

JACKPOT

SIGN



FACTORY CONTACT INFORMATION



Our Vision:

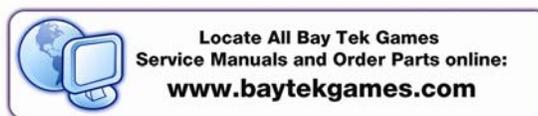
We aspire to be the best in the world at developing and manufacturing coin operated games for our customers.

BAY TEK GAMES INC.
Pulaski Industrial Park
1077 East Glenbrook Drive
Pulaski, WI 54162 U.S.A.

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

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P: 920.822.3951
F: 920.822.8936
sales@baytekgames.com

PARTS

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F: 920.822.1496
parts@baytekgames.com

SERVICE:

P: 920.822.3951 X 1102
F: 920.822.1496
service@baytekgames.com

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

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.

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YOUR JACKPOT SIGN

Maximize your Big Bass Wheel profits!

Adding a jackpot sign to your group of Big Bass Wheel pumps up the excitement! The jackpot sign entices your customers to play over and over in hopes of winning the jackpot!

Everything you need to know to get your jackpot sign up and reeling in the profits is included in this handy guide.

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.

Enjoy!

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

Your Friends at Bay Tek Games



SPECIFICATIONS

WEIGHT	
WEIGHT	45 LBS
SHIP WEIGHT	125 LBS

DIMENSIONS	
WIDTH	
DEPTH	
HEIGHT	

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

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

MAX START UP CURRENT
1.0 AMPS @ 115 VAC
.5 AMPS @ 230 VAC

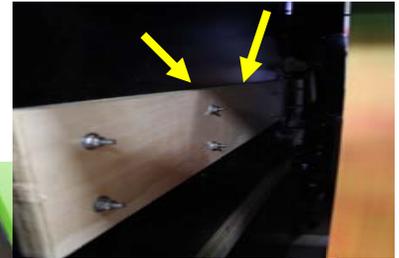
OPERATING CURRENT
.7 AMPS @ 115 VAC
.35 AMPS @ 230 VAC

SAFETY PRECAUTIONS

 DANGER 
DO NOT perform repairs or maintenance on this game with the power ON. Unplug the unit from the wall outlet or shut off the power at the power strip located inside the game cabinet.
 WARNING 
Use of flammable substances can cause severe burns or serious injury. Always use NON-FLAMMABLE solvents for cleaning. DO NOT use gasoline, kerosene, or thinners.
 CAUTION 
Lifting heavy objects can cause back, neck, or other injuries. Be sure adequate lifting and moving devices are available when unloading, unpacking, and moving this game.
 ATTENTION 
Be sure the electrical power matches the game requirements. See the serial number decal located on the back of the game cabinet. Always plug game into a grounded circuit. If the supply cord is damaged, it must be replaced by a special cord or assembly available from the manufacturer or its service agent.
 IN CASE OF EMERGENCY: 
Unplug the power cord. The power cord must be accessible <u>at all times</u> in case of emergency.

SIGN INSTALLATION:

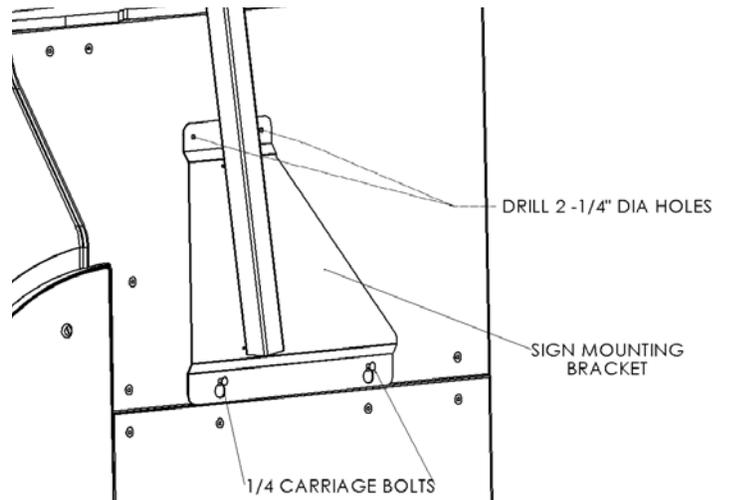
Remove the back door of the cabinet.



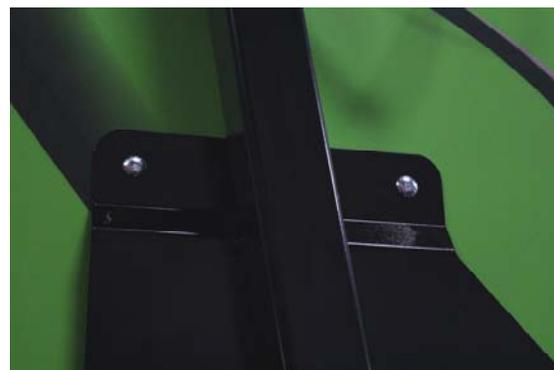
Using a 7/16" socket or wrench, loosen the two bolts shown on the **right side** of the cabinet.



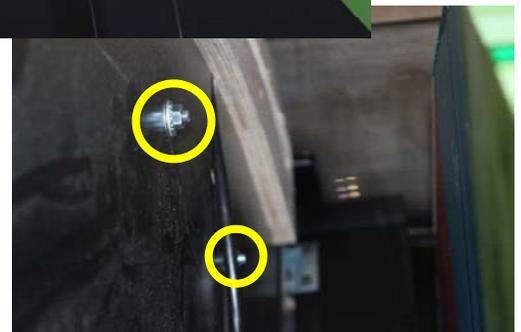
Place the mounting bracket onto the bolt heads.



Drill through the upper holes of the bracket with a 1/4" drill bit.



Secure the upper holes with included 1 3/4" carriage bolts and nuts, and tighten lower bolts.



SIGN INSTALLATION (odd games):

Follow the steps on this page only if you have an odd number of games and want the jackpot sign to be centered over the middle game.



Align the included template to the corner of the **left side** of the cabinet as shown. Notice that the template is positioned differently for BBW and Pro versions.

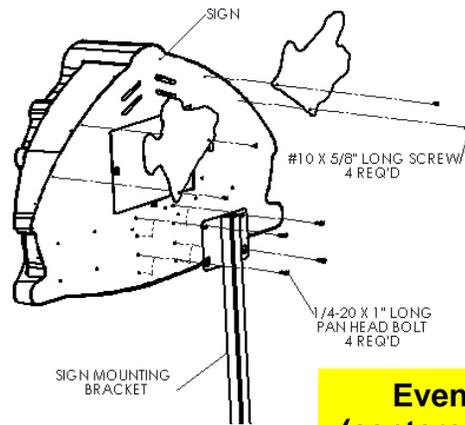


Drill out the holes marked in the oval section of the template with a 1/4" drill bit. The **green** section is for BBW, while the **red** section is for Pro.

Attach the second bar (the one without the lower bracket) to the cabinet using included bolts, spacers and nuts.



SIGN INSTALLATION:



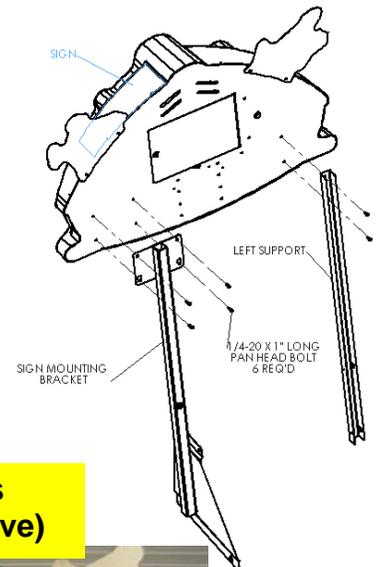
**Even games
(centered between)**

Fasten the fishermen acrylic pieces to the back of the sign, net guy to the right and pole guy to the left with included black wood screws (viewing from the front).



Insert two bolts into the lower bracket holes on the back of the sign, leaving about 1/4" of thread showing. Hang the bracket onto the bolt heads, insert the remaining bolts and tighten.

There are two sets of holes in the center position— one makes the sign higher, while the other lowers it.



**Odd games
(centered above)**



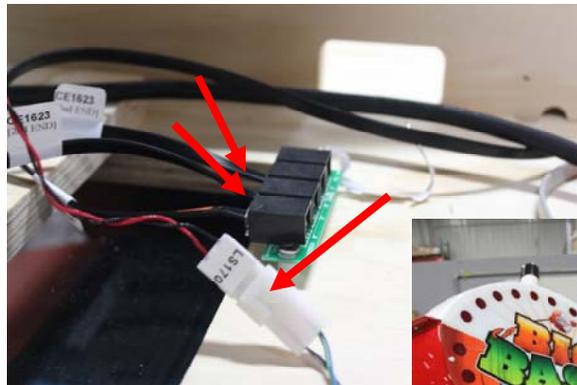
SIGN WIRING:

Ensure that the game is powered down.



Remove the screws from the fish head to access the cables underneath.

Unplug the bobber power and phone cables, and remove the bobber itself. It will no longer be used.



Remove the fish head entirely.



Unplug the monitor power cable from the power strip. **Plug in** the splicer cord, and plug the monitor cable into the splicer.



SIGN WIRING:

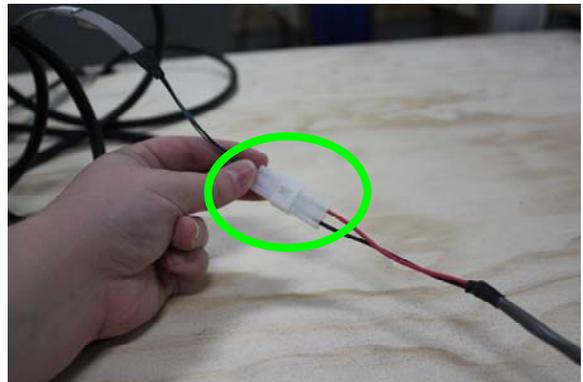
Plug the power cord from the sign into the line filter inside the sign.

Insert the cables from the sign through the pole, and **plug in** the power cord to the remaining end of the splicer.

Plug one of the 10 foot black phone cables into the sign controller board, secure it in the sign with the clips, run it down through the pole and plug it into the port where the bobber cable was previously plugged in.

Locate the grey cable in the sign with the 2-pin housing– this is the 12 volt power cable.

If your bobber was 12 volt, **plug in** the 2-pin phone cable from the bobber into the 12 volt power cable. **If your bobber contained a 110/220 volt light bulb, see next page.**



Continue to page 11...

SIGN WIRING:

If your bobber contained a 110/220 volt light bulb, you will need the CE1634 cable.

Plug one end of the CE1634 into the pink SPI port of the control board in the front of the game.

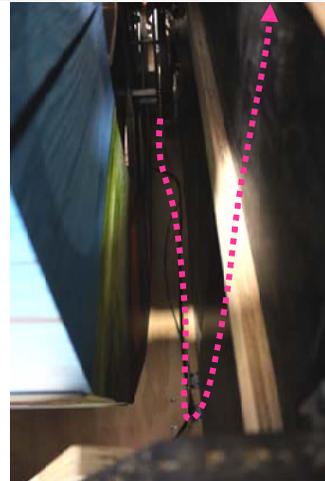
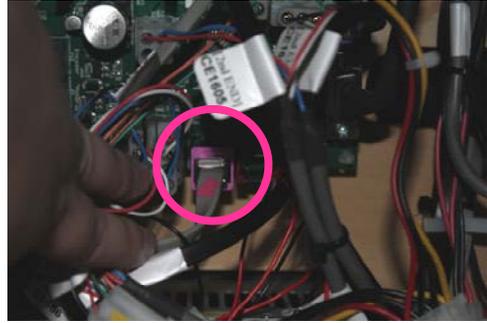
Feed the cable out through the hole in the back left corner of the front compartment.

Run the cable through the game, being careful to avoid pinch points and moving parts, up and out the back. You may choose to drill holes in the floor of the game and feed the cable through to keep it out of the way of the spinning wheel.

Plug the grey 2-pin cable into the newly installed CE1634 cable.

TO COMPLY WITH FCC & CE REQUIREMENTS: the snap-on ferrite (Bay Tek Part # A5FC0080, Fair-Rite manufacturer part # 0433176451) provided with the jackpot sign must be placed around any 10-foot black phone cables (CE4141) and the grey 12V cable (CE1714 or CE1534), near the wire saddle on top of the game, for every game connected to the jackpot sign.

Continue to the next page...



SOFTWARE UPDATE:

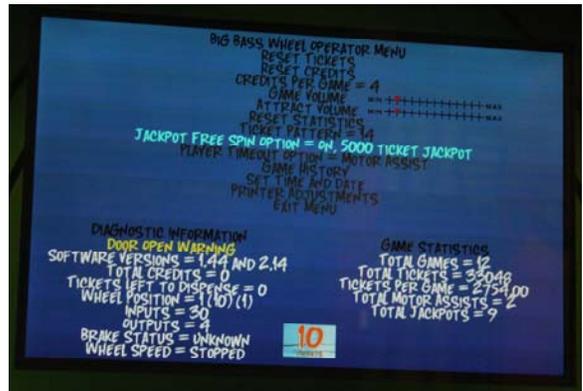
Remove the USB software stick from the game's PC motherboard, and **replace** it with the new software.



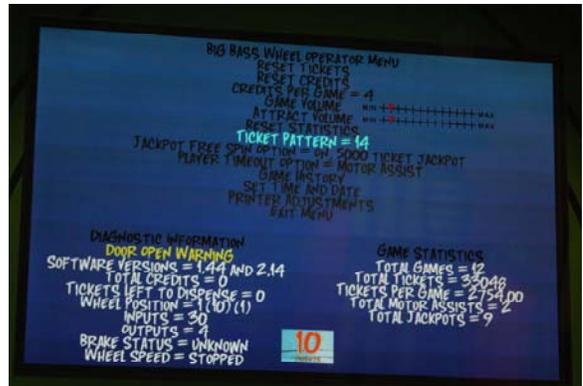
Power up the game and let it load and go into attract mode. After the bonus value attract, the sign will initialize and the red lights will start flashing.



Go into the game's menu and select your preferred settings. Ensure that the menu shows "Jackpot Enabled" and that the ticket pattern is set to your desired pattern.



To attach additional games, repeat the wiring (black phone cables only) and software setup portions of this manual.



Once everything is set up and working properly, replace the fish heads and continue to the next page...

HELPFUL HINTS:

When adding a Jackpot Sign to your existing game, there are a few things to be aware of:

1.) The software to make the Jackpot Sign work is based on the current volume level on the I/O Board.

You may need to change your I/O board if:

Your Big Bass Game serial number is prior to 1151

or

Your Big Bass Pro Game serial number is prior to 482

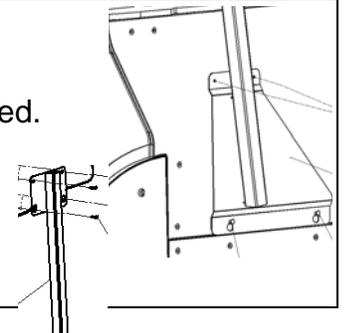


If your volume levels once new software is installed is very loud, please call Bay Tek to purchase new I/O board.

2.) There are 2 mounting brackets included with your Jackpot Sign.

If the sign is attached in the middle of 2 game, only one bracket is to be used.
(A5ME4140)

If the sign is to be attached over 3 games, then both brackets will be used.
(A5ME4140 & A5ME4141)



3.) If you are linking 3 or more games, extra cables used in linking games may have to sent. (Part # AACE4141)



4.) Decals for your wheels are included in the sign package. If the existing games ticket patterns do not reflect the decals sent, please call Bay Tek with game serial number.

Refer to the next pages to determine which part number to order.

5.) If you are adding a Jackpot Sign to existing older games, there may not be a 12 Volt DC connector on top of your game. If you currently have both games with 110 VAC light bulbs in the bobbers, then you will have to run a 12 VDC cable from front of game up to the top to power the new Jackpot Sign. (Cable # AACE1634)

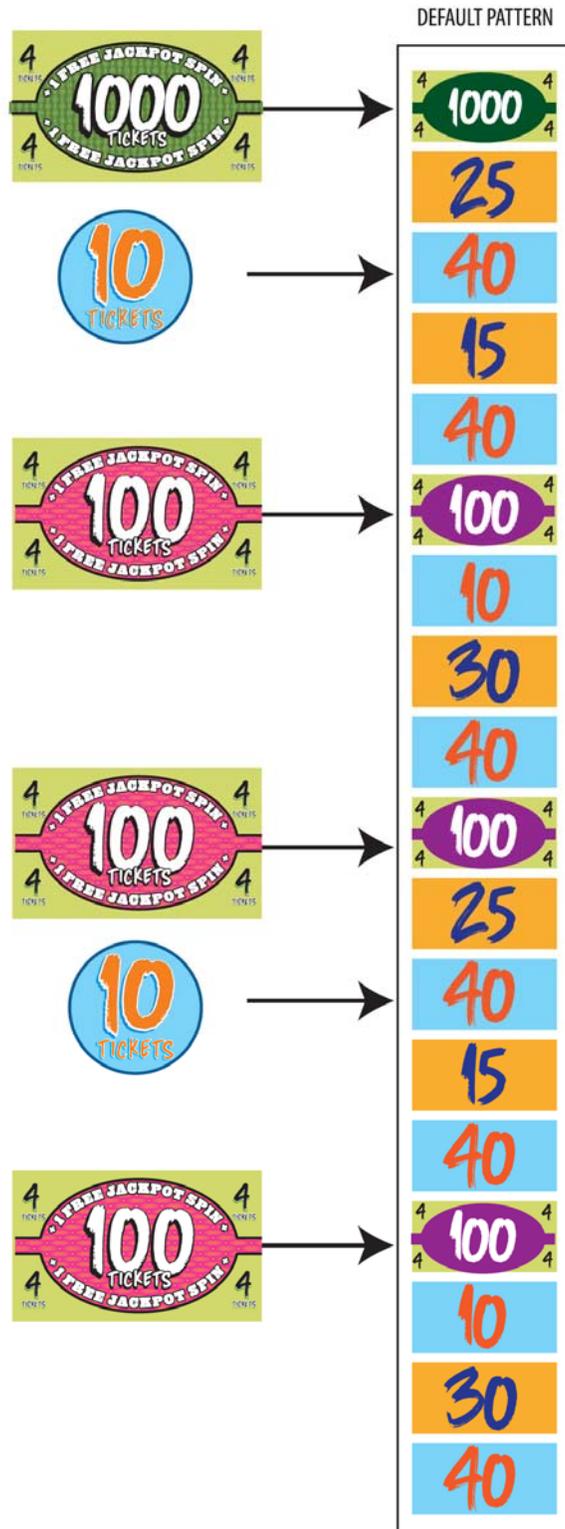
It is included in kit, but it is not needed unless both game have the 110 volt light in bobber.



WHEEL DECAL REPLACEMENT:

Replace the shown values on the wheel with the new bonus decals.

*** This specific setup is for games with the original factory default ticket pattern #5. Adding these decals changes this pattern to #14.**



TICKET PATTERN CONVERSIONS:

TICKET PATTERN PARTIAL CONVERSIONS



BBW #5	BBW #2	BBW #6	BBW #7	BBW #11	BBW #14	BBW #15	BBW #16	BBW #17	BBW #18	BBW #20
BBW JACKPOT #5 Ticket Pattern: 1000, 25, 40, 15, 40, 100, 10, 30, 40, 100, 25, 40, 15, 40, 100, 10, 30, 40 Cover Decals: 1000, 100, 100, 100	BBW JACKPOT #2 Ticket Pattern: 1000, 25, 75, 30, 75, 250, 10, 80, 40, 250, 25, 75, 30, 75, 250, 10, 80, 40 Cover Decals: 1000, 250, 250, 250	BBW JACKPOT #6 Ticket Pattern: 1000, 25, 40, 50, 150, 250, 75, 30, 40, 250, 25, 75, 50, 150, 250, 75, 30, 40 Cover Decals: 1000, 100, 250, 250	BBW JACKPOT #7 Ticket Pattern: 500, 15, 10, 15, 10, 100, 10, 15, 10, 100, 15, 10, 15, 10, 100, 10, 15, 10 Cover Decals: 500, 100, 100, 100	BBW JACKPOT #11 Ticket Pattern: 1000, 50, 60, 40, 150, 500, 40, 80, 70, 500, 40, 60, 40, 70, 500, 150, 80, 70 Cover Decals: 1000, 500, 500, 500	BBW JACKPOT #14 Ticket Pattern: 1000, 25, 40, 15, 40, 100, 10, 30, 40, 100, 25, 40, 15, 40, 100, 10, 30, 40 Cover Decals: 1000, 100, 100, 100	BBW JACKPOT #15 Ticket Pattern: 1000, 25, 75, 30, 75, 250, 10, 80, 40, 250, 25, 75, 30, 75, 250, 10, 80, 40 Cover Decals: 1000, 250, 250, 250	BBW JACKPOT #16 Ticket Pattern: 1000, 25, 40, 50, 150, 250, 75, 30, 40, 250, 25, 75, 50, 150, 250, 75, 30, 40 Cover Decals: 1000, 100, 250, 250	BBW JACKPOT #17 Ticket Pattern: 500, 15, 10, 15, 10, 100, 10, 15, 10, 100, 15, 10, 15, 10, 100, 10, 15, 10 Cover Decals: 500, 100, 100, 100	BBW JACKPOT #18 Ticket Pattern: 1000, 50, 60, 40, 150, 500, 40, 80, 70, 500, 40, 60, 40, 70, 500, 150, 80, 70 Cover Decals: 1000, 500, 500, 500	BBW JACKPOT #20 Ticket Pattern: 500, 50, 10, 40, 150, 500, 40, 80, 70, 500, 40, 10, 40, 70, 500, 150, 80, 70 Cover Decals: 500, 500, 500, 500
Jackpot Value: 5000 32-35 Tickets/Game AATP0114C	Jackpot Value: 5000 50-53 Tickets/Game AATP0115C	Jackpot Value: 5000 60-63 Tickets/Game AATP0116C	Jackpot Value: 2500 14-17 Tickets/Game AATP0117C	Jackpot Value: 2000 74-77 Tickets/Game AATP0111C	Jackpot Value: 5000 32-35 Tickets/Game AATP0114C	Jackpot Value: 5000 50-53 Tickets/Game AATP0115C	Jackpot Value: 5000 60-63 Tickets/Game AATP0116C	Jackpot Value: 2500 14-17 Tickets/Game AATP0117C	Jackpot Value: 2000 74-77 Tickets/Game AATP0111C	Jackpot Value: 2000 74-77 Tickets/Game AATP0120C

TICKET PATTERN CONVERSIONS:



TICKET PATTERN PARTIAL CONVERSION

BBWP #2	BBWP JACKPOT #18
Ticket Pattern	Cover Decals
500	500
10	
25	
10	5
50	50
10	
25	
10	5
50	50
10	5
10	
10	5
50	50
10	
25	
10	5

Jackpot Value: 2500

14-17 Tickets/Game

AATP0018C

BBWP #6	BBWP JACKPOT #19
Ticket Pattern	Cover Decals
1000	1000
15	
40	
10	
100	100
50	10
25	
50	
100	100
15	
40	
10	
100	100
50	10
25	
50	

Jackpot Value: 5000

32-35 Tickets/Game

AATP0019C

BBWP #10	BBWP JACKPOT #20
Ticket Pattern	Cover Decals
1000	1000
50	
75	40
10	
250	250
50	
75	
50	
250	250
50	
75	40
10	
250	250
50	
75	
50	

Jackpot Value: 5000

50-53 Tickets/Game

AATP0020C

BBWP #11	BBWP JACKPOT #21
Ticket Pattern	Cover Decals
1000	1000
15	
40	
10	
250	250
10	
75	40
150	
250	250
15	
40	
10	
250	250
150	
75	40
150	

Jackpot Value: 5000

60-63 Tickets/Game

AATP0021C

ADDITIONAL CONVERSIONS:



TICKET PATTERN FULL CONVERSION

BBWP ANY PATTERN	BBWP JACKPOT #18
Ticket Pattern	Full Conversion

Jackpot Value: 2500

14-17 Tickets/Game

AAJACKPOT18-CONV

BBWP ANY PATTERN	BBWP JACKPOT #19
Ticket Pattern	Full Conversion

Jackpot Value: 5000

32-35 Tickets/Game

AAJACKPOT19-CONV

BBWP ANY PATTERN	BBWP JACKPOT #20
Ticket Pattern	Full Conversion

Jackpot Value: 5000

50-53 Tickets/Game

AAJACKPOT20-CONV

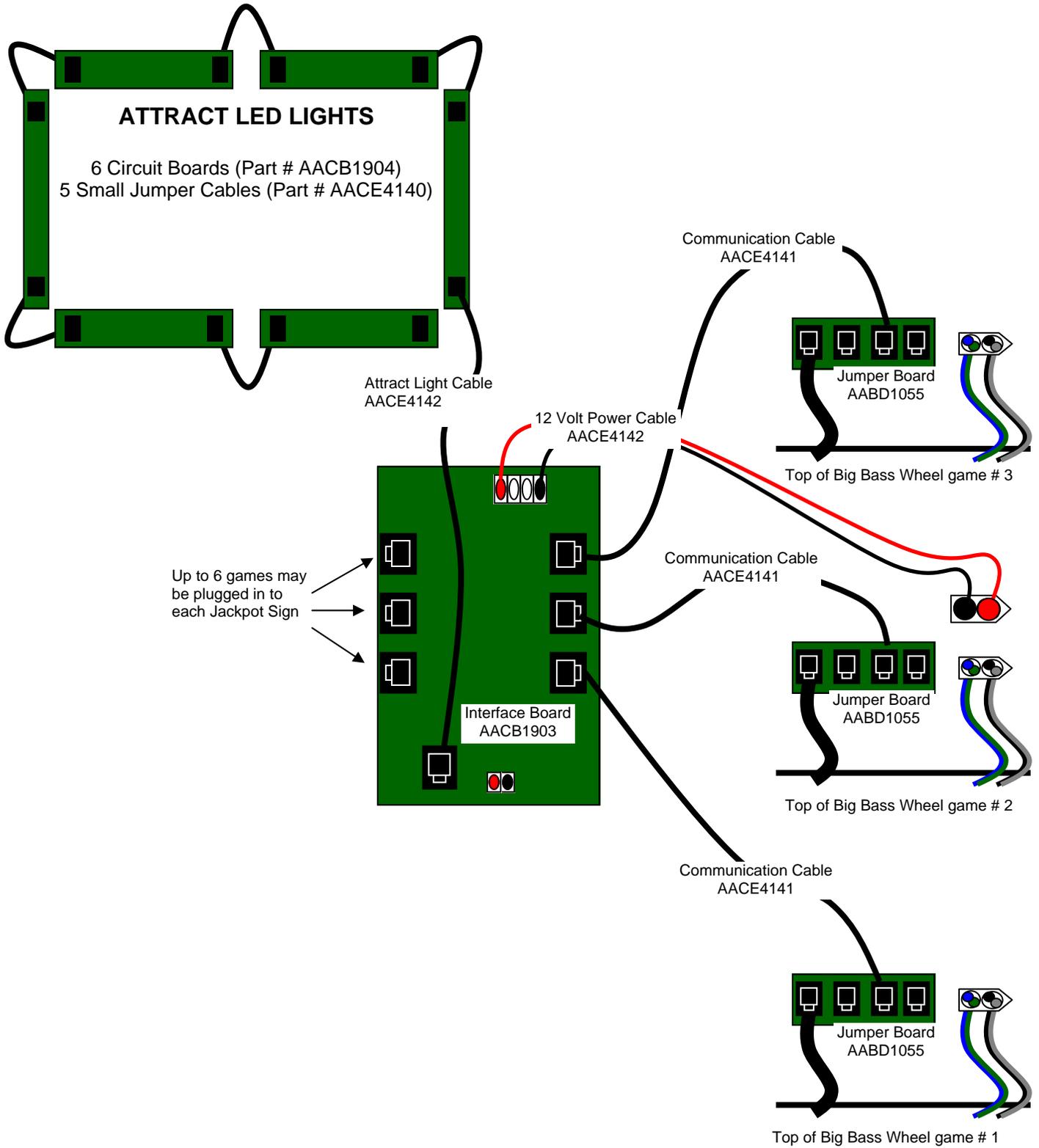
BBWP ANY PATTERN	BBWP JACKPOT #21
Ticket Pattern	Full Conversion

Jackpot Value: 5000

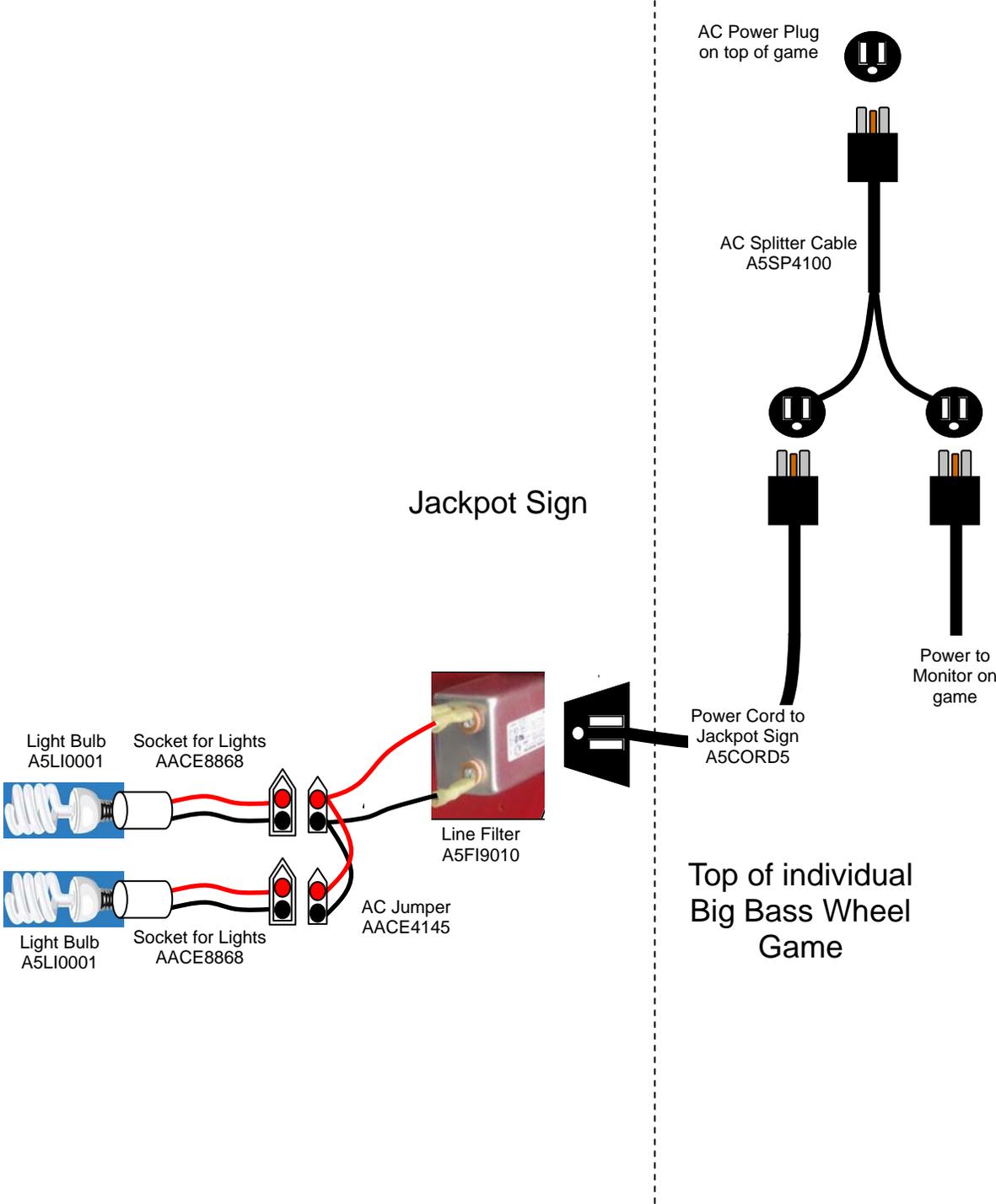
60-63 Tickets/Game

AAJACKPOT21-CONV

INTERFACE BOARD PINOUT



JACKPOT SIGN A/C WIRING



TROUBLESHOOTING GUIDE

SYMPTOM	PROBABLE CAUSE	REMEDY
No cabinet lighting in Jackpot Sign	Unplugged AC Wiring unplugged inside Jackpot Sign	Ensure power cord is plugged into top of game Check cables from Line Filter (A5FI9010) to AC light bulbs (A5LI0001) Cable part #'s: AACE4145, AACE8868
Attract Lights not flashing around perimeter of sign. If lights are not flashing, sign will not give out jackpot win.	Ensure 12 Volts DC is at connector on top edge of Interface Board in Jackpot Sign If 12 Volts DC is present at Interface Board, then check CE4142 phone cable to Attract LED boards.	Check CE4142 power cable from top of Big Bass Wheel game. It should plug into the 12 Volt connector. If LED boards still do not flash, then replace Interface Board (AACB1903)
No Bell fluorescent	Bell will only ring at player winning jackpot. (Hits Bonus two times in row)	Check for 12 Volts DC at Bell when win is triggered. Check jumper cable to bell (CE4144). Replace Bell. (CE4146)
Bell ringing all the time	A game is powered ON after the 1 1/2 minute time window for games to communicate to each other. Faulty Interface Board	Unplug the Jackpot Sign and all Big Bass Wheel games attached to it. Wait 10 seconds, then turn on all games and the sign together. Replace board. Part # AACB1903
Jackpot does not trigger when player hits bonus twice in a row.	Communication Cable from sign to game is faulty. Faulty Interface Board	Check phone cable # AACE4141. Check for pinched or cut cable. Replace board. Part # AACB1903
	Ensure video monitor shows player won jackpot. If monitor does not show win, then check software version in games to verify correct software. (At least version BBW1.45)	

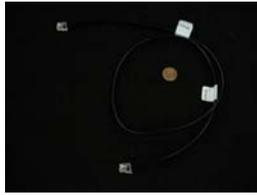
PARTS LIST

PART NUMBER:	DESCRIPTION
A5CORD	10 FT Power Cord
A5DE4180	Front Jackpot Decal
A5DE4181	Right Wave, Jackpot Sign Decal
A5DE4182	Left Wave, Jackpot Sign Decal
A5DE4183	Right Boat, Jackpot Sign Decal
A5DE4184	Left Boat Jackpot, Sign Decal
A5DE4185	Right Front Boat Rail, Jackpot Sign Decal
A5DE4186	Left Front Boat Rail, Jackpot Sign Decal
A5DE4187	Right Middle Boat Rail, Jackpot Sign Decal
A5DE4188	Left Middle Boat Rail, Jackpot Sign Decal
A5DE4189	Right Back Boat Rail Decal, Jackpot Sign Decal
A5DE4190	Left Back Boat Rail Decal, Jackpot Sign Decal
A5DE4191-2500	2500 Jackpot Decal
A5DE4191-5000	5000 Jackpot Decal
A5DE4192	Right Fisherman Decal, Jackpot Sign Decal
A5DE4193	Left Fisherman Decal, Jackpot Sign Decal
A5FI9010	Inline Filter
A5LI0001	120 Volt Fluorescent Light
A5ME4140	Metal Mounting Bracket, Jackpot Sign
A5ME4141	Metal Support Bracket, Jackpot Sign
A5LK5001	Lock,
W5HG1055	Hinge
W5KE5000	Keeper, Lock
A5SP4100	AC Power Splitter
AAVF4140	Progressive Vacuum Form
A5TE4100	Template
AACE1634	Bobber LED Power Cable
AACE4140	Chaselight Jumper Cable
AACE4142	Attract Lights Cable
AACE4143	12V Power In Cable
AACE4145	AC Split Cable
AACE4141	Comunication Cable from Game to Sign
AACE8868	AC Light Bulb Cable
AACB1903	Jackpot Control Board
AACB1904	Chase Light Board

PARTS PICTURES



AACE4140



AACE4142



AACE4143



AACE4145



AACE1634



AACE8868



A5DE4191-2500



A5DE4191-5000



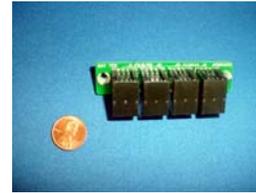
A5FI9010



A5CORD5



A5LK5001



AABD1055



A5SP4100



A5LI0001



AACE4141



AAVF4140



A5TE4100



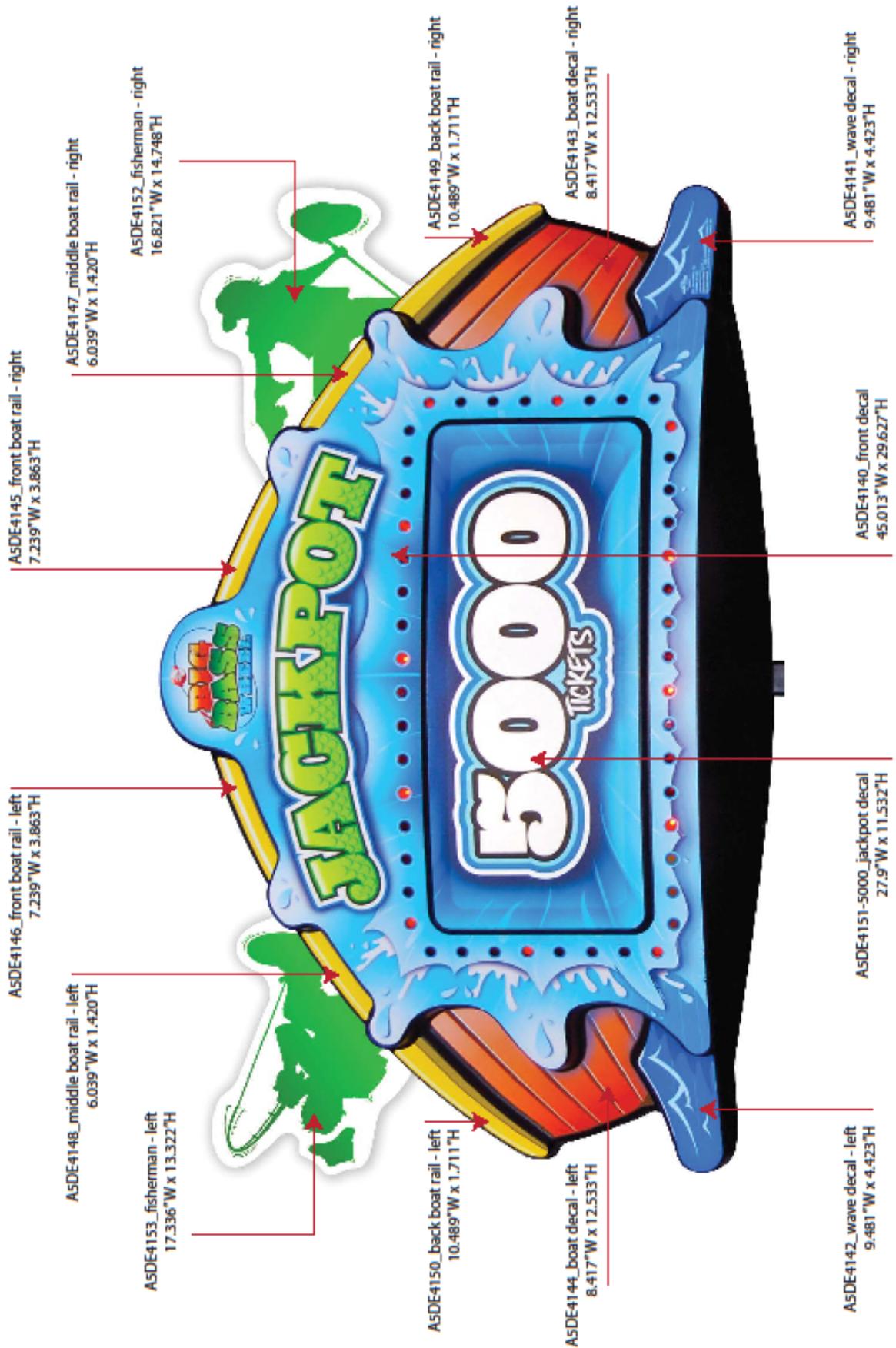
A5ME4140



A5ME4041

DECAL IDENTIFICATION

Big Bass Wheel Jackpot - Decal Diagram



TECHNICAL SUPPORT

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

Electronics / Circuit Boards - Repair Options

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

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

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

Technical Support:

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

Returns, Credits, & Fees:

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

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

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

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



WARRANTY

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

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

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

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

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

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

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

NON-WARRANTY

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

