★ ★ ★ ★ ★

TOWER OF TICKETS
RELOAD

ELAUT

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BY BAY TEK GAMES

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BAY TEK GAMES
passion in ★ fun out

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

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All games are proudly manufactured at our factory in Pulaski, Wisconsin, USA

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WELCOME TO: Tower of Tickets

Congratulations on your Tower of Tickets purchase!

Tickets are king in the gameroom, and Tower of Tickets provides a big draw with it's visually exciting ticket cones and bright lighting. The four-player unit allows cash to be coming in from virtually every angle!

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

Choose one of the four brightly-colored player stations.

Simply press the button to activate the swinging arm.

Time your move just right to push a Tower of Tickets off the rotating platform...

Score tickets when the Tower lands on the platform!

GAME SPECIFICATIONS

WEIGHT	
NET WEIGHT	480 lbs.
SHIP WEIGHT	540 lbs.
DIMENSIONS	
WIDTH	55"
DEPTH	55"
HEIGHT	85"
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

| MAXIMUM CURRENT |
|---|
| 5.5 AMPS @ 115 VAC |
| 3 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 subtances 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.
A shielded power cable must be used for the game to retain EU/EMC compliance.

⚠ IN CASE OF EMERGENCY ⚠

UNPLUG THE POWER CORD.
The power cord must be accessible at all times in case of an emergency.

GAME SETTINGS

The volume adjust knobs and dip switch bank are located
on the mainboard, inside the RED door.

*factory default settings are highlighted below

ALARM VOLUME* (TILT BOB)

GAME VOLUME

DO NOT REMOVE THE A5MB5150
FROM THE MAIN BOARD!
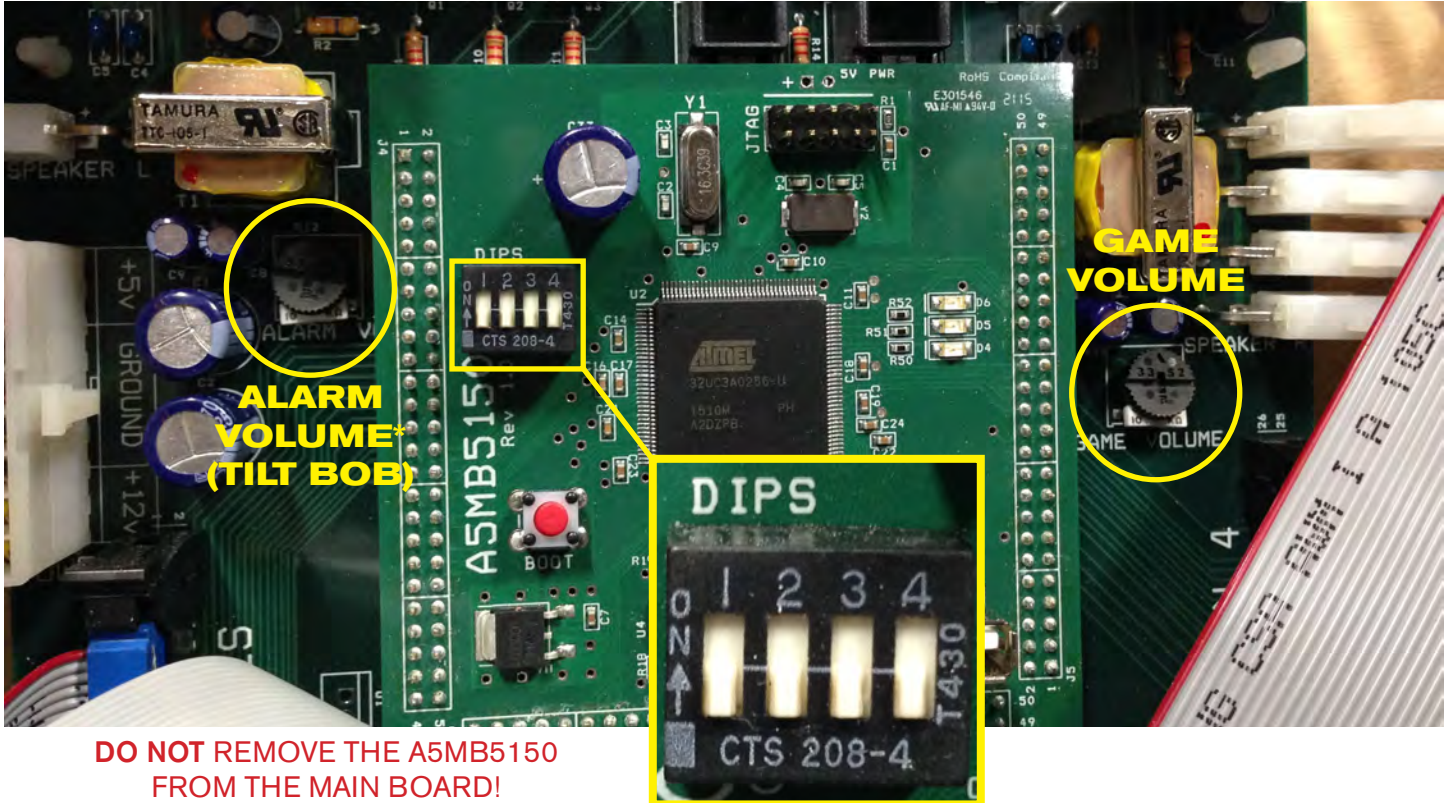
SWITCH	DESCRIPTION	ON	OFF
1	Credits per Play adjust (see table below)	X	
2			X
3	Game Attract Sounds	X	
4	Store Credits/Tickets Owed (in case of power outage; required for New Jeresy)		X

CREDITS PER PLAY	1 ($.25)		2 ($.50)		4 ($1.00)		6 ($1.50)	
	ON	OFF	ON	OFF	ON	OFF	ON	OFF
DIP 1		X		X	X			X
DIP 2		X	X			X		X

*Tower of Tickets is equipped with an anti-cheat tilt bob alarm.
Please ensure your staff is familiar with this alarm, and keep it at a high volume to deter cheating.

QUICK SET UP GUIDE

Place the game near its final location.

Unlock the dome and open (see page 11); remove and unpackage the four button boxes. *The hardware packet is located in the **red station** cashbox.*

Attach the four button boxes to the sides of the cabinet using included washers and lock nuts. *Be sure to match the colors of the boxes to the colors of the player stations.*

Plug in the buttons, grounds and speakers as shown. *Insert the button switch into the button housing and turn, locking into place.*
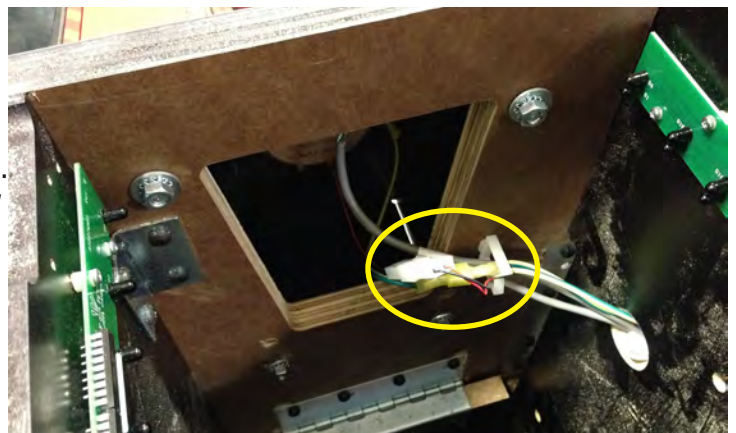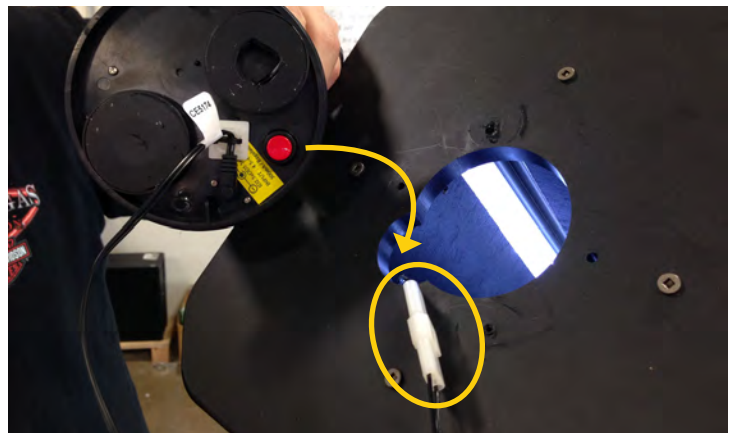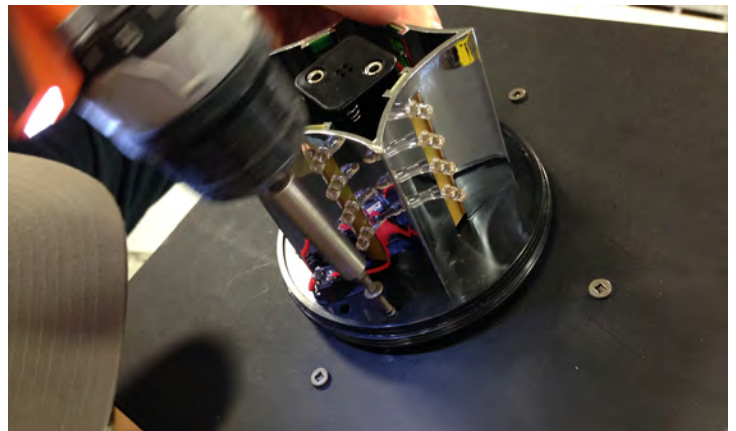
QUICK SET UP GUIDE

Remove the plastic top of the red beacon (found inside the dome) by turning it counter-clockwise.

Plug in the beacon cable at the top of the marquee and place the beacon so that the red button is aligned with the cut out area (button should NOT be pressed in).

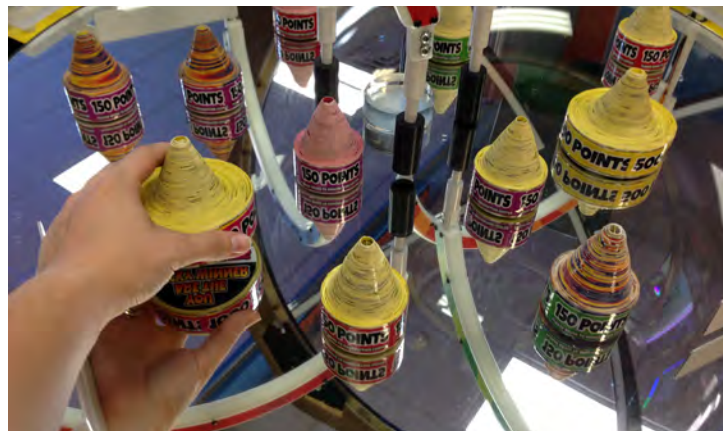Secure beacon in place with included 1 1/4" bugle screws, using the pilot holes.

Replace the plastic cover by turning clockwise.
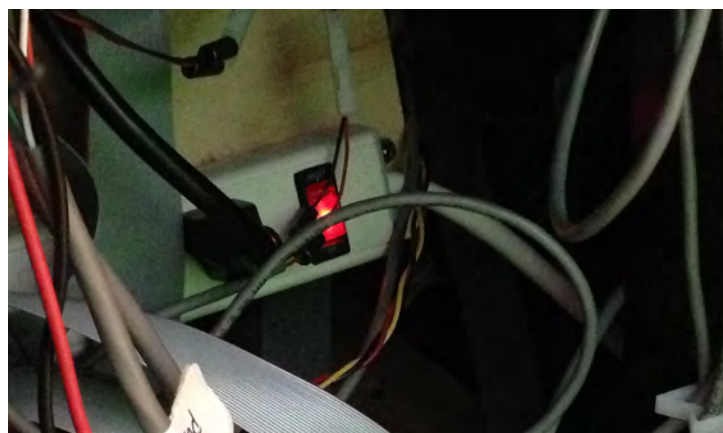
QUICK SET UP GUIDE

Evenly distribute the ticket tower kit across the mirror. *See page 11 for information about the ticket tower rolls.*

Close the dome and secure the three latches.

Plug power cord into a standard electrical outlet and turn the power switch on the outlet strip (inside the red station door) to ON.

You're ready to play!

TICKET TOWER ROLL KITS

To order replacement RFID Ticket Tower rolls, contact:

Bay Tek Games: 920-822-3951

and order part number **A5TT5155/R**

A full Ticket Tower roll kit consists of:

40- 150 POINT ROLLS
2- 300 POINT ROLLS
1- 500 POINT ROLL
1- 1000 POINT ROLL

NOTES:

One set is shipped standard with each game, located inside the dome.

All rolls should be placed on the mirror playfield for normal game operation.

HOW TO: OPEN DOME

Open the Red, Green and Orange doors, and unhook the latches directly above the lock brackets.
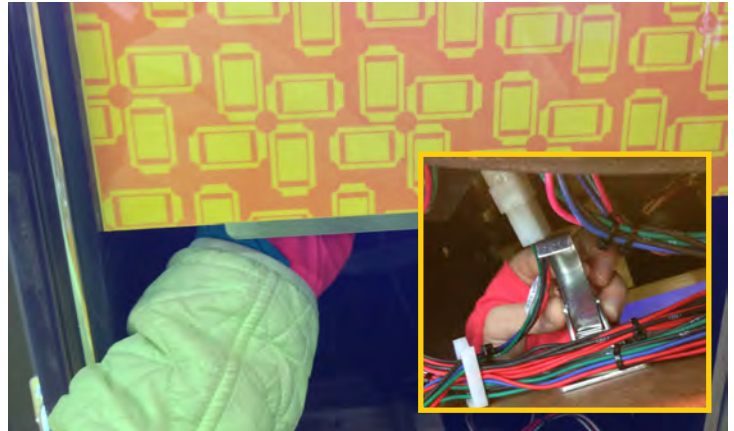
Lift the dome from the Red side; it will hinge back and rest in an open position.

HOW TO: ACCESS COMPONENTS

Unlock and open the Red access door. The Central Main Board, power strip, and power supply are housed in this station.

The Red station and each of the other three stations contain their own Door Boards.
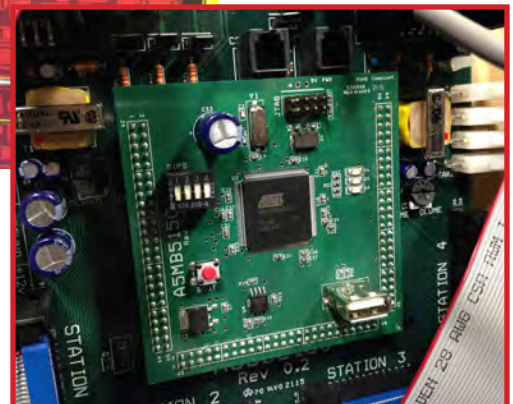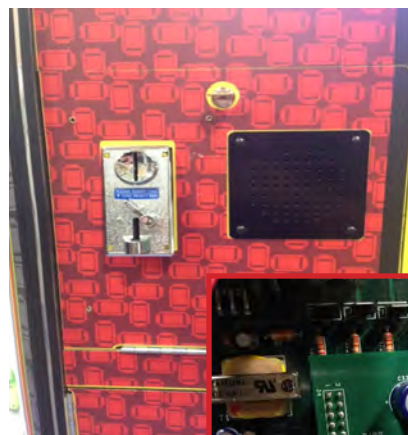
Open the dome (see page 11), and remove the 4 screws securing the playfield.

Disconnect each of the 5 motor cables and lift the playfield off of the cabinet.

You now have access to the turntable motor, the arm motors, the win spot motors/RFID and the player button assemblies.

MAINBOARD PINOUT (AAMB5150)

To Power Board ACE5192

Beacon ACE5175

Tilt Bob AACE5153

Main Board AAMB5150

Marquee Speaker ACE5159

Station Speakers 1-4 AACE5159

Power Supply In

Station 1 Ribbon AACE5167

Station 4 Ribbon AACE5167

Station 2 Ribbon AACE5167

Station 3 Ribbon AACE5167
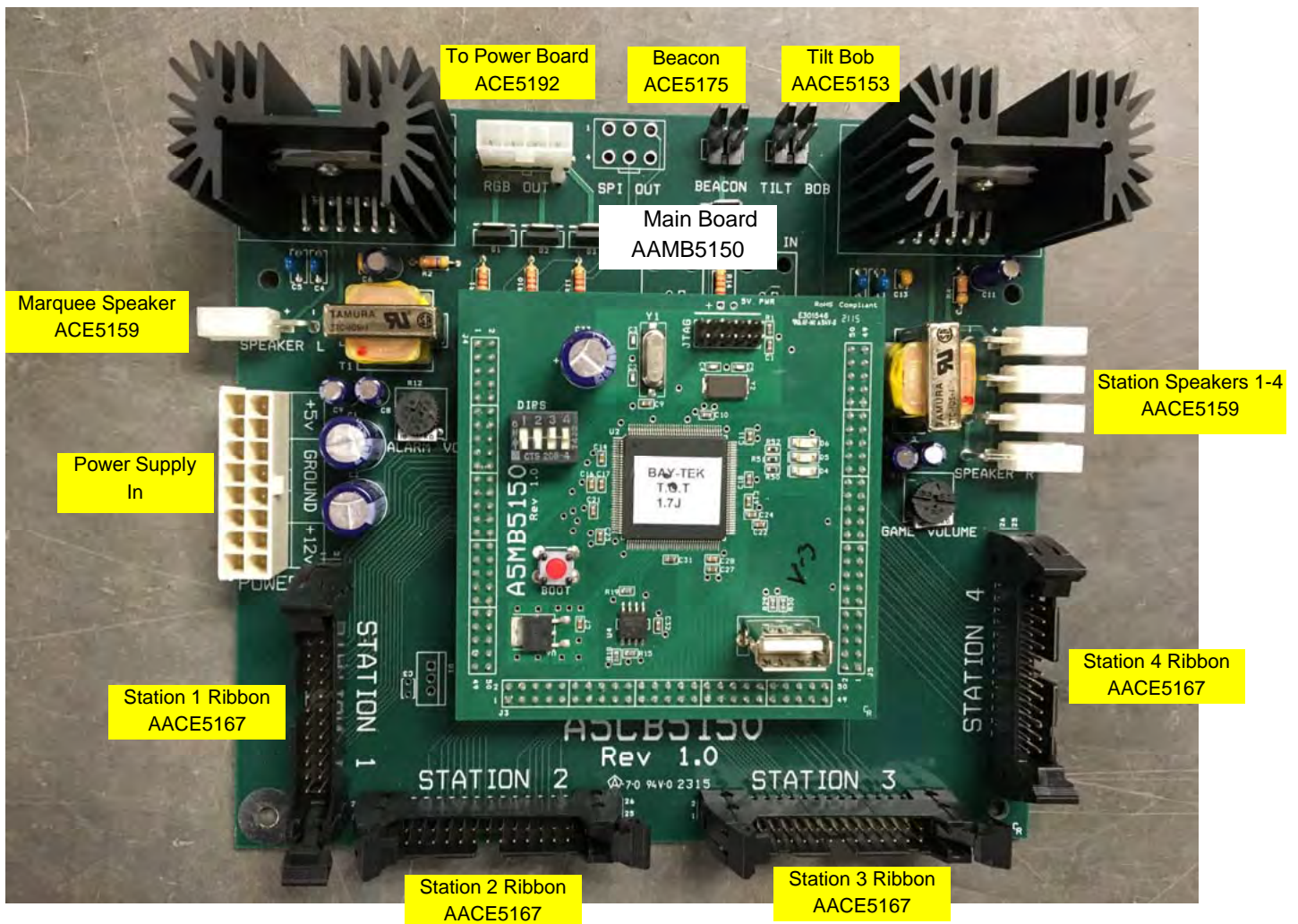
DOOR BOARD PINOUT (AAMB5155) X 4

Counters
AACE5156

Support LED
AACE5178

Support LED
AACE5162

Side Cabinet
LED
AACE5154

Power In
AACE5191

Tickets
AACE5184

Arm Motor
AACE5168

DOOR BOARD
AACB5155

Reload Motor
AACE5184

Main Board Ribbon
AACE5167

Coin
AACE5157

LowTix Light
AACE5187

Menu Button
AACE5155

DBA
AACE5159

Arm LED
AACE5166

Motor Sensor
AACE5188

Low TixSwitch
AACE5184

POWER DIST. BOARD PINOUT

Main Board
In

To Door Board
AACE5191

To Door Board
AACE5191

To Door Board
AACE5191

To Door Board
AACE5191

Power Supply
In

Power Supply
In

CPU   CPU   PCI-E   DUAL CPU

MOBO   20+4
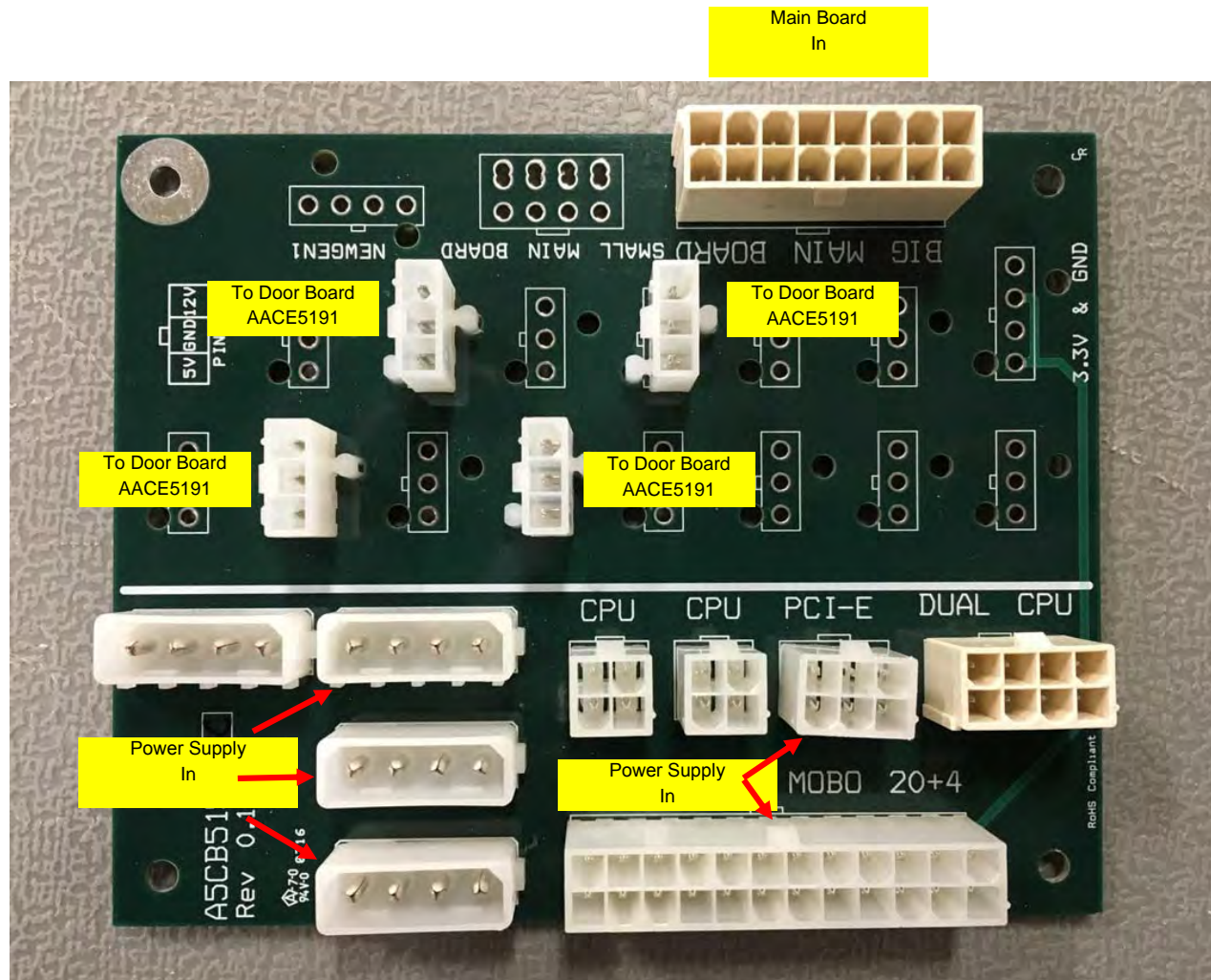
WIRING DIAGRAMS (DOOR BOARD)

ARM MOTOR, COUNTERS, TICKET MECH, COIN COMP, BUTTON

AAMO5150
Arm Motor
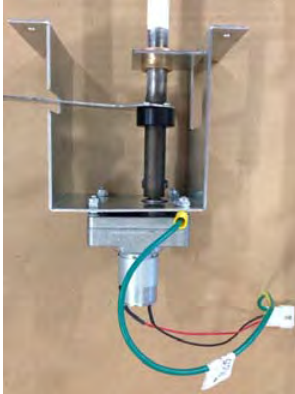
A5TD1
Ticket Mech

A5CM-AS-COMP

PLEASE INSERT COIN
▼ COIN REJECT BAR

AACE5157
Coin Cable

AACO1000
Counters

Ticket
Counter

Game
Counter
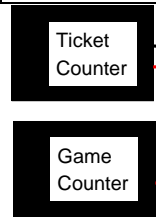
AACE5156
Counter Cable
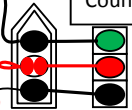
AACE5184
Ticket Cable
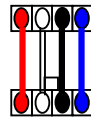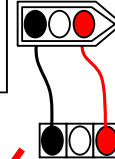
A5PB7300
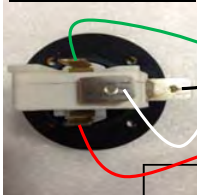
AACE5155
Player Button Cable

Door Interface

NFC Interface

A5CB5155
Rev 1.0

TOT R CB5155

BUTTON   DBA   RGB   Motor
Sensor   Lo Tix   Lo Tix
Switch   Light

COIN

PR. DET.

RETURN MOTOR, SENSORS, DBA, MENU BUTTONS, LEDs

Marquee Support Arms

AACE5178/5162

AACE5173 LED light strip

A5MO5155 Reload Motor

AACE5185 Reload Motor Cable

AACE5190 Reload Motor Sensor

AACE5188 Motor Sensor Cable

AACE5166 Playfield Light Jumper

Door Interface

NFC Interface

A5CB5155 Rev 1.0

TOT R CB5155

BUTTON   DBA   RGB   Motor Sensor   Lo Tix Switch

To Bill Acceptor (Part # A5AC9091) Optional – Not included with game. A5PL4200 (Mounting Plate) needed to install DBA.

AACE5169

AACE5165 Playfield Lights

Upper/Lower Arm, Bumper Leds

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POWER IN, LOW TICKET SWITCH & INDICATOR

A5MO5155
Power Board
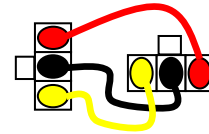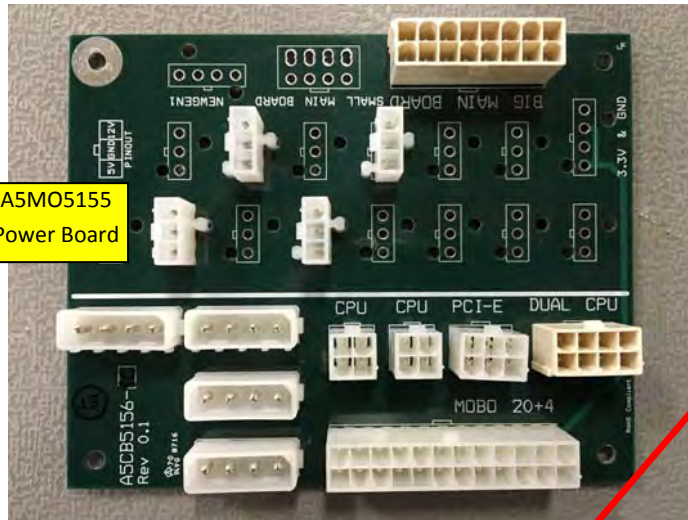
A5MO5191
Power Board
Cable
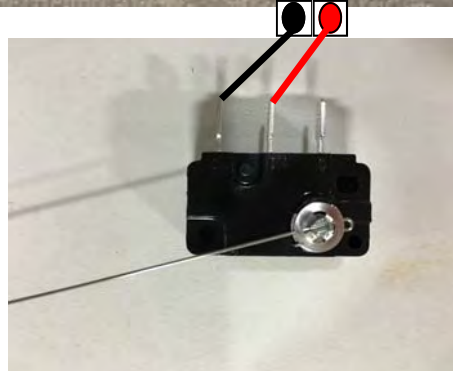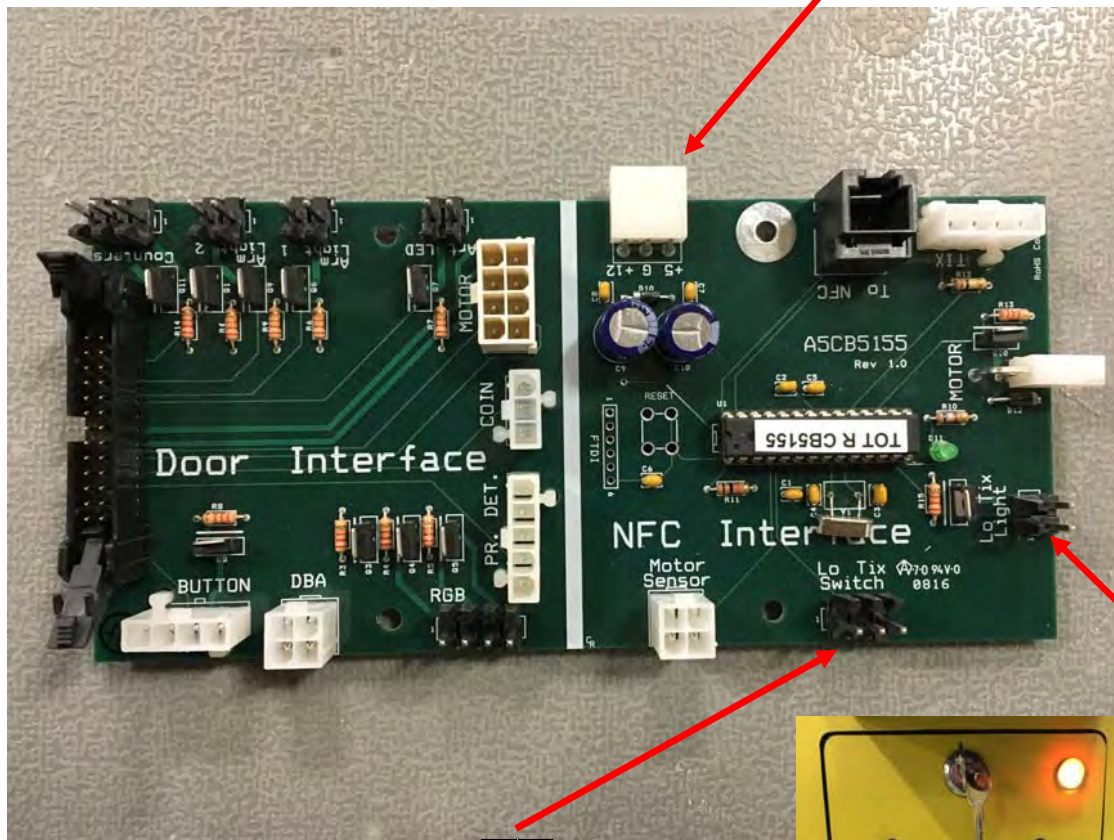
WIRING DIAGRAM (MAIN BOARD)

Under Glow Lights
AACE5171

Beacon
AABA0002

Plumb Bob
A5TI1001

Under Glow
Cable AACE5171

Beacon Cable
AACE5182

AACE5153
Plumb Bob Cable

Marquee Lights
AACE5172

Main Ground Lug
Attached = AACE5168
(4)   AACE5181(1)

AACE5170
Marquee Cable

Speaker

Speaker

Speaker

Speaker

Power Supply
AAPS1008-TOT

AC Power to
Power Supply

A5CORD5
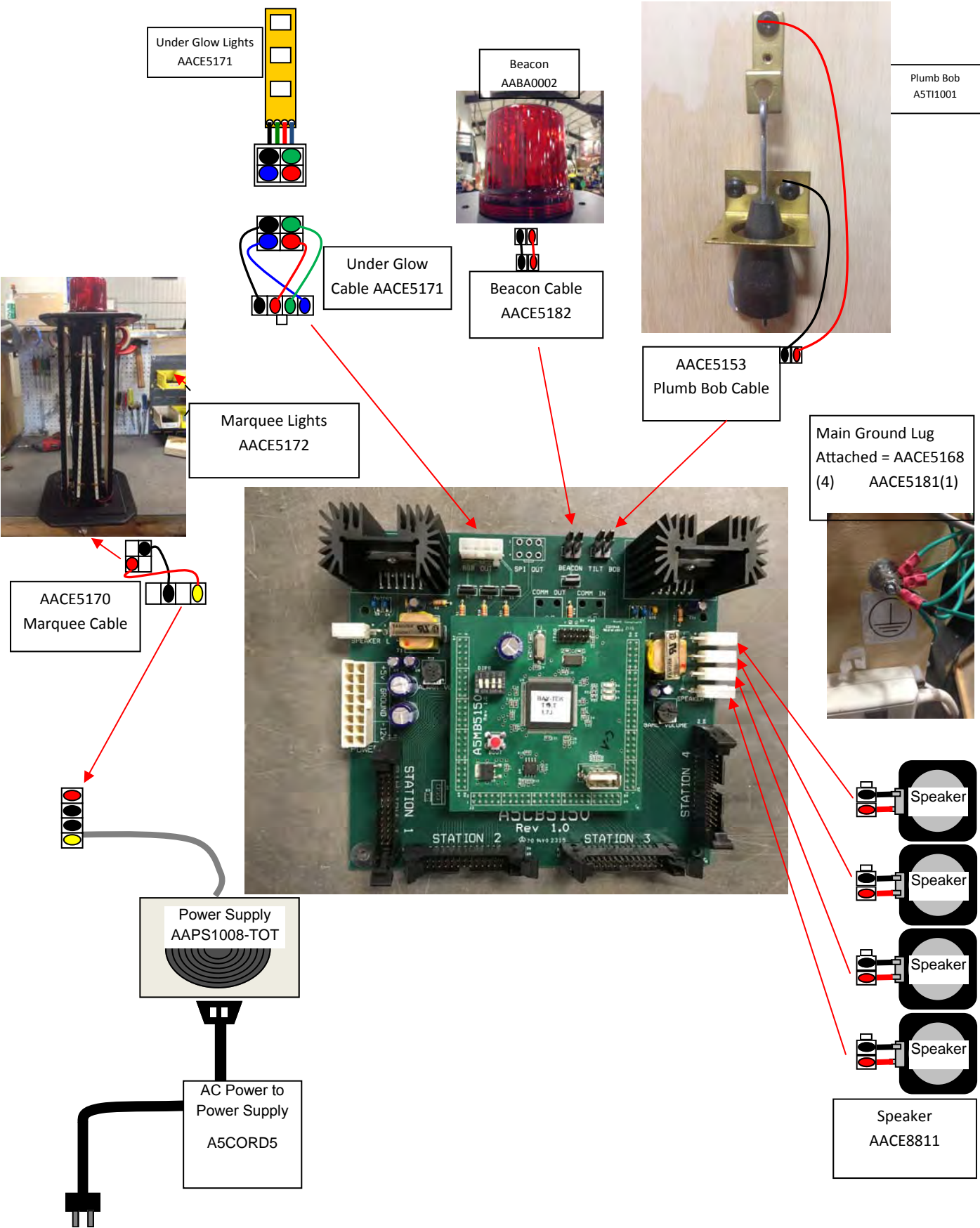
Speaker
AACE8811

WIRING DIAGRAMS

POWER IN, MARQUEE SPEAKER

Speaker

AACE8811
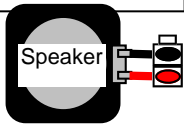
Speaker

AACE5175
Marquee Speaker
Cable

Power Supply
Plug
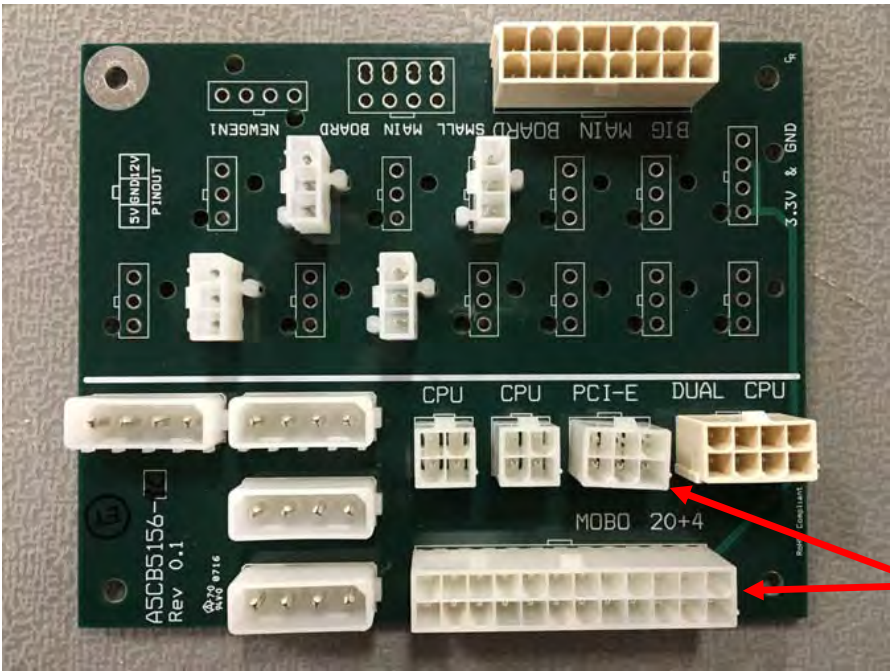
In From
Power Supply

WIRING DIAGRAMS

AC POWER SUPPLY IN & OUT, POWER BOARD

Power to Main Board

AACE5191
Power Out to Door
Boards

AC Power to
Bill Acceptor
AACE2316

Power Supply
AAPS1008-TOT

AC Power to
Power Supply
A5CORD5

Line Filter
A5FI9010

Power Supply Cord
A5CORD5

Outlet Strip
AACE5152
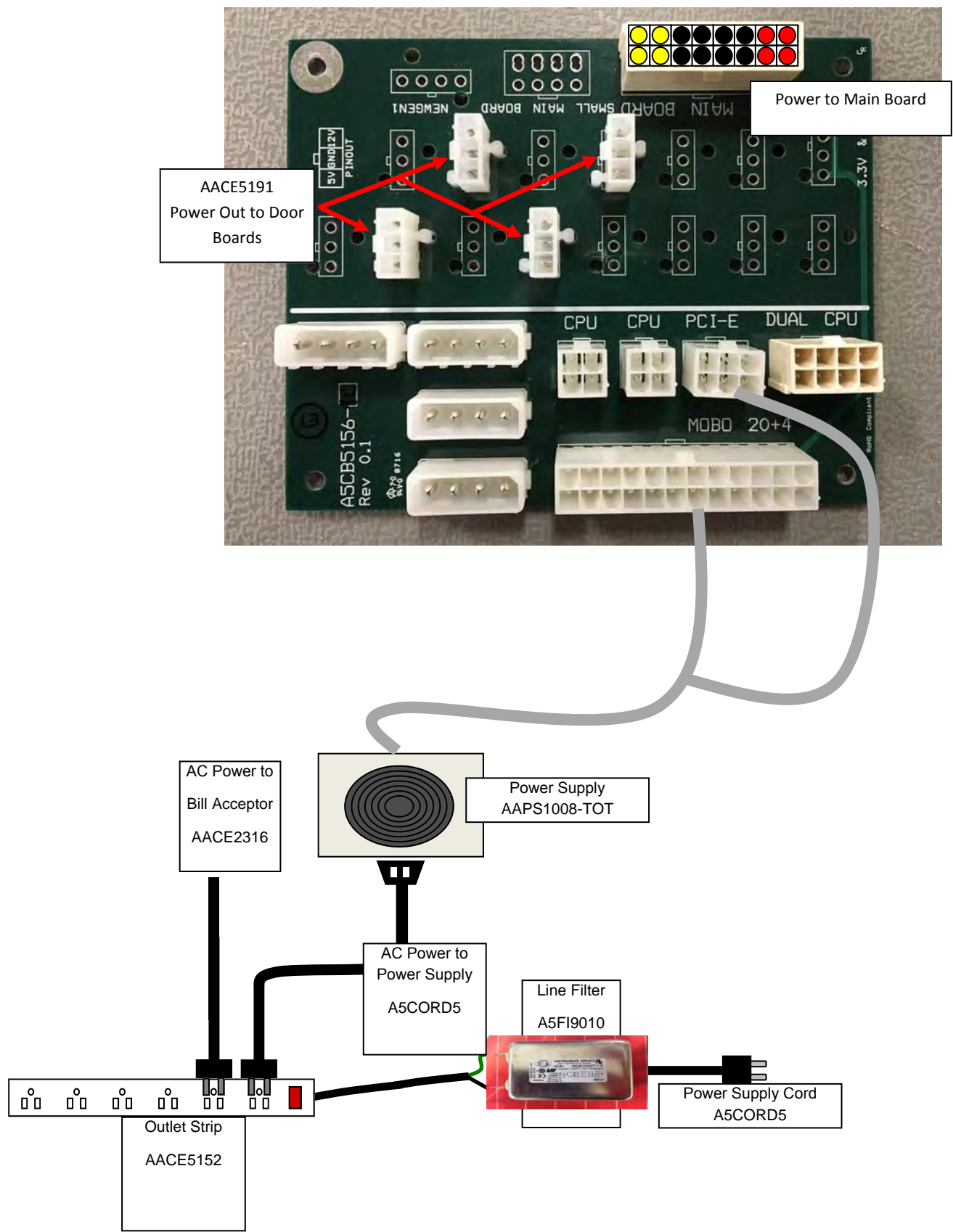
TROUBLESHOOTING GUIDE

Troubleshooting Strategy

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

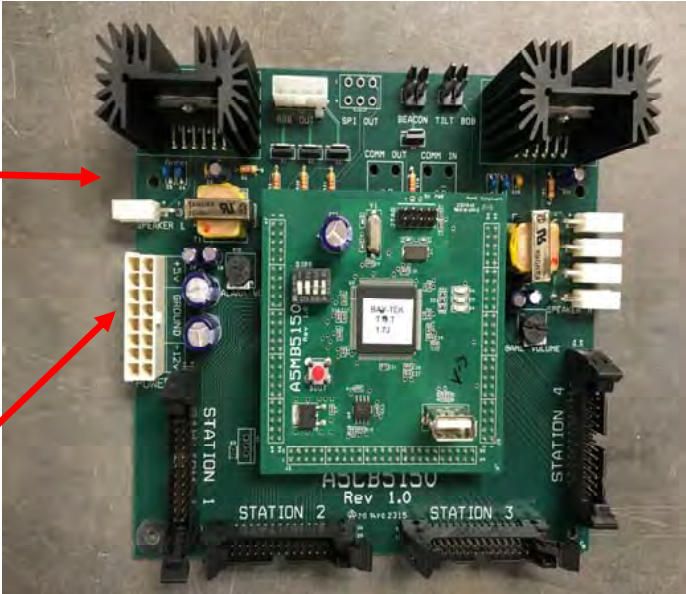| Problem	Probable Cause	Remedy
No power to the game. **No lights on at all.**	Unplugged. Circuit breaker tripped. Power strip faulty. Faulty cable/power supply.	Check wall outlet. Reset power strip breaker switch or building circuit breaker. Change plug position, replace if needed. See Power Supply diagnostic below.
Game not coining up.	Ensure game makes sound when coin switch is triggered. Verify communication between Central Main Board and Door Board. Game set to large amount of credits per game.	Check coin switch—Should be wired normally closed. NC Check wiring to Door Board. Cable AACE1527 Refer to "No Communication between boards" troubleshooting section. Check Central Board Pinout for switch to be set to the up position, NC.
No Sound Central Main Board creates sound 	Volume set to zero on Central Main board. (See Central Board Pinout) Disconnected, loose or broken wires. Faulty speaker.	Alarm Volume & Game Volume is not turned down Check connections and reseat audio cable from Central Main Board to Speakers. Cables # Replace speaker. AACE8811

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TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
No Communication between boards.	Main Board and WIRING TO Power Supply OK. Check green LED's on Central Main board. "Power" Blinking ON	
Playfield Arms not responding / Player Push Button Problem.	**If "Power" is not blinking ON** Ensure Power Supply Plug is plugged into blue "IN" socket on main board. Replace if needed Verify dipswitch 3 is on, Central Main Board. Ensure switch on the push button is wired properly. Wire on Push Button or Motor broken. Motor to arm is plugged in	**If Led's are not on** Communication to Central Board is faulty. Check Power Supply Plug to Central Main Board. Replace Central Main, "Daughter Board". **MAKE SURE PWR IS OFF TO GAME AND ALL RIBBON CABLES ARE UNPLUGGED TO DOOR BOARDS** A. Trace wiring to Door Board. B. Button is bad. C. Replace button (A5PB7300) D. Replace Door Bard (A5CB5151) A. Trace wiring to Door Board B. Motor is bad C. Replace motor (AAMO5150) D. Replace Door Board

TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
Playfield Arms moving too far in/out	Home / Away Sensor under playfield is faulty Sensor wiring broken	A. Adjust Sensors in and out to stop arm movement. B. Trace wiring from Sensors to Door Board. C. Replace Sensor (AACE5190) D. Replace Door Board (AACB5155)
Playfield Lights not working	Ensure cables for Marquee Arm Supports and Bumper lights are plugged into the corner of the game between the dome and console. Ensure all cables coming from the dome are plugged into the Door Board.	A. Trace wiring from dome to corner by the struts. Ensure all plugs are connected. B. Trace wiring from the struts in the corner of the cabinet to Door Board. **C.** Replace Support Arm Light cable **(**AACE5176-79 Under Arm, AACE5164 Over Arm**)** **D.** Replace Bumper Arm cable (AACE5165) E. Replace Door Board (AACB5155)
Side Cabinet Lights not working	Ensure each stick light is plugged in at the corner of the game below the playfield.	A. Trace wiring from stick light to Door board. B. Replace Stick Light / Cable (AACE5154) C. Replace Door Board
Under Cabinet Glow not working	Ensure under cabinet glow cable is plugged in to Central Main Board.	A. Trace wiring from bottom of cabinet up to Central Main Board B. Replace Under Glow Cable / Light (AACE5171)

TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
Marquee Lights are out	Ensure Marquee Cable is plugged in at the inter-section between the dome and cabinet, by the shocks.	A. Trace wiring from the corner of the cabinet to the Power Supply. The power supply is the feed for power on these lights. B. Replace Marquee Cable (AACE5170) C. Replace Marquee Lights (AACE5172) D. Test Power Supply, (AAPS1013-TOT), voltage
Beacon not working **(Will be in operation for both attract and when a prize is won)**	Ensure Beacon is plugged in at the top of the game along with the connection between the dome and cabinet in the corner.	A. Trace wiring from the side corner of the cabinet to the Central Main Board B. Replace Beacon Cable (AACE5182) C. Replace Beacon (AABA0002)
Ticket / Game Counters (Mounted on each station door) not responding	Ensure Counters are plugged in to the Door Board.	A. Trace wiring from Ticket/Game Coun-ters to Door board B. Replace Counter Cable(AACE5156) C. Replace Counters (AACO1000)
Prize Return Tray not responding	Ensure Prize Return Tray is plugged into the Door Board	A. Trace wiring from board to Door Board B. Open dome, coin game up, press player button and place ticket cone on win spot. C. Replace Win Spot Cable (AACE5189) D. Replace Win Spot Board

BILL ACCEPTOR DIAGNOSTICS

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. A "Upstacker" should be used for clearance issues. Standard DBA is MEI # AE2431-D5E 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**
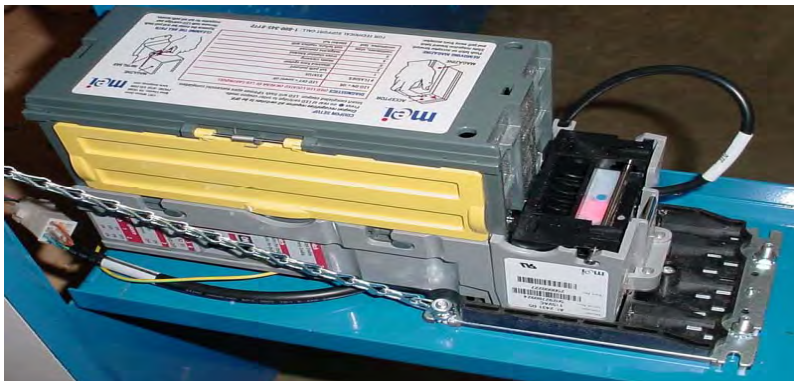
ERROR CODES
Count the number of flashes on front bezel of Bill Acceptor and follow chart for repair

SOFTWARE UPDATE

1. With the game power on, locate the Central Main Board, USB Input and Boot Button (Red).

2. Plug the new software loaded onto the USB stick into the port provided.
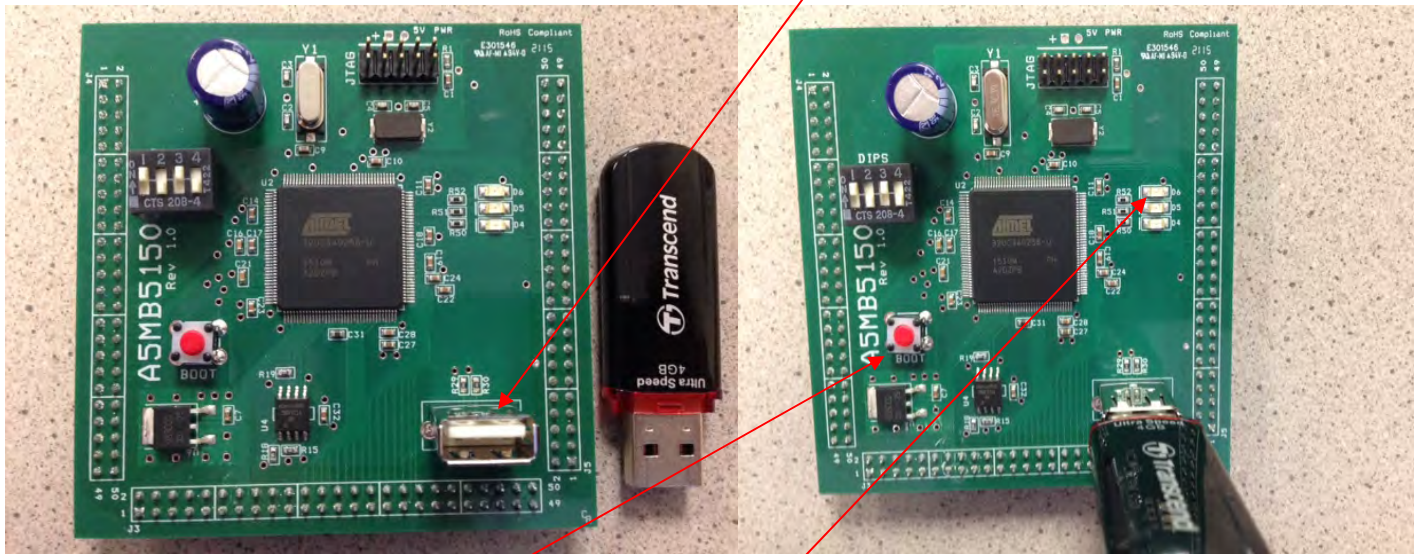
3. Tap the Boot Button (Red), watch the Led on the board as it goes off, and comes back on. It should then blink three times, then go to a steady flashing. Take the USB stick out. The game will boot up normally from here.

4. The game is now ready for play and has the newest version software loaded .

A5DE5150_TOT_MarqueePanels

A5DE5169_TOT_RingGreen

A5DE5157_TOT_ArmLtBlue

A5DE5178_TOT_ArmRtRed

A5DE5179_TOT_RingRed

A5DE5159_TOT_RingBlue

A5DE5176_TOT_ControlPanelRed

A5DE5161_TOT_CabTopGreen

A5DE5171_TOT_CabTopRed

A5DE5166_TOT_ControlPanelGreen

A5DE5172_TOT_CabMidRed

A5DE5173_TOT_CabBottomRed

A5DE5162_TOT_CabMidGreen

A5DE5174_TOT_CashDoorRed

A5DE5165_TOT_CabPrizeDoorGreen

A5DE5175_TOT_CabPrizeDoorRed

A5DE5163_TOT_CabBottomGreen

A5DE5160_TOT_CornerPanels

A5DE5164_TOT_CashDoorGreen

NOT VISIBLE ON PHOTO:

A5DE5151_TOT_CabTopBlue	A5DE5167_TOT_ArmLtGreen	A5DE5185_TOT_CabPrizeDoorYellow
A5DE5152_TOT_CabMidBlue	A5DE5168_TOT_ArmRtGreen	A5DE5186_TOT_ControlPanelYellow
A5DE5153_TOT_CabBottomBlue	A5DE5177_TOT_ArmLtRed	A5DE5187_TOT_ArmLtYellow
A5DE5154_TOT_CashDoorBlue	A5DE5181_TOT_CabTopYellow	A5DE5188_TOT_ArmRtYellow
A5DE5155_TOT_CabPrizeDoorBlue	A5DE5182_TOT_CabMidYellow	A5DE5189_TOT_RingYellow
A5DE5156_TOT_ControlPanelBlue	A5DE5183_TOT_CabBottomYellow	
A5DE5158_TOT_ArmRtBlue	A5DE5184_TOT_CashDoorYellow	

DIMENSIONS

45.000
54.199
45.000
54.199

79.242
83.112
31.441
43.672
54.192

	UNLESS OTHERWISE SPECIFIED:		NAME	DATE	BAY TEK GAMES
	DIMENSIONS ARE IN INCHES TOLERANCES: FRACTIONAL± ANGULAR: MACH± BEND ± TWO PLACE DECIMAL ± THREE PLACE DECIMAL ±	DRAWN	JS	11/13/15	1077 EAST GLENBROOK DRIVE PULASKI, WISCONSIN 54162 PHONE: 920-822-3951 FAX: 920-822-1391
		CHECKED			
	INTERPRET GEOMETRIC TOLERANCING PER:				TITLE:
PROPRIETARY AND CONFIDENTIAL	MATERIAL	COMMENTS:			TOWER OF TICKETS
THE INFORMATION CONTAINED IN THIS DRAWING IS THE SOLE PROPERTY OF BAY TEK GAMES. ANY REPRODUCTION IN PART OR AS A WHOLE WITHOUT THE WRITTEN PERMISSION OF BAY TEK GAMES IS PROHIBITED.	FINISH		SIZE GG	DWG. NO.	REV
			SCALE: 1:1.25	WEIGHT:	SHEET 1 OF 1

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 with in 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 inside 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.