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FACTORY CONTACT INFORMATION



BAY TEK GAMES INC.
Pulaski Industrial Park
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www.baytekgames.com

Our Vision:

We aspire to be the best in the world at developing and manufacturing coin operated games for our customers.

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

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All games proudly manufactured at our factory in Pulaski, Wisconsin U.S.A.

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WELCOME TO: FIREBALL FURY

FIRE IT UP!

Our classic Fire Ball can't hold a match to it's new little brother Fireball Fury!

With a completely redesigned cabinet and graphics packages, Fireball Fury is sure to send your game room into the future!

With a shortened ramp and smaller overall footprint, this new-age alley bowler provides all the sparks while taking up less room. The game settings controls are now readily accessible right at the front of the game, making it simple and quick to adjust to your needs!

Pair up the Fireball Fury with our hip, newly redone Alley Oop Street Ball to round out your alley lineup, and add a sleek updated progressive sign to flare up the revenue!

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.

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

Your Friends at Bay Tek Games



GAME INSPECTION

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

SPECIFICATIONS

WEIGHT	
WEIGHT	400 lbs.
SHIP WEIGHT	500 lbs.

DIMENSIONS	
WIDTH	30"
DEPTH	114"
HEIGHT	80"









OPERATING TEMPERATURE	
80 - 100 Degrees	Fahrenheit
26.7 - 37.8 Degrees	Celsius

POWER REQUIREMENTS			
INPUT VOLTAGE RANGE	110 to 120 VAC	or	220 to 240 VAC
INPUT FREQUENCY RANGE	50 HZ	to	60 HZ

MAX START UP CURRENT
1.6 AMPS @ 115 VAC
0.8 AMPS @ 230 VAC

OPERATING CURRENT
1.3 AMPS @ 115 VAC
.65 AMPS @ 230 VAC

SAFETY PRECAUTIONS

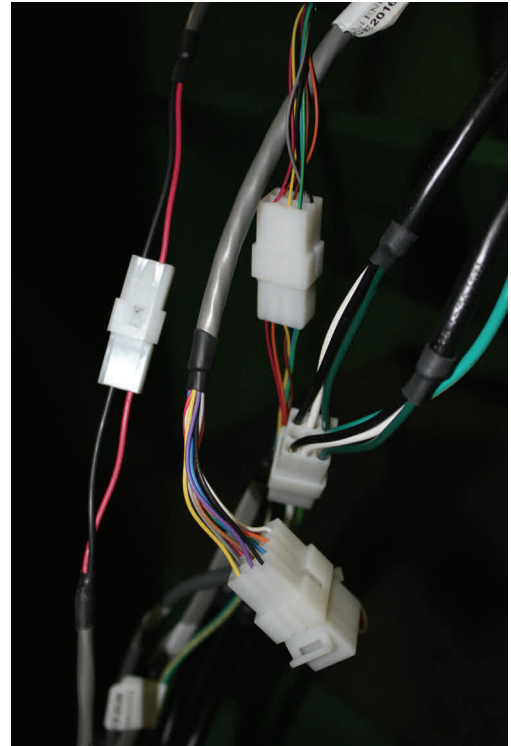
	DANGER	
DO NOT perform repairs or maintenance on this game with the power ON. Unplug the unit from the wall outlet or shut off the power at the power strip located inside the game cabinet.		
	WARNING	
Use of flammable substances can cause severe burns or serious injury. Always use NON-FLAMMABLE solvents 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 decal located on the back of the game cabinet. Always plug game into a grounded circuit. If the supply cord is damaged, it must be replaced by a special cord or assembly available from the manufacturer or its service agent.		

QUICK SET-UP GUIDE

1. Place the target cabinet in its desired location



2. Push the ramp cabinet to about a foot from the front of the target cabinet



3. Plug in the 4 cables to connect the target and ramp cabinets

4. Push the ramp up flush against the target

5. Drop the 9 balls into the playfield



QUICK SET-UP GUIDE

7. Slide the acrylic faceplates into the grooves in the display portion of the target cabinet



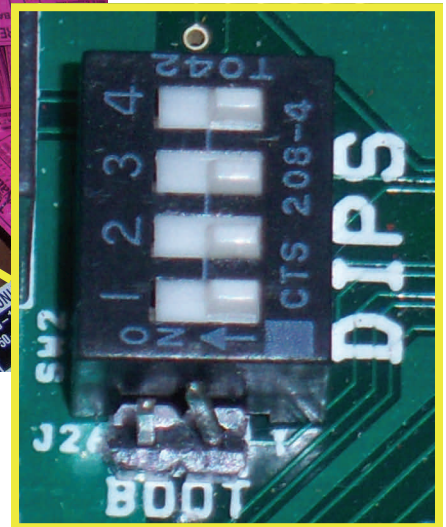
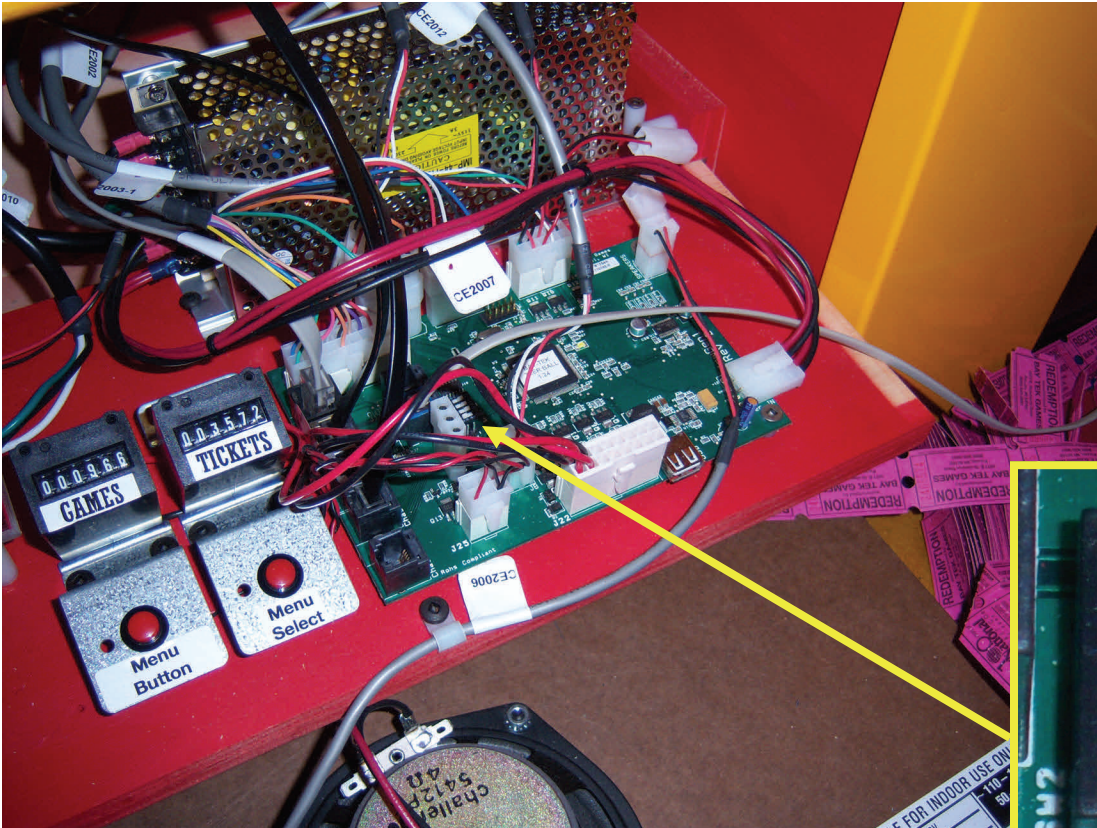
8. Plug the power cord into the target cabinet and into a standard 110v electrical wall outlet



Congratulations! You're Ready To Roll!

DIP SWITCH SETTINGS

Access the dip switches on the main board inside the front door of the ramp.
***Factory default settings are highlighted in gray.**



DIP 4	DO NOT ADJUST	ON	OFF
DIP 3	DO NOT ADJUST	ON	OFF
DIP 2	JERSEY– SINGLE CREDIT/ SAVED TICKETS	ON	OFF
DIP 1	PROGRESSIVE SIGN ENABLE (POWER DOWN BEFORE SWITCHING)	ON	OFF

DETAILED OPERATIONS

MAIN MENU

1. Access the main menu by pressing the **"MENU BUTTON"** inside the front door of the ramp and holding down for 4 seconds.
2. Scroll through the menu options shown on the 4-digit display by pressing the **"MENU BUTTON"** repeatedly.
3. Press the **"MENU SELECT"** button to enter and scroll through sub-menus (defined below).



n1	Coins Per Play	n14	0- [N/A]
n2	Game Volume	n15	0- [N/A]
n3	Attract Mode Volume	n16	1- [N/A]
n4	Attract Mode Timing	n17	Ball Timeout
n5	Ticket Patterns	n18	0- [N/A]
n6	Mercy Tickets	n19	0- [N/A]
n7	Divide By Two Ticket Dispense	n20	Next Game Start Delay
n8	Fixed Ticket Payout (New Jersey)	n21	Display Last Score
n9	Stored Credits/ Tickets Owed	n22	Statistics
n10	Balls Per Game	n23	Reset Statistics
n11	0- [N/A]	n24	Diagnostics
n12	0- [N/A]	n25	Restore Factory Settings
n13	0- [N/A]		

N1– COINS PER PLAY

Scroll through the n1 menu with the “menu select” button.
Make your selection by pressing the “menu button” and scrolling through the remaining menus past n25 to exit the menu.

***Factory default settings are highlighted in gray.**

CREDITS PER PLAY	1	2	3	4	5	6	7	8
PRICE PER PLAY	\$.25	\$.50	\$.75	\$1.00	\$1.25	\$1.50	\$1.75	\$2.00

N2– GAME VOLUME CONTROL

Scroll through the n2 menu with the “menu select” button.
Make your selection by pressing the “menu button” and scrolling through the remaining menus past n25 to exit the menu.

***Factory default settings are highlighted in gray.**

0 (OFF)	1	2	3	4	5	6	7
------------	---	---	---	---	---	---	---

This control is for the volume of the game **while it is being played**,
or after a coin has been inserted.

A “boink” noise will play an example volume while scrolling through the volume levels.

N3– ATTRACT VOLUME CONTROL

Scroll through the n3 menu with the “menu select” button.
Make your selection by pressing the “menu button” and scrolling through the remaining menus past n25 to exit the menu.

***Factory default settings are highlighted in gray.**

0 (OFF)	1	2	3	4	5	6	7
------------	---	---	---	---	---	---	---

This control is for the volume of the game
while it is NOT being played.

This game plays fun sounds to lure customers to play.
A “boink” noise will play an example volume while scrolling through the volume levels.

N4– ATTRACT SOUND TIMING

Scroll through the n4 menu with the “select” button.
 Make your selection by pressing the “menu button” and scrolling
 through the remaining menus past n25 to exit the menu.

***Factory default settings are highlighted in gray.**

ATTRACT SOUNDS PLAY EVE- RY:	OFF	SECONDS	MINUTES			
	0	30	1	5	10	15

N5– TICKET PATTERNS

Scroll through the n5 menu with the “select” button.
 Make your selection by pressing the “menu button” and scrolling
 through the remaining menus past n25 to exit the menu.

***Factory default settings are highlighted in gray.**

PATTERN #	SCORE: (in thousands– k)													
	0	10k	15k	20k	25k	30k	35k	40k	45k	50k	60k	70k	80k	90k
	– 9k	– 14k	– 19k	– 24k	– 29k	– 34k	– 39k	– 44k	– 49k	– 59k	– 69k	– 79k	– 89k	
	TICKETS:													
0	NO TICKETS (enables printer if connected)													
1	1	2	3	4	5	6	7	8	9	10	11	12	13	14
2	1	2	3	4	5	6	7	8	9	10	25	50	75	100
3	1	2	3	4	5	6	7	10	15	25	50	100	150	1000
4	1	3	5	7	9	11	13	15	17	20	25	50	75	100
5	2	4	6	8	10	12	14	16	18	20	30	40	50	100
6	2	4	5	6	10	12	14	16	18	25	50	75	100	1000
7	3	4	5	6	7	8	10	15	20	30	50	100	250	1000
8	4	5	6	7	8	9	10	15	20	25	35	50	100	1000

N5– TICKET PATTERNS, CONT

PATTERN #	SCORE: (in thousands– k)													
	0	10k	15k	20k	25k	30k	35k	40k	45k	50k	60k	70k	80k	90k
	– 9k	– 14k	– 19k	– 24k	– 29k	– 34k	– 39k	– 44k	– 49k	– 59k	– 69k	– 79k	– 89k	
	TICKETS:													
9	6	8	10	12	14	16	20	30	40	60	100	200	500	1000
10	4	8	10	16	20	24	28	32	36	40	60	80	100	200
11	4	8	10	12	14	18	20	25	30	35	50	75	100	1000
12	6	8	10	16	20	22	24	26	30	35	50	100	120	1000
13	6	8	10	12	14	16	20	30	40	60	100	200	500	2000
14	8	16	20	24	28	36	40	50	60	70	100	150	200	2000
15	12	16	24	32	40	44	48	52	60	70	100	200	240	2000
16	8	10	12	14	18	22	30	35	40	50	60	70	80	100
17	8	10	12	14	16	18	20	22	24	26	28	30	50	250
18	0	0	1	1	1	2	2	3	4	6	10	20	30	50
19	0	1	1	2	2	2	3	3	3	4	5	10	20	50
20	1	1	2	2	3	3	4	4	5	6	7	8	9	500
21	1	1	2	3	4	5	6	7	8	9	10	15	23	25
22	1	2	3	4	5	6	7	8	9	10	15	20	25	50
23	2	3	4	5	6	7	8	9	10	11	12	15	20	1000
24	2	3	4	5	6	8	10	12	14	16	18	20	25	30
25	3	4	5	6	7	8	9	10	12	14	16	20	25	30

N6– MERCY TICKETS

Scroll through the n6 menu with the “select” button.
Make your selection by pressing the “menu button” and scrolling through the remaining menus past n25 to exit the menu.
***Factory default settings are highlighted in gray.**

Mercy tickets are given per game, no matter what the player scores.

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

N7– DIVIDE BY 2 TICKET DISPENSE

Scroll through the n7 menu with the “select” button.
Make your selection by pressing the “menu button” and scrolling through the remaining menus past n25 to exit the menu.
***Factory default settings are highlighted in gray.**

This setting is used when a facility places a value of “2” on each individual ticket dispensed. This game truncates the ticket value to the lower number (for example: 5 tickets won/ value of 2= 2 physical tickets)

OFF	ON
0	1

N8– FIXED TICKET PAYOUT

Scroll through the n8 menu with the “select” button.
Make your selection by pressing the “menu button” and scrolling through the remaining menus past n25 to exit the menu.
***Factory default settings are highlighted in gray.**

0	5	6	7	8	9	10	11	12	13	14	15
---	---	---	---	---	---	----	----	----	----	----	----

In areas where it is required, when enabled, the game will give only the specified amount of tickets per game.

This setting will override any ticket pattern (n5) or mercy tickets (n6) selected.

N9– STORED CREDITS/ TICKETS OWED

Scroll through the n9 menu with the “select” button.
Make your selection by pressing the “menu button” and scrolling through the remaining menus past n25 to exit the menu.
***Factory default settings are highlighted in gray.**

This function enables the game to remember credits available and tickets owed when the game is powered off and turned back on.

***this option is overridden and always enabled if DIP 2 is ON (see page 8)**

0	1
OFF	ON

N10– BALLS PER GAME

Scroll through the n10 menu with the “select” button.
Make your selection by pressing the “menu button” and scrolling through the remaining menus past n25 to exit the menu.
***Factory default settings are highlighted in gray.**

3	4	5	6	7	8	9
----------	----------	----------	----------	----------	----------	----------

N11– LEAGUE FREE PLAY

[0]- Does not apply to Fireball Fury

N12– SCORE FOR REWARD COUPON #1

[0]- Does not apply to Fireball Fury

N13– SCORE FOR REWARD COUPON #2

[0]- Does not apply to Fireball Fury

N14– SCORE FOR REWARD COUPON #3

[0]- Does not apply to Fireball Fury

N15– SCORE FOR REWARD COUPON #4

[0]- Does not apply to Fireball Fury

N16– PRINTER CUTTER ON/OFF

[0]- Does not apply to Fireball Fury

N17– BALL TIMEOUT

Scroll through the n17 menu with the “select” button.
Make your selection by pressing the “menu button” and scrolling
through the remaining menus past n25 to exit the menu.

***Factory default settings are highlighted in gray.**

This setting will cause the game to score a zero for an unrolled ball if not rolled within
the set amount of time.

This only goes into effect after the game has been coined up.

OFF	SECONDS	MINUTES			
0	30	1	2	3	5

N18– PRINT SCORE OPTION

[0]- Does not apply to Fireball Fury

N19– GAME START BUTTON OPTION

[0]- Does not apply to Fireball Fury

N20– NEXT GAME START DELAY

Scroll through the n20 menu with the “select” button.
Make your selection by pressing the “menu button” and scrolling
through the remaining menus past n25 to exit the menu.

***Factory default settings are highlighted in gray.**

This setting will wait the selected number of seconds after a game is completed
before starting another game or returning to attract mode.

SECONDS					
5	6	7	8	9	10

N21– DISPLAY LAST SCORE

Scroll through the n21 menu with the “select” button.
Make your selection by pressing the “menu button” and scrolling through the remaining menus past n25 to exit the menu.

When enabled, this setting will display the last score rolled during attract mode instead of scrolling zeros

0	1
OFF	ON

N22– GAME STATISTICS

Scroll through the n22 menu with the “select” button.
Make your selection by pressing the “menu button” and scrolling through the remaining menus past n25 to exit the menu.

S1	Total Games Played	S12	Scoring Bucket 9 (45K-49K points)
S2	Total Tickets Dispensed	S13	Scoring Bucket 10 (50K-59K points)
S3	Average Tickets per Game	S14	Scoring Bucket 11 (60K-69K points)
S4	Scoring Bucket 1 (0-9K points)	S15	Scoring Bucket 12 (70K-79K points)
S5	Scoring Bucket 2 (10K-14Kpoints)	S16	Scoring Bucket 13 (80K-89K points)
S6	Scoring Bucket 3 (15K-19K points)	S17	Scoring Bucket 14 (90K points)
S7	Scoring Bucket 4 (20K-24K points)	S18	N/A
S8	Scoring Bucket 5 (25K-29K points)	S19	N/A
S9	Scoring Bucket 6 (30K-34Kpoints)	S20	N/A
S10	Scoring Bucket 7 (35K-39Kpoints)	S21	N/A
S11	Scoring Bucket 8 (40K-44Kpoints)		

N23– RESET STATISTICS

Hold down the “select” button for **3 seconds** to clear the statistics in n16.

The display will show the status of the statistics clear.

Once the statistics are reset, all stats 1-17 will be cleared to 0.

N24– DIAGNOSTICS MODE

Diagnostics mode allows each target and ball counter to be tested for sensor function. When a sensor or switch is activated, it's specified number will appear on the display.

No switches closed displays a dash '-' and should be the default.

If more than one switch is closed, the display will cycle through them.

Sensor/ Component	Display Reading
1000 point target	1
2000 point target	2
3000 point target	3
4000 point target	4
5000 point target	5
10000 point RIGHT	6
10000 point LEFT	7
Ball trough	b
Ball release	r
Low ticket switch	L
Game start button	o
Coin acceptor switch	C
Dollar bill acceptor	d

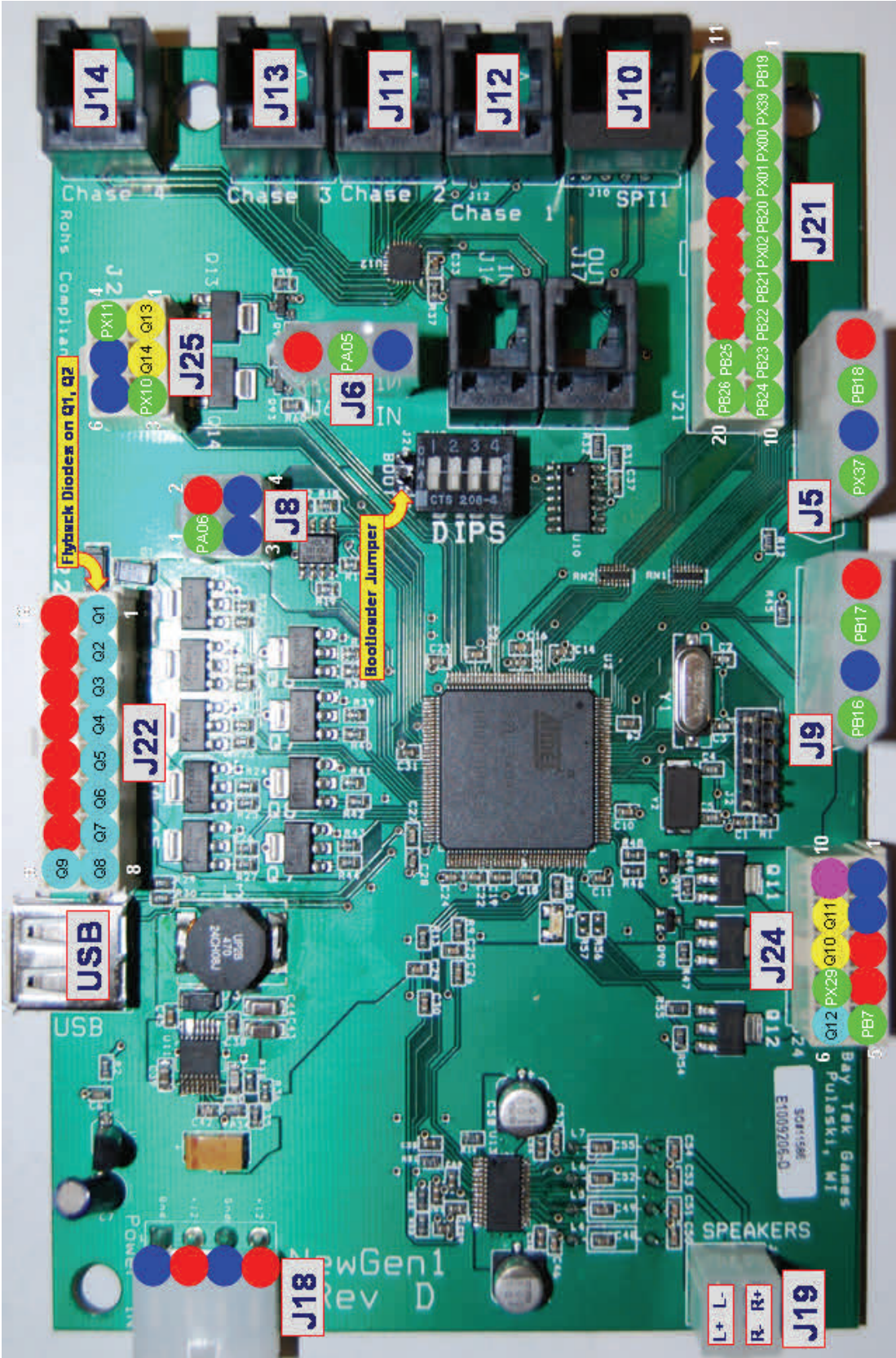
N25– RESTORE FACTORY SETTINGS

In the N25 menu, hold down the "select" button for **3 seconds** to restore all settings to factory default.

The display will show the status of the reset.

DISPLAY READS:	--	dEF
STATUS:	NOT RESET	RESTORED

MAINBOARD PINOUT



Color	Function
Blue	Ground
Red	+12V
Cyan	Low Side Driver
Yellow	High Side Driver
Green	+3.3V TTL Logic
Purple	+3.3V

Connector	Pinout
SPI Out - Display - (J10)	Pin 1 & Pin 3 - +12V Pin 2 - SCLK_BUS2 Pin 4 - SMOSI_BUS2 Pin 5 & Pin 7 - Ground Pin 6 - SCS2_BUS2 Pin 8 - SMISO_BUS2
Chase Lights (J11, J12, J13, J14)	Pin 1 - Chase Output Pin 2 - Chase Output Pin 3 - +12V Pin 4 - Chase Output Pin 5 - Chase Output Pin 6 - +12V

MAINBOARD PINOUT GUIDE

BayTek Alley Bowler NEWGEN1 Hardware REV D Pinout - Version 1

Pin Type	Purpose	Ref	Pin #
LOWSIDE #1, w diode	Mechanical Count #1 Game	J22	1
LOWSIDE #2, w diode	Mechanical Count #2 Ticket	J22	2
LOWSIDE #3	*Acrylic Lighting RED Color	J22	3
LOWSIDE #4	*Acrylic Lighting GREEN Color	J22	4
LOWSIDE #5	*Acrylic Lighting BLUE Color	J22	5
LOWSIDE #6	Unused	J22	6
LOWSIDE #7	Unused	J22	7
LOWSIDE #8		J22	8
LOWSIDE #9		J22	9
+12 Volts	Mechanical Count #1 Game +12V	J22	11
+12 Volts	Mechanical Count #2 Ticket +12V	J22	12
+12 Volts		J22	13
+12 Volts		J22	14
+12 Volts		J22	15
+12 Volts		J22	16

* = Attract Mode Lights TBD

HIGHSIDE #13		J25	1
HIGHSIDE #14		J25	2
PX10	Service Button #1	J25	3
PX11	Service Button #2	J25	4
Ground	Ground for Service Buttons	J25	5
Ground		J25	6

+12 Volts	Coin Door Power	J6	1
PA05	Coin Input	J6	2
Ground	Coin Ground	J6	3

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

Pin Type	Purpose	Ref	Pin #
Ground		J24	1
Ground		J24	2
+12 Volts		J24	3
+12 Volts		J24	4
PB7	Ball Release Sensor	J24	5
LOWSIDE #12	Ball Release Motor/Solenoid	J24	6
PX29	Ball Trough Sensor	J24	7
HIGHSIDE #10	Ball Release Motor/Solenoid	J24	8
HIGHSIDE #11	Game Start Light	J24	9
3.3V		J24	10

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

PB16	Low Ticket Switch	J9	1
Ground	Ground for Low Ticket Switch	J9	2
PB17	Unused	J9	3
+12 Volts		J9	4

PA06	DBA Input	J8	1
+12 Volts	NOTE-MISLABELED as J9	J8	2
Ground	This Connector is next to J6	J8	3
Ground		J8	4

MAINBOARD PINOUT GUIDE

*** All Chase Lights TBD***

PB19	1000 Point Sensor	J21	1
PX39	2000 Point Sensor	J21	2
PX00	3000 Point Sensor	J21	3
PX01	4000 Point Sensor	J21	4
PB20	5000 Point Sensor	J21	5
PX02	10000 Point Sensor Left	J21	6
PB21	10000 Point Sensor Right	J21	7
PB22	Not Used	J21	8
PB23	Not Used	J21	9
PB24	Jersey Coin Lockout	J21	10
Ground		J21	11
Ground		J21	12
Ground		J21	13
Ground		J21	14
+12 Volts		J21	15
+12 Volts		J21	16
+12 Volts		J21	17
+12 Volts		J21	18
PB25	Not Used	J21	19
PB26	Not Used	J21	20

Driver 1	To AACB9101 Speaker Chase Lights	J12	1
Driver 2	To AACB9101 Speaker Chase Lights	J12	2
+12 Volts	To AACB9101 Speaker Chase Lights	J12	3
Driver 3	To AACB9101 Speaker Chase Lights	J12	4
Driver 4	To AACB9101 Speaker Chase Lights	J12	5
+12 Volts	To AACB9101 Speaker Chase Lights	J12	6

Driver 5	To AACB9101 Speaker Chase Lights	J11	1
Driver 6	To AACB9101 Speaker Chase Lights	J11	2
+12 Volts	To AACB9101 Speaker Chase Lights	J11	3
Driver 7	To AACB9101 Speaker Chase Lights	J11	4
Driver 8	To AACB9101 Speaker Chase Lights	J11	5
+12 Volts	To AACB9101 Speaker Chase Lights	J11	6

Driver 9		J13	1
Driver 10		J13	2
+12 Volts		J13	3
Driver 11		J13	4
Driver 12		J13	5
+12 Volts		J13	6

Driver 13		J14	1
Driver 14		J14	2
+12 Volts		J14	3
Driver 15		J14	4
Driver 16		J14	5
+12 Volts		J14	6

TECHNICAL SUPPORT

Excellent customer service is very important to Bay Tek Games! We know that keeping your games in great operating condition is important to your business. When you need us, we are here to help. You can call us for free technical assistance, and you can count on us to have parts on-hand to support your game. 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 Options

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

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

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

Technical Support:

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

Returns, Credits, & Fees:

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

Late Fees and Non-Return Fees - Advance Replacement and Warranty Replacement items require the defective items to be returned by Bay Tek games promptly to avoid Late Fees. We would expect items to be returned with 10 working days. Late fees are invoiced monthly. Late fees are non-refundable under any circumstance! Any item not returned within 90 days will be invoiced in full as a replacement part!

Bench Fees - Bench fees will apply for each electronic item returned to Bay Tek Games (this includes unused Advance Replacement items). This charge covers our cost to inspect, evaluate and retest each item. Please note that returned items that do not pass our tests will be charged accordingly as replacement items or advance replacements.

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



WARRANTY

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

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

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

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

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

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

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

NON-WARRANTY

Options and estimated charges will be provided to you for your approval. Please remember that any items being sent to Bay Tek Games must include prior return authorization from our Parts & Service Department. This approval will include a Product Return Form which is required to be included with any incoming shipments. Repaired parts will be shipped back using the same method in which they were received. Repairs are warranted for 30 days from the date of return shipment.

TABLE 1

1
2
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6
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9
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11
12
13
14

TABLE 2

1
2
3
4
5
6
7
8
9
10
25
50
75
100

TABLE 3

1
2
3
4
5
6
7
10
15
25
50
100
150
1000

TABLE 4

1
3
5
7
9
11
13
15
17
20
25
50
75
100

TABLE 5

2
4
6
8
10
12
14
16
18
20
30
40
50
100

TABLE 6

2**4****6****8****10****12****14****16****18****25****50****75****100****1000**

TABLE 7

3**4****5****6****7****8****10****15****20****30****50****100****250****1000**

TABLE 8

4**5****6****7****8****9****10****15****20****25****35****50****100****1000**

TABLE 9

6**8****10****12****14****16****20****30****40****60****100****200****500****1000**

TABLE 10

4**8****10****16****20****24****28****32****36****40****60****80****100****200**

TABLE 11

4
8
10
12
14
18
20
25
30
35
50
75
100
1000

TABLE 12

6
8
10
16
20
22
24
26
30
35
50
100
120
1000

TABLE 13

6
8
10
12
14
16
20
30
40
60
100
200
500
2000

TABLE 14

8
16
20
24
28
36
40
50
60
70
100
150
200
2000

TABLE 15

12
16
24
32
40
44
48
52
60
70
100
200
240
2000

TABLE 16

8
10
12
14
18
22
30
35
40
50
60
70
80
100

TABLE 17

8
10
12
14
16
18
20
22
24
26
28
30
50
250

TABLE 18

0
0
1
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1
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4
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10
20
30
50

TABLE 19

0
1
1
2
2
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50

TABLE 20

1
1
2
2
3
3
4
4
5
6
7
8
9
500

TABLE 21

1
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4
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23
25

TABLE 22

1
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25
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TABLE 23

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20
1000

TABLE 24

2
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TABLE 25

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