SKEE BALL

SKEE BALL
WIN THE
JACKPOT
501
TICKETS

SKEE BALL
YOUR

SKEE BALL
CUSTOM

SKEE BALL
MESSAGE

SKEE BALL
HERE

PLACE SERIAL NUMBER LABEL HERE

BAY TEK
GAMES

passion in ★ fun out

FACTORY CONTACT INFORMATION

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

JOIN OUR SERVICE FIRST NETWORK!

This free service is intended to keep you up to date on the latest game information, early notification of parts specials, pertinent technical bulletins, updates on retro fit parts, software upgrades, and much more.
Log on to: www.baytekgames.com/parts
then click on the Parts N' Service tab, or scan the QR code below with your Smartphone to jump straight to this game's parts page!

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P: 920.822.3951
F: 920.822.8936
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PARTS
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MON - FRI
8 AM - 5 PM C.S.T.

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

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Congratulations on your Skee-Ball 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. 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

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.

Roll 9 balls up the ramp and into the playfield.

Win tickets according to your score.
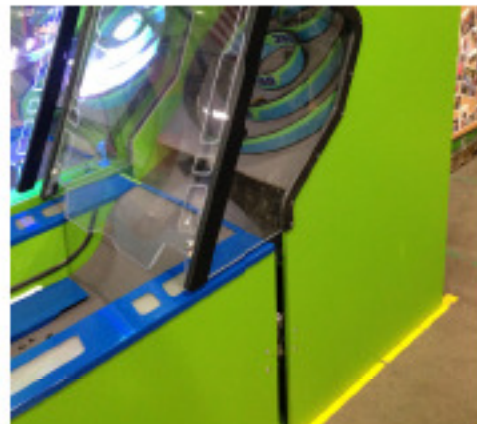

Score a perfect game to win the Jackpot!

Locate the balls - they are inside a wooden box screwed up inside the rear of the ramp. The wooden box is labled "9 BLUE SKEE-BALLS." Remove the balls and place the cover back onto the box.

Place the target cabinet near its desired location. Push the alley ramp near the target cabinet.

Plug in the two cables between them before pushing them together.

Using the 5/16" allen wrench in the cashbox, turn the latches on either side of the ramp into the hasps on the target cabinet to secure them together.

Plug the cabinet into a standard electrical outlet and turn the power strip to ON.**You're ready to roll!**

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
5.2 AMPS @ 115 VAC
2.6 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 subtances 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.

107.262"

123.288"

MAIN MENU FUNCTIONS

Press the MENU button inside the front ramp door to enter the game menu.

Scroll through the options with the MENU button.

Make your selections with the MENU SELECT button.

MENU	DESCRIPTION
N1	Credits per Play
N2	Game Volume
N3	Ticket Patterns
N4	1/2 Ticket Dispense
N5	Fixed Tickets
N6	Game Timeout
N7	Game Mode
N8	Extra Last Ball
N9	Last Game Score Display
N10	Ring of Fire Gameplay
N11	Payout Display
N12	Statistics
N13	Clear Stats
N14	Sensor Test
N15	Solenoid Test
N16	Factory Settings

N1- COINS/CREDITS PER PLAY

Scroll through the N1 menu with the "MENU" button.
Make your selection with the "SELECT" button.
The factory settings are highlighted below.

0	1	2	3	4	5	6	7	8

N2- GAME 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	4	5	6	7

N3- TICKET PATTERNS

Factory default pattern is highlighted in YELLOW.
The approximate average tickets per game are highlighted in GREEN.
Bonus value is overridden by the Grand Marquee when connected.

TICKET PATTERN	GAME SCORE (in thousands)													
	0 - 9	10 - 14	15 - 19	20 - 24	25 - 29	30 - 34	35 - 39	40 - 44	45 - 49	50 - 59	60 - 69	70 - 79	80 - 89	90 +
	TICKETS													
1	0	0	1	1	1	2	2	3	4	6	10	20	30	50
2	0	1	1	2	2	2	3	3	3	4	5	10	20	50
3	1	1	2	2	3	3	4	4	5	6	7	8	9	500
4	1	1	2	3	4	5	6	7	8	9	10	15	23	25
5	1	2	3	4	5	6	7	8	9	10	11	12	13	14
6	1	2	3	4	5	6	7	8	9	10	15	20	25	50
7	1	2	3	4	5	6	7	8	9	10	25	50	75	100
8	1	2	3	4	5	6	7	10	15	25	50	100	150	1000
9	2	3	4	5	6	7	8	9	10	11	12	15	20	1000
10	2	3	4	5	6	8	10	12	14	16	18	20	25	30
11	3	4	5	6	7	8	9	10	12	14	16	20	25	30
12	3	4	5	6	7	8	10	15	20	30	50	100	250	1000
13	4	5	6	7	8	9	10	15	20	25	35	50	100	1000
14	1	3	5	7	9	11	13	15	17	20	25	50	75	100
15	2	4	6	8	10	12	14	16	18	20	30	40	50	100
16	2	4	6	8	10	12	14	16	18	25	50	75	100	1000
17	6	8	10	12	14	16	20	30	40	60	100	200	500	1000
18	4	8	10	12	14	18	20	25	30	35	50	75	100	1000
19	8	10	12	14	16	18	20	22	24	26	28	30	50	250
20	8	10	12	14	18	22	30	35	40	50	60	70	80	100
21	6	8	12	16	20	22	24	26	30	35	50	100	120	1000
22	4	8	12	16	20	24	28	32	36	40	60	80	100	200
23	8	16	20	24	28	36	40	50	60	70	100	150	200	1000
24	10	15	20	25	30	40	50	60	70	100	200	300	500	1000
25	12	16	24	32	40	44	48	52	60	70	100	200	240	2000

N4- 1/2 TICKET DISPENSE

Scroll through the N4 menu with the "MENU" button.
Make your selection with the "SELECT" button.
The factory settings are highlighted below.

Enabling 1/2 ticket dispense will make the game dispense 1 paper ticket for every 2 tickets won.

DISABLED	ENABLED

N5- FIXED TICKET PAYOUT

Scroll through the N5 menu with the "MENU" button.
Make your selection with the "SELECT" button.
The factory settings are highlighted below.

Fixed ticket payout sets all targets to the designated ticket value.
This setting will override any ticket pattern (n5) or mercy tickets (n6) selected.

0 (off)	1	2	3	4	5	6	7	8	9	10	11	12

N6- GAME TIMEOUT

Scroll through the N6 menu with the "MENU" button.
Make your selection with the "SELECT" button.
The factory settings are highlighted below.

30 SEC	1 MIN	1.5 MIN	2 MIN	3 MIN	5 MIN	NO (OFF)

*N10 MUST BE SET TO NO(OFF) FOR WASHINGTON STATE COMPLIANCE

N7- GAME MODE

Scroll through the N7 menu with the "MENU" button.
Make your selection with the "SELECT" button.
The factory settings are highlighted below.

Show mode enables the game to be demonstrated without dispensing tickets.

NORMAL	SHOW (1 credit/no tickets)	AMUSEMENT ONLY (no tickets)

N8- EXTRA LAST BALL

Scroll through the N8 menu with the "MENU" button.
Make your selection with the "SELECT" button.
The factory settings are highlighted below.

Extra last ball will be dispensed if no score is read after 8 balls have been rolled.

OFF	10 SEC	20 SEC
		20 SEC

N9- LAST GAME SCORE DISPLAY

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

Set how long the final score displays on screen after the game is over.

5 SEC	10 SEC	15 SEC	20 SEC

N10- RING OF FIRE

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

Ring of Fire gameplay consists of individually lit targets that count for double points.

OFF	ON

N11- PAYOUT DISPLAY

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

Change the payout terminology to fit your location's model.

TICKETS	POINTS	COUPONS

N12- STATISTICS

Scroll through the N12 menu with the "MENU" button.

The statistics menu shows the total number of games paid out in each ticket bucket (described on page 10).

```
n12-GAME STATISTICS
BUCKET 1  0- 9K:4810
BUCKET 2 10-14K:241
BUCKET 3 15-19K:18
```

N13- CLEAR STATISTICS

Press the MENU SELECT button 3 times to clear the game statistics.

N14- SENSOR TEST

Press the MENU SELECT button to enter Sensor Test mode.

Break the sensor beam in each target (with a ball or a hand) to verify sensors are functioning correctly.

N15- SOLENOID TEST

While in Solenoid Test mode, press the Menu Select button to activate the ball release solenoid.

HOW TO: OPEN & CLOSE TARGET SHIELD

Unlock each side of the shield and lift it up to access the playfield. It will stay in place when lifted fully.

To close, push up on the upper center of the shield to release the catch mechanism. Slowly lower it back into place and lock to secure.

HOW TO: ACCESS CIRCUIT BOARDS

Unlock the center front door of the ramp and pull out the drawer to access the controlling circuit boards and menu buttons.
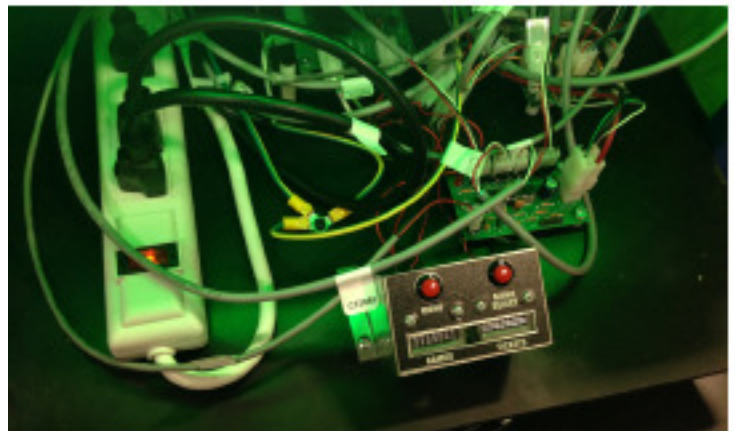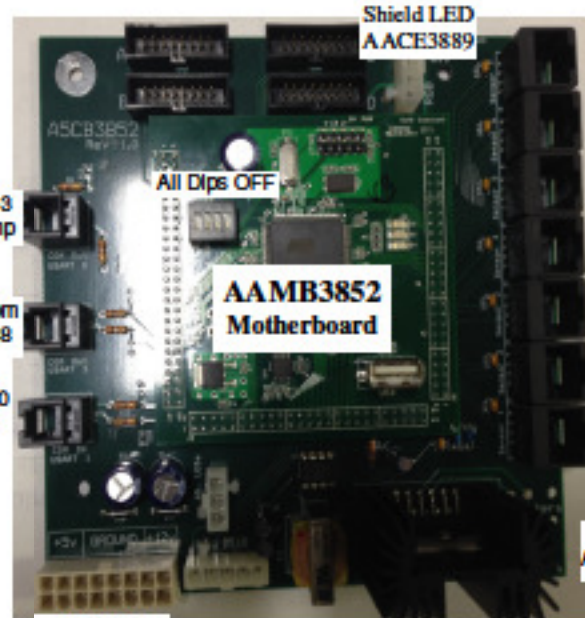
CIRCUIT BOARD PINOUTS

AACE3888
Display Com

AACB3804
Display Driver

All Dips OFF

AACE3878
Ribbon
Cable to
Display

Power In
from Power
Supply

Shield LED
AACE3889

AACE3882-3
Com to Ramp

All Dips OFF

Display Com
AACE3888

AACE3900
Cable to
Sign

AAMB3852
Motherboard

Rack Sensor
AACE3868

Rack Sensor
AACE3867

Rack Sensor
AACE3866

Rack Sensor
AACE3865

Rack Sensor
AACE3864

Rack Sensor
AACE3863

Rack Sensor
AACE3862

Speaker
AACE3882-2

Power In
from Power
Supply

AABD5029
A/C Driver Board

Ball Solenoid
AACE3853

AC Power In
AACE3855

AACE3851
Ball Release
Signal

Power In
AACE3860-1

AACB3855
Aux I/O

Coin In
AACE3852

DBA In
AACE3859

Counters &
Menu Buttons
AACE3851

Com
AACE3860

Tickets
AACE3850

Ball Track Sensors
AACE3857

Ball Release &
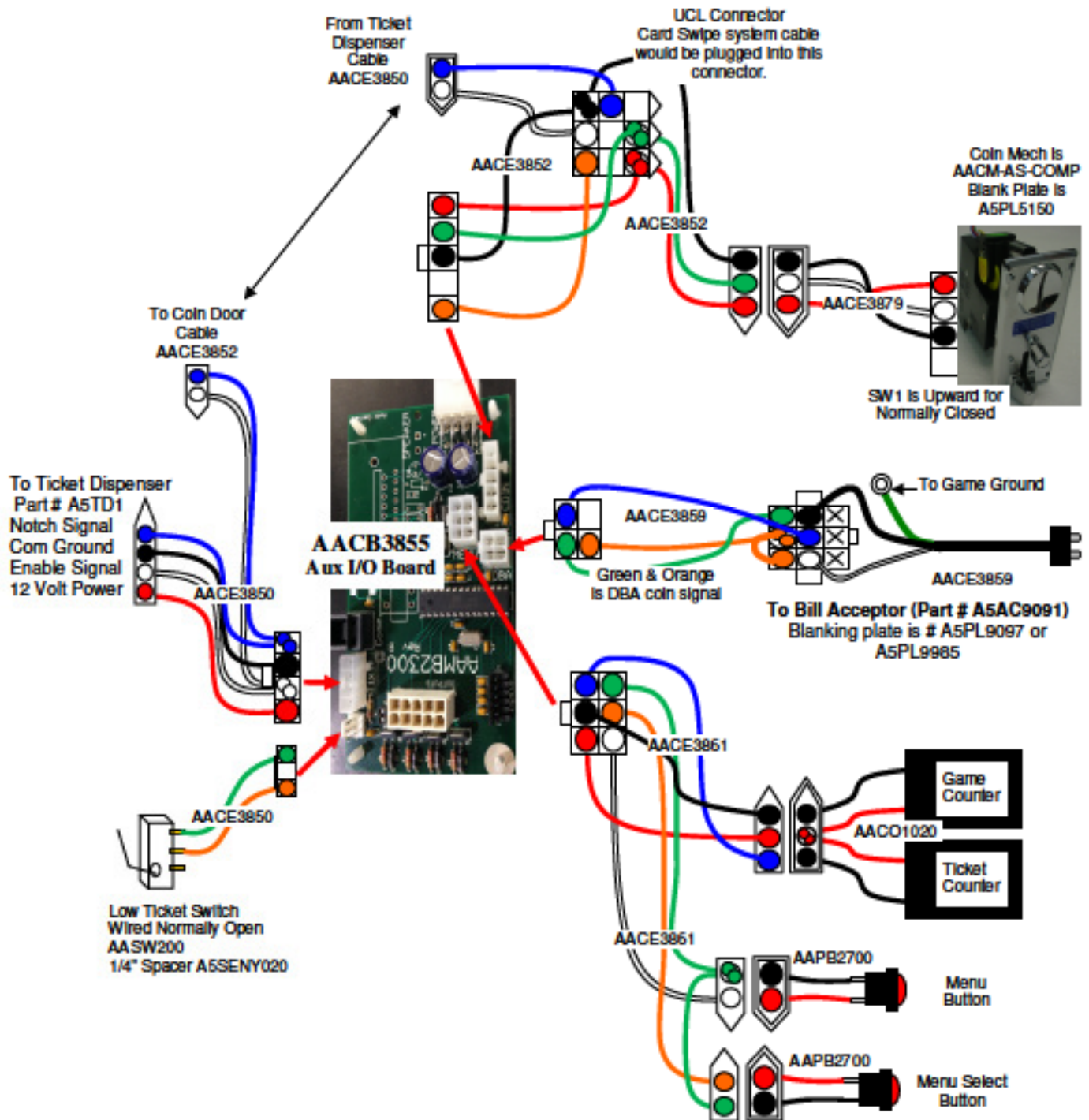Alley Edge Led
AACE3851

Alley LED
AACE3885

Alley LED
AACE3883

Alley LED
AACE3887

Alley LED
AACE3885

AACB9503
Alley Chase

5 VDC Power In
AACE3860

Vibration
Sensor
AACE3896

16

COIN DOOR, TICKET DISPENSER, MENU BUTTONS

From Ticket
Dispenser
Cable
AACE3850

UCL Connector
Card Swipe system cable
would be plugged into this
connector.

AACE3852

AACE3852

Coin Mech Is
AACM-AS-COMP
Blank Plate Is
A5PL5150

AACE3879

SW1 Is Upward for
Normally Closed

To Coin Door
Cable
AACE3852

AACB3855
Aux I/O Board

AACE3859

Green & Orange
Is DBA coin signal

To Game Ground

AACE3859

To Bill Acceptor (Part # A5AC9091)
Blanking plate is # A5PL9097 or
A5PL9985

To Ticket Dispenser
Part # A5TD1
Notch Signal
Com Ground
Enable Signal
12 Volt Power

AACE3850

AACE3861

Game
Counter

AACO1020

Ticket
Counter

AACE3850

AACE3861

AAPB2700

Menu
Button

Low Ticket Switch
Wired Normally Open
AASW200
1/4" Spacer A5SENY020

AAPB2700

Menu Select
Button

TARGET SENSORS & LED LIGHTS

Rack Sensor
AACE3968

Rack Sensor
AACE3967

Rack Sensor
AACE3966

Rack Sensor
AACE3965

Rack Sensor
AACE3964

Rack Sensor
AACE3963

Rack Sensor
AACE3962

AAMB3852
Motherboard

The AACB3851 Sensor
Boards plug into the
motherboard as shown

AACE3868   AACE3866   AACE3867

AACB3851   AACB3851   AACB3851

AACE3869   AACE3871

AACE3870

AACE3872

AACE3873

AACE3865   AACB3851

AACE3874

AACE3864   3000

AACB3851

AACE3875

AACE3863   2000

AACB3851

AACE3876

AACE3862   1000

AACB3851

AACE3877
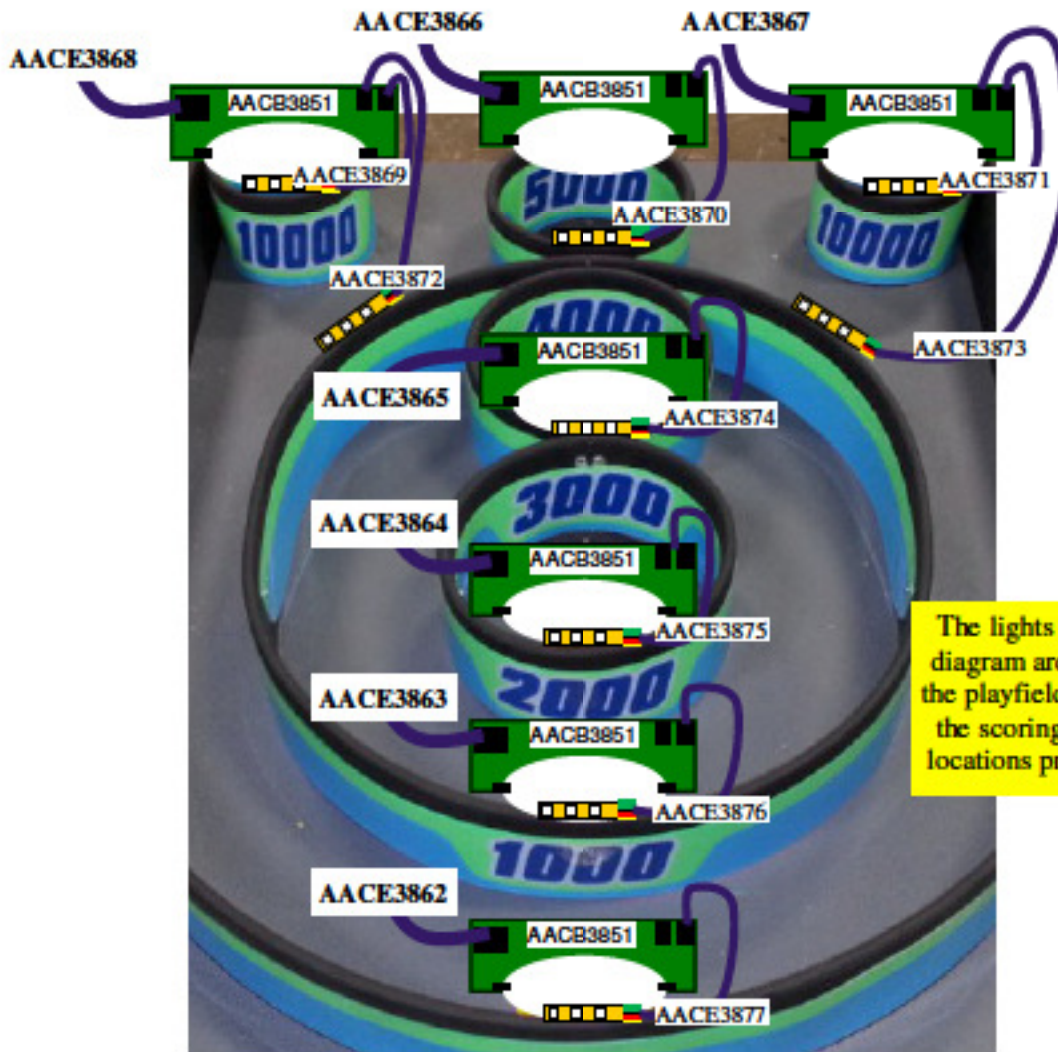
The lights on this
diagram are inside
the playfield around
the scoring holes,
locations provided.

BALL RELEASE, BALL TRACK SENSORS & LED LIGHTING

Ball Release
AABR3850 (110 Volt Games)
AABR3850-220V (220 Volt Games)

Ball Release is controlled
by signal to AC Driver
Board. There is a 2 amp
fuse in black box on board.
Green LED will be ON
when ball release activates

AACE3853
Cable to Ball
Release

Left Alley
Window LED
AACE3885

Left Ball
Chase LED
AACE3883

Right Ball
Chase LED
AACE3887

Right Alley
Window LED
AACE3885

AABD5029
AC Driver Board

A5FUSE3
2 Amp Fuse

LINE VOLTAGE

AACE3906
Alley Proximity
Sensor

AACE3885

AACB9503
Alley Chase

Ball Release
Button

AAPB2700

AACE3855
AC In from
Power Strip

AACE3851
Ball Release
Signal

AACE3850
Thick Red & Black
to back of ramp.
5 Volts DC

Ball Release
Button

AACB3855
Aux I/O Board

AACE3857

AACE3857

Ball Count Sensor
AACB3850

Green LED is normally off
since sensor is not blocked.
Green LED will be ON
when sensor is blocked.

AACE3851

Ball Release Sensor
AACB3850

AACE3857

AACE3884

Front Bumper
LED's

A/C POWER IN & 12 VOLTS

AACE3900
Cable to Sign

AACE3888

AAMB3852
Motherboard

AACE3889

Shield Plexi LED's

AACB6401
Booster Board

AACB3804
Display Driver

AACE9734
5 VDC Power

AACE3882
Comm Cable to
Aux Board

Power In

Power In

AACE3882

To Display
LED Lighting

To Display
Boards

Power In Cord
A5CORD5

A5FI9010

AACE3881

Power Supply
AAPS1013-FBF

AACE3882
Cable from top of
head to ramp

AACE3880-1

AACE3880-3

Bottom of Head

Back of Ramp

AACE3860

Thick Red &
Black Wires from
AACB9503 Board

AACE3858-2

AACE3860
Power IN

AACE3858-1

To DBA
AACE3859

Power Strip
A5OU1000

AACB3855
Aux I/O Board

AACE3860

To AC Driver
Board
AACE3855

AACE3860
Com to
Motherboard

Speaker
AACE8811

Front of Game

Note: This Booster Board may or may not be used in your game.

OUT

AACB6401
Booster Board

IN

AACE9734
5 VDC Power

From
Power
Supply

A5CB9736

AACE3888
Communication from middle socket on motherboard

AACB3804
Display Driver

All Dips OFF

Power in from
Power Supply

AACE3878
Ribbon Cable
to Display

From
Power
Supply

From
Power
Supply

5 VDC Power to display

AACE3891

AACE3891

AACE3892

A5LD1052
Display Modules
2 per game

A5CE3400

AACE3890
12 V Jumper

A5LD1052
Display Modules
2 per game

AACE3893
LED Light Strips

LED Light Strip

LED Light Strip

OPTIONAL GRAND MARQUEE

TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
No power to the game Refer to wiring diagram for power path	Unplugged. Connector loose between head and ramp Power strip turned off, or plugs unplugged. Circuit breaker tripped. Bad power supply.	Check wall outlet to line filter in back of game. (A5FI9010) Check connection between head and ramp. Cables CE3880 & CE3858 Check rocker switch on power strip in front of game. Ensure power cord is pushed up into power strip securely. Reset power strip breaker switch or building circuit breaker. Attempt to determine cause. Refer to Monitor/Motherboard Power Supply Diagnostics
Bill Acceptor on, but everything else off (Power Supply not ON)	Power supply unplugged. Rocker Switch on power supply is Off. Power supply shutting down because of 12 V overload. Faulty power supply.	Insure unit is plugged into power strip. Make sure rocker switch is set ON. See power supply diagnostics to isolate bad component. A bad motor or 12 volt short would cause this. Check cable CE3881 to Power Supply. Refer to Motherboard Diagnostics section.
Chase lights on ramp do not flash	LED strip faulty If lights do not flash with a ball played— check proximity sensor under ramp. Faulty Cable Faulty Light Board	Unplug one strip from the Light Board and see if both strips are bad or just one. Remove plastic cover and examine LED strip. Proximity Sensor is part # AACE3906. Cable to sensor is part # AACE3886 Ensure 5 Volts DC into board on thick red and black wires. Check cables from LED strips to Light Board. (AACE3885(2) & AACE3583, & AACE3587) Replace Light Board. (AACB9503)
LED lighting on target plexi not working	LED's that light up plexi plug into Mother Board in head of game behind display.	Check for proper connection from plexi to Mother Board. Check continuity. (AACE3889) Replace LED strip (AACE3889)
LED's inside playfield rings not working	LED's in rings will light up when hole is scored. Faulty wire or connection. Faulty LED light strip.	Ensure hole is scoring, if not - refer to Game Scores Wrong Section. Check for proper connection from LED's to score sensor board. Check continuity. Refer to Target Sensors & LED Lights Wiring Diagram section. Replace LED light strip. Refer to Playfield diagram for part numbers.
LED lighting in front bumper not working	Faulty wire or connection. Faulty LED light strip.	Check for proper connection from LED's to I/O board. Check continuity. AACE3884 & AACE3851 Replace LED light strip. AACE3884
LED lighting in marquee not working	Faulty wire or connection. Faulty LED light strip.	Check for proper connection from power supply to LED Check continuity. AACE3890 & AACE3893 Replace LED light strip. AACE3893

TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
Dollar Bill Acceptor not functioning	Ensure bill acceptor has 110 Volts AC. **Note: Game will allow 12 Volt DBA to be installed.**	Acceptor should cycle stacker at game power up. If not, check cable connections to power strip. **Caution – 110 Volts AC**
	Dirt or debris in acceptor slot.	Clean with bill reader cleaning card. (A5CC9000)
	Ensure acceptor dipswitch is set to "always enable"	There are dips on side of acceptor. Set to "always enable" (not harness enable)
	Pinched, broken, or disconnected wiring.	Check wiring from bill acceptor to main board. Repair or replace wiring harness. (AACE3859)
	Check coin switch for function.	If coin switch does not work—refer to "Game does not coin up" troubleshooting.
	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.
No Audio	Volume too low.	Increase the volume by pressing Menu button, scroll to "N2 Game Volume" and adjust.
	Loose wire.	Check audio cable connections from motherboard, down through connectors between cabinets to main board in front of game to speakers.
		Check audio cable connections from speaker(AACE8811), cable (CE3860), I/O board(AACB3855), cable (CE3860, CE3882), motherboard (AAMB3852)
	Faulty motherboard	Replace Motherboard. (A5CB3852) Motherboard creates sound.
	Faulty I/O Board	Replace I/O Board. (AACB3855) I/O board amplifies sound from motherboard.
Low tickets Shows on display as a small red square	Stack of tickets not resting properly on either of the low ticket switches	Adjust stack of tickets so they hold both the switch actuators down.
	Faulty switch.	Replace low ticket switch. (AASW200)
	Faulty wire or connection.	Check for proper connection from switch to main board. Check continuity. (AACE3850)
	Faulty I/O board.	Replace main board. (AACB3850)
Tickets are constantly dispensing	Game has too many tickets in memory.	Clear credits and tickets owed by pressing and holding Menu Select Button for 5 seconds.
	Game empties tickets with no input.	Install a ferrite (A5FC0210) on the power in cable (CE3860-1) to I/O board.

TROUBLESHOOTING GUIDE

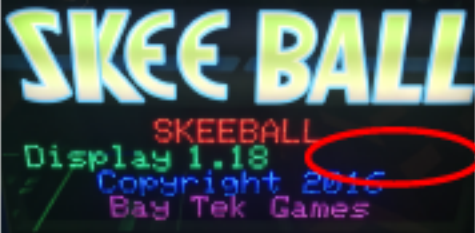| Symptom	Probable Cause	Remedy
Tickets do not dispense	Ticket tray empty due to faulty low ticket switch or broken/ loose wires. Switch stuck or switch wire bent out of position.	Fill ticket tray. Replace low ticket switch(AASW200). Repair wiring. Clean ticket tray of dirt, loose tickets or debris. Bend switch wire to correct position under tickets.
	Faulty cable to dispenser.	Check wiring continuity from dispenser to I/O board (AACE3850) 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)
	I/O board malfunction.	Replace main board if possible to isolate the problem to the main circuit board. (AACB3855)
Wrong number of tickets dispensed	Ticket Pattern set wrong.	Enter menu and verify correct settings for: Ticket Pattern 1/2 Ticket Dispense Fixed Tickets Ensure Game Mode is set to "Normal"
	Dirty opto-sensor on ticket dispenser.	Clean with compressed air or wipe with isopropyl alcohol on a cotton swab.
	Many tickets in memory. Clear tickets owed	If ticket meter is counting the tickets coming out, clear tickets owed by pressing and holding the "Menu Select" button for 5 seconds.
	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).
	I/O Aux board malfunction.	Swap cable from one output on main board to the other to verify cable/dispenser problem or faulty main board. (AACB3855)
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 & AACE3861)
	Faulty pushbutton.	Replace pushbutton. (AAPB2700)
	Faulty communication from I/O Board to Motherboard.	Check phone cable CE3860 from I/O Board to rear of ramp, through connection to CE3882 cable to Motherboard. It must be plugged into the top of the 3 phone sockets.

TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
Balls are not released	Ball release solenoid sticking.	Check for free movement of assembly. Check for 110 VAC pulse at solenoid.
	AC Driver Board defective.	Check for green LED pulse on driver board If pulse ok: Replace 2 Amp fuse located in small box on AC driver board. (A5FUSE3) Replace AC Driver board. (AABD5029) If no pulse, check wires from AC driver to I/O board Replace I/O board. (AACB3855)
	Pinched, broken, or disconnected wiring.	Refer to wiring diagram. Check AC cable CE3855 from power strip. Check signal in from I/O board CE3851 Check AC signal out to solenoid CE3853
Too many balls are released	Sensor at ball release blocked, dirty, or faulty.	Clean sensor. Green LED should only come on when blocked. Replace if needed. (AACB3850)
	Pinched, broken, or disconnected wiring.	Check connections from sensor board to I/O board. Check continuity on wires. (CE3857)
Not enough balls are released Game is waiting for player to throw balls and there are none left in track.	Ball count opto sensor is defective.	If this sensor misses a ball, the game will continue waiting until game time-outs. Replace sensor. (AACB3850)
	There may be a manual ball release button inside the coin mech door.	Press the button to manual operate ball release to rebalance the amount of balls in each game.
	Opto sensor at ball release is defective.	If this sensor "sees" 2 balls instead of one, replace sensor. (AACB2203)
Meters do not work **Game counter clicks at start of each game.** **Ticket counter clicks as tickets come out of game.**	The 2 wires crimped together may be faulty	Inspect crimp to ensure good connection.
	Pinched, broken, or disconnected wiring	Check connections from counters to I/O board. Check continuity on wires.
	Faulty Counters	Replace counters. AACO1020
	I/O Aux board faulty.	Replace I/O Aux board. (AACB3855)
Game scores wrong	Score sensors under playfield blocked, dirty, or faulty.	Inspect sensor and ensure the green LED is only ON when sensor is blocked.
	Pinched, broken, or disconnected wiring	Check connections from sensors to motherboard. Refer to wiring diagram. Sensor cables must plug into motherboard as shown in wiring diagram. Check continuity on wires.
	Faulty sensor.	Replace sensor. Part # AACB3851

TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
Game does not coin up Game **has** audio track "clinking" sound from speakers when coin switch triggered	If "clink" noise is present, the I/O board is receiving the signal correctly. The signal is not being relayed to motherboard in back of cabinet.	
	Ensure AACE3860 phone cable is plugged into the I/O board. Replace if needed. CE3860	Ensure AACE3882 phone cable is plugged into the top socket on the motherboard. Replace if needed. CE3882
		These 2 cables connect between the ramp and the head cabinet parts. Inspect this connection for loose, broken wires.
Game does not coin up Game **does not have** audio track "clinking" sound from speakers when coin switch triggered	Coin mechanism dirty, broken. Pinched, broken, or disconnected wiring. Faulty I/O Aux Board	Ensure coin is properly seated in the comparing position. Ensure the selector switch SW1 is upward for normally closed. Replace if needed. Part # AACM-AS-COMP Check connections from coin mech to "Coin" connector on I/O board. Check continuity on wires. (AACE3879 & AACE3852) Replace I/O Aux board. (AACB3855)
Game is constantly playing	Game has too many credits in memory. Game coins up with no input.	Clear credits and tickets owed by pressing and holding Menu Select Button for 5 seconds. Install a ferrite (A5FC0210) on the power in cable (CE3860-1) to I/O board.

TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
All Displays show nothing at all on power on	Power cable unplugged from Displays or Display Driver Board	Refer to Wiring Diagram and check 5 Volts DC from power supply to displays. (CE9734, CE3891, CE3892)
	Communication Cable unplugged motherboard.	Check communication cable from motherboard to Display Driver Board (AACE3888, AACE3878, A5CB9736)
	Faulty Display Driver Board.	Ensure all dipswitches are OFF. Replace Display Driver Board if needed. (AACB3804)
	Faulty Motherboard.	Replace Motherboard (AAMB3852)
One Display shows nothing.

Two displays are wired in series.

If one is faulty, the later display will not work. | Disconnected, loose or broken wires. | Refer to Wiring Diagram. Check connections for power cables and ribbon cables on display boards, booster boards, and Display Driver Boards |
	Swap one display with another to verify faulty display.	Replace confirmed faulty display (A5LD1052)
	Booster Board issue.	Check 5 Volt DC cable (AACE9734) into Booster Board. Ensure ribbon cables are secure. Replace if needed. (AACB6401)
	Faulty ribbon cables to Display Boards	Check ribbon cables to displays (AACE3878, A5CB9736), and ribbon cables between displays (A5CE3400)
Display is locked on the version screen. 		Software version not being read from the motherboard.

Swap motherboard with a different game to verify issue.

Replace motherboard (part # AAMB3852) if needed. |

3 THINGS YOU DO NOT KNOW ABOUT SKEEBALL

1.) Clear credits and tickets owed by pressing and holding Menu Select Button.

2.) A small red square on the display board means "Low Tickets".

3.) If balls are being thrown into different alleys banked together, there is a small red button to manual operate ball release to re-balance the amount of balls in each alley.

BILL ACCEPTOR DIAGNOSTICS

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

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

MOTHERBOARD DIAGNOSTICS

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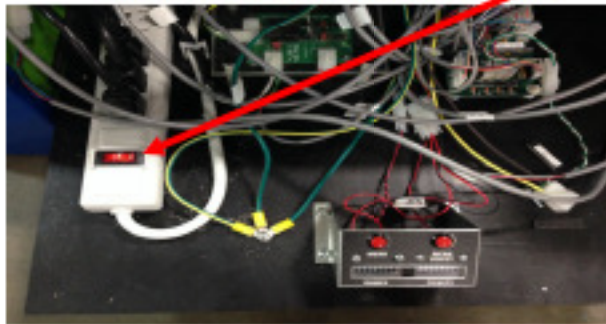
3.) Check AC power connection to power supply.

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

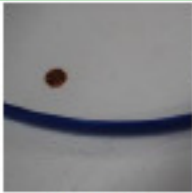5.) Ensure Power switch is on.

AACE3881 to
In-Line Filter
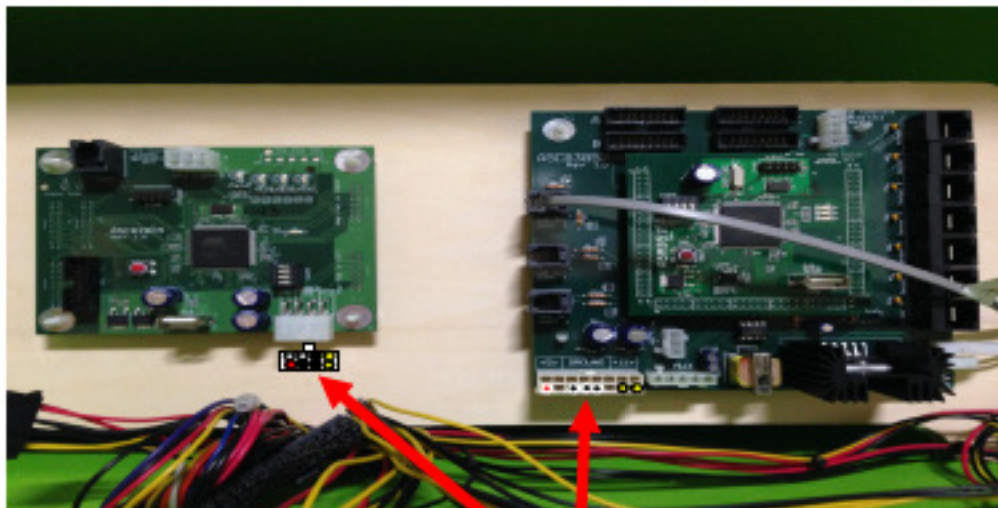
6.) Check connections from power supply.
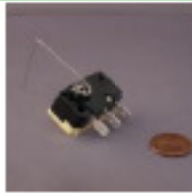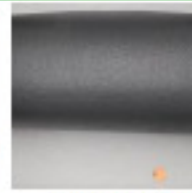Make sure these 2 connections are secure.

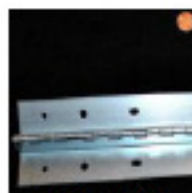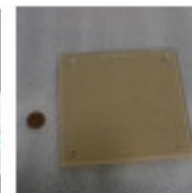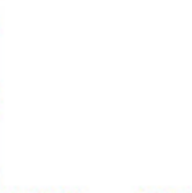|						
A5BA5810	W5TM3000	A5MO6000	AASW200	AAMO2001	AABK1013	A5AC9091
A5BURU025	A5CA3800	AACM-AS-COMP	A5FC0080	A5FC0210	A5FI9010	A5HA3850
A5HO1003	A5LA3850	A5LA3851	A5LK2001	A5LK5002	A5PB2000	A5PL5150
A5PL8600	A5PL9985	A5OU1000	A5SL3851	W5HG1035	A5AC1004	A5DE0042
A5DE0056	A5DE3851-10000B	A5DE3851-10000	A5DE3851-1000	A5DE3851-1000L	A5DE3851-1000R	
A5DE3851-2000	A5DE3851-3000	A5DE3851-4000	A5DE3851-5000	A5DE3851-B	A5DE3851-F	A5DE3852
A5DE3856	A5DE3861	WARR0004-SBP	A5ME2013	A5ME2020	A5ME3850	A5ME3851
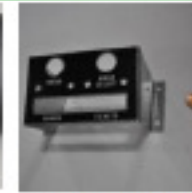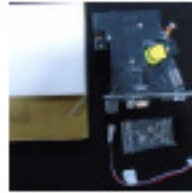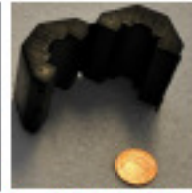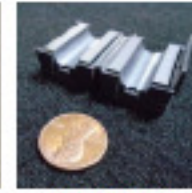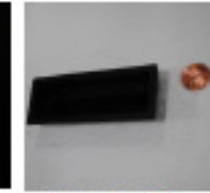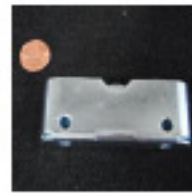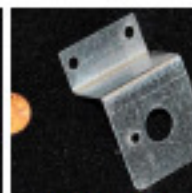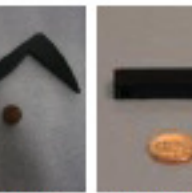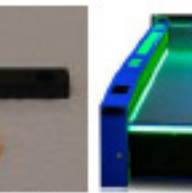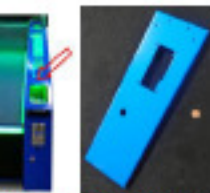
PARTS PICTURES

A5ME3852 A5ME3854 A5ME3855 A5ME3856 A5ME3857 A5ME3859
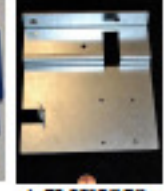
A5ME3860 A5ME3862 A5ME3863 A5ME3865 A5ME3866 A5ME3867 A5ME3868 A5ME3869 A5ME3870

A5CORD5 A5CB9736 A5CE3400 AACE3850 AACE3851 AACE3852 AACE3855 AACE3858
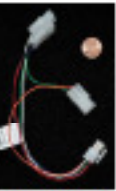
AACE3859 AACE3861 AACE3862 AACE3863 AACE3864 AACE3865 AACE3866 AACE3867
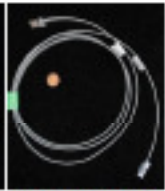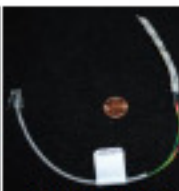
AACE3868 AACE3869 AACE3870 AACE3871 AACE3872 AACE3873 AACE3874 AACE3875
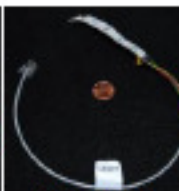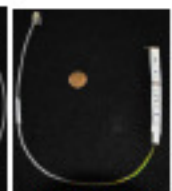
AACE3876 AACE3877 AACE3878 AACE3880 AACE3881 AACE3882 AACE3883 AACE3884 AACE3885

AACE3886 AACE3887 AACE3888 AACE3889 AACE3890 AACE3891 AACE3892 AACE3900 AACE3906 AACE8811
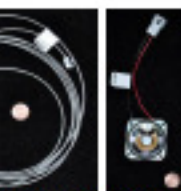
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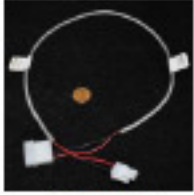
AACE9734	AACO1020	AAPB2700	AABR3850	AASO1001	AAKIT-SB	A5TD1
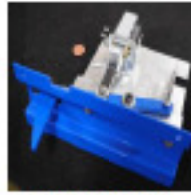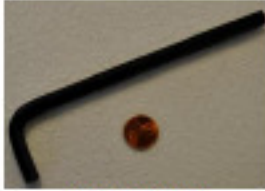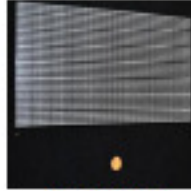
A5WR3800	A5LD1052	AACB3804	AACB3850A	AACB3851A

AACB3855	AABD5029	A5FUSE3	AACB6401	AACB9503	AAPS1013-FBF	AAMB3852A
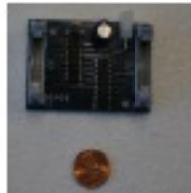
PARTS LIST

PART #	DESCRIPTION	PART #	DESCRIPTION
A5BA5810	Ball, Smooth, Blue	WARR0001-SBP	Front Window (This Is Only The Plexi)
W5TM3000	T-Molding, 11/16" Blue	AAWI3800	Front Window With Brackets
A5MO6000	Molding, Ramp	WARR0004-SBP	White Light Cover On End Of Alley
AASW200	Low Ticket Switch	A5ME2013	Metal, Ball Release Plunger
AAMA2001	Matting, Gray, Ramp	A5ME2020	Metal, Ball Release Link
AABK1013	Push Button/Counter Bracket With Decal	A5ME3850	Metal, Right Rail Cover
A5AC9091	110 VAC Bill Acceptor	A5ME3851	Metal, Coin Door Front
A5BURU025	Bumper,3/4"D X 13/32" H	A5ME3852	Metal, Coin Box
A5CA3800	Lower Head Carpet	A5ME3853	Metal, Coin Door Frame
AACM-AS-COMP	Coin Mech, Comparator	A5ME3854	Metal, Left Rail Cover
A5FC0080	Ferrite, Suppressor	A5ME3855	Metal, Ticket Door Front
A5FC0210	Ferrite for CE3860-1 Cable	A5ME3856	Metal, Tkt Door Frame W/Tray
A5FI9010	Filter, F1700ca06, Inline	A5ME3857	Metal, Ball Release Top Plate
A5HA3850	Handle for Cash Box	A5ME3859	Metal, Ball Release Plate
A5HO1003	Holder, for Light Bars	A5ME3860	Metal, Ramp Front
A5LA3850	Latch, Panel Fastening	A5ME3862	Metal, Ramp Braces
A5LA3851	Latch, Receptacle End	A5ME3863	Metal, Ramp Edge Protector
A5LK2001	Lock, Cash Box, A05/E00 Key Code	A5ME3865	Metal, Window Holder Left
A5LK5002	Lock, 7/8", H95 Key Code	A5ME3866	Metal, Window Holder, Right
A5PB2000	Ball Release Button Bracket	A5ME3867	Metal, Ramp, Ball Hop
A5PL5150	Coin Mech Blanking Plate	A5ME3868	Metal, Stand Bracket
A5PL8600	Plug, Plastic Round Plug 1-3/8" Dia	A5ME3869	Metal, Stand Rod
A5PL9985	Plate, Standard DBA Blanking	A5ME3870	Metal, Ball Bracket
A5OU1000	Outlet Strip	A5ME3871	Metal, Front Ramp Hinge
A5SL3851	Door Slide	A5CORD5	Power Cord
W5HG1035	Hinge,23",Double Bend	A5CE9736	Ribbon Display Short Jumper
W5PT3800	Paint, Green, Corotech 364	A5CE3400	Short Ribbon Cable between Displays
A5AC1004	Acrylic, Cover, Driver Board	AACE3850	Ticket Dispenser Cable
A5DE0042	Decal, Menu/Vol	AACE3851	Ball Release Signal Cable
A5DE0048	Decal, Universal Card Link	AACE3852	Coin Door Cable
A5DE0056	Decal, Hazardous Voltage	AACE3853	AC Solenoid Cable
A5DE0114	Decal, Circled Ground Stud	AACE3855	Aux Power Cable
AADE3851	Set of Number Decals for Scoring Rings	AACE3856	Ground Wire
A5DE3851-10000B	Decal, Playfield Blank 10000	AACE3857	Ramp Sensor Cable
A5DE3851-10000	Decal, Playfield, 10000	AACE3858	AC Power Ramp Cable
A5DE3851-1000	Decal, Playfield, 1000	AACE3859	DBA Cable
A5DE3851-1000L	Decal, Playfield 1000 Left Blank	AACE3860	Main Ramp Cable
A5DE3851-1000R	Decal, Playfield, 1000 Right Blank	AACE3861	Cable Assy, Menu/Counter Jumper
A5DE3851-2000	Decal, Playfield 2000 Value	AACE3862	Cable Assy,1000 Pt Sensor
A5DE3851-3000	Decal, Playfield 3,000 Value	AACE3863	Cable Assy,2000 Pt Sensor
A5DE3851-4000	Decal, Playfield, 4000	AACE3864	Cable Assy,3000 Pt Sensor
A5DE3851-5000	Decal, Playfield, 5000	AACE3865	Cable Assy,4000 Pt Sensor
A5DE3851-B	Decal, Playfield Blank	AACE3866	Cable Assy,5000 Pt Sensor
A5DE3851-F	Decal, Playfield Blank Front	AACE3867	Cable Assy,10000 Pt Sensor (Right)
A5DE3852	Decal, Baytek Front Window	AACE3868	Cable Assy,10000 Pt Sensor (Left)
A5DE3856	Decal, Game Top Plexi, Skee Ball	AACE3869	10,000 Point Led Cable (Left)
A5DE3861	Decal, Release Window Instruction	AACE3870	5000 Point Led Cable
A5DE3866	Decal,9balls Located Under Cab	AACE3871	10,000 Point Led Cable (Right)
A5DE3867	Decal, SkeeBall App	AACE3872	10,000 Point Spotlight Led Cable (Left)

PARTS LIST

PART #	DESCRIPTION	PART #	DESCRIPTION
AACE3873	10,000 Point Spotlight Led Cable (Right)	AACB6401	Booster Board for Display
AACE3874	4000 Point Led Cable	AACB9503	Alley Chase light Board
AACE3875	3000 Point Led Cable	AAPS1013-FBF	Power Supply
AACE3876	2000 Point Led Cable	AAMB3852A	Motherboard & Daughter Board Assembly
AACE3877	1000 Point Led Cable		
AACE3878	Ribbon To Display Cable		
AACE3879	Coin Comparator Jumper Cable		
AACE3880	AC Power, In Head Of Game		
AACE3881	AC To Power Supply Cable		
AACE3882	Main Head Cable		
AACE3883	Left Chase Light Led Cable		
AACE3884	Front Bumper Led Cable		
AACE3885	Ramp Window Led Cable		
AACE3886	Jumper To Lane Sensor Cable		
AACE3887	Right Chase Light Led Cable		
AACE3888	MB To Display Driver & Interface Board Cable		
AACE3889	Front Window Led Light Cable		
AACE3890	Led Light Strip 12 Volt Power Jumper		
AACE3891	Display Board 5 Volts Power Cable		
AACE3892	Display Board 5 Volts Power Jumper		
AACE3893	LED Display Light Strips		
AACE3900	Linking Cable To Grand Marquee Sign		
AACE3906	Cable, Alley Proximity Sensor		
AACE3909	Cable Assy, Ground Wire		
AACE8811	Speaker		
AACE9734	5 VDC Power In Cable to Booster Board		
AACO1020	Counter Assy		
AATA3850-1000	1000 Point Target Assembly (U-Shaped)		
AATA3850-2000	2000 Point Target Assembly (Circle)		
AATA3850-3000	3000 Point Target Assembly (2000 & 3000 Decal)		
AATA3850-4000	4000 Point Target Assembly		
AATA3850-5000	5000 Point Target Assembly		
AATA3850-10000	10000 Point Target Assembly (2 Per)		
AAPF3850	Playfield Assembly		
AAPB2700	Push Button Assembly		
AABR3850	Ball Release Assembly		
AABR3850-220V	Ball Release Assembly for 220 VAC game		
AASO1001	Solenoid, Surge Suppr, 110v		
AAKIT-SB	Link Kit For Games With No Marquee		
A5TD1	Ticket Dispenser, Entropy		
A5WR3800	Wrench, Allen, 5/16		
A5LD1052	Led Display Board Conversion		
AACB3804	Display Driver Board		
AACB3850A	Ball Track Sensor (2 Per Game)		
AACB3851A	Score Sensor (7 Per Game)		
AACB3855	I/O Aux Board (Door Board)		
AABD5029	AC Driver Board		
AABD5029V	220v AC Driver Board		
A5FUSE3	2 Amp Mini-fuse for AC Driver Board		

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.

⚠ 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

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.