HOT SHOT

PLACE SERIAL NUMBER LABEL HERE

BAY★TEK
entertainment

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

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

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WELCOME TO: Hot Shot

Congratulations on your Hot Shot purchase!

This enormous, full-sized basketball game will become the focal point of your game room! With it's 10 foot high, regulation sized rim, official free throw distance and professional basketballs, sports enthusiasts will enjoy decades of entertainment value!

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

GAME INSPECTION

Inspect the game for any damaged, loose, or missing parts.
If damage is found, please contact your freight carrier first.
Then, contact Bay Tek Games' Service Department at 920.822.3951
or e-mail them at service@baytekgames.com for further assistance.

HOW TO PLAY

Insert credits and select game play:
GROUP play or SOLO play

Shoot as many balls as you can in the
alloted time and make them in the hoop
to score points!

Win tickets for points scored!
(If ticket payout is enabled)

GAME SPECIFICATIONS

WEIGHT	
NET WEIGHT	3,300 LBS.
SHIP WEIGHT	3,500 LBS.
DIMENSIONS	
WIDTH	65"
DEPTH	166"
HEIGHT	162"
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 OPERATING CURRENT
1.4 AMPS @ 115 VAC
.8 AMPS @ 230 VAC

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 subtances 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.

SET UP GUIDE

NEEDED FOR GAME ASSEMBLY:
- 3/8" socket
- 9/16" socket
- #3 phillips
- Exacto knife
- Side cutter
- 2 - 12' ladders
- Earmuffs
- 2-3 strong people

Place skids in close location to where the game will be set up. Be sure to not place pallets in direct location of the final assembled game position.

Using the side cutter, carefully cut the metal banding around the skids. Remove the bands and properly discard.

Using the exacto knife, carefully cut the plastic wrap around the skids. Remove the wrap and cardboard corners from the skids. Properly discard.

With assistance, lift and remove the BACKBOARD ASSEMBLY off of [SKID 1]. Set off to the side for later installation.

Lift and remove PANEL 2 (lower side rear) from [SKID 1]. This will be the bottom left side piece so place this where the left rear of your game will be - flush side out.

From [SKID 2] lift and remove PANEL 1 (bottom back). This will be the bottom back piece so place it next to the left side as shown - flush side in.

Secure the pieces together in the rear using the included lock nuts (#93298A130) (2).

Lift and remove the other PANEL 2 (lower side rear) from the [SKID 1]. This will be the bottom right side piece - install with flush side out.

Secure the pieces together in the rear using the included lock nuts (#93298A130) (2).

Lift and remove PANEL 3 (lower back) from the [SKID 2]. Install with the printed "crowd" graphic to the inside of the game.

Be sure the tabs on the bottom of the lower back piece slide to the OUTSIDE of the bottom back. (These help to stabilize the pieces)

Secure the backboard to the side pieces using the included lock nuts (#93298A130) (4).

Thread in the included bolts/nuts (#92979A344) (4) into both sides - thread them in as far as you can.
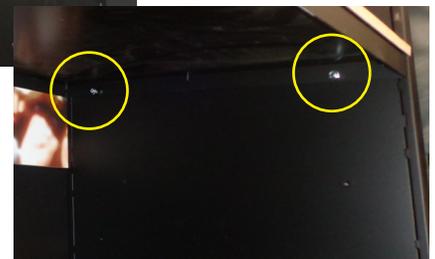
Lift PANEL 4 (ramp) from [SKID 2] and set onto the bolts threaded on each side.

it is recommended to wear earmuffs while performing this step

Secure the ramp piece in place from underneath, by tightening the nuts already on the bolts.

From [SKID 1], lift and Install PANEL 5 (lower side) piece - install with flush side out.

Secure pieces together with included lock nuts (#93298A130) (2).

Repeat above steps to install another PANEL 5 (lower side) from [SKID 1] to the right side.

Thread in the included bolts/nuts (#92979A344) (4) into both sides - thread them in as far as you can.

Lift and place a PANEL 4 (ramp) piece from [SKID 2] onto the bolts threaded on each side.

Secure the floor/ramp piece in place from underneath by tightening the nuts already on the bolts. ***Use ear muffs when tightening!*
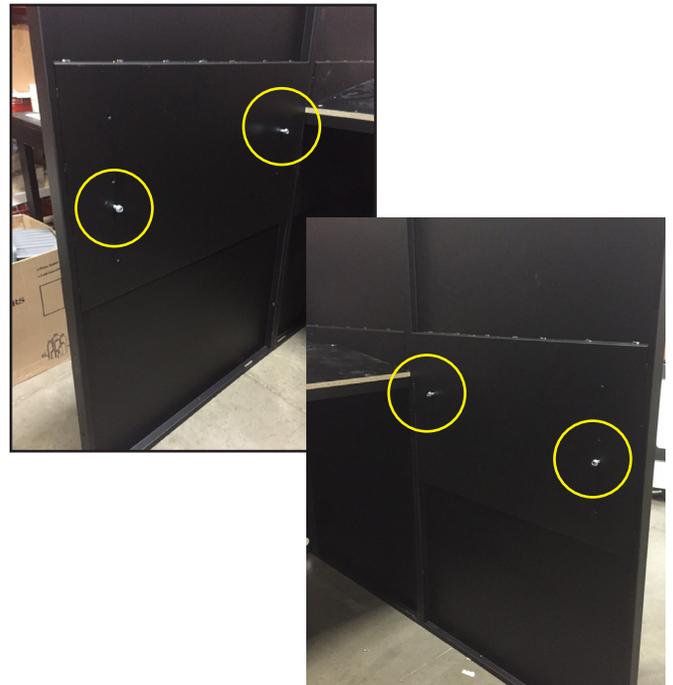
Lift a PANEL 5 (lower side) piece from [SKID 1] and install to the left side of the game - install with flush side out.

Secure pieces together with included lock nuts (#93298A130) (2).

Repeat above steps to install the last PANEL 5 (lower side) from [SKID 1] to the right side of the game. Secure with the lock nuts (#93298A130) (2).

Thread in the included bolts/nuts (#92979A344) (4) into both sides - thread them in as far as you can.

Lift and place the last PANEL 4 (ramp) piece from [SKID 2] and onto the bolts threaded on each side.

Secure the floor/ramp piece in place from underneath by tightening the nuts already on the bolts. **Use ear muffs when tightening!**
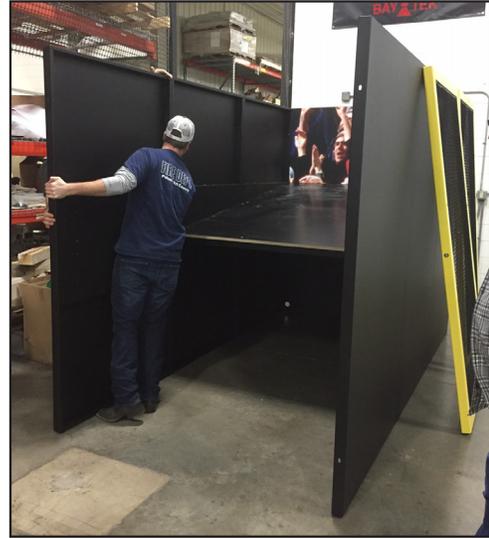
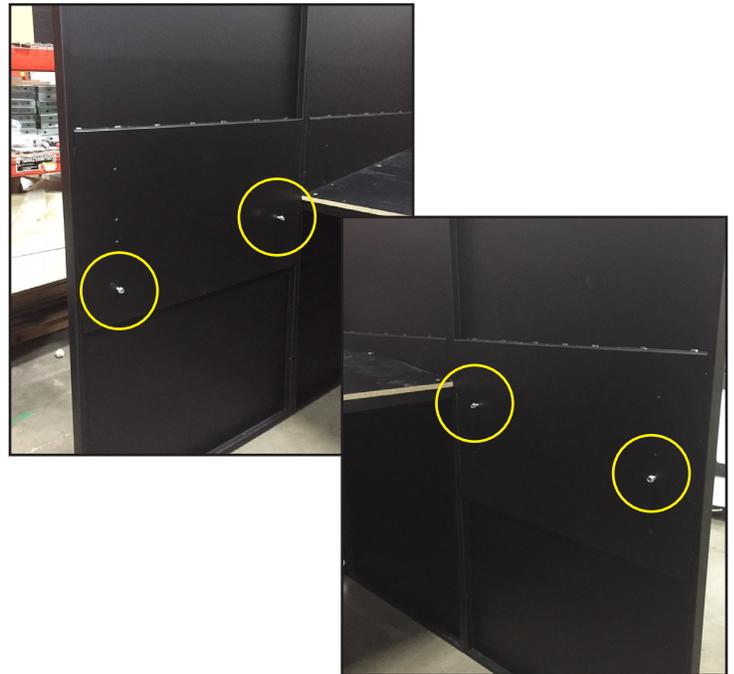From [SKID 2], lift and carefully place PANEL 6 (middle back) onto the ramp.

Use a ladder to safely step up onto the floor boards/ramp.

Lift and place PANEL 6 on top of the bottom back - install with the printed "crowd" graphic to the inside of the game.

Be sure the tabs on the bottom back of PANEL 6 slide to the INSIDE of the brackets on the bottom back. (These help to stabilize the pieces)
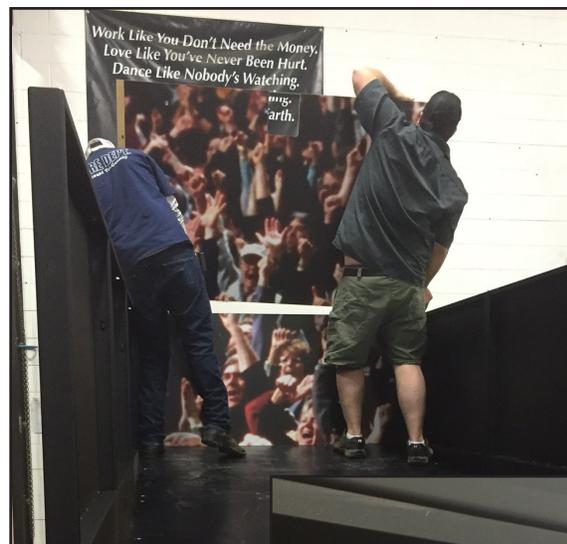
SET UP GUIDE

Carefully lift and place PANEL 7 (upper rear net) from [SKID 1] on top of the lower right side rear panel.

**ALL NET PANELS WILL BE PLACED WITH CUT OUTS TO THE INSIDE OF THE CABINET. THE NETTING AND OUTSIDE RAILS WILL SIT FLUSH TO THE OUTSIDE OF THE CABINET!

Secure the piece to the back board using the included nuts (#93298A130) (2).

Also secure the yellow net piece to the bottom black panel using the same included nuts (2).

Repeat above steps to install the left side PANEL 7 (upper rear net) from [SKID 1] on top of the lower left side rear panel.
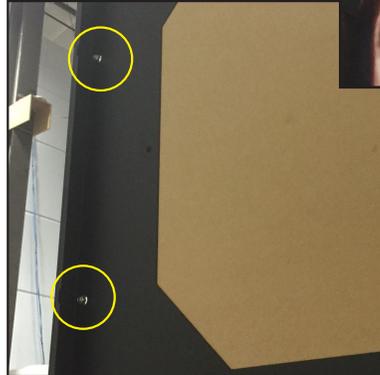
Carefully lift and place PANEL 8 (upper net) from [SKID 1] on top of the right middle lower side panel, next to the already installed upper net.

Secure the two net pieces together by tightening a nut (#93298A130) onto the stud.

Also secure the net piece to the bottom black panel using the same nuts (2.)

Repeat previous steps to install left side PANEL 7 and PANEL 8 netted sides.

You should have four upper net pieces installed as shown in the picture.
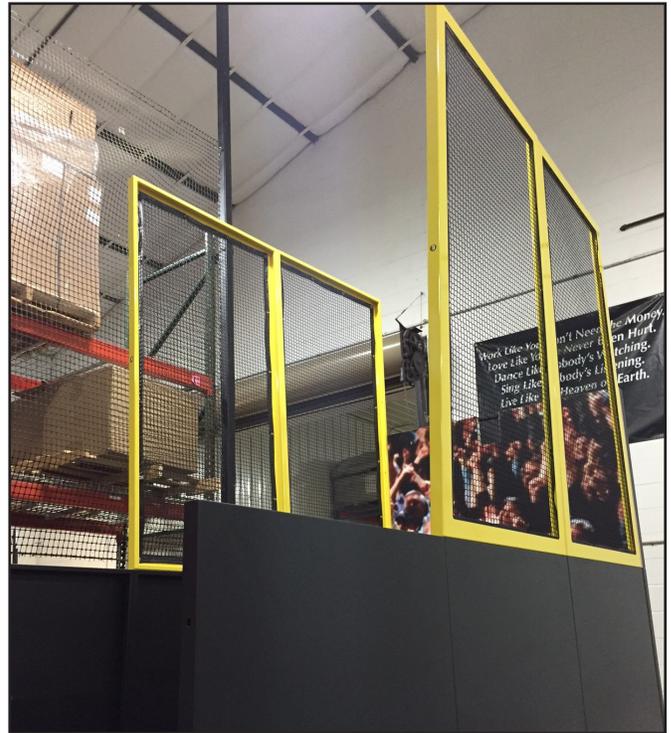
Carefully lift and place another PANEL 8 from [SKID 1] on top of the front left black side panel.

Secure the front piece to the middle net piece by tightening a nut (#93298A130) onto the stud.

Also secure the front piece to the bottom black panel using the same nuts (2.)

15

Repeat previous steps to install front right side PANEL 8 yellow netted side.

You should have all six of the yellow netted pieces installed now as shown in the picture.

Place both 12' ladders at the rear of the game.

Set the impact with the 9/16" socket on, on top of one of the ladders.

Place two flanged bolts (#92979A344) on top of each ladder, in an easily accessible place.

Lift and remove PANEL 9 (upper back) from [SKID 2] and carefully walk it up the ladders.

Install the piece with the printed "crowd" graphic to the inside of the game.
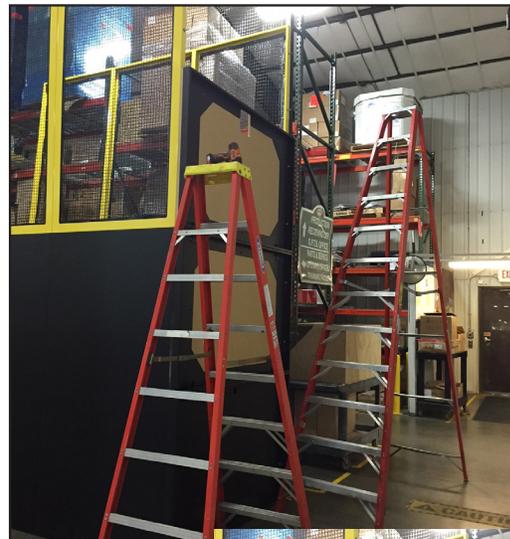
Once the upper back is installed and in place, secure using the bolts placed on top of the ladders earlier.

Leave one of the ladders at the rear of the game.

Place the other ladder at the front of the game.

Carefully lift and place the backboard assembly up onto the ramp.
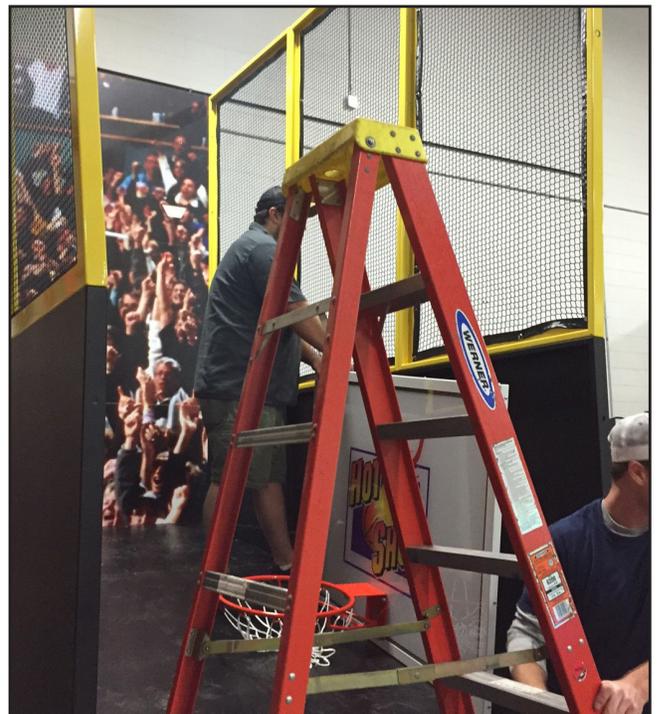
SET UP GUIDE

Use the ladder to climb up onto the ramp.

Lift and install the backboard assembly into the cut outs on the backboard. (A third person may be required to help pull the wires through the back board as it is being installed. They can stand on the ladder in the rear of the game and feed the wires through the cutout.) Be cautious to not pinch the wires!

Secure the backboard assembly in place using the 4pc backboard mounting bolts (#92979A352).
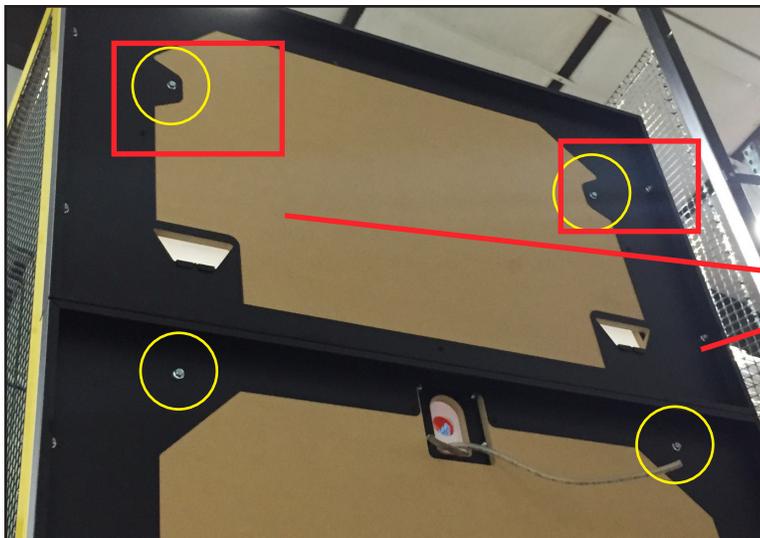
SET UP GUIDE

Next you will install the most rear top net piece - place both ladders at the rear outsides of the game.

Walk the top net piece (4028-10330) from [SKID 2] up the ladder and slide it into position best you can. Secure one side to the studs, then shift and adjust the other side until in place.

Once both sides are in place, secure using the included nuts (#93298A130).

Carefully lifting the other two top net pieces from [SKID 2] and up the ladder Stack on top of the already installed net.

Move the ladders to have one on each side of the game. Carefully install and secure the remaining two top net pieces with the same sequence used for the first. Move the ladders accordingly for best access.

Remove the packaging and wrapping of the floor foam, brackets and "wood grain" overlay.

Lay the foam onto the ramp. Leave approximately 1" of space between the back board and the foam edge.

Carefully lay the "wood grain" over the foam with the flat end to the back board.
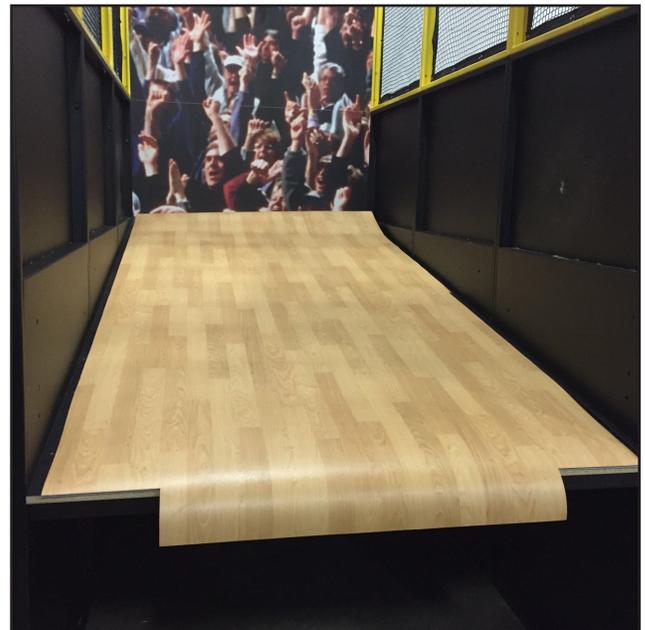
Start with securing the rear of the wood grain to the floor/ramp using the included 'carpet hold' screws (#91715A168). Use the bracket with the round holes (not the slotted holes).

Secure the sides of the wood grain to the floor/ramp using the same included screws as used for the rear bracket. Use the brackets with the slotted holes for the sides.

**DO NOT tighten the screws down all the way, you will bend the brackets but make the screws tight enough to hold in place.

Place the console in front of the ramp.

Remove the plastic wrap from around the console. Use the side cuts to cut the metal banding. Remove the banding and any cardboard and foam - discard.

Carefully slide the console off the skid and place it by the ramp. Lift the wood grain up before sliding the console all the way back.
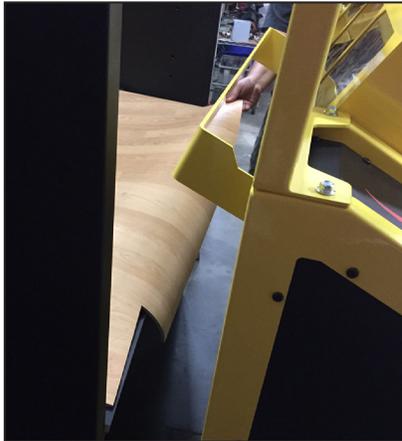
Climb inside the console and secure the console to the ramp using the included nuts (#93298A130) (4). ***Use ear muffs when tightening bolts!***
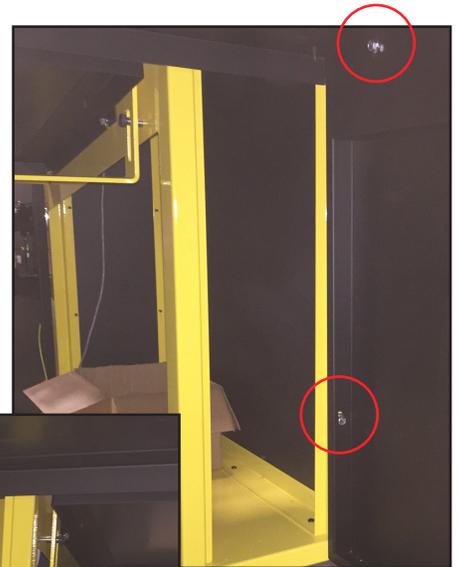
While inside the console, route cables CE9414, CE9412 and the power cable from the front of the console to the rear.

SET UP GUIDE

Unpackage the ball stop rails. Install and secure them in place using the included bolts (#94239A100) in the bottoms (4 total) and bolts (#92979A344) up the sides (4 total).
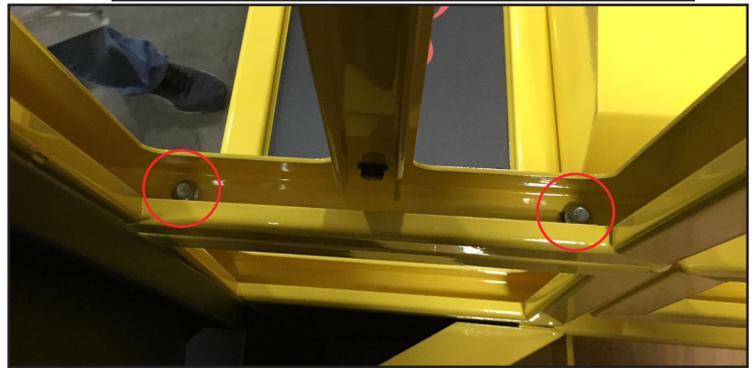
Unpackage the ball guides. Install and secure them in place using the included bolts (#94239A100).

SET UP GUIDE

Secure the front of the wood grain down using the black rail and the same 'carpet hold' screws (#91715A168)

Route cables CE9414 and CE9412 from the bottom of the game up towards the hoop lights and sensor cables.

Plug in the sensor cables to CE9412, matching the colors: yellow to yellow and brown to brown.

Plug in the hoop lights cable to CE9414.
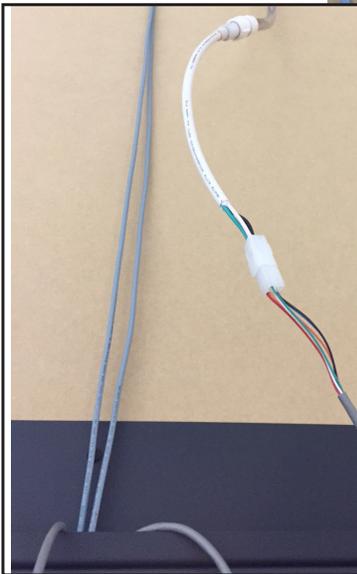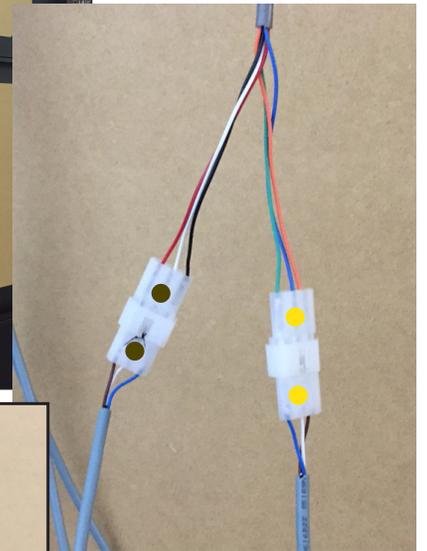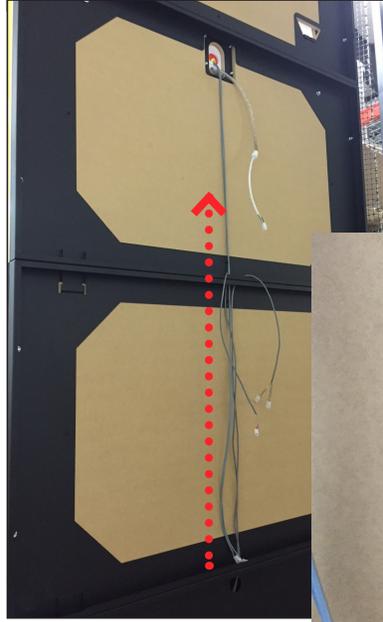
Feed an excess cabling back down into the inside of the cabinet.

SET UP GUIDE

Plug the power cord into a standard electrical outlet.

Turn the power strip inside the front door to ON.
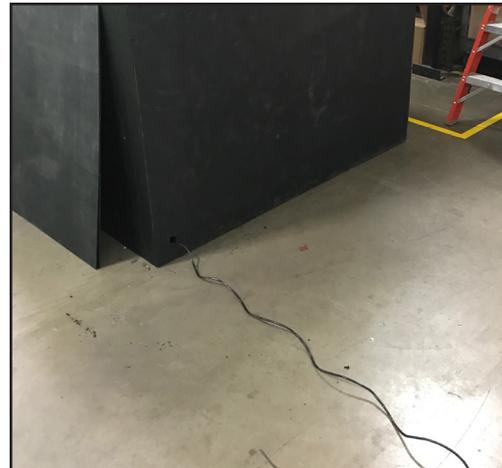
Locate clear rectangle plastic. Carefully peel off protective file. Center on seam of crowd graphic with countersinks of holes facing away from the graphic and up.

Being extremely careful not to overtighten the supplied wood screws, screw plastic onto crowd graphic through holes that are provided in plastic.

You're ready to HOT SHOT!
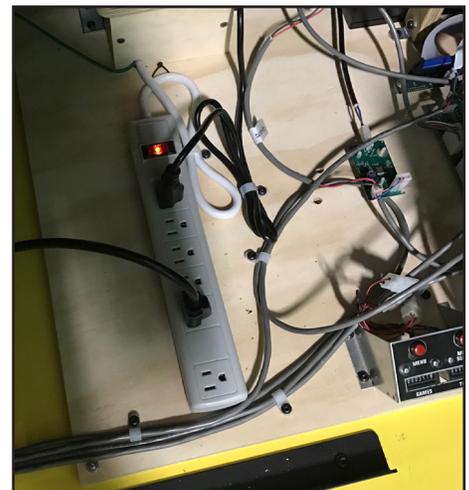
A5KIT-HS-SKID3

- PACKAGE AS SHOWN (SEE CORNER DETAIL VIEW)
- PANEL STACK AND BLOCKING MUST BE STRAIGHT AND IN LINE
- WRAP CARPET HOLDS IN FOAM AND PLACE INSIDE CONSOLE
- PLACE BALLS IN S-5347 BAG AND SET ON RAMP
- WRAP BALL GUIDES IN FOAM AND SET ON RAMP
- USE PLASTIC BANDING
- SECURE 22-5-15 BAG OVER CONSOLE AFTER BANDING
- LABLE AS SKID 3 USING BLANK LABEL
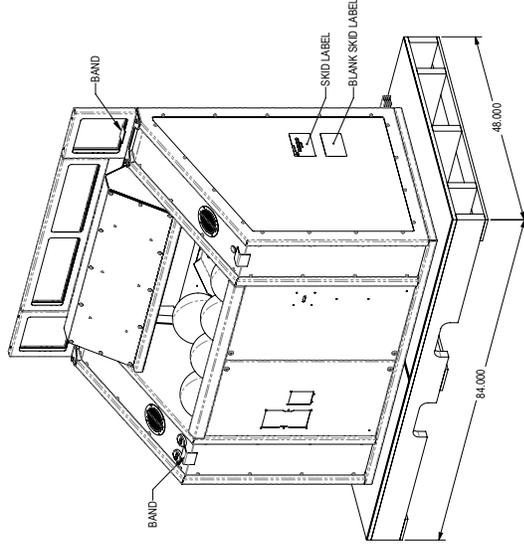
A5KIT-HS-SKID2

- PACKAGE AS SHOWN (SEE CORNER DETAIL VIEW)
- PANEL STACK AND BLOCKING MUST BE STRAIGHT AND IN LINE
- PROTECT BALL GUARDS FROM CARPET WITH FOAM/CARDBOARD
- USE PLASTIC BANDING
- LABLE AS SKID 2 USING BLANK LABEL
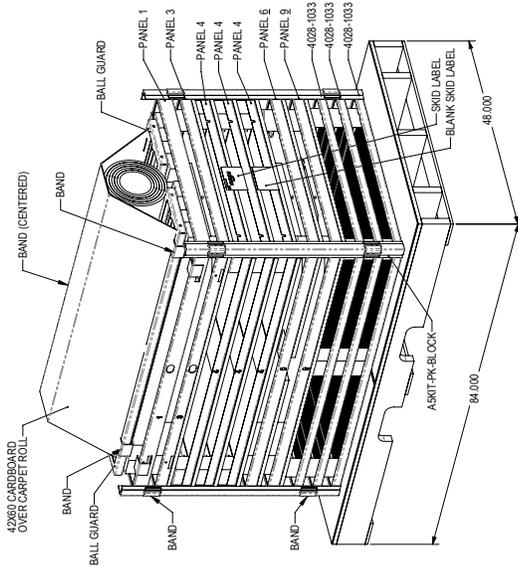
A5KIT-HS-SKID1

- PACKAGE AS SHOWN (SEE CORNER DETAIL VIEW)
- PANEL STACK AND BLOCKING MUST BE STRAIGHT AND IN LINE
- PROTECT BACKBOARD WITH FOAM & CARDBOARD PRIOR TO BANDING
- USE PLASTIC BANDING
- LABLE AS SKID 1 USING BLANK LABEL

SKID 1

QTY.	PANEL #	DESCRIPTION
1	NA	BACKBOARD ASSEMBLY
2	2	WMT, LOWER SIDE REAR
4	5	WMT, LOWER SIDE
2	7	ASM, UPPER REAR NET
4	8	ASM, UPPER NET

SKID 2

QTY.	PANEL #	DESCRIPTION
1	NA	FLOOR, FOAM & LAMINATE PACKAGED
2	NA	ASSEMBLY, HOT SHOT
1	1	WMT, BOTTOM BACK
1	3	ASM, LOWER BACK
3	4	ASM, CAGE RAMP
1	6	ASM, MIDDLE BACK
1	9	ASM, MIDDLE BACK
3	NA	ASM, TOP NET
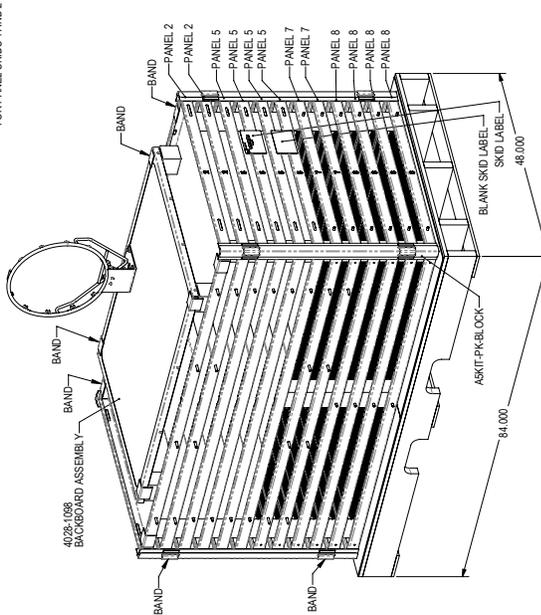
SKID 3

QTY.	PANEL #	DESCRIPTION
1	NA	CONSOLE ASSEMBLY

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	NEW JERSEY		X
2			
3			
4	MANUFACTURER SETTINGS	X	

MAIN MENU FUNCTIONS

Press and hold the MENU button to enter the game menu.

Scroll through each sub-menu with the MENU SELECT button.

Press MENU to move to the next sub-menu.

MENU	DESCRIPTION
N1	CREDITS PER PLAY
N2	ATTRACT VOLUME
N3	GAME VOLUME
N4	ATTRACT TIMING
N5	JOIN IN TIME DELAY
N6	GAME LENGTH
N7	THREE POINT TIME
N8	POINTS NEEDED FOR BONUS TIME
N9	BONUS TIME AWARDED
N10	BONUS TIME MODE
N11	POINTS PER TICKET
N12	DOUBLE TICKETS
N13	MINIMUM TICKETS PER GAME
N14	MINIMUM HIGH SCORE
N15	HIGH SCORE RESET
N16	RESET SETTINGS

N1- 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.

ADJUSTABLE IN INCREMENTS OF 1			
0	TO	**20**	**4** **DEFAULT**

N2- ATTRACT 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**	**8**	**9**	**10**

N3- GAME 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**	**8**	**9**	**10**

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 audio loop is played.

0	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**
					in minutes					

N5- JOIN IN TIME DELAY

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

This setting determines how much time additional players have to credit and join in game play once a competition is started by the first player. Game will automatically start after the set amount of time is reached.

ADJUSTABLE IN INCREMENTS OF 1			
5	TO	**15**	**10** DEFAULT
in seconds			

N6- GAME LENGTH

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

This option sets the base time for game play.

ADJUSTABLE IN INCREMENTS OF 5			
15	TO	**85**	**45** DEFAULT
in seconds			

N7- THREE POINT TIME

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

This option sets the period of time that each made basket is worth 3 points.

ADJUSTABLE IN INCREMENTS OF 1			
0 (disabled)	TO	**30**	**5** DEFAULT
in seconds			

N8- POINTS NEEDED FOR BONUS TIME

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

This setting determines the amount of points needed to be scored during regular game play to receive the additional bonus time.

ADJUSTABLE IN INCREMENTS OF 5			
0	TO	**65**	**20** DEFAULT

N9- BONUS TIME REWARDED

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

This will set the amount of bonus time awarded to a player who scores the required amount of points.

ADJUSTABLE IN INCREMENTS OF 1			
0 (disabled)	TO	**25**	**5** DEFAULT
in seconds			

N10- BONUS TIME MODE

This option allows the player to get additional playing time.

OFF: No additional time can be earned

EVERY XX POINTS: In this mode a player will receive extra time every XX points (see "points needed for bonus time") NOTE: in this mode, all tournament players get additional time each time any of the players gets additional time.

ONCE: THe player can get extra time, but only once.

OFF	EVERY XX POINTS	ONCE

N11- POINTS PER TICKET

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

This mode determines how many points are needed to dispense 1 ticket. EX: if '3' is set, then for every 3 points scored, 1 ticket will be dispensed. Setting '0' turns this option off and is an amusement only game play.

0 DEFAULT	ADJUSTABLE IN INCREMENTS OF 1		
	0 (non-redemption mode)	TO	10
	ADJUSTABLE IN INCREMENTS OF 2		
	12	TO	20
	ADJUSTABLE IN INCREMENTS OF 5		
	25	TO	50

N12- DOUBLE TICKETS

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

If each physical ticket has a value of 2, turn this option to YES.

NO	YES

N13- MINIMUM TICKETS PER GAME

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

This will set the minimum amout of tickets a player will win regardless of how many points they score or how other ticket options in the game might be set.

ADJUSTABLE IN INCREMENTS OF 1			
0 (disabled)	TO	10	0 DEFAULT

N14- MINIMUM HIGH SCORE

Scroll through the N14 menu with the "MENU" button.
Make your selection with the "SELECT" button.
The factory settings are highlighted below.

This option will set the starting minimum score needed to win the jackpot amount.

	ADJUSTABLE IN INCREMENTS OF 1		
	0	TO	10
	ADJUSTABLE IN INCREMENTS OF 2		
	12	TO	30
60 DEFAULT	ADJUSTABLE IN INCREMENTS OF 5		
	35	TO	50
	ADJUSTABLE IN INCREMENTS OF 10		
	60	TO	180

N15- HIGH SCORE RESET

Press the MENU SELECT button 3 times to clear the current high score and reset to the minimum high score.

N16- RESET SETTINGS

Press the MENU SELECT button 3 times to reset all settings to the factory defaults.

Chase Lights (J11,J12,J13,J14)

Pin 1 - Chase Output
Pin 2 - Chase Output
Pin 3 - +12V
Pin 4 - Chase Output
Pin 5 - Chase Output
Pin 6 - +12V
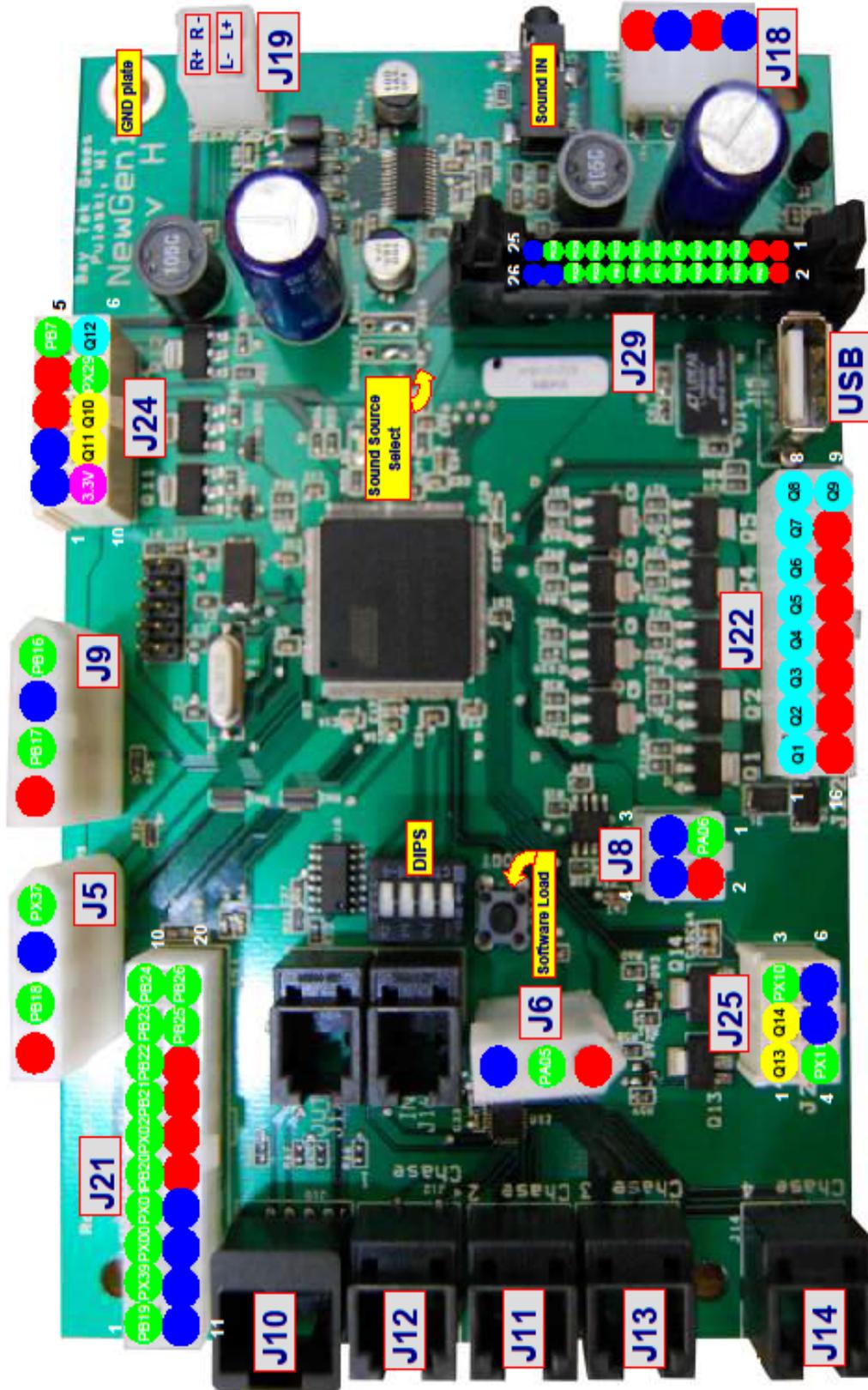
SPI Out - Display - (J10)

Pin 1 & Pin 3 - +12V
Pin 2 - SCLK_BUS2
Pin 4 - SMOSI_BUS2
Pin 5 & Pin 7 - Ground
Pin 6 - SCS2_BUS2
Pin 8 - SMISO_BUS2

Ground
+12V
Low Side Driver
High Side Driver
TTL Logic
+3.3V

PINOUT GUIDE

MAIN BOARD

BayTek NEWGEN1 Hardware REV G & up

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

Pin Type	Purpose	Ref	Pin #
LOWSIDE #1,w diode	Backboard Blinky Lights 1	J22	1
LOWSIDE #2, w diode	Backboard Blinky Lights 2	J22	2
LOWSIDE #3		J22	3
LOWSIDE #4		J22	4
LOWSIDE #5		J22	5
LOWSIDE #6		J22	6
LOWSIDE #7		J22	7
LOWSIDE #8		J22	8
LOWSIDE #9		J22	9
+12 Volts		J22	11
+12 Volts		J22	12
+12 Volts		J22	13
+12 Volts		J22	14
+12 Volts		J22	15
+12 Volts		J22	16

Pin Type	Purpose	Ref	Pin #
Ground		J24	1
Ground		J24	2
+12 Volts		J24	3
+12 Volts		J24	4
PB7	Hoop Sensor 1 Input	J24	5
LOWSIDE #12		J24	6
PX29	Hoop Sensor 2 Input	J24	7
HIGHSIDE #10		J24	8
HIGHSIDE #11		J24	9
3.3V		J24	10

Pin Type	Purpose	Ref	Pin #
HIGHSIDE #13	Games Counter	J25	1
HIGHSIDE #14	Tickets Counter	J25	2
PX10	Menu Button 1	J25	3
PX11	Menu Button 2	J25	4
Ground		J25	5
Ground		J25	6

Pin Type	Purpose	Ref	Pin #
PX37	Ticket Notch #1	J5	1
Ground	Ground for Ticket Dispenser	J5	2
PB18	Ticket Motor #1	J5	3
+12 Volts	Power for Ticket Dispenser	J5	4

Pin Type	Purpose	Ref	Pin #
+12 Volts	Coin Door Power	J6	1
PA05	Coin Input	J6	2
Ground	Coin Ground	J6	3

Pin Type	Purpose	Ref	Pin #
PB16		J9	1
Ground		J9	2
PB17		J9	3
+12 Volts		J9	4

Pin Type	Purpose	Ref	Pin #
PA06	DBA Input	J8	1
+12 Volts		J8	2
Ground		J8	3
Ground		J8	4

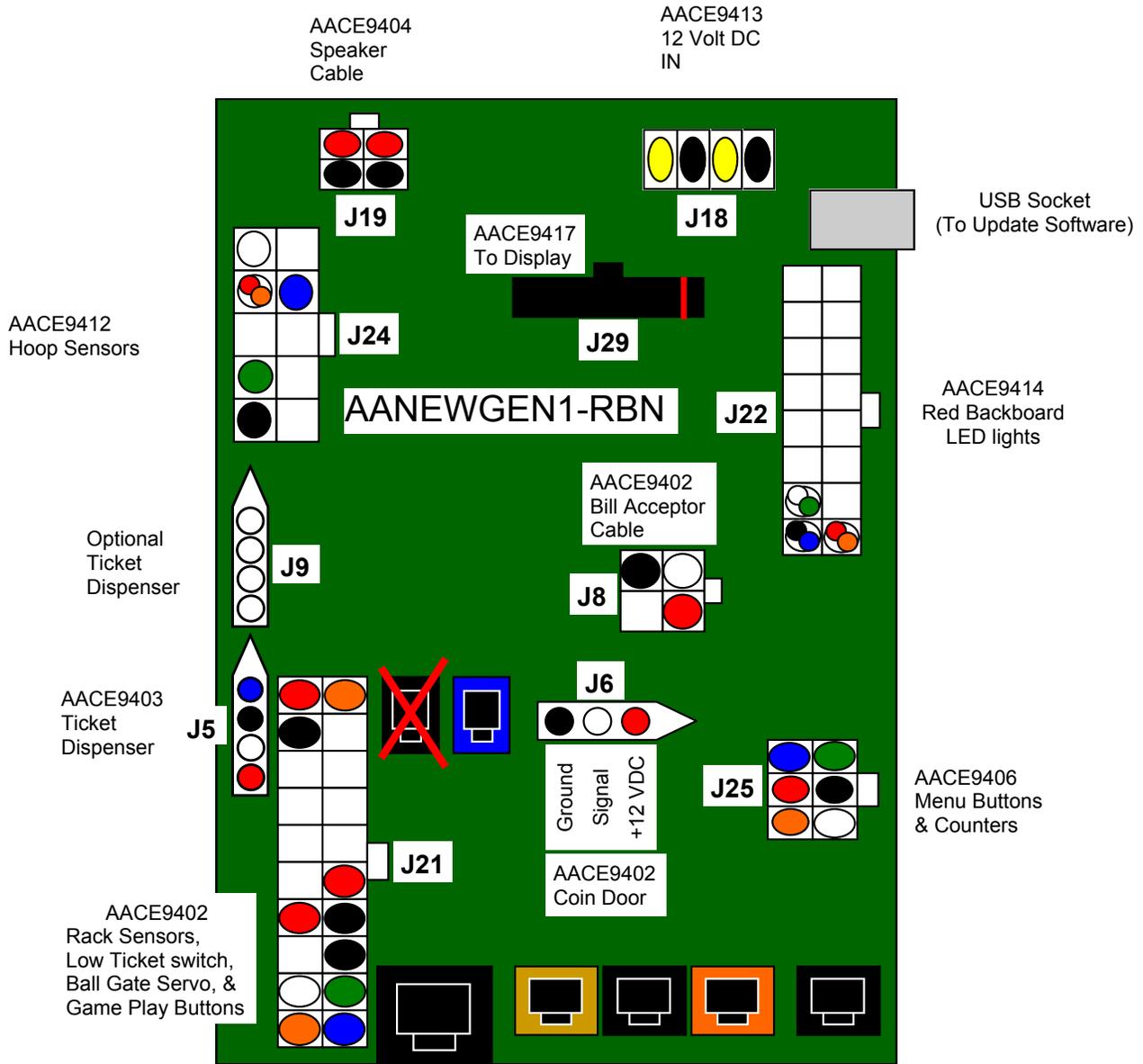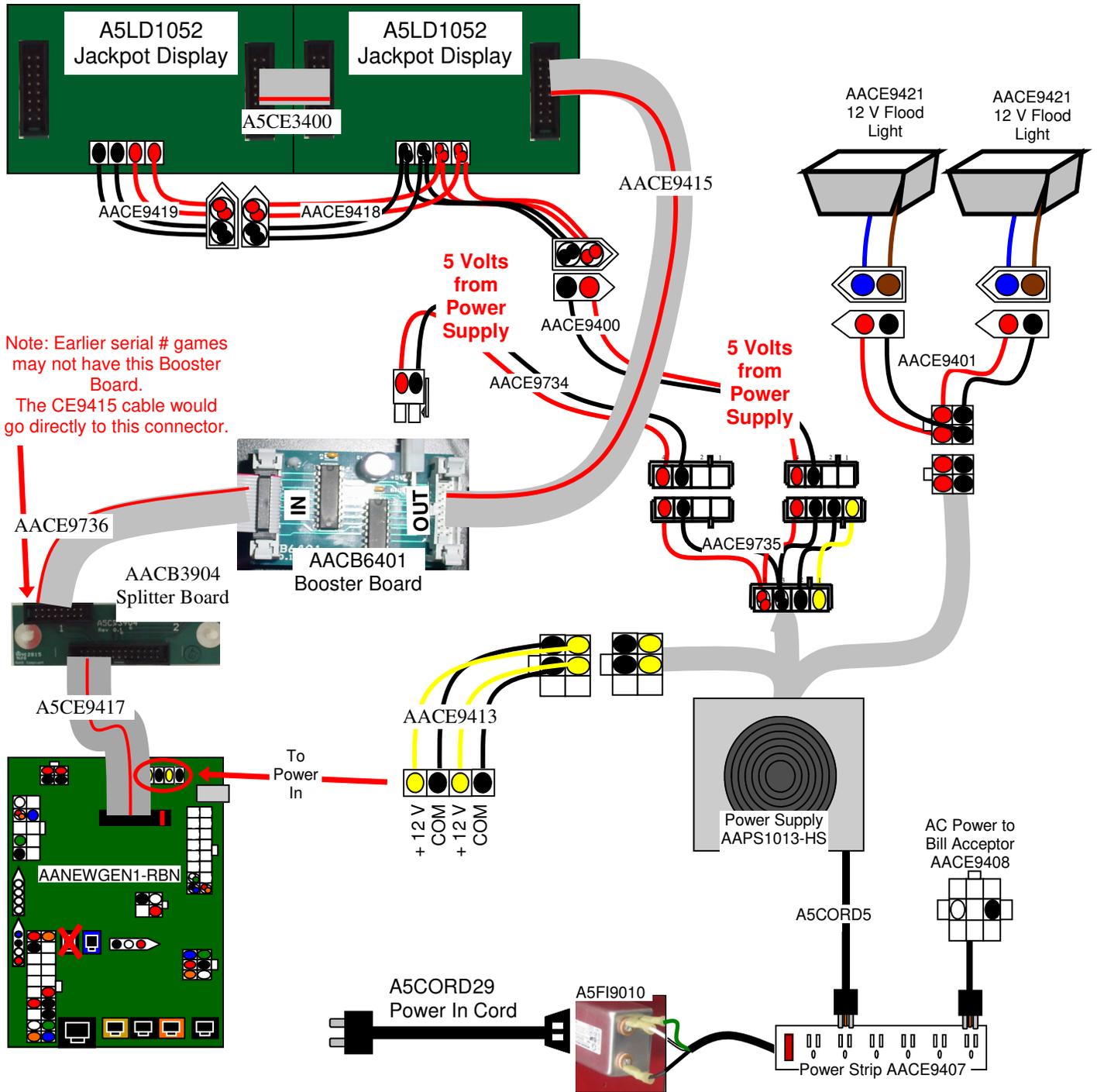| Pin Type	Purpose	Ref	Pin #
PB19	Solo Button Input	J21	1
PX39	Group Button Input	J21	2
PX00		J21	3
PX01	Low Ticket Switch Input	J21	4
PB20		J21	5
PX02		J21	6
PB21		J21	7
PB22		J21	8
PB23	To Ball Gate Driver IN1	J21	9
PB24	To Ball Gate Driver IN2	J21	10
Ground		J21	11
Ground		J21	12
Ground		J21	13
Ground		J21	14
+12 Volts		J21	15
+12 Volts		J21	16
+12 Volts		J21	17
+12 Volts		J21	18
PB25		J21	19
PB26	NJ Lockout	J21	20

Pin Type	Purpose	Ref	Pin #
+12 Volts		J29	1
+12 Volts		J29	2
+12 Volts		J29	3
PA21		J29	4
PA23		J29	5
PA22		J29	6
PA25		J29	7
PA24		J29	8
PA27		J29	9
PA26		J29	10
PC0		J29	11
PA28		J29	12
PX20		J29	13
PC1		J29	14
PX21		J29	15
PB0		J29	16
PX22		J29	17
PB1		J29	18
PX24		J29	19
PX23		J29	20
PX26		J29	21
PX25		J29	22
PX28		J29	23
Ground		J29	24
Ground		J29	25
Ground		J29	26

AANEWGEN1-RBN PINOUT

AACE9404
Speaker
Cable

AACE9413
12 Volt DC
IN

J19

J18

AACE9417
To Display

USB Socket
(To Update Software)

AACE9412
Hoop Sensors

J24

J29

AANEWGEN1-RBN

J22

AACE9414
Red Backboard
LED lights

AACE9402
Bill Acceptor
Cable

Optional
Ticket
Dispenser

J9

J8

J6

AACE9403
Ticket
Dispenser

J5

J25

AACE9406
Menu Buttons
& Counters

Ground
Signal
+12 VDC

AACE9402
Coin Door

J21

AACE9402
Rack Sensors,
Low Ticket switch,
Ball Gate Servo, &
Game Play Buttons

POWER, POWER SUPPLY & DISPLAY

A5LD1052
Jackpot Display

A5LD1052
Jackpot Display

A5CE3400

AACE9421
12 V Flood
Light

AACE9421
12 V Flood
Light

AACE9419

AACE9418

AACE9415

5 Volts from Power Supply

AACE9400

AACE9401

Note: Earlier serial # games may not have this Booster Board.
The CE9415 cable would go directly to this connector.

AACE9734

5 Volts from Power Supply

AACE9736

IN

OUT

AACB6401
Booster Board

AACE9735

AACB3904
Splitter Board

A5CE9417

AANEWGEN1-RBN

To Power In

AACE9413

+ 12 V
COM
+ 12 V
COM

Power Supply
AAPS1013-HS

AC Power to Bill Acceptor
AACE9408

A5CORD5

A5CORD29
Power In Cord

A5FI9010

Power Strip AACE9407

COIN DOOR, BALL GATE, LOW TICKET & PUSH BUTTONS

UCL Connector
Card Swipe system cable would be
plugged into this connector.

Coin Switches and Lights

AACBL4A-DOOR

AACE9402

AACE9402

Ball Gate
Actuator
AAAC9400

AACB3906
Motor Driver BD

AACE9402

To
Power
Supply

AACE9405

To J6
(COIN) on
Main Board

AANEWGEN1-RBN

To J21
on Main
Board

Low Ticket Switch
Wired Normally Open
AASW200
1/4" Spacer A5SENY020

AACE9402

AACE9402

Group/Up
Pushbutton
AABU8401

Solo/Down
Pushbutton
AABU8400

Switches are wired normally open.
Light bulb only is part # A5LA1003

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WIRING DIAGRAM

DISPENSERS, MENU BUTTONS, COUNTERS, HOOP SENSORS & SPEAKER

These Top Sensor connectors are colored Brown

AASE9400 Hoop Sensor

AASE9400 Hoop Sen-

These Bottom Sensor connectors are colored Yellow

AACE9412

Speaker AACE8811

Speaker AACE8811

AACE9404

AACE9404

To J24 on Main Board

To J19 on Main Board

To J22 on Main Board

AACE9414

AACO9400 Red rope light around backboard

AANEWGEN1-RBN

J9 Connector Optional Ticket Dispenser

To Ticket Dispense (A5TD1)
Notch Signal
Com Ground
Enable Signal
12 Volt Power

To J5 on Main Board

AACE9403

To J8 on Main Board

AACE9406 Menu Button Cable

AAPB2700

Menu Button

AAPB2700

Menu Select

To J25 on Main Board

AACE9408 Bill Acceptor Cable

AACE9408 Bill Acceptor Cable

Ticket Counter

Game Counter

AACE3320

To Dollar Bill Acceptor

Power Strip AACE9407

TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
No power to the game.	Unplugged.	Check wall outlet cable (A5CORD29) to line filter in front of game. (A5FI9010)
	Power strip turned off, or plugs unplugged.	Check rocker switch on power strip. Ensure power cords are pushed up into power strip securely.
	Circuit breaker tripped.	Reset power strip breaker switch or building circuit breaker. Attempt to determine cause.
	Line filter faulty.	Replace line filter. (A5FI9010)
	Bad or overloaded power supply.	Refer to Power Supply Diagnostics
Bill Acceptor on, but everything else off. (Power Supply not ON)	Power supply unplugged.	Insure unit is plugged into power strip.
	Rocker Switch on power supply is Off.	Make sure rocker switch is set ON.
	Power supply shutting down because of 12 V overload.	See power supply diagnostics to isolate bad component. A bad motor or 12 volt short would cause this.
	Faulty power supply.	Refer to Power Supply Diagnostics section.
LED cabinet light-ing not working.	LED's to light up playfield plug into power supply.	Check for proper connection from power supply to LEDs. Check continuity. (AACE9421, AACE9401, AAPS1013-HS)
	Faulty LED Light	Refer to Wiring Diagram section. Replace AACE9421
LED lighting around backboard not working. The LEDs should flash when shot is scored.	The LEDs should flash when shot is scored.	Ensure hoop is scoring, if not - refer to Scoring Issues section.
	Faulty wire or connection.	Check for proper connection from LED's to main board. Check continuity. Check for damaged wire or connector. Refer to Wiring Diagram section. (AACO9400, AACE9414)
	Faulty 12 V LED light strip	Replace LED light strip. (AACO9400)
	Faulty main board.	Replace main board. (AANEWGEN1-RBN)
Menu buttons do not work.	Stuck pushbutton.	Inspect pushbutton to make sure it is not stuck. Check continuity on connector.
	Cable problem.	Check cable from pushbutton to main board. (AAPB2700 & AACE9406)
	Faulty pushbutton.	Replace pushbutton. (AAPB2700)

TROUBLESHOOTING GUIDE

Problem	Probable Cause		Remedy
Dollar Bill Acceptor not functioning.	Ensure bill acceptor has 110 Volts AC.		Acceptor should cycle stacker at game power up. If not, check cable connections to power strip. **Caution – 110 Volts AC**
	Dirt or debris in acceptor slot.		Clean with bill reader cleaning card. (A5CC9000)
	Ensure acceptor dipswitch is set to "always enable"		There are dips on side of acceptor. Set to "always enable" (not harness enable)
	Pinched, broken, or disconnected wiring.		Check wiring from bill acceptor to main board. Repair or replace wiring harness. (AACE9408)
	Bill acceptor problem.		Refer to troubleshooting section of dollar bill acceptor manual included with this game or the diagnostics label of the back of the unit.
No Audio	Volume too low.		Increase the volume by pressing Menu button, to "Game Volume"
	Loose wire.		Check audio cable connections from main board to speakers. (AACE8811, AACE9404, AANEWGEN1-RBN)
	Faulty Main Board		Replace Main Board. (AANEWGEN1-RBN)
Display not working Note: Some games may have a Booster Board (Part # AACB6401)	1/2 of display is not working	There are 2 display boards in line. Remove front plexi and inspect: Ribbon cable between display modules. (A5CE9421) 5 Volt power in from first board. (AACE9419) Replace display module (A5LD1052)	
	Entire display is not working or fuzzy	5 Volt power In is missing from Jackpot Display or Booster Board Communication cable issue.	Check cables from display boards to power supply. (AACE9419, AACE9418, AACE9400, AACE9735, & AAPS1013-HS for display) (AACE9734 & AACE3735 for Booster Board) Reseat ribbon cable from display boards to main board (AACE9415, AACE9736, & AACE9417) Swap 1st board with the 2nd board to identify a problem display board. Replace display A5LD1052 if needed.
Low tickets Icon shows on display 	Stack of tickets not resting properly on either of the low ticket switches		Adjust stack of tickets so they hold both the switch actuators down.
	Faulty switch.		Replace low ticket switch. (AASW200)
	Faulty wire or connection.		Check for proper connection from switch to main board. Check continuity. (AACE9402)
	Faulty main board.		Replace main board. (AANEWGEN1-RBN)

TROUBLESHOOTING GUIDE

Symptom	Probable Cause	Remedy
Tickets do not dispense.	Ticket tray empty due to faulty low ticket switch or broken/ loose wires. Switch stuck or switch wire bent out of position.	Fill ticket tray. Replace low ticket switch(AASW200). Repair wiring. Clean ticket tray of dirt, loose tickets or debris. Bend switch wire to correct position under tickets.
	Faulty cable to dispenser.	Check wiring continuity from dispenser to main board (AACE9403) Check for pinched, broken or disconnected wires. Replace as necessary.
	Dirty opto-sensor or paper dust buildup in ticket dispenser	Clean with compressed air and if necessary wipe sensor with isopropyl alcohol on a cotton swab.
	Notch on tickets too shallow.	Flip tickets and load upside-down to have large cut notch toward opto sensor.
	Ticket dispenser faulty.	Replace dispenser with spare working dispenser (A5TD1)
	Main circuit board malfunction.	Swap cable from one output (J5) on main board to the other (J9) to verify cable/dispenser problem or faulty main board. (AANEWGEN1-RBN)
Wrong number of tickets dispensed.	Ticket Pattern set wrong.	Enter menu and verify desired points per tickets.
	Dirty opto-sensor on ticket dis-penser.	Clean with compressed air or wipe with isopropyl alcohol on a cotton swab.
	Notch on tickets cut too shallow.	Flip tickets and load upside-down to have large cut notch toward opto sensor.
	Faulty ticket dispenser.	Replace with spare working dispenser (A5TD1).
	Main circuit board malfunction.	Swap cable from one output (J5) on main board to the other (J9) to verify cable/dispenser problem or faulty main board. (AANEWGEN1-RBN)
Game scores wrong.	Scoring optos misaligned or faulty.	Refer to "Scoring Issues" troubleshooting section.
Game does not coin up. Game should have an audio track sound from speakers when coin switch trig-gered.	One or both coin switches faulty.	If one is held "closed" - the other will not work
	Pinched, broken, or disconnected wiring.	Check connections from coin switches to "Coin" connector on main board. Check continuity on wires. (AACBL4A-DOOR & AACE9402)
	Check Power In to Main Board	Check connections from power supply to main board. Check continuity on wires.(AACE9413) Refer to Power Supply Diagnostics section.
	Faulty Main Board	Replace main board. (AANEWGEN1-RBN)

TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
Lights under Solo & Group Pushbuttons do not come on.	Burnt out LED bulb.	Replace switch/bulb assy(A5LA1003)
	Faulty Cable	Check cables from pushbutton to main board. (AACE9402) Refer to Wiring Diagram to ensure correct wire is on correct terminal.
	Faulty Main Board	Replace main board. (AANEWGEN-RBN)
Lights under Solo & Group Pushbuttons stays on.	Surface mounted transistor blown on main board.	Replace main board. (AANEWGEN-RBN)
Solo & Group Pushbuttons do not work.	Pushbutton itself is broken or stuck down	Clean switch and ensure it moves freely. Replace if needed. (AABU8400, AABU8401)
	Enter menu and check Diagnostic Menu	The green lights will turn red when the button is pressed.
	Faulty Cable	Check cables from pushbutton to main board. (AACE9402) Refer to Wiring Diagram to ensure correct wire is on correct terminal.
	Faulty Main Board	Replace main board. (AANEWGEN-RBN)
Meters do not work. Game counter clicks at **end** of each game. Ticket counter clicks as tickets come out of game.	The 2 wires crimped together may be faulty	Inspect crimp to ensure good connection.
	Pinched, broken, or disconnected wiring	Check connections from counters to main board. Check continuity on wires. (AACE3320, AACE9406)
	Main board faulty.	Replace main board. (AANEWGEN1-RBN)

BALLS NOT RELEASING

Ball
A5BA8703

Ball Gate
Actuator
AAAC9400

Note: Early game software required different wiring.
If the ball gate is operating backward, please check these cable placements.

AANEWGEN1-RBN

AACB3906
Motor Driver BD

AACE9402

AACE9405

To J21
on Main
Board

Power Supply
AAPS1013-SH

Problem	Probable Cause	Remedy
Balls are not being released or are always coming down. Ball gate should move down to down position at power on. If ball gate is operating backward, then check wires as noted above.	Mechanical issue causing ball gate to stick.	Check for free movement of assembly with actuator not attached.
	Check for voltage at Actuator driver board	Cable CE9405 should have +12 VDC at all times.
	Check for voltage on cable CE9402	Enter Diagnostic Menu - (Down Button lowers bar, Up Button raises bar) Check voltage on CE9402 into actuator driver board: It should be –3 VDC when bar is moving up. It should be +3 VDC when bar is moving down.
	Check for voltage on cable CE9400	Enter Diagnostic Menu - (Down Button lowers bar, Up Button raises bar) Check voltage on CE9400 from actuator driver board: Black meter lead on brown wire, red meter lead on blue wire. This cable must be plugged in for reading to be accurate. It should be –12 VDC when bar is moving up and held. It should be +12 VDC when bar is moving down and held

SCORING ISSUES

Information on Scoring:

There are 2 reflective sensors mounted on the back of the hoop.
The game must "see" both of these sensors to score a basket.
   It must first see the top sensor, then the bottom sensor. This sequence eliminates the "false score".

The infrared light from the sensors bounce off the reflective tape in the front of the hoop and creates a beam. The ball will break this beam to score.

AASE9400
Hoop Sensor

A5BK8400 is the black
plastic holding the sensors.

AASE9400
Hoop Sensor

A5TA8701 is the
reflective tape.

When beam is operating correctly, **both the yellow and green LED's will glow** on right side of sensors.
If only the yellow LED is ON, then the beam is not being reflected back at the sensor.
     Check Reflective tape (A5TA8701)
     Ensure the housing assembly is pointing straight at reflective tape.

If no LED's are ON, then sensor is not getting power.
     Check cables AACE9400 and AACE9412.
     Replace sensor. (AACE9400)

POWER SUPPLY DIAGNOSTICS

1.) Verify AC power to front of game. Check power strip in bottom front.
Check for illuminated power switch.

2.) Check AC power 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.
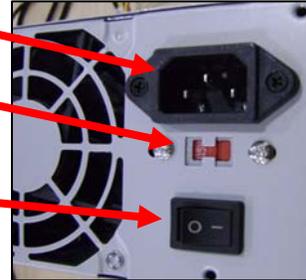
No 12 Volts (Power Supply Fan is not turning), but AC to power supply is OK
This means that either:
1.) Power supply is faulty.
2.) There is a 12 volt short in cabinet causing power supply to remain off to protect itself.

Turn game power OFF. Disconnect all wires from power supply. Turn power ON.

Power supply fan comes ON.

Power supply fan remains OFF. → Replace Power Supply.

Turn power OFF. Unplug all outputs from Main Circuit Board. Re-connect the 12 volt output wires to the Power Supply. Turn power ON.

Power supply fan comes ON.

Power supply fan remains OFF. → Short in Main Board - Replace.

Turn power OFF. Reconnect the outputs at the Main Circuit Board one at a time. Wait 3 minutes be-tween tests to turn power ON.

Power supply fan comes ON. → This cable is OK. Plug in next cable.

Power supply fan remains off. → This cable or component on this cable such as a motor is causing an overload. See Cable Pin-Outs in manual to see which component might be at fault.

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BILL ACCEPTOR DIAGNOSTICS

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

Standard DBA is MEI # AE2451-U5E   Part # A5AC9091

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 110 AC voltage at cable going into Bill Acceptor from power strip.

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
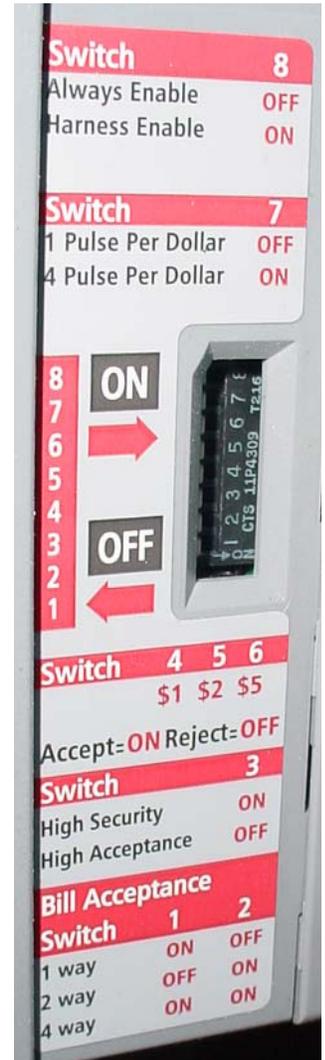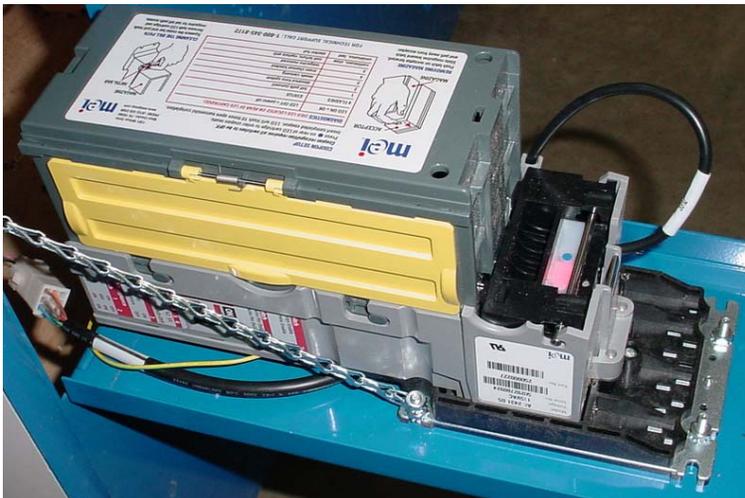
ERROR CODES

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

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HOW TO: UPDATE SOFTWARE

Needed for Software Update:
#2 Square bit screwdriver
One USB stick for MiniGen board

Installation Instructions:
Overview – This software upgrade consists of loading the software onto the NewGen Board.

MiniGen Software loading - NOTE: Game power must remain ON for this procedure.

1) Locate the USB stick with the MG designator for MiniGen Board.

2) Access the Minigen main board on bottom front of game. Behind locked door where speaker is located.

3) Insert the USB stick into the main board controller as shown here:
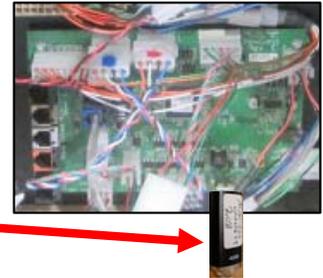
4) To trigger your file to load, press the small pushbutton next to the dipswitches.

NOTE: The file will load quickly; you will notice that the USB stick will flash, audio will reset after about 1 second, and the game will return to normal operating condition.
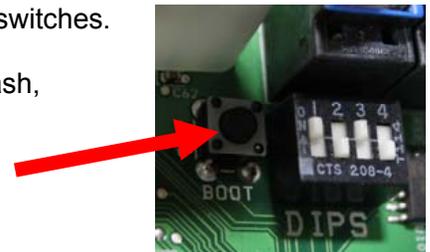
If you have any questions or need further assistance please contact
Bay Tek Games.   You may reach our Service Team at 920-822-3951 ext. 1102

OPTIONAL GAME DIVIDERS

**GAME DIVIDERS ARE AN OPTIONAL ADD-ON FEATURE, NOT STANDARD

TOOLS REQUIRED:
7/16" WRENCH
7/16" RATCHET & SOCKET
TT-27 STAR BIT
#3 PHILLIPS BIT
DRILL
7/32" DRILL BIT (FOUND IN HARDWARE KIT)
LADDER

Set up all games in the bank as instructed in the game manual, leaving a 20" space between. Installing the dividers will be the last steps to complete the bank of games.

Use the provided templates to drill out the necessary holes on the cabinet sides. Tape the templates to the cabinet sides then use the 7/16" drill bit and drill to drill a hole where shown on the template.

There will be a separate template for the bottom black panel and one for the top yellow panel. Repeat drilling for both game cabinets. There will be 6 holes per cabinet - 3 in the black panel & 3 in the yellow panel.
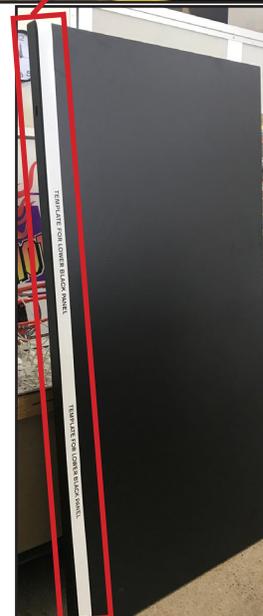
OPTIONAL GAME DIVIDERS

Carefully install the black divider piece between the two cabinets and secure to ONE CABINET ONLY, using the 1/4-20 self tappers from the hardware kit.

Place the ladder between the two game cabinets as shown. You may have to enter in through the rear of the cabinets to get the ladder in place.
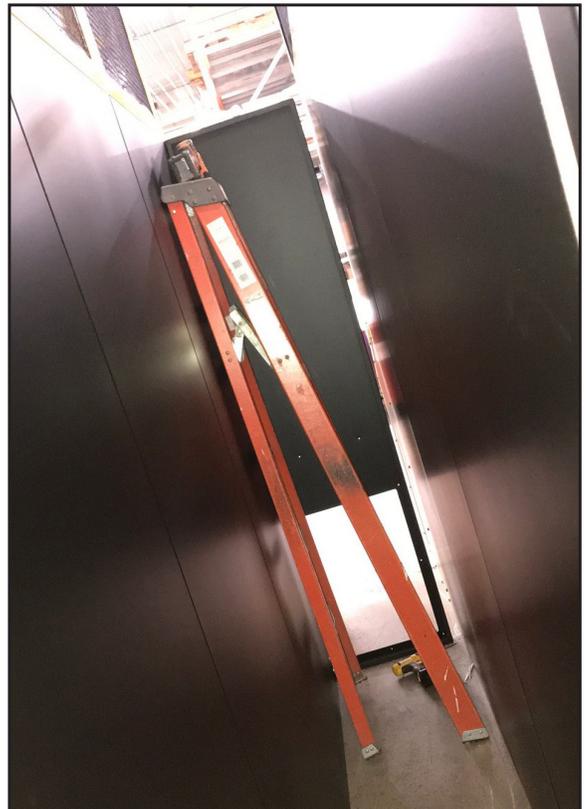
OPTIONAL GAME DIVIDERS

Carefully lift the yellow net divider piece up the ladder (get assistance if needed!) and set on top of the black divider panel below.

Secure the side of the net divider to the same game cabinet that the lower black divider panel is secured to, using the 1/4-20 self tappers.
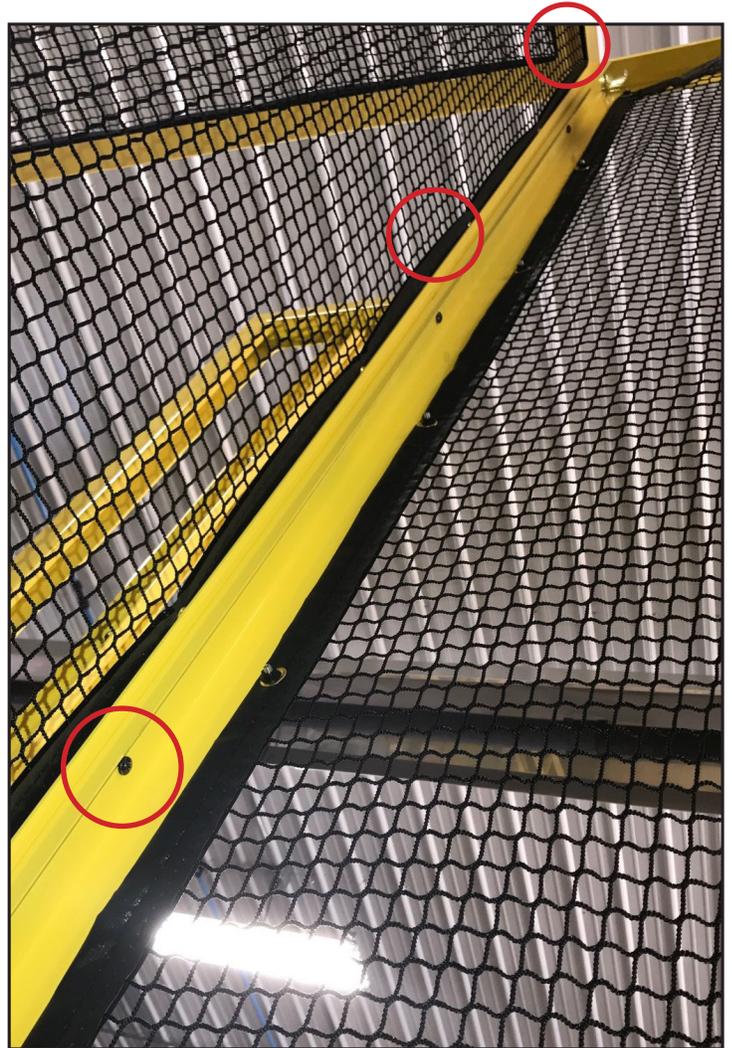
Using (2) nylon nuts and (2) flat washers from the hardward kit, secure the bottom of the yellow net divider to the black divider planel.
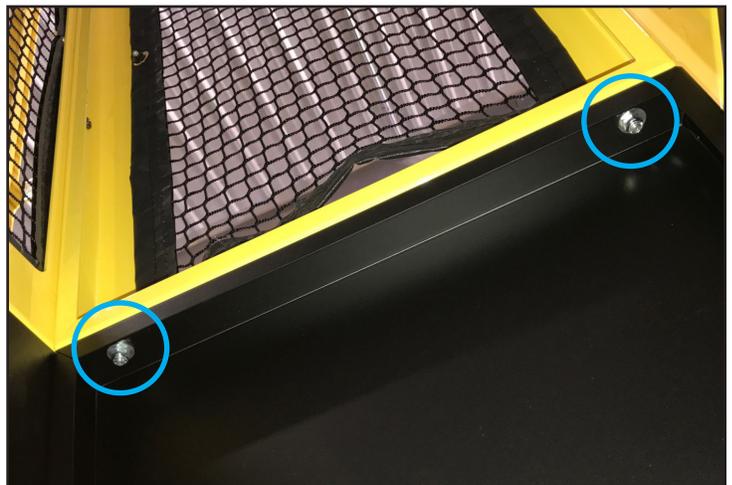
OPTIONAL GAME DIVIDERS

With assistance, slide the second game cabinet over until it is flush and touching the divider pieces.

Using the same self tappers (6) as earlier, secure the top yellow net divider and the bottom black panel to the second game cabinet.
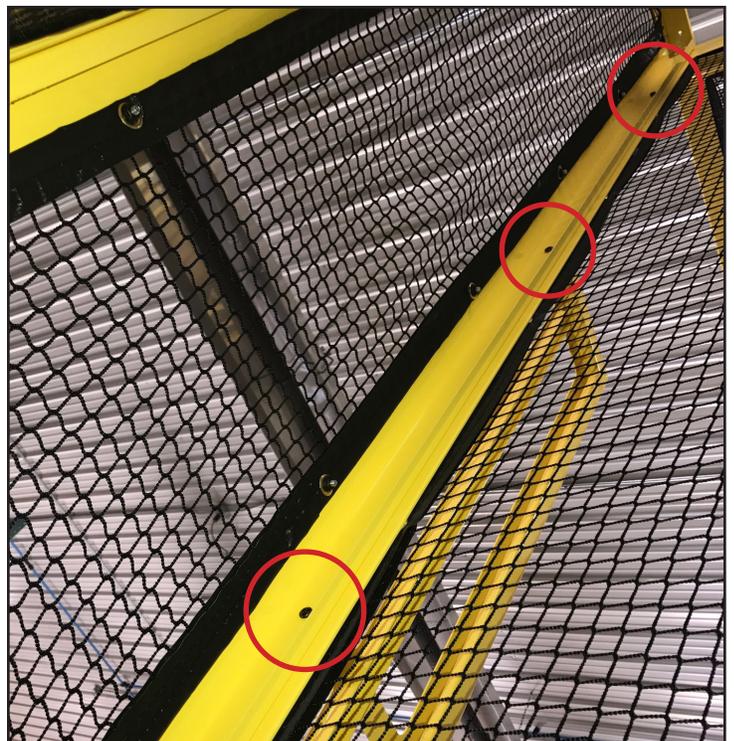
OPTIONAL GAME DIVIDERS

Secure the table support piece to the front of the black divider panel, using the screws from the hardware kit.

Attach the access hole cover to the front of the black divider panel using the screws from the hardware kit.
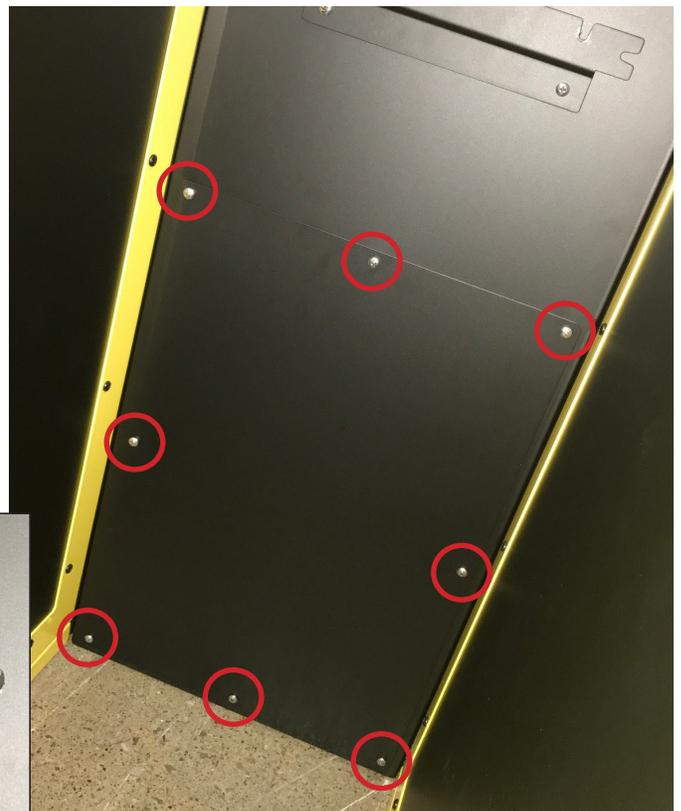
OPTIONAL GAME DIVIDERS

Using the TT-27 STAR BIT, remove the self tappers (circled in blue) from the game consoles sides. This is necessary to get the table divider piece in place. Set the self tappers aside for later reinstall.
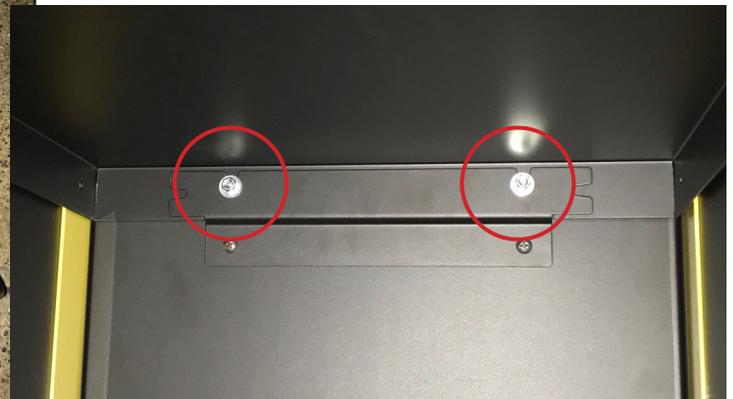
Install the table support pieces to the front of the game console sides (circled in red) by first removing the self tappers where the support pieces will attach. Reinstall the selftappers once the support pieces are in place.
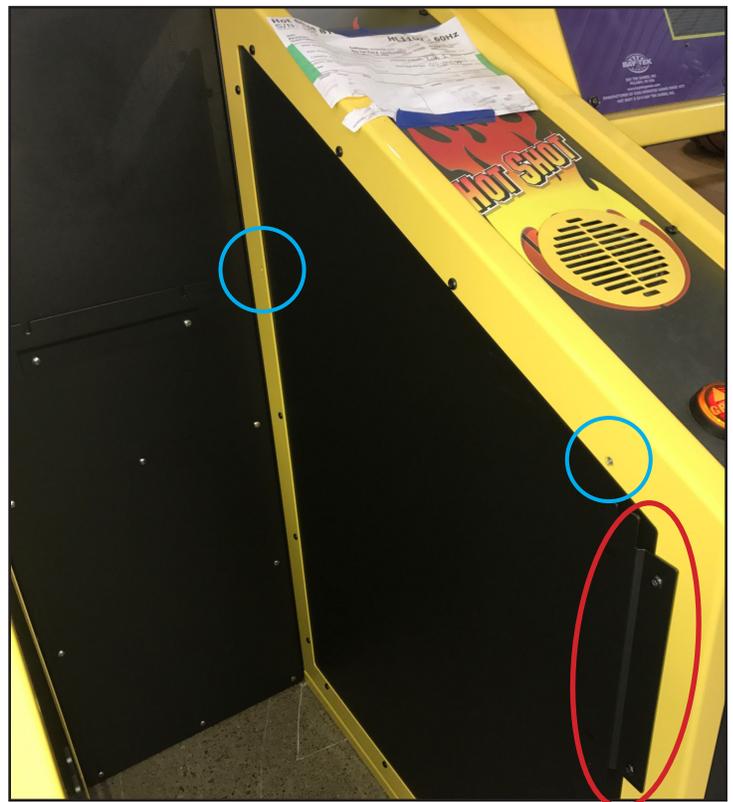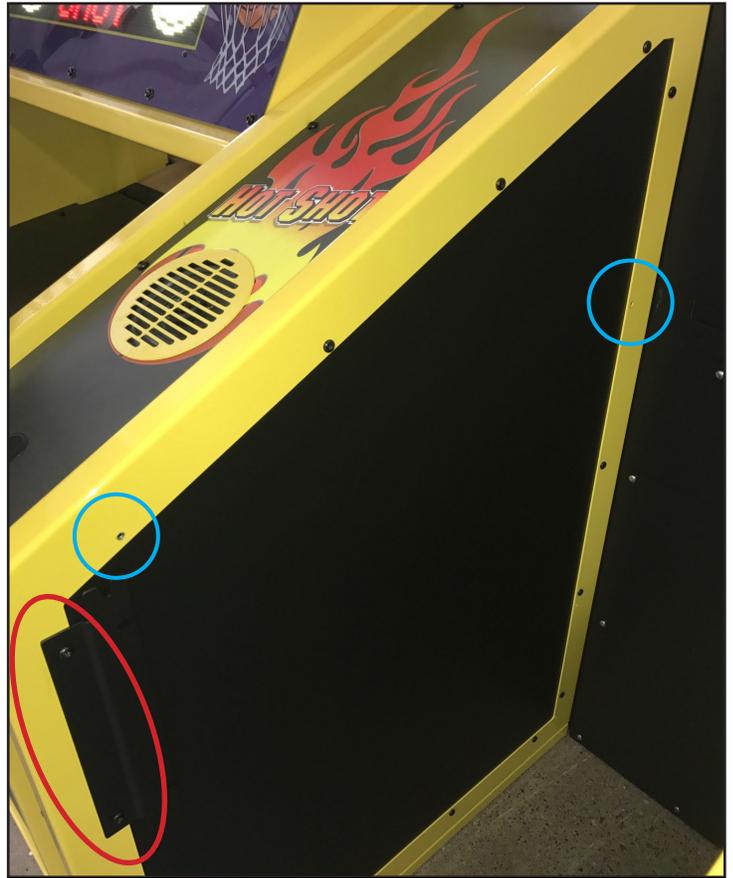
OPTIONAL GAME DIVIDERS

Carefully place the table piece on top of the support pieces and push down to lock into place.

Using the flat washers and the nylon nuts from the hardware kit, secure the table divider in place as shown.
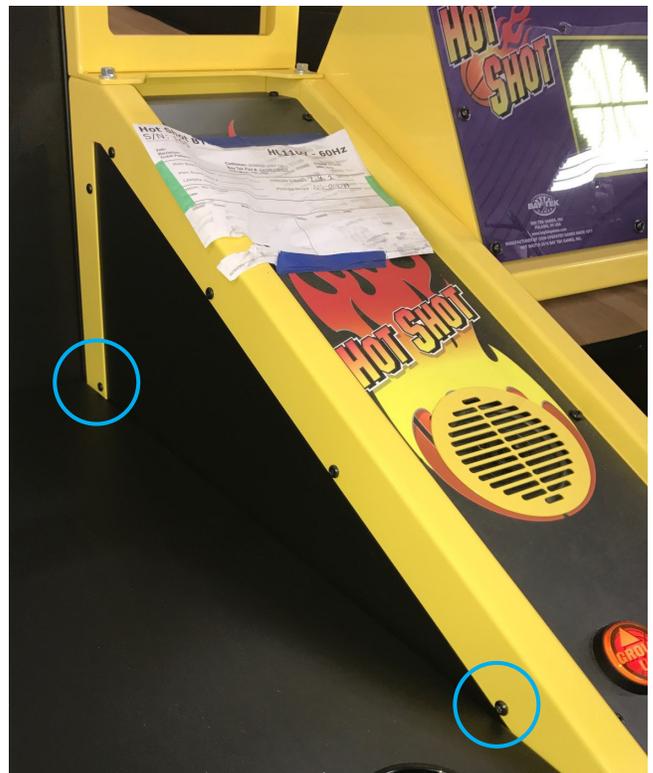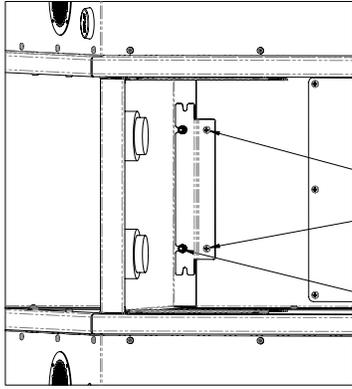
55

OPTIONAL GAME DIVIDERS

Reinsert the self tappers to the console sides that you previously removed.
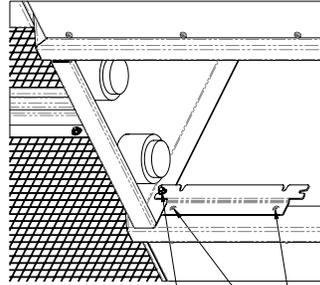
OPTIONAL GAME DIVIDERS

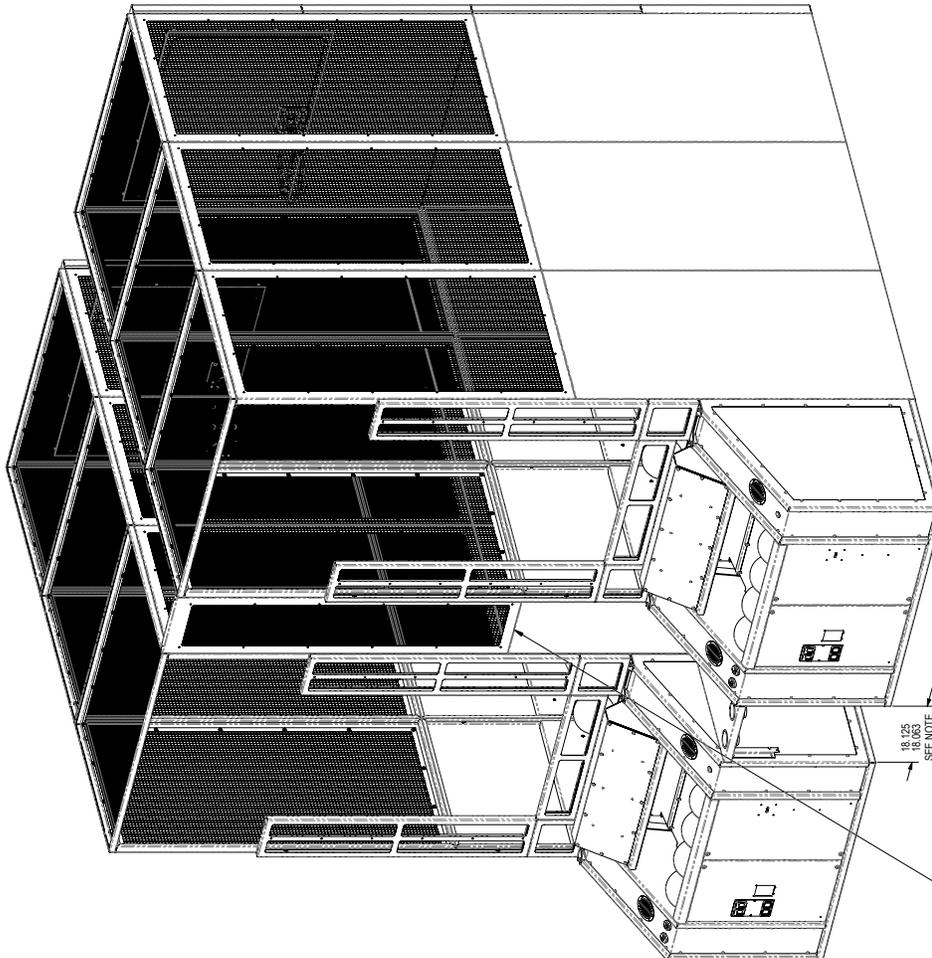****GAME DIVIDERS ARE AN OPTIONAL ADD-ON FEATURE, NOT STANDARD**

JP

TABLE HARDWARE
• SECURE TABLE WITH SUPPLIED FLANGE NUTS

REAR BRACKET HARDWARE
• INSTALL BRACKET AS SHOWN WITH SUPPLIED 1/4-20 SCREWS

TABLE HARDWARE
• SECURE TABLE WITH SUPPLIED FLANGE NUTS

(2X) FRONT BRACKET HARDWARE
• REMOVE TORX SCREWS
• INSTALL BRACKETAS SHOWN
• REINSTALL TORX SCREWS

18.125
18.063
SEE NOTE

PANEL HARDWARE
• SECURE TOP AND BOTTOM PANELS TOGETHER WITH SUPPLIED FLANGE NUTS (2X)
• PANELS WILL NEED TO BE SECURED TO GAME USING SELF TAPPING HARDWARE NOT SUPPLIED
• ENSURE BOTH GAMES ARE IN LINE WITH EACH OTHER DURING SET UP
• MAINTAIN A 18-1/16" TO 18-1/8" GAP BETWEEN GAMES DURING SET UP

PARTS LIST

Part Number	Description	Part Number	Description
A5BA8703	Basketballs - Regulation Size	AACE8811	Speaker Assembly
A5CB2050	Cash Box	AAPB2700	Push Button Assembly
AASW200	Low Ticket Switch	AACO9400	Rope Light Assembly
A5ME9406	18" Rim (Rim Only)	AAKIT-SHOT	Game Linking Kit (Link up to 8 Games)
A5NE8402	Rim Net	A5TD1	Ticket Dispenser
A5FI9010	Inline Filter	AAPS1013-HS	Power Supply
A5TA8701	Reflective Tape	AAAC9400	Actuator
AABK1013	Menu Push Button Bracket With Decal	A5DE9400	Display Board Acrylic
A5NE9400	Top Net (Top of Game, 3 Per Game)	A5DE9401	Backboard Acrylic
A5NE9401	Side Nets (Side of Game, 3 Per Side)	A5DE9403	Left Side Panel Decal
A5LA8400	Wood Grain Laminate Floor	A5DE9404	Right Side Panel Decal
A5FO8400	Foam Flooring under Laminate	A5DE9405	Top Back Wall Crowd Decal
AABU8400	"Solo" Button	A5DE9406	Middle Back Wall Crowd Decal
AABU8401	"Group Up" Button	A5DE9407	Bottom Back Wall Crowd Decal
A5LK5002	Lock 7/8" H95 Key Code	A5DE9408	Group Button Decal
A5PL9097	Blanking Plate (Replaces Bill Acceptor)	A5DE9409	Solo Button Decal
A5PL9998	Blanking Plate, No Holes (Coin Door)	A5DE9410	Front Cabinet Decal
A5BK8400	Swivel Sensor Bracket	AAWO9400	Black Melamine Console Ramp
A5ME2035	Metal Ticket Tray	AAWO9401	Black Melamine Ramp Floor
A5ME8321	Metal Cash Box Holder (1 of 3)	AAWO9402	Rear Lower Wall Wood (No Decal A5DE9407)
A5ME8322	Metal Cash Box Holder (2 of 3)	AAWO9406	Hoop Backboard Wood
A5ME8323	Metal Cash Box Holder (3 of 3)	AAWO9408	Rear Upper Wall Wood (No Decal A5DE9405)
A5CORD29	25' SJT Cord	AAWO9409	Rear Middle Wall Wood (No Decal A5DE9406)
AACBL4A-DOORA	Door Cable	WARR0021-HS	Light Guard Console Poly
AACE3320	Counter Assembly	WARR0023-HSHOT	Side Window Display
AACE9400	Display Signal Power Cable	AAKIT-HOT-DECAL	Crowd Graphic Cover W Plexi Guard
AACE9401	Spot Light Power Cable	AALD1052	LED Display Board Conversion
AACE9402	Coin Door, Low Ticket & Button Cable	AASE9400	Hoop Sensor
AACE9403	Ticket Dispenser Cable	AACB6401	Booster Board for Display
AACE9404	New Gen1 to Speaker Cable	AACB3904-2	Ribbon Splitter Board
AACE9405	Power Control Cable	AACB3906	Actuator Driver Board
AACE9406	Menu Buttons and Counter Cable	AANEWGEN1-RBN	New Gen1 Main Board
AACE9407	Outlet Strip Assembly		
AACE9408	DBA Cable		
AACE9409	Left Door to Ground Stud Cable		
AACE9410	Right Door to Ground Stud Cable		
AACE9411	Ground Pusher to Ground Stud Cable		
AACE9412	Hoop Sensor Cable		
AACE9413	New Gen1 Power Cable		
AACE9414	Back Rope Light Cable		
AACE9415	Display Ribbon Jumper Cable		
AACE9417	New Gen1 to Power Ribbon Cable		
AACE9418	Display Jumper Cable		

PARTS PICTUES
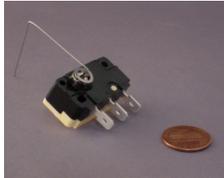
A5BA8703	A5CB2050	AASW200	A5ME9406	A5NE8402	A5FI9010
A5TA8701	AABK1013	A5NE9400	A5NE9401	AABU8400	AABU8401	A5LK5002
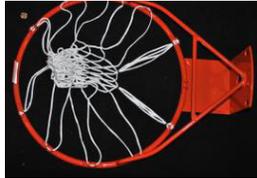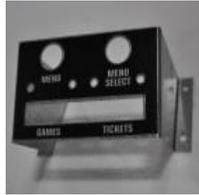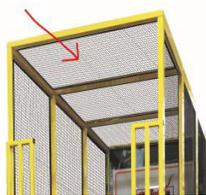
A5PL9097	A5PL9998	A5ME2035	A5ME8321	A5ME8322	A5ME8323	A5CORD29
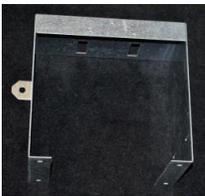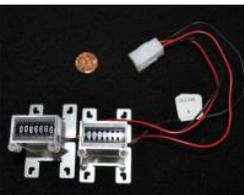
AACBL4A-DOOR	AACE3320	AACE9400	AACE9401	AACE9402	AACE9403
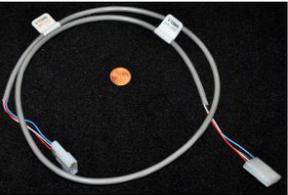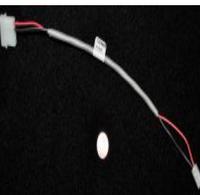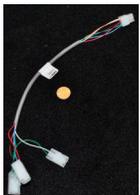
AACE9404	AACE9405	AACE9406	AACE9407	AACE9408	AACE9409	AACE9410
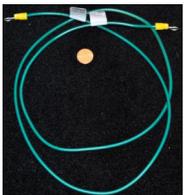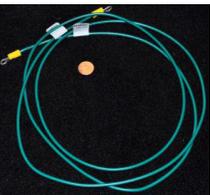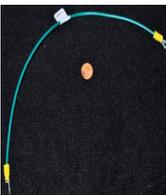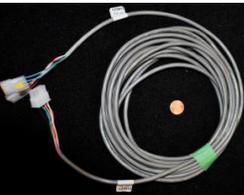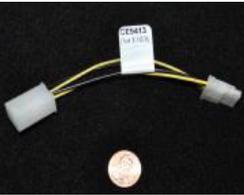
AACE9411	AACE9412	AACE9413	AACE9414	AACE9415	AACE9417
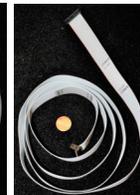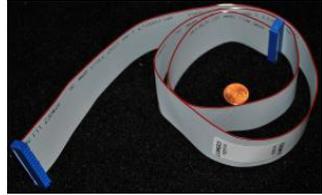
AACE9418	AACE9419	AACE9420	AACE9421	AACE9734	A5CE9736	AACE8811

MAINTENANCE LOG

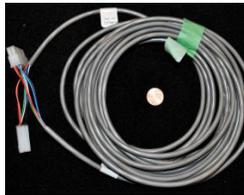If repairs are necessary, it is good practice to keep a log of repairs done and parts ordered.
The chart below will assist you in tracking your game's maintenance.

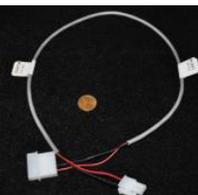| DATE	MAINTENANCE PERFORMED	PARTS ORDERED	INITIALS

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 Entertainment for repair or return, etc. require prior Return
Authorization! Bay Tek Entertainment 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 Entertainment promptly to avoid Late Fees. We expect items to be returned with 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 Entertainment (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 with in 30 days of purchase in order to qualify for any credit amount. No shipping charges will be credited.

WARRANTY

Bay Tek Entertainment 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 Entertainment 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 Entertainment unless otherwise instructed. Items not returned to Bay Tek Entertainment 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@baytekent.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 Entertainment 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.