

evolve[®]

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WELCOME TO: EVOLVE

Congratulations on your EVOLVE purchase!

Bay Tek's revolutionary ticket printing system works in tandem with Prize Hub, or simply as a cost-effective alternative to traditional tickets! Compatible with all Bay Tek product as well as most other redemption manufacturer's games, this system will help your gameroom EVOLVE for the future!

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 system as much as we do!

Your Friends at Bay Tek Games



GAME INSPECTION

Inspect the shipment 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 USE

Play a game as many times as you wish and score tickets.



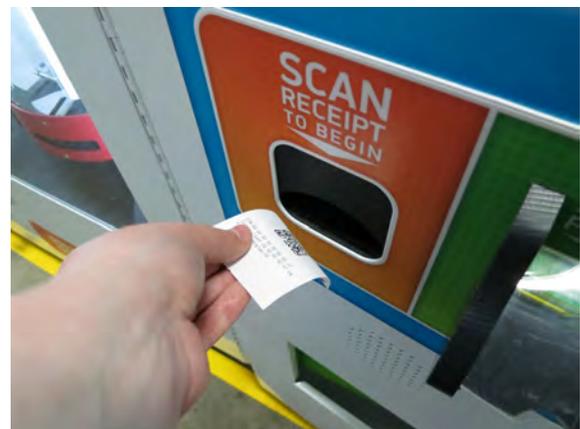
Wait for the ticket total to count up on Evolve's LCD screen.



Press the print button to print a single coupon with all your tickets on it.



Scan your coupons at Prize Hub to get prizes!



UNIT SPECIFICATIONS

WEIGHT	
NET WEIGHT	3 LBS.
SHIP WEIGHT	VARIES
DIMENSIONS	
WIDTH	6"
DEPTH	4"
HEIGHT	11"

POWER REQUIREMENTS			
INPUT VOLTAGE RANGE	12V	/	12V
OPERATING TEMPERATURE			
FAHRENHEIT	80-100		
CELSIUS	26.7-37.8		

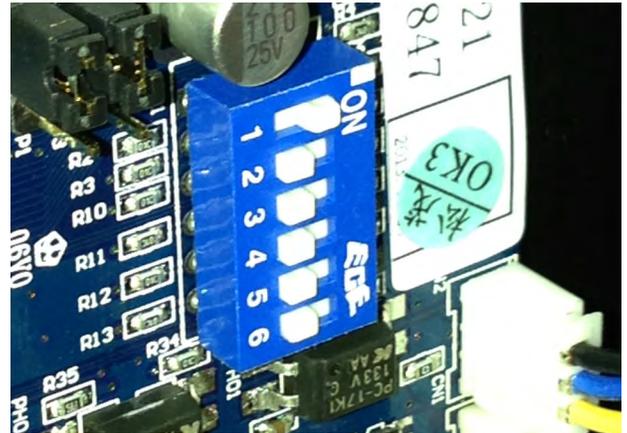
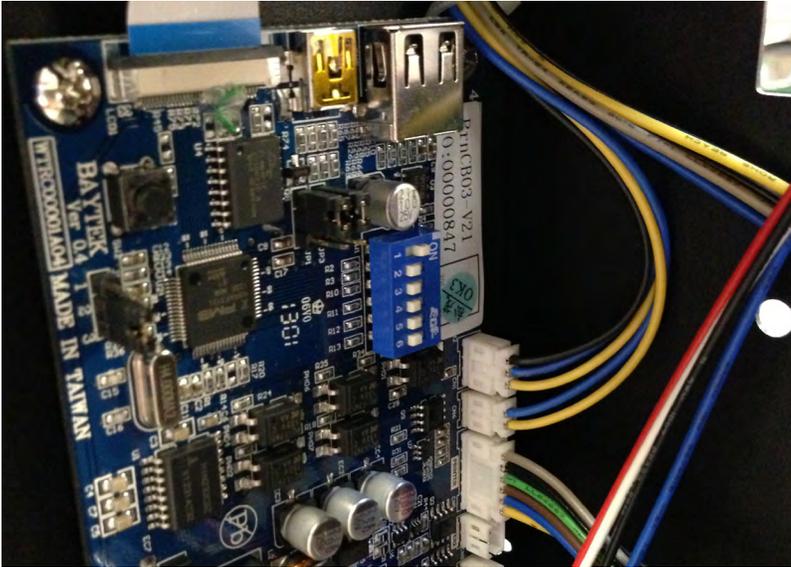
SAFETY PRECAUTIONS

 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 strip located inside the 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 heavy games.
 ATTENTION 
Be sure the electrical power matches the game requirements. See the serial number located on the back of the game cabinet. Always plug into a grounded circuit. If the supply cord is damaged, it must be replaced by an approved cord or assembly provided by the manufacturer.
 IN CASE OF EMERGENCY 
UNPLUG THE POWER CORD. The power cord must be accesible at all times in case of an emergency.

DIP SWITCH SETTINGS

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

*factory default settings are highlighted below



SWITCH	DESCRIPTION	ON	OFF
1	CONTINUOUS/SINGLE MODE		
2	PRINT REGISTRATION CODE		
3			
4	DISABLE TICKET INPUT 2		
5	TICKET COUNT SPEED ADJUST*	SEE CHART	
6	TICKET COUNT SPEED ADJUST*	SEE CHART	

* TICKET SPEED	DIP 5		DIP 6	
	ON	OFF	ON	OFF
2 TICKETS PER SECOND				
4 TICKETS PER SECOND				
6 TICKETS PER SECOND				
8 TICKETS PER SECOND				

Some games require a slower ticket speed to function with Evolve properly, however most games can accommodate the fastest speed of 8 tickets per second. See page 14 for compatibility test results.

INSTALLATION GUIDE

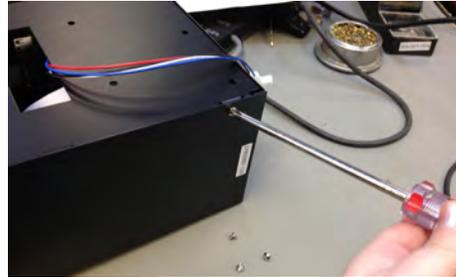
NOTICE:

ALWAYS TEST THE EVOLVE UNIT BEFORE PERMANENTLY ATTACHING IT TO THE GAME.

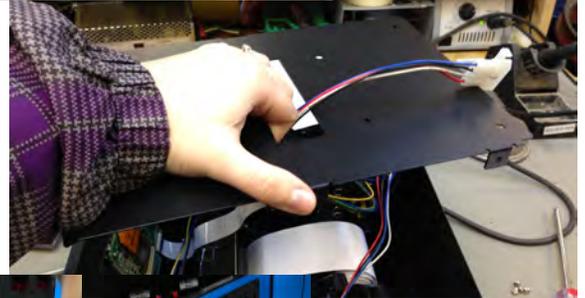
While we have done extensive testing on non-Bay-Tek product, it is impossible for us to have tested every game. Should Evolve not work with a game, please contact our Service First Network for assistance.

MOUNTING:

Remove the 4 screws holding the back plate onto the Evolve box, then slide the back plate out of the grooves.



Place the back plate against the game cabinet in the desired location.



Location varies from game to game, so make sure the Evolve box won't prevent any doors from opening and that it won't become an injury hazard.

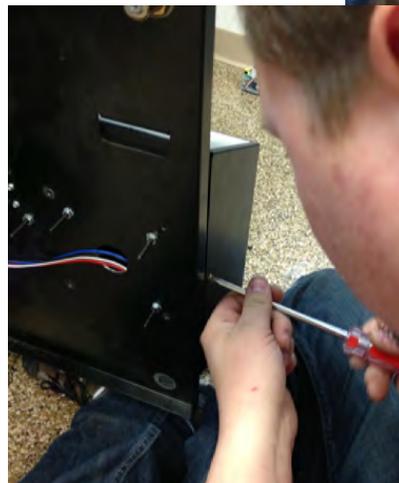


Mark 2-4 of the holes in the back plate onto the cabinet, and drill out with a 3/16" drill bit.

You may also need to make a 1.5" hole for the cables to go through.



Insert the included carriage bolts through the back plate and the cabinet, securing inside the game with washers and lock nuts.



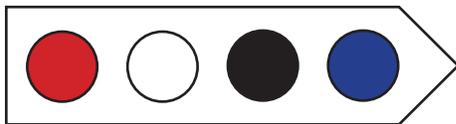
Hang the box onto the back plate and replace the 4 screws to secure them together.

INSTALLATION GUIDE

WIRING:

Open the ticket dispenser door(s) on the game.

Unplug the ticket dispenser(s). The housing should look like this:



If the housing does not look like the above, some cable modifications may be necessary.

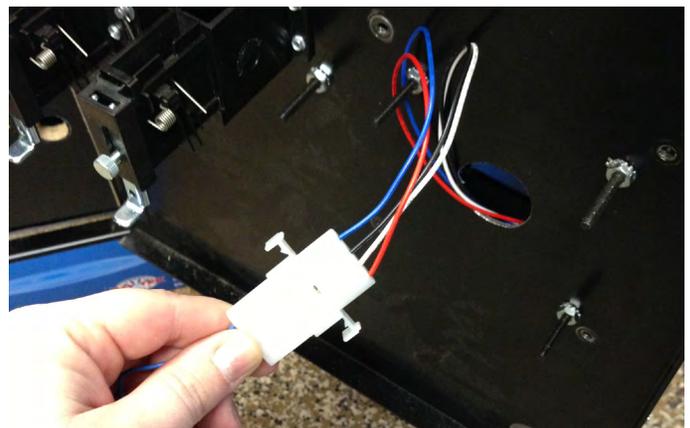
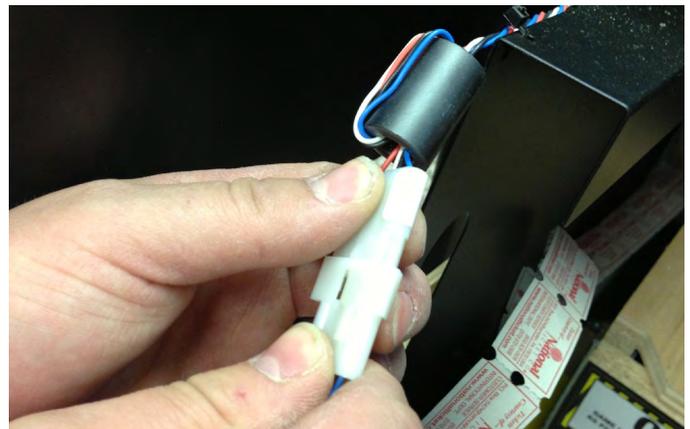
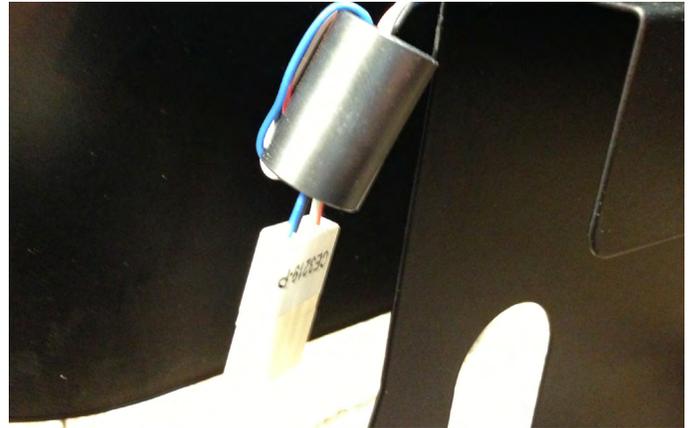
ONE TICKET TRAY:

Open the Evolve box and locate the "Ticket 1" input cable (the one nearest you), and determine if you will need the included 3-foot extension cable. **DIP 4 must be ON.**

Plug the Evolve box into the cable that was previously connected to the ticket dispenser; the ticket signal cable.

TWO TICKET TRAYS:

If there are two ticket dispensers on the game, Evolve should be connected to both of them. Locate the "Ticket 2" input cable, add the extension cable and connect it to the second ticket signal cable from the game. **Turn DIP 4 to OFF.**



HOW TO: LOAD PAPER

Open the door of the Evolve box, and press down on the tabs on either side of the paper roll to remove the old core. Insert the spool holder through a new roll of thermal paper.



Place the holder back in the rest and push down gently until it clicks.



Feed the trimmed end of the paper through the printer as shown.



The paper should automatically feed into position, cut and print the Evolve logo. If not, try loading the paper again.



HOW TO: CLEAR PAPER JAMS

Open the door of the Evolve box, and press down on the tab on the top of the print head.



Turn the lever to open the print head, exposing the rollers.



Gently remove any jammed paper.



Re-load the printer, following the instructions on the previous page.

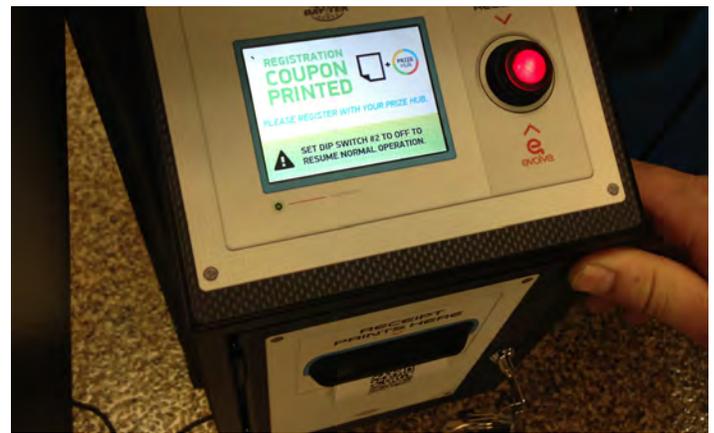
PRINTING REGISTRATION CODES

Each Evolve unit in a game room must be registered to your specific Prize Hub for the coupons to be read.



ON EACH UNIT:

Turn DIP 2 inside the Evolve box to ON.



Press the print button to print a registration code.

Turn DIP 2 back OFF to resume normal function.

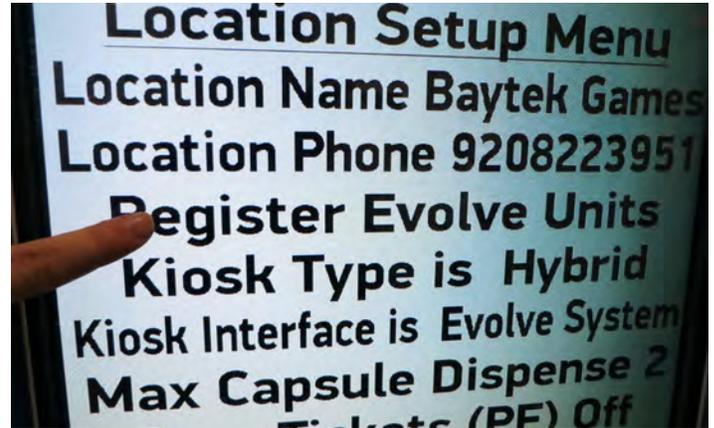


It is recommended to label the registration codes with each game name and keep them together inside the Prize Hub. This will streamline the process if the game needs to be removed from the system or re-registered for any reason.



REGISTER EVOLVE WITH PRIZE HUB

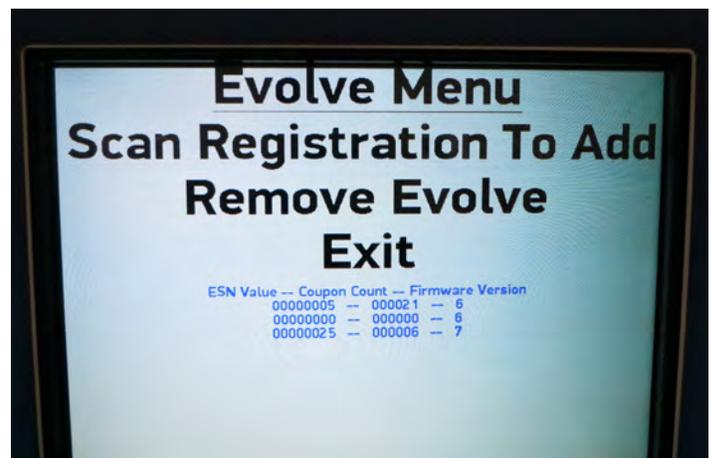
Go into the main menu of the Prize Hub and select REGISTER EVOLVE UNITS.



Scan the registration codes from each game in your game room.



The codes will appear on the screen as they are scanned in.



TO REMOVE EVOLVES:

Select REMOVE EVOLVE, then scan the registration code for the unit you'd like to remove from Prize Hub's database.

COMPATIBILITY TEST RESULTS

Evolve units were tested successfully with the following non-Bay Tek games.

While Evolves were tested with a variety of manufacturers' products, this is not a definitive list.

Bay Tek Games has no control over changes to competitive game technology and cannot account for every circumstance. If you require assistance, please contact our service department.

Manufacturer	Game Name	Manufacturer	Game Name
ICE	Frogger	NAMCO	Jumpin' Jackpot
	Cyclone	Jennison Entertainment	Hollywood Reels
	Wheel of Fortune (light pattern)		Space Ballz
	Wheel of Fortune (video)	Skeeball	Tower of Power
	3-Across Alley Bowler		Spin N' Win
	Deal or No Deal	Coastal Amusements	Monkey Mania
	Doodle Jump		Spin Out
	Ice Age Ice Breakers	Family Fun Company/UNIS	Platinum Heights
	Price is Right Shell Game		Wonder Ball
	Monopoly Arcade (video)		Lucky Streak
	Price is Right Pusher	Andimiro	All Aboard
	Treasure Quest		Acorn Drop
	Rockin' Moon Rally	Bromley	Colorama
Benchmark*	Roll for Gold		Jumbo Jackpot
	Red Hot	LAI	Speed Of Light
	Big Rig Truckin'	Bob's Space Racers	Dog Pounder
	Wheel Deal (original)	SEGA	Sonic Basketball
	Slam A Winner	Adrenaline Amusements	Fruit Ninja**
	Slam A Winner Extreme		
	Pop It For Gold Extreme		

*Benchmark Games' newer products (Monster Drop, Monster Drop Extreme, etc.) include a "smart" ticket system which cannot be bypassed without causing game error.

Evolves do not currently function with these games.

** the Fruit Ninja game tested required the Evolve to be set to 6 tickets per second.

TECHNICAL SUPPORT

Excellent customer service is very important to Bay Tek Games!

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

Electronics / Circuit Boards - Repair Options

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

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

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

Technical Support:

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

Returns, Credits, & Fees:

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

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

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

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

WARRANTY

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

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

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

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

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

 **ATTENTION** 

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

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

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.