# ALLEY OOP
## Street Ball

# SERVICE MANUAL

**BAY TEK GAMES**
passion in ★ fun out

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## SWISH!

Score big time with the super-fly Alley Ooop Street Ball!

With a completely redesigned cabinet and graphics packages, Alley Ooop is sure to be a slam dunk in your game room!

With a shortened ramp and smaller overall footprint, this new-age alley bowler provides all the "ooop" while taking up less room. The game settings controls are now readily accessible right at the front of the game, making it simple and quick to adjust to your needs!

Pair up the Alley Ooop with our hot, newly redone Fireball Fury to round out your alley lineup, and add a sleek updated progressive sign to pump up the revenue!

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.

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.

# SPECIFICATIONS

| WEIGHT | |
|---|---|
| WEIGHT | 675 lbs. |
| SHIP WEIGHT | 755 lbs. |

| DIMENSIONS | |
|---|---|
| WIDTH | 49" |
| DEPTH | 32 1/4" |
| HEIGHT | 91" |

| OPERATING TEMPERATURE | |
|---|---|
| 80 - 100 Degrees | Fahrenheit |
| 26.7 - 37.8 Degrees | Celsius |

| POWER REQUIREMENTS | | | |
|---|---|---|---|
| INPUT VOLTAGE RANGE | 110 to 120 VAC | or | 220 to 240 VAC |
| INPUT FREQUENCY RANGE | 50 HZ | to | 60 HZ |

| MAX START UP CURRENT |
|---|
| 1.6 AMPS @ 115 VAC |
| 0.8 AMPS @ 230 VAC |

| OPERATING CURRENT |
|---|
| 1.3 AMPS @ 115 VAC |
| .65 AMPS @ 230 VAC |

# SAFETY PRECAUTIONS

## ⚠ 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 at the power strip located inside the game cabinet.

## ⚠ WARNING ⚠

Use of flammable substances can cause severe 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 decal located on the back of the game cabinet. Always plug game into a grounded circuit. If the supply cord is damaged, it must be replaced by a special cord or assembly available from the manufacturer or its service agent.

# QUICK SET-UP GUIDE

1. Place the target cabinet in its desired location



2. Push the ramp cabinet to about a foot from the front of the target cabinet

3. Remove the white phone cable connector from the cashbox, and plug in both phone cables



4. Plug in the remaining 2 cables to connect the   target and ramp cabinets
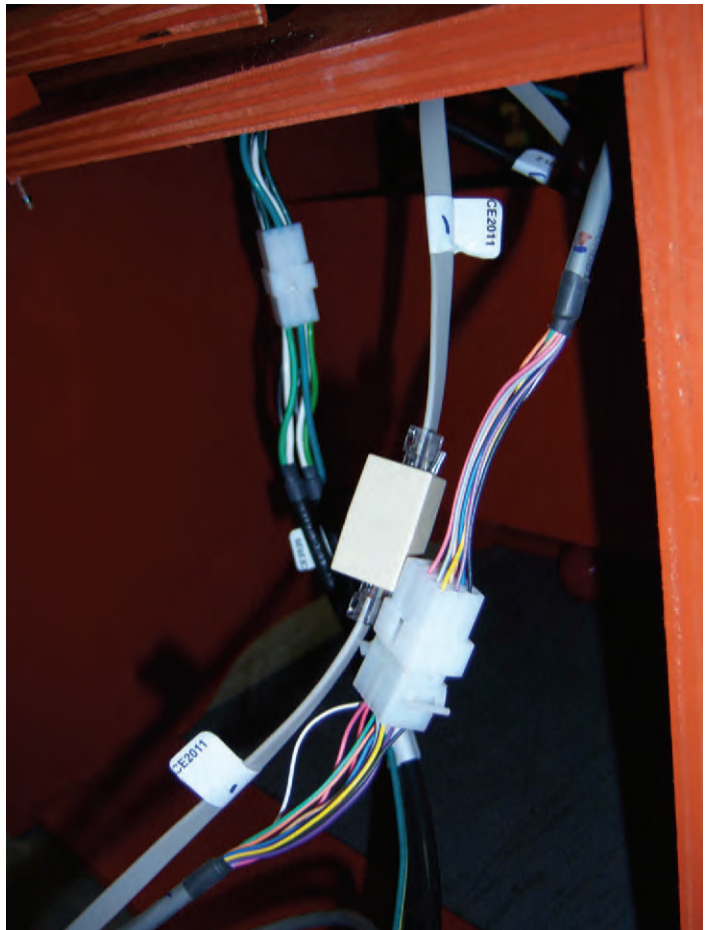
5. Push the ramp up flush against the target

5. Drop the 9 balls into the target



6. Slide the acrylic faceplates into the grooves in the display portion of the target cabinet, and secure with included 1 5/8" screws



7. Plug the power cord into the back of the target cabinet and into a standard 110v electrical wall outlet



**Congratulations!  You're Ready To Roll!**

# DIP SWITCH SETTINGS

Access the dip switches on the main board inside the front door of the ramp.
**\*Factory default settings are highlighted in gray.**
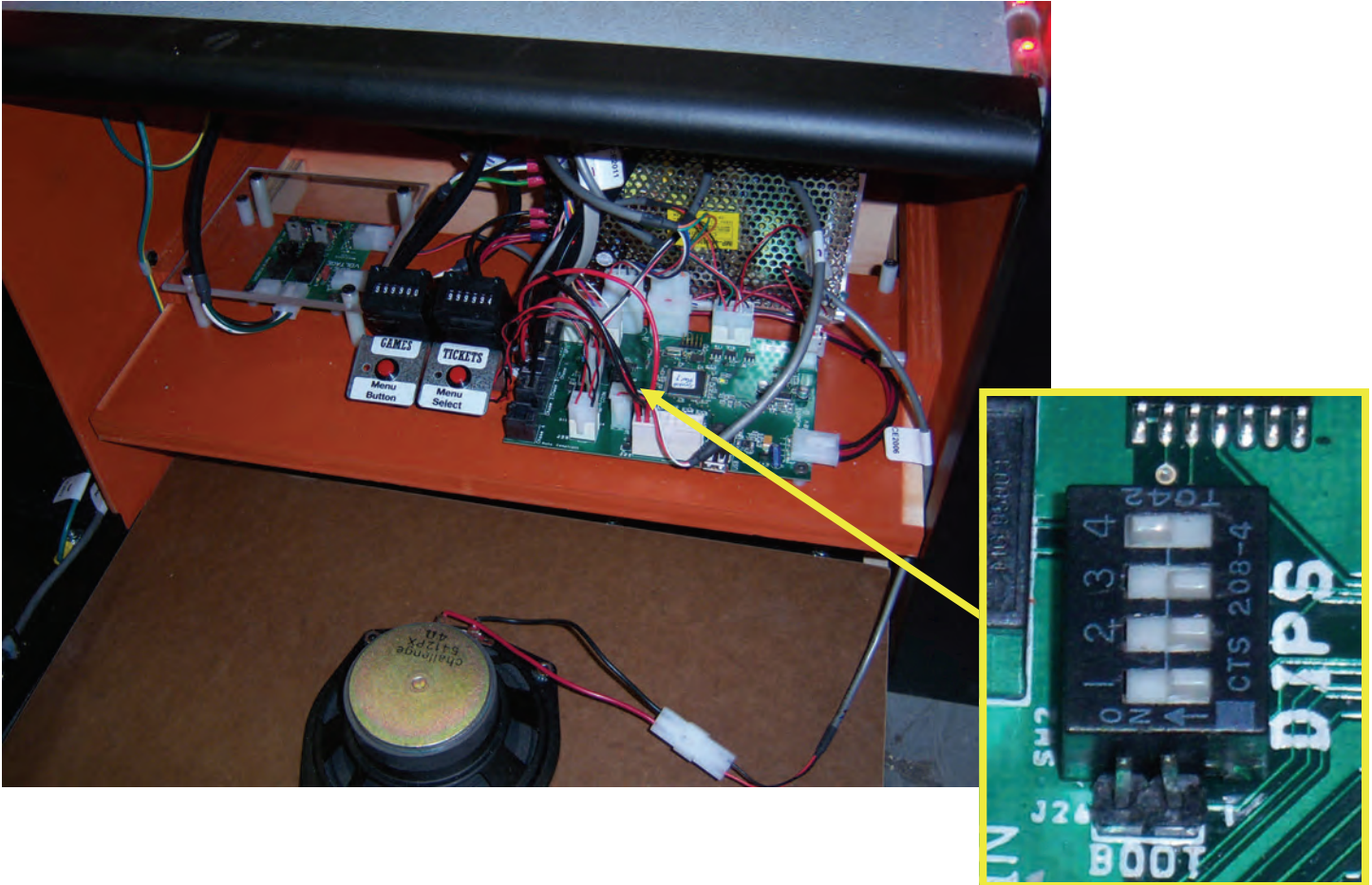


| DIP 4 | DO NOT ADJUST | ON | OFF |
|-------|---------------|-----|-----|
| DIP 3 | DO NOT ADJUST | ON | OFF |
| DIP 2 | JERSEY– SINGLE CREDIT/ SAVED TICKETS | ON | OFF |
| DIP 1 | PROGRESSIVE SIGN ENABLE (REQUIRES SOFTWARE UPDATE) | ON | OFF |

## MAIN MENU

1. Access the main menu by pressing the "MENU BUTTON" inside the front door of the ramp and holding down for 4 seconds.
2. Scroll through the menu options shown on the 4-digit display by pressing the "MENU BUTTON" repeatedly.
3. Press the "MENU SELECT" button to enter and scroll through sub-menus (defined below).

| | | | |
|---|---|---|---|
| **n1** | Coins Per Play | **n14** | 0- [N/A] |
| **n2** | Game Volume | **n15** | 0- [N/A] |
| **n3** | Attract Mode Volume | **n16** | 1- [N/A] |
| **n4** | Attract Mode Timing | **n17** | Ball Timeout |
| **n5** | Ticket Patterns | **n18** | 0- [N/A] |
| **n6** | Mercy Tickets | **n19** | 0- [N/A] |
| **n7** | Divide By Two Ticket Dispense | **n20** | Next Game Start Delay |
| **n8** | Fixed Ticket Payout (New Jersey Law) | **n21** | Display Last Score |
| **n9** | Stored Credits/ Tickets Owed | **n22** | Statistics |
| **n10** | Balls Per Game | **n23** | Reset Statistics |
| **n11** | 0- [N/A] | **n24** | Diagnostics |
| **n12** | 0- [N/A] | **n25** | Restore Factory Settings |
| **n13** | 0- [N/A] | | |

# N1– COINS PER PLAY

Scroll through the n1 menu with the "menu select" button.
Make your selection by pressing the "menu button" and scrolling
through the remaining menus past n23 to exit the menu.
**\*Factory default settings are highlighted in gray.**

| CREDITS PER PLAY | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
|---|---|---|---|---|---|---|---|---|
| PRICE PER PLAY | $.25 | $.50 | $.75 | $1.00 | $1.25 | $1.50 | $1.75 | $2.00 |

# N2– GAME VOLUME CONTROL

Scroll through the n2 menu with the "menu select" button.
Make your selection by pressing the "menu button" and scrolling
through the remaining menus past n23 to exit the menu.
**\*Factory default settings are highlighted in gray.**

| 0 (OFF) | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
|---|---|---|---|---|---|---|---|

This control is for the volume of the game **while it is being played**,
or after a coin has been inserted.
A "boink" noise will play an example volume while scrolling through
the volume levels.

# N3– ATTRACT VOLUME CONTROL

Scroll through the n3 menu with the "menu select" button.
Make your selection by pressing the "menu button" and scrolling
through the remaining menus past n23 to exit the menu.
**\*Factory default settings are highlighted in gray.**

| 0 (OFF) | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
|---|---|---|---|---|---|---|---|

This control is for the volume of the game
**while it is NOT being played**.
This game plays fun sounds to lure customers to play.
A "boink" noise will play an example volume while scrolling through
the volume levels.

# N4– ATTRACT SOUND TIMING

Scroll through the n4 menu with the "select" button.
Make your selection by pressing the "menu button" and scrolling
through the remaining menus past n25 to exit the menu.
**\*Factory default settings are highlighted in gray.**

| ATTRACT SOUNDS PLAY EVERY: | OFF | SECONDS | MINUTES | | | |
|---|---|---|---|---|---|---|
| | 0 | 30 | 1 | 5 | 10 | 15 |

# N5– TICKET PATTERNS

Scroll through the n5 menu with the "select" button.
Make your selection by pressing the "menu button" and scrolling
through the remaining menus past n25 to exit the menu.
**\*Factory default settings are highlighted in gray.**

| PATTERN # | SCORE: | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | 0 – 4k | 5k – 9k | 10k – 14k | 15k – 19k | 20k — 29k | 30k – 39k | 40k – 49k | 50k – 59k | 60k – 69k | 70k – 79k | 80k – 89k | 90k |
| | TICKETS: | | | | | | | | | | | |
| 0 | NO TICKETS (enables printer if connected) | | | | | | | | | | | |
| 1 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 15 | 25 |
| 2 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 15 | 100 |
| 3 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 50 |
| 4 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 100 |
| 5 | 3 | 4 | 5 | 5 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 50 |
| 6 | 3 | 4 | 5 | 5 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 100 |
| 7 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 50 |
| 8 | 6 | 8 | 10 | 12 | 14 | 16 | 18 | 20 | 22 | 25 | 50 | 250 |

| PATTERN # | SCORE: | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | 0 — 4k | 5k — 9k | 10k — 14k | 15k — 19k | 20k — 29k | 30k — 39k | 40k — 49k | 50k — 59k | 60k — 69k | 70k — 79k | 80k — 89k | 90k |
| | TICKETS: | | | | | | | | | | | |
| 9 | 6 | 8 | 10 | 12 | 14 | 16 | 18 | 20 | 22 | 24 | 26 | 250 |
| 10 | 0 | 0 | 1 | 1 | 2 | 2 | 3 | 4 | 5 | 6 | 8 | 10 |
| 11 | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 10 | 15 | 20 |
| 12 | 1 | 1 | 2 | 2 | 3 | 3 | 4 | 4 | 5 | 8 | 10 | 13 |
| 13 | 1 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 9 | 11 | 15 | 18 |
| 14 | 2 | 4 | 6 | 8 | 10 | 12 | 14 | 16 | 18 | 20 | 50 | 50 |
| 15 | 2 | 6 | 10 | 14 | 18 | 22 | 26 | 30 | 34 | 38 | 46 | 46 |
| 16 | 5 | 6 | 7 | 8 | 10 | 12 | 14 | 16 | 18 | 20 | 22 | 250 |
| 17 | 6 | 7 | 8 | 9 | 10 | 12 | 13 | 14 | 16 | 18 | 20 | 50 |
| 18 | 6 | 7 | 8 | 9 | 10 | 12 | 15 | 20 | 25 | 30 | 50 | 250 |
| 19 | 6 | 9 | 12 | 15 | 18 | 21 | 24 | 27 | 30 | 33 | 36 | 50 |
| 20 | 6 | 9 | 11 | 13 | 17 | 19 | 25 | 32 | 40 | 60 | 120 | 160 |
| 21 | 7 | 10 | 12 | 15 | 19 | 22 | 28 | 38 | 50 | 80 | 160 | 200 |
| 22 | 8 | 11 | 14 | 16 | 22 | 24 | 32 | 45 | 60 | 100 | 200 | 250 |
| 23 | 2 | 16 | 20 | 24 | 28 | 32 | 36 | 40 | 45 | 60 | 100 | 250 |
| 24 | 6 | 8 | 10 | 12 | 14 | 16 | 18 | 20 | 22 | 24 | 26 | 250 |
| 25 | 6 | 8 | 10 | 12 | 14 | 16 | 18 | 20 | 22 | 24 | 26 | 250 |

# N6– MERCY TICKETS

Scroll through the n6 menu with the "select" button.
Make your selection by pressing the "menu button" and scrolling
through the remaining menus past n25 to exit the menu.
**\*Factory default settings are highlighted in gray.**

Mercy tickets are given per game, no matter what the player scores.

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

# N7– DIVIDE BY 2 TICKET DISPENSE

Scroll through the n7 menu with the "select" button.
Make your selection by pressing the "menu button" and scrolling
through the remaining menus past n25 to exit the menu.
**\*Factory default settings are highlighted in gray.**

This setting is used when a facility places a value of "2" on each individual ticket
dispensed. This game truncates the ticket value to the lower number
(for example: **5** tickets won**/** value of **2= 2** physical tickets)

| OFF | ON |
|---|---|
| 0 | 1 |

# N8– FIXED TICKET PAYOUT

Scroll through the n8 menu with the "select" button.
Make your selection by pressing the "menu button" and scrolling
through the remaining menus past n25 to exit the menu.
**\*Factory default settings are highlighted in gray.**

| 0 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
|---|---|---|---|---|---|----|----|----|----|----|----|

In areas where it is required, when enabled, the game will give only the specified
amount of tickets per game.
**This setting will override any ticket pattern (n5) or mercy tickets (n6) selected.**

# N9– STORED CREDITS/ TICKETS OWED

Scroll through the n9 menu with the "select" button.
Make your selection by pressing the "menu button" and scrolling
through the remaining menus past n25 to exit the menu.
**\*Factory default settings are highlighted in gray.**

This function enables the game to remember credits available and tickets owed when the game is powered off and turned back on.
**\*this option is overridden and always enabled if DIP 2 is ON** (see page 8)

| 0 | 1 |
|---|---|
| OFF | ON |

# N10– BALLS PER GAME

Scroll through the n10 menu with the "select" button.
Make your selection by pressing the "menu button" and scrolling
through the remaining menus past n25 to exit the menu.
**\*Factory default settings are highlighted in gray.**

| 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|---|---|---|---|---|---|---|

## N11– LEAGUE FREE PLAY
**[0]-** Does not apply to Alley Ooop

## N12– SCORE FOR REWARD COUPON #1
**[0]-** Does not apply to Alley Ooop

## N13– SCORE FOR REWARD COUPON #2
**[0]-** Does not apply to Alley Ooop

## N14– SCORE FOR REWARD COUPON #3
**[0]-** Does not apply to Alley Ooop

## N15– SCORE FOR REWARD COUPON #4
**[0]-** Does not apply to Alley Ooop

## N16– PRINTER CUTTER ON/0FF

**[0]-** Does not apply to Alley Ooop

## N17– BALL TIMEOUT

Scroll through the n17 menu with the "select" button.
Make your selection by pressing the "menu button" and scrolling
through the remaining menus past n25 to exit the menu.
**\*Factory default settings are highlighted in gray.**

This setting will cause the game to score a zero for an unrolled ball if not rolled within the set amount of time.
This only goes into effect after the game has been coined up.

| OFF | SECONDS | MINUTES | | | |
|:---:|:---:|:---:|:---:|:---:|:---:|
| 0 | 30 | 1 | 2 | 3 | 5 |

## N18– PRINT SCORE OPTION

**[0]-** Does not apply to Alley Ooop

## N19– GAME START BUTTON OPTION

**[0]-** Does not apply to Alley Ooop

## N20– NEXT GAME START DELAY

Scroll through the n20 menu with the "select" button.
Make your selection by pressing the "menu button" and scrolling
through the remaining menus past n25 to exit the menu.
**\*Factory default settings are highlighted in gray.**

This setting will wait the selected number of seconds after a game is completed before starting another game or returning to attract mode.

| SECONDS | | | | | |
|:---:|:---:|:---:|:---:|:---:|:---:|
| 5 | 6 | 7 | 8 | 9 | 10 |

# N21– DISPLAY LAST SCORE

Scroll through the n21 menu with the "select" button.
Make your selection by pressing the "menu button" and scrolling
through the remaining menus past n25 to exit the menu.

**When enabled, this setting will display the last score rolled during attract mode instead of scrolling zeros**

| 0 | 1 |
|---|---|
| OFF | ON |

# N22– GAME STATISTICS

Scroll through the n22 menu with the "select" button.
Make your selection by pressing the "menu button" and scrolling
through the remaining menus past n25 to exit the menu.

| | | | |
|---|---|---|---|
| **S1** | Total Games Played | **S12** | Scoring Bucket 9 (610k-700k points) |
| **S2** | Total Tickets Dispensed | **S13** | Scoring Bucket 10 (710k-800k points) |
| **S3** | Average Tickets per Game | **S14** | Scoring Bucket 11 (810k-890kpoints) |
| **S4** | Scoring Bucket 1 (0-50k points) | **S15** | Scoring Bucket 12 (900k points) |
| **S5** | Scoring Bucket 2 (60k-100k points) | **S16** | N/A |
| **S6** | Scoring Bucket 3 (110k-150k points) | **S17** | N/A |
| **S7** | Scoring Bucket 4 (160k-200k points) | **S18** | N/A |
| **S8** | Scoring Bucket 5 (210k-300k points) | **S19** | N/A |
| **S9** | Scoring Bucket 6 (310k-400k points) | **S20** | N/A |
| **S10** | Scoring Bucket 7 (410k-500k points) | **S21** | N/A |
| **S11** | Scoring Bucket 8 (510k-600k points) | | |

# N23– RESET STATISTICS

Hold down the "select" button for **3 seconds** to clear the statistics in n16.

The display will show the status of the statistics clear.

Once the statistics are reset, all stats 1-17 will be cleared to 0.

# N24– DIAGNOSTICS MODE

Diagnostics mode allows each target and ball counter to be tested for sensor function.
When a sensor or switch is activated, it's specified number will appear on the display.
No switches closed displays a dash '-' and should be the default.
If more than one switch is closed, the display will cycle through them.

| Sensor/ Component | Display Reading |
|---|---|
| 50,000 point target (left) | 1 |
| 100,000 point target | 2 |
| 50,000 point target (right) | 3 |
| 3000 point target (left) | 4 |
| 6000 point target | 5 |
| 3000 point target (right) | 6 |
| 1000 point target (left) | 7 |
| 2000 point target | 8 |
| 1000 point target (right) | 9 |
| Ball trough | b |
| Ball release | r |
| Low ticket switch | L |
| Coin acceptor switch | C |
| Dollar bill acceptor | d |

# N25– RESTORE FACTORY SETTINGS

In the N25 menu, hold down the "select" button for **3 seconds** to restore all settings to factory default.
The left side display will show the status of the reset.

| DISPLAY READS: | -- | dEF |
|---|---|---|
| STATUS: | NOT RESTORED | RESTORED |

**SPI Out - Display - (J10)**

Pin 1 & Pin 3 - +12V
Pin 2 - SCLK_BUS2
Pin 4 - SMOSI_BUS2
Pin 5 & Pin 7 - Ground
Pin 6 - SCS2_BUS2
Pin 8 - SMISO_BUS2

**Chase Lights (J11,J12,J13,J14)**

Pin 1 - Chase Output
Pin 2 - Chase Output
Pin 3 - +12V
Pin 4 - Chase Output
Pin 5 - Chase Output
Pin 6 - +12V
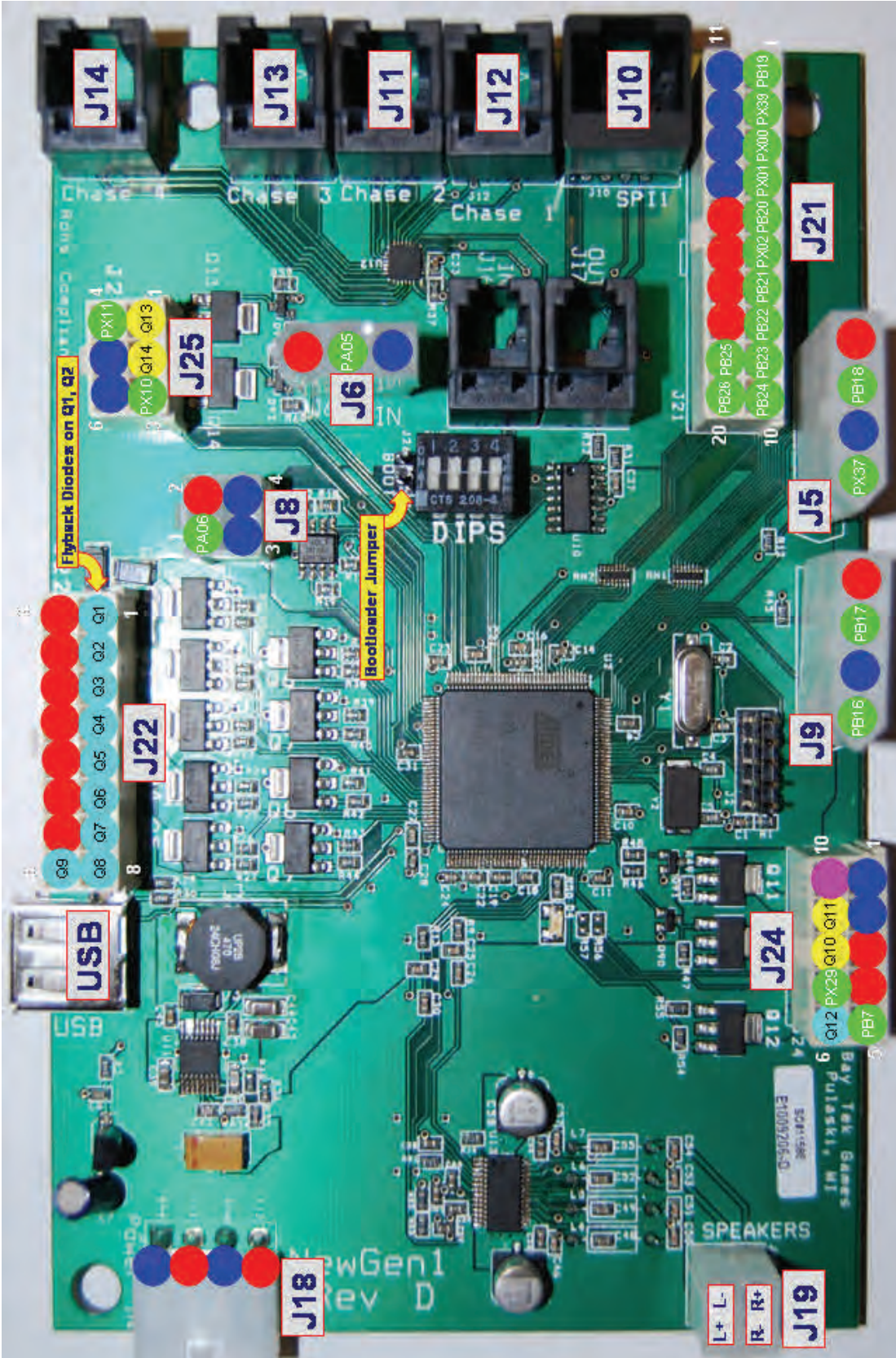
Ground
+12V
Low Side Driver
High Side Driver
+3.3V TTL Logic
+3.3V

**BayTek Alley Bowler NEWGEN1 Hardware REV D Pinout - Version 1**

| Pin Type | Purpose | Ref | Pin # |
|---|---|---|---|
| LOWSIDE #1, w diode | Mechanical Count #1 Game | J22 | 1 |
| LOWSIDE #2, w diode | Mechanical Count #2 Ticket | J22 | 2 |
| LOWSIDE #3 | *Acrylic Lighting RED Color | J22 | 3 |
| LOWSIDE #4 | *Acrylic Lighting GREEN Color | J22 | 4 |
| LOWSIDE #5 | *Acrylic Lighting BLUE Color | J22 | 5 |
| LOWSIDE #6 | Unused | J22 | 6 |
| LOWSIDE #7 | Unused | J22 | 7 |
| LOWSIDE #8 | | J22 | 8 |
| LOWSIDE #9 | | J22 | 9 |
| +12 Volts | Mechanical Count #1 Game +12V | J22 | 11 |
| +12 Volts | Mechanical Count #2 Ticket +12V | J22 | 12 |
| +12 Volts | | J22 | 13 |
| +12 Volts | | J22 | 14 |
| +12 Volts | | J22 | 15 |
| +12 Volts | | J22 | 16 |

* = Attract Mode Lights TBD

| Pin Type | Purpose | Ref | Pin # |
|---|---|---|---|
| HIGHSIDE #13 | | J25 | 1 |
| HIGHSIDE #14 | | J25 | 2 |
| PX10 | Service Button #1 | J25 | 3 |
| PX11 | Service Button #2 | J25 | 4 |
| Ground | Ground for Service Buttons | J25 | 5 |
| Ground | | J25 | 6 |

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

**Legend**

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

| Pin Type | Purpose | Ref | Pin # |
|---|---|---|---|
| Ground | | J24 | 1 |
| Ground | | J24 | 2 |
| +12 Volts | | J24 | 3 |
| +12 Volts | | J24 | 4 |
| PB7 | Ball Release Sensor | J24 | 5 |
| LOWSIDE #12 | Ball Release Motor/Solenoid | J24 | 6 |
| PX29 | Ball Trough Sensor | J24 | 7 |
| HIGHSIDE #10 | Ball Release Motor/Solenoid | J24 | 8 |
| HIGHSIDE #11 | Game Start Light | J24 | 9 |
| 3.3V | | J24 | 10 |

| Pin Type | Purpose | Ref | Pin # |
|---|---|---|---|
| PX37 | Ticket Notch #1 | J5 | 1 |
| Ground | Ground for Ticket Dispensor | J5 | 2 |
| PB18 | Ticket Motor #1 | J5 | 3 |
| +12 Volts | Power for Ticket Dispensor | J5 | 4 |

| Pin Type | Purpose | Ref | Pin # |
|---|---|---|---|
| PB16 | Low Ticket Switch | J9 | 1 |
| Ground | Ground for Low Ticket Switch | J9 | 2 |
| PB17 | Unused | J9 | 3 |
| +12 Volts | | J9 | 4 |

| Pin Type | Purpose | Ref | Pin # |
|---|---|---|---|
| PA06 | DBA Input | J8 | 1 |
| +12 Volts | NOTE-MISLABELED as J9 | J8 | 2 |
| Ground | This Connector is next to J6 | J8 | 3 |
| Ground | | J8 | 4 |

# MAINBOARD PINOUT GUIDE

***All Chase Lights TBD***

| Signal | Description | Connector | Pin |
|---|---|---|---|
| Driver 1 | To AACB9101 Speaker Chase Lights | J12 | 1 |
| Driver 2 | To AACB9101 Speaker Chase Lights | J12 | 2 |
| +12 Volts | To AACB9101 Speaker Chase Lights | J12 | 3 |
| Driver 3 | To AACB9101 Speaker Chase Lights | J12 | 4 |
| Driver 4 | To AACB9101 Speaker Chase Lights | J12 | 5 |
| +12 Volts | To AACB9101 Speaker Chase Lights | J12 | 6 |
| Driver 5 | To AACB9101 Speaker Chase Lights | J11 | 1 |
| Driver 6 | To AACB9101 Speaker Chase Lights | J11 | 2 |
| +12 Volts | To AACB9101 Speaker Chase Lights | J11 | 3 |
| Driver 7 | To AACB9101 Speaker Chase Lights | J11 | 4 |
| Driver 8 | To AACB9101 Speaker Chase Lights | J11 | 5 |
| +12 Volts | To AACB9101 Speaker Chase Lights | J11 | 6 |
| Driver 9 | | J13 | 1 |
| Driver 10 | | J13 | 2 |
| +12 Volts | | J13 | 3 |
| Driver 11 | | J13 | 4 |
| Driver 12 | | J13 | 5 |
| +12 Volts | | J13 | 6 |
| Driver 13 | | J14 | 1 |
| Driver 14 | | J14 | 2 |
| +12 Volts | | J14 | 3 |
| Driver 15 | | J14 | 4 |
| Driver 16 | | J14 | 5 |
| +12 Volts | | J14 | 6 |

| Signal | Description | Connector | Pin |
|---|---|---|---|
| PB19 | TOP LEFT 50 Point Sensor | J21 | 1 |
| PX39 | TOP CENTER 100 Point Sensor | J21 | 2 |
| PX00 | TOP RIGHT 50 Point Sensor | J21 | 3 |
| PX01 | MIDDLE LEFT 30 Point Sensor | J21 | 4 |
| PB20 | MIDDLE CENTER 60 Point Sensor | J21 | 5 |
| PX02 | MIDDLE RIGHT 30 Point Sensor | J21 | 6 |
| PB21 | BOTTOM LEFT 10 Point Sensor | J21 | 7 |
| PB22 | BOTTOM CENTER 20 Point Sensor | J21 | 8 |
| PB23 | BOTTOM RIGHT 10 Point Sensor | J21 | 9 |
| PB24 | Jersey Coin Lockout | J21 | 10 |
| Ground | | J21 | 11 |
| Ground | | J21 | 12 |
| Ground | | J21 | 13 |
| Ground | | J21 | 14 |
| +12 Volts | | J21 | 15 |
| +12 Volts | | J21 | 16 |
| +12 Volts | | J21 | 17 |
| +12 Volts | | J21 | 18 |
| PB25 | Not Used | J21 | 19 |
| PB26 | Not Used | J21 | 20 |

# MAINTENANCE LOG

If you need to make repairs or order replacement parts, it is a good idea to keep a log.
Below is a chart you can use to track repairs and maintenance.

| DATE | MAINTENANCE PERFORMED | PARTS ORDERED | INITIALS |
|------|----------------------|---------------|----------|
|      |                      |               |          |
|      |                      |               |          |
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# 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. When you do need us, it's important that you know what to expect. 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 you 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 would 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 game components will be free of defects in workmanship and materials for a period of 6 months from the date of purchase. If you fill out the registration card in the cashbox of the game, Bay Tek will add another 3 months to your warranty, free of charge.

Bay Tek Games will, without charge, repair or replace defective component parts upon notification to the parts/service department while the game is under warranty.

Warranty replacement parts will be shipped immediately, via ground service, along with a Product Return Form for the return of defective parts.

Defective parts must be shipped back to Bay Tek Games unless otherwise instructed.  Items not returned to Bay Tek Games will be invoiced as replacement parts.

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

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| | In order to maintain the safety & other compliance certifications of the game, ONLY approved parts may be used.  For approved 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.