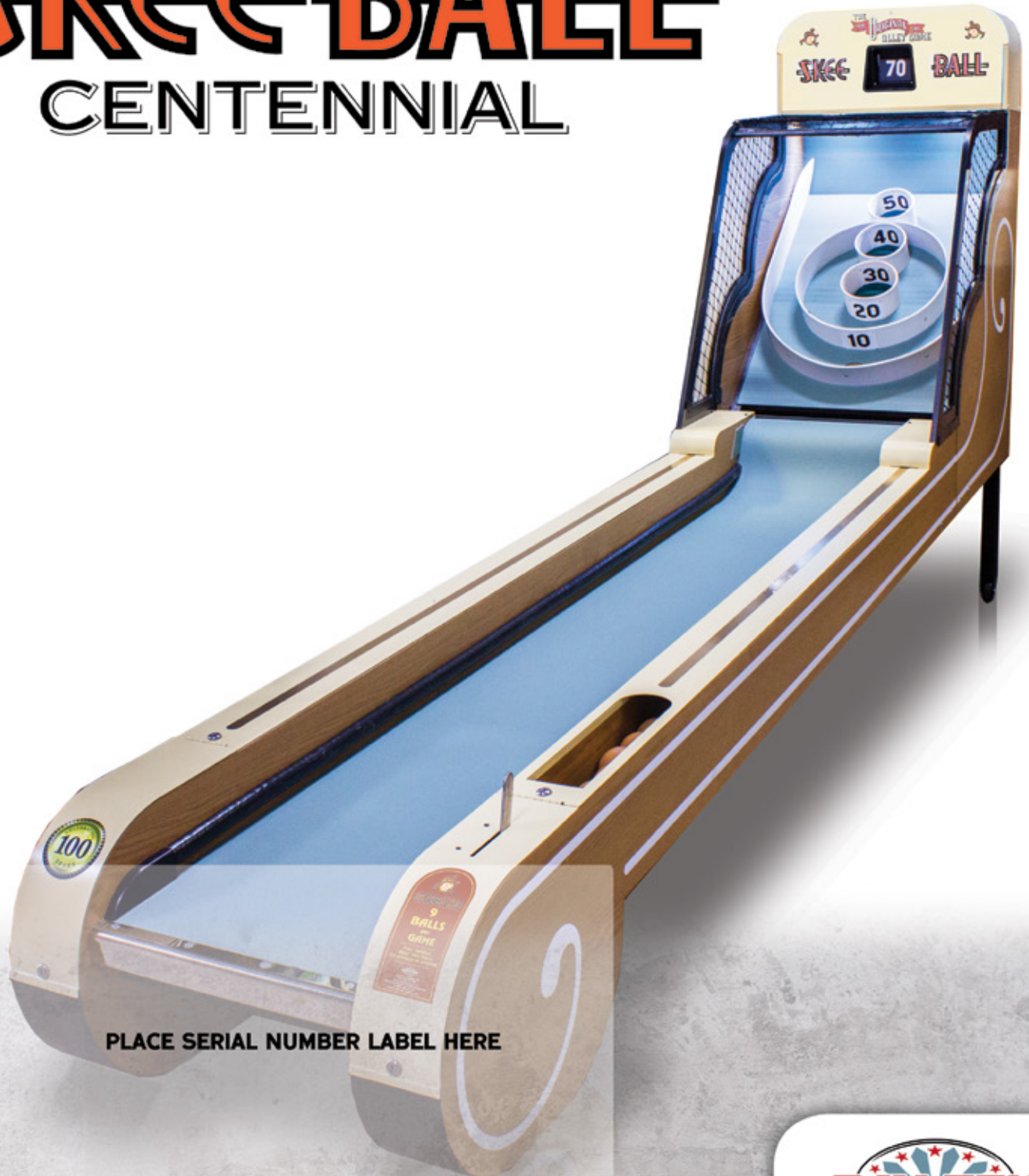




SKEE-BALL

CENTENNIAL



PLACE SERIAL NUMBER LABEL HERE



FACTORY CONTACT INFORMATION



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

JOIN OUR SERVICE FIRST NETWORK!

This free service is intended to keep you up to date on the latest game information, early notification of parts specials, pertinent technical bulletins, updates on retro fit parts, software upgrades, and much more.

Log on to: www.baytekgames.com/parts
then click on the Parts N' Service tab.

SALES

P: 920.822.3951

F: 920.822.8936

E: sales@baytekgames.com

PARTS

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F: 920.822.1496

E: parts@baytekgames.com

SERVICE

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E: service@baytekgames.com

MON - FRI
8 AM - 5 PM C.S.T.

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

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WELCOME TO: Skee-Ball Centennial

Congratulations on your Skee-Ball Centennial purchase!

Skee-Ball has been a staple at entertainment venues for over a century... and now in your home! From its roots on boardwalks and carnival trailers, the traditional game play of Skee-Ball Centennial will transport you back in time and provide hours of enjoyment for years to come.

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

SKEE-BALL

CENTENNIAL

GAME INSPECTION

Inspect the game for any damaged, loose, or missing parts.

If damage is found, please contact your freight carrier first.

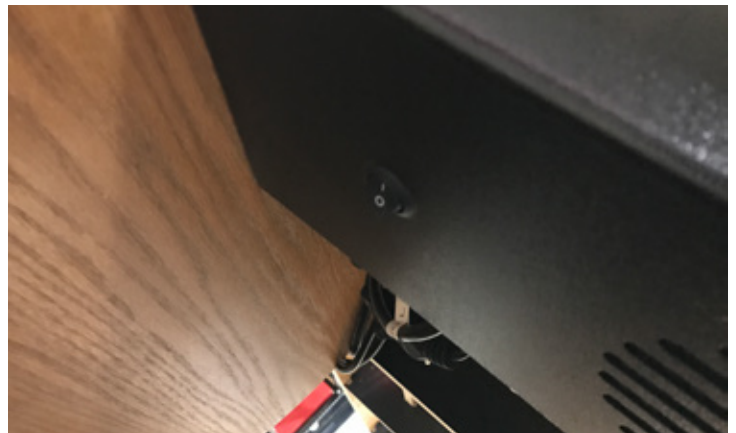
Then, contact Bay Tek Games' Service Department at 920.822.3951 or e-mail them at service@baytekgames.com for further assistance.

HOW TO PLAY

Turn the switch below the left side of the playfield to the ON position.



Pull the lever back to release balls.



Roll the balls up the ramp and into the targets, scoring points.



Repeat and enjoy!















GAME SPECIFICATIONS

WEIGHT	
NET WEIGHT	680 LBS.
SHIP WEIGHT	730 LBS.
DIMENSIONS	
WIDTH	31"
DEPTH	155"
HEIGHT	76"
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

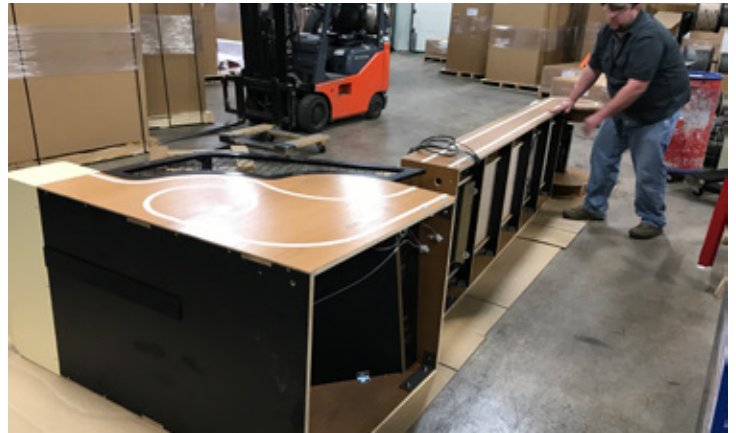
MAX OPERATING CURRENT
3.0 AMPS @ 115 VAC
1.5 AMPS @ 230 VAC

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 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.	

SET UP GUIDE

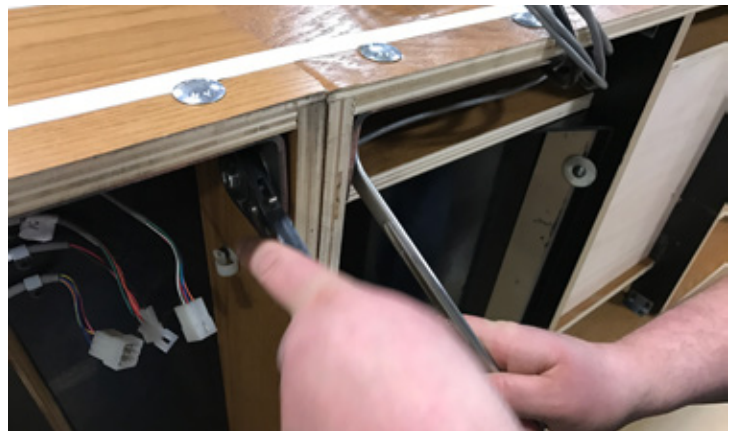
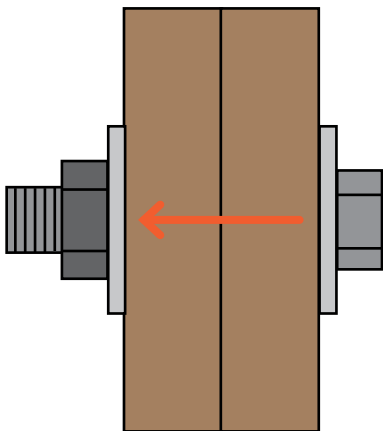
Unpackage your game and lay the target cabinet and the ramp on their sides on a soft, protective surface.



Push the ramp towards the target cabinet, fitting it carefully under the side guards.

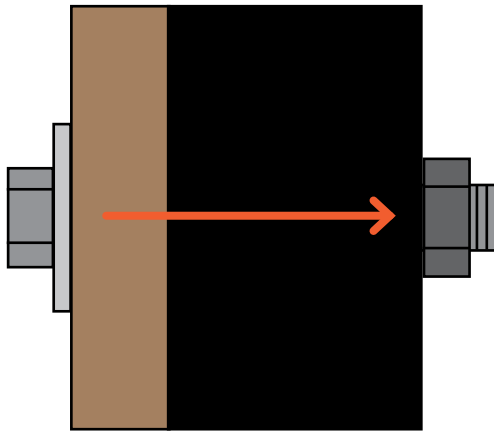


Secure the ramp to the target cabinet with the two larger bolts (with nuts and washers) in the hardware kit; tighten with 3/4" wrenches.



SET UP GUIDE, CONT.

Attach the metal legs to the back side of the target cabinet, using the remaining four bolts from the hardware kit and 1/2" wrenches.

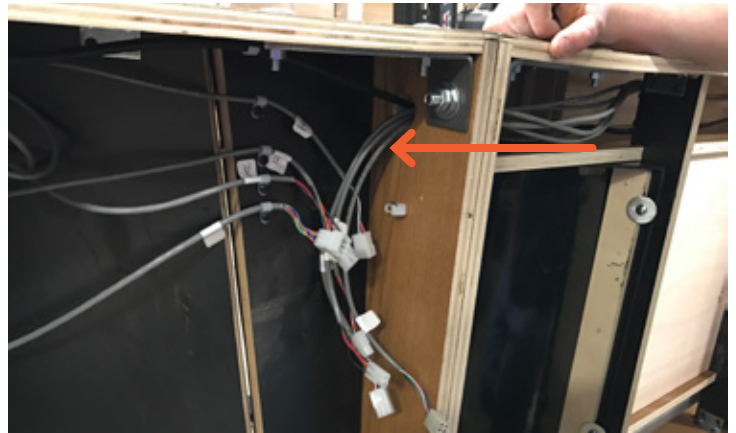


The legs have several sets of holes for height and ramp angle adjustment. It is recommended to use the second hole from the bottom to ensure the ramp is angled appropriately. Using the second holes from the bottom should set the ramp angle to 4.1 degrees which is recommended for best play. You may adjust as you feel fit, just be sure that both legs are secured at the same height.



SET UP GUIDE, CONT.

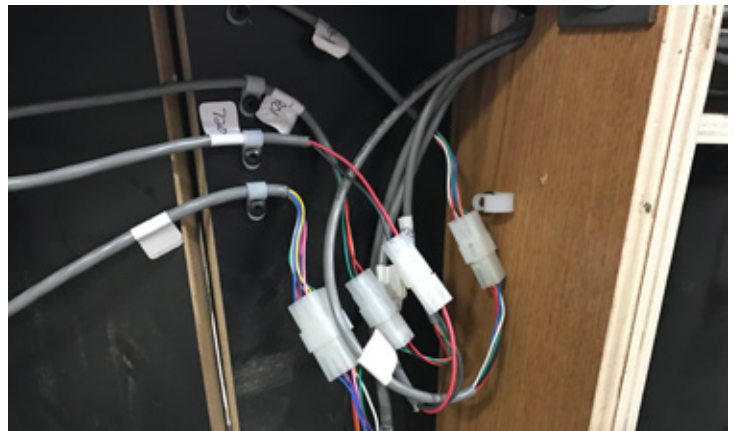
Feed all cables through the hole shown, towards the target cabinet.



Clip the power cord into the open clamps along the upper edge of the cabinet, towards the back of the game.



Connect each of the five remaining cables to the housings already in place; each housing has only one match.

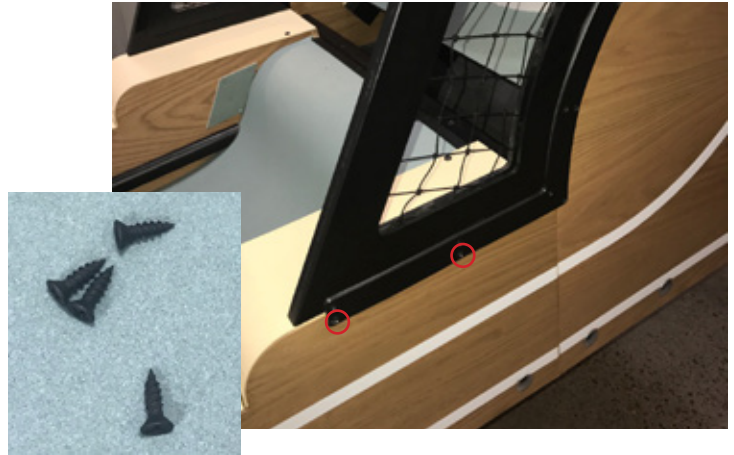


Find a couple of friends, and have them help you lift the game up and into playing position. **PLEASE SEEK HELP!** This game is heavy and can cause injury if not lifted properly.



SET UP GUIDE, CONT.

Gather the four small phillips head screws from the hardware kit. Secure the side guards to the ramp using two screws per side.



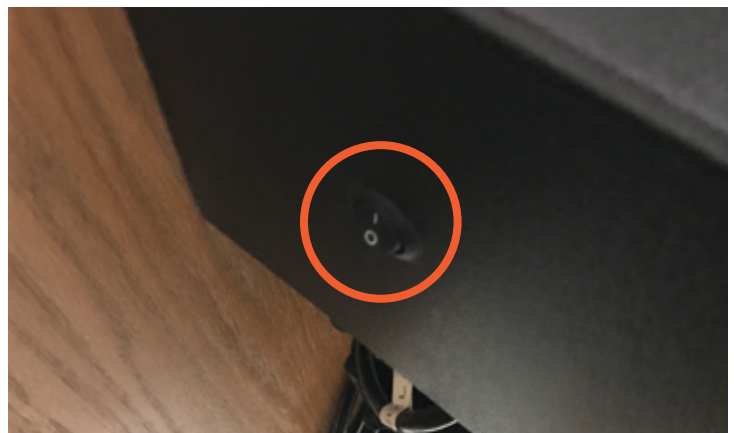
Plug the game into a standard electrical outlet.



Turn the switch below the right side of the ramp to ON.



Let the good times roll!



HOW TO: ACCESS MAIN BOARD & POWER SUPPLY

Insert the key into the **left** side rail cover, unlock, and remove.



The mainboard, powersupply and cables are located within the left alley rail.



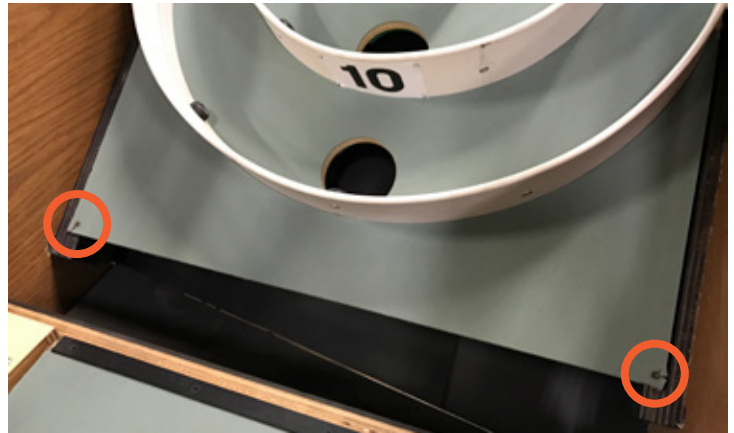
HOW TO: ACCESS BALL RELEASE

Insert the key into the **right** side rail cover, unlock, and lift. The solenoid cables will keep the cover from coming completely off; place it down carefully.

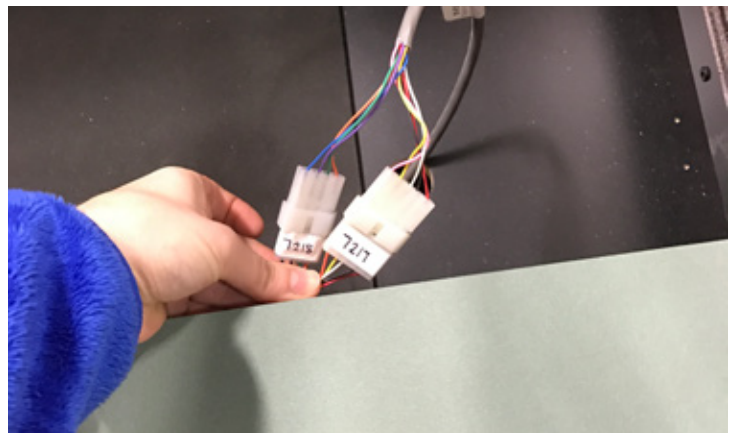


HOW TO: ACCESS TARGET SENSORS

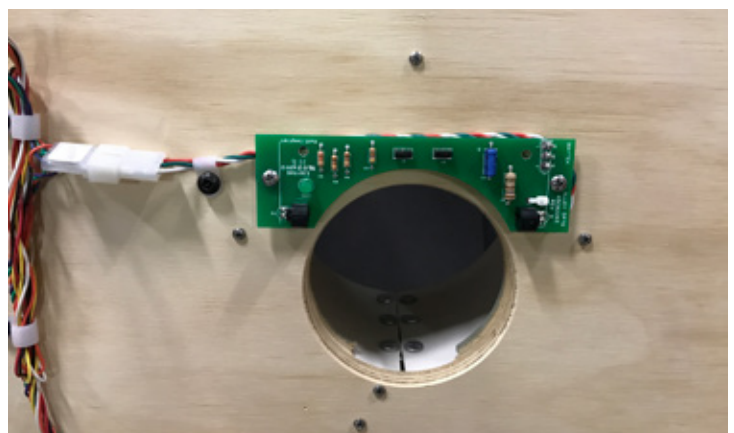
Remove the two screws in the bottom corners of the playfield.



Lift up on the playfield, slide it out and unplug the cables behind.



The ball sensors are attached to the back of the playfield. **Part Number: AACB2203**



HOW TO: ACCESS SCORE DISPLAY MOTOR

Turn the knob on the marquee faceplate counter-clockwise and remove; slide the faceplate up and out.



Score display motor is mounted to the right side of the assembly. **Part Number: MO**






TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
<p>No power to the game.</p>	<p>Unplugged.</p> <p>Rocker switch off or faulty.</p> <p>Circuit breaker tripped.</p> <p>Bad or overloaded power supply.</p>	<p>Check wall outlet cable (AACE7213) to front of game under alley. Check power cables to power supply. (AACE7220 & AACE7215)</p> <p>Check rocker switch located in front of game under alley. Ensure power cords are connected securely.</p> <p>Refer to Power Supply Diagnostics</p>
<p>Sound Issues</p>	<p>Volume dial on main board needs to be adjusted.</p> <p>Loose wire.</p> <p>Faulty Main Board</p>	<p>Located small dial on main board and adjust as needed.</p> <p>Check audio cable connections from main board to speakers. (AACE8811, AACE7208, AAMB7200)</p> <p>Replace main board. (Part # AAMB7200)</p>
<p>Game does not start</p> <p>The lever moves a reflective surface in front of an optical Sensor.</p>	<p>Ensure the lever is moving freely.</p> <p>Ensure the optical sensor and lever surface is clean and free of debris.</p> <p>Pinched, broken, or disconnected wiring.</p> <p>Faulty Sensor.</p> <p>Faulty Main Board</p>	<p>Inspect and replace mechanical assembly if needed. (Part # AAHA7200)</p> <p>Clean sensor and clean lever surface which passes in front of the sensor.</p> <p>Check connections from sensor to main board. Check continuity on cable AACE7210</p> <p>Replace sensor. Part # A5SE0001</p> <p>Replace main board. (Part # AAMB7200)</p>
<p>Left and right marquee lights not on.</p> <p>Earlier games have power coming from main board.</p>	<p>Power coming from main board:</p> <p>Faulty Cable</p> <p>Faulty LED</p> <p>Faulty Main Board</p>	<p>Check for proper connection from main board to LED strips. Check continuity. (AACE7205, AACE7201, AACE7219)</p> <p>Swap LED from the other side to verify. Replace LED (AACE7219)</p> <p>Replace Main Board. Part # AAAMB7200</p>



TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
<p>Balls are not released.</p> 	<p>Ensure game is starting. Make sure the previous game is over. Game will not start if there are balls to be played.</p> <p>Ball release solenoid sticking.</p> <p>Pinched, broken, or disconnected wiring.</p> <p>Main Board defective.</p>	<p>Display will flip through and stop at zero at game start. The balls will be automatically released. Turn game off and wait 30 seconds and turn game back on and try starting a game again.</p> <p>Remove right lane cover and check for free movement of assembly. Check for 110 Volt AC pulse at solenoid.</p> <p>Check cable connections from main board to solenoid (AACE7222, AACE7216, AAMB7200) Some games have a 2 Amp fuse in the AACE7222 cable.</p> <p>Check for green LED on main board near high voltage section of board. The green LED will be ON when balls are held in place. Green LED will go OFF when balls are supposed to be released.</p> <p>If LED does go off and cable wiring is ok, then replace ball release assembly. (AABR8105)</p> <p>If LED stays ON when balls are supposed to be released, replace main board. (AAMB2700)</p>
<p>Too many balls are released.</p> 	<p>Sensor at ball release blocked, dirty, or faulty.</p> <p>Springs on ball release are worn and balls are sneaking past the ball release arm.</p> <p>Pinched, broken, or disconnected wiring.</p>	<p>Clean sensor. Replace if needed (A5SE0001)</p> <p>Replace ball release assembly. (AABR8105)</p> <p>Check connections from sensor board to main board. Check continuity on wires. (AACE7206)</p>
<p>Not enough balls are released</p> <p>Game is waiting for player to throw balls and there are none left in track.</p> 	<p>The game needs 9 scores or 9 balls thrown before it will go to game over.</p> <p>Ball count sensor in far end of ball track not seeing balls</p> <p>Ball count sensor is defective</p> <p>Pinched, broken, or disconnected wiring</p> <p>Sensor at ball release is defective</p>	<p>Count the balls thrown as you play. Try to determine if a score hole is not scoring.</p> <p>This ball count sensor will count balls thrown that miss all the scoring holes.</p> <p>If this sensor misses a ball, the game will continue waiting. Replace sensor. A5SE0001</p> <p>Check connections from sensor boards to main board. Check continuity on wires. (AACE7206 AACE7207)</p> <p>This sensor may see 2 balls instead of one. Replace sensor. (A5SE0001)</p>

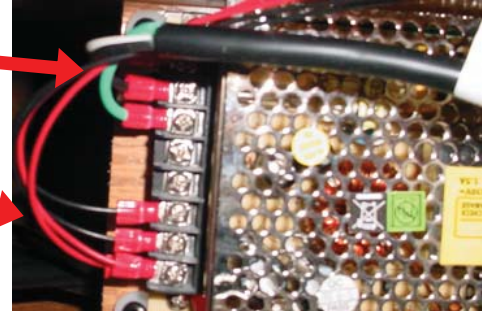
POWER SUPPLY DIAGNOSTICS

1.) Verify AC power to front of game. The ON switch is located in front of game, under alley.

2.) Check AC power connection to power supply.

There should be 110 Volts AC between the white and black wires.

3.) Check for 12 volts DC on these black and red wires.
(LED should be brightly on)

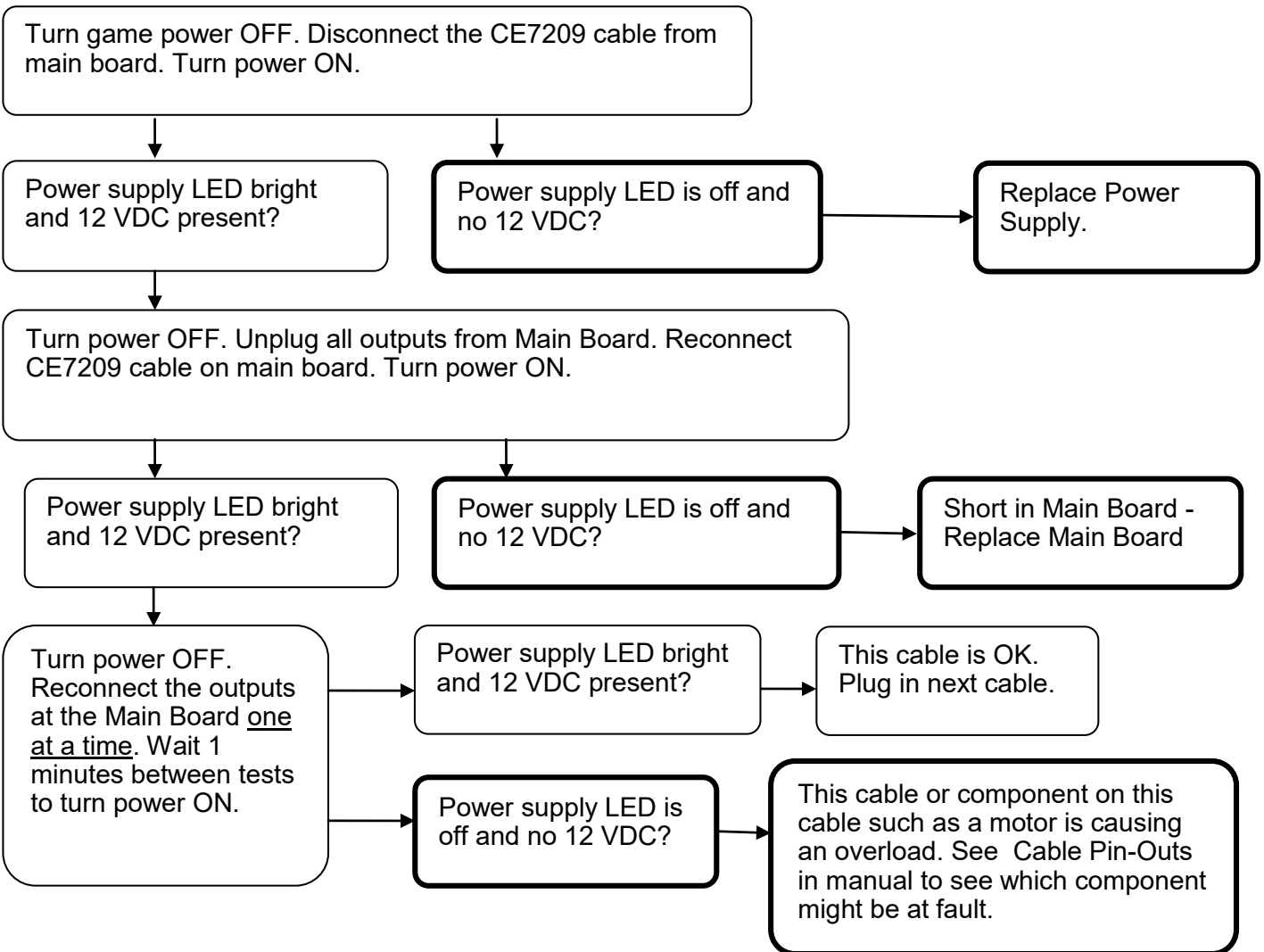


If no 12 Volts on red and black output, but AC to power supply is OK

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.



GAME MISSCORING

There are two separate areas that could cause the game to not score correctly:

- 1.) Score holes not scoring
- 2.) Flip display not working correctly

Score holes not scoring:

Each hole has an optical sensor that reads the ball passing through the hole. This sensor is programmed to make noises as the ball passes through. It will make ding noises corresponding to the value of the hole.

Example: The 10 point hole will ding once, and the 40 point hole will ding 4 times.

Play the game and verify that all holes make the ding noise from the speaker the correct number of times. You might have to turn the volume up on the main board to hear the dings clearly.

If all score holes make the correct number of ding sounds, then continue to **Flip Display Not Working**

If a score hole is not making a sound -

Remove the playfield to inspect and clean sensors.

Remove 2 screws from bottom of playfield



Flip playfield over and inspect and clean sensors.
Inspect wiring from sensor to main board.
Follow wiring diagram for details - Cable #'s: AACE7217,
AACE7218, AACE7212, AACE7211

Replace sensor if needed Part # AACB2203



Flip display not working correctly:

The flip display will show the value of the hole scored. It has a home sensor and encoder sensor to keep track of where it is.

To test:

Turn off power to game. Wait 30 seconds. Turn game ON.
The flip display will flip around and stop at zero.

If the display keeps flipping:

The Home Sensor is not seeing the home notch on the assembly.

Make sure wire is secure on the home sensor. Follow cable back to main board and ensure the wires are not damaged. Part #'s: AACE7204 , AACE7200

If the display stops flipping, but stops at 10 or 20:

The motor is turning too fast and not stopping when it sees the home notch.

Turn the power supply voltage down on the small dial on power supply.

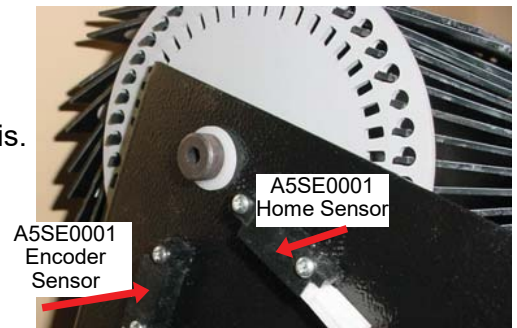
Play game and watch the flip display as the ball scores - if it flips too far:

The encoder sensor is not seeing the notches around the outside of the display wheel.

Make sure wire is secure on the home sensor. Follow cable back to main board and ensure the wires are not damaged. Part #'s: AACE7204 , AACE7200

Replace sensor if needed. Part # A5SE0001

Turn the power supply voltage down on the small dial on power supply.



FLIP DISPLAY NOT WORKING CORRECTLY

Flip display not working correctly:

The flip display will show the value of the hole scored. It has a home sensor and encoder sensor to keep track of where it is.

To test:

Turn off power to game. Wait 30 seconds. Turn game ON. The flip display will flip around and stop at zero.

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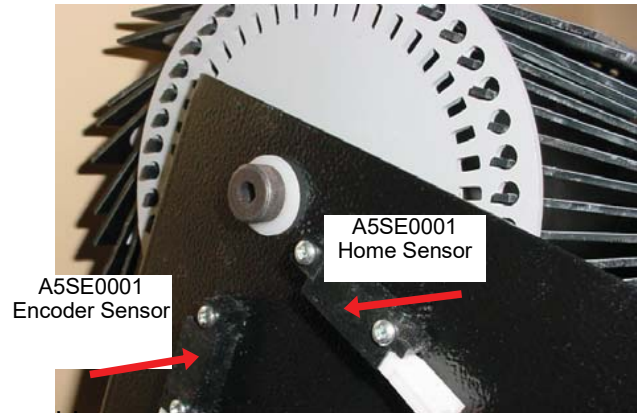
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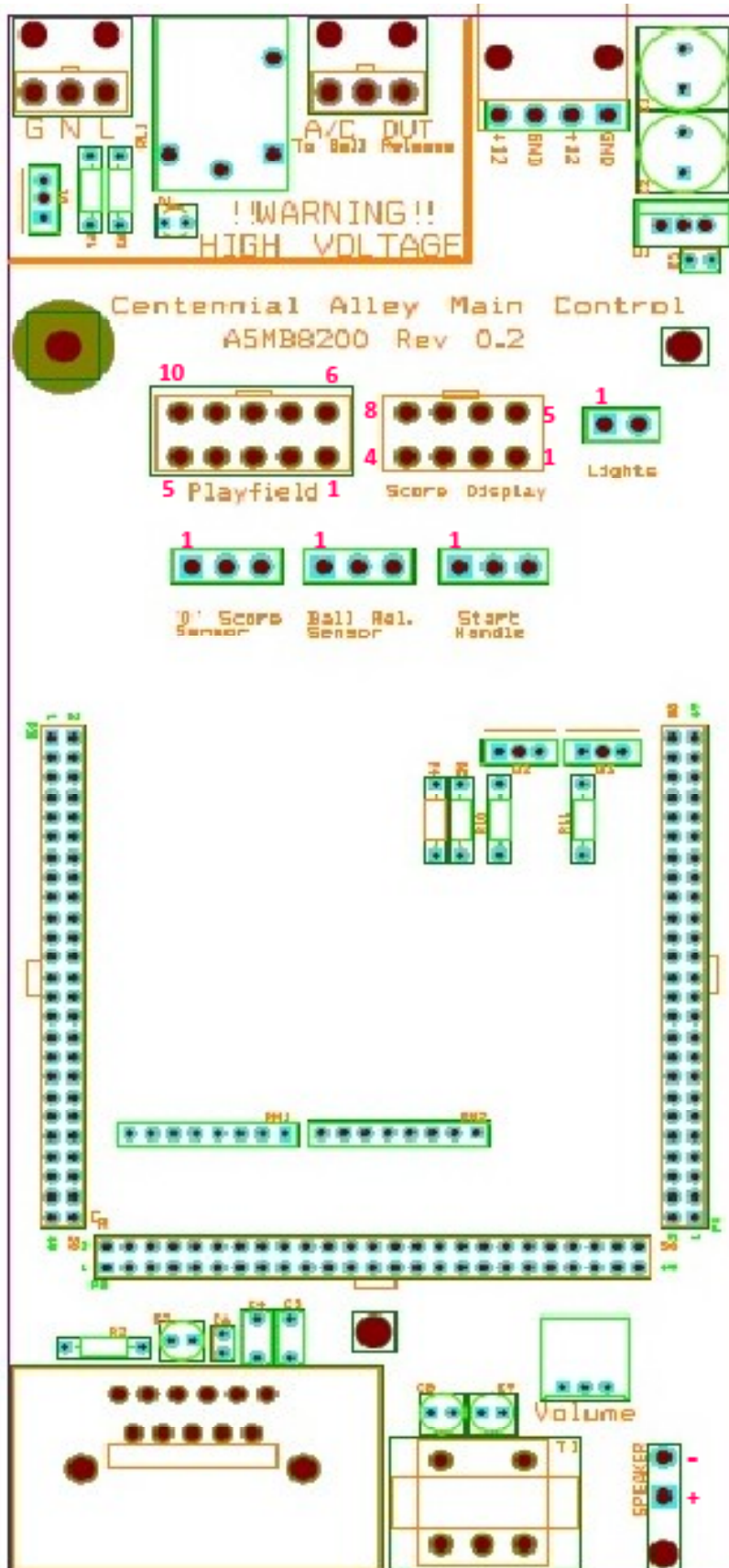
Replace sensor if needed. Part # A5SE0001

Turn the power supply voltage down on the small dial on power supply.



MAIN BOARD PINOUT GUIDE

MB7200



Playfield:

- 1 +12v
- 2 +12v
- 3
- 4 GND
- 5 GND
- 6 10' score
- 7 20' score
- 8 30' score
- 9 40' score
- 10 50' score

Display:

- 1 +12v
- 2 +5v
- 3 Encoder Sensor
- 4 GND
- 5 Motor
- 6 +5v
- 7 Home Sensor
- 8 GND

0' Score Sensor:

- 1 +5v
- 2 Sensor
- 3 GND

Ball Rel. Sensor:

- 1 +5v
- 2 Sensor
- 3 GND

Start Handle:

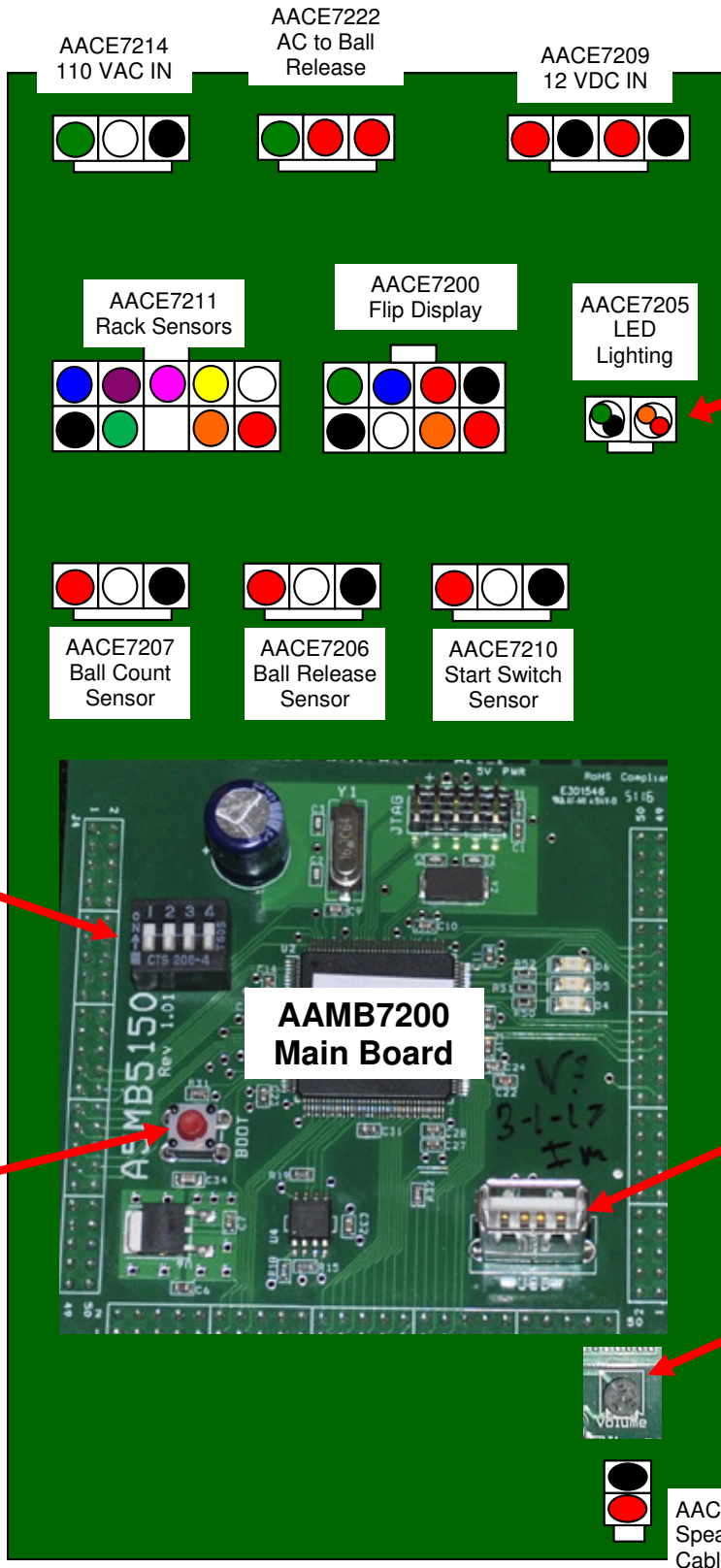
- 1 +5v
- 2 Sensor
- 3 GND

Lights:

- 1 +12v
- 2 Light Control

MAIN BOARD WIRING PINOUT GUIDE

AAMB7200



Note: This connector is only used on early versions of the game. Later versions have the wires directly to the power supply.

switch bank

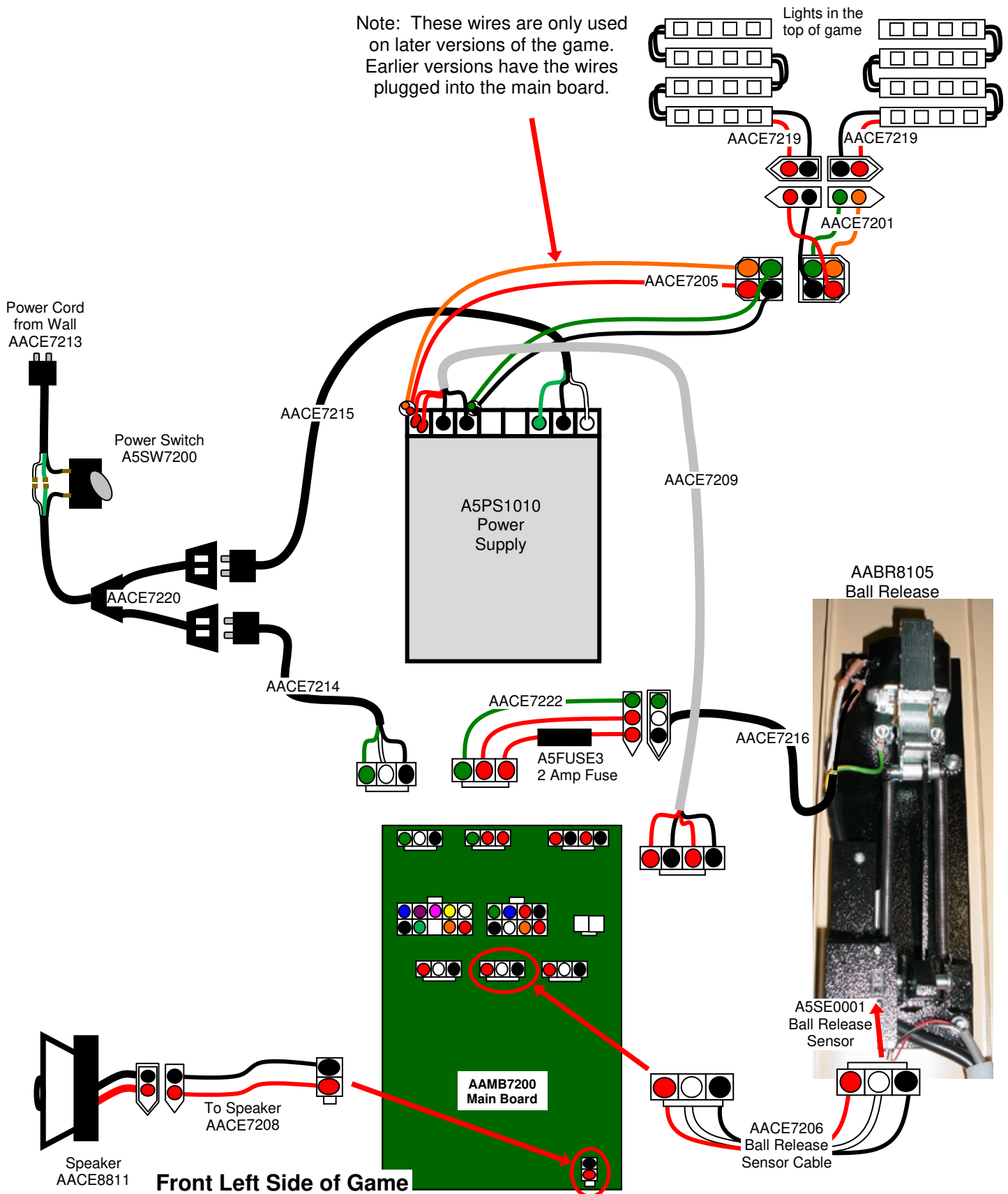
on for update

USB Slot for software update

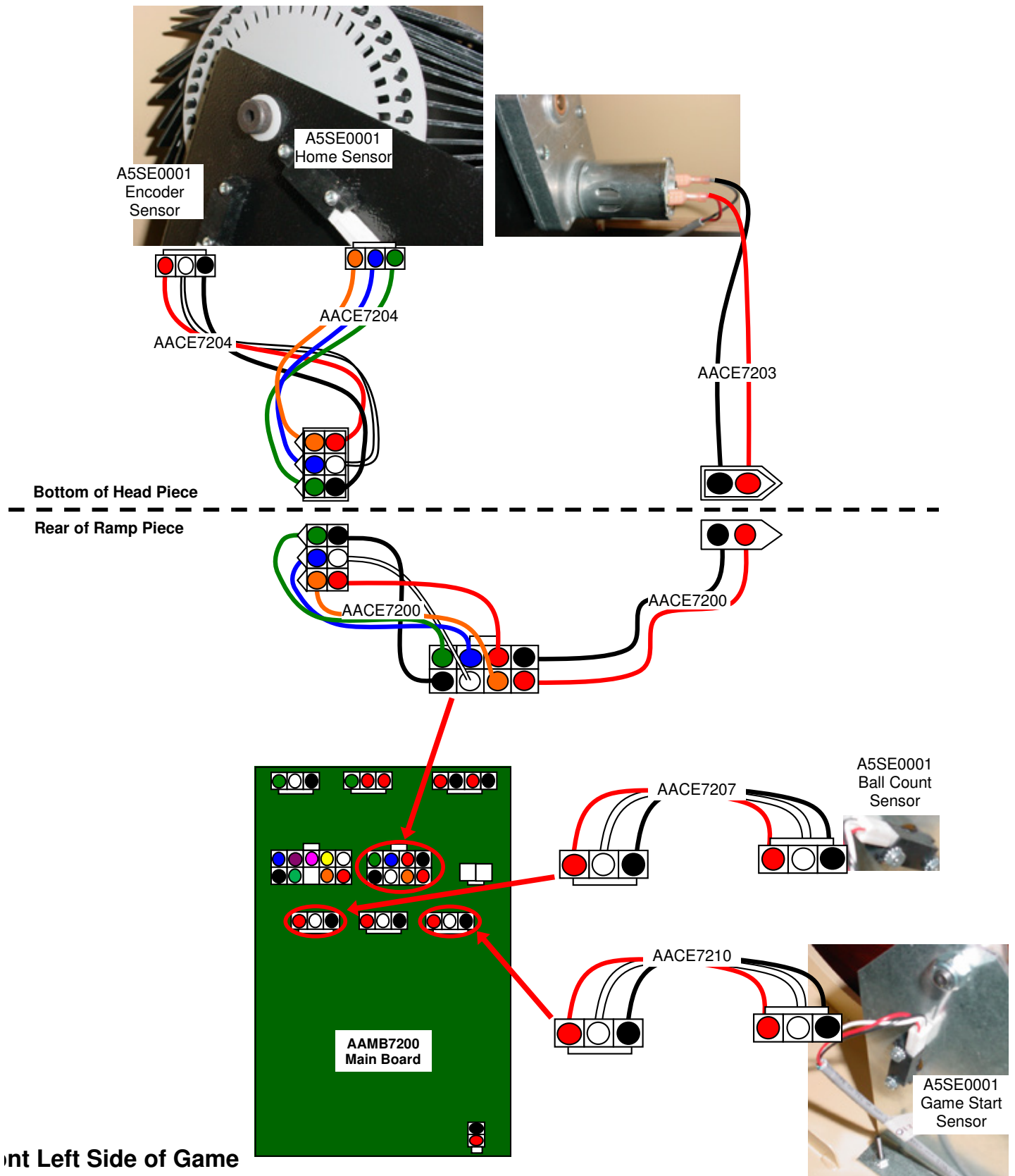
Volume Control

AC & 12V POWER WIRING DIAGRAM

Note: These wires are only used on later versions of the game. Earlier versions have the wires plugged into the main board.



AC & 12V POWER WIRING DIAGRAM



SCORING SENSOR WIRING

All Sensors
AACB2203

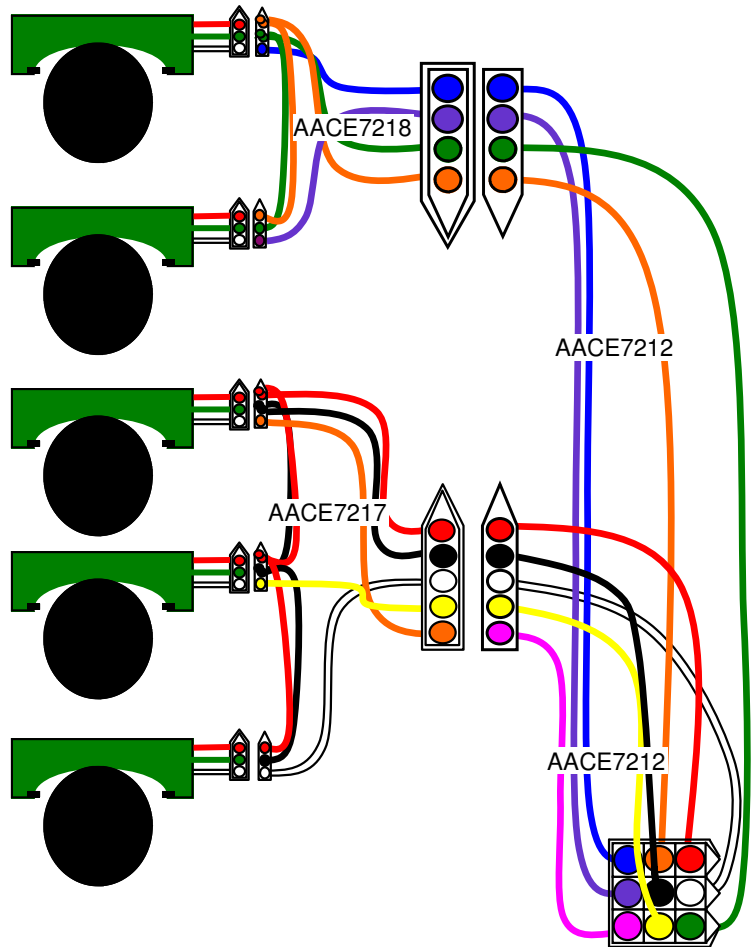
50 Point Sensor
AACB2203

40 Point Sensor
AACB2203

30 Point Sensor
AACB2203

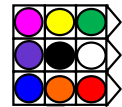
20 Point Sensor
AACB2203

10 Point Sensor
AACB2203

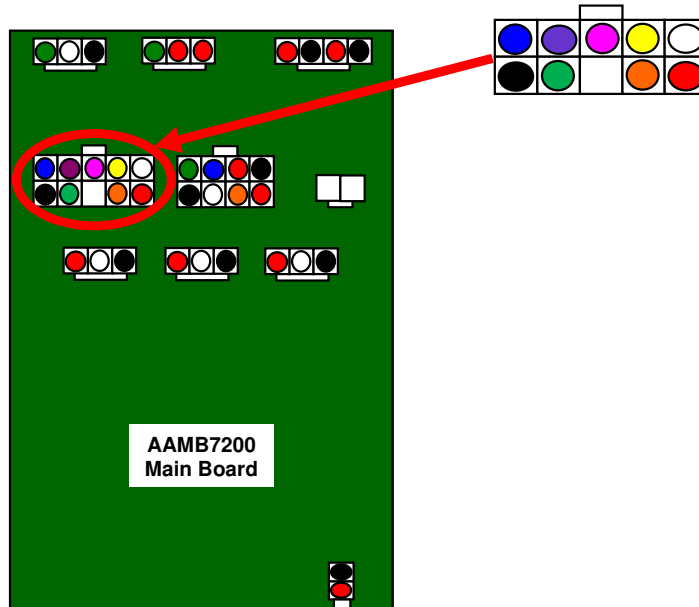


Bottom of Head Piece

Rear of Ramp Piece



AACE7211



Front Left Side of Game

TECHNICAL SUPPORT

Excellent customer service is very important to Bay Tek Games!

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

Electronics / Circuit Boards - Repair Options

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

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

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

Technical Support:

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

Returns, Credits, & Fees:

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

Late Fees and Non-Return Fees - Advance Replacement and Warranty Replacement items require the defective items to be returned by Bay Tek games promptly to avoid Late Fees. We expect items to be returned 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 Games (this includes unused Advance Replacement items). This charge covers our cost to inspect, evaluate and retest each item. Please note that returned items that do not pass our tests will be charged accordingly as replacement items or advance replacements.

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

WARRANTY

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

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

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

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

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

 **ATTENTION** 

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

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

NON-WARRANTY

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

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

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

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