

# GOIN' ROLLIN

Ver. GR1.02

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1077 EAST GLENBROOK DRIVE  
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## **GENERAL INFORMATION**

### **OBJECT**

Player inserts a coin/token into the coin/token mechanism. The player tries to time the coin to jump through a ticket wheel slot, awarding them the tickets indicated on the wheel.

### **INSTALLATION INSTRUCTIONS**

- Inspect all cargo for damage to the outside of carton before removing. If there is any sign of damage, indicate on the Bill of Lading prior to driver departing. If damage is found after the driver leaves, contact Bay-Tek immediately.
- Remove the keys taped to the top glass.
- The power cord is coiled up and laying in the back of the game. Uncoil the cord and feed the cord through one of the holes in the bottom back board of the cabinet. Close and lock the back door.
- Place the game in the desired location making sure that the game is level.
- Plug the game in. Turn the power strip on that is located in the middle of the bottom back board. (The powers strip is easily accessed through the back door.)
- Use glass cleaner and a soft clean cloth to clean the glass in the front of the game.
- The game is set to the standard factory settings. Variations and user changeable features are listed in this manual.
- Check the game to make sure that everything is working. If something is not working or if anything goes wrong during the life of the game, contact the service department at: [service@baytek.com](mailto:service@baytek.com), or (920) 822-3951.

## **SPECIAL FEATURES**

### **UNIQUELY KEYED CASH BOX LOCK**

The lock for the cash box is keyed differently than the rest of the keys for the game. This allows operators to hand out keys to technicians for service without compromising the security of the coins.

### **ATTENTION GETTING LIGHTS**

Bay-Tek strives to provide a high quality visual experience with every one of its games, and the Goin Rollin is no exception. The fluorescent lights and ramp LEDs this game has will grab the attention of the players and keep them coming back for repeat plays.

### **ACCESSIBLE CIRCUIT BOARDS**

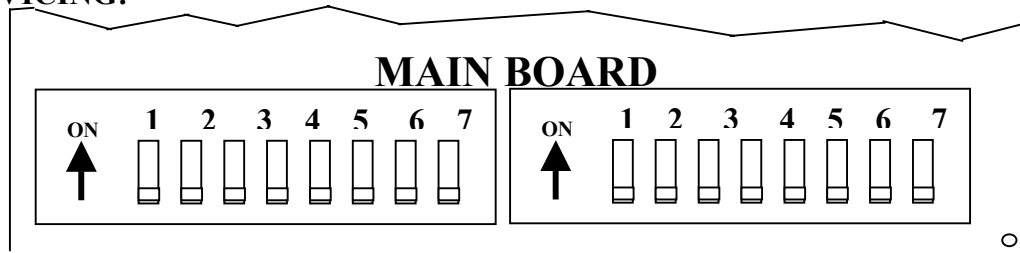
To access the display boards, target circuit boards and light circuit boards simply remove the back door. The main board and power supply are located behind the front door. All of the aforementioned parts are located in the back compartment. The ramp light board can be accessed from the front door.

**ALWAYS DISCONNECT THE GAME FROM THE POWER SOURCE BEFORE SERVICING!**

## PROGRAMMING

The dipswitches should look just like the diagram below. When setting the dipswitches, turn the game off by pulling the plug out of the wall outlet. Set the dipswitches to the desired settings, wait 30 seconds and then plug the game back into the wall outlet.

**ALWAYS DISCONNECT THE GAME FROM ITS POWER SOURCE BEFORE SERVICING!**



X – closed or on position  
O – open or off position

\* - indicates the default setting

<u>Group #1 (S1)</u>	
<u>Switch #</u>	<u>Ticket Pattern Select</u>
<u>1 2 3</u>	
O O O	1
X O O	2
O X O	3
X X O	4
O O X	5
X O X	6
O X X	7
X X X	8*
<u>Switch #</u>	<u>Bonus Count Increment</u>
<u>4 5</u>	
O O	30
X O	50
O X	75*
X X	0
<u>Switch #</u>	<u>Mercy Ticket Enable</u>
<u>6</u>	
X	ON
O	OFF*
<u>Switch #</u>	<u>Attract Mode Enable</u>
<u>7</u>	
X	ON*
O	OFF
<u>Switch #</u>	<u>Error 3 Disable/Enable</u>
<u>8</u>	
X	Enabled
O	Disabled*

<u>Group #2 (S2)</u>	
<u>Switch #</u>	<u>Ticket Multiplier Max</u>
<u>1 2</u>	
O O	3
O X	5*
X O	7
X X	10
<u>Switch #</u>	<u>Misses to Increment Multiplier</u>
<u>3 4</u>	
O O	One Miss
O X	Two Misses*
X O	Three Misses
X X	Four Misses
<u>Switch #</u>	<u>Bonus Jackpot Select</u>
<u>5 6</u>	
O O	25
O X	50
X O	75*
X X	100
<u>Switch #</u>	<u>Ticket Table Select</u>
<u>7</u>	
X	Alternate Table
O	Standard Table*
<u>Switch #</u>	<u>Diagnostic Enable</u>
<u>8</u>	
X	Enabled
O	Disabled*

## Ticket Patterns

Slot Size	Before 2 $\frac{1}{2}$ "	After 2 $\frac{1}{2}$ "	1 $\frac{1}{2}$ "	$\frac{1}{2}$ "	$\frac{3}{8}$ "
Table "1"	1	1	2	3	4
Table "2"	2	1	3	5	6
Table "3"	4	3	6	10	12
Table "4"	5	4	8	12	15
Table "5"	12	10	20	30	40
Table "6"	8	6	15	20	25
Table "7"	10	5	15	25	40
• Table "8"	10	8	15	25	30

## **MAINTENANCE SCHEDULE**

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.

**NOTE: WHEN SERVICING THE GAME, ALWAYS MAKE SURE THE UNIT IS TURNED OFF!**

### **Daily Basis:**

- Fill ticket tray to capacity
- Inspect lighting for non-working lamps
- Empty cash box as needed.

### **Weekly Basis:**

- Clean the front glass, and acrylic pieces with a soft cloth and glass cleaner.

### **Quarterly Basis:**

- Check the coin ramp for dirt or debris and clean if necessary.
- Check the condition of the coin ramp acrylic. If the edges appear to hinder the movement of the coin throughout the ramp, replace the acrylic.

## **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 cannot solve the problem, replace the main board with a main board from a working game if available. This will enable you to isolate the problem to the main board. If you have a malfunctioning main board, please have the serial number ready and contact the service department at Bay-Tek for prompt shipment of an advanced replacement main board. **REMEMBER TO TURN THE GAME OFF WHEN SERVICING.**

### **Game Has No Function:**

- Check to make sure the power strip is turned on.
- Check for proper connection of the power cord to the power supply.
- Ensure proper connection of power strip to the power outlet.
- Check for voltage at the outlet.
- Check for voltage at the power supply.

### **No Audio:**

- Turn the volume control knob back and forth a few times.
- Check the connection of the audio cable at the main board.
- Check connections at speaker terminals.
- Replace the main board with the main board from a working Smokin Token to isolate the problem to the main board. If one is not available, contact the service department at Bay-Tek.

### **Tickets Do Not Dispense:**

- Check connections between the ticket dispenser and the main cable harness.
- Check the connection of the main cable at the main board.
- Replace the main board with the main board from a working Smokin Token to isolate the problem to the main board. If one is not available, contact the service department at Bay-Tek.

### **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 the correct dipswitch settings on the main board.
- Replace the ticket dispenser with a ticket dispenser from a working game to isolate the problem to the ticket dispenser.
- Replace the main board with the main board from a working Smokin Token to isolate the problem to the main board. If one is not available, contact the service department at Bay-Tek.

## **TROUBLESHOOTING (cont.)**

### **Attraction Lighting Not Functioning Properly:**

#### **Ramp lights:**

- Check to see that the cable connectors on the main board are connected properly.
- Check the wires and the crimps in the connectors. Check for continuity from the ramp board to the main board.
- Replace the main board with the main board from a working Smokin Token game to isolate the problem to the main board. If one is not available, contact the service department at Bay-Tek.

#### **Game Doesn't Score:**

- Check cables and connectors to the super slot sensor.
- Check to see if the super slot sensor is working properly. This can be done by locating the super slot sensor in the back of the game and simply sticking your finger between a set of the emitter/detector diodes. If the green LED comes on, your board should be functioning properly. A usual indicator of a bad super slot sensor board is the LED staying lit at all times.
- Make sure the coin/token is activating the coin switch at the bottom of the coin mechanism.

#### **Ticket Wheel Doesn't Spin:**

- Check to make sure the motor is plugged into the power strip. Also check the wires have continuity from the plug to the crimped ends.
- Tighten the setscrew located on the silver hub on the ticket wheel.

## **ERROR CODES**

### **ERROR 3:**

This is the wheel speed error. A slow or bad motor normally causes this. In which case the motor should be replaced. Also, check that the setscrew on the ticket wheel hub is screwed tight to the motor shaft.

### **ERROR 4:**

This is the slot sensor board error. This happens when a beam from an emitter/detector pair on the board is broken. The green LED on the back of the board indicates when a beam is broken. The LED staying on constantly indicates a problem with the board itself. The most common reason for this is poor alignment from the emitter to the detector. Make sure the pairs are lined up together. Otherwise your board may be burned out.

## **Diagnostics**

Goin Rollin has been programmed with a self-diagnostic feature. This feature is put in to show that the wheel position sensor is working properly. To engage this diagnostic, locate dipswitch number eight on the second bank (S2), and turn it to the on position. Now, locate the red button on the ticket tray. Hold this button down for five seconds. This will start the diagnostic mode. The display should be counting from zero to fifteen. Skipping the same number means the sensor is not reading the code wheel behind the ticket wheel. This is usually the indication of a bad wheel position sensor.

## PARTS

### **GOIN ROLLIN**

A5AC2708	WINDOW FRONT DOOR	\$ 10.00
A5AC2709	SIDE WINDOW	\$ 50.00
A5CO2700	SCORE COVERS (ST, GR)	\$ 10.00
A5FP2700	MARQUEE, SCORE GLASS	\$ 36.00
A5DC2709	GRAPHICS GAME DECAL, SIDE	\$ 30.00
A5DC2710	GRAPHICS FRONT DOOR	\$ 40.00
A5TG5021	TOP GLASS – TEMPERED	\$ 30.00

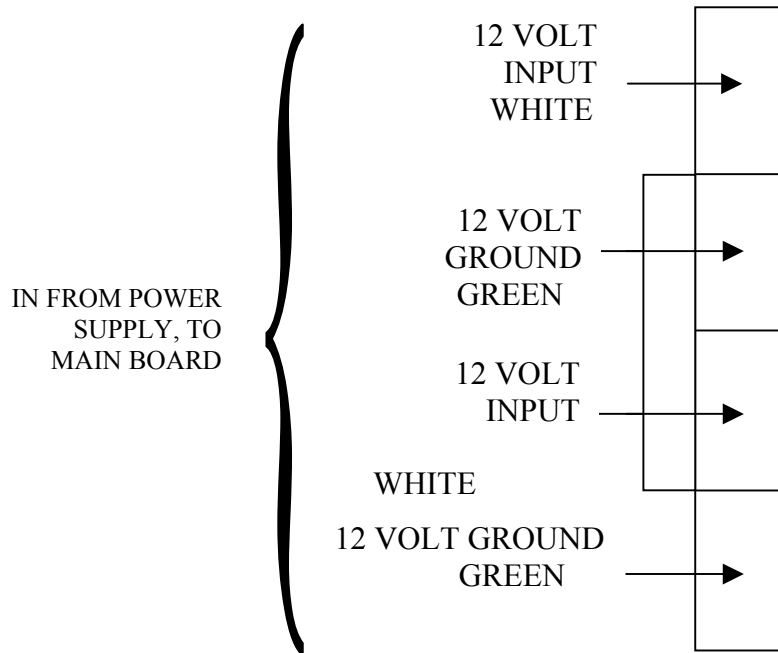
### **MISC. PARTS**

AASW200	SWITCH, LOW TICKET	\$ 10.00
A5CB2700	CASH BOX PLASTIC	\$ 25.00
AAMC-GR/5	SOFTWARE, PROGRAM (GR)	\$ 45.00
	SOUND CHIPAAEP-GR/5	\$ 35.00
A5PS1001	POWER SUPPLY 120V	\$ 90.00
A5FL1000	LAMP, FLOURESENT ASSY. 120V	\$ 23.50
A5TR9001	T-MOULDING, BLACK/SILVER	\$1.50/FT

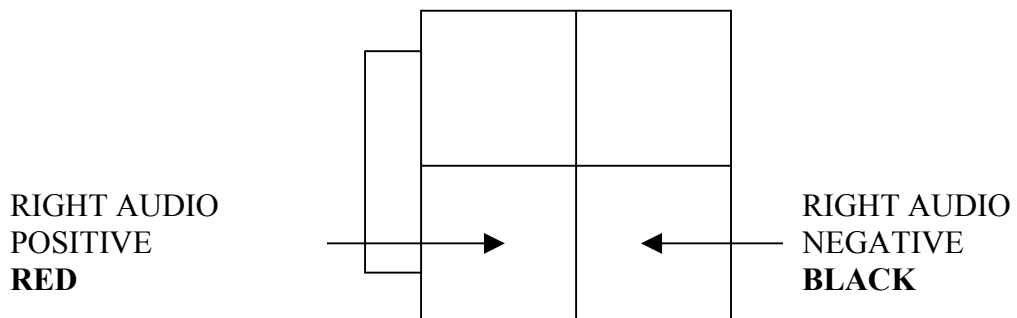
### **WHEEL PARTS**

AAMO2710	MOTOR ASSY.120V (ST, GR) <i>MOTOR WITH BRACKET AND SENSOR</i>	\$ 128.00
AAMO2700	MOTOR 115V REPLACEMENT (ST, GR)	\$ 65.00
AASE2700	WHEEL POSITION SENSOR	\$ 50.00
AAWH2704	TICKET WHEEL (GR)	\$ 100.00
AADC2700	NUMBERS - STANDARD ST/GR	\$ 30.00
A5BD2701	CODE WHEEL	\$ 18.00
AADB2700	PCB TICKET DISPLAY	\$ 150.00
AADB2700-POOL	PCB TICKET DISPLAY	\$ 75.00
AADB2705	COUNTER DISPLAY	\$ 150.00
AABD9616	SUPER SLOT SENSOR BOARD	\$ 120.00
A5DI1310	DETECTOR, NEW STYLE	\$ 3.00
A5DI1300	EMITTER, NEW STYLE, LONG LEGS	\$ 3.00

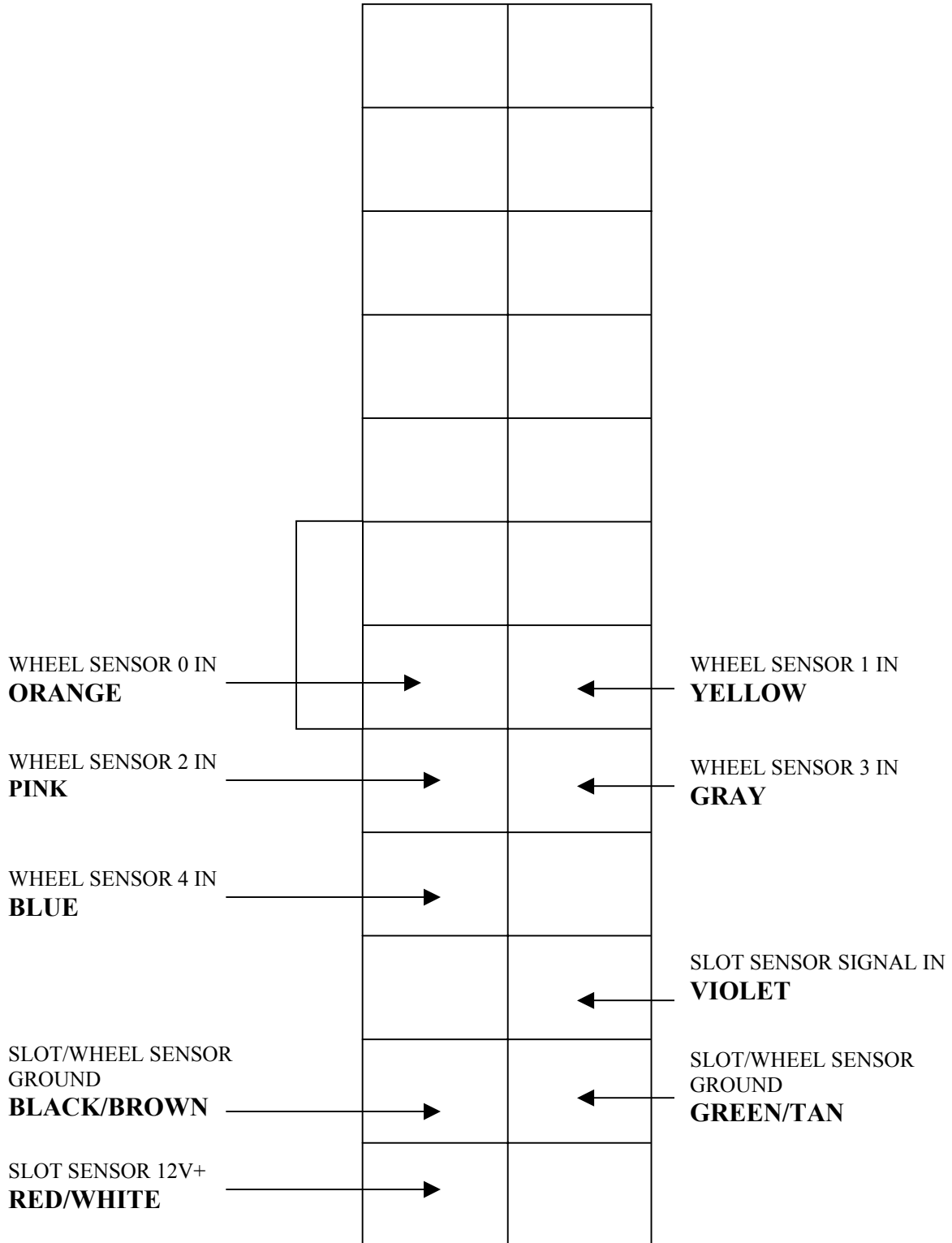
## 12VOLT JUMPER CABLE (J1) PIN - OUT



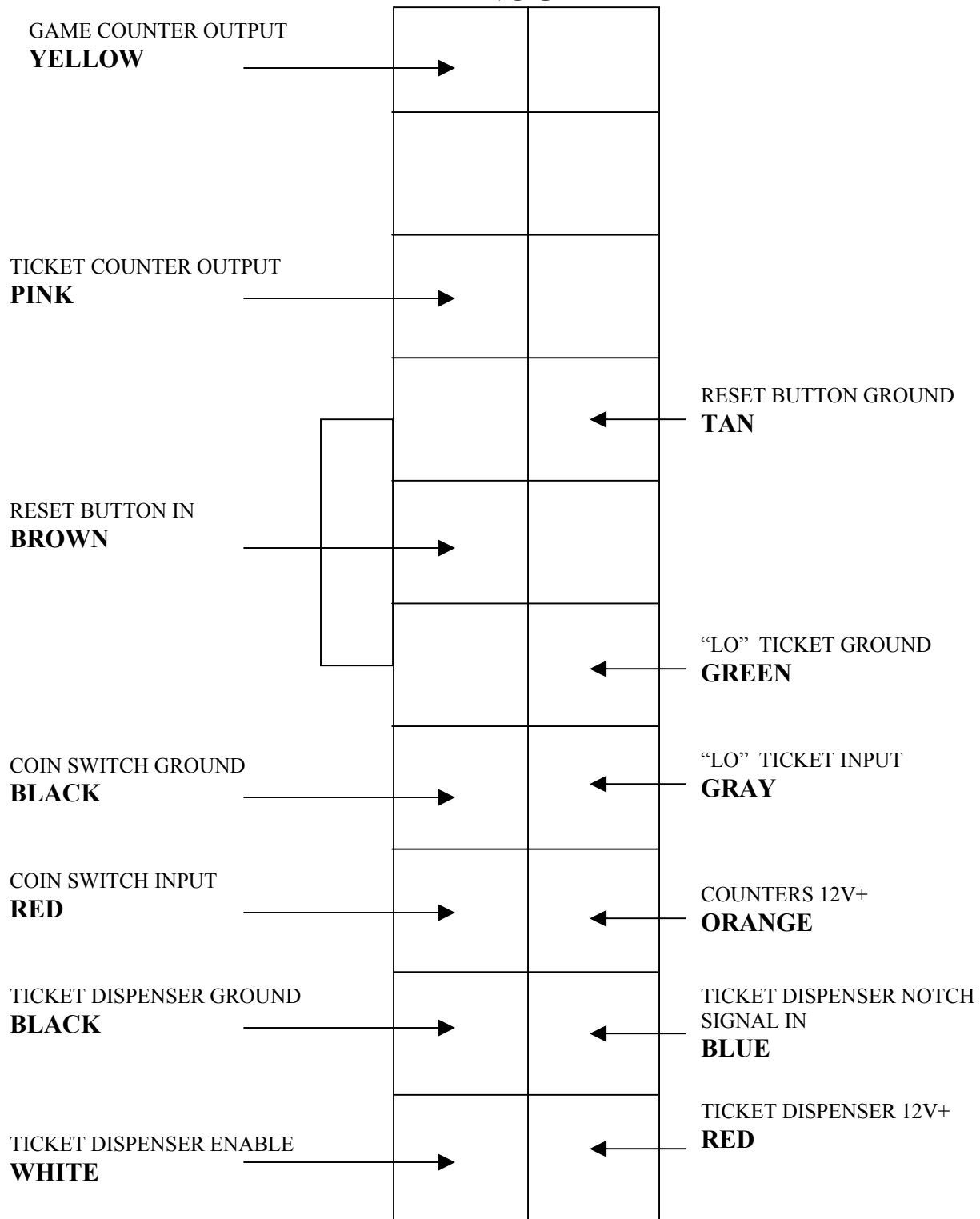
## VOLUME CABLE (J2) PIN - OUT



**(J3)  
PIN - OUT**

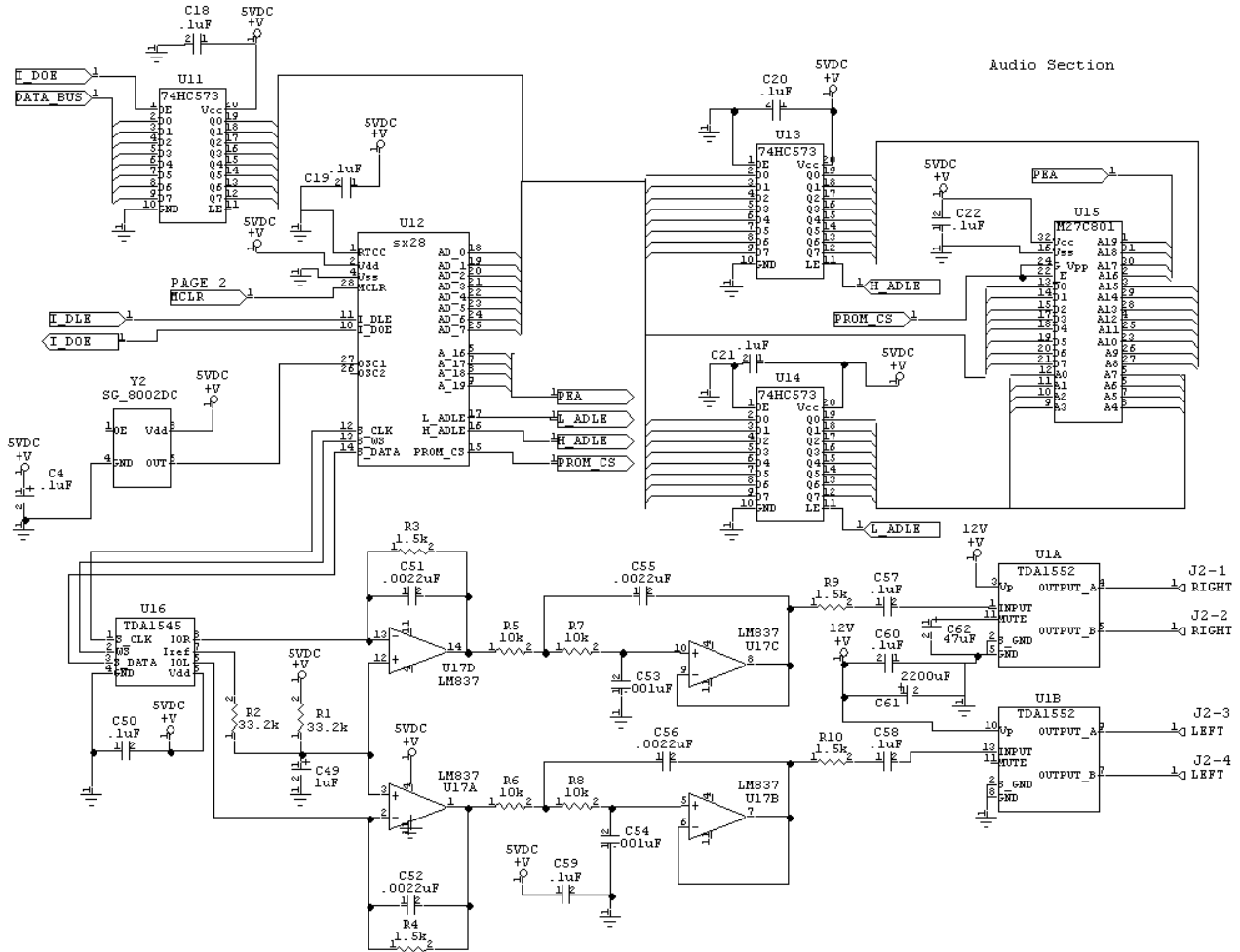


**(J4)  
PINOUT**





# Gen 5 Mainboard Schematics

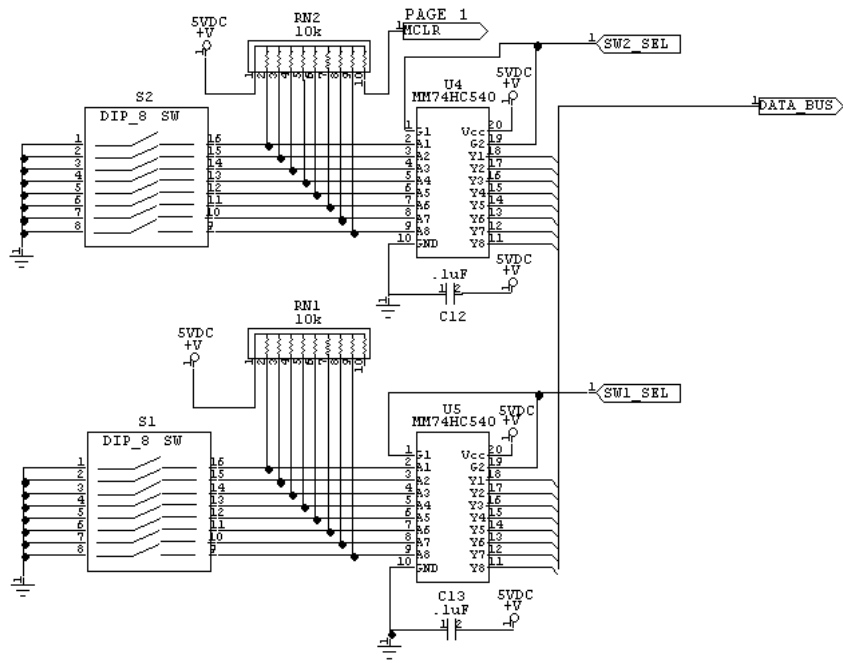




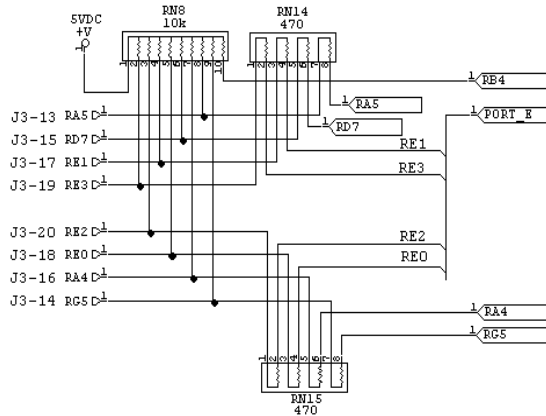
## Schematics (cont.)

Input Section A

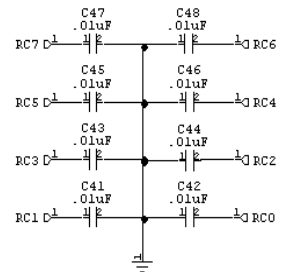
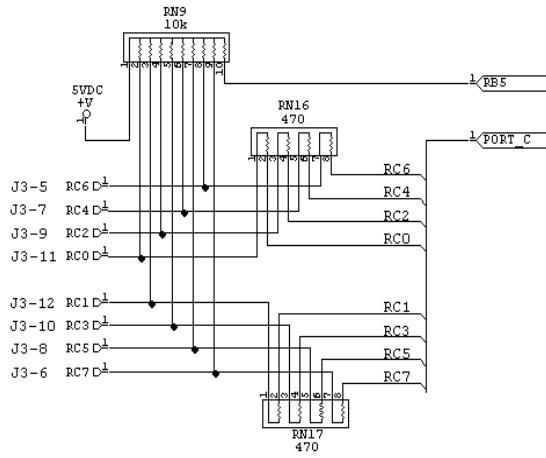
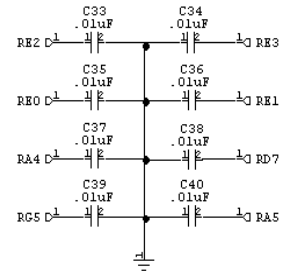
- Configuration Switches



## Schematics (cont.)



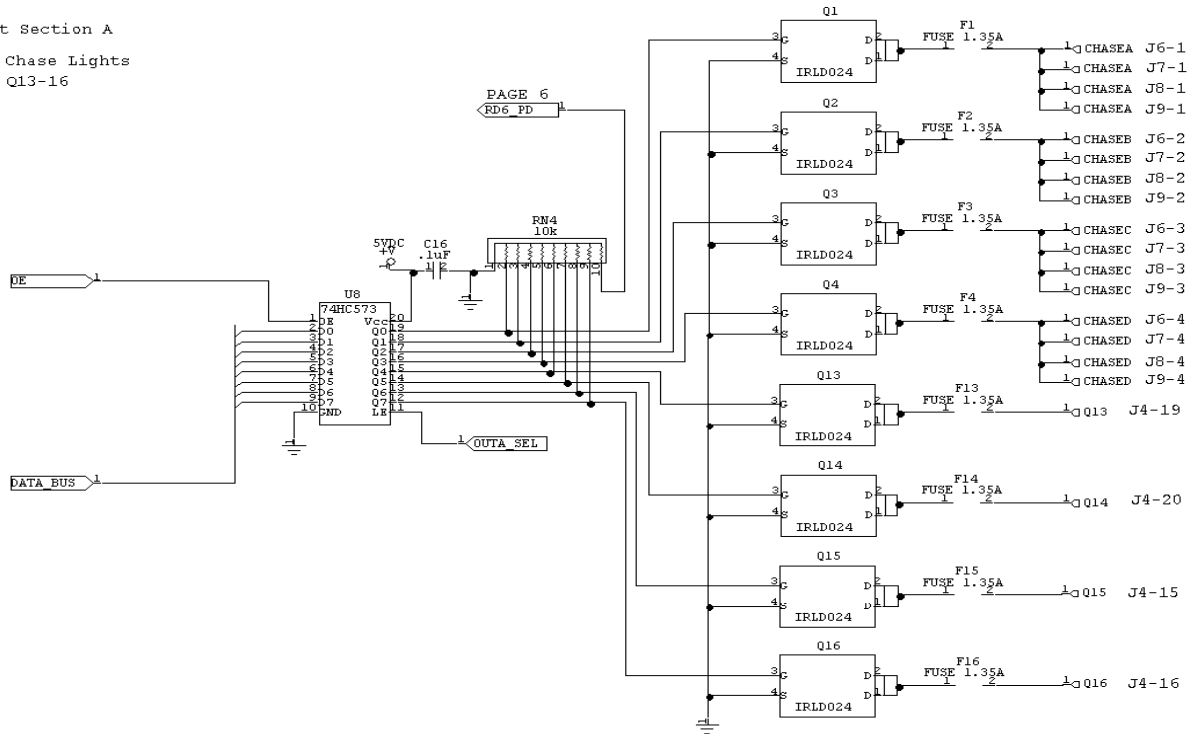
Input Section B  
- Inputs RE , RC



# Schematics (cont.)

Output Section A

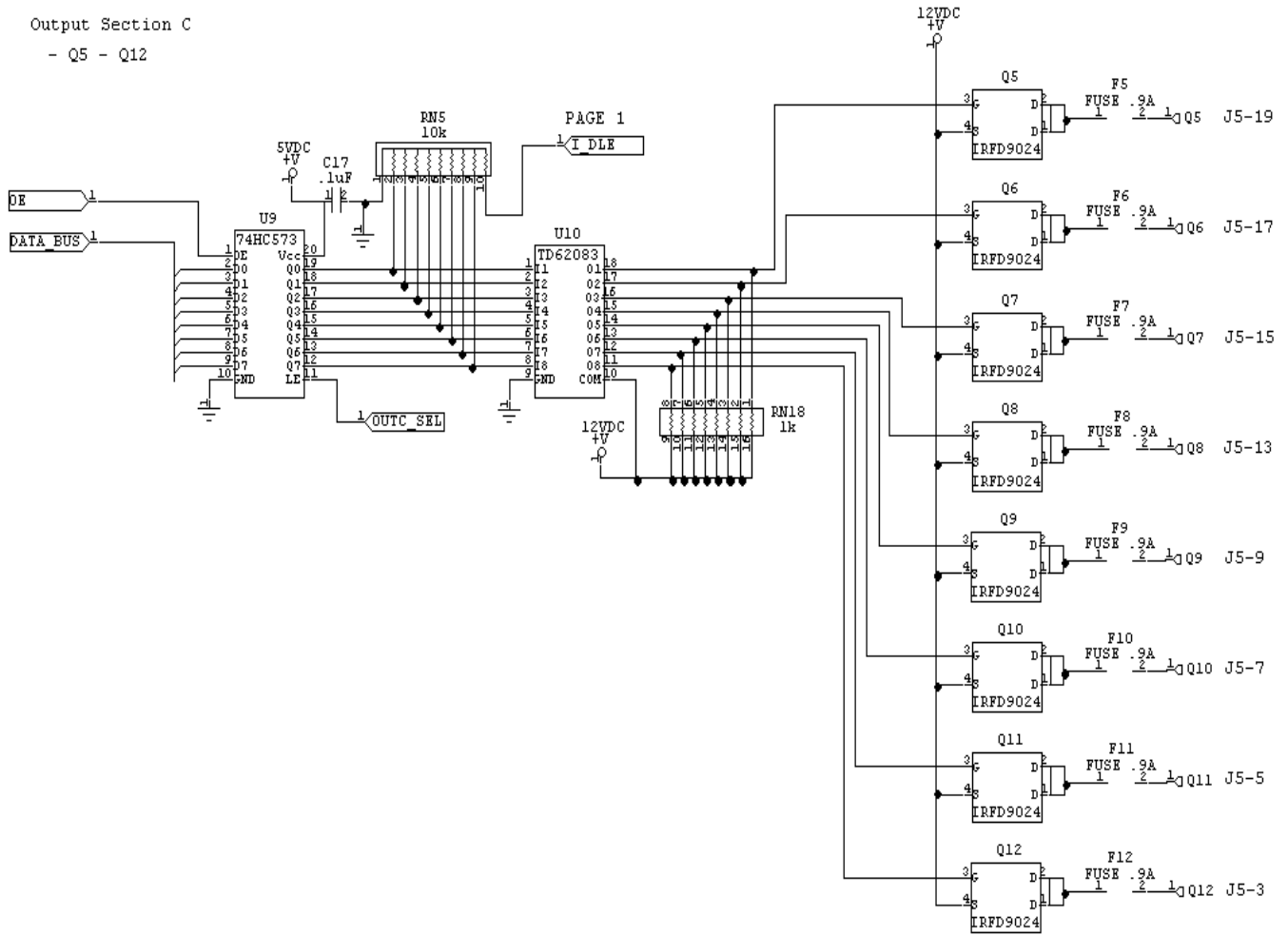
- Chase Lights
- Q13-16





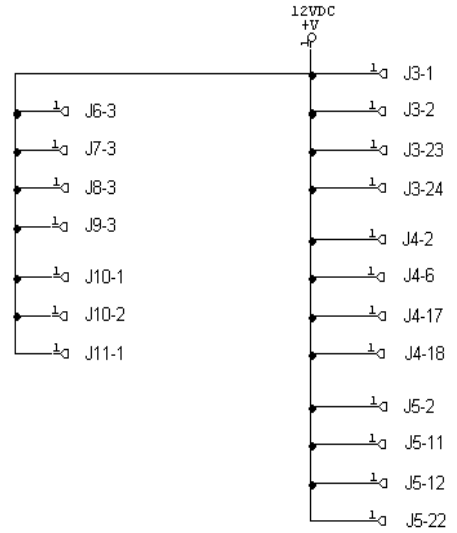
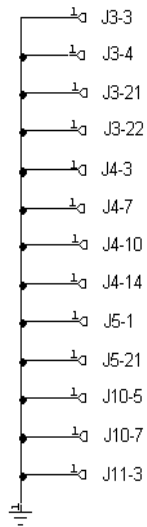
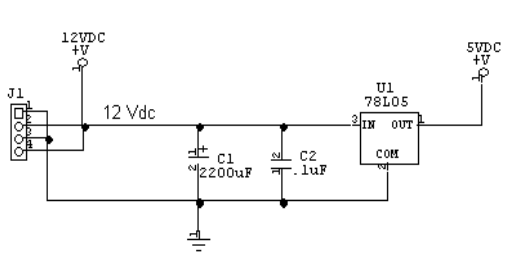
## Schematics (cont.)

Output Section C  
- Q5 - Q12

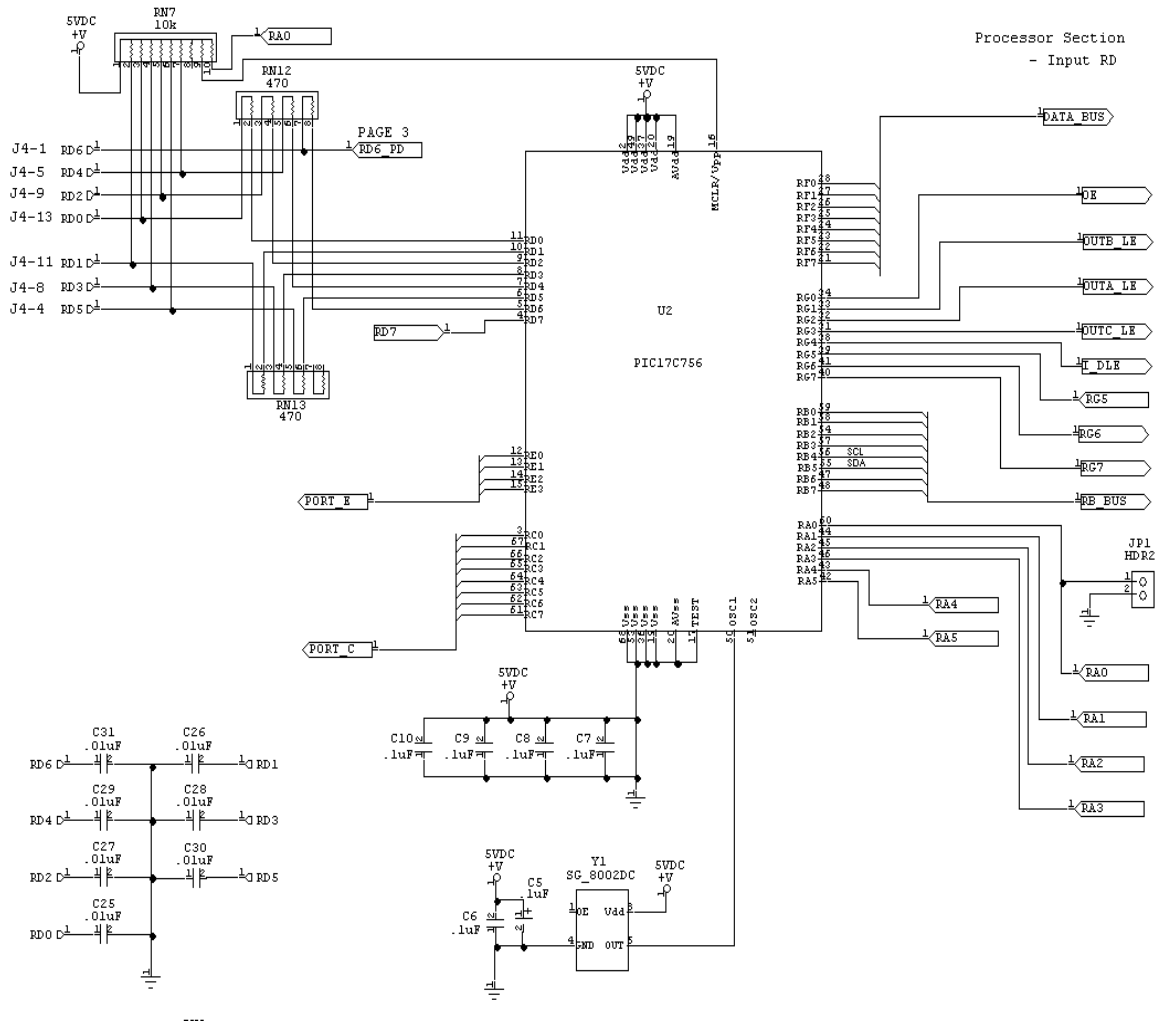


## Schematics (cont.)

Power Section



# Schematics (cont.)



## **WARRANTY INFORMATION**

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

Bay-Tek, Inc. will without charge, repair or replace, at its option, defective product or component parts upon notification to the factory service department. Serial number identification will be required for warranty consideration. Warranty replacement part(s) will be shipped immediately via ground service, along with an RMA number for the return of the defective part(s). Defective parts must be shipped back to Bay-Tek, Inc. unless otherwise instructed.

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

Should your game need servicing, determine the serial number from the logic unit of the game, and call 920-822-3951 or email [service@bay-tek.com](mailto:service@bay-tek.com)

### **REPAIR OF NON-WARRANTY UNITS**

Should your game need servicing, determine the serial number from the logic, and call 920-822-3951 or email [service@bay-tek.com](mailto:service@bay-tek.com). An estimate of repair charges will be quoted to you for approval.

Proceed in one of the two following ways:

1. Request immediate shipment of advanced replacement parts.
2. Send in the defective unit for repair and return.

If advanced replacement(s) are requested, you will receive with your parts an RMA number for the return of the faulty part(s). You must return defective parts within 14 days to avoid additional charges.

Should you choose to return for repair include the following:

- a. Name, address and phone number including area code.
- b. Game serial information
- c. A purchase order number, work order number or signed authorization to perform service.

Repair and Return parts will be shipped back using the same mode of transportation under which they were received. Repairs are warranted for a period of thirty (30) days from the date installed into service.