

SERVICE MANUAL



BAY  TEK
entertainment



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FACTORY CONTACT INFORMATION



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

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WELCOME TO GOATZ-N-ROPES SINGLE

Congratulations on your purchase!

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

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

Your Friends at Bay Tek Entertainment

Please inspect the game for any damaged, loose, or missing parts.

If damage is found, please contact your freight carrier first.
Then, contact Bay Tek Entertainment's Service Department at
(920) 822-3951 Ext. 1102
Or email us at service@baytekent.com for further assistance.

SAFETY PRECAUTIONS

	NOTICE	
Modifications to the mechanical, electrical and structural components of this game may void its compliance certifications.		
This appliance is suitable for INDOOR, DRY locations only.		
	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. A shielded power cable must be used for the game to retain EU/EMC compliance.		
	IN CASE OF EMERGENCY	
UNPLUG THE POWER CORD. The power cord must be accessible at all times in case of an emergency.		
	WARNING	
This unit is capable of producing sound levels hazardous to human hearing. Consult local sound regulations and adjust volume accordingly.		

GAME SPECIFICATIONS

WEIGHT

NET WEIGHT	630 lbs.	286 kg
SHIP WEIGHT	688 lbs.	312 kg

GAME DIMENSIONS

WIDTH	42 inches	107 cm
DEPTH	58 inches	148 cm
HEIGHT	98-113 inches	249-287 cm

OPERATING TEMPERATURE

FAHRENHEIT	45 - 80 F
CELSIUS	7.2 - 26.7 C

SHIPPING DIMENSIONS

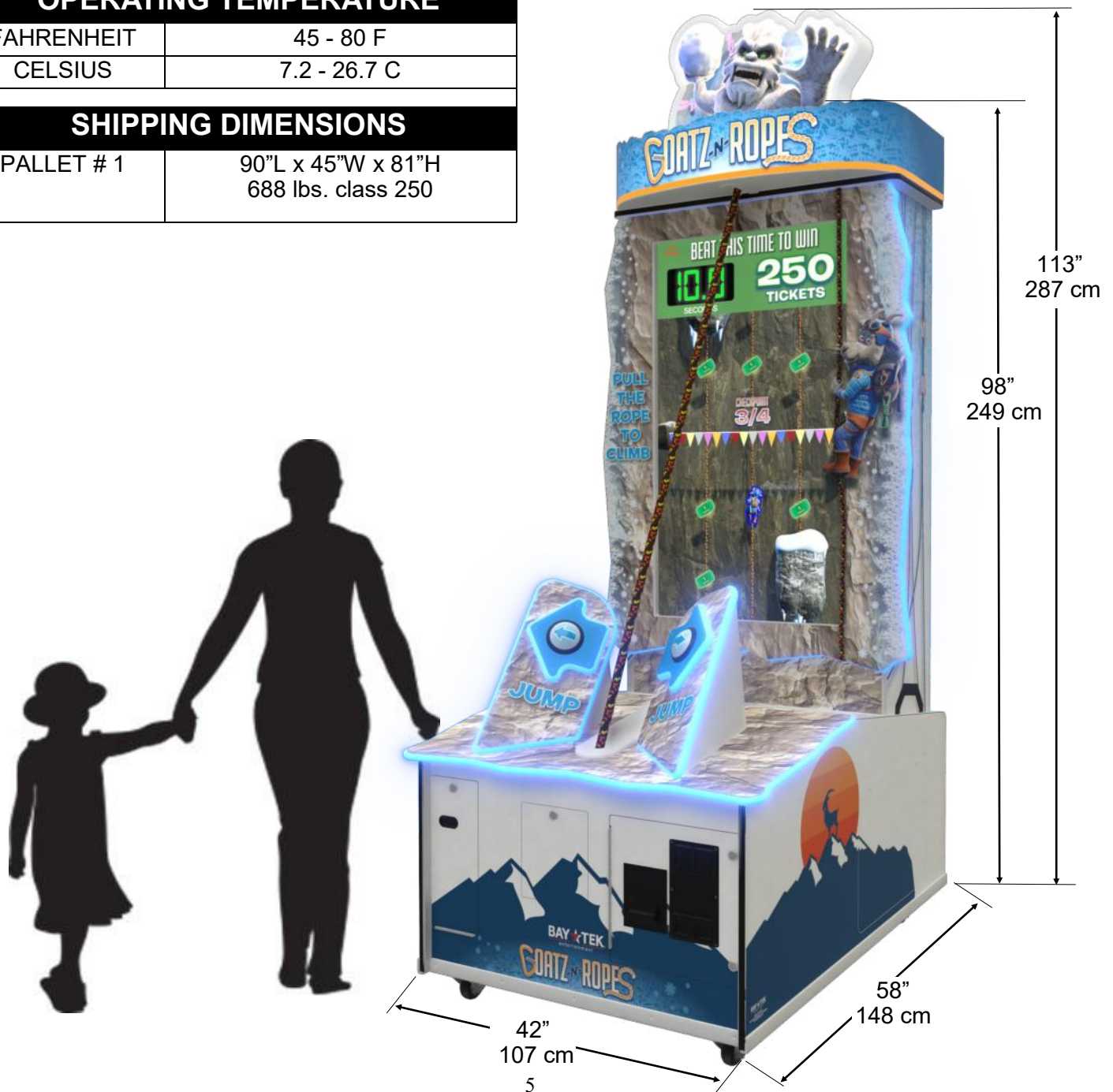
PALLET # 1	90"L x 45"W x 81"H 688 lbs. class 250
------------	--

POWER REQUIREMENTS

INPUT VOLTAGE RANGE	110 to 240 VAC
INPUT FREQUENCY RANGE	50/60 Hz

MAX OPERATING CURRENT

3.4 Amps @ 115 VAC / 1.7 Amps @ 230 VAC



GOATZ-N-ROPES GAME SETUP

Welcome to the set up guide for the Goatz-N-Ropes Single game.

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

Tools Needed:

Ladder (8-15 foot)	7/16" Wrench	9/16" Socket
2 people	# 2 Square bit	T30 Torx bit

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.

The game will arrive with multiple cabinet components, and hardware for assembly. There are shipping bolts that must be removed by a T30 Torz bit to remove the cabinet from the pallet.

Installation time is about 1 hour.

Instructions:

Remove cardboard covering and plastic shrink wrap.

Remove the marquee from the front console by removing the 4 screws using a #2 square bit.

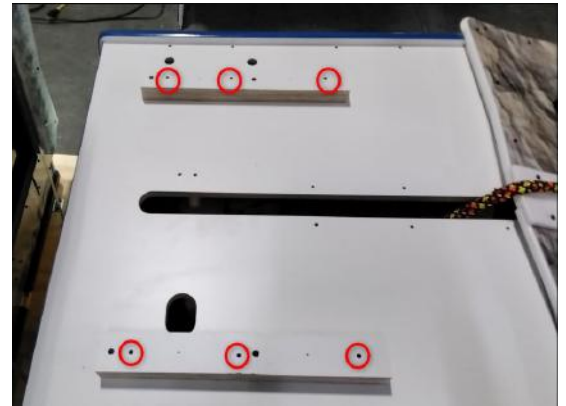
Discard the 4 screws, and save the marquee for later installation.



GOATZ-N-ROPES GAME SETUP

Remove the 2 wood spacers by removing the 6 screws using a #2 square bit.

Discard the 6 screws and 2 wood pieces - these are not needed.



Remove the next 2 wood spacers by removing the 4 bolts using a 9/16" socket.

Discard the 4 bolts and 2 wood pieces - these are not needed.



Remove both lower side doors using a Phillips screwdriver.



Reach inside and remove from cabinet:
Black plastic pulley assembly
White plastic pieces
Save for later installation.



GOATZ-N-ROPES GAME SETUP

Inside the 2 lower side doors, remove the 2 lag bolts using a T-30 Torx bit.

Discard the screws, they are not needed.

Using 2 people, carefully remove the front console from the pallet and place in room near the final destination of the game.

Do Not Remove Monitor from Pallet at this time.

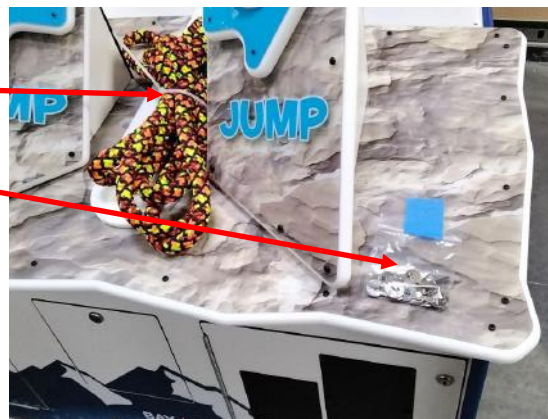
(It will not stand on its own - it will be placed on top of front console after it is ready.)



Prepare Front Console

Carefully snip the plastic tie wrap on rope using a snips.

Remove the keys from the top of console and open front doors.



Unlock and open the right side coin box and remove the hardware kit and 2 metal brackets.



Open the hardware kit and locate:

4 bolts

4 lock washers

4 washers

These will be used to secure the monitor section to the Front Console.



A5BOHH090



A5WALO010



A5WAFL050

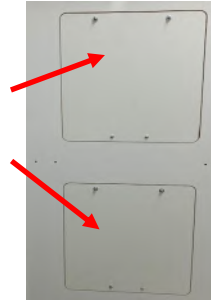
GOATZ-N-ROPES GAME SETUP

Remove Monitor Console from Pallet

Carefully snip 2 banding straps using a snips.



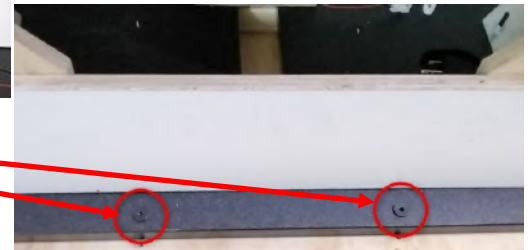
Remove both back doors using a Phillips screwdriver.
Save for later installation.



Inside the lower back door, remove the 1 lag bolts using a T-30 Torx bit.

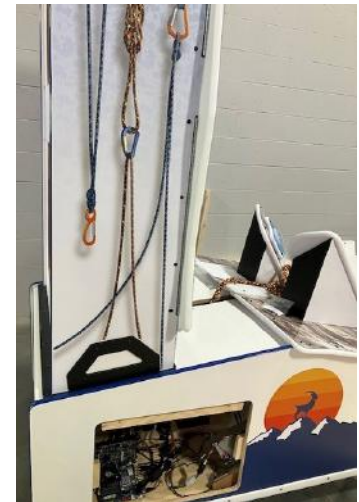


On back edge of cabinet, remove the 2 lag bolts using a T-30 Torx bit.



Using 2 people, carefully remove the monitor console from the pallet and place directly on top the slanted surface of the Front Console.

One person should hold monitor in position, while the second person installs the bolts.



Install the 4 bolts, lock washers, and washers into the 4 holes from the back of the monitor, down into the lower console.

Tighten using a 9/16" wrench.



GOATZ-N-ROPES GAME SETUP

Install Rope

The rope will have to be looped up to the top of the cabinet and down inside the rear of the cabinet.

Some disassembly/reassembly of cabinet sections are needed.

Remove the 2 bolts from front of monitor frame using a Phillips screwdriver.

Swing open the monitor frame.

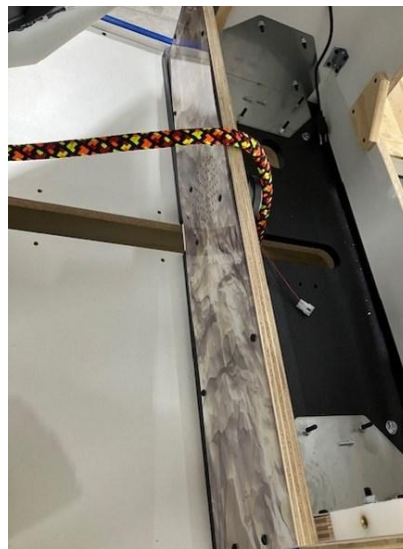
This board will be removed next.

With the monitor door opened, remove the 4 screws using a Phillips screwdriver. Save for later installation.

Remove the board with plexi attached.

Position the rope above the board and re-install the board with plexi using the same hardware.

Tighten using a Phillips screwdriver.



GOATZ-N-ROPES GAME SETUP

Using a ladder, carefully climb to the top of the game.
The top of the cabinet will hinge open to allow the rope to loop around the top pulleys.

Remove the bolt using a 7/16" wrench.
Save for later installation.

Loop rope over the top of the monitor frame.

Lift the roof up, loop rope inside the roof edge to the back of cabinet.

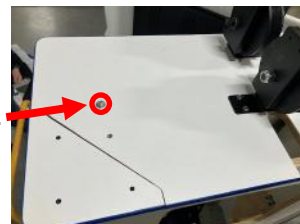
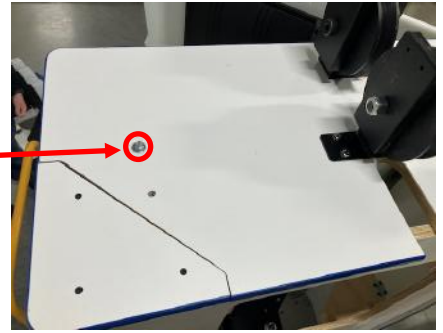
Loop rope past the rear edge.

Continue until the rope reaches the slot behind the pulley.

Finish by looping the rope up over the top of the 2 pulleys.

Reinstall the bolt in the top panel, tighten using 7/16" wrench.

Reinstall the 2 bolts in the monitor frame, tighten using Phillips screwdriver.



GOATZ-N-ROPES GAME SETUP

Locate 2 black brackets previously removed from the coin box.

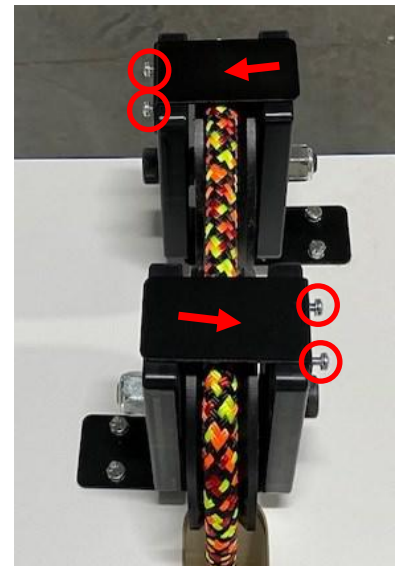
Locate 4 bolts from hardware kit.



A5BOPH180

Place a bracket on top of each pulley on the top of the game.

Install the 4 screws and tighten using a Phillips screwdriver.



Locate Rear Pulley previously removed from the bottom of the cabinet.



Locate 2 bolts, 2 lock washers, and 2 washers from the hardware kit.



A5BOHH060



A5WASI020



A5WAFL060

Install the Rear Pulley in the back of the Monitor Console.

Loop the rope around the pulley and install the 2 bolts, lock washers, and washers. Tighten using 7/16" wrench.



GOATZ-N-ROPES GAME SETUP

Finalize Rope Installation:

The rope installation is complete and it should move smoothly when pulled, It will loosen up with time and play, so there are adjustment points in the cabinet to tighten the rope.

Locate 2 white plastic pieces previously removed from cabinet.

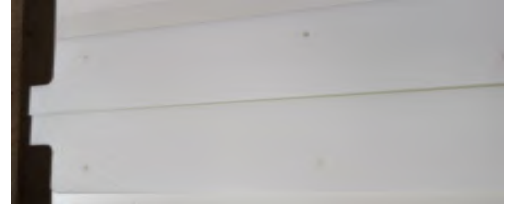
Locate 6 black bolts from hardware kit.



A5SCPH017

Position white plastic pieces over the gap in the front console.

Install the 6 black bolts and tighten using a Phillips screwdriver.



Install Marquee:

Locate marquee previously removed from the pallet.



Locate 2 bolts, 2 lock washers, and 2 washers from the hardware kit.



A5BOHH060



A5WASI020



A5WAFL060

Using 2 people, carefully lift and place marquee on the top of the cabinet.

Install the 2 bolts, lock washers, and washers. Tighten using 7/16" wrench.



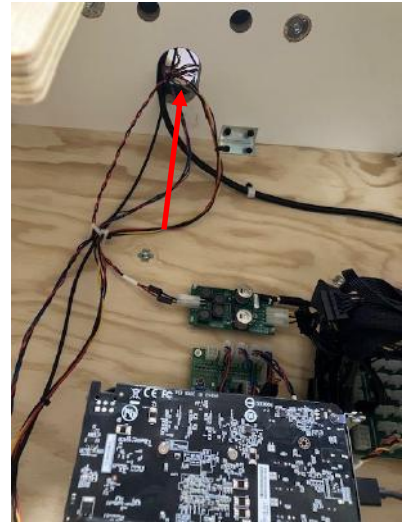
GOATZ-N-ROPES GAME SETUP

Route and Connect Cables:

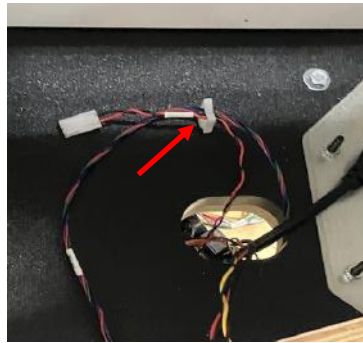
From the side door, carefully snip the plastic tie wrap on cable harness using a snips.



Route all 4 cables up through the hole into the monitor console.

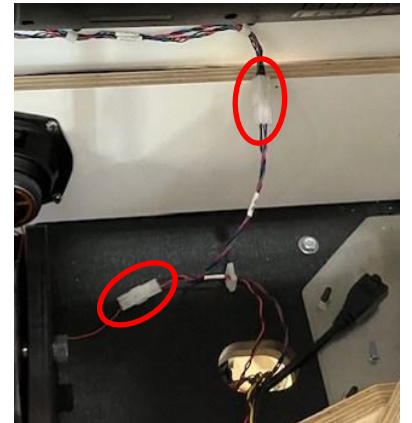


From the back of the monitor console, clip cables CE32509 & CE32500 into the first wire saddle.

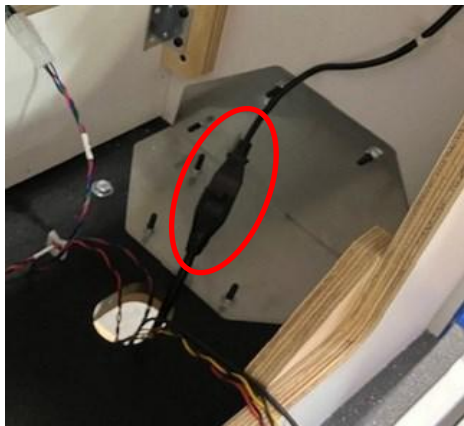


Plug the CE32500 cable into the speaker.

Plug the CE32509 cable into CE32518 (monitor surround LED's)



Plug the AC power cord into the monitor power cord.



GOATZ-N-ROPES GAME SETUP

Continue routing the remaining 3 cables up the wall of the cabinet and clip into the 3 wire saddles.

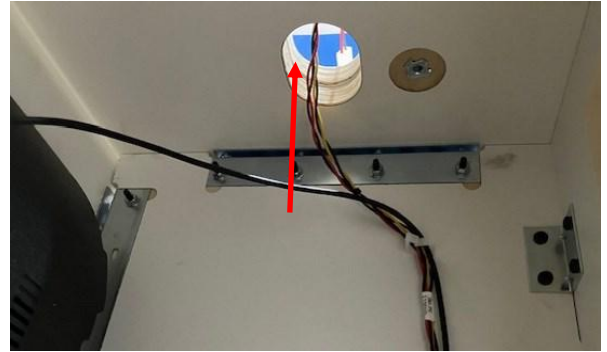


Plug the HDMI cable into the top edge of the monitor - into the HDMI 1 slot.



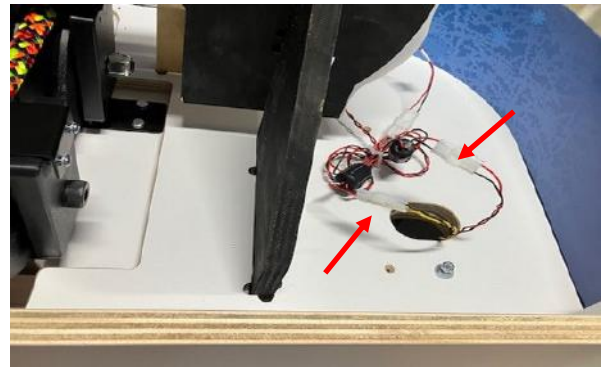
GOATZ-N-ROPES GAME SETUP

Route the remaining 2 cables up through the hole in the top of the cabinet - to the marquee.



At the top of the game, plug the 2 pin connector to CE32524

Plug the 3 pin connector to CE32511



From side door, carefully snip the plastic tie wrap on power cord using a snips.

Route the power cable out the cabinet and plug into the wall socket.



Power on game:

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

The game is now set up and ready for play!
Enter menu to adjust settings to your location specific price per play and ticket payout.



CARD SWIPE SYSTEM INSTALLATION

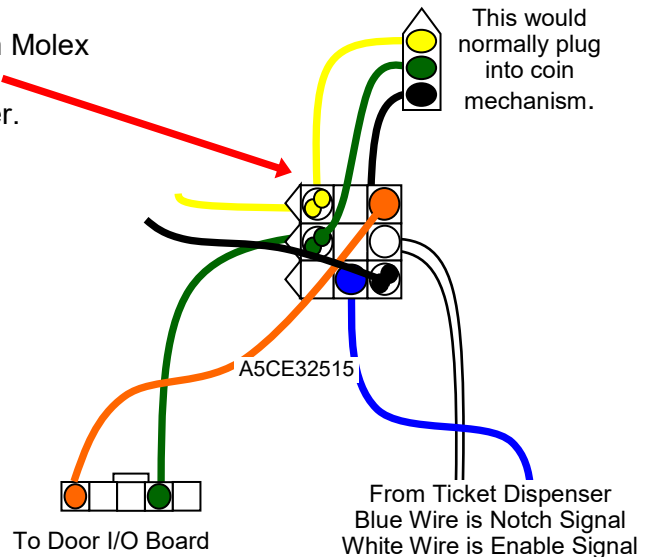
The Goatz-N-Ropes Single game is pre-wired with a UCL (Universal Card Link) connector to accept Card Swipe systems from many different manufactures.

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

Option #1:

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

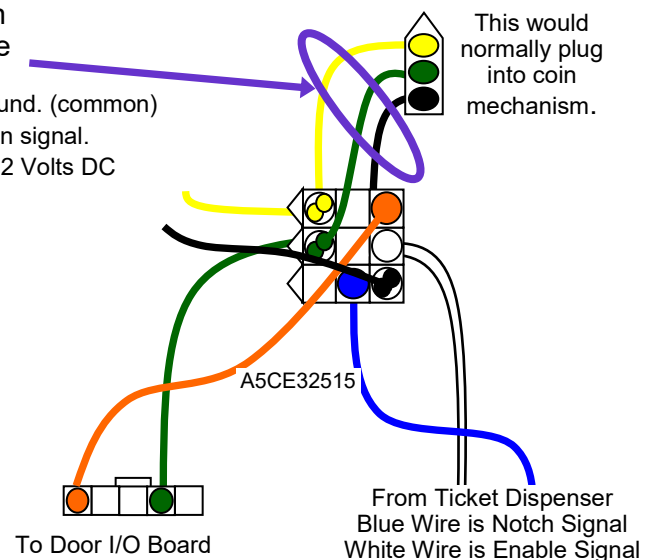
Simply plug this connector into your card swipe reader.



Option #2:

If your card swipe systems does not have a standard 9 pin Molex connector, then you will have to splice wires into the harness.

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



Notes:

1.) Many card swipe systems have a voltage threshold that can be adjusted in the card swipe menu. Please set this "Game Drive Threshold" to 2 Volts.

Menu Changes

Enter menu, Go to "Payout" Menu

Change "Credits" to Swipe or Tap

Change "Redemption Type" to Tickets, Points, or Coupons

HOW TO PLAY

The goal is to climb to the top of the mountain and if fast enough - win the bonus!

Pull the infinity looped rope to trek up the side of the mountain. As you climb higher, avoid the rock cliffs by jumping left or right.

Avoid the Yeti's snowballs to reach the summit.

The game time is adjustable in the game menu.

The bonus is adjustable and options to increment per game played.

Pull the rope to move your player up the mountain.

Press the left and right buttons to avoid hazards in your path.



An encoder sensor located at the bottom of the game is used to monitor rope speed and move the player up or down the mountain.



MAIN MENU FUNCTIONS

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



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

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

Default settings are highlighted in yellow below.

MAIN MENU

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

MAIN MENU		
Clear Credits & Tickets	Press the Menu Select button 5 times to clear any accumulated credits and tickets	
Mute	OFF	ON Set to "ON" and exit menu to have no game volume
Attract and Volume	Press the Menu Select button to enter the Attract and Volume Menu	
Payout	Press the Menu Select button to enter the Payout Menu	
Game Settings	Press the Menu Select button to enter the Game Settings Menu	
Statistics	Press the Menu Select button to enter the Statistics Menu	
Diagnostics	Press the Menu Select button to enter the Diagnostics Menu	
Exit	Press the Menu Select button to exit the menu.	

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

If it shows **Not Found**, then the circuit board is not communicating to motherboard.

Software Version 1.0.0
Door Board Version 1.7
Aux Board 1 Version 1.0.0

ATTRACT AND VOLUME MENU

Attract Volume

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

Sets the volume level of the attract sounds when the game is not being played.

Game Volume

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

Sets the volume level of the sounds when the game is being played.

PAYOUT SETTINGS MENU

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

Change selection with the “SELECT” button.

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

Default settings are highlighted in yellow below.

PAYOUT

Credits:	Swipe Card
Redemption Type:	Tickets
Entertainment Only:	Off
Mercy Tickets:	5
Even Tickets Only:	Off
Fixed Tickets:	Disabled
Summit Ticket Value:	50
Bonus Tickets:	500
Progressive Increment:	2
Max Bonus:	750
Back>	

Credits

Swipe Card	Tap Card	Free Play	1	2	3	...	19	20
------------	----------	-----------	---	---	---	-----	----	----

Sets the amount of credit pulses needed to start a game. “Swipe Card” will display “Swipe Card to play” on the monitor. “Tap Card” will display “Tap Card to Play” on the monitor.

“Free Play” means the game will play continuously.

Redemption Type

Tickets	Points	Coupons
---------	--------	---------

Sets the verbiage on the screen used to describe any tickets won.

Entertainment Only

Off	On
-----	----

Entertainment Only set to ON will not give tickets for games.

Mercy Tickets

0	1	2	3	4	5	6	...	9	10
---	---	---	---	---	---	---	-----	---	----

Will award a minimum amount of tickets if the game normally ends with 0 tickets won.

Even Tickets Only

Off	On
-----	----

If set to ON, the game will only dispense an even amount of tickets. It will round up if odd.

PAYOUT SETTINGS MENU

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

Change selection with the “SELECT” button.

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

Default settings are highlighted in yellow below.

PAYOUT

Credits:	Swipe Card
Redemption Type:	Tickets
Entertainment Only:	Off
Mercy Tickets:	5
Even Tickets Only:	Off
Fixed Tickets:	Disabled
Summit Ticket Value:	50
Bonus Tickets:	500
Progressive Increment:	2
Max Bonus:	750
Back>	

Fixed Tickets

Disabled	1	2	3	4	...	23	24	25
----------	---	---	---	---	-----	----	----	----

The game can award the same amount of tickets for every game played.

Summit Ticket Value

5	10	15	...	45	50	75	100	125	150	175	200	250	300	350	400	450	500
---	----	----	-----	----	----	----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

Amount of tickets awarded when the player reaches the top of the mountain

Bonus Tickets

25	50	75	100	...	225	250	300	350	400	450	500	...	950	1000	1100	...	1900	2000
----	----	----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	------	------	-----	------	------

Sets the starting amount of tickets awarded when the player beats the “Fastest Time” while reaching the top of the mountain. This is awarded in addition to the “Summit Ticket Value”

This can be set to increase using the “Progressive Increment”

Progressive Increment

Off	1	2	3	4	5	...	8	9	10
-----	---	---	---	---	---	-----	---	---	----

Sets the amount of tickets added to the bonus per game played.

OFF means the bonus will not increase.

Max Bonus

25	50	75	...	225	250	300	...	700	750	800	...	950	1000	1100	1200	...	1900	2000
----	----	----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	------	------	------	-----	------	------

Sets the highest value of the bonus if set to increment per game.

GAME SETTINGS MENU

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

Change selection with the “SELECT” button.

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

Default settings are highlighted in yellow below.

GAME SETTINGS

Game Length: 40

Current Fastest Time: 15s

Starting Fastest Time: 15s

Hourly Time Increase: 0.5s

Max Fastest Time: 18s

Decrement On Win: Round Downs

Increment On Loss: 0.1s

Advanced Settings > Press 3x to enter

Back>

Game Length

30	35	40	45	50	55	60
----	----	----	----	----	----	----

Sets how long the game will last in seconds

Starting Fastest Time

10	11	12	13	14	15	...	18	19	20
----	----	----	----	----	----	-----	----	----	----

The amount of time in seconds that a player must reach the top of the mountain to win the bonus. The game will default to this time after a bonus win, and when the menu is entered.

Hourly Time Increase

0	.5	1	1.5	2
---	----	---	-----	---

The amount of time in seconds that the “Fastest Time” will increase per hour that the game is powered on. This will make it easier to win the bonus.

Max Fastest Time

10	11	12	...	17	18	19	...	24	25
----	----	----	-----	----	----	----	-----	----	----

The maximum that the “Fastest Time” will increase to in seconds.

Decrement On Win

Round Downs	Exact Times	.1	.2	.3	.4	.5	...	1.9	2.0
-------------	-------------	----	----	----	----	----	-----	-----	-----

The time in seconds that the “Fastest Time” will decrease after a player reaches the top of the mountain and wins the bonus. This will make it harder to win the bonus again.

“Rounds Down” decreases it to the nearest full second. “Exact Time” does not decrement it.

Increment On Loss

0	.1	.2	.4	.5	.6	...	.8	.9	1.0
---	----	----	----	----	----	-----	----	----	-----

The time in seconds that the “Fastest Time” will increase after a player fails to reach the top of the mountain. This will make it easier to win the bonus.

ADVANCED SETTINGS MENU

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

Change selection with the “SELECT” button.

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

Default settings are highlighted in yellow below.

ADVANCED SETTINGS

Goal Climb Speed:	Normal
Collectible Ticket Value:	1
Zone 2 Collectable Tickets per Player:	5
Zone 3 Collectable Tickets per Player:	5
Yeti Difficulty:	Medium
Enemy Attack Delay:	0
Enemy Attack Speed:	5
Snowball Speed:	5
Back>	

Goat Climb Speed

Normal	Fast	Slow
--------	------	------

Sets the player climbing speed when the rope is pulled.

“Fast” will make it easier to win. “Slow” will make it harder to win.

Collectable Ticket Value

1	2	3	4	5
---	---	---	---	---

Sets the amount of the tickets won when the player touches each collectable ticket on the screen.

Zone 2 Collectable Tickets per Player

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

Sets the value of the Zone 2 collectable ticket on the screen.

(There are 4 Zones, Zone 1 always has values of 6 for collectables, Zone 4 has value of zero.)

Zone 3 Collectable Tickets per Player

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

Sets the value of the Zone 3 collectable ticket on the screen.

(There are 4 Zones, Zone 1 always has values of 6 for collectables, Zone 4 has value of zero.)

Yeti Difficulty

Easy	Medium	Hard
------	--------	------

“Easy” means that the Yeti’s throws are random.

“Medium” means that the Yeti will aim at player until hit, then throws randomly.

“Hard” means that all of the Yeti’s throws are aimed at player.

ADVANCED SETTINGS MENU

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

Change selection with the “SELECT” button.

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

Default settings are highlighted in yellow below.

ADVANCED SETTINGS

Goal Climb Speed:	Normal
Collectible Ticket Value:	1
Zone 2 Collectable Tickets per Player:	5
Zone 3 Collectable Tickets per Player:	5
Yeti Difficulty:	Medium
Enemy Attack Delay:	0
Enemy Attack Speed:	5
Snowball Speed:	5
Back>	

Enemy Attack Delay

0	.5	1	1.5	2	2.5	...	4.0	4.5	5
---	----	---	-----	---	-----	-----	-----	-----	---

The amount of time in seconds that the Yeti will wait between attacks at the player.

Enemy Attack Speed

1	2	3	4	5
---	---	---	---	---

An arbitrary sliding scale of the attack speed of the Yeti. 1 is slow, 5 is fast.

Snowball Speed

2	2.5	3	3.5	4	4.5	5	...	7.5	8
---	-----	---	-----	---	-----	---	-----	-----	---

An arbitrary sliding scale of the speed at which the snowballs fall. 2 is slow, 8 is fast.

Tension Sensor

Off	On
-----	----

The game normally will watch the tension of the rope, and show an on screen alert if there is too much sag in the rope. This on screen alert can be disabled if set to OFF

Payout Setting Recommendations

	<u>\$0.50</u>	<u>\$1</u>	<u>\$1.50</u>	<u>\$2</u>	<u>\$2.50</u>	<u>\$3</u>	<u>\$5</u>
Summit Tickets Value	10	25	50	50	75	100	200
Bonus Tickets	50	250	500	750	1000	1000	1500
Progressive Increment	0	2	2	2	2	2	5
Max Bonus	50	500	750	1000	1500	1500	2000
Game Length	40s	40s	40s	40s	40s	40s	40s
Starting Fastest Time	15s	15s	15s	15s	15s	15s	15s
Max Fastest Time	18s	18s	18s	18s	18s	18s	18s
Collectable Ticket Value	1	1	1	1	1	1	1

Yellow column is the recommended settings for a game cost of \$1.50 per play.

With a \$0.01 ticket value.

STATISTICS MENU

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

Change selection with the “SELECT” button.

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

STATISTICS

Total Games: 0

Total Tickets: 0

Average Tickets: 0

Bonuses Won: 0

Average Ticket Pickups: 0

Summit Percentage: 0.00%

Average Summit Time: 0.00s

Clear Statistics >

Cleared

Back>

Total Games - Shows the total number of games played.

Total Tickets - Shows total number of tickets awarded.

Average Tickets - Shows average number of tickets per game.

Bonuses Won- Shows the total number of Bonus games.

Average Total Pickups - Shows the average number of pickups per game.

Summit Percentage: - Shows the percentage of plays in which a player reach the summit.

Average Summit Time: - Shows the average time that the players reach the summit. (in seconds)

CLEAR STATISTICS

Press the “SELECT” button 5 times to reset all statistics.

GAME DIAGNOSTIC MENU

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

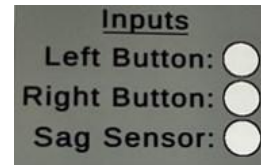
Change selection with the “SELECT” button.

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

DIAGNOSTICS

Inputs: Shows the left and right buttons being pressed for both players.

Displays if the “Sag Sensor” is triggered. This is located behind the front wall, accessed through the side door.



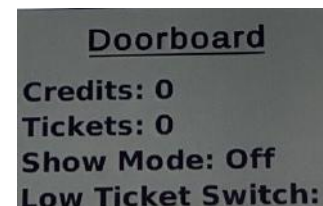
Rope Tester Shows the rope being pulled forward and backwards by the player.

There is an encoder sensor that watches the pulley spin. Located inside the center front door.



Door Board: Shows the credits and tickets owed.

Displays the status of the “Show Mode” dipswitch, Show Mode will not give tickets or accumulate credits, and the status of the Low Ticket Switch.



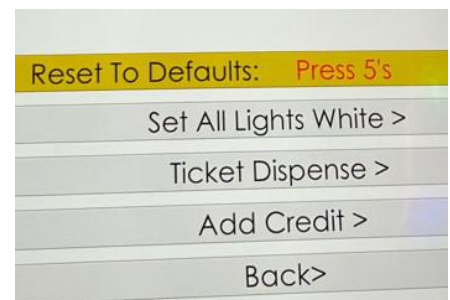
Reset To Defaults: Press Menu Select 5 times to reset all menu options to the default settings.

Set All Lights to White: Press Menu Select to change all the LED light strips to white.

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

Add Credit: Press Menu Select to add 1 credit to the player.

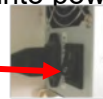
Back: Press Menu Select to return to the main menu.



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 reseal cables from line filter to outlet strip. Cables # CE32522 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. Faulty power supply. Faulty Power Dist Board	Insure power supply is plugged into power strip 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. Refer to Power Supply Diagnostic section. Replace Power Distribution Bd. (A5CB5156B)
Meters do not work Game meter will click as the game starts. Ticket meter will click as tickets are being dispensed.	Ensure correct number of tickets are being dispensed Disconnected, loose or broken wires. Faulty counter.	Check ticket values in menu. Refer to Tickets not dispensing troubleshooting section. Refer to wiring diagram. Check connections and reseal cables from meters to I/O Aux Board Cables # AACO1020 and CE32513 Replace counter. AACO1020.
Menu Buttons do not work. The menu buttons are located in the 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, CE32513) Replace I/O Aux Board if needed. Part# AACB9605A-GNR

TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
Game not coining up Enter Diagnostic Mode to see if Credits Increment when coin is inserted. Ensure Dip is set correctly on Board	Look for communication and power on the I/O Aux Board for that player. Ensure game makes sound when coin switch is triggered. Game set to large amount of credits per game. Coin Input stuck ON	Refer to "I/O Aux Board Issue" diagnostic section. Check coin switches—both should be wired normally open. If one switch is "closed" the other will not work either. Check wiring to I/O Aux Board. (AACBL4A-DOORA, CE32515) Check Game Setup Menu. Ensure Credits is set to proper value. Ensure only 5 volts on coin switch green and black wires. Replace I/O Aux board if needed. Part # AACB9605A-GNR
No Sound Motherboard creates sound, the Audio Amplifier boards amplifies it.	Volume set to mute in menu or game volume/attract volume set to zero. Disconnected, loose or broken wires. Verify 12 Volts DC to Audio Amplifier Boards on CE32507 Faulty speaker.	Enter Main Menu and verify: Game Volume & Attract Volume is not zero. Mute is set to OFF Refer to wiring diagram. Check connections and reseal audio cable from motherboard to speakers. Cables # A5CE2321, A5CEAU010, CE30518, CE32500, AACE8811A Unplug audio cable (A5CE2321) from motherboard, plug into MP3 player or phone and see if music is amplified and comes out of speaker. If Yes - then motherboard is faulty. If No - then cable or amplifier board is faulty Replace speaker. AACE8811A
I/O Aux Board Issue Game does not coin up, and has no other functions.	Green power LED should be flashing. Red LED should be on solid, with yellow LED's randomly blinking. Faulty I/O Aux Board.	If it is off, then check 12 & 5 Volts DC coming into board on cable CE32506 from Power Distribution Board. If not on, then it is not communicating with the motherboard. Check A5CORD13000 USB cable.. Replace if needed. Part # AACB9605A-GNR
Low Tickets message on monitor 	Tickets are empty in ticket tray Faulty cable. Disconnected, loose or broken wires. Faulty low ticket switch. Dipswitch on I/O Aux Board. Faulty I/O Aux Board.	Load tickets into tray. Ensure tickets hold down the micro switch wire. Check connectors from low ticket switch to Newgen board. Check for continuity. CE32515 & CE32514 Inspect switch and replace if needed. (AASW200) Check dipswitch settings on the I/O Aux board. If the game has a card swipe system, Dipswitch # 5 should be ON. Replace I/O Aux Board. Part # AACB9605A-GNR



Red and Yellow LEDs

Green Power LED

TROUBLESHOOTING GUIDE

Problem		Probable Cause	Remedy
Tickets do not dispense or Wrong amount dispensed Check for the correct amount of tickets showing on Monitor	Tickets on monitor does not match tickets coming out of game.	Opto Sensor on ticket dispenser dirty. Faulty ticket dispenser. Notch on tickets cut too shallow. Faulty cable. Disconnected, loose or broken wires. Faulty I/O Aux Board.	Blow dust from sensor and clean with isopropyl alcohol. Replace with working dispenser to isolate the problem. (A5TD1) Flip tickets and load upside-down to have large cut notch toward opto sensor. Check connectors from ticket dispensers to I/O Aux board. Check for continuity. CE32515 & CE32514 Ensure issue is not with a card swipe system - Replace I/O Aux Board. Part # AACB9605A-GNR
	Tickets on monitor do match tickets coming out of game	Settings in Menu are incorrect.	Enter Menu and check certain areas: Entertainment Only to Off Payout Settings Menu Door Board Dipswitch Settings: 1/2 Ticket Fixed tickets
All LED Color Strips are not Working Controller Board issue	Ensure Controller Board is receiving voltage from Power Distribution Board. Ensure USB cable has good communication to the motherboard. Faulty LED	Refer to wiring diagram. Check connections & reseal cables from Power Distribution Board to Light Board. CE32508 Refer to wiring diagram. Check connections and reseal USB cable from Motherboard to Light Board.. Cable # A5CORD33 Refer to wiring diagram. All color changing light cables plug into the Controller Board.	
LED Lights in Arrow / Jump Platforms are not Working	Loose or bad connection. Test LED's in Diagnostic Menu Faulty LED	Refer to wiring diagram. Check multiple connections and reseal cables from Controller Board to Arrow and Jump Platforms. Cables # AACE32502, AACE32504 Enter menu, scroll to Diagnostic Menu & "Test RGB's" Replace faulty LED. Part # CE32520, CE32521	
LED Lights on Top Front Console are not Working	Loose or bad connection. Test LED's in Diagnostic Menu Faulty LED	Refer to wiring diagram. Check multiple connections and reseal cables from Controller Board to top front console lights. Cables # CE32505 & CE32519 Enter menu, scroll to Diagnostic Menu, & "Test RGB's" Replace faulty LED. Part # CE32519	
LED Lights in Top Rear Console are not Working	Loose or bad connection Test LED's in Diagnostic Menu Faulty LED	Refer to wiring diagram. Check multiple connections, reseal cables from Controller Board to top rear console. Cable # CE32509 & CE32518 Enter menu, scroll to Diagnostic Menu, & "Test RGB's" Replace faulty LED. Part # CE32518	

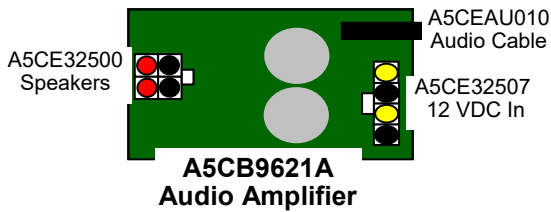
TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
LED Lights in Marquee are not Working	Loose or bad connection Check for 12 Volts DC Faulty LED	Refer to wiring diagram. Check multiple connections, re-seat cables from Controller Board to Marquee. CE32511 12 VDC should be on wires. Replace faulty LED. Part # Part # CE32527, CE32528
LED Lights in Yeti above Marquee are not Working	Loose or bad connection Check for 12 Volts DC Faulty LED	Refer to wiring diagram. Check multiple connections, reseat cables from Controller Board to Marquee. CE32512, CE32524 12 VDC should be on yellow and black wires. Replace faulty LED. Part # CE32525 & CE32526
Monitor not working. Power down, wait 5 minutes and power up again. Game will load and play with the monitor unplugged.	Screen shows "No Signal Input" Note: Motherboard will boot up without the monitor plugged in.	Monitor HDMI cable unplugged from graphic card. (A5CORD48)  Make sure the HDMI cables are plugged into the HDMI socket on the monitor. Remove the M.2 software stick - If the screen boots to and error message, the monitor is good. Small power connector unplugged on motherboard Faulty power supply - Refer to Power Supply diagnostic section. Faulty motherboard - Replace faulty motherboard.
	Screen has nothing at all on power up.	Power cable unplugged from Monitor. Turn on Monitor. Faulty monitor. Ensure power is plugged into back of monitor, down to power strip. There is an extension cord to monitor. Part # A5CORD5003. Install batteries in remote control and try using remote control to power on monitor. Replace monitor. (A5MO5506)
	Error on screen at power up. Re-Boot game to see if problem still exists.	Display shows "Kernel panic – unable to mount root"  Display stuck on "UEFI Interactive Shell" Faulty or loose RAM, faulty software, faulty Motherboard. Bad M.2 drive in motherboard. Reseat or replace M.2 Part # AAHD0032-GNRS 

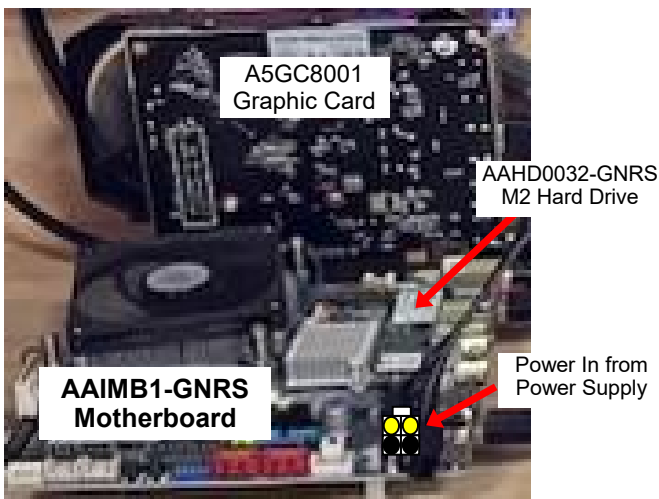
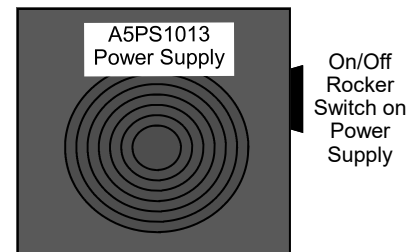
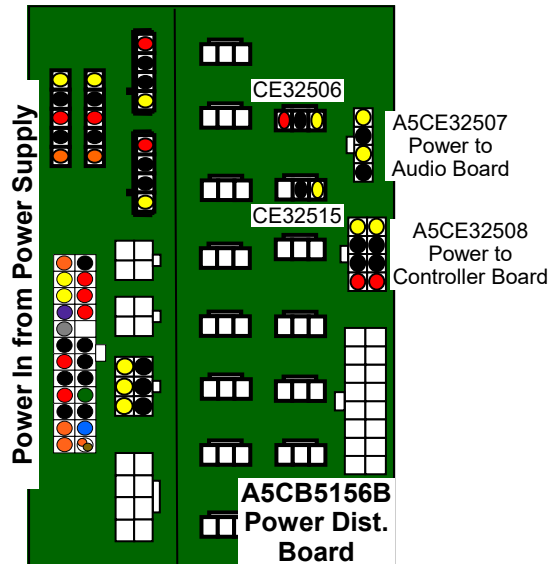
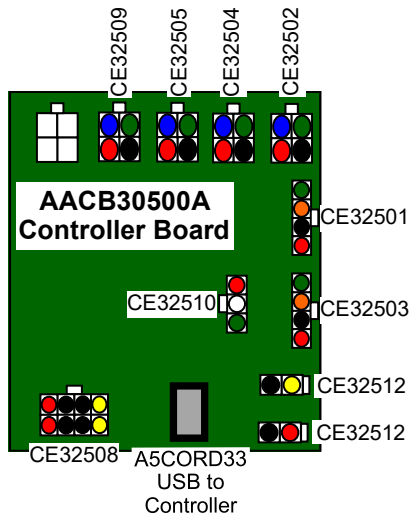
TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
Rope Tension Error on Screen. 	Ensure Rope Sag Sensor is not blocked or dirty. Ensure Sag Sensor has good connection to the Controller Board Faulty sag sensor board.	Inspect the sensor board. Clean opto. Refer to “Sag Sensor Operation” Section. If rope is sagging, refer to “How to Adjust Rope Tension” Section. Refer to wiring diagram. Check connections and reseal cable from sensor to controller board. Cable # CE32510, AACB3850A Replace faulty sensor. AACB3850A
Jump Buttons do not Work. 	Dirty Button. Loose or bad connection on cables between buttons and Controller Board. Faulty Button.	Clean top of button with cleaning spray. Wipe and ensure the button activates mechanically. Refer to wiring diagram. Check connection, reseal cable from switch to Controller Board. CE32501, CE32503 Replace faulty button. A5BU30500 Refer to “How to Replace Jump Switches” section.
Pulling Rope does not move the Climber up or down the Mountain. Ensure Dip is set correctly on Board	Ensure Encoder Sensor is not blocked or dirty. Loose or bad connection on Encoder Sensor. Faulty Encoder Sensor.	Inspect the encoder sensor board. Clean opto. Refer to “Encoder Sensor Operation” Section. Check USB cable, replace if needed. A5CORD5438 Refer to wiring diagram. Check connections and reseal USB cable from sensor to motherboard. Replace USB cable if needed. A5CORD5438 Replace faulty sensor. AASE30500A Refer to “How to Replace Encoder Sensor” section.

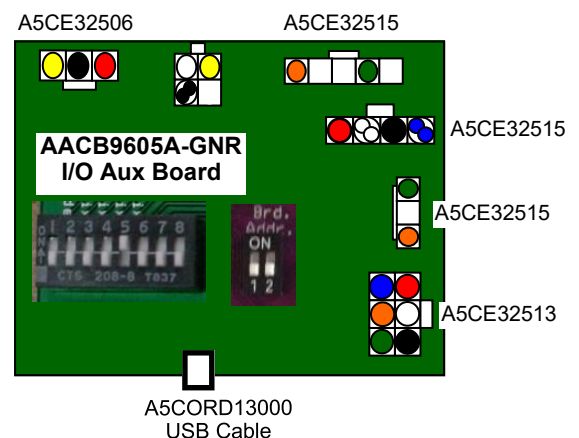
CIRCUIT BOARD LAYOUT



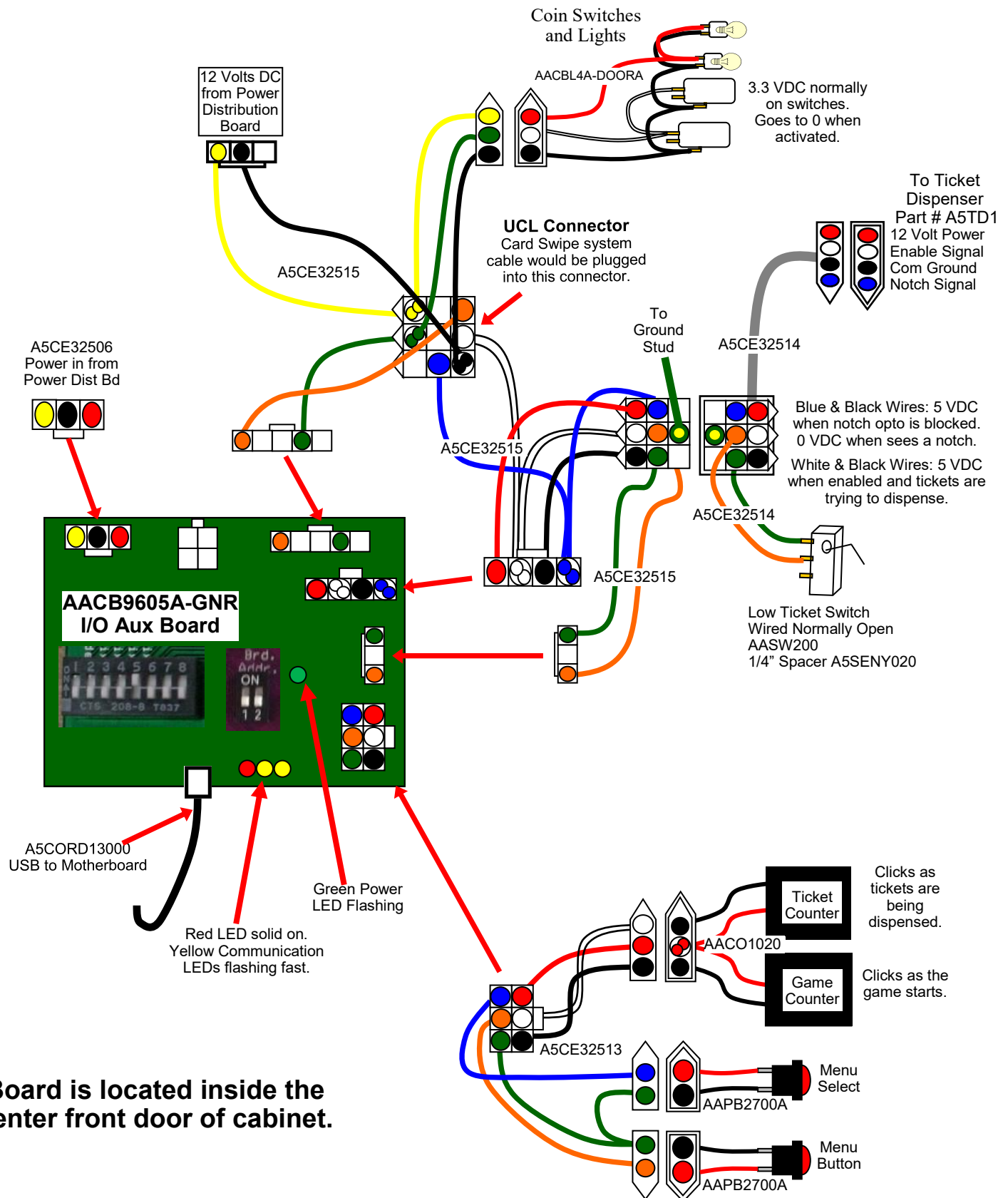
Most boards are located inside the door on left side of the cabinet.



I/O Door board is located inside the front door of the cabinet.

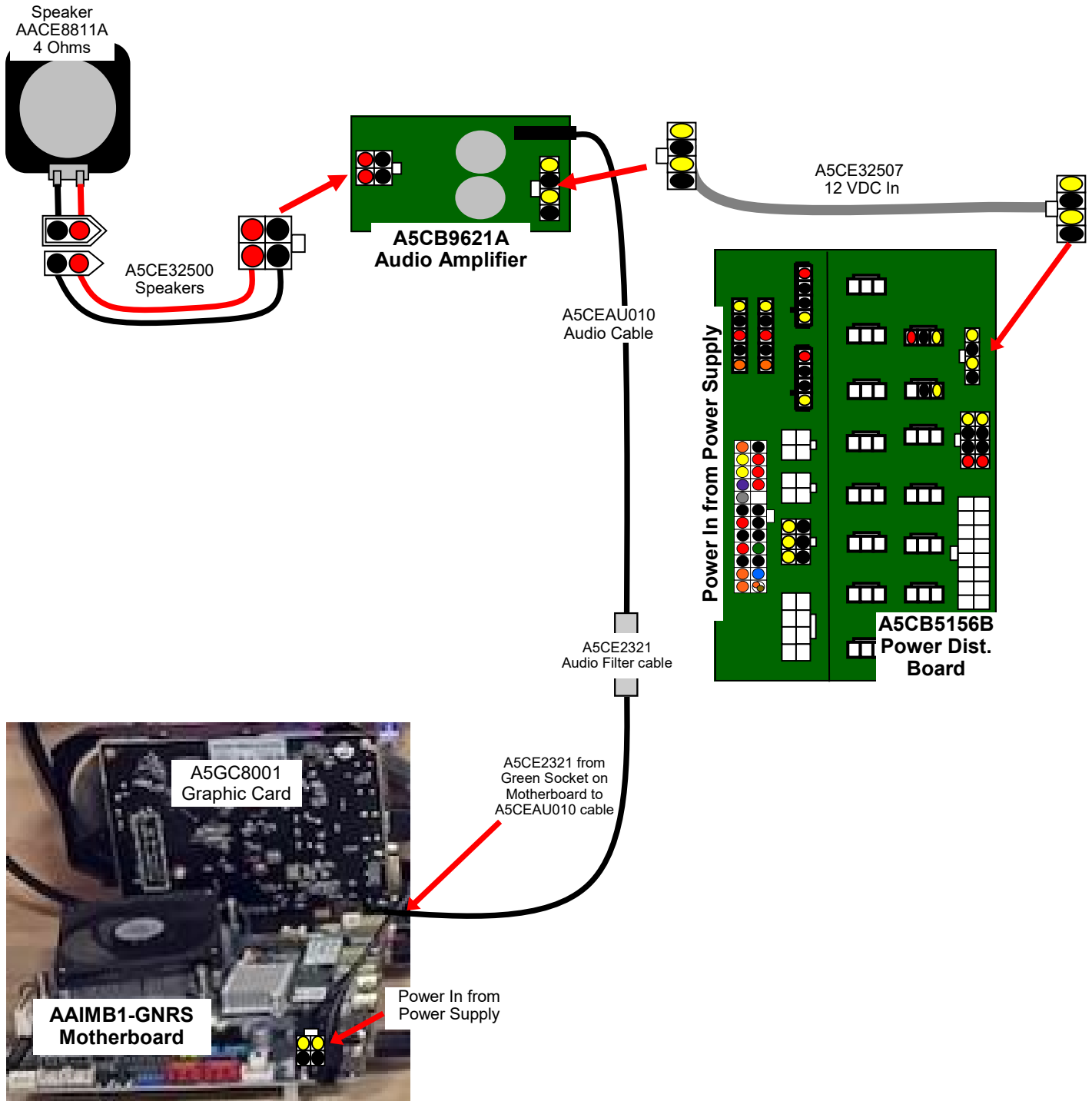


DOOR BOARD WIRING DIAGRAM

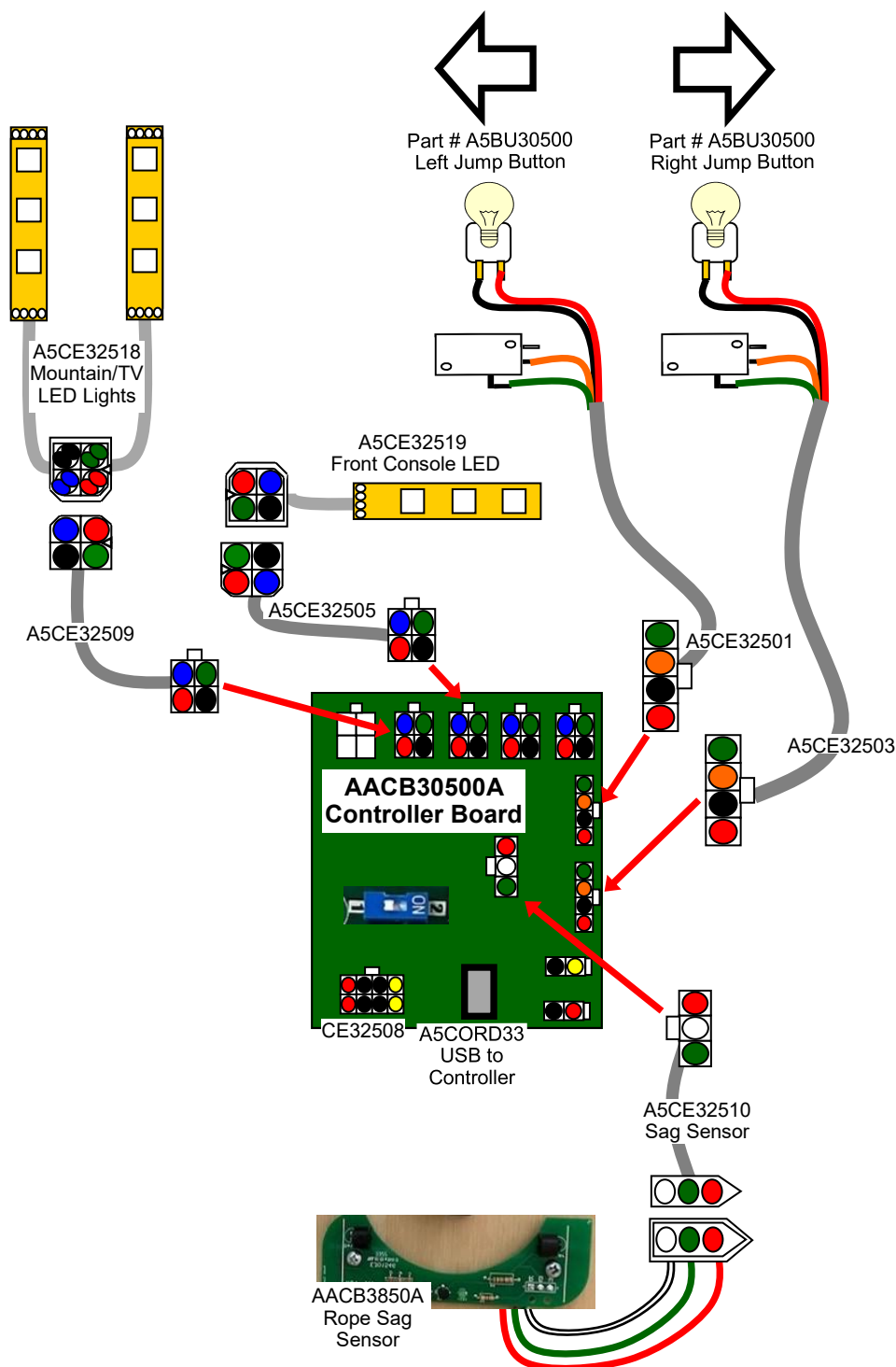


Board is located inside the center front door of cabinet.

SOUND WIRING DIAGRAM

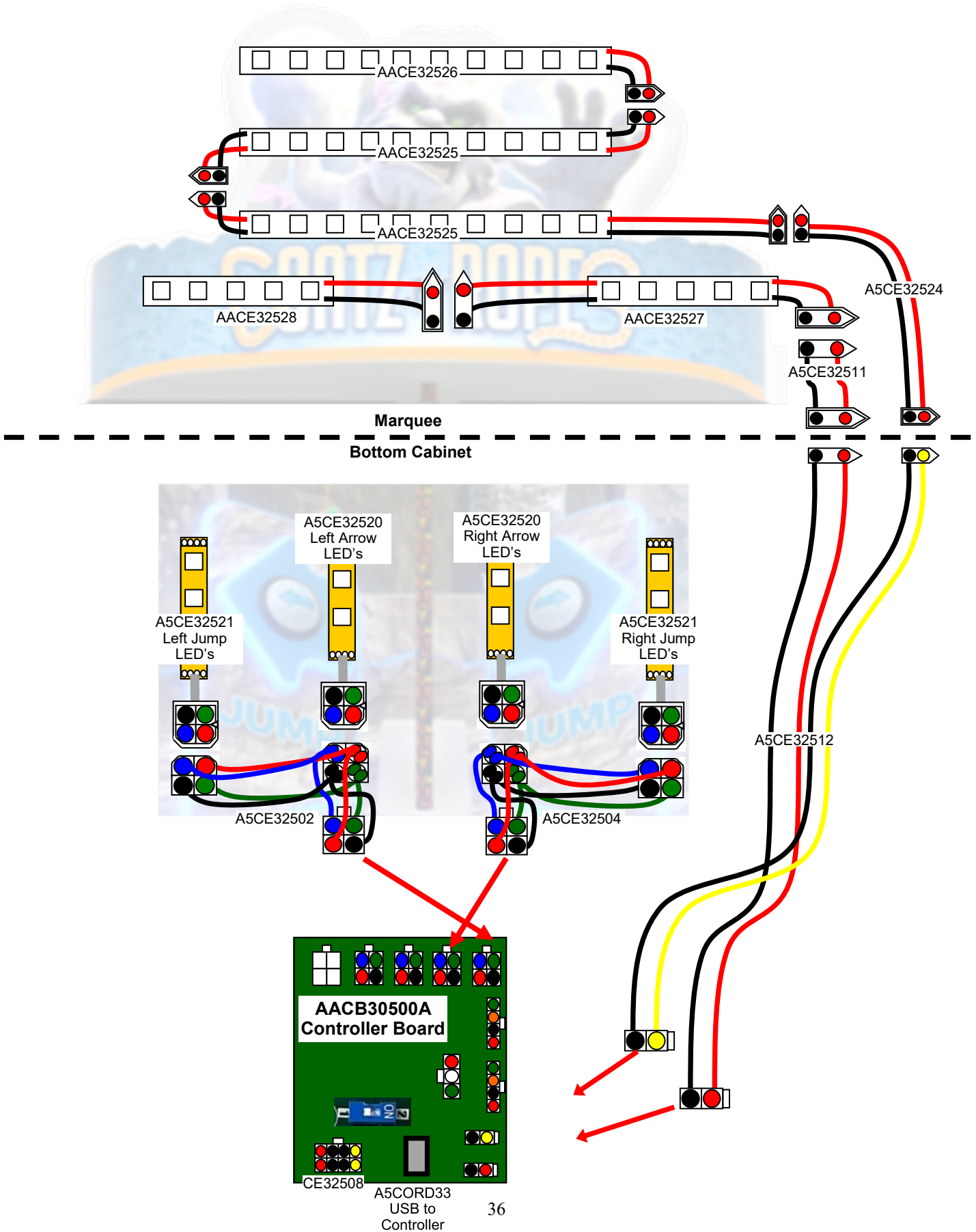


BUTTONS WIRING DIAGRAM

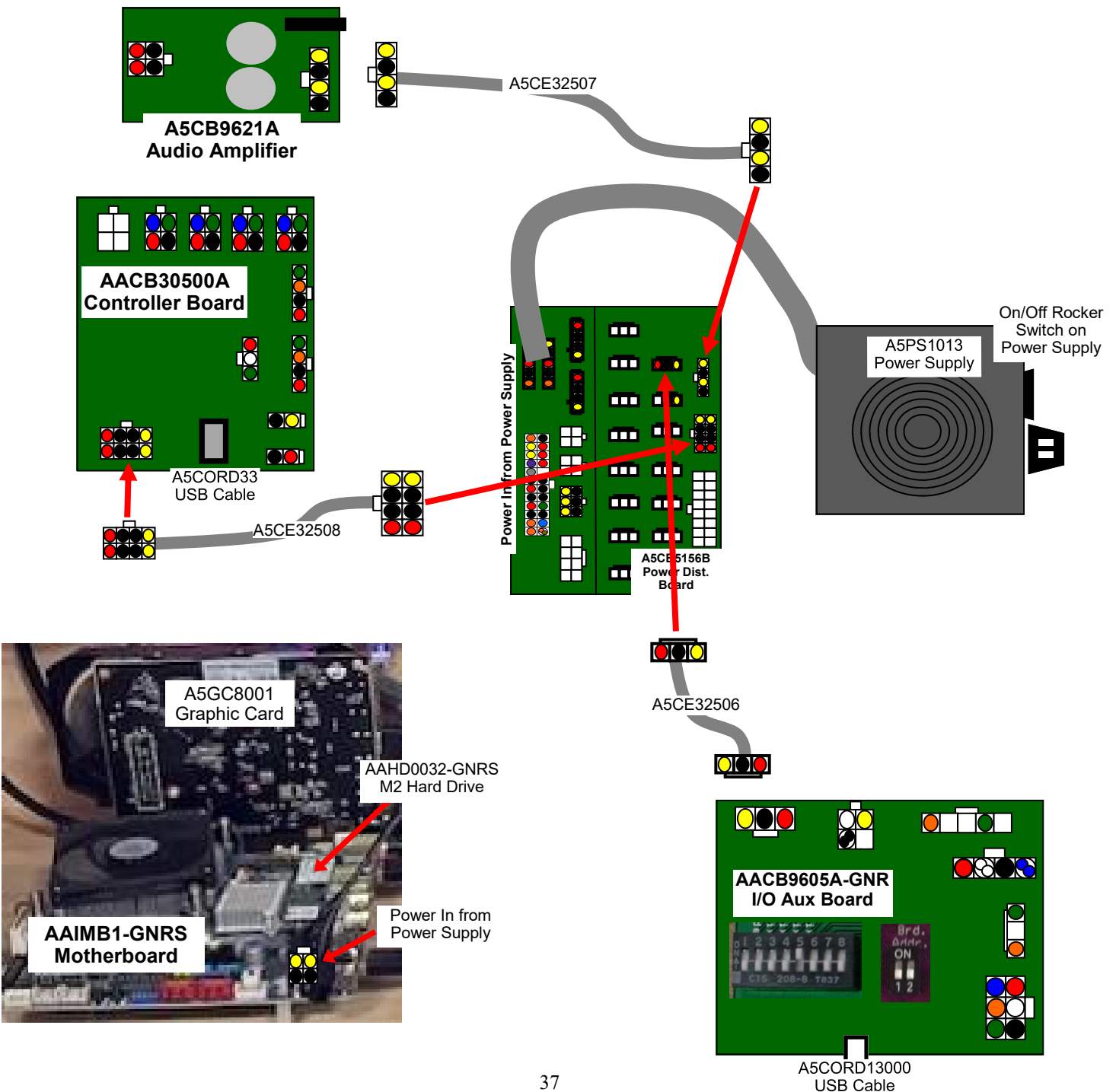


Rope Sag Sensors have 12 VDC between the red and green wires. Normally 3.3 VDC between the white and green wires. When sensor is blocked, the voltage between the white and green wires drops to 0 VDC.

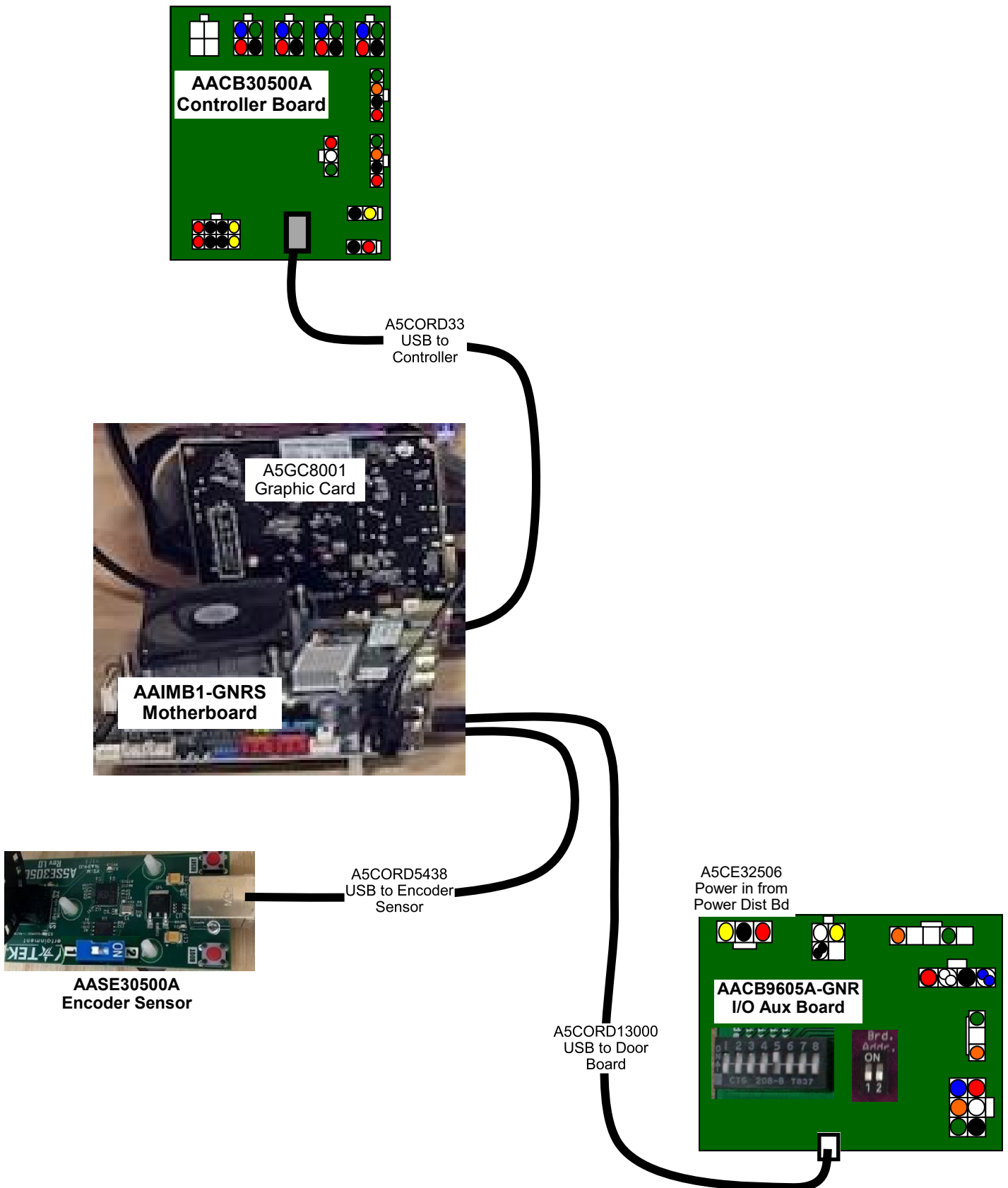
LED LIGHTING WIRING DIAGRAM



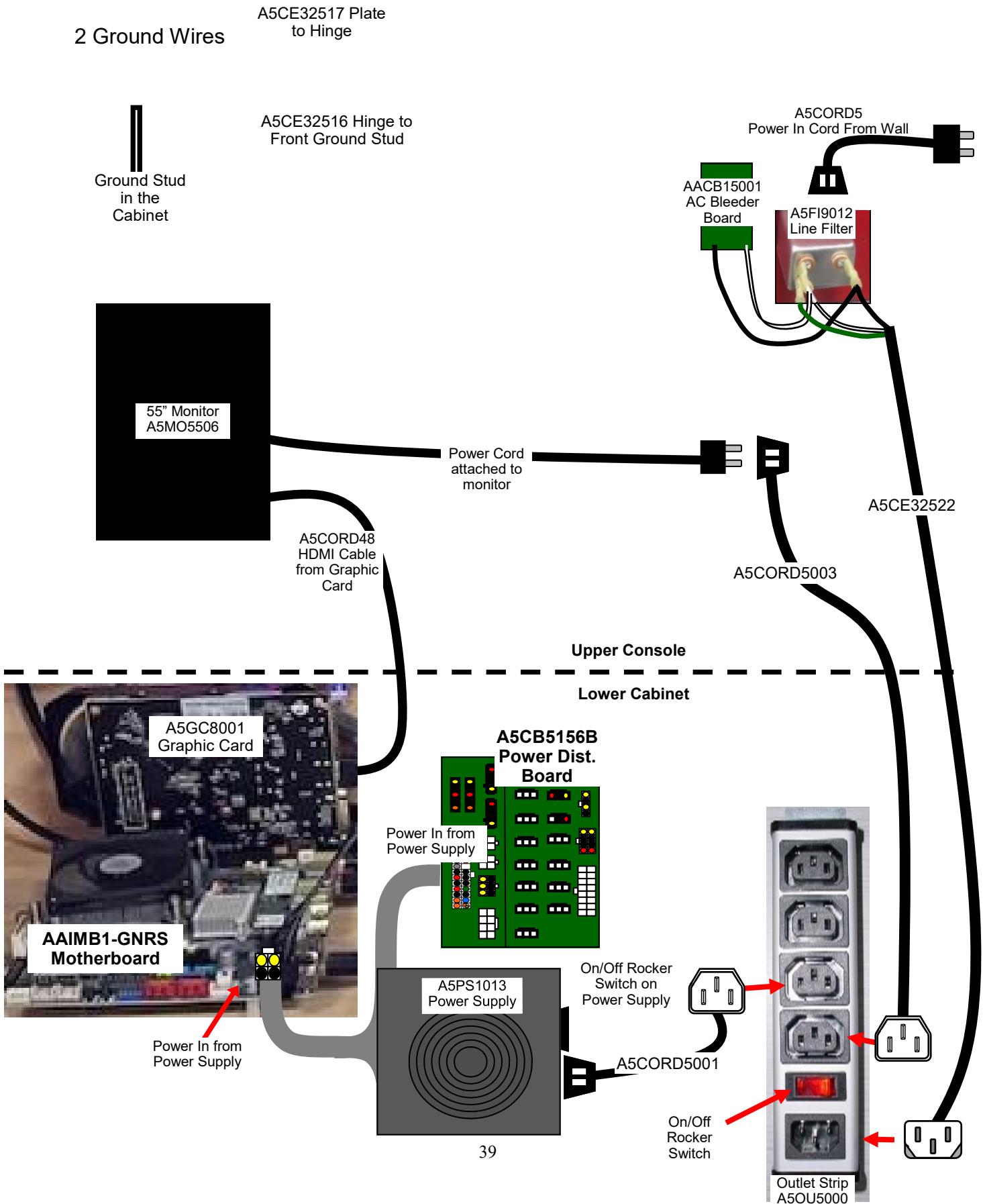
POWER SUPPLY WIRING DIAGRAM



COMMUNICATION WIRING DIAGRAM



AC POWER WIRING DIAGRAM



DOOR BOARD OPERATION

Goatz-N-Ropes Single games a Door Boards. (Part # AACB9605A-GNR)

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

Dipswitch:

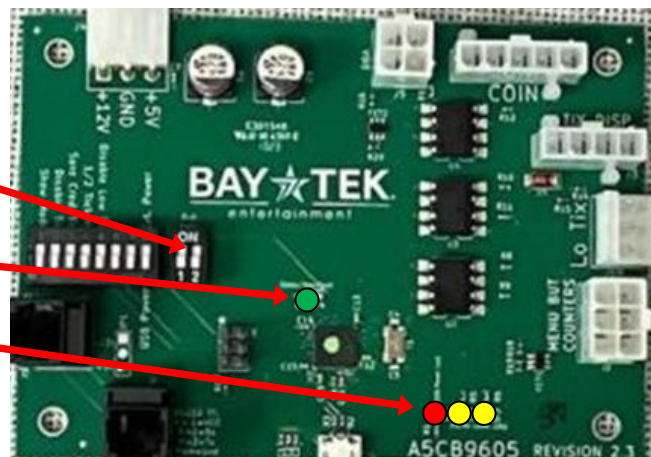
Both dips should be OFF

LED lights:

Green LED should be flashing.

Red LED should be ON,
both yellow LEDs should be flashing.

If any of these LEDs are not on,
check power in cable and USB cable
to motherboard.



SAG SENSOR OPERATION

Goatz-N-Ropes Single games uses a Sag Sensor on the rope.
(Part # AACB3850A) It is accessed from the door on the right
side of the cabinet.

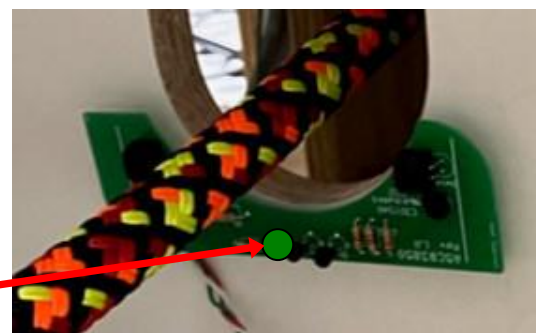
It detects slack in the players rope.

The ropes will stretch over time, but too much stretching will
result in the rope slipping on the pulley that detects the
speed of the rope and the player will not be able to move the
character up the screen.

LED lights:

There is one green LED that is normally off, but will
come on when the rope has sagged is blocking the LED
beam.

If this LED is on, or Rope Tension Error is displayed, refer to “How to
Adjust Rope Tension” section.



Rope Sag Sensors have 12 VDC between the red and green wires.
Normally 3.3 VDC between the white and green wires.
When sensor is blocked, the voltage between the white and green
wires drops to 0 VDC.



CONTROLLER BOARD OPERATION

Goatz-N-Ropes Single games use 1 Controller Board. (Part # AACB30500A)

This controls the sides lights and buttons,

Dipswitch:

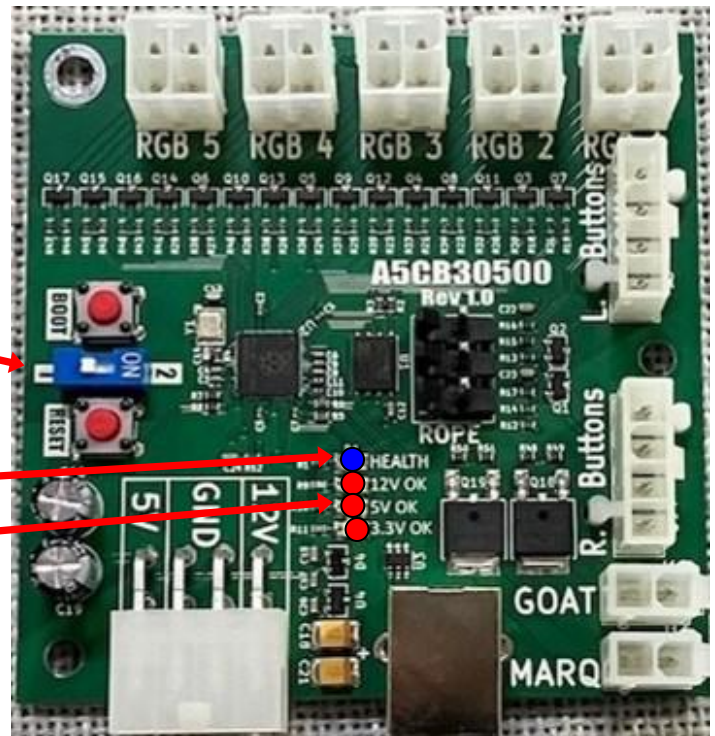
Should be set to 1

LED lights:

Blue LED should be flashing.

The 3 red LEDs should be solid on.

If any of these LEDs are not on, check power in cable and USB cable to motherboard.



ENCODER SENSOR OPERATION

Goatz-N-Ropes Single games uses 1 Encoder Sensor (Part # AASE30500A)

This senses the movement of the players rope.

Dipswitch:

Should be set to 1

LED lights:

Red LED should be always on.

Red LED should be flashing.

The 2 blue LEDs should come on and off as the slotted wheel passes by the 2 opto beams.

If any of these LEDs are not on, check USB cable to motherboard.



AAIMB1 MOTHERBOARD

Goatz-N-Ropes Single games use the AAIMB1 motherboard, along with a graphic card. 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

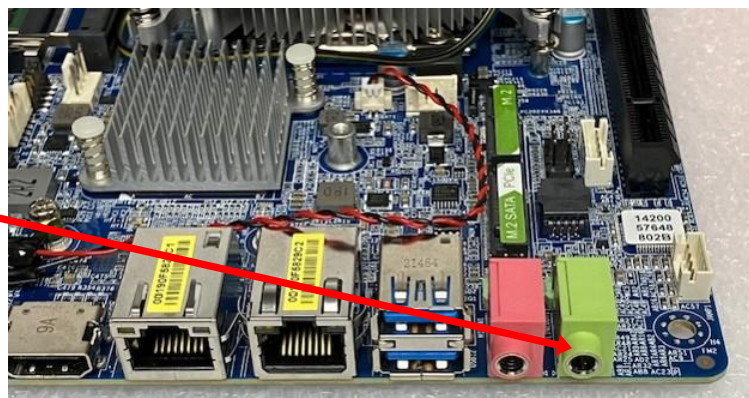
Difference # 2:

Jumpers on the motherboard need to be in these positions:



Difference # 3:

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



POWER SUPPLY DIAGNOSTICS

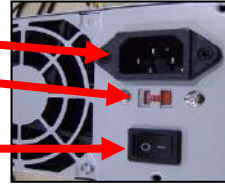
1.) Verify AC power to game. Check power strip in front door. The rocker switch should be illuminated.



2.) Check connection to power supply.

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

4.) Ensure Power switch is on.

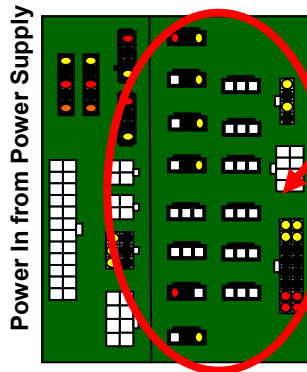


5.) Ensure fan is turning.

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

Check power supply cables to the Power Distribution Board.

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



A5CB5156B
Power Dist. Board

- 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.

AAIMB1-GNRS

Make sure the 4 pin power connector is plugged in.



AAIMB1-GNRS
Motherboard

Minimize load on power supply and isolate short

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

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

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

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

Turn on game and verify the 12 volts is good.

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

If power supply still does not power on:

Replace power supply (A5PS1013), or motherboard. (AAIMB1-GNRS)

BILL ACCEPTOR INFORMATION

The default Goatz-N-Ropes Single game does not include a bill acceptor.
If a DBA is required, it can be mounted next to the coin door.

Note: There are many different models and brands of Bill Acceptors that are used on redemption games. Your Bill Acceptor may differ from the unit shown. Standard DBA is MEI # AE2454-U5E Part # A5AC9101

Determine if Bill Acceptor has power:
Turn game ON—The bill acceptor should make noise as stacker cycles and green lights on outside bezel should flash.

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

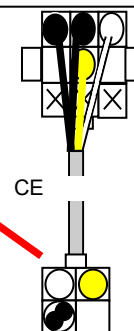
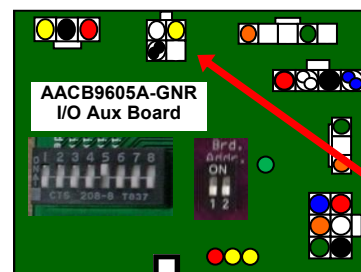
If power is OK:
Clean Bill Acceptor path to make sure there is nothing jamming unit.
Check dipswitch settings on side of acceptor.

Make sure switch # 8 is OFF for Always Enable

ERROR CODES

Count the number of flashes on front bezel of Bill Acceptor and follow on Bill Acceptor chart for repair instructions.

To 12 Volt DC Bill Acceptor
A5AC9101 or
A5AC9094



Dollar Bill Acceptor not functioning Ensure Bill Acceptor is set to "Always Enable" Important : Only 12 Volt DC DBA is to be installed. Model # AE 2454 U5E Part # A5AC9101	Check for power to Bill Acceptor. Dirt or debris in acceptor slot. Pinched, broken, or disconnected wiring. Bill acceptor problem. Part # A5AC9101	Acceptor should cycle stacker at game power up. If not, check cable connections. Refer to "How to Clean Bill Acceptor" Or clean with bill reader cleaning card. (A5CC9000) Check wiring from bill acceptor to I/O Aux Board. (A5CE14027) Repair or replace wiring harness. Make sure wires are secure in connectors. Refer to troubleshooting section of dollar bill acceptor manual included with this game or the diagnostics label of the back of the unit.
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BLANKING PLATES AVAILABLE

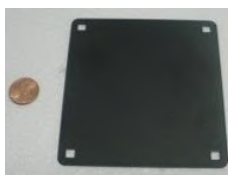
A5PL9998

Plate used instead of Coin Mechanisms



A5PL9995

Plate used instead of ticket dispenser



A5PL30500

Plate used instead of Bill Acceptor



HOW TO ADJUST ROPE TENSION

Goatz-N-Ropes Single uses a Sag Sensor that detect the slack in the rope.

The rope will stretch over time, and too much stretching will result in the rope slipping on the pulley that detects the speed of the rope and the player will not be able to move the character up the screen.

If this Rope Tension Error is displayed, the pulley on the lower side of the cabinet will have to be adjusted.



Instructions for tightening the left, yellow player side:

Unbolt and remove the right side cabinet door.

Sag Sensor →

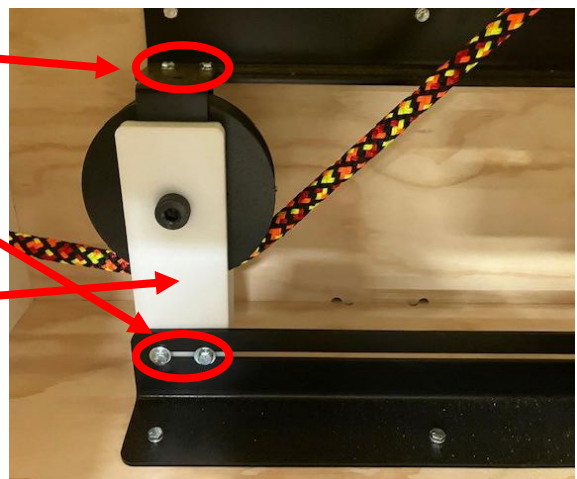


Using 2 of 7/16" wrenches, loosen the 2 top bolts and nuts.

Using a 7/16" wrench, loosen the bottom 2 bolts.

Slide the whole assembly toward the front of the game to tighten the rope.

Re-tighten all bolts and nuts when finished!



There should be some slack in the rope. This allows for easier game play, especially for kids.

If the Rope Tension Error shows on screen, the rope needs to be tighter.

HOW TO REPLACE JUMP SWITCHES

The Jump Switches are accessed from the rear of the button tower.

Instructions:

Remove the 6 screws from the black plastic panel using a #2 square bit.

The back of the switch can now be accessed.

Carefully twist the switch a 1/8 turn to the left and pull the switch from the button housing.

The switch can now be replaced by moving the wires to the new switch.



To replace the button itself, loosen and remove this black plastic nut. The button can now be removed and replaced.

HOW TO REPLACE MONITOR

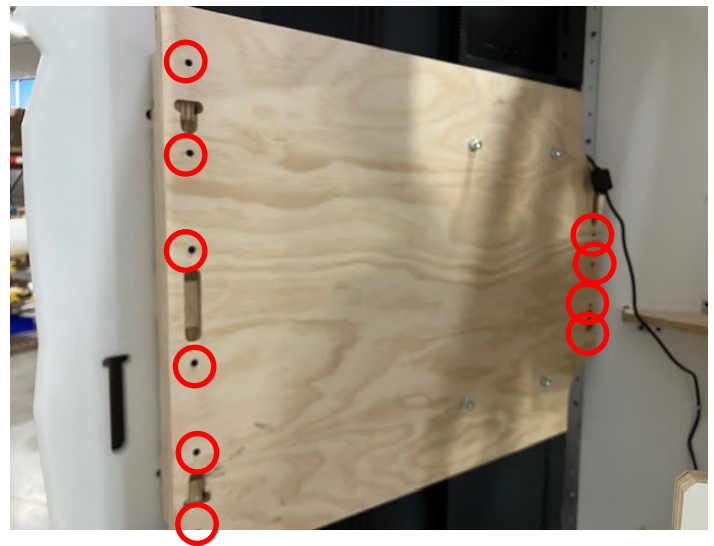
Remove the 2 bolts from front of monitor frame using a Philips screwdriver.

Swing open the monitor frame.



Remove the 10 screws using a # 2 square bit.

The wood and monitor can now be removed from the cabinet.



Place the monitor on a flat, soft surface and remove the 4 bolts using a Philips screwdriver.

The new monitor can now be installed on this wood.

Re-install process is the reverse.



HOW TO REPLACE ROPE

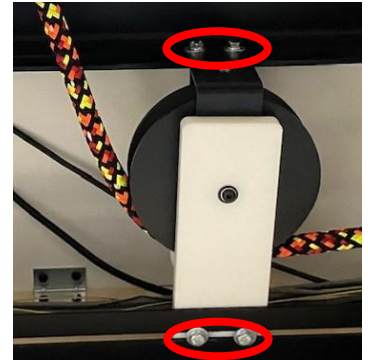
Install Ropes

The rope will stretch over time and may need to be replaced.

Open the right side door - this pulley has adjustments (2 bolts and nuts on the top bracket and 2 bolts on the bottom bracket) to tighten the rope.

If this adjustment is not enough, then a new rope will have to be installed.

It is easiest to cut off the old rope and install the new rope around the bottom of this pulley.



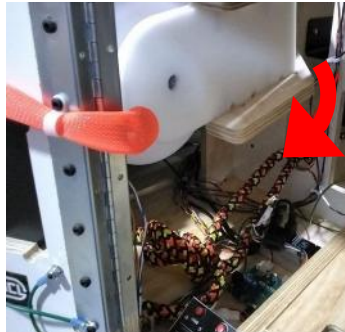
Instructions:

These 4 plastic pieces slide in the wood.

Remove the 12 Phillips bolts and set aside for later installation.



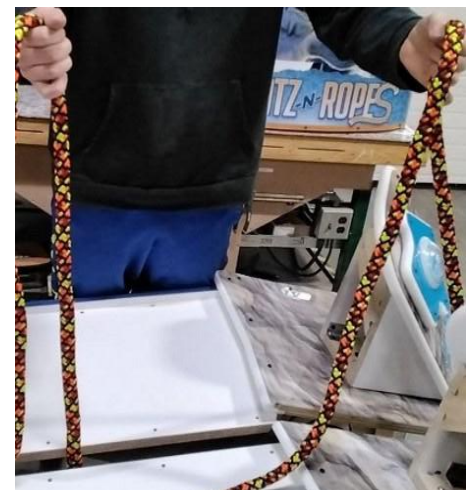
Route the rope through the open slot toward the front of the cabinet and front pulley.



Slide the rope onto the front pulley.



Pull the rope up through the slot and verify that it can not fall off the pulleys.



HOW TO REPLACE ROPE

The rope will have to be looped up to the top of the cabinet and down inside the rear of the cabinet.

Some disassembly/reassembly of cabinet sections are needed.

Remove the 2 bolts from front of monitor frame using a Phillips screwdriver.

Swing open the monitor frame.

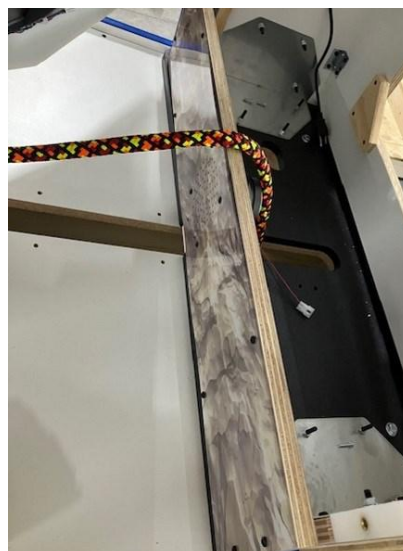
This board will be removed next.

With the monitor door opened, remove the 4 screws using a Phillips screwdriver. Save for later installation.

Remove the board with plexi attached.

Position the rope above the board and re-install the board with plexi using the same hardware.

Tighten using a Phillips screwdriver.



HOW TO REPLACE ROPE

The marquee will have to be removed from the top of the game to replace the rope.

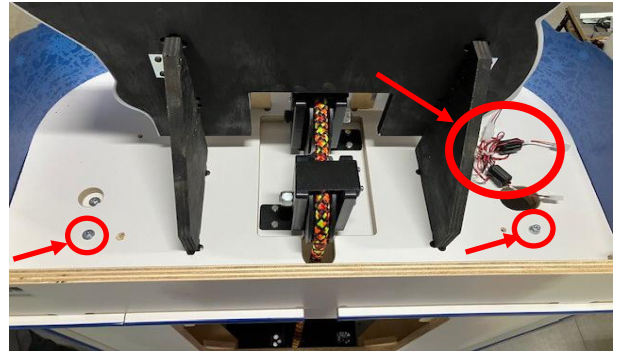
Using a ladder, carefully climb to the top of the game.

Unplug the 2 cables.

Remove the 2 bolts using a 7/16" wrench.

Save for later installation.

Using 2 people remove the marquee from the cabinet and set aside for later installation.

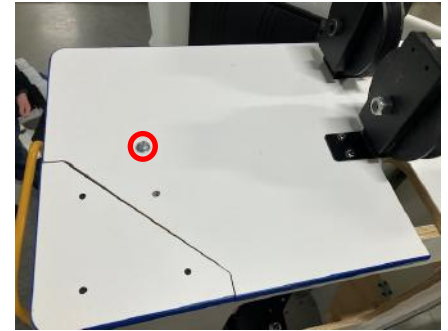


The top of the cabinet will hinge open to allow the rope to loop around the top pulleys.

Remove the bolt using a 7/16" wrench.

Save for later installation.

Lift the roof up, loop rope inside the roof edge to the back of cabinet.



Loop rope past the rear edge.



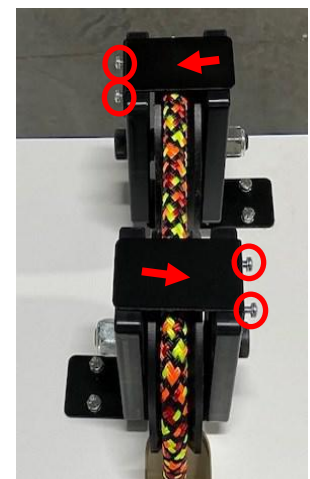
Continue until the rope reaches the slot behind the pulley.



Loop the new rope over the top 2 pulleys.

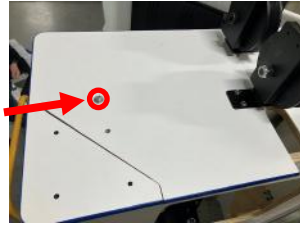
The 2 top metal brackets will have to be removed using a Phillips screwdriver.

Loops the rope over the pulleys and re-install the 2 top metal brackets.



HOW TO REPLACE ROPE

Reinstall the bolt in the top panel, tighten using 7/16" wrench.



Reinstall the 2 bolts in the monitor frame, tighten using Phillips screwdriver.

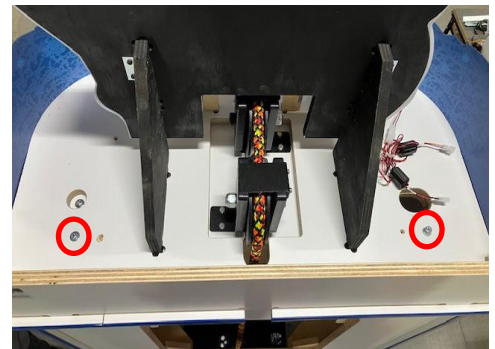


Loop the rope around the rear pulley from back door. There are 2 bolts, lock washers, and washers that may have to be removed using 7/16" wrench.

Loop rope around this rear pulley and tighten bolts using 7/16" wrench.



Re-Install Marquee using 2 people.
Carefully lift and place marquee on the top of the cabinet.
Install the 2 bolts, lock washers, and washers.
Tighten using 7/16" wrench.



Finalize Rope Installation:

The rope installation is complete and it should move smoothly when pulled. It will loosen up with time and play, so there are adjustment points in the cabinet to tighten the rope.

Locate 4 white plastic pieces and bolts previously removed from cabinet.

Position white plastic pieces over the gap in the front console.
Install the 12 black bolts and tighten using a Phillips screwdriver.



HOW TO REPLACE ENCODER SENSOR

The encoder sensor determines how fast the player climbs up the mountain.

Refer to “Encoder Sensor Operation” and the Diagnosis menu Option to determine if this sensor is faulty and needs to be replaced.

Instructions:

Unplug the USB Cable

Unscrew the Encoder Wheel using a Phillips screwdriver. Remove the Encoder Wheel and set aside for later installation.

Squeeze the standoff tips and release the circuit board from all 3 standoffs.

Install the new board by pushing it fully onto the standoffs, re-install the encoder wheel, and plug in the USB cable.



HOW TO REPLACE SOFTWARE

The Goatz N Ropes game software is programmed onto a M.2 drive

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

Instructions:

Power down the game by unplugging it from the wall.

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

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

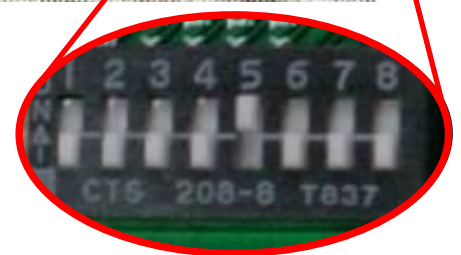
Install the new M.2 drive in the socket and secure it by re-installing the small Phillips screw.



I/O BOARD DIPSWITCH SETTINGS

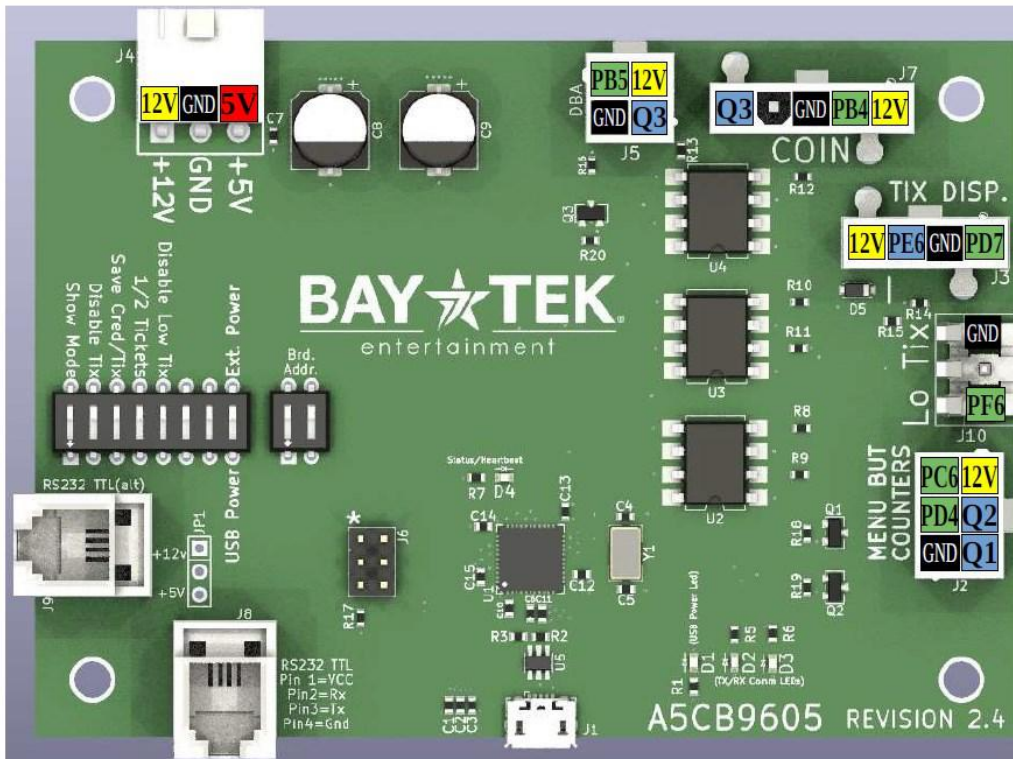
SWITCH	DESCRIPTION	ON	OFF
1	SHOW GAME Does not dispense tickets and clears all accumulated credits if ON		X
2	AMUSEMENT ONLY Does not dispense tickets if ON		X
3	NJ LOCKOUT Saves tickets owed and unused credits after a power loss if ON		X
4	1/2 TICKET Dispenses 1/2 the amount of tickets as shown on screen.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

Door Boards:
Both dips OFF



I/O AUX BOARD PINOUT

Door Board Pinout Guide



Outputs:

Q1 (PD1) Game Counter
Q2 (PD0) Tickets Counter
Q3 (PD6) Coin Lockout
PE6 Ticket Enable

Inputs:

PD4 Menu Button
PC6 Select Button
PD7 Ticket Notch
PB4 Coin In
PB5 DBA In
PF6 Low Ticket Switch

GAME ART DIAGRAM

Goatz N Ropes Single Player

Not Shown:

A5DE32507 Left Side Decal
A5DE32507-1 Left Side Decal
A5DE32508 Left Gear Decal



PARTS PICTURES



A5BR30500



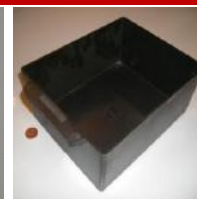
A5BR9999



A5BU30500



A5CA1005



A5CB2020



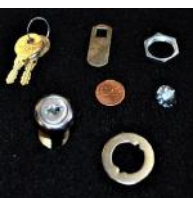
A5EW30500



A5KIT-GNRSP



A5LK2001



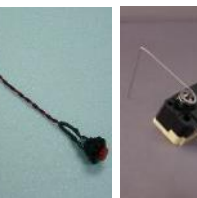
A5LK5002



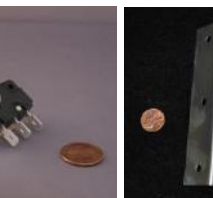
A5RP30500



A5TD1



AAPB2700A



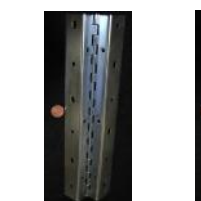
AASW200



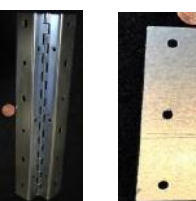
W5HG1015



W5HG1030



W5HG1040



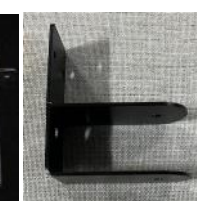
W5HG1055



W5KE5000



W5TM4000



A5BK9999



A5ME30500



A5ME30503



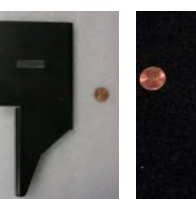
A5ME30504



A5ME30506



A5ME32500



A5ME4179



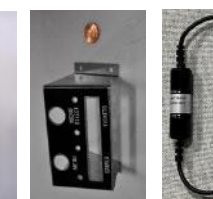
A5ME5508



A5PL30500



A5PL9995



A5TT4100



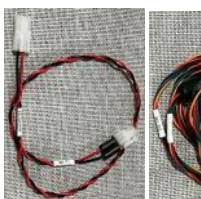
AABK1013



A5CE2321



A5CEAU010



A5CE32500



A5CE32501



A5CE32502



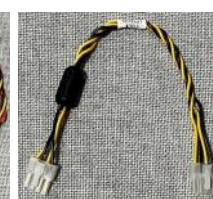
A5CE32503



A5CE32504



A5CE32505



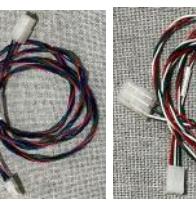
A5CE32506



A5CE32507



A5CE32508



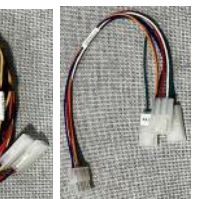
A5CE32509



A5CE32510



A5CE32511



A5CE32512



A5CE32513



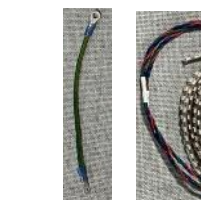
A5CE32514



A5CE32515



A5CE32516



A5CE32517



A5CE32518



A5CE32519



A5CE32520



A5CE32521



A5CE32522



A5CE32524



A65CORD13000

PARTS PICTURES



A5CORD33



A5CORD48



A5CORD5



A5CORD5001



A5CORD5003



A5CORD5438



A5OU5000



AACE1715



AACE32525



AACE32526



AACE32527



AACE32528



AACE8811A



AACO1020



AACBL4A-DOORA



A5DE0042



A5DE30524



A5DE30525



A5DE30526



A5DE32500-1



A5DE32500-2



A5DE32500-3



A5DE32500-4



A5DE32501



A5DE32502



A5DE32503



A5DE32504



A5DE32505



A5DE32505-1



A5DE32506



A5DE32507



A5DE32507-1



A5DE32508



A5DE32509



A5PT32500



A5CB5156B



A5CB9621A



A5FI9012



A5GC8001



A5MO5506



A5PS1013



AACB15001



AASE30500A



AACB3850A



AACB9605A-GNR



AACB30500A



AAHD0032-GNRS



AAIMB1-GNRS

PARTS LIST

PART #	DESCRIPTION
AABK1013	Counter Assy
A5BR30500	Bearing, 5/8" (2 per game)
A5BU30500	Jump Push Button (2 per game)
A5CA1005	Casters (4 per game)
A5CB1499	Coin Box
A5EW30500	Encoder Wheel
A5KIT-GNRSP	Hardware Kit
A5LK2001	E00 Cash Box Lock
A5LK5002	H95 Lock (3 per game)
A5RP32500	Rope, Rampage Red
A5TD1	Ticket Dispenser
AAPB2700A	Menu Button (2 per game)
AASW200	Low Ticket Switch
W5HG1015	5" Hinge
W5HG1030	23" Hinge, Single Bend (2 per game)
W5HG1040	8-3/8" Hinge, Single Bend
W5HG1055	11.5" Hinge
W5KE5000	Lock Keeper (4 per game)
W5TM4000	Black 7/8 T molding (16 feet per game)
A5BK9999	Power Supply Mount
A5ME30500	Pulley Mount (3 per game)
A5ME30503	Encoder Pulley Shaft
A5ME30504	Tensioner Bracket (2 per game)
A5ME30506	Top Pulley Cover
A5ME5508	Graphic Card Mount
A5ME32500	Metal, TV Tower Mount Bracket (2 per game)
A5ME4179	Metal, Ticket Tray Mount
A5PL30500	Plate, DBA Mounting
A5PL9995	Ticket Blank Plate
A5TT4100	Left Ticket Tray
A5OU5000	Outlet Strip
A5CORD33	USB Type-A To USB Type-B (2 per game)
A5CORD55	Cord, HDMI, 10' W/Ferrite Cores
A5CORD58	USB, Male A To Micro, 3ft
A5CE2321	Audio Filter
A5CEAU010	Phono Jack Cable
A5CORD5	Power In AC Cord
A5CORD5003	Cord, Extension, C14 to 5-15, 6 ft
AACE32500	Cable, Speaker Jumper
AACE32501	Cable, Left Jump Button Cable
AACE32502	Cable, Left Button RGB Light Jumper
AACE32503	Cable, Right Jump Button Cable
AACE32504	Cable, Right Button RGB Light Jumper
AACE32505	Cable, Front Console LED Jumper
AACE32506	Cable, Door Board Power
AACE32507	Cable, Audio Power
AACE32508	Cable, Controller Board Power
AACE32509	Cable, Mountain RGB Jumper
AACE32510	Cable, Sag Sensor
AACE32511	Marquee Lights Power Jumper

PART #	DESCRIPTION
AACE32512	Cable, Marquee LED Power
AACE32513	Cable, Menu/Ticket Dispenser
AACE32514	Cable, Ticket Tray
AACE32515	Cable, Door Cable
AACE32516	Hinge to Front Ground Stud Ground Wire
AACE32517	Plate to Hinge Ground Wire
AACE32518	Cable, Mountain/TV LED Lights
AACE32519	Cable, Console Top LED
AACE32520	Cable, Arrow LED Lights (2 per game)
AACE32521	Cable, Button LED (2 per game)
AACE32522	Cable, Line Filter
AACE32523	Front Stud to Line Filter Ground
AACE32524	Marquee Lights Power Jumper
AACE8811A	Speaker
AACO1020	Counters
A5DE0042	Bracket, Decal, Push Button
A5DE30524	Decal, Jump Left Blue Back
A5DE30525	Decal, Jump Right Blue Back
A5DE30526	Decal, Blue Button Arrow (2 per game)
A5DE32500-1	Decal, Front Cab
A5DE32500-2	Decal, Front Cab, Coin Door
A5DE32500-3	Decal, Front Cab, Ticket Door
A5DE32500-4	Decal, Front Cab, Access Door
A5DE32501	Decal, Console
A5DE32502	Decal, Monitor Frame
A5DE32503	Decal, Marquee
A5DE32504	Decal, Speaker Cover
A5DE32505	Decal, Cab Side, Right
A5DE32505-1	Decal, Cab Side, Right Access Door
A5DE32506	Decal, Gear, Right
A5DE32507	Decal, Cab Side, Left
A5DE32507-1	Decal, Cab Side, Left Access Door
A5DE32508	Decal, Gear, Left
A5DE32509	Decal, Yeti
A5PT32500	Goatz Marquee
A5CB5156B	Power Distribution Board
A5CB9621A	Audio Amplifier Board
A5FI9012	Line Filter
A5GC8001	Graphics Card
A5ME5508	Graphic Card Mount
A5MO5506	55" Monitor
A5PS1013	Power Supply
A5BK9999	Power Supply Mount
AACB15001	Resistor Board for Compliance
AASE30500A	Encoder Sensor
AACB3850A	Sag Sensor
AACB9605A-GNR	Door Board
AACB30500A	Control Board
AAHD0032-GNRS	M.2 Software Drive, Goatz-N-Ropes Single
AAIMB1-GNRS	Motherboard, Goatz-N-Ropes Single

REPAIR/MAINTENANCE LOG

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

[illegible]

NOTES

[illegible]

TECHNICAL SUPPORT

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

Electronics / Circuit Boards:

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

Technical Support:

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

Returns & Credits:

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

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

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

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

WARRANTY OPTIONS

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

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

New, purchased parts have a 30 day warranty.

Any labor expended is not included in this warranty.

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

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

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