

Our Vision

We Aspire To Be The Best In The World At
Developing And Manufacturing
Coin Operated Games For Our Customers.



Record this information for future reference:

Serial Number:

(Located inside any of the player station door.)

Date of installation:

Installed by:

Service: 920.822.3951 EXT. 1102

Parts: 920.822.3951 EXT. 1107

For 24 hour pricing and ordering please visit us on the web at

www.baytekgames.com



Ticket Troopers

ATTENTION OPERATORS....PLEASE BE ADVISED TICKET TROOPERS GAME

PLAY IS ADDICTIVE AND MAY CAUSE MAXIMUM EXCITEMENT.....OVER

Ticket Troopers is a 3 player quick coin game with an exciting police theme.

The players aim the shooters and insert the coins, aiming for the targets directly across.

The continuously spinning playfield adds excitement as the coin speeds across to the other side.

When a target is hit, the game projects flashing red and blue lights.

If the player hits the center target the siren sounds as the player is awarded the big ticket bonus.

The spinning helicopter draws them in as the fast paced game play keeps them there.



OPERATION AND SET UP

Safety Precautions



CAUTION: Electric Shock Hazard

Do not perform repairs or maintenance on this game with the power ON.

Unplug the unit from the wall outlet or shut off power at the power strip inside the game.



CAUTION: Electric Shock Hazard

Always plug game into grounded circuit.



CAUTION: Use of flammable

substances can cause severe burns or personal injury.

Always use non-flammable solvents for cleaning parts and surfaces. Do not use substances such as gasoline, kerosene, or thinners.

Unpacking, Assembly, and Installation

Inspect the game for any damaged, loose, or missing parts. If damage is found please contact the carrier first. Then contact Bay Tek Games at 920.822.3951 or service@baytekgames.com to order replacement parts.



CAUTION: Lifting Hazard.

Lifting heavy objects can cause back, neck, and other injuries.

Be sure adequate lifting and moving devices are available when unloading, unpacking, and moving this game.

Marquee Installation

Tools required:

7/16 Socket

1. Remove the fully assembled marquee from the inside of the game. Unpackaged it.

2. Place the marquee on top of the cabinet.

3. Plug in marquee cables to the cables coming from the top of the game.

4. Snap excess cabling into the cable clamps.

5. Secure the marquee using the provided silver bolts and lock washers. Line up with the holes in the top of the cabinet.



Set up of Coin Comparators

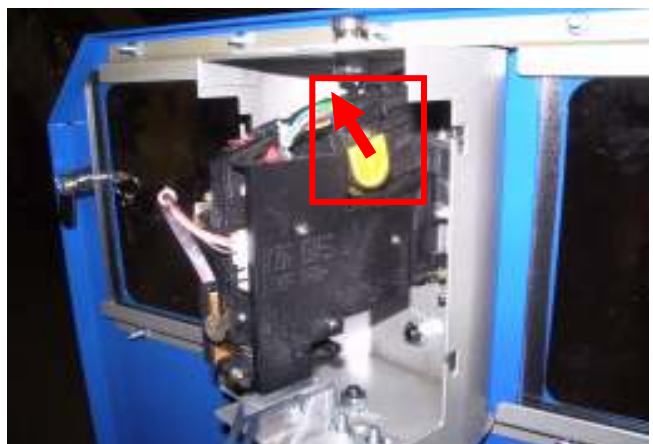
(If equipped)

Tools needed:

None

1. Remove the cover over the coin comparator.

2. Slide the coin holder back and insert one of the coins used in the game room, preferable a new coin:



Game Set Up

Tools Needed:

None

1. Remove the Styrofoam bracing material from the helicopter.
2. Unroll the power cord from the inside of the game and feed it thru the hole in the floor. If your location is equipped with power from the ceiling, the game has pre-drilled holes to allow for an extension cord to be used.
3. Move the game into position and lock all four casters.
4. Plug in and power on.
5. Replace the Bay Tek test ticket with tickets of your own.
6. Roll a few coins thru to ensure the comparators are working properly and that the correct amount of tickets are being paid out.
7. Adjust the volume to suit your location.
To do so go to any player station ticket tray and hold down the red button until "SND" appears on all three of the displays. Then tap the button to select desired volume level, 1-8. Once done hold the button down again to return to play mode.

Programming Section

Programmable Options

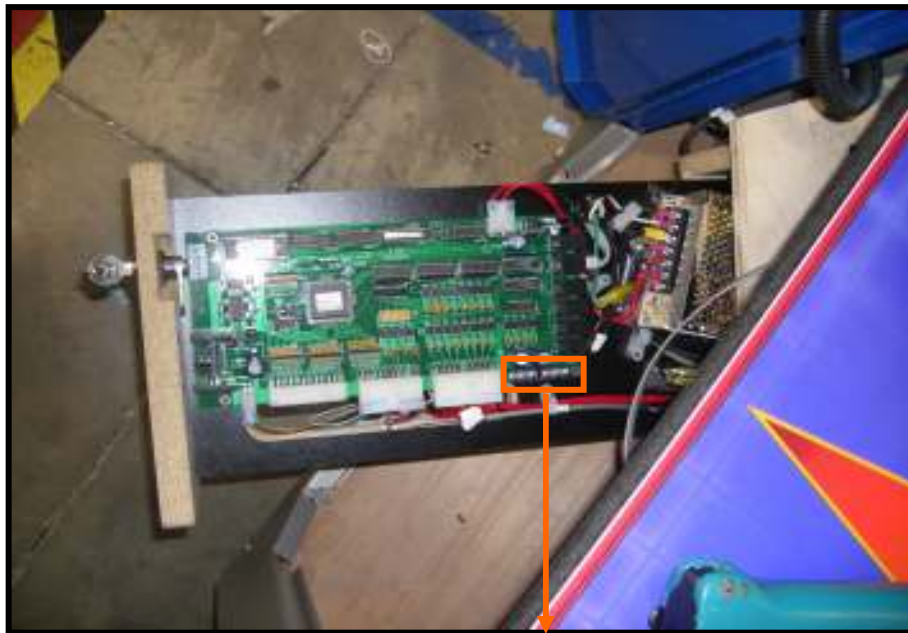
The ticket patterns, attract mode, and more are controlled by two banks of dipswitches located on the main circuit board.

The main circuit board is located in the sliding drawer located in the player 1 location.

Important: Power must be OFF to the game before adjusting the dip switches. Turn OFF the power strip inside the game. Set the desired settings, wait 30 seconds the turn the power ON.

Factory Default Settings

Factory Settings Bank 1								Factory Settings Bank 2							
Dip 1	Dip 2	Dip 3	Dip 4	Dip 5	Dip 6	Dip 7	Dip 8	Dip 1	Dip 2	Dip 3	Dip 4	Dip 5	Dip 6	Dip 7	Dip 8
OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF

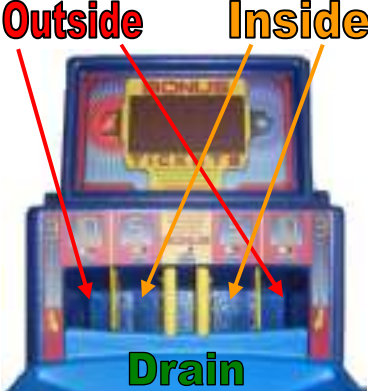


Bank 1 →

← **Bank 2**

Ticket Payout Select - Standard Ticket Patterns

Chart 1	BANK 1 -- DIP 6		
Ticket Payout Select			
<p>Allows you to choose between a standard ticket payout or a fixed ticket payout.</p> <p style="text-align: center;">Standard Pattern: see charts 2-5 Fixed Pattern: see chart 6</p> <p><u>Factory Setting: Standard Ticket Payout</u></p>	OPTIONS	Dip 8	
	Fixed Ticket Payout	on	
	Standard Ticket Payout	OFF	

Chart 2	BANK 2 -- DIP 5 - DIP 6 - DIP 7						
Standard Ticket Patterns							
<div style="text-align: center;">  </div> <p>Once you have chosen the pattern see the charts below to set the bonus ticket number.</p> <p><u>Factory Default Setting:</u> <u>Pattern 1</u></p>	Pattern	Ticket Amount			Dip 5	Dip 6	Dip 7
	1	Outside 10 Tickets	Drain 3 Tickets	Inside 5 Tickets	off	off	off
	2	Outside 10 Tickets	Drain 4 Tickets	Inside 6 Tickets	on	off	off
	3	Outside 5 Tickets	Drain 1 Ticket	Inside 3 Tickets	off	on	off
	4	Outside 3 Tickets	Drain 1 Ticket	Inside 2 Tickets	on	on	off
	5	Outside 6 Tickets	Drain 2 Tickets	Inside 4 Tickets	off	off	on
	6	Outside 15 Tickets	Drain 3 Tickets	Inside 10 Tickets	on	off	on
	7	Outside 10 Tickets	Drain 3 Tickets	Inside 5 Tickets	off	on	on
<p><i>Note: If you choose a different standard pattern, other then the factory default, you will need to contact Bay Tek Games parts department for a new ticket decals for the target assemblies.</i></p>							

Bonus Ticket Select

Chart 3	BANK 1 -- DIP 7 - DIP 8		
	Bonus Ticket Select		
Bonus ticket selection for standard patterns 1, 5, or 6. <u>Factory Setting: 50 Tickets</u>	Bonus Tickets	Dip 7	Dip 8
	25 Tickets	on	on
	50 Tickets	OFF	OFF
	75 Tickets	on	off
	100 Tickets	off	on

Chart 4	BANK 1 -- DIP 7 - DIP 8		
	Bonus Ticket Select		
Bonus ticket selection for standard pattern 2	Bonus Tickets	Dip 7	Dip 8
	30 Tickets	on	on
	50 Tickets	off	off
	80 Tickets	on	off
	100 Tickets	off	on

Chart 5	BANK 1 -- DIP 7 - DIP 8		
	Bonus Ticket Select		
Bonus ticket selection for standard patterns 3 or 4	Bonus Tickets	Dip 7 Position	Dip 8 Position
	10 Tickets	on	on
	20 Tickets	off	off
	30 Tickets	on	off
	50 Tickets	off	on

Chart 6	BANK 1 -- DIP 7 - DIP 8		
	Bonus Ticket Select		
Bonus ticket selection for standard pattern 7.	Bonus Tickets	Dip 7 Position	Dip 8 Position
	100 Tickets	on	on
	150 Tickets	off	off
	250 Tickets	on	off
	200 Tickets	off	on

Fixed Ticket Patterns

Chart 7	BANK 1 -- DIP 1 - DIP 2 - DIP 3 - DIP 4					
Fixed Ticket Patterns						
<p>If you decide to go with the fixed ticket pattern you may choose to set the amount of tickets won.</p> <p>The game will pay out the selected amount when a coin is inserted regardless if a target is hit.</p>	Pattern	Ticket Amount	Dip 1	Dip 2	Dip 3	Dip 4
	1	5 Tickets	off	off	off	off
	2	6 Tickets	on	off	off	off
	3	7 Tickets	off	on	off	off
	4	8 Tickets	on	on	off	off
	5	9 Tickets	off	off	on	off
	6	10 Tickets	on	off	on	off
	7	11 Tickets	off	on	on	off
	8	12 Tickets	on	on	on	off

Mercy Ticket - Attract Mode - Wheel Feedback/Door Cabling - Echo Testing

Chart 8	BANK 2 -- DIP 2 - DIP 3		
	Mercy Ticket		
<p>The game will payout the selected ticket amount for every play regardless if a target is scored.</p> <p><u>Factory Setting: 0 Tickets</u></p>	Mercy Tickets	Dip 2	Dip 3
	0 Tickets	OFF	OFF
	1 Ticket	on	on
	2 Tickets	off	on
	3 Tickets	on	off

Chart 9	Bank 2 -- Dip 8	
	Attract Mode	
<p>The attract mode will activate game lighting and play selected tracks from the audio file every 5 minutes when the game isn't being played.</p> <p><u>Factory Setting: Enabled</u></p>	Options	Dip 8
	Enabled	OFF
	disabled	on

Chart 10	Bank 2 -- Dip 4	
	Wheel Feedback/Door Cabling	
<p>Allows the software to identify certain revisions to the game. This dip should not be used unless otherwise instructed by the Bay Tek service department.</p> <p><u>Factory Setting: Disabled</u></p>	Options	Dip 4
	enabled	on
	Disabled	OFF

Chart 11	Bank 2 -- Dip 1	
	Echo Testing	
<p>This dip should not be used unless otherwise instructed by the Bay Tek service department.</p> <p><u>Factory Setting: Disabled</u></p>	Options	Dip 1
	enabled	on
	Disabled	OFF

Half Ticket Payout - Coin Hopper Equipped

Chart 12	Bank 1 -- Dip 5		
	Half Ticket Payout		
	Allows the game to pay half of the tickets won. It can only be used on standard patterns 2 and 5. Also on fixed ticket patterns where the tickets won can be divided by 2. <u>Factory Setting: Full Tickets</u>	Options	Dip 5
Half Tickets		on	
Full Tickets		OFF	

Chart 13	BANK 1 -- DIP 1 - DIP 2 - DIP 3 - DIP 4				
	Coin Hopper Equipped				
<p>If the Ticket Troopers is coin hopper equipped and uses card readers you can set the number of coins each player receives with every swipe their card.</p> <p>You must also set the dips on each target assembly board, AABD8801.</p>	Coins per Swipe	Dip 1	Dip 2	Dip 3	Dip 4
	1 Coin	off	off	off	off
	2 Coins	on	off	off	off
	3 Coins	off	on	off	off
	4 Coins	on	on	off	off
	5 Coins	off	off	on	off
	6 Coins	on	off	on	off
	7 Coins	off	on	on	off
	8 Coins	on	on	on	off
	9 Coins	off	off	off	on
	10 Coins	on	off	off	on
	11 Coins	off	on	off	on
	12 Coins	on	on	off	on
	13 Coins	off	off	on	on
	14 Coins	on	off	on	on
	15 Coins	off	on	on	on
16 Coins	on	on	on	on	

AABD8801 Target Assembly - Located on the bottom of each target assembly.

Bank 1 -- Dip 1 - DIP 2 - DIP 2				
Player Station Select				
Used to set the target for whichever player station it assigned to. It is set at the factory and should not be changed unless the target is moved or replaced.	Player	Dip 1 Position	Dip 2 Position	Dip 3 Position
	1	on	off	off
	2	off	on	off
	3	off	off	on

Bank 1 -- Dip 4			Bank 1 -- Dip 5		
Coin Hopper Equipped			Player Door Cabling		
If the game is equipped with coin hoppers this dip must be used. Factory default is: No Hoppers	Option	Dip 4 Position	This dip allows earlier software to be upgraded. <i>Use only at the direction of the Bay Tek service department.</i> Factory Default is: Remote	Option	Dip 5 Position
	Hoppers	on		Main	on
	No Hopper	OFF		Remote	OFF

Bank 1 -- Dip 6				
Emitter/Detector Cluster 1				
Control the power for cluster 1 of emitters/detectors. Use only during troubleshooting.	Cluster 1	D32 + D17 D29 + D14 D26 + D11 D23 + D8 D20 + D5 D6 + D3	Options	Dip 6 Position
			Power off	on
			Power On	OFF

Bank 1 -- Dip 7				
Emitter/Detector Cluster 2				
Control the power for cluster 2 of emitters/detectors. Use only during troubleshooting.	Cluster 2	D31 + D16 D28 + D13 D25 + D10 D22 + D7 D19 + D4 D5 + D2	Options	Dip 7 Position
			Power off	on
			Power On	OFF

Bank 1 -- Dip 8				
Emitter/Detector Cluster 4				
Control the power for cluster 3 of emitters/detectors. Use only during troubleshooting.	Cluster 4	D30 + D15 D27 + D12 D24 + D9 D21 + D6 D18 + D3 D4 + D1	Options	Dip 8 Position
			Power off	on
			Power On	OFF

Error Codes

How To Read The Codes

Ticket Troopers is programmed with several error codes to help identify problems with your game. The codes will appear on the target assembly that is affected at power up. Use the pictures below to identify the issue.



The display will flash Err and the error code.

The first number indicates the sensor hole with the issue.



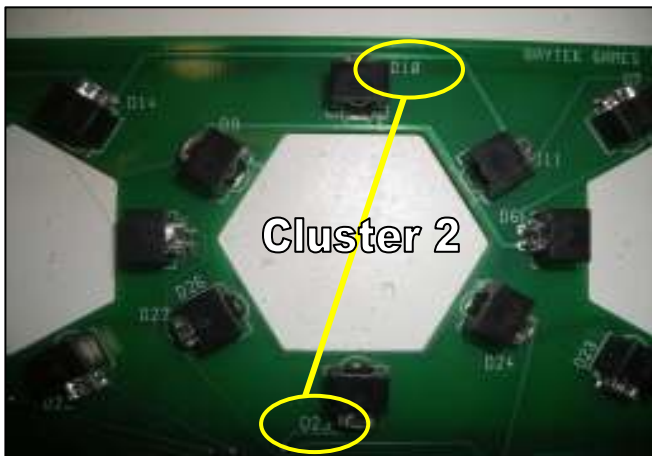
The second number indicates the sensor cluster failing.

Error Codes

Each target hole has a number assigned to it. That number is the first number of the error code.



The second number is the failing cluster. Those numbers are printed right on the AABD8801 and AABD8803 boards.



Emitter/Detector Clusters

Cluster 1	D32+D17 D29+D14 D26+D11 D23+D8 D20+D5 D6+D3
Cluster 2	D31+D16 D28+D13 D25+D10 D22+D7 D19+D4 D5+D2
Cluster 4	D30+D15 D27+D12 D24+D9 D21+D6 D18+D3 D4+D1

If more than one cluster is failing the program will add the numbers together to indicate the failing clusters.

EX. If cluster 1 and cluster 4 are failing the program will show the number 5.

See page 10 for dip assignments.

Sensor Error Code Chart

The following chart will help you find the problem with the sensor clusters.

Error Code	Sensor Hole	Emitter	Detector	Error Code	Sensor Hole	Emitter	Detector
11	1	D17	D32	15	1	D 15,17	D 30,32
12	1	D16	D31	16	1	D 15,16	D 30,31
14	1	D15	D30	17	1	D 15,16,17	D 30,31,32
13	1	D 16,17	D 31,32				
21	2	D14	D29	25	2	D 14,12	D 29,27
22	2	D13	D28	26	2	D 13,12	D 28,27
24	2	D12	D27	27	2	D 13,12,14	D 27,28,29
23	2	D 14,13	D 29,28				
31	3 (BONUS)	D11	D26	35	3 (BONUS)	D 9,11	D 24,26
32	3 (BONUS)	D10	D25	36	3 (BONUS)	D 9,10	D 24,25
34	3 (BONUS)	D9	D24	37	3 (BONUS)	D 9,10,11	D 24,25,26
33	3 (BONUS)	D 11,10	D 26,25				
41	4	D8	D23	45	4	D 8,6	D 23,21
42	4	D7	D22	46	4	D 7,6	D 22,21
44	4	D6	D21	47	4	D 8,7,6	D 23,22,21
43	4	D 8,7	D 23,22				
51	5	D5	D20	55	5	D 5,3	D 20,18
52	5	D4	D19	56	5	D 4,3	D 19,18
54	5	D3	D18	57	5	D 3,4,5	D 18,19,20
53	5	D 5,4	D 20,19				
71	7 (DRAIN)	D3	D6	75	7 (DRAIN)	D 1,3	D 4,6
72	7 (DRAIN)	D2	D5	76	7 (DRAIN)	D 1,2	D 4,5
74	7 (DRAIN)	D1	D4	77	7 (DRAIN)	D 1,2,3	D 4,5,6
73	7 (DRAIN)	D 3,2	D 5,6				
Error Code	Sensor Hole	Emitter	Detector	Error Code	Sensor Hole	Emitter	Detector

The most common reason for a sensor failure is that the emitter and detector pair is slightly out of alignment. Simply adjust the pair to "see" each other better.

If the error still exists you may need to replace the pair.

Contact Bay Tek Games Service at 920.822.3951 Ex. 1102

Other Error Codes

Error Code	Problem	Probable Solution
1	Playfield motor moving too slow or not moving at all	Check the power going to the motor. Replace the motor or sensor.
2	Playfield motor moving too fast.	Check the wiring to the motor sensor. Replace the sensor.
8	No player position selected for the target assembly.	Use the dips on the target assembly to set the player station, see page 10.

Player Station Error Codes

Error Code	Problem	Probable Solution
81	Coin accepter signal stuck ON for Trooper 1.	Check the wiring to the coin comparator. Replace if needed.
82	Coin accepter signal stuck ON for Trooper 2.	Check the wiring to the coin comparator. Replace if needed.
83	Coin accepter signal stuck ON for Trooper 3.	Check the wiring to the coin comparator. Replace if needed.
91	Reset ticket button stuck ON for Trooper 1.	Check the wiring to the button. Replace if needed.
92	Reset ticket button stuck ON for Trooper 2.	Check the wiring to the button. Replace if needed.
93	Reset ticket button stuck ON for Trooper 3.	Check the wiring to the button. Replace if needed.

Preventive Maintenance Section

Maintenance Chart

Use the following maintenance chart as a guide only. Actual maintenance intervals will depend on usage and environmental conditions at the location of the game.

Keep a log of all inspections, even if no problem exists, with date and time of inspection, action taken. A sample Repair Record form is included at the end of this manual.









CAUTION: Use of flammable substances can cause severe burns or personal injury. Always use non-flammable solvents for cleaning parts and surfaces of this game. Do not use flammable substances such as gasoline, kerosene or thinners.



IMPORTANT: Do not use denatured alcohol, lacquer thinner or similar solvents to clean the conveyor belt as they will cause damage to the belt surface.

IMPORTANT: The game should be shut OFF for cleaning and maintenance.

IMPORTANT: Do not use cleaning solvents on game graphics. Use only a mild soap solution and dry with a clean lint free cloth.

Action	Daily	Weekly	Monthly
Fill ticket trays.			
Inspect game for physical damage. Repair as necessary.			
Inspect game lighting and replace lamps as necessary.			
Clean outside surfaces and glass			
Empty cash box.			
Open game and clean playfield and inner surfaces with a clean soft cloth and warm soapy water. <i>Do Not use solvents!</i>			
Test to insure game is working properly.			
Blow ticket dust from ticket dispensers.			

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.	<ul style="list-style-type: none"> a. Unplugged. b. Blown Fuse. c. Circuit breaker tripped. d. Power strip turned off. e. Bad power supply. f. AC in-line filter faulty. 	<ul style="list-style-type: none"> a. Check wall outlet. b. Check transformer fuse (220v applications only - 7 amp fast burn). c. Reset power strip breaker switch or building circuit breaker. Attempt to determine cause. d. Check Power strip – it is located under main board. e. See power supply diagnostic. Replace if faulty. (A5PS1001) f. Replace AC filter. (A5FI9222)
No Audio	<ul style="list-style-type: none"> a. Volume too low. b. Loose wire at control or speaker. c. Main circuit board malfunction. d. Door interface board faulty. 	<ul style="list-style-type: none"> a. Increase the volume at any of the player station doors. b. Check audio cable connections to speaker and main circuit board. Check continuity. c. Replace main board with board from another Gen 5 game if possible to isolate the problem to the main circuit board. d. Replace door interface board with working station board.

Troubleshooting Guide

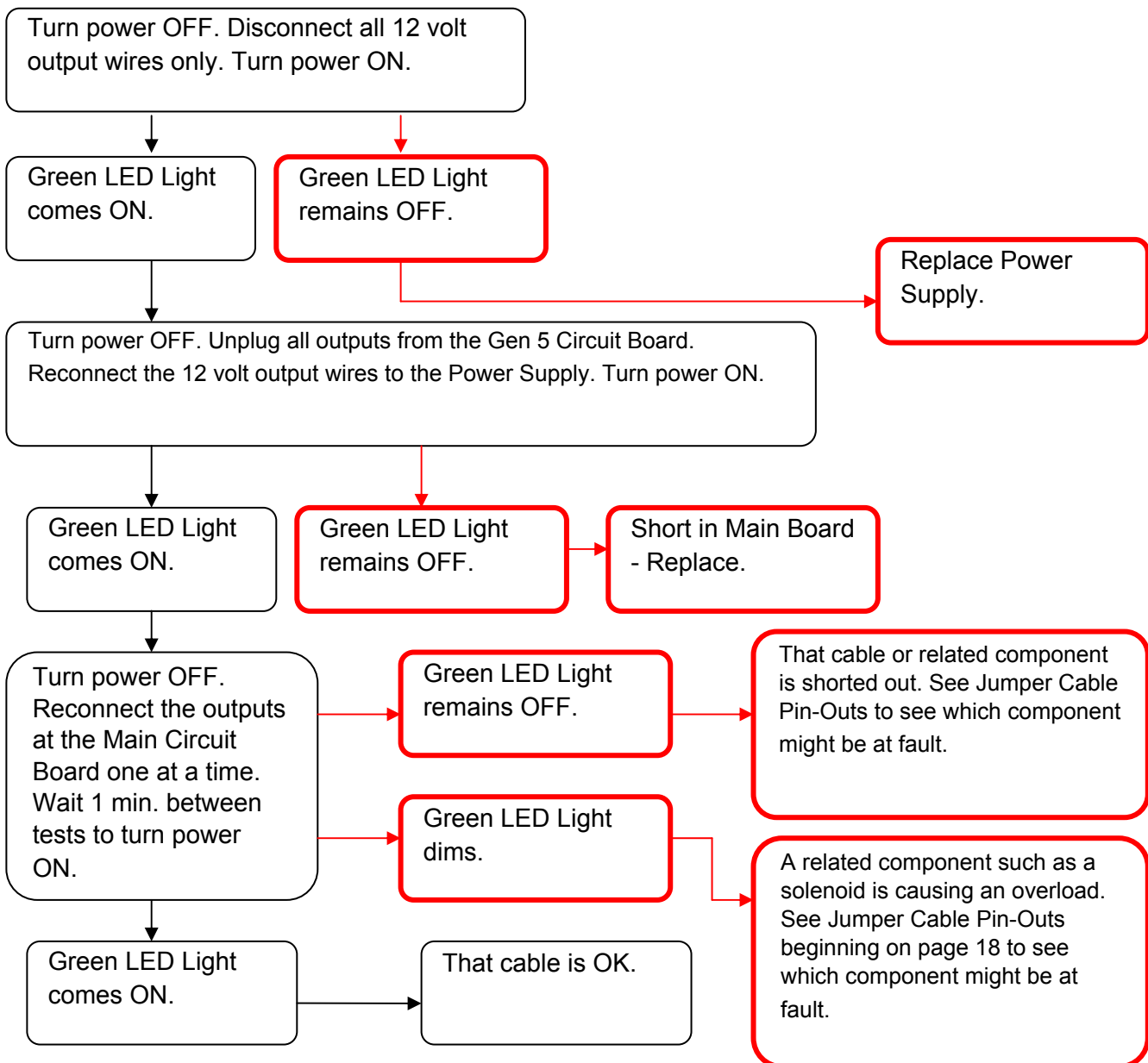
Problem	Probable Cause	Remedy
Lighting not functioning.	<ul style="list-style-type: none"> a. Burned out lamp. b. Wiring damaged or disconnected. c. Lamp socket damaged or disconnected. 	<ul style="list-style-type: none"> a. Replace lamp with 26 Watt mini spiral bulb. (A5LI0001) b. Check and repair wiring. c. Check and repair faulty sockets.
Turntable not turning.	<ul style="list-style-type: none"> a. Toggle power switch is off. b. Does motor turn at power up, then stop? c. Check for 12 Volts DC at motor immediately after power on. d. Main circuit board malfunction. 	<ul style="list-style-type: none"> a. Check position of toggle. It is located inside Door # 2 b. Sensor does not see dull tab on bottom of table. Remove table, check sensor, replace if needed. (AABD5010) c. If 12 Volts is present, replace motor. (AAMO8800) d. Replace main board with board from another Gen 5 game if possible to isolate the problem to the main circuit board.
Helicopter motor does not turn.	<ul style="list-style-type: none"> a. Toggle power switch is off. b. Check for 12 Volts DC at motor immediately after power on. c. Check for plastic gear binding. d. Main circuit board malfunction. 	<ul style="list-style-type: none"> a. Check position of toggle. It is located inside Door # 2 b. If 12 Volts is present, replace motor. (AAMO8801) c. Replace broken or wore gear. d. Replace main board with board from another Gen 5 game if possible to isolate the problem to the main circuit board.

Troubleshooting Guide

Problem	Probable Cause	Remedy
Coin mech is not working.	<ul style="list-style-type: none"> a. Slide which holds coin is faulty. b. Coin speed dipswitch on mech. c. SW 1 dipswitch on mech. d. Faulty coin mech. e. Door interface board faulty. 	<ul style="list-style-type: none"> a. Swap coins in mech. Ensure slide clean and tight against coin. b. Ensure dip on the comparator is set to 100 ms. c. Ensure dip SW1 set to NC (normally closed) d. Replace mech with working unit from different station. e. Replace door interface board with working station board.
Tickets do not dispense.	<ul style="list-style-type: none"> a. Disconnected, loose or broken wires. b. Opto Sensor on ticket dispenser dirty. c. Faulty ticket dispenser. d. Notch on tickets cut too shallow. e. Door interface board faulty. 	<ul style="list-style-type: none"> a. Check connectors. Check for continuity. b. Blow dust from sensor and clean with isopropyl alcohol. c. Replace with working dispenser to isolate the problem. d. Flip tickets and load upside-down to have large cut notch toward opto sensor. e. Replace door interface board with working station board.
Wrong amount of tickets dispensed.	<ul style="list-style-type: none"> a. Incorrect dipswitch settings. b. Game is scoring too soon – before coin reaches sensor board. c. Cycle power off, wait 30 seconds, and power back on - look for error code on display. 	<ul style="list-style-type: none"> a. Check settings on main Gen 5 board. b. Sensor board is bad – Align/clean sensors, replace board.(AABD8801A,AABD8803) c. Refer to Error Codes section in manual.

Troubleshooting Guide

Use the following procedure to check the Power supply for Gen 5 games.
 Check the small green LED light on the power supply circuit board. If the light is out there is a short somewhere. If the light dims, there is an overload in one of the circuits such as a bad motor.



Replacing Motors

Turn Table Motor

Tools Needed:

Medium Phillips Screwdriver
1/2" wrench
7/16" wrench
2mm Allen wrench
5/16" wrench

1. Remove the vacuum form piece from below any player station.
2. Locate the shaft under the turn table and hold it still using the 1/2" wrench.
3. Unscrew the turn table from the shaft.
4. Unbolt the motor box from the game using the 7/16" wrench.
5. Remove the pulley from the shaft using the 2mm Allen wrench.
6. Remove the motor using the 5/16" wrench.
7. Reassembly the motor box with the replacement motor.

Helicopter Motor

Tools Needed:

Drill with a #2 square bit
1/8" Allen wrench
5/16" wrench

1. Remove the shirt using the drill.
2. Remove the helicopter mounting arm using the 1/8 Allen wrench.
3. Unbolt the motor using the 5/16" wrench.
4. Replace the motor and reassemble the unit.

Service and Repair



CAUTION: Electric Shock Hazard

Do not perform repairs or maintenance on this game with the power ON.

Unplug the unit from the wall outlet or shut off power at the power strip inside the game.

CAUTION: Static electricity could harm circuit boards and processor chips. Always ground yourself by cable or by touching a metal surface prior to working on the game.

Avoid working on carpeted areas.

3. Before installing the new board, check to be sure the new dipswitches are set.

Note: If swapping the board with a spare, remember to also swap the programming chips. Use extreme care to prevent static build up and prevent bending the chip pins.

4. Install the new board and reconnect the cables.

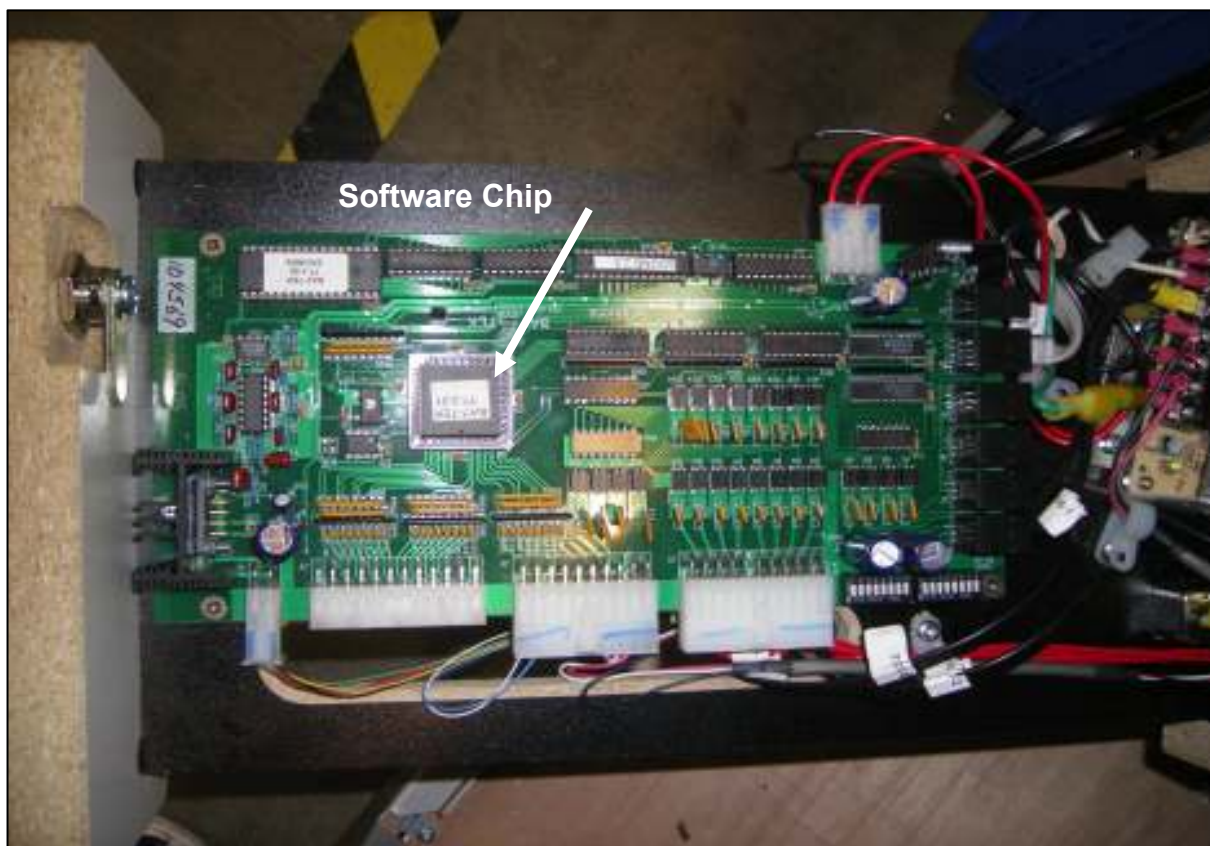
5. Turn power back on and test the game.

Main Circuit Board

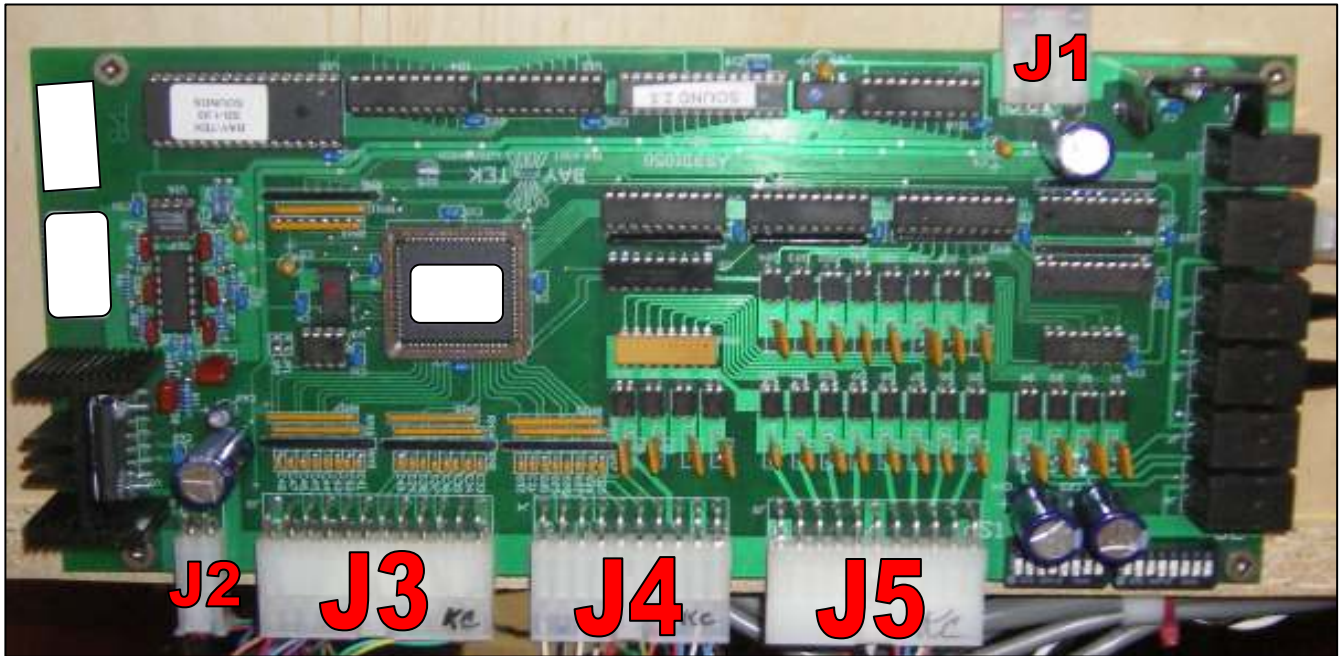
Replacing the main Gen 5 board:

1. With the power **off**, carefully unplug the various connectors, black chase light cables, and white (or grey) display cables.

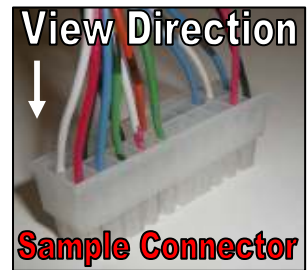
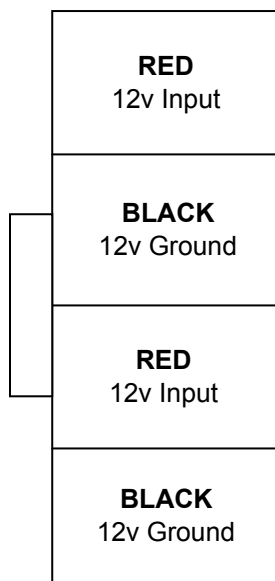
2. Remove the four screws holding the board to the drawer.



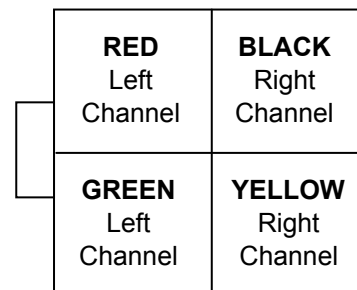
Electrical Drawing Section



J1 Connector

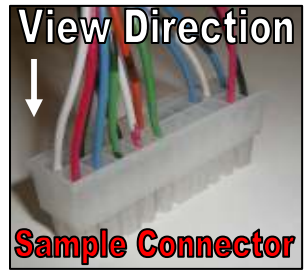


J2 Connector



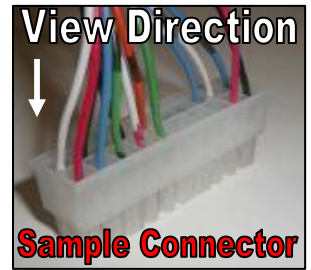
J4 Connector

	BLACK Ticket Meter
	RED Meter Power
	WHITE Game Meter
WHITE RPM Sensor Signal 1	BLACK RPM Grnd.
	RED RPM Power
Blue	
	White

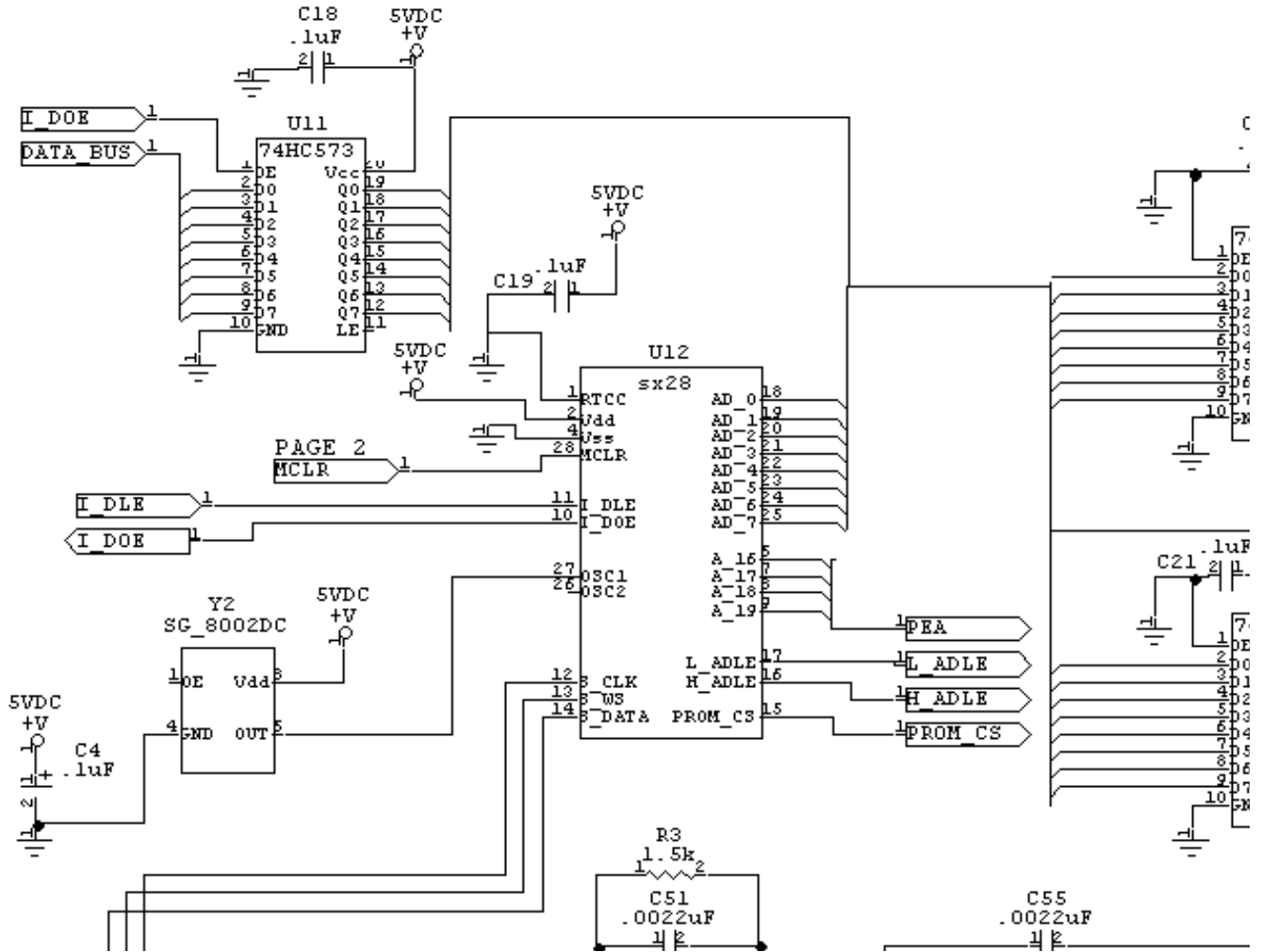


J5 Connector

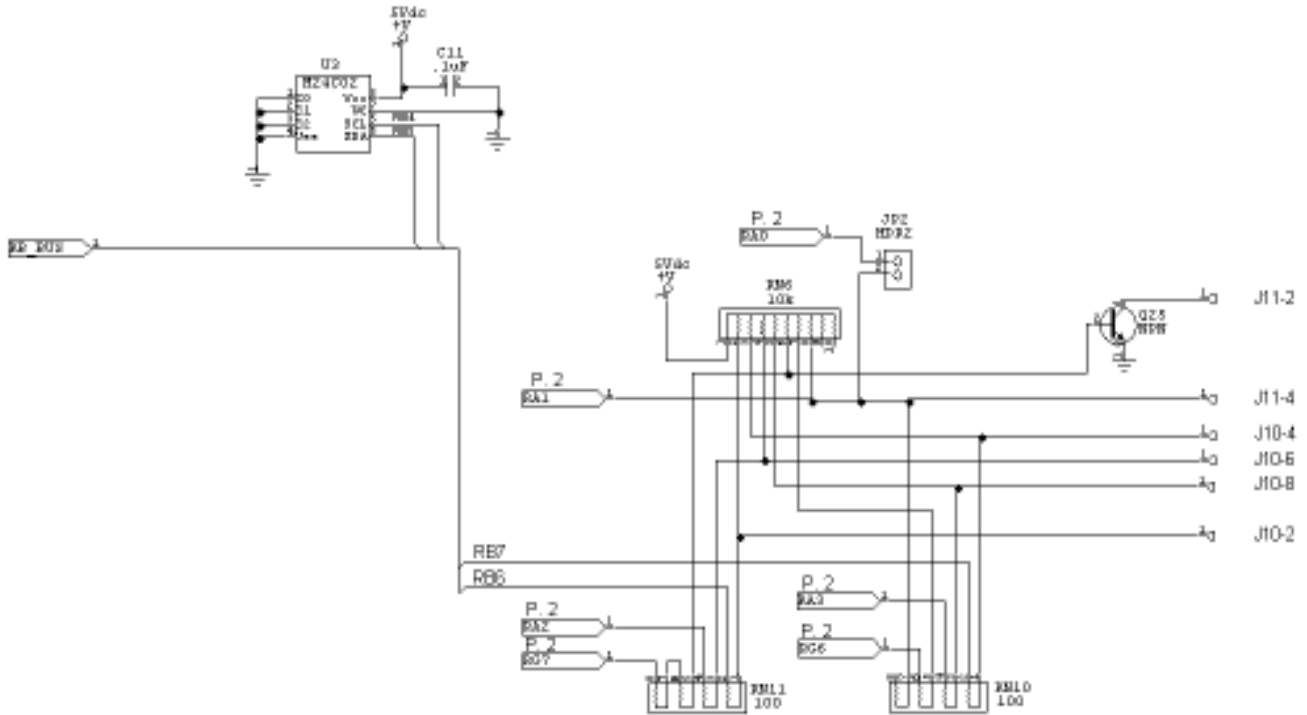
	BLACK Chopper Grnd.
	RED Wheel Motor Power
	RED Chopper Motor Power
	BLACK Wheel Ground



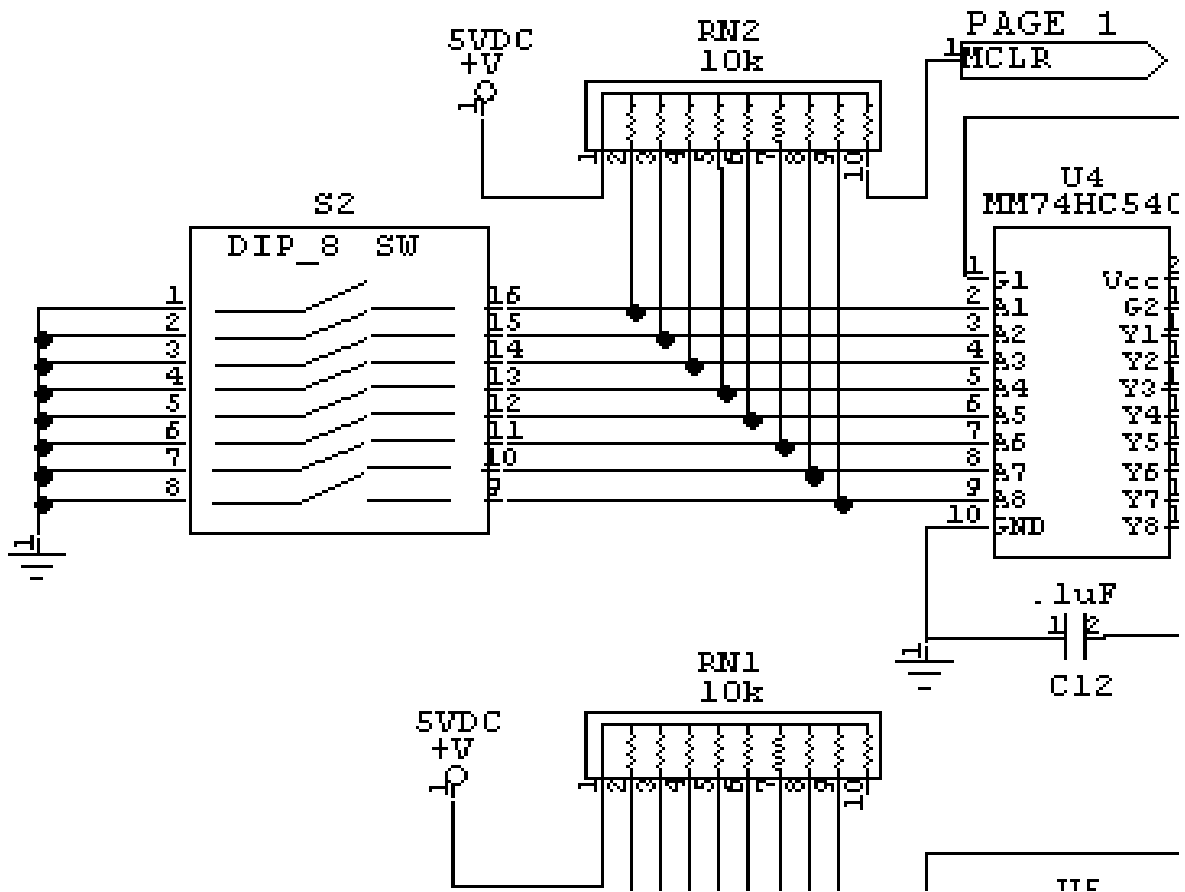
Gen 5 Main Board Schematics



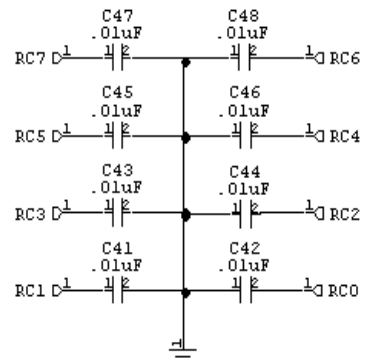
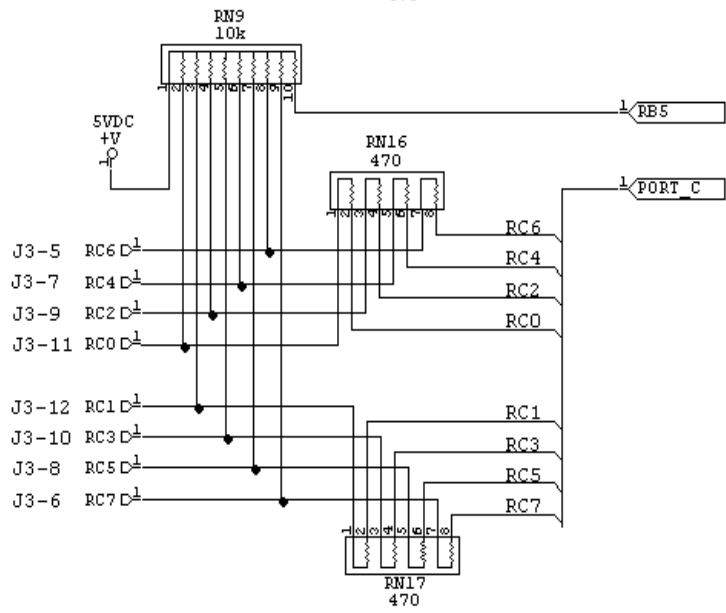
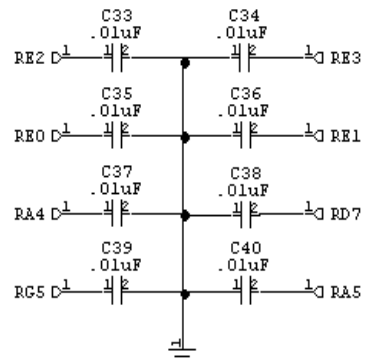
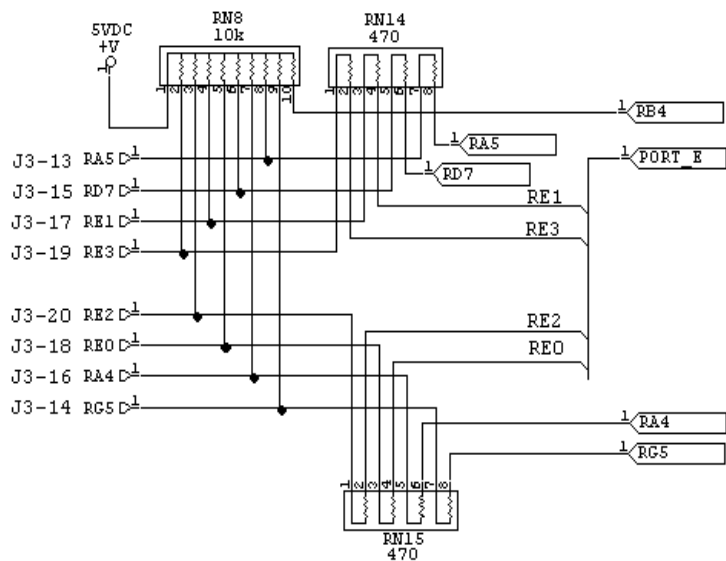
Communications - Serial EEPROM



Input Section A - Control Switches

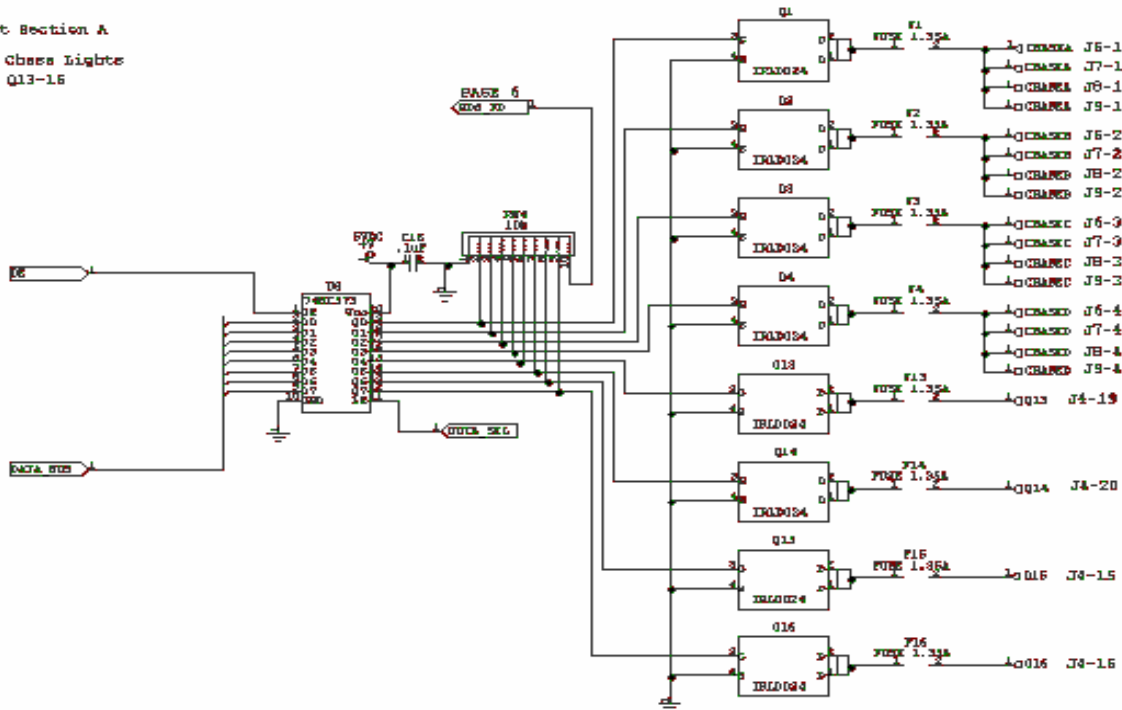


Input Section B - Inputs RE, RC

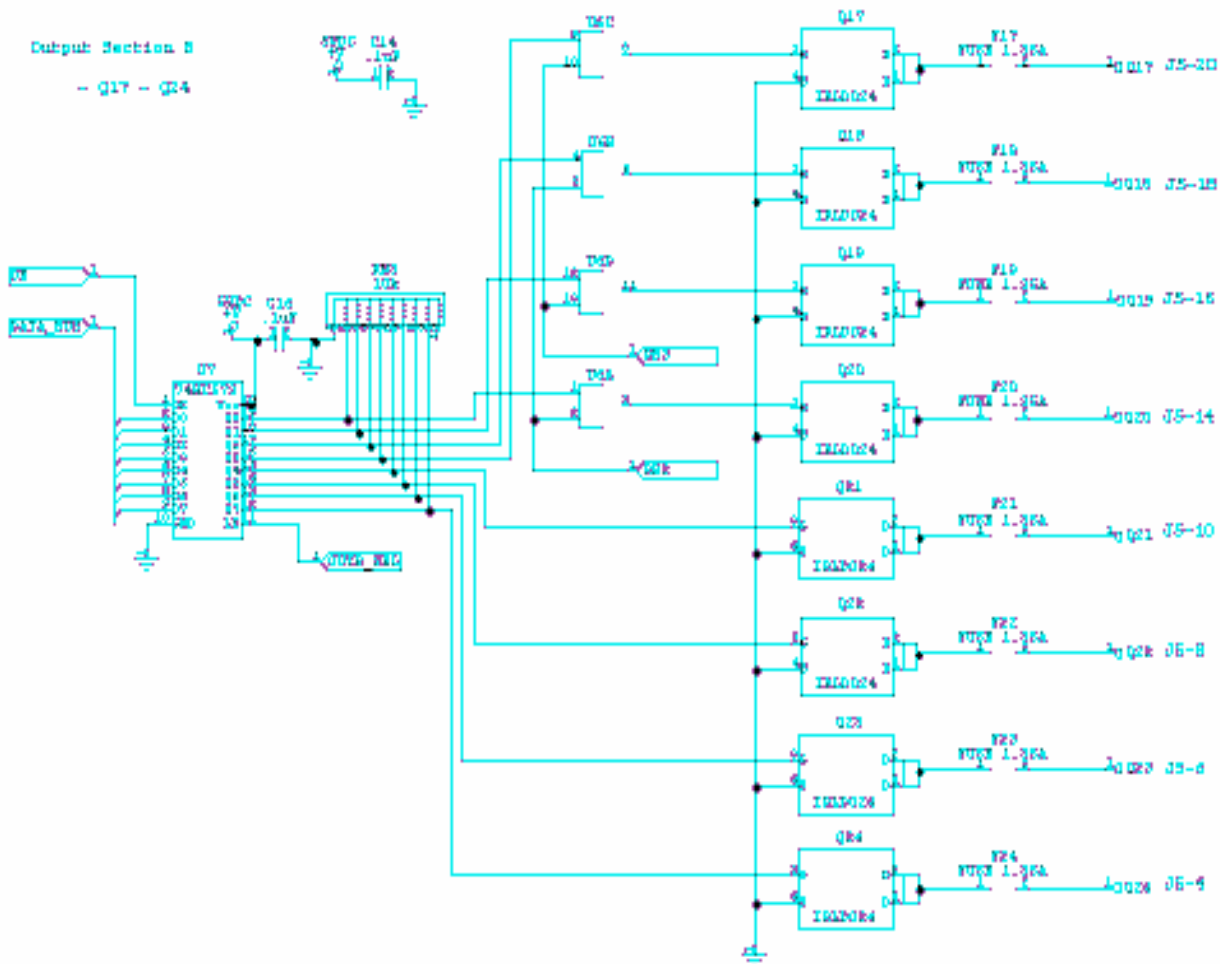


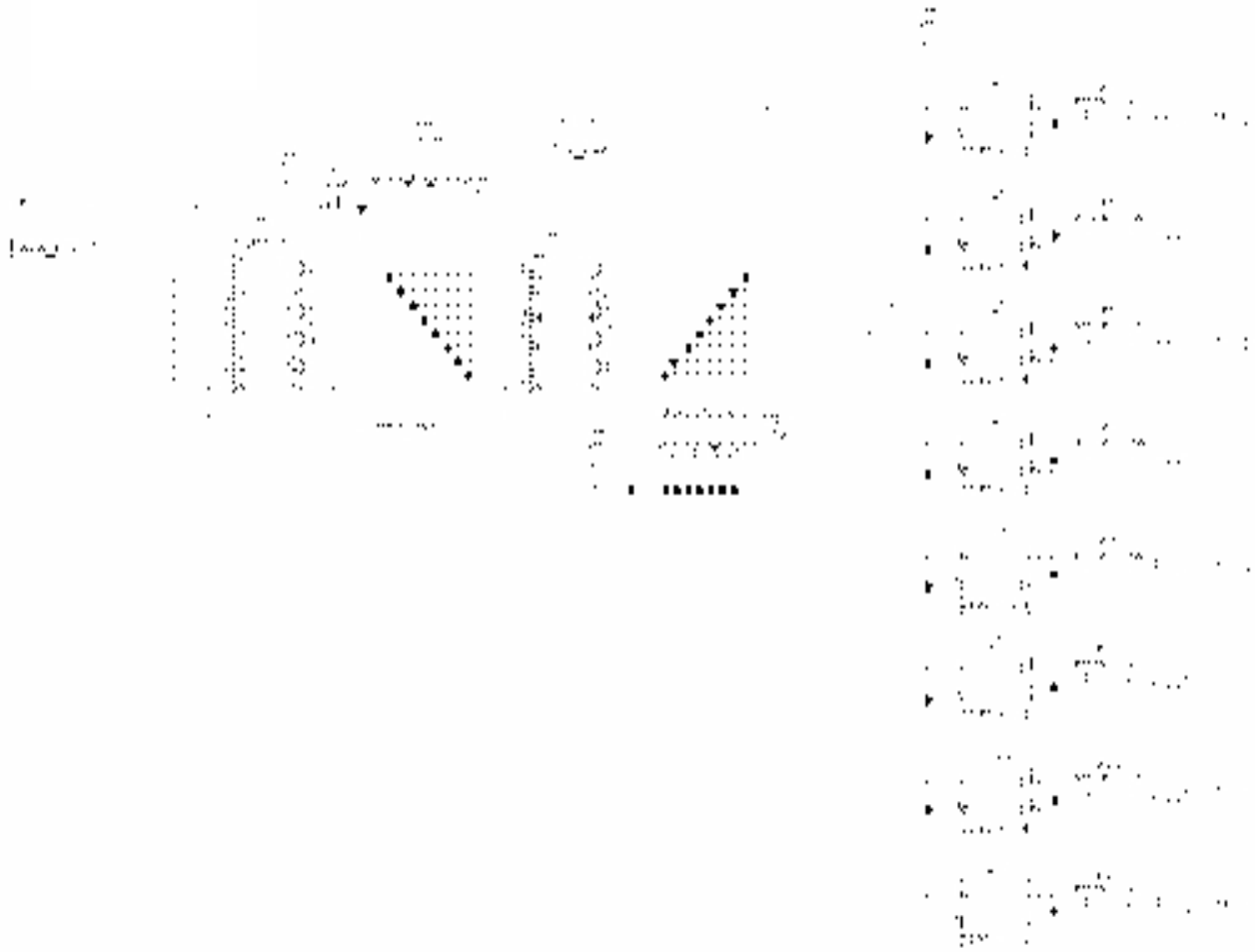
Output Section - Chase lights Q13-Q16

Output Section A
 - Chase Lights
 - Q13-16

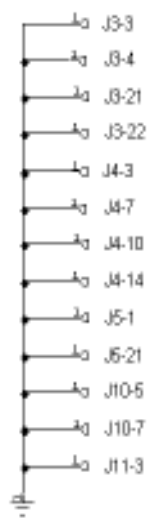
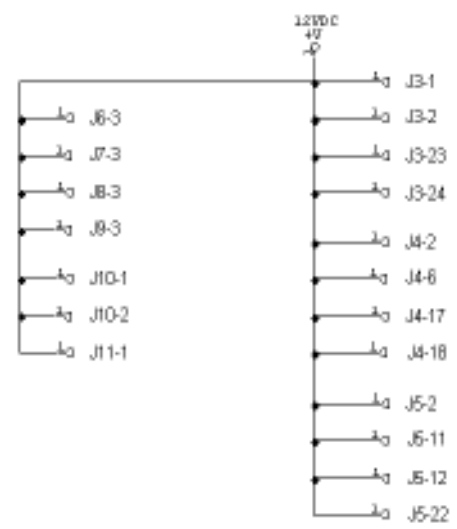
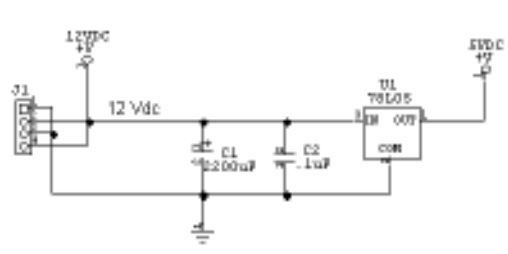


Output Section B Q17-Q24

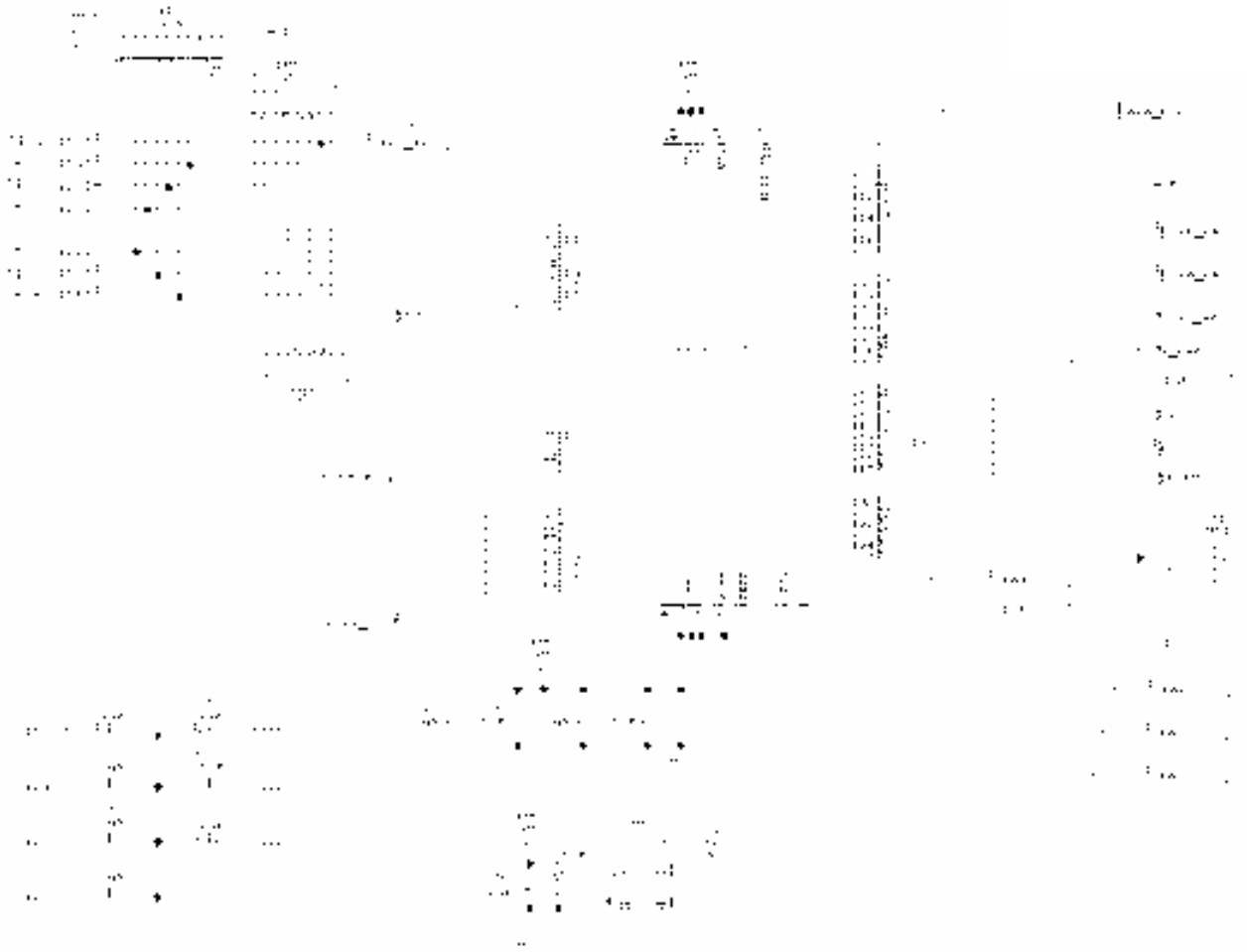




Power Section



Processor Section - Input RD



Technical Support— Know Your Options!

Excellent Customer Service is very important to Bay Tek! 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.



Call us M-F
8am-5pm CST at
(920) 822-3951 ext 1102



Fax us at
(920) 822-1496



Email us 24 hours a day at
service@bay-tek.com
Also order parts online at
www.bay-tek.com



Send parts to
1077 E Glenbrook Dr
Pulaski, WI 54162

Electronics / Circuit Boards:

- **Repair & Return** – If you have Circuit Board issues with your Bay Tek game, you can send the board to us and we'll repair it right away. Most items sent to us are repaired and returned to you within one day. 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 for repair, give us a call and ask for an Advance Replacement. We'll send you out a replacement board that same day. This is your best option when you need to get your game up and running as quickly as possible! 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.
- **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, give us a call. 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. Be sure to have your game Serial Number when you call in.

Returns & Credits:

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

Note: Bench fees apply regardless of whether the repair was your choice or a recommendation from a Bay Tek technician. It's a small price to pay for troubleshooting the issues with your game.

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

Warranty Information

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

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

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

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

Should your game need servicing, determine the serial number from the decal on the back of the cabinet or the logic unit, and call **920.822.3951** or email to:

SERVICE@BAYTEKGAMES.COM

Repair of NON-Warranty Units

Should your game need servicing, determine the serial number from the decal on the back of the cabinet or the logic unit, and call **920.822.3951** or email to:

SERVICE@BAYTEKGAMES.COM

An estimate of the repair charges will be quoted to you for approval.

You can proceed in one of two ways:

1. Request the immediate shipment of advanced replacement part(s).

You will receive the part(s) with an RMA for the return of the faulty part(s). You must return the faulty parts in **14 days** to avoid additional charges.

2. Send in the defective part(s) for repair or replacement.

Please include the following information:

Name
Address
Phone Number
Serial Number
Purchase Order Number
or Signed Authorization to perform service

Repair and returned parts will be shipped back using the same mode of transportation in which they were received. Repairs are warranted (30) days from the date installed into service.

Repair Record

Make copies of this page for the future

Game

Serial Number

Date	Maintenance Performed	Parts Replaced	Notes

Repair Record

Make copies of this page for the future

Game

Serial Number

Date	Maintenance Performed	Parts Replaced	Notes

Parts List

**Always use genuine Bay Tek Games replacement parts.
For 24 hour pricing and ordering please visit us at
BAYTEKGAMES.COM**

Description	Part Number
Tempered Glass - Wedge	A5TG8801
Faceplate - Upper Door - Logo	A5FP8800
Faceplate - Upper Door - Star	A5FP8801
Marquee - Red - Acrylic - 6 per	A5AC8802
Door - Acrylic - Clear	WATT0027
Acrylic Coin Slide - Left	A5GU8800L
Acrylic Coin Slide - Right	A5GU8800R
Display Board	AABD2603
Turntable Sensor	AABD5010
Large Coin Sensor	AABD8801A
Indicator Target Board - Red and Blue Cop Lights	AABD8802
Outside Low Value Sensor	AABD8803
Door Interface Board	AACB8805
Filter Board	AABD8804
Turntable Motor	AAMO8800
Helicopter Motor	A5MO8801
Helicopter Assembly with Arm	AAHE8800
Target Assembly - Complete Score Panel	AATT8800
Blue Beacon Light	AABA0001
Red Beacon Light	AABA0002
Power Supply	A5PS1001
Ticket Dispenser	A5TD1
Coin Comparator	A5CM-AS-COMP
Speaker	AACE8811
Toggle Switch	A5SW0006
Low Ticket Switch	AASW200
Player Door Locks (644)	A5LK5000
Cashbox Lock (631)	A5LK2000
Coin Mech Bracket Box	A5BX8802
Coin Mech Handle	A5HA8800
Rubber Boot for Coin Assembly	A5BU5000
Light Bulb	A5LI0001
Decals	
Center Wheel	A5DC8800
Coin Wall	A5DC8801
Inner Deck	A5DC8802
Target Front	A5DC8803
Target Top	A5DC8804
Display (3 per)	A5DC8805
Coin Mech Back	A5DC8806
Helicopter Skirt	A5DC8807
Side Bottom	A5DC8808
Door 1	A5DC8809
Door 2	A5DC8810
Door 3	A5DC8811
Helicopter Set	A5DC8812
Coin Mech Aim	A5DC8814
Outside Instructions	A5DC8815
Top of the Side	A5DC8818
Alternate Ticket Values	A5DC8819

