



# Arctic CHOMPI!

PLACE SERIAL NUMBER LABEL HERE



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# WELCOME TO: Arctic Chomp!

## Congratulations on your Arctic Chomp purchase!

Shovel food at the adorable polar bear, trying to get them in his mouth. The more he eats, the more tickets you win!

With lots of motion, color and cute polar bear graphics, Arctic Chomp makes a great addition to any game room. Simple game play is great for little kids, but the added challenge of a big score ticket value makes it fun for big kids too!

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

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

*Your Friends at Bay Tek Games*



## GAME INSPECTION

Inspect the game for any damaged, loose, or missing parts.

If damage is found, please contact your freight carrier first.

Then, contact Bay Tek Games' Service Department at 920.822.3951 or e-mail them at [service@baytekgames.com](mailto:service@baytekgames.com) for further assistance.



## HOW TO PLAY

**Look out! He's gonna getcha!**



Move the handle up and down to shovel food at the playful polar bear, trying to get it in his mouth.



Hurry! Food eaten in the last 10 seconds of the game are worth double points!



The more food you shovel in the polar bear's mouth, the more tickets you win!















# GAME SPECIFICATIONS

WEIGHT	
NET WEIGHT	350 LBS.
SHIP WEIGHT	440 LBS.
DIMENSIONS	
WIDTH	26.5"
DEPTH	47"
HEIGHT	77.5"
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
1AMPS @ 115 VAC	3.5 AMPS @ 115 VAC
.5 AMPS @ 230 VAC	1.75 AMPS @ 230 VAC

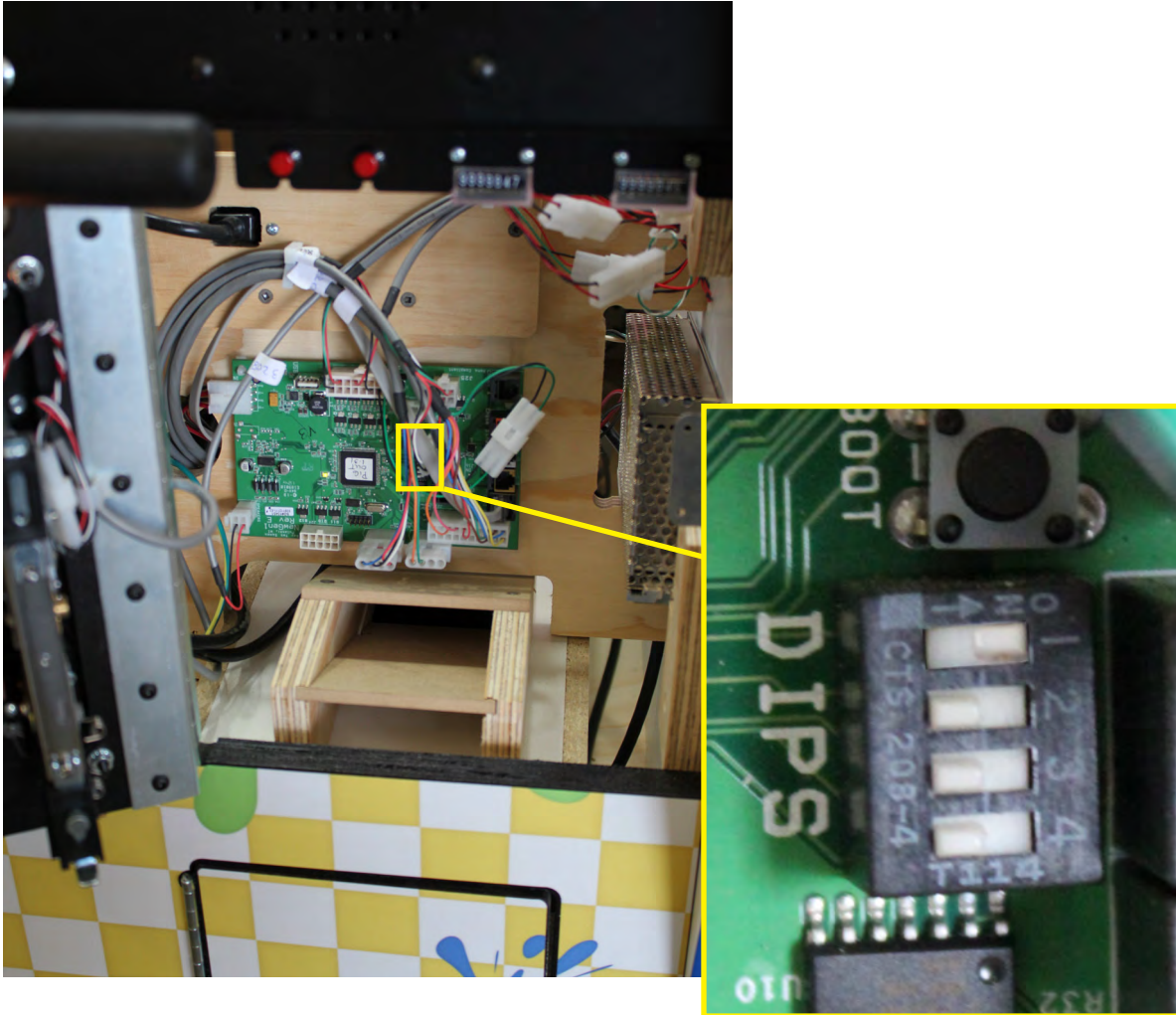
# SAFETY PRECAUTIONS

 <b>NOTICE</b> 	
Modifications to the mechanical, electrical and structural components of this game may void its compliance certifications.	
 <b>DANGER</b> 	
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.	
 <b>WARNING</b> 	
Use of flammable substances can cause sever burns or serious injury. Always use NON-FLAMMABLE solvents for cleaning. DO NOT use gasoline kerosene or thinners.	
 <b>CAUTION</b> 	
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.	
 <b>ATTENTION</b> 	
Be sure the electrical power matches the game requirements. See the serial number located on the back of the game cabinet. Always plug into a grounded circuit. If the supply cord is damaged, it must be replaced by an approved cord or assembly provided by the manufacturer.	
 <b>IN CASE OF EMERGENCY</b> 	
UNPLUG THE POWER CORD. The power cord must be accessible at all times in case of an emergency.	

# DIP SWITCH SETTINGS

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

\*factory default settings are highlighted below



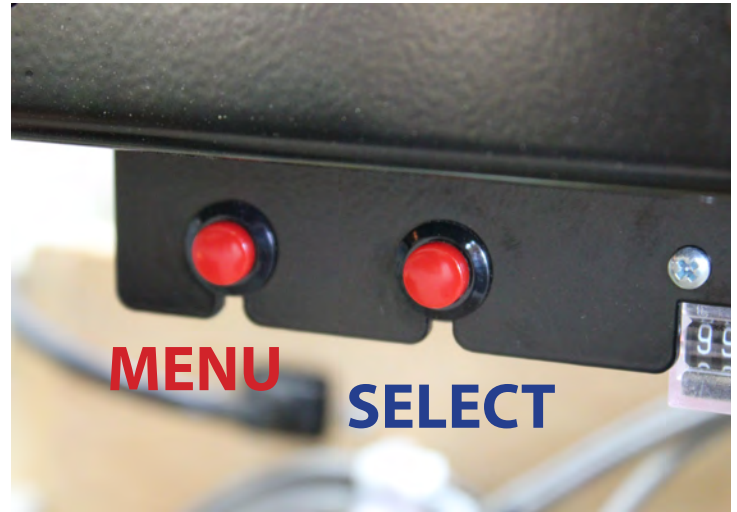
SWITCH	DESCRIPTION	OFF	ON
1	Defaults FEC/CEC		
2	Jersey: Stored Credits/DBA lockout Credits/Tickets owed		
3	not used		
4	not used		

# MAIN MENU FUNCTIONS

Press and hold the “**MENU**” button for 3 seconds to enter the menu.

Press the “**MENU**” button to scroll through the sub-menus.

Press “**SELECT**” to choose settings.



\* Pressing both buttons together and holding for one second will clear credits and display software version

<b>MENU</b>	<b>DESCRIPTION</b>
<b>N1</b>	Coins Per Play
<b>N2</b>	Game Volume
<b>N3</b>	Attract Volume
<b>N4</b>	Attract Timing
<b>N5</b>	Ticket Patterns
<b>N6</b>	Mercy Tickets
<b>N7</b>	Divide By Two Ticket Dispense
<b>N8</b>	Flxed Ticket Payout
<b>N9</b>	Stored Credits/Tickets Owed
<b>N10</b>	Double Scoring (last 10 sec.)
<b>N11</b>	Game Start Delay
<b>N12</b>	Game Length
<b>N13</b>	Ticket Bucket Statistics
<b>N14</b>	Reset Ticket Bucket Statistics
<b>N15</b>	Diagnostics
<b>N16</b>	Restore Factory Settings



## N1- COINS/CREDITS PER PLAY

Scroll through the N1 menu with the “MENU” button.  
Make your selection with the “SELECT” button.  
The factory FEC settings are highlighted in BLUE below.  
CEC defaults are highlighted in YELLOW.

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

## N2- GAME VOLUME

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

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

## N3- ATTRACT VOLUME

Scroll through the N3 menu with the “MENU” button.  
Make your selection with the “SELECT” button.  
The factory FEC settings are highlighted in BLUE below.  
CEC defaults are highlighted in YELLOW.

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

## N4- ATTRACT TIMING

Scroll through the N4 menu with the “MENU” button.  
Make your selection with the “SELECT” button.  
The factory FEC settings are highlighted in BLUE below.  
CEC defaults are highlighted in YELLOW.

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

30 sec	1 min	5 min	10 min	15 min	0 (off)
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## N5- TICKET PATTERNS

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

TICKET PATTERN	SCORE RANGE BUCKET (balls “eaten”)					
	0-19	20-49	50-74	75-99	100-129	130+
	<b>TICKETS</b>					
<b>0</b>	TICKETS OFF					
<b>1</b>	2	3	4	5	6	20
<b>2</b>	2	4	5	8	10	20
<b>3</b>	4	6	8	10	12	30
<b>4</b>	6	8	10	12	14	30
<b>5</b>	10	12	14	16	18	40
<b>6</b>	14	16	18	20	25	50
<b>7</b>	20	25	30	35	40	75
<b>8</b>	30	35	40	45	50	100

## N6- MERCY TICKETS

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

This setting adjusts how many tickets are dispensed if a player scores 0 points.

<b>0</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>
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## N7- DIVIDE BY TWO TICKET DISPENSE

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

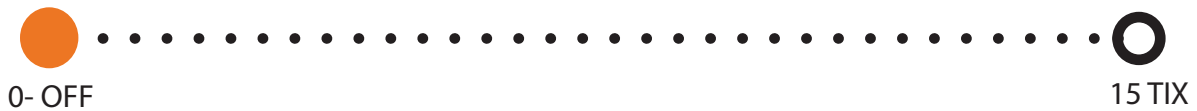
Turning N7 to on will cause the game to dispense 1 physical ticket for every 2 tickets won.  
 This setting truncates ticket values to the lower number (5 tickets won = 2 physical tickets).

<b>0</b> (off)	<b>1</b> (on)
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## N8- FIXED TICKET PAYOUT

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

Enabling this setting will cause the game to give a specified amount of tickets, no matter the score.  
If not set to 0, this setting overrides N5 and N6.



## N9- STORED CREDITS/TICKETS OWED

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

This setting allows the game to remember any credits in or tickets owed in case of a power failure.  
Turning DIP 2 to ON overrides this setting.



## N10- DOUBLE SCORING

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

This setting will allow each ball “eaten” in the last seconds of game play to be worth double points.  
Adjustable in 1-second intervals.



## N11- GAME START DELAY

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

After the game is coined up, the game will start the blower after the specified amount of time.

0 (OFF)	1	2	3	4	5
------------	---	---	---	---	---

## N12- GAME LENGTH

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

GAME LENGTH CAN BE SET IN TWO-SECOND INTERVALS.



## N13- TICKET BUCKET STATISTICS

Scroll through the N13 menu with the “MENU” button.

The sub-category will show first on the display, followed by the statistical data.

SUB-CATEGORY	DESCRIPTION
s1	Total Games Played
s2	Total Tickets (divided by 100)
s3	Average Tickets per Game
s4	Scoring Bucket 1: 0-19 points
s5	Scoring Bucket 2: 20-49 points
s6	Scoring Bucket 3: 50-74 points
s7	Scoring Bucket 4: 75-99 points
s8	Scoring Bucket 5: 100-129 points
s9	Scoring Bucket 6: 130+ points

## N14- TICKET BUCKET STATS RESET

Press and hold the "SELECT" button until the display reads "CL".

All statistics in N13 will be reset back to 0.

## N15- DIAGNOSTICS

The following chart lists the symbol shown on the display when each individual input, sensor or switch is activated in diagnostics mode.

If more than one input is activated, the symbols will alternate on the display.

<b>Input/ Sensor/ Switch</b>	<b>Display</b>
Scoring Sensor	1
Mouth Sensor	2
Low Ticket Switch (displays when OPEN)	L
Coin Switch	o
DBA	d

## N16- RESTORE FACTORY SETTINGS

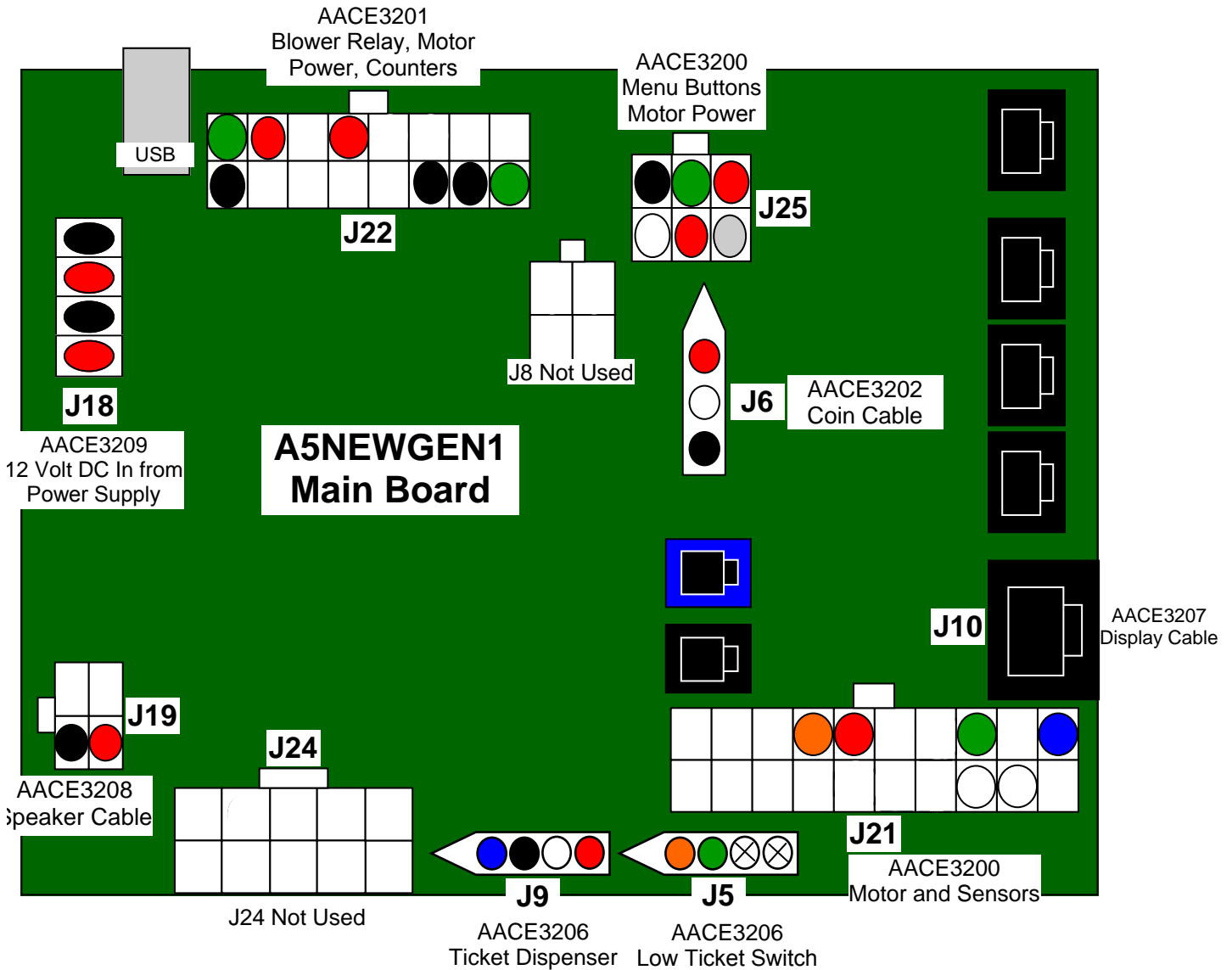
Press and hold the "SELECT" button until the display reads "dE".

All menu settings will be reset to factory defaults.



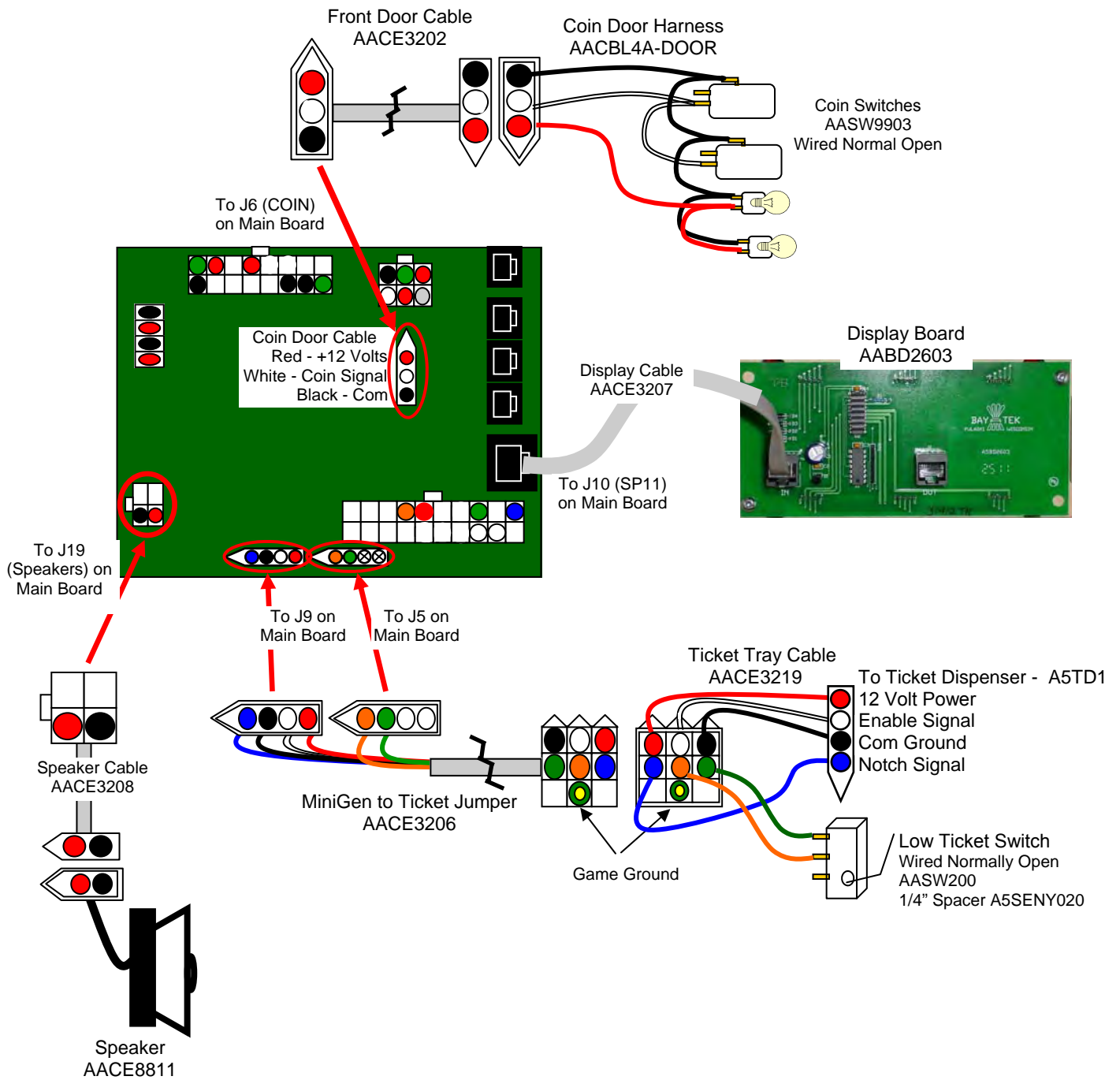
# WIRING DIAGRAMS

## MAIN BOARD



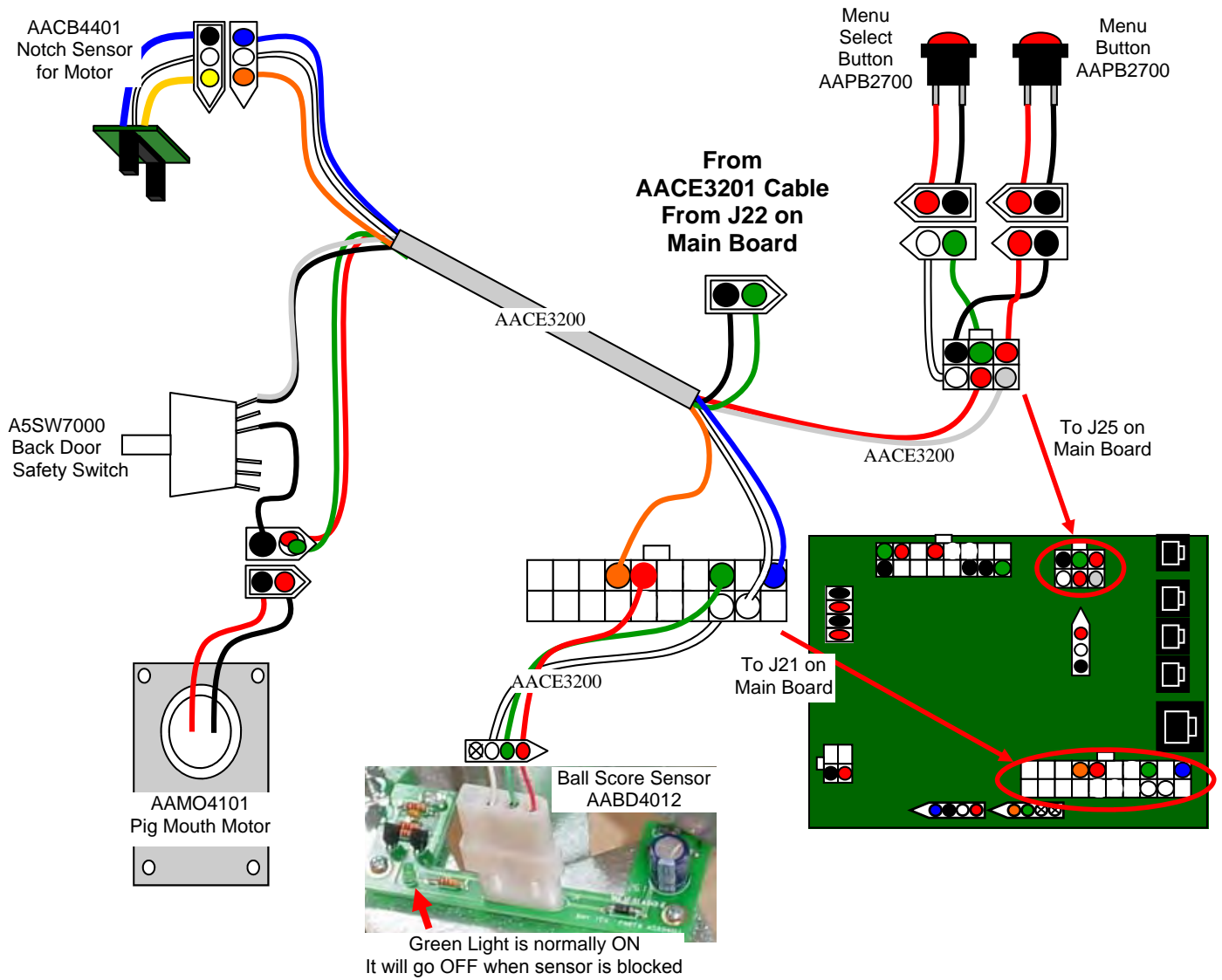
# WIRING DIAGRAMS

## FRONT DOOR



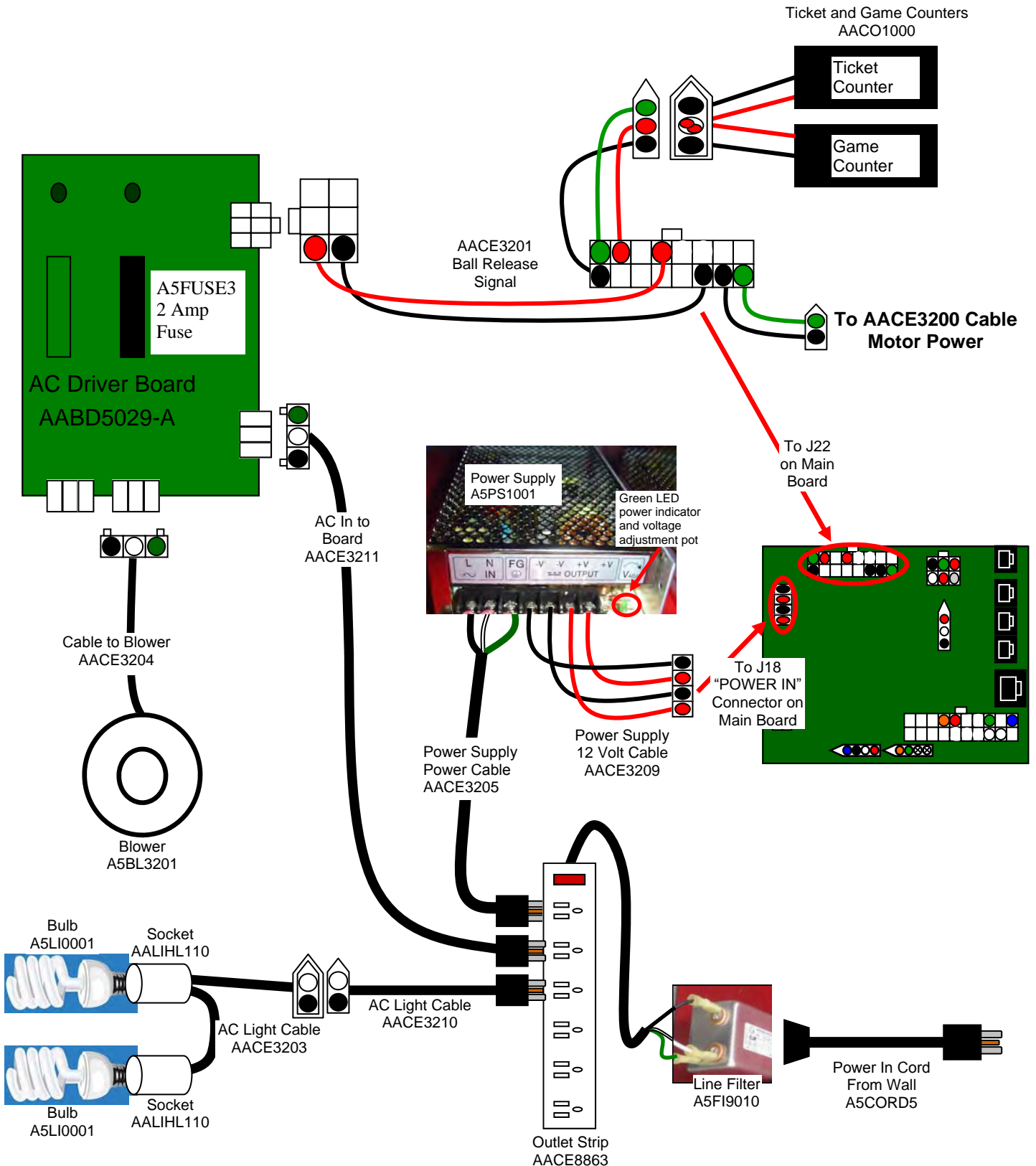
# WIRING DIAGRAMS

## SENSORS, MENU BUTTONS & MOTOR




# WIRING DIAGRAMS

## POWER IN & AC DRIVER BOARD

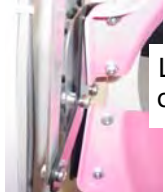
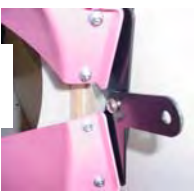







# TROUBLESHOOTING GUIDE

Symptom	Probable Cause	Remedy
No power to the game.	Unplugged. Game's power strip circuit breaker tripped. Faulty power supply.	Check wall outlet, power cord to game (A5CORD5) Line Filter (A5FI9010) Reset power strip breaker switch inside front door. See Power Supply Diagnostics. Replace if needed A5PS1001
No Audio	Volume too low.  Loose wire.  Main circuit board malfunction.	Enter menu and scroll to N2 for Game Volume, and N3 for Attract Mode Volume  Check audio cable connections from speaker(AACE8811) cable(AACE3208) to main circuit board. (A5NEWGEN1)  Replace main board with a spare main board (A5NEWGEN1)if possible to isolate the problem to the main circuit board.
Game will not coin up.	Switch faulty in coin mech.  Disconnected, loose or broken wires.	Unplug one coin switch at a time and verify coin switch is wired normally open. 5 Volts between white and black wires. Replace coin mech if coin is always rejected. (A5CM-...) Check connectors. Check for continuity. (AACE3202, AACBL4A-DOOR)
Blower not blowing.	Faulty Blower  AC Driver Board is defective.    Faulty Main Board.	Check blower for jammed balls, Refer to "How to Access Blower". Check for 110 Volts AC at connector to blower. Check for green LED pulse on driver board. Refer to "How to Access Power Supply and AC Driver Board" If pulse ok: Replace fuse located in small box on AC driver board. (A5FUSE3) Replace AC Driver board. (AABD5029) If no pulse, check wires from AC driver to main board. (AACE3201)  Replace main board to isolate the problem. (A5NEWGEN1)
Points do not score.	Balls getting jammed before reaching sensor.  Wiring damaged or disconnected.  Ball Sensor is faulty.  Faulty Main Board.	Refer to "How to Access Ball Count Sensor and Blower Motor" Check for balls jammed in ball tracks.  Check wiring from main board to sensor. (AACE3200)  Green Light on sensor is normally ON. It will go OFF when sensor is blocked. Sensor voltage will drop from normal 3.2 Volts DC down to 0 Volts when blocked. Replace sensor if needed. (AABD4012)  Replace main board to isolate the problem. (A5NEWGEN1)

# TROUBLESHOOTING GUIDE

Symptom	Probable Cause	Remedy
Mouth is not moving.	Mechanical problem with assembly binding. Check set screw on motor. Tighten if needed.	Inspect pivot mechanisms on left and right side of mouth. <div style="display: flex; justify-content: space-around; align-items: center; margin-top: 10px;"> <div style="text-align: center;">  <p>Left side of mouth</p> </div> <div style="text-align: center;">  <p>Right side of mouth</p> </div> </div>
	Back door safety switch not allowing motor to turn.	Ensure switch is wired correctly. Replace switch. (A5SW7000)
	Faulty wiring.	Check for 12 Volts DC at motor. If none –check wiring from main board to motor(AACE3200) Replace main board. (A5NEWGEN1)
	Motor problem.  <b>Check for 12 Volt DC at motor.</b>	<b>12 Volt DC is at motor.</b> Replace motor. (AAMO4101)  <b>No 12 Volt at motor.</b> Check wiring from main board to motor. (AACE3200) Replace main board. (A5NEWGEN1)
Mouth moves at power ON, but not in game play.	Home sensor not reading silver tape. Faulty wiring. Faulty Sensor <div style="text-align: right; margin-top: 10px;">  </div>	Inspect and clean silver tape strips on wheel. Refer to “Mouth Motor and Sensor Alignment” Check wiring continuity from sensor to main board. (AACE3200) Replace sensor if needed. (AABD5010)
Mouth moves, but not all the time.	Notch sensor not reading all notches. Faulty wiring. Faulty Sensor <div style="text-align: right; margin-top: 10px;">  </div>	Inspect and clean sensor and notches that the sensor sees. Refer to “Mouth Motor and Sensor Alignment” Check wiring continuity from sensor to main board. (AACE3200) Replace sensor if needed. (AACB4401)

# TROUBLESHOOTING GUIDE



Symptom	Probable Cause	Remedy
Tickets do not dispense.	<p>Ticket tray empty due to faulty low ticket switch or broken/ loose wires. Switch stuck or switch wire bent out of position</p> <p>Faulty cable to dispenser.</p> <p>Dirty opto-sensor or paper dust buildup in ticket dispenser</p> <p>Notch on tickets too shallow.</p> <p>Ticket dispenser faulty.</p> <p>Main circuit board malfunction.</p>	<p>Fill ticket tray. Replace low ticket switch(AASW200). Repair wiring. (AACE3219,AACE3206) Clean ticket tray of dirt and loose tickets or debris. Bend switch wire to correct position under tickets.</p> <p>Check wiring continuity from dispenser to main board (AACE3219,AACE3206) Check for pinched, broken or disconnected wires. Replace as necessary.</p> <p>Clean with compressed air and if necessary wipe sensor with isopropyl alcohol on a cotton swab.</p> <p>Flip tickets and load upside-down to have large cut notch toward opto sensor.</p> <p>Replace dispenser with spare working dispenser (A5TD1)</p> <p>Replace main board if possible to isolate the problem to the main circuit board. (AANEWGEN1)</p>
Wrong number of tickets dispensed.	<p>Ticket Pattern set wrong.</p> <p>Dirty opto-sensor on ticket dispenser.</p> <p>Many tickets in memory. If ticket meter is counting the tickets coming out, then reset game.</p> <p>Faulty ticket dispenser.</p> <p>Main circuit board malfunction.</p>	<p>Enter menu and cycle to N5. Verify correct ticket pattern selected.</p> <p>Cycle to N6 (Mercy Tickets) - verify correct setting.</p> <p>Cycle to N7 (Divide by 2) - verify correct setting.</p> <p>Cycle to N8 (Fixed Ticket) - verify correct setting.</p> <p>Clean with compressed air or wipe with isopropyl alcohol on a cotton swab.</p> <p>Turn game off, wait 10 seconds, and turn game back on.</p> <p>Replace with spare working dispenser (A5TD1).</p> <p>Replace main board if possible to isolate the problem to the main circuit board.</p>
Menu buttons do not work.	<p>Stuck pushbutton.</p> <p>Cable problem.</p> <p>Faulty pushbutton.</p>	<p>Inspect pushbutton to make sure it is not stuck. Check continuity on connector.</p> <p>Check cable from pushbutton to main board. (AAPB2700 &amp; AACE3200)</p> <p>Replace pushbutton. (AAPB2700)</p>

# TROUBLESHOOTING GUIDE

Symptom	Probable Cause	Remedy
An extra Dot on Display Board.	The Dot means an error has occurred.	Refer to Error Code Section.
Part of a display is not showing	Segment faulty.	Replace display board. (AABD2603) Refer to Display & Speaker Wiring Diagram.
Display not functioning properly.	Display not receiving correct signals from main board. Faulty Main Board	Communication problem with main board. Check AACE2603 cable (J10) on main board.  Replace main board if possible to isolate the problem to the main circuit board.
Counters do not work.  <b>Game counter clicks at start of each game.</b>  <b>Ticket counter clicks as tickets come out of game.</b>	The 2 wires crimped together may be faulty Faulty Cable.  Faulty Main Board.	Inspect crimp to ensure good connection.  Check cables from counters to main board. (AACO1000, AACE3201)  Replace main board. (A5NEWGEN1)
AC cabinet lighting not working.	Cable problem from power supply to LED lights.	Check LED lights (AACE1253) for broken or disconnected wires. Check cable to power supply (AACE1258) to ensure it is connected to power supply.



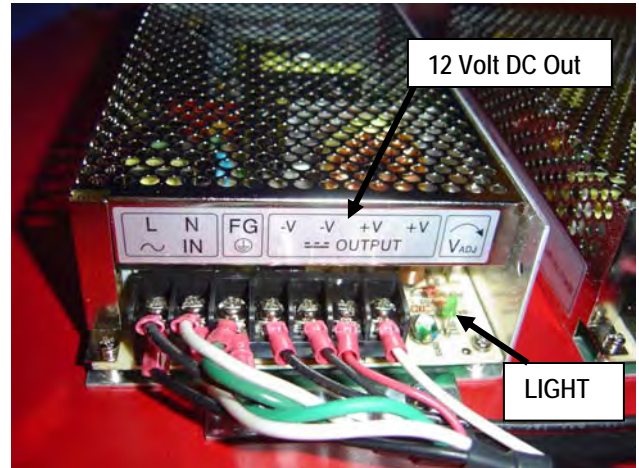
# ERROR CODES

<p>There are a few ways the game will show an error.</p> <ul style="list-style-type: none"> <li>• There will be a dot on the display board during game play. <ul style="list-style-type: none"> <li>• At power ON, the game will display error codes.</li> </ul> </li> <li>• In the menu, select “N11 - Diagnostics” to show error codes</li> </ul>		
<b>L</b>	<p>L will show when switch is held down by tickets.</p> <p>If L is not showing: Ticket tray empty.</p> <p>Faulty low ticket switch.</p> <p>Broken/loose wires.</p>	<p>When tickets are in game, L should show in the diagnostic N11.</p> <p>Load tickets. Make sure ticket stack rests on top of wire actuator of switch.</p> <p>Replace switch. (AASW200)</p> <p>Check cable connections from switch to main circuit board. (AACE3219, AACE3206)</p>
<b>1</b>	<p>Ball scoring sensor is blocked.</p> 	<p>Refer to “How to Access Ball Count Sensor”. Clean sensor and check for broken balls.</p> <p>Check cable from sensor to main board. (AACE3200)</p> <p>Replace sensor. (AABD4012)</p>
<b>2</b>	<p>Motor sensor is blocked.</p> 	<p>Refer to “Mouth Motor and Sensor Alignment”. 2 should only show in diagnostics when wheel encoder is blocking sensor.</p> <p>Clean sensor. (AABD4012)</p> <p>Check cable from sensor to main board. (AACE3200)</p> <p>Replace sensor. (AABD4012)</p>
<b>o</b>	<p>Coin switch is held down or stuck.</p>	<p>Unplug one coin switch at a time and verify coin switch is wired normally open. 5 Volts between white and black wires.</p> <p>Check connectors and continuity on wires. (AACE3202, AACBL4A-DOOR)</p> <p>Replace coin switch if needed. (A5SW4000)</p>
<b>-</b>	<p>No switches stuck.</p>	<p>No switches blocked or stuck. All switches open.</p>

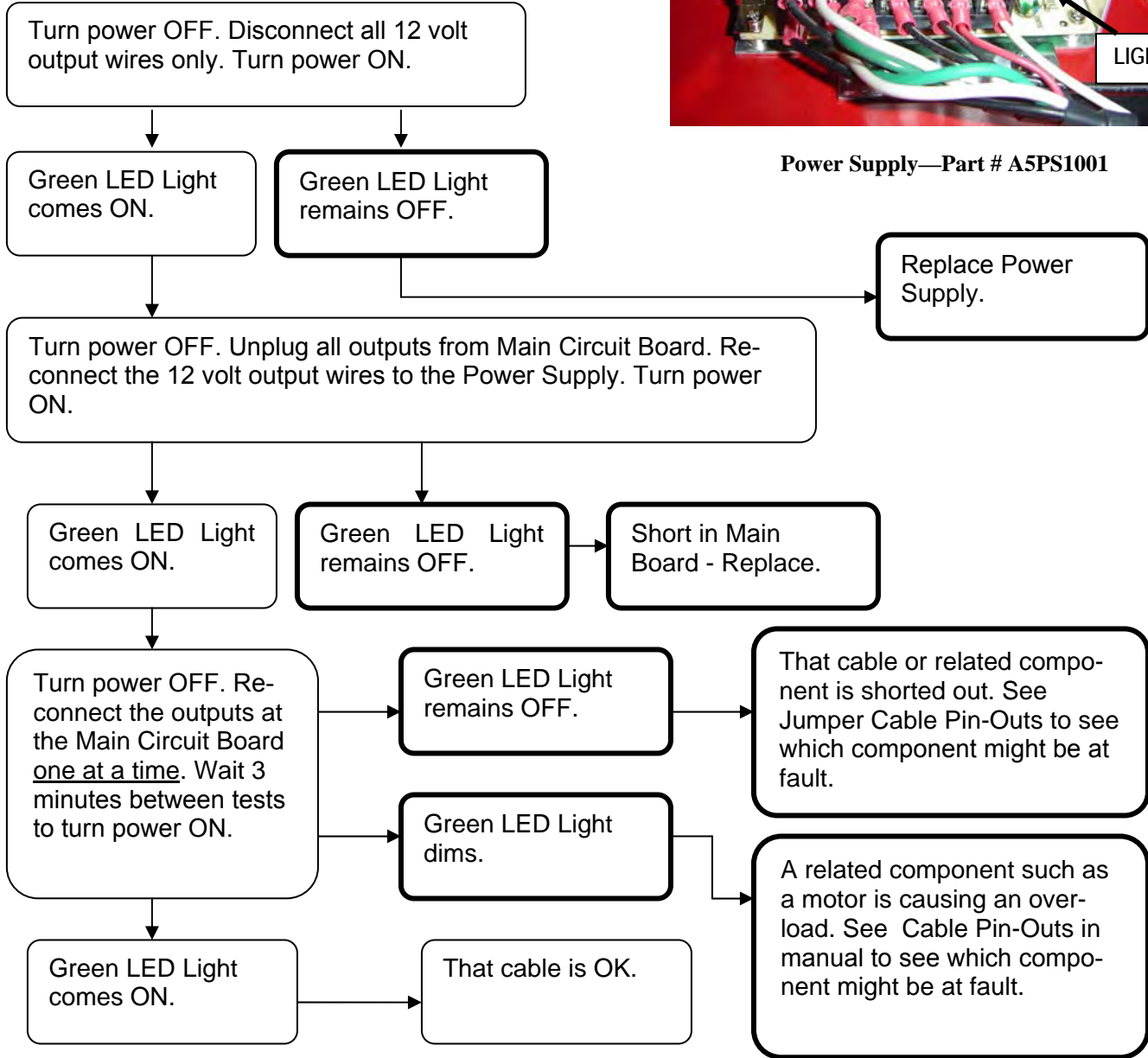
# POWER SUPPLY DIAGNOSTICS

## DIAGNOSE POWER SUPPLY

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 motor.



Power Supply—Part # A5PS1001

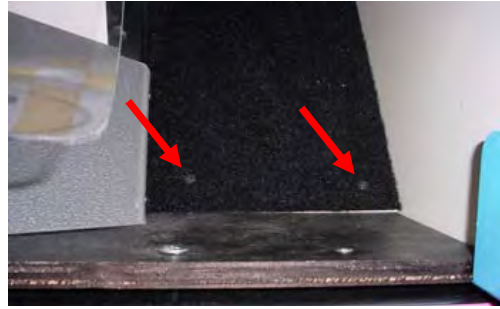


# HOW TO: ACCESS POWER SUPPLY

Open top locked marquee of game and remove front plexi from game.



Remove 2 screws in carpet on left side.



Remove 2 screws in carpet on right side.



Remove 3 screws in wood on left side.



Remove 3 screws in wood on right side.



Reach under handle assembly and remove cotter pin linking the handle outside the game with the shovel.

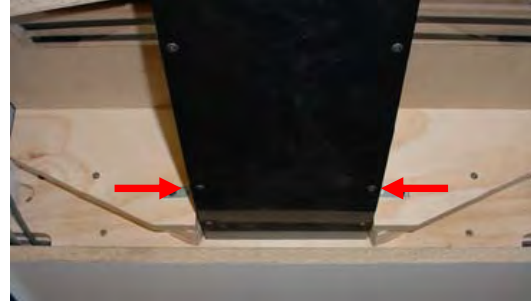
Carefully remove shovel assembly from cabinet.

## HOW TO: ACCESS BALL COUNT SENSOR & BLOWER MOTOR

Unplug game to ensure balls will not blow around as game is being disassembled.  
Unlock back door and remove from game.  
The black plastic track will be removed from game.



Remove 2 screws from top of black track.  
One in left side, one in right side.



Remove these 2 screws from side of black track.  
One in left side, one in right side.

**Black plastic track can now be slid up and out of cabinet.**



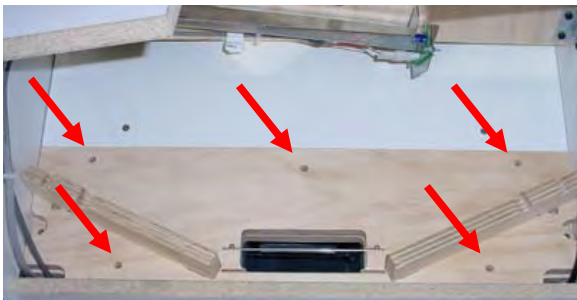
Remove these 2 screws to remove  
wood top cover of ball area.



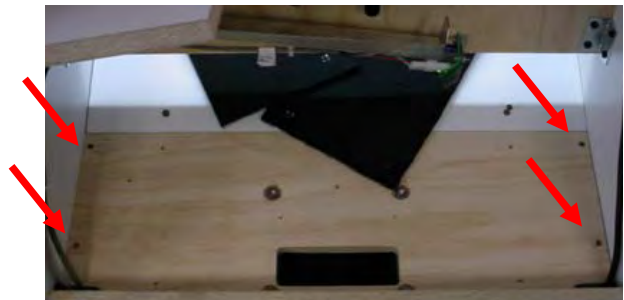
Ball area is now exposed. Remove any broken  
balls from area and clean ball tracks.

Ball count sensor can now be seen and tested or replaced if needed.

**If blower motor needs to be accessed, remove balls and continue to next steps.**



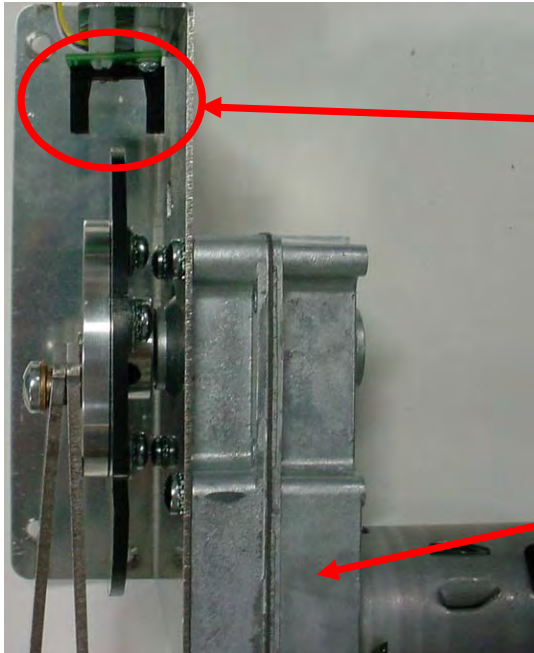
Remove these 5 screws to remove wood  
cover of blower.



Remove these 4 screws to remove blower  
assembly.



# HOW TO: ALIGN MOUTH MOTOR & SENSOR



## Notch Sensor (Part # AACB4401)

This sensor "sees" the notches of the notch wheel.

- Game keeps track of mouth position with this sensor.
- 3.3 Volts DC normally between black and white wires.
- Drops to 0 Volts DC when notch is blocking sensor.

## Mouth Motor (Part # AAMO4101)

Motor will go forward and backward to open and close mouth.

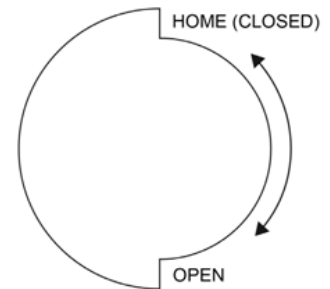
- 12 Volt DC motor.
- 5-6 Ohms



## Encoder Wheel (Part # AACA3258)

This black plastic blocks sensor to position mouth. (Open or Closed)

- The mouth is closing when sensor is being blocked.
  - The mouth is opening when sensor is clear.
- Top of wheel rotates toward back of game and down.
- Important that "Motor Side" is installed toward motor.



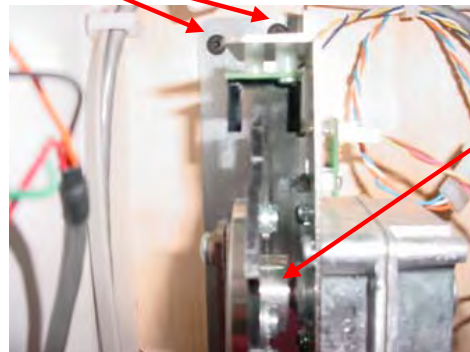
# HOW TO: CHANGE SENSOR

1.) Remove 2 sets of nuts and bolts

2.) Remove 4 screws in motor mounting plate.

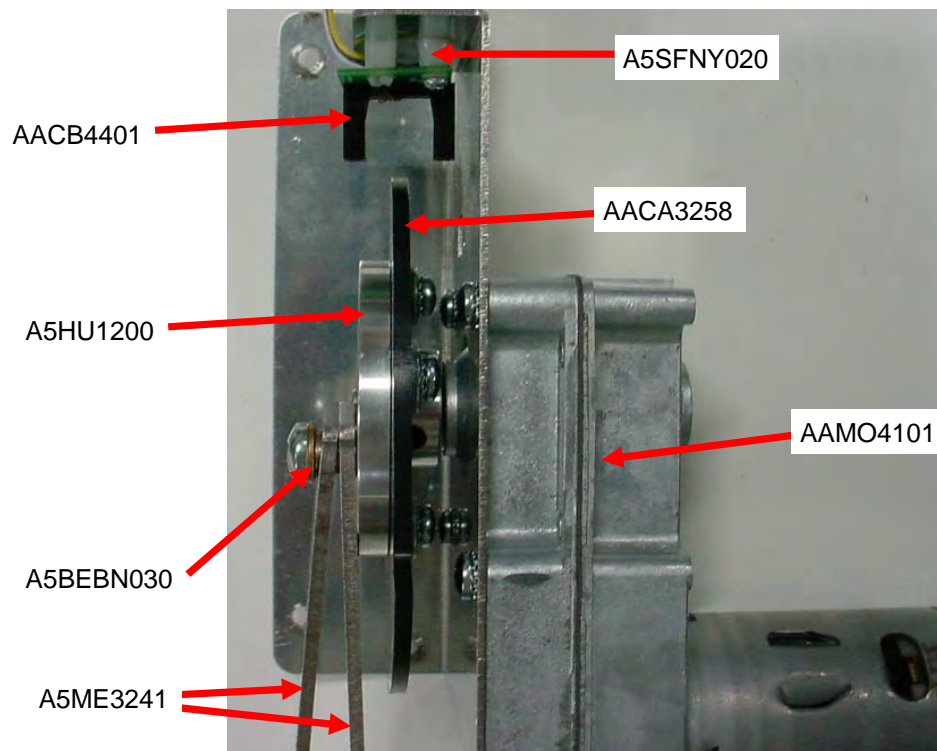
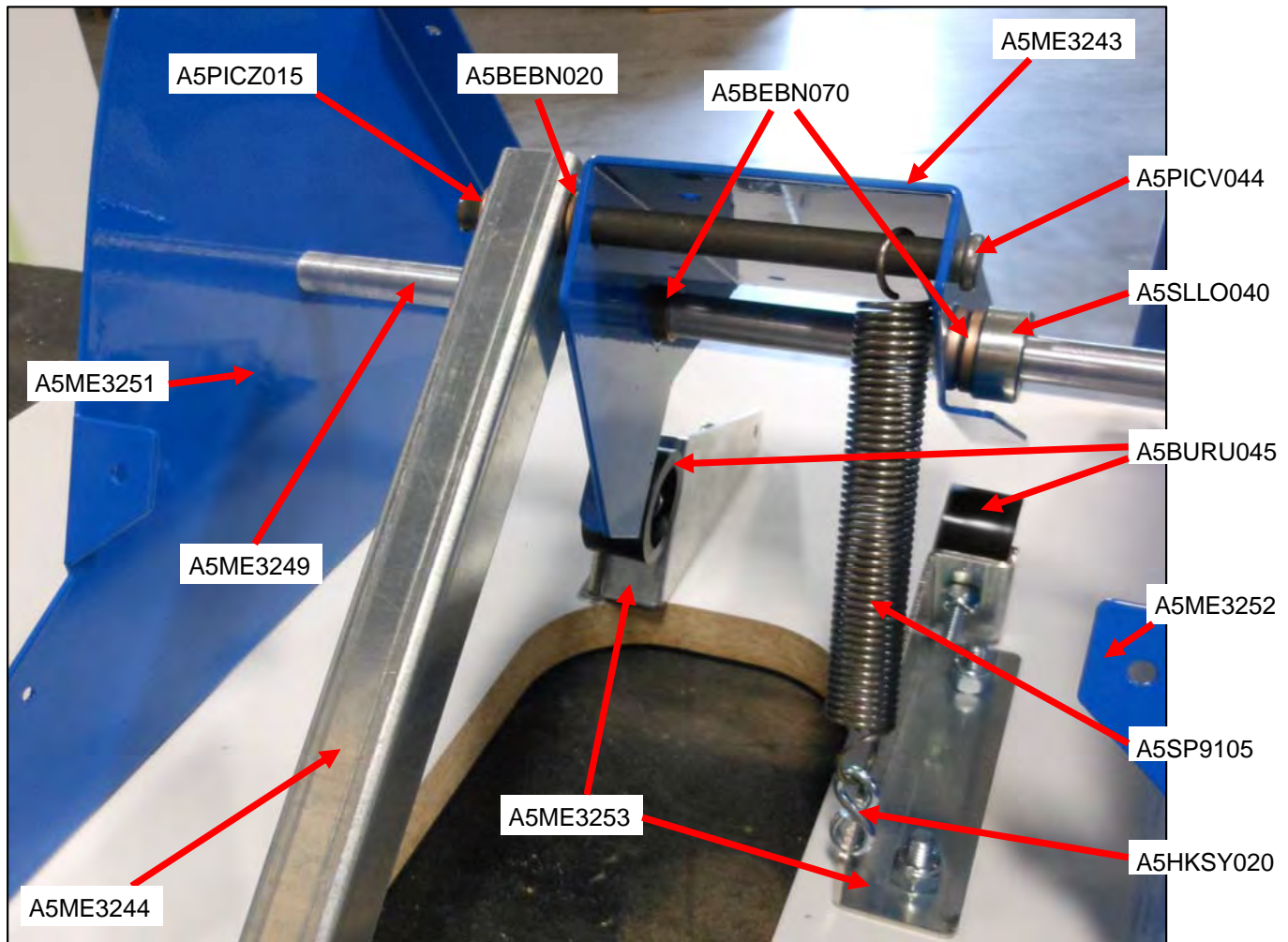
3.) Remove motor assy from game.

4.) Remove set screw in hub.

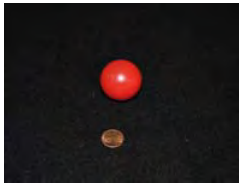


4.) Replace faulty sensor and re-assemble parts.

# HANDLE & MOTOR ASSEMBLY PART NUMBERS



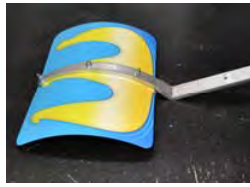
# PARTS IDENTIFICATION



A5BA3200



A5BA3201



AASH3200



A5BL3201



A5CB9200



AAME3254



A5CM-COMP



W5TM4003



A5CO4400



A5SW7000



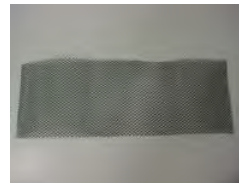
A5LI0001



AALIHL110



A5PS1010



A5SC3201



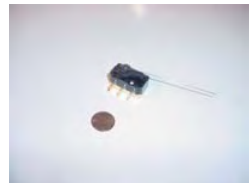
A5HU1200



AAMO4101



AABD2603



AASW200



A5TD1



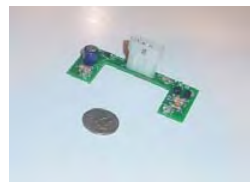
AACE8811



A5NEWGEN1



AABD5029-A



AABD4012



AACB4401



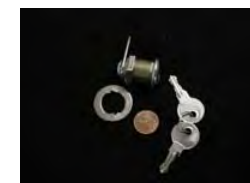
A5SW7000



A5LK2000



A5LK5001



A5LK6000



AAAC3204



AAAC3241



# PARTS IDENTIFICATION



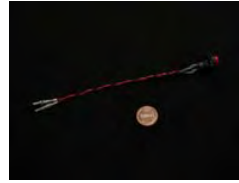
A5CORD5



A5FI9010



AACBL4A-DOOR



AAPB2700



AACO1000



AACE3200



AACE3201



AACE3202



AACE3203



AACE3204



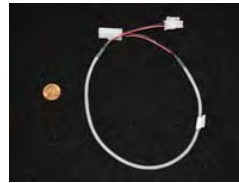
AACE3205



AACE3206



AACE3207



AACE3208



AACE3209



AACE3210



AACE3211



AACE3219



AACE8863



A5EB9000



A5DE3320



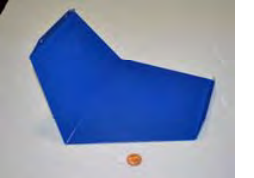
A5VF3300



A5VF3301



A5ME3239



A5ME3250



AACA3258



A5BEBN030



A5ME3241

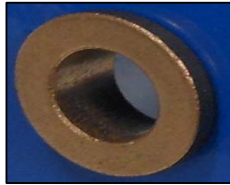


AADE3318

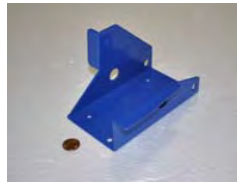
# PARTS IDENTIFICATION



A5ME3237



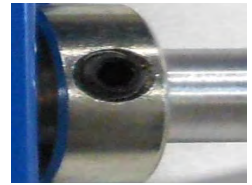
A5BEBN070



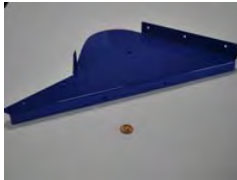
A5ME3243



A5ME3249



A5SLLO040



A5ME3251



A5ME3252



A5SP9105



A5HKS020



A5PICV044



A5ME3244



A5BEBN020



A5BURU045



A5ME3253



A5PICZ015



A5ME3235



A5ME3236



# DECAL IDENTIFICATION



## DECAL DIAGRAM

**SIDE CABINET DECALS:**  
SAME DECALS REPEAT ON BOTH SIDES

**A5DE3321**  
CABINET SIDE TOP DECAL (2/GAME)

**A5DE3314**  
CABINET SIDE SPOT 4 (2/GAME)

**A5DE3311**  
CABINET SIDE SPOT 1 (2/GAME)

**A5DE3312**  
CABINET SIDE SPOT 2 (2/GAME)

**A5DE3313**  
CABINET SIDE SPOT 3 (2/GAME)

**A5DE3315**  
CABINET SIDE SPOT 5 (2/GAME)

**A5DE3316**  
CABINET SIDE SPOT 6 (2/GAME)

**A5DE3306**  
CABINET SIDE BOTTOM DECAL (2/GAME)

*NOT VISIBLE IN PICTURE:*

**A5DE3308**  
BALL STOP (INSIDE PIG MOUTH)

**A5DE3320**  
TICKET PATTERN DECAL SET



**A5DE3300**  
MARQUEE TOP

**A5DE3300-1**  
MARQUEE BOTTOM

**A5DE3307**  
BACKWALL

**A5DE3318**  
NOSE DECAL

**A5DE3309**  
CURVED COVER LEFT

**A5DE3310**  
CURVED COVER RIGHT

**A5DE3317**  
SWATTER DECAL

**A5DE3301**  
INSTRUCTION DECAL

**FRONT CABINET DECALS:**

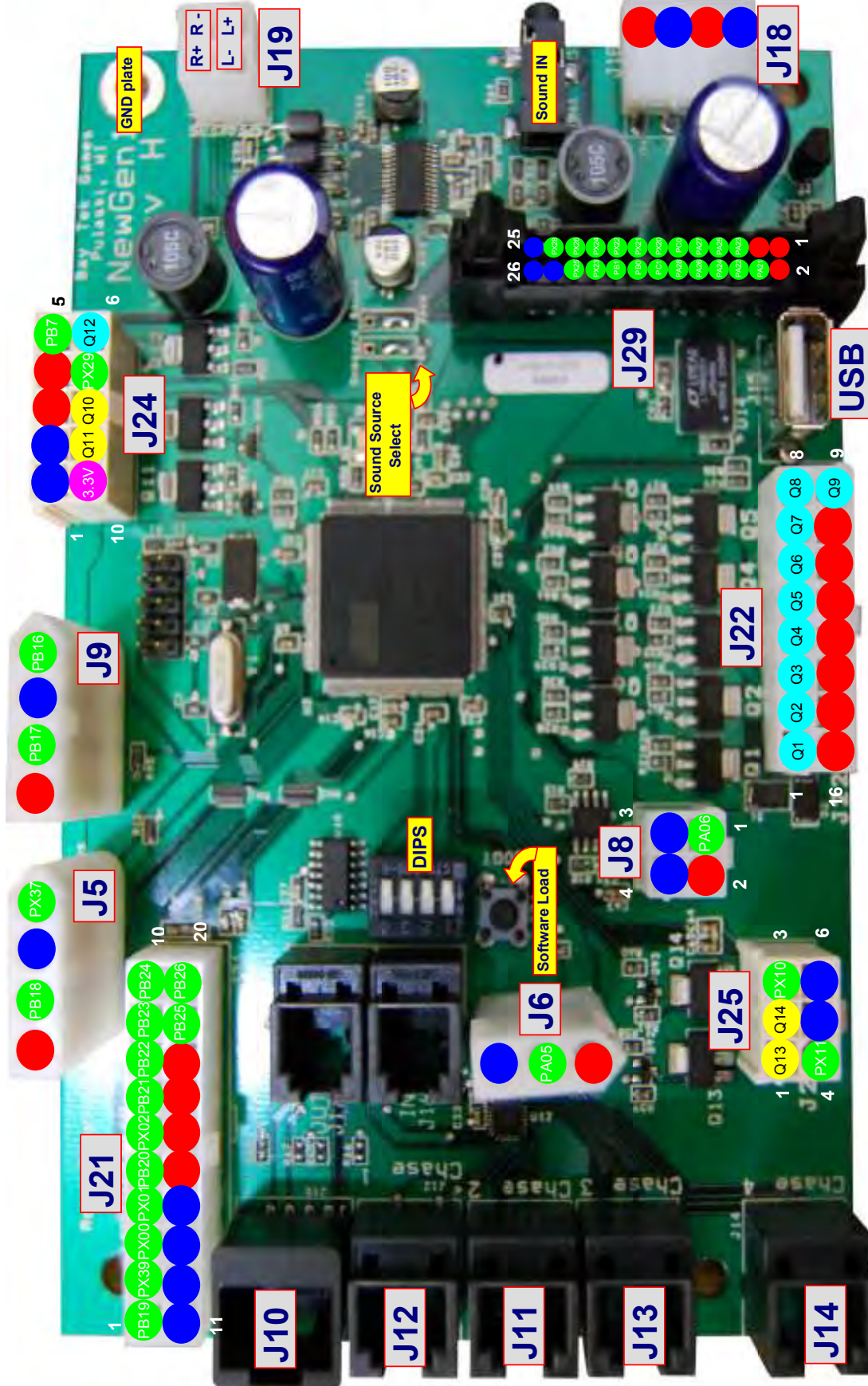
**A5DE3304**  
MECH DOOR DECAL

**A5DE3302**  
TICKET DOOR DECAL

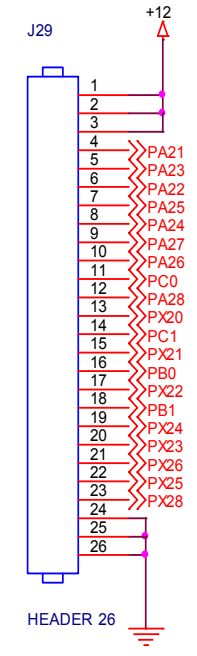
**A5DE3303**  
CABINET FRONT DECAL

**A5DE3305**  
COIN DOOR DECAL

# MAINBOARD PINOUT



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



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

# MAINBOARD PINOUT GUIDE

## BayTek Hardware REV D Pinout - Version 1

Pin Type	Purpose	Ref	Pin #
LOWSIDE #1, w diode	Mouth Motor Forward (Lowside)	J22	1
LOWSIDE #2, w diode	Mouth Motor Reverse (Low Side)	J22	2
LOWSIDE #3	Blower Relay	J22	3
LOWSIDE #4		J22	4
LOWSIDE #5		J22	5
LOWSIDE #6		J22	6
LOWSIDE #7		J22	7
LOWSIDE #8	Mechanical Counter #1	J22	8
LOWSIDE #9	Mechanical Counter #2	J22	9
+12 Volts		J22	11
+12 Volts		J22	12
+12 Volts		J22	13
+12 Volts		J22	14
+12 Volts		J22	15
+12 Volts		J22	16
+12 Volts		J22	17
+12 Volts		J22	18
+12 Volts		J22	19
+12 Volts		J22	20

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

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

PX37	Lo Ticket Switch Input	J5	1
Ground	Lo Ticket Switch Ground	J5	2
PB18		J5	3
+12 Volts		J5	4

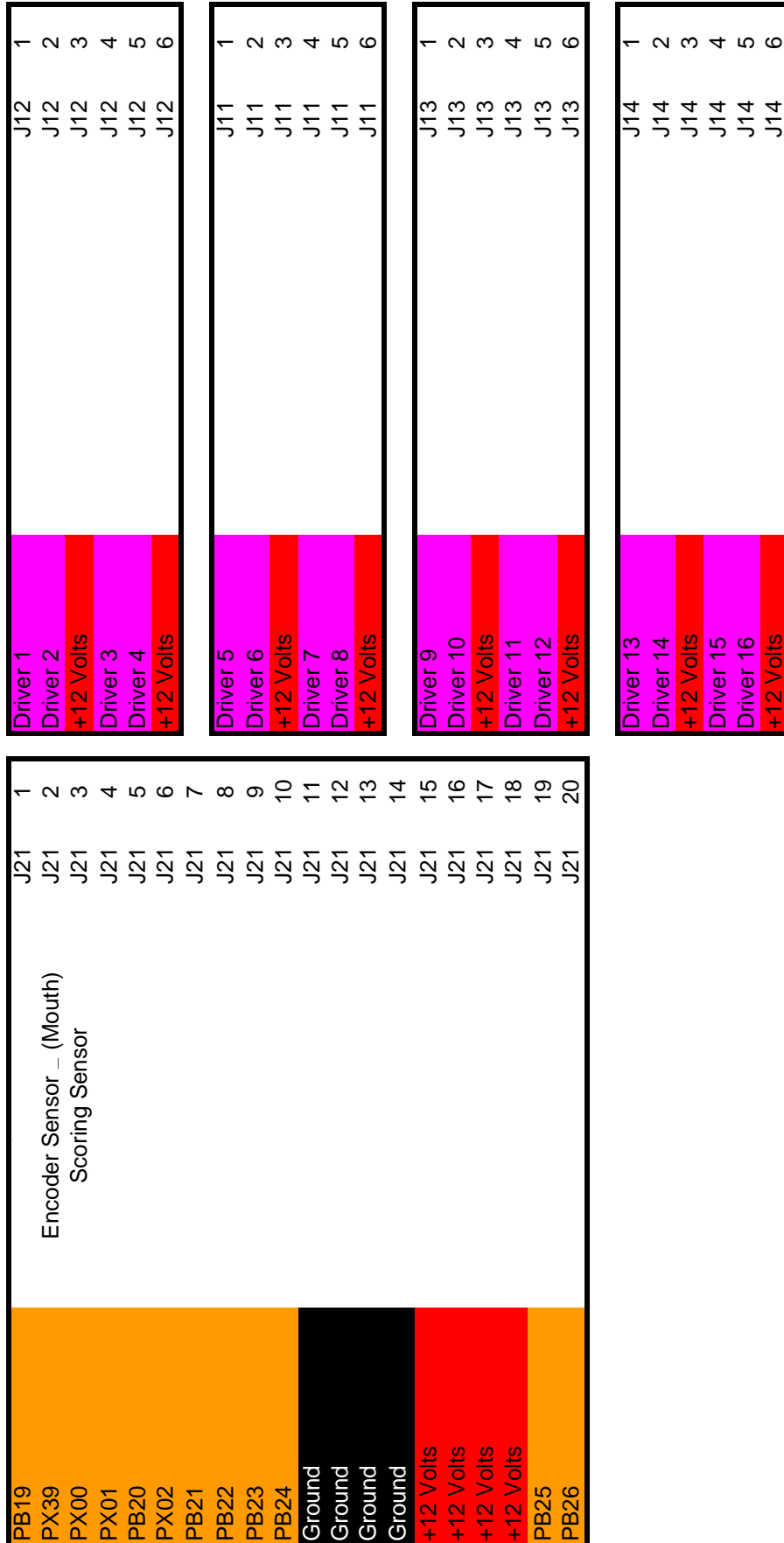
PB16	Ticket Notch #1	J9	1
Ground	Ground for Ticket Dispensor	J9	2
PB17	Ticket Motor #1	J9	3
+12 Volts	Power for Ticket Dispensor	J9	4

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

HIGHSIDE #13	Mouth Motor Forward (Highside)	J25	1
HIGHSIDE #14	Mouth Motor Reverse (Highside)	J25	2
PX10	Service Button 1	J25	3
PX11	Service Button 2	J25	4
Ground		J25	5
Ground		J25	6

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

# MAINBOARD PINOUT GUIDE



# MAINTENANCE LOG

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

DATE	MAINTENANCE PERFORMED	PARTS ORDERED	INITIALS



# TECHNICAL SUPPORT

Excellent customer service is very important to Bay Tek Games!

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

## Electronics / Circuit Boards - Repair Options

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

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

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

## Technical Support:

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

## Returns, Credits, & Fees:

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

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

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

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

## WARRANTY

Bay Tek Games warrants to the original purchaser that all game components will be free of defects in workmanship and materials for a period of 6 months from the date of purchase. If you fill out the registration card in the cashbox of the game, Bay Tek will add another 3 months to your warranty, free of charge.

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

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

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

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

 **ATTENTION** 

In order to maintain the safety & compliance certifications of this game, **ONLY** approved parts may be used. For approved replacement parts, refer to the parts list in this manual.

Should you need your game serviced, determine the serial number from the decal placed on the front of this manual, or locate it on the back of the game. Then contact our Service Department at: 920.822.3951 or e-mail: [service@baytekgames.com](mailto:service@baytekgames.com)

## NON-WARRANTY

Options and estimated charges will be provided to you for your approval.

Please remember that any items being sent to Bay Tek Games must include prior return authorization from our Parts & Service Department.

This approval will include a Product Return Form which is required to be included with any incoming shipments. Repaired parts will be shipped back using the same method in which they were received.

Repairs are warranted for 30 days from the date of return shipment.

