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SERVICE FIRST NETWORK

Join our exclusive **Service First Network**

To keep you up to date on the latest information, early notification of parts specials, technical bulletins, updates on retro fit parts, software upgrades, and much more!

If you are not already a member, sign up for this free service today at:
www.baytekgames.com

SERVICE FIRST NETWORK CONTACT INFO

Fax directly to service department:

920.822.1496
8 A.M. - 5 P.M. CST
MON. - FRI.

Comments / Questions:

920.822.3951 x 1101
8 A.M. - 5 P.M. CST
MON. - FRI.

Email :

service@baytekgames.com



SAFETY PRECAUTIONS

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 at the power strip located inside the game cabinet.

WARNING

Use of flammable substances can cause severe 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.

**TO AVOID POSSIBLE INJURY, DO NOT REMOVE ANY GUARDS!
SERVICE TO BE PERFORMED BY AUTHORIZED PROFESSIONAL TECHNICIANS ONLY!
ALL POWER TO THE GAME MUST BE TURNED OFF!**

ABOUT THE GAME

REEL IN the fun with Big Bass Wheel™ from Bay Tek Games.

Players step up and pull the handle to spin the big wheel.

When the wheel stops, players are awarded with tickets.

For an even bigger catch – a Big Bass Bonus has been added to the wheel where players can win up to 1000 tickets for their perfect spin!

This game serves as a true attraction piece as the big wheel offers great eye-appeal for any location!

GAME MEASUREMENTS



SAFETY PRECAUTIONS

BIG BASS WHEEL HAS THREE ACRYLIC SHIELDS INSIDE THE GAME TO PROTECT AGAINST PERSONAL INJURY.

THESE GUARDS MUST REMAIN ON AT ALL TIMES.

IF GAME REPAIR IS REQUIRED, SERVICE SHOULD BE PERFORMED BY **AUTHORIZED PROFESSIONAL TECHNICIANS** ONLY.

THESE GUARDS ARE CLEARLY DECALED AND SHOULD REMAIN ON THE GAME **AT ALL TIMES.**

THESE GUARDS AND DECALS REQUIRE A REGULAR MAINTENANCE INSPECTION (1 TIME PER WEEK MINIMUM) AND SHOULD BE REPLACED AS NECESSARY

ACRYLIC GUARD

PLACEMENT



ACRYLIC GUARD

BEHIND RIGHT SIDE DOOR



ACRYLIC GUARD

BEHIND RIGHT FRONT



ACRYLIC GUARD

INSIDE CASH BOX



INSPECTING THE GAME

Inspect the game for any damaged, loose, or missing parts. If damage is found please contact the carrier first then contact Bay Tek Games at [920.822.3951](tel:920.822.3951) or e-mail at service@baytekgames.com to order replacement parts.

PARTS INCLUDED:

- 2 SIDE GUARD SAFETY "FINS"
- RIGHT SIDE PART NUMBER **WABBW0070**
- LEFT SIDE PART NUMBER **WABBW0071**

-FISH HEAD HARDWARE

AAKIT-BBW-HDWR

- (4) A5BOHH060
- (4) A5WAFL060
- (4) A5WASI010
- (9) A5SCFH050

SAFETY GUARDS HARDWARE

AAKIT-BBW1-HDWR

- (8) A5BOCG140
- (9) A5NUHX060
- (9) A5WASI010
- (1) A5BOHH115
- (2) A5WAFL060

1 VACUUM FORM FISH HEAD

1 MONITOR ASSEMBLY

1 BOBBER ASSEMBLY

1 POWER CORD

SERVICE CONNECTIONS / POWER REQUIREMENTS

All Bay Tek games are 110V unless specifically ordered 220V.
The game will draw **2-3 AMPS** at start up. Outlets should be rated for **20 AMPS** or higher.
The game voltage can be found on the serial number decal, see below.

SUITABLE FOR INDOOR USE ONLY	
Model: ANCM-1234	GAME VOLTAGE WILL BE HERE
Software Version: 5.6/8	
Game Serial Number: 9-1234	AMUSEMENT MACHINE
PCB Serial Number: 587,789	
Manufacture Date: 1/10/2007	
Inspected By: R.S.	
 www.baytekgames.com	



ATTENTION



Be sure the electrical power matches the game requirements. See the serial number decal located on the back of the game cabinet.

Always plug this game into a grounded circuit.

If the supply cord is damaged, it must be replaced by a special cord or assembly available from the manufacturer or its service agent.

SETTING UP YOUR GAME

USING TWO PEOPLE, PLACE THE MONITOR UNIT ON TOP OF THE GAME CABINET.



THERE ARE HOLES ON THE UNIT THAT WILL LINE UP WITH HOLES ON TOP OF THE GAME CABINET.



PLUG IN THE MONITOR POWER CABLE AND VGA SIGNAL CABLE.
SECURE THE SLACK IN THE CABLE CLAMPS.
PLUG IN THE BLACK PHONE CABLE TO THE SPLITTER BOARD

USE THE BOLTS PROVIDED TO MOUNT THE MONITOR UNIT TO THE CABINET.
USE A 7/16" SOCKET.



USING TWO PEOPLE, SET THE FISH HEAD ON THE GAME.
THE FRONT END OF THE FISH WILL HANG OVER THE MONITOR

IF YOU CHOOSE TO USE THE BOBBER ASSEMBLY, RUN THE PIPE AND CABLES DOWN THROUGH THE FISH HEAD.
INTO A WOODEN HOLDER.

THE PIPE WILL FIT IN THIS WOODEN HOLDER BEHIND THE MONITOR.



PLUG BOTH BLACK PHONE CABLES FROM BOBBER TO THE SPLITTER BOARD.

IT DOES NOT MATTER WHICH PLUG GOES INTO WHICH SOCKET.

PLUG GREY PHONE CABLE INTO RED AND BLACK CABLE TO PROVIDE 12 VOLTS TO BOBBER



SETTING UP YOUR GAME

USE THE BROWN 1 1/4" FLAT HEAD SCREWS TO SECURE THE FISH HEAD TO THE CABINET AT THE SIDES AND BACK.



YOUR GAME WAS SHIPPED WITHOUT THE HANDLE ATTACHED:

RETRIEVE THE HANDLE, REMOVE THE MOUNTING BOLT AND LOCKNUT FROM THE END OF THE HANDLE.

INSERT THE HANDLE INTO THE FRONT CONTROL BRACKET.

FROM INSIDE THE GAME, INSERT THE BOLT THROUGH THE BRACKET ARM AND HANDLE. SECURE USING THE LOCKNUT.



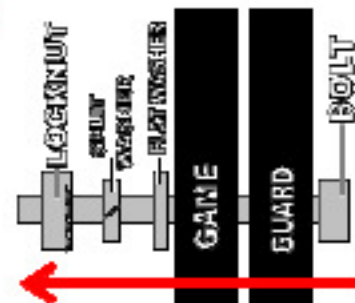
SAFETY SIDE GUARDS:

THE FACTORY REQUIRES THAT BOTH GUARDS ARE FASTENED TO THE GAME AT ALL TIMES. THE SAFETY GUARDS HELP PROTECT AGAINST POSSIBLE INJURY. THE FACTORY ALSO REQUIRES THESE GUARDS TO BE INSPECTED WEEKLY BY AUTHORIZED PERSONNEL. EVERY WEEK CHECK THE BOLTS AND LOCKNUTS TO ENSURE TIGHTNESS

ON BOTH SIDES OF THE CABINET THERE ARE A TOTAL OF 8 HOLES USED TO MOUNT THE SAFETY SIDE GUARDS.

PLACE THE BOLT THROUGH THE HOLE IN THE GUARD, AND INTO THE CABINET.

ON THE INSIDE OF THE CABINET ADD ONE FLAT WASHER, ONE SPLIT WASHER AND ONE LOCKNUT TO SECURE THE BOLT, SEE DIAGRAM.



IF THE FRONT WINDOW IS OPEN, SLIDE IT CLOSED. LATCH THE WINDOW SECURE.

YOUR GAME IS READY FOR PLAY.



ACCESS THE OPERATOR MENU

BIG BASS WHEEL™ IS EQUIPPED WITH AN ONSCREEN OPERATOR MENU. THIS MENU WILL ALLOW YOU TO CONTROL ALL THE GAME FEATURES AND SETTINGS ALONG WITH MONITORING THE STATISTICS

TO ACCESS THE OPERATOR MENU OPEN THE LEFT SIDE TICKET DOOR.

THE MENU BUTTONS ARE LOCATED INSIDE OF THE DOOR.

PRESS "MENU" TO ACCESS THE OPERATOR MENU ON THE GAME DISPLAY IN THE FISH HEAD.

USE THE "SELECT" BUTTON TO CHANGE THE FUNCTIONS



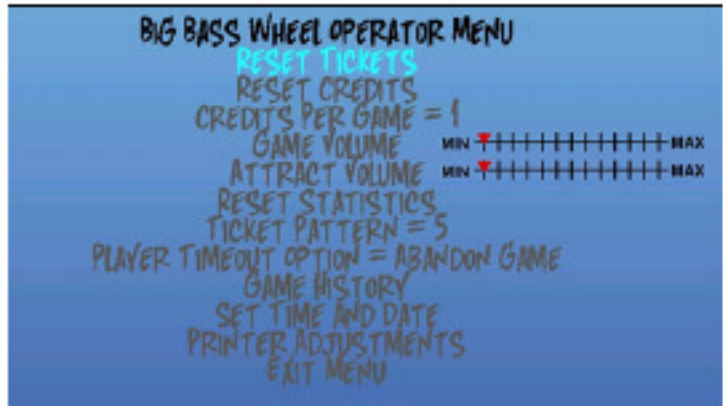
THE FOLLOWING PAGES WILL SHOW THE SCREEN SHOTS OF THE OPERATOR MENU AND GAME INFORMATION. USE THE LEFT AND RIGHT RED BUTTONS TO NAVIGATE THE SELECTIONS.

RESET TICKETS/CREDITS & CREDITS PER GAME

RESET TICKETS

CLEARs TICKETS LEFT TO DISPENSE TO ZERO.

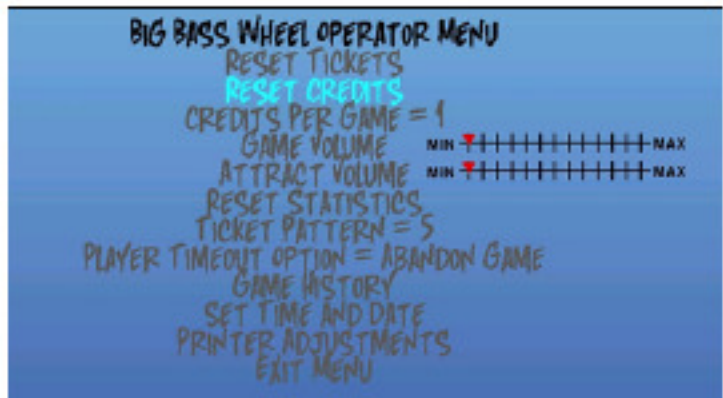
THIS WILL NOT RESET THE MECHANICAL COUNTERS IN THE GAME.



RESET CREDITS

CLEARs CREDITS (GAMES IN QUEUE) TO ZERO.

THIS WILL NOT RESET THE MECHANICAL COUNTERS IN THE GAME.

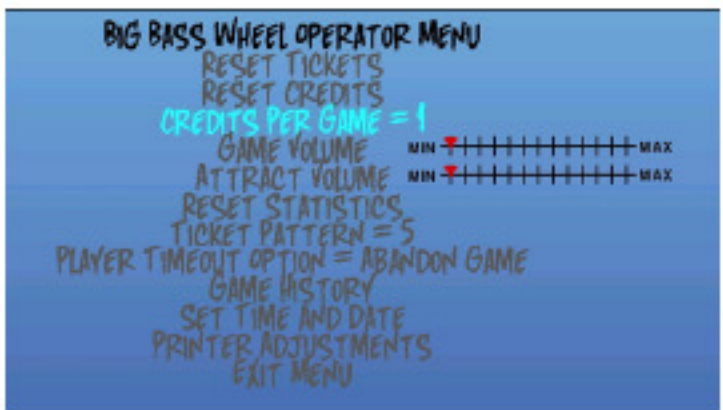


CREDITS PER GAME

SHOWS THE CURRENT SETTING FOR CREDITS PER GAME.
ALLOWS YOU TO CHANGE THE COST PER GAME.

**FACTORY SETTING:
4 CREDITS**

OTHER CREDIT OPTIONS:



0 CREDITS
(FREE PLAY)
1 CREDIT
1 CREDIT PER CARD SWIPE
2 CREDITS
3 CREDITS
4 CREDITS
5 CREDITS
6 CREDITS

7 CREDITS
8 CREDITS
9 CREDITS
10 CREDITS
12 CREDITS
20 CREDITS

6 PLAYS FOR \$5.00*
(\$1.00 PER PLAY WITH 1 FREE GAME)

3 PLAYS FOR \$5.00*
(\$2.00 PER PLAY WITH 1 FREE GAME)

*** THE PLAYER MUST USE A \$5.00 BILL TO GET THE FREE GAME.**

GAME VOLUME, ATTRACT VOLUME, RESET STATISTICS & TICKET PATTERNS

GAME VOLUME

THE RED ARROW SHOWS THE CURRENT SETTING.
USE SLIDER TO ADJUST.

THIS CONTROL IS ONLY FOR THE AUDIO PLAYED
DURING GAME PLAY



ATTRACT VOLUME

THE RED ARROW SHOWS THE CURRENT SETTING.
USE SLIDER TO ADJUST.

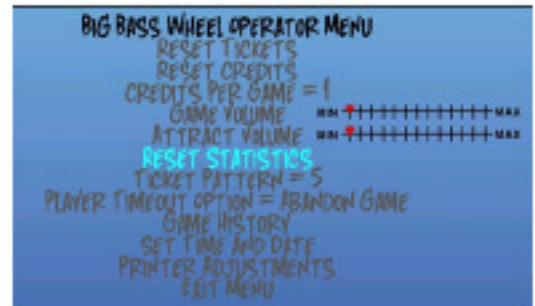
THIS CONTROL IS ONLY FOR THE AUDIO PLAYED
DURING ATTRACT MODE.



RESET STATISTICS

CLEARs ALL STATS SHOWN UNDER THE
"GAME STATISTICS" MENU (FOLLOW THE ARROW) TO
ZERO.

THIS WILL NOT RESET THE MECHANICAL COUNTERS
IN THE GAME.



TICKET PATTERN

SHOWS CURRENT PATTERN AS SHIPPED FROM THE
FACTORY.

FACTORY SETTING:

5

SEE AVAILABLE PATTERNS ON THE NEXT TWO PAGES.



**TO ORDER THE NEEDED DECALS TO CHANGE THE PATTERN FROM THE
FACTORY DEFAULT**

**PLEASE CALL THE BAY TEK GAMES PARTS DEPARTMENT AT
920-822-3951 X1101**

AVAILABLE PATTERNS



TICKET PATTERNS













































1	2	3	4	5	6	7	8	9	10
1000	1000	1000	500	1000	1000	500	1000	1000	1000
25	25	25	15	25	25	15	15	25	50
75	75	75	10	40	40	10	10	40	75
15	30	50	15	15	50	15	15	25	25
40	75	150	40	40	150	10	40	10	40
100	250	250	50	100	250	50	100	100	100
10	10	75	10	10	75	10	10	10	10
50	80	80	25	30	30	15	25	30	50
40	40	40	10	40	40	10	10	10	40
100	250	250	50	100	250	50	50	100	100
25	25	25	15	25	25	15	15	25	50
75	75	75	10	40	75	10	10	40	75
15	30	50	15	15	50	15	15	25	25
40	75	150	40	40	150	10	40	10	40
100	250	250	50	100	250	50	50	100	100
10	10	75	10	10	75	10	10	10	10
50	80	80	25	30	30	15	25	30	50
40	40	40	10	40	40	10	10	10	40

38-41 TICKETS/GAME 50-53 TICKETS/GAME 68-71 TICKETS/GAME 19-22 TICKETS/GAME 32-35 TICKETS/GAME 60-63 TICKETS/GAME 14-17 TICKETS/GAME 23-26 TICKETS/GAME 27-30 TICKETS/GAME 42-45 TICKETS/GAME

THE NUMBERS LISTED AT THE BOTTOM OF EACH PATTERN ARE ESTIMATED TICKET PAYOUTS PER GAME BASED ON CUSTOMER FEEDBACK AND MAY VARY DEPENDING ON THE SKILL OF THE INDIVIDUAL PLAYER.
PLEASE USE THE NUMBERS AS A GUIDE ONLY

AVAILABLE PATTERNS



11	12	13	14	Jackpot Sign Version Patterns Free Spin when Bonus is Hit					19	20
				BBW JACKPOT	BBW JACKPOT	BBW JACKPOT	BBW JACKPOT	BBW JACKPOT		
50	2	15	25	# 14	# 15	# 16	# 17	# 18	50	50
60	10	10	10						250	10
40	2	2	15	25	25	25	15	50	40	40
150	5	40	40	10	75	10	5	10	150	150
				15	30	50	15	40		
40	5	5	10	40	75	150	5	150	250	40
80	2	25	30						80	80
70	5	10	40	10	10	75	5	40	70	70
				30	80	30	15	80		
40	2	15	25	40	10	40	5	70	40	40
60	10	5	10						250	10
40	2	2	15	25	25	25	15	40	40	40
70	5	10	40	10	75	10	5	10	70	70
				15	30	50	15	40		
150	5	5	10	40	75	150	5	70	150	150
80	2	25	30						80	80
70	5	10	40	10	10	75	5	150	250	70
				30	80	30	15	80		
				40	10	40	5	70		
				32-35	50-53	60-63	14-17	74-77		
74-77	7-9	15	23-25	TICKETS/GAME	TICKETS/GAME	TICKETS/GAME	TICKETS/GAME	TICKETS/GAME	120-123	74-77
TICKETS/GAME	TICKETS/GAME	TICKETS/GAME	TICKETS/GAME						TICKETS/GAME	TICKETS/GAME

THE NUMBERS LISTED AT THE BOTTOM OF EACH PATTERN ARE ESTIMATED TICKET PAYOUTS PER GAME BASED ON CUSTOMER FEEDBACK AND MAY VARY DEPENDING ON THE SKILL OF THE INDIVIDUAL PLAYER.
PLEASE USE THE NUMBERS AS A GUIDE ONLY

PLAYER TIME OUT, GAME HISTORY, & DATE AND TIME

PLAYER TIME OUT OPTION

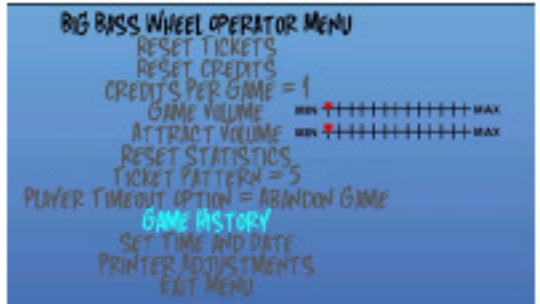
MOTOR ASSIST: THE GAME WILL SPIN THE WHEEL IF THE PLAYER DOES NOT IN THE TIME ALLOTTED.

ABANDON GAME: THE GAME ENDS IF THE PLAYER DOESN'T SPIN THE WHEEL IN THE TIME ALLOTTED



GAME HISTORY

USE THIS FEATURE TO VERIFY A HIGH TICKET WIN.



SET TIME AND DATE

USE THIS FEATURE TO SET THE TIME AD DATE IN YOUR GAME.

IF YOU HAVE THE HYBRID OR PRIZE COUPON MODELS THEN THE TIME AND DATE WILL BE PRINTED ON THE COUPONS.



PRINTER ADJUSTMENTS - HYBRID MODEL

Hybrid Model

These directions are for the Hybrid Model Only :
**1 Ticket Dispenser &
 1 Thermal Printer**



Thermal Printer



"For all values" The game will print a coupon for any and every value on the wheel and **will not** dispense tickets.

"Minor and Major Only" The game will only print coupons for minor and major wins. All other smaller values will be paid in tickets.*

"Major Only" The game will only print coupons for Major wins. All other values will be paid in tickets. The factory recommends this option.*

"Print Reward" Tickets or Points. Should match your wheel decals.

Location Name: Allows you to add your location name on the coupons as they are printed.

Misc Info Line 1 and 2: Allows you to customize the coupons with your phone number or upcoming events.

Use the "Menu" button to scroll through the letters, then use the "Select" button to choose the letter.

To go back and correct a mistake "click" the underscore (_) once.

To exit the onscreen keyboard "click" the underscore (_) twice.

Thermal Printer is Enabled For Major Values Only

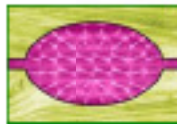
PRINT REWARD AS TICKETS
 INSTANT WIN: NONE
 LOCATION NAME:
 MISC INFO LINE 1:
 MISC INFO LINE 2:
 EXIT MENU

_ ! " # \$ % & ' () + , [] . / ? @ :
 0 1 2 3 4 5 6 7 8 9 A B C D E F G H
 I J K L M N O P Q R S T U V W X Y Z

Major Prize
 Green
 1 per wheel



Minor Prize
 Pink
 3 per wheel



All other values on the wheel are considered "smaller values"

PRINTER ADJUSTMENTS - COUPON MODEL

Prize Coupon Model

These directions are for the Prize Coupon Model Only :
1 Thermal Printer



Thermal Printer

Your game should be set to
"For All Values" to print a coupon for all values on your wheel.

Print Reward

Points.

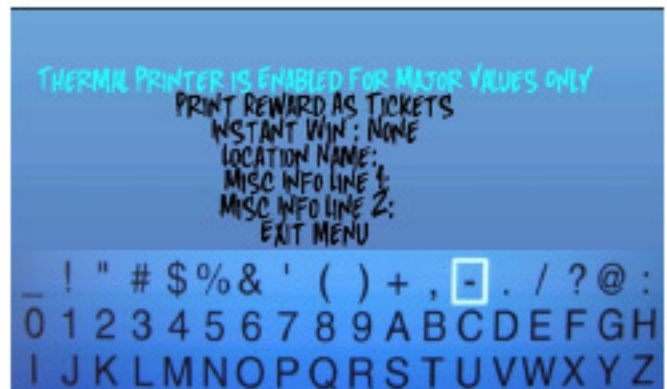
Should match your wheel decals. Ticket Pattern 13 uses a point system.

Instant Win

You can set your game to reward players with an instant win if they land on the "Major" value target on the wheel.

You can apply a decal or sticker to show the players what the instant win prize is.

The decal or sticker you apply should lay flat against the wheel



Location Name: Allows you to add your location name on the coupons as they are printed.

Misc Info Line 1 and 2: Allows you to customize the coupons with your phone number or upcoming events.

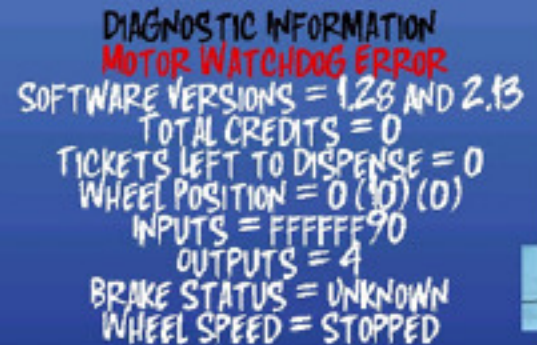
Use the "Menu" button to scroll through the letters,
then use the "Select" button to choose the letter you want.
To go back and correct a mistake "click" the underscore (_) once.
To exit the onscreen keyboard "click" the underscore (_) twice.

DIAGNOSTIC INFORMATION - ALL MODELS

DOOR OPEN WARNING

EACH DOOR ON THE GAME HAS A LIMIT SWITCH. IF A DOOR IS OPEN, THE MOVING PARTS IN THE GAME SHUT DOWN AND TICKETS STOP DISPENSING. IT IS NOT POSSIBLE TO PLAY THE GAME WHEN ANY DOOR IS OPEN.

WE STRONGLY RECOMMEND THAT YOU DO NOT DISCONNECT ANY OF THE LIMIT SWITCHES.



```
DIAGNOSTIC INFORMATION
MOTOR WATCHDOG ERROR
SOFTWARE VERSIONS = 1.28 AND 2.13
TOTAL CREDITS = 0
TICKETS LEFT TO DISPENSE = 0
WHEEL POSITION = 0 (10) (0)
INPUTS = FFFFFFF90
OUTPUTS = 4
BRAKE STATUS = UNKNOWN
WHEEL SPEED = STOPPED
```

MOTOR WATCHDOG ERROR

IF THE GAME GOES INTO ATTRACT MODE AND THE ENCODER SENSOR DOES NOT "SEE" THE WHEEL MOVING, THE GAME WILL GIVE YOU THIS ERROR SUGGESTING A MOTOR ISSUE.

SOFTWARE VERSION

SHOWS THE CURRENT INSTALLED SOFTWARE VERSION NUMBERS

TOTAL CREDITS

SHOWS THE AMOUNT OF CREDITS IN QUEUE WAITING TO BE PLAYED.

TICKETS LEFT TO DISPENSE

SHOWS THE AMOUNT OF TICKETS THAT ARE WAITING TO BE DISPENSED.

WHEEL POSITION

THE FIRST VALUE DISPLAYS THE ENCODER POSITION. 0-36

THE SECOND VALUE DISPLAYS THE TICKET VALUE THE ENCODER IS READING. IT SHOULD MATCH WHERE THE WHEEL IS PHYSICALLY.

THE THIRD VALUE SHOWS THE NOTCH POSITION ON THE ENCODER WHEEL.

1=INSIDE THE NOTCH
0=OUTSIDE THE NOTCH

INPUTS / OUTPUTS

SHOWS THE QUANTITY OF VARIOUS BUTTON INPUTS AND MECHANICAL OUTPUTS

BRAKE STATUS

ALLOWS YOU TO CHECK YOUR BRAKE DURING THE MAINTENANCE CYCLE, REFER TO "BRAKE ADJUSTMENT" SECTION

WHEEL SPEED

INDICATION ON HOW FAST THE WHEEL IS SPINNING IN MILLISECONDS MEASURED BETWEEN THE NOTCHES IN THE ENCODER WHEEL

GAME STATISTICS

TOTAL GAMES

THIS WILL DISPLAY THE TOTAL NUMBER OF GAMES PLAYED SINCE THE STATISTICS WERE LAST CLEARED.

TOTAL TICKETS

THIS WILL DISPLAY THE TOTAL NUMBER OF TICKETS DISPENSED SINCE THE STATISTICS WERE LAST CLEARED

TICKETS PER GAME

THIS WILL DISPLAY AN AVERAGE OF TICKETS PAID PER GAME.

TOTAL MOTOR ASSISTS

THIS WILL DISPLAY HOW MANY TIMES THE GAME HAD TO SPIN THE WHEEL FOR THE PLAYER.

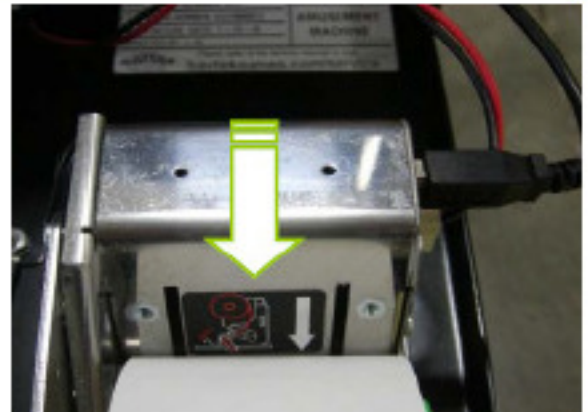


ADDING PRINTER PAPER

The printer will only print on one side of the thermal paper.

Install the paper into the printer with the Baytek watermark up.

Refer to directions on the printer for paper path.



CARD SWIPE SYSTEM INSTRUCTIONS

Careful installation is required during card swipe installation to avoid 12 volt wires from possibly touching signal lines.

Card swipe cable may plug directly into the UCL connector at the coin door.

Note: A separate power supply is recommended for Big Bass Wheel to supply 12 volts to the card system.

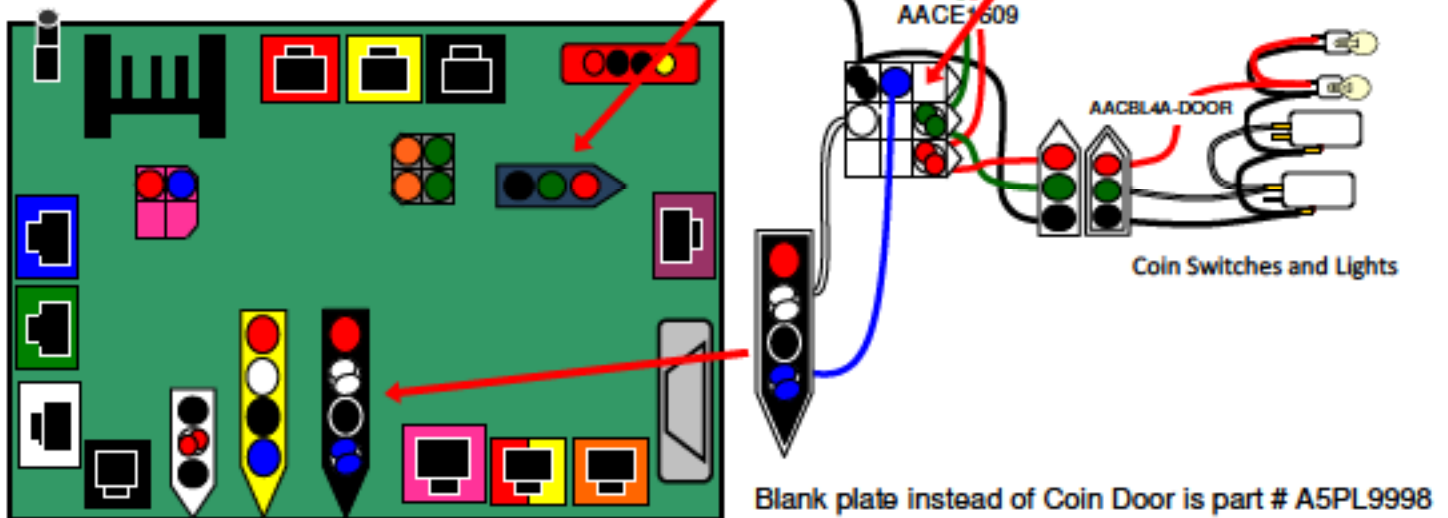
If the game does not pay out the correct tickets, definitely install a separate power supply to power card system inside game.

In the menu: Set "Credits Per Game" to 1 (swipe)

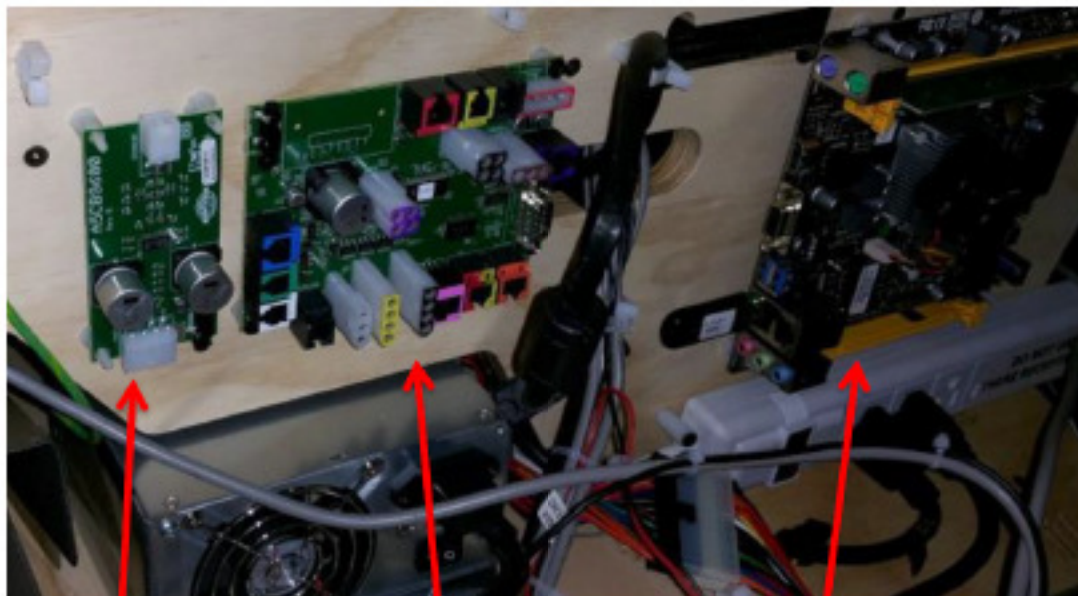
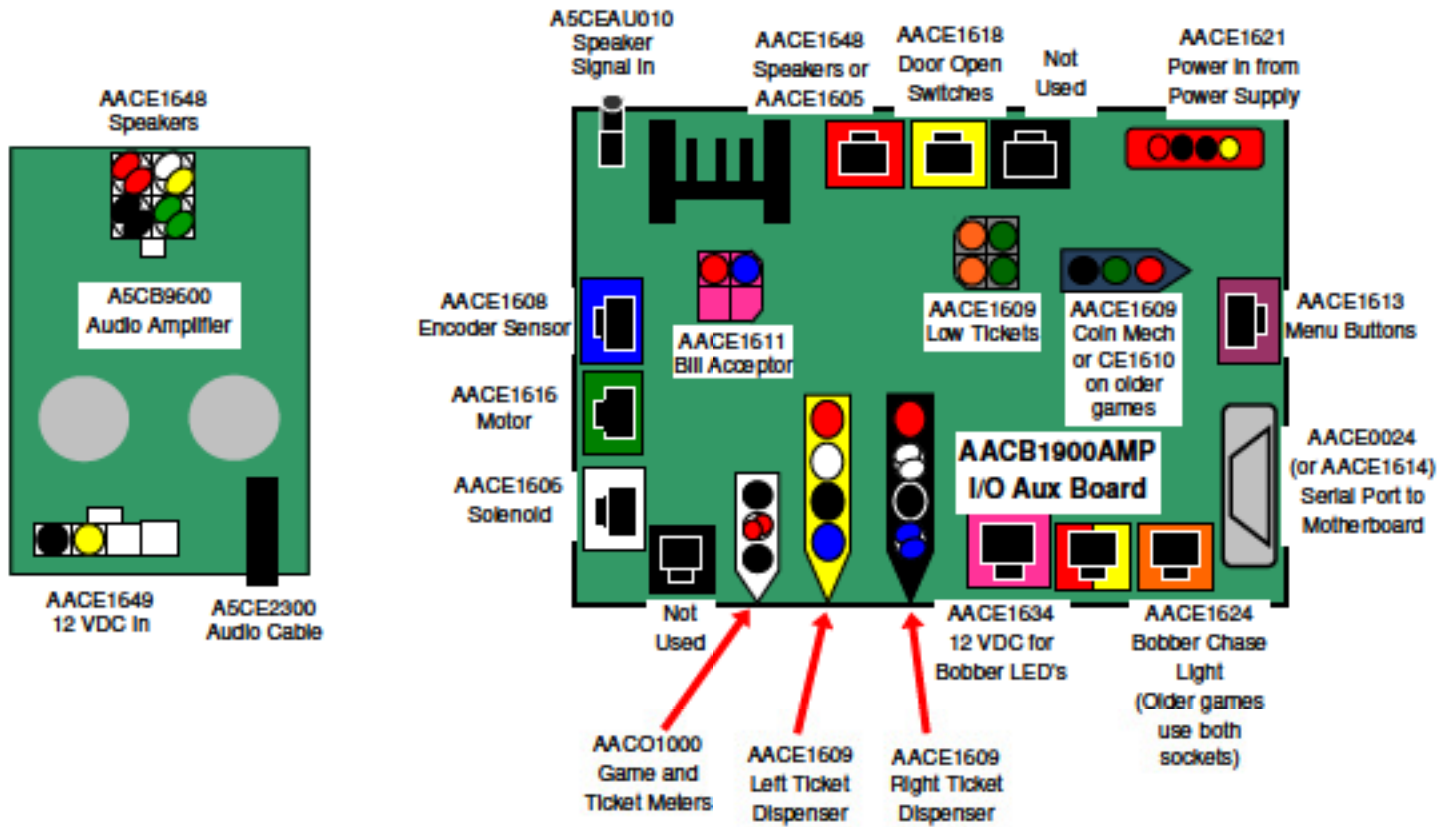
Black wire is ground. (common)

Green wire is coin signal.

Red wire is +12 Volts DC



CIRCUIT BOARD LAYOUT

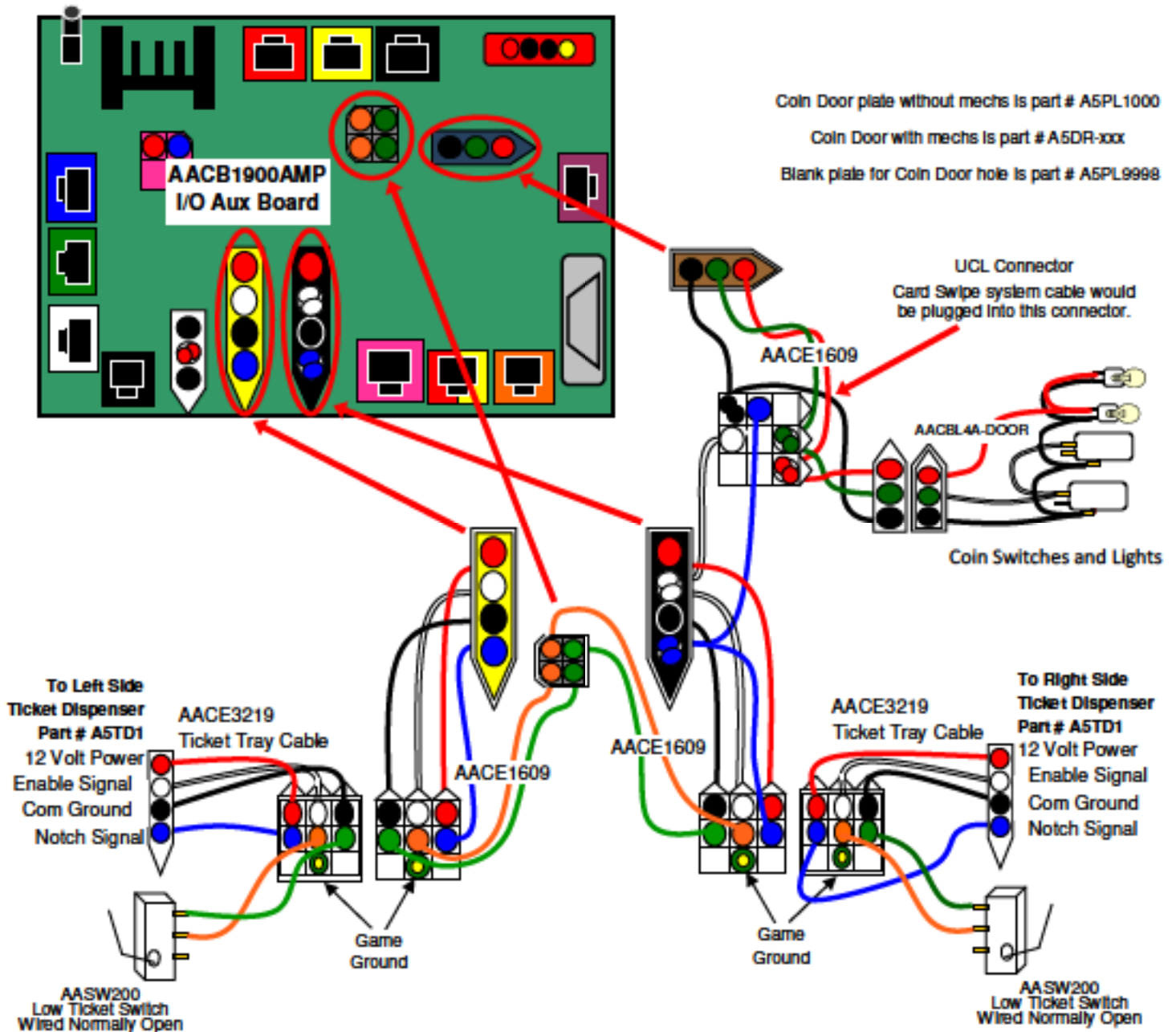


A5CB9600 (may not be there) I/O Board AACB1900AMP

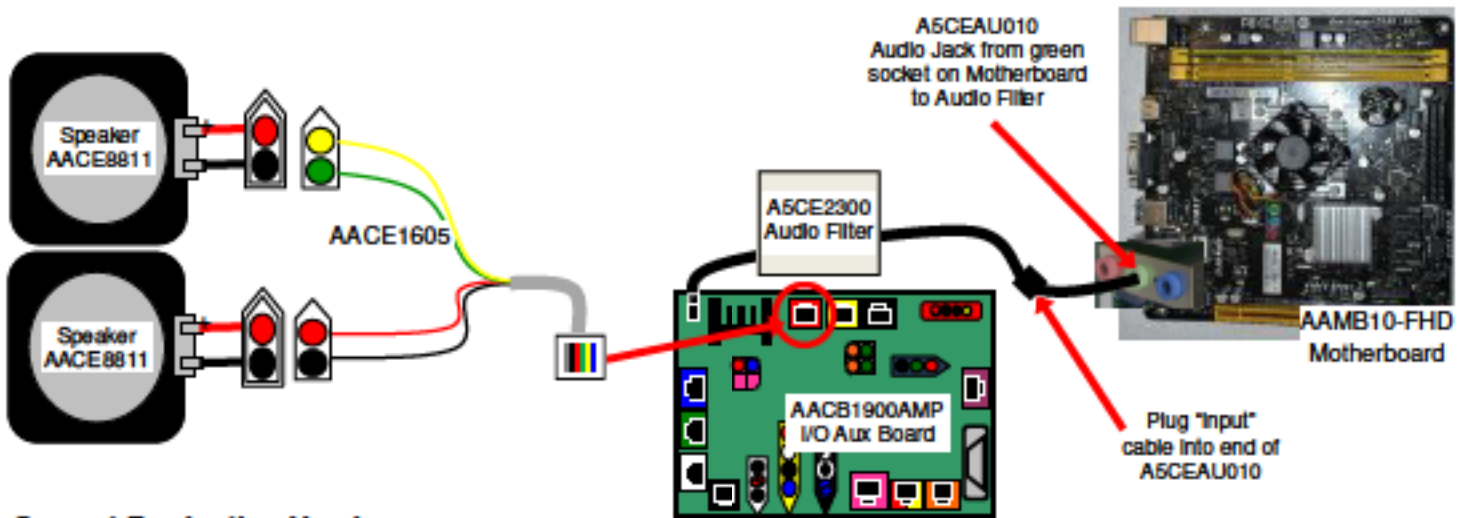
Mother Board AAMB6/7/8/9/10

CIRCUIT BOARD LAYOUT

COIN MECH, TICKET DISPENSERS, AND LOW TICKET

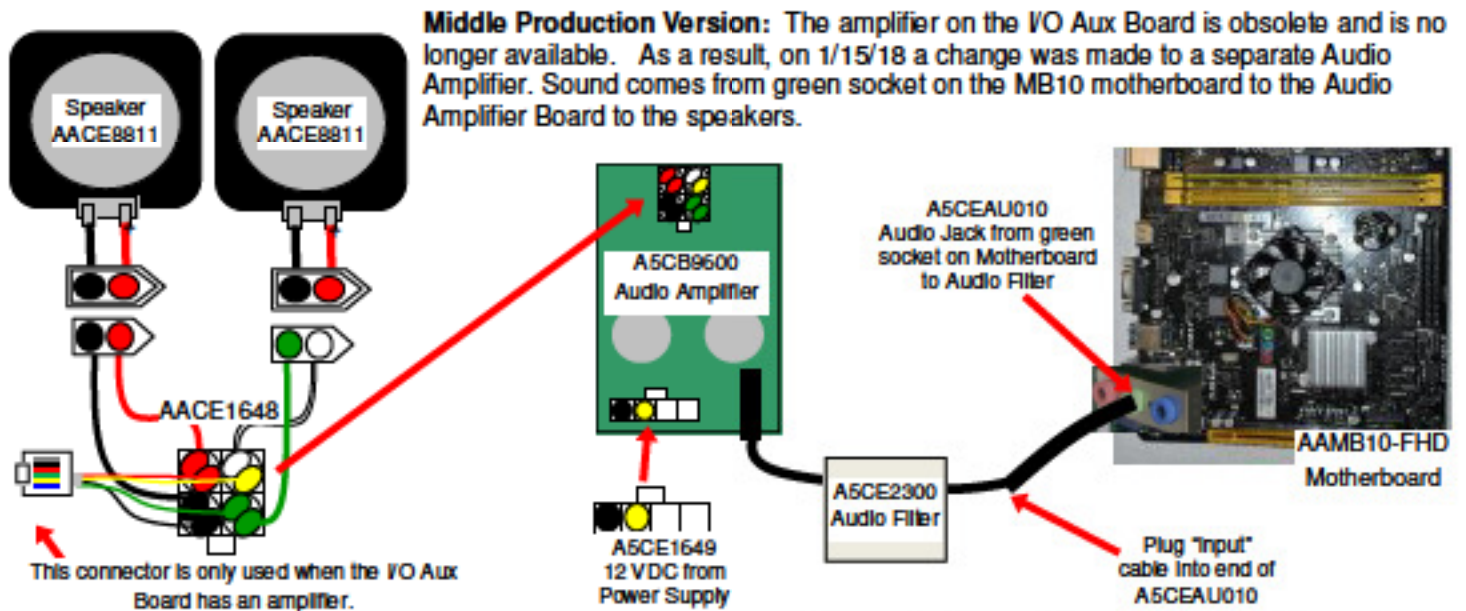


SPEAKERS WIRING OPTIONS

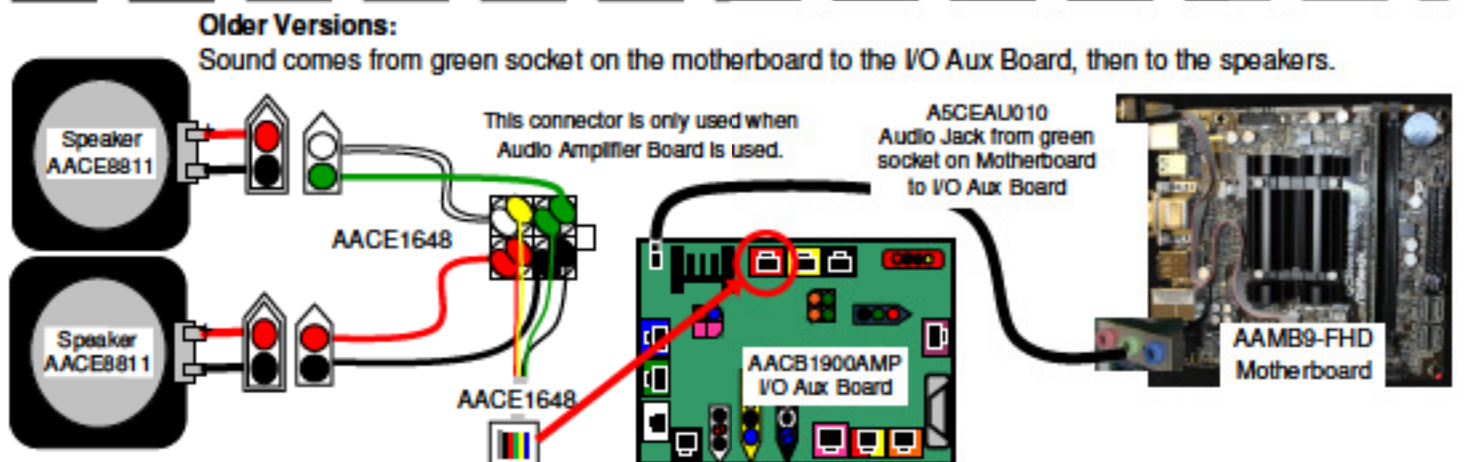


Current Production Version:

The amplifier on the I/O Aux has been improved. As a result, on 5/8/18 a Audio Filter has been added to the Audio Jack. Sound comes from green socket on the motherboard to the I/O Aux Board, then to the speakers.



Middle Production Version: The amplifier on the I/O Aux Board is obsolete and is no longer available. As a result, on 1/15/18 a change was made to a separate Audio Amplifier. Sound comes from green socket on the MB10 motherboard to the Audio Amplifier Board to the speakers.



Older Versions:

Sound comes from green socket on the motherboard to the I/O Aux Board, then to the speakers.

MOTHERBOARD OPTIONS

Big Bass Wheels may have 6 different types of motherboards. This is because motherboards become obsolete, and can not be purchased. Motherboards are sourced to be backward compatible in most cases.

AAMB6

4 pin power connector needed. (Black, Black, Yellow, Yellow)

The long power in connector is either 20 pin or 24 pin.

There is a 4 pin breakaway that must be snapped off to fit into a 20 pin socket, or found in power supply harness and pushed together to fit into the 24 pin socket.



AAMB7

4 pin power connector needed.
(Black, Black, Yellow, Yellow)
24 pin power in connector.



AAMB8

4 pin power connector not needed.
24 pin power in connector.



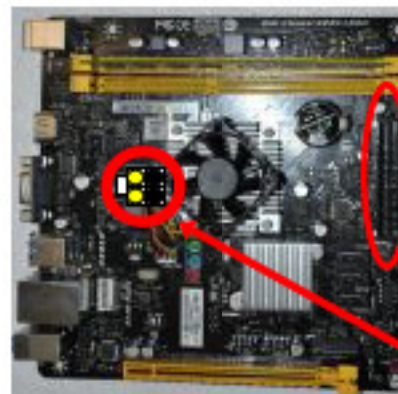
AAMB9

4 pin power connector not needed.
24 pin power in connector.

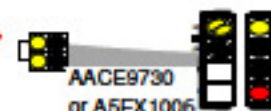
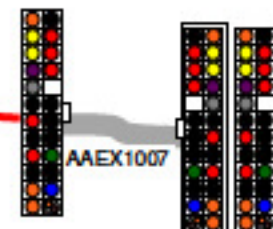


Currently using AAMB10

4 pin power connector needed. (Black, Black, Yellow, Yellow)
24 pin power in connector.



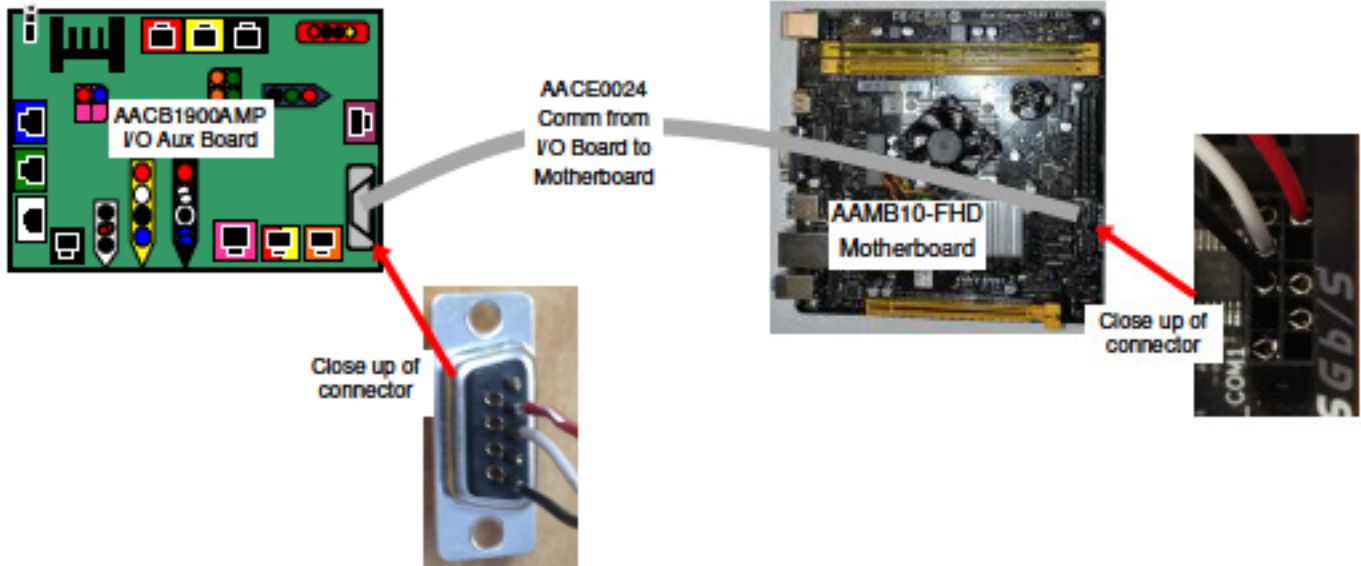
AAMB10-FHD
Motherboard



COMMUNICATION WIRING OPTIONS

Production Change:

The communication cable from motherboard to I/O Aux Board has changed with the use of the MB10 motherboard. As a result, on 12/27/17 a change was made to a different communication cable.

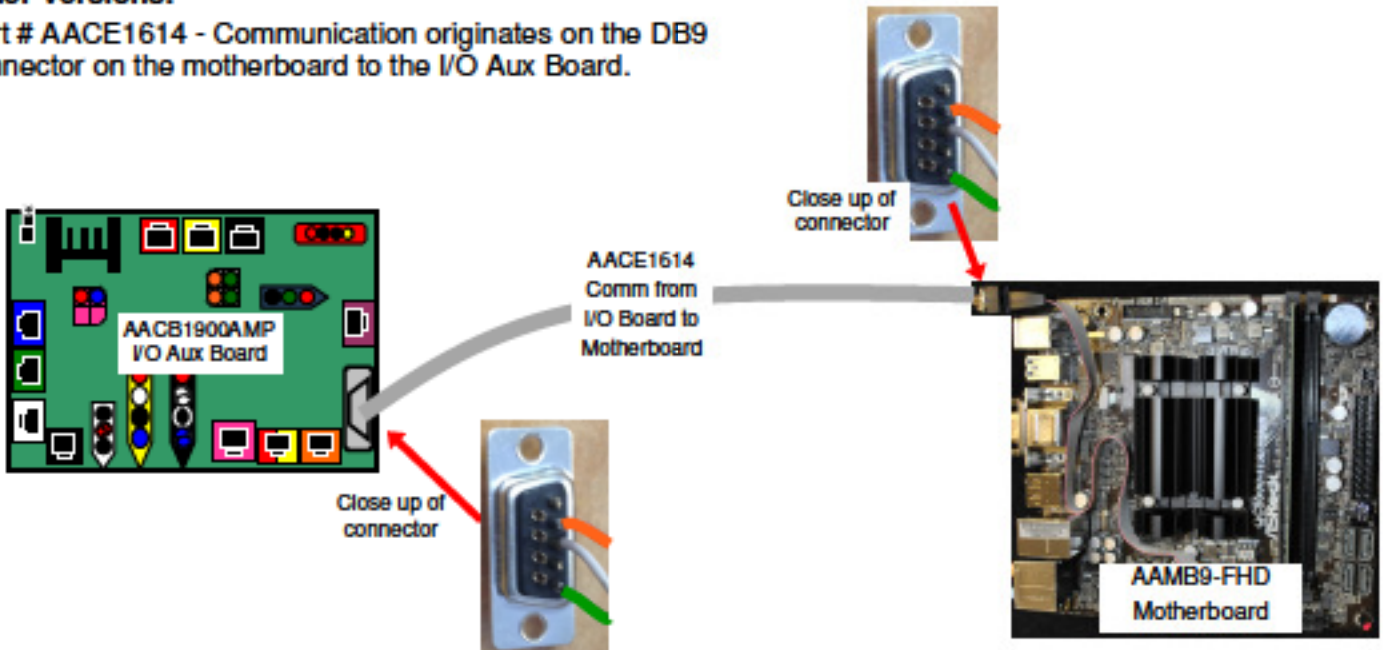


Current Production Version:

Part # AACE0024 - Communication originates on the Com1 connector on the motherboard to the I/O Aux Board.

Older Versions:

Part # AACE1614 - Communication originates on the DB9 connector on the motherboard to the I/O Aux Board.




TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
No power to the game.	Unplugged. Power strip turned off, or plugs unplugged. Circuit breaker tripped. Line filter faulty. Bad or overloaded power supply.	Check wall outlet cable (A5CORD5) to line filter in back of game. (A5FI9010) Check rocker switch on power strip. Ensure power cords are pushed into power strip securely. Reset power strip breaker switch or building circuit breaker. Attempt to determine cause. Replace line filter. (A5FI9010) Refer to 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 power supply is plugged into power strip. Make sure rocker switch is set ON. See power supply diagnostics to isolate bad component. A bad solenoid or 12 volt short would cause this. Refer to Power Supply Diagnostics section.
Bobber Red LED lights are not working.	Jackpot Enabled in menu LED strip faulty Faulty Cable	Disable Jackpot in menu. The Red LED's will not flash without the AAKIT-BBW-CHASE if Jackpot Sign is used. Remove bobber and examine LED strip. (AACB1905) Check cables from LED strip to I/O Aux Board (AAACE1625, AABD1055, AAACE1625, AACB1900AMP)
Bobber LED white lights are not working.	LED strip faulty Faulty Cable. 12 Volts DC to lights	Remove bobber and examine LED strip. (AALS1700) Check cables from LED strip to I/O Aux Board (AALS1700, AAACE1634, AACB1900AMP)
Left or Right Wheel White LED's not working.	LED strip faulty Faulty Cable Faulty I/O Aux Board	Slide open front windshield and examine LED strip. Plug the LED strip into the cable from the other side. Replace if needed. (AALS1701) Check cables from LED strip to Power Supply. (AALS1701, AAACE1620, AAACE1625) Replace I/O Aux Board. (Part # AACB1900AMP)
Very Soft or Very Loud Audio	Check settings in menu. Software/ Motherboard differences	Increase the volume by pressing Menu button, scroll to volume slider bar and adjust. Refer to "Keyboard/Mouse Adjusting of Master Volume"

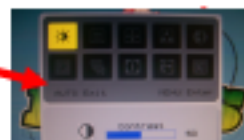


TROUBLESHOOTING GUIDE

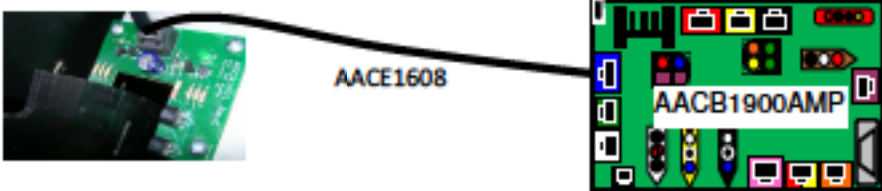

Problem	Probable Cause	Remedy	
No Audio	Volume too low.	Increase the volume by pressing Menu button, scroll to volume slider bar and adjust. 	
	Loose wire.	Check audio cable connections from motherboard to I/O board (or audio amp board) to speakers There are 2 options built into games. Please refer to "Speakers Wiring Diagram Options"	
	Software/ Motherboard differences	Refer to "Keyboard/Mouse Adjusting of Master Volume"	
	Use MP3 or Phone to isolate problem.	Unplug phono jack from motherboard and plug into the MP3 or phone. Then the sound from your device will play through the game speakers. If no sound through your device, then replace Motherboard(AAMB10-FHD)	
Dollar Bill Acceptor not functioning	Ensure bill acceptor has 110 Volts AC.	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. (AAJP9092, AACE1612)	
Bill acceptor problem.	Refer to troubleshooting section of dollar bill acceptor manual included with this game or the diagnostics label of the back of the unit.		
Monitor not working.	Monitor shows "No Signal"	Monitor VGA cable unplugged. Check the VGA cable to the monitor. (A5CORD11) Check both connection on motherboard from power supply. Ensure power supply is running. Refer to Power Supply Diagnostics. Faulty motherboard - Replace motherboard. (AAMB10-FHD)	
	Monitor has nothing at all on power up.	Power cable unplugged from monitor. Faulty monitor.	Ensure power is plugged into back of monitor, check the connection at the 2 cables to the monitor, down to power strip.(A5CORD1, A5CORD12) Replace monitor. (A5CBDI030)
	Power down, wait 2 minutes and power up again.	Check fan on power supply, ensure it is turning Faulty USB stick Faulty motherboard.	Refer to Power Supply Diagnostics. Replace power Supply AACE1625 if needed. Reseat USB software stick into different USB socket on motherboard. Replace USB software (A5FHD005) Replace motherboard. (AAMB10-FHD)

TROUBLESHOOTING GUIDE


Problem	Probable Cause	Remedy
<p>Game turns on, but some of the functions do not work.</p>	<p>None of inputs work. No coin up, no test buttons, display may say door open.</p> <p>Display is OK, but does not show some screens. No volume, or Game freezes, locks up</p>	<p>I/O Serial cable unplugged from I/O board to motherboard. Inspect cable AACE1614 or AACE0024. Replace if needed.</p> <p>There are 2 different options that could be built with game. Please refer to "Communication Wiring Diagram Options"</p> <p>USB software stick loose, or faulty. Replace if needed. (A5FHD005)</p> <p>Faulty RAM, or motherboard. Replace motherboard (AAMB10-FHD)</p>
<p>Display shows "Door Open" and Menu can not be Entered.</p>	<p>I/O Serial cable unplugged from I/O board to motherboard</p>	<p>Inspect cable AACE1614 or AACE0024. Replace if needed.</p> <p>There are 2 different options that could be built with game. Please refer to "Communication Wiring Diagram Options"</p>
<p>Game does not coin up</p> <p>Game should have an audio doink sound from speakers when coin switch is triggered.</p>	<p>Card Swipe System Special Instructions-</p> <p>Pinched, broken, or disconnected wiring.</p> <p>Faulty Coin Mechanism. Swap coin mech to verify.</p> <p>Ensure all doors are closed, game will not play with door Open.</p> <p>Faulty I/O Aux Board</p>	<p>Set "Game drive voltage threshold" to 2 volts. Coin signal wires are white and black wires. Refer to wiring diagram</p> <p>Check connections from coin switches to I/O Aux Board. Check continuity on wires. (AACBL4A-DOOR, AACE1610 or AACE1609)</p> <p>Replace coin mech if faulty.</p> <p>Check all 5 door switches. Ensure CE1618 cable is connected from I/O board to Motherboard.</p> <p>Replace I/O Aux Board . (AACB1900AMP)</p>
<p>Low tickets displays on monitor</p>	<p>Stack of tickets not resting properly on low ticket switch.</p> <p>Faulty switch.</p> <p>Faulty wire or connection.</p> <p>Faulty I/O Aux Board</p>	<p>Adjust stack of tickets so they hold both the switch actuators down.</p> <p>Replace low ticket switch. (AASW200)</p> <p>Check for proper connection from switch to main board. Check continuity. (AACE1609, AACE3219)</p> <p>Replace I/O Aux Board. (AACB1900AMP)</p>
<p>Monitor problems.</p> <p>Blurry Monitor</p> <p>Too bright, or dim.</p>	<p>Monitor will have to be removed from game, and adjusted from front of screen. Refer to "How to Replace Monitor"</p> <p>Remove fish head.</p> <p>Remove 2 wood braces holding monitor.</p> <p>Peel monitor back away from sticky tape.</p> <p>Use menu buttons to access monitor adjustments.</p>	




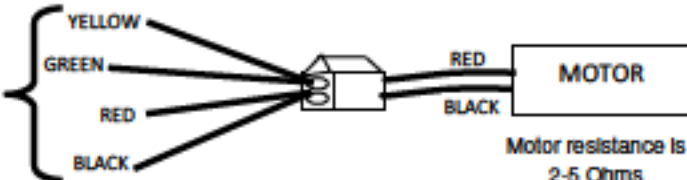
TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
Scoring Issues	<p>Game says you won tickets even though wheel is still spinning.</p> <p>Game gives tickets as soon as money is inserted during attract mode.</p> <p>Game ends after slow spin, and gives no tickets.</p> <div style="background-color: #4a86e8; color: white; padding: 2px; font-size: 0.8em; margin-top: 5px;">PLAYER TIMEOUT OPTION = MOTOR ASSIST</div>	<p>Weak encoder sensor. Replace sensor. (AACB1901)</p> <p>Attract mode spinning wheel should slow down enough so it will not trigger win. Tighten brake assy. (see Brake Adjustment)</p> <p>Motor assist should spin wheel for slow spins. Check menu screen – ensure it is not set to “Abandon Game”. (see Motor Assist)</p>
	<p>Open left front door and push menu button to enter menu</p> <p>Check if value on monitor matches wheel position.</p> <p>Spin wheel downward to verify all numbers match.</p> <p>If it does match:</p> <ol style="list-style-type: none"> 1.) Look for “motor watchdog error” on screen. Refer to Motor Watchdog Error section 2.) Ticket dispenser issue. The monitor will show how many tickets should be dispensed. Compare tickets given with the physical ticket meter counter on game. <p>If does not match:</p> <p>Manually spin wheel 1 complete revolution to ensure home sensor is being read.</p> <p>Important: Always spin downward</p> <p>Check “Ticket Pattern” is set to the correct ticket pattern.</p> <p>Encoder sensor signal not reaching I/O board.</p> <p>Check cable AACE1616 from encoder sensor to blue socket on I/O board.</p> <div style="text-align: center; margin: 10px 0;">  </div> <p>Go to Wheel Encoder Sensor section below to adjust sensor.</p> <p>Replace encoder sensor. (AACB1901)</p> <p>Replace cable. (AACE1608)</p> <p>Replace I/O Aux Board. (AACB1900AMP)</p>	<div style="background-color: #4a86e8; color: white; padding: 5px; font-size: 0.8em; margin-bottom: 10px;"> DIAGNOSTIC INFORMATION SOFTWARE VERSIONS = 1.15 AND 2.11 TOTAL CREDITS = 0 TICKETS LEFT TO DISPENSE = 0 WHEEL POSITION = 0 (0) (0) INPUTS = FFFFFFFF0 OUTPUTS = 0 WHEEL COST TIME = 0 </div> <div style="text-align: right; margin-bottom: 10px;">  </div>
<p>Game pays 10 or 75 tickets every game.</p>	<p>Encoder sensor always “sees” home position.</p>	<p>If either green LED on board is always ON as you spin wheel - Replace encoder sensor. (AACB1901)</p> <p>Encoder sensor signal not reaching I/O board.</p> <ol style="list-style-type: none"> 1.) Check cable AACE1705 from encoder sensor to I/O board. 2.) Replace encoder sensor. (AACB1901) 3.) Replace I/O board. (AACB1900AMP)


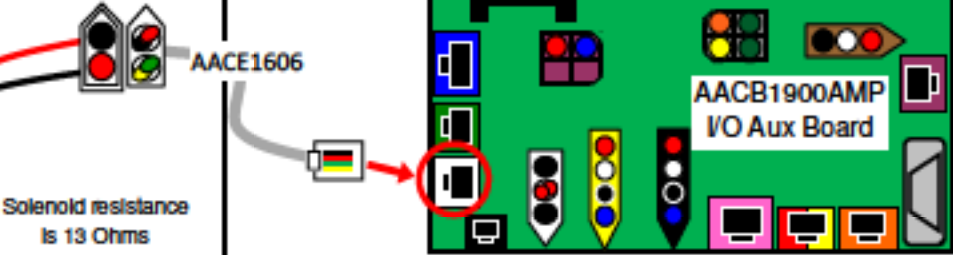
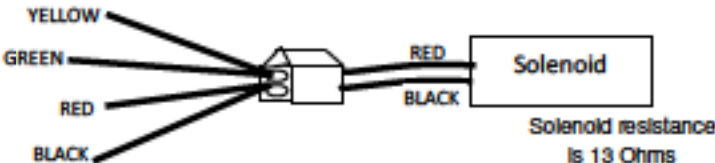
TROUBLESHOOTING GUIDE

Problem		Probable Cause	Remedy
Tickets not dispensing from either ticket dispenser.		<p>Verify game is registering a win.</p> <p>Ensure "Door Open" is not showing on monitor.</p> <p>Notch on tickets too shallow.</p> <p>Faulty wires from dispensers to I/O board.</p> <p>Faulty I/O board.</p>	<p>Display monitor will show ticket value won. If not – see "Wheel Sensor troubleshooting."</p> <p>Game will not dispense with any door open. See "Door Open Error"</p> <p>Flip tickets and load upside-down to have large cut notch toward opto sensor.</p> <p>Inspect wires as they plug into I/O board.. (Part #'s: AACE1609, AACE3219)</p> <p>Replace I/O board. (AACB1900AMP)</p>
<p>One ticket dispenser working, but</p> <p>One ticket dispenser is not working.</p>		<p>More than 5 tickets to dispense?</p> <p>Notch on tickets too shallow.</p> <p>Faulty cable from Ticket Dispenser to I/O board.</p> <p>Faulty I/O board. (AACB1900AMP)</p>	<p>If game has less than 5 tickets to dispense, only one side will payout.</p> <p>Flip tickets and load upside-down to have large cut notch toward opto sensor.</p> <p>Inspect wires as they plug into I/O board.</p>  <p>Swap ticket dispenser cables on I/O board to determined that one socket is faulty.</p>
<p>Wrong ticket amount dispensed.</p> <p>Check for the correct amount of tickets showing on monitor.</p>	<p>Monitor showing correct ticket payout.</p>	<p>Disconnected, loose or broken wires.</p> <p>Opto Sensor on ticket dispenser dirty.</p> <p>Faulty ticket dispenser.</p> <p>Notch on tickets cut too shallow.</p>	<p>Check connectors. Check for continuity on cables # AACE1609, AACE3219</p> <p>Blow dust from sensor and clean with isopropyl alcohol.</p> <p>Replace with working dispenser to isolate the problem.</p> <p>Flip tickets and load upside-down to have large cut notch toward opto sensor.</p>
	<p>Monitor showing different ticket payout.</p>	<p>Incorrect software version.</p> <p>Incorrect ticket pattern selected.</p> <p>Spring Tension</p> <p>Wheel position not being read correctly.</p>	<p>Check to see if Big Bass Wheel Pro software is in the motherboard instead of Big Bass Wheel</p> <p>Enter menu, and ensure TICKET PATTERN=2 correct ticket pattern selected.</p> <p>If the brake spring is too loose, the wheel may rock backward and confuse the sensor and score wrong.</p> <p>Refer to "Encoder Sensor Diagnostics" section</p>


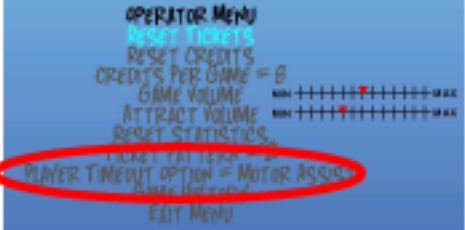
TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
<p>Motor will not assist the slow spin.</p> <p>Game should always try to assist a slow spin.</p> <p>It helps the smaller child play the game.</p> <p>Attract Mode – The big spinning wheel attracts players to game.</p> <p>If not, the reason can be any one of these problems making game go to "Abandon Game"</p>	<p>Enter menu, ensure this is not set to "Abandon Game".</p> <p>Enter menu, check diagnostic information for "motor watchdog error"</p> <p>Door open</p> <p>Faulty encoder sensor.</p> <div style="text-align: center;">  </div> <p>Auto-spin catch broken.</p> <p>Drive chain broken.</p> <p>Cable problem.</p> <p>I/O board faulty.</p> <p>Game is set to "New Jersey" mode.</p>	<p>Change to "Motor Assist", then power game off and then back on.</p> <div style="background-color: #ADD8E6; padding: 2px; text-align: center; font-size: small;">PLAYER TIMEOUT OPTION = MOTOR ASSIST</div> <p>Change "abandon game" to "Motor Assist". Turn game off, and then back on to clear error. Enter menu to verify change.</p> <p>Motor assist will not engage if game thinks door is open. Close all doors.</p> <p>Assist motor will try for 2 seconds, not "see" the wheel turning, and then deactivate. Replace encoder sensor. (AACB1901)</p> <p>Inspect mechanism on left side door. Replace spring if needed.(A5SREX040)</p> <p>Inspect drive chain that powers wheel. Replace if needed. (A5CH1003)</p> <p>Inspect cable from Assist Motor to I/O board.</p> <p>Replace I/O board. (AACB1900AMP)</p> <p>New Jersey law does not allow wheel to auto-spin.</p>
<p>Faulty Motor - Replace Motor (AAMO4100)</p> <p>As motor starts, 5 Volts DC is present at connector. (It builds to 12 Volts as wheel gains speed)</p> <div style="display: flex; align-items: center; justify-content: center;"> <div style="margin-right: 20px;"> <p>TO I/O BOARD:</p> <p>Phone cables are doubled up for redundancy – Motor will still work with 1 wire off</p> </div> <div style="text-align: center;">  </div> <div style="margin-left: 20px;"> <p>Motor resistance is 2-5 Ohms</p> </div> </div>		
<p>Wheel always spinning.</p>	<p>Brake assembly very loose or broken.</p> <p>Solenoid Assy. on right side of wheel is broken or faulty so player can spin wheel anytime.</p> <p>Spin motor receiving 12 Volts DC all the time. Spin meter screen stays on.</p> <p>Spin Meter does not increase.</p> <p>Stays on auto spin.</p>	<p>See "Brake Adjustment" section.</p> <p>Solenoid should only engage when game is coined up. Refer to "Wheel Engaging Solenoid"</p> <p>Faulty I/O Board. Replace AACB1900AMP</p> <p>Faulty encoder sensor. It does not see wheel spinning. Refer to Encoder Sensor section.</p>

TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
<p>Spin meter never increases.</p> <p>Encoder sensor not seeing wheel spin.</p>	<p>Encoder sensor dirty or faulty.</p> <p>Pinched, broken, or disconnected wiring.</p> <p>I/O board faulty.</p>	<p>Clean sensor and replace if needed. (AACB1901)</p> <p>Inspect wiring and replace cable if needed. (AACE1608)</p> <p>Replace I/O board. (AACB1900AMP)</p>
<p>Wheel not spinning when player moves handle.</p>	<p>Door open</p> <p>Solenoid Assy Faulty. (Solenoid resistance is approximately 13 ohms)</p> <p>Cable problem.</p>	<p>Wheel will not engage if game thinks door is open.</p> <p>Inspect mechanism in right side door. Inspect springs and engaging action. Replace if needed. (AASO4150)</p> <p>Inspect cable from Solenoid to I/O board.</p>
 <p style="text-align: center;">AASO4150 Solenoid</p>	 <p style="text-align: center;">AACE1606</p> <p style="text-align: center;">Solenoid resistance is 13 Ohms</p>	<p>I/O board faulty.</p> <p>Replace I/O board. (AACB1900AMP)</p>
<p>Solenoid Problem</p> <p>Only as game starts - 12 Volts DC is present at solenoid.</p>	<p>TO I/O BOARD: Phone cables are doubled up for redundancy – Solenoid will still work with 1 wire off</p>	 <p style="text-align: right;">Solenoid resistance is 13 Ohms</p>
<p>Solenoid always stays on.</p> <p>Players can spin wheel without inserting money.</p> <p>During attract mode- game will make loud clicking sound.</p>	<p>Jammed Solenoid. Missing/Broken Springs.</p> <p>Pinched Cable.</p> <p>I/O board faulty.</p>	<p>Inspect solenoid. Ensure it operates smoothly. Look for missing springs. Replace Assembly if needed. (AASO4150)</p> <p>Inspect phone cables for smashed cable. May also have to replace I/O Board.</p> <p>Replace I/O board. (AACB1900AMP)</p>

TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
Menu Buttons do not work.	Swap connectors at the 2 buttons Pinched, broken, or disconnected wiring I/O Aux Board faulty.	Replace button if problem stays with button.(AAPB2700) Inspect crimp to ensure good connection. Check connections from menu buttons to main board. Check continuity on AAPB2700, AACE1613 Replace I/O Aux Board. (AACB1900AMP)
Meters do not work. Game counter clicks at start of each game. Ticket counter clicks as tickets come out of game.	The 2 crimped wires may be faulty Pinched, broken, or disconnected wiring I/O Aux Board faulty.	Inspect crimps on AACO1000 to ensure good connection. Check connections from counters to main board. Check continuity on wires.(AACO1000) Replace I/O board. (AACB1900AMP)
Monitor shows "Out of Order Door Open "	One or more doors open. Faulty door switch I/O Serial Cable unplugged. I/O board faulty.	Refer to Door Open Section below. Replace door switch. (A5SW7000) Inspect and re-seat serial cable from motherboard to I/O board. Replace I/O board. (AACB1900AMP)
Motor Watchdog Error	Encoder Sensor Faulty. Motor Faulty.	Clean Encoder sensor on left side of wheel.  Refer to "Motor will not assist a slow spin" section above.
	After problem is found and fixed: 1.) Enter menu and ensure Player Timeout option is set to "Motor Assist" 2.) Turn game off, then back on, enter menu and again ensure Player Timeout option is set to "Motor Assist" 3.) Verify Motor Watchdog Error is not present. 4.) Coin game, but do not spin wheel. Let game try to spin wheel own it's own.	
Error shown on monitor	Shows "Power Saver Mode" Any other boot error.	Power supply may be faulty. Replace power supply. Part # AACE1625 Replace USB Software stick drive. Part # A5FHD005

POWER SUPPLY DIAGNOSTICS

- 1.) Verify AC power to front of game. Check power strip in bottom front. Check for illuminated power switch.
- 2.) Check AC power connection to power supply.
- 3.) Ensure Power Supply switch is set to 115V (or 230V)

(Some model power supplies may not have this)

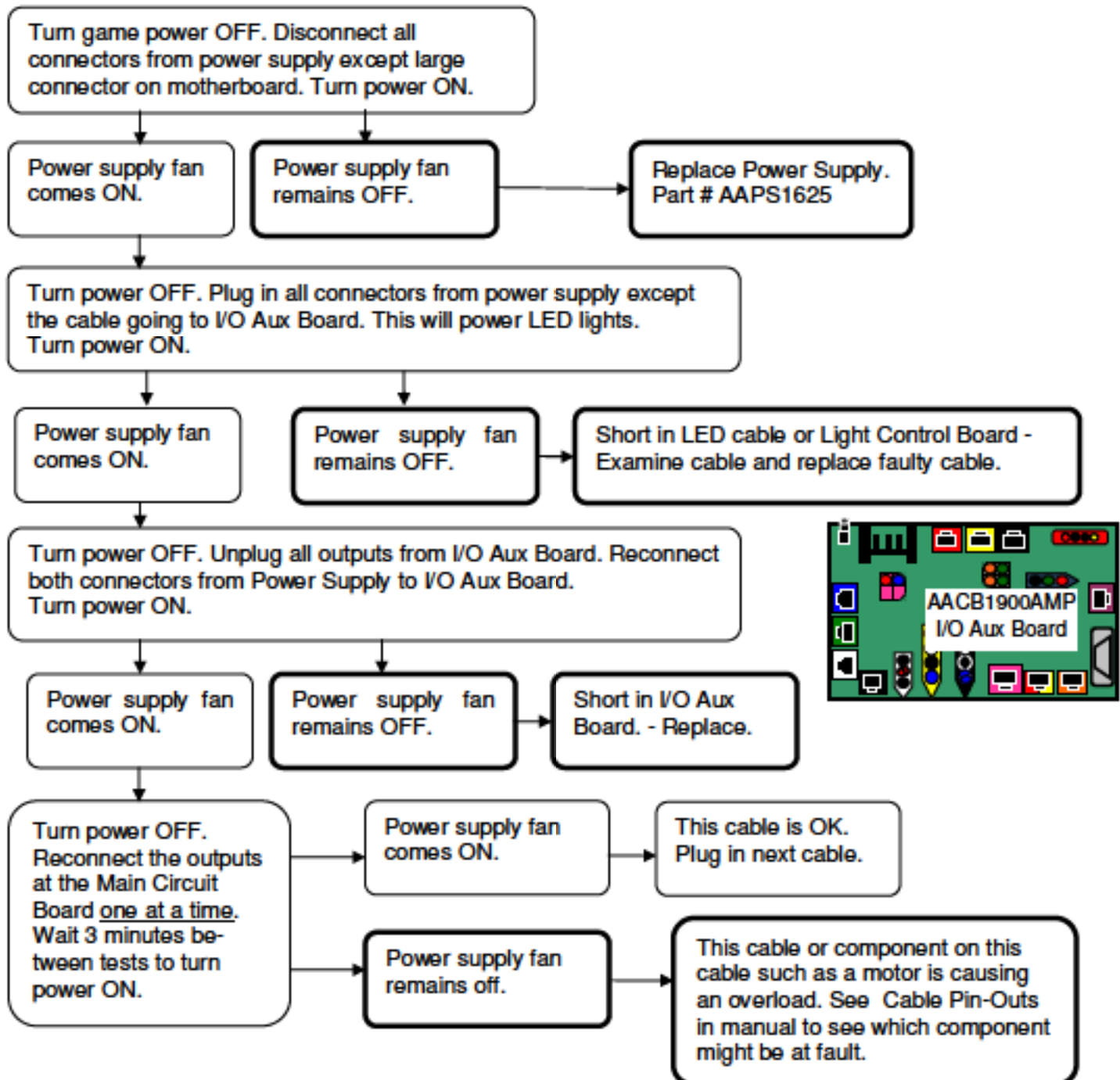
- 4.) Ensure Power switch is on.



No 12 Volts (Power Supply Fan is not turning), but AC to power supply is OK

This means that either:

- 1.) Power supply is faulty.
- 2.) There is a 12 volt short in cabinet causing power supply to remain off to protect itself.



DOOR OPEN ERROR

There are 5 door switches in total:

1 in back, 1 in left side door, 1 in right side door, 1 in left front door, and 1 in right front door.

What happens if door is open?

Tickets will not dispense.
Game will not start.
Auto spin will not engage
Player can not spin wheel

This is a safety matter and switches must not be disabled or injury to player or technician may occur.

Handle will still move solenoid assy. – Make sure to remove handle when working on game!

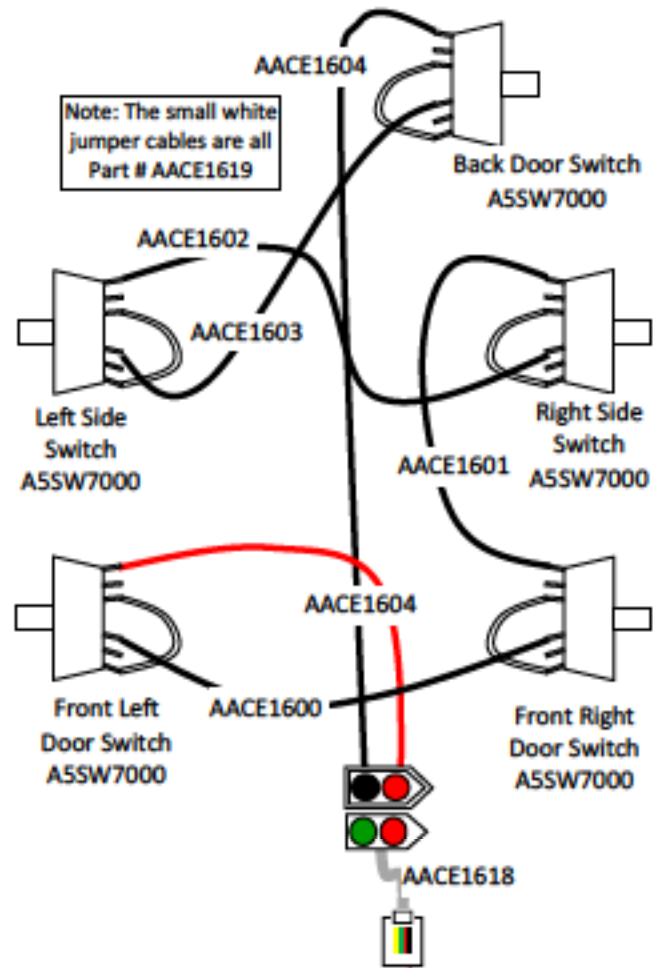
Door switches are Push/Pull type

Switch can be pulled out when door is open and game will think door is closed.

First Step: Hold the menu button down for 5 seconds.

If you can not enter the menu, the problem is not in the door switches, it is communication issue to motherboard.

Refer to "Communication Wiring Diagram Options"



Troubleshooting Door Open Problem:

Open all 5 doors and pull all 5 switches out.	Door Open message stays.	<p>Faulty door switch. (A5SW7000) – It could be anyone of the five.</p> <p>Check all wires on switches.</p> <p>Check crimps on wires.</p> <p>Check connection to yellow socket on I/O Board</p> <p>Replace I/O board if needed. (AACB1900AMP)</p>
	Door Open message clears.	<p>Individually check each switch by pushing in on each switch one by one and verify the door open message is not on screen.</p> <p>If a door switch shows the message when pushed in, that switch is faulty. Replace switch (A5SW7000)</p>



ENCODER WHEEL SENSOR

The Encoder Sensor reads where the wheel is and determines the payout of the wheel.

IMPORTANT: ONLY SPIN WHEEL DOWNWARD

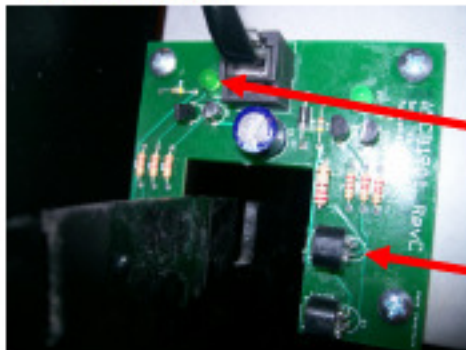
The sensors sees the thin slot as boundary between large score panels.

It sees the large slots as high score values in middle of score panels.

As wheel spins, Green light comes on as next score panel starts



Notch Sensor



Green LED Indicator

Wheel encoder sensor (AACB1901) is mounted so the top sensor reads the outside cut-out notches.

Home Position Sensor

The home position sensor is on same board and reads a notch to calibrate home position.



Green LED Indicator

The lower sensor reads the 1 home position notch on wheel.

ADJUSTING WHEEL SENSOR

The arrow pointer will show the customer which ticket value they have won.

Remember: There is a ½ inch buffer zone between panels that provide a small margin of error.

This space is also present on the big bonus values.

It allows a big bonus value to score even though the pointer may be slightly above or below the actual sticker on the wheel.

Check the wheel position

1.) Open front doors and unlatch clasps holding front plexiglass in place.
There are 2 located behind the speakers.

2.) Front plexiglass will now slide up like a roll-top desk.

3.) Push menu button to enter menu.

4.) Check if value on monitor matches wheel position pointer.

5.) Watch monitor as you manually turn the wheel down.

The wheel may have to go a full revolution so the game can find home position.

Spin the wheel downward by hand, watch the display change as the wheel moves to the next score panel.

5.) Slowly rotate the wheel downward as it approaches a bonus section.

Watch the display as it turns to a 4, then slowly move wheel down.

Stop the wheel as soon as the display changes to the bonus.

6.) Look at pointer and verify that it is on the boundary between the 4 space and bonus value.

If the pointer is more than ¼ inch off:

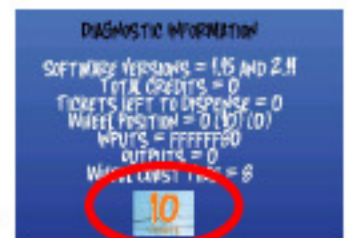
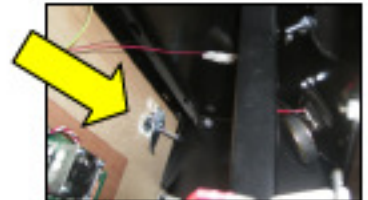
Open left side door of game.

Locate 2 Phillips screws on bracket.

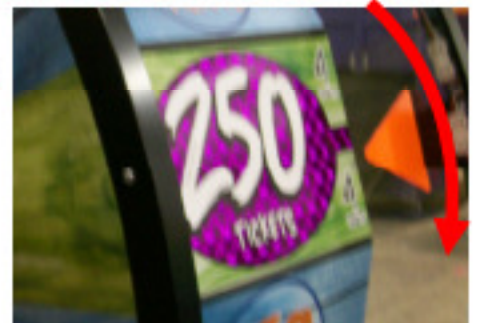
There are slots on this bracket to allow adjustment.

Loosen 2 screws and slightly move bracket.

Tighten screws and re-check wheel position.



IMPORTANT: ONLY SPIN WHEEL DOWNWARD



BRAKE ADJUSTMENTS

Wheel coast time is a number related to how long the wheel spins as it coasts to a stop.

A long coast time will increase the time per game, and customer will wait too long to play game.

The higher the number, the faster the wheel stops.

The wheel coast time should be 30-40

This can also be adjusted periodically to prevent a very skilled player from memorizing the coast and win bonus after bonus.

Performing Wheel Coast Test

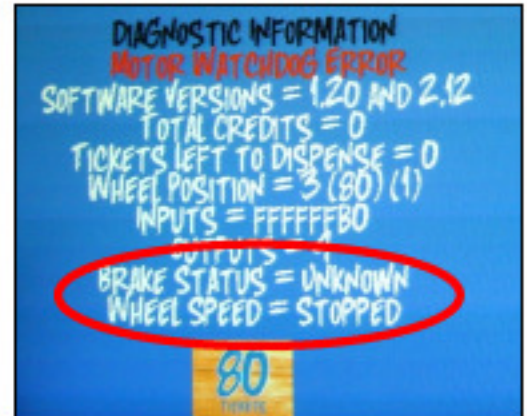
Enter the menu by pressing the menu button inside front door.

Watch display as wheel turns

- It should show "good spin" as the wheel turns.

Once the wheel coasts to a stop, it will show:

- Brake OK
- Tighten Brake
- Loosen Brake



Adjusting Wheel Brake

Lift each of the threaded rod, and spin nuts:

Clockwise to increase tension – decrease wheel coast time.

Counter-clockwise to decrease tension – increase wheel coast time.

Adjust both rods evenly.

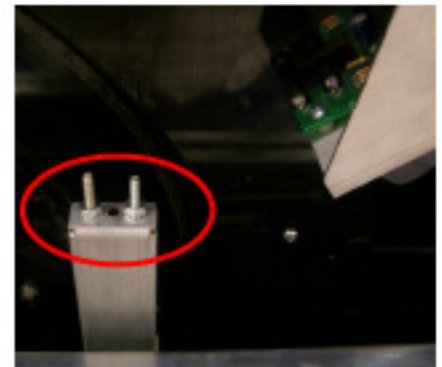
Re-test after adjustment

If customer inserts money during autospin and wheel coast is too long, it may read the autospin as a player spin and give tickets for that autospin.

Make sure the wheel does not rock backward as it comes to a stop.

If it does - tighten brake.

If the wheel rocks backward during a game, it will score wrong if it rocks over a notch.



TOP 7 THINGS YOU DO NOT KNOW ABOUT BIG BASS WHEEL

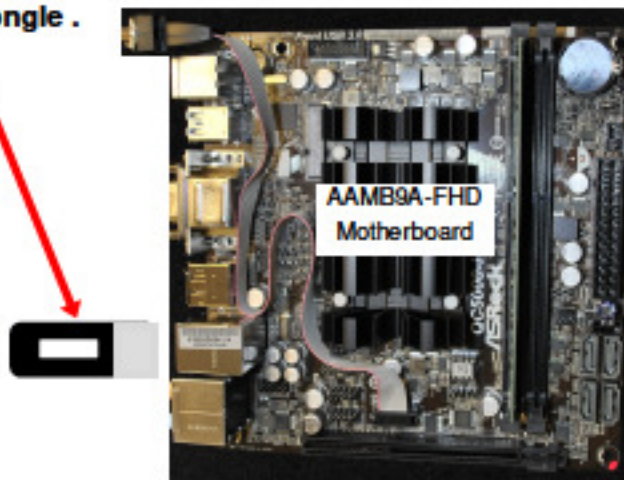
- 1.) If game goes into menu by itself - scrolls through it by itself. The solenoid is bad.
- 2.) If pays out 5 or 6 tickets every time, then enter the secret menu by holding the menu button down for 30 seconds, and turn off "show settings"
- 3.) If game plays fine, but the monitor has no picture - then the monitor is faulty.
- 4.) If game pays out tickets everywhere except bonus spots - then enter printer menu and disable printer.
- 5.) If game volume is too loud or soft and can not be adjusted enough in the menu - then use keyboard/ mouse to adjust master volume in the program.
- 6.) To clear a Motor Watchdog Error, you must set to "Motor Assist" , then power game off and back on.
- 7.) "Door Open" message might have nothing to do with the door switches. If you can not enter the menu by holding the menu button for 5 seconds - then the communication cable between the motherboard and I/O Aux Board is faulty.

HOW TO UPDATE SOFTWARE

The software is programmed onto a USB thumb drive dongle .
It pushes into any of the USB sockets on the motherboard.

To Change Software:
Power game Off.
Remove USB stick
Insert new USB
Power game On.

Make sure to check all you menu settings for your specific game settings as credits per game, ticket pattern, volume levels, etc.



PUPPY VIDEO WIZARD

If the monitor has been changed, or game loses monitor settings,

This screen will come up on power up.

The settings will have to be re-saved

1.) Plug a PS/2 keyboard into the keyboard port of the motherboard. (purple colored port) or a USB keyboard into an empty USB slot on the motherboard.

2.) Push "Enter" on the initial XORG screen.

3.) Make sure 1024x768x16 is selected.

Push "Enter" on the video resolution screen.

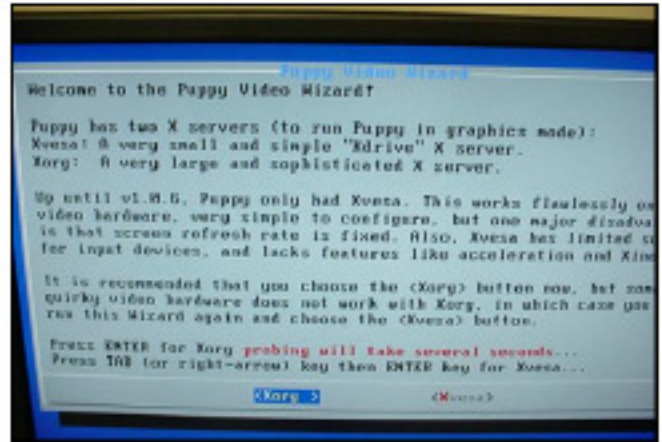
4.) The game software should now startup.

Play a few games, and these settings should be saved so that it will not come back.

5.) Turn game off, wait 2 minutes, turn game back on to verify it boots correctly.

6.) If this error returns, the USB software thumb drive is faulty and will have to be replaced.

Part# A5FHD005



REMOVING THE HANDLE

THE HANDLE IS DESIGNED TO BE REMOVED FROM THE GAME.

THIS WILL ALLOW A TECHNICIAN TO WORK ON THE SOLENOID ASSEMBLY WITH A REDUCED CHANCE OF ACCIDENTAL INJURY

TOOLS NEEDED:
1/2 INCH SOCKET
1/2 WRENCH

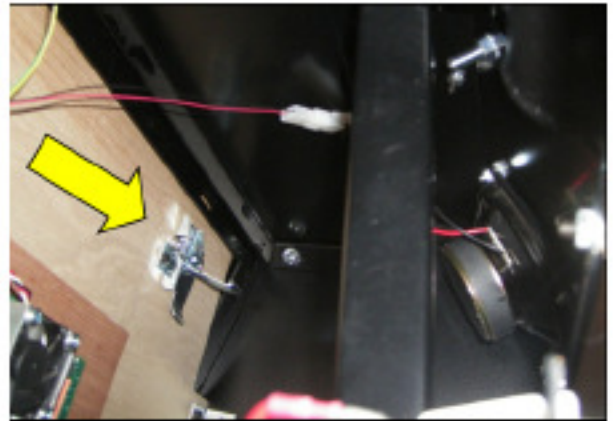
THERE IS A BOLT, LOCK-WASHER, AND A LOCK-NUT LOCATED UNDER THE SPEAKER BRACKET.

REMOVE THE NUT AND BOLT TO RELEASE THE HANDLE



CLEANING THE WINDOWS

1. OPEN THE FRONT DOORS AND UNLOCK THE 2 CLASPS HOLDING THE FRONT WINDOW DOWN.



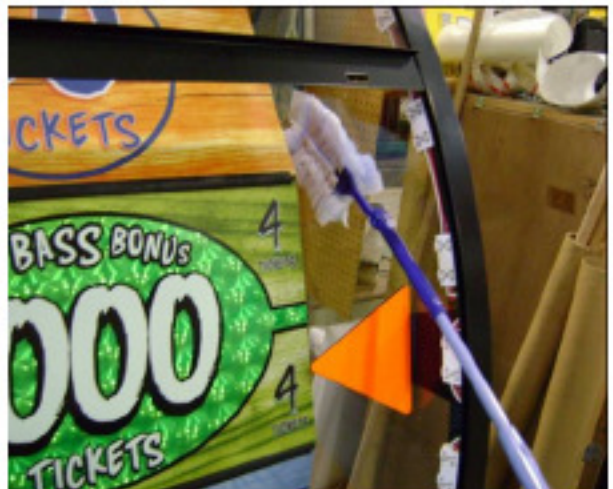
2. THE FRONT WINDOW WILL NOW SLIDE UP LIKE A ROLL-TOP DESK.

3. REMOVE THE BACK DOOR, THE TOP OF THE FRONT WINDOW CAN NOW BE REACHED.



4. USE THE PROVIDED SWIFFER™ (A5SWIFFER) TO CLEAN ALL THE WINDOWS OR ANYWHERE THERE IS DUST AND DIRT BUILD UP.

5. ONCE DONE, SLIDE THE FRONT WINDOW CLOSED AND SECURE THE 2 CLASPS.



6. CLEAN THE OUTSIDE OF THE WINDOWS WITH A CLEAN TOWEL AND WINDOW CLEANER.

ARM BRACKET MAINTENANCE

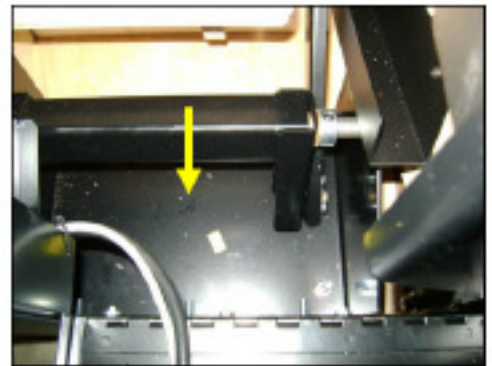
IT IS IMPORTANT TO CHECK THE BOLTS HOLDING THE ARM BRACKET TO THE GAME CABINET PERIODICALLY TO ENSURE THEY STAY TIGHT. FAILURE TO DO SO MAY CAUSE INJURY OR DAMAGE TO YOUR GAME.

THE FACTORY RECOMMENDS YOU CHECK THESE BOLTS MONTHLY, DEPENDING ON THE USAGE OF THE GAME. WHEN THE GAME HAS A HIGH VOLUME OF PLAYS IN A SHORT TIME YOU MAY WANT TO CHECK THE BOLTS MORE OFTEN.

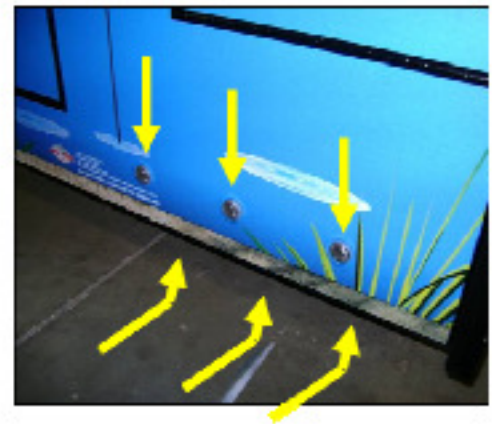
1. OPEN THE RIGHT FRONT DOOR. TURN OFF THE GAME POWER. YOU WILL SEE AN ACRYLIC SHIELD. USING A 90 DEGREE DRILL, REMOVE THE TWO BLACK SCREWS HOLDING THE SHIELD IN PLACE.



2. CHECK THE 6 BOLTS, 3 ON THE SIDE AND 3 IN THE BOTTOM, OF THE BLACK ARM BRACKET. USE A 7/16" SOCKET TO RE-TIGHTEN ANY NUTS THAT MAY HAVE COME LOOSE OVER TIME.



3. ONCE ALL 6 BOLTS ARE TIGHTENED, REATTACH THE ACRYLIC SHIELD.



STAY PUT KIT

Part # AAKIT-BBW-STAY

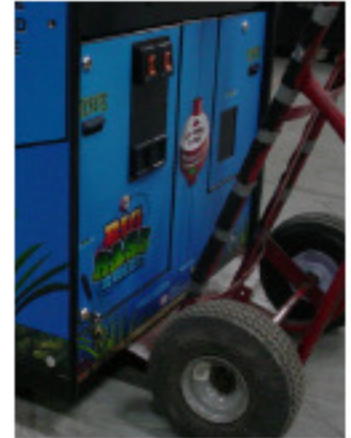
Symptom: Big Bass Wheel game moves away from wall across floor over time.

Solution: Simple wood block with rubber matting to block front wheels.

Directions:

Place dolly under front lip of game.
Slightly raise game and slide wood block in front of wheel casters.
Place wood block (rubber matting down) in front of wheel and inside metal rails.

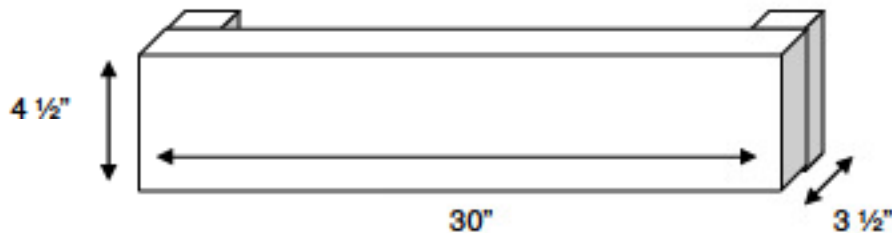
The game will then lower down on top of wood block and front wheels should be only slightly off ground.



The combination of rubber matting and placing directly in front of wheels will keep game in place.

Do it yourself?

Dimensions are:



Cut 2"x6" boards down to 2"x4 1/2". Add 2" supports with large 3" wood screws. Apply a rubberized surface to the top and place under game against the wheels.

BLANKING PLATE OPTIONS

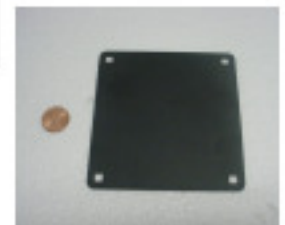
Blanking plate for Bill Acceptor is A5PL9097



Blanking plate for Coin Door is A5PL9998



Blanking plate for Ticket Dispenser is A5PL9995



HOW TO REMOVE WHEEL

The entire wheel can be slid out the back of the game on wooden rails. The drive chain will come out with the wheel.

Instructions:

- 1.) turn off the game at the power strip and unplug it from the wall outlet.
- 2.) Remove the back door and set it aside.
- 3.) Remove the upper and lower back wood pieces. Unplug and remove the line filter in the bottom wood piece. Save the hardware for later installation.
- 4.) Use a 7/16" socket to loosen the motor bracket from the side of the cabinet. Take the chain off the gear and let it fall to the bottom of the game. It will slide out with the wheel. Unplug and remove the motor bracket. Save the hardware for later installation.
- 5.) Open the left side door and unplug the encoder sensor and remove the bracket/sensor using a 7/16" wrench. Save the hardware for later installation.
- 6.) Remove the brake assembly using a 7/16" wrench. Save the hardware for later installation.
- 7.) Open the right side door and unplug the solenoid assembly at the door hinge. You must also remove the wood block holding the wire to the side of the cabinet. Use a 7/16" wrench to remove this wood block. Save the hardware for later installation.
- 8.) Remove the cotter pin holding the long pull arm coming from the front of the game.
- 9.) On both sides of the wheel, there are mounting plates that attach the wheel to the side of the cabinet. Use a 7/16" wrench to remove the 2 bolts in each plate. Save the hardware for later installation.
- 10.) **Using 2 people**, carefully slide the wheel out from the back and set it on a soft surface to avoid possible damage to the decals.
- 11.) The components on the center wheel shaft can now be removed and replaced if needed.



HOW TO “JUMP START” MOTHERBOARD

Symptom: The game is turned ON, but the power supply is not running.

(The fan on the power supply is not turning, no lights on cabinet.)

If the green LED on the motherboard is ON, then the motherboard itself is turned off.

This could happen with a power surge or AC voltage dip.

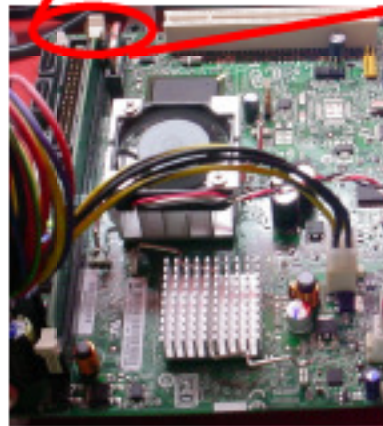
With the motherboard installed, and game powered on, there will be a green LED on the motherboard.

There are 9 pins in the corner of the motherboard near the battery. They have different colored bases. (Red, green, orange, blue)

Use a metal screwdriver and touch the 2 red pins at the same time to create a momentary short.

It is like an ON switch for a computer.

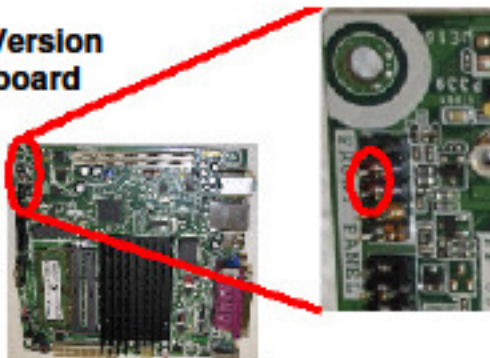
Touch the 2 red pins and then remove right away. The fan on the motherboard should start turning and the game should come on.



Motherboard “Jump Start”
If green Led is ON, but fan not turning, you may start motherboard by quickly touching these 2 red pins at the same time. If fan starts turning, motherboard will turn ON and boot normally.

Note: The location of this connector may vary depending on which version motherboard is in game.

AAMB7 Version Motherboard



To prevent having to do this repeatable to the board, consider purchasing a small plug-in connector to do this automatically:

Part # AAC1320-R

HOW TO INSTALL A NEW MONITOR

The new monitor may be a slightly different size than the existing monitor. There will be a black plastic form and wood spacer included with the monitor in case it is needed.

How To Install New Monitor in Big Bass Wheel and Big Bass

Tools needed:

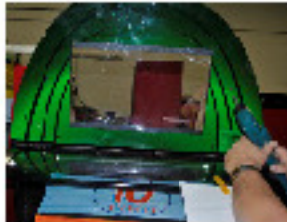
Drill with #2 square bit

Step 1:

Remove the bobber and the fish head.

Step 2:

Remove the front acrylic faceplate.



Step 3:

Remove yellow paper off the two way tape on the black plastic and line up the two middle holes on the top and the bottom. Then stick it to the wood.



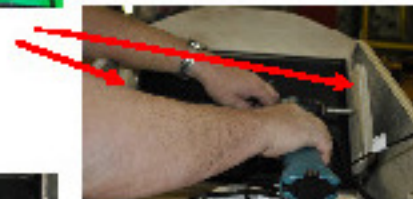
Step 4:

Place the front acrylic faceplate back in place and put screws back in.



Step 5:

Go to the back of the game and remove the two blocks of wood that are holding the monitor in place.



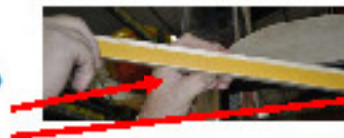
Step 6:

Unplug the faulty monitor and remove it from the game.



Step 7:

The piece of wood that game along, remove the yellow paper off of the two way tape and stick in place.



Step 8:

Place the new monitor on top of the piece of wood.



Step 9:

Place the two block of wood back in place to hold in the new monitor, and re-install the fish head and bobber.

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.

Standard DBA is MEI # AE2451-U5E Part # A5AC9091

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

REMOVING MAGAZINE
Push latch on acceptor forward. Slide magazine toward latch and pull away from acceptor.

COUPON SETUP
Coupon recognition requires all switches to be OFF. Press ● on rear of LED cartridge to enter coupon mode. Insert completed coupon. LED will flash 10 times upon successful completion.

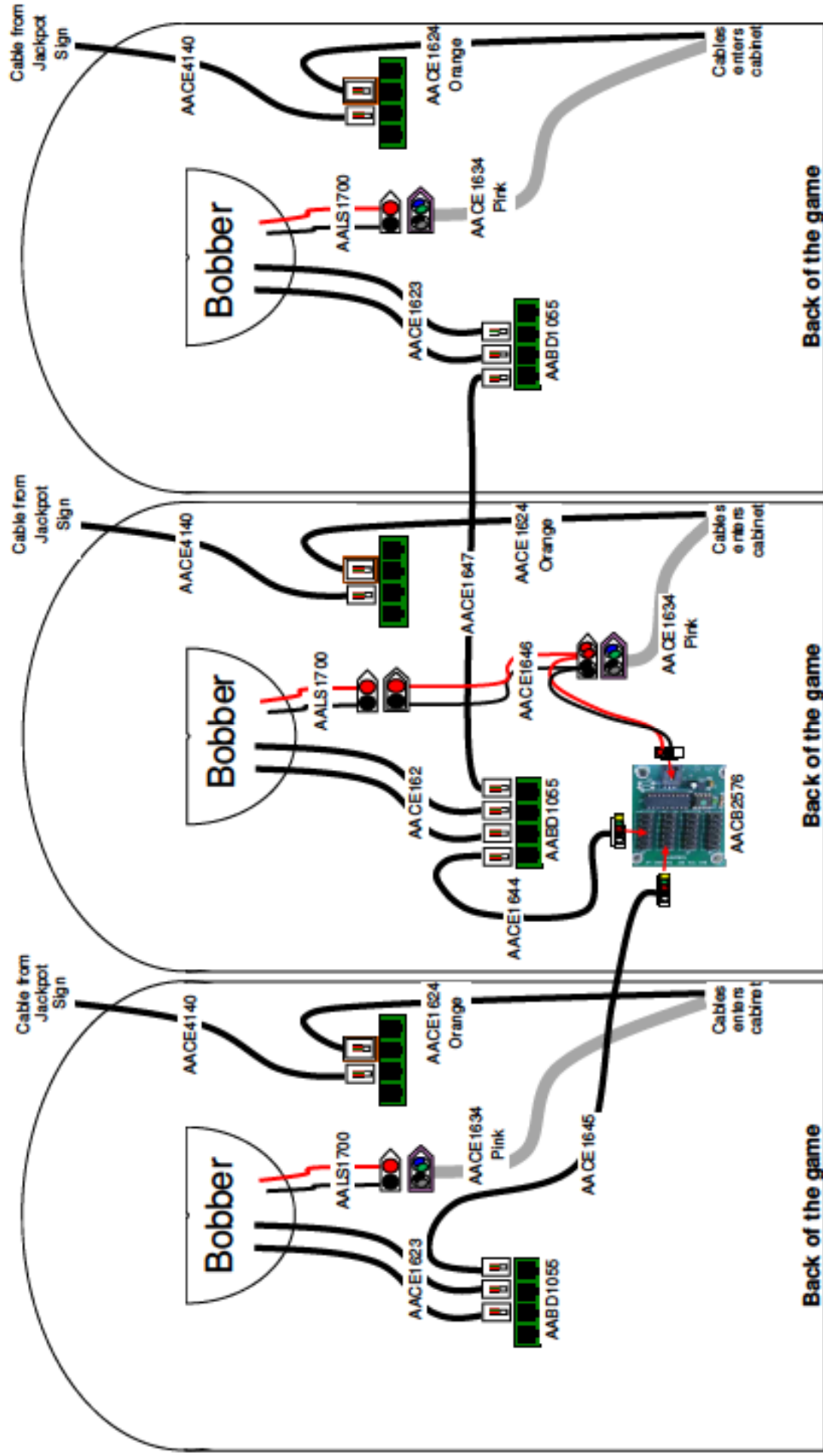
DIAGNOSTICS (RED LED LOCATED ON REAR OF LED CARTRIDGE)

# FLASHES	STATUS
1	bill path jammed
2	disabled from system
3	needs cleaning
4	cross channel blocked
5	magazine removed
continuous, slow	unit failure; replace unit
continuous, fast	stacker full

CLEANING THE BILL PATH
Squeeze the metal bar and remove both LED cartridge and magazine for full bill path.

FOR TECHNICAL SUPPORT CALL: 1-800-345-8172

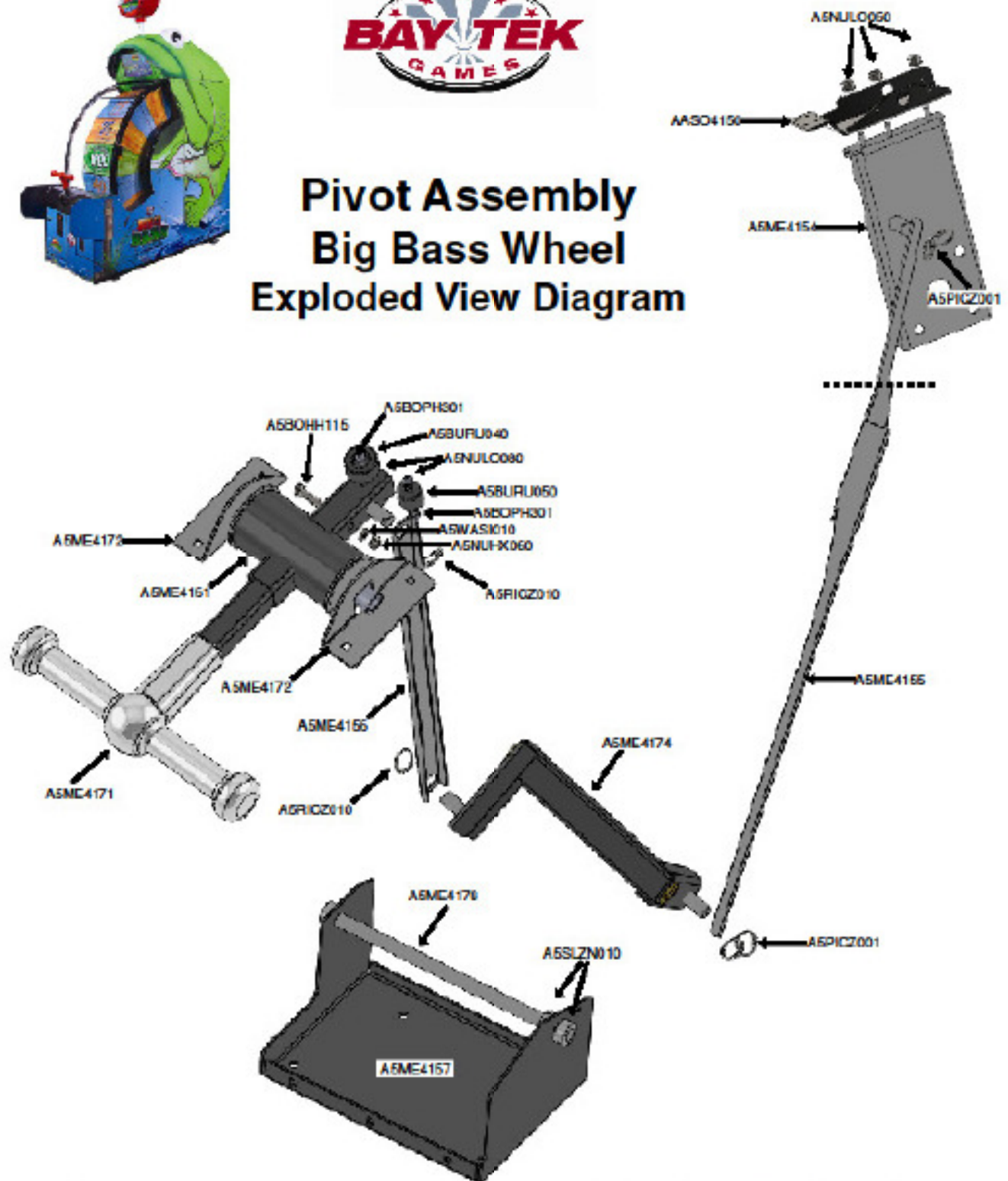
Multiple games set up with 1 of AAKIT-BBW-CHASE & 1 OF AAKIT-BBW-CHASE1



PIVOT ASSEMBLY EXPLODED VIEW



Pivot Assembly Big Bass Wheel Exploded View Diagram



If you have any questions or need further assistance please contact Baytek Games at 920-822-3951 Ext 1102

MAINTENANCE CHECKLIST

Use the following chart as a guide only.
Actual maintenance will depend on usage and environmental conditions at your location.
Keep a log of all inspections, even if no problems were found.

! 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 at the power strip located inside the game cabinet.

! WARNING !

Use of flammable substances can cause severe burns or serious injury. Always use **NON-FLAMMABLE** solvents for cleaning. **DO NOT** use gasoline, kerosene, or thinners.

! CAUTION !

! CAUTION !

DO NOT use any cleaning solvents on the games graphics.
Use only a mild soap solution and a clean lint free cloth.

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.

**TO AVOID POSSIBLE INJURY, DO NOT REMOVE ANY GUARDS!
SERVICE TO BE PERFORMED BY AUTHORIZED PROFESSIONAL TECHNICIANS ONLY!
ALL POWER TO THE GAME MUST BE TURNED OFF!**

Inspect the game for damage. Repair as needed.	DAILY
Check all game lighting. Refer to wiring guide..	DAILY
Fill ticket trays. See page 55 for troubleshooting.	DAILY
Empty coin box.	DAILY
Test game to ensure proper operation. Refer to troubleshooting section	WEEKLY
Clean outside surfaces with warm soapy water only. Do Not use solvents on decals or acrylic surfaces.	WEEKLY
Clean front glass with glass cleaner and a clean lint free cloth. Refer to <u>Cleaning the Windows</u> .	WEEKLY
Remove the dispenser and blow paper dust from the ticket dispenser outside the game. Do not blow dust into the game.	MONTHLY

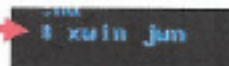
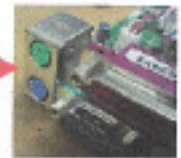
KEYBOARD/MOUSE ADJUSTING OF MASTER VOLUME

Symptom: Sound may be very loud or very soft due to compatibility issues between I/O Board amplifier and Motherboard software version.

Solution: The original amplifier used on the I/O board has been discontinued, and the replacement amplifier has a higher gain level. Therefore, the motherboard's master volume on the desktop has to be modified to provide normal sound levels. Instructions are different for Ticket Monster and Big Bass Wheel:

Instructions:

- 1.) Plug a keyboard and mouse into motherboard's green and purple sockets.
- 2.) Turn on game and let game boot up normally.
- 3.) Once game is in attract loop - press Q on keyboard. This will quit the program.
- 4.) Then type xwin (spacebar) jw (Press Enter)
(like this: xwin jw)
- 5.) The screen will either go to the desktop or to a Puppy Video Wizard setup screen.
If it goes to Puppy Video Wizard:
Push "Enter" on keyboard for the default choice in the initial XORG screen.



Push "Enter" on keyboard for the default choice in the video resolution screen.



Now it will go to desktop.

- 6.) Once in desktop, move mouse to lower right corner and pull volume down to about 1/2 way.



- 7.) Save and Reboot

Use mouse to click on menu button in bottom left corner of screen.

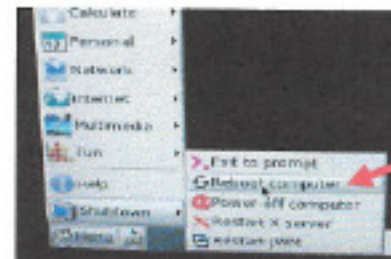
Move mouse up to "Shutdown"

Across and click on "Reboot Computer"

- 8.) Game will now reboot and your settings will be saved.
The top of the screen will show "Saving..."

Unplug keyboard and mouse.

Game will reboot back into normal game mode.
The volume will now be OK.



KEYBOARD/MOUSE ADJUSTING OF MASTER VOLUME

Symptom: No volume at all on game, usually caused by swapping software between different versions of motherboards.

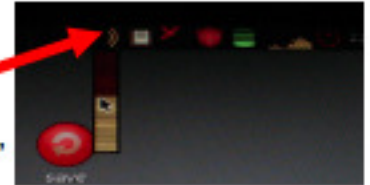
Instructions:

Plug a USB keyboard and USB mouse into the motherboard.

Turn on game and allow to boot up as normal.

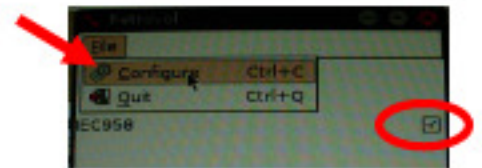
Hit the **Q** on the keyboard to quit program.

Use mouse to scroll to volume indicator, right click mouse and select "Full Window"



Check the box labeled IEC958

Click the file, scroll to and click on "Configure"



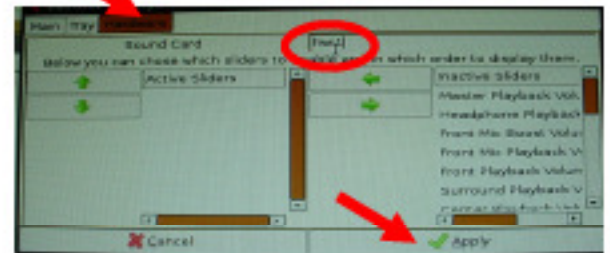
Click on "Hardware" Tab

In the "Sound Card field":

If it shows **hw:0**, change to **hw:1**

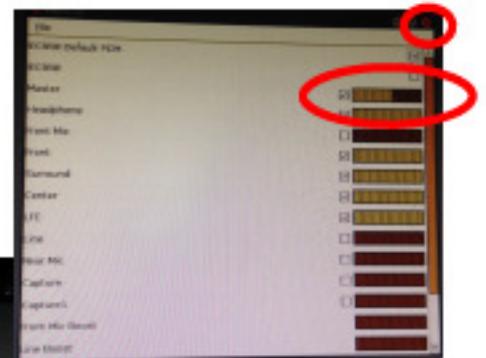
If it shows **hw:1**, change to **hw:0**

Click "Apply"

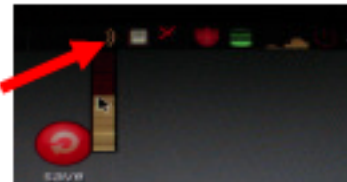


Set "Master Volume" about 3/4 the way across slider.

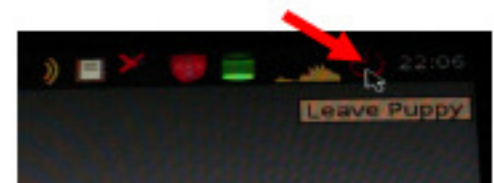
Click on X to close the window.



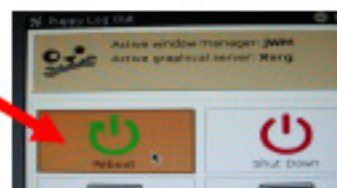
Right click on volume indicator, and slide about 1/2 way up.



Reboot computer by Right clicking on this icon.



Click on "Reboot"



Allow game to boot as normal.

PARTS PICTURES



A5AC4150



A5AC4151



A5BK9999



A5BKSW001



A5BKSW002



A5BR1001



A5BURU040



A5BURU050



A5CA1005



A5CB8020



A5CH1003



A5CL1004



A5EB9000



A5ER0001



A5FI9010



A5HA9091



A5KIT-BBW1-HDWR



A5KIT-BBW-HDWR



A5GE4202



A5GE4203



A5LK2001



A5LK5002



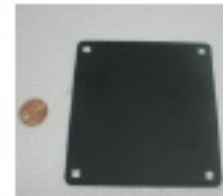
A5PICV025



A5PIC2001



A5PL9097



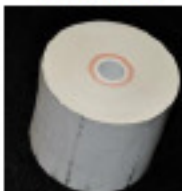
A5PL9995



A5PL9998



A5RIC2010



A5PYTH010



A5SP1003



A5SW7000



A5SWIFFER



AAGU4158



AAGU4159



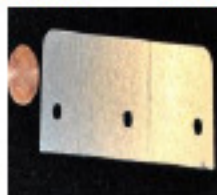
AAHA4150



W5HG1025



W5HG1065



W5KE5000



WSTM4000



WARR0006-BBWP



A5DE4150



A5DE4152



A5DE4153



A5DE4154



A5DE4155



A5DE4156



A5DE4157



A5DE4158



A5DE4159



A5DE4160



A5DE4161

PARTS PICTURES



A5DE4162

A5DE4163



A5DE4164



A5DE4165



A5DE4166-B



A5DE4166-G



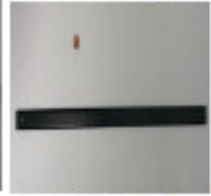
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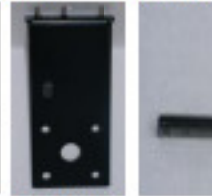
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A5ME4151



A5ME4152



A5ME4153



A5ME4154



A5ME4155



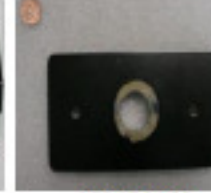
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A5ME4157



A5ME4159



A5ME4160



A5ME4161



A5ME4162



A5ME4169



A5ME4170



A5ME4171



A5ME4172



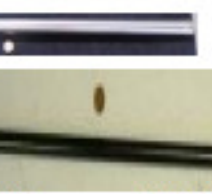
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A5ME4175



A5ME4176



A5ME4177



A5ME4178



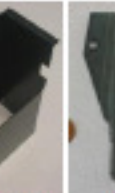
A5ME4179



A5ME4180



A5ME4181



A5ME4182



A5ME4183



A5ME4184



A5TT4100



A5TT4101



A5CEAU010



A5CE2300



A5CORD1



A5CORD11



A5CORD12



A5CORD5



A5OU1000



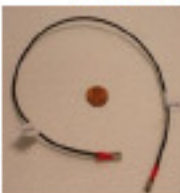
A5EX1006



A5EX1007



AACE0024



AACE1600



AACE1601



AACE1602



AACE1603



AACE1604



AACE1605



AACE1606



AACE1608

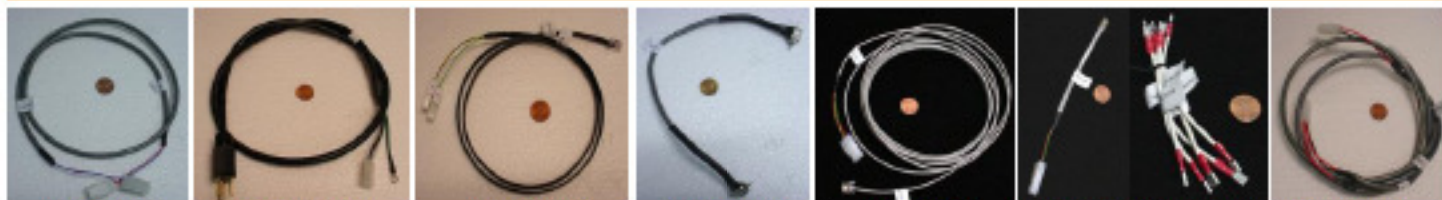


AACE1609



AACE1610

PARTS PICTURES



AACE1611

AACE1612

AACE1613

AACE1614

AACE1616

AACE1618

AACE1619

AACE1620



AACE1624

AACE1625

AACE1628

AACE1629

AACE1630

AACE1634

AACE1710



AACE1713

AACE1715

AACE3219

AACE8811

AACE9730

AACO1000

AAJP9090



AAJP9092

AALS1700

AALS1701

AAKIT-LINKAGE-BBW

ASTD1

AABK4150



AABOBBER-BBW

AACB1905

AACBDI030

AAMO4100

AAPB2700

AASO4150

AASW200

AAWD4173



AABD1055

AACB1900AMP

AACB1901

ASCB9600

AAMB10-FHD

PARTS LIST

PART #	DESCRIPTION	PART #	DESCRIPTION
A5AC4150	Acrylic Bobber Faceplate	A5DE4150	Decal, Instructions
A5AC4151	Green Acrylic Faceplate Around Monitor	A5DE4152	Decal, Back Left Side
A5BK9999	Bracket, Power Supply Mounting	A5DE4153	Decal, Back Right Side
A5BKSW001	Bracket, Switch, One Bend	A5DE4154	Decal, Front Left Side
A5BKSW002	Bracket, Switch, Two Bend	A5DE4155	Decal, Front Right Side
A5BR1001	Bearing, Ucf-205-16	A5DE4156	Decal, Top Left Side
A5BURU040	Bumper, 1-1/2" Dia X 3/4"H	A5DE4157	Decal, Top Right Side
A5BURU050	Bumper, 1 1/16 X 1 1/16	A5DE4158	Decal, Left Handle Guard
A5CA1005	Caster, 250# Load, Swivel/Lock	A5DE4159	Decal, Right Handle Guard
A5CB8020	Cash Box, 3/16" Blk Abs	A5DE4160	Decal, Left Side Door
A5CH1003	Chain, #35, 219 Links	A5DE4161	Decal, Right Side Door
A5CL1004	Clamp, Versa Latch	A5DE4162	Decal, Left Front Door
A5EB9000	Electrical Box	A5DE4163	Decal, Right Front Door
A5ER0001	Black Plastic Dividers For Wheel	A5DE4164	Decal, Bottom Front Decal, Lift Handle
A5FI9010	Filter, F1700ca06, Inline	A5DE4165	Decal, Score Pointer
A5HA9091	Locking Hasp (Mars Bill Validator)	A5DE4166-B	Blue Wheel Side Decal
A5KIT-BBW-1-HDWR	Hardware Kit, Left & Right Handle Guard	A5DE4166-G	Green Wheel Side Decal
A5KIT-BBW-HDWR	Hardware Kit For Marquee	A5DE4166-O	Orange Wheel Side Wheel
A5GE4202	Gear, Small Wheel Drive		
A5GE4203	Gear, Large Wheel Drive	A5ME4150	Metal, Left Wheel Guard
A5LK2001	Lock, Cash Box, A05/E00 Key Code	A5ME4151	Metal, Right Wheel Guard
A5LK5002	Lock, 7/8", H95 Key Code	A5ME4152	Metal, Sliding Window Handle
A5PICV025	1/2" Dia. 2.5" Long Pin, Handle Cotter Pin	A5ME4153	Metal, Sliding Window Bracket
A5PICZ001	Handle Cotter Pin (Bow Tie Pin)	A5ME4154	Metal, Wheel Bracket
A5PL9097	Plate, Blanking, Replaces Bill Acceptor	A5ME4155	Metal, Long Wheel Link
A5PL9995	Ticket Blanking Plate	A5ME4156	Metal, Short Wheel Link
A5PL9998	Coin Door Blanking Plate	A5ME4157	Metal, Rocker Arm Bracket
A5RICZ010	Cotter Ring	A5ME4158	Metal, Window Slide
A5PYTH010	Thermal Printer Paper	A5ME4159	Metal, Top Front
A5SP1003	Sprocket, 16to, W/Hub, .312 Dia	A5ME4160	Metal, Wheel Shaft Bracket
A5SW7000	Switch, Interlock	A5ME4161	Metal, Handle Pivot Assy
A5SWIFFER	Swiffer, Cleaner	A5ME4162	Metal, Position Sensor Bracket
AAGU4158	Left Guard Wood Assembly	A5ME4168	Metal, Side Guard
AAGU4159	Right Guard Wood Assembly	A5ME4169	Metal, Front Guard
AAHA4150	Handle Assy. With Bracket	A5ME4170	Metal, Wheel Motor Bracket
W5HG1025	Hinge, 16", Double Bend	A5ME4171	Metal, T-Handle
W5HG1065	Hinge, 5-75, Single Bend	A5ME4172	Metal, Handle Bracket
W5KE5000	Keeper, Lock	A5ME4174	Metal, Rocker Arm
W5TM4000	T-Mold, 7/8" Black	A5ME4175	Metal, Pointer Bracket
WARR0005-BBWP	Front Window Plexi, With Brackets	A5ME4176	Metal, Wheel Shaft, Machined
WARR0006-BBWP	Brake Pad	A5ME4177	Metal, Front Glass Brace, Machined
WARR9524	Side Window Plexi's	A5ME4178	Metal, Rocker Shaft, Machined
A5VF4152	Vacuum Form, Fish & Eyes	A5ME4179	Metal, Left Ticket Tray
A5VF4153	Vacuum Form, Handle Cover	A5ME4180	Metal, Right Ticket Tray
		A5ME4181	Metal, Bottom Front Guard
		A5ME4182	Metal, Cashbox Guide
		A5ME4183	Metal, Right Front Door
		A5ME4184	Metal, Left Front Door
		A5TT4100	Ticket Tray, Left
		A5TT4101	Ticket Tray, Right

PARTS LIST

PART #	DESCRIPTION	PART #	DESCRIPTION
A5CE2300	Cable, Audio Isolator	AAKIT-BBW-HD	BBW Heavy Duty Metal Pieces
A5CEAU010	Cable, Audio Stereo,3.5mm , M-M 2ft	AAKIT-BBW-STAY	Stay Put Kit
A5CORD1	Cord,Power,10' Works W/Outlet Strip	AAKIT-BBW-TP2	Printer Kit W/Door
A5CORD11	Cord, 15' SVGA Ext Cable	AAKIT-LINKAGE-BBW	A5me4156, A5me4154, A5me4174 & Aaso4150
A5CORD12	Power Cord,24"		
A5CORD5	Cord, Ac Computer Cord	A5TD1	Ticket Dispenser, Entropy
A5OU1000	Outlet,Strip,Six, 15amp,125v	AABK4150	Wheel Brake Assy
A5EX1006	Extension,4 Pin 12v ATX Cable	AABOBBER-BBW	Complete Bobber Assembly
A5EX1007	Extension Cable,24/24 Pin ATX	AACB1905	Circuit Board Assy, Chaselghts, Bobber
AACE0024	Cable Assy, Aux To Main Board	AACBD1030	Monitor Display, Lcd,19"
AACE1600	Cable Assy, Switch 1 To Switch 2	AAMO4100	Assy, Motor
AACE1601	Cable Assy, Switch 2 To Switch 3	AAPB2700	Push Button Assembly
AACE1602	Cable Assy, Switch 3 To Switch 4	AASO4150	Solenoid Assy, Spinning Wheel
AACE1603	Cable Assy, Switch 4 To Switch 5	AASW200	Low Ticket Switch
AACE1604	Cable Assy, I/O To Switch 1 & 5	AAWD4173	Wheel Drive Sprocket Assy
AACE1605	Cable Assy, Speaker Jumper		
AACE1606	Cable Assy I/O To Solenoid	AABD1055	Board, Chase Light Connector
AACE1608	Cable Assy, I/O To Encoder Sensor	AACB1900AMP	Circuit Bd, I/O Aux Board
AACE1609	Cable, Assy I/O To Ticket Tray	AACB1901	Circuit Bd Assy, Wheel, Encoder
AACE1610	Cable Assy, Coin Door	A5CB9600	Circuit Board, Audio Amplifier
AACE1611	Cable Assy, DbA Signal	AAMB10-FHD	Mother Board, W/ Flash Drive/Software
AACE1612	Cable Assy, DbA Power Cord		
AACE1613	Cable Assy, Menu Button		
AACE1614	Communication Cable , Older Version		
AACE1616	Cable, Assy I/O To Motor		
AACE1618	Cable Assy, I/O To Door Switch Jump		
AACE1619	Cable Assy, Door Switch Jumper		
AACE1620	Cable, Assy, Pwr Sply To Chslght Jump		
AACE1623	Cable, Coupler-Bob Chlight		
AACE1624	Cable, Assy, I/O To Coupler		
AACE1625	Power Supply W Cable		
AACE1628	Cable, Assy, Line Filter		
AACE1629	Cable, Ground Wire, Sm Arc-Lg Arc		
AACE1630	Cable, Hinge To Inner Arc Ground Cable		
AACE1634	Cable Assy, To Top Of Game		
AACE1648	Cable Assy, Sound Amplifier On Aux Board		
AACE1649	Cable Assy, Power To Amplifier Board		
AACE1710	Cable, Door Ground		
AACE1713	Cable, Ground Wire		
AACE1715	Cable Assy, Ground Strap		
AACE3219	Cable, Tkt Disp/Low Tkt Swt		
AACE8811	Cable Assy, Speaker		
AACE9730	Cable Assy, Evga To Rosewell		
AACO1000	Counter, Assy		
AAJP9090	Bill Acceptor Jumper		
AAJP9092	Jumper,DbA,12v/110v Mars & 110v Pyra.		
AALS1700	Led Strip, Bobber		
AALS1701	Led Strip, Front Windows		
AAKIT-BBW-CHASE	Bobber Chaselight Kit (For 1st 2 Games)		
AAKIT-BBW-CHASE1	Bobber Chaselght Expansion Kit Additional Game		

DECAL DIAGRAM



WHEEL FACE DECALS:

Factory Default

- ASDE4167-11 B (2/GAME)
- ASDE4167-41 B (6/GAME)
- ASDE4167-15 O (2/GAME)
- ASDE4167-25 O (2/GAME)
- ASDE4167-31 O (2/GAME)
- ASDE4172-190 F (3/GAME)
- ASDE4172-1900 G (1-GAME)

WHEEL SIDE DECALS:

- ASDE4166-B (16/GAME)
- ASDE4166_G (8/GAME)
- ASDE4166_O (12/GAME)
- ASDE4166_POINTER DECAL
- ASDE4150_INSTRUCTION DECAL

PART #s NOT VISIBLE:

- ASDE4158_HANDLE GUARD LEFT
- ASDE4148_SIDE FRONT-LEFT
- ASDE4152_SIDE BACK-LEFT
- ASDE4160_SIDE DOOR-LEFT
- ASDE4156_SIDE TOP-LEFT

HEAD & BOBBER ASSEMBLY

- ASDE4151_MONITOR COVER
- ASAC4150_BOBBER MARQUEE

- ASDE4218-L & 4218-R_EYEBALL DECALS

- ASDE4157_SIDE TOP- RIGHT

- ASDE4161_SIDE DOOR- RIGHT

- ASDE4153_SIDE BACK- RIGHT

- ASDE4147_SIDE FRONT- RIGHT

- ASDE4159_HANDLE GUARD RIGHT

FRONT CABINET DECALS:

- ASDE4162_FRONT DOOR LEFT
- ASDE4146_FRONT DOOR MIDDLE
- ASDE4163_FRONT DOOR RIGHT



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. When you do need us, it's important that you know what to expect.

We offer options that fit your needs.

Electronics / Circuit Boards:

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.

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:

Sometimes the issue isn't what it seemed to be. If you chose the Advance Replacement option and now need to return that circuit board, just give us a call to get Return Authorization. You will be credited for the cost of the board and charged only the bench fee for our processing and retesting that board. If you choose the Repair and Return option, we'll test your board before we begin. If no problems are found, you will only be charged the bench fee.

Note: Bench fees apply regardless of whether the repair was your choice or a recommendation from a Bay Tek Games technician.

It's a small price to pay for troubleshooting the issues with your game.

[You can count on our Technical Support Team for service and support!](#)



WARRANTY OPTIONS

Bay Tek Games warrants to the original purchaser that the game will be free of defects in workmanship and materials for a period of 6 months from the date of installation.

Register your new game for an extra 3 months on your warranty.

See page 1 for registration information.

Bay Tek Games will, without charge, repair or replace at it's option defective product or component parts upon notification to the parts/service department.

Warranty replacement part(s) will be shipped immediately via ground service, along with a Return Material Authorization (RMA) number for the return of defective part(s). Defective part(s) must be shipped back to Bay Tek Games unless otherwise instructed.

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 the serial number decal is altered, defaced, or removed from it's original position.

Should you need your game serviced, determine the serial number from the decal on the back of the game cabinet or main board, and call **920.822.3951** and **press 1 when prompted** or e-mail to: service@baytekgames.com

REPAIR OF NON-WARRANTY PARTS

Should your game need servicing, determine the serial number from the decal on the back of the game cabinet or the main board, and call **920.822.3951**

or e-mail to: service@baytekgames.com

An estimate of the repair charges will be quoted to you for approval.

You may now proceed in one of two ways.

Option 1:

Request immediate shipment of advance replacement part(s).

You will receive the part(s) with

an **RMA** for the return of the faulty part(s).

You must return the faulty part(s) in 14 days to avoid additional charges.

Option 2:

Call the Service Dept at (920) 822-3951 Ext. 1102 to receive a RMA to send the faulty part(s) in for repair

Please include the following information

NAME

ADDRESS

PHONE #

SERIAL #

PURCHASE ORDER NUMBER or

AUTHORIZATION to perform service.

Repaired part(s) will be shipped back using the same method in which they were received.

Repairs are warranted for 30 days from the date of installation.

DECLARATION OF CONFORMITY



Declaration of Conformity

Manufacturer Identification	Equipment Identification
Bay Tek Games, Inc. 1077 East Glenbrook Drive Pulaski, WI 54162 U.S.A. http://www.baytekgames.com	Big Bass Wheel Model: AAGM-BBW6-220V AAGM-BBW6-PRO-220V Type: Redemption Game

Council Directive 2004/108/EC	Electromagnetic Compatibility
Emissions Standard: EN55014-1:2006 + A1:2009 + A2:2011 Terminal Disturbance Voltage 148.5kHz - 30MHz Discontinuous Power 30MHz - 300MHz Emissions Standards: EN 61000-3-2:2006 + A1:2009 + A2:2009 Current Harmonics EN 61000-3-3:2008 Voltage Flicker	Immunity Standards: EN 55014-2: 1997 + A1:2001 + A2:2008 ESD IEC61000-4-2:2008-12 Radiated Immunity IEC61000-4-3:2006-02 EFT IEC61000-4-4:2004-07 + A1:2010 Surge IEC61000-4-5:2005-11 Conducted Immunity IEC61000-4-6:2008-10 Power Dips and Interrupts IEC61000-4-11:2004-03

Council Directive 2006/95/EC	Low Voltage
Standards: Household and similar electrical appliances - Safety - Part 1: General requirements, IEC 60335-1:2001 (4th Edition) (incl. Corrigendum 1:2002) +A1:2004 +A2:2006 (incl. Corrigendum 1:2006), and Part 2: Particular requirements for amusement machines and personal service machines, IEC 60335-2-82:2002 (2nd edition) +A1:2008 With differences according to EN 60335-2-82:2003+A1:2008 in conjunction with EN 60335-1:2002+A1:2004+A11:2004+A2:2006+A12:2006	

I hereby declare, on behalf of the manufacturer above, that the equipment listed meets the requirements of all applicable Council Directives for CE Marking. Conformance was demonstrated by meeting the requirements of the referenced harmonized Standards.

Name	Title	Signature	Date
Gaetan Philippon	President	<i>Gaetan J. Philippon</i>	8-31-2012
Email: gphilippon@baytekgames.com		Phone: 920-822-3951	

Document Number: 03022009.1