

CHAMELEON PARADIZE



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FACTORY CONTACT INFORMATION



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WELCOME TO: CHAMELEON PARADIZE

Congratulations on your Chameleon Paradize purchase!

Chameleon Paradize is a single-player game with an exciting island theme. Players press the button on the Chameleon's butt to activate his tongue, eating as many "Tasty Flyz" as they can to win tickets.

The bright, colorful cabinet, laid-back island grooves and goofy audio are sure to attract players of all ages!

Team up two cabinets back to back for a great center of the room attraction!

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

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

Your Friends at Bay Tek Games



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HOW TO PLAY

Hit the lizard on the butt



Make his sticky tongue shoot out



So he eatz those pesty crickitz



Then he poops a lot of ticketz!















GAME SPECIFICATIONS

WEIGHT	
NET WEIGHT	260 LBS.
SHIP WEIGHT	300 LBS.
DIMENSIONS	
WIDTH	29"
DEPTH	38"
HEIGHT	79.75"
OPERATING TEMPERATURE	
FAHRENHEIT	80-100
CELSIUS	26.7-37.8

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

MAX START UP CURRENT	OPERATING CURRENT
1.5AMPS @ 115 VAC	0.7 AMPS @ 115 VAC
.75 AMPS @ 230 VAC	.35 AMPS @ 230 VAC

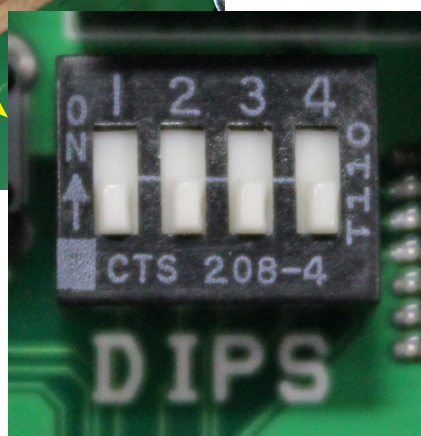
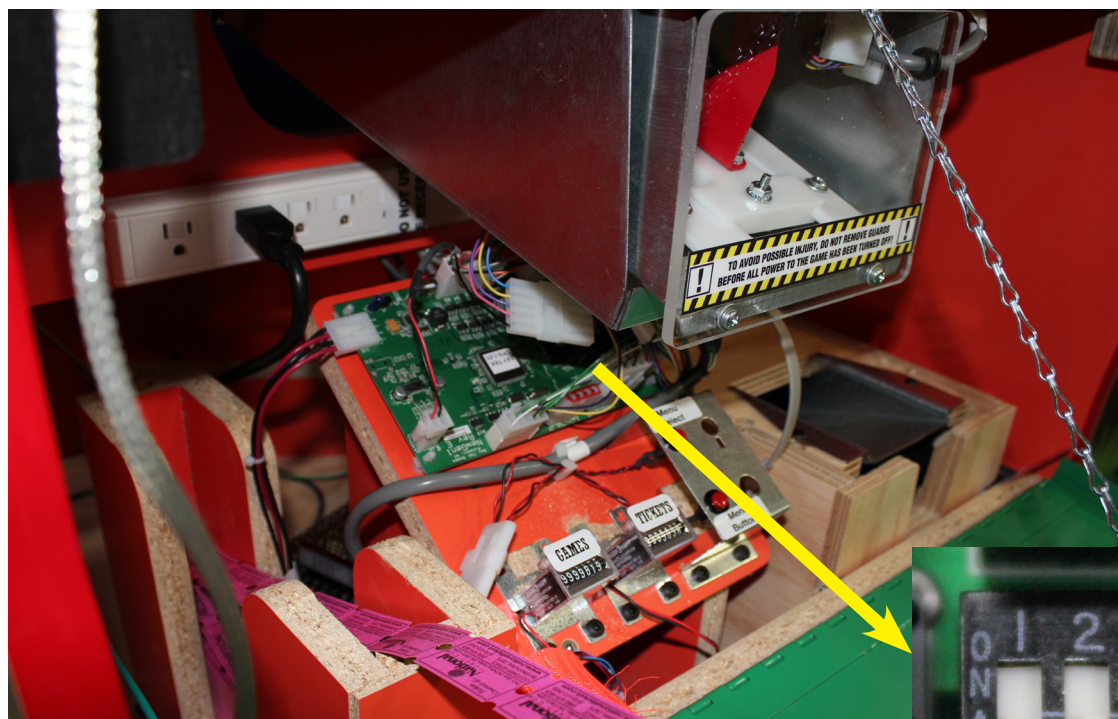
SAFETY PRECAUTIONS

 NOTICE 	
Modifications to the mechanical, electrical and structural components of this game may void its compliance certifications.	
 DANGER 	
DO NOT perform repairs or maintenance on this game with the power ON. Unplug the unit from the wall outlet or shut off the power strip located inside the cabinet.	
 WARNING 	
Use of flammable substances can cause sever burns or serious injury. Always use NON-FLAMMABLE solvents for cleaning. DO NOT use gasoline kerosene or thinners.	
 CAUTION 	
Lifting heavy objects can cause back, neck or other injuries. Be sure adequate lifting and moving devices are available when unloading, unpacking and moving this game.	
 ATTENTION 	
Be sure the electrical power matches the game requirements. See the serial number located on the back of the game cabinet. Always plug into a grounded circuit. If the supply cord is damaged, it must be replaced by an approved cord or assembly provided by the manufacturer.	
 IN CASE OF EMERGENCY 	
UNPLUG THE POWER CORD. The power cord must be accessible at all times in case of an emergency.	

DIP SWITCH SETTINGS

The dip switch bank is located on the mainboard, inside the front door of the game.

*factory default settings are highlighted below

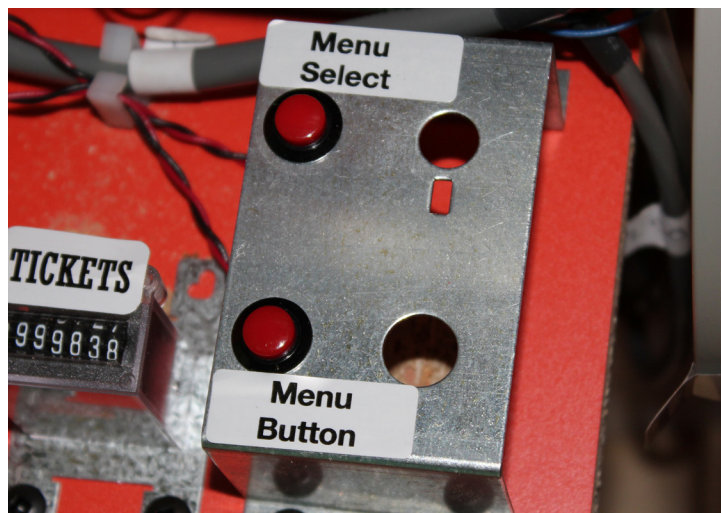


SWITCH	DESCRIPTION	ON	OFF
1	not used		
2	Jersey Shore Coin / DBA Lockout & Tickets / Credits Owed		
3*	OFF: Targets Counted (Ticket Patterns 0, 6-13) ON: Timed Game (Ticket Patterns 0, 1-5)		
4	not used		

*In order to change DIP 3, the settings need to be restored to factory defaults in the N18.

MAIN MENU FUNCTIONS

1. Press the “MENU” button and hold for 3 seconds to enter the menu
2. Scroll through the options with the “SELECT” button
3. Make your selection with the “MENU” button and scroll through each sub-menu’s options
4. Press the “SELECT” button to make your selection and exit the menu



MENU	DESCRIPTION
N1	Coins / Credits per Play
N2	Game Volume
N3	Attract Volume
N4	Attract Timing
N5	Ticket Pattern
N6	Mercy Tickets
N7	Divide by Two Ticket Dispense
N8	Fixed Ticket Payout
N9	Stored Credits / Tickets Owed
N10	Game Time
N11	Targets Counted per Game
N12	Wheel Speed-Up
N13	Fart Sounds
N14	Average Tickets Dispensed
N15	Statistics
N16	Reset Statistics
N17	Diagnostics
N18	Restore Factory Settings

N1- COINS/CREDITS PER PLAY

Scroll through the N1 menu with the “MENU” button.
Make your selection with the “SELECT” button.
The factory settings are highlighted below.

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

N2- GAME VOLUME

Scroll through the N2 menu with the “MENU” button.
Make your selection with the “SELECT” button.
The factory settings are highlighted below.

0	1	2	3	4	5	6	7
---	---	---	---	---	---	---	---

N3- ATTRACT VOLUME

Scroll through the N3 menu with the “MENU” button.
Make your selection with the “SELECT” button.
The factory settings are highlighted below.

0	1	2	3	4	5	6	7
---	---	---	---	---	---	---	---

N4- ATTRACT TIMING

Scroll through the N4 menu with the “MENU” button.
Make your selection with the “SELECT” button.
The factory settings are highlighted below.

This setting determines how often the attract loop audio is played.

30 sec	1 min	5 min	10 min	15 min	0 (off)
-----------	----------	----------	-----------	-----------	------------

N5- TICKET PATTERNS

Scroll through the N5 menu with the “MENU” button.
 Make your selection with the “SELECT” button.
 The factory settings are highlighted below.

OPTION 0:	TICKETS OFF (Works with DIP 3 set to OFF or ON)		
*OPTION 1:	1 TICKET PER BUG (DEFAULT if DIP 3 is ON)		
*OPTION 2:	1 TICKET PER 2 BUGS		
*OPTION 3:	2 TICKETS PER BUG		
*OPTION 4:	2 TICKETS PER 2 BUGS		
*OPTION 5:	BUGS HIT:		TICKETS:
	0-2		1
	3-5		4
	6-9		6
	10-13		8
	14-17		9
	18-20		10
	21-24		12
	25		25
OPTION 6: 3-4 AVG. TIX	20 BUGS:	30 BUGS:	TICKETS:
	0-2	0-2	1
	3-5	3-5	2
	6-9	6-13	3
	10-13	14-23	4
	14-19	24-29	5
	20	30	10
OPTION 7: 4-5 AVG. TIX	20 BUGS:	30 BUGS:	TICKETS:
	0-2	0-2	2
	3-5	3-5	3
	6-9	6-13	4
	10-13	14-23	5
	14-19	24-29	6
	20	30	10
OPTION 8: 5-7 AVG. TIX	20 BUGS:	30 BUGS:	TICKETS:
	0-2	0-2	3
	3-5	3-5	4
	6-9	6-13	5
	10-13	14-23	6
	14-19	24-29	7
	20	30	15

N5- TICKET PATTERNS, cont.

OPTION 9: 6-9 AVG. TIX	20 BUGS:	30 BUGS:	TICKETS:
	0-2	0-2	4
	3-5	3-5	5
	6-9	6-13	6
	10-13	14-23	8
	14-19	24-29	10
	20	30	15
OPTION 10: 10-13 AVG. TIX	20 BUGS:	30 BUGS:	TICKETS:
	0-2	0-2	6
	3-5	3-5	8
	6-9	6-13	10
	10-13	14-23	12
	14-19	24-29	14
	20	30	25
OPTION 11: 15-18 AVG. TIX	20 BUGS:	30 BUGS:	TICKETS:
	0-2	0-2	8
	3-5	3-5	10
	6-9	6-13	14
	10-13	14-23	16
	14-19	24-29	20
	20	30	30
OPTION 12: 23-27 AVG. TIX	20 BUGS:	30 BUGS:	TICKETS:
	0-2	0-2	12
	3-5	3-5	16
	6-9	6-13	20
	10-13	14-23	24
	14-19	24-29	30
	20	30	50
OPTION 13: 33-37 AVG. TIX	20 BUGS:	30 BUGS:	TICKETS:
	0-2	0-2	15
	3-5	3-5	20
	6-9	6-13	25
	10-13	14-23	30
	14-19	24-29	45
	20	30	100

*Ticket patterns 1-5 require **DIP 3** on the main board to be **ON**.
All remaining ticket patterns require DIP 3 to be OFF.

N6- MERCY TICKETS

Scroll through the N6 menu with the “MENU” button.
Make your selection with the “SELECT” button.
The factory settings are highlighted below.

This setting will cause the game to dispense the selected amount of tickets in the case that the player scores 0 points in a game.

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

*NOTE: this setting is only used if DIP 3 is OFF (Ticket patterns 0-5)

N7- DIVIDE BY TWO TICKET DISPENSE

Scroll through the N7 menu with the “MENU” button.
Make your selection with the “SELECT” button.
The factory settings are highlighted below.

This setting will halve the number of tickets dispensed, in the case that 1 physical ticket is worth 2 in your location.

This setting truncates the value, so a score of 5 tickets will yield 2 physical tickets ($5/2=2$).

1 (ON)	0 (OFF)
------------------	-------------------

N8- FIXED TICKET PAYOUT (JERSEY)

Scroll through the N8 menu with the “MENU” button.
Make your selection with the “SELECT” button.
The factory settings are highlighted below.

This setting will make the game dispense the selected number of tickets no matter the player’s score.
If not set to 0 (off), this setting overrides N5 and N6.

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
----------	----------	----------	----------	----------	----------	----------	----------	----------	----------	-----------	-----------	-----------	-----------	-----------	-----------

N9- STORED CREDITS/ TICKETS OWED

Scroll through the N9 menu with the “MENU” button.
 Make your selection with the “SELECT” button.
 The factory settings are highlighted below.

This setting will cause the game to “remember” stored credits and tickets owed in the case of a power loss or game shutdown.

Setting DIP 2 to ON will override this function.

1 (ON)	0 (OFF)
------------------	-------------------

N10- GAME TIME

Scroll through the N10 menu with the “MENU” button.
 Make your selection with the “SELECT” button.
 The factory settings are highlighted below.

DIP 3 ON							DIP 3 OFF
45 sec	40 sec	35 sec	30 sec	25 sec	20 sec	15 sec	0

*NOTE: this setting is only adjustable when DIP 3 is ON (Ticket patterns 0-5)

N11- TARGETS COUNTED PER GAME

Scroll through the N11 menu with the “MENU” button.
 Make your selection with the “SELECT” button.
 The factory settings are highlighted below.

DIP 3 OFF		DIP 3 ON
20 bugs	30 bugs	0

*Ticket Patterns vary with this selection (Patterns 6-13; DIP 3 OFF)

N12- WHEEL SPEED-UP

Scroll through the N12 menu with the “MENU” button.
Make your selection with the “SELECT” button.
The factory settings are highlighted below.

0	OFF (no wheel speed changes)
1	4+ bugs hit in first 8 sec.; speeds up by 20% for half of game
2*	Random- increasing/decreasing

*Option 2 does not apply when DIP 3 is set to ON.

N13- FART SOUNDS

Scroll through the N13 menu with the “MENU” button.
Make your selection with the “SELECT” button.
The factory settings are highlighted below.

This setting will turn off the “farto concerto” at the end of the game.

1 (ON)	0 (OFF)
------------------	-------------------

N14- AVERAGE TICKETS DISPENSED

Displays current average tickets dispensed for every 100, 500, or 1000 games.

Averages displayed as decimals between 0.0 (blank) and 9.9.

Selecting the game number average (1=100, 5=500, 10=1000) will reset the average to 0.0.

N15- GAME STATISTICS

Scroll through the N15- menu with the “MENU” button.
Make your selection with the “SELECT” button.
The factory settings are highlighted below.

The game statistics will scroll through on the display in numerical order.

S1	TOTAL GAMES PLAYED
S2	TOTAL TICKETS DISPENSED
S3	AVERAGE TICKETS PER GAME
S4	SCORING BUCKET 1
S5	SCORING BUCKET 2
S6	SCORING BUCKET 3
S7	SCORING BUCKET 4
S8	SCORING BUCKET 5
S9	SCORING BUCKET 6
S10*	SCORING BUCKET 7
S11*	SCORING BUCKET 8

* S10 and S11 only apply when ticket pattern 5 is selected
(requires DIP 3 to be ON).

N16- RESET STATISTICS

Press and hold the “SELECT” button until the display reads “CL”.

All statistics in N15 will be reset back to 0.

N17- DIAGNOSTICS

The following chart lists the symbol shown on the display when each individual input, sensor or switch is activated in diagnostics mode.

If more than one input is activated, the symbols will alternate on the display.

Input/ Sensor/ Switch	Display
Bug Score Sensor	1
Wheel Sensor	2
Tongue Sensor	3
Tongue Button (Player Button)	b
Low Ticket Switch (displays when OPEN)	L
Coin Switch	C
DBA	d

N18- RESTORE FACTORY SETTINGS

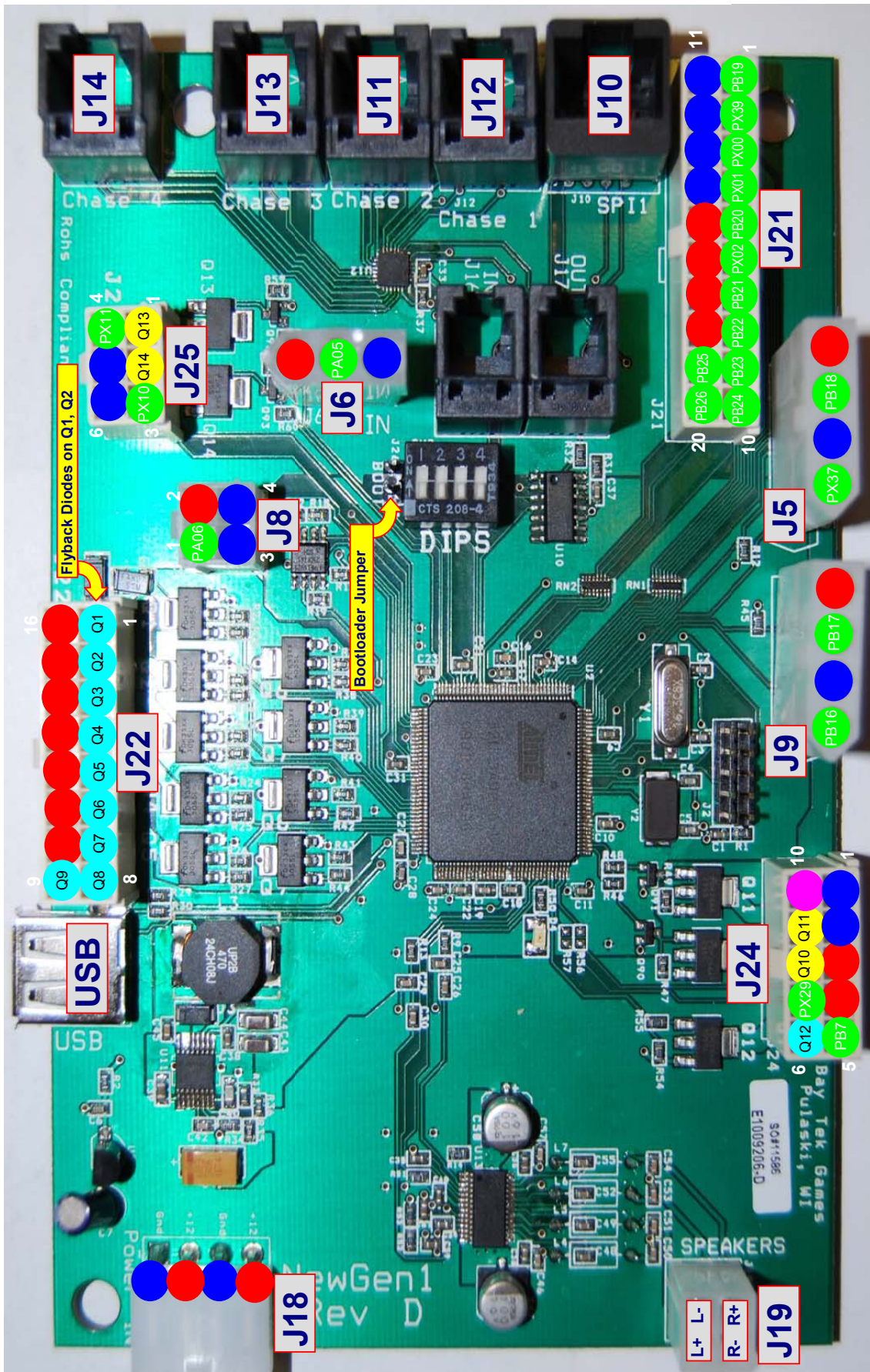
Press and hold the “SELECT” button until the display reads “dE”.

All game settings will be restored to the factory default, which are highlighted in this manual.

Depending on the position of DIP 3, the defaults will be reset to the following:

MENU	DESCRIPTION	DIP 3 ON DEFAULT	DIP 3 OFF DEFAULT
N5	TICKET PATTERNS	Pattern 1	Pattern 11
N10	GAME TIME	30 sec	0 (off)
N11	TARGETS COUNTED PER GAME	0 (off)	30 Targets
N12	WHEEL SPEED-UP	0 (off)	2 (random)

MAINBOARD PINOUT



SPI Out - Display - (J10)		Chase Lights (J11,J12,J13,J14)	
Pin 1 & Pin 3 - +12V	Pin 1 - Chase Output	Pin 2 - Chase Output	Pin 2 - Chase Output
Pin 2 - SCLK_BUS2	Pin 3 - +12V	Pin 4 - Chase Output	Pin 4 - Chase Output
Pin 4 - SMOSI_BUS2	Pin 5 & Pin 7 - Ground	Pin 5 - Chase Output	Pin 5 - Chase Output
Pin 6 - SCS2_BUS2	Pin 8 - SMISO_BUS2	Pin 6 - +12V	Pin 6 - +12V

MAINBOARD PINOUT GUIDE

BayTek Chameleon Paradize Single Player NEWGEN1 Hardware REV D Pinout - Version 1

Pin Type	Purpose	Ref	Pin #
LOWSIDE #1, w diod	Mechanical Count #1	J22	1
LOWSIDE #2, w diod	Mechanical Count #2	J22	2
LOWSIDE #3		J22	3
LOWSIDE #4		J22	4
LOWSIDE #5		J22	5
LOWSIDE #6		J22	6
LOWSIDE #7	Red eyes lights	J22	7
LOWSIDE #8	Wheel Motor	J22	8
LOWSIDE #9	Tongue Motor	J22	9
+12 Volts	Pwr for Mech Cnters,Tongue,Whl,Eyes	J22	11
+12 Volts	Pwr for Mech Cnters,Tongue,Whl,Eyes	J22	12
+12 Volts	Pwr for Mech Cnters,Tongue,Whl,Eyes	J22	13
+12 Volts	Pwr for Mech Cnters,Tongue,Whl,Eyes	J22	14
+12 Volts	Pwr for Mech Cnters,Tongue,Whl,Eyes	J22	15
+12 Volts	Pwr for Mech Cnters,Tongue,Whl,Eyes	J22	16

HIGH SIDE #13	Yellow spine light & Play Button Light	J25	1
HIGH SIDE #14	Tongue brake	J25	2
PX10	Service Button #1	J25	3
PX11	Service Button #2	J25	4
Ground	Ground for Service Buttons	J25	5
Ground	Ground for Lights	J25	6

+12 Volts	Coin Door Power	J6	1
PA05	Coin Input	J6	2
Ground	Coin Ground	J6	3

PB19	Wheel Sensor	J21	1
PX39	Bug Sensor	J21	2
PX00	Tongue Sensor	J21	3
PX01		J21	4
PB20		J21	5
PX02		J21	6
PB21		J21	7
PB22		J21	8
PB23		J21	9
PB24		J21	10
Ground		J21	11
Ground		J21	12
Ground		J21	13
Ground		J21	14
+12 Volts		J21	15
+12 Volts		J21	16
+12 Volts		J21	17
+12 Volts		J21	18
PB25		J21	19
PB26		J21	20

=Low Side Driver
=High Side Driver
= TTL Input/Output
= LED Constant Current Drive
= 12 Volts
= Ground

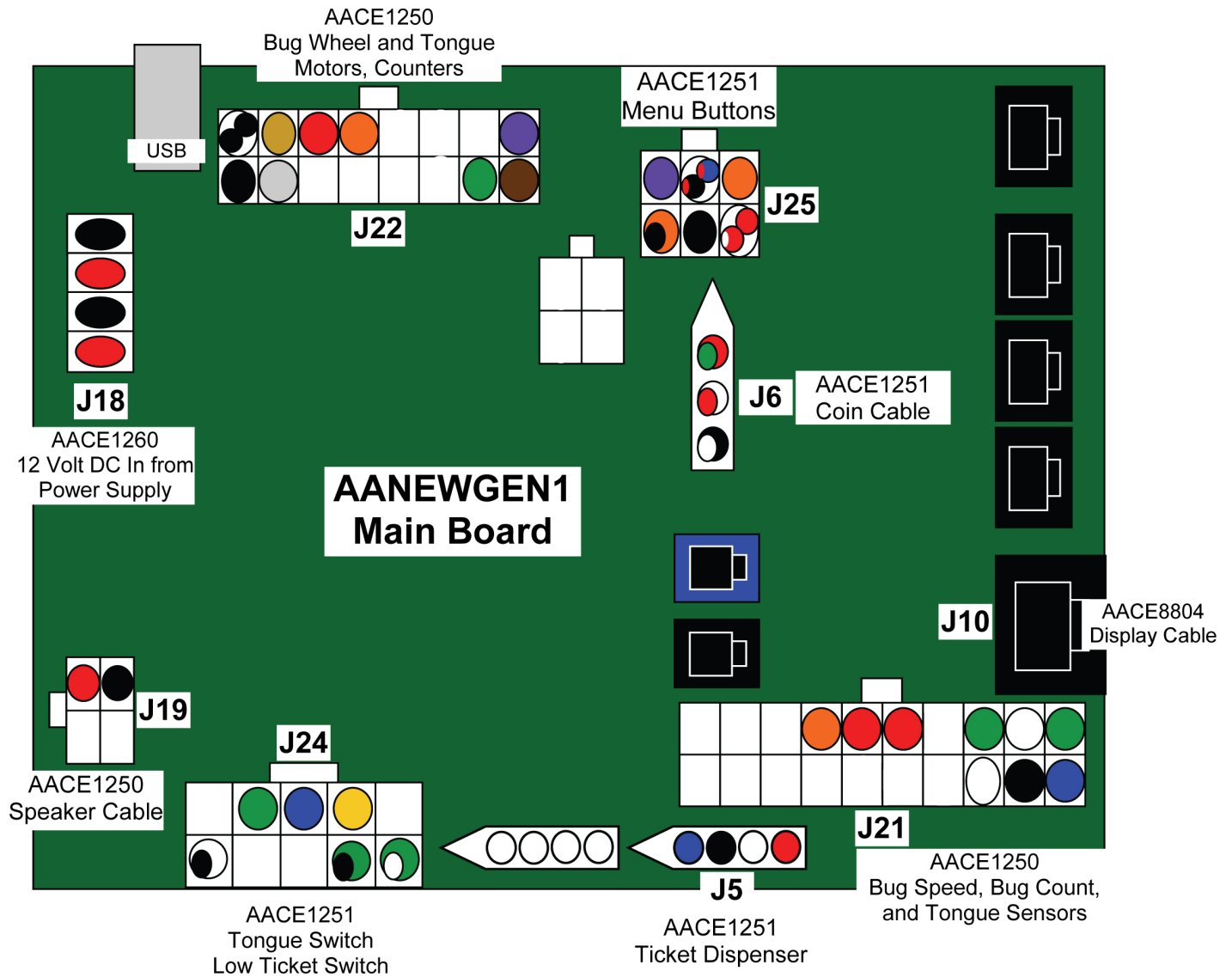
Pin Type	Purpose	Ref	Pin #
Ground	Ground for Game Play Button	J24	1
Ground	Ground for Low Ticket Switch	J24	2
+12 Volts		J24	3
+12 Volts		J24	4
PB7	Game Play Button	J24	5
LOWSIDE #12		J24	6
PX29	Low Ticket Switch	J24	7
HIGH SIDE #10	Yellow spine light	J24	8
HIGH SIDE #11	Yellow spine light middle	J24	9
3.3V		J24	10

PX37	Ticket Notch #1	J5	1
Ground	Ground for Ticket Dispensor	J5	2
PB18	Ticket Motor #1	J5	3
+12 Volts	Power for Ticket Dispensor	J5	4

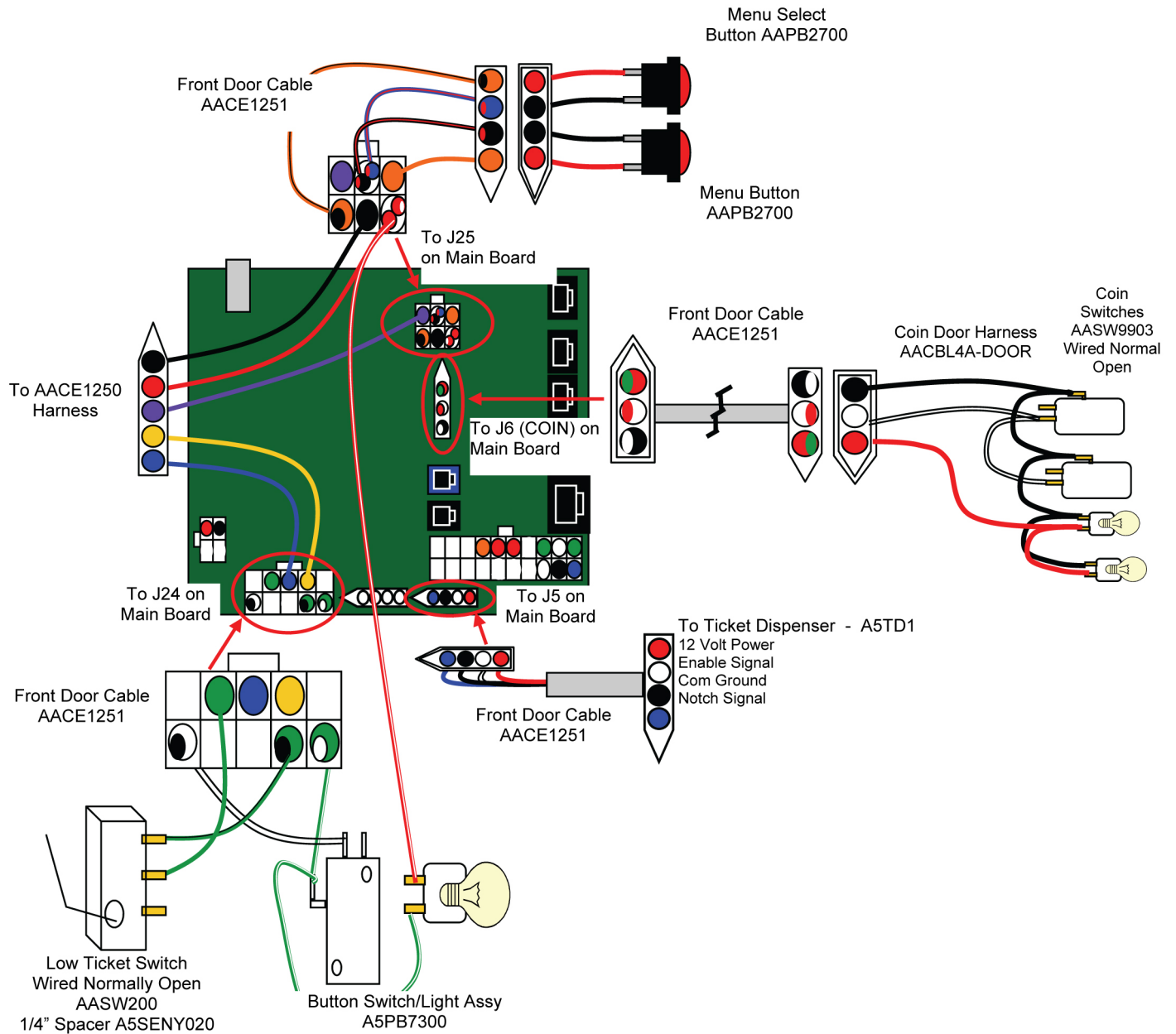
PB16		J9	1
Ground		J9	2
PB17	Unused	J9	3
+12 Volts		J9	4

PA06	DBA Input	J8	1
+12 Volts		J8	2
Ground		J8	3
Ground		J8	4

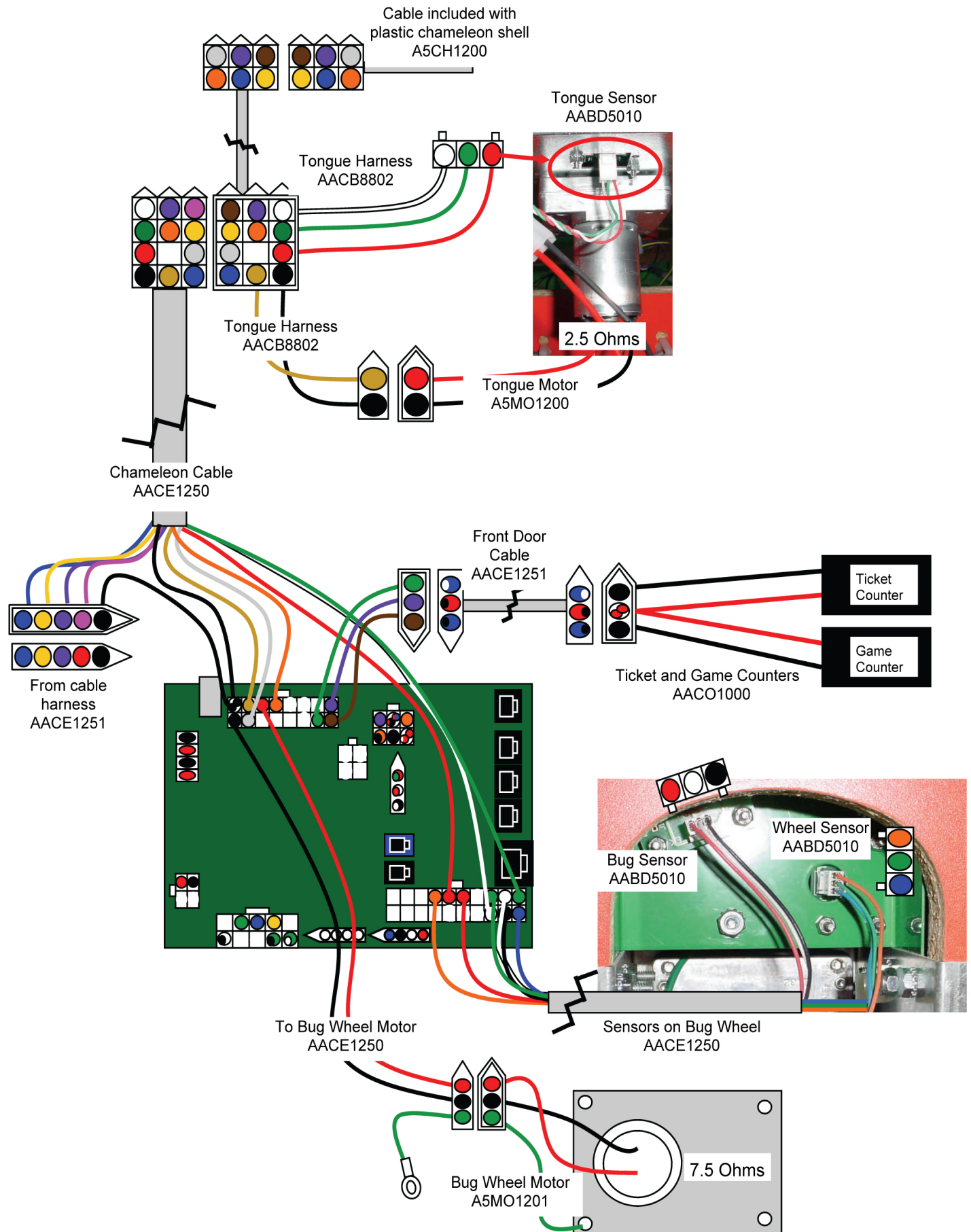
MAIN BOARD PINOUT



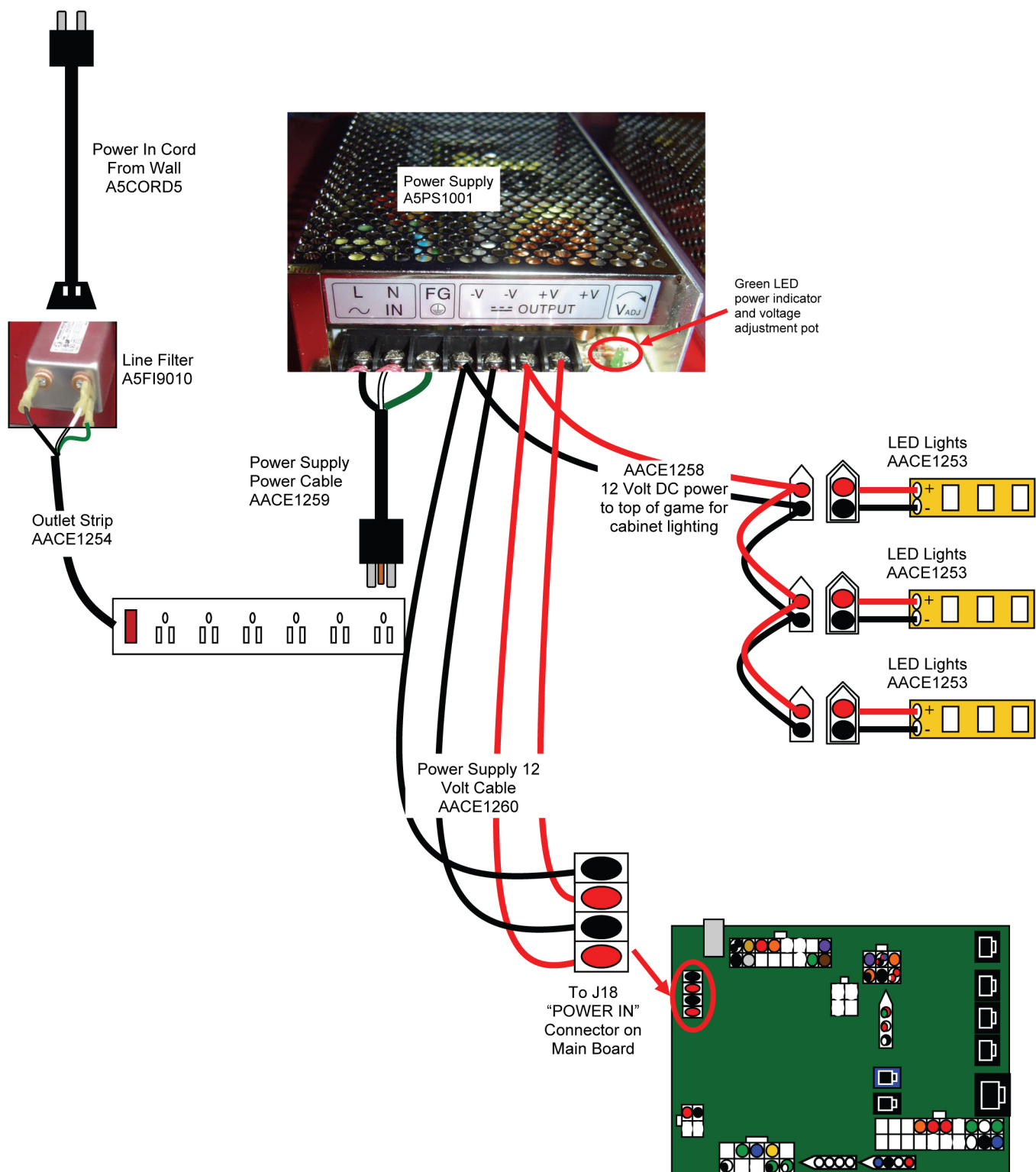
FRONT DOOR WIRING



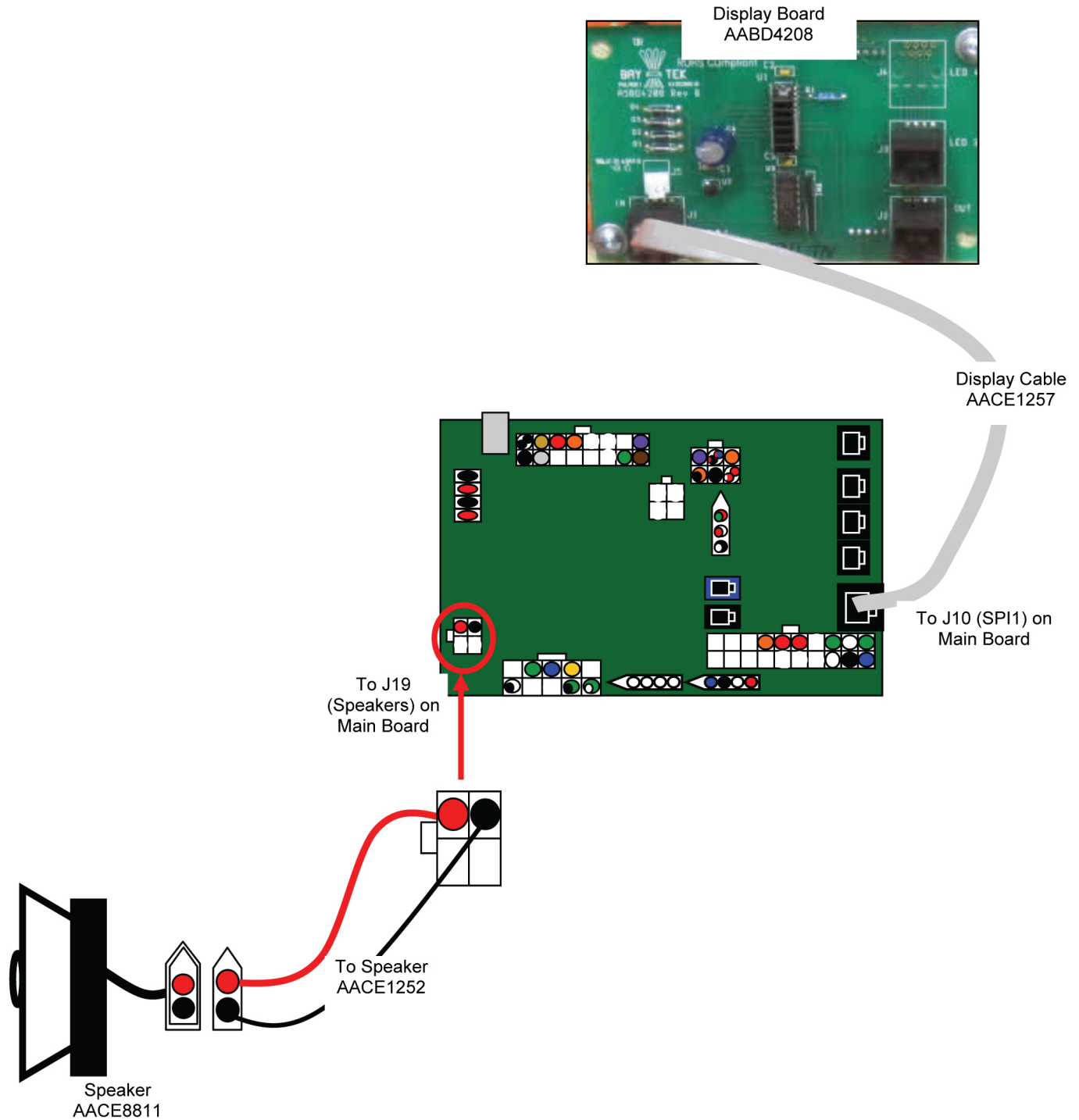
SENSORS AND MOTORS WIRING



POWER SUPPLY AND LED WIRING



DISPLAY & SPEAKER WIRING



TROUBLESHOOTING GUIDE

Symptom	Probable Cause	Remedy
No power to the game.	Unplugged. Game's power strip circuit breaker tripped. Faulty power supply.	Check wall outlet, power cord to game (A5CORD5) Line Filter (A5FI9010) Reset power strip breaker switch on inside rear wall. See power supply diagnostics. Replace if needed A5PS1001
No Audio	Volume too low. Loose wire. Main circuit board malfunction.	Enter menu and scroll to N2 for Game Volume, and N3 for Attract Mode Volume Check audio cable connections from speaker(AACE8811) cable(AACE1252) to main circuit board. (A5NEWGEN1) Replace main board with a spare main board (A5NEWGEN1) if possible to isolate the problem to the main circuit board.
LED cabinet lighting not working.	Cable problem from power supply to LED lights.	Check LED lights (AACE1253) for broken or disconnected wires. Check cable to power supply (AACE1258) to ensure it is connected to power supply.
Bug wheel turning too fast or slow.	Motor speed regulated by main board. Wheel Sensor is reading silver tape on wheel spokes. Motor faulty. Faulty Main Board.	Motor will change speed at power up. Normal operating voltage at motor in attract should be around 5 VDC Sensor voltage will drop from normal 3.2 Volts DC down to 0 Volts when blocked. Check all wheel spokes for correct voltage drop on all spokes. Replace sensor if needed-AABD5010 Replace motor as needed. (A5MO1201) Replace main board to isolate the problem. (A5NEWGEN1)
Only one bug will score per game.	Black toggle that the bugs fall on is stuck down. Bug Sensor is faulty. Faulty Main Board.	Ensure black toggle moves freely. Sensor voltage will drop from normal 3.2 Volts DC down to 0 Volts when blocked. Check silver reflective tape for voltage drop. Replace sensor if needed. (AABD5010) Enter menu and cycle to N17. Knock over bug and verify "1" flashes on display. Replace main board if needed.
All bugs not scoring.	Black toggle that the bugs fall on is stuck up. Silver tape not reflecting. Sensor faulty. Wiring damaged or disconnected. Faulty Main Board.	Ensure black toggle moves freely. Clean or replace silver tape on black toggle. Sensor voltage will drop from normal 3.2 Volts DC down to 0 Volts when blocked. Check silver reflective tape for voltage drop. Replace sensor if needed. (AABD5010) Check wiring from main board to sensor. (AACE1250) Enter menu and cycle to N17. Knock over bug and verify "1" flashes on display. Replace main board if needed.

TROUBLESHOOTING GUIDE

Symptom	Probable Cause	Remedy
Tongue is not moving	Mechanical problem with assembly binding. Check set screw on linkage arm.	Loosen screw on tongue slide. It is located opposite the clear window on the assy. Tighten set screw.
	Player pushbutton problem. Enter menu and cycle to N17. Press button and verify “b” is shown on display.	b is displayed. (Button is good) Check wiring from main board to motor. (AACE1250, AACB8802) Replace motor. (A5MO1200) b is not displayed. (Button is faulty) Ensure switch is wired correctly. Refer to Front Door Wiring. Replace switch. (A5PB7300) Check wiring from main board to button. (AACE1251) Replace main board. (A5NEWGEN1)
	Motor problem. Check for 12 Volt DC pulse at motor.	12 Volt DC pulse is at motor. Replace motor. (AAMO1200) No 12 Volt pulse at motor. Check wiring from main board to motor. (AACE1250, AACB8802) Replace main board. (A5NEWGEN1)
Tongue moves very fast, pauses, and moves very fast again.	Calibration sensor not reading silver tape. Faulty wiring. Faulty Sensor	Inspect and clean both silver tape strips on arm. One is on forked tab, one is on body of arm. Refer to “How to Remove Chameleon Assy” Check wiring continuity from chameleon to main board. (AACE1250, AACB8802) Replace sensor if needed. (AABD5010)
Tongue moves very fast all the time.	Faulty main board transistor.	Replace main board. (A5NEWGEN1) Also inspect tongue motor and wiring—a short on motor power may damage main board. (A5MO1200, AACE1250, AACB8802)
Game will not coin up.	Switch faulty in coin mech. Disconnected, loose or broken wires.	Unplug one coin switch at a time and verify coin switch is wired normally open. 5 Volts between white and black wires. Replace coin mech if coin is always rejected. (A5CM-...) Check connectors. Check for continuity. (AACE1251, CBL4A-DOOR)

TROUBLESHOOTING GUIDE

Symptom	Probable Cause	Remedy
Tickets do not dispense.	<p>Ticket tray empty due to faulty low ticket switch or broken/ loose wires. Switch stuck or switch wire bent out of position</p> <p>Faulty cable to dispenser.</p> <p>Dirty opto-sensor or paper dust buildup in ticket dispenser</p> <p>Notch on tickets too shallow.</p> <p>Ticket dispenser faulty.</p> <p>Main circuit board malfunction.</p>	<p>Fill ticket tray. Replace low ticket switch(AASW200). Repair wiring. (AACE1251) Clean ticket tray of dirt and loose tickets or debris. Bend switch wire to correct position under tickets.</p> <p>Check wiring continuity from dispenser to main board (AACE1251) Check for pinched, broken or disconnected wires. Replace as necessary.</p> <p>Clean with compressed air and if necessary wipe sensor with isopropyl alcohol on a cotton swab.</p> <p>Flip tickets and load upside-down to have large cut notch toward opto sensor.</p> <p>Replace dispenser with spare working dispenser (A5TD1)</p> <p>Replace main board if possible to isolate the problem to the main circuit board. (AANEWGEN1)</p>
Wrong number of tickets dispensed.	<p>Ticket Pattern set wrong.</p> <p>Dirty opto-sensor on ticket dispenser.</p> <p>Many tickets in memory. If ticket meter is counting the tickets coming out, then reset game.</p> <p>Faulty ticket dispenser.</p> <p>Main circuit board malfunction.</p>	<p>Enter menu and cycle to N5. Verify correct ticket pattern selected.</p> <p>Cycle to N6 (Mercy Tickets) - verify correct setting.</p> <p>Cycle to N7 (Divide by 2) - verify correct setting.</p> <p>Cycle to N8 (Fixed Ticket) - verify correct setting.</p> <p>Cycle to N11 (Targets counted) - verify correct setting.</p> <p>Clean with compressed air or wipe with isopropyl alcohol on a cotton swab.</p> <p>Turn game off, wait 10 seconds, and turn game back on.</p> <p>Replace with spare working dispenser (A5TD1).</p> <p>Replace main board if possible to isolate the problem to the main circuit board.</p>
Menu buttons do not work.	<p>Stuck pushbutton.</p> <p>Cable problem.</p> <p>Faulty pushbutton.</p>	<p>Inspect pushbutton to make sure it is not stuck. Check continuity on connector.</p> <p>Check cable from pushbutton to main board. (AAPB2700 & AACE1251)</p> <p>Replace pushbutton. (AAPB2700)</p>

TROUBLESHOOTING GUIDE

Symptom	Probable Cause	Remedy
An extra Dot on Display Board.	The Dot means low tickets.	Refer to Lo (Low Tickets) in Error Code Section.
Part of a display is not showing	Segment faulty.	Replace display board. (AABD4208) Refer to Display & Speaker Wiring Diagram.
Display not functioning properly.	Display not receiving correct signals from main board. Faulty Main Board	Communication problem with main board. Check AACE1257 cable (J10) on main board. Replace main board if possible to isolate the problem to the main circuit board.
Light under Pushbutton does not go on. Light under button should be flashing during game play, and off all other times.	Burnt out bulb. Faulty Cable Faulty Main Board.	Replace (A5LA1100) It is a #1893 bulb. Check cables from light to main board. (AACE1251) Replace main board. (A5NEWGEN1)
Light under Pushbutton stays on. Light under button should be flashing during game play, and off all other times.	Faulty Main Board.	Replace main board. (A5NEWGEN1) Also inspect bulb and wiring—a short on bulb may damage main board. (A5LA1100, AACE1251)
Counters do not work. Game counter clicks at start of each game. Ticket counter clicks as tickets come out of game.	The 2 wires crimped together may be faulty Faulty Cable. Faulty Main Board.	Inspect crimp to ensure good connection. Check cables from counters to main board. (AACO1000, AACE1251) Replace main board. (A5NEWGEN1)

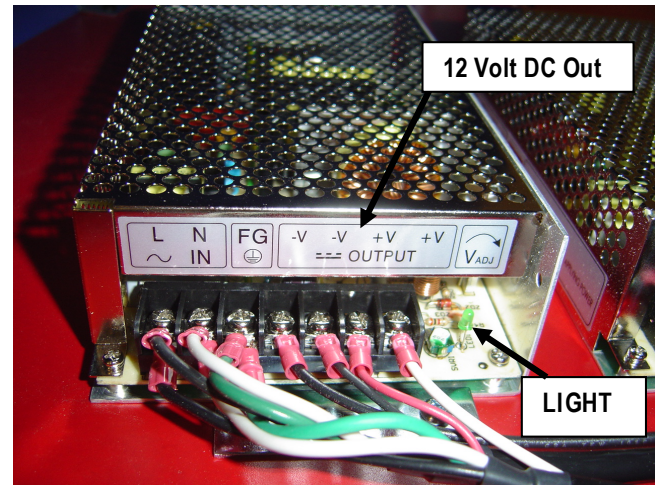
ERROR CODES

88	<p>Part of start up diagnostics.</p> <p>At power up:</p> <ol style="list-style-type: none"> 1.) Tongue motor cycles – finds home. 2.) Bug wheel spins – calibrates speed. Display will show RPM calibration. 	<p>Leave game for up to 10 minutes.</p> <p>Error 88 will clear, though a new error may be displayed.</p>
E11	Tongue sensor not seen.	<p>Part of start up diagnostics. Tongue motor will cycle in and out—twice.</p> <p>If sensor under assy. Does not see silver tape, the game will show E11.</p> <p>Refer to “How to Access Chameleon Motor & Sensor” section for details on locating motor and sensor.</p> <p>Refer to “How to Remove Chameleon Assy” section for details on bench testing motor and silver tape placement.</p>
E12	Wheel Sensor not seen.	<p>Part of start up diagnostics. Only after tongue sensor is tested, the bug wheel will start turning and sensor will “see” reflective tape on wheel tabs.</p> <p>Refer to “How to Remove Wheel” section for details on silver tape placement.</p>
E13	Wheel Sensor always seen.	<p>Part of start up diagnostics. Only after tongue sensor is tested, the bug wheel will start turning and sensor will “see” reflective tape on wheel tabs.</p> <p>Refer to “How to Remove Wheel” section for details on silver tape placement.</p>
Lo or .	<p>Ticket tray empty.</p> <p>Faulty low ticket switch.</p> <p>Broken/loose wires.</p>	<p>Load tickets.</p> <p>Make sure ticket stack rests on top of wire actuator of switch.</p> <p>Replace switch. (AASW200)</p> <p>Check cable connections from switch to main circuit board.</p>

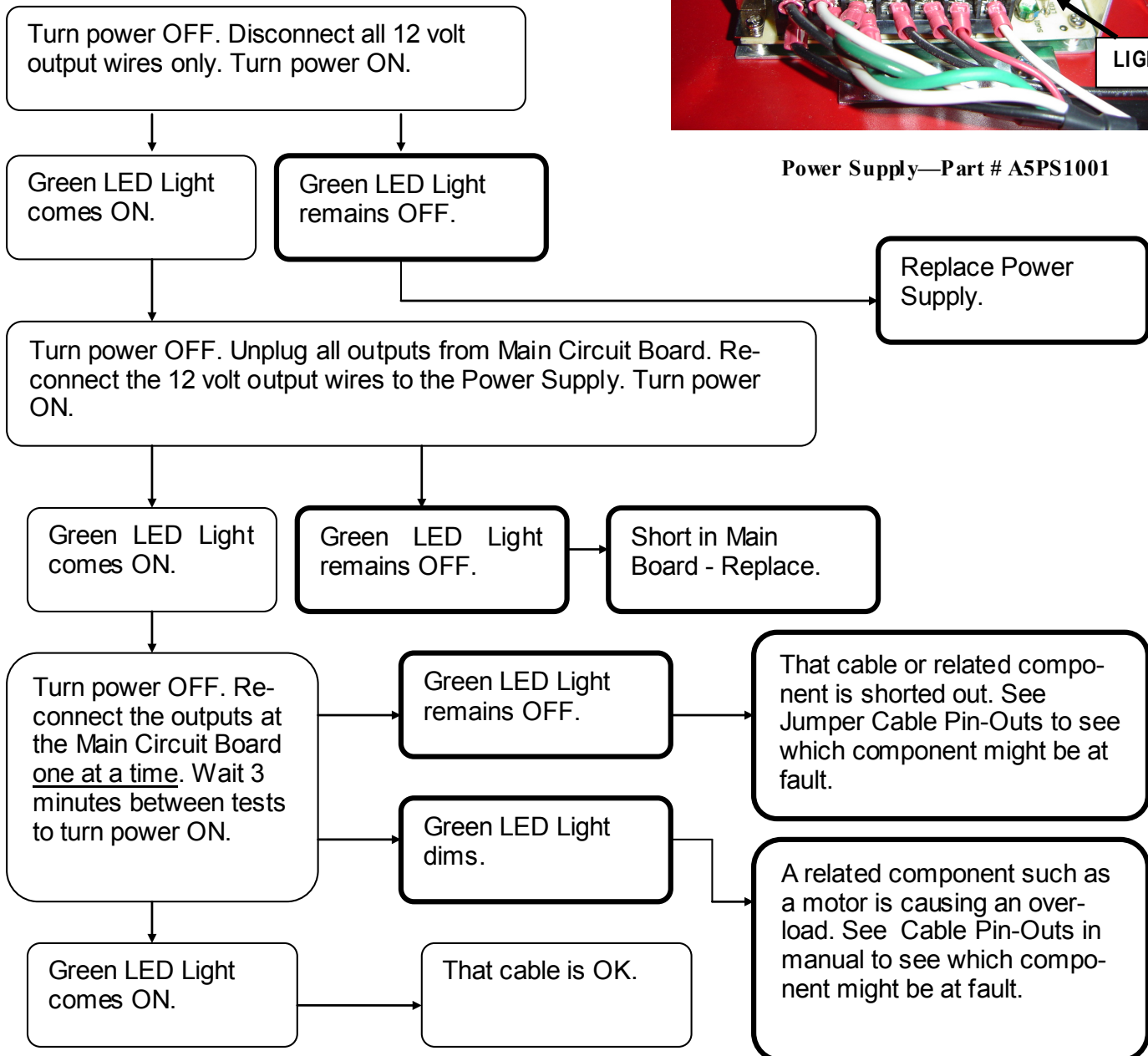
POWER SUPPLY DIAGNOSTICS

DIAGNOSE POWER SUPPLY

Check the small green LED light on the power supply circuit board. If the light is out there is a short somewhere. If the light dims, there is an overload in one of the circuits such as a bad motor.

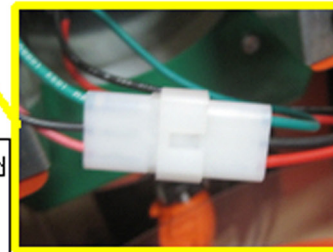
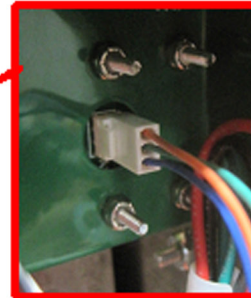
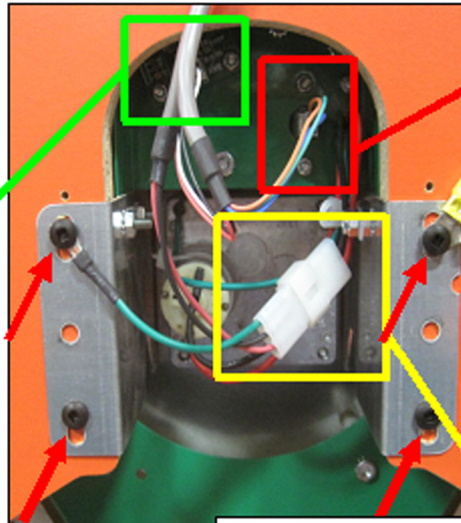


Power Supply—Part # A5PS1001



HOW TO: REMOVE WHEEL

Remove top back door, and carefully slide up the lower wood piece.



Unplug connections to both sensor boards, and motor power connection. Remember which connector goes to which sensor, or use pictures to ensure proper connection when re-installing wheel.

Remove 4 square head #2 screws and lower wheel assembly into bottom of game.

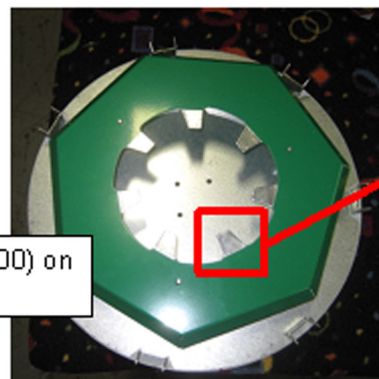
Remove Assy from game.



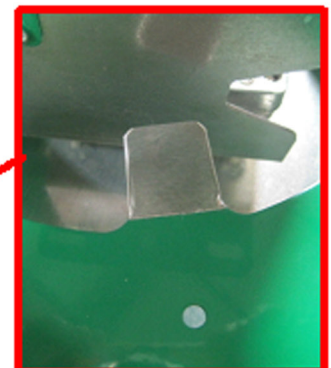
Toggle Assembly



Silver tape placement (2W500) on black toggle (WACP0031)

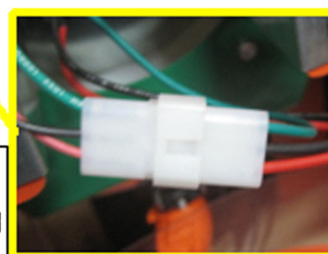
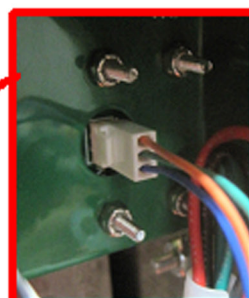
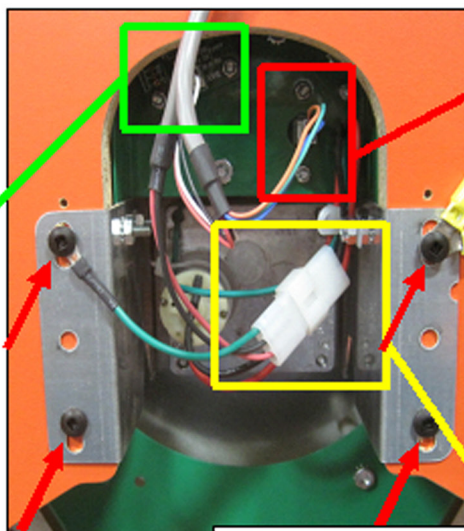


Silver tape placement (2W500) on Bug Wheel



HOW TO: ACCESS TONGUE MOTOR AND SENSOR

Remove top back door, and carefully slide up the lower wood piece.



Unplug connections to both sensor boards, and motor power connection. Remember which connector goes to which sensor, or use pictures to ensure proper connection when re-installing wheel.

Remove 4 square head #2 screws and lower wheel assembly into bottom of game.

Motor power connector and tongue sensor can now be seen to check connections, voltages, etc.

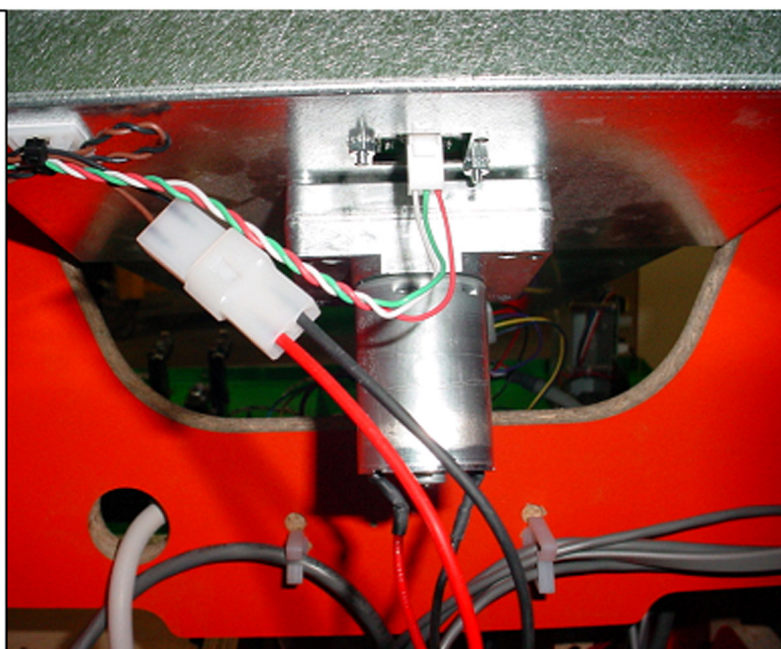
Tongue Sensor:

There should be 12 VDC between the red and white wires at all times—this is supply voltage for the sensor.

Between the white and green wires - there should be 3.2 VDC when silver tape is away from sensor; it drops to 0.0 VDC when silver tape is on top of the sensor.

Motor :

There should 2.5 Ohms across motor. There should be a very fast 12 VDC pulse to motor when it is activated.

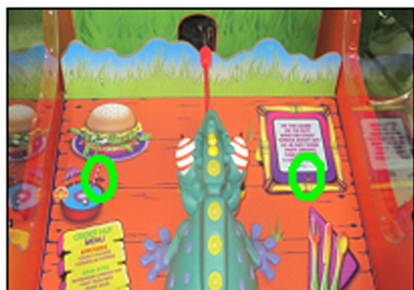


If needed, continue to "How to Remove Chameleon Assy" to dig further into this assembly.

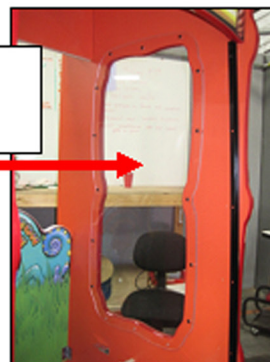
HOW TO: REMOVE CHAMELEON ASSEMBLY

Unplug game, remove top back door, and carefully slide up the lower wood piece.

Remove all 16 square #2 screws from plexi in one side of game. Remove plexi from game.



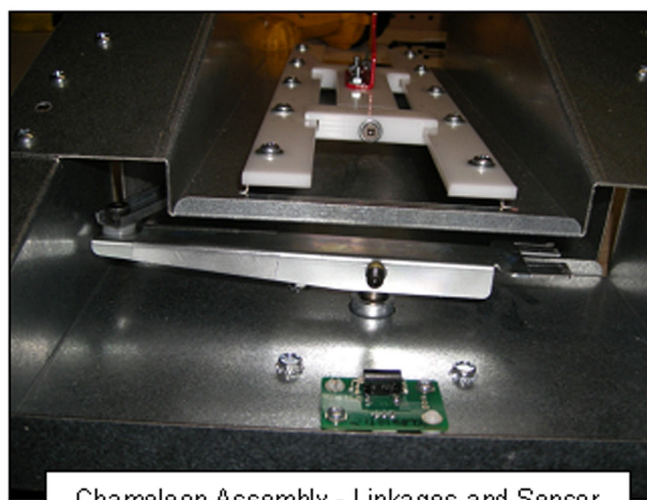
Remove 2 square #2 screws from platform.



Reach under platform and unplug 12 pin molex connector.



Slide playfield toward bug wheel, and lift out of cabinet. Tilting and rotating carefully to clear cabinet.



Chameleon Assembly - Linkages and Sensor



Reflective tape is applied to the fork piece of the linkage, making it as smooth and tight as possible.

Reflective tape is applied across this gap making it as smooth and tight as possible. Make sure it does not dip down inside gap.

PARTS PICTURES



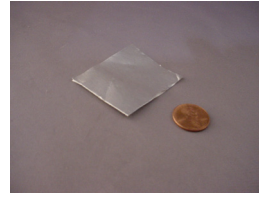
A5BU1200



A5BU1201



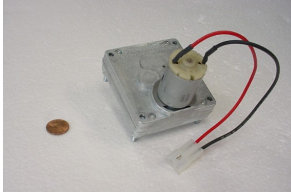
A5AC1202



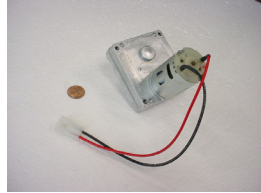
2W500



AALI1200



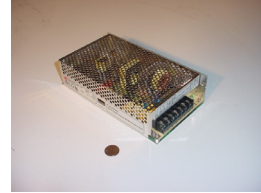
A5MO1201



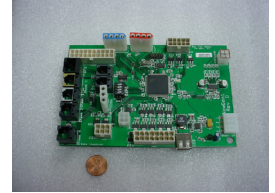
A5MO1200



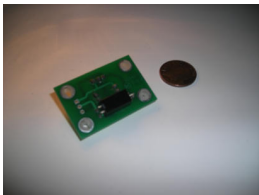
A5PB7300



A5PS1001



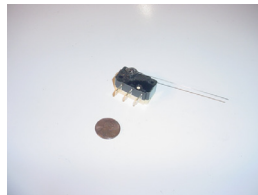
A5NEWGEN1



AABD5010



AADB4208



AASW200



A5TD1



A5CB2050



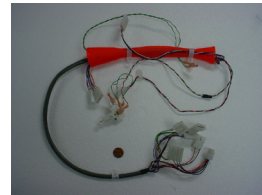
A5CORD5



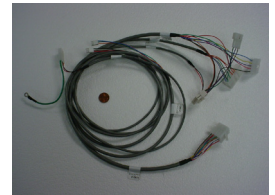
A5FI9010



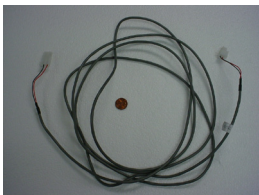
AACBL4A-DOOR



AACE1251



AACE1250



AACE1252



AACE1253



AACE1254



AACE1258



AACE8811



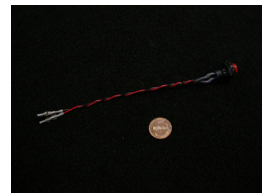
AACE1260



AACE1259



AACE1257



AAPB2700

PARTS PICTURES



A5DC1216



A5DC1208



A5DC1209



A5DC1211



A5DC1202



A5DC1212



A5DC1214



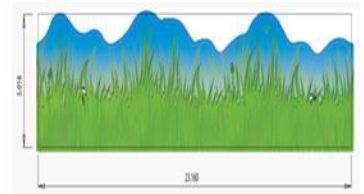
A5DC1223



A5DC1217



A5DC1218



A5DC1219



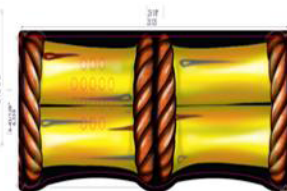
A5DC1220



A5DC1222



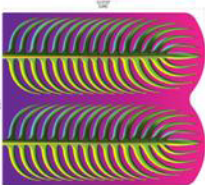
A5DC1200



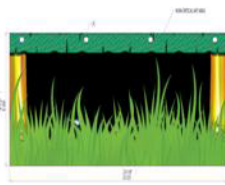
A5DC1203



A5DC1210



A5DC1201



A5DC1204

ASDC1225_S_DefaultFix	
OPTION 1* (DIP 3 ON)	OPTION 2 (DIP 3 ON)
WIN 1 TICKET FOR EVERY BUG!	WIN 1 TICKET FOR EVERY 2 BUGS!
SCORE	TICKETS
0-2 = 1	0-2 = 8
3-5 = 2	3-5 = 10
6-9 = 3	6-9 = 14
10-13 = 4	10-13 = 16
14-19 = 5	14-19 = 20
20 = 10	20 = 30
OPTION 6 (DIP 3 OFF) 30 bugs	OPTION 11* (DIP 3 OFF) 20 bugs
SCORE	TICKETS
0-2 = 1	0-2 = 8
3-5 = 2	3-5 = 10
6-13 = 3	6-13 = 14
14-23 = 4	14-23 = 16
24-29 = 5	24-29 = 20
30 = 10	30 = 30
OPTION 6 (DIP 3 OFF) 30 bugs	OPTION 11* (DIP 3 OFF) 20 bugs
SCORE	TICKETS
0-2 = 1	0-2 = 8
3-5 = 2	3-5 = 10
6-13 = 3	6-13 = 14
14-23 = 4	14-23 = 16
24-29 = 5	24-29 = 20
30 = 10	30 = 30

A5DC1225-S-DFLT

ASDC1225_S_DIP3on	
OPTION 1* (DIP 3 ON)	OPTION 2 (DIP 3 ON)
WIN 1 TICKET FOR EVERY BUG!	WIN 1 TICKET FOR EVERY 2 BUGS!
SCORE	TICKETS
0-2 = 1	0-2 = 8
3-5 = 2	3-5 = 10
6-9 = 3	6-9 = 14
10-13 = 4	10-13 = 16
14-17 = 8	14-17 = 20
18-20 = 10	18-20 = 24
21-24 = 12	21-24 = 28
25 UP = 25	25 UP = 30
OPTION 3 (DIP 3 ON)	OPTION 4 (DIP 3 ON)
WIN 2 TICKETS FOR EVERY BUG!	WIN 2 TICKETS FOR EVERY 2 BUGS!
SCORE	TICKETS
0-2 = 1	0-2 = 8
3-5 = 2	3-5 = 10
6-9 = 3	6-9 = 14
10-13 = 4	10-13 = 16
14-17 = 8	14-17 = 20
18-20 = 10	18-20 = 24
21-24 = 12	21-24 = 28
25 UP = 25	25 UP = 30
OPTION 5 (DIP 3 ON)	NB FIXED (JERSEY)
WIN 4 TICKETS	
SCORE	TICKETS
0-2 = 1	0-2 = 8
3-5 = 2	3-5 = 10
6-9 = 3	6-9 = 14
10-13 = 4	10-13 = 16
14-17 = 8	14-17 = 20
18-20 = 10	18-20 = 24
21-24 = 12	21-24 = 28
25 UP = 25	25 UP = 30

A5DC1225-S-DIP3

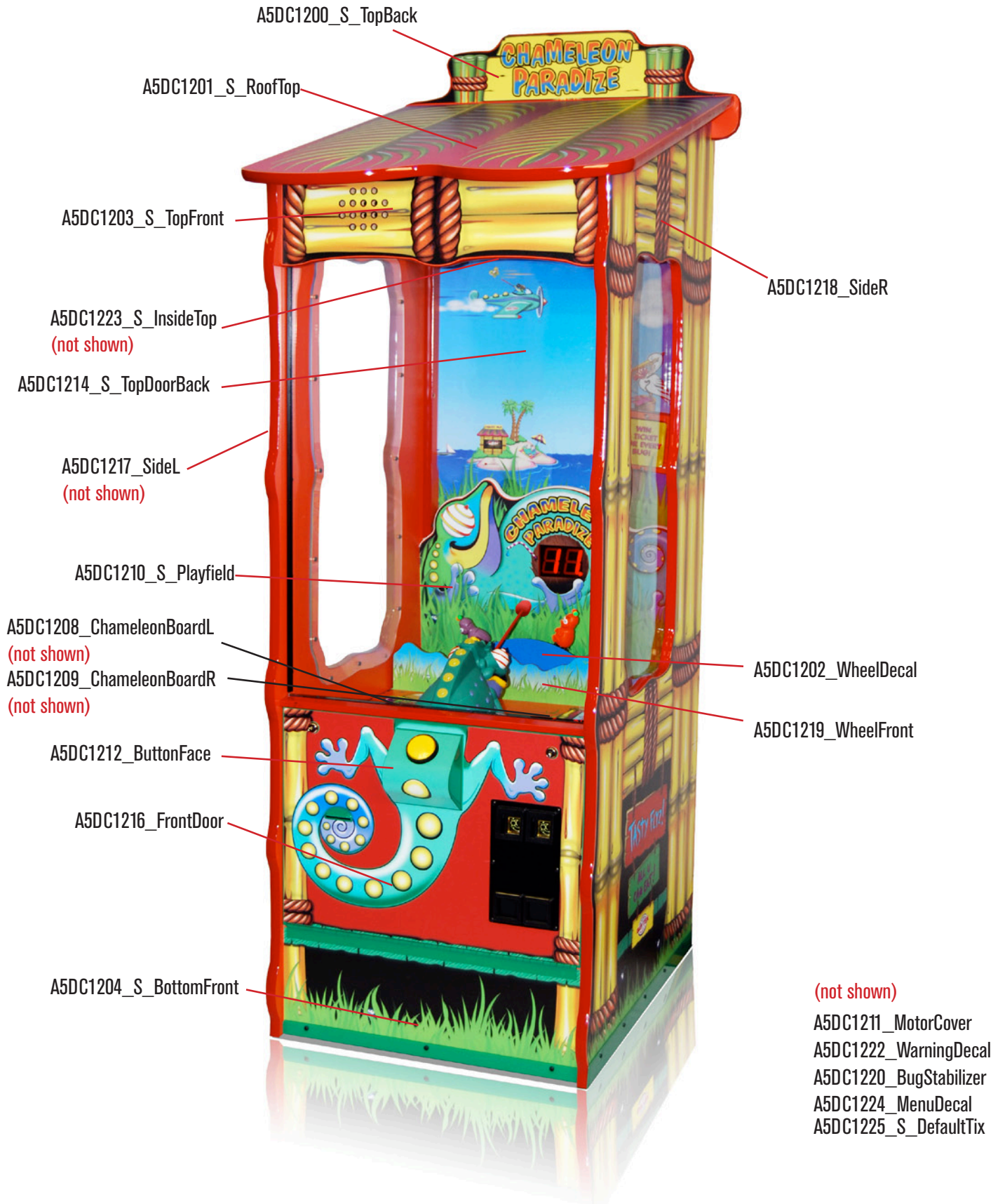
ASDC1225_S_20BUGS	
OPTION 7 (DIP 3 OFF)	OPTION 8 (DIP 3 OFF)
SCORE	TICKETS
0-2 = 2	0-2 = 3
3-5 = 3	3-5 = 4
6-9 = 4	6-9 = 5
10-13 = 5	10-13 = 6
14-19 = 6	14-19 = 7
20 = 10	20 = 15
OPTION 9 (DIP 3 OFF)	OPTION 10 (DIP 3 OFF)
SCORE	TICKETS
0-2 = 4	0-2 = 6
3-5 = 5	3-5 = 8
6-9 = 6	6-9 = 10
10-13 = 8	10-13 = 12
14-19 = 10	14-19 = 14
20 = 15	20 = 25
OPTION 12 (DIP 3 OFF)	OPTION 13 (DIP 3 OFF)
SCORE	TICKETS
0-2 = 12	0-2 = 15
3-5 = 16	3-5 = 20
6-9 = 20	6-9 = 25
10-13 = 24	10-13 = 30
14-19 = 30	14-19 = 45
20 = 50	20 = 100

A5DC1225-S-20BUG

ASDC1225_S_30BUGS	
OPTION 7 (DIP 3 OFF)	OPTION 8 (DIP 3 OFF)
SCORE	TICKETS
0-2 = 2	0-2 = 3
3-5 = 3	3-5 = 4
6-13 = 4	6-13 = 5
14-23 = 5	14-23 = 6
24-29 = 6	24-29 = 7
30 = 10	30 = 15
OPTION 9 (DIP 3 OFF)	OPTION 10 (DIP 3 OFF)
SCORE	TICKETS
0-2 = 4	0-2 = 6
3-5 = 5	3-5 = 8
6-13 = 6	6-13 = 10
14-23 = 8	14-23 = 12
24-29 = 10	24-29 = 14
30 = 15	30 = 25
OPTION 12 (DIP 3 OFF)	OPTION 13 (DIP 3 OFF)
SCORE	TICKETS
0-2 = 12	0-2 = 15
3-5 = 16	3-5 = 20
6-13 = 20	6-13 = 25
14-23 = 24	14-23 = 30
24-29 = 30	24-29 = 45
30 = 50	30 = 100

A5DC1225-S-30BUG

DECAL IDENTIFICATION



MAINTENANCE LOG

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

[illegible]

TECHNICAL SUPPORT

Excellent customer service is very important to Bay Tek Games!

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

Electronics / Circuit Boards - Repair Options

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

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

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

Technical Support:

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

Returns, Credits, & Fees:

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

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

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

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

WARRANTY

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

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

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

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

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



ATTENTION



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

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

NON-WARRANTY

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

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

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

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

CERTIFICATE OF COMPLIANCE



Declaration of Conformity

Manufacturer Identification	Equipment Identification
Bay Tek Games, Inc. 1077 East Glenbrook Drive Pulaski, WI 54162 U.S.A. http://www.baytekgames.com	Chameleon Paradize Single Model: AAGM-CP-S-220V AAGM-CP-S-220V-CEC Type: Redemption Game

Council Directive 2004/108/EC	Electromagnetic Compatibility
Emissions Standard: EN 55014-1: 2006+ A1:2009	Immunity Standards: EN 55014-2: 1997 + A1:2001 + A2:2008
Terminal Disturbance Voltage	150kHz - 30MHz
Discontinuous Power	30MHz - 300MHz
Emissions Standards: EN 61000-3-2:2006+A1:2009+A2:2009 Current Harmonics EN 61000-3-3:2008 Voltage Flicker	ESD IEC61000-4-2:2008-12 Radiated Immunity IEC61000-4-3:2006-02+A1:2007-11+A2:2010-03 EFT IEC61000-4-4:2004-07 + A1:2010 Surge IEC61000-4-5:2005-11 Conducted Immunity IEC61000-4-6:2008-10 Power Dips and Interrupts IEC61000-4-11:2004-03

Council Directive 2006/95/EC	Low Voltage
Standards: Household and similar electrical appliances - Safety - Part 1: General requirements, IEC 60335-1:2001 (4th Edition) (incl. Corrigendum 1:2002) +A1:2004 +A2:2006 (incl. Corrigendum 1:2006), and Part 2: Particular requirements for amusement machines and personal service machines, IEC 60335-2-82:2002 (2nd edition) +A1:2008 With differences according to EN 62233:2008	

I hereby declare, on behalf of the manufacturer above, that the equipment listed meets the requirements of all applicable Council Directives for CE Marking. Conformance was demonstrated by meeting the requirements of the referenced harmonized Standards.

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