



1077 EAST GLENBROOK DRIVE

PULASKI, WI 54162

PHONE: (920) 822-3951

FAX: (920) 822-8936

BUZZY

BUZZY

BEE

**INSTRUCTION
MANUAL**

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GENERAL INFORMATION

OBJECT

The object of the game is to catch the bees (ping pong balls) with the net and empty them into the honey pot. Player will receive one point for every bee (ball) that enters the honey pot and two points when the bonus light is lit. The player has a specified time to catch the bees. The designated time per play is adjustable from thirty to forty five seconds.

VOLUME CONTROL

For easy access, the volume control knob is located on the floor of the game next to the ticket and game played counters. Volume may be adjusted up or down at the operator's discretion.

GENERAL INFORMATION

The cam, which limits the motion of the handle, is a "wear" item. Once the cam allows the cup to come close to contacting another part inside the game, the cam should be replaced. For part number and price information see the parts price list in this manual.

ACCESSORIES

A capsule dispenser may be added to your Buzzy Buzzy Bee game at any time. The capsule dispenser plugs directly into your logic unit and will mount quickly to your game cabinet. The dispenser will distribute prizes at the operator's discretion.

PARTS / SERVICE & SUPPORT

While this manual will help you keep your Buzzy Buzzy Bee game in good operating condition, from time to time you may need additional information or have questions in regards to your game that may not be covered in this manual. If this is the case we encourage you to call our parts and service department. We will be happy to assist you with parts orders or help you diagnose a potential problem. Our parts and service department is available Monday through Friday from 7:30a.m. to 5:00p.m. Central Time.

GAME MUST HAVE AT LEAST 50-75 BALLS TO OPERATE PROPERLY

PERIODIC MAINTENANCE

A clean, well-maintained game will attract more players, operate more efficiently and in turn, generate more revenue. The following is a short list of general maintenance and cleaning information. We recommend you follow these procedures on a regular basis.

DAILY BASIS

- Check to make sure there are at least 50 balls in the game.
- Inspect lighting for non-working lamps.
- Fill ticket tray to capacity.

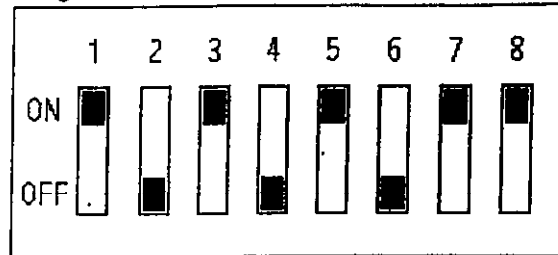
WEEKLY BASIS

- Clean the top and side windows with a soft cloth and glass cleaner.
- Inspect cam for signs of wear.

PROGRAMMING

There is an eight-pole DIPswitch labeled S1 used to program the games. The switch can be accessed through the cable plate on the logic unit. Removing cables JP5 and JP8 allow easier access to S1.

X = closed or on position
 O = open or off position
 * = default setting



<u>SWITCH #</u>	<u>TICKET PATTERN</u>	<u>TICKETS/POINTS</u>
<u>1 2 3</u>		IF JG1-7 IS NOT INSTALLED
		TICKET PATTERN
X X X	1	1 TICKET FOR EVERY 4 POINTS
O X X	2	1 TICKET FOR EVERY 3 POINTS
X O X	3	* 1 TICKET FOR EVERY 2 POINTS
O O X	4	1 TICKET FOR EVERY 1 POINT
X X O	5	2 TICKETS FOR EVERY 1 POINT
O X O	6	3 TICKETS FOR EVERY 2 POINTS
X O O	7	2 TICKETS FOR EVERY 3 POINTS
O O O	8	1 TICKET FOR EVERY 1 POINT, 8 MAX
<u>SWITCH #</u>	<u>CAPSULE PATTERN</u>	<u>CAPSULES/POINTS</u>
<u>1 2 3</u>		IF JG1-7 IS INSTALLED
		CAPSULE PATTERN
X X X	1	1 CAPSULE ALWAYS
O X X	2	1 CAPSULE IF 20 POINTS OR HIGHER
X O X	3	1 CAPSULE IF 18 POINTS OR HIGHER
O O X	4	1 CAPSULE IF 16 POINTS OR HIGHER
X X O	5	* 1 CAPSULE IF 14 POINTS OR HIGHER
O X O	6	1 CAPSULE IF 12 POINTS OR HIGHER
X O O	7	1 CAPSULE IF 10 POINTS OR HIGHER
O O O	8	1 CAPSULE IF 8 POINTS OR HIGHER
<u>SWITCH #</u>	<u>GAME TIME</u>	
<u>4 5</u>		
X X	45 SECONDS	
X O	40 SECONDS	
O X	* 35 SECONDS	
O O	30 SECONDS	
<u>SWITCH #</u>	<u>COINS PER PLAY</u>	
<u>6</u>		
X	2 COINS	
O	* 1 COIN	
<u>SWITCH #</u>	<u>ATTRACT MODE</u>	
<u>7</u>		
X	* ON	
O	OFF	
<u>SWITCH #</u>	<u>1 FREE MERCY TICKET</u>	
<u>8</u>		
X	DISABLED	
O	* ENABLED	

TICKET PATTERN #1	TICKET PATTERN #2	TICKET PATTERN #3	TICKET PATTERN #4	TICKET PATTERN #5	TICKET PATTERN #6	TICKET PATTERN #7	TICKET PATTERN #8
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1 1 1 1 2 3 2 1

4 3 2 1 1 2 3 1

TICKET PATTERN #1	TICKET PATTERN #2	TICKET PATTERN #3	TICKET PATTERN #4	TICKET PATTERN #5	TICKET PATTERN #6	TICKET PATTERN #7	TICKET PATTERN #8
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4 3 2 1 1 2 3 1

TICKET PATTERN #1	TICKET PATTERN #2	TICKET PATTERN #3	TICKET PATTERN #4	TICKET PATTERN #5	TICKET PATTERN #6	TICKET PATTERN #7	TICKET PATTERN #8
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1 1 1 1 2 3 2 1

4 3 2 1 1 2 3 1

TROUBLESHOOTING

Following is a list of malfunctions that may occur with your game. If you should experience a malfunction, follow the solutions in the order they are listed. If you have a malfunctioning logic unit, please have the serial number of the game and call Bay-Tek Service Department at 920-822-3951 for prompt shipment of an advanced replacement logic unit.

Game Has No Functions:

- Ensure proper connection to power outlet.
- Check for voltage at outlet.
- Replace fuse with 2-amp fuse only. Fuse is located inside power switch and can be accessed by pushing switch in and rotating counter-clockwise, 1/8 turn.

No Audio:

- Turn volume control knob back and forth a few times.
- Check connections at JP2.
- Check connections at speaker terminal.
- Replace the logic unit with logic unit from a working Bay-Tek game to isolate the problem logic unit.

Tickets Do Not Dispense:

- Check connections between ticket dispenser and main cable harness.
- Check connections at JP3 on logic unit.
- Replace the logic unit with logic unit from a working Bay-Tek game to isolate the problem to the logic unit.

Game Dispenses Wrong Amount of Tickets:

- Clean opto-electronic beam breaker sensor located on the ticket dispenser circuit board. To clean, simply blow on sensor to get most of the debris out and finish with Isopropyl alcohol and a cotton swab.
- Check for correct dipswitch settings.
- Replace the ticket dispenser with a ticket dispenser from a working game to replace the logic unit with a logic unit from a working Bay-Tek game to isolate the problem to the logic unit.

Incorrectly Scores:

- Check switch inside honey pot. Replace if necessary.

Attraction Lighting Not Functioning Properly:

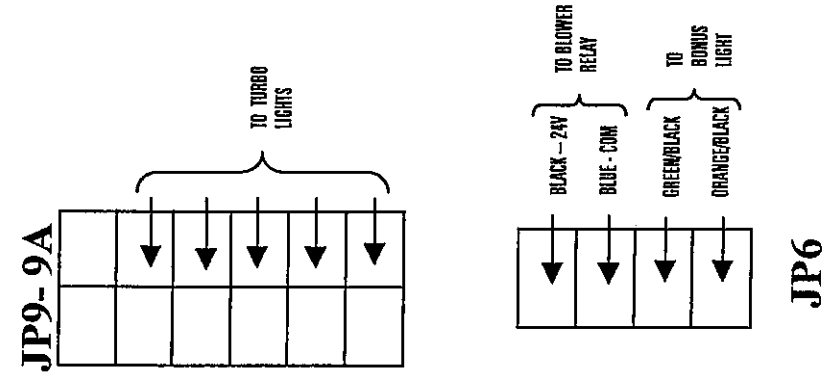
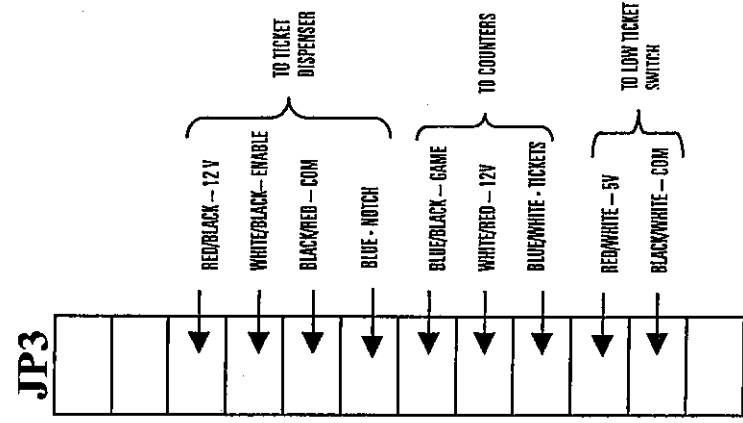
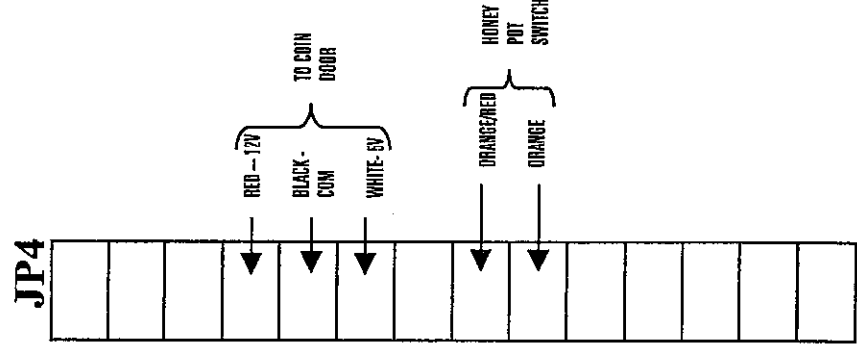
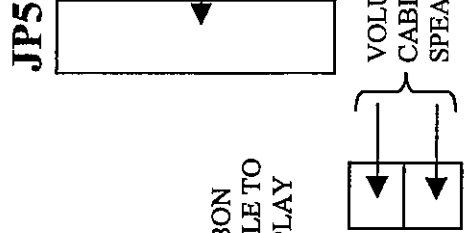
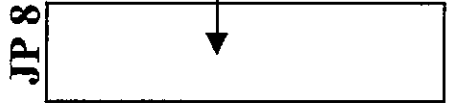
- Ensure that JP9 and JP9A are connected properly to the logic unit.
- Replace the logic unit with logic unit from a working Bay-Tek game to isolate the problem to the logic unit.

Error Signals

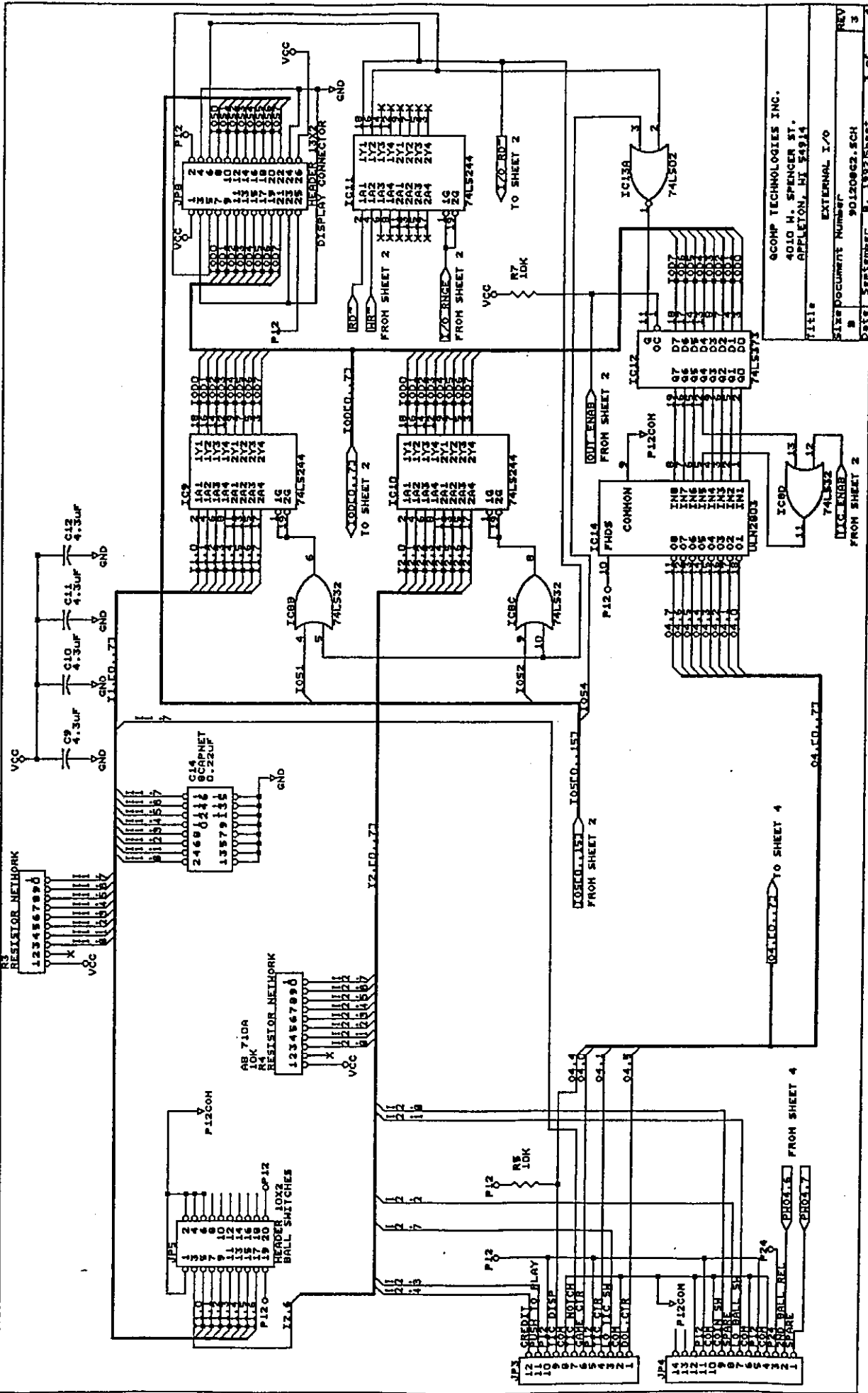
- A display of "LO" signals that the tickets are low or empty. Refill as needed.

Note On Replacing Logic Units:

- All of Bay-Tek's equipment operates from a single control box we refer to as a logic unit.
- Different EPROM's inside the logic unit dictates how the games behave.
- In effect you can:
 - 1.) Replace a non-working logic unit with a working logic unit from any of Bay-Tek's games.
 - 2.) Change 3 EPROM's.
 - 3.) You have a working replacement for that game.

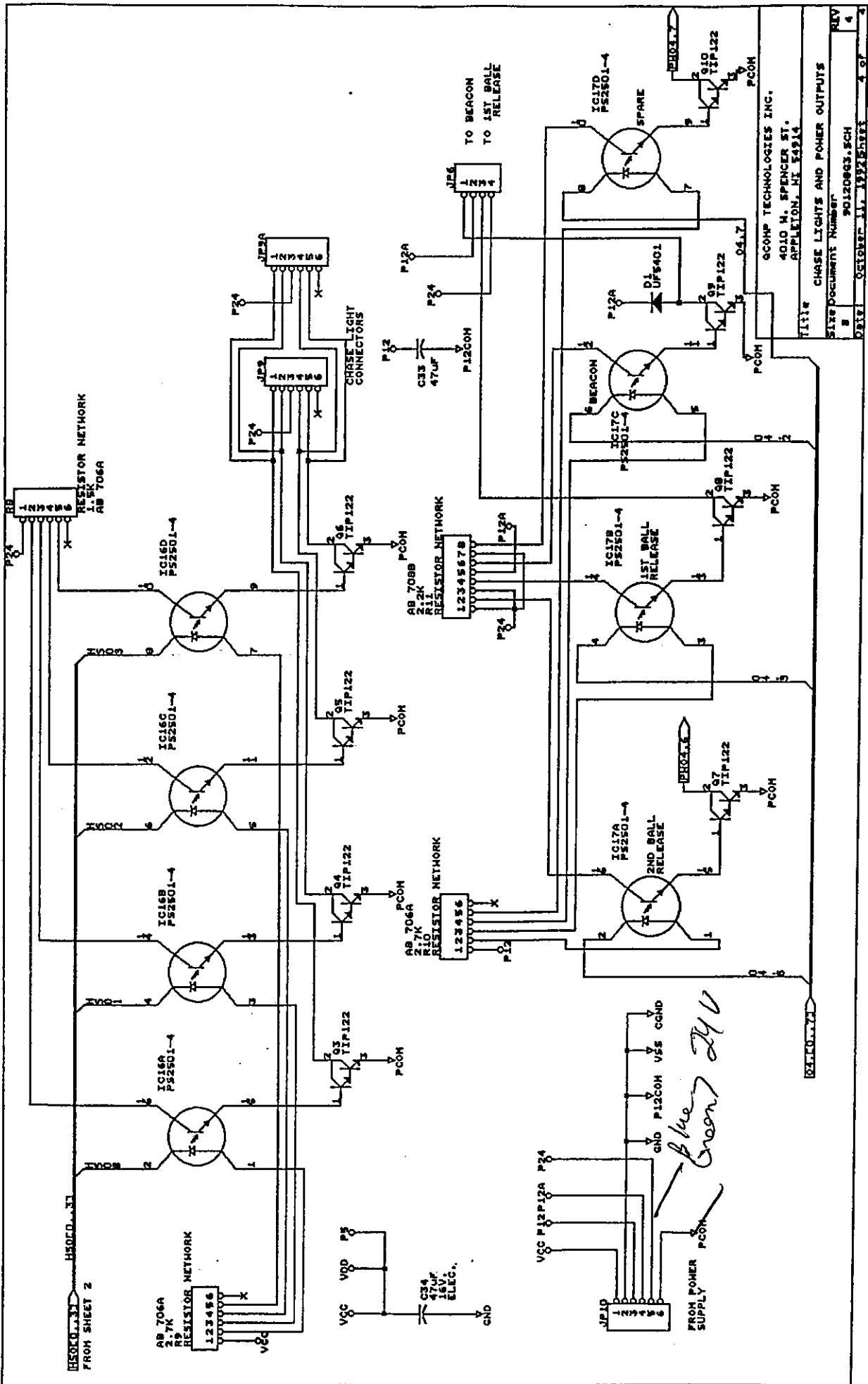


BZZZY BEE PIN OUT



8COMP TECHNOLOGIES INC.
 4010 H. SPENCER ST.
 APPLETON, NJ 08914
 TITLE: EXTERNAL I/O
 DRAWING NUMBER: 901206C2.SCH
 REV: 3

12	CREDIT PLAY	12	10000000000 DIS
11	100 DIS	11	100000000000 DIS
10	500 DIS	10	1000000000000 DIS
9	1000 DIS	9	10000000000000 DIS
8	10000 DIS	8	100000000000000 DIS
7	100000 DIS	7	1000000000000000 DIS
6	1000000 DIS	6	10000000000000000 DIS
5	10000000 DIS	5	100000000000000000 DIS
4	100000000 DIS	4	1000000000000000000 DIS
3	1000000000 DIS	3	10000000000000000000 DIS
2	10000000000 DIS	2	100000000000000000000 DIS
1	100000000000 DIS	1	1000000000000000000000 DIS
13	BALL REL	13	SPARE



H5000.33 H5000.33
FROM SHEET 2

AB 706A
2.7K
RESISTOR NETWORK

IC16A
P25501-4

IC16B
P25501-4

IC16C
P25501-4

IC16D
P25501-4

AB 706B
2.2K
RESISTOR NETWORK

IC17A
P25501-4

IC17B
P25501-4

IC17C
P25501-4

IC17D
P25501-4

AB 706C
2.1K
RESISTOR NETWORK

IC17E
P25501-4

IC17F
P25501-4

IC17G
P25501-4

IC17H
P25501-4

AB 706D
2.1K
RESISTOR NETWORK

IC17I
P25501-4

IC17J
P25501-4

IC17K
P25501-4

IC17L
P25501-4

AB 706E
2.1K
RESISTOR NETWORK

IC17M
P25501-4

IC17N
P25501-4

IC17O
P25501-4

IC17P
P25501-4

AB 706F
2.1K
RESISTOR NETWORK

IC17Q
P25501-4

IC17R
P25501-4

IC17S
P25501-4

IC17T
P25501-4

AB 706G
2.1K
RESISTOR NETWORK

IC17U
P25501-4

IC17V
P25501-4

IC17W
P25501-4

IC17X
P25501-4

AB 706H
2.1K
RESISTOR NETWORK

IC17Y
P25501-4

IC17Z
P25501-4

IC17AA
P25501-4

IC17AB
P25501-4

AB 706I
2.1K
RESISTOR NETWORK

IC17AC
P25501-4

IC17AD
P25501-4

IC17AE
P25501-4

IC17AF
P25501-4

AB 706J
2.1K
RESISTOR NETWORK

IC17AG
P25501-4

IC17AH
P25501-4

IC17AI
P25501-4

IC17AJ
P25501-4

AB 706K
2.1K
RESISTOR NETWORK

IC17AK
P25501-4

IC17AL
P25501-4

IC17AM
P25501-4

IC17AN
P25501-4

AB 706L
2.1K
RESISTOR NETWORK

IC17AO
P25501-4

IC17AP
P25501-4

IC17AQ
P25501-4

IC17AR
P25501-4

AB 706M
2.1K
RESISTOR NETWORK

IC17AS
P25501-4

IC17AT
P25501-4

IC17AU
P25501-4

IC17AV
P25501-4

AB 706N
2.1K
RESISTOR NETWORK

IC17AW
P25501-4

IC17AX
P25501-4

IC17AY
P25501-4

IC17AZ
P25501-4

AB 706O
2.1K
RESISTOR NETWORK

IC17BA
P25501-4

IC17BB
P25501-4

IC17BC
P25501-4

IC17BD
P25501-4

AB 706P
2.1K
RESISTOR NETWORK

IC17BE
P25501-4

IC17BF
P25501-4

IC17BG
P25501-4

IC17BH
P25501-4

AB 706Q
2.1K
RESISTOR NETWORK

IC17BI
P25501-4

IC17BJ
P25501-4

IC17BK
P25501-4

IC17BL
P25501-4

AB 706R
2.1K
RESISTOR NETWORK

IC17BM
P25501-4

IC17BN
P25501-4

IC17BO
P25501-4

IC17BP
P25501-4

AB 706S
2.1K
RESISTOR NETWORK

IC17BQ
P25501-4

IC17BR
P25501-4

IC17BS
P25501-4

IC17BT
P25501-4

AB 706T
2.1K
RESISTOR NETWORK

IC17BU
P25501-4

IC17BV
P25501-4

IC17BW
P25501-4

IC17BX
P25501-4

AB 706U
2.1K
RESISTOR NETWORK

IC17BY
P25501-4

IC17BZ
P25501-4

IC17CA
P25501-4

IC17CB
P25501-4

AB 706V
2.1K
RESISTOR NETWORK

IC17CC
P25501-4

IC17CD
P25501-4

IC17CE
P25501-4

IC17CF
P25501-4

AB 706W
2.1K
RESISTOR NETWORK

IC17CG
P25501-4

IC17CH
P25501-4

IC17CI
P25501-4

IC17CK
P25501-4

AB 706X
2.1K
RESISTOR NETWORK

IC17CL
P25501-4

IC17CM
P25501-4

IC17CN
P25501-4

IC17CO
P25501-4

AB 706Y
2.1K
RESISTOR NETWORK

IC17CP
P25501-4

IC17CQ
P25501-4

IC17CR
P25501-4

IC17CS
P25501-4

AB 706Z
2.1K
RESISTOR NETWORK

IC17CT
P25501-4

IC17CU
P25501-4

IC17CV
P25501-4

IC17CW
P25501-4

AB 706AA
2.1K
RESISTOR NETWORK

IC17CX
P25501-4

IC17CY
P25501-4

IC17CA
P25501-4

IC17CB
P25501-4

AB 706AB
2.1K
RESISTOR NETWORK

IC17CC
P25501-4

IC17CD
P25501-4

IC17CE
P25501-4

IC17CF
P25501-4

AB 706AC
2.1K
RESISTOR NETWORK

IC17CG
P25501-4

IC17CH
P25501-4

IC17CI
P25501-4

IC17CK
P25501-4

AB 706AD
2.1K
RESISTOR NETWORK

IC17CL
P25501-4

IC17CM
P25501-4

IC17CN
P25501-4

IC17CO
P25501-4

AB 706AE
2.1K
RESISTOR NETWORK

IC17CP
P25501-4

IC17CQ
P25501-4

IC17CR
P25501-4

IC17CS
P25501-4

AB 706AF
2.1K
RESISTOR NETWORK

IC17CT
P25501-4

IC17CU
P25501-4

IC17CV
P25501-4

IC17CW
P25501-4

AB 706AG
2.1K
RESISTOR NETWORK

IC17CX
P25501-4

IC17CY
P25501-4

IC17CA
P25501-4

IC17CB
P25501-4

AB 706AH
2.1K
RESISTOR NETWORK

IC17CC
P25501-4

IC17CD
P25501-4

IC17CE
P25501-4

IC17CF
P25501-4

AB 706AI
2.1K
RESISTOR NETWORK

IC17CG
P25501-4

IC17CH
P25501-4

IC17CI
P25501-4

IC17CK
P25501-4

AB 706AJ
2.1K
RESISTOR NETWORK

IC17CL
P25501-4

IC17CM
P25501-4

IC17CN
P25501-4

IC17CO
P25501-4

AB 706AK
2.1K
RESISTOR NETWORK

IC17CP
P25501-4

IC17CQ
P25501-4

IC17CR
P25501-4

IC17CS
P25501-4

AB 706AL
2.1K
RESISTOR NETWORK

IC17CT
P25501-4

IC17CU
P25501-4

IC17CV
P25501-4

IC17CW
P25501-4

AB 706AM
2.1K
RESISTOR NETWORK

IC17CX
P25501-4

IC17CY
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IC17CA
P25501-4

IC17CB
P25501-4

AB 706AN
2.1K
RESISTOR NETWORK

IC17CC
P25501-4

IC17CD
P25501-4

IC17CE
P25501-4

IC17CF
P25501-4

AB 706AO
2.1K
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IC17CG
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IC17CI
P25501-4

IC17CK
P25501-4

TICKET PATTERN #1 TICKET PATTERN #2 TICKET PATTERN #3 TICKET PATTERN #4 TICKET PATTERN #5 TICKET PATTERN #6 TICKET PATTERN #7 TICKET PATTERN #8

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4 3 2 1 1 2 3 1

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4 3 2 1 1 2 3 1

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