SWISH

PLACE SERIAL NUMBER LABEL HERE

BAY TEK GAMES

passion in ★ fun out

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WELCOME TO: Swish™

Congratulations on your Swish™ purchase!

Newly redesigned and ready to slam dunk, Swish™ makes a great addition to any gameroom. With cool, modern graphics and classic game play, this mini basketball free throw machine is sure to make the winning shot!

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

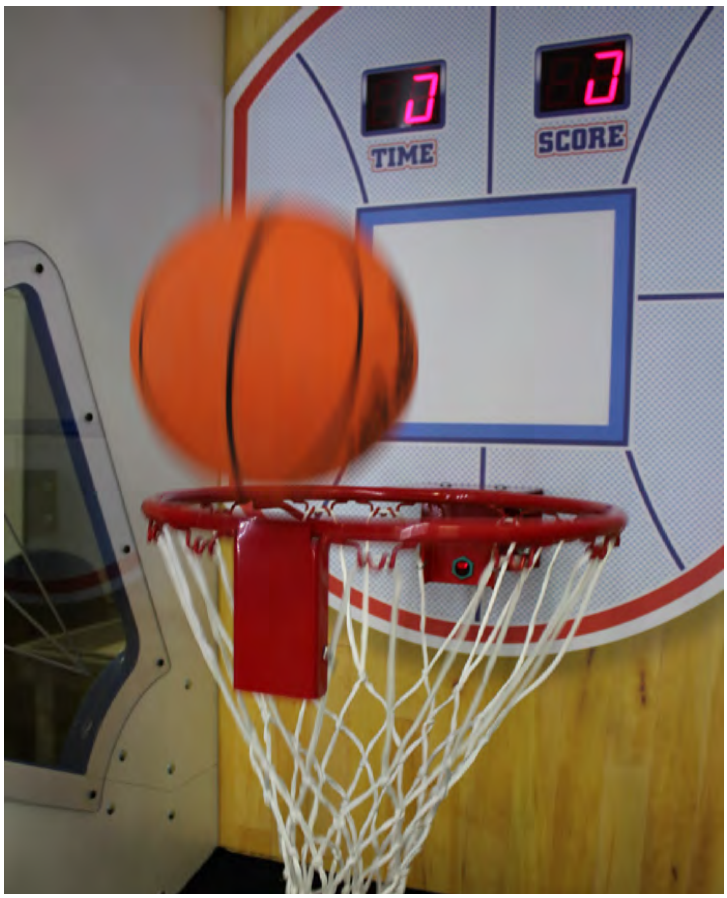
GAME INSPECTION

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

Coin up and hit the start button to release the basketballs.

Shoot as many hoops as you can in the time allotted! Hurry! In the last 10 seconds, baskets are worth 3 points!



Grab your tickets and play again!

GAME SPECIFICATIONS

WEIGHT	
SHIP WEIGHT	350 LBS
DIMENSIONS	
WIDTH	32”
DEPTH	67.25”
HEIGHT	77.58”
OPERATING TEMPERATURE	
FAHRENHEIT	80-100
CELSIUS	26.7-37.8

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

MAX START UP CURRENT	OPERATING CURRENT
1.5 AMPS @ 115 VAC	0.7 AMPS @ 115 VAC
0.75 AMPS @ 230 VAC	.35 AMPS @ 230 VAC

SAFETY PRECAUTIONS

DANGER

DO NOT perform repairs or maintenance on this game with the power ON. Unplug the unit from the wall outlet or shut off the power strip located inside the cabinet.

WARNING

Use of flammable subtances can cause sever 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 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.

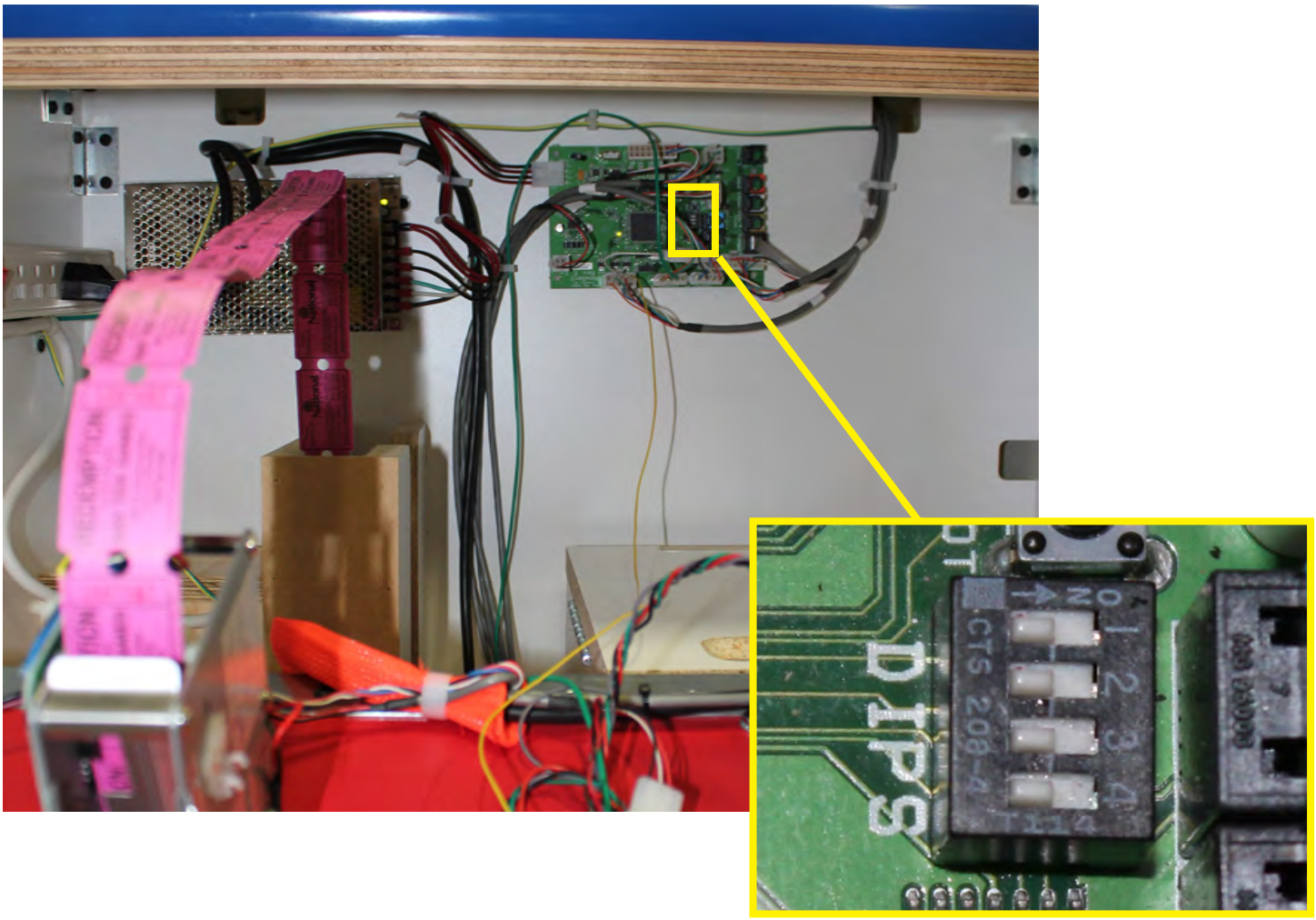
IN CASE OF EMERGENCY

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 game.

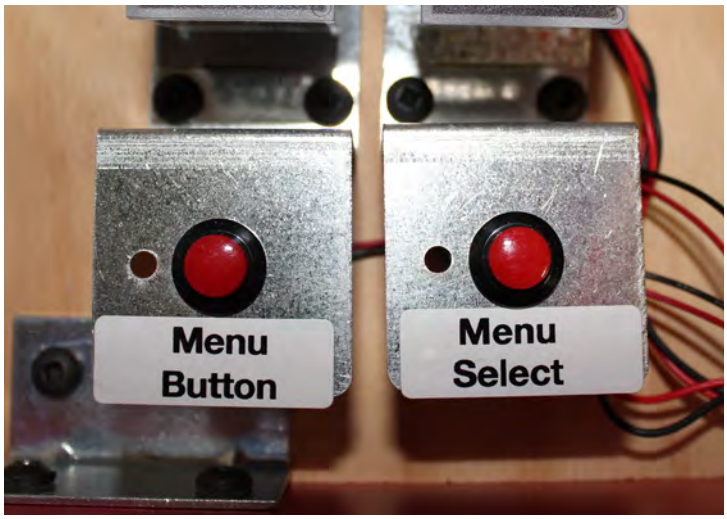
*factory default settings are highlighted below



SWITCH	DESCRIPTION	OFF	ON
1	not used		
2	Jersey: Stored Coin/DBA lockout & Tickets/Credits owed		
3	not used		
4	not used		

MAIN MENU FUNCTIONS

1. Press the "MENU" button and hold for 3 seconds to enter the menu
2. Scroll through the options with the "SELECT" button
3. Make your selection with the "MENU" button and scroll through each sub-menu's options
4. Press the "SELECT" button to make your selection and exit the menu



MENU	DESCRIPTION
N1	Coins / Credits per Play
N2	Game Volume
N3	Attract Volume
N4	Attract Timing
N5	Ticket Pattern
N6	Mercy Tickets
N7	Divide by Two Ticket Dispense
N8	Fixed Ticket Payout
N9	Stored Credits / Tickets Owed
N10	Game Time
N11	Statistics
N12	Reset Statistics
N13	Diagnostics
N14	Ball Gate Mech Test
N15	Restore Factory Settings

CLEAR CREDITS/ TICKETS OWED

Press and hold both buttons together for one second until the display shows the software version number.

N1- COINS/CREDITS PER PLAY

Scroll through the N1 menu with the “MENU” button.
Make your selection with the “SELECT” button.
The factory settings are highlighted below.

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

N2- GAME VOLUME

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

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

N3- ATTRACT VOLUME

Scroll through the N3 menu with the “MENU” button.
Make your selection with the “SELECT” button.
The factory settings are highlighted below.

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

N4- ATTRACT TIMING

Scroll through the N4 menu with the “MENU” button.
Make your selection with the “SELECT” button.
The factory settings are highlighted below.

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

30 sec	**1 min**	**5 min**	**10 min**	**15 min**	**0 (off)**

N5- TICKET PATTERNS

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

TICKET PATTERN	POINTS									
	0-2	3-5	6-8	9-12	13-17	18-23	24-30	31-37	38-44	45-99
	TICKETS									
0	no tickets									
1	0	0	1	1	2	2	3	3	4	5
2	0	1	1	2	3	4	5	6	7	8
3	1	1	2	2	3	3	4	4	5	6
4	1	1	2	2	3	4	5	6	7	8
5	1	2	3	4	5	6	7	8	9	10
6	3	3	4	4	5	5	6	6	7	7
7	2	2	4	4	6	8	10	12	14	16
8	2	4	6	8	10	12	14	16	18	20

N6- MERCY TICKETS

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

0	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**

When enabled, mercy tickets are awarded when zero points are scored.

N7- DIVIDE BY TWO TICKET DISPENSE

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

This setting will halve the number of tickets dispensed, in the case that 1 physical ticket is worth 2 in your location.
This setting truncates the value, so a score of 5 tickets will yield 2 physical tickets (5/2=2).

1 (ON)	**0** (OFF)

N8- FIXED TICKET PAYOUT (JERSEY)

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

This setting will make the game dispense the selected number of tickets no matter the player’s score.
If not set to 0 (off), this setting overrides N5 and N6.

0	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**11**	**12**	**13**	**14**	**15**

N9- STORED CREDITS/ TICKETS OWED

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

This setting will cause the game to “remember” stored credits and tickets owed in the case of a power loss or game shutdown.
Setting DIP 2 to ON will override this function.

1 (ON)	**0 (OFF)**

N10- GAME TIME

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

SECONDS				
30	**45**	**60**	**75**	**90**

N11- GAME STATISTICS

Scroll through the N15- menu with the “MENU” button.
Make your selection with the “SELECT” button.
The factory settings are highlighted below.

The game statistics will scroll through on the display in numerical order.

S1	TOTAL GAMES PLAYED
S2	TOTAL TICKETS DISPENSED
S3	AVERAGE TICKETS PER GAME
S4	SCORING BUCKET 1
S5	SCORING BUCKET 2
S6	SCORING BUCKET 3
S7	SCORING BUCKET 4
S8	SCORING BUCKET 5
S9	SCORING BUCKET 6
S10	SCORING BUCKET 7
S11	SCORING BUCKET 8
S12	SCORING BUCKET 9
S13	SCORING BUCKET 10

N12- RESET STATISTICS

Press and hold the “SELECT” button until the display reads “CL”.

All statistics in N15 will be reset back to 0.

N13- DIAGNOSTICS

The diagnostics mode will help you troubleshoot problems and allow you to determine if all inputs are working correctly.
The display will show "-" when no inputs or switches are activated.
Once one or more inputs are activated, their symbols alternate on the display (see the chart below).

Scoring Sensor (hoop)	**1**
*Ball Gate Open	**b**
*Ball Gate Closed	**r**
Tickets Low	**Lo (closed) "." (open)**
Game Start Button	**o**
Coin Switch	**C**

*Note: both Gate Open and Gate Closed sensors are **closed** when gate is closed.

N14- BALL GATE MECH TEST

While in the Ball Gate Test mode, pressing the SELECT button turns the motor to the next location.
The current gate position is shown on the displays.
The motor will time out if the sensor is not reading movement.

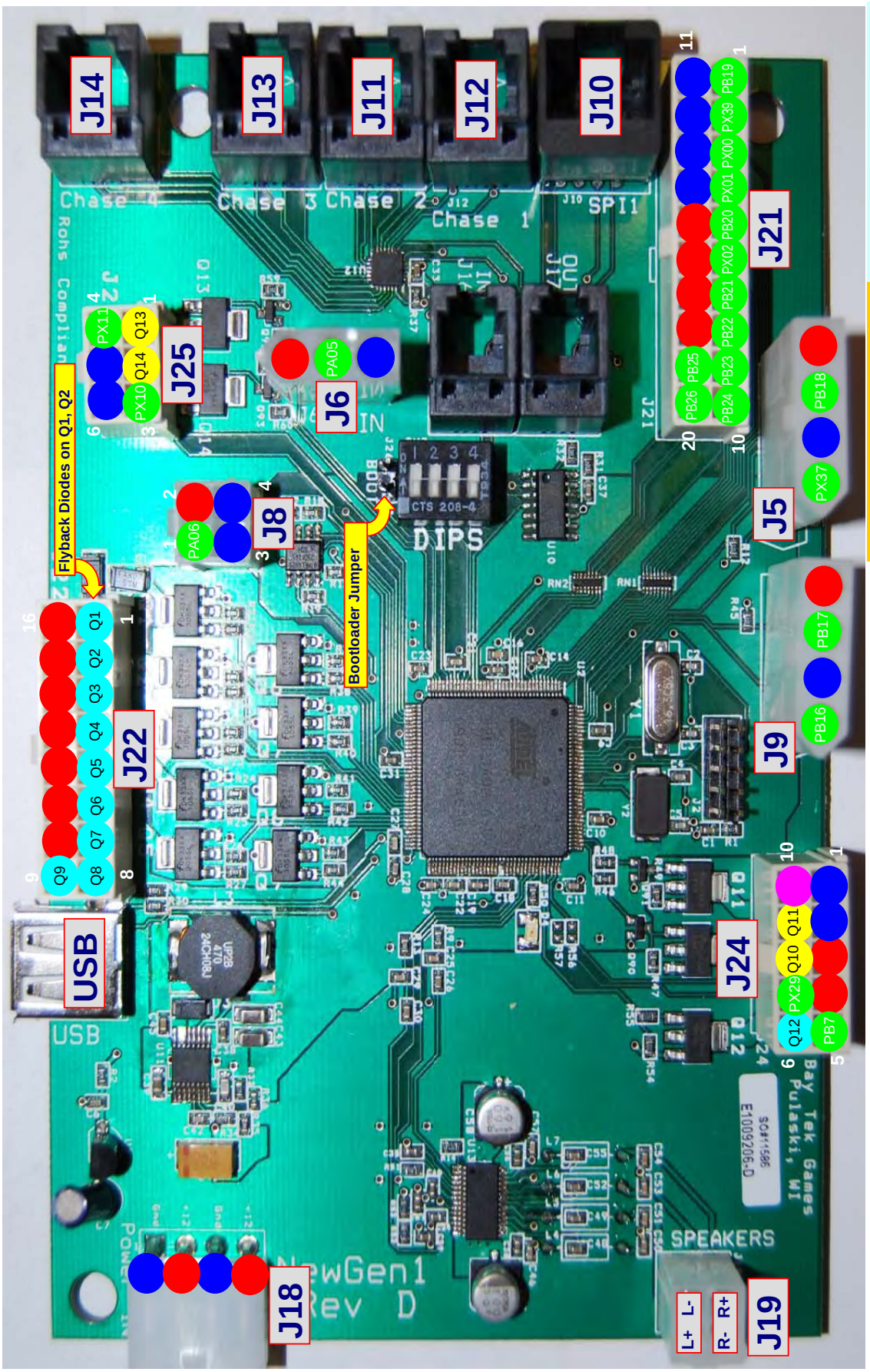
GATE MOTOR POSITION	LEFT DISPLAY	RIGHT DISPLAY	
		X (Gate Open Sensor)	**Y** (Gate Closed Sensor)
Gate is Open	OP	0	1
Gate is Closed	CL	0	0
Gate is Moving		1	1

N15- RESTORE FACTORY SETTINGS

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

All game settings will be restored to their factory defaults, which are highlighted in this manual.

MAINBOARD PINOUT



Chase Lights (J11,J12,J13,J14)

- Pin 1 - Chase Output
- Pin 2 - Chase Output
- Pin 3 - +12V
- Pin 4 - Chase Output
- Pin 5 - Chase Output
- Pin 6 - +12V

SPI Out - Display - (J10)

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

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

SWISH IO for GEN1 REV D, E & E2

BayTek Swish NEWGEN1 Hardware Pinout

Pin Type	Purpose	Ref	Pin #
LOWSIDE #1,w diode	Mechanical Count #1 Game	J22	1
LOWSIDE #2, w diode	Mechanical Count #2 Ticket	J22	2
LOWSIDE #3		J22	3
LOWSIDE #4		J22	4
LOWSIDE #5		J22	5
LOWSIDE #6		J22	6
LOWSIDE #7		J22	7
LOWSIDE #8		J22	8
LOWSIDE #9		J22	9
+12 Volts	Mechanical Count #1 Game +12V	J22	10
+12 Volts	Mechanical Count #2 Ticket +12V	J22	11
+12 Volts		J22	12
+12 Volts	Strip Light - Top Lights, +12V	J22	13
+12 Volts	Strip Light - Side Lights, +12V	J22	14
+12 Volts		J22	15
+12 Volts		J22	16

* = Attract Mode Lights TBD

HIGHSIDE #13		J25	1
HIGHSIDE #14		J25	2
PX10	Service Button #1	J25	3
PX11	Service Button #2	J25	4
Ground		J25	5
Ground	Ground for Service Buttons	J25	6

+12 Volts	Coin Door Power	J6	1
PA05	Coin Input	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	Gate Motor Common/GND	J24	1
Ground	Sensor, Gate Motor	J24	2
+12 Volts		J24	3
+12 Volts	Sensor, Gate Motor +12V	J24	4
PB7	Sensor, Gate Motor Input UP	J24	5
LOWSIDE #12		J24	6
PX29	Sensor, Gate Motor Input DOWN	J24	7
HIGHSIDE #10	Start Push Button Light +12V	J24	8
HIGHSIDE #11	Gate Motor Driver	J24	9
3.3V		J24	10

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

PB16	Low Ticket Switch	J9	1
Ground	Ground for Low Ticket Switch	J9	2
PB17	Jersey Coin Lockout (Not Used?)	J9	3
+12 Volts		J9	4

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

MAINBOARD PINOUT GUIDE

SWISH IO for GEN1 REV D, E & E2

PB19	Hoop Sensor	J21	1
PX39		J21	2
PX00		J21	3
PX01		J21	4
PB20		J21	5
PX02		J21	6
PB21		J21	7
PB22		J21	8
PB23		J21	9
PB24		J21	10
Ground	Start Push Button Light	J21	11
Ground	Hoop Sensor Ground	J21	12
Ground		J21	13
Ground		J21	14
+12 Volts		J21	15
+12 Volts	Hoop Sensor +12V	J21	16
+12 Volts		J21	17
+12 Volts		J21	18
PB25		J21	19
PB26	Start Push Button Input	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

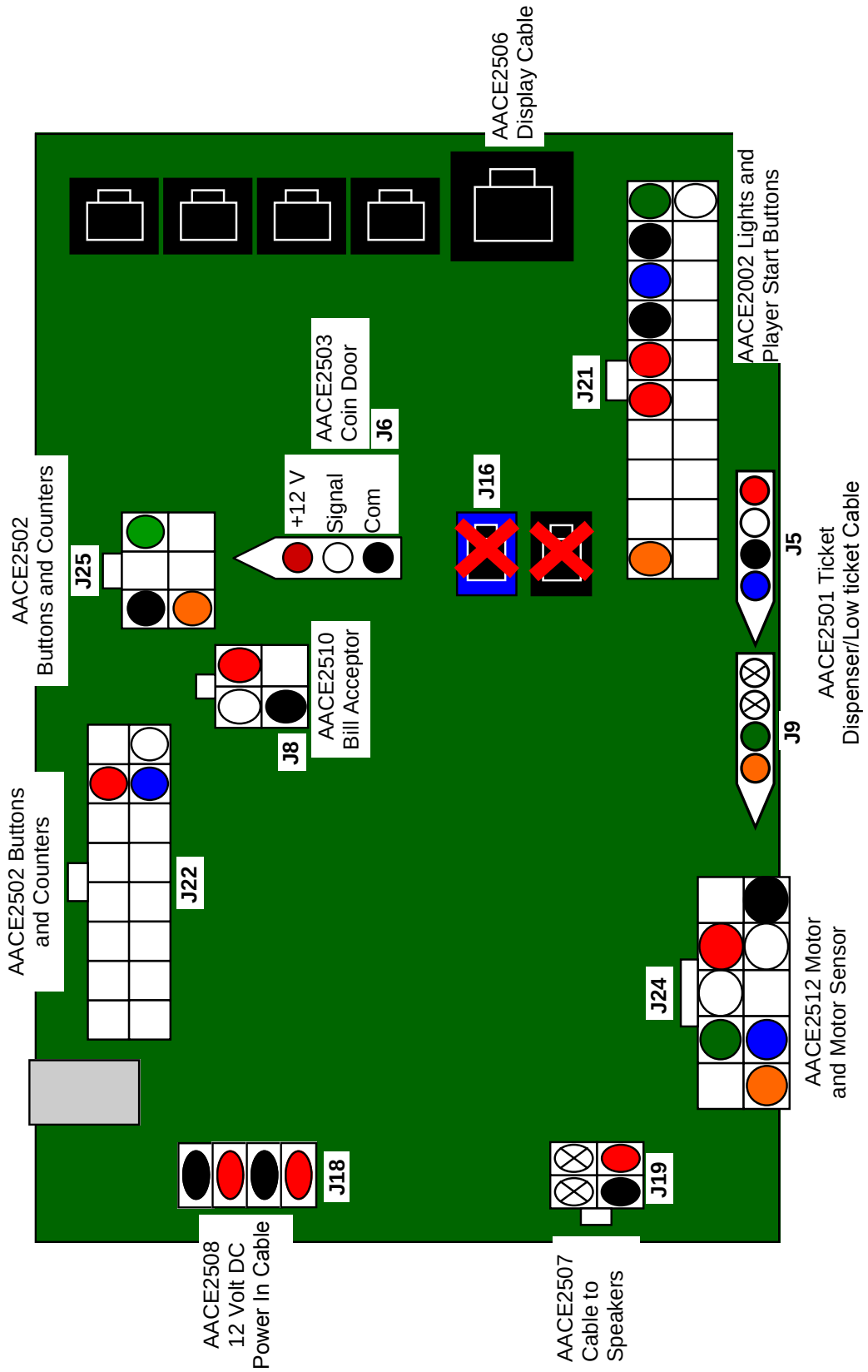
Driver 5		J11	1
Driver 6		J11	2
+12 Volts		J11	3
Driver 7		J11	4
Driver 8		J11	5
+12 Volts		J11	6

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

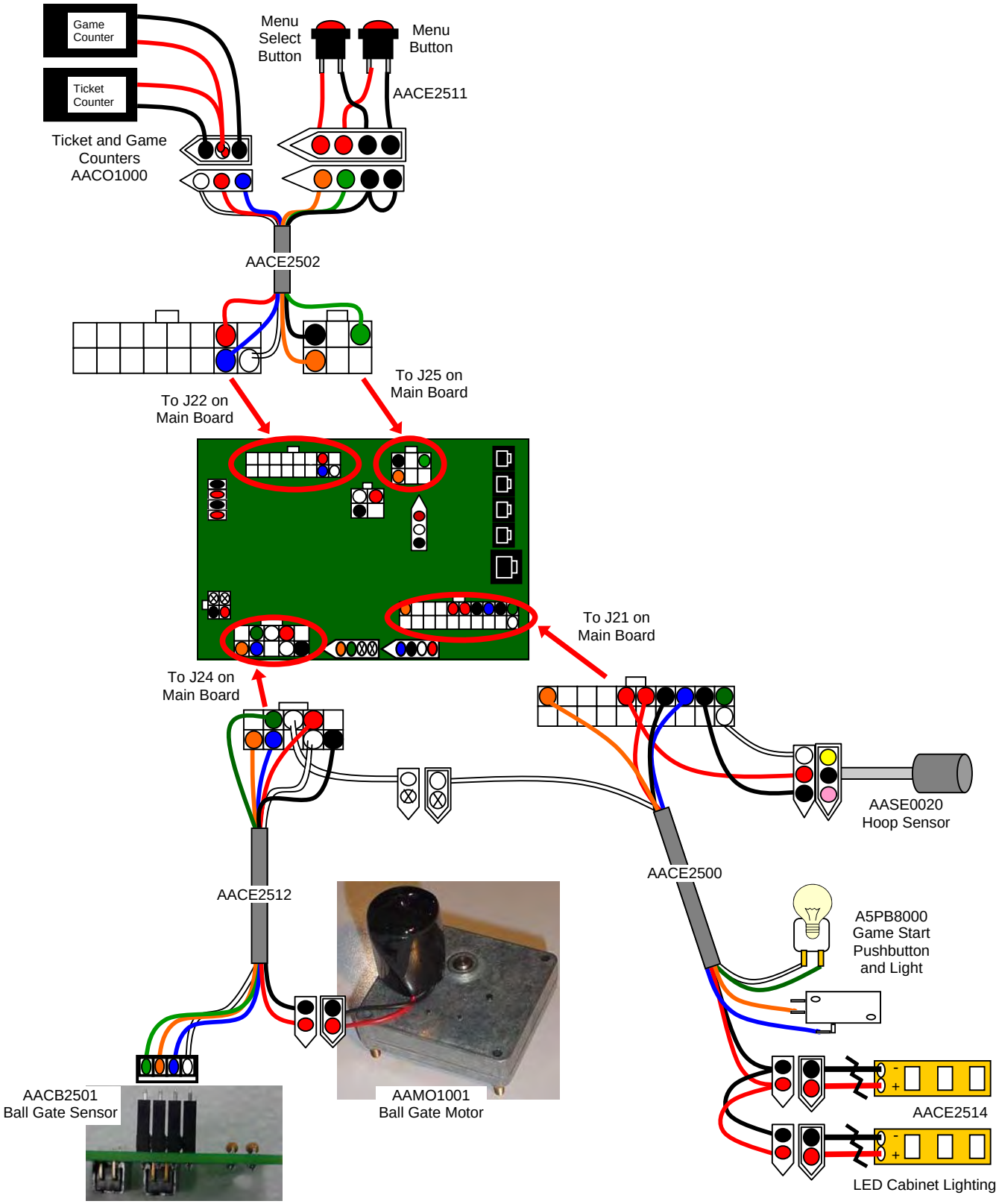
MAIN BOARD PINOUT

A5NEWGEN1



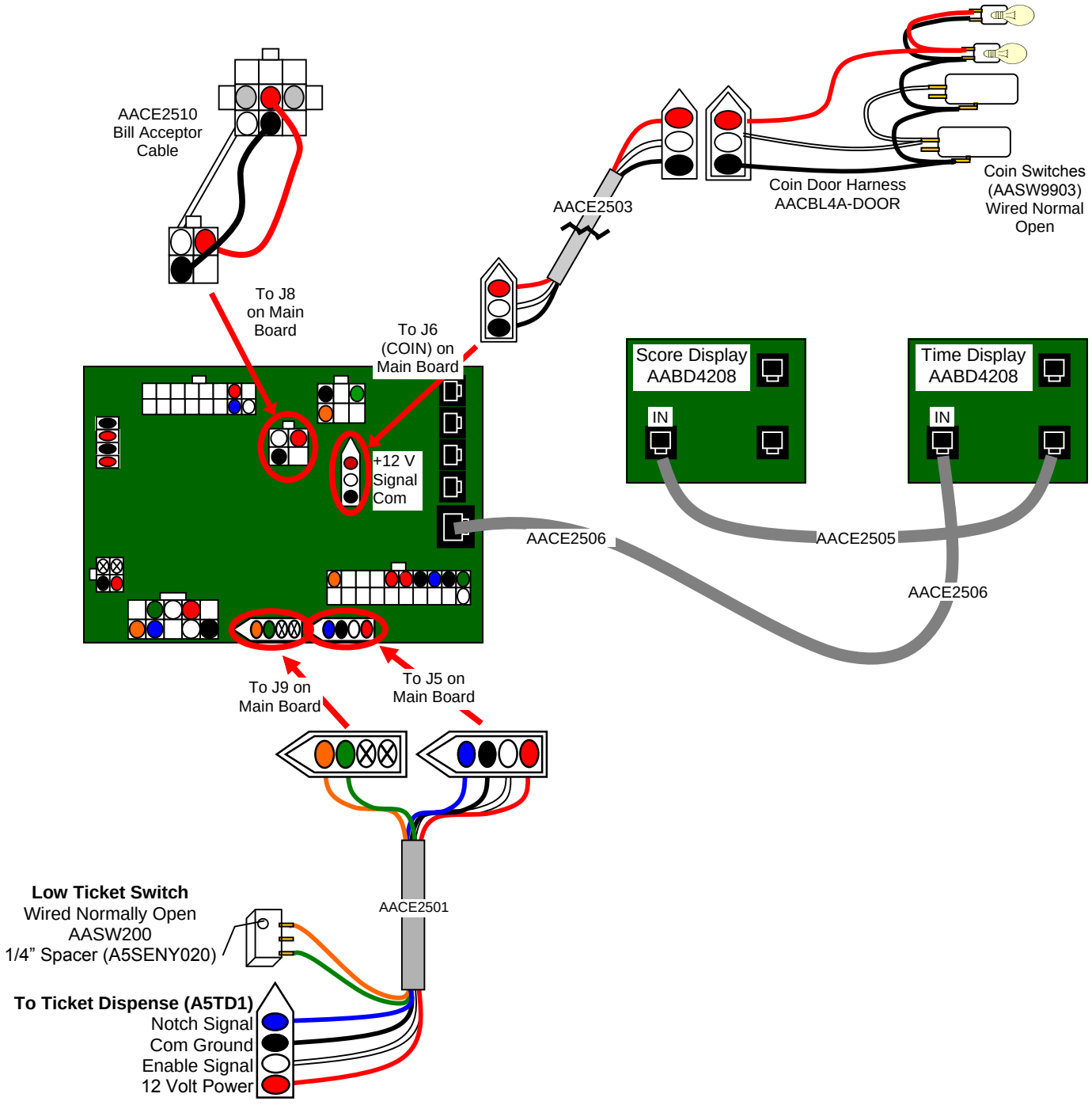
WIRING DIAGRAMS

MENU BUTTONS, COUNTERS, START SWITCH, LED'S BALL SENSOR, GATE MOTOR & SENSOR



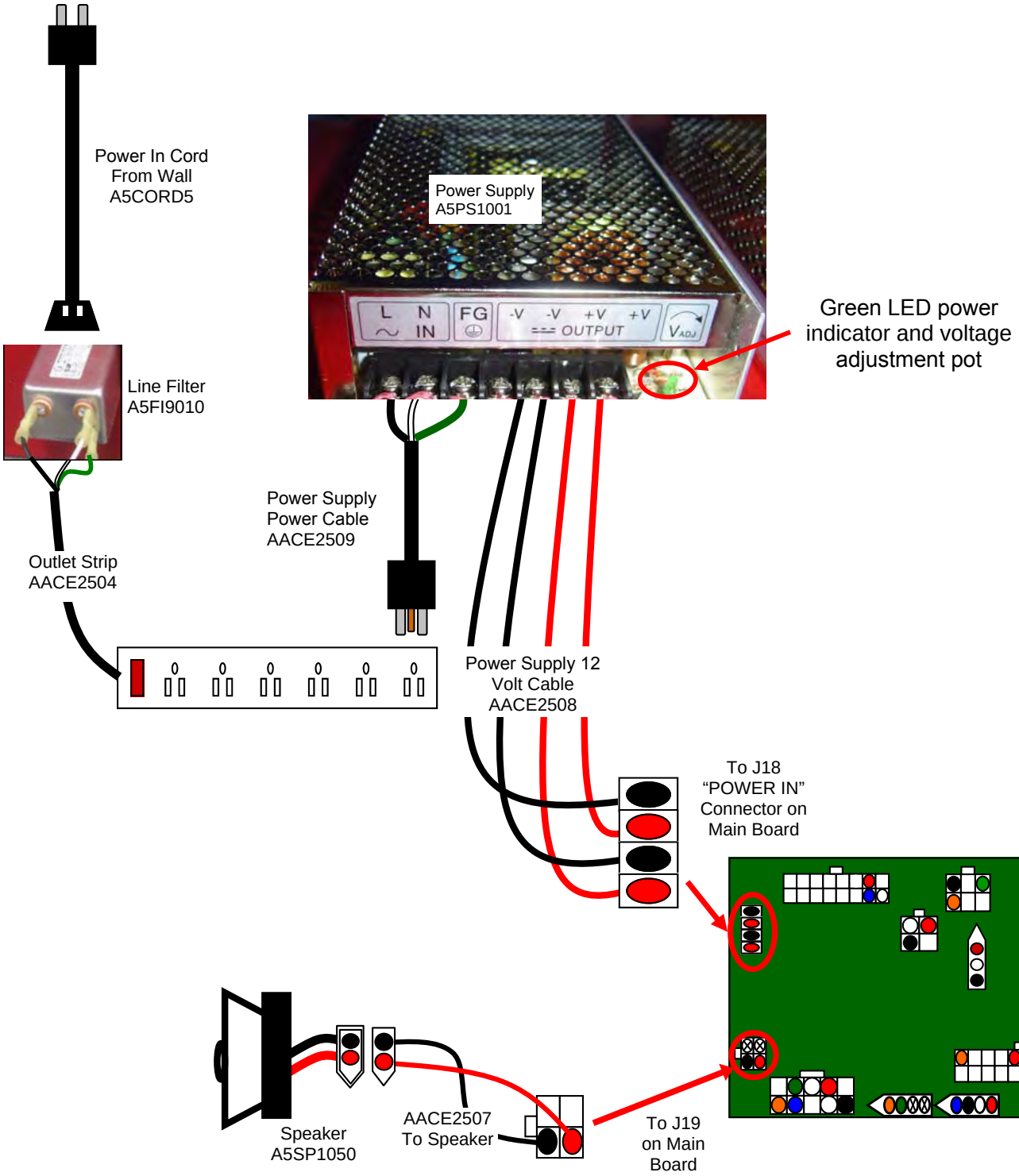
WIRING DIAGRAMS

COIN DOOR, DBA, TICKET DISPENSER, DISPLAY



WIRING DIAGRAMS

POWER IN & SPEAKER



TROUBLESHOOTING 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.

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.
Bill Acceptor on. **But everything else off.** **(Power Supply not ON)**	Power supply unplugged. Power supply shutting down because of 12 V overload. Faulty power supply.	Insure unit is plugged into power strip and red rocker switch is light up. 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. (AACE2510) 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 of the back of the unit.
No Sound	Volume set to zero in menu. Disconnected, loose or broken wires. Faulty speaker.	Increase the volume by entering menu. Press and hold red menu button down to enter menu. Enter N2 in menu for game volume. Enter N3 in menu for attract volume. Check connections and reseat J19 on main board. Cable # AACE2507 Replace speaker. AACE8811

TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
Game not coining up.	Ensure game makes sound when coin switch is triggered.	Check coin switches—both should be wired normally open. If one switch is "closed" the other will not work. Check wiring to main board. Cable AACBL4A-DOOR, AACE2503
Game does not start.	Game set to large amount of credits per game.	Enter N1 mode in menu to set credits per game.
	Start Pushbutton Faulty.	Inspect pushbutton, clean, and check wires for continuity. (AACE2500) back to main board.
Cabinet Lighting not functioning properly.	Led's in top of cabinet plug into J21 of main board.	Inspect cable and sockets. Replace cable if needed. AACE2500, AACE2514
Tickets do not dispense or Wrong amount dispensed.	Incorrect menu settings.	Press and hold red menu button down to enter menu. Enter N5 in menu for Ticket Patterns - see if your game matches any of patterns in manual. Change to ticket pattern which matches your decal Enter N6 in menu to enable or disable mercy tickets. Enter N7 to make sure "Divide by 2" is off. Enter N8 to make sure "Fixed Ticket Payout" is off.
If notch signal is not seen, game will stop trying until power reset.	Opto Sensor on ticket dispenser dirty.	Blow dust from sensor and clean with isopropyl alcohol. Cycle game power and try again.
	Faulty ticket dispenser.	Replace with working dispenser to isolate the problem.
	Notch on tickets cut too shallow.	Flip tickets and load upside-down to have large cut notch toward opto sensor.
	Faulty cable.	Check cables AACE2501 from ticket dispenser to J9 on main board.
	Faulty Main Board.	Replace main board. (A5NEWGEN1)
	Game is scoring too many balls.	Refer to "Game scores too many balls." above.
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. AACE2505, AACE2506
	Previous board in line faulty.	The displays are wired in series—if the output on the 1st board is bad, the 2nd board will not light up. Refer to Display Wiring Diagram.
	Faulty Display Board.	Replace Display Board. AABD4208
Part of a Display is not showing	Segment faulty	Replace display board. Refer to Display Wiring Diagram. (AABD4208)

TROUBLESHOOTING GUIDE

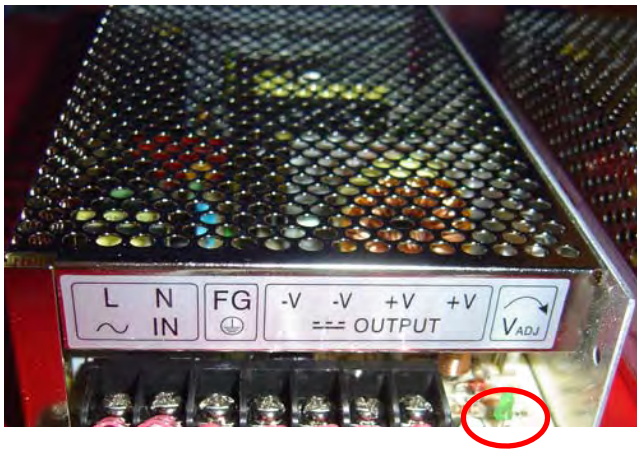
Problem	Probable Cause	Remedy
Meters do not work.	Disconnected, loose or broken wires. Faulty counters. **Game meter will click at start of next game**	Check connections and reseat J22 on main board. Cables # AACE2500 and AACO1000 Replace counters. AACO1000 **Ticket meter will click for every notch the dispenser "sees"**
Display shows "LO"	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. (AACE2501) Switch is wired normally open. Replace switch if needed. AASW200 Replace main board. Part # A5NEWGEN1
Menu buttons do not work.	Stuck pushbutton Cable problem. Faulty pushbutton.	Inspect pushbutton to make sure it is not stuck. Check continuity on connector. Check cable from pushbutton to main board. (AACE2511 & AACE2502) Replace pushbutton. (AACE2511)
Balls do not score.	Hoop is bent down so that sensor and mirror are not in perfect alignment. Hoop Sensor is unplugged or faulty. Faulty Hoop Sensor	Crawl inside game and pull up on hoop's front rim. Hoop should move enough to realign beam. Check cable from sensor to main board. (AASE0020 & AACE2500) Replace sensor. (AASE0020)
Game scores too many balls.	Hoop Sensor is slightly out of alignment. Faulty Hoop Sensor	Crawl inside game and pull up on hoop's front rim. Hoop should move enough to realign beam. Replace sensor. (AASE0020)
Ball gate turns all the time.	Motor should stop when "Home Position" is seen. A shorted motor may damage the main board.	Clean sensor and check for 5 volts dropping to zero when arm is in front of sensor. Replace sensor if needed. Check motor for proper resistance and replace main board if transistors are damaged. (A5NEWGEN1)
Ball Gate does not turn.	Sensor on motor will go to home position at power up. If sensor is not seen, motor will stop and not start until power is cycled. Check 12 Volts at motor on power up. Sensor is faulty.	Check continuity on cables from sensor and motor to main board. (AACE2512) Replace motor if has 12 Volts DC, replace motor. (AAMO1001) Clean sensor and ensure set screw is tight. Replace sensor if needed. (AACB2501)

POWER SUPPLY DIAGNOSTICS

Diagnose Power Supply

Power Supply is located under carpet inside game. Please refer to “How to Access Blower” for information.

Check the small green LED light on the power supply circuit board. If the light is out there is a short somewhere. If the light dims, there is an overload in one of the circuits.



Green LED power indicator and voltage adjustment pot

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

- Green LED Light comes ON.
- Green LED Light remains OFF. → Replace Power Supply.

Turn power OFF. Unplug all outputs from the Main Board. Reconnect the 12 volt output wires to the Power Supply. Turn power ON.

- Green LED Light comes ON.
- Green LED Light remains OFF. → Short in Main Board - Replace.

Turn power OFF. Reconnect the outputs at the Main Circuit Board one at a time. Wait 1 minute between tests to turn power ON.

- Green LED Light remains OFF. → That cable or related component is shorted out. See Jumper Cable Pin-Outs to see which component might be at fault.
- Green LED Light dims. → A related component such as a solenoid is causing an overload. See Jumper Cable Pin-Outs beginning on page 16 to see which component might be at fault.
- Green LED Light comes ON. → That cable is OK.

DOLLAR 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 to 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

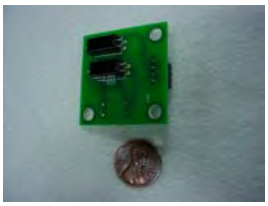
Count the number of flashes on front bezel of Bill Acceptor and follow chart for repair.

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

PARTS LIST

PART #	DESCRIPTION
A5DE2500	Backboard Decal
A5DE2501	Side Seam, Left Decal
A5DE2502	Side Seam, Right Decal
A5DE2503	Control Panel Decal
A5DE2504	Front Door Decal
A5DE2505	Side Bottom Decal
A5DE2506	Window Top Left Decal
A5DE2507	Window Bottom Left Decal
A5DE2508	Window Top Right Decal
A5DE2509	Window Bottom Right Decal
AACB2501	Sensor for Ball Gate
AABD4208	Score/ Time Display (2 per game)
A5NEWGEN1	Main Board
A5TD1	Ticket Dispenser
A5PS1001	Power Supply
A5LK2000	Cash Box Key
A5LK5001	Front Door Key
A5FI9010	Line Filter for AC In
AASW200	Low Ticket Switch
A5CORD	Power In Cord
A5MI2300	Mirror Surface for Hoop Sensor
AAMO1001	Ball Gate Motor
A5PB8000	Start Button

PARTS PICTURES



AACB2501

A5TD1

A5NEWGEN1

A5PS1001

AABD4208

A5LK2000

A5LK5001

A5FI9010

AASW200

A5CORD5

A5MI2300

AAMO1001

A5PB8000

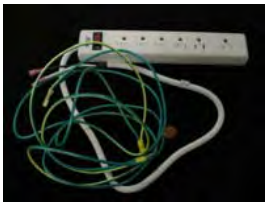
AACBL4A-DOOR

AACE2500

AACE2501

AACE2502

AACE2503

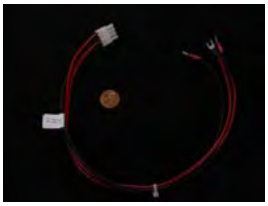


AACE2504

AACE2505

AACE2506

AACE2507



AACE2508

AACE2509

AACE2510

AACE2511

AACE2512

AACE2513

AACE2514

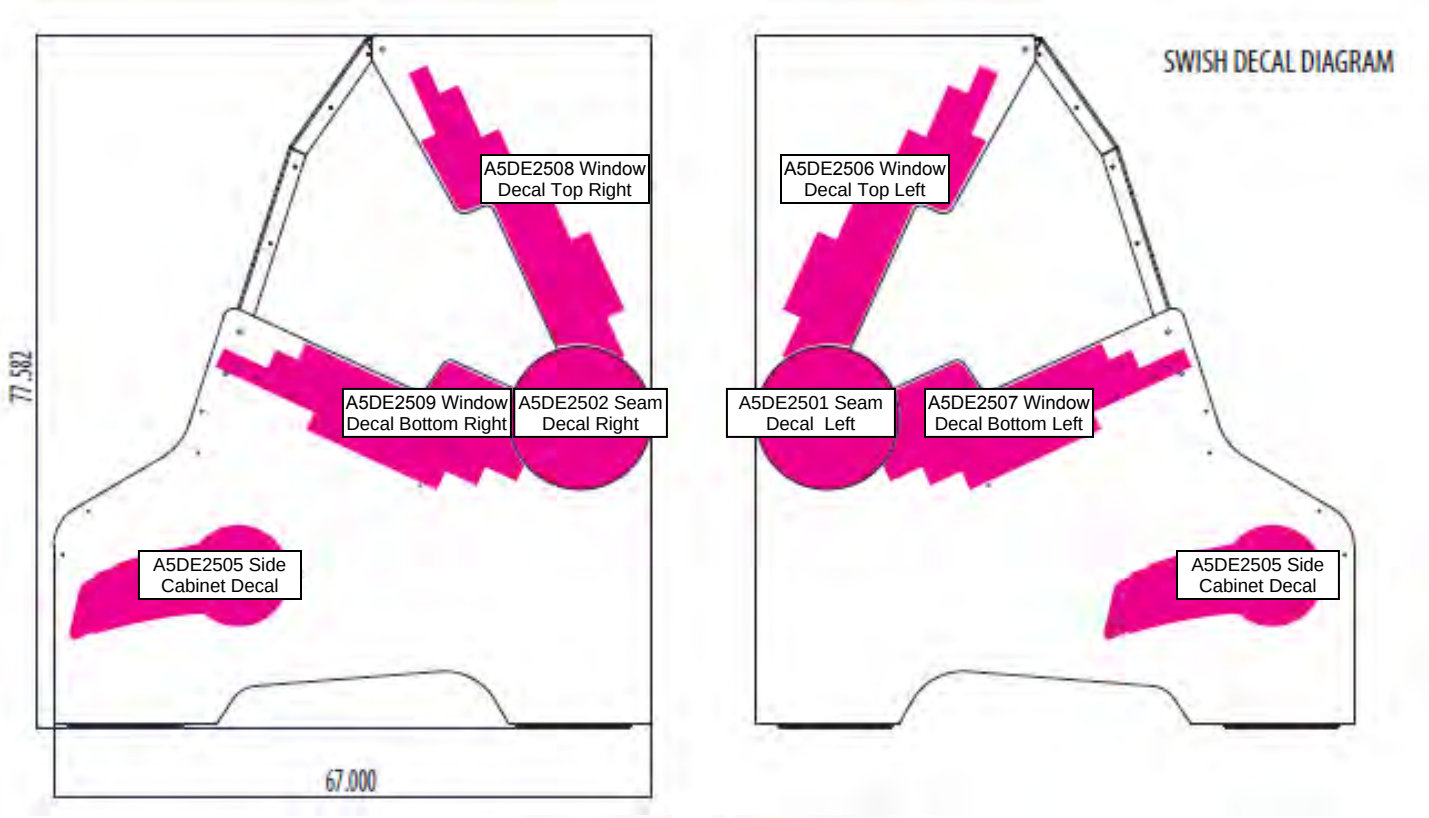
AACO1000

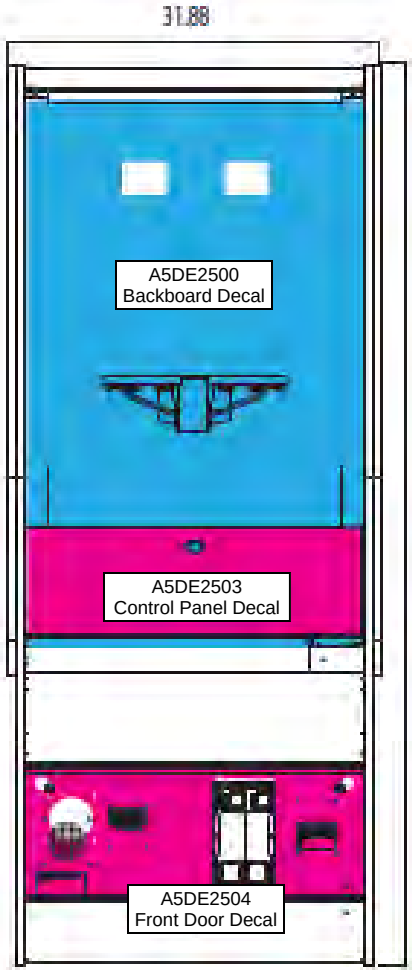
AASE0020

AAPR2700

A5SP1050

DECAL DIAGRAM





MAINTENANCE LOG

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

DATE	MAINTENANCE PERFORMED	PARTS ORDERED	INITIALS

TECHNICAL SUPPORT

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

Electronics / Circuit Boards - Repair Options

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

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

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

Technical Support:

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

Returns, Credits, & Fees:

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

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

Bench Fees - Bench fees will apply for each electronic item returned to Bay Tek Games (this includes unused Advance Replacement items). This charge covers our cost to inspect, evaluate and retest each item. Please note that returned items that do not 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 & 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.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