

# NEW GAME REGISTRATION

**REGISTERING YOUR NEW GAME ENTITLES YOU TO AN EXTENDED WARRANTY\*  
ADD 3 MONTHS TO THE WARRANTY OF THIS GAME BY COMPLETING AND  
SUBMITTING, BY FAX OR MAIL, THIS FORM.**

Game Name <small>(one game per form):</small>	Date:
Game Serial Number <small>(located on the back of the cabinet):</small>	<p><b>Game Location Type</b> Please Check One:</p> <p><input type="checkbox"/> Family Fun Center</p> <p><input type="checkbox"/> Sports Bar</p> <p><input type="checkbox"/> Bar</p> <p><input type="checkbox"/> Restaurant</p> <p><input type="checkbox"/> Laundromat</p> <p><input type="checkbox"/> Movie Theatre</p> <p><input type="checkbox"/> Mall</p> <p><input type="checkbox"/> Other (please specify)</p>
Game Owner/Operator Company Name:	
Game Owner/Operator Address:	
Game Owner/Operator City/State/Zip:	
Game Owner/Operator Phone Number:	
Game Owner/Operator Fax Number:	
Game Owner/Operator E-Mail Address:	
Game Location Name and Address:	

\*NOTE: Extended warranty only applies if ALL boxes on this form are complete. One game per form. Extended warranty does not apply to used or close-out games.



**Bay Tek Games Inc.**  
**1077 East Glenbrook Dr.**  
**Pulaski, WI 54162**  
**Fax: 920.822.8936**  
**Phone: 920.822.3951**  
[www.baytekgames.com](http://www.baytekgames.com)

**We Aspire To Be The Best  
In The World At  
Developing And Manufacturing  
Coin Operated Games For Our Customers.**



# INSTALLATION INFORMATION

\_\_\_\_\_  
**Game Serial Number**  
(Located on the back of the cabinet, see figure below.)

\_\_\_\_\_  
**Date of Installation**

\_\_\_\_\_  
**Installed by**

**Bay Tek Games Inc.**  
1077 East Glenbrook Dr.  
Pulaski, WI 54162  
[www.baytekgames.com](http://www.baytekgames.com)  
E-Mail: [service@baytekgames.com](mailto:service@baytekgames.com)

**Service: 920.822.3951 EXT. 1102**  
**Parts: 920.822.3951 EXT. 1101**  
**Fax: 920.822.8936**  
**Service Fax: 920.822.1496**  
**Sales: 920.822.3951**

## SUITABLE FOR INDOOR USE ONLY

Model: AAGM-1234

Software Version: 5-678

Game Serial Number: 9-1234

PCB Serial Number: 567,789

Manufacture Date: 7/07/2007

Inspected By: X.X.

**~110-120 VAC**  
**50-60 Hz**  
**2 AMPS**

**AMUSEMENT  
MACHINE**



**[www.baytekgames.com](http://www.baytekgames.com)**



# ABOUT HUMMER OFF ROAD'N™

**GENERAL MOTOR'S HUMMER™  
IS ONE OF THE TOUGHEST SPORT UTILITY VEHICLES ON THE MARKET...  
AND NOW BAY TEK GAMES BRINGS HUMMER OFF ROAD'N™  
TO YOUR GAME ROOM.**

**THE GAME'S CABINET WAS MODELED AFTER THE RUGGED  
HUMMER H2 SPORT UTILITY VEHICLE,  
WHILE THE GAME PLAY OFFERS SIMPLICITY AND INSTANT TICKET  
GRATIFICATION.**

**BEGINNING AT LEVEL ONE, PLAYERS MUST STOP THE SWINGING LIGHT BEAM ON  
ANY TARGET TO WIN TICKETS, OR LAND ON THE CENTER BONUS TARGET TO  
CLIMB UP THE MOUNTAIN TO THE NEXT LEVEL.  
PLAY IS REPEATED UP TO LEVEL TWO, AND THEN TO LEVEL THREE  
WHERE PLAYERS CAN WIN UP TO  
2000 BONUS TICKETS!**



## ABOUT HUMMER OFF ROAD'N™

**TRY PARKING TWO HUMMERS TOGETHER AND ADDING THE  
EYE-CATCHING JACKPOT SIGN.  
THE SIGN INCLUDES A LARGE DIGITAL DISPLAY SHOWING THE JACKPOT AND  
CHASE LIGHTS TO HELP ATTRACT PLAYERS FROM ACROSS THE ROOM!**

**NOW GRAB THE KEYS  
AND WORK YOUR WAY UP THE MOUNTAIN!!**

*Total height: Floor to top of the jackpot sign 77"*

**Contact your local distributor or visit**

**[www.baytekgames.com](http://www.baytekgames.com)**

**for more information**





Join our exclusive  
**Service First Network**

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

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sign up for this free service today at:  
[www.baytekgames.com](http://www.baytekgames.com)

**SERVICE FIRST NETWORK**  
**CONTACT INFO**

Fax directly to service department:

(920) 822-1496  
8 A.M. - 5 P.M. CST  
MON. - FRI.

Comments / Questions:  
(920) 822-3951 ext. 1101  
8 A.M. - 5 P.M. CST  
MON. - FRI.

Email :  
[service@baytekgames.com](mailto:service@baytekgames.com)



## SAFETY PRECAUTIONS

### **DANGER**

DO NOT perform repairs or maintenance on this game with the power ON. Unplug the unit from the wall outlet or shut off the power at the power strip located inside the game cabinet.

### **WARNING**

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

### **CAUTION**

Lifting heavy objects can cause back, neck, or other injuries. Be sure adequate lifting and moving devices are available when unloading, unpacking, and moving this game.

### **ATTENTION**

Game power must be OFF before adjusting any of the programming selections.

## INSPECTING THE GAME

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

## SERVICE CONNECTIONS/POWER REQUIREMENTS

All Bay Tek games are 110V unless specifically ordered 220V.  
The game will draw **2-3 AMPS** at start up.  
Outlets should be rated for **20 AMPS** or higher.

### **ATTENTION**

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

### **ATTENTION**

Always plug this game into a grounded circuit.

### **ATTENTION**

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

# INSTALLATION INSTRUCTIONS

Prior to placing the game in it's final position remove the backdoor and remove the playfield window.

Remove the game registration card.  
Fill out the card and return it to  
Bay Tek Games for an extra 3 months on your games warranty.

Unroll and plug in the power cord to back of the game.  
You will find the cord inside the game near the backdoor.

Install the jackpot sign, see the instructions starting on page 12.

Replace the backdoor, move the cabinet(s) to it's final position in your game room.



## 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.**

Remove the Bay Tek tickets from ticket tray, located inside the game behind the front door, and replace them with your own tickets.

# INSTALLATION INSTRUCTIONS

Plug the game(s) in.  
Please see pages 25-43 to adjust the game settings.  
If you wish to change the ticket patterns please use the decals we  
provided.  
They can be found inside the front of the game near the ticket tray.



## ATTENTION



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



## ATTENTION



**Always plug this game into a grounded circuit.**

Play the game(s) a couple times using your coins.  
If something seems like it isn't working please refer to the  
diagnostic guide starting on page 46.  
If the problem persists please contact  
Bay Tek Games service department at [920-822-3951](tel:920-822-3951) ext. [1102](tel:1102)

## CONNECTING THE GAMES

1. Place both games side by side.  
The open holes should be toward the inside.  
The plugged holes should be to the outside.



2. Remove the backdoors from both games.  
You will see two holes on the inside walls of the games.  
Insert one A5BOPH120 bolt with one A5WAFE020 washer.  
When the bolt goes thru secure it in the other game using one  
A5WAFE020 washer and one A5NULO060 lock nut.



3. Open the front doors on both games.  
You will see one hole on the inside walls of the games.  
Insert one A5BOPH120 bolt with one A5WAFE020 washer.  
When the bolt goes thru secure it in the other game using one  
A5WAFE020 washer and one A5NULO060 lock nut.



## INSTALLING THE JACKPOT SIGN

The optional jackpot sign is designed to sit on one game or two. When using the sign on two games it is important to position them correctly.

**Installing the jackpot sign is a two person job.**



**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.**

### Tools you need:

Drill  
1/4" Ratchet  
1/2" Socket

### Hardware Included:

A5BOPH120 (5)  
A5NULO060 (5)  
A5WAFE020 (10)

Place the sign on top of the games.



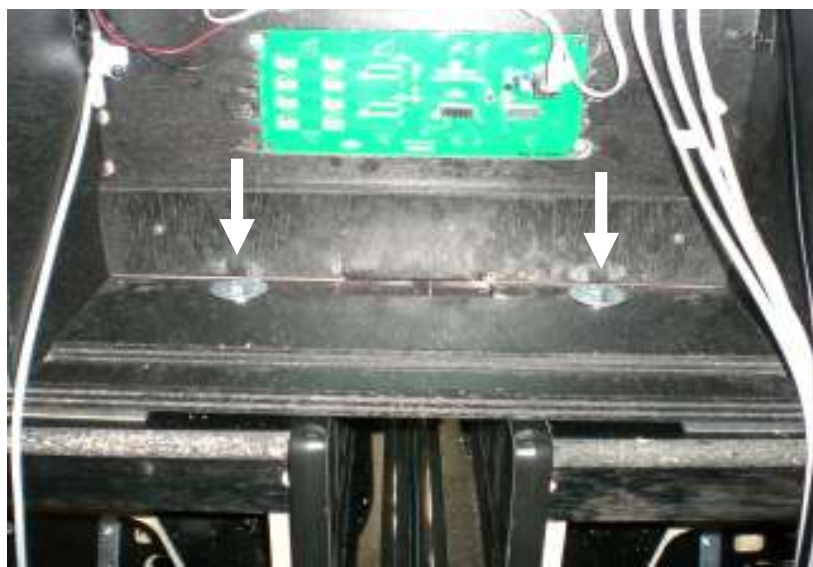
## INSTALLATION THE JACKPOT SIGN

Remove the door from the sign.  
Insert one bolt and washer  
thru the sign into the games  
below.

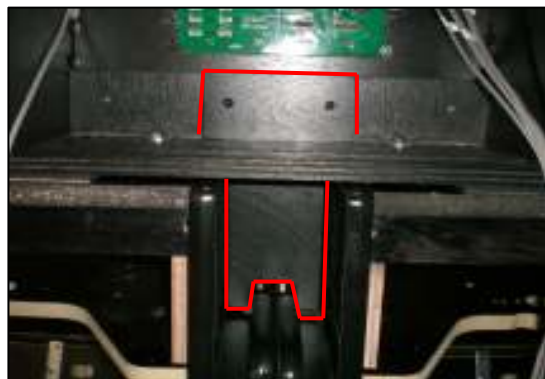
Secure the bolts, from inside the  
game cabinets, using a second  
washer and  
lock nut.



The sign should be secured by  
two bolts. One bolt to each game.

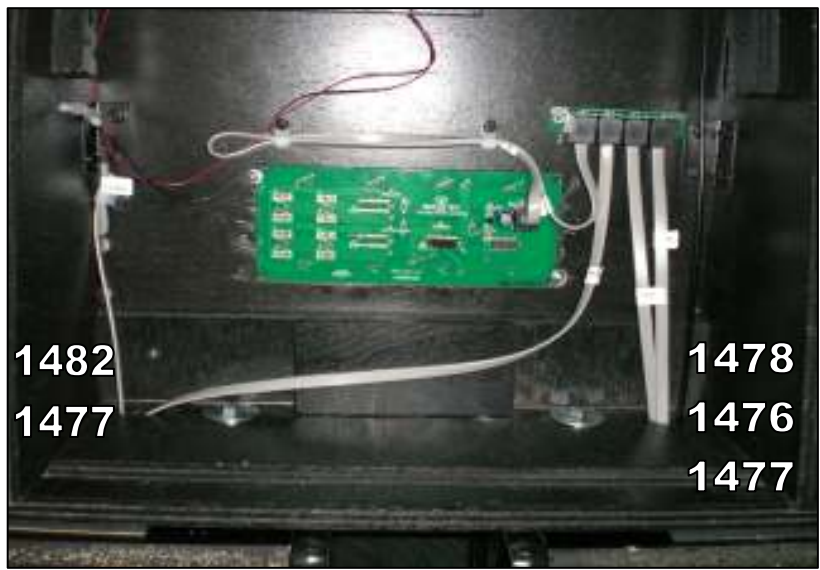


Insert the divider board into the slot on the floor of the sign.  
This will fill in the gap between the games.

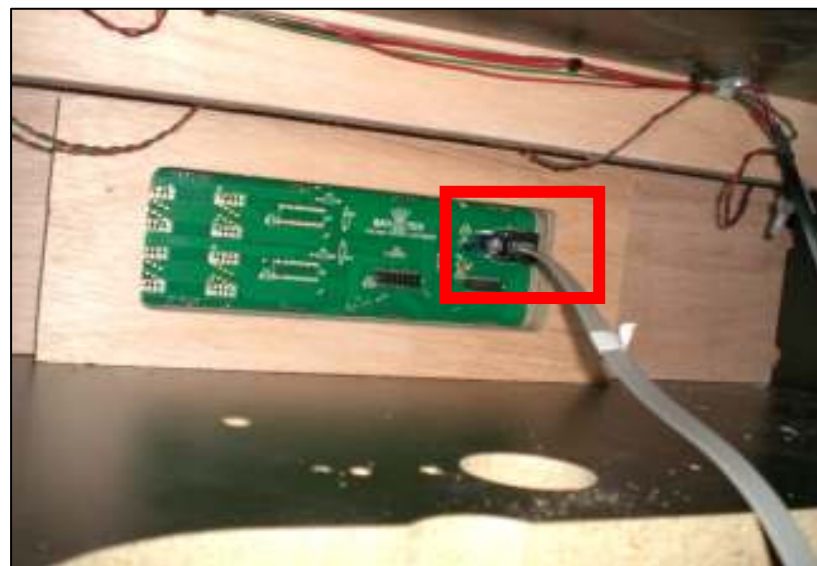
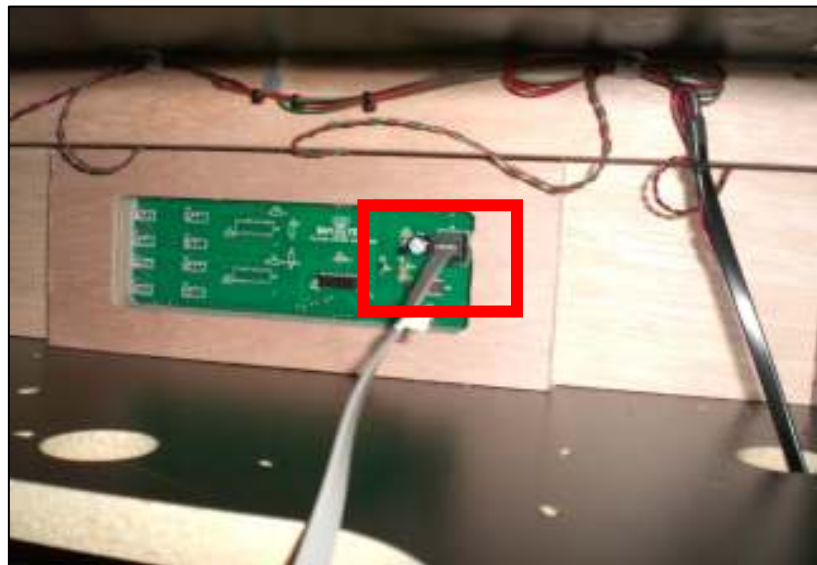


## INSTALLING THE JACKPOT SIGN

Feed the sign cables thru the holes on the floor and into the games cabinets.



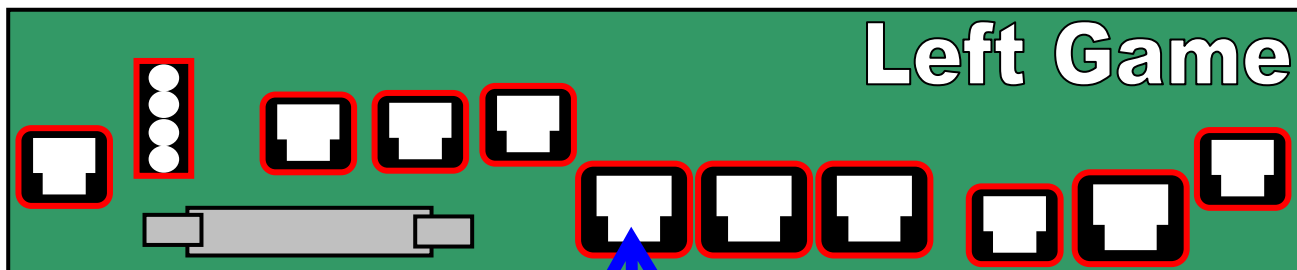
Plug the 1477 cables into the sockets in the four digit display boards on each game.



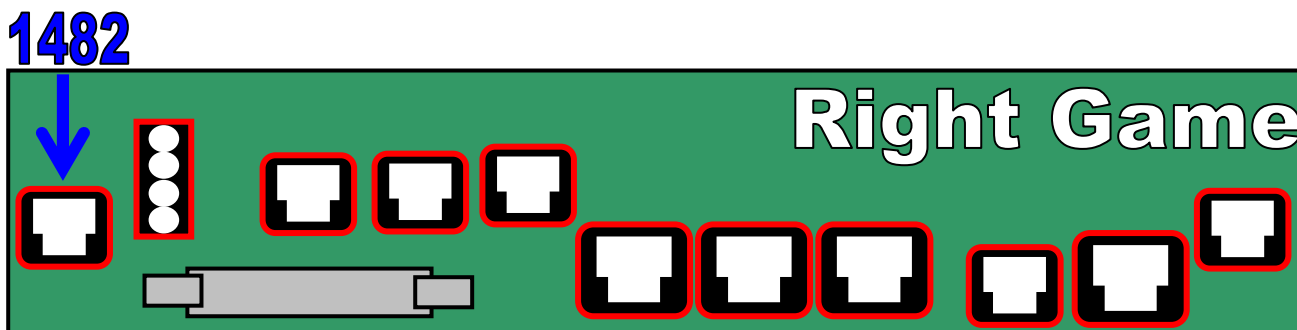
# INSTALLING THE JACKPOT SIGN

Plug in the remaining cables to each games main and auxiliary boards as follows:

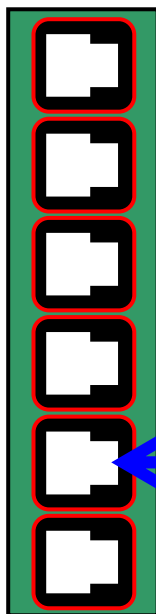
\* On the floor of each game there is a "L" or "R" routed behind the cash box.  
Use this to identify the left and right game.



1476



1482



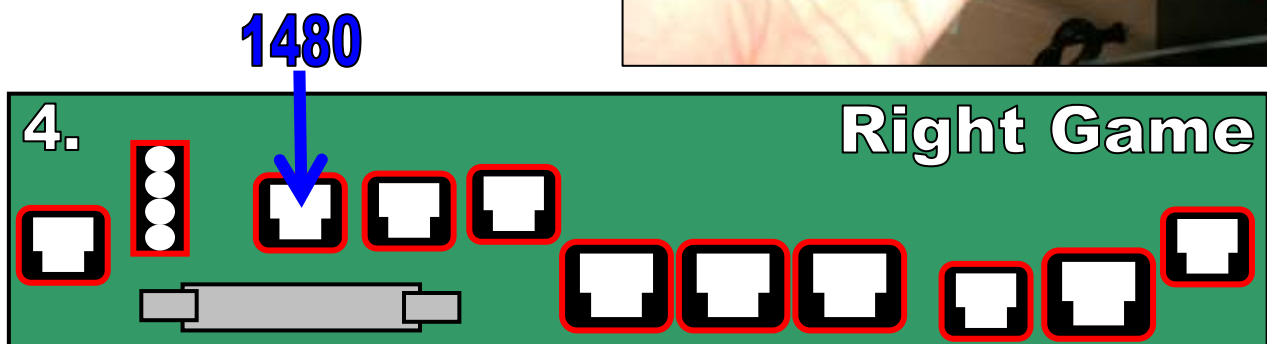
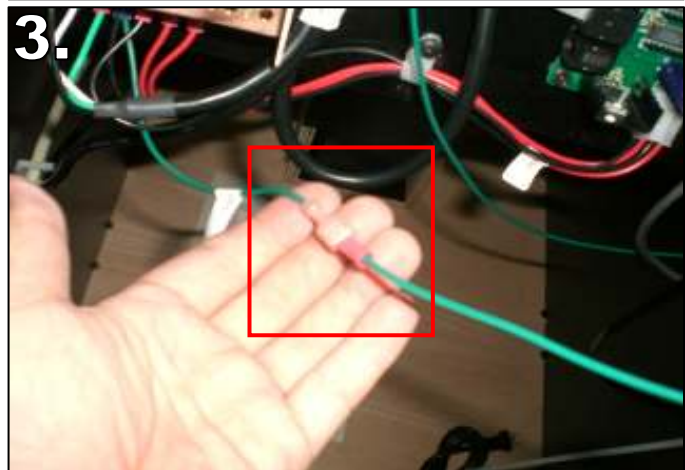
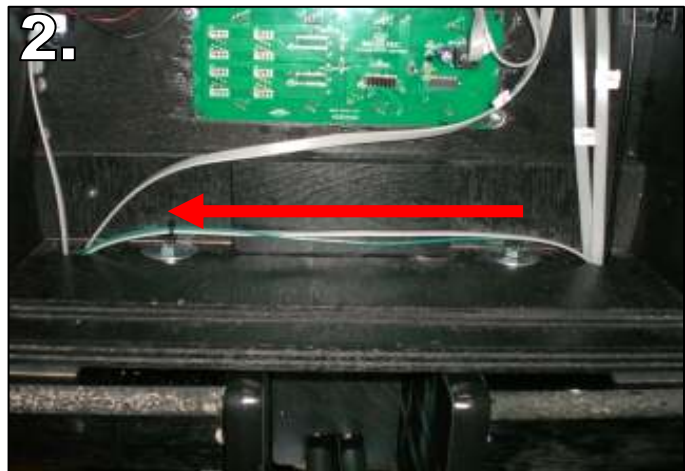
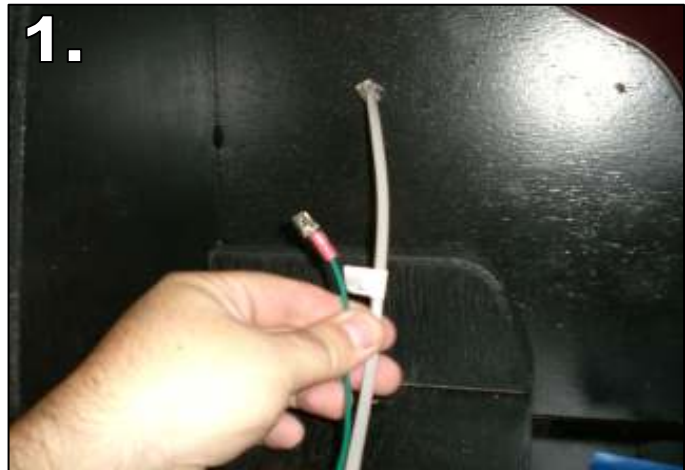
1404

# INSTALLING THE JACKPOT SIGN

The last thing to do is plug in the counter connect cable (1480).  
Follow the directions below.

1. You will find the 1480 cable inside the LEFT\* side game.
2. Run the cable up thru the sign and back into the RIGHT\* side game.
3. Plug the green wire into the green wire from the power supply.
4. Plug the connector into the auxiliary board of the RIGHT side game.
5. Move the games into position and turn ON the power strips.

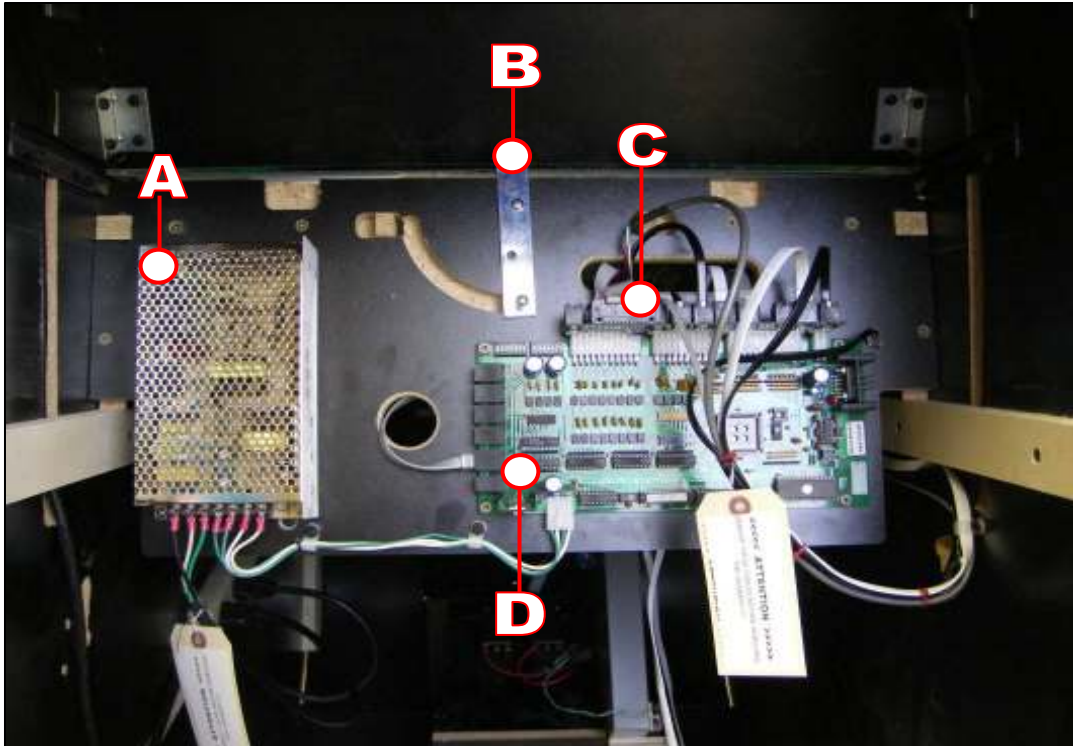
\* On the floor of each game there is a "L" or "R" routed behind the cash box. Use this to identify the left and right game.



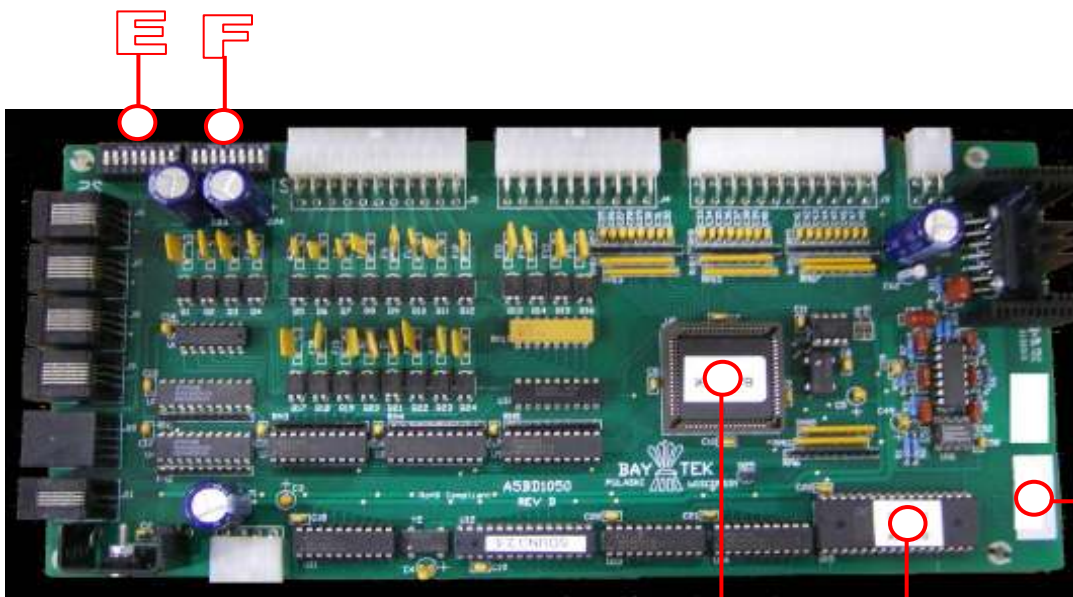
# IDENTIFYING KEY COMPONENTS

**! DANGER !**

**DO NOT** perform repairs or maintenance on this game with the power ON. Unplug the unit from the wall outlet or shut off the power at the power strip located inside the game cabinet.



- A. Power Supply
- B. Window Release Latch
- C. Auxiliary Board
- D. P.C.B. (Main Board)
- E. S2 Dip Switches
- F. S1 Dip Switches



- G. Main Software
- H. Sound Software
- I. P.C.B. Serial Number

# IDENTIFYING KEY COMPONENTS



- A. Jackpot Display
- B. Playfield
- C. L.C.D.
- D. Player Stop Button
- E. Power Strip On/Off Switch
- F. Ticket Tray with MENU button
- G. Counters
- H. Coin Mech Door
- I. Ticket Dispenser
- J. Door Interface Board
- K. Speakers

## REMOVING THE PLAYFIELD WINDOW

The playfield window of Hummer Off Road'N™ is completely removable for maintenance or cleaning.

### **!** DANGER **!**

**DO NOT** perform repairs or maintenance on this game with the power ON. Unplug the unit from the wall outlet or shut off the power at the power strip located inside the game cabinet.

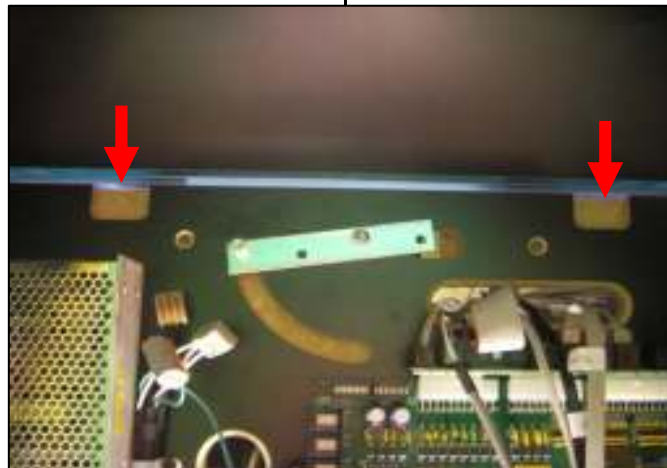
1. Unplug the game or turn off the power at the power strip.

2. Remove the back door.

3. Locate and unlock the latch holding the window.



4. Grab the window by the notches in the wood and slide it out toward you.



## REMOVING THE PLAYFIELD

The playfield of Hummer Off Road'N™ is completely removable for maintenance or cleaning.

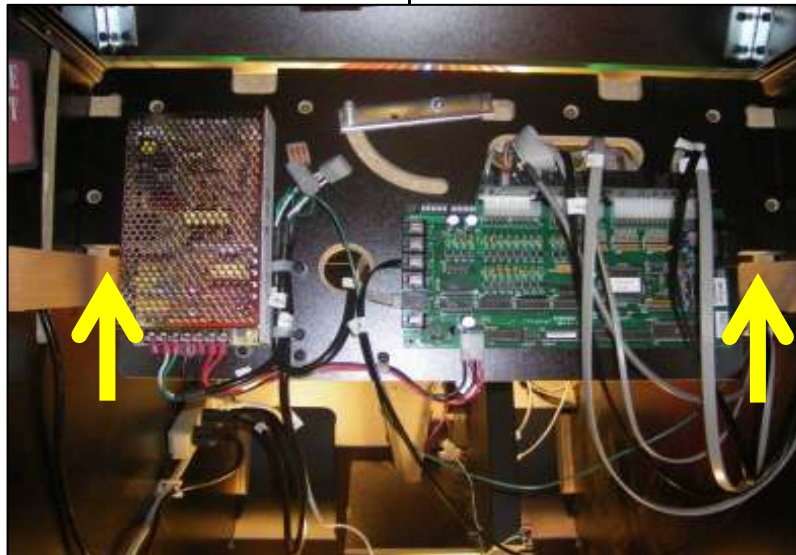
### **!** DANGER **!**

**DO NOT** perform repairs or maintenance on this game with the power ON. Unplug the unit from the wall outlet or shut off the power at the power strip located inside the game cabinet.

1. Unplug the game or turn off the power at the power strip.

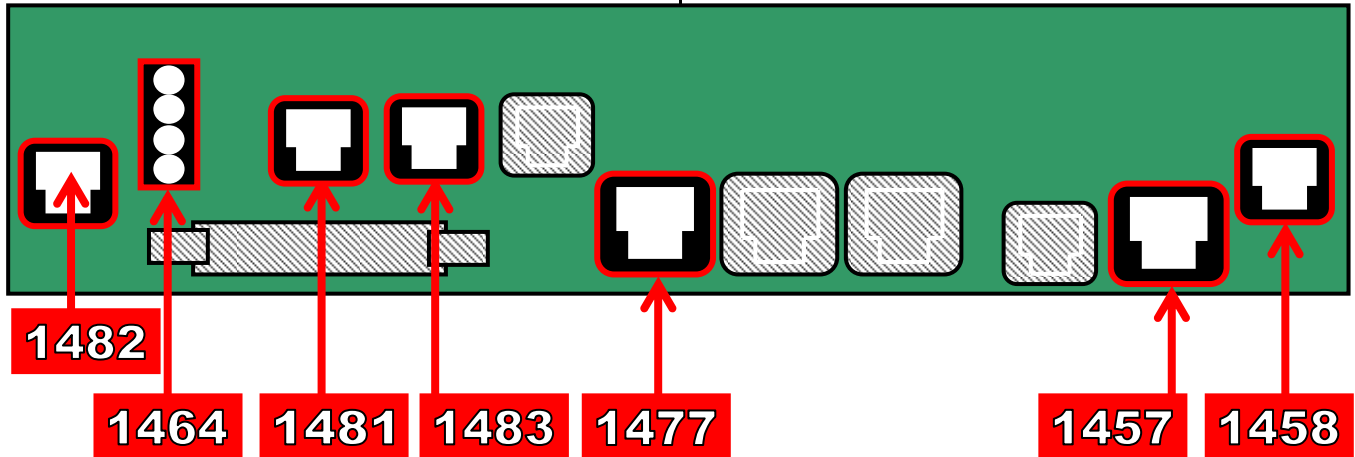
2. Remove the back door.

3. Locate and unlock the two latches under the playfield.

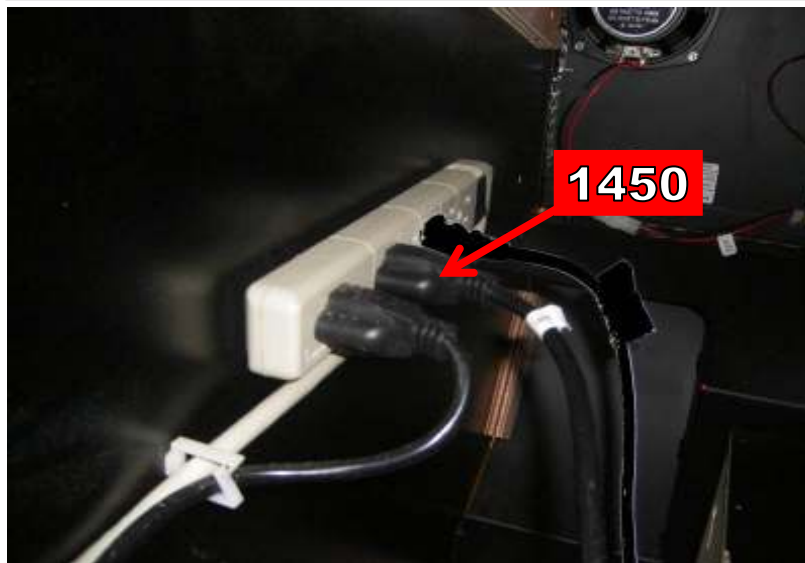


## REMOVING THE PLAYFIELD

4. Unplug the following cables from the auxiliary board plugged into the PCB.



5. Unplug the power cord (1450) from the power strip.



6. Unscrew the wire nut near the power supply and remove the green wires.

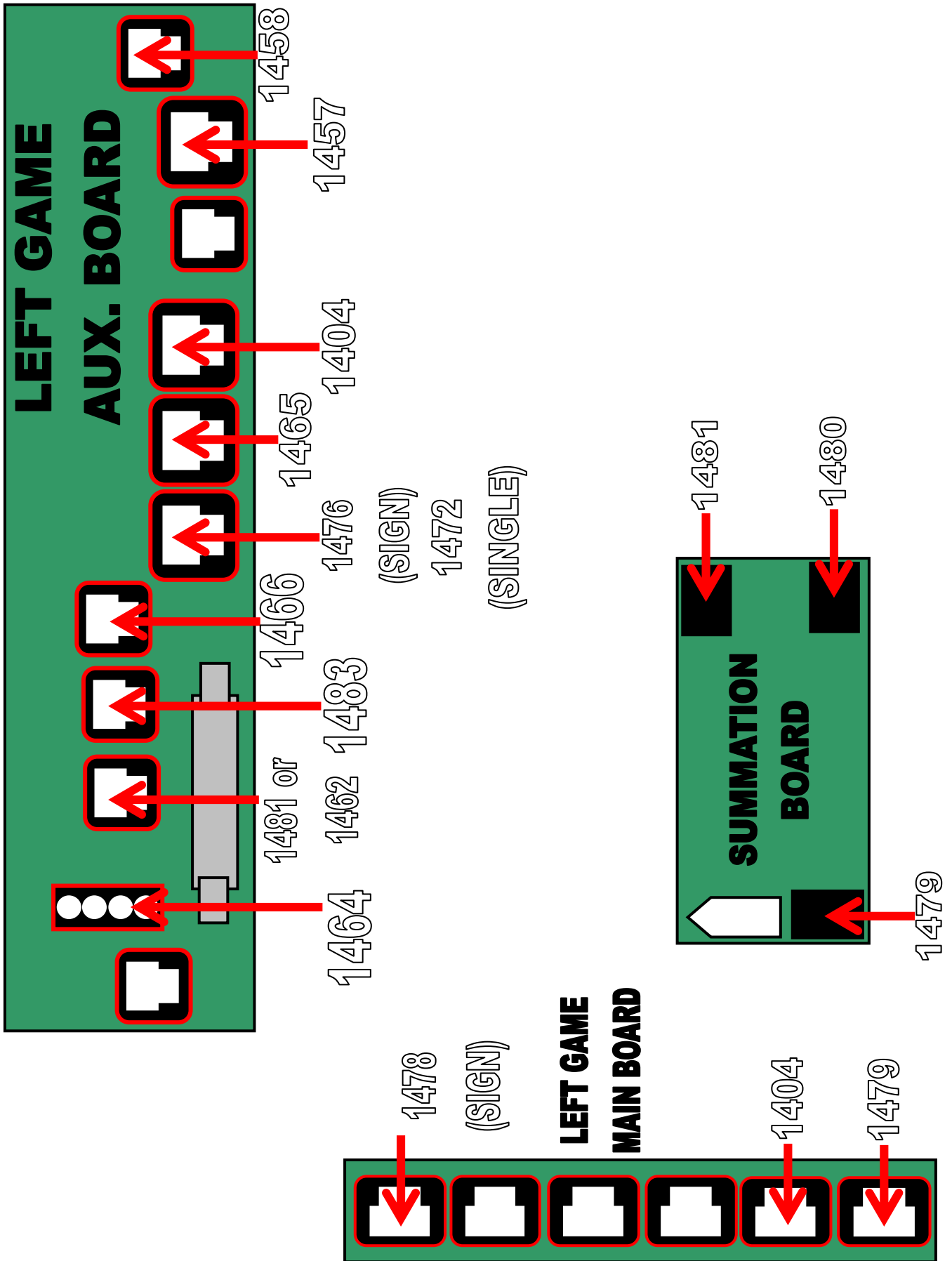
7. You can now slide the playfield drawer out from the back of the game.

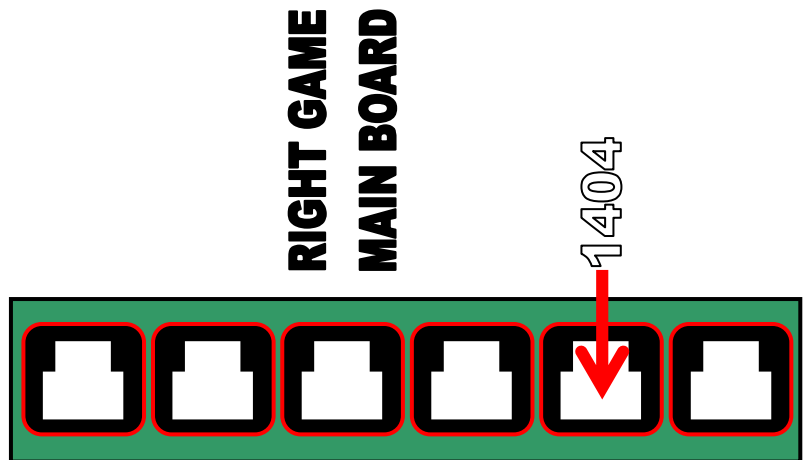
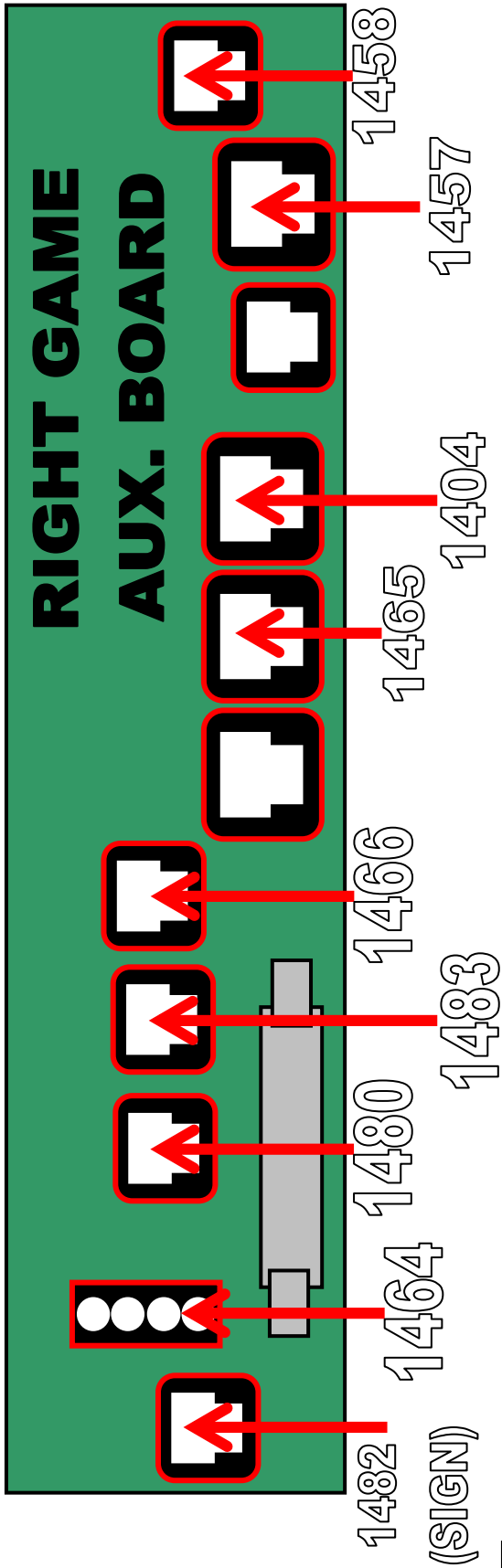
## CABLE IDENTIFICATION

This page will identify the cables in your game by the numbers and describe the cable function.

Cable	Description
AACBL4A-DOOR	Powers the coin mech door
AAPB2700	Red Menu button
AACE8802	Outlet Strip Cable
AACE1404	SPI Cable
AACE1450	Power strip to the dist. block
AACE1451	Spiral light socket
AACE1452	Power supply to main board
AACE1453	Power strip to fluorescent light
AACE1456	
AACE1457	Auxiliary board to door interface board
AACE1458	Auxiliary board to door interface board
AACE1459	Door interface board to speakers
AACE1462	Auxiliary board to counters
AACE1463	Interface cable to the ticket tray switches
AACE1464	Auxiliary board to player STOP button
AACE1465	Auxiliary board to LCD display
AACE1466	PCB board to lower playfield truck lights
AACE1469	Auxiliary board to distribution block
AACE1470	Distribution block to front fluorescent lights
AACE1471	Distribution block to power supply
AACE1472	Auxiliary board to distribution board
AACE1473	Auxiliary board to upper headlights
AACE1474	Ground cable
AACE1454	Ribbon cable

# CABLE PLUG-IN IDENTIFICATION - LEFT GAME



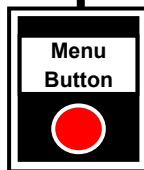


# OPERATOR CONTROL MENU

This section will show you how to access and navigate the **Operator Control Menu** displayed on the LCD screen on the playfield.



Use the **MENU** button on the ticket tray and the **STOP** button on the player control panel to access the game functions.

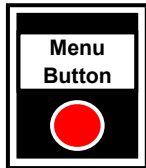


Any questions please call  
920-822-3951 ext. 1135

# SHOW VERSION

This feature allows you to view the software currently installed in the game.

1. Locate the "MENU" button on the ticket tray and press it.  
The LCD will show the OPERATOR CONTROL MENU.



PRESS MENU BUTTON TO SCROLL TO NEXT ITEM  
PRESS STOP BUTTON TO ACTIVATE SELECTED ITEM

→ SHOW VERSION	ADJUST DIFFICULTY
AUDIT STATISTICS	ADJUST PAYOUT
VOLUME CONTROL	CLEAR TICKETS
ATTRACT SOUNDS	CREDIT SETTINGS
	EXIT

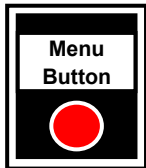
2. Press the "STOP" button to view the SHOW VERSION screen.



Current software numbers

BAY TEK	
HUMMER OFF ROAD'N	
GAME SOFTWARE VERSION	X.XX ←
DISPLAY VERSION	X.XX ←
PRESS MENU TO EXIT	

3. To exit the SHOW VERSION screen press the "MENU" button.  
To return to game mode continue to press the "MENU" button until the selector arrow moves to the EXIT option and then press the "STOP" button.



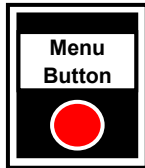
PRESS MENU BUTTON TO SCROLL TO NEXT ITEM  
PRESS STOP BUTTON TO ACTIVATE SELECTED ITEM

SHOW VERSION	ADJUST DIFFICULTY
AUDIT STATISTICS	ADJUST PAYOUT
VOLUME CONTROL	CLEAR TICKETS
ATTRACT SOUNDS	CREDIT SETTINGS
	→ EXIT

# AUDIT STATISTICS

The AUDIT STATISTICS feature allows you to view game statistics such as total games played and tickets won per level.

1. Locate the "MENU" button on the ticket tray and press it.  
The LCD will show the OPERATOR CONTROL MENU.  
Press the "MENU" button until the selector arrow moves to  
AUDIT STATISTICS



PRESS MENU BUTTON TO SCROLL TO NEXT ITEM  
PRESS STOP BUTTON TO ACTIVATE SELECTED ITEM

SHOW VERSION	ADJUST DIFFICULTY
→ AUDIT STATISTICS	ADJUST PAYOUT
VOLUME CONTROL	CLEAR TICKETS
ATTRACT SOUNDS	CREDIT SETTINGS
	EXIT

2. Press the "STOP" button to access the screen.  
The first screen will give you the option to view the data or to clear the data.

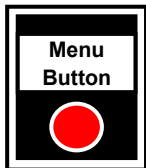
To **view** the data press the "STOP" button.

*To clear the data press and hold down the "STOP" button.*



- PRESS STOP BUTTON BRIEFLY TO VIEW STATS
- TO CLEAR STATS: HOLD THE STOP BUTTON UNTIL CLEARED STATS ARE DISPLAYED
- PRESS MENU BUTTON TO EXIT

3. To exit the AUDIT STATISTICS screen press the "MENU" button.  
To return to game mode continue to press the "MENU" button until the selector arrow moves to the EXIT option and then press the "STOP" button.



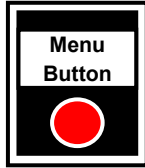
PRESS MENU BUTTON TO SCROLL TO NEXT ITEM  
PRESS STOP BUTTON TO ACTIVATE SELECTED ITEM

SHOW VERSION	ADJUST DIFFICULTY
AUDIT STATISTICS	ADJUST PAYOUT
VOLUME CONTROL	CLEAR TICKETS
ATTRACT SOUNDS	CREDIT SETTINGS
	→ EXIT

# VOLUME CONTROL

The VOLUME CONTROL feature allows you to view and change the games volume level.

1. Locate the "MENU" button on the ticket tray and press it.  
The LCD will show the OPERATOR CONTROL MENU.  
Press the "MENU" button until the selector arrow moves to  
VOLUME CONTROL



PRESS MENU BUTTON TO SCROLL TO NEXT ITEM  
PRESS STOP BUTTON TO ACTIVATE SELECTED ITEM

SHOW VERSION	ADJUST DIFFICULTY
AUDIT STATISTICS	ADJUST PAYOUT
→ VOLUME CONTROL	CLEAR TICKETS
ATTRACT SOUNDS	CREDIT SETTINGS
	EXIT

2. Press the "STOP" button to access the screen.

To change the volume press the "STOP" button to move the cursor to the desired setting .

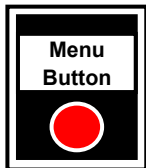


VOLUME  
PRESS STOP TO ADJUST  
MENU TO EXIT

MUTE |-----| MAX

Factory Setting

3. To exit the VOLUME CONTROL screen press the "MENU" button.  
To return to game mode continue to press the "MENU" button until the selector arrow moves to the EXIT option and then press the "STOP" button.



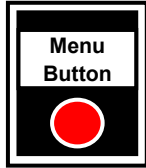
PRESS MENU BUTTON TO SCROLL TO NEXT ITEM  
PRESS STOP BUTTON TO ACTIVATE SELECTED ITEM

SHOW VERSION	ADJUST DIFFICULTY
AUDIT STATISTICS	ADJUST PAYOUT
VOLUME CONTROL	CLEAR TICKETS
ATTRACT SOUNDS	CREDIT SETTINGS
	→ EXIT

# ATTRACT SOUNDS

The ATTRACT SOUNDS feature allows you to enable or disable the attract sounds.

1. Locate the "MENU" button on the ticket tray and press it.  
The LCD will show the OPERATOR CONTROL MENU.  
Press the "MENU" button until the selector arrow moves to  
ATTRACT SOUNDS



PRESS MENU BUTTON TO SCROLL TO NEXT ITEM  
PRESS STOP BUTTON TO ACTIVATE SELECTED ITEM

SHOW VERSION	ADJUST DIFFICULTY
AUDIT STATISTICS	ADJUST PAYOUT
VOLUME CONTROL	CLEAR TICKETS
→ ATTRACT SOUNDS	CREDIT SETTINGS
	EXIT

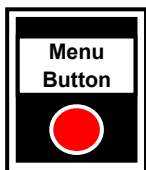
2. Use the "STOP" button to change the setting.



ATTRACT SOUNDS **OFF** Current setting

PRESS STOP TO TURN ON  
PRESS MENU TO EXIT

3. To exit the ATTRACT SOUNDS screen press the "MENU" button.  
To return to game mode continue to press the "MENU" button until the selector arrow moves  
to the EXIT option and then press the "STOP" button.



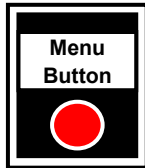
PRESS MENU BUTTON TO SCROLL TO NEXT ITEM  
PRESS STOP BUTTON TO ACTIVATE SELECTED ITEM

SHOW VERSION	ADJUST DIFFICULTY
AUDIT STATISTICS	ADJUST PAYOUT
VOLUME CONTROL	CLEAR TICKETS
ATTRACT SOUNDS	CREDIT SETTINGS
	→ EXIT

# ADJUST DIFFICULTY

The ADJUST DIFFICULTY feature allows you to change the difficulty of each LEVEL of game play.

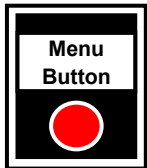
1. Locate the "MENU" button on the ticket tray and press it. The LCD will show the OPERATOR CONTROL MENU. Press the "MENU" button until the selector arrow moves to ADJUST DIFFICULTY.



PRESS MENU BUTTON TO SCROLL TO NEXT ITEM  
 PRESS STOP BUTTON TO ACTIVATE SELECTED ITEM

SHOW VERSION	→	ADJUST DIFFICULTY
AUDIT STATISTICS		ADJUST PAYOUT
VOLUME CONTROL		CLEAR TICKETS
ATTRACT SOUNDS		CREDIT SETTINGS
		EXIT

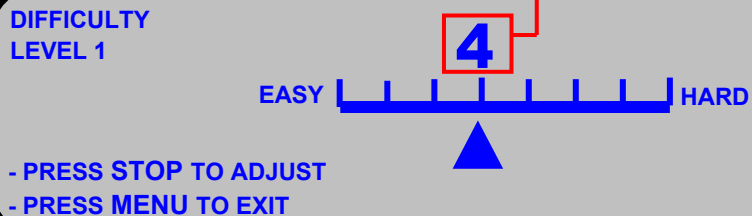
2. Use the "MENU" button to choose the level you want to change. Use the "STOP" button to access the difficulty settings for that level. Adjust the difficulty setting by using the "STOP" button.



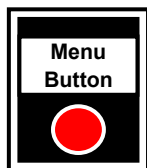
FACTORY DEFAULTS:  
 LEVEL 1 - 4  
 LEVEL 2 - 4  
 LEVEL 3 - 4

PRESS MENU TO SCROLL      PRESS STOP TO SELECT

→ ADJUST DIFFICULTY FOR LEVEL 1  
 ADJUST DIFFICULTY FOR LEVEL 2  
 ADJUST DIFFICULTY FOR LEVEL 3



3. To exit the ADJUST DIFFICULTY screen press the "MENU" button. To return to game mode continue to press the "MENU" button until the selector arrow moves to the EXIT option and then press the "STOP" button.



PRESS MENU BUTTON TO SCROLL TO NEXT ITEM  
 PRESS STOP BUTTON TO ACTIVATE SELECTED ITEM

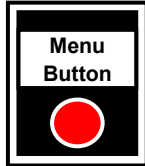
SHOW VERSION		ADJUST DIFFICULTY
AUDIT STATISTICS		ADJUST PAYOUT
VOLUME CONTROL		CLEAR TICKETS
ATTRACT SOUNDS		CREDIT SETTINGS
	→	EXIT

# ADJUST PAYOUT

The ADJUST PAYOUT feature allows you to change the ticket payout for each non-bonus spot and the LEVEL 1 bonus payout.

**The LEVEL 2 and LEVEL 3 bonus payouts are adjusted independently.**

1. Locate the "MENU" button on the ticket tray and press it.  
The LCD will show the OPERATOR CONTROL MENU.  
Press the "MENU" button until the selector arrow moves to ADJUST PAYOUT.

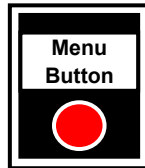


PRESS MENU BUTTON TO SCROLL TO NEXT ITEM  
PRESS STOP BUTTON TO ACTIVATE SELECTED ITEM

SHOW VERSION	→	ADJUST DIFFICULTY
AUDIT STATISTICS	→	ADJUST PAYOUT
VOLUME CONTROL		CLEAR TICKETS
ATTRACT SOUNDS		CREDIT SETTINGS
		EXIT

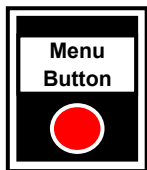
2. Use the "MENU" button to choose the level you want to change.  
Use the "STOP" button to access the difficulty settings for that level.  
Adjust the difficulty setting by using the "STOP" button.

**Remember to change any playfield decals to match the pattern you selected.**



PRESS MENU TO SCROLL      PRESS STOP TO

→ LEVEL 1 TICKET PAYOUT PATTERN  
LEVEL 2 CENTER TICKET PAYOUT  
LEVEL 3 CENTER TICKET PAYOUT



PLAYFIELD TARGET VALUES FOR ALL LEVELS

10 3 15 2 10 3 10 3 10 2 1 3 10

TICKET PATTERN: 4      LEVEL 1 CENTER

-PRESS STOP FOR NEXT PATTERN    -PRESS MENU TO EXIT

Current setting



LEVEL 2 TICKET PAYOUT

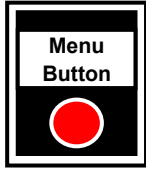
CENTER TICKET VALUE → 20

- PRESS STOP TO ADJUST  
- PRESS MENU TO EXIT

**Please see pages 29-32 for the available ticket patterns and factory defaults.**

# LEVEL 1 PAYOUT AND BONUS PATTERNS

3. To exit the ADJUST PAYOUT screen press the "MENU" button.  
To return to game mode continue to press the "MENU" button until the selector arrow moves to the EXIT option and then press the "STOP" button.



PRESS MENU BUTTON TO SCROLL TO NEXT ITEM  
PRESS STOP BUTTON TO ACTIVATE SELECTED ITEM

SHOW VERSION	ADJUST DIFFICULTY
AUDIT STATISTICS	ADJUST PAYOUT
VOLUME CONTROL	CLEAR TICKETS
ATTRACT SOUNDS	CREDIT SETTINGS
	EXIT

→

There are 8 options for the non-bonus payouts.  
The level 1 bonus is included with each non-bonus pattern.

**Ticket Payout 1**  
**Ticket Payout 2**  
**Ticket Payout 3**



# LEVEL 1 PAYOUT AND BONUS PATTERNS

**Ticket Payout 4**

**Ticket Payout 5 Factory Default**



# LEVEL 1 PAYOUT AND BONUS PATTERNS

**Ticket Payout 9**



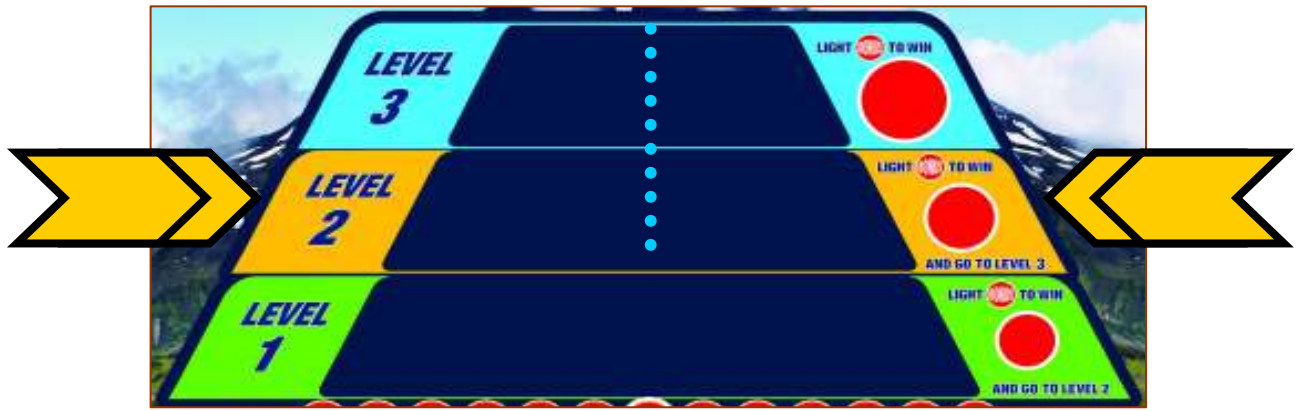
**Ticket Payout 10**



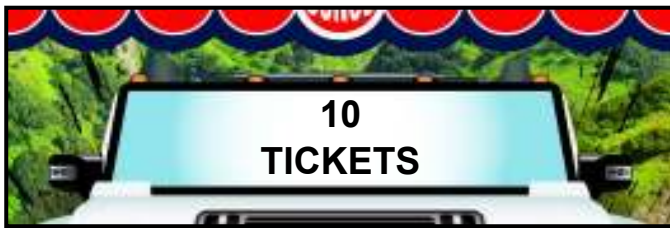
**Ticket Payout 11**



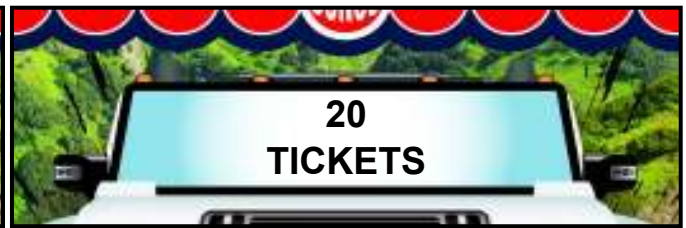
# LEVEL 2 BONUS PAYOUT PATTERNS



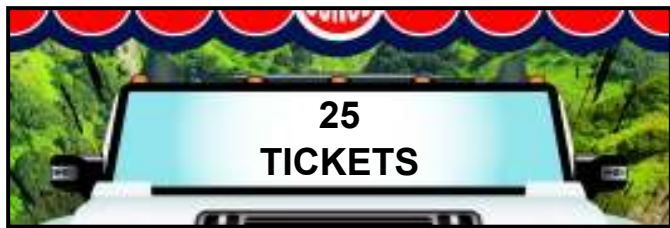
## Payout 1



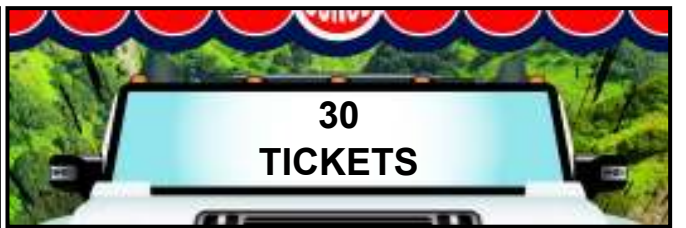
## Payout 2 **Factory Default**



## Payout 3



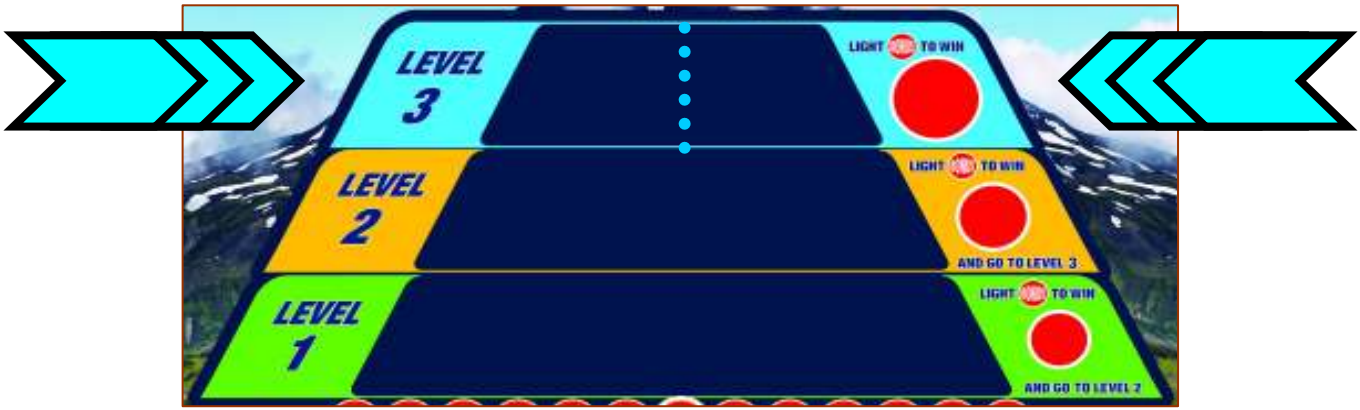
## Payout 4



## Payout 5



# LEVEL 3 BONUS PAYOUT PATTERNS



## Payout 1



## Payout 2



## Payout 3



## Payout 4



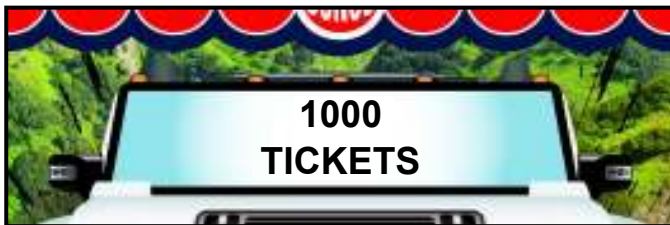
## Payout 5



## Payout 6



## Payout 7 **Factory Default**



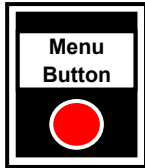
## Payout 8



# CLEAR TICKETS

The CLEAR TICKETS feature allows you to clear any unclaimed tickets that have accumulated in the games memory.

1. Locate the "MENU" button on the ticket tray and press it.  
The LCD will show the OPERATOR CONTROL MENU.  
Press the "MENU" button until the selector arrow moves to CLEAR TICKETS.



PRESS MENU BUTTON TO SCROLL TO NEXT ITEM  
PRESS STOP BUTTON TO ACTIVATE SELECTED ITEM

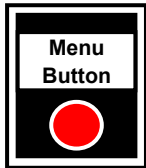
SHOW VERSION	ADJUST DIFFICULTY
AUDIT STATISTICS	ADJUST PAYOUT
VOLUME CONTROL	→ CLEAR TICKETS
ATTRACT SOUNDS	CREDIT SETTINGS
	EXIT

2. Press the "STOP" button to clear the stored tickets.



TICKETS CLEARED

3. Once the memory has been cleared the screen will automatically go back to the OPERATOR CONTROL MENU  
To return to game mode continue to press the "MENU" button until the selector arrow moves to the EXIT option and then press the "STOP" button.

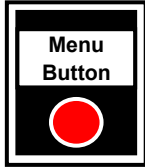


PRESS MENU BUTTON TO SCROLL TO NEXT ITEM  
PRESS STOP BUTTON TO ACTIVATE SELECTED ITEM

SHOW VERSION	ADJUST DIFFICULTY
AUDIT STATISTICS	ADJUST PAYOUT
VOLUME CONTROL	CLEAR TICKETS
ATTRACT SOUNDS	CREDIT SETTINGS
	→ EXIT

# CREDIT SETTINGS

1. Locate the "MENU" button on the ticket tray and press it.  
The LCD will show the OPERATOR CONTROL MENU.  
Press the "MENU" button until the selector arrow moves to CREDIT SETTINGS.



PRESS MENU BUTTON TO SCROLL TO NEXT ITEM  
PRESS STOP BUTTON TO ACTIVATE SELECTED ITEM

SHOW VERSION	ADJUST DIFFICULTY
AUDIT STATISTICS	ADJUST PAYOUT
VOLUME CONTROL	CLEAR TICKETS
ATTRACT SOUNDS	→ CREDIT SETTINGS
	EXIT

2. Use the "STOP" button to adjust the setting:  
1 COIN - 2 COINS - FREE PLAY

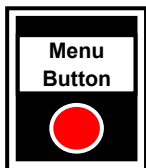


PRESS STOP TO ADJUST  
MENU TO EXIT

COINS PER GAME 1

Current setting

3. To exit the CREDIT SETTINGS screen press the "MENU" button.  
To return to game mode continue to press the "MENU" button until the selector arrow moves to the EXIT option and then press the "STOP" button.

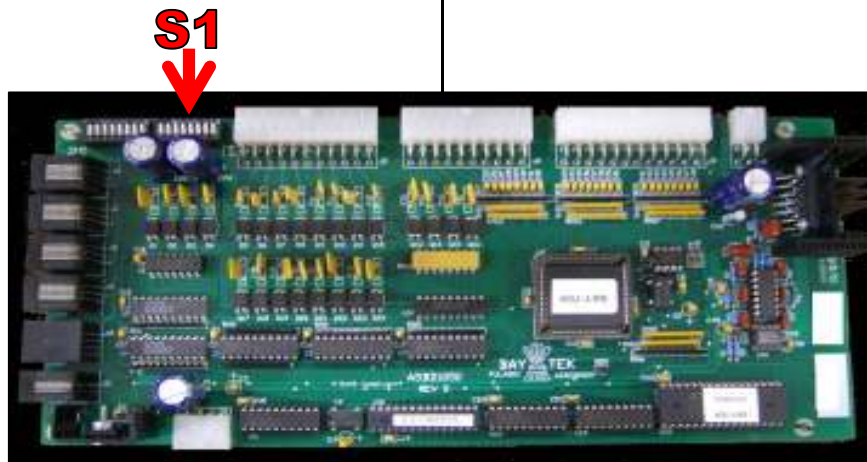


PRESS MENU BUTTON TO SCROLL TO NEXT ITEM  
PRESS STOP BUTTON TO ACTIVATE SELECTED ITEM

SHOW VERSION	ADJUST DIFFICULTY
AUDIT STATISTICS	ADJUST PAYOUT
VOLUME CONTROL	CLEAR TICKETS
ATTRACT SOUNDS	→ CREDIT SETTINGS
	EXIT

## DIP SWITCH S1 ASSIGNMENTS

To change the factory settings you will need to access the two banks of dip switches located on the PCB by removing the back door, see page 15.  
The switches are located in the upper left corner of the board.


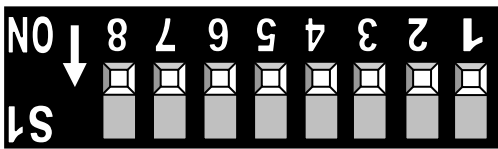


**ATTENTION**

Game power must be OFF before adjusting any of the programming selections.  
Turn OFF the power strip located inside the game.  
Set the desired dip switches, wait 30 seconds and turn the game back ON.

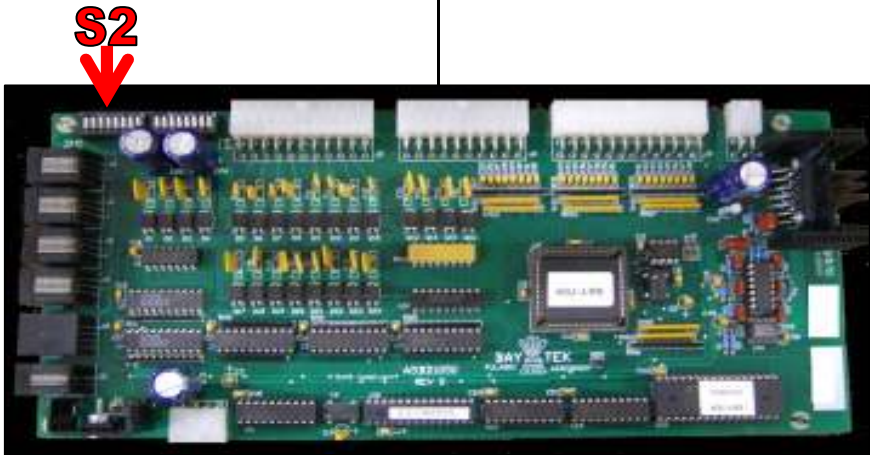
### NOTE

When you look at the dip switches in your game they appear upside down.  
The following illustration reflects that.

Bank 1 UNASSIGNED DIPS should remain OFF		
--	---	--

# DIP SWITCH S2 ASSIGNMENTS

To change the factory settings you will need to access the two banks of dip switches located on the PCB by removing the back door, see page 15. The switches are located in the upper left corner of the board.



! **ATTENTION** !

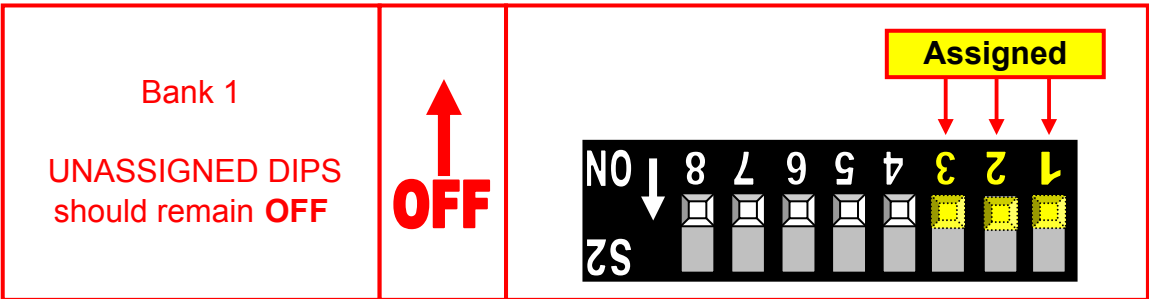
Game power must be OFF before adjusting any of the programming selections. Turn OFF the power strip located inside the game.

Set the desired dip switches, wait 30 seconds and turn the game back ON.

**NOTE**

When you look at the dip switches in your game they appear upside down.

The following illustration reflects that.



# NEW JERSEY SHORE LOCATIONS

## NOTE

When you look at the dip switches in your game they appear upside down.

The following illustration reflects that.

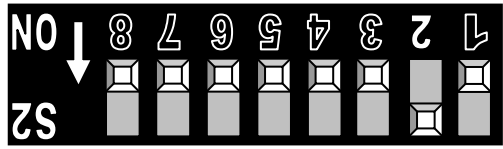
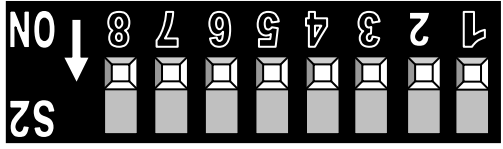
BANK S2		DIP 1	
<p>N.J. OPERATION SHORE LOCATIONS</p> <p>FACTORY DEFAULT DISABLED</p>	<p>ACTIVE (see below )</p>		
	<p>DISABLED</p>		
<p>ACTIVE</p> <ul style="list-style-type: none"> <li>- No stored credits</li> <li>- Coin comparator lockout when cost per play is inserted</li> <li>- If there is a power loss during game play the game will pay out tickets owed once power is restored.</li> <li>- Power loss during game play, the player will get the credit back once power has been restored.</li> </ul>			

# NEW JERSEY IN-SHORE LOCATIONS

## NOTE

**When you look at the dip switches in your game they appear upside down.**

**The following illustration reflects that.**

BANK S2	DIP 2
<p>N.J. OPERATION <b>IN-SHORE LOCATIONS</b></p>	<p><b>ACTIVE</b> (see chart below)</p> 
<p>FACTORY DEFAULT <b>DISABLED</b></p>	<p><b>DISABLED</b></p> 
<p><b>ACTIVE</b></p> <p>If the game is in N.J. mode (<b>IN-SHORE LOCATIONS</b>) the ticket payout is different from the factory default. Use the chart below along with the instructions on how to change the ticket payout see the Adjust Payout section on page 28. You will need to adjust Level 1.</p>	

Ticket Payout 1	Each target hit will pay <b>3</b> tickets
Ticket Payout 2	Each target hit will pay <b>4</b> tickets
Ticket Payout 3	Each target hit will pay <b>5</b> tickets
Ticket Payout 4	Each target hit will pay <b>6</b> tickets
Ticket Payout 5	Each target hit will pay <b>7</b> tickets
Ticket Payout 6	Each target hit will pay <b>8</b> tickets
Ticket Payout 7	Each target hit will pay <b>11</b> tickets
Ticket Payout 8	Each target hit will pay <b>13</b> tickets

# HALF TICKET PAY-OUT

## NOTE

When you look at the dip switches in your game they appear upside down.

The following illustration reflects that.

BANK S2		DIP 3								
Allows you to set the game to pay one (1) for every two (2) tickets won.	Half Tickets	NO ↓	8	7	9	5	7	3	2	↓
	Full Tickets <i>Factory Default</i>	NO ↓	8	7	9	5	7	3	2	↓

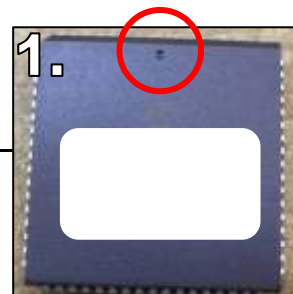
# INSTALLING SOFTWARE / SOUND CHIPS

## ATTENTION

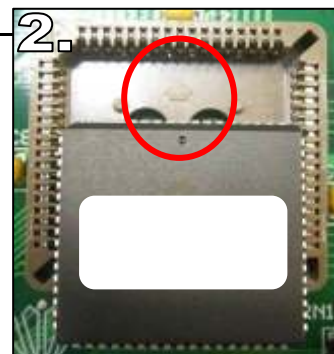
Game power must be OFF before removing or installing any software chips.  
Turn OFF the power strip located inside the game.

### Installing the Software Chip

1. You will notice a small dimple on one edge of the chip.



2. That dimple should line up with an arrow in the socket on the board.



3. Line the legs of the chip with the slots in the socket and push the chip

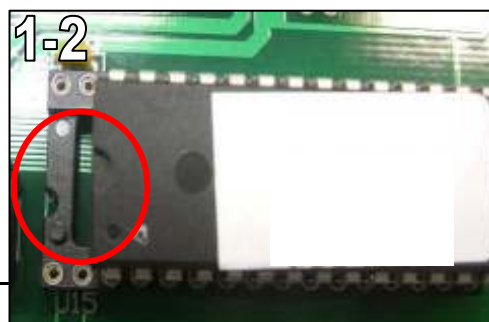
**NOTE: The legs on the chip should not be bent at all.**



### Installing the Sound Chip

1. You will notice a small notch on one edge of the chip.

2. That notch should line up with a notch in the socket on the board.



3. Line the legs of the chip with the slots in the socket and push the chip

**NOTE: The legs on the chip should not be bent at all.**



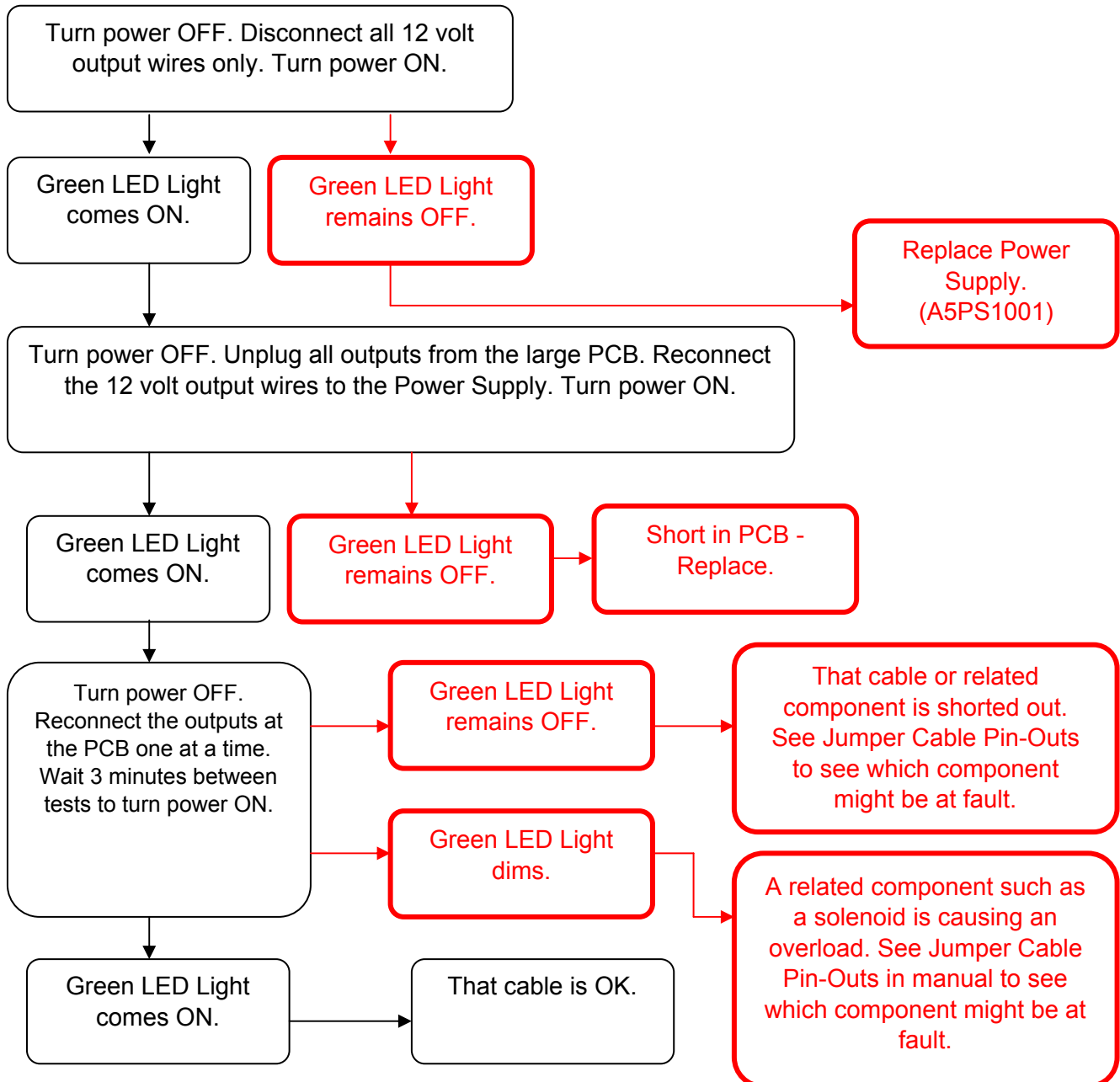


# POWER SUPPLY DIAGNOSTICS

Use the following procedure to check the Power Supply for Gen 5 games.


Start by removing the backdoor to gain access to the Power Supply. It is mounted directly to the left of the PCB.

Look for the small green LED light on the Power Supply circuit board. If the light is out there is a short somewhere. If the light dims, there is an overload in one of the circuits such as a bad motor.




## DIAGNOSTIC GUIDE

Use a systematic method of troubleshooting to determine the exact problem, probable cause and remedy. Use the process of elimination to find the faulty component. Always check for the simple and obvious causes first such as unplugged, loose or broken wires and bad sensors, bent, pinched, stuck or jammed components.



### DANGER



**DO NOT perform repairs or maintenance on this game with the power ON. Unplug the unit from the wall outlet or shut off the power at the power strip located inside the game cabinet.**

Problem	Probable Cause	Remedy
<b>No power to the game.</b>	Unplugged	Check wall outlet
	Game's power strip circuit breaker tripped	Reset power strip breaker switch on inside of cabinet
	Faulty power supply	See power supply diagnostics. Refer to page 41.
<b>No Audio</b>	Volume too low	Increase the volume
	Loose wire	Check audio cable connections from speakers 8805 door board, 1458 cable to right side of Aux board
	Main printed circuit board malfunction	Replace PCB with a spare PCB if possible to isolate the problem to the PCB.
<b>Attraction lighting not working properly</b>	Cable problem at the PCB or at the LED board connection	Check cable to the PCB and solder connection at chase lights. Repair or replace as necessary.
	Poor jumper board connections	Check and repair jumper board connections
	PCB malfunction	Replace PCB with a spare PCB if possible to isolate the problem to the PCB.

## DIAGNOSTIC GUIDE

Problem	Probable Cause	Remedy
<b>Game lighting not functioning properly</b>	Playfeild fluorescents out	Replace bulb with 26 watt 120 volt mini spiral compact florescent bulb. (A5LI0001)
	Inside cabinet lighting out	Replace bulb with 26 watt 120 volt mini spiral compact florescent bulb. (A5LI0001)
	Lamp socket damaged	Replace faulty sockets (A5SC5002)
	Missing 110 Volt AC line voltage	Check power strip and AC distribution blocks (A5BKDT010)
<b>Game keeps playing</b>	Game is in free-play mode	Push the menu button, scroll to credit settings, set credits.
	Too many credits in memory	Push menu button, scroll to clear audit and statistics, hold down Stop button. <b>NOTE: This will clear all stats!</b>
<b>Stop button doesn't work</b>	Button sticking or damaged	Clean button. Replace if necessary (A5PBAC004)
	Wires on incorrect terminals	Check the cable connections from sensor to PCB. There is a Molex connection at the bucket arm to check as well.
	Cable problem	Check cable (AACB1464) from button to PCB

## DIAGNOSTIC GUIDE

Problem	Probable Cause	Remedy
Ticket do not dispense	Ticket tray empty due to faulty low ticket sensor switch or broken/loose wires. Sensor switch stuck or wire bent out of position.	Fill ticket tray. Replace low ticket sensor switch. Repair wiring. Clean tray of dirt, loose ticket, or debris. Re-bend switch wire to correct position.
	No power to the dispenser	Check wire continuity from dispenser to door board. Check black phone cable (1458) back to auxiliary board on the PCB. Check grey cable (1457) back to the auxiliary board. Check for pinched, broken, or disconnected wires. Replace as necessary.
	Dirty opto sensor or paper dust buildup in the dispenser	Remove the dispenser and use compressed air to blow clean. If necessary clean the sensor with isopropyl alcohol and a cotton swab.
	Notch on tickets is too shallow	Flip ticket and load upside-down to have the larger notch toward the opto-sensor
	Ticket dispenser is faulty	Replace dispenser with a working one
	PCB malfunction	Replace PCB with a spare PCB if possible to isolate the problem to the PCB.

# DIAGNOSTIC GUIDE

Problem	Probable Cause	Remedy
<b>Wrong number of ticket dispensed</b>	Ticket Pattern or bonus value set wrong.	Check for proper values. Enter menu, scroll to adjust payout section.
	Dirty opto-sensor on ticket dispenser.	Clean with compressed air or wipe with isopropyl alcohol on a cotton swab.
	Many tickets in memory. If ticket meter is counting the tickets coming out, then reset tickets owed.	Push menu button, scroll to clear tickets.
	Faulty ticket dispenser.	Replace with spare working dispenser.
	PCB malfunction.	Replace PCB with a spare PCB if possible to isolate the problem to the PCB.
<b>Bonus tickets display out.</b>	Faulty wiring.	Check grey cable (1472) from display to aux board on the PCB.
	Faulty display board.	Clean cable socket, replace board if necessary. (AACB1437)
<b>LED playfield board not scanning properly.</b>	One line on playfield is out.	Cold solder on board. Remove playfield, re-solder bad Led's. Replace if needed. (AACB1433)
	Faulty LED playfield cable.	Check cable 1454 from LED board to aux board on the PCB.
	Interference from different board in game. Unplug the following cables and if that fixes the problem, replace board attached to that cable	Unplug 1472 cable from aux board on Gen 5. If needed replace Bonus Display Board (AACB1437) Unplug 1465 cable from aux board on the PCB. If needed replace LCD interface board. (AACB1428). Unplug ribbon cable from LED board to target light board. If needed, inspect cable, replace target light board. (AACB1434)
	Faulty LED playfield board.	Replace LED playfield board. (AACB1433)

## DIAGNOSTIC GUIDE

Problem	Probable Cause	Remedy
LCD screen not lighting up correctly.	Cable problem.	Check grey cable (1465) from LCD interface board to aux board on the PCB. Check red & black power cable from LCD interface board to LCD display. Check thin flat cables from LCD interface board to LCD display.
	Faulty LCD interface board.	Replace board. (AACB1428)
	Faulty LCD display.	Replace board. (A5CBDI020)

## ERROR CODE GUIDE

Error Code	Probable Cause	Remedy
Coin Jam Error	Game thinks at least 1 of the coin mechs is jammed. It will show this when the coin switch wires are shorted together.	<p style="margin: 0;">Inspect wires going to coin switch. Ensure both switches are wired normally open.</p> <p style="margin: 0;">Remove wires from both switches. Touch wires together and if game coins up, then coin switch is faulty. Replace switch. (AASW2700)</p> <p style="margin: 0;">Faulty wiring. Check wiring from coin switch to door interface board, and grey 1457 cable from door board to aux board on the PCB.</p> <p style="margin: 0;">Faulty circuit board. Replace door interface board(AACB8805) or PCB.</p>

## ERROR CODE GUIDE

Error Code	Probable Cause	Remedy
<b>Low Ticket Error</b>	Game thinks that tickets are empty.	<p>Faulty switch. Inspect and replace if need. (AASW200)</p> <p>Incorrect wiring. Ensure switch is wired normal closed. Inspect wiring back to main board.</p> <p>Faulty software in the PCB. Replace main EPROM.</p>
<b>Ticket Jam Error</b>	Game is not dispensing tickets.	<p>Ensure tickets are in game, and loaded through dispenser properly.</p> <p>Error in ticket dispenser. Refer to "Tickets do not Dispense" in Trouble Shooting Guide.</p>
<b>EPROM Checksum Error</b>	Game can not read values correctly from memory chip on main board.	<p>Faulty memory chip at position U3 on the PCB.</p> <p>Check to ensure all legs are in socket.</p> <p>Replace chip. (A5IC2402)</p> <p>Faulty Software. Replace main EPROM at position U2.</p>
<b>EPROM Write Error</b>	Game can not save values to memory chip on main board.	<p>Faulty memory chip at position U3 on the PCB.</p> <p>Check to ensure all legs are in socket.</p> <p>Replace chip. (A5IC2402)</p>

# MAINTENANCE CHECKLIST

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

**! DANGER !**

**DO NOT perform repairs or maintenance on this game with the power ON. Unplug the unit from the wall outlet or shut off the power at the power strip located inside the game cabinet.**

**! WARNING !**

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

**! ATTENTION !**

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

Inspect the game for damage. Repair as needed.	<b>DAILY</b>
Check all game lighting. Repair or replace lamps as needed.	<b>DAILY</b>
Fill ticket trays.	<b>DAILY</b>
Empty coin box.	<b>DAILY</b>
Test game to ensure proper operation.	<b>WEEKLY</b>
Clean outside surfaces with warm soapy water only. <b>Do Not</b> use solvents on decals or acrylic surfaces.	<b>WEEKLY</b>
Clean front glass with glass cleaner and a clean lint free cloth.	<b>WEEKLY</b>
Blow paper dust from the ticket dispenser outside the game. Clean more often if conditions dictate.	<b>MONTHLY</b>













Excellent customer service is very important to Bay Tek Games! We know that keeping your games in great operating condition is important to your business. When you need us, we are here to help. You can call us for free technical assistance, and you can count on us to have parts on-hand to support your game. When you do need us, it's important that you know what to expect. We offer options that fit your needs.

### **Electronics / Circuit Boards:**

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

• **Advance Replacement** – If you have Circuit Board issues with your Bay Tek game, but you don't have time to send in your board in for repair, give us a call and ask for an Advance Replacement. We'll send you a replacement board that same day (pending availability). When you get your new board, just repackage the defective board in the same box and send it back to us. We make it easy by including a UPS Return-Shipping label for you to put on the box.

This is your best option when you need to get your game up and running as quickly as possible!

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

### **Technical Support:**

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

They'll need your help to perform some troubleshooting steps and convey to them exactly what's happening with your game.

### **Returns & Credits:**

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

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

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

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

## WARRANTY OPTIONS

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

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

See page 1 for registration information.

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

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

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

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

## Repair of Non-Warranty Part (s)

Should your game need servicing, determine the serial number from the decal on the back of the game cabinet or the main board, and call **920.822.3951** or e-mail to: [service@baytekgames.com](mailto:service@baytekgames.com)

An estimate of the repair charges will be quoted to you for approval.  
You may now proceed in one of two ways.

Option 1:

Request immediate shipment of advance replacement part(s).

You will receive the part(s) with

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

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

Option 2:

Send in the faulty part(s) for repair or replacement.

Please include the following information

**NAME**

**ADDRESS**

**PHONE #**

**SERIAL #**

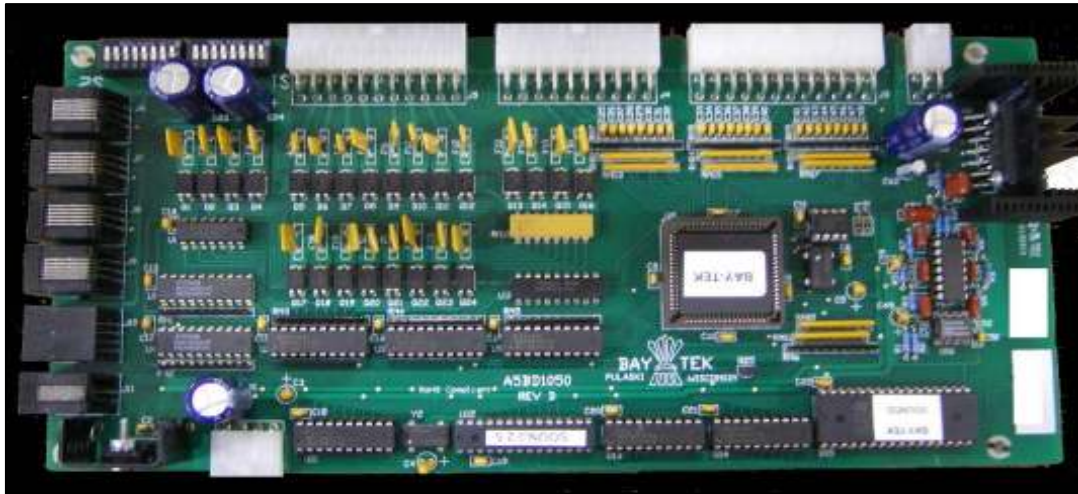
**PURCHASE ORDER NUMBER** or

**SIGNED AUTHORIZATION** to perform service.

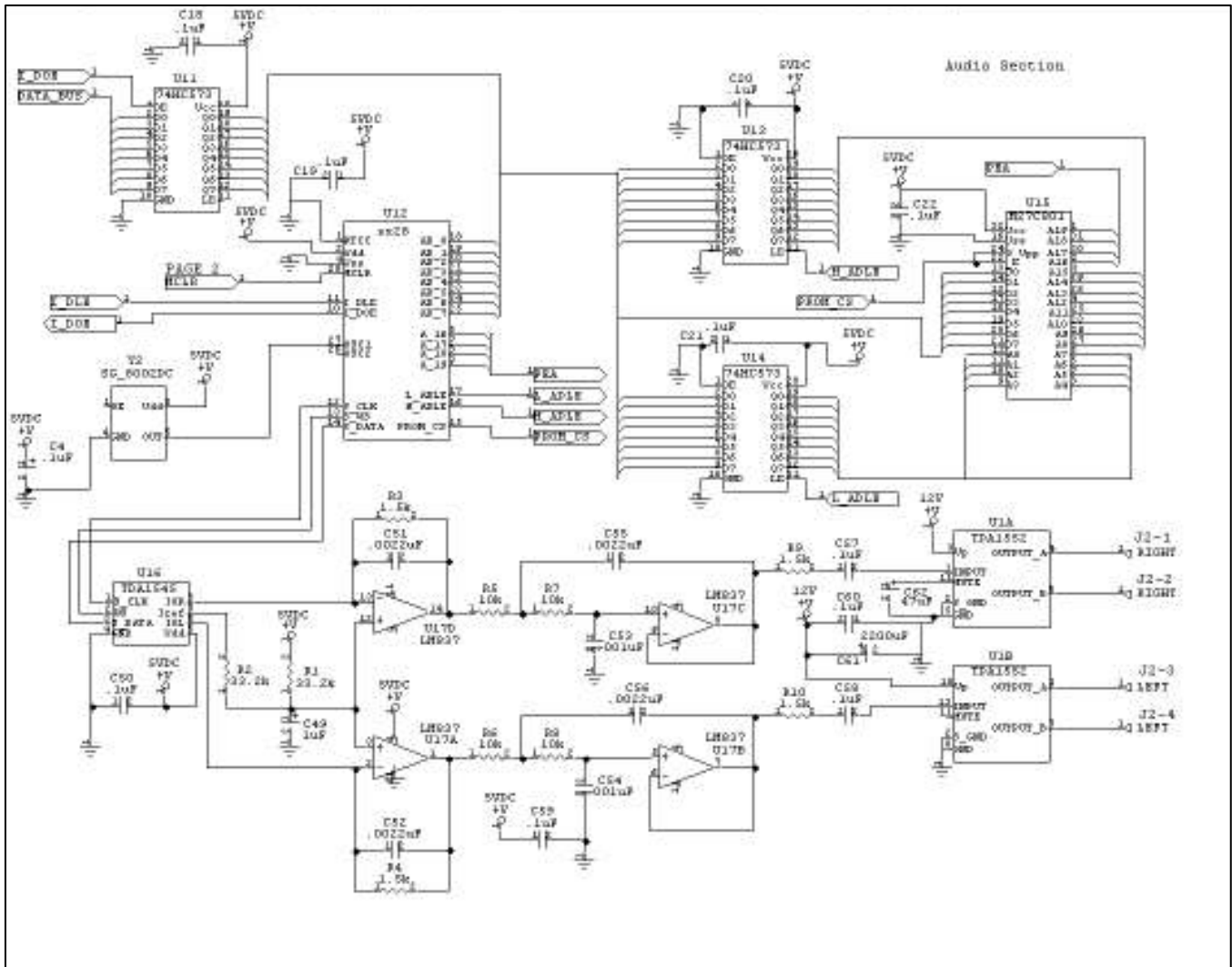
Repair and returned part(s) will be shipped back using the same method in which they were received.

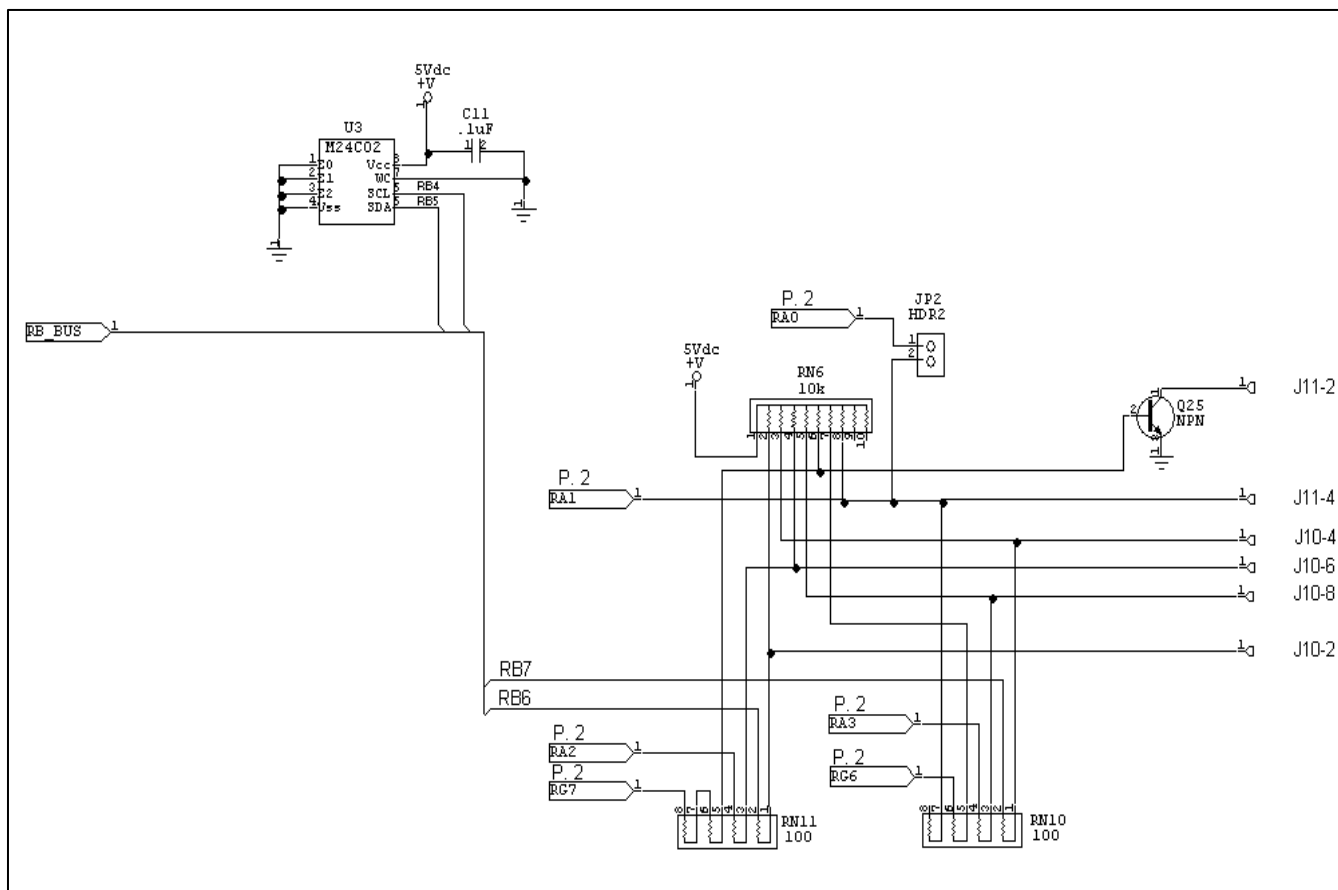
Repairs are warranted 30 days from the date installed into service.

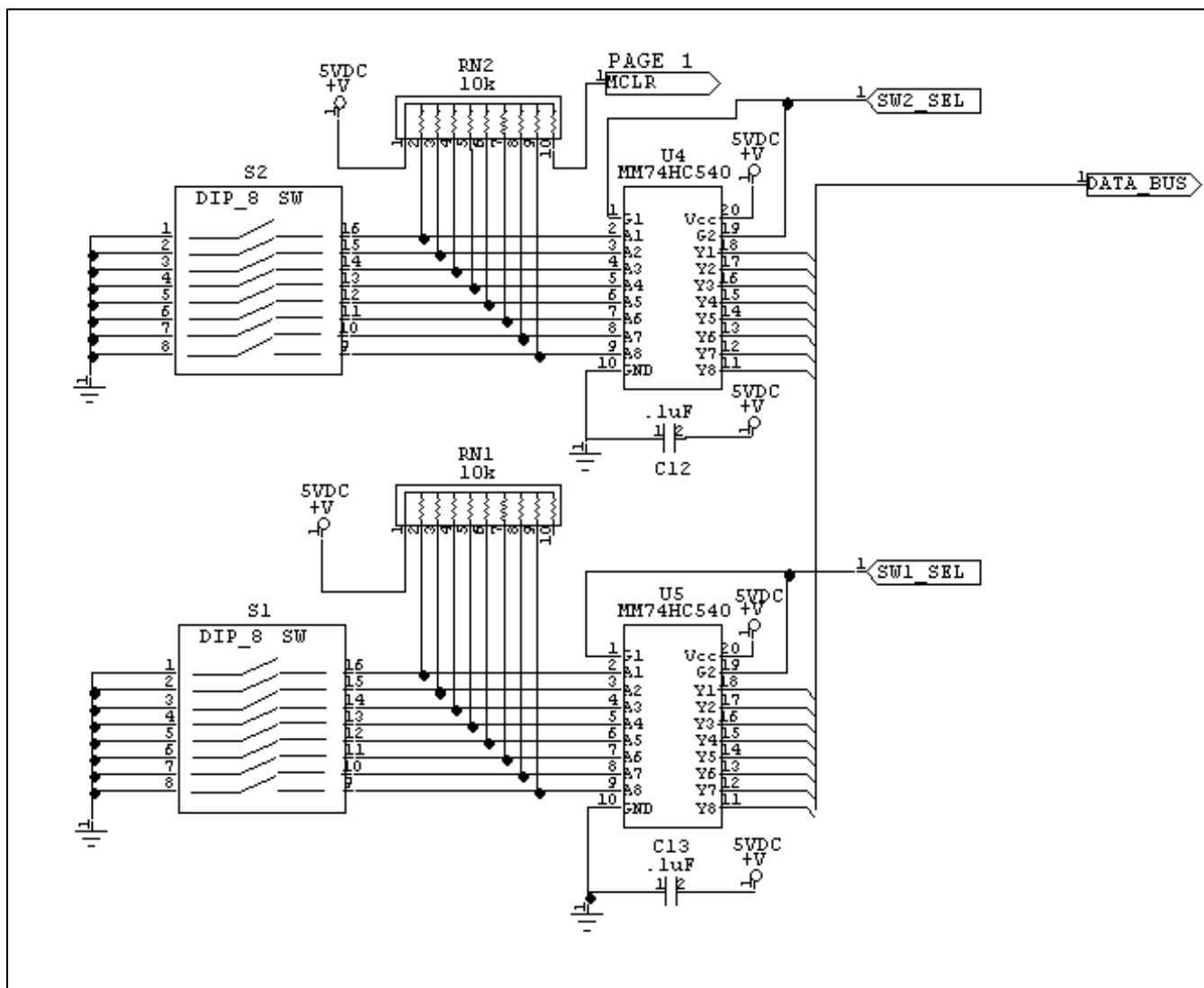
# ELECTRICAL DRAWINGS



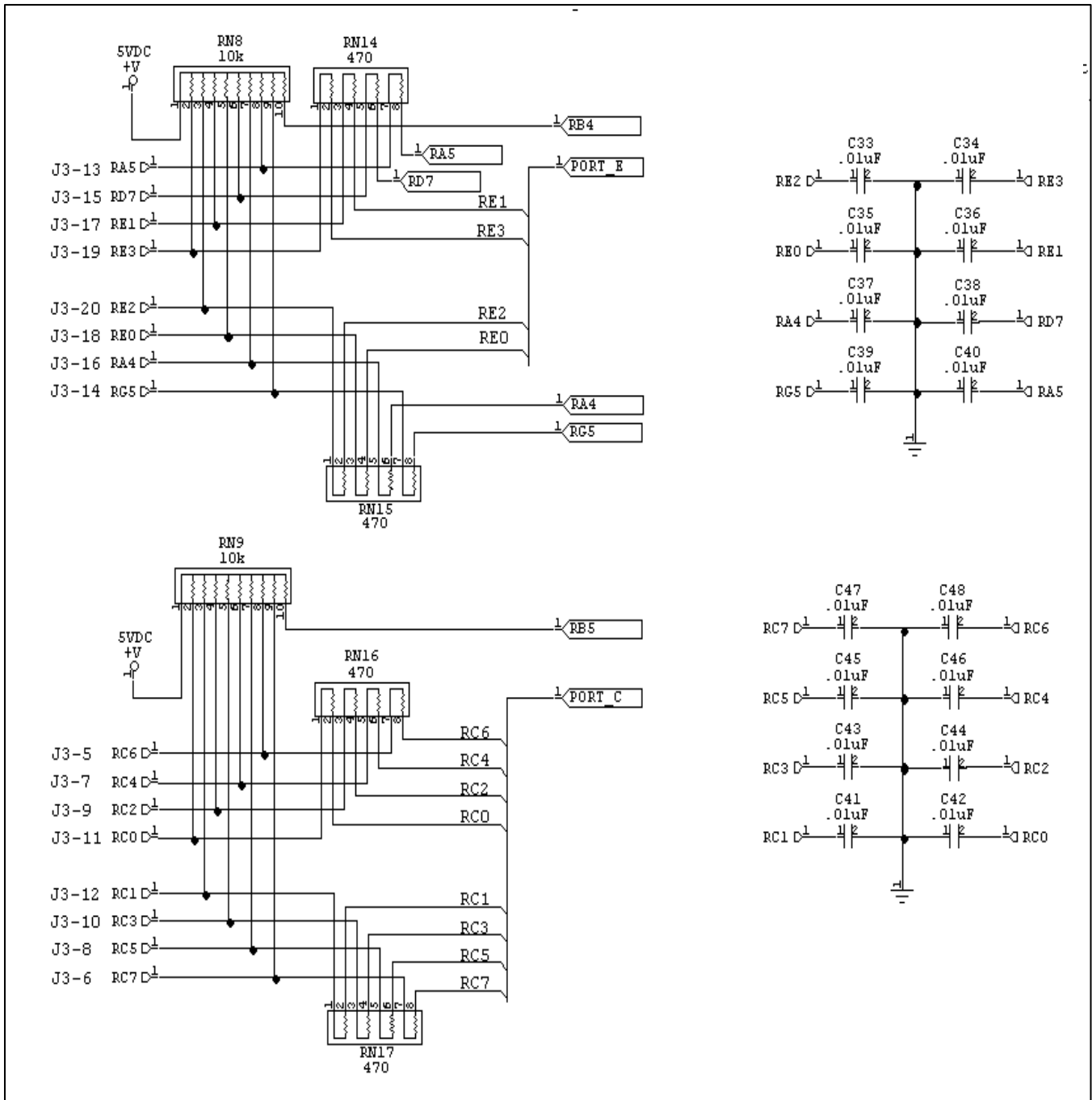
## PCB DRAWING

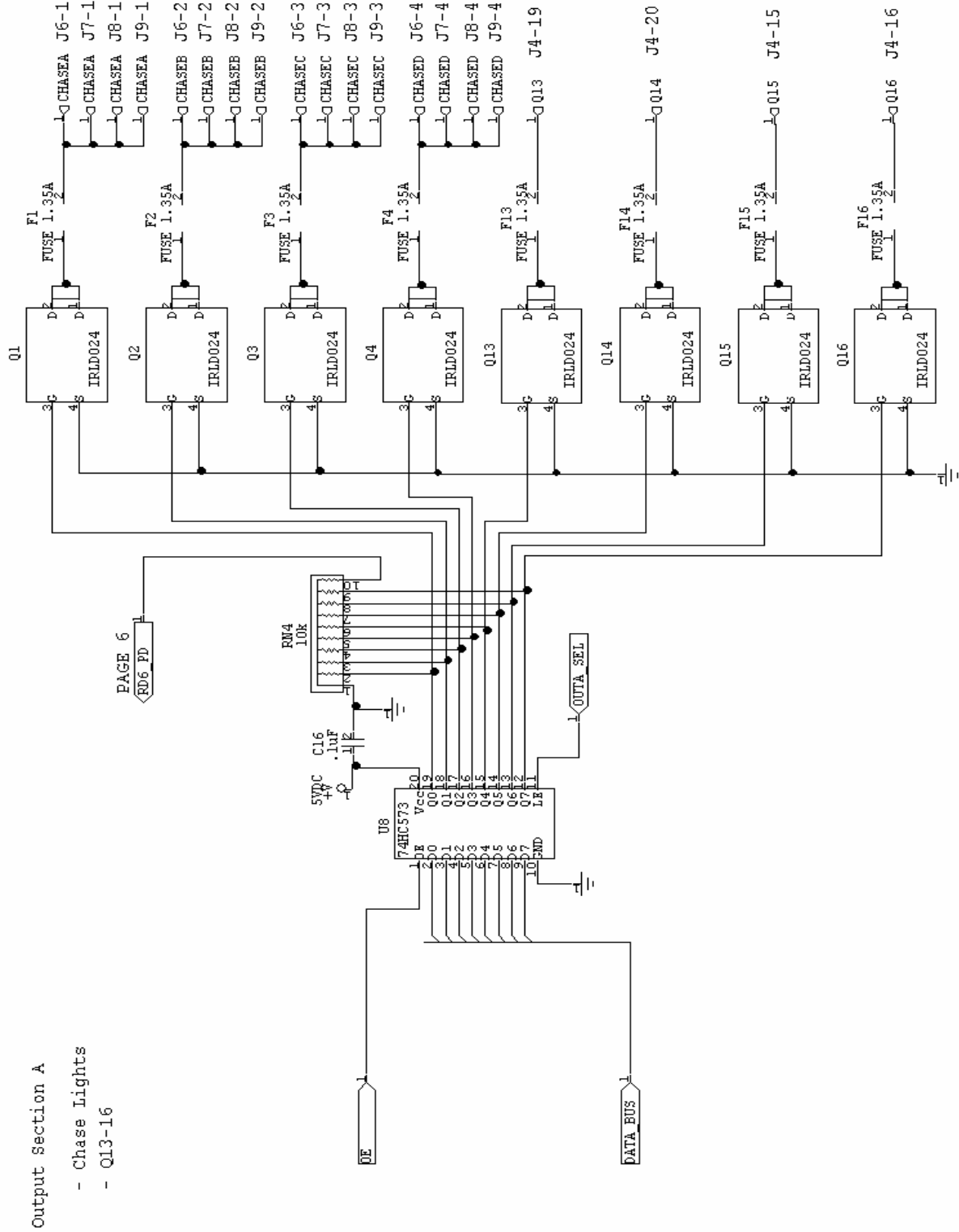




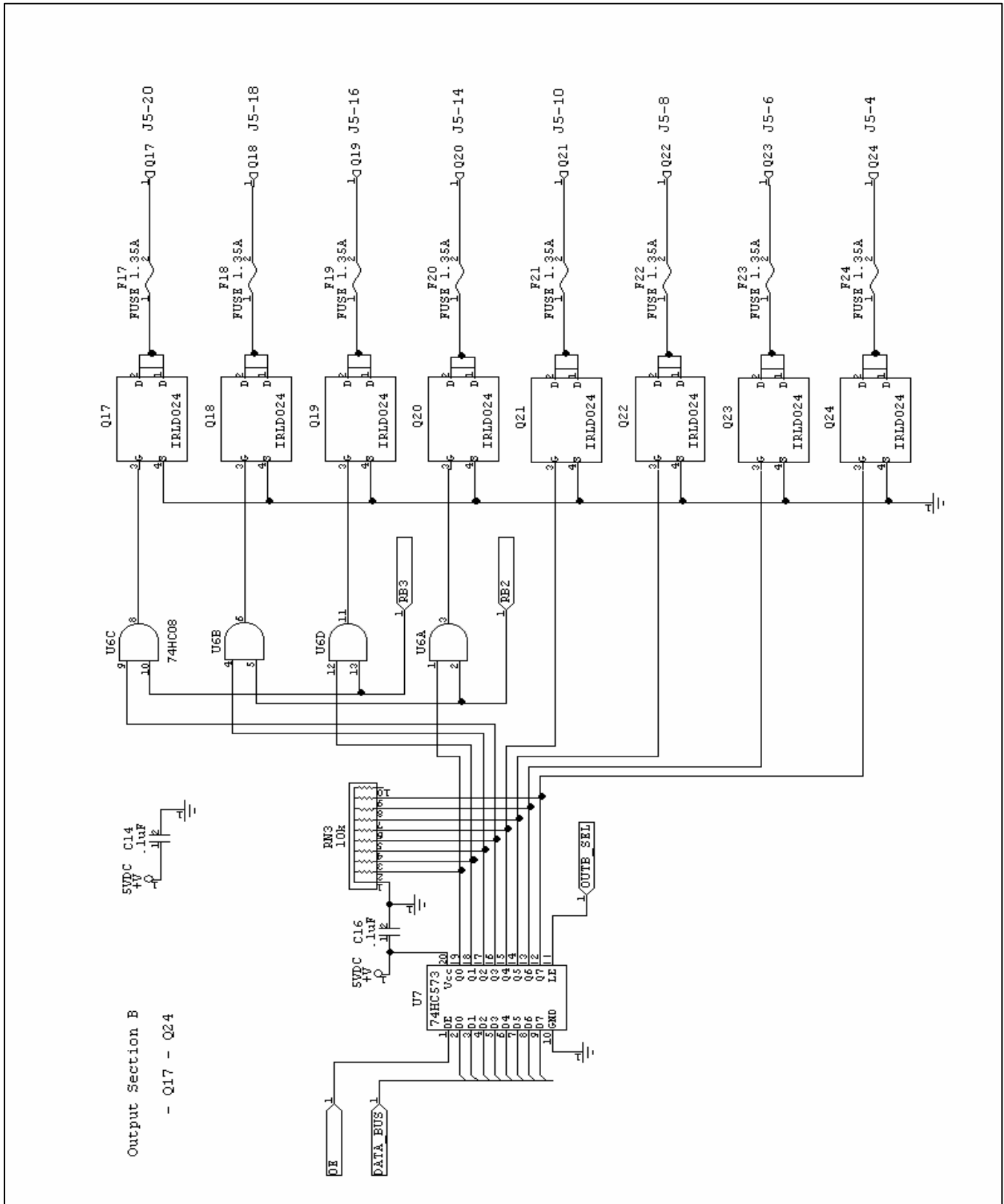


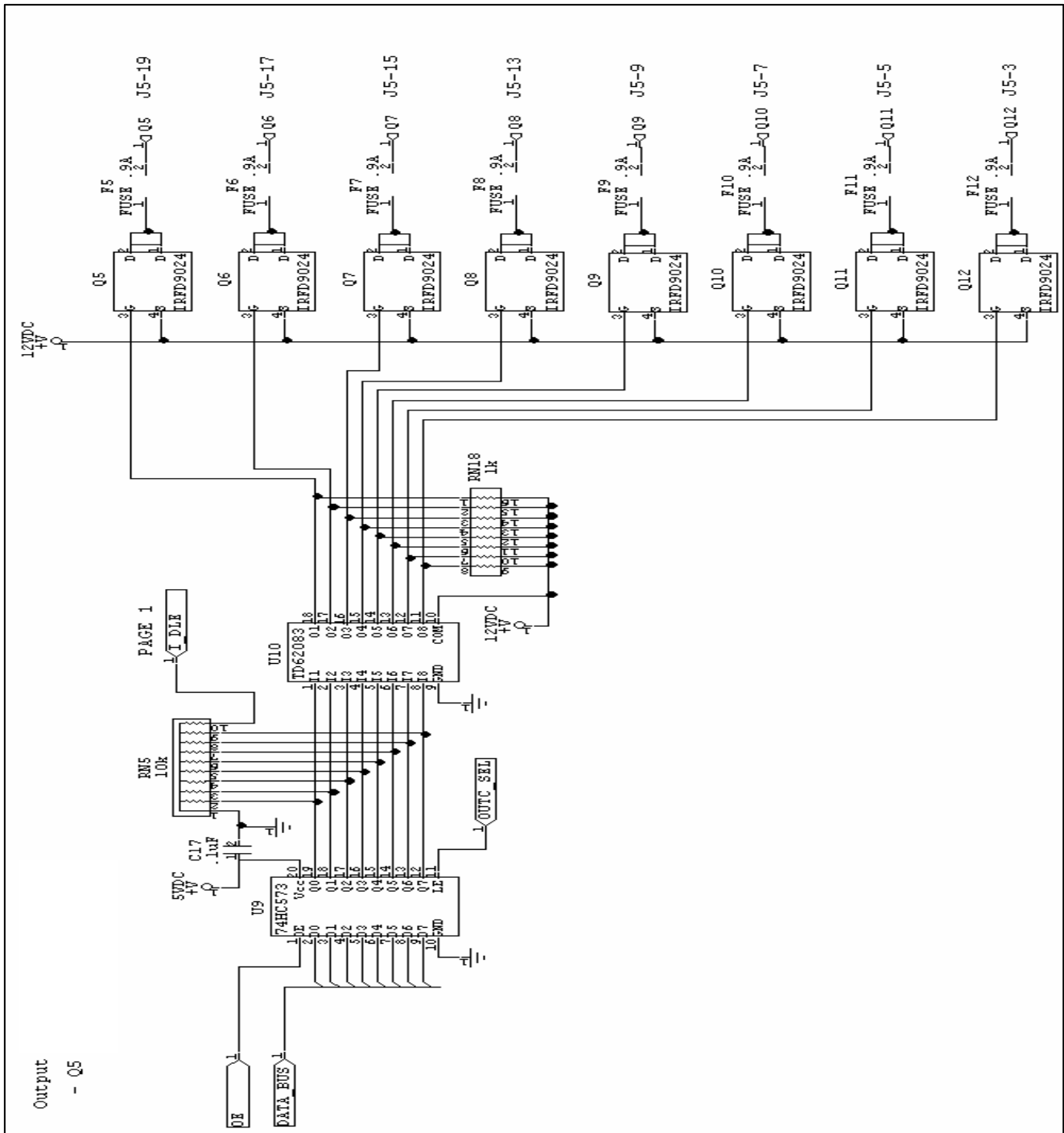
# Input Section B - Inputs RE, RC

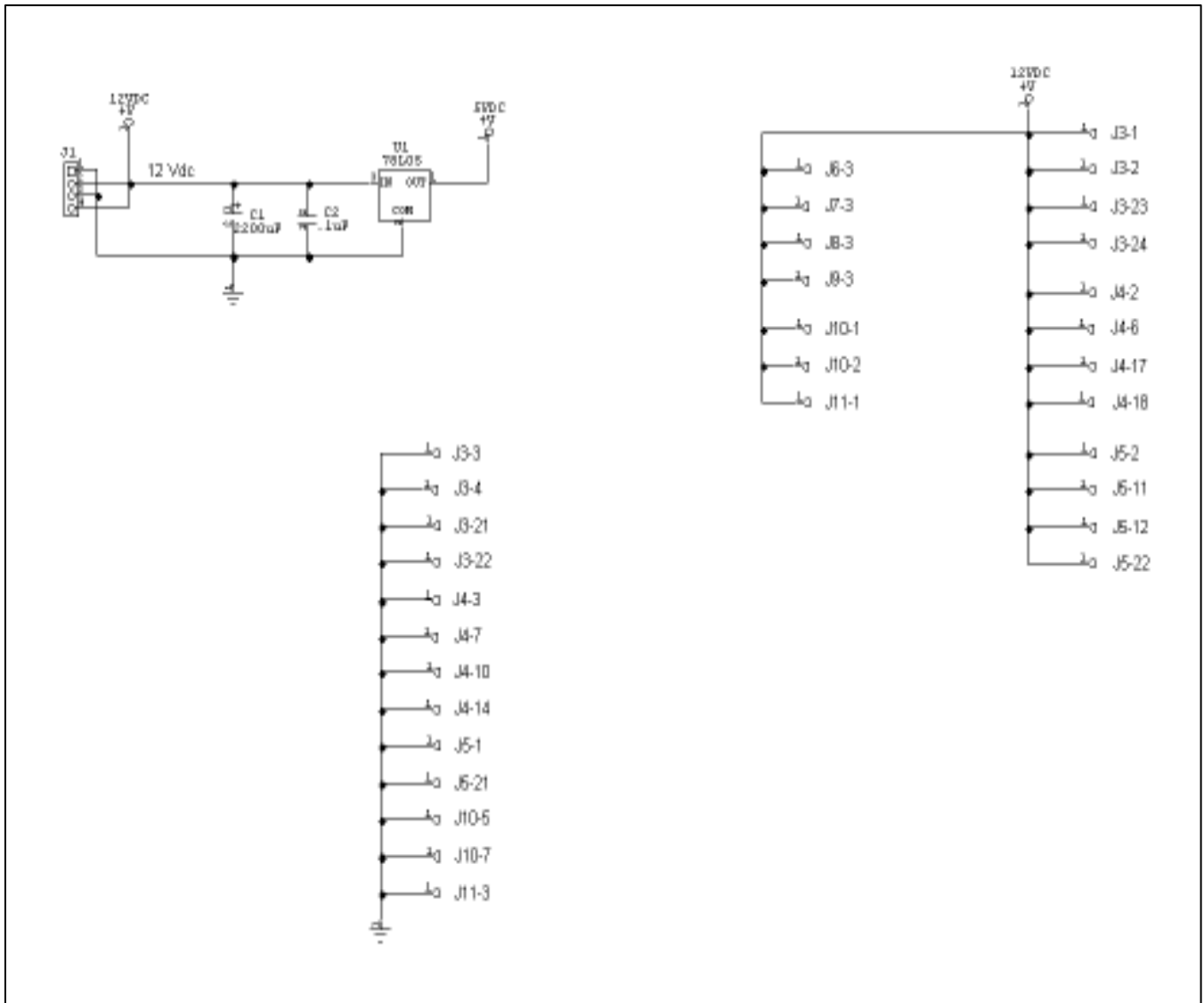




Output Section A  
 - Chase Lights  
 - Q13-16









# PARTS LIST

PRICES CAN BE FOUND ONLINE AT  
[BAYTEKGAMES.COM/PARTS](http://BAYTEKGAMES.COM/PARTS)

PART NUMBER	PART DESCRIPTION
A5SC5002	LIGHT SOCKET
A5SP1050	SPEAKER
AACE8802	OUTLET STRIP
AACO1000	COUNTER
A5LI0001	120 VOLT SPIRAL LIGHT BULB
A5PBAC004	RED "STOP" BUTTON
A5CB2050	CASH BOX
A5TD1	TICKET DISPENSER
<b>DECALS</b>	
A5ACDF015	PLAYFIELD LIGHT DIFFUSER
A5DE1463	PLAYFIELD NUMBER DECALS
A5DE1466	BONUS NUMBER DECALS
A5DE1470	LEFT SIDE DOOR DECAL
A5DE1471	RIGHT SIDE DOOR DECAL
A5DE1472	LEFT SIDE RACK DECAL
A5DE1473	RIGHT SIDE RACK DECAL
A5DE1475	WINDSHIELD DECAL
A5DE1477	PLAYFIELD DECAL
A5DE1478	FRONT DOOR DECAL
A5DE1479	TIRE DECAL
A5AC1470	FRONT RACK ACRYLIC
A5AC1471	CONTROL PANEL ACRYLIC
A5AC1472	HEADLIGHT ACRYLIC

# PARTS LIST

**PART NUMBER**

**PART DESCRIPTION**

## CIRCUIT BOARDS

<b>A5CBDI020</b>	<b>LCD BOARD</b>
<b>AABD1055</b>	<b>COMMUNICATIONS BOARD</b>
<b>AABD4210B</b>	<b>TOP HEADLIGHT BOARD</b>
<b>AACB1428</b>	<b>LCD INTERFACE DISPLAY BOARD</b>
<b>AACB1433</b>	<b>LED PLAYFIELD BOARD</b>
<b>AACB1434</b>	<b>TARGET LIGHT BOARD</b>
<b>AACB1435</b>	<b>AUXILIARY BOARD (CONNECTED TO THE MAIN BOARD)</b>
<b>AACB1437</b>	<b>4 DIGIT DISPLAY BOARD</b>
<b>AACB1438</b>	<b>SUMMATION BOARD</b>
<b>AACB8805</b>	<b>DOOR INTERFACE BOARD</b>
<b>A5PS1001</b>	<b>POWER SUPPLY</b>
<b>AAMB5A</b>	<b>GENERATION 5 MAIN BOARD (PCB)</b>