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# FACTORY CONTACT INFORMATION



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# TABLE OF CONTENTS

FACTORY CONTACT INFORMATION .....	2
WELCOME TO: Quik Drop .....	4
HOW TO PLAY .....	5
GAME SPECIFICATIONS .....	6
SAFETY PRECAUTIONS .....	6
SETUP GUIDE .....	7-8
MAIN MENU .....	9
GAME MENU .....	10
PAYOUT MENU .....	11
TICKET BUCKETS .....	12
STATISTICS .....	13
DIAGNOSTICS .....	14
ERROR CODES .....	15-16
HOW TO: ACCESS BALL HOPPER .....	17
HOW TO: ADJUST MARQUEE HEIGHT .....	17
HOW TO: REPLACED CAROUSEL MOTOR .....	18-19
CIRCUIT BOARD PINOUTS .....	20
WIRING DIAGRAMS .....	21-26
DEBIT CARD SYSTEM INSTALLATION .....	27
UPDATING SOFTWARE .....	28
TROUBLESHOOTING GUIDE .....	29-32
POWER SUPPLY DIAGNOSTICS .....	33
PARTS LIST .....	34-35
PARTS IDENTIFICATION .....	36-38
MAINTENANCE LOG .....	39
TECHNICAL SUPPORT .....	40
WARRANTY .....	41

# WELCOME TO: Quik Drop

## **Congratulations on your Quik Drop purchase!**

Quik Drop's attention-grabbing cabinet and fast-paced, addictive game play will have your buckets overflowing with profits!

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.

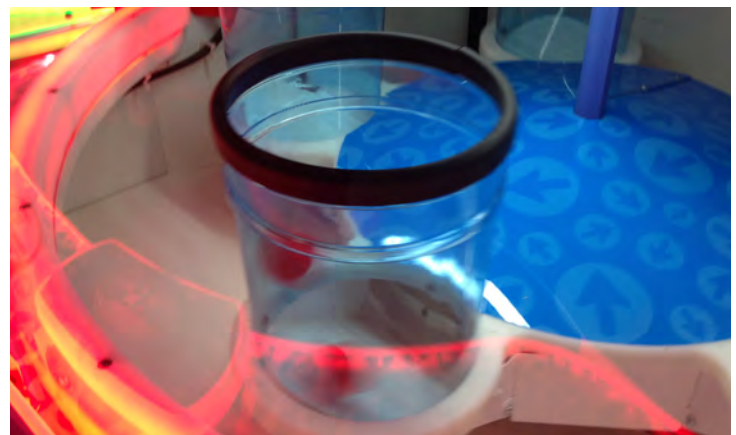
Then, contact Bay Tek Games' Service Department at 920.822.3951 or e-mail them at [service@baytekgames.com](mailto:service@baytekgames.com) for further assistance.

# HOW TO PLAY

Press the button to drop 50 balls into the moving buckets before time runs out.



Rapid fire is encouraged!



Win tickets for balls caught.



Catch all 50 balls in the allotted time to win the progressive Jackpot!



# GAME SPECIFICATIONS

WEIGHT	
NET WEIGHT	600 LBS.
SHIP WEIGHT	700 LBS.
DIMENSIONS	
WIDTH	38.5"
DEPTH	44"
HEIGHT	109" (adjusts to 107", 116", 123")
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

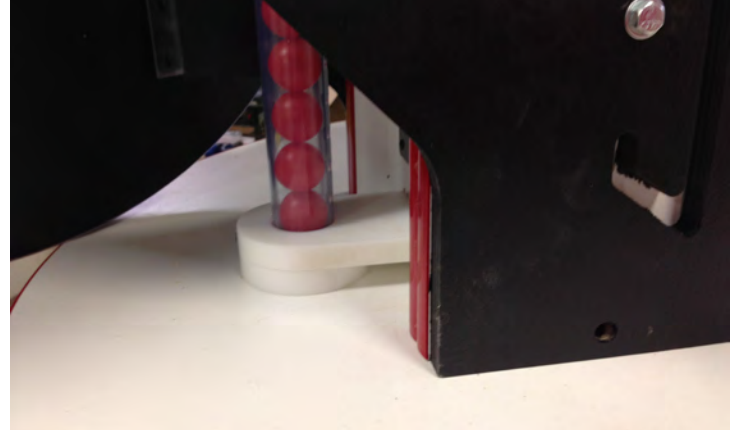
MAX OPERATING CURRENT	
1.4 AMPS @ 115 VAC	
.8 AMPS @ 230 VAC	

# SAFETY PRECAUTIONS

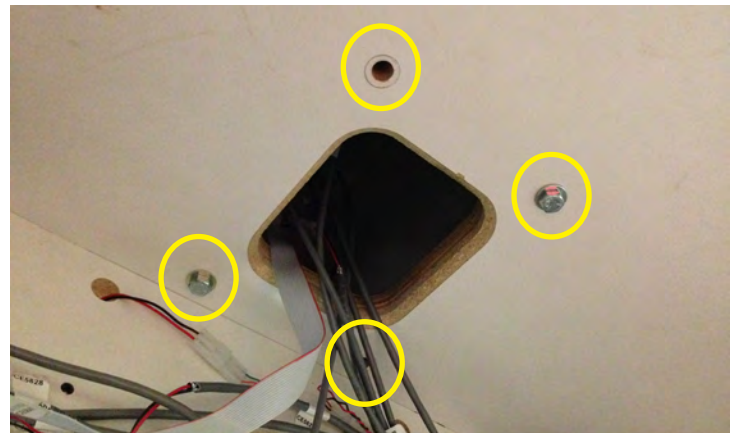
NOTICE	
Modifications to the mechanical, electrical and structural components of this game may void its compliance certifications.	
This appliance is suitable for INDOOR, DRY locations only.	
DANGER	
DO NOT perform repairs or maintenance on this game with the power ON. Unplug the unit from the wall outlet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

# SETUP GUIDE

Remove back door of cabinet.



Place the marquee assembly on the top of the cabinet, lining up the tube so it drops into the white plastic ring. **The marquee is heavy and awkward- please seek assistance!**



Make sure the cables are routed through the hole in the top, and secure marquee in place with four included 9/16" bolts and washers.



Insert the ball return tube into the cabinet and secure both inside and at the top of the marquee with included black wood screws.



# SETUP GUIDE

Plug in the cables from the marquee to the color-coded cables inside the cabinet as shown. **There should be a total of 7 connections made:**

**DISPLAY COMM. RIBBON**

RED LIGHTS

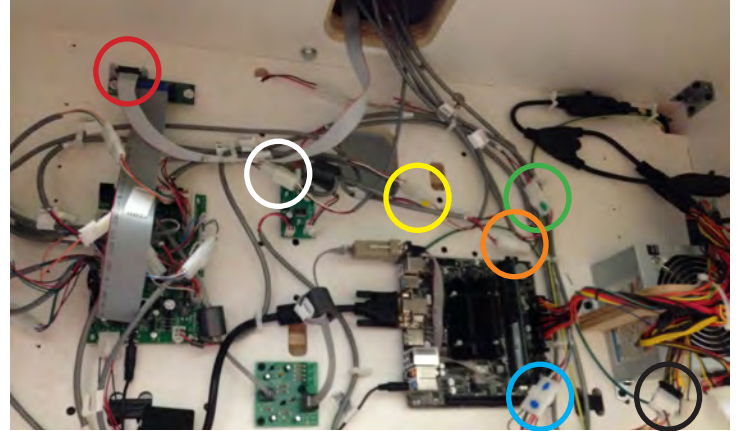
BALL SENSOR

SPEAKER

AUGER MOTOR

WHITE LIGHTS

MARQUEE POWER



Replace the back door and lock.

Plug the power cord into a standard electrical outlet and turn the power strip inside the front door to ON.



**You're ready to Quik Drop!**



# MAIN MENU

Press and hold the MENU button located inside the front door to access the Main Menu.

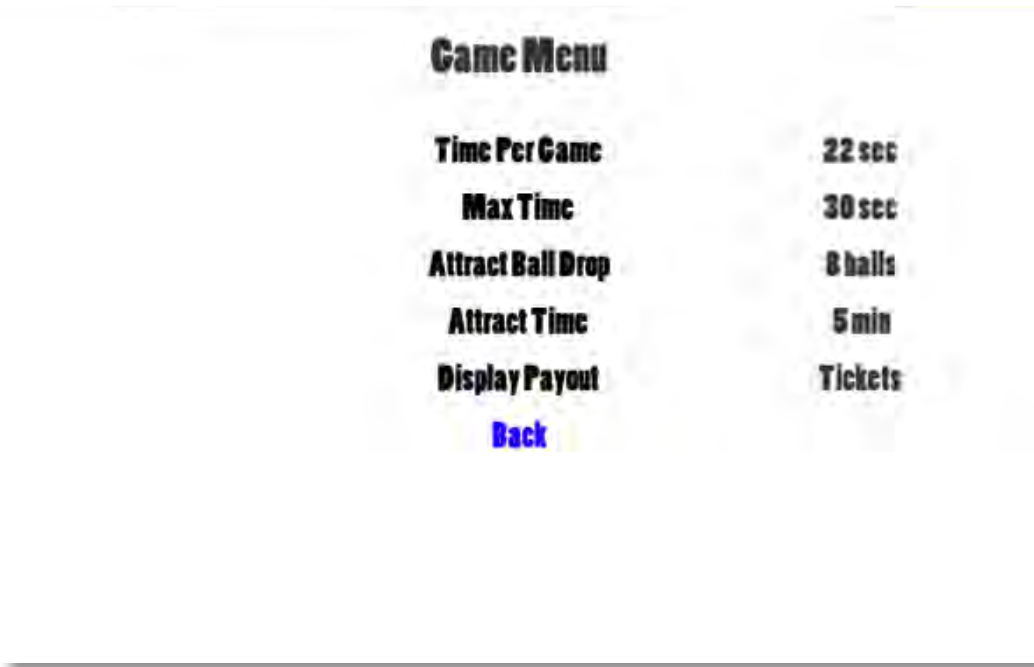
Scroll through the options with the MENU button.

Make your selections with the MENU SELECT button.



MAIN MENU OPTIONS											
MUTE OPTION	ENABLED					DISABLED					
GAME VOLUME	0	1	2	3	4	5	6	7	8	9	10
ATTRACT 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
CLEAR TIX/CRED	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.										

# GAME MENU



GAME MENU OPTIONS				
TIME PER GAME	20 SEC.	TO (INC. 1 SEC)	30 SEC.	DEFAULT: 22 SEC.
MAX TIME* Game time is extended minutely with each non-jackpot win game played to decrease difficulty	20 SEC.	TO (INC. 1 SEC)	30 SEC.	DEFAULT: 30 SEC.
ATTRACT BALL DROP	0 (OFF)	TO (INC. 1 BALL)	10 BALLS	DEFAULT: 8
ATTRACT TIME Controls audio and ball drop frequency	0 (OFF)	TO (INC. 5 MIN)	30 MIN.	DEFAULT: 5 MIN.
DISPLAY PAYOUT	TICKETS	POINTS	COUPONS	ENTERTAINMENT (SHOWS SCORE ONLY)

\* This setting is not available to all customers (Washington State)

# PAYOUT MENU

## Payout Menu

**Credits Per Game**                    **4**  
**Card Reader**                            **False**  
**Divide Tickets By Two**                **False**  
**Jackpot Start**                          **500 ticket(s)**  
**Jackpot Max**                            **1000 ticket(s)**  
**Jackpot Increment**                    **5 ticket(s)**  
**Jackpot Reset**                         **3x's**

## Ticket Buckets Menu

[Back](#)

PAYOUT MENU OPTIONS													
CREDITS PER GAME	0 FREE PLAY	1	2	3	4	5	6	7	8	9	10		
CARD READER Changes "Credits 0/4" to "Swipe Card"	FALSE						TRUE						
DIVIDE TICKETS BY 2*	FALSE						TRUE						
JACKPOT START	50	TO (INC 50)		1000		DEFAULT: 500							
JACKPOT MAX	50	TO (INC 50)		1000		DEFAULT: 1000							
JACKPOT INCREMENT	0	1	2	3	4	5	6	7	8	9	10		
JACKPOT RESET	Press MENU SELECT button 3 times to reset jackpot to start												
TICKET BUCKETS MENU	See page 12 for details												

**\* 1 PAPER TICKET IS DISPENSED FOR EVERY 2 TICKETS WON.**

Conversion kit is not necessary; if you opt to use one, this should be set to FALSE.

# TICKET BUCKETS

Low Range 1:	0	High Range 1:	20	Value 1:	10 ticket(s)
Low Range 2:	21	High Range 2:	30	Value 2:	20 ticket(s)
Low Range 3:	31	High Range 3:	40	Value 3:	30 ticket(s)
Low Range 4:	41	High Range 4:	45	Value 4:	40 ticket(s)
Low Range 5:	46	High Range 5:	49	Value 5:	50 ticket(s)

[Back](#)

Factory defaults are highlighted below.

TICKET BUCKET OPTIONS											
BALLS CAUGHT		AVERAGE TICKETS PER GAME									
		3-6	6-9	10-14	14-17	18-23	25-30	28-32	33-36	48-54	66-72
LOW	HIGH	TICKET VALUES									
0	20*	1	3	5	5	5	10	10	10	20	30
21	30*	3	4	10	10	15	20	20	20	30	50
31	40*	4	5	12	15	20	25	30	30	50	60
41	45*	5	10	15	20	25	30	40	50	80	75
46	49	10	20	20	25	35	50	50	75	100	100
50 (JACKPOT) Jackpot is Progressive; this setting represents start point		100	100	100	250	350	350	500	500	500	500

\*The high end range of balls caught in each ticket bucket is adjustable in the menu, and will automatically populate the low end value for the following bucket to avoid overlap.

# STATISTICS

<b>Statistics Menu</b>	
<b>Total Games Played</b>	<b>8</b>
<b>Total Payout</b>	<b>1332 ticket(s)</b>
<b>Total Jackpots Won</b>	<b>4</b>
<b>Jackpot Payout</b>	<b>1320 ticket(s)</b>
<b>Average Payout</b>	<b>126 ticket(s)</b>
<b>Reset Statistics</b>	<b>3x's</b>
<b>Back</b>	

<b>STATISTICS</b>	
Total Games Played	Number of games played since last Reset
Total Payout	Number of tickets payed out since last Reset
Total Jackpots Won	Number of times Jackpot has been won since last Reset
Jackpot Payout	Number of Jackpot tickets payed out
Average Payout	Total average tickets payed out per game
Reset Statistics	Press MENU SELECT button 3 times to clear stats

# DIAGNOSTICS MENU



DIAGNOSTICS MENU			
<b>BUTTON INPUT</b>	Displays ON when the player button is pressed down	<b>CAROUSEL MOTOR</b>	Motor RPM; will increase as motor wears to keep constant carousel speed (approx. 9.9 sec rotation)
<b>TUBE SENSOR</b>	ON when ball tube is detected as full; sensor is behind marquee	<b>TOP FEED MOTOR</b>	Forward/Reverse; runs forward in normal operation, if a jam occurs, this reading will intermittantly read "REVERSE"
<b>BALL COUNT</b>	ON when ball is detected below ball release toggle at player's eye level	<b>BLOWER STATUS</b>	ON/OFF; reads ON when blower is activated
<b>BALL SCORE</b>	ON when ball is detected in scoring trough, located in back of game	<b>BALLS FIRED</b>	Indicates balls <i>fired</i> during test
<b>CAROUSEL ENCODER</b>	ON when gap is detected in encoder wheel; located on the back of the carousel shaft (approx. every 2.5 sec)	<b>BALLS COUNTED</b>	Indicates number of balls <i>counted</i> during test fire
<b>TOP FEED ENCODER</b>	ON when gap is detected in encoder wheel; located in the back of the upper assembly	<b>BALLS SCORED</b>	References the number of balls scored during the System Test
OPERABLE SETTINGS (TROUBLESHOOTING TOOLS)			
<b>CLEAR BALL DATA</b>	Clear diagnostic data to reset system test.		
<b>SYSTEM TEST</b>	START test/ STOP test; Press MENU SELECT button to start test (fires 1 ball per half second until test is stopped).		
<b>TOGGLE MOTOR</b>	Normal/Off; turns carousel off for troubleshooting. Must be set to NORMAL for game to function properly.		
<b>TOGGLE BLOWER</b>	Normal/On/Off; turns blower on and off for troubleshooting. Must be set to NORMAL for game to function properly.		
<b>TEST TICKET DISPENSE</b>	Press MENU SELECT button to dispense tickets.		

# ERROR CODES



Quik Drop is equipped with error-sensing software.

When the Game Error screen appears, the game will not function normally.

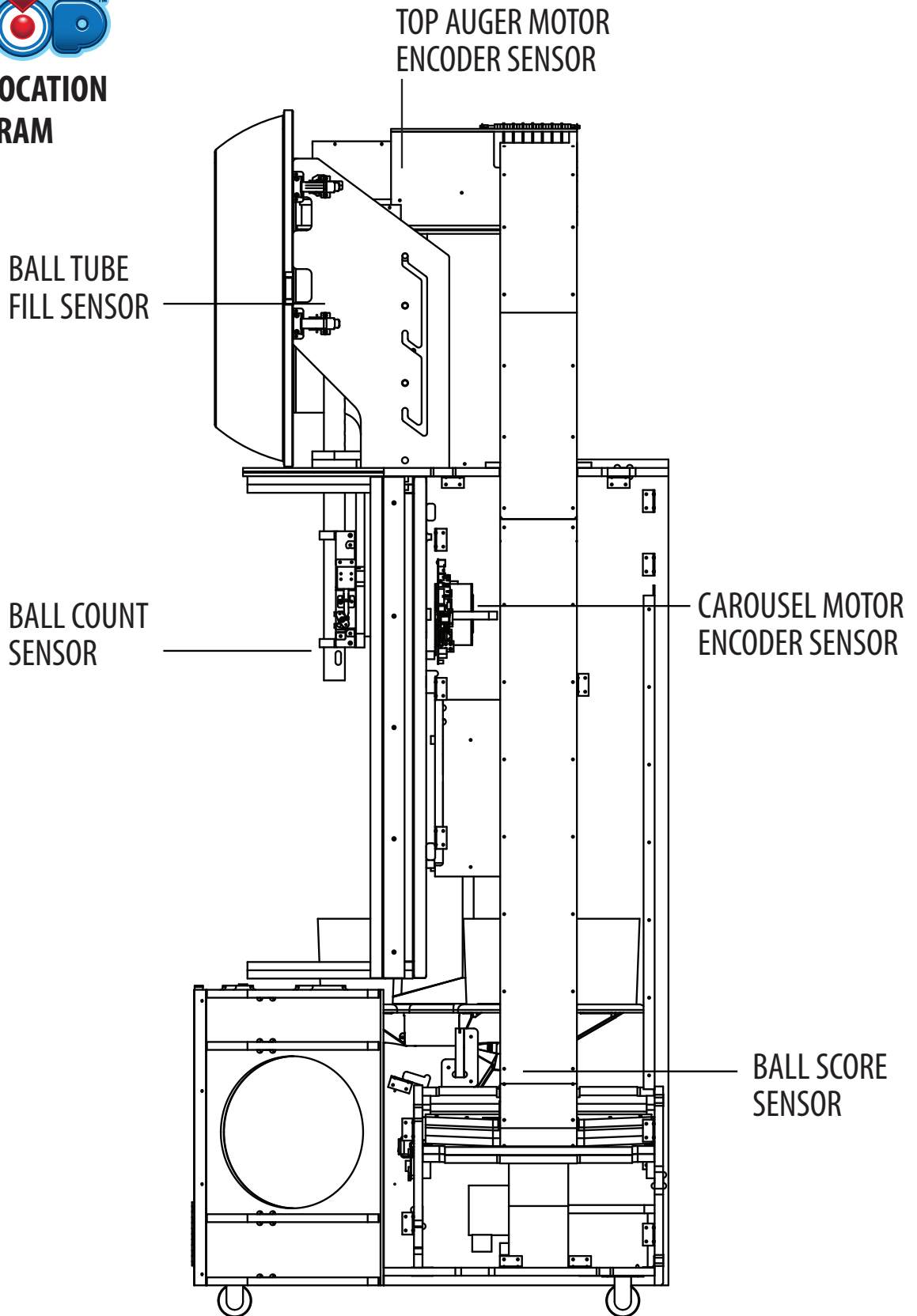
ERROR CODES (shown in bottom left corner of the screen)	
COMMUNICATION ERROR	Lost communication to the micro-controller
BUTTON STUCK	Ball drop button has been "ON" too long
BAD FILL SENSOR	Sensor at the top of the tube has read "OFF" for too long
BAD BALL COUNT SENSOR	Sensor at the bottom of the tube is not counting properly
BAD BALL FIRING SOLENOID	Button was hit during gameplay, but no ball was counted
BAD BALL SCORE SENSOR	Ball scoring sensor is not triggering properly
BAD CAROUSEL ENCODER	Carousel motor encoder sensor is not lined up/faulty
BAD TOP AUGER ENCODER	Top auger encoder is not lined up/faulty

See next page for sensor locations.

# ERROR CODES; SENSOR LOCATIONS



## SENSOR LOCATION DIAGRAM

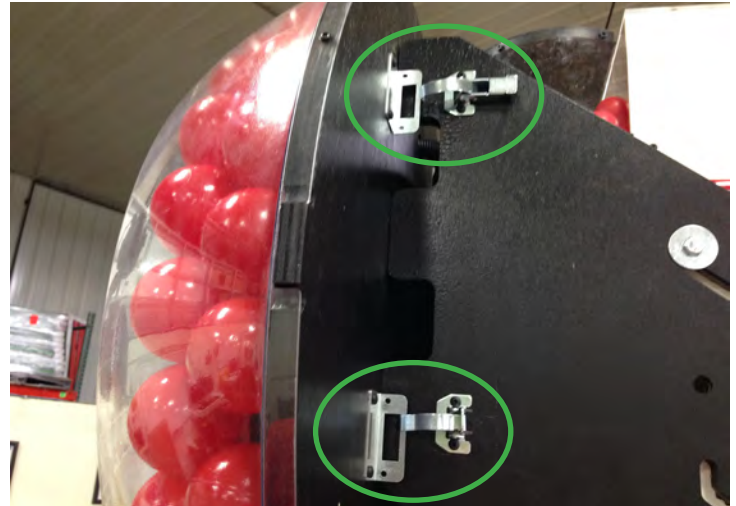




## HOW TO: ACCESS BALL HOPPER

Release the latches on the right side of the marquee face and swing it open.

This provides access to the ball hopper, auger, and sensor.



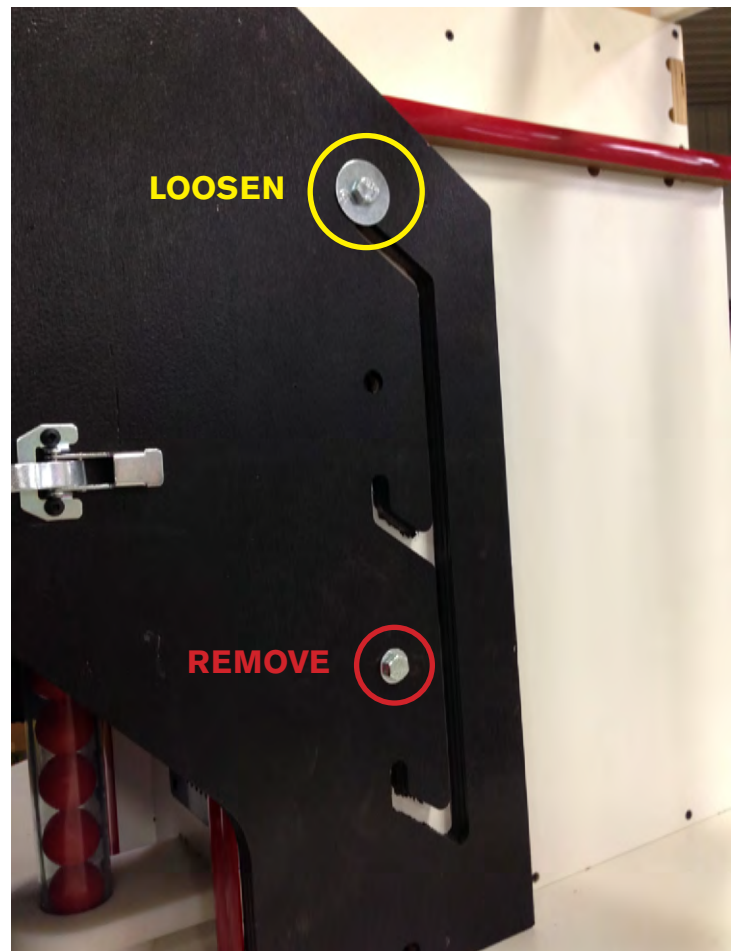
## HOW TO: ADJUST MARQUEE HEIGHT

Each side of the marquee support is equipped with a height adjustment system, allowing flexibility in maximum height from 109" to 123".

*Remove casters before installing marquee for 9' ceiling height (107").*

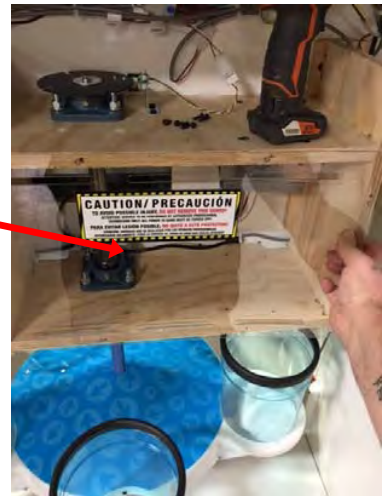
Loosen the upper bolts on both sides (remove the lower bolts) and lift the marquee up, bolts riding in the grooves. Select your desired height and allow the marquee to slide back down and rest in the notches.

Re-tighten the upper bolts and reinsert the lower bolts to hold the marquee securely.



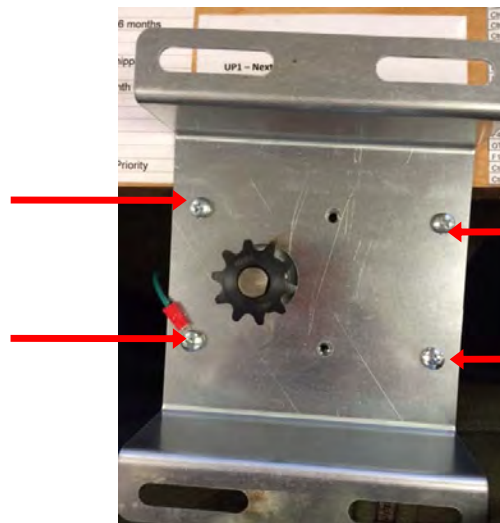
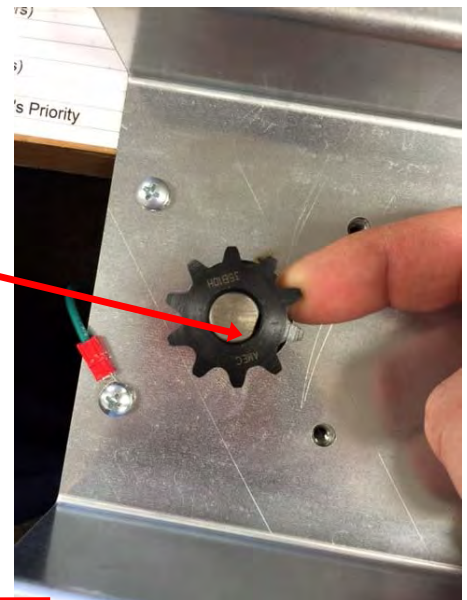
# HOW TO: REPLACE CAROUSEL MOTOR

If just replacing the motor: Turn game off, remove the guard

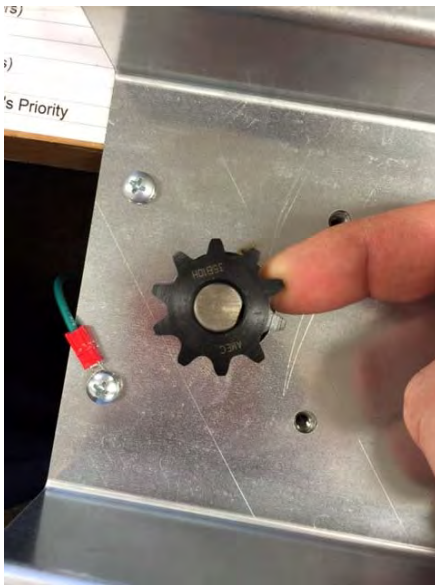


Remove motor bracket by unbolting the 4 bolts holding it on.

Remove sprocket with 1/8th inch allen wrench and 4 screws holding motor in place.



# HOW TO: REPLACE CAROUSEL MOTOR



Replace with new motor and sprocket goes on flush with the shaft of the motor with 1/8th inch allen wrench.

When you bolt the motor back into the game, before you tighten it down, make sure the chain is not too tight or too loose.

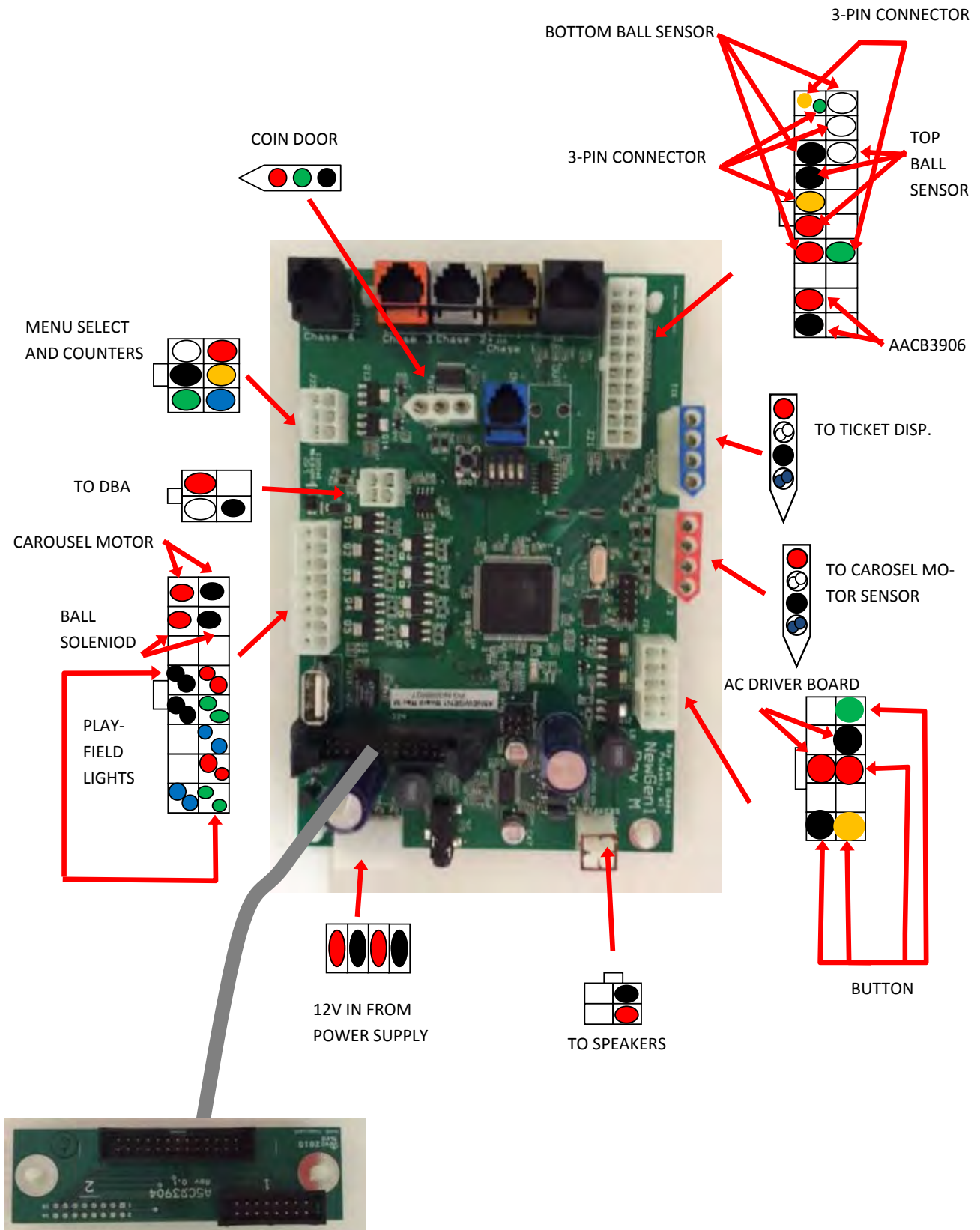


It should be the right tension when there is about 1/8th inch play in the chain.

**WARNING!! DO NOT spin carousel while game is off! This will cause the gears in the motor to start wearing much faster than it should and may shorten the life span of the motor significantly**

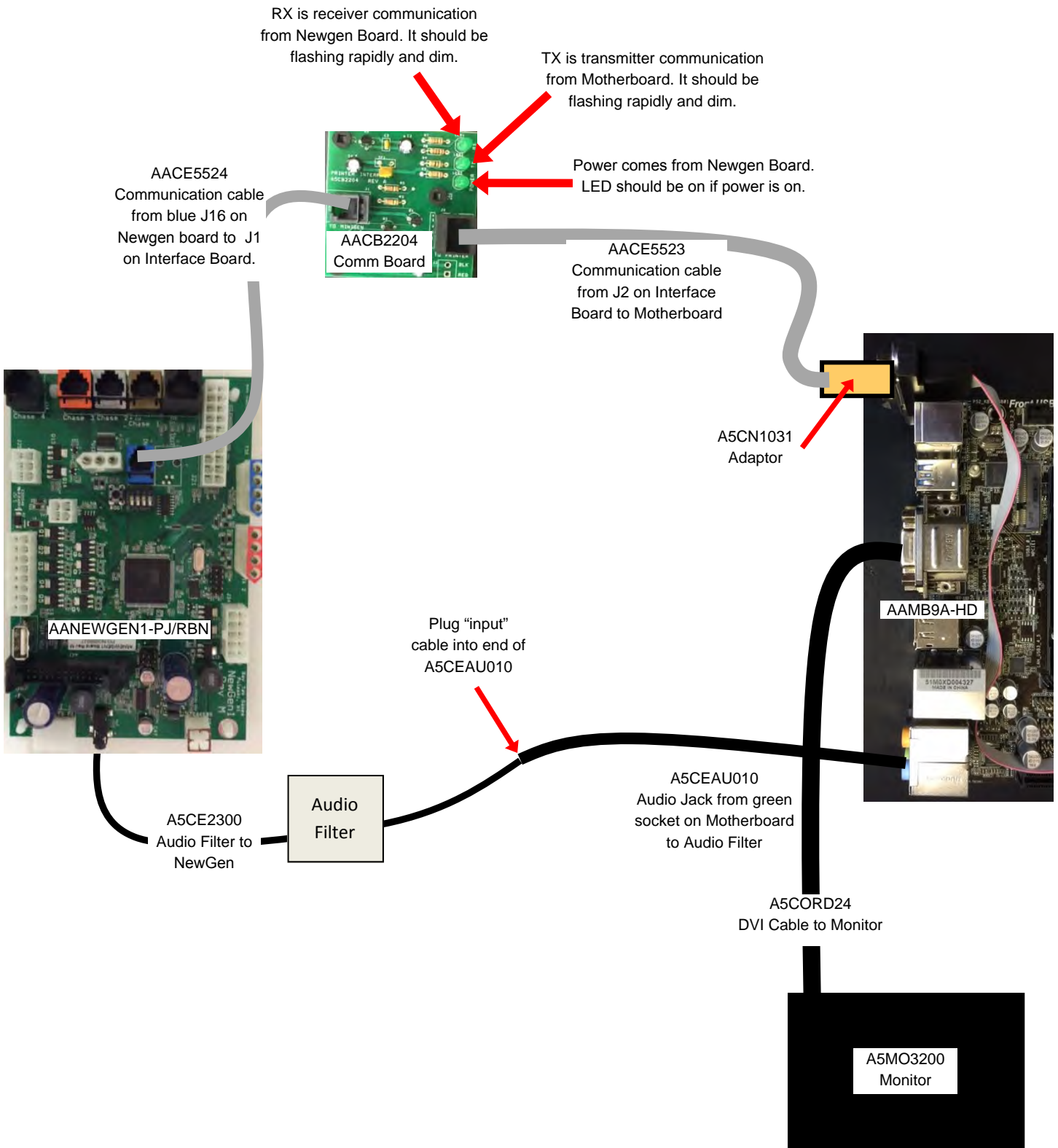
# PIN OUT GUIDE

## MINIGEN



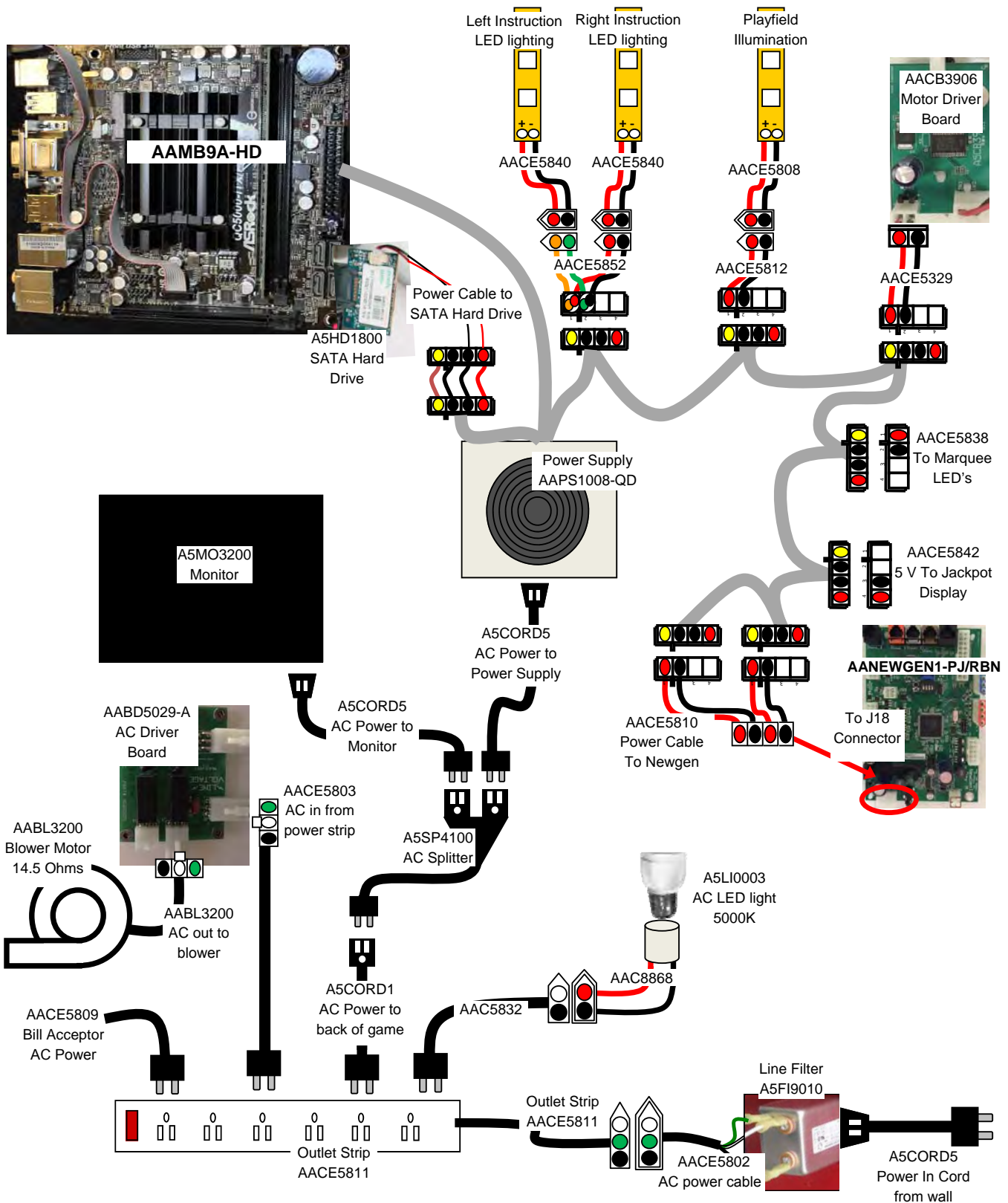
# WIRING DIAGRAMS

## MOTHERBOARD COMMUNICATION



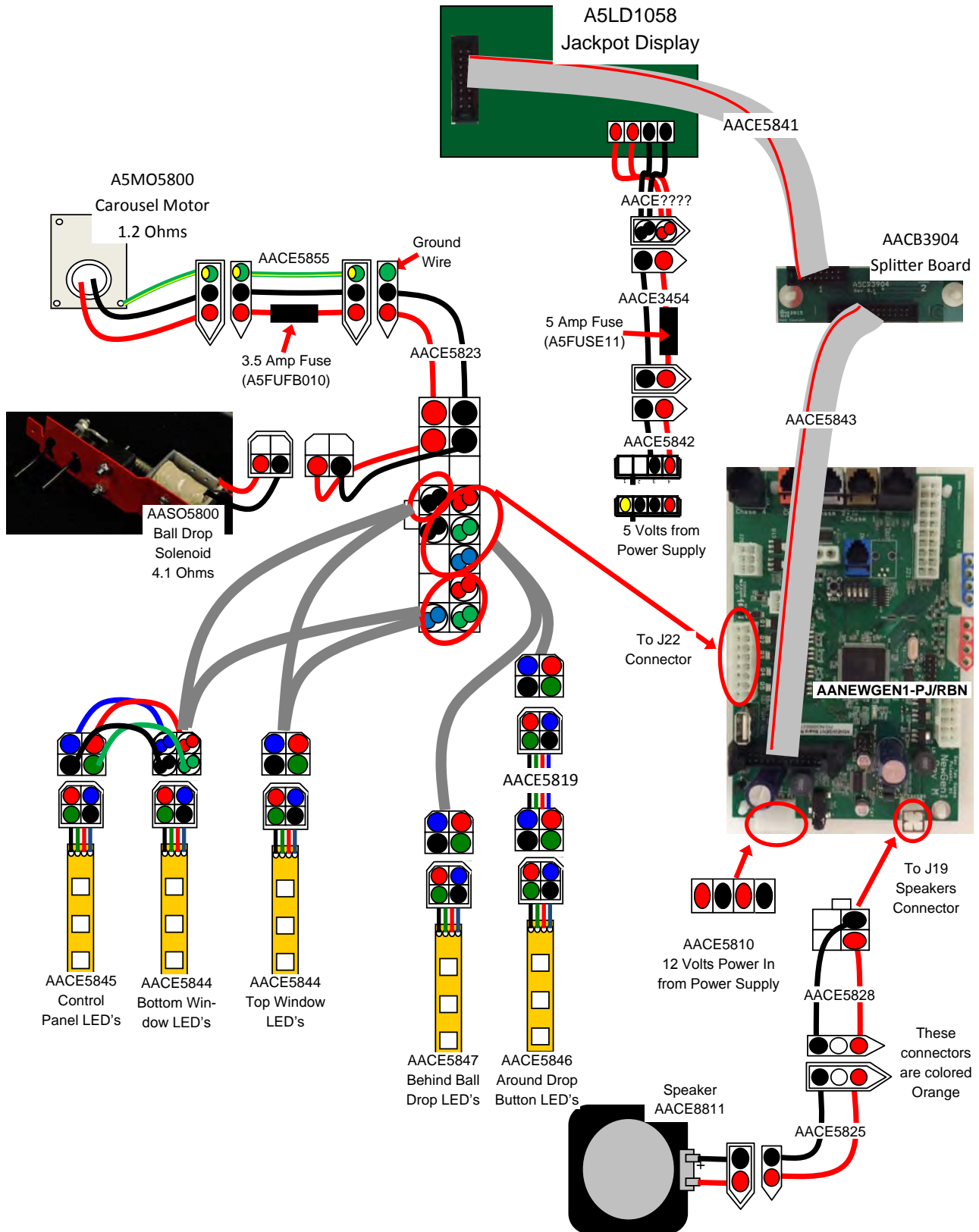
# WIRING DIAGRAMS

## AC/12 VOLTS FROM POWER SUPPLY



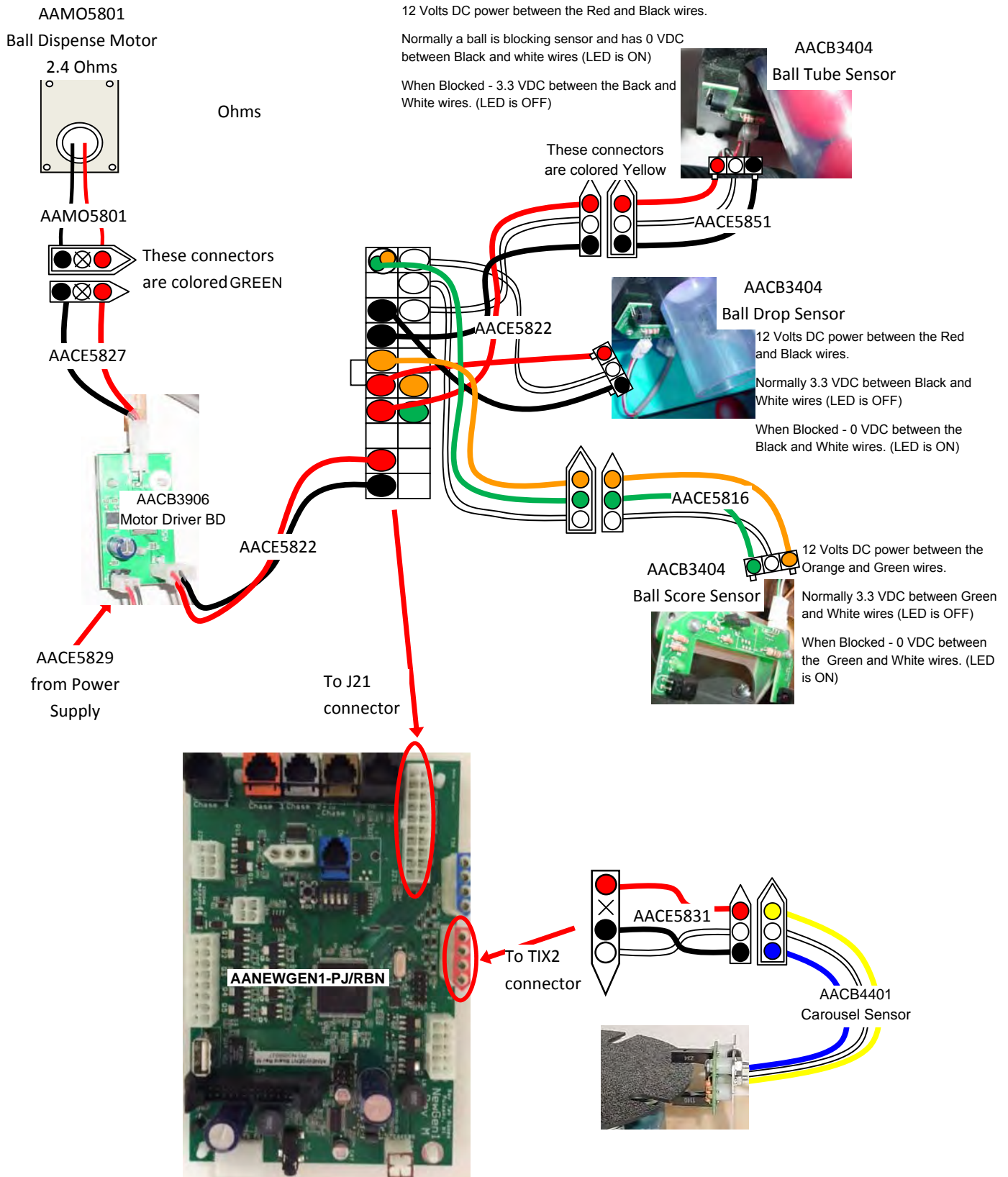
# WIRING DIAGRAMS

## JACKPOT DISPLAY, SPEAKER, CAROUSEL MOTOR & BALL DROP SOLENOID



# WIRING DIAGRAMS

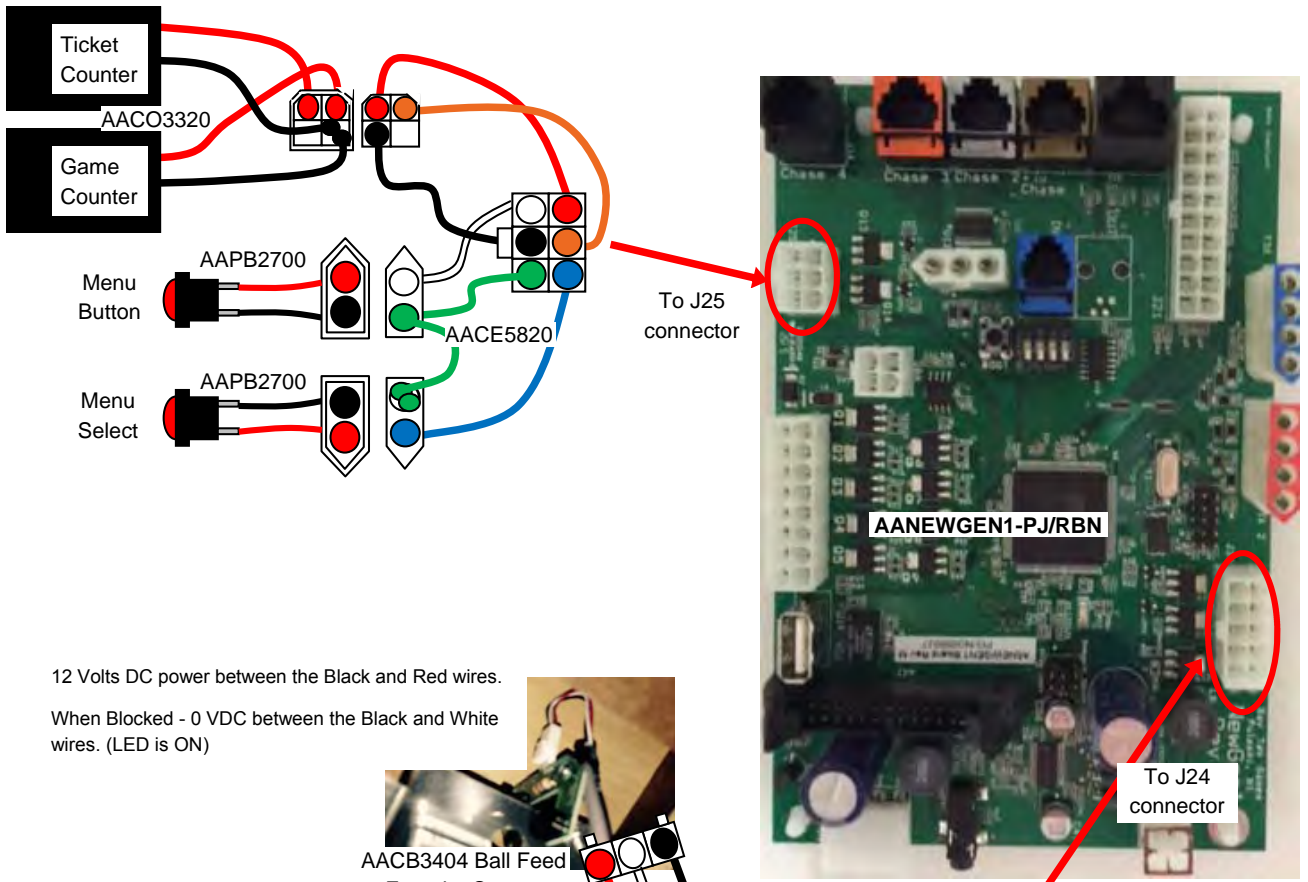
## SENSORS & BALL DISPENSE AUGER MOTOR





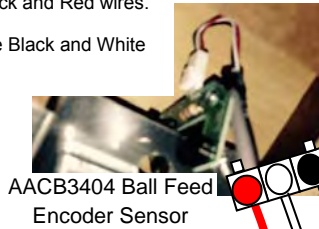
# WIRING DIAGRAMS

## COUNTERS, MENU BUTTONS, BALL DROP BUTTON, FEED SENSOR & BLOWER

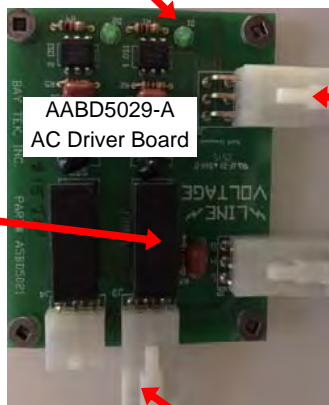


12 Volts DC power between the Black and Red wires.

When Blocked - 0 VDC between the Black and White wires. (LED is ON)



LED is ON when Newgen is sending signal to blow balls.



5 Amp mini fuse is located inside this box. (A5FUSE4)

AABL3200 AC out to blower

AACE5803 AC in from power strip

To J1 on AC Driver Board for blower signal

AACE5853

AACE5815

These connectors are colored RED

AACE5815

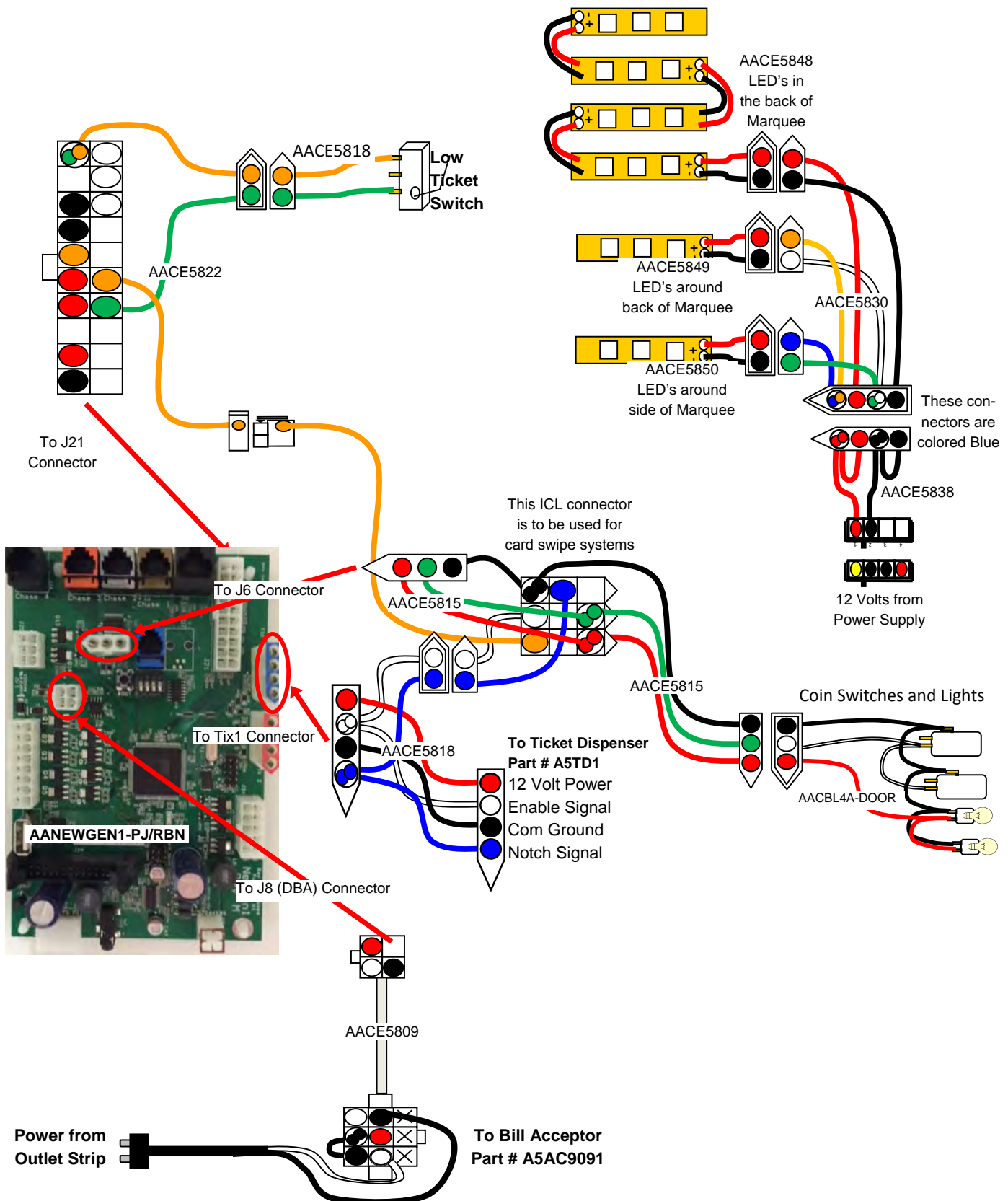
A5PB4600 Ball Drop Button

Switch is wired normally open.

Light bulb only is part # A5LA1003

# WIRING DIAGRAMS

## MARQUEE LIGHTING, COIN MECH & TICKET DISPENSERS



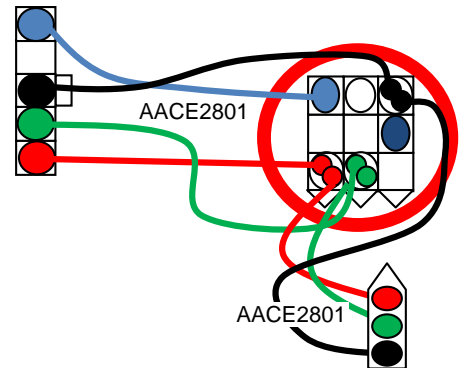
# WIRING DIAGRAMS

## DEBIT CARD SYSTEM SETUP

### Option #1:

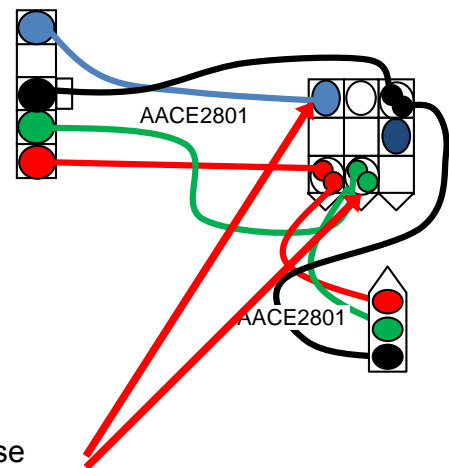
New card swipe systems may come with a standard 9 pin Molex connector.

Simply unplug this connector and plug into your card swipe reader.



### Option #2:

If your card swipe systems does not have a standard 9 pin Molex connector, then you will have to splice wires into the AACE2801 harness.



If you have to splice the wires, use these two

# UPDATING SOFTWARE



## Software Update Instructions for Quick Drop



It is possible to change software in 2 different locations:

- 1.) Motherboard Software is a SATA drive
- 2.) Newgen software is a file to be uploaded via USB thumb drive

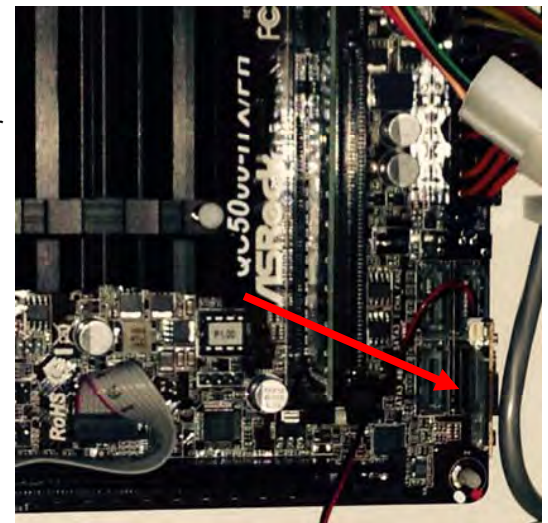
Your software update may include only one of these, or both, depending on circumstance.

Instructions:

- 1.) Install Motherboard Software - Unplug game from wall, or switch power strip off inside front door.

Remove old SATA drive located in bottom right corner of motherboard.  
Pinch metal tab and pull straight off motherboard.

Gently install new SATA software.



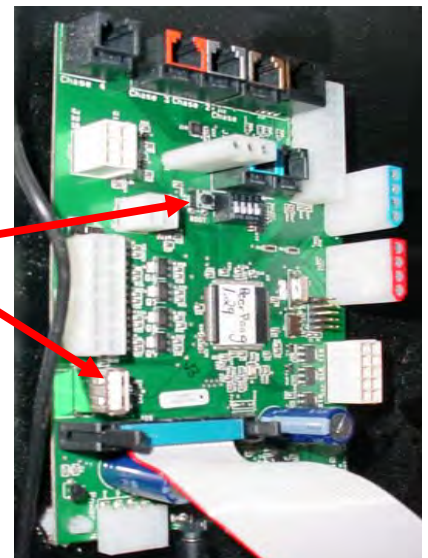
- 2.) Newgen Software loading - **Note: Game power must remain ON for this procedure.**

Make sure game is on and running.

Insert the USB stick into the Newgen Board's USB socket.

Push the small pushbutton (labeled Boot) to load file.

**NOTE:** The file will load quickly; you will notice that the USB stick will flash, and the game will return to normal operating condition.



If you have any questions or need further assistance please contact Bay Tek Games at 920-822-3951 ext. 1102

# TROUBLESHOOTING GUIDE

<p>No power to the game No lights</p>	<p>Check wall outlet Reset powerstrip breaker switch or building Circuit breaker Change plug location, replace if needed</p>
<p>Bill Acceptor powers on. But everything else off. (Power Supply not ON)</p>	<p>Make sure rocker switch is set ON. (-) and switch at 100V or 230V See power supply diagnostics to isolate bad component. A bad motor or 12 volt short would cause this.</p>
<p>Game not coining up</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 mini gen board. Check Pay In/Out Menu. Ensure Credits per Game is set. Default = 4</p>
<p>No sound Motherboard creates sound, Mini Gen board amplifies it.</p>	<p>Enter Main Menu and verify: Game Volume &amp; Attract Volume are not zero Check connections and reseal audio cable from motherboard to Mini Gen board 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 Mini Gen board may be faulty. Replace speaker. AACE8811</p>

# TROUBLESHOOTING GUIDE

<p>Tickets do not dispense or Wrong amount dispensed.</p>	<p>Opto Sensor on ticket dispenser dirty. Faulty ticket dispenser. Notch on tickets cut too shallow. Faulty cable. Disconnected, loose or broken wires. Faulty Mini Gen Board. Settings in Menu are incorrect.</p>
<p>Low Tickets message on monitor The number of tickets left to dispense will also show</p>	<p>Tickets are empty in ticket tray Faulty cable. Disconnected, loose or broken wires. Faulty low ticket switch. Faulty Mini Gen Board</p>
<p>No Communication between boards. Game does not coin up</p>	<p>Check green LED's on Serial Interface board. "Power" solid ON "TX" &amp; "RX" blinking very fast, If "TX" &amp; "RX" are not blinking very fast Communication to Motherboard faulty. Check AACE5523 to motherboard. Check or replace adaptor (A5CN1031) Replace Serial Interface board. (AACB2204)</p>
<p>Game Meter does not work</p>	<p>Verify meter does not click at end of game Disconnected, loose or broken wires. Check connections and reseal Count/Menu on Mini Gen board Faulty counters. Faulty Mini Gen Board</p>

# TROUBLESHOOTING GUIDE

<p>Menu Buttons do not work.</p>	<p>Disconnected, loose or broken wires. Faulty button. Faulty communication between motherboard and Mini gen.</p>
<p>Monitor shows "No Signal"</p>	<p>Faulty power supply - Check for 12 Volts and blinking green LED on SATA Drive Monitor cable unplugged Faulty or loose RAM Power game down, wait 10 seconds, then power game ON to reset.</p>
<p>Monitor does not power up</p>	<p>Ensure power is plugged into back of monitor, down to power strip. Replace monitor.</p>
<p>Monitor shows ASROCK SETUP UTILITY</p>	<p>SATA Drive unplugged from board or faulty</p>

# TROUBLESHOOTING GUIDE

<p>Monitor shows “Kernel panic-unable to mount root” on screen.</p>	<p>Faulty or loose RAM</p>
<p>Ball jam in auger</p>	<p>Ball sensor on tube not functioning properly Check voltage (should be 3.2 coming from the Sensor)</p>
<p>Cabinet Lighting does not work. There are 2 different types of cabinet lighting 12 Volt White LED’s &amp; Colored LED’s that change color</p>	<p>12 Volt White LED’s Faulty cable. Disconnected, loose or broken wires. Individual LED strip out Colored LED’s , Faulty cable. Disconnected, loose or broken wires. Individual LED strip out Entire section of LED’s do not work, Specific Colors do not light on all LED strips</p>



# POWER SUPPLY DIAGNOSTICS

## **Verify AC power to game.**

1.) 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, then replace power supply. (AAPS1008-GB)

- 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.

# PARTS LIST

PART #	DESCRIPTION
A5BA3200	Red Balls (70 Per Game)
A5BA5801	Top Marquee Red Balls,54 per game
A5CN1031	Connector Adapter
A5CB1499	Cash Box
AATU5800	Blue Bucket With Rubber Molding
A5PB4600	Jumbo Red Push Button
A5LA1003	Red LED Bulb For Button
AACO3320	Counters
A5LI0003	Cabinet Light
AASW200	Low Ticket Switch
A5CA1005	Swivel Lock Casters
A5CL1004	Latch Clamp
W5CL1002	Kick Plate Clamp
A5HO1003	Holder For Light Bar
W5TM4003	Red T-Molding 7/8"
A5TR1000	1/8" Protective Trim - Per Foot
A5TR5800	Rubber Trim (22"/Bucket) Sold per Ft
AABK1013	Buttons/Counter Bracket with Decal
A5BR1001	Bearing
A5CH1800	Chain
A5FI9010	Inline Filter
A5LK2001	Cash Box Lock & Key A05/E00
A5LK5002	H95 Lock & Key
A5PI5802	Clear PVC Ball Release Pipe
A5PI5803	Clear PVC Upper Loader Pipe
A5SP1006	#35X10 Tooth Sprocket
A5SP5801	1" Bore Sprocket
A5SP1801	Extension Spring W Loop Ends
A5SP4100	Splitter AC Cord Y
A5CO4203	Metal Speaker Cover
A5PL4200	Upstacker Bill Acceptor Plate
A5PL8900	Bill Validator Blanking Plate
A5TT4000	Ticket Tray
A5ME1878	3/8" X 4" Large Metal Rod
A5ME5800	Metal Front Corner
A5ME5801	Metal Side Corner
A5ME5802	Metal Window Bracket
A5ME5803	Metal Ball Shear Plate
A5ME5804	Metal Ball Dispense Motor Bracket
A5ME5806	Metal Carousel Motor Bracket
A5ME5812	Metal Playfield Shaft
A5ME5813	Metal Solenoid Link
A5ME5814	Metal Inner Window Rail
A5ME5815	Metal Angled Ball Ramp
A5ME5816	Metal Wheel Shield

PART #	DESCRIPTION
A5ME5817	Metal Ball Counting Bracket
A5ME5818	Metal Sensor Bracket
A5ME5820	Metal Encoder Sensor Bracket
A5ME5821	Metal Top Encoder Bracket
A5CORD1	10' Power Cord
A5CORD5	AC Computer Cord
A5CE2300	Audio Isolator Cable
A5CEAU010	Audio Stereo Cable 3.5MM
AACBL4A-DOOR	Door Cable
AACE3454	Inline Fuse Jumper
AACE5523	Communication to Mother Board Cable
AACE5524	Communication Cable
AACE5802	Line Filter Jumper Cable
AACE5803	AC Driver Board Power Cable
AACE5808	Playfield Illumination Light
AACE5809	Bill Acceptor AC Power Cable
AACE5810	Power Supply to Mini Gen Power Cable
AACE5811	Power Strip Assembly
AACE5812	DC power jumper to Playfield Illumination
AACE5815	Mini Gen to Drop Button Cable
AACE5816	Mini Gen to Ball Sensor
AACE5818	Ticket Tray Cable
AACE5819	Mini Gen to Button Light Cable
AACE5820	Mini Gen to Menu Cable
AACE5822	Main Cable Harness
AACE5823	Main Cable Harness
AACE5825	Speaker Cable
AACE5827	Motor Driver Board to Ball Feed Motor Cable
AACE5828	Mini Gen to Speaker Cable
AACE5829	Power Supply to DC Monitor Driver Board
AACE5830	Marquee Lighting Jumper Cable
AACE5831	Mini Gen to Carousel Motor Cable
AACE5832	Light Socket Power Cable
AACE5835	Ground Wire
AACE5838	Power Supply to Marquee Lights Cable
AACE5840	Left & Right Instruction LED Cable
AACE5841	Display Ribbon Cable
AACE5842	Power Supply to Marquee Display Cable
AACE5843	Splitter Board to New Gen Ribbon Cable
AACE5844	Bottom & Top Window LED's
AACE5845	Control Panel LED Cable
AACE5846	LED Around Drop Button Cable
AACE5847	Behind Ball Drop LED Cable
AACE5848	Center Marquee Lights

# PARTS LIST

PART #	DESCRIPTION
AACE5849	Lights Around Marquee
AACE5850	LED's Around Side of Marquee
AACE5851	Ball Tube Sensor Cable
AACE5852	DC Jumper to Instruction Lighting
AACE5853	Ball Sensor Cable
AACE5855	Carousel Motor Fuse Cable
AAPB2700	Push Button Assembly
AACE8811	Speaker Assembly
AABL3201	Blower Assembly
A5TD1	Ticket Dispenser
AASO5800	Solenoid Assembly
AAPS1008-QD	Power Supply
AAMO5801	Top Ball Dispense Motor
A5MO5800	Carousel Motor
A5DE0009-EF	Danger, Shock Hazard Decal
A5DE0042	New Menu/Volume Pot Decal
A5DE0048	Universal Card Link Decal
A5DE0114	Circled Ground Stud Decal
A5DE4171	Caution/Precaution Decal
A5DE5800	Button Platform Decal
A5DE5801	Control Panel Decal
A5DE5802	Front Cabinet Decal
A5DE5803	Front Cabinet Decal
A5DE5804	Front Cabinet Decal
A5DE5805	Side Panel Decal
A5DE5806	Marquee Decal
A5DE5808	Backlit Marquee Decal
A5DE5809	Left Side Cabinet Decal
A5DE5810	Right Side Cabinet Decal
A5DE5811	Left Side Instructions Panel Decal
A5DE5812	Right Side Instruction Panel Decal
A5DE5813	Wheel Ramp Decal
A5DE5814	Jackpot Cover Decal
A5DE5815	Default Score Card Decal
A5DE5816	Custom Score Set (Special Request)
A5DE5817	Custom Ticket Set Decal
A5VF5800	Vacuum Form Ring (Clear Piece Only)

PART #	DESCRIPTION
A5LD1058	Jackpot Marquee Display
A5MO3200	32" Monitor - Wells Gardner
AACB2204	Communication Monitor Board
AACB3404	Ball Sensor (4 Per)
AACB3904	Ribbon Splitter/DOT Matrix Board
AACB3906	DC Motor Driver Board
AACB4401	Carousel Home Sensor
AABD5029-A	AC Driver Board With Fuses
AANEWGEN1-PJ/RBN	Mini Gen Main Board, Quick Drop
AAMB9A-HD	Mother Board

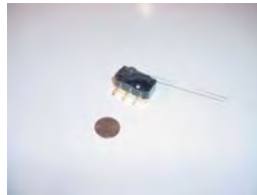
# PARTS IDENTIFICATION



**A5LK5002**



**A5PL8900**



**AASW200**



**A5TD1**



**A5TT4000**



**AABK1013**



**AACB4401**



**AACBL4A-DOOR**



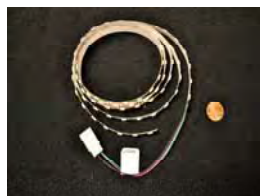
**AACCE5523**



**AACCE5524**



**AACCE5844**



**AACCE5845**



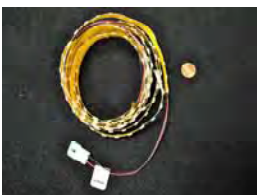
**AACCE5846**



**AACCE5847**



**AACCE5848**



**AACCE5849**



**AACCE5850**



**AACCE8811**



**AACCO3320**



**AAMB8A-HD**



**AABD5029-A**



**AACB2204**



**AACB3904**



**AACB3904**



**AACB3906**



**AAMO5801**



**AANEWGEN1-PJ/RBN**



**AAPB2700**

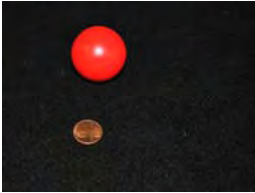


**AAPS1008-QD**



**AASO5800**

# PARTS IDENTIFICATION



A5BA3200



A5BR1001



A5CB1499



A5CEAU010



A5CN1031



A5CO4203



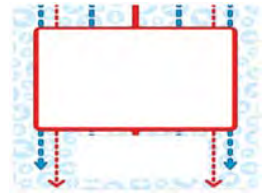
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A5DE5800



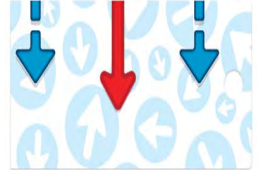
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A5DE5802



A5DE5803



A5DE5804



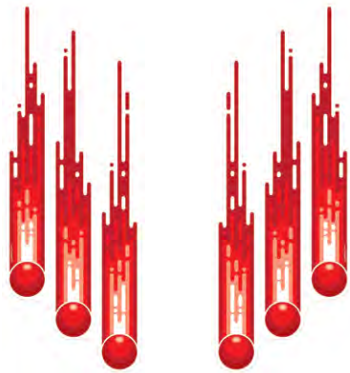
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A5DE5806



A5DE5808



A5DE5809



A5DE5810



A5DE5811



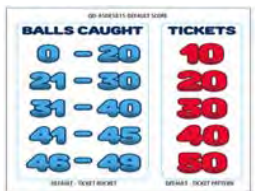
A5DE5812



A5DE5813



A5DE5814



A5DE5815



A5DE5816



A5DE5817



A5FI9010



A5LK2001

# DECAL IDENTIFICATION



## DECAL DIAGRAM

*NOT VISIBLE IN PICTURE:*

A5DE5809\_CABINET SIDE LEFT

A5DE5810\_CABINET SIDE RIGHT

A5DE5806\_MONITOR COVER

A5DE5813\_WHEEL RAMP

A5DE5800\_BUTTON PLATFORM

A5DE5802\_CABINET FRONT

A5DE5803\_MECH DOOR

A5DE5804\_COIN DOOR



### MARQUEE:

A5DE5808\_MARQUEE

A5DE5814\_JACKPOT COVER

A5DE5811\_INSTRUCTION PANEL LEFT

A5DE5812\_INSTRUCTION PANEL RIGHT

A5DE5815\_DEFAULT SCORE CARD (2 DECALS/SET)

BALLS CAUGHT	TICKETS
0 - 20	10
21 - 30	20
31 - 40	30
41 - 45	40
46 - 49	50

*AVAILABLE BUT NOT PICTURED:*  
 A5DE5816\_CUSTOM SCORE SET  
 A5DE5817\_CUSTOM TICKET SET

A5DE5801\_CONTROL PANEL

A5DE5805\_SIDE PANEL (2/GAME)



# 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](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.