



PLACE SERIAL NUMBER LABEL HERE

# FACTORY CONTACT INFORMATION



BAY TEK ENTERTAINMENT 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: <http://www.baytekent.com/parts-services/>  
then click on the Parts N' Service tab.

### SALES

P: 920.822.3951  
F: 920.822.8936  
E: [sales@baytekent.com](mailto:sales@baytekent.com)

### PARTS

P: 920.822.3951 X 1101  
F: 920.822.1496  
E: [parts@baytekent.com](mailto:parts@baytekent.com)

### SERVICE

P: 920.822.3951 X 1102  
F: 920.822.1496  
E: [service@baytekent.com](mailto:service@baytekent.com)

MON - FRI  
8 AM - 5 PM C.S.T.

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

# TABLE OF CONTENTS

FACTORY CONTACT INFORMATION .....	2
WELCOME TO: Connect 4 Hoops .....	4
HOW TO PLAY .....	5
SPECIFICATIONS .....	6
SOFTWARE VERSION .....	6
SAFETY PRECAUTIONS .....	6
DIP SWITCH SETTINGS .....	7
SETUP .....	9-21
MAIN MENU FUNCTIONS .....	23
TICKET PATTERNS .....	24
DOOR BOARD PINOUT .....	24
CARD SWIPE INSTALLATION .....	25
CIRCUIT BOARD PINOUT .....	26
WIRING DIAGRAMS .....	27-35
DOOR BOARD PINOUT .....	36-41
DIAGNOSTICS .....	42-43
HOW TO .....	44
BALL GATE EXPLODED VIEW .....	45-46
DECAL DIAGRAM .....	47
PARTS LIST .....	48-49
PARTS PICTURES .....	50-52
MAINTENANCE LOG .....	53
TECHNICAL SUPPORT .....	54
WARRANTY .....	55
SHIPPING LIST .....	56

# WELCOME TO: CONNECT 4 HOOPS

**Congratulations on your purchase!**

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 Entertainment*



Licensed By:



## 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 Entertainment's Service Department at 920.822.3951 or e-mail them at [service@baytekent.com](mailto:service@baytekent.com) for further assistance.

# HOW TO PLAY

Choose a player color and insert your credits; wait for a partner to join, or shoot a ball to play solo!



Shoot when it is your turn.



Be the first to align 4 of your basketballs horizontally, vertically, or diagonally to win!



Collect your tickets once you Connect 4!



# GAME SPECIFICATIONS

WEIGHT	
NET WEIGHT	1900 LBS.
SHIP WEIGHT	2000 LBS.
CONSOLE SKID	86"x46"x87 800LBS
MIDDLE SECTION	80"x48"x78" 500LBS
LOWER BACK SECTION	80"x36"x87" 600LBS
UPPER BACK SECTION	80"x36"x68" 240LBS
DIMENSIONS	
WIDTH	78"
DEPTH	150"
HEIGHT	138"

POWER REQUIREMENTS			
INPUT VOLTAGE RANGE	100 to 120 VAC	/	220 to 240 VAC
INPUT FREQUENCY RANGE	50 HZ	/	60 HZ
MAX OPERATING CURRENT			
3 AMPS @ 120VAC			
OPERATING TEMPERATURE			
FAHRENHEIT		80-100	
CELSIUS		26.7-37.8	

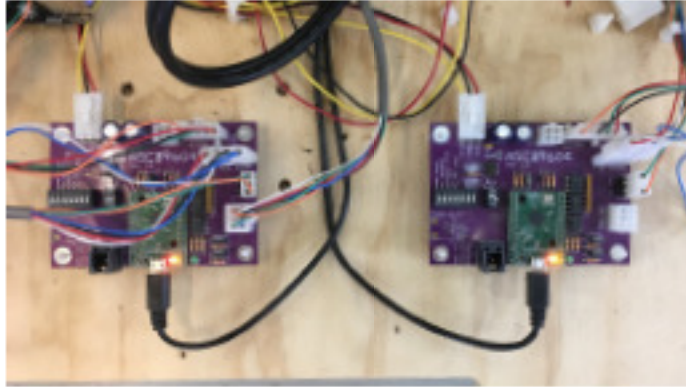
# SAFETY PRECAUTIONS

NOTICE	
Modifications to the mechanical, electrical and structural components of this game may void its compliance certifications.	
This appliance is suitable for INDOOR, DRY locations only.	
DANGER	
DO NOT perform repairs or maintenance on this game with the power ON. Unplug the unit from the wall outlet or shut off the power strip located inside the cabinet.	
WARNING	
Use of flammable substances can cause sever burns or serious injury. Always use NON-FLAMMABLE solvents for cleaning. DO NOT use gasoline kerosene or thinners.	
CAUTION	
Lifting heavy objects can cause back, neck or other injuries. Be sure adequate lifting and moving devices are available when unloading, unpacking and moving this game.	
ATTENTION	
Be sure the electrical power matches the game requirements. See the serial number located on the back of the game cabinet. Always plug into a grounded circuit. If the supply cord is damaged, it must be replaced by an approved cord or assembly provided by the manufacturer. <b>A shielded power cable must be used for the game to retain EU/EMC compliance.</b>	
IN CASE OF EMERGENCY	
UNPLUG THE POWER CORD. The power cord must be accessible at all times in case of an emergency.	

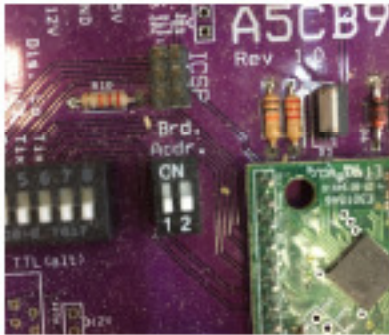
# DIP SWITCH SETTINGS

The dip switch bank is located on the mainboard, inside the front door of the game.

\*factory default settings are below

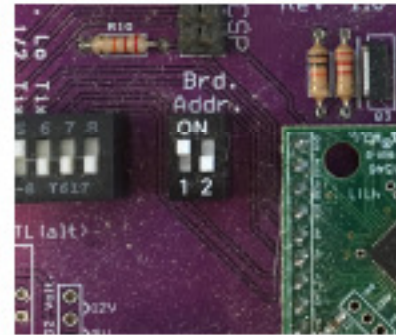


## RED (LEFT SIDE) SETTINGS



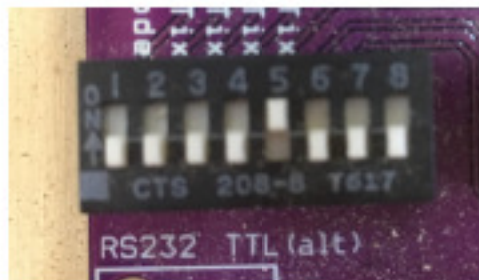
SWITCHES 1 AND 2 SHOULD BE DOWN

## YELLOW (RIGHT SIDE) SETTINGS



SWITCH 1 UP AND SWITCH 2 SHOULD BE DOWN

## BOTH LEFT AND RIGHT SIDE SETTINGS



IF YOU DO NOT HAVE ANY CONCERN FOR RUNNING OUT OF TICKETS. TURN ON SWITCH 5.

# SETUP

## SECTION BREAKDOWN

TOP SIDE BACK BOARD

TOP SIDE FRONT BOARD

MARQUEE

TOP SECTION



BACK SECTION



MIDDLE SECTION



FRONT SECTION





# SETUP

The game will arrive on 4 pallets. Please inspect the pallets for shipping damage and report immediately to the freight company if any damage found.

Unbox the pallets and remove parts attached, referring to the Shipping Checklist on the back of manual to verify all parts are present.

## Tools Needed:

1 step ladders (12-15 foot)	# 2 Phillips screwdriver bit	2 of 9/16" Wrenches
4 people	# 1 Phillips screwdriver bit	7/16" Wrench
# 3 Phillips screwdriver bit	# 2 Square head screwdriver bit	1" Crescent Wrench

## Important:

Portions of this game are heavy, bulky and large. Assembly requires 4 people to lift heavy components, and ladders that are tall and strong enough to position components to the top of the game.

Open the left (red) ticket door on the front console.  
Pull out drawer slide and open the coin box.  
Remove the hardware kit.

This hardware will be used to assemble the game.

**Note:** Game keys are located in small cardboard box on front console.

Place the Upper Back Section down flat on floor in approximate position of final game location.

Place the Lower Back Section down flat on floor and push up against the top section.

The top edge of both sections should be even and flush.

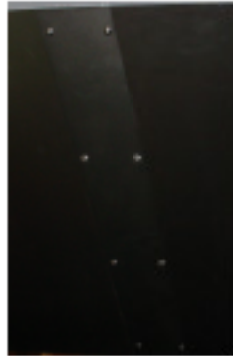


# SETUP

Locate the 2 of A5ME10012 middle back connector plates.



Install the plates on both sides of the cabinet with 16 of the black 1/4-20 X 1 Phillips head bolts using a # 3 Phillips Head bit. (8 per side)



**Warning:** Use 4 people to lift the top of game upward and stand the assembled back sections upright onto the leg leveler feet.

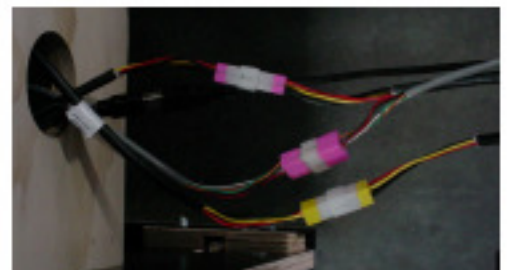
Game standing height is 137" , but ceiling height should be 141" to accommodate this to tip upward.

Carefully slide the upright back of game into final game position. We recommend to leave a 1-2 foot gap between the game and the wall behind it if possible.



Place the Middle Section (Reference page 8) in position close to the back section to connect cables before sliding into final position.

On the left side - connect the USB cables, yellow connectors, and both pink connectors.



On the right side - connect the orange connectors.

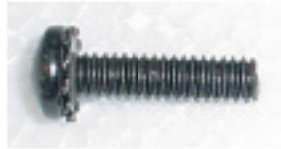


# SETUP

Locate 2 of the A5ME10010 bottom side connector plates.



Install the plates on both sides of the cabinet with the black 1/4-20 X 1 Phillips head bolts using a # 3 Phillips Head bit. (10 per side)



**Note: If the holes do not line up - adjust the leg leveler feet on the cabinet using 1" Crescent Wrench.**



Place the front Console Section in position close to the middle section to install uprights and connect top marquee.

Locate the AAME10000-2 Back Left Pole

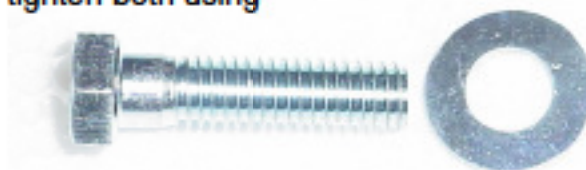
Line up the back left pole and test fit on the outside of the cabinet. It will have the white plastic toward the outside and rear of the cabinet.

Welded T-nuts to the outside of cabinet.

Once the correct pole is selected, feed the 2 cables down into the hole in the left corner of the cabinet. Slide pole down into the hole and line up the holes in the cabinet with the pole.



Hand thread 2 of 3/8-16 X 1 1/2" bolt with 3/8" washer to get both started, then tighten both using a 9/16" wrench.



Feed the 2 cables from the pole down and connect the ground cable and the non-colored connectors at the bottom of cabinet.



# SETUP

Locate the AAME10000-1 Back Right Pole

Feed the 2 cables down into the hole in the right corner of the cabinet. Slide pole down into the hole and line up the holes in the cabinet with the pole.

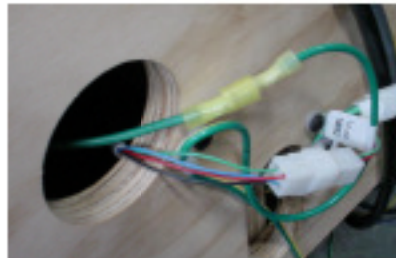


The white plastic must be to-

Hand thread 2 of 3/8-16 X 1 1/2" bolt with 3/8" washer to get both started, then tighten both using a 9/16" wrench.

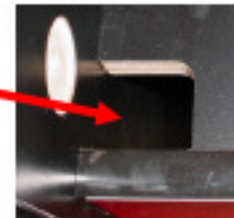


Feed the 2 cables from the pole down and connect the ground cable and the non-colored connectors.



Locate the AAME10000-4 Front Left Pole This left pole will have the HDMI cable inside.

Feed the 4 cables down into the hole on the left corner of the cabinet. Ensure to route the male side of HDMI cable into the hole first to ensure the correct end of pole is being used.



Slide pole down into the hole and line up the bolt holes in the cabinet with the pole.

Hand thread 2 of 3/8-16 X 1 1/2" bolt with 3/8" washer to get both started, then tighten both using a 9/16" wrench.



Open the front left ticket door, slide out ticket tray a bit, and connect the 4 cables to the cables near door hinge.

Clip cables into wire holder above ticket tray so they do not interfere with ticket tray sliding in and out.

Excess cable can now be pulled up into pole and will end up in the top marquee sign.



# SETUP

Locate the AAME10000-3 Front Right Pole. This right pole will have the AC power cord inside.

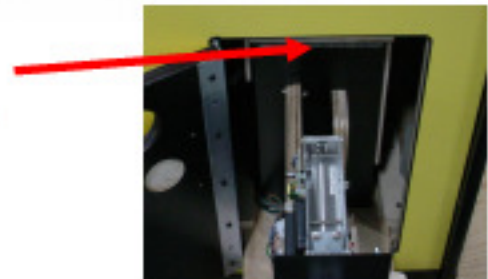
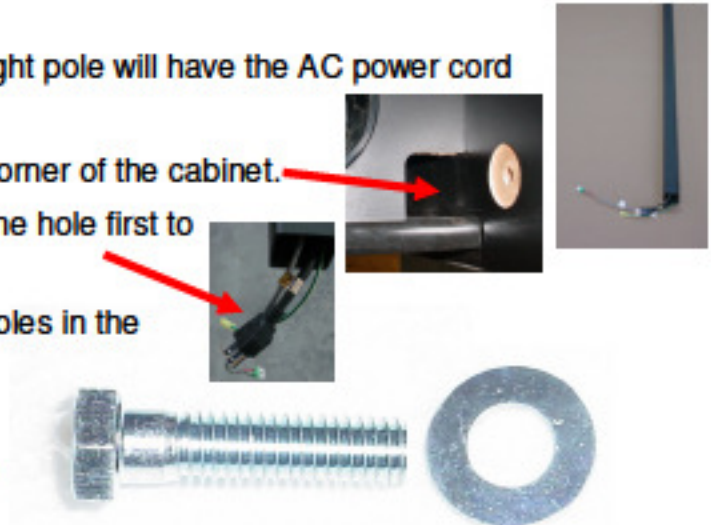
Feed the 3 cables down into the hole on the right corner of the cabinet.

Ensure to route the male side of power cable into the hole first to ensure the correct end of pole is being used.

Slide pole down into the hole and line up the bolt holes in the cabinet with the pole.

Hand thread 2 of 3/8-16 X 1 1/2" bolt with 3/8" washer to get both started, then tighten both using a 9/16" wrench.

Open the front right ticket door, slide out ticket tray a bit, and connect the 3 cables to the cables near door hinge. Clip cables into wire holder above ticket tray so they do not interfere with ticket tray sliding in and out. Excess cable can now be pulled up into pole and will end up in the top marquee sign.



The game will now look like this:

The front console with poles is separated from the rear 2 sections.

Close and lock both ticket doors and remove keys. The front console with poles will be laid down on it's front to install the top marquee.

Once the front marquee is attached, the front console will be tilted back up in place and will be **unstable until attached to the rear sections.**

**It is very important to have 4 people ready to hold in position until it is secured!**



# SETUP

Tilt the front console down and lay on it's face.  
Place the top large marquee in position as shown:



Position large marquee in front of game and hand thread 2 of 1/4-20 X 1 1/2" bolts with 1/4" lock washers into the 2 upper holes. Leave about 1/2" of bolt so that the smaller marquee can be placed over the heads of the bolts.



Place the smaller marquee in position onto the 2 previously installed bolts in the large marquee.



Hand thread the 2 remaining 1/4-20 X 1 1/2" bolts with 1/4" lock washers into the 2 lower holes in the large marquee to get started, then tighten all 4 bolts using a 7/16" wrench.



Plug in the 2 connectors, it does not matter which connector plugs into which socket.



Place marquee on it's face and position close to the poles coming from the front console.

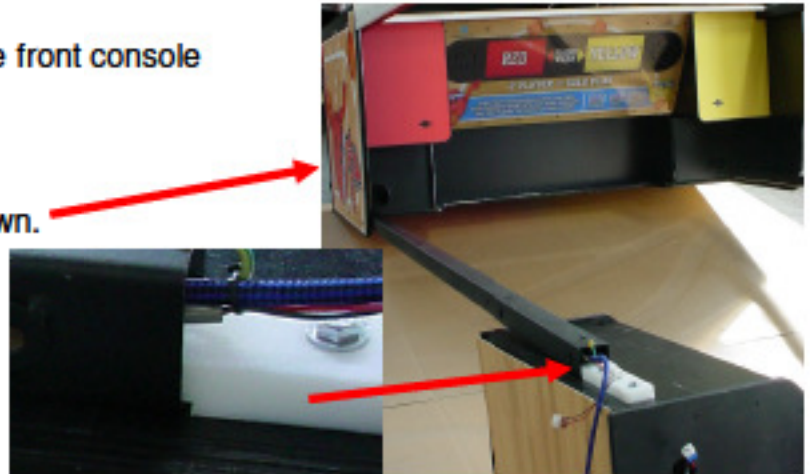


# SETUP

Using 4 people - raise the **front** poles of the front console and position on top of the top marquee. Slide the top marquee into the front poles.

The front console will be at an angle as shown.

The 2 front poles will slide into the white plastic mounting guides.



Secure top marquee to the front poles using 4 of 3/8-16 X 4 bolts - reach inside plexi side to tighten with 3/8" washers and 3/8-16 nylon nuts using a 9/16" wrench.



Game will now look like this.



On the right side of marquee - connect the AC power cord and white connectors. Feed excess cable length into the marquee itself.



On the left side of marquee - connect the blue colored connectors together, and plug the brown colored connectors together. Feed excess cable length into the marquee itself.

**This one connector and coiled wire will be left unplugged for now.**



Secure the left and right plexi to the top marquee with 8 of 4 X 1/2" small black screws using a #1 Phillips screwdriver.



# SETUP

**Warning! At this time, the front console with top marquee is ready to be stood upright. The assembly will be unstable until attached to the rear sections.**

**It is very important to have 4 people ready to hold in position until it is secured!**

Lift the marquee and stand the front console upright and position close to the rest of game to connect cables before sliding into final position.

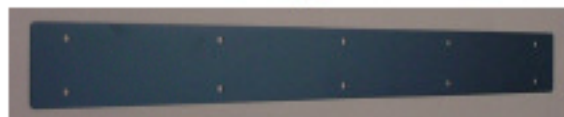
On the left side - connect the 4 connectors: USB cables, green, and gold connectors.



On the right side - connect the white colored connectors.



Locate the 2 remaining A5ME10010 bottom side connector plates.



Install the plates on both sides of the cabinet with the black 1/4-20 X 1 Phillips head bolts using a # 3 Phillips Head bit. (10 per side)



**Note: If the holes do not line up - adjust the leg leveler feet on the cabinet.**





# SETUP

Locate the 4 roof side boards.



Match the left back board to the left front board - There will be an "L" carved into the back of the wood to be used.



Locate a A5ME10011 top side connector plate.



Install the plate with 8 of the black 1/4-20 X 1 Phillips head bolts using a # 3 Phillips Head bit.



\*\*\* Repeat this process for the top right roof side. \*\*\*

Locate both A5ME10013 long roof metal side rails.

Flip the assembled roof side upside-down so that the decal is facing down. Place metal rail on long straight edge of the wood and match up pilot holes with the metal bracket.

Ensure the "L" is positioned to the inside of the wood as shown.

Install the rail with 11 of the black 10 X 5/8" screws using a # 2 Square Head bit.



\*\*\* Repeat this process for the top right roof side. \*\*\*



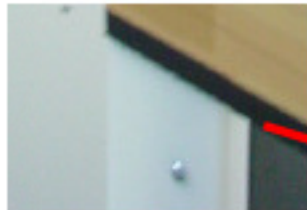
# SETUP

Using 3 people - the side boards can now be installed on the top of the cabinet.

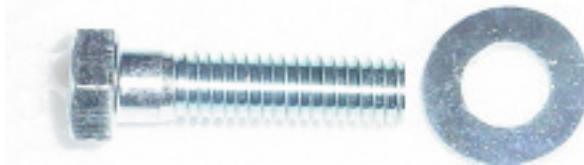
We recommend 2 people inside the cabinet to hold each side and one person on a ladder outside the cabinet to insert the bolts.

Bring the left side board up into position and set on top white plastic on back left pole.

Line up holes in side board with back left pole.

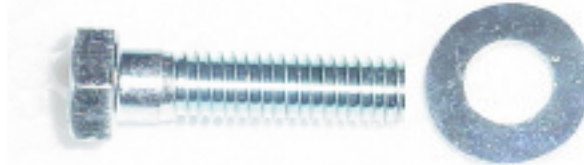


Hand thread 2 of 3/8-16 X 1 1/2" bolt with 3/8" washers to get both started.



Go to the front left pole and align the holes in the wood to the metal pole.

Hand thread 2 of 3/8-16 X 1 1/2" bolt with 3/8" washers to get both started.



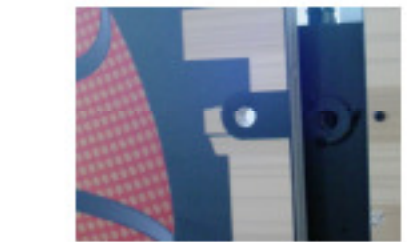
Locate a A5ME10011 top side connector plate.

Install the plate with 8 of the black 1/4-20 X 1 Phillips head bolts using a # 3 Phillips Head bit.



All 4 of the bolts on the front poles can now be tighten using a 9/16" wrench.

\*\*\* Repeat this process for the top right roof side. \*\*\*



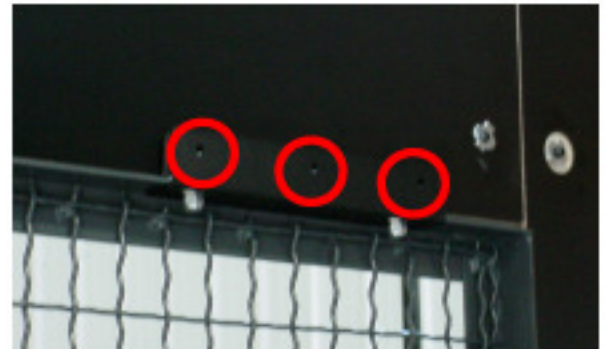
# SETUP

Locate both AAME10019 Side Metal Cages

These are interchangeable - it does not matter which side goes where.



Bring a cage to the side of the cabinet and pass it to a person inside the cabinet to install. There are brackets and plastic spacers attached to each of the 4 corners.



Install cage using black #8 X 1" bugle screws using a # 2 Square Head bit.  
3 screws in each corner, total of 12 screws per side.



\*\*\* Repeat this process for the other side cage. \*\*\*

Locate 3 of WACA10000 Game Roof Boards

Place on top of game in the channel created by "L" brackets.  
Ensure the T-nuts are facing upward.

Align holes in wood with holes in metal "L" bracket.



Install each board with 4 of the black 1/4-20 X 1 Phillips head bolts using a # 3 Phillips Head bit.

The bolt is screwed in from under the metal bracket, upward into the wood and T-nut.



\*\*\* Repeat this process for the 2 other roof boards. \*\*\*

Snip the wire tie on the coiled cable in front left side of game. Uncoil the cable along the top left side of game and plug into the connector at the rear left of cabinet.



Note: Early games had a separate cable (AACE10005) to span this length. It was shipped inside the cashbox of the left side player station.



# SETUP

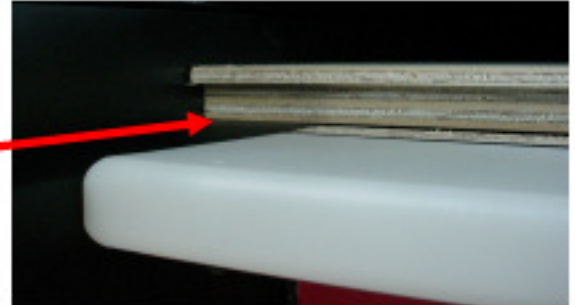
Locate the WACA10091 Clear Acrylic ball guard.  
Remove the protective paper from both sides of the Acrylic plexi.



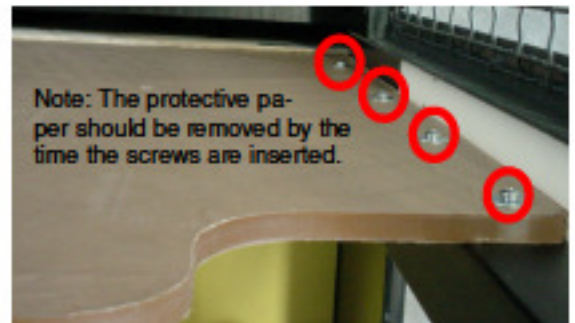
The flat edge bottom of the plexi will fit into the groove between the white plastic and wood lip.



Slide acrylic plexi into place.



Hand thread 8 of 10-24 X 1 Phillips bolts with 3/16 X 3/4" lock washer and 3/16 X 3/4" fender washer to get all started, then tighten all using a #2 Phillips screwdriver bit.



## To plug in game:

Remove power cord from small cardboard box. There are 2 options to access line filter socket:

### Option #1:

If you have access to the back of the game, remove the 4 bolts using a 7/16" wrench.

Remove back panel.

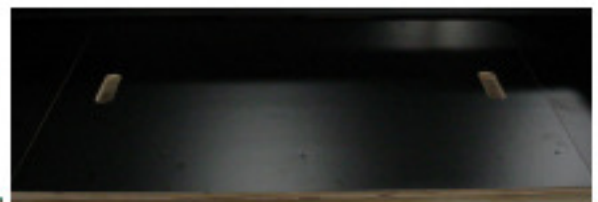
Reach to the left to plug the power cord into the line filter.



### Option #2:

If you do not have access to the back of the game, climb inside the cabinet and remove the floor panel by removing the 10 screws using a #2 Square bit.

Climb down under the cabinet to the right and plug the power cord into the line filter.



## Power on game:

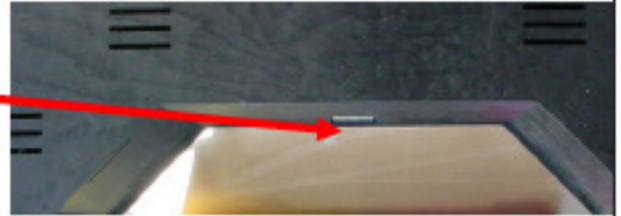
Open the front middle door and turn on rocker switch on the power strip.



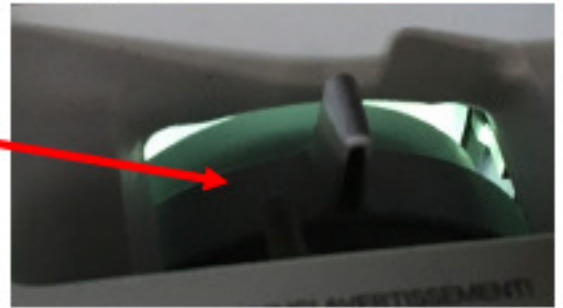
# SETUP

Allow game to boot up and inspect the picture quality. The projector may need to be adjusted.

If the screen picture is out of focus or too small, reach up into the marquee opening where the projection is emitted.



There are 2 levers on the projector. One is for focus, the other for zoom.



If the screen picture is off to the side or height is off, the wood box holding the projector will have to be adjusted. This is not common.

Remove the small front marquee and unlock and open the front door in the marquee.



Loosen these bolts to adjust the projector up and down.



Loosen these bolts to adjust the projector left and right.



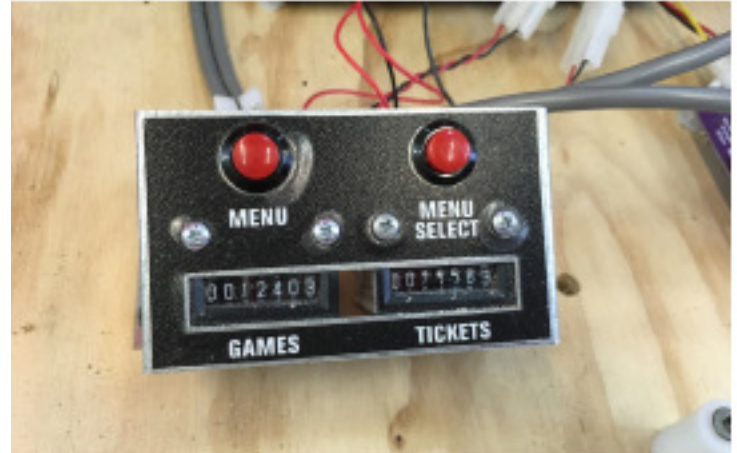
The game is now set up and ready for play!

Enter menu to adjust settings to your location specific price per play and ticket payout.

# MAIN MENU FUNCTIONS

Hold down the MENU button inside the front door of the cabinet for 2 seconds to open the main menu on the front screen.

Press MENU to scroll through the options, and MENU SELECT to choose your settings.



**\*DEFAULTS HIGHLIGHTED IN YELLOW\***

MAIN MENU		
CLEAR CREDITS/TICKETS	HIT MENU SELECT BUTTON 3 TIMES	
VOLUME ATTRACT SETTINGS	HIT MENU SELECT TO ENTER VOLUME SETTINGS	
GAME SETTINGS	HIT MENU SELECT TO ENTER GAME SETTINGS	
PAYOUT SETTINGS	HIT MENU SELECT TO ENTER PAYOUT SETTINGS	
DIAGNOSTICS	ON	OFF
RESET FACTORY DEFAULTS	HIT MENU SELECT BUTTON 3 TIMES	
MUTE	ON	OFF
EXIT MENU	HIT MENU SELECT TO EXIT	

## VOLUME/ATTRACT SETTINGS

<b>GAME VOLUME</b>	0	TO	10	DEFAULT: 5
<b>ATTRACT VOLUME</b>	0	TO	10	DEFAULT: 5
<b>ATTRACT TIMING</b>	1	TO (min)	10	DEFAULT: 1 MINUTE

## GAME SETTINGS

GAME MODE/ PAYMENT	NORMAL/ TICKETS	NORMAL/ POINTS	NORMAL/ COUPONS	AMUSEMENT ONLY	SHOW MODE
<b>TURN TIME OUT</b>	2	TO (increment of 2)	38	NO TIMEOUT	DEFAULT 10
<b>FULL COLUMN SHOOT AGAIN</b>	DISABLED			ENABLE	
<b>AI DIFFICULTY</b>	PLAYER PICKS	EASY	MEDIUM	HARD	

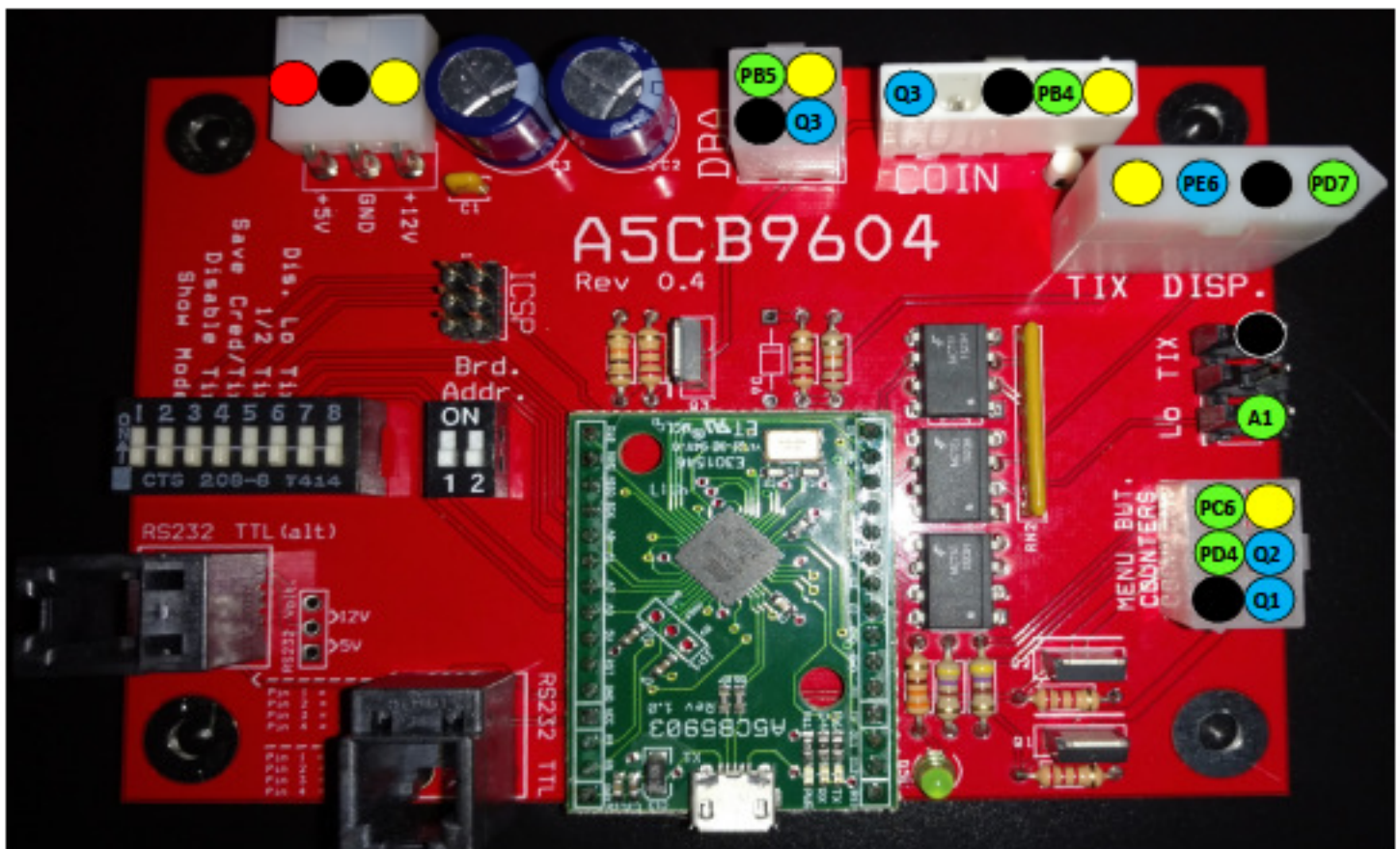
## PAYOUT SETTINGS

<b>CREDITS</b>	0	TO	10	DEFAULT: 1
<b>SWIPE PROMPT</b>	DISABLED			ENABLED
<b>PAPER TICKETS RATIO 2:1</b>	DISABLED			ENABLED
<b>WINNER TICKETS</b>	10	TO (INC OF 10)	310	DEFAULT: 110
<b>LOSER TICKETS</b>	10	TO (INC OF 10)	310	DEFAULT: 30
<b>FIXED TICKETS</b>	DISABLED			ENABLED

# TICKET PATTERNS

WINNER TICKETS	LOSER TICKETS	AVERAGE TICKETS PER GAME	PRICE PER PLAY
20	10	14-16	\$.50 PER PLAY
50	20	34-36	\$1.00 PER PLAY
80	20	48-52	\$1.50 PER PLAY
110	30	68-72	\$2.00 PER PLAY
140	40	88-92	\$2.50 PER PLAY
160	50	100-110	\$3.00 PER PLAY

# DOORBOARD PINOUT



- = +12V
- = +5V
- = Ground
- = Output
- = Input

### Outputs:

- Q1 (PD1) Game Counter
- Q2 (PD0) Tickets Counter
- Q3 (PD6) Coin Lockout
- PE6 Ticket Enable

### Inputs:

- PD4 Menu Button
- PC6 Select Button
- PD7 Ticket Notch
- PB4 Coin In
- PB5 DBA In
- D15 (A1) Low Ticket Switch Input



# CARD SWIPE INSTALLATION

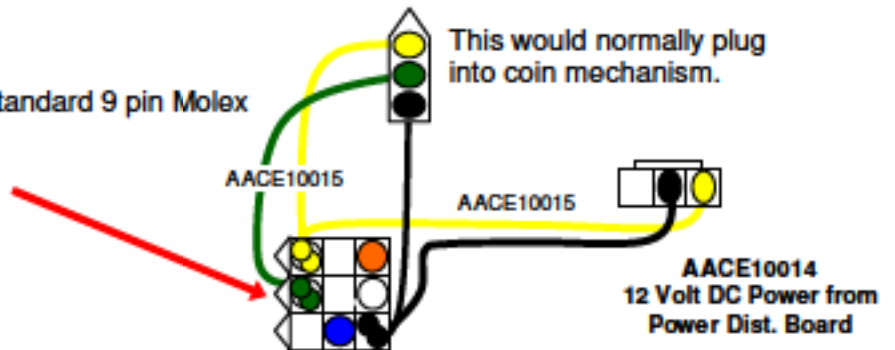
The Connect 4 Hoops game is pre-wired with a UCL (Universal Card Link) connector to accept Card Swipe systems from many different manufactures.

Please follow these instructions to make full use of this capability.

## Option #1:

Card swipe systems may come with a standard 9 pin Molex connector. This is the UCL connector.

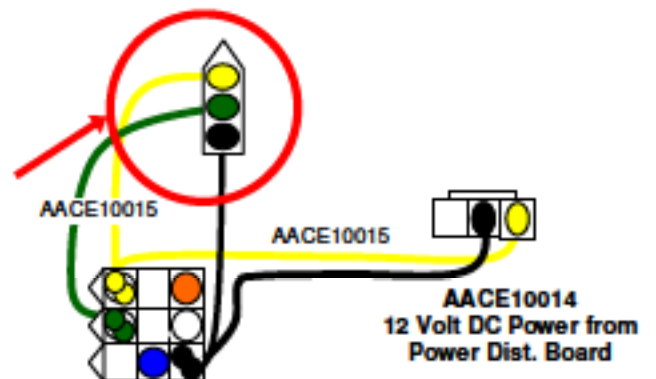
Simply plug this connector into your card swipe reader.



## Option #2:

If your card swipe systems does not have a standard 9 pin Molex connector, then you will have to splice wires into the AACE10014 & AACE10015 harness.

Black wire is ground. (common)  
Green wire is coin signal.  
Yellow wire is +12 Volts DC



## Notes:

- 1.) Many card swipe systems have a voltage threshold that can be adjusted in the card swipe menu. Please set this "Game Drive Threshold" to 2 Volts.
- 2.) There are ticket dispenser extension cables located in the left side coin door if needed.

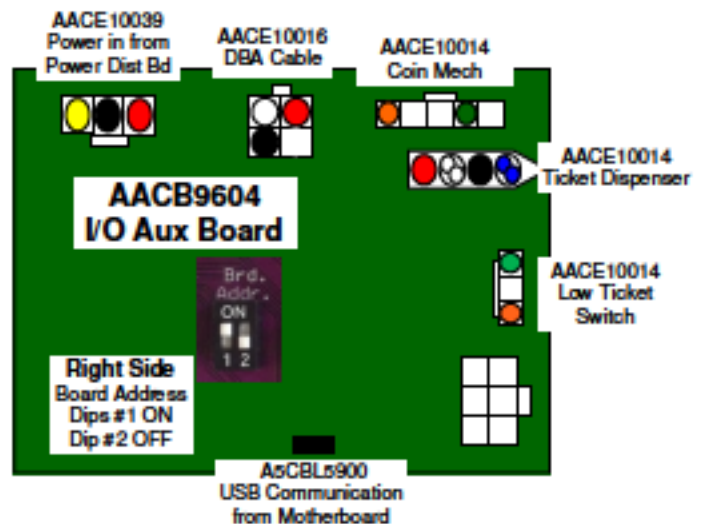
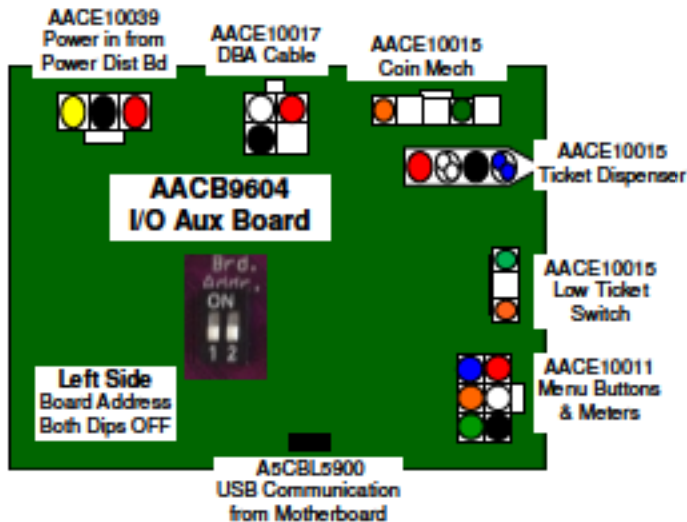
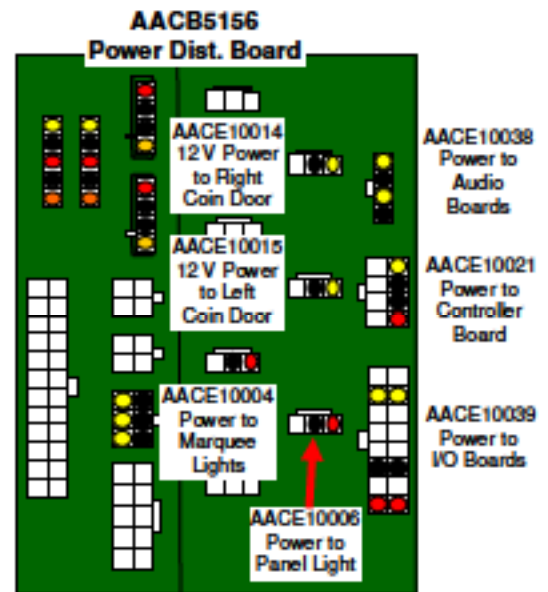
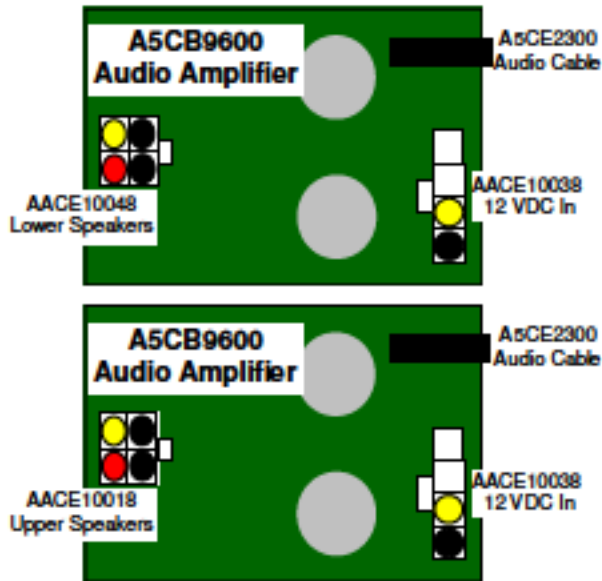
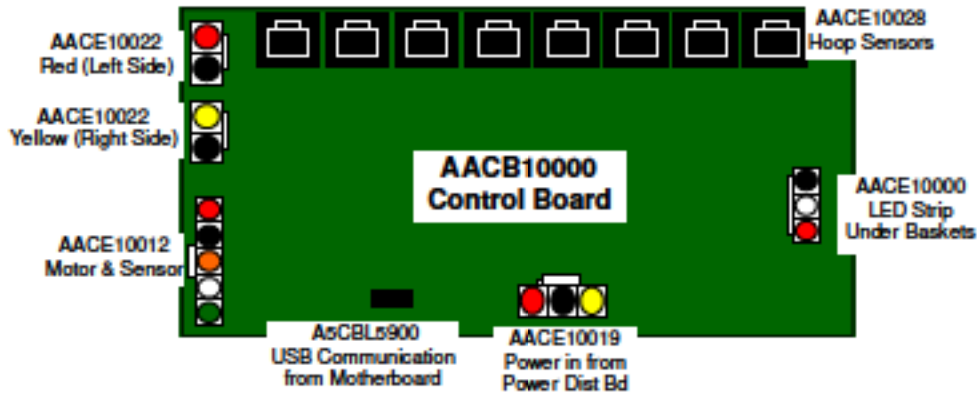
## Menu Changes

- Enter menu, go to "Payout" Menu
  - Change "Credits" to 1
  - Change "Swipe Prompt" to "Enabled"

Go to "Game Settings" Menu

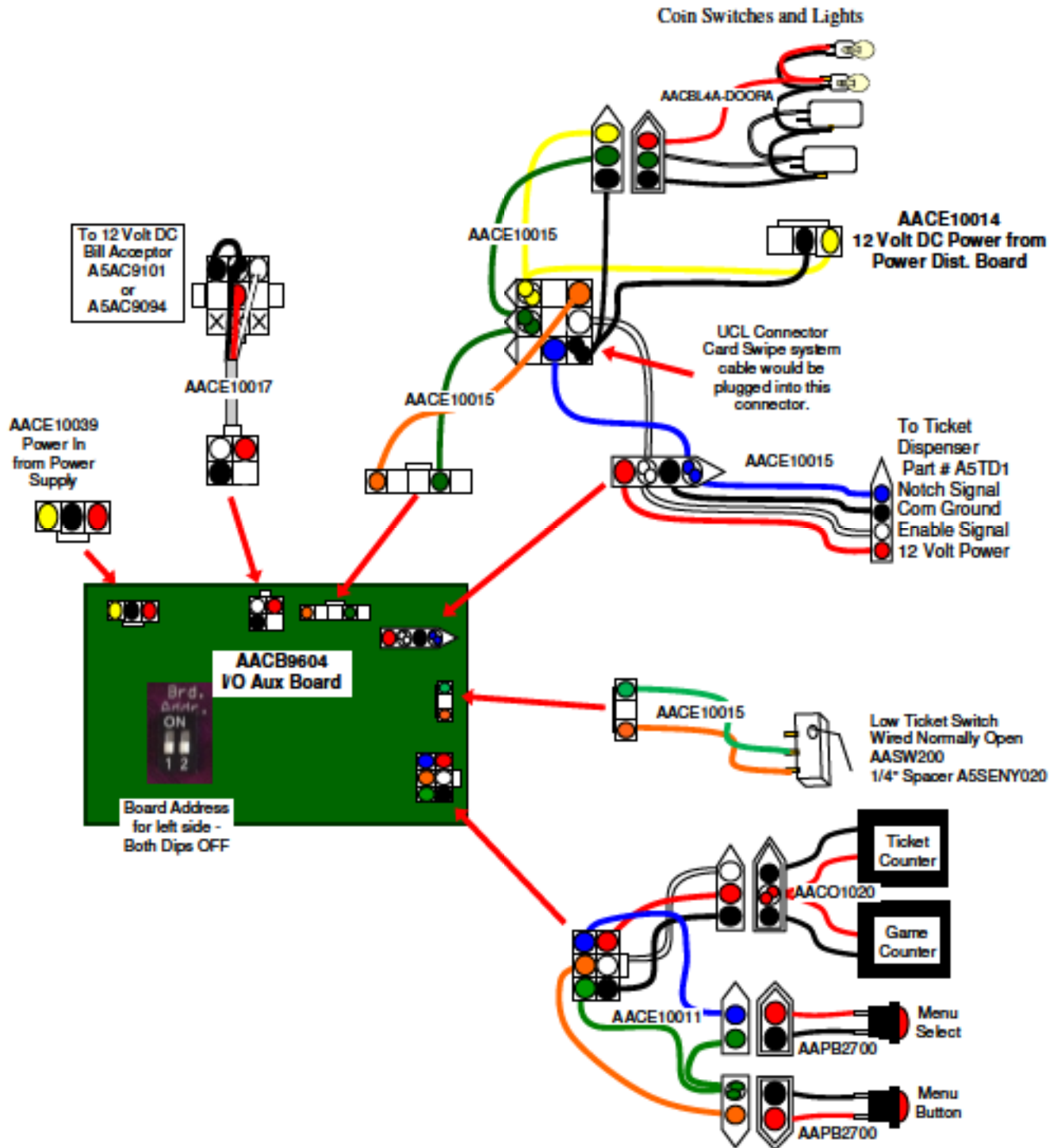
Set "Game Mode/ Payment" to desired option

# CIRCUIT BOARD LAYOUT



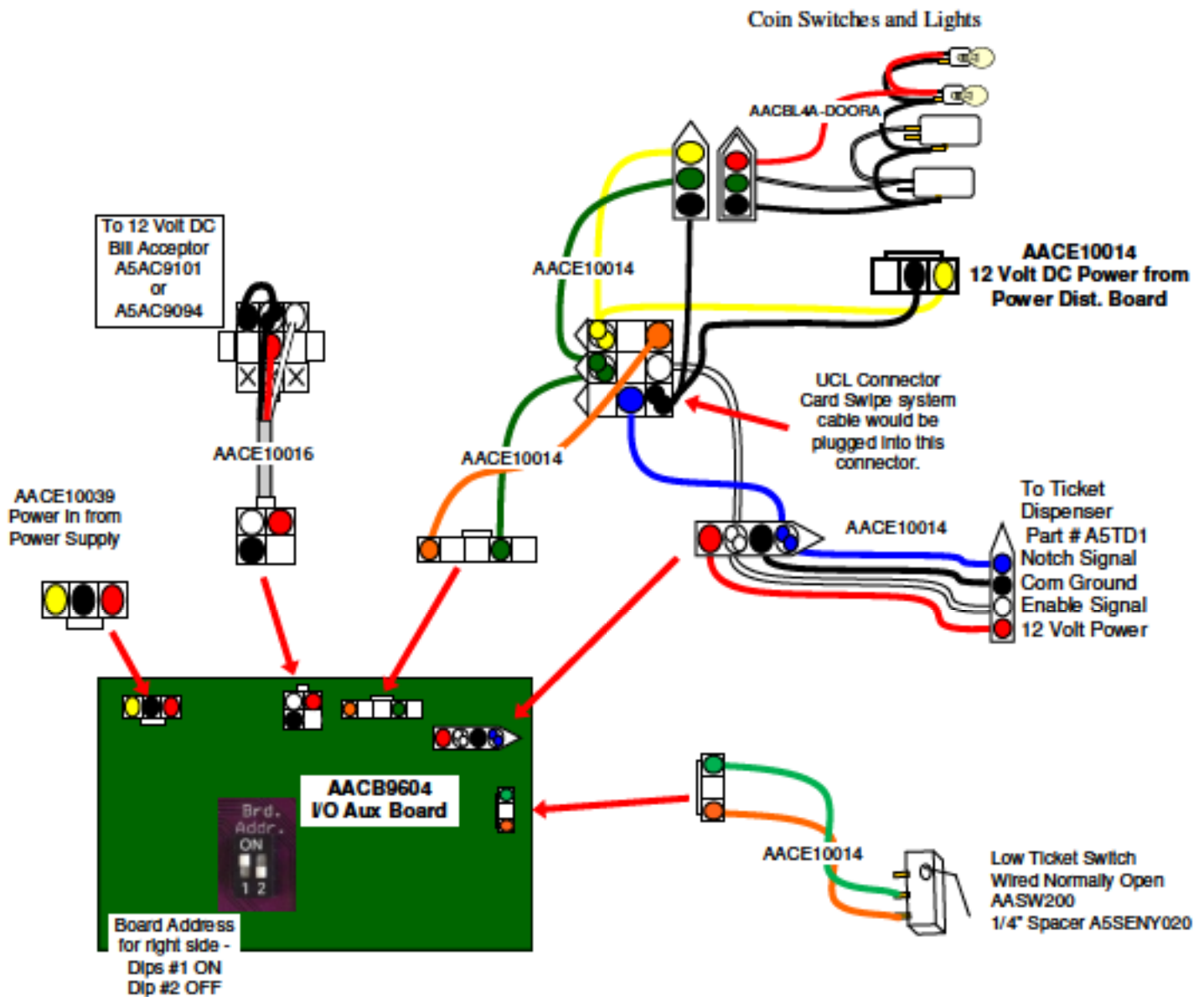
# WIRING DIAGRAM

LEFT SIDE(RED): TICKET DISPENSER, MENU BUTTONS, METERS, DBA, AND COIN MECH



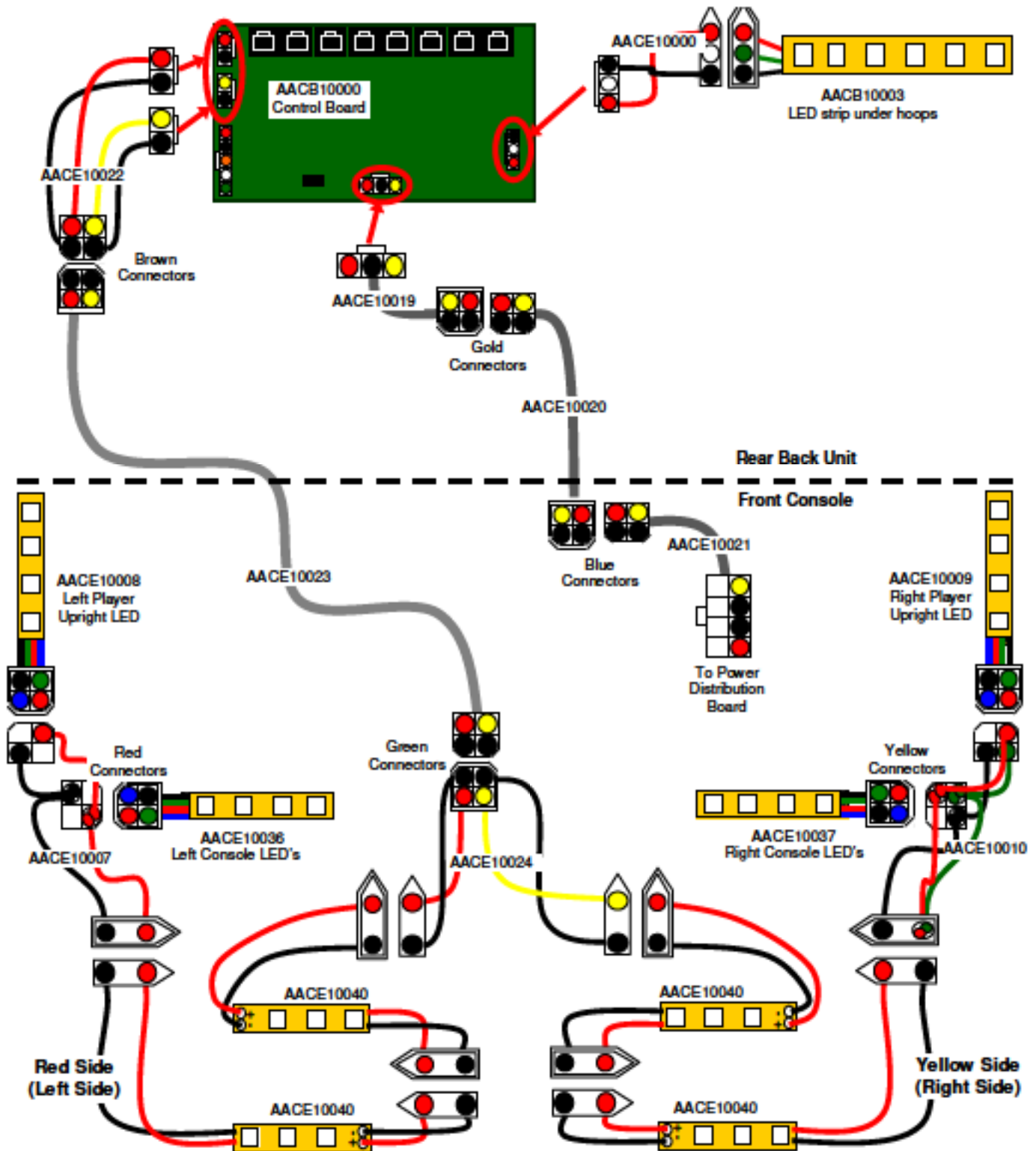
# WIRING DIAGRAM

## RIGHT SIDE(YELLOW) : TICKET DISPENSER, DBA, AND COIN MECH



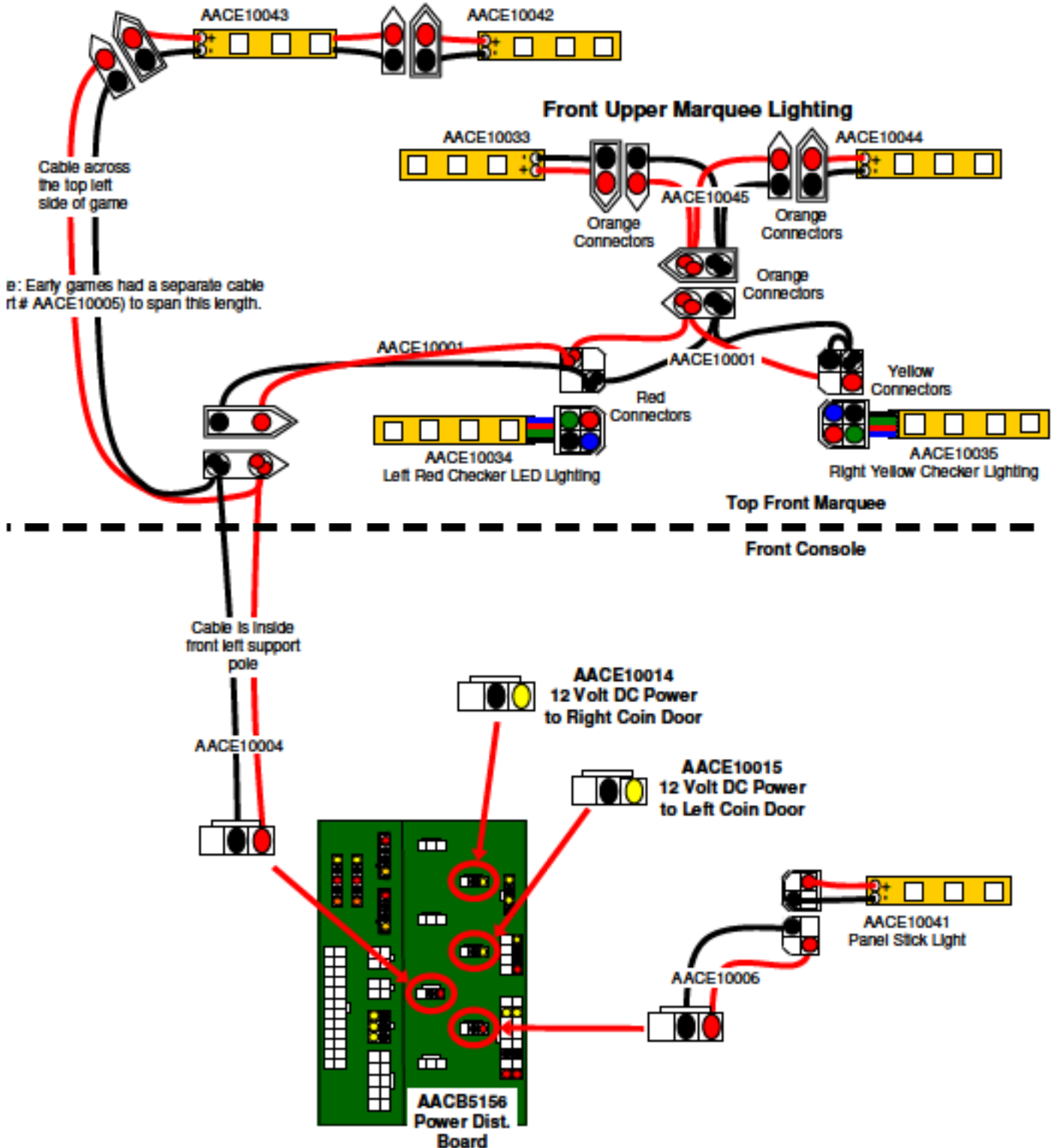
# WIRING DIAGRAM

## LED LIGHTING



# WIRING DIAGRAM

## LED LIGHTING



# WIRING DIAGRAM

## BALL GATE MOTOR, SENSOR, AND HOOP SENSORS

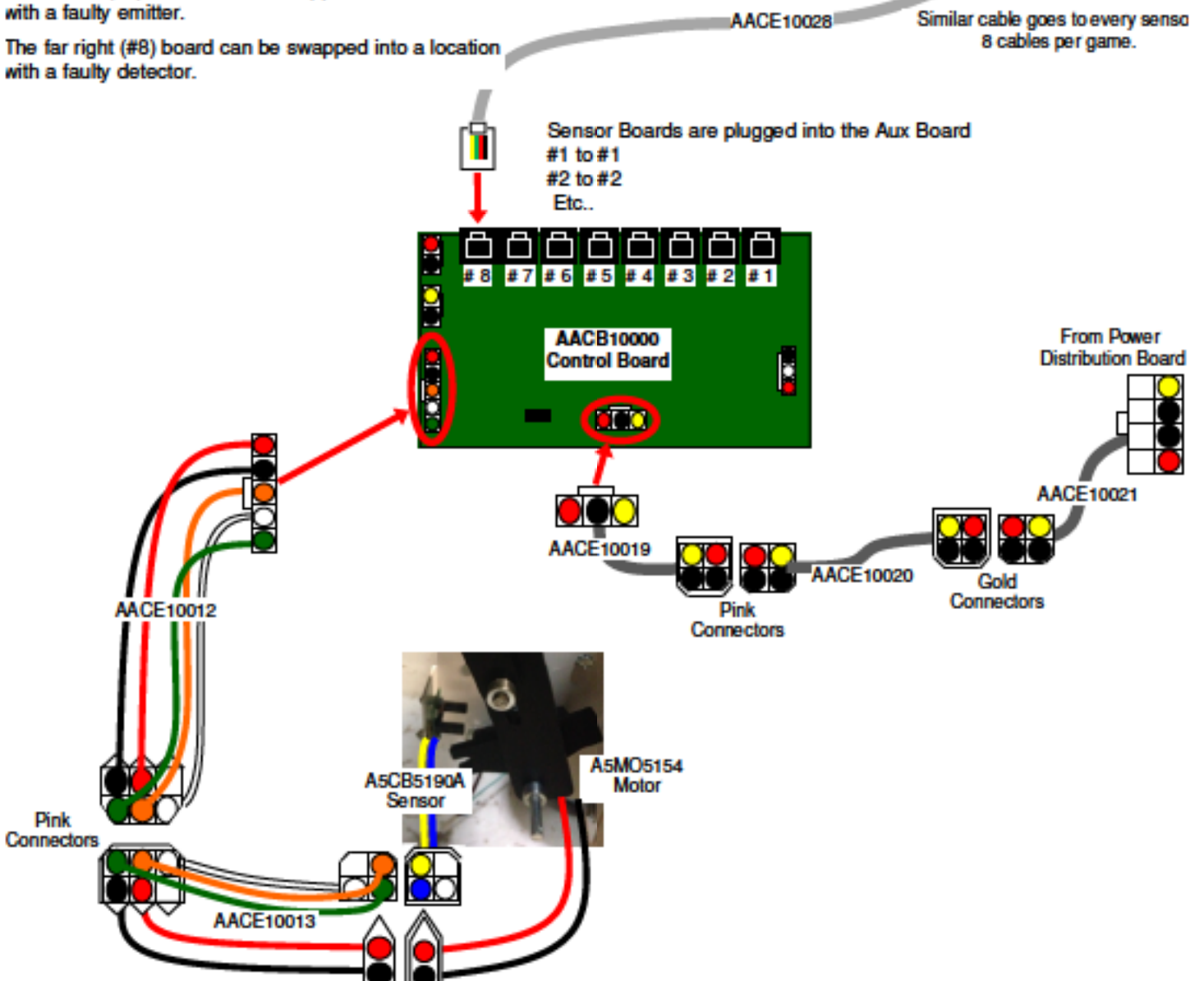


### A5CB10001

All ball sensor boards have 4 emitters and 1 detector on opposite sides of the board.

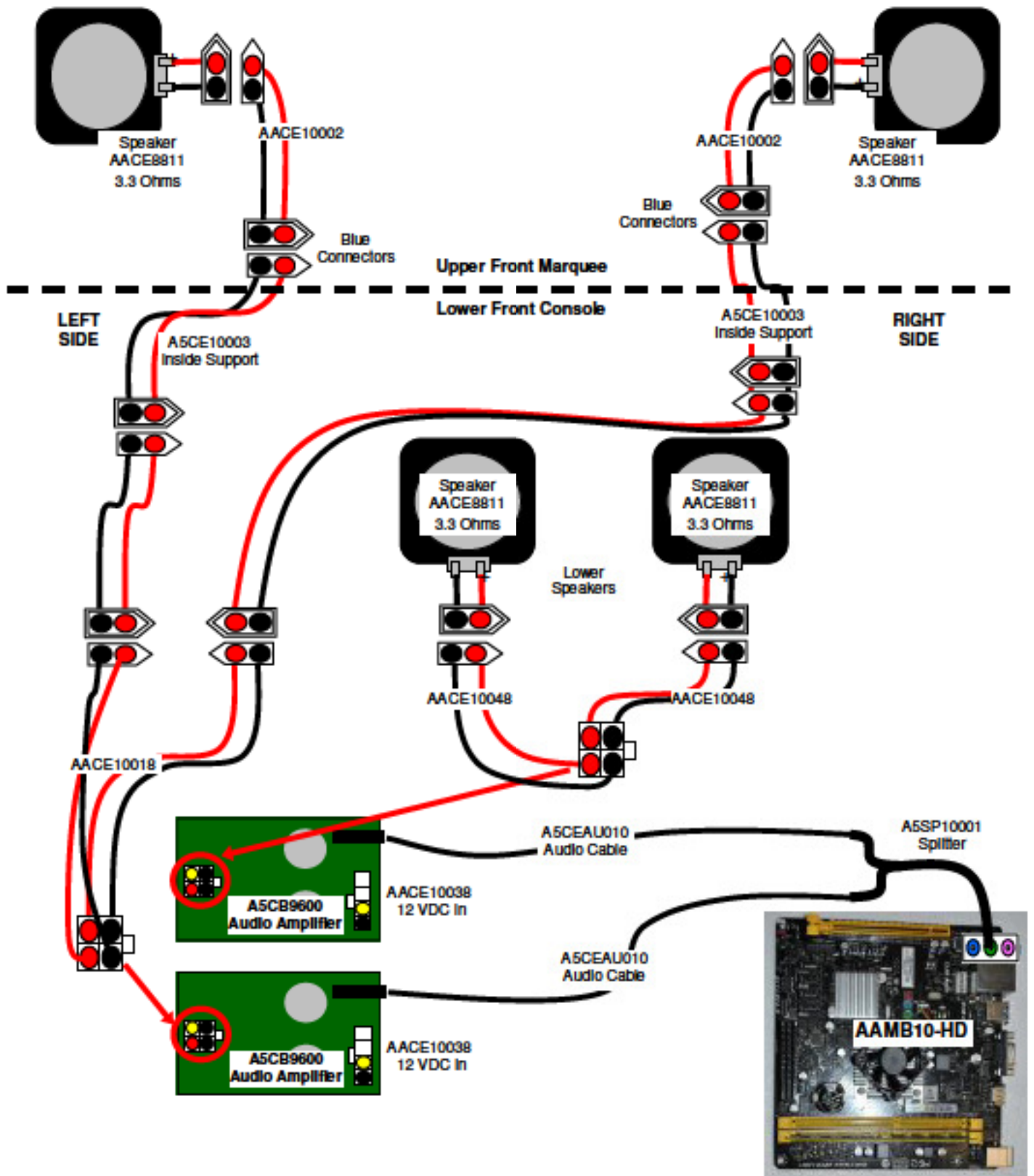
The far left (#1) board can be swapped into a location with a faulty emitter.

The far right (#8) board can be swapped into a location with a faulty detector.



# WIRING DIAGRAM

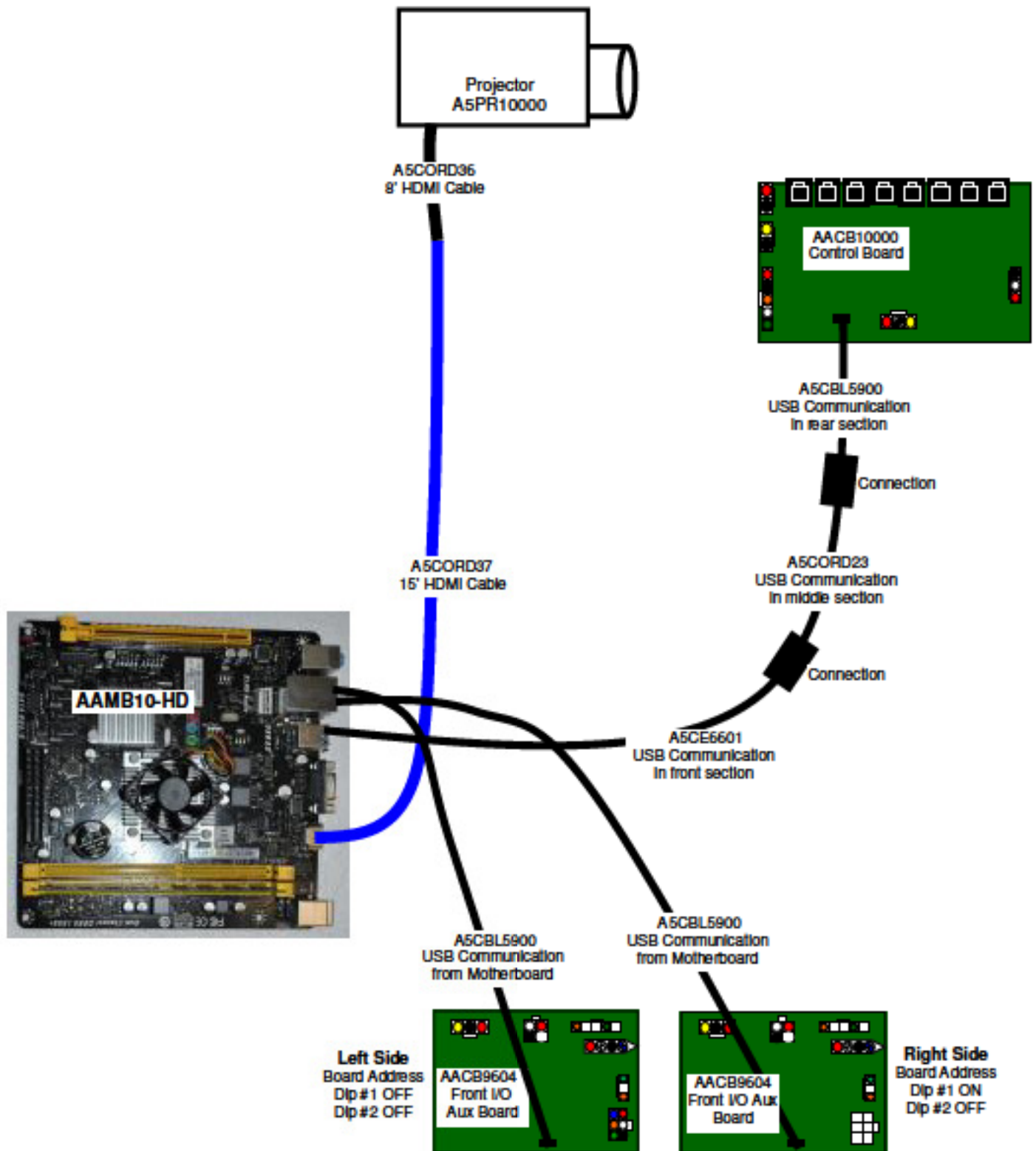
## SPEAKERS





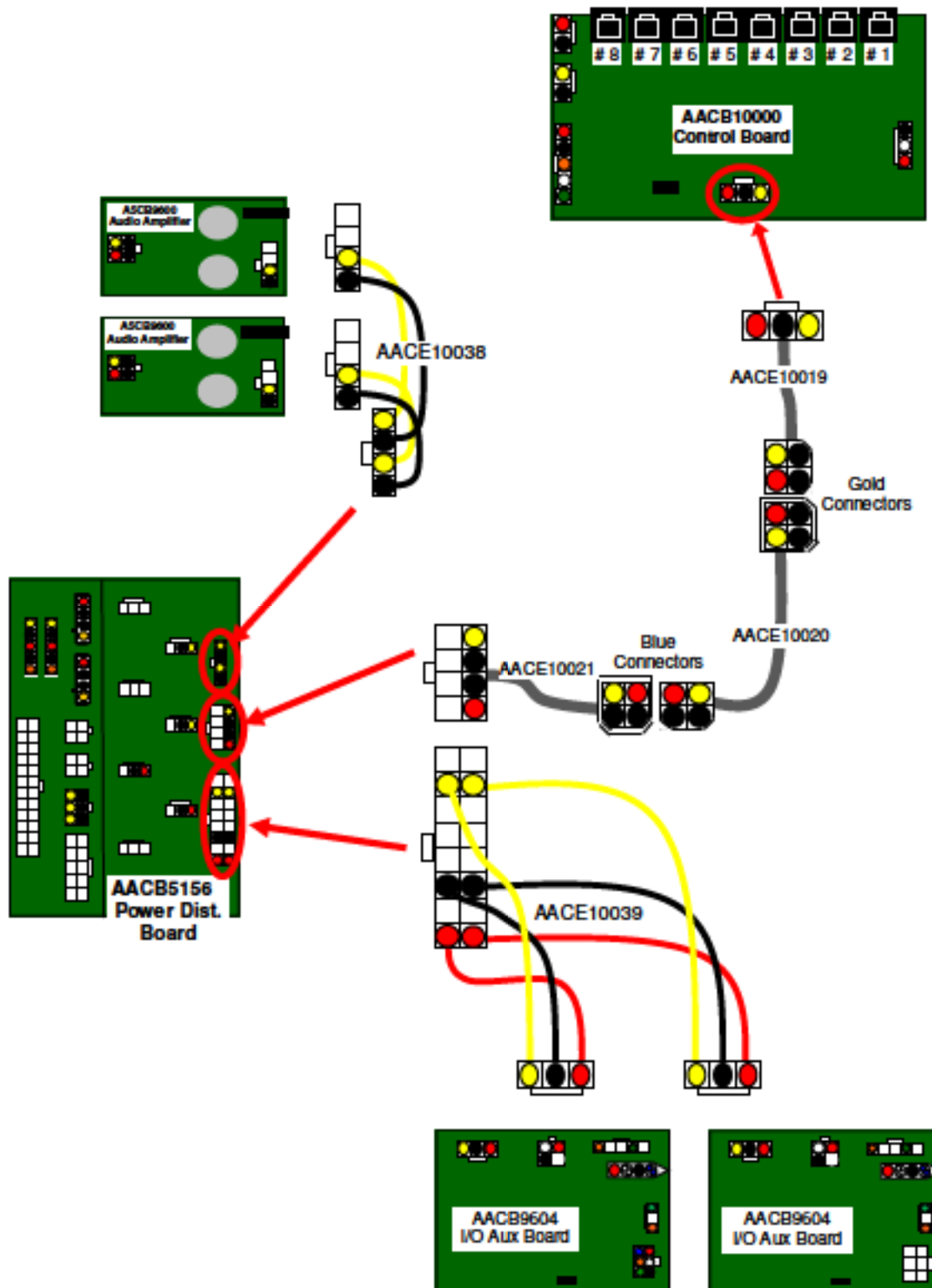
# WIRING DIAGRAM

## COMMUNICATION



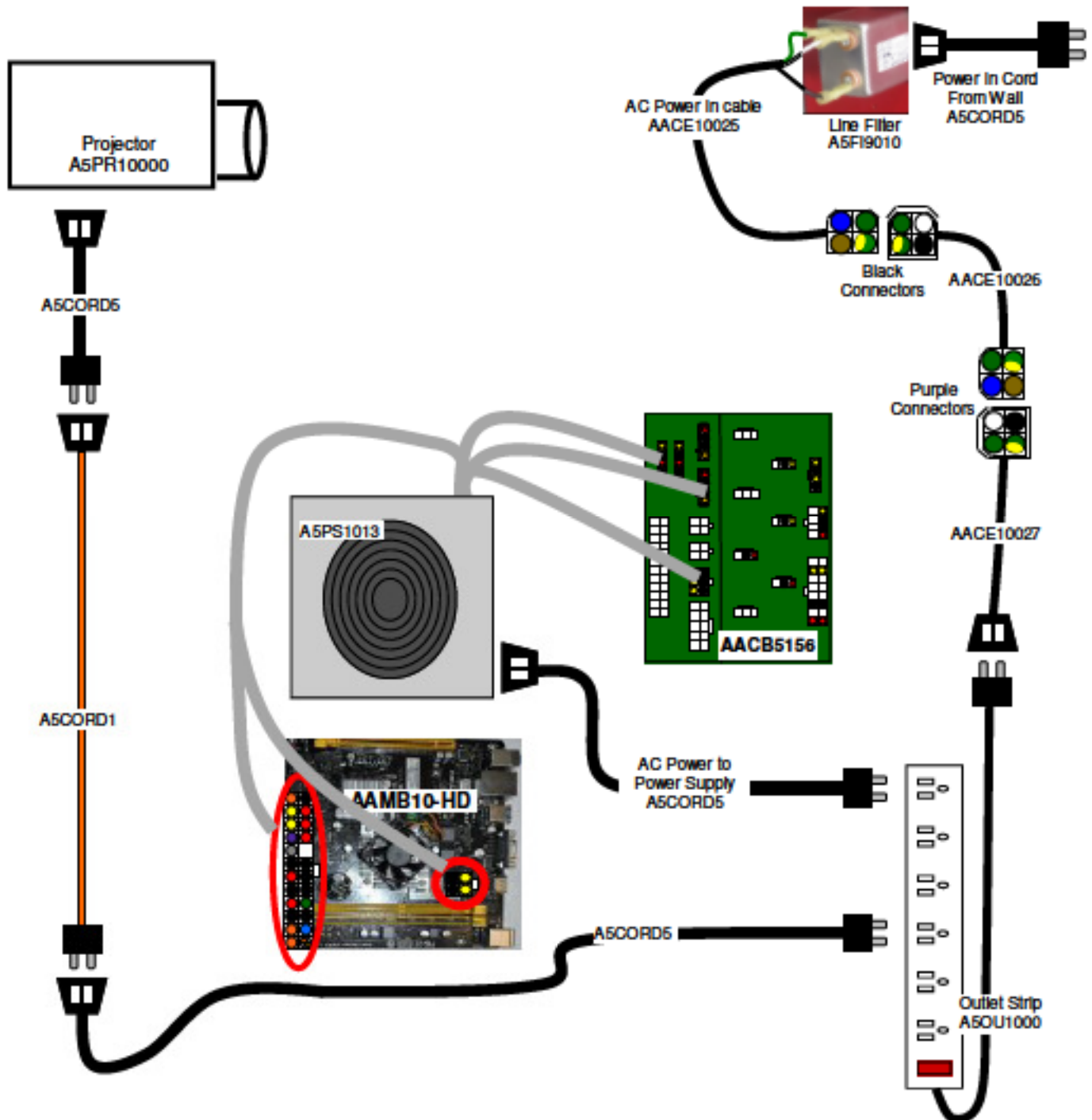
# WIRING DIAGRAM

## POWER SUPPLY & 12 VOLTS DC




# WIRING DIAGRAM

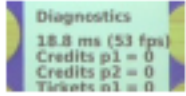


## AC IN



# TROUBLESHOOTING

Problem	Probable Cause	Remedy
<p><b>No power to the game No lights on at all</b></p>	<p>Unplugged. Circuit breaker tripped.  Line Filter Faulty. Power strip faulty.  Disconnected, loose or broken wires.</p>	<p>Check wall outlet. Reset power strip breaker switch or building circuit breaker. Replace Line Filter (Part # A5FI9010) Change plug position, replace power strip if a section does not work. Part # A5OU1000 Refer to wiring diagram. Check connections and reseat cables from line filter to outlet strip. Cables # AACE10025, AACE10026, and AACE10027</p>
<p><b>Projector is on But everything else off  (Power Supply not ON)</b></p>	<p>Power supply unplugged. Rocker Switch.  Power supply shutting down because of 12 V overload. Faulty power supply. Faulty Power Dist Board</p>	<p>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 motor or 12 volt short would cause this. See Power Supply Diagnostic below. Replace Power Distribution Board (AACB5156)</p>
<p><b>Dollar Bill Acceptor not functioning</b> Ensure Bill Acceptor is set to "Always Enable" <b>Important : Only 12 Volt DC DBA is to be installed.</b></p>	<p>Check for power to Bill Acceptor. Dirt or debris in acceptor slot.  Pinched, broken, or disconnected wiring.  Bill acceptor problem. Part # A5AC9101 or A5AC9094</p>	<p>Acceptor should cycle stacker at game power up. If not, check cable connections. Refer to "How to Clean Bill Acceptor" Or clean with bill reader cleaning card. (A5CC9000) Check wiring from bill acceptor to Mini Gen Board. (AACE10016 &amp; AACE10017) Repair or replace wiring harness. Make sure wires are secure in connectors. Refer to troubleshooting section of dollar bill acceptor manual included with this game or the diagnostics label of the back of the unit.</p>
<p><b>Meters does not work</b> Game meter will click at the end of the game. Ticket meter will click as tickets come out of game and notch is "seen" by dispenser.</p>	<p>Ensure correct number of tickets are being dispensed Disconnected, loose or broken wires.  Faulty counter.</p>	<p>Check ticket values in menu. Refer to Tickets not dispensing troubleshooting section. Refer to wiring diagram. Check connections and reseat cables from meters to left I/O Aux Board Cables # AACE10011 and AACO1020 Replace counter. AACO1020.</p>

# TROUBLESHOOTING

Problem	Probable Cause	Remedy
<p><b>Game not coin ing up</b> Enter Diagnostic Mode (Turn diagnostics on, then exit menu) to see if Credits Increment when coin is inserted.</p> 	<p>Look for communication and power on the I/O Aux Board for that player.</p> <p>Ensure game makes sound when coin switch is triggered.</p> <p>Game set to large amount of credits per game.</p> <p>If Coin Input stays ON</p>	<p>Refer to "I/O Aux Board Issue" diagnostic section.</p>  <p>Check coin switches—both should be wired normally open. If one switch is "closed" the other will not work either. Check wiring to I/O Aux Board. (AACBL4A-DOORA, AACE10015 or AACE10014)</p> <p>Check Game Setup Menu. Ensure Credits is set to proper value.</p> <p>Ensure only 5 volts on coin switch green and black wires. I/O Aux board may be faulty. Swap I/O Aux board with other player side, making sure to change dipswitch settings. (Left side both off, Right side dip 1 is on, 2 is off)</p>
<p><b>No Sound</b></p> <p>Motherboard creates sound, the Audio Amplifier boards amplifies it.</p> <p>There are 2 Audio Amplifier Boards - one for the lower speakers and one for the top marquee speakers.</p> <p>Swap these boards to isolate issue.</p>	<p>Volume set to mute in menu or game volume/attract volume set to zero.</p> <p>Disconnected, loose or broken wires.</p> <p>Verify 12 Volts DC to Audio Amplifier Boards</p> <p>Faulty speaker.</p>	<p>Enter Main Menu and verify: Game Volume &amp; Attract Volume is not zero. Mute is set to OFF</p> <p>Refer to wiring diagram. Check connections and reseat audio cable from motherboard to Newgen board. Cables # AACE8811, AACE10002, AACE10003, AACE10018, AACE10048, A5CEAU010, AND A5SP10001</p> <p>Unplug splitter cable (A5SP10001) from motherboard, plug into MP3 player or phone and see if music is amplified and comes out of speaker.</p> <p>If Yes - then motherboard is faulty.</p> <p>If No - then cable or amplifier board is faulty</p> <p>Replace speaker. AACE8811</p>
<p><b>I/O Aux Board Issue</b></p> <p>One side of the game does not coin up, and has no other functions.</p>  <p>Red and Yellow LEDs</p> <p>Green Power LED</p>	<p>Green power LED should be flashing.</p> <p>One blink for left side, 2 blinks for right side)</p> <p>Red and Yellow LED's should be flashing.</p> <p>Faulty I/O Aux Board.</p>	<p>If it is off, then check 12 &amp; 5 Volts DC coming into board on cable AACE10039 from Power Distribution Board.</p> <p>If solid on, then it is not communicating with the motherboard. Check A5CBL5900 USB cable. Swap cables with other side.</p> <p>If they are off, it is not communicating with the motherboard. Check A5CBL5900 USB cable. Swap cables with other side.</p> <p>Swap I/O Aux board with other player side, making sure to change dipswitch settings. (Left side both off, Right side dip 1 is on, 2 is off) Replace if needed. Part # AACB9604</p>

# TROUBLESHOOTING



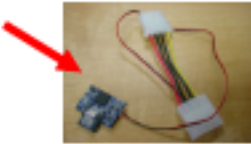

Problem	Probable Cause	Remedy
<p><b>LED white rear cabinet lighting above hoops not working</b></p>	<p>LED's receive 12 Volts DC from power supply through The Power Distribution Board.</p> <p>Faulty LED light.</p>	<p>Check for proper connection from power supply to Power Distribution Board.</p> <p>Refer to wiring diagram. Check connections and reseal cables from Power Distribution Board to LED lights. Cables # AACE10004, (AACE10005 if present), AACE10043, and AACE10042.</p> <p>Light strips are wired in series. Swap the 2 light strips to identify a faulty LED strip. Replace as needed. Part # AACE10043 or AACE10042</p>
<p><b>LED white front panel light not working</b></p>	<p>LED's receive 12 Volts DC from power supply through The Power Distribution Board.</p> <p>Faulty LED light.</p>	<p>Check for proper connection from power supply to Power Distribution Board.</p> <p>Refer to wiring diagram. Check connections and reseal cable from Power Distribution Board to LED lights. Cables # AACE10006, and AACE1004</p> <p>Replace Panel Stick Light. Part # AACE10041</p>
<p><b>Upper marquee LED's not working</b></p>	<p>LED's receive 12 Volts DC from power supply through The Power Distribution Board.</p> <p>Faulty LED light.</p>	<p>Check for proper connection from power supply to Power Distribution Board.</p> <p>Refer to wiring diagram. Check connections and reseal cables from Power Distribution Board to LED lights. Cables # AACE10004, AACE10001, and AACE10045</p> <p>Front LED strips are part # AACE10033 &amp; AACE10044 Left checker LED strip is part # AACE10034 Right checker LED strip is part # AACE10035</p>
<p><b>One of the left side, red colored LED strips not working</b></p> <p>LED's receive 12 Volts DC from Control Board in the rear of the game.</p> <p>Refer to "How to Access Rear Control Board"</p>	<p>If all colored cabinet lights are not functioning, check power into the Control Board from the Power Distribution Board.</p> <p>If single LED strip is out, check cable. LED's are wired in series. Refer to wiring diagram.</p> <p>Faulty LED</p>	<p>Refer to wiring diagram. Check connections and reseal cables from Power Distribution Board in the front of the cabinet to Control Board in the back. Cables # AACE10021, AACE10020, and AACE10019</p> <p>Check for 12 volts coming from Power Distribution Board in the rear of the cabinet on red and black wires. If no 12 volts DC, ensure 12 volts is coming into board on cable # AACE10019. If voltage is present - replace Control Board part # AACB10000</p> <p>Refer to wiring diagram. Cables # AACE10022, AACE10023, AACE10024, AACE10040, AACE10007, AACE10008, and AACE10036</p> <p>Swap LED connector from one socket to the other to verify. Replace LED as needed.</p>

# TROUBLESHOOTING

Problem	Probable Cause	Remedy
<p><b>Tickets do not dispense or Wrong amount dispensed.</b></p> <p>Check for the correct amount of tickets showing on Monitor</p>	<p>Tickets on monitor does <b>not</b> match tickets coming out of game.</p>	<p>Opto Sensor on ticket dispenser dirty.</p> <p>Faulty ticket dispenser.</p> <p>Notch on tickets cut too shallow.</p> <p>Faulty cable. Disconnected, loose or broken wires.</p> <p>Faulty I/O Aux Board.</p> <p>Blow dust from sensor and clean with isopropyl alcohol.</p> <p>Replace with working dispenser to isolate the problem. (A5TD1)</p> <p>Flip tickets and load upside-down to have large cut notch toward opto sensor.</p> <p>Check connectors from ticket dispensers to I/O Aux board. Check for continuity. Cables AACE10014 or AACE10015</p> <p>Swap I/O Aux board with other player side, making sure to change dipswitch settings. (Left side both off, Right side dip 1 is on, 2 is off)</p> <p>Replace I/O Aux Board. Part # AACB9604</p>
	<p>Tickets on monitor does match tickets coming out of game.</p>	<p>Settings in Menu are incorrect.</p>
<p><b>Ball Gate Motor not working.</b></p> <p><b>Motor will cycle at game power on.</b></p>	<p>Motor does not turn at power on.</p> <p>Motor receives power through the Control Board in rear of game.</p> <p>Refer to "How to Access Rear Control Board"</p>	<p>Check for 12 volts DC at motor.</p> <p>Faulty cable. Disconnected, loose or broken wires.</p> <p>Faulty Control Board.</p> <p>If the motor is receiving power, but not turning, replace the motor. A5MO5154</p> <p>Check connectors from motor to Control Board. Check for continuity on cables AACE10013 &amp; AACE10012 to Control Board.</p> <p>Ensure Control Board is receiving 12 volt power. Refer to wiring diagram. 12 Volts DC should be between yellow and black wires on cables AACE10019, AACE10020, and AACE10021</p> <p>Replace Control Board if needed. # AACB10000</p>
	<p>Motor turns at power on, but does not stop in correct position.</p>	<p>Mechanical linkage/ spring issue.</p> <p>Position Sensor is not working correctly.</p>
<p><b>Ball Gate does not go down all the way.</b></p>	<p>Loosen the 2 bolts on the motor assembly, and slide bracket with slotted holes to adjust height of ball gate.</p>	



# TROUBLESHOOTING

Problem	Probable Cause	Remedy
<p><b>Ball Gate Motor keeps running.</b></p> <p>Motor will cycle at game power on.</p> <p>Sensor not being seen.</p> <p>Sensor receives signals through the Control Board in rear of game.</p>	<p>Check for 12 volts to sensor and 5 volt signal return.</p> <p>Pinched, broken, or disconnected wiring</p> <p>Faulty Control Board. Refer to "How to Access Rear Control Board"</p>	<p>There should be 12 volts on the ..... Wires 5 volts on the .... Wires when not blocked and 0 volts when blocked.</p> <p>Refer to wiring diagram. Check connections sensor to Control Board. Cables AACE10013 &amp; AACE10012</p> <p>Ensure Control Board is receiving 12 volt power. Refer to wiring diagram. 12 Volts DC should be between yellow and black wires on cables AACE10019, AACE10020, and AACE10021</p> <p>Replace Control Board if needed. # AACB10000</p>
<p><b>Projector not working.</b></p>	<p>Screen shows "No Signal Input"</p> <p><b>Note: Projector Must be plugged in for motherboard to boot up.</b></p>	<p>Projector HDMI cable unplugged. There are 2 cables that are connected together - A5CORD36 and A5CORD37</p> <p>Faulty or loose RAM</p> <p>Large power connector unplugged on motherboard</p> <p>Small power connector unplugged on motherboard</p> <p>Faulty power supply - Refer to Power Supply diagnostic section</p> <p>Faulty motherboard - Replace faulty board. (AAMB10-HD)</p> 
<p>Power down, wait <b>5 minutes</b> and power up again.</p>	<p>Screen has nothing at all on power up.</p>	<p>Power cable unplugged from projector.</p> <p>Faulty projector.</p> <p>Ensure power is plugged into back of projector, down to power strip. There are multiple power cord connectors.</p> <p>Replace projector. (A5PR10000)</p>
<p>Error on screen at power up.</p> <p>Re-Boot game to see if problem still exists.</p>	<p>Display shows "Kernel panic – unable to mount root"</p> <p>Display stuck on "Biostar"</p> 	<p>Faulty or loose RAM, faulty software, faulty motherboard</p> <p>No SATA drive in motherboard. Check for power connector</p> 
<p><b>Projector Image Fuzzy</b></p>	<p>There is a slot under projector that contains 2 slide levers</p> 	<p>One slide lever is for zoom. One slide lever is for focus.</p> <p>Reach up under projector and adjust these 2 knobs to clear up image on screen.</p>

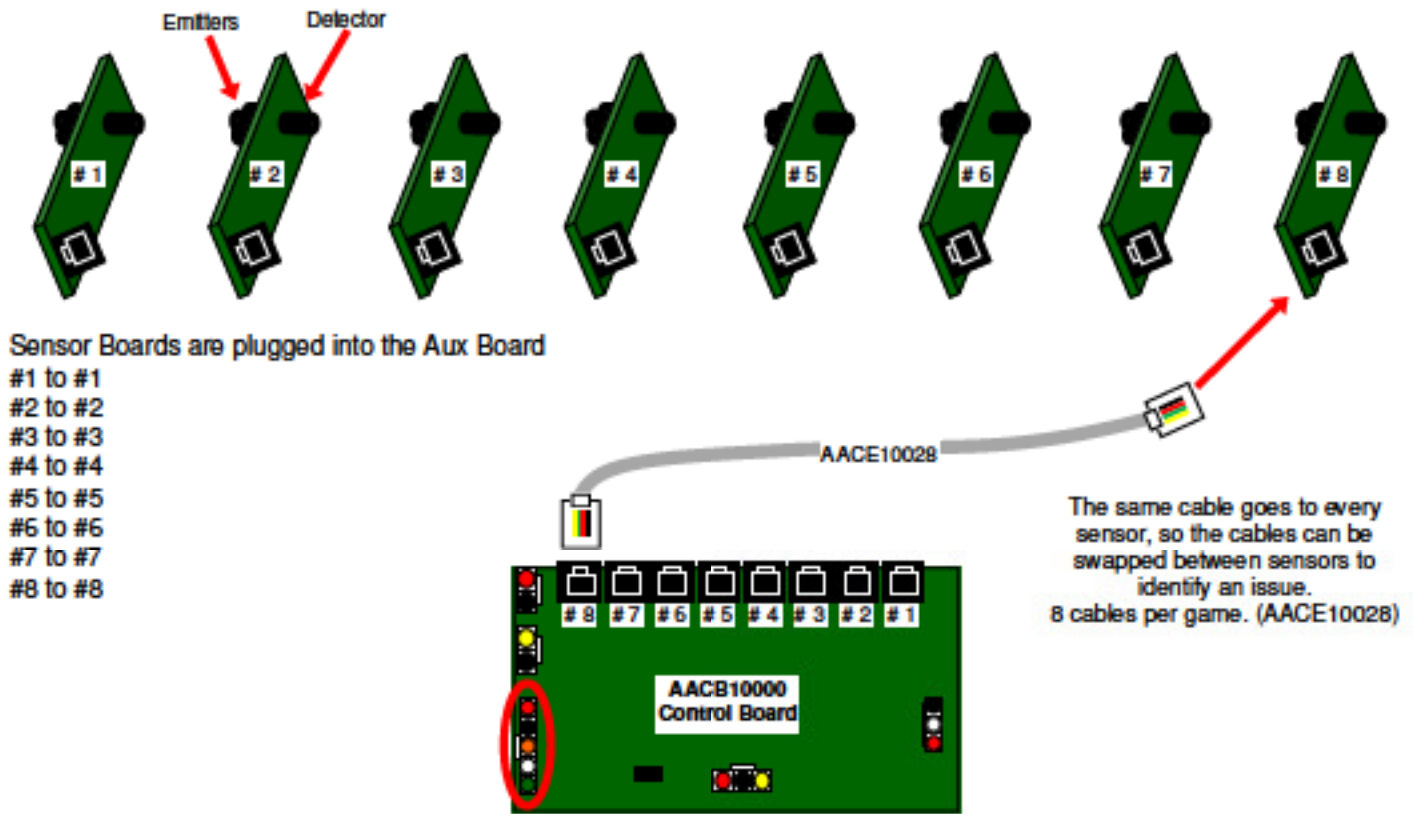


# TROUBLESHOOTING

## HOOPS NOT SCORING

All ball sensor boards have 4 emitters and 1 detector on opposite sides of the board. These infrared sensors create a beam which the ball breaks to score a hoop.

Because these are interchangeable, the far left (#1) board can be swapped into a location with a faulty emitter. The far right (#8) board can be swapped into a location with a faulty detector.

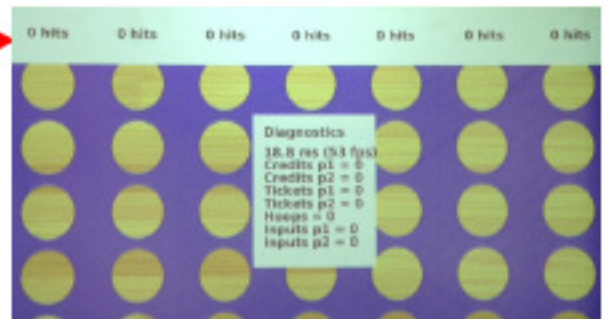


## Diagnostic Menu

To Enter the Diagnostic Menu:  
Enter Main Menu and scroll down to "Diagnostics:" turn to ON  
Exit Menu

The ball gate motor will cycle open, and this screen will appear:

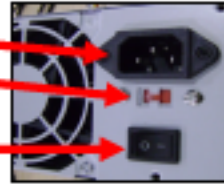
The top column will show hoops scored.



# DIAGNOSTICS

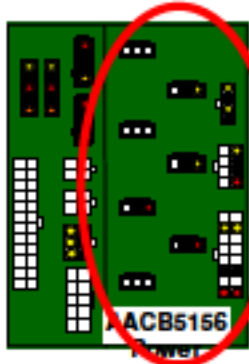
## POWER SUPPLY

- 1.) Verify AC power to game. Check power strip in front door. The rocker switch should be illuminated.
- 2.) Check connection to power supply.
- 3.) Ensure Power Supply switch is set to 115V (or 230V)  
(Some model power supplies may not have this)
- 4.) Ensure Power switch is on.
- 5.) Ensure fan is turning.



- If power supply fan is turning and there is no 12 Volt out:

Check power supply cables to the Power Distribution Board.  
This board takes the power in, and directs it to the different 12 volt loads.



Unplug all power out connectors from the right side of the Power Distribution Board.

Turn on game and if it boots correctly, plug one cable in at a time until the issue is found.

Replace power supply if this board is not receiving 12 volts. (A5PS1013)

- If power supply fan is not turning, then continue to "Verify Power to Motherboard"

### Verify Power to Motherboard

The motherboard will turn on power supply.

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

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

### Minimize load on power supply and isolate short

Unplug the power supply cables going to the Power Distribution Board.

This will leave the power supply, motherboard, and monitor left plugged in together.

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

Plug in the Power Distribution Board to power supply, but unplug all of the outputs from the board.

Turn on game and verify the 12 volts is good.

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

If power supply still does not power on, replace power supply (A5PS1013), or motherboard. (AAMB10-HD)

# DIAGNOSTICS

## BILL ACCEPTOR

**Note:** There are many different models and brands of Bill Acceptors that are used on redemption games. Your Bill Acceptor may differ from the unit shown.  
**Standard DBA is MEI # AE2654-U5 Part # A5AC9101 or A5AC9094**

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 12 VDC voltage at cable going into Bill Acceptor from front I/O Aux Board

If power is OK:

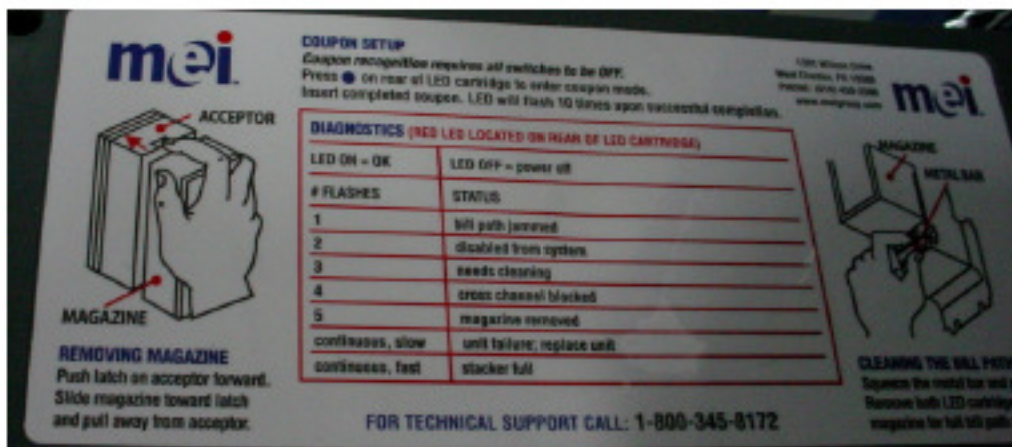
Clean Bill Acceptor path to make sure there is nothing jamming unit.  
 Check dipswitch settings on side of acceptor.

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




## ERROR CODES

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



# HOW TO

## ADJUST PROJECTOR

<b>Projector Image Fuzzy</b>	There is a slot under projector that contains 2 slide levers		One slide lever is for zoom. One slide lever is for focus.  Reach up under projector and adjust these 2 knobs to clear up image on screen.
------------------------------	--	---	---

### Remote Control for the Projector

There are options in the projector menu that can be accessed by the remote control.  
Please stand back 10 feet with the remote control so the projector "sees" it.



### Casio XJ-V110W Projector

#### Image Adjustment

Brightness	0
Contrast	0
Color Mode	Standard
Color Balance	Normal

#### Volume Adjustments

Volume	15
--------	----

#### Screen Settings

Keystone Correction	39
Aspect Ratio	Normal
Projection Mode	Front
Ceiling Mount	On
No Signal Screen	Blue
Blank Screen	Black

#### Input Settings

Signal Name Indicator On

#### Option Settings 1

Auto Keystone Correction	On
Auto Power Off	10 Min
Direct Power ON	On
Language	English


#### Option Settings 2

High Altitude	Off
---------------	-----

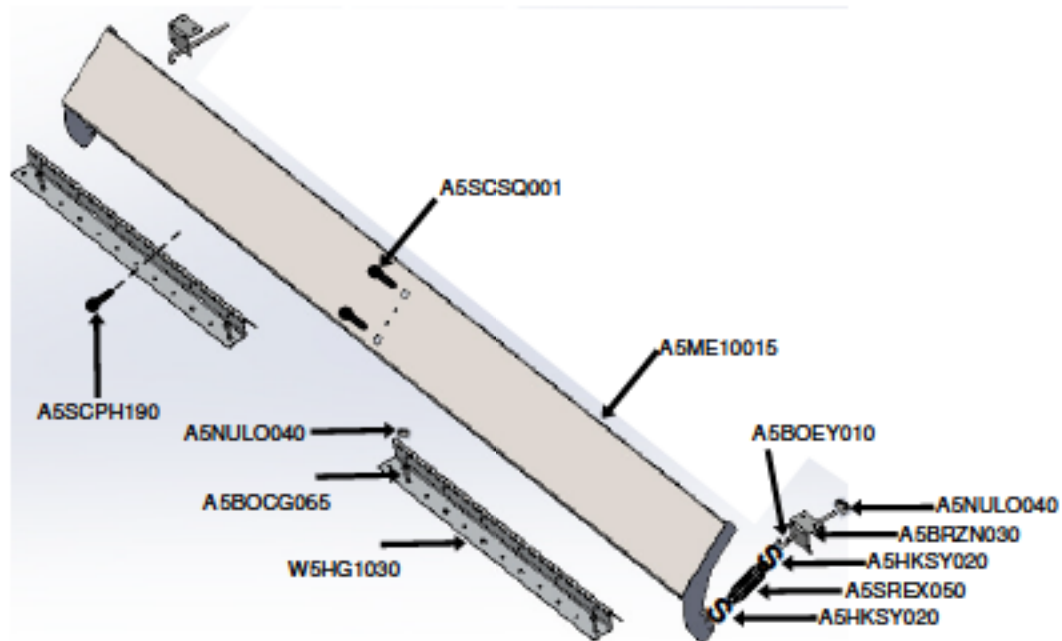
# HOW TO

## ACCESS REAR CONTROL BOARD, MOTOR, AND SENSOR

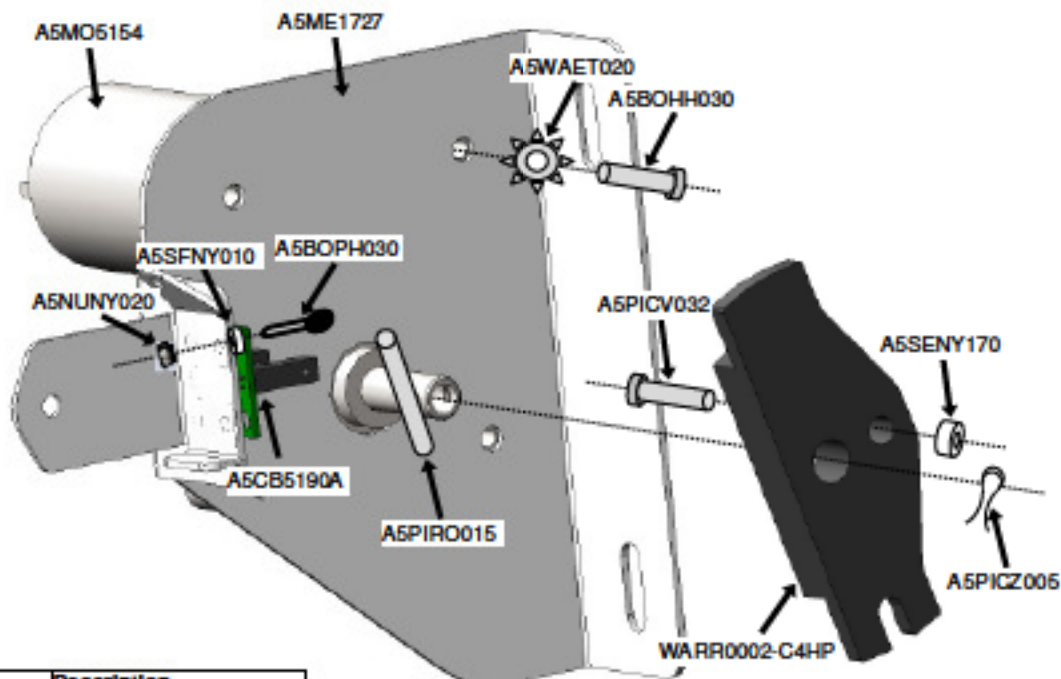
Carefully climb over the plexi shield and enter the middle section of the game.  
Remove the 6 screws in the center bottom wood and lift center wood up and place aside.  
The ball gate motor, sensor and control board can now be accessed.

<b>Ball Gate does not go down all the way.</b>	Loosen the 2 bolts on the motor assembly, and slide bracket with slotted holes to adjust height of ball gate.	
--	---	---

# BALL GATE EXPLODED VIEW

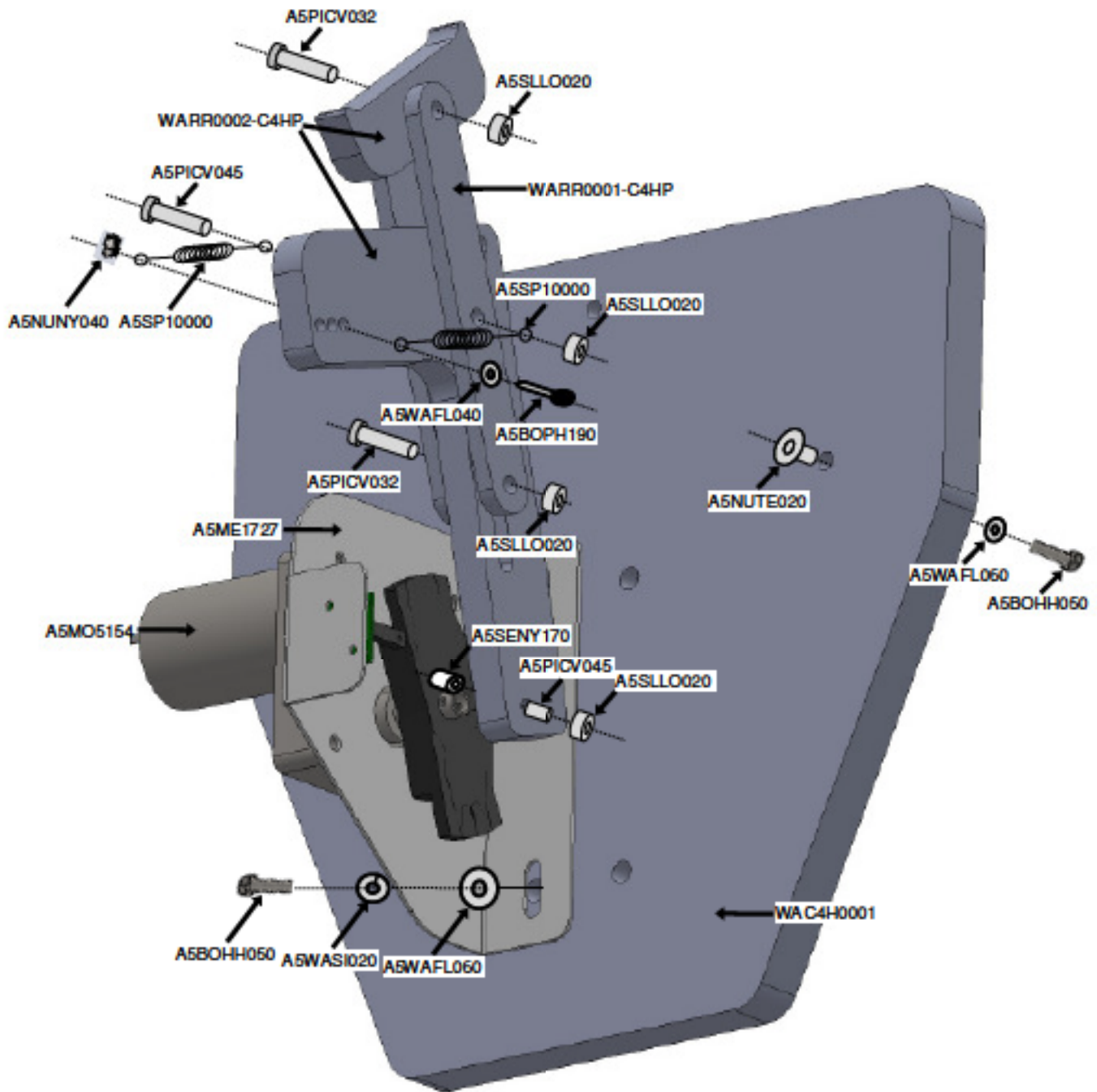


Part #	Description	A5HKS020	S Hook	A5SCSQ001	#6 X 3/4" Screw
A5BOCG065	10-24 x 1 1/4" Bolt	A5ME10015	Ball Gate	A5SREX060	3/8" X 6" Spring
A5BOEY010	10-24 Eye Bolt	A5NULO040	10-24 Nut	W5HG1030	23" Hinge
A5BRZN030	1" X 1" X 2" Bracket	A5SCPH190	10-24 X 1/2" Screw		



Part #	Description	A5MUNY010	Sticky Tab	A5SENY170	1/4" X 1/4" Spacer
A5BOHH030	10-32 X 3/4" Bolt	A5NUNY020	4-40 Nylon Hex Nut	A5TFNY010	#4 X 1/4" Standoff
A5BOPH030	4-40 X 1/2" Bolt	A5PICV032	1/4 X 1 5/8" Clevis Pin	A5TFNY010	4" Wire Tie
A5CB5190A	Sensor	A5PICZ005	3/32" X 1/2" Cotter Pin	A5WAET020	#10 Tooth Lock Washer
A5ME1727	Motor Bracket	A5PIRO015	3/16" X 1 1/4" Roll Pin	WARR0002-C4HP	Black HDPE 1/2" Thick

# BALL GATE EXPLODED VIEW



Part #	Description	A5SENY170	1/4" X 1/4" Nylon Spacer
A5BOHH050	25-20 x 1 1/4" Bolt	A5SLLO020	1/4" Bore Shaft Collar, 3/32" Allen
A5BOPH190	10-24 X 1 3/4" Bolt	A5SP10000	7/16" X 2 3/4" Spring
A5ME1727	Motor Bracket	A5WAFLO40	#10 Zinc Flat Washer
A5MO5154	Motor	A5WAFLO60	1/4" Flat Washer
A5NUNY040	8-32 Hex Nylon Nut	A5WASI020	1/4" Split Washer
A5NUTE020	1/4 -20 T Nut	WAC4H0001	Wood for Ball Gate
A5PICV032	1/4 X 1 5/8" Clevis Pin	WARR0001-C4HP	Black HDPE 1/4" Thick Arms
A5PICV045	1/4 X 2 3/8" Clevis Pin	WARR0002-C4HP	Black HDPE 1/2" Thick Pivots

# DECAL DIAGRAM

## CONNECT 4 HOOPS DECAL DIAGRAM

### MARQUEE

- ASDE10007-4\_MARQUEE SIDES (2/GAME)
- ASDE10007-2\_MARQUEE LEFT
- ASDE10007-3\_MARQUEE RIGHT *NOT VISIBLE*
- ASDE10007-1A\_MARQUEE CENTER
- ASDE10007-1B\_MARQUEE CENTER DOOR
- ASDE10007\_MARQUEE LOGO

- ASDE10008-2\_TOP FRONT-LEFT
- ASDE10008-1\_TOP BACK-LEFT

- ASDE10009-1\_TOP BACK-RIGHT  
*NOT VISIBLE PHOTO*
- ASDE10009-2\_TOP FRONT-RIGHT  
*NOT VISIBLE PHOTO*

- ASDE10000\_TOP BACK
- ASDE10001\_BALL GUARD

### FRONT CABINET

- ASDE10017\_FRONT COVER
- ASDE10015\_PLATFORM RIGHT
- ASDE10011-DB\_PLATFORM RIGHT *ONLY ASSEMBLY ONLY*
- ASDE10014\_PLATFORM LEFT
- ASDE10011-DB\_PLATFORM LEFT *ONLY ASSEMBLY ONLY*
- ASDE10013\_MECH DOOR RIGHT
- ASDE10012\_MECH DOOR LEFT
- ASDE10003\_SPEAKER PANEL

- ASDE10003\_CABINET FRONT
- ASDE10005\_DOOR RIGHT
- ASDE10006\_DOOR CENTER
- ASDE10004\_DOOR LEFT

- ASDE10010\_BOTTOM SIDE-LEFT
- ASDE10011\_BOTTOM SIDE-RIGHT  
*NOT VISIBLE IN PHOTO*



# PARTS LIST

PART #	DESCRIPTION	PART #	DESCRIPTION
A5BA8300	Basketball, 8.75", Model Sb1015	A5ME10019	Metal, Side Cages
A5CB2050	Coin Box, Plastic, Black	A5SP10001	Audio Splitter, Stereo 3.5mm
A5HA1200	Handle, Cash Box, White Plastic	A5CEAU010	Cable, Audio Stereo 3.5mm
W5TM4000	T-Mold, 7/8" Black	A5CORD1	Cord, Power, 10'
A5LV10000	Levelers, C4 Hoops Cabinet	A5CORD5-A	Cord, Ac Computer Cord
A5PL8600	Plug, Plastic Round Plug 1-3/8" Dia	A5CORD23	Cord, 10' Usb, A Male To A Female
AASW200	Low Ticket Switch	A5CORD36	Cord, 8' Hdmi To Hdmi
A5FC0080	Ferrite, Suppressor	A5CORD37	Cord, 15' Male To Female Hdmi
A5SP10000	Spring, Extension, 7/16 X 2-3/4	A5CE6601	Cable, Usb, 6', Extension, Blk
A5HKS020	S Hooks	A5CBL5900	Cable, Usb, Male A To Male Micro
A5BOEY010	Eye Hook Bolts	AACE1710	Cable, Door Ground
A5SREX050	Spring, 6", 3/8" Od., .041"	AACE1715	Cable Assy, Ground Strap
A5LK2001	Lock, Cash Box, A05/E00 Key Code	A5CE2300	Cable, Audio Isolator
A5LK5002	Lock, 7/8", H95 Key Code	AACE10000	Cable Assy, Hoop Addressable Power
A5MO5154	Motor, Arm, 10 Rpm	AACE10001	Cable Assy, Marquee Lights Power
AABR10000	Ball Release Assembly	AACE10002	Cable Assy, Marquee Speaker Jumper
AABK1013	Bracket, Pushbutton/Counters	AACE10003	Cable Assy, Speaker Jumpers
A5BK9999	Bracket, Power Supply Mounting	AACE10004	Cable Assy, Marquee Power To Back
A5HO1003	Holder, For Light Bars	AACE10005	Cable Assy, Back Stick Light Power, Optional
W5HG1025	Hinge, 16", Double Bend	AACE10006	Cable Assy, Panel Stick Light Power
W5HG1030	Hinge, 23", Single Bend	AACE10007	Cable Assy, Red Lgt Powr From Panel
W5HG1040	Hinge, 8-3/8" Single Bend	AACE10008	Cable Assy, Right Side Rail Rgb Lgt
W5HG1065	Hinge, 5-7.5, Single Bend	AACE10009	Cable Assy, Left Side Rail Rgb Lgt
W5KE5000	Keeper, Lock	AACE10010	Cable Assy, Yell Lgt Power From Panel
A5PL4200	Plate, Up Stacker	AACE10011	Cable Assy, Menu/Counters
A5PL8900	Plate, Blanking, Bill Validator	AACE10012	Cable Assy, Motor Sensor Cable
A5ME1727	Metal Motor Bracket	AACE10013	Cable Assy, Motor Sensor Cable
A5ME4179	Metal, Tkt Tray Brkt	AACE10014	Cable Assy, Right Coin Door/Tick Disp
A5ME10000	Metal, Front Assembly Posts	AACE10015	Cable Assy, Left Coin Door/Tick Disp
A5ME10001	Metal, Top Lock Bracket	AACE10016	Cable Assy, Right DbA
A5ME10003	Metal, Front Guard	AACE10017	Cable Assy, Left DbA
A5ME10004	Metal, Light Bracket	AACE10018	Cable Assy, Marq Spkr Wires
A5ME10005	Metal, Marquee Trim	AACE10019	Cable Assy, Pwr To Control Bd
A5ME10006	Metal, Marquee Mount Bracket	AACE10020	Cable Assy, Cntr Split To Control Bd
A5ME10007	Metal, Front Assembly Side Rail	AACE10021	Cable Assy, Control Bd Power
A5ME10008	Metal, Center Side Guard	AACE10022	Cable Assy, Panel Light From Control
A5ME10009	Metal, Back Side Guard	AACE10023	Cable Assy, Center Panel Light Split
A5ME10010	Metal, Bottom Side Connector	AACE10024	Cable Assy, Center Split To Panel Lgt
A5ME10011	Metal, Top Side Connector	AACE10025	Cable Assy, Line Filtr From Power Box
A5ME10012	Metal, Middle Back Connector	AACE10026	Cable Assy, Line Filter Center Conn
A5ME10013	Metal, Top Side Rail	AACE10027	Cable Assy, Line Filter To P Strip
A5ME10014	Metal, Top Back Bracket	AACE10028	Cable Assy, Hoop Sensors
A5ME10015	Metal, Lift Gate Assembly	AACE10029	Cable Assy, Ps To Main Board Ground
A5ME10016	Metal, Right Coin Guide	AACE10030	Cable Assy, Right Coin Door Ground
A5ME10017	Metal, Left Coin Guide	AACE10031	Cable Assy, Left Coin Door Ground
A5ME10018	Metal, Cage Panel Bracket	AACE10032	Cable Assy, Post Ground



# PARTS LIST

PART #	DESCRIPTION	PART #	DESCRIPTION
AACE10033	Cable Assy, Marquee Connect 4 Sign	A5DE10013	Decal, Mech Door Right, Yellow
AACE10035	Cable Assy, Mar. Yell & Red Checker	A5DE10014	Decal, Platform Left, Red
AACE10036	Cable Assy, Red Player Panel Light	A5DE10015	Decal, Platform Right, Yellow
AACE10037	Cable Assy, Yell Player Panel Light	A5DE10017	Decal, Front Led Cover
AACE10038	Cable Assy,Cb9600 To Pwr Distribution	A5VF4604	Vacuum Form, Cup Holder,C4
AACE10039	Cable Assy, Pwr Distribution To Brd	A5VF10000	Vac. Form, Dist Printed Red Checker
AACE10040	Cable Assy, Small Panel Stick Light	A5VF10001	Vac Form Dist Printed Yellow Checker
AACE10041	Cable Assy, Underside Panel Stick Lgt	A5PR10000	Projector, Casio Xj-V110w
AACE10042	Cable Assy, Top Of Back Cab Stick Lgt	A5FI9010	Filter, F1700ca06, Inline
AACE10043	Cable Assy, Top Of Back Cab Stick Lgt	AACO1020	Counter Assy
AACE10044	Cable Assy, Marquee Sign Hoops Light	AACE8811	Speaker
AACE10045	Cable Assy, Marquee Hoops To C4 Jumper	A5TD1	Ticket Dispenser, Entropy
AACE10046	Cable Assy, Left Tick Dispens Grnd	A5PS1013	Power Supply, Evga 500
AACE10047	Cable Assy, Right Tick Dispens Grnd	AACB5156	Power Distribution Board
AACE10048	Cable Assy, Panel Speaker Wires,C4h	A5CB5190A	Ball Gate Motor Sensor Board
AACE10049	Cable Assy, Small Marquee Stick Lights	A5CB9600	Audio Amplifier Board
AACE10050	Cable Assy, Power To Marquee Stick Lights	AACB9604	Board, Door Interface
AACE10051	Cable Assy, Power To Marquee Sign Lights	AACB10000	C4 Hoops Controller Board
AACE10052	Cable Assy, Right Back Post Ground	A5CB10001	Hoop Sensor
AACE10053	Cable Assy, Left Front Post Ground	AACB10003	Light String Under Hoops
AACE10054	Cable Assy, Left Back Post Ground	AAMB10-HD	Mother Board,Qc5000-Ibx/Ph W/Hard Drive
AACE10055	Cable Assy, Right Front Post Ground		
AACE1860	Cable Assy, Evolve, Ticket Extension		
AAPB2700	Push Button Assembly		
A5CBL4A-DOOR	Cable, Double Coin Door		
A5OU1000	Outlet,Strip,Six,15amp,125v		
A5DE0042	Decal, Menu/Vol		
A5DE10000	Decal, Top Back		
A5DE10001	Decal, Backboard Plexi		
A5DE10002	Decal, Speaker Panel Plexi		
A5DE10003	Decal, Cabinet Front		
A5DE10004	Decal, Left Ticket Door Decal		
A5DE10005	Decal, Right Ticket Door Decal		
A5DE10006	Decal, Cash Box Door Decal		
A5DE10007	Decal, Marquee Logo		
A5DE10007-1A	Decal, Marquee Center Top		
A5DE10007-1B	Decal, Marquee Center Bottom		
A5DE10007-2	Decal, Marquee Bg Left&Right		
A5DE10007-4	Decal, Marquee Side		
A5DE10008-1	Decal, Cab Side Top Back Left		
A5DE10008-2	Decal, Cab Side Top Front Left		
A5DE10009-1	Decal, Cab Side Top Back Right		
A5DE10009-2	Decal, Cab Side Top Front Left		
A5DE10010	Decal, Cab Side Bottom Left		
A5DE10011	Decal, Cab Side Bottom Right		
A5DE10012	Decal, Mech Door Left, Red		

# PARTS PICTURES



**A5BA8300**



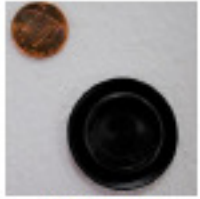
**A5CB2050**



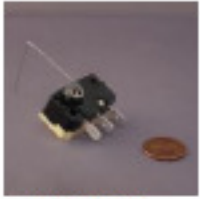
**W5TM4000**



**A5LV10000**



**A5PL8600**



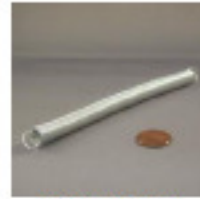
**AASW200**



**A5FC0080**



**A5HKS020**



**A5SREX050**



**A5LK2001**



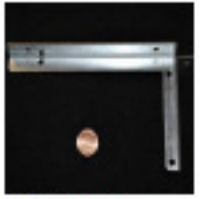
**A5LK5002**



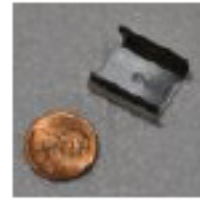
**A5MO5154**



**AABK1013**



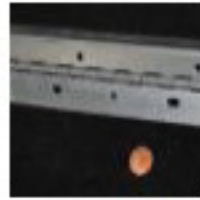
**A5BK9999**



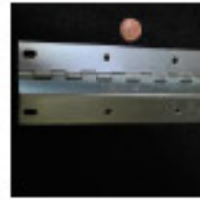
**A5HO1003**



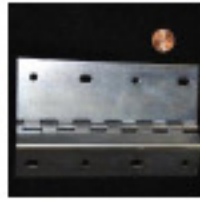
**W5HG1025**



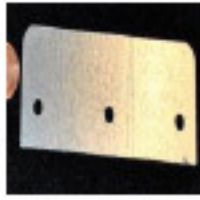
**W5HG1030**



**W5HG1040**



**W5HG1065**



**W5KE5000**



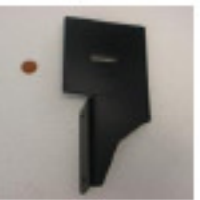
**A5PL4200**



**A5PL8900**



**A5ME1727**



**A5ME4179**



**A5ME10001**



**A5CEAU010**



**A5CORD1**



**A5CORD5-A**



**A5CORD23**



**A5CORD36**



**A5CE6601**



**A5CBL5900**



**AAACE1710**



**AAACE1715**



**A5CE2300**



**AAACE10000**



**AAACE10001**



**AAACE10002**



**AAACE10003**



**AAACE10004**



**AAACE10005**



**AAACE10006**



**AAACE10007**



**AAACE10008**



**AAACE10009**



**AAACE10010**



**AAACE10011**

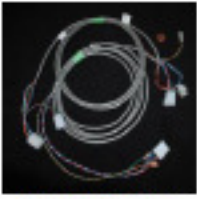


**AAACE10012**

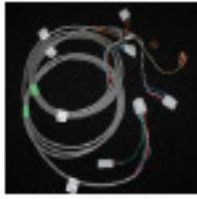


**AAACE10013**

# PARTS PICTURES



**AACE10014**



**AACE10015**



**AACE10016**



**AACE10017**



**AACE10018**



**AACE10019**



**AACE10020**



**AACE10021**



**AACE10022**



**AACE10023**



**AACE10024**



**AACE10025**



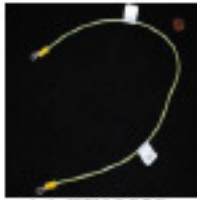
**AACE10026**



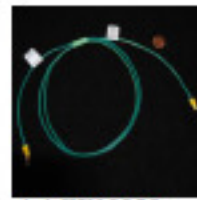
**AACE10027**



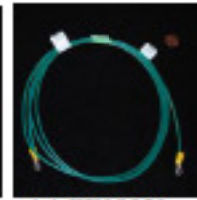
**AACE10028**



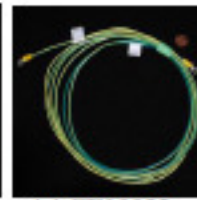
**AACE10029**



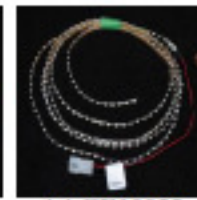
**AACE10030**



**AACE10031**



**AACE10032**



**AACE10033**



**AACE10035**



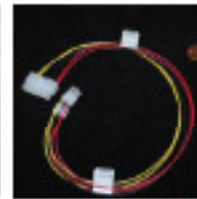
**AACE10036**



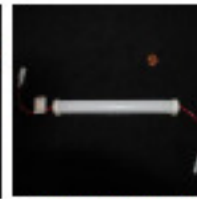
**AACE10037**



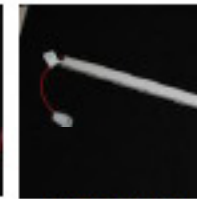
**AACE10038**



**AACE10039**



**AACE10040**



**AACE10041**



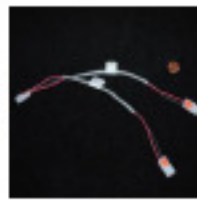
**AACE10042**



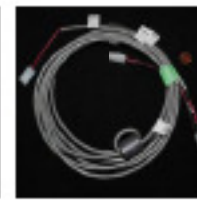
**AACE10043**



**AACE10044**



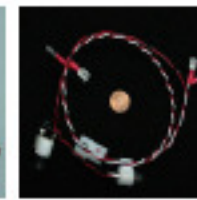
**AACE10045**



**AACE10048**



**AAPB2700**



**A5CBL4A-DOOR**



**A5OU1000**



**A5DE0042**



**A5DE10000**



**A5DE10001**



**A5DE10002**



**A5DE10003**



**A5DE10004**



**A5DE10005**



**A5DE10007**



**A5DE10007-1A**



# PARTS PICTURES



A5DE10007-1B

A5DE10007-2

A5DE10007-4

A5DE10008-1

A5DE10008-2



A5DE10009-1

A5DE10009-2

A5DE10010

A5DE10011

A5DE10012

A5DE10013



A5DE10014

A5DE10015

A5DE10017

A5VF4604



A5VF10000

A5VF10001

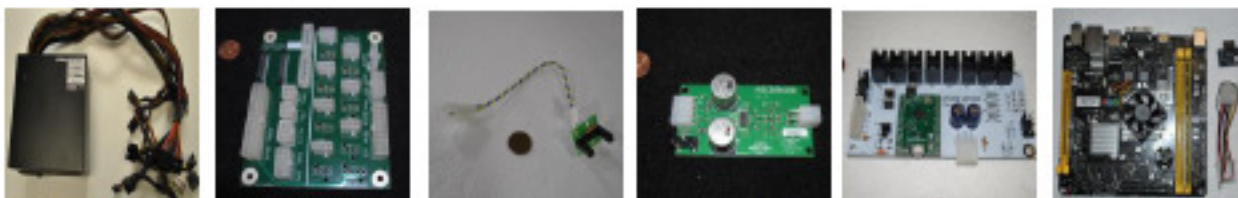
A5PR10000

A5F19010

AACO1020

AAC8811

A5TD1



A5PS1013

AACB5156

A5CB5190A

A5CB9600

AACB10000

AAMB10-HD



# TECHNICAL SUPPORT

Excellent customer service is very important to Bay Tek Entertainment!

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 Entertainment for repair or return, etc. require prior Return

Authorization! Bay Tek Entertainment 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 Entertainment 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 Entertainment (this includes unused Advance Replacement items). This charge covers our cost to inspect, evaluate and retest each item. Please note that returned items that do not pass our tests will be charged accordingly as replacement items or advance replacements.

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

# WARRANTY

Bay Tek Entertainment 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 Entertainment 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 Entertainment unless otherwise instructed. Items not returned to Bay Tek Entertainment will be invoiced as replacement parts.

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

	<b>ATTENTION</b>	
<p>In order to maintain the safety &amp; compliance certifications of this game, <b>ONLY</b> approved parts may be used. For approved replacement parts, refer to the parts list in this manual.</p>		

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

# Connect 4 Hoops Shipping Checklist

## Game Serial # \_\_\_\_\_

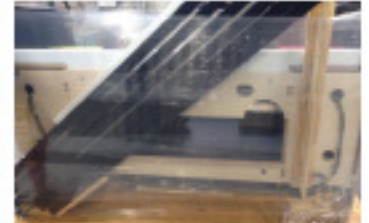


The game will arrive on 4 pallets. Please inspect the pallets for shipping damage and report immediately to the freight company if any damage found.

Each pallet will contain the following items:

**Console Pallet:**

- 6 Inflated basketballs in a bag (part # A5BA8300)
- 4 poles bolted to back of cabinet
  - Back Right Pole (part # AAME10000-1)
  - Back Left Pole (part # AAME10000-2)
  - Front Right Pole (part # AAME10000-3)
  - Front Left Pole (part # AAME10000-4)
- 2 long roof side rails screwed to the game (part # A5ME10013)
- Large marquee sitting on top of the platform (part # AAMA10001)
- Hardware kit inside the left side, red door (part # A5KIT-HOOPS)



**Middle Pallet:**

- Clear acrylic ball guard (part # WACA10091)
  - 3 of top of game roof boards (part # WACA10100)
  - 1 left small upper side boards (part # AASI10003)
  - 1 right small upper side boards (part # AASI10002)
  - 1 left large upper side boards (part # AASI10001)
  - 1 right large upper side boards (part # AASI10000)
- Small Box:
- Smaller marquee (part # AAMA10000)
  - 4 of bottom side connector plates (part # A5ME10010) wrapped together
  - 4 of top side connector plates (part # A5ME10011)
  - 2 of middle back connector plates (part # A5ME10012) } Wrapped together



**Upper Back Pallet:**

- No extra parts on pallet

**Lower Back Pallet:**

- 2 cages with brackets attached wrapped to the game (part # AAME10019)



Inspected By: \_\_\_\_\_

Inspected Date: \_\_\_\_\_

Please email this form to [parts@baytekent.com](mailto:parts@baytekent.com) if any discrepancies are found