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# SINK IT SHOOTOUT!

PLACE SERIAL NUMBER LABEL HERE

BAY TEK GAMES

passion in ★ fun out

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# FACTORY CONTACT INFORMATION

BAY TEK GAMES INC.
Pulaski Industrial Park
1077 East. Glenbrook Drive
Pulaski, WI 54162 USA

## JOIN OUR SERVICE FIRST NETWORK!

This free service is intended to keep you up to date on the latest game information, early notification of parts specials, pertinent technical bulletins, updates on retro fit parts, software upgrades, and much more.

Scan here!

Log on to: **www.baytekgames.com/parts**
then click on the Parts N' Service tab, or scan the QR code to the right with your Smartphone to jump straight to this game's parts page!

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

## 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.


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# TABLE OF CONTENTS

FACTORY CONTACT INFORMATION . . . . . 2
WELCOME TO: Sink It . . . . . 4
HOW TO PLAY . . . . . 5
SPECIFICATIONS . . . . . 6
SAFETY PRECAUTIONS . . . . . 6
QUICK SETUP GUIDE . . . . . 7
HEAD TO HEAD CONNECTION . . . . . 8-10
DIP SWITCH SETTINGS . . . . . 11
MAIN MENU FUNCTIONS . . . . . 12
- CLEAR CREDITS . . . . . 12
- GAME SETUP . . . . . 13
- TICKET PATTERNS . . . . . 14
- DIAGNOSTICS MENU . . . . . 15
- LOCATION NAME & ADVERTISING . . . . . 16
- MACHINE SETUP- HEAD TO HEAD . . . . . 17
- MACHINE SETUP- SINGLE GAME . . . . . 18
- REPORTS- HEAD TO HEAD . . . . . 19
- REPORTS- SINGLE GAME . . . . . 20
- SOFTWARE UPDATE . . . . . 21

MAINBOARD PINOUT . . . . . 22-24
MINIGEN PINOUT . . . . . 25
WIRING DIAGRAMS . . . . . 26-30
TROUBLESHOOTING GUIDE . . . . . 31-37
POWER SUPPLY DIAGNOSTICS . . . . . 38
BILL ACCEPTOR DIAGNOSTICS . . . . . 39
HOW TO: ACCESS MAINBOARD . . . . . 40
HOW TO: REMOVE BALL SENSOR . . . . . 41
HOW TO: REMOVE CUP ASSEMBLY . . . . . 42
HOW TO: ACCESS CAMERA/ LIGHT . . . . . 42
CREDIT CARD READER . . . . . 43
PARTS LISTS . . . . . 44-46
MAINTENANCE LOG . . . . . 47
TECHNICAL SUPPORT . . . . . 48
WARRANTY . . . . . 49


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# WELCOME TO: Sink It!

**Congratulations on your Sink It™ purchase!**

A family-friendly twist on our original Beer Pong Master game, Sink It is the perfect addtion to any ticket redemption game room.

The fun ball-tossing action and competive nature of Sink It will have players lining up!

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

Insert credits and select 1- or 2-player with the buttons on the front of the games.
*(Single games will not have the 2-player button)*

Toss or bounce the balls into the cups, trying to hit all 10 cups and turn off the blue lights inside before your opponent!

Win tickets for your skills!


You can get this game at www.magic-play.eu

# GAME SPECIFICATIONS

| WEIGHT | |
|---|---|
| NET WEIGHT | 475 LBS. |
| SHIP WEIGHT | 525 LBS. |
| **DIMENSIONS** | |
| WIDTH | 30” |
| DEPTH | 71” |
| HEIGHT | 77” |
| **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 AMPS @ 115 VAC | 1.5 AMPS @ 115 VAC |
| 0.5 AMPS @ 230 VAC | .75 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.

# QUICK SET UP GUIDE

Place the game near its final location. Open the storage compartment by unlocking the front metal and sliding the bounce platform forward.

Ensure the balls didn't bounce out of the trough during transport.

No more than **20 balls** should be in the machine at a time for proper function

Sink It uses **38-40 mm** ping pong balls

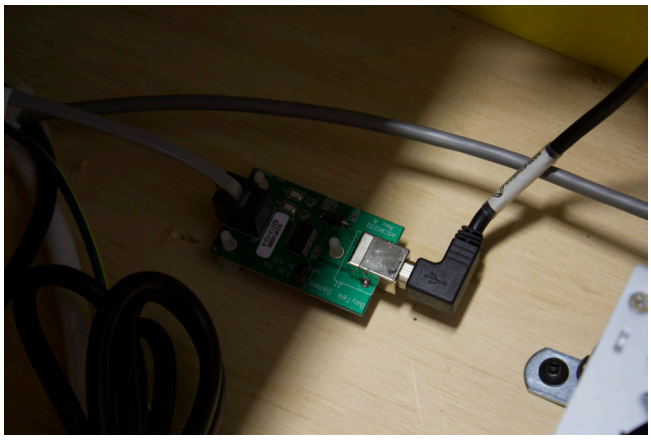
Plug the power cord (located in the storage compartment) into the game and a standard 110v outlet, then switch the power strip inside the front door to the on position.

**The game may require a camera calibration after shipping. See page 15 for instructions.**

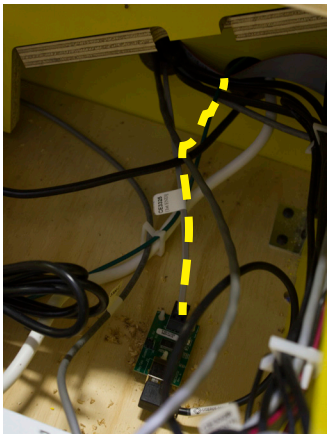
# HEAD TO HEAD CONNECTION

Place two games next to each other and pull out the bounce platforms.

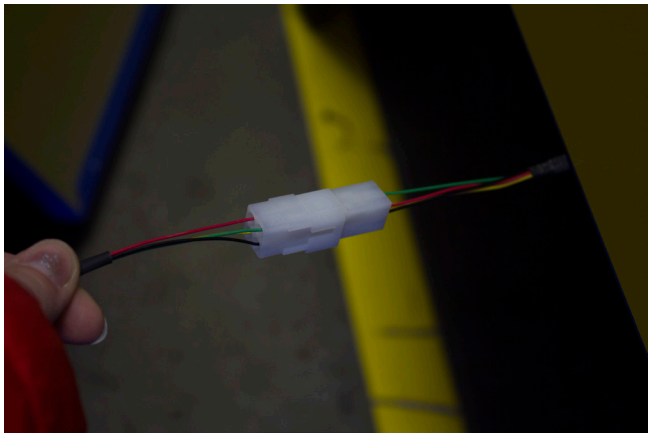
Locate the grey phone cables inside each compartment connected to the auxillary board shown. The boards are connected to the motherboard via USB.



Feed the cable through the hole in the back of the cabinet, and repeat in other cabinet



Plug the cables from each game into each other, then push the cabinets together.

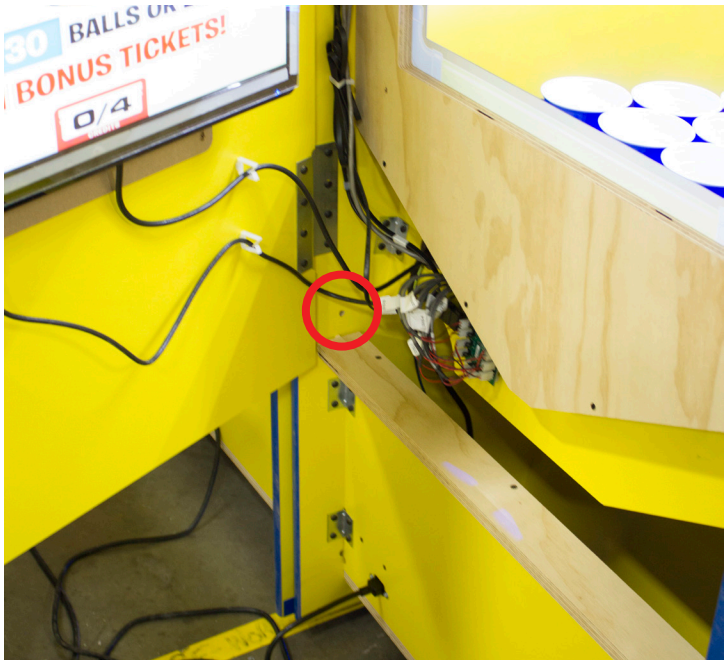


# HEAD TO HEAD CONNECTION

Secure the cabinets together with included bolts, washers and locknuts.

One set of holes is located inside the coin door of the left game and the ticket door of the right game.

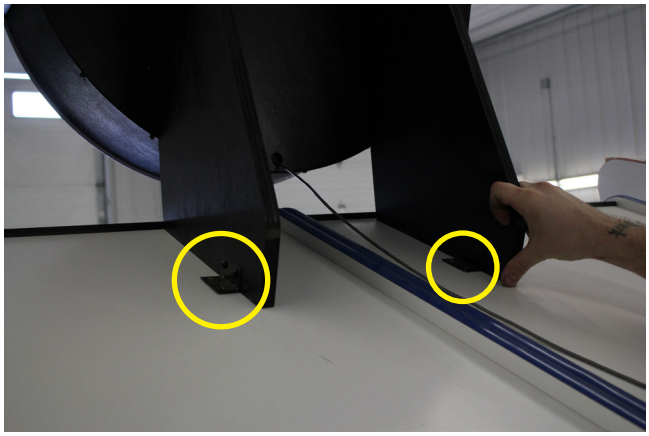
The other set of holes is inside the back doors.



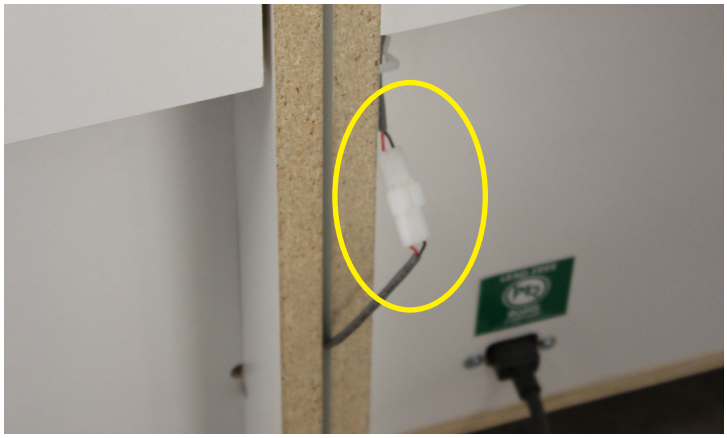
# HEAD TO HEAD CONNECTION

Place the marquee on top of the two games, centering it between them.

Secure with included wood screws.



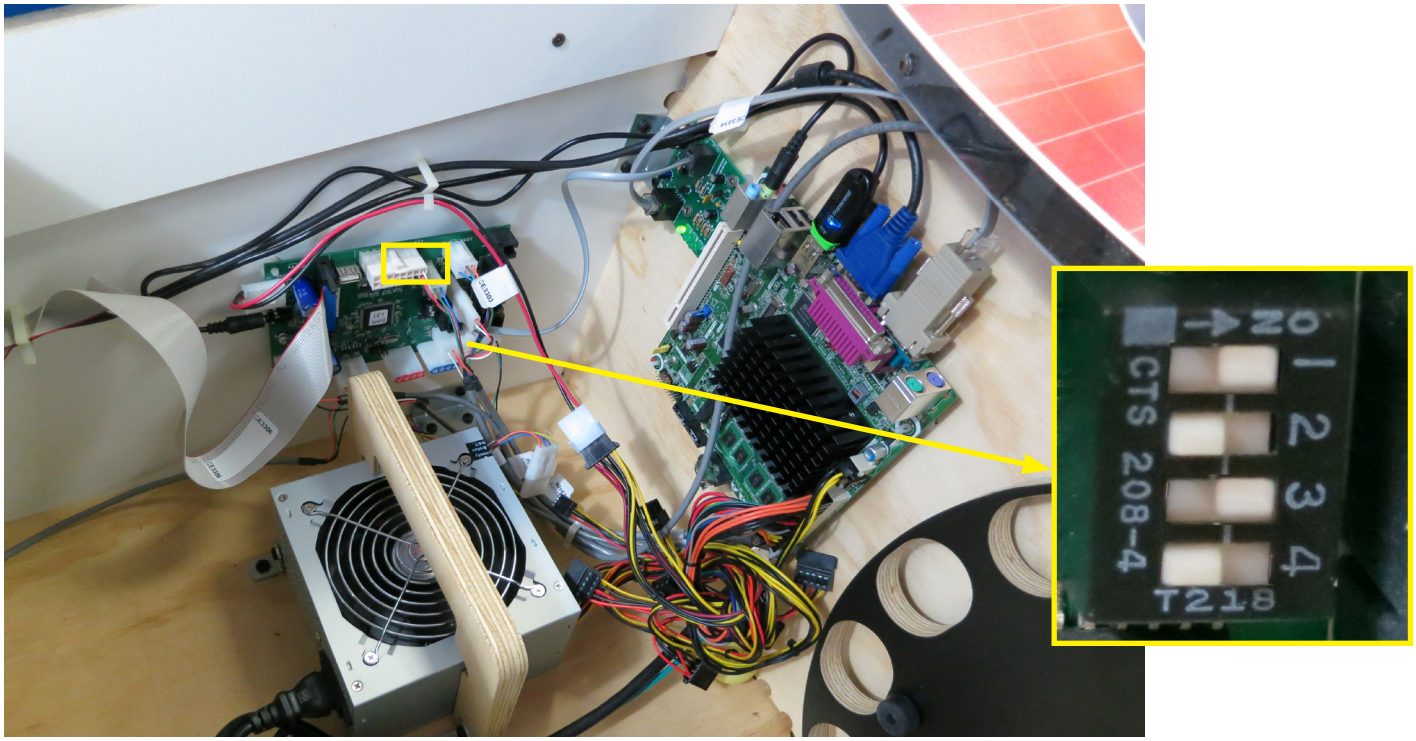
Run the cable down between the cabinets and plug in to housing near bottom of the right side game.



# DIP SWITCH SETTINGS

The dip switch bank is located on the minigen board under the bouncing platform; open the front door, then slide the platform towards you.

*factory default settings are highlighted below



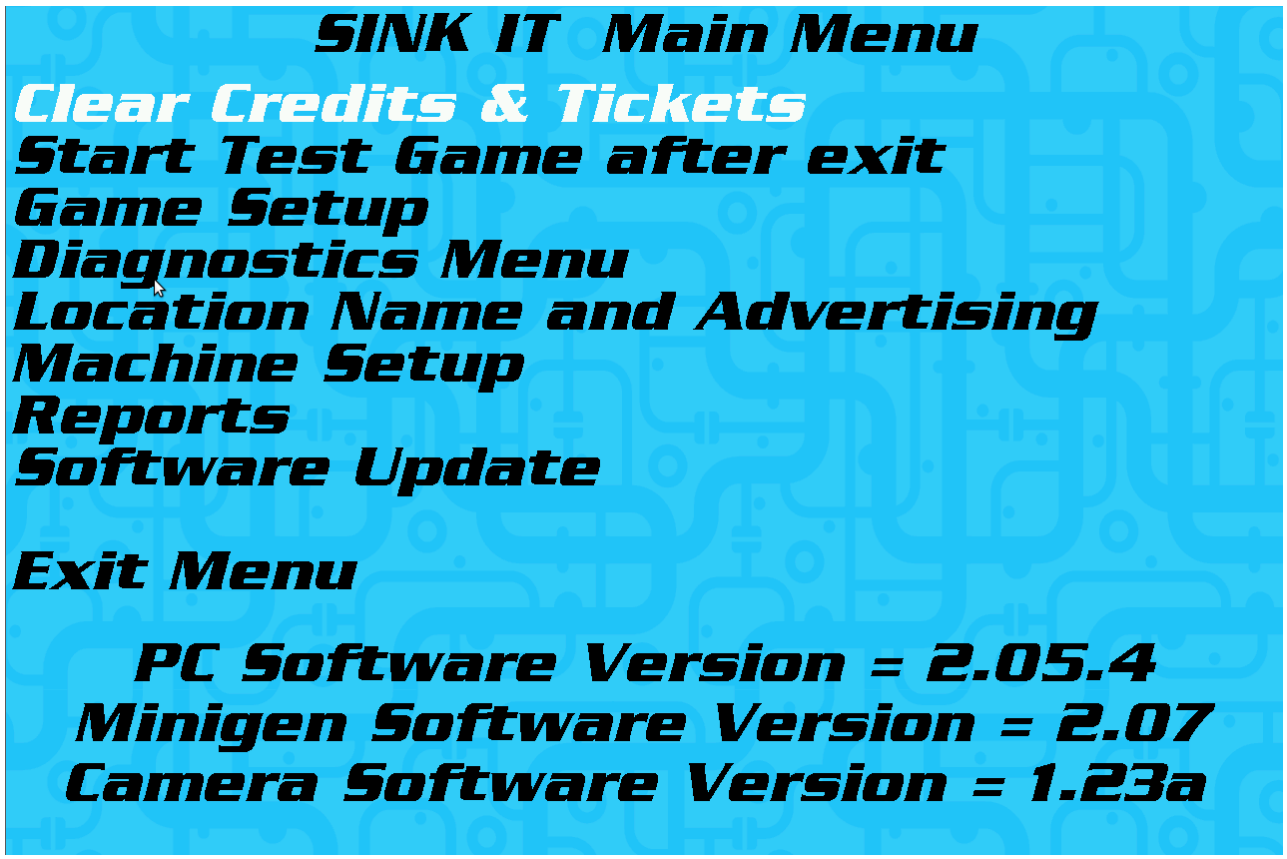

| SWITCH | DESCRIPTION | OFF | ON |
|---|---|---|---|
| 1 | Enable Tickets | | |
| 2 | New Jersey compliance | | |
| 3 | Do Not Adjust | | |
| 4 | Do Not Adjust | | |

# MAIN MENU

Press the MENU BUTTON inside the front door to enter the main menu.

Scroll through the options by pressing the MENU BUTTON and make your selection with the MENU SELECT button.

The blue and red player buttons also scroll through the menus.




## CLEAR CREDITS & TICKETS

Press MENU/SELECT when Clear Credits is highlighted to reset the available credits and tickets owed to 0.

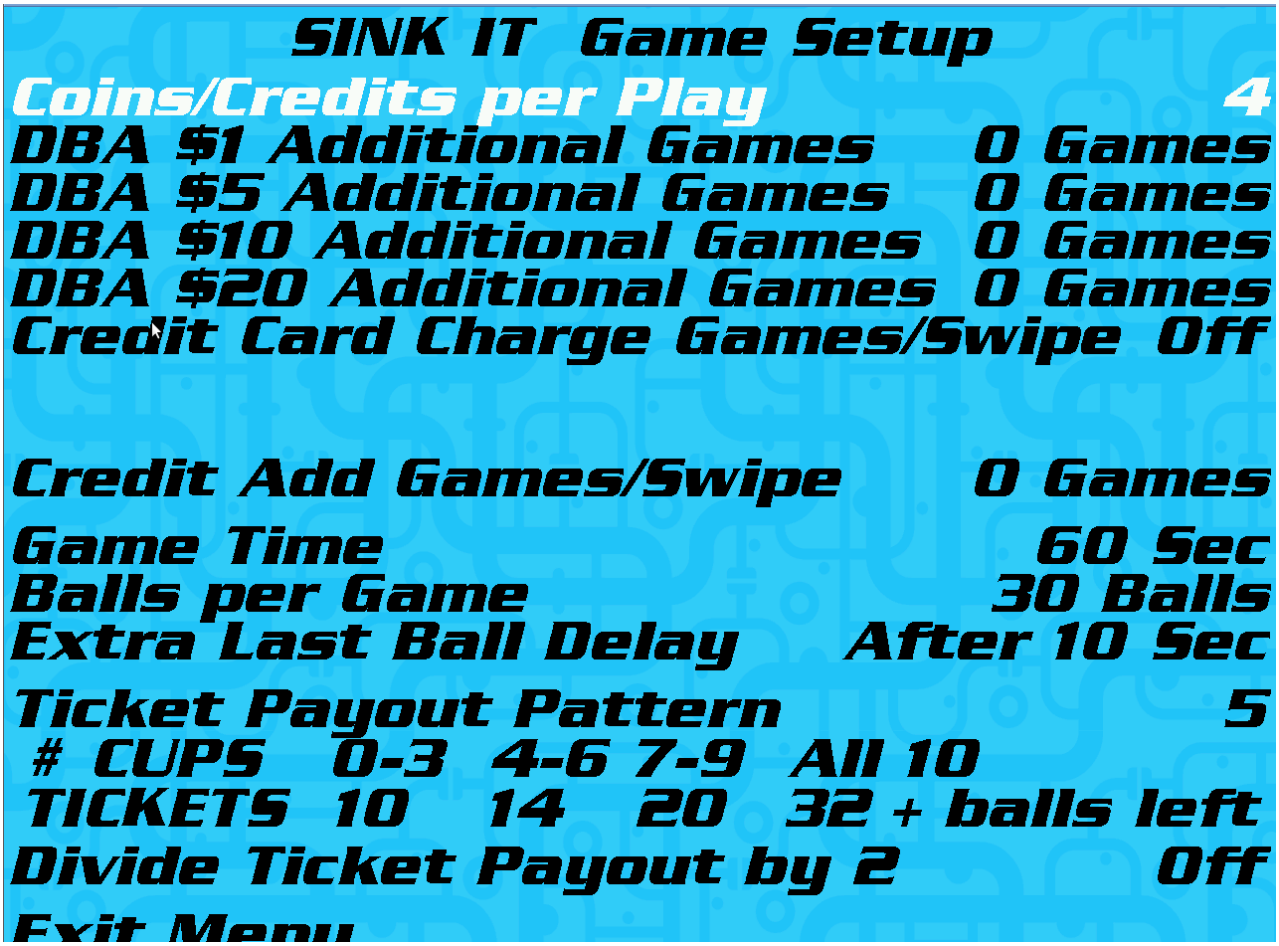
## START TEST GAME AFTER EXIT

Selecting this option will start a test game after exiting the menu.

## CLEAR HIGH SCORES

Selecting this option will start clear the high scores screen.

# GAME SETUP




| SETTINGS OPTIONS & FACTORY DEFAULTS | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| **Credits per Play** | 0 | 1 | 2 | 3 | **4** | 5 | 6 | 7 | 8 |
| **DBA Additional Games** | Gives additional games for $ bill denominations (default is 0-off) | | | | | | | | |
| **CC Charge Games/Swipe** | OFF | | | | ON | | | | |
| **CC Add Games/Swipe** | **0** | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| **Game Time** (seconds) | 30 | 60 | **90** | 120 | 150 | 180 | | | |
| **Balls Per Game** | 10 | 20 | **30** | 40 | 50 | 60 | | | |
| **Extra Last Ball Delay (seconds)** | never | | **10** | 15 | 20 | 25 | 30 | | |
| **Ticket Patterns** | see next page | | | | | | | | |
| **Divide Tickets by 2** | OFF | | | | ON (pays out 1 paper ticket per 2 tickets won) | | | | |

# TICKET PATTERNS

| PATTERN | NUMBER OF CUPS HIT | | | |
|---|---|---|---|---|
| | 0-3 | 4-6 | 7-9 | 10 |
| | TICKETS | | | |
| **1** | 2 | 6 | 8 | 16 (+1 per remaining ball) |
| **2** | 2 | 4 | 10 | 16 (+1 per remaining ball) |
| **3** | 4 | 6 | 10 | 18 (+1 per remaining ball) |
| **4** | 10 | 14 | 20 | 30 (+1 per remaining ball) |
| **5** | 10 | 14 | 20 | 32 (+1 per remaining ball) |
| **6** | 12 | 16 | 22 | 36 (+1 per remaining ball) |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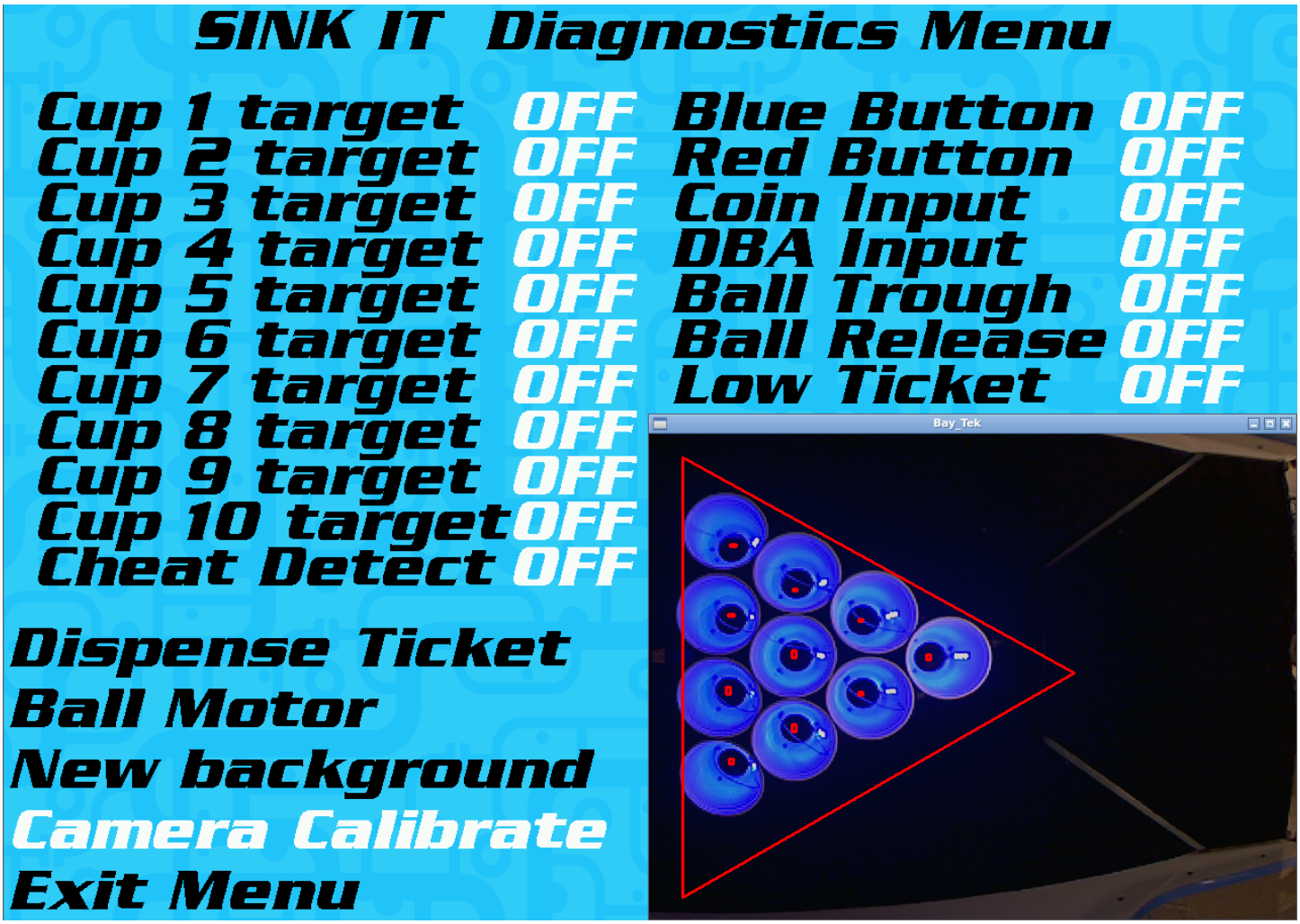
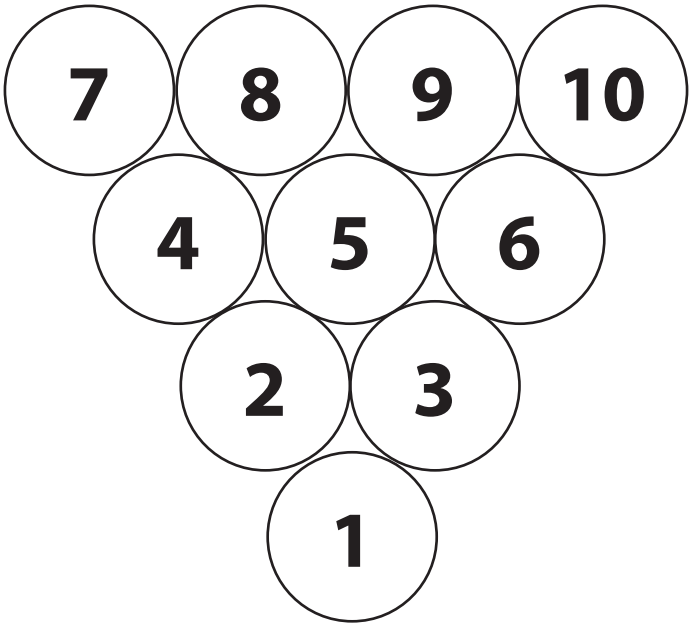
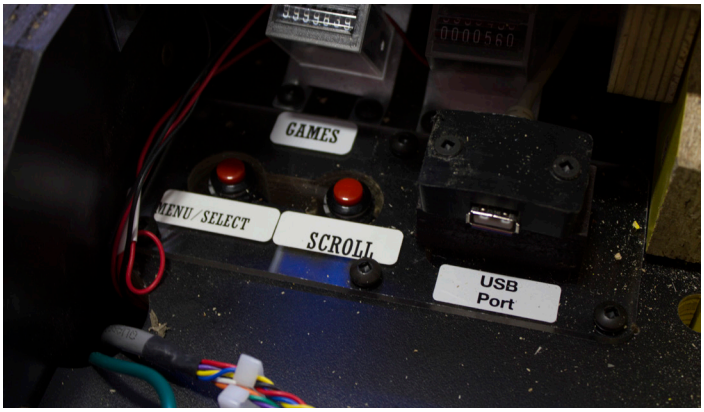
# DIAGNOSTICS MENU



# LOCATION NAME & ADVERTISING



Insert a USB stick containing your advertisements and text file into the USB port next to the menu buttons under the bounce platform.

**LOCATION NAME:**
Your location name can be entered manually with the on-screen keyboard and the player buttons, OR it can be uploaded from the USB stick (name.txt).

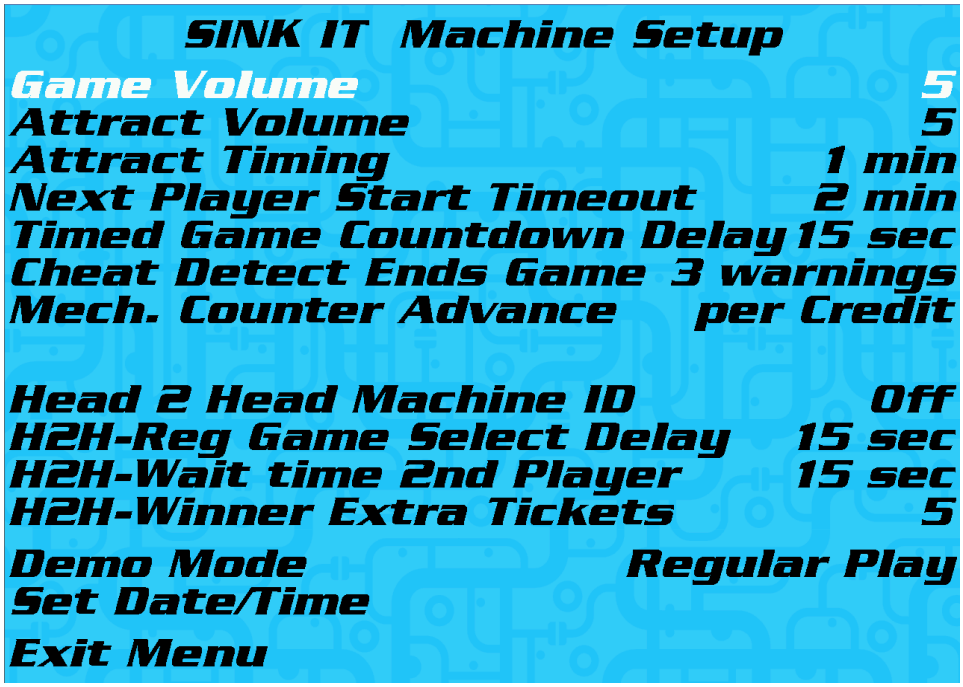
**ADVERTISEMENTS:**
The ideal size of an advertisement is 1280 x 960, in .png format. Ads must be named ad1.png, ad2.png, ad3.png and ad4.png to upload correctly.

You can add up to 4 different advertisements to the machine, which display in rotation during attract mode. The ads can be changed out at any time.

One USB stick can be used to program multiple machines to the same settings.

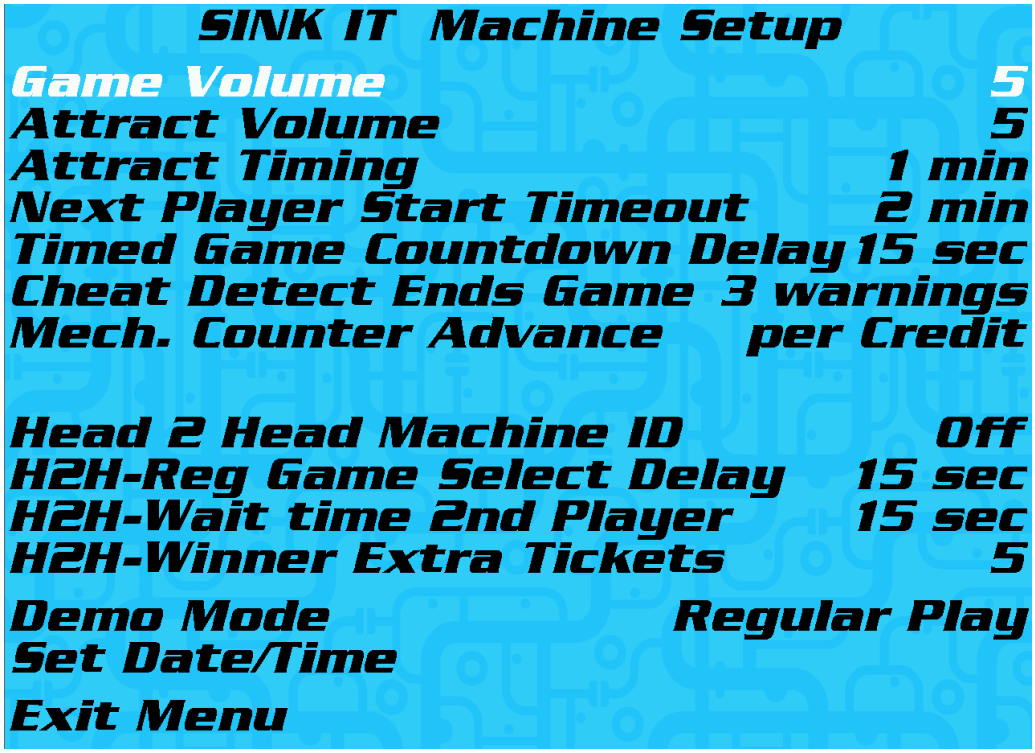
**LOCAL CURRENCY SYMBOL:**
Choose between $, £ or none; this affects both price per play and earning reports.

# MACHINE SETUP- HEAD TO HEAD




| SETTINGS OPTIONS & FACTORY DEFAULTS | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Game Volume | 0 | 1 | 2 | 3 | 4 | **5** | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
| Attract Volume | 0 | 1 | 2 | 3 | 4 | **5** | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
| Attract Timing | off | | 30 sec | | **1 min** | | 5 min | | 10 min | | 15 min | | |
| Next Player Start Timeout | off | 30 sec | | 1 min | | **2 min** | | 3 min | | 5 min | | | |
| Timed Game Countdown Delay | off | 5 sec | | 10 sec | | **15 sec** | | 20 sec | | 25 sec | | 30 sec | |
| Cheat Detect End Game | off | never end for cheat detection | | | | | | 1 warning | | 2 warnings | | **3 warnings** | |
| Head to Head Machine ID | off | | | | | **left (Player 2)** | | | | **right (Player 1)** | | | |
| | | | | | | Set according to game designation | | | | | | | |
| H2H- Reg Game Select Delay | 5 sec | | 10 sec | | **15 sec** | | 20 sec | | 25 sec | | 30 sec | | |
| H2H- Wait time 2nd Player | 5 sec | | 10 sec | | **15 sec** | | 20 sec | | 25 sec | | 30 sec | | |
| H2H- Winner Extra Tickets | 0 | 1 | 2 | 3 | 4 | **5** | 6 | 7 | 8 | 9 | 10 | | |

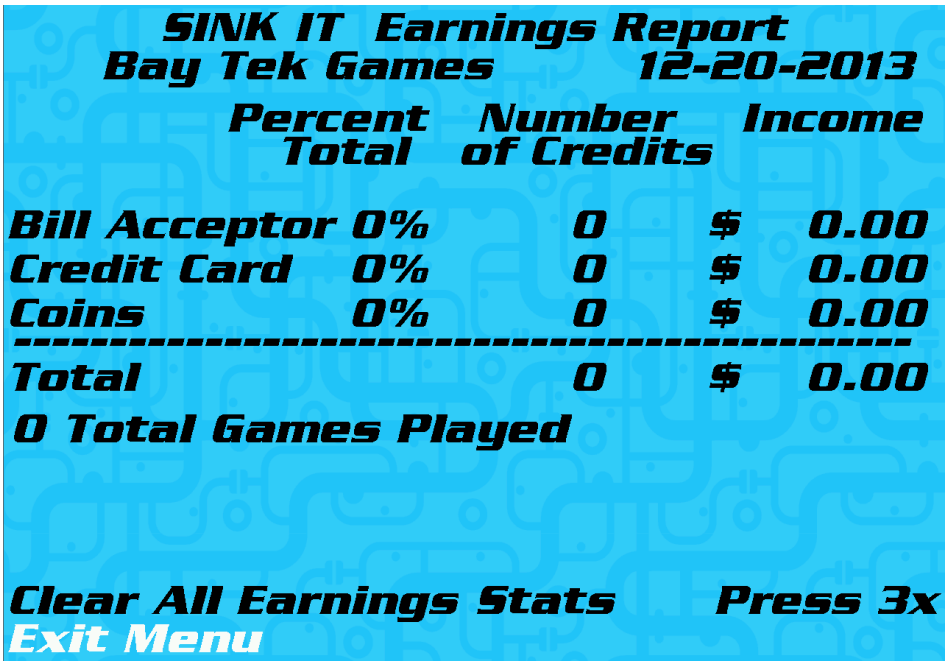
# MACHINE SETUP- SINGLE GAME

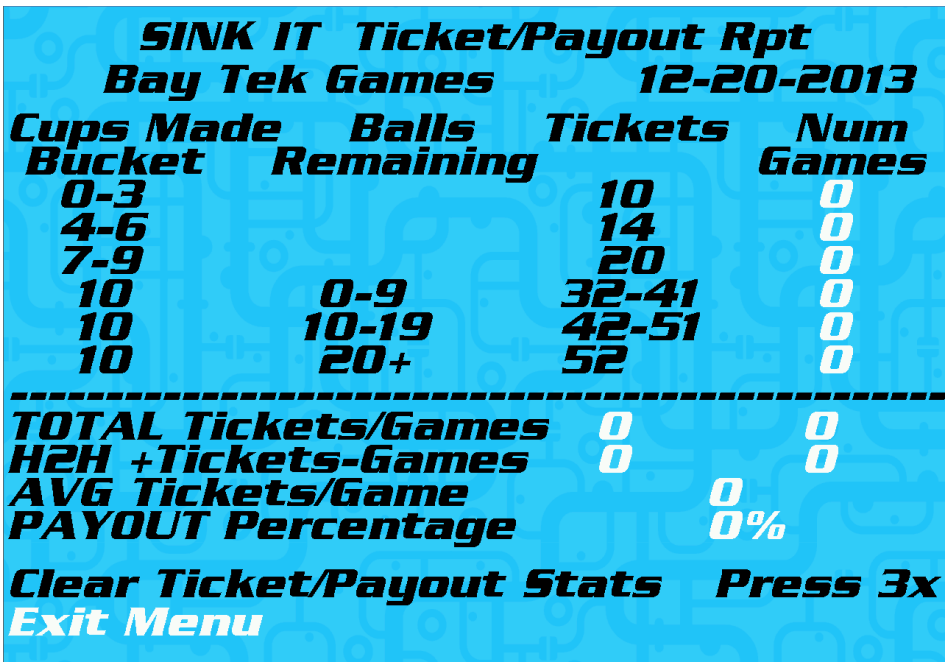



| SETTINGS OPTIONS & FACTORY DEFAULTS | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Game Volume | 0 | 1 | 2 | 3 | 4 | **5** | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
| Attract Volume | 0 | 1 | 2 | 3 | 4 | **5** | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
| Attract Timing | off | | 30 sec | | **1 min** | | 5 min | | 10 min | | 15 min | | |
| Next Player Start Timeout | off | 30 sec | | 1 min | | **2 min** | | 3 min | | 5 min | | | |
| Timed Game Countdown Delay | off | 5 sec | | 10 sec | | **15 sec** | | 20 sec | | 25 sec | | 30 sec | |
| Cheat Detect End Game | off | never end for cheat detection | | | | | | 1 warning | | 2 warnings | | **3 warnings** | |
| Head to Head Machine ID | **off** | | | | | left (Player 2) | | | | right (Player 1) | | | |
| H2H- Reg Game Select Delay | 5 sec | | 10 sec | | **15 sec** | | 20 sec | | 25 sec | | 30 sec | | |
| H2H- Wait time 2nd Player | 5 sec | | 10 sec | | **15 sec** | | 20 sec | | 25 sec | | 30 sec | | |
| H2H- Winner Extra Tickets | **0** | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | | |

# REPORTS MENU- HEAD TO HEAD

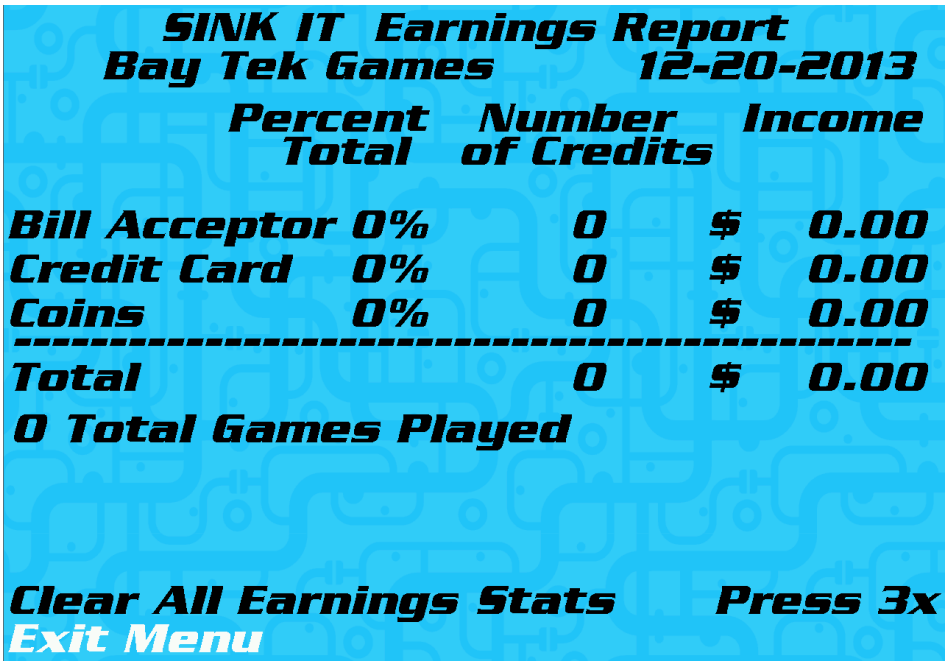
These reports will help you to determine the earmings, payout and overall number of plays generated by your Beer Pong game.

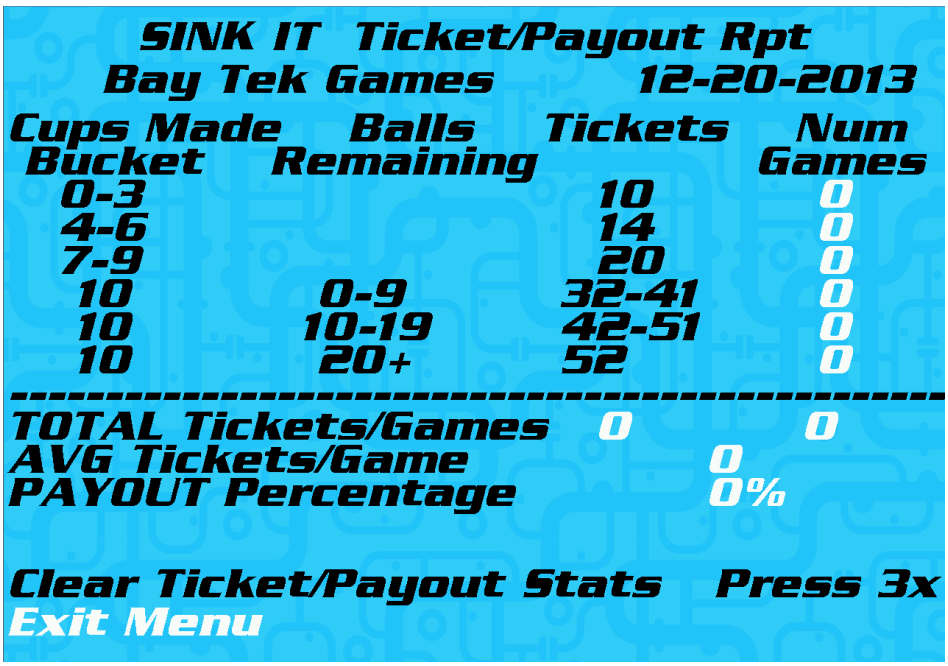


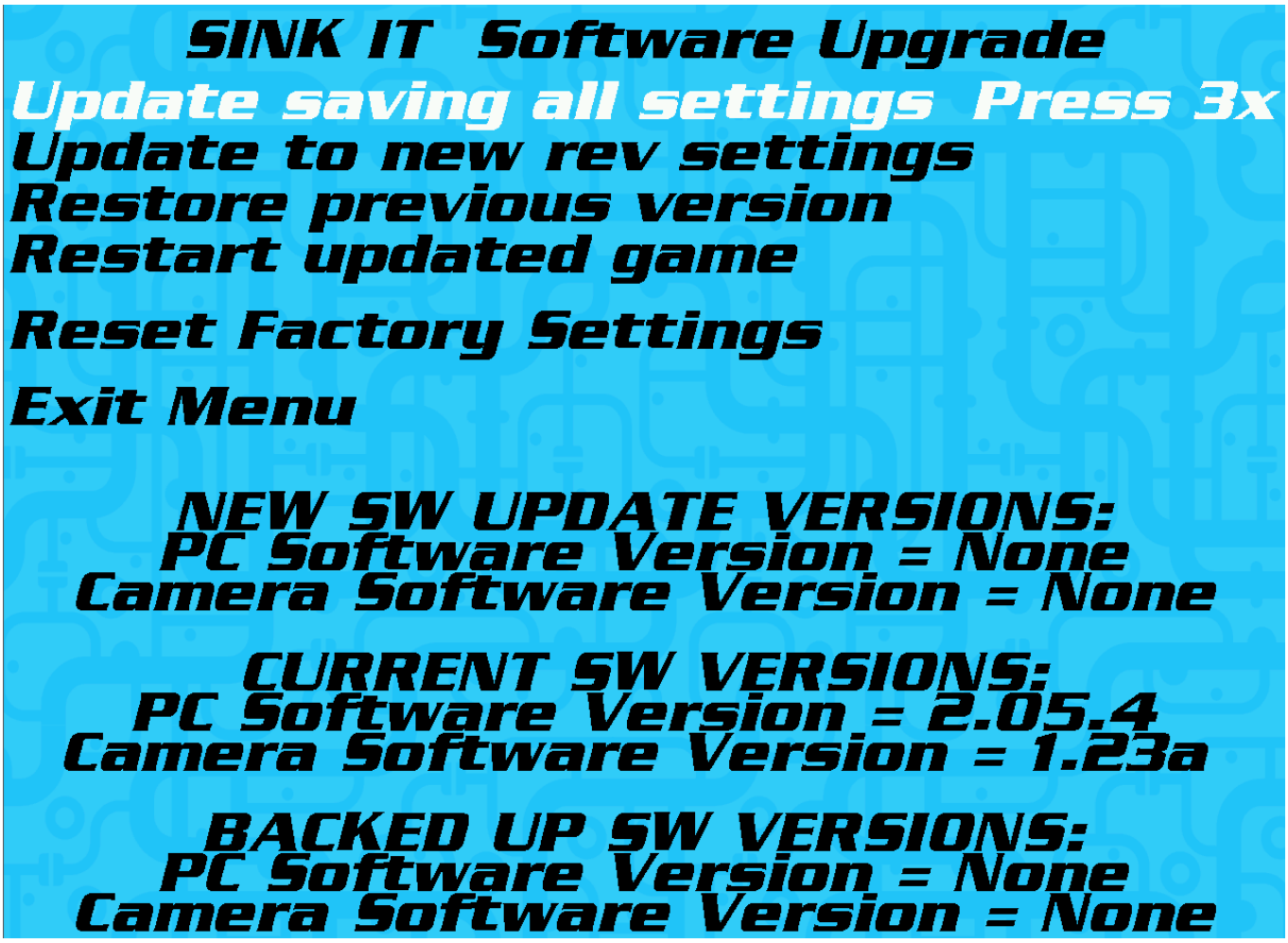
# REPORTS MENU- SINGLE GAME

These reports will help you to determine the earmings, payout and overall number of plays generated by your Beer Pong game.



# SOFTWARE UPDATE





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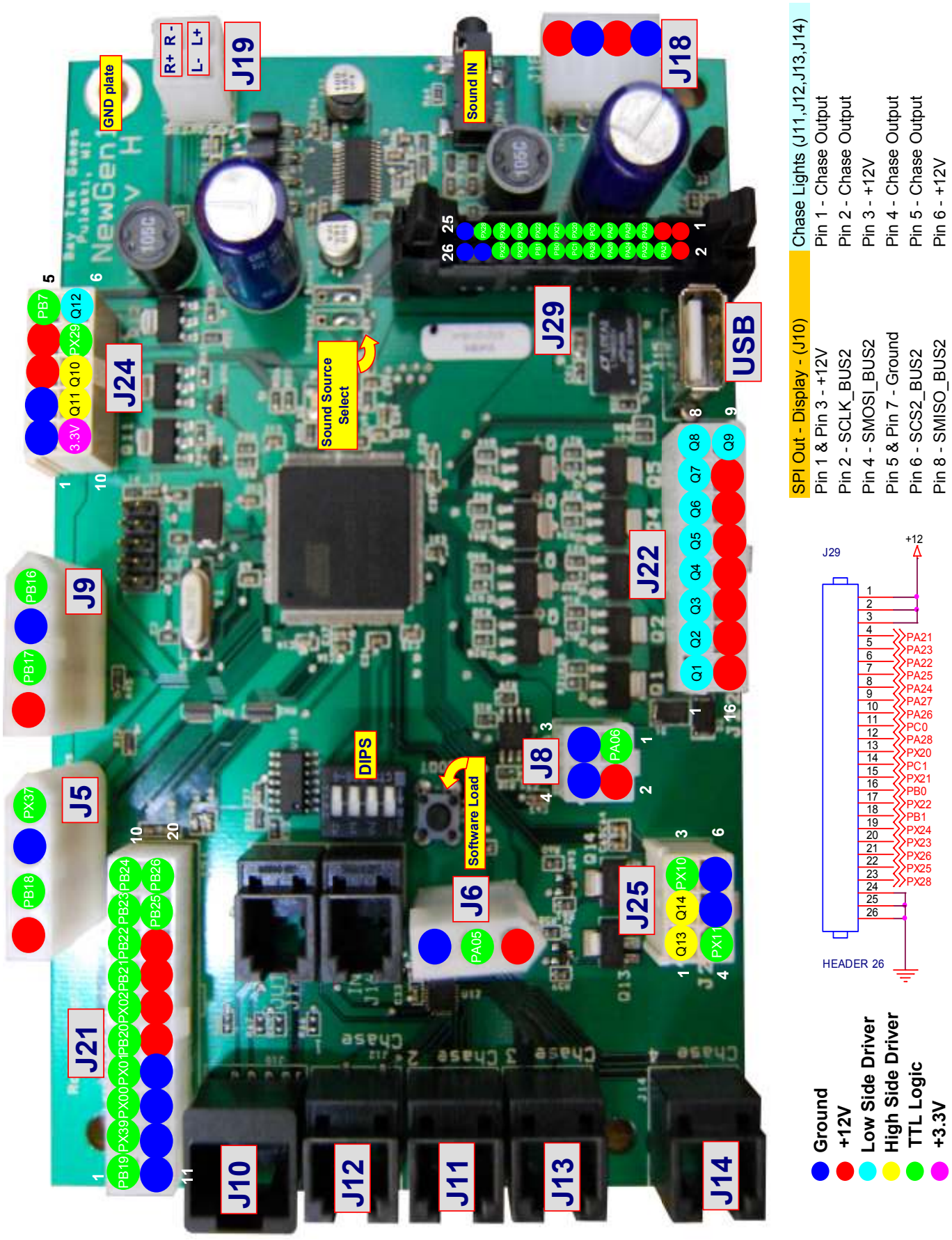
# MAINBOARD PINOUT DIAGRAM



**BayTek BEER PONG NEWGEN1 Hardware REV G Pinout With AUX BOARD - Version 1.06**

| Pin Type | Purpose | Ref | Pin # |
|---|---|---|---|
| LOWSIDE #1,w diode | | J22 | 1 |
| LOWSIDE #2, w diode | | J22 | 2 |
| LOWSIDE #3 | | J22 | 3 |
| LOWSIDE #4 | NOT USED Trough Lights Red | J22 | 4 |
| LOWSIDE #5 | NOT USED Trough Lights Green | J22 | 5 |
| LOWSIDE #6 | NOT USED Trough Lights Blue | J22 | 6 |
| LOWSIDE #7 | NOT USED Bounce Area Lights | J22 | 7 |
| LOWSIDE #8 | | J22 | 8 |
| LOWSIDE #9 | NOT USED Ball Un-Jammer Solenoid | J22 | 9 |
| +12 Volts | OLD PROTO Mechanical Count #1 Game +12V | J22 | 11 |
| +12 Volts | OLD PROTO Mechanical Count #2 Ticket +12V | J22 | 12 |
| +12 Volts | | J22 | 13 |
| +12 Volts | | J22 | 14 |
| +12 Volts | | J22 | 15 |
| +12 Volts | | J22 | 16 |

| | | | |
|---|---|---|---|
| HIGHSIDE #13 | NEW Mechanical Count #1 Game | J25 | 1 |
| HIGHSIDE #14 | NEW Mechanical Count #2 Ticket | J25 | 2 |
| PX10 | Service Button #1 | J25 | 3 |
| PX11 | Service Button #2 | J25 | 4 |
| Ground | Ground for Service Buttons | J25 | 5 |
| Ground | Ground for Mechanical Count #1 & #2 | J25 | 6 |

| | | | |
|---|---|---|---|
| +12 Volts | Coin Door Power | J6 | 1 |
| PA05 | Coin Input | J6 | 2 |
| Ground | Coin Ground | J6 | 3 |

=Low Side Driver
=High Side Driver
= TTL Input/Output
= LED Constant Current Drive
= 12 Volts
= Ground

| Pin Type | Purpose | Ref | Pin # |
|---|---|---|---|
| Ground | | J24 | 1 |
| Ground | | J24 | 2 |
| +12 Volts | | J24 | 3 |
| +12 Volts | | J24 | 4 |
| PB7 | Ball Release Sensor | J24 | 5 |
| LOWSIDE #12 | Select Red Light | J24 | 6 |
| PX29 | Ball Trough Sensor | J24 | 7 |
| HIGHSIDE #10 | Scroll Blue Light | J24 | 8 |
| HIGHSIDE #11 | Ball Release Dispenser Motor | J24 | 9 |
| 3.3V | | J24 | 10 |

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

| | | | |
|---|---|---|---|
| PB16 | Low Ticket Switch | J9 | 1 |
| Ground | Ground for Low Ticket Switch | J9 | 2 |
| PB17 | Coin/DBA Lockout (Jersey) | J9 | 3 |
| +12 Volts | | J9 | 4 |

| | | | |
|---|---|---|---|
| PA06 | DBA Input | J8 | 1 |
| +12 Volts | | J8 | 2 |
| Ground | | J8 | 3 |
| Ground | | J8 | 4 |

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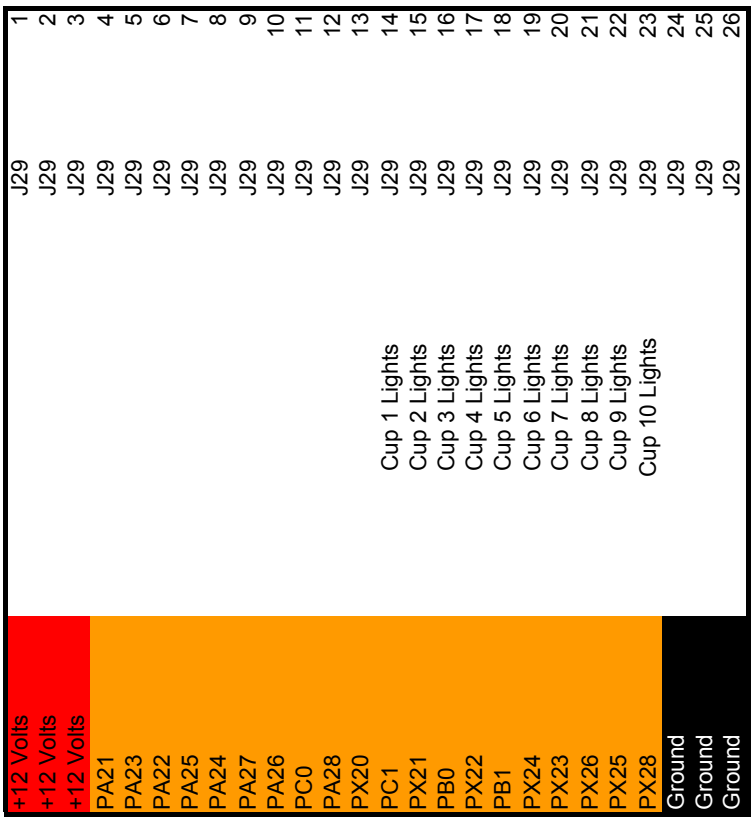
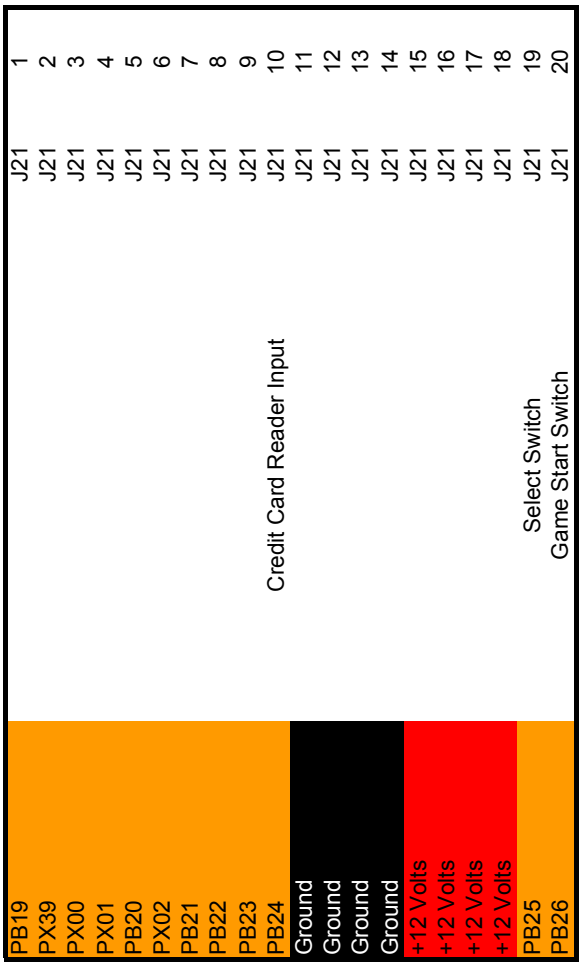
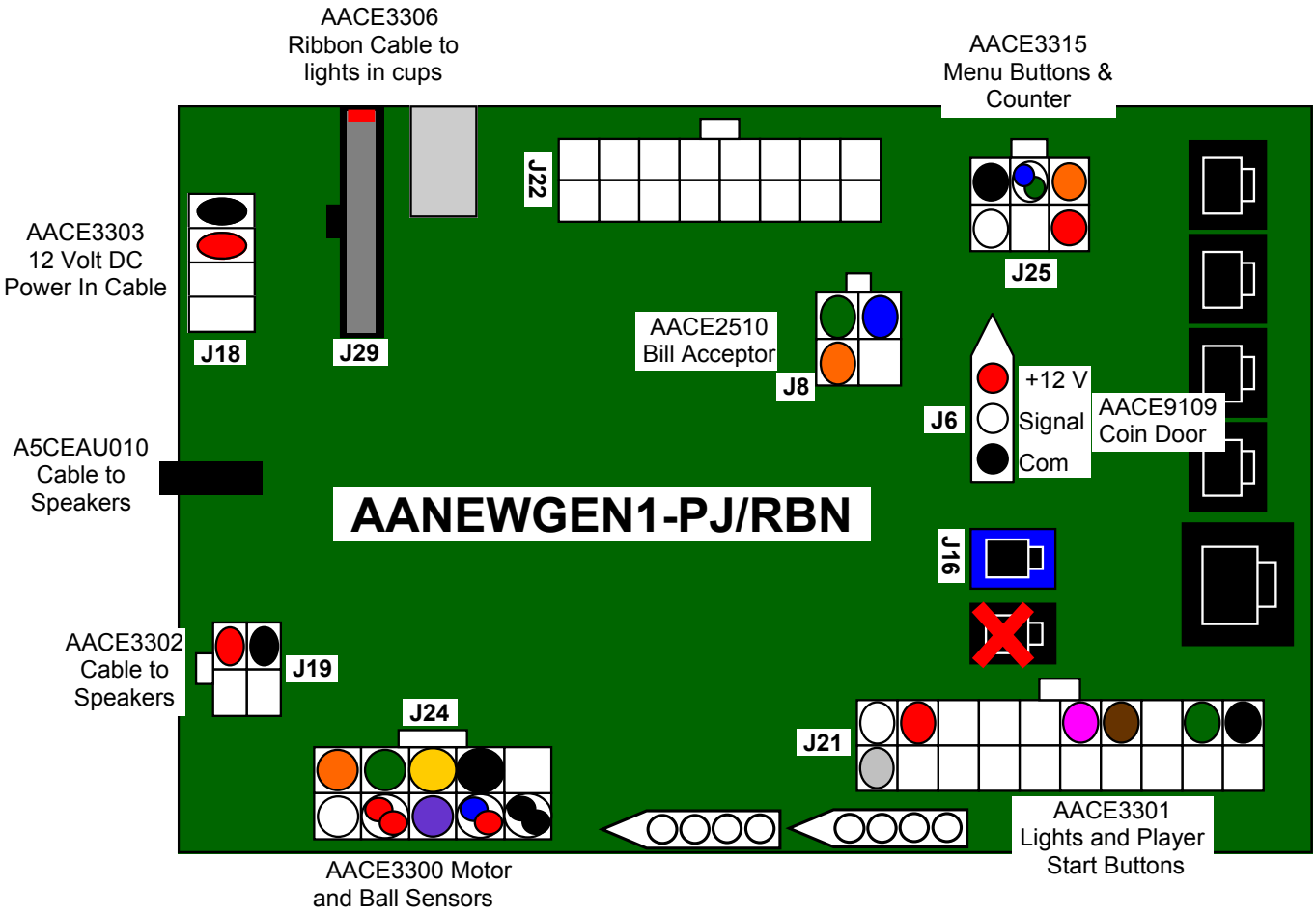
You can get this game at www.magic-play.eu

# MAINBOARD PINOUT GUIDE



# MINIGEN PINOUT (AANEWGEN1-PJ/RBN)

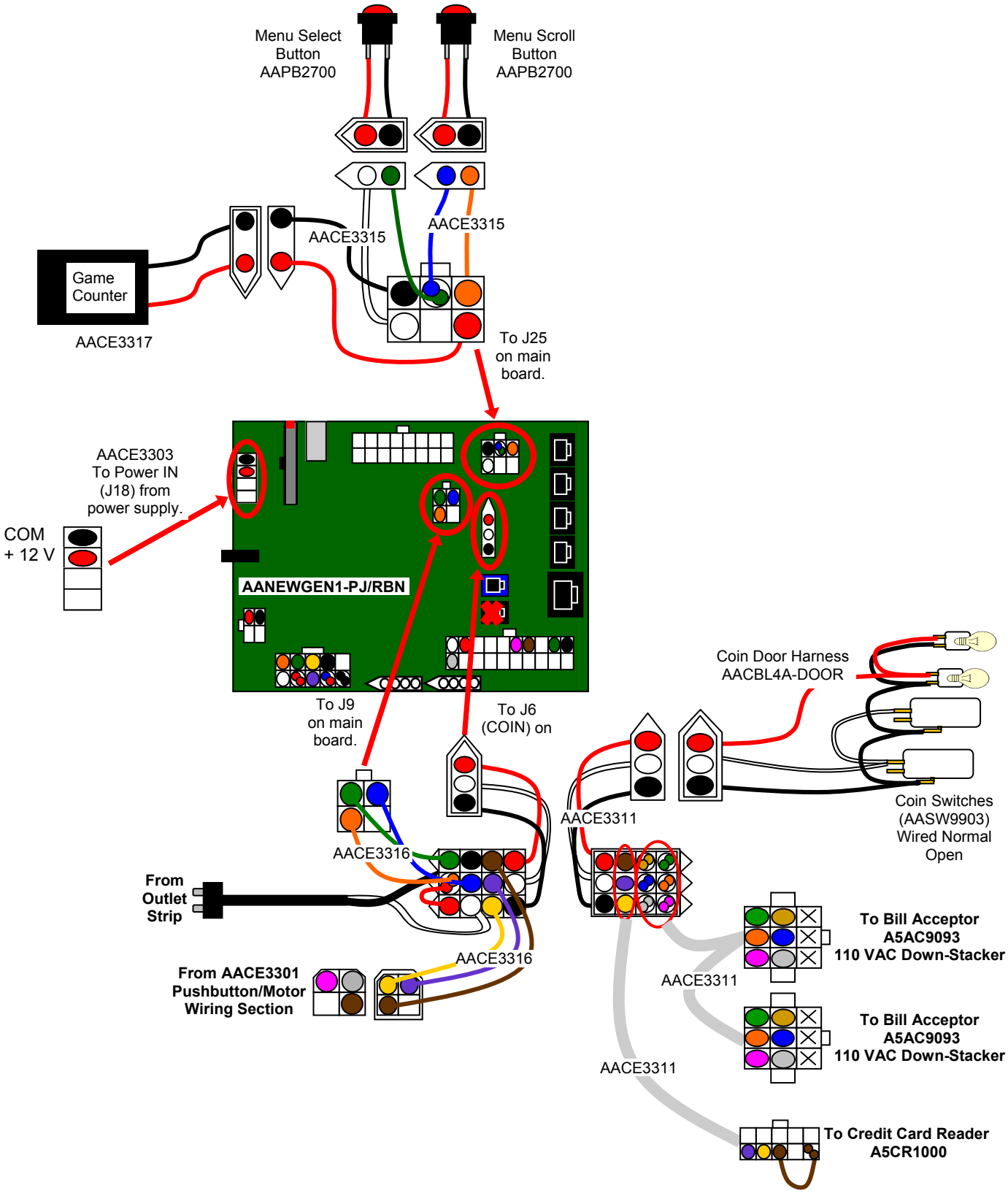




You can get this game at www.magic-play.eu

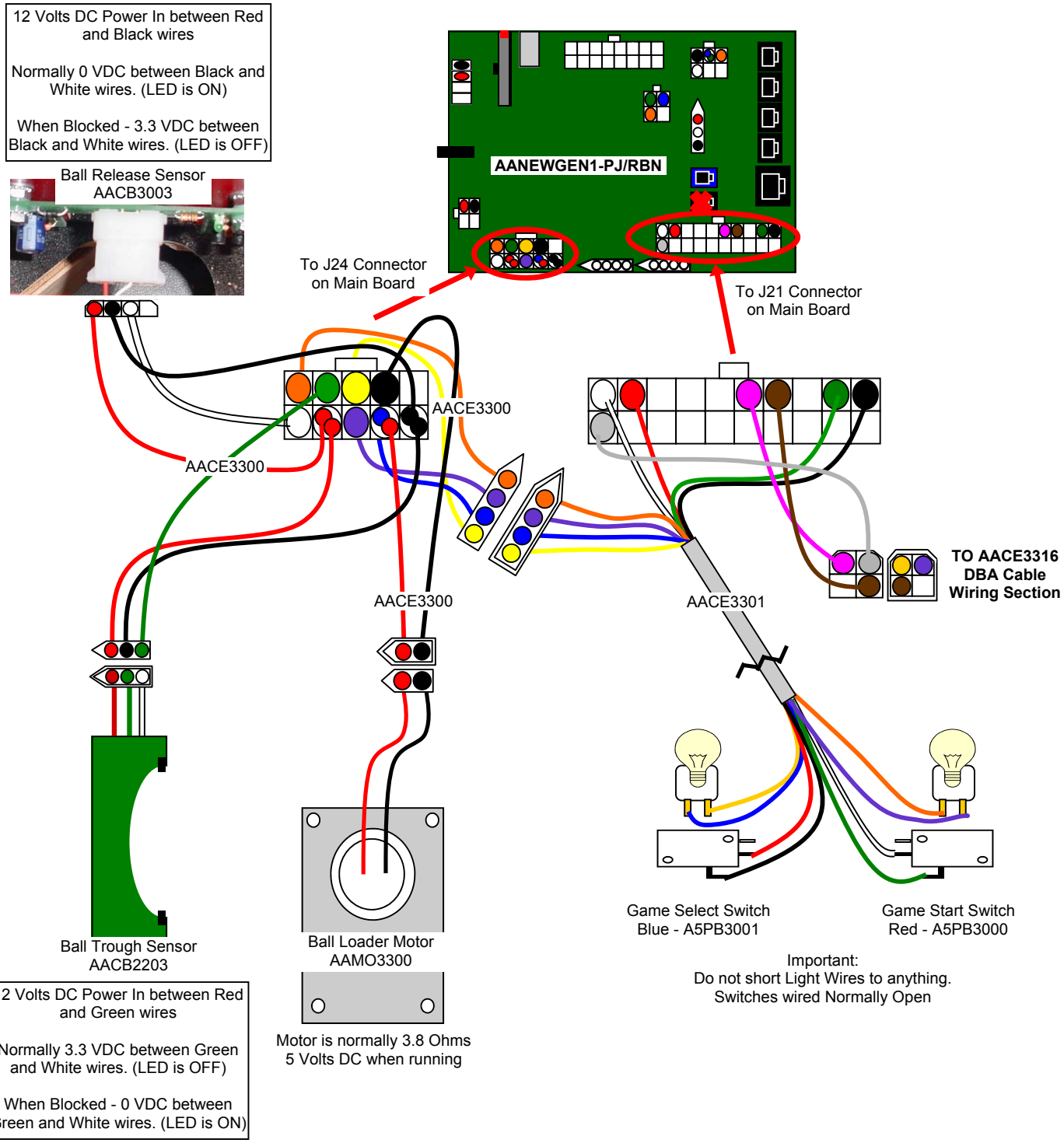
# WIRING DIAGRAMS

## COIN MECH, MENU BUTTON & COUNTERS



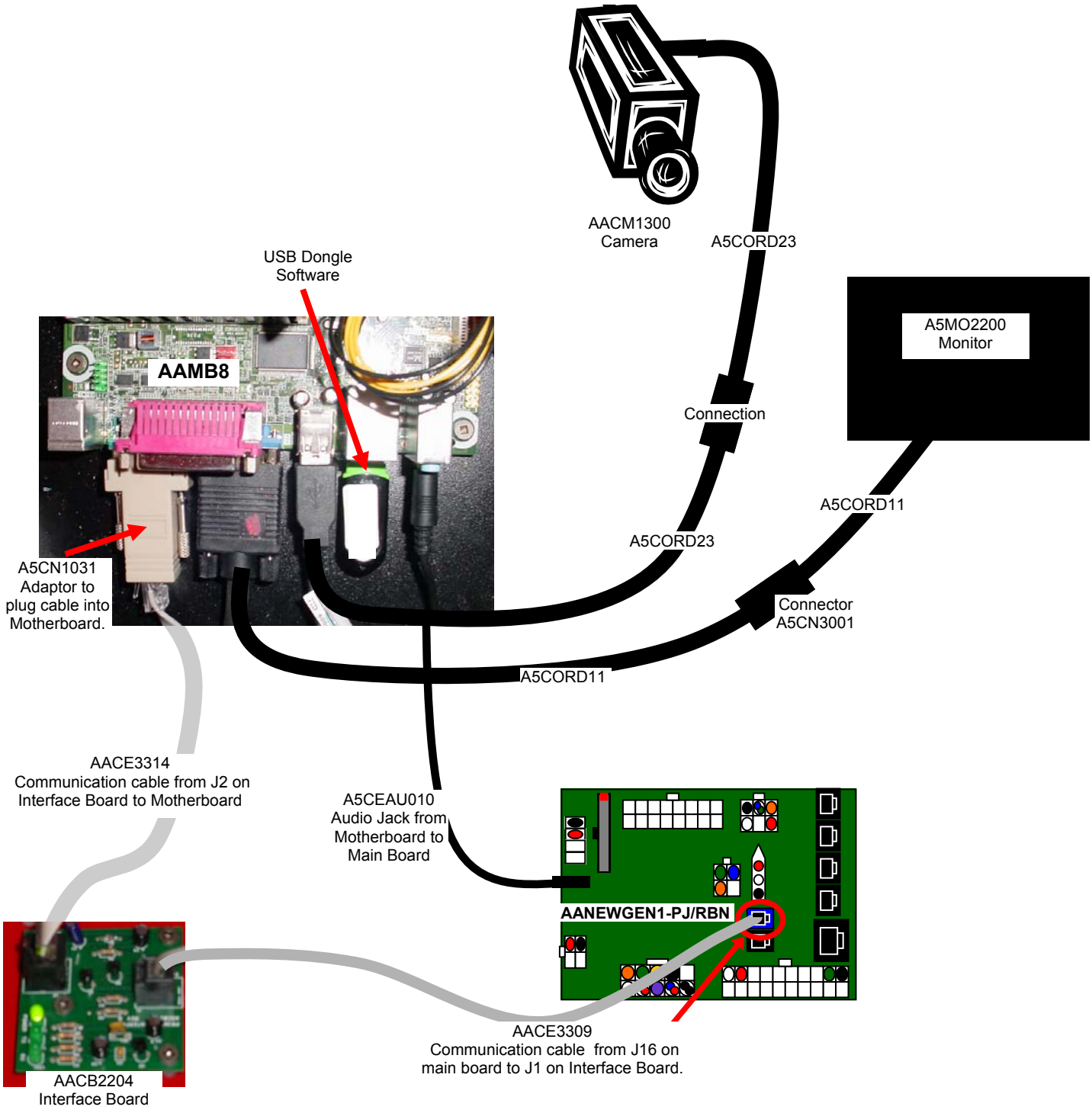
# WIRING DIAGRAMS

## PLAYER BUTTON, MOTOR & SENSORS



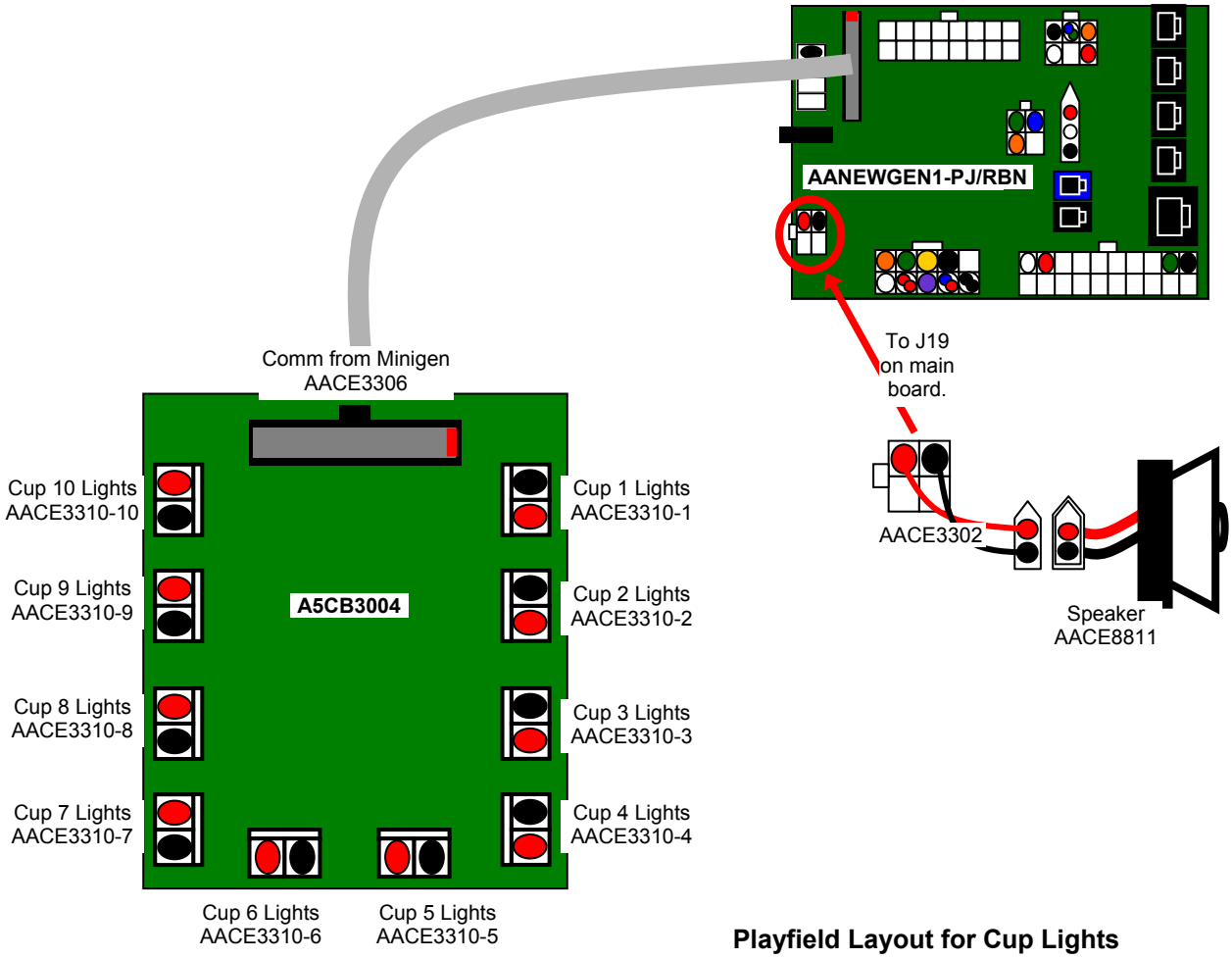
# WIRING DIAGRAMS

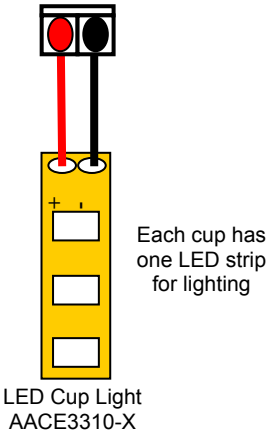
## MOTHERBOARD COMMUNICATION



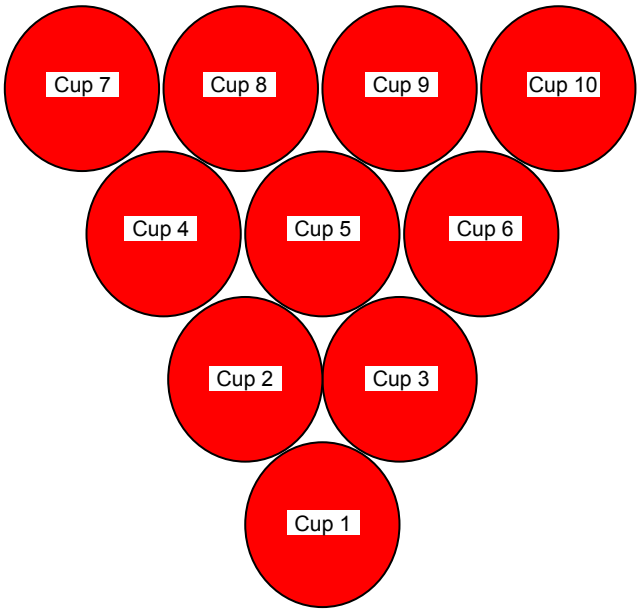
# WIRING DIAGRAMS

## CUP LIGHTS & SPEAKER



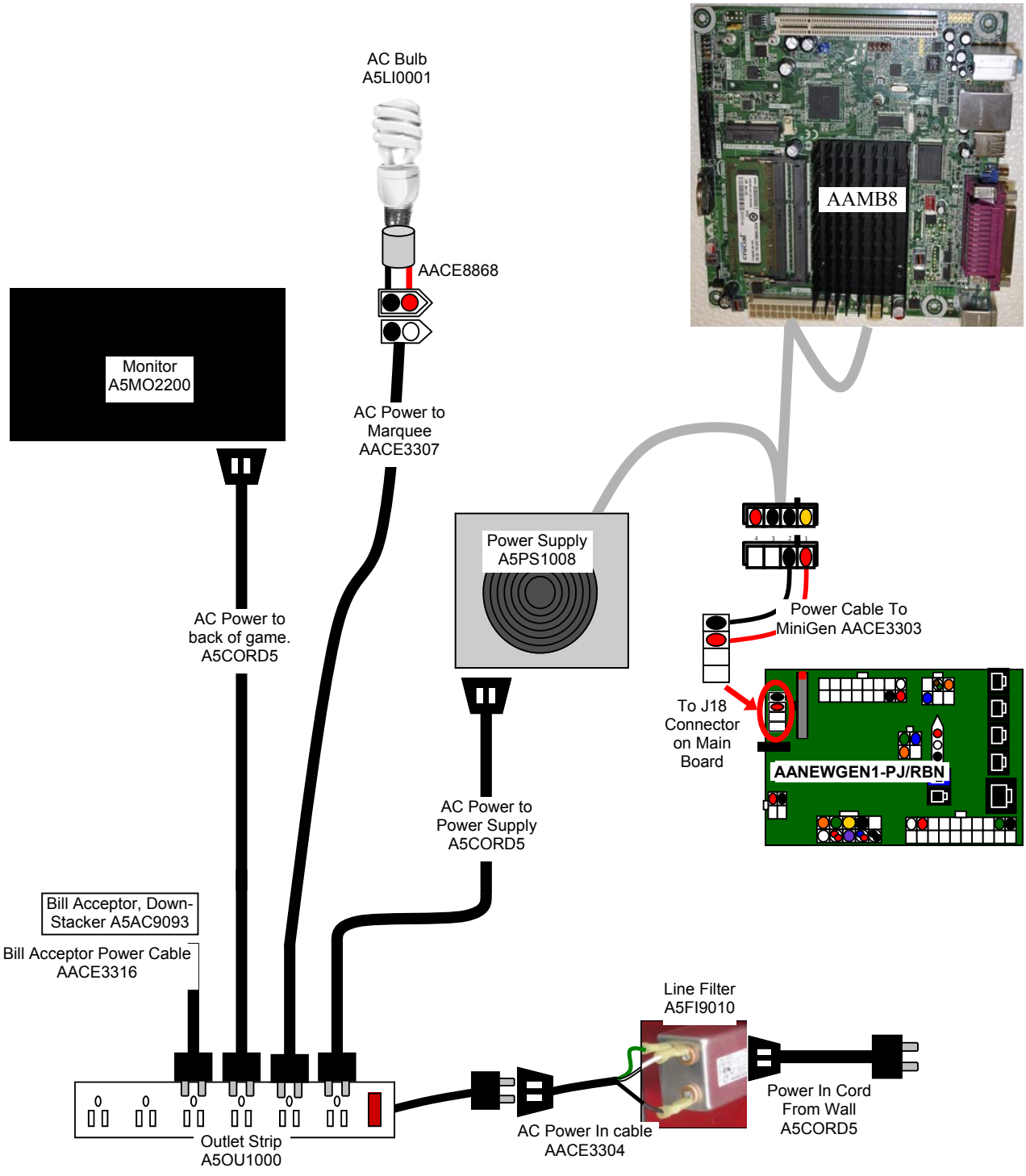




**Playfield Layout for Cup Lights**



# WIRING DIAGRAMS

## A/C IN & POWER SUPPLY



# TROUBLESHOOTING GUIDE

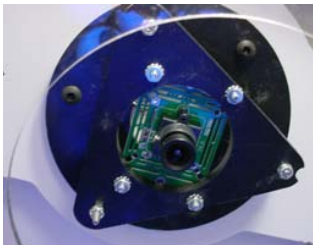
## *Troubleshooting Strategy*

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.**<br>**No lights on at all.** | Unplugged.<br>Circuit breaker tripped.<br>Line Filter Faulty.<br>Power strip faulty.<br>Faulty cable/power supply. | Check wall outlet.<br>Reset power strip breaker switch or building circuit breaker.<br>Replace Line Filter (Part # A5FI9010)<br>Change plug position, replace if needed.<br>See Power Supply diagnostic below. |
| **AC Light and Bill Acceptor on.**<br>**But everything else off.**<br>**(Power Supply not ON)** | Power supply unplugged.<br>Rocker Switch.<br>Power supply shutting down because of 12 V overload.<br>Faulty power supply. | Insure unit is plugged into power strip.<br>Make sure rocker switch is set ON. <br>See power supply diagnostics to isolate bad component. A bad motor or 12 volt short would cause this.<br>See Power Supply Diagnostic below. |
| **Dollar Bill Acceptor not functioning.**<br>Ensure Bill Acceptor is set to "Always Enable"<br>**Important : Only 110 Volt AC DBA is to be installed.**<br>Enter Diagnostic Menu to see if DBA input goes to ON quickly when bill is inserted.<br> | Look for "Check Minigen Comm" error on screen.<br>Check for power to Bill Acceptor.<br>Dirt or debris in acceptor slot.<br>Pinched, broken, or disconnected wiring.<br>Bill acceptor problem. | Refer to "Check Minigen Comm" error diagnostic section.<br>Acceptor should cycle stacker at game power up. If not, check cable connections.<br>Refer to "How to Clean Bill Acceptor"<br>Or clean with bill reader cleaning card. (A5CC9000)<br>Check wiring from bill acceptor to Mini Gen Board. (AACE3316, AACE3311)<br>Repair or replace wiring harness.<br>Check J9 connector on Main Board<br>Make sure wires are secure in connectors.<br>Refer to troubleshooting section of dollar bill acceptor manual included with this game or the diagnostics label of the back of the unit. |
| **No Sound** | Volume set to zero in menu.<br>Disconnected, loose or broken wires.<br>Faulty speaker. | Enter Machine Setup Menu and verify:<br>Game Volume & Attract Volume is not zero<br>Check connections and reseat J19 on main board. Cable # AACE3302<br>Replace speaker. AACE8811 |

# TROUBLESHOOTING GUIDE

| Problem | Probable Cause | Remedy |
|---|---|---|
| **Scoring Incorrectly**  | All scoring is registered with a camera in top of cabinet.<br><br>It is OK if camera is mounted on angle.<br><br>Enter Diagnostic Menu to see "live" view of camera | If no camera picture in Diagnostic Menu:<br>Check:<br>Camera (Part # AACM1300)<br>Cable (Part # A5CORD23)<br>USB connection at motherboard<br>Replace motherboard. (Part # AAMB8/) |

**How to Calibrate Camera**

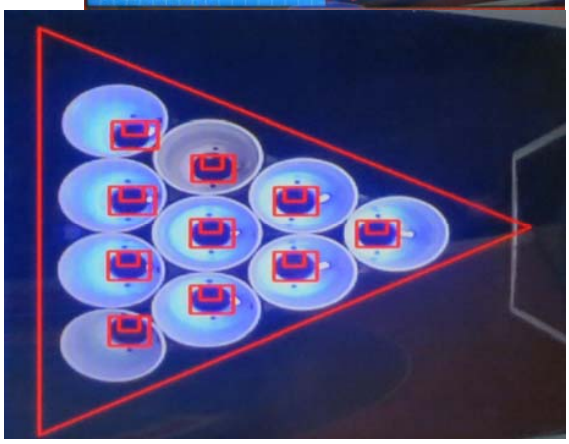
1.) Enter Diagnostic Menu to see "live" view of camera.
- Verify all cups are within triangle pattern shown on monitor.
- Verify squares are aligned with the holes in bottom of cups.
- All cup targets should read "OFF" when camera is aligned.

If problem here - scroll down and select "Camera Calibration". This will reset the image.

If problem still exists:
- Ensure camera is secure in game.
- Ensure cup assembly is positioned correctly.

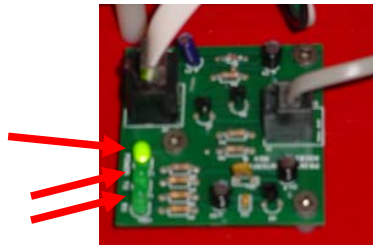
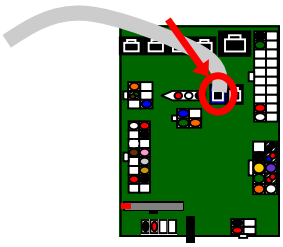
The camera is installed in it's housing to ensure correct distance and alignment with the cup assembly.
Check connections from camera to motherboard.

2.) Toss balls into each cup and verify that the corresponding "Cup target" flashes to ON in the diagnostic screen.

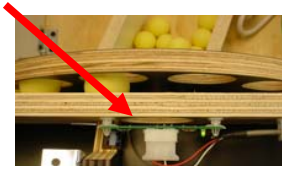


| | | |
|---|---|---|
| **Cup Lights not working** | All Cup light stay ON or stay OFF. | Make sure balls are scoring.<br>Playfield Aux Board faulty. (A5CB3004)<br>Cable to Minigen faulty. (AACE3306)<br>Faulty Minigen board. (AANEWGEN1-PJ/RBN) |
| | Individual cup lights not working | Faulty LED light strip inside cup. (AACE3310-X)<br>Playfield Aux Board faulty. (A5CB3004) |

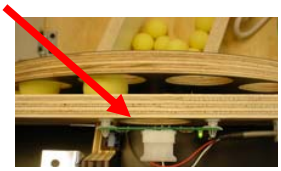
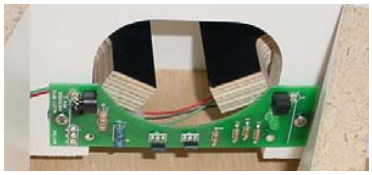
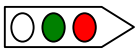
# TROUBLESHOOTING GUIDE

| Problem | Probable Cause | Remedy |
|---|---|---|
| **Game not coining up.**<br><br>Note:<br>If game is equipped with 2 Bill Acceptors, they both share the signal line to Mini Gen Board to Connector J9<br><br>Enter Diagnostic Menu to see if Coin input goes to ON quickly when coin is inserted.<br><br> | Look for “Check Minigen Comm” error on screen.<br><br>Ensure game makes sound when coin switch is triggered.<br><br>Game set to large amount of credits per game. | Refer to “Check Minigen Comm” error diagnostic section.<br><br>Check coin switches—both should be wired normally open. If one switch is “closed” the other will not work either.<br>Check wiring to Mini Gen Board. (AACBL4A-DOOR, AACE3316, AACE3311)<br><br>Check Game Setup Menu. Ensure Coins/ Credits per Game is set. Default = 4. |
| **Meter does not work.**<br>Credit meter will click as each coin is inserted. | Disconnected, loose or broken wires.<br><br>Faulty counter. | Check connections and reseat J25 on Minigen board. Cables # AACE3315and AACE3317<br><br>Replace counter. AACE3317 |
| <br><br>**Check Minigen Comm Error**<br><br>Game does not coin up but credit meter clicks. | Main Board and wiring to coin switch OK.<br><br>Check green LED’s on Serial Interface board.<br>Is “Power” solid ON?<br><br>Is “TX” & “RX” blinking very fast?<br><br>  | |
| | **If “Power” is not solid ON**<br><br>Ensure AACE3309 cable is plugged into blue “IN” socket on main board. (J16) Replace if needed.<br><br>Replace Serial Interface board. (AACB2204)<br><br>  | **If “TX” & “RX” are not blinking very fast**<br>Communication to Motherboard faulty.<br><br>Check AACE3314 to motherboard.<br>Check or replace adaptor (A5CN1031)<br><br> |

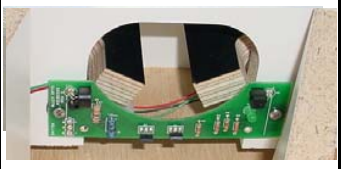
# TROUBLESHOOTING GUIDE

| Problem | Probable Cause | Remedy |
|---|---|---|
| **Balls not releasing** | - There are many factors that could contribute to the balls not releasing. Please browse through the following sections:<br>**- Not enough balls in game**<br>**- Ball jam**<br>**- Error on screen**<br>**- Faulty Motor**<br>**- Ball release sensor blocked/bad**<br>**- Ball trough sensor blocked/bad** | |
| **Not enough balls in game** | Add balls (Part # A5BA4050)<br>Any ping pong balls will work. | Game should have 25 balls in it.<br><br>Too many is bad - they may block a sensor |
| **Ball jam** | Too many balls in game. | Game should have only 25 balls in it.<br>If balls stack up and block sensor boards, it will not release balls. |
| | Ball release sensor causing motor to pause.<br>  | If ball release sensor is blocked, it will stop motor until the blockage is cleared.<br><br>Ball Jam message will appear on screen:<br> |
| | Physical blockage in game. | Inspect ball path and ensure no debris is blocking balls. |
| **Error on screen**<br> | If game detects a ball blocking the ball release sensor, it will power off motor to avoid damage to motor. | Remove jam from sensor.<br>Refer to “Ball Release Sensor Blocked/Bad” section. |
| **Faulty Motor**<br> | Check for blocked Ball Release sensor.<br><br>Disconnected, loose or broken wires.<br><br>Faulty motor.<br><br>Enter Diagnostic Menu to test motor.<br><br>Faulty Minigen Board | Unplug Ball Release sensor to see if motor starts working again.<br><br>Check connections from motor to Minigen board. (Cable # AACE3300, AAMO3300)<br><br>Check for 3.8 Ohms across motor leads.<br>Check for 5 Volts DC when running.<br>Replace motor. (Part # AAMO3300)<br><br>Select “Turn on Motor” to force motor ON.<br><br>If 0 volts when motor should be running, Minigen board may be bad.<br>(Part # AANEWGEN1-PJ/RBN) |

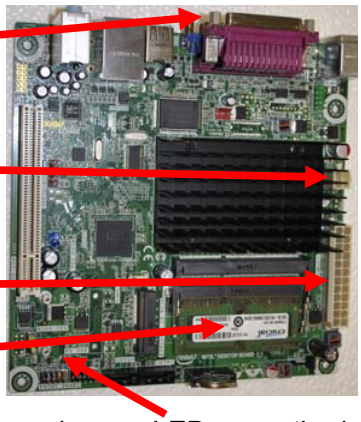
# TROUBLESHOOTING GUIDE

| Problem | Probable Cause | Remedy |
|---|---|---|
| **Balls not releasing** | - There are many factors that could contribute to the balls not releasing. Please browse through the following sections:<br>**- Not enough balls in game**<br>**- Ball jam**<br>**- Error on screen**<br>**- Faulty Motor**<br>**- Ball release sensor blocked/bad**<br>**- Ball trough sensor blocked/bad** | |
| **Ball release sensor blocked/ bad**<br>  <br> | Too many balls in game blocking sensor, software will stop motor to prevent damage "Ball Jam—See Attendant" will show on screen<br><br>Check voltage with DC Multi-meter<br> <br><br>Disconnected, loose or broken wires.<br><br>Enter Diagnostic Menu to see if game recognizes sensor.<br><br>Faulty sensor. | Game should have only 25 balls, if there are too many balls, they will back up and block sensor, turning off motor.<br><br>Check power: 12 Volts DC Power In between Red and Black wire<br>Normally 0 VDC between Black and White wires. (LED is ON)<br>When Blocked - 3.3 VDC between Black and White wires. (LED is OFF)<br><br>Check connections from sensor to Minigen board. Cable # (AACE3300)<br><br>Ball Release should go to ON when sensor is blocked. <br><br>Replace sensor. (Part # AACB3003) |
| **Ball trough sensor blocked/ bad**<br>  | If ball trough sensor does not see balls played, game will not release more balls.<br><br>Check voltage with DC Multi-meter<br>  <br><br>Disconnected, loose or broken wires.<br><br>Enter Diagnostic Menu to see if game recognizes sensor.<br><br>Faulty sensor. | Ensure ball trough is clear and not blocked with debris.<br><br>Check power: 12 Volts DC Power In between Red and Green wire.<br>Normally 3.3 VDC between Green and White wires. (LED is OFF)<br>When Blocked - 0 VDC between Green and White wires. (LED is ON)<br><br>Check connections from sensor to Minigen board. Cable # (AACE3300)<br><br>Ball Trough should go to ON when sensor is blocked. <br><br>Replace sensor. (Part # AACB2203) |

# TROUBLESHOOTING GUIDE

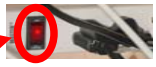
| Problem | Probable Cause | Remedy |
|---|---|---|
| **Not counting balls**<br>  | Any balls missing the cups will be counted be the Ball Trough Sensor<br>Check voltage with DC Multi-meter<br>Disconnected, loose or broken wires.<br>Enter Diagnostic Menu to see if game recognizes sensor.<br>Faulty sensor. | Ensure ball trough is clear and not blocked with debris.<br>Check power: 12 Volts DC Power In between Red and Green wire.<br>Normally 3.3 VDC between Green and White wires. (LED is OFF)<br>When Blocked - 0 VDC between Green and White wires. (LED is ON)<br>Check connections from sensor to Minigen board. Cable # (AACE3300)<br>Ball Trough should go to ON when sensor is blocked. <br>Replace sensor. (Part # AACB2203) |
| **Counting too many balls** | Ball Trough Sensor is “seeing” too many balls pass through. | Test with finger to ensure LED goes ON.<br>If LED is dim all the time, sensor is bad. Replace sensor. (Part # AACB2203) |
| **Buttons do not work.**<br> | Button stuck, sticky or broken.<br>Disconnected, loose or broken wires.<br>Enter Diagnostic Menu to see if game recognizes button.<br>Faulty button. | Clean top of button, ensure it springs back when pushed down. Look for broken tab on bottom of switch.<br>Check connections from switch to Minigen board. (Cable # AACE3301)<br>Button should go to ON when button is pushed. <br>Replace button. A5PB3000 for Red.<br>A5PB3001 for Blue. |
| **Button lights do not work.**<br> | Light bulb itself burned out.<br>Disconnected, loose or broken wires.<br>Faulty button. | Check for 12 Volts DC across lights:<br>Purple and Orange for Red Light<br>Blue and Yellow for Blue Light<br>Check connections from switch to Minigen board. (Cable # AACE3301)<br>Replace button. A5PB3000 for Red.<br>A5PB3001 for Blue. |

# TROUBLESHOOTING GUIDE

<table>
<tr><th colspan="2">Problem</th><th>Probable Cause</th><th>Remedy</th></tr>
<tr><td rowspan="3">Monitor not working.<br><br>Power down, wait 10 seconds and power up again.</td><td>Monitor says “NO SIG-NAL” for 5 seconds after power-up. Then dark.</td><td colspan="2">Monitor VGA cable unplugged.<br><br>Small 12 Volt power connector unplugged on motherboard.<br><br>Large power connector unplugged on motherboard<br><br>Faulty or loose RAM<br><br>  <br><br>Faulty power supply - Check for 12 Volts and green LED on motherboard.<br><br>Faulty motherboard - Replace faulty board. (AAMB8)</td></tr>
<tr><td>Monitor has nothing at all on power up.</td><td>Power cable unplugged from monitor.<br><br>Faulty monitor.</td><td>Ensure power is plugged into back of monitor, down to power strip.<br><br>Replace monitor. (A5MO2200)</td></tr>
<tr><td>Error on screen at power up.<br><br>Re-Boot game to see if problem still exists.</td><td>Display stops at "No bootable device -- insert boot disk and press any key"<br><br>Display shows “Puppy Video Wizard” or “Xorg”<br><br>Display shows “Kernel panic – unable to mount root”</td><td>USB Flash Drive unplugged from board or faulty.<br>Re-seat and try power on to game again.<br><br>Game is not recognizing monitor.<br>Ensure VGA cable is secure to I/O board.<br>Replace monitor. (A5MO2200)<br><br>Faulty or loose RAM</td></tr>
<tr><td colspan="2">Monitor problems<br><br>Blurry Monitor<br>Too bright, or dim.<br><br> </td><td colspan="2">Open back door of cabinet. Monitor will swing out on door.<br>Menu buttons are located on bottom right edge of monitor, partially hidden by clear plexi of monitor.<br><br>Press the far left button (Auto) to select Auto Adjustment.<br>This may take a few seconds.<br><br>Verify that the screen looks good and image is centered.</td></tr>
</table>

# POWER SUPPLY DIAGNOSTICS

1.) Verify AC power to game. Check power strip in front door.

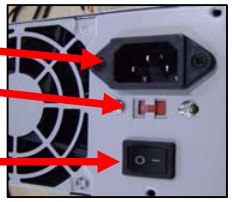


The rocker switch should be illuminated.

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. (A5PS1008)
- 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.

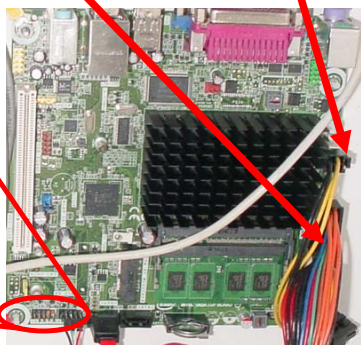
**1** - Green LED on motherboard should be ON.

If this is not on, recheck power supply or replace motherboard. (AAMB8)

**2** - Check BOTH connections from power supply.

Large power supply connection.

Black and yellow wires (12 Volts DC)



**3** - Motherboard "Jump Start"
If green Led is ON, but game not on, you may start motherboard by quickly touching these 2 red pins at the same time.
Motherboard may turn ON and boot normally.

Note: The location of these connectors may vary depending on which version motherboard is in

If power supply still does not power on, replace power supply. (A5PS1008), replace motherboard. (AAMB7)

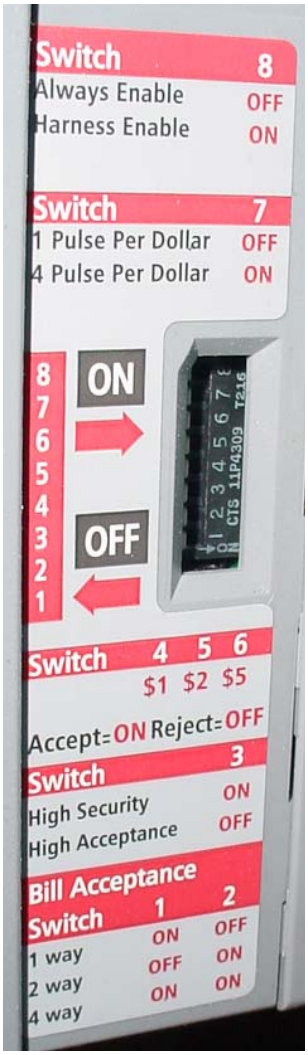
# BILL ACCEPTOR DIAGNOSTICS

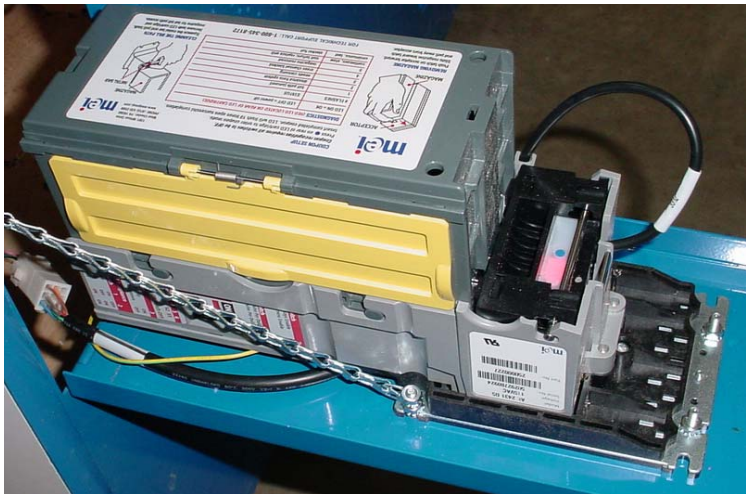
**Note: There are many different models and brands of Bill Acceptors that are used on redemption games. Your Bill Acceptor may differ from the unit shown.**

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.

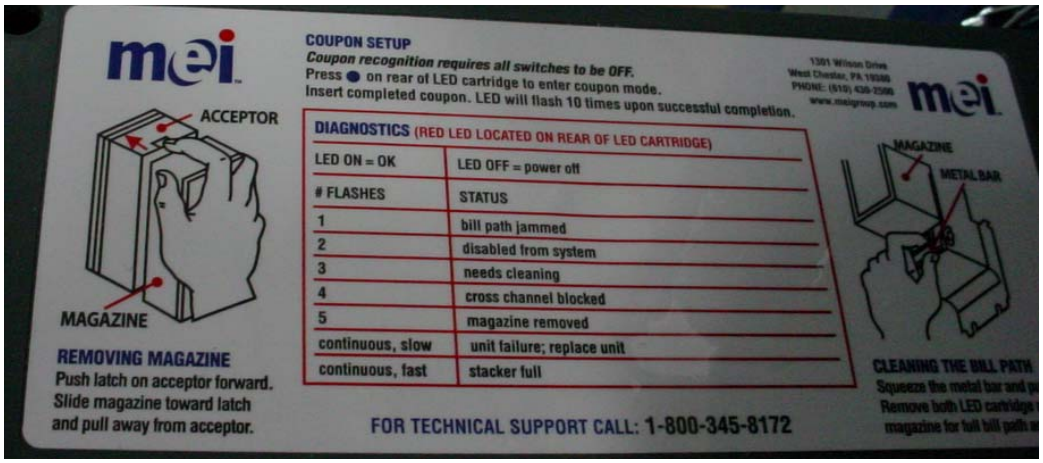
If power is OK:
Clean Bill Acceptor path to make sure there is nothing jamming unit.
Check dipswitch settings on side of acceptor.
**Make sure switch # 8 is OFF for Always Enable**



## ERROR CODES

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

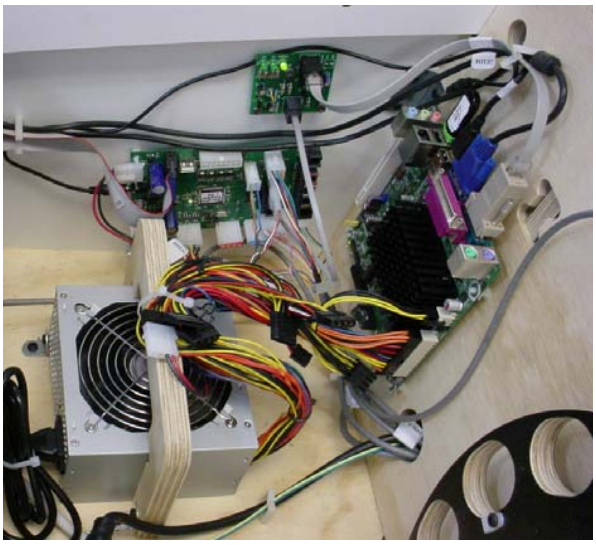


# HOW TO: ACCESS MAINBOARD/ MOTOR

Unlock 2 top locks and flip open front panel.

Slide “Bounce Pad” out toward front of game.

Motherboard, Power Supply, Minigen board
and Communication board are now accessible.



To Remove Motor:
Remove 4 screws from center of wood wheel.

Motor can now be unscrewed and removed from game.

# HOW TO: REMOVE BALL SENSOR

Unlock 2 top locks and flip open front panel.

Slide “Bounce Pad” out toward front of game.

Remove 2 screws from brackets on both sides of the cabinet and remove carpeted wood platform.

Remove screws from brackets holding vertical wood that sensor is mounted to.

Lift wood out of cabinet, unplug sensor, and remove sensor.

# HOW TO: REMOVE CUP ASSEMBLY

Remove 2 screws holding cup platform in place.

# HOW TO: ACCESS CAMERA/ AC LIGHT

Remove 3 screws holding wood support in place.

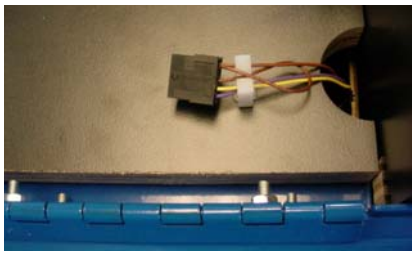
Slide plexi toward front of cabinet and remove from game.

# CREDIT CARD READER

Beer Pong Masters is credit card reader ready.
Baytek sells a credit card reader that will connect to a harness inside cabinet and will communicate via cell phone signals. No need for an internet connection.

The E-Port Reader will involve drilling holes in the left side of your metal front to mount.

Instructions will come with E-Port Reader, here is a picture of it mounted on metal plate.



The E-Port Reader will plug into cable positioned in cabinet.

Enter “Game Setup” Menu to select number of games per credit card swipe.

Normally this is set to 4 games per swipe.
($4.00 per swipe at $1.00 per play)

**Any questions on E-Port credit card readers -**
**Please call E-Port technical support at (888) 561-4748**

You can get this game at www.magic-play.eu

# PARTS LIST

| PART # | DESCRIPTION |
|---|---|
| A5PL9097 | Plate, replaces the bill acceptor |
| A5BA4050 | Ball, Ping Pong Ball |
| A5VF2002 | Con Box, Black Plastic |
| A5CE6601 | Cable, USB, 6 foot |
| A5CEAU010 | Cable, Audio Stereo |
| A5CN1031 | Adapter for Motherboard |
| A5CO4203 | Cover for Speaker |
| A5CORD14 | Cord, USB 3 foot, Right angle connector |
| A5CN3001 | Connector VGA-VGA Adaptor |
| A5CORD23 | Cord, USB 10 foot |
| A5CORD5 | AC Power Cord |
| A5CU3000 | Cup, Solo, Red 16 OZ |
| A5DE3000 | Decal, Marquee |
| A5DE3001 | Decal, Throw Line Floor |
| A5DE3002 | Decal, Bounce Pad |
| A5DE3003 | Decal, Side Cabinet |
| A5DE3004 | Decal, Front Cabinet |
| A5DE3007 | Decal, Seam Decal Right |
| A5DE3008 | Decal, Seam Decal Left |
| A5DE3009 | Decal, Back Wall around Monitor |
| A5DE3010-1 | Decal, Control Panel, Left Side |
| A5DE3010-2 | Decal, Control Panel, Right Side |
| A5FI9010 | Decal, Bottom Front, around cash box |
| A5HU1200 | Hub on Ball Loader Motor |
| A5LI0001 | AC Light Compact Fluorescent |
| A5LK2000 | Lock for Coin Box |
| A5LK5001 | Lock for Front and Back Door |
| A5MO2200 | Monitor, 22 Inch |
| A5ME3000 | Metal Support Marquee |
| A5ME3001 | Metal Motor Plate |
| A5ME3002 | Metal Left Window Rail |
| A5ME3003 | Metal Right Window Rail |
| A5ME3004 | Metal Downstacker BBA Plate |
| A5OU1000 | Outlet Strip AC |
| A5PB3000 | Pushbutton, Start, Red |
| A5PB3001 | Pushbutton, Select, Blue |
| AAPB2700 | Pushbutton, Menu buttons |

| PART # | DESCRIPTION |
|---|---|
| AACE3300 | Cable, Count Sensor |
| AACE3301 | Cable, Main Door |
| AACE3302 | Cable, Volume |
| AACE3303 | Cable, Minigen Power In Cable |
| AACE3304 | Cable, Main Power Cable |
| AACE3306 | Cable, Ribbon from Minigen to AUX Board |
| AACE3307 | Cable, Fluorescent Light |
| | |
| AACE3309 | Cable, Minigen to Interface Comm |
| AACE3310-1 | Cable, Playfield Cup #1 Light |
| AACE3310-2 | Cable, Playfield Cup #2 Light |
| AACE3310-3 | Cable, Playfield Cup #3 Light |
| AACE3310-4 | Cable, Playfield Cup #4 Light |
| AACE3310-5 | Cable, Playfield Cup #5 Light |
| AACE3310-6 | Cable, Playfield Cup #6 Light |
| AACE3310-7 | Cable, Playfield Cup #7 Light |
| AACE3310-8 | Cable, Playfield Cup #8 Light |
| AACE3310-9 | Cable, Playfield Cup #9 Light |
| AACE3310-10 | Cable, Playfield Cup #10 Light |
| AACE3311 | Cable, Dual DBA Cable |
| AACE3314 | Cable, Interface to Motherboard Comm |
| AACE3315 | Cable, Menu Buttons |
| AACE3316 | Cable, DBA Cable |
| AACE8868 | Cable, Fluorescent Light Socket |
| AACBL4A-DOOR | Cable, Coin Mech |
| AACE3317 | Credit Counter |
| AAMO3300 | Motor, Ball Loader |
| A5AC9093 | Dollar Bill Acceptor, Down Stacker, 110AC |
| A5CB3004 | AUX Board for Lights in Cups |
| AACB2204 | Interface Board |
| AACB2203 | Ball Trough Sensor |
| AACB3003 | Ball Release Sensor |
| AACE8811 | Speaker Assy. |
| AAMB7 | Motherboard |
| AANEWGEN1-PJ/RBN | Minigen Board |
| AACM3000 | Camera for Beer Pong |
| A5PS1008 | Power Supply Ultra LS350W |



You can get this game at www.magic-play.eu

# PARTS PICTURES

A5PL9097

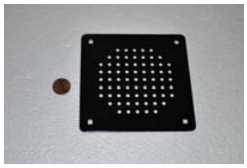
A5BA4050

A5VF2002

A5CE6601

A5CEAU010

A5CN1031



A5CO4203

A5CORD14

A5CORD23

A5CN3001

A5CORD5

A5CU3000

A5FI9010

A5HU1200

A5OU1000

A5LK2000

A5LK5001

A5PB3000

A5PB3001

# PARTS PICTURES

AACBL4A-DOOR

A5LI0001

AACE8811

AAPB2700

AACE3300

AACE3301

AACE3302

AACE3303

AACE3304

AACE3306

AACE3307

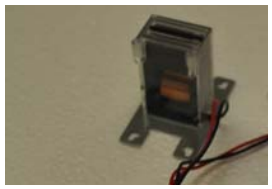
AACE3309

AACE3310-X

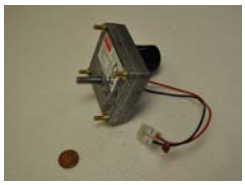
AACE3311

AACE3314

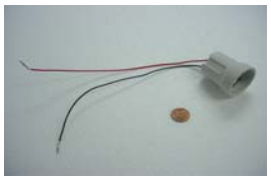
AACE9109



AACE3317



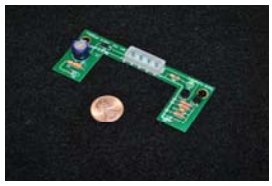
AAMO3300



AACE8868

A5PS1008

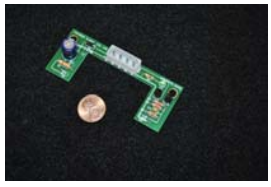
A5AC9093



AACB3003

AACB2204

AACB2203



AACB3003

AAMB7

AANEWGEN1-PJ/RBN

AACM3000

AACB3004

# 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 |
|---|---|---|---|
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# TECHNICAL SUPPORT

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

## Electronics / Circuit Boards - Repair Options

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

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

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

## Technical Support:

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

## Returns, Credits, & Fees:

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

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

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

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


You can get this game at www.magic-play.eu

# WARRANTY

Bay Tek Games warrants to the original purchaser that all component parts will be free of defects in workmanship and materials for a period of 6 months from the date of purchase. An additional 3 month warranty extension can be obtained by filling out and submitting the Warranty Registration for each machine. Warranty Registration cards may be found as shipped with each machine or online at our website. These must be filled out and submitted to Bay Tek Games within 30 days of purchase to be valid.

For any game/machine we manufacture that is within its warranty period, with notification to our Parts & Service Department, Bay Tek Games will, without charge, repair or replace defective component parts. It is the owner's responsibility to diagnose, remove and replace any faulty component part at their own expense & peril. As needed, at no charge, Bay Tek Games can provide reasonable telephone technical support during our normal business hours.

All claims of defective parts are subject to review upon our inspection of the faulty item. 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, replaced or removed from its original position.

To process warranty replacement claims, customers may be charged for the replacement item at the time of shipment and later credited the same amount when the faulty item is returned and has passed our inspection. Bay Tek Games will provide the customer a pre-paid return shipping label which is sent along with the replacement item. The customer is responsible for properly packaging and shipping the faulty item back to Bay Tek Games.

**ATTENTION**

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

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

# NON-WARRANTY

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


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You can get this game at www.magic-play.eu

# CERTIFICATE OF COMPLIANCE


You can get this game at www.magic-play.eu