

SERVICE MANUAL



BAY  **TEK**[®]
entertainment



PLACE SERIAL NUMBER LABEL HERE

FACTORY CONTACT INFORMATION



BAY TEK ENTERTAINMENT
Pulaski Industrial Park
1077 East Glenbrook Drive
Pulaski, WI 54162 USA

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TABLE OF CONTENTS

FACTORY CONTACT INFORMATION	2
TABLE OF CONTENTS	3
WELCOME TO BIG BASS WHEEL	4
SAFETY PRECAUTIONS	4 - 5
GAME SPECIFICATIONS	6
GAME SET UP	7 - 11
HOW TO PLAY	11
CARD SWIPE INSTALLATION	12
MAIN MENU FUNCTIONS	13 - 19
CIRCUIT BOARD LAYOUT	20
WIRING DIAGRAMS	21 - 24
SPEAKER WIRING OPTIONS	25
MOTHERBOARD & SOFTWARE OPTIONS	26
MOTHERBOARD COMMUNICATION OPTIONS	27
AAIMB1 MOTHERBOARD DIFFERENCES	28
GAME ERRORS	29
TROUBLESHOOTING GUIDE	30 - 38
BILL ACCEPTOR DIAG. & BLANKING PLATE OPTIONS	39
POWER SUPPLY DIAGNOSTICS	40
DOOR OPEN ERROR	41
WHEEL ENCODER SENSOR	42
BRAKE ADJUSTMENTS	43
TOP 7 THINGS YOU DO NOT KNOW	44
HOW TO REPLACE SOFTWARE	44
IMB1 MOTHERBOARD INSTALLATION	45 - 46
HOW TO REPLACE HANDLE	47
PUPPY VIDEO WIZARD	47
HOW TO CLEAN THE WINDOW	48
ARM BRACKET MAINTENANCE	48
STAY PUT KIT	49
HOW REMOVE WHEEL	50
HOW TO JUMP START MOTHERBOARD	51
HOW TO REPLACE MONITOR	52
BOBBER LIGHT KIT	53 - 54
PIVOT ASSY EXPLODED VIEW	55
ADJUSTING MASTER VOLUME USING KEYBOARD	56 - 57
DECAL DIAGRAM	58
PARTS PICTURES	59 - 61
PARTS LIST	62 - 64
REPAIR / MAINTENANCE LOG	65
TECHNICAL SUPPORT / WARRANTY	66

WELCOME TO BIG BASS WHEEL

Congratulations on your purchase!

Please take a moment to read through this manual and be sure to contact us if you have any questions, or would like 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 Entertainment

Please inspect the game for any damaged, loose, or missing parts.

If damage is found, please contact your freight carrier first.
Then, contact Bay Tek Entertainments' Service Department at
(920) 822-3951 Ext. 1102

Or email us at service@baytekent.com for further assistance.

SAFETY PRECAUTIONS

	NOTICE	
Modifications to the mechanical, electrical and structural components of this game may void its compliance certifications.		
This appliance is suitable for INDOOR, DRY locations only.		
	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 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. A shielded power cable must be used for the game to retain EU/EMC compliance.		
	IN CASE OF EMERGENCY	
UNPLUG THE POWER CORD. The power cord must be accessible at all times in case of an emergency.		
	WARNING	
This unit is capable of producing sound levels hazardous to human hearing. Consult local sound regulations and adjust volume accordingly.		

SAFETY PRECAUTIONS

Big Bass Wheel has three acrylic shields inside the game to protect against personal injury.
These guards must remain on at all times.

If game repair is required, service should be performed by
authorized professional technicians only.

These guards are clearly decaled and should remain on the game **at all times.**

These guards and decals require a regular maintenance inspection.
(1 time per week minimum) and should be replaced as necessary.



ACRYLIC GUARD
BEHIND RIGHT SIDE DOOR



ACRYLIC GUARD
BEHIND RIGHT FRONT



ACRYLIC GUARD
INSIDE CASH BOX

GAME SPECIFICATIONS

WEIGHT

NET WEIGHT	1050 lbs	476 kg
SHIP WEIGHT	1979 lbs	898 kg

GAME DIMENSIONS

WIDTH	33.5 inches	104 cm
DEPTH	99.25 inches	123 cm
HEIGHT	124 inches	315 cm

Note: Game height can be reduced to 94 inches (239 cm) by removing the bobber above game.

OPERATING TEMPERATURE

FAHRENHEIT	45 - 80 F
CELSIUS	7.2 - 26.7 C

BODY PALLET # 1	36" Wide x 96" Deep x 85" Tall : 860 lbs
HEAD PALLET # 2	38" Wide x 68" Deep x 29" Tall : 140 lbs

Optional Overhead Sign ships on a pallet separately
It is 38" Wide by 68" Deep by 29" High

POWER REQUIREMENTS

INPUT VOLTAGE RANGE	100 to 120 VAC	220 to 240 VAC
INPUT FREQUENCY RANGE	60 Hz	50 Hz

MAX OPERATING CURRENT

2 Amps @ 115 VAC / 2 Amps @ 230 VAC



BIG BASS WHEEL GAME SETUP

The game will arrive on 2 pallets, one large pallet for the game, one small pallet for the head. Please inspect the pallets for shipping damage and report immediately to the freight company if any damage found.

Tools Needed:

1 step ladder (8-10 foot)

7/16" Wrench

9/16" Wrench

2 Square head screwdriver bit

5/32" Allen Wrench

Phillips Screwdriver bit

Important:

Portions of this game are heavy, bulky and large. Assembly requires 2 people to lift heavy components, and ladders that are tall and strong enough to position components to the top of the game.

BIG BASS WHEEL GAME SETUP

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



THERE ARE HOLES ON THE UNIT THAT WILL LINE
UP WITH HOLES ON TOP OF THE GAME CABINET.



PLUG IN THE MONITOR POWER CABLE AND VGA SIGNAL CABLE.
SECURE THE SLACK IN THE CABLE CLAMPS.
PLUG IN THE BLACK PHONE CABLE TO THE SPLITTER BOARD

USE THE BOLTS PROVIDED TO MOUNT THE MONITOR
UNIT TO THE CABINET.
USE A 7/16" SOCKET.



USING TWO PEOPLE, SET THE FISH HEAD ON THE GAME.
THE FRONT END OF THE FISH WILL HANG OVER THE MONITOR

IF YOU CHOOSE TO USE THE BOBBER ASSEMBLY, RUN THE PIPE
AND CABLES DOWN THROUGH THE FISH HEAD.
INTO A WOODEN HOLDER.

THE PIPE WILL FIT IN THIS WOODEN HOLDER BEHIND THE MONITOR.



PLUG BOTH BLACK PHONECABLES FROM BOBBER TO THE SPLITTER BOARD.

IT DOES NOT MATTER WHICH PLUG GOES INTO WHICH SOCKET.

PLUG GREY PHONE CABLE INTO RED AND BLACK CABLE TO PROVIDE 12
VOLTS TO BOBBER



BIG BASS WHEEL GAME SETUP

USE THE BROWN 1 1/4" FLAT HEAD SCREWS TO SECURE THE FISH HEAD TO THE CABINET AT THE SIDES AND BACK.



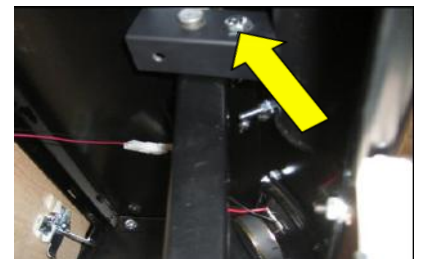
YOUR GAME WAS SHIPPED WITHOUT THE HANDLE ATTACHED:

RETRIEVE THE HANDLE,
REMOVE THE MOUNTING BOLT AND LOCKNUT FROM THE END OF THE
HANDLE.

INSERT THE HANDLE INTO THE FRONT CONTROL BRACKET.



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



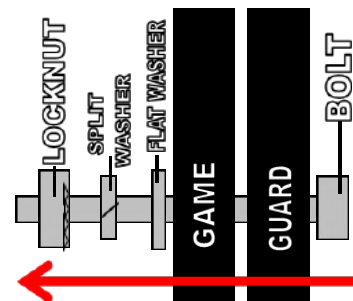
SAFETY SIDE GUARDS:

**THE FACTORY REQUIRES THAT BOTH GUARDS ARE FASTENED TO THE
GAME AT ALL TIMES. THE SAFETY GUARDS HELP PROTECT AGAINST
POSSIBLE INJURY. THE FACTORY ALSO REQUIRES THESE GUARDS TO BE
INSPECTED WEEKLY BY AUTHORIZED PERSONNEL.
EVERY WEEK CHECK THE BOLTS AND LOCKNUTS TO ENSURE TIGHTNESS**

ON BOTH SIDES OF THE CABINET THERE ARE A TOTAL OF 8 HOLES USED
TO MOUNT THE SAFETY SIDE GUARDS.

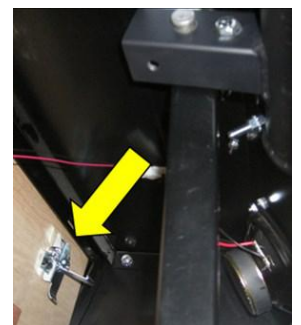
PLACE THE BOLT THROUGH THE HOLE IN THE GUARD,
AND INTO THE CABINET.

ON THE INSIDE OF THE CABINET ADD ONE FLAT WASHER, ONE SPLIT
WASHER AND ONE LOCKNUT TO SECURE THE BOLT, SEE DIAGRAM.



IF THE FRONT WINDOW IS OPEN, SLIDE IT CLOSED.
LATCH THE WINDOW SECURE.

YOUR GAME IS READY FOR PLAY.



BIG BASS WHEEL GAME SETUP

BIG BASS WHEEL GAME SETUP

The game is now ready to play! Enter the menu to verify your location specific settings, and enjoy!

HOW TO PLAY

The Big Bass Wheel game consists of a T-handle mechanically linked to a solenoid mechanism at the center of a large wheel.

A 19" monitor provides information to the player.

The T-handle normally moves freely.

Upon coin up, a solenoid engages and allows the T-handle to spin the wheel. If the player does not spin the wheel fast enough, a motor assist will spin the wheel faster.

A position sensor will track the home position and notch positions of the wheel as it is spinning and determine ticket value on which the wheel has stopped.

Dual ticket dispensers will pay out tickets to player quickly.

CARD SWIPE SYSTEM INSTALLATION

Careful installation is required during card swipe installation to avoid 12 volt wires from possibly touching signal lines.

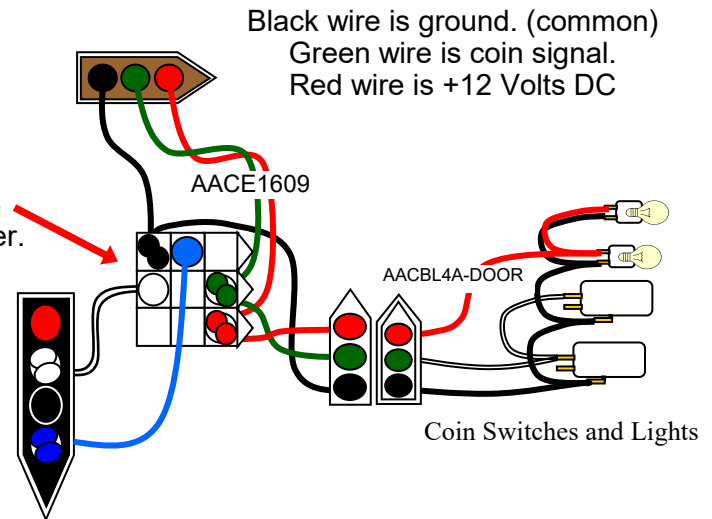
Card swipe cable may plug directly into the UCL connector at the coin door.

Note: A separate power supply is recommended for Big Bass Wheel to supply 12 volts to the card system.

If the game does not pay out the correct tickets, definitely install a separate power supply to power card system inside game.

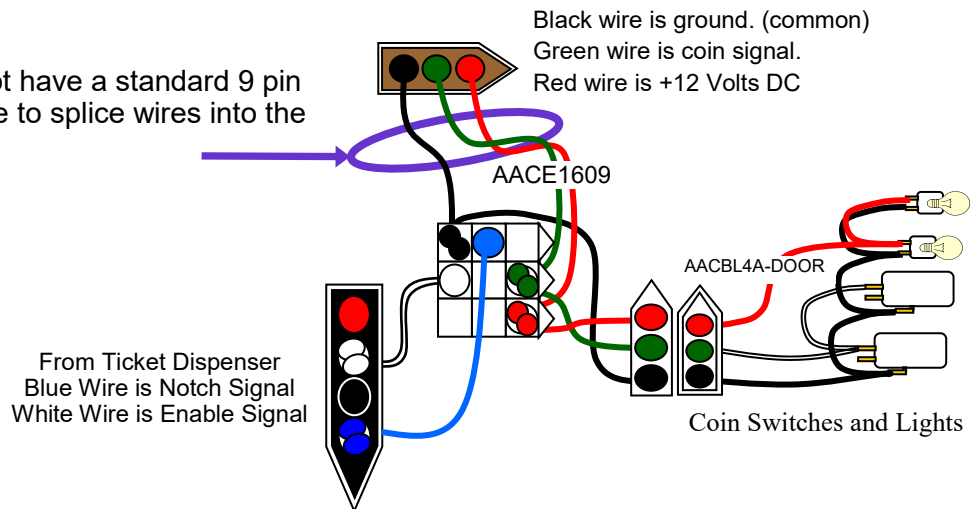
Option #1:

Card swipe systems should come with a standard 9 pin Molex connector. This is the UCL connector. Simply plug this connector into your card swipe reader.



Option #2:

If your card swipe systems does not have a standard 9 pin Molex connector, then you will have to splice wires into the AACE1609 harness.



Menu Changes

Enter menu, Set "Credits Per Game" to 1(swipe)

Notes:

1.) Many card swipe systems have a voltage threshold that can be adjusted in the card swipe menu. Please set this "Game Drive Threshold" to 2 Volts.

Blank plate instead of Coin Door is part # A5PL9998

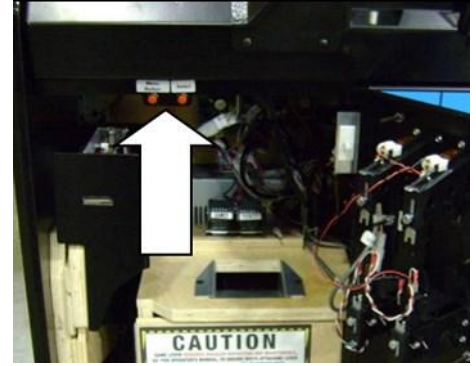
MAIN MENU FUNCTIONS

The Menu and Menu Select buttons are located inside the front left door.

Hold the MENU button down for 5 seconds to enter the main menu.

Press MENU to scroll through the options, and MENU SELECT to change the settings.

Default settings are highlighted in yellow below.



Software version is shown on the bottom left corner of the menu screen:

Software Versions = 1.62 and 2.14

Reset Tickets

Press the menu select button 3 times to clear the tickets owed.

Reset Credits

Press the menu select button 3 times to reset the credits accumulated.



Credits Per Game

0	1	1 (Card Swipe)	2	3	4	4 with 6 plays for \$5.00	4 with 5, 10, & 20 discounts	5	6	7	8	8 with 3 plays for \$5.00	9	10	12	20
---	---	----------------	---	---	---	---------------------------	------------------------------	---	---	---	---	---------------------------	---	----	----	----

Sets the amount of coin pulses needed to start a game.

0 is free play. Discounts as 6 plays for \$5.00 will only work with bills inserted into Bill Acceptor.

Game Volume

Press the menu select button to cycle the game sound level up the slider bar and back to 0.

Attract Volume

Press the menu select button to cycle the attract mode level up the slider bar and back to 0.

Reset Statistics

Press the menu select button 3 times to reset the statistics shown on the lower left of the menu screen.



MAIN MENU FUNCTIONS

Scroll through the options by pressing the “MENU” button.

Change selection with the “SELECT” button.

Scroll to “BACK” and press the “SELECT” button to go back to the main menu.

Default settings are highlighted in yellow below.



Ticket Pattern

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----	----	----

22 different choices for the wheel ticket patterns. Refer to Ticket Pattern Section.

Jackpot Free Spin Option

Off	On, 500 Ticket	On, 750 Ticket	On, 1000 Ticket	On, 2000 Ticket	On, 2500 Ticket	On, 5000 Ticket
-----	----------------	----------------	-----------------	-----------------	-----------------	-----------------

Optional Jackpot Sign may be attached to game. If attached, set the jackpot to your desired value.

Note: Bobber's red chase lights will not work when Jackpot is enabled.

A Bobber Light Kit will be needed to flash the red chase lights if desired.

Player Timeout Option

Motor Assist	Abandon Game
--------------	--------------

Motor Assist: The game to spin the wheel with motor if the player does not spin fast enough.

Abandon Game: The game will end if player does not spin fast enough.

The game needs to be power cycled for this change to take effect.

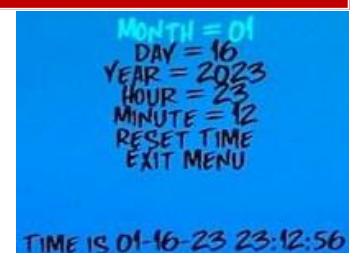
Game History

Press the menu select button to show the last 10 game play results.



Set Time and Date

Press the menu select button to access keypad to enter time and date if desired.



TICKET PATTERNS



TICKET PATTERNS

1	2	3	4	5	6	7	8	9	10	11
1000 25 75 15 40 100 10 50 40 100 25 75 15 40 100 10 50 40	1000 25 75 30 75 250 10 80 40 250 25 75 30 75 250 10 80 40	1000 25 75 50 150 250 75 80 40 250 25 75 50 150 250 75 80 40	500 15 10 15 40 50 10 25 10 50 15 10 15 40 50 10 25 10	1000 25 40 15 40 100 10 30 40 100 25 40 15 40 100 10 30 40	1000 25 40 50 150 250 75 30 40 250 25 75 50 150 250 75 30 40	500 15 10 15 10 50 10 15 10 50 15 10 15 10 50 10 15 10	1000 15 10 15 40 100 10 25 10 50 15 10 15 40 50 10 25 10	1000 25 40 25 10 100 10 30 10 100 25 75 25 40 100 10 30 10	1000 50 75 25 40 100 10 50 40 100 50 75 25 40 100 10 50 40	1000 50 60 40 150 500 40 80 70 500 40 60 40 70 500 150 80 70
38-41 TICKETS/GAME	50-53 TICKETS/GAME	68-71 TICKETS/GAME	19-22 TICKETS/GAME	32-35 TICKETS/GAME	60-63 TICKETS/GAME	14-17 TICKETS/GAME	23-26 TICKETS/GAME	27-30 TICKETS/GAME	42-45 TICKETS/GAME	74-77 TICKETS/GAME

The numbers listed at the bottom of each pattern are estimated ticket payouts per game based on customer feedback, and may vary depending on the skill of the individual player.
Please use the numbers as a guide only.

TICKET PATTERNS



Jackpot Sign Version Patterns
Free Spin when Bonus is Hit

12	13	BBW JACKPOT #14	BBW JACKPOT #15	BBW JACKPOT #16	BBW JACKPOT #17	BBW JACKPOT #18	19	20	21	22
	Coupon Printer Points Pattern 									
7-9 TICKETS/GAME	100,000 POINTS/GAME	32-35 TICKETS/GAME	50-53 TICKETS/GAME	60-63 TICKETS/GAME	14-17 TICKETS/GAME	74-77 TICKETS/GAME	120-123 TICKETS/GAME	74-77 TICKETS/GAME	54-58 TICKETS/GAME	33-37 TICKETS/GAME

The numbers listed at the bottom of each pattern are estimated ticket payouts per game based on customer feedback, and may vary depending on the skill of the individual player.
Please use the numbers as a guide only.

PRINTER MENU

Early Big Bass Wheel games had an option to use a Custom brand printer instead of paying tickets. This option is no longer valid, because the printer manufacture has discontinued the printers and they are no longer available.

99.9999999% of Big Bass Wheels can not use the printer option.

If your printer is enabled in the menu - it will not pay out tickets correctly!

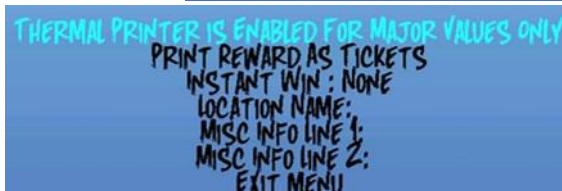
The following information is recorded for the few games that have printers:



Scroll through the options by pressing the "MENU" button.

Change selection with the "SELECT" button.

Scroll to "BACK" and press the "SELECT" button to go back to the main menu.



Thermal Printer is:

Disabled	Enabled for all Values	Enabled for Minor and Major Only	Enabled for Major Only
----------	------------------------	----------------------------------	------------------------

Will instruct the game for which locations on the wheel that it will print a receipt.

Disabled means that it will not print receipts and pay out with ticket dispensers or card swipe.

Print Rewards as:

TICKETS	PONTS
---------	-------

Sets the verbiage that is printed on the receipt

Location Name:

On-screen keyboard will allow entry of a name to show printed on the receipt.

Use the "Menu" button to scroll through the letters, use the "Select" button to choose the letter.

To go back, "click" the underscore (_) once.

To exit the onscreen keyboard "click" the underscore (_) twice.

Misc Info Line 1:

On-screen keyboard will allow entry of a phone number to show printed on the receipt.

Use the "Menu" button to scroll through the letters, use the "Select" button to choose the letter.

To go back, "click" the underscore (_) once.

To exit the onscreen keyboard "click" the underscore (_) twice.

Misc Info Line 2:

On-screen keyboard will allow entry of additional information to show printed on the receipt.

Use the "Menu" button to scroll through the letters, use the "Select" button to choose the letter.

To go back, "click" the underscore (_) once.

To exit the onscreen keyboard "click" the underscore (_) twice.

GAME STATISTICS MENU

Total Games: Shows the total number of games played since the last reset.

Total Tickets: Shows the total number of tickets dispensed since the last reset.

Tickets Per Game: Shows the average amount of tickets dispensed per game since the last reset.

Total Motor Assists: Shows the total number times the motor engaged due to spin not fast enough since the last reset.



GAME STATISTICS
TOTAL GAMES = 0
TOTAL TICKETS = 0
TICKETS PER GAME = 0.00
TOTAL MOTOR ASSISTS = 0

SECRET MENU

This is a seldom used menu that has a few options that may be helpful for troubleshooting specific issues:

Video: The funny videos shown on the monitor during non-game attract times can be turned off if desired. Normally this is On.

Disable Attract Motor: The wheel normally spins during non-game attract times and can be disabled if desired. Normally set to Off.

2 Point Tickets: If On, the game will dispense 1/2 the amount of tickets that is shown on the screen. This is used for tickets with a value of 2 tickets each. Normally set to Off.

New Jersey Mode: If On, the game will save tickets and credits after power failure. Normally set to Off.

Show Settings: Older software will have this option to make the game pay out 6 tickets every game, regardless of value won. This was used at trade shows.



SUPER SECRET MENU
VIDEO = OFF
DISABLE ATTRACT MOTOR = ON
2 POINT TICKETS = OFF
NEW JERSEY MODE = OFF
EXIT MENU

GAME DIAGNOSTIC MENU

Scroll through the options by pressing the “MENU” button.

Change selection with the “SELECT” button.

Scroll to “BACK” and press the “SELECT” button to go back to the main menu.

Error: Refer to “Game Errors” section for further information.

Software Versions: Displays the motherboard version followed by the I/O board version.

Total Credits: Displays the total credits inserted.

Insert a coin or swipe a card from this screen, and it will increment.

Tickets Left to Dispense: Displays the total number of tickets left to dispense.

Refer to “Game Errors” and Troubleshooting section for further information.

Wheel Position: Displays 3 items useful for troubleshooting scoring issues:

First number is an incrementing number as the wheel turns downward.

It should go from 0 to 35, then back to 0.

Middle number is the actual ticket value and should match the number on the wheel.

Last number is normally 0 and will blink to 1 when the wheel encoder sensor sees a notch.

Refer to “Wheel Encoder Sensor” section for further information.

Inputs: Displays inputs from the various switches around the cabinet.

When a door switch is open and both low ticket switches are up, it shows 0.

Pressing the menu button changes it to 4

Pressing the menu select button changes it to 2

Press down on the left low ticket switch changes it to 10

Press down on the right low ticket switch changes it to 20

Press down on the both low ticket switches changes it to 30

When all door switches are closed and both low ticket switches are up, it shows FFFFFFF80.

Pressing the menu button changes the last digit to 4

Pressing the menu select button changes the last digit to 2

Press down on the left low ticket switch changes the last 2 digits to 90

Press down on the right low ticket switch changes the last 2 digits to A0

Press down on the both low ticket switches changes the last 2 digits to B0

Outputs: Added for software programming, not useful for customers.

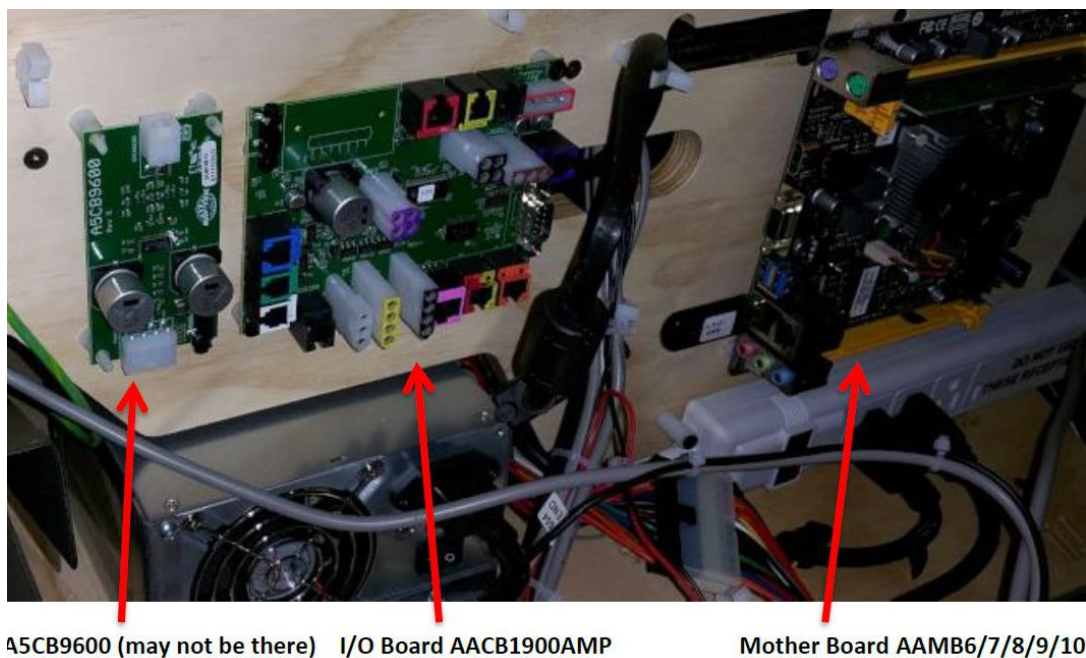
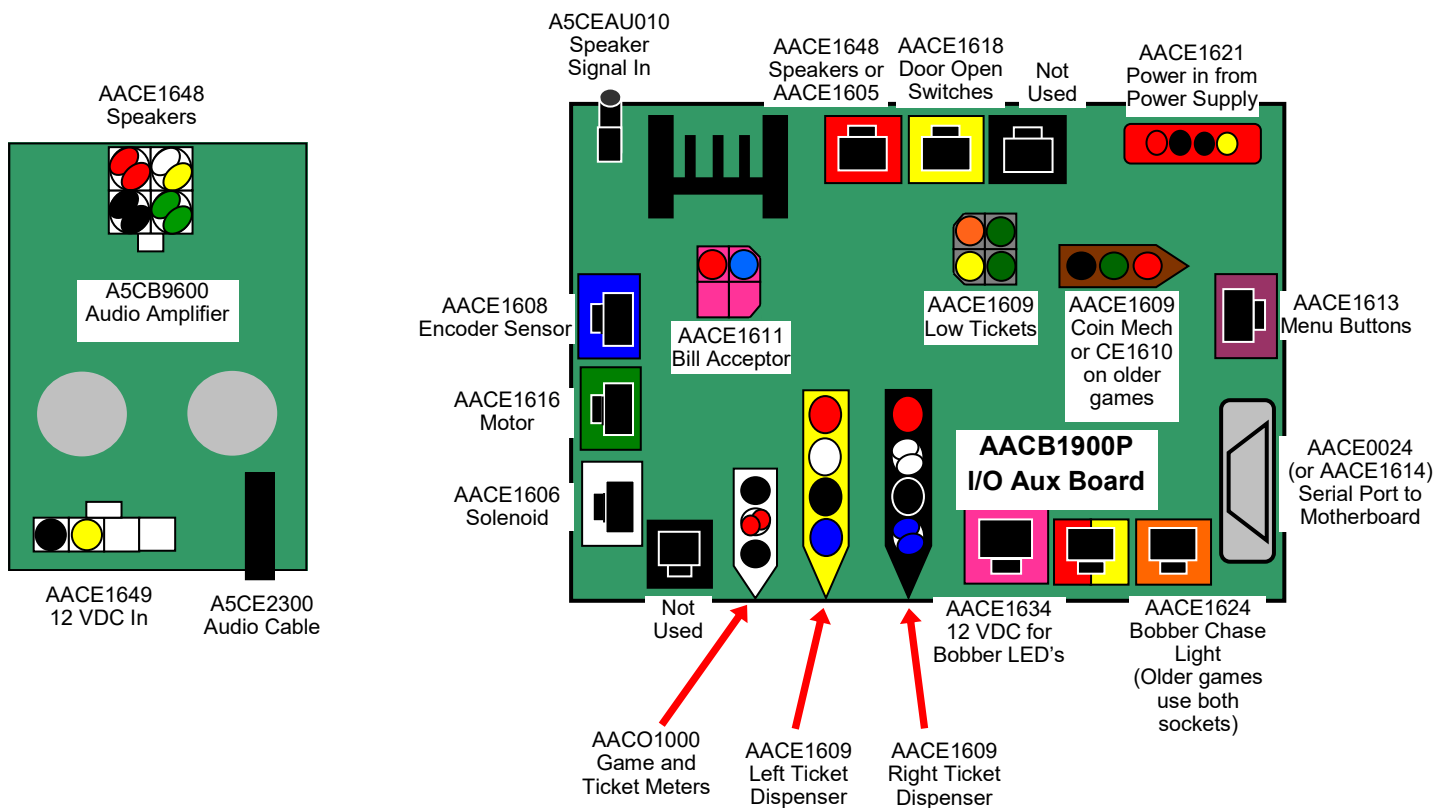
Brake Status & Wheel Speed: Displays information related to how long the wheel spins before it coasts to a stop. Refer to “Brake Adjustments” sections for more information.



WHEEL POSITION = 0 (10) (0)

INPUTS = FFFFFFF90

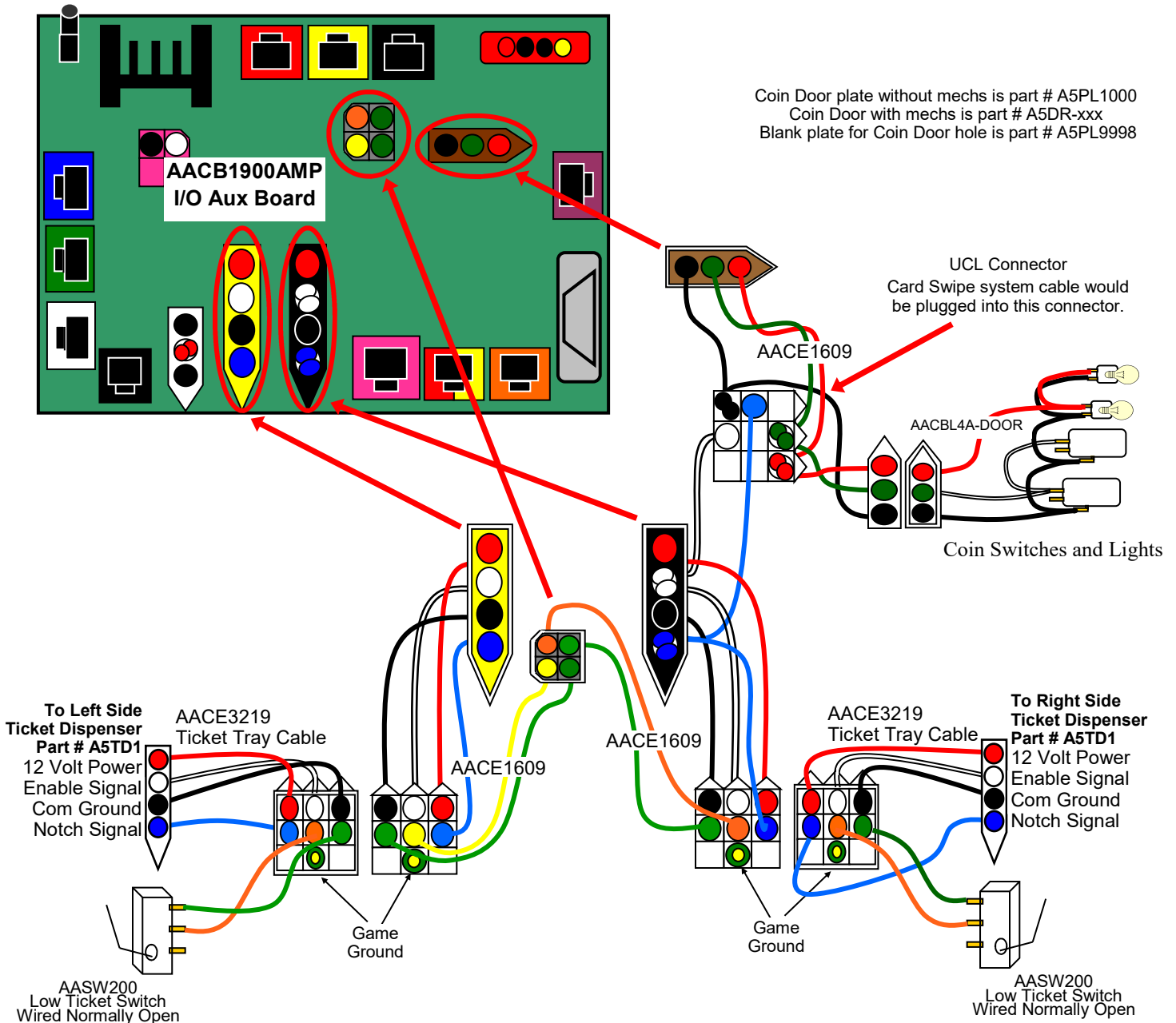
CIRCUIT BOARD LAYOUT



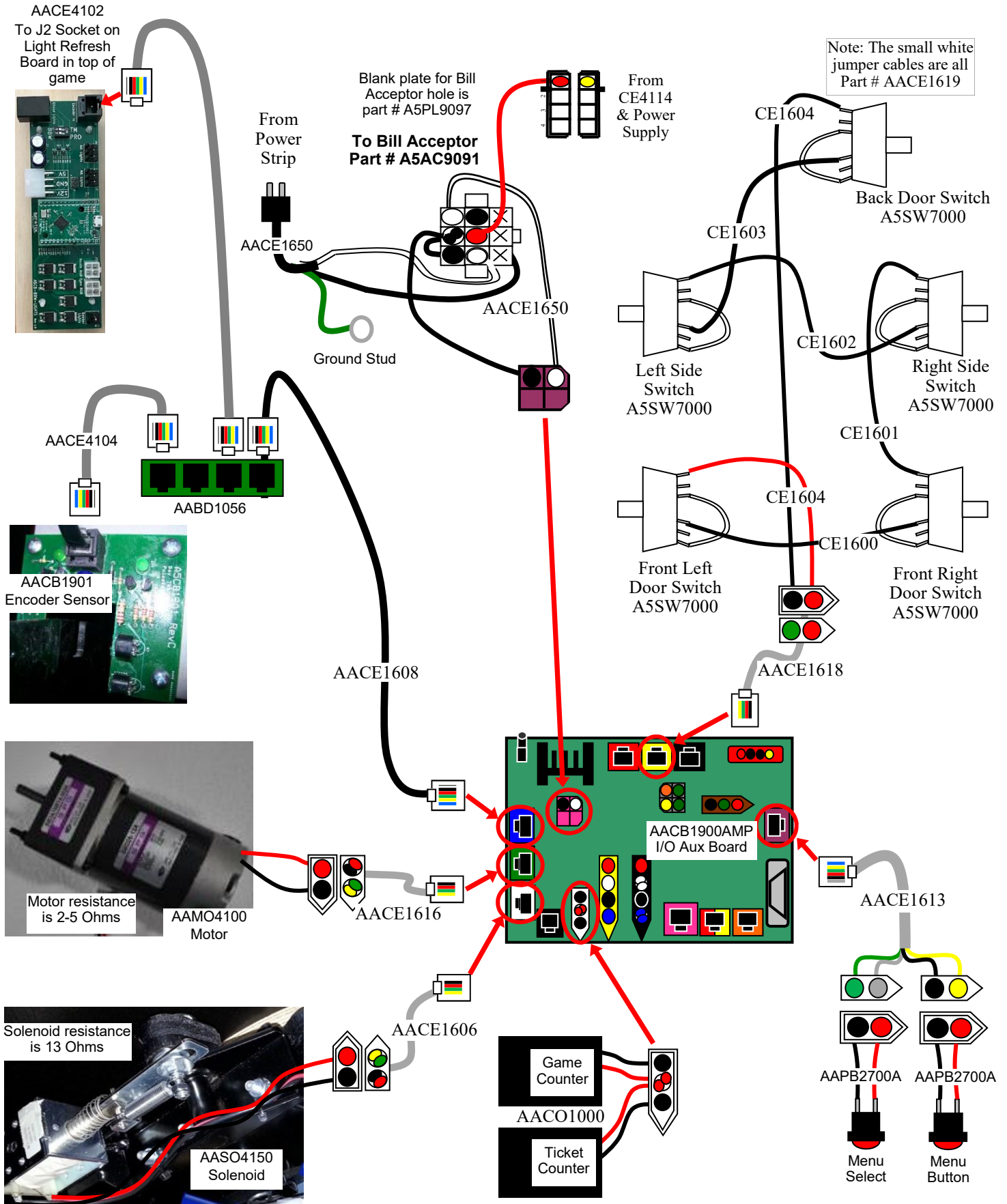
Both front doors can open to access circuit boards

WIRING DIAGRAM

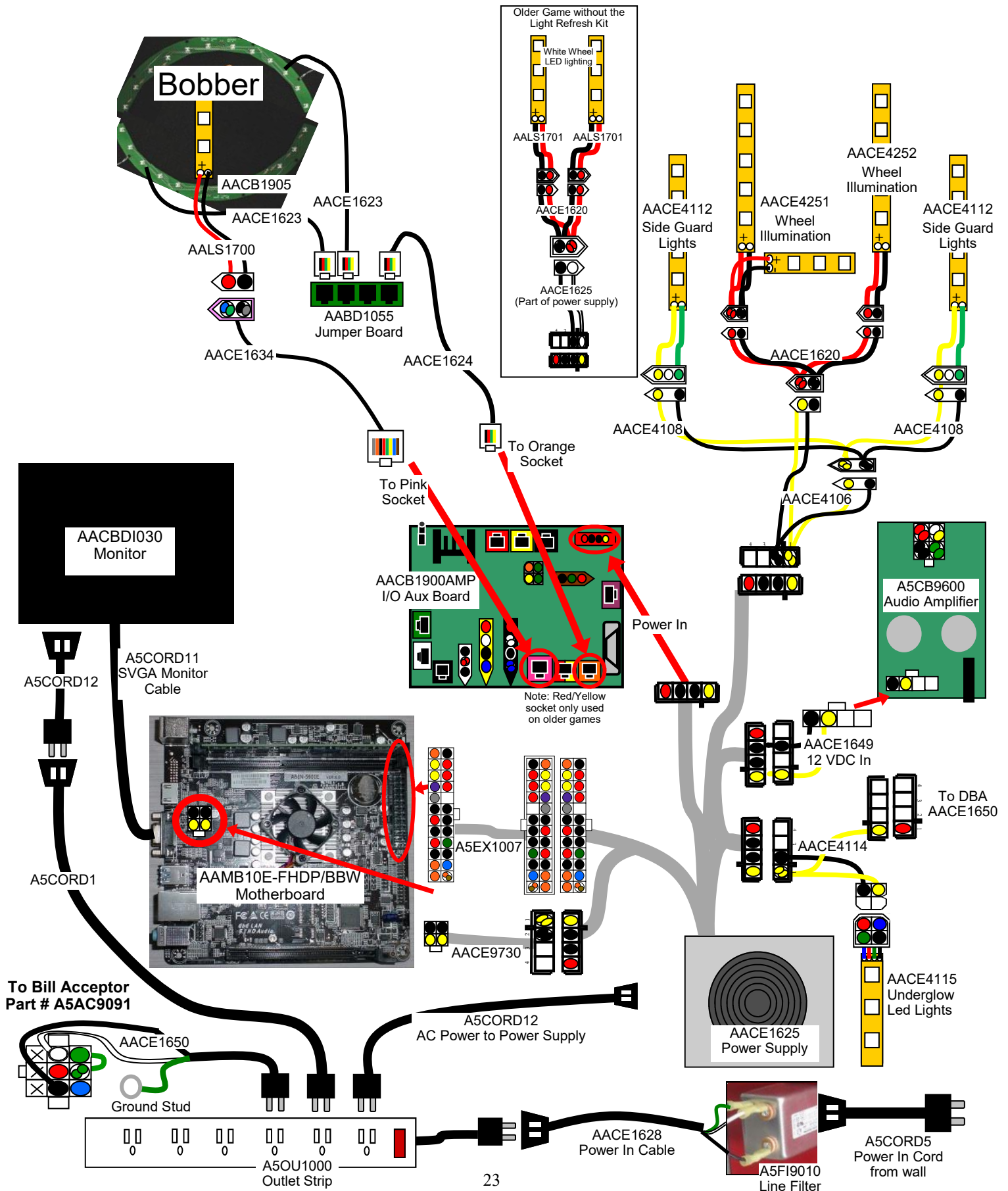
I/O Aux Board - Located inside front left door.



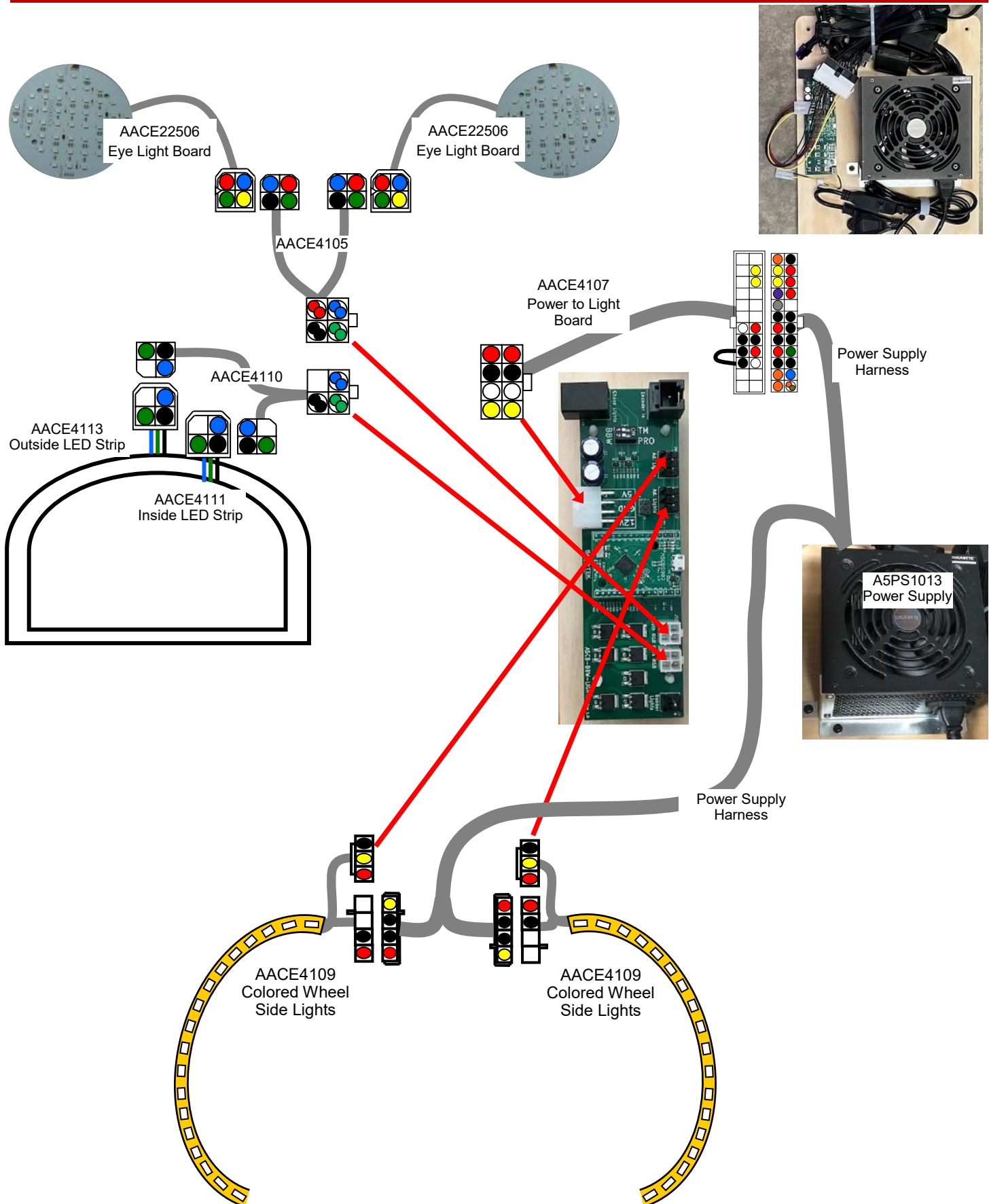
WIRING DIAGRAM



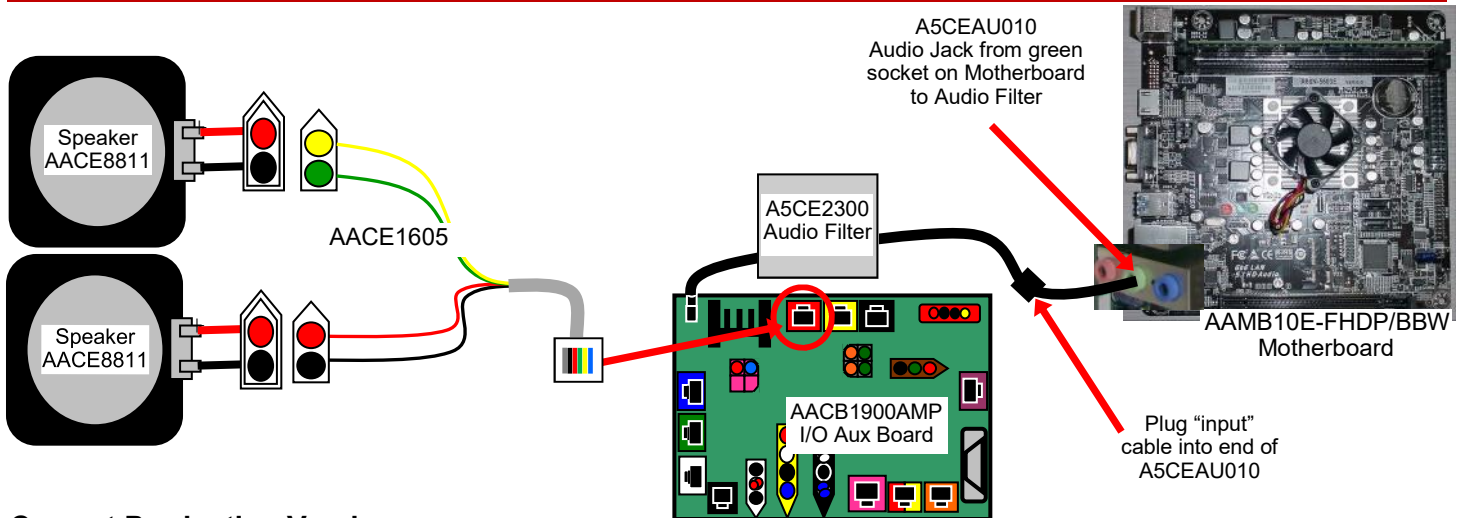
WIRING DIAGRAM



TOP OF GAME LIGHTING KIT WIRING

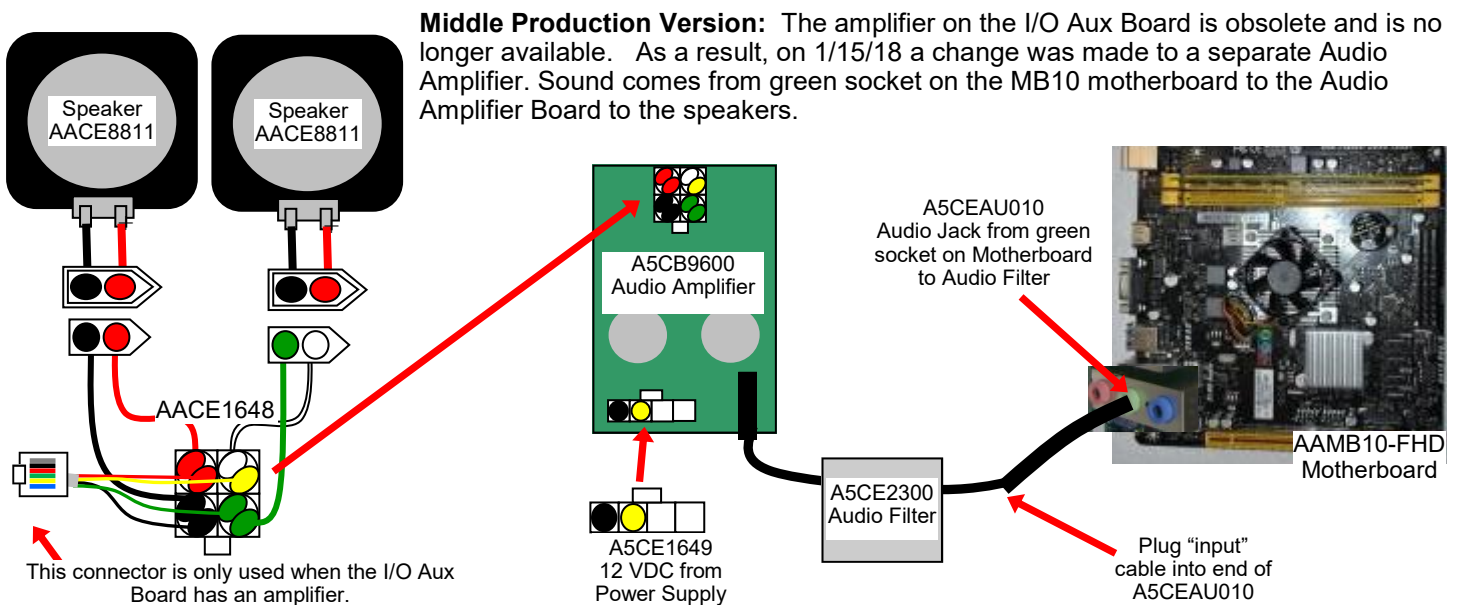


SPEAKER WIRING OPTIONS



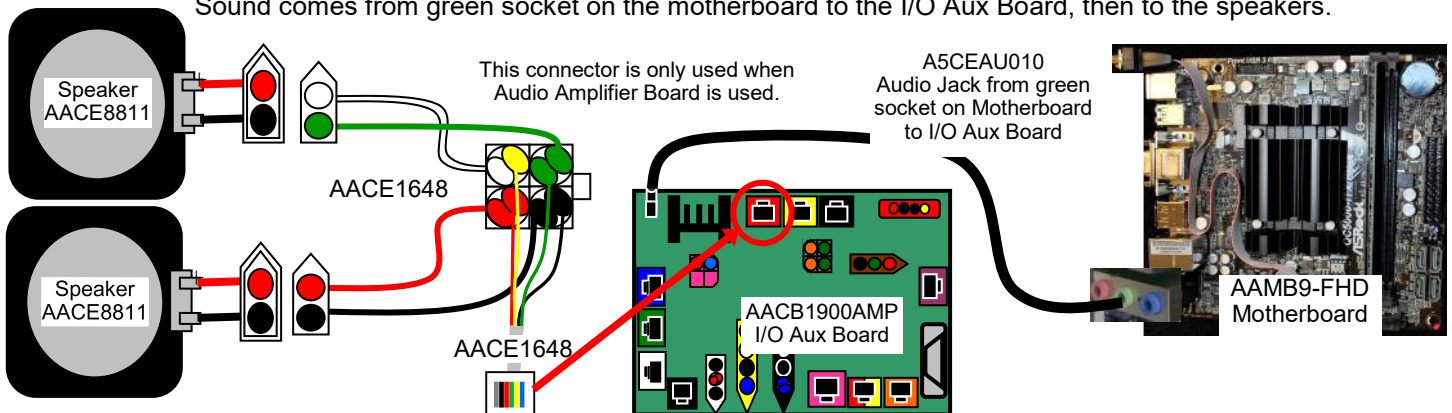
Current Production Version:

The amplifier on the I/O Aux has been improved. As a result, on 5/8/18 a Audio Filter has been added to the Audio Jack. Sound comes from green socket on the motherboard to the I/O Aux Board, then to the speakers.



Older Versions:

Sound comes from green socket on the motherboard to the I/O Aux Board, then to the speakers.



MOTHERBOARD / SOFTWARE OPTIONS

Big Bass Wheels may have 7 different types of motherboards. As motherboards become obsolete and can not be purchased, different motherboards have had to be sourced to be backward compatible in most cases. There are 2 paths of software that work in the different motherboards. If the wrong version is used, there will be sound issues, or may not boot at all.

AAMB6

Uses Software Version BBW1.56

4 pin power connector needed.
(Black, Black, Yellow, Yellow)

The long power in connector is either 20 pin or 24 pin.

There is a 4 pin breakaway that must be snapped off to fit into a

20 pin socket, or found in power supply harness and pushed together to fit into the 24 pin socket.



AAMB7

4 pin power connector needed.

(Black, Black, Yellow, Yellow)

24 pin power in connector.

Uses Software Version BBW1.56



AAMB8

4 pin power connector not needed.

24 pin power in connector.

Uses Software Version BBW1.56



AAMB9

4 pin power connector not needed.

24 pin power in connector.

Uses Software Version BBW1.56



AAMB10

4 pin power connector needed.

(Black, Black, Yellow, Yellow)

24 pin power in connector.

Uses Software Version BBW1.62



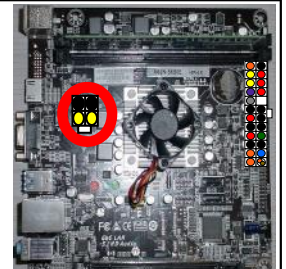
AAMB10E

4 pin power connector needed.

(Black, Black, Yellow, Yellow)

24 pin power in connector.

Uses Software Version BBW1.62



AAMB10E-FHDP/BBW
Motherboard

Currently using AAIMB1

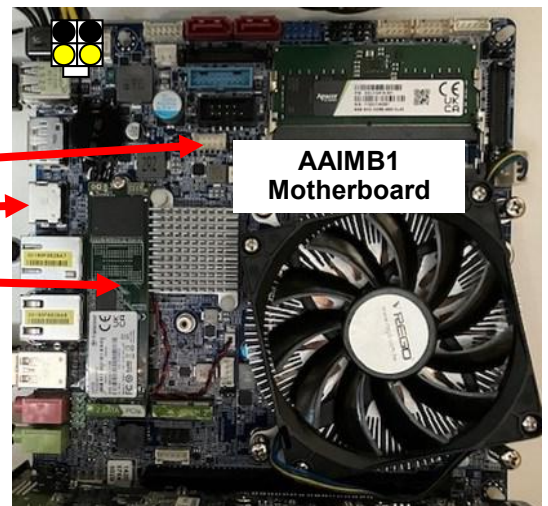
4 pin power connector needed. (Black, Black, Yellow, Yellow)

The 24 pin connector from power supply must plug into new CE1980 jumper to jumper black and green wires.

Communication to I/O board is new cable CE1981

Monitor display is now HDMI.

Software is programmed onto M.2 drive.



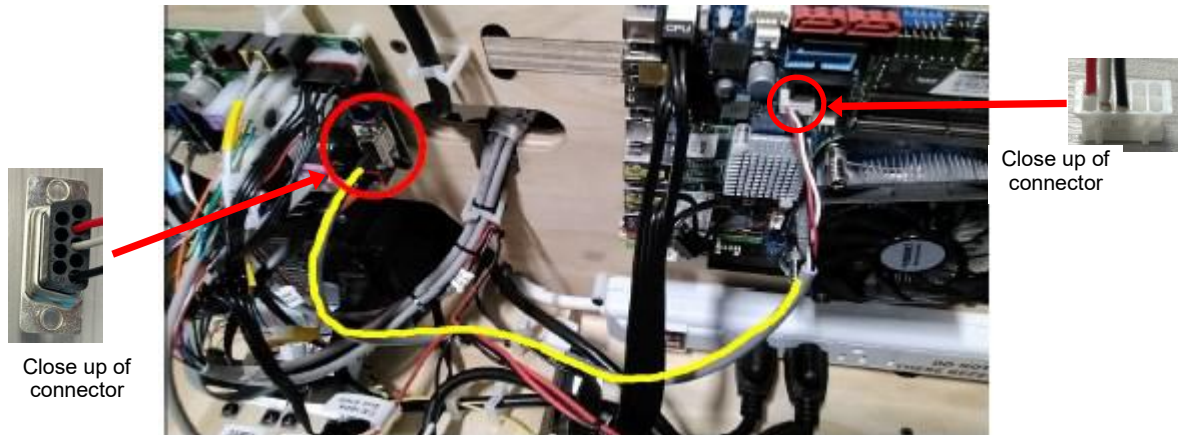
AAIMB1
Motherboard

MOTHERBOARD COMMUNICATION OPTIONS

Current Production Version:

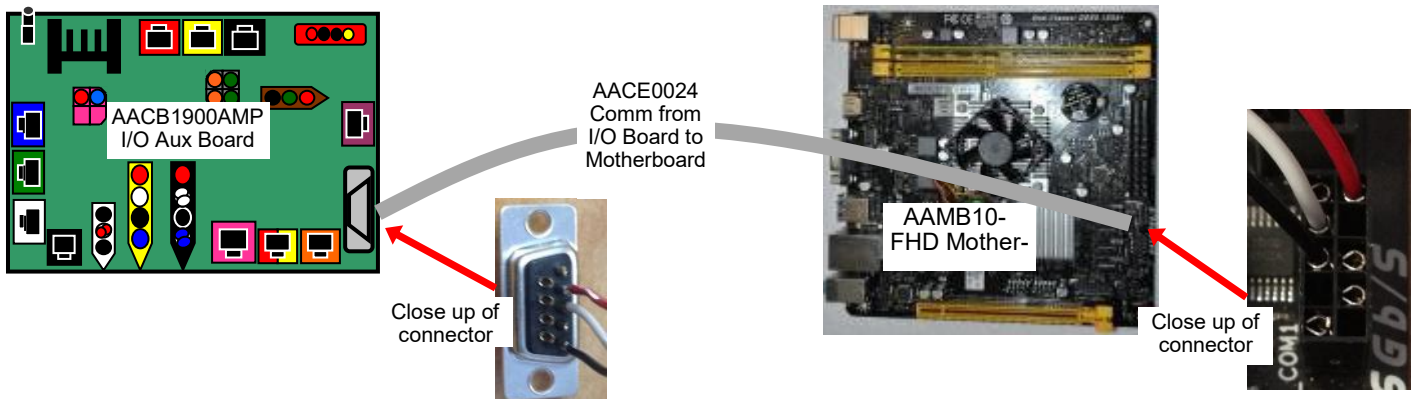
The communication cable from motherboard to I/O Aux Board has changed with the use of the IMB1 motherboard. As a result, in Feb, 2025 a change was made to a different communication cable.

Part # AACE1981 - Communication originates on the Com1 connector on the motherboard to the I/O Aux Board.



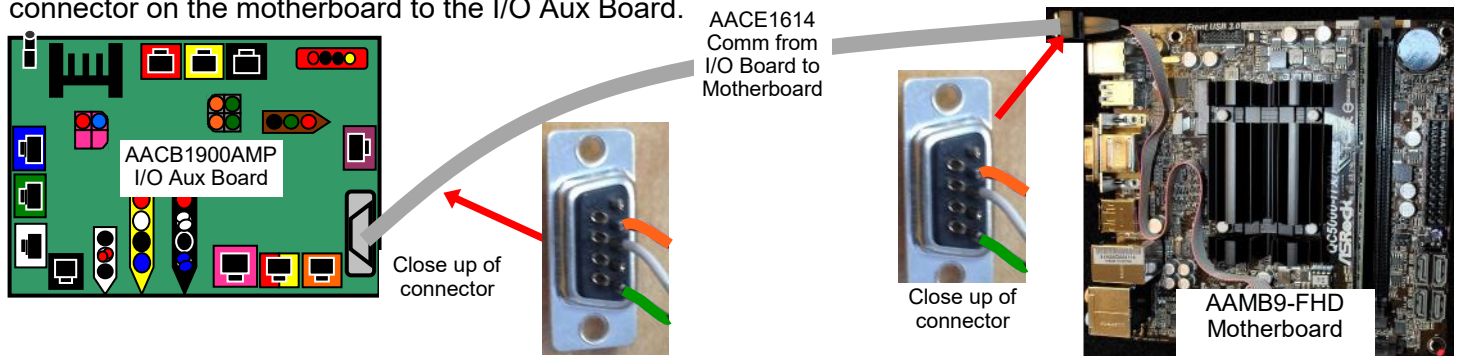
Older Version:

Part # AACE0024 - Communication originates on the Com1 connector on the motherboard to the I/O Aux Board.



Older Version:

Part # AACE1614 - Communication originates on the DB9 connector on the motherboard to the I/O Aux Board.



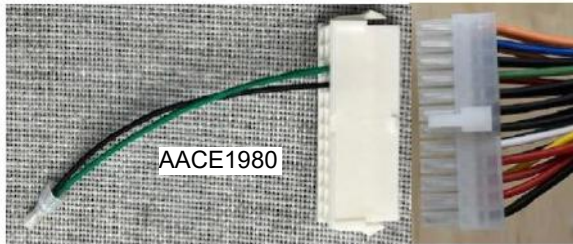
AAIMB1 MOTHERBOARD DIFFERENCES

As of Feb, 2025, the Pop The Lock games use the AAIMB1 motherboard.
There are a few differences from Baytek's other games' motherboards.

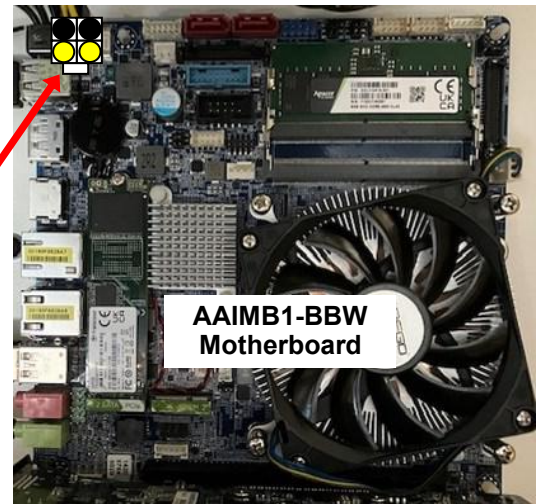
Difference # 1:

The power in from the power supply is only a 4 pin plug.

The 24 pin connector from the power supply MUST be plugged into a CE1980 jumper for the game to power up.



Power In from
Power Supply



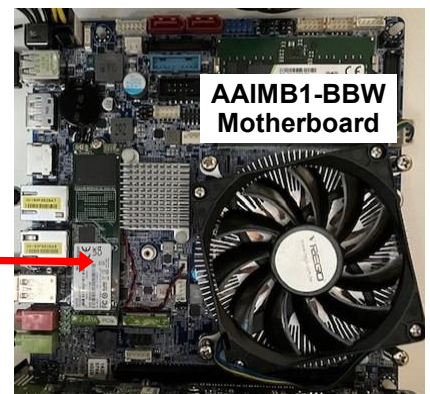
Difference # 2:

Jumpers on the motherboard need to be in these positions:



Difference # 3:

The M.2 software drive (Part # AAHD0032-BBW) location.



Difference # 4:

There are less jacks on the motherboard, but the sound jack still plugs into the green socket.



GAME ERRORS

Door Open

The I/O board is seeing one of the 5 doors switches being open.

(Front left door, front right door, back door, side left door, & side right door)

All 5 door switches are wired in series, so if one is open, it will show open.

Cable CE1618 plugs into the yellow socket on the top of the I/O board.

Refer to "Door Open Error" for more further troubleshooting instructions.



Tickets Dispensing

The I/O board has not seen a notch signal back from the ticket dispensers or card swipe system. The game will stop trying to dispense tickets.

Enter the menu and clear tickets remaining by selecting "Reset Tickets"

Then look at notch signal wiring and play another game to test.

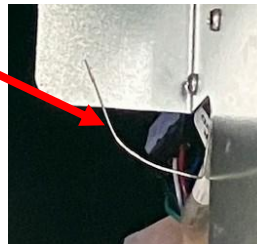
Low Tickets

The I/O board detects both of the mechanical ticket switches have lifted up.

This can happen with actual tickets being used and with card swipe systems.

The low tickets are located on the bottom end of the ticket tray in the front left and front right doors.

This metal actuator should be down.



Motor Watchdog Error

This error will show in the Diagnostic Information section of the menu.

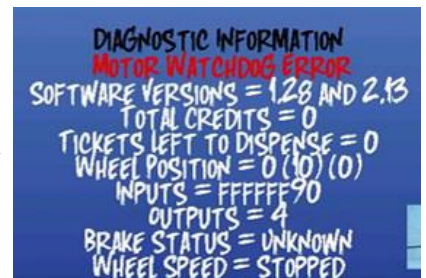
It means that the wheel assist motor in the back of the game is not working.

The motor itself is probably faulty.

To test: Change the "Player Timeout Option" from "Abandon Game" to "Motor Assist" - Then turn the game off, wait 10 seconds, and turn the game back on, because the game needs to be power cycled for this change to take effect.

Then start a game, but **do not** spin the wheel.

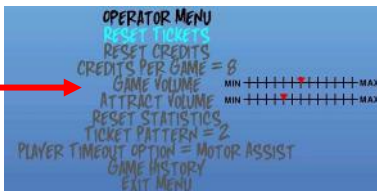
The assist motor should start spinning once the timer runs out.



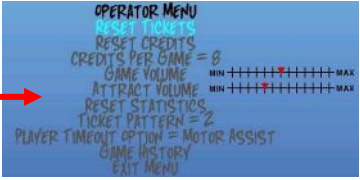
TROUBLESHOOTING GUIDE

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.

Troubleshooting Chart		
Problem	Probable Cause	Remedy
No power to the game No lights on at all	Unplugged. Power strip turned off, or plugs unplugged. Circuit breaker tripped. Line filter faulty. Bad or overloaded power supply.	Check wall outlet cable (A5CORD5) to line filter in back of game. (A5FI9010) Check rocker switch on power strip. Ensure power cords are pushed into power strip securely Reset power strip breaker switch or building circuit breaker. Attempt to determine cause. Replace line filter. (A5FI9010) Refer to Power Supply Diagnostics If the supply cord is damaged, it must be replaced by a special cord or assembly available from the manufacturer or its service agent.
Monitor is on But everything else off (Power Supply not ON)	Power supply unplugged. Rocker Switch on power supply is Off. Power supply shutting down because of 12 V overload. Faulty power supply.	Insure power supply is plugged into power strip. Make sure rocker switch is set ON.  See power supply diagnostics to isolate bad component. A bad solenoid or 12 volt short would cause this. Refer to Power Supply Diagnostics section.
Dollar Bill Acceptor not functioning Ensure Bill Acceptor is set to "Always Enable" 110 VAC Part # A5AC9101	Check for power to Bill Acceptor. Dirt or debris in acceptor slot. Pinched, broken, or disconnected wiring. Bill acceptor problem. Part # A5AC9094	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 I/O Aux Board. (AACE16019) Repair or replace wiring harness. 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.
Very Soft or Very Loud Audio	Check settings in menu. Software/ Motherboard differences	Increase the volume by pressing Menu button, scroll to volume slider bar and adjust.  Refer to "Keyboard/Mouse Adjusting of Master Volume"

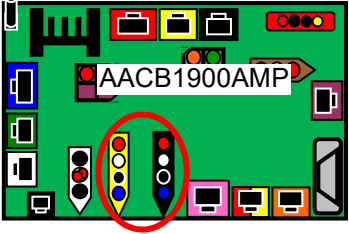
TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
Game does not coin up Game should have an audio doink sound from speakers when coin switch is triggered.	Card Swipe System Special Instructions- Pinched, broken, or disconnected wiring. Faulty Coin Mechanism. Swap coin mech to verify. Ensure all doors are closed, game will not play with door Open. Faulty I/O Aux Board	Set "Game drive voltage threshold" to 2 volts. Coin signal wires are white and black wires. Refer to wiring diagram Check connections from coin switches to I/O Aux Board. Check continuity on wires. (AACBL4A-DOOR, AACE1610 or AACE1609) Replace coin mech if faulty. Check all 5 door switches. Ensure CE1618 cable is connected from I/O board to Motherboard. Replace I/O Aux Board . (AACB1900AMP)
No Sound	Volume too low. Loose wire. Software/ Motherboard differences Use MP3 or Phone to isolate problem.	Increase the volume by pressing Menu button, scroll to volume slider bar and adjust.  Check audio cable connections from motherboard to I/O board (or audio amp board) to speakers There are 2 options built into games. Please refer to "Speakers Wiring Diagram Options" Refer to "Keyboard/Mouse Adjusting of Master Volume" Unplug phono jack from motherboard and plug into the MP3 or phone. Then the sound from your device will play through the game speakers. If no sound through your device, then replace Motherboard (AAMB10-FHD)
Low Tickets message on monitor	Stack of tickets not resting properly on low ticket switch. Faulty switch. Faulty wire or connection. Faulty I/O Aux Board	Adjust stack of tickets so they hold both the switch actuators down. Replace low ticket switch. (AASW200) Check for proper connection from switch to main board. Check continuity. (AACE1609, AACE3219) Replace I/O Aux Board. (AACB1900AMP)
Menu Buttons do not work.	Swap connectors at the 2 buttons Pinched, broken, or disconnected wiring I/O Aux Board faulty.	Replace button if problem stays with button.(AAPB2700) Inspect crimp to ensure good connection. Check connections from menu buttons to main board. Check continuity on AAPB2700, AACE1613 Replace I/O Aux Board. (AACB1900AMP)

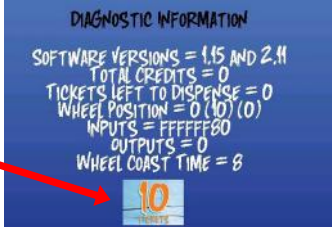
TROUBLESHOOTING GUIDE

Troubleshooting Chart		
Problem	Probable Cause	Remedy
Bobber Red LED lights are not working.	Jackpot Enabled in menu LED strip faulty Faulty Cable	Disable Jackpot in menu. The Red LED's will not flash without the AAKIT-BBW-CHASE if Jackpot Sign is used. Remove bobber and examine LED strip. (AACB1905) Check cables from LED strip to I/O Aux Board (ACE1625, AABD1055, ACE1625, AAC-B1900AMP)
Bobber LED white lights are not working.	LED strip faulty Faulty Cable. 12 Volts DC to lights	Remove bobber and examine LED strip. (AALS1700) Check cables from LED strip to I/O Aux Board (AALS1700, ACE1634, AACB1900AMP)
Left or Right Wheel White LED's not working.	LED strip faulty Faulty Cable Faulty I/O Aux Board	Slide open front windshield and examine LED strip. Plug the LED strip into the cable from the other side. Replace if needed. (AALS1701) Check cables from LED strip to Power Supply. (AALS1701, ACE1620, ACE1625) Replace I/O Aux Board. (Part # AAC-B1900AMP)

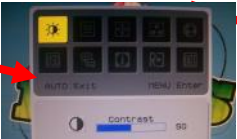
TROUBLESHOOTING GUIDE

Problem		Probable Cause	Remedy
Tickets not dispensing from either ticket dispenser.		Verify game is registering a win. Ensure "Door Open" is not showing on monitor. Notch on tickets too shallow. Faulty wires from dispensers to I/O board. Faulty I/O board.	Display monitor will show ticket value won. If not – see "Wheel Sensor troubleshooting." Game will not dispense with any door open. See "Door Open Error" Flip tickets and load upside-down to have large cut notch toward opto sensor. Inspect wires as they plug into I/O board.. (Part #'s: AACE1609, AACE3219) Replace I/O board. (AACB1900AMP)
One ticket dispenser working, but One ticket dispenser is not working.		More than 5 tickets to dispense? Notch on tickets too shallow. Faulty cable from Ticket Dispenser to I/O board. Faulty I/O board. (AACB1900AMP)	If game has less than 5 tickets to dispense, only one side will pay out. Flip tickets and load upside-down to have large cut notch toward opto sensor. Inspect wires as they plug into I/O board.  Swap ticket dispenser cables on I/O board to determined that one socket is faulty.
Wrong ticket amount dispensed. Check for the correct amount of tickets showing on monitor.	Monitor showing correct ticket payout.	Disconnected, loose or broken wires. Opto Sensor on ticket dispenser dirty. Faulty ticket dispenser. Notch on tickets cut too shallow.	Check connectors. Check for continuity on cables # AACE1609, AACE3219 Blow dust from sensor and clean with isopropyl alcohol. Replace with working dispenser to isolate the problem. Flip tickets and load upside-down to have large cut notch toward opto sensor.
	Monitor showing different ticket payout.	Incorrect software version. Incorrect ticket pattern selected. Spring Tension Wheel position not being read correctly.	Check to see if Big Bass Wheel Pro software is in the motherboard instead of Big Bass Wheel Enter menu, and ensure correct ticket pattern selected. If the brake spring is too loose, the wheel may rock backward and confuse the sensor and score wrong. Refer to "Encoder Sensor Diagnostics" section

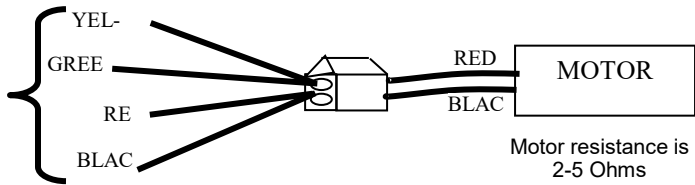
TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
Scoring Issues	Game says you won tickets even though wheel is still spinning. Game gives tickets as soon as money is inserted during attract mode. Game ends after slow spin, and gives no tickets. PLAYER TIMEOUT OPTION = MOTOR ASSIST	Weak encoder sensor. Replace sensor. (AACB1901) Attract mode spinning wheel should slow down enough so it will not trigger win. Tighten brake assy. (see Brake Adjustment) Motor assist should spin wheel for slow spins. Check menu screen – ensure it is not set to “Abandon Game”. (see Motor Assist)
	Open left front door and push menu button to enter menu Check if value on monitor matches wheel position. Spin wheel downward to verify all numbers match. If it does match: 1.) Look for “motor watchdog error” on screen. Refer to Motor Watchdog Error section 2.) Ticket dispenser issue. The monitor will show how many tickets should be dispensed. Compare tickets given with the physical ticket meter counter on game. If does not match: Manually spin wheel 1 complete revolution to ensure home sensor is being read. Important: Always spin downward Check “Ticket Pattern” is set to the correct ticket pattern. Encoder sensor signal not reaching I/O board. Check cable AACE1616 from encoder sensor to blue socket on I/O board. Go to Wheel Encoder Sensor section below to adjust sensor. Replace encoder sensor. (AACB1901) Replace cable. (AACE1608) Replace I/O Aux Board. (AACB1900AMP)	  
Game pays 10 or 75 tickets every game.	Encoder sensor always “sees” home position.	If either green LED on board is always ON as you spin wheel - Replace encoder sensor. (AACB1901)
	Encoder sensor signal not reaching I/O board. 1.) Check cable AACE1705 from encoder sensor to I/O board. 2.) Replace encoder sensor. (AACB1901) 3.) Replace I/O board. (AACB1900AMP)	

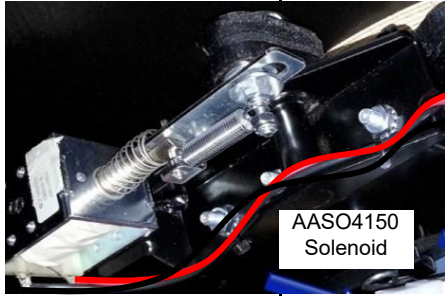
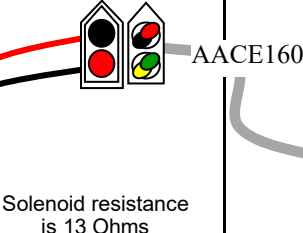
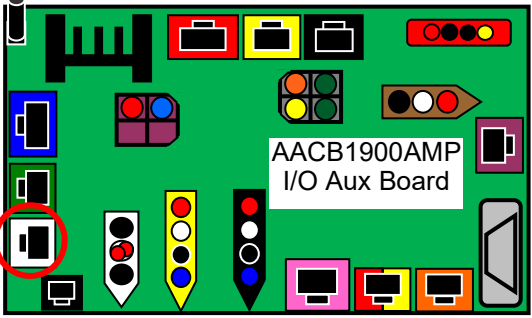
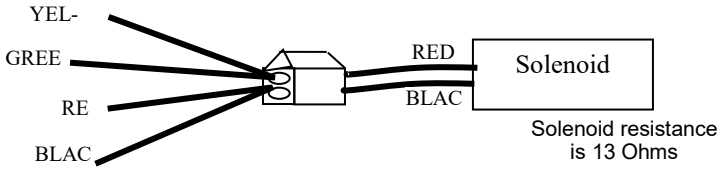
TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
Monitor problems. Blurry Monitor Too bright, or dim.	Monitor will have to be removed from game, and adjusted from front of screen. Refer to "How to Replace Monitor" Remove fish head. Remove 2 wood braces holding monitor. Peel monitor back away from sticky tape. Use menu buttons to access monitor adjustments.	  
Monitor not working. Power down, wait 2 minutes and power up again.	Monitor shows "No Signal"	Monitor VGA cable unplugged. Check the VGA cable to the monitor. (A5CORD11) Check both connection on motherboard from power supply. Ensure power supply is running. Refer to Power Supply Diagnostics. Faulty motherboard - Replace motherboard. (AAMB10-FHD)
	Monitor has nothing at all on power up.	Power cable unplugged from monitor. Faulty monitor. Ensure power is plugged into back of monitor, check the connection at the 2 cables to the monitor, down to power strip. (A5CORD1, A5CORD12) Replace monitor. (A5CBDI030)
	Error on screen at power up. Re-Boot game to see if problem still exists.	Check fan on power supply, ensure it is turning Faulty USB stick Faulty motherboard. Refer to Power Supply Diagnostics. Replace power Supply AACE1625 if needed. Reseat USB software stick into different USB socket on motherboard. Replace USB software (A5FHD005) Replace motherboard. (AAMB10-FHD)
Game turns on, but some of the functions do not work.	None of inputs work. No coin up, no test buttons, display may say door open. Display is OK, but does not show some screens. No volume, or game freezes, locks up	I/O Serial cable unplugged from I/O board to motherboard. Inspect cable AACE1614 or AACE0024. Replace if needed. There are 2 different options that could be built with game. Please refer to "Communication Wiring Diagram Options" USB software stick loose, or faulty. Replace if needed. (A5FHD005) Faulty RAM, or motherboard. Replace motherboard (AAMB10-FHD)
Display shows "Door Open" and Menu can not be Entered.	I/O Serial cable unplugged from I/O board to motherboard	Inspect cable AACE1614 or AACE0024. Replace if needed. There are 2 different options that could be built with game. Please refer to "Communication Wiring Diagram Options"

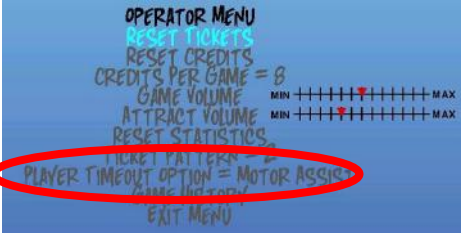
TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
Motor will not assist the slow spin. Game should always try to assist a slow spin. It helps the smaller child play the game. Attract Mode – The big spinning wheel attracts players to game. If not, the reason can be any one of these problems making game go to “Abandon Game”	Enter menu, ensure this is not set to “Abandon Game”. Enter menu, check diagnostic information for “motor watchdog error” Door open Faulty encoder sensor. Auto-spin catch broken.  Drive chain broken. Cable problem. I/O board faulty. Game is set to “New Jersey” mode.	Change to “Motor Assist” , then power game off and then back on. PLAYER TIMEOUT OPTION = MOTOR ASSIST Change “abandon game” to “Motor Assist”. Turn game off, and then back on to clear error. Enter menu to verify change. Motor assist will not engage if game thinks door is open. Close all doors. Assist motor will try for 2 seconds, not “see” the wheel turning, and then deactivate. Replace encoder sensor. (AACB1901) Inspect mechanism on left side door. Replace spring if needed.(A5SREX040) Inspect drive chain that powers wheel. Replace if needed. (A5CH1003) Inspect cable from Assist Motor to I/O board. Replace I/O board. (AACB1900AMP) New Jersey law does not allow wheel to auto-spin.
	Faulty Motor - Replace Motor (AAMO4100) As motor starts, 5 Volts DC is present at connector. (It builds to 12 Volts as wheel gains speed) TO I/O BOARD: Phone cables are doubled up for redundancy – Motor will still work with 1 wire off 	
Wheel always spinning.	Brake assembly very loose or broken. Solenoid Assy. on right side of wheel is broken or faulty so player can spin wheel anytime. Spin motor receiving 12 Volts DC all the time. Spin meter screen stays on. Spin Meter does not increase. Stays on auto spin.	See “Brake Adjustment” section. Solenoid should only engage when game is coined up. Refer to “Wheel Engaging Solenoid” Faulty I/O Board. Replace AACB1900AMP Faulty encoder sensor. It does not see wheel spinning. Refer to Encoder Sensor section.

TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
Spin meter never increases. Encoder sensor not seeing wheel spin.	Encoder sensor dirty or faulty. Pinched, broken, or disconnected wiring. I/O board faulty.	Clean sensor and replace if needed. (AACB1901) Inspect wiring and replace cable if needed. (AACE1608) Replace I/O board. (AACB1900AMP)
Wheel not spinning when player moves handle. 	Door open Solenoid Assy Faulty. (Solenoid resistance is approximately 13 ohms) Cable problem. 	Wheel will not engage if game thinks door is open. Inspect mechanism in right side door. Inspect springs and engaging action. Replace if needed.(AASO4150) Inspect cable from Solenoid to I/O board. 
	I/O board faulty.	Replace I/O board. (AACB1900AMP)
	Solenoid Problem Only as game starts - 12 Volts DC is present at solenoid. TO I/O BOARD: Phone cables are doubled up for redundancy – Solenoid will still work with 1 wire off	
Solenoid always stays on. Players can spin wheel without inserting money. During attract mode- game will make loud clicking sound.	Jammed Solenoid. Missing/Broken Springs. Pinched Cable. I/O board faulty.	Inspect solenoid. Ensure it operates smoothly. Look for missing springs. Replace Assembly if needed. (AASO4150) Inspect phone cables for smashed cable. May also have to replace I/O Board. Replace I/O board. (AACB1900AMP)
Error shown on monitor	Shows “Power Saver Mode” Any other boot error.	Power supply may be faulty. Replace power supply. Part # AACE1625 Replace USB Software stick drive. Part # A5FHD005

TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
Meters do not work. Game counter clicks at start of each game. Ticket counter clicks as tickets come out of game.	The 2 crimped wires may be faulty Pinched, broken, or disconnected wiring I/O Aux Board faulty.	Inspect crimps on AACO1000 to ensure good connection. Check connections from counters to main board. Check continuity on wires.(AACO1000) Replace I/O board. (AACB1900AMP)
Monitor shows “Out of Order Door Open “	One or more doors open. Faulty door switch I/O Serial Cable unplugged. I/O board faulty.	Refer to Door Open Section below. Replace door switch. (A5SW7000) Inspect and re-seat serial cable from motherboard to I/O board. Replace I/O board. (AACB1900AMP)
Motor Watchdog Error	Encoder Sensor Faulty. Motor Faulty.	Clean Encoder sensor on left side of wheel.  Refer to “Motor will not assist a slow spin” section above.
	After problem is found and fixed: 1.) Enter menu and ensure Player Timeout option is set to “Motor Assist” 2.) Turn game off, then back on, enter menu and again ensure Player Timeout option is set to “Motor Assist” 3.) Verify Motor Watchdog Error is not present. 4.) Coin game, but do not spin wheel. Let game try to spin wheel own it's own.	

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. Standard DBA is MEI # AE2451-U5E Part # A5AC9091

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:

Use meter to measure 120 AC voltage at cable going into Bill Acceptor from power strip

If power is OK:

Clean Bill Acceptor path to make sure there is nothing jamming unit.

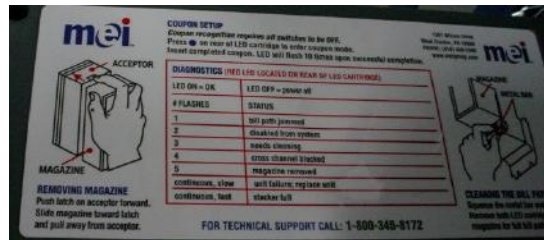
Check dipswitch settings on side of acceptor.

Make sure switch # 8 is OFF for Always Enable



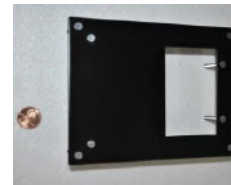
ERROR CODES

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



BLANKING PLATES AVAILABLE

A5PL4200 DBA Plate used for Upstacker Bill Acceptor



A5PL9998 Plate used instead of Coin Mechanisms



A5PL9097 Plate used for Bill Validator

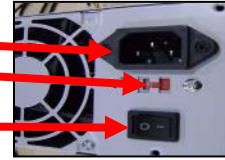


A5PL9995 Plate used instead of ticket dispenser



POWER SUPPLY DIAGNOSTICS

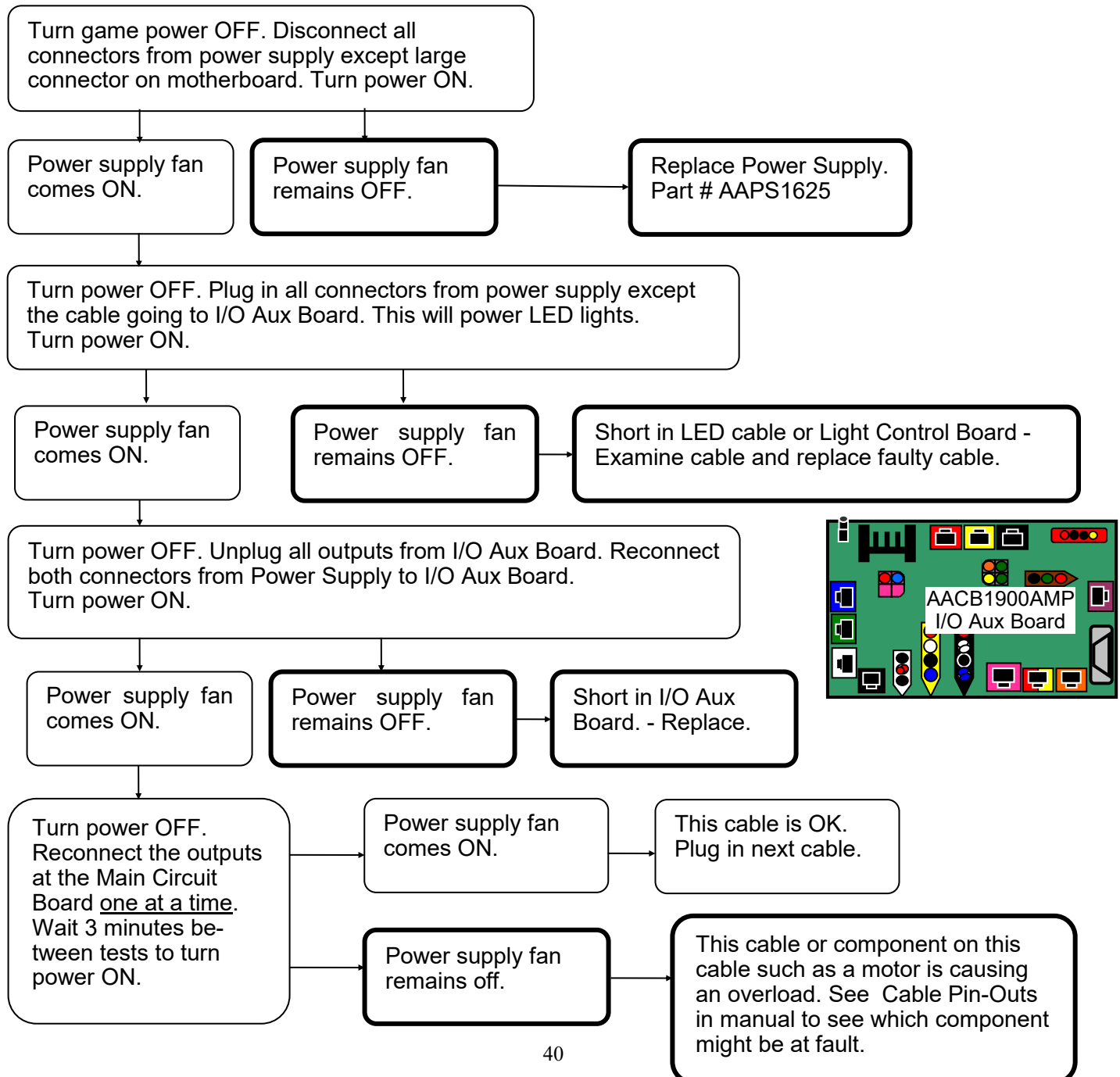
- 1.) Verify AC power to front of game. Check power strip in bottom front. Check for illuminated power switch.
- 2.) Check AC power connection to power supply.
- 3.) Ensure Power Supply switch is set to 115V (or 230V)
(Some model power supplies may not have this)
- 4.) Ensure Power switch is on.



No 12 Volts (Power Supply Fan is not turning), but AC to power supply is OK

This means that either:

- 1.) Motherboard is not telling the power supply to turn on.
- 2.) Power supply is faulty.
- 3.) There is a 12 volt short in cabinet causing power supply to remain off to protect itself.



DOOR OPEN ERROR

There are 5 door switches in total:
1 in back, 1 in left side door, 1 in right side door, 1 in left front door, and 1 in right front door.

What happens if door is open?

Tickets will not dispense.
Game will not start.
Auto spin will not engage
Player can not spin wheel

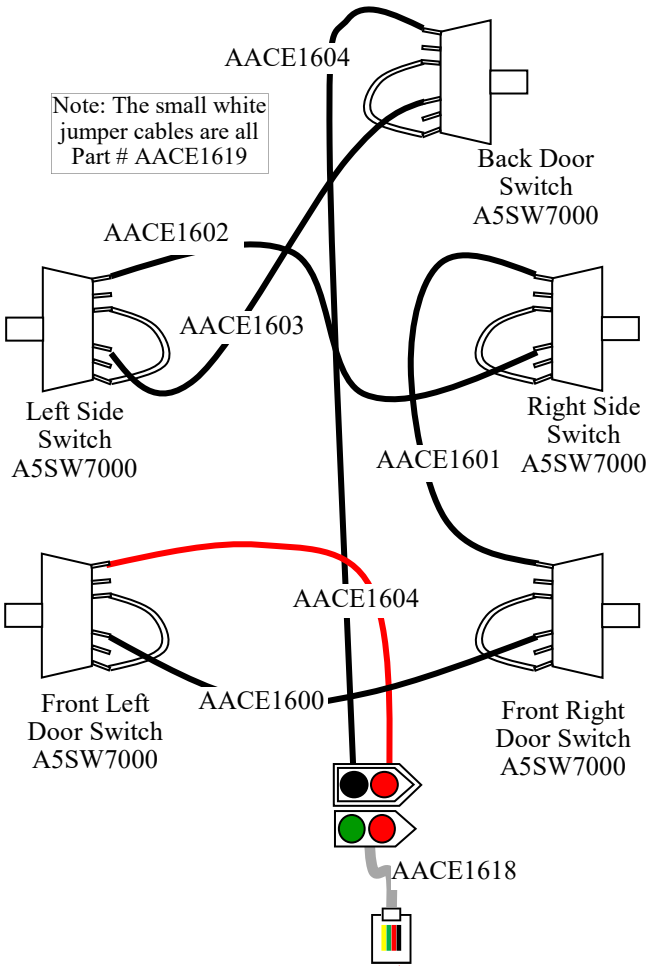
This is a safety matter and switches must not be disabled or injury to player or technician may occur.

Handle will still move solenoid assy. – Make sure to remove handle when working on game!

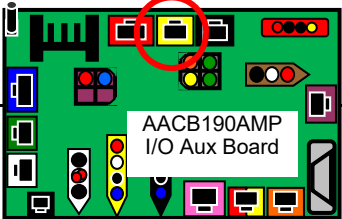
Door switches are Push/Pull type

Switch can be pulled out when door is open and game will think door is closed.

First Step: Hold the menu button down for 5 seconds. If you can not enter the menu, the problem is not in the door switches, it is communication issue to motherboard. Refer to “Communication Wiring Diagram Options”



Troubleshooting Door Open Problem:



Open all 5 doors and pull all 5 switches out.	Door Open message stays.	Faulty door switch. (A5SW7000) – It could be anyone of the five. Check all wires on switches. Check crimps on wires. Check connection to yellow socket on I/O Board Replace I/O board if needed. (AACB1900AMP)
	Door Open message clears.	Individually check each switch by pushing in on each switch one by one and verify the door open message is not on screen. If a door switch shows the message when pushed in, that switch is faulty. Replace switch (A5SW7000)

WHEEL ENCODER SENSOR

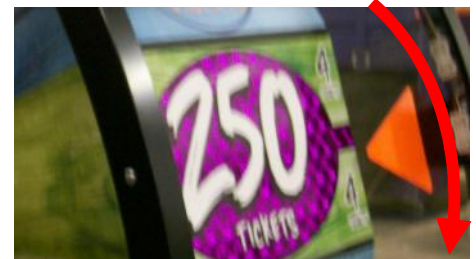
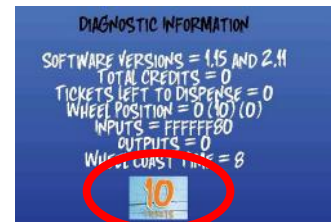
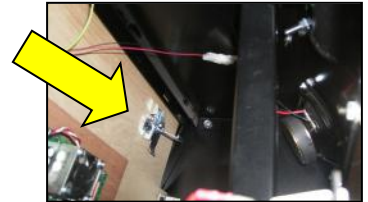
The arrow pointer will show the customer which ticket value they have won.

Remember: There is a ½ inch buffer zone between panels that provide a small margin of error. This space is also present on the big bonus values.

It allows a big bonus value to score even though the pointer may be slightly above or below the actual sticker on the wheel.

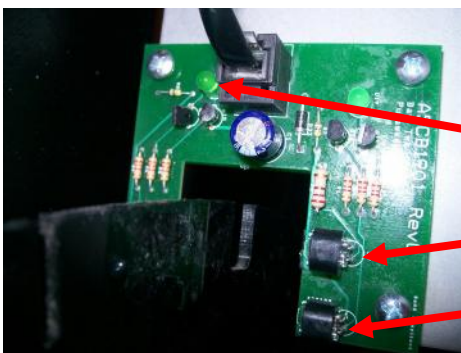
Check the wheel position

- 1.) Open front doors and unlatch clasps holding front plexiglass in place.
There are 2 located behind the speakers.
- 2.) Front plexiglass will now slide up like a roll-top desk.
- 3.) Push menu button to enter menu.
- 4.) Check if value on monitor matches wheel position pointer.
- 5.) Watch monitor as you manually turn the wheel downward..
The wheel may have to go a full revolution so the game can find home position.
Spin the wheel downward by hand, watch the display change as the wheel moves to the next score panel.
- 5.) Slowly rotate the wheel downward as it approaches a bonus section.
Watch the display as it turns to a 4, then slowly move wheel down.
Stop the wheel as soon as the display changes to the bonus.
- 6.) Look at pointer and verify that it is on the boundary between the 4 space and bonus value.



**IMPORTANT:
ONLY SPIN WHEEL DOWNWARD**

The Encoder Sensor reads where the wheel is and determines the payout of the wheel. The sensors see the thin slot as boundary between large score panels. It sees the large slots as high score values in middle of score panels. As wheel spins, Green LED indicator comes on as next score panel starts



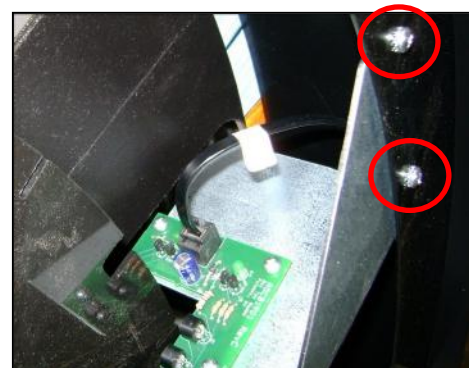
Green LED Indicator

Wheel encoder sensor (AACB1901) is mounted so the top sensor reads the outside cut-out notches.

The lower sensor reads the 1 home position notch on wheel.

If the pointer is more than ¼ inch off:

- Open left side door of game.
- Locate 2 Phillips screws on bracket.
- There are slots on this bracket to allow adjustment.
- Loosen 2 screws and slightly move bracket.
- Tighten screws and re-check wheel position.



BRAKE ADJUSTMENTS

Wheel coast time is a number related to how long the wheel spins as it coasts to a stop.

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

The higher the number, the faster the wheel stops.

The wheel coast time should be 30-40

This can also be adjusted periodically to prevent a very skilled player from memorizing the coast and win bonus after bonus.

Performing Wheel Coast Test

Enter the menu by pressing the menu button inside front door.

Watch display as wheel turns

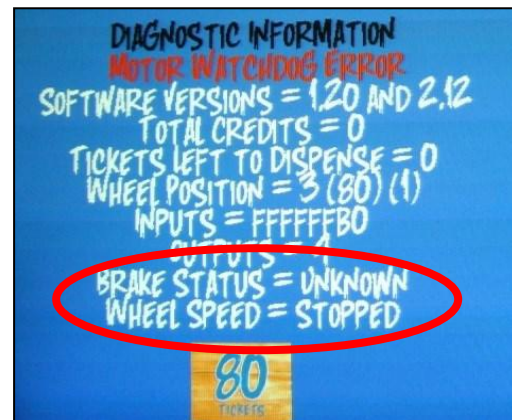
- It should show “good spin” as the wheel turns.

Once the wheel coasts to a stop, it will show:

Brake OK

Tighten Brake

Loosen Brake



Adjusting Wheel Brake

Lift each of the threaded rod, and spin nuts:

Clockwise to increase tension – decrease wheel coast time.

Counter-clockwise to decrease tension – increase wheel coast time.

Adjust both rods evenly.

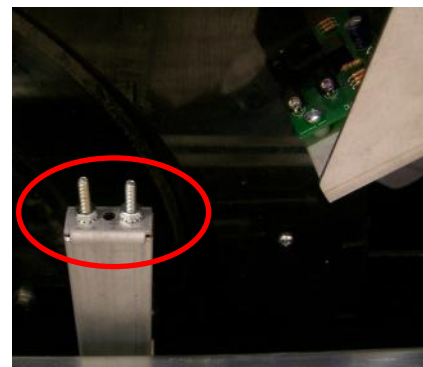
Re-test after adjustment

If customer inserts money during autospin and wheel coast is too long, it may read the autospin as a player spin and give tickets for that autospin.

Make sure the wheel does not rock backward as it comes to a stop.

If it does - tighten brake.

If the wheel rocks backward during a game, it will score wrong if it rocks over a notch.



TOP 7 THINGS YOU DO NOT KNOW ABOUT BIG BASS WHEEL

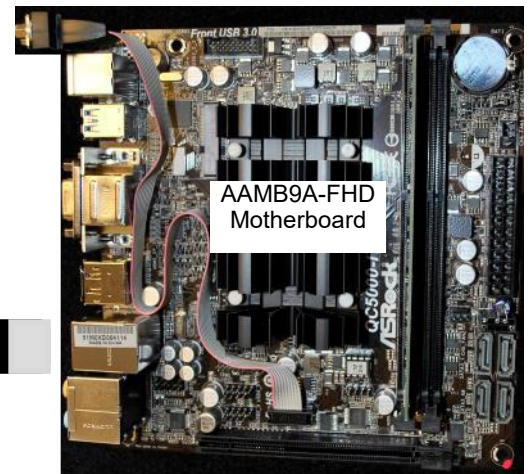
- 1.) If game goes into menu by itself - scrolls through it by itself. The solenoid is bad.
- 2.) If pays out 5 or 6 tickets every time, then enter the secret menu by holding the menu button down for 30 seconds, and turn off "show settings"
- 3.) If game plays fine, but the monitor has no picture - then the monitor is faulty.
- 4.) If game pays out tickets everywhere except bonus spots - then enter printer menu and disable printer.
- 5.) If game volume is too loud or soft and can not be adjusted enough in the menu - then use keyboard/ mouse to adjust master volume in the program.
- 6.) To clear a Motor Watchdog Error, you must set to "Motor Assist" , then power game off and back on.
- 7.) "Door Open" message might have nothing to do with the door switches. If you can not enter the menu by holding the menu button for 5 seconds - then the communication cable between the motherboard and I/O Aux Board is faulty.

HOW TO UPDATE SOFTWARE

The software is programmed onto a USB thumb drive dongle .
It pushes into any of the USB sockets on the motherboard.

To Change Software:
Power game Off.
Remove USB stick
Insert new USB
Power game On.

Make sure to check all you menu settings for your specific game settings as credits per game, ticket pattern, volume levels, etc.



The newer Big Bass Wheel motherboard software is programmed onto a M.2 drive

To replace the game software, this M.2 drive will need to be replaced on the motherboard.

Instructions:

Power down the game by unplugging it from the wall.

Carefully remove the small Phillips head screw holding down the M.2 drive. Set aside for later installation.

The M.2 drive will now slide out of it's socket and be removed from the motherboard.

Install the new M.2 drive in the socket and secure it by re-installing the small Phillips screw.





Big Bass Wheel IMB1 Update Instructions



Due to previous motherboards becoming unavailable or obsolete, Baytek Entertainment has changed the motherboard utilized for this game. As of **02/11/25**, the current motherboard moving forward is an IMB1. The change in motherboard has required a small update to the cabling used for the game as well.

The layout of the IMB1 differs significantly from other motherboards that we have utilized. Key things to point out:

[1]: Software is now programmed onto an M.2 Hard Drive. This will be pre-installed. Previous motherboards have utilized USB drives.

[2]: The IMB1 does not have a VGA port. The monitor display in your Big Bass Wheel cabinet will need to connect to HDMI via an adapter included with your new motherboard.

[3]: The 24-pin power connector has been removed. This motherboard can be powered entirely by the 4-pin auxiliary power connector. A jumper for the power supply is packaged with the new motherboard.

[4]: The communication port is smaller compared to older motherboard models. This requires a new communication cable that will be packaged with the new motherboard.



Installation

The form factor of the IMB1 is comparable to most other motherboards utilized in Big Bass Wheel. The mounts do not need to be adjusted in any way.

Replacing the motherboard itself is as simple as disconnecting the connected cables and components, removing the old board from the stand-off mounts, and replacing it with the new IMB1.

Plug the 4-pin auxiliary power connector from the power supply into the motherboard. With the motherboard installed in the cabinet, this connector will be in the upper left-hand corner of the board.



Packaged with your new motherboard is an HDMI to VGA adapter cable. Plug this adapter into the HDMI port on the motherboard.

Locate the VGA cable that would have been connected to your previous motherboard. Connect it to the other end of the adapter.



Because the motherboard doesn't have a port for the power supply's primary 24-pin connector, an activation jumper has been packaged with the new motherboard to allow the power supply to power on.

Locate the 24-pin connector and plug the activation jumper into it. Make sure the locking tab matches the latch on the 24-pin connector.



The communication port, as mentioned before, is smaller than on previous motherboards. This has necessitated a new communication cable (CE1981) as the old connector is too large.

With the motherboard installed in your Big Bass Wheel cabinet, plug the white connector of your communication cable into the white, 9-pin port located to the upper left of the large CPU fan. The wires coming out of the connector should be situated on the left.

The other end of this cable will plug into the CB1900 communication board as usual.

The installation of your new motherboard is now complete. Power on the game and test to ensure the game operates as it should.



Please call Baytek Service with any questions: (920) 822-3951 Ext. 1102

PUPPY VIDEO WIZARD

If the monitor has been changed, or game loses monitor settings, This screen will come up on power up.

The settings will have to be re-saved

1.) Plug a PS/2 keyboard into the keyboard port of the motherboard. (purple colored port) or a USB keyboard into an empty USB slot on the motherboard.

2.) Push "Enter" on the initial XORG screen.

3.) Make sure 1024x768x16 is selected.

Push "Enter" on the video resolution screen.

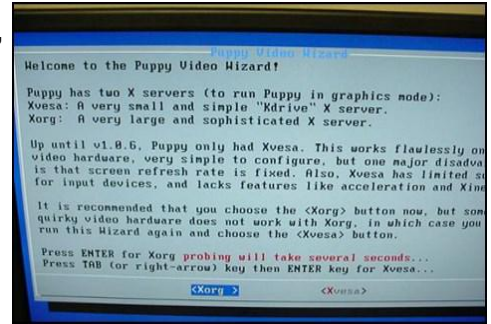
4.) The game software should now startup.

Play a few games, and these settings should be saved so that it will not come back.

5.) Turn game off, wait 2 minutes, turn game back on to verify it boots correctly.

6.) If this error returns, the USB software thumb drive is faulty and will have to be replaced.

Part# AAFHD005-BBW-1 or AAFHD005-BBW-2



HOW TO REMOVE THE HANDLE

The handle is designed to be removed from the game.

This will allow a technician to work on the solenoid assembly with a reduced chance of accidental injury.

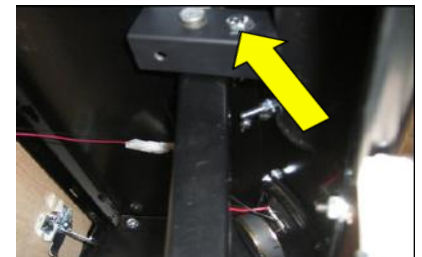
Tools needed:

1/2 inch socket

1/2 wrench

Locate the bolt, lock-washer, and a lock-nut under the speaker bracket.

Remove the nut and bolt to release the handle.



HOW TO CLEAN THE WINDOWS

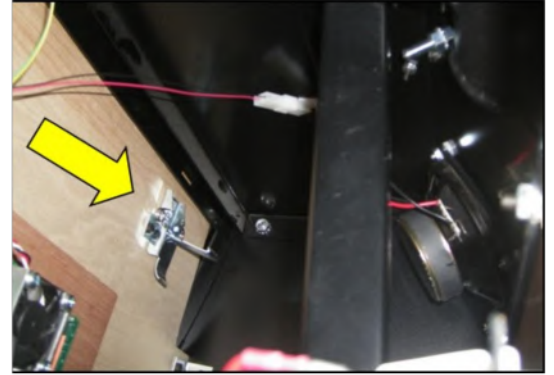
Open the front doors, unlock the 2 clasps holding the front window down, and slide the front window up like a roll-top desk.

Remove the back door, the top of the front window can now be reached.

Use the provided swiffer™ (A5SWIFFER) to clean all the windows or anywhere there is dust and dirt build up.

Once finished, slide the front window closed and secure the 2 clasps.

Clean the outside of the windows with a clean towel and window cleaner.



ARM BRACKET MAINTENANCE

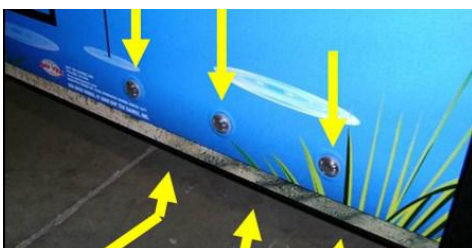
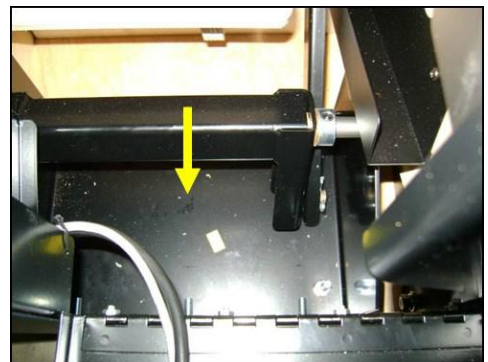
It is important to check the bolts holding the arm bracket to the game cabinet periodically to ensure they stay tight. Failure to do so may cause injury or damage to your game.

THE FACTORY RECOMMENDS YOU CHECK THESE BOLTS MONTHLY, DEPENDING ON THE USAGE OF THE GAME. WHEN THE GAME HAS A HIGH VOLUME OF PLAYS IN A SHORT TIME YOU MAY WANT TO CHECK THE BOLTS MORE OFTEN.

Open the right front door. turn off the game power. you will see an acrylic shield. using a 90 degree drill, remove the two black screws holding the shield in place.

Check the 6 bolts, 3 on the side and 3 in the bottom, of the black arm bracket. use a 7/16" socket to re-tighten any nuts that may have come loose over time.

Once all 6 bolts are tightened, reattach the acrylic shield.



STAY PUT KIT

Part # AAKIT-BBW-STAY

Symptom: Big Bass Wheel game moves away from the wall and across floor over time.

Solution: Simple wood block with rubber matting to block front wheels.

Directions:

Place dolly under front lip of game.

Slightly raise game and slide wood block in front of wheel casters.

Place wood block (rubber matting down) in front of wheel and inside metal rails.

The game will then lower down on top of wood block and front wheels should be only slightly off ground.



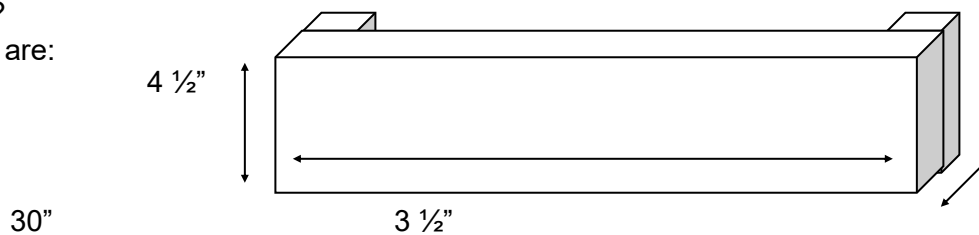
The combination of rubber matting and wheels will keep game in place.



placing directly in front of

Do it yourself?

Dimensions are:



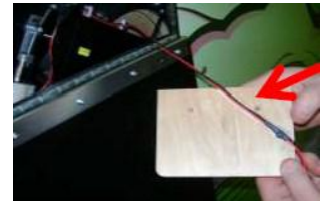
Cut 2"x6" boards down to 2"x4 1/2". Add 2" supports with large 3" wood screws. Apply a rubberized surface to the bottom and place under game against the wheels.

HOW TO REMOVE WHEEL

The large wheel may have to be removed from the cabinet to replace certain parts of the wheel assembly. The entire wheel can be slid out the back of the game on wooden rails. The drive chain will come out with the wheel.

Instructions:

- 1.) turn off the game at the power strip and unplug it from the wall outlet.
- 2.) Remove the back door and set it aside.
- 3.) Remove the upper and lower back cabinet wood pieces. Unplug and remove the line filter in the bottom wood piece. Save the hardware for later installation.
- 4.) Use a 7/16" socket to loosen the motor bracket from the side of the cabinet. Take the chain off the gear and let it fall to the bottom of the game. It will slide out with the wheel. Unplug and remove the motor bracket. Save the hardware for later installation.
- 5.) Open the left side door and unplug the encoder sensor and remove the bracket/sensor using a 7/16" wrench. Save the hardware for later installation.
- 6.) Remove the brake assembly using a 7/16" wrench. Save the hardware for later installation.
- 7.) Open the right side door and unplug the solenoid assembly at the door hinge. You must also remove the wood block holding the wire to the side of the cabinet. Use a 7/16" wrench to remove this wood block. Save the hardware for later installation.
- 8.) Remove the cotter pin holding the long pull arm coming from the front of the game.
- 9.) On both sides of the wheel, there are mounting plates that attach the wheel to the side of the cabinet. Use a 7/16: wrench to remove the 2 bolts in each plate. Save the hardware for later installation.
- 10.) **Using 2 people**, carefully slide the wheel out from the back and set it on a soft surface to avoid possible damage to the decals.
- 11.) The components on the center wheel shaft can now be removed and replaced if needed.



HOW TO “JUMP START” MOTHERBOARD

Symptom: The game is turned ON, but the power supply is not running.

(The fan on the power supply is not turning with no lights on cabinet.)

If the green LED on the motherboard is ON, then the motherboard itself is turned off.

This could happen with a power surge or AC voltage dip.

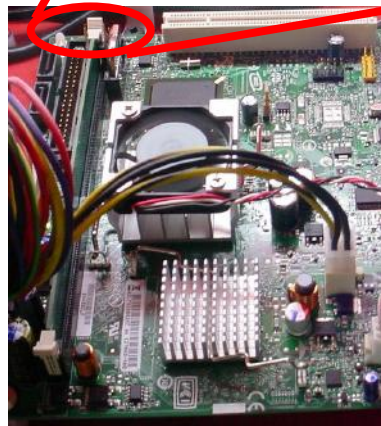
With the motherboard installed, and game powered on, there will be a green LED on the motherboard.

There are 9 pins in the corner of the motherboard near the battery. They have different colored bases. (Red, green, orange, blue)

Use a metal screwdriver and touch the 2 red pins at the same time to create a momentary short.

It is like an ON switch for a computer.

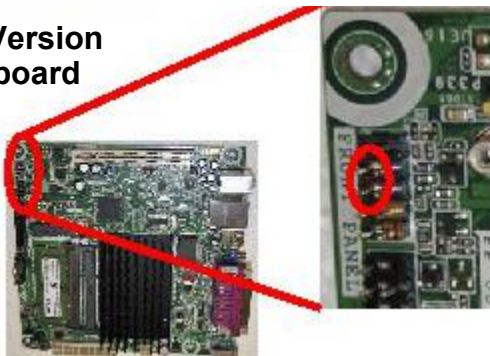
Touch the 2 red pins and then remove right away. The fan on the motherboard should start turning and the game should come on.



Motherboard “Jump Start”
If green Led is ON, but fan not turning, you may start motherboard by quickly touching these 2 red pins at the same time. If fan starts turning, motherboard will turn ON and boot normally.

Note: The location of this connector may vary depending on which version motherboard is in game.

AAMB7 Version Motherboard



To prevent having to do this repeatable to the board, consider purchasing a small plug-in connector to do this automatically:

Part # AAC1320-R

Newer motherboards already have this capacitor installed and this should not be an issue.

HOW TO INSTALL A NEW MONITOR

The new monitor may be a slightly different size than the existing monitor. There will be a black plastic form and wood spacer included with the monitor in case it is needed.

How To Install New Monitor in Big Bass Wheel and Big Bass

Tools needed:

Drill with #2 square bit

Step 1:

Remove the bobber and the fish head.

Step 2:

Remove the front acrylic faceplate.



Step 3:

Remove yellow paper off the two way tape on the black plastic and line up the two middle holes on the top and the bottom. Then stick it to the wood.



Step 4:

Place the front acrylic faceplate back in place and put screws back in.



Step 5:

Go to the back of the game and remove the two blocks of wood that are holding the monitor in place.



Step 6:

Unplug the faulty monitor and remove it from the game.



Step 7:

The piece of wood that game along, remove the yellow paper off of the two way tape and stick in place.



Step 8:

Place the new monitor on top of the piece of wood.



Step 9:

Place the two block of wood back in place to hold in the new monitor, and re-install the fish head and bobber.

If you have any questions please contact our Service Department at 920-822-3951 ext. 1102

Big Bass Wheel Bobber Red Light Kit



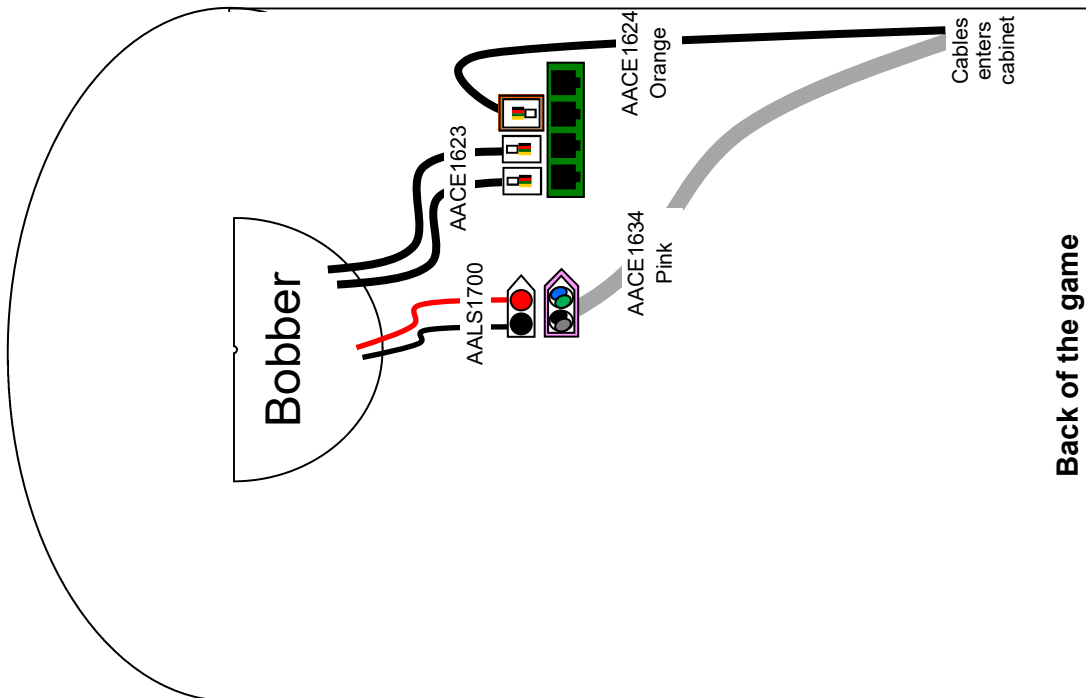
When a jackpot sign is attached to the Big Bass Wheel games, the bobbers are normally removed.

If you would like to keep the bobbars, and flash the red LED's inside the bobbars—then an add-on kit will need to be purchased.

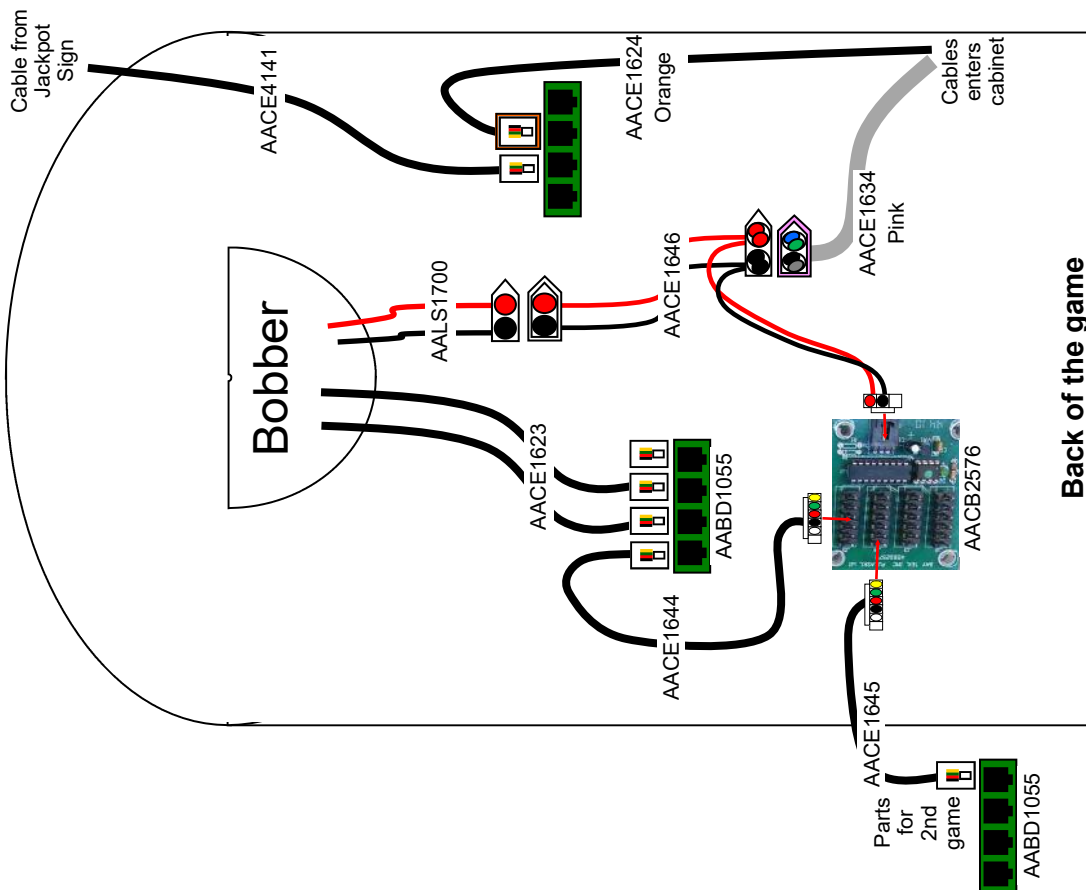
Part # AAKIT-BBW-CHASE will be used on 2 games.

Part # AAKIT-BBW-CHASE1 will be used on one additional game. (6 games can be linked with 4 of these additional kits.

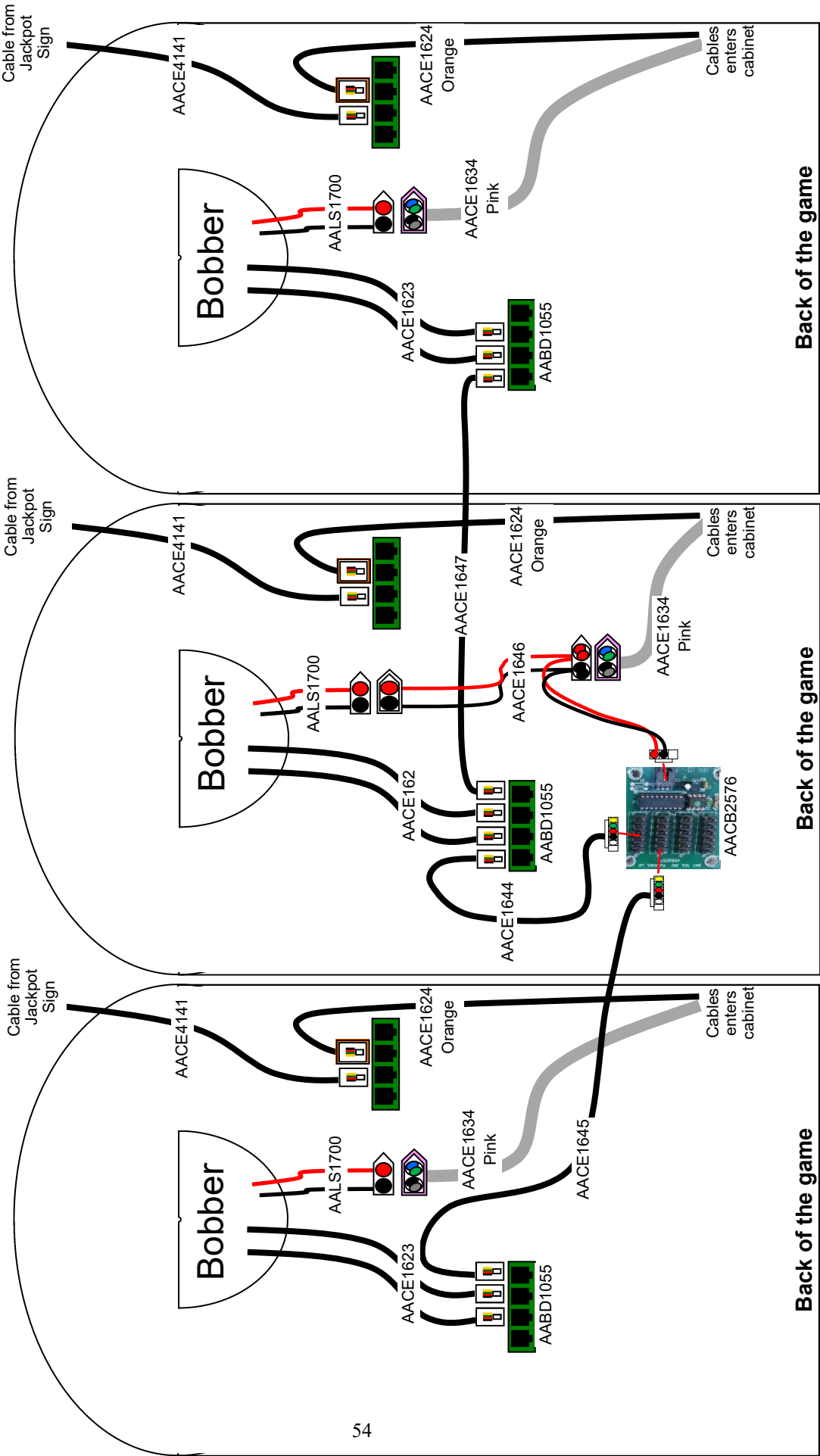
Original Game wiring without kit



Game wiring with 1 of AAKIT-BBW-CHASE



Multiple games set up with 1 of AAKIT-BBW-CHASE & 1 OF AAKIT-BBW-CHASE1

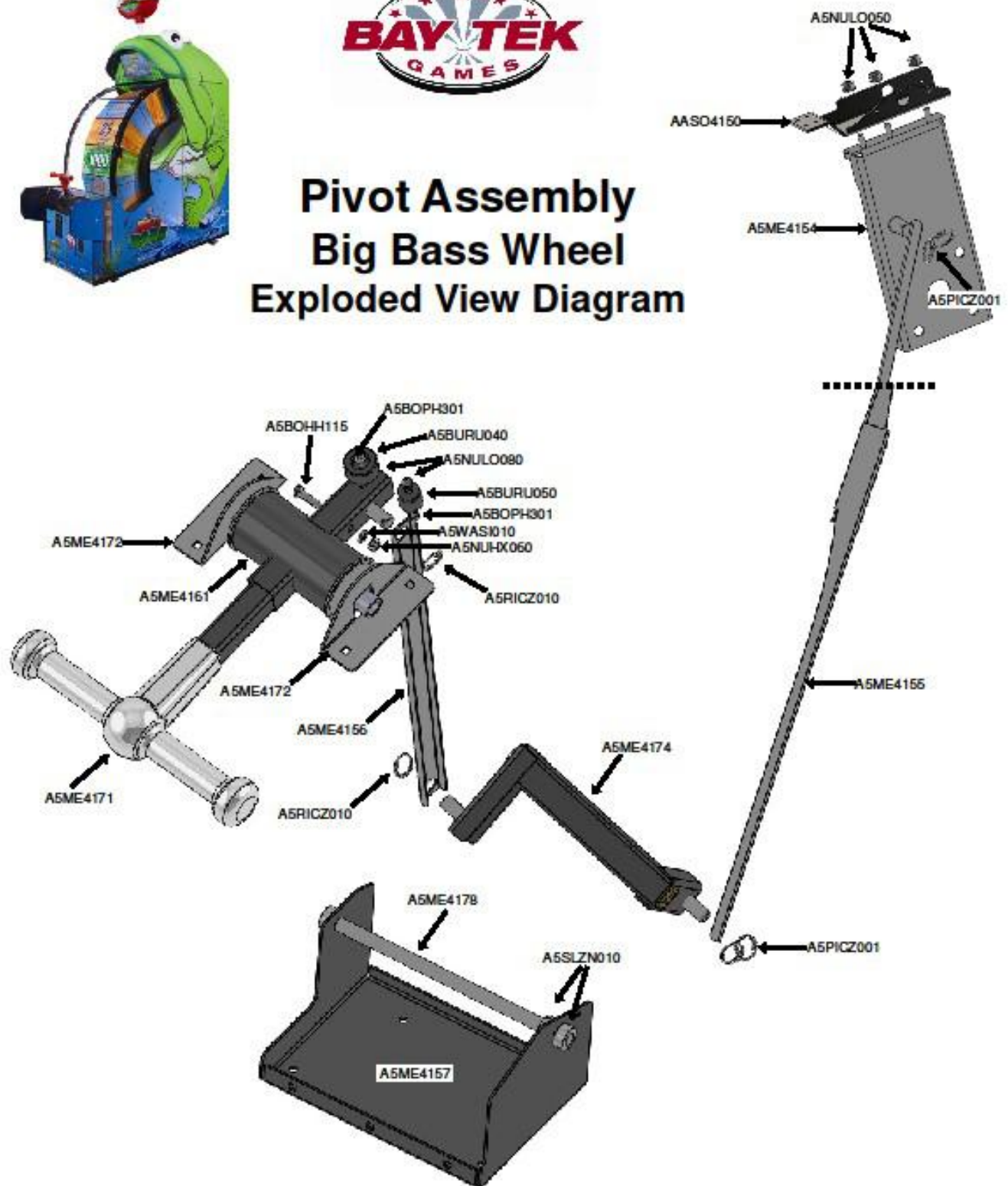


Back of the games

PIVOT ASSEMBLY EXPLODED VIEW



Pivot Assembly Big Bass Wheel Exploded View Diagram



If you have any questions or need further assistance please contact Baytek Games at 920-822-3951 Ext 1102

KEYBOARD/MOUSE ADJUSTING OF MASTER VOLUME

Symptom: Sound may be very loud or very software due to compatibility issues between I/O Board amplifier and Motherboard software version.

Solution: The original amplifier used on the I/O board has been discontinued, and the replacement amplifier has a higher gain level. Therefore, the motherboard's master volume on the desktop has to be modified to provide normal sound levels. Instructions are different for Ticket Monster and Big Bass Wheel:

Instructions:

- 1.) Plug a keyboard and mouse into motherboard's green and purple sockets.
- 2.) Turn on game and let game boot up normally.
- 3.) Once game is in attract loop - press Q on keyboard. This will quit the program.
- 4.) Then type xwin (spacebar) jw (Press Enter)
(like this: xwin jw)



- 5.) The screen will either go to the desktop or to a Puppy Video Wizard setup screen.
If it goes to Puppy Video Wizard:
Push "Enter" on keyboard for the default choice in the initial XORG screen.



Push "Enter" on keyboard for the default choice in the video resolution screen.



Now it will go to desktop.

- 6.) Once in desktop, move mouse to lower right corner and pull volume down to about 1/2 way.



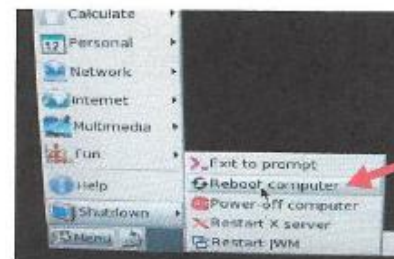
- 7.) Save and Reboot

Use mouse to click on menu button in bottom left corner of screen.
Move mouse up to "Shutdown"
Across and click on "Reboot Computer"

- 8.) Game will now reboot and your settings will be saved.
The top of the screen will show "Saving..."

Unplug keyboard and mouse.

Game will reboot back into normal game mode.
The volume will now be OK.



KEYBOARD/MOUSE ADJUSTING OF MASTER VOLUME

Symptom: No volume at all on game, usually caused by swapping software between different versions of motherboards.

Instructions:

Plug a USB keyboard and USB mouse into the motherboard.

Turn on game and allow to boot up as normal.

Hit the Q on the keyboard to quit program.

Use mouse to scroll to volume indicator, right click mouse and select "Full Window"

Check the box labeled IEC958

Click the file, scroll to and click on "Configure"

Click on "Hardware" Tab

In the "Sound Card field":

If it shows hw:0 , change to hw:1

If it shows hw:1 , change to hw:0

Click "Apply"

Set "Master Volume" about 3/4 the way across slider.

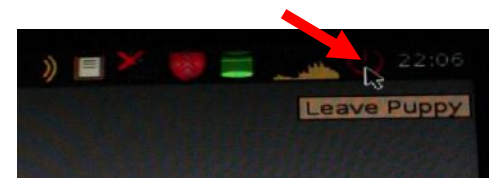
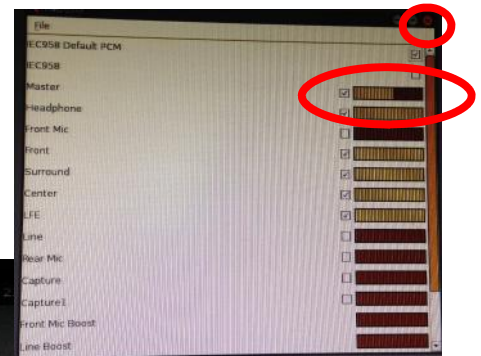
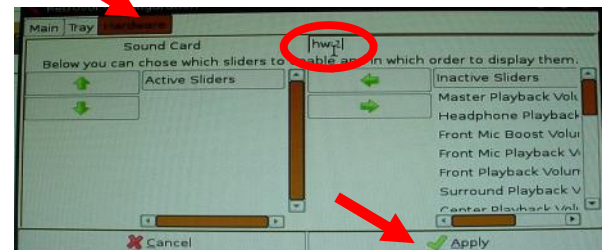
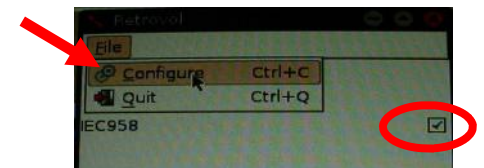
Click on X to close the window.

Right click on volume indicator, and slide about 1/2 way up.

Reboot computer by Right clicking on this icon.

Click on "Reboot"

Allow game to boot as normal.



DECAL DIAGRAM



DECAL DIAGRAM

WHEEL FACE DECALS:

Factory Default

A5DE4167-10 B (2/GAME)
A5DE4167-40 B (6/GAME)
A5DE4167-15 O (2/GAME)
A5DE4167-25 O (2/GAME)
A5DE4167-30 O (2/GAME)
A5DE4172-100 P (3/GAME)
A5DE4172-1000 G (1-GAME)

WHEEL SIDE DECALS:

A5DE4166-B (16/GAME)
A5DE4166_G (8/GAME)
A5DE4166_O (12/GAME)

A5DE4165_POINTER DECAL

A5DE4150_INSTRUCTION DECAL

HEAD & BOBBER ASSEMBLY

A5DE4151_MONITOR COVER
A5AC4150_BOBBER MARQUEE

A5DE4218-L & 4218-R_EYEBALL DECALS

A5DE4157_SIDE TOP- RIGHT

A5DE4161_SIDE DOOR- RIGHT

A5DE4153_SIDE BACK- RIGHT

A5DE4147_SIDE FRONT- RIGHT

A5DE4159_HANDLE GUARD RIGHT

PART #s NOT VISIBLE:

A5DE4158_HANDLE GUARD LEFT
A5DE4148_SIDE FRONT-LEFT
A5DE4152_SIDE BACK-LEFT
A5DE4160_SIDE DOOR-LEFT
A5DE4156_SIDE TOP-LEFT

FRONT CABINET DECALS:

A5DE4162_FRONT DOOR LEFT
A5DE4146_FRONT DOOR MIDDLE
A5DE4163_FRONT DOOR RIGHT



PARTS PICTURES



A5AC4150



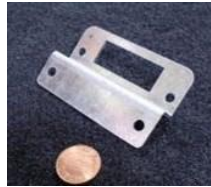
A5AC4151



A5BK9999



A5BKSW001



A5BKSW002



A5BR1001



A5BURU040



A5BURU050



A5CA1005



A5CB8020



A5CH1003



A5CL1004



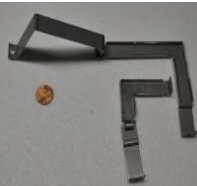
A5EB9000



A5ER0001



A5FI9010



A5HA9091



A5KIT-BBW1-HDWR



A5KIT-BBW-HDWR



A5GE4202



A5GE4203



A5LK2001



A5LK5002



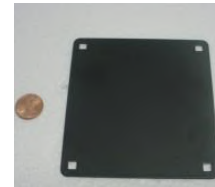
A5PICV025



A5PICZ001



A5PL9097



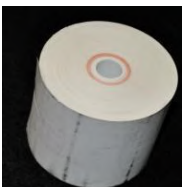
A5PL9995



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A5RICZ010



A5PYTH010



A5SP1003



A5SW7000



A5SWIFFER



AAGU4158



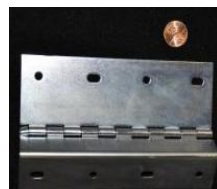
AAGU4159



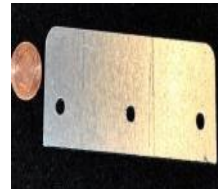
AAHA4150



W5HG1025



W5HG1065



W5KE5000



W5TM4000



WARR0006-BBWP



A5VF4153



A5DE4150



A5DE4152



A5DE4153



A5DE4154



A5DE4155



A5DE4156



A5DE4157



A5DE4158



A5DE4159



A5DE4160



A5DE4161

PARTS PICTURES



A5DE4162



A5DE4163



A5DE4164



A5DE4165



A5DE4166-B



A5DE4166-G



A5DE4166-O



A5ME4150



A5ME4151



A5ME4152



A5ME4153



A5ME4154



A5ME4155



A5ME4156



A5ME4157



A5ME4159



A5ME4160



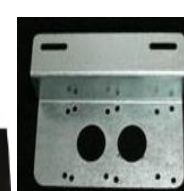
A5ME4161



A5ME4162



A5ME4169



A5ME4170



A5ME4171



A5ME4172



A5ME4174



A5ME4175



A5ME4176



A5ME4177



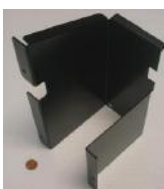
A5ME4178



A5ME4179



A5ME4180



A5ME4181



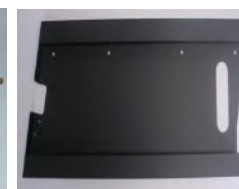
A5ME4182



A5ME4183



A5ME4184



A5TT4100



A5TT4101



A5CEAU010



A5CE2300



A5CORD1



A5CORD11



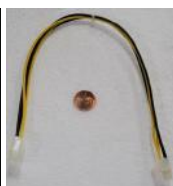
A5CORD12



A5CORD5



A5OU1000



A5EX1006



A5EX1007



AACE0024



AACE1600



AACE1601



AACE1602



AACE1603



AACE1604



AACE1605



AACE1606



AACE1608



AACE1609



AACE1610

PARTS PICTURES



AACE1611



AACE1612



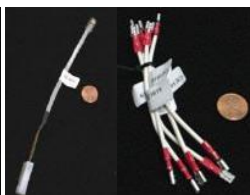
AACE1613



AACE1614



AACE1616



AACE1618



AACE1619

AACE1620



AACE1624



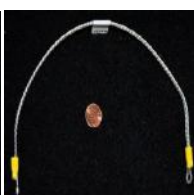
AACE1625



AACE1628



AACE1629



AACE1630



AACE1634



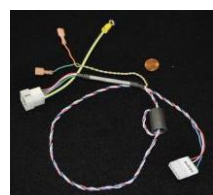
AACE1710



AACE1713



AACE1715



AACE3219



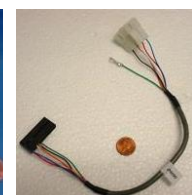
AACE8811



AACE9730



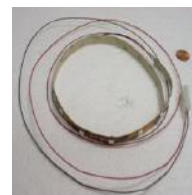
AACO1000



AAJP9090



AAJP9092



AALS1700



AALS1701



AAKIT-LINKAGE-BBW



A5TD1



AABK4150



AABOBBER-BBW



AACB1905



AACBDI030



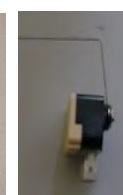
AAMO4100



AAPB2700



AASO4150



AASW200



AAWD4173



AABD1055



AACB1900AMP



AACB1901



A5CB9600



AAMB10-FHD

PARTS LIST

PART #	DESCRIPTION	PART #	DESCRIPTION
GENERAL PARTS		AATT4181	Left Side Ticket Tray Assembly
A5MA4150	Game Mat (No Discount)	A5ME4150	Metal Left Wheel Guard
A5SW200	Low Ticket Switch (2 per game)	A5ME4151	Metal Right Wheel Guard
W5TM4000	13/16 Black T-Molding	A5ME4152	Metal Sliding Window Handle
A5BR1001	Bearing on the Wheel	A5ME4153	Metal Sliding Window Bracket
A5ER0001	Plastic Dividers between Wheel Decals	A5ME4154	Metal Wheel Bracket
A5LK5002	H95 Lock and Keys	A5ME4155	Metal Long Wheel Link
AAPB2700A	Menu Push Button	A5ME4156	Metal Short Wheel Link
A5KIT-BBW-HDWR	Hardware Kit For Marquee	A5ME4157	Metal Rocker Arm Bracket
A5KIT-BBW1-HDWR	Hardware Kit For Handle Guards	A5ME4158	Metal Window Slide
A5BURU050	Rubber Bumper For Handle	A5ME4159	Metal Top Front Bracket (With Speaker Holes)
AABURU050	Pack of 5 Rubber Bumper For Handle	A5ME4160	Wheel Shaft Bracket
A5PICZ001	Handle Cotter Pin (Bow Tie Pin)	A5ME4161	Metal Handle Pivot Assembly
A5RICZ010	Cotter Ring	A5ME4162	Metal Position Sensor Bracket
A5PICV025	1/2" Dia. 2.5" Long Pin, Handle Cotter Pin	A5ME4168	Metal Side Guard Rail
WARR0006-BBWP	Brake Pad	A5ME4169	Metal Front (Front metal piece between front doors)
A5CB8020	Cash Box	A5ME4170	Metal Wheel Motor Bracket
A5CN0028	Coupler Connector (2 Per)	A5ME4171	Metal T-Handle
A5HA9091	Locking Hasp (Mars Bill Validator)	A5ME4172	Metal Handle Bracket
AAPA4100	5 Rolls of Thermal Paper (No Discount)	A5ME4174	Metal Rocker Arm
A5PYTH010	Thermal Printer Paper (No Discount)	A5ME4175	Metal Pointer Bracket
A5CPPL010	Plastic Cap for Bobber Pole	A5ME4178	Metal Rocker Shaft
A5CH1003	219 Link Chain (#35)	A5ME4179	Metal Left Ticket Tray Bracket
A5SWIFFER	Swiffer Cleaner (Not Available)	A5ME4180	Metal Right Ticket Tray Bracket
A5SP1003	16 Tooth Sprocket With Hub On The Motor	A5ME4181	Metal Bottom Front Guard
A5SW7000	Door Interlock Switch	A5ME4182	Metal Coin Box Guide
AAKIT-BBW-CHASE	Bobber Chaselight Kit (Works For 2 Games)	A5ME4183	Metal Right Front Door
AAKIT-BBW-CHASE1	Bobber Chaselight Expansion (1 per added game)	A5ME4184	Metal Left Front Door (Coin Entry)
AAGU4159	Right Guard Assembly	CABLES	
AAGU4158	Left Guard Assembly	A5CBL4A-DOOR	Door Cable
AAKIT-BBW-TP2	Printer Kit w/door (Not Available)	A5OU1000	Outlet Strip
A5PRTH002-USED	Used Printer	A5CEAU010	3.5MM Audio Stereo Cable
AAKIT-BBW-STAY	Stay Put Kit	AAJP9090	Bill Acceptor Jumper
AAKIT-BBW-HD	BBW Heavy Duty Metal Pieces	A5CORD11	15 foot SVGA Ext. Cable
AAKIT-LINKAGE-BBW	A5ME4156, A5ME4154, A5ME4174 & AASO4150	AACE0024	Cable Assy Aux to Main Board
AABOBBER-BBW	Complete Bobber Assembly	AACE1605	Speaker Jumper
AAWD4173	Wheel Drive Sprocket Assembly	AACE1606	Daughter Board to Solenoid Cable
AASO4150	Wheel Engaging Solenoid	AACE1608	Daughter Board to Encoder Sensor Cable
AAHA4150	Handle Assy. With Bracket	AACE1609	Daughter Board to Ticket tray Cable
AABK4150	Wheel Brake	AACE1610	Coin Door Cable
AAMO4100	Wheel Motor	AACE1611	DBA Enable Cable
METAL PARTS		AACE1612	DBA Power Cable
A5PL9097	Blanking Plate (Replaces Bill Acceptor)	AACE1613	Menu Button Cable
A5PL9995	Ticket Blanking Plate	AACE1614	Interface Cable
A5TT4100	Left Ticket Tray	AACE3219	Ticket Dispenser / Ticket Low Cable
A5TT4101	Right Ticket Tray	AACE1616	Daughter Board to Motor Cable
AATT4180	Right Side Ticket Tray Assembly	AACE1617	Line Filter to Power Strip Cable

PARTS LIST

PART #	DESCRIPTION	PART #	DESCRIPTION
AACE1618	Aux Board Door Switch Jumper	A5DE4168-40O	Wheel Front, Orange #40 (Circle Cover-up)
AACE1619	Door Switch Jumper	A5DE4168-5B	Wheel Front, Blue # 5 (Circle Cover-up)
AACE1620	Power Supply to Chaselight Jumper	A5DE4168-50O	Wheel Front, Orange #50 (Circle Cover-up)
AACE1623	Coupler to Bobber Chaselight Cable	A5DE4168-60B	Wheel Front, Blue #60 (Circle Cover-up)
AACE1624	Aux Board to Coupler Cable	A5DE4168-70B	Wheel Front, Blue #70 (Circle Cover-up)
AALS1700	LED Bobber Strip Cable	A5DE4168-75B	Wheel Front, Blue #75 (Circle Cover-up)
AALS1701A	Chaselight Wheel Cable (2 Per game)	A5DE4168-75O	Wheel Front, Orange #75 (Circle Cover-up)
DECALS AND PLEXI'S & VACUUM FORMS		A5DE4168-80O	Wheel Front, Orange #80 (Circle Cover-up)
A5DE4143	Left Front Door Decal	A5DE4168-150B	Wheel Front, Blue #150 (Circle Cover-up)
A5DE4146	Bottom Front Decal	A5DE4172-50P	Wheel Front, Purple 50 Holographic
A5DE4147	Front Right Side Decal	A5DE4172-100P	Wheel Front, Purple 100 Holographic
A5DE4148	Front Left Side Decal	A5DE4172-250P	Wheel Front, Purple 250 Holographic
A5DE4150	Instructions Decal	A5DE4172-500G	Wheel Front, Green 500 Holographic
A5DE4150-WA	Instructions Decal, Washington State	A5DE4172-500P	Wheel Front, Purple 500 Holographic
A5DE4152	Back Left Side Decal	A5DE4172-1000G	Wheel Front, Green 1000 Holographic
A5DE4153	Back Right Side Decal	AATP0101	Ticket Pattern #1
A5DE4156	Top Left Side Decal	AATP0102	Ticket Pattern #2
A5DE4157	Top Right Side Decal	AATP0103	Ticket Pattern #3
A5DE4158	Left Handle Guard Decal	AATP0104	Ticket Pattern #4
A5DE4159	Right Handle Guard Decal	AATP0105-P	Ticket Pattern #5
A5DE4160	Left Side Door Decal	AATP0106	Ticket Pattern #6
A5DE4161	Right Side Door Decal	AATP0107	Ticket Pattern #7
A5DE4163	Right Front Door Decal	AATP0108	Ticket Pattern #8
A5DE4165	Scoring Pointer Decal	AATP0109	Ticket Pattern #9
A5DE4166-B	Blue Wheel Side Decal	AATP0110	Ticket Pattern #10
A5DE4166-G	Green Wheel Side Decal	AATP0111	Ticket Pattern #11
A5DE4166-O	Orange Wheel Side Wheel	AATP0112	Ticket Pattern #12
A5DE4167-10B	Wheel Front, Blue #10 (Square Decal)	AATP0114	Ticket Pattern #14
A5DE4167-15O	Wheel Front, Orange #15 (Square Decal)	AATP0115	Ticket Pattern #15
A5DE4167-25O	Wheel Front, Orange #20 (Square Decal)	AATP0116	Ticket Pattern #16
A5DE4167-30O	Wheel Front, Orange #30 (Square Decal)	AATP0117	Ticket Pattern #17
A5DE4167-40B	Wheel Front, Blue #40 (Square Decal)	AATP0118	Ticket Pattern #18 D&B Default
A5DE4167-40O	Wheel Front, Orange #40 (Square Decal)	AATP0119	Ticket Pattern #19
A5DE4167-50O	Wheel Front, Orange #50 (Square Decal)	AATP0120	Ticket Pattern #20
A5DE4167-60B	Wheel Front, Blue #60 (Square Decal)	AATP0122P	Points Conversion from tickets for Pattern # 22
A5DE4167-70B	Wheel Front, Blue #70 (Square Decal)	A5DE4171	Precaution / Caution Decal
A5DE4167-75B	Wheel Front, Blue #75 (Square Decal)	A5DE4173	Caution Cashbox Warning Decal
A5DE4167-80O	Wheel Front, Orange #80 (Square Decal)	A5DE4174	Caution / Inspection Decal
A5DE4167-150B	Wheel Front, Blue #150 (Square Decal)	A5AC4150	Acrylic Bobber Faceplate
A5DE4168-10B	Wheel Front, Blue #10 (Circle Cover-up)	A5AC4151	Green Acrylic Around Monitor
A5DE4168-15O	Wheel Front, Orange #15 (Circle Cover-up)	WABBW9524	Side Window Plexi's
A5DE4168-20B	Wheel Front, Blue #20 (Circle Cover-up)	WARR0005-BBWP	Front Window Plexi, With Brackets
A5DE4168-25B	Wheel Front, Blue #25 (Circle Cover-up)	WABBW0027	Front Window Plexi Only, (BBW)
A5DE4168-25O	Wheel Front, Orange #25 (Circle Cover-up)	WABBW0057	Black Encoder Wheel Sprocket
A5DE4168-30O	Wheel Front, Orange #30 (Circle Cover-up)	A5VF4152	Fish & Eyes Vacuum Form
A5DE4168-40B	Wheel Front, Blue #40 (Circle Cover-up)	A5VF4153	Handle Cover Vacuum Form

PARTS LIST

PART #	DESCRIPTION	PART #	DESCRIPTION
CIRCUIT BOARDS		AACE4143	12V Power In Cable
AACBDI030	19" LCD Monitor, Wood (No Discount)	AACE4144	Jumper to Bell Cable
A5FI9011	Inline Filter	AACE4145	AC Split Cable
AACO1000	Counter	AACE4146	Bell Cable (Not Available)
AACE8811	Game Speaker With Cable	AACE8868	Halogen Cable
A5TD1	Ticket Dispenser	AACB1903	Jackpot Control Board
AACE1625	Power Supply With Cable	AACB1904	Flex Chase Light Board
AABD1055	Connector Board	LIGHT REFRESH KIT	
AACB1900P	Aux Board 2.14 Software	A5BX9999	Box, 54 X 8 X 19
AACB1901	Encoder Wheel Sensor	A5BK9999	Bracket for Mounting Power Supply
AACB1905	Chaselight Bobber Board	A5KIT-BBW/R	Hardware Kit, Eyes & Mouth BBW Refresh
AAFHD005-BBW-1	USB Drive, BBW 1.56 (No Discount)	A5KIT-BBW/R2	Hardware Kit, Rails, BBW Refresh Kit
AAFHD005-BBW-2	USB Drive, BBW 1.62 (No Discount)	A5VF4155	Fish Eyeball Vacuum Form (2
AAMB10E-FHDP/BBW	Mother Board & Cables, 1.62 software	WACA4100	Right Light Window Rail, White Plastic
BBW PROGRESSIVE SIGN		WACA4101	Left Light Window Rail, White Plastic
AASIGN-BBW	Jackpot Sign - 5000 point	WACA4102	Right Lower Rail Mount, Black Plastic
AASIGN-BBW-1000	Jackpot Sign - 1000 point	WACA4103	Right Upper Rail Mount, Black Plastic
AASIGN-BBW-2000	Jackpot Sign - 2000 point	WACA4104	Left Lower Rail Mount, Black Plastic
AASIGN-BBW-2500	Jackpot Sign - 2500 point	WACA4105	Left Upper Rail Mount, Black Plastic
AASIGN-BBW-500	Jackpot Sign - 500 point	WACA4106	Right Side Guard, White Plastic
A5CORD	10 FT Power Cord	WACA4107	Left Side Guard, White Plastic
A5DE4180	Front Jackpot Decal	WACA4108	Monitor Frame, White Plastic
A5DE4181	Right Wave, Jackpot Sign Decal	AACE22506	Eyeball Light Board
A5DE4182	Left Wave, Jackpot Sign Decal	AACE4102	Splitter Board to Light Board
A5DE4183	Right Boat, Jackpot Sign Decal	AACE4103	Bobber Light Power Jumper
A5DE4184	Left Boat Jackpot, Sign Decal	AACE4104	Encoder Sensor to Splitter Board
A5DE4185	Right Front Boat Rail	AACE4105	Eye Light Jumper Cable
A5DE4186	Left Front Boat Rail	AACE4106	12 VDC Light Jumper
A5DE4187	Right Middle Boat Rail	AACE4107	Power Supply to Light Board Cable
A5DE4188	Left Middle Boat Rail	AACE4108	Side Guard Power Cable
A5DE4189	Right Back Boat Rail Decal	AACE4109	Side Rail Addressable Light Strip (2 /game)
A5DE4190	Left Back Boat Rail Decal	AACE4110	Mouth Light Power Jumper
A5DE4191-2500	2500 Jackpot Decal	AACE4111	Inside Mouth LED Light Strip, BBW
A5DE4191-5000	5000 Jackpot Decal	AACE4112	Side Guard LED Light Strip (2 per game)
A5DE4192	Right Fisherman Decal	AACE4113	Outside Mouth LED Light Strip, BBW
A5DE4193	Left Fisherman Decal	AACE4251	Left and Front Wheel LED Lights
A5FI9011	Inline Filter	AACE4252	Right Wheel LED Lights
A5LI0001	120 Volt Fluorescent Light	A5DE4280	Left Outside Handle Guard Printed Plexi
A5ME4140	Metal Mounting Bracket, Jackpot Sign	A5DE4281	Right Outside Handle Guard Printed Plexi
A5ME4141	Metal Support Bracket, Jackpot Sign	A5DE4282	Left Inside Handle Guard Printed Plexi
A5SP4100	AC Power Splitter	A5DE4283	Right Inside Handle Guard Printed Plexi
AAVF4140	Progressive Vacuum Form	A5DE4284	Decal Score Pointer with Worm
A5TE4100	Template	A5DE4285	Right Pupil Decal
AACE1634	Bobber LED Power Cable	A5DE4286	Left Pupil Decal
AACE4140	Chaselight Jumper Cable	A5PS1013	Power Supply
AACE4141	10 Ft Game Linking Cable	A5SP4100	Splitter, AC Cord
AACE4142	Attract Lights Cable	AABD1056	Splitter Board
		AACB-BBW-LIGHTS-A	Light Board for BBW Upgrade Kit

REPAIR/MAINTENANCE LOG

If you need to make repairs or order replacement parts it is a good idea to keep a log. Below is a chart you can use to track repairs and maintenance.

[illegible]

NOTES

[illegible]

TECHNICAL SUPPORT

Excellent customer service is very important to Bay Tek Entertainment! 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:

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

Technical Support:

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

Returns & Credits:

Sometimes the issue isn't what it seemed to be. If you need to return a 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.

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

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

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

WARRANTY OPTIONS

Bay Tek Entertainment warrants to the original purchaser that the game will be free of defects in workmanship and materials for a period of 12 months from the date of shipping

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

New, purchased parts have a 30 day warranty.

Any labor expended is not included in this warranty.

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

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

Should you need your game serviced, determine the serial number from the decal on the back of the game cabinet or main board, and call **920.822.3951 Ext. 1102**
or e-mail to: service@baytekent.com