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# FACTORY CONTACT INFORMATION



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# WELCOME TO: Spin-N-Win

## Congratulations on your purchase!

With it's bright and colorful vertical presence, Spin-N-Win is sure to grab the attention of your customers! Having to hit STOP at just the right time with have them spinning again and again!

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.

# GAME SPECIFICATIONS

WEIGHT	
NET WEIGHT	485 LBS.
SHIP WEIGHT	540 LBS.
DIMENSIONS	
WIDTH	73"
DEPTH	71"
HEIGHT	137"
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	
6.0 AMPS @ 115 VAC	
3.5 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.	

# HOW TO PLAY

Pull the handle to start game play.



Time your play and press the button to stop lights on the highest ticket values.



Win tickets based on the value of the space where you stopped the the light!



# SET UP GUIDE

## TOOLS NEEDED FOR SET UP:

- 9/16" wrench or socket and impact
  - Snips
  - Step ladder
  - 3 strong people

Safely lift the marquee off the top of the console.  
Set the marquee off to the side for the time being.

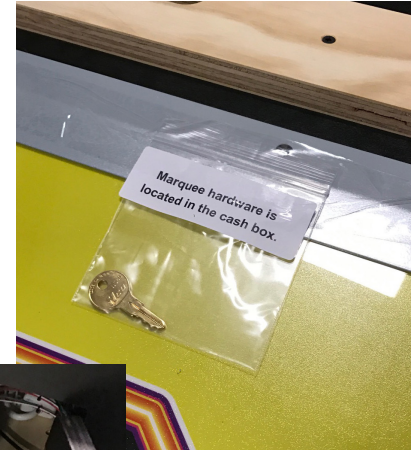


With assistance, carefully lift the playfield off the support beams and lean against a sturdy support for the time being.



# SET UP GUIDE

Use the key taped to the top of the console to open the cash box door and remove the hardware kit inside.



Remove the two longest bolts from the hardware kit along with two lock washers and two regular washers. Put the 9/16" socket onto the impact or have your wrench readily available.

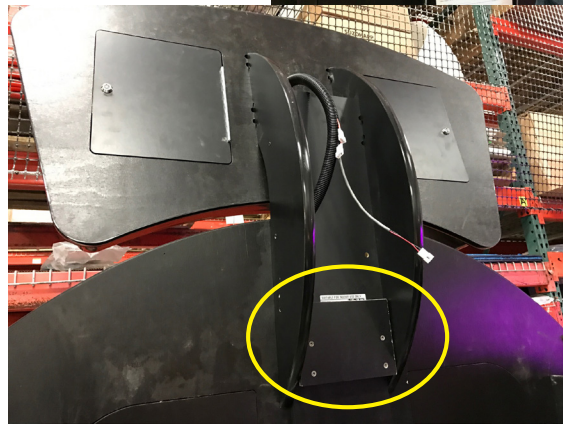




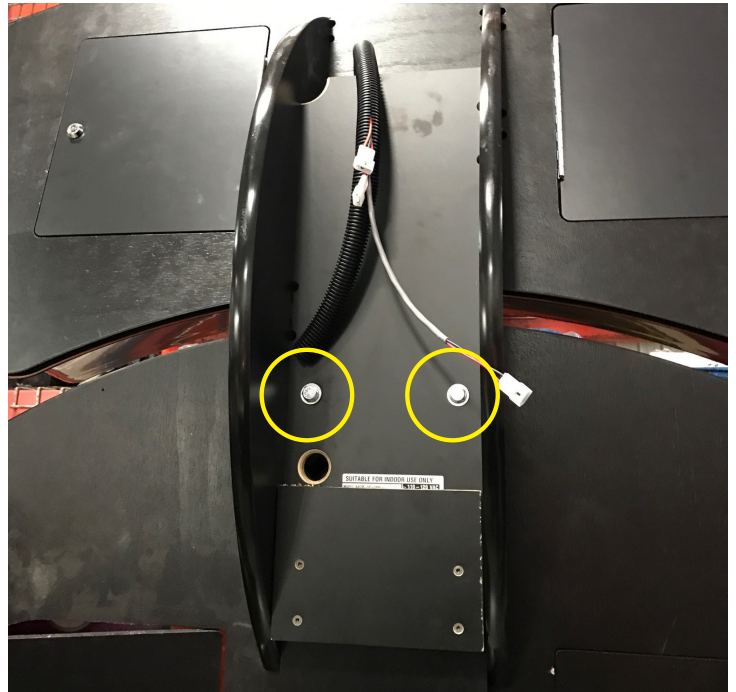
# SET UP GUIDE

Carefully lift the marquee piece up and set into place on top of the playfield.

The marquee piece will slide in behind the wood piece attached to the back of the playfield.



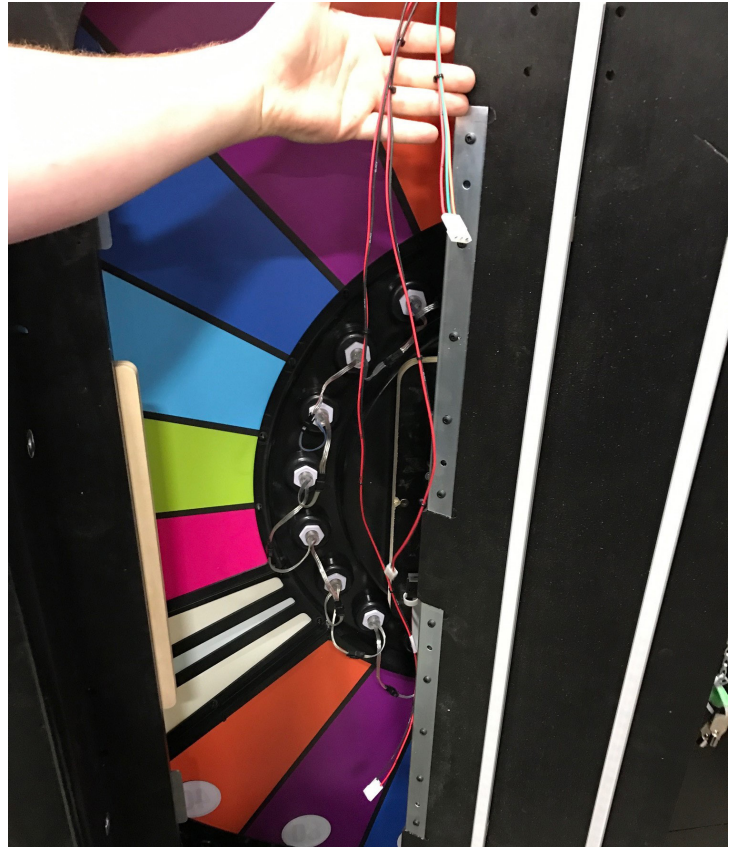
Secure the marquee to the playfield using the two long bolts and washers.



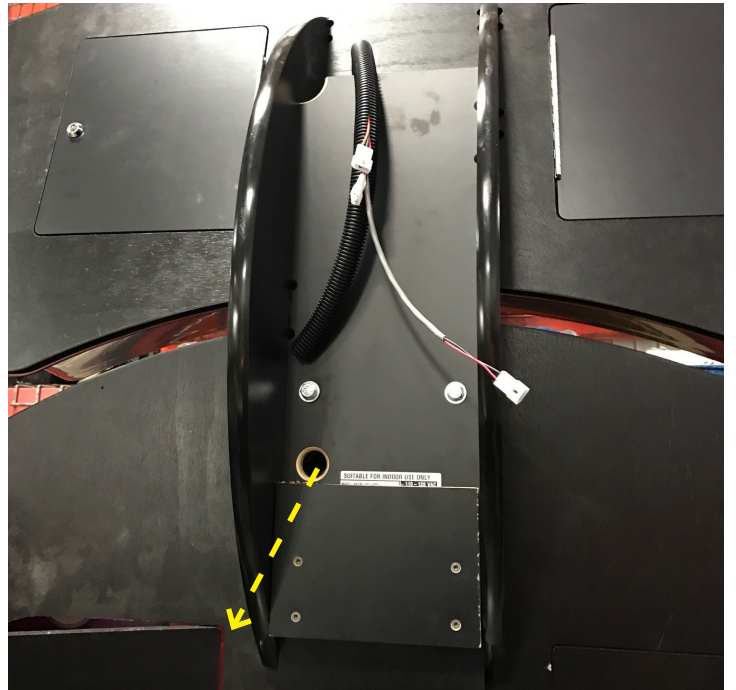
# SET UP GUIDE

Open the left side door on the back of the playfield.

Locate cables CE6921, CE6938 and CE6942 - these will be hanging down from the inside top of the playfield.

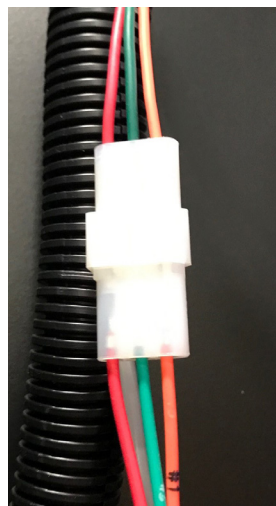
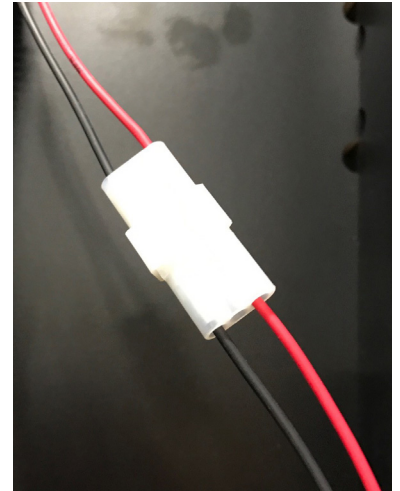


Route all three cables up and out the hole on the back of the playfield.



# SET UP GUIDE

Plug in cables CE6921, CE6938 and CE6942 (that were ran up from the playfield) into their corresponding match that are fed out the back of the marquee.



Route excess cables back down into the hole on the back of the playfield. If desired, use the wire loom located inside the cash box and wrap around the cables to cover and protect them.

Close the back door on the playfield, **ONLY LOCK THE BOTTOM LOCK!**



# SET UP GUIDE

Push the handle all the way down until it “clicks” and stays in the down position.



*\*This next step of lifting the playfield/marquee up and top of the console will require three people.*

With one person on each of the sides and a spotter in the front, safely and carefully lift the playfield/marquee on top of the console.



# SET UP GUIDE



Once in place, use the six remaining bolts, lock washers and regular washers from the hardware kit to secure the playfield to the support beams.

Three bolts will go in each support beam.



# SET UP GUIDE

Unlock the bottom lock on the left side rear door of the playfield - if needed, use a step ladder to reach.



Remove the back door from the bottom console.



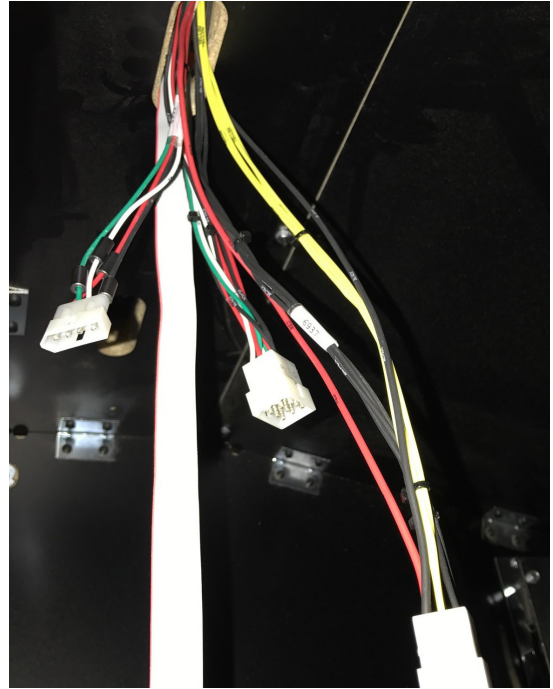
Down inside the playfield, find the gray ribbon cable (CE6924) that is bundled up. Use the snips to free the cable.

Route the cable down the oval cut out at the bottom of the playfield. The cable should fall down inside the console.

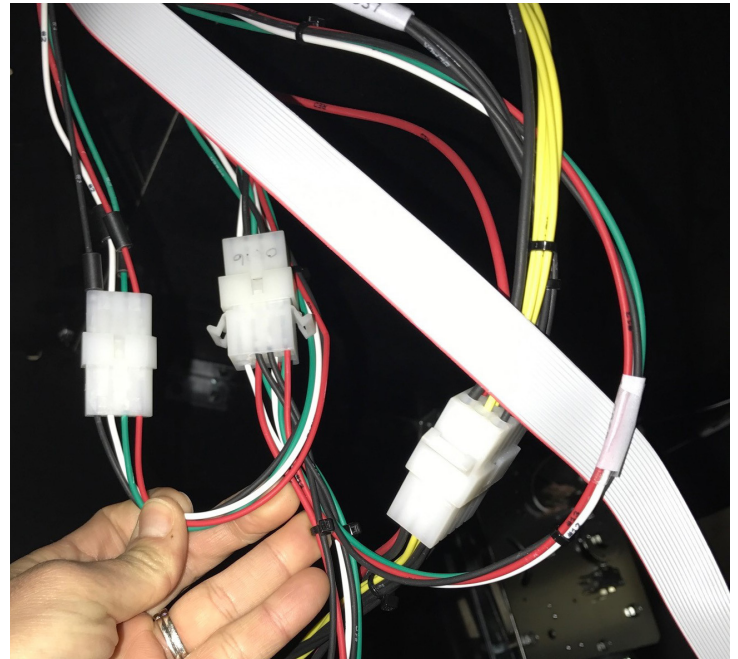


# SET UP GUIDE

In addition to the gray ribbon cable, locate cables CE6901, CE6909 and CE6937. Route these cables down the same oval cut out as the ribbon cable. These will fall inside the console.



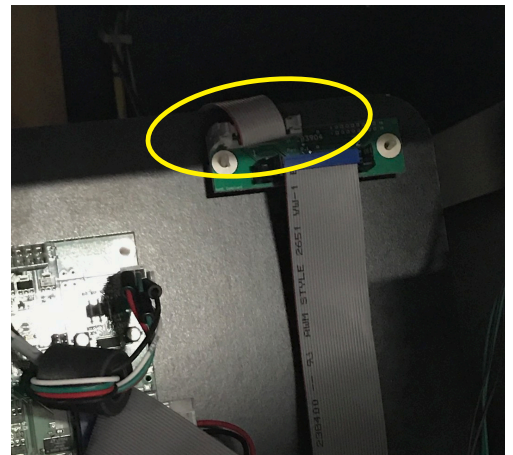
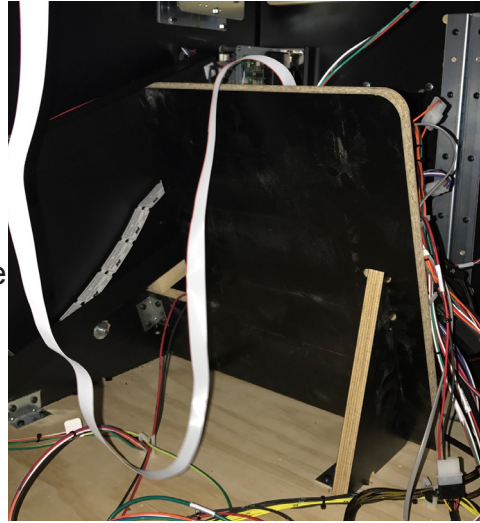
Plug in cables CE6901, CE6909 and CE6937 into their corresponding match that are already inside the console.



# SET UP GUIDE

Route the ribbon cable (CE6924) to the front of the console and over the circuit board platform.

From the front of the console, plug in the ribbon cable to its housing located at the top right corner of the platform.



Route the power cable to a standard outlet and plug in.

Close, replace and lock all doors.

You are now ready to Spin-N-Win!

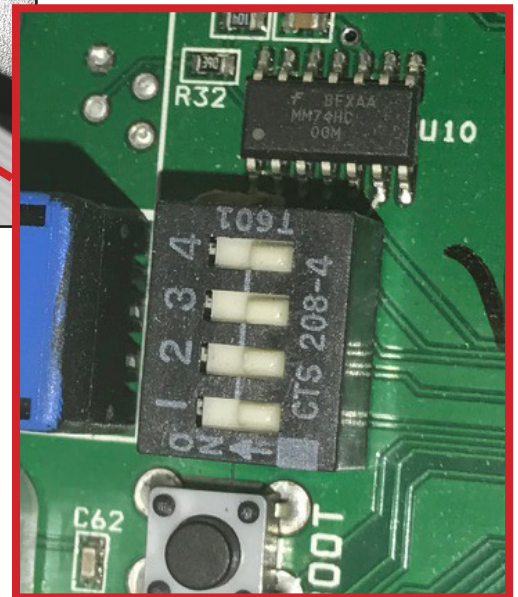
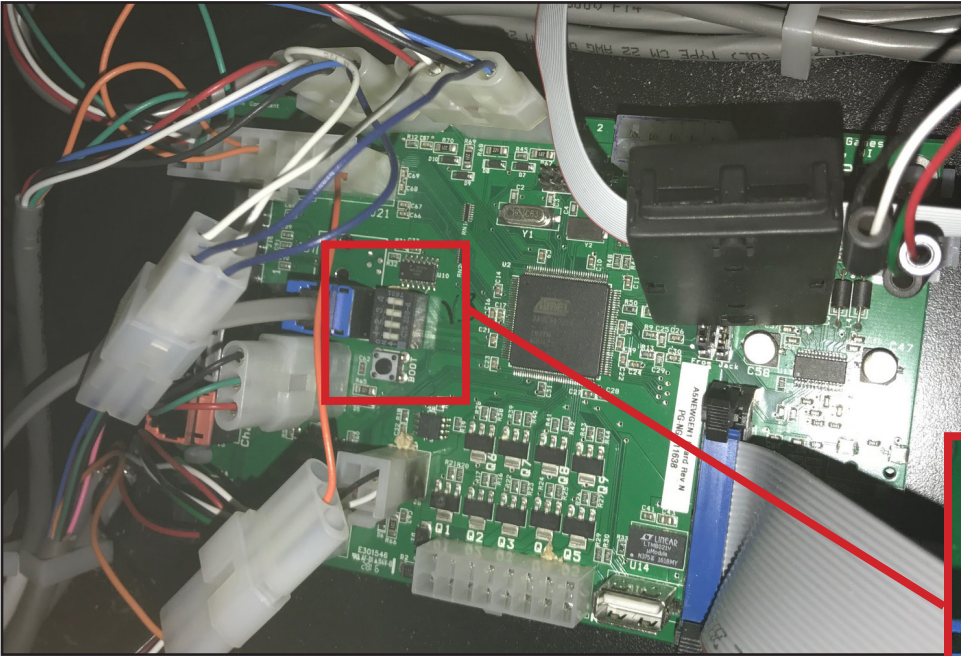




# DIP SWITCH SETTINGS

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

\*factory default settings are highlighted below



SWITCH	DESCRIPTION	ON	OFF
1			X
2	NEW JERSEY PROGRAMMING		X
3			X
4			X

# MAIN MENU FUNCTIONS

<b>MENU</b>	<b>DESCRIPTION</b>
<b>N1</b>	Credits Per Play
<b>N2</b>	Game Volume
<b>N3</b>	Attract Volume
<b>N4</b>	Attract Timing
<b>N5</b>	Ticket Pattern
<b>N6</b>	Mercy Tickets
<b>N7</b>	1/2 Ticket Dispense
<b>N8</b>	Fixed Ticket Payout
<b>N9</b>	Stored Tickets/Credits
<b>N10</b>	No Pull Timeout
<b>N11</b>	No Play Timeout
<b>N12</b>	Score Display
<b>N13</b>	Jackpot Window
<b>N14</b>	LED Brightness
<b>N15</b>	Tickets/Points
<b>N16</b>	Operation
<b>N17</b>	Call Attendant
<b>N18</b>	Jackpot Bell
<b>N19</b>	Statistics
<b>N20</b>	Clear Statistics
<b>N21</b>	Switch Test
<b>N22</b>	Light Test
<b>N23</b>	Reset Factory Defaults

## N1- COINS/CREDITS PER PLAY

Scroll through the N1 menu with the “MENU” button.  
Make your selection with the “SELECT” button.  
The factory settings are highlighted below.

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

## N2- GAME VOLUME

Scroll through the N2 menu with the “MENU” button.  
Make your selection with the “SELECT” button.  
The factory settings are highlighted below.

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

## N3- ATTRACT VOLUME

Scroll through the N3 menu with the “MENU” button.  
Make your selection with the “SELECT” button.  
The factory settings are highlighted below.

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

## N4- ATTRACT TIMING

Scroll through the N4 menu with the “MENU” button.  
Make your selection with the “SELECT” button.  
The factory settings are highlighted below.

This setting determines how often the attract loop audio is played.

<b>OFF</b>	<b>30 SEC.</b>	<b>1 MIN.</b>	<b>5 MINS.</b>	<b>10 MINS.</b>	<b>15 MINS.</b>
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## N5- TICKET PATTERN

Scroll through the N5 menu with the “MENU” button.  
Make your selection with the “SELECT” button.  
The factory settings are highlighted below.

SEE PAGES 27-28 FOR TICKET PATTERNS

<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>CUSTOM</b>
----------	----------	----------	----------	----------	---------------

## N6- MERCY TICKETS

Scroll through the N6 menu with the “MENU” button.  
Make your selection with the “SELECT” button.  
The factory settings are highlighted below.

<b>ADJUSTABLE IN INCREMENTS OF 1</b>			
<b>0 (OFF)</b>	<b>TO</b>	<b>10</b>	<b>0 DEFAULT</b>

## N7- 1/2 TICKET DISPENSE

Scroll through the N7 menu with the “MENU” button.  
Make your selection with the “SELECT” button.  
The factory settings are highlighted below.

Enabling 1/2 ticket dispense will make the game dispense 1 paper ticket for every 2 tickets won.

<b>OFF</b>	<b>ON</b>
------------	-----------

## N8- FIXED TICKET PAYOUT

Scroll through the N8 menu with the “MENU” button.  
Make your selection with the “SELECT” button.  
The factory settings are highlighted below.

This option will allow the game to dispense selected number of tickets, regardless of amount won.

ADJUSTABLE IN INCREMENTS OF 1			
<b>0</b> (OFF)	TO	<b>50</b>	<b>0</b> DEFAULT

## N9- STORED TICKETS/CREDITS

Scroll through the N9 menu with the “MENU” button.  
Make your selection with the “SELECT” button.  
The factory settings are highlighted below.

Enabling stored tickets and credits will save tickets and credits owed in the case of a power outage.

<b>OFF</b>	<b>ON</b>
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## N10- NO PULL TIMEOUT

Scroll through the N10 menu with the “MENU” button.  
Make your selection with the “SELECT” button.  
The factory settings are highlighted below.

This option will select the amount of time before the game will automatically start after coin up if there is no handle pull activity.

IMMEDIATE	<b>5 SECS.</b>	<b>10 SECS.</b>	<b>15 SECS.</b>	<b>20 SECS.</b>	<b>25 SECS.</b>	<b>30 SECS.</b>
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## N11- NO PLAY TIMEOUT

Scroll through the N11 menu with the “MENU” button.  
Make your selection with the “SELECT” button.  
The factory settings are highlighted below.

This option will select the amount of time before the game will end with zero or pay out mercy tickets if there is no button activity.

ADJUSTABLE IN INCREMENTS OF 5				
OFF	<b>20 SECS.</b>	TO	<b>90 SECS.</b>	<b>20 DEFAULT</b>

## N12- SCORE DISPLAY

Scroll through the N12 menu with the “MENU” button.  
Make your selection with the “SELECT” button.  
The factory settings are highlighted below.

This option determines how long the last game score is displayed.

OFF	<b>20 SECS.</b>	TO	<b>90 SECS.</b>	<b>20 DEFAULT</b>
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## N13- JACKPOT WINDOW

Scroll through the N13 menu with the “MENU” button.  
Make your selection with the “SELECT” button.  
The factory settings are highlighted below.

This option controls the difficulty level of winning the jackpot. 1 is the most difficult.

ADJUSTABLE IN INCREMENTS OF 1			
<b>1</b> M SEC.	TO	<b>20</b> M SEC.	<b>4</b> DEFAULT

## N14- LED BRIGHTNESS

Scroll through the N14 menu with the “MENU” button.  
Make your selection with the “SELECT” button.  
The factory settings are highlighted below.

This option selects the brightness of the LED lights.

VERY DIM	DIM	<b>MEDIUM</b>	BRIGHT	VERY BRIGHT
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## N15- TICKETS/POINTS DISPLAY

Scroll through the N15 menu with the “MENU” button.  
Make your selection with the “SELECT” button.  
The factory settings are highlighted below.

Display will show tickets or points.

<b>TICKETS</b>	<b>POINTS</b>
----------------	---------------

## N16- OPERATION

Scroll through the N16 menu with the “MENU” button.  
Make your selection with the “SELECT” button.  
The factory settings are highlighted below.

<b>NORMAL MODE</b>	<b>1 CREDIT MAX</b>
--------------------	---------------------

## N17- CALL ATTENDANT

Scroll through the N17 menu with the “MENU” button.  
Make your selection with the “SELECT” button.  
The factory settings are highlighted below.

This option sets the maximum number of tickets to be dispense by the machine. Any amounts equal to or greater than the number set, will not be dispensed by the machine. The tickets owed will be displayed, followed by “CALL 4 HELP.” The attendant will need to manual pay out the remaining tickets owed.

<b>OFF</b> (ALL PAID OUT)	<b>200</b>	<b>250</b>	<b>300</b>	<b>500</b>	<b>750</b>
	<b>1000</b>	<b>TO</b>	<b>10000</b>		
	<b>ADJUSTABLE BY INCREMENTS OF 500</b>				

## N18- JACKPOT BELL

Scroll through the N18 menu with the “MENU” button.  
Make your selection with the “SELECT” button.  
The factory settings are highlighted below.

This setting determines how long the jackpot bell will sound when a jackpot is won.

<b>OFF</b>	<b>1</b> SEC.	<b>TO</b>	<b>9</b> SECS.	<b>1</b> DEFAULT
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## N19- STATISTICS

Press the SELECT button in N19 to scroll through the following:

AVERAGE TICKETS PER GAME  
TOTAL NUMBER OF GAMES PLAYED  
TOTAL NUMBER OF TICKETS WON  
BUCKETS 1-27 (BUCKETS 1, 10 & 19 ARE JACKPOT SPACES)

## N20- CLEAR STATISTICS

Scroll to the N20 menu with the “MENU” button.

Press the “MENU SELECT” button 3 times to clear all statistics.  
Display will show “CLEARED!” when successful.

## N21- SWITCH TEST

N21 displays any switches that are closed. This is a diagnostic mode for inputs.  
Only one closed switch will display at a time.

## N22- LIGHT TEST

Scroll to the N22 menu with the “MENU” button.

LED light options include red, green, blue, white and attract (scrolling all colors). Use the select button to test each light option.

## N23- RESET FACTORY DEFAULTS

Scroll to the N23 menu with the “MENU” button.

Press the “MENU SELECT” button 3 times to reset all factory defaults.  
Display will show “RESET!” when successful.

## CUSTOM PAYOUT

Holding the SELECT button for 5 seconds enters the 'Custom Payout' mode. This is where values can be adjusted to custom settings. The jackpot values range is:

50 to 1000 by 50's  
1000 to 2500 by 250's

Defaults are the currently selected payout table values.

Adjacent sides have a range of:

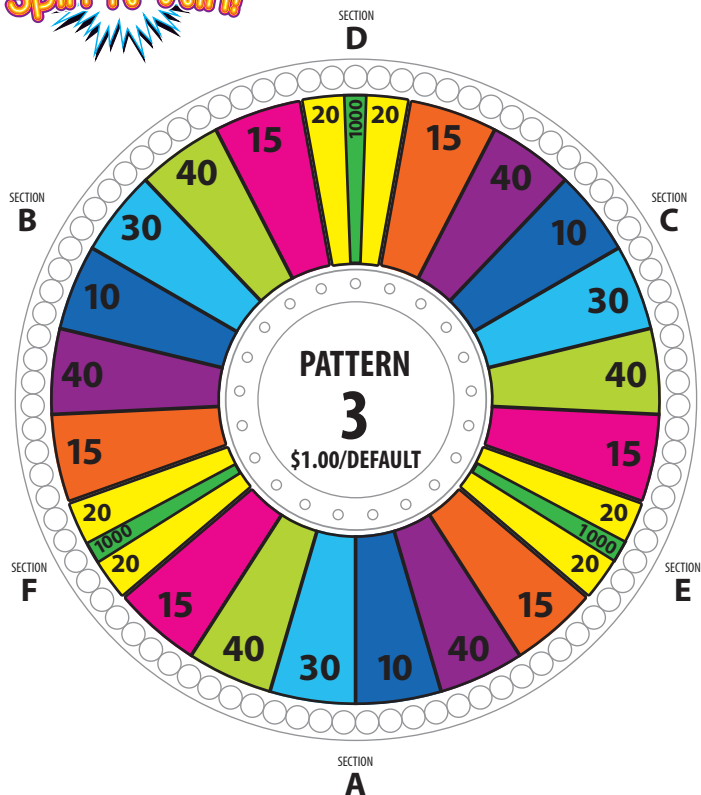
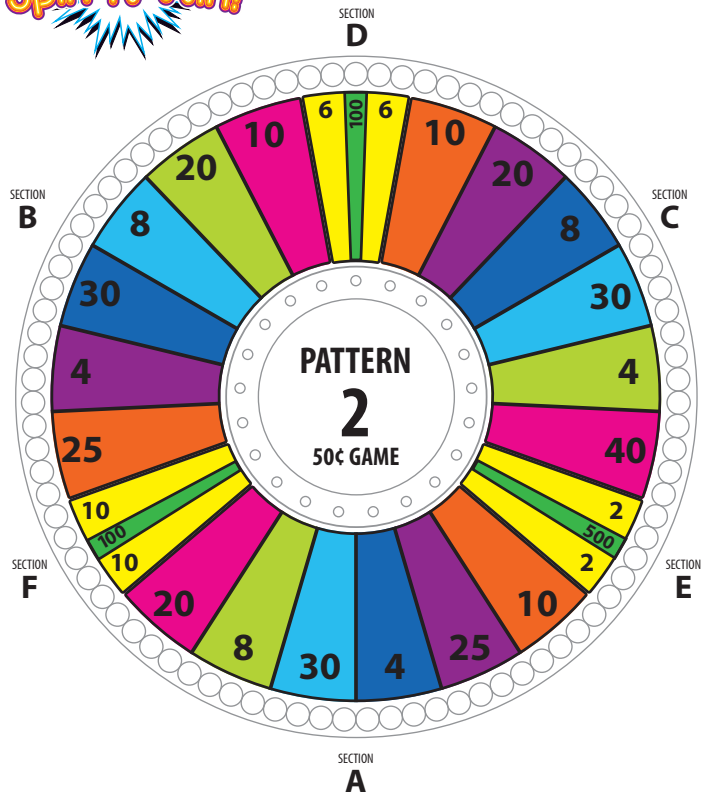
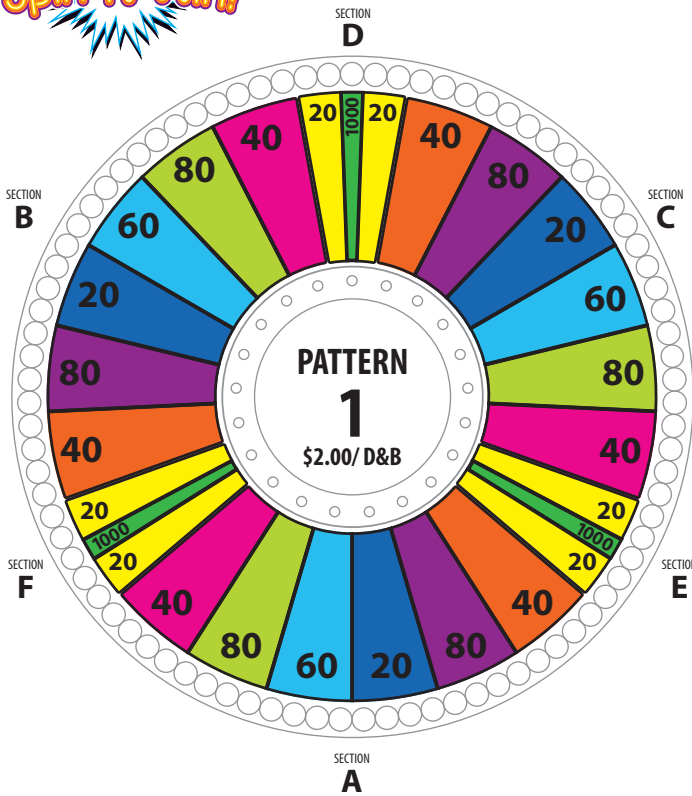
1 to 20 by 1's  
20 to 50 by 5 's

On the last screen, hold the MENU button to save custom payout or SELECT to erase.

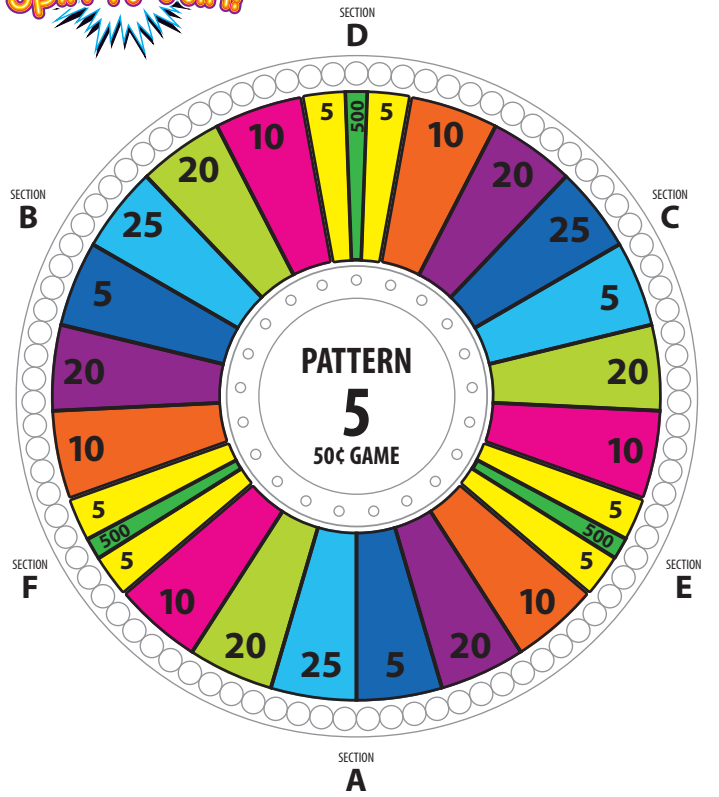
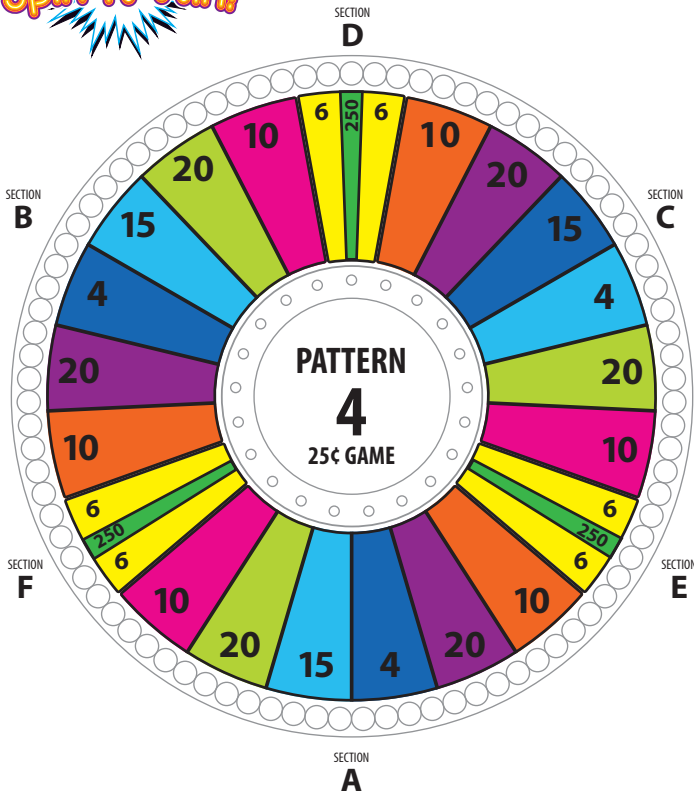
## CLEARING TICKETS OWED

Pressing and releasing the STOP button then holding it again for 5 seconds will clear owed tickets.

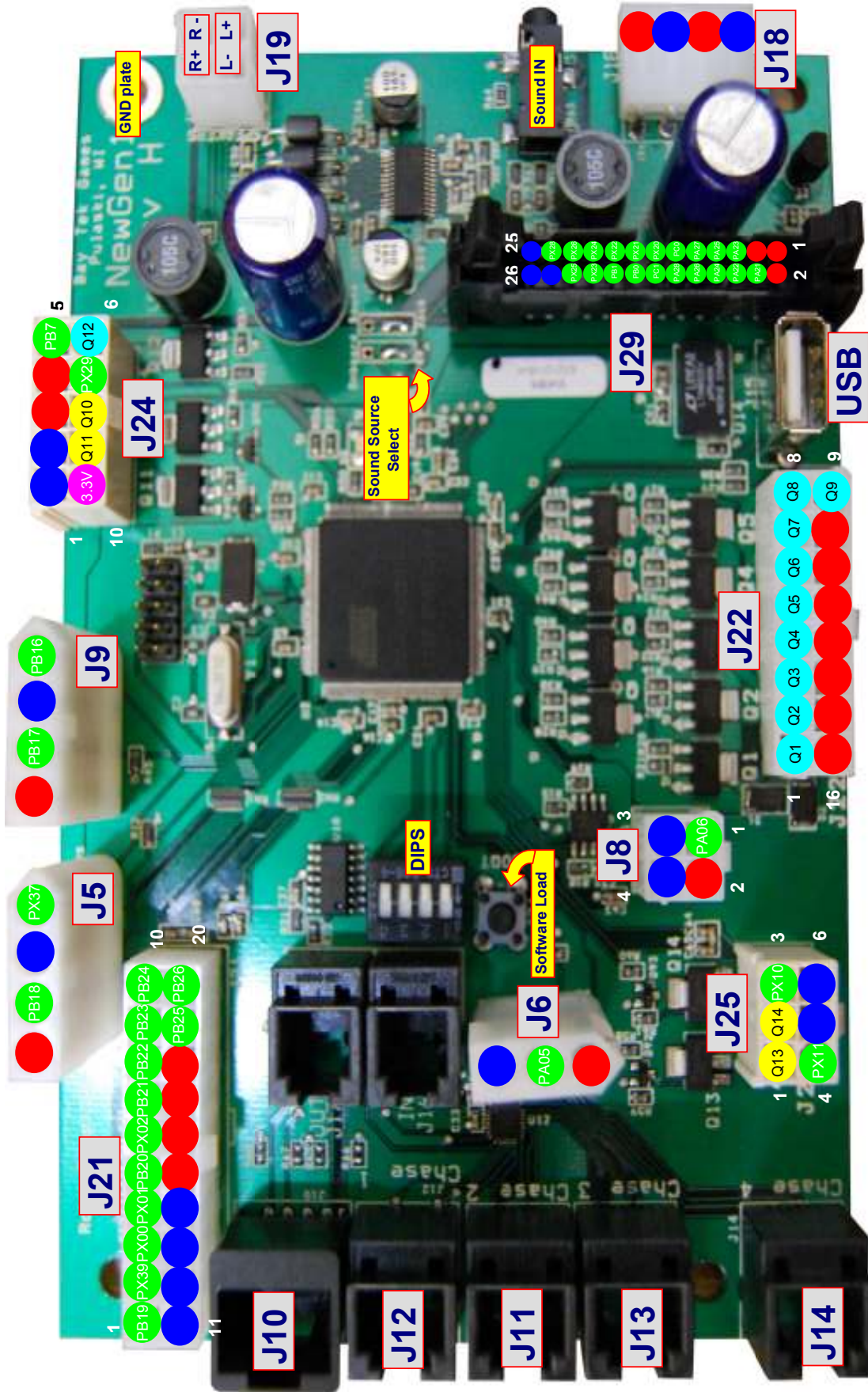
# TICKET PATTERNS



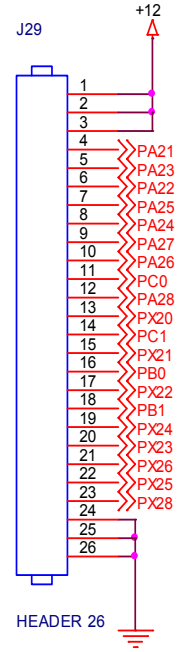
# TICKET PATTERNS



# MAINBOARD PINOUT



- SPI Out - Display - (J10)**
  - Pin 1 & Pin 3 - +12V
  - Pin 2 - SCLK\_BUS2
  - Pin 4 - SMOSI\_BUS2
  - Pin 5 & Pin 7 - Ground
  - Pin 6 - SCS2\_BUS2
  - Pin 8 - SMISO\_BUS2
- Chase Lights (J11, J12, J13, J14)**
  - Pin 1 - Chase Output
  - Pin 2 - Chase Output
  - Pin 3 - +12V
  - Pin 4 - Chase Output
  - Pin 5 - Chase Output
  - Pin 6 - +12V



- Ground
- +12V
- Low Side Driver
- High Side Driver
- TTL Logic
- +3.3V

# MAINBOARD PINOUT GUIDE

BayTek NEWGEN1 Hardware REV G & up

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

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

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

PB19	Start Handle Up Position	J21	1
PX39	Start Handle Down Position	J21	2
PX00		J21	3
PX01	Low Ticket Switch #1 Input	J21	4
PB20	Low Ticket Switch #2 Input	J21	5
PX02		J21	6
PB21		J21	7
PB22		J21	8
PB23		J21	9
PB24		J21	10
Ground		J21	11
Ground		J21	12
Ground		J21	13
Ground		J21	14
+12 Volts		J21	15
+12 Volts		J21	16
+12 Volts		J21	17
+12 Volts		J21	18
PB25		J21	19
PB26	NJ Lockout	J21	20

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

Pin Type	Purpose	Ref	Pin #
Ground		J24	1
Ground		J24	2
+12 Volts		J24	3
+12 Volts		J24	4
PB7		J24	5
LOWSIDE #12		J24	6
PX29		J24	7
HIGHSIDE #10		J24	8
HIGHSIDE #11		J24	9
3.3V		J24	10

PX37	Ticket Notch #1	J5	1
Ground	Ground for Ticket Dispenser	J5	2
PB18	Ticket Motor #1	J5	3
+12 Volts	Power for Ticket Dispenser	J5	4

PB16	Ticket Notch #2	J9	1
Ground	Ground for Ticket Dispenser	J9	2
PB17	Ticket Motor #2	J9	3
+12 Volts	Power for Ticket Dispenser	J9	4

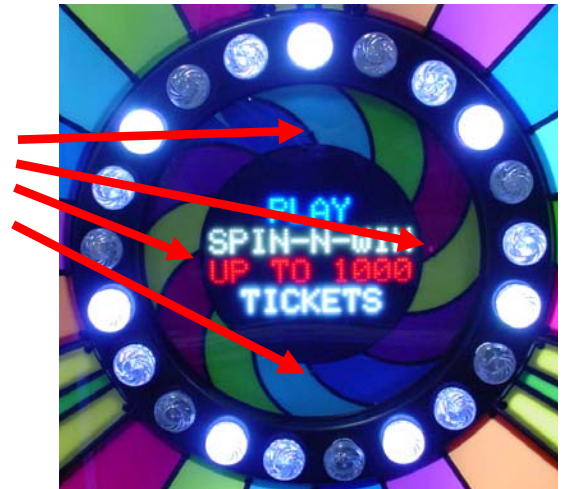
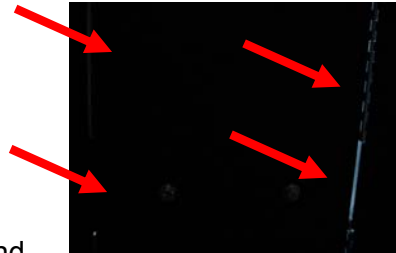
PA06	DBA Input	J8	1
+12 Volts		J8	2
Ground		J8	3
Ground		J8	4

+12 Volts		J29	1
+12 Volts		J29	2
+12 Volts		J29	3
PA21	R0a	J29	4
PA23	B0a	J29	5
PA22	G0a	J29	6
PA25	G1a	J29	7
PA24	R1a	J29	8
PA27	A address	J29	9
PA26	B1a	J29	10
PC0	C address	J29	11
PA28	B address	J29	12
PX20	CLKa	J29	13
PC1	D address	J29	14
PX21	B1b-LED DATA	J29	15
PB0	Display OutputEnable	J29	16
PX22	G1b-LED LATCH	J29	17
PB1	Display LATCH	J29	18
PX24	B0b-LED ADR1	J29	19
PX23	R1b-LED ADR0	J29	20
PX26	R0b-LED ADR3	J29	21
PX25	G0b-LED ADR2	J29	22
PX28		J29	23
Ground		J29	24
Ground		J29	25
Ground		J29	26

# HOW TO: ACCESS DISPLAY

Remove the 4 screws from the front of the game.

Remove the 4 screws from the back of the game.  
They are #2 square head.



Open the left rear access door, and push the front vacuum form toward the front of the game while sliding the wood display mount from the notches in the back wood.

The wood mount holding the display can now be removed from the left rear access door. Carefully moving the cables to avoid pinching.

# HOW TO: REPLACE STOP BUTTON

Open front door and reach up and feel for bottom of stop button.  
Carefully twist switch housing 1/8 turn, and remove switch housing.  
The plastic nut can then be spun off and button removed.

# HOW TO: ACCESS LIGHT BULB WIRING

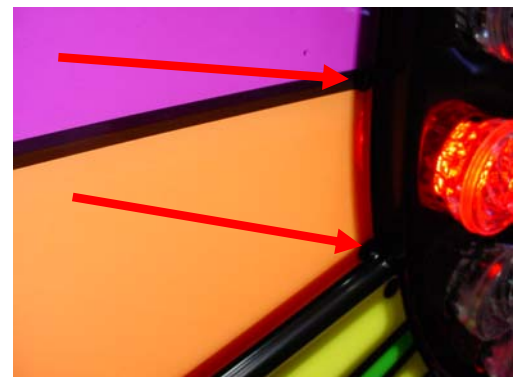
The light bulb wiring is easiest to access and inspect from the front of the game. The wiring diagrams are also drawn with a view from of the front of the game.

The front panels are held in place with plastic pop rivets.  
Open rear access door and push on the edge of a panel and the rivet will pop out.

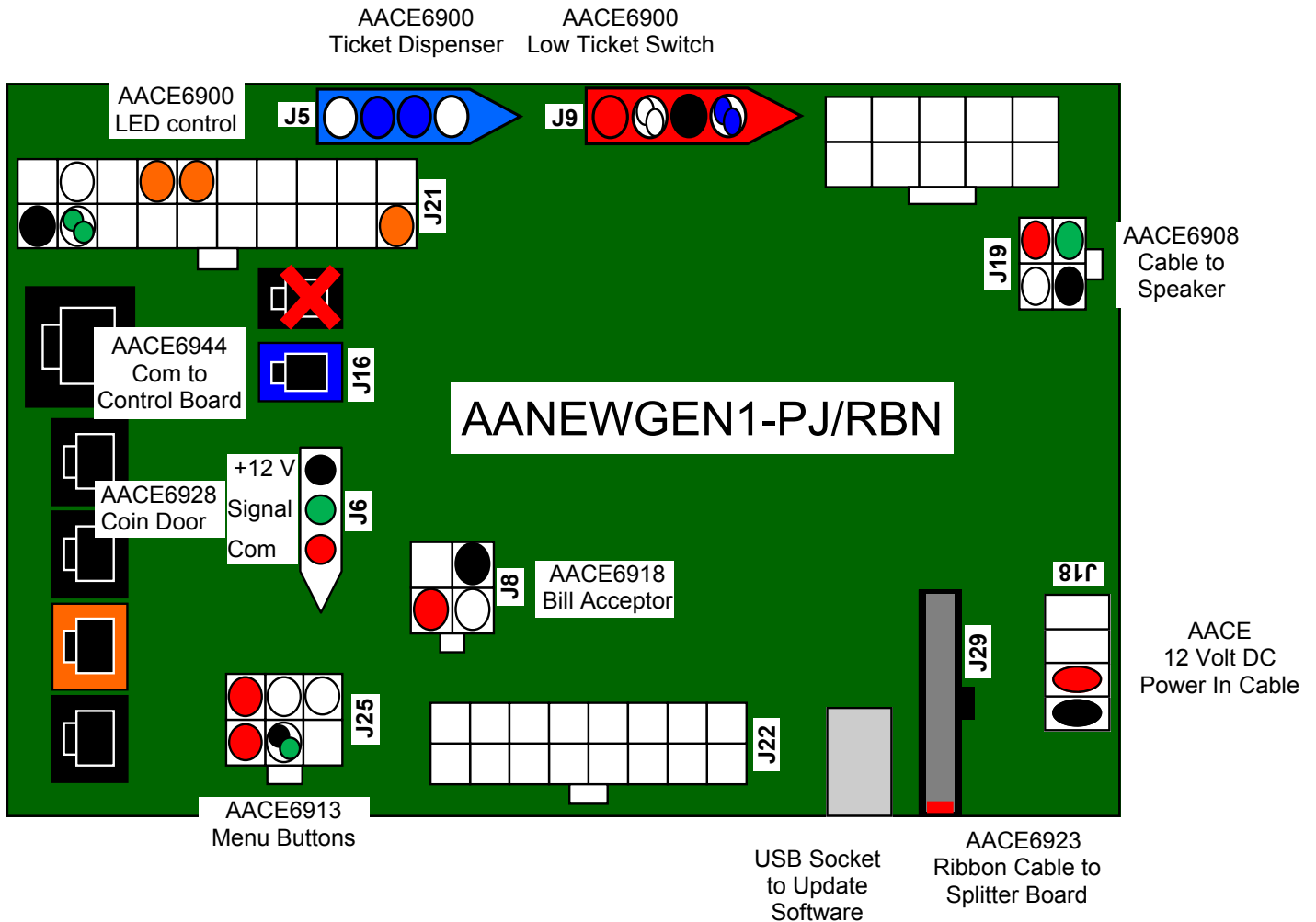
Move around edge of the panel and push the next one out, and the next one out, and so on.

Once one panel is removed, you can go to the front of the game and work out the next panel and so on.

Refer to wiring diagram to trace cable issues.



# CIRCUIT BOARD LAYOUT

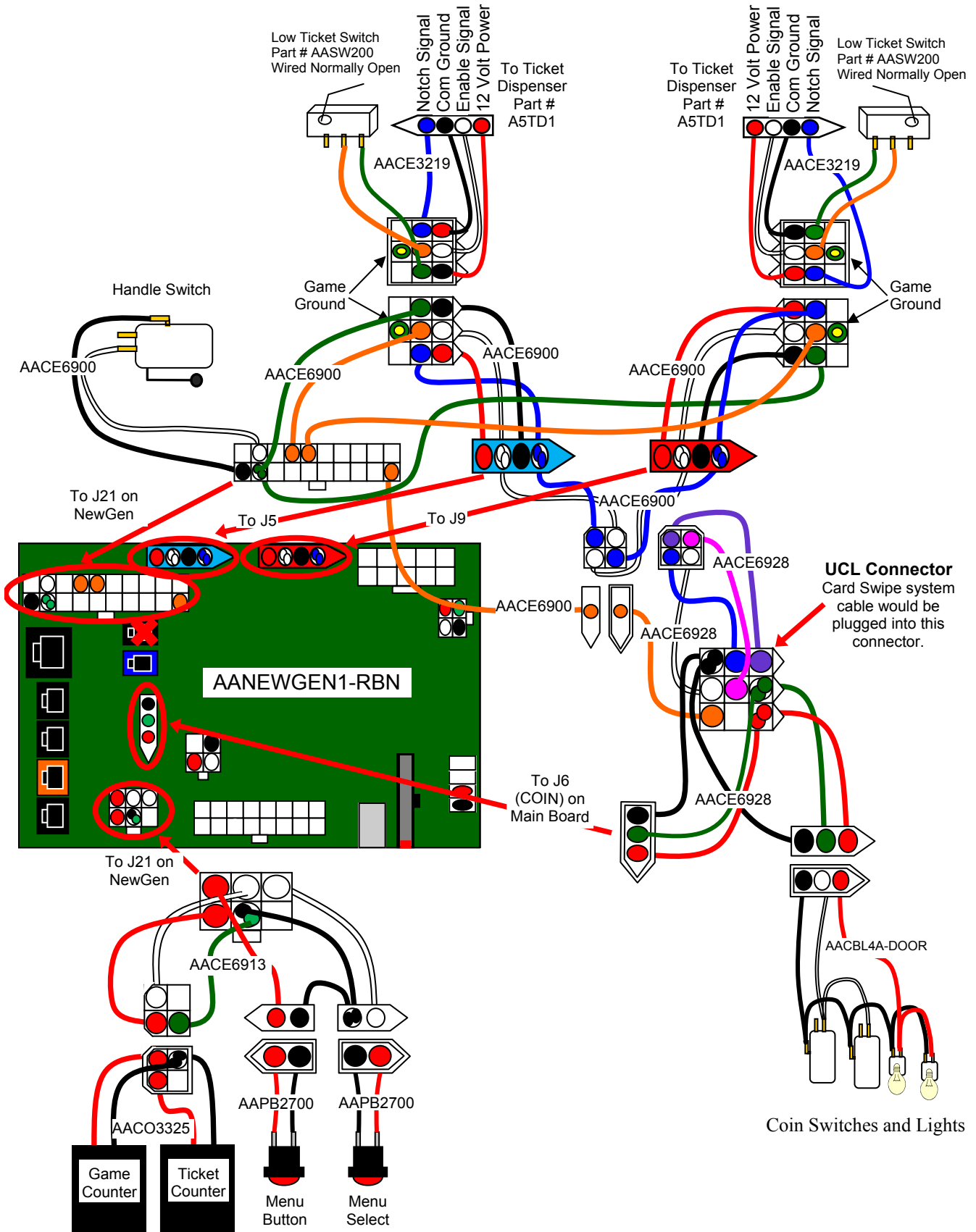




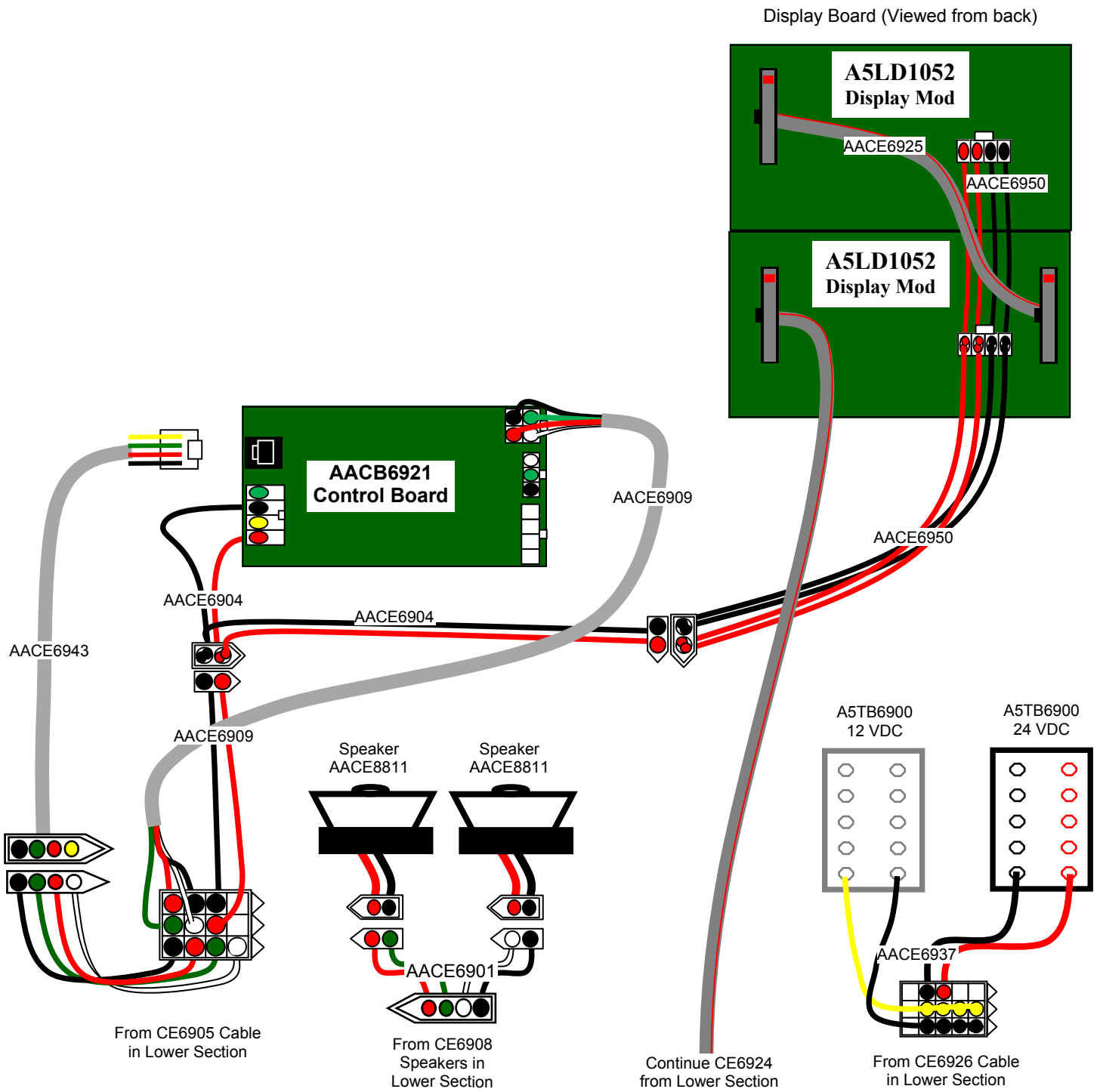
# TICKET DISPENSERS, HANDLE SWITCH & COIN WIRING DIAGRAM

## Left Ticket Dispenser

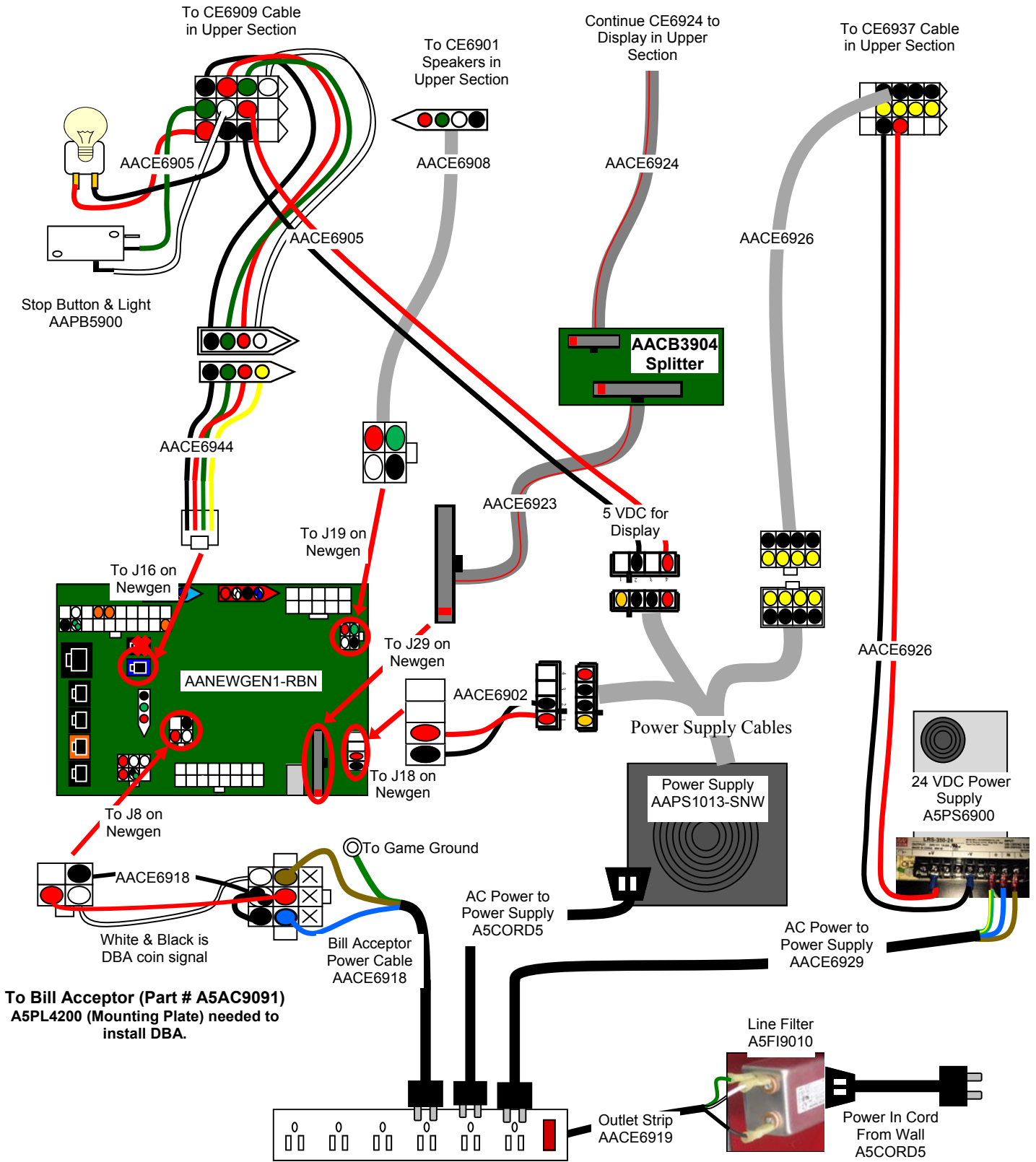
## Right Ticket Dispenser



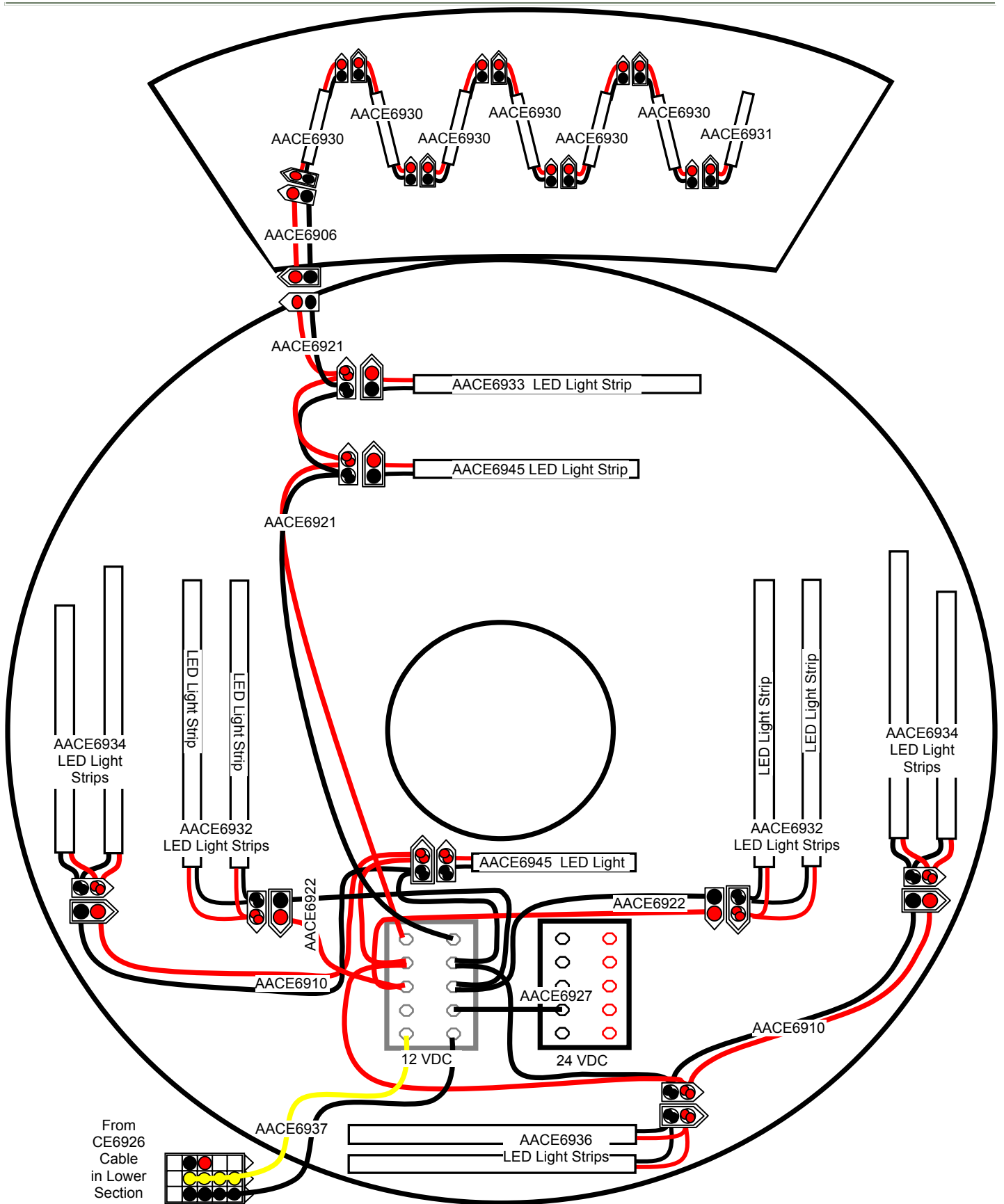
# UPPER SECTION POWER SUPPLY WIRING DIAGRAM



# LOWER SECTION POWER SUPPLY WIRING DIAGRAM



# LED WIRING DIAGRAM (VIEW FROM FRONT)

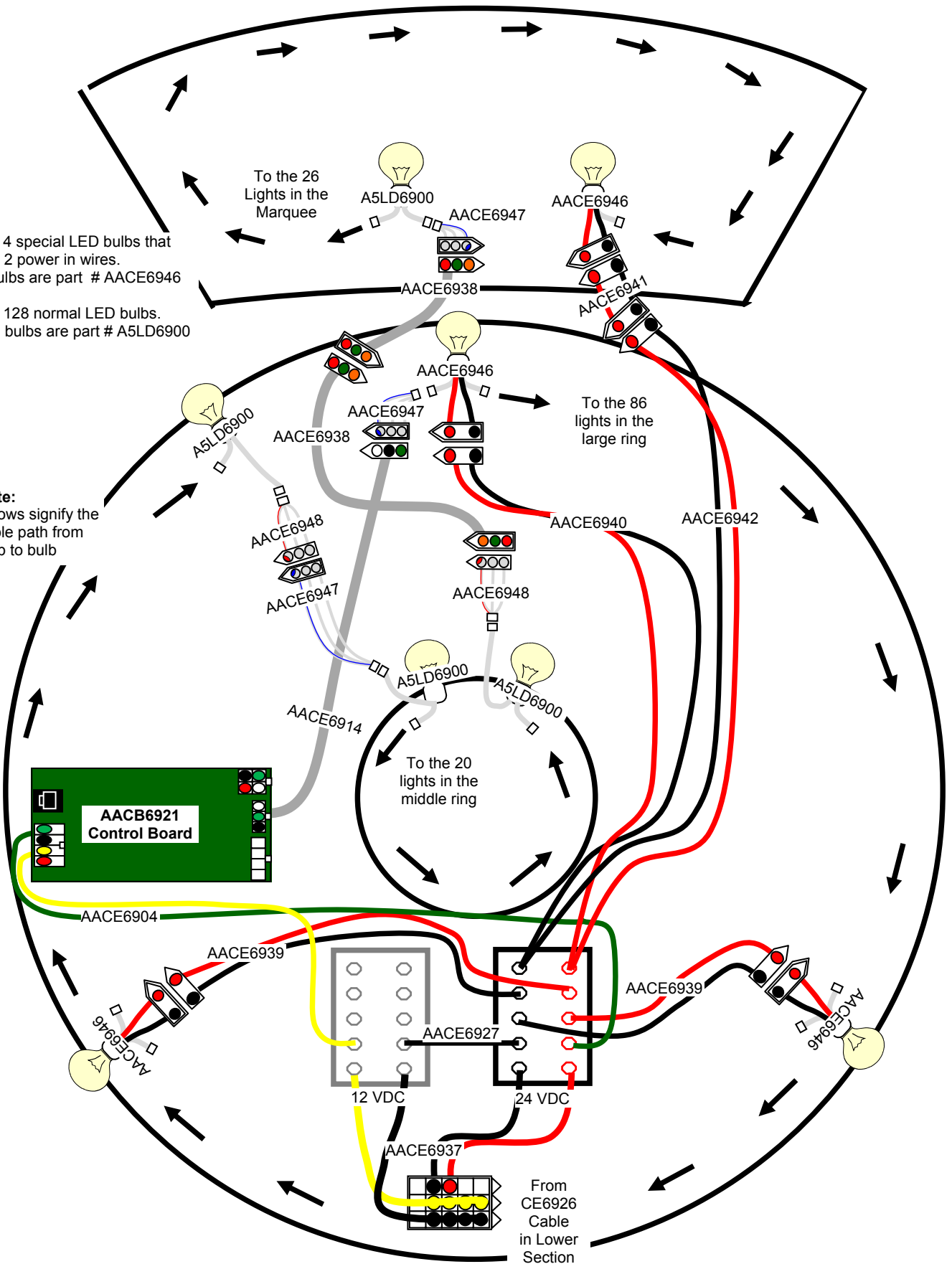


# LED BULB WIRING DIAGRAM (VIEW FROM FRONT)

Game has 4 special LED bulbs that have extra 2 power in wires. These 4 bulbs are part # AACE6946

Game has 128 normal LED bulbs. These 128 bulbs are part # A5LD6900

**Note:**  
Arrows signify the cable path from bulb to bulb



# POWER SUPPLY DIAGNOSTICS

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

The rocker switch should be illuminated.



2.) Check power in connection to power supply.

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

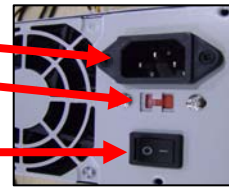
4.) Ensure Power switch is on.

5.) Ensure fan is turning.

If power supply fan is turning and there is no 12 Volt out:, replace power supply (AAPS1013-SNW)  
If power supply fan is not turning, then continue to "Verify Power to Motherboard"

6.) Ensure the Green and black wires are tied together on the power supply.

This will turn on the power supply with no load or signal from game.



Power Strip  
AACE6919

## Minimize load on power supply and isolate short

Unplug the 3 cables from the power supply going to all boards and cables.

This will leave the power supply all by itself.

- If power supply still does not power on, replace power supply (AAPS1013-SNW)

- If power supply does turn on with all cables disconnected:

Plug in the Newgen Board to the power supply, but unplug all of the outputs from the board.  
Turn on game and verify the power supply turns on.

- If it does not turn on, replace the Newgen Board (AANEWGEN1-RBN)

- If it does turn on, then plug in one cable at a time to the board.

If the power supply does not power on when a specific cable is plugged in—follow that cable and fix short.

## Flashing Light Bulb Theory

The control board in the upper back of game controls the flashing light bulbs on the playfield.

This control board receives 5 volt DC from the red and black wires on cable #'s: CE6904, CE6909, CE6905, from power supply (AAPS1023-SNW)

It receives 12 volts on the green and yellow wires from the terminal block on cable # CE6904

The terminal block receives power from the powers supplies on cable #'s: CE6937, CE6926

Control board communicates to the Newgen board through cable # CE6944, CE6905, CE6909, & CE6943.

The flashing light bulbs are controlled by the control board using a signal that originates from CE914 to the top bulb in the large light ring. The bulbs are daisy chained together around the large light ring, then to the center ring though cable #'s: CE6948 & CE6947. Once around the center small ring, the signal goes up to the marquee through cable #'s: CE6948, CE6938, CE6947.

There are 4 special flashing light bulbs in the game ( 3 in large ring and 1 in the marquee) that are supplied 24 volts DC. The first bulb in the chain, (top of the large ring) is this special bulb. (Part # AACE6946)  
These 4 bulbs are supplied 24 Volts DC from the terminal block through cables #'s: CE6939, CE6940, CE6941, & CE6942. Refer to wiring diagram.

The terminal block receives 24 volts from a power supply (part # A5PS6900) through cable #'s CE6926 & CE6937.

The other 128 flashing bulbs are the same and interchangeable for troubleshooting. (Part # A5LD6900)

# 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.  
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:

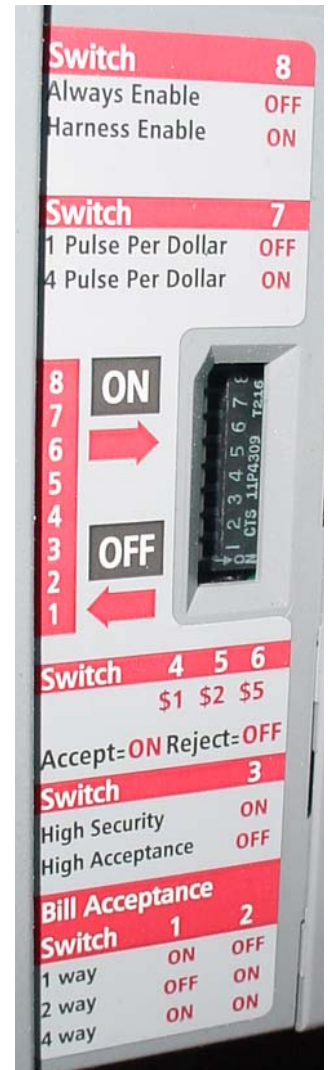
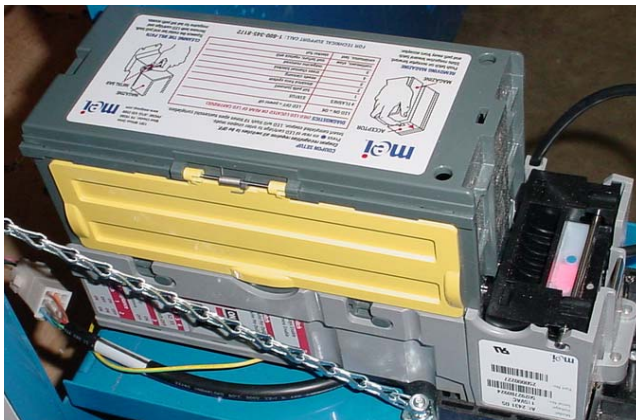
Use meter to measure 110 AC voltage at cable going into Bill Acceptor from power strip.

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.

**REMOVING MAGAZINE**  
Push latch on acceptor forward.  
Slide magazine toward latch and pull away from acceptor.

**COUPON SETUP**  
Coupon recognition requires all switches to be OFF.  
Press ● on rear of LED cartridge to enter coupon mode.  
Insert completed coupon. LED will flash 10 times upon successful completion.

**DIAGNOSTICS (RED LED LOCATED ON REAR OF LED CARTRIDGE)**

LED ON = OK	LED OFF = power off
# FLASHES	STATUS
1	bill path jammed
2	disabled from system
3	needs cleaning
4	cross channel blocked
5	magazine removed
continuous, slow	unit failure; replace unit
continuous, fast	stacker full

**CLEANING THE BILL PATH**  
Squeeze the metal bar and pull out magazine for full bill path.

**FOR TECHNICAL SUPPORT CALL: 1-800-345-8172**

# DECAL DIAGRAM



DECAL DIAGRAM









# TROUBLE SHOOTING GUIDE

## Troubleshooting Strategy

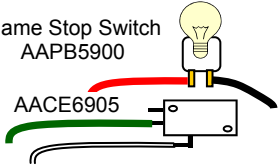

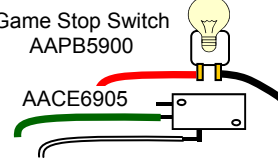
Use common sense and a systematic method of troubleshooting to determine the exact problem, probable cause and remedy. Use the process of elimination to find the fault component. Always check for the simple and obvious causes first such as unplugged, loose or broken wires and bad sensors, bent, pinched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

Problem	Probable Cause	Remedy
<p><b>No power to the game. No lights on at all.</b></p>	<p>Unplugged. Circuit breaker tripped. 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) Change plug position, replace if needed. See Power Supply diagnostic below.</p>
<p><b>Bill Acceptor on, but everything else off.</b></p> <p><b>(Power Supply not ON)</b></p>	<p>Power supply unplugged. Rocker Switch. Power supply shutting down because of 12 V overload. Faulty power supply.</p>	<p>Insure unit is plugged into power strip. Make sure rocker switch is set ON. </p> <p>See power supply diagnostics to isolate bad component. A 12 volt short would cause this. See Power Supply Diagnostic below.</p>
<p><b>Dollar Bill Acceptor not functioning.</b></p> <p>Ensure Bill Acceptor is set to "Always Enable"</p> <p><b>Important : Only 110 Volt AC DBA is to be installed.</b></p> <p>Enter Diagnostic Menu to see if DBA input flashes ON quickly when bill is inserted.</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. (AACE6918) Repair or replace wiring harness. Check J8 connector on Newgen Board. Ensure wires are secure in connectors. Refer to troubleshooting section of dollar bill acceptor manual included with this game or the diagnostics label of the back of the unit.</p>
<p><b>Meters do not work.</b></p> <p>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. Refer to Tickets not dispensing troubleshooting section. Check connections and reseat J25 on Newgen board. Cables # AACE6913 and AACO3325 Replace counter. AACO3325</p>


# TROUBLE SHOOTING GUIDE

Problem	Probable Cause	Remedy
<p><b>Game not coining up.</b> Enter Diagnostic Menu to see if display shows COIN quickly when coin is inserted.</p> 	<p>Ensure game makes sound when coin switch is triggered.</p> <p>Game set to large amount of credits per game.</p> <p>If Coin Input stays ON</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 NewGen Board. (AACBL4A-DOOR, AACE6928)</p> <p>Check N1 Menu - Ensure Coins/Credits per Play is set as desired. Default = 4.</p> <p>Replace faulty Newgen Board. (AANEWGEN1-RBN)</p>
<p><b>No Sound</b>  (2 speakers in game)</p>	<p>Volume set to zero in menu.</p> <p>Disconnected, loose or broken wires.</p> <p>Faulty speaker.</p>	<p>Enter N2 &amp; N3 Menus and verify: Game Volume &amp; Attract Volume is not zero</p> <p>Check connections from speakers to Newgen board. Cables # AACE8811, AACE6901, and AACE6908</p> <p>Replace speaker. AACE8811</p>
<p><b>Pull Handle does not work</b>  Mechanical Issue with Handle</p>	<p>Most mechanical parts inside the handle mechanism are difficult to replace because of the tension put on the many springs inside.</p> <p>We recommend replacing the entire mechanism for any mechanical issue. Replace part # A5HA8500</p>	
<p><b>Pull Handle does not work</b>  Switch does not work</p> 	<p>The pull handle will start the circle lights spinning. There is a menu timeout option that will also start the wheel lights without the need for the handle to be pulled.</p> <p>Disconnected, loose or broken wires.</p> <p>Enter N21 Menu to see if display shows HANDLE when pressed.</p> <p>Faulty switch</p>	<p>Switch wires should be connected “normally closed”</p> <p>Check connections from switch to J21 on Newgen board. Cable # AACE6900</p> <p>Display should show HANDLE when handle is pulled.</p> <p>Replace switch with the spare on assembly</p>
<p><b>Menu Buttons do not work.</b></p>	<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 main board. Check continuity on wires. (AAPB2700, AACE6913)</p> <p>Replace Newgen Board. (AANEWGEN1-RBN)</p>

# TROUBLE SHOOTING GUIDE

<p><b>Tickets do not dispense or Wrong amount dispensed.</b></p> <p>Both ticket dispensers will pay out tickets at the same time.</p> <p>A red dot on the display board means the low ticket switch on bottom of either ticket tray is activated</p>	<p>Tickets on win spot does <b>not</b> match tickets coming out of game.</p>	<p>Opto Sensor on ticket dispenser dirty.</p> <p>Faulty ticket dispenser.</p> <p>Notch on tickets cut too shallow.</p> <p>Faulty cable. Disconnected, loose or broken wires.</p> <p>Isolate which dispenser is faulty.</p> <p>Faulty Main Board.</p>	<p>Blow dust from sensor and clean with isopropyl alcohol.</p> <p>Replace with working dispenser to isolate the problem. (A5TD1)</p> <p>Flip tickets and load upside-down to have large cut notch toward opto sensor.</p> <p>Check connectors from ticket dispensers to Newgen board. Check for continuity. Cables AACE6900 &amp; AACE3219</p> <p>Swap ticket dispenser outputs J5 &amp; J9 on Newgen board.to determine cable issue or Newgen Issue</p> <p>Replace Newgen board(AANEWGEN1-RBN)</p>
<p><b>Low Tickets dot on center display</b></p>	<p>Tickets are empty in either ticket tray</p> <p>Faulty cable. Disconnected, loose or broken wires.</p> <p>Faulty low ticket switch.</p> <p>Faulty Newgen Board</p>	<p>Load tickets into tray. Ensure tickets hold down micro switch wire.</p> <p>Check connectors from low ticket switches to Newgen board. Check for continuity. (AACE3219, AACE6900)</p> <p>Inspect switch and replace if needed. (AASW200)</p> <p>Replace Newgen Board. (AANEWGEN1-RBN)</p>	
<p><b>Stop Button does not work</b></p> <p>Game Stop Switch AAPB5900</p> 	<p>Button stuck, sticky or broken.</p> <p>Disconnected, loose or broken wires.</p> <p>Enter N21 Menu to see if display shows STOP when pressed.</p> <p>Faulty button.</p>	<p>Clean top of button, ensure it springs back when pushed down. Look for broken tab on bottom of switch</p> <p>Check connections from switch to Control Board in back upper section of game. White &amp; Green wires (Cables # AACE6905, AACE6909)</p> <p>Display should show ON when button is pressed.</p> <p>Replace button. AAPB5900</p> 	
<p><b>Stop button Light does not blink</b></p> <p>Game Stop Switch AAPB5900</p> 	<p>LED Light bulb itself burned out. It will only blink during game play while lights are spinning.</p> <p>Disconnected, loose or broken wires.</p> <p>Faulty button.</p>	<p>Check for 12 Volts DC across lights: Red and Black wires. (Cables # AACE6905, AACE6909)</p> <p>Check connections from switch to Control Board in back upper section of game. Cables # AACE6905, AACE6909)</p> <p>Replace button. AAPB5900</p>	

# TROUBLE SHOOTING GUIDE

Problem	Probable Cause	Remedy	
<b>Display not working</b>	Display is dark	<p>The 5 Volt DC power to display board comes from power supply through cable #'s: CE6950, CE6909 &amp; CE6905. Check for faulty cable, disconnected, loose or broken wires.</p> <p>The signal comes from the Newgen board through cables #'s: CE6925, CE6924, CE6923, and a splitter board (AACB3904) Check for faulty cable, disconnected, loose or broken wires.</p>	
	Half of display is not working  There are 2 display boards, an upper display and a lower display. Part # A5LD1052	Connection between the 2 display boards loose or Faulty.  Faulty display board	5 volt power cable AACE6950 & Ribbon cable AACE6925 Check for faulty cable, disconnected, loose or broken wires.  Replace display board (A5LD1052)
	Red Dot showing on Display Board	A red dot on the display board means the low ticket switch on bottom of either ticket tray is activated.	Enter N21 menu and check both switches. Refer to Low Ticket Diagnostic 
	Display is garbled	Check the 5 Volt DC power to both display boards.  Check the display signal cables from the Newgen board  Faulty Main Board Flashing Noisy Display	Check for faulty cable, loose, disconnected or broken wires. (CE6950, CE6909 & CE6905)  Check for faulty cable, disconnected, loose or broken wires. (CE6925, CE6924, CE6923, and a splitter board (AACB3904)  Newgen board(AANEWGEN1-RBN)  Ensure ribbon cable is isolated as much as possible from other cables to reduce noise interference.
<b>LED white cabinet lighting not working.</b>	There are many 12 volt DC LED light sticks behind the circular playfield.	They receive power from the power supply through cable #'s AACE6926 & CE6937 which go to a Terminal Block (A5TB6900) This Terminal Block distributes the 12 Volts to many LED light sticks. Refer to Wiring Diagram to follow specific light wiring. Check for proper connection from power supply to Terminal Block and then to LED strips.  Check continuity and 12 volts on affected LED strip, refer to "LED Wiring Diagram section"	

# TROUBLE SHOOTING GUIDE

Problem	Probable Cause	Remedy
<b>All Flashing light bulbs on playfield not on</b>	Faulty 24 VDC power from power supply	Check power from top of power supply. Unplug outputs from power supply at re-test. Replace power supply if no 24 Volts DC out. Part # A5PS6900
	Faulty cable. Disconnected, loose or broken wires.	Check CE6926 cable from power supply. Check CE6926 in upper section of game. Check CE6940 to first LED bulb in the system.
	First Light Bulb in sequence faulty	Swap the first bulb with another bonus bulb with the same special connector. Replace if needed. Part # AACE6946
<b>All Flashing light bulbs on playfield not working - but they flash in attract mode</b>	Newgen Board is not communicating to the Control Board.	Check cables from the Newgen to the Control Board (#'s: AACE6944, AACE6905, AACE6909, AACE6943)
	Faulty Control Board Faulty Newgen Board.	Replace Control Board (Part # AACB6921) Replace Newgen board(AANEWGEN1-RBN)
<b>Some Flashing light bulbs on playfield not working.</b>	The bulbs are wired in series. If one bulb is faulty, the rest of the bulbs will not work.	Refer to wiring diagram. The arrows show the cable path from bulb to bulb. Faulty bulb could be the first bulb not working or the last bulb that is working in the line.  Enter N22 menu to test lights.
<b>All Flashing light bulbs on playfield are blue</b>	The control signal to bulbs is faulty or no 12 volts DC to the Control Board	Check CE6947 and CE6948 from the light bulbs to the CE6914 cable to the Control Board. Check 12 volt DC from power supply cable # CE6926 & CE6937 to terminal block in upper section of cabinet. Then CE6904 to Control Board.
	Faulty Control Board If there is no game play?	Replace Control Board (Part # AACB6921) Replace Newgen board(AANEWGEN1-RBN)
<b>Light not stopping in correct spot on playfield</b>	Stop switch sticking or faulty.	Clean or replace stop switch. Part # AAPB5900
	Faulty Cable	Check for proper connection from Stop Button to Control Board. Check for faulty cable, disconnected, loose or broken wires.((AACE6905, AACE6909)
	Faulty Control Board	Replace Control Board (Part # AACB6921)



# PARTS LIST

<b>PART #</b>	<b>DESCRIPTION</b>	<b>PART #</b>	<b>DESCRIPTION</b>
A5CB8020	COIN BOX	AACE3219	CABLE,TKT DISP/LOW TKT
A5HA8500	HANDLE MECH ASSY	AACE6900	CABLE ASSY, LOWER HANDLE, TICKET
A5RO8700	PULL HANDLE ROD	AACE6901	CABLE ASSY, SPEAKERS
A5CA8704	CAM, STANDARD	AACE6902	CABLE ASSY, NEW GEN POWER
A5HU8500	HUB, SMOOTH, CHROME	AACE6904	CABLE ASSY, POWER TO CONTROL BD
A5PL8708	CHROME PLATE FOR HANDLE	AACE6905	CABLE ASSY, BUTTON/LIGHT SWITCH
A5CORD5	CORD,AC COMPUTER CORD	AACE6906	CABLE, 12 V JUMPER TO MARQUEE LIGHTS
A5LD6900	LED BULB (128 PER GAME)	AACE6908	CABLE ASSY, SPEAKER WIRE
AACE6946	SECIAL LED BULB (4 PER GAME)	AACE6909	CABLE ASSY, PLAY BUTTON
AACBL4A-DOOR	CABLE, DOUBLE COIN DOOR	AACE6910	CABLE ASSY, 12 VOLT TO LED LIGHTS
A5FI9010	FILTER,INLINE,TO PASS FCC	AACE6913	CABLE ASSY, METERS/MENU BUTTONS
A5LK2001	LOCK, CASH BOX, A05/E00 KEY	AACE6914	CABLE ASSY,DATA AND PLAYFIELD LIGHTS
A5LK5002	LOCK, 7/8", H95 KEY CODE	AACE6918	CABLE ASSY, DBA
AAPB5900	PUSH BUTTON,RED,W/LEDS	AACE6919	CABLE ASSY, OUTLET STRIP
AASW200	LOW TICKET SWITCH	AACE6921	CABLE ASSY, 12 V TO MARQUEE LIGHTS
A5TD1	TICKET DISPENSER,ENTROPY	AACE6922	CABLE ASSY, 12 VOLT TO LED LIGHTS
A5TT4100	LEFT TICKET TRAY	AACE6923	CABLE ASSY, RIBBON CABLE
A5TT4101	RIGHT TICKET TRAY	AACE6924	CABLE ASSY, RIBBON CABLE
A5ME4182	METAL COIN BOX GUIDE	AACE6925	CABLE ASSY, RIBBON CABLE JUMPER
A5ME4179	LEFT TICKET DISP BRACKET	AACE6926	CABLE ASSY, 12V POWER SUPPLY
A5ME4180	RIGHT TICKET DISP BRACKET	AACE6927	CABLE ASSY, GROUND JUMPER
A5PL4200	PLATE, MOUNT BILL VALIDATOR	AACE6928	CABLE ASSY, COIN UP FROM NEW GEN
A5PL8900	BLANKING PLATE FOR DBA	AACE6929	CABLE ASSY, POWER CORD JUMPER
A5TB6900	TERMINAL BLOCK	AACE6930	CABLE ASSY, MARQUEE STICK LIGHTS, 8 IN
A5HO1003	HOLDER FOR LIGHT BARS	AACE6931	CABLE ASSY, MARQUEE STICK LIGHT, 8 IN
W5HG1025	16" Double Bend Hinge	AACE6932	CABLE ASSY, MARQUEE STICK LIGHT, 40 IN
W5HG1050	8" Double Bend Hinge	AACE6933	CABLE ASSY, TOP PLAYFIELD LIGHT, 40 IN
W5HG1065	5-75 Single Bend Hinge	AACE6934	CABLE,OUTSIDE LIGHTS IN UPPER PLAYF
A5ME6900	METAL, FRONT KICK PLATE	AACE6936	CABLE ASSY, STICK LIGHTS, 45 IN
A5ME6901	METAL, FRONT CAB BRACKET	AACE6937	CABLE ASSY, TOP JUMPER POWER SUPPLY
A5ME6902	METAL, TOP CABINET BRACKET	AACE6938	CABLE ASSY, BULB JUMPER
A5ME6903	METAL, LEFT LEG ASSEMBLY	AACE6939	CABLE ASSY, PLAYFIELD BULB POWER
A5ME6904	METAL, RIGHT LEG ASSEMBLY	AACE6940	CABLE ASSY, LIGHT BULB POWER
A5RI6900	RIVOT, NYLON PUSH RIVOT	AACE6941	CABLE ASSY, MARQUEE POWER JUMPER
W5TM4000	T-MOLD,7/8""BLACK	AACE6942	CABLE ASSY, MARQUEE POWER
A5LD1052	LED DISPLAY MODULE	AACE6943	CABLE ASSY, PLAYFIELD DISTR. BOARD
AACB3904	CIRCUIT BD, RIBBON SPLITTER BD	AACE6944	CABLE ASSY, COM TO CONTROL BD,
AACB6921	LIGHT CONTROL BOARD	AACE6945	CABLE ASSY, PLAYFIELD LIGHT, 12 IN
AANEWGEN1-RBN	BD ASSY,NEWGEN,W/RIBBON	AACE6946	SECIAL LED BULB (4 PER GAME)
AAPB2700	PUSHBUTTON, MENU, ASSY	AACE6947	CABLE,MALE ADDRESSABLE LIGHT JUMPER
AACO3325	COUNTER,ASSY	AACE6948	CABLE,FEMALE ADDRESSABLE LIGHT JUMP
A5PS6900	24 V DC POWER SUPPLY	AACE6950	CABLE ASSY, DISPLAY JUMPER RIBBON
AAPS1013-SNW	POWER SUPPLY ASSEMBLY	AACE8811	SPEAKERS

# PARTS PICTURES



**A5CORD5**



**A5FI9010**



**AACE6919**



**A5LK2000**



**A5LK5001**



**AAPS1013-SNW**



**AACBL4A-DOOR**



**AACE8811**



**AAPB2700**



**AANEWGEN1-RBN**





# 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.