SKEE-BALL
GLOW

SKEE-BALL
WINNER

BAY★TEK
entertainment®

PLACE SERIAL NUMBER
LABEL HERE

FACTORY CONTACT INFORMATION

BAY★TEK

entertainment

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

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

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

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WELCOME TO SKEE-BALL

Congratulations on your Skee-Ball purchase!

Skee-Ball has been entertaining audiences at boardwalks, fairs and entertainment centers for over 110 years.

Please take a moment to read through this manual as it contains a lot of helpful information. Be sure to contact our factory if you have any questions, or would like more information.

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

GAME INSPECTION

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

If damage is found, please contact your freight carrier first.
Then, contact Bay Tek Entertainments' Service Department at
(920) 822-3951 Ext. 1102
Or email them at **baytek.service@thevillage.bz** for further assistance.

GAME SPECIFICATIONS

WEIGHT

NET WEIGHT	645 lbs	293 kg
SHIP WEIGHT	695 lbs	318 kg

SHIPPING DIMENSIONS (1 Pallet)

80" x 32" x 92" at 695 lbs (Class 125)

GAME DIMENSIONS

WIDTH	30"	77 cm
DEPTH	122"	310 cm
HEIGHT	92"	234 cm

GAME HEIGHT WITH MARQUEE

130" (330 cm)

POWER REQUIREMENTS

INPUT VOLTAGE RANGE	100 to 120 VAC		220 to 240 VAC
INPUT FREQUENCY RANGE	50 Hz		60 Hz

MAX OPERATING CURRENT

2 AMPS @ 110 VAC / 1.3 AMP @ 220VAC

OPERATING TEMPERATURE

FAHRENHEIT	45-80 F
CELSIUS	7 - 27 C

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.

SKEEBALL GLOW SET UP

The game will arrive on 1 pallet.
Dimensions of pallet is 80" long by 32" wide by 92" tall.
Please inspect the pallet for shipping damage and report immediately to the freight company if any damage is found.
There will be about 1/2 hour of assembly time needed.
Unbox the pallet and proceed to the assembly instructions.

<u>Tools Needed:</u>
9/16" Wrench   7/16" Wrench   # 2 Square Bit   2 - 3 people

Important:

Portions of this game are heavy, bulky and large. Assembly requires 2-3 people to lift and move heavy game sections.

Working on the Ramp section:
Remove the screws holding the retaining block in place using a # 2 square bit. Remove the retaining block, it is not needed.

Remove the 2 lag bolts using a 9/16" Wrench.

Remove the cardboard box. Open box to access:
- 9 game balls (A5BA5810)
- Game keys
- Game manual
- Locking Wrench (A5WR3800)

A Link Box or Overhead Sign may be included with your shipment, please refer to their individual Set Up Guide.

Working on the rear Target section:
Remove the 2 lag bolts using a 9/16" Wrench.

Remove the screws holding the retaining block in place using a # 2 square bit. Remove the retaining block, it is not needed.

Remove the rear target section from the pallet and place in the final game position in the game room. It is advisable to leave some distance from the wall.

Remove the front ramp section from the pallet and position 2 feet away from the rear target section.

Pull the cable bundles through the holes in the cabinets so that they may be connected.

6
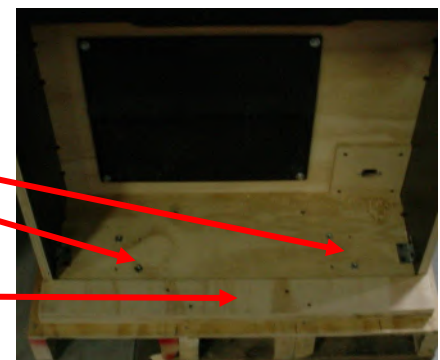
SKEEBALL GLOW SET UP

Begin plugging the connectors from the ramp into the appropriate connectors from the target section.

The green ground wire is located inside the target section.

There are 2 of the red, white, and black 3 pin connectors.
It does not matter how these plugs are connected.

There are 2 of the red, blue, red, and black 4 pin connectors.
It does not matter how these plugs are connected.

Slide the ramp section closer to the target section - making sure that the cables slide neatly into the holes and do not get pinched in between the cabinet sections.

Secure Ramp and Target Sections Together:
Locate the large 5/16" Allen hex tool (A5WR3800) from the cardboard box.

Not to scale

Push the two game sections together completely so both sides are flush.

Insert the large Allen wrench into the right side hole and turn clockwise until latch is completely locked in place.

Similarly, insert the large Allen wrench into the left side hole, but turn counter-clockwise until latch is completely locked in place.

Remove shipping screw:
There is a screw located inside the open front marquee.
This must be removed
using a #2 square bit.
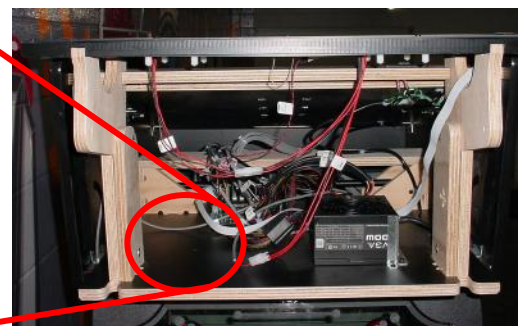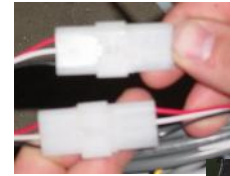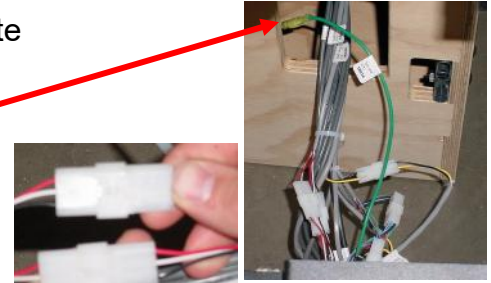
SKEEBALL GLOW SET UP

Lower Front Marquee:
The marquee is shipped folded up to reduce the height of the game during shipping. It can now be folded down.

Remove the lower bolt using a 7/16" Wrench.
Save this bolt for later use!
Remove the black wood spacer and discard, it is not needed.

Similarly, on the left side, remove the lower bolt using a 7/16" Wrench. **Save this bolt for later use!**
Remove the black wood spacer and discard, it is not needed.
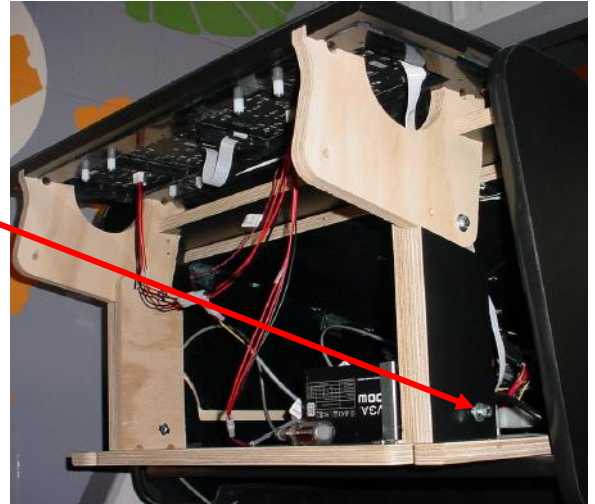
Fold marquee down and re-install the 2 bolts removed earlier.
One of the right side, and one on the left side.
Start both bolts by hand and tighten using a 7/16" wrench
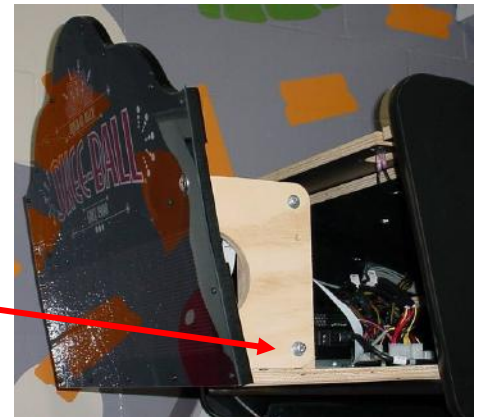
Slide the front marquee into the cabinet and lock the 2 locks using keys located inside the cardboard box.

Locate the game's AC power cord from the cardboard box, plug into the back of the cabinet, and plug into the wall socket.

Power on game:
Flip rocker switch located at the top of the game.
The game is now set up and ready for play!

Use the menu buttons (located inside the lower alley center front door)
to adjust setting to your specific price per play and ticket payout.

Refer to "Motherboard Dipswitch Settings" to change the color of the front plexi and lane covers to BLUE if desired.

If a Grand Marquee Sign or Link Box is included with your purchase, please refer to their individual Set Up Guide.

AVAILABLE OPTIONS TO LINK GAMES

The games can be linked with an Overhead Sign
Part # AASIGN-SBG

Linking features:
- Adjustable jackpot ticket increment per game.
- Adjustable jackpot ticket win.
- Synchronizes scrolling of displays during attract mode.
- Auto selects alley color lighting so each alley is alternating red/blue.
- Enables Bay Tek Go app custom messages.

A Linking Box Part # AAKIT-SBGP may be used instead
in a room with low ceiling height.
Please refer to their individual Set Up Guide.

Only available when using the Glow Marquee or link box, the Bluetooth connectivity can be used to
with the **BayTek Go App.** (Available for download on iOS and Android)

This feature allows the locations to program the scrolling marquees of each alley to show a
customized message, such as birthday announcements and daily specials.

BAYTEK GO APP

Locate the BayTek Go app icon on your device.

Allow App to load.

Select desired machine.

Enter the Pin # 0815

Press Connect

Press the "Refresh List" button to find your games.
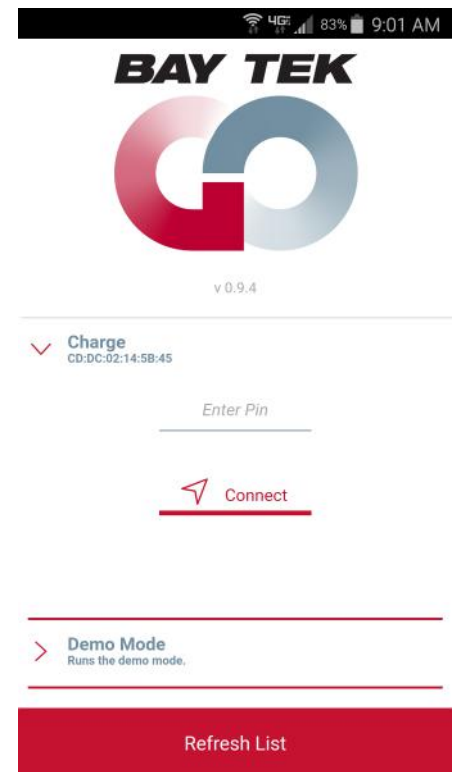
Expand the menus to view current message settings.

Turn messages on or off by hitting the red buttons.
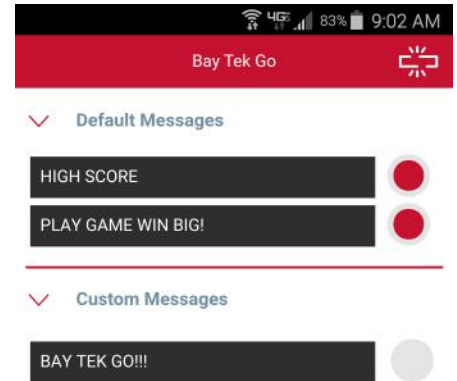
You can add up to 5 custom messages by clicking the + message tab at the bottom of the screen.
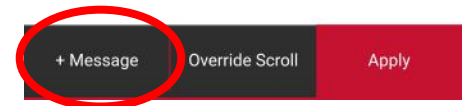
Edit messages and select the display color.
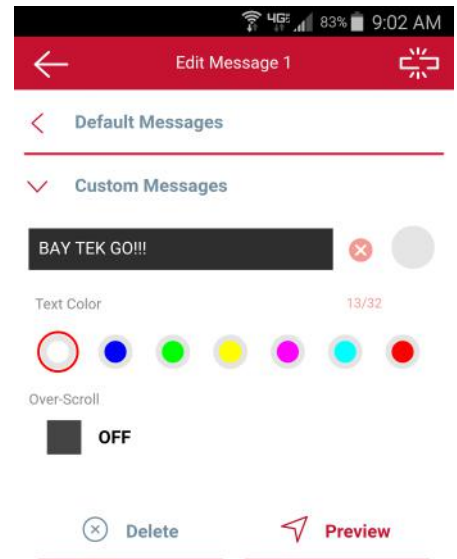
Press "Preview" to view the message on the game's display.
Press "Delete" to remove it.

Press "Apply" to save message.
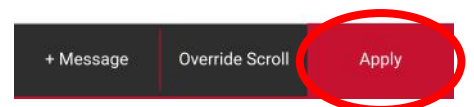
Enter and enable all desired messages.
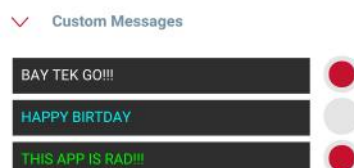
"Over-Scroll" is an option which the selected message will override the game's display.
(Including during game play)

Messages can then be shown even in a busy game room.
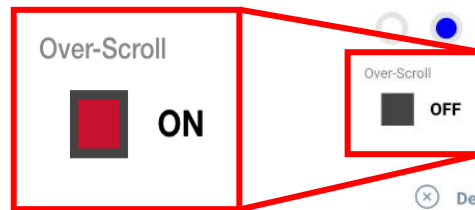
Press the "Override Scroll" tab to open the "Over Scroll Menu"

Select how often the messages will scroll on the game's displays.

Press "OK"

Note: Only the messages in which "Over Scroll" was selected will be enabled.
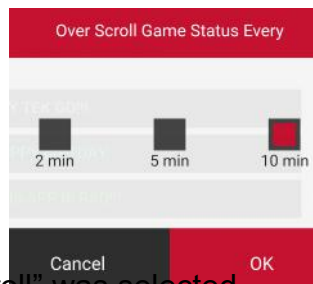
Hit the red "Apply" tab to enable all custom messages.

Be sure to hit "OK" in the confirmation menu.
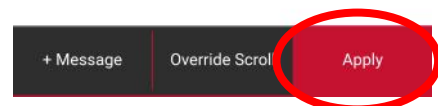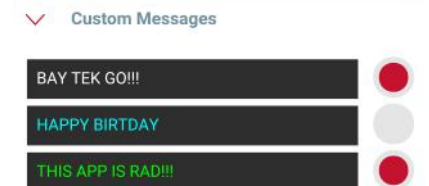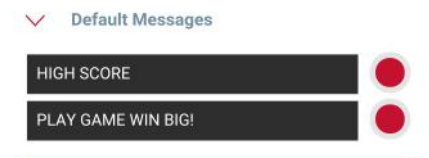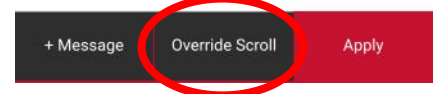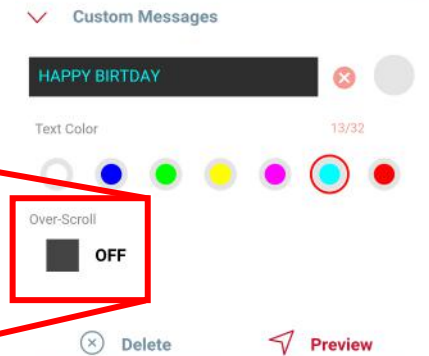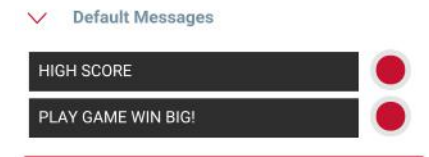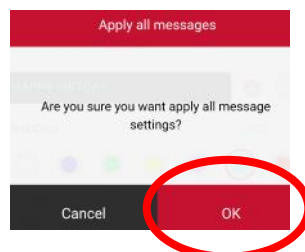
The Skee Ball game is pre-wired with a UCL (Universal Card Link) connector to accept Card Swipe systems from many different manufactures.
Please follow these instructions to make full use of this capability.

This would normally plug into coin mechanism.

AACE18014

To CE18009 & CE18010 cables from Power Distribution Board. This provides 12 VDC and Ground (Com)

AACE18014

Option #1:
Card swipe systems may come with a standard 9 pin Molex connector.
This is the UCL connector.
Simply plug this connector into your card swipe reader.

This plugs into the I/O Aux Board
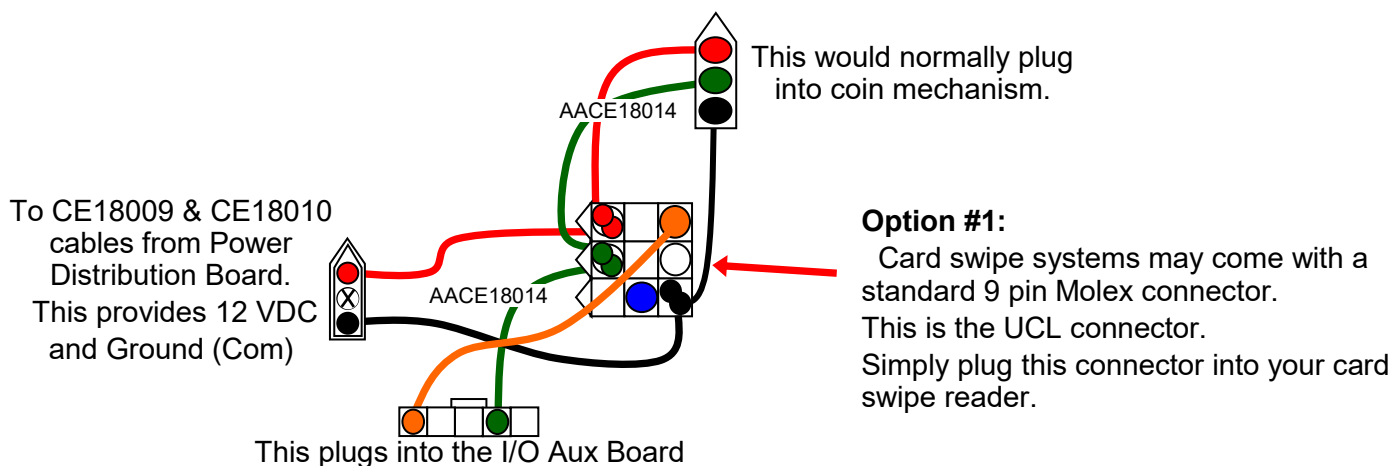
Option #2:
If your card swipe systems does not have a standard 9 pin Molex connector, then you will have to splice wires into the AACE18014 harness.

AACE18014

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

This provides 12 VDC and Ground (Com)

AACE18014

This plugs into the I/O Aux Board
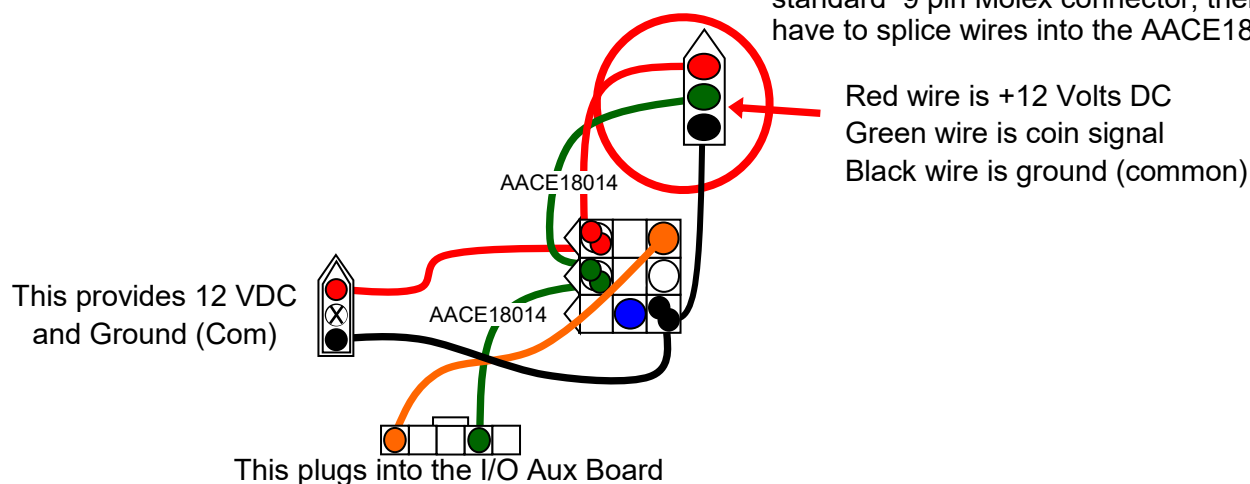
Game Adjustments:
Enter game menu, Set "Set Credits" to 1 (1 Credit per play), Set "Credit Type" to Swipe, or Tap
Set "Game Mode" to Tickets.

On the I/O Aux Boards, set dipswitches #5 and #8 to ON. (Disables low ticket input)

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

- The Bill Acceptor harness can also be used as an alternative to provide a coin-in signal to the game.
Cable part # AACE18008: White wire is signal, Black wire is ground (common).
Danger: Red wire is 12VDC

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HOW TO SET COIN COMPARITOR MECHS

Coin comparators come standard on a Skee Ball game that is not specifically ordered for use with a card swipe system. These mechs are specifically designed to work with any size coin or token. Coin mechs can be swapped between games to identify a faulty mech.

3 items to check on the coin mech:

1.) Slide back the housing and replace the yellow plastic chip with the coin or token you are using. The mech will compare the coin inserted to this coin.

2.) Ensure this switch is up - to the N.C. position. (For normally closed operation)

3.) Pulse speed position.
Set to the middle position for 50 ms

Ensure game makes sound when coin switch is triggered.	Check coin switch—Should be wired normally closed. (NC) Switch should be up.
Verify communication between Motherboard and I/O Aux Board. Game set to large amount of credits per game.	Check wiring to I/O Aux Board. Part #'s CE18004 & CE18005
	Refer to "Game does not coin up" troubleshooting section. Check options in menu.
Faulty coin mech	Swap mech between games to identify a faulty mech

AVAILABLE BLANKING PLATES

A5PL5150   plate used instead of Coin Mech Coin Comparator

A5PL9995   Plate used instead of ticket dispenser

AAME17016   Plate used instead of Bill Acceptor

HOW TO PLAY

Credit your Skee Ball to start the game Balls will be released automatically.

Roll the balls down the ramp, one at a time to score points.

Try to land the ball in the higher value rings to score the most points.

Repeat and Enjoy!
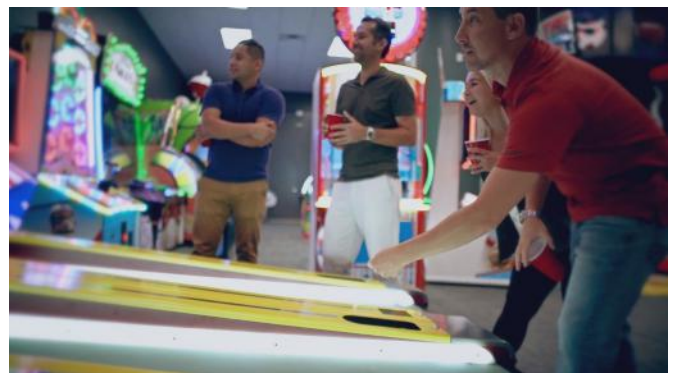
HOW TO ACCESS MENU BUTTONS & I/O AUX BOARD

Unlock the lock in the bottom, middle door below the ramp.

Menu buttons, Speaker, and I/O Aux Board can now be accessed.
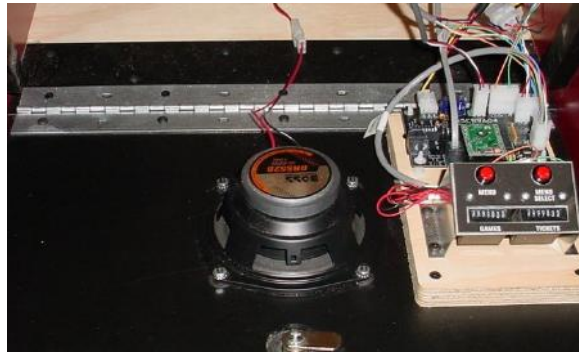
HOW TO ACCESS MOTHERBOARD AND POWER SUPPLY

Unlock the 2 locks in the marquee on the top of game.

Pull marquee straight out.

It will slide outward, then pivot down for easy access of marquee components.

Motherboard, Display Boards, Power Supply, and Power Distribution Board can now be accessed.
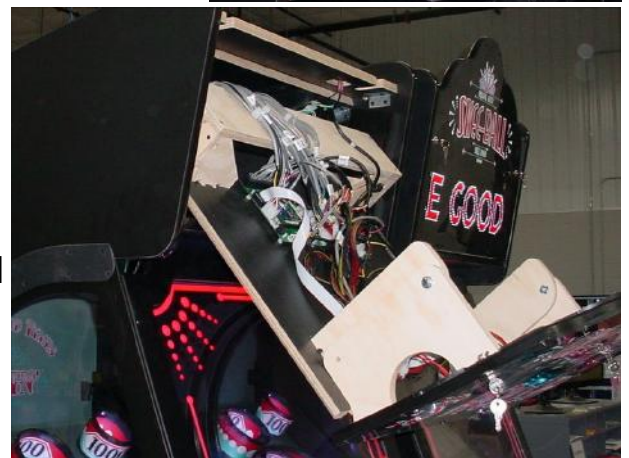
AAMB18000-SBG
Motherboard

AACB5156
Power
Distribution Board

A5LD1052
Display Boards

A5PS1013
Power Supply

MAIN MENU FUNCTIONS

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

Press the "Menu Select" button during attract mode to dispense balls. This is useful to balance the amount of balls in each alley.

Hold the MENU button down for 1 second to open the main menu on the display. This will also automatically clear the credits and tickets owed.

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

Press and hold the "SELECT" button to scroll faster.

Exit the menu at any time by pressing both the Menu button and Menu Select buttons at same time.

MENU	DESCRIPTION	MENU	DESCRIPTION
N1	SOFTWARE VERSION	N7	BALLS PER GAME
N2	SET CREDITS	N8	GAME TIMEOUT
N3	CREDIT TYPE	N9	LOCAL HIGH SCORE RESET MODE
N4	SET VOLUME	N10	RUN DIAGNOSTICS
N5	ATTRACT TIMER	N11	TEST BALL RELEASE
N6	ATTRACT VOLUME		

**The following menu options (N12-N27) are available if dipswitch # 4 is OFF
(Refer to Motherboard Dipswitch Settings page)**

MENU	DESCRIPTION	MENU	DESCRIPTION
N12	EXTRA LAST BALL	N20	CREDIT PER DISCOUNT
N13	SCORE END OF GAME	N21	GAMES PER DISCOUNT
N14	MERCY TICKETS	N22	LOCAL HIGH SCORE BASE
N15	FIRST TICKET SCORE	N23	GAME MODE
N16	SCORE SPAN	N24	WIN OUTPUT TIMER
N17	TICKETS PER SPAN	N25	DISPLAY LAST SCORE
N18	GAME STATS	N26	DISPLAY HIGH SCORE
N19	CLEAR STATS	N27	MIDWAY PAYMENT TYPE
		N36	RESTORE FACTORY SETTINGS

**The following menu options (N28-N36) are available if dipswitch # 4 is OFF on Motherboard
AND
An overhead sign is attached and only accessible from the right hand game.**

MENU	DESCRIPTION	MENU	DESCRIPTION
N28	USE BONUS	N33	SIGN ATTRACT TIMER
N29	BONUS SCORE BASE	N34	CELEBRATION TIMER
N30	WIN BONUS TICKET VALUE	N35	NEW HIGH SCORE BECOMES BONUS SCORE
N31	BONUS MAX TICKETS		
N32	BONUS INCREMENT	N36	RESTORE FACTORY SETTINGS

GAME MENU

Scroll through the menu with the "MENU" button. Make your selection with the "SELECT" Button. Hold the "SELECT" button to scroll faster. Default settings are highlighted in yellow below.

N1 -   SOFTWARE VERSION

Shows the software version of the game.

SKEEBALL - 1.1.7
BVEOY14
Feb 5 2020 09: 05 : 52
Bay Tek Ent.

N2 -   SET CREDITS

0	1	2	3	4	5	6	7	8

Sets the amount of coin pulses needed to start a game. "0" will be free play.
Note: Default menu settings are shown at $1 per play.

N3 - CREDIT TYPE

SWIPE	TAP	COINS	TOKENS	BILLS

Scrolls on the display to instruct player the method of coin up.

N4 - SET VOLUME

0	1	2	3	4	5	6	7	8	9	10

Sets the game's playing volume. "0" means volume is off.

N5 - ATTRACT TIMER

OFF	30s	1m	5m	10m	15m

Sets the time between attract sound cycles. "OFF" means no attract sounds.

N6 - ATTRACT VOLUME

0	1	2	3	4	5	6	7	8	9	10

Sets the volume level of the attract loop when the game is not being played. "0" means volume is

GAME MENU

Scroll through the menu with the "MENU" button. Make your selection with the "SELECT" Button. Hold the "SELECT" button to scroll faster. Default settings are highlighted in yellow below.

N7 - BALLS PER GAME

3	4	5	6	7	8	9

Sets the amount of balls to be played per game.

N8 - BALL TIMEOUT

OFF	20s	30s	1m	2m	3m	5m

Sets the time the game will wait before going to "Game Over" if the balls are not thrown. OFF means no game timeout.

N9 - LOCAL HIGH SCORE RESET MODE

POWER	99 PLAYS	NEVER

Determines if the high score will reset.
99 - It will reset the high score after 99 games.
POWER - The high score will reset when the game is shut down and powered back on.
NEVER The high score will never reset.

N10 - RUN DIAGNOSTICS

Normally shows a 0 - meaning the sensor is clear.
A sensor will show "1" when blocked. This will help determine a faulty sensor.

Gutter Sensor	Ball Release Sensor	Overflow Sensor
1000	2000	3000	4000
5000	10000 Left	10000 Right

N11 - TEST BALL RELEASE

While in this Test mode, press the "Menu Select" button to activate the ball release.
This will also turn on/off the celebration light/bell.
Press the "Menu Select" button again to turn off light and bell.
To run ball release without entering menu, press the "Menu Select" button while in attract mode.

GAME MENU

Scroll through the menu with the "MENU" button. Make your selection with the "SELECT" Button.
Hold the "SELECT" button to scroll faster. Default settings are highlighted in yellow below.

N12 - EXTRA LAST BALL

OFF	10 Sec	20 Sec
		20 Sec

This option applies when the "Balls per Game" set in N7 were not detected.
Sets the amount of time before a ball is given to the player.
"OFF" means no ball will be given, and game will then end at the "Game Timeout" setting.

N13 - SCORE END OF GAME

OFF	5s	10s	15s	20s
OFF				

Set the time that the player's score will show on the display after the game is over.
"OFF" means the score will not display at the end of the game.

N14 - MERCY TICKETS

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

Sets the number of tickets paid out if the player's score is below the first ticket score.

N15 - FIRST TICKET SCORE

0	1000	2000	…	29000	30000	35000	40000	45000	...	85000	90000
	1000										

Sets the amount of points that must be scored before the first ticket is dispensed.

N16 - SCORE SPAN

0	1000	2000	3000	4000	5000	6000	….	27000	28000	29000	30000
	1000										

Sets the additional score needed to dispense the "Tickets Per Span" ticket amount.
Example: If the FIRST TICKET SCORE is set to 1000 and the SCORE SPAN is set to 1000, the first
ticket is issued at 1000 and the next one would be at 2000, then 3000, and every 1000 points thereafter.

N17 - TICKETS PER SPAN

0	1	2	3	…	18	19	20	30	...	100
	1									

Sets the amount of tickets given for every "Score Span" past the "First Ticket Score"

GAME MENU

Scroll through the menu with the "MENU" button. Make your selection with the "SELECT" Button. Hold the "SELECT" button to scroll faster. Default settings are highlighted in yellow below.

N18 - GAME STATISTICS

Reports:
The total number of games.
Average score of these games.
Number of Bonus Wins. (If equipped with optional sign)
An attached sign will also show statistics,
if accessed by the far right game.

N19 - CLEAR STATISTICS

Press the "MENU SELECT" button 3 times to clear the Game Statistics.
An attached sign will also clear statistics, if accessed by the far right game.
Audio chime will sound when cleared.

N20 - CREDIT PER DISCOUNT

0	1	2	3	4	5	6	...	97	98	99

This option is used to give the player free games for every X credits they buy at once. (Bill Acceptor)
Example: If the option is set to 4, then for every 4 credits bought at the same time,
"Games Per Discount" games are given for free.
If the option is set to 20, then for every 20 credits bought at the same time,
"Games Per Discount" games are given for free.

N21 - GAMES PER DISCOUNT

0	1	2	3	4	5

Sets the number of free games given when a player utilizes the "Credit Per Discount" option.

N22 - LOCAL HIGH SCORE BASE

0	1000	2000	...	24000	25000	26000	...	40000	45000	...	85000	90000

Sets the initial high score shown on the game.
Game may be set to show and reset this high score with the "Local High Score Reset" menu option
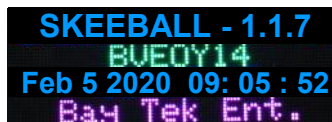
GAME MENU

Scroll through the menu with the "MENU" button. Make your selection with the "SELECT" Button. Hold the "SELECT" button to scroll faster. Default settings are highlighted in yellow below.

N23 - GAME MODE

TICKETS	POINTS / AMUSEMENT ONLY	PRIZES	COUPONS

Tickets - Will show tickets won on screen, and dispense tickets.
Points / Amusement Only - Will not show anything on screen, and not dispense tickets.
Prizes - If score set in "First Ticket Score" is reached, win beacon will flash for time setting in "Win Output Timer" below.

N24 - WIN OUTPUT TIMER

OFF	5s	10s	15s	20s	25s	30s	1m	1m 30s

Sets the number of seconds an available bell and/or beacon will remain for win celebration.

N25 - DISPLAY LAST SCORE

YES	NO

Determines if the game will show the last score on display during the attract mode

N26 - DISPLAY HIGH SCORE

YES	NO

Determines if the game will show the high score on display during the attract mode

N27 - MIDWAY PAYMENT TYPE

DISPENSE	ATTENDANT	WAIT

Sets how the game will pay tickets.
Dispense - Attract mode/next game can be played while tickets are dispensed.
Attendant - Plays the win sound continually until an attendant presses the "Select" menu button.
Wait - Attract mode/next game will not begin until all tickets are dispensed.

SIGN MENU

**The following menu options (N28-N36) are available if dipswitch #4 is OFF
AND
An overhead sign is attached and only accessible from the right hand game.**

Scroll through the menu with the "MENU" button. Make your selection with the "SELECT" Button.
Hold the "SELECT" button to scroll faster. Default settings are highlighted in yellow below.

N28 - USE BONUS

NO	YES

Determines the verbiage used on the jackpot sign display.
If No - the jackpot sign will scroll "Keep the Good Times Rollin"
If Yes - all of the Bonus/Jackpot features below are enabled.

N29 - BONUS SCORE BASE

0	1000	2000	...	39000	40000	41000	42000	...	88000	89000	90000

Sets the score at which the overhead sign will pay the bonus value tickets.

N30 - WIN BONUS TICKET VALUE

0	10	25	50	75	100	150	200	250	300	350	400	450	500	1000	1500	2000	2500

Sets the minimum sign ticket value. Sign will also reset to this value after a win.

N31 - BONUS MAX TICKETS

0	50	100	150	200	250	…	1400	1450	1500	2000	2500	3000	...	9000	9500	9999

Sets the maximum Jackpot value when using progressive jackpot

N32 - BONUS INCREMENT

0	1	2	3	4	5

Set the amount of tickets that the bonus will increment with every game played.
0 means a fixed jackpot (no increment)

SIGN MENU

Scroll through the menu with the "MENU" button. Make your selection with the "SELECT" Button. Hold the "SELECT" button to scroll faster. Default settings are highlighted in yellow below.

N33 - SIGN ATTRACT TIMER

OFF	30s	1m	3m	5m	10m

Sets the amount of time that the sign celebration will remain on when the Bonus Score is reached.

N34 - CELEBRATION TIMER

OFF	5s	10s	15s	45s	1m	1m 30s

Sets the amount of time that the sign celebration will remain on when the Bonus Score is reached.

N35 - NEW HIGH SCORE BECOMES BONUS SCORE

NO	YES

Determines if the high score will become the sign bonus score.

N36 - RESTORE FACTORY SETTINGS

Press the "MENU SELECT" button 3 times to reset all settings to factory defaults.
Audio chime will sound when cleared.
This will also reset the overhead sign settings to factory defaults.

I/O AUX BOARD DIPSWITCH SETTINGS

SWITCH	DESCRIPTION	ON	OFF
1	**SHOW GAME** Set to ON to not dispense tickets and clears all accumulated credits		X
2	**AMUSEMENT ONLY** Set to ON to not dispense tickets		X
3	**NJ LOCKOUT** Set to ON to save tickets owed and unused credits after a power loss		X
4	**1/2 TICKET PAYOUT** Dispenses 1/2 the amount of tickets as shown on screen, rounding up odd amounts.		X
5	**DISABLES LOW TICKET INPUT** Disables the low ticket message on screen. Set to ON when using a card swipe system		X
6	**NOT USED**		
7	**NOT USED**		
8	**USB POWER TO BOARD** Set to ON if no USB input	X	

**Note:
UP is ON**
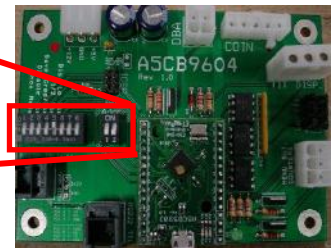
I/O AUX BOARD PINOUT

● = +12V (yellow) ● = +5V (red)

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

● = Ground (black) ● = Output (blue)

● = Input (green)

Inputs:
PD4   Menu Button
PC6   Select Button
PD7   Ticket Notch
PB4   Coin In
PB5   DBA In
D15 (A1)   Low Ticket Switch Input

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MOTHERBOARD DIPSWITCH SETTINGS

All dipswitches on the Motherboard
are normally set to OFF

DIP	DESCRIPTION	ON	OFF
1	**Red Lane Lights** Set to OFF to have RED lane covers and front plexi lights		X
2	**Blue Lane Lights** Set to ON to have BLUE lane covers and front plexi lights		X
3	**Not Used**		X
4	**Home Use Game** Set ON to simplify the menu by only displaying the options most used by home owners.		X

AAMB18000-SBG
Motherboard
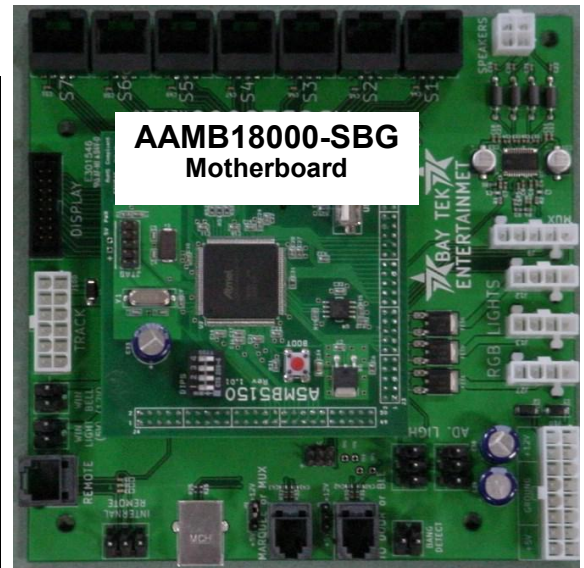
MOTHERBOARD JUMPERS

Motherboard Jumpers are pre-installed at the factory.
Adjustment is not necessary.

Jumper on the
12V side for cable
going to the sign.

No Jumper
Needed

AAMB18000-SBG
Motherboard
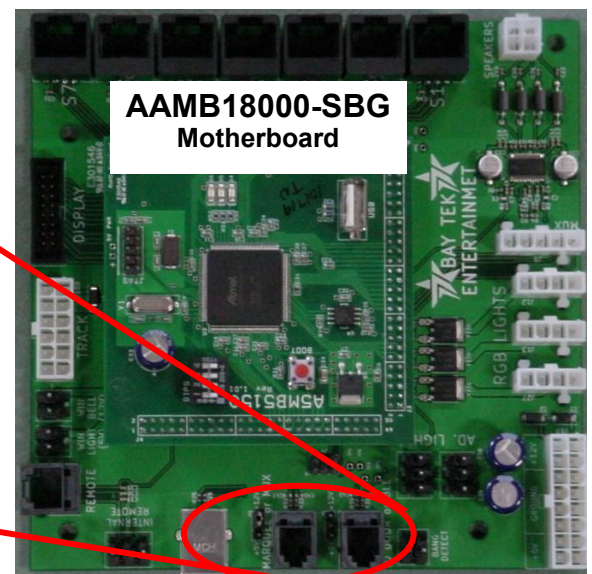
GAME PLAY THEORY OF OPERATION

The game is designed to give points for balls scored through the target playfield.

The Playfield Sensor under each hole will score the points, and will flash the light strip surrounding the score hole.
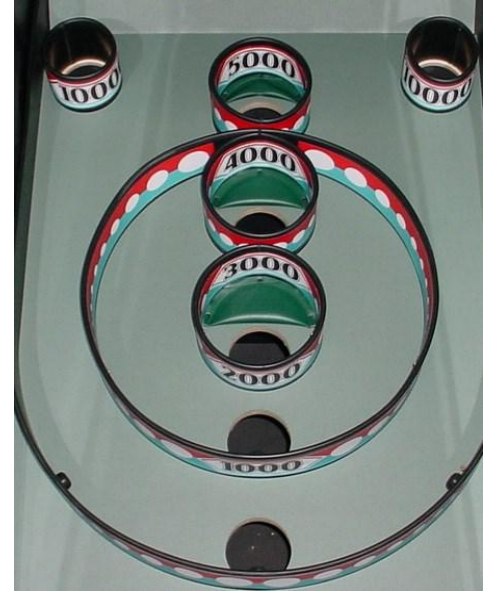
Balls not reaching the target playfield will return to the ball track and the Ball Count Sensor will register them as zero points.

After the desired amount of balls (usually 9) are counted by the Ball Count Sensor and the Playfield Sensors, the game will end.

Ball Count Sensor

Upon coin up, the ball release motor will turn as the Ball Release Sensor counts the balls released.

When the sensor releases the desired amount of balls (usually 9) , the motor will stop.

The Ball Release Motor will not turn if the Overflow Sensor is blocked. This will prevent damage to the motor.

There are spacers on top of these sensors - these are important as they prevent the sensors from raising in the track.

Ball Release Sensor

Overflow Sensor

ERROR CODES

ROLL BALLS MESSAGE
The game thinks there are balls in the ball track waiting to be rolled.
This will disable the motor from releasing more balls.
Remove right side lane cover and check the overflow sensor in ball track. Clean or replace if needed.
Part # AACB3850A

Overflow Sensor
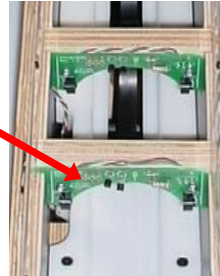
RED DOT ON LOWER LEFT CORNER OF DISPLAY
The game thinks there are no tickets in the ticket tray.

Check the low ticket switch in the left front side of game.

Replace switch if using   tickets. Part #
AASW200

Unplug one of the wires if using not using tickets.
   (Card Swipe systems)

GREEN DOT ON LOWER RIGHT CORNER OF DISPLAY
The game thinks there are too many balls in the ball track.
This will result in the game miss-scoring or giving 0 points for the first few balls rolled.

Most of the time, one alley will be missing balls while this alley has extra balls.
To balance the balls in each alley:
Open the middle lower door to access the menu buttons and hold the "Menu Select" button to engage ball release motor.

If the correct number of balls (9) are in the track, remove right side lane cover and check the ball count sensor at the far end of the ball track.   Clean or replace if needed. Part # AACB3850A

Ball Count Sensor

ALLEY CIRCUIT BOARD OVERVIEW

AACE18025 Rack Sensor
AACE18024 Rack Sensor
AACE18023 Rack Sensor
AACE18022 Rack Sensor
AACE18021 Rack Sensor
AACE18020 Rack Sensor
AACE18019 Rack Sensor

AACE180012 Speaker

AAMB18000-SBG Motherboard

AACE18000 Display

AACE18006 Ball track sensors, ball release motor

Not Used

Not Used

AACE18041 Playfield Shield LEDs

AACE18042 Ramp LEDs

Not Used

AACE18003 Power In from Power Distr. Board

Not Used

AACE17005 Cable to Sign

AACE18004 Communication to I/O Aux Board

AACE18036 Bang Detect from Ramp

AACE18038 2 of Ramp white lights

AACE18010 12 VDC to Coin Door

AACE18003 Power to Motherboard

AACE18045 5VDC to Ramp Lights

AACE18045 5VDC to Ramp Lights

Power In from Power Supply

AACB5156 Power Dist. Board

AACE18004 Power to I/O board

AACE18011 5 VDC to Display Board

AACE18033 12 VDC to front Marquee Lights

Boards located in top of game behind the display.

Board located in bottom of game in front of ramp.

AACE18005 Power in from Power Dist Bd

AACE18008 DBA Cable

AACE18014 Coin Mech

AACE18014 Ticket Dispenser

AACB9605A I/O Aux Board

AACE18014 Low Ticket Switch

Not Used

AACE18015 Menu Buttons & Meters

AACE18005 Communication from Motherboard

28
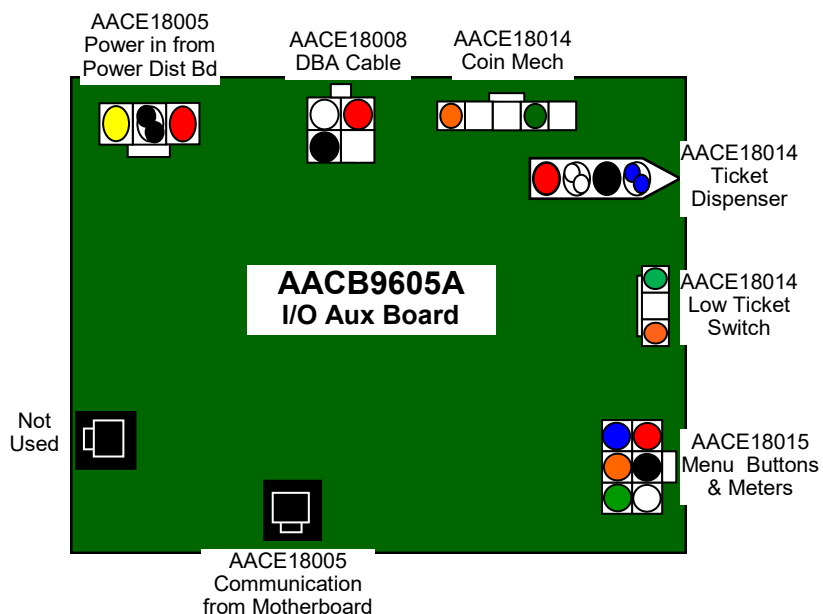
TICKET DISPENSER, COIN MECH, COUNTERS, AND MENU BUTTONS

AACM-AS-COMP
Coin Mechanism

The AACM-AS-COMP coin mechanism will come with a cable.
2 Options:

AACE1527-P

Large Connector

AACE1527

Small Connector

To 12 Volt DC
Bill Acceptor
A5AC9101
(AE2454 U5E)

AACE18014

AACE18009
12 VDC
Power In

AACE18014

AACE18005
Power In
from Power
Distribution
Board

AACE18008

AACE18014

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

AACE18014

To Ticket
Dispenser
 Part # A5TD1
Notch Signal
Com Ground
Enable Signal
12 Volt Power

AACE18014

AACB9605A
I/O Aux Board

AACE18014

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

Menu Select
Button

AAPB2700

AACE18015

Menu
Button

AAPB2700

AACE18015

Tickets
Counter

AACO1020

Game
Counter

29

COMMUNICATION, PLAYFIELD AND RAMP LIGHTS

AAMB18000-SBG
Motherboard

AACB5156
Power Dist. Board

Power In from Power

AACE18006

AACE18012
Speaker from motherboard

AACE18004
Com to Motherboard

AACE18004
5 &12VDC Power to I/O Board

AACE18010

Back of Game

Front of Game

Ball Count Sensor
AACB3850A

Green LED on sensor is normally off since sensor is not blocked.

Green LED will be ON when the sensor is blocked.

AACE18007

AACE18005
5 &12VDC Power to I/O Board

AACE18009
12VDC Coin Door Power

AACE18013

AAMO18000
Ball Release Motor
12VDC
28 - 30 Ohms

Note: A faulty sensor may cause the motor to not release balls!

To coin door coin cable
AACE18014

AACE18005
Com to Motherboard

Ball Release Sensor
AACB3850A

AACB9605A
I/O Aux Board

Not Used

AACE8811
Speaker
3.5 - 4 Ohms

Green LED on sensor is normally off since sensor is not blocked.
Green LED will be ON when the sensor is blocked.

Overflow Sensor
AACB3850A

Important: When replacing sensors, ensure the spacers are reinstalled on wood block.
These will prevent wood blocks from rising in slot.

ALLEY LED LIGHTS & BANG SENSOR

AAMB18000-SBG
Motherboard

AACB5156
Power Dist. Board

AACE18041

AACE18050
Front Window
LED's

AACE18042

AACE18045
5 VDC Power
to Ramp Lights

AACE18045
5 VDC Power
to Ramp Lights

AACE18038

AACE18038

AACE18036

Back of Game

Front of Game

Housings are
colored RED

AACE18043

AACE18080

AACE18081

AACE18044

AACE18051 Ramp Lights

AACE18051 Ramp Lights

AACE18051 Ramp Lights

AACE18051 Ramp Lights

AACE18039

AACE18051 Ramp Lights

AACE18051 Ramp Lights

AACE18046
Ball Chase
LEDs

AACE18046
Ball Chase
LEDs

AACE18051 Ramp Lights

AACE18051 Ramp Lights

AACE18040

AACE8811A
Ramp Bang
Detect Sensor

Ramp Bang Detect
Sensor located
under ramp here.

This sensor feels vibration and
tells the alley lights to start
chasing the ball up the ramp.
3.5 - 4 Ohms

AACE18049
Front Door Light

AACE18049
Front Door Light

AACE18044

AACE18048
Ball Track Light

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AC POWER & POWER SUPPLY WIRING

AACE18045
5VDC to
Ramp Lights

AACE18010
12 VDC to
Coin Door

A5SW18000
On/Off Rocker
Switch on the top
of game

AACE18045
5VDC to
Ramp Lights

AAMB18000-SBG
Motherboard

AACE18003
5 &12VDC
Power to
Motherboard

AACB5156
Power Dist.
Board

Power In from Power

AACE18004
5 &12VDC Power
to I/O Board

AACE17005
Cable to Sign

AACE18011
5 VDC to
Display
Board

AACE18033
12 VDC to
front
Marquee
Lights

DC Voltage
from
Power
Supply

AACE18034
AC Voltage into
Power Supply

AACE18035

A5PS1013
Power Supply

On/Off
Rocker
Switch on
Power
Supply

Line Filter
A5FI9010

Power In Cord
From Wall
A5CORD5

AC Bleeder Board
AACB15001

32

AAMB18000-SBG
Motherboard

AACB5156
Power Dist.
Board

Power In from Power

AACE18003
5 &12VDC
Power to
Motherboard

AACE18000

AACE18011
5 VDC Power
to Display

AACE18033
12 VDC Power
to LED lights
in Marquee

5 VDC Power
to Display

AACE18000

AACE18001

AACE18002

A5LD1052
Display

A5CE9736

A5LD1052
Display

AACE18047
12 VDC Marquee Lights

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PLAYFIELD SENSOR WIRING DIAGRAM

CE18025
CE18024
CE18023
CE18022
CE18021
CE18020
CE18019

Cables plugged across top of motherboard correspond to score sensors.

AAMB18000-SBG
Motherboard

AACE18032

AACB3851A

AACB3851A

AACE18054

AACB3851A

AACE18053

AACE18052

AACE18052

AACB3851A

AACE18052

AACB3851A

AACE18052

Green LED on sensor is normally off since sensor is not blocked.

Green LED will be ON when the sensor is blocked.

AACB3851A

AACE18052

The lights on this diagram are inside the playfield around the scoring holes, locations provided.

AACB3851A

AACE18055

AACB3851A

AACE18056

Cables continue on pass-thru board to the motherboard

AACE18031   CE18025
                   CE18024
AACE18030   CE18023
AACE18029   CE18022
AACE18028   CE18021
AACE18027   CE18020
AACE18026   CE18019

AACB18001

The AACB3851A Sensor Boards plug into the pass-thru board as shown

The cables can be unplugged from the pass-thru board to easily remove the playfield from the cabinet.

TROUBLESHOOTING GUIDE

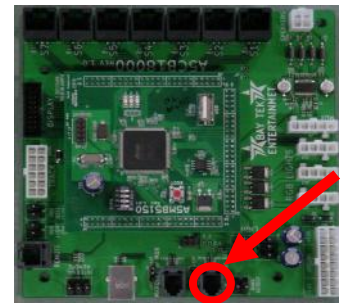| Problem	Probable Cause	Remedy
No power to the game	Unplugged.	Check wall outlet to line filter in back of game. (A5FI9010)
	Faulty Line Filter	Replace Line Filter. (A5FI9010)
	Faulty Cable	Refer to wiring diagram. Check cables CE18035, CE18034
	Rocker Switch on top of game or power supply turned off, or plugs unplugged.	Check rocker switch on top of game. Check rocker switch on power supply. Ensure power cords are pushed up into the back of the power supply and line filter securely. Replace Rocker Switch if needed. Part # A5SW18000
	Circuit breaker tripped	Reset power strip breaker switch or building circuit breaker. Attempt to determine cause.
	Bad power supply.	Refer to Power Supply Diagnostics
LED's lighting up front window plexi not working	Faulty wire or connection.	Check cables CE18050 and CE18041 from Motherboard Check continuity. Check for damaged connector Refer to wiring diagram.
	Faulty LED light strip.	Replace LED light strip if needed. CE18050
Front lower door lights not working	Faulty wire or connection.	Check cables from LED strips to Motherboard. Refer to wiring diagram for the cable path. CE18049, CE18044, CE18042 Check Molex connector at the rear of the ramp. Verify CE18042 is plugged securely to Motherboard.
	Faulty LED light strip.	All ramp lights are supplied by the motherboard If only one light is out, remove and examine LED strip. Replace if needed. Part # CE18049
Alley lane LED lights not chasing up ramp following the ball	Verify lane lights are connected and operational	Check cables from LED strips to Motherboard. Refer to wiring diagram for the cable path. CE18046, CE18039, CE18040, CE18038 Check Molex connector at the rear of the ramp. Verify both CE18038 cables are plugged securely to Motherboard. Ensure supplement 5 VDC from Power Dist Board is OK. 2 of CE18015, CE18080, CE18081
	Faulty LED light strip.	If only one light is out, swap to other side to verify. Replace if needed. Part # CE18046
	Faulty Bang Detector or wiring to Motherboard	Refer to wiring diagram for the cable path. CE8811A, CE18037, & CE18036. Check Molex connector at the rear of the ramp. Replace Detector if needed. AACE8811A
Alley side lights not working	Faulty wire or connection.	Check cables from LED strips to Motherboard. Refer to wiring diagram for the cable path. CE18051, CE18043, CE18044, & CE18042. Check Molex connector at the rear of the ramp. Verify CE18042 is plugged securely to Motherboard.
	Faulty LED light strip.	All ramp lights are supplied by the motherboard If only one light is out, remove and examine LED strip. Replace if needed. Part # CE18051

TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
LED marquee lighting not working	Faulty Cable	Check cables from LED strips to Power Distribution Board (CE18047, CE18033)
	Verify 12 Volts DC from Power Distribution Board	Check for 12 volts DC on CE18033 on Power Distribution Board
	LED strip faulty	Replace LED strip. AACE18047
LED's lighting up playfield rings not working	LED's in rings will light up when hole is scored.	Ensure hole is scoring, if not - refer to Game Scores Wrong Section.
	Faulty wire or connection.	Check for proper connection from LED's to scoring sensor. Check continuity. Check for damaged connector Refer to wiring diagram.
	Faulty LED light strip.	Swap LED light from a different spot. Replace LED light strip if needed.. Refer to Playfield diagram for part numbers.
	Faulty Sensor Board.	Replace sensor board. (AACB3851A)
No Audio	Volume too low	Increase the volume by pressing Menu button, scroll to "Game Volume" and adjust.
	Loose wire	Check audio cable connections from motherboard to speaker. (AACE8811, AACE18013, & AACE18012) Check Molex connector at the rear of the ramp.
	Faulty speaker	Replace speaker (AACE8811)
Balls are not released To test motor: Enter menu and scroll to Test Ball Release	Pinched, broken, or disconnected wiring.	Refer to Wiring Diagram. Verify 12 Volts DC at motor at game coin up. Check Molex connector at the rear of the ramp. Check cables CE18007 & CE18006
	Track Sensor faulty. A blocked sensor will cause ball motor to stop to protect motor.	Check Overflow Sensor. Replace if needed. AACB3850A
	If 12 Volts DC and motor is not moving.	Faulty motor. Replace AAMO18000
	Motherboard defective.	Replace Motherboard. (AAMB18000-SBG)
Too many balls are released.	Sensor at ball release blocked, dirty, or faulty.	Clean sensor at ball release. Green LED should only come on when blocked. Replace if needed. (AACB3850A)
	Pinched, broken, or disconnected wiring.	Check connections from sensor board to main board. Check continuity on wires. CE18007 & CE18006 Check Molex connector at the rear of the ramp.
Not enough balls are released Game is waiting for player to throw balls and there are none left in track	Ball count opto sensor is defective at far end of ramp.	If this sensor misses a ball, the game will continue waiting until game time-outs. Replace sensor. (AACB3850A)
	Pinched, broken, or disconnected wiring.	Check connections from sensor board to main board. Check continuity on wires. CE18007 & CE18006 Check Molex connector at the rear of the ramp.
	Opto sensor at ball release is defective.	If this sensor "sees" 2 balls instead of one. Replace sensor. (AACB3850A)

TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
Display not working	Pinched, broken, or disconnected wiring.	Refer to wiring diagram. Ensure 5 volts DC on CE18011, CE18002 & CE18001 cables from power distribution board. Check communication ribbon cable from Motherboard to Display Boards. Part # CE18000
	Faulty Display Module	Swap display modules inside cabinet to isolate the issue. Replace display if needed. A5LD1052
Dollar Bill Acceptor not functioning Ensure Bill Acceptor is set to "Always Enable" **Important : Only 12 Volt DC DBA is to be installed.**	Check for power to Bill Acceptor.	Acceptor should cycle stacker at game power up. If not, check cable connections.
	Dirt or debris in acceptor slot.	Refer to "How to Clean Bill Acceptor" Or clean with bill reader cleaning card. (A5CC9000)
	Pinched, broken, or disconnected wiring.	Check wiring from bill acceptor to I/O Board. (CE18008) Repair or replace wiring harness. Make sure wires are secure in connectors.
	Bill acceptor problem Part # A5AC9101 (AE2454 U5E)	Refer to troubleshooting section of Bill Acceptor manual itself, the diagnostics label of the back of the unit.
Tickets do not dispense or Wrong amount dispensed	Tickets on monitor does **not** match tickets coming out of game.	Opto Sensor on ticket dispenser dirty. — Blow dust from sensor and clean with isopropyl alcohol. Faulty ticket dispenser. — Replace with working dispenser to isolate the problem. (A5TD1) Notch on tickets cut too shallow. — Flip tickets and load upside-down to have large cut notch toward opto sensor. Faulty cable. Disconnected, loose or broken wires. — Check connectors from ticket dispensers to I/O Aux board. Check for continuity. Cables AACE18014 Enter Diagnostic menu and test Dispenser Check dipswitches on I/O Aux Board — There are many options that affect ticket payout using the dipswitches. Refer to Dip Switch Setting page. Faulty I/O Board — Replace I/O Board. AACB9605A
	Tickets on monitor do match tickets coming out of game.	Settings in Menu are incorrect. — Enter Menu and check certain areas: First Ticket Score Score Span Tickets per Span Mercy Tickets Check Dipswitches on I/O Aux Board Ensure only Dip # 8 is set to ON.
Low Tickets Red Dot on monitor	Tickets are empty in ticket tray	Load tickets into tray. Ensure tickets hold down micro switch wire.
	Faulty cable. Disconnected, loose or broken wires.	Check connectors from low ticket switch to I/O board. Check for continuity. (AACE18014)
	Faulty low ticket switch.	Inspect switch and replace if needed. (AASW200)
	Faulty I/O Board	Check dipswitches on I/O Board, Replace I/O Board if needed. AACB9605A

TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
Menu Buttons not working	Game also does not coin up?	Check communication cable from Motherboard to I/O Aux Board. CE18004, CE18005. Check Molex connector at the rear of the ramp. Ensure power to I/O Aux Board.
	Pinched, broken, or disconnected wiring.	Refer to wiring diagram. Ensure 12 & 5 volts DC on CE18004, CE18005 cables from power distribution board. Check 18015 cable from I/O Aux Board to Menu Buttons.
	Faulty Menu Button	Swap buttons to isolate the issue. Replace if needed. AAPB2700
Counters /Meters do not work	The 2 wires crimped together may be faulty	Inspect crimp to ensure good connection on meter cable
	Pinched, broken, or disconnected wiring	Check connections from counters to I/O Aux board. Check continuity on wires. (AACO1020, CE18015)
	I/O Aux board faulty.	Replace I/O Aux board. (AACB9605A)
Game scores wrong	Game starts with a score already on display or scores double points.	Sensor is defective under score hole. Enter menu, go to Diagnostics Menu to check sensors. Refer to wiring diagram. Sensors cables plug into pass-thru board (AACB18001) to ease removal of playfield. Ensure cables are properly connected to it.
	Faulty Score Sensor	Replace defective sensors (AACB3851A)
Game does not coin up Game will have an audio track sound from speakers when coin switch triggered. Ensure 12 VDC on CE18009 & CE18010 from Power Dist Board Check for "Roll balls" message on display		Check power into I/O Board - CE18004 & CE18005 from power distribution board. Check for 12 Volts DC into CE18014 cable from CE18009 cable. Also check 12 VDC on CE18010 from Power Distribution Board Check wiring from coin switch to I/O board. CE18014 Card swipe systems must tie into the green and black wires.
	Communication to Motherboard faulty. (Motherboard is located behind display) Game will not coin up, and will not go into menu if the communication is faulty. Coin Mech issue.	Ensure CE18005 cable is plugged into correct phone socket on I/O board. Replace if needed. Check CE18004 cable to motherboard behind the Display. Ensure this cable is plugged into the correct socket on motherboard. Check Molex connection at the rear of the ramp. Swap coin mech from different game. Replace if needed.

TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
Lane matting or target area is dirty	Matting will get dirty with use.	Clean with "Scrubbing Bubbles" brand cleaner.
Green Dot on Display **Game miss-scoring or giving 0 points for the first few balls rolled.**	Too many balls in the ball track. Faulty cable. Disconnected, loose or broken wires. Faulty Ball Count Sensor. Faulty Motherboard.	Open the middle lower door to access the menu buttons and hold the "Menu Select" button to engage ball release motor. Faulty cable. Disconnected, loose or broken wires. CE18007, CE18006 to Motherboard Replace Ball Count Sensor. AACB3850A Replace Motherboard. (AAMB18000-SBG)
Roll Ball Message on Display	The game thinks there are balls in the ball track waiting to be rolled. Faulty sensor.	Remove right side lane cover and check the overflow sensor in the ball track. This will cause the motor not to release balls. Replace sensor. AACB3850A Important: When replacing sensors, ensure the spacers are reinstalled on wood block. These will prevent wood blocks from rising in slot, and possibly damaging the ball release motor.

POWER SUPPLY DIAGNOSTICS

1.) Verify AC power to game. Check the rocker switch on top of the cabinet.

2.) Check power in connection to power supply.

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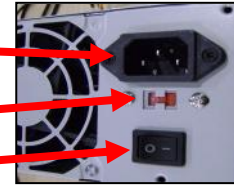
4.) Ensure Power switch is on.

5.) Ensure fan is turning.
 - If power supply fan is turning and there is no 12 Volt out:
       Check power supply cables to the Power Distribution Board.
       This board takes the power in, and directs it to the different 12 volt loads.

Unplug all power out connectors from the left side of the Power Distribution Board.

Turn on game and if it boots correctly, plug one cable in at a time until the issue is found.

Replace power supply if this board is not receiving 12 volts. (A5PS1013)
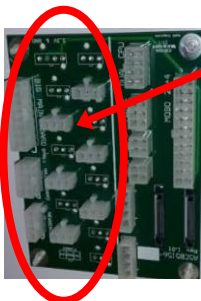
- If   power supply fan is not turning, replace power supply part # A5PS1013

BILL ACCEPTOR INFORMATION

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. A 12 Volt DC Bill Acceptor must be used.
   Standard 12 Volt DBA is MEI # AE2454-U5E   Part # A5AC9101

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

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

If power is OK:
Clean Bill Acceptor path to make sure there is nothing jamming unit.
Check dipswitch settings on side of acceptor.
   Make sure switch # 8 is OFF for Always Enable

ERROR CODES
 Count the number of flashes on front bezel of Bill Acceptor and follow chart for repair.
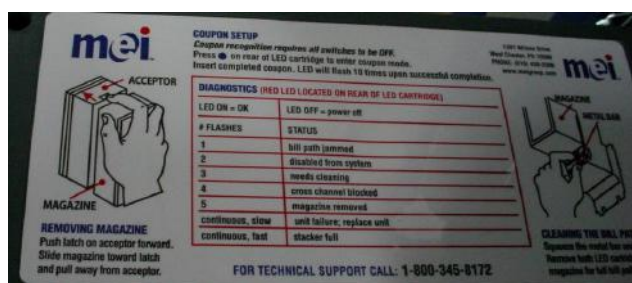
HOW TO ACCESS TARGET SENSORS

Remove the 4 bolts (A5SCHX025) from the front plexi using a 5/32" Allen Wrench.

Lower front plexi slightly and unplug the square Molex connector and then remove front plexi from cabinet.

Remove the 2 screws in the left and right rubber ends using a Phillips screwdriver

Pivot and pull the playfield to the left to access the cables on the lower left corner.

Unplug the game harness cables from the right side of the jumper board to free the playfield from the cabinet. The playfield can now be removed from the game, and sensor boards can be replaced.

For installation: position playfield into cabinet and plug cables into the right side of jumper board as shown.

| 18025 |
| 18024 |
| 18023 |
| 18022 |
| 18021 |
| 18020 |
| 18019 |
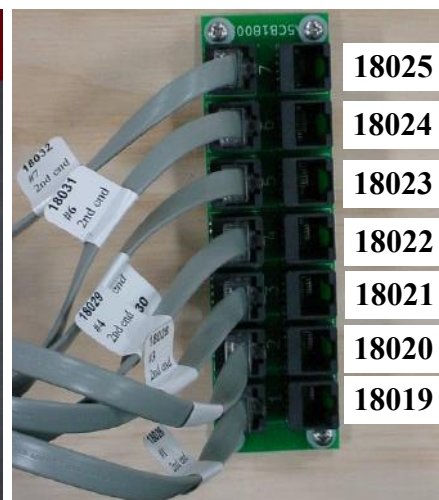
HOW TO CHANGE BALL RELEASE MOTOR

Unlock the lock on the right lane cover of the alley using a H95 Key.

Slide yellow lane cover forward and remove from alley.

Remove the balls in the track.

Slide up both wood blocks holding the sensors.

Unplug the connectors, and remove the sensors from the cabinet.

Remove the 4 mounting screws using a #2 Square Bit screwdriver.
Remove the white plastic ball track from cabinet.

Remove the small cotter pin from the motor shaft, and remove the black plastic wheel.

Remove roll pin and save for   re-installation of new motor.

Remove the 4 bolts attaching the motor bracket to the wood cabinet using a 7/16" wrench.
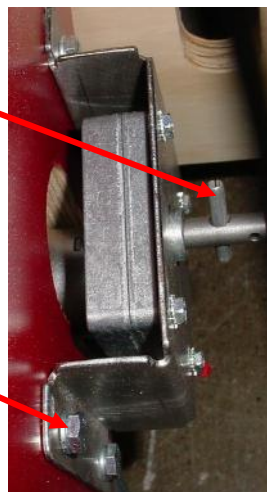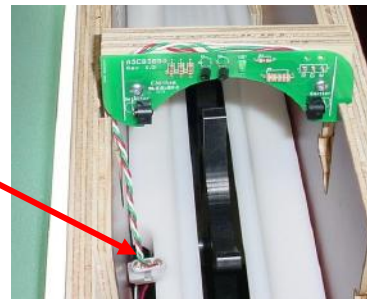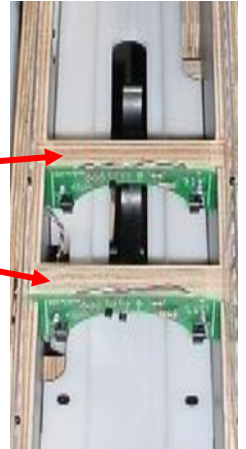
HOW TO CHANGE BALL RELEASE MOTOR

Pivot motor/bracket and lift upward out of channel.

Remove 4 bolts using 5/16" wrench to re-move old motor from bracket.

Unplug motor power from the yellow & black wire connector.
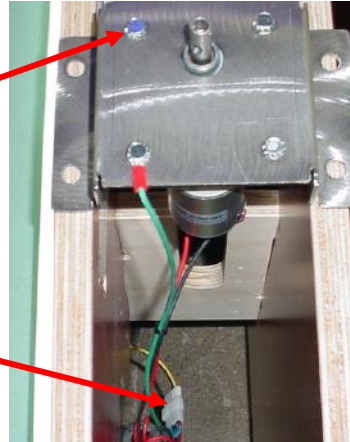
Install new motor onto bracket, plug new motor into yellow & black wire connector and re-install into channel as before.

Important: Ensure the roll pin is installed into the new motor before attaching the black plastic wheel. Make sure the slot for the roll pin is facing to the left, toward the roll pin.

Slide the black plastic wheel onto the shaft of the motor so the roll pin is fully seated into the slot.

The cotter pin can now be installed into the motor shaft and bent to prevent the black plastic wheel from sliding off.
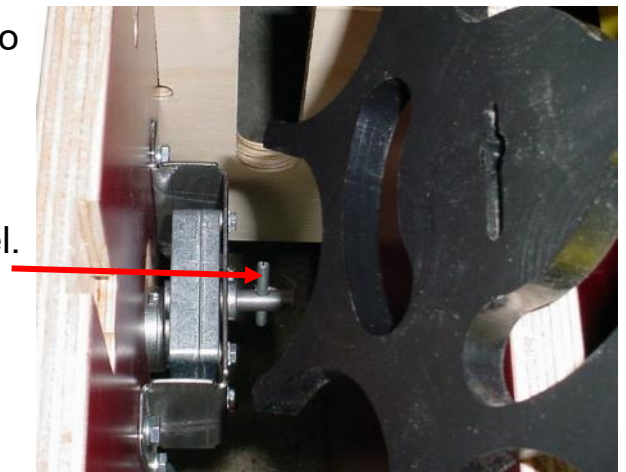
Re-install the white plastic ball track and both   sensors.

Make sure the sensor's cable is tucked down away from the path of the ball.

HOW TO UPDATE SOFTWARE

The motherboard software can be easily updated with a USB flash drive stick.

Instructions:
Copy the program file onto a blank USB thumb drive stick.
Make sure the game is turned ON.

Insert the USB thumb drive into the slot on the motherboard assembly.

Press the red "Boot" button on the board.

The process will be complete in seconds.
Remove the USB stick, the software has been update.

AAMB3852-SBG
Motherboard
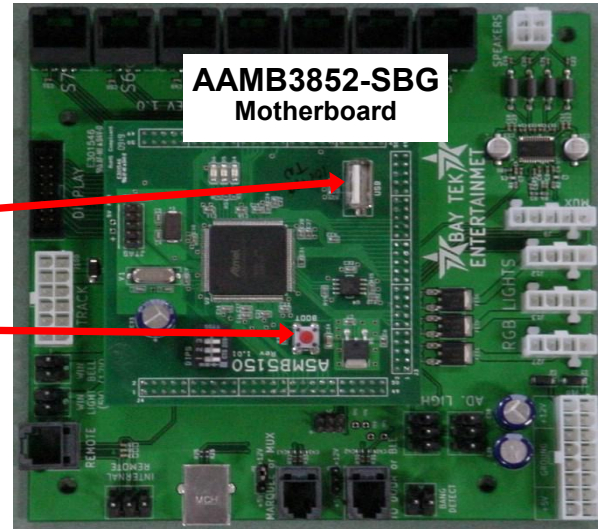
AAMO18005 BALL RELEASE ASSEMBLY

A5WAET020
A5BOHH030
A5PIRO015
A5PICZ005
A5CL3401
WARR0019-SBGP
A5ME17015
AAMO18000
Motor Resistance
28 - 30 Ohms
A5BOHH040
A5WASI020
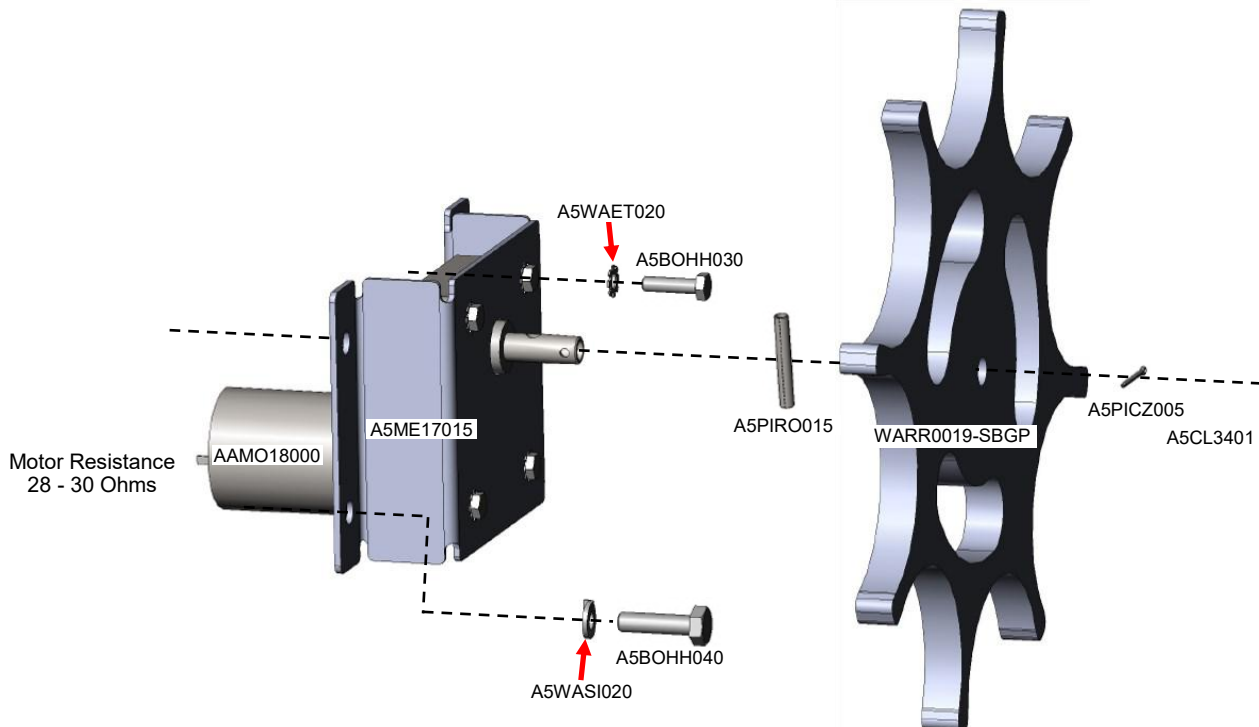
Part #	Description	Quantity on Assembly	Part #	Description	Quantity on Assembly
A5BOHH030	Hex Head Bolt 10-32 X 3/4"	4	A5PIRO015	Roll Pin 3/16" Dia X 1 1/4"	1
A5BOHH040	Hex Head Bolt 25-20 X 1"	4	A5WAET020	#10 Tooth Lock Washer	4
A5ME17015	Ball Release Motor Bracket	1	A5WASI020	1/4" Split Washer	4
AAMO18000	Ball Release Motor, 10 RPM,	1	WARR0019-	Black Plastic Cogged	1
A5CL3401	Cotter Pin 3/32" Dia X 1/2"	1			

PLAYFIELD PARTS

A5DE18006
Backboard Decal

AATA18000-10000R
10000 Point Target
Right Ring

AABU8701
Anti-ball Jam
Obstacle (Set of 2)

AATA18000-10000L
10000 Point Target
Left Ring

AABU8101
Bumper for 100/10000
Score Rings

AATA18000-5000
5000 Point Target Ring

AABA8100
Small Sand Bag

AATA18000-4000
4000 Point Target Ring

AABA8101
Medium Sand Bag

AATA18000-3000
3000/2000 Point
Target Ring

AABA8102
Large Sand Bag

AATA18000-2000
Large Circle
w/1000 Decal

AABU8100
Bumper &
Post

AATA18000-1000
U Shaped Target

AABU8101
Bumper for 100/10000 Score Rings

AABU8100
Bumper & Post

Additional Parts for Playfield

Part #	Description	Quantity on Assembly	Part #	Description	Quantity on Assembly
A5DE18003	Ring Value Set of Decals	1	AACE18053	Playfield Ring Lights, Glow	1
AACB3851A	Score Sensors	7	AACE18054	Playfield Ring Lights, Glow	1
AAPF18000	Entire Playfield Assembly, Glow		AACE18055	Playfield Ring Lights, Glow	1
AACE18052	Playfield Ring Lights, Glow	5	AACE18056	Playfield Ring Lights, Glow	1

PARTS LIST

PART #	DESCRIPTION	PART #	DESCRIPTION
A5AC9101	12 Volt Dc Bill Acceptor Option	A5ME17014	Metal, Ball Ramp Front
A5BA5810	Ball, Blue Smooth	A5ME17015	Metal, Motor Ball Release Bracket
A5BK6035	Bracket, Light	A5ME18000	Metal, Left Ramp Cover, Black
A5BK9999	Bracket, Power Supply Mounting	A5ME18001	Metal, Right Ramp Cover, Black
A5CA2102	Cam, Lock, Coin Mech Door	A5ME8123	Metal, Rear Carpet Clamp
A5CE9736	Ribbon Cable Jumper	A5ME8616	Metal, Coin Door Frame
A5CORD5	Cord, Ac Computer Cord, 6.5'	A5ME8620	Metal, Coin Box, Black, Sb Classic
A5DE0042	Decal, Menu/Volume Decal	A5PL8600	Plug, Plastic Round Plug 1-3/8" Dia
A5DE18000	Decal, Face Plate/Display	A5PS1013	Power Supply, EVGA 500
A5DE18002	Decal, Playfield Protectant	A5SW18000	Switch, Rocker
A5DE18003-1000	Decal, Target Value 1000	A5TD1	Ticket Dispenser, Entropy
A5DE18003-1000/O	Decal, Target Value 1000 Outside	A5VF17000	Vacuum Form, Ball Hop
A5DE18003-10000	Decal, Target Value 10000	A5WR3800	Wrench, Allen, 5/16
A5DE18003-10000/I	Decal, Target Value 10000 Inside	AABA8100-SET	Set Of Sand Bags
A5DE18003-2000	Decal, Target Value 2000	AABA8100	Small Sand Bag Assembly
A5DE18003-2000/IL	Decal, Target Value 2000 Inside Left	AABA8101	Medium Sand Bag Assembly
A5DE18003-2000/IR	Decal, Target Value 2000 Inside Right	AABA8102	Large Sand Bag Assembly
A5DE18003-3000	Decal, Target Value 3000	AABK1013	Bracket, Pushbutton/Counters
A5DE18003-4/5000/O	Decal, Target 4000&5000 Outside	AABU8100	Bumper And Post
A5DE18003-4000	Decal, Target Value 4000	AABU8101	Bumper For 100/10000 Score Rings
A5DE18003-5000	Decal, Target Value 5000	AABU8701	Obstacle Bumpers, Set Of 2
A5DE18004	Light Covers, Petg, 26" Long	AACA17000	Cork Carpet Assy, Ramp
A5DE18005	Decal, Ball Socket Light Covers	AACA17001	Cork Carpet Assy, Backboard
A5DE18006	Decal, Backboard	AACA8103-L	Carpet Assy, Ball Deflector, Left
A5DE18008	Light Covers, Petg, 2 5/8" Long	AACA8103-R	Carpet Assy, Ball Deflector, Right
A5DE18009	Light Covers, Petg, 4" Long	AACA8104	Carpet Assy, Playfield
A5DE18010	Light Covers, Petg, 7 1/4" Long	AACB15001	PCB Assy, Bleed Resistor Board
A5FI9010	Filter, Inline	AACB18001	PCB, 7 Position Rj12 Pass-Thru
A5FO8103	Foam, Black Neoprene Set	AACB3850A	Sensor Board, Alley Track
A5HA3850	Handle, For Cash Box	AACB3851A	Board, Alley Score Sen
A5LA3850	Latch, Panel Fastening	AACB5156	PCB, Power Dist. Board
A5LA3851	Latch, Receptacle End	AACB9605A	PCB, Door Interface Board
A5LK2001	Lock, Cash Box	AACE17005	Communication Cable For Sign
A5LK5002	Lock, 7/8", H95 Key Code	AACE1710	Cable, 4" Door Ground Cable
A5LK5002	Lock, 7/8", H95 Key Code	AACE18000	Display Ribbon
A5ME15005	New Tray Insert 18 Ga Galv	AACE18001	Display Power Jumper
A5ME17000	Metal, Drawer Guide Rod	AACE18002	Display Power Jumper
A5ME17007	Metal, Curved Front Door	AACE18003	Main Board Power
A5ME17008	Metal, Ticket Door Assembly	AACE18004	Communication To I/O Aux Board
A5ME17009	Metal, Coin Door Assembly	AACE18005	Power In From Power Dist Board
A5ME17010	Metal, Ticket Door Bracket	AACE18006	Sensors & Motor Power From Head
A5ME17011	Metal, Rail Bracket	AACE18007	Sensors & Motor Power From Ramp
A5ME17012	Metal, Front Ramp Guard	AACE18008	12 V Dba Power
A5ME17013	Metal, Ball Track Side	AACE18009	12v Coin Door Power From Ramp

PARTS LIST

PART #	DESCRIPTION	PART #	DESCRIPTION
AACE18010	12v Coin Door Power From Head	AACE18054	Playfield Ring Lights
AACE18011	5v Display Power	AACE18055	Playfield Ring Lights
AACE18012	Speaker Power From Head	AACE18056	Playfield Ring Lights
AACE18013	Speaker Power From Ramp	AACE18077	Front Door Hinge To Stud
AACE18014	Ticket Dispenser And Coin Door	AACE18080	Left 5 Volt Addressable Lights Power
AACE18015	Menu Buttons & Counters	AACE18081	Right 5 Volt Addressable Lights Power
AACE18016	Line Filter To Stud Grnd	AACE8811A	Cable Assy, Speaker
AACE18017	Right Ramp And Coin Door Ground	AACM-AS-COMP	Coin Mechanism
AACE18018	Left Ramp And Ticket Ground	AACO1020	Counter Assy, No Feet
AACE18019	Playfield Sensor #1 From Head	AAMB18000-SBG	Motherboard, Skeeball Glow Game
AACE18020	Playfield Sensor #2 From Head	AAME17016	Dba Blanking Plate W/Plug
AACE18021	Playfield Sensor #3 From Head	AAMO18000	Motor, Ball Release With Cotter Pin
AACE18022	Playfield Sensor #4 From Head	AAPB2700	Push Button Assembly
AACE18023	Playfield Sensor #5 From Head	AASW200	Low Ticket Switch
AACE18024	Playfield Sensor #6 From Head	AATA18000-1000	U Shaped Target Ring
AACE18025	Playfield Sensor #7 From Head	AATA18000-10000L	10000 Point Target Left Ring
AACE18026	Playfield Sensor #1 From Pf	AATA18000-10000R	10000 Point Target Right Ring
AACE18027	Playfield Sensor #2 From Pf	AATA18000-2000	Large Circle W/1000 Decal
AACE18028	Playfield Sensor #3 From Pf	AATA18000-3000	3000/2000 Point Target Ring
AACE18029	Playfield Sensor #4 From Pf	AATA18000-4000	4000 Point Target Ring
AACE18030	Playfield Sensor #5 From Pf	AATA18000-5000	5000 Point Target Ring
AACE18031	Playfield Sensor #6 From Pf	W5HG1070	Hinge, 18", Single Bend
AACE18032	Playfield Sensor #7 From Pf	W5TM4000	T-Mold,7/8"Black
AACE18033	Power To Marquee Light	WACA15041-H	Ticket Tray Handle, In House
AACE18034	Power Switch To Power Supply	WACA17009	Right Playfield Hook
AACE18035	Power Switch To Line Filter	WACA17012	Front Head Trim
AACE18036	Bang Detect Speaker From Head	WACA17013	Smartboard Guide Hook, Left
AACE18037	Bang Detect From Ramp	WACA17014	Smartboard Guide Hook, Right
AACE18038	Addressable Light Power From Head	WACA17020	Foot Pad
AACE18039	Left Addressable Light Power	WACA17021	Playfield Stopper
AACE18040	Right Addressable Light Power	WACA17023	Smartboard Guide
AACE18041	Acrylic Playfield Light Power	WACA17024	Back Door Cover
AACE18042	RGB Lights Power From Head	WACA17027	Light Display Frame
AACE18043	Left Ramp RGB Lights Power	WACA17034	Inner Front Window
AACE18044	Right Ramp RGB Lights Power	WACA17035	Left Outer Harp
AACE18045	5volt Addressable Lights Power, Head	WACA17036	Left Inner Harp
AACE18046	Addressable Ramp Lights	WACA17037	Left Side Outer Window
AACE18047	Marquee Light	WACA17038	Right Side Outer Window
AACE18048	Ball Track Light	WACA17039	Right Outer Harp
AACE18049	Front Door Lights	WACA17040	Right Inner Harp
AACE18050	Acrylic Playfield Cover Light	WACA17056	Back Ball Track
AACE18051	Ball Track Ramp Lights	WACA17057	Front Ball Track
AACE18052	Playfield Ring Lights	WACA17059	Front Door Stopper
AACE18053	Playfield Ring Lights	WACA17062	Ticket Door Bottom

PARTS LIST

PART #	DESCRIPTION
WACA17063	Drawer Guide
WACA17064	Ticket Door Stabilizer
WACA17065	Stabilizer Front
WACA17066	Hinge Plate
WACA17067	Ticket Door Brace
WACA17070	Left Ramp Bumper
WACA17071	Right Ramp Bumper
WACA17077	Coin Door Bottom
WACA17080	Ball Track Window
WACA17081	Front Door Acrylic Cover
WACA17082	Front Door Acrylic
WACA17083	Ball Track Frame
WACA17084	Ball Release Motor
WACA17085	Access Door
WACA17091	Middle Ball Track
WACA17094	On/Off Switch Plate
WACA17095	Playfield Ball Stop
WACA17096	Left Playfield Hook
WACA18002	Display Frame
WACA18003	Display Backer
WACA18004	Display Acrylic
WACA18027	Side Window
WACA18028	Front Window
WACA18033	Outer Front Window
WACA18074	Rail Acrylic
WACA18077	Front Door
WACA18078	Rail Acrylic Cover
WACA18079	Cable Cover

PARTS PICTURES

A5BA5810	A5BK6035	A5BK9999	A5BURU010	A5CA2102	A5FI9010	A5FO8103
A5HA3850	A5LA3850	A5LA3851	A5LD1052	A5LK2001	A5LK5002	A5PICZ005
A5PIRO015		A5TD1	A5WR3800	AABA8100	AABA8101	AABA8102
AABK1013	AACA8103-L	AACA8103-R	AAMO18000	AAPB2700	AACO1020	AASW200
W5TM4000	A5DE0042	A5ME5150	A5ME8123	A5ME8616	A5ME8620	A5CE9736
A5CORD5		AACE1710	AACE18000	AACE18001	AACE18002 AACE18003	AACE18004
AACE18005	AACE18006	AACE18007	AACE18008	AACE18009	AACE18010	AACE18011
AACE18012	AACE18013	AACE18014	AACE18015	AACE18016	AACE18017	AACE18018 AACE18019
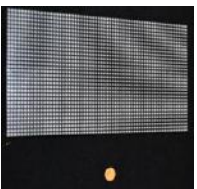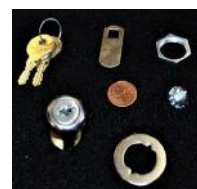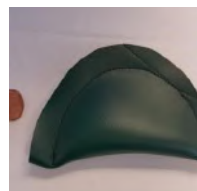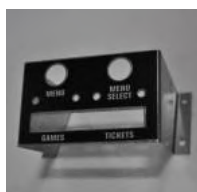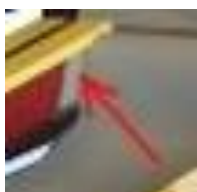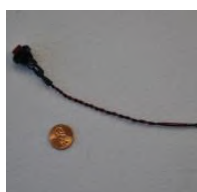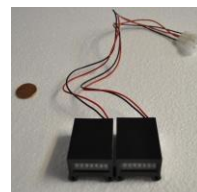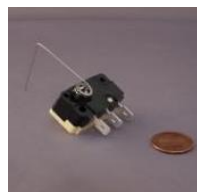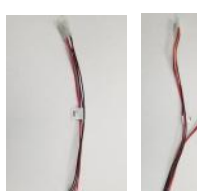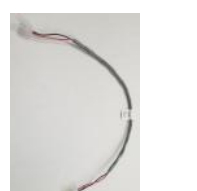
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PARTS PICTURES

AACE18020	AACE18021	AACE18022	AACE18023	AACE18024	AACE18025	AACE18026	AACE18027	AACE18028

AACE18029	AACE18030	AACE18031	AACE18032	AACE18033	AACE18034	AACE18035	AACE18036	AACE18037

AACE18038	AACE18039	AACE18040	AACE18041	AACE18042	AACE18043	AACE18044

AACE18046	AACE18047	AACE18048	AACE18049	AACE18050	AACE18051	AACE18052	AACE18053

AACE18054	AACE18055	AACE18056	AACE18077	AACE8811A

A5PS1013	AACB3850A	AACB3851A	AACB5156	AACB9605A	AAMB18000-SBG

DECAL DIAGRAM

SKEE-BALL
GLOW

A5DE18000- Faceplate

A5DE18006- Backboard Decal

A5DE18004- Rail Light Covers

A5DE18002- Playfield Decal

A5DE18003- Value Decals

A5DE18005- Socket Light Covers

REPAIR/MAINTENANCE LOG

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

DATE	MAINTENANCE PERFORMED	PARTS ORDERED	MISC.

NOTES

TECHNICAL SUPPORT

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

Electronics / Circuit Boards:

·**Repair & Return** – If you have Circuit Board issues with your Bay Tek product 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 product, 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.
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:

Sometimes the issue isn't what it seemed to be. If you chose the Advance Replacement option and now need to return that circuit board, just give us a call to get Return Authorization.   You will be credited for the cost of the board and charged only the bench fee for our processing and retesting that board.   If you choose the Repair and Return option, we'll test your board before we begin. If no problems are found, you will only be charged the bench fee.
Note: Bench fees apply regardless of whether the repair was your choice or a recommendation from a Bay Tek Games technician.
It's a small price to pay for troubleshooting the issues with your game.
You can count on our Technical Support Team for service and support!

WARRANTY OPTIONS

Bay Tek Entertainment warrants to the original purchaser that the game will be free of defects in workmanship and materials for a period of 2 years from the date of manufacture.
Log on to : **http://www.baytekent.com**   Then click on the Register tab to register your game.
Bay Tek Entertainment will, without charge, repair or replace at it's option defective product or component parts upon notification to the parts/service department.
Warranty replacement part(s) will be shipped immediately via ground service, along with a Return Material Authorization (RMA) number for the return of defective part(s). Defective part(s) must be shipped back to Bay Tek Entertainment unless otherwise instructed.

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

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

REPAIR OF NON-WARRANTY PARTS

Should your game need servicing, determine the serial number from the decal on the back of the game cabinet, inside front door, or the cover of this manual and call **920.822.3951 Ext. 1102**
or e-mail to: **baytek.service@thevillage.bz**
An estimate of the repair charges will be quoted to you for approval.
You may now proceed in one of two ways.

Option 1:
Request immediate shipment of advance replacement part(s).
You will receive the part(s) with
an **RMA** for the return of the faulty part(s).
You must return the faulty part(s) in 14 days to avoid additional charges.

Option 2:
Call the Service Dept at (920) 822-3951 Ext. 1102 to receive a RMA to send the
faulty part(s) in for repair
Please include the following information
NAME
ADDRESS
PHONE #
SERIAL #
PURCHASE ORDER NUMBER or
AUTHORIZATION to perform service.
Repaired part(s) will be shipped back using the same method in which they were received.
Repairs are warranted for 30 days from the date of installation.

BAY★TEK®
entertainment

SKEE-BALL
GLOW
GRAND MARQUEE

AACE18060
12 VDC to
top lights

**AACB5156
Power Dist.
Board**

Power In from Power Supply

AACE18062
5 VDC to
Display

AACE18067
5 &12VDC
Power to
Motherboard

AACE18061
12 VDC to
white LED

AACE18057
Bell

AACE18068
Ribbon Cable
to Display

**AAMB18000-SBG-SIGN
Motherboard**

AACE18073
Interface Bd Com

AACE18065
Bluetooth Cable

AACE18060
Comm to top
lights

AACE18067
5 &12VDC
Power to
Motherboard

AACE18064
2 cables to
edge lighting

AACE18063
Interface Bd
Cable

AACE18073
Interface Bd Com

AACE18063
Interface Bd
Cable

**AACB2205-D
Interface Board**

Far right game
from front

AACE17005
Cables from Game

Game 1   Game 2   Game 3

Game 1

Game 2

Game 3

56

A5LD18001

A5LD18001

A5LD18001

A5CB10002

A5CB10002

A5CE18000

A5LD18001

A5CB10002

A5CE18000

A5CE18000

A5CB10002

A5CB10002

Sign has 9 identical light spires.

This wiring is duplicated on all 9 spires.

A5CE18000

AALB18058

AACB5156 Power Dist. Board

Power In from

12 VDC

AACE18060

AAMB18000-SBG-SIGN Motherboard

AACE18067 5 &12VDC Power to Motherboard

AACE18062 5 VDC Power to Display

AACE18068 Ribbon Cable to Display

AACE18061 12 VDC to LED

AACE18064

AACE18064

AACE18070

AACE18069

A5LD1052 Display

A5LD1052 Display

A5CE9736

AACE18074 12 VDC White Lights behind marquee

AACE18075 Outside Sign LED's

AACE18076 Display Edge LED's

LINKING GAMES, BLUETOOTH & BELL

AABE18000
Bell
4.8 MOhm

AACE18057

AACB3853A
Bluetooth Board

AACE18065
Bluetooth Cable

AAMB18000-SBG-SIGN
Motherboard

This end only used in case of linking more than 8 games

AACE18073
Interface Bd Com

AACE1806

AACE18063
Interface Bd Cable

AACB2205-D
Interface Board

Not Used

AACE18063
Interface Bd Cable

This end only used in case of linking more than 8 games

Important:
Cables must be run in correct order to ensure smooth scrolling of message and proper menu access.
Game #1 is the far right game.

1   2   3   4

AACE17005
Cables from Games

Game 1
Game 2
Game 3

AACE18060
12 VDC to
Light Spires

**AACB5156
Power Dist.
Board**

AACE18062
5 VDC Power
to Display

Power In from

AACE18067
5 &12VDC
Power to
Motherboard

Power
Supply
Voltage
In

AACE18061
12 VDC to LED

**AAMB18000-SBG-SIGN
Motherboard**

A5PS1013
Power Supply

A5SW18000
On/Off Rocker
Switch on the
side of the sign

AACE18072

On/Off Rocker Switch
on Power Supply

AACE18072

A5CORD5

Power In Cord
From Wall
A5CORD29
Please make
sure that this
plug is grounded
to wall socket.

Line Filter
A5FI9010

TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
No power to the sign	Unplugged.	Check wall outlet to line filter in back of sign. (A5FI9010)
	Faulty Line Filter	Replace Line Filter. (A5FI9010)
	Faulty Cable	Refer to wiring diagram. Check cable CE18072
	Rocker Switch onside of sign or power supply turned off, or plugs unplugged.	Check rocker switch on side of sign. Check rocker switch on power supply. Ensure power cords are pushed up into the back of the power supply and line filter securely.
	Circuit breaker tripped	Reset power strip breaker switch or building circuit breaker. Attempt to determine cause.
	Bad power supply.	Refer to Motherboard/Power Supply Diagnostics
Light bulbs on top of sign do not light up There are 9 identical spires on the sign.	LED bulb faulty	Bulbs receive 12 VDC from Power Distribution Board and signal to flash from motherboard. Lights are daisy chained so if one light goes out the remaining bulbs will not light.
	Faulty Cable	If all lights are out, check cables from first bulb to Power Distribution Board and motherboard. Refer to wiring diagram for the cable path. Check for 12 volts DC on CE18060
		If the bulbs have stopped flashing, check cable CE18060 to motherboard.
		If the bulbs do not work after a certain point, there is a faulty Bulb # A5LD18001 or light stick # A5CB10002 It may be the last lit bulb or the next bulb in the series.
		If all bulbs do not work, it may be a faulty 1st strip. AALB18058
Outside edge lights of sign do not work	Faulty Cable	Check cable from LED strip to Motherboard. Refer to wiring diagram for the cable path. CE18075 & CE18064
	LED strip faulty	Remove and examine LED strip. Replace if needed.# CE18075
Outside edge lights of display do not work	Faulty Cable	Check cable from LED strip to Motherboard. Refer to wiring diagram for the cable path. CE18076 & CE18064
	LED strip faulty	Remove and examine LED strip. Replace if needed.# CE18076
White marquee lighting not working	Faulty Cable	Check cables from LED to Power Dist Board CE18074 & CE18061
	Verify 12 Volts DC	Check for 12 volts DC on CE18061 on Power Dist. Board
	LED strip faulty	Replace LED strip. AACE18074
Display not working	Pinched, broken, or disconnected wiring.	Refer to wiring diagram. Ensure 5 volts DC on CE18062, CE18070 & CE18069 cables from power distribution board. Check communication ribbon cable from Motherboard to Display Boards. Part # CE18068
	Faulty Display Module	Swap display modules inside cabinet to isolate the issue. Replace display if needed. A5LD1052
Bell not working	Pinched, broken, or disconnected wiring.	Enter menu and scroll to Test Ball Release N11. Press Menu Select button to engage ball release and bell. Ensure 12 volts DC on CE17018, Press Menu Select again to turn off bell.
	Faulty Bell	Replace bell. Part # AABE18000

TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
Bluetooth not communicating	Loose connection	Check cable connections at Bluetooth Board and at motherboard. Ensure the phone cable is plugged into the top socket on the motherboard.
	Does the phone "See" the Bluetooth transmitting?	If not - replace the Bluetooth Board. Part # AACB3853A
	Does the Baytek Go App connect?	If not - make sure you are using the correct pin # 0815
	Does the Baytek Go App load?	If not - reload the app, or download new version of app.

GAME PLAY THEORY OF OPERATION

The sign is designed to link the games below it to provide the following features:
 - Adjustable jackpot ticket win and ticket increment per game.
 - Synchronizes scrolling of displays during attract mode.
 - Synchronizes the alley color lighting.
 - Allows custom messages using the BayTek Go App (via Bluetooth connection)

There is one linking cable from each game below, up to the sign.
 Each of these game cables must be plugged into the Interface Board of the sign in the correct order to ensure smooth scrolling of message and proper menu access.

SIGN DIPSWITCH SETTINGS

Motherboard Jumpers are pre-installed at the factory.
Adjustment is not necessary.

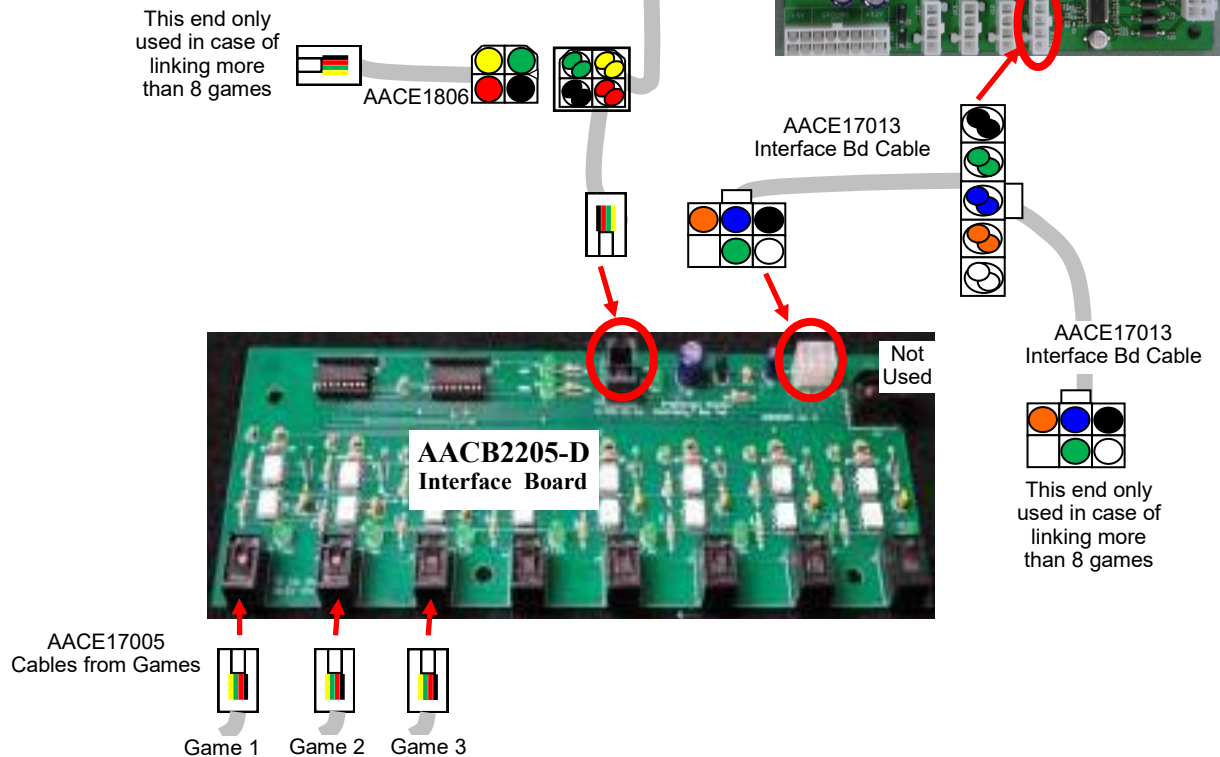Top jumper set to the +12V side.

Bottom jumper set to the +5V side.
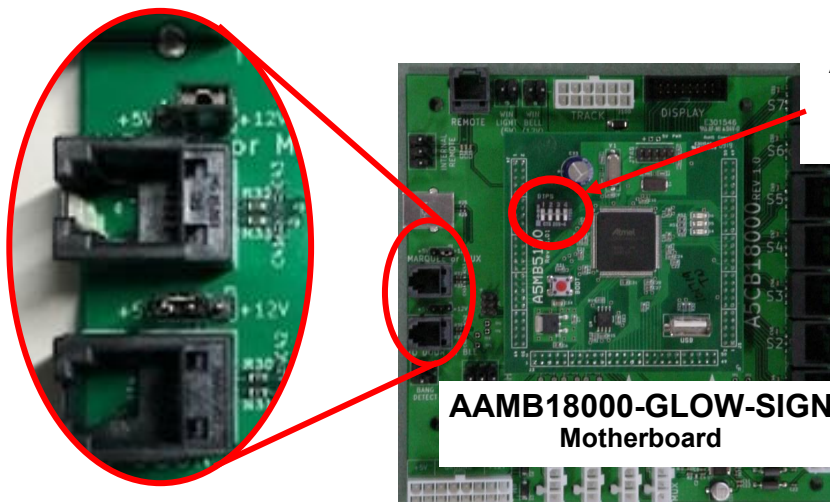
All dipswitches on the Motherboard normally set to OFF.

AAMB18000-GLOW-SIGN
Motherboard

HOW TO LINK GAMES

AAMB18000-SBG-SIGN
Motherboard

Important:
If games do not appear to link, go into the menu of all lower connect alley games and do a "Restore Factory Settings" (N36)

AACE18073
Interface Bd Com

This end only used in case of linking more than 8 games

AACE1806

AACE17013
Interface Bd Cable

AACE17013
Interface Bd Cable

This end only used in case of linking more than 8 games

Not Used

AACB2205-D
Interface Board

AACE17005
Cables from Games

Game 1   Game 2   Game 3

Important:
Cables must be run in correct order to ensure smooth scrolling of message and proper menu access.

Game #1 is the far right game.

Game 1

Game 2

Game 3

Bring the phone cable from the top of each alley (Part # AACE17005) and plug into the bottom of the Interface board as shown.

The phone cables must plug into the left side of the board as shown.