



BEACH BOUNCE



PLACE SERIAL NUMBER LABEL HERE



FACTORY CONTACT INFORMATION



BAY TEK GAMES INC.
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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.

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

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WELCOME TO: Beach Bounce!

Congratulations on your Beach Bounce purchase!

Come and play and soak up some rays! Beach Bounce brings players to the sandy seashore, where they bounce balls into sand castles and play catch with a crab! We're sure Beach Bounce will have your players feeling like they're made in the shade!

Please take a moment to read through this manual and be sure to contact our factory if you have any questions, or would like some more information.

Thank you for your purchase! Your business is important to us and we hope you enjoy this game as much as we do!

Your Friends at Bay Tek Games



GAME INSPECTION

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

If damage is found, please contact your freight carrier first.

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

HOW TO PLAY

Win tickets by bouncing or tossing five balls into the beach-themed playfield, trying to hit the sand castle for big points!















GAME SPECIFICATIONS

WEIGHT	
NET WEIGHT	
SHIP WEIGHT	
DIMENSIONS	
WIDTH	
DEPTH	
HEIGHT	
OPERATING TEMPERATURE	
FAHRENHEIT	80-100
CELSIUS	26.7-37.8

POWER REQUIREMENTS			
INPUT VOLTAGE RANGE	100 to 120 VAC	/	220 to 240 VAC
INPUT FREQUENCY RANGE	50 HZ	/	60 HZ
MAX START UP CURRENT		OPERATING CURRENT	
2.2 AMPS @ 115 VAC		2.6 AMPS @ 115 VAC	
1.1 AMPS @ 230 VAC		1.3 AMPS @ 230 VAC	

SAFETY PRECAUTIONS

	NOTICE	
Modifications to the mechanical, electrical and structural components of this game may void its compliance certifications.		
	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.		
	IN CASE OF EMERGENCY	
UNPLUG THE POWER CORD. The power cord must be accessible at all times in case of an emergency.		

MAIN MENU FUNCTIONS

Press the MENU button to enter and scroll through the menu.

Press MENU SELECT to scroll through the menu options.



MENU	DESCRIPTION
N1	Coins/Credits per Play
N2	Game Volume
N3	Attract Volume
N4	Attract Timing
N5	Ticket Patterns
N6	Mercy Tickets
N7	Divide by Two Ticket Dispense
N8	Fixed Ticket Payout
N9	Store Credits & Tickets
N10	Ball Timeout
N11	Game Start Delay
N12	Bonus Ball
N13	Cheat Detect
N14	Diagnostics
N15	Statistics
N16	Reset Statistics
N17	Restore Factory Defaults

N1- COINS/CREDITS PER PLAY

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

0	1	2	3	4	5	6	7	8
---	---	---	---	---	---	---	---	---

N2- GAME VOLUME

Scroll through the N2 menu with the “MENU” button.
Make your selection with the “SELECT” button.
The factory settings are highlighted below.

0	1	2	3	4	5	6	7
---	---	---	---	---	---	---	---

N3- ATTRACT VOLUME

Scroll through the N3 menu with the “MENU” button.
Make your selection with the “SELECT” button.
The factory settings are highlighted below.

0	1	2	3	4	5	6	7
---	---	---	---	---	---	---	---

N4- ATTRACT TIMING

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

This setting determines how often the attract loop audio is played.

0 (off)	30 sec	1 min	5 min	10 min	15 min	30 min
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N5- TICKET PATTERNS

Select the ticket pattern that best suits your location's business model.
Change the payout decal on the game to match the selected pattern.

AVG. TIX	PATTERN	GAME SCORE				
		0- 9,000	10,000- 19,000	20,000- 29,000	30,000- 49,000	50,000
3-4	1 (CEC)	2	3	4	5	10
4-5	2	2	3	4	5	15
5-7	3	2	4	6	10	15
6-9	4	3	5	7	9	20
10-13	5	4	8	12	16	30
15-18	6	5	10	15	20	50
23-27	7	15	20	25	30	50
33-37	8	15	25	35	45	85

N6- MERCY TICKETS

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

This setting will cause the game to dispense the selected amount of tickets in the case that the player scores 0 points in a game.

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

N7- DIVIDE BY TWO TICKET DISPENSE

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

This setting will halve the number of tickets dispensed, in the case that 1 physical ticket is worth 2 in your location.

This setting truncates the value, so a score of 5 tickets will yield 2 physical tickets ($5/2=2$).

1 (ON)	0 (OFF)
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N8- FIXED TICKET PAYOUT

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

This setting will make the game dispense the selected number of tickets no matter the player’s score.
If not set to 0 (off), this setting overrides N5 and N6.

0	5	6	7	8	9	10	11	12
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N9- STORED CREDITS/ TICKETS OWED

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

This setting will cause the game to “remember” stored credits and tickets owed in the case of a power loss or game shutdown.

1 (ON)	0 (OFF)
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N10- BALL TIMEOUT

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

0 (off)	15 sec	30 sec	45 sec	60 sec
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N11- GAME START DELAY

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

This setting will create a pause between games for the selected amount of time.

0 sec	1 sec	2 sec	3 sec	4 sec	5 sec	6 sec	7 sec
-----------------	-----------------	-----------------	-----------------	-----------------	-----------------	-----------------	-----------------

N12- BONUS BALL

Scroll through the N12 menu with the “MENU” button.
Make your selection with the “SELECT” button.
The factory settings are highlighted below.

The bonus ball setting allows the player to receive an extra ball each time they hit the 10,000 point target.

1 (ON)	0 (OFF)
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N13- CHEAT DETECT/ TILT

Scroll through the N13 menu with the “MENU” button.
Make your selection with the “SELECT” button.
The factory settings are highlighted below.

Cheat detect deterrs players from climbing into the game by sounding a buzzer, turning off game lights and not awarding tickets for any balls tossed into targets while cheat detect is active.

1 (ON)	0 (OFF)
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N14- DIAGNOSTICS

Scroll through the N14 menu with the “MENU” button.
Each input will appear on the display, alternating with its current state (ON or OFF).
Use the diagnostics to make sure your game is in working order.

INPUT	DESCRIPTION
1-8	Scoring sensors in playfield
b	Ball count sensor
c	Coin acceptor
#	Allows testing of the targets without ball count; score will reset to 0 when over 90,000
t	Cheat detect/Tilt sensor

N15- STATISTICS

Scroll through the N15 menu with the “MENU” button.
Each statistic will appear on the display, alternating with a value.
Use the statistics to determine how well this game is doing in your gameroom.

STATISTIC	DESCRIPTION
P	Total number of games played
t	Total number of tickets paid out
01 - 013	Games resulting in ticket buckets 1 through 13
-1 - -8	Number of times each sensor was hit
to	Total number of ball timeouts
	DISPLAYED ON SCORE DISPLAY:
-	t- number of tilt/cheats detected
	b- number of balls lost during cheat

N16- CLEAR STATISTICS

Press and hold the “SELECT” button until the display reads “CL”.
All statistics in N15 will be reset back to 0.

N17- RESTORE DEFAULT SETTINGS

Press and hold the “SELECT” button until the display reads “dEF”.
All settings will be set to factory defaults highlighted in this manual.

ERROR DOT

If there is a problem with the game, a dot will appear on the ball display.
The dot will appear if any of the following problems arises:

Motor or ball count sensor error; number of balls counted at the end of a game is less than 5
Coin jam
A target sensor is stuck on
Low tickets
Ticket jam
Too few balls in game

TROUBLESHOOTING GUIDE

Game does not function after a power loss	Voltage variation in power network	Turn off the power strip, wait 30 seconds, then turn power strip back on
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TECHNICAL SUPPORT

Excellent customer service is very important to Bay Tek Games!

We know that keeping your games in great operating condition is important to your business. When you need us, we are here to help. You can call us for free technical assistance, and you can count on us to have parts on-hand to support your game. We offer options that fit your needs.

Electronics / Circuit Boards - Repair Options

Repair & Return – If you have Circuit Board issues with your Bay Tek game, you can send the board to us and we'll repair it right away. Most items sent to us are repaired and returned to you within two days. This option is your best value as we offer this fast turn-around service at the most reasonable price.

Advance Replacement – If you have Circuit Board issues with your Bay Tek game, but you don't have time to send in your board in for repair, give us a call and ask for an Advance Replacement. We'll send you a replacement board that same day (pending availability). When you get your new board, just repackage the defective board in the same box and send it back to us. We make it easy by including a UPS Return Shipping label for you to put on the box (not available for international shipments). This is your best option when you need to get your game up and running as quickly as possible!

Spare Parts – Take matters into your own hands and purchase new spare Circuit Boards for your Bay Tek games. Many of our games share the same main-board electronics. This means you can buy one set of spare electronics to support many of your Bay Tek games. Spare boards allow you to get your game up and running the quickest and provide you a valuable troubleshooting option. Call our technicians to get recommendations for what you should keep on hand for spare parts!

Technical Support:

"You" are the best tool for troubleshooting! Your abilities to understand the game and your skills to repair the game are invaluable to us! If you need help, you know you can call us. It's not easy to diagnose a game remotely by phone, but our technicians do a great job. They'll need your help to perform some troubleshooting steps and convey to them exactly what's happening with your game.

Returns, Credits, & Fees:

NOTICE! ALL ITEMS being sent to Bay Tek Games for repair or return, etc. require prior Return Authorization! Bay Tek Games will provide a Product Return Form with an authorizing Ticket Number for each item to be returned. Please be certain to include this document with all shipments!

Late Fees and Non-Return Fees - Advance Replacement and Warranty Replacement items require the defective items to be returned by Bay Tek games promptly to avoid Late Fees. We expect items to be returned with 10 working days. Late fees are invoiced monthly. Late fees are non-refundable under any circumstance! Any item not returned within 90 days will be invoiced in full as a replacement part.

Bench Fees - Bench fees will apply for each electronic item returned to Bay Tek Games (this includes unused Advance Replacement items). This charge covers our cost to inspect, evaluate and retest each item. Please note that returned items that do not pass our tests will be charged accordingly as replacement items or advance replacements.

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

WARRANTY

Bay Tek Games warrants to the original purchaser that all component parts will be free of defects in workmanship and materials for a period of 6 months from the date of purchase. An additional 3 month warranty extension can be obtained by filling out and submitting the Warranty Registration for each machine. Warranty Registration cards may be found as shipped with each machine or online at our website. These must be filled out and submitted to Bay Tek Games within 30 days of purchase to be valid.

For any game/machine we manufacture that is within its warranty period, with notification to our Parts & Service Department, Bay Tek Games will, without charge, repair or replace defective component parts. It is the owner's responsibility to diagnose, remove and replace any faulty component part at their own expense & peril. As needed, at no charge, Bay Tek Games can provide reasonable telephone technical support during our normal business hours.

All claims of defective parts are subject to review upon our inspection of the faulty item. 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, replaced or removed from its original position.

To process warranty replacement claims, customers may be charged for the replacement item at the time of shipment and later credited the same amount when the faulty item is returned and has passed our inspection. Bay Tek Games will provide the customer a pre-paid return shipping label which is sent along with the replacement item. The customer is responsible for properly packaging and shipping the faulty item back to Bay Tek Games.

 **ATTENTION** 

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

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

NON-WARRANTY

Options and estimated charges will be provided to you for your approval.

Please remember that any items being sent to Bay Tek Games must include prior return authorization from our Parts & Service Department.

This approval will include a Product Return Form which is required to be included with any incoming shipments. Repaired parts will be shipped back using the same method in which they were received.

Repairs are warranted for 30 days from the date of return shipment.

CERTIFICATE OF COMPLIANCE