

# SKEE-BALL

PROGRESSIVE JACKPOT  
MARQUEE



PLACE SERIAL NUMBER LABEL HERE



# 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: Skee-Ball Marquee

**Congratulations on your Skee-Ball Marquee purchase!**

Bay Tek's latest alley bowler innovation, Skee-Ball, includes state-of-the-art lighting and many visual and mechanical improvements over the models we've been building for 20 years, with the addition to the brand name known for over a century!

Bluetooth capabilities allow maximum customization with scrolling messages across each game display. This fusion of classic gameplay and modern technology is sure to power your gameroom into the future!

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*



# SKEE-BALL

## GAME INSPECTION

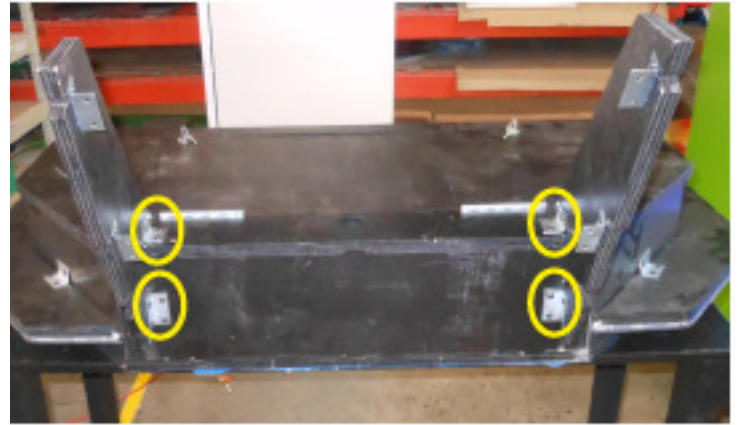
Inspect the game for any damaged, loose, or missing parts.

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.

# SET UP GUIDE

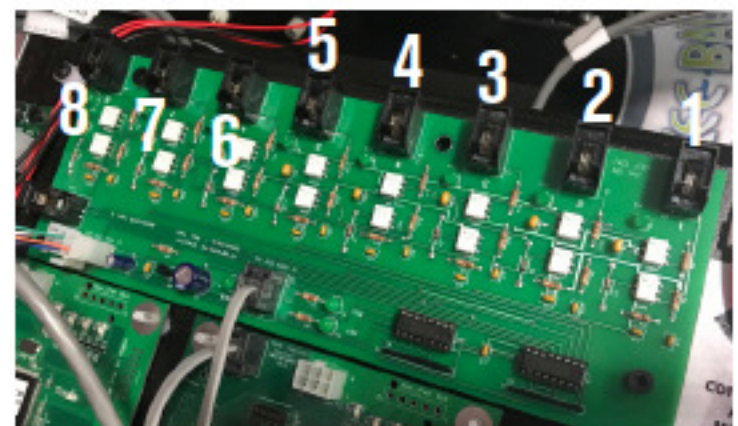
Unwrap the marquee and attach the two legs as shown with included black wood screws.



Center the marquee on the top of the bank of alleys and secure in place with included black wood screws. The marquee is heavy and awkward- please seek assistance!



Open the back door of the marquee and locate the link board.





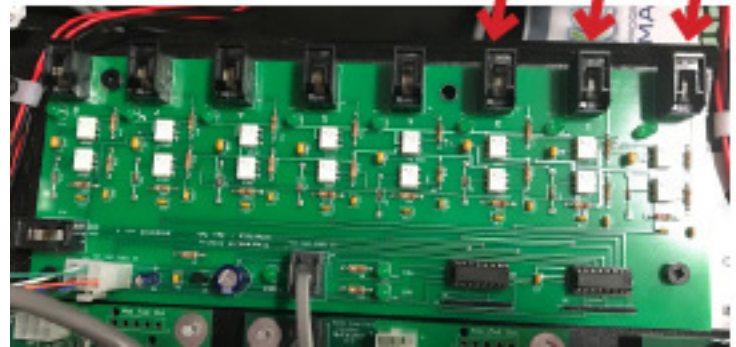
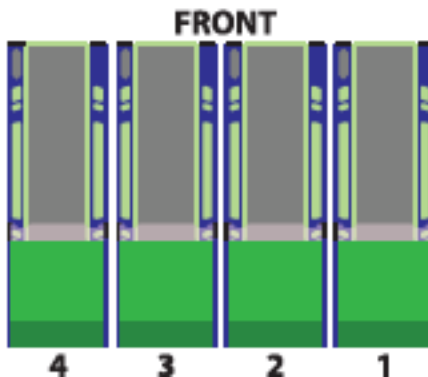
# SET UP GUIDE

Feed the grey 4-pin phone cables from each game up through the hole in the bottom of the marquee, and plug them into the corresponding connectors on the link board.

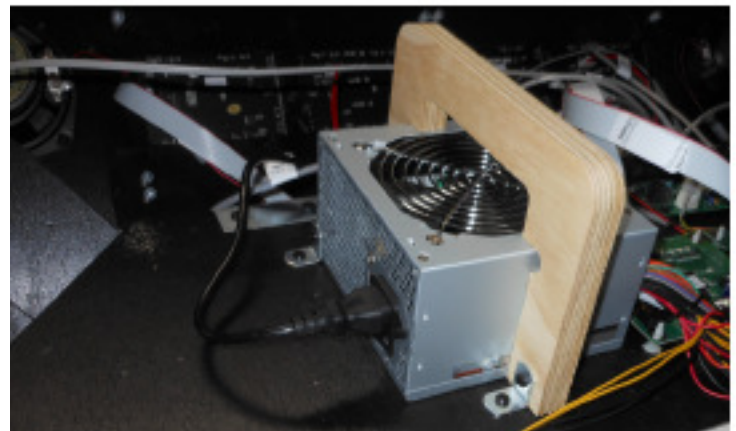


**← SYNC ORDER**

**CONNECT UP TO 8 ALLEYS TO MULTIPLEXER IN ORDER SHOWN**



Route the power supply cable down through the hole in the bottom of the marquee and plug into a standard outlet.



Remove the blue protective film from the face of the marquee.

The software in each game will automatically synchronize with the marquee settings. See pages 9- 10 to adjust Jackpot settings for your needs.



# GAME SPECIFICATIONS

WEIGHT	
NET WEIGHT	475 LBS.
SHIP WEIGHT	500 LBS.
DIMENSIONS	
WIDTH	29"
DEPTH	120"
HEIGHT	81.25" (108-126" 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. A shielded power cable must be used for the game to retain EU/EMC compliance.	
IN CASE OF EMERGENCY	
UNPLUG THE POWER CORD. The power cord must be accessible at all times in case of an emergency.	

## MARQUEE ADJUSTABLE HEIGHTS



107.262"



123.288"



# MAIN MENU FUNCTIONS

Press and hold MENU button inside *any* banked game's front ramp door, then press MENU SELECT to enter the marquee menu.

*This game is the "RC alley" (remote control).*

Scroll through the options with the MENU button.

Make your selections with the MENU SELECT button.



MENU	DESCRIPTION
N1	Jackpot Win Score
N2	Jackpot Volume
N3	Attract Sounds
N4	Attract Timing
N5	Jackpot Reset Value
N6	Jackpot Max
N7	How to Win Jackpot
N8	Jackpot Increment
N9	Default High Score
N10	Show BONUS / JACKPOT
N11	Show TICKETS / POINTS
N12	Set Up Alley Bank
N13	Clone All Alleys
N14	Statistics
N15	Reset Stats
N16	Restore Factory Settings
N17	Test Bluetooth Connection

## N1- JACKPOT WIN SCORE

Scroll through the N1 menu with the "MENU" button.

Make your selection with the "SELECT" button.

The factory settings are highlighted below.

This option sets the required score to win the Jackpot.

20,000	TO (INC 5,000)	90,000	<b>DEFAULT: 80,000</b>
--------	-------------------	--------	------------------------

## N2- JACKPOT VOLUME

Scroll through the N2 menu with the "MENU" button.

Make your selection with the "SELECT" button.

The factory settings are highlighted below.

0	1	2	3	<b>4</b>	5	6	7
---	---	---	---	----------	---	---	---

## N3- ATTRACT SOUNDS

Scroll through the N3 menu with the "MENU" button.

Make your selection with the "SELECT" button.

The factory settings are highlighted below.

<b>CHEERING</b>	<b>HORN</b>	<b>BELL</b>	<b>MUSIC ONLY</b>
-----------------	-------------	-------------	-------------------

## N4- ATTRACT TIMING

Scroll through the N4 menu with the "MENU" button.

Make your selection with the "SELECT" button.

The factory settings are highlighted below.

<b>30</b> SEC	<b>1</b> MIN	<b>3</b> MIN	<b>5</b> MIN	<b>10</b> MIN	<b>NO</b> (OFF)
------------------	-----------------	-----------------	-----------------	------------------	--------------------

## N5- JACKPOT RESET VALUE

Scroll through the N5 menu with the "MENU" button.

Make your selection with the "SELECT" button.

The factory settings are highlighted below.

This option sets the minimum Jackpot value, which the marquee resets to after a win.

10	25	50	75	100	150	200	250	300
350	400	450	500	1000	1500	2000	2500	

## N6- JACKPOT MAXIMUM

Scroll through the N6 menu with the "MENU" button.

Make your selection with the "SELECT" button.

The factory settings are highlighted below.

This option sets the maximum Jackpot value.

If not adjusted, this will default to reset value (N5)

50	TO (INC 50, 500)	10,000	DEFAULT: 1500
----	---------------------	--------	---------------

## N7- HOW TO WIN JACKPOT

Scroll through the N7 menu with the "MENU" button.

Make your selection with the "SELECT" button.

The factory settings are highlighted below.

This option sets the number of Wins (N1) required to win Jackpot.

1 WIN	2 WINS	DAILY HIGH SCORE
----------	-----------	------------------

## N8- JACKPOT INCREMENT

Scroll through the N8 menu with the "MENU" button.

Make your selection with the "SELECT" button.

The factory settings are highlighted below.

This option sets the increment of Jackpot growth per game play.

0	.5	1	2	3	4	5
---	----	---	---	---	---	---



## N9- DEFAULT HIGH SCORE

Scroll through the N9 menu with the "MENU" button.  
Make your selection with the "SELECT" button.  
The factory settings are highlighted below.

This option sets the "HIGH SCORE" to beat upon reset.

10K	20K	30K	40K	50K	60K	70K	80K	90K
-----	-----	-----	-----	-----	-----	-----	-----	-----

## N10- SHOW BONUS/JACKPOT

Scroll through the N10 menu with the "MENU" button.  
Make your selection with the "SELECT" button.  
The factory settings are highlighted below.

This option sets the wording on the display to either BONUS or JACKPOT.

BONUS	JACKPOT
-------	---------

## N11- SHOW TICKETS/POINTS

Scroll through the N11 menu with the "MENU" button.  
Make your selection with the "SELECT" button.  
The factory settings are highlighted below.

This option sets the wording on the display to either TICKETS or POINTS.

TICKETS	POINTS
---------	--------

## N12- SET UP ALLEY BANK

Press the MENU button to display sequence of alleys by number, 1 through 8 from left to right. If connection is missing, X will be displayed. If an alley is out of sequence, it will appear in **red**.

**DISPLAY ON:** numbers will appear on *all* alleys

**ONLY RC ALLEY:** number will appear only on controlling alley (RC);  
all other games remain in play mode

## N13- CLONE ALL ALLEYS

To copy all game settings to each alley in the bank, press "SELECT", then confirm by pressing "SELECT" again.

Display will read SUCCESS or ERROR-RETRY.

## N14- STATISTICS

Scroll through the N13 menu with the "MENU" button.

*Statistics tracked:*

**Games**

(total games played on all alleys)

**Jackpot**

(number of wins)

**AVG Per Jackpot**

(tickets won per jackpot win)

## N15- RESET STATISTICS

Press the "SELECT" button 3 times clear the Marquee statistics.

Will read CLEARED when reset to zero.

## N16- FACTORY DEFAULT RESET

Press the "SELECT" button 3 times to reset the marquee to factory defaults.

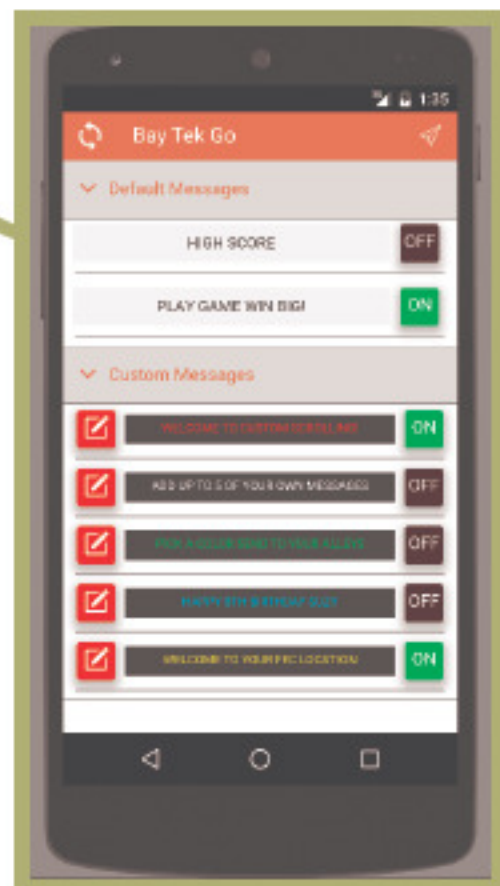
Will read RESTORED when reset to defaults.

# N17- TEST BLUETOOTH CONNECTION

The Skee-Ball marquee is equipped with Bluetooth connectivity to be used with the Bay Tek GO app, available for download on iOS and Android (see pages 15-16).

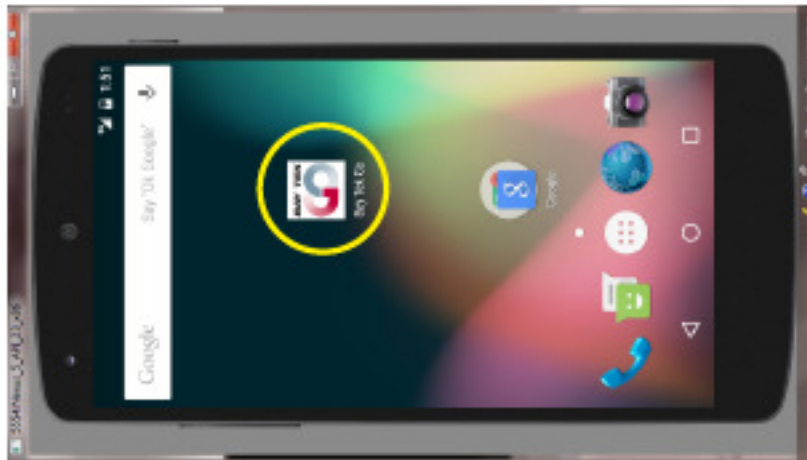
This feature allows locations to program the scrolling marquees of each game to customized messages, such as birthday announcements and daily specials.

The N17 menu does not effectively change Bluetooth settings, but shows scrolling messages and the status of the app settings if it has been used previously.





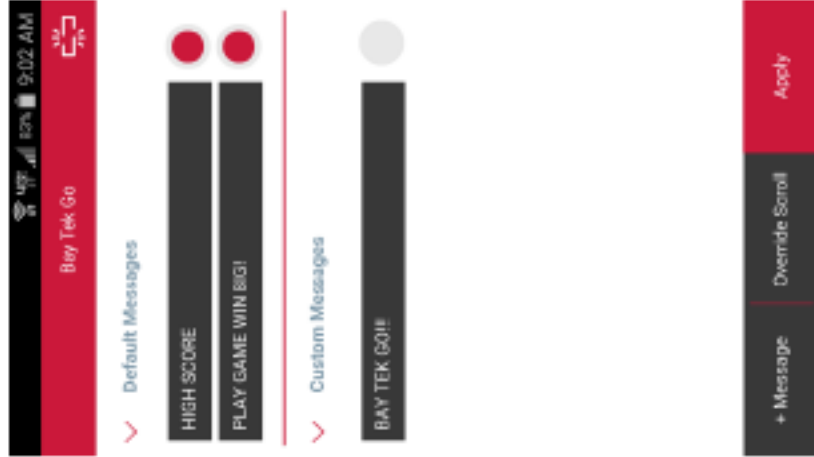
# BAY TEK GO APP



Locate the **Bay Tek Go** app icon on your device.



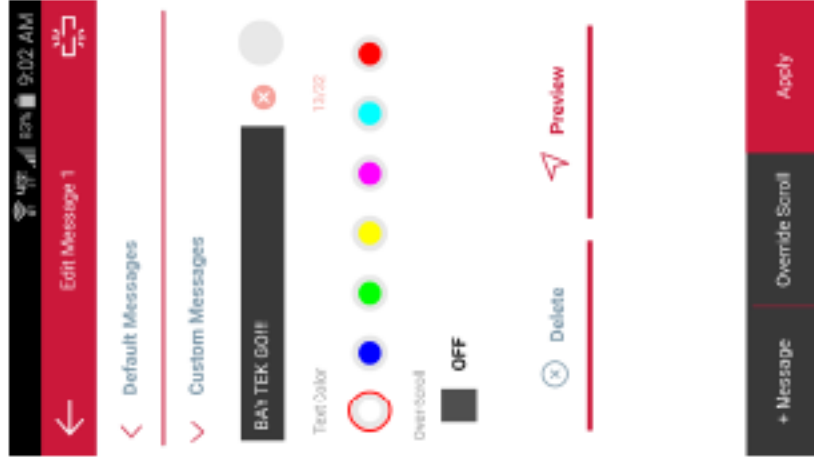
- Press the **Refresh List** button to find your games
- Select desired machine
  - Enter the PIN #
  - Press **Connect**



Expand the menus to view current message settings.

Turn messages on or off by hitting the red buttons.

You can add up to 5 custom messages by clicking **+ message** at the bottom of the screen.



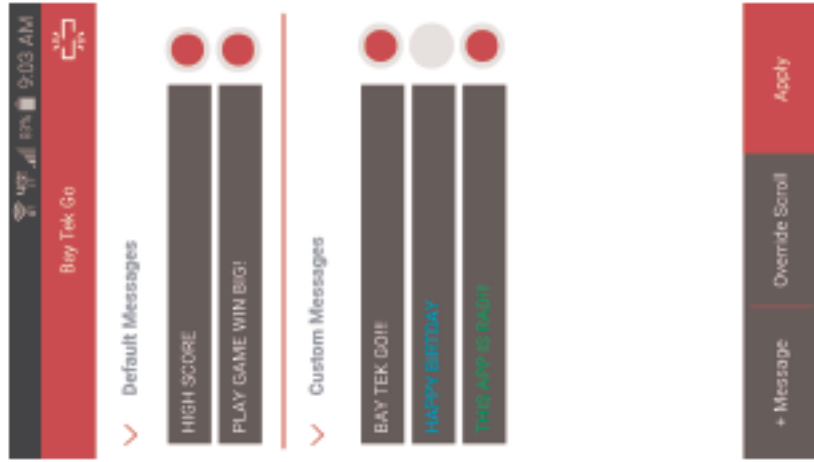
Edit messages and select display color.

Hit **Preview** to view the message on the game's display.

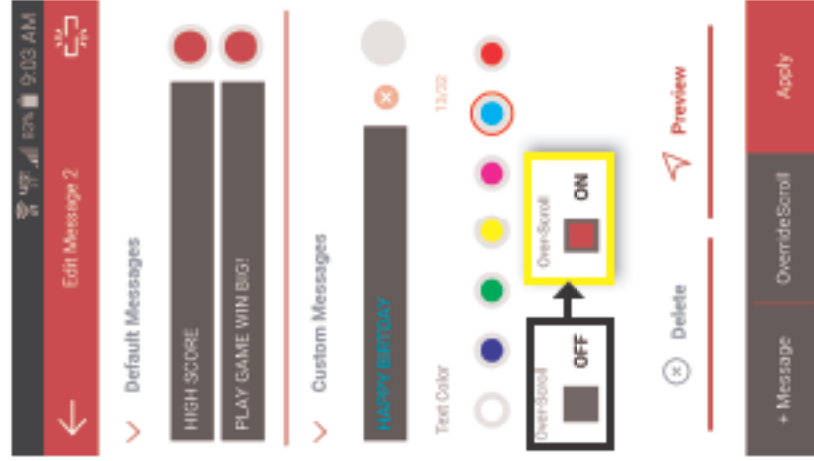
Press **Apply** to save message.

Press **Delete** to remove it.

# BAY TEK GO APP

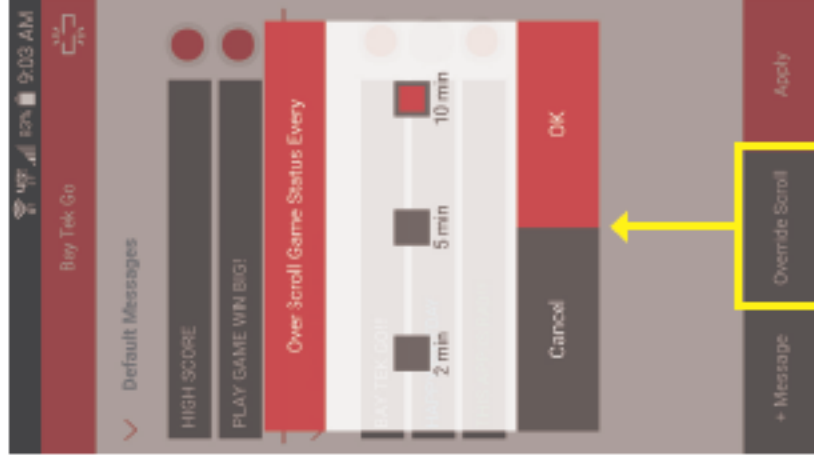


Enter and enable all desired messages.



Messages can be set to override game displays at set intervals.

**Overscroll *must be selected* on each message** you wish to override the display (*including during game play to ensure your messages are seen, even in a busy game room*)



Press the **Override Scroll** button to open the Over Scroll menu.

Select how often you want the messages to overscroll on the displays.

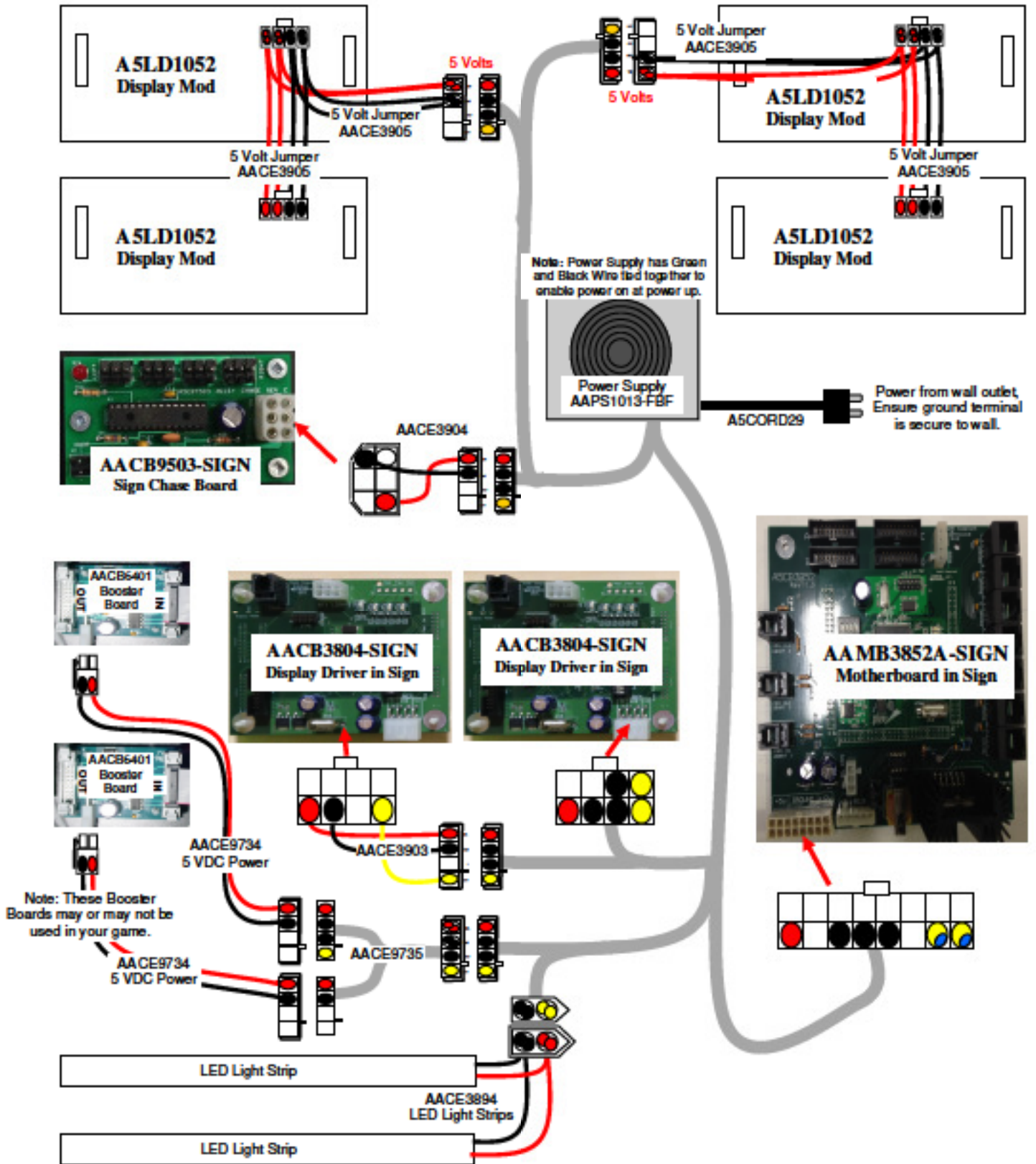
*Only the messages in which Over Scroll was selected will be enabled.*



Hit the red **Apply** button to enable all custom messages.

Be sure to hit **OK** in the confirmation menu.

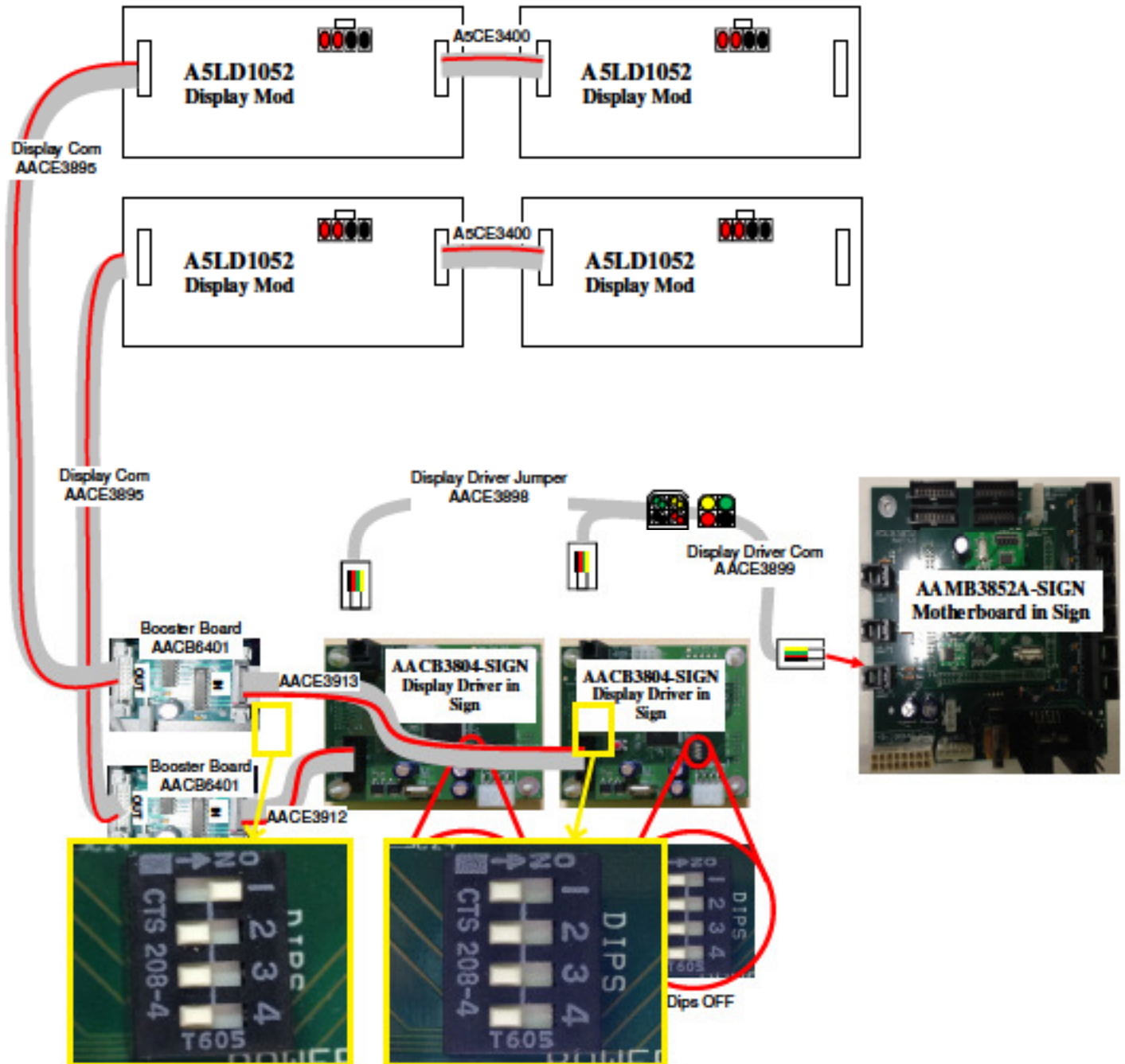
# MARQUEE WIRING DIAGRAM







# MARQUEE WIRING DIAGRAM





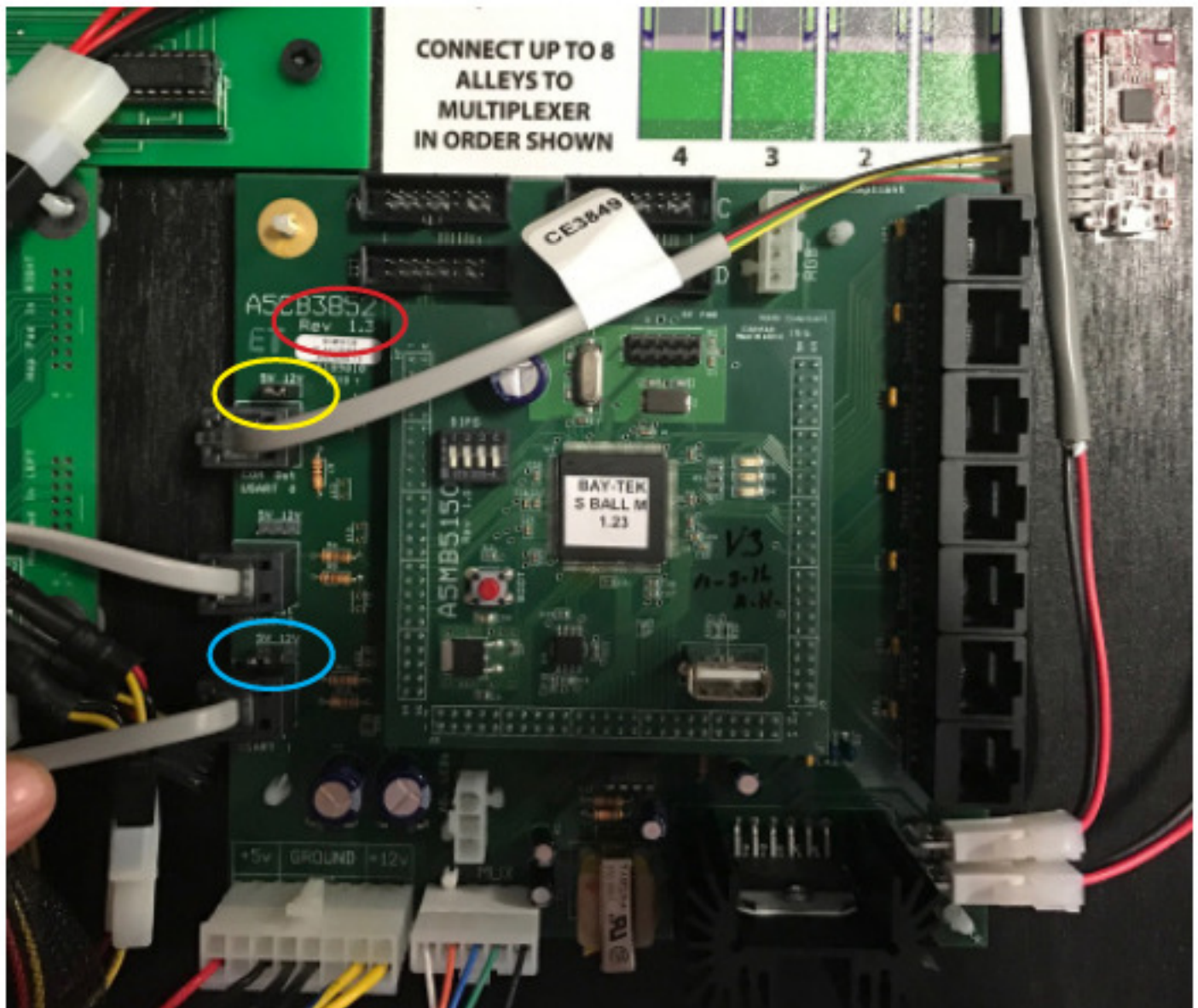
# SET UP GUIDE

**\*\*ONLY FOR BOARD VERSION REV 1.3 IN THE MARQUEE**

Confirm that the board version is **REV 1.3** (circled in red below). If you have REV 1.4, skip to the next page.

Above the TOP phone cable port, make sure that the black jumper is to the right, at 12V (circled in yellow below). If the jumper is not in the correct location, use a pliers to carefully remove it and install back into the proper location.

Above the BOTTOM phone cable port, make sure that the black jumper is to the left, at 5V (circled in blue below). If the jumper is not in the correct location, use a pliers to carefully remove it and install back into the proper location.





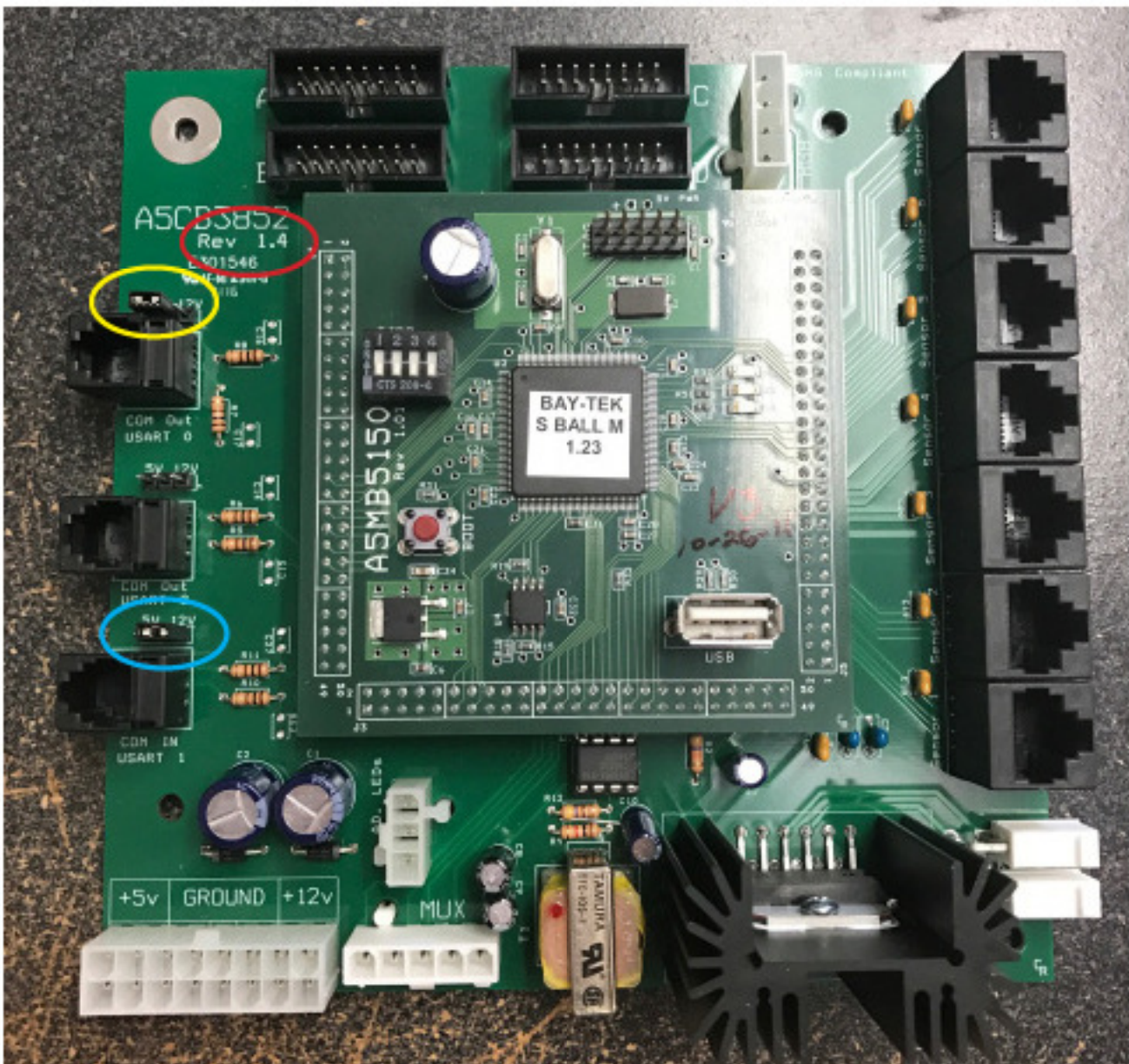
# SET UP GUIDE

**\*\*ONLY FOR BOARD VERSION REV 1.4 IN THE MARQUEE**

Confirm that the board version is **REV 1.4** (circled in red below). If you have REV 1.3, turn back to the previous page.

Above the TOP phone cable port, make sure that the black jumper is to the left, at 5V (circled in yellow below). If the jumper is not in the correct location, use a pliers to carefully remove it and install back into the proper location.

Above the BOTTOM phone cable port, make sure that the black jumper is to the right, at 12V (circled in blue below). If the jumper is not in the correct location, use a pliers to carefully remove it and install back into the proper location.





# SET UP GUIDE

**\*\*FOR IN THE HEAD OF THE ALLEY ONLY!**

A small bag of black jumpers will be inside the marquee. These will be needed to properly operate your games with a marquee.

## BOARD VERSION: REV 1.3 ONLY:

Above the BOTTOM phone cable port, insert a black jumper onto the pegs - to the left, at 5V (circled in yellow). If the jumper is not in the correct location, use a pliers to carefully remove it and install back into the proper location.

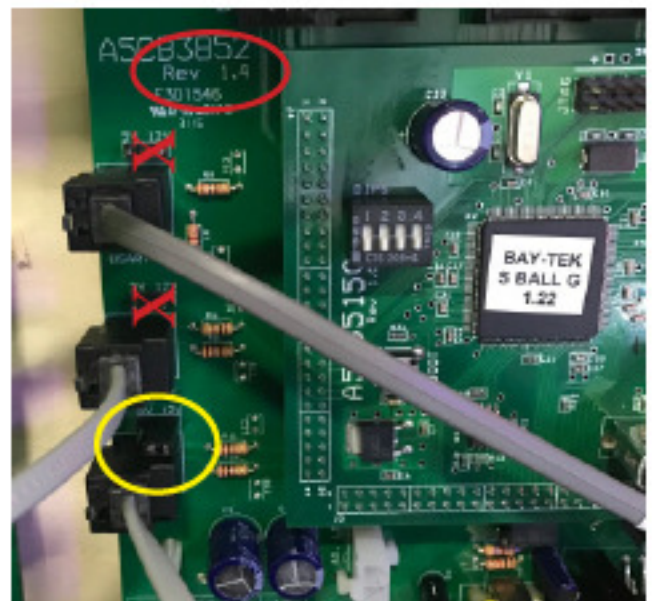
(There will be no other jumpers needed on this board)



## BOARD VERSION: REV 1.4 ONLY:

Above the BOTTOM phone cable port, insert a black jumper onto the pegs - to the right, at 12V (circled in yellow). If the jumper is not in the correct location, use a pliers to carefully remove it and install back into the proper location.

(There will be no other jumpers needed on this board)



# TROUBLESHOOTING

Problem	Probable Cause	Remedy
No power to the sign.	Unplugged.  Power Supply turned off.  Power Supply green and black wire not tied together.  Circuit breaker tripped.  Bad power supply.	Check power cord (A5CORD29) from power supply in sign to the wall. Verify that any extension cords used have good ground to wall.  Check rocker switch on the Power Supply.  Ensure the green wire on power supply is tied to a black wire on the power supply. This will enable the power supply to turn on at power on.  Reset power strip breaker switch or building circuit breaker. Attempt to determine cause.  Refer to Motherboard Diagnostics, replace power supply if needed. (AAPS1013-FBF)
Color lights on top and sides of sign do not flash.	LED strip faulty  If all 3 lights do not light, check power into board. Faulty Cable  Faulty Light Board	LED lights plug into the Sign Chase Board. Refer to Marquee wiring diagram. Swap connectors on Sign Chase Board and see if one strip is bad or more than one. If one strip is faulty, replace it. (AACE3896 or AACE3897)  Check 5 volts DC power in cable from power supply to Sign Chase Board. (AACE3904)  Replace Light Board. (AACB9503-SIGN)
LED 12 VDC cabinet lighting not working.	LED's to light up sign plug directly into the power supply.	Check for proper connection from LED lights to the power supply. Check continuity. (AACE3894)  Refer to the Playfield wiring diagram.
No Audio	Volume too low.  Loose wire.  Faulty motherboard	Press and hold both the Menu button and the Menu Select button at the same time to enter the Sign Menu. Scroll to N2 to adjust "Jackpot Volume". Scroll to N3 to adjust "Attract Sound Volume". Scroll to N4 to adjust "Attract Timing"  Check audio cable connections from speaker(AACE8811), cable (AACE3902), to motherboard (AAMB3852A-SIGN)  Replace Motherboard. (AAMB3852A-SIGN) Motherboard creates sound.
Bluetooth not communicating	Loose connection  Does the phone "See" the Bluetooth transmitting?  Does the Baytek Go App connect?  Does the Baytek Go App load?	Check cable connections at Bluetooth Board and at motherboard. Ensure the phone cable is plugged into the top socket on the motherboard.  If not - replace the Bluetooth Board. Part # AACB3853A  If not - make sure you are using the correct pin # 0815  If not - reload the app, or download new version of app.

# TROUBLESHOOTING

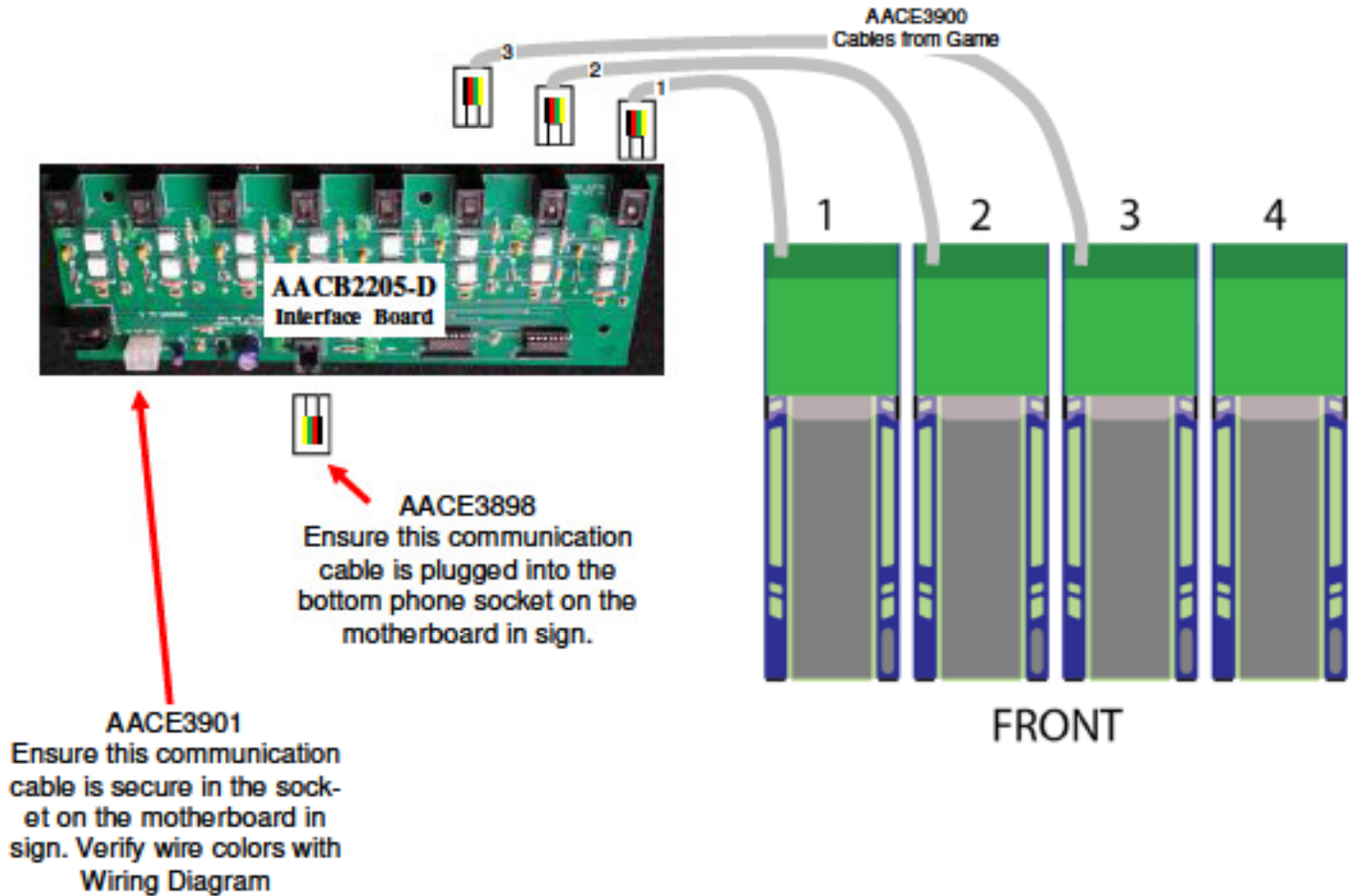
Problem	Probable Cause	Remedy
<p>All Displays show nothing at all on power on</p>	<p>Power cable unplugged from Displays or Display Driver Board</p> <p>Communication Cable unplugged motherboard.</p> <p>Two Faulty Display Driver Boards.</p> <p>Faulty Motherboard.</p>	<p>Refer to Marquee Wiring Diagram and check 5 Volts DC from power supply to displays. (AACE3905)</p> <p>Check communication cable from motherboard to Display Driver Boards (AACE3899, AACE3898)</p> <p>Swap Display Driver Boards. Ensure the dipswitch settings are correct for top display vs bottom displays Replace Display Driver Bd if needed. (AACB3804-SIGN) Replace Motherboard (AAMB3852A-SIGN)</p>
<p>One Display shows nothing.</p> <p>Top row of displays are wired in series.</p> <p>Bottom row of displays are wired in series.</p> <p>If one is faulty, the later display will not work.</p>	<p>Disconnected, loose or broken wires.</p> <p>Swap one display with another to verify faulty display.</p> <p>Swap Display Driver Board with another to verify Display Driver Board.</p> <p>Booster Board issue.</p> <p>Faulty ribbon cables to Display Boards</p>	<p>Refer to Marquee Wiring Diagram. Check connections for power cables and ribbon cables on display boards, booster boards, and Display Driver Boards</p> <p>Replace confirmed faulty display (A5LD1052)</p> <p>Ensure the dipswitch settings are correct for top display vs bottom displays Replace Display Driver Board if needed. (AACB3804-SIGN)</p> <p>Check 5 Volt DC cable (AACE9734) into Booster Boards. Ensure ribbon cables are secure. Swap Booster Boards to verify a faulty board. Replace if needed. (AACB6401)</p> <p>Check ribbon cables to displays (AACE3895), and ribbon cables between displays (A5CE3400)</p>
<p>Displays are garbled.</p>	<p>A problem with one display is affecting the other.</p> <p>Disconnected, loose or broken wires.</p> <p>Isolate faulty display.</p>	<p>Unplug the output from the 1st display to the 2nd. If the 1st display is now ok, then the problem display is later in the chain.</p> <p>Check connections and swap small jumper ribbon cables to verify they are ok.</p> <p>Replace display (A5LD1052)</p>



# CONNECTING ALLEYS TO SIGN

The games must be connected to the Interface Board in the Sign in the correct order for the games to scroll properly.

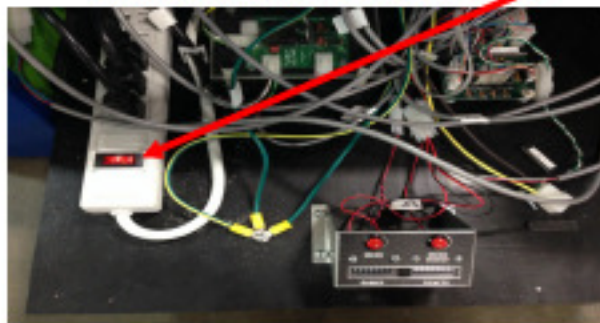
Position #1 on the Interface Board must be connected to the far left alley in the bank.





# MOTHERBOARD DIAGNOSTICS

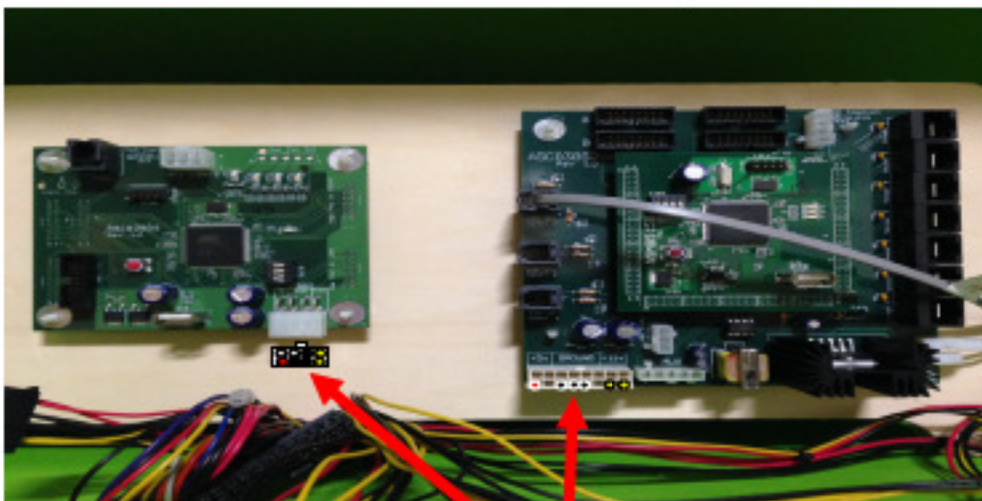
- 1.) Verify AC power to front of game. Check power strip in bottom front. Check for illuminated power switch.



- 3.) Check AC power 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.



AACE3881 to  
In-Line Filter



- 6.) Check connections from power supply.  
Make sure these 2 connections are secure.

# GRAND MARQUEE JUMPERS & DIPSWITCHES

The motherboard in the Grand Marquee Sign is different from the motherboard in each of the connected games.

It is important not to mix these up—the game will not work correctly if wrong software is loaded onto the wrong board!

Check Version # on board above these 3 phone connectors.

**This information only applies to rev 1.4 or higher**

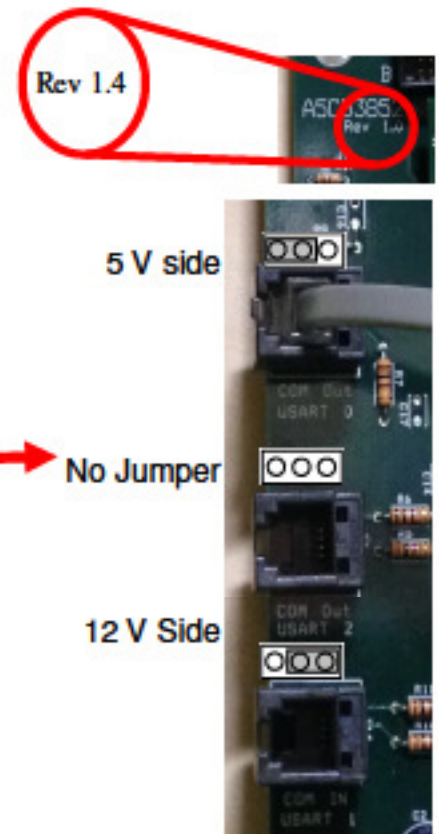
If it rev 1.3 or less, the etching on the board is incorrect.

Call Baytek for more information.

Check Jumper placement on the 3 pins above phone cables:

Set jumpers to the positions shown for the motherboard in the Grand Marquee Sign.

(These jumpers are in different positions on the motherboards in the connected games.)



## Dipswitches Settings:

**Default Settings:** ALL DIPS OFF Full marquee scroll (slower for banks of 3 or less)  
Set DIPS 2 & 3 ON for faster scroll (start & end near middle of banks)

# PARTS LIST

PART #	DESCRIPTION
A5DE3857	Decal, Skee Ball, Jackpot Sign
A5DE3858	Decal, Left Grand Marquee
A5DE3859	Decal, Right Grand Marquee
A5DE3860	Decal, Middle Grand Marquee
A5DE3863	Decal, Sync Order, Grand Marquee
A5HO1003	Holder, For Light Bars
A5LK5002	Lock, 7/8", H95 Key Code
W5HG1015	Hinge, 5", Double Bend
W5KE5000	Keeper, Lock
A5CE9736	Ribbon Cable Jumper To 6401 Board
A5CORD29	CORD, 20' Or 25'
AACE3888	Cable Assy, Com To Display
AACE3894	Cable Assy, LED Lights Skee Ball Marq
AACE3895	Cable Assy, Display Ribbon, Skee Ball Marq
AACE3896	Cable Assy, Left & Right LEDs, Skee Ball Marq
AACE3897	Cable Assy, Top LED, Skee Ball Marq
AACE3898	Cable Assy, Skee Ball, Splitter, Marq
AACE3899	Cable Assy, Skee Ball, Com, Marq
AACE3900	Cable Assy, Linking Cable from Games
AACE3901	Cable Assy, Skee Ball, Interface Marq
AACE3902	Cable Assy, Skee Ball, To speaker, marq
AACE3903	Cable Assy, Skee Ball, Pwr Disp Drivermarq
AACE3904	Cable Assy, Skee Ball, Chase Bd Marq
AACE3905	Cable Assy, Skee Ball, 5 Volt Jp Marq
AACE3910	Cable Assy, Ground Wire, Sb Marquee
AACE3912	Cable Assy, Display Ribbon For 6401, Sb
AACE3913	Cable Assy, Display Ribbon, Sb
AACE8811	Cable Assy, Speaker
AACE9734	Cable Assy, Power To Cb6401
AACE9735	Cable Assy, Power Splitter
AACB3853A	PCB, Blue Tooth
AACB2205-D	Cir Bd Assy, Prog Sign Interface
AACB3804-SIGN	PCB, Dot Mat Driver Cont
AACB6401	PCB, Dot Matrix Level Shifter
AACB9503-SIGN	PCB, Alley Chase
A5LD1052	Led Display Board Conversion
AAMB3852-SIGN	Motherboard, Skee Ball Marq
AAPS1013-FBF	Power Supply, Fusion, 110v Evga



# PART PICTURES



**A5DE3857**



**A5DE3858**



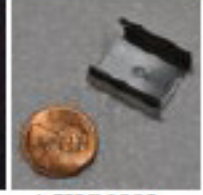
**A5DE3859**



**A5DE3860**



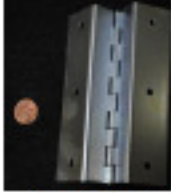
**A5DE3863**



**A5HO1003**



**A5LK5002**



**W5HG1015**



**W5KE5000**



**A5CE9736**



**A5CORD29**



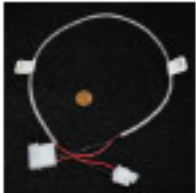
**AACE3888**



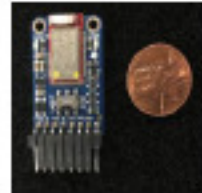
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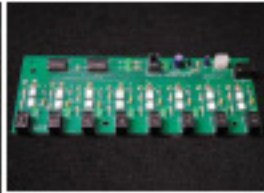
**AAACE8811**



**AAACE9734**



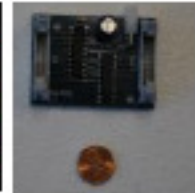
**AAACB3853A**



**AAACB2205-D**



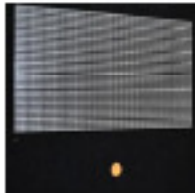
**AAACB3804-SIGN**



**AAACB6401**



**AAACB9503-SIGN**



**A5LD1052**



**AAMB3852-SIGN**



**AAPS1013-FBF**





# 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.

	<b>ATTENTION</b>	
<p>In order to maintain the safety &amp; compliance certifications of this game, <b>ONLY</b> 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](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.