

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

SIGN UP TO RECEIVE OUR E-MAILS!

Stay up to date on the latest game information, new products launches, early notification of parts specials, updates of retro fit parts, software upgrades, best practices and more!

Visit baytekent.com and enter your email to sign up!

You can also register your new game at baytekent.com/register

SALES

Phone: (920) 822-3951
Fax: (920) 822-8936
Email: sales@baytekent.com

PARTS

Phone: (920) 822-3951 Ext 1101
Fax: (920) 822-8936
Email: parts@baytekent.com

SERVICE

Phone: (920) 822-3951 Ext 1102
Fax: (920) 822-8936
Email: service@baytekent.com

**Open Monday - Friday
8 AM - 5PM C.S.T.**

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

TABLE OF CONTENTS

FACTORY CONTACT INFORMATION	2
TABLE OF CONTENTS.....	3
WELCOME TO SPONGEBOB VR	4
SAFETY PRECAUTIONS	5
GAME SPECIFICATIONS	6
GAME SET UP	7 - 25
HOW TO PLAY	26
MAIN MENU FUNCTIONS	27 - 29
CIRCUIT BOARD LAYOUT	30
WIRING DIAGRAMS	31 - 40
AAMB2 MOTHERBOARD	41
HOW TO REPLACE SOFTWARE	41
HOW TO REPLACE BUTTONS	42
HOW TO REPLACE TURRET SENSORS	43
GAME ART DIAGRAM	44
PARTS PICTURES	45 - 48
PARTS LIST	49 - 50
MAINTENANCE LOG	51
TECHNICAL SUPPORT	52
WARRANTY	52

WELCOME TO SPONGEBOB VR

Congratulations on your purchase of SpongeBob SquarePants Dynamic Duo! 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.

Description:

SpongeBob SquarePants Dynamic Duo is the industry's most interactive and engaging attendant-free VR attraction. SpongeBob SquarePants Dynamic Duo was created in partnership with Nickelodeon, and provides an approachable, high-quality VR experience for everyone.

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

SAFETY PRECAUTIONS

NOTICE

Modifications to the mechanical, electrical and structural components of this game may void its compliance certifications.

This appliance is suitable for INDOOR, DRY locations only.

DANGER

DO NOT perform repairs or maintenance on this game with the power ON. Unplug the unit from the wall outlet or shut off the power strip located inside the cabinet.

WARNING

Use of flammable substances can cause 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.

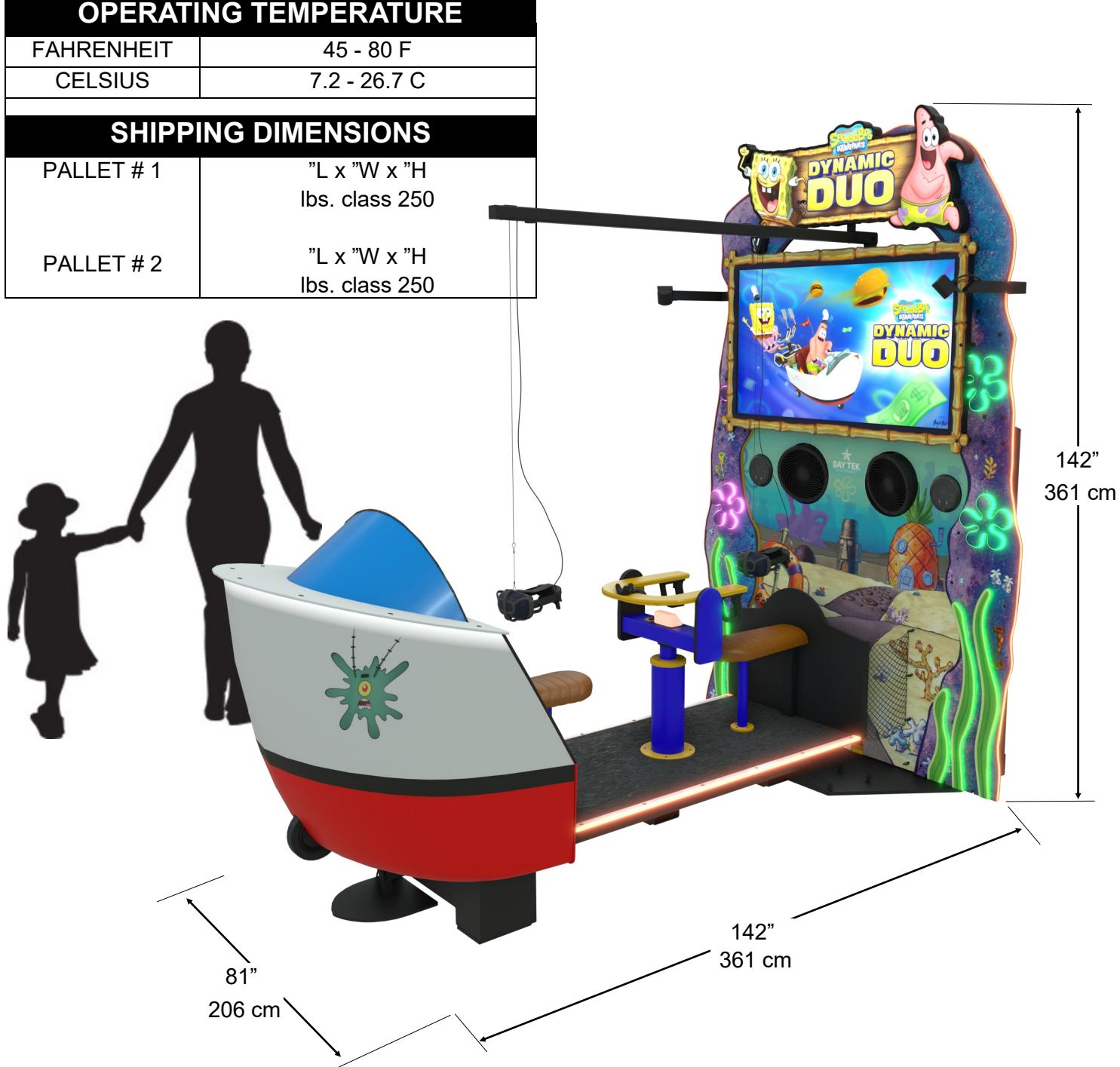
Reliability of electrical components deteriorates rapidly over 60°C

GAME SPECIFICATIONS

WEIGHT		
NET WEIGHT	1375 lbs.	624 kg
SHIP WEIGHT	lbs.	kg
GAME DIMENSIONS		
WIDTH	81 inches	206 cm
DEPTH	142 inches	361 cm
HEIGHT	126 inches	320 cm
OPERATING TEMPERATURE		
FAHRENHEIT	45 - 80 F	
CELSIUS	7.2 - 26.7 C	
SHIPPING DIMENSIONS		
PALLET # 1	"L x "W x "H lbs. class 250	
PALLET # 2	"L x "W x "H lbs. class 250	

POWER REQUIREMENTS	
INPUT VOLTAGE RANGE	110 to 240 VAC
INPUT FREQUENCY RANGE	50/60 Hz
MAX OPERATING CURRENT	
16 Amps @ 115 VAC / 8 Amps @ 230 VAC	

Note: Internal transformer used to step machine down to 120 volts



SPONGEBOB VR GAME SETUP

Welcome to the set up guide for the SpongeBob VR BayTek Hybrid version game.

The game will arrive on 2 pallets. Please inspect the pallets for shipping damage and report immediately to the freight company if any damage is found.



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.

Before beginning assembly, choose a location that is large enough for the unit. Unit is approximately 11ft high, 11ft long and 7ft wide and requires an outlet on a dedicated circuit nearby.

TOOLS NEEDED:

PH2 size Phillips head bit/screwdriver

Knife/scissors/snips

Tape measure

7/16" wrench/socket

9/16" wrench/socket

T30 Torx Bit

5/32" hex key

3/16" hex key

2 Ladders (8' "Little Giant" style works great)

OPTIONAL / HELPFUL TOOLS AND EQUIPMENT:

Fork lift/pallet jack with 6' long forks, or fork lift extensions, for unloading and moving the pallets.

Dolly or sliders for moving the unit on hard floors, Tool belt/bag for ladder work

Instructions:

The game will arrive on 2 pallets.

Locate the rear tall cabinet, unbox, remove the windshield top, large box and monitor box from the pallet and set aside for later installation.



Using a T30 Torx bit, remove the 2 shipping bolts.

These can be discarded.

Using 2 people, remove the cabinet from the pallet.

Place this rear cabinet in room at the final destination of the game. Keep 2 feet of space around cabinet to access rear of cabinet and position ladders for assembly.

Remove the 4 bolts, split washers, and washers from the 2 back doors using a 7/16" socket .

Remove the 2 back doors and set aside for later installation.

Remove the cardboard boxes from the bottom of the cabinet.

Open boxes to retrieve the hardware kit and headset assemblies.



SPONGEBOB VR GAME SETUP

Unbox 2nd Pallet:

Remove plastic wrap from pallet.



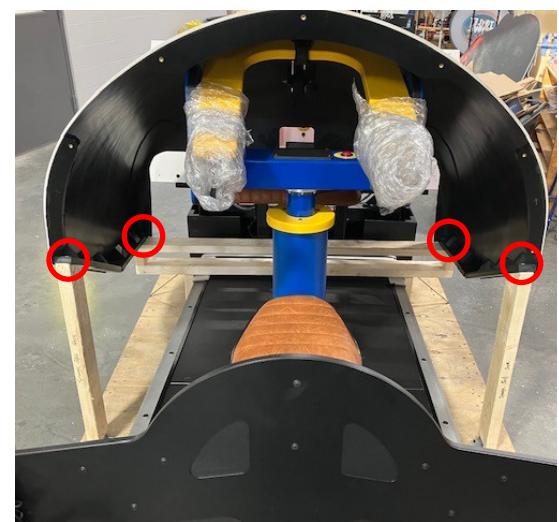
Remove TV mount from pallet by removing 2 screws using a # 2 square bit. These screws are not needed after removal.

Remove overhead cantilever arm from pallet by removing the bolt and nut using 2 of 9/16" wrenches. Save this hardware for later installation.



Remove the 4 screws holding the front of the boat using a #2 square bit. These screws are not needed after removal..

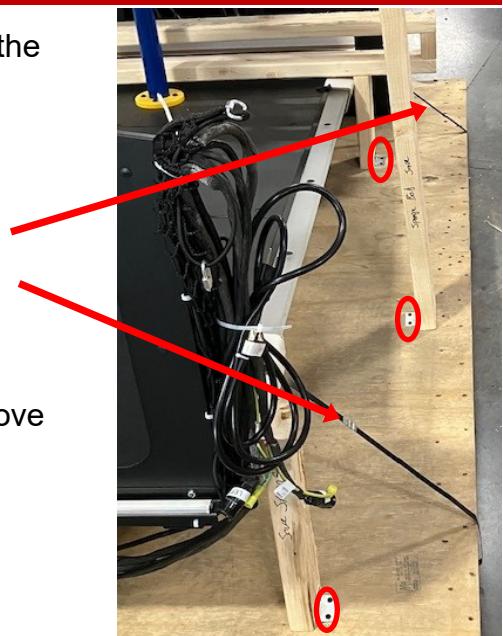
Using 2 people carefully remove the front of the boat from pallet.



SPONGEBOB VR GAME SETUP

Wood supports can now be removed from the pallet by removing the 6 screws on each side using a #2 square bit.

These screws and wood are not needed after removal..



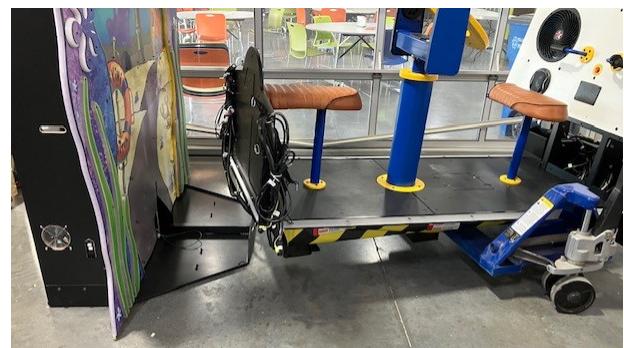
Cut both banding straps with snips.

WARNING

This motion deck is very heavy and will require 4-6 people to remove from the pallet.

There are rubber pads on bottom, so it does not slide easily.

Lift one side at a time and remove from pallet.



Use a pallet jack to position the motion deck into its final position.

Attach Motion Deck to the Rear Cabinet:

From Hardware Kit:

Locate 2 of 3/8-16 x 1 1/2" Flange Bolts (A5BOFH035)

Locate 2 of 3/8-16 Nylon Nuts (A5NUNY115)



Align the holes between the motion deck and rear cabinet.

NOTE

The rear cabinet is much easier to move to fine tune alignment.



Attach the 2 bolts and nut and tighten using a 9/16" socket and 9/16" wrench.

SPONGEBOB VR GAME SETUP

Attach left and right upper coral sections:

From Hardware Kit:

Locate 16 of 1/4-20 x 2" Carriage Bolts (A5BOCG110)

Locate 16 of 1/4 Black Washers (A5WAFL090)

Locate 16 of 1/4-20 Lock Nuts (A5NULO050)



A5BOCG110



A5WAFL090

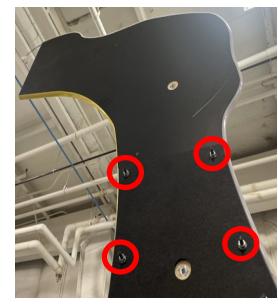


A5NULO050

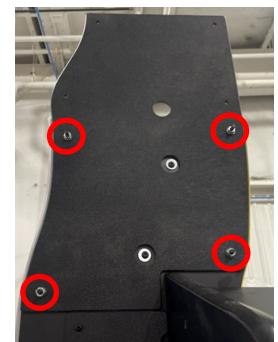
Locate left side plastic connector (WACA31548) from large box.



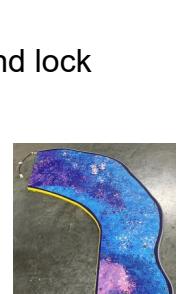
Install 4 of the bolts from the front of wood, with washers and lock nuts in back and tighten using a 7/16" wrench.



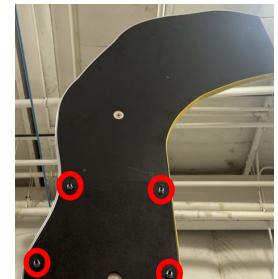
Locate left upper coral wood from large box.



Locate right side plastic connector (WACA31547) from large box.



Install 4 of the bolts from the front of wood, with washers and lock nuts in back and tighten using a 7/16" wrench.



Locate right upper coral wood from large box.

Install 4 of the bolts from the front of wood, with washers and lock nuts in back and tighten using a 7/16" wrench.

SPONGEBOB VR GAME SETUP

Attach upright tube and monitor bracket:

Locate upright tube from large box.

From Hardware Kit:

Locate 4 of 3/8-16 x 3" Flanged Bolts (A5BOFH025)

Locate 4 of 3/8-16 Nylon Nuts (A5NUNY115)



Attach upright tube to game so that the open bottom wraps around the tube from the top of cabinet as shown.

Install 2 of the bolts and nuts and tighten using 2 of 9/16" wrenches.



Locate monitor bracket previously removed from pallet.

Ensuring that the notches are to the top, attach the monitor bracket to the upright tube.

Install 2 of the bolts from the front and nuts in the back and tighten using 2 of 9/16" wrenches.



SPONGEBOB VR GAME SETUP

Attach overhead cantilever arm:

WARNING

The horizontal tube is heavy and must be positioned on top of the game.

2 ladders and 2 people are needed.



Locate overhead cantilever arm previously removed from pallet.

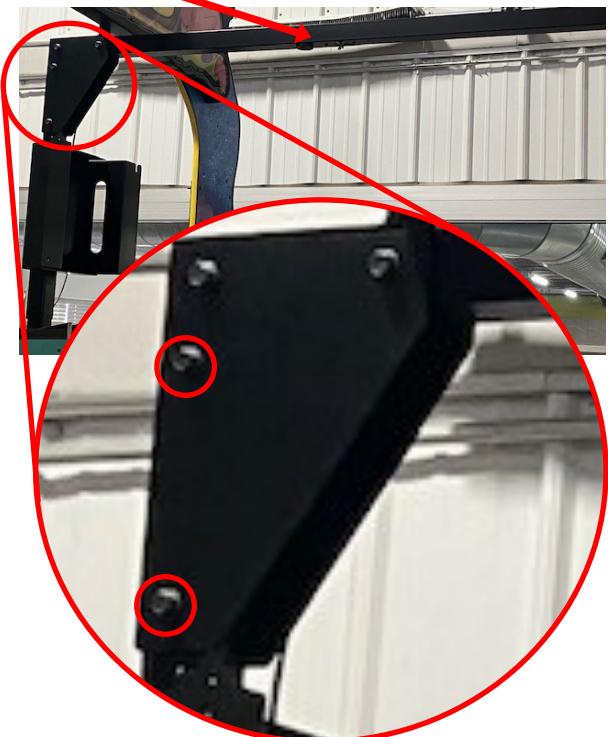
From Hardware Kit:

Locate 2 of 3/8-16 x 3" Flanged Bolts (A5BOFH025)

Locate 2 of 3/8-16 Nylon Nuts (A5NUNY115)



Using 2 people with 2 ladders, carefully lift the arm up into position on the upright tube.



Install the 2 bolts and nuts and tighten using 2 of 9/16" wrenches.

SPONGEBOB VR GAME SETUP

Attach marquee:

WARNING

The marquee is bulky and must be positioned on top of the game.

2 ladders and 2 people are needed.

Locate marquee from the large box.



From Hardware Kit:

Locate 4 of 1/4-20 x 1 1/2" Button Head Screws (A5SCBH027) – **Coral**



Locate 2 of 1/4-20 x 3/4" Button Head Screws (A5SCBH075) – **“L” Bracket**

A5SCBH027



Locate 6 of 1/4 Black Washers (A5WAFL090)



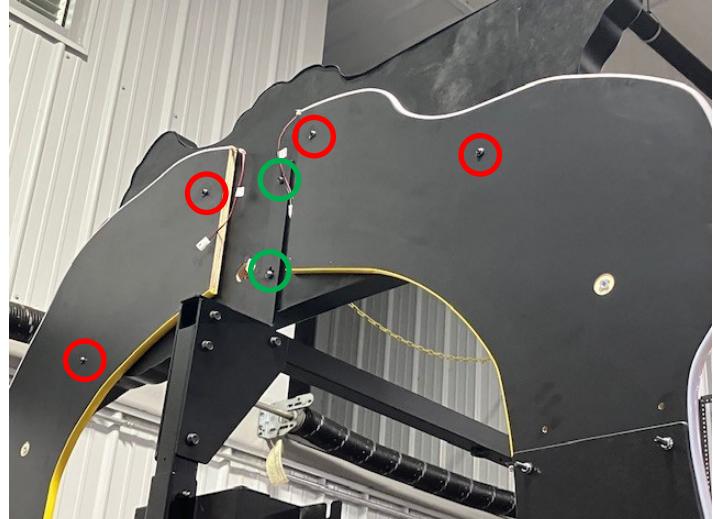
Locate 6 of 1/4 Split Washers (A5WASI020)

A5WASI020



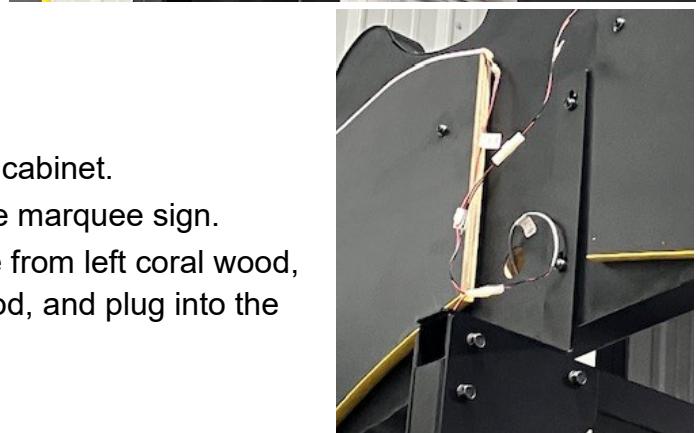
Using 2 people with 2 ladders, carefully lift the marquee up into position in front of the metal bracket and left & right coral wood pieces.

Install the 2 shorter A5SCBH075 bolts with washers and lock washers through the metal bracket into the marquee.



Install the 4 longer A5SCBH027 bolts with washers and lock washers through the back of the coral wood pieces into the marquee.

Tighten all using a 5/32" hex bit.



Locate the CE31561 cable from the top of the rear cabinet.

Carefully snip the wire tie, and bring cable up to the marquee sign.

Plug this CE31561 cable into the CE31555-L cable from left coral wood, plug into the CE31555-R cable from right coral wood, and plug into the CE31550 cable from the marquee.

SPONGEBOB VR GAME SETUP

Attach TV Monitor on bracket.

WARNING

The TV Monitor is heavy and must be positioned on top of the game.

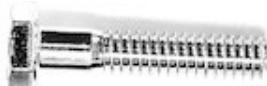
2 ladders and 2 people are needed.

Locate TV from the TV box removed from the pallet.

From Hardware Kit:

Locate 4 of 1/4-20 x 1 1/4" Hex Bolts (A5BOHH050)

Locate 4 of 1/4 Flat Washers (A5WAFL060)

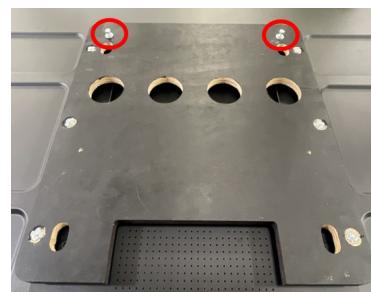


A5BOHH050



A5WAFL060

There is a wood piece already attached to the back of the TV.
Hand thread 2 of the bolts and washers into the top locations, leaving enough thread to hang the monitor onto the bracket.



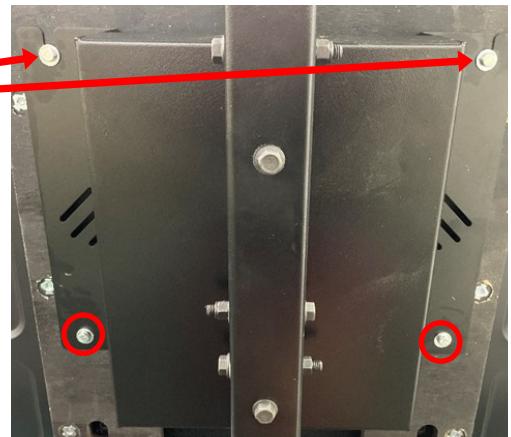
Using 2 people, carefully lift the monitor up and hook these 2 bolts into the notches on the top of the monitor bracket.



Top bolts set into the notches on the bracket.

Install the remaining 2 bolts and washers.

Tighten all using a 7/16" socket.



SPONGEBOB VR GAME SETUP

Attach Bamboo Frame:

Locate 2 of A5DE31513 and 2 of A5DE31514 from the large box.



From Hardware Kit:

Locate 6 of 3 3/8" PVC Spacers (AABASP31500)



Locate 6 of 1/4-20 x 120MM Flat Bolts (A5BOFL035)



Assemble the Bamboo Frame on the floor.

Install the bolts through the front of the bamboo, then place the spacers on the back side of the bolts.



Using 2 people, transfer the assembled frame up to the cabinet and secure using a 5/32" hex bit.



Locate the TV Power Cable and HDMI Cable from the top of the rear cabinet.

Plug into the bottom of the TV.



SPONGEBOB VR GAME SETUP

Lower the Front of the Motion Deck:

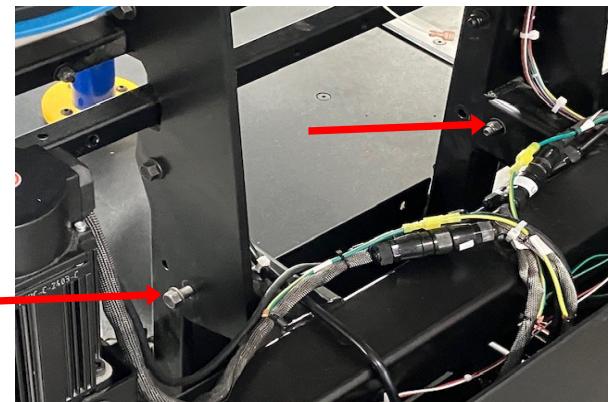
The front of the motion deck is tilted upward for shipping.

WARNING

This will have to be tilted back down for proper game operation.

Remove the 2 nuts and bolts using 9/16" wrenches.

Save for later installation.

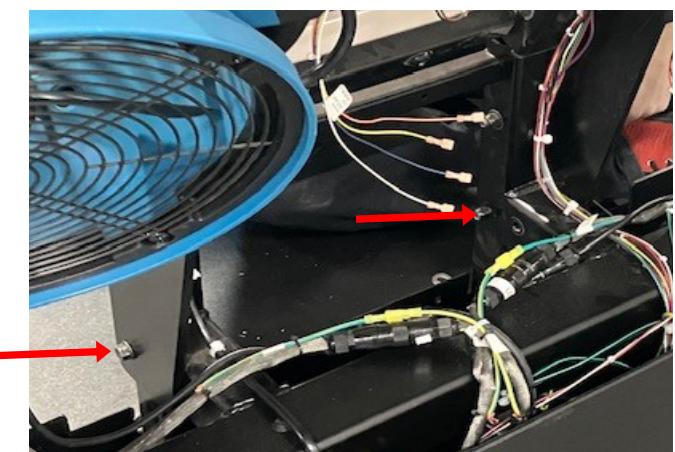


Tilt the top of the motion deck toward the front of the game.

This will tilt down the front of the cabinet.

Re-install the same bolts and nuts in the 2nd set of holes as shown.

Tighten using 9/16" wrenches.



Attach Front Kickplate:

Locate front kickplate (WACA31541) from large box.

From Hardware Kit:

Locate 5 of 1/4-20 x 50MM Flat Bolts (A5BOFL010) (TOP)

Locate 4 of 1/4-20 x 25MM Flat Bolts (A5BOFL005) (BOTTOM)

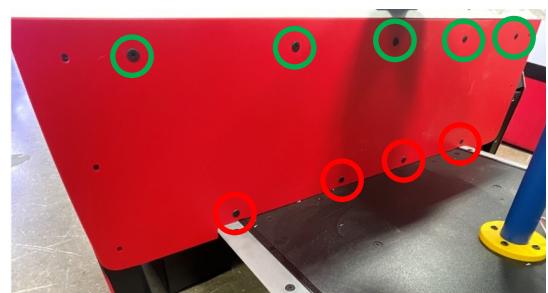
Locate 9 of 1/4-20 Lock Nuts (A5NUNY065)



Install the 5 longer A5BOFL010 bolts through the kickplate and attach the nylon nut to the back side.

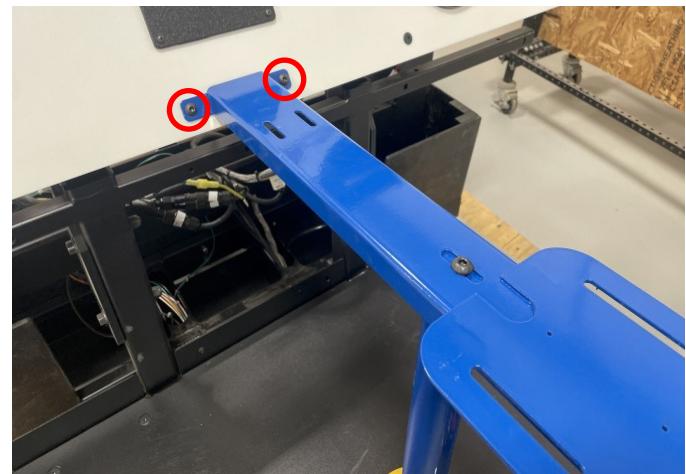
Install the 4 shorter A5BOFL005 bolts through the kickplate and attach the nylon nut to the back side.

Tighten all with a 5/32" hex bit and 7/16" wrench.



SPONGEBOB VR GAME SETUP

Rotate the seat frame toward the front of the boat. Secure the seat frame to the front of the boat using two 5/16-18 x 2.5" button head screws using a 3/16 hex bit.



With the seat frame secured, tighten the bolt in the center of the seat frame to stabilize and lock the seat in place. This is done with a 7/32 hex bit.



Located in the back of the SpongeBob cabinet is the front seat cushion wrapped in foam and plastic. Locate the seat and unwrap it.



Position the seat cushion onto the seat frame. Fit the embedded bolts through the holes in the seat frame



Fit a 1/4" washer and 1/4-20 nylon nut onto each embedded bolt.

Fully tighten the nuts using a 7/16 socket.

SPONGEBOB VR GAME SETUP

Attach the Bow of the Boat:

Locate the bow previously removed from the pallet.

From Hardware Kit:

Locate 14 of 1/4-20 x 25MM Flat Bolts
(A5BOFL005)



Using 2 people, lift bow to front of motion deck.



Align the bow with the channel on the ends of the dashboard.

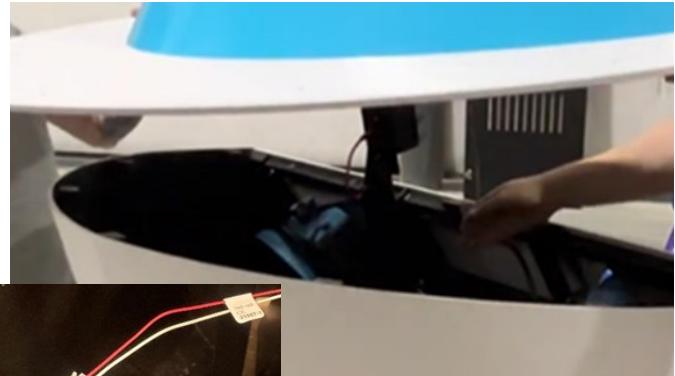


Hand thread the 14 bolts in place, then tighten with 5/32" hex bit.

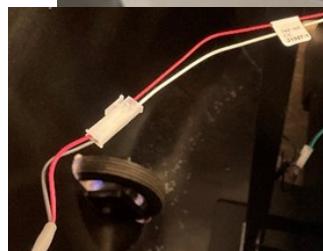
SPONGEBOB VR GAME SETUP

Attach Boat Cover:

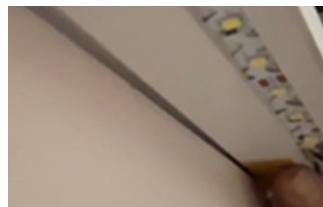
Locate boat cover previously removed from pallet.



Using 2 people, bring cover close to bow of boat.



Locate CE31507 cable from inside the bow, and connect to CE31500 cable from the cover.



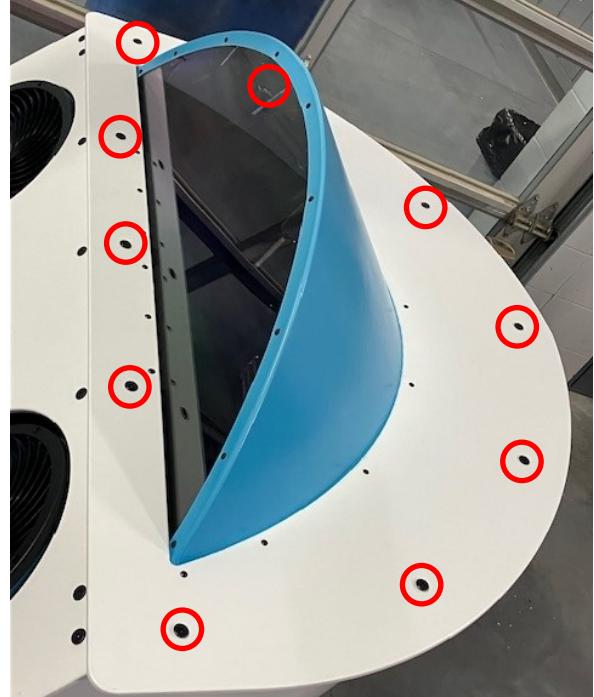
Fully seat the cover onto bow - aligning the channel in the cover to the lip on the bow.

From Hardware Kit:

Locate 10 of 1/4-20 x 25MM Flat Bolts (A5BOFL005)



Hand thread the 10 bolts in place, then tighten with 5/32" hex bit.

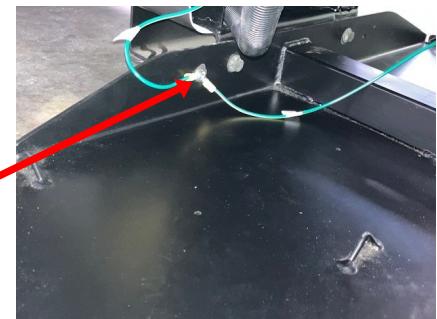


SPONGEBOB VR GAME SETUP

Attach Ground Wires to Base Plate:

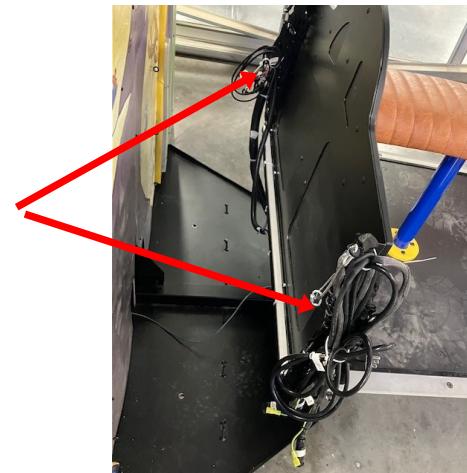
Working at the front of the motion deck, locate the CE31510 cable from the motion deck and the CE31543 cable from the rear cabinet.

Using a Phillips screwdriver, remove the existing bolt and add the 2 wires to it. Re-tighten securely.

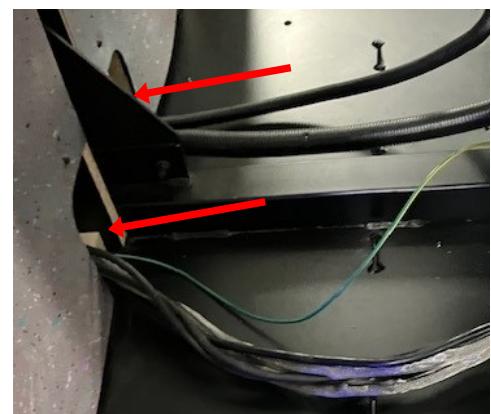


Locate 2 sets of cables on the motion deck.

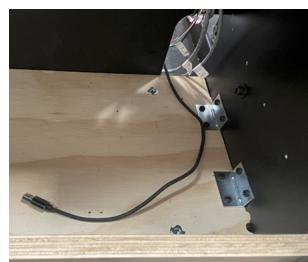
Carefully snip ties.



Route both bundles of cables through the holes into the rear cabinet.



From the left side back of the rear cabinet, route the USB cable straight up through the holes to the **bottom “Player 2” motherboard**.



Plug into a **blue colored 3.0 USB socket** on the motherboard.



SPONGEBOB VR GAME SETUP

From the left side back of the rear cabinet, plug all matching connectors together.

NOTE

Note: Some cables may be inside the black plastic wrapping.

CE31518 to CE31576

CE31507 to CE31591

CE31509 to CE31590

CE31556 to CE31585

CE31556 to CE31585

CE31560 to CE31585



Route the AC cord into the back cabinet and up through the holes in the wood near the motherboards.



Continue bringing AC cord up and plug into the outlet box on the side of the blower.



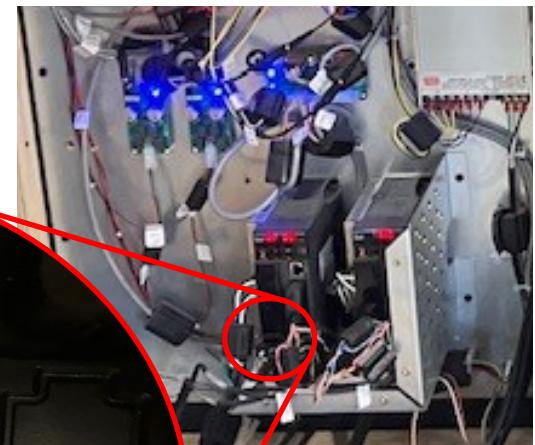
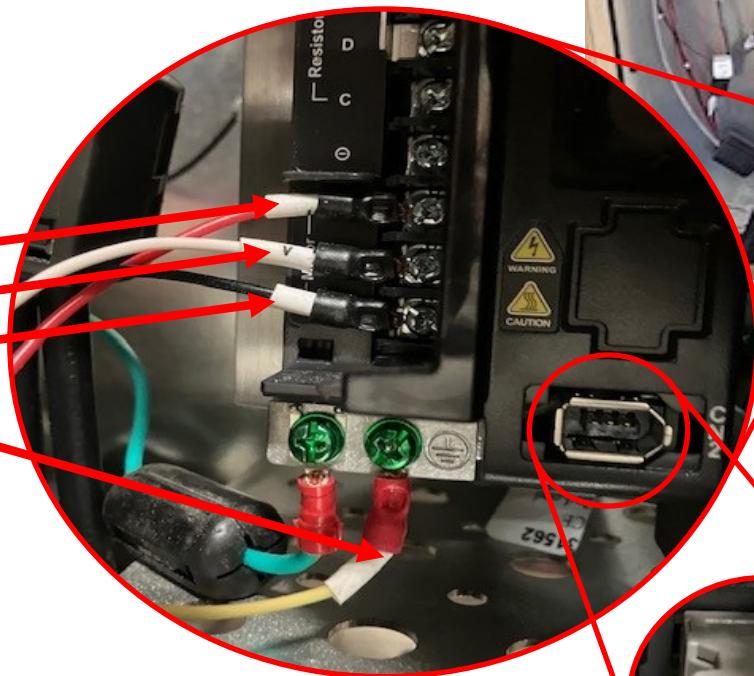
SPONGEBOB VR GAME SETUP

The 4 cables for actuators will be routed into the rear cabinet and be attached to the servo drives.

Locate the 2 cables labeled "Left".

Bring the "Left" cable to the left servo drive and attach the 4 wires using a Phillips screwdriver as shown:

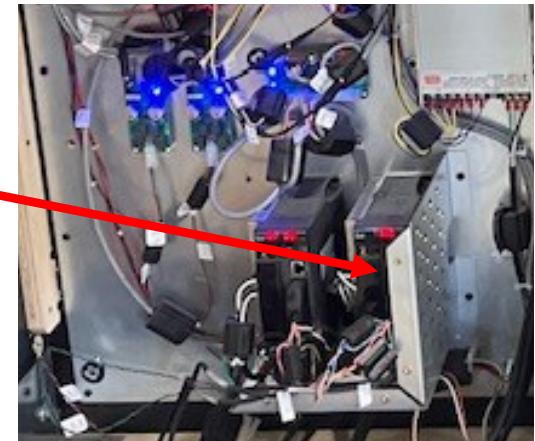
Red
White
Black
Yellow Ground



Bring the other "Left" cable and push into the empty socket as shown.



Similarly, connect the 2 cables labeled "Right" to the right sides servo drive.



SPONGEBOB VR GAME SETUP

Install Metal Surround:

Locate the 2 side plates and 1 front plate from box.

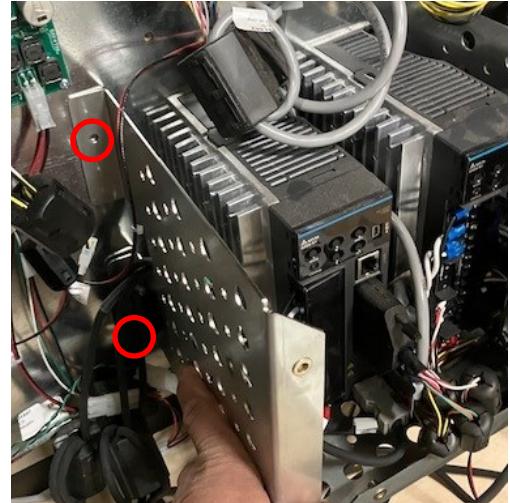
Locate 4 black screws from hardware kit.



A5SCPH152

Place 1 side plate on the right side of servo drives and carefully position cables so they are passing through the notch in the rear of the metal.

Install 2 of the black screws using a #2 square bit to secure.



Place the other side plate on the top of servo drives and carefully position cables so they are passing through the notch in the rear of the metal.

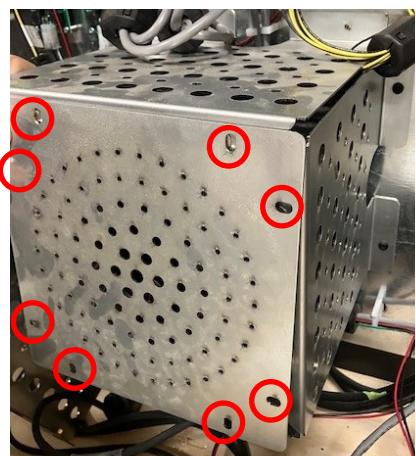
Install 2 of the black screws using a #2 square bit to secure.



Locate 8 bolts from hardware kit.

Place the front plate on the front of the servo drives.

Install the 8 bolts using a ?????? to secure.



SPONGEBOB VR GAME SETUP

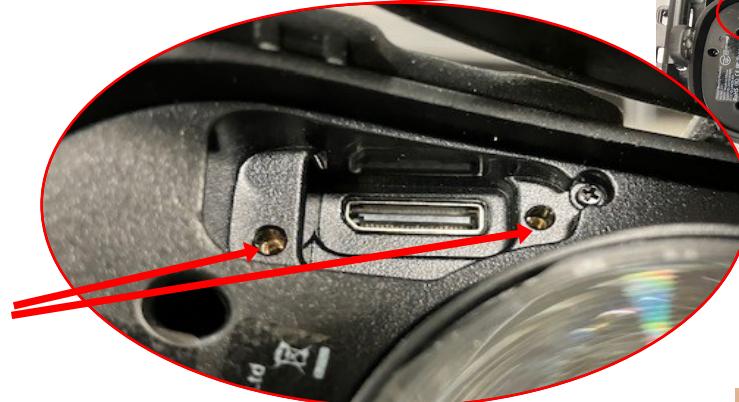
Attach headsets to the cables from overhead cantilevered arm:

Remove a headset from a box from the rear cabinet.

Remove the leather cover by pulling it off the headset, it will snap back on after the cable is connected it.



With the leather cover removed, locate the mounting locations for the cable dangling from the cantilevered arm.

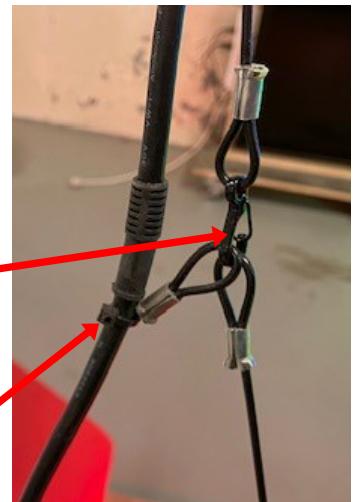


Mounting locations

Insert the cable from the cantilevered arm into the headset socket and install 2 small screws using a Phillips screwdriver.

Re-install the leather cover.

Clip the 2 support cables from the headset into the harness from the cantilevered arm.



Locate 2 plastic zip ties from hardware kit.

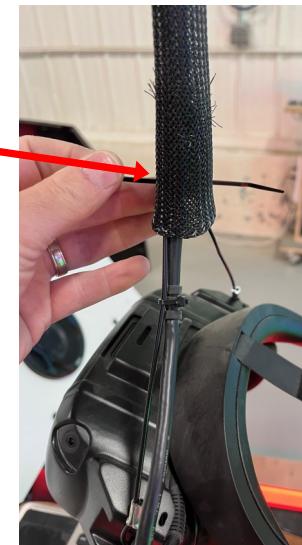
Place one zip tie to secure the one support cable to the headset cable.

Snip scrap end from the zip tie.

Stretch the plastic hose covering down to cover these support cable clips.

Place the other zip tie on top of the plastic hose covering where shown.

Snip scrap end from the zip tie.



Repeat this process for the other headset at the other player station.

SPONGEBOB VR GAME SETUP

Connect headsets cables to motherboards:

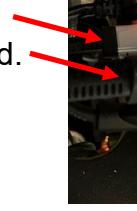
Route headset cables from back of cantilevered arm, down hole in the top of cabinet, down towards motherboards.



Bring the cables labeled "Front" to the top motherboard:

Plug the USB cable into a USB slot.

Plug the HDMI cable into the graphic card.



Locate the 12 Volt power in cable from top of game, and plug into the headset controller box

Similarly, bring the cables labeled "Back" to the bottom motherboard:

Plug the USB cable into a USB slot.

Plug the HDMI cable into the graphic card.



Locate the 12 Volt power in cable from top of game, and plug into the headset controller box

SPONGEBOB VR GAME SETUP

Attach Netting onto Rear Cabinet and Cabinet Base.

Secure the existing carabiners from the net to the eye bolts on the cabinet and hook points on the cabinet base.

Repeat the process for the other side of the cabinet.



Adjust Front and Rear Fans to Point at the Players.

Push to pivot the fans.



Card Swipe Installation:

Card readers can be mounted onto the black plastic plates in front of each player.

There are 4 wires behind this plate:

Yellow wire = +12 VDC Supply for Reader

Blue wire = Ground for Reader

Orange wire = Active High 12 VDC Coin Signal Input

White wire = Ground for Coin Signal Out



Set up is complete!

Re-Install the back doors using hardware previously removed.

Plug the included power cord into the game.

Turn on game and allow to boot up.



WARNING

Always turn **OFF** the main power switch **AND** unplug from the receptacle before working on the machine.

WARNING

Do not use extension cords or power strips to power the game. Only use the power cord supplied with your machine.

HOW TO PLAY

Virtual Reality is a simulated experience that employs 3D headsets to give the user an immersive feel of a virtual world.

SpongeBob Dynamic Duo is a one or two player game that uses 2 headsets to give the players the feeling of driving through Bikini Bottom in one of two different game plays.

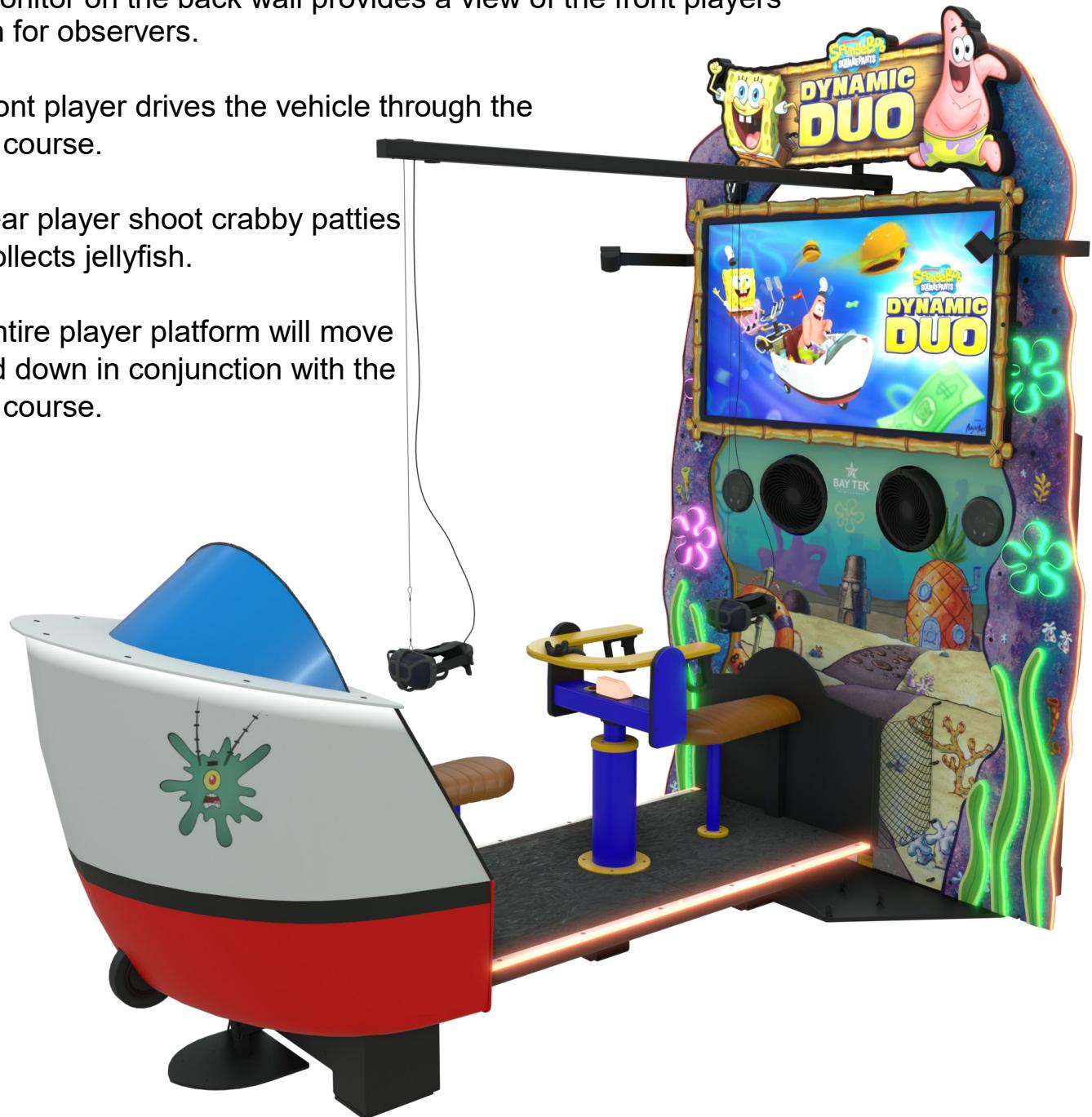
The players view their surrounding vis the headsets.

The monitor on the back wall provides a view of the front players screen for observers.

The front player drives the vehicle through the virtual course.

The rear player shoot crabby patties or collects jellyfish.

The entire player platform will move up and down in conjunction with the virtual course.



MENU SETTINGS

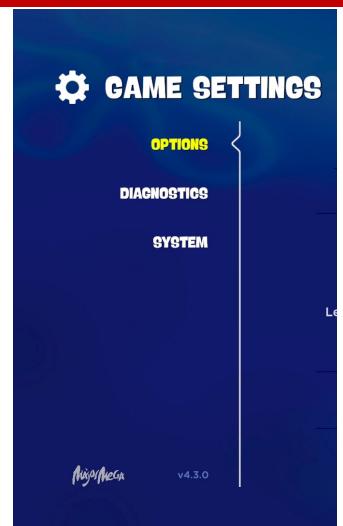
The Menu is accessed by using the keyboard included in the game.

Press the letter "A" key on the keyboard to bring the menu up on monitor.

Use the mouse pad on the keyboard to control the cursor.

Use the right click button to select an item.

Press the letter "A" key on the keyboard to exit the menu.



GAME SETTINGS - OPTIONS

Master Volume -

Sets the volume level of the game while being played. Adjustable from 0 to 100 percent. Default is 22%

Attract Volume -

Sets the volume level of the attract sounds when the game is not being played. Adjustable from 0 to 100 percent.

Motion Intensity -

Sets the amount of movement of the Motion Platform. Adjustable from 0 to 100 percent. Default is 75%

Track Select Length -

Sets the amount of time that the player has to choose which track to play.

Adjustable from 5 seconds to 60 seconds. Default is 30 seconds.

Game Length -

Sets the amount of time that the game will last.

Adjustable from 30 seconds to 2 1/2 minutes. Default is 2:10.

Leaderboard Input Length -

Sets the amount of time the player has to enter name at the end of the game. The next game will not start until finished. Adjustable from 10 seconds to 30 seconds. Default is 15 seconds.

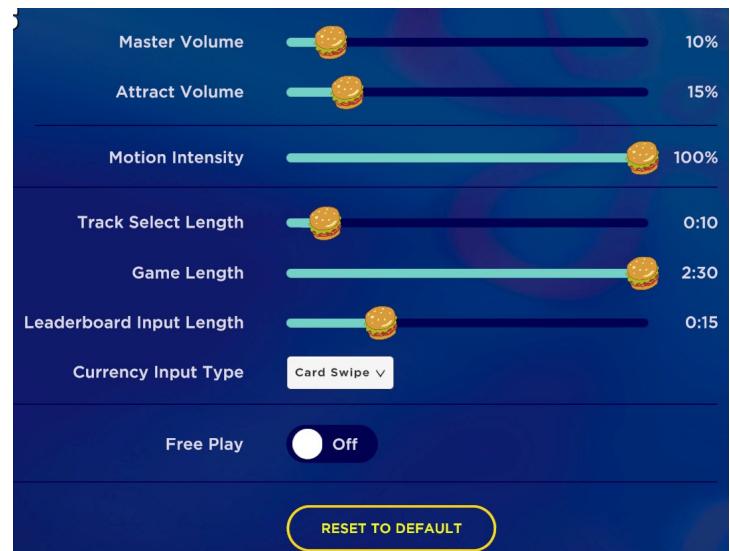
Currency Input -

Shows verbiage on the screens with options of Card Swipe, Tap, ... Default is Card Swipe

Free Play -

Option to enable "Free Play".

Player will push "Stop Motion" Button to start game.



GAME SETTINGS - DIAGNOSTICS

Sound Test -

Press "Test" for game to emit tones starting from Front Left Speaker, then Front Right Speaker, then Rear Left Speaker, then Rear Right Speaker

Motion Test -

Press "Test" for game to roll left, then roll right, then pitch forward, then pitch backward.

Fans Test -

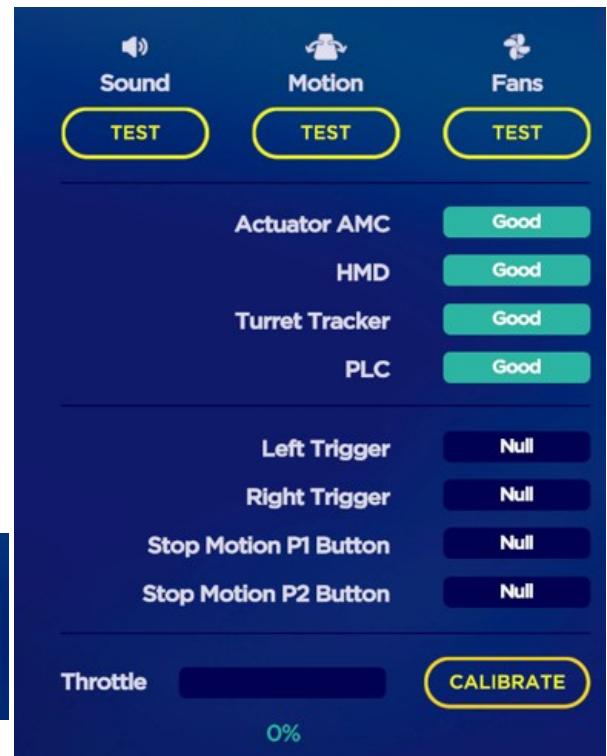
Press "Test" for game to turn all fans on.

If any of these tests do not operate or operate in the incorrect sequence, refer to troubleshooting section to repair.

Circuit Board Communication:

If any of these items show "Failed", refer to troubleshooting section to repair.

Actuator AMC	Good
HMD	Good
Turret Tracker	Good
PLC	Good



Buttons Test -

Will show "Pressed" when triggers or buttons are activated.

Left Trigger	Null
Right Trigger	Null
Stop Motion P1 Button	Null
Stop Motion P2 Button	Null



Throttle Test -

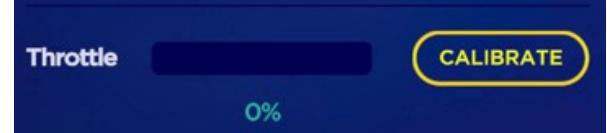
Turn throttle to show progress bar. It should go from 0 to 100%.

Calibrate -

Press "Calibrate" to calibrate throttle.

First part of test: It will automatically calibrate the normal state of throttle - do not touch.

Second part of test requires you to twist the throttle to maximum.



GAME SETTINGS - SYSTEM

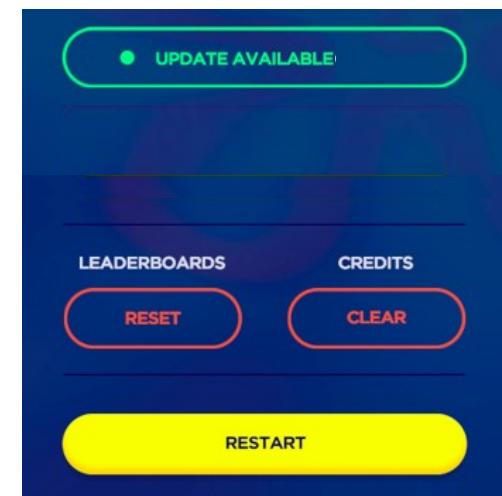


Updates -

If the game is connected to the internet, it will show "Up To Date" if software is current.

If updates are available, this can be clicked and the game will be updated.

"Checking for Updates" will show if not connected to internet.



Reset Leaderboards -

Click to remove all data from the high score screen.

Clear Credits -

Click to remove all accumulated credits from the game.

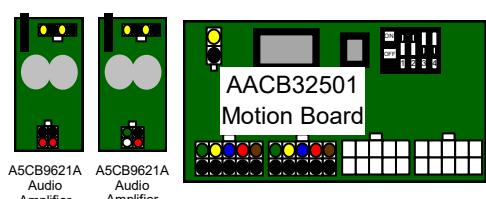
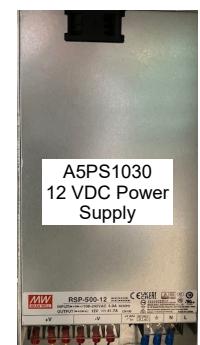
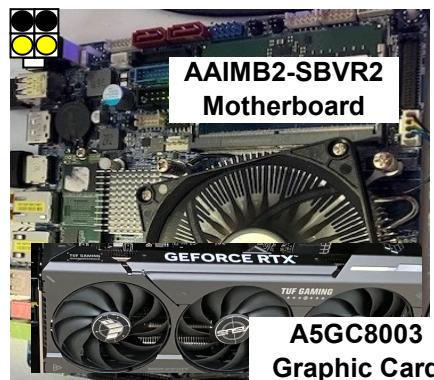
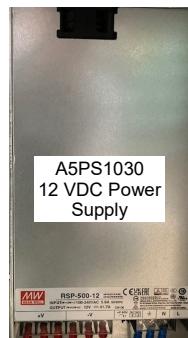
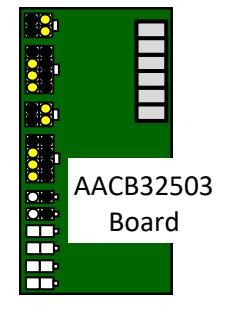
Restart -

This is the best (safest) way to restart the game.

This will reboot both computers.

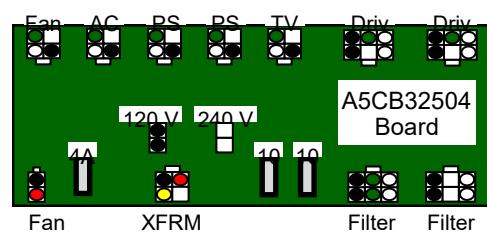
Circuit Board Layout

Viewed from back of game

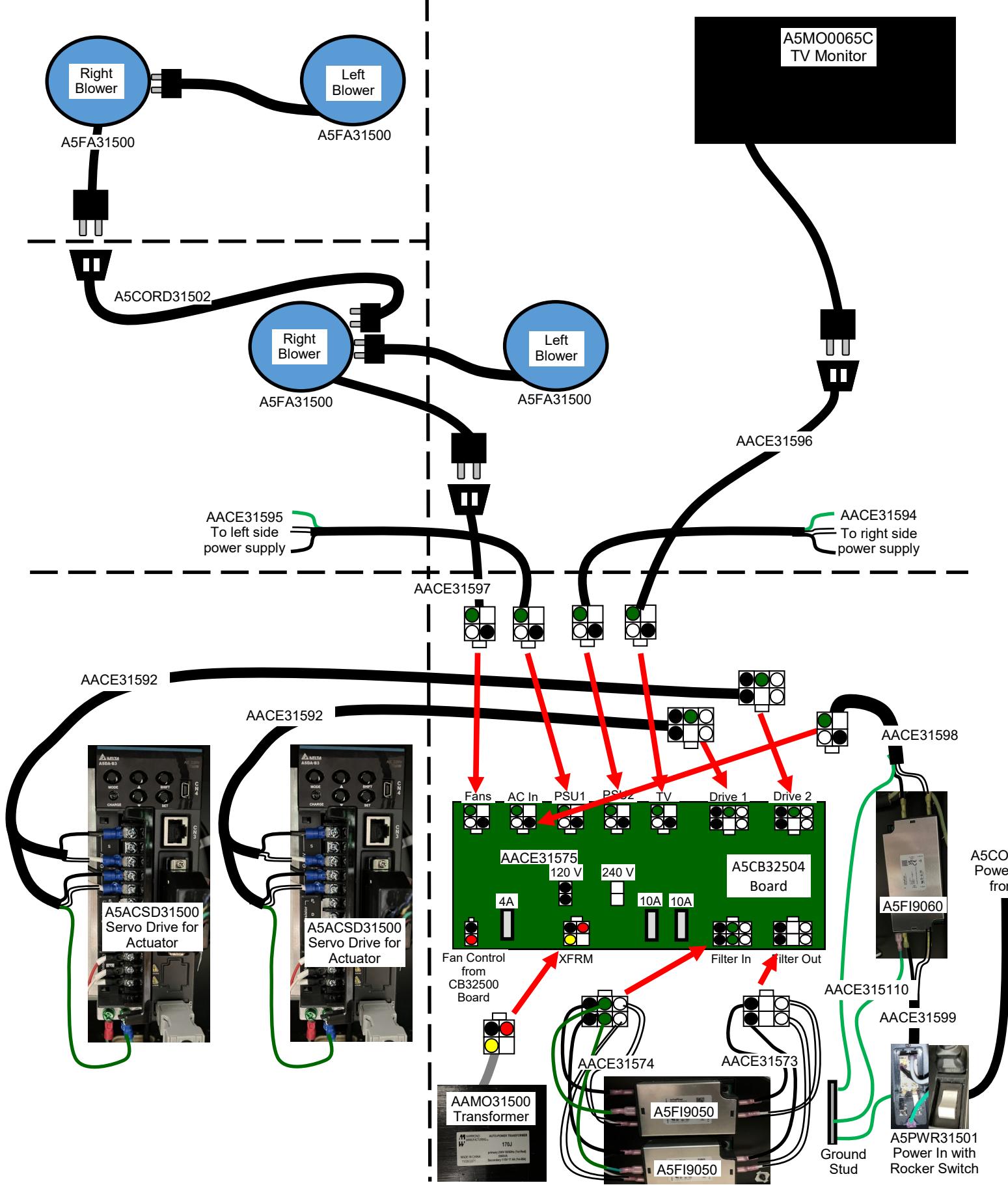


A5CB9621A
Audio
Amplifier

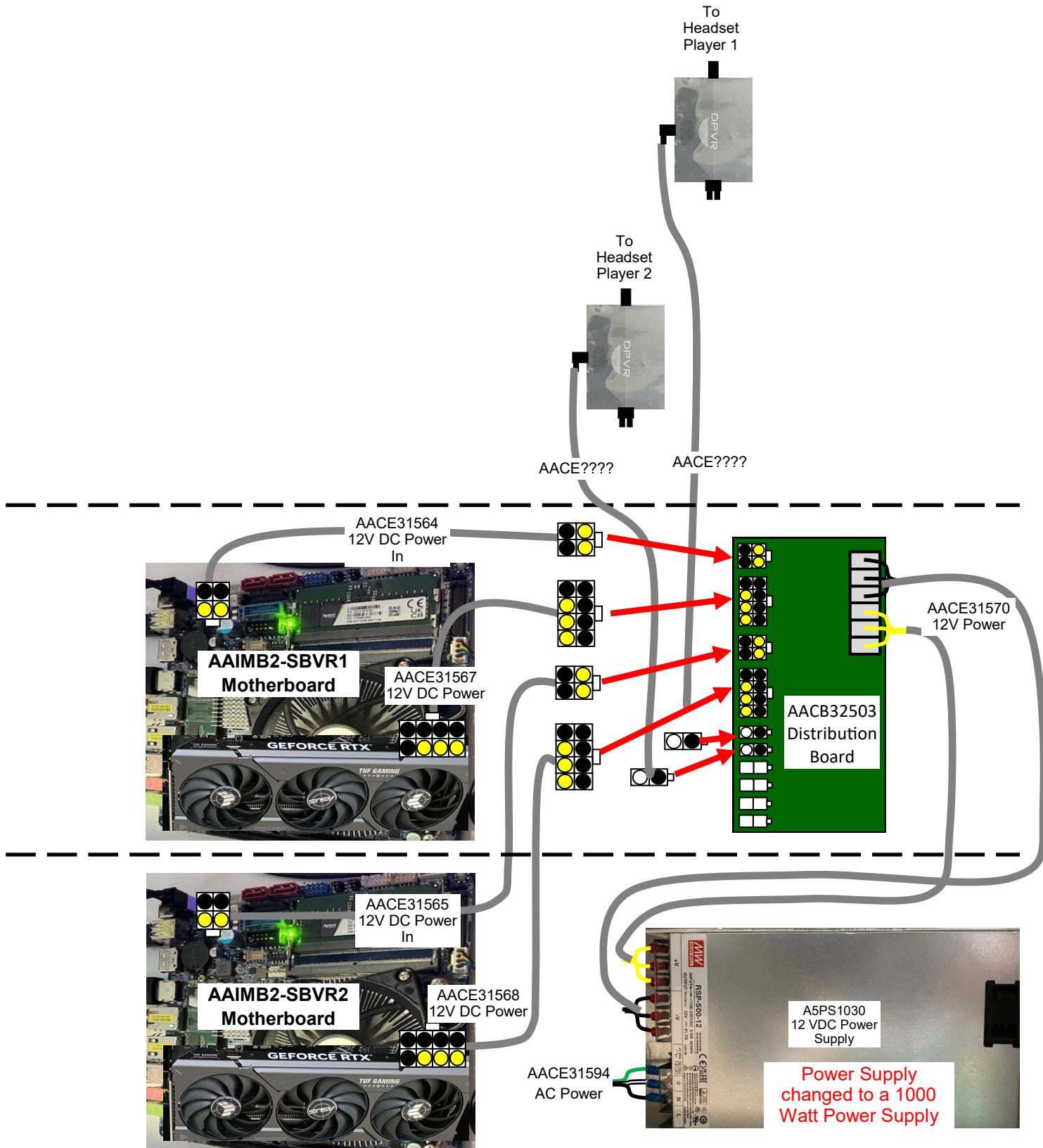
A5CB9621A
Audio
Amplifier



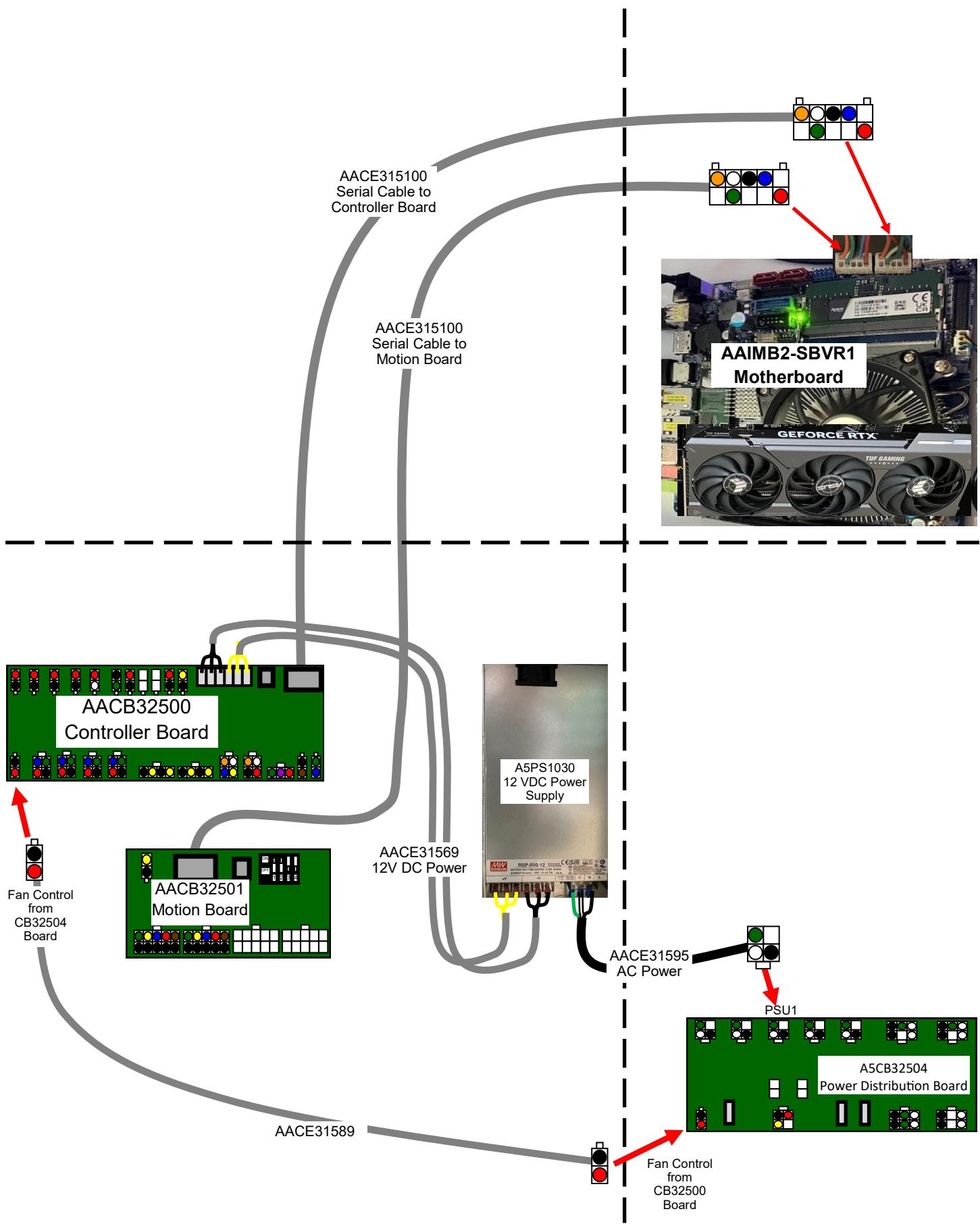
AC POWER WIRING



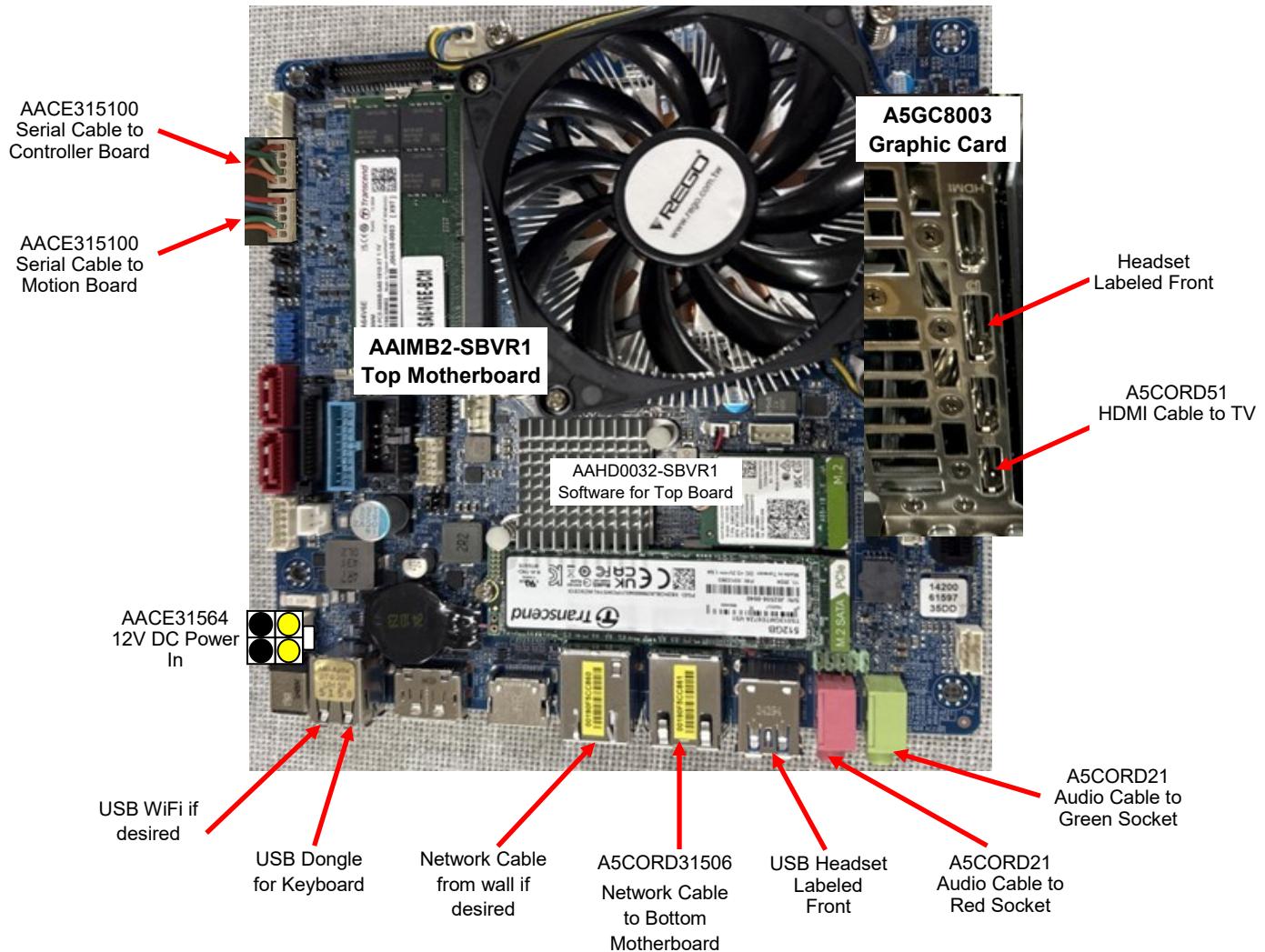
Right Side DC Wiring Diagram



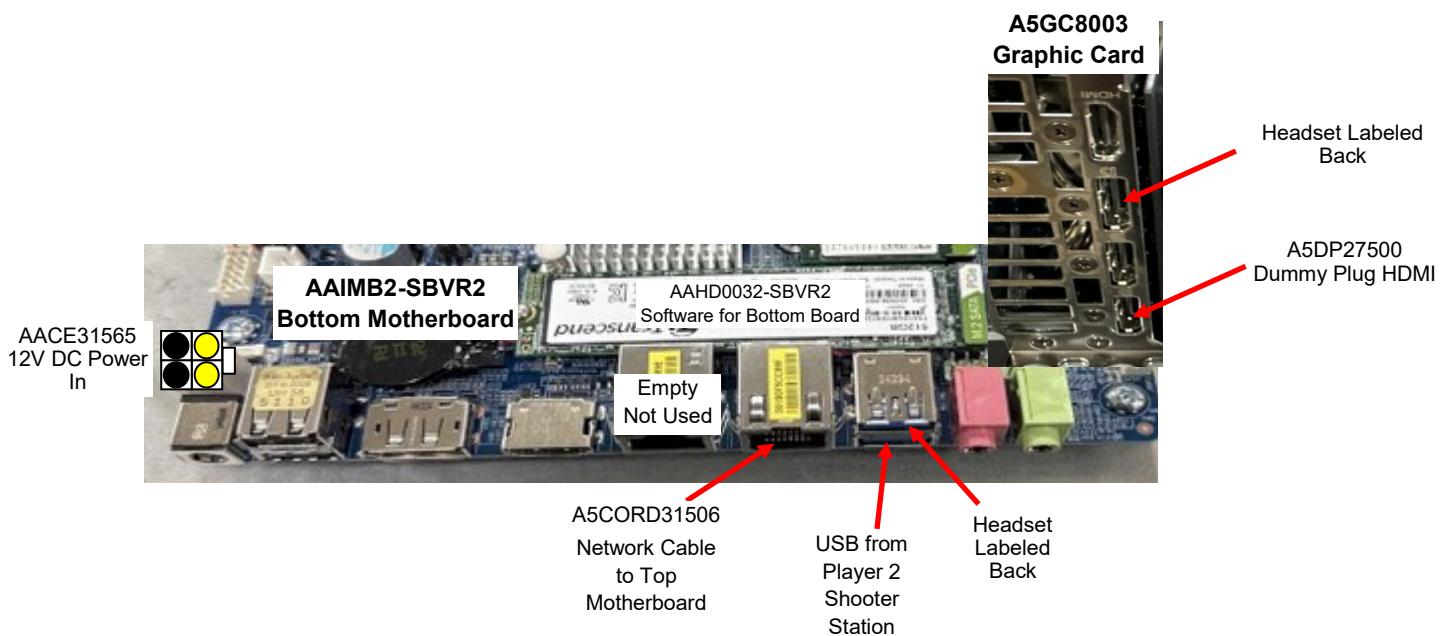
Right Side DC Wiring Diagram



Front Player 1 Driver Top Motherboard

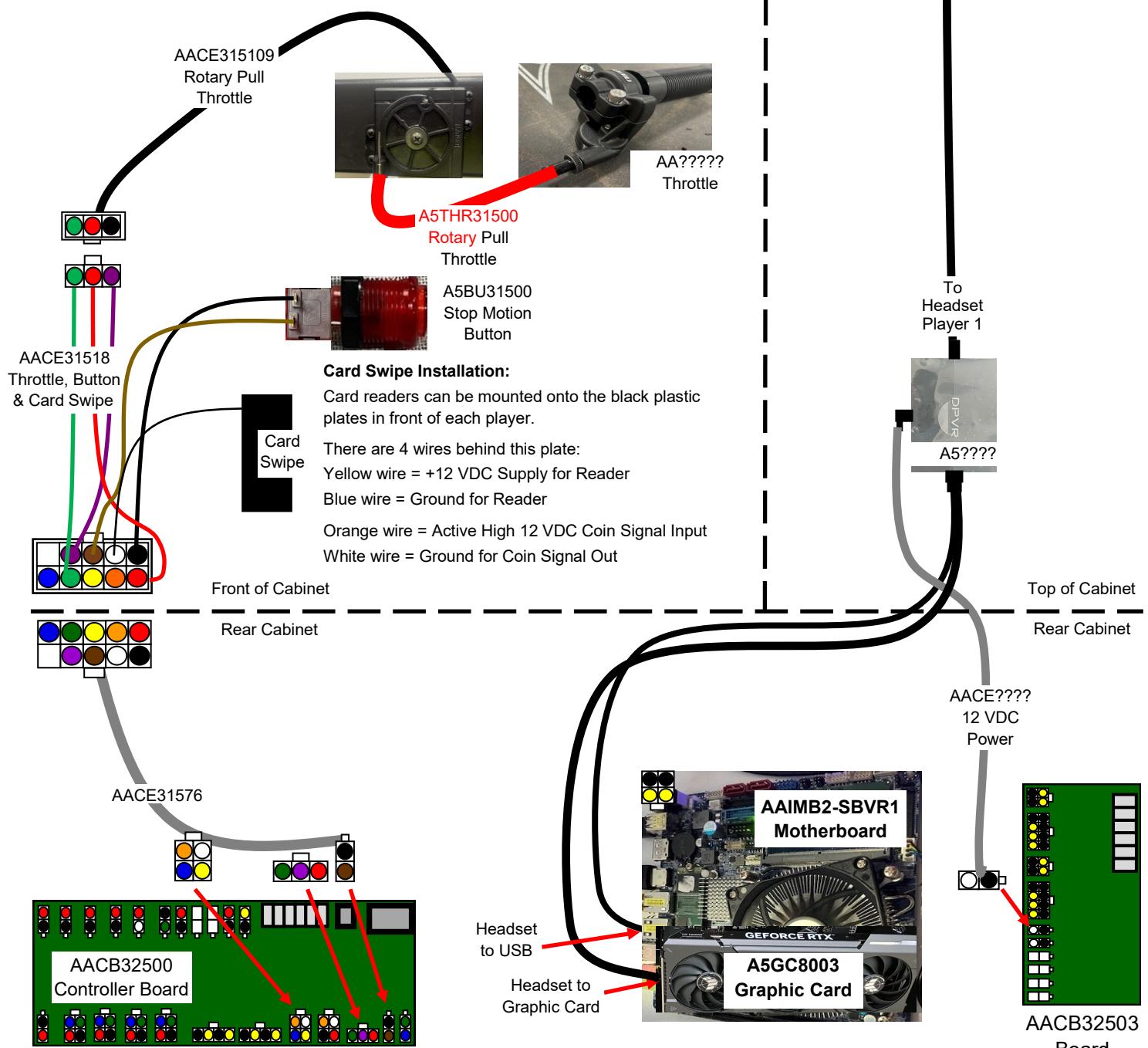


Rear Player 2 Shooter Bottom Motherboard



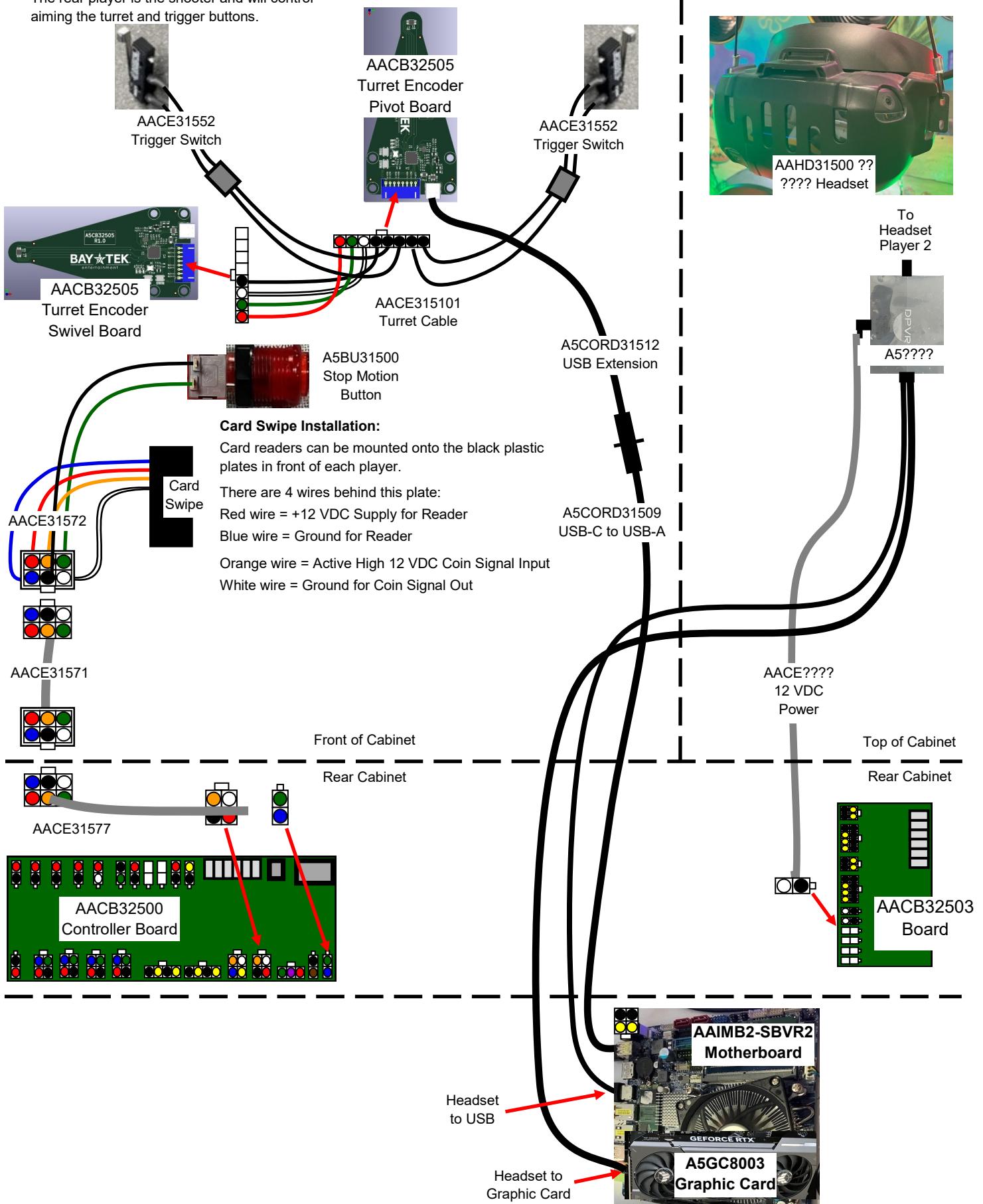
Front Player 1 Wiring Diagram

The front player is the driver and will control throttle and steering.

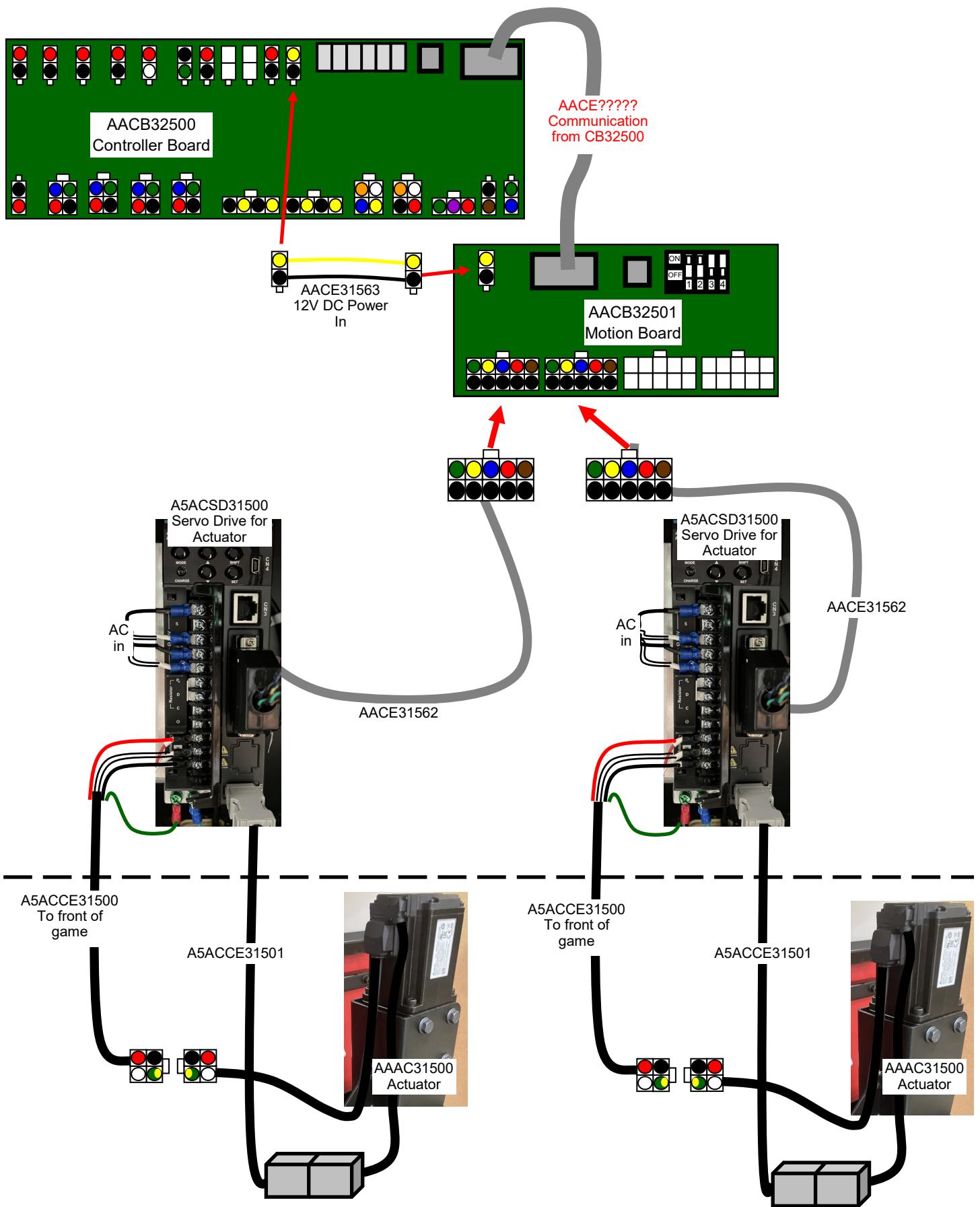


Rear Player 2 Wiring Diagram

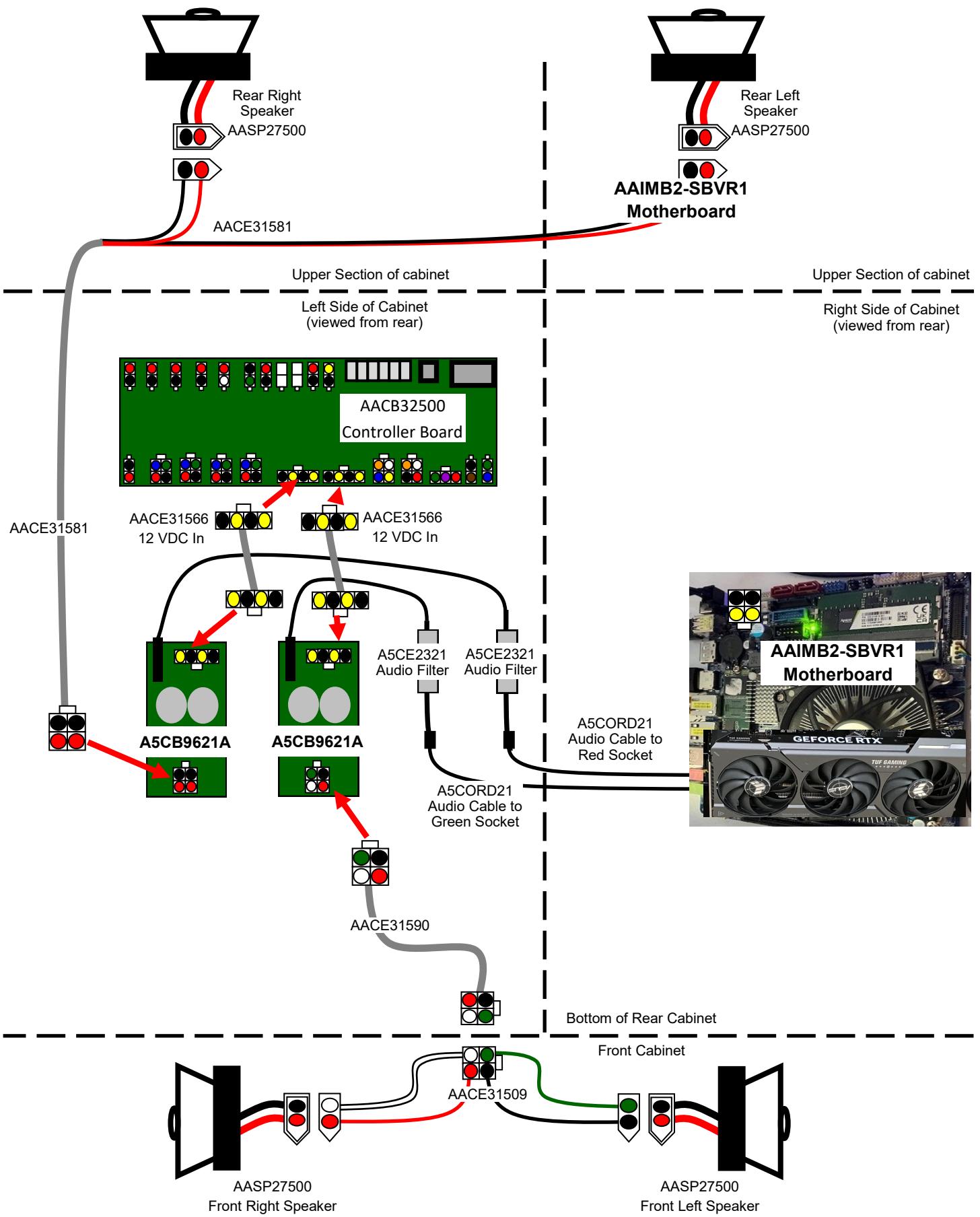
The rear player is the shooter and will control aiming the turret and trigger buttons.



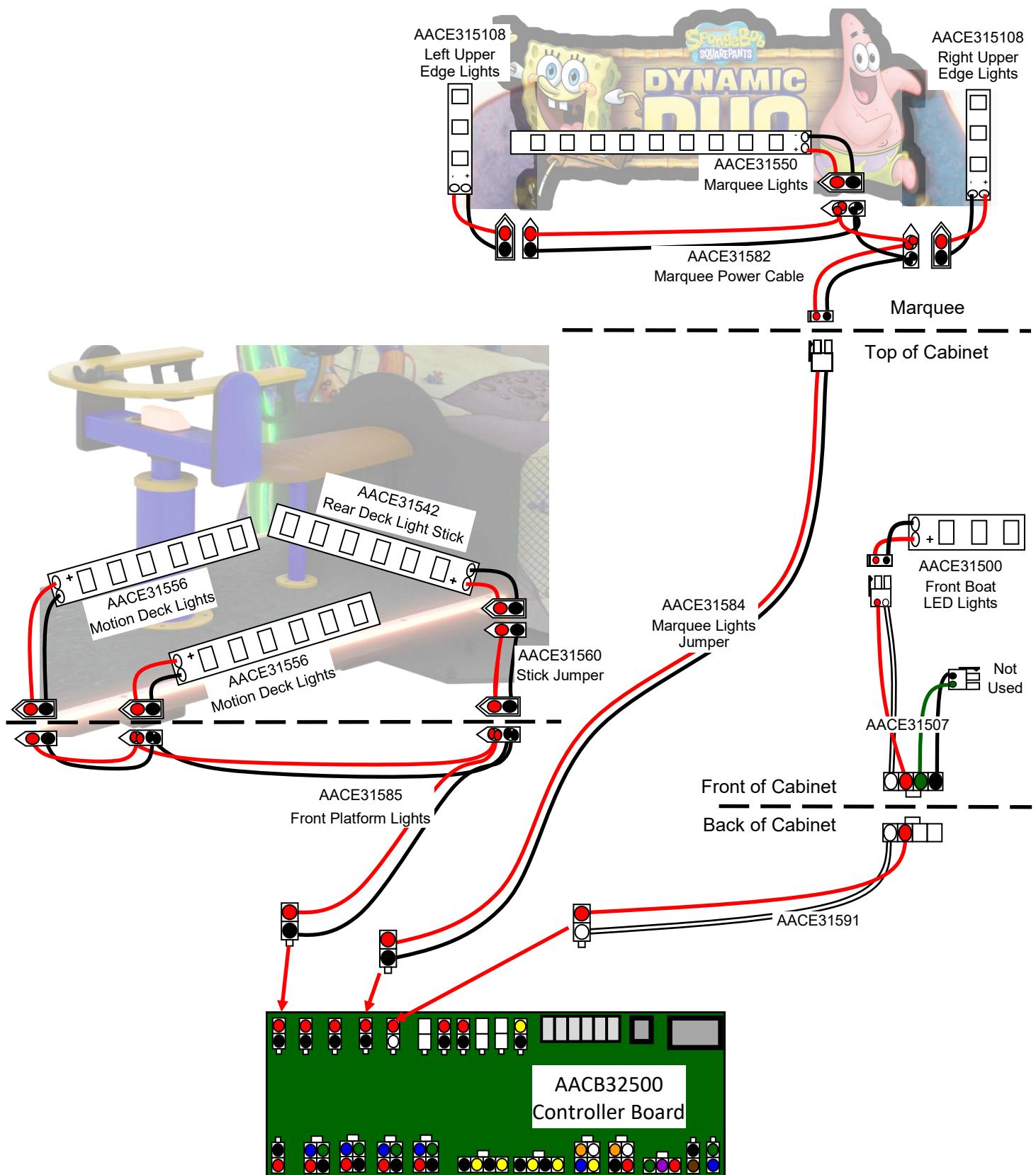
Actuator Wiring



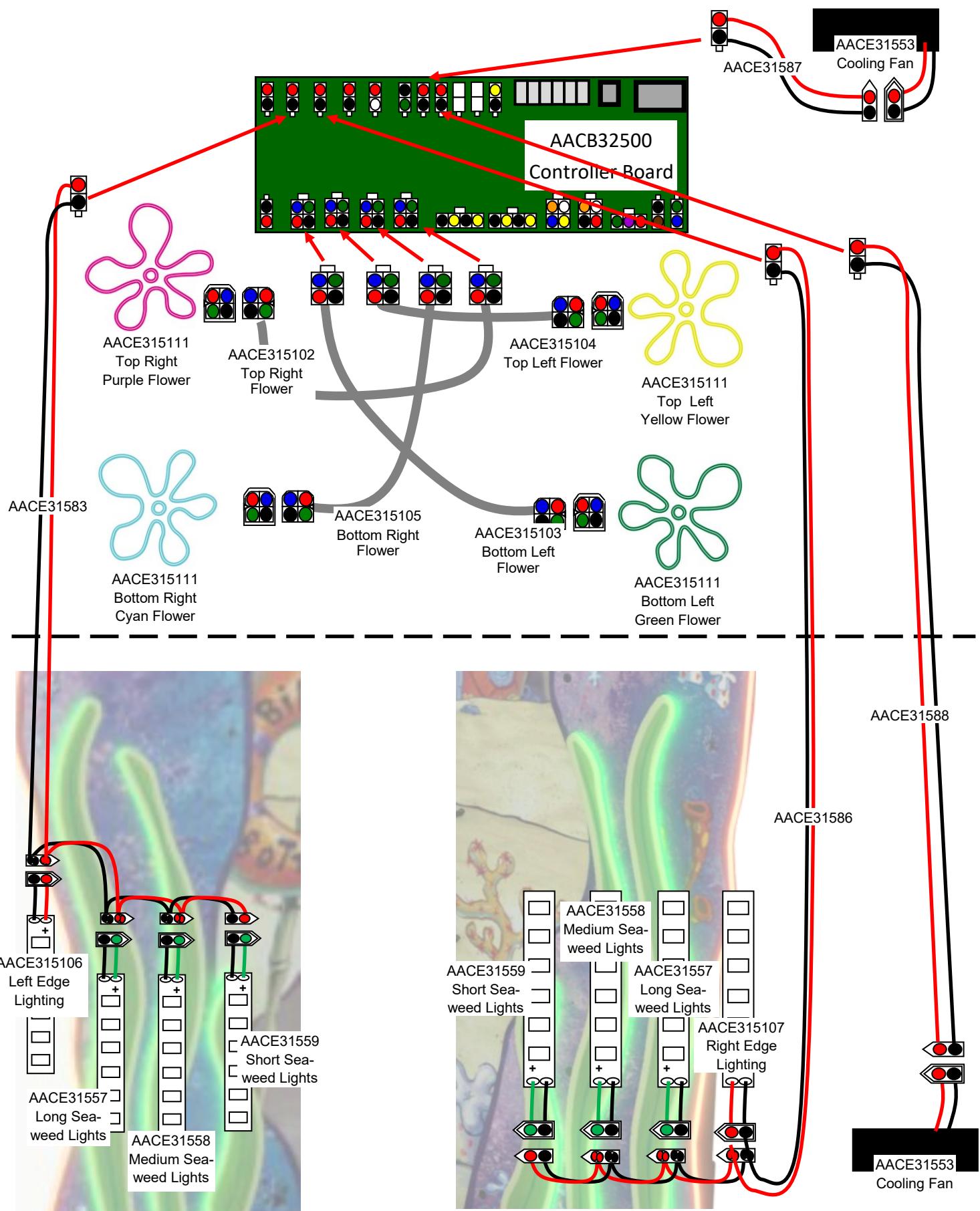
Speaker Wiring Diagram



LED WIRING DIAGRAM



LED WIRING DIAGRAM

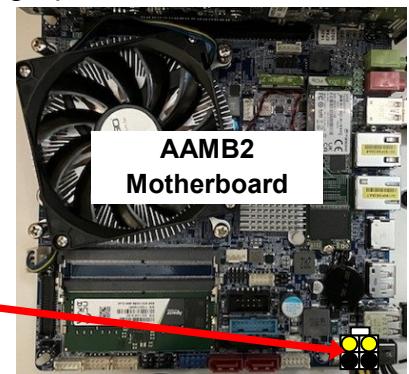


AAMB2 MOTHERBOARD

SpongeBob VR games use 2 of the AAMB2 motherboards, along with 2 graphic cards.

The software is different between these 2 motherboards.

There are a few differences from Baytek's other games' motherboards.



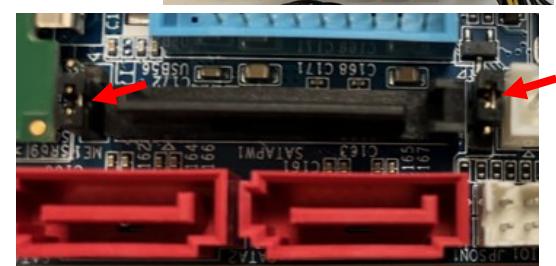
Difference # 1:

The power in from the power supply connection is only a 4 pin plug.

Power In from
Power Supply

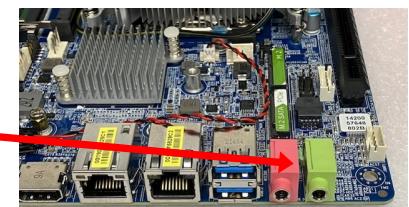
Difference # 2:

Jumpers on the motherboard need to be in these positions:



Difference # 3:

There are fewer jacks on the motherboard, and SpongeBob uses both red and green sockets.



HOW TO REPLACE SOFTWARE

The SpongeBob game software is programmed onto a M.2 drive



Note: The upper and lower motherboards have different software versions.

To replace the game software, this M.2 drive will need to be replaced on the motherboard.

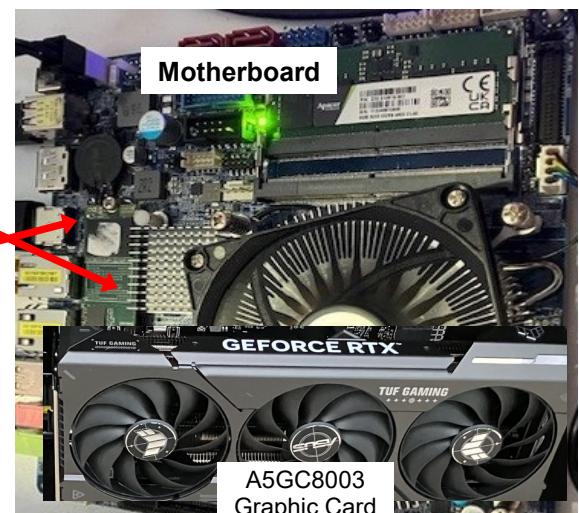
Instructions:

Power down the game by unplugging it from the wall.

Carefully remove the small Phillips head screw holding down the M.2 drive. Set aside for later installation.

The M.2 drive will now slide out of its socket and be removed from the motherboard.

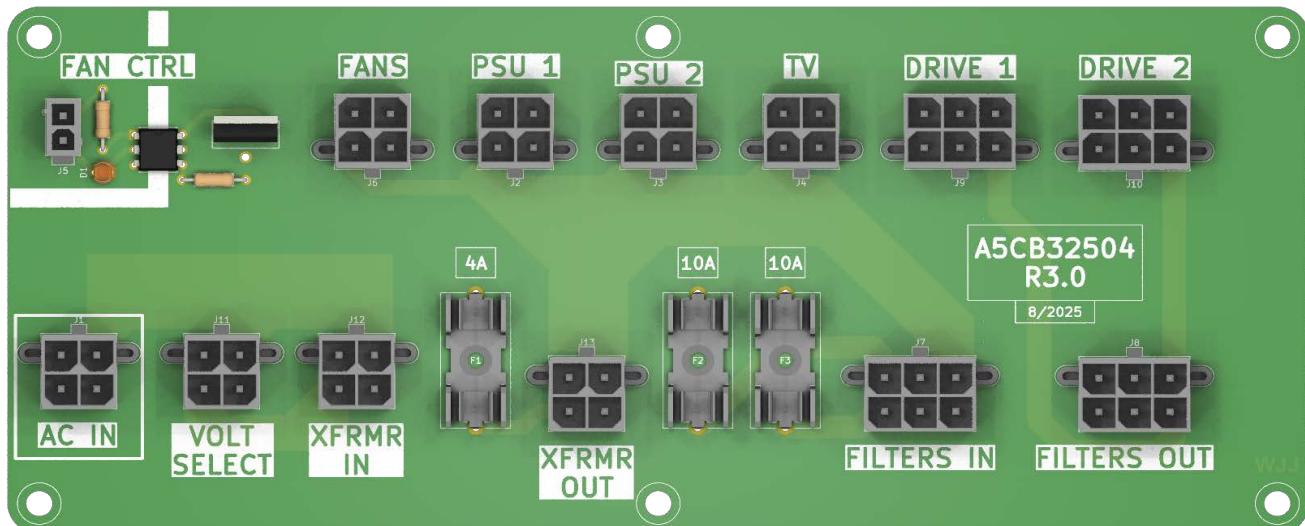
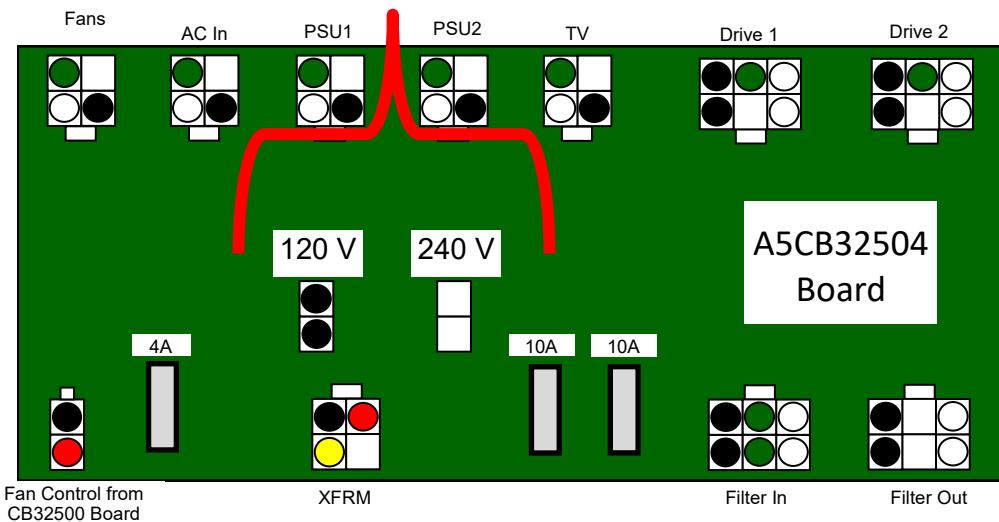
Install the new M.2 drive in the socket and secure it by re-installing the small Phillips screw.



120 Volt AC / 240 Volt AC

The Power Distribution Board has jumpers that must be set to allow 240 Volts to work and not cause damage to game components.

Move the jumper from the 120V socket to the 240V socket for 240 Volt International applications.



HOW TO REPLACE BUTTONS

There are 2 stop motion buttons on the game.
One for the front player, and one for the rear player.

If a button does not work, it should be replaced as soon as possible.



The 2 wires for the switch are connected to these 2 terminals on the bottom of the button.

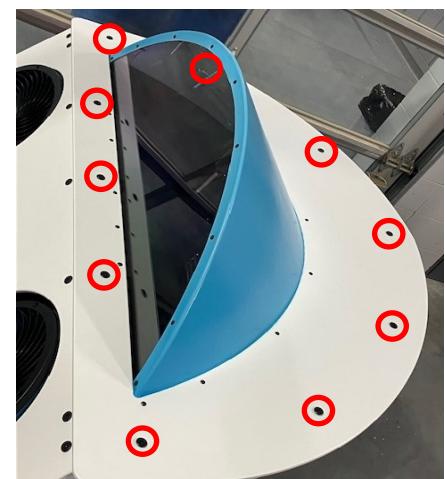


How to access buttons:

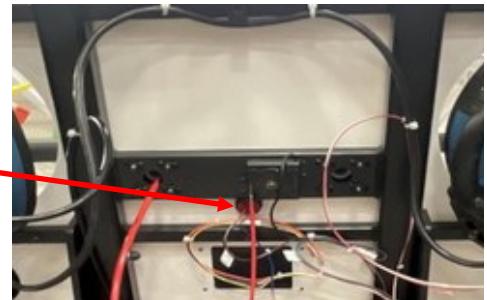
Front Player:

Remove the top windshield of the front boat by removing the 10 bolts using a 5/32" hex bit.

Unplug the light cable CE31507 and remove top windshield.



The button is located below the throttle cable.



Rear Player:

Remove the blue plate by removing the 8 screws using a Phillips screwdriver.



HOW TO REPLACE TURRET SENSORS

There are 2 turret sensors in the game.
One detects the left/right movement.
The other detects the up/down movement.

Left/right movement sensor:

Remove the blue plate by removing the 8 screws using a Phillips screwdriver.

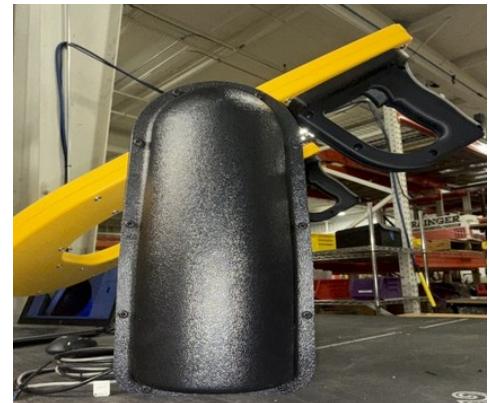


The sensor is now accessible to check and/or replace.



Up/down movement sensor:

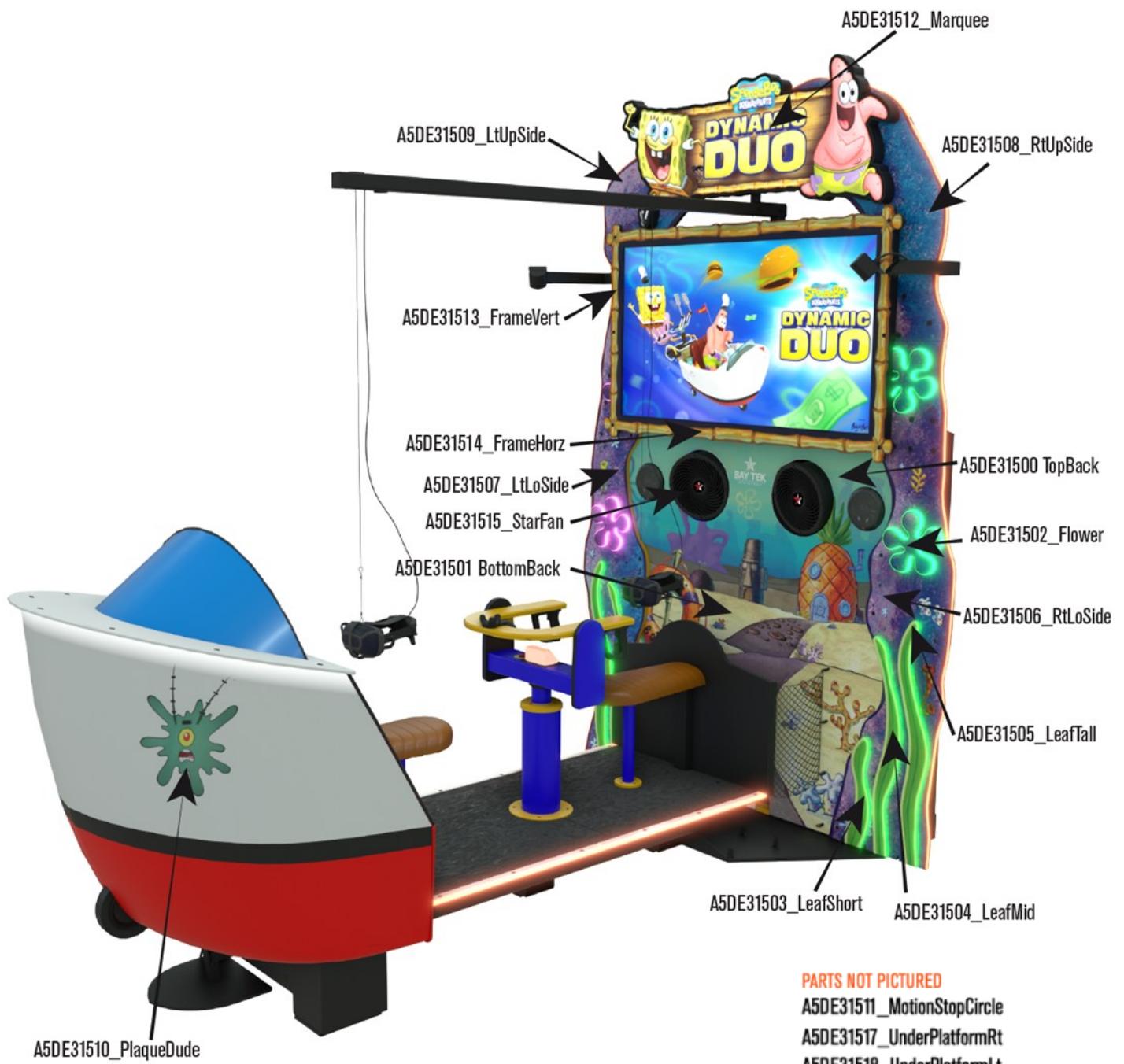
Remove the plastic cover from the left side of the turret by removing the 8 black screws using a #2 square bit.



The sensor is now accessible to check and/or replace.



GAME ART DIAGRAM



PARTS PICTURES



AAAC31500



A5ACSD31500



A5AD1000



A5BLSC31500



AABR9993



A5BU31500



A5CAPL010



A5DP27500



A5EN31500



A5EN31501



A5FA31500



A5GR31500



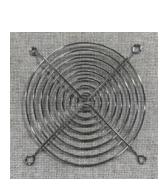
AAGR31501



A5GR31502



A5GRRU31500



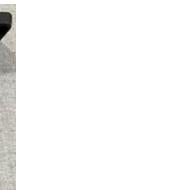
A5GU9040



A5HA31500



A5HA31501



AAHDST31508



A5HDST31509



A5HDST31510



A5HDST31511 A5KIT-SBVRB



A5LK5002



A5MA1039



A5NE31500



A5RI31500



A5RU31500



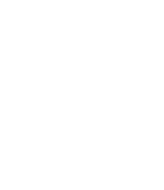
A5SCSH030



A5ST31500



A5TR31500



A5VC31500



A5VC31501



A5WH31500



W5KE5000



W5TM4000



W5TM4006



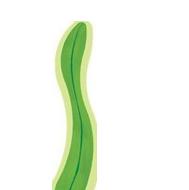
A5DE31500



A5DE31501



A5DE31502



A5DE31503



A5DE31504



A5DE31505



A5DE31506



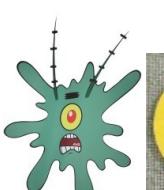
A5DE31507



A5DE31508



A5DE31509



A5DE31510



A5DE31511



A5DE31512



A5DE31513



A5DE31514



A5DE31515



A5DE31516



A5DE3117

PARTS PICTURES



PARTS PICTURES



AACE31507 AACE31509



AACE31510



AACE31513



AACE31514



AACE31518



AACE31542



AACE31550



AACE31552



AACE31553



AACE31556



AACE31557



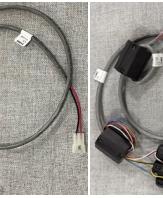
AACE31558



AACE31559



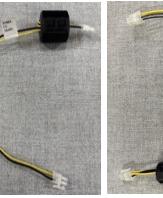
AACE31560



AACE31562



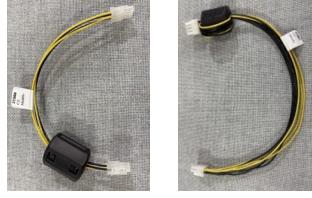
AACE31563



AACE31564



AACE31565



AACE31566



AACE31567



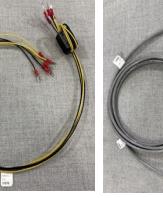
AACE31568



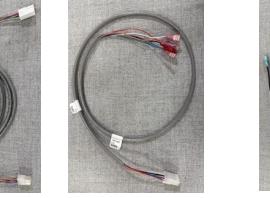
AACE31569



AACE31570



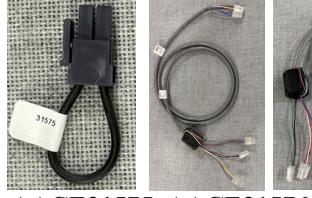
AACE31571



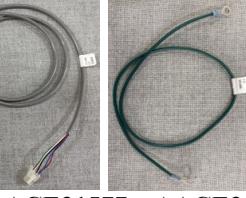
AACE31572



AACE31573



AACE31575



AACE31576



AACE31577



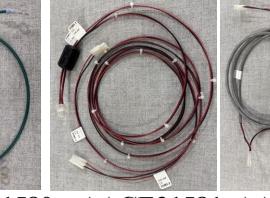
AACE31578



AACE31579



AACE31580



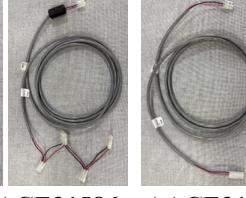
AACE31581



AACE31582



AACE31583



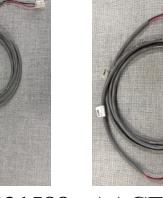
AACE31584



AACE31585



AACE31586



AACE31587



AACE31588



AACE31589



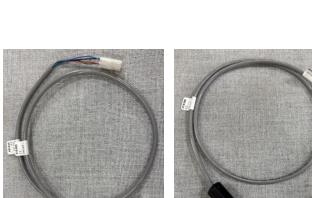
AACE31590



AACE31591



AACE31592



AACE31594



AACE31595



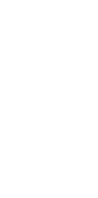
AACE31596



AACE31597



AACE31598



AACE31599



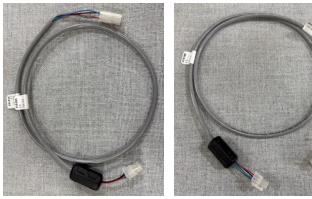
AACE315100



AACE315101



AACE315102



AACE315103



AACE315104



AACE315105



AACE315106



AACE315107



AACE315108



AACE315109



AACE315110

PARTS PICTURES



AACE315111 AASP27500 A5FI9050 A5FI9060 A5GC8003 A5CB32504 A5CB9621A A5KEBD31500 A5MO0065C



A5PS1030

A5PWR31501

AACB32500

AACB32501

AACB32503

AACB32505

AAMO31500

AAIMB2-SBVR1



AAIMB2-SBVR2 AAHD0032-SBVR1 AAHD0032-SBVR2

PARTS LIST

PART #	DESCRIPTION	PART #	DESCRIPTION
AAAC31500	Actuator Assembly (2 per game)	A5DE31518	Canvas, Printed, Floor Guard, Right
A5ACSD31500	Servo Drive for Actuator (2 per game)	A5DE31519	Decal, April Calibration Tag, Front Printed Plexi
A5AD1000	Adapter, M.2 Wifi/Bluetooth	A5DE31520	Decal, April Calibration Tag, Back Printed Plexi
A5BLSC31500	Ball Screw, For Captive Ending (3 per game)	A5PT31500	Pitch Stop (2 per game)
AABR9993	Braided Wire Sleeve, Black (2 per game)	A5PT31501	Controller Hub (2 per game)
A5BU31500	Motion Stop Button (2 per game)	A5PT31510	Turret Cover, Black (2 per game)
A5CPL010	Cap, End, Cantilever Arm	A5PT31512	Assy, Front Bow
A5CR31500	Carabiner, Mini (2 per game)	A5PT31513	Marquee, Plastic, Sponge Bob
A5DP27500	Dummy Plug, HDMI	A5PT31514	Pls, Boat Windshield, Printed
A5EN31500	Captive Ending Top Plate (3 per game)	A5PT31515	Magnet Holder Plastic (2 per game)
A5EN31501	Captive Ending Bottom Plate (3 per game)	A5ME31500	Metal, Motion Deck Steel Assy
A5FA31500	Fan Blower (4 per game)	A5ME31501	Metal, Motion Base Weld Assy
A5GR31500	Grip, Left Handlebar	A5ME31502	Metal, Dashboard Frame Weld Assy
AAGR31501	Grip, Twist Throttle Handle	A5ME31503	Metal, Cab Base Assy
A5GR31502	Grip, Right Handlebar, Throttle	A5ME31504	Metal, Upright Suspension Tube
A5GRRU31500	Rubber Rigging Grommet (2 per game)	A5ME31505	Metal, Upright Support, Lower Gusset (2 per game)
A5GU9040	Guard, Fan (4 per game)	A5ME31506	Metal, Upright Support, Upper Gusset (2 per game)
A5HA31500	Controller Grip, Left (2 per game)	A5ME31507	Metal, Suspension Tube Assy
A5HA31501	Controller Grip, Right (2 per game)	A5ME31509	Metal, Motion Base Front Cover
AAHDST31508	Headset (2 per game)	A5ME31510	Metal, Motion Base Rear Cover Plate
A5HDST31509	Headset Armor (2 per game)	A5ME31512	Metal, Dashboard Support (2 per game)
A5HDST31510	Headset Strap (2 per game)	A5ME31513	Metal, Front Seat Bracket Assy
A5HDST31511	Headset, Leather Face Liner (2 per game)	A5ME31514	Metal, Rear Seat Bracket Assy
A5KIT-SBVRB	Hardware Kit	A5ME31515	Metal, Seat Post Assy (2 per game)
A5LK5002	Lock, 7/8", H95 Key Code (4 per game)	A5ME31516	Metal, Turret Stand Metal Assy
A5MA1039	Magnet for Controller (4 per game)	A5ME31517	Metal, Turret Neck Assy
A5NE31500	Net, 10in X 20in, (4 per game)	A5ME31518	Metal, Turret Shooter Assy
A5RI31500	Ring, Large	A5ME31519	Metal, Front Fan Mount Plate (4 per game)
A5RU31500	Neoprene Strip 6"X36", Feet Pad	A5ME31520	Metal, Marquee Bracket
A5SCSH030	Shscrew,Skt Hd, .25x2" L, 1/4-20, (2 per game)	A5ME31521	Metal, Rear Fan Bracket (4 per game)
A5ST31500	Seat (2 per game)	A5ME31522	Metal, Tv Mount Bracket
A5TR31500	Controller Trigger (2 per game)	A5ME31524	Metal, Rear Cab Floor Corner Bracket (2 per game)
A5VC31500	Velcro, Hook, 2" Wide, (4 per game)	A5ME31533	Metal, Handle Assy (2 per game)
A5VC31501	Velcro, Loop, 2" Wide, (4 per game)	A5ME31534	Metal, Light Rail Cover (2 per game)
A5WH31500	Boat Front Wheel	A5ME31535	Metal, Back Rest Light Rail
W5KE5000	Keeper, Lock (4 per game)	A5ME31536	Metal, Upright Suspension Top Tube
W5TM4000	T-Molding,7/8"Black, (33 feet per game)	A5ME31537	Metal, Upright Connector
W5TM4006	T-Molding,13/16", Yellow, (27 feet per game)	A5ME31538	Metal, Asus Graphics Card Bracket (2 per game)
A5DE31500	Decal, Top Wall	A5ME31539	Metal, Motherboard Ground Plate (2 per game)
A5DE31501	Decal, Bottom Wall	A5ME31540	Metal, Distro Side Ground Plate
A5DE31502	Decal, Star Printed Plexi (4 per game)	A5ME31541	Metal, Drive Enclosure Plate
A5DE31503	Decal, Short Weed (2 per game)	A5ME31542	Metal, Drive Enclosure Bracket (4 per game)
A5DE31504	Decal, Mid Weed (2 per game)	A5ACCE31500	Delta Actuator Motor Cable (2 per game)
A5DE31505	Decal, Long Weed (2 per game)	A5ACCE31501	Delta Actuator Servo Drive Cable (2 per game)
A5DE31506	Decal, Right Side	A5CE2321	Audio Filter (2 per game)
A5DE31507	Decal, Left Side	A5CORD21	Audio Cable (2 per game)
A5DE31508	Decal, Top Right	A5CORD31502	Fan Power Extension, 20ft Cable
A5DE31509	Decal, Top Left	A5CORD31506	Ethernet, 3ft Cable
A5DE31510	Decal, Plankton Splatter	A5CORD31508	Main Power Cable
A5DE31511	Decal, Stop Motion Decal (2 per game)	A5CORD31509	USB A To USB C, 10ft Cable
A5DE31512	Decal, Marquee Printed Plexi	A5CORD31512	USB C, 6ft Cable
A5DE31513	Decal, Bamboo Vertical Frame Printed Plexi (2 per game)	A5CORD51	HDMI Cord, 6ft
A5DE31514	Decal, Bamboo Horiz Frame Printed Plexi (2 per game)	AACE31500	Boat LED Cable
A5DE31515	Decal, Cabinet Door Warning	AACE31507	Front Boat LED 2 Cable
A5DE31516	Decal, Small Star for Speaker (4 per game)	AACE31509	Front Speaker Cable 2
A5DE31517	Canvas, Printed, Floor Guard, Left	AACE31510	GBC Ground Cable

PARTS LIST

PART #	DESCRIPTION	PART #	DESCRIPTION
AACE31513	GBS Ground Cable	AACE315108	Upper Lt/Rt Coral, Led Cable (2 per game)
AACE31514	GMC Ground Cable	AACE315109	Rotary Pull Throttle Cable
AACE31518	Player One Cable 2	AACE315110	Line Filter to Ground Stud Cable
AACE31542	Rear Deck Light Stick	AACE315111	Flower Led Cable (4 per game)
AACE31550	Marquee Led Daisy Chain Cable	AASP27500	Speaker (4 per game)
AACE31552	Trigger Switch Cable (2 per game)	A5FI9050	Line Filter, Fn2500-10-05-C13 (2 per game)
AACE31553	Vent Fan (2 per game)	A5FI9060	Line Filter, Fn2520-20-05-C1111
AACE31556	Motion Deck Side Lights Cable (2 per game)	A5GC8003	Graphics Card, ASUS (2 per game)
AACE31557	Long Seaweed LED Cable (2 per game)	A5CB32504	A/C Power Distribution Board
AACE31558	Medium Seaweed LED Cable (2 per game)	A5CB9621A	Audio Amplifier Board (2 per game)
AACE31559	Short Seaweed LED Cable (2 per game)	A5KEBD31500	Keyboard, Wireless
AACE31560	Power to Back Wall Stick Light Cable	A5MO0065C	Monitor, 65" UHD (4k)
AACE31562	Servo Signal Cable (2 per game)	A5PS1030	Power Supply, 12 VDC (2 per game)
AACE31563	Drive Board Power Cable	A5PWR31501	Power Entry
AACE31564	Motherboard 1 Power Cable	AACB32500	I/O Controller Board
AACE31565	Motherboard 2 Power Cable	AACB32501	Motion Controller Board
AACE31566	Audio Board Power Cable (2 per game)	AACB32503	D/C Power Distribution Board
AACE31567	Graphics Card 1 Power Cable	AACB32505	Magnetic Encoder Board (2 per game)
AACE31568	Graphics Card 2 Power Cable	AAMO31500	Transformer, Step-Down
AACE31569	Control Board Power Cable	AAIMB2-SBVR1	Motherboard For Player 1
AACE31570	DC Distribution Board Cable	AAIMB2-SBVR2	Motherboard For Player 2
AACE31571	Player Two Disconnect 1 Cable	AAHD0032-SBVR1	Software for Player 1 Motherboard
AACE31572	Player Two Disconnect 2 Cable	AAHD0032-SBVR2	Software for Player 2 Motherboard
AACE31573	Line Filters Out Cable		
AACE31574	Line Filters In Cable		
AACE31575	Jumper Cable		
AACE31576	Player 1 Control Cable		
AACE31577	Player 2 Control Cable		
AACE31578	MB Plate to Mb Plate Ground Cable		
AACE31579	MB Plate to Ground Stud Cable		
AACE31580	MB Plate to CB Plate Ground Cable		
AACE31581	Rear Speakers Cable		
AACE31582	Marquee Lights Cable		
AACE31583	Left Seaweed Lights Cable		
AACE31584	Marquee Lights Cable		
AACE31585	Motion Deck Lights Cable		
AACE31586	Right Seaweed Lights Cable		
AACE31587	Upper Cooling Fan Cable		
AACE31588	Lower Cooling Fan Cable		
AACE31589	Fan Control Cable		
AACE31590	Front Speakers Cable		
AACE31591	Front Bow Lights Cable		
AACE31592	Drive 1 and 2 Power Cable (2 per game)		
AACE31594	PSU 1 Cable		
AACE31595	PSU 2 Cable		
AACE31596	TV Power Cable		
AACE31597	Fan Power Cable		
AACE31598	Main Filter to AC Board Cable		
AACE31599	Switch to Main Filter Cable		
AACE315100	Serial Cable (2 per game)		
AACE315101	Turret Sensor Cable		
AACE315102	Top Right Flower Cable		
AACE315103	Bottom Left Flower Cable		
AACE315104	Top Left Flower Cable		
AACE315105	Bottom Right Flower Cable		
AACE315106	Lower Left Coral, Led Cable		
AACE315107	Lower Right Coral, Led Cable		

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.

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 its option defective product or component parts upon notification to the parts/service department.

New, purchased parts have a 30 day warranty.

Any labor expended is not included in this warranty.

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

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

Should you need your game serviced, determine the serial number from the decal on the back of the game cabinet or main board, and call **920.822.3951 Ext. 1102**

or e-mail to: **service@baytekent.com**

Use Screen Connect takes screen shot every 30 seconds



Join launches the Screen connect App

Steam VR Window - make sure it's minimized before leaving.



Alt and Tab to switch between tabs

A for Menu

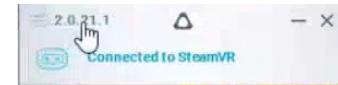
Player 1 is front player, top computer

Player 2 is rear player, bottom computer

2 different headsets:

Vive Pro 1 - Discontinued, some blue on headset. Only needs the Steam VR window running.

Vive Pro 2 - Current production. All black. Needs Steam VR window and Vive Console



If they replace headsets on their own, they need to add this Vive Console to the software.

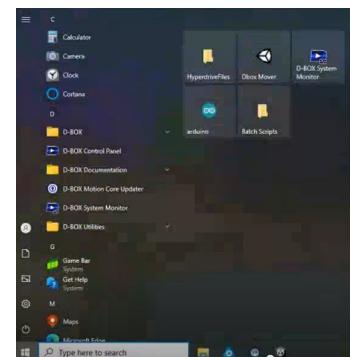
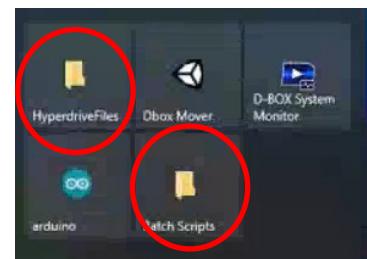
The blue squares in Steam VR should have 3 base units showing.

Sometimes there are icons on the base unit squares, sometimes needs update



Windows key to bring up menu.

Spongebob was called "Hyperdrive"
Batch Scripts



Open Hyperdrive Files:

The important one is gameConfig.json

It is the settings file for the game.

Only important values here are:

Com ports:

plc is andriod com port for throttle, coin up, ect.

amc is motion com port

If windows assigns a new com port, you would have to change it back

```

"hardware": [
  "hardwareID": 3,
  "ipOverride": "hyperdrive0",
  "comPort_XEncoder": 0,
  "comPort_YEncoder": 0,
  "comPort_plc": 10,
  "comPort_amc": 9,
  "comPort_dm": 0,
  "throttleMin": 57,
  "throttleMax": 265,
  ...
]
  
```

Arduino is their I/O board.

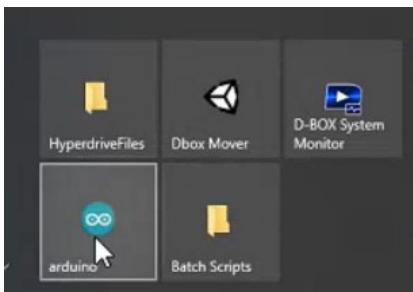


If throttle is not working, check the "throttleMin" and "ThrottleMax"

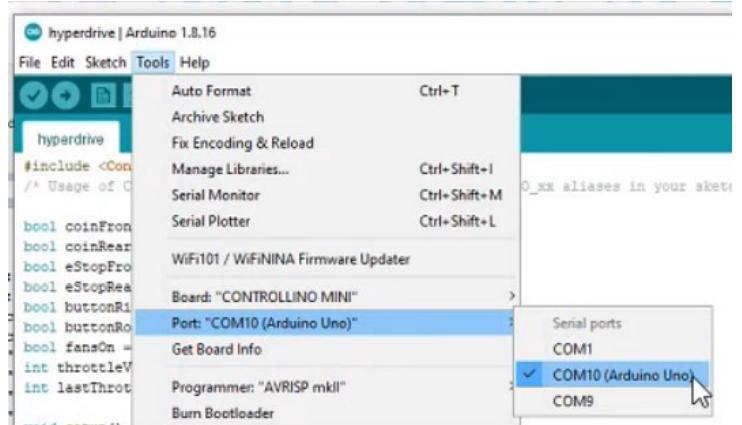
```
"hardware": {  
  "hardwareID": 3,  
  "ipOverride": "hyperdrive0",  
  "comPort_XEncoder": 0,  
  "comPort_YEncoder": 0,  
  "comPort_plc": 10,  
  "comPort_amc": 9,  
  "comPort_i": 0,  
  "throttleMin": 57,  
  "throttleMax": 265,  
```

But first go into menu (A key) and twist throttle to test.

Open Arduino app

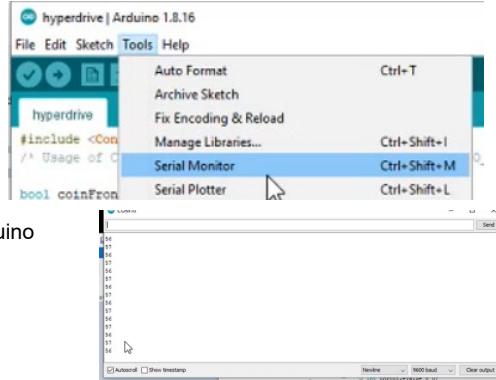


Make sure Arduino is checked.

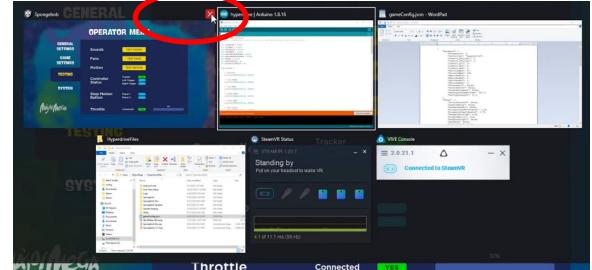


If want to see raw data dump, the game program will have to be closed. Alt Tab
Click X on game window.

Then click on "Serial Monitor"

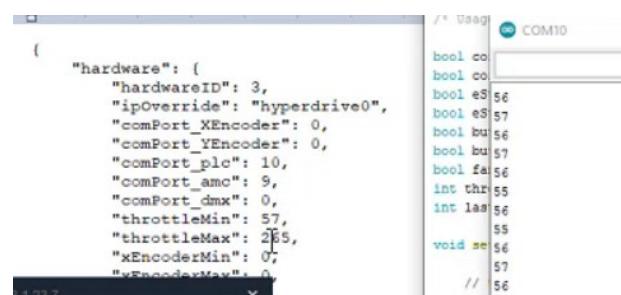


Will show raw data coming from Arduino



You can also swipe a card, and a message should show throw this screen. Same for anything through Arduino

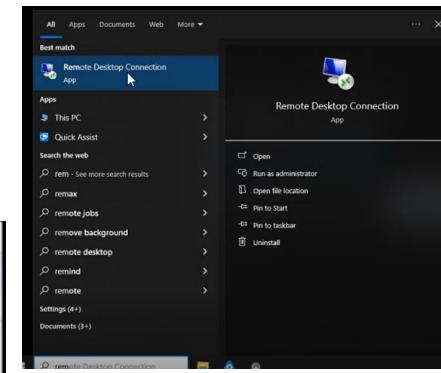
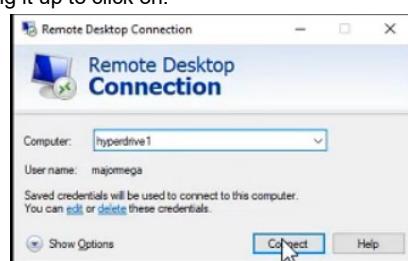
Also good for calibrating a new throttle. Twist throttle and see what the min max values, then put these values in the gameConfig file



Customer can load new software through the menu.

Player 2 Access: Remote through Player 1.using Microsoft built in remote desktop
Hit Windows key, and type in Remote, and it will bring it up to click on.

Hyperdrive 1 is the player 2 computer.
Click Connect

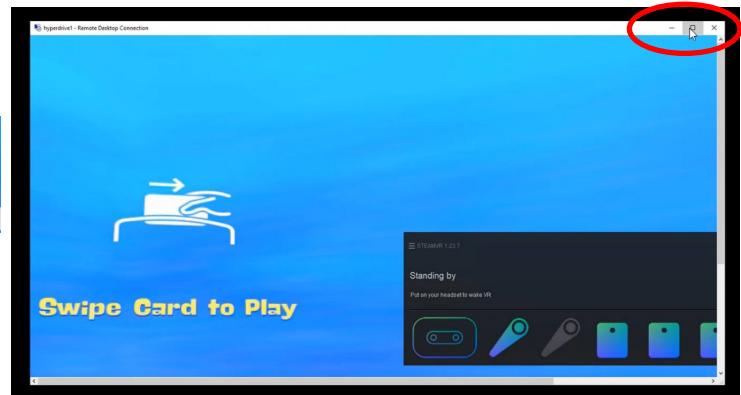
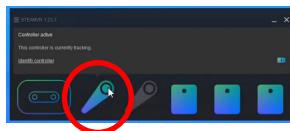


Make sure to maximize this window or else alt/tab will not work.

This shows the controller on the turret.

The triggers are wired into the tracker.

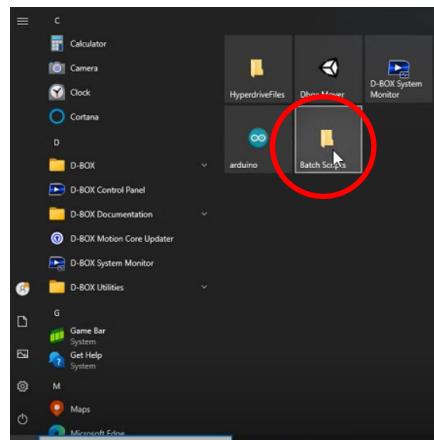
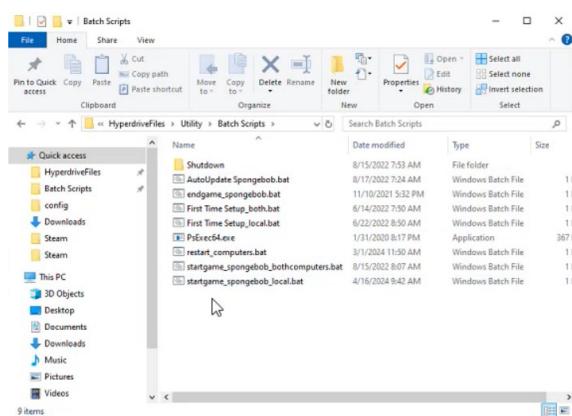
Tracker has USB cable with extension that goes back to computer 2. So the motion platform can be shipped with cable installed.



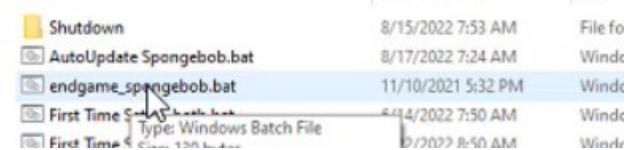
If Vive console says " please make sure that steam VR is installed correctly"
 Overtime, the Steam Vr was getting corrupted Ran install file and it would work.

Batch Scripts folder :

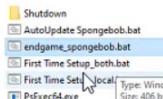
These are what is running behind the scenes..



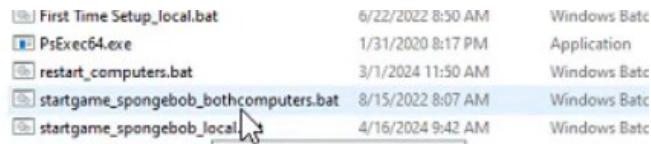
To quit both programs, double click "endgame_spongebob"



If run room calibration tool, click, "First Time Setup"



To start both games again, double click startgame_spongebob_bothcomputers"



Restart both computers, restarts them both.

No alcohol not clean .

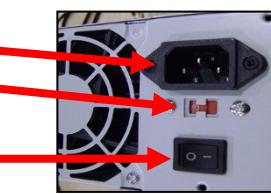
For lens, use a eyeglasses cloth and wipe in circles from inside out.

POWER SUPPLY DIAGNOSTICS

1.) Verify AC power to game. Check power strip in front door. The should be illuminated.

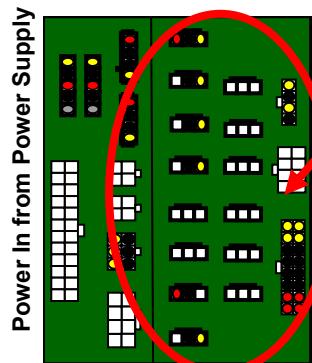


2.) Check connection to power supply.



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.



A5CB5156B

5.) Ensure fan is turning.

- If power supply fan is turning and there is no 12 Volt out:
Check power supply cables to the Power Distribution Board.
This board takes the power in, and directs it to the different 12 volt loads.
- Replace power supply if this board is not receiving 12 volts. (A5PS1013)
- Unplug all power out connectors from the right side of the Power Distribution Board.
Turn on game and if it boots correctly, plug one cable in at a time until the issue is found.
- If power supply fan is not turning, then continue to "Verify Power to Motherboard"

Verify Power to Motherboard

The motherboard will turn on power supply.

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

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

AAMB2-HD-GNR

Make sure the 4 pin power connector is plugged in.



Minimize load on power supply and isolate short

Unplug the power supply cables going to the Power Distribution Board.

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

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

Plug in the Power Distribution Board to power supply, but unplug all of the outputs from the board.

Turn on game and verify the 12 volts is good.

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

If power supply still does not power on:

Replace power supply (A5PS1013), or motherboard. (AAMB2-GNR)

TROUBLESHOOTING GUIDE

Troubleshooting Strategy

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

Troubleshooting Chart

Problem	Probable Cause	Remedy
No power to the game No lights on at all. There is one power switch in the game. It is the rocker switch on the power supply in the front of the game.	Unplugged. Circuit breaker tripped. Line Filter Faulty. Power strip faulty. Disconnected, loose or broken wires.	Check wall outlet. Reset power strip breaker switch or building circuit breaker. Replace Line Filter (Part # A5FI9012) Change plug position, replace power strip if a section does not work. Part # A5OU5000 Check rocker switch on power strip. Refer to wiring diagram. Check connections and reseat cables from line filter to outlet strip. Cables # CE30530 and A5CORD5 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.	Insure power supply is plugged in. Make sure rocker switch is set ON. Refer to Power Supply Diagnostics to isolate bad component. A bad motor or 12 volt short would cause this.
Meters does not work Game meter will click as the game starts. Ticket meter will click as tickets are being dispensed.	Faulty power supply Number of tickets are being dispensed Faulty Power Dist Board Disconnected, loose or broken wires. Faulty counter.	Refer to Power Supply Diagnostic section. Check ticket values in menu. Refer to tickets not dispensing troubleshooting section. Replace Power Distribution Bd. (A5CB5156B) Refer to wiring diagram. Check connections and reseat cables from meters to I/O Aux Board Cables # AACO1020 and CE30528 Replace counter AACO1020.
Menu Buttons do not work. The menu buttons are located in the Left Side Coin Door Can not enter menu during game play. Wait until after game for a 2 second opportunity to enter the menu.	Swap connectors at the 2 buttons. Pinched, broken, or disconnected wiring I/O Aux board faulty.	Replace button if problem stays with button.(AAPB2700A) Inspect crimp to ensure good connection. Check connections from menu buttons to I/O Aux Board. Check cables (AAPB2700A, AACE30528) Replace I/O Aux Board if needed. Part# AACB9605A-GNR

TROUBLESHOOTING GUIDE