FlappyBird

PLACE SERIAL NUMBER LABEL HERE

BAY TEK
GAMES

passion in ★ fun out

FACTORY CONTACT INFORMATION

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All games are proudly manufactured at our factory in Pulaski, Wisconsin, USA

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WELCOME TO: FLAPPY BIRD

Congratulations on your purchase!

Join the app game craze with the ultra-popular Flappy Bird! Quick, simple and completely addictive, Flappy Bird will have your customers lining up for high score!

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

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

Your Friends at Bay Tek Games

GAME INSPECTION

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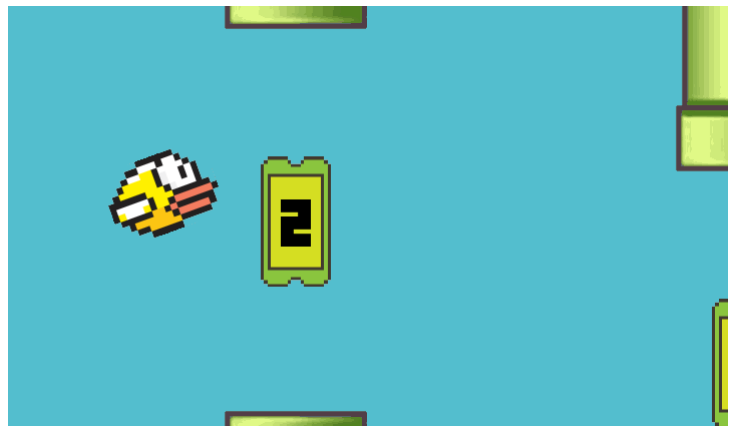If damage is found, please contact your freight carrier first.
Then, contact Bay Tek Games' Service Department at 920.822.3951
or e-mail them at service@baytekgames.com for further assistance.

HOW TO PLAY

Tap the button to make the bird fly.

Get tickets for every set of pipes you pass through.

Don't crash into the pipes or your game is over!

Play again and try to get the high score!

GAME SPECIFICATIONS

WEIGHT	
NET WEIGHT	300 LBS
SHIP WEIGHT	370 LBS

DIMENSIONS	
WIDTH	37"
DEPTH	45"
HEIGHT	91"

OPERATING TEMPERATURE	
FAHRENHEIT	80-100
CELSIUS	26.7-37.8

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

MAX START UP CURRENT	OPERATING CURRENT
1.5 AMPS @ 115 VAC	0.75 AMPS @ 115 VAC
1.8 AMPS @ 230 VAC	0.9 AMPS @ 230 VAC

SAFETY PRECAUTIONS

⚠ NOTICE ⚠

Modifications to the mechanical, electrical and structural components of this game may void its compliance certifications.

⚠ DANGER ⚠

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

⚠ WARNING ⚠

Use of flammable subtances can cause sever burns or serious injury.
Always use NON-FLAMMABLE solvents for cleaning. DO NOT use gasoline kerosene or thinners.

⚠ CAUTION ⚠

Lifting heavy objects can cause back, neck or other injuries. Be sure adequate lifting and moving devices are available when unloading, unpacking and moving this game.

⚠ ATTENTION ⚠

Be sure the electrical power matches the game requirements. See the serial number located on the back of the game cabinet. Always plug into a grounded circuit. If the supply cord is damaged, it must be replaced by an approved cord or assembly provided by the manufacturer.

⚠ IN CASE OF EMERGENCY ⚠

UNPLUG THE POWER CORD.
The power cord must be accessible at all times in case of an emergency.

Place the game near desired location.

Plug in the marquee light power cable to the housing at the top of the back of the cabinet.

Prop the marquee up and secure in place with 5 bolts from the hardware kit in the cashbox.
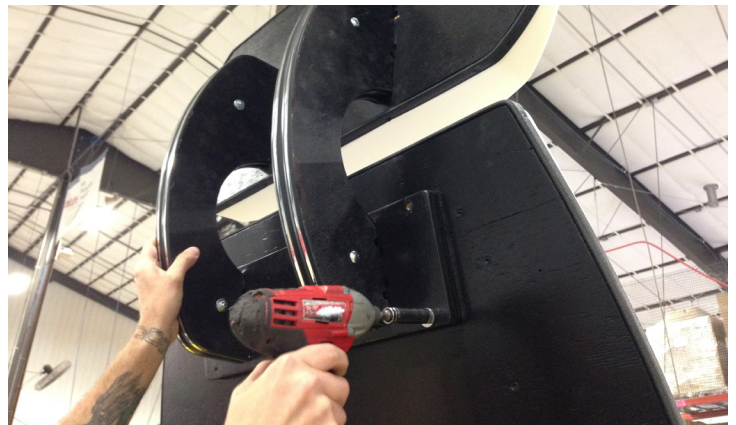
Plug the power cord (inside the cashbox) into a standard 110V outlet, then switch the power strip inside the cabinet to ON.

MAIN MENU FUNCTIONS

Press the MENU button inside the front door of the cabinet to open the main menu.

Scroll through the selections with the MENU button, and adjust settings with the SELECT button.

★ ★ ★ ★ ★
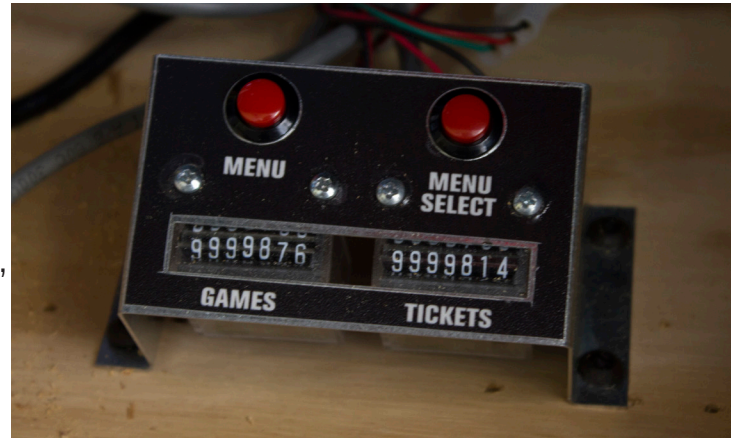
MAIN MENU

Game Volume: 80

Attract Volume: 40

Clear Credits & Tix: 3x's

Pay In/Out Menu >>

Game Settings Menu >>

Date Time Menu >>

Statistics Menu >>

Diagnostics Menu >>

Exit

MAIN MENU OPTIONS				
Game Volume	DEFAULT: 80	0 (off)	to	100 (max)
Attract Volume	DEFAULT: 40	0 (off)	to	100 (max)
Clear Credits & Tickets		press select 3 times to clear credits and tickets owed		

SETTINGS MENU

★ ★ ★ ★ ★

GAME SETTINGS MENU

Number Of Lives: 1

Holiday Theme: Pipe 5

Difficulty Level: 1

Keep Player Alive: Pipe 1

Free Game: Disabled

Back

SETTINGS MENU OPTIONS									
Number of Lives	1		2		3		4		5	
Holiday Theme Hats (US holidays)	DISABLED		TO		PIPE 9 INCREMENTS OF 1		DEFAULT: PIPE 5			
Difficulty Level (Controlled by the size of the vertical gap between pipes)	1 (easy)	2	3	4	5	6	7	8 (hard)	Auto Adjust* (automatically adjusts the difficulty between levels 1-6 based on trends of player success)	
Keep Player Alive (unlimited lives until set pipe is reached)	DISABLED		1	2	3	4	5			
Free Game	DISABLED		TO		100 INCREMENTS OF 5					

* Washington State law requires the game to be set to not include the Auto Adjust difficulty level.

PAYOUT MENU

PAY IN/OUT MENU

Credits: 1

Card Reader: Disabled

Divide By 2: Disabled

Fixed Ticket Payout: Disabled

Training Ticket(s): 1

Pipes With Tickets: Pipe 10

   Ticket Value: 1 Tix

Bonus Coin Interval: 5 Pipes

   Bonus Coin Value: 10 Tix

Jackpot Value: 250 Tix

Jackpot Increment: 1 Tix

Jackpot Location: 42

Ticket Cap: Disabled

Back

PAYOUT MENU

Factory defaults are highlighted in yellow below.

PAYOUT MENU OPTIONS													
CREDITS (PER PLAY)	0	1	2	3	4	5	6	7	8	9	10		
CARD READER	ENABLED					DISABLED							
DIVIDE BY 2 TICKETS	ENABLED					DISABLED							
FIXED TICKET PAYOUT	DISABLED		TO		10 TICKETS INCREMENTS OF 1								
TRAINING TICKETS	DISABLED		1		2		3		4		5		
*PIPES WITH TICKETS	DISABLED		TO		40 PIPES INCREMENTS OF 5		DEFAULT: 10						
TICKET VALUE	1 TICKET		TO		5 TICKETS INCREMENTS OF 1		DEFAULT: 1						
*BONUS COIN INTERVAL	DISABLED		TO		20 PIPES INCREMENTS OF 1		DEFAULT: 5						
BONUS COIN VALUE	1 TICKET		TO		20 TICKETS INCREMENTS OF 1		DEFAULT: 10						
*JACKPOT VALUE	DISABLED		TO		1000 TICKETS INCREMENTS OF 50		DEFAULT: 250						
JACKPOT INCREMENT	DISABLED		TO		10 TICKETS INCREMENTS OF 1		DEFAULT: 1						
JACKPOT LOCATION	35 PIPES		TO		50 PIPES INCREMENTS OF 1		DEFAULT: 42						
TICKET CAP	DISABLED		TO		2500 PIPES INCREMENTS OF 25								

*For ENTERTAINMENT ONLY play, disable these settings.

TICKET PAYOUT OPTIONS

Find your desired average tickets per game, then set all adjustments accordingly.

3-4 TICKETS PER GAME

★ ★ ★ ★ ★

PAY IN/OUT MENU

Credits: 1

Card Reader: Disabled

Divide By 2: Disabled

Fixed Ticket Payout: Disabled

Training Ticket(s): 1

Pipes With Tickets: Disabled

   Ticket Value: 1 Tix

Bonus Coin Interval: 7 Pipes

   Bonus Coin Value: 1 Tix

Jackpot Value: Disabled

Jackpot Increment: 1 Tix

Jackpot Location: 42

Ticket Cap: Disabled

Back

6-9 TICKETS PER GAME

★ ★ ★ ★ ★

PAY IN/OUT MENU

Credits: 1

Card Reader: Disabled

Divide By 2: Disabled

Fixed Ticket Payout: Disabled

Training Ticket(s): 1

Pipes With Tickets: Pipe 5

   Ticket Value: 1 Tix

Bonus Coin Interval: 10 Pipes

   Bonus Coin Value: 1 Tix

Jackpot Value: 50 Tix

Jackpot Increment: 0 Tix

Jackpot Location: 42

Ticket Cap: Disabled

Back

10-13 TICKETS PER GAME

★ ★ ★ ★ ★

PAY IN/OUT MENU

Credits: 1

Card Reader: Disabled

Divide By 2: Disabled

Fixed Ticket Payout: Disabled

Training Ticket(s): 1

Pipes With Tickets: Pipe 5

   Ticket Value: 1 Tix

Bonus Coin Interval: 10 Pipes

   Bonus Coin Value: 2 Tix

Jackpot Value: 50 Tix

Jackpot Increment: 1 Tix

Jackpot Location: 42

Ticket Cap: Disabled

Back

14-20 TICKETS PER GAME

★ ★ ★ ★ ★

PAY IN/OUT MENU

Credits: 1

Card Reader: Disabled

Divide By 2: Disabled

Fixed Ticket Payout: Disabled

Training Ticket(s): 1

Pipes With Tickets: Pipe 5

   Ticket Value: 1 Tix

Bonus Coin Interval: 5 Pipes

   Bonus Coin Value: 2 Tix

Jackpot Value: 100 Tix

Jackpot Increment: 1 Tix

Jackpot Location: 42

Ticket Cap: Disabled

Back

TICKET PAYOUT OPTIONS

Find your desired average tickets per game, then set all adjustments accordingly.

24-28 TICKETS PER GAME
★ ★ ★ ★ ★

PAY IN/OUT MENU

Credits: 1

Card Reader: Disabled

Divide By 2: Disabled

Fixed Ticket Payout: Disabled

Training Ticket(s): 1

Pipes With Tickets: Pipe 10

   Ticket Value: 1 Tix

Bonus Coin Interval: 5 Pipes

   Bonus Coin Value: 3 Tix

Jackpot Value: 250 Tix

Jackpot Increment: 1 Tix

Jackpot Location: 42

Ticket Cap: Disabled

Back

30-36 TICKETS PER GAME
★ ★ ★ ★ ★

PAY IN/OUT MENU

Credits: 1

Card Reader: Disabled

Divide By 2: Disabled

Fixed Ticket Payout: Disabled

Training Ticket(s): 1

Pipes With Tickets: Pipe 10

   Ticket Value: 1 Tix

Bonus Coin Interval: 5 Pipes

   Bonus Coin Value: 10 Tix

Jackpot Value: 250 Tix

Jackpot Increment: 1 Tix

Jackpot Location: 42

Ticket Cap: Disabled

Back

48-54 TICKETS PER GAME
★ ★ ★ ★ ★

PAY IN/OUT MENU

Credits: 1

Card Reader: Disabled

Divide By 2: Disabled

Fixed Ticket Payout: Disabled

Training Ticket(s): 1

Pipes With Tickets: Pipe 5

   Ticket Value: 1 Tix

Bonus Coin Interval: 5 Pipes

   Bonus Coin Value: 15 Tix

Jackpot Value: 500 Tix

Jackpot Increment: 1 Tix

Jackpot Location: 42

Ticket Cap: Disabled

Back

60-66 TICKETS PER GAME
★ ★ ★ ★ ★

PAY IN/OUT MENU

Credits: 1

Card Reader: Disabled

Divide By 2: Disabled

Fixed Ticket Payout: Disabled

Training Ticket(s): 1

Pipes With Tickets: Pipe 5

   Ticket Value: 1 Tix

Bonus Coin Interval: 5 Pipes

   Bonus Coin Value: 15 Tix

Jackpot Value: 1000 Tix

Jackpot Increment: 1 Tix

Jackpot Location: 42

Ticket Cap: Disabled

Back

DATE & TIME MENU

DATE TIME MENU

Change Hour: 13

Change Minute: 15

Change Month: 9

Change Day: 22

Change Year: 2014

Apply Changes

Back

Time: 1:15:53 pm

Date: Mon, Sep 22, 2014

STATISTICS MENU

STATISTICS MENU

Total Games: 25

Total Tickets: 2163

Average Tickets/Game: 86

Jackpot Winners: 13

All Time High Score: 65

Daily High Score: 35

Reset Stats: 3x's

Reset All Time High Score: 3x's

Back

DIAGNOSTICS MENU

DIAGNOSTICS MENU

Menu Button: Up

Select Button: Up

White Button: Up

Brown Button: Up

Red Button: Up

Green Button: Up

Reset Input Status

Test Ticket Dispense

Change Monitor Light

Default Settings: 3x's

Back

BUTTONS, COUNTERS, COINS, TICKET DISP. WIRING

AACBL4A-DOOR

AACE2301

To Coin connector
on 2300 Board

To DBA connector
on 2300 Board

**To Bill Acceptor (Part # A5AC9091)
Optional – Not included with game.
A5PL4200 (Mounting Plate) needed
to install DBA.**

Inhibit

AACE2316

AACE2316

To Game Ground

AAMB2300

To Inputs connector
on 2300 Board

Button Housing (Flipped Horizontally)
Reversed from install position

Individual switch is part # A5SW6600
If one switch is broken, unplug it.
The game will work using the other switches.

AACE2328

AACE2312

Bird Flap Button
(Part # A5PB6600)

To Count/Menu
connector on
2300 Board

To Tix connector
on 2300 Board

It is important that the wire colors are installed in this specific position, because
the diagnostic menu in the game program is related to this wiring scheme.

AACE2307

AACO1000

Ticket
Counter

Game
Counter

AAPB2700

Menu Select
Button

Menu Scroll
Button

AAPB2700

AACE2302

Game
Ground

Ticket Tray Cable
AACE3219

To Ticket Dispenser
Part # A5TD1
12 Volt Power
Enable Signal
Com Ground
Notch Signal

Low Ticket Switch
Wired Normally Open
AASW200
1/4" Spacer A5SENY020

COMMUNICATION, SPEAKER & LED LIGHTING WIRING

Monitor Surround LED's

Left Side Console LED's

Right Side Console LED's

AACE2303

Speaker AACE8811

To Speaker connector on 2300 Board

AAMB2300

To Outputs connector on 2300 Board

AACE2320

AACE2320

AACE2331

AACE2331

AACE2300

AACE2331

AACE2331

AACE2325

Button Platform LED's

AACE2323

AACE2305

AACE2305

AACE2330

A5CEAU010
Audio Cable from green socket on Motherboard to 2300 Board

AACE2309
Communication cable from Comm on 2300 board to J1 on Interface Board.

AAMB8-HD

A5CORD36
HDMI Cable to Monitor

AACB2204

AACE2330

AACE2310
Communication cable from J2 on Interface Board to Motherboard

A5CN1031
Adaptor to plug cable into Motherboard

POWER IN / 12 VOLT WIRING

LED Lighting in Marquee

Left Side LED's

Right Side LED's

AACE2319   AACE2319   AACE2327 Flexible Strip

AACE2332   AACE2332   AACE2332   AACE2332

SATA Hard Drive A5HD1800

AACE2314

AACE2326   AACE2326

AAMB8-HD

AACE2318

Jumper to Marquee

AACE2313

Power Supply AAPS1008-FB

To Power connector on 2300 board

AAMB2300

AAMO4204 Monitor 42"

AC Power to Bill Acceptor AACE2316

AC Power to Power Supply A5CORD5

AC Power to Monitor A5CORD5

Line Filter A5FI9010

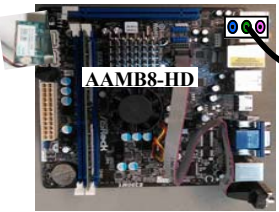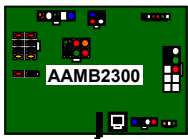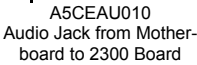Power In Cord From Wall A5CORD5

Outlet Strip AACE2329

Outlet Strip AACE2329

TROUBLESHOOTING GUIDE
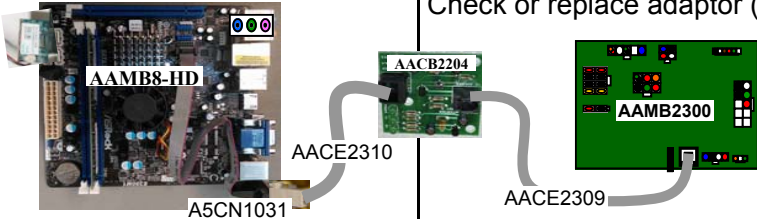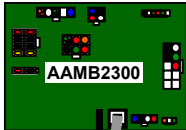
Troubleshooting Strategy

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

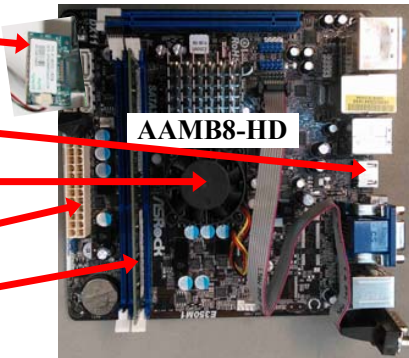| Problem	Probable Cause	Remedy
No power to the game. No lights on at all.	Unplugged. Circuit breaker tripped. Power strip faulty. Faulty cable/power supply.	Check wall outlet. Reset power strip breaker switch or building circuit breaker. Change plug position, replace if needed. See Power Supply diagnostic section
Bill Acceptor powers on. But everything else off. (Power Supply not ON)	Power supply unplugged. Rocker Switch and voltage switch. Power supply shutting down because of 12 V overload. Faulty power supply.	Insure unit is plugged into power strip. Make sure rocker switch is set ON. (-) and switch at 100V or 230V. See power supply diagnostics to isolate bad component. A bad motor or 12 volt short would cause this. See Power Supply Diagnostic section
Dollar Bill Acceptor not functioning. Ensure Bill Acceptor is set to "Always Enable"	Check for power to Bill Acceptor. Dirt or debris in acceptor slot. Pinched, broken, or disconnected wiring. Bill acceptor problem.	Acceptor should cycle stacker at game power up. If not, check cable connections. Refer to "How to Clean Bill Acceptor" Or clean with bill reader cleaning card. (A5CC9000) Check wiring from bill acceptor to 2300 Board. (AACE2316) Repair or replace wiring harness. Check DBA connector on 2300 Board Make sure wires are secure in connectors. Refer to troubleshooting section of dollar bill acceptor manual included with this game or the diagnostics label of the back of the unit.
Game not coining up.	Ensure game makes "whoosh" sound when coin switch is triggered. Verify communication between motherboard and 2300 board. Game set to large amount of credits per game.	Check coin switches—both should be wired normally open. If one switch is "closed" the other will not work either. Check wiring to 2300 board. (AACBL4A-DOOR, AACE2301) Refer to "Comm Error" troubleshooting section. Check Pay In/Out Menu. Ensure Credits per Game is set. Default = 4

TROUBLESHOOTING GUIDE

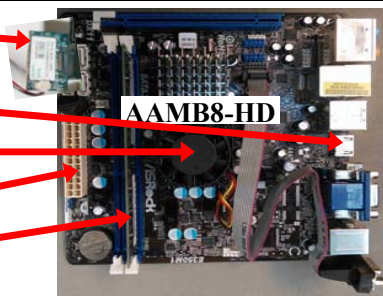| Problem	Probable Cause	Remedy
Cabinet Lighting does not work. There are 2 different types of cabinet lighting **12 Volt White LED's** & **Colored LED's that change color** Enter Diagnostic menu and select "Change Monitor Lights"	**12 Volt White LED's** Faulty cable. Disconnected, loose or broken wires. Individual LED strip out	These LED's receive power directly from power supply Refer to "Power In & 12 Volt Wiring Diagram" Identify LED strip, check soldered wires, replace if needed.
	Colored LED's Faulty cable. Disconnected, loose or broken wires. Individual LED strip out Entire section of LED's do not work Specific Colors do not light on all LED strips	These LED's receive power from 2300 Board Refer to "Communication, Speaker & LED Wiring Diagram" Identify LED strip, check soldered wires, replace if needed. Check main jumper cable (AACE2330) Look for broken wire 2300 Board may be faulty. Check connection "Outputs" on main 2300 board. Replace if needed.
Colored LED's not functioning properly Enter Diagnostic menu and select "Change Monitor Lights"	Faulty cable. Disconnected, loose or broken wires. Individual LED strip out Entire section of LED's do not work Specific Colors do not light on all LED strips	**These LED's receive power from 2300 Board** Refer to "Communication, Speaker & LED Wiring Diagram" Identify LED strip, check soldered wires, replace if needed. Check main jumper cable (AACE2330) Look for broken wire 2300 Board may be faulty. Check connection "Outputs" on main 2300 board. Replace if needed.
No Sound Motherboard creates sound, 2300 board amplifies it. AAMB8-HD	Volume set to zero in menu. Disconnected, loose or broken wires. AAMB2300 Determine if 2300 board is ok A5CEAU010 Audio Jack from Mother-board to 2300 Board Faulty speaker.	Enter Main Menu and verify: Game Volume & Attract Volume are not zero Check connections and reseat audio cable from motherboard to 2300 board. Cables # AACE8811, AACE2303, and A5CEAU010. Unplug audio jack cable (A5CEAU010) from motherboard, plug into MP3 player and see if music is amplified and comes out of speaker. If Yes - then motherboard is faulty. If No - then 2300 board may be faulty. Replace speaker. AACE8811

TROUBLESHOOTING GUIDE

Problem	Probable Cause		Remedy
Tickets do not dispense or Wrong amount dispensed. Check for the correct amount of tickets show-ing on Monitor	Tickets on monitor does **not** match tickets coming out of game.	Opto Sensor on ticket dispenser dirty.	Blow dust from sensor and clean with isopropyl alcohol.
		Faulty ticket dispenser.	Replace with working dispenser to isolate the problem. (A5TD1)
		Notch on tickets cut too shallow.	Flip tickets and load upside-down to have large cut notch toward opto sensor.
		Faulty cable. Disconnected, loose or broken wires.	Check connectors from ticket dispensers to 2300 board. Check for continuity. Cables AACE3219, AACE2302
		Faulty 2300 Board.	Replace 2300 board. (AAMB2300)

	Tickets on monitor does match tickets coming out of game.	Settings in Menu are incorrect.	Enter Menu and check certain areas:
			    Verify "Game Mode" is Redemption
			    Check Divide By 2 option
			    Check Mercy Tickets
			    Verify Pipe Values are correct.

Low Tickets message on monitor	Tickets are empty in ticket tray		Load tickets into tray. Ensure tickets hold down micro switch wire. Switch is part # AASW200
	Faulty cable. Disconnected, loose or broken wires.		Check connectors from low ticket switches to 2300 board. Check for continuity. (AACE3219, AACE2302)
	Faulty low ticket switch.		Inspect switch and replace if needed. (AASW200)
	Faulty MiniGen Board		Replace 2300 Board. (AAMB2300)

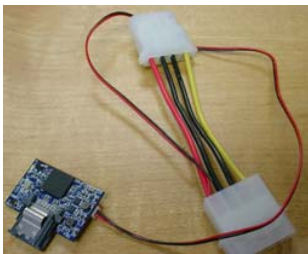| **No Communication between boards.** **Game does not coin up** Game **has** audio track "clicking" sound from speakers when coin switch triggered.	Check green LED's on Serial Interface board. "Power" solid ON "TX" & "RX" blinking very fast, **AACB2204**
	If "Power" is not solid ON Ensure AACE1309 cable is plugged into 2300 board. (Comm) 	**If "TX" & "RX" are not blinking very fast** Communication to Motherboard faulty. Check AACE2310 to motherboard. Check or replace adaptor (A5CN1031) Replace Serial Interface board. (AACB2204)
	If "TX" is solid ON Motherboard is faulty. Replace AAMB8-HD	**If "RX" is solid ON** 2300 Board is faulty. Replace AAMB2300

TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
Game Meter does not work. Game meter will click at **end** of game.	Verify meter does not click at **end** of game Disconnected, loose or broken wires. Faulty counters.	This is done because Flappy Bird will not start a game until button is pressed. Check connections and reseat Count/Menu on 2300 board. Cables # AACE2307 and AACO1000 Replace counters. AACO1000
Ticket Meter does not work. Ticket meter will click as tickets come out of game and notch is "seen" by dispenser.	Ensure correct number of tickets are being dispensed. Disconnected, loose or broken wires. Faulty counters.	Check ticket values, refer to Tickets not Dispensing troubleshooting section. Check connections and reseat Count/Menu on 2300 board. Cables # AACE2307 and AACO1000 Replace counters. AACO1000
Menu Buttons do not work.	Disconnected, loose or broken wires. Faulty button. Faulty communication between motherboard and Minigen Faulty AAMB2300 board.	Check connections from button to 2300 board. Cables # AAPB2700 and AACE2307 Test button and replace. (AAPB2700) Refer to "No Communication between boards" troubleshooting section. Replace AAMB2300 board.
Flap Button does not work. White Button: Up Brown Button: Up Red Button: Up Green Button: Up Reset Input Status Test Ticket Dispense	Enter diagnostic menu and check for stuck buttons. Disconnected, loose or broken wires. Faulty or stuck button. Faulty AAMB2300 board.	If a button shows "stuck" select "Reset Input Status" to clear it and it will go back to "Up" Check connections from pushbutton to 2300 board. Cables # AAPB2700 and AACE1301 Refer to "Screen Error Messages" troubleshooting Section to diagnose stuck switch on flap button. Replace AAMB2300 board.
Monitor shows "No Signal" then black. Re-Boot game to see if problem still exists. Power game down, wait 10 seconds, then power game ON to reset. Motherboard/power supply is not working.	Faulty power supply - Check for 12 Volts and blinking green LED on SATA Drive Monitor HDMI cable unplugged. Fan turning. Large power connector unplugged on motherboard. Faulty or loose RAM	 **AAMB8-HD** Refer to Monitor/Motherboard Power Supply Diagnostics for further diagnostic information.

TROUBLESHOOTING GUIDE

| Problem	Probable Cause	Remedy
Monitor not working. Power down, wait 10 seconds and power up again.	Monitor says "NO SIGNAL" for 5 seconds after power - up. Then dark.	Faulty power supply - Check for 12 Volts and blinking green LED on SATA Drive Monitor HDMI cable unplugged. Fan turning. Large power connector unplugged on motherboard. Faulty or loose RAM Refer to Monitor/Motherboard Power Supply Diagnostics for further diagnostic information. **AAMB8-HD**
	Monitor has nothing at all on power up.	Power cable unplugged from monitor.	Ensure power is plugged into back of monitor, down to power strip. Open rear access door. Push ON button on monitor's satellite board.
		Faulty monitor.	Replace monitor. (AAMO2200)
	Error on screen at power up. Re-Boot game to see if problem still exists. Power game down, wait 10 seconds, then power game ON to reset.	Monitor shows ASROCK SETUP UTILITY" Display shows "Sleep Mode" on screen. Display shows "Kernel panic – unable to mount root" on screen. Display shows anything other than Dizzy Chicken software on Screen.	SATA Drive unplugged from board or faulty Refer to "Monitor shows ASROCK SETUP UTILITY" section. Power Supply or Motherboard not Communicating correctly with monitor. Refer to "Monitor shows Sleep Mode on screen" section. Faulty or loose RAM Refer to "Monitor shows Kernel panic – unable to mount root" section. Motherboard is not loading or running program. Refer to "Monitor shows anything other than Dizzy Chicken software on screen" section.

Monitor shows nothing at all on power on. Open rear access door. Push ON button on monitor's satellite board.	Power cable unplugged from monitor.	Ensure power is plugged into bottom of monitor, down to power strip.
	Power strip faulty	Change plug position, replace if needed (AACE2329)
	Faulty power cable for monitor	Check A5CORD5 to ensure 110 volts to Monitor.
	Re-Boot game and check for any errors on monitor. Power game down, wait 10 seconds, then power game ON to reset.	If error shows on monitor, refer to suggestions above.
	Faulty monitor.	Replace monitor. (AAMO4204)

TROUBLESHOOTING GUIDE

| Problem	Probable Cause	Remedy
Monitor shows "ASROCK SETUP UTILITY"		Small clip-in hard drive is not being seen by computer. Push on spring clip and gently remove from motherboard. Re-install and power on game. Try in different SATA slot on motherboard. Replace hard drive. (A5HD1800) Replace motherboard. (AAMB8-HD)
Monitor shows "Sleep Mode" on screen. Re-Boot game to see if problem still exists. Power game down, wait 10 seconds, then power game ON to reset.	Power Supply or Motherboard not communicating correctly with monitor.	Check power supply voltage. Replace power supply. (AAPS1008-FB) Ensure power supply connection is secure to motherboard. Refer to Monitor/Motherboard Power Supply Diagnostics Replace motherboard. (AAMB8-HD)
Monitor shows "Kernel panic-unable to mount root" on screen.	Faulty or loose RAM	Separate metal tabs on sides of RAM, it will flip up to remove. Re-install and Re-Boot game to see if problem still exists. Power game down, wait 10 seconds, then power game ON to reset. Replace motherboard. (AAMB8-HD)
Monitor shows anything else other than Flappy Bird pro-gram on screen. Re-Boot game to see if problem still exists. Power game down, wait 10 seconds, then power game ON to reset.	Motherboard has trouble loading or running program	Large power connector unplugged on Motherboard Faulty or loose RAM Faulty motherboard - Replace faulty board. (AAMB8-HD)
Monitor problems Blurry Monitor Too bright, or dim.	Press the auto button to select Auto Adjustment. This may take a few seconds. Verify that the screen looks good and Image is centered.	

ON-SCREEN ERROR MESSAGES
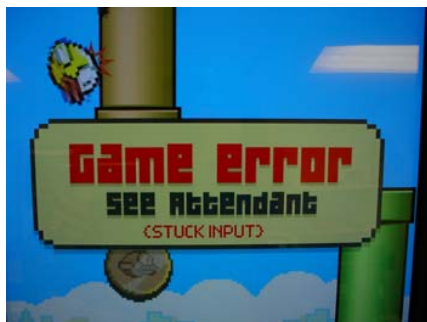
The push button to flap the bird consists of 4 individual switches that work together. If a single switch breaks, the game software will ignore it and the game will continue working. Up to 3 switches can fail and the game will still function properly. (you may notice that you must push button harder to flap the bird)

If all 4 switches fail, then this error will show on display.

Game Error See Attendant means the game is reading all 4 flap bird buttons as closed inputs.

Button Housing (Flipped Horizontally)
Reversed from install position
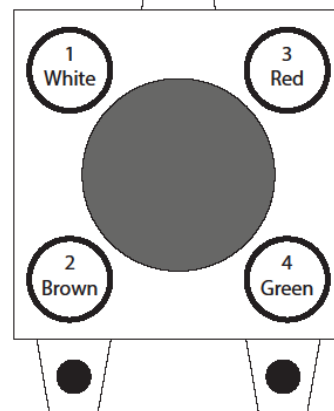
Remove flap button from machine. (Refer to "How to Remove Flap Button")

Flip button housing upside and refer to diagram to check/replace individual switches (A5SW6600) or replace the entire assembly (A5PB6600)
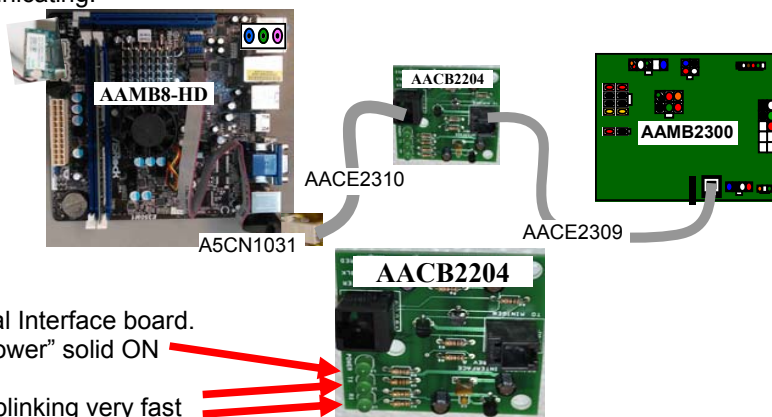
After fixing switch, enter diagnostic menu and button will show "stuck" .
Select "Reset Input Status" to clear it and it will go back to "Up"

It is important that the wire colors are installed in this specific position, because the diagnostic menu in the game program is related to this wiring scheme.

1 White
3 Red
2 Brown
4 Green

The 2300 board must communicate to the motherboard for the game to operate correctly.

Com Error See Attendant means the game knows that these boards are not communicating.

AAMB8-HD

AACB2204

AAMB2300

AACE2310

A5CN1031

AACE2309

AACB2204

Check green LED's on Serial Interface board.
"Power" solid ON

"TX" & "RX" blinking very fast

If "Power" is not solid ON	If "TX" & "RX" are not blinking very fast
Power is supplied by 2300 board. Ensure AACE1309 cable is plugged into 2300 board. (Comm)	No communication from 2300 to Motherboard. Check AACE2310 to motherboard. Check or replace adaptor (A5CN1031) Replace Serial Interface board. (AACB2204) Possible faulty port on motherboard or 2300 board.
If "TX" is solid ON Motherboard is faulty. Replace AAMB8-HD	If "RX" is solid ON 2300 Board is faulty. Replace AAMB2300

HOW TO: REMOVE PLAYER BUTTON

Remove power to game.
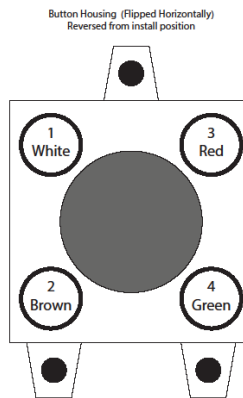Remove 4 screws on back side of button tower. (#2 square)

Remove single nut from top side of button assembly using 7/16" socket wrench

Open front door and remove large clear plastic spill guard. Remove 2 nuts from bottom side of button assembly using 7/16" nut driver

Carefully remove button from machine as wiring harness will come out with button.

Button Housing (Flipped Horizontally) Reversed from install position

1 White
3 Red
2 Brown
4 Green

Check/replace individual switches (A5SW6600)
Or replace the entire assembly (A5PB6600)

It is important that the wire colors are installed in this specific position, because the diagnostic menu in the game program is related to this wiring scheme.
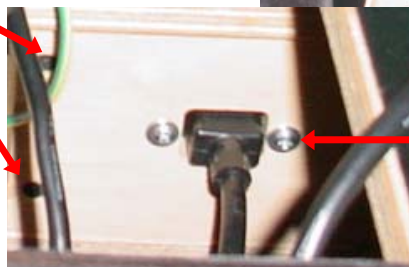
HOW TO: REPLACE OUTLET STRIP / LINE FILTER

The outlet strip and line filter connections are enclosed in wood for your protection.
If these items need to be replace, follow these instructions.
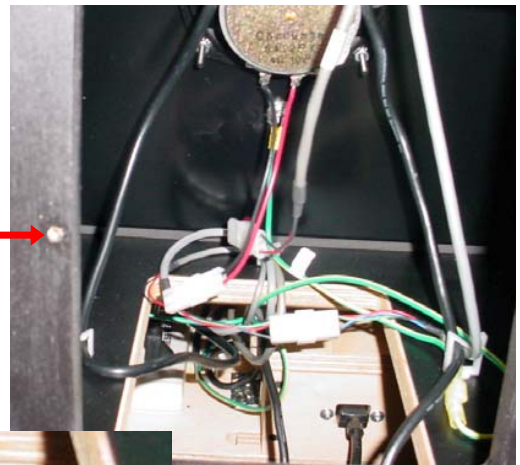
Remove power from game.

Remove 6 screws on back side of rear monitor tower. (#2 square)

Remove 4 black screws in wood plate. (#2 square)

Remove 2 silver screws that hold in line filter. (phillips)

MONITOR / MOTHERBOARD POWER SUPPLY DIAGNOSTICS

1.) Verify AC power to game. Check power strip in front door.
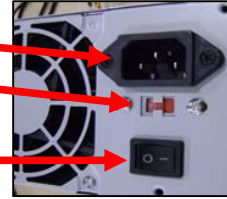
The rocker switch should be illuminated.

3.) Check connection to power supply.

4.) Ensure Power Supply switch is set to 115V (or 230V)
(Some model power supplies may not have this)

5.) Ensure Power switch is on.

6.) Ensure fan is turning.
- If power supply fan is turning and there is no 12 Volt out, then replace power supply. (AAPS1008-FB)
- If power supply fan is not turning, then continue to "Verify Power to Motherboard"

Verify Power to Motherboard
The motherboard will turn on power supply.
If your game has no 12 volts, it may be the motherboard not turning on.

In addition - there may be a 12 volt short somewhere else in cabinet that is not allowing the power supply to turn on.

Minimize load on power supply and isolate short
Unplug all outputs from power supply except for motherboard.
This will have power supply, motherboard, and monitor left plugged in.

If power supply, motherboard, and monitor now turn on:
Plug in one component at a time to power supply to locate short.

If power supply still does not power on, then continue to steps 1,2, and 3.

1 - Check single connection from power supply.

2 - Verify these pins are covered by connector with a single capacitor.

If the connector is missing, continue to step 3 to jump the pins under this connector.

AAMB8-HD
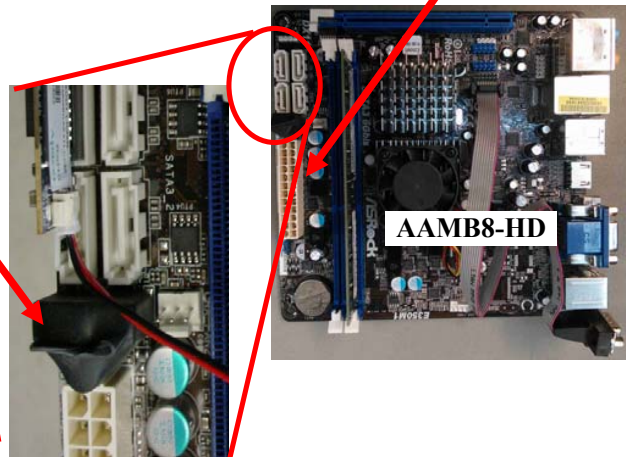
3 - Motherboard "Jump Start"
As a last resort, you may start motherboard by quickly touching these 2 pins at the same time, then quickly release

Motherboard may turn ON and boot normally.
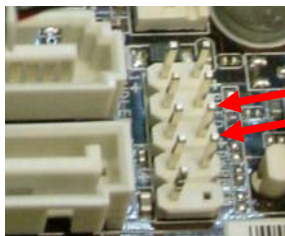
If power supply still does not power on, replace power supply (AAPS1008-FB) or motherboard. (AAMB8-HD)

BILL ACCEPTOR DIAGNOSTICS

The Flappy Bird Game is Bill Acceptor ready. We recommend MEI AE-2451-U5E (Part # A5AC9091)
If you would like to add one to the game, please make sure the mounting plate is present. (A5PL4200)

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.

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 110 AC voltage at cable going into Bill Acceptor from power strip.
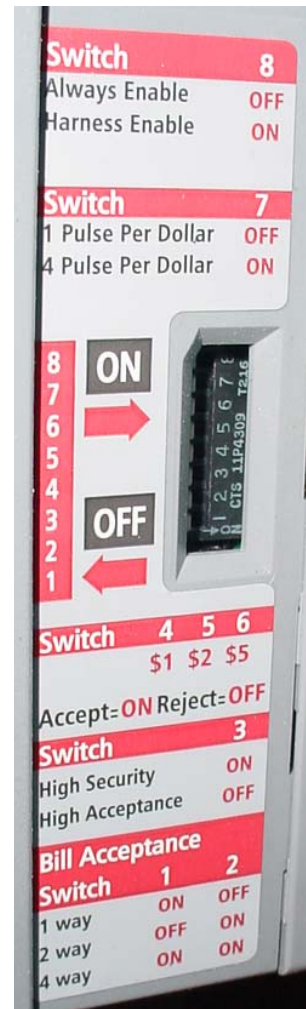
If power is OK:
Clean Bill Acceptor path to make sure there is nothing jamming unit.
Check dipswitch settings on side of acceptor.
   Make sure switch # 8 is OFF for Always Enable

Switch		8
Always Enable		OFF
Harness Enable		ON
Switch		**7**
1 Pulse Per Dollar		OFF
4 Pulse Per Dollar		ON
Switch	4 5	6
	$1 $2	$5
Accept=ON Reject=OFF		
Switch		**3**
High Security		ON
High Acceptance		OFF

Bill Acceptance Switch	1	2
1 way	ON	OFF
2 way	OFF	ON
4 way	ON	ON
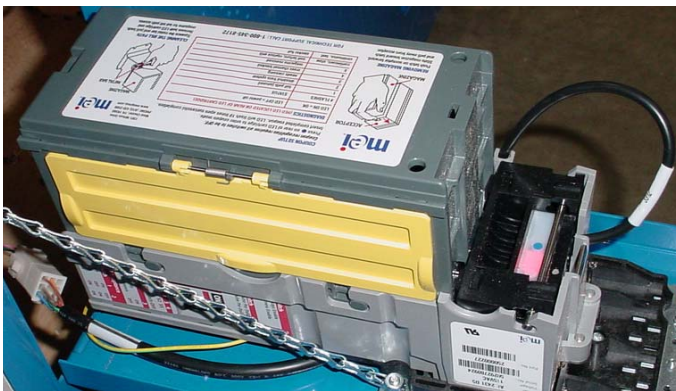
ERROR CODES
Count the number of flashes on front bezel of Bill Acceptor and follow chart for repair.

COUPON SETUP
Coupon recognition requires all switches to be OFF.
Press ● on rear of LED cartridge to enter coupon mode.
Insert completed coupon. LED will flash 10 times upon successful completion.

DIAGNOSTICS (RED LED LOCATED ON REAR OF LED CARTRIDGE)

LED ON = OK	LED OFF = power off
# FLASHES	STATUS
1	bill path jammed
2	disabled from system
3	needs cleaning
4	cross channel blocked
5	magazine removed
continuous, slow	unit failure; replace unit
continuous, fast	stacker full

REMOVING MAGAZINE
Push latch on acceptor forward.
Slide magazine toward latch and pull away from acceptor.

FOR TECHNICAL SUPPORT CALL: 1-800-345-8172

CLEANING THE BILL PATH
Squeeze the metal bar and p...
Remove both LED cartridge...
magazine for full bill path...

CARD SWIPE SYSTEM INSTALLATION

The Flappy Bird game is pre-wired to accept Card Swipe systems from many manufactures. Please follow these instructions to make full use of Flappy Bird capabilities.

Option #1:
New card swipe systems may come with a standard 9 pin Molex connector. Simply unplug this connector and plug into your card swipe reader.

AACBL4A-DOOR

AACE2301

Option #2:
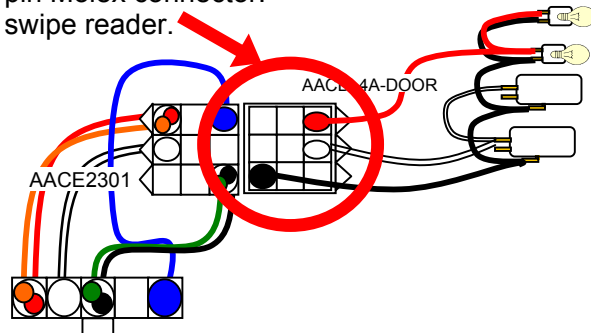If your card swipe systems does not have a standard 9 pin Molex connector, then you will have to splice wires into the AACE2301 harness.

AACBL4A-DOOR

AACE2301

+12 Volts DC
Red or Orange Wire

Com (Ground)
Black or green wire

Coin Signal
White Wire
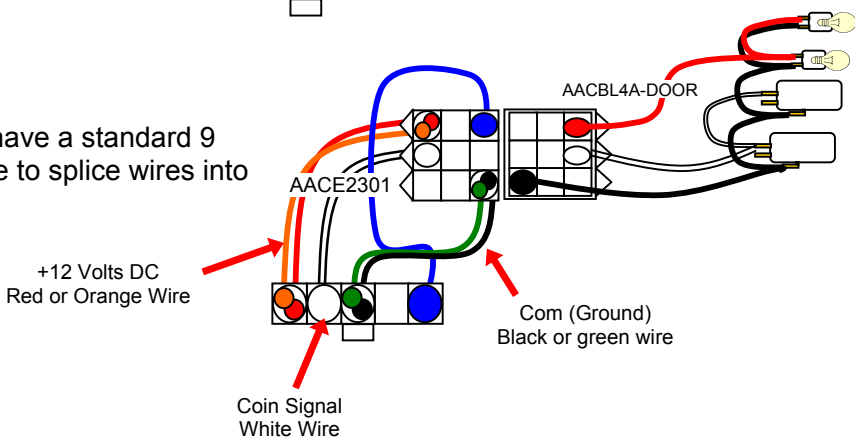
Menu Changes
Enter menu, go to "Pay In/Out" Menu
Change "Credits" to 1
Change "Card Reader" to Enabled

Payout Menu
Credits: 4
Entertainment Only: Disabled
Card Reader: Disabled

Additional:
Baytek sells an optional sticker sheet that will cover up the "Insert Coin" on many different types of games.
Part # A5DE0047

Example: Stick on Big Bass Wheel to cover "Insert Coin" artwork.

SWIPE CARD
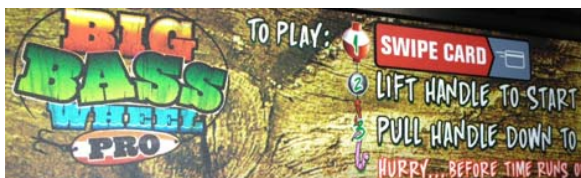
2300 BOARD CONNECTOR PINOUT GUIDE

Low Tix Switch

Tick. Disp.

Audio In

TTL Serial Comm.

SPEAKER

Speaker

POWER

Power

Menu & Counters

Outputs

Intputs

DBA

Coin

●	GROUND
●	+5VDC
●	+12VDC
●	LOWSIDE OUTPUT
●	TTL LOGIC

+5	GND	GND	+12
+5	GND	GND	+12

POWER

SPEAKER

** PC3 and Q6 use the same I/O line. If using PC3 as an input select "IN" on the jumper above the "Outputs" header. If using PC3 to control FET Q6, set the jumper to "Out"
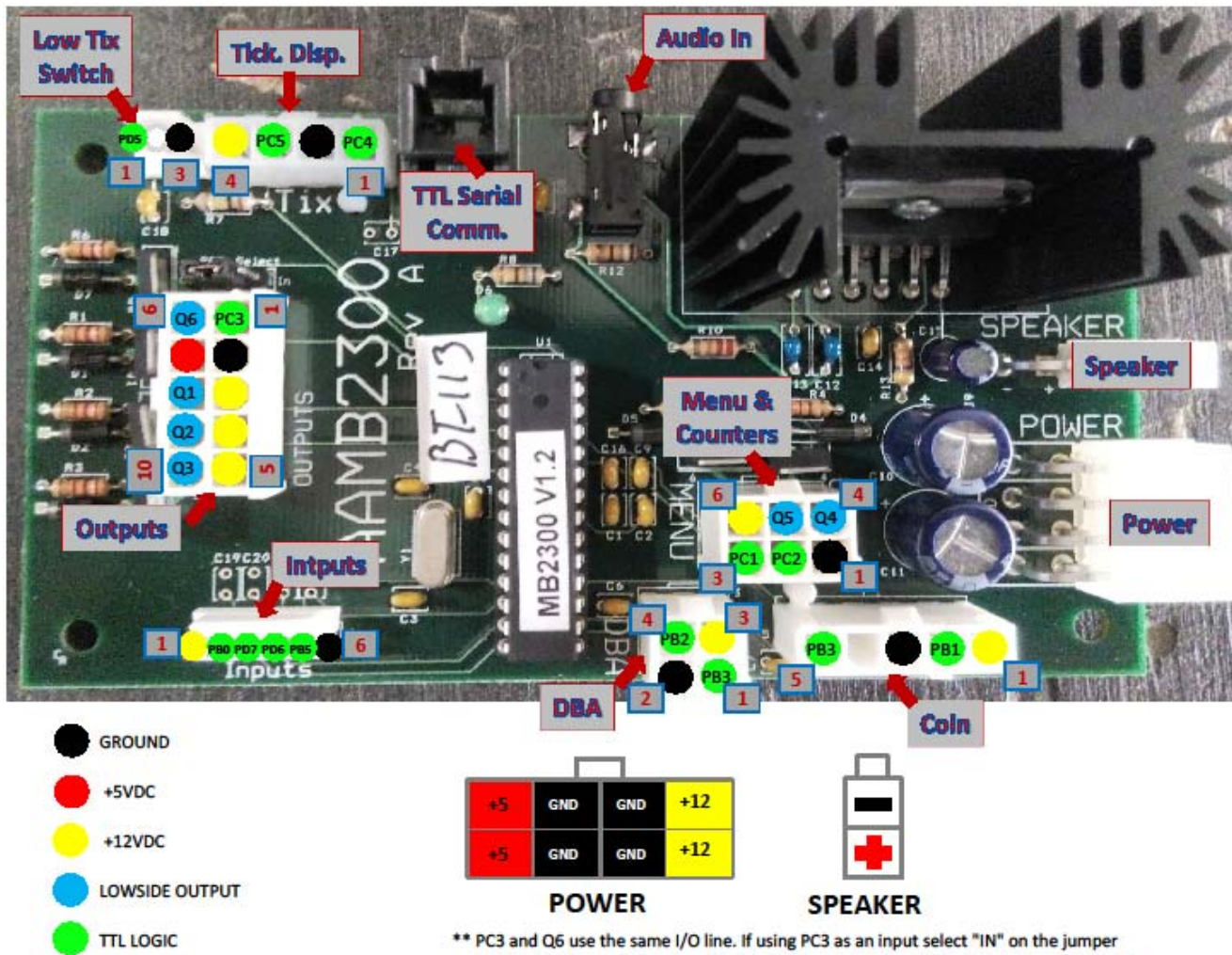
PARTS LIST

| PART #	DESCRIPTION	PART #	DESCRIPTION
A5CB8020	Cash Box	A5CORD5	AC Computer Cord
A5FI9010	Inline Filter	A5CORD36	HDMI Cable To Monitor
A5PB6600	Big Red Push Button	A5CEAU010	Audio Stereo Cable
A5SW6600	Single Switch For Button (4 Per)	AACBL4A-DOOR	Door Cable
AASW200	Low Ticket Switch	AACE1715	Ground Cable
W5TM1316	13/16" Black/Silver T-Molding	AACE2300	Monitor Lights Jumper
A5TR2300	Trim Around Marquee & Monitor Vacuum Form (Per Ft)	AACE2301	Coin Door Cable
A5CN1031	Monitor Connector Adapter	AACE2302	Ticket Tray/Low Ticket Cable
A5LK2001	Cash Box Lock (A05 Key)	AACE2303	Speaker Cable
A5LK5002	Cabinet Lock (C15 Keys)	AACE2305	Left & Right Side Lights Jumper
A5HO1003	Holder For Light Bar	AACE2307	Menu Buttons Cable
AACO1000	Counter	AACE2309	MicroGen Communication Cable To Interface
AAPB2700	Red Push Button, Menu Select	AACE2310	MB8 Communication Cable To Interface
A5BK1013	Push Button/Counter Bracket	AACE2312	Play Button Cable
A5ME2311	Metal Tough Screen Stand	AACE2313	Flappy Marquee Jumper
A5ME2312	Metal Side Rails	AACE2314	Marquee Lights Jumper
A5ME4179	Ticket Tray Bracket	AACE2316	DBA Cable
A5ME4182	Metal Coin Box Guide	AACE2318	12 Volt Jumper Cable to Marquee
A5PL4200	Bill Acceptor Plate	AACE2319	LED White Light Strips (2 Per)
A5PL8900	Blanking Plate For Bill Validator	AACE2320	LED's Around Monitor (2 Per)
A5TT4100	Ticket Tray	AACE2321	Ground to Filter Cable
A5TD1	Ticket Dipenser	AACE2322	Monitor Stand Ground Cable
AAPS1008-FP	Power Supply	AACE2323	Light Panel Control Cable
AAMO4204	42" Monitor With Wood	AACE2325	Jumper To Monitor Around LED's (2 Per)
A5DE0042	New Menu/Volume Pot Decal	AACE2326	Jumper to Side LED's (2 Per)
A5DE2300	Top Cabinet Decal	AACE2327	Marquee Lights Cable
A5DE2301	Left Side Vent Decal	AACE2328	Main Bd Push Button Cable
A5DE2302	Right Side Vent Decal	AACE2329	Power Strip Assembly
A5DE2303	Front Top Decal (With Bay Tek Logo)	AACE2330	Jumper to LED Outputs
A5DE2304	Front Middle Decal, Bottom Cabinet	AACE2331	Side Tower Strip Lights (4 per)
A5DE2305	Front Bottom Decal, Bottom Cabinet	AACE2332	Side Tower White Stick Lights (4 Per)
A5DE2306	Coin Door Decal, Bottom Cabinet	AACE3219	Ticket Dispenser/Low Ticket Switch Cable
A5DE2310	Flappy Bird Marquee Decal	AACE8811	Speaker Assembly
A5DE2311	Console Decal (Around The Button)	A5HD1800	SATA Drive
A5DE2312	Left Side Bottom Decal, Bottom Cabinet	AACB2204	Communication Board
A5DE2313	Right Side Bottom Decal, Bottom Cabinet	AAMB2300	Micro Gen Board
AAVF2300	Vacuum Form With Vent Decals (Around Monitor)	AAMB8-HD	Motherboard With Hard Drive

PARTS IDENTIFICATION

W5TM1316

AASW200

AAPS1008-FB

A5FI9010

AAPB2700
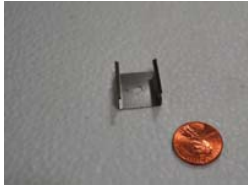
A5HO1003

A5CB8020

A5TT4101

A5ME4179

A5DE2300

A5DE2303
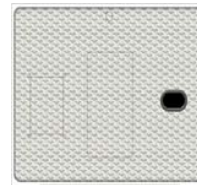
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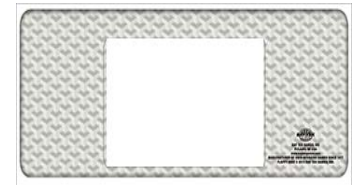
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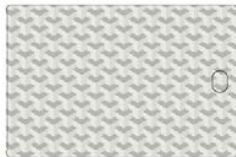
A5DE2306

A5DE2310

A5DE2311

A5DE2312

A5DE2313

AACB2204

A5CN1031
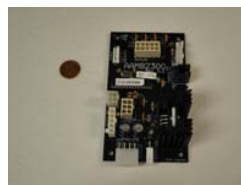
AAMB2300

A5TD1
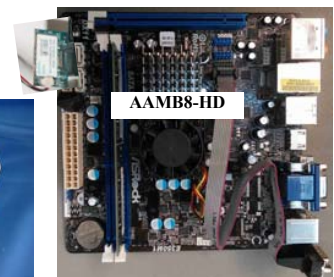
AAMB8-HD

AAMB8-HD

PARTS IDENTIFICATION

AACE2300

AACE2301
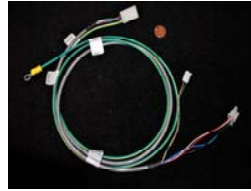
AACE2302
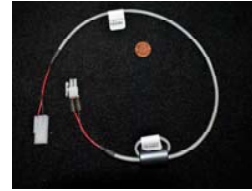
AACE2303

AACE2305
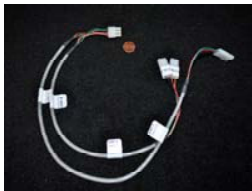
AACE2307

AACE2309

AACE2310

AACE2312
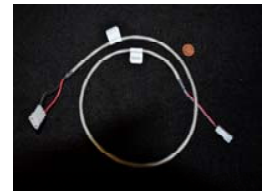
AACE2313
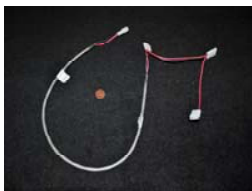
AACE2314

AACE2316

AACE2318

AACE2319

AACE2321

AACE2322

AACE2323

AACE2325
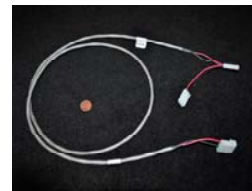
AACE2326

AACE2327

AACE2328

AACE2329

AACE2330

AACE2331

AACE2332

AACE3219
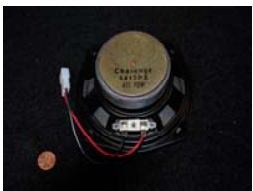
AACE8811

AACO1000

A5CORD5

A5CEAU010

DECAL PLACEMENT GUIDE

Flappy Bird Marquee
A5DE2310

Vent Right
A5DE2302

Vent Left
A5DE2301

Flappy Bird Console
A5DE2311

Cabinet Top
A5DE2300

Front Top
A5DE2303

Front Middle
A5DE2304

FB Right Side
A5DE2313

FB Left Side
A5DE2312

Front Bottom
A5DE2305

Coin Door
A5DE2306

MAINTENANCE LOG

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

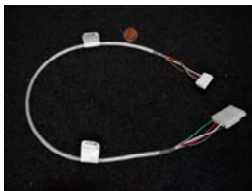| DATE	MAINTENANCE PERFORMED	PARTS ORDERED	INITIALS

TECHNICAL SUPPORT

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

Electronics / Circuit Boards - Repair Options

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

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

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

Technical Support:

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

Returns, Credits, & Fees:

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

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

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

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

WARRANTY

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

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

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

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

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

⚠ ATTENTION ⚠

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

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

NON-WARRANTY

Options and estimated charges will be provided to you for your approval.
Please remember that any items being sent to Bay Tek Games must include prior return authorization from our Parts & Service Department.
This approval will include a Product Return Form which is required to be included with any incoming shipments. Repaired parts will be shipped back using the same method in which they were received. Repairs are warranted for 30 days from the date of return shipment.