



# FlappyBird

## MERCHANDISER



PLACE SERIAL NUMBER LABEL HERE



# FACTORY CONTACT INFORMATION



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# TABLE OF CONTENTS

FACTORY CONTACT INFORMATION . . . . .	2
WELCOME TO: Flappy Bird Merchandiser . . . . .	4
HOW TO PLAY . . . . .	5
SPECIFICATIONS . . . . .	6
SAFETY PRECAUTIONS . . . . .	6
MAIN MENU FUNCTIONS . . . . .	7
GAME SETTINGS MENU . . . . .	8
PRIZE INFORMATION . . . . .	9
ADVANCED SETTINGS MENU . . . . .	10
STATISTICS MENU . . . . .	11
DIAGNOSTICS MENU . . . . .	12
TWO TIER GAME SETTINGS MENU . . . . .	13
TWO TIER PRIZE SPINDLE DESIGNATIONS . . . . .	14
TWO TIER STATISTICS MENU . . . . .	15
WIRING DIAGRAMS . . . . .	16-19
TROUBLESHOOTING GUIDE . . . . .	20-25
ERROR MESSAGES . . . . .	26
HOW TO: REMOVE PLAYER BUTTON . . . . .	27
HOW TO: REPLACE POWER STRIP . . . . .	27
POWER SUPPLY DIAGNOSTICS . . . . .	28
BILL ACCEPTOR DIAGNOSTICS . . . . .	29
DEBIT CARD SYSTEM SETUP . . . . .	30
MAINTENANCE LOG . . . . .	31
TECHNICAL SUPPORT . . . . .	32
WARRANTY . . . . .	33

# WELCOME TO: Flappy Bird Merchandiser

**Congratulations on your Flappy Bird Merchandiser purchase!**

Flappy Bird, the #1 downloaded app, is now a prize-vending merchandiser! With the same simple, addicting gameplay of the original, you can now press the button to flap your way to the checkered pipe to win a prize!

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.

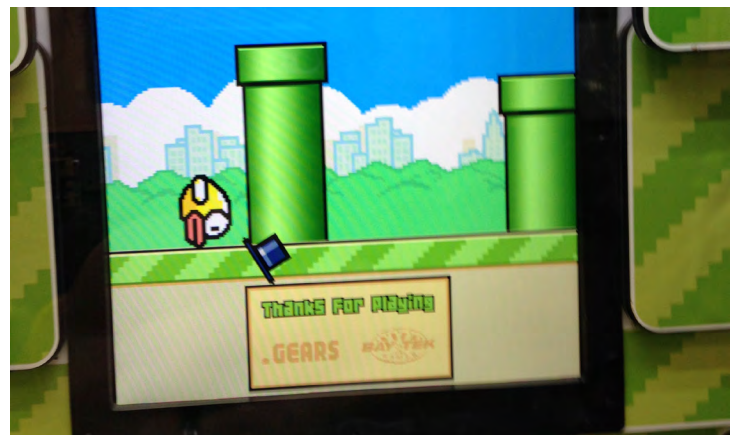
Then, contact Bay Tek Games' Service Department at 920.822.3951 or e-mail them at [service@baytekgames.com](mailto:service@baytekgames.com) for further assistance.

# HOW TO PLAY

Coin up and press the button repeatedly to make the bird fly.



Don't hit the pipes or the ground, or your game is over!



Pass through the checkered pipe to win a prize.



Select and collect your prize!



# GAME SPECIFICATIONS

WEIGHT	
NET WEIGHT	485 LBS.
SHIP WEIGHT	540 LBS.
DIMENSIONS	
WIDTH	37.25"
DEPTH	38"
HEIGHT	78" (98" with marquee)
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 OPERATING CURRENT
1.4 AMPS @ 115 VAC
.8 AMPS @ 230 VAC

# SAFETY PRECAUTIONS

NOTICE	
Modifications to the mechanical, electrical and structural components of this game may void its compliance certifications.	
This appliance is suitable for INDOOR, DRY locations only.	
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. <b>A shielded power cable must be used for the game to retain EU/EMC compliance.</b>	
IN CASE OF EMERGENCY	
UNPLUG THE POWER CORD. The power cord must be accessible at all times in case of an emergency.	

# MAIN MENU FUNCTIONS

Press and hold the MENU button for 3 seconds to enter the main menu.

Scroll through the options with the MENU button.

Make your selections with the MENU SELECT button.



## **MAIN MENU**

***Mute Game Volume: Disabled***

***Game Volume: 40***

***Attract Volume: 30***

***Clear Credits: 3x's***

***Game Settings Menu >>***

***Date Time Menu >>***

***History Menu >>***

***Statistics Menu >>***

***Diagnostics Menu >>***

***Exit***

GAME SETTINGS										
GAME VOLUME MUTE	DISABLED					ENABLED				
GAME VOLUME	10	20	30	40	50	60	70	80	90	100
ATTRACT VOLUME	10	20	30	40	50	60	70	80	90	100

# GAME SETTINGS MENU



## GAME SETTINGS MENU

**Credits: 4**

**Price Per Credit: \$0.25**

**Number Of Lives: 2**

**Prize Pipe: 20**

**Prize Cost: \$8.00**

**\* Desired Payout: 25%**

**Back**

**Advanced Settings >> 3x's**

GAME SETTINGS												
<b>CREDITS PER PLAY</b>	0	1	2	3	4	5	6	7	8	9	10	CARD SWIPE
<b>PRICE PER CREDIT</b>	\$ .25		-		\$5		DEFAULT: \$ .25					
			INC BY \$.25									
<b>NUMBER OF LIVES</b>	1		2									
<b>PRIZE PIPE</b>	10		-		40		DEFAULT: 20					
			INC BY 1									
<b>PRIZE COST</b>	\$1		-		\$25		DEFAULT: \$8.00					
			INC BY \$1									
<b>DESIRED PAYOUT*</b>	10%		-		50%		DEFAULT: 25%					
			INC BY 5%									
<b>ADVANCED SETTINGS</b>	PLEASE CONTACT BAY TEK'S SERVICE DEPARTMENT BEFORE ADJUSTING ADVANCED SETTINGS											

\* THIS OPTION IS UNAVAILABLE IN WASHINGTON STATE GAMES



# PRIZE INFORMATION

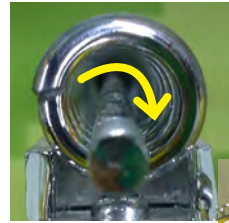
## RECOMMENDED PRIZE COST SETTINGS

PRIZE COST	PRIZE PIPE LOCATION
< \$5	PIPE 15
\$6 - 10	PIPE 20
\$11 - 15	PIPE 25
\$15 -25	PIPE 30

## LOADING PRIZES

MAXIMUM PRIZE DIMENSIONS			
WIDTH	HEIGHT	DEPTH	QUANTITY
5.5"	8"	6"	2-10

Remove security rods from spindles by turning **CLOCKWISE**.



Place prize hangers between spirals of spindles, allowing the prizes to hang freely.



Replace security rods by turning **COUNTER-CLOCKWISE**. *Rods must be inserted ABOVE the hangers for the prizes to vend properly.*



## SOURCING PRIZES

Flappy Bird Merchandiser prize kits are available for purchase from the following prize companies:



# ADVANCED SETTINGS MENU



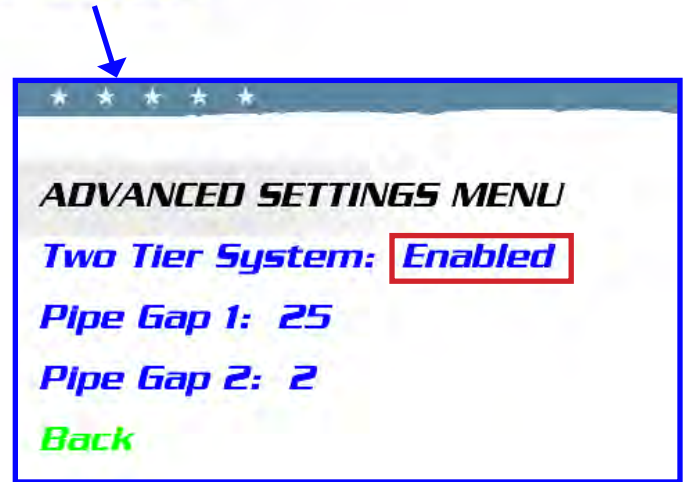
## ADVANCED SETTINGS MENU

\* **Two Tier System: Disabled**

**Pipe Gap 1: 2**

**Pipe Gap 2: 2**

**Back**



TWO TIER GAME SETTINGS				
TWO TIER PRIZE SYSTEM*	DISABLED		ENABLED	
<b>PIPE GAP 1</b>	1 (HARDEST)	- INC BY 1	25 (EASIEST)	DEFAULT: 10
<b>PIPE GAP 2</b> (TWO TIER MUST BE ENABLED TO ADJUST)	1 (HARDEST)	- INC BY 1	25 (EASIEST)	DEFAULT: 10

\* THIS OPTION IS UNAVAILABLE IN WASHINGTON STATE GAMES

# STATISTICS MENU



## ***STATISTICS MENU***

***Total Games: 0***

***Coins In: 0***

***Dollars In: 0***

***Current Payout: 0%***

***Prizes Won: 0***

***Dispense Failures: 0***

***Reset Stats: 3x's***

***Back***

<b>TOTAL GAMES</b>	a running total of games played
<b>COINS IN</b>	how much the game has taken in via coin mech
<b>DOLLARS IN</b>	how much the game has taken in via DBA
<b>CURRENT PAYOUT</b>	a percentage of \$ in vs. \$ out (prize values must be set; see page 8)
<b>PRIZES WON</b>	how many prizes have been won and vended
<b>DISPENSE FAILURES</b>	a prize was won but did not vend (see Spindle diagnostics; page 14)

# DIAGNOSTICS MENU



## ***DIAGNOSTICS MENU***

***Coin Input: Off***

***DBA Input: Off***

***\*Prize Chute: Clear***

***White Button: Up***

***Brown Button: Up***

***Red Button: Up***

***Green Button: Up***

***Reset Input Status***

***\*\*Test Spindle: (None Selected)***

***Default Settings: 3x's***

***Back***

\*PRIZE CHUTE sensor will read "blocked" when an object breaks the beam  
(use your hand to test).

\*\* TEST SPINDLE: Press Menu Select to scroll through each spindle to activate the spindle motors.

# TWO TIER: GAME SETTINGS MENU



## GAME SETTINGS MENU

**Two Tier Game Enabled!**

**Credits: 4**

**Price Per Play: \$0.25**

**Number Of Lives: 2**

**Small Prize Pipe: 15**

**Large Prize Pipe: 25**

**Small Prize Cost: \$1.00**

**Large Prize Cost: \$15.00**

**Desired Payout: 25%**

**Large Prize Spindles: Top 4**

**Back**

GAME SETTINGS												
CREDITS PER PLAY	0	1	2	3	4	5	6	7	8	9	10	CARD SWIPE
PRICE PER CREDIT	\$0.25		-		\$5		DEFAULT: \$0.25					
NUMBER OF LIVES	1		2									
SMALL PRIZE PIPE	10		-		40		DEFAULT: 15					
LARGE PRIZE PIPE	10		-		40		DEFAULT: 25					
SMALL PRIZE COST	\$1		-		\$3.00		DEFAULT: \$1.00					
LARGE PRIZE COST	\$1		-		\$20.00		DEFAULT: \$15.00					
DESIRED PAYOUT	10%		-		50%		DEFAULT: 25%					
LARGE PRIZE SPINDLES*	TOP 2		TOP 4			TOP 6						

# \*TWO TIER: LARGE PRIZE SPINDLES



The LARGE PRIZE SPINDLE adjustment designates the number of spindles on which large prizes will be displayed and vended from.

**2** (top row only)

**4** (top two rows; DEFAULT)

**6** (all upper rows)

## NOTE:

Alternate stickers are located in the cashbox; make sure these stickers match the game settings for lives, price per play, prize tiers and winning pipes.

# TWO TIER: STATISTICS MENU



## ***STATISTICS MENU***

***Total Games: 0***

***Coins In: 0***

***Dollars In: 0***

***Current Payout: 0%***

***Small Prizes Won: 0***

***Large Prizes Won: 0***

***Small Prize Forfeits: 0***

***Dispense Failures: 0***

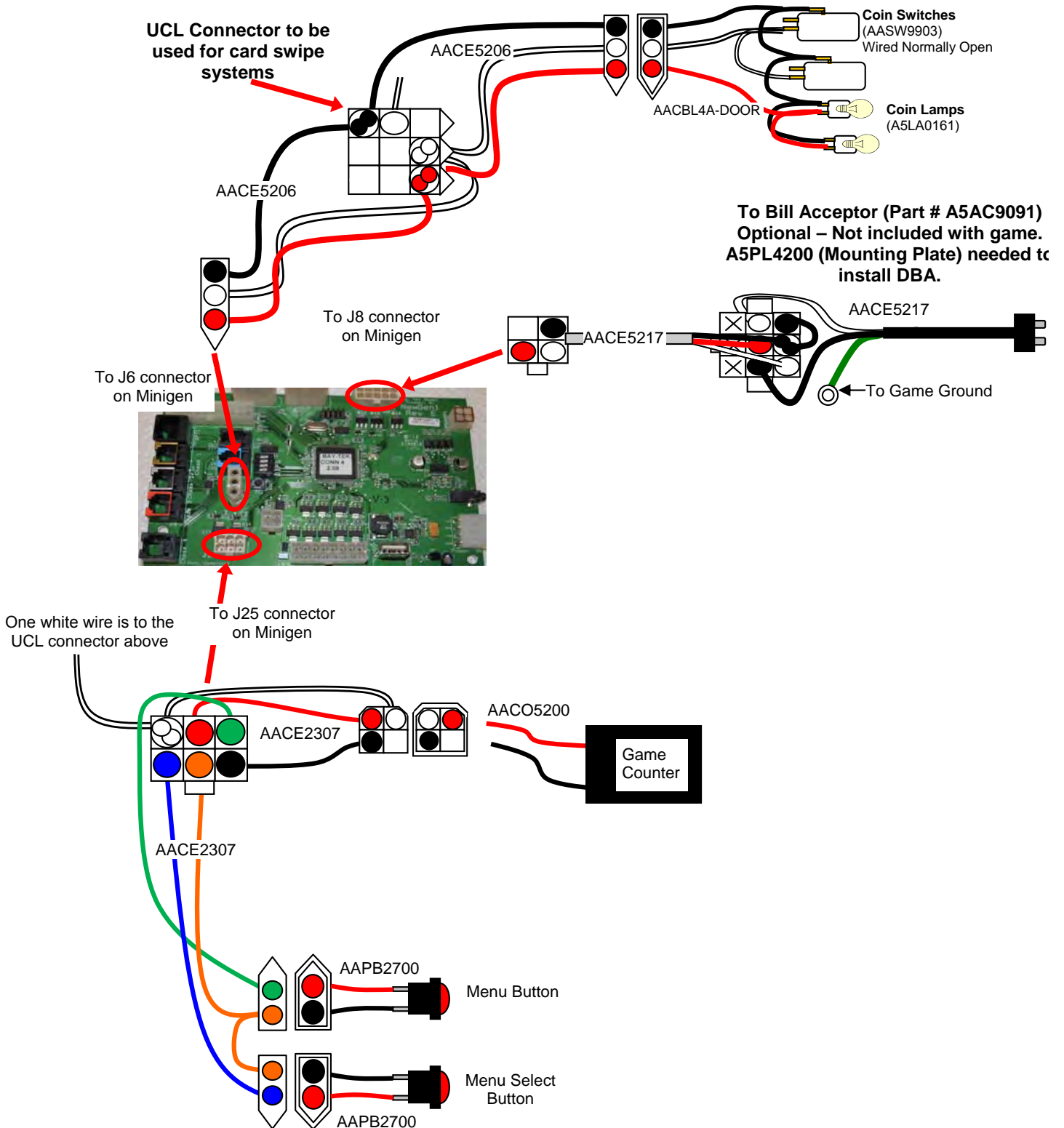
***Reset Stats: 3x's***

***Back***

<b>TOTAL GAMES</b>	a running total of games played
<b>COINS IN</b>	how much the game has taken in via coin mech
<b>DOLLARS IN</b>	how much the game has taken in via DBA
<b>CURRENT PAYOUT</b>	a percentage of \$ in vs. \$ out (prize values must be set; see page 10)
<b>SMALL PRIZES WON</b>	how many small prizes have been won and vended
<b>LARGE PRIZES WON</b>	how many large prizes have been won and vended
<b>SMALL PRIZE FORFEITS</b>	how many times players have chosen to forfeit a small prize to continue on to play for a large prize
<b>DISPENSE FAILURES</b>	a prize was won but did not vend (see Spindle diagnostics; page 14)

# WIRING DIAGRAMS

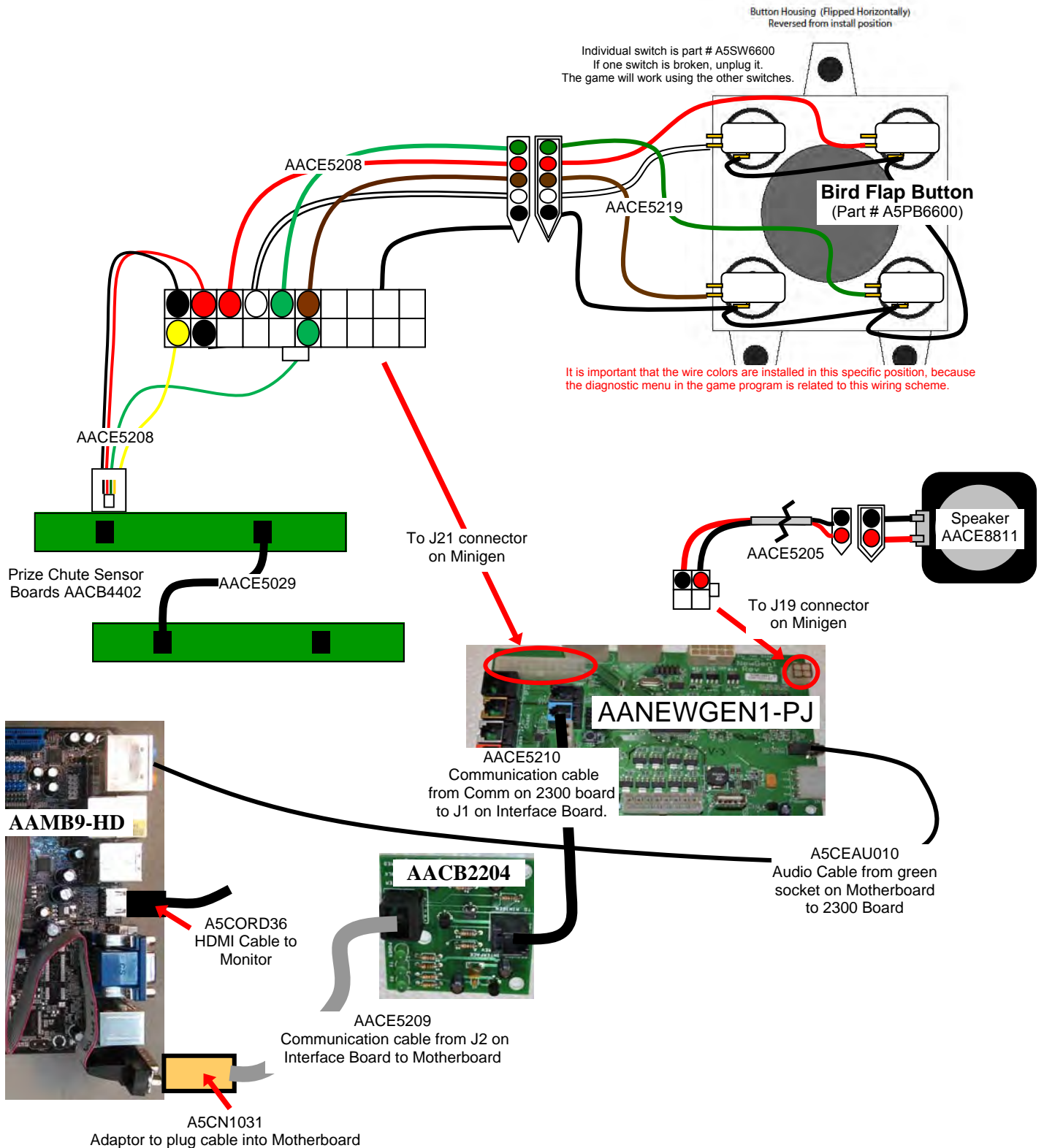
## MENU BUTTONS, COINS, COUNTERS





# WIRING DIAGRAMS

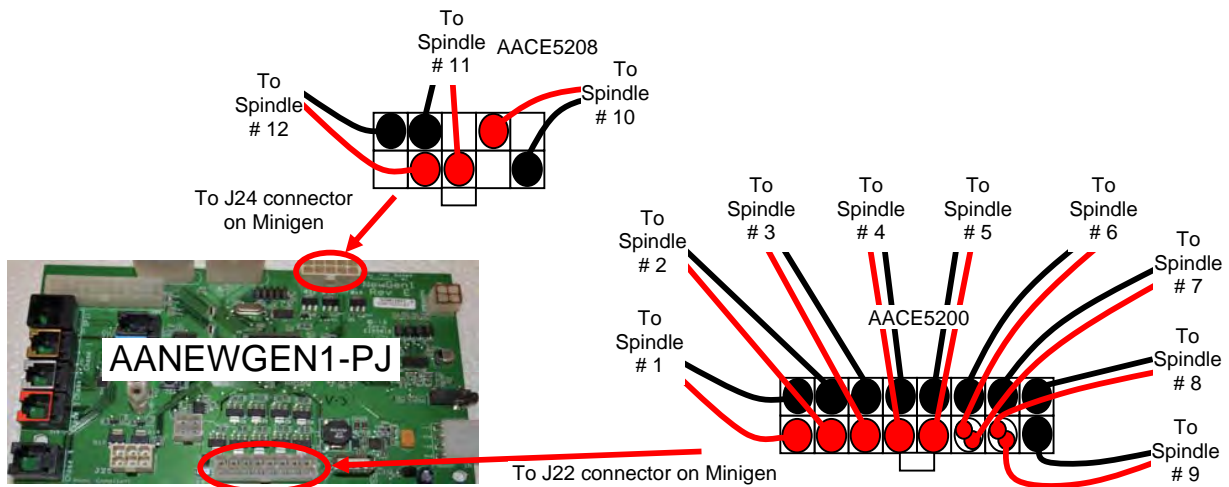
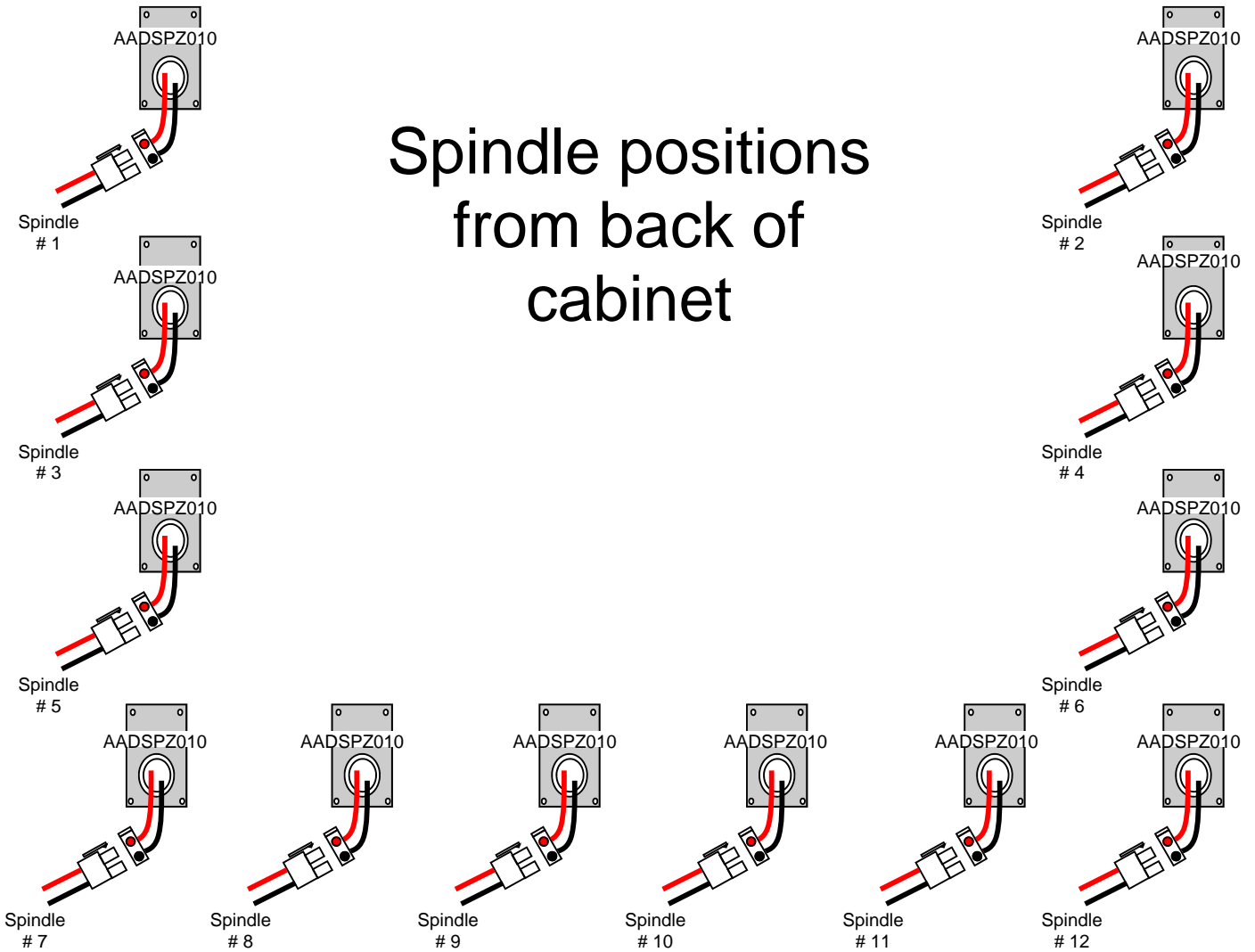
PLAYER BUTTON, SPEAKERS, PRIZE CHUTE SENSORS, BOARD COMM.



# WIRING DIAGRAMS

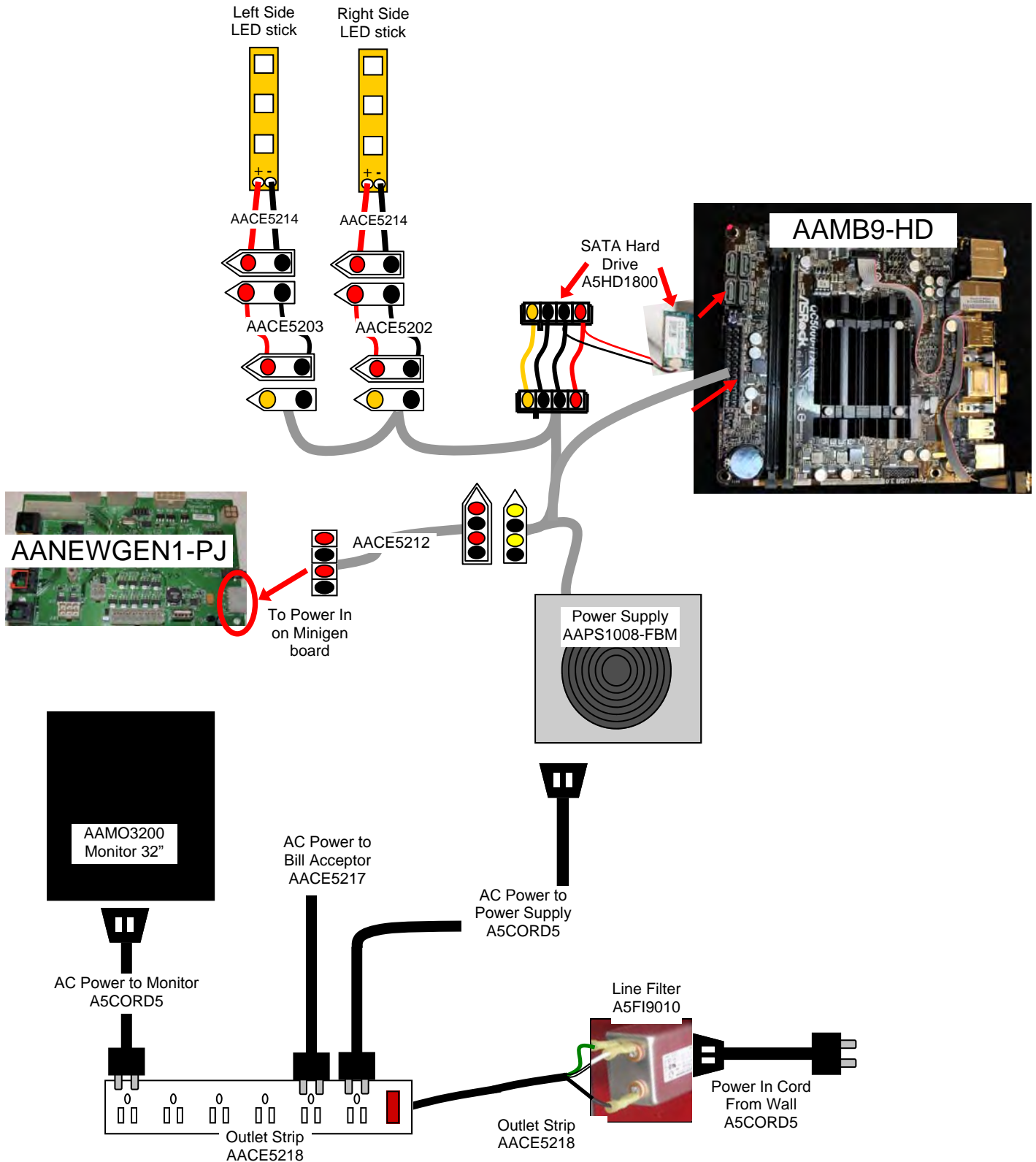
## SPINDLES

Spindle positions  
from back of  
cabinet



# WIRING DIAGRAMS



## POWER IN & 12 VOLTS, CABINET LIGHTING




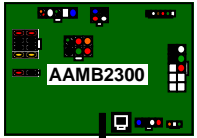
# TROUBLESHOOTING GUIDE

## Troubleshooting Strategy


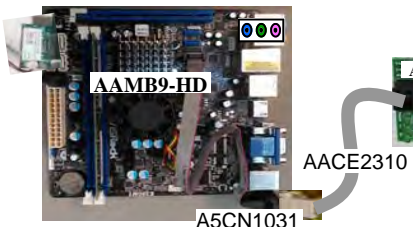
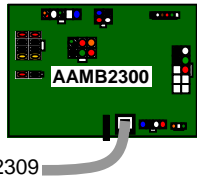
Use common sense and a systematic method of troubleshooting to determine the exact problem, probable cause and remedy. Use the process of elimination to find the faulty component. Always check for the simple and obvious causes first such as unplugged, loose or broken wires and bad sensors, bent, pinched,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

Problem	Probable Cause	Remedy
<p><b>No power to the game. No lights on at all.</b></p>	<p>Unplugged. Circuit breaker tripped. Power strip faulty. Faulty cable/power supply.</p>	<p>Check wall outlet. Reset power strip breaker switch or building circuit breaker. Change plug position, replace if needed. See Power Supply diagnostic section</p>
<p><b>Bill Acceptor powers on. But everything else off. (Power Supply not ON)</b></p>	<p>Power supply unplugged.  Rocker Switch and voltage switch.  Power supply shutting down because of 12 V overload.  Faulty power supply.</p>	<p>Insure unit is plugged into power strip.  Make sure rocker switch is set ON. (-) and switch at 100V or 230V   See power supply diagnostics to isolate bad component. A bad motor or 12 volt short would cause this.  See Power Supply Diagnostic section</p>
<p><b>Dollar Bill Acceptor not functioning.</b></p> <p>Ensure Bill Acceptor is set to "Always Enable"</p>	<p>Check for power to Bill Acceptor. Dirt or debris in acceptor slot.  Pinched, broken, or disconnected wiring.  Bill acceptor problem.</p>	<p>Acceptor should cycle stacker at game power up. If not, check cable connections. Refer to "How to Clean Bill Acceptor" Or clean with bill reader cleaning card. (A5CC9000)  Check wiring from bill acceptor to 2300 Board. (AAACE2316) Repair or replace wiring harness. Check DBA connector on 2300 Board Make sure wires are secure in connectors.  Refer to troubleshooting section of dollar bill acceptor manual included with this game or the diagnostics label of the back of the unit.</p>
<p><b>Game not coining up.</b></p>	<p>Ensure game makes "whoosh" sound when coin switch is triggered.  Verify communication between motherboard and 2300 board.  Game set to large amount of credits per game.</p>	<p>Check coin switches—both should be wired normally open. If one switch is "closed" the other will not work either. Check wiring to 2300 board. (AACBL4A-DOOR, AAACE2301)  Refer to "Comm Error" troubleshooting section.   Check Pay In/Out Menu. Ensure Credits per Game is set. Default = 4</p>


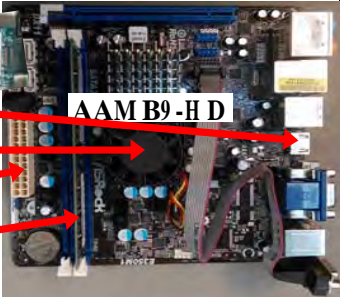

# TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
<p><b>Cabinet Lighting does not work.</b></p> <p>There are 2 different types of cabinet lighting</p>	<p><b>12 Volt White LED's</b></p> <p>Faulty cable. Disconnected, loose or broken wires. Individual LED strip out</p>	<p>These LED's receive power directly from power supply</p> <p>Refer to "Power In &amp; 12 Volt Wiring Diagram"</p> <p>Identify LED strip, check soldered wires, replace if needed.</p>
<p><b>12 Volt White LED's &amp; Colored LED's that change color</b></p> <p>Enter Diagnostic menu and select "Change Monitor Lights"</p>	<p><b>Colored LED's</b></p> <p>Faulty cable. Disconnected, loose or broken wires. Individual LED strip out</p> <p>Entire section of LED's do not work</p> <p>Specific Colors do not light on all LED strips</p>	<p>These LED's receive power from 2300 Board</p> <p>Refer to "Communication, Speaker &amp; LED Wiring Diagram"</p> <p>Identify LED strip, check soldered wires, replace if needed.</p> <p>Check main jumper cable (AACE2330) Look for broken wire</p> <p>2300 Board may be faulty. Check connection "Outputs" on main 2300 board. Replace if needed.</p>
<p><b>Colored LED's not functioning properly</b></p> <p>Enter Diagnostic menu and select "Change Monitor Lights"</p>	<p>Faulty cable. Disconnected, loose or broken wires. Individual LED strip out</p> <p>Entire section of LED's do not work</p> <p>Specific Colors do not light on all LED strips</p>	<p><b>These LED's receive power from 2300 Board</b></p> <p>Refer to "Communication, Speaker &amp; LED Wiring Diagram"</p> <p>Identify LED strip, check soldered wires, replace if needed.</p> <p>Check main jumper cable (AACE2330) Look for broken wire</p> <p>2300 Board may be faulty. Check connection "Outputs" on main 2300 board. Replace if needed.</p>
<p><b>No Sound</b></p> <p>Motherboard creates sound, 2300 board amplifies it.</p> <div style="display: flex; align-items: center;">   <div style="margin-left: 10px;"> <p>Determine if 2300 board is ok</p> </div> </div> <p>A5CEAU010 Audio Jack from Motherboard to 2300 Board</p>	<p>Volume set to zero in menu.</p> <p>Disconnected, loose or broken wires.</p> <p>Faulty speaker.</p>	<p>Enter Main Menu and verify: Game Volume &amp; Attract Volume are not zero</p> <p>Check connections and reseat audio cable from motherboard to 2300 board. Cables # AACE8811, AACE2303, and A5CEAU010.</p> <p>Unplug audio jack cable (A5CEAU010) from motherboard, plug into MP3 player and see if music is amplified and comes out of speaker. If Yes - then motherboard is faulty. If No - then 2300 board may be faulty.</p> <p>Replace speaker. AACE8811</p>




# TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
<p><b>Tickets do not dispense or Wrong amount dispensed.</b></p> <p>Check for the correct amount of tickets showing on Monitor</p>	<p>Tickets on monitor does <b>not</b> match tickets coming out of game.</p> <p>Opto Sensor on ticket dispenser dirty. Faulty ticket dispenser. Notch on tickets cut too shallow. Faulty cable. Disconnected, loose or broken wires. Faulty 2300 Board.</p>	<p>Blow dust from sensor and clean with isopropyl alcohol. Replace with working dispenser to isolate the problem. (A5TD1) Flip tickets and load upside-down to have large cut notch toward opto sensor. Check connectors from ticket dispensers to 2300 board. Check for continuity. Cables AACE3219, AACE2302 Replace 2300 board. (AAMB2300)</p>
<p>Tickets on monitor does match tickets coming out of game.</p>	<p>Settings in Menu are incorrect.</p>	<p>Enter Menu and check certain areas: Verify "Game Mode" is Redemption Check Divide By 2 option Check Mercy Tickets Verify Pipe Values are correct.</p>
<p><b>Low Tickets message on monitor</b></p>	<p>Tickets are empty in ticket tray</p> <p>Faulty cable. Disconnected, loose or broken wires.</p> <p>Faulty low ticket switch.</p> <p>Faulty MiniGen Board</p>	<p>Load tickets into tray. Ensure tickets hold down micro switch wire. Switch is part # AASW200 Check connectors from low ticket switches to 2300 board. Check for continuity. (AACE3219, AACE2302) Inspect switch and replace if needed. (AASW200) Replace 2300 Board. (AAMB2300)</p>
<p><b>No Communication between boards.</b></p> <p><b>Game does not coin up</b></p> <div style="border: 1px solid black; padding: 2px; margin: 5px 0; text-align: center; color: red; font-weight: bold;">COM ERROR SEE ATTENDANT</div> <p>Game <b>has</b> audio track "clinking" sound from speakers when coin switch triggered.</p>	<p>Check green LED's on Serial Interface board. "Power" solid ON "TX" &amp; "RX" blinking very fast,</p> 	
<p><b>If "Power" is not solid ON</b></p> <p>Ensure AACE1309 cable is plugged into 2300 board. (Comm)</p> 	<p><b>If "TX" &amp; "RX" are not blinking very fast</b> Communication to Motherboard faulty.</p> <p>Check AACE2310 to motherboard. Check or replace adaptor (A5CN1031)</p> 	
<p><b>If "TX" is solid ON</b> Motherboard is faulty. Replace AAMB8-HD</p>	<p><b>If "RX" is solid ON</b> 2300 Board is faulty. Replace AAMB2300</p>	

# TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
<p><b>Monitor not working.</b></p> <p>Power down, wait 10 seconds and power up again.</p> 	<p>Monitor says "NO SIGNAL" for 5 seconds after power - up.</p> <p>Then dark.</p> <p>Faulty power supply - Check for 12 Volts and blinking green LED on SATA Drive</p> <p>Monitor HDMI cable unplugged.</p> <p>Fan turning.</p> <p>Large power connector unplugged on motherboard.</p> <p>Faulty or loose RAM</p> <p>Refer to Monitor/Motherboard Power Supply Diagnostics for further diagnostic information.</p>	 <p>Ensure power is plugged into back of monitor, down to power strip.</p> <p>Open rear access door.</p> <p>Push ON button on monitor's satellite board.</p> <p>Replace monitor. (AAMO2200)</p> <p>SATA Drive unplugged from board or faulty</p> <p>Refer to "Monitor shows ASROCK SETUP UTILITY" section.</p> <p>Power Supply or Motherboard not Communicating correctly with monitor.</p> <p>Refer to "Monitor shows Sleep Mode on screen" section.</p> <p>Faulty or loose RAM Refer to "Monitor shows Kernel panic – unable to mount root" section.</p> <p>Motherboard is not loading or running program.</p> <p>Refer to "Monitor shows anything other than Dizzy Chicken software on screen" section.</p>
<p><b>Monitor shows nothing at all on power on.</b></p> <p>Open rear access door.</p> <p>Push ON button on monitor's satellite board.</p> 	<p>Power cable unplugged from monitor.</p> <p>Power strip faulty</p> <p>Faulty power cable for monitor</p> <p>Re-Boot game and check for any errors on monitor. Power game down, wait 10 seconds, then power game ON to reset.</p> <p>Faulty monitor.</p>	<p>Ensure power is plugged into bottom of monitor, down to power strip.</p> <p>Change plug position, replace if needed (AACE2329)</p> <p>Check A5CORD5 to ensure 110 volts to Monitor.</p> <p>If error shows on monitor, refer to suggestions above.</p> <p>Replace monitor. (AAMO4204)</p>

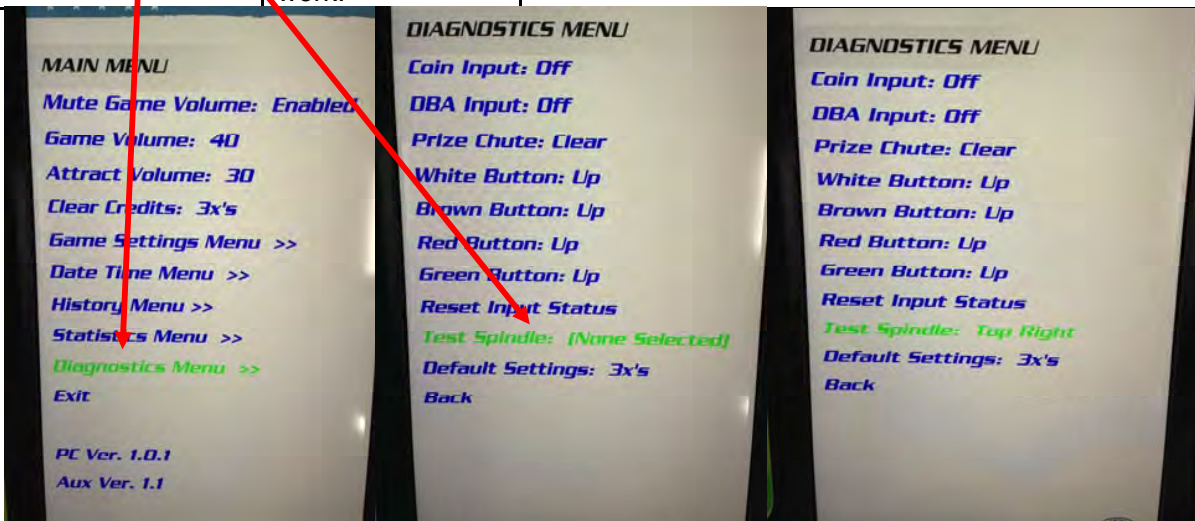
# TROUBLESHOOTING GUIDE

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



# TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
<p><b>Prizes will not dispense</b></p> <p>Enter Diagnostic menu and select "Test Dispense"</p>	<p>Faulty cable. Disconnected, loose or broken wires.</p> <p>Individual spindle out.</p> <p>Entire section of spindles do not work.</p>	<p><b>These dispense spindles receive power from the NewGen board.</b></p> <p>Refer to "Communication, Spindle Wiring Diagram"</p> <p>Identify correct spindle, check wires, replace if needed.</p> <p>NewGen Board may be faulty. Check connection "Outputs" on NewGen board. Replace if needed.</p>



<p><b>Prize does not Drop or More than One Prize Drops at a time.</b></p> <p>Spindle will turn off after prize chute sensors "sees" prize drop.</p> <p>The spindle will turn for 35 seconds - if the prize does not fall from spindle, or gets stuck in the prize chute, it will not be seen by prize chute sensors.</p>	<p>Prize is stuck on spindle.</p> <p>Prize stuck in prize chute</p> <p>Prize chute sensors are dirty, misaligned, or faulty.</p>	<p>Make sure prize hanger is UNDER retaining pin.</p> <p>Inspect prize chute and clear jam.</p> <p>Clean emitters and detectors. Ensure they are pointing straight out and no components on boards are bent</p> <p>Inspect cables between sensors and to board. (AACE5209) Replace if needed.</p> <p>Replace both Prize Chute Sensors. (AACB4402)</p>
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# MONITOR ERRORS

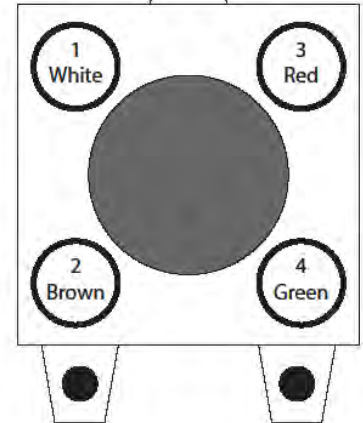


The push button to flap the bird consists of 4 individual switches that work together. If a single switch breaks, the game software will ignore it and the game will continue working. Up to 3 switches can fail and the game will still function properly. (you may notice that you must push button harder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

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

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

Button Housing (Flipped Horizontally)  
Reversed from install position



Remove flap button from machine. (Refer to "How to Remove Flap Button")

Flip button housing upside and refer to diagram to check/replace individual switches (A5SW6600) or replace the entire assembly (A5PB6600)

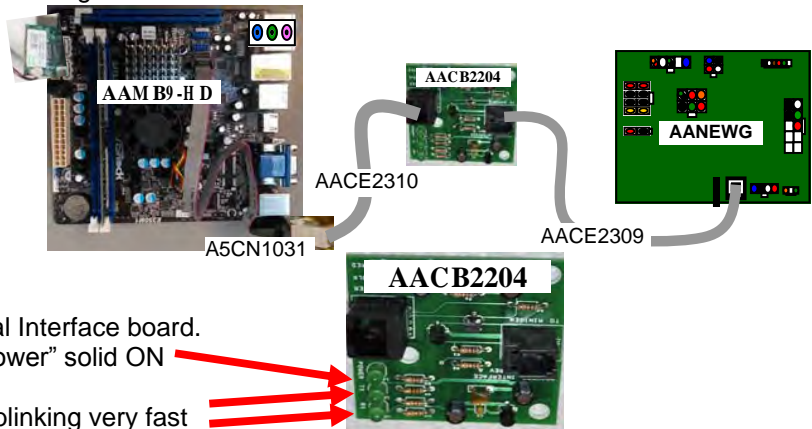
After fixing switch, enter diagnostic menu and button will show "stuck". Select "Reset Input Status" to clear it and it will go back to "Up"

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



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

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

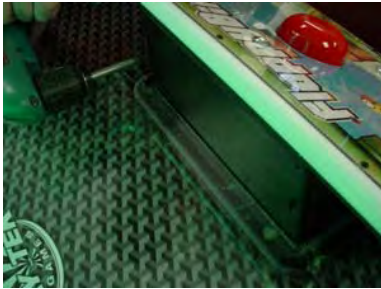


Check green LED's on Serial Interface board.  
"Power" solid ON

"TX" & "RX" blinking very fast

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

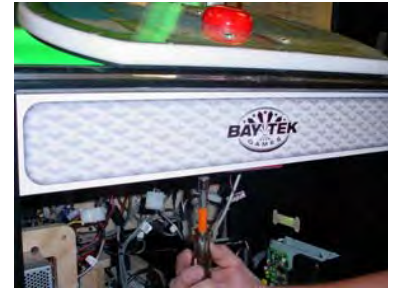
# HOW TO: REMOVE PLAYER BUTTON



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



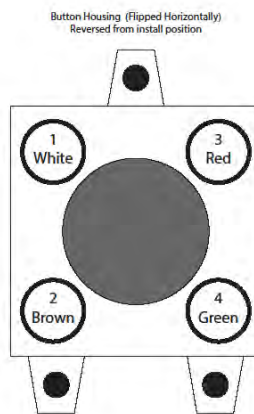
Remove single nut from top side of button assembly using 7/16" socket wrench



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



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



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

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

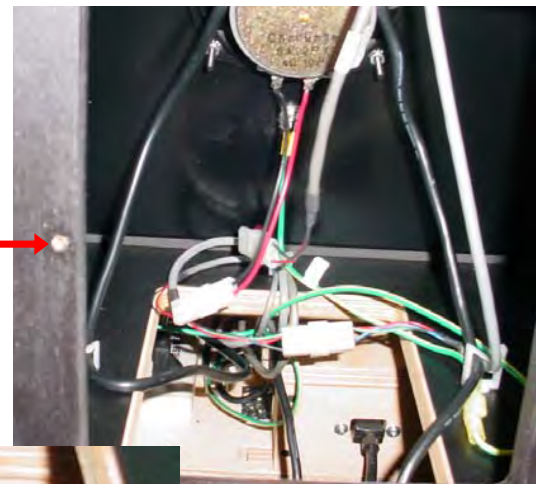
# HOW TO: REPLACE POWER STRIP

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

Remove power from game.

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

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



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

# POWER SUPPLY DIAGNOSTICS

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

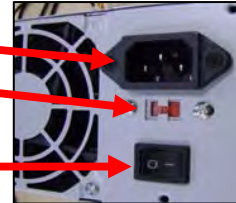
The rocker switch should be illuminated.



3.) Check connection to power supply.

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

5.) Ensure Power switch is on.



6.) Ensure fan is turning.

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

## Verify Power to Motherboard

The motherboard will turn on power supply.

If your game has no 12 volts, it may be the motherboard not turning on.

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

## Minimize load on power supply and isolate short

Unplug all outputs from power supply except for motherboard.

This will have power supply, motherboard, and monitor left plugged in.

If power supply, motherboard, and monitor now turn on:

Plug in one component at a time to power supply to locate short.

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

**1** - Check single connection from power supply.

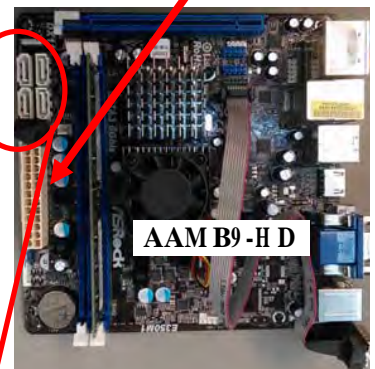
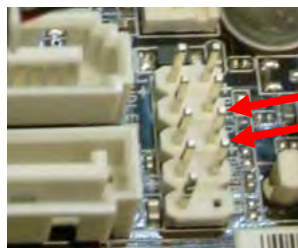
**2** - Verify these pins are covered by connector with a single capacitor.

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

**3** - Motherboard "Jump Start"

As a last resort, you may start motherboard by quickly touching these 2 pins at the same time, then quickly release

Motherboard may turn ON and boot normally.



If power supply still does not power on, replace power supply (AAPS1008-FB) or motherboard. (AAMB8-HD)

# BILL ACCEPTOR DIAGNOSTICS

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

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

Determine if Bill Acceptor has power:

Turn game ON—The bill acceptor should make noise as stacker cycles and green lights on outside bezel should flash.

If NO power:

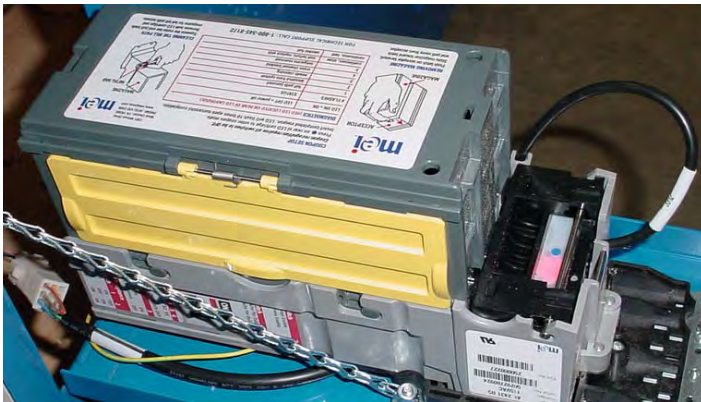
Use meter to measure 110 AC voltage at cable going into Bill Acceptor from power strip.

If power is OK:

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

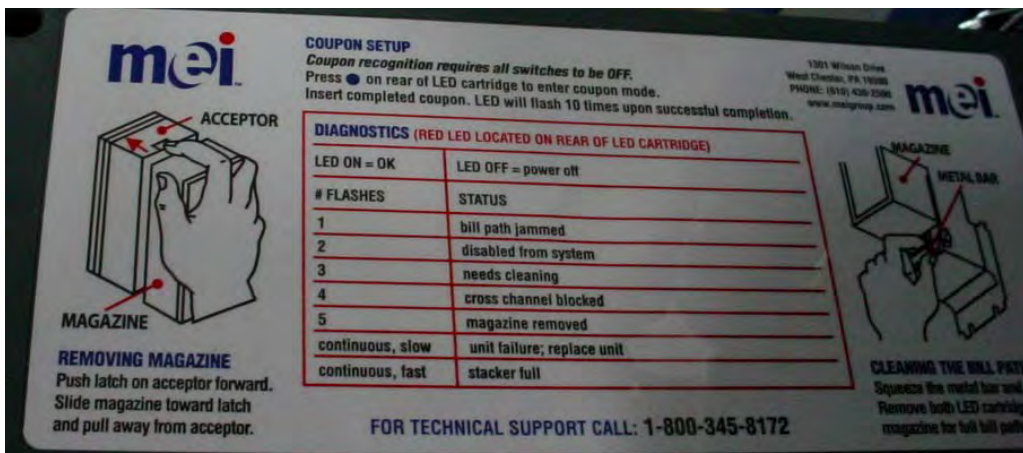
Check dipswitch settings on side of acceptor.

**Make sure switch # 8 is OFF for Always Enable**



## ERROR CODES

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



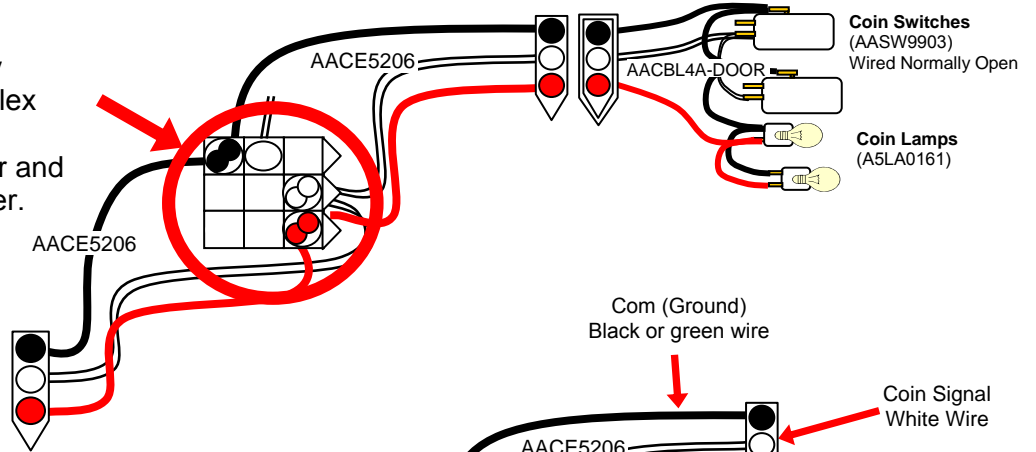
# DEBIT CARD SYSTEM SETUP

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

## Option #1:

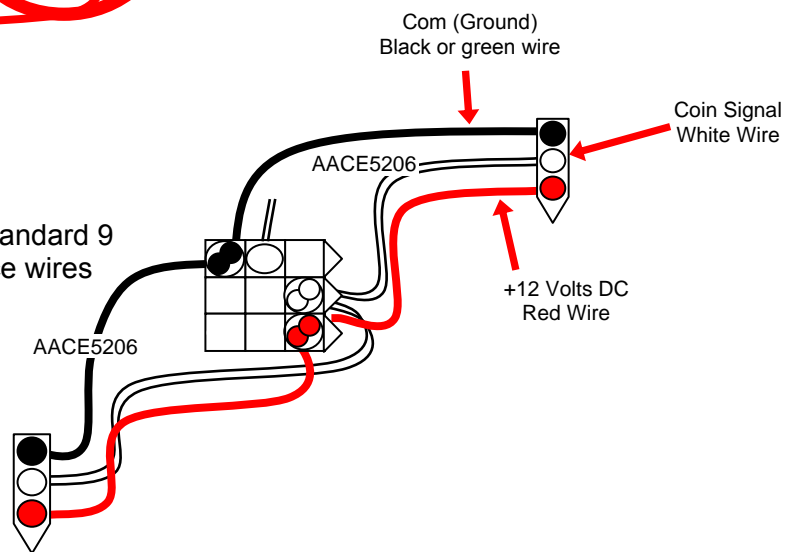
New card swipe systems may come with a standard 9 pin Molex connector.

Simply unplug this connector and plug into your card swipe reader.



## Option #2:

If your card swipe systems does not have a standard 9 pin Molex connector, then you will have to splice wires into the AACE5206 harness.



## Menu Changes

Enter menu, go to "Pay In/Out" Menu  
Change "Credits" to 1  
Change "Card Reader" to Enabled

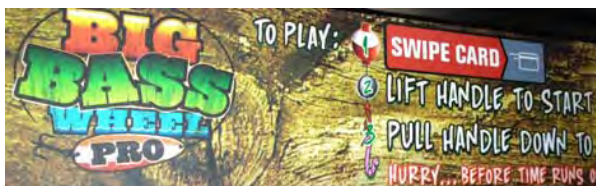
*Payout Menu*  
*Credits: 4*  
*Entertainment Only: Disabled*  
*Card Reader: Disabled*

## Additional:

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

**Part # A5DE0047**

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



## For Embed Card System Only:

The gamedrive threshold must be set to 2 volts.

# 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 pass our tests will be charged accordingly as replacement items or advance replacements.

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



# WARRANTY

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

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

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

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

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

 **ATTENTION** 

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

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