

Alley Bowlers

Fire Ball Version 1.01

Bustin' Balloons Version 1.00

Basket Fever Version 1.01

OWNER'S MANUAL

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OPERATION AND SETUP SECTION

Safety Precautions



CAUTION: Electrical Shock Hazard.

Do not perform repairs or maintenance on this game with power ON. Unplug the unit from the wall outlet or shut off power at the power strip inside the cabinet.



CAUTION: Electrical Shock Hazard.

Always plug game into a grounded circuit.



CAUTION: Use of flammable substances can cause severe burns or personal injury.

Always use non-flammable solvents for cleaning parts and surfaces of this game. Do not use flammable substances such as gasoline, kerosene or thinners.

How the Games Works

Fire Ball

Fire Ball is a game of skill requiring accurate aim to score high points. A progressive version of this game is also available.

The player is given 6 or 9 balls per play. One or two coins are required for each play. The owner sets these options.

The player tries to 'bowl' as many points as possible with available balls, by rolling the balls up the ramp and into the various valued rings. The upper digital display indicates the total number of points won. The lower display indicates the number of balls played.

At the end of the game, tickets are dispensed according to the 'ticket pattern' preset on the dipswitches.

NOTE: *The score placard on the left rail of the game should match the dipswitch ticket table. (See Page 7). See Programming Section on page 4 for dipswitch settings.*

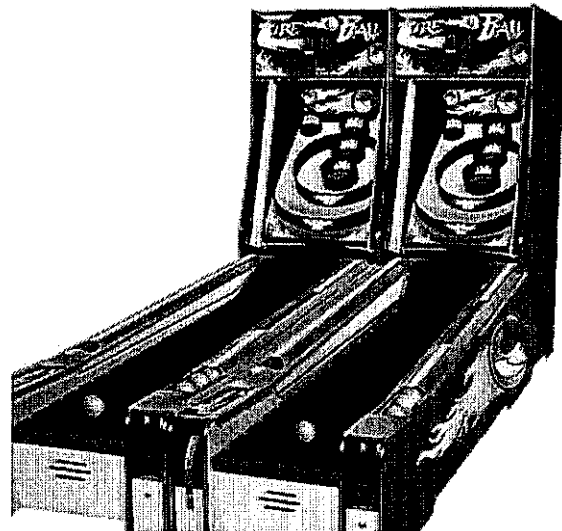


Figure 1 Fire Ball Games

Basket Fever

Basket Fever operates in the same manner as Fire Ball and also has a progressive version.

The difference is that players aim for the various valued baskets to score points and build up ticket payouts. Scoring and ticket payouts are also based on the score placard located on the left rail of the game.

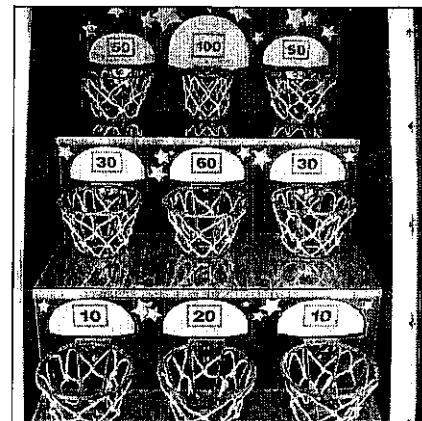


Figure 2 Basket Fever

Bustin' Balloons

Bustin' Balloons is an exciting version of the old carnival game. The difference in this game is that players must score points by knocking over balloons. Scores are based on the number of balloons "popped" or knocked over and their value. As with Basket Fever and Fire Ball, tickets are dispensed based on points displayed on the score placard on the left rail of the game.



Figure 3 Bustin' Balloons

Service Connections

All Bay-Tek games are 110V or 220V(optional) and draw 2-3 amps at startup. Outlets should be rated for 20 amps or higher.

IMPORTANT: *Be sure that the electrical power outlets match the game requirements. See outlet labeling at rear bottom of game cabinet.*

Unpacking, Assembly and Installation

1. Inspect the game for any damaged, loose or missing parts. If damage is found please

contact the carrier first. Then contact Bay-tek at: service@bay-tek.com, or phone (920) 822-3951 to order replacement parts.



CAUTION: Lifting Hazard. *Lifting heavy objects can cause back, neck and other injuries. Be sure adequate lifting and moving devices are available*

when unloading, unpacking and moving this game.

2. All alley bowler games are shipped in two pieces. The front ramp cabinet and the rear Playfield cabinet. Balls are boxed and strapped to the top of the rear cabinet.
3. Place the rear cabinet near the final location.
4. Uncoil the power cord at the back of the cabinet and plug the power cord into the wall outlet. Be sure the outlet is the correct voltage. The game lighting will light up and the score display will be in chase mode.
5. Remove any tape securing game lighting or other components. Remove the paper facing on the front acrylic of the cabinet.
6. Place the rear cabinet in its final position. If leveling is necessary, use adequate shims and blocking to prevent tipping.
7. Position the front ramp cabinet near the rear cabinet and plug in the wiring connectors between the cabinets. The ramp chase lighting will illuminate and the score display should read 'Lo' meaning the ticket tray is empty.
8. With everything work properly to this point, tilt the rear cabinet backward slightly while the front cabinet is pushed into position under the lip of the rear cabinet. Be sure the sides are even. There are no hardware connections between these sections.
9. Remove the keys taped to the coin return in the ramp cabinet. Fill the ticket dispenser. The score display should read 'Lb' meaning no balls are in the return rack.

10. Remove the balls from the box and roll them up the ramp so they fill the return rack. The score display should then go to chase mode.

11. The game is set up for standard factory defaults. See the Programming section on page 4 for default values. Make any dipswitch setting changes you need to make prior to operating the game. Be sure the power is off before making changes. See Instructions.

12. Play the game a few times to make sure that everything is working. If something is not working properly, review the troubleshooting section first. If the problem cannot be resolved, contact the Bay-tek service department at: service@baytek.com, or phone (920) 822-3951.

13. Once everything is set and working properly, use glass cleaner and a soft clean cloth to clean all the acrylic and metal surfaces on the game. Use an anti-static cleaner polisher on the black ramp surface to protect it and keep it slippery. The game is now ready to play.

Note: The coin box lock is provided with a different set of keys allowing operators to hand out maintenance keys without compromising security to the coin box.

Sounds

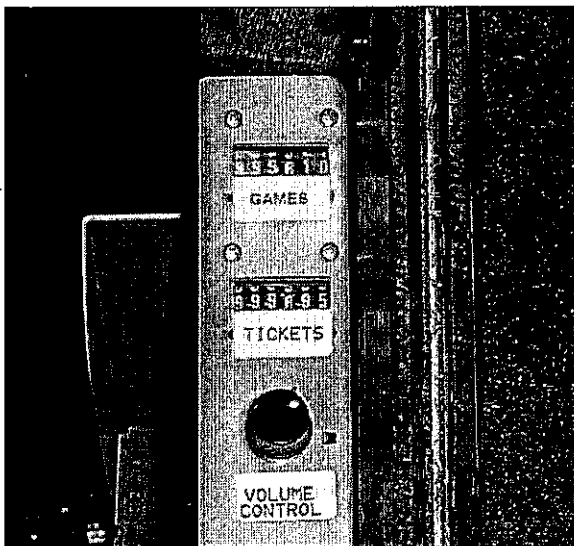


Figure 4 Counters and Volume Control

A voice and sound chip enhance the visual effects of the game during normal play and during 'Attract' mode of operation. A volume control is located on the ticket tray.

Counters

Counters are mounted inside the left front ramp door on the ticket tray. The counters track the number of games played and tickets dispensed. The counters cannot be reset.

Score display Board

The lower digital display indicated the number of balls played.

The upper score display board indicates the total number of points scored. Tickets are earned based on the control panel display and will be dispensed immediately as they are earned.

NOTE: The score table, which is determined by setting the dipswitches, should match the Score Tickets decal on the game 'Control Panel' (Figure 5). Additional sets of numbers are included with this manual. See Programming Section on page 4 for dipswitch settings.

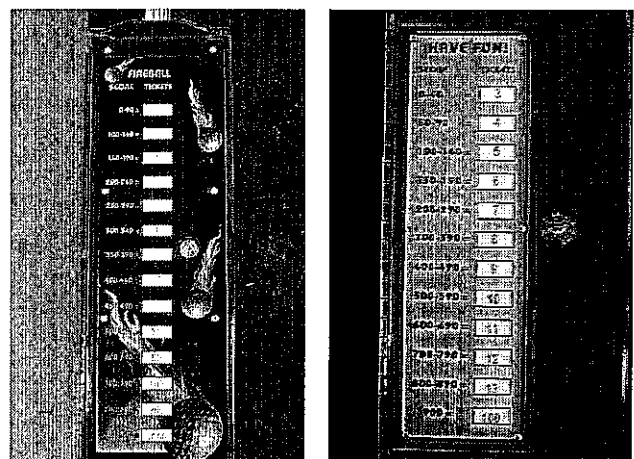


Figure 5 Fire Ball (left) & Basket Fever Control Panels

PROGRAMMING SECTION

Programmable Options

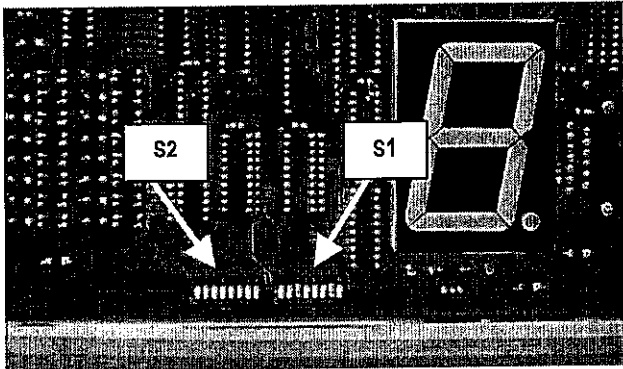


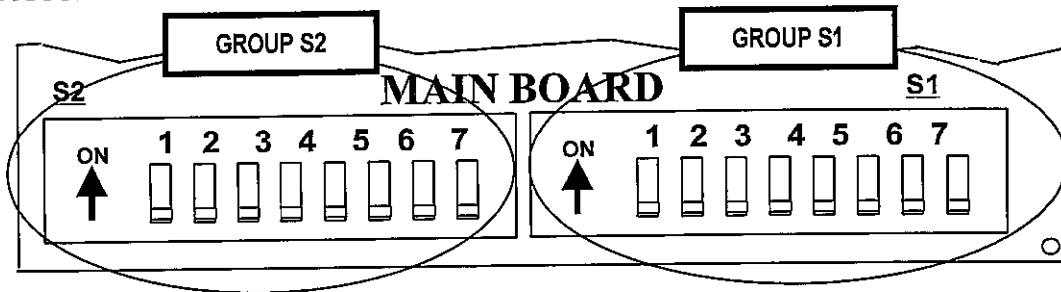
Figure 6 Dipswitch location on Gen 5 Main Board (Viewed from front of Game)

The owner can easily set ticket value for each scoring range, coins per play, number of balls and free play using the dipswitches on the main circuit board. See default settings below.

The main circuit board is located in the top of the rear cabinet behind the score display board. Be sure power is off before setting these dipswitches.

IMPORTANT: Power must be OFF to the game when setting dipswitches. Turn OFF the power strip inside the cabinet. Set the dipswitches to the desired settings, wait 30 seconds and then turn ON power at the power strip.

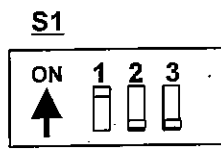
Dipswitches



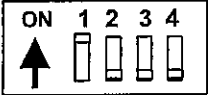
Group S1

TICKET TABLE SELECT DIPSWITCHES

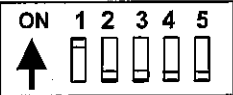
SWITCH #			PATTERN #	DESCRIPTION
1	2	3		<p>Dipswitches #1, #2 and #3 (S1) are used to set the ticket table number. The ticket table number determines the number of tickets dispensed for each scoring range. Changing these settings also requires changing the ticket values displayed on the 'control panel'.</p> <p>* Factory default ticket table numbers See the ticket table charts. Fire Ball – 7 Busting Balloons – 4 Basket Fever – 6</p> <p>**Additional pattern display numbers are available by contacting Bay-Tek.</p>
ON	ON	ON	1	
OFF	ON	ON	2	
ON	OFF	ON	3	
OFF	OFF	ON	4*	
ON	ON	OFF	5	
OFF	ON	OFF	6*	
ON	OFF	OFF	7*	
OFF	OFF	OFF	8	



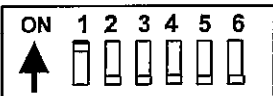
UNUSED DIPSWITCH

SWITCH #	VALUE		DESCRIPTION
4		S1 	Dipswitch #4 (S1) is not used in this game and should remain at the disabled (OFF) setting. * The drawing to the left shows the factory default setting of disabled.
ON	Enable		
OFF	Disable *		

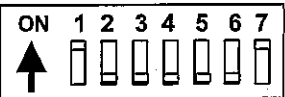
BALLS PER CREDIT DIPSWITCH

SWITCH #	VALUE		DESCRIPTION
5		S1 	Dipswitch #5 (S1) is used to determine the number of balls dispensed for one game credit. *The drawing at left illustrates the default factory setting of 9 balls.
ON	6		
OFF	9 *		

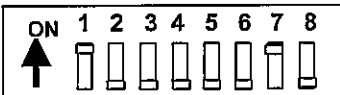
COINS PER PLAY DIPSWITCH

SWITCH #	VALUE		DESCRIPTION
6		S1 	Dipswitch #6 (S1) is used to set the number of coins (1 or 2) that are required per game. * Drawing to the left illustrates the factory default setting of 1.
ON	2		
OFF	1 *		

ATTRACT MODE DIPSWITCH

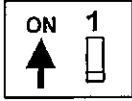
SWITCH #	ATTRACT		DESCRIPTION
7		S1 	When dipswitch #7 (S1) is enabled, the game will start to run in 'Attract Mode' for a short time every 3 minutes. During the 'Attract' mode, the attraction lighting will light up, and the audio will play select tracks from the audio bank embedded in the software. * The drawing to the left shows the default factory setting of 'enable'.
ON	Enable *		
OFF	Disable		

TICKET DISPENSER ENABLE DIPSWITCH

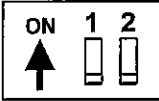
SWITCH	VALUE		DESCRIPTION
8		S1 	Dipswitch #8 (S1), enables the ticket dispenser. For example, the dispenser may be turned off during free play. * The drawing to the left shows the default factory setting of enabled (ON).
ON	Disable		
OFF	Enable *		

Group S2


FREE GAME DIPSWITCH

SWITCH #	VALUE		DESCRIPTION
1		<p>S2</p> 	Dipswitch #1 (S2), when enabled, will allow the player to play free. *The drawing at left illustrates the default factory setting of Disabled (OFF).
ON	Enable		
OFF	Disable *		

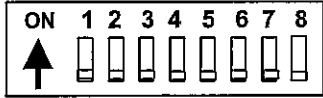
CLEAR EPROM DIPSWITCH

SWITCH #	VALUE		DESCRIPTION
2		<p>S2</p> 	Dipswitch #2 (S2), when enabled, clears all credits, tickets owed and points scored. a. Turn OFF power b. Set switch to ON c. Turn ON power d. Wait until all items clear then turn OFF power e. Set switch to OFF f. Turn ON power * The drawing to the left shows the default factory setting of disabled.
ON	Enable		
OFF	Disable *		

RESET GAME CREDIT DIPSWITCH

SWITCH #	VALUE		DESCRIPTION
3		<p>S2</p> 	When dipswitch #3 (S2) is set to enable, all unused credits are discarded when a coin is inserted into the game. When disabled, additional credits are allow to accumulate. * The drawing to the left shows the default factory setting of disable.
ON	Enable		
OFF	Disable *		

UNUSED DIPSWITCHES

SWITCH #	VALUE		DESCRIPTION
4, 5, 6, 7, 8		<p>S2</p> 	Dipswitches #4, #5 and #6 (S2) are not used in this game and should remain at the disabled (OFF) setting. * The drawing to the left shows the factory default setting of disabled.
ON	Enable		
OFF	Disable *		

Ticket Tables Fire Ball

Scoring Range	Ticket Table Number (Reference dipswitches #1, #2, & #3 group 1 (S1)).							
	1	2	3	4	5	6	7	8
0-90	1	1	1	1	2	2	3	4
100-140	2	2	2	3	4	4	4	5
150-190	3	3	3	5	6	6	5	6
200-240	4	4	4	7	8	8	6	7
250-290	5	5	5	9	10	10	7	8
300-340	6	6	6	11	12	12	8	9
350-390	7	7	7	13	14	14	10	10
400-440	8	8	10	15	16	16	15	15
450-490	9	9	15	17	18	18	20	20
500-590	10	10	25	20	20	25	30	25
600-690	11	25	50	25	30	50	50	35
700-790	12	50	100	50	40	75	100	50
800-890	13	75	150	75	50	100	250	100
900	14	100	1000	100	100	1000	1000	1000

Bustin' Balloons

Scoring Range	Ticket Table Number (Reference dipswitches #1, #2, & #3 group 1 (S1)).							
	1	2	3	4	5	6	7	8
0-50	0	1	2	3	4	1	2	3
100-150	1	2	3	4	5	2	3	6
200-250	2	3	4	5	6	3	4	9
300-350	3	4	5	6	7	4	5	11
400-450	4	5	6	7	8	5	6	15
500-550	5	6	7	8	9	6	7	18
600-650	6	7	8	9	10	7	8	21
700-750	7	8	9	10	11	8	9	25
800-850	8	9	10	11	12	10	10	30
900	9	10	11	12	13	15	15	50

Basket Fever

Scoring Range	Ticket Table Number (Reference dipswitches #1, #2, & #3 group 1 (S1)).							
	1	2	3	4	5	6	7	8
0-40	1	1	2	2	3	3	4	6
50-90	2	2	3	3	4	4	5	8
100-140	3	3	4	4	5	5	6	10
150-190	4	4	5	5	6	6	7	12
200-290	5	5	6	6	7	7	8	14
300-390	6	6	7	7	8	8	9	16
400-490	7	7	8	8	9	9	10	18
500-590	8	8	9	9	10	10	11	20
600-690	9	9	10	10	11	11	12	22
700-790	10	10	11	11	12	12	13	25
800-890	15	15	12	12	13	13	14	50
900	25	100	50	100	50	100	50	250

LUBRICATION & PREVENTIVE MAINTENANCE SECTION

Maintenance Chart

Use the following maintenance chart as a guide only. Actual maintenance will depend on usage and environmental conditions at the location of the game.

Keep a log of all inspections, even if no problem exists, with date and time of inspection, action taken.

IMPORTANT: Do not use cleaning solvents on game graphics. Use only a mild soap solution and dry with a clean lint free cloth.

IMPORTANT: Use glass cleaner and a soft clean cloth to clean all the acrylic and metal surfaces on the game. Use an anti-static cleaner polisher on the black ramp surface to protect it and keep it slippery.

IMPORTANT: The game should be shut OFF for cleaning and maintenance.



CAUTION: Use of flammable substances can cause severe burns or personal injury. Always use non-flammable solvents for cleaning parts and surfaces of this game. Do not use flammable substances such as gasoline, kerosene or thinners.

	Daily	Weekly	Monthly
Fill ticket tray	X		
Empty cash box.	X		
Test to insure game is working properly.	X		
Inspect game for physical damage. Repair as necessary. **		X	
Inspect game lighting and replace lamps as necessary. **		X	
Clean outside surfaces		X	
Clean the ticket dispenser and opto-sensors with compressed air. Clean the opto-sensors with isopropyl alcohol and cotton swab.		X	
Check all hardware for tightness. **			X

** See Service Procedures on page 13 for information on playfield access and steps required for service, repair and adjustments.

TROUBLESHOOTING & DIAGNOSTICS SECTION

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. If wiring is suspected, check continuity of wire.

Important: If the problem cannot be resolved using the steps in the following chart, it could be caused by a faulty main board or the software associated with that board. The problem may be isolated by installing a Gen 5 board and/or sound and software chips from another Gen 5 game to see if the problem persists. Insure that the software chip is from an identical game or additional problems may result.

Troubleshooting Chart		
Problem	Probable Cause	Remedy
No power to the game.	<ul style="list-style-type: none"> a. Unplugged. b. Blown Fuse (220 Volt Games only). c. Circuit Breaker tripped. d. Bad Power Supply. e. Wrong Voltage – Check label on back of game. 	<ul style="list-style-type: none"> a. Check wall outlet, power strip and other plugs. b. Check transformer fuse. c. Reset power strip or building circuit. Attempt to determine cause. d. See power supply diagnostic in this manual. Replace if faulty. e. Correct power outlet.
No Sound	<ul style="list-style-type: none"> a. Volume too low. b. Loose speaker or other wiring. c. Malfunctioning sound chip. 	<ul style="list-style-type: none"> a. Increase volume. b. Check wiring to speaker, volume control and main circuit board. c. Replace chip from another game for testing.
Fluorescent Lighting not functioning properly.	<ul style="list-style-type: none"> a. Burned Out Lamp. b. Cord Unplugged. 	<ul style="list-style-type: none"> a. Replace lamps. b. Check plugs and power strip circuit breaker.
Chase Lighting not functioning properly.	<ul style="list-style-type: none"> a. Bad LED board. b. Phone Cable Unplugged. 	<ul style="list-style-type: none"> a. Replace Chase Lights. b. Check wiring.
Incorrect number of balls released.	<ul style="list-style-type: none"> a. Not enough balls in game. 	<ul style="list-style-type: none"> a. Check nearby games and replace balls as necessary.
Incorrect number of balls counted.	<ul style="list-style-type: none"> a. Ball count switch, at top of ball return, not functioning properly. b. Wiring broken or loose. 	<ul style="list-style-type: none"> a. Test switch by rolling ball over it manually. Readjust or replace switch as necessary. b. Check wiring connections.
Balls are not released.	<ul style="list-style-type: none"> a. No balls, or less than 3 balls, in ball return. b. Release mechanism jammed. c. Release solenoid malfunction. 	<ul style="list-style-type: none"> a. Add balls or remove object causing the jam at entrance to ball return. b. Check release mechanism. c. Check wiring to solenoid. Replace if necessary.

Troubleshooting Chart		
Problem	Probable Cause	Remedy
Incorrect score totals.	<ul style="list-style-type: none"> a. Ball sensors in holes or switches under targets not working properly. b. Wiring broken or loose. c. Software chip malfunctioning. 	<ul style="list-style-type: none"> a. Clean and test sensors. Replace if necessary. b. Check cabling connections. c. Replace chip from an identical game for testing.
Target not reset (Bustin' Balloons)	<ul style="list-style-type: none"> a. Faulty Motor. b. Faulty wiring. c. Linkage or cable jammed, disconnected or broken. 	<ul style="list-style-type: none"> a. Replace motor. b. Check wiring and connectors. c. Repair linkage or cable.
Error Code 'LO'.	<ul style="list-style-type: none"> a. Ticket tray low or empty. b. Faulty switch. 	<ul style="list-style-type: none"> a. Fill ticket tray. b. Replace switch.
Error Code 'Lb'	<ul style="list-style-type: none"> a. Less than 3 balls in the ball return (balls are released 3 at a time). b. Switch out of adjustment or faulty. 	<ul style="list-style-type: none"> a. Check nearby games and add balls as necessary. There should be 9 balls in the game for normal play. b. Adjust height of switch to make good contact with the balls or replace switch.

Diagnose Power Supply

Use the following procedure to check the power supply for Gen 5 games.

Check the small green LED light on the power supply circuit board. If the light is out there is a short somewhere. If the light dims, there is an overload in one of the circuits such as a bad solenoid.

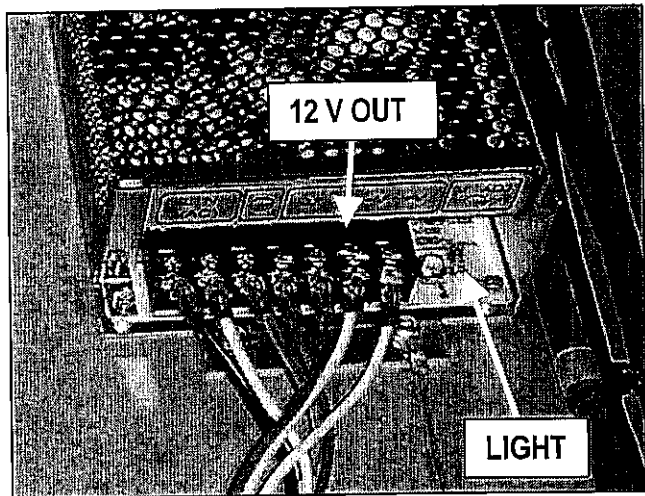
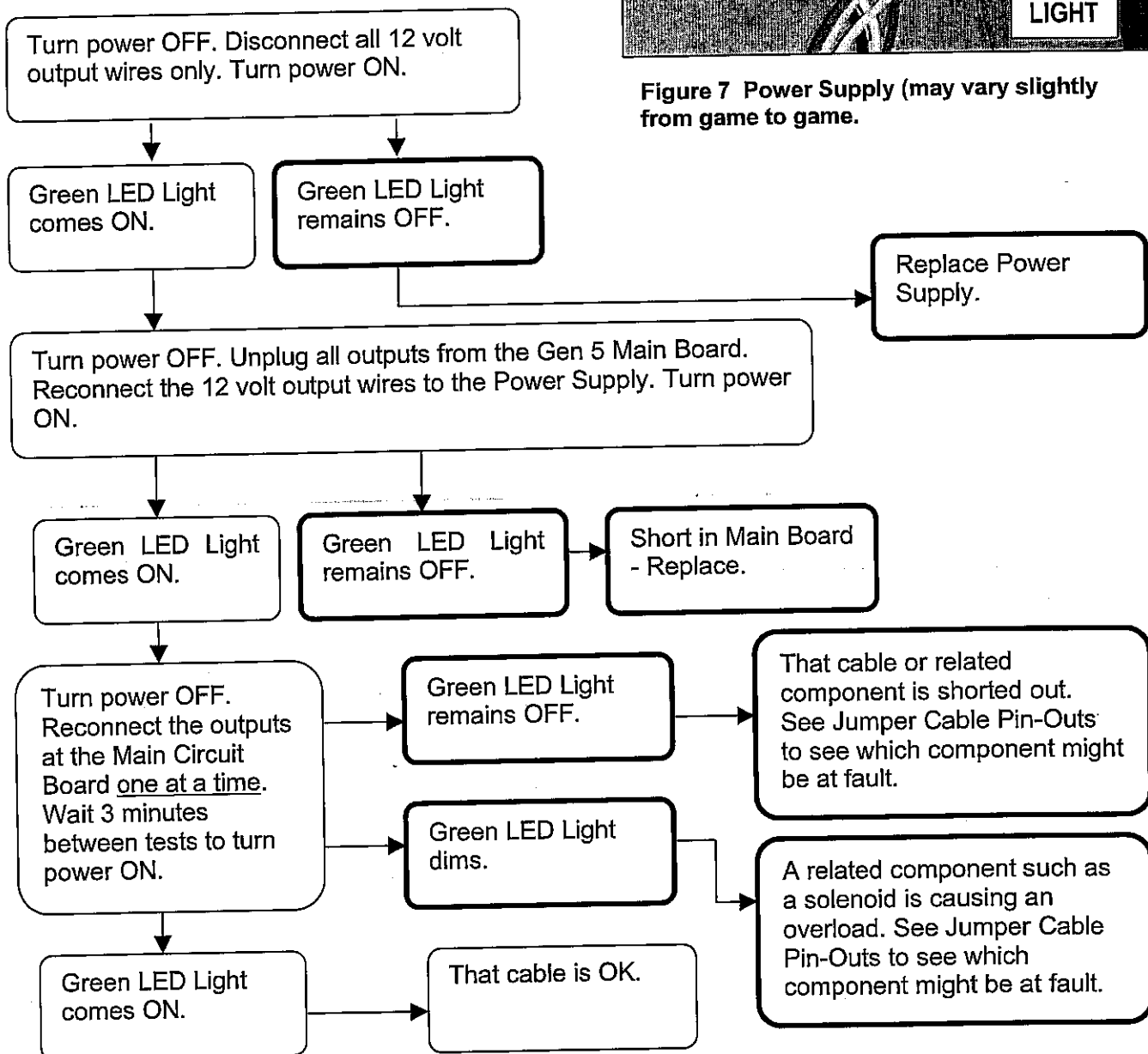


Figure 7 Power Supply (may vary slightly from game to game.)



SERVICE AND REPAIR SECTION



CAUTION: *Electrical Shock Hazard.*

Do not perform maintenance or repair of this equipment with power ON. Unplug the unit from the wall outlet or shut off power at the power strip inside the cabinet.

Ball Return Components.

With power off to the game, remove the seven screws holding the ball return cover to the side of the ramp. Pull the cover out from under the rear cabinet lip and set aside.

Remove the balls and the five screws in the base of the groove of the return track. The return track can then be raised and laid upside down on the ramp.

Ball Release Solenoid

1. Disconnect the solenoid wiring at the terminals.
2. Remove the large cotter pin from the solenoid shaft extension.

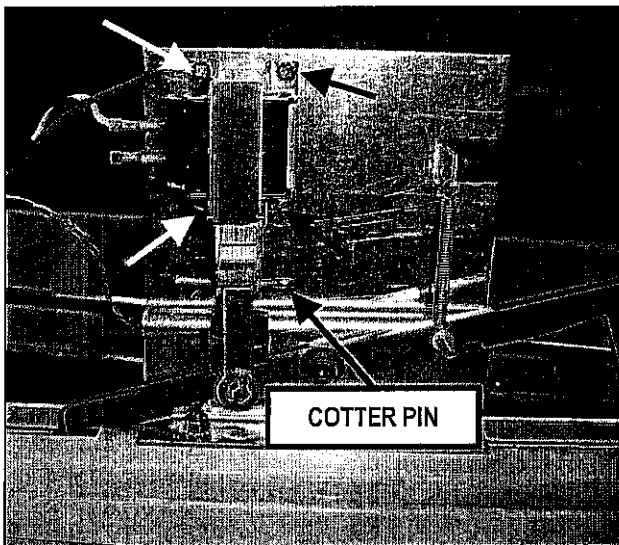


Figure 8 Ball Release Solenoid

3. Remove the four machine screws and green ground wire from the solenoid.
4. Install the new solenoid over the arm extension and secure with the large cotter pin. Be sure solenoid is facing the correct way.
5. Secure the solenoid to the mounting bracket with four machine screws. Be sure the green ground wire is under the nearest mounting screws.
6. Attach the motor wiring to the solenoid terminals. Pinch on to insure that they will not vibrate loose.
7. Place the return track back into the side of the game. Turn on power and test the solenoid. If it is working correctly, secure the return track with the five screws.
8. Replace the return track cover and secure with seven screws.

Ball Count and Low Ball Limit Switches

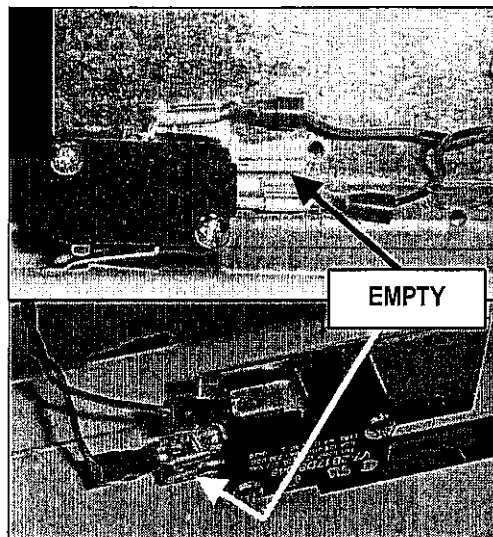


Figure 9 Low Ball (top) and Ball Count Limit Switches

1. Disconnect the wiring at the terminals.
2. Remove the two screws holding the switch to the game.
3. Install the new switch.
4. Connect the wiring to the switch. **Low Ball** – Orange on top of switch, Green on bottom and center terminal empty. **Ball Count** – Orange with red strips on top, single color Orange on middle and bottom terminal empty. Pinch connectors to insure that they will not vibrate loose.
5. Place the return track back into the side of the game. Turn on power and test the solenoid. If it is working correctly, secure the return track with the five screws.
6. Replace the return track cover and secure with seven screws.

Reset Motor (Bustin' Balloons)

1. Remove the 12 screws that hold the rear access panel to the side of the cabinet and remove the panel. Either unplug the game or shut off power at the switch on the power strip.
2. Unplug the motor wiring.
3. Loosen the setscrew on the motor shaft cam and pull the cam and cable assembly from the end of the motor shaft. See Figure 10.
4. Remove the four hex locknuts from the motor mount and remove the motor.
5. Install the new motor and secure with locknuts and washers.
6. Mount the cam and cable assembly with the flat portion of the motor shaft matched to the flat side of the hole in the cam. Secure the cam with the setscrew.

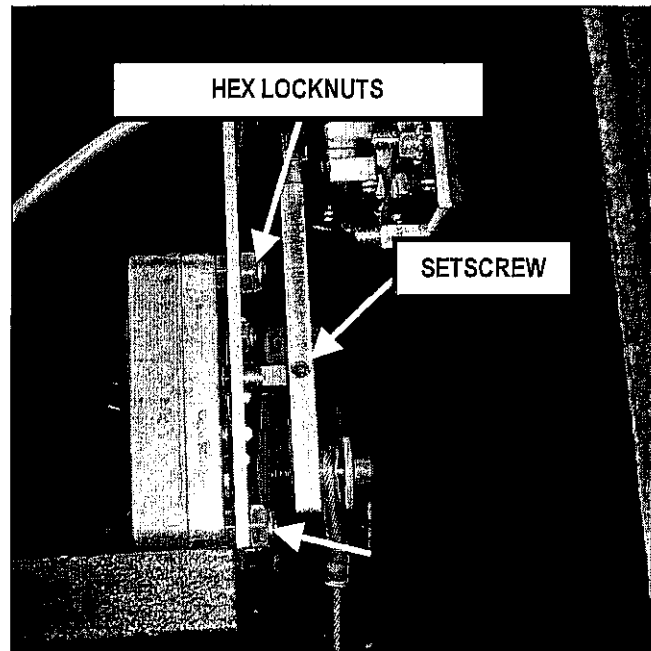


Figure 10 Reset Motor

7. Plug in the motor wiring and test the game. If the motor is working correctly, reinstall the rear access panel.

Position Sensor (Bustin' Balloons)

1. Remove the 12 screws from the upper rear access panel mounting brackets and remove the panel. Either unplug the game or shut off power at the switch on the power strip.
2. Disconnect the sensor wires at the terminals.
3. Unscrew the two screws securing the sensor to the motor mounting bracket. See Figure 11.
4. Install the new sensor (be sure the limit switch arm is against the cam as shown) and reattach the wires. Pinch the terminals to insure that the wires will not vibrate loose.

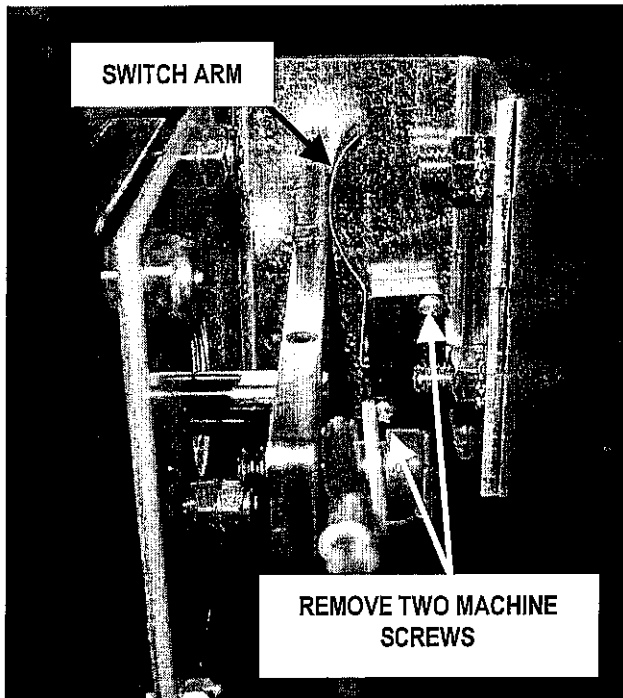


Figure 11 Position Sensor Limit Switch

5. Test the game before re-installing the rear access panel.

Low Ticket Switch

1. Shut power off to the game. Unlock the ticket tray access and open the door.

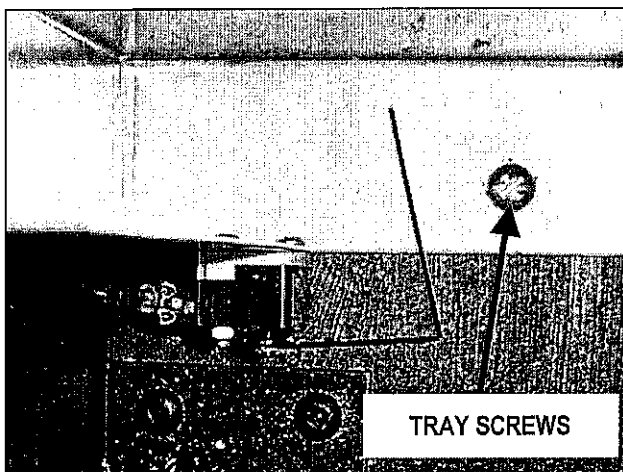


Figure 12 Low Ticket Switch

2. Remove any tickets in the game.

3. Remove the two screws at the bottom of the ticket tray and remove the tray from the game.

4. Disconnect the switch wiring and remove the two screws holding the switch to the tray.

5. Replace the switch and secure with the two machine screws. Reconnect the wiring. Place the Black wire on the bottom terminal and the Red wire on the top terminal. Do not use the center terminal.

6. Turn power on to the game and test operation of the switch.

7. Re-install the ticket tray in the game. Reload tickets and lock the tray access door.

Target Sensor (Fire Ball and Basket Fever)

1. Remove the 12 screws from the upper rear access panel mounting brackets and remove the panel. Either unplug the game or shut off power at the switch on the power strip.

2. Unplug the faulty board and remove the two screws holding the board to the playfield.

3. Replace the circuit board and secure with the two screws. Plug in the wire connector.

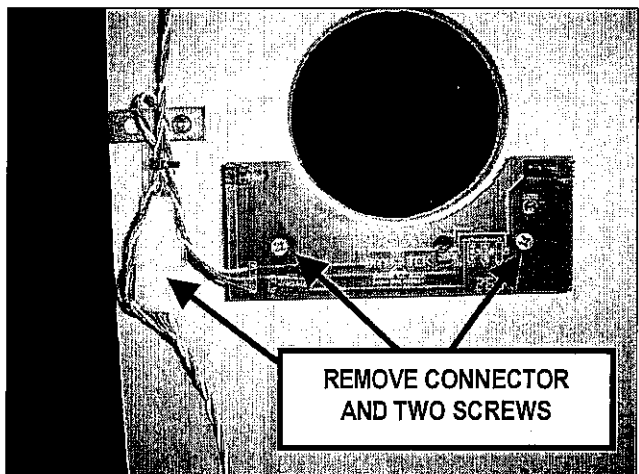


Figure 13 Ball Detector Sensor Board

4. Test the game before re-installing the rear access panel.

Target Limit Switch (Bustin' Balloons)

1. Remove the 12 screws from the upper rear access panel mounting brackets and remove the panel. Either unplug the game or shut off power at the switch on the power strip.
2. Remove the lower three hex nuts holding the balloon of the faulty switch to the cross-tube.
3. Pull the wiring out of the access hole in the tube and unplug the faulty switch. It may be necessary to cut some wire ties.
4. Through the two holes in the back of the tube, remove the two screws holding the switch the tube.
5. Replace the switch and secure with the two screws. Plug in the wire connector and push the wiring back into the tube. Secure with wire ties.

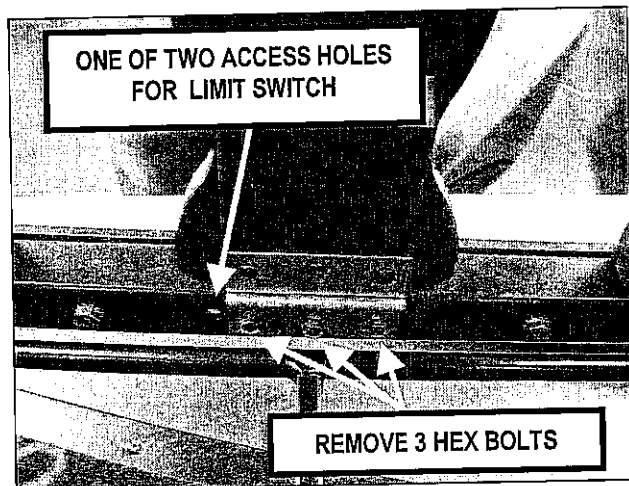


Figure 14 Ball Detector Sensor Board

6. Test the game before re-installing the rear access panel.

Circuit Boards Main Board with Score Display

1. Carefully unplug the various connectors, and chase light cables.
2. Remove the four Phillips head screws at the four corners of the board and remove the board from the mounting panel.

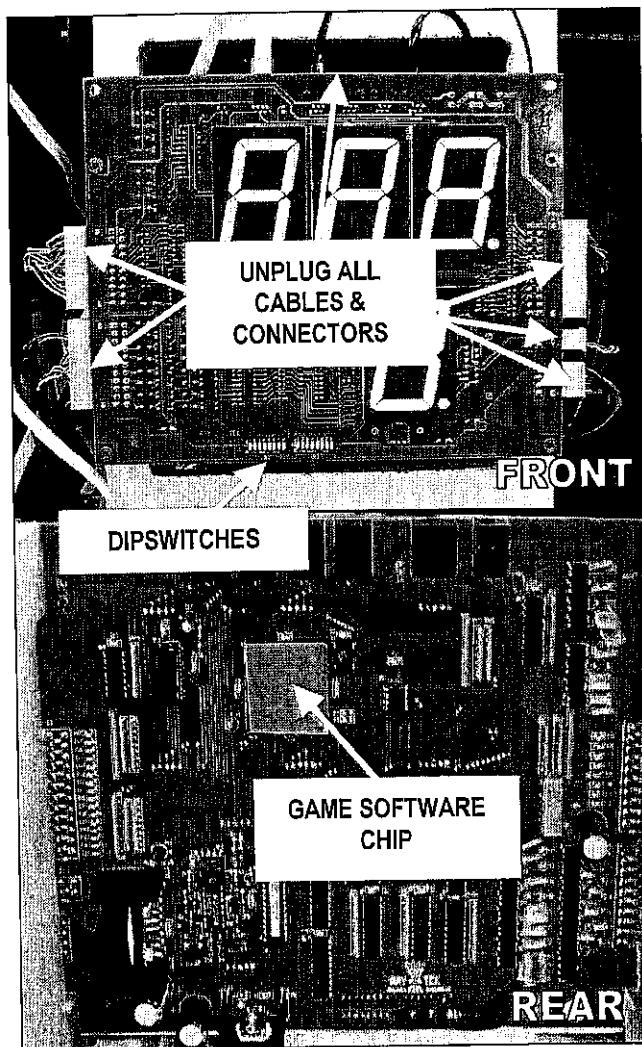


Figure 15 GEN 5 BOARD AND DISPLAY

3. Before installing the new board, check to be sure that the dipswitches are set in the same position as the old board.

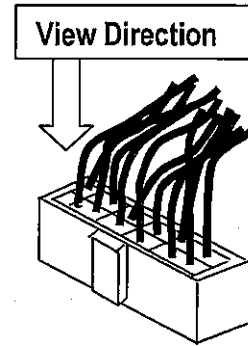
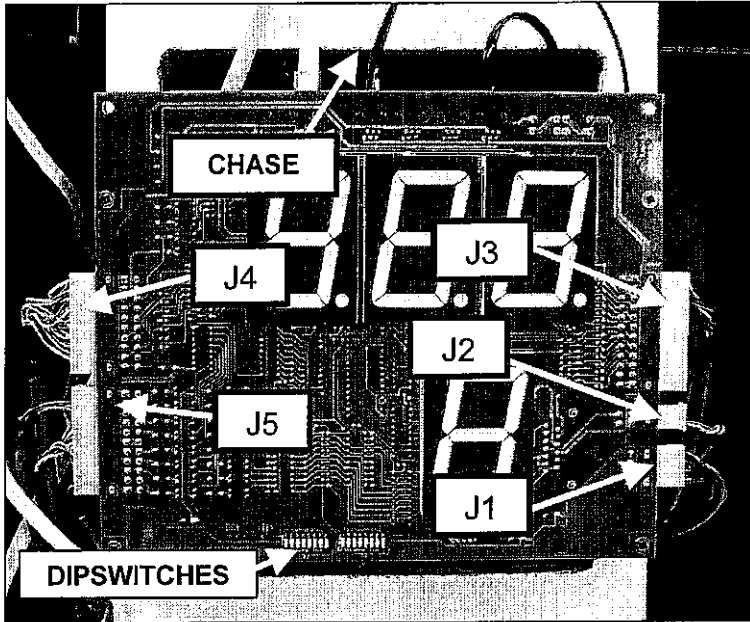
NOTE: If swapping the circuit board with a spare Gen 5 board for testing purposes, be sure to also swap out the software chip. Use

extreme care to prevent static electricity and to prevent bending socket pins.

4. Install the new board and reconnect the wiring connectors and the white display cable. Be sure the correct software and sound chips are installed.

5. Re-test the game to insure everything is working properly.

ELECTRICAL DRAWINGS SECTION

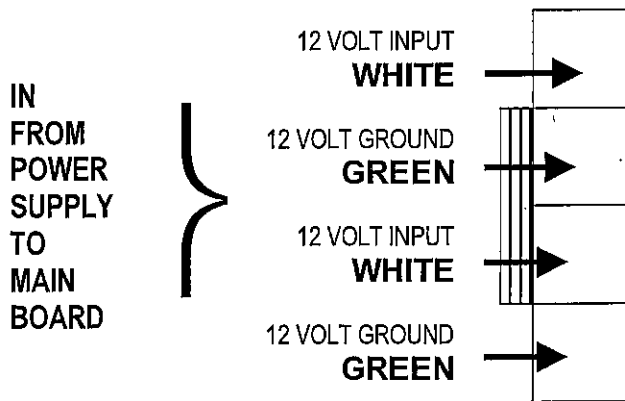


All connector drawings are as Viewed from the pin out position.

Figure 16 Gen 5 Main & Display Board

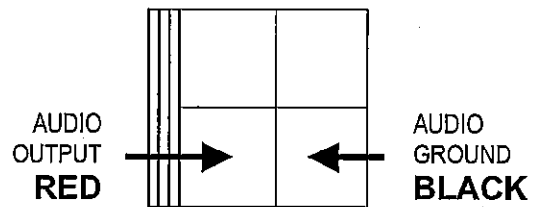
12 Volt Jumper Cable (J1) AAJP2025

PIN - OUT



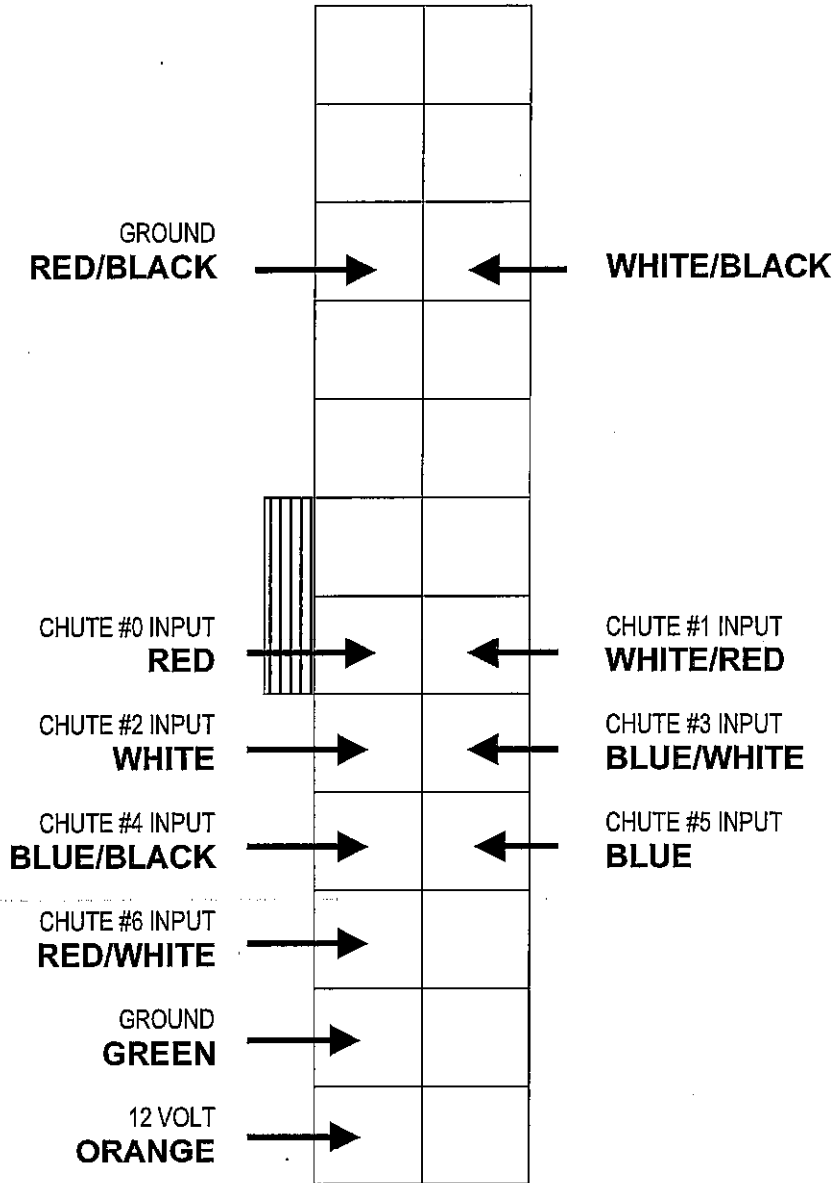
Volume Cable (J2) Connector AACB4142

PIN - OUT



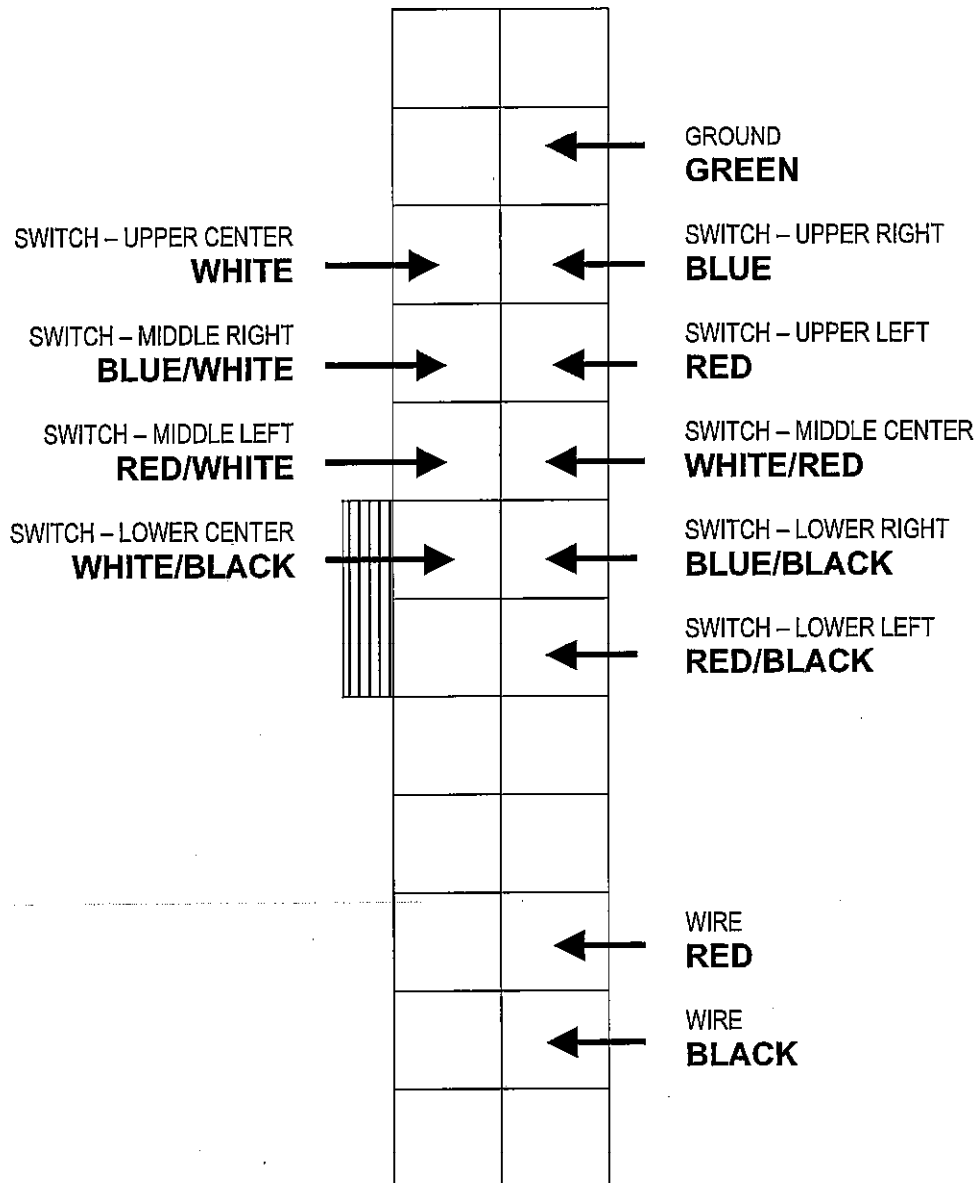
Playfield Cable (J3) (Fire Ball – Basket Fever)
AACB4141

PIN-OUT



Playfield Cable (J3) (Bustin' Balloons)
AACB4045

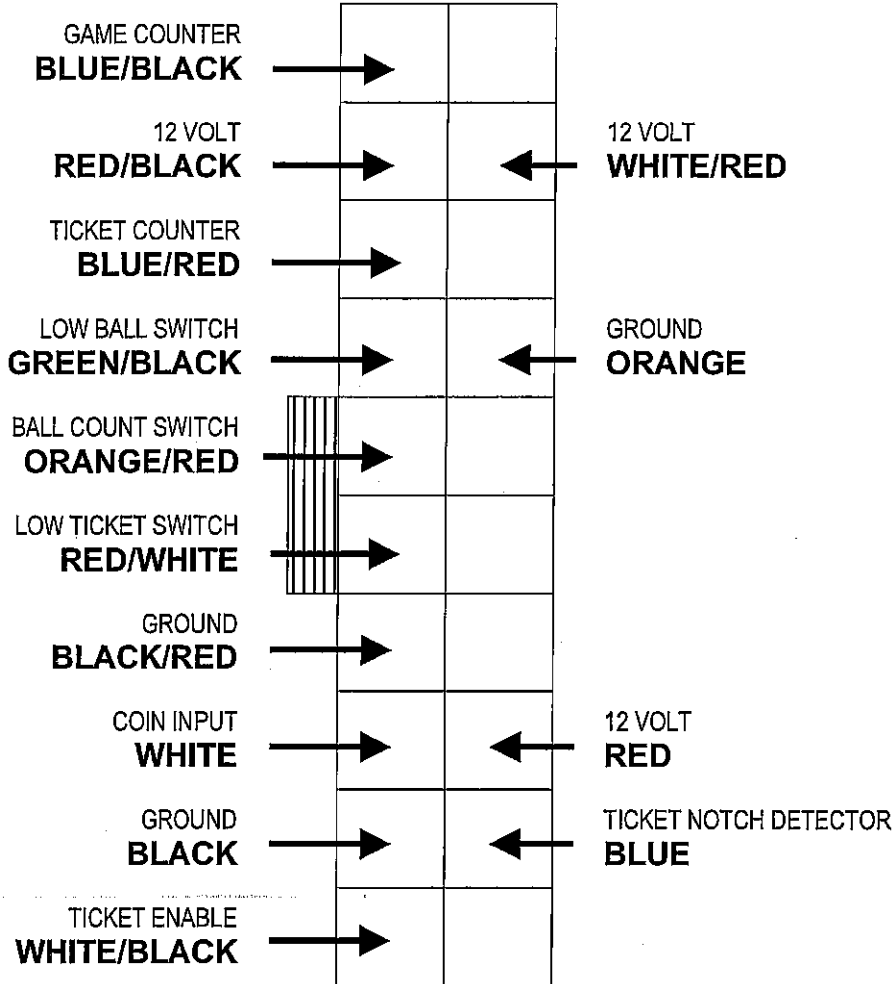
PIN-OUT



Main Cable, Head Assembly (J4)

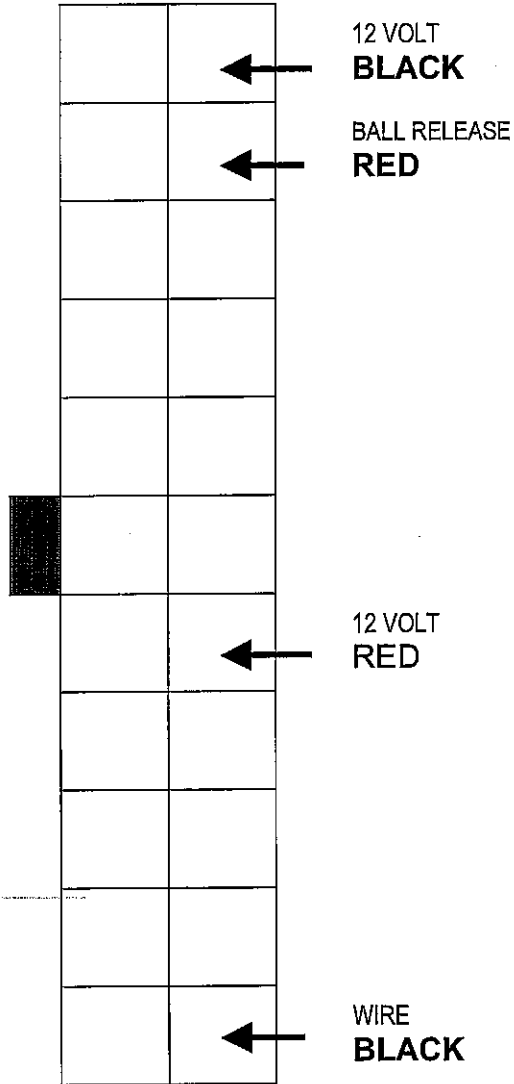
AACB4140

PIN-OUT



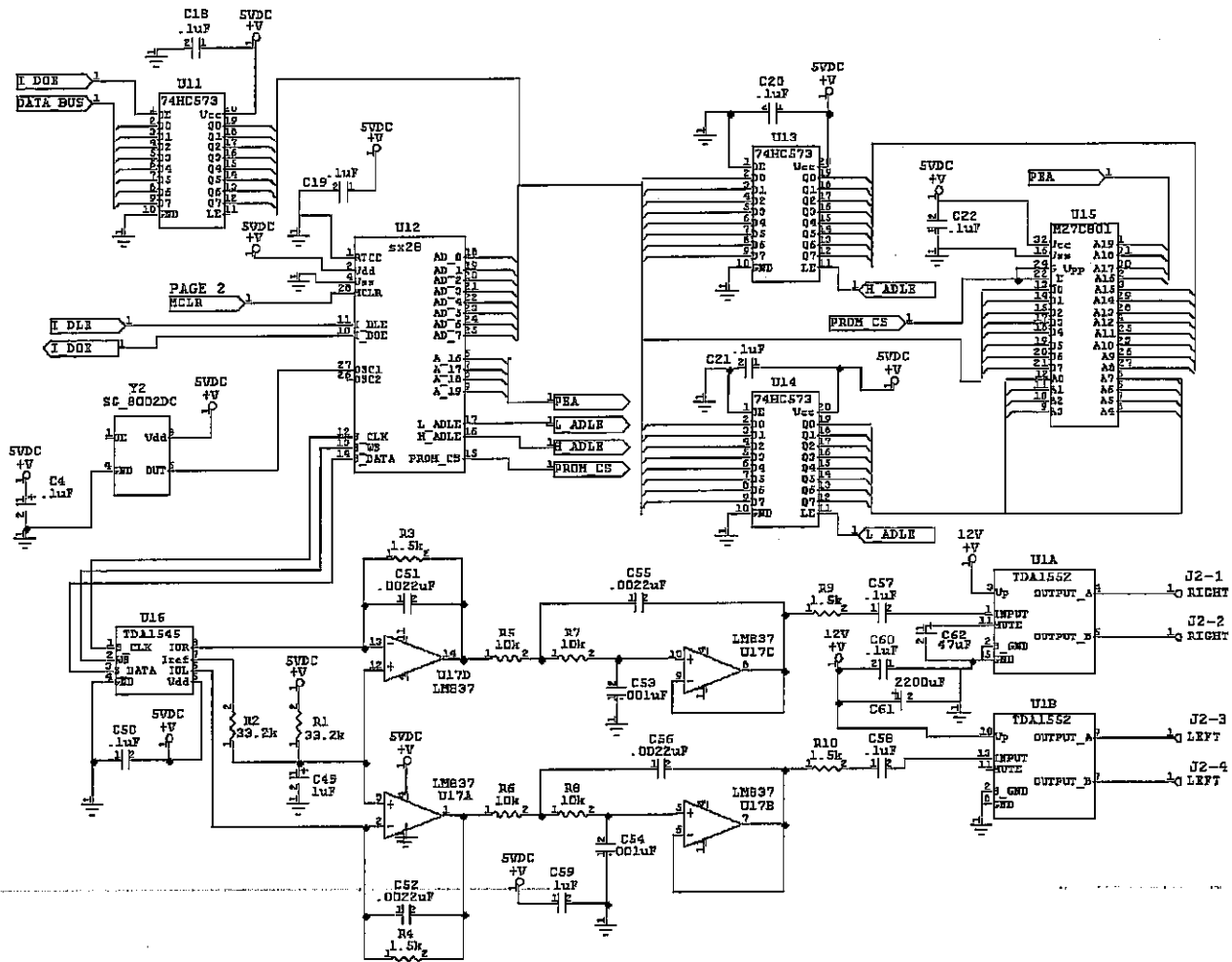
Driver, Signal Cable (J5)
AACB4146

PIN-OUT

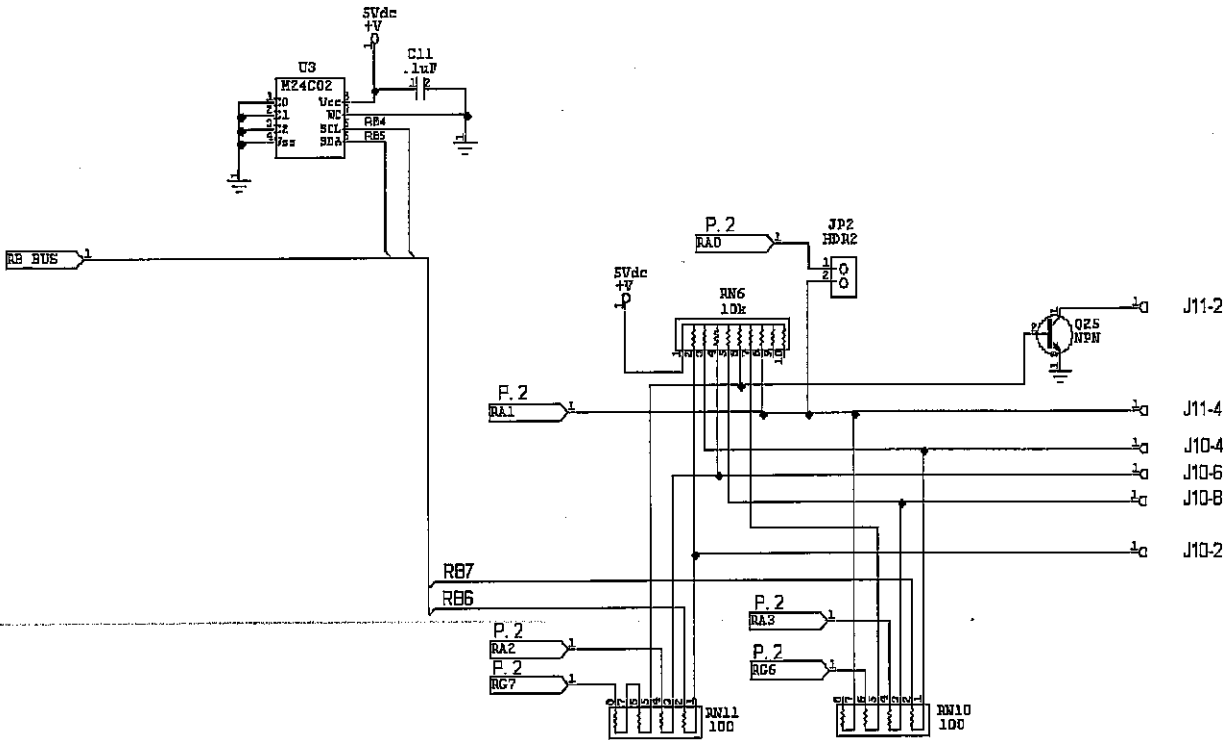


GEN 5 Main Board Schematics

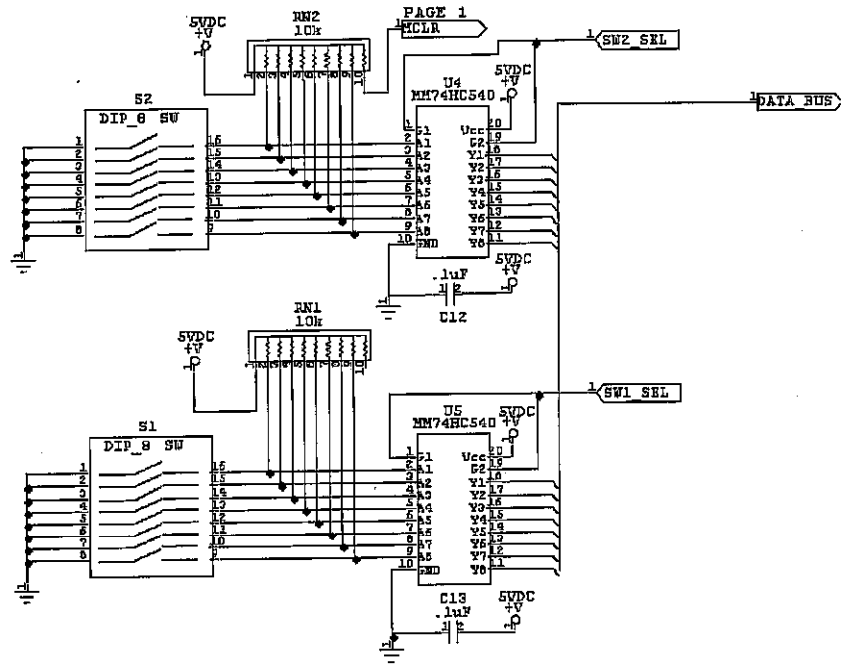
Audio Section



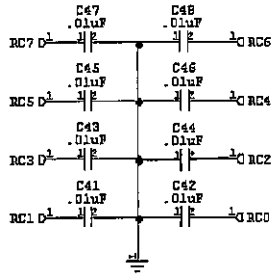
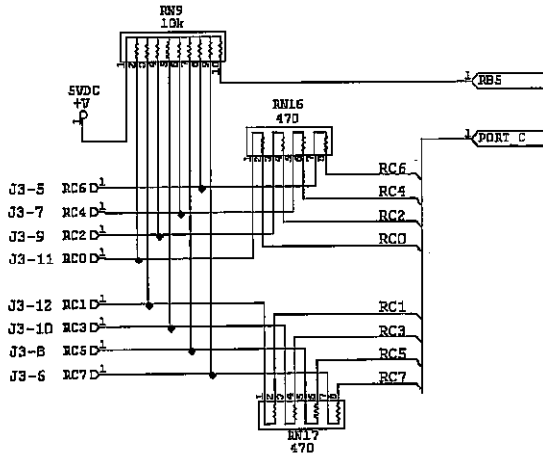
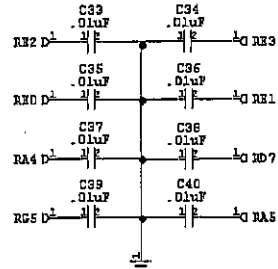
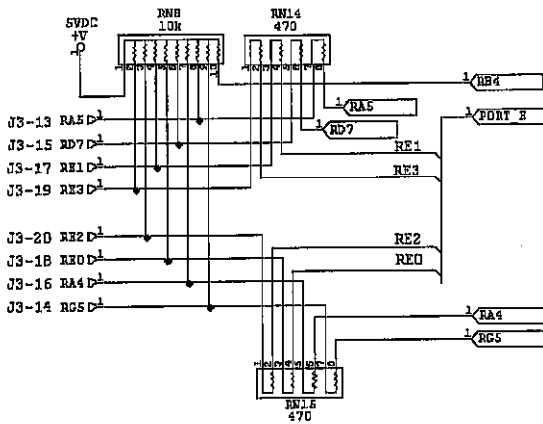
Communications - EEprom



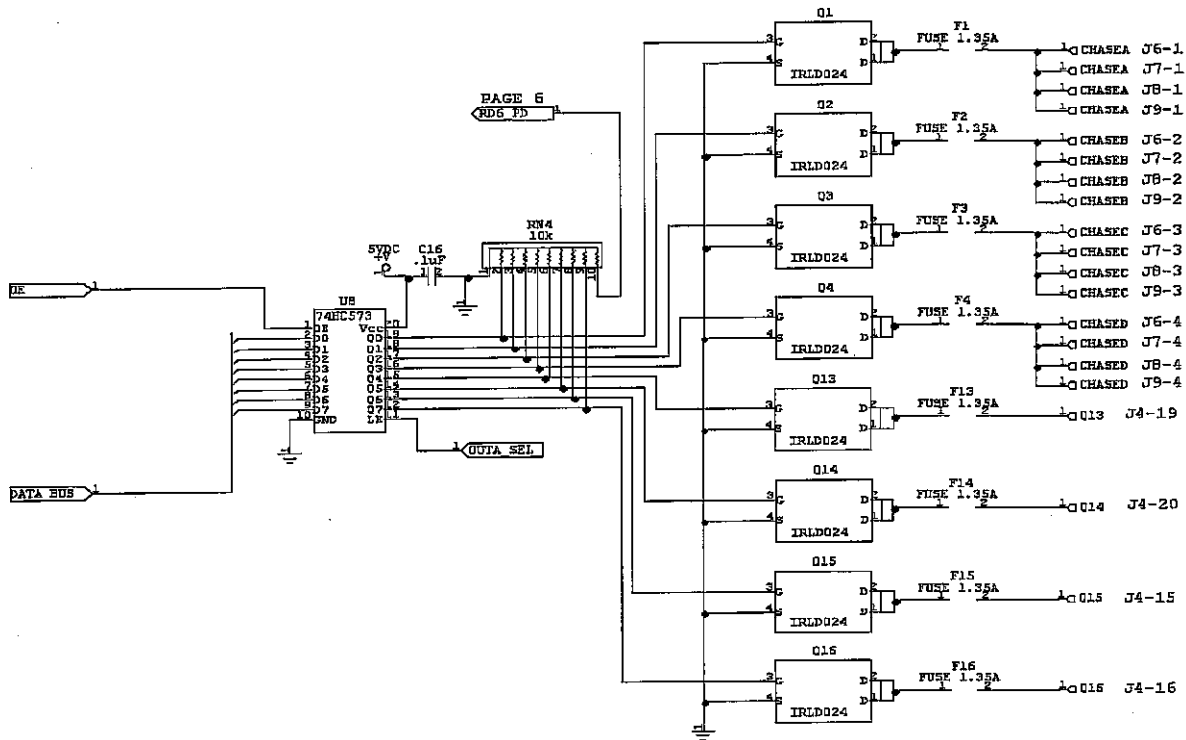
Input Section A – Configuration Switches



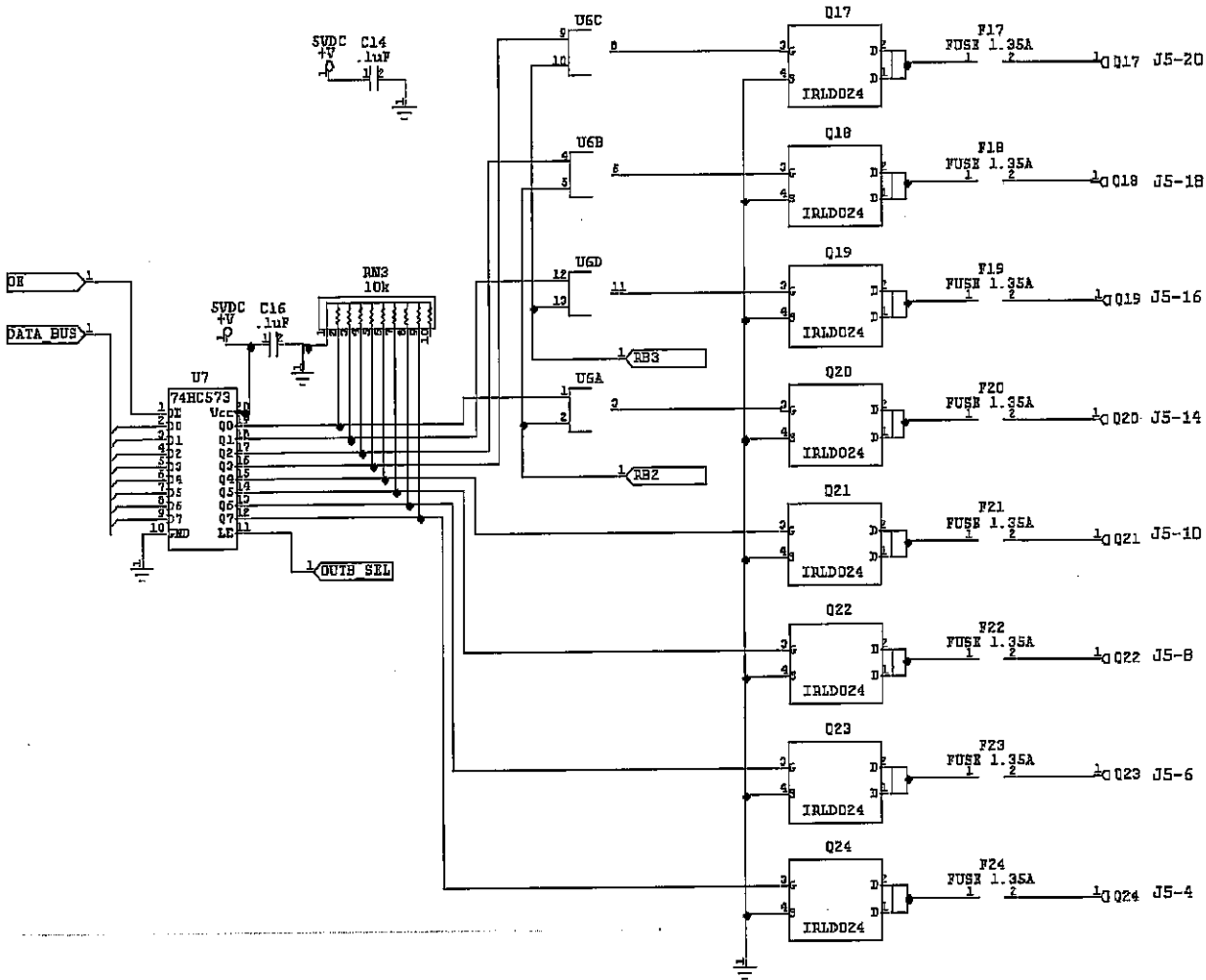
Input Section B – Inputs RE, RC



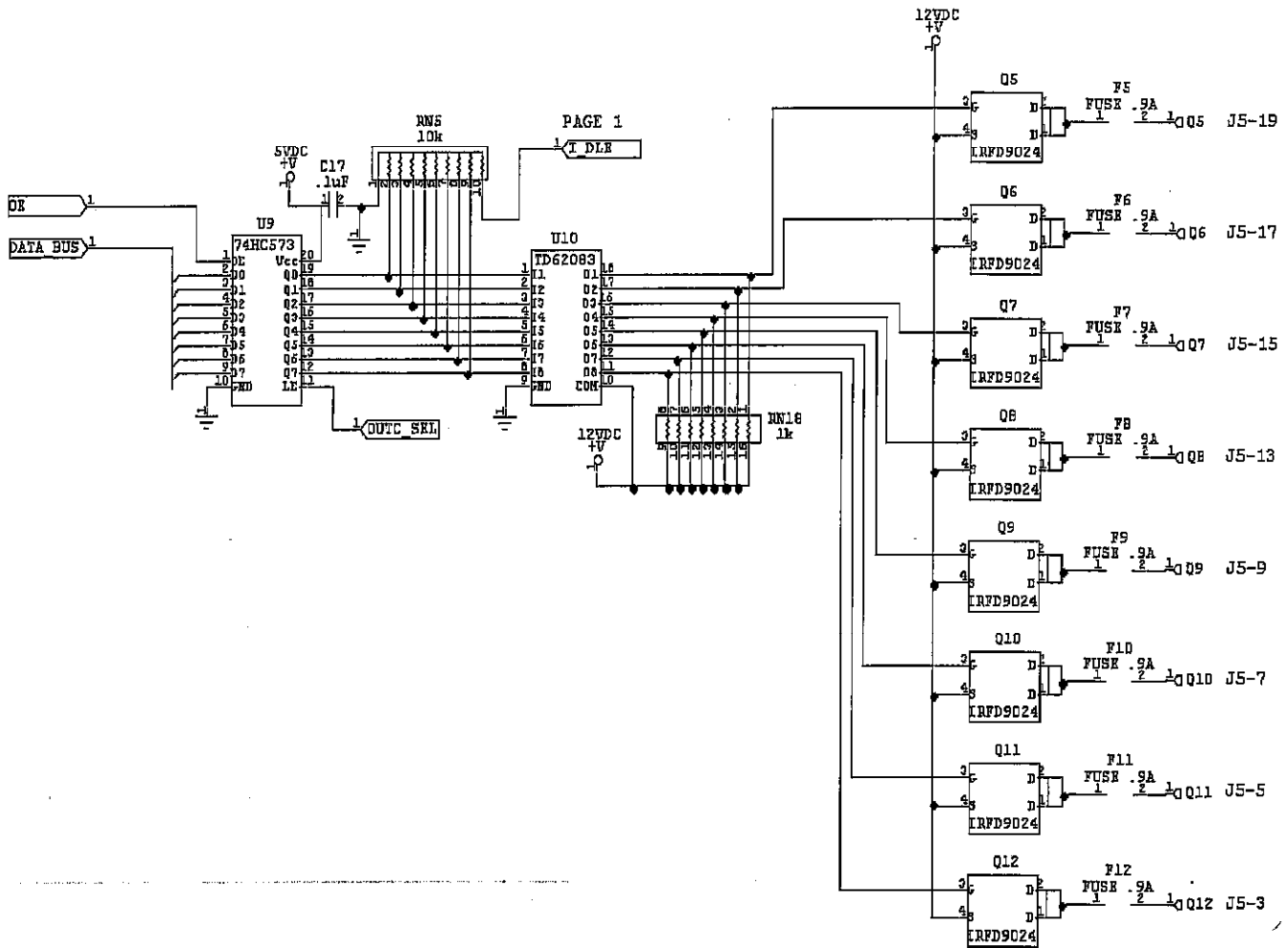
Output Section – Chase Lights, Q13 – Q16



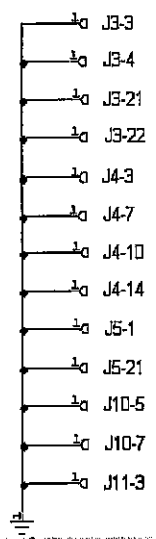
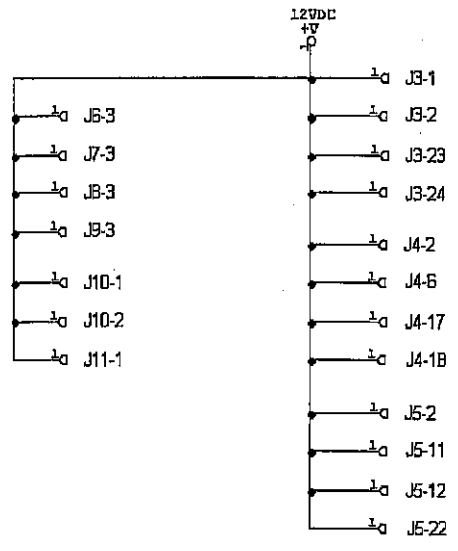
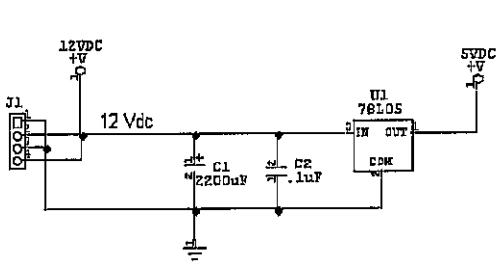
Output Section B – Q17 - Q24



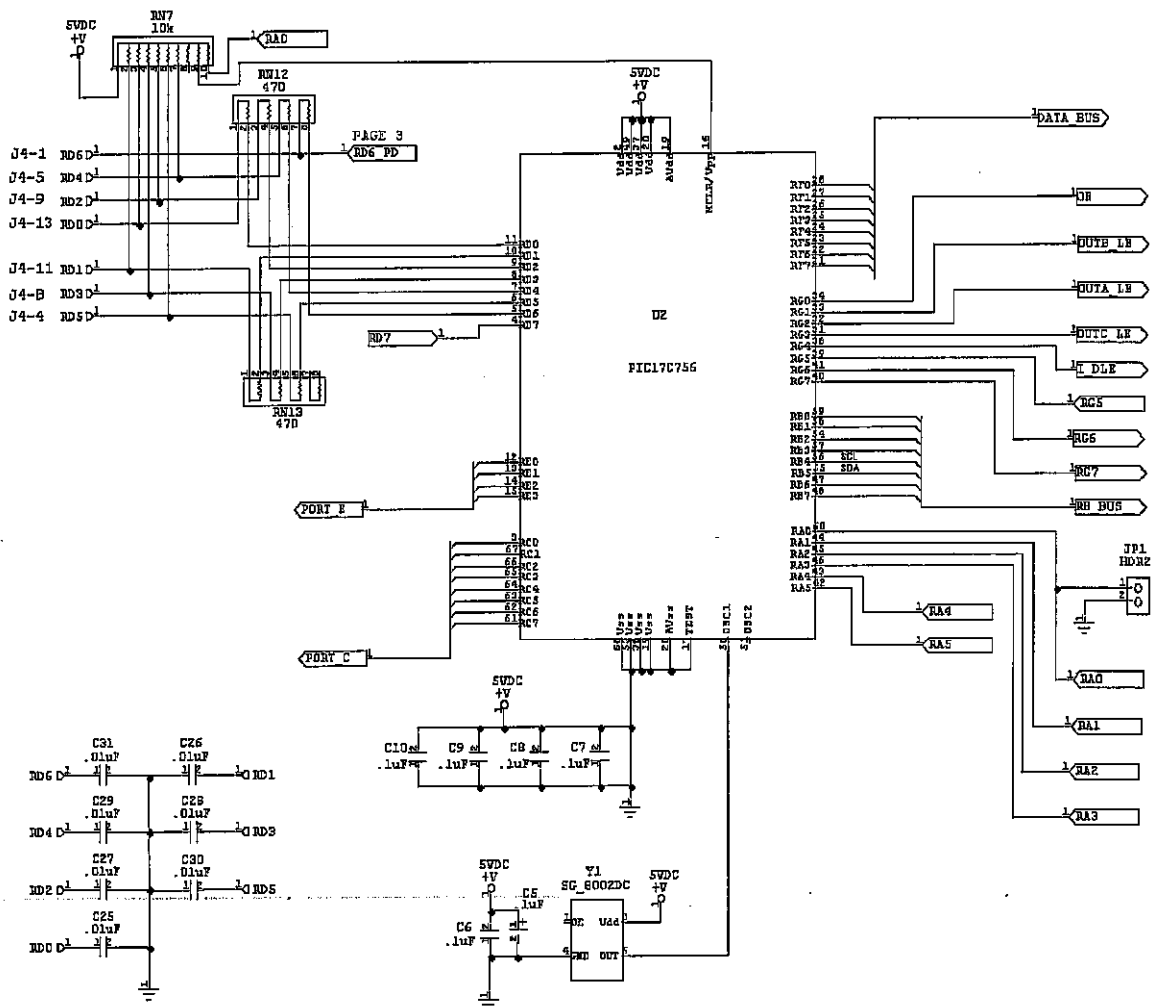
Output Section C – Q5 – Q12



Power Section



Processor Section – Input RD





SPARE PARTS – Fire Ball

Always use genuine Bay-Tek replacement parts. For 24 hour pricing and ordering visit our web site at www.bay-tek.com.

Description	Part #
Cash Box, White	A5CV3600
Ticket Dispenser.....	A5TD1
Speaker.....	A5SP1000
Grill, Speaker	A5GR2000
Spring, Extension (Ball Release)	9654K113
Counter Assembly (Two Counters)	AACO1010
Coin Mech.	AACS8020
Decal, Ticket	A5DC9825
Decal, Black, Left (Skill Game..)	A5DCL-SKILL2
Ball, 3" Orange	A5BA2005
Face Plate, with Handles (Display)	AAFP9800
Bumper, Black, Ball Stop	A5BU5000
Poly Clear Front Trim	AAPO4000
Chase Lights, 30"	AACL9100
Chase Lights, 76"	AACL9150
Fluorescent Light, 18", 15 watt	A5FL1000
Extension Cord 10'	A5CORD1
Power Supply	A5PS1001
Board, AC Drive Circuit	AABD5029
EEprom, Basket Fever Audio	AAEP-FB
Board, Main Gen 5	AAMB5A-AB
Board, Cl, Con	AABD1055
Software Chip, Sound	AAMC-AUDIO
Software Chip, Program	AAMC-FB
Sensor, Infra-red (Target)	AASE0001
Solenoid, Laundry (Ball Release)	A5SO1000
Switch, Ball Track (Low Ball)	AASW3010
Switch, Ball Track, w/Bracket (Ball Count)	AASW3000
Switch, Low Ticket	AASW200
Fuse, 2 amp, 250 Volt	A5FUSE3



SPARE PARTS – Bustin’ Balloons

Always use genuine Bay-Tek replacement parts. For 24 hour pricing and ordering visit our web site at www.bay-tek.com.

Description	Part #
Cash Box, White	A5CV3600
Ticket Dispenser.....	A5TD1
Speaker.....	A5SP1000
Grill, Speaker	A5GR2000
Spring, Extension (Ball Release)	9654K113
Counter Assembly (Two Counters)	AACO1010
Coin Mech.	AACS8020
Cam, Metal, Gearmotor	A5CA6000
Motor, Gear	A5MO1000
Switch, Micro	A5SW3000
Cable Assembly	AACB3500
Sheave, Cable	AASH1000
Decal, Instruction Panel	A5DC3000
Decal, Black, Left (Skill Game..)	A5DCL-SKILL2
Ball, 3” Black	A5BA2000
Face Plate, with Handles (Display)	AAFP3500
Bumper, Black, Ball Stop	A5BU5000
Poly Clear Front Trim	AAPO3500
Chase Lights, 30”	AACL9100
Chase Lights, 76”	AACL9150
Fluorescent Light, 18”, 15 watt	A5FL1000
Extension Cord 10’	A5CORD1
Power Supply	A5PS1001
Board, AC Drive Circuit	AABD5029
EEprom, Basket Fever Audio	AAEP-BL
Board, Main Gen 5	AAMB5A-AB
Board, Cl, Con	AABD1055
Software Chip, Sound	AAMC-AUDIO
Software Chip, Program	AAMC-BL
Solenoid, Laundry (Ball Release)	A5SO1000
Switch, Ball Track (Low Ball)	AASW3010
Switch, Ball Track, w/Bracket (Ball Count)	AASW3000
Switch, Target	AASW3020
Switch, Low Ticket	AASW200
Fuse, 2 amp, 250 Volt	A5FUSE3



SPARE PARTS – Basket Fever

Always use genuine Bay-Tek replacement parts. For 24 hour pricing and ordering visit our web site at www.bay-tek.com.

Description	Part #
Cash Box, White	A5CV3600
Ticket Dispenser.....	A5TD1
Speaker.....	A5SP1000
Grill, Speaker	A5GR2000
Spring, Extension (Ball Release)	9654K113
Counter Assembly (Two Counters)	AACO1010
Coin Mech.	AACS8020
Decal, Instruction Panel (Have Fun..)	A5DC4005
Decal, Black, Right (Thanks Tenn..)	A5DC4020
Decal, Black, Left (Skill Game..)	A5DCL-SKILL2
Ball, 3" Orange	A5BA2005
Acrylic, Clear Lexan, Bottom Shelf	A5AC9006
Acrylic, Clear Lexan, Middle Shelf	A5AC9007
Acrylic, Clear Lexan, Top Shelf	A5AC9008
Face Plate, with Handles (Display)	AAFP9000
Bumper, Black, Ball Stop	A5BU5000
Poly Clear Front Trim	AAPO4000
Hoop, 5", Orange	AAHP1000
Net, 5"	A5NE9001
Hoop, 7", Orange	AAHP2000
Net, 7"	AANE9000
Chase Lights, 30"	AACL9100
Chase Lights, 76"	AACL9150
Fluorescent Light, 18", 15 watt	A5FL1000
Extension Cord 10'	A5CORD1
Power Supply	A5PS1001
Board, AC Drive Circuit	AABD5029
EEprom, Basket Fever Audio	AAEP-BF
Board, Main Gen 5	AAMB5A-AB
Board, CI, Con	AABD1055
Chip, Software, Sound	AAMC-AUDIO
Chip, Software, Program	AAMC-BF
Sensor, Infra-red (Target)	AASE0001
Solenoid, Laundry (Ball Release)	A5SO1000
Switch, Ball Track (Low Ball)	AASW3010
Switch, Ball Track, w/Bracket (Ball Count)	AASW3000
Switch, Low Ticket	AASW200
Fuse, 2 amp, 250 Volt	A5FUSE3



WARRANTY INFORMATION

Bay-Tek, Inc. warrants to the original purchaser that the game will be free of defects in workmanship and materials for a period of six months from the date of installation.

Bay-Tek, Inc. will, without charge, repair or replace at its option defective product or component parts upon notification to the factory service department. Serial number identification will be required for warranty consideration.

Warranty replacement part(s) will be shipped immediately via ground service, along with a Return Material Authorization (RMA) number for the return of the defective part(s). Defective parts must be shipped back to Bay-Tek, Inc. unless otherwise instructed.

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

Should your game need servicing, determine the serial number from the logic unit of the game, and call 920-822-3951 or email service@bay-tek.com

REPAIR OF NON-WARRANTY UNITS

Should your game need servicing, determine the serial number from the logic, and call 920-822-3951 or email service@bay-tek.com. An estimate of repair charges will be quoted to you for approval.

Proceed in one of the two following ways:

- Request immediate shipment of advanced replacement parts.
- Send in the defective unit for repair and return.

If advanced replacement(s) are requested, you will receive with your parts an RMA number for the return of the faulty part(s). You must return defective parts within 14 days to avoid additional charges.

Should you choose to return parts for repair, include the following:

- Name, address and phone number including area code.
- Game serial number information.
- A purchase order number, work order number or signed authorization to perform service.

Repair and Return parts will be shipped back using the same mode of transportation under which they were received. Repairs are warranted for a period of thirty (30) days from the date installed into service.

For future reference;

Date of Installation _____ Serial number _____
Installed by _____



NOTES

Lined area for taking notes, consisting of multiple horizontal lines.