



WILLY CRASH™

PLACE SERIAL NUMBER LABEL HERE



FACTORY CONTACT INFORMATION



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WELCOME TO: Willy Crash

Congratulations on your purchase!

Detonate the TNT plunger to launch Willy Crash into a 3D cityscape, aiming for the tops of buildings to score big! Miss and he will hilariously crash into a number of cringe-worthy, interactive obstacles.

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 for further assistance.

HOW TO PLAY

Time your launch to shoot Willy into the air, aiming to land on a building.



Press plunger down to launch Willy from the cannon!



Collect tickets!



GAME SPECIFICATIONS

WEIGHT	
NET WEIGHT	400 LBS.
SHIP WEIGHT	450 LBS.
DIMENSIONS	
WIDTH	53"
DEPTH	57"
HEIGHT	107"
OPERATING TEMPERATURE	
FAHRENHEIT	80-100
CELSIUS	26.7-37.8

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

MAX OPERATING CURRENT	
3.1A at 100-120VAC	
1.9A at 220-240VAC	

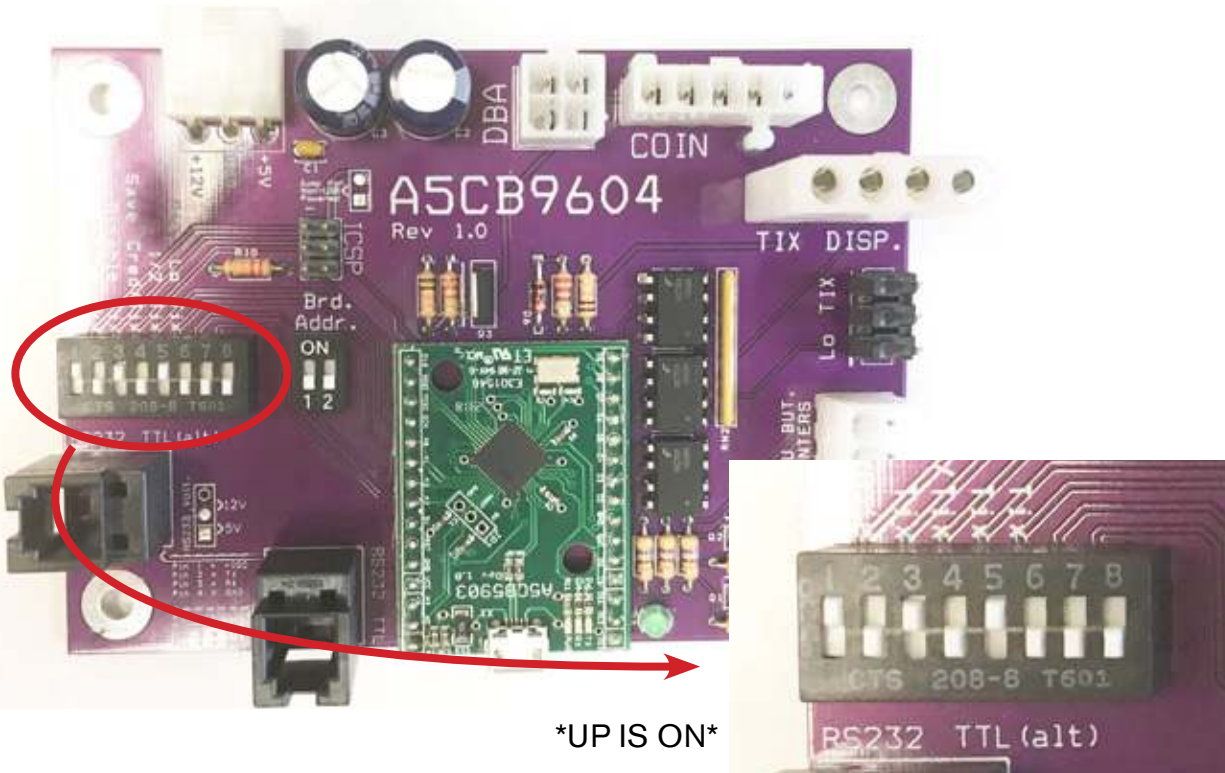
SAFETY PRECAUTIONS

NOTICE	
<p>Modifications to the mechanical, electrical and structural components of this game may void its compliance certifications.</p> <p>This appliance is suitable for INDOOR, DRY locations only.</p>	
DANGER	
<p>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.</p>	
WARNING	
<p>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.</p>	
CAUTION	
<p>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.</p>	
ATTENTION	
<p>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.</p> <p>A shielded power cable must be used for the game to retain EU/EMC compliance.</p>	
IN CASE OF EMERGENCY	
<p>UNPLUG THE POWER CORD.</p> <p>The power cord must be accessible at all times in case of an emergency.</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	Show Game DOES NOT DISPENSE TICKETS AND CLEARS ALL ACCUMULATED CREDITS		X
2	Amusement Only DOES NOT DISPENSE TICKETS		X
3	NJ Lockout SAVES TICKETS THAT HAVE NOT BEEN DISPENSED DURING A POWER LOSS AND SAVES CREDITS THAT HAVE NOT BEEN USED DURING A POWER LOSS		X
4	½ Ticket payout RECEIVES THE TOTAL NUMBER OF TICKETS AND SPITS OUT AS MANY, IF AN ODD NUMBER IS RECEIVED, AN ADDITIONAL TICKET IS DISPENSED.		X
5	Disables low ticket input DISABLES THE LOW TICKET INPUT IF A CARD DISPENSER IS CONNECTED THIS OPTION SHOULD BE ENABLED		X

SETUP

Take keys off of control panel.



Use key H95 to open front cabinet door.

Key E100 is for the cashbox



Take out the power cord and hardware kit.



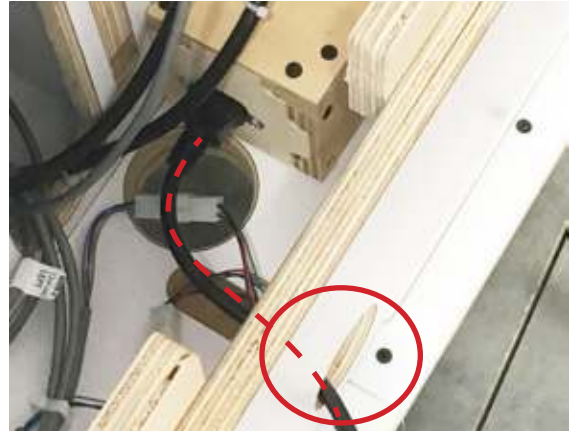
Take keys off back panel of game with the key used for front cabinet.

Set back cabinet door aside



SETUP

Plug in power cord to the box in the bottom right corner of the game. Make sure it goes through the hole at the bottom of the game.



Replace back door.



Take marquee piece and peel off plastic film.

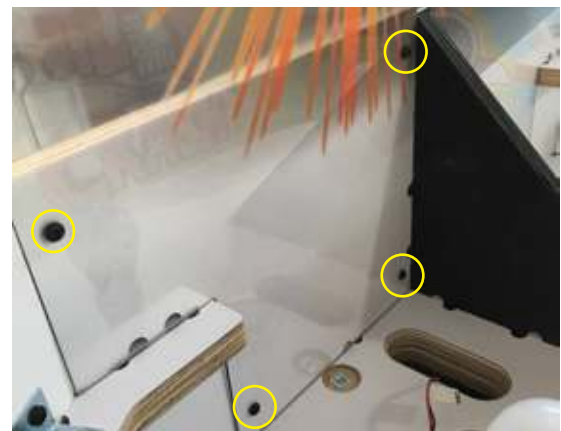
Then take a ladder to get up to marquee.

Place marquee piece around the black median.



Take hardware kit and screw marquee piece in place, 4 screws per side.

Once marquee piece is installed, plug in the game!



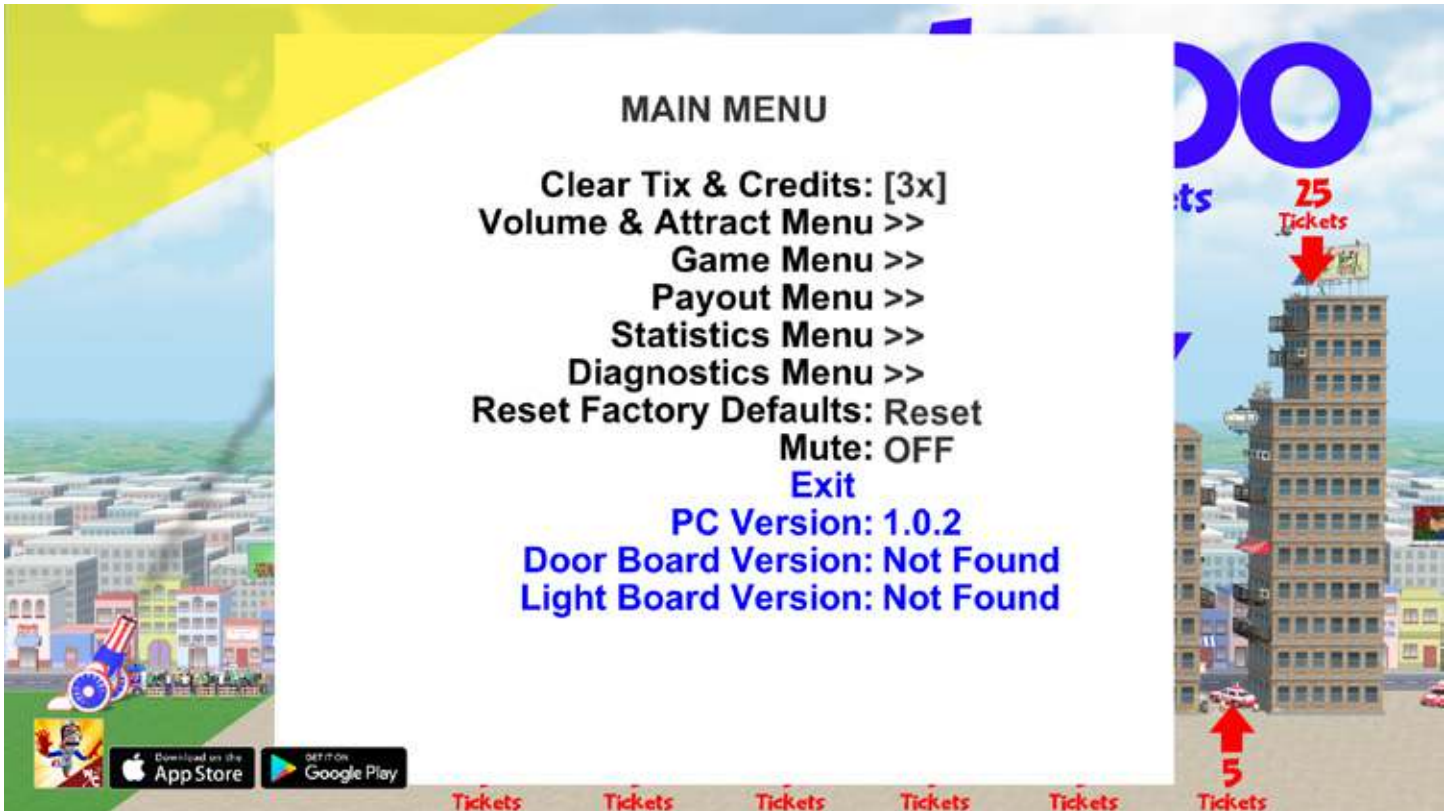
ADJUSTABLE MARQUEE



Remove Willy to reach a game height of 7' 2"



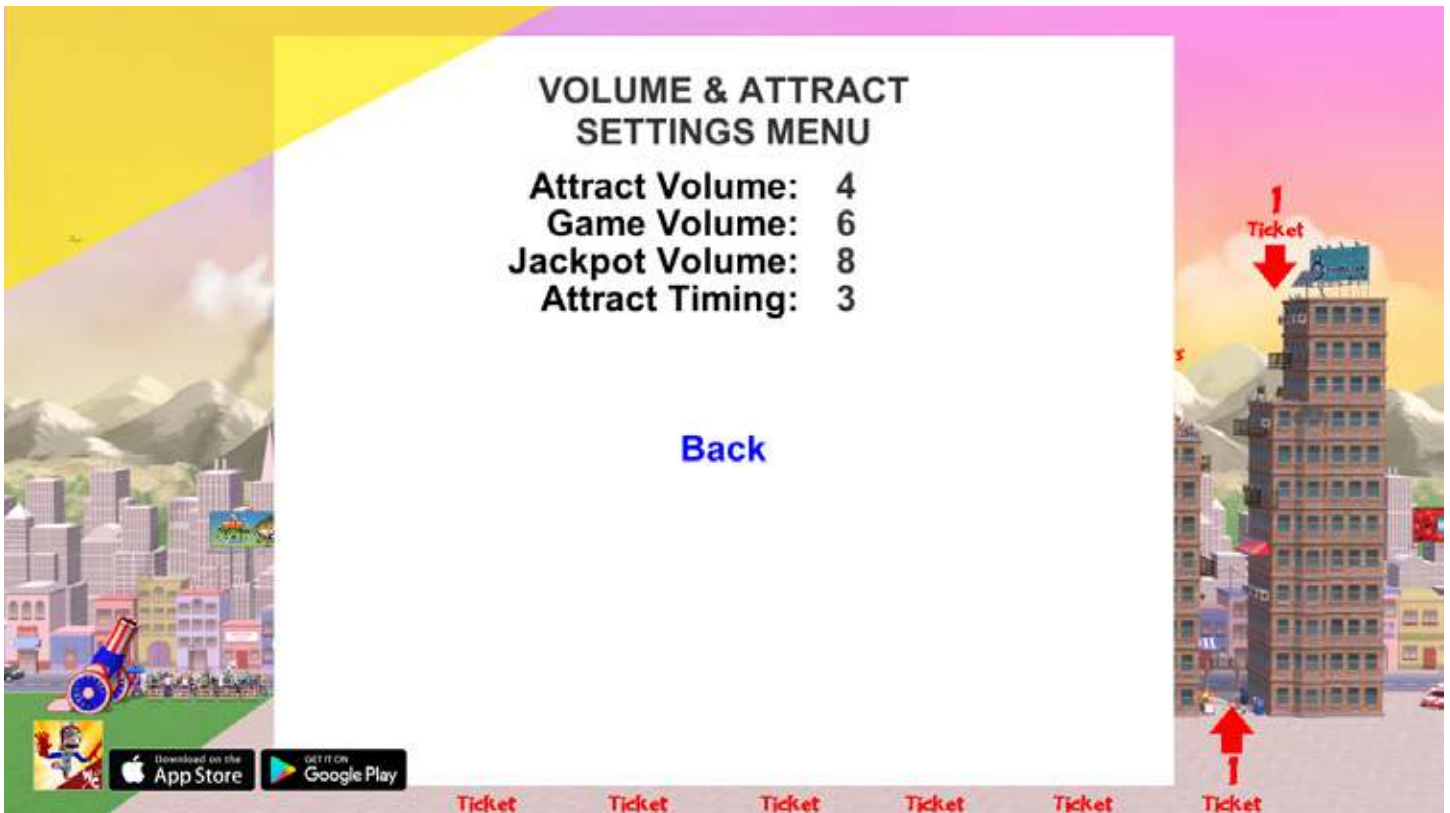
MAIN MENU FUNCTIONS



Factory defaults are highlighted below.

MAIN MENU OPTIONS	
CLEAR CREDITS/ TICKETS	Press the MENU SELECT button 3 times to clear tickets and credits owed
RESET FACTORY DEFAULTS	Press MENU SELECT button 3 times to reset all settings to factory defaults
MUTE	ON
	OFF

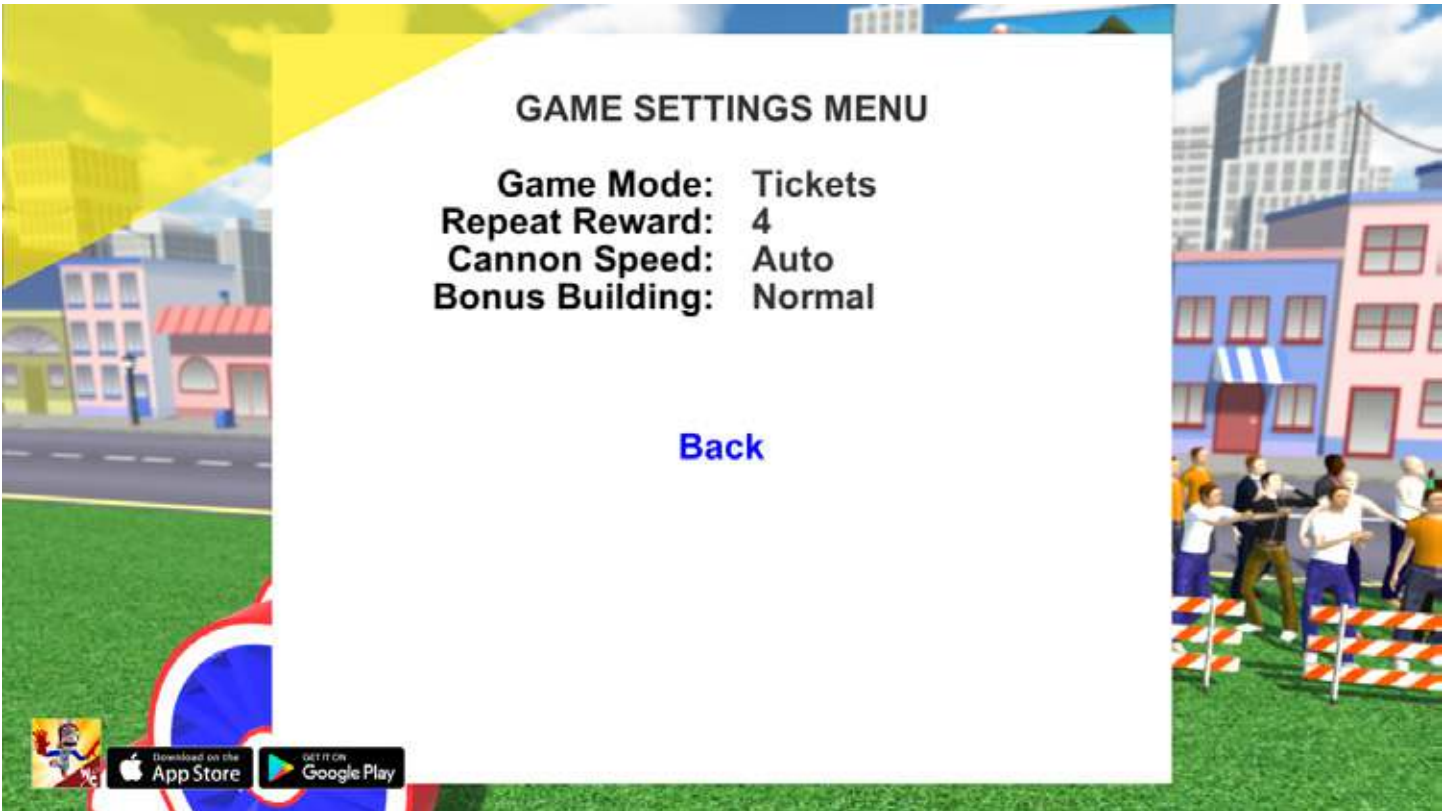
VOLUME AND ATTRACT



Factory defaults are highlighted below.

VOLUME & ATTRACT OPTIONS											
ATTRACT VOLUME	0	1	2	3	4	5	6	7	8	9	10
GAME VOLUME	0	1	2	3	4	5	6	7	8	9	10
JACKPOT VOLUME	0	1	2	3	4	5	6	7	8	9	10
ATTRACT TIMING (MINUTES)	0 (OFF)	1	2	3	4	5	6	7	8	9	10

GAME SETTINGS

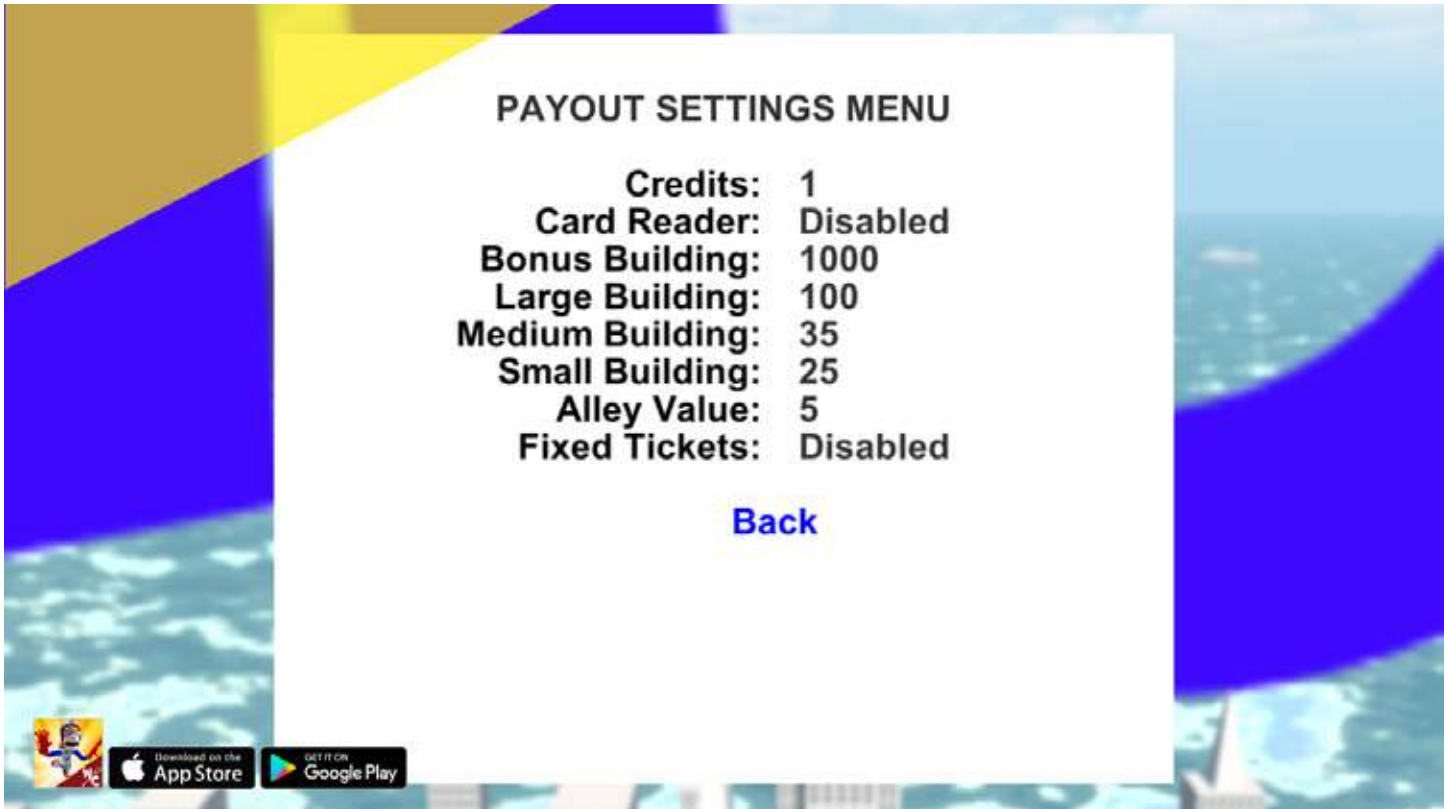


Factory defaults are highlighted below.

GAME SETTINGS						
GAME MODE	TICKETS			POINTS		
REPEAT REWARD	2	3	4	5	6	DISABLE
CANNON SPEED	AUTO	EASY		NORMAL		HARD
BONUS BUILDING (DETERMINES LOCATION OF BONUS BUILDING)	AUTO ADJUSTS THE BUILDING LOCATION ON THE NUMBER OF GAMES PLAYED SINCE A BONUS WIN	EASY 3rd BUILDING	NORMAL 4th BUILDING	HARD 5th BUILDING	VERY HARD 6th BUILDING	MOVE AFTER WIN adjust the building to the next location after a player wins the bonus

AUTO MODES NOT AVAILABLE FOR WA STATE

PAYOUT



Factory defaults are highlighted below.

PAYOUT SETTINGS							
CREDITS	1	TO (INC OF 1)	20	DEFAULT: 1			
CARD READER	ENABLED		DISABLE				
BONUS BUILDING	100	250	500	1000	1500	2000	2500
LARGE BUILDING	10	TO (INC OF 10)	250	DEFAULT: 100			
MEDIUM BUILDING	5	TO (INC OF 5)	150	DEFAULT: 35			
SMALL BUILDING	1	TO (INC OF 1)	50	DEFAULT: 25			
ALLEY VALUE	1	TO (INC OF 1)	26	DEFAULT: 5			

STATISTICS



DIAGNOSTICS

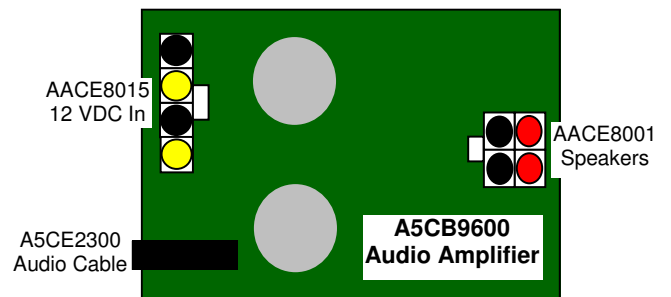
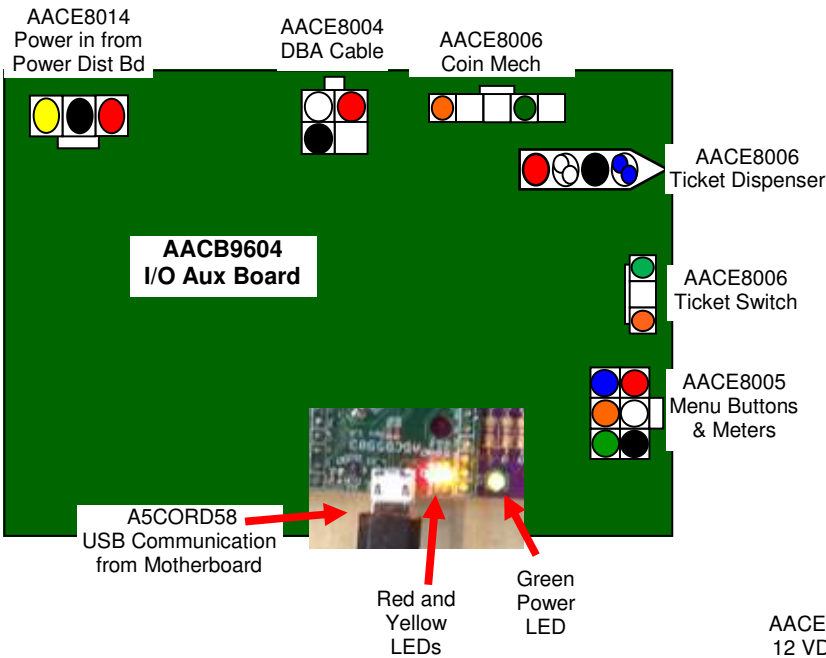
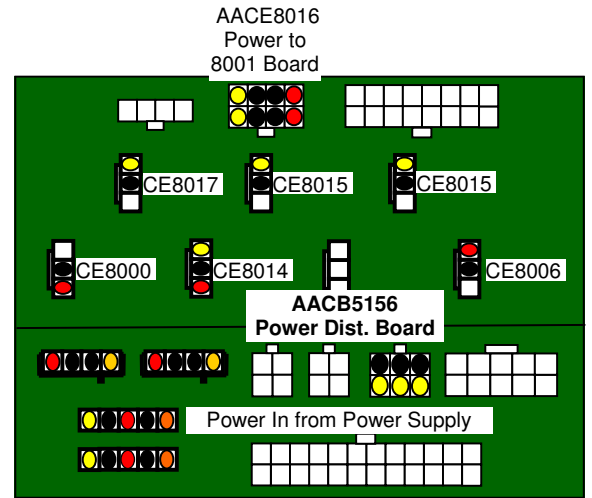
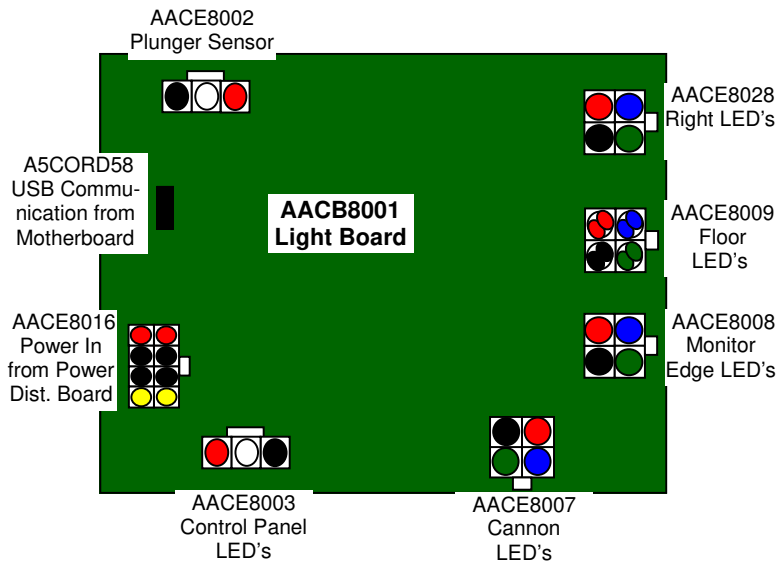


TICKET PATTERNS

DEFAULT PATTERN HIGHLIGHTED IN ORANGE

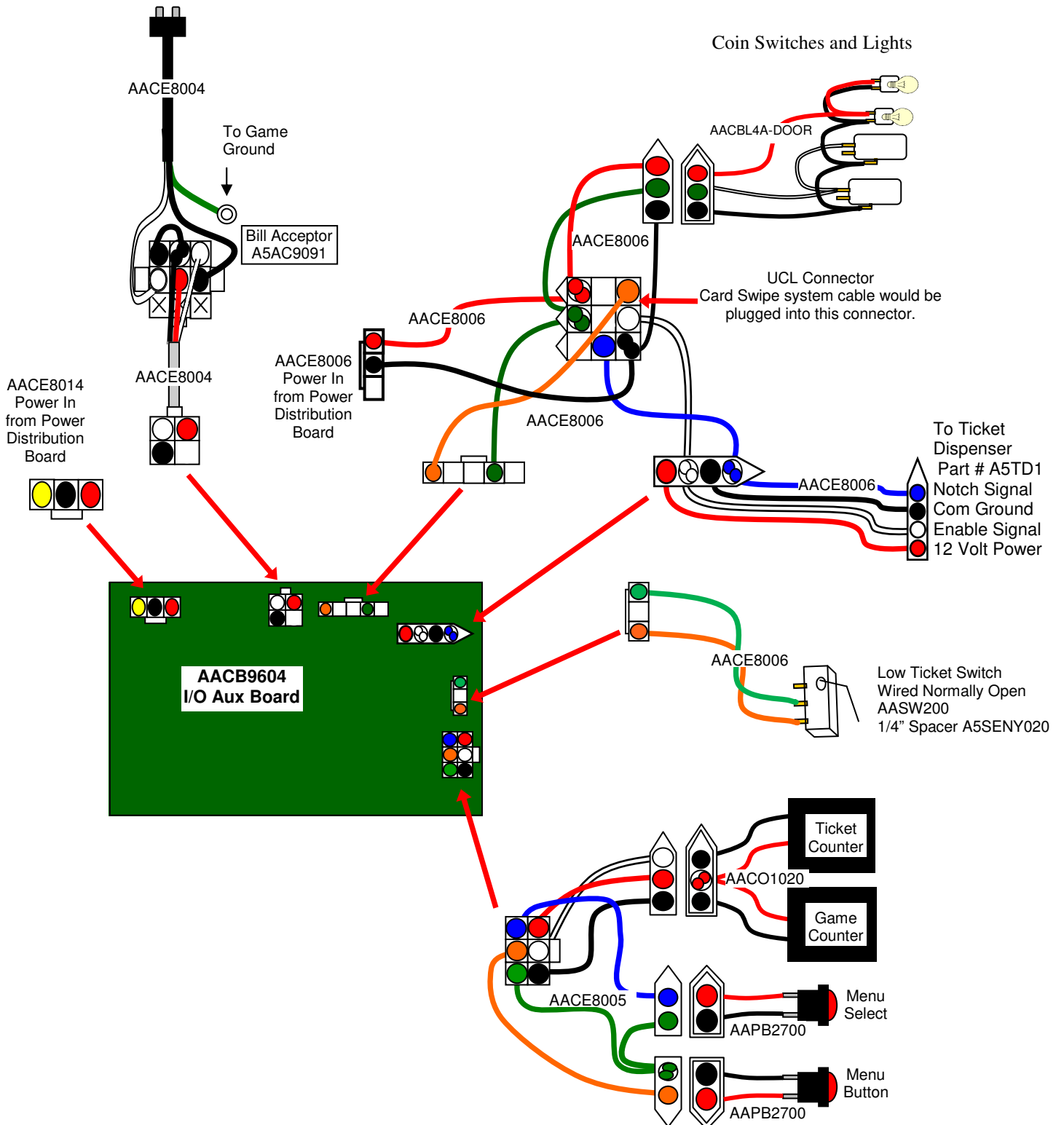
	PATTERN 1	PATTERN 2	PATTERN 3	PATTERN 4	PATTERN 5	PATTERN 6
BONUS	1000	1500	500	500	100	100
TALL	100	150	100	75	25	10
MEDIUM	35	75	75	50	10	8
SMALL	25	50	50	25	5	5
ALLEY	5	25	20	15	3	1
COST PER PLAY	1	2	1.50	0.75	0.50	0.25
AVG TIX PER PLAY	30-40	50-60	25	40	15	3 TO 5

CIRCUIT BOARD LAYOUT



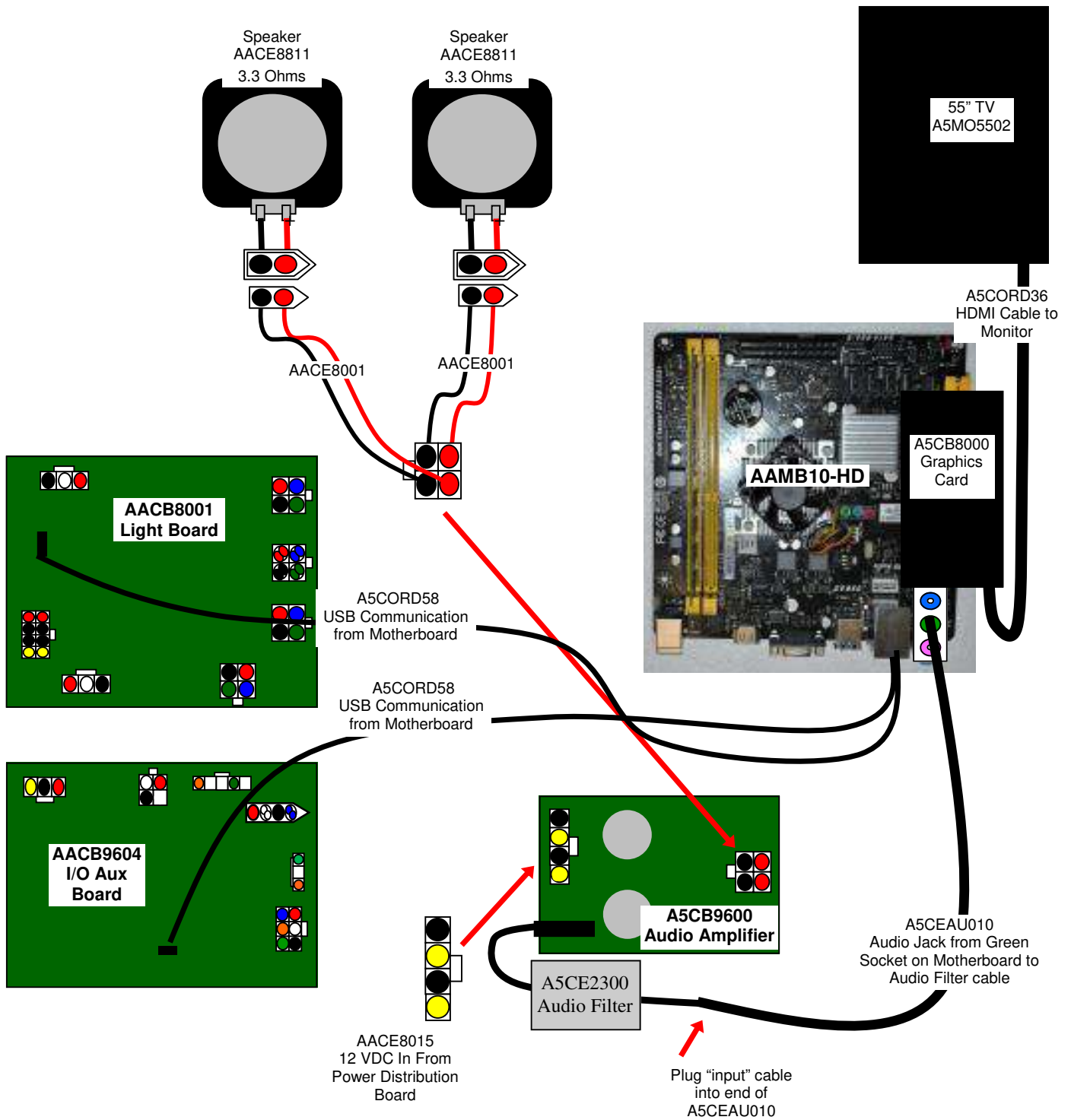
WIRING DIAGRAM

COIN MECH, MENU, AND COUNTER



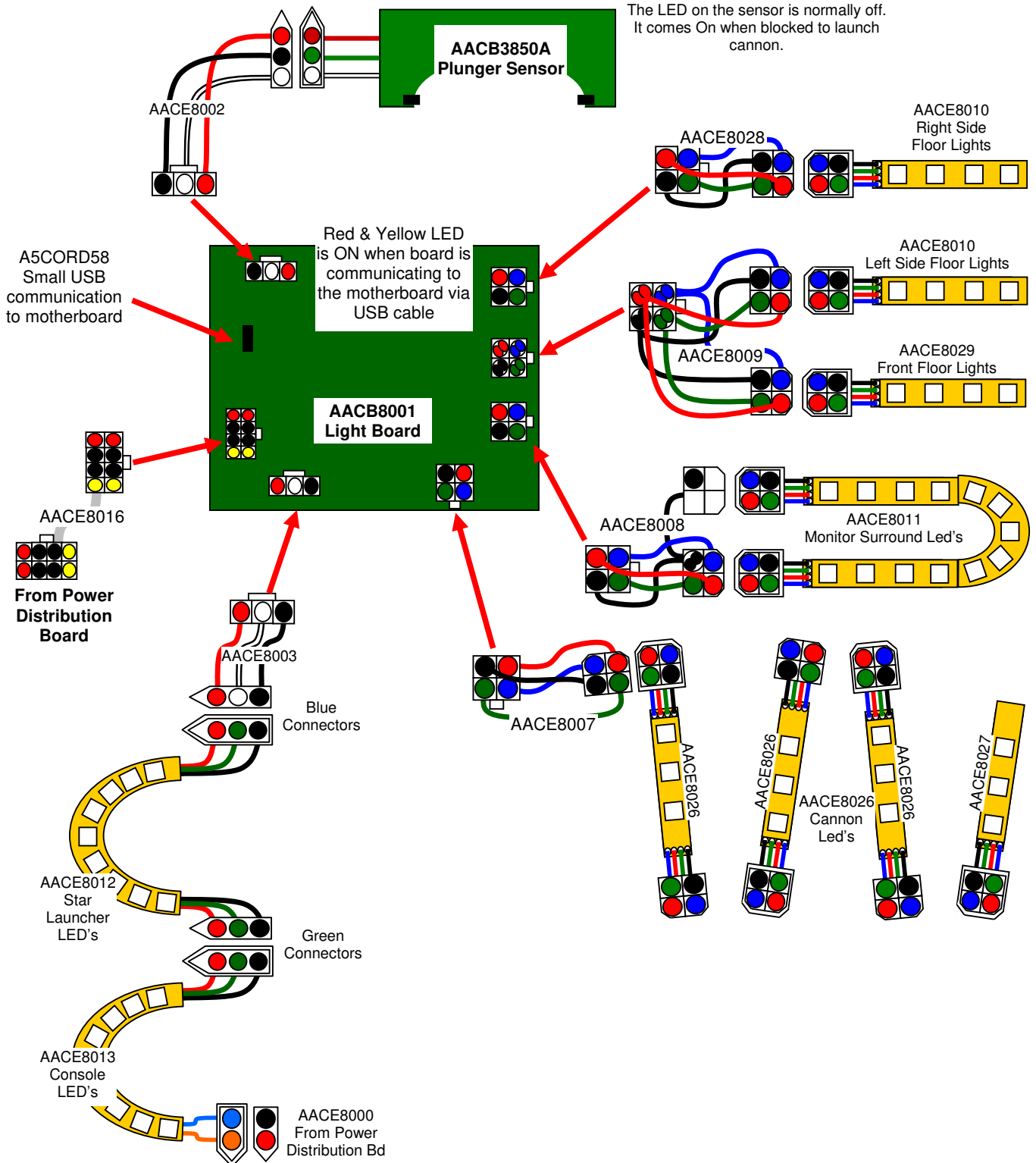
WIRING DIAGRAM

SPEAKERS AND MOTHERBOARD COMMUNICATION



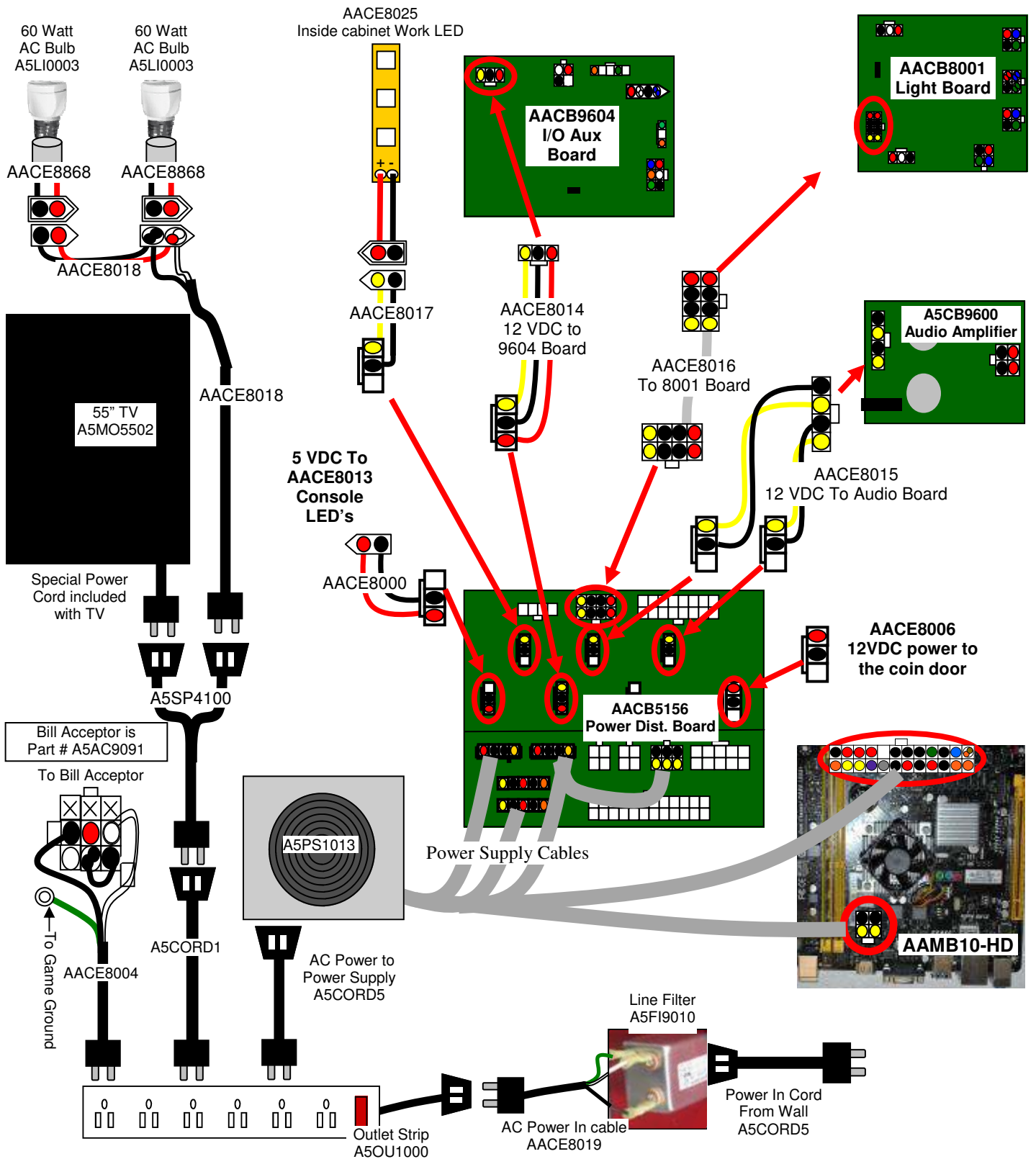
WIRING DIAGRAM

SENSORS AND LEDS



WIRING DIAGRAM


AC IN AND POWER SUPPLY



TROUBLESHOOTING

Troubleshooting Strategy

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

Troubleshooting Chart		
Problem	Probable Cause	Remedy
<p>No power to the game. No lights on at all.</p>	<p>Unplugged. Circuit breaker tripped. Line Filter Faulty. Power strip faulty. Faulty cable/power supply</p>	<p>Check wall outlet. Reset power strip breaker switch or building circuit breaker. Replace Line Filter (Part # A5F19010) Swap positions, replace if needed AACE8020 Refer to wiring diagram. Check cables AACE8019 & AACE8020. Refer to Power Supply diagnostic section</p>
<p>Bill Acceptor and monitor on. But everything else off. (Power Supply not ON)</p>	<p>Power supply unplugged. Rocker Switch. Power supply shutting down because of 12 V overload. Faulty power supply. Faulty Power Dist Board</p>	<p>Ensure 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 section. Replace Power Distribution Board (AACB5156)</p>
<p>Dollar Bill Acceptor not functioning. Ensure Bill Acceptor is set to "Always Enable" Important : Only 110 Volt AC DBA is to be installed.</p>	<p>Check for power to Bill Acceptor. Dirt or debris in acceptor slot. Pinched, broken, or disconnected wiring. Bill acceptor problem. Part # A5AC9091</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 NewGen Board. (AACE8004) Repair or replace wiring harness. Check J8 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>Meters do not work. Game meter will click at the end of the game. 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 Disconnected, loose or broken wires. Faulty counter.</p>	<p>Check ticket values in menu. Test Ticket Dispense in Diagnostic menu. Refer to Tickets not dispensing troubleshooting section. Check connections to I/O board. Cables # AACE8005 and AACO1020 Replace counter. AACO1020.</p>

TROUBLESHOOTING

Problem	Probable Cause	Remedy
Game not coining up.	<p>Check for I/O board USB cable communication.</p> <p>Ensure game makes sound when coin switch is triggered.</p> <p>Game set to large amount of credits per game.</p>	<p>Refer to "I/O Aux Board Issue" diagnostic Section.</p> <p>Check coin switches—both should be wired normally open. If one switch is "closed" the other will not work either. Check wiring to I/O Board. (AACBL4A-DOORA, AACE8006)</p> <p>Check Game Setup Menu. Ensure Coins/Credits per Game is set. Default = 4.</p>
<p>No Sound</p> <p>Motherboard creates sound, Audio board amplifies it.</p>	<p>Volume set to zero in menu. Ensure "Mute" is set to OFF</p> <p>Disconnected, loose or broken wires.</p> <p>Faulty speaker.</p>	<p>Enter Volume & Attract Settings Menu and verify: Game Volume & Attract Volume is not zero</p> <p>Check connections and reseal audio cable from motherboard to Audio Amplifier board to speakers. Cables # AACE8811, AACE8001, A5CE2300 and A5CEAU010 to green socket. Ensure 12 volts at CE8015 cable from power supply.</p> <p>Unplug audio jack cable (A5CEAU010) from motherboard, plug into MP3 player and see if music is amplified and comes out of speaker. If Yes - then motherboard is faulty. If No - then Newgen may be faulty.</p> <p>Replace speaker. AACE8811</p>
Menu Buttons do not work.	<p>Swap connectors at the 2 buttons.</p> <p>Pinched, broken, or disconnected wiring</p> <p>Main board faulty.</p>	<p>Replace button if problem stays with button.(AAPB2700)</p> <p>Inspect crimp to ensure good connection. Check connections from menu buttons to I/O board. Check continuity on wires. (AAPB2700, AACE8005)</p> <p>Replace I/O Board. (AACB9604)</p>
Marquee Lights are not on. (60 Watt 110 VAC)	<p>Faulty Light Bulb</p> <p>Faulty Cable</p> <p>Faulty outlet strip</p>	<p>Replace bulb. Part # A5LI0003 (60 Watt 110 VAC)</p> <p>Check for proper connection from bulb to Power Strip. Check continuity. (AACE8868, AACE8018, A5SP4100, A5CORD1)</p> <p>Swap power cord into next socket. Replace strip (AACE8020)</p>



TROUBLESHOOTING

Problem	Probable Cause	Remedy
Inside LED cabinet lighting not working.	LED's to light up playfield receive 12 Volts DC from power supply through the Power Distribution Board.	Check for proper connection from power supply to Power Distribution Board and then to LED strips. Check continuity. (AAACE8025, AAACE8017, AACB5156, AAPS1013-PTL) Refer to "AC In, Power Supply Wiring Diagram section"
Colored player console lighting not working. LED's power the star first, then the outside edge of player console	If all colored cabinet lights are not functioning, check Light Board (AACB8001) If LED strip is out, check cable. Refer to "Light Board Wiring Diagram" No 5 VDC power being back fed into LED strip Faulty LED Faulty Light Board	Check power to Light Board from Power Distribution Board. Cable # AAACE8016. Check USB cable to Light Board from motherboard. Cable # A5CORD58 Check for proper connection from Light board to LED strips. Check continuity. Refer to "Light Board Wiring Diagram" (AAACE8003, AAACE8012, AAACE8013) Verify 5 volts DC on cable AAACE8000 from Power Distribution board to end of AAACE8013 cable Replace LED (AAACE8013 or AAACE8012) Replace Light Board. (AACB8001)
Colored LED's around monitor do not work.	Faulty Cable No USB communication Faulty LED Faulty Light Board	Check for proper connection from Light Board to LED strips. Check continuity. (AACB8001, AAACE8008, AAACE8011) Refer to "Light Board Wiring Diagram" Ensure the A5CORD58 is connected to the motherboard USB socket. Red and yellow LED's should be on. Replace LED strip AAACE8011 Replace Light board if needed. (AACB8001)
Floor LED's do not work.	Faulty Cable No USB communication Faulty LED Faulty Light Board	Check for proper connection from Light Board to LED strips. Check continuity. (AACB8001, AAACE8009, AAACE8028, AAACE8010, AAACE8029) Refer to "Light Board Wiring Diagram" Ensure the A5CORD58 is connected to the motherboard USB socket. Red and yellow LED's should be on. Replace LED strip AAACE8010 Swap connectors on board. Replace Light board if needed. (AACB8001)
Cannon LED's do not work.	Faulty Cable No USB communication Faulty LED Faulty Light Board	Check for proper connection from Light Board to LED strips. Check continuity. (AACB8001, AAACE8007, AAACE8026, AAACE8027) Refer to "Light Board Wiring Diagram" Ensure the A5CORD58 is connected to the motherboard USB socket. Red and yellow LED's should be on. Replace LED strip AAACE8026 or AAACE8027 Swap connectors on board. Replace Light board if needed. (AACB8001)

TROUBLESHOOTING

Problem	Probable Cause	Remedy
<p>Tickets do not dispense or Wrong amount dispensed.</p> <p>Check for the correct amount of tickets showing on Monitor</p>	<p>Tickets on monitor does not match tickets coming out of game.</p> <p>Opto Sensor on ticket dispenser dirty. Faulty ticket dispenser. Notch on tickets cut too shallow. Faulty cable. Disconnected, loose or broken wires. Enter Diagnostic menu and test Dispenser Check dipswitches on I/O Aux Board Faulty I/O Board</p>	<p>Blow dust from sensor and clean with isopropyl alcohol. Replace with working dispenser to isolate the problem. (A5TD1) Flip tickets and load upside-down to have large cut notch toward opto sensor. Check connectors from ticket dispensers to Newgen board. Check for continuity. Cables AACE8006</p> <p>There are many options that affect ticket payout using the dipswitches. Refer to Dip Switch Setting page. Replace I/O Board. AACB9604</p>
<p>Low Tickets message on monitor</p>	<p>Tickets on monitor do match tickets coming out of game.</p> <p>Tickets are empty in ticket tray</p> <p>Faulty cable. Disconnected, loose or broken wires. Faulty low ticket switch. Faulty I/O Board</p>	<p>Settings in Menu are incorrect.</p> <p>Load tickets into tray. Ensure tickets hold down micro switch wire. Check connectors from low ticket switch to I/O board. Check for continuity. (AACE8006) Inspect switch and replace if needed. (AASW200) Check dipswitches on I/O Board, Replace I/O Board if needed. AACB9604</p>
<p>Plunger does not fire cannon</p> <p>Bottom of plunger is not breaking the opto beam.</p>	<p>Inspect assembly for physical obstruction Disconnected, loose or broken wires. Enter Diagnostic Menu to see if game recognizes button. Faulty sensor.</p>	<p>Ensure arm is breaking the beam. The LED on the board will come ON when beam is blocked. Check connections from opto sensor to I/O board. (Cable # AACE8002, AACB3850A) Button should go to ON when button is pushed. Replace sensor. AACB3850A</p>
<p>Cannon is firing all by itself</p> <p>Opto Sensor is blocked, dirty, or faulty.</p>	<p>Faulty sensor.</p>	<p>Ensure the LED is OFF and opto beam is not blocked by plunger arm. Clean emitter and detector on sensor board. Replace the sensor board. AACB3850A</p>

TROUBLESHOOTING

Problem	Probable Cause	Remedy
<p>Monitor not working.</p> <p>Power down, wait 5 minutes and power up again.</p> <p>There is also a small access hole drilled into the middle of the underside of plastic frame</p> <p>A small screw-driver can be used to access the power button.</p>	<p>Monitor shows “No Signal”</p>	<p>Monitor HDMI cable unplugged from video card. The game will not boot up with the monitor disconnected</p> <p>Faulty or loose RAM on motherboard</p> <p>Large power connector unplugged on motherboard Small power connector unplugged on motherboard</p> <p>Faulty power supply - Refer to Power Supply diagnostic section</p> <p>Faulty Graphics Card - Replace Graphics Card (A5CB8000)</p> <p>Faulty motherboard - Replace faulty board. (AAMB10-HD)</p>
<p>Monitor has nothing at all on power up.</p>	<p>Power cable unplugged from monitor.</p> <p>Faulty monitor.</p>	<p>Ensure power is plugged into back of monitor, down to power strip.</p> <p>Replace monitor. (A5MO5502)</p>
<p>Error on screen at power up.</p> <p>Re-Boot game to see if problem still exists.</p>	<p>Display shows “Kernel panic – unable to mount root”</p> <p>Display shows “ASROCK Setup Utility Menu”</p>	<p>Faulty or loose RAM, faulty software, faulty motherboard</p> <p>No SATA drive in motherboard. Check for p</p> 
<p>I/O Aux Board Issue</p> <p>Game does not coin up, and has no other functions.</p>  <p>Red and Yellow LEDs</p> <p>Green Power LED</p>	<p>Green power LED should be flashing.</p> <p>Red and Yellow LED’s should be flashing.</p> <p>Faulty I/O Aux Board.</p>	<p>If it is off, then check 12 & 5 Volts DC coming into board on cable AACE8014 from Power Distribution Board.</p> <p>If solid on, then it is not communicating with the motherboard. Check A5CORD58 USB cable. Swap cable with the light board.</p> <p>If they are off, it is not communicating with the motherboard. Check A5CORD58 USB cable. Swap cable with the light board.</p> <p>Replace I/O Aux board Replace if needed. Part # AACB9604-WC</p>

DIAGNOSTICS

POWER SUPPLY

1.) Verify AC power to game. Check power strip in front door. The rocker switch should be illuminated.



2.) Check connection to power supply.

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



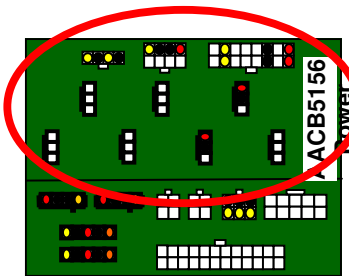
4.) Ensure Power switch is on.

5.) Ensure fan is turning.

- If power supply fan is turning and there is no 12 Volt out:

Check power supply cables to the Power Distribution Board.

This board takes the power in, and directs it to the different 12 volt loads.



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

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

Replace power supply if this board is not receiving 12 volts. (A5PS1013)

- If power supply fan is not turning, then continue to "Verify Power to Motherboard"

Verify Power to Motherboard

The motherboard will turn on power supply.

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

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

Minimize load on power supply and isolate short

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

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

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

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

Turn on game and verify the 12 volts is good.

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

If power supply still does not power on, then replace power supply (A5PS1013), or replace motherboard. (AAMB10-HD)

DIAGNOSTICS

BILL ACCEPTOR

**Note: There are many different models and brands of Bill Acceptors that are used on redemption games. Your Bill Acceptor may differ from the unit shown.
Standard DBA is MEI # AE2451-U5E Part # A5AC9091**

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.



2 THINGS YOU DO NOT KNOW ABOUT WILLY CRASH

- 1.) Willy is modeled after a real life person - Carl T. No, he has never been shot out of a cannon.
- 2.) There is also a small access hole drilled into the middle plastic that is used to access the monitor power switch.

BLANKING PLATES USED AT BAY TEK GAMES

A5PL4200 DBA Plate instead of Upstacker Bill Acceptor



A5PL9998 Plate used instead of Coin Mechanisms



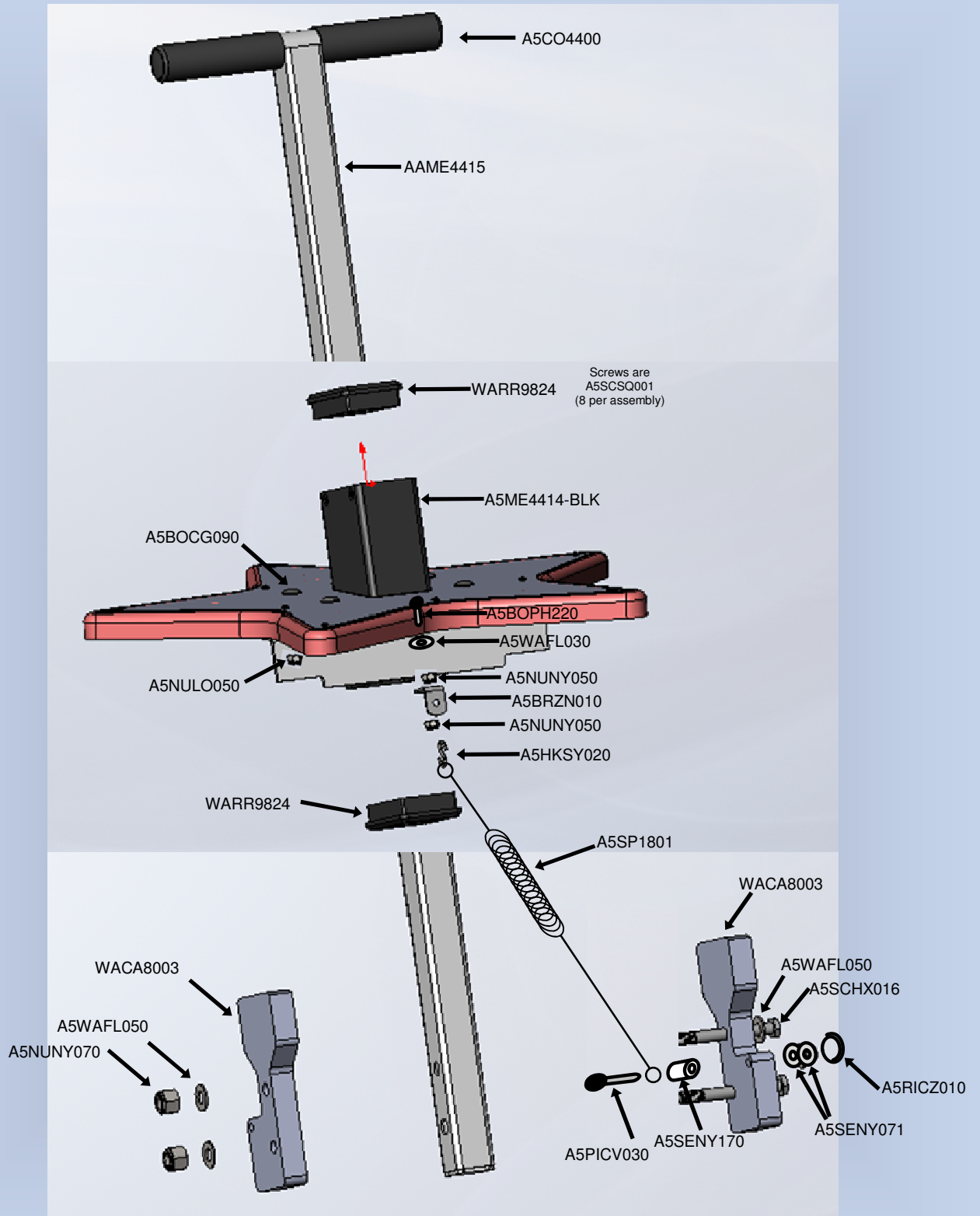
A5PL8900 Plate used for Bill Validator



A5PL9995 Plate used instead of ticket dispenser



HANDLE ASSY EXPLODED VIEW



PARTS LIST

PART #	DESCRIPTION	PART #	DESCRIPTION
A5BK1013	Bracket, Pushbutton/Counters	A5CORD1	Cord,Power,10' Works W/Outlet Strip
A5BK6035	Bracket, Light	A5CORD36	Cord, 8' HDMI To HDMI
A5BK9999	Bracket, Power Supply Mounting	A5CORD5	Cord, AC Computer Cord, 6.5'
A5BTRT010	#4 Nylon Push Pins	A5CORD58	Cable, USB, Male A To Micro, 3ft
A5BURU075	Bumper,Rubber,2 1/4x2 5/8,Black	A5SP4100	Splitter, Detach Power Supply Cord Y
A5CB1499	Coin Box, White	AACE8000	Cable Assy, Addressable Light Power
A5CO4203	Cover, Speaker	AACE8001	Cable Assy, Speaker Power
A5CO4400	Cover Grip, Slide On, Handle	AACE8002	Cable Assy, Plunger Sensor
A5FI9010	Filter, F1700ca06, Inline	AACE8003	Cable Assy, 5V Addressable Light Power
A5HO1003	Holder, For Light Bars	AACE8004	Cable Assy, DbA
A5LI0003	Light,A19,9 Watt,60w	AACE8005	Cable Assy, Menu/Select/Counters
A5LK2001	Lock, Cash Box, A05/E00 Key Code	AACE8006	Cable Assy, Coin Door/Ticket Dispenser
A5LK5002	Lock, 7/8", H95 Key Code	AACE8007	Cable Assy, Cannon Led Power
A5ME2035	Ticket Tray, Metal	AACE8008	Cable Assy, Monitor Lights Power
A5ME4182	Metal, Cashbox Guide	AACE8009	Cable Assy, Left Bottom Side RGB
A5ME4414-BLK	Metal, Handle Guide Assy	AACE8010	Cable Assy, Bottom Sides RGB Light
AAME4415	Metal, T-Handle, w/ grips & bumpers	AACE8011	Cable Assy, Monitor RGB Blue Light
A5ME5508	Metal, Bracket, Graphics Card	AACE8012	Cable Assy, Star Light Power
A5PICV032	Pin,Clevis,1.4"D X 1-5/8"L	AACE8013	Cable Assy, Control Panel Light Power
A5PL4200	Plate, Up Stacker	AACE8014	Cable Assy, Door Board To Power Distribution
A5PL8900	Plate, Blanking, Bill Validator	AACE8015	Cable Assy, Audio Board Power
A5RICZ010	Ring,Cotter,7/16"-1/2" Shaft	AACE8017	Cable Assy, Power To Service Light
AASW200	Low Ticket Switch	AACE8018	Cable Assy, Power To Marquee Lights
A5VF8000	Vacuum Form, Monitor Cover	AACE8019	Cable Assy, Line Filter
A5DE0042	Decal, Menu/Vol	AACE8020	Cable Assy, Ground, T-Handle To Ground Stud
A5DE8010	Decal, Marquee Back	AACE8021	Cable Assy, Ground, Coin Door To Hinge
A5DE8011	Decal, Cannon Wrap	AACE8022	Cable Assy, Ground, Ticket Dispenser To Hinge
A5DE8012	Decal, Floor Cover, Right	AACE8023	Cable Assy, Ground, Hinge To Ground Stud
A5DE8013	Decal, Floor Cover, Left	AACE8024	Cable Assy, Ground, Power Supply To Stud
A5DE8014	Decal, Marquee Front	AACE8025	Cable Assy, Servicing Stick Light
A5DE8015	Decal, Marquee Cover	AACE8026	Cable Assy, RGB Cannon Stick Lights
A5DE8016	Decal, Control Panel	AACE8027	Cable Assy, Cannon RGB Stick Light
A5DE8017	Decal, Control Panel Star	AACE8028	Cable Assy, Bottom Right Side Jumper
A5DE8018	Decal, Outer Door	AACE8029	Cable Assy, Front Floor LED lights
A5DE8019	Decal, Inner Door	AACE8811	Cable Assy, Speaker
A5DE8020	Decal, Monitor Pillar	AACE8868	Cable Assy, Fluorescent
A5DE8021	Decal, Left Cabinet Side	A5PS1013	Power Supply, EVGA 500
A5DE8022	Decal, Right Cabinet Side	A5GC8000	Graphics Card
W5HG1025	Hinge,16",Double Bend	A5MO5502	Monitor, 55" TV
W5HG1065	Hinge,5-75,Single Bend	A5TD1	Ticket Dispenser, Entropy
W5KE5000	Keeper, Lock	A5CB9600	PCB, Audio Amplifier
W5TM4002	T-Molding,7/8"Blue	AACB9604	Board, Door Interface
AACO1020	Counter Assy, No Feet	AACB5156	PCBA, Power Dist.
AAPB2700	Push Button Assembly	AACB8001	PCBA, Light Driver Board
A5CE2300	Cable, Audio Isolator	AACB3850A	Board, Launch Sensor
A5CEAU010	Cable, Audio Stereo,3.5mm , M-M 2ft	AAMB10-HD	Mother Board, W/Hard Drive

PARTS PICTURES



A5BK1013



A5BK6035



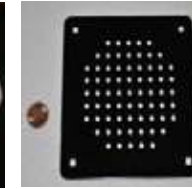
A5BK9999



A5BURU075



A5CB1499



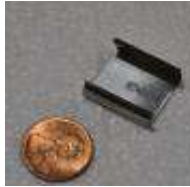
A5CO4203



A5CO4400



A5FI9010



A5HO1003



A5LI0003



A5LK2001



A5LK5002



A5ME2035



A5ME4182



A5ME4414-BLK



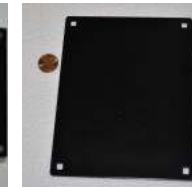
AAME4415



A5ME5508



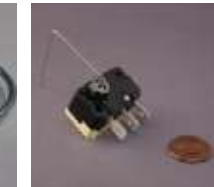
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A5PL8900



A5RICZ010



AASW200



A5DE0042



A5DE8010



A5DE8011



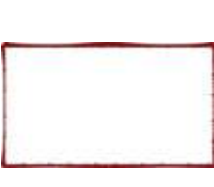
A5DE8012



A5DE8013



A5DE8014



A5DE8015



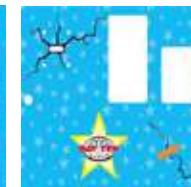
A5DE8016



A5DE8017



A5DE8018



A5DE8019



A5DE8020



A5DE8021



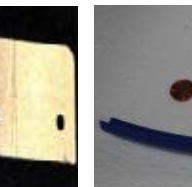
A5DE8022



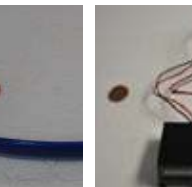
W5HG1025



W5HG1065



W5KE5000



W5TM4002



AACO1020



AAPB2700



A5CE2300



A5CEAU010



A5CORD1



A5CORD36



A5CORD5



A5SP4100



AACE8811



AACE8868



A5OU1000

PARTS PICTURES



A5PS1013



A5TD1



A5CB9600



AACB5156



AACB3850A



AAMB10-HD

DECAL DIAGRAM



MAINTENANCE LOG

If repairs are necessary, it is good practice to keep a log of repairs done and parts ordered. The chart below will assist you in tracking your game's maintenance.

DATE	MAINTENANCE PERFORMED	PARTS ORDERED	INITIALS

TECHNICAL SUPPORT

Excellent customer service is very important to Bay Tek Games!

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

Electronics / Circuit Boards - Repair Options

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

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

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

Technical Support:

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

Returns, Credits, & Fees:

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

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

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

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

WARRANTY

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

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

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

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

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

 **ATTENTION** 

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

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

NON-WARRANTY

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

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

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

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