



PLACE SERIAL NUMBER LABEL HERE

# FACTORY CONTACT INFORMATION



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

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# WELCOME TO: DIZZY CHICKEN

**Congratulations on your Dizzy Chicken purchase!**

Dizzy Chicken is a challenging skill-based game that's fun for everyone!

With a bright and colorful cabinet and fun game play that offers players a chance to win every time, Dizzy Chicken is sure to take your game room for a spin!

Please take a moment to read through this manual and be sure to contact our factory if you have any questions, or would like some more information.

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

*Your Friends at Bay Tek Games*



## GAME INSPECTION

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

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

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

# HOW TO PLAY

Give the ball a whack and watch it spin around the spiral.



Land on any light to win tickets;

Land on **blue** for 10 tickets.

If the ball stops at **purple**, you get 20 tickets.



A **orange** light means 30.

Any **red** light is worth 100 tickets, plus a bonus shot!

Hit the **green** light and win 500 tickets, then hit it **again** with your bonus shot to win major tickets!



Get **DIZZY** again!

Ticket values based on factory default settings. These can be changed to fit your location's needs.



# GAME SPECIFICATIONS

WEIGHT	
NET WEIGHT	450 LBS.
SHIP WEIGHT	500 LBS.
DIMENSIONS	
WIDTH	45.25"
DEPTH	45.25"
HEIGHT	85.5" to 111.75"
OPERATING TEMPERATURE	
FAHRENHEIT	80-100
CELSIUS	26.7-37.8

POWER REQUIREMENTS			
INPUT VOLTAGE RANGE	100 to 120 VAC	/	220 to 240 VAC
INPUT FREQUENCY RANGE	50 HZ	/	60 HZ

MAX START UP CURRENT	OPERATING CURRENT
2.2 AMPS @ 115 VAC	2.6 AMPS @ 115 VAC
1.1 AMPS @ 230 VAC	1.3 AMPS @ 230 VAC

# SAFETY PRECAUTIONS

 <b>NOTICE</b> 	
Modifications to the mechanical, electrical and structural components of this game may void its compliance certifications.	
This appliance is not suitable for installation in an area where a water jet could be used.	
 <b>DANGER</b> 	
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.	
 <b>WARNING</b> 	
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.	
 <b>CAUTION</b> 	
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.	
 <b>ATTENTION</b> 	
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. <b>A shielded power cable must be used for the game to retain EU/EMC compliance.</b>	
 <b>IN CASE OF EMERGENCY</b> 	
UNPLUG THE POWER CORD. The power cord must be accessible at all times in case of an emergency.	

# HEIGHT MODIFICATION OPTIONS



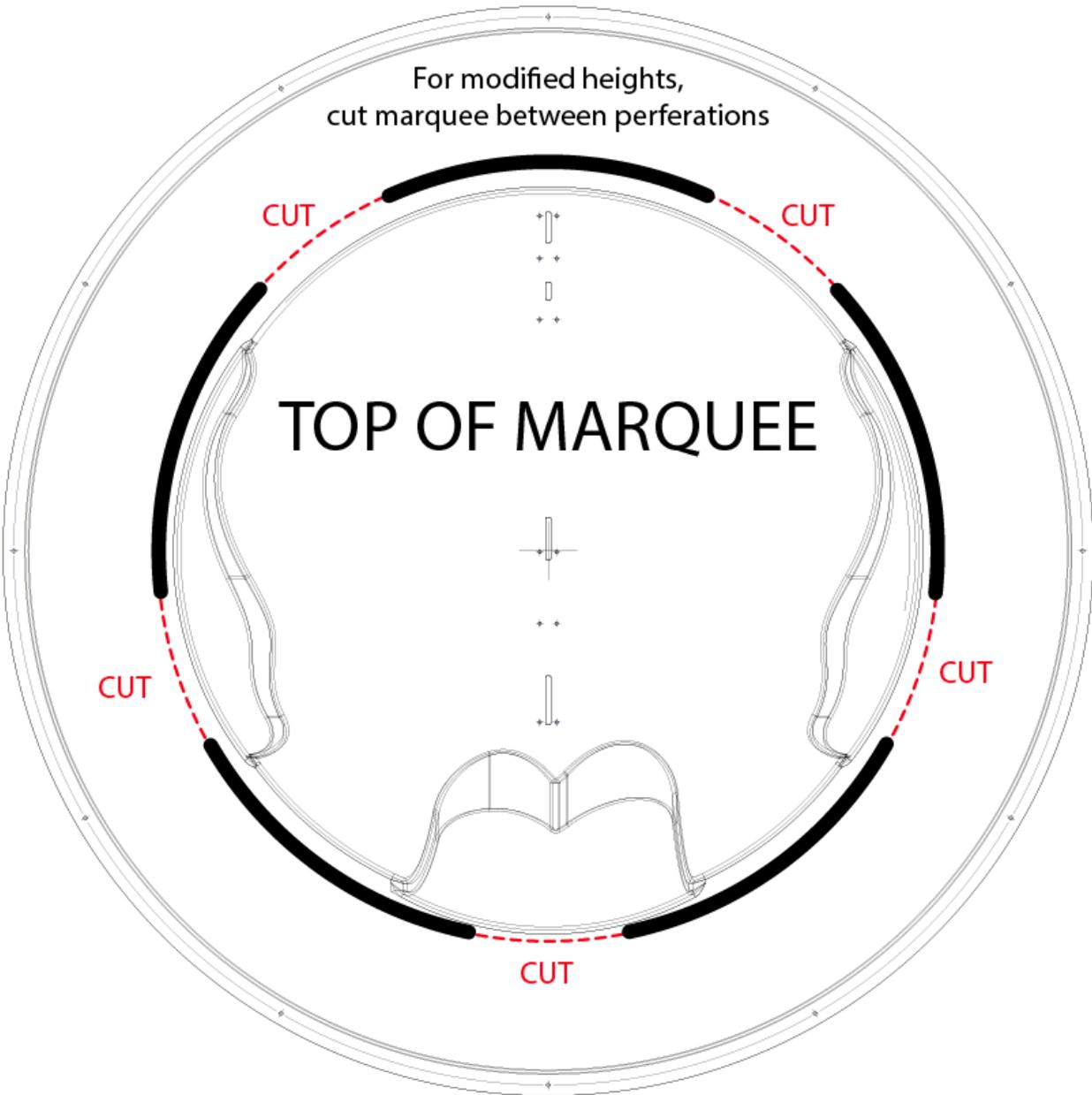
111.75"  
(100.25" without acrylic tail & comb)

104.5"  
(\*93" without acrylic tail & comb)

\*85.5"

**SUGGESTED HEIGHTS:**  
\*under 8 feet

# MARQUEE MODIFICATION GUIDE



# QUICK SETUP GUIDE

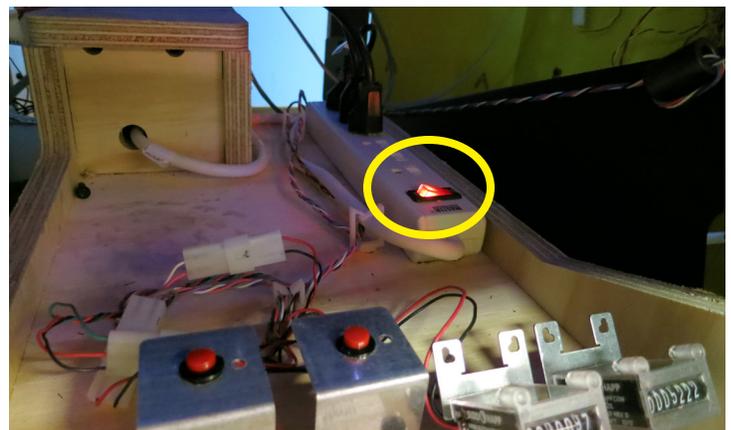
Place the game in its desired location. See height adjustment options on pages 7-8 if necessary.



Using the bubble level on the playfield and the leveler feet, make sure the cabinet is as level as possible.



Plug the power cable into a standard electrical outlet and turn the power switch inside the cabinet to the on position.



Wait for the game to boot up, then enter the menu and calibrate the camera (see page 20 for instructions).

★ ★ ★ ★ ★

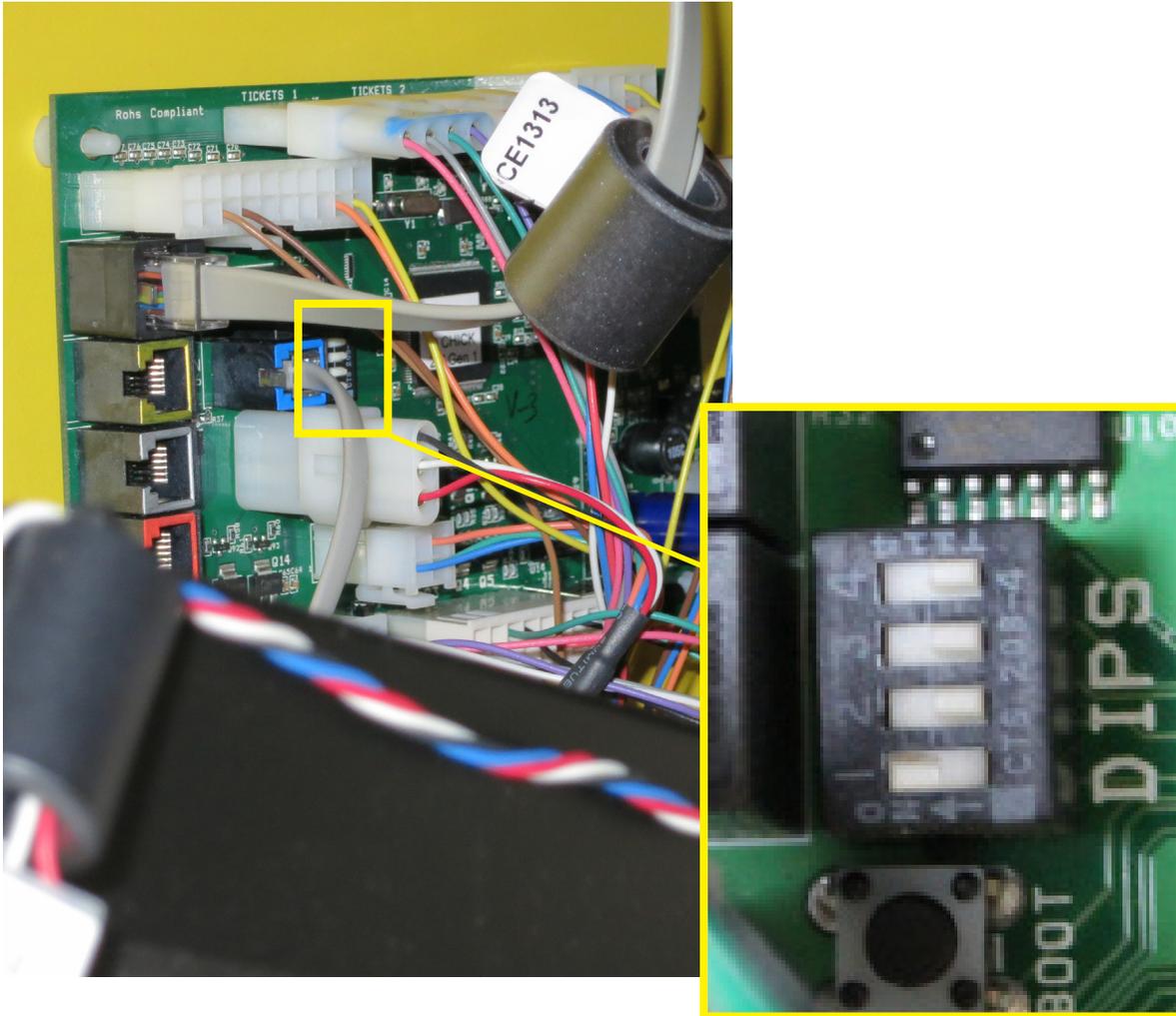
Camera

<p><b>Next</b> &gt;&gt;</p> <p><b>Exit</b></p> <p><b>Auto align camera</b></p> <p><b>New Base Image</b></p> <p><b>Solenoid</b></p> <p><b>Ball position</b></p> <p><b>Mask</b></p> <p><b>Up</b></p> <p><b>Down</b></p> <p><b>Left</b></p> <p><b>Right</b></p> <p><b>Refresh</b></p>	<p>press 2x</p> <p>press 2x</p> <p>up</p> <p>press 2x</p>
--	---

# DIP SWITCH SETTINGS

The dip switch bank is located on the mainboard, inside the front door of the game.

\*factory default settings are highlighted below

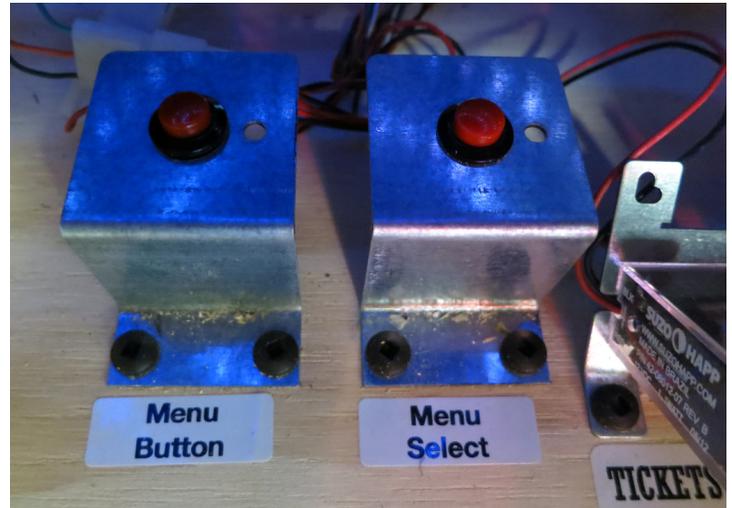


SWITCH	DESCRIPTION	ON	OFF
1	Analog Meter Units	(games)	(coins)
2	Stored Credits/Tickets Owed (on power cycle)	(store)	(clear)
3	not used		
4	not used		

# MAIN MENU FUNCTIONS

Hold down the **MENU** button inside the front door of the cabinet for 2 seconds to open the main menu on the monitor.

Press **MENU** to scroll through the options, and **SELECT** to choose your settings.



## Standard Game Settings

**DIZZY CHICKEN**

**Next**



**Exit**

**Credits per game**

4

**Master volume %**

40

**Game volume %**

40

**Attract volume %**

30

**Divide tickets by two**

Disabled

**Fixed ticket pattern**

0

**Game timeout**

30s

**Clear credits**

press 5x

**Clear tickets**

action activated



## CREDITS PER GAME

Set the desired number of credits per game.  
The factory default is highlighted below.

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

## MASTER VOLUME

Set the desired master volume. Neither game volume nor attract volume will exceed the master.  
The factory default is highlighted below.

0 (off)	10	20	30	40	50	60	70	80	90	100
------------	----	----	----	----	----	----	----	----	----	-----

## GAME VOLUME

Set the desired game volume. This sets the volume of the sounds during gameplay.  
The factory default is highlighted below.

0 (off)	10	20	30	40	50	60	70	80	90	100
------------	----	----	----	----	----	----	----	----	----	-----

## ATTRACT VOLUME

Set the desired game volume. This sets the volume of the game while it is not in play.  
The factory default is highlighted below.

0 (off)	10	20	30	40	50	60	70	80	90	100
------------	----	----	----	----	----	----	----	----	----	-----

## DIVIDE TICKETS BY 2

When enabled, this function will cause the game to dispense 1 physical ticket for every 2 tickets won.  
The factory default is highlighted below.

ENABLED	DISABLED
---------	----------

## FIXED TICKET PAYOUT

Setting this to any value but 0 will cause the game to pay out a set number of tickets for each game played.  
The factory default is highlighted below.

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

## GAME TIME-OUT

When enabled, this function will cause the game to forfeit a player's turn if they have not hit the ball in the allotted time.  
The factory default is highlighted below.

OFF	15 sec	30 sec	45 sec	1 min	2 min	3 min	4 min	5 min
-----	--------	--------	--------	-------	-------	-------	-------	-------

## CLEAR CREDITS

Press the select button 5 times consecutively while Clear Credits is selected to clear any credits on the game.

This will display "Credits Cleared" once completed.

## CLEAR TICKETS

Press the select button 5 times consecutively while Clear Tickets is selected to clear any tickets the game owes.

This will display "Action Activated" once completed.

# GAME-SPECIFIC OPTIONS



## Game Specific



**Next**



**Exit**

**Bonus zone light count**

7

**Blue ticket value**

10

**Purple ticket value**

20

**Orange ticket value**

30

**Red ticket value**

100

**Green ticket value**

500

**\*Bonus\* Green ticket value**

2500

**Bonus Round**

Enabled



## BONUS ZONE LIGHT COUNT

This setting adjusts how many red lights are in the "red light zone".  
The factory default is highlighted below.

1	3	5	7	9	11
---	---	---	---	---	----

## BLUE TICKET VALUE

This setting adjusts how many tickets are won when the ball lands on **BLUE**.  
The factory default is highlighted below.

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----

## PURPLE TICKET VALUE

This setting adjusts how many tickets are won when the ball lands on **PURPLE**.  
The factory default is highlighted below.

1	2	3	4	5	6	8	10	12	14	16	18	20	30	40
---	---	---	---	---	---	---	----	----	----	----	----	----	----	----

## ORANGE TICKET VALUE

This setting adjusts how many tickets are won when the ball lands on **ORANGE**.  
The factory default is highlighted below.

2	4	5	6	8	10	15	20	25	30	40	50	60	75	100
---	---	---	---	---	----	----	----	----	----	----	----	----	----	-----

## RED TICKET VALUE

This setting adjusts how many tickets are won when the ball lands on **RED**.  
The factory default is highlighted below.

4	6	8	10	20	30	40	50	75	100	150	200	250	300	500
---	---	---	----	----	----	----	----	----	-----	-----	-----	-----	-----	-----

## GREEN TICKET VALUE

This setting adjusts how many tickets are won when the ball lands on **GREEN**.  
The factory default is highlighted below.

8	10	20	30	50	75	100	150	200	250	300	500	750	1000	2000
---	----	----	----	----	----	-----	-----	-----	-----	-----	-----	-----	------	------

## GREEN BONUS TICKET VALUE

This setting adjusts how many tickets are won in the bonus round when the ball lands on **GREEN** again.  
The factory default is highlighted below.

20	50	80	100	150	200	250	500	800	1000	2000	2500	3000	5000	10000
----	----	----	-----	-----	-----	-----	-----	-----	------	------	------	------	------	-------

## BONUS ROUND

This setting turns the bonus round on and off.  
The factory default is highlighted below.

ENABLED	DISABLED
---------	----------

Please turn to pages 43-72 for alternate ticket pattern printouts  
to be placed inside the game.

# DEFAULT TICKET PAYOUT SETTINGS



## Game Specific



<b>Next</b>	>>
<b>Exit</b>	
<b>Bonus zone light count</b>	7
<b>Blue ticket value</b>	10
<b>Purple ticket value</b>	20
<b>Orange ticket value</b>	30
<b>Red ticket value</b>	100
<b>Green ticket value</b>	500
<b>*Bonus* Green ticket value</b>	2500
<b>Bonus Round</b>	Enabled



The factory default pattern is shown above in the snapshot of the actual menu screen.

While each light's ticket value is individually adjustable, we recommend using the table on the following page to change your payout pattern if necessary. These are tested patterns with proven ticket output.

Once again, the factory defaults are highlighted in yellow in the table as well.

When you decide to change a ticket pattern on your Dizzy Chicken game, please use the replacement display cut outs in the back of this manual to inform your customers of the ticket payout details.

# ALTERNATE TICKET PAYOUT SETTINGS

PATTERN	AVG. TIX PER GAME	5 LIGHT BONUS ZONE	7 LIGHT BONUS ZONE	10 LIGHT BONUS ZONE
A	3-4	1/2/4/20/100	2/3/5/8/100	1/2/4/8/100
	BONUS VALUE	0	0	0
B	6-9	4/8/12/16/20	4/8/10/16/20	4/8/10/16/20
	BONUS VALUE	500	100	50
C	10-13	8/10/15/30/50	6/8/15/30/50	6/8/15/20/50
	BONUS VALUE	1000	500	100
D	14-20	10/16/20/40/100	10/16/20/40/100	8/10/20/40/100
	BONUS VALUE	2500	1000	500
E	24-28	10/20/30/50/500	10/20/30/50/500	10/20/30/50/250
	BONUS VALUE	2500	1000	500
F	30-36	10/20/50/100/500	10/20/30/100/500	10/20/40/50/500
	BONUS VALUE	5000	2500	1000
G	48-54	10/20/40/50/1000	10/20/50/200/1000	10/30/50/150/500
	BONUS VALUE	5000	2500	1000
H	60-66	10/30/100/500/1000	10/30/100/250/1000	10/30/100/200/500
	BONUS VALUE	5000	2500	1000
I	14-20	10/20/30/40/100	6/20/30/40/100	4/10/20/50/100
	BONUS VALUE	800	800	800

# STATISTICS



## Statistics



**Next**



**Exit**

**Clear Statistics**

stats cleared

**Tickets out**

0

**Credits in**

0

**Blue lands**

0

**Orange lands**

0

**Purple lands**

0

**Red lands**

0

**Green lands**

0

**\*Bonus\* Green lands**

0



# DIAGNOSTICS



## Diagnositics



**Next**



**Exit**

**Dispense Tickets**

press

**Solonoid**

up

**Sticklights**

Action

**Spiral color test**

Action



## SOLENOID (BALL RELEASE)

Turning on the solenoid will release the ball into the launch position for testing purposes.

## SPIRAL COLOR TEST

Turning on the spiral color test will cycle the colors of all playfield lights between red, green, blue and yellow. This will assist in locating any dim or burned out LEDs in the spiral.

# CAMERA MENU



## Camera



**Next**



**Exit**

**Auto align camera**

press 2x

**New Base Image**

press 2x

**Solonoid**

up

**Ball position**

press 2x

**Mask**

press 2x

**Up**

press 2x

**Down**

press 2x

**Left**

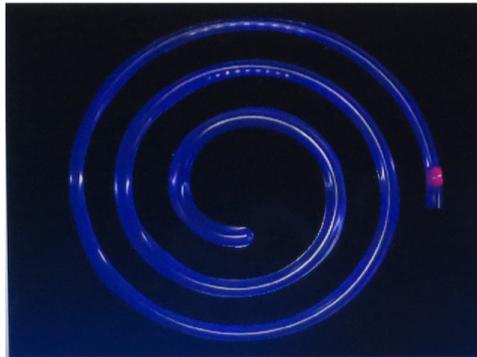
press 2x

**Right**

press 2x

**Refresh**

press 2x



## AUTO ALIGN CAMERA

**BEFORE CALIBRATING:** be sure the ball is in the home position at the bottom of the spiral.

Press the Select button twice to re-image the scoring camera.  
This process will take a minute or two.



After completion of the calibration, verify that the ball position reads "0".

If it does not, a small warning symbol (right) will appear and stay on-screen until the camera is re-calibrated.

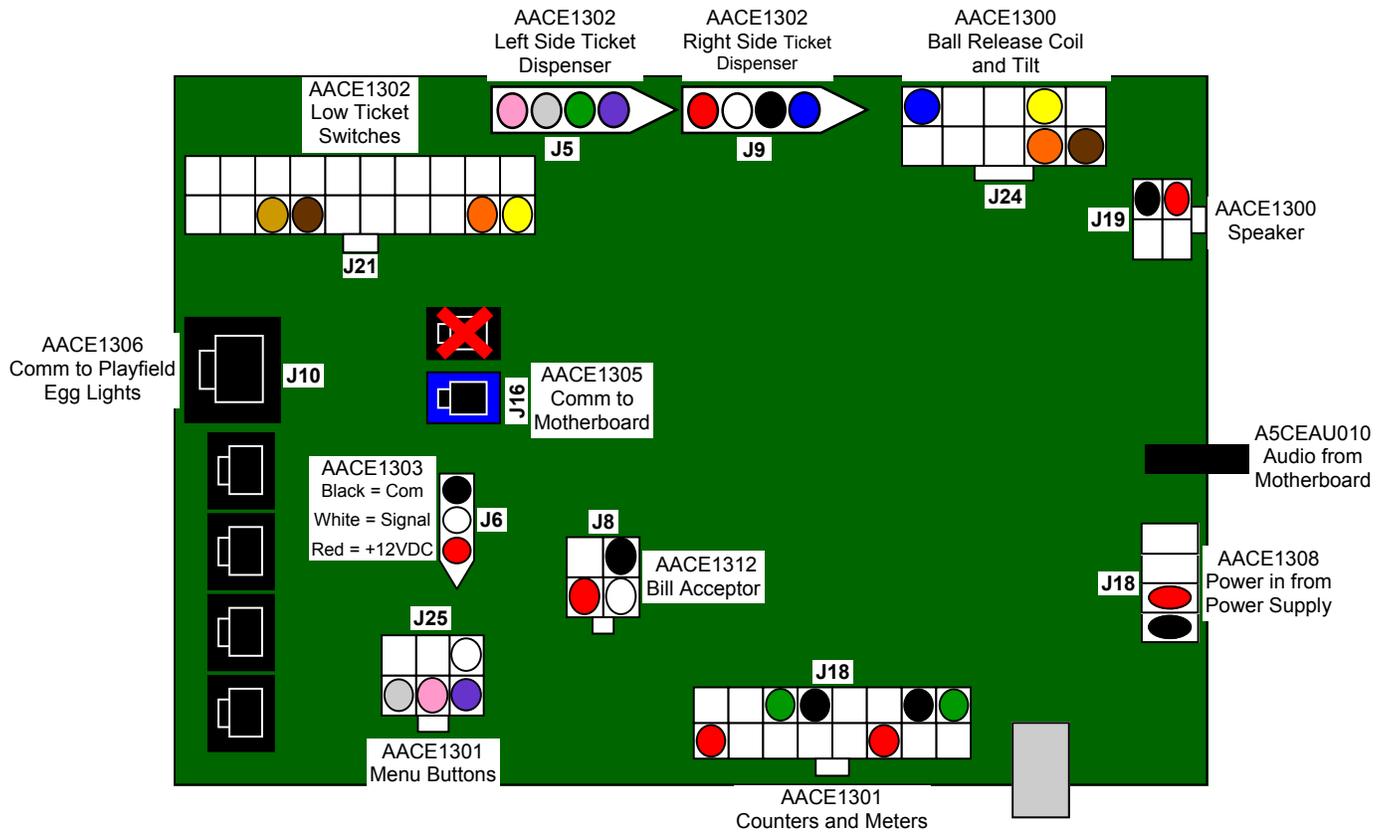
If the symbol continues to appear after several attempts, manually adjust the mask with the directional commands until it fits as well as possible onto the spiral.

## BALL POSITION

This mode will display the location of the ball anywhere on the track.

The spaces are numbered from 1 to 100, starting at the bottom.

# MINIGEN BOARD PINOUT

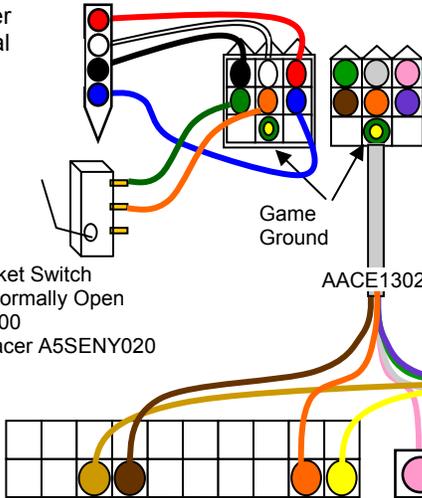


# COIN SWITCH/TICKET DISPENSER WIRING

## Left Ticket Dispenser

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

Ticket Tray Cable  
AACE3219

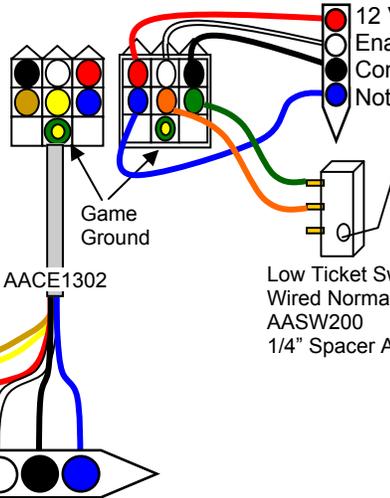


Low Ticket Switch  
Wired Normally Open  
AASW200  
1/4" Spacer A5SENY020

AACE1302

## Right Ticket Dispenser

Ticket Tray Cable  
AACE3219  
To Ticket Dispenser  
Part # A5TD1  
12 Volt Power  
Enable Signal  
Com Ground  
Notch Signal



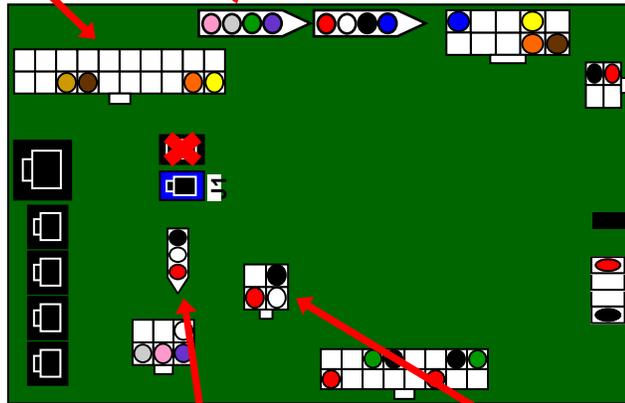
Low Ticket Switch  
Wired Normally Open  
AASW200  
1/4" Spacer A5SENY020

AACE1302

To J21 Connector  
on MiniGen Board

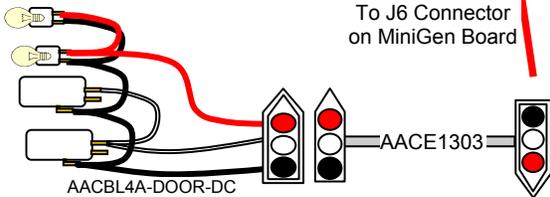
To J5 Connector  
on MiniGen Board

To J9 Connector  
on MiniGen Board



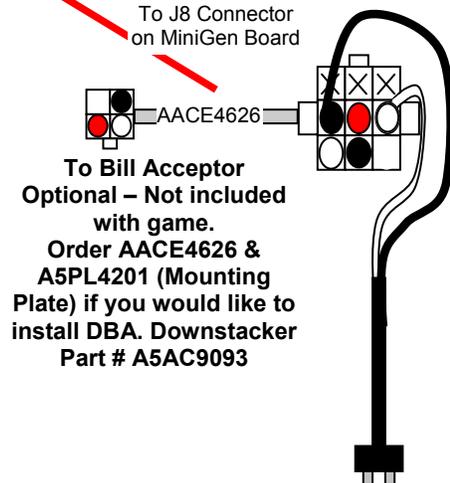
To J6 Connector  
on MiniGen Board

To J8 Connector  
on MiniGen Board



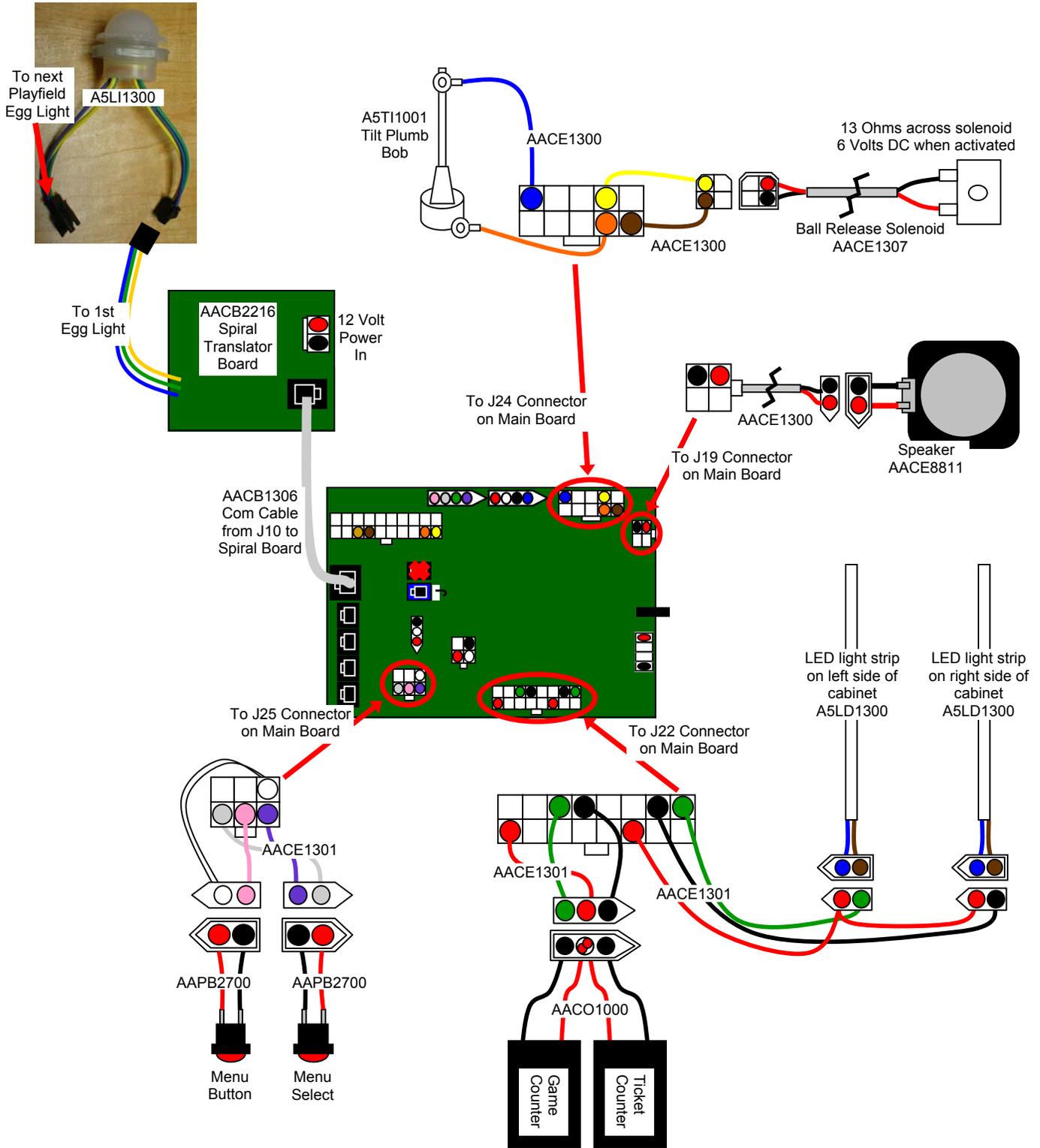
AACBL4A-DOOR-DC

AACE1303

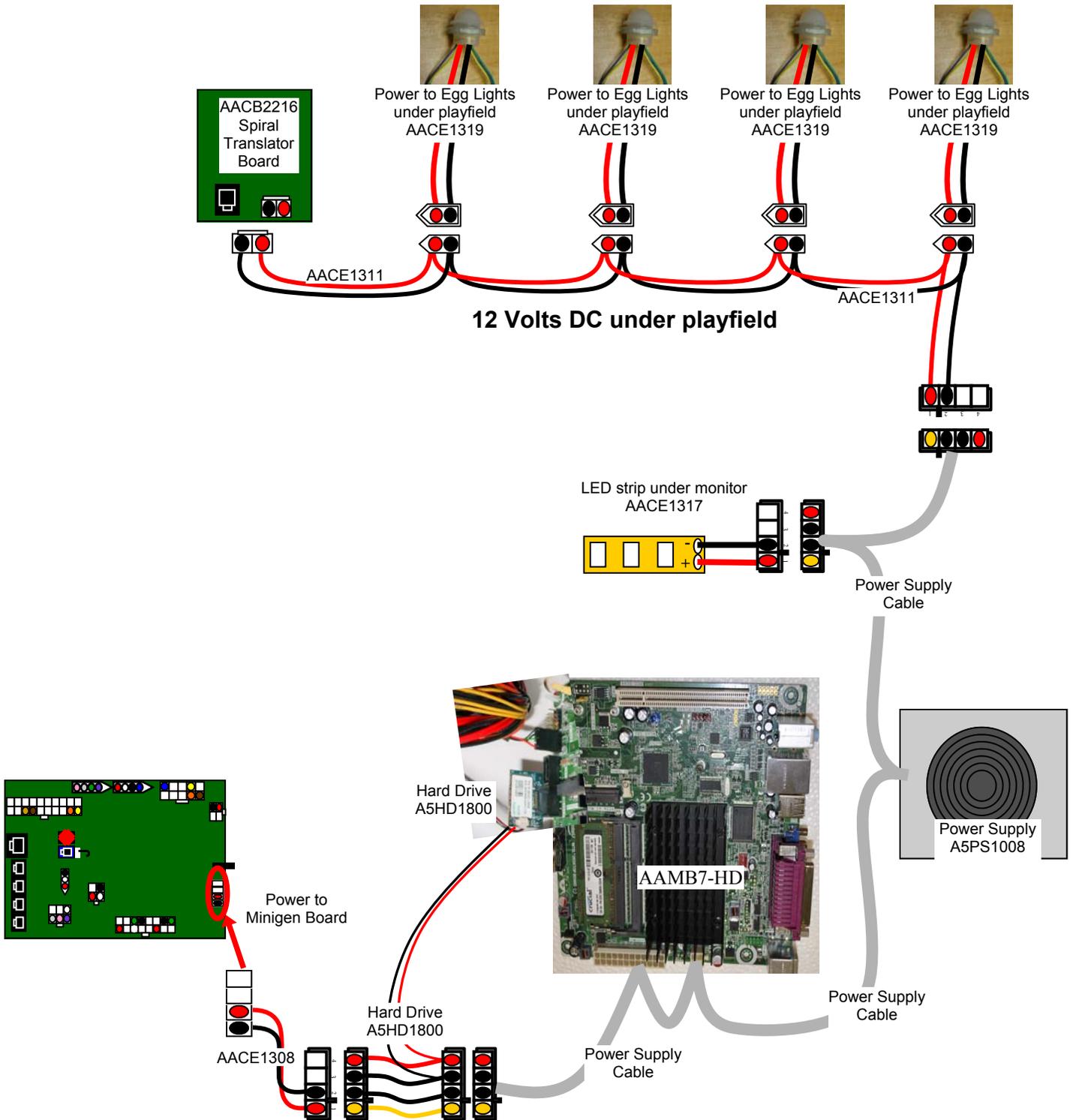


To Bill Acceptor  
Optional – Not included  
with game.  
Order AACE4626 &  
A5PL4201 (Mounting  
Plate) if you would like to  
install DBA. Downstacker  
Part # A5AC9093

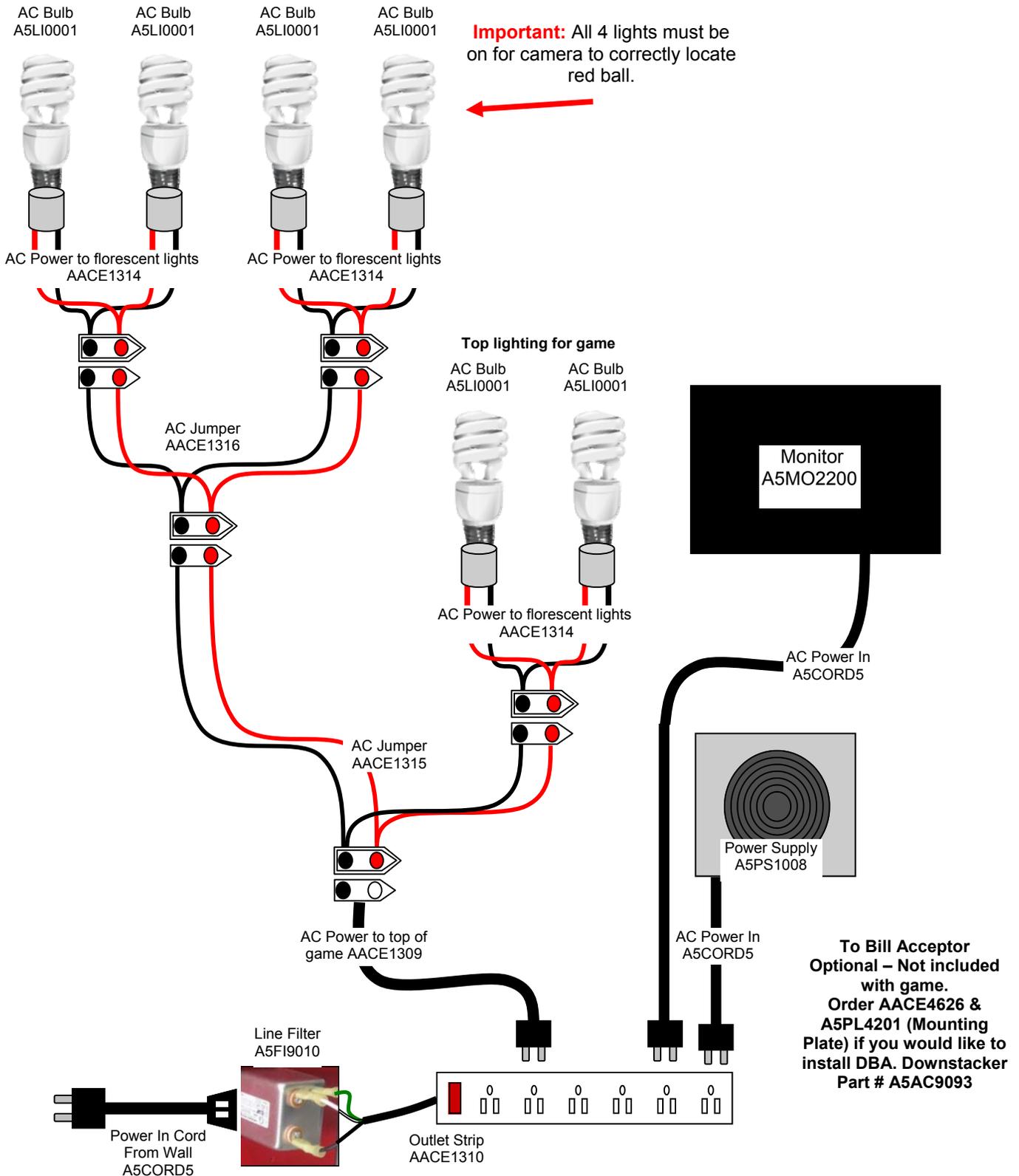
# BUTTONS, SPEAKERS, LIGHTS ETC. WIRING



# AC/ POWER SUPPLY WIRING

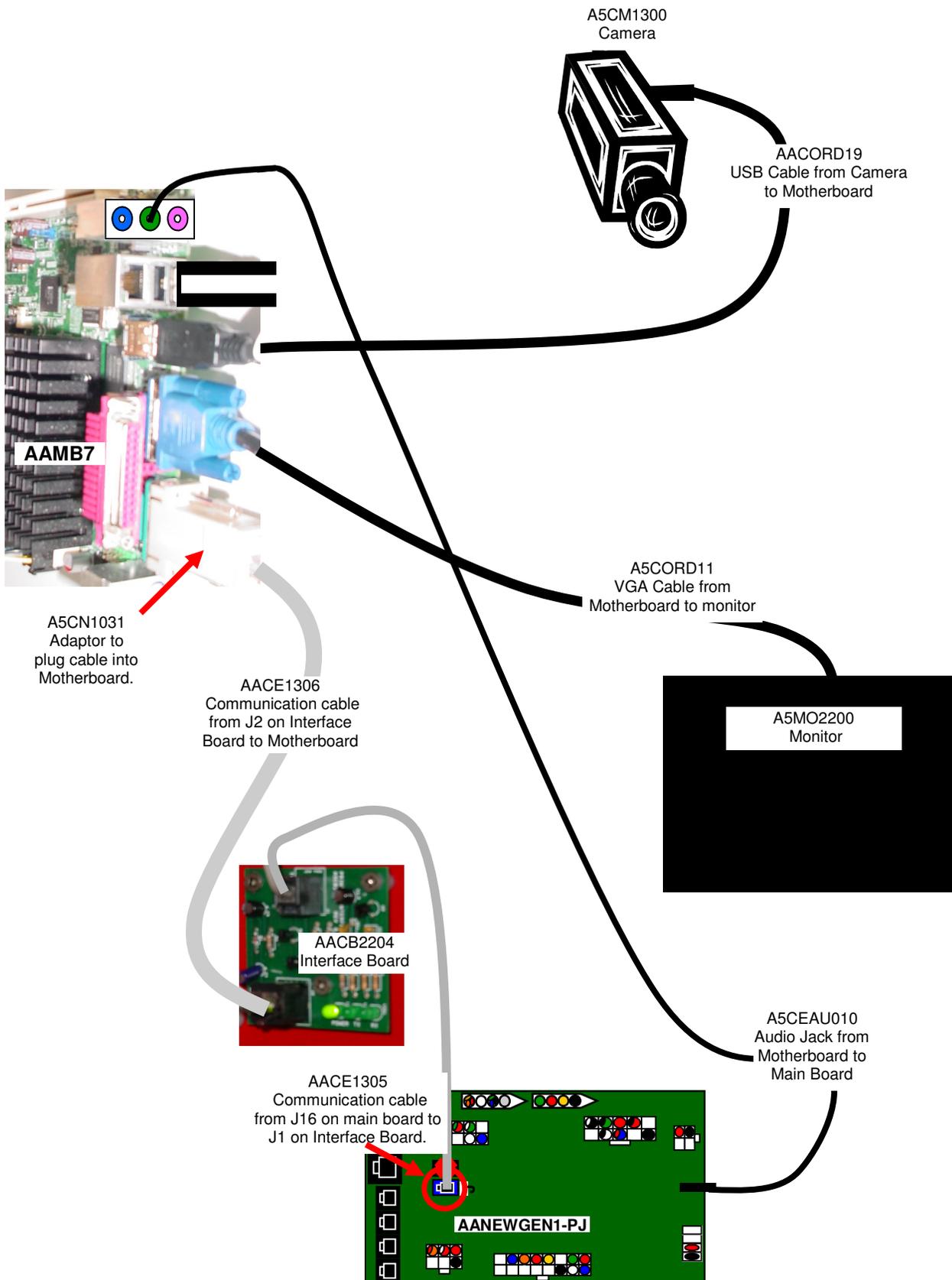


# AC WIRING



**To Bill Acceptor  
Optional – Not included  
with game.  
Order AACE4626 &  
A5PL4201 (Mounting  
Plate) if you would like to  
install DBA. Downstacker  
Part # A5AC9093**

# MOTHERBOARD COMMUNICATION WIRING



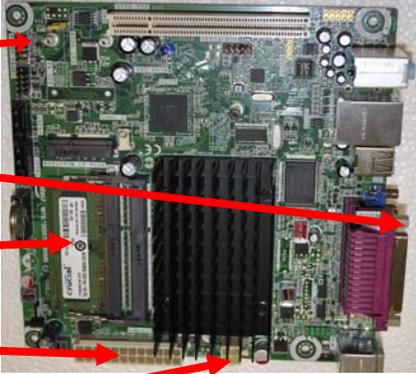
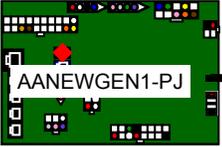
# TROUBLESHOOTING GUIDE

## Troubleshooting Strategy

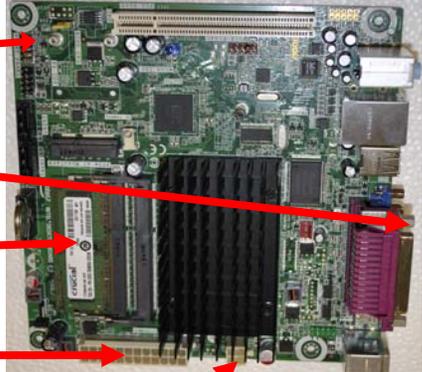
Use common sense and a systematic method of troubleshooting to determine the exact problem, probable cause and remedy. Use the process of elimination to find the faulty component. Always check for the simple and obvious causes first such as unplugged, loose or broken wires and bad sensors, bent, pinched,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

Problem	Probable Cause	Remedy
<p><b>No power to the game. No lights on at all.</b></p>	<p>Unplugged. Circuit breaker tripped. Power strip faulty. Faulty cable/power supply.</p>	<p>Check wall outlet. Reset power strip breaker switch or building circuit breaker. Change plug position, replace if needed. See Power Supply diagnostic below.</p>
<p><b>AC Light and Bill Acceptor on. But everything else off. (Power Supply not ON)</b></p>	<p>Power supply unplugged. Rocker Switch. Power supply shutting down because of 12 V overload. Faulty power supply.</p>	<p>Insure unit is plugged into power strip. Make sure rocker switch is set ON. (-)  See power supply diagnostics to isolate bad component. A bad motor or 12 volt short would cause this. See Power Supply Diagnostic below.</p>
<p><b>Dollar Bill Acceptor not functioning.</b></p> <p>Ensure Bill Acceptor is set to "Always Enable"</p>	<p>Check for power to Bill Acceptor. Dirt or debris in acceptor slot. Pinched, broken, or disconnected wiring. Bill acceptor problem.</p>	<p>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 Main Board. (AACE9109) Repair or replace wiring harness. Check J9 connector on Main 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.</p>
<p><b>Game not coining up.</b></p>	<p>Ensure game makes sound when coin switch is triggered. Verify communication between motherboard and Minigen board. Game set to large amount of credits per game.</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 main board. Cable AACBL4A-DOOR-DC, AACE1303 Refer to "No Communication between boards" troubleshooting section. Check Game Setup Menu. Ensure Coins/ Credits per Game is set. Default = 4.</p>

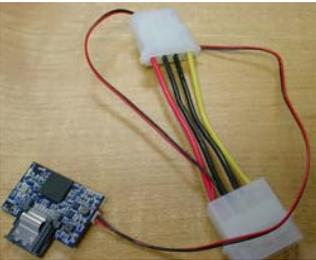
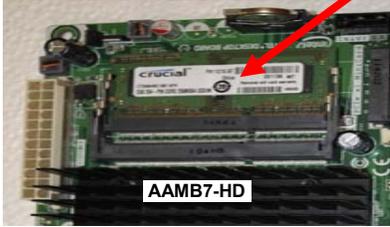
# TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
<p><b>Monitor shows nothing at all on power on.</b></p> <p>Peel marquee from right bottom of monitor.</p> <p>Push ON button on monitor.</p> 	<p>Power cable unplugged from monitor.</p> <p>Power strip faulty</p> <p>Faulty power cable for monitor</p> <p>Re-Boot game and check for any errors on monitor. Power game down, wait 10 seconds, then power game ON to reset.</p> <p>Faulty monitor.</p>	<p>Ensure power is plugged into bottom of monitor, down to power strip.</p> <p>Change plug position, replace if needed (AACE1310)</p> <p>Check A5CORD5 to ensure 110 volts to Monitor.</p> <p>If error shows on monitor, refer to suggestions below.</p> <p>Replace monitor. (A5MO2200)</p>
<p><b>Monitor shows “No Signal” then black.</b></p> <p style="color: red;">Re-Boot game to see if problem still exists.</p> <p>Power game down, wait 10 seconds, then power game ON to reset.</p> <p>Motherboard/power supply is not working.</p>	<p>Faulty power supply - Check for 12 Volts and green LED on motherboard</p> <p>Monitor VGA cable unplugged.</p> <p>Faulty or loose RAM</p> <p>Large power connector unplugged on motherboard.</p> <p>Small 12 Volt power connector unplugged on motherboard.</p>	 <p>Refer to Monitor/Motherboard Power Supply Diagnostics for further diagnostic information.</p>
<p><b>No Sound</b></p> <p>Motherboard creates sound, AACB1800 board amplifies it.</p> 	<p>Volume set to zero in menu.</p> <p>Disconnected, loose or broken wires.</p>  <p>Determine if MiniGen board is good.</p> <p>Faulty speaker.</p>	<p>Enter Machine Setup Menu and verify: Game Volume &amp; Attract Volume is not zero</p> <p>Check connections and reseat audio cable from motherboard to MiniGen board. Cables # AACE8811, AACE1300, and A5CEAU010.</p> <p>Unplug audio jack cable (A5CEAU010) from motherboard, plug into MP3 player and see if music is amplified and comes out of speaker.</p> <p style="padding-left: 20px;">If Yes - then motherboard is faulty.</p> <p style="padding-left: 20px;">If No - then Minigen may be faulty.</p> <p>Replace speaker. AACE8811</p>
<p><b>Game has lost power</b></p>	<p>Power outage</p> <p>Power surge</p>	<p>Cycle the power and turn back on</p>

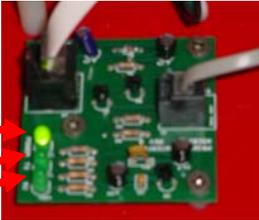
# TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
<p><b>Monitor not working.</b></p> <p>Power down, wait 10 seconds and power up again.</p>	<p>Monitor says "NO SIGNAL" for 5 seconds after power - up.</p> <p>Then dark.</p>	<p>Faulty power supply - Check for 12 Volts and green LED on motherboard.</p> <p>Monitor VGA cable unplugged.</p> <p>Faulty or loose RAM</p> <p>Large power connector unplugged on motherboard.</p> <p>Small 12 Volt power connector unplugged on motherboard.</p> <p>Refer to Monitor/Motherboard Power Supply Diagnostics for further diagnostic information.</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>Check power button switch on monitor.</p> <p>Replace monitor. (A5MO2200)</p>
<p>Error on screen at power up.</p> <p style="color: red;">Re-Boot game to see if problem still exists.</p> <p>Power game down, wait 10 seconds, then power game ON to reset.</p>	<p>Display stops at "No bootable device -- insert boot disk and press any key"</p> <p>Display shows "Sleep Mode" on screen.</p> <p>Display shows "GNU Grub" on screen.</p> <p>Display shows "Kernel panic – unable to mount root" on screen.</p> <p>Display shows anything other than Dizzy Chicken software on Screen.</p>	<p>Flashdrive unplugged from board or faulty</p> <p>Refer to "Monitor shows No Boot Device on screen" section.</p> <p>Power Supply or Motherboard not communicating correctly with monitor. Refer to "Monitor shows Sleep Mode on screen" section.</p> <p>Internal Linx software not detecting boot loader.</p> <p>Refer to "Monitor shows GNU Grub " section.</p> <p>Faulty or loose RAM</p> <p>Refer to "Monitor shows Kernel panic – unable to mount root" section.</p> <p>Motherboard is not loading or running program.</p> <p>Refer to "Monitor shows anything other than Dizzy Chicken software on screen" section.</p>
<p><b>Menu Button does not work.</b></p>	<p>Disconnected, loose or broken wires.</p> <p>Faulty button.</p> <p>Faulty communication between motherboard and Minigen</p> <p>Faulty AACB1800 board.</p>	<p>Check connections from pushbutton to AANEWGEN1-PJ board. Cables # AAPB2700 and AACE1301</p> <p>Test button and replace. (AAPB2700)</p> <p>Refer to "No Communication between boards" trouble-shooting section.</p> <p>Replace AANEWGEN1-PJ board.</p>

# TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
<p><b>Monitor shows “No Boot Device” on screen.</b></p> <p style="color: red;">Re-Boot game to see if problem still exists.</p> <p>Power game down, wait 10 seconds, then power game ON to reset.</p>		<p>Small clip-in hard drive is not being seen by computer.</p> <p>Push on spring clip and gently remove from motherboard. Re-install and power on game.</p> <p>Try in different slot on motherboard.</p> <p>Replace hard drive. (A5HD1800)</p> <p>Replace motherboard. (AAMB7-HD)</p>
<p><b>Monitor shows “Sleep Mode” on screen.</b></p> <p style="color: red;">Re-Boot game to see if problem still exists.</p> <p>Power game down, wait 10 seconds, then power game ON to reset.</p>	<p>Power Supply or Motherboard not communicating correctly with monitor.</p>	<p>Check power supply voltage.</p> <p>Replace power supply. (A5PS1008)</p> <p>Ensure both power supply connections are secure to motherboard.</p> <p>Refer to Monitor/Motherboard Power Supply Diagnostics</p> <p>Replace motherboard. (AAMB7-HD)</p>
<p><b>Monitor shows “GNU Grub,” on screen.</b></p> <p style="color: red;">Re-Boot game to see if problem still exists.</p> <p>Power game down, wait 10 seconds, then power game ON to reset.</p>	<p>Internal Linex software not detecting boot loader.</p>	<p>Turn off game and plug keyboard into Motherboard. Turn on game.</p> <p>Press “enter” on keyboard when that screen comes on.</p> <p>Game will now boot normally.</p>
<p><b>Monitor shows “Kernel panic-unable to mount root” on screen.</b></p>	<p>Faulty or loose RAM</p>  <p style="text-align: center;">AAMB7-HD</p>	<p>Separate metal tabs on sides of RAM, it will flip up to remove.</p> <p>Re-install and Re-Boot game to see if problem still exists.</p> <p>Power game down, wait 10 seconds, then power game ON to reset.</p> <p>Replace motherboard. (AAMB7-HD)</p>
<p><b>Monitor shows anything else other than Prize Hub program on screen.</b></p> <p style="color: red;">Re-Boot game to see if problem still exists.</p> <p>Power game down, wait 10 seconds, then power game ON to reset.</p>	<p>Motherboard has trouble loading or running program</p>	<p>Small 12 Volt power connector unplugged on motherboard.</p> <p>Large power connector unplugged on Motherboard</p> <p>Faulty or loose RAM</p> <p>Faulty motherboard - Replace faulty board. (AAMB7-HD)</p>
<p><b>Monitor problems</b></p> <p>Blurry Monitor</p> <p>Too bright, or dim.</p>	<p>Remove marquee in front of monitor on bottom left side.</p> <p>Press the auto button to select Auto Adjustment.</p> <p style="text-align: center;">This may take a few seconds.</p> <p>Verify that the screen looks good and image is centered.</p>	

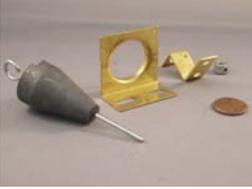
# TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
<b>Tickets do not dispense or Wrong amount dispensed.</b>	Tickets on monitor does <b>not</b> match tickets coming out of game.	Opto Sensor on ticket dispenser dirty. Faulty ticket dispenser. Notch on tickets cut too shallow. Faulty cable. Disconnected, loose or broken wires. Faulty Main Board.
	Check for the correct amount of tickets showing on Monitor	Settings in Menu are incorrect. Camera not seeing ball correctly.
<b>Low Tickets message on monitor</b>	Tickets are empty in ticket tray Faulty cable. Disconnected, loose or broken wires. Faulty low ticket switch. Faulty MiniGen Board	Load tickets into tray. Ensure tickets hold down micro switch wire. Check connectors from low ticket switches to MiniGen board. Check for continuity. (AACE3219, AACE1302) Inspect switch and replace if needed. (AASW200) Replace Minigen Board. (AANEWGEN1-PJ)
<b>No Communication between boards.</b>  <b>Monitor is glitching.</b>  <b>Game does not coin up</b>	Main Board and wiring to coin switch OK.  Check green LED's on Serial Interface board. "Power" solid ON "TX" & "RX" blinking very fast,	
Game has audio track "clinking" sound from speakers when coin switch triggered.	<b>If "Power" is not solid ON</b>  Ensure AACE1305 cable is plugged into blue "IN" socket on main board. (J16) Replace if needed. Replace Serial Interface board. (AACB2204)  Verify all dipswitches are OFF on main board. (AANEWGEN1-PJ)	<b>If "TX" &amp; "RX" are not blinking very fast</b> Communication to Motherboard faulty.  Check AACE1306 to motherboard. Check or replace adaptor (A5CN1031)

# TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
<p><b>All Playfield Lights are spiraling different colors.</b></p>  <p><b>No communication to MiniGen Board</b></p>	<p>Faulty cable. Disconnected, loose or broken wires.</p> <p>Faulty Spiral Translator Board</p> <p>Faulty MiniGen Board</p>	<p>Check large phone cable from MiniGen board, through Spiral Translator Board up to one egg in the spiral. Check for continuity. Cables AACE1306, AACE1302</p> <p>Replace Spiral Translator Board. (AACB2216)</p> <p>Replace Minigen Board. (AANEWGEN1-PJ)</p>
<p><b>Playfield Lights do not light up at all.</b></p> <p>Enter Diagnostic menu and select "Spiral Color Test"</p>	<p>12 Volt power jumpers to spiral disconnected or faulty.</p> <p>12 Volts to Spiral Translator Board missing.</p> <p>Faulty Spiral Translator Board</p> <p>Faulty MiniGen Board</p>	<p>12 Volts DC is added to spiral at intervals along length. Ensure all these connections are secure.</p> <p>Check cables from egg light to Spiral Translator to MiniGen board. Check for continuity. (AACE1311, Power Supply A5PS1008)</p> <p>Replace Spiral Translator Board. (AACB2216)</p> <p>Replace Minigen Board. (AANEWGEN1-PJ)</p>
<p><b>Playfield lights have a few weird colored lights.</b></p>	<p>Egg Light is faulty.</p> <p>12 Volt power jumpers to spiral disconnected or faulty.</p> <p>Faulty Spiral Translator Board</p>	<p>Test with different egg light. Replace egg light in spiral. (A5LI1300). It could be the light before the problem, or 1st light after the problem.</p> <p>12 Volts DC is added to spiral at intervals along length. Ensure all these connections are secure.</p> <p>Replace Spiral Translator Board. (AACB2216)</p>
<p><b>All Playfield Lights are blue.</b></p> <p><b>No communication on spiral.</b></p>	<p>Faulty cable. Disconnected, loose or broken wires.</p> <p>Faulty Spiral Translator Board</p> <p>Faulty 1st Egg Light in spiral playfield.</p>	<p>Check Spiral Translator Board up to 1st egg in the spiral. Check for continuity.</p> <p>Replace Spiral Translator Board. (AACB2216)</p> <p>Communication goes into the first egg light. Simply remove connector from 1st egg light, and plug into 2nd egg light to isolate a faulty 1st egg light.</p>

# TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
<p><b>Tilt Alarm going off too often.</b></p> 	<p>Game not level and is tipping.</p> <p>Plumb Bob is not adjusted properly.</p> <p>Faulty cable. Disconnected, loose or broken wires.</p> <p>Remove one wire from Plumb Bob to isolate problem.</p>	<p>Use leg levers on bottom of game to adjust level of game.</p> <p>Lower or raise Plumb Bob so that the center is not touching outer ring.</p> <p>Check cables from Plumb Bob to MiniGen board. Check for continuity. (AACE1300)</p> <p>If alarm stops - Replace Plumb Bob (A5TI1001) If alarm continues - Replace Minigen Board (AANEWGEN1-PJ)</p>
<p><b>Tilt Alarm not going off.</b></p>	<p>Faulty cable. Disconnected, loose or broken wires.</p> <p>Touch both wires on Plumb Bob together to isolate problem.</p>	<p>Check cables from Plumb Bob to MiniGen board. Check for continuity. (AACE1300)</p> <p>If alarm does work now - Replace Plumb Bob (A5TI1001) If alarm doesn't work - Replace Minigen Board (AANEWGEN1-PJ)</p>
<p><b>Ball does not Release</b></p> <p>Enter Diagnostic Menu and select "Solenoid Down"</p> <p>Check for 6 Volts DC at solenoid when engaged</p> <p>Solenoid should have 13 Ohms across leads.</p>	<p>No 6 Volts on solenoid in test. Solenoid should have 13 Ohms across leads.</p>	<p>Inspect cable from solenoid to MiniGen board. (J24) Cable part #'s: AACE1307, AACE1300</p> <p>Replace main board. (AANEWGEN1-PJ)</p>
	<p>Yes - 6 Volts on solenoid in test, but solenoid still doesn't engage.</p> <p>Solenoid should have 13 Ohms across leads.</p>	<p>Inspect linkages on solenoid and ensure solenoid is not jammed.</p> <p>Ensure cabinet is level and ball rolls freely back to home position. Adjust leg levelers to adjust cabinet. Clean ball track.</p> <p>Replace solenoid. (AACE1307)</p>
<p><b>Ball Release stays Open all the time</b></p> <p>Check for 6 Volts DC at solenoid when engaged</p>	<p>No 6 Volts on solenoid.</p>	<p>Inspect linkages on solenoid and ensure solenoid is not jammed.</p>
	<p>Yes - 6 Volts on solenoid.</p>	<p>Inspect cable from solenoid to MiniGen board. (J24) Cable part #'s: AACE1307, AACE1300</p> <p>Replace main board. (AANEWGEN1-PJ)</p>
<p><b>Ticket Meter does not work.</b></p> <p>Ticket meter will click as tickets come out of game and notch is "seen" by dispenser.</p>	<p>Ensure correct number of tickets are being dispensed.</p> <p>Disconnected, loose or broken wires.</p> <p>Faulty counters.</p>	<p>Check ticket values, refer to Tickets not dispensing troubleshooting section.</p> <p>Check connections and reseat J22 on main board. Cables # AACE1301 and AACO1000</p> <p>Replace counters. AACO1000</p>

# TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
<p><b>Game Meter does not work.</b></p> <p><b>Game meter can be set to coin meter on dip-switch # 1.</b></p> <p>Game meter will click at start of next game.</p>	<p>Meter may be counting coins instead of games.</p> <p>Disconnected, loose or broken wires.</p> <p>Faulty counters.</p>	<p>Ensure Dipswitch # 1 on Minigen board is set to ON.</p> <p>Check connections and reseal J22 on main board. Cables # AACE1301 and AACO1000</p> <p>Replace counters. AACO1000</p>
<p><b>Coin Meter does not work.</b></p> <p><b>Coin meter can be set to game meter on dip-switch # 1.</b></p> <p>Coin meter will click at insertion of each coin.</p>	<p>Meter may be counting games instead of coins.</p> <p>Disconnected, loose or broken wires.</p> <p>Faulty counters.</p>	<p>Ensure Dipswitch # 1 on Minigen board is set to OFF.</p> <p>Check connections and reseal J22 on main board. Cables # AACE1301 and AACO1000</p> <p>Replace counters. AACO1000</p>
<p><b>Ball Does Not Score</b></p>  <p style="text-align: center;"><b>Camera</b></p>	<p>Camera is not seeing anything.</p> <p>Lighting in cabinet.</p> <p>Game picks winning position when ball starts rolling backwards.</p> <p>Ball is not kicked hard enough to register.</p>	<p>Check connections from camera to motherboard. USB connection plugged into camera, A5CORD23 to motherboard. Ensure USB cable is plugged into correct slot on motherboard. Refer to Wiring Diagram.</p> <p>Inspect lighting in top of cabinet and side LED lights. If some lights are not ON, replace the lights. Camera will not register ball in low light.</p> <p>Ensure cabinet is level and ball rolls freely back to home position. Adjust leg levelers to adjust cabinet. Clean ball track.</p> <p>Ball must be kicked past the 1st 8 rows of lights before a “Good Play” is registered.</p>
<p><b>Ball scores wrong.</b></p>	<p>Ball does not score at all.</p> <p>Camera missing spots on track.</p> <p>Lighting in cabinet.</p> <p>Game picks winning position when ball starts rolling backwards.</p>	<p>Refer to “Ball Does Not Score” section.</p> <p>Enter Diagnostic Menu and select “Auto Align Camera”. Wait 2 minutes until complete and test game.</p> <p>Inspect lighting in top of cabinet and side LED lights. If the lights are not ON, replace the lights. Camera will not register ball in low light.</p> <p>Ensure cabinet is level and ball rolls freely back to home position. Adjust leg levelers to adjust cabinet. Clean ball track.</p>
<p><b>Camera Detection Error on screen</b></p> 	<p>Camera is “seeing” the ball where it is not supposed to be.</p> <p>Make sure camera is aligned properly.</p>	<p>If this shows on bottom left of screen, make sure the ball is resting at shooter and not stuck on track somewhere.</p> <p>Go to Camera Menu and select “Auto Align Camera” Refer to “Ball Does not Score” section above.</p>

# POWER SUPPLY DIAGNOSTICS

1.) Verify AC power to game. Check power strip in front door.

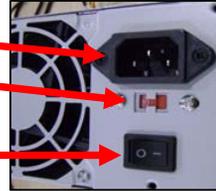


The rocker switch should be illuminated.

3.) Check connection to power supply.

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

5.) Ensure Power switch is on.



6.) Ensure fan is turning.

- If power supply fan is turning and there is no 12 Volt out, then replace power supply. (A5PS1008)
- If power supply fan is not turning, then continue to "Verify Power to Motherboard"

## Verify Power to Motherboard

The motherboard will turn on power supply.

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

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

## Minimize load on power supply and isolate short

Unplug all outputs from power supply except for motherboard.

This will have power supply, motherboard, and monitor left plugged in.

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

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

If power supply still does not power on, then continue to steps 1,2, and 3.

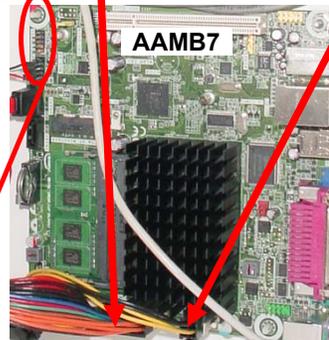
**1** - Green LED on motherboard should be ON.

If this is not on, recheck power supply or replace motherboard. (AAMB7)

**2** - Check BOTH connections from power supply.

Large power supply connection.

Black and yellow wires (12 Volts DC)



**3** - Motherboard "Jump Start"

If green Led is ON, but game not on, you may start motherboard by quickly touching these 2 red pins at the same time.

Motherboard may turn ON and boot normally.

Note: The location of these connectors may vary depending on which version motherboard is in game.

If power supply still does not power on, replace power supply. (A5PS1008), replace motherboard. (AAMB7-HD)

# BILL ACCEPTOR DIAGNOSTICS

## NOTICE:

### INSTALLING A BILL ACCEPTOR VOIDS ETL CERTIFICATION AND CE COMPLIANCE

The Dizzy Chicken Game does not come standard with a Bill Acceptor.

If you would like to add one to your game, please order **AACE4626 & A5PL4201 (Mounting Plate)**

If you would like to install DBA. Downstacker Part # **A5AC9093**

**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.

Determine if Bill Acceptor has power:

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

If NO power:

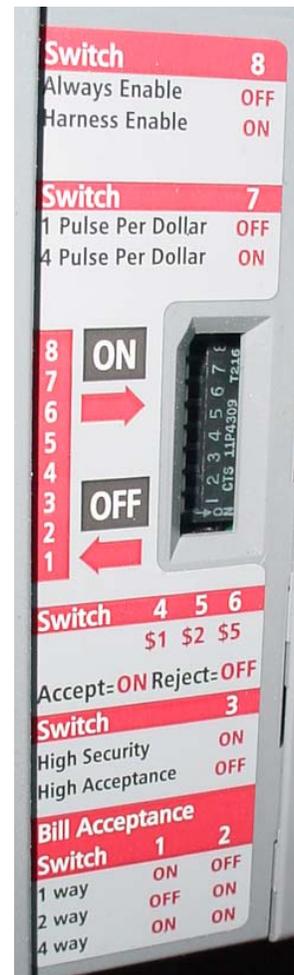
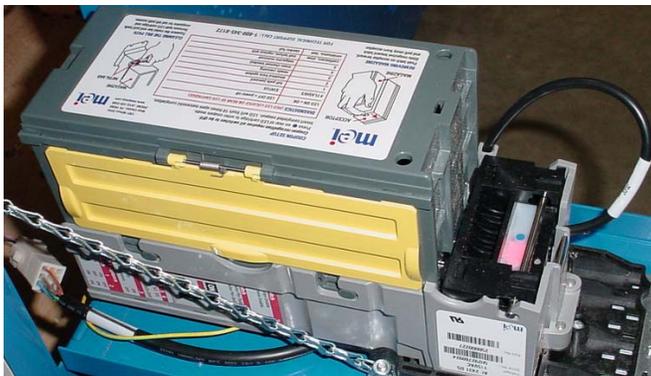
Use meter to measure 110 AC voltage at cable going into Bill Acceptor from power strip.

If power is OK:

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

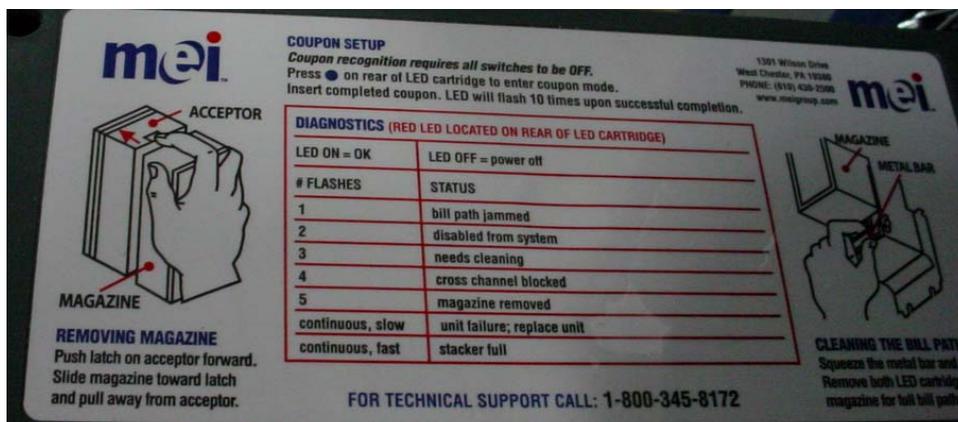
Check dipswitch settings on side of acceptor.

**Make sure switch # 8 is OFF for Always Enable**



## ERROR CODES

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



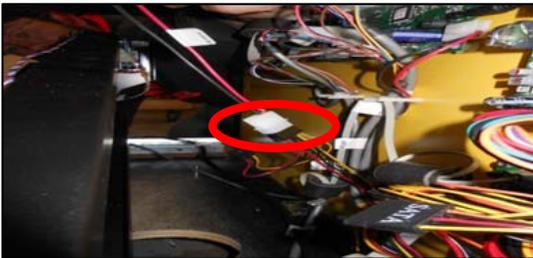
# HOW TO: ACCESS BALL RELEASE

## Step 1: Power game off.

Remove grey phone cable labeled CE1313 from mini gen main board.



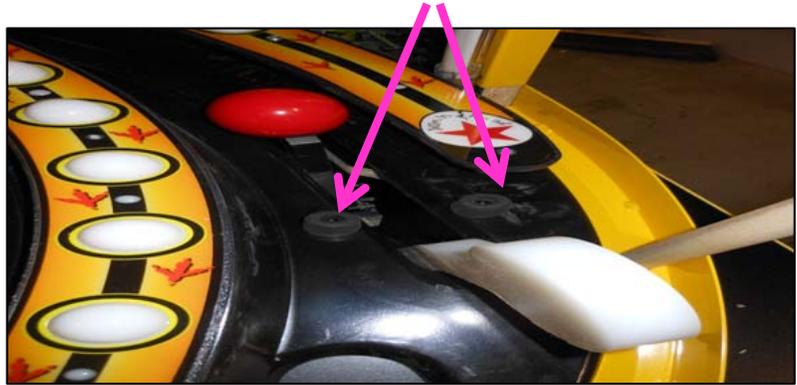
## Step 2: Remove black and red cable labeled CE1311 from power supply cable.



## Step 3: Remove front window by taking out 5 bolts on both sides of the cabinet.



## Step 4: Remove the 2 bumpers that are located by the red ball.



## Step 5: Remove the red ball from the track. Remove the 4 square head screws in the front of the playfield. There maybe 1 on each side of the playfield.

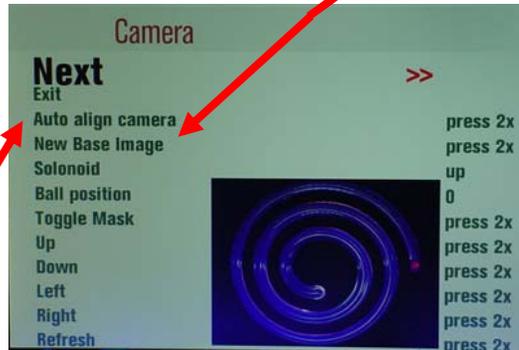


# HOW TO: RECALIBRATE CAMERA

The camera will need to be recalibrated if new software is installed in game or if the game has been handled roughly and camera has shifted position.

**Step 1: Verify all lights are ON inside cabinet. (4 up top, 2 strips along sides, 1 strip under monitor)**  
**Enter menu and go to Camera Diagnostics** Use menu buttons to enter menu and go to this screen:

**Step 2: Select “New Base Image”**  
This will take a picture of this playfield.



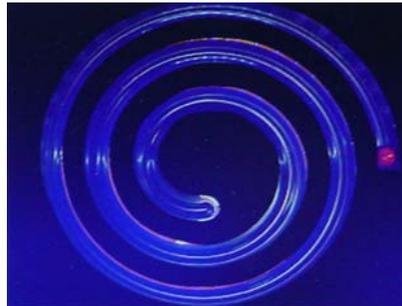
**Step 3: Select “Auto Align Camera”**  
This will auto align the mask. It may take a few minutes.

**Step 4: Inspect picture on screen—Select “Up” or “Down” or “Left” or “Right” if needed.**

Press buttons many times to move mask a little.

Screen should look similar to this picture.

Note: It is ok to see some red and yellow around mask, but be sure that it is uniform around entire mask.



**Step 5: Select “Solenoid” and change to down.**  
This will lower solenoid so you can whack ball.



**Step 6: Use handle to whack ball up spiral and watch “Ball Position” on menu screen.**

The ball position should go from 0 to 100 depending on how hard you whack the ball.

The picture will not track ball as it only refreshes every 5 seconds.

The ball position number should track with the ball as it goes up and back down the spiral.

Exit menu and test in game play to verify it is correctly.

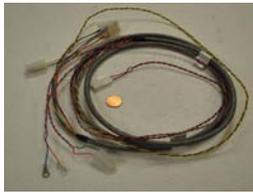
**Step 7: If Ball Position is not reading correctly, go back to Step 4.**

Please call Baytek Service Dept. with any questions: (920) 822-3951 Ext. 1102

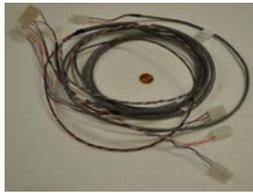
# PARTS PICTURES



**AACBL4A-DOOR-DC**



**AACE1300**



**AACE1301**



**AACE1302**



**AACE1303**



**AAPB1309**



**AACE1311**



**AACE1306**



**AACE1307**



**AACE1308**



**AACE8868**



**AAPB2700**



**AACE8811**



**AACO1000**



**A5CEAU010**



**AACE3219**



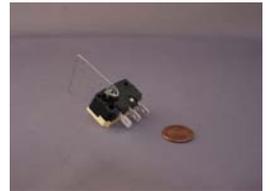
**A5BA1301**



**A5CE6601**



**A5CM-COMP**



**AASW200**



**A5CN1031**



**A5CORD23**



**A5CORD5**



**A5EB9000**



**A5FI9010**



**AABA1300**



**A5PS1008**



**A5LI1300**



**A5TD1**



**A5TI1001**



**A5LK2000**



**A5LK5001**



**AACB2204**



**AAMB7-HD**



**AANEWGEN1-PJ**

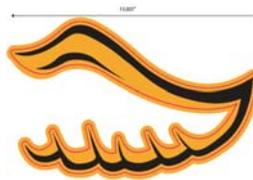
# PARTS PICTURES (DECALS)



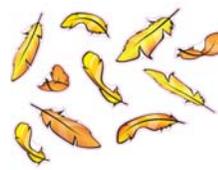
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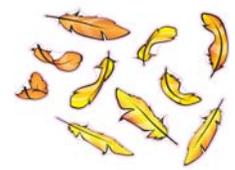
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A5DE1302



A5DE1303



A5DE1304



A5DE1305



A5DE1306



A5DE1307



A5DE1308



A5DE1309



A5DE1310



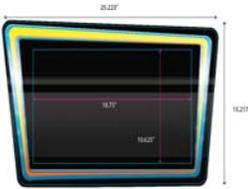
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A5DE1312



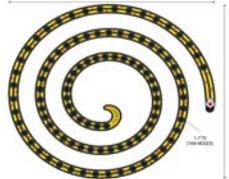
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A5DE1314



A5DE1315



A5DE1316



A5DE1317



A5DE1318



A5DE1319



A5DE1320



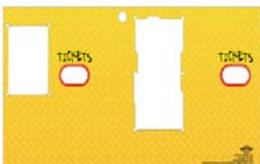
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A5DE1322



A5DE1323



A5DE1325



A5DE1326



A5DE1327



A5DE1328

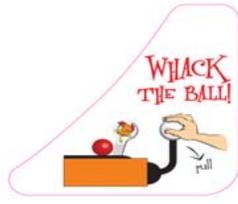


A5DE1329

# PARTS PICTURES



A5DE1330



A5DE1331



A5DE1332



A5DE1333



A5DE1334



A5DE1345



AACH1300



AAHA1300



AALE1300



AASO1300



AAVF1300



AACB2216



AABW1300





# MAINBOARD PINOUT GUIDE

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

Pin Type	Purpose	Ref	Pin #
LOWSIDE #1, w diode		J22	1
LOWSIDE #2, w diode		J22	2
LOWSIDE #3	Game Counter	J22	3
LOWSIDE #4	Ticket Counter	J22	4
LOWSIDE #5		J22	5
LOWSIDE #6		J22	6
LOWSIDE #7	Cabinet LED Stick 1	J22	7
LOWSIDE #8	Cabinet LED Stick 2	J22	8
LOWSIDE #9		J22	9
+12 Volts		J22	11
+12 Volts		J22	12
+12 Volts		J22	13
+12 Volts		J22	14
+12 Volts		J22	15
+12 Volts		J22	16

Pin Type	Purpose	Ref	Pin #
Ground		J24	1
Ground		J24	2
+12 Volts		J24	3
+12 Volts		J24	4
PB7		J24	5
LOWSIDE #12	Ball Release Solenoid	J24	6
PX29	Plumb Bob	J24	7
HIGHSIDE #10		J24	8
HIGHSIDE #11		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	Ticket Notch #2	J9	1
Ground	Ground for Ticket Dispenser	J9	2
PB17	Ticket Motor #2	J9	3
+12 Volts	Power for Ticket Dispenser	J9	4

PA06	DBA Input	J8	1
+12 Volts		J8	2
Ground		J8	3
Ground		J8	4

HIGHSIDE #13		J25	1
HIGHSIDE #14		J25	2
PX10	Menu Button 1	J25	3
PX11	Menu Button 2	J25	4
Ground		J25	5
Ground		J25	6

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





# TECHNICAL SUPPORT

Excellent customer service is very important to Bay Tek Games!

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

## Electronics / Circuit Boards - Repair Options

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

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

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

## Technical Support:

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

## Returns, Credits, & Fees:

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

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

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

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

# WARRANTY

Bay Tek Games warrants to the original purchaser that all component parts will be free of defects in workmanship and materials for a period of 6 months from the date of purchase. An additional 3 month warranty extension can be obtained by filling out and submitting the Warranty Registration for each machine. Warranty Registration cards may be found as shipped with each machine or online at our website. These must be filled out and submitted to Bay Tek Games within 30 days of purchase to be valid.

For any game/machine we manufacture that is within its warranty period, with notification to our Parts & Service Department, Bay Tek Games will, without charge, repair or replace defective component parts. It is the owner's responsibility to diagnose, remove and replace any faulty component part at their own expense & peril. As needed, at no charge, Bay Tek Games can provide reasonable telephone technical support during our normal business hours.

All claims of defective parts are subject to review upon our inspection of the faulty item. 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, replaced or removed from its original position.

To process warranty replacement claims, customers may be charged for the replacement item at the time of shipment and later credited the same amount when the faulty item is returned and has passed our inspection. Bay Tek Games will provide the customer a pre-paid return shipping label which is sent along with the replacement item. The customer is responsible for properly packaging and shipping the faulty item back to Bay Tek Games.

 **ATTENTION** 

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

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

# NON-WARRANTY

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

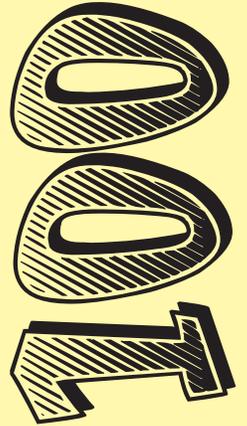
Please remember that any items being sent to Bay Tek Games must include prior return authorization from our Parts & Service Department.

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.

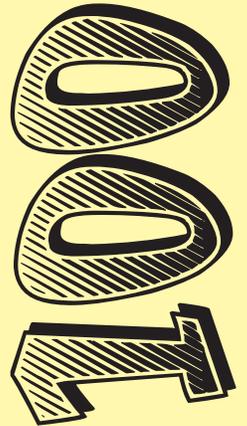
TixPat A5: 1/2/4/20/100 NO BONUS (Bonus Zone= 5 lights)

Average Tix: (3-4)



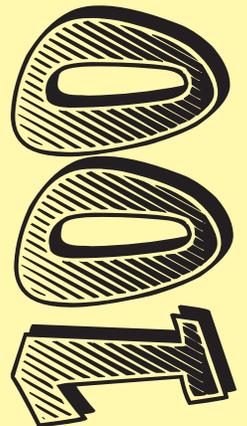
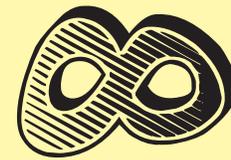
TixPat A7: 2/3/5/8/100 NO BONUS (Bonus Zone= 7 lights)

Average Tix: (3-4)



TixPat A10: 1/2/4/8/100 NO BONUS (Bonus Zone= 10 lights)

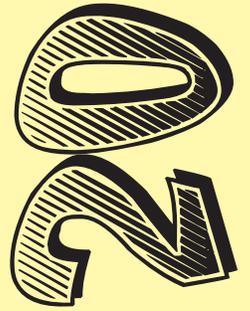
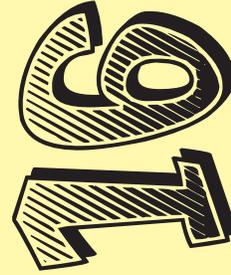
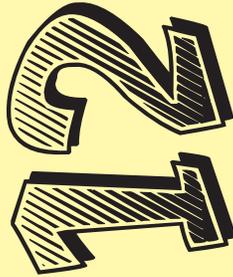
Average Tix: (3-4)





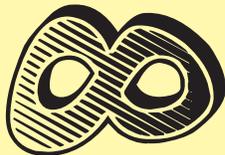
TixPat B5: 4/8/12/16/20 BONUS: 500 (Bonus Zone= 5 lights)

Average Tix: (6-9)



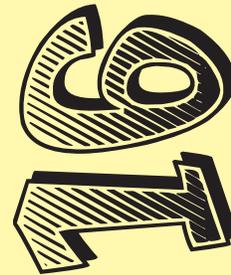
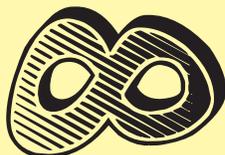
TixPat B7: 4/8/10/16/20 BONUS: 100 (Bonus Zone= 7 lights)

Average Tix: (6-9)



TixPat B10: 4/8/10/16/20 BONUS: 50 (Bonus Zone= 10 lights)

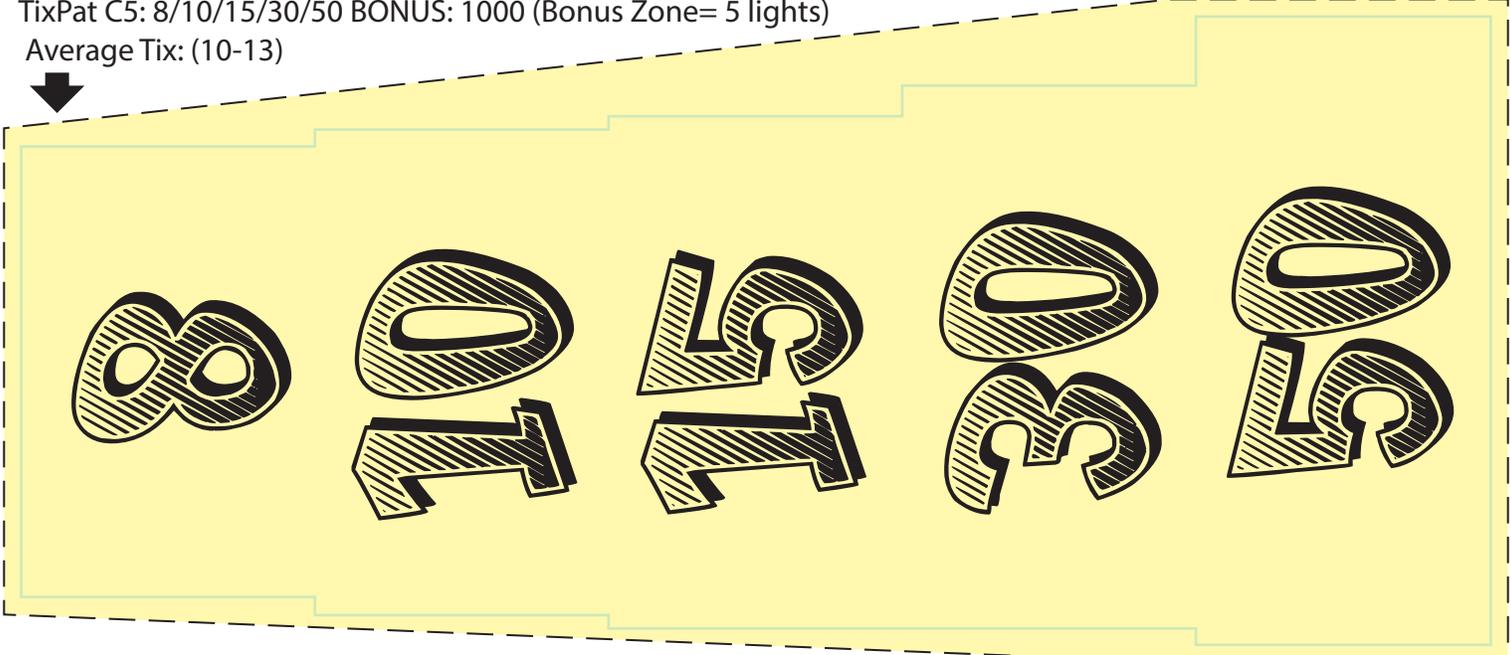
Average Tix: (6-9)





TixPat C5: 8/10/15/30/50 BONUS: 1000 (Bonus Zone= 5 lights)

Average Tix: (10-13)



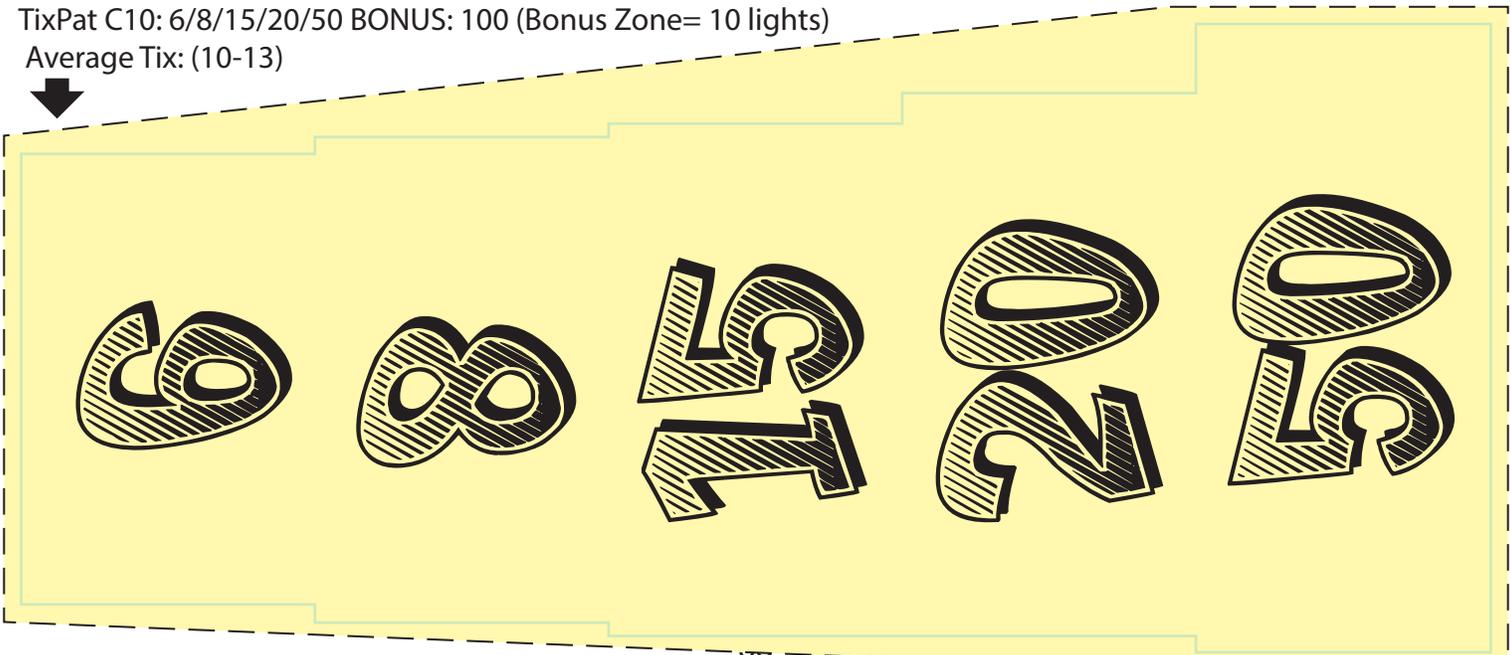
TixPat C7: 6/8/15/30/50 BONUS: 500 (Bonus Zone= 7 lights)

Average Tix: (10-13)



TixPat C10: 6/8/15/20/50 BONUS: 100 (Bonus Zone= 10 lights)

Average Tix: (10-13)





TixPat D5: 10/16/20/40/100 BONUS: 2500 (Bonus Zone= 5 lights)

Average Tix: (14-20)



10  
1

16  
1

20  
2

40  
4

100  
1

TixPat D7: 10/16/20/40/100 BONUS: 1000 (Bonus Zone= 7 lights)

Average Tix: (14-20)



10  
1

16  
1

20  
2

40  
4

100  
1

TixPat D10: 8/10/20/40/100 BONUS: 500 (Bonus Zone= 10 lights)

Average Tix: (14-20)



8

10  
1

20  
2

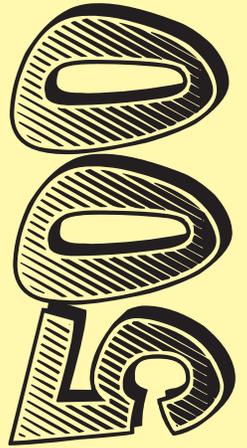
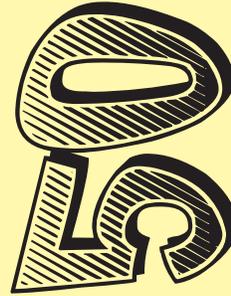
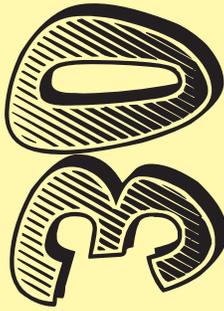
40  
4

100  
1



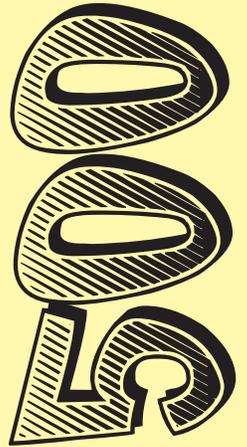
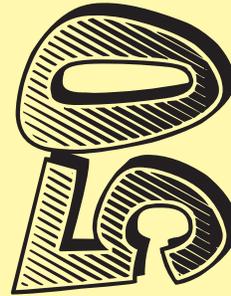
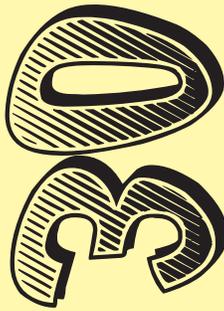
TixPat E5: 10/20/30/50/500 BONUS: 2500 (Bonus Zone= 5 lights)

Average Tix: (24-28)



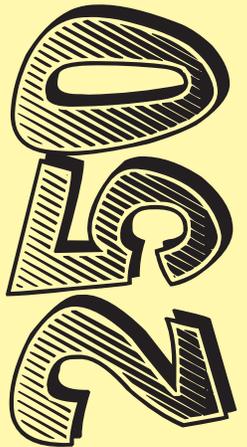
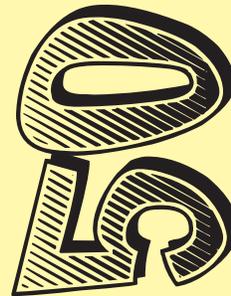
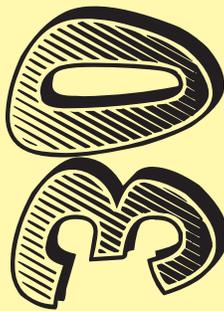
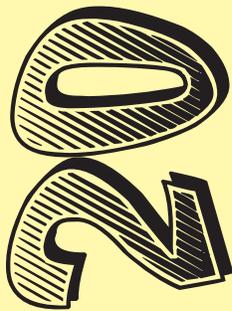
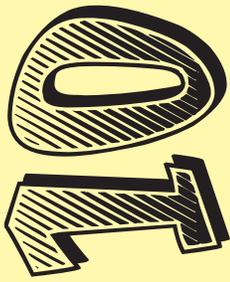
TixPat E7: 10/20/30/50/500 BONUS: 1000 (Bonus Zone= 7 lights)

Average Tix: (24-28)



TixPat E10: 10/20/30/50/250 BONUS: 500 (Bonus Zone= 10 lights)

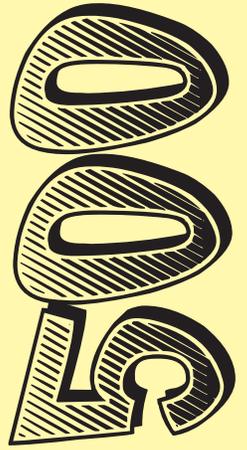
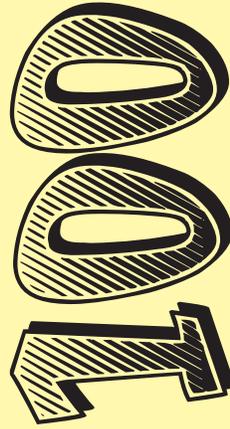
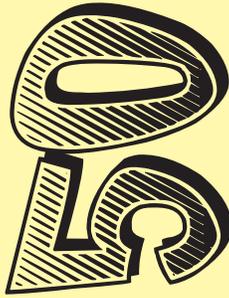
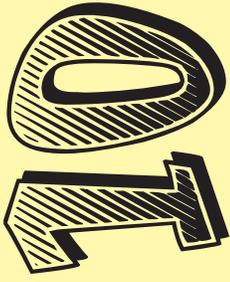
Average Tix: (24-28)





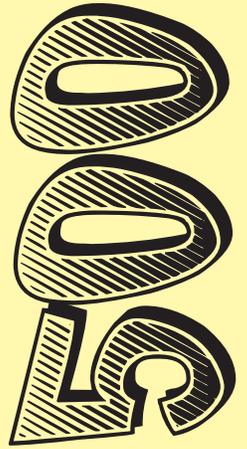
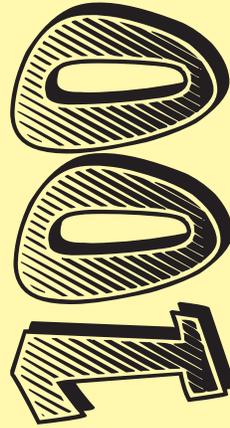
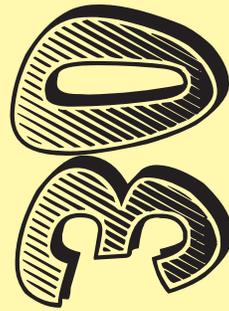
TixPat F5: 10/20/50/100/500 BONUS: 5000 (Bonus Zone= 5 lights)

Average Tix: (30-36)



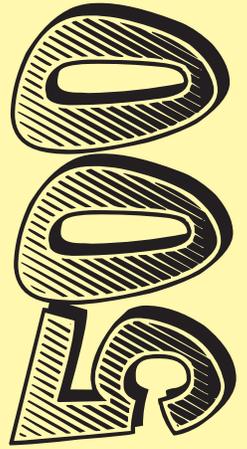
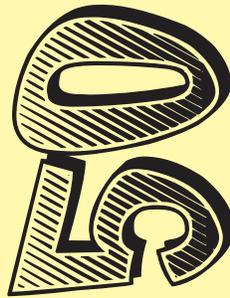
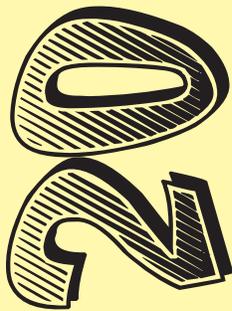
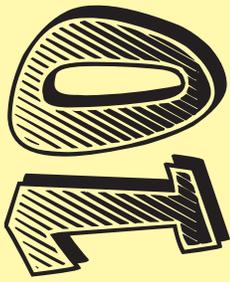
TixPat F7: 10/20/30/100/500 BONUS: 2500 (Bonus Zone= 7 lights)

Average Tix: (30-36)



TixPat F10: 10/20/40/50/500 BONUS: 1000 (Bonus Zone= 10 lights)

Average Tix: (30-36)





TixPat G5: 10/20/40/500/1000 BONUS: 5000 (Bonus Zone= 5 lights)

Average Tix: (48-54)



10  
1

20  
2

40  
4

500  
5

1000  
1

TixPat G7: 10/20/50/200/1000 BONUS: 2500 (Bonus Zone= 7 lights)

Average Tix: (48-54)



10  
1

20  
2

50  
5

200  
2

1000  
1

TixPat G10: 10/30/50/150/500 BONUS: 1000 (Bonus Zone= 10 lights)

Average Tix: (48-54)



10  
1

30  
3

50  
5

150  
1

500  
5



TixPat H5: 10/30/100/500/1000 BONUS: 5000 (Bonus Zone= 5 lights)

Average Tix: (60-66)



10  
1

30  
3

100  
1

500  
5

1000  
1

TixPat H7: 10/30/100/250/1000 BONUS:2500 (Bonus Zone= 7 lights)

Average Tix: (60-66)



10  
1

30  
3

100  
1

250  
2

1000  
1

TixPat H10: 20/30/100/200/500 BONUS: 1000 (Bonus Zone= 10 lights)

Average Tix: (60-66)



10  
1

30  
3

100  
1

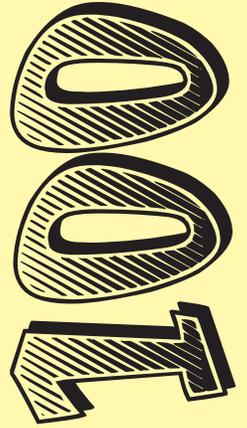
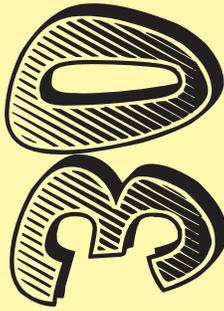
200  
2

500  
5



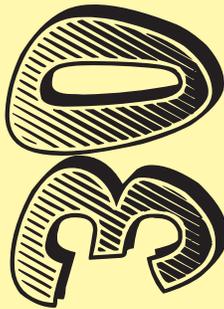
TixPat I5: 10/20/30/40/100 BONUS: 800 (Bonus Zone= 5 lights)

Average Tix: (14-20)



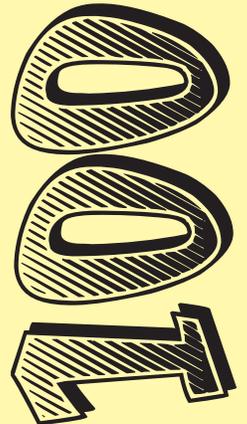
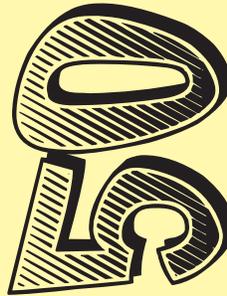
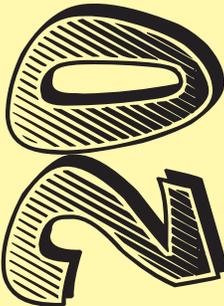
TixPat I7: 6/20/30/40/100 BONUS: 800 (Bonus Zone= 7 lights)

Average Tix: (14-20)



TixPat I10: 4/10/20/50/100 BONUS: 800 (Bonus Zone= 10 lights)

Average Tix: (14-20)





20

50

80

100



150

200

250

500



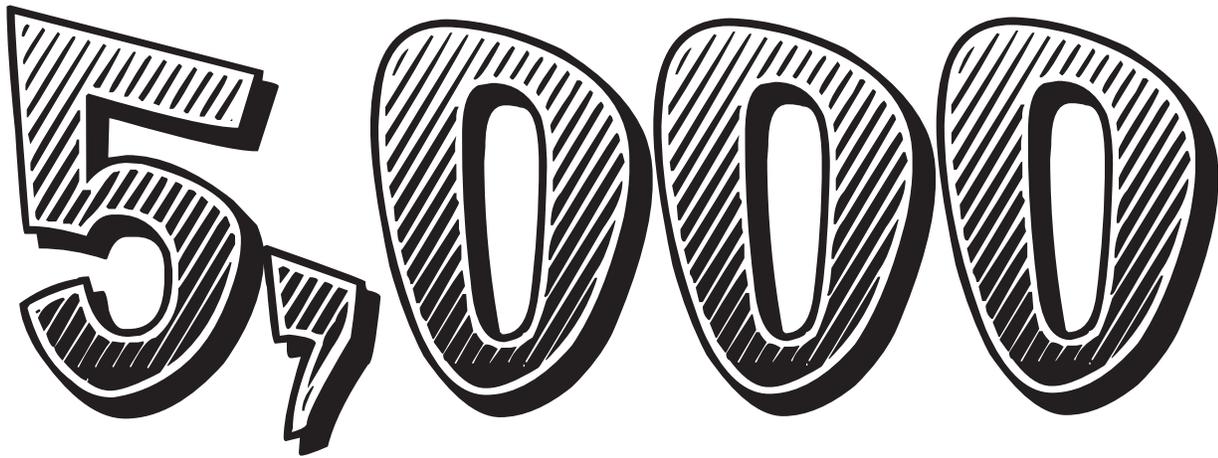
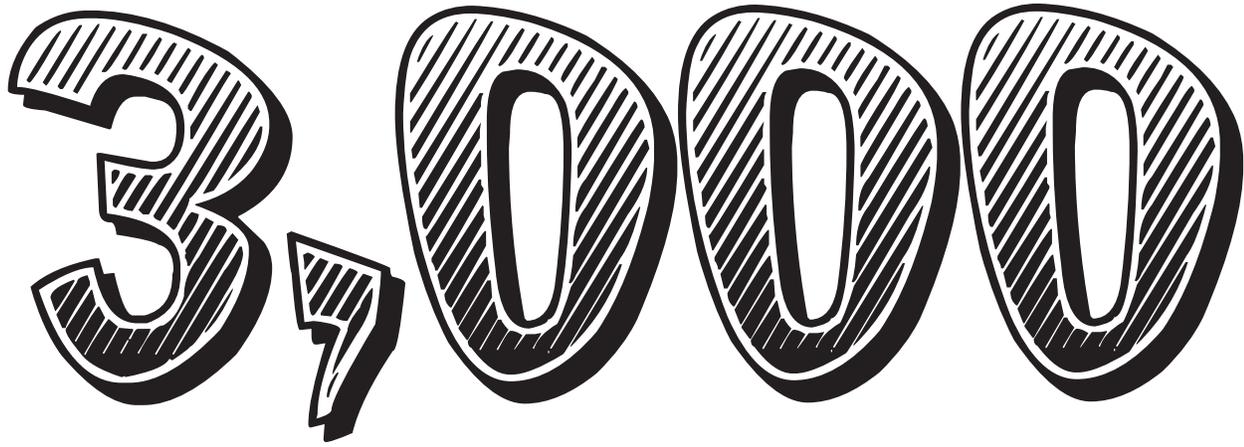
800

1,000

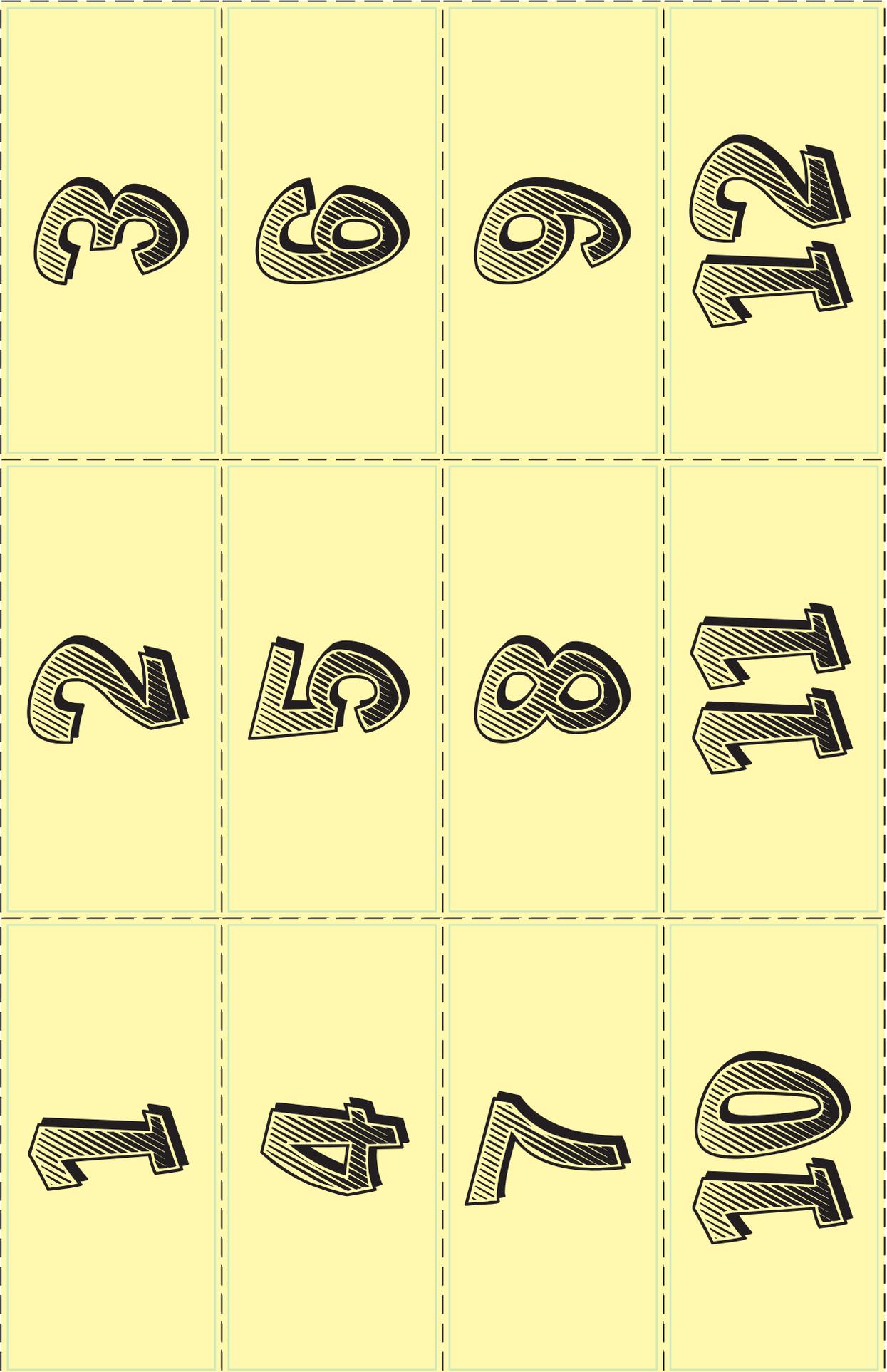
2,000

2,500











51

02

04

57

41

81

03

09

31

61

52

05



200

200

200

150

300

100

100

250

250