

SERVICE MANUAL

BAY★TEK
entertainment



PLACE SERIAL NUMBER LABEL HERE

FACTORY CONTACT INFORMATION



BAY TEK ENTERTAINMENT

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TABLE OF CONTENTS

FACTORY CONTACT INFORMATION	2
TABLE OF CONTENTS.....	3
WELCOME TO PERFECT PUMP	4
SAFETY PRECAUTIONS	5
GAME SPECIFICATIONS	6
GAME SET UP	7 - 12
CARD SWIPE SYSTEM INSTALLATION	13
HOW TO PLAY	14
MAIN MENU FUNCTIONS	15 - 23
TROUBLESHOOTING GUIDE	24 - 28
CIRCUIT BOARD PINOUT	29
WIRING DIAGRAMS	30 - 34
POWER SUPPLY DIAGNOSTICS	35
HOW TO INSTALL THE GAME DIVIDER.....	36 - 38
HOW TO REPLACE MOTOR	39
HOW TO REPLACE PUMP SWITCH	40 - 41
HOW TO REPLACE BUTTONS	42
DIPSWITCH SETTINGS	43
GAME ART DIAGRAM	44
PARTS PICTURES	45 - 46
PARTS LIST	47 - 48
MAINTENANCE LOG	49
TECHNICAL SUPPORT	50
WARRANTY	50

WELCOME TO PERFECT PUMP

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

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

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

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

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

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

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

CAUTION

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

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

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

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

GAME SPECIFICATIONS

WEIGHT

NET WEIGHT	675 lbs.	306 kg
SHIP WEIGHT	737 lbs.	334 kg

GAME DIMENSIONS

WIDTH	80 inches	203 cm
DEPTH	35 inches	89 cm
HEIGHT	102 inches	259 cm

OPERATING TEMPERATURE

FAHRENHEIT	45 - 80 F
CELSIUS	7.2 - 26.7 C

SHIPPING DIMENSIONS

PALLET	84"L x 38"W x 88"H 737 lbs. class 250
--------	--

POWER REQUIREMENTS

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

MAX OPERATING CURRENT

3.2 Amps @ 115 VAC / 1.6 Amps @ 230 VAC



PERFECT PUMP GAME SETUP

Welcome to the set up guide for the Perfect Pump game.

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

Important:

Portions of this game are heavy, bulky and large.

Assembly requires 2-3 people to lift heavy components, and ladders that are tall and strong enough to position components to the top of the game.

TOOLS NEEDED:

PH2 size Phillips head bit/screwdriver

7/16" wrench/socket

Knife/scissors/snips

T30 Torx Bit



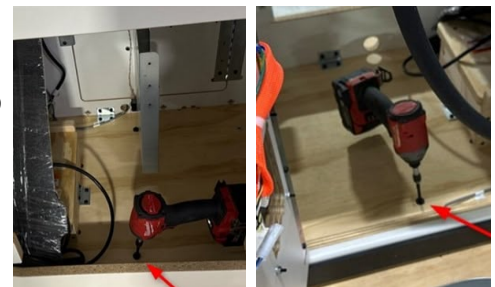
Instructions:

After removing the shrink wrap and the plastic bag from the game, use a #3 Phillips bit to remove the back door at the bottom of the cabinet. Save the hardware to reinstall the door later.



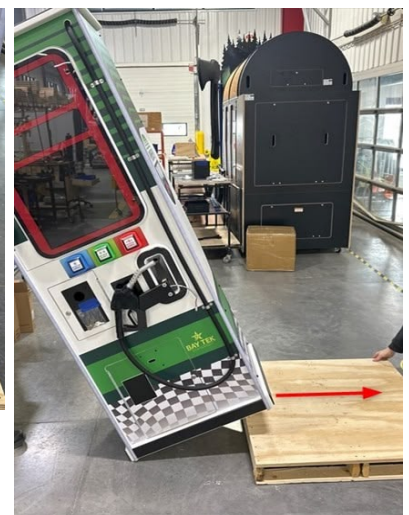
Locate the H95 key from the key bag taped to the front door, and open the bottom front door.

Using a T-30 bit remove the lag bolts keeping the game secured to the pallet.



Before removing the game from the pallet, close and lock the front door.

With two people, carefully remove the game from the pallet.



PERFECT PUMP GAME SETUP

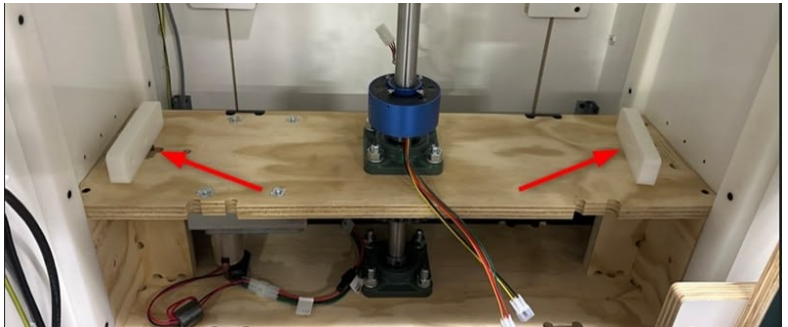
Open monitor door by removing screws with a #3 Phillips bit.



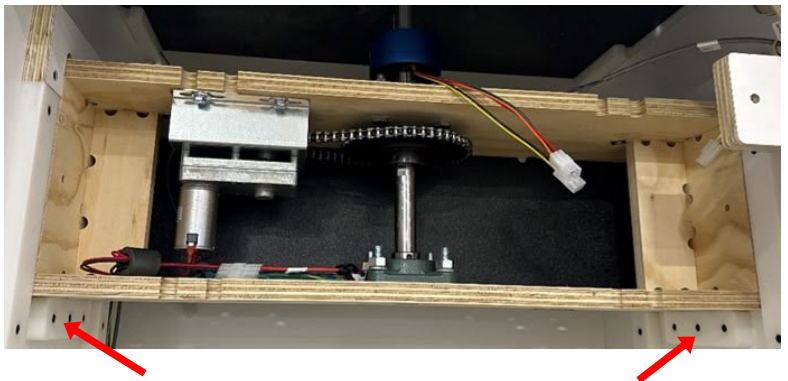
Loosen the set screw on the shaft collar under the marquee with a 5/32" Allen Wrench.



Using a #2 Square bit, remove these two white blocks from above the marquee motor box.

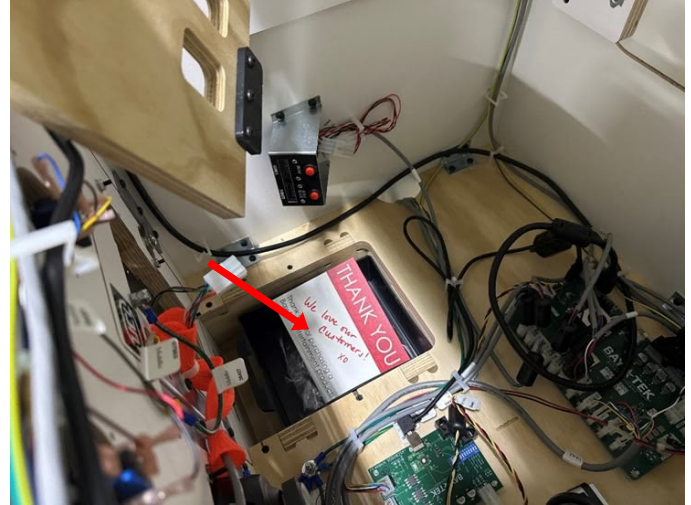


The motor box is now able to slide up to the top of the cabinet. With the motor box pushed up as high as possible, reinstall the white blocks under the motor box to keep it in place.



PERFECT PUMP GAME SETUP

Located within the upper compartment of the cabinet is a depressed panel that serves as the game's cash box. Locate the E02 key from the bag of keys to open the cash box and retrieve the hardware kit.



From the hardware kit locate 4 of each of these pieces:
A5BOCG110, A5NULO050, and A5WAFL060.



A5BOCG110

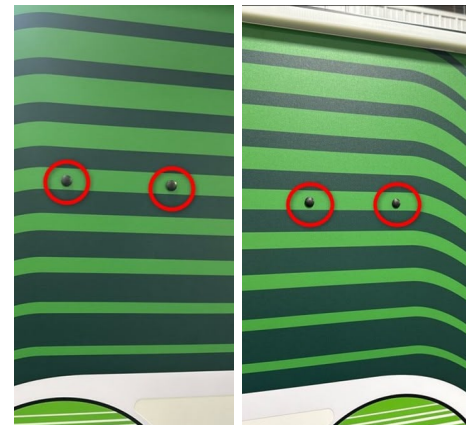


A5WAFL060

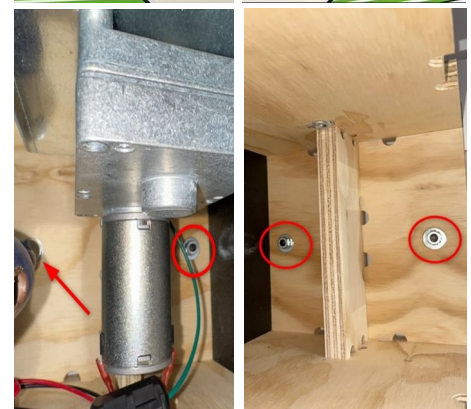


A5NULO050

On both sides of the cabinet, fit the black bolts into the holes located in line with motor box you just raised.

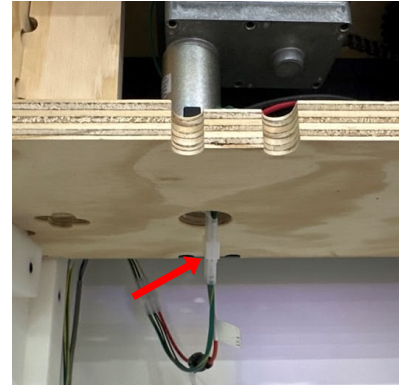


Within the motor box the bolts should have come through to secure it in place. Slip washers onto each of the black bolts and secure everything with a **7/16" Nut Driver**

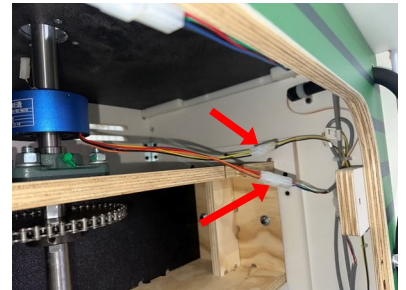


PERFECT PUMP GAME SETUP

Route the wire of the motor through the hole cut out below it and connect it with the cable labeled 26415.



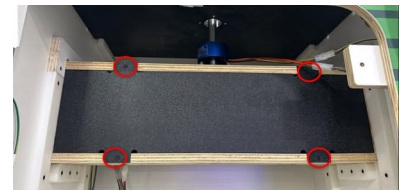
Plug the cables coming from the bottom of the blue slewing ring into cables 26416 & 26987



From the hardware kit, locate four (4) black wood screws (A5SCFH040) and the chain guard piece located in the bottom portion of the cabinet.



Secure the chain guard to the motor box. The guard will have four tabs with holes that allow for the guard to be secured to the wood.



With the motor box raised to the top of the cabinet, the motor shaft should be coming through the top of the game cabinet. Seat the Perfect Pump marquee sign atop the motor shaft.

Use a **5/32" Allen Wrench** to secure the shaft collar.



Route the marquee wires into the cabinet next to the metal shaft.



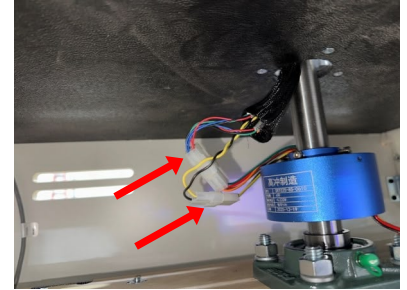
Locate a black zip tie from the hardware kit and secure the cable to the shaft. **Do not overtighten the zip tie.**

Use a pair of snips to cut off the excess end of the zip tie.



PERFECT PUMP GAME SETUP

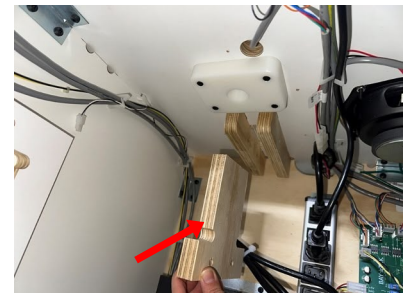
Plug the cables from the marquee into the cables coming out of the top of the blue slewing ring.



Using a **#2 Square Bit**, remove the pump assembly from the shipping block installed into base of the handle.



With the handle removed, the shipping block can be removed from the cabinet.



With the shipping block removed the pump handle can be installed into the cut outs.



Locate two (2) of each of these pieces from the hardware kit:
Lock Nuts (A5NULO050), Washers (A5WAFL060), and Hex Head Bolts (A5SCHX015)



A5WAFL060



A5NULO050

Thread the bolts through the wooden braces and secure the handle in place using **two (2) 7/16" Wrenches**.

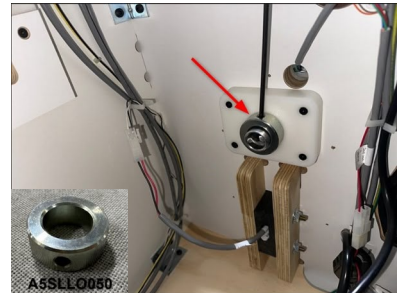


PERFECT PUMP GAME SETUP

Connect the cable coming from the handle (26672) into the cable labeled 26406 located in the corner of the cabinet.



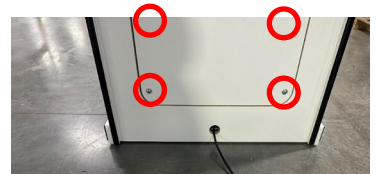
Install a shaft collar from the hardware kit over the pump nozzle. Tighten the set screw with a **5/32 Allen Wrench**.



Route the power cable from the bottom of the cabinet out of the hole cut into the bottom of the game.



Reinstall the back door with the hardware that had been removed earlier.



Turn on the power strip in the upper half of the cabinet to power on the game.



Close the front door and use the bolts that were removed earlier to seal up the cabinet.



The game is now ready to play.

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

CARD SWIPE SYSTEM INSTALLATION

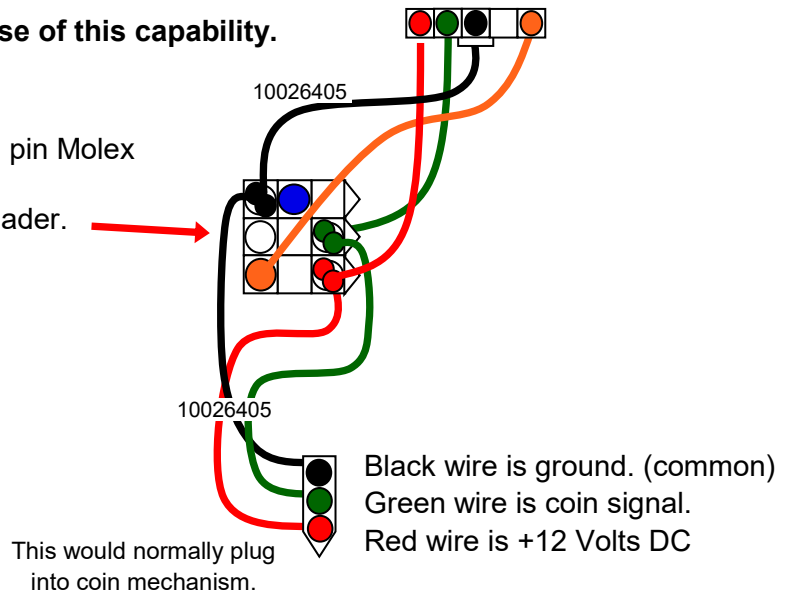
The Perfect Pump game is pre-wired with a UCL (Universal Card Link) connector to accept Card Swipe systems from many different manufactures.

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

Option #1:

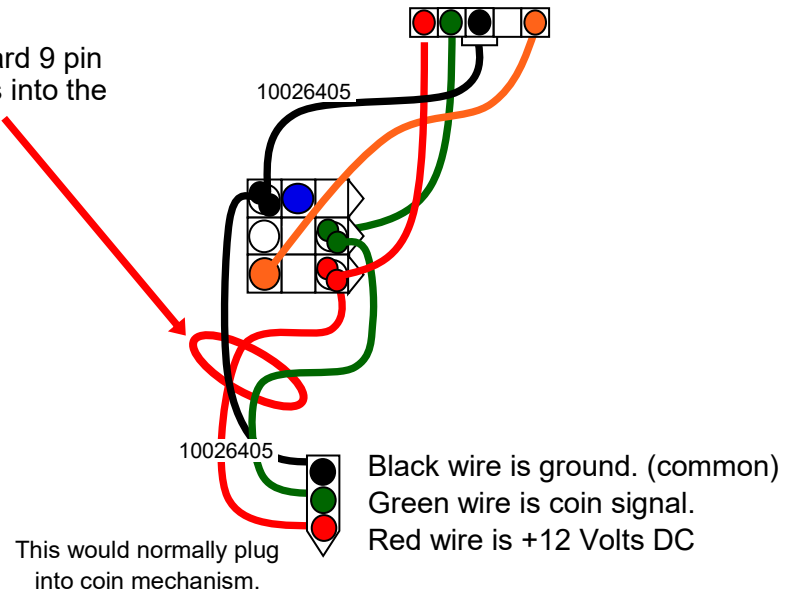
Card swipe systems may come with a standard 9 pin Molex connector. This is the UCL connector.

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 10026405 harness.



Notes:

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

Menu Changes

Enter menu, Go to "Game Settings" Menu

Set "Game Mode/ Payment" to desired option

Go to "Payout Settings" Menu

Change "Credits" to 1

Change "Swipe Prompt" to "Enabled"

HOW TO PLAY

This everyday gas station challenge now comes to life in the arcade!

In Perfect Pump, players grab the gas handle and try to match the Target Sale exactly as the digital readout climbs. Go over or under and you'll still earn tickets, but if you release the pump at just the right time, you'll win the Perfect Pump Bonus.

Adding even more excitement, Perfect Pump features the Standard, Mid-Grade, and Premium play modes, which allows players to choose their payout level.

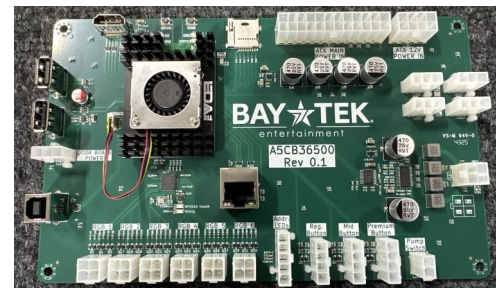
The higher the grade, the better the chance to increase your winnings!

With its fast, intuitive, and highly repeatable gameplay, Perfect Pump is addictively fun for players of all ages.

For operators, it's the ultimate small-footprint game, just 31" wide, making the 1-player version a perfect end-cap placement that delivers big earning potential.

Easy to understand, quick to play, and endlessly replayable, Perfect Pump is a consistent revenue driver for any arcade floor.

The main controller board works with the door board to take input signals from coin door and mechanical switch in the gas pump handle to stop the gas pump when the player releases the handle.



MAIN MENU FUNCTIONS

The Menu and Menu Select buttons are located along the left wall inside the 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.



Volume
Payout
Gameplay
Advanced
Diagnostics
Statistics

MAIN MENU	
VOLUME	Press the Menu Select button to enter the Menu
PAYOUT	Press the Menu Select button to enter the Payout Settings Menu
GAMEPLAY	Press the Menu Select button to enter the Gameplay Menu
ADVANCED	Press the Menu Select button to enter the Advanced Settings Menu
DIAGNOSTIICS	Press Menu Select button 3 times to enter the Diagnostics Menu
STATISTICS	Press the Menu Select button to enter the Statistics Menu
BACK	Press the Menu Select button to exit menu.

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

Software Version: 1.1.2
Door Board Version: 1.7

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

Door: **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.

Attract Time	3m
Attract Volume	6
Game Volume	7
Bonus Volume	9
Mute	Off

Attract Time

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

The amount of time in minutes between playing of the audio clips while game is not being played.

Disabled means that the game will not play audio clips when it is not played.

Attract Volume

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.

Game Volume

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

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

Bonus Volume

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

Sets the game’s volume when the Bonus is achieved. “0” means the volume is off.

Mute

Off	On
-----	----

If set to ON, there will be no sound from 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.

Fixed Tickets	Disabled	Grade 3 Bonus Multi	3.00
Credits	1	Grade 3 Bucket Multi	3.00
Bucket 1 Tickets	75	Input Type	Swipe
Bucket 1 Tolerance	0.05	Output Type	Tickets
Bucket 2 Tickets	50	Progressive Max	1000
Bucket 2 Tolerance	0.10	Progressive Start	500
Bucket 3 Tickets	25	Progressive Step	5
Bucket 3 Tolerance	0.25	Synced Progressive	Enabled
Grade 2 Bonus Multi	2.00	Mercy Tickets	2
Grade 2 Bucket Multi	2.00		

Fixed Tickets

Disabled	1	2	3	4	5	6	...	48	49	50
----------	---	---	---	---	---	---	-----	----	----	----

If enabled, all plays will result in the set ticket value.

Credits

Free Play	1	2	3	4	...	18	19	20
-----------	---	---	---	---	-----	----	----	----

Sets the amount of credit pulses needed to start a game.

“0” will be free play.

Bucket 1 Tickets

20	25	30	...	70	75	80	...	245	250
----	----	----	-----	----	----	----	-----	-----	-----

Sets the amount of tickets the winner will receive if within the price tolerance below.

Bucket 1 refers to the highest winning amount other than the bonus.

The tolerance sets the range for this to be awarded.



Bucket 1 Tolerance

0	.01	.02	.03	.04	.05	.06	...	.49	.50
---	-----	-----	-----	-----	-----	-----	-----	-----	-----

The tolerance is amount of price in cents that the player would need to be within the target to win the ticket amount.

Bucket 2 Tickets

0	5	10	...	45	50	55	...	145	150
---	---	----	-----	----	----	----	-----	-----	-----

Sets the amount of tickets the winner will receive if within the price tolerance below.

Bucket 2 refers to the middle winning amount other than the bonus.

The tolerance sets the range for this to be awarded.



Bucket 2 Tolerance

0	.01	.02	...	.09	.10	.11	...	.70	.75
---	-----	-----	-----	-----	-----	-----	-----	-----	-----

The tolerance is amount of price in cents that the player would need to be within the target to win the ticket amount.

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.

Fixed Tickets	Disabled	Grade 3 Bonus Multi	3.00
Credits	1	Grade 3 Bucket Multi	3.00
Bucket 1 Tickets	75	Input Type	Swipe
Bucket 1 Tolerance	0.05	Output Type	Tickets
Bucket 2 Tickets	50	Progressive Max	1000
Bucket 2 Tolerance	0.10	Progressive Start	500
Bucket 3 Tickets	25	Progressive Step	5
Bucket 3 Tolerance	0.25	Synced Progressive	Enabled
Grade 2 Bonus Multi	2.00	Mercy Tickets	2
Grade 2 Bucket Multi	2.00		

Bucket 3 Tickets

0	5	10	15	20	25	30	...	145	150
---	---	----	----	----	----	----	-----	-----	-----

Sets the amount of tickets the winner will receive if within the price tolerance below.

Bucket 3 refers to the lowest winning amount other than the bonus. The tolerance sets the range for this to be awarded.

Bucket 3 Tolerance

0	.05	.10	.15	.20	.25	.30	...	.95	1
---	-----	-----	-----	-----	-----	-----	-----	-----	---

The tolerance is amount of price in cents that the player would need to be within the target to win the ticket amount.

ALL VALUES	WITHIN \$0.25	WITHIN \$0.10	WITHIN \$0.05	OVER \$0.01 OR MORE
5 TICKETS	25 TICKETS	50 TICKETS	75 TICKETS	5 TICKETS

Grade 2 Bonus Multiplier

1.0	1.1	1.2	...	1.9	2.0	2.1		4.9	5.0
-----	-----	-----	-----	-----	-----	-----	------	-----	-----

Multiplies the amount of tickets for the bonus when 2 credits are inserted to play “Mid Grade” level.

Grade 2 Bucket Multiplier

1.0	1.1	1.2	...	1.9	2.0	2.1		4.9	5.0
-----	-----	-----	-----	-----	-----	-----	------	-----	-----

Multiplies the amount of tickets for the buckets when 2 credits are inserted to play “Mid Grade” level.

Grade 3 Bonus Multiplier

1.0	1.1	1.2	...	2.9	3.0	3.1		9.9	10
-----	-----	-----	-----	-----	-----	-----	------	-----	----

Multiplies the amount of tickets for the bonus when 3 credits are inserted to play “Premium” level.

Grade 2 Bucket Multiplier

1.0	1.1	1.2	...	2.9	3.0	3.1		9.9	10
-----	-----	-----	-----	-----	-----	-----	------	-----	----

Multiplies the amount of tickets for the buckets when 3 credits are inserted to play “Premium” level.

PAYOUT SETTINGS (CONT)

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.

Fixed Tickets	Disabled	Grade 3 Bonus Multi	3.00
Credits	1	Grade 3 Bucket Multi	3.00
Bucket 1 Tickets	75	Input Type	Swipe
Bucket 1 Tolerance	0.05	Output Type	Tickets
Bucket 2 Tickets	50	Progressive Max	1000
Bucket 2 Tolerance	0.10	Progressive Start	500
Bucket 3 Tickets	25	Progressive Step	5
Bucket 3 Tolerance	0.25	Synced Progressive	Enabled
Grade 2 Bonus Multi	2.00	Mercy Tickets	2
Grade 2 Bucket Multi	2.00		

Input Type

Swipe Tap Coin

The type of credit input to be displayed on the screen.

Output Type

Tickets Points

The redemption type to be displayed on the screen.

Progressive Max

100 200 300 400 500 600 700 800 900 1000 1100 1200 ... 1800 1900 2000

Sets the highest value of tickets that the bonus will increment to if using the Progressive Bonus.

Progressive Start

100 150 ... 450 500 550 ... 950 1000

The starting value after the bonus is won or reset.

Progressive Step

0 1 2 3 4 5 6 7 8 9 10

Sets the amount of tickets the bonus will increase per game.

“0” means that the bonus will not increment, but stay at the same value.

Synced Progressive

Enabled Disabled

If Enabled, all bonus values will increment for each game played.

If Disabled, only the grade played will have the bonus increment.

Mercy Tickets

0 1 2 3 ... 9 10 15 ... 45 50

The amount of tickets paid out if the player lands outside of the buckets.

GAMEPLAY 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.

Gameplay Mode	Upgrade
Allow Overflow	On
Target Sale Minimum	8
Target Sale Maximum	12
Fill Speed Minimum	0.60
Fill Speed Maximum	1.00
Fill Speed Step	0.01
Timeout Length	60
Currency Symbol	\$

Gameplay Mode

UPGRADE

DIFFICULTY

Upgrade: Multiple credits are required to access the higher grade bonuses.

Difficulty: Allows the player to choose a grade with a single credit.

Allow Overflow

ON

OFF

“On” means the player can be within the target sale amount to win.

“Off” means any value above the target will result in mercy tickets.

Note: Set Allow Overflow to "Off" when operating in Difficulty Game Play Mode

Target Sale Minimum

5	6	7	8	...	19	20
---	---	---	---	-----	----	----

The lowest random value for the target sale amount.

Target Sale Maximum

5	6	7	...	11	12	...	19	20
---	---	---	-----	----	----	-----	----	----

The highest random value for the target sale amount.

Fill Speed Minimum

.20	.40	.60	.80	...	6.80	7.00
-----	-----	-----	-----	-----	------	------

The slowest possible fill speed.

Fill Speed Maximum

1.00	1.20	1.40	1.60	...	6.80	7.00
------	------	------	------	-----	------	------

The starting fill speed after a bonus win or reset.

Fill Speed Step

.01	.02	.03	.04	.05	.06	.07	...	.48	.49	.50
-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

The interval at which the fill speed decreases after each non-bonus play.

Only shown when Gameplay Mode is set to “Upgrade”

Timeout Length

0	60	120	180	240	300
---	----	-----	-----	-----	-----

Amount of time in seconds that the game will last after coin up and mercy tickets are paid. “0” means that the game will never end.

Currency Symbol

\$	€	£	¥	₹
----	---	---	---	---

Choose from different world currencies: Dollar, Euro, Pound, Yen, Rupee

ADVANCED 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.

Easy Speed	0.30
Medium Speed	1.00
Hard Speed	6.00
Easy Target Minimum	3
Easy Target Maximum	5
Medium Target Minimum	8
Medium Target Maximum	12
Hard Target Minimum	30
Hard Target Maximum	40

Easy Speed

.10	.20	.30	...	.90	1.00	1.10	...	2.90	3.00
-----	-----	-----	-----	-----	------	------	-----	------	------

Fill speed per second in “Regular” difficulty mode.

Medium Speed

.10	.20	.30	...	.90	1.00	1.10	...	3.90	4.00
-----	-----	-----	-----	-----	------	------	-----	------	------

Fill speed per second in “Mid Grade” difficulty mode.

Hard Speed

.10	.20	.30	...	2.90	6.00	6.10	...	69.90	10.00
-----	-----	-----	-----	------	------	------	-----	-------	-------

Fill speed per second in “Premium” difficulty mode.

Easy Target Minimum

3	4	5	6	7	...	17	18	19	20
---	---	---	---	---	-----	----	----	----	----

The minimum random value for target sale in “Regular” difficulty mode.

Easy Target Maximum

5	6	7	8	9	...	27	28	29	30
---	---	---	---	---	-----	----	----	----	----

The maximum random value for target sale in “Regular” difficulty mode.

Medium Target Minimum

3	4	5	6	7	8	...	28	29	30
---	---	---	---	---	---	-----	----	----	----

The minimum random value for target sale in “Mid Grade” difficulty mode.

Medium Target Maximum

5	6	7	...	11	12	13	...	39	40
---	---	---	-----	----	----	----	-----	----	----

The maximum random value for target sale in “Mid Grade” difficulty mode.

Hard Target Minimum

3	4	5	...	29	30	31	...	39	40
---	---	---	-----	----	----	----	-----	----	----

The minimum random value for target sale in “Premium” difficulty mode.

Hard Target Maximum

5	6	7	...	39	40	41	...	49	50
---	---	---	-----	----	----	----	-----	----	----

The maximum random value for target sale in “Premium” difficulty mode.

DIAGNOSTIC MENU

Indications will show when buttons are pressed.

Clear Credits & Tickets: Press Menu Select to clear all accumulated credits and tickets on the game.

Reset Progressive: Press Menu Select to reset all bonus values to default values selected in menu.

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

Dispense Ticket: Press Menu Select to dispense 1 ticket from ticket dispenser.

Toggle Lights: Press Menu Select to turn lights on and off.

Back: Press Menu Select to return to the main menu.

IO

Play Button: ☐
Button 1: ☐
Button 2: ☐
Button 3: ☐
Progressive: 500

Doorboard

Doorboard Version: 1.7
Credits: 0
Tickets: 0
Low Tickets: True

Clear Credits & Tickets
Reset Progressive
Reset Settings to Default
Dispense Ticket
Toggle Lights

Back

TICKET AVERAGE TABLE

Assumes Ticket Value of .01

Avg Tickets Per Game	5-10	10-25	25-40	40-60	50-70	60-80	80-100	100-130	130-160	160-200
Price Per Play	\$ 0.25	\$ 0.50	\$ 1.00	\$ 1.50	\$ 2.00	\$ 2.50	\$ 3.00	\$ 4.00	\$ 5.00	\$ 6.00
Smallest Ticket Value	5	5	10	15	20	20	25	30	35	40
Difference 1	\$ 0.05	\$ 0.05	\$ 0.05	\$ 0.05	\$ 0.05	\$ 0.05	\$ 0.05	\$ 0.05	\$ 0.05	\$ 0.05
Tickets Bucket #1	10	10	50	75	100	125	150	200	250	300
Difference 2	\$ 0.10	\$ 0.10	\$ 0.10	\$ 0.10	\$ 0.10	\$ 0.10	\$ 0.10	\$ 0.10	\$ 0.10	\$ 0.10
Tickets 2	10	15	35	50	75	85	100	135	165	200
Difference 3	\$ 0.25	\$ 0.25	\$ 0.25	\$ 0.25	\$ 0.25	\$ 0.25	\$ 0.25	\$ 0.25	\$ 0.25	\$ 0.25
Tickets 3	5	10	15	25	30	40	50	65	85	100
Bonus Start Value	85	165	330	500	750	830	1000	1300	1650	2000

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.

Total Games: Total number of games played on machine.

Grade 1 Wins: Total number of bonus wins at “Regular” grade.

Grade 2 Wins: Total number of bonus wins at “Mid Grade” grade.

Grade 3 Wins: Total number of bonus wins at “Premium” grade.

Average Tickets: Average number of tickets per game.

Bucket 1 Wins: Total number of plays ending in the highest winning amount other than bonus.

Bucket 2 Wins: Total number of plays ending in the 2nd highest winning amount other than bonus.

Bucket 3 Wins: Total number of plays ending in the lowest winning amount other than bonus.

Mercy Wins: Total number of plays ending in the lowest amount.

Bonuses Won: (Bonus Wins): Total number of bonus wins.

Timeouts: Total number of games ending because player does not squeeze handle long enough.

Total Games: 0

Grade 1 Games: 0

Grade 2 Games: 0

Grade 3 Games: 0

Average Tickets: 0.00

Bucket 1 Wins: 0

Bucket 2 Wins: 0

Bucket 3 Wins: 0

Mercy Wins: 0

Bonuses Won: 0

Timeouts: 0

Reset Statistics

RESET STATISTICS

Press the “SELECT” button 3 times to reset statistics.

TROUBLESHOOTING GUIDE

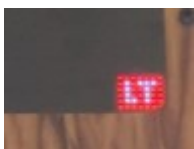
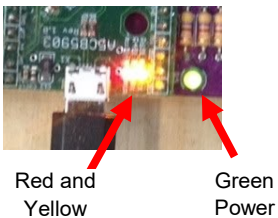
Troubleshooting Strategy

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

Troubleshooting Chart		
Problem	Probable Cause	Remedy
No power to the game No lights on at all. There are 2 power switches in the game. 1.) The rocker switch on the power supply in the game. 2.) The rocker switch on the outlet strip.	Unplugged. Circuit breaker tripped. Wrong power cable to Line Filter Line Filter Faulty. Power strip faulty. Disconnected, loose or broken wires.	Check wall outlet. Reset power strip breaker switch or building circuit breaker. Ensure the correct power cable is plugged into the line filter. One coming from top of game or one coming from bottom of game. 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 # 10026402, 10000502 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. Rocker Switch. Power supply shutting down because of 12 V overload. Faulty power supply. Faulty Control 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 Control Board (10032660)
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. (10026992) Refer to troubleshooting section of dollar bill acceptor manual included with this game or the diagnostics label of the back of the unit.

TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
Game not coining up	Look for communication and power on the Door Board for that station. 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 Door Board. (10028588, 10026405) Check Game Setup Menu. Ensure Credits is set to proper value. Ensure only 5 volts on coin switch green and black wires. Replace Door board if needed. Part # 10024858
No Sound Main Board creates sound.	Game volume/attract volume set to zero. Disconnected, loose or broken wires. Faulty speaker.	Enter Main Menu and verify: Game Volume & Attract Volume is not zero. Refer to wiring diagram. Check connections and reseal audio cable from Main Board to speakers. Cables # 10026404 & 10000856 Replace speaker. 10000856
I/O Aux Board Issue Game does not coin up, and has no other functions. ERR shows in menu.	Green power LED should be flashing. Red LED should be on solid, with yellow LED's randomly blinking. Faulty I/O Aux Board. Ensure Dip is set correctly on Board	If it is off, then check 12 & 5 Volts DC coming into board from Controller Board. Cables 10026403 If not on, then it is not communicating with the motherboard. Check 10025263 USB cable.. Replace if needed. Part # 10024858 Each station needs dipswitches set differently. Refer to Wiring Diagram for details.
Low Tickets indicator on display	Tickets are empty in ticket tray Faulty cable. Disconnected, loose or broken wires. Faulty low ticket switch. Dipswitch on Door Board. Faulty Door Board.	Load tickets into tray. Ensure tickets hold down the micro switch wire. Check connectors from low ticket switch to Door Board. Check for continuity. Part # 10026405 Inspect switch and replace if needed. (10029284) Check dipswitch settings on the Door Board. If the game has a card swipe system, Dipswitch # 5 should be ON. Replace Door Board. Part # 10024858



TROUBLESHOOTING GUIDE

Problem		Probable Cause	Remedy
Tickets do not dispense or Wrong amount dispensed Check for the correct amount of tickets showing on display	Tickets on Display 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 Door 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 Door Board. Check for continuity. 10026405 Ensure issue is not with a card swipe system - Replace Door Board. Part # 10024858
	Tickets on display do match tickets coming out of game	Settings in Menu are incorrect.	Enter Menu and check certain areas: Entertainment Only set 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 Faulty Main Board	Refer to wiring diagram. Check connections & reseal cables from Power Supply to Main Board. Replace Control Board. Part # 10032660	
LED Lights in Gas Hose not Working	Loose or bad connection. Faulty LED	Refer to wiring diagram. Check multiple connections and reseal cables from Control Board to Gas Hose. Cables # 10026418 and 10032690 Replace faulty LED. Part # 10032690	
LED Lights on Roof not Working	Loose or bad connection. Faulty LED	Refer to wiring diagram. Check multiple connections and reseal cables from Control Board to Roof Lights. Cables # 10026987 and 10026392 Replace faulty LED. Part # 10026392	
LED Lights in side T Mold not Working	Loose or bad connection. Faulty LED	Refer to wiring diagram. Check multiple connections and reseal cables from Control Board to side T Mold. Cables # 10026413 and 10026397 Replace faulty LED. Part # 10026397	
LED Lights on Bottom Sides not Working	Loose or bad connection Faulty LED	Refer to wiring diagram. Check multiple connections, reseal cables from Control Board to Bottom Side Lights Cables # 10026411 and 10026187 Replace faulty LED. Part # 10026187	

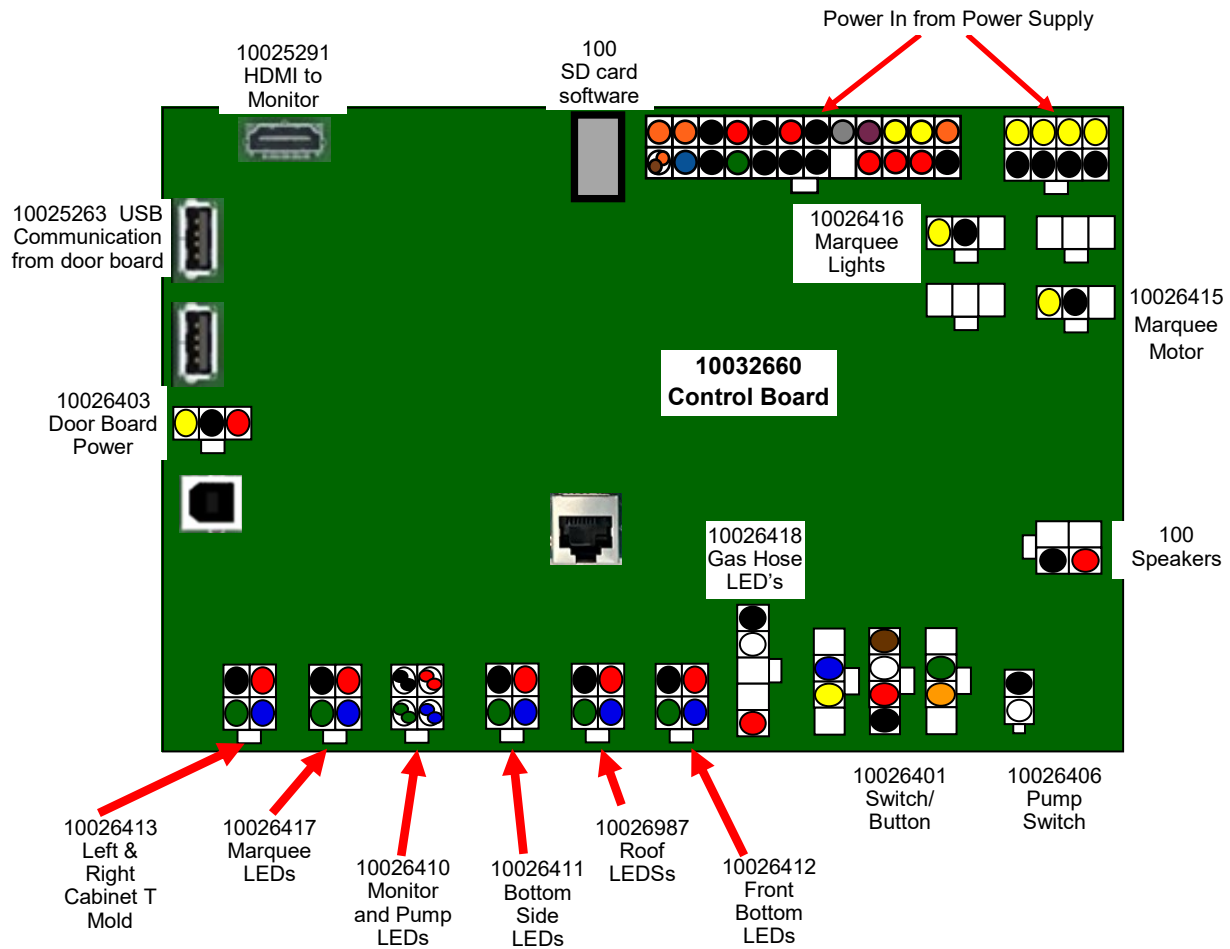
TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
LED Lights on Bottom Front not Working	Loose or bad connection	Refer to wiring diagram. Check multiple connections, reseal cables from Control Board to Bottom Front Lights. Part # 10026412 and 10026390
	Faulty LED	Replace faulty LED. Part # 10026390
LED Lights around Monitor are not Working	Loose or bad connection	Refer to wiring diagram. Check multiple connections, reseal cables from Control Board to Monitor Lights. Part # 10026410 and 10026393
	Faulty LED	Replace faulty LED. Part # 10026393
LED Lights around Pump Handle are not Working	Loose or bad connection.	Refer to wiring diagram. Check multiple connections, reseal cables from Control Board to Pump Handle Lights. Part # 10026410 and 10026391
	Faulty LED	Replace faulty LED. Part # 10026391
LED Lights in Marquee are not Working	Loose or bad connection.	Refer to wiring diagram. Check multiple connections, reseal cables providing power from Control Board to Marquee Light. Part # 10026417, 10026981, 10026409, and 10026394
	Faulty LED	Replace faulty LED strip. Part # 10026394
12 Volt Light in Marquee is not Working	Loose or bad connection.	Refer to wiring diagram. Check multiple connections, reseal cables providing power from Control Board to Marquee Light. Part # 10026416, 10026981, 10026408, and 10026596
	Faulty LED	Replace faulty LED Bulb. Part # 10026596
Marquee Does not Spin	Mechanical issue with chain or motor.	Inspect chain for damage. Ensure sprockets are not slipping on shafts.
	Blown fuse.	Check and replace 3.5 Amp fast blow fuse if needed. Part # 10026136
	Loose or bad connection on cables between buttons and Controller Board.	Refer to wiring diagram. Check multiple connections and reseal cables from Control Board to Motor. Cables # 10026415, 10023445, 10026533
	Faulty Motor.	Replace motor. Part # 10026533

TROUBLESHOOTING GUIDE

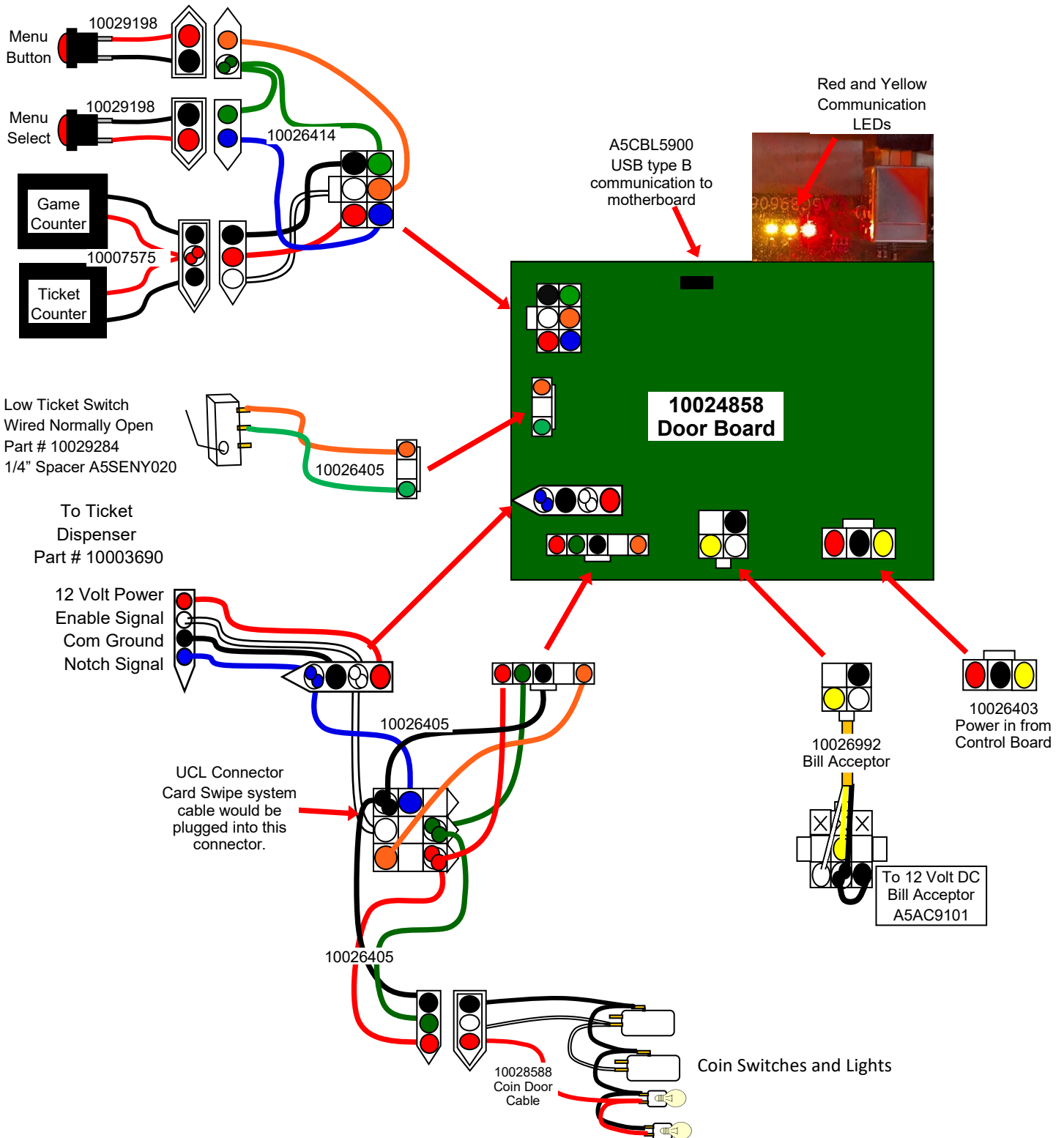
Problem	Probable Cause	Remedy
Meters does not work Each side has its own meters. Game meter will click as the game starts. Ticket meter will click as tickets are being dispensed.	Ensure correct number of tickets are being dispensed Disconnected, loose or broken wires. Faulty counter.	Check ticket values in menu. Refer to Tickets not dispensing troubleshooting section. Refer to wiring diagram. Check connections and reseal cables from meters to Door Board Cables # 10007575 and 10026414 Replace counter. 10007575
Menu Buttons do not work.	Swap connectors at the 2 buttons. Pinched, broken, or disconnected wiring Door 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, 10026414) Replace Door Board if needed. Part# 10024858
Monitor does not Work (No Signal on screen)	Loose or bad connection on Power cables between Controller Board and Display Faulty Display.	Check connection, reseal HDMI cable from Controller Board to Display. Part # 10025291 Ensure power cable is plugged into power strip securely via Adapter # 10026658 Swap Monitor with another to determine if Controller Board is faulty. Replace Monitor if needed. Part # 10027342
Gas Select Button do not Work.	Dirty Buttons. Loose or bad connection on cable between buttons and Controller Board. Faulty Button.	Open front console and clean buttons. Refer to wiring diagram. Check multiple connections and reseal cable from Control Board to Gas Buttons. Cables # 10026401 Replace button. Part
Gas Pump Handle does not Work.	Loose or bad connection on cable between buttons and Controller Board. Faulty switch.	Refer to wiring diagram. Check multiple connections and reseal cables from Control Board to Gas Pump Handle. Cables # 10026406 and 10026672 Refer to "How to Replace Gas Pump Handle Switch" Part # 10026672

CIRCUIT BOARD PINOUT

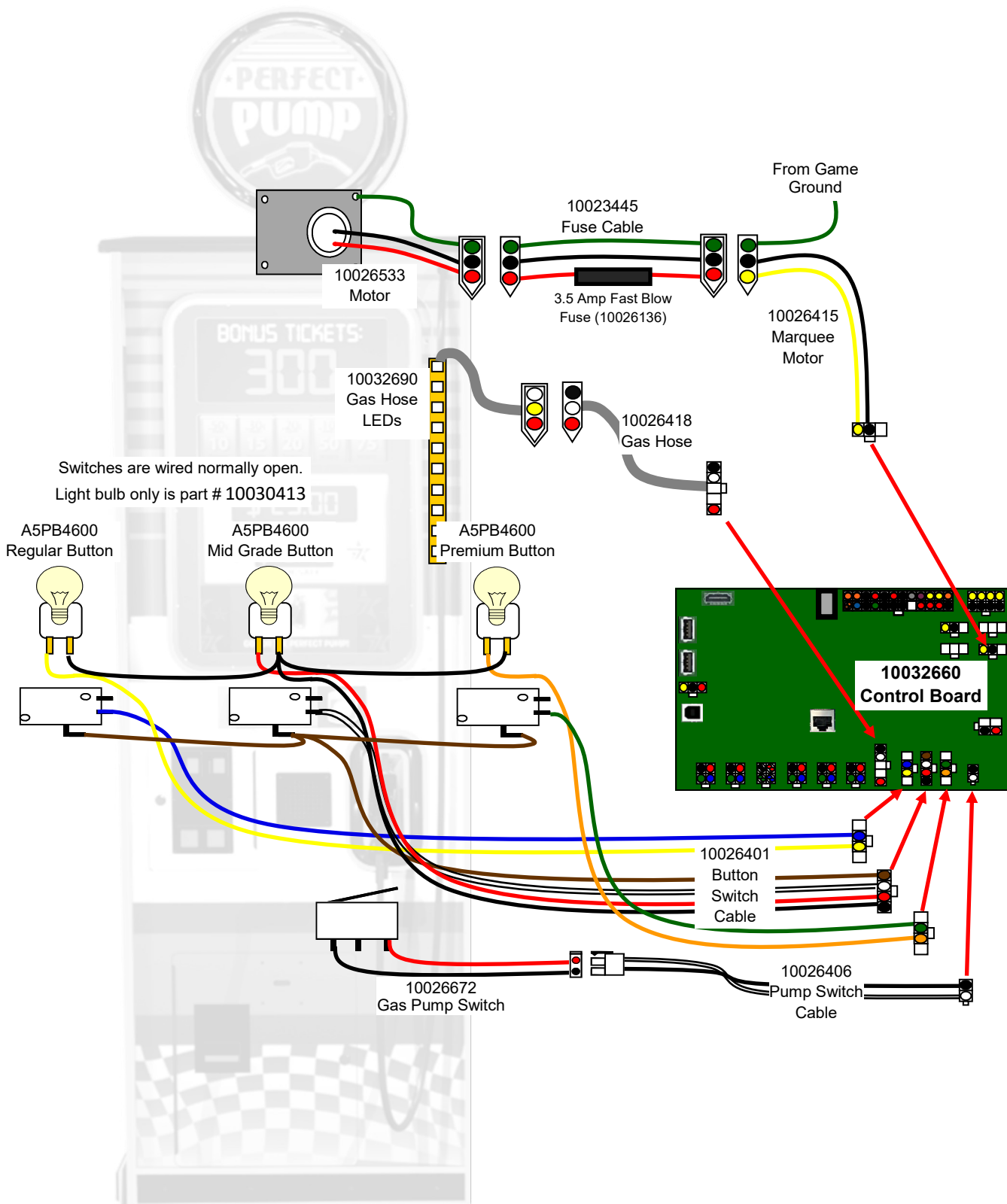


WIRING DIAGRAM

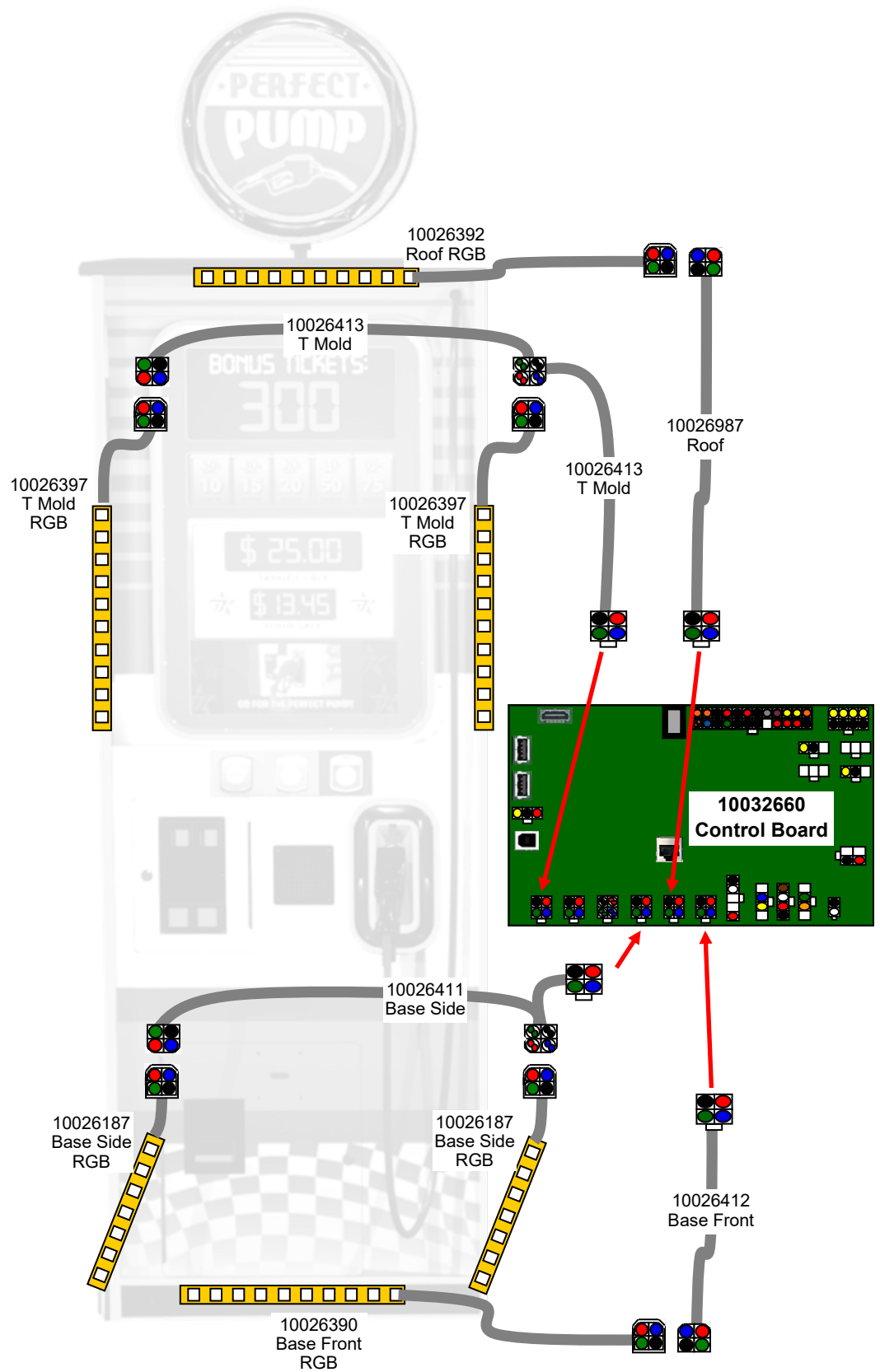
TICKET DISPENSER, MENU BUTTONS, METERS, DBA AND COIN MECH



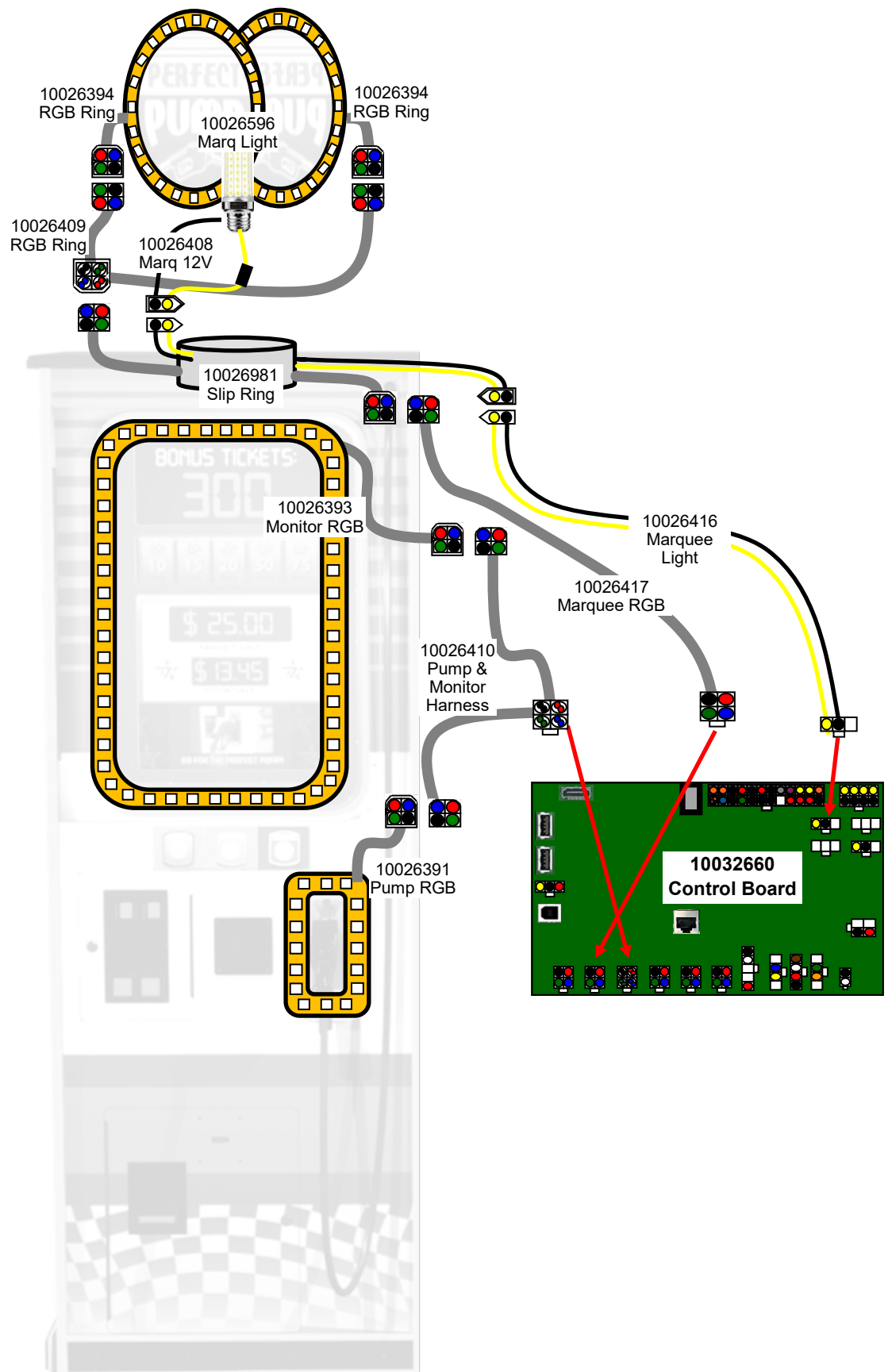
WIRING DIAGRAM



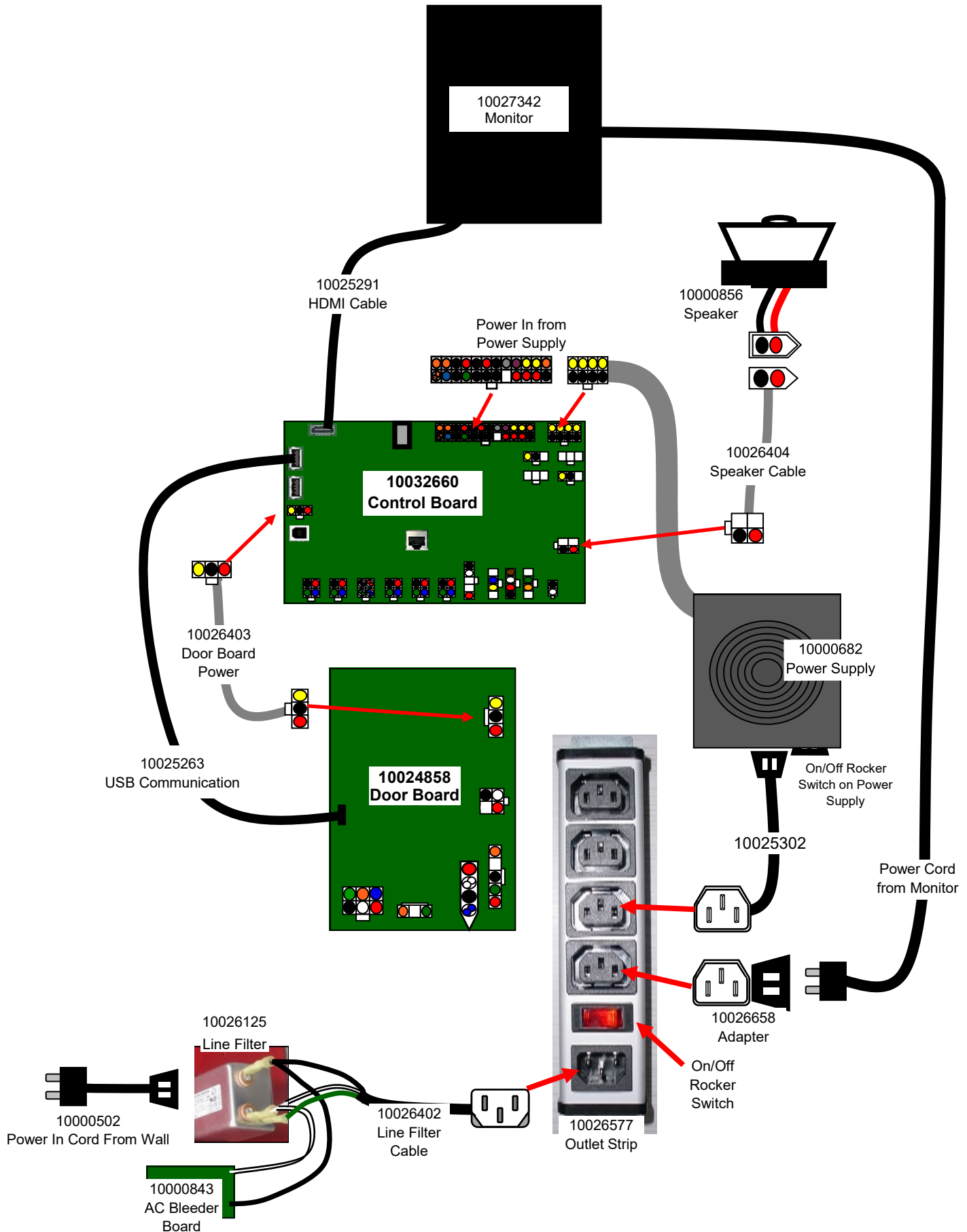
WIRING DIAGRAM



WIRING DIAGRAM



WIRING DIAGRAM



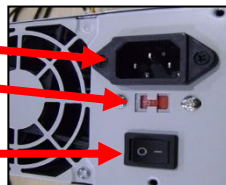
POWER SUPPLY DIAGNOSTICS

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 Control Board.

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

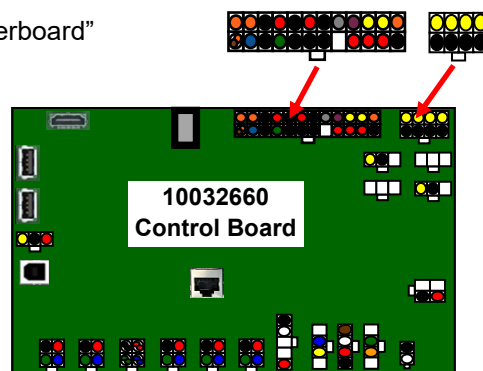
- Replace power supply (10000682) if the control board is not receiving 12 volts.

- Unplug all power out connectors from the bottom of the Control 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"

Power In from Power Supply



Verify Power to Motherboard

The load on the control board will turn on power supply.

If your game has no 12 volts, it may be the Control Board not turning on.

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

Minimize load on power supply and isolate short

Unplug the all cables going out of the Control Board except monitor.

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

If power supply, control board, and monitor now turn on:

Plug in one cable at a time to the controller Board to locate short.

If power supply still does not power on:

Replace power supply (10000682), or control board. (10032660)

DIVIDER KIT INSTALLATION

Tools required

#2 Square Bit

#2 Phillips Bit

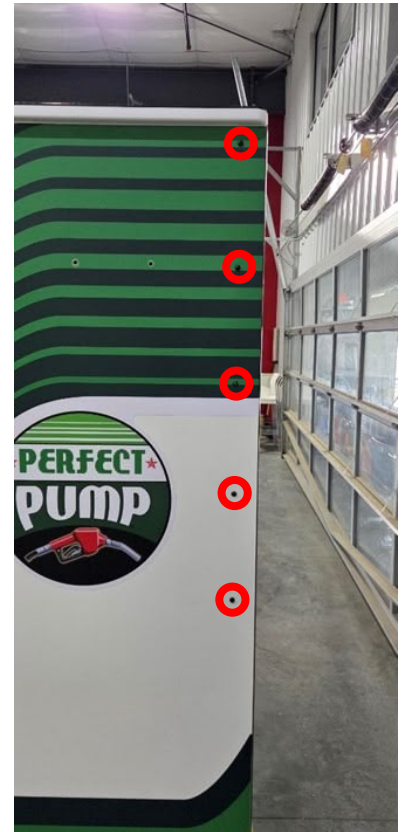
#3 Phillips Bit

7/16" Socket or Wrench

Using a #3 Phillips bit, remove the four lower plug bolts from the right side of your cabinet.



Using a #2 Phillips bit, remove the five plug bolts from the upper half of the cabinet's right side.



Using a #3 Phillips bit, remove the bolts securing the lower door on the back of the cabinet.



DIVIDER KIT INSTALLATION

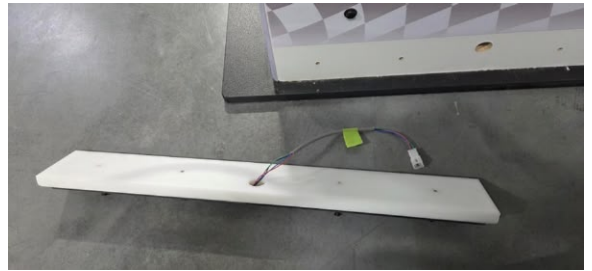
Reaching into the cabinet, locate the cable labeled **26411**. Disconnect it from the cable labeled **26187** that is coming in from the side of the cabinet.



With the cable unplugged, remove the light rail from the side of the cabinet using a #2 Phillips bit.



With the cable unplugged this should slide out without issue.



Fit the body of the Divider cabinet next to the game cabinet. Using a #3 Phillips bit remove the cabinet door on the back of the divider.



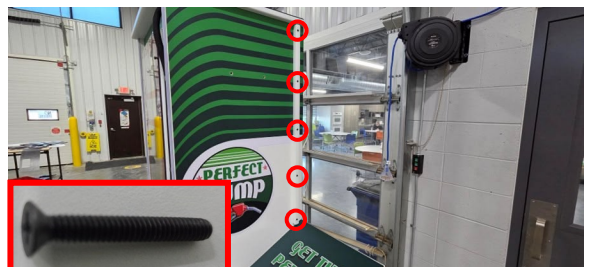
From the hardware kit, locate 4 hex head bolts, spring washers, and flat washers and arrange them as pictured.

Secure the divider cabinet to the game cabinet via the four holes within the divider cabinet.

Plug cable **29239** from the divider cabinet into the **26411** cable that was unplugged earlier.



Locate the plastic rail and five flat Phillips head bolts. Install the rail to the game cabinet using a #2 Phillips bit.



DIVIDER KIT INSTALLATION

Locate the upper art decal from the kit and secure it to the plastic rail using a #2 Square bit.



Repeat the cabinet preparation steps on the left side of the second game.

Slide the cabinets together and repeat the steps necessary to secure it in place.

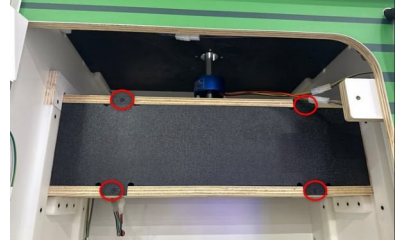


HOW TO REPLACE MOTOR

Tools necessary for replacing your marquee motor:

#2 Phillips Screwdriver or Bit 5/16" Socket or Nut Driver
7/16" Socket or Nut Driver 1/8" T - Handle

With a #2 Phillips Bit remove the plastic guard securing the motor box.



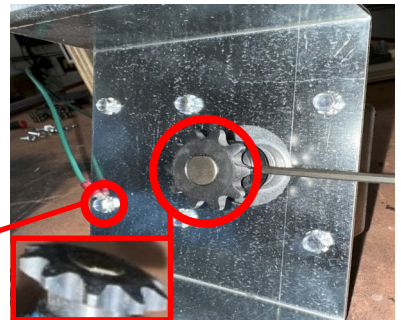
Under the motor box is the primary cable for the motor assembly. Disconnect the cables here.



Using a 7/16" Wrench or nut driver, remove the bolts securing the motor to the top of the motor box. Slide the motor assembly to the right to add some slack in the chain so that it can be more easily removed from the gear connected to the motor.



Using a 1/8" T-Handle, release the set screw securing the gear to the end of the motor arm. This may require some force as these were installed with thread locker. Remove the gear and set it aside.

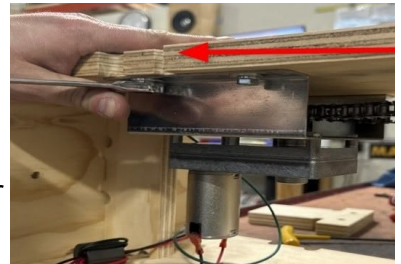


Using a 5/16" socket or nut driver, remove the six hex head bolts that secure the bracket to the motor.

Install this bracket onto the new motor. Ensure that the green grounding cable from the motor is secured by one of the bolts.

Install the gear onto the motor arm. Ensure the end of the motor arm and the gear are flush before securing the set screws installed into the gear.

Fit the chain onto the motor's gear as you reinstall the motor into the motor box. Hand thread the bolts into the wood, then push the motor assembly to the left to remove any slack from the chain.



Using a 7/16" socket or nut driver, tighten all four bolts securing the motor to the box. Feed the power cable through the hole and plug it back in.

HOW TO REPLACE PUMP SWITCH

Tools necessary for replacing your pump handle switch:

#3 Phillips Screwdriver or Bit
Small Phillips Screwdriver

Two 7/16" Wrenches
1/4" Nut Driver

5/32" Allen Wrench
3/8" Nut Driver

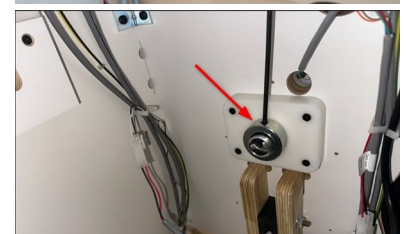
Using a #3 Phillips Bit, remove the screws securing the cabinet's front door.



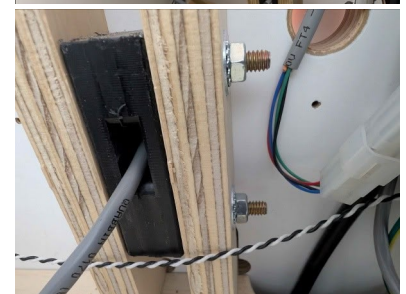
Within the cabinet, to the lower right hand side, disconnect the cable coming from the pump handle.



Using a 5/32" Allen Wrench or T-Handle, release the set screw on the shaft collar and set it aside.



Using two 7/16" Wrenches, release the nuts and bolts securing the pump handle to the cabinet. Make sure to save this hardware. At this point you should be able to remove the handle from the cabinet.



Using a Phillips screwdriver and a 3/8" Nut driver, remove the handle insert from the pump handle.

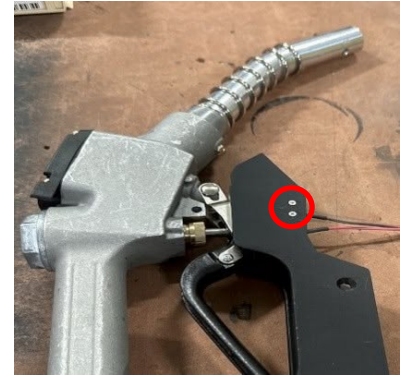


With the handle removed, pull the rubber casing off of the pump handle to reveal where the handle switch is located. Make sure to pull the cable of the switch out of the rubber casing and set the casing aside.



Using a small screwdriver and a 1/4" nut driver remove the broken switch.

The screws and the nuts can be used to install the new switch. The old switch can now be discarded.



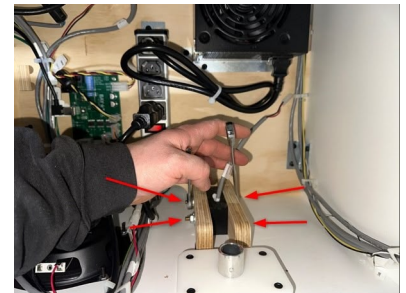
With the new switch installed, fit the rubber casing back onto the handle and feed the switch cable through the lower hole of the casing.



Once the rubber is reinstalled, reinstall the two pieces of the pump handle insert. There will be a groove to fit the cable into. Resecure the insert with the hardware removed earlier, using a Phillips screwdriver and a 3/8" nut driver.



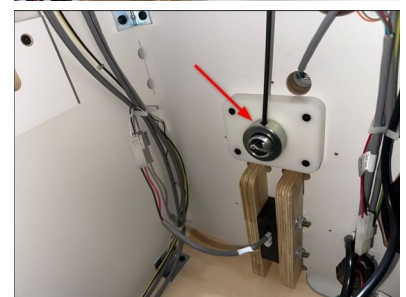
Return the pump handle back into the cabinet and secure the insert with the two hex-head bolts and nuts removed with two 7/16" wrenches earlier,



Reconnect the switch cable with the cable harness within the cabinet.



Finally secure the shaft collar onto the metal part of the pump that has been inserted into the cabinet.



HOW TO REPLACE BUTTONS

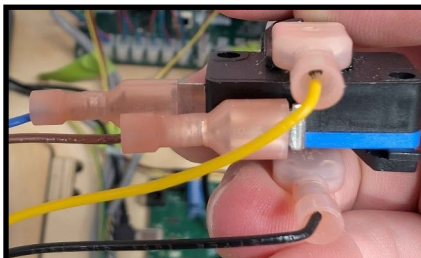
Included in the button replacement kit will be a new button face for the requested color, a replacement switch and light, and a new locking ring

First, remove the switch. The locking mechanism for this part requires just a small turn to release the mechanism and remove it from the housing

Next, remove the locking ring from the housing. This will release the button face from the cabinet and allow it to be removed. If needed, replace the button face and secure it with the locking ring.

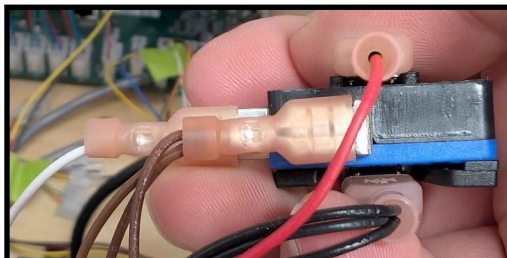
Depending on what button you are replacing, the switch will be wired differently. Below are pictures of how each switch is wired.

Blue Button



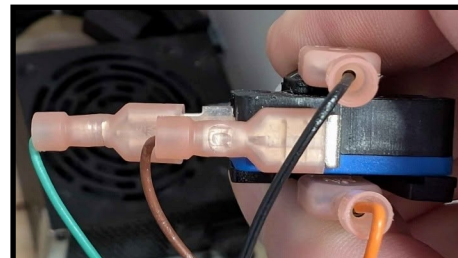
Wire Colors:
Single Blue Wire
Single Brown Wire
Single Yellow Wire
Single Black Wire

Green Button



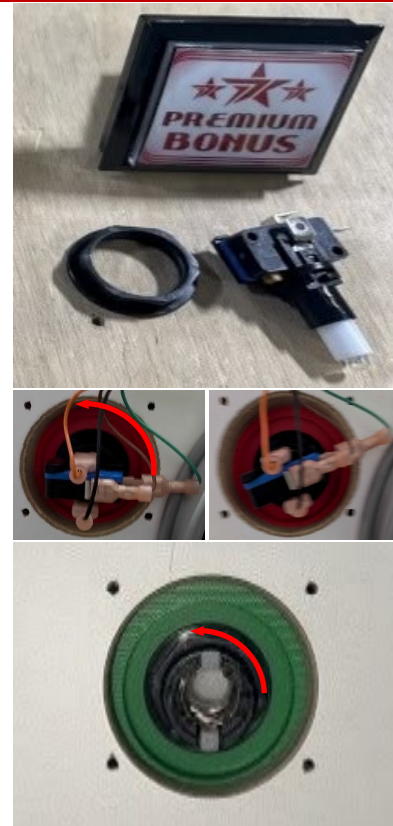
Wire Colors:
Single White Wire
Triple Brown Wire
Single Red Wire
Triple Black Wire

Red Button



Wire Colors:
Single Teal Wire
Single Brown Wire
Single Black Wire
Single Orange Wire

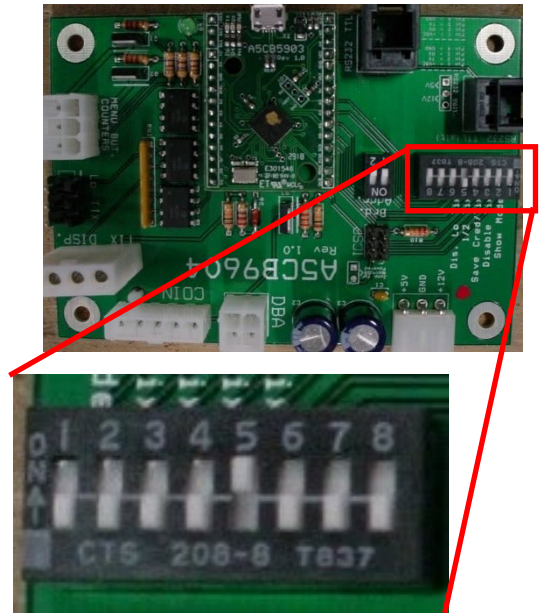
With the new switch wired properly, insert the switch into the button housing light first. Once the switch is properly secured be sure to press the button to make sure that the housing is properly activating the switch. You should be able to both feel the click, as well as hear it with the cabinet door open.



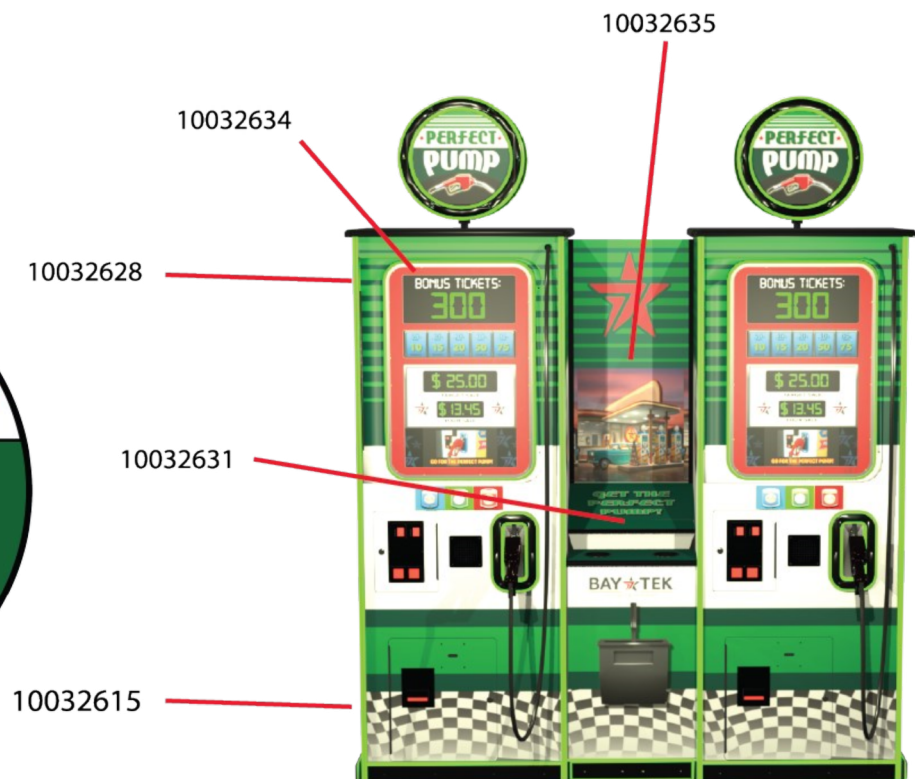
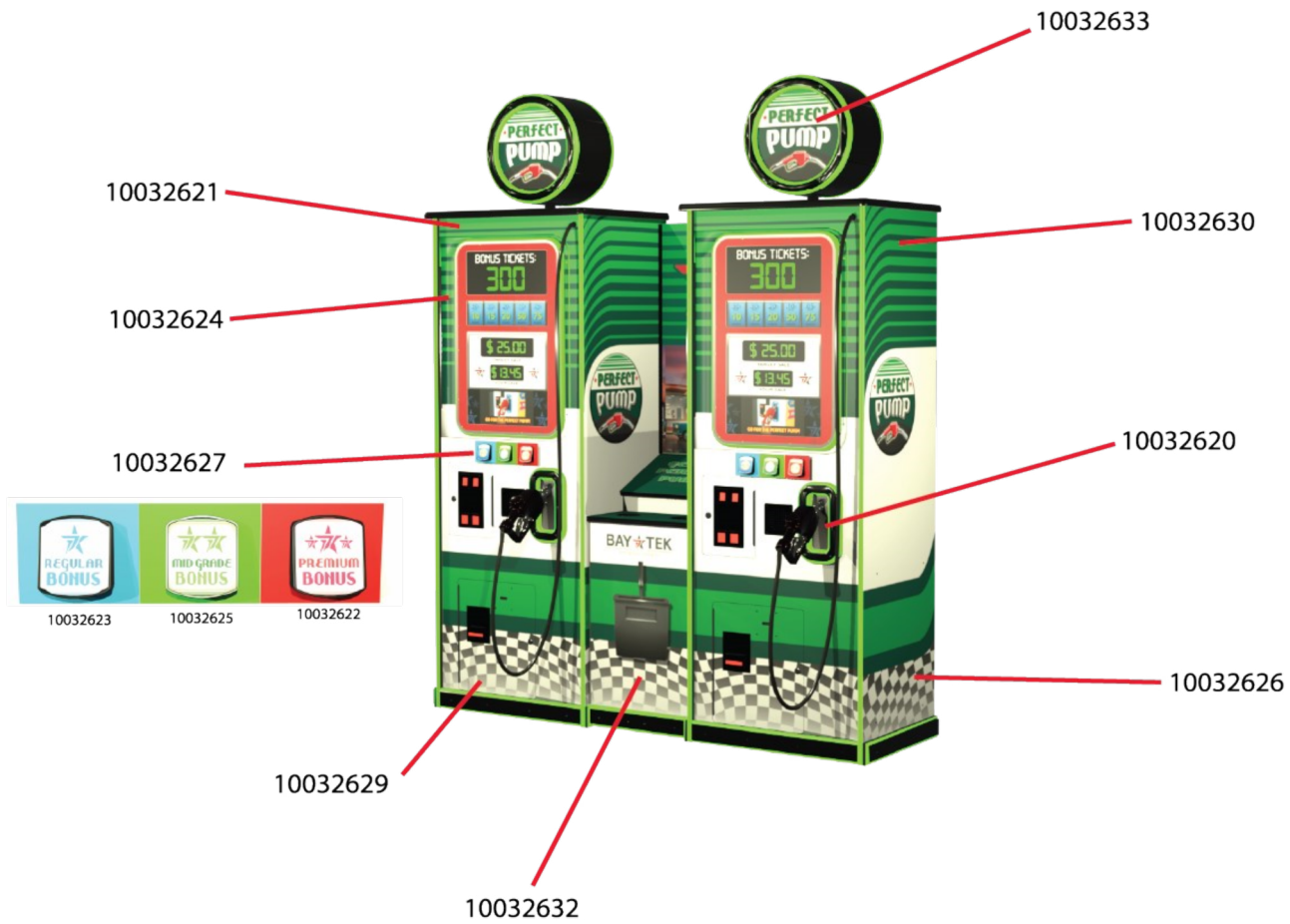
DIPSWITCH SETTINGS

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

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 PAYOUT Dispenses 1/2 the amount of tickets as shown on screen. It will round up odd		X
5	DISABLES LOW TICKET INPUT Disables the low ticket message on screen if ON. This option should be enabled when	X	
6	NOT USED		
7	NOT USED		
8	NOT USED		



GAME ART DIAGRAM



PARTS PICTURES



10000625



10000678



10000907



10001316



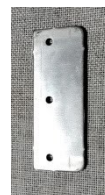
10002709



10029284



10003709



10004444



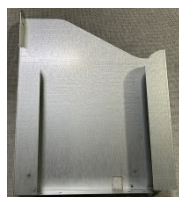
10024701



10024824



10025624



10026136



10026366



10026533



10026942



10026961



10027156



10027161



10032606



10032607



10032608



10032609



10032611



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10033355



10000419



10000421



10002686



10026433



10032612



10000502



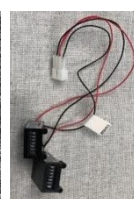
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10000856



10007553



1007575



10023445



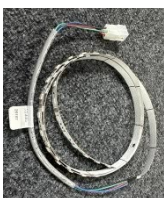
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10025291



10025302



10026187



10026390



10026391



10026392



10026393



10026394



10026397



10026401



10026402



10026403



10026404



10026405



10026406

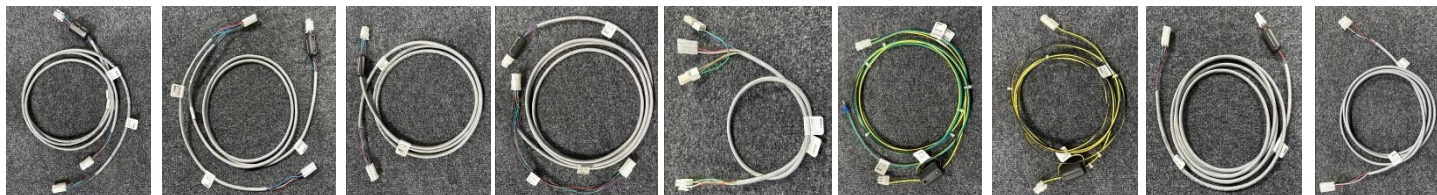


10026408



10026409

PARTS PICTURES



10026410 10026411 10026412 10026413 10026414 10026415 10026416 10026417 10026418



10026420 10026421 10026424 10026425 10026426 10026427 10026577 10026596 10026658 10026672



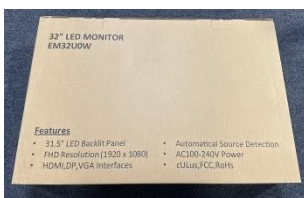
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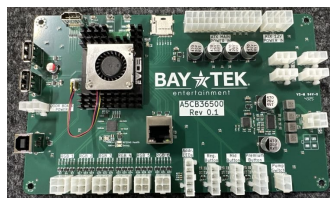
10032622 10032623 10032624 10032625 10032626 10032627 10032628 10032629



10032630 10032633 10032634 10032692 10000682 10000843 10024858 10026125



10027342

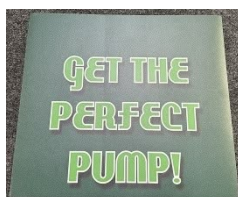


10032660



10033356

Divider Section



10032631



10032632



10032635

10000782

10026239

10026983

PARTS LIST

PART #	DESCRIPTION	PART #	DESCRIPTION
10000625	Lock, H95 Key Code (2 per game)	10025302	Cord, 3 ft Extension
10000678	Blanking Plate, Ticket Dispenser	10026187	Cable, Base Sides RGB (2 per game)
10000907	T-Molding, Black (162 feet per game)	10026390	Cable, Base Front RGB
10001316	Cover, Speaker Grill	10026391	Cable, Pump Surround RGB
10002709	Plate, Bill Validator Blanking Plate	10026392	Cable, Roof RGB
10029284	Low Tickets Switch	10026393	Cable, Monitor Surround RGB
10003709	Lock, E00 Key Code	10026394	Cable, Marquee Ring RGB (2 per game)
10004444	Lock Keeper (2 per game)	10026397	Cable, T Mold RGB (2 per game)
10024701	Bearing (2 per game)	10026401	Cable, Buttons/Switches
10024824	Coin Box, Black	10026402	Cable, Line Filter Power
10025624	T-Molding, Led Housing (162 inches per game)	10026403	Cable, Door Board Power
10026136	3.5 Amp Fast Blow Fuse for Motor	10026404	Cable, Speaker Power
10026366	Ticket Tray	10026405	Cable, Coin Door/Ticket
10026533	Motor, 25 RPM	10026406	Cable, Pump Switch
10026942	Sprocket, 35x10 tooth	10026408	Cable, 12v Marquee Light
10026961	Sprocket, 48 tooth	10026409	Cable, Top Marquee RGB
10027156	Hinge, 16", Double Bend	10026410	Cable, TV, Pump Frame RGB
10027157	Hinge, 23", Single Bend	10026411	Cable, Bottom Front RGB
10027161	Hinge, 8", Double Bend	10026412	Cable, Bottom Side RGB
10032606	Red Premium Button Surround	10026413	Cable, T-Mold RGB
10032607	Green Mid Grade Button Surround	10026414	Cable, Menu/Menu Select
10032608	Blue Regular Button Surround	10026415	Cable, 12v Marquee Motor
10032609	Guard, Hand, Gas Pump, Black	10026416	Cable, Marquee Light Power
10032611	Clamp, Pipe Clamp, 7/8 Dia, (4 per game)	10026417	Cable, Marquee RGB
10032613	Chain, #35, 62 Links	10026418	Cable, Gas Hose
10032661	Form, Hose Connection	10026420	Cable, Coin Ground
10032665	Handle, Gas Pump, Black	10026421	Cable, Ticket Dispenser Ground
10026982	Hardware Kit, Perfect Pump	10026424	Cable, Monitor Ground
Placeholder	Red Premium Button Switch	10026425	Cable, Ticket Ground
Placeholder	Green Mid Grade Button Switch	10026426	Cable, Line Filter Ground
Placeholder	Blue Regular Button Switch	10026427	Cable, Coin Door Ground
10000419	Bracket, Pushbutton/Counters	10026577	Outlet Strip
10000421	Bracket, Power Supply Mounting	10026596	Cable, Marquee Light LED
10002686	Metal, Playfield Motor Bracket	10026658	Plug, Adapter
10026433	Metal, Wheel Shaft Bracket	10026672	Cable, Handle Switch
10032612	Metal, Marquee Shaft	10026981	Cable, Marquee Power, Slip Ring
10000502	Power Cord	10026987	Cable, Roof Light, RGB Power
10029198	Menu Button (2 per game)	10026992	Cable, Bill Acceptor
10000856	Speaker	10028588	Coin Door Cable
10007553	Door Ground Cable (2 per game)	10032690	Hose, Addressable LEDs, Perfect Pump
10007575	Counter Assy	10000514	Decal, Menu/Volume Decal
10023445	Cable Assy, Motor Fuse Holder	10032615	Decal, Lower Left Side
10025263	Cord, 3', USB Cable	10032620	Decal, Gas Cradle, Pump
10025291	Cord, HDMI	10032621	Decal, Border, Front Face Top

PARTS LIST

PART #	DESCRIPTION
10032622	Decal, Button, Premium
10032623	Decal, Button, Regular
10032624	Decal, Border, Front Face
10032625	Decal, Midgrade Bonus
10032626	Decal, Lower Right Side
10032627	Decal, Button Selector
10032628	Decal, Side Panel, Top, Left
10032629	Decal, Front Face, Lower
10032630	Decal, Side, Top Right
10032633	Decal, Logo, Marquee, Top, Printed Plexi (2 per game)
10032634	Decal, Monitor Frame, Printed Plexi
10032692	Decal, Coin Door
10000682	Power Supply
10000843	Bleed Resistor Board
10024858	Door Interface Board
10026125	Line Filter
10027342	Monitor, 32"
10032660	Main Controller Board
10033356	Software , Micro SD Card
10032600	Marquee Light Bulb, 12VDC

Divider Section	
PART #	DESCRIPTION
10000782	Cup Holder (2 per game)
10026239	Cable Assy, Joiner Front LED
10026983	Hardware Kit, Perfect Pump Divider
10032631	Middle Divider Decal
10032632	Lower Divider Decal
10032635	Top Divider Decal

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