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## SERVICE FIRST NETWORK



Join our exclusive  
**Service First Network**

To keep you up to date on the latest information,  
early notification of parts specials, technical bulletins,  
updates on retro fit parts, software upgrades,  
and much more!

If you are not already a member,  
sign up for this free service today at:  
[www.baytekgames.com](http://www.baytekgames.com)

### **SERVICE FIRST NETWORK CONTACT INFO**

Fax directly to service department:

[920.822.1496](tel:920.822.1496)

8 A.M. - 5 P.M. CST

MON. - FRI.

Comments / Questions:

[920.822.3951](tel:920.822.3951) x 1101

8 A.M. - 5 P.M. CST

MON. - FRI.

Email :

[service@baytekgames.com](mailto:service@baytekgames.com)





## ABOUT THE GAME

REEL IN the fun with Big Bass Wheel™ from Bay Tek Games.

Players step up and pull the handle to spin the big wheel.  
When the wheel stops, players are awarded with tickets.  
For an even bigger catch – a Big Bass Bonus has been added  
to the wheel where players can win up to  
1000 tickets for their perfect spin!  
Now you can let players accumulate points for merchandise.  
Check out the "Prize Coupon or Hybrid Option" for  
Big Bass Wheel™

This game serves as a true attraction piece as the big wheel  
offers great eye-appeal for any location while funny fishing  
bloopers provide added laughs & entertainment for the entire  
family!



## GAME MEASUREMENTS



## SAFETY PRECAUTIONS



### DANGER



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



### WARNING



Use of flammable substances can cause severe burns or serious injury. Always use **NON-FLAMMABLE** solvents for cleaning. **DO NOT** use gasoline, kerosene, or thinners.



### CAUTION



**TO AVOID POSSIBLE INJURY,  
DO NOT REMOVE ANY GUARDS!  
SERVICE TO BE PERFORMED BY AUTHORIZED  
PROFESSIONAL TECHNICIANS ONLY!  
ALL POWER TO THE GAME MUST BE TURNED OFF!**



### 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.



## SAFETY PRECAUTIONS

BIG BASS WHEEL HAS THREE ACRYLIC SHIELDS INSIDE THE GAME TO PROTECT AGAINST PERSONAL INJURY.

**THESE GUARDS MUST REMAIN ON AT ALL TIMES.**

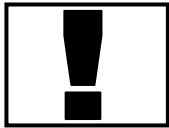
IF GAME REPAIR IS REQUIRED, SERVICE SHOULD BE PERFORMED BY **AUTHORIZED PROFESSIONAL TECHNICIANS** ONLY.

THESE GUARDS ARE CLEARLY DECALED AND SHOULD REMAIN ON THE GAME **AT ALL TIMES.**

THESE GUARDS AND DECALS REQUIRE A REGULAR MAINTENANCE INSPECTION (1 TIME PER WEEK MINIMUM) AND SHOULD BE REPLACED AS NECESSARY.

### ACRYLIC GUARD

PLACEMENT



### ACRYLIC GUARD

BEHIND RIGHT SIDE DOOR



### ACRYLIC GUARD

BEHIND RIGHT FRONT DOOR



### ACRYLIC GUARD

INSIDE CASH BOX

## INSPECTING THE GAME

Inspect the game for any damaged, loose, or missing parts.  
If damage is found please contact the carrier first then contact  
Bay Tek Games at [920.822.3951](tel:920.822.3951) or e-mail at  
[service@baytekgames.com](mailto:service@baytekgames.com)  
to order replacement parts.

### PARTS INCLUDED:

2 SIDE GUARD SAFETY "FINS"

- RIGHT SIDE PART NUMBER **WABBW0070**

- LEFT SIDE PART NUMBER **WABBW0071**

-FISH HEAD HARDWARE

**AAKIT-BBW-HDWR**

(4) A5BOHH060

(4) A5WAFL060

(4) A5WASI010

(9) A5SCFH050

-SAFETY GUARDS HARDWARE

**AAKIT-BBW1-HDWR**

(8) A5BOCG140

(9) A5NUHX060

(9) A5WASI010

(1) A5BOHH115

(2) A5WAFL060

1 VACUUM FORM FISH HEAD

1 MONITOR ASSEMBLY

1 BOBBER ASSEMBLY

1 POWER CORD



## SERVICE CONNECTIONS / POWER REQUIREMENTS

All Bay Tek games are 110V unless specifically ordered 220V.

The game will draw **2-3 AMPS** at start up.

Outlets should be rated for **20 AMPS** or higher.

The game voltage can be found on the serial number decal, see below.

### SUITABLE FOR INDOOR USE ONLY

Model: AAGM-1234

Software Version: 5-678

Game Serial Number: 9-1234

PCB Serial Number: 567,789

Manufacture Date: 7/07/2007

Inspected By: R.S.

**GAME  
VOLTAGE  
WILL BE HERE**

**AMUSEMENT  
MACHINE**



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### ATTENTION



**Be sure the electrical power matches the game requirements.  
See the serial number decal located on the back of the game  
cabinet.**



### ATTENTION



**Always plug this game into a grounded circuit.**



### ATTENTION



**If the supply cord is damaged, it must be replaced by a  
special cord or assembly available from the manufacturer or  
its service agent.**

## SETTING UP YOUR GAME

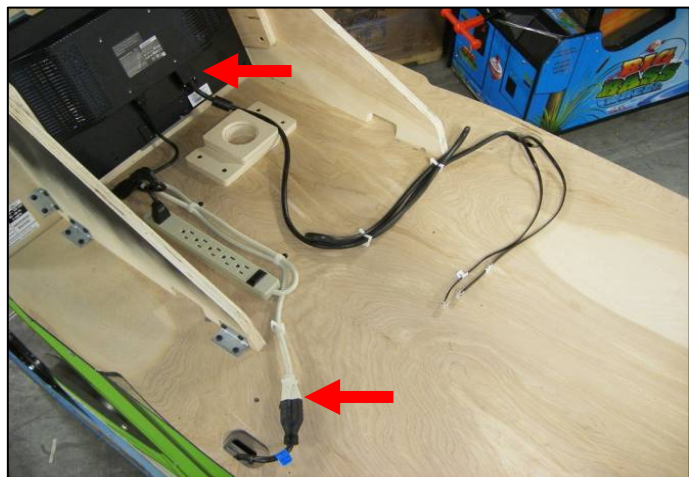
USING TWO PEOPLE, PLACE THE MONITOR UNIT ON TOP OF THE GAME CABINET.

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

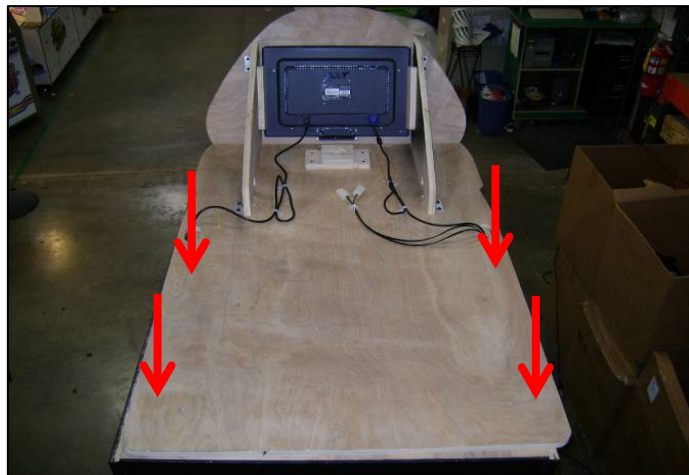


PLUG IN THE MONITOR CABLE.  
SECURE THE SLACK IN THE CABLE CLAMPS.  
PLUG IN THE POWER STRIP.

THE OTHER TWO CABLES ARE FOR THE BOBBER.



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



## SETTING UP YOUR GAME

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

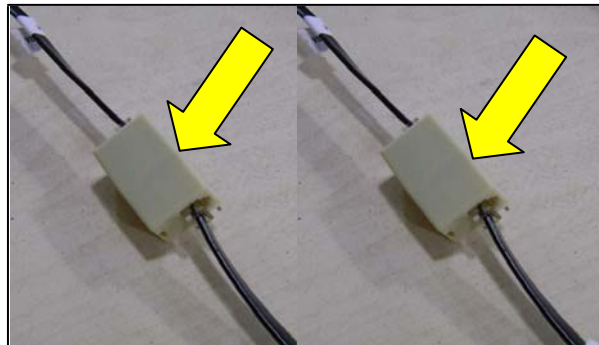


IF YOU CHOOSE TO USE THE  
BOBBER ASSEMBLY, RUN THE  
PIPE AND CABLES DOWN  
THROUGH THE FISH HEAD.  
THERE IS A WOODEN HOLDER  
THAT THE PIPE WILL SIT IN  
BEHIND THE MONITOR.



RETRIEVE THE TAN PHONE  
CONNECTORS FROM THE CASH  
BOX.

PLUG THE BOBBER CABLES  
INTO THE TAN CONNECTORS  
COMING FROM THE GAME.





## SETTING UP YOUR GAME

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



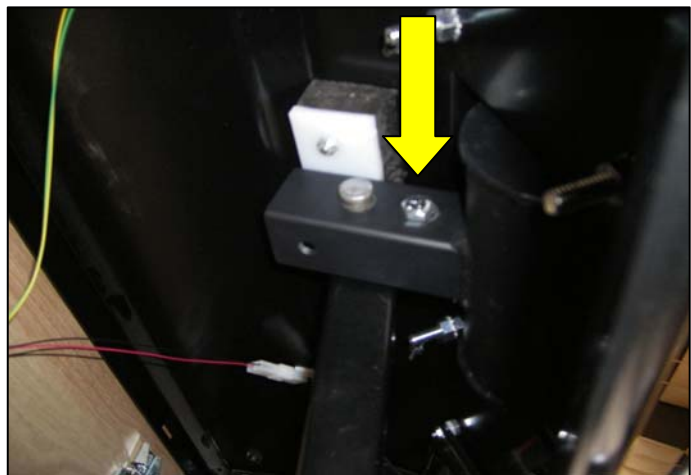
IF YOUR GAME WAS SHIPPED WITHOUT THE HANDLE ATTACHED:

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

INSERT THE HANDLE INTO THE FRONT CONTROL BRACKET.



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



## SETTING UP YOUR GAME

### SAFETY SIDE GUARDS:

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

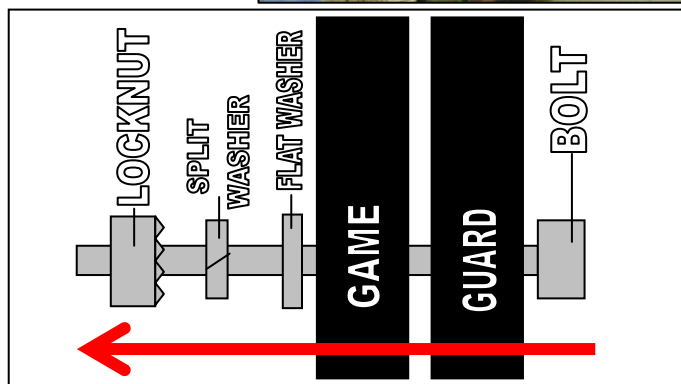
ON BOTH SIDES OF THE CABINET THERE ARE A TOTAL OF 8 HOLES USED TO MOUNT THE SAFETY SIDE GUARDS.

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

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

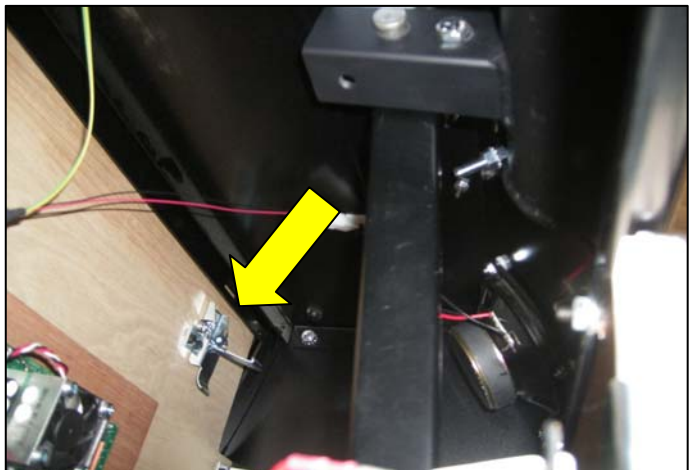


LOCATED IN THE CASH BOX



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

YOUR GAME IS READY FOR PLAY.

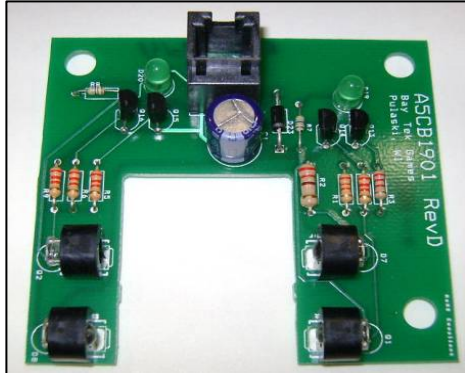




## KEY COMPONENTS

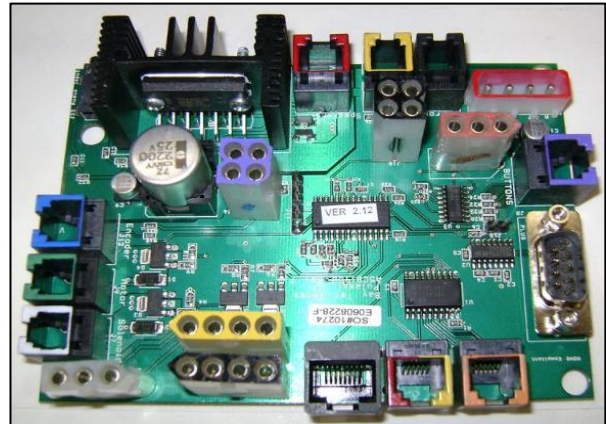
### **AACB1901 ENCODER WHEEL SENSOR**

LOCATED BEHIND THE LEFT SIDE  
ACCESS DOOR



### **AACB1900 I/O BOARD**

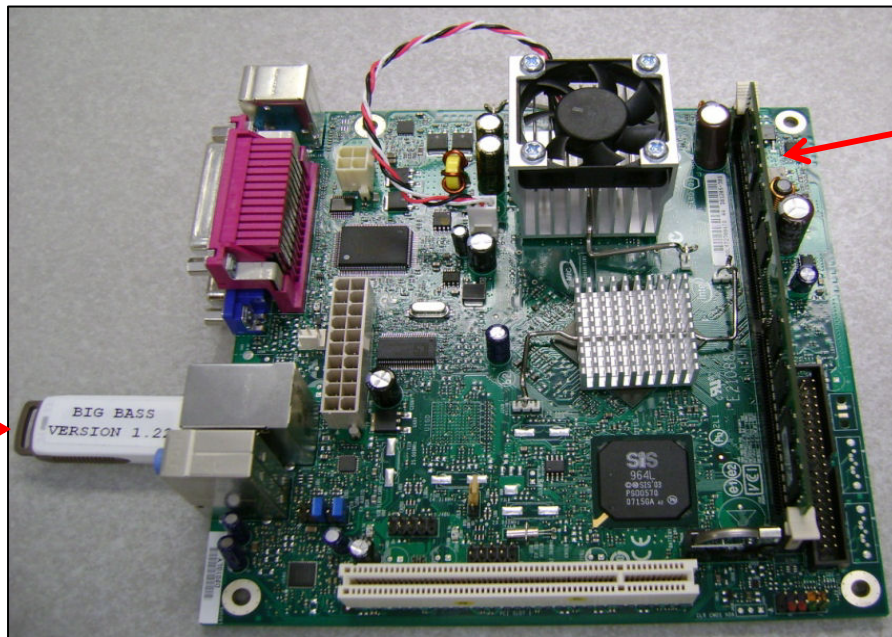
LOCATED BEHIND THE LEFT SIDE  
FRONT DOOR



## **AAMB6 MOTHER BOARD**

LOCATED BEHIND THE RIGHT SIDE FRONT DOOR.  
INCLUDES THE RAM AND FLASH DRIVE.

**A5FHD002  
FLASH  
DRIVE  
STICK**



**A5CB1904  
RAM**



## ACCESS THE OPERATOR MENU

BIG BASS WHEEL™ IS EQUIPPED WITH AN ONSCREEN OPERATOR MENU. THIS MENU WILL ALLOW YOU TO CONTROL ALL THE GAME FEATURES AND SETTINGS ALONG WITH MONITORING THE STATISTICS.

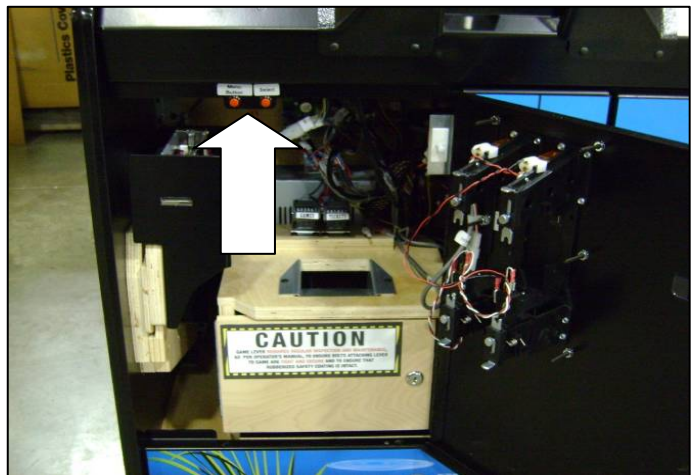
TO ACCESS THE OPERATOR MENU OPEN THE LEFT SIDE TICKET DOOR.



THE MENU BUTTONS ARE LOCATED INSIDE OF THE DOOR.

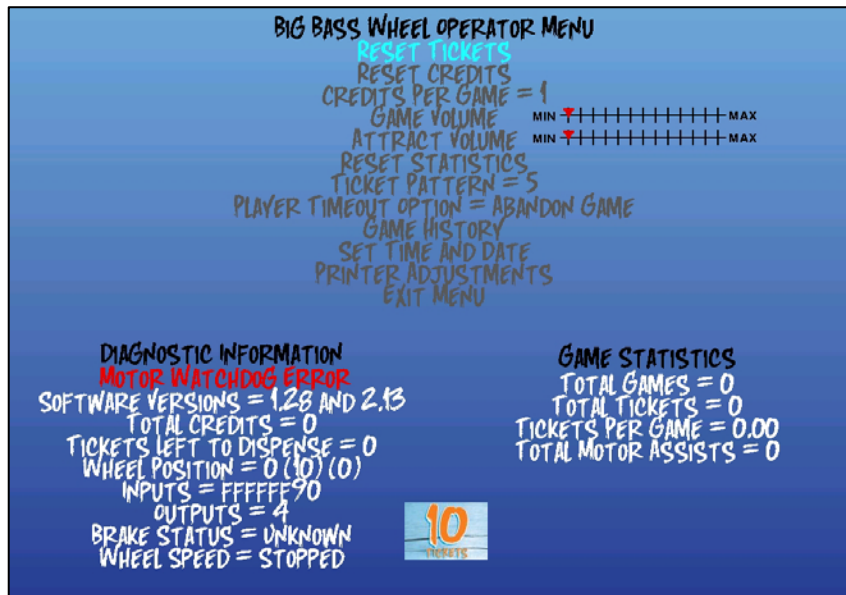
PRESS "MENU" TO ACCESS THE OPERATOR MENU ON THE GAME DISPLAY IN THE FISH HEAD.

USE THE "SELECT" BUTTON TO CHANGE THE FUNCTIONS.



THE FOLLOWING PAGES WILL SHOW THE SCREEN SHOTS OF THE OPERATOR MENU AND GAME INFORMATION. USE THE LEFT AND RIGHT RED BUTTONS TO NAVIGATE THE SELECTIONS.

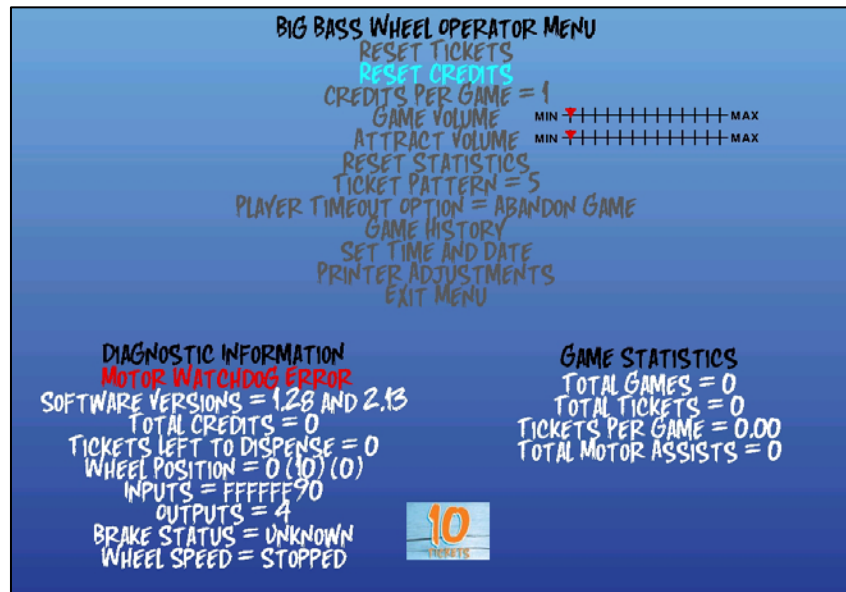
## RESET TICKETS -- RESET CREDITS



### RESET TICKETS

CLEARs TICKETS LEFT TO DISPENSE TO ZERO.

**THIS WILL NOT RESET THE MECHANICAL COUNTERS IN THE GAME.**

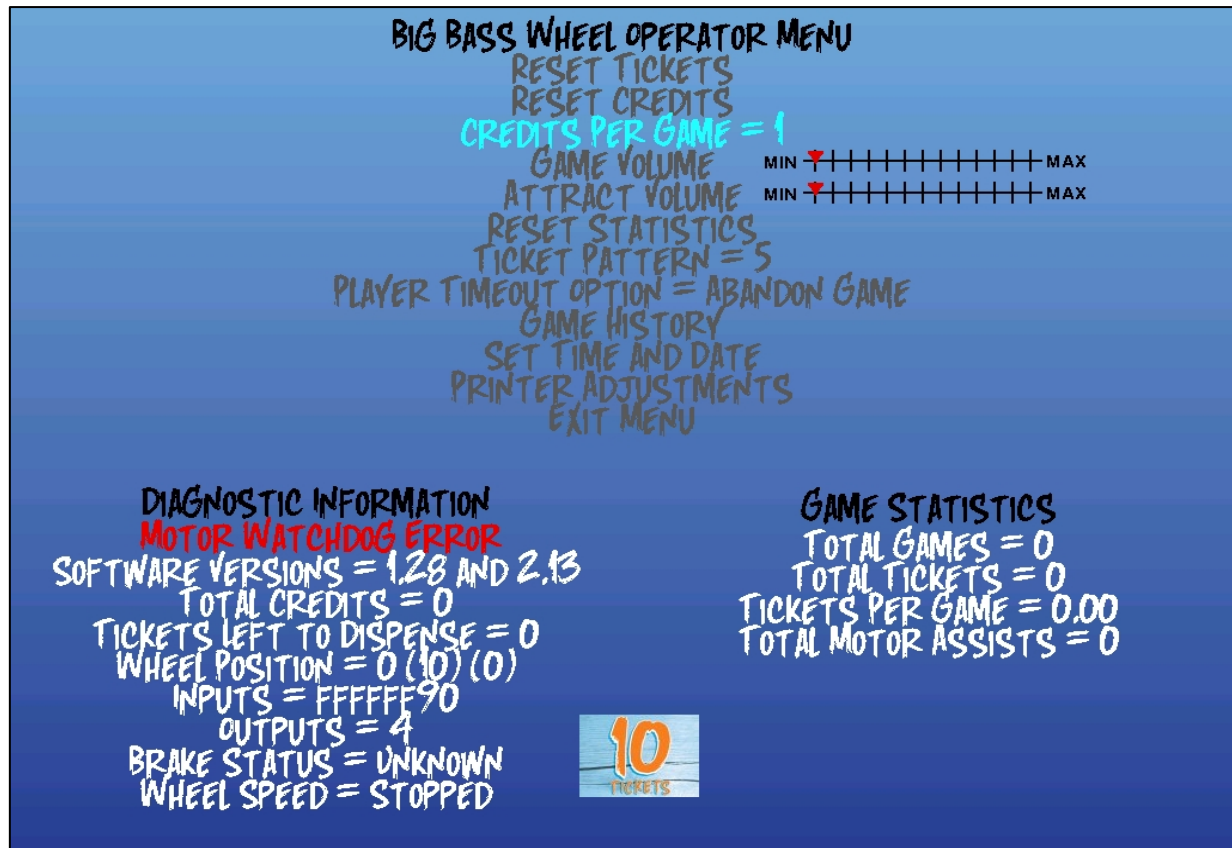


### RESET CREDITS

CLEARs CREDITS (GAMES IN QUEUE) TO ZERO.

**THIS WILL NOT RESET THE MECHANICAL COUNTERS IN THE GAME.**

## CREDITS PER GAME



## CREDITS PER GAME

SHOWS THE CURRENT SETTING FOR CREDITS PER GAME.  
ALLOWS YOU TO CHANGE THE COST PER GAME.

### FACTORY SETTING:

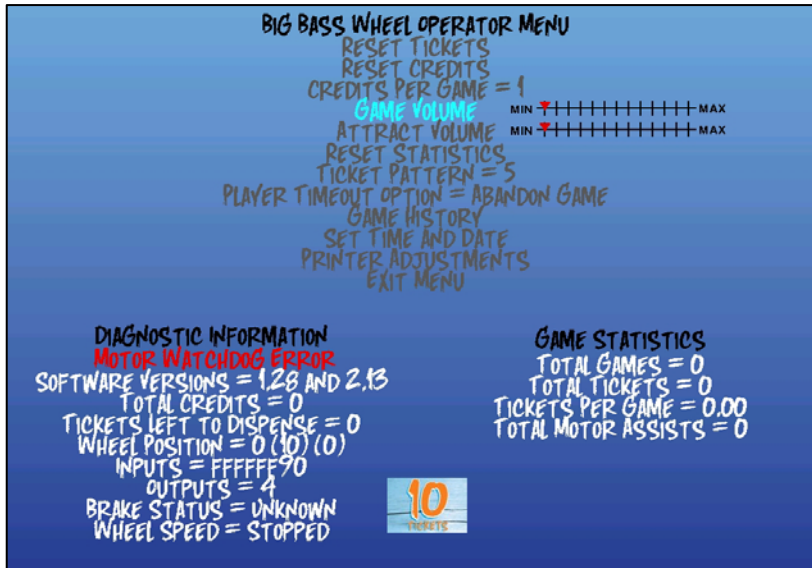
4 CREDITS

### OTHER CREDIT OPTIONS:

<p>0 CREDITS (FREE PLAY)</p> <p>1 CREDIT</p> <p>1 CREDIT PER CARD SWIPE</p> <p>2 CREDITS</p> <p>3 CREDITS</p> <p><b>4 CREDITS</b></p> <p>5 CREDITS</p> <p>6 CREDITS</p>	<p>7 CREDITS</p> <p>8 CREDITS</p> <p>9 CREDITS</p> <p>10 CREDITS</p> <p>12 CREDITS</p> <p>20 CREDITS</p>	<p>6 PLAYS FOR \$5.00* (\$1.00 PER PLAY WITH 1 FREE GAME)</p> <p>3 PLAYS FOR \$5.00* (\$2.00 PER PLAY WITH 1 FREE GAME)</p> <p>* THE PLAYER MUST USE A \$5.00 BILL TO GET THE FREE GAME.</p>
---	--	--



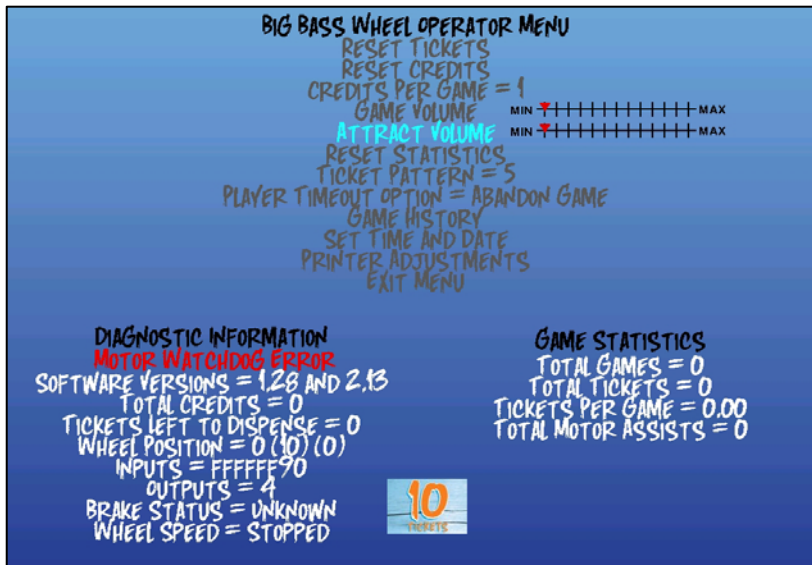
## GAME VOLUME -- ATTRACT VOLUME -- RESET STATISTICS



### GAME VOLUME

THE RED ARROW SHOWS THE CURRENT SETTING.  
USE SLIDER TO ADJUST.

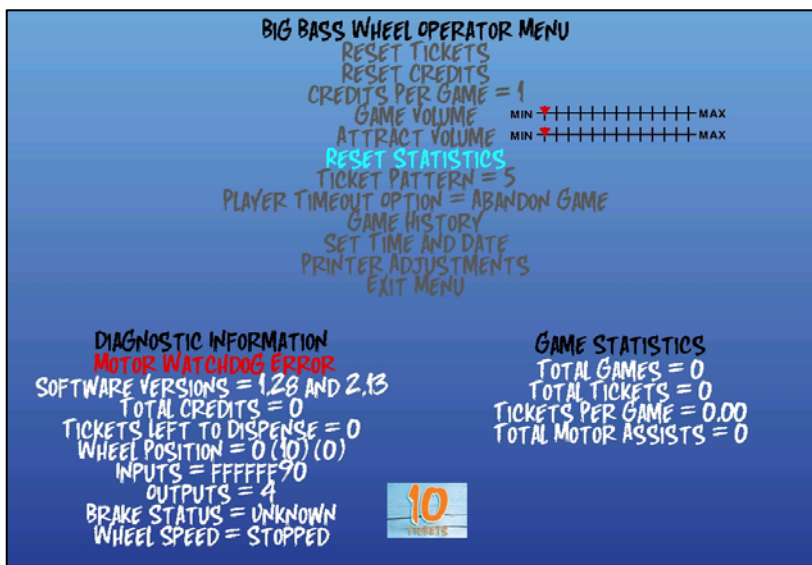
THIS CONTROL IS ONLY FOR THE AUDIO PLAYED DURING GAME PLAY.



### ATTRACT VOLUME

THE RED ARROW SHOWS THE CURRENT SETTING.  
USE SLIDER TO ADJUST.

THIS CONTROL IS ONLY FOR THE AUDIO PLAYED DURING ATTRACT MODE.





### RESET STATISTICS

CLEARs ALL STATS SHOWN UNDER THE "GAME STATISTICS" MENU (FOLLOW THE ARROW) TO ZERO.

**THIS WILL NOT RESET THE MECHANICAL COUNTERS IN THE GAME.**


## TICKET PATTERNS

**BIG BASS WHEEL OPERATOR MENU**

RESET TICKETS  
 RESET CREDITS  
 CREDITS PER GAME = 1  
 GAME VOLUME MIN  MAX  
 ATTRACT VOLUME MIN  MAX  
 RESET STATISTICS  
**TICKET PATTERN = 5**  
 PLAYER TIMEOUT OPTION = ABANDON GAME  
 GAME HISTORY  
 SET TIME AND DATE  
 PRINTER ADJUSTMENTS  
 EXIT MENU

**DIAGNOSTIC INFORMATION**  
**MOTOR WATCHDOG ERROR**  
 SOFTWARE VERSIONS = 1.28 AND 2.13  
 TOTAL CREDITS = 0  
 TICKETS LEFT TO DISPENSE = 0  
 WHEEL POSITION = 0 (10) (0)  
 INPUTS = FFFFFFFF90  
 OUTPUTS = 4  
 BRAKE STATUS = UNKNOWN  
 WHEEL SPEED = STOPPED

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



### TICKET PATTERN

SHOWS CURRENT PATTERN AS SHIPPED FROM THE FACTORY.

#### FACTORY SETTING:

5

SEE AVAILABLE PATTERNS ON THE NEXT TWO PAGES.



TO ORDER THE NEEDED DECALS TO CHANGE THE PATTERN FROM THE FACTORY DEFAULT PLEASE CALL THE  
 BAY TEK GAMES PARTS DEPARTMENT AT  
 920-822-3951 X1101

THE NUMBERS LISTED AT THE BOTTOM OF EACH PATTERN ARE **ESTIMATED** TICKET PAYOUTS PER GAME BASED ON CUSTOMER FEEDBACK AND MAY VARY DEPENDING ON THE SKILL OF THE INDIVIDUAL PLAYER.

**PLEASE USE THE NUMBERS AS A GUIDE ONLY.**

## AVAILABLE PATTERNS

Pattern #1	Pattern #2	Pattern #3	Pattern #4	Pattern #5	Pattern #6	Pattern #7
38-41 TICKETS/GAME	50-53 TICKETS/GAME	68-71 TICKETS/GAME	19-22 TICKETS/GAME	32-35 TICKETS/GAME	60-63 TICKETS/GAME	14-17 TICKETS/GAME

THE NUMBERS LISTED AT THE BOTTOM OF EACH PATTERN ARE ESTIMATED TICKET PAYOUTS PER GAME BASED ON CUSTOMER FEEDBACK AND MAY VARY DEPENDING ON THE SKILL OF THE INDIVIDUAL PLAYER.  
PLEASE USE THE NUMBERS AS A GUIDE ONLY.

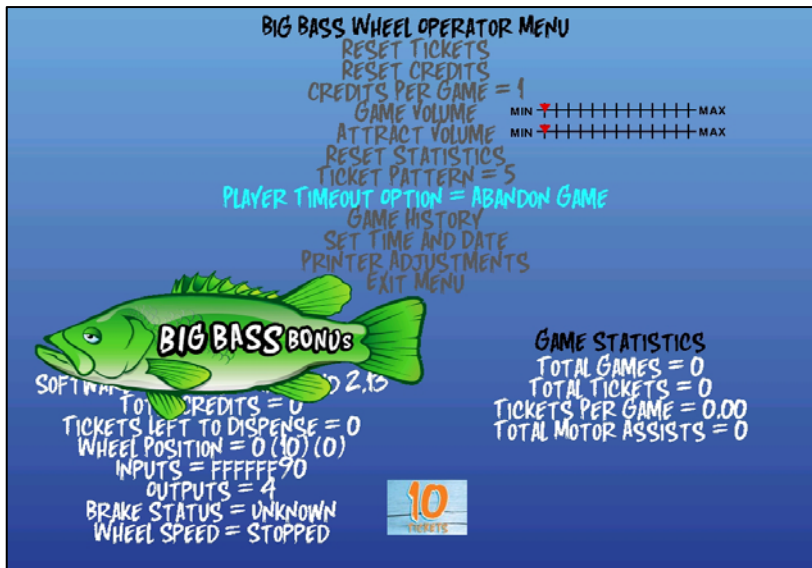


## AVAILABLE PATTERNS

Pattern #8	Pattern #9	Pattern #10	Pattern #11	Pattern #12	Pattern #14	Pattern #19
23-26 TICKETS/GAME	27-30 TICKETS/GAME	42-45 TICKETS/GAME	74-77 TICKETS/GAME	7-9 TICKETS/GAME	23-26 TICKETS/GAME	120-123 TICKETS/GAME

THE NUMBERS LISTED AT THE BOTTOM OF EACH PATTERN ARE ESTIMATED TICKET PAYOUTS PER GAME BASED ON CUSTOMER FEEDBACK AND MAY VARY DEPENDING ON THE SKILL OF THE INDIVIDUAL PLAYER.  
PLEASE USE THE NUMBERS AS A GUIDE ONLY.

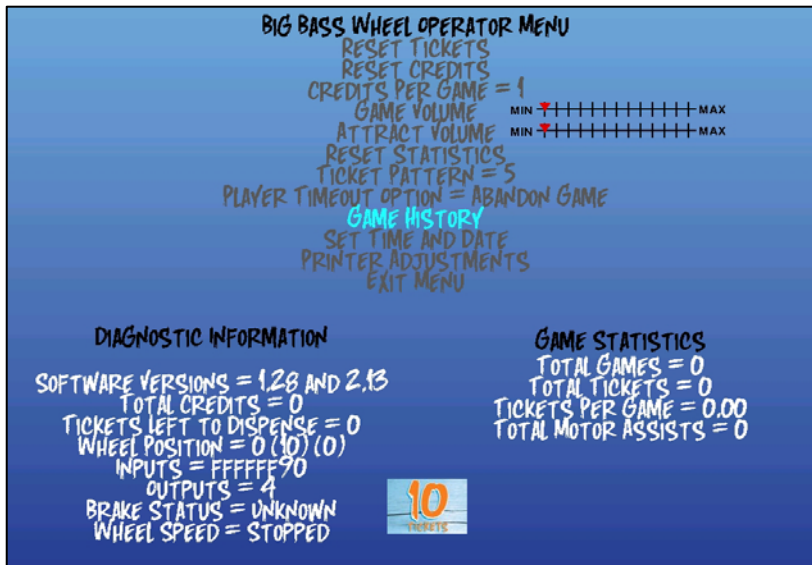
## PLAYER TIME OUT OPTION -- GAME HISTORY -- SET DATE AND TIME



### PLAYER TIME OUT OPTION

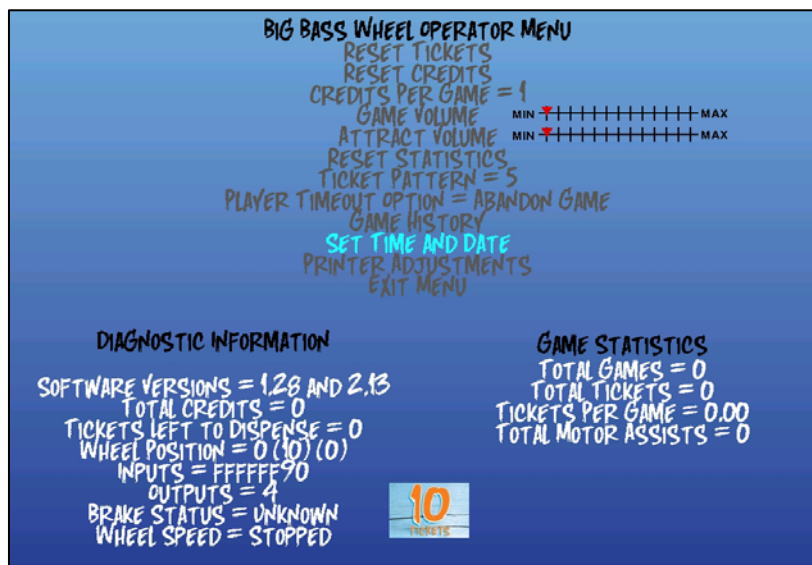
MOTOR ASSIST: THE GAME WILL SPIN THE WHEEL IF THE PLAYER DOES NOT IN THE TIME ALLOTTED.

ABANDON GAME: THE GAME ENDS IF THE PLAYER DOESN'T SPIN THE WHEEL IN THE TIME ALLOTTED.



### GAME HISTORY

USE THIS FEATURE TO VERIFY A HIGH TICKET WIN.



### SET TIME AND DATE

Use this feature to set the time and date in your game.

If you have the Hybrid or Prize Coupon models then the time and date will be printed on the coupons.

# Hybrid Model

1 Ticket Dispenser

1 Thermal Printer

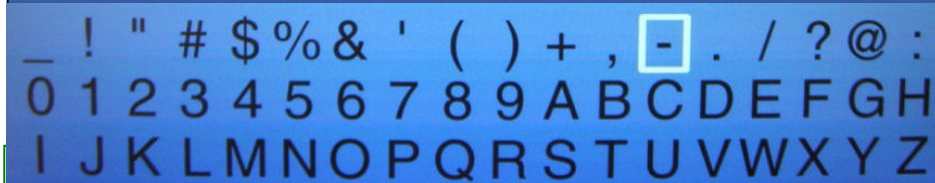
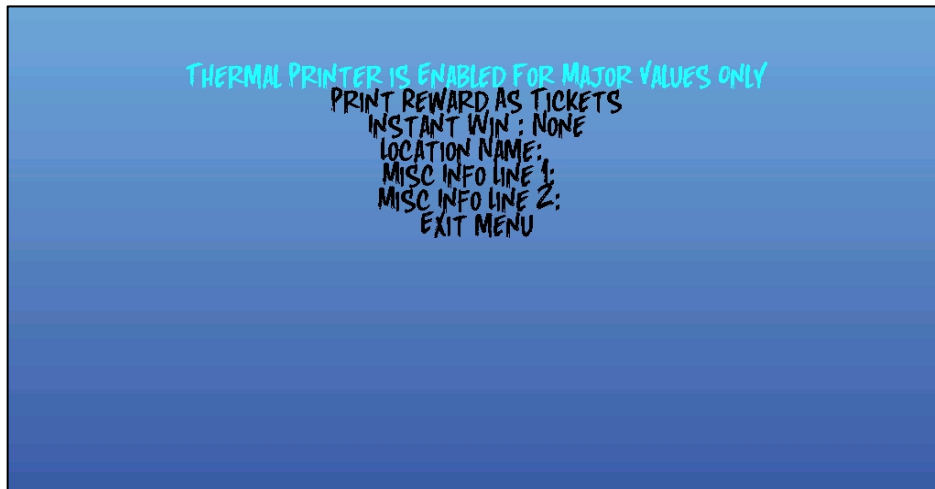
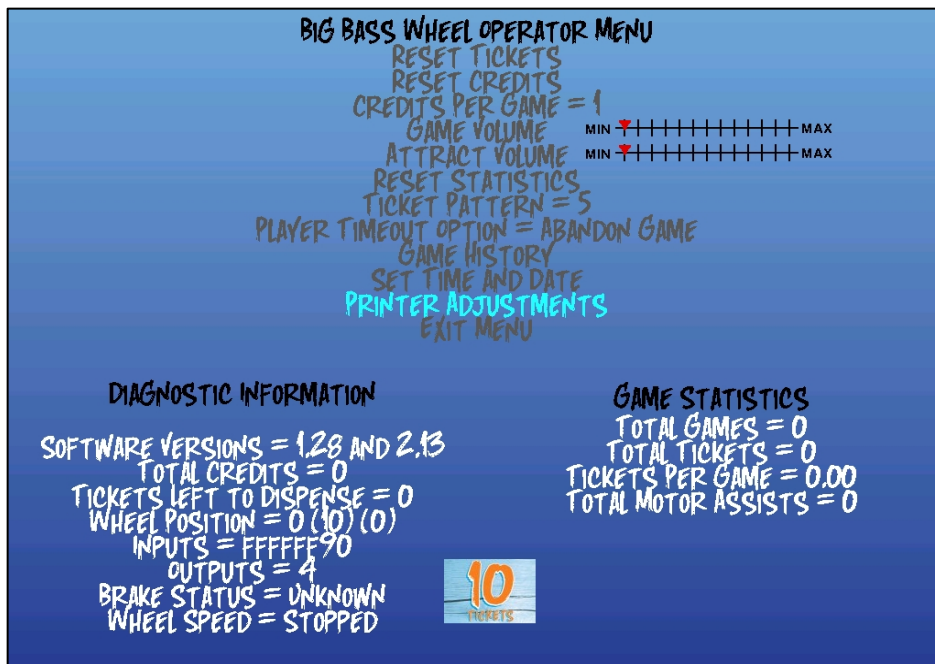
The directions on the  
following page  
are for the  
Hybrid Model only.



Prize Coupon Model - Page 29  
(1 Thermal Printer)



## PRINTER ADJUSTMENTS-HYBRID MODEL



Location Name: Allows you to add your location name on the coupons as they are printed.

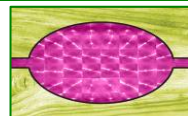
Misc Info Line 1 and 2: Allows you to customize the coupons with your phone number or upcoming events.

Use the "Menu" button to scroll through the letters,  
 then use the "Select" button to choose the letter you want.  
 To go back and correct a mistake "click" the underscore ( ) once.  
 To exit the onscreen keyboard "click" the underscore ( ) twice.

Major Prize  
 Green  
 1 per wheel



Minor Prize  
 Pink  
 3 per wheel



All other values on the wheel are  
 considered "smaller values"

**You may now go to page 31 for the remaining Menu options**

### Thermal Printer

"For all values" The game will print a coupon for any and every value on the wheel and **will not** dispense tickets.

"Minor and Major Only" The game will only print coupons for minor and major wins. All other smaller values will be paid in tickets.\*

"Major Only" The game will only print coupons for Major wins. All other values will be paid in tickets.

The factory recommends this option.\*

### Print Reward

Tickets or Points.

Should match your wheel decals.

\*See chart below for prize value definitions.



# Prize Coupon Model

1 Thermal Printer

The directions on the following page are for the Prize Coupon Model only.



Hybrid Model - Page 27  
(1 Ticket Dispenser  
1 Thermal Printer)

## PRINTER ADJUSTMENTS-PRIZE COUPON MODEL

```

BIG BASS WHEEL OPERATOR MENU
  RESET TICKETS
  RESET CREDITS
  CREDITS PER GAME = 1
  GAME VOLUME      MIN  MAX
  ATTRACT VOLUME   MIN  MAX
  RESET STATISTICS
  TICKET PATTERN = 5
  PLAYER TIMEOUT OPTION = ABANDON GAME
  GAME HISTORY
  SET TIME AND DATE
  PRINTER ADJUSTMENTS
  EXIT MENU
    
```

```

DIAGNOSTIC INFORMATION

SOFTWARE VERSIONS = 1.28 AND 2.13
TOTAL CREDITS = 0
TICKETS LEFT TO DISPENSE = 0
WHEEL POSITION = 0 (10) (0)
INPUTS = FFFFFFF0
OUTPUTS = 4
BRAKE STATUS = UNKNOWN
WHEEL SPEED = STOPPED
    
```



```

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

### Prize Coupon Model

#### Thermal Printer

Your game should be set to "For All Values" to print a coupon for all values on your wheel.

#### Print Reward

Points.

Should match your wheel decals.  
Ticket Pattern 13 uses a point system.

```

THERMAL PRINTER IS ENABLED FOR MAJOR VALUES ONLY
PRINT REWARD AS TICKETS
INSTANT WIN : NONE
LOCATION NAME:
MISC INFO LINE 1:
MISC INFO LINE 2:
EXIT MENU
    
```

#### Instant Win

You can set your game to reward players with an instant win if they land on the "Major" value target on the wheel.

You can apply a decal or sticker to show the players what the instant win prize is.

*The decal or sticker you apply should lay flat against the wheel.*

```

_ ! " # $ % & ' ( ) + ,  . / ? @ :
0 1 2 3 4 5 6 7 8 9 A B C D E F G H
I J K L M N O P Q R S T U V W X Y Z
    
```

Major Prize  
Green  
1 per wheel



Location Name: Allows you to add your location name on the coupons as they are printed.

Misc Info Line 1 and 2: Allows you to customize the coupons with your phone number or upcoming events.

Use the "Menu" button to scroll through the letters,  
then use the "Select" button to choose the letter you want.  
To go back and correct a mistake "click" the underscore ( ) once.  
To exit the onscreen keyboard "click" the underscore ( ) twice.

**You may now go to page 31 for the remaining Menu options**

## ALL THREE MODELS

From this point forward your manual can be used for any of the three models we offer.

**Tickets**



**Hybrid**



**Prize Coupon**



## DOOR OPEN WARNING-WATCHDOG ERROR

### DOOR OPEN WARNING

EACH DOOR ON THE GAME HAS A LIMIT SWITCH. IF A DOOR IS OPEN, THE MOVING PARTS IN THE GAME SHUT DOWN AND TICKETS STOP DISPENSING. IT IS NOT POSSIBLE TO PLAY THE GAME WHEN ANY DOOR IS OPEN.

**WE STRONGLY RECOMMEND THAT YOU DO NOT DISCONNECT ANY OF THE LIMIT SWITCHES.**

#### BIG BASS WHEEL OPERATOR MENU

RESET TICKETS  
RESET CREDITS  
CREDITS PER GAME = 1  
GAME VOLUME MIN +-----+ MAX  
ATTRACT VOLUME MIN +-----+ MAX  
RESET STATISTICS  
TICKET PATTERN = 5  
PLAYER TIMEOUT OPTION = ABANDON GAME  
GAME HISTORY  
SET TIME AND DATE  
PRINTER ADJUSTMENTS  
EXIT MENU

DIAGNOSTIC INFORMATION  
**MOTOR WATCHDOG ERROR**  
SOFTWARE VERSIONS = 1.28 AND 2.13  
TOTAL CREDITS = 0  
TICKETS LEFT TO DISPENSE = 0  
WHEEL POSITION = 0 (10) (0)  
INPUTS = FFFFFFF0  
OUTPUTS = 4  
BRAKE STATUS = UNKNOWN  
WHEEL SPEED = STOPPED

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



### MOTOR WATCHDOG ERROR

IF THE GAME GOES INTO ATTRACT MODE AND THE ENCODER SENSOR DOES NOT "SEE" THE WHEEL MOVING THE GAME WILL GIVE YOU AN ERROR SUGGESTING THE MOTOR IS NOT WORKING.

#### BIG BASS WHEEL OPERATOR MENU

RESET TICKETS  
RESET CREDITS  
CREDITS PER GAME = 1  
GAME VOLUME MIN +-----+ MAX  
ATTRACT VOLUME MIN +-----+ MAX  
RESET STATISTICS  
TICKET PATTERN = 5  
PLAYER TIMEOUT OPTION = ABANDON GAME  
GAME HISTORY  
SET TIME AND DATE  
PRINTER ADJUSTMENTS  
EXIT MENU

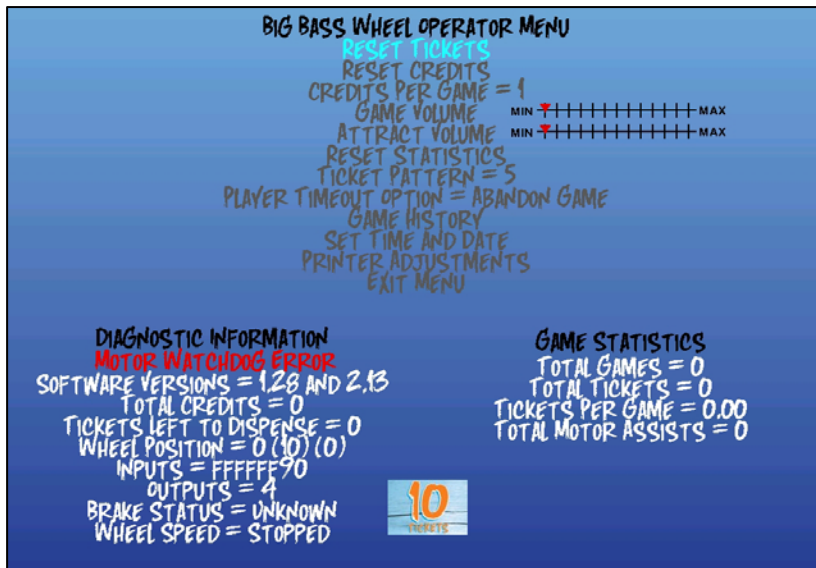
DIAGNOSTIC INFORMATION  
**MOTOR WATCHDOG ERROR**  
SOFTWARE VERSIONS = 1.28 AND 2.13  
TOTAL CREDITS = 0  
TICKETS LEFT TO DISPENSE = 0  
WHEEL POSITION = 0 (10) (0)  
INPUTS = FFFFFFF0  
OUTPUTS = 4  
BRAKE STATUS = UNKNOWN  
WHEEL SPEED = STOPPED

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



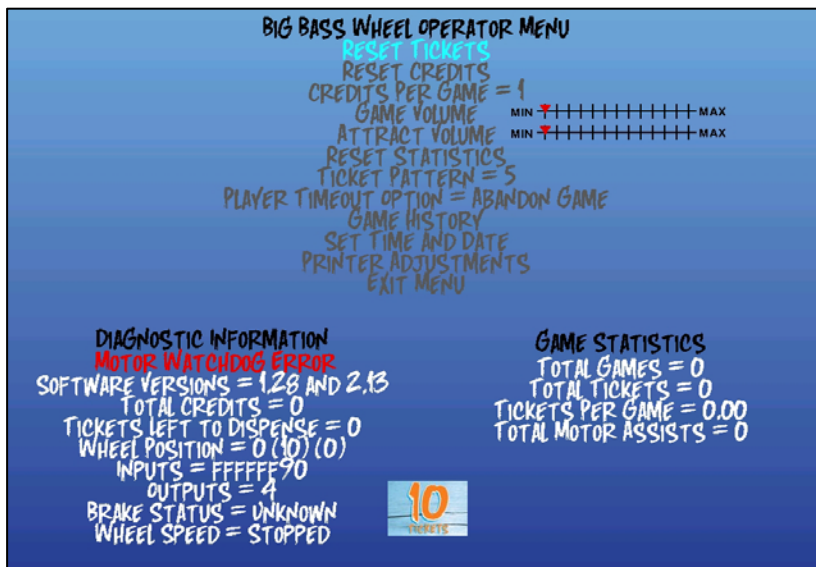


## SOFTWARE VERSION -- TOTAL CREDITS -- TICKETS LEFT



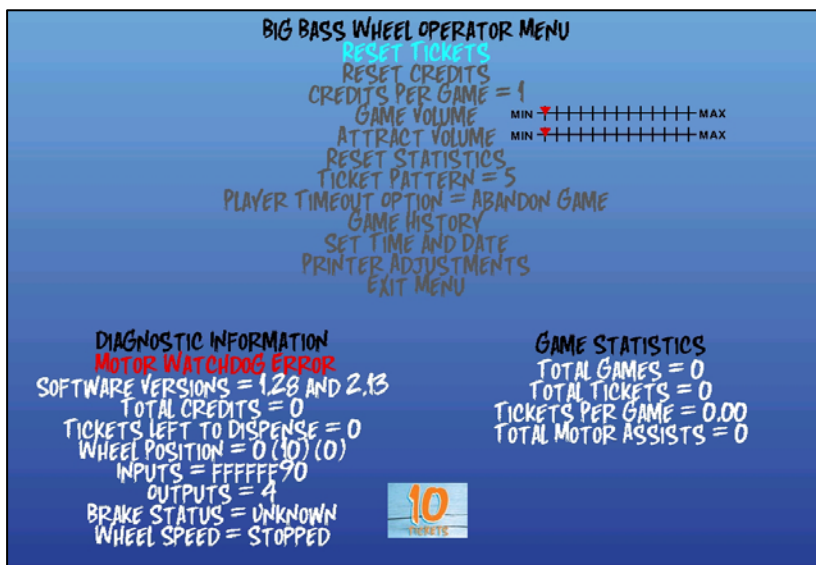
### SOFTWARE VERSION

SHOWS THE CURRENT INSTALLED SOFTWARE VERSION NUMBERS



### TOTAL CREDITS

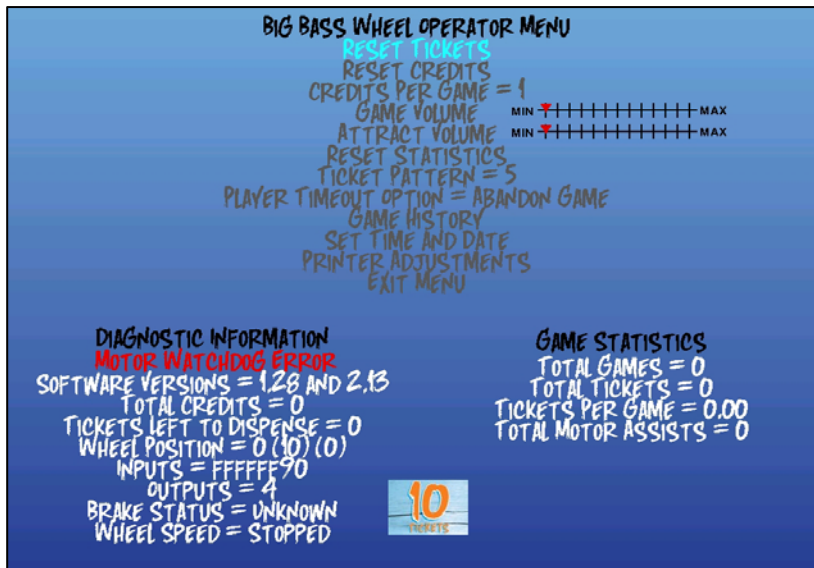
SHOWS THE AMOUNT OF CREDITS IN QUEUE WAITING TO BE PLAYED.



### TICKETS LEFT TO DISPENSE

SHOWS THE AMOUNT OF TICKETS THAT ARE WAITING TO BE DISPENSED.

## WHEEL POSITION -- INPUTS/OUTPUTS -- BRAKE STATUS



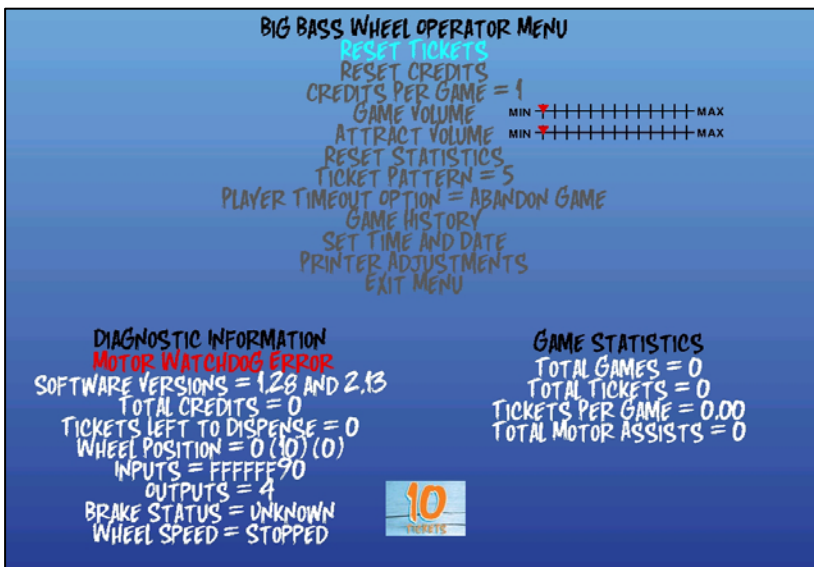
### WHEEL POSITION

THE FIRST VALUE DISPLAYS THE ENCODER POSITION. 0-36

THE SECOND VALUE DISPLAYS THE TICKET VALUE THE ENCODER IS READING. IT SHOULD MATCH WHERE THE WHEEL IS PHYSICALLY.

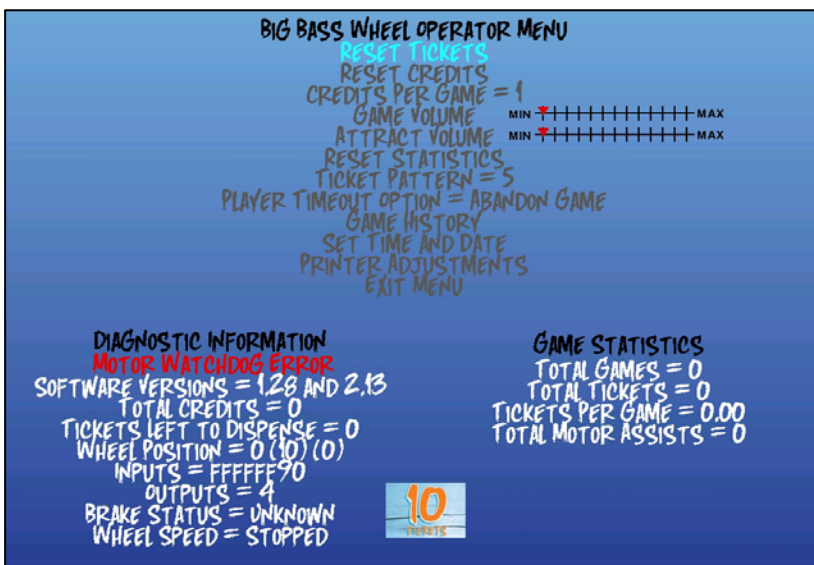
THE THIRD VALUE SHOWS THE NOTCH POSITION ON THE ENCODER WHEEL.

1=INSIDE THE NOTCH  
 0=OUTSIDE THE NOTCH



### INPUTS OUTPUTS

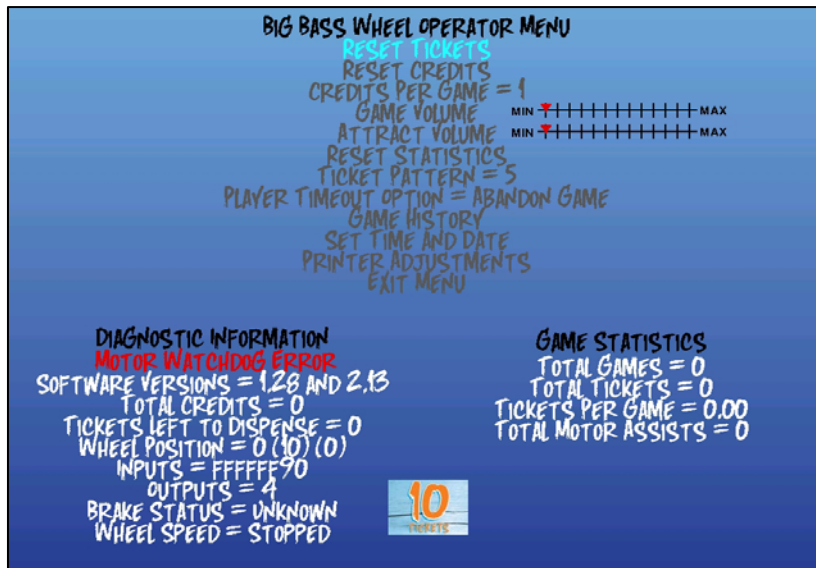
SHOWS THE QUANTITY OF VARIOUS BUTTON INPUTS AND MECHANICAL OUTPUTS



### BRAKE STATUS

ALLOWS YOU TO CHECK YOUR BRAKE DURING THE MAINTENANCE CYCLE, SEE PAGE 54.

## WHEEL SPEED



### WHEEL SPEED

INDICATION ON HOW FAST THE WHEEL IS SPINNING IN MILLISECONDS MEASURED BETWEEN THE NOTCHES IN THE ENCODER WHEEL




## GAME STATISTICS

### TOTAL GAMES -- TOTAL TICKETS -- TICKETS PER GAME

```

BIG BASS WHEEL OPERATOR MENU
  RESET TICKETS
  RESET CREDITS
  CREDITS PER GAME = 1
  GAME VOLUME      MIN 7|+++++MAX
  ATTRACT VOLUME   MIN 7|+++++MAX
  RESET STATISTICS
  TICKET PATTERN = 5
  PLAYER TIMEOUT OPTION = ABANDON GAME
  GAME HISTORY
  SET TIME AND DATE
  PRINTER ADJUSTMENTS
  EXIT MENU

DIAGNOSTIC INFORMATION
MOTOR WATCHDOG ERROR
SOFTWARE VERSIONS = 1.28 AND 2.13
TOTAL CREDITS = 0
TICKETS LEFT TO DISPENSE = 0
WHEEL POSITION = 0 (10) (0)
INPUTS = FFFFFFF90
OUTPUTS = 4
BRAKE STATUS = UNKNOWN
WHEEL SPEED = STOPPED
    
```




#### TOTAL GAMES

THIS WILL DISPLAY THE TOTAL NUMBER OF GAMES PLAYED SINCE THE STATISTICS WERE LAST CLEARED.

```

BIG BASS WHEEL OPERATOR MENU
  RESET TICKETS
  RESET CREDITS
  CREDITS PER GAME = 1
  GAME VOLUME      MIN 7|+++++MAX
  ATTRACT VOLUME   MIN 7|+++++MAX
  RESET STATISTICS
  TICKET PATTERN = 5
  PLAYER TIMEOUT OPTION = ABANDON GAME
  GAME HISTORY
  SET TIME AND DATE
  PRINTER ADJUSTMENTS
  EXIT MENU

DIAGNOSTIC INFORMATION
MOTOR WATCHDOG ERROR
SOFTWARE VERSIONS = 1.28 AND 2.13
TOTAL CREDITS = 0
TICKETS LEFT TO DISPENSE = 0
WHEEL POSITION = 0 (10) (0)
INPUTS = FFFFFFF90
OUTPUTS = 4
BRAKE STATUS = UNKNOWN
WHEEL SPEED = STOPPED
    
```




#### TOTAL TICKETS

THIS WILL DISPLAY THE TOTAL NUMBER OF TICKETS DISPENSED SINCE THE STATISTICS WERE LAST CLEARED.

```

BIG BASS WHEEL OPERATOR MENU
  RESET TICKETS
  RESET CREDITS
  CREDITS PER GAME = 1
  GAME VOLUME      MIN 7|+++++MAX
  ATTRACT VOLUME   MIN 7|+++++MAX
  RESET STATISTICS
  TICKET PATTERN = 5
  PLAYER TIMEOUT OPTION = ABANDON GAME
  GAME HISTORY
  SET TIME AND DATE
  PRINTER ADJUSTMENTS
  EXIT MENU

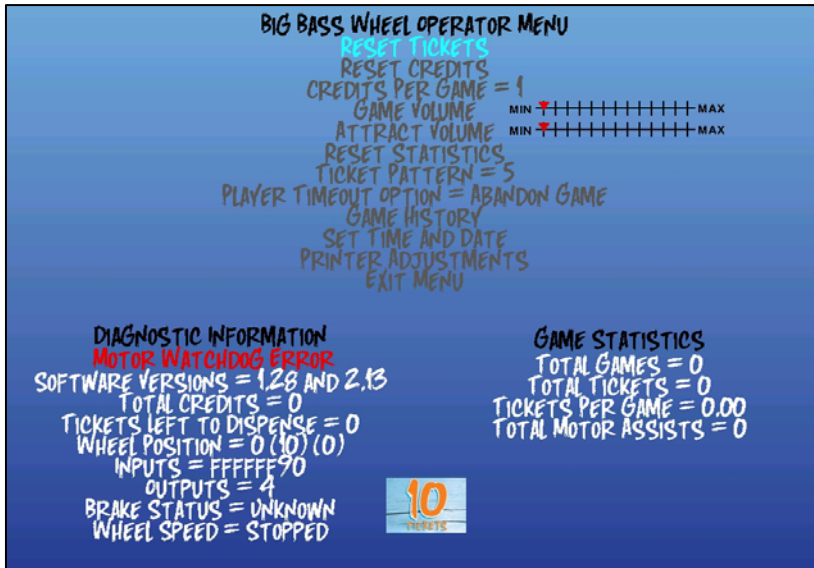
DIAGNOSTIC INFORMATION
MOTOR WATCHDOG ERROR
SOFTWARE VERSIONS = 1.28 AND 2.13
TOTAL CREDITS = 0
TICKETS LEFT TO DISPENSE = 0
WHEEL POSITION = 0 (10) (0)
INPUTS = FFFFFFF90
OUTPUTS = 4
BRAKE STATUS = UNKNOWN
WHEEL SPEED = STOPPED
    
```



#### TICKETS PER GAME

THIS WILL DISPLAY AN AVERAGE OF TICKETS PAID PER GAME.

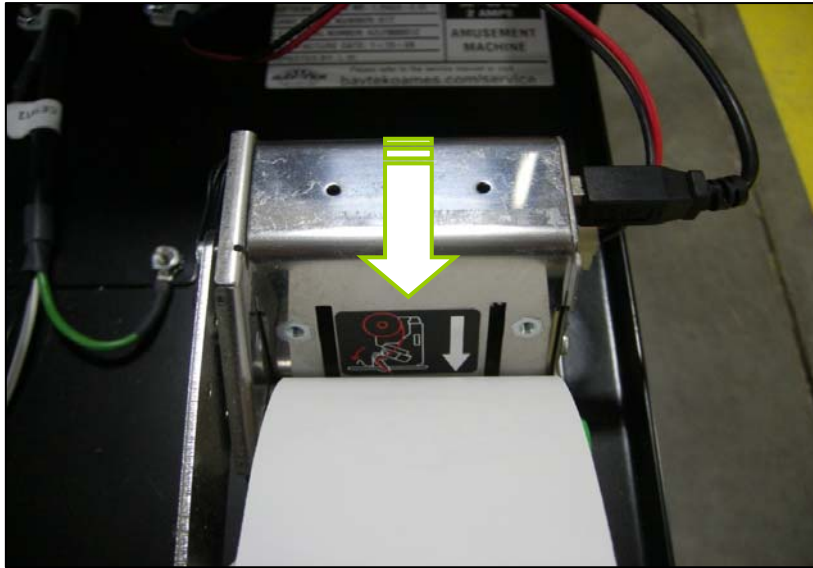
## TOTAL MOTOR ASSISTS



### TOTAL MOTOR ASSISTS

THIS WILL DISPLAY HOW MANY TIMES  
THE GAME HAD TO SPIN THE WHEEL  
FOR THE PLAYER.

## ADDING PRINTER PAPER



PLEASE SEE THE  
DIRECTIONS ON THE  
PRINTER.

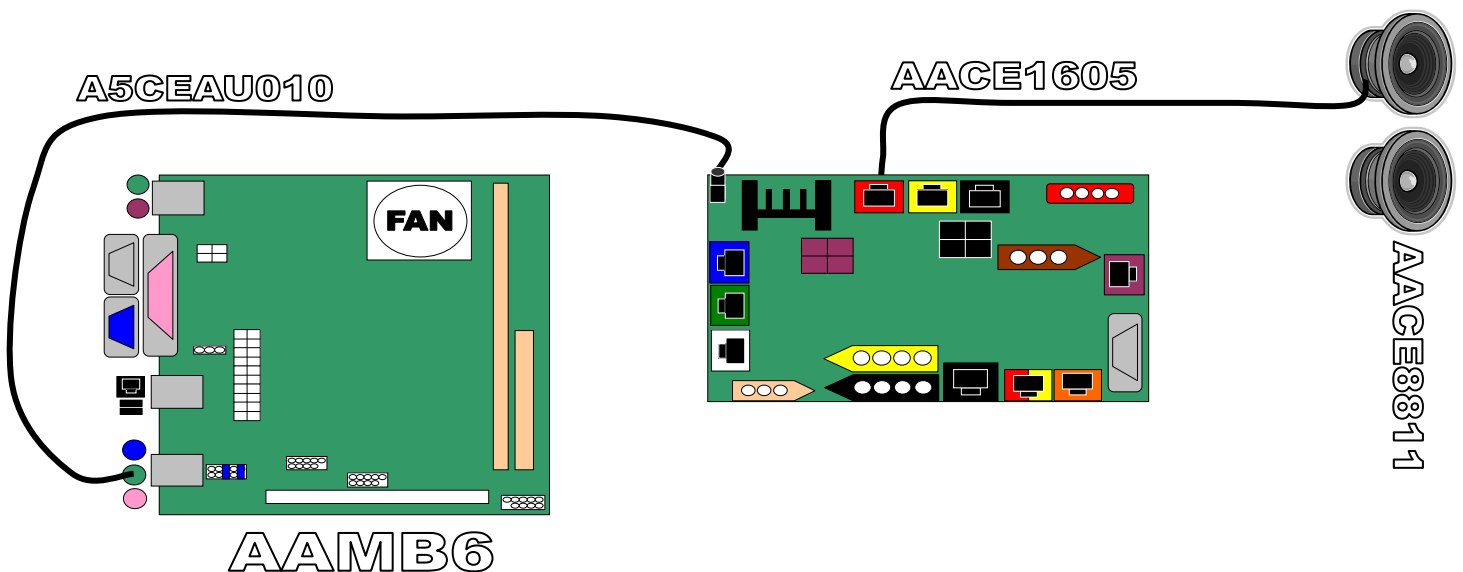


## TROUBLESHOOTING GUIDE

### TROUBLESHOOTING STRATEGY

USE 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, BAD SENSORS, BENT, PINCHED, STUCK, OR JAMMED COMPONENTS.

PROBLEM	PROBABLE CAUSE	REMEDY
NO POWER TO THE GAME.  NO LIGHTS ON AT ALL.	A. GAME IS UNPLUGGED  B. CIRCUIT BREAKER TRIPPED  C. POWER STRIP FAULTY  D. FAULTY CABLE/POWER SUPPLY	A. CHECK THE WALL OUTLET  B. RESET THE POWER STRIP BREAKER SWITCH OR BUILDING CIRCUIT BREAKER  C. CHANGE THE PLUG POSITION, REPLACE IF NEEDED.  D. SEE "POWER SUPPLY DIAGNOSTIC" SECTION, PAGE 59.
NO AUDIO	A. VOLUME TOO LOW  B. LOOSE WIRE  C. FAULTY I/O BOARD  D. FAULTY MOTHER BOARD	A. FOLLOW THE DIRECTIONS ON PAGE 20 TO ADJUST THE VOLUME.  B. CHECK THE AUDIO CABLE (AACEAU010) CONNECTIONS FROM THE I/O BOARD TO THE MOTHER BOARD, SEE BELOW.  C. REPLACE THE I/O BOARD (AACB1900).  D. REPLACE THE MOTHER BOARD (AAMB6).

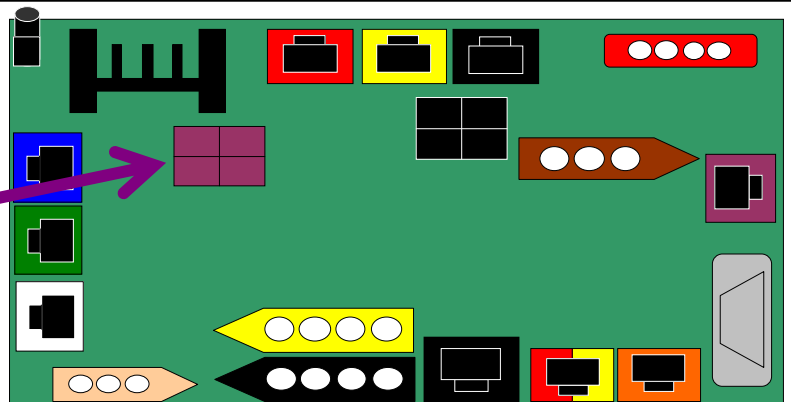


## TROUBLESHOOTING GUIDE

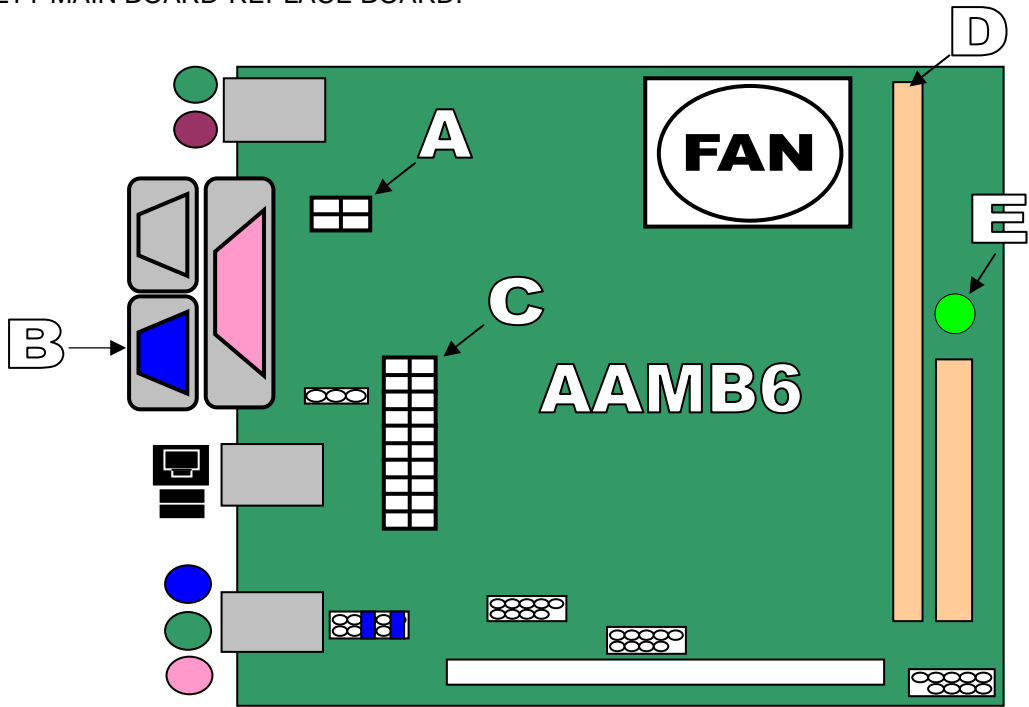
PROBLEM		PROBABLE CAUSE	REMEDY
WHEEL LIGHTING NOT WORKING.	BOTH SIDES DO NOT LIGHT UP.	A. CABLE PROBLEM. B. THE LARGE POWER IN CABLE ON THE MOTHER BOARD MAY BE LOOSE. C. FAULTY POWER SUPPLY.	A. CHECK THE CONNECTIONS FROM THE (AACE1620) TO THE POWER SUPPLY (AACE1621).  B. RE-SEAT CONNECTOR.  C. SEE "POWER SUPPLY DIAGNOSTIC" SECTION, PAGE 59.
	ONE SIDE DOES NOT WORK.	A. CABLE PROBLEM. B. FAULTY LIGHT STRIP.	A. CHECK THE CABLES FROM THE LIGHT STRIP (AACE1622), JUMPER CABLE (AACE1620) TO THE POWER SUPPLY.  B. REPLACE LIGHT STRIP (AACE1622).
	SOME LIGHTS DO NOT WORK.	A. FAULTY LIGHT STRIP.	A. REPLACE LIGHT STRIP (AACE1622)
DOLLAR BILL ACCEPTOR NOT WORKING.		A. ENSURE DOLLAR BILL ACCEPTOR HAS 110 VOLTS AC.  B. DIRT OR DEBRIS IN ACCEPTOR SLOT.  C. ENSURE DIP SWITCH IS SET TO "ALWAYS ENABLE".  D. PINCHED, BROKEN, OR DISCONNECTED WIRES.  E. ACCEPTOR PROBLEMS.	A. ACCEPTOR SHOULD CYCLE STACKER AT POWER UP. IF NOT, CHECK THE CABLE CONNECTIONS TO THE POWER STRIP. <b>CAUTION-110 VOLTS AC</b>  B. CLEAN WITH THE BILL READING CARD (A5CC9000).  C. CHECK THE DIPS ON THE ACCEPTOR, SET TO "ALWAYS ENABLE".  D. CHECK THE WIRING FROM THE ACCEPTOR TO THE I/O BOARD. REPAIR OR REPLACE THE WIRE (AACE1611).  E. REFER TO THE DBA MANUAL OR DECAL ON THE UNIT.

AACB1900  
I/O BOARD

**AACE1611**






## TROUBLESHOOTING GUIDE

PROBLEM	PROBABLE CAUSE	REMEDY
<p>MONITOR NOT WORKING.</p> <p><b>FIRST TRY:</b></p> <p>POWER DOWN, WAIT 10 SECONDS, AND POWER UP AGAIN.</p>	<p>MONITOR DISPLAY, "NO SIGNAL" FOR 5 SECONDS AFTER POWER UP, THEN DARK.</p> 	<p>A. SMALL 12 VOLT POWER CONNECTOR UNPLUGGED ON MAIN BOARD.</p> <p>B. MONITOR VGA CABLE UNPLUGGED.</p> <p>C. LARGE POWER CONNECTOR UNPLUGGED ON MAIN BOARD.</p> <p>D. FAULTY OR LOOSE RAM.</p> <p>E. FAULTY POWER SUPPLY-CHECK FOR 12 VOLTS AND GREEN LED ON MAIN BOARD. CHECK FOR THE FAN SPINNING.</p> <p>F. FAULTY MAIN BOARD-REPLACE BOARD.</p>
<p>MONITOR HAS NOTHING AT ALL AFTER POWER UP.</p>	<p>A. POWER CABLE UNPLUGGED FROM THE MONITOR.</p> <p>B. FAULTY MONITOR.</p>	<p>A. ENSURE POWER IS PLUGGED INTO THE BACK OF THE MONITOR DOWN TO THE POWER STRIP.</p> <p>B. REPLACE MONITOR (A5CBDI030).</p>
<p>ERROR ON SCREEN AFTER POWER UP.</p> <p>(RE-BOOT GAME TO SEE IF THE PROBLEM REPEATS.)</p>	<p>A. DISPLAY STOPS AT "NO BOOTABLE DEVICE--INSERT BOOT DISK AND PRESS ANY KEY".</p> <p>B. DISPLAY SHOWS "PUPPY VIDEO WIZARD" OR "Xorg".</p> <p>C. DISPLAY SHOWS "KERNEL PANIC-UNABLE TO MOUNT ROOT".</p>	<p>A. FLASH DRIVE UNPLUGGED OR FAULTY.</p> <p>B. GAME IS NOT RECOGNIZING MONITOR. ENSURE VGA CABLE IS SECURE TO THE I/O BOARD. REPLACE MONITOR (A5CBDI030).</p> <p>C. FAULTY OR LOOSE RAM.</p>




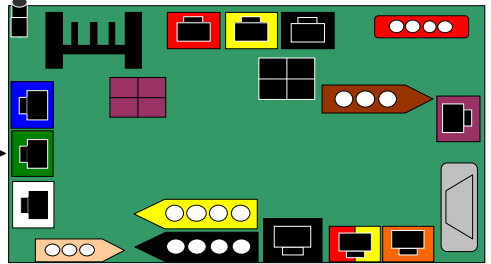
## TROUBLESHOOTING GUIDE

PROBLEM	PROBABLE CAUSE	REMEDY
<p>MONITOR PROBLEMS.</p> <p>BLURRY, TOO BRIGHT, TOO DIM, ECT.</p>	<p>YOU WILL NEED TO REMOVED THE MONITOR FROM THE GAME, THEN YOU CAN ACCESS THE MONITOR CONTROL BUTTONS.</p> <ol style="list-style-type: none"> <li>1. REMOVE THE FISH HEAD.</li> <li>2. REMOVE THE TWO WOODEN BRACES BEHIND THE MONITOR.</li> <li>3. TAKE THE MONITOR OUT OF THE WOODEN FRAME.</li> <li>4. USE THE BUTTONS ON THE MONITOR TO ADJUST SETTINGS.</li> </ol>	  
<p>THE GAME PLAYS, BUT SOME OF THE FUNCTIONS DO NOT WORK.</p>	<p>A. NONE OF THE INPUTS WORK. NO COIN-UP, TEST BUTTONS, DISPLAY MAY SAY "DOOR OPEN".</p> <p>B. DISPLAY IS OK, BUT DOES NOT SHOW SOME SCREENS. NO VOLUME.</p> <p>C. GAME FREEZES OR LOCKS UP.</p>	<p>A. I/O SERIAL CABLE UNPLUGGED FROM I/O BOARD TO MOTHER BOARD.</p> <p>B. FLASH DRIVE LOOSE OR FAULTY.</p> <p>C. FAULTY RAM OR MOTHERBOARD.</p>
<p>GAME DOESN'T COIN UP.</p>	<p>A. ONE OF THE COIN SWITCHES IS JAMMED, OR HELD DOWN.</p> <p>B. SHORT IN COIN DOOR HARNESS.</p> <p>C. I/O SERIAL CABLE UNPLUGGED FROM I/O BOARD TO MOTHERBOARD.</p> <p>D. FAULTY I/O BOARD.</p>	<p>A. IF THE SWITCH IS "CLOSED" THE OTHER SWITCH WILL NOT WORK EITHER.</p> <p>B. UNPLUG WHITE SPADE CONNECTOR FROM THE DOOR AND JUMP BETWEEN WHITE AND BLACK WIRES TO SIMULATE COIN UP.</p> <p>C. ENSURE SERIAL CABLE IS TIGHT AND CONNECTED. REPLACE IF NEEDED (AACE1614).</p> <p>D. REPLACE I/O BOARD (AACB1900).</p>

## TROUBLESHOOTING GUIDE

PROBLEM	PROBABLE CAUSE	REMEDY
"LOW TICKETS" DISPLAYED ON THE MONITOR.	<p>A. TICKET STACK NOT RESTING PROPERLY ON THE LOW TICKET SWITCHES.</p> <p>B. FAULTY LOW TICKET SWITCH.</p> <p>C. FAULTY WIRE OR CONNECTION.</p> <p>D. FAULTY I/O BOARD.</p>	<p>A. ADJUST THE TICKET STACK SO THEY HOLD THE SWITCH DOWN.</p> <p>B. REPLACE LOW TICKET SWITCH (A5SW200).</p> <p>C. CHECK FOR PROPER CONNECTION FROM THE SWITCH TO THE I/O BOARD.</p> <p>D. REPLACE I/O BOARD (AACB1900).</p>

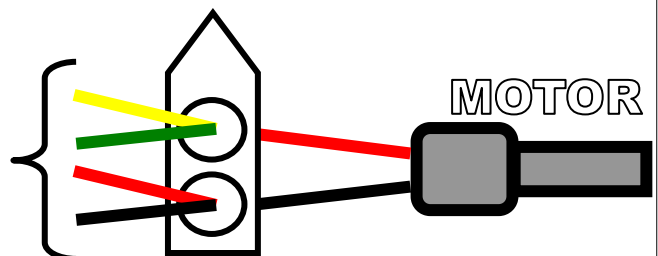
## TROUBLESHOOTING GUIDE

PROBLEM	PROBABLE CAUSE	REMEDY
<p><b>MOTOR WILL NOT ASSIST THE SLOW SPIN</b></p> <p>THE GAME SHOULD ALWAYS TRY TO HELP A SLOW SPIN.</p> <p>IT MAY HELP THE SMALLER CHILDREN PLAY THE GAME.</p> <p>ATTRACT MODE: THE BIG SPINNING WHEEL MAY HELP ATTRACT PLAYERS TO THE GAME.</p> <p>IF NOT, THE REASONS CAN BE ANY ONE OF THESE PROBLEMS MAKING THE GAME GO TO "ABANDON GAME".</p>	<p>A. ENTER THE OPERATOR MENU, ENSURE THE GAME ISN'T SET TO "ABANDON GAME" UNDER THE PLAYER TIMEOUT OPTION.</p> <p>B. ENTER THE OPERATOR MENU, CHECK THE DIAGNOSTIC INFORMATION FOR THE "MOTOR WATCHDOG" ERROR.</p> <p>C. DOOR OPEN.</p> <p>D. FAULTY ENCODER SENSOR.</p> <p>E. AUTO SPIN CATCH IS BROKEN.</p>  <p>F. DRIVE CHAIN BROKEN.</p> <p>G. CABLE PROBLEM.</p> <p>H. I/O BOARD FAULTY.</p> <p>I. GAME IS SET TO "NEW JERSEY MODE".</p>	<p>A. CHANGE TO "MOTOR ASSIST".</p> <p>B. CHANGE "ABANDON GAME" TO "MOTOR ASSIST". TURN GAME OFF FOR 10 SECONDS, THEN BACK ON TO CLEAR THE ERROR.</p> <p>C. THE MOTOR ASSIST WILL NOT ENGAGE IF THE GAME THINKS A DOOR IS OPEN, CLOSE ALL DOORS.</p> <p>D. MOTOR ASSIST WILL TRY FOR 2 SECONDS, NOT "SEE" THE WHEEL TURNING, AND THEN DEACTIVATE.</p> <p>E. INSPECT MECHANISM ON THE LEFT SIDE. REPLACE SPRING IF NEEDED (A5SREX040).</p> <p>F. INSPECT DRIVE CHAIN THAT POWERS THE WHEEL. REPLACE IF NEEDED (A5CH1003).</p> <p>G. INSPECT THE CABLE FROM THE MOTOR TO THE I/O BOARD.</p>  <p>H. REPLACE I/O BOARD (AACB1900).</p> <p>I. NEW JERSEY LAW DOES NOT ALLOW THE WHEEL TO AUTO-SPIN FOR THE PLAYER.</p>

**MOTOR PROBLEMS**  
**AS THE MOTOR STARTS, 5 VOLTS DC IS PRESENT AT THE CONNECTOR, IT BUILDS TO 12 VOLTS AS THE WHEEL GAINS SPEED.**

**TO I/O BOARD:**

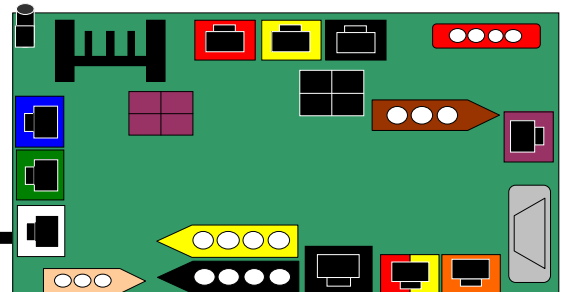
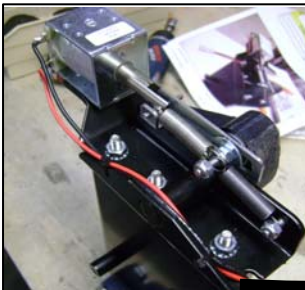
PHONE CABLES ARE DOUBLED UP FOR REDUNDANCY-  
 MOTOR WILL STILL WORK WITH ONE WIRE OFF.





## TROUBLESHOOTING GUIDE

PROBLEM	PROBABLE CAUSE	REMEDY
THE WHEEL IS ALWAYS SPINNING.	<p>A. BRAKE ASSEMBLY IS TOO LOOSE OR BROKEN.</p> <p>B. SOLENOID ASSEMBLY ON THE RIGHT SIDE OF THE WHEEL IS FAULTY OR BROKEN. AS A RESULT THE PLAYER CAN SPIN THE WHEEL WHENEVER.</p> <p>C. SPIN MOTOR GETS 12 VOLTS AT ALL TIMES. SPIN METER SCREEN STAYS ON.</p> <p>D. SPIN METER DOES NOT INCREASE. STAYS ON AUTO-SPIN.</p>	<p>A. SEE THE "BRAKE ADJUSTMENT" SECTION ON PAGE 55.</p> <p>B. SOLENOID SHOULD ONLY ENGAGE WHEN THE GAME IS COINED UP. SEE "WHEEL ENGAGING SOLENOID" SECTION.</p> <p>C. FAULTY I/O BOARD, REPLACE IF NEEDED (AACB1900).</p> <p>D. FAULTY ENCODER SENSOR. IT DOES NOT SEE THE WHEEL SPINNING. SEE THE "ENCODER SENSOR" SECTION.</p>
<p>SPIN METER NEVER INCREASES.</p> <p>ENCODER SENSOR NOT SEEING THE WHEEL SPIN.</p>	<p>A. ENCODER SENSOR DIRTY OR FAULTY.</p> <p>B. PINCHED, BROKEN, OR DISCONNECTED WIRES.</p> <p>C. FAULTY I/O BOARD.</p>	<p>A. CLEAN SENSOR, REPLACE IF NEEDED (AACB1901).</p> <p>B. INSPECT WIRING AND REPLACE CABLE IF NEEDED (AACE1608).</p> <p>C. REPLACE I/O BOARD (AACB1900).</p>
WHEEL NOT SPINNING WHEN THE PLAYER MOVES THE HANDLE.	<p>A. DOOR OPEN.</p> <p>B. SOLENOID ASSEMBLY FAULTY.</p> <p>C. CABLE PROBLEM.</p> <p>D. FAULTY I/O BOARD.</p>	<p>A. WHEEL WILL NOT ENGAGE IF THE GAME THINKS A DOOR IS OPEN. CLOSE ALL DOORS.</p> <p>B. INSPECT THE MECHANISM IN THE RIGHT SIDE DOOR. INSPECT THE SPRINGS AND ENGAGING ACTION. REPLACE IF NEEDED (AASO4150).</p> <p>C. INSPECT THE CABLE FROM THE SOLENOID TO THE I/O BOARD.</p> <p>D. REPLACE I/O BOARD (AACB1900).</p>

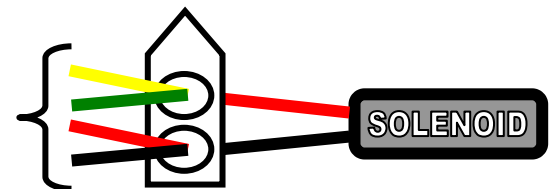


### SOLENOID PROBLEMS

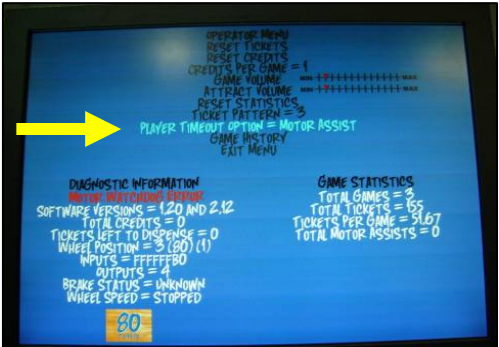
AS THE GAME STARTS, 12 VOLTS DC IS PRESENT AT THE SOLENOID.

TO I/O BOARD:

PHONE CABLES ARE DOUBLED UP FOR REDUNDANCY-SOLENOID WILL STILL WORK WITH ONE WIRE OFF.



## TROUBLESHOOTING GUIDE

PROBLEM	PROBABLE CAUSE	REMEDY
SOLENOID ALWAYS STAYS ON.  PLAYERS CAN SPIN THE WHEEL WITHOUT COINING UP.  DURING ATTRACT MODE THE GAME WILL MAKE A LOUD CLICKING SOUND AS THE WHEEL SPINS.	A. JAMMED SOLENOID.  B. MISSING OR BROKEN SPRINGS.  C. PINCHED CABLE.  D. FAULTY I/O BOARD.	A. INSPECT SOLENOID, ENSURE IT WORKS PROPERLY.  B. LOOK FOR MISSING SPRINGS. REPLACE ASSEMBLY IF NEEDED (AASO1450).  C. INSPECT PHONE CABLES.  D. REPLACE I/O BOARD (AACB1900).
PHYSICAL METERS DO NOT WORK.  (THERE ARE LOCATED BEHIND THE LEFT FRONT DOOR.)	A. TICKET METER SHOULD "CLICK" AS TICKETS ARE BEING DISPENSED.  B. GAMES METER SHOULD "CLICK" AS GAMES ARE STARTED.  C. FAULTY I/O BOARD.	A. WATCH AS THE TICKETS DISPENSE, REPLACE COUNTERS IF NEEDED (AACO1000).  B. WATCH AS THE NEXT GAME STARTS, REPLACE COUNTERS IF NEEDED (AACO1000).  C. REPLACE I/O BOARD (AACB1900).
MONITOR SHOWS "OUT OF ORDER-DOOR OPEN".	A. ONE OR MORE OF THE DOORS ARE OPEN.  B. FAULTY DOOR LIMIT SWITCH.  C. I/O SERIAL CABLE UNPLUGGED.  D. FAULTY I/O BOARD.	A. REFER TO THE "DOOR OPEN" SECTION.  B. REPLACE THE LIMIT SWITCH (A5SW7000).  C. INSPECT AND RE-SEAT SERIAL CABLE FROM THE MOTHERBOARD TO THE I/O BOARD.  D. REPLACE I/O BOARD (AACB1900).
MOTOR WATCHDOG ERROR.	A. ENCODER SENSOR FAULTY.  B. FAULTY MOTOR.   AFTER THE PROBLEM IS FOUND AND FIXED:  1. ENTER THE OPERATOR MENU AND ENSURE THE PLAYER TIME OUT IS SET TO "MOTOR ASSIST".  2. TURN GAME OFF, THEN BACK ON, COIN UP BUT DO NOT SPIN THE WHEEL. LET THE GAME SPIN WHEEL.  3. ENTER THE MENU AND VERIFY THE "MOTOR WATCHDOG" ERROR IS NOT PRESENT.	A. CLEAN ENCODER SENSOR ON THE LEFT SIDE OF THE WHEEL.  B. REFER TO THE "MOTOR WILL NOT ASSIST" SECTION ON PAGE 44.  

## TROUBLESHOOTING GUIDE-SCORING ISSUES

PROBLEM	REMEDY
<p>A. GAME SAYS YOU WON TICKETS EVEN THOUGH WHEEL IS STILL SPINNING.</p> <p>B. GAME GIVES TICKETS AS SOON AS MONEY IS INSERTED DURING ATTRACT MODE.</p> <p>C. GAME ENDS AFTER A SLOW SPIN, AND GIVES NO TICKETS.</p>	<p>A. WEAK ENCODER SENSOR. REPLACE SENSOR (AACB1901).</p> <p>B. ATTRACT MODE SPINNING WHEEL SHOULD SLOW DOWN ENOUGH SO IT WILL NOT TRIGGER A WIN. TIGHTEN BRAKE, SEE PAGE 55.</p> <p>C. MOTOR ASSIST SHOULD SPIN WHEEL FOR SLOW SPINS. CHECK THE MENU, PAGE 24, ENSURE THE "ABANDON GAME" OPTION ISN'T SELECTED.</p>

OPEN LEFT FRONT DOOR AND PRESS THE "MENU BUTTON" TO ENTER THE OPERATOR MENU. CHECK VALUE ON THE MONITOR AGAINST WHERE THE WHEEL IS.

### IF THE VALUES DO MATCH (FIG. 1):

1. LOOK FOR THE "MOTOR WATCHDOG ERROR". SEE PAGE 31.
2. ENCODER SENSOR NOT READING PROPERLY. GO TO THE "ENCODER WHEEL SENSOR", PAGE 51, TO ADJUST. REPLACE IF NEEDED (AACB1901).

### IF THEY DO NOT MATCH (FIG. 2):

MANUALLY SPIN THE WHEEL ONE COMPLETE REVOLUTION TO ENSURE THE HOME SENSOR IS BEING READ.

**IMPORTANT: ALWAYS SPIN DOWNWARDS!**

ENCODER SENSOR SIGNAL NOT REACHING I/O BOARD

1. CHECK THE CABLE FROM ENCODER SENSOR TO I/O BOARD (AACE1608) (FIG. 3).
2. GO TO "WHEEL ENCODER SENSOR", SEE PAGE 51, TO ADJUST THE SENSOR. REPLACE SENSOR IF NEEDED (AACB1901).
3. REPLACE I/O BOARD (AACB1900).

FIG. 1

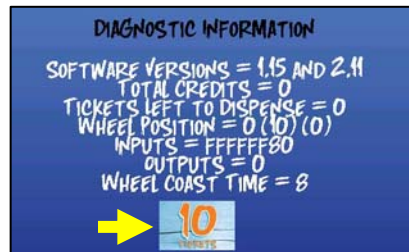


FIG. 2

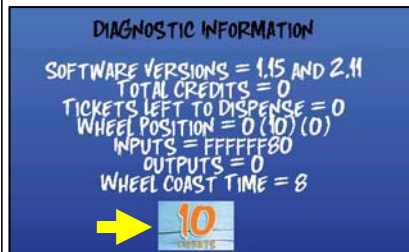
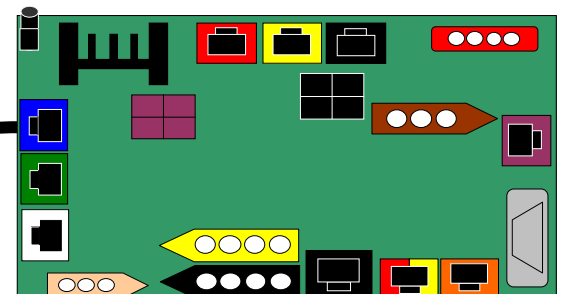


FIG. 3



AACB1901

AACE1608



AACB1900



## TROUBLESHOOTING GUIDE-SCORING ISSUES

PROBLEM	PROBABLE CAUSE	REMEDY
GAME PAYS 10 OR 75 TICKETS EVERY GAME.	<p>A. THE ENCODER SENSOR ALWAYS "SEE'S" THE HOME POSITION.</p> <p>B. ENCODER SENSOR SIGNAL NOT REACHING THE I/O BOARD.</p>	<p>A. IF EITHER GREEN LED ON THE SENSOR IS ALWAYS "ON" AS YOU SPIN THE WHEEL- REPLACE THE ENCODER SENSOR (AACB1901).</p> <p>B. CHECK THE (AACE1616) CABLE AT THE SENSOR AND I/O BOARD. REPLACE SENSOR OR I/O BOARD (AACE1616) OR (AACB1900).</p>
TICKETS NOT DISPENSING FROM EITHER DISPENSER.	<p>A. VERIFY THAT THE GAME IS REGISTERING A WIN.</p> <p>B. ENSURE "DOOR OPEN" IS NOT ON THE MONITOR.</p> <p>C. FAULTY WIRES FROM THE DISPENSERS TO THE I/O BOARD.</p> <p>D. FAULTY I/O BOARD.</p>	<p>A. MONITOR WILL DISPLAY THE TICKET VALUE WON. IF NOT, PLEASE SEE THE "WHEEL SENSOR TROUBLESHOOTING" SECTION.</p> <p>B. GAME WILL NOT DISPENSE WITH ANY DOOR OPEN.</p> <p>C. INSPECT WIRES IN THE I/O BOARD.</p> <p>D. REPLACE I/O BOARD (AACB1900).</p>
ONE TICKET DISPENSER IS WORKING BUT THE OTHER ISN'T.	<p>A. MORE THAN 5 TICKETS TO DISPENSE?</p> <p>B. FAULTY CABLE FROM DISPENSER TO I/O BOARD.</p> <p>C. SWAP CABLES ON I/O BOARD TO VERIFY FAULTY I/O BOARD.</p>	<p>A. IF THE GAME HAS LESS THAN 5 TICKETS TO DISPENSE, ONLY ONE DISPENSER WILL WORK.</p> <p>B. INSPECT WIRES AS THEY PLUG INTO THE I/O BOARD.</p> <p>C. IF YOU DISCOVER A FAULTY SOCKET, REPLACE I/O BOARD (AACB1900).</p>

## TROUBLESHOOTING GUIDE-SCORING ISSUES

PROBLEM		PROBABLE CAUSE	REMEDY
WRONG TICKET AMOUNT DISPENSED  CHECK FOR THE CORRECT AMOUNT OF TICKETS SHOWN ON THE MONITOR.	MONITOR SHOWING DIFFERENT TICKET WIN.	A. INCORRECT TICKET PATTERN SELECTED.  B. WHEEL POSITION NOT BEING READ CORRECTLY.	A. ENTER THE OPERATOR MENU AND VERIFY THE PATTERN.  B. REFER TO THE "ENCODER SENSOR DIAGNOSTIC" SECTION.
WRONG TICKET AMOUNT DISPENSED  CHECK FOR THE CORRECT AMOUNT OF TICKETS SHOWN ON THE MONITOR.	MONITOR SHOWING CORRECT TICKET WIN.	A. DISCONNECTED, LOOSE, OR BROKEN WIRES.  B. OPTO SENSOR ON THE TICKET DISPENSER IS DIRTY, PLEASE SEE THE BLUE PAGES AT THE END OF THE MANUAL.  C. FAULTY TICKET DISPENSER.  D. NOTCH ON TICKETS CUT TOO SHALLOW.	A. CHECK CONNECTIONS. CHECK FOR CONTINUITY.  B. BLOW DUST FROM THE SENSOR AND CLEAN WITH ISOPROPYL ALCOHOL, PLEASE SEE THE BLUE PAGES AT THE END OF THIS MANUAL.  C. REPLACE THE DISPENSER WITH A WORKING ONE TO ISOLATE THE PROBLEM. REPLACE DISPENSER.  D. FLIP THE TICKET PACK AND LOAD IN UPSIDE-DOWN SO THE LARGER NOTCH IS TOWARD THE SENSOR.

DATE

# CHIP

**VERSION  
INSTALLED**

## REASON FOR CHANGE

**INTL.**



## DOOR OPEN ERROR

THIS IS A SAFETY MATTER AND THE LIMIT SWITCHES MUST NOT BE DISABLED OR INJURY MAY OCCUR.

THERE ARE 5 LIMIT SWITCHES:

1 IN THE BACK DOOR, 1 IN THE LEFT SIDE DOOR, 1 IN THE RIGHT SIDE DOOR, 1 IN THE RIGHT FRONT DOOR, AND 1 IN THE LEFT FRONT DOOR.

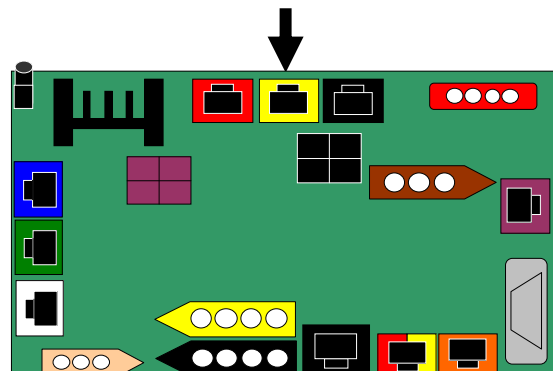
### WHAT HAPPENS IF A DOOR IS OPEN?

- TICKETS WILL NOT DISPENSE
- GAME WILL NOT START
- AUTO-SPIN WILL NOT ENGAGE
- PLAYER CAN NOT SPIN THE WHEEL

**HANDLE WILL STILL MOVE THE SOLENOID ASSEMBLY - MAKE SURE TO REMOVE THE HANDLE WHEN SERVICING THE GAME.**

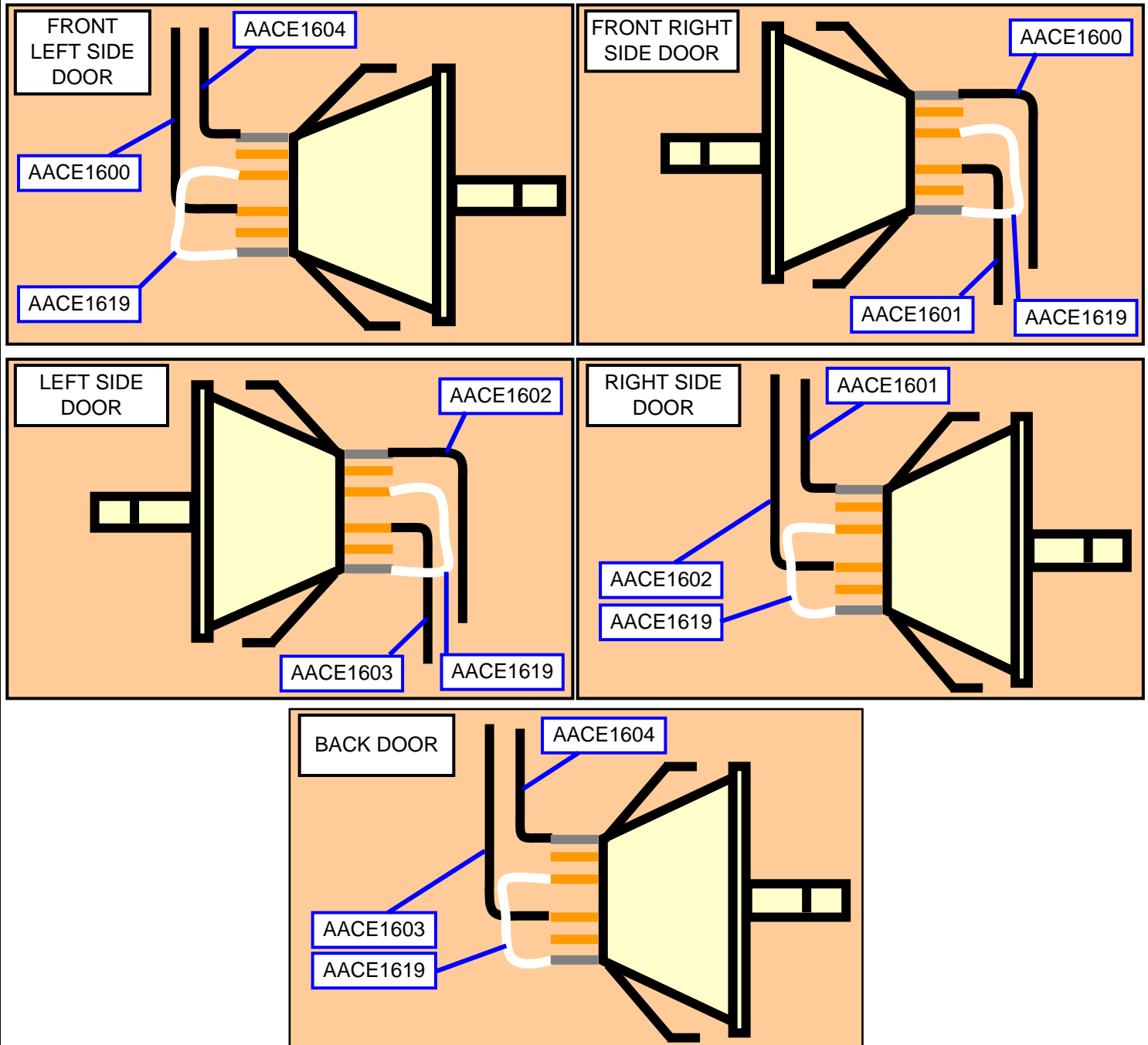
OPEN ALL 5 DOORS AND PULL ALL 5 SWITCHES OUT.	DOOR OPEN MESSAGE STAYS "ON".	<p>A. FAULTY DOOR SWITCH (A5SW7000)</p> <p>B. CHECK ALL SWITCH WIRES, SEE THE NEXT PAGE.</p> <p>C. CHECK WIRE CRIMPS.</p> <p>D. CHECK THE CONNECTION ON THE I/O BOARD, SEE BELOW.</p> <p>E. REPLACE I/O BOARD (AACB1900)</p>
	DOOR OPEN MESSAGE CLEARS.	<p>A. INDIVIDUALLY CHECK EACH SWITCH BY PUSHING IN EACH DOOR AND VERIFYING THE DOOR OPEN MESSAGE IS NOT ON THE DISPLAY.</p> <p>B. IF A DOOR SWITCH TRIGGERS THE MESSAGE WHEN PUSHED IN, THAT SWITCH IS FAULTY. REPLACE (A5SW7000).</p>

## AACB1900 I/O BOARD



## LIMIT SWITCH MAP

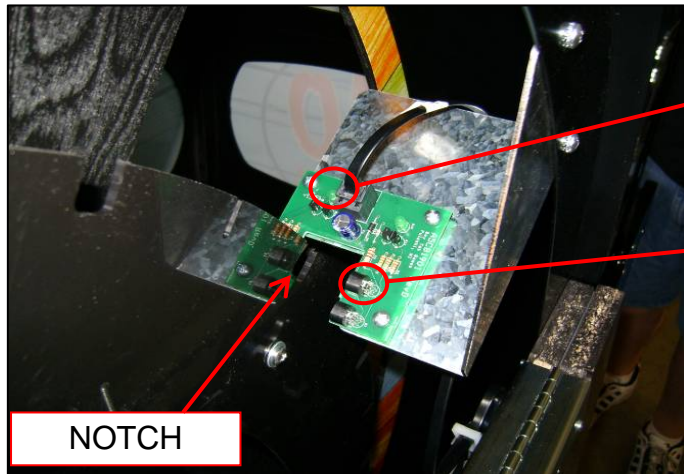
DOOR LIMIT SWITCHES ARE THE PULL/PUSH TYPE. THE SWITCH CAN BE PULLED OUT SO THE GAME THINKS THE DOOR IS CLOSED AND WILL FUNCTION NORMALLY.  
WE DON'T RECOMMEND DOING THIS UNLESS IT'S NECESSARY FOR REPAIR OR MAINTENANCE.



## ENCODER WHEEL SENSOR

THE ENCODER SENSOR TELLS WHERE THE WHEEL IS AND DETERMINES THE PAYOUT OF THE WHEEL. THE SENSOR "SEES" THE THIN SLOTS ON THE ENCODER WHEEL AS BOUNDARIES BETWEEN THE LARGE SCORE PANELS. IT ALSO "SEES" THE LARGE SLOTS AS HIGH SCORE VALUES IN THE MIDDLE OF THE SCORE PANEL.

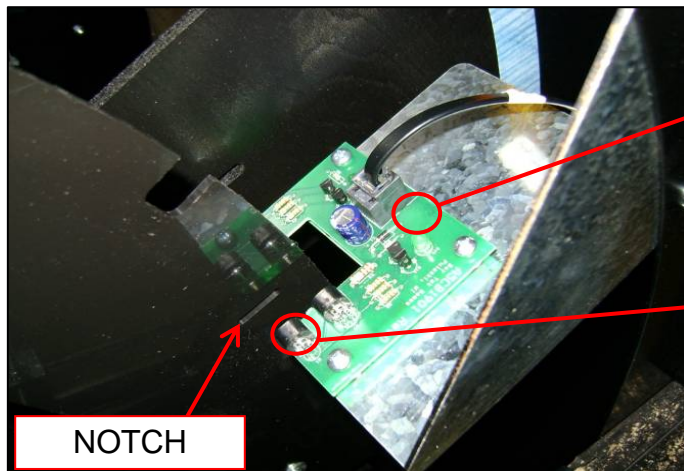
AS THE WHEEL SPINS, THE GREEN LED COMES ON AS THE NEXT SCORE PANEL STARTS.



GREEN LED

WHEEL ENCODER SENSOR (AACB1901) IS MOUNTED SO THE TOP SENSOR READS THE OUTSIDE CUT-OUT NOTCH.

HOME POSITION SENSOR.  
THE HOME POSITION SENSOR IS ON THE SAME BOARD AND THE GREEN LED LIGHTS UP AS IT READS A NOTCH IN THE ENCODER WHEEL TO CALIBRATE THE HOME POSITION.



GREEN LED

THE LOWER SENSOR READS THE 1 HOME POSITION NOTCH ON THE ENCODER WHEEL.

## ADJUSTING THE ENCODER WHEEL SENSOR

THE ORANGE ARROW POINTER WILL SHOW THE PLAYER WHICH TICKET VALUE THEY HAVE WON.

**PLEASE NOTE: THERE IS A 1/2 INCH BUFFER ZONE BETWEEN SCORE PANELS THAT PROVIDES A SMALL MARGIN OF ERROR. THIS ZONE IS ALSO PRESENT ON THE BIG BONUS VALUES.**

**IT ALLOWS A BIG BONUS VALUE TO SCORE EVEN THOUGH THE ORANGE POINTER MAY BE SLIGHTLY ABOVE OR BELOW THE DECAL ON THE WHEEL.**

CHECK THE WHEEL POSITION:

1. OPEN THE FRONT DOORS AND UNLOCK THE 2 CLASP'S HOLDING THE FRONT WINDOW IN, FIG. 1.

2. THE FRONT WINDOW WILL NOW SLIDE UP LIKE A ROLL-TOP DESK.

3. PUSH THE MENU BUTTON TO ACCESS THE OPERATOR MENU.

4. CHECK THE VALUE ON THE SCREEN, IT SHOULD MATCH THE VALUE THE ORANGE POINTER IS ON, FIG. 2.

5. WATCH THE DISPLAY AS YOU MANUALLY TURN THE WHEEL DOWNWARDS. YOU MAY NEED TO GO A FULL REVOLUTION SO THE GAME CAN FIND THE HOME POSITION. SPIN THE WHEEL BY HAND, AS THE DISPLAY CHANGES IT SHOULD MATCH WHERE THE WHEEL POINTER IS AT THAT TIME.

FIG. 1

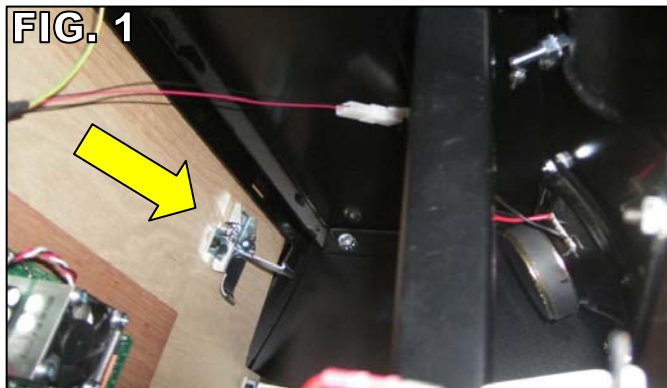
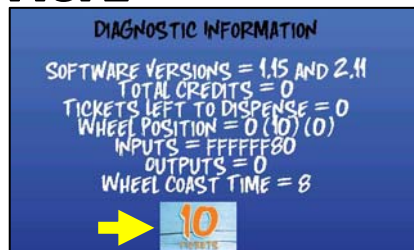


FIG. 2





## ADJUSTING THE ENCODER WHEEL SENSOR

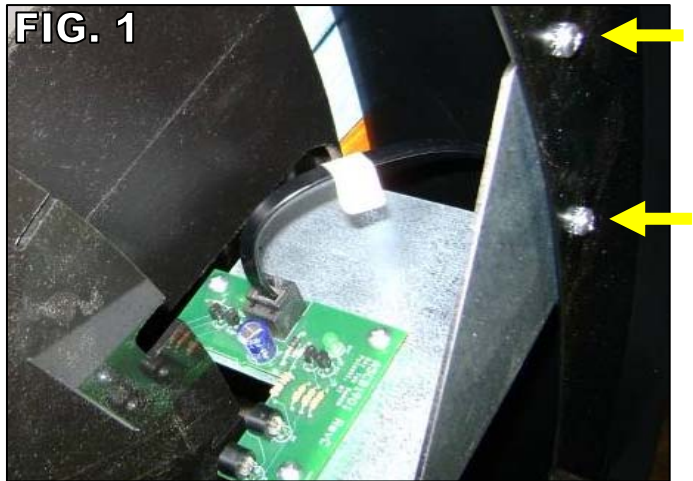
6. SLOWLY ROTATE THE WHEEL AS IT APPROACHES A BONUS SECTION. WATCH THE DISPLAY AS IT TURNS TO A "4", THEN SLOWLY MOVE THE WHEEL DOWN. STOP THE WHEEL AS SOON AS THE DISPLAY CHANGES TO THE BONUS VALUE.

7. LOOK AT THE ORANGE POINTER AND VERIFY THAT IT IS ON THE BOUNDARY BETWEEN THE "4" SPACE AND THE BONUS VALUE.

IF THE POINTER IS MORE THAN  
1/2 INCH OFF:

- A. OPEN THE LEFT SIDE DOOR
- B. LOCATE THE TWO PHILLIPS HEAD SCREWS ON THE SENSOR BRACKET, FIG. 1.
- C. THERE ARE SLOTS ON THIS BRACKET TO ALLOW FOR ADJUSTMENT.
- D. LOOSEN THE TWO SCREWS TO SLIDE THE BRACKET.
- E. RE-TIGHTEN THE SCREWS AND RE-CHECK THE WHEEL POSITION. REPEAT THIS PROCESS IF NECESSARY UNTIL THE POINTER LINES UP CORRECTLY.

FIG. 1



## BRAKE ADJUSTMENT

WHEEL COAST TIME IS A NUMBER RELATED TO HOW LONG THE WHEEL SPINS AS IT COASTS TO A STOP.

A LONG COAST TIME WILL INCREASE THE TIME PER GAME, AND THE CUSTOMERS WILL WAIT TOO LONG TO PLAY A GAME.

THE HIGHER A NUMBER DISPLAYED, THE FASTER THE WHEEL GOES. THE WHEEL COAST TIME SHOULD BE BETWEEN 30-40.

***YOU MAY WANT TO ADJUST THIS NUMBER PERIODICALLY TO PREVENT THE SKILLED PLAYER FROM MEMORIZING THE COAST TIME AND WINNING BONUS AFTER BONUS.***

### PERFORMING A WHEEL COAST TEST

COIN UP THE GAME AND GIVE IT A REALLY GOOD SPIN.

WHILE THE WHEEL IS SPINNING, OPEN THE LEFT DOOR AND PRESS THE MENU BUTTON. WATCH THE DISPLAY AS THE WHEEL SPINS - THE DISPLAY WILL SHOW "GOOD SPIN" AS THE WHEEL SPINS.

ONCE THE WHEEL STOPS, THE DISPLAY WILL SHOW ONE OF THREE THINGS:

- BRAKE OK
- TIGHTEN BRAKE
- LOOSEN BRAKE

TO ADJUST THE BRAKE ASSEMBLY PLEASE SEE THE FOLLOWING PAGE.

## ADJUSTING THE BRAKE

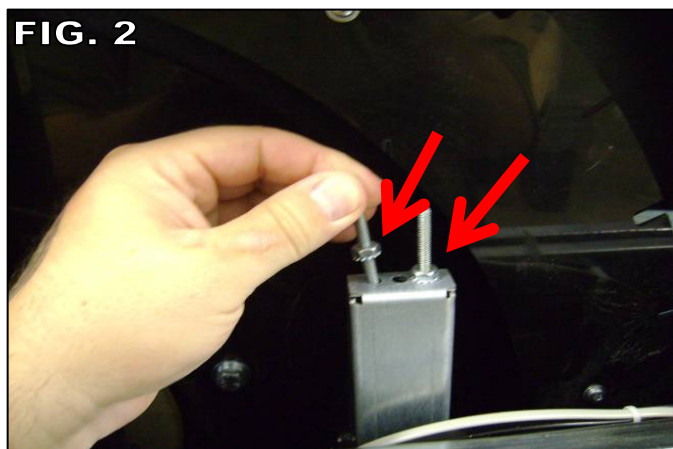
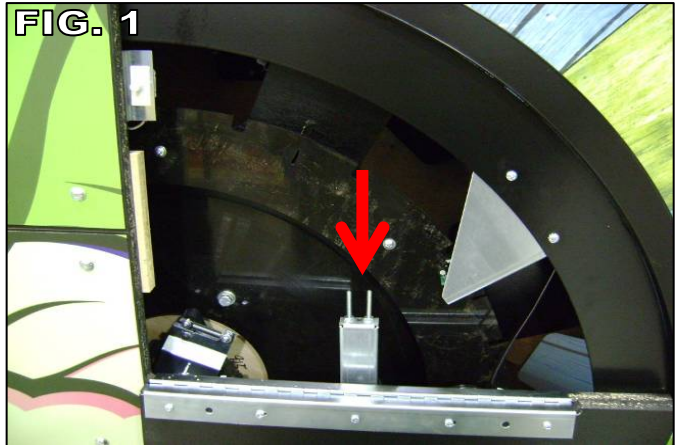
1. IF THE BRAKE NEEDS ADJUSTING, OPEN THE LEFT SIDE DOOR, SEE FIG 1.

2. YOU WILL SEE TWO SPRING LOADED BOLTS COMING UP FROM THE BRAKE.

3. PULL EACH BOLT UP AND SPIN THE LOCK-NUT TO ADJUST. YOU ONLY NEED TO DO 2 REVOLUTIONS TO ALTER THE PRESSURE.

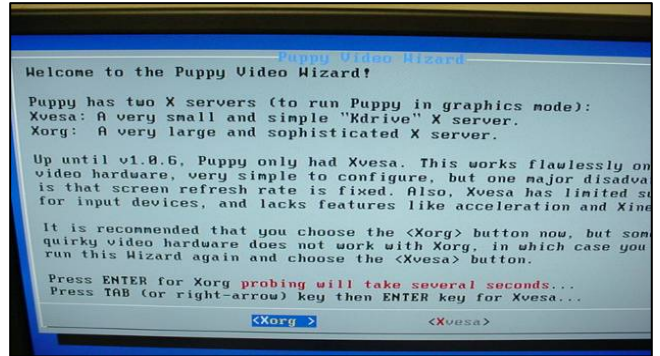
YOU MUST SPIN BOTH LOCK-NUTS EQUALLY.  
**"TIGHTEN BRAKE": DOWN**  
**"LOOSEN BRAKE": UP**  
SEE FIG 2.

4. RE-SPIN TO CHECK THE BRAKE AFTER ADJUSTMENT.

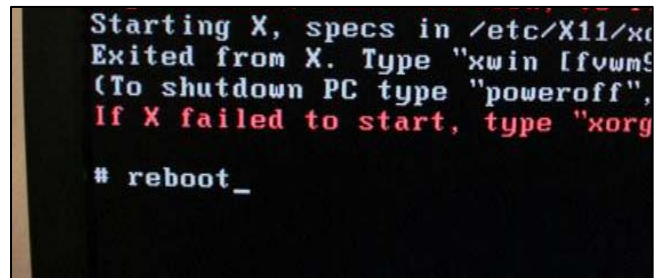


## PUPPY VIDEO WIZARD ERROR

If the monitor has been changed, or game loses monitor settings,  
This screen will come up on power up.  
The settings will have to be re-saved.



- 1.) Plug a PS/2 keyboard into the keyboard port of the motherboard. (purple colored port)
- 2.) Push "Enter" on the initial XORG screen.
- 3.) Make sure 1024x768x16 is selected.  
Push "Enter" on the video resolution screen.
- 4.) The game software should now startup.  
Wait about 10 seconds and push Q on the keyboard.
- 5.) At the black screen with red and white text, type REBOOT and press "Enter".
- 6.) The game should save the video settings.  
The game software should now start normally.





## REMOVING THE HANDLE

THE HANDLE IS DESIGNED TO BE REMOVED FROM THE GAME. THIS WILL ALLOW A TECHNICIAN TO WORK ON THE SOLENOID ASSEMBLY WITH A REDUCED CHANCE OF ACCIDENTAL INJURY.

TOOLS NEEDED:  
1/2 INCH SOCKET  
1/2 WRENCH

THERE IS A BOLT, LOCK-WASHER, AND A LOCK-NUT LOCATED UNDER THE SPEAKER BRACKET.

REMOVE THE NUT AND BOLT TO RELEASE THE HANDLE.



## CLEANING THE WINDOWS

1. OPEN THE FRONT DOORS AND UNLOCK THE 2 CLASPS HOLDING THE FRONT WINDOW IN, FIG. 1.
2. THE FRONT WINDOW WILL NOW SLIDE UP LIKE A ROLL-TOP DESK, FIG. 2.
3. REMOVE THE BACK DOOR, THE TOP OF THE FRONT WINDOW CAN NOW BE REACHED.
4. USE THE PROVIDED SWIFFER™ (A5SWIFFER) TO CLEAN ALL THE WINDOWS OR ANYWHERE THERE IS DUST AND DIRT BUILD UP, FIG. 3.
5. ONCE DONE, SLIDE THE FRONT WINDOW CLOSED AND SECURE THE 2 CLASPS, FIG. 1.
6. CLEAN THE OUTSIDE OF THE WINDOWS WITH A CLEAN TOWEL AND WINDOW CLEANER.

FIG. 1

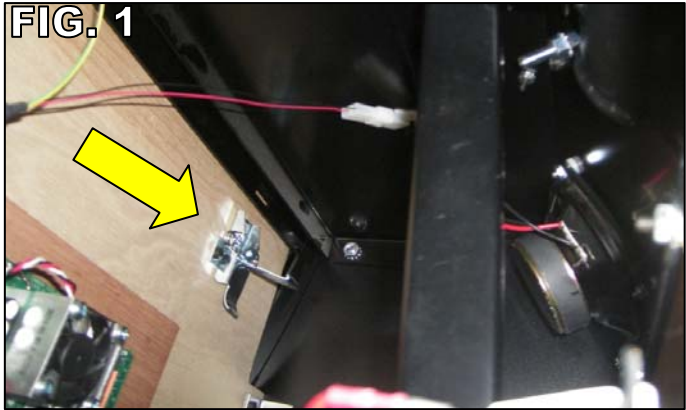
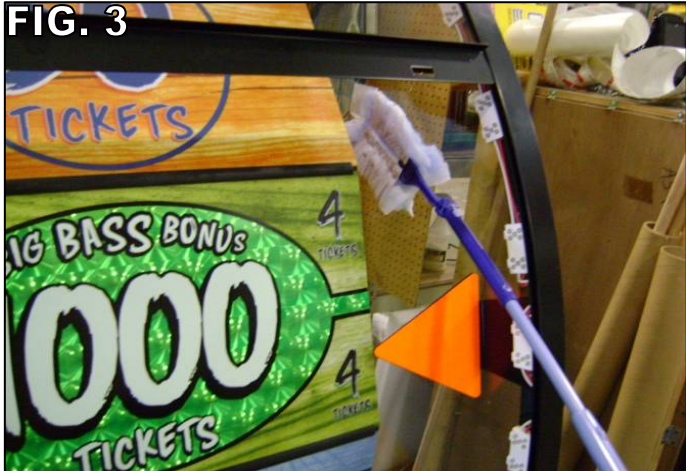


FIG. 2



FIG. 3



## POWER SUPPLY DIAGNOSTICS

1. CHECK THE POWER CABLE TO THE GAME.

2. CHECK THE CONNECTIONS ON THE POWER SOCKET ON THE LOWER BACKDOOR OF THE GAME, FIG 1.

3. CHECK CONNECTION TO THE POWER SUPPLY, FIG 2.

4. CHECK THE POWER SUPPLY SWITCH THEN MAKE SURE THE VOLTAGE IS CORRECT, FIG 2.

5. CHECK POWER SUPPLY POWER SWITCH, FIG 2.

6. CHECK TO MAKE SURE THE FAN IS WORKING ON THE MOTHER BOARD, FIG 3.

FIG. 1

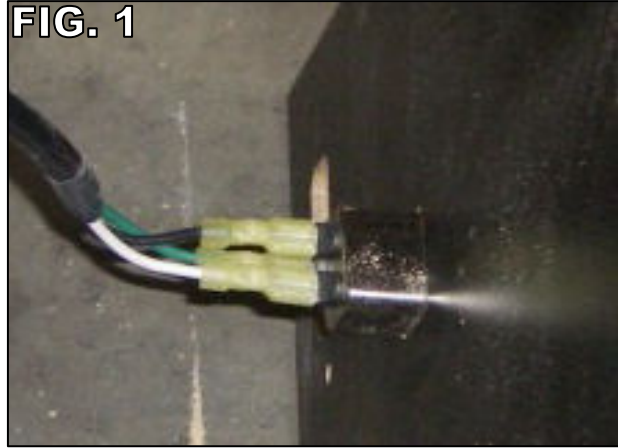
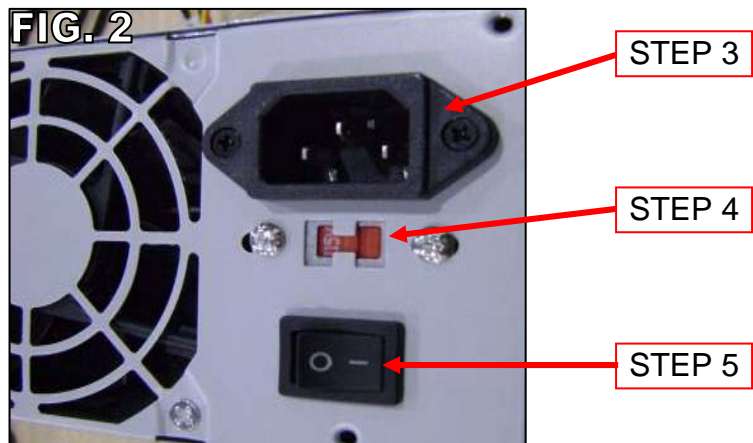


FIG. 2

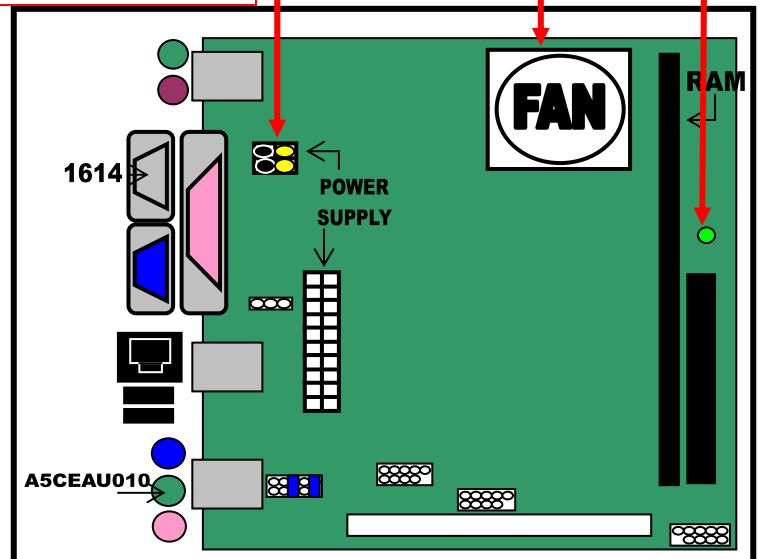


CHECK FOR 12 VOLTS DC BETWEEN THE BLACK AND YELLOW WIRES

MAKE SURE FAN IS WORKING

LED SHOULD BE ON

FIG. 3





## ARM BRACKET MAINTENANCE

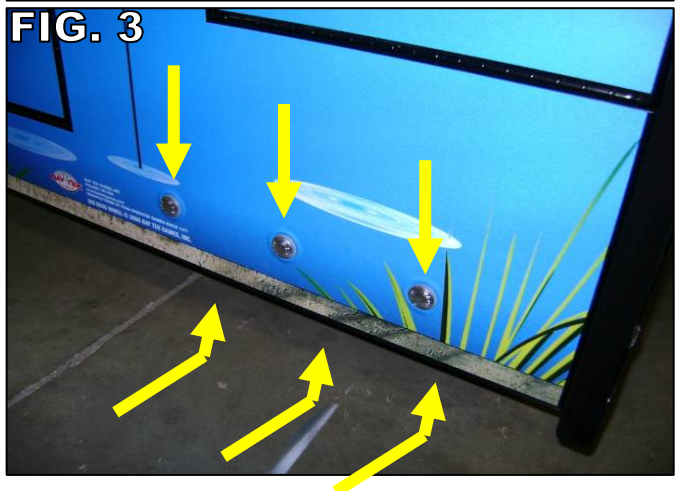
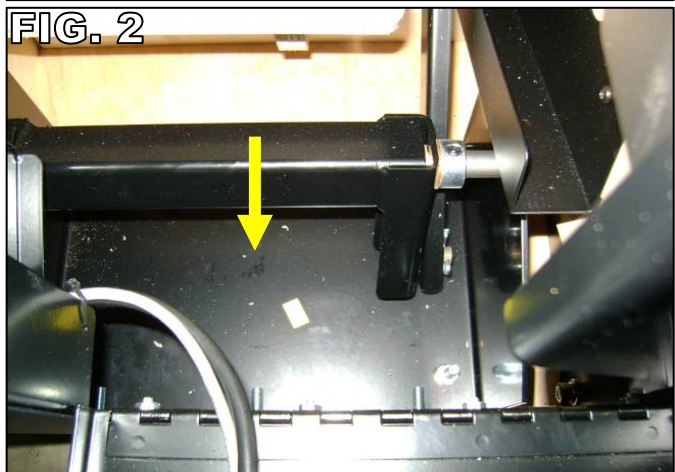
IT IS IMPORTANT TO CHECK THE BOLTS HOLDING THE ARM BRACKET TO THE GAME CABINET PERIODICALLY TO ENSURE THEY STAY TIGHT. FAILURE TO DO SO MAY CAUSE INJURY OR DAMAGE TO YOUR GAME.

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

1. OPEN THE RIGHT FRONT DOOR. TURN OFF THE GAME POWER. YOU WILL SEE AN ACRYLIC SHIELD. USING A 90 DEGREE DRILL, REMOVE THE TWO BLACK SCREWS HOLDING THE SHIELD IN PLACE, FIG 1.

2. CHECK THE 6 BOLTS, 3 ON THE SIDE AND 3 IN THE BOTTOM, OF THE BLACK ARM BRACKET. USE A 7/16" SOCKET TO RE-TIGHTEN ANY NUTS THAT MAY HAVE COME LOOSE OVER TIME, FIG 2 AND 3.

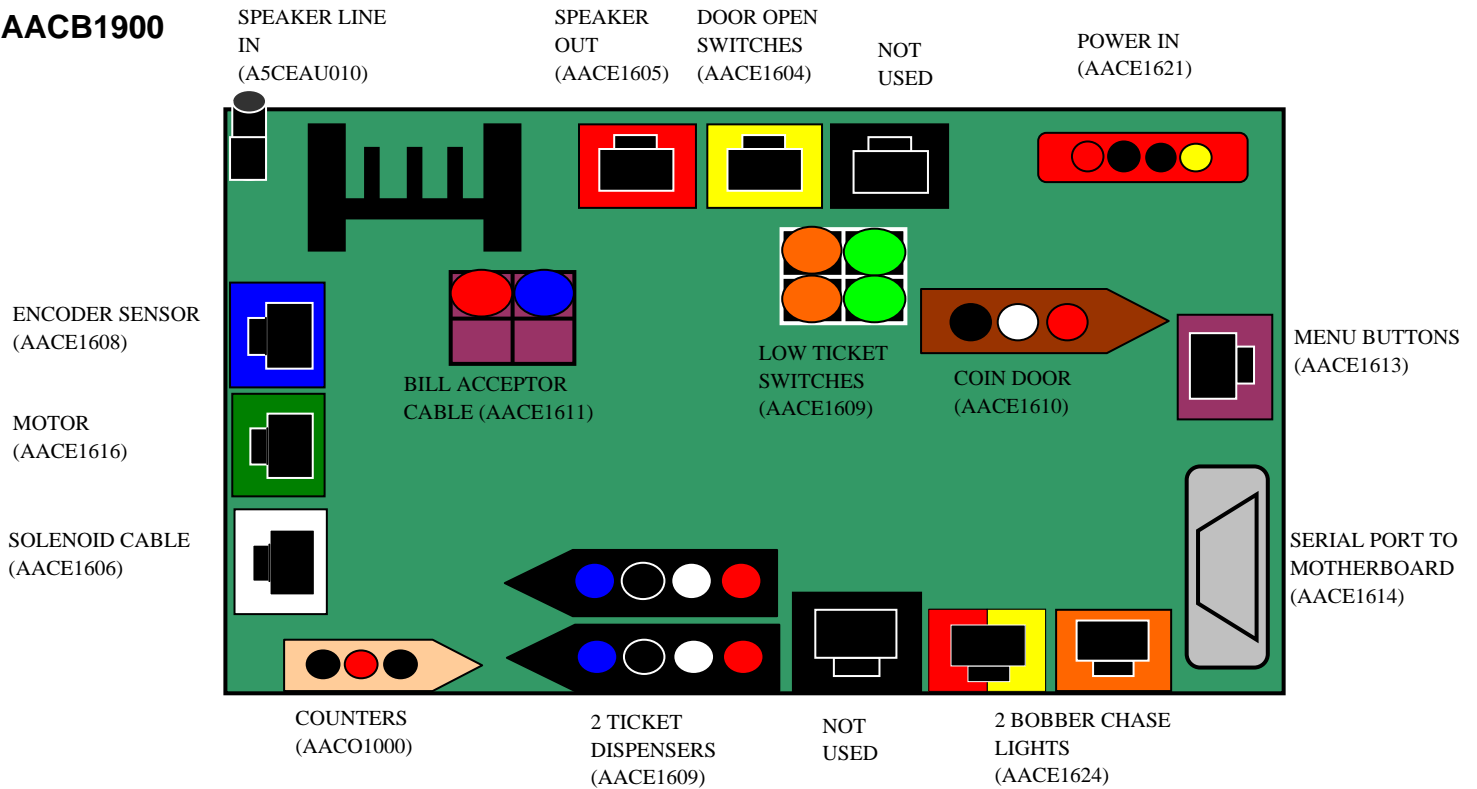
3. ONCE ALL 6 BOLTS ARE TIGHTENED, REATTACH THE ACRYLIC SHIELD, FIG 1.



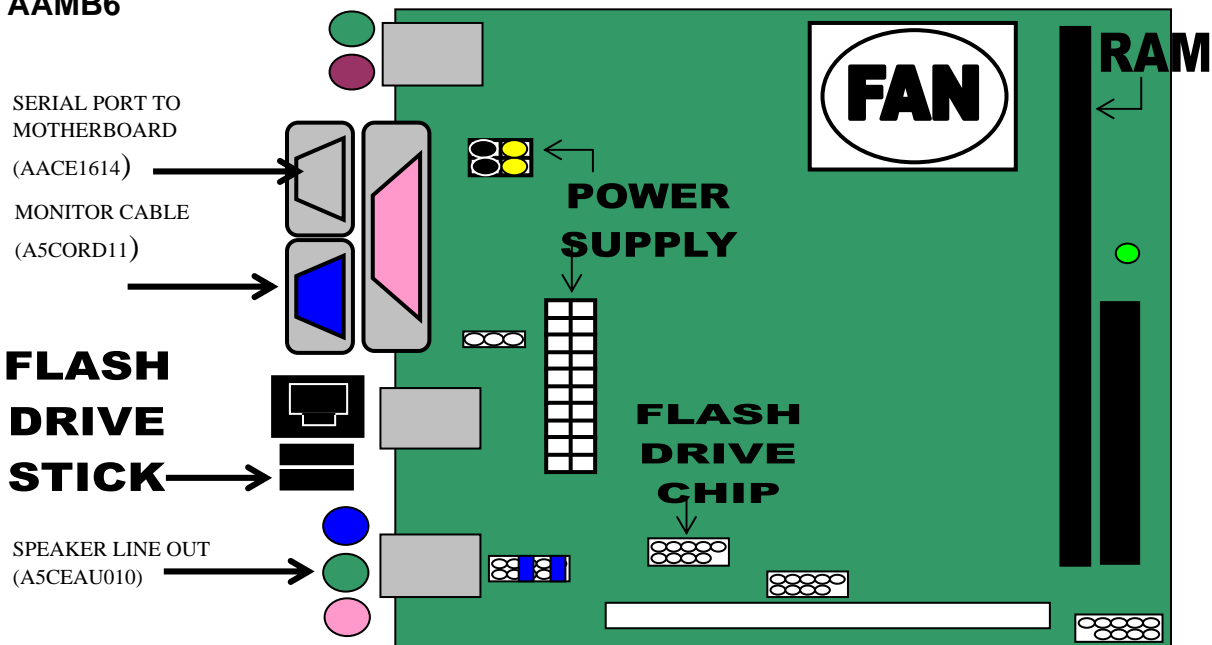


## CIRCUIT BOARD WIRING PIN OUT

### AACB1900



### AAMB6



FLASH DRIVE MAY VARY  
ACTUAL COLORS MAY VARY

## MAINTENANCE CHECKLIST

Use the following chart as a guide only.  
Actual maintenance will depend on usage and environmental conditions at your location.  
Keep a log of all inspections, even if no problems were found.

### **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 at the power strip located inside the game cabinet.

### **WARNING**

Use of flammable substances can cause severe burns or serious injury. Always use **NON-FLAMMABLE** solvents for cleaning. **DO NOT** use gasoline, kerosene, or thinners.

### **ATTENTION**

**DO NOT** use any cleaning solvents on the games graphics.  
Use only a mild soap solution and a clean lint free cloth.

Inspect the game for damage. Repair as needed.	<b>DAILY</b>
Check all game lighting. See page 52 for troubleshooting.	<b>DAILY</b>
Fill ticket trays. See page 55 for troubleshooting.	<b>DAILY</b>
Empty coin box.	<b>DAILY</b>
Test game to ensure proper operation. See troubleshooting section starting on page 51.	<b>WEEKLY</b>
Clean outside surfaces with warm soapy water only. <b>Do Not</b> use solvents on decals or acrylic surfaces.	<b>WEEKLY</b>
Clean front glass with glass cleaner and a clean lint free cloth. See page 58.	<b>WEEKLY</b>
Remove the dispenser and blow paper dust from the ticket dispenser outside the game. Do not blow dust into the game.	<b>MONTHLY</b>

## REPAIR/MAINTENANCE LOG

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

[illegible]

## NOTES



## 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. When you do need us, it's important that you know what to expect. We offer options that fit your needs.

### Electronics / Circuit Boards:

- **Repair & Return** – If you have Circuit Board issues with your Bay Tek game, you can send the board to us and we'll repair it right away. Most items sent to us are repaired and returned to you within 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.

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:

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

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

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

[You can count on our Technical Support Team for service and support!](#)



## WARRANTY OPTIONS

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

**Register your new game for an extra 3 months on your warranty.**

See page 1 for registration information.

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

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

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

Should you need your game serviced, determine the serial number from the decal on the back of the game cabinet or main board, and call **920.822.3951** and **press 1 when prompted** or e-mail to:

[service@baytekgames.com](mailto:service@baytekgames.com)

## REPAIR OF NON-WARRANTY PART(S)

Should your game need servicing, determine the serial number from the decal on the back of the game cabinet or the main board, and call **920.822.3951**

or e-mail to: [service@baytekgames.com](mailto:service@baytekgames.com)

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

You may now proceed in one of two ways.

Option 1:

Request immediate shipment of advance replacement part(s).

You will receive the part(s) with

an **RMA** for the return of the faulty part(s).

***You must return the faulty part(s) in 14 days to avoid additional charges.***

Option 2:

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

Please include the following information

**NAME**

**ADDRESS**

**PHONE #**

**SERIAL #**

**PURCHASE ORDER NUMBER** or

**SIGNED AUTHORIZATION** to perform service.

Repaired part(s) will be shipped back using the same method in which they were received.

Repairs are warranted for 30 days from the date of installation.

## PARTS

PART NUMBER	DESCRIPTION
A5SW200	LIMIT SWITCH "ZIPPY"
W5TM4000	13/16 BLACK T-MOLDING
A5PL9097	DBA BLANKING PLATE
A5PL9995	COIN DOOR BLANKING PLATE
A5CB8020	BLACK PLASTIC CASHBOX
A5HA9091	LOCKING HASP (MARS BILL VALIDATE)
A5CEAU010	3.5MM AUDIO STEREO CABLE
A5CPPL010	BOBBER POLE BLACK CAP
A5CH1003	219 LINK CHAIN (#35)
A5FI9222	INLINE FILTER
A5SWIFFER	SWIFFER CLEANER
A5SP1003	16 TOOTH SPROCKET WITH HUB
A5SW7000	DOOR INTERLOCK SWITCH
A5TT4100	LEFT TICKET TRAY
A5TT4101	RIGHT TICKET TRAY
AABOBBER-BBW	BOBBER ASSEMBLY
A5VF4152	FISH HEAD WITH EYES
A5VF4153	HANDLE COVER VACUUM FORM
AACE1605	SPEAKER JUMPER
AACE1606	AUX. BOARD TO SOLENOID CABLE
AACE1607	SOLENOID CABLE
AACE1608	AUX. BOARD TO ENCODER SENSOR CABLE
AACE1609	AUX. BOARD TO TICKET TRAY CABLE
AACE1610	COIN DOOR CABLE
AACE1611	DBA ENABLE CABLE
AACE1612	DBA POWER CABLE
AACE1613	MENU BUTTON CABLE
AACE1614	INTERFACE CABLE
AACE1615	TICKET DISPLAY/LOW TICKET CABLE
AACE1616	AUX. BOARD TO MOTOR CABLE
AACE1617	LINE FILTER TO POWER STRIP CABLE
AACE1618	AUX. BOARD DOOR SWITCH JUMPER
AACE1619	DOOR SWITCH JUMPER
AACE1620	POWER SUPPLY TO CHASE LIGHT JUMPER
AAPS1004	POWER SUPPLY
AACE1622	CHASELIGHT WHEEL CABLE
AACE1623	COUPLER TO BOBBER CHASELIGHT CABLE
AACE1624	AUX. BOARD TO COUPLER CABLE
AACE8811	SPEAKER CABLE
AAGU4159	RIGHT GUARD ASSEMBLY
AAGU5158	LEFT GUARD ASSEMBLY
AACO1000	COUNTER
AAJP9090	BILL ACCEPTOR JUMPER
A5CORD11	15 FOOT SVGA EXT. CABLE
A5ER0001	EXTRUSION FOR WHEEL
A5ME4150	METAL LEFT WHEEL GUARD

## PARTS

PART NUMBER	DESCRIPTION
A5ME4151	METAL RIGHT WHEEL GUARD
A5ME4152	METAL SLIDING WINDOW HANDLE
A5ME4153	METAL SLIDING WINDOW BRACKET
A5ME4161	METAL HANDLE PIVOT ASSEMBLY
A5ME4171	METAL T-HANDLE
A5ME4172	METAL HANDLE BRACKET
A5ME4174	METAL ROCKET ARM
A5ME4175	METAL POINTER BRACKET
A5ME4179	METAL LEFT TICKET TRAY BRACKET
A5ME4180	METAL RIGHT TICKET TRAY BRACKET
A5ME4181	METAL BOTTOM FRONT GUARD
A5ME4182	METAL COIN BOX GUIDE
A5ME4183	METAL RIGHT FRONT DOOR
A5ME4184	METAL LEFT FRONT DOOR (COIN ENTRY)
AAMO4100	MOTOR
AASO4150	WHEEL ENGAGING SOLENOID
AABK4150	WHEEL BRAKE
WABBW0030	BRAKE PAD
AAKIT-BBW-HDWR	HARDWARE KIT FOR THE MARQUEE
AAKIT-BBW1-HDWR	HARDWARE KIT FOR THE SAFETY GUARDS
AAWD4173	WHEEL DRIVE SPROCKET ASSEMBLY
A5TD1	TICKET DISPENSER
DECALS AND ACRYLICS	
A5DE4150	INSTRUCTION DECAL
A5DE4151	GREEN DECAL AROUND MONITOR
A5DE4152	BACK LEFT SIDE DECAL
A5DE4153	BACK SIDE RIGHT DECAL
A5DE4154	FRONT LEFT SIDE DECAL
A5DE4155	FRONT RIGHT SIDE DECAL
A5DE4156	TOP LEFT SIDE DECAL
A5DE4157	TOP RIGHT SIDE DECAL
A5DE4158	LEFT HANDLE GUARD DECAL
A5DE4159	RIGHT HANDLE GUARD DECAL
A5DE4160	LEFT SIDE DOOR DECAL
A5DE4161	RIGHT SIDE DOOR DECAL
A5DE4162	LEFT FRONT DOOR DECAL
A5DE4163	RIGHT FRONT DOOR DECAL
A5DE4164	BOTTOM FRONT DECAL
A5DE4165	SCORING POINTER DECAL (ORANGE)
A5DE4166-B	BLUE SIDE WHEEL DECAL
A5DE4166-G	GREEN SIDE WHEEL DECAL
A5DE4166-O	ORANGE SIDE WHEEL DECAL
AADE1601	TICKET DECAL SET #1
AADE1602	TICKET DECAL SET #2
AADE1603	TICKET DECAL SET #3
AADE1604	TICKET DECAL SET #4



## PARTS

PART NUMBER	DESCRIPTION
AADE1605	TICKET DECAL SET #5
AADE1606	TICKET DECAL SET #6
AADE1607	TICKET DECAL SET #7
AADE1608	TICKET DECAL SET #8
AADE1609	TICKET DECAL SET #9
AADE1610	TICKET DECAL SET #10
AADE1611	TICKET DECAL SET #11
A5DE4171	PRECAUTION/CAUTION DECAL
A5DE4172-G	GREEN REFLECTIVE WHEEL FRONT
A5DE4172-P	PURPLE REFLECTIVE WHEEL FRONT
A5DE4173	CAUTION CASHBOX WARNING DECAL
A5DE4174	CAUTION /INSPECTION DECAL
A5AC4150	BOBBER FACEPLATE
WABBW0026	ACRYLIC SIDE WINDOWS
WABBW0027	FRONT WINDOW
<b>CIRCUIT BOARDS</b>	
A5CBDI030	19 INCH LCD MONITOR
AACB1900	I/O BOARD
AACB1901	ENCODER SENSOR
AACB1905	BOBBER CHASE LIGHT BOARD
AAMB6	MOTHER BOARD
<b>COUPON PRINTER</b>	
A5DE4163	DOOR DECAL
A5ME4183-2	METAL DOOR
A5COPL001	PLASTIC COVER
AAPA4100	5 ROLLS OF PAPER
AADE1613	POINT DECAL PACKAGE
A5CORD13	USB CABLE
A5PRTH001	THERMAL PRINTER



**[www.baytekgames.com](http://www.baytekgames.com)**

**[www.baytekgames.com/parts](http://www.baytekgames.com/parts)**



**BAY TEK GAMES**  
**1077 E. GLENBROOK DRIVE**  
**PULASKI, WI 54162**  
**920.822.3951**  
**PARTS AND SERVICE**  
**920.822.3951 x 1101**

# DECLARATION OF CONFORMITY



## Declaration of Conformity

Manufacturer Identification	Equipment Identification
<b>Bay Tek Games, Inc.</b> 1077 East Glenbrook Drive Pulaski, WI 54162 U.S.A. <a href="http://www.baytekgames.com">http://www.baytekgames.com</a>	<b>Big Bass Wheel</b> Model: AAGM-BBW6-220V AAGM-BBW6-PRO-220V  Type: Redemption Game

Council Directive 2004/108/EC	Electromagnetic Compatibility
<b>Emissions Standard:</b> EN55014-1:2006 + A1:2009 + A2:2011 Terminal Disturbance Voltage 148.5kHz - 30MHz Discontinuous Power 30MHz - 300MHz <b>Emissions Standards:</b> EN 61000-3-2:2006 + A1:2009 + A2:2009 Current Harmonics EN 61000-3-3:2008 Voltage Flicker	<b>Immunity Standards:</b> EN 55014-2: 1997 + A1:2001+ A2:2008 ESD IEC61000-4-2:2008-12 Radiated Immunity IEC61000-4-3:2006-02 EFT IEC61000-4-4:2004-07 + A1:2010 Surge IEC61000-4-5:2005-11 Conducted Immunity IEC61000-4-6:2008-10 Power Dips and Interrupts IEC61000-4-11:2004-03

Council Directive 2006/95/EC	Low Voltage
<b>Standards:</b> Household and similar electrical appliances - Safety - Part 1: General requirements, IEC 60335-1:2001 (4th Edition) (incl. Corrigendum 1:2002) +A1:2004 +A2:2006 (incl. Corrigendum 1:2006), and Part 2: Particular requirements for amusement machines and personal service machines, IEC 60335-2-82:2002 (2nd edition) +A1:2008 With differences according to EN 60335-2-82:2003+A1:2008 in conjunction with EN 60335-1:2002+A1:2004+A11:2004+A2:2006+A12:2006	

I hereby declare, on behalf of the manufacturer above, that the equipment listed meets the requirements of all applicable Council Directives for CE Marking. Conformance was demonstrated by meeting the requirements of the referenced harmonized Standards.

Name	Title	Signature	Date
Gaetan Philippon	President	<i>Gaetan J. Philippon</i>	8-31-2012
Email: <a href="mailto:gphilippon@baytekgames.com">gphilippon@baytekgames.com</a>		Phone: 920-822-3951	

<b>Document Number:</b>	03022009.1
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