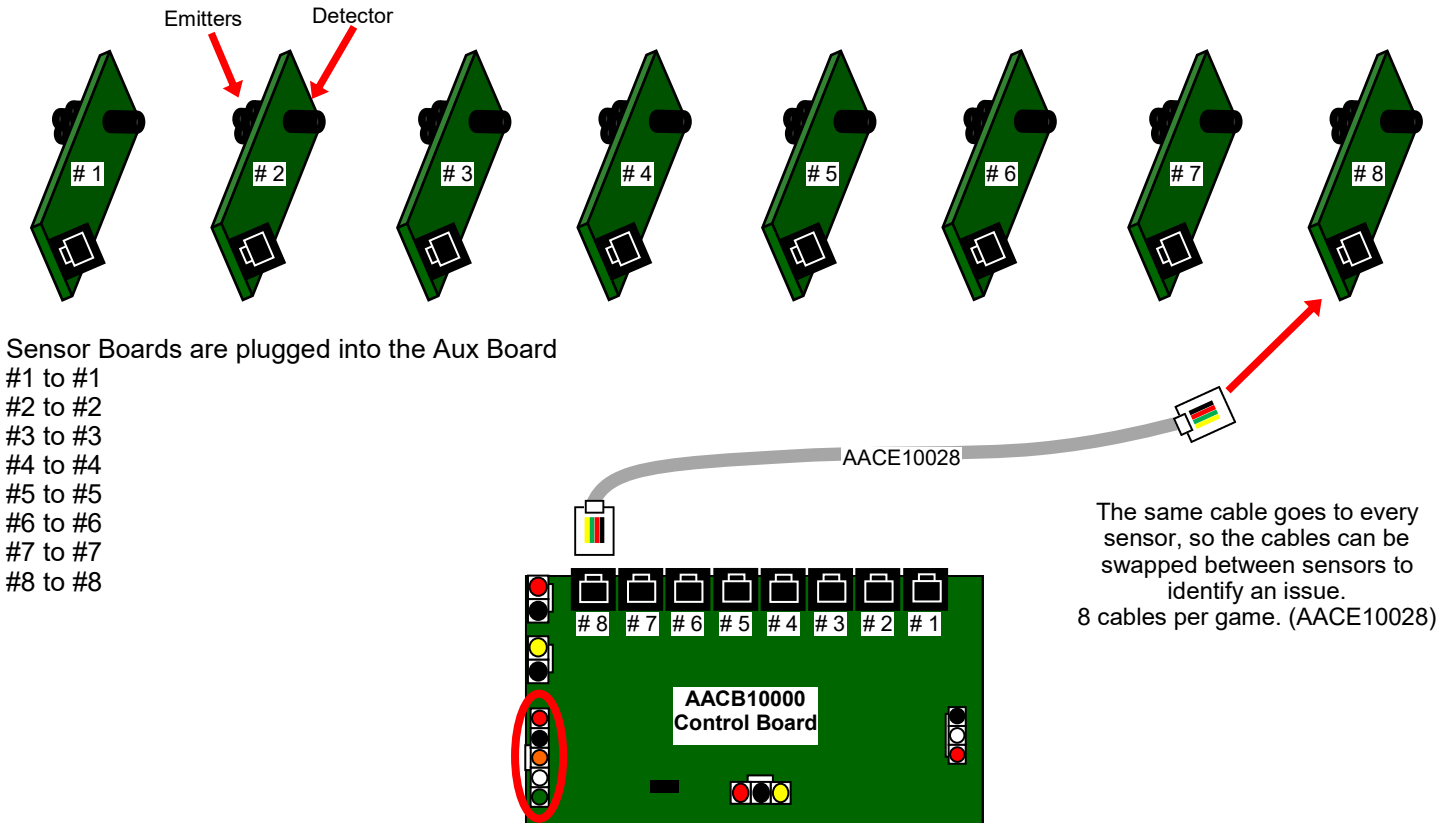
# TROUBLESHOOTING GUIDE

Problem	Probable Cause		Remedy
<b>Ball Gate Motor keeps running.</b> <b>Motor will cycle at game power on.</b> <b>Sensor not being seen.</b>  Sensor receives signals through the Control Board in rear of game.	Check for 12 volts to sensor and 5 volt signal return.  Pinched, broken, or disconnected wiring  Faulty Control Board. Refer to "How to Access Rear Control Board"		There should always be 12 volts on the yellow and blue wires. 5 volts on the white and blue wires when blocked and 0 volts when not blocked. Refer to wiring diagram. Check connections sensor to Control Board. Cables AACE10013 & AACE10012 Ensure Control Board is receiving 12 volt power. Refer to wiring diagram. 12 Volts DC should be between yellow and black wires on cables AACE10019, AACE10020, and AACE10021 Replace Control Board if needed. # AACB10000
<b>Projector not working.</b>  Power down, wait <b>5 minutes</b> and power up again. Note: The projector does not have a bulb that can be replaced.	Screen shows "No Signal Input"  <b>Note: Projector must be plugged in for motherboard to boot up.</b>	Monitor HDMI cable unplugged. There are 3 cables that are connected together - A5CORD36, A5CORD37, and A5CORD51 Faulty or loose RAM Large power connector unplugged on motherboard  Small power connector unplugged on motherboard Faulty power supply - Refer to Power Supply diagnostic section Faulty motherboard - Replace faulty board. (AAMB10-HD or AAMB11-HD)	
	Screen has nothing at all on power up.	Power cable unplugged from projector.  Faulty projector.	Ensure power is plugged into back of projector, down to power strip. There are multiple power cord connectors. Replace projector. (A5PR10000)
	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 "Biostar"  	Faulty or loose RAM, faulty software, faulty motherboard No SATA drive in motherboard. Check for power connector  
<b>Projector Image Fuzzy</b>	There is a slot under projector that contains 2 slide levers  	One slide lever is for zoom. One slide lever is for focus.  Reach up under projector and adjust these 2 knobs to clear up image on screen.	

# HOOPS NOT SCORING

All ball sensor boards have 4 emitters and 1 detector on opposite sides of the board. These infrared sensors create a beam which the ball breaks to score a hoop.

Because these are interchangeable, the far left (#1) board can be swapped into a location with a faulty emitter. The far right (#8) board can be swapped into a location with a faulty detector.

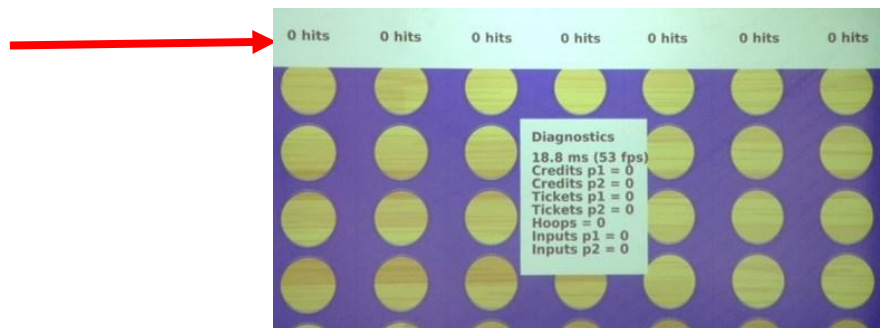


## Diagnostic Menu

To Enter the Diagnostic Menu:  
Enter Main Menu and scroll down to "Diagnostics:" turn to ON  
Exit Menu

The ball gate motor will cycle open, and this screen will appear:

The top column will show hoops scored.



# 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.

3.) Ensure Power Supply switch is set to 115V (or 230V)  
(Some model power supplies may not have this)

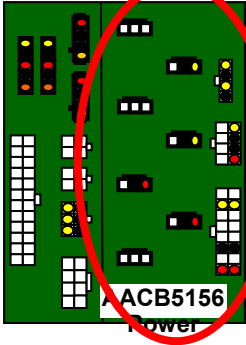
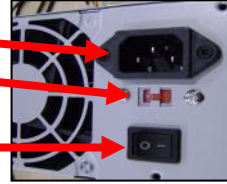
4.) Ensure Power switch is on.

5.) Ensure fan is turning.

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

Check power supply cables to the Power Distribution Board.

This board takes the power in, and directs it to the different 12 volt loads.



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.

Replace power supply if this board is not receiving 12 volts. (A5PS1013)

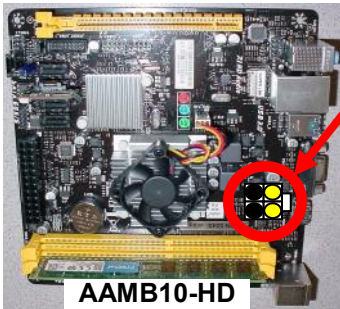
- If power supply fan is not turning, then continue to "Verify Power to Motherboard"

## 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.



**AAMB10-HD  
Motherboard**

### AAMB10 or AAMB11

Make sure the 4 pin power connector is plugged in.  
(Black, Black, Yellow, Yellow)

As well as 24 pin power in connector.



**AAMB11-HD  
Motherboard**

## 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 (A5PS1013), or motherboard. (AAMB10-HD or AAMB11-HD)



# BILL ACCEPTOR DIAGNOSTICS

**Note:** There are many different models and brands of Bill Acceptors that are used on redemption games. Your Bill Acceptor may differ from the unit shown. 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.

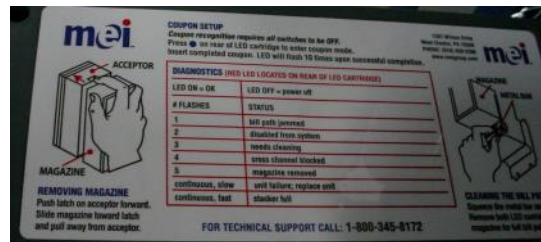
Check dipswitch settings on side of acceptor.

**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.



## I/O AUX BOARD PINOUT



- = +12 VDC
- = Ground
- = Input
- = +5 VDC
- = Output

### 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
- D15 (A1) Low Ticket Switch Input

# HOW TO ADJUST PROJECTOR

## Projector Image Fuzzy

There is a slot under projector that contains 2 slide levers



One slide lever is for zoom.  
One slide lever is for focus.

Reach up under projector and adjust these 2 knobs to clear up image on screen.



## Remote Control for the Projector

There are options in the projector menu that can be accessed by the remote control.

Please stand back 10 feet with the remote control so the projector "sees" it.

### Casio XJ-V110W Projector

#### Image Adjustment

Brightness	0
Contrast	0
Color Mode	Standard
Color Balance	Normal

#### Volume Adjustments

Volume	15
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#### Screen Settings

Keystone Correction	39
Aspect Ratio	Normal
Projection Mode	Front
Ceiling Mount	On
No Signal Screen	Blue
Blank Screen	Black

#### Input Settings

Signal Name Indicator On

#### Option Settings 1

Auto Keystone Correction	On
Auto Power Off	10 Min
Direct Power ON	On
Language	English

#### Option Settings 2

High Altitude	Off
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# HOW TO CHANGE SOFTWARE

## New Software Installation:

The hard drive contains all the information about the game: Credits per play, ticket pattern, etc. Be sure to check this information after finishing installing new software.

Turn off game by flipping the power switch on the power strip.

Locate hard drive on motherboard.

Press tab on far side of hard drive and gentle remove from motherboard.

Unplug power supply jumper connector and remove old hard drive from unit.



Install new hard drive by gently pushing straight onto motherboard until it "clicks".  
Turn the game back on by flipping the power switch on the power strip.

Note: The I/O boards will automatically be updated by the motherboard software.

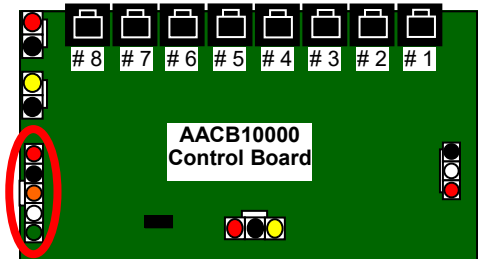


# HOW TO ACCESS REAR CONTROL BOARD

The control board is accessed through the back of the cabinet, or through the middle platform access panel. If the game is up against the wall, carefully climb over the plexi shield (or remove the plexi) and enter the middle section of the game.

Remove the 6 screws (using a # 2 square bit) in the center bottom wood (as pictured above) and lift center wood up and place aside.


The control board is located in the rear section underneath the cabinet.



# HOW TO ACCESS BALL GATE MOTOR & SENSOR

The ball gate motor and sensor are accessed through the back of the cabinet, or through the middle platform access panel. If the game is up against the wall, carefully climb over the plexi shield (or remove the plexi) and enter the middle section of the game.

Remove the 4 screws (using a # 2 square bit) in the center bottom wood (as pictured above) and lift center wood up and place aside.

<b>Ball Gate does not go down all the way.</b>	Loosen the 2 bolts on the motor assembly, and slide bracket with slotted holes to adjust height of ball gate.	
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# AVAILABLE BLANKING PLATES



A5PL4200 DBA Plate for 12V Upstacker Bill Acceptor



A5PL9998 Plate used instead of Coin Mechanisms



A5PL8900 Plate used for Bill Validator



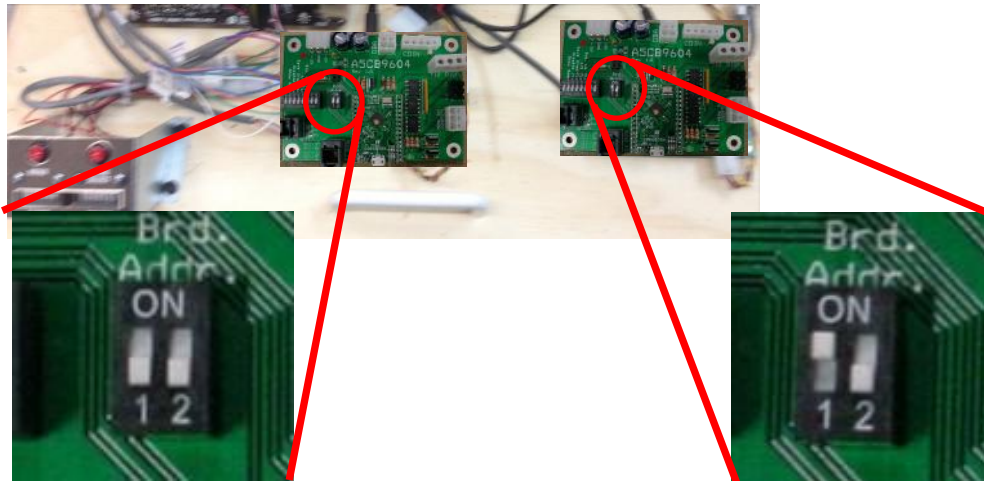
A5PL9995 Plate used instead of ticket dispenser



# DIPSWITCH SETTINGS

Dipswitches must be set correctly on the I/O Aux Boards or game will not know which is left or right player.

Turn off game by flipping the power switch on the power strip.  
Set dipswitches as shown:



**Left Side (Red Player)**

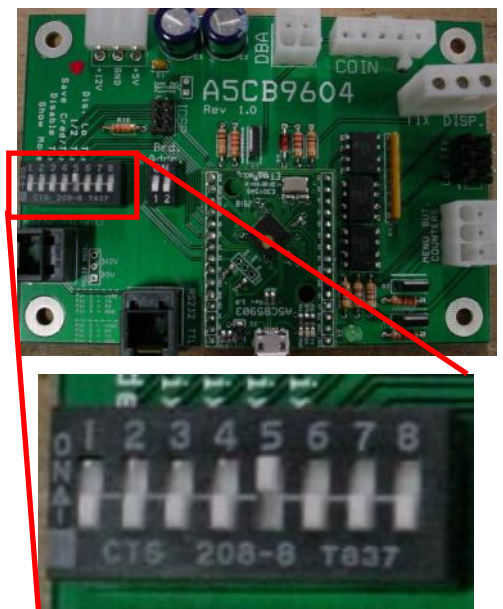
Both switches 1 and 2 should be set to OFF

**Right Side (Yellow Player)**

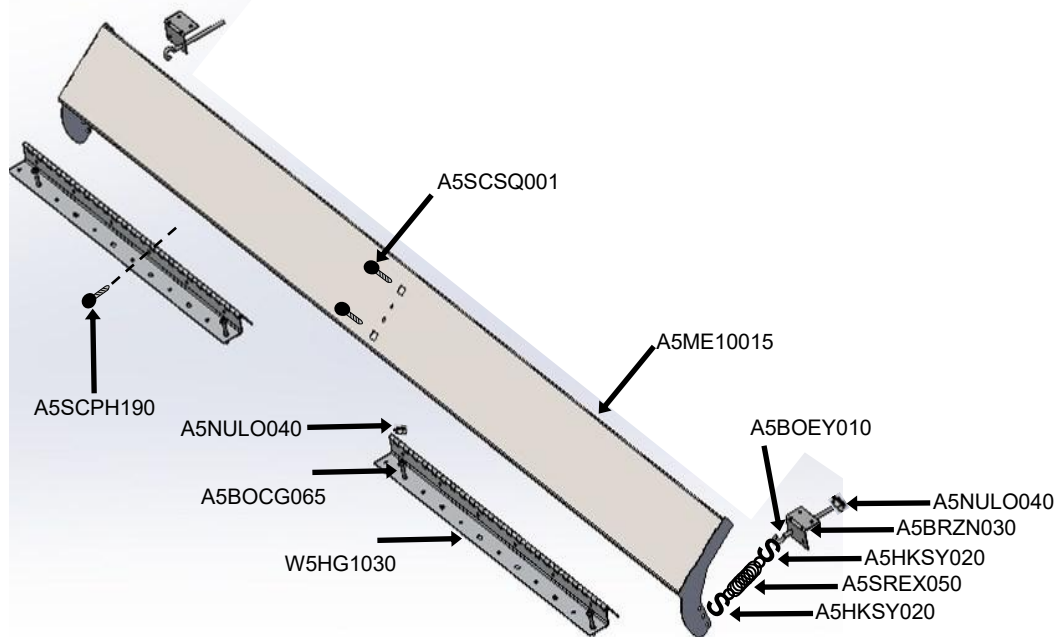
Set switch 1 to ON , Set switch 2 to OFF

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

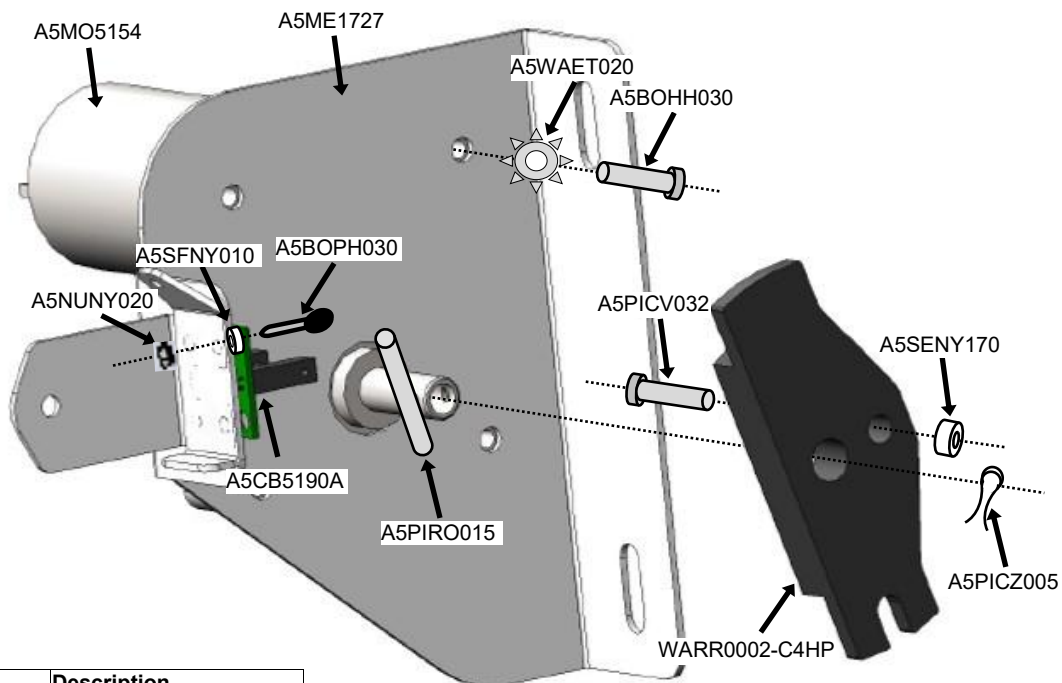
SWITCH	DESCRIPTION	ON	OFF
1	<b>SHOW GAME</b> Does not dispense tickets and clears all accumulated credits		X
2	<b>AMUSEMENT ONLY</b> Does not dispense tickets		X
3	<b>NJ LOCKOUT</b> Saves tickets owed and unused credits after a power loss		X
4	<b>1/2 TICKET PAYOUT</b> Dispenses 1/2 the amount of tickets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



# BALL GATE EXPLODED VIEW

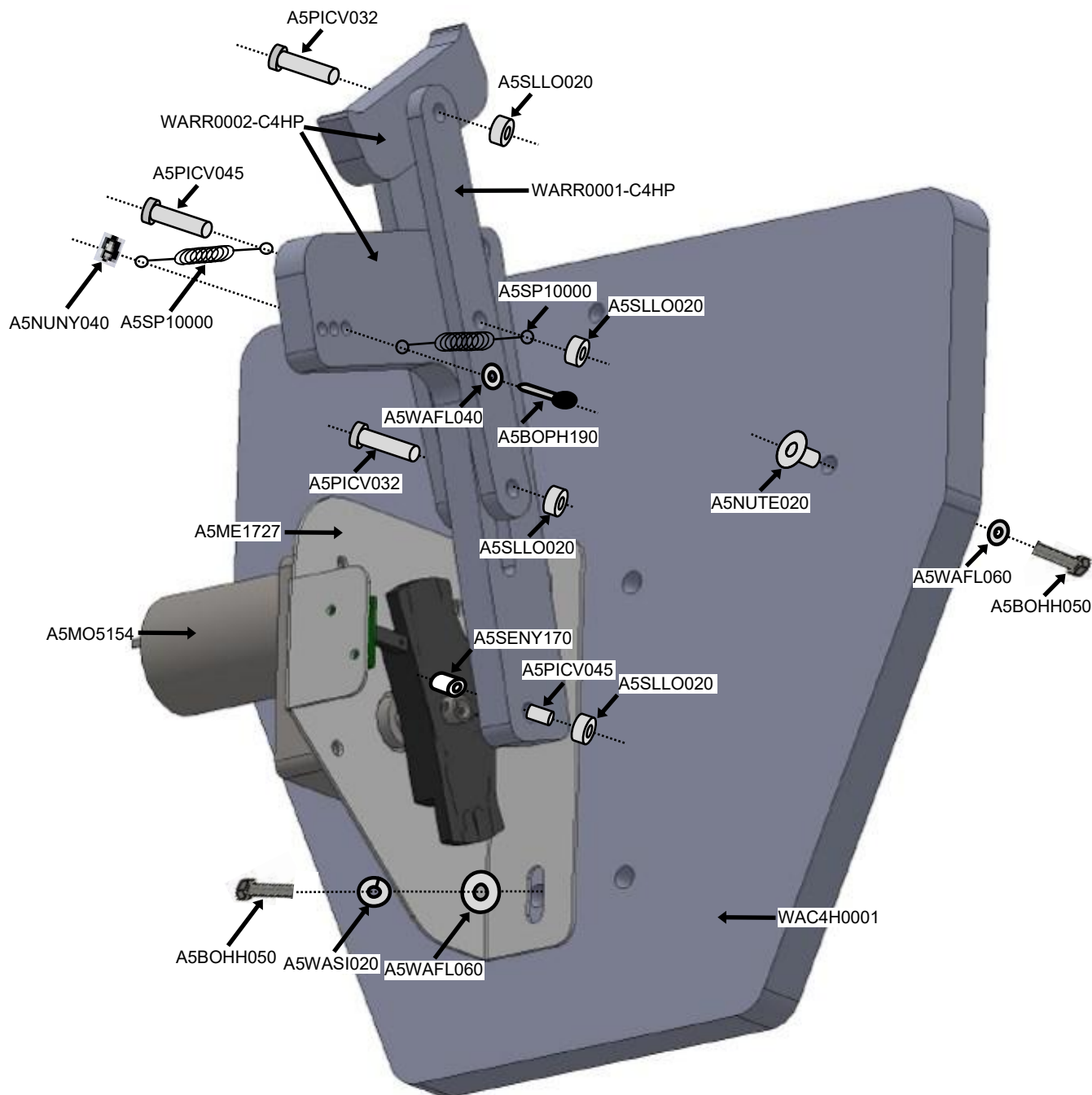


Part #	Description	A5HKS020	S Hook	A5SCSQ001	#6 X 3/4" Screw
A5BOCG065	10-24 x 1 1/4" Bolt	A5ME10015	Ball Gate	A5SREX050	3/8" X 6" Spring
A5BOEY010	10-24 Eye Bolt	A5NULO040	10-24 Nut	W5HG1030	23" Hinge
A5BRZN030	1" X 1" X 2" Bracket	A5SCPH190	10-24 X 1/2" Screw		



Part #	Description				
A5BOHH030	10-32 X 3/4" Bolt	A5MUNY010	Sticky Tab	A5SENY170	1/4" X 1/4" Spacer
A5BOPH030	4-40 X 1/2" Bolt	A5NUNY020	4-40 Nylon Hex Nut	A5SFNY010	#4 X 1/4" Standoff
A5CB5190A	Sensor	A5PICV032	1/4 X 1 5/8" Clevis Pin	A5TWN010	4" Wire Tie
A5ME1727	Motor Bracket	A5PICZ005	3/32" X 1/2" Cotter Pin	A5WAET020	#10 Tooth Lock Washer
A5MO5154	Motor	A5PIRO015	3/16" X 1 1/4" Roll Pin	WARR0002-C4HP	Black HDPE 1/2" Thick

# BALL GATE EXPLODED VIEW



Part #	Description	A5SENY170	1/4 " X 1/4" Nylon Spacer
A5BOHH050	25-20 x 1 1/4" Bolt	A5SLLO020	1/4" Bore Shaft Collar, 3/32" Allen
A5BOPH190	10-24 X 1 3/4" Bolt	A5SP10000	7/16" X 2 3/4" Spring
A5ME1727	Motor Bracket	A5WAFL040	#10 Zinc Flat Washer
A5MO5154	Motor	A5WAFL060	1/4" Flat Washer
A5NUNY040	8-32 Hex Nylon Nut	A5WASI020	1/4" Split Washer
A5NUTE020	1/4 -20 T Nut	WAC4H0001	Wood for Ball Gate
A5PICV032	1/4 X 1 5/8" Clevis Pin	WARR0001-C4HP	Black HDPE 1/4" Thick Arms
A5PICV045	1/4 X 2 3/8" Clevis Pin	WARR0002-C4HP	Black HDPE 1/2" Thick Pivots



# PARTS LIST

PART #	DESCRIPTION	PART #	DESCRIPTION
A5BA8300	Basketball, 8.75", Model Sb1015	A5ME10019	Metal, Side Cages
A5CB2050	Coin Box, Plastic, Black	A5SP10001	Audio Splitter, Stereo 3.5mm
A5HA1200	Handle, Cash Box, White Plastic	A5CEAU010	Cable, Audio Stereo 3.5mm
W5TM4000	T-Mold,7/8""Black	A5CORD1	Cord,Power,10'
A5LV10000	Levelers, C4 Hoops Cabinet	A5CORD5-A	Cord, Ac Computer Cord
A5PL8600	Plug, Plastic Round Plug 1-3/8" Dia	A5CORD23	Cord,10' Usb,A Male To A Female
AASW200	Low Ticket Switch	A5CORD36	Cord, 8' Hdmi To Hdmi
A5FC0080	Ferrite, Suppressor	A5CORD37	Cord, 15' Male To Female Hdmi
A5SP10000	Spring, Extension, 7/16 X 2-3/4	A5CE6601	Cable,Usb,6',Extension,Blk
A5HKS020	S Hooks	A5CBL5900	Cable, Usb, Male A To Male Micro
A5BOEY010	Eye Hook Bolts	AACE1710	Cable, Door Ground
A5SREX050	Spring,6",3/8"Od,.041"	AACE1715	Cable Assy, Ground Strap
A5LK2001	Lock, Cash Box, A05/E00 Key Code	A5CE2300	Cable, Audio Isolator
A5LK5002	Lock, 7/8", H95 Key Code	AACE10000	Cable Assy, Hoop Addressable Power
A5MO5154	Motor,Arm,10 Rpm	AACE10001	Cable Assy, Marquee Lights Power
AABR10000	Ball Release Assembly	AACE10002	Cable Assy, Marquee Speaker Jumper
AABK1013	Bracket, Pushbutton/Counters	AACE10003	Cable Assy, Speaker Jumpers
A5BK9999	Bracket, Power Supply Mounting	AACE10004	Cable Assy, Marquee Power To Back, after Oct. 22
A5HO1003	Holder, For Light Bars	AACE10004-2	Cable Assy, Marquee Power To Back, before Oct. 22
W5HG1025	Hinge,16",Double Bend	AACE10005	Cable Assy, Back Stick Light Power, Optional
W5HG1030	Hinge,23",Single Bend	AACE10006	Cable Assy, Panel Stick Light Power
W5HG1040	Hinge,8-3/8"Single Bend	AACE10007	Cable Assy, Red Lgt Powr From Panel
W5HG1065	Hinge,5-75,Single Bend	AACE10008	Cable Assy, Right Side Rail Rgb Lgt
W5KE5000	Keeper, Lock	AACE10009	Cable Assy, Left Side Rail Rgb Lgt
A5PL4200	Plate, Up Stacker	AACE10010	Cable Assy, Yell Lgt Power From Panel
A5PL8900	Plate, Blanking, Bill Validator	AACE10056	Cable Assy, Menu/Counters
A5ME1727	Metal Motor Bracket	AACE10012	Cable Assy, Motor Sensor Cable
A5ME4179	Metal, Tkt Tray Brkt	AACE10013	Cable Assy, Motor Sensor Cable
A5ME10000	Metal, Front Assembly Posts	AACE10014	Cable Assy, Right Coin Door/Tick Disp
A5ME10001	Metal, Top Lock Bracket	AACE10015	Cable Assy, Left Coin Door/Tick Disp
A5ME10003	Metal, Front Guard	AACE10016	Cable Assy, Right DbA
A5ME10004	Metal, Light Bracket	AACE10017	Cable Assy, Left DbA
A5ME10005	Metal, Marquee Trim	AACE10018	Cable Assy, Marq Spkr Wires
A5ME10006	Metal, Marquee Mount Bracket	AACE10019	Cable Assy, Pwr To Control Bd
A5ME10007	Metal, Front Assembly Side Rail	AACE10020	Cable Assy, Cntr Split To Control Bd
A5ME10008	Metal, Center Side Guard	AACE10021	Cable Assy, Control Bd Power
A5ME10009	Metal, Back Side Guard	AACE10022	Cable Assy, Panel Light From Control
A5ME10010	Metal, Bottom Side Connector	AACE10023	Cable Assy, Center Panel Light Split
A5ME10011	Metal, Top Side Connector	AACE10024	Cable Assy, Center Split To Panel Lgt
A5ME10012	Metal, Middle Back Connector	AACE10025	Cable Assy, Line Filtr From Power Box
A5ME10013	Metal, Top Side Rail	AACE10026	Cable Assy, Line Filter Center Conn
A5ME10014	Metal, Top Back Bracket	AACE10027	Cable Assy, Line Filter To P Strip
A5ME10015	Metal, Lift Gate Assembly	AACE10028	Cable Assy, Hoop Sensors
A5ME10016	Metal, Right Coin Guide	AACE10029	Cable Assy, Ps To Main Board Ground
A5ME10017	Metal, Left Coin Guide	AACE10030	Cable Assy, Right Coin Door Ground
A5ME10018	Metal, Cage Panel Bracket	AACE10031	Cable Assy, Left Coin Door Ground
		AACE10032	Cable Assy, Post Ground

# PARTS LIST

PART #	DESCRIPTION	PART #	DESCRIPTION
AACE10033	Cable Assy, Marquee Connect 4 Sign	A5DE10013	Decal, Mech Door Right, Yellow
AACE10035	Cable Assy, Mar. Yell & Red Checker	A5DE10014	Decal, Platform Left, Red
AACE10036	Cable Assy, Red Player Panel Light	A5DE10015	Decal, Platform Right, Yellow
AACE10037	Cable Assy, Yell Player Panel Light	A5DE10017	Decal, Front Led Cover
AACE10038	Cable Assy,Cb9600 To Pwr Distribution	A5VF4604	Vacuum Form, Cup Holder,C4
AACE10039	Cable Assy, Pwr Distribution To Brd	A5VF10000	Vac. Form, Dist Printed Red Checker
AACE10040	Cable Assy, Small Panel Stick Light	A5VF10001	Vac Form Dist Printed Yellow Checker
AACE10041	Cable Assy, Underside Panel Stick Lgt	A5PR10000	Projector, Casio Xj-V110w
AACE10042	Cable Assy, Top Of Back Cab Stick Lgt	A5FI9010	Filter, F1700ca06, Inline
AACE10043	Cable Assy, Top Of Back Cab Stick Lgt	AACO1020	Counter Assy
AACE10044	Cable Assy, Marquee Sign Hoops Light	AACE8811	Speaker
AACE10045	Cable Assy, Marquee Hoops To C4 Jumper	A5TD1	Ticket Dispenser, Entropy
AACE10046	Cable Assy, Left Tick Dispens Grnd	A5PS1013	Power Supply, Evga 500
AACE10047	Cable Assy, Right Tick Dispens Grnd	AACB5156	Power Distribution Board
AACE10048	Cable Assy, Panel Speaker Wires,C4h	A5CB5190A	Ball Gate Motor Sensor Board
AACE10049	Cable Assy, Small Marquee Stick Lights	A5CB9600	Audio Amplifier Board
AACE10050	Cable Assy, Power To Marquee Stick Lights	AACB9604	Board, Door Interface
AACE10051	Cable Assy, Power To Marquee Sign Lights	AACB10000	C4 Hoops Controller Board
AACE10052	Cable Assy, Right Back Post Ground	A5CB10001	Hoop Sensor
AACE10053	Cable Assy, Left Front Post Ground	AACB10003	Light String Under Hoops
AACE10054	Cable Assy, Left Back Post Ground	AAMB10E-	Mother Board,Qc5000-Itx/Ph W/Hard Drive
AACE10055	Cable Assy, Right Front Post Ground	AAMB11-HD	Motherboard, Alternative, MB11
AACE10059	Cable across top of game, After Oct. 22		
AACE1860	Cable Assy, Evolve, Ticket Extension		
AAPB2700	Push Button Assembly		
A5CBL4A-DOOR	Cable, Double Coin Door		
A5OU1000	Outlet,Strip,Six,15amp,125v		
A5DE0042	Decal, Menu/Vol		
A5DE10000	Decal, Top Back		
A5DE10001	Decal, Backboard Plexi		
A5DE10002	Decal, Speaker Panel Plexi		
A5DE10003	Decal, Cabinet Front		
A5DE10004	Decal, Left Ticket Door Decal		
A5DE10005	Decal, Right Ticket Door Decal		
A5DE10006	Decal, Cash Box Door Decal		
A5DE10007	Decal, Marquee Logo		
A5DE10007-1A	Decal, Marquee Center Top		
A5DE10007-1B	Decal, Marquee Center Bottom		
A5DE10007-2	Decal, Marquee Bg Left&Right		
A5DE10007-4	Decal, Marquee Side		
A5DE10008-1	Decal, Cab Side Top Back Left		
A5DE10008-2	Decal, Cab Side Top Front Left		
A5DE10009-1	Decal, Cab Side Top Back Right		
A5DE10009-2	Decal, Cab Side Top Front Left		
A5DE10010	Decal, Cab Side Bottom Left		
A5DE10011	Decal, Cab Side Bottom Right		
A5DE10012	Decal, Mech Door Left, Red		

# PARTS PICTURES



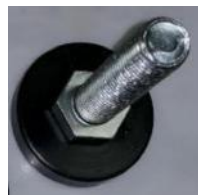
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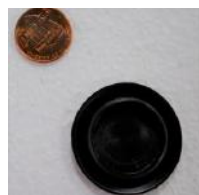
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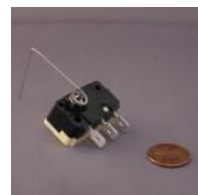
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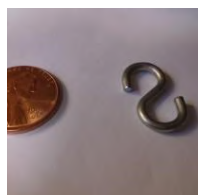
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AASW200



A5FC0080



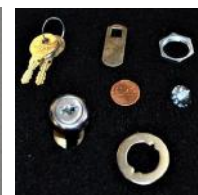
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A5SREX050



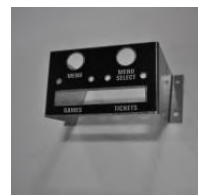
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A5LK5002



A5MO5154



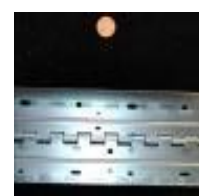
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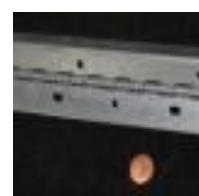
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A5HO1003



W5HG1025



W5HG1030



W5HG1040



W5HG1065



W5KE5000



A5PL4200



A5PL8900



A5ME1727



A5ME4179



A5ME10001



A5CEAU010



A5CORD1



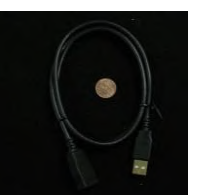
A5CORD5-A



A5CORD23



A5CORD36



A5CE6601



A5CBL5900



AACE1710



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AACE10001



AACE10002



AACE10003



AACE10004



AACE10005



AACE10006



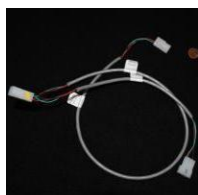
AACE10007



AACE10008



AACE10009



AACE10010



AACE10056



AACE10012



AACE10013



# PARTS PICTURES



AACE10014



AACE10015



AACE10016



AACE10017



AACE10018



AACE10019



AACE10020



AACE10021



AACE10022



AACE10023



AACE10024



AACE10025



AACE10026



AACE10027



AACE10028



AACE10029



AACE10030



AACE10031



AACE10032



AACE10033



AACE10035



AACE10036



AACE10037



AACE10038



AACE10039



AACE10040



AACE10041



AACE10042



AACE10043



AACE10044



A5DE0042



A5DE10000



A5DE10001



A5DE10002



A5DE10018

# PARTS PICTURES



A5DE10007-1B



A5DE10007-2



A5DE10007-4



A5DE10008-1



A5DE10008-2



A5DE10009-1



A5DE10009-2



A5DE10010



A5DE10011



A5DE10012



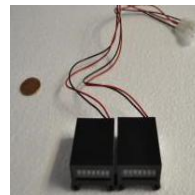
A5DE10013



A5DE10014



A5DE10015



A5VF10000



A5PS1013



AACB9604



A5DE10021



A5DE10007-1A



AAMB11-HD



# DECAL DIAGRAM

## CONNECT 4 HOOPS DECAL DIAGRAM





# 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


# 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](mailto:service@baytekent.com)

# Connect 4 Hoops Shipping Checklist

## Game Serial # \_\_\_\_\_

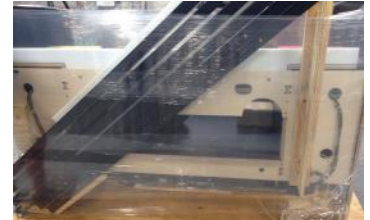


The game will arrive on 4 pallets. Please inspect the pallets for shipping damage and report immediately to the freight company if any damage found.

Each pallet will contain the following items:

### Console Pallet:

- ☐ 6 Inflated basketballs in a bag (part # A5BA8300)
- ☐ 4 poles bolted to back of cabinet
  - Back Right Pole (part # AAME10000-1)
  - Back Left Pole (part # AAME10000-2)
  - Front Right Pole (part # AAME10000-3)
  - Front Left Pole (part # AAME10000-4)
- ☐ 2 long roof side rails screwed to the game (part # A5ME10013)
- ☐ Large marquee sitting on top of the platform (part # AAMA10001)
- ☐ Hardware kit inside the left side, red door (part # A5KIT-HOOPS)



### Middle Pallet:

- ☐ Clear acrylic ball guard (part # WACA10091)
- ☐ 3 of top of game roof boards (part # WACA10100)
- ☐ 1 left small upper side boards (part # AASI10003)
- ☐ 1 right small upper side boards (part # AASI10002)
- ☐ 1 left large upper side boards (part # AASI10001)
- ☐ 1 right large upper side boards (part # AASI10000)
- ☐ Small Box:
  - Smaller marquee (part # AAMA10000)
- ☐ 4 of bottom side connector plates (part # A5ME10010) wrapped together
- ☐ 4 of top side connector plates (part # A5ME10011)
- ☐ 2 of middle back connector plates (part #



} Wrapped together

A5ME10012)



### Upper Back Pallet:

No extra parts on pallet

### Lower Back Pallet:

2 cages with brackets attached wrapped to the game (part # AAME10019)

☐

Inspected By: \_\_\_\_\_

Inspected Date: \_\_\_\_\_

Please email this form to [parts@baytekgames.com](mailto:parts@baytekgames.com) if any discrepancies found.