SiNK iT SHOOTOUT!

PLACE SERIAL NUMBER LABEL HERE

BAY TEK
GAMES

passion in ★ fun out

FACTORY CONTACT INFORMATION

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

JOIN OUR SERVICE FIRST NETWORK!

This free service is intended to keep you up to date on the latest game information, early notification of parts specials, pertinent technical bulletins, updates on retro fit parts, software upgrades, and much more.
Log on to: **www.baytekgames.com/parts**
then click on the Parts N' Service tab, or scan the QR code to the right with your Smartphone to jump straight to this game's parts page!

Scan here!

SALES	PARTS	SERVICE
P: 920.822.3951	**P:** 920.822.3951 X 1101	**P:** 920.822.3951 X 1102
F: 920.822.8936	**F:** 920.822.1496	**F:** 920.822.1496
E: sales@baytekgames.com	**E: parts**@baytekgames.com	**E: service**@baytekgames.com

MON - FRI
8 AM - 5 PM C.S.T.

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

GAME INSPECTION

Inspect the game for any damaged, loose, or missing parts. If damage is found, please contact your freight carrier first. Then, contact Bay Tek Games' Service Department at 920.822.3951 or e-mail them at service@baytekgames.com for further assistance.

TABLE OF CONTENTS

Congratulations on your Sink It™ purchase!

A family-friendly twist on our original Beer Pong Master game, Sink It is the perfect addtion to any ticket redemption game room.

The fun ball-tossing action and competive nature of Sink It will have players lining up!

Please take a moment to read through this manual and be sure to contact our factory if you have any questions or would like some more information.

Thank you for your purchase! Your business is important to us and we hope you enjoy this game as much as we do!

Your Friends at Bay Tek Games

GAME INSPECTION

Inspect the game for any damaged, loose, or missing parts.
If damage is found, please contact your freight carrier first.
Then, contact Bay Tek Games' Service Department at 920.822.3951
or e-mail them at service@baytekgames.com for further assistance.

Insert credits and select 1- or 2-player with the buttons on the front of the games.
(Single games will not have the 2-player button)

Toss or bounce the balls into the cups, trying to hit all 10 cups and turn off the blue lights inside before your opponent!

Win tickets for your skills!

GAME SPECIFICATIONS

WEIGHT	
NET WEIGHT	475 LBS.
SHIP WEIGHT	525 LBS.
DIMENSIONS	
WIDTH	30"
DEPTH	71"
HEIGHT	77"
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 START UP CURRENT	OPERATING CURRENT
1 AMPS @ 115 VAC	1.5 AMPS @ 115 VAC
0.5 AMPS @ 230 VAC	.75 AMPS @ 230 VAC

SAFETY PRECAUTIONS

⚠ NOTICE ⚠

Modifications to the mechanical, electrical and structural components of this game may void its compliance certifications.

⚠ DANGER ⚠

DO NOT perform repairs or maintenance on this game with the power ON.
Unplug the unit from the wall outlet or shut off the power strip located inside the cabinet.

⚠ WARNING ⚠

Use of flammable subtances can cause sever burns or serious injury.
Always use NON-FLAMMABLE solvents for cleaning. DO NOT use gasoline kerosene or thinners.

⚠ CAUTION ⚠

Lifting heavy objects can cause back, neck or other injuries. Be sure adequate lifting and moving devices are available when unloading, unpacking and moving this game.

⚠ ATTENTION ⚠

Be sure the electrical power matches the game requirements. See the serial number located on the back of the game cabinet. Always plug into a grounded circuit. If the supply cord is damaged, it must be replaced by an approved cord or assembly provided by the manufacturer.

⚠ IN CASE OF EMERGENCY ⚠

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

QUICK SET UP GUIDE

Place the game near its final location. Open the storage compartment by unlocking the front metal and sliding the bounce platform forward.

Ensure the balls didn't bounce out of the trough during transport.

No more than **20 balls** should be in the machine at a time for proper function

Sink It uses **38-40 mm** ping pong balls

Plug the power cord (located in the storage compartment) into the game and a standard 110v outlet, then switch the power strip inside the front door to the on position.

The game may require a camera calibration after shipping. See page 15 for instructions.

Place two games next to each other and pull out the bounce platforms.

Locate the grey phone cables inside each compartment connected to the auxillary board shown. The boards are connected to the motherboard via USB.
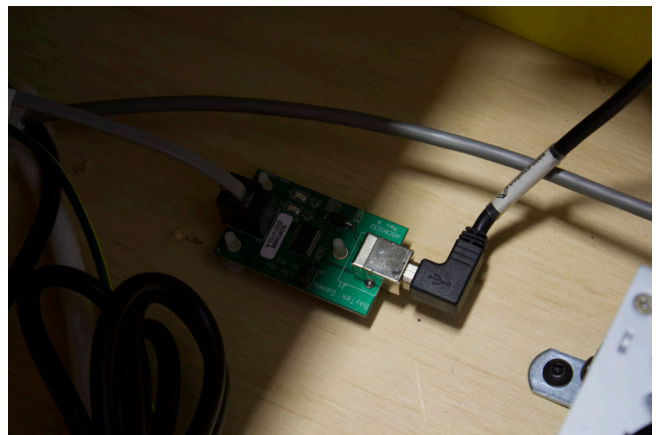
Feed the cable through the hole in the back of the cabinet, and repeat in other cabinet
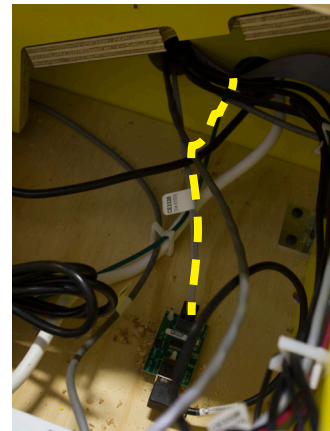
Plug the cables from each game into each other, then push the cabinets together.
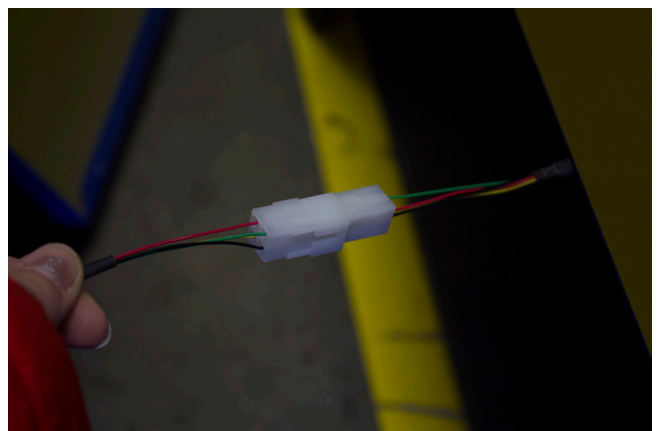
Secure the cabinets together with included bolts, washers and locknuts.

One set of holes is located inside the coin door of the left game and the ticket door of the right game.

The other set of holes is inside the back doors.

9
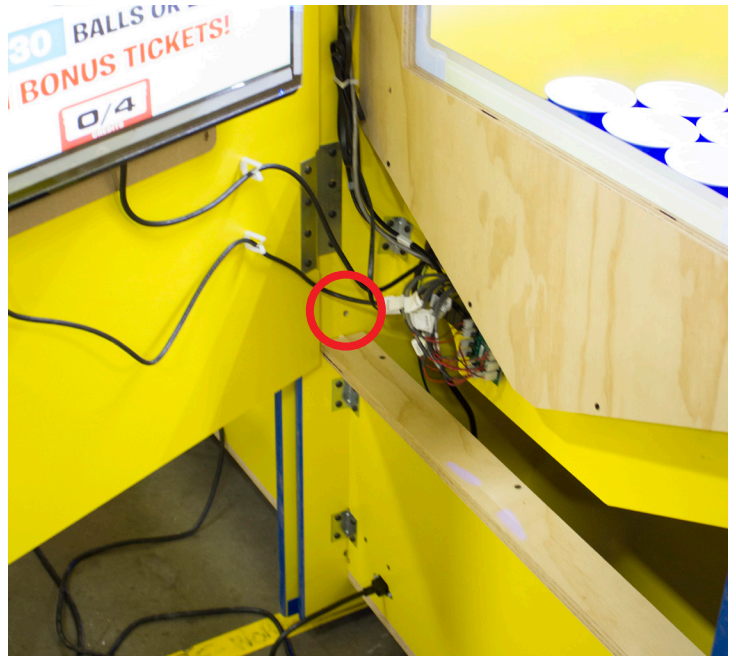
HEAD TO HEAD CONNECTION

Place the marquee on top of the two games, centering it between them.

Secure with included wood screws.
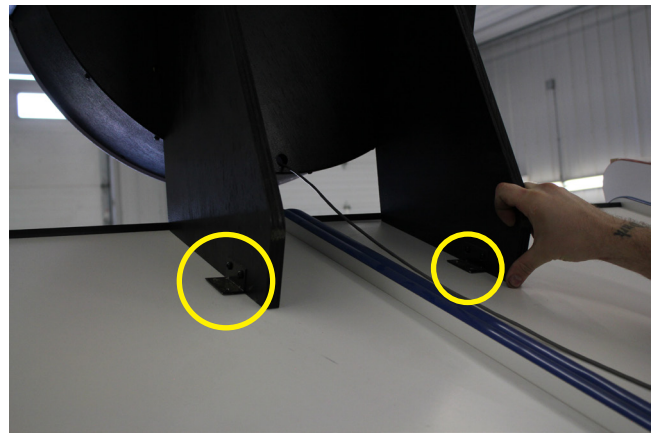
Run the cable down between the cabinets and plug in to housing near bottom of the right side game.
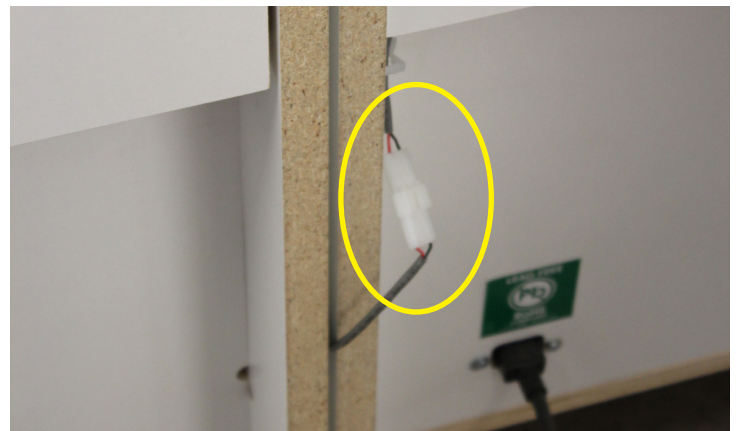
DIP SWITCH SETTINGS

The dip switch bank is located on the minigen board under the bouncing platform; open the front door, then slide the platform towards you.

*factory default settings are highlighted below
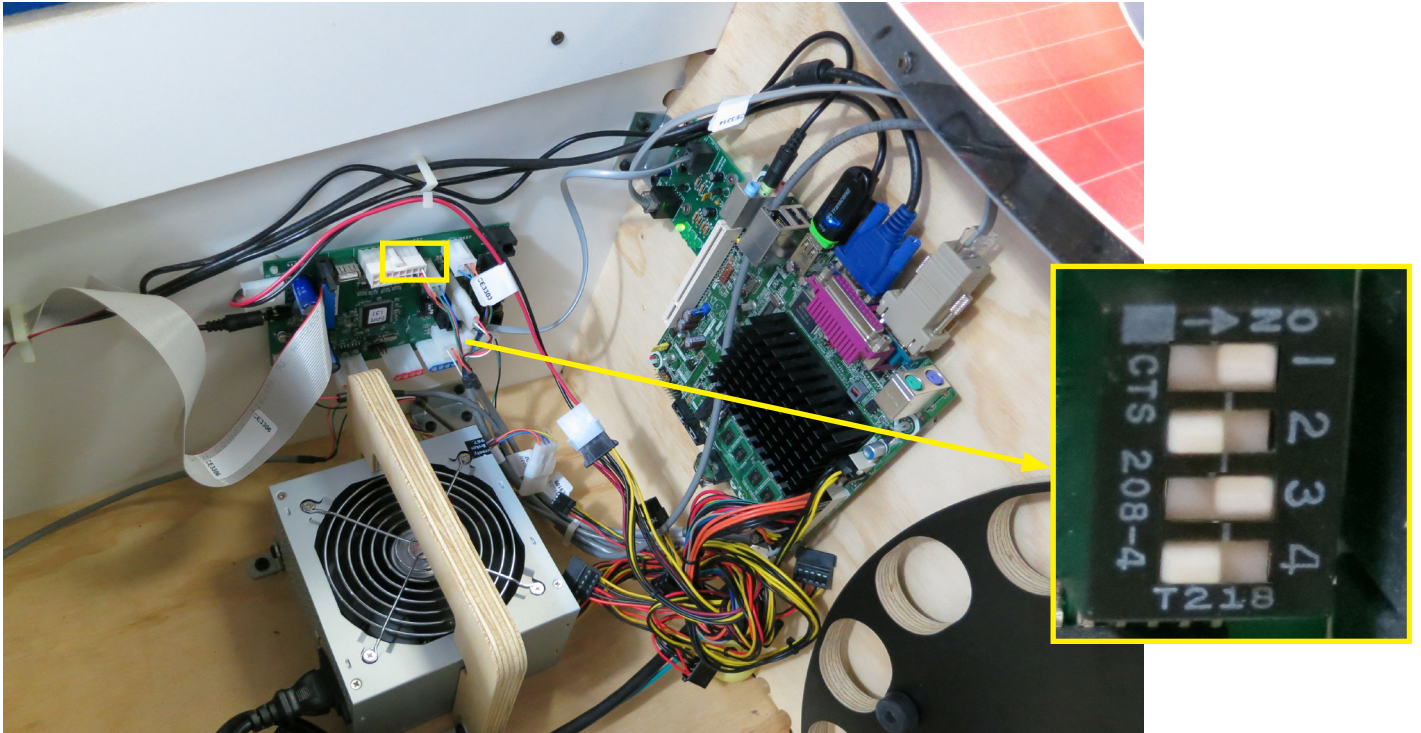
SWITCH	DESCRIPTION	OFF	ON
1	Enable Tickets		
2	New Jersey compliance		
3	Do Not Adjust		
4	Do Not Adjust		

MAIN MENU

Press the MENU BUTTON inside the front door to enter the main menu.

Scroll through the options by pressing the MENU BUTTON and make your selection with the MENU SELECT button.

The blue and red player buttons also scroll through the menus.

```
SINK IT  Main Menu
Clear Credits & Tickets
Start Test Game after exit
Game Setup
Diagnostics Menu
Location Name and Advertising
Machine Setup
Reports
Software Update

Exit Menu

    PC Software Version = 2.05.4
  Minigen Software Version = 2.07
  Camera Software Version = 1.23a
```

CLEAR CREDITS & TICKETS

Press MENU/SELECT when Clear Credits is highlighted to reset the available credits and tickets owed to 0.

START TEST GAME AFTER EXIT

Selecting this option will start a test game after exiting the menu.

CLEAR HIGH SCORES

Selecting this option will start clear the high scores screen.

GAME SETUP

SINK IT Game Setup

Coins/Credits per Play   4
DBA $1 Additional Games   0 Games
DBA $5 Additional Games   0 Games
DBA $10 Additional Games   0 Games
DBA $20 Additional Games 0 Games
Credit Card Charge Games/Swipe Off

Credit Add Games/Swipe   0 Games
Game Time   60 Sec
Balls per Game   30 Balls
Extra Last Ball Delay   After 10 Sec
Ticket Payout Pattern   5
 # CUPS   0-3 4-6 7-9 All 10
 TICKETS 10   14   20   32 + balls left
Divide Ticket Payout by 2   Off
Exit Menu

SETTINGS OPTIONS & FACTORY DEFAULTS									
Credits per Play	0	1	2	3	4	5	6	7	8
DBA Additional Games	Gives additional games for $ bill denominations (default is 0-off)								
CC Charge Games/Swipe	OFF				ON				
CC Add Games/Swipe	0	1	2	3	4	5	6	7	8
Game Time (seconds)	30	60	90	120	150	180			
Balls Per Game	10	20	30	40	50	60			
Extra Last Ball Delay (seconds)	never		10	15	20	25	30		
Ticket Patterns	see next page								
Divide Tickets by 2	OFF				ON (pays out 1 paper ticket per 2 tickets won)				

TICKET PATTERNS

PATTERN	NUMBER OF CUPS HIT			
	0-3	4-6	7-9	10
	TICKETS			
1	2	6	8	16 (+1 per remaining ball)
2	2	4	10	16 (+1 per remaining ball)
3	4	6	10	18 (+1 per remaining ball)
4	10	14	20	30 (+1 per remaining ball)
5	10	14	20	32 (+1 per remaining ball)
6	12	16	22	36 (+1 per remaining ball)

SINK IT Diagnostics Menu

Cup 1 target	OFF	Blue Button	OFF
Cup 2 target	OFF	Red Button	OFF
Cup 3 target	OFF	Coin Input	OFF
Cup 4 target	OFF	DBA Input	OFF
Cup 5 target	OFF	Ball Trough	OFF
Cup 6 target	OFF	Ball Release	OFF
Cup 7 target	OFF	Low Ticket	OFF
Cup 8 target	OFF		
Cup 9 target	OFF		
Cup 10 target	OFF		
Cheat Detect	OFF		

Dispense Ticket

Ball Motor

New background

Camera Calibrate

Exit Menu
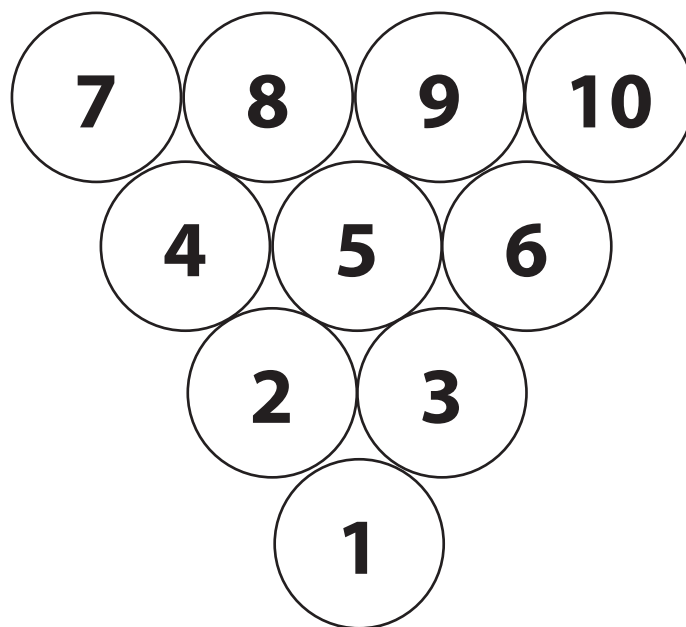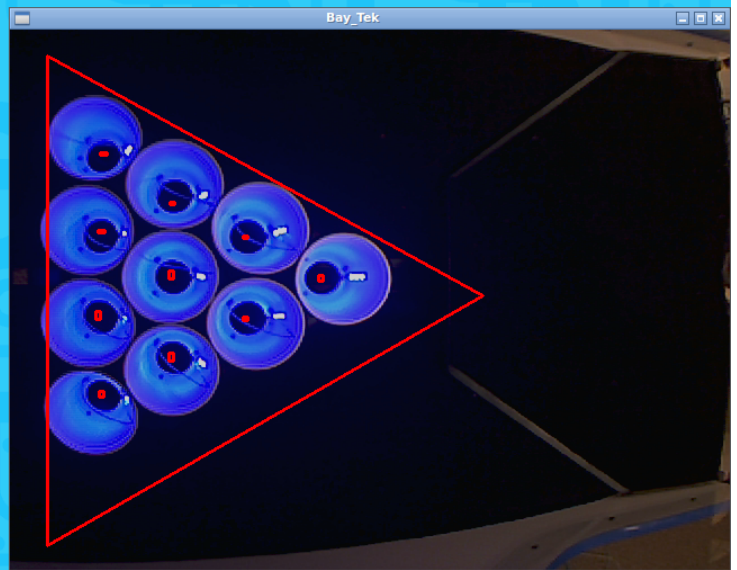
LOCATION NAME & ADVERTISING

SINK IT Location & Ads

Name Edit   Bay Tek Games
Load name.txt from USB
Load Ad Screens   no ad1-4.png files
Delete Ad Screens
Local Currency Symbol $
Exit Menu

Insert a USB stick containing your advertisements and text file into the USB port next to the menu buttons under the bounce platform.

LOCATION NAME:
Your location name can be entered manually with the on-screen keyboard and the player buttons, OR it can be uploaded from the USB stick (name.txt).
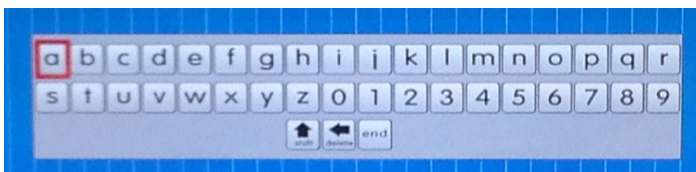
ADVERTISEMENTS:
The ideal size of an advertisement is 1280 x 960, in .png format. Ads must be named ad1.png, ad2.png, ad3.png and ad4.png to upload correctly.

You can add up to 4 different advertisements to the machine, which display in rotation during attract mode. The ads can be changed out at any time.

One USB stick can be used to program multiple machines to the same settings.

LOCAL CURRENCY SYMBOL:
Choose between $, £ or none; this affects both price per play and earning reports.

MACHINE SETUP- HEAD TO HEAD

SINK IT Machine Setup

Game Volume	5
Attract Volume	5
Attract Timing	1 min
Next Player Start Timeout	2 min
Timed Game Countdown Delay	15 sec
Cheat Detect Ends Game	3 warnings
Mech. Counter Advance	per Credit
Head 2 Head Machine ID	Off
H2H-Reg Game Select Delay	15 sec
H2H-Wait time 2nd Player	15 sec
H2H-Winner Extra Tickets	5
Demo Mode	Regular Play
Set Date/Time	
Exit Menu	

SETTINGS OPTIONS & FACTORY DEFAULTS													
Game Volume	0	1	2	3	4	5	6	7	8	9	10	11	12
Attract Volume	0	1	2	3	4	5	6	7	8	9	10	11	12
Attract Timing	off		30 sec		1 min		5 min		10 min		15 min		
Next Player Start Timeout	off		30 sec		1 min		2 min		3 min		5 min		
Timed Game Countdown Delay	off		5 sec		10 sec		15 sec		20 sec		25 sec		30 sec
Cheat Detect End Game	off		never end for cheat detection				1 warning		2 warnings		3 warnings		
Head to Head Machine ID	off				left (Player 2)				right (Player 1)				
	off				Set according to game designation								
H2H- Reg Game Select Delay	5 sec		10 sec		15 sec		20 sec		25 sec		30 sec		
H2H- Wait time 2nd Player	5 sec		10 sec		15 sec		20 sec		25 sec		30 sec		
H2H- Winner Extra Tickets	0	1	2	3	4	5	6	7	8	9	10		

MACHINE SETUP- SINGLE GAME

SINK IT Machine Setup

Game Volume	5
Attract Volume	5
Attract Timing	1 min
Next Player Start Timeout	2 min
Timed Game Countdown Delay	15 sec
Cheat Detect Ends Game	3 warnings
Mech. Counter Advance	per Credit
Head 2 Head Machine ID	Off
H2H-Reg Game Select Delay	15 sec
H2H-Wait time 2nd Player	15 sec
H2H-Winner Extra Tickets	5
Demo Mode	Regular Play
Set Date/Time	
Exit Menu	

SETTINGS OPTIONS & FACTORY DEFAULTS

Game Volume	0	1	2	3	4	5	6	7	8	9	10	11	12
Attract Volume	0	1	2	3	4	5	6	7	8	9	10	11	12
Attract Timing	off		30 sec		1 min		5 min		10 min		15 min		
Next Player Start Timeout	off		30 sec		1 min		2 min		3 min		5 min		
Timed Game Countdown Delay	off		5 sec		10 sec		15 sec		20 sec		25 sec		30 sec
Cheat Detect End Game	off		never end for cheat detection				1 warning		2 warnings		3 warnings		
Head to Head Machine ID	off						left (Player 2)				right (Player 1)		
H2H- Reg Game Select Delay	5 sec		10 sec		15 sec		20 sec		25 sec		30 sec		
H2H- Wait time 2nd Player	5 sec		10 sec		15 sec		20 sec		25 sec		30 sec		
H2H- Winner Extra Tickets	0	1	2	3	4	5	6	7	8	9	10		

SINK IT Report Menu

Earnings Report
Tickets/Payout Report
Exit Menu

These reports will help you to determine the earmings, payout and overall number of plays generated by your Beer Pong game.

SINK IT Earnings Report
Bay Tek Games   12-20-2013

	Percent Total	Number of Credits	Income
Bill Acceptor	0%	0	$ 0.00
Credit Card	0%	0	$ 0.00
Coins	0%	0	$ 0.00
Total		0	$ 0.00

0 Total Games Played

Clear All Earnings Stats   Press 3x
Exit Menu

SINK IT Ticket/Payout Rpt
Bay Tek Games   12-20-2013

Cups Made Bucket	Balls Remaining	Tickets	Num Games
0-3		10	0
4-6		14	0
7-9		20	0
10	0-9	32-41	0
10	10-19	42-51	0
10	20+	52	0

TOTAL Tickets/Games	0	0
H2H +Tickets-Games	0	0
AVG Tickets/Game	0	
PAYOUT Percentage	0%	

Clear Ticket/Payout Stats   Press 3x
Exit Menu

REPORTS MENU- SINGLE GAME

SINK IT Report Menu

Earnings Report
Tickets/Payout Report
Exit Menu

These reports will help you to determine the earmings, payout and overall number of plays generated by your Beer Pong game.

SINK IT Earnings Report
Bay Tek Games   12-20-2013

	Percent Total	Number of Credits	Income
Bill Acceptor	0%	0	$ 0.00
Credit Card	0%	0	$ 0.00
Coins	0%	0	$ 0.00
Total		0	$ 0.00

0 Total Games Played

Clear All Earnings Stats   Press 3x
Exit Menu

SINK IT Ticket/Payout Rpt
Bay Tek Games   12-20-2013

Cups Made Bucket	Balls Remaining	Tickets	Num Games
0-3		10	0
4-6		14	0
7-9		20	0
10	0-9	32-41	0
10	10-19	42-51	0
10	20+	52	0

TOTAL Tickets/Games	0	0
AVG Tickets/Game	0	
PAYOUT Percentage	0%	

Clear Ticket/Payout Stats   Press 3x
Exit Menu

SINK IT Software Upgrade

Update saving all settings Press 3x
Update to new rev settings
Restore previous version
Restart updated game

Reset Factory Settings

Exit Menu

NEW SW UPDATE VERSIONS:
PC Software Version = None
Camera Software Version = None

CURRENT SW VERSIONS:
PC Software Version = 2.05.4
Camera Software Version = 1.23a

BACKED UP SW VERSIONS:
PC Software Version = None
Camera Software Version = None

GND plate

R+ R - L- L+ **J19**

Sound IN

J18

NewGen V H
Bay Tek Games WI
Pulaski

PB7 Q12
PX29
Q10 Q11
3.3V

J24

J29

USB

PB16 **J9**
PB17

PX37 **J5**
PB18

PB19 PX39 PX00 PX01 PB20 PX02 PB21 PB22 PB23 PB24 PB25 PB26 **J21**

DIPS

Software Load

J6 PA05

J8 PA06

Sound Source Select

Q8 Q9
Q7
Q6
Q5
Q4
Q3
Q2
Q1

J22

PX10 **J25**
Q14
Q13 PX11

J10 **J12** **J11** **J13** **J14**

Chase 4 Chase 3 Chase 2 Chase
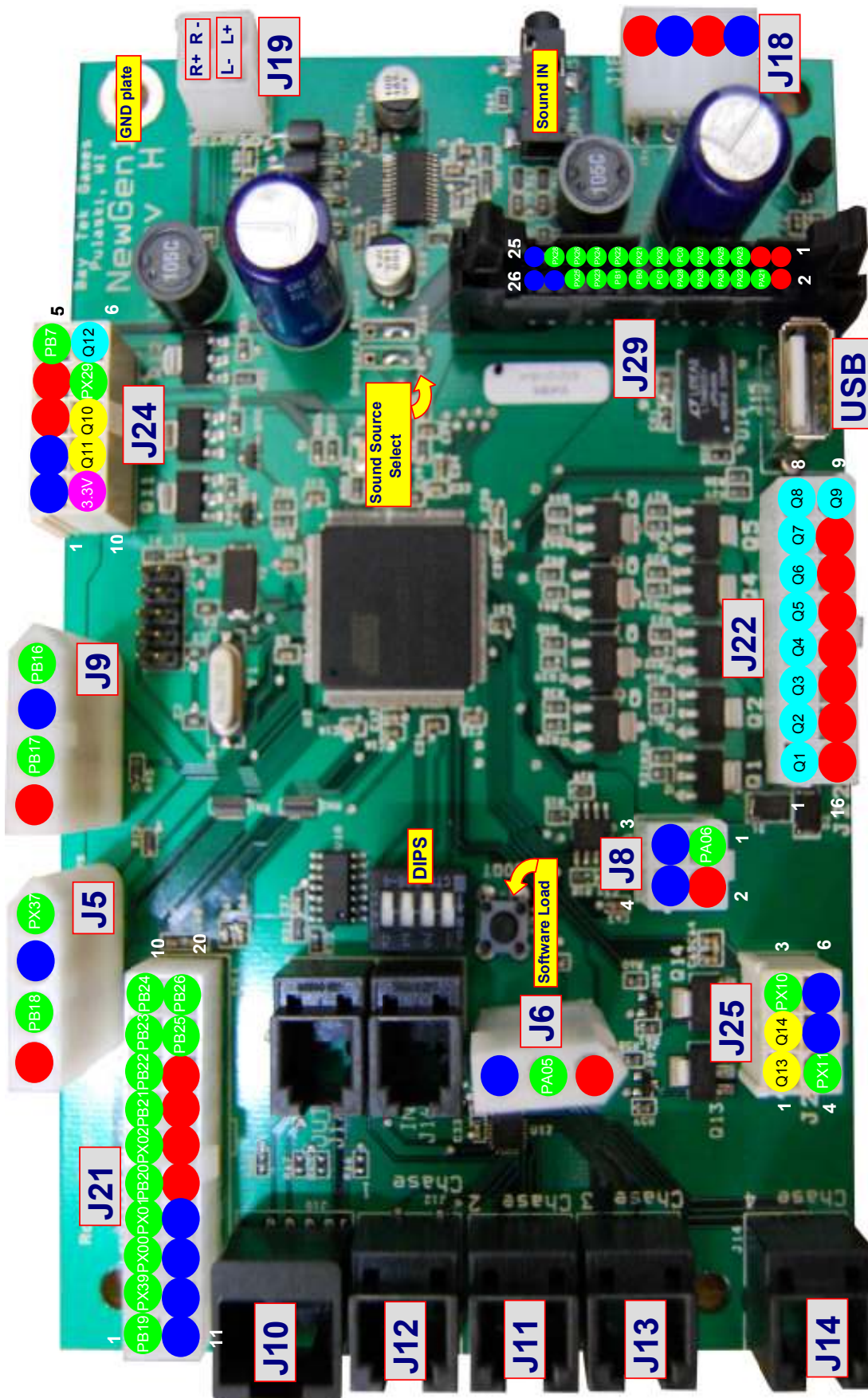
Chase Lights (J11,J12,J13,J14)
Pin 1 - Chase Output
Pin 2 - Chase Output
Pin 3 - +12V
Pin 4 - Chase Output
Pin 5 - Chase Output
Pin 6 - +12V

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

J29   +12

1
2
3
4   PA21
5   PA23
6   PA22
7   PA25
8   PA24
9   PA27
10 PA26
11 PC0
12 PA28
13 PX20
14 PC1
15 PX21
16 PB0
17 PX22
18 PB1
19 PX24
20 PX23
21 PX26
22 PX25
23 PX28
24
25
26

HEADER 26
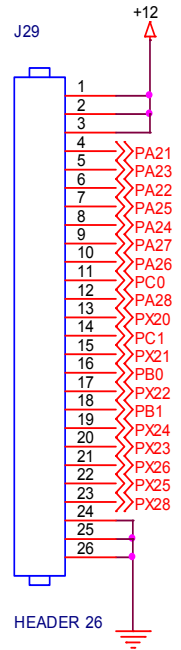
Ground
+12V
Low Side Driver
High Side Driver
TTL Logic
+3.3V

22

BayTek BEER PONG NEWGEN1 Hardware REV G Pinout With AUX BOARD - Version 1.06

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

Pin Type	Purpose	Ref	Pin #
LOWSIDE #1, w diode		J22	1
LOWSIDE #2, w diode		J22	2
LOWSIDE #3		J22	3
LOWSIDE #4	NOT USED Trough Lights Red	J22	4
LOWSIDE #5	NOT USED Trough Lights Green	J22	5
LOWSIDE #6	NOT USED Trough Lights Blue	J22	6
LOWSIDE #7	NOT USED Bounce Area Lights	J22	7
LOWSIDE #8		J22	8
LOWSIDE #9	NOT USED Ball Un-Jammer Solenoid	J22	9
+12 Volts	OLD PROTO Mechanical Count #1 Game +12V	J22	11
+12 Volts	OLD PROTO Mechanical Count #2 Ticket +12V	J22	12
+12 Volts		J22	13
+12 Volts		J22	14
+12 Volts		J22	15
+12 Volts		J22	16

Pin Type	Purpose	Ref	Pin #
Ground		J24	1
Ground		J24	2
+12 Volts		J24	3
+12 Volts		J24	4
PB7	Ball Release Sensor	J24	5
LOWSIDE #12	Select Red Light	J24	6
PX29	Ball Trough Sensor	J24	7
HIGHSIDE #10	Scroll Blue Light	J24	8
HIGHSIDE #11	Ball Release Dispenser Motor	J24	9
3.3V		J24	10

Pin Type	Purpose	Ref	Pin #
HIGHSIDE #13	NEW Mechanical Count #1 Game	J25	1
HIGHSIDE #14	NEW Mechanical Count #2 Ticket	J25	2
PX10	Service Button #1	J25	3
PX11	Service Button #2	J25	4
Ground	Ground for Service Buttons	J25	5
Ground	Ground for Mechanical Count #1 & #2	J25	6

Pin Type	Purpose	Ref	Pin #
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

Pin Type	Purpose	Ref	Pin #
+12 Volts	Coin Door Power	J6	1
PA05	Coin Input	J6	2
Ground	Coin Ground	J6	3

Pin Type	Purpose	Ref	Pin #
PB16	Low Ticket Switch	J9	1
Ground	Ground for Low Ticket Switch	J9	2
PB17	Coin/DBA Lockout (Jersey)	J9	3
+12 Volts		J9	4

Pin Type	Purpose	Ref	Pin #
PA06	DBA Input	J8	1
+12 Volts		J8	2
Ground		J8	3
Ground		J8	4

J29 Connector

Connector	Pin	Signal	Description
J29	1	+12 Volts	
J29	2	+12 Volts	
J29	3	+12 Volts	
J29	4	PA21	
J29	5	PA23	
J29	6	PA22	
J29	7	PA25	
J29	8	PA24	
J29	9	PA27	
J29	10	PA26	
J29	11	PC0	
J29	12	PA28	
J29	13	PX20	
J29	14	PC1	Cup 1 Lights
J29	15	PX21	Cup 2 Lights
J29	16	PB0	Cup 3 Lights
J29	17	PX22	Cup 4 Lights
J29	18	PB1	Cup 5 Lights
J29	19	PX24	Cup 6 Lights
J29	20	PX23	Cup 7 Lights
J29	21	PX26	Cup 8 Lights
J29	22	PX25	Cup 9 Lights
J29	23	PX28	Cup 10 Lights
J29	24	Ground	
J29	25	Ground	
J29	26	Ground	

J21 Connector

Connector	Pin	Signal	Description
J21	1	PB19	
J21	2	PX39	
J21	3	PX00	
J21	4	PX01	
J21	5	PB20	
J21	6	PX02	
J21	7	PB21	
J21	8	PB22	
J21	9	PB23	
J21	10	PB24	Credit Card Reader Input
J21	11	Ground	
J21	12	Ground	
J21	13	Ground	
J21	14	Ground	
J21	15	+12 Volts	
J21	16	+12 Volts	
J21	17	+12 Volts	
J21	18	+12 Volts	
J21	19	PB25	Select Switch
J21	20	PB26	Game Start Switch

AACE3306
Ribbon Cable to
lights in cups

AACE3315
Menu Buttons &
Counter

AACE3303
12 Volt DC
Power In Cable

J18

J29

J22

J25

AACE2510
Bill Acceptor

J8

J6

+12 V

Signal

Com

AACE9109
Coin Door

A5CEAU010
Cable to
Speakers

AANEWGEN1-PJ/RBN

J16

AACE3302
Cable to
Speakers

J19

J24

J21

AACE3301
Lights and Player
Start Buttons

AACE3300 Motor
and Ball Sensors

25

COIN MECH, MENU BUTTON & COUNTERS

Menu Select
Button
AAPB2700

Menu Scroll
Button
AAPB2700

AACE3315

AACE3315

Game
Counter

AACE3317

To J25
on main
board.

AACE3303
To Power IN
(J18) from
power supply.

COM
+ 12 V

AANEWGEN1-PJ/RBN

To J9
on main
board.

To J6
(COIN) on

Coin Door Harness
AACBL4A-DOOR

Coin Switches
(AASW9903)
Wired Normal
Open

AACE3311

AACE3316

**From
Outlet
Strip**

**From AACE3301
Pushbutton/Motor
Wiring Section**

AACE3316

AACE3311

**To Bill Acceptor
A5AC9093
110 VAC Down-Stacker**

AACE3311

**To Bill Acceptor
A5AC9093
110 VAC Down-Stacker**

AACE3311

**To Credit Card Reader
A5CR1000**

WIRING DIAGRAMS

PLAYER BUTTON, MOTOR & SENSORS

12 Volts DC Power In between Red and Black wires

Normally 0 VDC between Black and White wires. (LED is ON)

When Blocked - 3.3 VDC between Black and White wires. (LED is OFF)

Ball Release Sensor
AACB3003

AANEWGEN1-PJ/RBN

To J24 Connector on Main Board

To J21 Connector on Main Board

AACE3300

AACE3300

AACE3300

AACE3301

TO AACE3316 DBA Cable Wiring Section

Ball Trough Sensor
AACB2203

Ball Loader Motor
AAMO3300

Game Select Switch
Blue - A5PB3001

Game Start Switch
Red - A5PB3000

12 Volts DC Power In between Red and Green wires

Normally 3.3 VDC between Green and White wires. (LED is OFF)

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

Motor is normally 3.8 Ohms
5 Volts DC when running

Important:
Do not short Light Wires to anything.
Switches wired Normally Open

MOTHERBOARD COMMUNICATION

AACM1300
Camera

A5CORD23

USB Dongle
Software

A5MO2200
Monitor

AAMB8

Connection

A5CORD23

A5CORD11

A5CN1031
Adaptor to
plug cable into
Motherboard.

Connector
A5CN3001

A5CORD11

AACE3314
Communication cable from J2 on
Interface Board to Motherboard

A5CEAU010
Audio Jack from
Motherboard to
Main Board

AANEWGEN1-PJ/RBN

AACE3309
Communication cable from J16 on
main board to J1 on Interface Board.

AACB2204
Interface Board

WIRING DIAGRAMS

CUP LIGHTS & SPEAKER

AANEWGEN1-PJ/RBN

To J19 on main board.

AACE3302

Speaker
AACE8811

Comm from Minigen
AACE3306

Cup 10 Lights
AACE3310-10

Cup 9 Lights
AACE3310-9

Cup 8 Lights
AACE3310-8

Cup 7 Lights
AACE3310-7

A5CB3004

Cup 1 Lights
AACE3310-1

Cup 2 Lights
AACE3310-2

Cup 3 Lights
AACE3310-3

Cup 4 Lights
AACE3310-4

Cup 6 Lights
AACE3310-6

Cup 5 Lights
AACE3310-5

Each cup has one LED strip for lighting

+ −

LED Cup Light
AACE3310-X

Playfield Layout for Cup Lights

Cup 7
Cup 8
Cup 9
Cup 10

Cup 4
Cup 5
Cup 6

Cup 2
Cup 3

Cup 1

A/C IN & POWER SUPPLY

AC Bulb
A5LI0001

AAMB8

AACE8868

Monitor
A5MO2200

AC Power to
Marquee
AACE3307

Power Supply
A5PS1008

Power Cable To
MiniGen AACE3303

AC Power to
back of game.
A5CORD5

To J18
Connector
on Main
Board

AANEWGEN1-PJ/RBN

AC Power to
Power Supply
A5CORD5

Bill Acceptor, Down-
Stacker A5AC9093

Bill Acceptor Power Cable
AACE3316

Line Filter
A5FI9010

Power In Cord
From Wall
A5CORD5
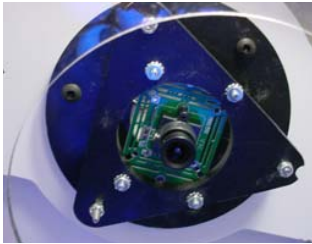
Outlet Strip
A5OU1000

AC Power In cable
AACE3304

TROUBLESHOOTING GUIDE

Troubleshooting Strategy

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

Troubleshooting Chart		
Problem	**Probable Cause**	**Remedy**
No power to the game. No lights on at all.	Unplugged. Circuit breaker tripped. Line Filter Faulty. Power strip faulty. Faulty cable/power supply.	Check wall outlet. Reset power strip breaker switch or building circuit breaker. Replace Line Filter (Part # A5FI9010) Change plug position, replace if needed. See Power Supply diagnostic below.
AC Light and Bill Acceptor on. **But everything else off.** **(Power Supply not ON)**	Power supply unplugged. Rocker Switch. Power supply shutting down because of 12 V overload. Faulty power supply.	Insure unit is plugged into power strip. Make sure rocker switch is set ON. See power supply diagnostics to isolate bad component. A bad motor or 12 volt short would cause this. See Power Supply Diagnostic below.
Dollar Bill Acceptor not functioning. Ensure Bill Acceptor is set to "Always Enable" **Important : Only 110 Volt AC DBA is to be installed.** Enter Diagnostic Menu to see if DBA input goes to ON quickly when bill is inserted. Coin Input OFF DBA Input OFF Ball Trough OFF	Look for "Check Minigen Comm" error on screen. Check for power to Bill Acceptor. Dirt or debris in acceptor slot. Pinched, broken, or disconnected wiring. Bill acceptor problem.	Refer to "Check Minigen Comm" error diagnostic section. 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 Mini Gen Board. (AACE3316, AACE3311) Repair or replace wiring harness. Check J9 connector on Main Board Make sure 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.
No Sound	Volume set to zero in menu. Disconnected, loose or broken wires. Faulty speaker.	Enter Machine Setup Menu and verify: Game Volume & Attract Volume is not zero Check connections and reseat J19 on main board. Cable # AACE3302 Replace speaker. AACE8811

TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy

Scoring Incorrectly
 	
	All scoring is registered with a camera in top of cabinet.
	
	It is OK if camera is mounted on angle.
	
	Enter Diagnostic Menu to see "live" view of camera
		If no camera picture in Diagnostic Menu:
		Check:
		   Camera (Part # AACM1300)
		   Cable (Part # A5CORD23)
		   USB connection at motherboard
		   Replace motherboard. (Part # AAMB8/)

How to Calibrate Camera
1.) Enter Diagnostic Menu to see "live" view of camera.
   - Verify all cups are within triangle pattern shown on monitor.
   - Verify squares are aligned with the holes in bottom of cups.
   - All cup targets should read "OFF" when camera is aligned.

  If problem here - scroll down and select "Camera Calibration". This will reset the image.

If problem still exists:
   - Ensure camera is secure in game.
   - Ensure cup assembly is positioned correctly.

The camera is installed in it's housing to ensure correct distance and alignment with the cup assembly.
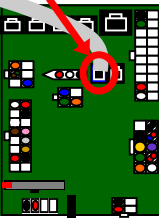Check connections from camera to motherboard.

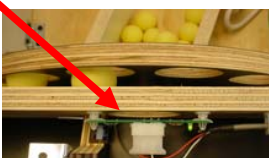2.) Toss balls into each cup and verify that the corresponding "Cup target" flashes to ON in the diagnostic screen.
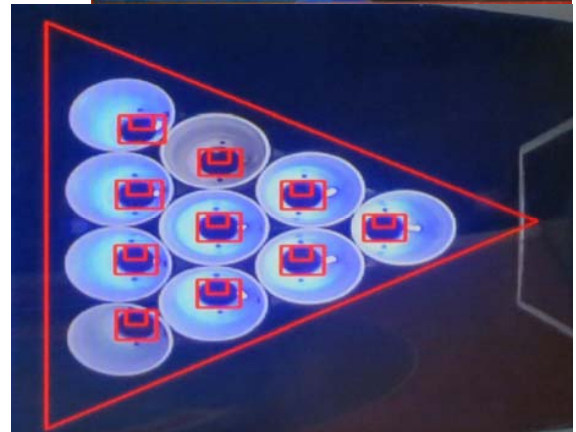
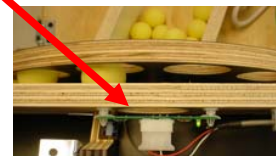|		
Cup Lights not working	All Cup light stay ON or stay OFF.	Make sure balls are scoring. Playfield Aux Board faulty. (A5CB3004) Cable to Minigen faulty. (AACE3306) Faulty Minigen board. (AANEWGEN1-PJ/RBN)
	Individual cup lights not working	Faulty LED light strip inside cup. (AACE3310-X) Playfield Aux Board faulty. (A5CB3004)
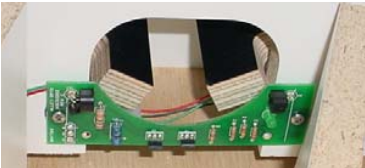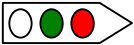
TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
Game not coining up. Note: If game is equipped with 2 Bill Acceptors, they both share the signal line to Mini Gen Board to Connector J9 Enter Diagnostic Menu to see if Coin input goes to ON quickly when coin is inserted. 	Look for "Check Minigen Comm" error on screen. Ensure game makes sound when coin switch is triggered. Game set to large amount of credits per game.	Refer to "Check Minigen Comm" error diagnostic section. Check coin switches—both should be wired normally open. If one switch is "closed" the other will not work either. Check wiring to Mini Gen Board. (AACBL4A-DOOR, AACE3316, AACE3311) Check Game Setup Menu. Ensure Coins/ Credits per Game is set. Default = 4.
Meter does not work. Credit meter will click as each coin is inserted.	Disconnected, loose or broken wires. Faulty counter.	Check connections and reseat J25 on Minigen board. Cables # AACE3315and AACE3317 Replace counter. AACE3317
  Check Minigen Comm Error Game does not coin up but credit meter clicks.	Main Board and wiring to coin switch OK. Check green LED's on Serial Interface board. Is "Power" solid ON? Is "TX" & "RX" blinking very fast?	
	If "Power" is not solid ON Ensure AACE3309 cable is plugged into blue "IN" socket on main board. (J16) Replace if needed. Replace Serial Interface board. (AACB2204) 	**If "TX" & "RX" are not blinking very fast** Communication to Motherboard faulty. Check AACE3314 to motherboard. Check or replace adaptor (A5CN1031)

TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy

Balls not releasing - There are many factors that could contribute to the balls not releasing. Please browse through the following sections:
    - Not enough balls in game
    - Ball jam
    - Error on screen
    - Faulty Motor
    - Ball release sensor blocked/bad
    - Ball trough sensor blocked/bad		

Not enough balls in game	Add balls (Part # A5BA4050) Any ping pong balls will work.	Game should have 25 balls in it. Too many is bad - they may block a sensor
Ball jam	Too many balls in game.	Game should have only 25 balls in it. If balls stack up and block sensor boards, it will not release balls.
	Ball release sensor causing motor to pause. 	If ball release sensor is blocked, it will stop motor until the blockage is cleared. Ball Jam message will appear on screen:
	Physical blockage in game.	Inspect ball path and ensure no debris is blocking balls.
Error on screen 	If game detects a ball blocking the ball release sensor, it will power off motor to avoid damage to motor.	Remove jam from sensor. Refer to "Ball Release Sensor Blocked/Bad" section.
Faulty Motor 	Check for blocked Ball Release sensor.	Unplug Ball Release sensor to see if motor starts working again.
	Disconnected, loose or broken wires.	Check connections from motor to Minigen board. (Cable # AACE3300, AAMO3300)
	Faulty motor.	Check for 3.8 Ohms across motor leads. Check for 5 Volts DC when running. Replace motor. (Part # AAMO3300)
	Enter Diagnostic Menu to test motor.	Select "Turn on Motor" to force motor ON.
	Faulty Minigen Board	If 0 volts when motor should be running, Minigen board may be bad. (Part # AANEWGEN1-PJ/RBN)

TROUBLESHOOTING GUIDE

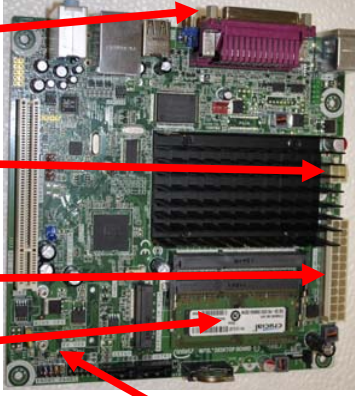| Problem	Probable Cause	Remedy
Balls not releasing - There are many factors that could contribute to the balls not releasing. Please browse through the following sections: **- Not enough balls in game** **- Ball jam** **- Error on screen** **- Faulty Motor** **- Ball release sensor blocked/bad** **- Ball trough sensor blocked/bad**		
Ball release sensor blocked/ bad	Too many balls in game blocking sensor, software will stop motor to prevent damage "Ball Jam—See Attendant" will show on screen Check voltage with DC Multi-meter Disconnected, loose or broken wires. Enter Diagnostic Menu to see if game recognizes sensor. Faulty sensor.	Game should have only 25 balls, if there are too many balls, they will back up and block sensor, turning off motor. Check power: 12 Volts DC Power In between Red and Black wire Normally 0 VDC between Black and White wires. (LED is ON) When Blocked - 3.3 VDC between Black and White wires. (LED is OFF) Check connections from sensor to Minigen board. Cable # (AACE3300) Ball Release should go to ON when sensor is blocked. Replace sensor. (Part # AACB3003)
Ball trough sensor blocked/ bad	If ball trough sensor does not see balls played, game will not release more balls. Check voltage with DC Multi-meter Disconnected, loose or broken wires. Enter Diagnostic Menu to see if game recognizes sensor. Faulty sensor.	Ensure ball trough is clear and not blocked with debris. Check power: 12 Volts DC Power In between Red and Green wire. Normally 3.3 VDC between Green and White wires. (LED is OFF) When Blocked - 0 VDC between Green and White wires. (LED is ON) Check connections from sensor to Minigen board. Cable # (AACE3300) Ball Trough should go to ON when sensor is blocked. Replace sensor. (Part # AACB2203)

TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
Not counting balls	Any balls missing the cups will be counted be the Ball Trough Sensor Check voltage with DC Multi-meter	Ensure ball trough is clear and not blocked with debris. Check power: 12 Volts DC Power In between Red and Green wire. Normally 3.3 VDC between Green and White wires. (LED is OFF) When Blocked - 0 VDC between Green and White wires. (LED is ON)
	Disconnected, loose or broken wires.	Check connections from sensor to Minigen board. Cable # (AACE3300)
	Enter Diagnostic Menu to see if game recognizes sensor.	Ball Trough should go to ON when sensor is blocked.
	Faulty sensor.	Replace sensor. (Part # AACB2203)
Counting too many balls	Ball Trough Sensor is "seeing" too many balls pass through.	Test with finger to ensure LED goes ON. If LED is dim all the time, sensor is bad. Replace sensor. (Part # AACB2203)
Buttons do not work.	Button stuck, sticky or broken.	Clean top of button, ensure it springs back when pushed down. Look for broken tab on bottom of switch.
	Disconnected, loose or broken wires.	Check connections from switch to Minigen board. (Cable # AACE3301)
	Enter Diagnostic Menu to see if game recognizes button.	Button should go to ON when button is pushed.
	Faulty button.	Replace button. A5PB3000 for Red. A5PB3001 for Blue.
Button lights do not work.	Light bulb itself burned out.	Check for 12 Volts DC across lights: Purple and Orange for Red Light Blue and Yellow for Blue Light
	Disconnected, loose or broken wires.	Check connections from switch to Minigen board. (Cable # AACE3301)
	Faulty button.	Replace button. A5PB3000 for Red. A5PB3001 for Blue.

TROUBLESHOOTING GUIDE

Problem		Probable Cause	Remedy
Monitor not working. Power down, wait 10 seconds and power up again.	Monitor says "NO SIG-NAL" for 5 seconds after power-up. Then dark.	Monitor VGA cable unplugged. Small 12 Volt power connector unplugged on motherboard. Large power connector unplugged on motherboard Faulty or loose RAM Faulty power supply - Check for 12 Volts and green LED on motherboard. Faulty motherboard - Replace faulty board. (AAMB8)	
	Monitor has nothing at all on power up.	Power cable unplugged from monitor. Faulty monitor.	Ensure power is plugged into back of monitor, down to power strip. Replace monitor. (A5MO2200)

	Error on screen at power up.
	
	Re-Boot game to see if problem still exists.
		Display stops at "No bootable device -- insert boot disk and press any key"
		
		Display shows "Puppy Video Wizard" or "Xorg"
		
		Display shows "Kernel panic – unable to mount root"
			USB Flash Drive unplugged from board or faulty.
			  Re-seat and try power on to game again.
			
			Game is not recognizing monitor.
			Ensure VGA cable is secure to I/O board.
			  Replace monitor. (A5MO2200)
			
			Faulty or loose RAM

Monitor problems Blurry Monitor Too bright, or dim. 		Open back door of cabinet. Monitor will swing out on door. Menu buttons are located on bottom right edge of monitor, partially hidden by clear plexi of monitor. Press the far left button (Auto) to select Auto Adjustment. This may take a few seconds. Verify that the screen looks good and image is centered.	

POWER SUPPLY DIAGNOSTICS

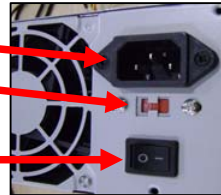1.) Verify AC power to game. Check power strip in front door.

        The rocker switch should be illuminated.

3.) Check connection to power supply.

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

5.) Ensure Power switch is on.

6.) Ensure fan is turning.
- If power supply fan is turning and there is no 12 Volt out, then replace power supply. (A5PS1008)
- If power supply fan is not turning, then continue to "Verify Power to Motherboard"

Verify Power to Motherboard
The motherboard will turn on power supply.
If your game has no 12 volts, it may be the motherboard not turning on.

In addition - there may be a 12 volt short somewhere else in cabinet that is not allowing the power supply to turn on.

Minimize load on power supply and isolate short
Unplug all outputs from power supply except for motherboard.
  This will have power supply, motherboard, and monitor left plugged in.

If power supply, motherboard, and monitor now turn on:
Plug in one component at a time to power supply to locate short.

If power supply still does not power on, then continue to steps 1,2, and 3.

1 - Green LED on motherboard should be ON.

If this is not on, recheck power supply or replace motherboard. (AAMB8)

2 - Check BOTH connections from power supply.

Large power supply connection.

Black and yellow wires (12 Volts DC)
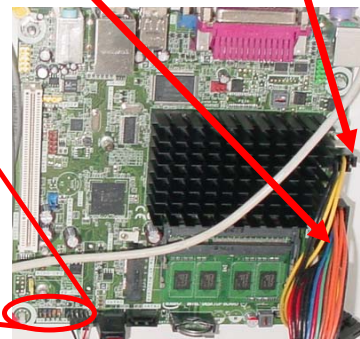
3 - Motherboard "Jump Start"
If green Led is ON, but game not on, you may start motherboard by quickly touching these 2 red pins at the same time.
Motherboard may turn ON and boot normally.

Note: The location of these connectors may vary depending on which version motherboard is in

If power supply still does not power on, replace power supply. (A5PS1008), replace motherboard. (AAMB7)

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.

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
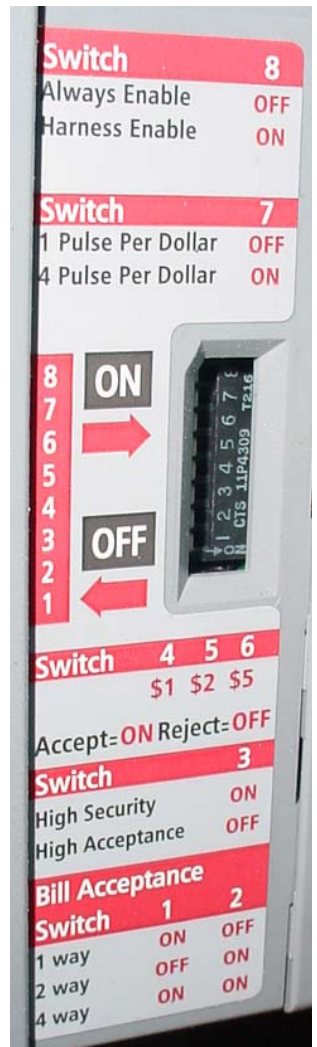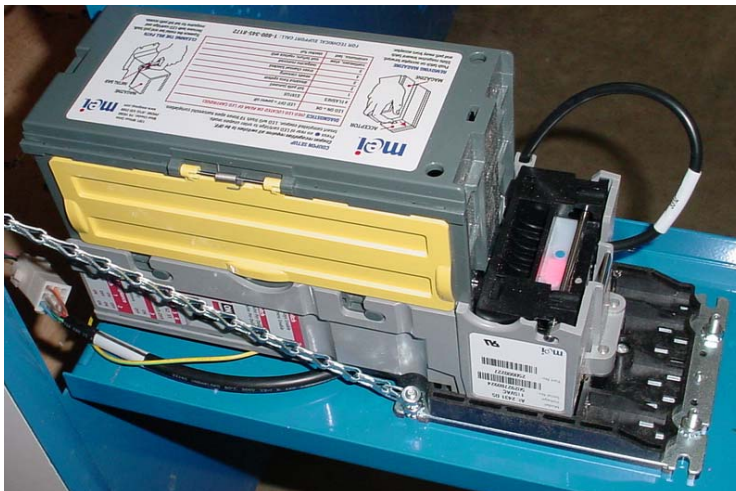
ERROR CODES
 Count the number of flashes on front bezel of Bill Acceptor and follow chart for repair.
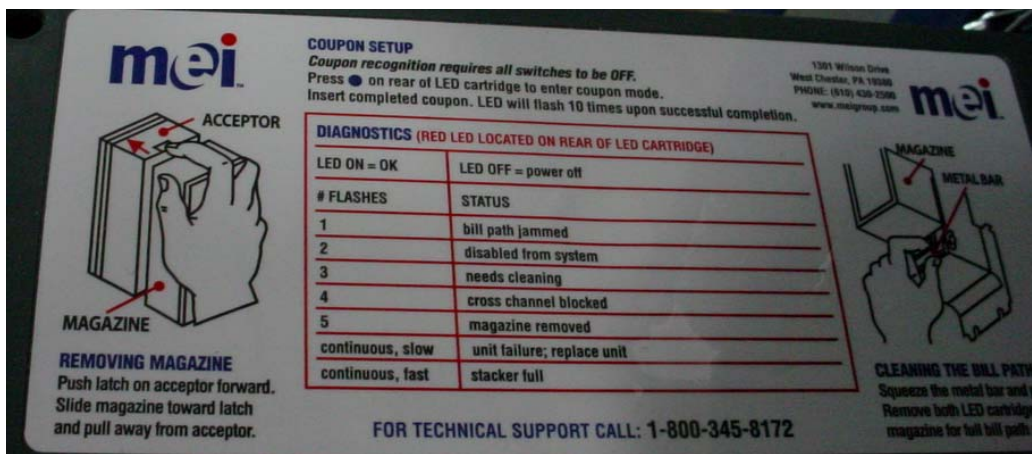
Unlock 2 top locks and flip open front panel.

Slide "Bounce Pad" out toward front of game.

Motherboard, Power Supply, Minigen board
and Communication board are now accessible.

To Remove Motor:
  Remove 4 screws from center of wood wheel.

Motor can now be unscrewed and removed from game.

40

Unlock 2 top locks and flip open front panel.

Slide "Bounce Pad" out toward front of game.

Remove 2 screws from brackets on both sides of the cabinet and remove carpeted wood platform.

Remove screws from brackets holding vertical wood that sensor is mounted to.

Lift wood out of cabinet, unplug sensor, and remove sensor.

HOW TO: REMOVE CUP ASSEMBLY

Remove 2 screws holding cup platform in place.

HOW TO: ACCESS CAMERA/ AC LIGHT

Remove 3 screws holding wood support in place.

Slide plexi toward front of cabinet and remove from game.

CREDIT CARD READER

Beer Pong Masters is credit card reader ready.
Baytek sells a credit card reader that will connect to a harness inside cabinet and will communicate via cell phone signals. No need for an internet connection.

The E-Port Reader will involve drilling holes in the left side of your metal front to mount.

Instructions will come with E-Port Reader, here is a picture of it mounted on metal plate.
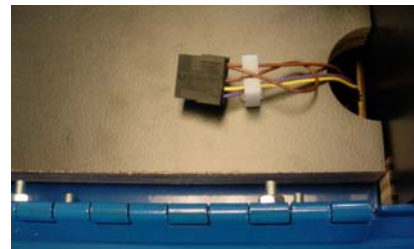
The E-Port Reader will plug into cable positioned in cabinet.

Enter "Game Setup" Menu to select number of games per credit card swipe.

Normally this is set to 4 games per swipe.
($4.00 per swipe at $1.00 per play)
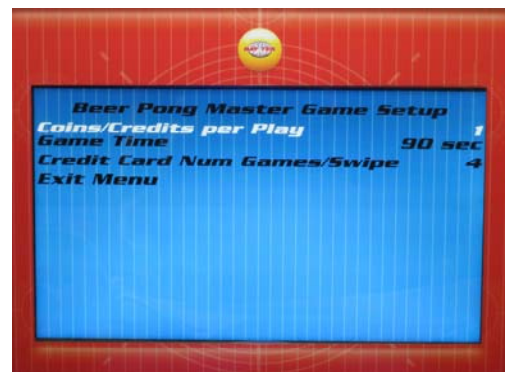
**Any questions on E-Port credit card readers -
Please call E-Port technical support at (888) 561-4748**

PARTS LIST

| PART #	DESCRIPTION	PART #	DESCRIPTION
A5PL9097	Plate, replaces the bill acceptor	AACE3300	Cable, Count Sensor
A5BA4050	Ball, Ping Pong Ball	AACE3301	Cable, Main Door
A5VF2002	Con Box, Black Plastic	AACE3302	Cable, Volume
A5CE6601	Cable, USB, 6 foot	AACE3303	Cable, Minigen Power In Cable
A5CEAU010	Cable, Audio Stereo	AACE3304	Cable, Main Power Cable
A5CN1031	Adapter for Motherboard	AACE3306	Cable, Ribbon from Minigen to AUX Board
A5CO4203	Cover for Speaker	AACE3307	Cable, Fluorescent Light
A5CORD14	Cord, USB 3 foot, Right angle connector		
A5CN3001	Connector VGA-VGA Adaptor	AACE3309	Cable, Minigen to Interface Comm
A5CORD23	Cord, USB 10 foot	AACE3310-1	Cable, Playfield Cup #1 Light
A5CORD5	AC Power Cord	AACE3310-2	Cable, Playfield Cup #2 Light
A5CU3000	Cup, Solo, Red 16 OZ	AACE3310-3	Cable, Playfield Cup #3 Light
A5DE3000	Decal, Marquee	AACE3310-4	Cable, Playfield Cup #4 Light
A5DE3001	Decal, Throw Line Floor	AACE3310-5	Cable, Playfield Cup #5 Light
A5DE3002	Decal, Bounce Pad	AACE3310-6	Cable, Playfield Cup #6 Light
A5DE3003	Decal, Side Cabinet	AACE3310-7	Cable, Playfield Cup #7 Light
A5DE3004	Decal, Front Cabinet	AACE3310-8	Cable, Playfield Cup #8 Light
A5DE3007	Decal, Seam Decal Right	AACE3310-9	Cable, Playfield Cup #9 Light
A5DE3008	Decal, Seam Decal Left	AACE3310-10	Cable, Playfield Cup #10 Light
A5DE3009	Decal, Back Wall around Monitor	AACE3311	Cable, Dual DBA Cable
A5DE3010-1	Decal, Control Panel, Left Side	AACE3314	Cable, Interface to Motherboard Comm
A5DE3010-2	Decal, Control Panel, Right Side	AACE3315	Cable, Menu Buttons
A5FI9010	Decal, Bottom Front, around cash box	AACE3316	Cable, DBA Cable
A5HU1200	Hub on Ball Loader Motor	AACE8868	Cable, Fluorescent Light Socket
A5LI0001	AC Light Compact Fluorescent	AACBL4A-DOOR	Cable, Coin Mech
A5LK2000	Lock for Coin Box	AACE3317	Credit Counter
A5LK5001	Lock for Front and Back Door	AAMO3300	Motor, Ball Loader
A5MO2200	Monitor, 22 Inch	A5AC9093	Dollar Bill Acceptor, Down Stacker, 110AC
A5ME3000	Metal Support Marquee	A5CB3004	AUX Board for Lights in Cups
A5ME3001	Metal Motor Plate	AACB2204	Interface Board
A5ME3002	Metal Left Window Rail	AACB2203	Ball Trough Sensor
A5ME3003	Metal Right Window Rail	AACB3003	Ball Release Sensor
A5ME3004	Metal Downstacker BBA Plate	AACE8811	Speaker Assy.
A5OU1000	Outlet Strip AC	AAMB7	Motherboard
A5PB3000	Pushbutton, Start, Red	AANEWGEN1-PJ/RBN	Minigen Board
A5PB3001	Pushbutton, Select, Blue	AACM3000	Camera for Beer Pong
AAPB2700	Pushbutton, Menu buttons	A5PS1008	Power Supply Ultra LS350W

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PARTS PICTURES
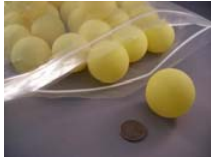
A5PL9097	A5BA4050	A5VF2002	A5CE6601	A5CEAU010
A5CN1031	A5CO4203	A5CORD14	A5CORD23	A5CN3001
A5CORD5	A5CU3000	A5FI9010	A5HU1200	A5OU1000
A5LK2000	A5LK5001	A5PB3000	A5PB3001	
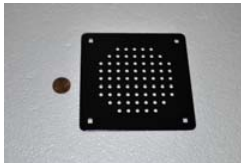
AACBL4A-DOOR	A5LI0001	AACE8811	AAPB2700	AACE3300
AACE3301	AACE3302	AACE3303	AACE3304	AACE3306
AACE3307	AACE3309	AACE3310-X	AACE3311	AACE3314
AACE9109	AACE3317	AAMO3300	AACE8868	A5PS1008
A5AC9093	AACB3003	AACB2204	AACB2203	
AACB3003	AAMB7	AANEWGEN1-PJ/RBN	AACM3000	AACB3004
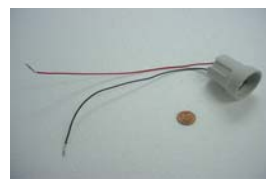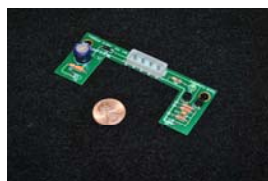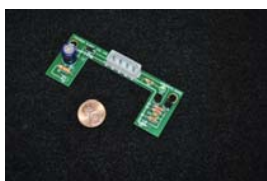
MAINTENANCE LOG

If repairs are necessary, it is good practice to keep a log of repairs done and parts ordered.
The chart below will assist you in tracking your game's maintenance.

DATE	MAINTENANCE PERFORMED	PARTS ORDERED	INITIALS

TECHNICAL SUPPORT

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

Electronics / Circuit Boards - Repair Options

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

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

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

Technical Support:

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

Returns, Credits, & Fees:

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

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

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

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

WARRANTY

Bay Tek Games warrants to the original purchaser that all component parts will be free of defects in workmanship and materials for a period of 6 months from the date of purchase. An additional 3 month warranty extension can be obtained by filling out and submitting the Warranty Registration for each machine. Warranty Registration cards may be found as shipped with each machine or online at our website. These must be filled out and submitted to Bay Tek Games within 30 days of purchase to be valid.

For any game/machine we manufacture that is within its warranty period, with notification to our Parts & Service Department, Bay Tek Games will, without charge, repair or replace defective component parts. It is the owner's responsibility to diagnose, remove and replace any faulty component part at their own expense & peril. As needed, at no charge, Bay Tek Games can provide reasonable telephone technical support during our normal business hours.

All claims of defective parts are subject to review upon our inspection of the faulty item. 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, replaced or removed from its original position.

To process warranty replacement claims, customers may be charged for the replacement item at the time of shipment and later credited the same amount when the faulty item is returned and has passed our inspection. Bay Tek Games will provide the customer a pre-paid return shipping label which is sent along with the replacement item. The customer is responsible for properly packaging and shipping the faulty item back to Bay Tek Games.

⚠️ **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

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.

CERTIFICATE OF COMPLIANCE