

SERVICE MANUAL

minions CARNIVAL CHAOS



BAY★TEK
entertainment

**PLACE SERIAL NUMBER
LABEL HERE**



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WELCOME TO MINIONS CARNIVAL CHAOS

Congratulations on your purchase!

The beloved Minions family of Kevin, Stuart, and Bob are delighted to be a part your game room! The Minions license is popular across all age groups, creating multi-generation appeal to anyone that steps through your doors!

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 product as much as we do!

Your Friends at Bay Tek Entertainment

MINIONS CARNIVAL CHAOS



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GAME SPECIFICATIONS

WEIGHT

NET WEIGHT	460 lbs.	209 kg
SHIP WEIGHT	510 lbs.	232 kg

GAME DIMENSIONS

WIDTH	31"	79 cm
DEPTH	42.5"	108 cm
HEIGHT	98"	249 cm

OPERATING TEMPERATURE

FAHRENHEIT	45 - 80 F
CELSIUS	7.2 - 26.7 C

SHIPPING DIMENSIONS

PALLET	60"x 40"x 87"	510 lbs. class 125
--------	---------------	--------------------

POWER REQUIREMENTS

INPUT VOLTAGE	115 VAC	230 VAC
INPUT FREQUENCY	60 Hz	50 Hz

MAX OPERATING CURRENT

2.8 AMPS @ 115 VAC

1.4 AMPS @ 230 VAC

Note: The marquee artwork can be removed to lower game to 6' 9" (81 Inches)



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 Entertainment's Service Department at (920) 822-3951 Ext. 1102

Or email us at service@baytekent.com for further assistance.

SAFETY PRECAUTIONS

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

ADJUSTABLE MARQUEE

The marquee artwork can be removed to accommodate a lower ceiling height.

8' 1"
(97 Inches)

Remove the marquee artwork to lower game to 6' 9" (81 Inches)

6' 9"
(81 Inches)



MINIONS GAME SETUP

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



Unbox the pallet and remove the plastic from the top of the game. Remove the box from the front of the pallet, (marquee) and proceed to assembly instructions.



Tools Needed:

1 step ladder (4-6 foot) Phillips Screwdriver
9/16" wrench

Remove the protection plastic from the front plexi.

Remove the keys from the small plastic bag taped to the top console.

Unlock the front door using a H95 key.



Unlock the coin box door using a E00 key.



Remove the hardware kit (Part # A5KIT-MCC), wood blocks and service manual from the coin box.

Close and lock coin box door, remove key to allow the front door to close fully.



MINIONS GAME SETUP

Hardware kits consist of:
8 of A5SCSQ001 used to install the marquee.



A5SCSQ001

1 of A5BOHH060 , 1 of A5WASI020, and 1 of A5WAFL060 are to be saved with the wood blocks and used to support the wheel in case of a future solenoid replacement.



A5BOHH060



A5WASI020



A5WAFL060

Unlock the back door using a H95 key.

Remove the back door by using both handles to lift upwards and out.

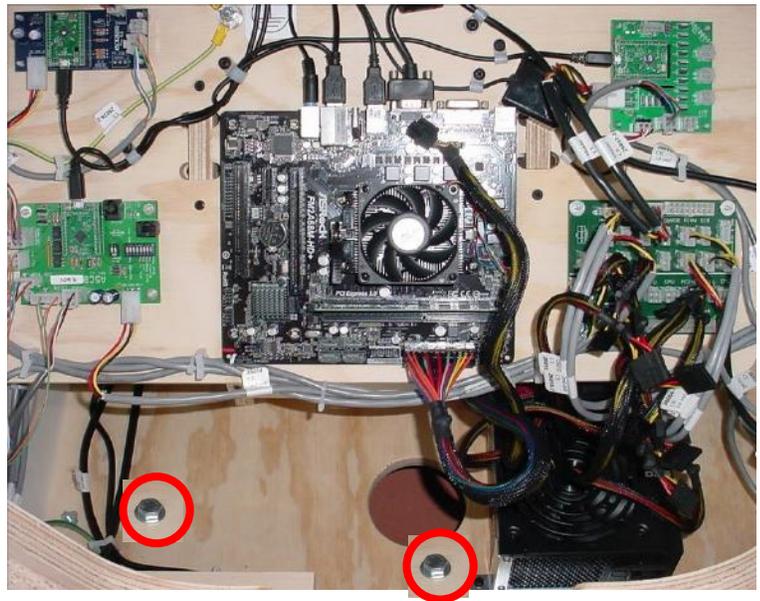


Important!

Remove the 2 shipping bolts using a 9/16" wrench.

Replace the back door and remove the game from the pallet.

Position game in final location in game room.



Unbox the marquee and remove from the cardboard box.



MINIONS GAME SETUP

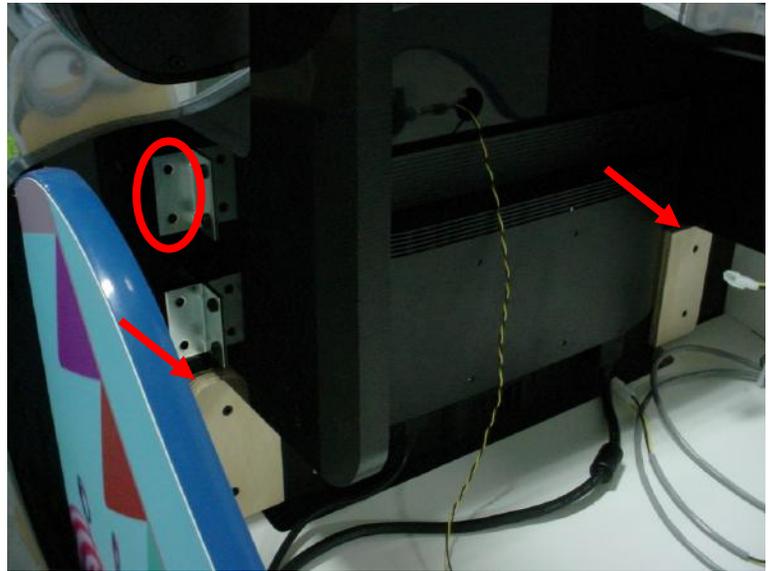
Using a ladder, carefully position the marquee on top of the game by resting it on top of the wood blocks.

The black plastic will set into the grooves on the main cabinet to allow the pilot holes to line up on the silver brackets

Secure using 8 of the black # 2 Phillips screws from the hardware kit. (4 per side)



A5SCSQ001



Connect the 2 cables from the marquee to the game's cables:
CE26038 to CE26037

And
CE26005 to CE26003



Un-clip the power cord from the rear of the cabinet and plug into a grounded outlet.



Power on game:

Open the front door and turn on the rocker switch on the power strip along the right side of coin box.

The rocker switch is located behind the 1st power cord on the strip



The game is now set up and ready for play!

Enter menu to adjust settings to your location specific price per play and ticket payout.

CARD SWIPE SYSTEM INSTALLATION

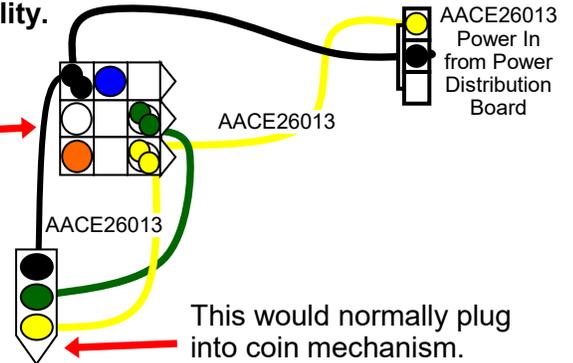
The Minions Carnival Chaos game is pre-wired with an UCL (Universal Card Link) connector to accept Card Swipe systems from many different manufactures. Please follow these instructions to make full use of this capability.

Option #1:

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

Note:

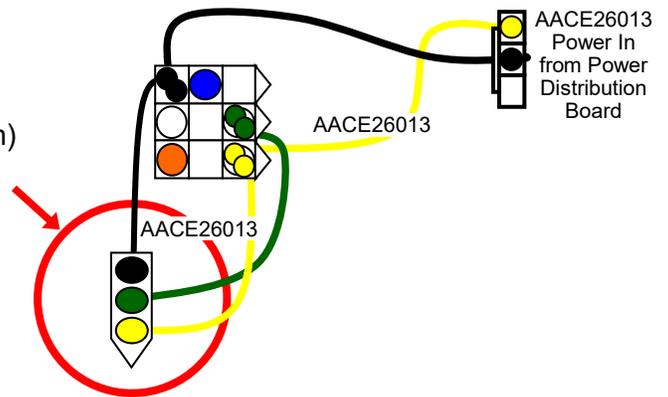
- Many card swipe systems have a voltage threshold that can be adjusted in the card swipe menu. Please set this "Game Drive Threshold" to 2 Volts.



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 AACE26013 harness.

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



Menu Changes

- Enter menu, go to "Game" Menu
 - Set "Game Mode" to desired option
- Go to "Payout" Menu
 - Verify "Credits" set to 1
 - Verify "Card Reader" set to "Enabled"

Check dipswitches on the I/O Aux Board in the front of game. Verify Dipswitch # 5 ON

AVAILABLE BLANKING PLATES



A5PL4200 DBA Plate for 12V Upstacker Bill Acceptor



A5PL9998 Plate used instead of Coin Mechanisms



A5PL8900 Plate used for Bill Validator



A5PL9995 Plate used instead of ticket dispenser

HOW TO PLAY

Join Kevin, Stuart, and Bob as they embark on their journey around the wheel!



Players lift, then push down on the handle to skillfully spin the wheel, giving it just enough force to try to land on a big bonus!



Collect tickets!

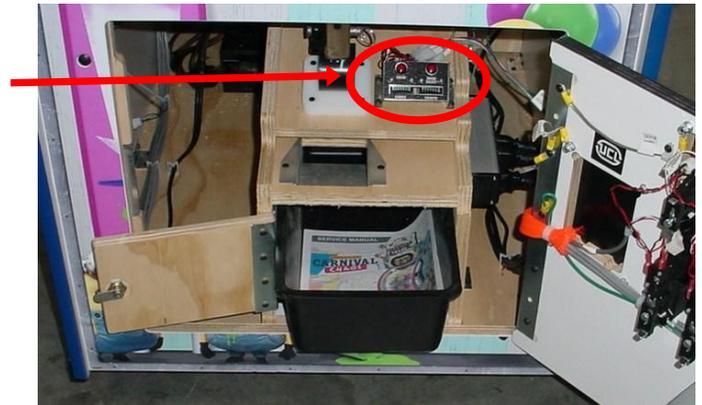


MAIN MENU FUNCTIONS

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

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

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



MAIN MENU

Clear Credits and Tickets: **[Press 3x]**

AUDIO SETTINGS>

GAME SETTINGS>

PAYOUT SETTINGS>

STATISTICS>

DIAGNOSTICS>

Reset Factory Defaults: **[Press 3x]**

Mute Game: **OFF**

Exit Menu

SW Version **1.5.6**

Door Version **1.5**

Wheelboard Version **1.2**

Lightboard Version **1.4**

Software versions are shown on the bottom of the main menu screen.

If one shows "Not Found" then the circuit board is not communicating to motherboard.

Door Board Version: **Not Found**

MAIN MENU			
Clear Tickets & Credits	Press the MENU SELECT button 3 times to clear credits and tickets owed		
Audio Settings	Press MENU SELECT to enter the Audio Settings Menu		
Game Settings	Press MENU SELECT to enter the Game Settings Menu		
Payout Settings	Press MENU SELECT to enter the Payout Settings Menu		
Statistics	Press MENU SELECT to enter the Statistics Menu		
Diagnostics	Press MENU SELECT to enter the Diagnostic Menu		
Reset Factory Defaults	Press MENU SELECT button 3 times to reset factory defaults		
Mute	<table border="1"> <tr> <td>ON (No sound from game)</td> <td>OFF</td> </tr> </table>	ON (No sound from game)	OFF
ON (No sound from game)	OFF		
Exit	Press MENU SELECT button to exit menu		

*** Default settings are highlighted in yellow

AUDIO SETTINGS MENU

Scroll through the options by pressing the “MENU” button.
 Change selection with the “SELECT” button.
 Scroll to “BACK” and press the “SELECT” button to go back to the main menu.

Default settings are highlighted in yellow below.

AUDIO SETTINGS MENU	
Game Volume:	6
Attract Volume:	4
Attract Sound Time:	180 seconds
BACK	

GAME VOLUME

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

Sets the game volume on a sliding scale from 0 to 10. 0 means no volume.

ATTRACT VOLUME

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

Sets the attract volume on a sliding scale from 0 to 10. 0 means no volume.

ATTRACT SOUND TIME

10s	20s	...	170s	180s	190s	...	290s	300s
-----	-----	-----	------	------	------	-----	------	------

Sets the amount of seconds between the attract mode cycles.

GAME SETTINGS MENU

Scroll through the options by pressing the “MENU” button.
 Change selection with the “SELECT” button.
 Scroll to “BACK” and press the “SELECT” button to go back to the main menu.

Default settings are highlighted in yellow below.

GAME SETTINGS MENU	
Timeout:	1 minutes
Good Spin Speed:	40
BACK	

TIMEOUT

0	1m	2m	3m	...	9m	10m
---	----	----	----	-----	----	-----

Sets the amount of minutes that the game will wait for the player to spin the wheel.
 After this amount of time, the game will award mercy tickets and go to “Game Over”
 “0” means no timeout.

GOOD SPIN SPEED

10	15	20	25	30	35	40	45	...	90	95	100
----	----	----	----	----	----	----	----	-----	----	----	-----

Sets the Revolution per Minutes needed for the game to allow the spin to be valid for scoring.
 At this wheel speed, the solenoid will disengage allowing the wheel to coast to a stop and score.
 Too slow a “good spin speed” setting will allow very good players to skill the game to win easier.
 Too fast a “good spin speed” setting will be hard for small children to spin the wheel.

PAYOUT SETTINGS MENU

PAYOUT SETTINGS

Credits:	1
Swipe Prompt:	ON
Ticket Pattern:	9
Mercy Tickets:	4
Ticket Wording:	Tickets
BACK	

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

Change selection with the “SELECT” button.

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

Default settings are highlighted in yellow below.

CREDITS

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

Sets the amount of credit pulses needed to start a game.

SWIPE PROMPT

OFF	ON
-----	-----------

“ON” will show “Swipe Card to Play” verbiage on the screen.

TICKET PATTERN

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

Sets the ticket pattern for game play. Available patterns are described on the next page.
Default is \$1.00 per game.

MERCY TICKETS

0	1	2	3	4	5	...	19	20
---	---	---	---	----------	---	-----	----	----

Sets the amount of tickets that will be given if the player does not spin the wheel and the game times out.

TICKET WORDING

COUPONS	TICKETS	POINTS
---------	----------------	--------

Sets the wording that will show on the screen for the player.

STATISTICS MENU

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

Shows Total Games played, Total Tickets won, Average Tickets per game, and Total Major Bonus Wins.

Press the “SELECT” button 3 times to Reset Statistics.

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

STATISTICS MENU

Reset Statistics: [Press 3x]	
BACK	
Total Games:	5
Total Tickets:	44
Average Tickets:	8
Total Major Bonus Win:	0

TICKET PATTERNS

Ticket Values can be changed in the "Game Settings Menu" Values shown are read as the wheel is spun downward. Tickets per game shown are average payout over time.

AATP26001 5C / CEC	AATP26002 30 Pence	AATP26003 40 Pence	AATP26004	AATP26005 50C-250 Bonus	AATP26006 50C-500 Bonus	AATP26007 50C-1K Bonus
P1	P2	P3	P4	P5	P6	P7
100	250	250	500	250	500	1000
5	10	10	5	10	10	10
3	3	3	3	5	5	3
5	5	5	5	30	20	5
20	50	100	50	100	100	50
5	10	10	5	10	10	10
3	3	3	3	5	5	3
5	5	5	5	30	20	5
20	50	100	100	100	100	50
5	10	10	5	10	10	10
3	3	3	3	5	5	3
5	5	5	5	30	20	5
20	50	100	50	100	100	50
5	10	10	5	10	10	10
3	3	3	3	5	5	3
5	5	5	5	30	20	5
5	8-12	10-13	11-14	16-19	17-20	17-20
Avg Tix/Game	Avg Tix/Game	Avg Tix/Game	Avg Tix/Game	Avg Tix/Game	Avg Tix/Game	Avg Tix/Game

TICKET PATTERNS

Ticket Values can be changed in the "Game Settings Menu" Values shown are read as the wheel is spun downward. Tickets per game shown are average payout over time.

AATP26008 \$1 - 500 Bonus	AATP26009 \$1 - 1K Bonus	AATP26010 \$1 - 2K Bonus	AATP26011 \$1.50 - 1K Bonus	AATP26012 \$1.50 - 2K Bonus	AATP26013 1 Euro
P8	P9	P10	P11	P12	P13
500	1000	2000	1000	2000	1000
30	20	10	50	50	50
15	15	5	15	15	100
40	50	30	40	30	30
250	100	50	250	250	250
30	20	10	50	50	50
15	15	5	15	15	100
50	50	40	40	30	30
250	100	50	250	250	250
30	20	10	50	50	50
15	15	5	15	15	100
40	50	30	40	30	30
250	100	50	250	250	250
30	20	10	50	50	50
15	15	5	15	15	100
50	50	40	40	30	30
33-36	34-37	35-38	44-46	50-55	60-66
Avg Tix/Game	Avg Tix/Game	Avg Tix/Game	Avg Tix/Game	Avg Tix/Game	Avg Tix/Game

P14
Pattern 14 will give the "Mercy Ticket" setting's values on all wheel positions

DIAGNOSTIC MENU

WHEEL DEBUG MENU

- Engage Wheel>
- Dispense Tickets>
- Tickets To Dispense: **1 Tickets**
- Lighting Diagnostics>
- BACK

Sensor Status
On Notch
On Home

Brake Status
Spin Wheel

10 TICKETS

0 RPM

SPIN METER

“On Notch” will flash as the encoder sensor see a notch as the wheel is turning.

“On Home” will flash once per revolution as the home sensor sees the bracket as the wheel is turning.

Ticket value on the wheel where arrow is pointing. **Important: The wheel must be spun downward for this to be correct.**

Brake Status: Give the wheel a fast spin and allow it to coast to a stop. This will show “Brake OK” when brake is set correctly.

Revolutions Per Minute of wheel as it’s turning.

Graphic representation of wheel speed as it’s turning.

Scroll through the options by pressing the “MENU” button.
 Change selection with the “SELECT” button.
 Scroll to “BACK” and press the “SELECT” button to go back to the main menu.

ENGAGE WHEEL

Press the “Menu Select” button to engage the solenoid.
 This will allow the wheel to turn by pushing the plunger down.

DISPENSE TICKETS

Press the “Menu Select” button to dispense tickets.
 This number of ticket to be dispensed are set below.

TICKETS TO DISPENSE

1	2	3	4	...	19	20
----------	----------	----------	----------	------------	-----------	-----------

Sets the amount of tickets to be dispensed when the “Dispense Tickets” option is selected.

LIGHTING DIAGNOSTICS

Press the “Menu Select” button to enter the Lighting Menu.

LIGHTING DIAGNOSTICS

Scroll through the options by pressing the "MENU" button.

Change selection with the "SELECT" button.

Scroll to "Exit Menu" and press the "SELECT" button to go back to the main menu.

Default settings are highlighted in yellow below.

MAIN MENU	
Rail Lights Pattern:	0
Console Light Pattern:	0
Exit Menu	

RAIL LIGHTS PATTERN

0	1	2	3	4	5
---	---	---	---	---	---

Tests the colored lights around the wheel and marquee

0 = Off 1 = Purple lights 2 = Blue lights 3 = Purple & Blue flashing
4 = Purple & Blue flashing fast 5 = Off

CONSOLE LIGHTS PATTERN

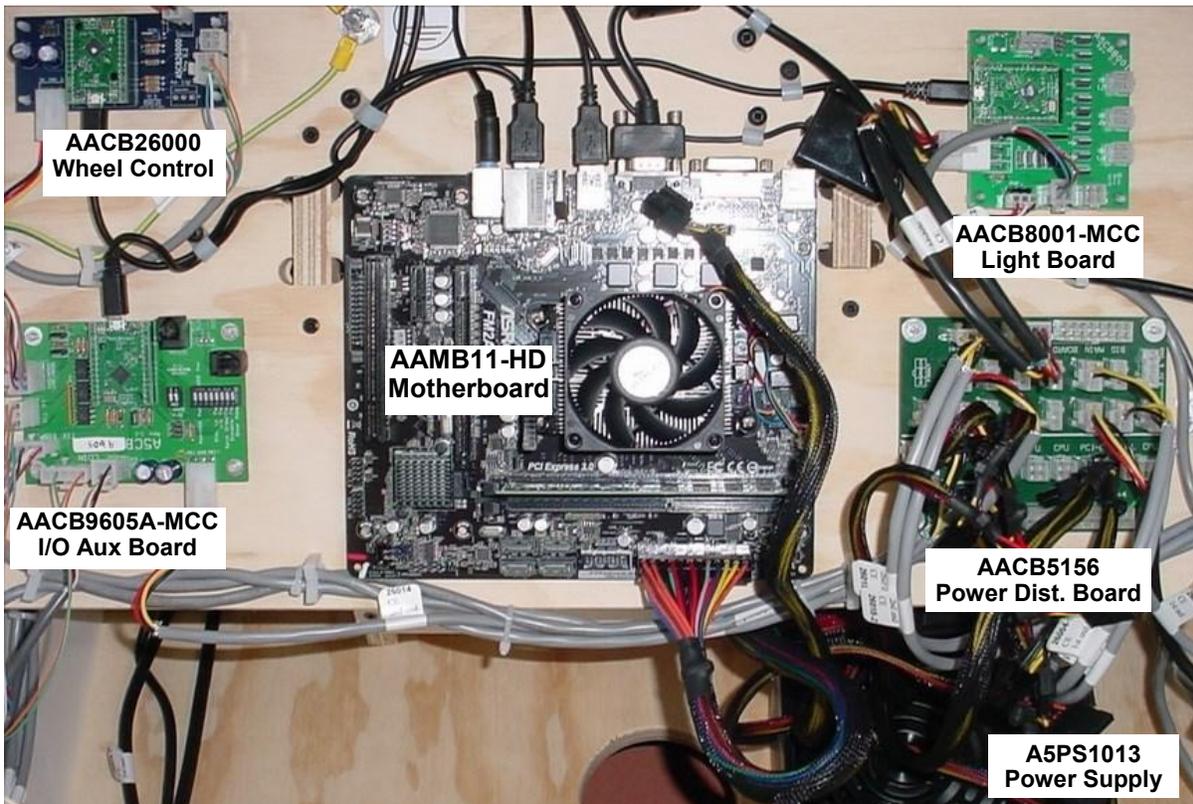
0	1	2	3
---	---	---	---

Tests the colored lights around the cabinet console

0 = Off 1 = Purple lights 2 = Blue lights 3 = Yellow & Purple flashing

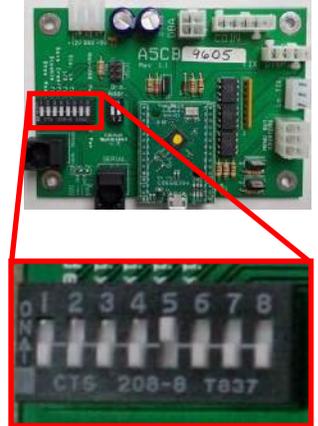
HOW TO LOCATE CIRCUIT BOARDS

Most circuit boards can be accessed from the back door of the game.
The sound amplifier board is the only board mounted inside the front door.



DIPSWITCH SETTINGS

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



Note:
UP is ON

I/O AUX BOARD PINOUT



- = +12 VDC
- = Ground
- = Input
- = +5 VDC
- = Output

Outputs:

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

Inputs:

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

GAME PLAY THEORY OF OPERATION

The game is designed to give tickets after the player lifts, then pushes down on the plunger handle.

Upon coin up, the solenoid on the left side of the wheel will engage and provide a mechanical link from the plunger handle to the wheel.

As the plunger is pushed down, the wheel will start spinning.

The solenoid will stay engaged, allowing the player to plunge again to spin faster until a “Good Spin” wheel speed is achieved.

Once the wheel is spinning at or above this “Good Spin” wheel speed, the solenoid will disengage.

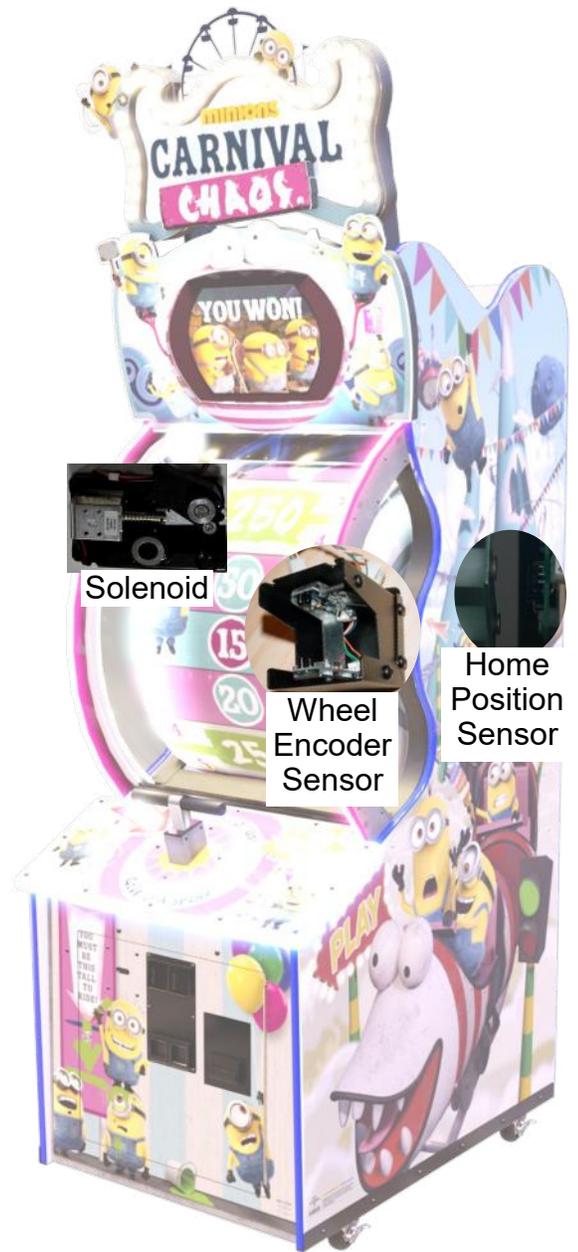
The “Good Spin” wheel speed is measured by the Wheel Encoder Sensor located in the arrow in the right front of the wheel.

This Wheel Encoder Sensor also detects the notched edge around the right edge of the wheel to determine how far away it is from the “Home Position”.

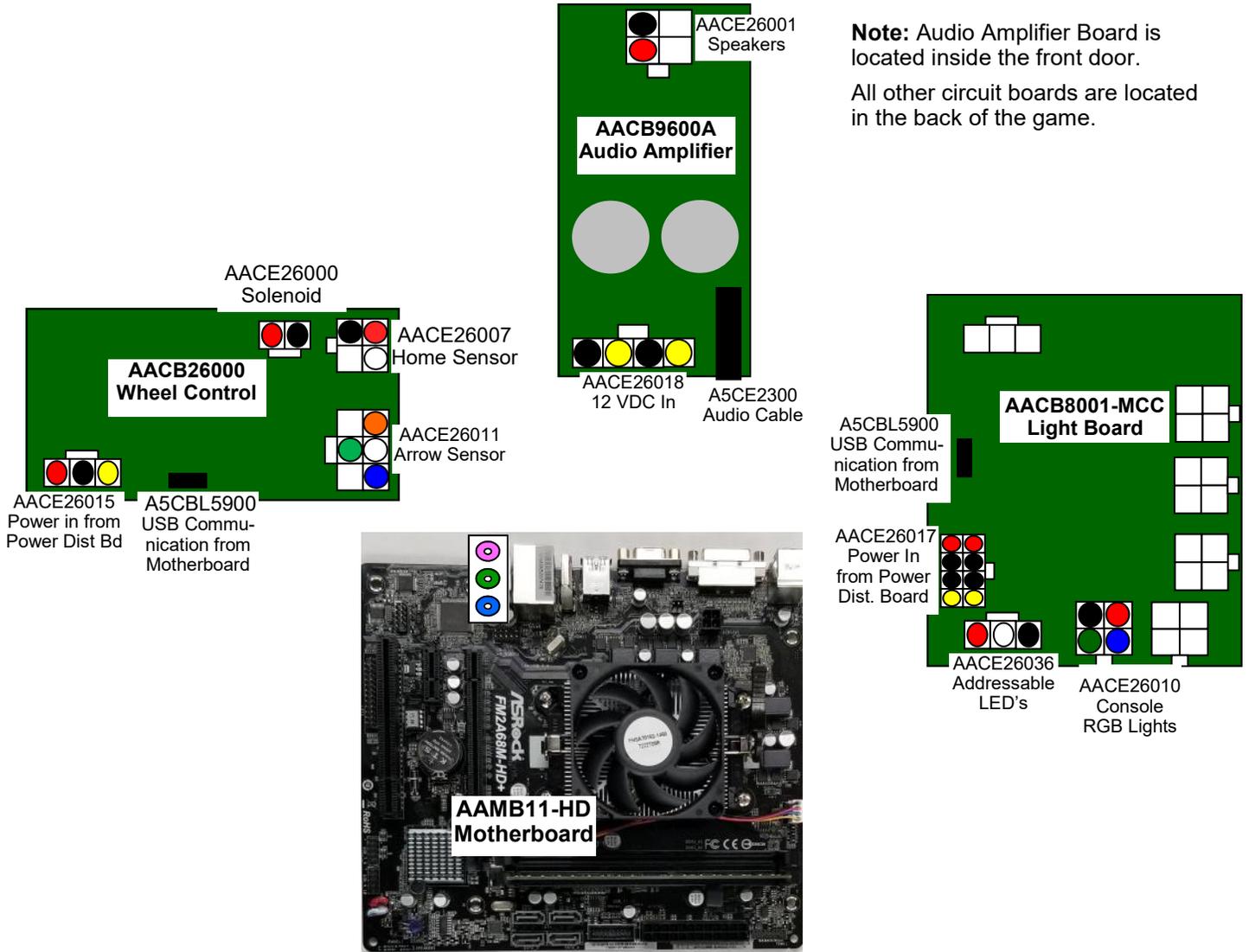
The “Home Position” is kept track of by the Home Sensor located on the right side of the wheel.

The Home Sensor (accessed from the back of the game) sees a reflection from a metal tab mounted on the wheel, seeing the reflection once per rotation.

This calculation of the Wheel Encoder Sensor and the Home Position Sensor allows the game to determine which position the wheel lands on and provides that amount of tickets to the player.

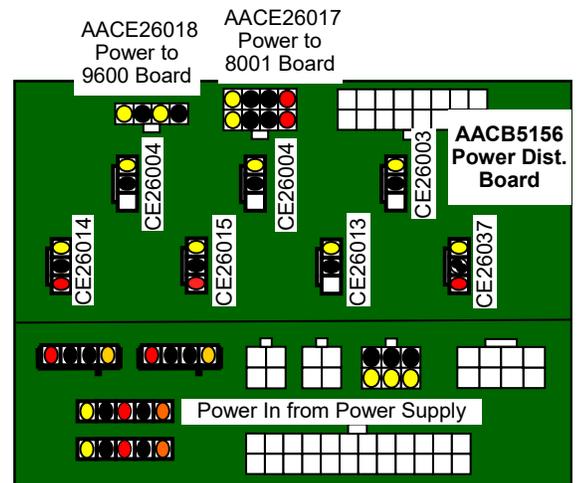
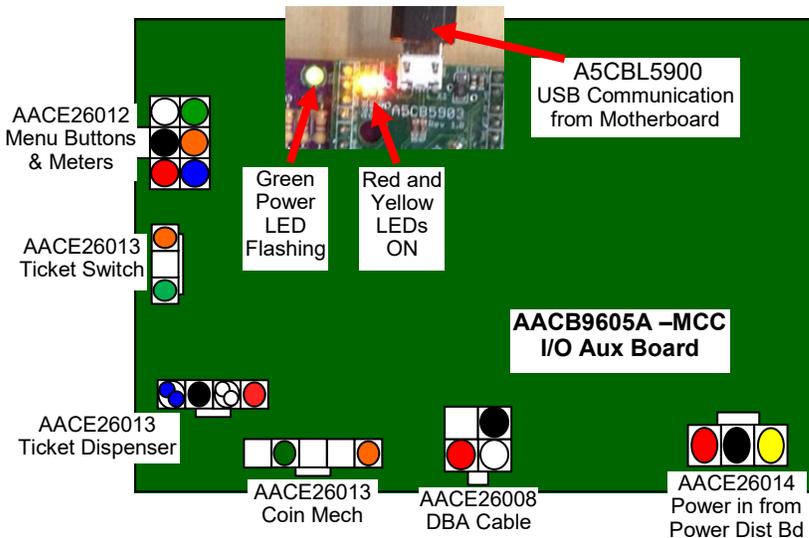


CIRCUIT BOARD LAYOUT

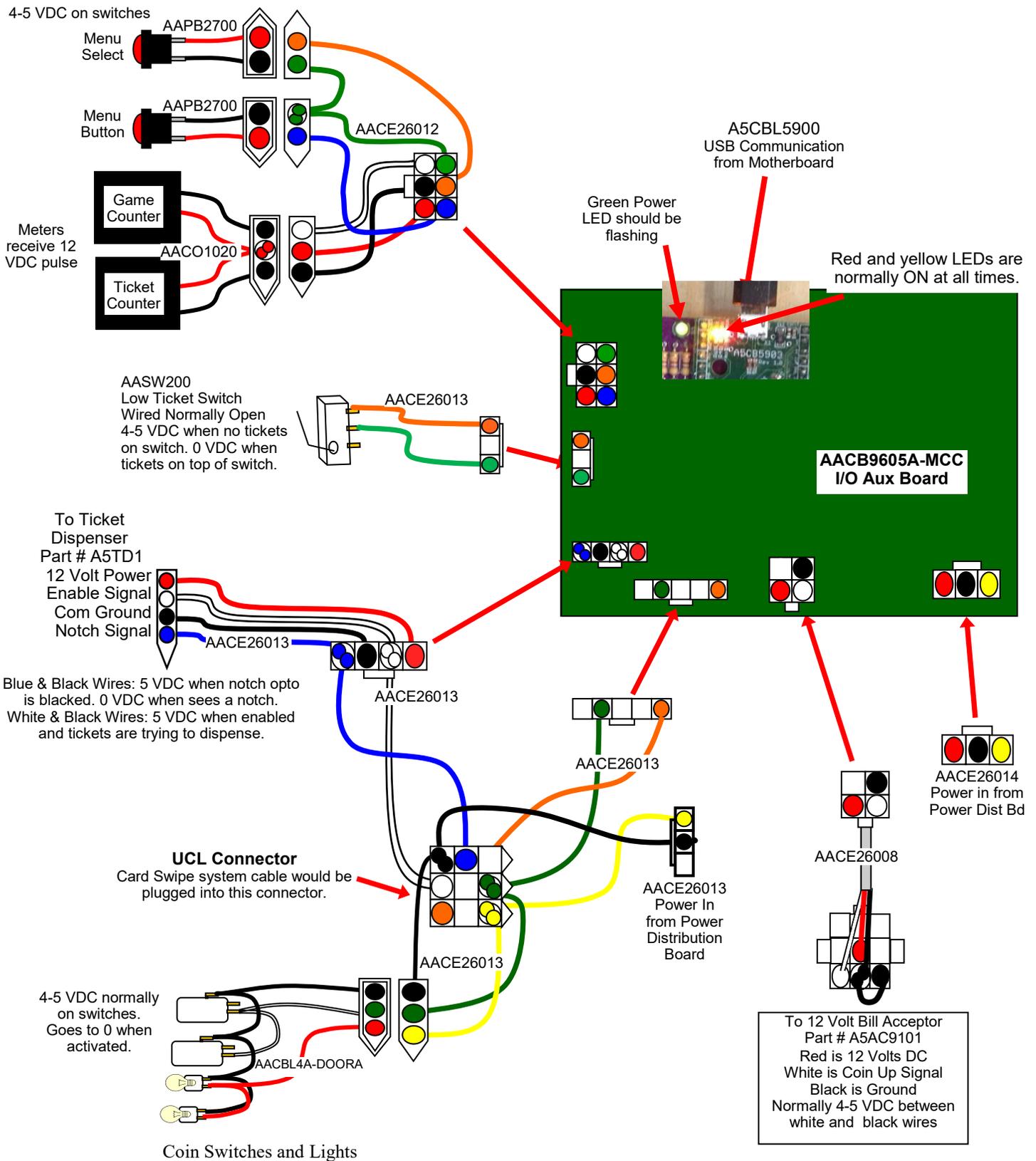


Note: Audio Amplifier Board is located inside the front door.

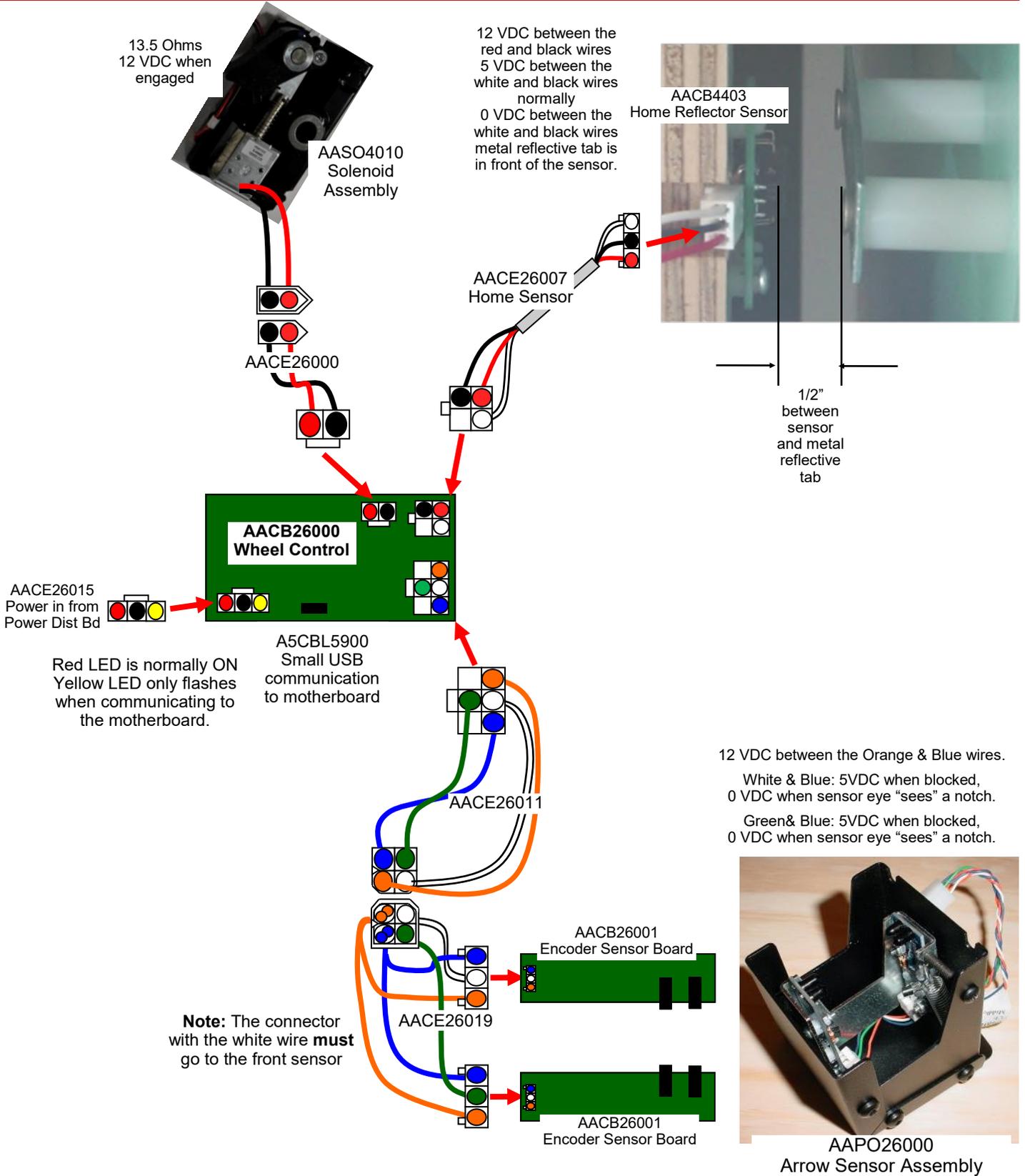
All other circuit boards are located in the back of the game.



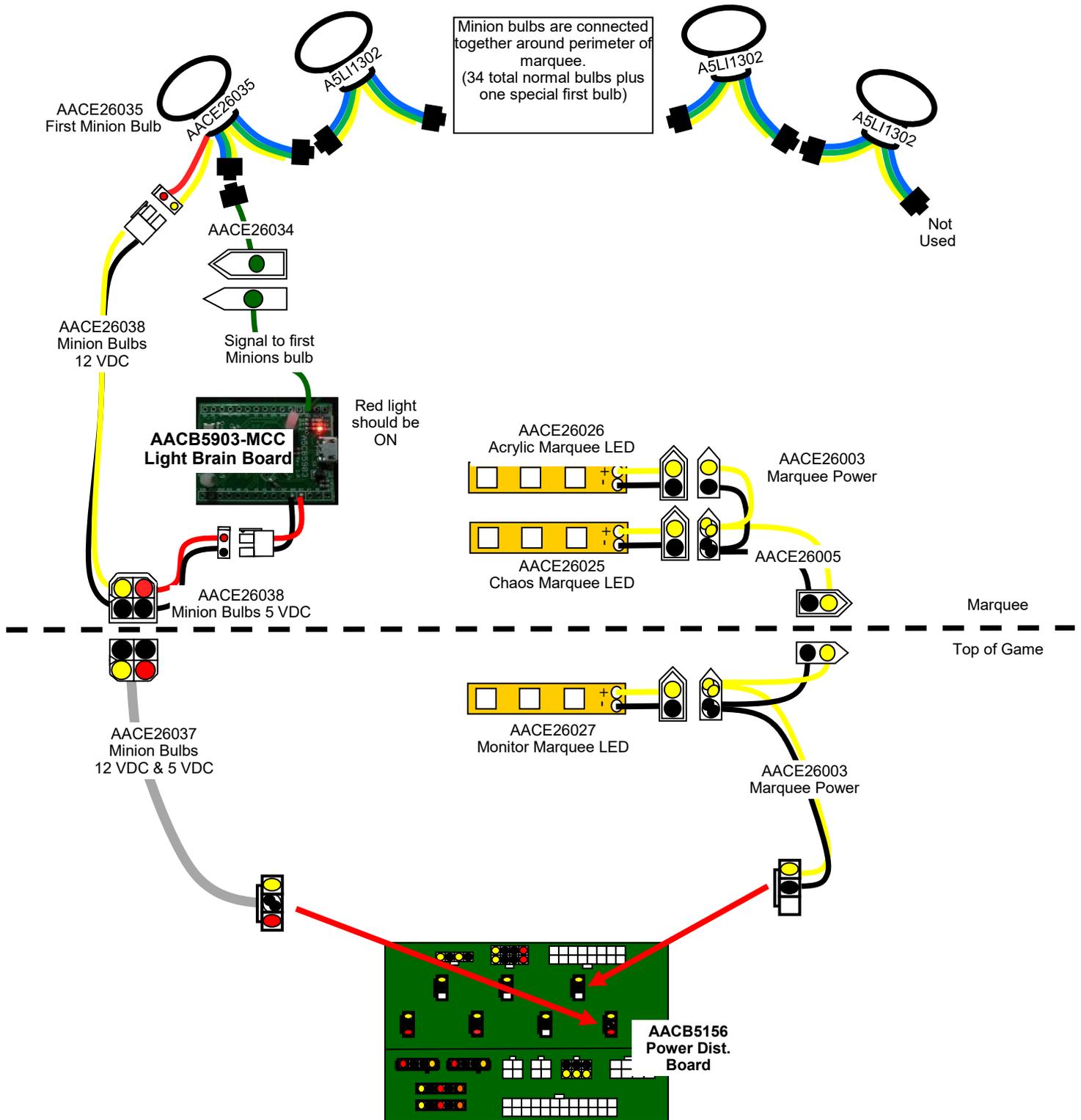
FRONT DOOR WIRING DIAGRAM



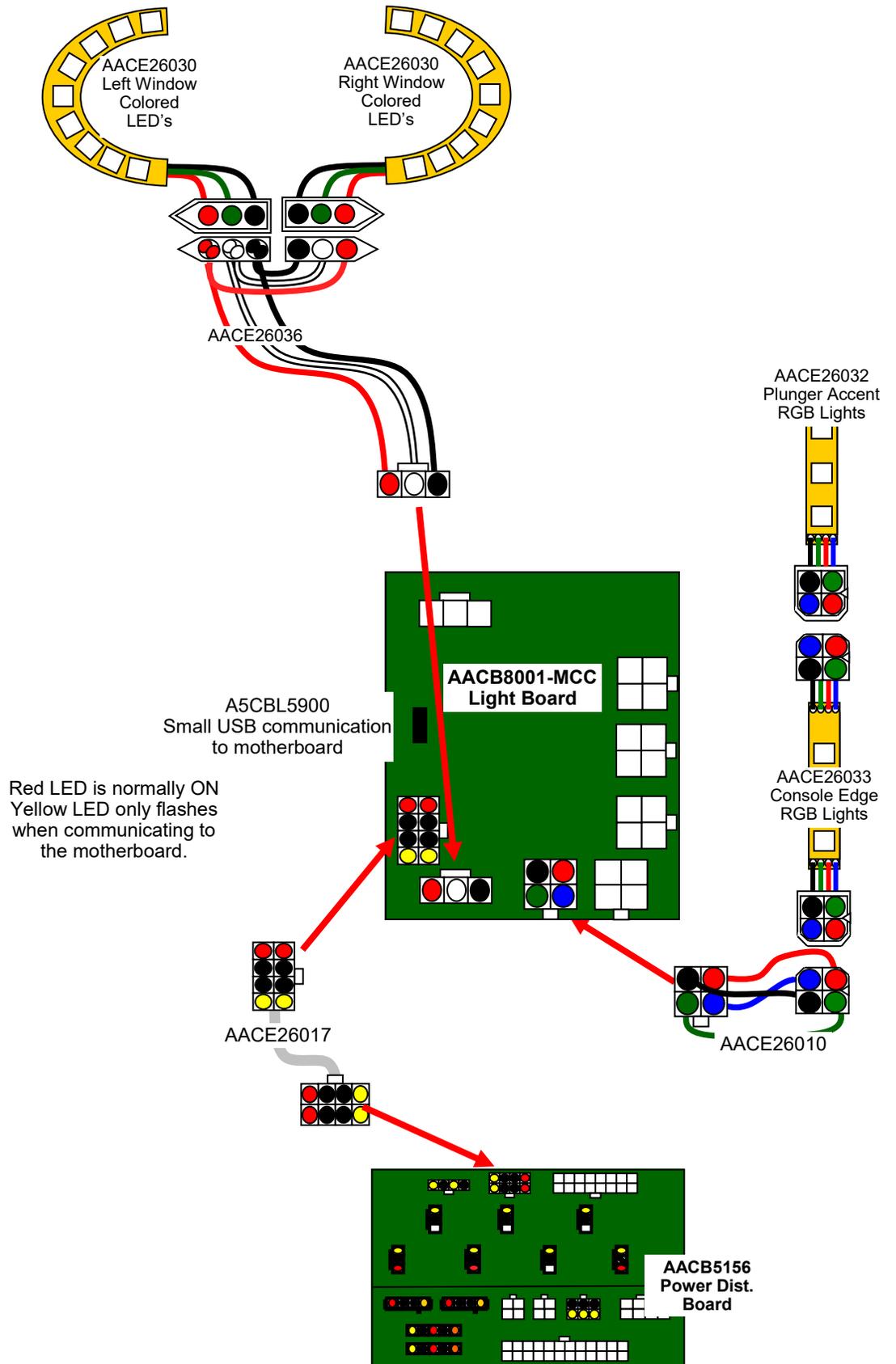
WHEEL CONTROL BOARD WIRING DIAGRAM



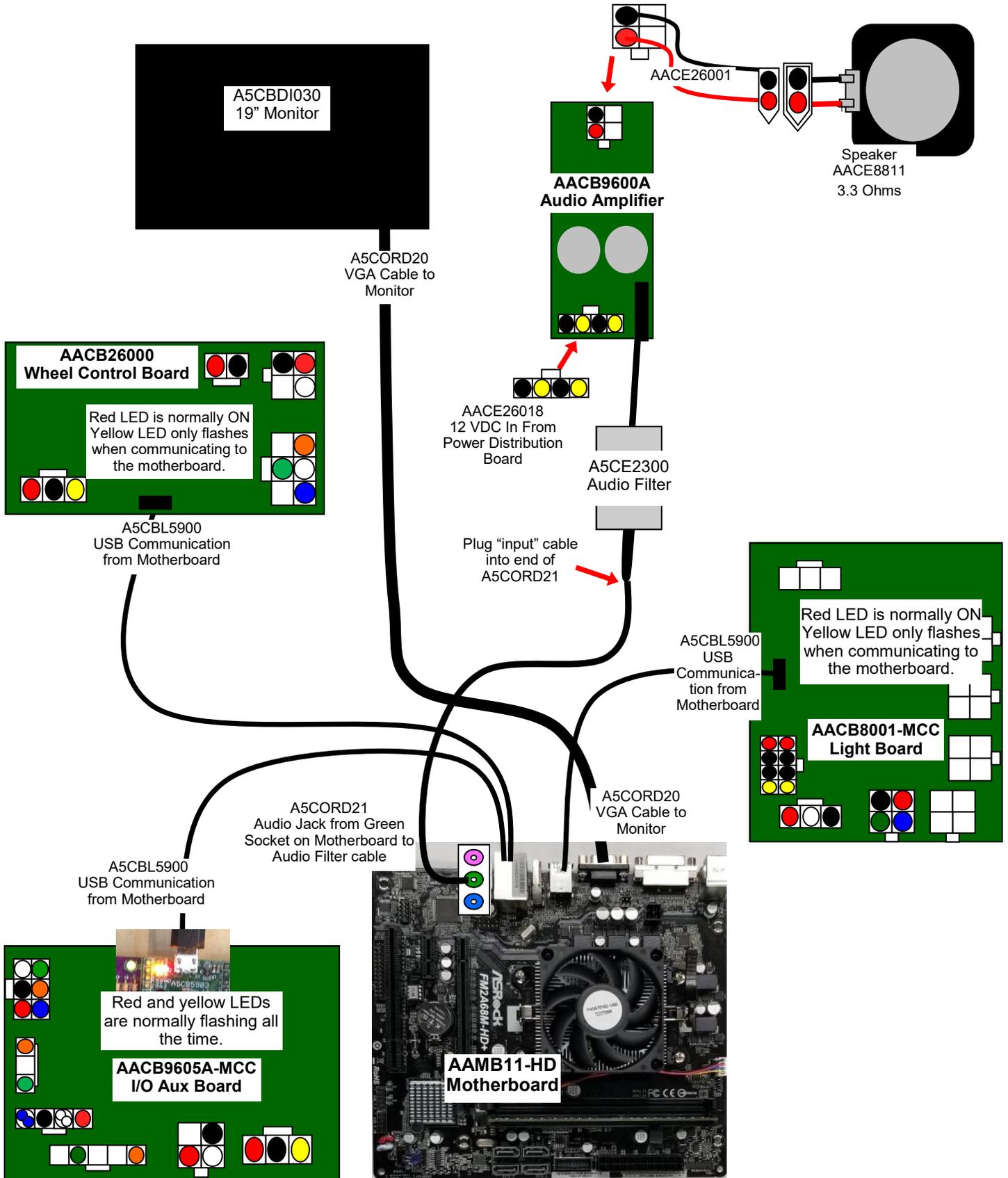
MARQUEE WIRING DIAGRAM



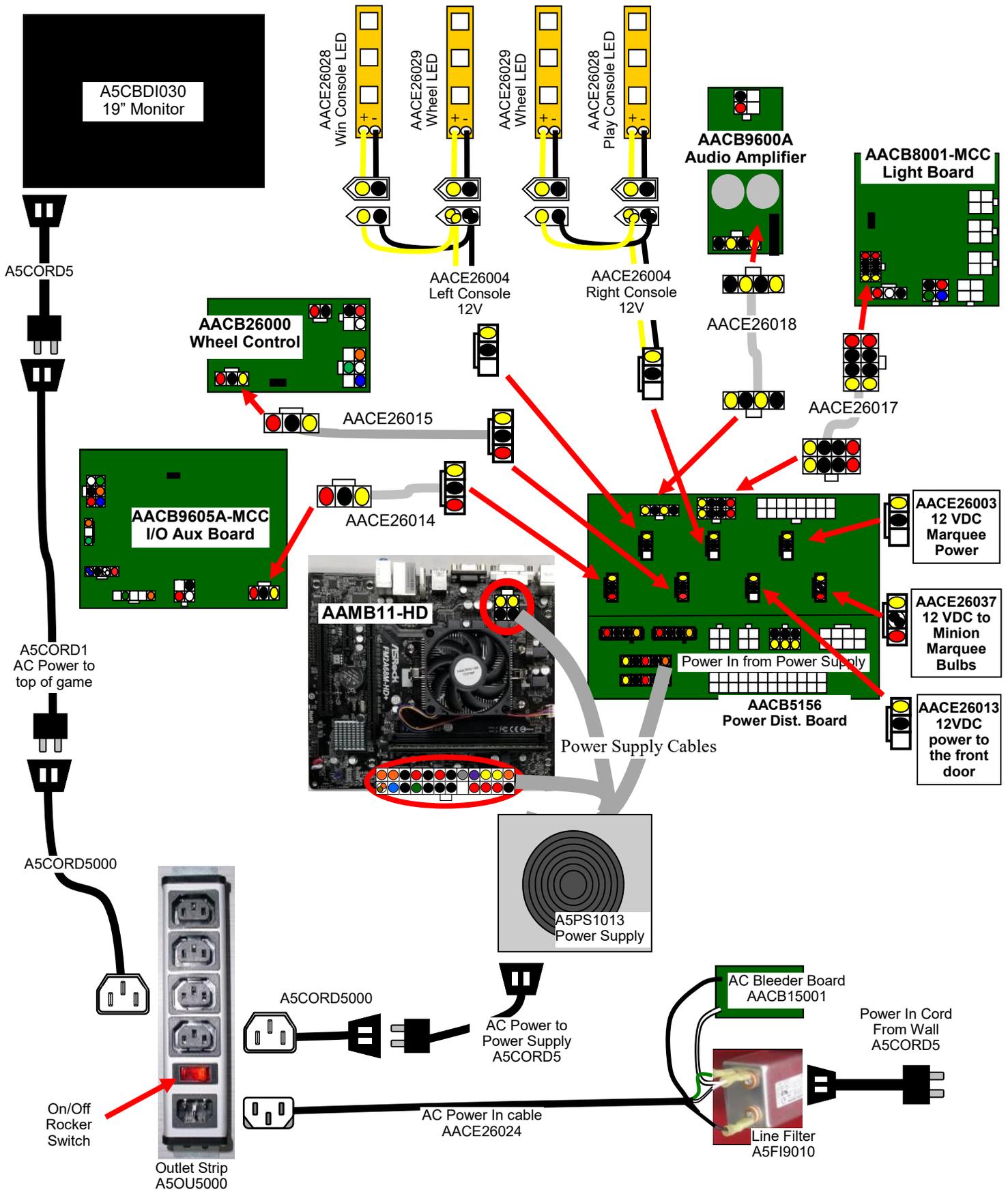
LED LIGHT BOARD WIRING DIAGRAM



SPEAKERS AND MOTHERBOARD COMMUNICATION



AC IN & DC VOLTAGE WIRING DIAGRAM



TROUBLESHOOTING GUIDE

Troubleshooting Strategy

Use common sense and a systematic method of troubleshooting to determine the exact problem, probable cause and remedy. Use the process of elimination to find the faulty component. Always check for the simple and obvious causes first such as unplugged, loose or broken wires and bad sensors, bent, pinched, stuck or jammed components.

Troubleshooting Chart

Problem	Probable Cause	Remedy
No power to the game No lights on at all	Unplugged. Circuit breaker tripped. Line Filter Faulty. Power strip faulty. Faulty cable/power supply	Check wall outlet. Reset power strip breaker switch or building circuit breaker. Replace Line Filter (Part # A5FI9010) Swap positions, ensure rocker switch on power supply is ON, replace if needed A5OU5000 Refer to wiring diagram. Check cables CE26024 & CB15001 board. Refer to Power Supply diagnostic section
Monitor on, but everything else off (Power Supply not ON)	Power supply unplugged. Rocker Switch. Power supply shutting down because of 12 V overload. Faulty power supply. Faulty Power Dist Board	Ensure unit is plugged into power strip. Make sure rocker switch on power supply is set ON.  Refer to power supply diagnostics to isolate bad component. A bad solenoid or 12 volt short would cause this. Refer to Power Supply Diagnostic section. Replace Power Distribution Board (AACB5156)
Dollar Bill Acceptor not functioning Ensure Bill Acceptor is set to "Always Enable" Important : Only 12 Volt DBA is to be installed. Model # AE 2454 U5E Part # A5AC9101	Check for power to Bill Acceptor. Dirt or debris in acceptor slot. Pinched, broken, or disconnected wiring. Bill acceptor problem. Part # A5AC9101	Acceptor should cycle stacker at game power up. If not, check cable connections. Refer to "How to Clean Bill Acceptor" Or clean with bill reader cleaning card. (A5CC9000) Check wiring from bill acceptor to NewGen Board. (CE26008) Repair or replace wiring harness. Check connector on I/O Aux Board Make sure wires are secure in connectors. Refer to troubleshooting section of dollar bill acceptor manual included with this game or the diagnostics label of the back of the unit.
Meters do not work Game meter will click at the start of the game. Ticket meter will click as tickets come out of game and notch is "seen" by dispenser.	Ensure correct number of tickets are being dispensed Disconnected, loose or broken wires. Faulty counter.	Check ticket values in menu. Test Ticket Dispense in Diagnostic menu. Refer to Tickets not dispensing troubleshooting section. Check connections to I/O board. Cables # CE26012 and AACO1020 Replace counter. AACO1020.

TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
<p>Colored player console lighting not working</p> <p>LED's power the console edge first, then the plunger accent lights</p>	<p>If all colored cabinet lights are not functioning, check Light Board (AACB8001-MCC)</p> <p>If LED strip is out, check cable. Refer to "LED Light Board Wiring Diagram"</p> <p>Faulty LED</p> <p>Faulty Light Board</p>	<p>Check power to Light Board from Power Distribution Board. Cable # CE26017. Check USB cable to Light Board from motherboard. Cable # A5CORD58</p> <p>Check for proper connection from Light board to LED strips. Check continuity. Refer to "Sensor & LED Wiring Diagram" (CE26010, CE26033, CE26032)</p> <p>Replace LED (CE26033, CE26032)</p> <p>Replace Light Board. (AACB8001-MCC)</p>
<p>White lights under "Win" on player console not working (12 Volt LED's)</p>	<p>Faulty Cable</p> <p>Faulty LED</p>	<p>Win lights are connected to left side wheel white lights. Check for proper connection from Power Distribution Board to LED strips. Check continuity. (CE26004, CE26028) Refer to "AC in & DC Voltage Wiring Diagram"</p> <p>Replace LED strip CE26028</p>
<p>White lights on left side of wheel not working (12 Volt LED's)</p>	<p>Faulty Cable</p> <p>Faulty LED</p>	<p>Left side wheel white lights are connected to the "Win" lights. Check for proper connection from Power Distribution Board to LED strips. Check continuity. (CE26004, CE26029) Refer to "AC in & DC Voltage Wiring Diagram"</p> <p>Replace LED strip CE26029</p>
<p>White lights under "Play" on player console not working (12 Volt LED's)</p>	<p>Faulty Cable</p> <p>Faulty LED</p>	<p>Play lights are connected to right side wheel white lights. Check for proper connection from Power Distribution Board to LED strips. Check continuity. (CE26004, CE26028) Refer to "AC in & DC Voltage Wiring Diagram"</p> <p>Replace LED strip CE26028</p>
<p>White lights on right side of wheel not working (12 Volt LED's)</p>	<p>Faulty Cable</p> <p>Faulty LED</p>	<p>Right side wheel white lights are connected to the "Play" lights. Check for proper connection from Power Distribution Board to LED strips. Check continuity. (CE26004, CE26029) Refer to "AC in & DC Voltage Wiring Diagram"</p> <p>Replace LED strip CE26029</p>
<p>White lights around monitor do not work (12 Volt LED's)</p>	<p>Faulty Cable</p> <p>Faulty LED</p>	<p>Check for proper connection from Power Distribution Board to LED strips. Check continuity. (CE26003, CE26027) Refer to "Marquee Wiring Diagram"</p> <p>Replace LED strip CE26027</p>
<p>White lights in Chaos marquee do not work (12 Volt LED's)</p>	<p>Faulty Cable</p> <p>Faulty LED</p>	<p>Check for proper connection from Power Distribution Board to LED strips. Check continuity. (CE26003, CE26005, CE26025) Refer to "Marquee Wiring Diagram"</p> <p>Replace LED strip CE26025</p>
<p>White lights in Marquee do not work (12 Volt LED's)</p>	<p>Faulty Cable</p> <p>Faulty LED</p>	<p>Check for proper connection from Power Distribution Board to LED strips. Check continuity. (CE26003, CE26005, CE26026) Refer to "Marquee Wiring Diagram"</p> <p>Replace LED strip CE26026</p>

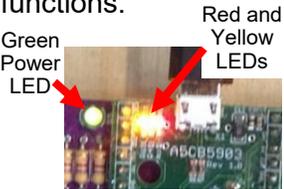
TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
<p>Colored wheel lighting not working</p>	<p>Faulty Cable</p> <p>Faulty LED</p> <p>Faulty Light Board</p>	<p>Check for proper connection from Light Board to LED strips. Check continuity. CE26036, CE26030 Refer to “LED Light Board Wiring Diagram”</p> <p>Replace LED strip CE26025</p> <p>Replace Light Board. (AACB8001-MCC)</p>
<p>Marquee bulbs not working</p> <p>LED's power the marquee bulbs first, then the wheel side lights</p>	<p>If some marquee bulbs work, but then ends.</p> <p>If all marquee bulb lights are not functioning.</p> <p>Faulty Light Brain Board</p>	<p>The bulbs are daisy chained together. Check the last working light and the first non-working light. A5L1302</p> <p>Check for proper connection from Power Dist Board to Light Brain Board to marquee bulbs. Check continuity. Refer to “Marquee Wiring Diagram” (CE26037, CE26038, AACB5903-MCC, CE26034, CE26035) The first marquee bulb is special. CE26035</p> <p>Verify 5 VDC to Light Brain Board. The red light on board should be ON. Replace Board. AACB5903-MCC</p>
<p>Game not coining up</p> <p>If installing a card swipe reader, refer to Card Swipe System Installation page in front of manual.</p>	<p>Check for I/O board USB cable communication.</p> <p>Ensure game makes sound when coin switch is triggered.</p> <p>Game set to large amount of credits per game.</p>	<p>Refer to “I/O Aux Board Issue” diagnostic Section.</p> <p>Check coin switches—both should be wired normally open. If one switch is “closed” the other will not work either. Check wiring to I/O Board. (AACBL4A-DOORA, CE26013) Check 12 Volt power in from Power Dist Board.</p> <p>Check Game Setup Menu. Ensure Credits in Payout menu is set. Default = 2.</p>
<p>No Sound</p> <p>Motherboard creates sound, Audio board amplifies it.</p>	<p>Volume set to zero in menu. Ensure “Mute” is set to OFF</p> <p>Disconnected, loose or broken wires.</p> <p>Faulty speaker.</p>	<p>Enter Volume & Attract Settings Menu and verify: Game Volume & Attract Volume are not zero</p> <p>Check connections and reseal audio cable from motherboard to Audio Amplifier board to speakers. Cables # A5CORD21 from green socket on motherboard, A5CE2300, CE26001 Ensure 12 volts at CE26018 cable from power supply.</p> <p>Unplug audio jack cable (A5CORD21) from motherboard, plug into MP3 player and see if music is amplified and comes out of speaker. If Yes - then motherboard is faulty. If No - then Audio Amplifier Board (AACB9600A) may be faulty.</p> <p>Replace speaker. AACE8811</p>
<p>Menu Buttons do not work</p>	<p>Swap connectors at the 2 buttons.</p> <p>Pinched, broken, or disconnected wiring</p> <p>Main board faulty.</p>	<p>Replace button if problem stays with button.(AAPB2700)</p> <p>Inspect crimp to ensure good connection. Check connections from menu buttons to I/O board. Check continuity on wires. (AAPB2700, CE26012)</p> <p>Replace I/O Aux Board. (AACB9605A-MCC)</p>

TROUBLESHOOTING GUIDE

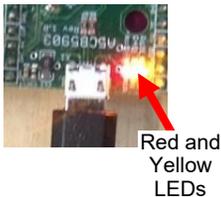
Problem	Probable Cause	Remedy
<p>Tickets do not dispense or Wrong amount dispensed.</p> <p>Check for the correct amount of tickets showing on Monitor</p>	<p>Tickets on monitor does not match tickets coming out of game.</p>	<p>Opto Sensor on ticket dispenser dirty.</p> <p>Faulty ticket dispenser.</p> <p>Notch on tickets cut too shallow.</p> <p>Faulty cable. Disconnected, loose or broken wires.</p> <p>Enter Diagnostic menu and test Dispenser</p> <p>Check dipswitches on I/O Aux Board</p> <p>Faulty I/O Aux Board</p>
	<p>Tickets on monitor do match tickets coming out of game.</p>	<p>Settings in Menu are incorrect.</p> <p>Home Sensor not working properly.</p> <p>Encoder Sensors not working properly.</p>
<p>Low Tickets message on monitor</p>	<p>Tickets are empty in ticket tray</p> <p>Faulty cable. Disconnected, loose or broken wires.</p> <p>Faulty low ticket switch.</p> <p>Faulty I/O Aux Board</p>	<p>Load tickets into tray. Ensure tickets hold down micro switch wire.</p> <p>Check connectors from low ticket switch to I/O Aux board. Check for continuity. (CE26013)</p> <p>Inspect switch and replace if needed. (AASW200)</p> <p>Check dipswitches on I/O Board, Replace I/O Aux Board if needed. AACB9605A-MCC</p>
<p>Light Board Issue</p> <p>Colorful lights around console and window are not flashing.</p> <div style="display: flex; align-items: center;"> <div style="margin-right: 10px;"> <p>Red and Yellow LEDs</p>  </div>  </div>	<p>Red power LED is normally on.</p> <p>Yellow LED is normally off, and only flashes when communicating.</p> <p>Faulty Light Board.</p>	<p>If it is off, then check 12 & 5 Volts DC coming into board on cable CE26017 from Power Distribution Board.</p> <p>If solid on, then it is not communicating with the motherboard. Check A5CBL5900 USB cable. Swap cable with Wheel Control Board.</p> <p>Watch during attract mode and see if it flashes for a short time. Check A5CBL5900 USB cable. Swap cable with the Wheel Board.</p> <p>Replace Light Board if needed.</p> <p>Part # AACB8001-MCC</p>

TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy	
<p>I/O Aux Board Issue Game does not coin up, and has no other functions.</p> 	<p>Green power LED should be flashing.</p> <p>Red and Yellow LED's should be ON.</p> <p>Faulty I/O Aux Board</p>	<p>If it is off, then check 12 & 5 Volts DC coming into board on cable CE26014 from Power Distribution Board.</p> <p>If solid on, then it is not communicating with the motherboard. Check A5CBL5900 USB cable. Swap cable with the light board.</p> <p>If they are off, it is not communicating with the motherboard. Check A5CBL5900 USB cable. Swap cable with the light board</p> <p>Replace I/O Aux Board if needed. Part # AACB9605A-MCC</p>	
<p>Wheel Board Issue Solenoid will not engage, and sensor will not see wheel.</p> 	<p>Red power LED should be on.</p> <p>Yellow LED is normally off, and only flashes when communicating.</p> <p>Faulty Wheel Board</p>	<p>If it is off, then check 12 & 5 Volts DC coming into board on cable CE26015 from Power Distribution Board.</p> <p>If solid on, then it is not communicating with the motherboard. Check A5CBL5900 USB cable. Swap cable with the light board.</p> <p>Watch while coining up and see if it flashes for a short time. Check A5CBL5900 USB cable. Swap cable with the light board</p> <p>Replace Wheel Board if needed. Part # AACB26000</p>	
<p>Monitor not working</p> <p>Power down, wait 5 minutes and power up again.</p>	<p>Monitor shows "No Signal"</p>	<p>Monitor VGA cable unplugged from motherboard or back of monitor.</p> <p>Faulty or loose RAM on motherboard</p> <p>Large power connector unplugged on motherboard</p> <p>Small power connector unplugged on motherboard</p> <p>Faulty power supply - Refer to Power Supply diagnostic section</p> <p>Faulty motherboard - Replace faulty board. (AAMB11-HD)</p> 	
	<p>Monitor has nothing at all on power up.</p>	<p>Power cable unplugged from monitor</p> <p>Faulty monitor.</p>	<p>Ensure power is plugged into back of monitor, down to power strip.</p> <p>Replace monitor. (A5CBDI030)</p>
	<p>Error on screen at power up.</p> <p>Re-Boot game to see if problem still exists.</p>	<p>Display shows "Kernel panic – unable to mount root"</p> <p>Display shows ASROCK Setup Utility Menu</p>	<p>Faulty or loose RAM, faulty software, faulty motherboard</p> <p>No SATA drive in motherboard. Check for power connector</p> 
<p>Home Sensor not working properly</p>	<p>Inspect assembly for physical obstruction</p> <p>Disconnected, loose or broken wires.</p> <p>Test Sensor.</p> <p>Faulty sensor.</p>	<p>The metal tab on the left side of the wheel (from the back) must pass over sensor at a distance of 1/2" Too close is bad, too far away is bad. Ensure the metal tab is clean and reflective.</p> <p>Check connections from opto sensor to I/O board. Refer to wiring diagram. (Cable # CE26007)</p> <p>Enter Diagnostic Menu, Wheel Debug Menu to see if game recognizes sensor. Screen will flash "Home" when sensor is being seen. Once per revolution.</p> <p>Replace sensor if needed. AACB4403</p>	

TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
Encoder Sensors not working properly	Inspect assembly for physical obstruction Disconnected, loose or broken wires. Test Sensor. Faulty sensor.	There are 2 identical sensor boards in the arrow housing. 2 sets of optos watch the notches on the edge of the wheel. These sensors keep track of how many notches pass by to determine wheel position. The home sensor will reset this count. Check connections from opto sensors to I/O board. Refer to wiring diagram. (Cable # CE26019, CE26011) The cable with the white wire must attach to the front sensor. Enter Diagnostic Menu, Wheel Debug Menu. Screen will flash “Notch” when sensor sees a notch. Screen will also show the ticket value on the screen as the wheel is turned downward. Replace arrow sensor if needed. Part # AAPO26000
Pushing plunger does not spin wheel	Inspect assembly for physical obstruction Solenoid is not engaging.	The solenoid assembly should pivot as handle is pushed down. The wheel will only turn if the solenoid is engaged. Refer to “Pivot Assembly Exploded View” to identify worn parts to replace. Refer to “Solenoid does not activate”
Solenoid does not activate	Inspect assembly for physical obstruction Disconnected, loose or broken wires. Test solenoid. Faulty solenoid. Wheel Board communication: Red power LED should be on. Yellow LED is normally off, and only flashes when communicating.	Refer to “How to Remove Wheel” to access the solenoid assembly Ensure assembly is loose and moves freely. Check connections from solenoid to Wheel Board. Refer to wiring diagram. (Cable # CE26000) Enter Diagnostic Menu, Wheel Debug Menu and select “Engage Wheel”. The solenoid should now receive 12 Volts DC. Replace solenoid assembly if needed. AASO4010 If it is off, then check 12 & 5 Volts DC coming into board on cable CE26015 from Power Distribution Board. If solid on, then it is not communicating with the motherboard. Check A5CBL5900 USB cable. Swap cable with the light board. Watch while coining up and see if it flashes for a short time. Check A5CBL5900 USB cable. Swap cable with the light board Replace Wheel Board if needed. Part # AACB26000
Solenoid is on all the time	Inspect assembly for physical obstruction Check for 12 Volts DC on solenoid cable CE26000	Refer to “How to Remove Wheel” to access the solenoid assembly Ensure assembly is loose and moves freely. If 12 Volts DC is always present, the Wheel Board AACB26000 is faulty and will need to be replaced. If no 12 Volts DC and solenoid is still engaged, the solenoid assembly AASO4010 is faulty and will need to be replaced.
Wheel values are a bit off target	Ensure the wheel is not rocking backward as it comes to a stop. Arrow sensor needs adjustment	The wheel brake should be tighten to ensure the wheel does not rock backward over a notch when it comes to a stop. Enter Diagnostic Menu, Wheel Debug Menu. Enable Engage Wheel and spin the wheel fast. Refer to “How to Adjust Brake Tension” Refer to “How to Adjust Arrow Sensor”



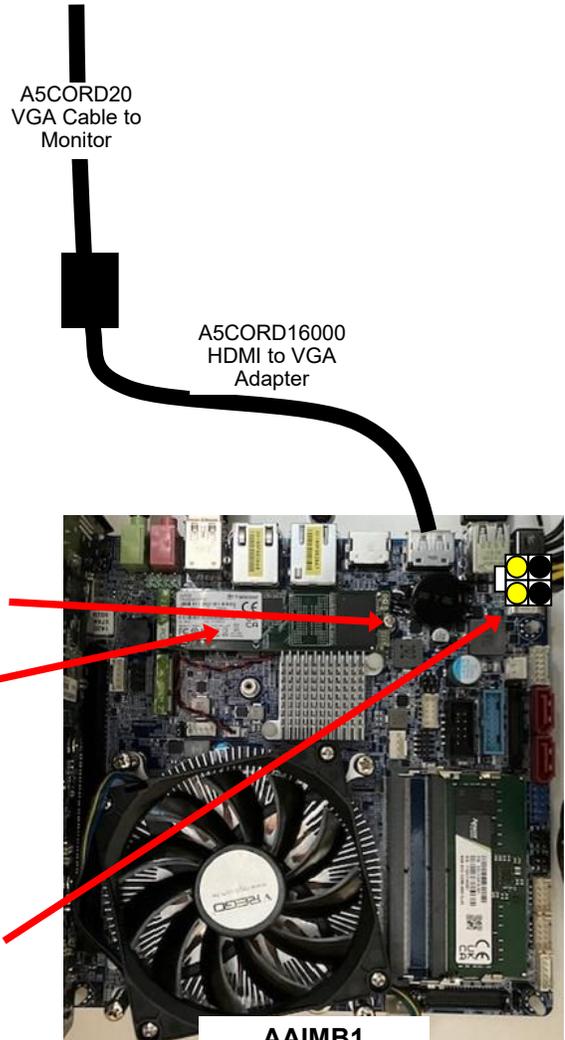
AAIMB1 MOTHERBOARD

Due to motherboards becoming obsolete and unavailable, a new motherboard is now being used in the Minions game.

There are a few differences from Baytek's other games' motherboards.

Difference # 1:

There is an adapter on the VGA cable that plugs into the HDMI location on the motherboard. Part # A5CORD16000



Difference # 2:

Game software is programmed onto a M.2 drive.

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

Instructions:

Power down the game by unplugging it from the wall.

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

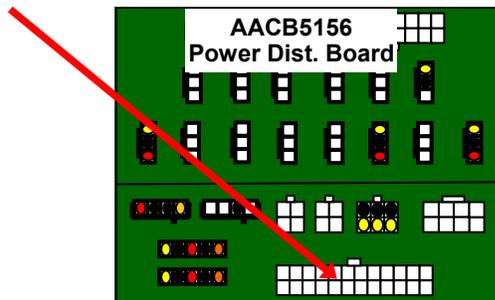
The M.2 drive will now slide out of it's socket and be removed from the motherboard.

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

Difference # 3:

The power in from the power supply connection is only a 4 pin plug.

The 24 pin connector from power supply **must** plug into the Power Distribution Board.



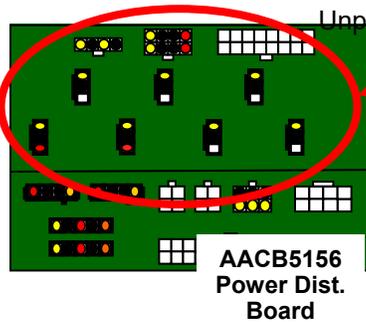
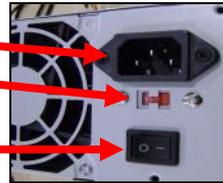
Difference # 4:

Jumpers on the motherboard need to be in these positions:



POWER SUPPLY DIAGNOSTICS

- 1.) Verify AC power to game. Check power strip in front door. The rocker switch should be illuminated.
- 2.) Check connection to power supply.
- 3.) Ensure Power Supply switch is set to 115V (or 230V)
(Some model power supplies may not have this)
- 4.) Ensure Power switch is on.
- 5.) Ensure fan is turning.
 - If power supply fan is turning and there is no 12 Volt out:
Check power supply cables to the Power Distribution Board.
This board takes the power in, and directs it to the different 12 volt loads.



Unplug all power out connectors from the top 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, then continue to "Verify Power to Motherboard"

Verify Power to Motherboard

The motherboard will turn on the power supply.

If your game has no 12 volts, it may be the motherboard not turning on.

Also - there may be a 12 volt short somewhere in cabinet that is not allowing the power supply to turn on.

Minimize load on power supply and isolate short

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

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

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

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

Turn on game and verify the 12 volts is good.

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

If power supply still does not power on, then replace power supply (A5PS1013), or replace motherboard. (AAMB11-HD)

BILL ACCEPTOR DIAGNOSTICS

**Note: There are many different models and brands of Bill Acceptors that are used on redemption games. Your Bill Acceptor may differ from the unit shown. Standard DBA is MEI # AE2454-U5E Part # A5AC9101
Only use 12 Volt DC Bill Acceptor**

Determine if Bill Acceptor has power:

Turn game ON—The bill acceptor should make noise as stacker cycles and green lights on outside bezel should flash.

If NO power:

Use meter to measure 12 VDC voltage at cable going into Bill Acceptor from front I/O Aux Board

If power is OK:

Clean Bill Acceptor path to make sure there is nothing jamming unit.

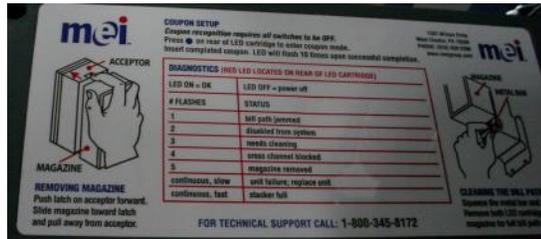
Check dipswitch settings on side of acceptor.

Make sure switch # 8 is OFF for Always Enable



ERROR CODES

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



HOW TO UPDATE SOFTWARE

New Software Installation:

The hard drive contains all the information about the game: Credits per play, ticket pattern, etc. Be sure to check this information after finishing installing new software.

Turn off game by flipping the power switch on the power strip.

Locate hard drive on motherboard.

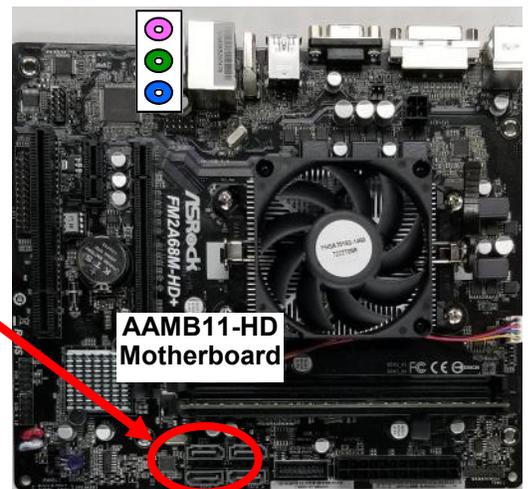
Press tab on far side of hard drive and gently remove from motherboard.

Unplug power supply jumper connector and remove old hard drive from unit.



Install new hard drive by gently pushing straight onto motherboard until it "clicks".

Turn the game back on by flipping the power switch on the power strip.



Note: The I/O boards will automatically be updated by the motherboard software.

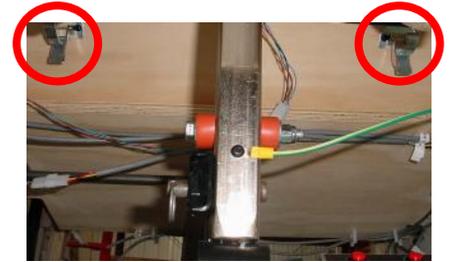
HOW TO OPEN THE FRONT PLEXI

The front plexi can be removed from the game to allow monthly cleaning.

Instructions:

Remove the back door of the game and set aside.
Open the front door and locate the 2 latches securing the front plexi in place.

The front plexi will now slide up (like a roll top desk) and can be removed from the back of the game.



HOW TO REMOVE ARROW SENSOR

The arrow sensor must be removed to replace, or when removing the wheel to replace the solenoid.

Tools Needed:

Phillips Screwdriver # 2 Square bit

Instructions:

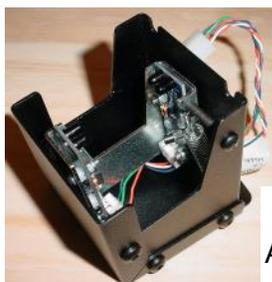
The front plexi must be open or removed to access the arrow sensor.
Refer to "How to Open the Front Plexi" to remove plexi.

Once plexi is removed, remove the 2 screws attaching blocking plate to the white plastic using a # 2 square bit screwdriver.

Loosen, but do not remove, the 1 bolt using a Phillips screwdriver.
Remove the "Win" arrow metal plate by sliding to the left.

Remove the 2 Phillips screws from the top rail.

The arrow sensor assembly can now be unplugged and removed from the cabinet.



AAPO26000
Arrow Sensor Assy

HOW TO ADJUST ARROW SENSOR

The wheel sensor “sees” the notches on the right side of the wheel. As the game is played, the wheel spins downward and the ticket value changes as the point of the arrow crosses the dividing line. If the wheel value changes too early or too late, the sensor must be adjusted.

Tools Needed:

Phillips Screwdriver

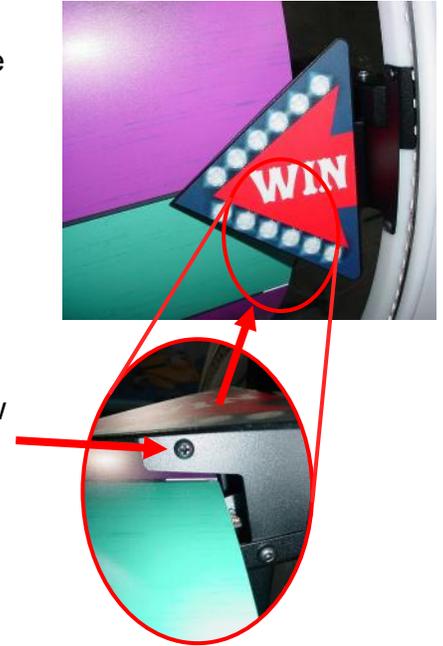
Instructions:

The front plexi must be open, refer to “How to Open the Front Plexi”.

Use a Phillips screwdriver to turn the screw on the bottom of the arrow assembly.

Clockwise will raise the sensor.

Counter-clockwise will lower the sensor.



HOW TO ADJUST BRAKE TENSION

The wheel brake is spring tensioned pad that pushes against the wheel to slow and stop the wheel after a “good spin speed” has been reached.

Too tight of brake tension will stop the wheel quickly and may allow a skilled player to master the technique and achieve more bonus wins.

Too loose of brake tension may allow the wheel to rock backwards as it comes to a stop. If it rocks backward over a notch, the tickets won will be incorrect.

Instructions:

Remove the back door of the game and set aside.

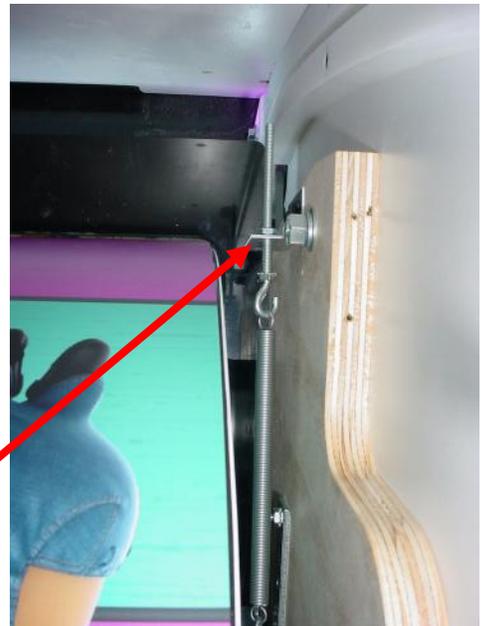
Use a needle nose pliers loosen the nuts on the threaded eye hook.

Adjust threaded eye hook up - to increase tension on wheel brake.

Adjust threaded eye hook down - to decrease tension on wheel brake.

To test brake tension: Enter Diagnostic Menu, Wheel Debug Menu. Enable Engage Wheel and push the handle to spin the wheel fast.

The screen will show “tighten Brake”, “Loosen Brake”, or “Brake OK”



HOW TO REMOVE HOME SENSOR

The home sensor is located on the side of the wheel.
Left side when looking from the back of the game.

Tools needed: 7/16" Wrench

Instructions:

Unlock the back door using a H95 key.

Remove the back door by using both handles to lift upwards and out.

To allow more room to remove sensor, first remove the top nut of wood side brace using a 7/16" wrench, and remove the bolt.

Swing the wood side brace down and out of the way.

The wood block is designed to slide off this top post once the bottom bolt is removed:

Remove the bolt, lock washer, and washer from the lower end of the wood block using a 7/16" wrench.

The wood block with the sensor attached will now slide off the top post.

The sensor can now be cleaned or replaced if needed by removing the 2 Phillips screws. Sensor is part # AACB4403



HOW TO REPLACE MONITOR

The 19" monitor can be removed from the back top of the game.

Tools Needed:

1 step ladder (4-6 foot) # 2 Square bit

Instructions:

Carefully climb to the top rear of cabinet.

Remove the 4 screws using a # 2 square bit.

Disconnect VGA from the back of the monitor.

Unplug power cord from plug on the top of the cabinet.

The monitor can now be removed and replaced. Moni-



HOW TO REPLACE SOLENOID

The wheel must be swung outward to access and replace the solenoid assembly.

Tools Needed:

Phillips Screwdriver # 2 Square bit 7/16" wrench 9/16" wrench
7/32" Allen wrench.

Instructions:

The front plexi must be removed, refer to "How to Open the Front Plexi".

The arrow sensor must be removed so it does not **damage** the wheel, refer to "How to Remove Arrow Sensor".

Remove the 2 top nuts, lock washers, and washers of wood side braces using a 7/16" wrench, and remove the bolts.



Swing the 2 wood side braces down. The wheel will tilt down and rest on these braces.



Remove the top cable clamp using a # 2 square bit screwdriver.



Remove the bottom cable clamp using a # 2 square bit screwdriver.

Remove the cotter pin (part # A5PICZ001) and slide the wheel link off of the pivot arm.

Unplug the 2 pin molex connect for solenoid power.

HOW TO REPLACE SOLENOID

Remove the 2 top nuts, lock washers, and washers of wheel cradle frame using a 9/16" wrench, and remove the bolts.



Slowly pivot the wheel cradle downward to rest on wood side braces.



Before we disassemble the center wheel hub to remove the solenoid assembly, the wheel itself needs to be supported. This will prevent the wheel from twisting and causing **damage**.

There are 2 wood blocks that are shipped with the game in the coin box, with a bolt, lock washer, and washer.

Slide the long narrow piece into the slot of the other piece to create a shelf.



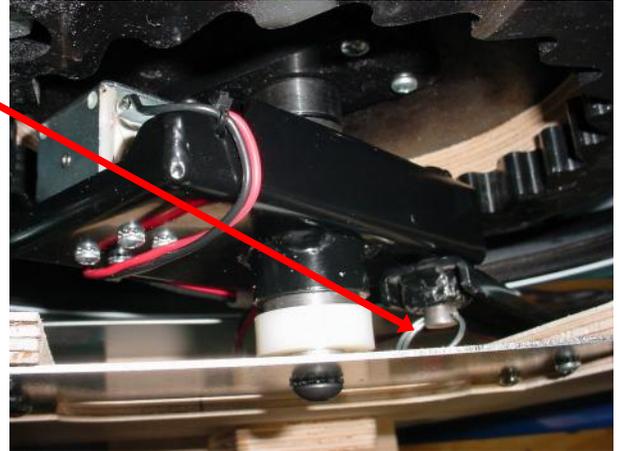
Install the bolt, lock washer, and washer using a 7/16" wrench as shown.

Ensure the wheel is supported before continuing.



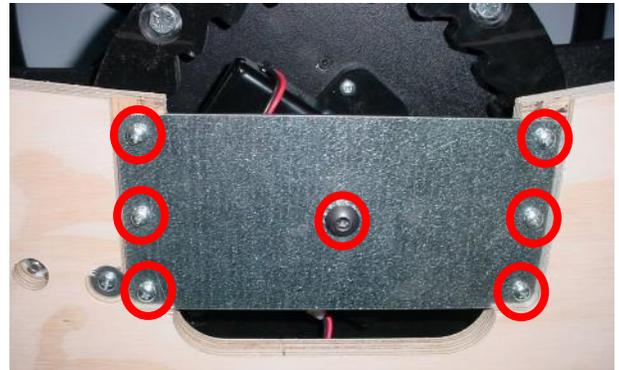
HOW TO REPLACE SOLENOID

After wheel is supported, remove the retaining ring and side metal arm from solenoid assembly.

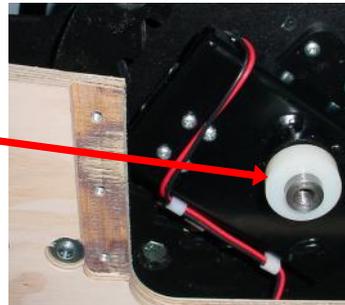


Remove the 6 screws using a Phillips screwdriver.

Remove the center bolt and star washer using a 7/32" Allen wrench.

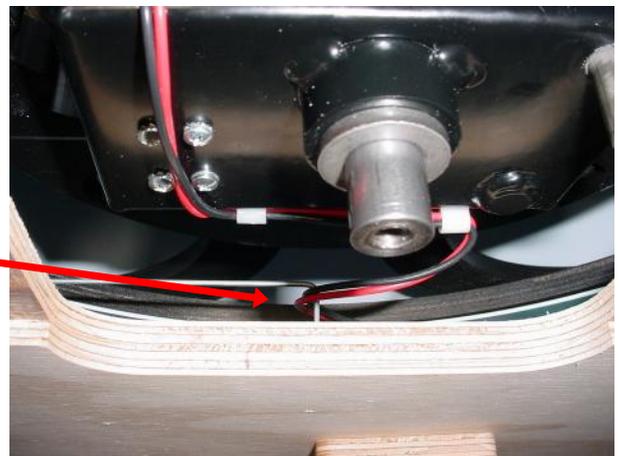


Remove the metal plate, and remove the white plastic spacer from the wheel shaft.



The solenoid assembly (AASO4010) can now be removed from the wheel shaft.

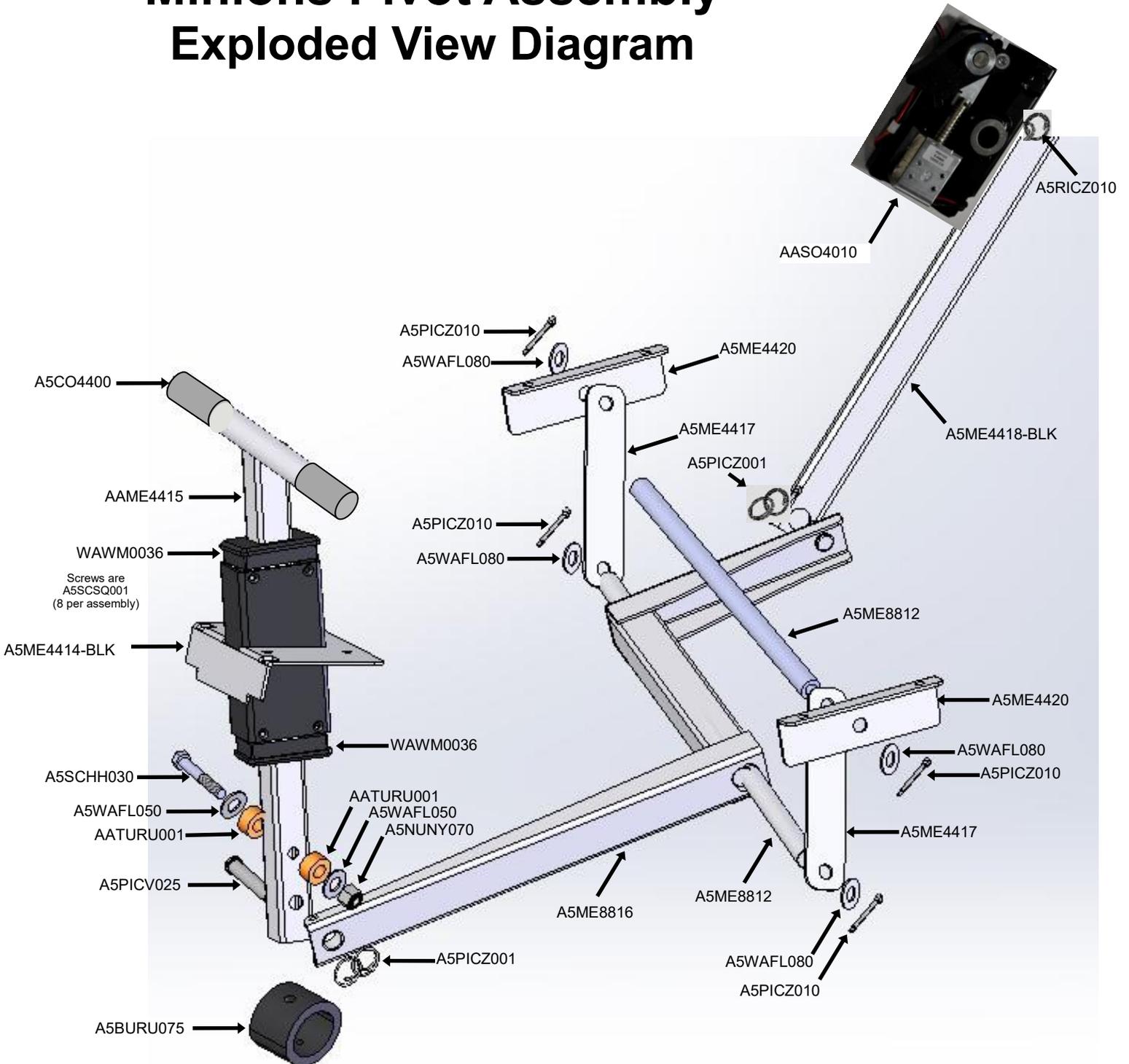
Upon installation of the new solenoid assembly, make sure the cable is routed through the metal retaining clip. This will keep the cable away from the wheel as the handle moves up and down.



PIVOT ASSEMBLY EXPLODED VIEW



Minions Pivot Assembly Exploded View Diagram



DECAL DIAGRAM

minions CARNIVAL CHAOS

DECAL DIAGRAM



PARTS LIST

PART #	DESCRIPTION	PART #	DESCRIPTION
9654K191	Spring With Eye Holes	A5ME26000	Metal, Arrow Wire Cover
A5BK9999	Bracket, Power Supply Mounting	A5ME26001	Metal, Caster Plate
A5BOEY010	10-24 Thread, 5/16" Eye Id, 4"	A5ME26005	Metal, Pointer Front
A5BURU075	Bumper,Rubber,2 1/4x2 5/8,Black	A5ME26006	Metal, Side Guards
A5CB8020	Coin Box	A5ME26007	Metal, Side Window Rail
A5CBDI030	Monitor,Display,Lcd,19"	A5ME26008	Metal, Sliding Window Rail
A5CBL4A-DOOR	Cable, Double Coin Door	A5ME26009	Metal, Sliding Window Handle
A5CBL5900	Cable, USB, Male A To Male Micro	A5ME26010	Metal, Wheel Mounting Plate
A5CE2300	Cable, Audio Isolator	A5ME26011	Metal, Wheel Shaft
A5CL1004	Clamp, Versa Latch	A5ME26012	Metal, Wheel Support Bracket
A5CO4400	Grip Cover	A5ME26013	Metal, Window Brace
A5CORD1	Cord,Power,10'	A5ME4167	Metal, Solenoid Link
A5CORD21	Cord, 3', 35mm Male To Male, Audio Cable	A5ME4182	Metal, Cashbox Guide
A5CORD5	Cord, AC Computer Cord, 6.5'	A5ME4414-BLK	Metal, Handle Guide Assy, Black
A5CORD5000	Cord, Power Adapter, C14 To 5-15r, 1ft.	A5ME4417	Metal, Pivot Link
A5DE0042	Decal, Menu/Volume Decal	A5ME4418- BLK	Metal, Wheel Link, Black
A5DE0044	Decal, Remove Arrow Before Remove Wheel	A5ME4420	Metal, Pivot Link Bracket
A5DE26000	Decal, Cabinet Front (Around Door)	A5ME4429	Metal, Bracket, Solenoid
A5DE26001	Decal, Cabinet Front Door	A5ME4430	Metal, Slip Clutch Bracket
A5DE26002	Decal, Control Panel	A5ME8812	Metal, Handle Rod
A5DE26003	Decal, Handle Base	A5ME8816	Metal, Rocker Arm
A5DE26005	Decal, Wheel Seam	A5OU5000	Outlet Strip, W/2 Clips, C13out, C14inlet
A5DE26006	Decal, Wheel Side Left	A5PICZ001	Pin, Cotter, Bow Tie
A5DE26007	Decal, Wheel Side Right	A5PICZ005	3/32" Dia X 1/2"
A5DE26008	Decal, Monitor Cover	A5PICZ010	3-32 X 1"
A5DE26009-1	Decal, Marquee Chaos Sign	A5PICZ015	5-32 X 1" Cotter Pin
A5DE26009-2	Decal, Marquee Acrylic	A5PL8900	Plate, Bill Validator Blanking Plate
A5DE26009-3	Decal, Marquee Background	A5PL9998	Plate, Blanking, Coin Door
A5DE26010-1	Decal, Cabinet Side Top - Left	A5PS1013	Power Supply, EVGA 500
A5DE26010-2	Decal, Cabinet Side Bottom - Left	A5RO8800	Black Plastic Rod
A5DE26011-1	Decal, Cabinet Side Top - Right	A5SLL0020	1/4" Bore, Shaft Collar 3/32" Allen
A5DE26011-2	Decal, Cabinet Side Bottom - Right	A5SLSX001	Shaft Collr,Steel,3/4"Bore
A5DE26012	Decal, Pointer	A5SP5021	Spring, Compression, Solenoid
A5DE26013	Decal, Cabinet Rail - Right	A5SREX040	2"Lg,3/8"Od,.035" Solenoid Spring
A5DE26014	Decal, Cabinet Rail - Left	A5TD1	Ticket Dispenser
A5DE26015	Decal, Plunger Base	A5WH26000	Poly Wheel, 3"D X 1-1/4"W, 3/8"Axle Dia
A5FI9010	Inline Filter	AABK1013	Bracket, Pushbutton/Counters
A5GU4400	Guard, Bent Wire	AACB15001	PCB Assy, Bleed Resistor Board
A5HA26000	Pull Handle, Steel, Blk, 4-3/4"X7/8"	AACB26000	PCB, Wheel Control
A5LI1302	Marquee Minions Light	AACB26001	PCB, IR Wheel Sensors
A5LK2001	Lock, Cash Box, A05/E00 Key Code	AACB4403	Reflector Sensor
A5LK5002	Lock, 7/8", H95 Key Code	AACB5156	PCB, Power Dist. Board
A5ME2034	Ticket Tray	AACB8001-MCC	PCB, Light Driver Board

PARTS LIST

PART #	DESCRIPTION	PART #	DESCRIPTION
AACB5903-MCC	PCB, Brain Light Board	AACE26023	Ground Stud To Ticket Dispenser
AACB9600A	PCB, Audio Amplifier Board	AACE26024	Line Filter Cord To Power Strip
AACB9605A-MCC	PCB, Door Interface	AACE26025	"Chaos" Bonus Marquee Light
AACE1710	Cable, 4" Door Ground Cable	AACE26026	Acrylic Marquee Light
AACE1715	Cable, Door Ground Cable	AACE26027	Monitor Marquee Light
AACE26000	Solenoid Power From Cb26000	AACE26028	"Win" & "Play" Console Lights
AACE26001	Speaker Wire From Cb9600	AACE26029	Wheel Lights
AACE26003	Monitor Marquee Lights Power	AACE26030	Window Outer Frame Light
AACE26004	White Console Lights Power	AACE26032	Plunger Accent Light
AACE26005	Marquee Chaos Light Power Jumper	AACE26033	Outside Console Light
AACE26007	Power To Home Sensor From Cb26000	AACE26034	Addressable Egg Light Signal Power
AACE26008	Dbc Cable From Cb9605 Board	AACE26035	Addressable Egg Light Power
AACE26010	Console RGB Light Power From Cb8001	AACE26036	Console Addressable Light Power
AACE26011	Cb26000 Encoder Sensor To Arrow	AACE26037	Power to Egg Light and Marquee Board
AACE26012	Cb9605 Board To Menu/Counters Bracket	AACE26038	Jumper to Egg Light and Marquee
AACE26013	Cb9605 Board To Coin Door And Tickets	AACE8811A	Cable Assy, Speaker
AACE26014	Power Distribution Board To Cb9605 Board	AACO1020	Counter Assy
AACE26015	Power Distribution Board To Cb26000	AAMB11-HD	Mother Board, W/Hard Drive
AACE26017	Power Distribution To Cb8001 Power	AAME4415	Metal, T-Handle
AACE26018	Power Distribution To Cb9600 Power	AAPB2700	Push Button Assembly
AACE26019	ARROW SENSORS Cable	AAPO26000	Arrow Sensor Assembly
AACE26020	Ground Stud To Plunger	AASO26000	Wheel Solenoid
AACE26021	Ground Stud To Door Hinge	AASW200	Low Ticket Switch
		AATURU001	Tubing, Rubber, Orange
		W5HG1025	Hinge,16",Double Bend
		W5HG1065	Hinge, 5-75, Single Bend
		W5KE5000	Keeper, Lock
		W5TM4002	T-Molding, 7/8" BLUE, 30 Feet Per Game
		WAWM0036	Handle Bearing Guide

PARTS PICTURES



9654K191



A5BK9999



A5BURU075



A5CB8020



A5CBDI030



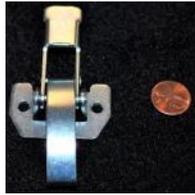
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A5CBL5900



A5CE2300



A5CL1004



A5CO4400



A5CORD1



A5CORD21



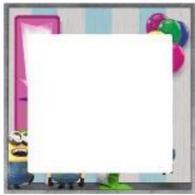
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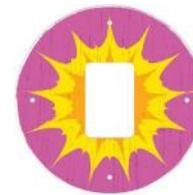
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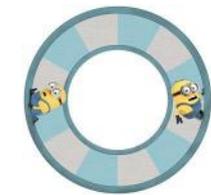
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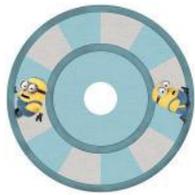
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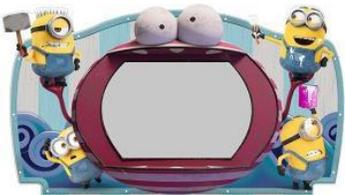
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A5DE26007



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A5DE26009-3



A5DE26010-1



A5DE26010-2



A5DE26011-1



A5DE26011-2



A5DE26012



A5DE26013



A5DE26014



A5DE26015



A5FI9010



A5GU4400



A5LI1302



A5LK2001



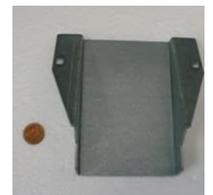
A5LK5002



A5ME2034



A5ME4167



A5ME4182



A5ME4414-BLK



A5ME4417



A5ME4418-BLK



A5ME4420



A5ME442



A5ME4430



A5ME8812

PARTS PICTURES



A5ME8816



A5PICZ001



A5PICZ005



A5PICZ010



A5PICZ015



A5PL8900



A5PL9998



A5PS1013



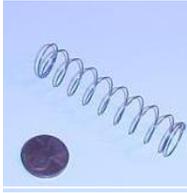
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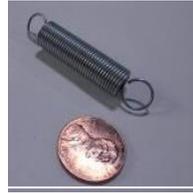
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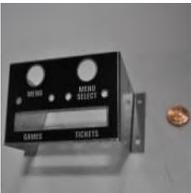
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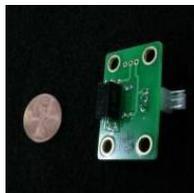
A5TD1



AABK1013



AACB15001



AACB4403



AACB5156



AACB8001-MCC



AACB9600A



AACB9605A-MCC



AACE1710



AACE1715



AACE26000



AACE26001



AACE26003



AACE26004



AACE26005



AACE26007



AACE26008



AACE26010



AACE26011



AACE26012



AACE26013



AACE26014



AACE26015



AACE26017



AACE26018



AACE26019



AACE26020



AACE26021



AACE26023



AACE26024



AACE26025



AACE26026



AACE26027



AACE26028



AACE26029



AACE26030



AACE26032

PARTS PICTURES



AACE26033



AACE26034



AACE26035



AACE26036



AACE26037



AACE26038



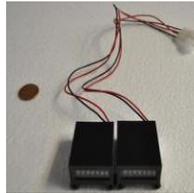
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AACE8811



AACO1020



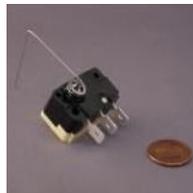
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AAME4415



AAPB2700



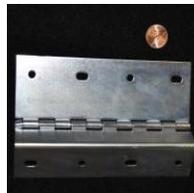
AASW220



AATURU001



W5HG1025



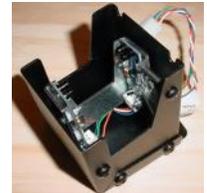
W5HG1065



W5KE5000



W5TM4002



AAPO26000

TECHNICAL SUPPORT

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

Electronics / Circuit Boards:

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

Call our technicians to get recommendations for what you should keep on hand for spare parts!

Technical Support:

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

troubleshooting steps and convey to them exactly what's happening with your game.

Returns & Credits:

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

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

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

[You can count on our Technical Support Team for service and support!](#)

WARRANTY OPTIONS

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

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

New, purchased parts have a 30 day warranty.

Any labor expended is not included in this warranty.

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

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

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