SERVICE MANUAL

Version

1.26

November 10, 2008

BAY TEK GAMES
1077 E. GLENBROOK DRIVE
PULASKI, WI 54162
920.822.3951
PARTS AND SERVICE
920.822.3951 x 1101
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NEW GAME REGISTRATION

BAY TEK GAMES, INC.  BIG BASS WHEEL SERVICE MANUAL  Page 2
**NEW GAME REGISTRATION**

REGISTERING YOUR NEW GAME ENTITLES YOU TO AN EXTENDED WARRANTY*  
ADD 3 MONTHS TO THE WARRANTY OF THIS GAME BY COMPLETING AND SUBMITTING THIS FORM BY FAX OR MAIL.

<table>
<thead>
<tr>
<th>Game Name (one game per form):</th>
<th>Date:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game Serial Number (located on the back of the cabinet):</td>
<td></td>
</tr>
<tr>
<td>Game Owner/Operator Company Name:</td>
<td></td>
</tr>
<tr>
<td>Game Owner/Operator Address:</td>
<td></td>
</tr>
<tr>
<td>Game Owner/Operator City/State/Zip:</td>
<td></td>
</tr>
<tr>
<td>Game Owner/Operator Phone Number:</td>
<td></td>
</tr>
<tr>
<td>Game Owner/Operator Fax Number:</td>
<td></td>
</tr>
<tr>
<td>Game Owner/Operator E-Mail Address:</td>
<td></td>
</tr>
<tr>
<td>Game Location Name and Address:</td>
<td></td>
</tr>
</tbody>
</table>

**Game Location Type**  
Please Check One:  
- Family Fun Center  
- Sports Bar  
- Mall  
- Restaurant  
- Laundromat  
- Movie Theatre  
- Bar  
- Other (please specify)

*NOTE: Extended warranty only applies if ALL boxes on this form are complete.  
One game per form. Extended warranty does not apply to used or close-out games.*

Bay Tek Games Inc.  
1077 East Glenbrook Dr.  
Pulaski, WI 54162  
Fax: 920.822.8936  
Phone: 920.822.3951  
www.baytekgames.com
We Aspire To Be The Best
In The World At
Developing And Manufacturing
Coin Operated Games For Our Customers.
Game Serial Number
(Located on the back of the cabinet, see figure below.)

Date of Installation

Installed by

Bay Tek Games Inc.
1077 East Glenbrook Dr.
Pulaski, WI 54162
www.baytekgames.com
E-Mail: service@baytekgames.com

Service: 920.822.3951 x 1102
Parts: 920.822.3951 x 1101
Fax: 920.822.8936
Service Fax: 920.822.1496
Sales: 920.822.3951

Pulaski, WI 54162

SUITABLE FOR INDOOR USE ONLY

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Model: AAGM-1234</td>
<td></td>
</tr>
<tr>
<td>Software Version: 5-678</td>
<td>Game Voltage</td>
</tr>
<tr>
<td>Game Serial Number: 9-1234</td>
<td>AMUSEMENT MACHINE</td>
</tr>
<tr>
<td>PCB Serial Number: 567,789</td>
<td></td>
</tr>
<tr>
<td>Manufacture Date: 7/07/2007</td>
<td></td>
</tr>
<tr>
<td>Inspected By: R.S.</td>
<td></td>
</tr>
</tbody>
</table>

www.baytekgames.com
Join our exclusive
Service First Network
To keep you up to date on the latest information,
early notification of parts specials, technical bulletins,
updates on retro fit parts, software upgrades,
and much more!

If you are not already a member,
sign up for this free service today at:
www.baytekgames.com

SERVICE FIRST NETWORK
CONTACT INFO

Fax directly to service department:
920.822.1496
8 A.M. - 5 P.M. CST
MON. - FRI.

Comments / Questions:
920.822.3951 x 1101
8 A.M. - 5 P.M. CST
MON. - FRI.

Email :
service@baytekgames.com

ABOUT THE GAME

REEL IN the fun with Big Bass Wheel™ from
Bay Tek Games.
Players step up and pull the handle to spin the big wheel. When the wheel stops, players are awarded with tickets. For an even bigger catch – a Big Bass Bonus has been added to the wheel where players can win up to 1000 tickets for their perfect spin!

This game serves as a true attraction piece as the big wheel offers great eye-appeal for any location while funny fishing bloopers provide added laughs & entertainment for the entire family!
SAFETY PRECAUTIONS

DANGER

DO NOT perform repairs or maintenance on this game with
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

TO AVOID POSSIBLE INJURY, DO NOT REMOVE ANY GUARDS! SERVICE TO BE PERFORMED BY AUTHORIZED PROFESSIONAL TECHNICIANS ONLY! ALL POWER TO THE GAME MUST BE TURNED OFF!

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.

SAFETY PRECAUTIONS

BIG BASS WHEEL HAS THREE ACRYLIC SHIELDS INSIDE THE GAME TO PROTECT AGAINST PERSONAL INJURY. THESE GUARDS MUST REMAIN ON AT ALL TIMES.

IF GAME REPAIR IS REQUIRED, SERVICE SHOULD BE PERFORMED BY BAY TEK GAMES, INC.
INSPECTING THE GAME

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

If damage is found please contact the carrier first then contact Bay Tek Games at 920.822.3951 or e-mail at service@baytekgames.com to order replacement parts.

IF GAME REPAIR IS REQUIRED, SERVICE SHOULD BE PERFORMED BY AUTHORIZED PROFESSIONAL TECHNICIANS ONLY.
THESE GUARDS ARE CLEARLY DECALED AND SHOULD REMAIN ON THE GAME AT ALL TIMES.

THESE GUARDS AND DECALS REQUIRE A REGULAR MAINTENANCE INSPECTION (1 TIME PER WEEK MINIMUM) AND SHOULD BE REPLACED AS NECESSARY.
All Bay Tek games are 110V unless specifically ordered 220V. The game will draw **2-3 AMPS** at start up. Outlets should be rated for **20 AMPS** or higher. The game voltage can be found on the serial number decal, see below.
ATTENTION

Be sure the electrical power matches the game requirements. See the serial number decal located on the back of the game cabinet.

ATTENTION

Always plug this game into a grounded circuit.

ATTENTION

If the supply cord is damaged, it must be replaced by a special cord or assembly available from the manufacturer or its service agent.

SETTING UP YOUR GAME

USING TWO PEOPLE, PLACE THE MONITOR UNIT ON TOP OF THE GAME CABINET.

THERE ARE HOLES ON THE UNIT THAT WILL LINE UP WITH HOLES ON TOP OF THE GAME CABINET.
USE THE BOLTS PROVIDED TO MOUNT THE MONITOR UNIT TO THE CABINET.
USE A 7/16" SOCKET.

PLUG IN THE MONITOR CABLES. THE OTHER TWO CABLES ARE FOR THE BOBBER.
USING TWO PEOPLE, SET THE FISH HEAD ON THE GAME. THE FRONT END OF THE FISH WILL HANG OVER THE MONITOR.

IF YOU CHOOSE TO USE THE BOBBER ASSEMBLY, RUN THE PIPE AND CABLES DOWN THROUGH THE FISH HEAD. THERE IS A WOODEN HOLDER THAT THE PIPE WILL SIT IN BEHIND THE MONITOR.

PLUG THE BOBBER CABLES INTO THE TAN CONNECTORS COMING FROM THE GAME.

USE THE FLAT HEAD SCREWS TO SECURE THE FISH HEAD TO THE CABINET AT THE SIDES AND BACK.
SETTING UP YOUR GAME

IF YOUR GAME WAS SHIPPED WITHOUT THE HANDLE ATTACHED:

RETRIEVE THE HANDLE, REMOVE THE MOUNTING BOLT AND LOCKNUT.
INSERT THE HANDLE INTO THE FRONT CONTROL BRACKET.

FROM INSIDE THE GAME, INSERT THE BOLT THROUGH THE BRACKET ARM AND HANDLE.
SECURE USING THE LOCKNUT.

SAFETY SIDE GUARDS:

THE FACTORY REQUIRES THAT BOTH GUARDS ARE FASTENED TO THE GAME AT ALL TIMES. THE SAFETY GUARDS HELP PROTECT AGAINST POSSIBLE INJURY. THE FACTORY ALSO REQUIRES THESE GUARDS TO
KEY COMPONENTS

AACB1901 ENCODER WHEEL SENSOR

Located behind the left side access door

AACB1900 I/O BOARD

Located behind the left side front door
AAMB6
MOTHER BOARD

LOCATED BEHIND THE RIGHT SIDE FRONT DOOR.
INCLUDES THE RAM AND FLASH DRIVE.

THE FLASH DRIVE MAY VARY DEPENDING ON THE MANUFACTURE DATE OF YOUR GAME.

EARLY MODELS MAY HAVE A CARD WHILE THE LATEST MODELS HAVE A STICK.

KEY COMPONENTS

A5FHD001
FLASH DRIVE CHIP

A5CB1904
RAM

A5FHD002
FLASH DRIVE STICK

LEFT DOOR
AACB1900
I/O BOARD

POWER SUPPLY
BAY TEK GAMES, INC.  BIG BASS WHEEL SERVICE MANUAL  Page 17
ACCESS THE OPERATOR MENU

BIG BASS WHEEL™ IS EQUIPPED WITH AN ONSCREEN OPERATOR MENU. THIS MENU WILL ALLOW YOU TO CONTROL ALL THE GAME FEATURES AND SETTINGS ALONG WITH MONITORING THE STATISTICS.

TO ACCESS THE OPERATOR MENU OPEN THE LEFT SIDE TICKET DOOR.
THE MENU BUTTONS ARE LOCATED INSIDE OF THE DOOR.

PRESS "MENU" TO ACCESS THE OPERATOR MENU ON THE GAME DISPLAY IN THE FISH HEAD.

USE THE "SELECT" BUTTON TO CHANGE THE FUNCTIONS.

RESET TICKETS

THE FOLLOWING PAGES WILL SHOW THE SCREEN SHOTS OF THE OPERATOR MENU AND GAME INFORMATION. USE THE LEFT AND RIGHT RED BUTTONS TO NAVIGATE THE SELECTIONS.
RESET TICKETS

Clears tickets left to dispense to zero.

This will not reset the mechanical counters in the game.

RESET CREDITS
RESET CREDITS

CLEAR CREDITS
(GAMES IN QUEUE) TO ZERO.

THIS WILL NOT RESET THE MECHANICAL COUNTERS IN THE GAME.

CREDITS PER GAME
CREDITS PER GAME

SHOWS THE CURRENT SETTING FOR CREDITS PER GAME.
ALLOWS YOU TO CHANGE THE COST PER GAME.

FACTORY SETTING:
4 CREDITS

OTHER CREDIT OPTIONS:

<table>
<thead>
<tr>
<th>0 CREDITS</th>
<th>7 CREDITS</th>
</tr>
</thead>
<tbody>
<tr>
<td>(FREE PLAY)</td>
<td></td>
</tr>
<tr>
<td>1 CREDIT</td>
<td></td>
</tr>
<tr>
<td>1 CREDIT PER CARD SWIPE</td>
<td>6 PLAYS FOR $5.00*</td>
</tr>
<tr>
<td>2 CREDITS</td>
<td>($1.00 PER PLAY WITH 1 FREE GAME)</td>
</tr>
<tr>
<td>3 CREDITS</td>
<td></td>
</tr>
<tr>
<td>4 CREDITS</td>
<td>3 PLAYS FOR $5.00*</td>
</tr>
<tr>
<td>5 CREDITS</td>
<td>($2.00 PER PLAY WITH 1 FREE GAME)</td>
</tr>
<tr>
<td>6 CREDITS</td>
<td></td>
</tr>
</tbody>
</table>

* THE PLAYER MUST USE A $5.00 BILL TO GET THE FREE GAME.

GAME VOLUME
**GAME VOLUME**

The red arrow shows the current setting. Use slider to adjust.

This control is only for the audio played during game play.

---

**ATTRACT VOLUME**

---

**Diagnostic Information**

Motor Matching Error
Software Versions: 1.20 and 2.12
Total Credits: 0
Tickets Left to Dispense: 0
Wheel Position: 3 (80) (1)
Inputs: FFFFFFFBO

**Game Statistics**

Total Games: 3
Total Tickets: 155
Tickets Per Game: 51.67
Total Motor Assists: 0
ATTRACT VOLUME

THE RED ARROW SHOWS THE CURRENT SETTING.
USE SLIDER TO ADJUST.

THIS CONTROL IS ONLY FOR THE AUDIO PLAYED DURING ATTRACT MODE.

RESET STATISTICS
RESET STATISTICS

Clears all stats shown under the "GAME STATISTICS" menu (in yellow box) to zero.

This will not reset the mechanical counters in the game.
**TICKET PATTERN**

SHOWS CURRENT PATTERN AS SHIPPED FROM THE FACTORY.

**FACTORY SETTING:**

5

SEE AVAILABLE PATTERNS ON THE NEXT TWO PAGES.

---

**AVAILABLE PATTERNS**

<p>| | | | | |</p>
<table>
<thead>
<tr>
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<tbody>
<tr>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
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<td>25</td>
<td>25</td>
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<td>15</td>
<td>25</td>
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<td>75</td>
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<td>40</td>
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<td>100</td>
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<tr>
<td>10</td>
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<td>75</td>
<td>10</td>
<td>10</td>
</tr>
<tr>
<td>50</td>
<td>80</td>
<td>80</td>
<td>25</td>
<td>30</td>
</tr>
<tr>
<td>40</td>
<td>30</td>
<td>30</td>
<td>10</td>
<td>40</td>
</tr>
</tbody>
</table>

THE NUMBERS LISTED AT THE BOTTOM OF EACH PATTERN ARE ESTIMATED TICKET PAYOUTS PER GAME BASED ON CUSTOMER FEEDBACK AND MAY VARY DEPENDING ON THE SKILL OF THE INDIVIDUAL PLAYER.

PLEASE USE THE NUMBERS AS A GUIDE ONLY.

---

TO ORDER THE NEEDED DECALS TO CHANGE THE PATTERN FROM THE FACTORY DEFAULT PLEASE CALL THE BAY TEK GAMES PARTS DEPARTMENT AT 920-822-3951 X1101
PLAYER TIME OUT OPTION

OPERATOR MENU
RESET TICKETS
RESET CREDITS
CREDITS PER GAME = 1
GAME VOLUME
ATTRACT VOLUME
RESET STATISTICS
TICKET PATTERN = 3
PLAYER TIMEOUT OPTION = MOTOR ASSIST
GAME HISTORY
EXIT MENU

DIAGNOSTIC INFORMATION
SOFTWARE VERSIONS = 1.20 AND 2.12
TOTAL CREDITS = 0
TICKETS LEFT TO DISPENSE = 0
WHEEL POSITION = 3 (80) (1)
INPUTS = FFFFFB0
OUTPUTS = 4
BRAKE STATUS = UNKNOWN
WHEEL SPEED = STOPPED

GAME STATISTICS
TOTAL GAMES = 3
TOTAL TICKETS = 155
TICKETS PER GAME = 51.67
TOTAL MOTOR ASSISTS = 0
**PLAYER TIME OUT OPTION**

MOTOR ASSIST: THE GAME WILL SPIN THE WHEEL IF THE PLAYER DOES NOT IN THE TIME ALLOTTED.

ABANDON GAME: THE GAME ENDS IF THE PLAYER DOESN'T SPIN THE WHEEL IN THE TIME ALLOTTED.

---

**GAME HISTORY**

![Game History Screen](image-url)
GAME HISTORY

USE THIS FEATURE TO VERIFY A HIGH TICKET WIN.

SET TIME AND DATE
SET TIME AND DATE

Use this option to set the time and date that is printed on the receipts.
DOOR OPEN WARNING

Each door on the game has a limit switch. If a door is open, the moving parts in the game shut down and tickets stop dispensing. It is not possible to play the game when any door is open.

We strongly recommend that you do not disconnect any of the limit switches.

MOTOR WATCHDOG ERROR

If the game goes into attract mode and the encoder sensor does not "see" the wheel moving, the game will give you an error suggesting the motor is not working.

PRINTER ADJUSTMENTS

Use this option to customize the receipts to your facility.
SOFTWARE VERSION

OPERATOR MENU
RESET TICKETS
RESET CREDITS
CREDITS PER GAME = 1
GAME VOLUME
ATTRACT VOLUME
RESET STATISTICS
TICKET PATTERN = 3
PLAYER TIMEOUT OPTION = MOTOR ASSIST
GAME HISTORY
EXIT MENU

DIAGNOSTIC INFORMATION
MOTOR MACHING ERROR
SOFTWARE VERSIONS = 1.20 AND 2.12
TOTAL CREDITS = 0
TICKETS LEFT TO DISPENSE = 0
WHEEL POSITION = 3 (80) (1)
INPUTS = FFFFFF0
OUTPUTS = 4
BRAKE STATUS = UNKNOWN
WHEEL SPEED = STOPPED

GAME STATISTICS
TOTAL GAMES = 3
TOTAL TICKETS = 155
TICKETS PER GAME = 51.67
TOTAL MOTOR ASSISTS = 0
TOTAL CREDITS

SHOWS THE CURRENT INSTALLED SOFTWARE VERSION NUMBERS

TOTAL CREDITS

SHOWS THE AMOUNT OF CREDITS IN QUEUE WAITING TO BE PLAYED.
TICKETS LEFT TO DISPENSE

SHOWS THE AMOUNT OF CREDITS IN QUEUE WAITING TO BE PLAYED.

TICKETS LEFT TO DISPENSE

SHOWS THE AMOUNT OF TICKETS THAT ARE WAITING TO BE DISPENSED.
WHEEL POSITION

THE FIRST VALUE DISPLAYS THE ENCODER POSITION. 0-36

THE SECOND VALUE DISPLAYS THE TICKET VALUE THE ENCODER IS READING. IT SHOULD MATCH WHERE THE WHEEL IS PHYSICALLY.
INPUTS AND OUTPUTS

THE SECOND VALUE DISPLAYS THE TICKET VALUE THE ENCODER READING. IT SHOULD MATCH WHERE THE WHEEL IS PHYSICALLY.

THE THIRD VALUE SHOWS THE NOTCH POSITION ON THE ENCODER WHEEL.
1=INSIDE THE NOTCH
0=OUTSIDE THE NOTCH
BRAKE STATUS

ALLOWS YOU TO CHECK YOUR BRAKE DURING THE MAINTENANCE CYCLE, SEE PAGE 58.
WHEEL SPEED

INDICATION OF HOW FAST THE WHEEL IS SPINNING IN MILLISECONDS MEASURED BETWEEN NOTCHES IN THE ENCODER WHEEL.
TOTAL GAMES

THIS WILL DISPLAY THE TOTAL NUMBER OF GAMES PLAYED SINCE THE STATISTICS WERE LAST CLEARED.
TOTAL TICKETS

THIS WILL DISPLAY THE TOTAL NUMBER OF TICKETS DISPENSED SINCE THE STATISTICS WERE LAST CLEARED.
TICKETS PER GAME

THIS WILL DISPLAY AN AVERAGE OF TICKETS PAID PER GAME.
TOTAL MOTOR ASSISTS

This will display how many times the game had to spin the wheel for the player.
ADDING PRINTER PAPER

Slide the release lever downwards.

Slide on a new roll of paper (A5PYTH010) as shown with the paper coming from the bottom of the roll.

Run the paper under the rubber roller and back out the other side.
Pull the paper through the slot on the door and close the small metal guide.

The printer is now ready to print tickets/receipts.
### TROUBLESHOOTING STRATEGY

Use 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, bad sensors, bent, pinched, stuck, or jammed components.

<table>
<thead>
<tr>
<th>PROBLEM</th>
<th>PROBABLE CAUSE</th>
<th>REMEDY</th>
</tr>
</thead>
<tbody>
<tr>
<td>NO POWER TO THE GAME. NO LIGHTS ON AT ALL.</td>
<td>A. GAME IS UNPLUGGED</td>
<td>A. CHECK THE WALL OUTLET</td>
</tr>
<tr>
<td></td>
<td>B. CIRCUIT BREAKER TRIPPED</td>
<td>B. RESET THE POWER STRIP BREAKER SWITCH OR BUILDING CIRCUIT BREAKER</td>
</tr>
<tr>
<td></td>
<td>C. POWER STRIP FAULTY</td>
<td>C. CHANGE THE PLUG POSITION, REPLACE IF NEEDED.</td>
</tr>
<tr>
<td></td>
<td>D. FAULTY CABLE/POWER SUPPLY</td>
<td>D. SEE &quot;POWER SUPPLY DIAGNOSTIC&quot; SECTION, PAGE 62.</td>
</tr>
<tr>
<td>NO AUDIO</td>
<td>A. VOLUME TOO LOW</td>
<td>A. FOLLOW THE DIRECTIONS ON PAGE 21 TO ADJUST THE VOLUME.</td>
</tr>
<tr>
<td></td>
<td>B. LOOSE WIRE</td>
<td>B. CHECK THE AUDIO CABLE (AACEAU010) CONNECTIONS FROM THE I/O BOARD TO THE MOTHER BOARD, SEE BELOW.</td>
</tr>
<tr>
<td></td>
<td>C. FAULTY I/O BOARD</td>
<td>C. REPLACE THE I/O BOARD (AACB1900).</td>
</tr>
<tr>
<td></td>
<td>D. FAULTY MOTHER BOARD</td>
<td>D. REPLACE THE MOTHER BOARD (AAMB6).</td>
</tr>
</tbody>
</table>

![Diagram](image-url)
### TROUBLESHOOTING GUIDE

<table>
<thead>
<tr>
<th>PROBLEM</th>
<th>PROBABLE CAUSE</th>
<th>REMEDY</th>
</tr>
</thead>
<tbody>
<tr>
<td>WHEEL LIGHTING NOT WORKING.</td>
<td>A. CABLE PROBLEM. &lt;br&gt; B. THE LARGE POWER IN CABLE ON THE MOTHER BOARD MAY BE LOOSE. &lt;br&gt; C. FAULTY POWER SUPPLY.</td>
<td>A. CHECK THE CONNECTIONS FROM THE (AACE1620) TO THE POWER SUPPLY (AACE1621). &lt;br&gt; B. RE-SEAT CONNECTOR. &lt;br&gt; C. SEE &quot;POWER SUPPLY DIAGNOSTIC&quot; SECTION, PAGE 62.</td>
</tr>
<tr>
<td>ONE SIDE DOES NOT WORK.</td>
<td>A. CABLE PROBLEM. &lt;br&gt; B. FAULTY LIGHT STRIP.</td>
<td>A. CHECK THE CABLES FROM THE LIGHT STRIP (AACE1622), JUMPER CABLE (AACE1620) TO THE POWER SUPPLY. &lt;br&gt; B. REPLACE LIGHT STRIP (AACE1622).</td>
</tr>
<tr>
<td>SOME LIGHTS DO NOT WORK.</td>
<td>A. FAULTY LIGHT STRIP.</td>
<td>A. REPLACE LIGHT STRIP (AACE1622)</td>
</tr>
<tr>
<td>DOLLAR BILL ACCEPTOR NOT WORKING.</td>
<td>A. ENSURE DOLLAR BILL ACCEPTOR HAS 110 VOLTS AC. &lt;br&gt; B. DIRT OR DEBRIS IN ACCEPTOR SLOT. &lt;br&gt; C. ENSURE DIP SWITCH IS SET TO &quot;ALWAYS ENABLE&quot;. &lt;br&gt; D. PINCHED, BROKEN, OR DISCONNECTED WIRES. &lt;br&gt; E. ACCEPTOR PROBLEMS.</td>
<td>A. ACCEPTOR SHOULD CYCLE STACKER AT POWER UP. IF NOT, CHECK THE CABLE CONNECTIONS TO THE POWER STRIP. CAUTION-110 VOLTS AC &lt;br&gt; B. CLEAN WITH THE BILL READING CARD (A5CC9000). &lt;br&gt; C. CHECK THE DIPS ON THE ACCEPTOR, SET TO &quot;ALWAYS ENABLE&quot;. &lt;br&gt; D. CHECK THE WIRING FROM THE ACCEPTOR TO THE I/O BOARD. REPAIR OR REPLACE THE WIRE (AACE1611). &lt;br&gt; E. REFER TO THE DBA MANUAL OR DECAL ON THE UNIT.</td>
</tr>
</tbody>
</table>

### AACB1900 I/O BOARD

- **AACE1611**

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## TROUBLESHOOTING GUIDE

<table>
<thead>
<tr>
<th>PROBLEM</th>
<th>PROBABLE CAUSE</th>
<th>REMEDY</th>
</tr>
</thead>
<tbody>
<tr>
<td>MONITOR NOT WORKING.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>FIRST TRY:</td>
<td></td>
<td></td>
</tr>
<tr>
<td>POWER DOWN, WAIT 10 SECONDS, AND POWER UP AGAIN.</td>
<td></td>
<td></td>
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<tr>
<td>MONITOR DISPLAY, &quot;NO SIGNAL&quot; FOR 5 SECONDS AFTER POWER UP, THEN DARK.</td>
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<tr>
<td>A. SMALL 12 VOLT POWER CONNECTOR UNPLUGGED ON MAIN BOARD.</td>
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<tr>
<td>B. MONITOR VGA CABLE UNPLUGGED.</td>
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<tr>
<td>C. LARGE POWER CONNECTOR UNPLUGGED ON MAIN BOARD.</td>
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<tr>
<td>D. FAULTY OR LOOSE RAM.</td>
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<tr>
<td>E. FAULTY POWER SUPPLY-CHECK FOR 12 VOLTS AND GREEN LED ON MAIN BOARD.</td>
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<tr>
<td>F. FAULTY MAIN BOARD-REPLACE BOARD.</td>
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<tr>
<td>ERROR ON SCREEN AFTER POWER UP. (RE-BOOT GAME TO SEE IF THE PROBLEM REPEATS.)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>A. POWER CABLE UNPLUGGED FROM THE MONITOR.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>B. FAULTY MONITOR.</td>
<td></td>
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<tr>
<td>A. ENSURE POWER IS PLUGGED INTO THE BACK OF THE MONITOR DOWN TO THE POWER STRIP.</td>
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<tr>
<td>B. REPLACE MONITOR (A5CBDI030).</td>
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<tr>
<td>MONITOR HAS NOTHING AT ALL AFTER POWER UP.</td>
<td></td>
<td></td>
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<tr>
<td>A. DISPLAY STOPS AT &quot;NO BOOTABLE DEVICE--INSERT BOOT DISK AND PRESS ANY KEY&quot;.</td>
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<tr>
<td>B. DISPLAY SHOWS &quot;PUPPY VIDEO WIZARD&quot; OR &quot;Xorg&quot;.</td>
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<tr>
<td>C. DISPLAY SHOWS &quot;KERNEL PANIC-UNABLE TO MOUNT ROOT&quot;.</td>
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<tr>
<td>A. FLASH DRIVE UNPLUGGED OR FAULTY.</td>
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<tr>
<td>B. GAME IS NOT RECOGNIZING MONITOR. ENSURE VGA CABLE IS SECURE TO THE I/O BOARD. REPLACE MONITOR (A5CBDI030).</td>
<td></td>
<td></td>
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<tr>
<td>C. FAULTY OR LOOSE RAM.</td>
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</table>
# TROUBLESHOOTING GUIDE

## PROBLEM | PROBABLE CAUSE | REMEDY
--- | --- | ---

**THE GAME PLAYS, BUT SOME OF THE FUNCTIONS DO NOT WORK.** | A. NONE OF THE INPUTS WORK. NO COIN-UP, TEST BUTTONS, DISPLAY MAY SAY "DOOR OPEN". B. DISPLAY IS OK, BUT DOES NOT SHOW SOME SCREENS. NO VOLUME. C. GAME FREEZES OR LOCKS UP. | A. I/O SERIAL CABLE UNPLUGGED FROM I/O BOARD TO MOTHER BOARD. B. FLASH DRIVE LOOSE OR FAULTY. C. FAULTY RAM OR MOTHERBOARD.

**GAME DOESN'T COIN UP.** | A. ONE OF THE COIN SWITCHES IS JAMMED, OR HELD DOWN. B. SHORT IN COIN DOOR HARNESS. C. I/O SERIAL CABLE UNPLUGGED FROM I/O BOARD TO MOTHERBOARD. D. FAULTY I/O BOARD. | A. IF THE SWITCH IS "CLOSED" THE OTHER SWITCH WILL NOT WORK EITHER. B. UNPLUG WHITE SPADE CONNECTOR FROM THE DOOR AND JUMP BETWEEN WHITE AND BLACK WIRES TO SIMULATE COIN UP. C. ENSURE SERIAL CABLE IS TIGHT AND CONNECTED. REPLACE IF NEEDED (AACE1614). D. REPLACE I/O BOARD (AACB1900).
# Troubleshooting Guide

## Troubleshooting Guide - Scoring Issues

<table>
<thead>
<tr>
<th>Problem</th>
<th>Probable Cause</th>
<th>Remedy</th>
</tr>
</thead>
<tbody>
<tr>
<td>&quot;Low tickets&quot; displayed on the monitor.</td>
<td>A. Ticket stack not resting properly on the low ticket switches.</td>
<td>A. Adjust the ticket stack so they hold the switch down.</td>
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<td></td>
<td>B. Faulty low ticket switch.</td>
<td>B. Replace low ticket switch (A5SW200).</td>
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<td></td>
<td>C. Faulty wire or connection.</td>
<td>C. Check for proper connection from the switch to the I/O board.</td>
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<td></td>
<td>D. Faulty I/O board.</td>
<td>D. Replace I/O board (AACB1900).</td>
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<table>
<thead>
<tr>
<th>Problem</th>
<th>Remedy</th>
</tr>
</thead>
<tbody>
<tr>
<td>A. Game says you won tickets even though wheel is still spinning.</td>
<td>A. Weak encoder sensor. Replace sensor (AACB1901).</td>
</tr>
<tr>
<td>B. Game gives tickets as soon as money is inserted during Attract mode.</td>
<td>B. Attract mode spinning wheel should slow down enough so it will not trigger a win. Tighten brake, see page 56.</td>
</tr>
<tr>
<td>C. Game ends after a slow spin, and gives no tickets.</td>
<td>C. Motor assist should spin wheel for slow spins. Check the menu, page 27, ensure the &quot;abandon game&quot; option isn't selected.</td>
</tr>
</tbody>
</table>
TROUBLESHOOTING GUIDE - SCORING ISSUES

OPEN LEFT FRONT DOOR AND PRESS THE "MENU BUTTON" TO ENTER THE OPERATOR MENU. CHECK VALUE ON THE MONITOR AGAINST WHERE THE WHEEL IS.

IF THE VALUES DO MATCH (FIG. 1):

1. LOOK FOR THE "MOTOR WATCHDOG ERROR". SEE PAGE 29.

2. ENCODER SENSOR NOT READING PROPERLY. GO TO THE "ENCODER WHEEL SENSOR", PAGE 55, TO ADJUST. REPLACE IF NEEDED (AACB1901).

IF THEY DO NOT MATCH (FIG. 2):

MANUALLY SPIN THE WHEEL ONE COMPLETE REVOLUTION TO ENSURE THE HOME SENSOR IS BEING READ. IMPORTANT: ALWAYS SPIN DOWNWARDS!

ENCODER SENSOR SIGNAL NOT REACHING I/O BOARD

1. CHECK THE CABLE FROM ENCODER SENSOR TO I/O BOARD (AACE1616) (FIG. 3).

2. GO TO "WHEEL ENCODER SENSOR", SEE PAGE 55, TO ADJUST THE SENSOR. REPLACE SENSOR IF NEEDED (AACB1901).

3. REPLACE I/O BOARD (AACB1900).

FIG. 1

FIG. 2

FIG. 3
<table>
<thead>
<tr>
<th>PROBLEM</th>
<th>PROBABLE CAUSE</th>
<th>REMEDY</th>
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</table>
| GAME PAYS 10 OR 75 TICKETS EVERY GAME. | A. THE ENCODER SENSOR ALWAYS "SEE'S" THE HOME POSITION.  
B. ENCODER SENSOR SIGNAL NOT REACHING THE I/O BOARD. | A. IF EITHER GREEN LED ON THE SENSOR IS ALWAYS "ON" AS YOU SPIN THE WHEEL-REPLACE THE ENCODER SENSOR (AACB1901).  
B. CHECK THE (AACE1616) CABLE AT THE SENSOR AND I/O BOARD. REPLACE SENSOR OR I/O BOARD (AACE1616) OR (AACB1900). |
| TICKETS NOT DISPENSING FROM EITHER DISPENSER. | A. VERIFY THAT THE GAME IS REGISTERING A WIN.  
B. ENSURE "DOOR OPEN" IS NOT ON THE MONITOR.  
C. FAULTY WIRES FROM THE DISPENSERS TO THE I/O BOARD.  
D. FAULTY I/O BOARD. | A. MONITOR WILL DISPLAY THE TICKET VALUE WON. IF NOT, PLEASE SEE THE "WHEEL SENSOR TROUBLESHOOTING" SECTION.  
B. GAME WILL NOT DISPENSE WITH ANY DOOR OPEN.  
C. INSPECT WIRES IN THE I/O BOARD.  
D. REPLACE I/O BOARD (AACB1900). |
| ONE TICKET DISPENSER IS WORKING BUT THE OTHER ISN'T. | A. MORE THAN 5 TICKETS TO DISPENSE?  
B. FAULTY CABLE FROM DISPENSER TO I/O BOARD.  
C. SWAP CABLES ON I/O BOARD TO VERIFY FAULTY I/O BOARD. | A. IF THE GAME HAS LESS THAN 5 TICKETS TO DISPENSE, ONLY ONE DISPENSER WILL WORK.  
B. INSPECT WIRES AS THEY PLUG INTO THE I/O BOARD.  
C. IF YOU DISCOVER A FAULTY SOCKET, REPLACE I/O BOARD (AACB1900). |
<table>
<thead>
<tr>
<th>PROBLEM</th>
<th>PROBABLE CAUSE</th>
<th>REMEDY</th>
</tr>
</thead>
<tbody>
<tr>
<td>WRONG TICKET AMOUNT DISPENSED</td>
<td>CHECK FOR THE CORRECT AMOUNT OF TICKETS SHOWN ON THE MONITOR.</td>
<td>A. INCORRECT TICKET PATTERN SELECTED.</td>
</tr>
<tr>
<td></td>
<td>MONITOR SHOWING DIFFERENT TICKET WIN.</td>
<td>B. WHEEL POSITION NOT BEING READ CORRECTLY.</td>
</tr>
<tr>
<td>WRONG TICKET AMOUNT DISPENSED</td>
<td>CHECK FOR THE CORRECT AMOUNT OF TICKETS SHOWN ON THE MONITOR.</td>
<td>A. DISCONNECTED, LOOSE, OR BROKEN WIRES.</td>
</tr>
<tr>
<td></td>
<td>MONITOR SHOWING CORRECT TICKET WIN.</td>
<td>B. OPTO SENSOR ON THE TICKET DISPENSER IS DIRTY, PLEASE SEE THE BLUE PAGES AT THE END OF THE MANUAL.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>C. FAULTY TICKET DISPENSER.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>D. NOTCH ON TICKETS CUT TOO SHALLOW.</td>
</tr>
<tr>
<td>PROBLEM</td>
<td>PROBABLE CAUSE</td>
<td>REMEDY</td>
</tr>
<tr>
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<td>--------</td>
</tr>
<tr>
<td>MOTOR WILL NOT ASSIST THE SLOW SPIN</td>
<td>A. ENTER THE OPERATOR MENU, ENSURE THE GAME ISN'T SET TO &quot;ABANDON GAME&quot; UNDER THE PLAYER TIMEOUT OPTION.</td>
<td>A. CHANGE TO &quot;MOTOR ASSIST&quot;.</td>
</tr>
<tr>
<td>THE GAME SHOULD ALWAYS TRY TO HELP A SLOW SPIN.</td>
<td>B. ENTER THE OPERATOR MENU, CHECK THE DIAGNOSTIC INFORMATION FOR THE &quot;MOTOR WATCHDOG&quot; ERROR.</td>
<td>B. CHANGE &quot;ABANDON GAME&quot; TO &quot;MOTOR ASSIST&quot;. TURN GAME OFF FOR 10 SECONDS, THEN BACK ON TO CLEAR THE ERROR.</td>
</tr>
<tr>
<td>IT MAY HELP THE SMALLER CHILDREN PLAY THE GAME.</td>
<td>C. DOOR OPEN.</td>
<td>C. THE MOTOR ASSIST WILL NOT ENGAGE IF THE GAME THINKS A DOOR IS OPEN, CLOSE ALL DOORS.</td>
</tr>
<tr>
<td>ATTRACT MODE: THE BIG SPINNING WHEEL MAY HELP ATTRACT PLAYERS TO THE GAME.</td>
<td>D. FAULTY ENCODER SENSOR.</td>
<td>D. MOTOR ASSIST WILL TRY FOR 2 SECONDS, NOT &quot;SEE&quot; THE WHEEL TURNING, AND THEN DEACTIVATE.</td>
</tr>
<tr>
<td>IF NOT, THE REASONS CAN BE ANY ONE OF THESE PROBLEMS MAKING THE GAME GO TO &quot;ABANDON GAME&quot;.</td>
<td>E. AUTO SPIN CATCH IS BROKEN.</td>
<td>E. INSPECT MECHANISM ON THE LEFT SIDE. REPLACE SPRING IF NEEDED (A5SREX040).</td>
</tr>
<tr>
<td></td>
<td>F. DRIVE CHAIN BROKEN.</td>
<td>F. INSPECT DRIVE CHAIN THAT POWERS THE WHEEL. REPLACE IF NEEDED (A5CH1003).</td>
</tr>
<tr>
<td></td>
<td>G. CABLE PROBLEM.</td>
<td>G. INSPECT THE CABLE FROM THE MOTOR TO THE I/O BOARD.</td>
</tr>
<tr>
<td></td>
<td>H. I/O BOARD FAULTY.</td>
<td>H. REPLACE I/O BOARD (AACB1900).</td>
</tr>
<tr>
<td></td>
<td>I. GAME IS SET TO &quot;NEW JERSEY MODE&quot;.</td>
<td>I. NEW JERSEY LAW DOES NOT ALLOW THE WHEEL TO AUTO-SPIN FOR THE PLAYER.</td>
</tr>
</tbody>
</table>

**MOTOR PROBLEMS**

*As the motor starts, 5 Volts DC is present at the connector, it builds to 12 Volts as the wheel gains speed.*

**TO I/O BOARD:**

Phone cables are doubled up for redundancy - motor will still work with one wire off.

---

**Diagram:**

![Motor Wiring Diagram](image)
<table>
<thead>
<tr>
<th>PROBLEM</th>
<th>PROBABLE CAUSE</th>
<th>REMEDY</th>
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<tbody>
<tr>
<td><strong>THE WHEEL IS ALWAYS SPINNING.</strong></td>
<td>A. BRAKE ASSEMBLY IS TOO LOOSE OR BROKEN.&lt;br&gt;B. SOLENOID ASSEMBLY ON THE RIGHT SIDE OF THE WHEEL IS FAULTY OR BROKEN. AS A RESULT THE PLAYER CAN SPIN THE WHEEL WHenever.&lt;br&gt;C. SPIN MOTOR GETS 12 VOLTS AT ALL TIMES. SPIN METER SCREEN STAYS ON.&lt;br&gt;D. SPIN METER DOES NOT INCREASE. STAYS ON AUTO-SPIN.</td>
<td>A. SEE THE &quot;BRAKE ADJUSTMENT&quot; SECTION ON PAGE 35.&lt;br&gt;B. SOLENOID SHOULD ONLY ENGAGE WHEN THE GAME IS COINED UP. SEE &quot;WHEEL ENGAGING SOLENOID&quot; SECTION.&lt;br&gt;C. FAULTY I/O BOARD, REPLACE IF NEEDED (AACB1900).&lt;br&gt;D. FAULTY ENCODER SENSOR. IT DOES NOT SEE THE WHEEL SPINNING. SEE THE &quot;ENCODER SENSOR&quot; SECTION.</td>
</tr>
<tr>
<td><strong>SPIN METER NEVER INCREASES.</strong></td>
<td>A. ENCODER SENSOR DIRTY OR FAULTY.&lt;br&gt;B. PINCHED, BROKEN, OR DISCONNECTED WIRES.&lt;br&gt;C. FAULTY I/O BOARD.</td>
<td>A. CLEAN SENSOR, REPLACE IF NEEDED (AACB1901).&lt;br&gt;B. INSPECT WIRING AND REPLACE CABLE IF NEEDED (AACE1608).&lt;br&gt;C. REPLACE I/O BOARD (AACB1900).</td>
</tr>
<tr>
<td><strong>WHEEL NOT SPINNING WHEN THE PLAYER MOVES THE HANDLE.</strong></td>
<td>A. DOOR OPEN.&lt;br&gt;B. SOLENOID ASSEMBLY FAULTY.&lt;br&gt;C. CABLE PROBLEM.&lt;br&gt;D. FAULTY I/O BOARD.</td>
<td>A. WHEEL WILL NOT ENGAGE IF THE GAME THINKS A DOOR IS OPEN. CLOSE ALL DOORS.&lt;br&gt;B. INSPECT THE MECHANISM IN THE RIGHT SIDE DOOR. INSPECT THE SPRINGS AND ENGAGING ACTION. REPLACE IF NEEDED (AASO4150).&lt;br&gt;C. INSPECT THE CABLE FROM THE SOLENOID TO THE I/O BOARD.&lt;br&gt;D. REPLACE I/O BOARD (AACB1900).</td>
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**SOLENOID PROBLEMS**<br>AS THE GAME STARTS, 12 VOLTS DC IS PRESENT AT THE SOLENOID.<br>TO I/O BOARD:<br>PHONE CABLES ARE DOUBLED UP FOR REDUNDANCY-SOLENOID WILL STILL WORK WITH ONE WIRE OFF.
<table>
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<tr>
<th>PROBLEM</th>
<th>PROBABLE CAUSE</th>
<th>REMEDY</th>
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</table>
| **SOLENOID ALWAYS STAYS ON.** **PLAYERS CAN SPIN THE WHEEL WITHOUT COINING UP.** **DURING ATTRACT MODE THE GAME WILL MAKE A LOUD CLICKING SOUND AS THE WHEEL SPINS.** | A. JAMMED SOLENOID.  
B. MISSING OR BROKEN SPRINGS.  
C. PINCHED CABLE.  
D. FAULTY I/O BOARD. | A. INSPECT SOLENOID, ENSURE IT WORKS PROPERLY.  
B. LOOK FOR MISSING SPRINGS. REPLACE ASSEMBLY IF NEEDED (AASO1450).  
C. INSPECT PHONE CABLES.  
D. REPLACE I/O BOARD (AACB1900). |
| **PHYSICAL METERS DO NOT WORK.** **(THERE ARE LOCATED BEHIND THE LEFT FRONT DOOR.)** | A. TICKET METER SHOULD "CLICK" AS TICKETS ARE BEING DISPENSED.  
B. GAMES METER SHOULD "CLICK" AS GAMES ARE STARTED.  
C. FAULTY I/O BOARD. | A. WATCH AS THE TICKETS DISPENSE, REPLACE COUNTERS IF NEEDED (AACO1000).  
B. WATCH AS THE NEXT GAME STARTS, REPLACE COUNTERS IF NEEDED (AACO1000).  
C. REPLACE I/O BOARD (AACB1900). |
| **MONITOR SHOWS "OUT OF ORDER-DOOR OPEN".** | A. ONE OR MORE OF THE DOORS ARE OPEN.  
B. FAULTY DOOR LIMIT SWITCH.  
C. I/O SERIAL CABLE UNPLUGGED.  
D. FAULTY I/O BOARD. | A. REFER TO THE "DOOR OPEN" SECTION.  
B. REPLACE THE LIMIT SWITCH (A5SW7000).  
C. INSPECT AND RE-SEAT SERIAL CABLE FROM THE MOTHERBOARD TO THE I/O BOARD.  
D. REPLACE I/O BOARD (AACB1900). |
| **MOTOR WATCHDOG ERROR.** | A. ENCODER SENSOR FAULTY.  
B. FAULTY MOTOR. | A. CLEAN ENCODER SENSOR ON THE LEFT SIDE OF THE WHEEL.  
B. REFER TO THE "MOTOR WILL NOT ASSIST" SECTION ON PAGE 50. |

**AFTER THE PROBLEM IS FOUND AND FIXED:**
1. ENTER THE OPERATOR MENU AND ENSURE THE PLAYER TIME OUT IS SET TO "MOTOR ASSIST".
2. TURN GAME OFF, THEN BACK ON, COIN UP BUT DO NOT SPIN THE WHEEL. LET THE GAME SPIN WHEEL.
3. ENTER THE MENU AND VERIFY THE "MOTOR WATCHDOG" ERROR IS NOT PRESENT.
If you replace the software in your game it is recommended that you note the changes made. Below is a chart you can use to track software upgrades.

<table>
<thead>
<tr>
<th>DATE</th>
<th>CHIP</th>
<th>VERSION INSTALLED</th>
<th>REASON FOR CHANGE</th>
<th>INTL.</th>
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**DOOR OPEN ERROR**

*THIS IS A SAFETY MATTER AND THE LIMIT SWITCHES MUST NOT BE DISABLED OR INJURY MAY OCCUR*
There are 5 limit switches:
1 in the back door, 1 in the left side door, 1 in the right side door, 1 in the right front door, and 1 in the left front door.

What happens if a door is open?
- Tickets will not dispense
- Game will not start
- Auto-spin will not engage
- Player can not spin the wheel

Handle will still move the solenoid assembly - make sure to remove the handle when servicing the game.

<table>
<thead>
<tr>
<th>Door Open Message Stays &quot;On&quot;</th>
<th>Door Open Message Clears</th>
</tr>
</thead>
<tbody>
<tr>
<td>A. Faulty Door Switch (A5SW7000)</td>
<td>A. Individually check each switch by pushing in each door and verifying the door open message is not on the display.</td>
</tr>
<tr>
<td>B. Check All Switch Wires, See the Next Page.</td>
<td>B. If a door switch triggers the message when pushed in, that switch is faulty. Replace (A5SW7000).</td>
</tr>
<tr>
<td>C. Check Wire Crimps.</td>
<td></td>
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<tr>
<td>D. Check the Connection on the I/O Board, See Below.</td>
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<tr>
<td>E. Replace I/O Board (AACB1900)</td>
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</tbody>
</table>

AACB1900
I/O Board

Limit Switch Map

Door limit switches are the pull/push type. The switch can be pulled out so the game thinks the door is closed and will function normally.
ENCODER WHEEL SENSOR

ADJUSTING THE ENCODER WHEEL SENSOR


WHEEL ENCODER SENSOR (AACB1901) IS MOUNTED SO THE TOP SENSOR READS THE OUTSIDE CUT-OUT NOTCH.

HOME POSITION SENSOR.
THE HOME POSITION SENSOR IS ON THE SAME BOARD AND THE GREEN LED LIGHTS UP AS IT READS A NOTCH IN THE ENCODER WHEEL TO CALIBRATE THE HOME POSITION.

THE LOWER SENSOR READS THE 1 HOME POSITION NOTCH ON THE ENCODER WHEEL.

THE ORANGE ARROW POINTER WILL SHOW THE PLAYER WHICH TICKET VALUE THEY HAVE WON.

PLEASE NOTE: THERE IS A 1/2 INCH BUFFER ZONE BETWEEN SCORE PANELS THAT PROVIDES A SMALL MARGIN OF ERROR. THIS ZONE IS ALSO...
ADJUSTING THE ENCODER WHEEL SENSOR

6. SLOWLY ROTATE THE WHEEL AS IT APPROACHES A BONUS SECTION. WATCH THE DISPLAY AS IT TURNS TO A "4", THEN SLOWLY MOVE THE WHEEL DOWN. STOP THE WHEEL AS
BRAKE ADJUSTMENT

7. Look at the orange pointer and verify that it is on the boundary between the "4" space and the bonus value.

If the pointer is more than 1/2 inch off:

A. Open the left side door

B. Locate the two Phillips head screws on the sensor bracket, Fig. 1.

C. There are slots on this bracket to allow for adjustment.

D. Loosen the two screws to slide the bracket.

E. Re-tighten the screws and re-check the wheel position. Repeat this process if necessary until the pointer lines up correctly.

WHEEL COAST TIME IS A NUMBER RELATED TO HOW LONG THE WHEEL SPINS AS IT COASTS TO A STOP.

A long coast time will increase the time per game, and the customers will wait too long to play a game.

The higher a number displayed, the faster the wheel goes.

The wheel coast time should be between 30-40.
ADJUSTING THE BRAKE WHEEL COAST TIME

YOU MAY WANT TO ADJUST THIS NUMBER PERIODICALLY TO PREVENT THE SKILLED PLAYER FROM MEMORIZING THE COAST TIME AND WINNING BONUS AFTER BONUS.

PERFORMING A WHEEL COAST TEST


ONCE THE WHEEL STOPS, THE DISPLAY WILL SHOW ONE OF THREE THINGS:

- BRAKE OK
- TIGHTEN BRAKE
- LOOSEN BRAKE

TO ADJUST THE BRAKE ASSEMBLY PLEASE SEE THE FOLLOWING PAGE.

ADJUSTING THE BRAKE


2. YOU WILL SEE TWO SPRING LOADED BOLTS COMING UP FROM THE BRAKE.
3. PULL EACH BOLT UP AND SPIN THE LOCK-NUT TO ADJUST. YOU ONLY NEED TO DO 2 REVOLUTIONS TO ALTER THE PRESSURE.

YOU MUST SPIN BOTH LOCK-NUTS EQUALLY. "TIGHTEN BRAKE": DOWN "LOOSEN BRAKE": UP SEE FIG 2.

4. RE-SPIN TO CHECK THE BRAKE AFTER ADJUSTMENT.

THE HANDLE IS DESIGNED TO BE REMOVED FROM THE GAME. THIS WILL ALLOW A TECHNICIAN TO WORK ON THE SOLENOID ASSEMBLY WITH A REDUCED CHANCE OF ACCIDENTAL INJURY.
TOOLS NEEDED:
1/2 INCH SOCKET
1/2 WRENCH

THERE IS A BOLT, LOCK-WASHER, AND A LOCK-NUT LOCATED UNDER THE SPEAKER BRACKET.

REMOVE THE NUT AND BOLT TO RELEASE THE HANDLE.

1. OPEN THE FRONT DOORS AND UNLOCK THE 2 CLASPS HOLDING THE FRONT WINDOW IN, FIG. 1.

2. THE FRONT WINDOW WILL NOW SLIDE UP LIKE A ROLL-TOP
3. REMOVE THE BACK DOOR, THE TOP OF THE FRONT WINDOW CAN NOW BE REACHED.

4. USE THE PROVIDED SWIFFER™ (A5SWIFFER) TO CLEAN ALL THE WINDOWS OR ANYWHERE THERE IS DUST AND DIRT BUILD UP, FIG. 3.

5. ONCE DONE, SLIDE THE FRONT WINDOW CLOSED AND SECURE THE 2 CLASPS, FIG. 1.

6. CLEAN THE OUTSIDE OF THE WINDOWS WITH A CLEAN TOWEL AND WINDOW CLEANER.
2. Check the connections on the power socket on the lower backdoor of the game, Fig 1.

3. Check connection to the power supply, Fig 2.

4. Check the power supply switch then make sure the voltage is correct, Fig 2.

5. Check power supply power switch, Fig 2.

6. Check to make sure the fan is working on the mother board, Fig 3.

It is important to check the bolts holding the arm bracket to the game cabinet periodically to ensure they stay tight. Failure to do so may cause injury or damage to your game.

The factory recommends you check these bolts monthly, depending on the usage of the game. When the game has a high volume of plays in a short time you may want to check the bolts more often.
1. OPEN THE RIGHT FRONT DOOR. TURN OFF THE GAME POWER. YOU WILL SEE AN ACRYLIC SHIELD. USING A 90 DEGREE DRILL, REMOVE THE TWO BLACK SCREWS HOLDING THE SHIELD IN PLACE, FIG 1.

2. CHECK THE 6 BOLTS, 3 ON THE SIDE AND 3 IN THE BOTTOM, OF THE BLACK ARM BRACKET. USE A 7/16" SOCKET TO RE-TIGHTEN ANY NUTS THAT MAY HAVE COME LOOSE OVER TIME, FIG 2 AND 3.

3. ONCE ALL 6 BOLTS ARE TIGHTENED, REATTACH THE ACRYLIC SHIELD, FIG 1.
MAINTENANCE CHECKLIST

Use the following chart as a guide only.
Actual maintenance will depend on usage and environmental conditions at your location.
Keep a log of all inspections, even if no problems were found.

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
**ATTENTION**

DO NOT use any cleaning solvents on the game graphics. Use only a mild soap solution and a clean lint free cloth.

---

<table>
<thead>
<tr>
<th>Inspection/Action</th>
<th>Frequency</th>
</tr>
</thead>
<tbody>
<tr>
<td>Inspect the game for damage. Repair as needed.</td>
<td>DAILY</td>
</tr>
<tr>
<td>Check all game lighting. See page 42 for troubleshooting.</td>
<td>DAILY</td>
</tr>
<tr>
<td>Fill ticket trays. See page 45 for troubleshooting.</td>
<td>DAILY</td>
</tr>
<tr>
<td>Empty coin box.</td>
<td>DAILY</td>
</tr>
<tr>
<td>Test game to ensure proper operation. See troubleshooting section starting on page 41.</td>
<td>WEEKLY</td>
</tr>
<tr>
<td>Clean outside surfaces with warm soapy water only. Do Not use solvents on decals or acrylic surfaces.</td>
<td>WEEKLY</td>
</tr>
<tr>
<td>Clean front glass with glass cleaner and a clean lint free cloth. See page 61.</td>
<td>WEEKLY</td>
</tr>
<tr>
<td>Remove the dispenser and blow paper dust from the ticket dispenser outside the game. Do not blow dust into the game.</td>
<td>MONTHLY</td>
</tr>
</tbody>
</table>

---

**REPAIR/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.

<table>
<thead>
<tr>
<th>DATE</th>
<th>MAINTENANCE PERFORMED</th>
<th>PARTS ORDERED</th>
<th>INTL.</th>
</tr>
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<tbody>
<tr>
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</tbody>
</table>

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**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.
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 & 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. 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 game.
• **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:**

Sometimes the issue isn’t what it seemed to be. If you chose the Advance Replacement option and now need to return that circuit board, just give us a call to get Return Authorization. You will be credited for the cost of the board and charged only the bench fee for our processing and retesting that board. If you choose the Repair and Return option, we’ll test your board before we begin. If no problems are found, you will only be charged the bench fee.

*Note:* Bench fees apply regardless of whether the repair was your choice or a recommendation from a Bay Tek Games technician.

It’s a small price to pay for troubleshooting the issues with your game.

**You can count on our Technical Support Team for service and support!**

---

**WARRANTY OPTIONS**

Bay Tek Games warrants to the original purchaser that the game will be free of defects in workmanship and materials for a period of 6 months from the date of installation.

**Register your new game for an extra 3 months on your warranty.**

See page 1 for registration information.

Bay Tek Games will, without charge, repair or replace at it's option defective product or component parts upon notification to the parts/service department.

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

*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 the serial number decal is altered, defaced, or removed from it's original position.*

Should you need your game serviced, determine the serial number from the decal on the back of the game cabinet or main board, and call **920.822.3951 and press 1 when prompted** or e-mail to: **service@baytekgames.com**
REPAIR OF NON-WARRANTY PART(S)

Should your game need servicing, determine the serial number from the decal on the back of the game cabinet or the main board, and call 920.822.3951 or e-mail to: service@baytekgames.com

An estimate of the repair charges will be quoted to you for approval. You may now proceed in one of two ways.

Option 1:
Request immediate shipment of advance replacement part(s).
You will receive the part(s) with an RMA for the return of the faulty part(s).

You must return the faulty part(s) in 14 days to avoid additional charges.

Option 2:
Send in the faulty part(s) for repair or replacement.

Please include the following information

NAME
ADDRESS
PHONE #
SERIAL #
PURCHASE ORDER NUMBER or SIGNED AUTHORIZATION to perform service.

Repairs are warranted for 30 days from the date of installation.

PARTS

<table>
<thead>
<tr>
<th>PART NUMBER</th>
<th>DESCRIPTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>A5SW200</td>
<td>LIMIT SWITCH &quot;ZIPPY&quot;</td>
</tr>
<tr>
<td>W5TM4000</td>
<td>13/16 BLACK T-MOLDING</td>
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<tr>
<td>A5PL9097</td>
<td>DBA BLANKING PLATE</td>
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<tr>
<td>A5PL9995</td>
<td>COIN DOOR BLANKING PLATE</td>
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<tr>
<td>A5CB8020</td>
<td>BLACK PLASTIC CASHBOX</td>
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<tr>
<td>A5HA9091</td>
<td>LOCKING HASP (MARS BILL VALIDATE)</td>
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<tr>
<td>A5CEAU010</td>
<td>3.5MM AUDIO STEREO CABLE</td>
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<tr>
<td>A5CPPL010</td>
<td>BOBBER POLE BLACK CAP</td>
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<tr>
<td>A5CH1003</td>
<td>219 LINK CHAIN (#35)</td>
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<td>A5FI9222</td>
<td>INLINE FILTER</td>
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<tr>
<td>A5SWIFFER</td>
<td>SWIFFER CLEANER</td>
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<tr>
<td>A5SP1003</td>
<td>16 TOOTH SPROCKET WITH HUB</td>
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<td>A5SW7000</td>
<td>DOOR INTERLOCK SWITCH</td>
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<td>A5TT4100</td>
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<td>A5TT4101</td>
<td>RIGHT TICKET TRAY</td>
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<tr>
<td>A5BOBBER-BBW</td>
<td>BOBBER ASSEMBLY</td>
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<tr>
<td>A5VF4152</td>
<td>FISH HEAD WITH EYES</td>
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<td>A5VF4153</td>
<td>HANDLE COVER VACUUM FORM</td>
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<td>SPEAKER JUMPER</td>
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<td>DESCRIPTION</td>
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<td>METAL COIN BOX GUIDE</td>
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<td>WHEEL BRAKE</td>
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<td>BRAKE PAD</td>
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<tr>
<td>AAKIT-BBW-HDWR</td>
<td>HARDWARE KIT FOR THE MARQUEE</td>
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PARTS
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<tr>
<td>A5DE4153</td>
<td>BACK SIDE RIGHT DECAL</td>
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<tr>
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<td>FRONT LEFT SIDE DECAL</td>
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<tr>
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<td>FRONT RIGHT SIDE DECAL</td>
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<td>TOP LEFT SIDE DECAL</td>
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### PARTS

#### PART NUMBER

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### CIRCUIT BOARDS

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<td>A5CBDI030</td>
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<tr>
<td>AACB1900</td>
<td>I/O BOARD</td>
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<tr>
<td>AACB1901</td>
<td>ENCODER SENSOR</td>
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<tr>
<td>AACB1905</td>
<td>BOBBER CHASE LIGHT BOARD</td>
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</tr>
<tr>
<td>AAMB6</td>
<td>MOTHER BOARD</td>
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</tbody>
</table>

BAY TEK GAMES  
1077 E. GLENBROOK DRIVE  
PULASKI, WI 54162  
920.822.3951  
PARTS AND SERVICE  
920.822.3951 x 1101