CRANK IT! REVOLUTION

BAY TEK GAMES

passion in ★ fun out

To Purchase This Item, Visit BMI Gaming | www.bmigaming.com | (800) 746-2255 | +1.561.391.7200

FACTORY CONTACT INFORMATION

Our Vision:

We aspire to be the best in the world at developing and manufacturing coin operated games for our customers.

JOIN SERVICE FIRST NETWORK!

This free service is intended to keep you up to date on the latest game information, early notification of parts specials, pertinent technical bulletins, updates on retro fit parts, software upgrades, & much more. Log on to:
www.baytekgames.com/parts
& then click on the Service First icon.

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

PARTS
P: 920.822.3951 x 1101
F: 920.822.1496
parts@baytekgames.com

SERVICE:
P: 920.822.3951 X 1102
F: 920.822.1496
service@baytekgames.com

All games proudly manufactured at our factory in Pulaski, Wisconsin U.S.A.

To Purchase This Item, Visit BMI Gaming | www.bmigaming.com | (800) 746-2255 | +1.561.391.7200

TABLE OF CONTENTS

FACTORY CONTACT INFORMATION	2
WELCOME TO: CRANK IT REVOLUTION!	4
HOW TO PLAY	5
SPECIFICATIONS	6
SAFETY PRECAUTIONS	6
DIP SWITCH SETTINGS	7
MAIN MENU FUNCTIONS	8
CREDITS PER PLAY	9
TICKET PATTERNS	9-11
GAME VOLUME	12
ATTRACT MODE VOLUME	12
PRINTER SETTINGS	13
WHEEL POSITION DIAGNOSTCS	14
TICKET VALUE DIAGNOSTICS	15
WIRING AND CABLE DIAGRAMS	16-22
TROUBLSHOOTING GUIDE	23-26
POWER SUPPLY DIAGNOSTICS	27
BILL ACCEPTOR DIAGNOSTICS	28
HOW TO: CHANGE ARROW POSITION	29
HOW TO: ADJUST WHEEL SENSOR	30
HOW TO: CLEAN GAME	30
HOW TO: SET BRAKE TENSION	31
HOW TO: CHANGE TICKET PATTERN	32
HOW TO: REMOVE WHEEL	33-34
HOW TO: INSTALL PRINTER	35-36
PARTS LISTS	37-39
MAINBOARD PINOUT	40-43
MAINTENANCE LOG	44
TECHNICAL SUPPORT	45
WARRANTY	46

WELCOME TO: CRANK IT REVOLUTION!

Congratulations on your Crank It Revolution purchase!

Double the excitement of the original Crank It, Crank It Revolution offers two players at a time to spin and win a big bonus! With fun, colorful graphics, attractive LED lighting, dot-matrix display, and a goofy, infectious audio package, Crank It is sure to entertain the little, the big, and everyone in between!

Lift up and push down the handle to spin the wheel. Boogie to the funky beat as you wait for the wheel to stop, and win tickets according to where the arrow is pointing!

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

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

Your Friends at Bay Tek Games

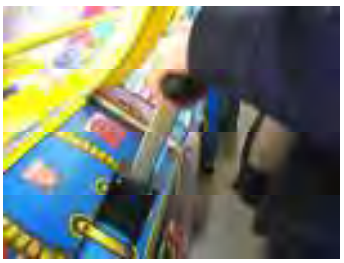
GAME INSPECTION

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

HOW TO PLAY

Crank it up…

Crank it down…



Watch the wheel spin ‘round and ‘round!

Land the arrow on a space…

Put a smile on your face!

Land on a blue space twice in a row…

And off with jackpot tickets you go!

SPECIFICATIONS

WEIGHT	
WEIGHT	800 lbs.
SHIP WEIGHT	900 lbs.

DIMENSIONS	
WIDTH	57.5
DEPTH	39”
HEIGHT	83”

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

POWER REQUIREMENTS			
INPUT VOLTAGE RANGE	100 to 120 VAC	or	220 to 240 VAC
INPUT FREQUENCY RANGE	50 HZ	to	60 HZ

MAX START UP CURRENT
2.5 AMPS @ 115 VAC
1.25 AMPS @ 230 VAC

OPERATING CURRENT
2 AMPS @ 115 VAC
1 AMP @ 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

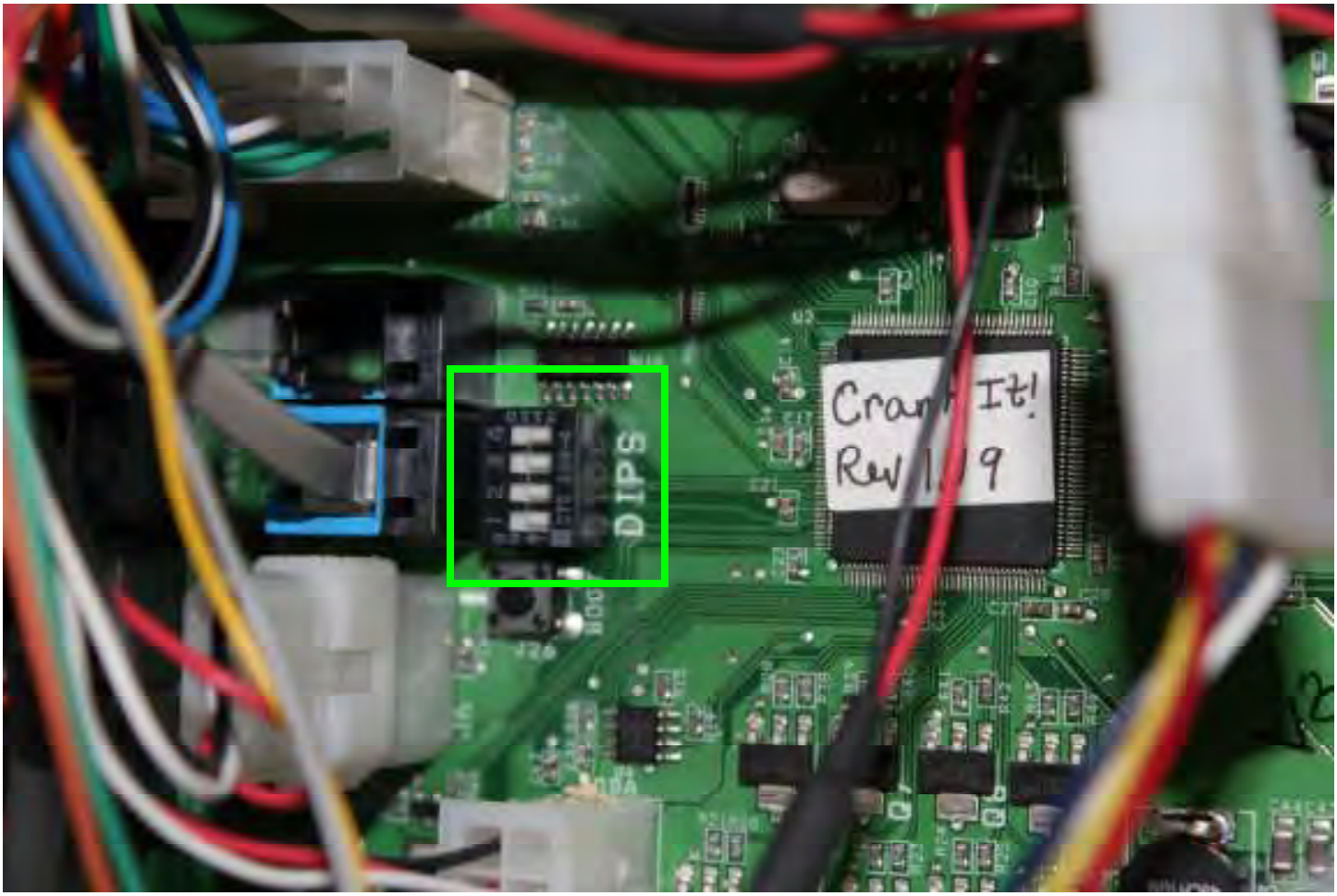
Be sure the electrical power matches the game requirements. See the serial number decal located on the back of the game cabinet. Always plug game into a grounded circuit. If the supply cord is damaged, it must be replaced by a special cord or assembly available from the manufacturer or its service agent.

IN CASE OF EMERGENCY:

Unplug the power cord.
The power cord must be accessible at all times in case of emergency.

DIP SWITCH SETTINGS

The dip switch bank is located on the main board,
inside the front door of the game.
*factory default settings are highlighted in blue



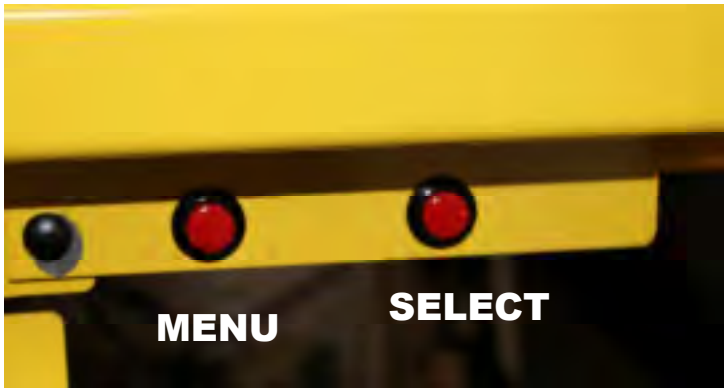
SWITCH	ON	OFF
1	Double-value tickets ON	Double-value tickets OFF
2*	Standard arrow position	Lower “kiddie” arrow position
3	Jersey Shore settings ON	Jersey Shore settings OFF
4	Brake Test ON	Brake Test OFF

* See page 25 to change arrow position

DETAILED OPERATIONS

MENUS

1. Press and hold the “MENU” buttons inside the front door of the player stations for **3 seconds**
2. Tap the “MENU” button to scroll through the menu options
3. To choose an option, press the “SELECT” button
4. Scroll through the menu settings with the “SELECT” button
5. To make your selection, press the “MENU” button to scroll through the remaining menus past 8 to exit



MENU	DESCRIPTION
1	CREDITS PER PLAY
2	TICKET PATTERNS
3	CHANGE JACKPOT VALUE
4	GAME VOLUME
5	ATTRACT MODE VOLUME
6	PRINTER SETTINGS
7	WHEEL POSITION DIAGNOSTICS
8	TICKET VALUE DIAGNOSTICS

MENU 1– CREDITS 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 n8 to exit the menu.
***Factory default settings are highlighted in BLUE.**

1	2	3	4	5	6	7	8

MENU 2– TICKET PATTERNS

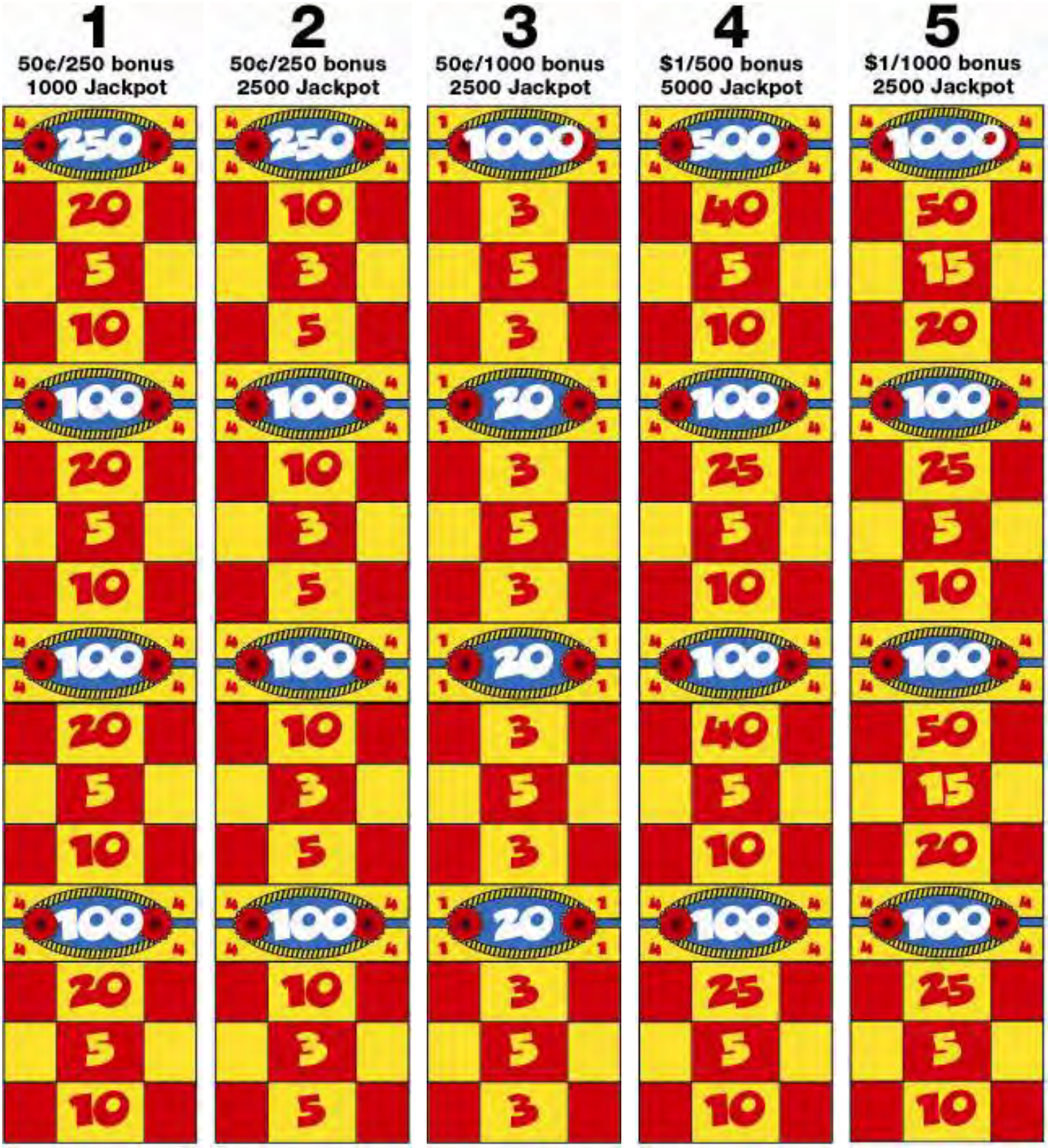
Scroll through the n2 menu with the "menu select" button.
Make your selection by pressing the "menu button" and scrolling through the remaining menus past n8 to exit the menu.
***Factory default settings are highlighted in BLUE.**

These settings should not be changed unless the decals on the game's wheel are also changed.
We encourage you to try the thoroughly tested standard factory ticket pattern for at least a month before deciding to change it.
Please contact our Service Department to order replacement decals if you do decide to change the ticket pattern on your game.

QUICK REFERENCE CHART

Ticket pattern:	1	2	3	4	5	10	11	12	13
Credits / Price per play:	2 / $.50	2 / $.50	2 / $.50	4 / $1.00	4 / $1.00	1 Euro	30 Pence	40 Pence	2/ $.50
Bonus Value	250	250	1000	500	1000	1000	250	250	500
Jackpot Value	1000	2500	2500	5000	2500	5000	1000	1000	1000

MENU 2– TICKET PATTERNS, cont.



15-18
Avg Tix/ Game

17-19
Avg Tix/ Game

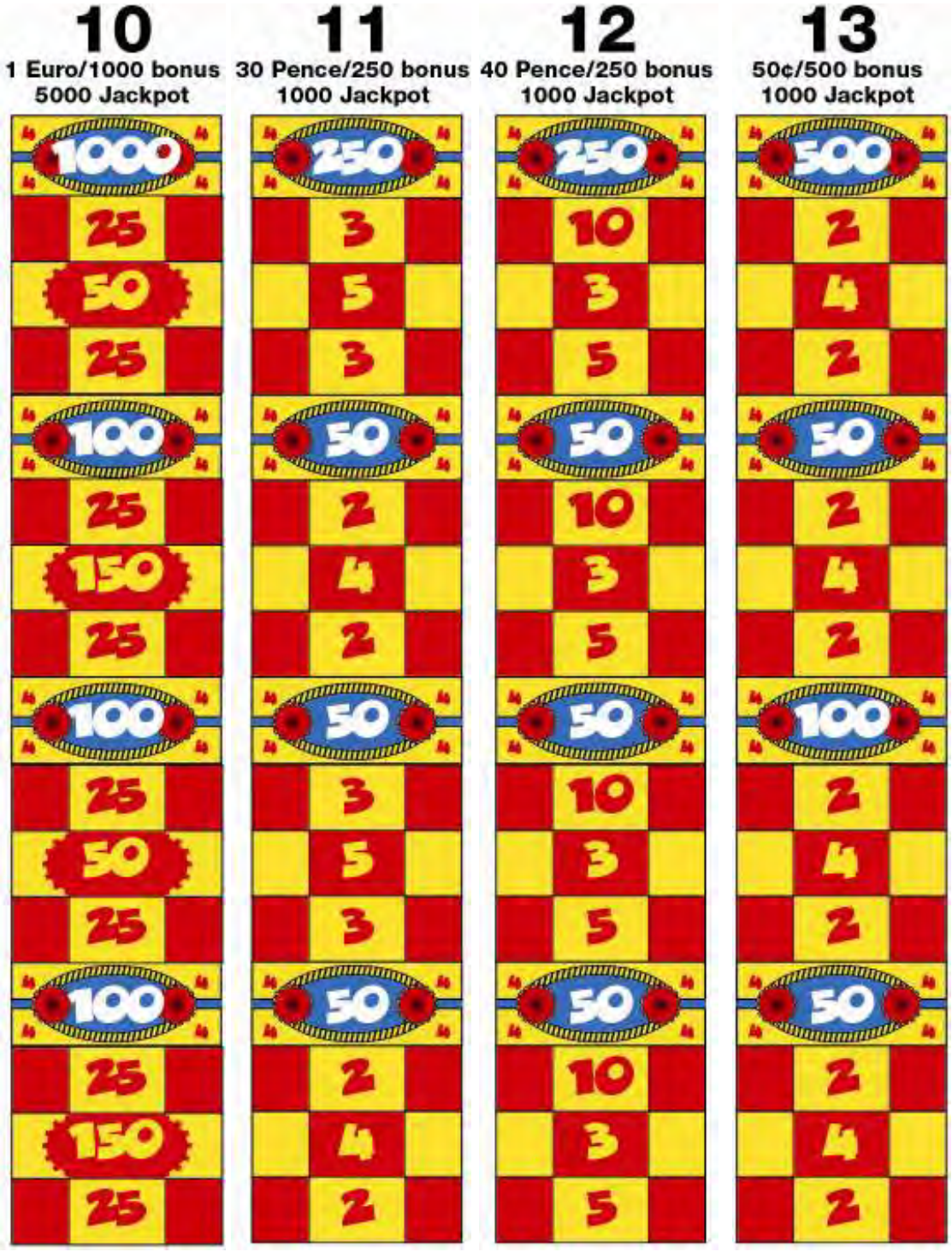
17-20
Avg Tix/ Game

33-36
Avg Tix/ Game

33-35
Avg Tix/ Game

MENU 2– TICKET PATTERNS, cont.

*PATTERNS 7-9 INTENTIONALLY LEFT BLANK



60-66	8-12	10-13	11-13
Avg Tix/ Game	Avg Tix/ Game	Avg Tix/ Game	Avg Tix/ Game

MENU 3– SET JACKPOT VALUE

Scroll through menu 3 with the "menu select" button.
Make your selection by pressing the "menu button" and scrolling through the remaining menus past n8 to exit the menu.
***Factory default settings are highlighted in BLUE.**

800	**1000**	**2500**	**5000**

PLEASE CONTACT BAY TEK GAMES SERVICE DEPARTMENT FOR REPLACEMENT BACKLIT DECALS IF YOU DECIDE TO CHANGE THEJACKPOT VALUE

MENU 4– GAME VOLUME

Scroll through menu 4 with the "menu select" button.
Make your selection by pressing the "menu button" and scrolling through the remaining menus past n8 to exit the menu.
***Factory default settings are highlighted in BLUE.**

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 sample noise will play an example volume while scrolling through the volume levels.

MENU 5– ATTRACT VOLUME

Scroll through menu 5 with the "menu select" button.
Make your selection by pressing the "menu button" and scrolling through the remaining menus past n8 to exit the menu.
***Factory default settings are highlighted in BLUE.**

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 sample noise will play an example volume while scrolling through the volume levels.

MENU 6– PRINTER SETTINGS*

Scroll through menu 6 with the "menu select" button.
Make your selection by pressing the "menu button" and scrolling through the remaining menus past n8 to exit the menu.
***Factory default settings are highlighted in BLUE.**

0	**PRINTER DISABLED**
1	**PRINTS FOR JACKPOT VALUES ONLY, TICKETS DISPENSE FOR ALL OTHER VALUES**
2	**PRINTS FOR VALUES OF 250 AND ABOVE, TICKETS DISPENSE FOR ALL OTHER VALUES**
3	**PRINTS FOR VALUES OF 100 AND ABOVE, TICKETS DISPENSE FOR ALL OTHER VALUES**

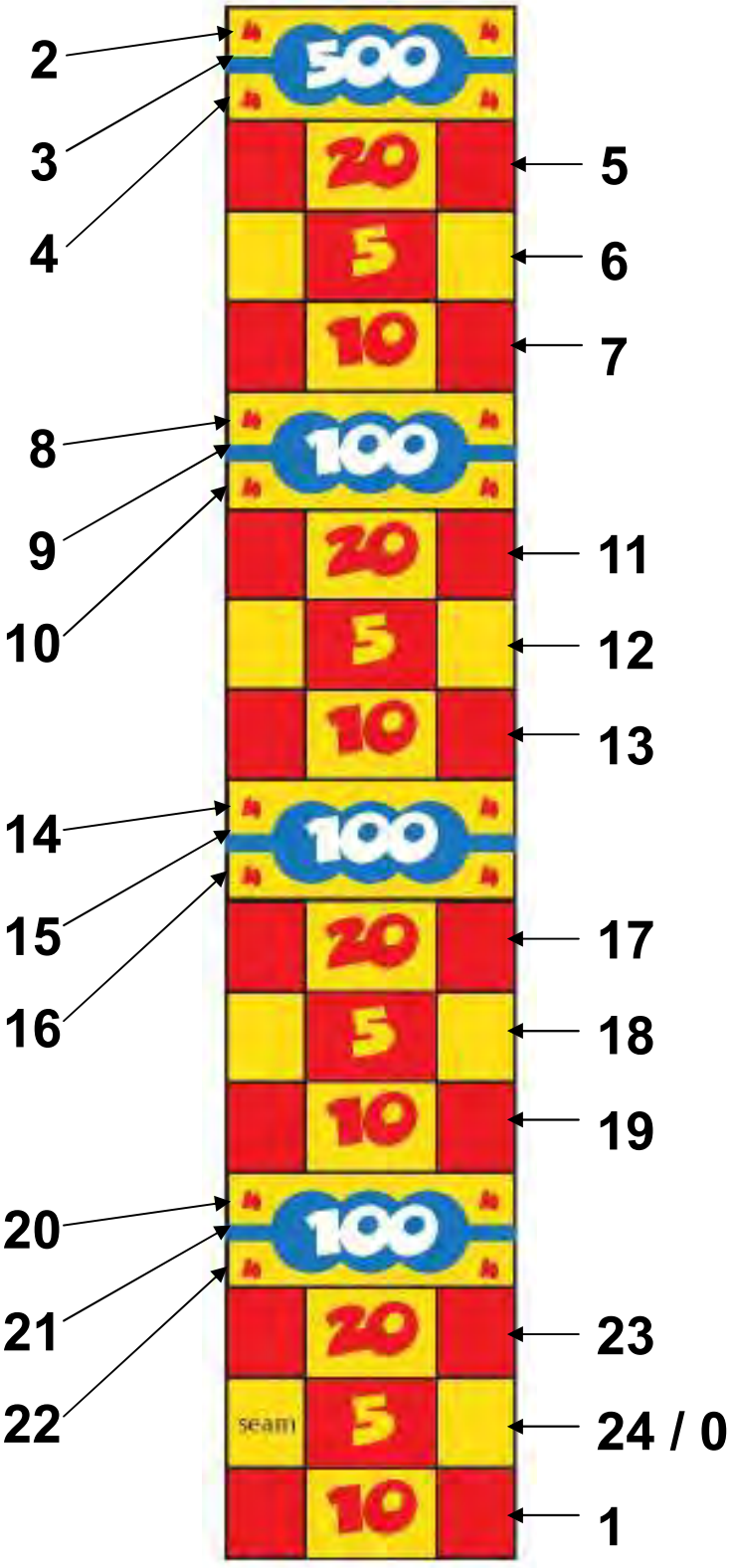
***Printers for Crank It Revolution are a factory option.**

If you choose to add printers to your game, call our service department to order a printer kit -
Part # AAPR-CIR

See "How to Install Printer" section on pages 35-36.

MENU 7– WHEEL POSITION DIAGNOSTICS

While in wheel position diagnostics, turn the wheel down towards you to view the position of each space on the wheel.
The count should start at 0 on the decal seam, and count up to 24.



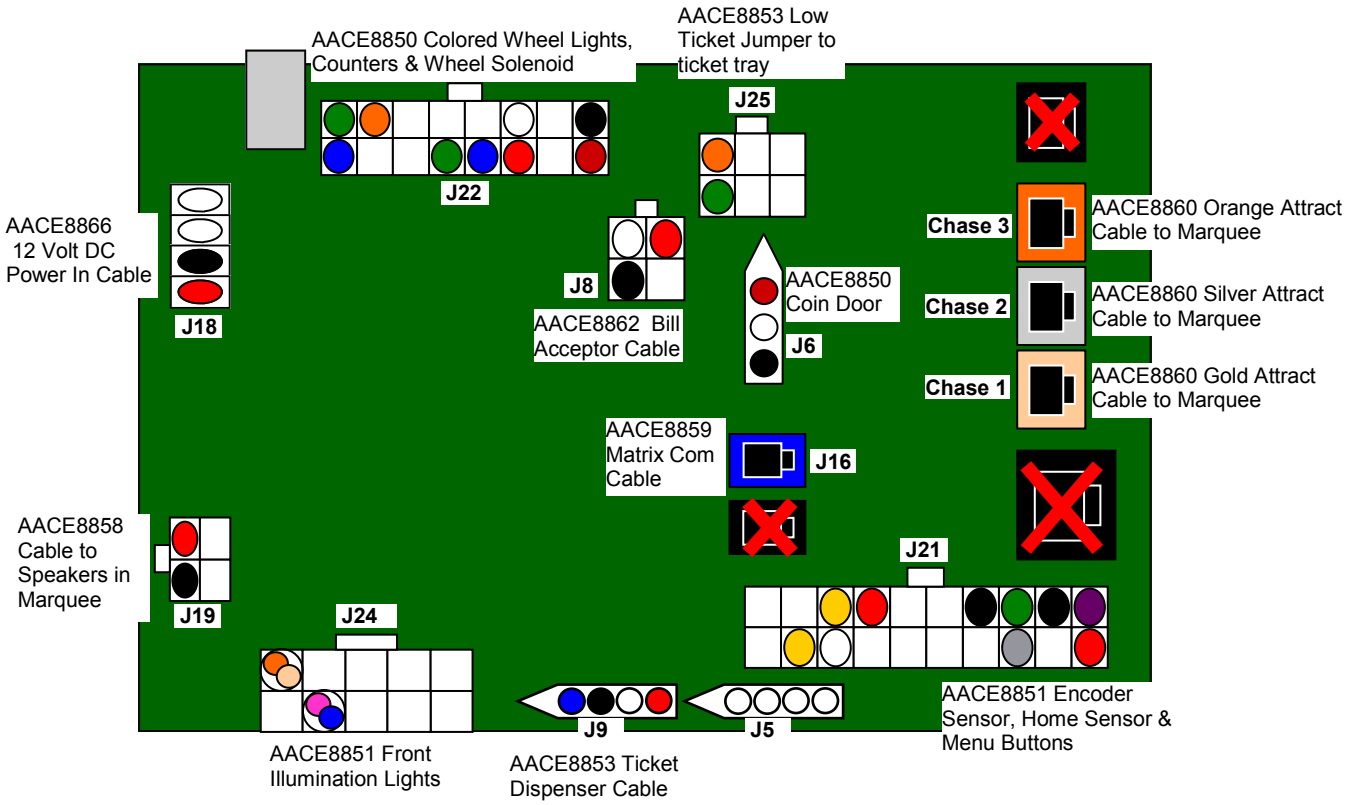
To Purchase This Item, Visit BMI Gaming | www.bmigaming.com | (800) 746-2255 | +1.561.391.7200

MENU 8– TICKET VALUE DIAGNOSTICS

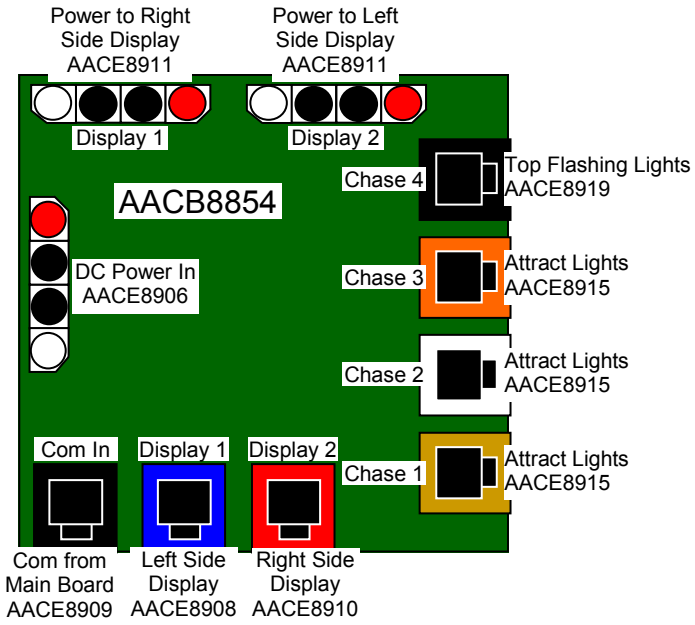
While in ticket value diagnostics, the dot-matrix display should show the same number as the wheel as you turn it towards you.

CIRCUIT BOARD WIRING

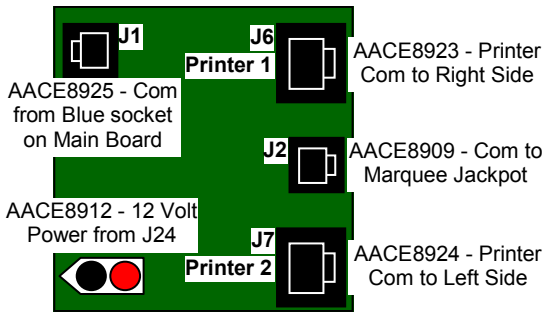
AANEWGEN1 - MAIN BOARD



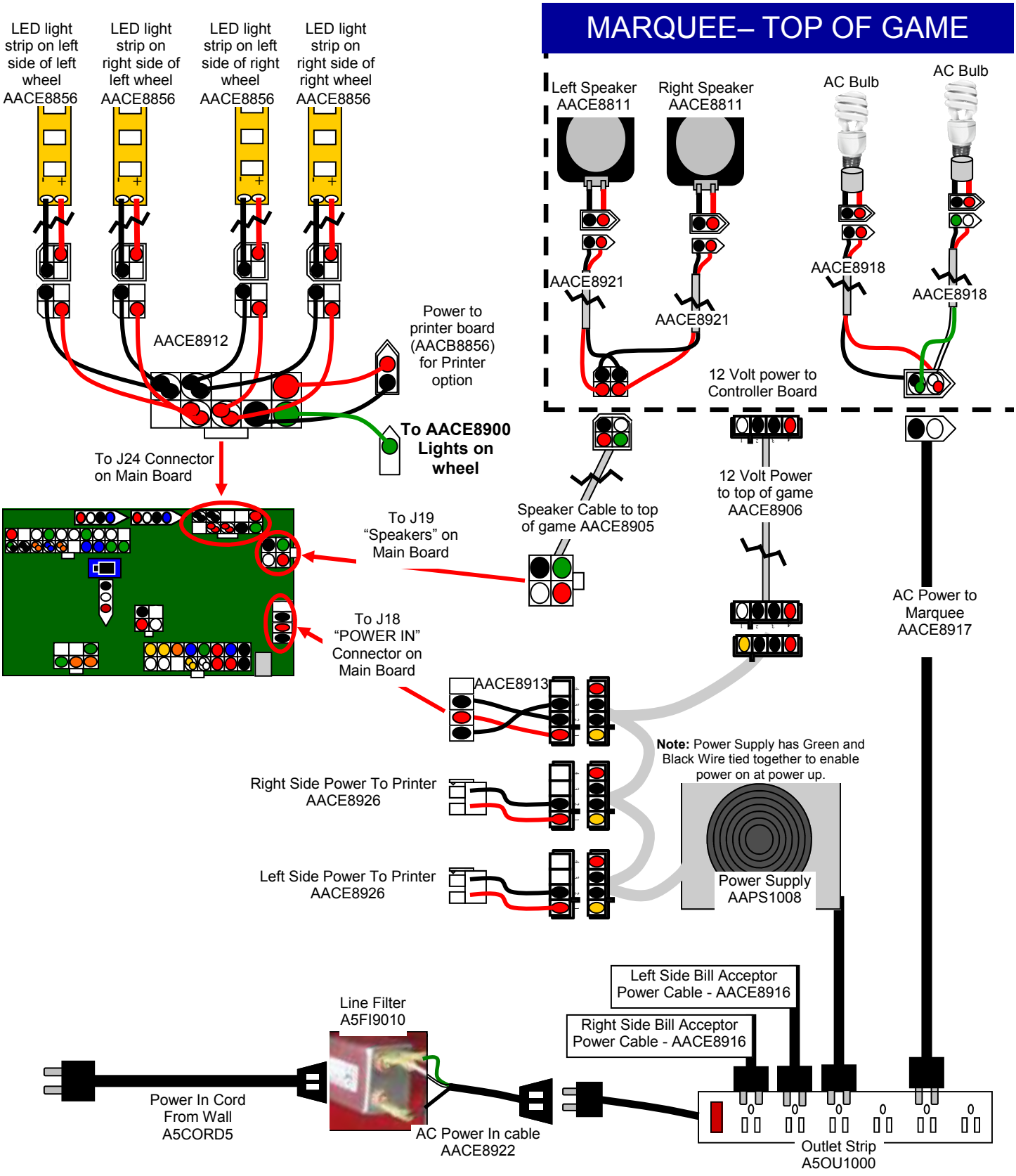
AACB8854– MARQUEE CONTROLLER BOARD



AACB8856– DUAL PRINTER CONTROL BOARD (OPTIONAL)

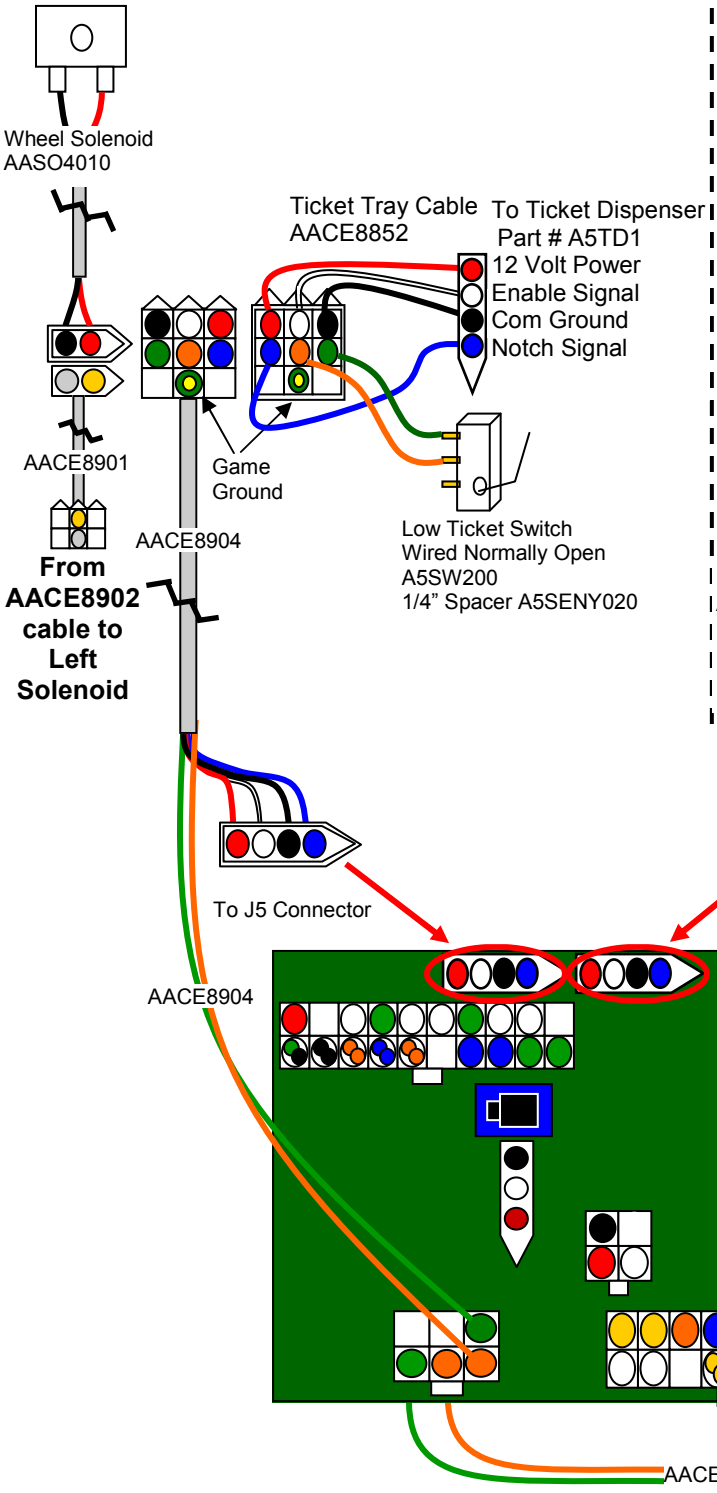


AACE8912– J24, J19, J18 CONNECTORS
AC POWER, DC POWER, SPEAKERS, LIGHTING

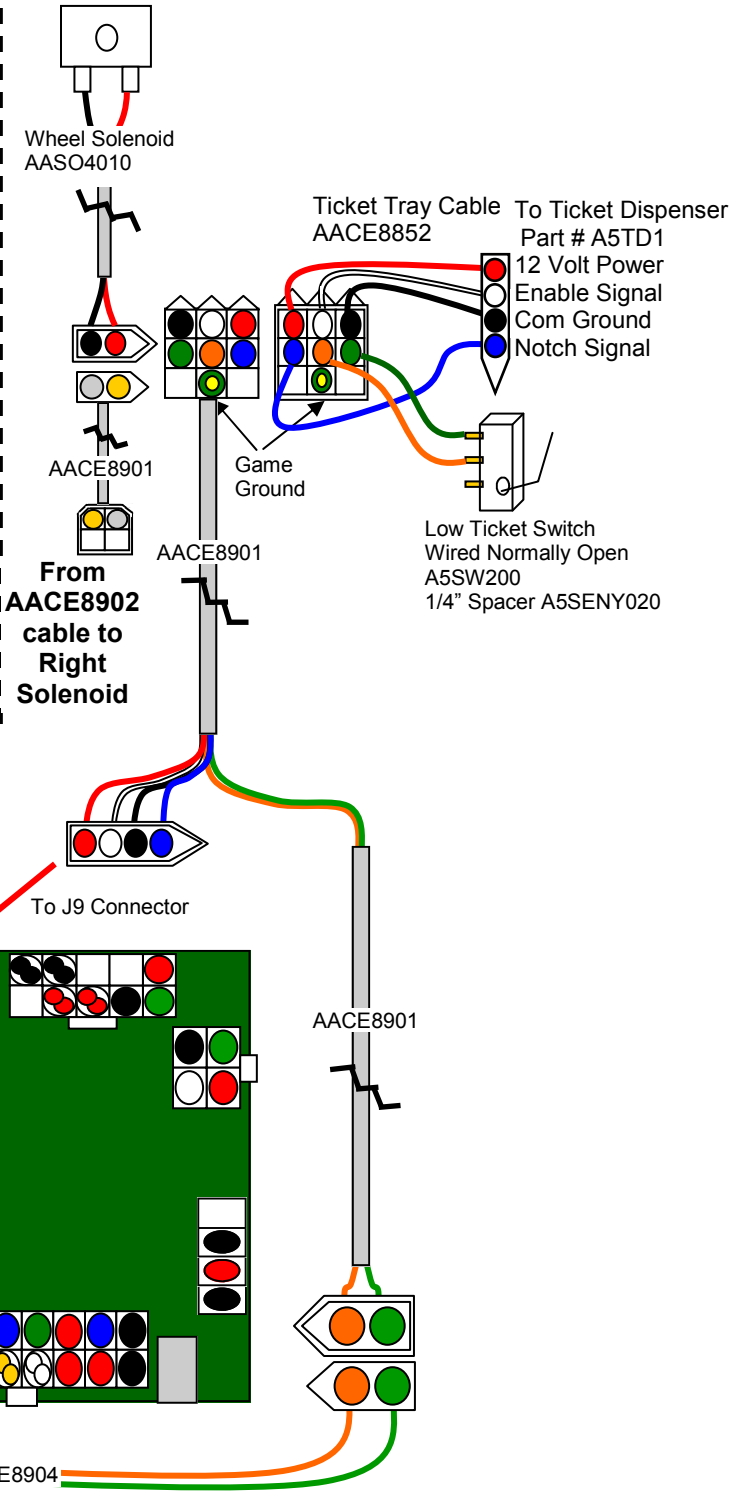


AACE8904/AACE8901– J5, J9, J25 CONNECTORS TICKET DISPENSERS, LOW TICKET SWITCH, WHEEL SOLENOID

LEFT SIDE WHEEL

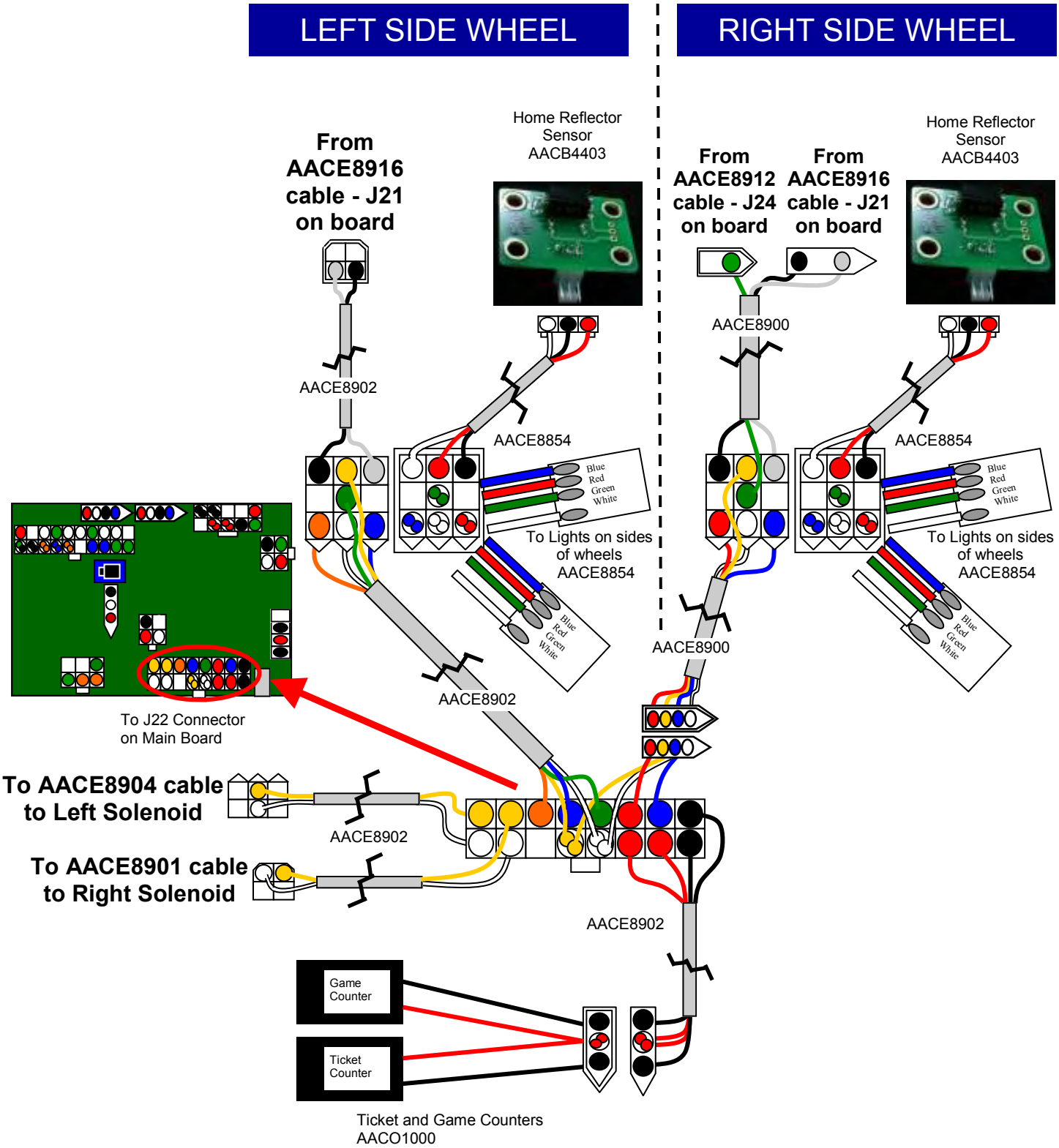


RIGHT SIDE WHEEL

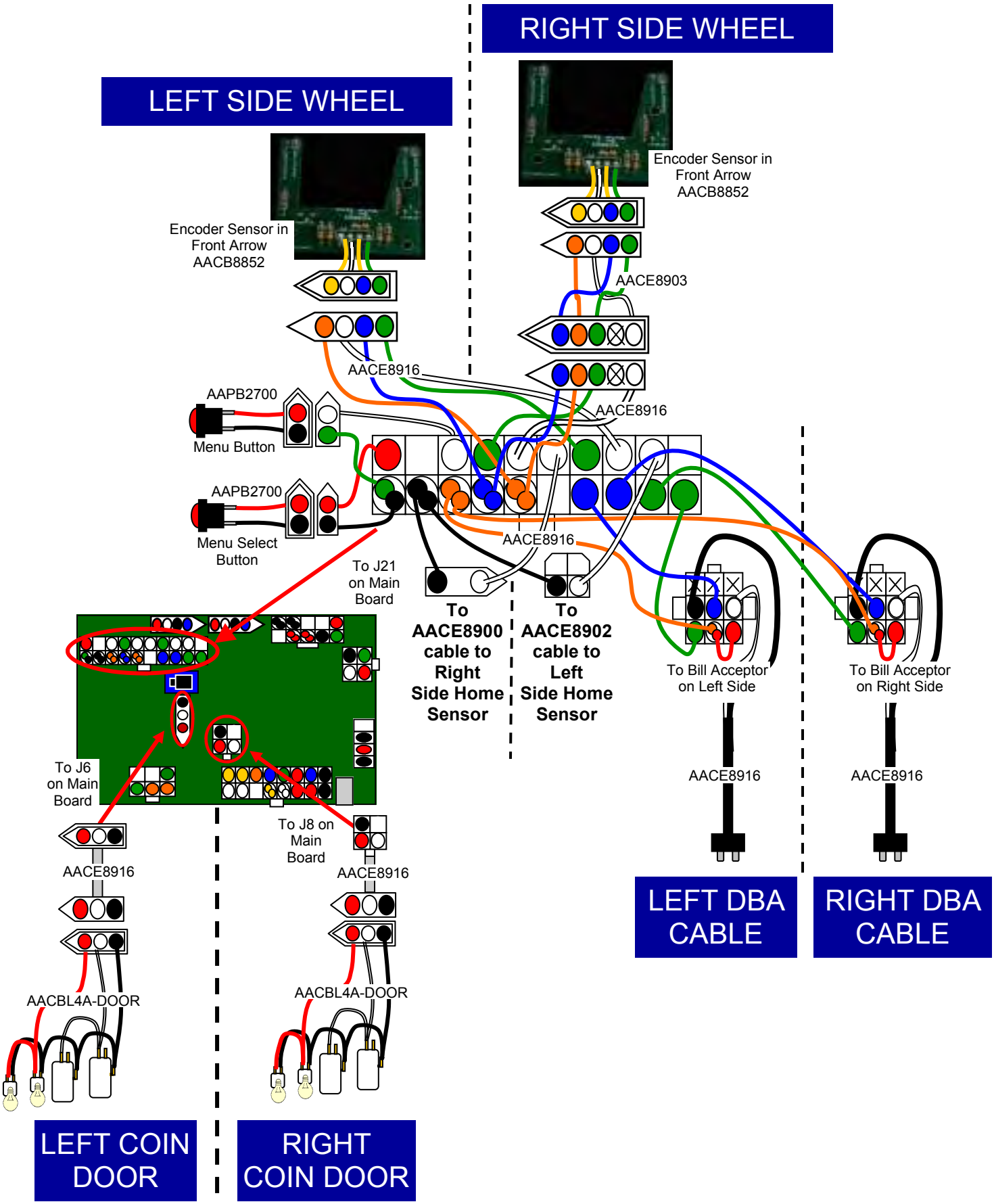


To Purchase This Item, Visit BMI Gaming | www.bmigaming.com | (800) 746-2255 | +1.561.391.7200

AACE8902/AACE8900– J22 CONNECTOR SENSORS, MENU BUTTONS, WHEEL SOLENOID

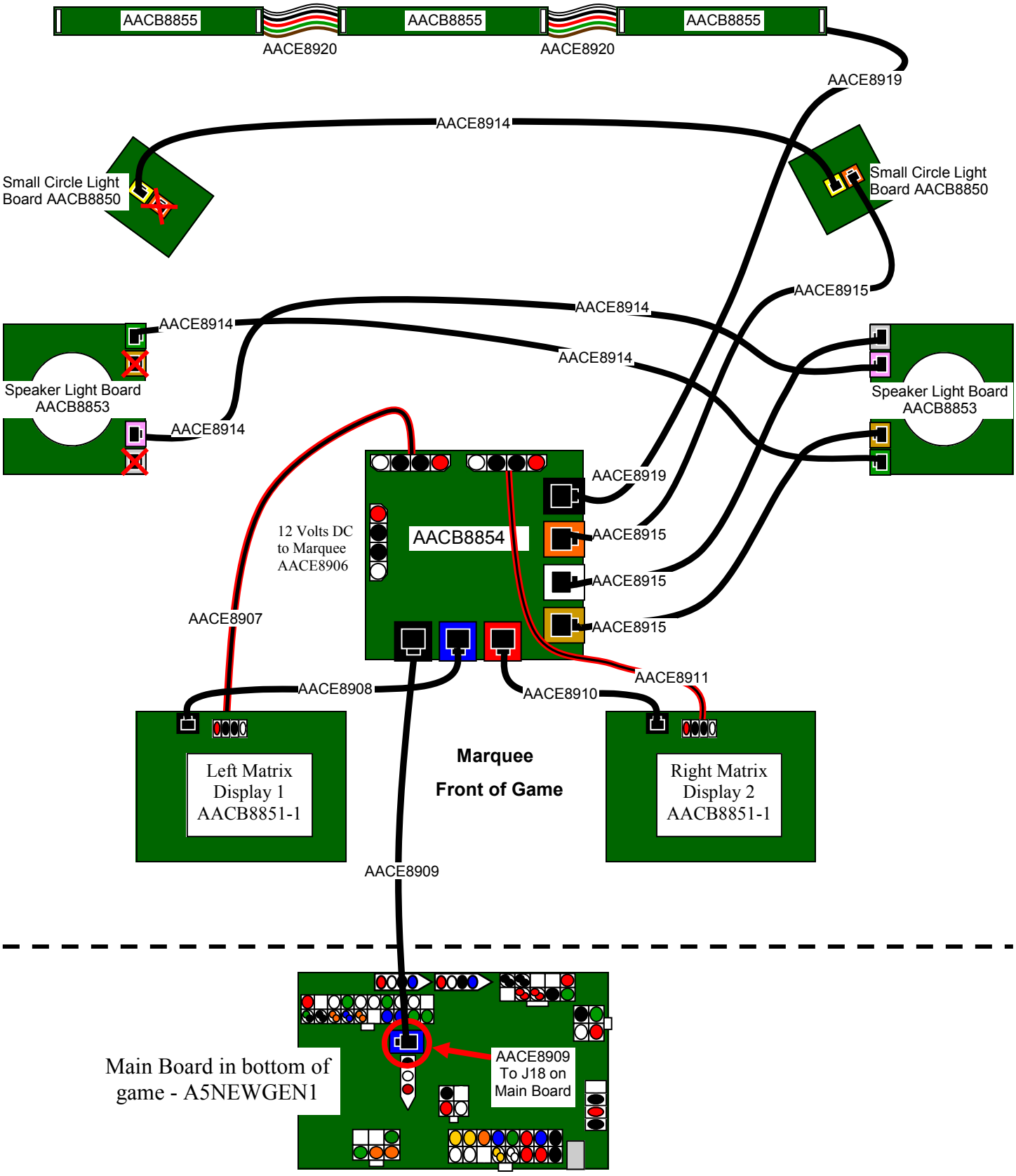


AACE8916– J21 CONNECTOR
COIN MECHS, DBAS, MENU BUTTONS, WHEEL SENSORS



To Purchase This Item, Visit BMI Gaming | www.bmigaming.com | (800) 746-2255 | +1.561.391.7200

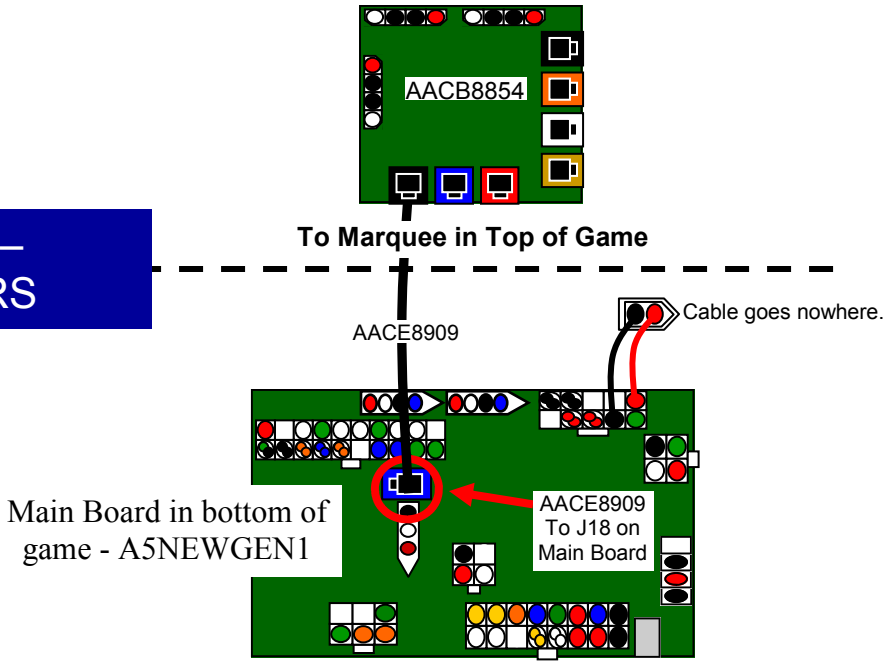
MARQUEE WIRING



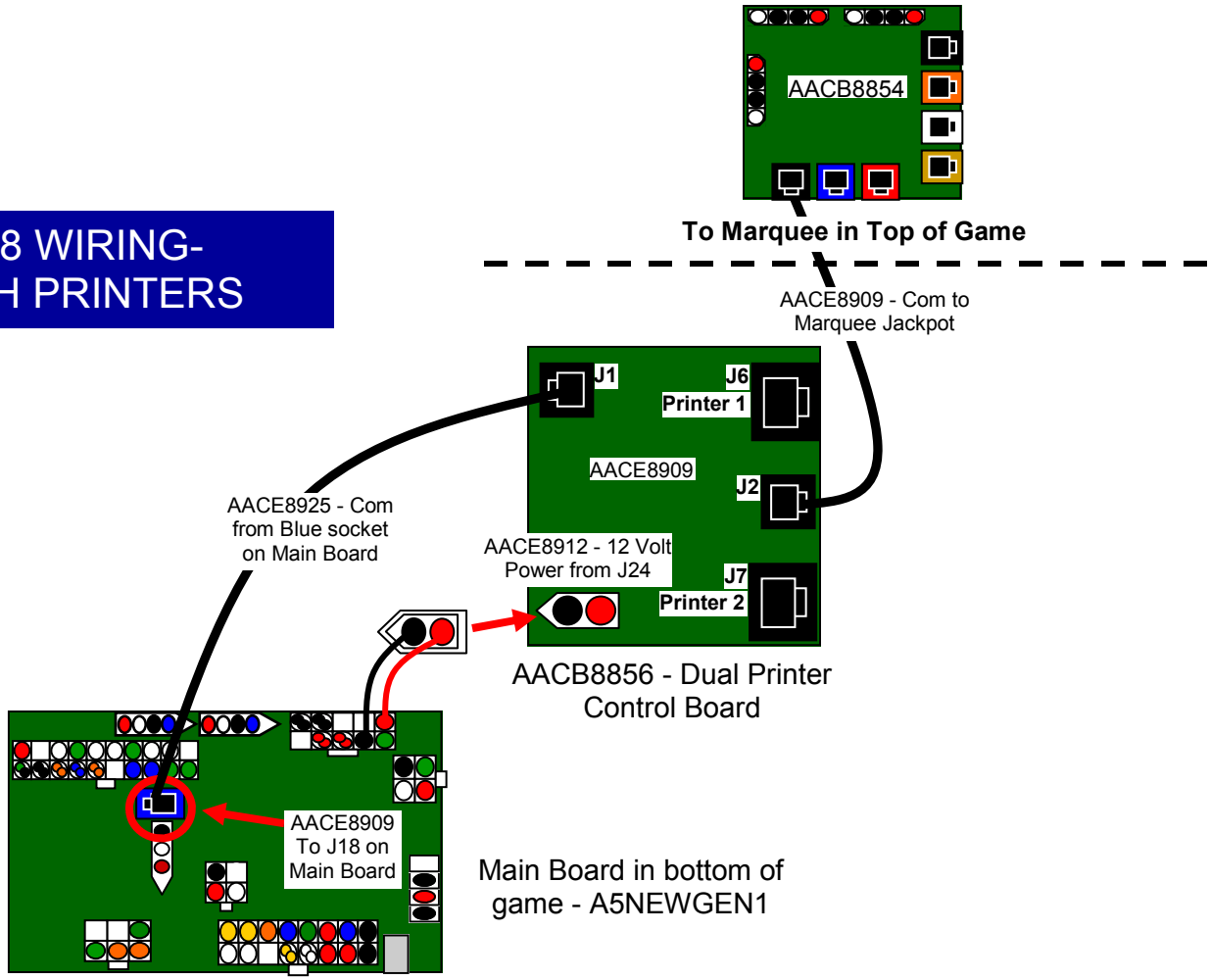
To Purchase This Item, Visit BMI Gaming | www.bmigaming.com | (800) 746-2255 | +1.561.391.7200

AACE8909– J18 CONNECTOR PRINTER WIRING OPTIONS

J18 WIRING– NO PRINTERS



J18 WIRING- WITH PRINTERS



To Purchase This Item, Visit BMI Gaming | www.bmigaming.com | (800) 746-2255 | +1.561.391.7200

TROUBLE SHOOTING GUIDE

Troubleshooting Strategy

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

Troubleshooting Chart

Problem	Probable Cause	Remedy
No power to the game. No lights on at all.	Unplugged. Circuit breaker tripped. Power strip faulty. Faulty cable/power supply.	Check wall outlet. Reset power strip breaker switch or building circuit breaker. Change plug position, replace if needed. See Power Supply diagnostic below.
AC Light and Bill Acceptor on; everything else off. **(Power Supply not ON)**	Power supply unplugged. Rocker Switch turned off. Power supply shutting down because of 12 V overload. Faulty power supply.	Ensure unit is plugged into power strip. Make sure rocker switch is set to ON. See power supply diagnostics to isolate bad component. A bad motor or 12 volt short would cause this. See Power Supply Diagnostic below.
Dollar Bill Acceptor not functioning. Ensure Bill Acceptor is set to "Always Enable"	Check for power to Bill Acceptor. Dirt or debris in acceptor slot. Pinched, broken, or disconnected wiring. Bill acceptor problem.	Acceptor should cycle stacker at game power up. If not, check cable connections. Refer to "How to Clean Bill Acceptor" Or clean with bill reader cleaning card. (A5CC9000) Check wiring from bill acceptor to Main Board. (AACE8862) Repair or replace wiring harness. Check J8 connector on Main Board Make sure wires are secure in connectors. Refer to troubleshooting section of dollar bill acceptor manual included with this game or the diagnostics label on the back of the unit.
Game not coining up.	Ensure game makes sound when coin switch is triggered. Game set to large amount of credits per game.	Check coin switches—both should be wired normally open. If one switch is "closed" the other will not work either. Check wiring to main board. Cable AACBL4A-DOOR, AACE8850 Jackpot display will show credits inserted. Enter N1 mode in menu to set credits per game.

TROUBLE SHOOTING GUIDE

Problem	Probable Cause		Remedy
Scoring Issues	Game shows "Spin now" and "Hurry up" Encoder sensor not seeing wheel spin.	Encoder sensor dirty or faulty. Sensor is being interfered with. Pinched, broken, or disconnected wiring. Faulty Main Board	Clean sensor and replace if needed. (AACB8852) Remove game from direct sunlight, move game to area away from neon lights or bright fluorescent lights. Inspect wiring and replace cable if needed. AACB8852, AACE8851 Refer to Encoder Sensor Test below.
	Game says you won even though wheel is still spinning.	Brake Assembly tension set to loose.	Refer to "How to Set Brake Tension"
	Wheel values, arrow pointer and payout are off slightly.	There is an adjustment on the wheel encoder sensor to calibrate the monitor change to where the arrow is pointing.	Refer to "How to adjust wheel sensor"
Game is giving wrong tickets values. Enter Diagnostic Menu on MENU 6 and watch dot matrix display as you spin the wheel downward. *Remove game from direct sunlight, move game to area away from neon lights or bright fluorescent lights.	Wheel Position does **not** change as you spin the wheel down.		Encoder sensor unplugged, dirty or faulty. Clean and replace if needed. (AACB8852) Inspect wiring, refer to Encoder Sensor Test below.
	Wheel Position does change as you spin the wheel down.		If Wheel Position goes to 24, then resets to 0 and continues up again. Encoder sensor out of adjustment. Refer to "How to adjust wheel sensor"
			If Wheel Position increments constantly upwards up past 100. Home Position sensor unplugged, dirty or faulty. Clean and replace if needed. (AACB4403) Inspect wiring. Cable #'s AACE8854, AACE8850 Wrong ticket pattern selected. Enter menu and go to MENU 2. Verify correct ticket pattern.
Display shows "LOW TKTS" 	Ticket tray is empty. Disconnected, loose or broken wires. Faulty low ticket switches. Faulty Main Board.		Refill tray with tickets, check low ticket switch. Check connections and reseat J25 on main board. Cable #'s AACE8852, AACE8853 Switches wired normally open. Replace switches. A5SW200 Replace main board. Part # AANEWGEN1

TROUBLE SHOOTING GUIDE

Problem	Probable Cause	Remedy
No Sound	Volume set to zero in menu.	Enter N3 in menu for game volume. Enter N4 in menu for attract volume.
	Disconnected, loose or broken wires.	Check connections and reseat J19 on main board. Cable # AACE8858
	Faulty speaker.	Replace speaker. AACE8811
Meters do not work. Game meter will click at start of next game. Ticket meter will click for every notch the dispenser "sees"	Disconnected, loose or broken wires.	Check connections and reseat J22 on main board. Cables # AACE8850 and AACO1000
	Faulty counters.	Replace counters. AACO1000
Display not lighting up Cycle game power off, wait 10 seconds, turn back on after checking connections.	Phone cable to Display is bent, pinched or unplugged.	Inspect cable and sockets. Replace cable if needed. AACE8859
	12 Volts DC to Display	Verify 12 Volts DC to Display. Check and/or replace power supply if needed. AAPS1008
	Faulty Display Board.	Replace Display Board. AACB8851
Tickets do not dispense or Wrong amount dispensed. **Check for the correct amount of tickets adding up on Display** 	Tickets Owed Display **is** adding up correctly	Opto-Sensor on ticket dispenser dirty.
		Faulty ticket dispenser. — Replace with working dispenser to isolate the problem. (A5TD1)
		Notch on tickets cut too shallow. — Flip tickets and load upside-down to have large cut notch toward opto sensor.
		Faulty cable. Disconnected, loose or broken wires. — Check connectors from ticket dispensers to main board. Check for continuity. Cables AACE8852, AACE8853
		Faulty Main Board. — Replace main board.
	Tickets Owed Display **is not** adding correctly	Game is scoring too soon – before wheel stops. — Brake Assembly tension set to loose. Refer to "How to Set Brake Tension"
		Wrong ticket pattern selected. — Enter menu and select MENU 6. Turn wheel downward and watch display. The display should match the wheel. If not, enter menu and select MENU 2. Verify game is set to correct ticket pattern.

TROUBLE SHOOTING GUIDE

Problem	Probable Cause	Remedy
Wheel not spinning when player moves handle. Check for 12 Volts DC at coin up on connector.	No 12 Volts on connector at coin up.	Inspect cable from Solenoid to main board. (J22) Cable part #'s: AACE8869, AACE8850 Replace main board. (AANEWGEN1)
	12 Volts present at connector, but solenoid still doesn't engage.	Inspect cable as far into wheel as possible. Look for broken or stretched wires. Repair if possible. Wheel will have to be removed to further inspect or replace. Refer to "How to Remove Wheel"
Solenoid always stays on. Players can continue to spin wheel after "good spin", allowing them to nudge it to the bonus space. **Players will win a lot!**	Jammed Solenoid or Springs Pinched Cable. Check for 12 Volts DC on cable to solenoid when game on, but not coined up in game play.	Inspect solenoid. Ensure it operates smoothly. Press in on silver bar. It is spring loaded and will spring back after release. Inspect cable for smashed wire. May also have to replace main board. If 12 Volts present, Replace main board. (AANEWGEN1) If no 12 Volts and solenoid is still engaged – Wheel will have to be removed to further inspect or replace. Refer to "How to Remove Wheel"

To Purchase This Item, Visit BMI Gaming | www.bmigaming.com | (800) 746-2255 | +1.561.391.7200

POWER SUPPLY DIAGNOSTICS

Check power cable into back of game.

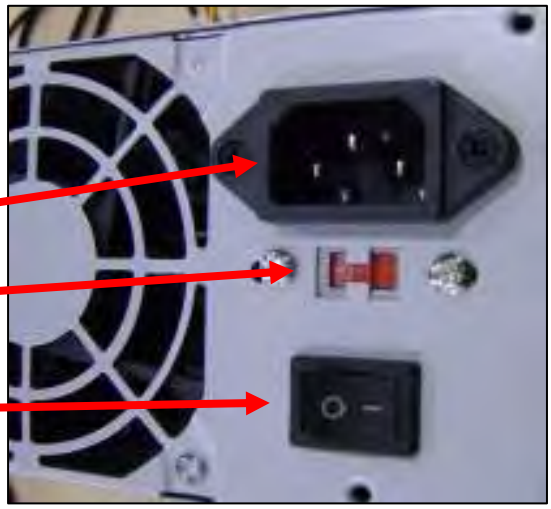
Check AC cord from power strip in game.

Verify power strip rocker switch is ON.
(Switch cord into different socket in power strip)

Check AC connection to power supply.

Ensure Power Supply switch is set to 115V
(Some power supplies may not have this)

Ensure Power switch is on.



Check if Power Supply Fan is turning:

If Fan is turning:
Power supply is working. If game still has no 12 Volts DC, then Power Supply is faulty.
Replace Power Supply. AAPS1008

If Fan is not turning:

Turn power OFF. Disconnect all 12 volt output wires from power supply only. Turn power ON.

- Fan turns.
- Fan does not turn → Replace Power Supply. (AAPS1008)

Turn power OFF. Unplug all outputs from the large PCB. Reconnect the 12 volt output wires from Power Supply to PCB main board. Turn power ON.

- Fan turns.
- Fan does not turn. → Short in PCB - Replace.

Turn power OFF. Reconnect the outputs at the PCB one at a time. Wait 60 seconds between tests to turn power ON.

- Fan does not turn. → That cable or related component is shorted out or causing an overload. See Jumper Cable Pin-Outs to see which component might be at fault.
- Fan turns. → That cable is OK.

BILL ACCEPTOR DIAGNOSTICS

Note: There are many different models and brands of Bill Acceptors that are used on redemption games. Your Bill Acceptor may differ from the unit shown.

First determine if Bill Acceptor has power:
Turn game ON—The bill acceptor should make noise as stacker cycles and green lights on outside bezel should flash.

If NO power:
Due to the different models and brands of Bill Acceptors that are used:
Examine Bill Acceptor and determine if acceptor is 12 Volt DC or 110 VAC
Use meter to measure voltage at cable going into Bill Acceptor.

If power is OK:
Clean Bill Acceptor path to make sure there is nothing jamming unit.
Enter DBA Diagnostics Mode -

Important—Do not hold button down too long or Bill Acceptor will enter programming mode.

If accidentally entered programming mode by mistake—Unplug game and plug back in.

To enter Diagnostic Mode, press and hold the Diagnostic Button on the back left corner of the DBA for **1-3 seconds.**
The lights above the bill slot will flash the code.

ERROR CODES

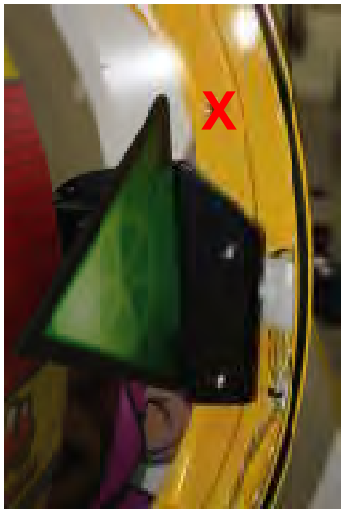
Count the number of flashes on front bezel of Bill Acceptor and follow chart for repair.

FLASHING CODE	DESCRIPTION	CORRECTIVE ACTION
LEDs off	Power off	Turn on power
LEDs on	Acceptor is OK	
1 flash	Bill path blockage	Un-jam bill path
2 flashes	Stacker jam	Un-jam stacker
3 flashes	Cassette is full of bills	Empty the cassette
4 flashes	Cassette is removed	Replace the cassette
5 flashes	Acceptor is defective	Replace the acceptor
6 flashes	Acceptor not enabled	See service manual
10 flashes	Configuration Mode	Power down to exit
Rapid flashing during operation	Stringing attempt detected; or sensors dirty	Clean the sensors

HOW TO: Change Arrow Position

1. Slide open the cabinet window

2. Remove the nuts and washers from the 3 bolts shown and set aside



3. Move the entire arrow assembly down to the second set of bolts

4. Re-secure the lock nuts, adding a washer to the now-empty bolt

5. Close the window

6. Open the front door of the cabinet to access the main board

7. Turn dip switch 2 to the correct position (see page 7)

HOW TO: Adjust Wheel Sensor

Wheel sensor is located behind the arrow on wheel.

It “reads” the notch in the side of the wheel to tell the game when the panel has changed.

Part #’s:
Pointer Assy. AAPO8800
Sensor alone - AACB8852

To Test:
Enter menu and go to MENU 8.

Spin Wheel slowly downward, and watch display’s wheel position readout.

The wheel position value should change as soon as next panel crosses arrow point.

To Adjust:

Turn Phillips head screw to move sensor.

Continue spinning wheel slowly down-ward, and watch display’s wheel position readout; adjusting screw until panel changes at arrow.

HOW TO: Clean Game

Use a mild soap solution and a clean lint free cloth to wipe down game.
Do NOT use any cleaning solvents on the game’s graphics!

Front Plexi will slide up. (Like a roll top desk)

How to:
Open front door and unclip 2 latches holding window bracket.

Push up on bracket, and roll plexi upwards.

Clean inside of plexi with lint free cloth or “swiffer” duster.

HOW TO: Set Brake Tension

To Test:
Turn off game and flip dipswitch #4 ON.
Turn game on.

The display will show “TEST BRAKE”

Use plunger handle to give the wheel a good spin, Let the wheel coast to a stop like a normal game play.

If brake is set correctly, screen will show a number between 50 - 70.

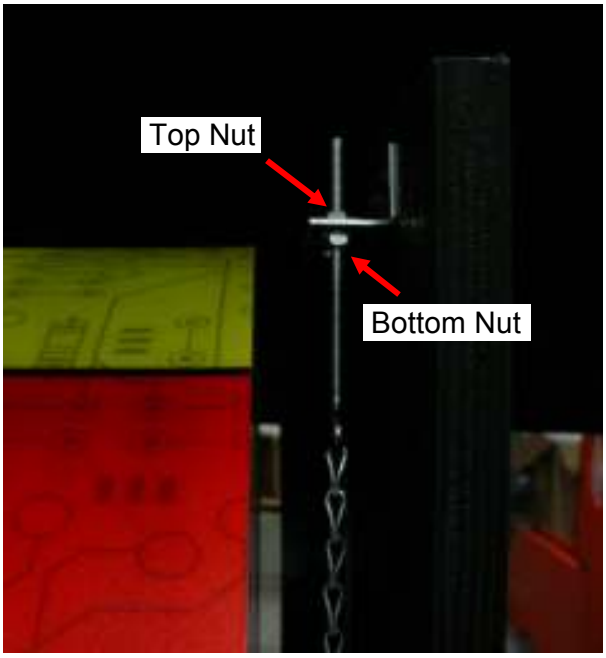
If less than 50: Loosen Brake
If greater than 70: Tighten Brake

To Adjust:

To loosen brake:
Loosen top nut and move 1/4 inch up. The threaded rod will drop as top nut moves up. Spin bottom nut up tight to bracket. Tighten both nuts.

To tighten brake:
Loosen bottom nut and move 1/4 inch down. Lift up the threaded rod and spin nut down tight to bracket.
Tighten both nuts.

Re-test to verify.



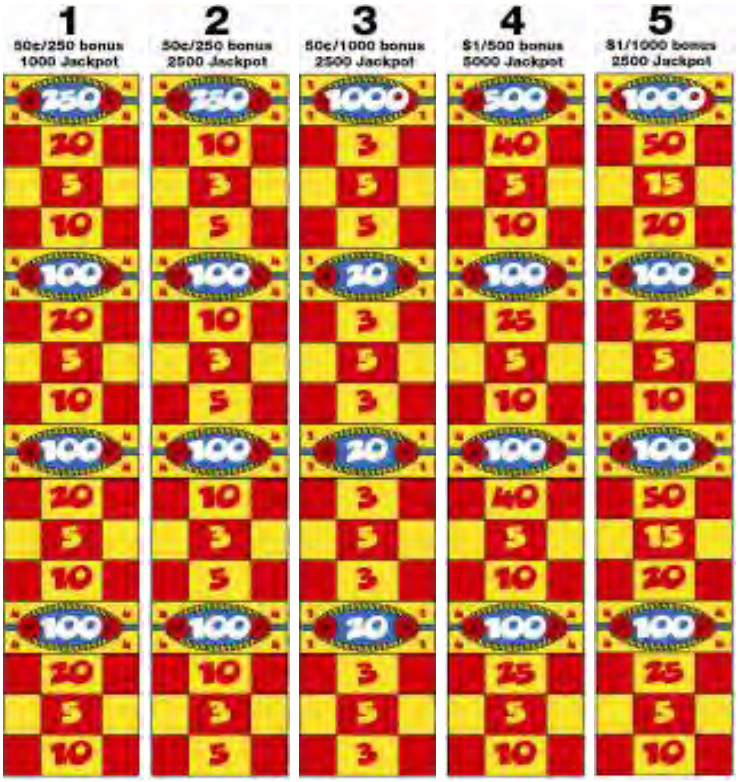
HOW TO: Change Ticket Pattern

Slide up front plexi to access wheel by opening front door and unclipping 2 latches holding window bracket. Push up on bracket, and roll plexi upwards.

Press Menu Button and go to MENU 8 Mode.

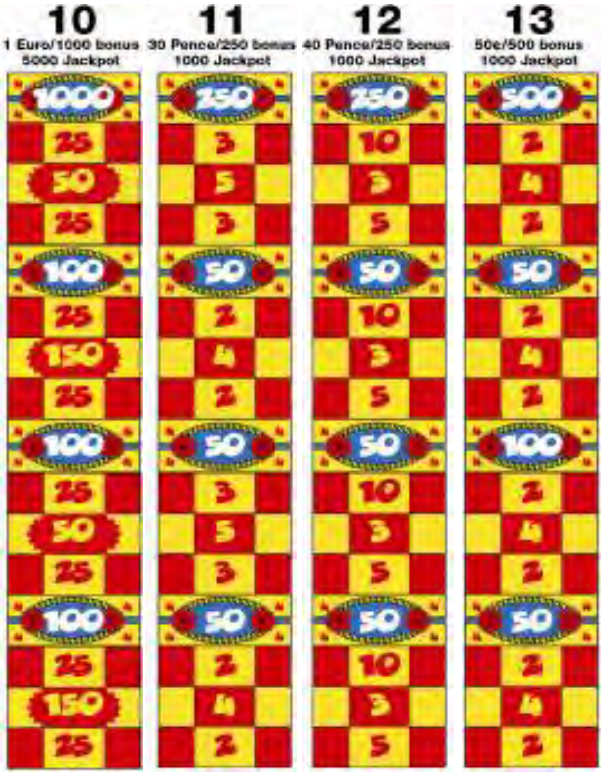
Slowly spin the wheel down while watching display. This number will match the number on the wheel.

Determine which ticket pattern to purchase:
Reference ticket patterns below—Note the approximate tickets per game for each pattern.
Purchase cover up decals.



15-18 Avg Tix/ Game | **17-19** Avg Tix/ Game | **17-20** Avg Tix/ Game | **33-36** Avg Tix/ Game | **33-35** Avg Tix/ Game

*PATTERNS 6-9 INTENTIONALLY LEFT BLANK

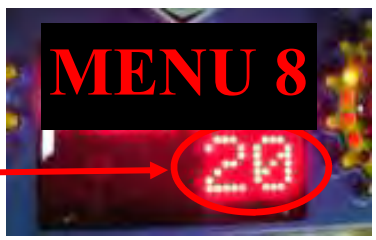


60-66 Avg Tix/ Game | **8-12** Avg Tix/ Game | **10-13** Avg Tix/ Game | **11-13** Avg Tix/ Game

Install cover up decals:

Press Menu Button and go to MENU 2 Mode.
Change number to desired Ticket Pattern as it shows on display.

Press Menu Button and go to MENU 6 Mode.
Spin wheel downward slowly one complete revolution
This number will show the new ticket value on the wheel.



Place new decal carefully over value on wheel.
Note: Be careful to not rock wheel backwards over a notch, or the position will be off.
If it does rock backward, spin wheel downward one complete revolution to allow wheel to calibrate.

Continue applying new decals carefully until wheel is complete.

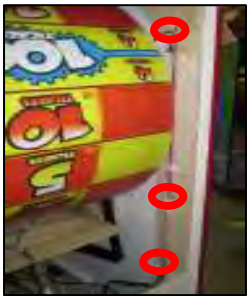
HOW TO: Remove Wheel

The wheel will have to be removed to access engaging solenoid to repair/replace.

Step 1:
Remove the back door from the game using a 644 key.

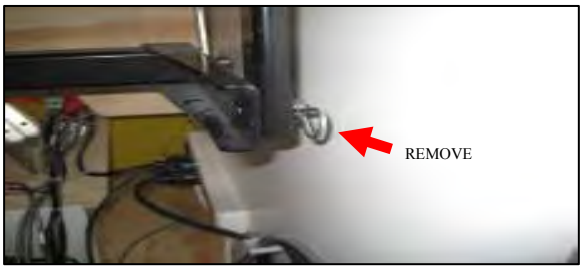
Step 2:
Remove the top back from the game.
There are 4 screws on top of the game to remove.
Inside the game there are 2 screws on the LEFT and 2 screws on the RIGHT to remove. (RIGHT side screws shown below)

Step 3:
Unplug the 8850-1 and the 8850-3 cables.
Remove the 3 cable clamps from the board on the RIGHT side.



Step 4:
Remove the screws from the upper and lower side boards from the LEFT and RIGHT side of the game.
Remove the boards.

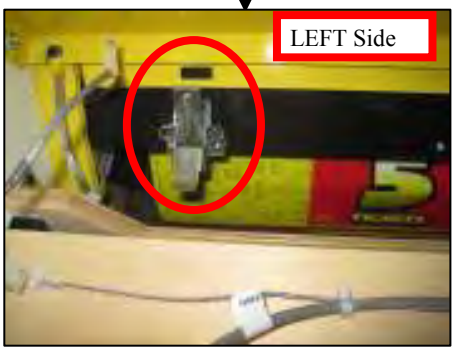
Step 5:
Remove the pin from the linkage below the wheel on the RIGHT side.
Separate the linkage after removing the pin.



Step 6:
Remove the upper and lower bolts from the sides of the wheel cradle.

HOW TO: Remove Wheel

Step 7:
Move around to the front of the game and open the front door. Reach inside the game and unlatch both front window locks. Raise the window so you can easily access the arrow.



Step 8:
Unplug the arrow sensor cable.
Remove the 2 nuts from the arrow bracket.

Step 9:
Remove the arrow assembly from the game. Be careful not to damage the sensor when removing the arrow.

Step 10:
Close the front window.

Step 11:
Move around to the back of the game.
Begin to slide the wheel assembly straight back.
When it gets about half way out, lean it back and lift it out of the game to remove.

HOW TO: Install Printer

***Printers for Crank It Revolution are a factory option.**

If you choose to add printers to your game, call our service department to order a printer kit -
Part # AAPR-CIR

Parts included in Kit:
2 of A5PRTH003 - Printers
2 of A5PYTH010 - Rolls of Paper
2 of A5HLPR001 - Paper Holders
2 of A5PL8902 - Metal Mounting Plates
1 of AACB8856 - Printer Controller Board
1 of AACE8923 - Cable from Controller Board to Right Side Printer
1 of AACE8924 - Cable from Controller Board to Left Side Printer
1 of AACE8925 - Jumper from Blue Socket on Main Board to Controller Board
2 of AACE8926 - Power Cable from Power Supply to Printers

1.) Remove the printer parts from the box and assemble both printers.

Attach the core holder to the arm using the large screw provided.

Attach the arm to the printer body using the 3 smaller screws. BE SURE TO INSTALL IT ON THE CORRECT SIDE, as shown.

Use a zip tie to manage the cable, as shown.

Place a side piece onto the core holder.

Place the paper roll onto the core and then snap the final side piece onto the holder.

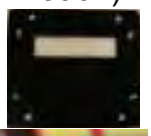
Note: Paper must feed under holder and into printer

HOW TO: Install Printer, cont.

2.) Install Printers on both doors.

Open front doors and remove blanking plate (Part # A5PL8901)

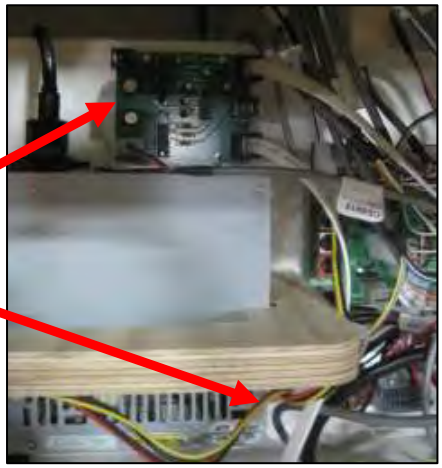
Install new printer plate on cabinet. (Part # A5PL8902)



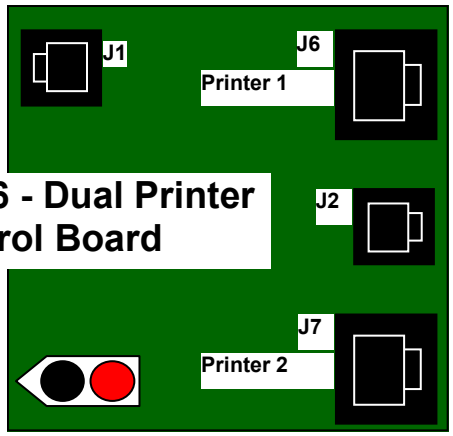
Install printers on doors.

3.) Install Dual Printer Control Board and wiring.

Control Board is mounted above power supply in front of game.
Standoff's are included in kit.
Plug both AACE8926 cables into spare power supply cables.



AACE8925 - Com from Blue socket on Main Board



AACB8856 - Dual Printer Control Board

AACE8923 - Printer Com to Right Side

AACE8909 - Com to Marquee Jackpot

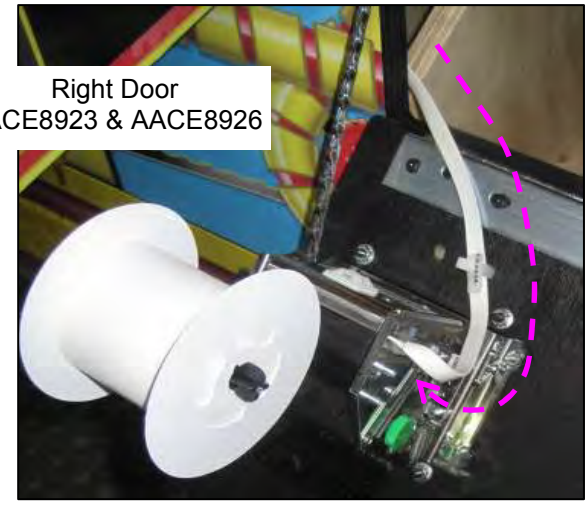
AACE8912 - 12 Volt Power from J24

AACE8924 - Printer Com to Left Side

3.) Route Wiring to both Printers.

Route both the phone cable and the power cable to both printers, making sure that the cables will not get pinched by doors and mechanisms.

Left Door
AACE8924 & AACE8926



Right Door
AACE8923 & AACE8926

PARTS LIST

PART #	DESCRIPTION
A5BURU075	Rubber Bumper
A5CB1499	Cash Box
A5CO4400	Handle Grips
A5CORD5	Computer Cord
W5TM4002	Blue T-Molding 13/16"
A5FI9010	Inline Filter
A5LI0001	120 Volt Fluorescent Light
AAGU4401	Wire Guard
A5LK2000	Lock, 631
A5LK5001	Lock, 644
9654K191	Spring
A5ME4167	Metal Solenoid Link
A5ME4180	Metal Right Ticket Tray
A5ME4414-BLK	Metal Handle Guide
AAME4415	Metal T-Handle
A5ME4417	Metal Pivot Link
A5ME4420	Metal Pivot Link Bracket
A5ME4422	Metal Wheel Mounting Bracket
A5ME4429	Metal Solenoid Bracket
A5ME4430	Metal Slip Clutch Bracket
A5ME8800	Metal Wheel Shaft
A5ME8802	Metal Curved Glass Rail
A5ME8806	Metal Sliding Window Handle
A5ME8807	Metal Sliding Window Bracket
A5ME8812	Metal Handle Rod
A5ME8814	Metal Side Guard
A5ME8816	Metal Rocker Arm
A5PL9097	Plate Replaces Bill Acceptor
A5SW200	Switch
A5TT4102	Ticket Tray
A5TT4103	Left Long Ticket Tray
A5TU4400	Clear Tubing
AACP8901	Metal Control Panel With Decal
AADO8905	Cash Box Door With Decal
AADO8906	Left Ticket Door With Decal
AADO8907	Right Ticket Door With Decal
AADO8908	Left Coin Mech Door With Decal
AADO8909	Right Coin Mech Door With Decal
AAPO8800	Pointer Assy.

PART #	DESCRIPTION
A5DE8801-1	Pointer Decal
A5DE8802-1	Right Side Wheel Decal
A5DE8803-1	Left Side Wheel Decal
A5DE8804-1	Right Side Top Decal
A5DE8805-1	Left Side Top Decal
A5DE8806-1	Right Side Middle Decal
A5DE8807-1	Left Side Middle Decal
A5DE8814-1	Right Side Marquee Decal
A5DE8815-1	Left Side Marquee Decal
A5DE8817-1	Small Marquee Gear Decal
A5DE8818	Large Left Marquee Gear Decal
A5DE8819	Large Right Marquee Gear Decal
A5DE8900	Left Marquee Gear Decal
A5DE8902	Wheel Seam Decal
A5DE8903	Control Panel Decal
A5DE8904	Main Front Cabinet Decal
A5DE8905	Coin Door Decal
A5DE8906	Left Ticket Door Decal
A5DE8907	Right Ticket Door Decal
A5DE8908	Left Coin Mech Door Decal
A5DE8909	Right Coin Mech Door Decal
A5DE8910	Bottom Right Side Cabinet Decal
A5DE8911	Bottom Left Side Cabinet Decal
A5DE8912	Jackpot Marquee Decal
A5DE8913-2500	Jackpot Value Marquee Decal
A5DE8914	Backlit Logo Decal
A5DE8915	Option Menu Decal
A5DE8919	Right Marquee Gear Decal
A5DE8901	Default Big Wheel Decal
AADE8923	Ticket Cover Up Pattern #1
AADE8924	Ticket Cover Up Pattern #3
AADE8921	Ticket Cover Up Pattern #4
AADE8925	Ticket Cover Up Pattern #5
AADE8922	Ticket Cover Up Pattern #10
AADE8926	Ticket Cover Up Pattern #11
AADE8927	Ticket Cover Up Pattern #12
AADE8928	Ticket Cover Up Pattern #13

PARTS LIST

PART #	DESCRIPTION
AACB4403	Reflective Sensor
AACB8850	Circle Light
AACB8851-1	Display Board
AACB8852	Encoder Sensor
AACB8853	Speaker Light Board
AACB8854	Marquee Controller Board
AACB8855	Chaselight Board (3 Per)
AANEW-GEN1	Mini Gen 1 (main board)

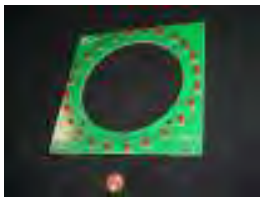
PART #	DESCRIPTION
AAPB2700	Push Button with Cable
AACBL4A-DOOR	Coin Door Cable
AACE1710	Door Ground Cable
AACE1715	Ground Strap Cable
AACE8811	Speaker with Cable
AACE8852	Ticket Tray Cable
AACE8853	Mini Gen 1 to Ticket Jumper Cable
AACE8856	Wheel Lights Cables
AACE8861	Ground to Front Door Cable
AACE8865	Coin Door Ground Cable
AACE8900	Right Wheel Cable
AACE8901	Left Ticket Dispenser Cable
AACE8902	Left Wheel Cable
AACE8903	Light Jumper Cable
AACE8904	Ticket Tray Cable
AACE8905	Volume Cable
AACE8906	Aux Board Power Cable
AACE8907	12 Volt Power Cable
AACE8908	Display Jumper Cable
AACE8909	Main Board to Aux Board Cable
AACE8910	Display Jumper Cable
AACE8911	Bonus Light Cable
AACE8912	LED Light Cable
AACE8913	Counter Cable
AACE8914	Gear Driver Cable
AACE8915	Marquee Controller Board
AACE8916	Coin Door Cable
AACE8917	Marquee Light Cable
AACE8918	Ceramic Light Cable
AACE8919	Chaselight to Aux Board Cable
AACE8921	Speaker Cable
AACE8922	Line Filter Jumper Cable
AACO1000	Counter Assembly
A5TD1	Ticket Dispensor
AABK8800	Brake Assy.
AASO8800	Solenoid Assembly With Cable
AAPS1008	Power Supply

PARTS PICTURES

AACB8852

AACB4403

AACB8851-1


AACB8853

AACB8850

AACB8854

A5TD1

A5NEWGEN1

AAPS1008

AACB8855

A5ME8806

A5ME8807

A5ME8802

A5ME8800

A5TU4400

A5ME8816

A5ME8814

A5PL9097

A5ME8812

AACP8901

AADO8906

AADO8908

AADO8909

AADO8907

AADO8905

A5CO4400

A5CB1499

A5BURU075

AACO1000

AASO4010

A5LK2000

A5LK5001

A5FI9010

A5SW200

A5CORD5

PARTS PICTURES

AACBL4A-DOOR

AACE1715

AACE8811

AACE8852

AACE8854

AACE8856

AACE8861

AACE8868

A5OU1000

AACE8926

AACE8905

AACE8906

AACE8907

AACE8908

AACE8909

AACE8900

AACE8901 `

AACE8902

AACE8903

AACE8904

AACE8910

AACE8911

AACE8912

AACE8913

AACE8914

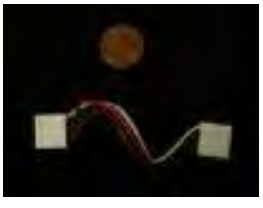
AACE8915

AACE8916

AACE8917

AACE8918

AACE8919



AACE8920

AACE8921

AACE8922

AAPB2700

To Purchase This Item, Visit BMI Gaming | www.bmigaming.com | (800) 746-2255 | +1.561.391.7200

DECAL PLACEMENT

CRANK IT! REVOLUTION

DECAL DIAGRAM

MARQUEE DECALS:

A5DE8912
Marquee Jackpot Decal

A5DE8913
Marquee Jackpot Value Decal

A5DE8914
Marquee Back Lit Logo

A5DE8817-1
Marquee Gear 1 (X2)

A5DE8900 REV A
Marquee Gear 2 Left

A5DE8919
Marquee Gear 2 Right

A5DE8815-1
Marquee Side Left

A5DE8805-1
Cabinet Side Top Left

A5DE8807-1
Cabinet Side Middle Left

A5DE8801-1
Pointer (X2)

A5DE8803-1
Wheel Side Left

A5DE8901
Wheel Front (X2)

A5DE8903
Control Panel

A5DE8911
Cabinet Side Bottom Left

FRONT CABINET DECALS:

A5DE8904
Cabinet Front Main

A5DE8905
Coin Door Decal

A5DE8906
Ticket Door Left

A5DE8907
Ticket Door Right

A5DE8908
Mech Door Left

A5DE8909
Mech Door Right

(not visible on picture)

A5DE8814-1
Marquee Side Right

A5DE8804-1
Cabinet Side Top Right

A5DE8806-1
Cabinet Side Middle Right

A5DE8802-1
Wheel Side Right

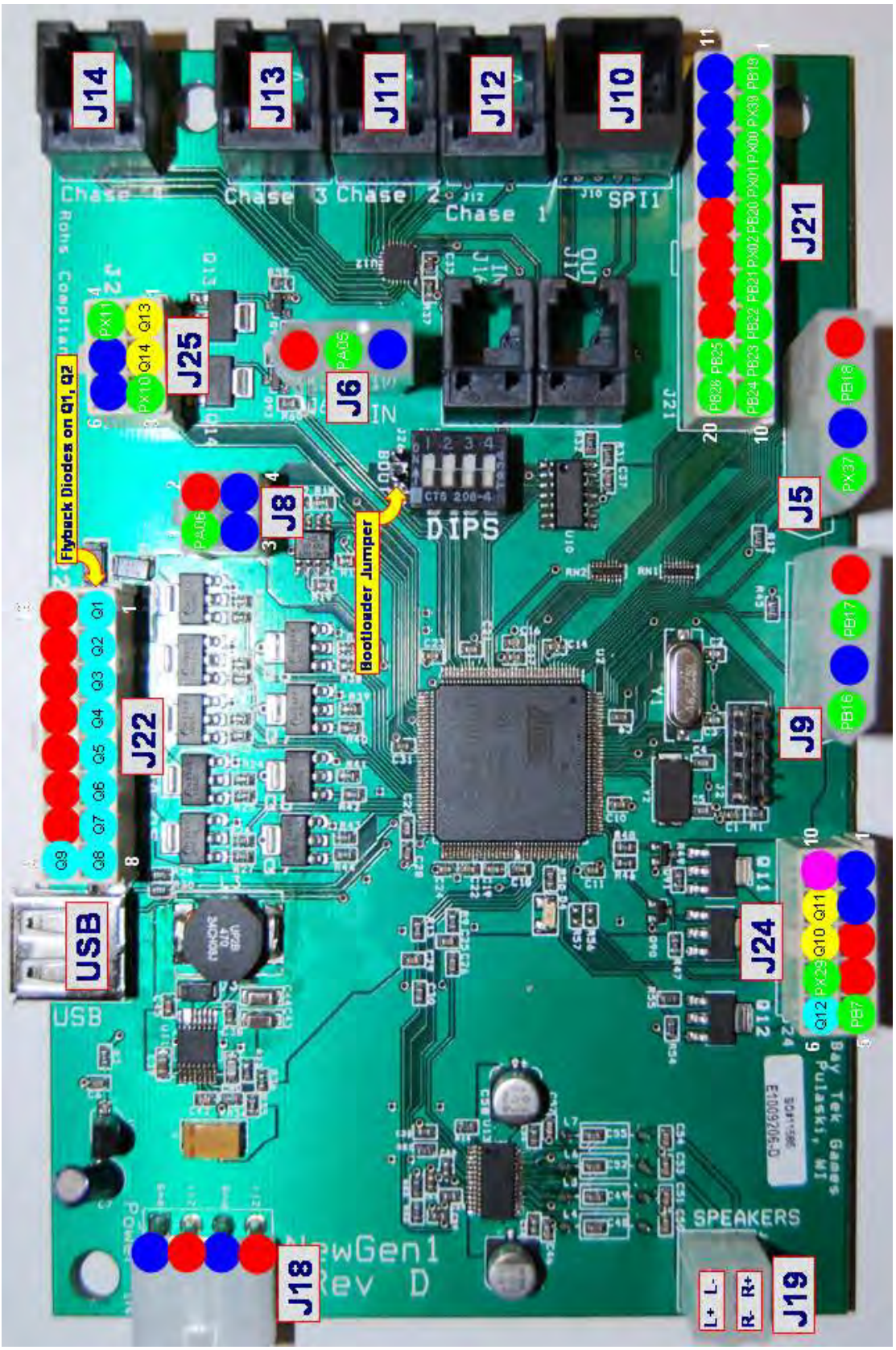
A5DE8910
Cabinet Side Bottom Right

A5DE8915
Option Menu

A5DE8902
Wheel Seam (X2)

To Purchase This Item, Visit BMI Gaming | www.bmigaming.com | (800) 746-2255 | +1.561.391.7200

MAINBOARD PINOUT



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

SPI Out - Display - (J10)	Chase Lights (J11,J12,J13,J14)
Pin 1 & Pin 3 - +12V	Pin 1 - Chase Output
Pin 2 - SCLK_BUS2	Pin 2 - Chase Output
Pin 4 - SMOSI_BUS2	Pin 3 - +12V
Pin 5 & Pin 7 - Ground	Pin 4 - Chase Output
Pin 6 - SCS2_BUS2	Pin 5 - Chase Output
Pin 8 - SMISO_BUS2	Pin 6 - +12V

Pin Type	Purpose	Ref	Pin #
LOWSIDE #1,w diode	Solenoid Game #1	J22	1
LOWSIDE #2, w diode	Solenoid Game #2	J22	2
LOWSIDE #3	RED RGB Game #1	J22	3
LOWSIDE #4	BLUE RGB Game #1	J22	4
LOWSIDE #5	GREEN RGB Game #1	J22	5
LOWSIDE #6	RED RGB Game #2	J22	6
LOWSIDE #7	BLUE RGB Game #2	J22	7
LOWSIDE #8	Mechanical Counter (games)	J22	8
LOWSIDE #9	Mechanical Counter (tickets)	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

HIGHSIDE #13		J25	1
HIGHSIDE #14		J25	2
PX10	Low Ticket Input GAME #1	J25	3
PX11	Low Ticket Input GAME #2	J25	4
Ground		J25	5
Ground		J25	6

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

=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	GREEN RGB Game #2	J24	6
PX29		J24	7
HIGHSIDE #10	Ambient White Lights Game #1	J24	8
HIGHSIDE #11	Ambient White Lights Game #2	J24	9
3.3V		J24	10

PX37	Ticket Notch Game #1	J5	1
Ground	Ground for Ticket Dispensor	J5	2
PB18	Ticket Motor Game #1	J5	3
+12 Volts	Power for Ticket Dispensor	J5	4

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

PA06	Coin Input GAME #2	J8	1
+12 Volts		J8	2
Ground		J8	3
Ground		J8	4

MAINBOARD PINOUT GUIDE

To Purchase This Item, Visit BMI Gaming | www.bmigaming.com | (800) 746-2255 | +1.561.391.7200

To Purchase This Item, Visit BMI Gaming | www.bmigaming.com | (800) 746-2255 | +1.561.391.7200

MAINBOARD PINOUT GUIDE

PB19	Service Button #1	J21	1
PX39		J21	2
PX00	Service Button #2	J21	3
PX01	Wheel Sensor Encoder #2 GAME #2	J21	4
PB20	Wheel Sensor Encoder #1 GAME #2	J21	5
PX02	Wheel Sensor HOME Input GAME #2	J21	6
PB21	Wheel Sensor Encoder #2 GAME #1	J21	7
PB22	Wheel Sensor Encoder #1 GAME #1	J21	8
PB23	Wheel Sensor HOME Input GAME #1	J21	9
PB24		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	DBA Input Game #1	J21	19
PB26	DBA Input Game #2	J21	20

Driver 1		J12	1
Driver 2		J12	2
+12 Volts		J12	3
Driver 3		J12	4
Driver 4		J12	5
+12 Volts		J12	6

Driver 5		J11	1
Driver 6		J11	2
+12 Volts		J11	3
Driver 7		J11	4
Driver 8		J11	5
+12 Volts		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

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

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.

ATTENTION

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.

To Purchase This Item, Visit BMI Gaming | www.bmigaming.com | (800) 746-2255 | +1.561.391.7200

To Purchase This Item, Visit BMI Gaming | www.bmigaming.com | (800) 746-2255 | +1.561.391.7200