



Beer Pong MASTER



PLACE SERIAL NUMBER LABEL HERE



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!

SALES

P: 920.822.3951

F: 920.822.8936

E: sales@baytekgames.com

PARTS

P: 920.822.3951 X 1101

F: 920.822.1496

E: parts@baytekgames.com

SERVICE

P: 920.822.3951 X 1102

F: 920.822.1496

E: service@baytekgames.com

MON - FRI
8 AM - 5 PM C.S.T.

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.

TABLE OF CONTENTS

FACTORY CONTACT INFORMATION	2
WELCOME TO: Beer Pong Master	4
HOW TO PLAY	5
SPECIFICATIONS	6
SAFETY PRECAUTIONS	6
QUICK SETUP GUIDE	7
DIP SWITCH SETTINGS	8
MAIN MENU FUNCTIONS	9
CLEAR CREDITS	9
GAME SETUP	10
DIAGNOSTICS MENU	11
LOCATION NAME & ADVERTISING	12
MACHINE SETUP	13
REPORTS	14
MAINBOARD PINOUT	15-17
MINIGEN PINOUT	18
WIRING DIAGRAMS	29-23
TROUBLESHOOTING GUIDE	24-30
POWER SUPPLY DIAGNOSTICS	31
BILL ACCEPTOR DIAGNOSTICS	32
HOW TO: ACCESS MAINBOARD	33
HOW TO: REMOVE BALL SENSOR	34
HOW TO: REMOVE CUP ASSEMBLY	35
HOW TO: ACCESS CAMERA/ LIGHT	35
CREDIT CARD READER	36
PARTS LISTS	37-39
CREDIT CARD READER REGISTRATION	40
LEAGUE/TOURNAMENT MATERIALS	41
MAINTENANCE LOG	42
TECHNICAL SUPPORT	43
WARRANTY	44

WELCOME TO: Beer Pong Master

Congratulations on your Beer Pong Master™ purchase!

Engourage friendly competition with the popular sport of Beer Pong! With automatic dispensing balls and brightly lit target cups, all you need to supply are the beverages!

This innovative bar game provides the opportunity to create contests and leagues, as well as offer prizes for high scores!

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.



Stand behind the shot line and toss or bounce the balls into the cups, trying to hit each cup and turn off the blue lights inside.



Challenge your friends for the high score!

HIGH SCORES - ALL TIME			
PLACE:	SHOTS/TIME:	PLACE:	SHOTS/TIME:
1 ST LT	50/60	6 TH JJK	55/60
2 ND GP	51/60	7 TH BJL	56/60
3 RD MK	52/60	8 TH CR	57/60
4 TH JB	53/60	9 TH ABA	58/60
5 TH AG	54/60	10 TH MMM	59/60

PLAY BEER PONG MASTER **0/4** CREDITS















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 substances can cause sever burns or serious injury. Always use NON-FLAMMABLE solvents for cleaning. DO NOT use gasoline kerosene or thinners.	
 CAUTION 	
Lifting heavy objects can cause back, neck or other injuries. Be sure adequate lifting and moving devices are available when unloading, unpacking and moving this game.	
 ATTENTION 	
Be sure the electrical power matches the game requirements. See the serial number located on the back of the game cabinet. Always plug into a grounded circuit. If the supply cord is damaged, it must be replaced by an approved cord or assembly provided by the manufacturer.	
 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.



Empty the bag of balls into the playfield.

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

Beer Pong Master uses **38-40mm** ping pong balls



Place the shot line at 34" from the front end of the cabinet.



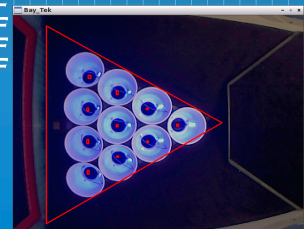
Plug the power cord into a standard 110v outlet and switch the power strip inside the bounce pad compartment to ON.

The camera may need calibration after shipping. Enter the main menu by pressing the menu button, then scroll to the diagnostics menu. Select Camera Calibrate; game will adjust automatically.

Beer Pong Master Diagnostics Menu

Cup 1 target	OFF	Blue Button	OFF
Cup 2 target	OFF	Red Button	OFF
Cup 3 target	OFF	Coin Input	OFF
Cup 4 target	OFF	DBA Input	OFF
Cup 5 target	OFF	Ball Trough	OFF
Cup 6 target	OFF	Ball Release	OFF
Cup 7 target	OFF		
Cup 8 target	OFF		
Cup 9 target	OFF		
Cup 10 target	OFF		

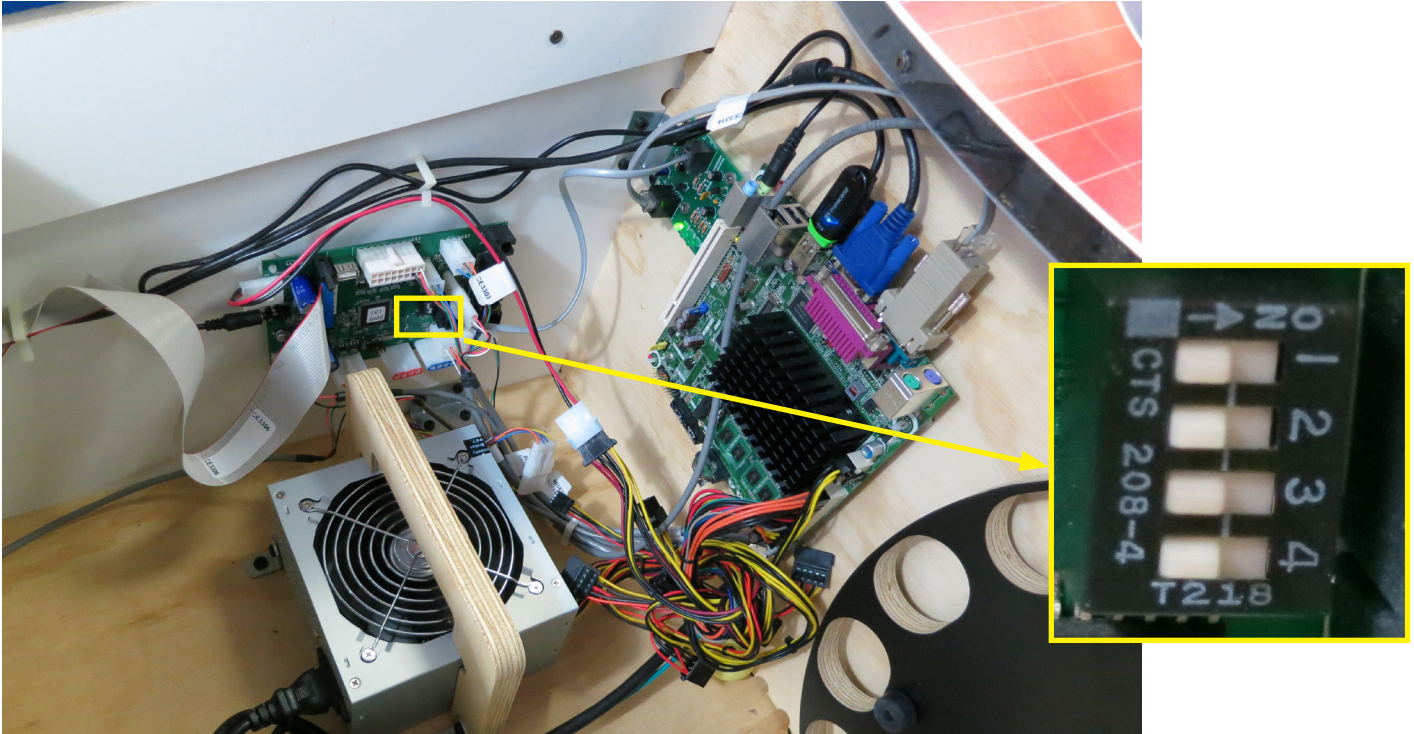
Ball Motor
New background
Camera Calibrate
Exit Menu



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	Ticket Enable	<input checked="" type="checkbox"/>	<input type="checkbox"/>
2	Ball Dispense Speed	<input checked="" type="checkbox"/>	<input type="checkbox"/>
3	Not Used	<input checked="" type="checkbox"/>	<input type="checkbox"/>
4	Not Used	<input checked="" type="checkbox"/>	<input type="checkbox"/>

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.



Beer Pong Master Main Menu
Clear Credits
Start Test Game after exit Enabled
Game Setup
Diagnostics Menu
Location Name and Advertising
Machine Setup
Reports
Software Update
Clear High Scores
Exit Menu

PC Software Version = 1.35p
Minigen Software Version = 1.46
Camera Software Version = 1.16d

CLEAR CREDITS

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

START TEST GAME AFTER EXIT

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

SOFTWARE UPDATE

Selecting this option will allow you to update software from a USB stick without deleting game settings and high scores. To activate, press SELECT twice, then wait for DONE to appear.

CLEAR HIGH SCORES

Selecting this option will start clear the high scores screen.

GAME SETUP

Beer Pong Master Game Setup

Coins/Credits per Play **4**

DBA \$1 Additional Games **0 Games**

DBA \$5 Additional Games **0 Games**

DBA \$10 Additional Games **0 Games**

DBA \$20 Additional Games **0 Games**

Credit Card Charge Games/Swipe **Off**

Credit Add Games/Swipe **0 Games**

Game Time **60 Sec**

Balls per Game **Unlimited**

Extra Last Ball Delay **Never**

Exit Menu

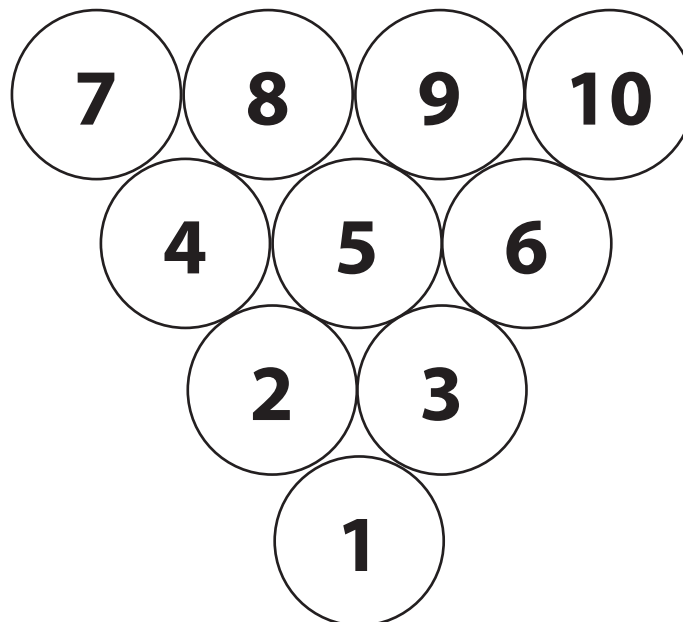
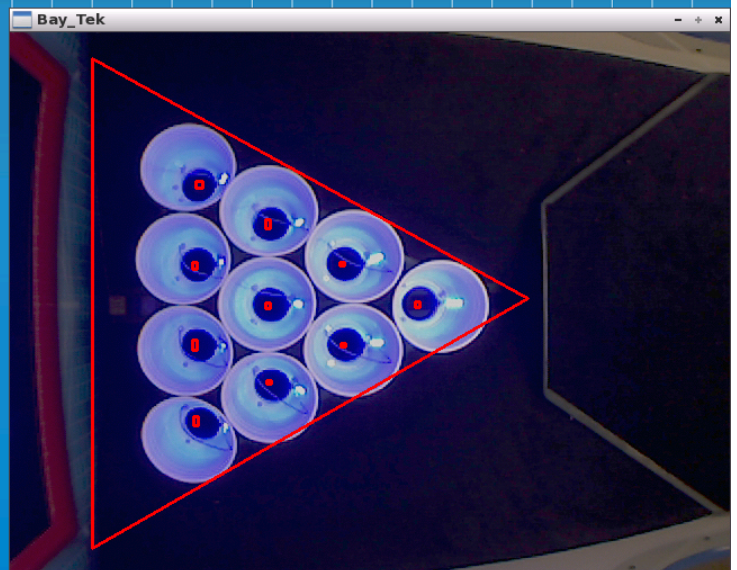
SETTINGS OPTIONS & FACTORY DEFAULTS									
Credits per Play	0	1	2	3	4	5	6	7	8
DBA Additional Games	Gives "bonus games" for inserting bills of \$ denominations								
Credit Card Enable	on				off				
Credit Card Games per Swipe	0 (off)	1	2	3	4	5	6	7	8
Game Time (seconds)	30	60	90	120	150	180			
Balls per Game	unlimited								
Extra last ball Delay	never								

DIAGNOSTICS MENU

Beer Pong Master Diagnostics Menu

Cup 1 target	OFF	Blue Button	OFF
Cup 2 target	OFF	Red Button	OFF
Cup 3 target	OFF	Coin Input	OFF
Cup 4 target	OFF	DBA Input	OFF
Cup 5 target	OFF	Ball Trough	OFF
Cup 6 target	OFF	Ball Release	OFF
Cup 7 target	OFF		
Cup 8 target	OFF		
Cup 9 target	OFF		
Cup 10 target	OFF		

Ball Motor
New background
Camera Calibrate
Exit Menu



LOCATION NAME & ADVERTISING

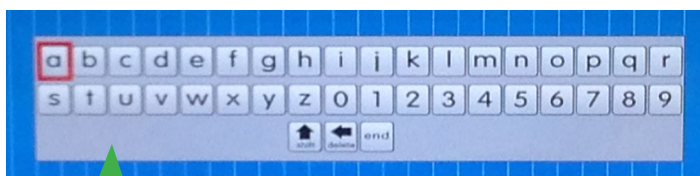
Beer Pong Master Location & Ads
Name Edit **Bay Tek Games**
Load name.txt from USB
Load Ad Screens **no ad1-4.png files**
Delete Ad Screens
Exit Menu



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). Use Note Pad (on Windows computers) to type your location name, hit enter, then save.



ADVERTISEMENTS:

The ideal size of an advertisement is 1280 x 960, in .png format. Ads must be named ad1, ad2, ad3 and ad4 to upload correctly. Ads can be created in Microsoft Paint, Adobe Photoshop, or any other imaging software.



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.

MACHINE SETUP

<i>Beer Pong Master Machine Setup</i>	
<i>Game Volume</i>	<i>5</i>
<i>Attract Volume</i>	<i>5</i>
<i>Attract Timing</i>	<i>1 min</i>
<i>Next Player Start Timeout</i>	<i>2 min</i>
<i>Timed Game Countdown Delay</i>	<i>Off</i>
<i>Cheat Detect Ends Game</i>	<i>Off</i>
<i>Mech. Counter Advance</i>	<i>per Credit</i>
<i>High Score Reset Every 5am</i>	<i>Daily</i>
<i>Head 2 Head Machine ID</i>	<i>Off</i>
<i>H2H-Reg Game Select Delay</i>	<i>Off</i>
<i>H2H-Wait time 2nd Player</i>	<i>Off</i>

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 ends game	off			1 cheat			2 cheats			3 cheats			
Mechanical Counters advance	Per Credit						Per Game						
High Score Reset (5:00 a.m.)	daily					weekly				monthly			
H2H Settings	off												

REPORTS MENU

Beer Pong Master Report Menu

Earnings Report
Game Scoring Report
Exit Menu

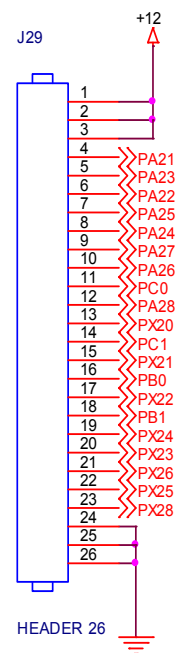
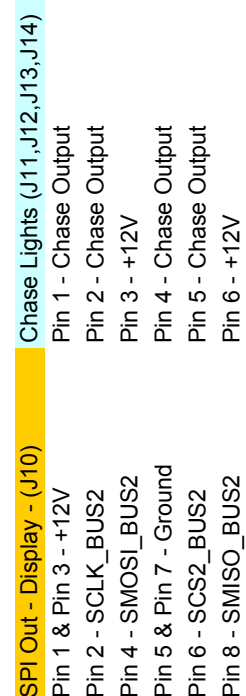
These reports will help you to determine the earnings, payout and overall number of plays generated by your Beer Pong game.

EARNINGS REPORT

<i>Beer Pong Master Earnings Report</i>			
<i>Bay Tek Games</i>		<i>03-09-2013</i>	
	<i>Percent Total</i>	<i>Number of Credits</i>	<i>Income</i>
<i>Dollar bills</i>	<i>0%</i>	<i>0</i>	<i>\$ 0.00</i>
<i>Credit card</i>	<i>0%</i>	<i>0</i>	<i>\$ 0.00</i>
<i>Coins</i>	<i>0%</i>	<i>0</i>	<i>\$ 0.00</i>
<i>-----</i>			
<i>Total</i>		<i>0</i>	<i>\$ 0.00</i>
<i>0 Games played at \$1.00 / game</i>			
<i>Clear All Earnings Stats</i>			
<i>Exit Menu</i>			

GAME SCORING REPORT

<i>Beer Pong Master Game Play Report</i>	
<i>Bay Tek Games</i>	
<i>03-09-2013</i>	
<i>Shot Count</i>	<i>Number of</i>
<i>Bucket</i>	<i>Games</i>
<i>10-15</i>	<i>0</i>
<i>16-20</i>	<i>0</i>
<i>21-25</i>	<i>0</i>
<i>36-30</i>	<i>0</i>
<i>31-40</i>	<i>0</i>
<i>41-99</i>	<i>0</i>
<i>(<10 cups)</i>	<i>(0)</i>
<i>TOTAL ALL 10 Cups</i>	<i>0</i>
<i>AVG All 10 Cups</i>	<i>0</i>
<i>BEST All 10 Cups</i>	<i>0</i>
<i>Clear All Game Play Stats</i>	
<i>Exit Menu</i>	



- Ground
+12V
Low Side Driver
High Side Driver
TTL Logic
+3.3V

MAINBOARD PINOUT GUIDE

BayTek BEER PONG NEWGEN1 Hardware REV F Pinout With AUX BOARD - Version 1.05

Pin Type	Purpose	Ref	Pin #
LOWSIDE #1, w diode	Mechanical Count #1 Game	J22	1
LOWSIDE #2, w diode	Mechanical Count #2 Ticket	J22	2
LOWSIDE #3		J22	3
LOWSIDE #4	Trough Lights Red	J22	4
LOWSIDE #5	Trough Lights Green	J22	5
LOWSIDE #6	Trough Lights Blue	J22	6
LOWSIDE #7	Bounce Area Lights	J22	7
LOWSIDE #8		J22	8
LOWSIDE #9	Ball Un-Jammer Solenoid	J22	9
+12 Volts	Mechanical Count #1 Game +12V	J22	11
+12 Volts	Mechanical Count #2 Ticket +12V	J22	12
+12 Volts		J22	13
+12 Volts		J22	14
+12 Volts		J22	15
+12 Volts		J22	16

LOWSIDE #10	Ball Release Sensor	J24	1
LOWSIDE #11	Select Red Light	J24	2
LOWSIDE #12	Ball Trough Sensor	J24	3
LOWSIDE #13	Scroll Blue Light	J24	4
LOWSIDE #14	Ball Release Dispenser Motor	J24	5
LOWSIDE #15		J24	6
LOWSIDE #16		J24	7
LOWSIDE #17		J24	8
LOWSIDE #18		J24	9
LOWSIDE #19		J24	10

LOWSIDE #20		J24	1
LOWSIDE #21		J24	2
LOWSIDE #22		J24	3
LOWSIDE #23		J24	4
LOWSIDE #24		J24	5
LOWSIDE #25		J24	6
LOWSIDE #26		J24	7
LOWSIDE #27		J24	8
LOWSIDE #28		J24	9
LOWSIDE #29		J24	10

LOWSIDE #30		J24	1
LOWSIDE #31		J24	2
LOWSIDE #32		J24	3
LOWSIDE #33		J24	4
LOWSIDE #34		J24	5
LOWSIDE #35		J24	6
LOWSIDE #36		J24	7
LOWSIDE #37		J24	8
LOWSIDE #38		J24	9
LOWSIDE #39		J24	10

LOWSIDE #40		J24	1
LOWSIDE #41		J24	2
LOWSIDE #42		J24	3
LOWSIDE #43		J24	4
LOWSIDE #44		J24	5
LOWSIDE #45		J24	6
LOWSIDE #46		J24	7
LOWSIDE #47		J24	8
LOWSIDE #48		J24	9
LOWSIDE #49		J24	10

LOWSIDE #50		J24	1
LOWSIDE #51		J24	2
LOWSIDE #52		J24	3
LOWSIDE #53		J24	4
LOWSIDE #54		J24	5
LOWSIDE #55		J24	6
LOWSIDE #56		J24	7
LOWSIDE #57		J24	8
LOWSIDE #58		J24	9
LOWSIDE #59		J24	10

LOWSIDE #60		J24	1
LOWSIDE #61		J24	2
LOWSIDE #62		J24	3
LOWSIDE #63		J24	4
LOWSIDE #64		J24	5
LOWSIDE #65		J24	6
LOWSIDE #66		J24	7
LOWSIDE #67		J24	8
LOWSIDE #68		J24	9
LOWSIDE #69		J24	10

LOWSIDE #70		J24	1
LOWSIDE #71		J24	2
LOWSIDE #72		J24	3
LOWSIDE #73		J24	4
LOWSIDE #74		J24	5
LOWSIDE #75		J24	6
LOWSIDE #76		J24	7
LOWSIDE #77		J24	8
LOWSIDE #78		J24	9
LOWSIDE #79		J24	10

LOWSIDE #80		J24	1
LOWSIDE #81		J24	2
LOWSIDE #82		J24	3
LOWSIDE #83		J24	4
LOWSIDE #84		J24	5
LOWSIDE #85		J24	6
LOWSIDE #86		J24	7
LOWSIDE #87		J24	8
LOWSIDE #88		J24	9
LOWSIDE #89		J24	10

LOWSIDE #90		J24	1
LOWSIDE #91		J24	2
LOWSIDE #92		J24	3
LOWSIDE #93		J24	4
LOWSIDE #94		J24	5
LOWSIDE #95		J24	6
LOWSIDE #96		J24	7
LOWSIDE #97		J24	8
LOWSIDE #98		J24	9
LOWSIDE #99		J24	10

LOWSIDE #100		J24	1
LOWSIDE #101		J24	2
LOWSIDE #102		J24	3
LOWSIDE #103		J24	4
LOWSIDE #104		J24	5
LOWSIDE #105		J24	6
LOWSIDE #106		J24	7
LOWSIDE #107		J24	8
LOWSIDE #108		J24	9
LOWSIDE #109		J24	10

LOWSIDE #110		J24	1
LOWSIDE #111		J24	2
LOWSIDE #112		J24	3
LOWSIDE #113		J24	4
LOWSIDE #114		J24	5
LOWSIDE #115		J24	6
LOWSIDE #116		J24	7
LOWSIDE #117		J24	8
LOWSIDE #118		J24	9
LOWSIDE #119		J24	10

LOWSIDE #120		J24	1
LOWSIDE #121		J24	2
LOWSIDE #122		J24	3
LOWSIDE #123		J24	4
LOWSIDE #124		J24	5
LOWSIDE #125		J24	6
LOWSIDE #126		J24	7
LOWSIDE #127		J24	8
LOWSIDE #128		J24	9
LOWSIDE #129		J24	10

LOWSIDE #130		J24	1
LOWSIDE #131		J24	2
LOWSIDE #132		J24	3
LOWSIDE #133		J24	4
LOWSIDE #134		J24	5
LOWSIDE #135		J24	6
LOWSIDE #136		J24	7
LOWSIDE #137		J24	8
LOWSIDE #138		J24	9
LOWSIDE #139		J24	10

LOWSIDE #140		J24	1
LOWSIDE #141		J24	2
LOWSIDE #142		J24	3
LOWSIDE #143		J24	4
LOWSIDE #144		J24	5
LOWSIDE #145		J24	6
LOWSIDE #146		J24	7
LOWSIDE #147		J24	8
LOWSIDE #148		J24	9
LOWSIDE #149		J24	10

LOWSIDE #150		J24	1
LOWSIDE #151		J24	2
LOWSIDE #152		J24	3
LOWSIDE #153		J24	4
LOWSIDE #154		J24	5
LOWSIDE #155		J24	6
LOWSIDE #156		J24	7
LOWSIDE #157		J24	8
LOWSIDE #158		J24	9
LOWSIDE #159		J24	10

LOWSIDE #160		J24	1
LOWSIDE #161		J24	2
LOWSIDE #162		J24	3
LOWSIDE #163		J24	4
LOWSIDE #164		J24	5
LOWSIDE #165		J24	6
LOWSIDE #166		J24	7
LOWSIDE #167		J24	8
LOWSIDE #168		J24	9
LOWSIDE #169		J24	10

LOWSIDE #170		J24	1
LOWSIDE #171		J24	2
LOWSIDE #172		J24	3
LOWSIDE #173		J24	4
LOWSIDE #174		J24	5
LOWSIDE #175		J24	6
LOWSIDE #176		J24	7
LOWSIDE #177		J24	8
LOWSIDE #178		J24	9
LOWSIDE #179		J24	10

LOWSIDE #180		J24	1
LOWSIDE #181		J24	2
LOWSIDE #182		J24	3
LOWSIDE #183		J24	4
LOWSIDE #184		J24	5
LOWSIDE #185		J24	6
LOWSIDE #186		J24	7
LOWSIDE #187		J24	8
LOWSIDE #188		J24	9
LOWSIDE #189		J24	10

LOWSIDE #190		J24	1
LOWSIDE #191		J24	2
LOWSIDE #192		J24	3
LOWSIDE #193		J24	4
LOWSIDE #194		J24	5
LOWSIDE #195		J24	6
LOWSIDE #196		J24	7
LOWSIDE #197		J24	8
LOWSIDE #198		J24	9
LOWSIDE #199		J24	10

LOWSIDE #200		J24	1
LOWSIDE #201		J24	2
LOWSIDE #202		J24	3
LOWSIDE #203		J24	4
LOWSIDE #204		J24	5
LOWSIDE #205		J24	6
LOWSIDE #206		J24	7
LOWSIDE #207		J24	8
LOWSIDE #208		J24	9
LOWSIDE #209		J24	10

LOWSIDE #210		J24	1
LOWSIDE #211		J24	2
LOWSIDE #212		J24	3
LOWSIDE #213		J24	4
LOWSIDE #214		J24	5
LOWSIDE #215		J24	6
LOWSIDE #216		J24	7
LOWSIDE #217		J24	8
LOWSIDE #218		J24	9
LOWSIDE #219		J24	10

LOWSIDE #220		J24	1
LOWSIDE #221		J24	2
LOWSIDE #222		J24	3
LOWSIDE #223		J24	4
LOWSIDE #224		J24	5
LOWSIDE #225		J24	6
LOWSIDE #226		J24	7
LOWSIDE #227		J24	8
LOWSIDE #228		J24	9
LOWSIDE #229		J24	10

LOWSIDE #230		J24	1
LOWSIDE #231		J24	2
LOWSIDE #232		J24	3
LOWSIDE #233		J24	4
LOWSIDE #234		J24	5
LOWSIDE #235		J24	6
LOWSIDE #236		J24	7
LOWSIDE #237		J24	8
LOWSIDE #238		J24	9
LOWSIDE #239		J24	10

LOWSIDE #240		J24	1
LOWSIDE #241		J24	2
LOWSIDE #242		J24	3
LOWSIDE #243		J24	4
LOWSIDE #244		J24	5
LOWSIDE #245		J24	6
LOWSIDE #246		J24	7
LOWSIDE #247		J24	8
LOWSIDE #248		J24	9
LOWSIDE #249		J24	10

LOWSIDE #250		J24	1
LOWSIDE #251		J24	2
LOWSIDE #252		J24	3
LOWSIDE #253		J24	4
LOWSIDE #254		J24	5
LOWSIDE #255		J24	6
LOWSIDE #256		J24	7
LOWSIDE #257		J24	8
LOWSIDE #258		J24	9
LOWSIDE #259		J24	10

LOWSIDE #260		J24	1
LOWSIDE #261		J24	2
LOWSIDE #262		J24	3
LOWSIDE #263		J24	4
LOWSIDE #264		J24	5
LOWSIDE #265		J24	6
LOWSIDE #266		J24	7
LOWSIDE #267		J24	8
LOWSIDE #268		J24	9
LOWSIDE #269		J24	10

LOWSIDE #270		J24	1
LOWSIDE #271		J24	2
LOWSIDE #272		J24	3
LOWSIDE #273		J24	4
LOWSIDE #274		J24	5
LOWSIDE #275		J24	6
LOWSIDE #276		J24	7
LOWSIDE #277		J24	8
LOWSIDE #278		J24	9
LOWSIDE #279		J24	10

LOWSIDE #280		J24	1
LOWSIDE #281		J24	2
LOWSIDE #282		J24	3
LOWSIDE #283		J24	4
LOWSIDE #284		J24	5
LOWSIDE #285		J24	6
LOWSIDE #286		J24	7
LOWSIDE #287		J24	8
LOWSIDE #288		J24	9
LOWSIDE #289		J24	10

LOWSIDE #290		J24	1
LOWSIDE #291		J24	2
LOWSIDE #292		J24	3
LOWSIDE #293		J24	4
LOWSIDE #294		J24	5
LOWSIDE #295		J24	6
LOWSIDE #296		J24	7
LOWSIDE #297		J24	8
LOWSIDE #298		J24	9
LOWSIDE #299		J24	10

LOWSIDE #300		J24	1
LOWSIDE #301		J24	2
LOWSIDE #302		J24	3
LOWSIDE #303		J24	4
LOWSIDE #304		J24	5
LOWSIDE #305		J24	6
LOWSIDE #306		J24	7
LOWSIDE #307		J24	8
LOWSIDE #308		J24	9
LOWSIDE #309		J24	10

LOWSIDE #310		J24	1
LOWSIDE #311		J24	2
LOWSIDE #312		J24	3
LOWSIDE #313		J24	4
LOWSIDE #314		J24	5
LOWSIDE #315		J24	6
LOWSIDE #316		J24	7
LOWSIDE #317		J24	8
LOWSIDE #318		J24	9
LOWSIDE #319		J24	10

LOWSIDE #320		J24	1
LOWSIDE #321		J24	2
LOWSIDE #322		J24	3
LOWSIDE #323		J24	4
LOWSIDE #324		J24	5
LOWSIDE #325		J24	6
LOWSIDE #326		J24	7
LOWSIDE #327		J24	8
LOWSIDE #328		J24	9
LOWSIDE #329		J24	10

LOWSIDE #330		J24	1
LOWSIDE #331		J24	2
LOWSIDE #332		J24	3
LOWSIDE #333		J24	4
LOWSIDE #334		J24	5
LOWSIDE #335		J24	6
LOWSIDE #336		J24	7
LOWSIDE #337		J24	8
LOWSIDE #338		J24	9
LOWSIDE #339		J24	10

LOWSIDE #340		J24	1
LOWSIDE #341		J24	2
LOWSIDE #342</			

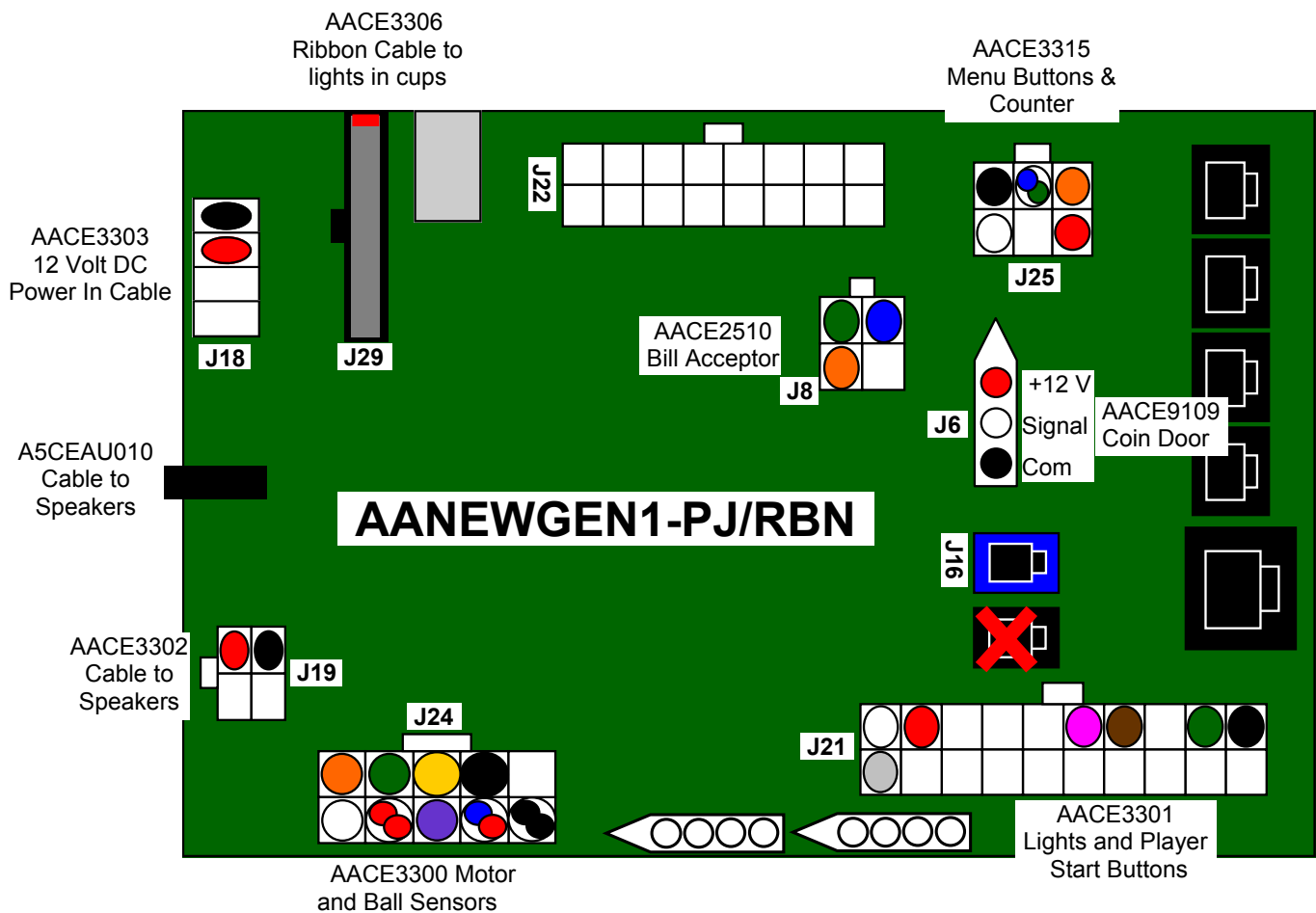
MAINBOARD PINOUT GUIDE

PB19	J21	1	+12 Volts	J29	1
PX39	J21	2	+12 Volts	J29	2
PX00	J21	3	+12 Volts	J29	3
PX01	J21	4	PA21	J29	4
PB20	J21	5	PA23	J29	5
PX02	J21	6	PA22	J29	6
PB21	J21	7	PA25	J29	7
PB22	J21	8	PA24	J29	8
PB23	J21	9	PA27	J29	9
PB24	J21	10	PA26	J29	10
Ground	J21	11	PC0	J29	11
Ground	J21	12	PA28	J29	12
Ground	J21	13	PX20	J29	13
Ground	J21	14	PC1	J29	14
+12 Volts	J21	15	PX21	J29	15
+12 Volts	J21	16	PB0	J29	16
+12 Volts	J21	17	PX22	J29	17
+12 Volts	J21	18	PB1	J29	18
PB25	J21	19	PX24	J29	19
PB26	J21	20	PX23	J29	20
			PX26	J29	21
			PX25	J29	22
			PX28	J29	23
			Ground	J29	24
			Ground	J29	25
			Ground	J29	26

PB19	J21	1	+12 Volts	J29	1
PX39	J21	2	+12 Volts	J29	2
PX00	J21	3	+12 Volts	J29	3
PX01	J21	4	PA21	J29	4
PB20	J21	5	PA23	J29	5
PX02	J21	6	PA22	J29	6
PB21	J21	7	PA25	J29	7
PB22	J21	8	PA24	J29	8
PB23	J21	9	PA27	J29	9
PB24	J21	10	PA26	J29	10
Ground	J21	11	PC0	J29	11
Ground	J21	12	PA28	J29	12
Ground	J21	13	PX20	J29	13
Ground	J21	14	PC1	J29	14
+12 Volts	J21	15	PX21	J29	15
+12 Volts	J21	16	PB0	J29	16
+12 Volts	J21	17	PX22	J29	17
+12 Volts	J21	18	PB1	J29	18
PB25	J21	19	PX24	J29	19
PB26	J21	20	PX23	J29	20

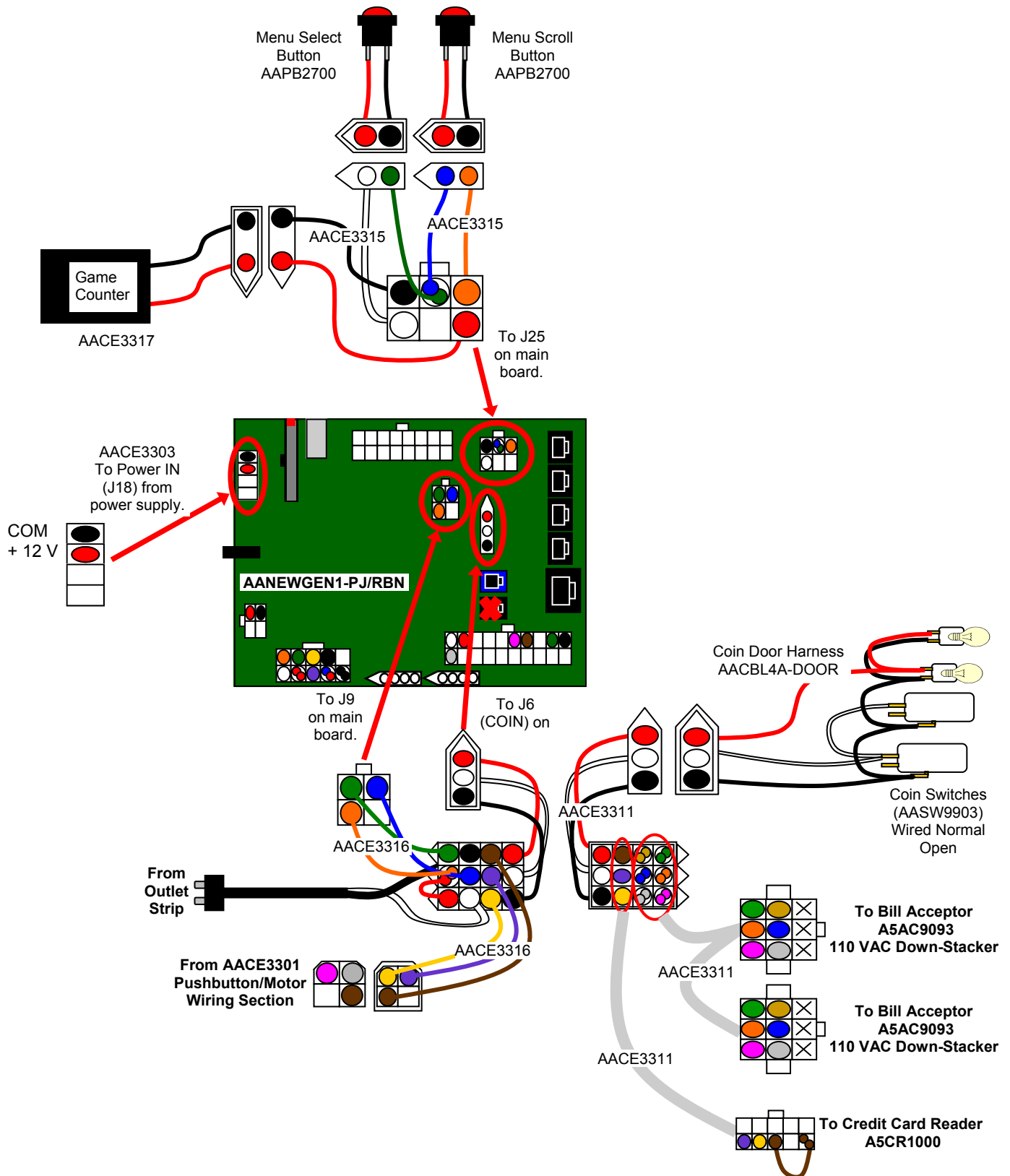
Select Switch
Game Start Switch

MINIGEN PINOUT (AANEWGEN1-PJ/RBN)



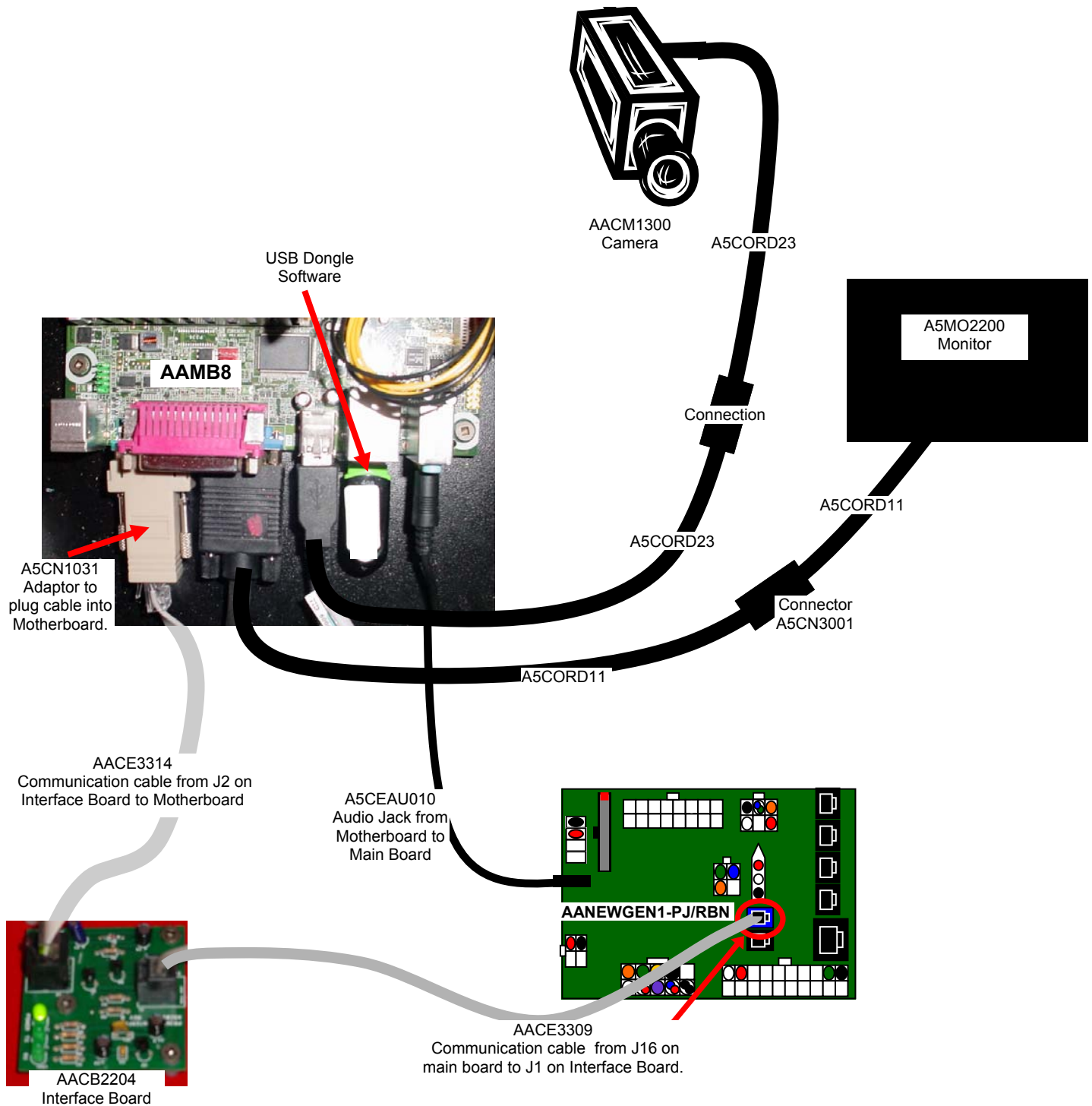
WIRING DIAGRAMS

COIN MECH, MENU BUTTON & COUNTERS



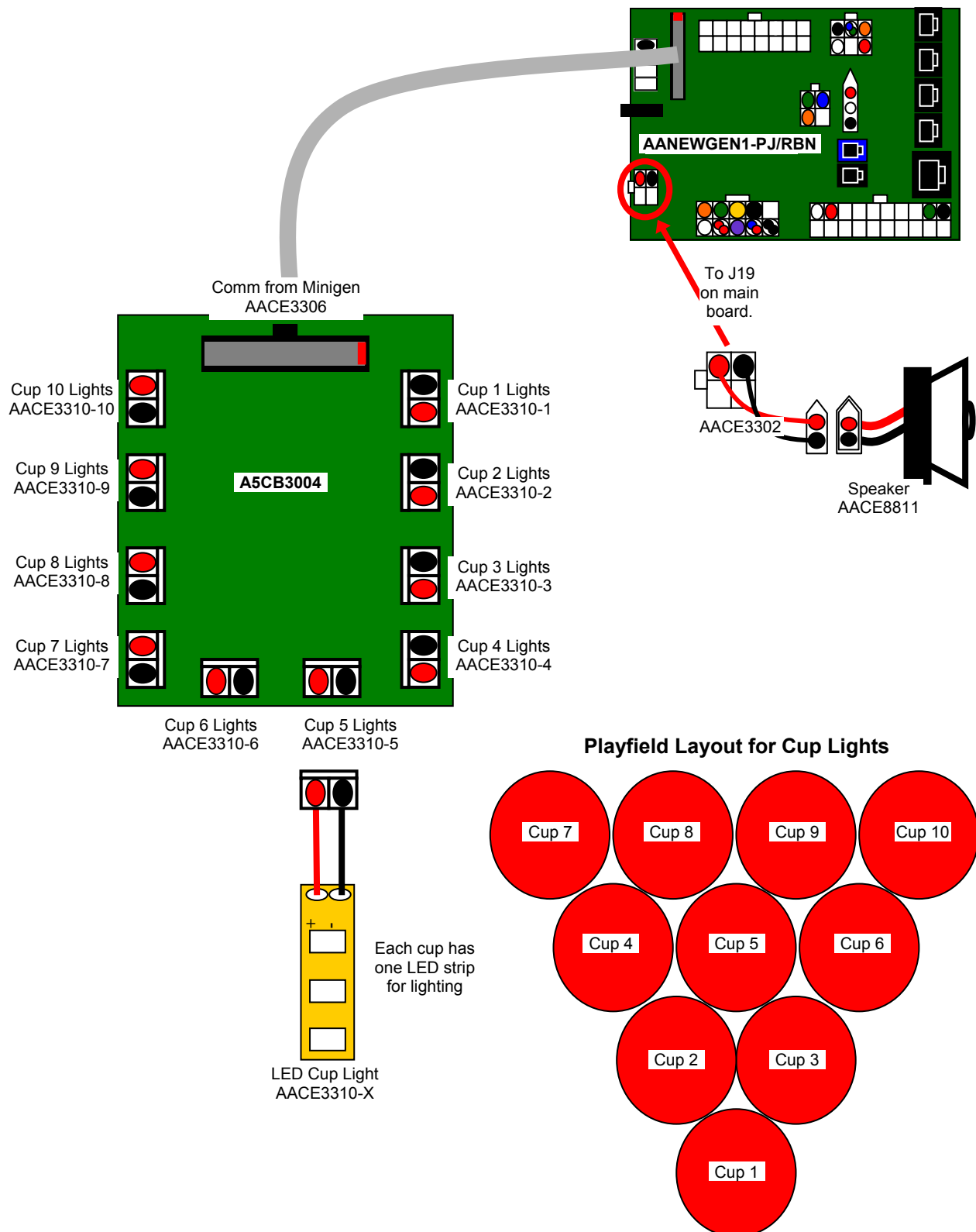
WIRING DIAGRAMS

MOTHERBOARD COMMUNICATION



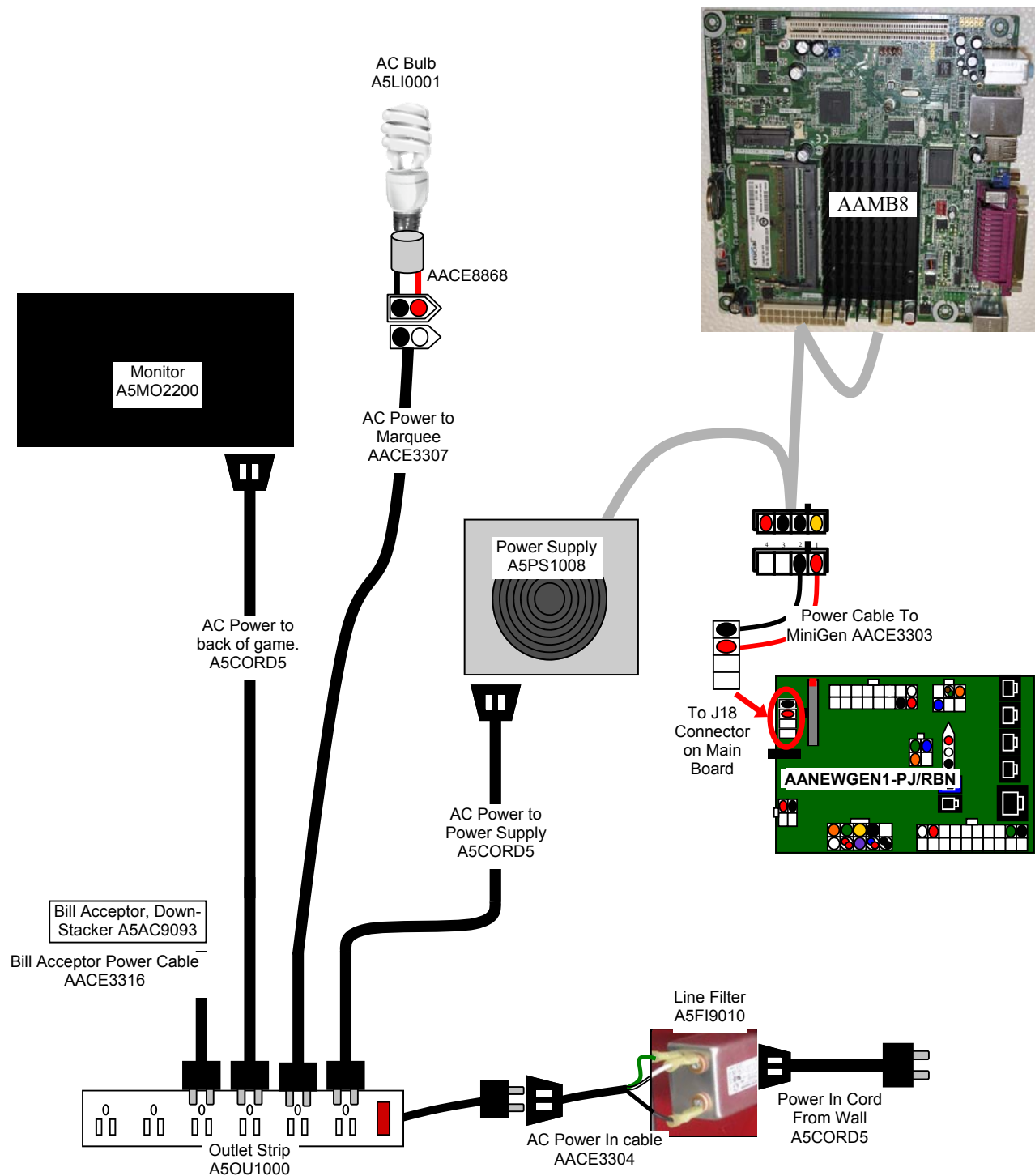
WIRING DIAGRAMS

CUP LIGHTS & SPEAKER



WIRING DIAGRAMS



A/C IN & POWER SUPPLY



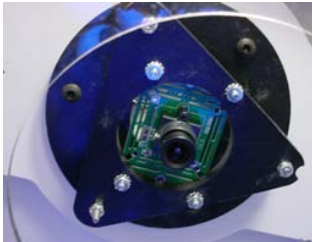
TROUBLESHOOTING GUIDE

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

TROUBLESHOOTING GUIDE

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

How to Calibrate Camera

- 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.




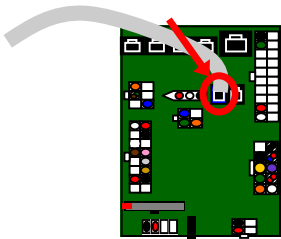

The camera is installed in it's housing to ensure correct distance and alignment with the cup assembly.
Check connections from camera to motherboard.

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

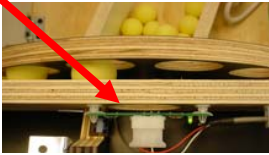





Cup Lights not working	All Cup light stay ON or stay OFF.	Make sure balls are scoring. Playfield Aux Board faulty. (A5CB3004) Cable to Minigen faulty. (AACE3306) Faulty Minigen board. (AANEWGEN1-PJ/RBN)
	Individual cup lights not working	Faulty LED light strip inside cup. (AACE3310-X) Playfield Aux Board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

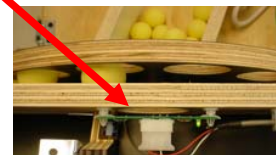



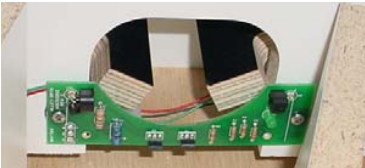
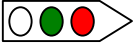

TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
Game not coining up. Note: If game is equipped with 2 Bill Acceptors, they both share the signal line to Mini Gen Board to Connector J9 Enter Diagnostic Menu to see if Coin input goes to ON quickly when coin is inserted. 	Look for “Check Minigen Comm” error on screen. Ensure game makes sound when coin switch is triggered. Game set to large amount of credits per game.	Refer to “Check Minigen Comm” error diagnostic section. Check coin switches—both should be wired normally open. If one switch is “closed” the other will not work either. Check wiring to Mini Gen Board. (AACBL4A-DOOR, AACE3316, AACE3311) Check Game Setup Menu. Ensure Coins/ Credits per Game is set. Default = 4.
Meter does not work. Credit meter will click as each coin is inserted.	Disconnected, loose or broken wires. Faulty counter.	Check connections and reseal J25 on Minigen board. Cables # AACE3315 and AACE3317 Replace counter. AACE3317
 Check Minigen Comm Error Game does not coin up but credit meter clicks.	Main Board and wiring to coin switch OK. Check green LED's on Serial Interface board. Is “Power” solid ON? Is “TX” & “RX” blinking very fast?	
	If “Power” is not solid ON Ensure AACE3309 cable is plugged into blue “IN” socket on main board. (J16) Replace if needed. Replace Serial Interface board. (AACB2204) 	If “TX” & “RX” are not blinking very fast Communication to Motherboard faulty. Check AACE3314 to motherboard. Check or replace adaptor (A5CN1031) 






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: <ul style="list-style-type: none"> - Not enough balls in game - Ball jam - Error on screen - Faulty Motor - Ball release sensor blocked/bad - Ball trough sensor blocked/bad 		
Not enough balls in game	Add balls (Part # A5BA4050) Any ping pong balls will work.	Game should have 25 balls in it. Too many is bad - they may block a sensor
Ball jam	Too many balls in game.	Game should have only 25 balls in it. If balls stack up and block sensor boards, it will not release balls.
	Ball release sensor causing motor to pause. 	If ball release sensor is blocked, it will stop motor until the blockage is cleared. Ball Jam message will appear on screen: 
	Physical blockage in game.	Inspect ball path and ensure no debris is blocking balls.
Error on screen 	If game detects a ball blocking the ball release sensor, it will power off motor to avoid damage to motor.	Remove jam from sensor. Refer to "Ball Release Sensor Blocked/Bad" section.
Faulty Motor 	Check for blocked Ball Release sensor. Disconnected, loose or broken wires. Faulty motor. Enter Diagnostic Menu to test motor. Faulty Minigen Board	Unplug Ball Release sensor to see if motor starts working again. Check connections from motor to Minigen board. (Cable # AACE3300, AAMO3300) Check for 3.8 Ohms across motor leads. Check for 5 Volts DC when running. Replace motor. (Part # AAMO3300) Select "Turn on Motor" to force motor ON. If 0 volts when motor should be running, Minigen board may be bad. (Part # AANEWGEN1-PJ/RBN)

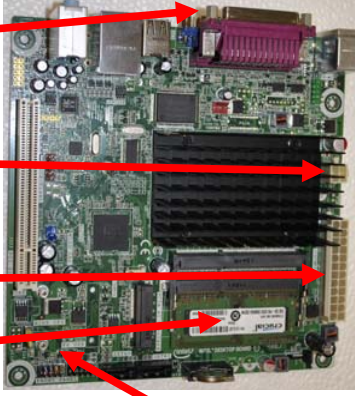

TROUBLESHOOTING GUIDE

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: <ul style="list-style-type: none"> - Not enough balls in game - Ball jam - Error on screen - Faulty Motor - Ball release sensor blocked/bad - Ball trough sensor blocked/bad 		
Ball release sensor blocked/bad  	<p>Too many balls in game blocking sensor, software will stop motor to prevent damage "Ball Jam—See Attendant" will show on screen</p> <p>Check voltage with DC Multi-meter</p>  <p>Disconnected, loose or broken wires.</p> <p>Enter Diagnostic Menu to see if game recognizes sensor.</p> <p>Faulty sensor.</p>	<p>Game should have only 25 balls, if there are too many balls, they will back up and block sensor, turning off motor.</p> <p>Check power: 12 Volts DC Power In between Red and Black wire Normally 0 VDC between Black and White wires. (LED is ON) When Blocked - 3.3 VDC between Black and White wires. (LED is OFF)</p> <p>Check connections from sensor to Minigen board. Cable # (AACE3300)</p> <p>Ball Release should go to ON when sensor is blocked.</p>  <p>Replace sensor. (Part # AACB3003)</p>
Ball trough sensor blocked/bad 	<p>If ball trough sensor does not see balls played, game will not release more balls.</p> <p>Check voltage with DC Multi-meter</p>  <p>Disconnected, loose or broken wires.</p> <p>Enter Diagnostic Menu to see if game recognizes sensor.</p> <p>Faulty sensor.</p>	<p>Ensure ball trough is clear and not blocked with debris.</p> <p>Check power: 12 Volts DC Power In between Red and Green wire. Normally 3.3 VDC between Green and White wires. (LED is OFF) When Blocked - 0 VDC between Green and White wires. (LED is ON)</p> <p>Check connections from sensor to Minigen board. Cable # (AACE3300)</p> <p>Ball Trough should go to ON when sensor is blocked.</p>  <p>Replace sensor. (Part # AACB2203)</p>

TROUBLESHOOTING GUIDE

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

TROUBLESHOOTING GUIDE

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

POWER SUPPLY DIAGNOSTICS

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

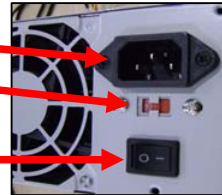
The rocker switch should be illuminated.



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.

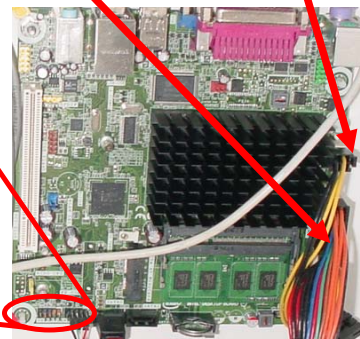
2 - Check BOTH connections from power supply.

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



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:

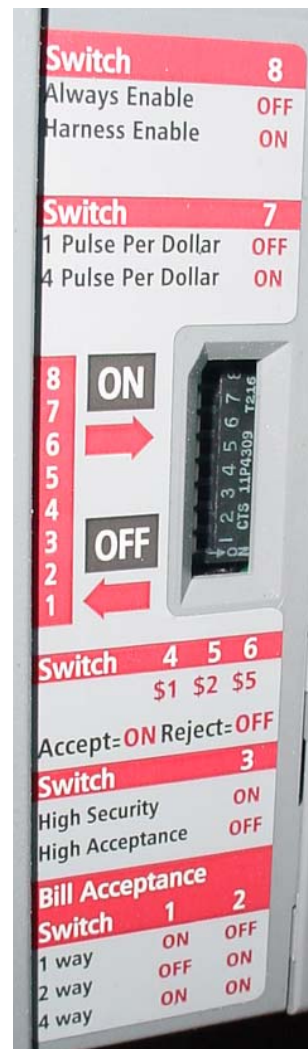
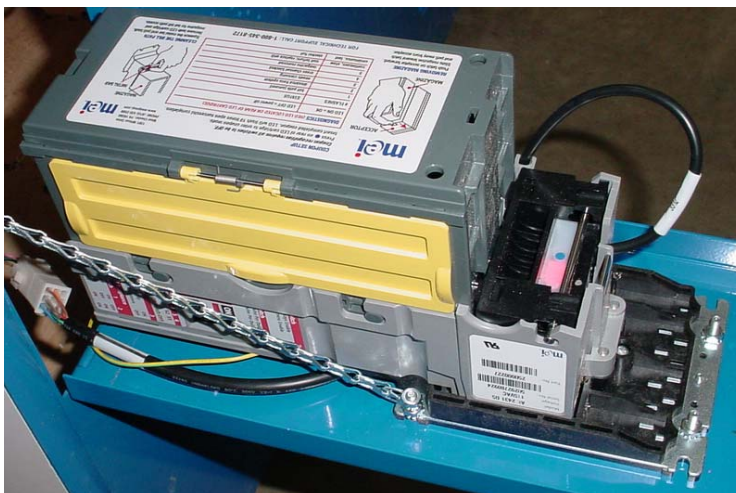
Use meter to measure 110 AC voltage at cable going into Bill Acceptor from power strip.

If power is OK:

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

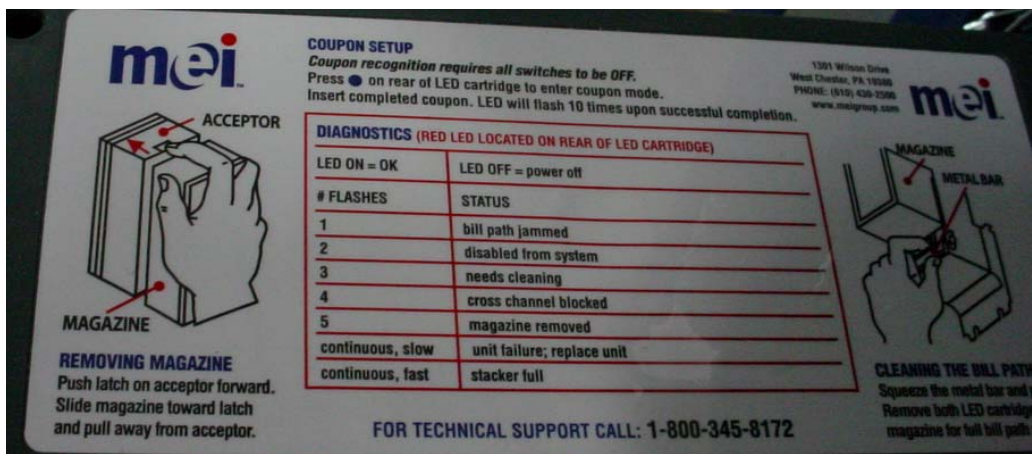
Check dipswitch settings on side of acceptor.

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.

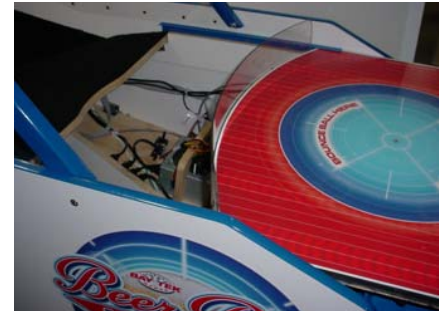


HOW TO: REMOVE BALL SENSOR

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.

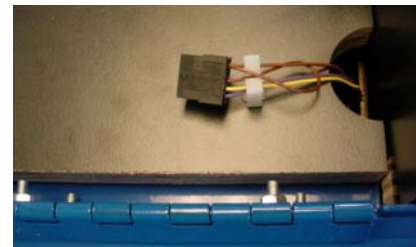


CREDIT CARD READER

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.



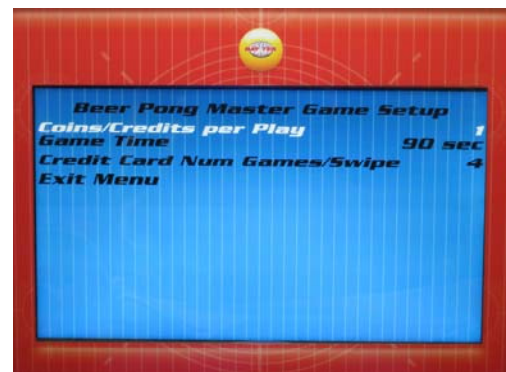
The E-Port Reader will involve drilling holes in the left side of your metal front to mount.
Instructions will come with E-Port Reader, here is a picture of it mounted on metal plate.



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**

PARTS LIST

PART #	DESCRIPTION	PART #	DESCRIPTION
A5PL9097	Plate, replaces the bill acceptor	AACE3300	Cable, Count Sensor
A5BA4050	Ball, Ping Pong Ball	AACE3301	Cable, Main Door
A5VF2002	Con Box, Black Plastic	AACE3302	Cable, Volume
A5CE6601	Cable, USB, 6 foot	AACE3303	Cable, Minigen Power In Cable
A5CEAU010	Cable, Audio Stereo	AACE3304	Cable, Main Power Cable
A5CN1031	Adapter for Motherboard	AACE3306	Cable, Ribbon from Minigen to AUX Board
A5CO4203	Cover for Speaker	AACE3307	Cable, Fluorescent Light
A5CORD14	Cord, USB 3 foot, Right angle connector		
A5CN3001	Connector VGA-VGA Adaptor	AACE3309	Cable, Minigen to Interface Comm
A5CORD23	Cord, USB 10 foot	AACE3310-1	Cable, Playfield Cup #1 Light
A5CORD5	AC Power Cord	AACE3310-2	Cable, Playfield Cup #2 Light
A5CU3000	Cup, Solo, Red 16 OZ	AACE3310-3	Cable, Playfield Cup #3 Light
A5DE3000	Decal, Marquee	AACE3310-4	Cable, Playfield Cup #4 Light
A5DE3001	Decal, Throw Line Floor	AACE3310-5	Cable, Playfield Cup #5 Light
A5DE3002	Decal, Bounce Pad	AACE3310-6	Cable, Playfield Cup #6 Light
A5DE3003	Decal, Side Cabinet	AACE3310-7	Cable, Playfield Cup #7 Light
A5DE3004	Decal, Front Cabinet	AACE3310-8	Cable, Playfield Cup #8 Light
A5DE3007	Decal, Seam Decal Right	AACE3310-9	Cable, Playfield Cup #9 Light
A5DE3008	Decal, Seam Decal Left	AACE3310-10	Cable, Playfield Cup #10 Light
A5DE3009	Decal, Back Wall around Monitor	AACE3311	Cable, Dual DBA Cable
A5DE3010-1	Decal, Control Panel, Left Side	AACE3314	Cable, Interface to Motherboard Comm
A5DE3010-2	Decal, Control Panel, Right Side	AACE3315	Cable, Menu Buttons
A5FI9010	Decal, Bottom Front, around cash box	AACE3316	Cable, DBA Cable
A5HU1200	Hub on Ball Loader Motor	AACE8868	Cable, Fluorescent Light Socket
A5LI0001	AC Light Compact Fluorescent	AACBL4A-DOOR	Cable, Coin Mech
A5LK2000	Lock for Coin Box	AACE3317	Credit Counter
A5LK5001	Lock for Front and Back Door	AAMO3300	Motor, Ball Loader
A5MO2200	Monitor, 22 Inch	A5AC9093	Dollar Bill Acceptor, Down Stacker, 110AC
A5ME3000	Metal Support Marquee	A5CB3004	AUX Board for Lights in Cups
A5ME3001	Metal Motor Plate	AACB2204	Interface Board
A5ME3002	Metal Left Window Rail	AACB2203	Ball Trough Sensor
A5ME3003	Metal Right Window Rail	AACB3003	Ball Release Sensor
A5ME3004	Metal Downstacker BBA Plate	AACE8811	Speaker Assy.
A5OU1000	Outlet Strip AC	AAMB7	Motherboard
A5PB3000	Pushbutton, Start, Red	AANEWGEN1-PJ/RBN	Minigen Board
A5PB3001	Pushbutton, Select, Blue	AACM3000	Camera for Beer Pong
AAPB2700	Pushbutton, Menu buttons	A5PS1008	Power Supply Ultra LS350W

PARTS PICTURES



A5PL9097



A5BA4050



A5VF2002



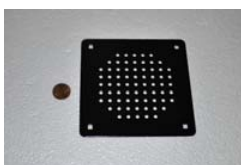
A5CE6601



A5CEAU010



A5CN1031



A5CO4203



A5CORD14



A5CORD23



A5CN3001



A5CORD5



A5CU3000



A5FI9010



A5HU1200



A5OU1000



A5LK2000



A5LK5001



A5PB3000



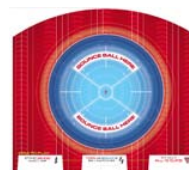
A5PB3001



A5DE3000



A5DE3001



A5DE3002



A5DE3003



A5DE3004



A5DE3007



A5DE3008



A5DE3009



A5DE3010-1



A5DE3010-2

PARTS PICTURES



AACBL4A-DOOR



A5LI0001



AACE8811



AAPB2700



AACE3300



AACE3301



AACE3302



AACE3303



AACE3304



AACE3306



AACE3307



AACE3309



AACE3310-X



AACE3311



AACE3314



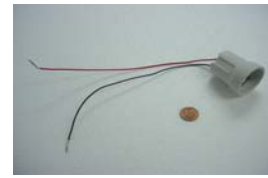
AACE9109



AACE3317



AAMO3300



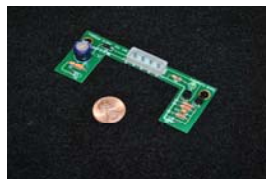
AACE8868



A5PS1008



A5AC9093



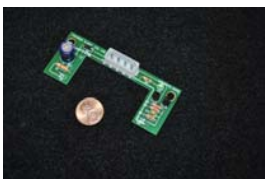
AACB3003



AACB2204



AACB2203



AACB3003



AAMB7



AANEWGEN1-PJ/RBN



AACM3000



AACB3004

CREDIT CARD READER REGISTRATION



ePort Registration Form AMUSEMENTS from Bay Tek Games, Inc.

Please fax to (610) 989-9695 when completed, or
email to customersupport@usatech.com

*** Please call the Help Desk at (888) 561-4748 with any questions ***

COMPANY NAME (OWNER OF ePORT):	
LOCATION INFORMATION (physical ePort location)	
Location Name:	
Street Address:	
Specific Location @ this Address:	
City, State & ZIP:	
Primary Contact:	
Primary Contact Phone:	
Secondary Contact:	
Secondary Contact Phone:	
ePORT INFORMATION	
ePort Serial Number (begins with "EE"): (if not known, please contact Bay Tek Games)	
EQUIPMENT TYPE	
Bay Tek Game Title: (what is the name of the game?)	
Bay Tek Game Serial Number:	
Your Asset Number or Identification Number: (specific criteria used for identification, if any)	
COIN PULSE CONFIGURATION (for internal use only)	
PULSE Value:	\$0.25 cents (this is the default)
PRICING CONFIGURATION	
Cost per Game: (will it be \$0.50 cents per game? \$0.75 cents per game? \$1.00 per game? something else?)	
Number of Games per Card Swipe:	
Date Installed (or TO BE installed):	
REPORTING INFORMATION	
Contact Name for Reports:	
Email Address for Contact:	
REMITTANCE INFORMATION	
Have you previously filed an "Electronic Funds Transfer" Authorization? (if "NO", please submit with this form)	<input type="checkbox"/> YES <input type="checkbox"/> NO

LEAGUE & TOURNAMENT MATERIALS

BEER PONG MASTER TOURNAMENT
ELITE 8 BRACKET




Like us!  

Facebook.com/playgroundgames



BEER PONG MASTER TOURNAMENT
ELITE 8 (Double Elimination)






Like us!  

Facebook.com/playgroundgames


BEER PONG MASTER TOURNAMENT
SWEET 16 BRACKET





Like us!  

Facebook.com/playgroundgames

BEER PONG MASTER TOURNAMENT
SWEET 16 (DOUBLE ELIMINATION)

Like us!  

Facebook.com/playgroundgames



TOURNAMENT

DATE: _____
TIME: _____
PLACE: _____
COST: _____

TOURNAMENT DETAILS:



LEAGUE

DATE: _____
TIME: _____
PLACE: _____
COST: _____

LEAGUE DETAILS:



Try these fun & unique ways to test your Beer Pong Master skills:

- Opposite Hand**- Toss or bounce the ball with your non-dominant hand
- Money in the Bank**- The ball must bank off the sides or backboard of the game before going in the cups
- Bounce this Way**- Every player must bounce the balls into the cups
- Toss that Way**- Every player must toss the balls into the cups
- Long Distance**- Stand an extra 2 feet behind the shot line
- Plenty O' Balls**- Toss or bounce 3 to 5 balls at a time
- Blindfold Me**- Cover your eyes with a blindfold (or team-mate's hands) while you play
- Got Skill?**- Take a ball in each hand and bounce one ball with one hand and while tossing the other ball with the other hand
- Superman**- Toss or bounce the balls into the cups while balancing on a bar stool on your stomach (like you're flying)
- Knee to the Ground**- Keep one knee on the ground as you bounce or toss the balls into the cups
- Teammates for Life**- Toss or bounce the balls into the cups with your arms wrapped around your team mate
- Get Dizzy**- Spin around 5-10 times before bouncing or tossing the balls into the cups
- Team Up**- Partner up and take turns bouncing or tossing the balls into the cups
- Pitchin It**- Toss the balls underhanded into the cups
- Paddle Ponger**- Use a Ping Pong paddle to tap the balls into the cups
- Black Out**- Block the playfield from view and see how many balls you can bounce in without seeing your targets

THESE PROMOTIONAL ITEMS ARE AVAILABLE FOR DOWNLOAD AT

BAYTEKGAMES.COM

SCAN THE CODE AT RIGHT TO GO THERE DIRECTLY



DATE _____

MAINTENANCE PERFORMED

PARTS ORDERED

INITIALS

[illegible]

TECHNICAL SUPPORT

Excellent customer service is very important to Bay Tek Games!

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

Electronics / Circuit Boards - Repair Options

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

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

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

Technical Support:

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

Returns, Credits, & Fees:

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

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

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

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

WARRANTY

Bay Tek Games warrants to the original purchaser that all 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	
<p>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.</p>		

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.

CERTIFICATE OF COMPLIANCE