

FACTORY CONTACT INFORMATION



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

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

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WELCOME TO: CONNECT 4!

Congratulations on your Connect 4[™] purchase!

Everyone young and old loves the nostalgic gameplay of Connect 4[™], and Bay Tek has brought the spirit of family fun to your game room with this larger-than-life version of Hasbro's classic game of vertical checkers.

With it's attractive presence, fun and competitive two-person game play, and the familiarity of the Hasbro brand, Connect 4[™] is sure to be a big attraction!

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!







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.

GAME SPECIFICATIONS

WEI	GHT	POWER REQUIREMENTS										
NET WEIGHT	325 lbs.	INPUT VOLTAGE RANGE	100 to 120 VAC	/	220 to 240 VAC							
SHIP WEIGHT	380 lbs.	INPUT FREQUENCY	50 HZ		60 HZ							
DIMEN	SIONS	RANGE										
WIDTH	44"	MAX START UP CURRENT	OP Cl	ER <i>i</i> JRF	ATING RENT							
DEPTH	34"	3 AMPS @ 115 VAC	2 AMP	S @	2 115 VAC							
HEIGHT	88"	1.5 AMPS @ 230 VAC	C 1 AMF	<u>@</u>	230 VAC							
OPERATING TI	EMPERATURE											
FAHRENHEIT	80-100											

SAFETY PRECAUTIONS

26.7-37.8

CELSIUS



HOW TO PLAY

Pick a color and insert credits to play against the game or a friend.

Move your chip left and right at the top of the grid with the arrow buttons, and hit the big button to drop your chip before the time runs out!

Be the first to align 4 of your chips horizontally, vertically, or diagonally to win and enter the bonus round.

In the bonus round, win up to 500 tickets by hitting the stop button to stop the moving light on the target!







QUICK SET UP (marquee installation)

Remove the back panel of the playfield (8 screws) and set aside.

Lift the marquee into place and drop the cables down through the hole in the top of the playfield.

Align the marquee with the back edge of the playfield and secure the brackets with included black wood screws.

Plug phone cables 1-7 into the corresponding ports on the playfield control board, as well as the 2- and 3-pin housings shown.

Replace the back panel, re-inserting the 8 screws removed earlier.











QUICK SET UP





Plug the power cord into a standard 110V electrical outlet.

Wait for the game to boot up, then adjust settings accordingly if desired.



DIP SWITCH SETTINGS

The dip switch bank is located on the mainboard, inside the center of the player console. *factory default settings are highlighted below



SWITCH	DESCRIPTION	ON	OFF
1	unused		
2	unused		
3	Jersey Shore (credit lockout/tickets owed)		
4	unused		

You can get this game ⁹at www.magic-play.eu

MAIN MENU FUNCTIONS

Press the MENU BUTTON, located inside the cabinet below the red player station, to enter the Main Menu.

Scroll through the menu with the MENU BUTTON, and make your selections with the MENU SELECT* button.





* to clear credits, press the Menu Select button while not in the menu.

GAME SETUP MENU

Connect 4 Game	Menu
Time Per Turn Tickets(w/l/d)	20/5/10
Jackpot Value Double Ticket Value	500 0fi
Use Coupons CPU Difficulty	Off auto
Game Volume Attract Volume	
Exit Menu	HIT BONUS

FACTORY DEFAULTS ARE HIGHLIGHTED IN YELLOW BELOW

Coins/Credits per Game	Number of credits per game, per player	0			1	1 (card swipe)		ź	2	2	1	(5	8	3		
Time Per Turn	Seconds allowed per chip drop before auto- drop	6	5	8	3	1	0	1	2	2	0	3	0	6	0		
Tickets (see page 31 for	Tickets awarded to	5/ 1 6-10	1/1 avg	10/ 10-14	7 5/5 4 avg	20/ 15-2	5/10 0 avg	30/1 22-26	0/15 6 avg	40/1 27-3	40/10/20 27-30 avg		50/10/20 31-35 avg		0/25) avg		
replacement ticket patterns)	winner/ loser/ draw	60/2 41-4	0/30 5 avg	80/3 55-60	0/40 0 avg	80/4 61-6	0/40 5 avg	10 70	0/40/)-75 av	50 vg	E	0/0/0 Entertainment only					
Jackpot Value	Tickets awarded for a bonus win (requires artwork change)	500															
Double Tickets	Pays out one physical ticket for every 2 tickets won				OFF							ON					
Use Coupons	Changes the wording on the monitors from "tickets" to "coupons"				OFF							ON					
CPU Difficulty	Changes game intel- ligence in one-player mode	(EA	1 .SY)	2	3	4	(NOR	5 IMAL)	6	7	8	(HA	9 .RD)	AU [−] ADJ	TO- UST		
Game Volume	Volume of game while in play	0	1	2	3	4	5	6	7	8	9	10	11	12			
Attract Volume	Volume of game while not in play		1	2	3	4	5	6	7	8	9	10	11	12			
Bonus Type	Changes game play of bonus round		C	DNE H	HIT B	ONU	S		BONUS DISABLED								
Bonus pattern	pattern Lowest ticket value of fered in bonus round				5							6					

GAME SETUP MENU- WASHINGTON STATE

Coins/Credits per Game	Number of credits per game, per player	()	1	ļ	(card s	 swipe)	2	2	2	1	е	5	8	3		
*Time Per Turn	Seconds allowed per chip drop before auto- drop		8			10			12			20					
Tiskota	Tickets awarded to	5/ 1 6-10	I /1 avg	10/ 10-14	5/5 4 avg	20/ 15-20	5/10 D avg	30/1 22-26	0/15 5 avg	40/1 27-30	0/20 D avg	50/1 31-35	0/20 5 avg	50/2 36-40	0/25) avg		
lickets	winner/ loser/ draw	60/2 41-4	0/30 5 avg	80/3 55-60	0/40 D avg	80/4 61-6	0/40 5 avg	10 70	0/40/)-75 av	50 /g	0/0/0 Entertainme) nt onl	у		
Jackpot Value	Tickets awarded for a bonus win (requires artwork change)							50	00								
Double Tickets	Pays out one physical ticket for every 2 tickets won				OFF							ON					
Use Coupons	Changes the wording on the monitors from "tickets" to "coupons"				OFF							ON					
*CPU Difficulty	Changes game intel- ligence in one-player mode	(EA	l SY)	2	3	4	(NOR	5 MAL)	6	7	8	Ç (HA) RD)				
Game Volume	Volume of game while in play	0	1	2	3	4	5	6	7	8	9	10	11	12			
Attract Volume	Volume of game while not in play		1	2	3	4	5	6	7	8	9	10	11	12			
Bonus Type	Changes game play of bonus round		C	DNE H	HIT B	ONU	S		BONUS DISABLED								
Bonus Pattern	Lowest ticket value of- fered in bonus round				5				6								

FACTORY DEFAULTS ARE HIGHLIGHTED IN YELLOW

* THESE OPTIONS REQUIRE A SOFTWARE VERSION CHANGE

STATISTICS MENU



Total Games	Displays how many games have been played
Average Time per Game	Displays how long the average game lasts
Total Red Games	Displays how many games were played on the red side
Total Blue Games	Displays how many games were played on the blue side
Total Tickets	Displays how many tickets the game has given out
Average Tickets per Game	Displays an average value of tickets dispensed per game (includes bonus tickets)
Total CPU Games	Displays how many single-player games have been played against the computer
Total CPU Wins	Displays how many times the computer beat the player
Total CPU Losses	Displays how many times the player beat the computer
Total CPU Draws	Displays how many times the player and the computer tied
CPU Win Percentage	Displays a percentage of CPU wins out of total single-player games
Bonus Round Plays	Displays how many times the bonus round was played, single- and two-player
Bonus Tickets	Displays the total number of tickets dispensed from the bonus round
CPU Easy Total Games*	Displays how many times the computer played as "easy"
CPU Easy Total Wins*	Displays how often the computer won against the player in "easy"
CPU Normal Total Games*	Displays how many times the computer played as "normal"
CPU Normal Total Wins*	Displays how often the computer won against the player in "normal"
CPU Hard Total Games*	Displays how many times the computer played as "hard"
CPU Hard Total Wins*	Displays how often the computer won against the player in "hard"

* When the game is set to auto-adjust, this will help you determine the skill-level of your clientele. The largest number will occur in the skill-level most of your players fall into.

Press the "Menu Select" button 5 times to clear the statistics.

ALL statistics in this menu will be reset to 0.

DIAGNOSTIC MENU



Change Playfield Color	Selecting this diagnostic will light up the playfield in solid red, blue, and white to test for dim or burned out LED circuit boards
Toggle Bonus Lights	Selecting this diagnosic will turn the bonus value lights on and off to test for dim or burned out LED circuit boards
Left Arrow Red	
Right Arrow Red	
Select Red (drop)	
Left Arrow Blue	
Right Arrow Blue	When any of these inputs are activated, it will show ON in
Select Blue (drop)	the right column.
Service 1	
Service 2	This is useful to determine if the inputs are fuctioning correctly.
Coin (mech) Red	
Coin (mech) Blue	
Low Ticket Switch 1 (Red)	
Low Ticket Switch 2 (Blue)	



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

MOTHERBOARD PINOUT

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

MOTHERBOARD PINOUT

							#																									
							Pin	-	2	ო	4	5	9	7	8	6	10		~	7	e	4		-	N	ო	4		-	7	ლ -	1
							Ref	J24	J24	J24	J24	J24	J24	J24	J24	J24	J24		J5	J5	J5	J5		96	6ſ	6ſ	6ſ		J8	J8	8 8	07
			Irrent Drive				Purpose		Coin Ground Station #2		Coin Door Power Station #2	Coin Input Station #2	Lower White Bonus Lights	DBA Input Station #2					Ticket Notch #1	Ground for Ticket Dispensor	Ticket Motor #1	Power for Ticket Dispensor		Ticket Notch #2	Ground for Low Ticket Switch	Ticket Motor #2	Power for Ticket Dispensor		DBA Input Station #1			
=Low Side Driver	=High Side Driver	= TTL Input/Output	= LED Constant Cu	= 12 Volts	= Ground		Pin Type	Ground	Ground	+12 Volts	+12 Volts	PB7	LOWSIDE #12	PX29	HIGHSIDE #10	HIGHSIDE #11	3.3V		PX37	Ground	PB18	+12 Volts		PB16	Ground	PB17	+12 Volts		PA06	+12 Volts	Ground	eround
Pin #	-	2	ო	4	S	9	7	ω	6	11	12	13	14	15	16	17	18	19	20		-	2	ო	4	S	9		-	2	З		
Ref	J22	J22	J22	J22	J22	J22	J22	J22	J22	J22	J22	J22	J22	J22	J22	J22	J22	J22	J22		J25	J25	J25	J25	J25	J25		J6	JG	JG		
Purpose	Upper White Bonus Lights	Red Player ButtonLamp Station #1	Blue Player ButtonLamp Station #1	Red Side_Lighting	Blue_Side_Lighting			Mechanical Counter #1	Mechanical Counter #2												LED Glow Station #1	LED Glow Station #2	Service Button #1	Service Button #2				Coin Door Power Station #1	Coin Input Station #1	Coin Ground Station #1		
Pin Type	LOWSIDE #1,w diod	LOWSIDE #2, w dioc	LOWSIDE #3	LOWSIDE #4	LOWSIDE #5	LOWSIDE #6	LOWSIDE #7	LOWSIDE #8	LOWSIDE #9	+12 Volts	+12 Volts	+12 Volts	+12 Volts	+12 Volts	+12 Volts	+12 Volts	+12 Volts	+12 Volts	+12 Volts		HIGHSIDE #13	HIGHSIDE #14	PX10	PX11	Ground	Ground		+12 Volts	PA05	Ground		

BayTek Connect 4 NEWGEN1 Hardware REV D Pinout - Version 1

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

MOTHERBOARD PINOUT

PB19	Arrow Left Button Station #1	J21	<i>-</i>	Driver 1	J12	-
PX39	Arrow Right Button Station #1	J21	2	Driver 2	J12	2
PX00	Select Button Station #1	J21	ო	+12 Volts	J12	ო
PX01	Arrow Left Button Station #2	J21	4	Driver 3	J12	4
PB20	Arrow Right Button Station #2	J21	Ð	Driver 4	J12	5
PX02	Select Button RIGHT Station #2	J21	9	+12 Volts	J12	6
PB21	Low Tickets Switches	J21	7			
PB22		J21	ω	Driver 5	J11	-
PB23	Jersey LockOut Station #2	J21	б	Driver 6	J11	2
PB24	Jersey LockOut Station #1	J21	10	+12 Volts	J11	ო
Ground		J21	11	Driver 7	J11	4
Ground		J21	12	Driver 8	J11	5
Ground		J21	13	+12 Volts	J11	9
Ground		J21	14			
+12 Volts		J21	15	Driver 9	J13	-
+12 Volts		J21	16	Driver 10	J13	2
+12 Volts		J21	17	+12 Volts	J13	ო
+12 Volts		J21	18	Driver 11	J13	4
PB25		J21	19	Driver 12	J13	5
PB26		J21	20	+12 Volts	J13	6
				Driver 13	J14	۲
				Driver 14	J14	2
				+12 Voits	J14	ო
				Driver 15	J14	4
				Driver 16	J14	5
				+12 Volts	J14	9

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

HOW TO: Replace Player Button Switches

Player Station Pushbuttons can be accessed from the player station front door reaching up underneath the player station.

The switches must be removed first before button can be removed and /or replaced.

Important: The switches do not pull straight off! They must be given a slight twist, then removed—as follows:



HOW TO: Update Software

Needed for Software Updated:

1 USB stick with motherboard software 1 USB stick with minigen software

1- Minigen Software Load:

Game must be powered on for this procedure.

Open the front door of the cabinet and locate the minigen board.

Insert the USB stick marked G1 (for minigen) into the USB port.

Push the boot button located next to the dip switches.

The software will load quickly; the USB stick will flash and the game will reset, resuming normal function within a few seconds.

2- Motherboard Software Installation:

Power down your game and uplug it from the main power source before proceeding.

Locate the USB port on the motherboard and remove the old software stick.

Replace the stick with the new USB labeled PC.

Plug in the game and power it back on.











DIAGNOSTICS: Motherboard Power Supply

Monitor not coming on?

1.) Verify AC power to front of game.

Check power strip in bottom front of game for light ON inside rocker switch. If light is not ON, remove back panel of cabinet and check AC power in and Power Strip in that location.

- 2.) Check AC power connection to power supply.
- 3.) Ensure Power Supply switch is set to 115V (or 230V) (Some model power supplies may not have this)
- 4.) Ensure Power switch is on.



- 5.) Examine top left corner of motherboard. There is green LED ON. If LED is not ON, replace power supply. (AAPS4600)
- 6.) Check connections from power supply. Make sure these 2 connections are secure.

7.) "Jump Start" Motherboard:

If green LED is ON, but monitor is not ON, you may start motherboard by guickly touching these 2 red pins at the same time.





2 Black and 2 yellow wires (12 Volts DC)

connection

DIAGNOSTICS: Dollar Bill Acceptor

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.

First 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:

Due to the different models and brands of Bill Acceptors that are used: Examine Bill Acceptor and determine if acceptor is 12 Volt DC or 110 VAC Use meter to measure voltage at cable going into Bill Acceptor.

If power is OK:

Clean Bill Acceptor path to make sure there is nothing jamming unit. Enter DBA Diagnostics Mode -

Important—Do not hold button down to long or Bill Acceptor will enter programming mode.

If accidentally entered programming mode by mistake—Unplug game and plug back in.

To enter Diagnostic Mode, press and hold the

Diagnostic Button on the back left corner of the DBA for

1-3 seconds. The lights above the bill slot will flash the code.

ERROR CODES

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

FLASHING CODE	DESCRIPTION	CORRECTIVE ACTION				
LEDs off	Power off	Turn on power				
LEDs on	Acceptor is OK					
1 flash	Bill path blockage	Un-jam bill path				
2 flashes	Stacker jam	Un-jam stacker				
3 flashes	Cassette is full of bills	Empty the cassette				
4 flashes	Cassette is removed	Replace the cassette				
5 flashes	Acceptor is defective	Replace the acceptor				
6 flashes	Acceptor not enabled	See service manual				
10 flashes	Configuration Mode	Power down to exit				
Rapid flashing during operation	Stringing attempt de- tected; or sensors dirty	Clean the sensors				







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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.

Syı	nptom	Probable Cause	Remedy							
No power	to the game.	Unplugged.	Check wall outlet, power cord to back of game (A5CORD5) Line Filter (A5FI9010)							
No lights o	n at all.	Circuit breaker tripped.	Reset power strip breaker switch or building cir- cuit breaker.							
No light on strip.	front power	Power strip in back of game is faulty.	Remove back wood panel, change plug posi- tion, replace if needed.							
		Faulty cable/power supply.	Refer to AC Power to Game Section.							
AC Light a	nd Bill	Power supply unplugged.	Insure unit is plugged into power strip.							
Acceptor o	n.	Rocker Switch on power supply is Off.	Make sure rocker switch is set ON.							
(Power St	upply not ON)	Power supply shutting down because of 12 V overload.	See power supply diagnostics to isolate bad component. A bad motor or 12 volt short would cause this.							
		Faulty power supply.	Refer to Monitor/Motherboard Power Supply Diagnostics section.							
LED cabin working.	et lighting not	LED's under player stations and on rear playfield should turn on with the associated power supplies.	Refer to "Back of Game LED Wiring" section and "Lights under Player Station Wiring" section.							
	Volume too low.	Increase the volume by press scroll to "Game Volume" and	sing Menu button, adjust. Coins/Credits per Game Time Per Turn Tickets(w/vd) 20/5/10							
	Loose wire.	Check audio cable connection from motherboard to main bo	ns Jackpot Value 500 Double Ticket Value Off Use Coupons Off CPU Difficulty auto Game Volume 2 Attract Volume 2 Bonus Type One Hit Bonus Exit Menu							
No Audio		Check audio cable connection main circuit board(AANEWGI (AAMB7)	ns from speaker(AACE8811), cable(AACE4604), EN1-PJ), cable(A5CEAU010), motherboard							
	Faulty main Board	Replace Main Board. (AANE) motherboard.	WGEN1-PJ) Main board amplifies sound from							
	Faulty motherboard	Replace Motherboard. (AAMI removed from motherboard to MP3 player works, then moth	B7) Motherboard creates sound. Cable can be o MP3 player to test for sound amplification. If the perboard is faulty.							

Sympto	Probable Cause	Remedy
Tickets do not dispense. Swap cable from one out- put on main board to the other to verify cable/ dispenser problem or main board problem.	Ticket tray empty due to faulty low ticket switch or broken/ loose wires. Switch stuck or switch wire bent out of position.	Fill ticket tray. Replace low ticket switch(AASW200). Repair wiring. Clean ticket tray of dirt, loose tickets or debris. Bend switch wire to correct position under tickets.
	Faulty cable to dispenser.	Check wiring continuity from dispenser to main board (AACE4606, AACE4605, AACE4600) Check for pinched, broken or disconnected wires. Replace as necessary.
	Dirty opto-sensor or paper dust buildup in ticket dispenser	Clean with compressed air and if necessary wipe sensor with isopropyl alcohol on a cotton swab.
	Notch on tickets too shallow.	Flip tickets and load upside-down to have large cut notch toward opto sensor.
	Ticket dispenser faulty.	Replace dispenser with spare working dispenser (A5TD1)
	Main circuit board malfunction.	Replace main board if possible to isolate the problem to the main circuit board. (AANEWGEN1-PJ)
Wrong number of tickets dispensed.	Ticket Pattern set wrong.	Enter menu and cycle to Game Menu. Verify correct settings for Ticket Patterns, Jackpot Value, and Double Ticket Value
	Dirty opto-sensor on ticket dis- penser.	Clean with compressed air or wipe with isopropyl alcohol on a cotton swab.
	Many tickets in memory. If ticket meter is counting the tickets coming out, then reset game.	Turn game off, wait 10 seconds, and turn game back on.
	Notch on tickets cut too shallow.	Flip tickets and load upside-down to have large cut notch toward opto sensor.
	Faulty ticket dispenser.	Replace with spare working dispenser (A5TD1).
	Main circuit board malfunction.	Swap cable from one output on main board to the other to verify cable/dispenser problem or faulty main board. (AANEWGEN1-PJ)
Menu buttons do not work.	Stuck pushbutton.	Inspect pushbutton to make sure it is not stuck. Check continuity on connector.
	Cable problem.	Check cable from pushbutton to main board. (AAPB2700 & AACE4608)
	Faulty pushbutton.	Replace pushbutton. (AAPB2700)

Symptom	Probable Cause	Remedy	
Dollar Bill Acceptor	Ensure bill acceptor has 110 Volts AC.	Acceptor should cycle stacker at game power up. If not, check cable connections to power strip.	
	Dirt or debris in acceptor slot.	Clean with bill reader cleaning card(A5CC9000)	
Caution – 110 Volts AC	Ensure acceptor dipswitch is set to "always enable"	There are dips on side of acceptor. Set to "always enable", not harness enable	
Cable can be moved between	Pinched, broken, or discon- nected wiring.	Check wiring from bill acceptor to main board. Repair or replace wiring harness. (AACE4626, AACE4627, AAACE4602)	
left and right sides to isolate problem to DBA.	Bill acceptor problem.	Refer to troubleshooting section of dollar bill acceptor manual included with this game or the diagnostics label of the back of the unit.	
Monitor not working. Power down, wait 10 seconds and power up again.	Error on screen at power up. Display stops at "No bootable device - insert boot disk and press any key" Re-Boot game to see if problem still exists.	Flash drive unplugged from board or faulty. Re-seat and try power on to game again. Insert USB stick in different slot on motherboard Replace USB software stick. Replace motherboard. (AAMB7) Refer to Monitor/Motherboard Power Supply	
	seconds after power-up. Then dark.	Diagnostics Section	
	Monitor has nothing at all on power up. Power cable unplugged from monitor. Faulty monitor.	Ensure power is plugged into back of monitor, down to power strip. Replace monitor. (A5MO2200)	
Monitor does not come back up after a power loss	Voltage variation in power network	Turn off the power strip, wait 30 seconds, then turn power strip back on	

Symptom	Probable Caus	e Remedy
Monitor prob- lems	Blurry Monitor - Too bright, or dim.	Monitor will have to be removed from game, and ad- justed from front of screen. Refer to "How to Remove Monitor" Section Use menu buttons to access monitor adjustment
Both sides do not coin up. Menu buttons do not work.	Communication between motherboard and main board disrupted. I/O Aux Board may be faulty, wires disconnected from main board, or not receiving 12 VDC power.	Refer to Motherboard to MiniGen Board Communication troubleshooting section for details on cable connections. Check I/O Aux Board for any disconnected wires. Ensure phone cable is plugged into blue socket on main board.
Game does not coin up. Note: To clear Credits: Press Menu Se- lect button while not in menu. Low tickets displays on monitor.	One of coin switches jammed, or held down. Short in coin door harness. There should be 5 Volts between grey and green wires. Switch faulty in coin mech. Disconnected, loose or bro- ken wires. Mini-Gen Main Board faulty. Stack of tickets not resting properly on either of the low ticket switches Faulty switch.	If one coin switch is "closed" the other one will not work either. Unplug white molex from door, and jump between grey and green wires to simulate coin-up. Unplug one coin switch at a time and verify coin switch is wired normally open. Replace coin mech if coin is always rejected. (A5CM-) Check connectors. Check for continuity. (AACE4601, AACE4602, AACBL4A-DOOR) Replace main board. (AANEWGEN1-PJ) Adjust stack of tickets so they hold both the switch actuators down. Replace low ticket switch. (AASW200) Check for prepare connection from switch to main
	Faulty wire or connection. Faulty main board.	Check for proper connection from switch to main board. Check continuity. (AACE4605, AACE4606, AACE4600) Replace main board. (AANEWGEN1-PJ)
Sound cuts out and display goes blank.	Voltage variation in power network	Unplug both console & playfield. Wait 30 seconds. Plug console & playfield back in.

Symptom	Probable Cause	Remedy
Bonus Lights do not come on at end of game.	Bonus Feature not enabled in menu.	Enter menu and set "Bonus Type" to "One Hit Bonus"
	Faulty cable from bonus light boards in top back of game to main board in front of game. Faulty center bonus light board	Check wiring continuity from light boards to main Board. (AACE4625, AACE4607, AACE4600) Check for pinched, broken or disconnected wires. Replace as necessary. Replace center bonus light board. (AACB4602) Refer to
	Power comes into this board. Faulty main board.	Back of Game Wiring Diagram. Replace main board. (AANEWGEN1-PJ)
All Bonus Lights stay ON.	Surface mounted transistor blown on main board caused by 12 Volt dead short on one of the bonus light circuit boards.	Locate 12 Volt short. Refer to Back of Game Wiring Diagram. Repair cable (AACE4624) or replace bonus light board (AACB4602) Replace main board. (AANEWGEN1-PJ)
Some Bonus Lights stay ON.	Faulty bonus light circuit board.	Refer to Back of Game Wiring Diagram. Replace bonus light board (AACB4602)
Arc Light Boards do not come on, or stay on.	Cable is plugged into wrong socket.	Refer to Back of Game Wiring Diagram, and Connect Four Playfield Wiring Diagram for proper connection.
	Faulty cable from Arc Light Board to Controller Board.	Ensure cable is secure, swap cable to isolate problem. Replace as needed. (AACE4624)
	Faulty arc light boards.	Swap arc light boards to isolate problem, replace if needed. (AACB4603)
	Faulty Controller Board.	Ensure Dip's 3 & 4 are ON for top board. Swap boards to isolate problem, replace if needed. (AACB4600)
	Dipswitches set wrong on Controller Boards	Refer to Connect Four Playfield Wiring Diagram - make sure that 2 lower boards have Dip 4 ON, and top board has Dip 3 & 4 ON
Purple or Pink lights on playfield.	RGB Light Board Faulty	Refer to Target Wiring Example- Cables can be swapped into different sockets to isolate problem to rear controller board or front RGB Light Board.
	One of power supplies is faulty.	Refer to AC Power to Game - If one power supply is faulty, it will not power RGB board correctly. Replace power supply if needed. (AAPS4600)
	Controller Board faulty.	Refer to Back of Game Wiring Diagram, and Connect Four Playfield Wiring Diagram - Controller boards can be swapped to isolate problem. (Make sure dips are set correctly) Replace controller board if needed. (AACB4600)

Symptom	Probable Cause	Remedy
Lights under player	LED strip under	Remove plastic cover and examine LED strip.
stations do not light up.	Faulty Cable	Check cables from LED strips to main board. (AACE4620, AACE4621, AACE4608)
	Faulty Main Board	Replace main board. (AANEWGEN-PJ)
Lights under player stations stay on all the time.	Surface mounted transistor blown on main board.	Replace main board. (AANEWGEN-PJ)
Lights under Arrow & Drop	Burnt out LED bulb.	Replace switch/bulb assy. (A5PB460x)
Light under button should be ON in attract, flashing when coined up,	Faulty Cable	Check cables from pushbutton to main board. (AACE4603, AACE4600) Refer to Left and Right Player Stations, Counters Wiring Diagram Swap AACE4600 cable molex connectors from
and off during players turn, and off during computers		left and right to isolate problem to one side.
turn.	Faulty Main Board	Replace main board. (AANEWGEN-PJ)
Lights under Arrow & Drop Pushbutton stays on.	Surface mounted transistor blown on main board.	Replace main board. (AANEWGEN-PJ)
Arrow & Drop Pushbuttons	Pushbutton itself is broken or stuck down	Refer to "How to Replace Player Station Switches" to remove switch to inspect.
do not work.	Faulty Cable	Check cables from pushbutton to main board. (AACE4603, AACE4600) Refer to Left and Right Player Stations, Counters Wiring Diagram
	Faulty Main Board	Replace main board. (AANEWGEN-PJ)
Meters do not work.	The 2 wires crimped together may be	Inspect crimp to ensure good connection.
Game counter clicks at start of each game.	Faulty Cable.	Check cables from counters to main board. (AACO1000, AACE4603, AACE4600)
Ticket counter clicks as tickets come out of game.	Faulty Main Board.	Replace main board. (A5NEWGEN1-PJ)

MAINTENANCE LOG

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

DATE	MAINTENANCE PERFORMED	PARTS ORDERED	INITIALS

TECHNICAL SUPPORT

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

Electronics / Circuit Boards - Repair Options

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

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

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

Technical Support:

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

Returns, Credits, & Fees:

NOTICE! ALL ITEMS being sent to Bay Tek Games for repair or return, etc. require prior Return Authorization! Bay Tek Games will provide a Product Return Form with an authorizing Ticket Number for each item to be returned. Please be certain to include this document with all shipments! **Late Fees and Non-Return Fees -** Advance Replacement and Warranty Replacement items require the defective items to be returned by Bay Tek games promptly to avoid Late Fees. We expect items to be returned with 10 working days. Late fees are invoiced monthly. Late fees are non-refundable under any circumstance! Any item not returned within 90 days will be invoiced in full as a replacement part. **Bench Fees -** Bench fees will apply for each electronic item returned to Bay Tek Games (this includes unused Advance Replacement items). This charge covers our cost to inspect, evaluate and retest each item. Please note that returned items that do not pas our tests will be charged accordingly as replacement items or advance replacements.

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

WARRANTY

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

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

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

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

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



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

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

NON-WARRANTY

Options and estimated charges will be provided to you for your approval. Please remember that any items being sent to Bay Tek Games must include prior return authorization from our Parts & Service Department.

This approval will include a Product Return Form which is required to be included with any incoming shipments. Repaired parts will be shipped back using the same method in which they were received. Repairs are warranted for 30 days from the date of return shipment.

REPLACING TICKET PATTERNS

Locate the ticket pattern cover up decal and clear acrylic faceplate in the cashbox.

Select and cut out your desired pattern from the following pages. This must match the settings selected in the Game Setup Menu.

Tape the cut out ticket values to the back of the cover up decal, making sure the numbers line up with the holes.

Peel the protective coating from the acrylic faceplate.

Remove the screws from the top of the player station, and secure the decal underneath the acrylic faceplate by replacing the screws. The beveled edge of the faceplate should be facing up.















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