

SERVICE MANUAL

AXE MASTER



PLACE SERIAL NUMBER LABEL HERE

FACTORY CONTACT INFORMATION



BAY TEK ENTERTAINMENT
Pulaski Industrial Park
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All games are proudly manufactured at our factory in Pulaski, Wisconsin, USA

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WELCOME TO AXE MASTER

Congratulations on your purchase!

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

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

Your Friends at Bay Tek Entertainment



GAME INSPECTION

Please inspect the game for any damaged, loose, or missing parts.

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

Then, contact Bay Tek Entertainments' Service Department at
(920) 822-3951 Ext. 1102

Or email us at baytek.service@thevillage.bz for further assistance.

GAME SPECIFICATIONS

WEIGHT			POWER REQUIREMENTS		
NET WEIGHT	1829 lbs.	830 kg	INPUT VOLTAGE RANGE	100 to 120 VAC	220 to 240 VAC
SHIP WEIGHT	1979 lbs.	898 kg			
GAME DIMENSIONS			INPUT FREQUENCY RANGE	60 Hz	50 Hz
WIDTH	64 inches	162.5 cm			
DEPTH	185 inches	470 cm	MAX OPERATING CURRENT		
HEIGHT	135 inches	343 cm	5 Amps @ 115 VAC / 2.5 Amps @ 230 VAC		
OPERATING TEMPERATURE			Note: Game height will be 108 inches without the marquee.		
FAHRENHEIT	45 - 80 F				
CELSIUS	7.2 - 26.7 C		Note: Oversea Shipping Containers will have 2 pallets 32 inches wide instead of the 40 inches.		
SHIPPING DIMENSIONS					
PALLET # 1	80"Lx 58"Wx 92"H 950lbs. class 250				
PALLET # 2	58"Lx 40"Wx 80"H 452 lbs. class 250				
PALLET # 2	58"Lx 40"Wx 92"H 577 lbs. class 150				

SAFETY PRECAUTIONS

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

AXE MASTER SETUP

The game will arrive on 3 pallets with many parts. Please inspect the pallets for shipping damage and report immediately to the freight company if any damage found. There will be about 5 hours of assembly time needed.

There is an instructional video showing how to set up game.

Please visit: www.baytekent.com/hatchet-hero/game-setup

Tools Needed:

1 step ladder (6 foot)

2 of 9/16" Wrenches

1" Crescent Wrench

3 people

7/16" Wrench

3 Phillips screwdriver bit

2 Square head screwdriver bit

Important:

Portions of this game are heavy, bulky and large. Assembly requires 2 people to lift heavy components, and ladders that are tall and strong enough to position components to the top of the game.

From the small front console pallet:
Remove the monitor housing.
Remove the marquee.

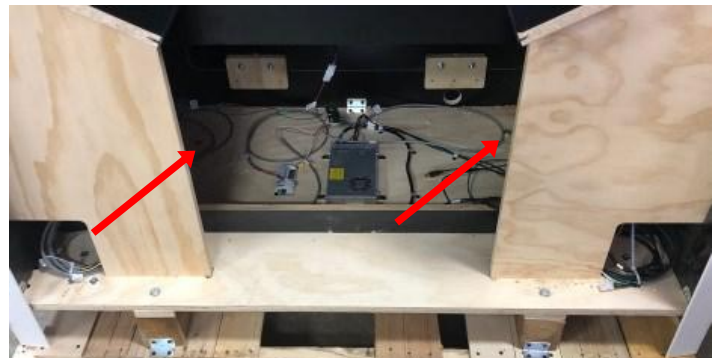
Remove the 2 bolts holding the front console to the pallet using a 9/16" wrench.



Remove and open the box containing:
Service Manual
3 Axes (there are an additional 3 axes to use when needed.)
Power Cord
Hardware kit (Part # A5KIT-HH/AXM)

From the small rear cabinet pallet:
Remove the 2 of Roof Panels
Remove the Right Cage Assy (labeled #2)

Remove the 2 bolts holding the rear console to the pallet using a 9/16" wrench.



AXE MASTER SETUP

From the large middle cabinet pallet:

Remove the parts stacked on the middle cabinet and set aside.

Remove the 2 bolts holding the middle console to the pallet using a 9/16" wrench. There is one bolt on each end of the pallet.



Position the rear cabinet in position about 2 feet away from the wall near the game's final location.

Position the middle cabinet into position close to rear cabinet. Snip plastic wire ties holding cables carefully to avoid cutting wires.

Connect wires on the right side:

CE29006 to CE29005

CE29002 to CE29003

AC Power plug to the female AC power plug

CE29056 to CE29057

Connect wires on the left side:

CE29039 to CE29038

CE29060 to CE29059

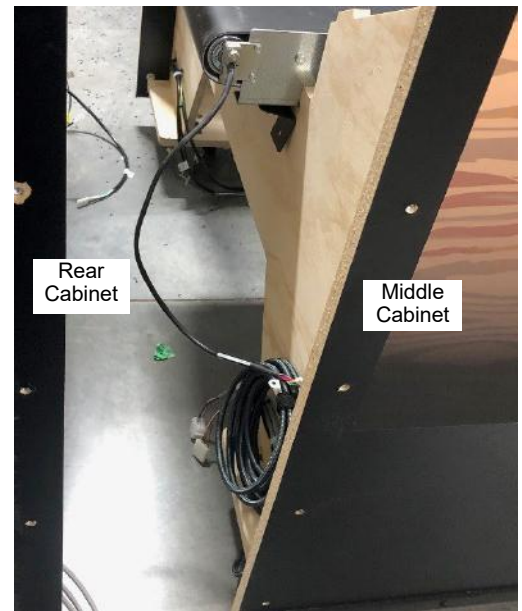
CE29019 to CE29036

CE29025 to CE29024

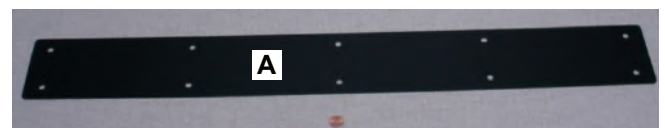
CE29035 to CE29031

CE29017 to CE29041

Unwind the HDMI cable from the middle cabinet section and route into the back cabinet and up toward the top of the rear cabinet. This will plug into the marquee further into the assembly process.

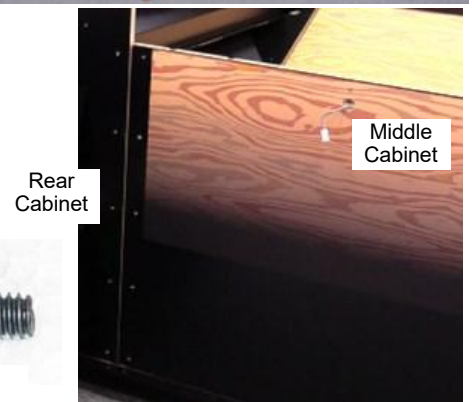


Locate the 2 of large metal connector plates. (Label A)



Slide the middle section tight up against the rear section. Ensure the cables do not get pinched between the wood sections.

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



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AXE MASTER SETUP

Position the front console cabinet into position close to middle cabinet.

Snip plastic wire ties holding cables carefully to avoid cutting wires.

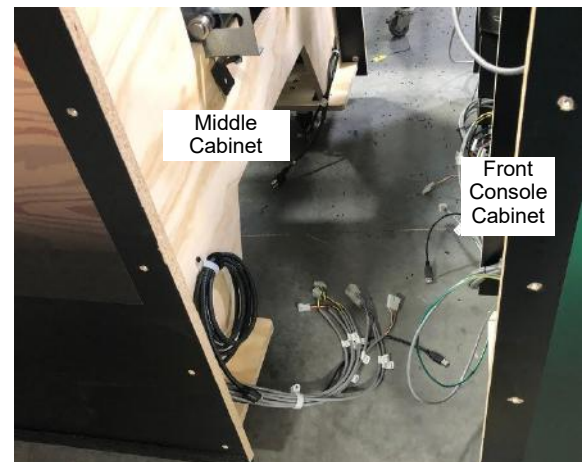
Connect wires on the right side:

CE29000 to CE29002

CE29004 to CE29006

CE29055 to CE29056

AC Power plug to the female AC power plug



Connect wires on the left side:

CE29053 to CE29018

CE29032 to CE29019

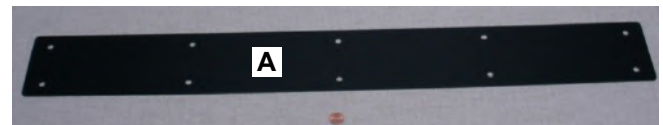
CE29030 to CE29035

CE29040 to CE29039

CE29028 to CE29029

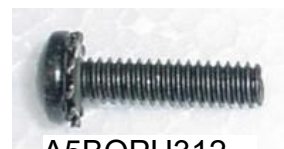
Unwind the HDMI cable from the middle cabinet section and route into the front console cabinet and toward motherboard. Plug this HDMI cable into the motherboard.

Locate the 2 of large metal connector plates.
(Label A) (Part # A5ME29012)

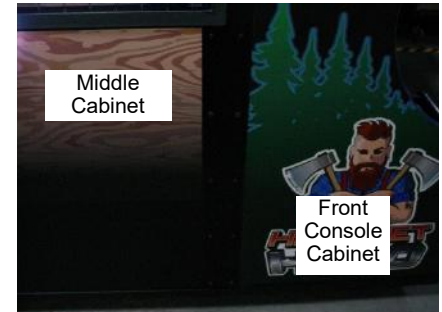


Slide the front console section tight up against the middle section.
Ensure the cables do not get pinched between the wood sections.

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



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The Conveyor Guard is designed to keep fingers from getting pinched by the conveyor roller.
It is very important to adjust this metal bracket at game install, and anytime the game is moved, conveyor is adjusted or taken apart.

Use a Phillips screwdriver to loosen the 3 bolts.

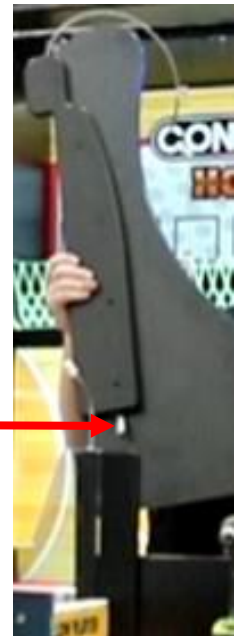
Move bracket up very close to the conveyor belt and tighten screws.

Make sure the bracket does not touch the conveyor belt, but is close to it.

AXE MASTER SETUP

Locate the front plexi guard and install into notch with "V" notch pointing upward.

Ensure it sits fully down into the notch.



Locate piece L - the front right side upright. (Part # AACA29056)
There will be a cable inside the groove - connect this cable with the cable coming up from the lower front console cabinet. (CE29061 to CE29062)
The wire colors should match up across the connectors.
Connect this connector and tuck the access wire up inside the groove.
Place right side upright flat against lower front console cabinet.
Ensure the cable does not get pinched between the wood sections.

Locate the 1 of medium metal connector plates. (Label D) (Part # A5ME29011)



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

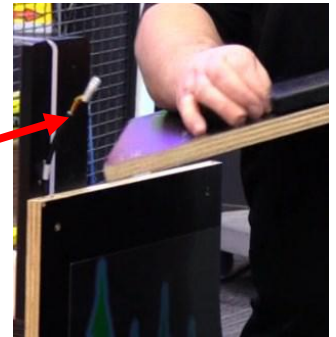


Secure the inside of the right upright to the black plastic using 6 of the black 6 X 1 1/4" screws using a # 2 Square Head bit.

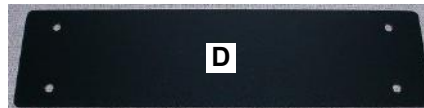


AXE MASTER SETUP

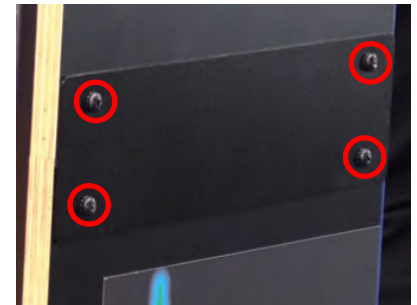
Locate piece K - the front left side upright. (Part # AACA29057)
There will be a cable inside the groove - connect this cable with the cable coming up from the lower front console cabinet. (CE29058 to CE29016)
The wire colors should match up across the connectors.
Connect this connector and tuck the access wire up inside the groove.
Place left side upright flat against lower front console cabinet.
Ensure the cable does not get pinched between the wood sections.



Locate the 1 of medium metal connector plates. (Label D) (Part # A5ME29011)



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



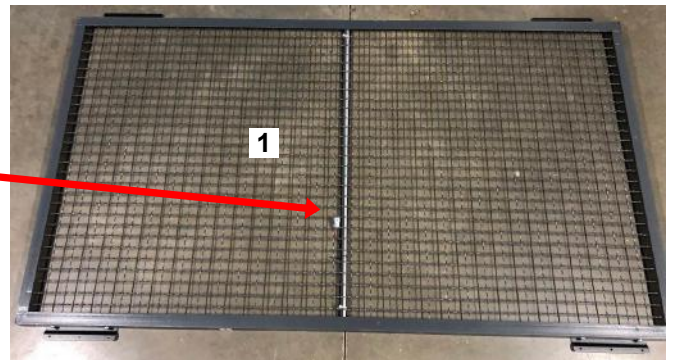
Secure the inside of the right upright to the black plastic using 6 of the black 6 X 1 1/4" screws using a # 2 Square Head bit.



AXE MASTER SETUP

Prep left side cage for installation.

Locate left side cage assembly - (Labeled 1)
Part # AAME29000-L The LED light must point toward the rear of the cabinet..



Locate Left upper cage support wood - (Labeled M)
Part # WACA29059 Ensure it has the "L" etched in the middle of the wood.

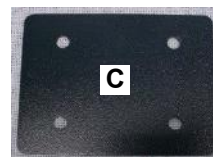


Place the wood piece (M) on top of the cage piece (1)
The L mark must be on the inside of the cage.
The LED light stick will be on the inside pointing toward the back of the game.

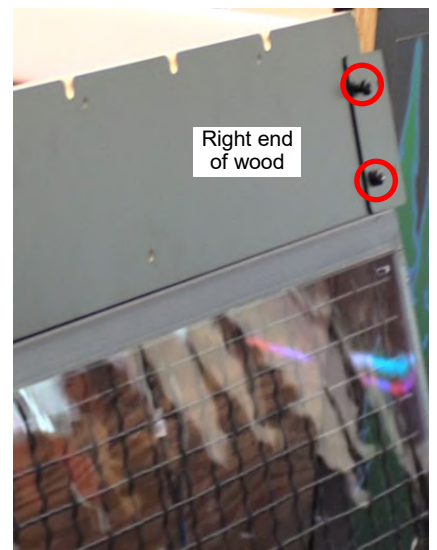
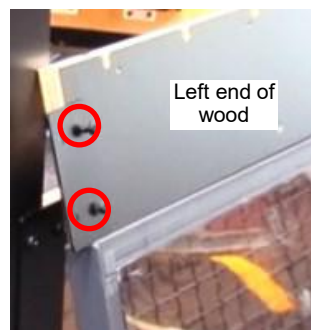
Secure the left wood to the top of the left cage using 6 of the black 10 X 5/8" screws using a # 2 Square Head bit.
3 screws per bracket.



Locate the 2 of short metal connector plates.
(Label C) (Part # A5ME29013)



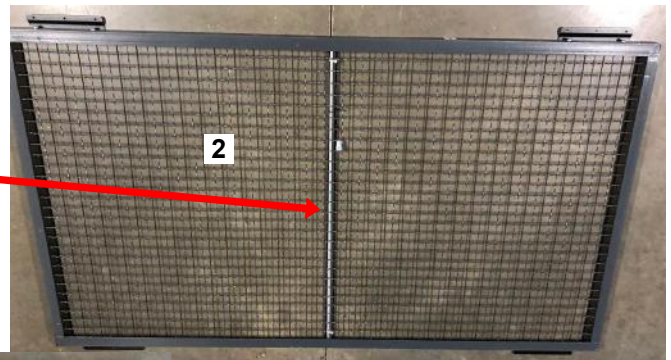
Install a short metal connector plate at the top left and right edge of the wood piece as shown.
4 of the black 1/4-20 X 1 Phillips head bolts using a # 3 Phillips Head bit.
2 per bracket.



AXE MASTER SETUP

Prep right side cage for installation.

Locate right side cage assembly - (Labeled 2)
Part # AAME29000-R The LED light must point
toward the rear of the cabinet.



Locate right upper cage support wood - (Labeled N)
Part # WACA29043 Ensure it has the "R" etched in
the middle of the wood.

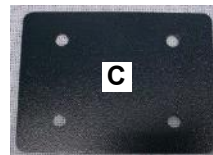


Place the wood piece (N) on top of the cage piece (2)
The R mark must be on the inside of the cage.
The LED light stick will be on the inside pointing toward the
back of the game.

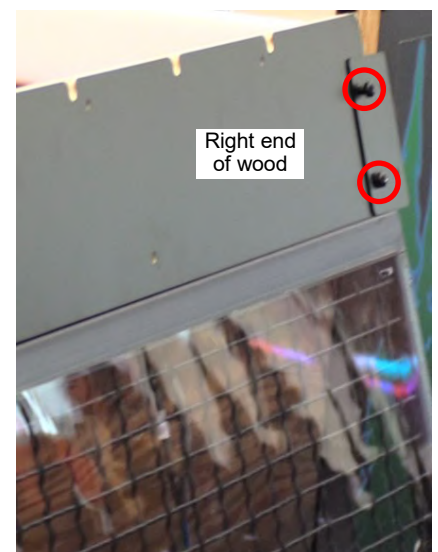
Using the same process as the other side, secure the right wood to the top of the
right cage using 6 of the black 10 X 5/8" screws using a # 2 Square Head bit.
3 screws per bracket.



Locate the 2 of short metal connector plates.
(Label C) (Part # A5ME29013)



Install a short metal connector plate at the top left and right edge of
the wood piece as shown.
4 of the black 1/4-20 X 1 Phillips head bolts using a # 3 Phillips Head
bit.
2 per bracket.

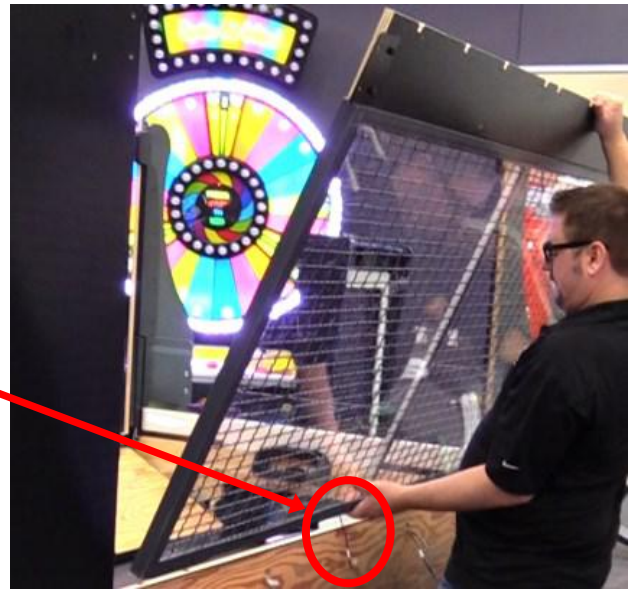


AXE MASTER SETUP

Install the left and right cage assemblies onto the cabinet:

Using 2 people, lift the right side cage up onto the cabinet.

Important: Make sure the center cable is pushed under the cage and into the cabinet.

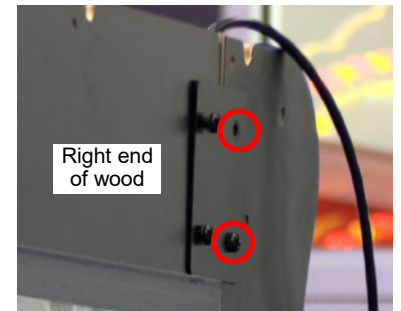
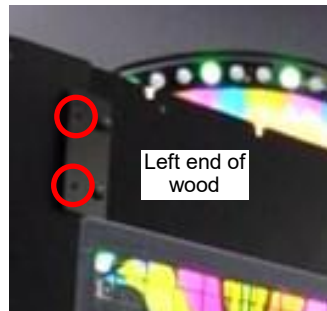


Secure the cage from the outside of the cabinet by installing 2 bolts into each connector plate at the top left and right edge of the wood piece as shown.

Use 2 of the black 1/4-20 X 1 Phillips head bolts into each bracket using a # 3 Phillips Head bit.



A5BOPH312



Follow the same process with the right side cage assembly.

Secure the cages from the inside of the cabinet by carefully climbing inside the cabinet onto the conveyor belt. Plug in the side cage lights to the cable coming from the cabinet. (CE29048 to CE29017)

Secure the bottom of the cages to the wood with 6 of the black 10 X 5/8" screws using a # 2 Square Head bit. 3 screws per bracket.



A5SCPH152



Follow the same process with the other side cage assembly.

AXE MASTER SETUP

Install the white plastic arrow lights onto the outside of the cabinet.

Locate 2 of left side cage lights - (Labeled H)

Part # AALI29000-L

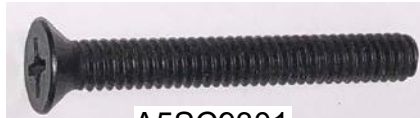
The arrow shape must point toward the front of the cabinet, with a cable coming out of the bottom.

Bring the left side cage light close to the side of the cabinet and plug the cable from the side cage light into the cable protruding from the hole in the side of the cabinet. (CE29044 to CE29060)

After connected, feed the excess cable length back down into the hole.

Secure the arrow with 2 of the black 1/4-20 X 2 Phillips head bolts using a # 3 Phillips Head bit.

(2 per arrow, 4 per side)



A5SC9301

Install the top bolt first, then finish clearing the cable and ensure the cable does not get pinched as you install the bottom bolt.

Install both left arrow lights as shown.

Install the right side cage lights similarly by locate 2 of right side cage lights - (Labeled J) Part # AALI29000-R

The arrow shape must point toward the front of the cabinet, with a cable coming out of the bottom.

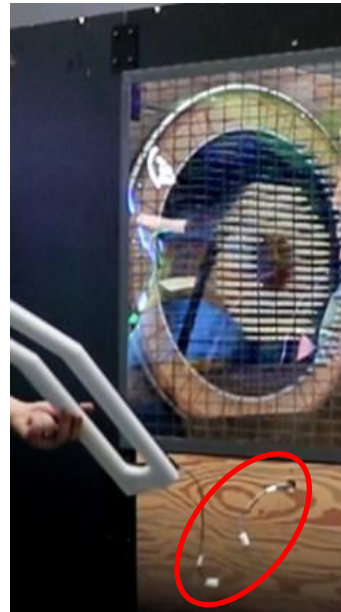
Secure both arrows with the black 1/4-20 X 2 Phillips head bolts using a # 3 Phillips Head bit.

(2 per arrow, 4 per side)



A5SC9301

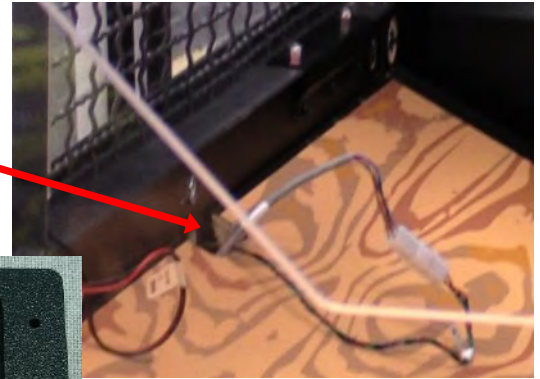
Again, ensure the cable does not get pinched as you install the bottom bolt.



AXE MASTER SETUP

After all 4 white plastic arrow lights are installed onto the outside of the cabinet, install the black plastic blocks to hide the wires.

Carefully climb inside the cabinet
Making sure the wires are connected, feed the excess cable length back down into the hole.



Locate the black plastic wire covers - (Labeled 5)
Part # WACA29090
Slide the black plastic wire cover down into the slot in the cabinet - this end first.



Ensure the wires are not pinched by the cover, and install 2 of the black 6 X 1 1/4" screws using a # 2 Square Head bit.
Do this for all wire covers.



Now we will start building the roof of the cabinet:

Locate the Single Front Arch - (Labeled E)
Part # AAAR29000

Place this single front arch on the cabinet as shown.

Important: Make sure the T nuts are pointing toward the back of the game.



T nuts point toward the back of the game.



Back of the game

Secure the single front arch to the cabinet by installing 2 bolts through the wood into the arch as shown.

Use 2 of the black 1/4-20 X 1 1/2" Phillips head bolts and 2 of 1/4" black washers per side using a # 3 Phillips Head bit.

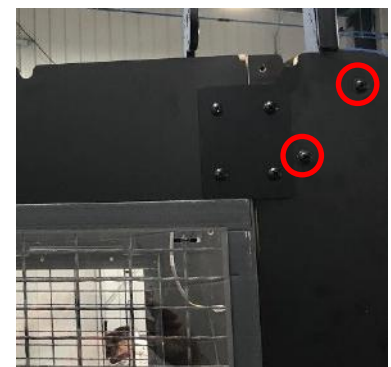
Make sure both sides of the arch are secure.



A5SCPP025



A5WAF090



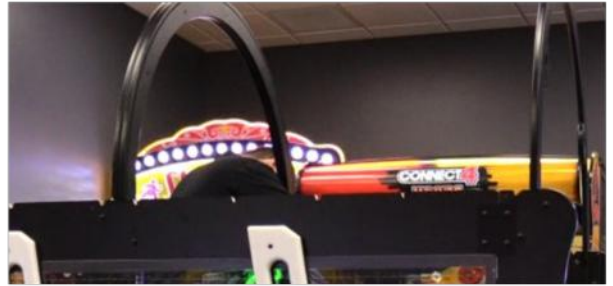
AXE MASTER SETUP

Locate the Double Middle Arch- (Labeled F)
Part # AAAR29005



Place this double middle arch on the cabinet as shown.

Install so the bolt threads are pointing toward the back of the game so they are not visible to the player.



Secure the double middle arch to the cabinet by installing 2 bolts through the wood into the arch as shown. Use 2 of the black 1/4-20 X 1 1/2" Phillips head bolts and 2 of 1/4" black washers per side using a # 3 Phillips Head bit.

Make sure both sides of the arch are secure.



A5SCPP025

A5WAFL090



Attach monitor to the game:

Important: The monitor housing is large and heavy.

Use 2 or more people to lift monitor housing to the top of the rear cabinet.

Remove the back door and position the top monitor housing in place by aligning the oval cut-outs in the top of the game. The monitor housing has the same oval cut-outs.

Once both oval cut-outs are positioned over one another, it should be perfectly aligned.



Secure the monitor housing to the cabinet by installing 2 bolts/washers/split washers through the wood into the monitor housing as shown.

Use 2 of the 3/8"-16 , 2 1/4 inch bolts with split washers and washers using a 9/16" wrench.



A5BOPH135



A5WALO010



A5WAFL050

Connect the power cord to the power cord from monitor housing.

Connect the HDMI cable to the HDMI cable from monitor housing.

AXE MASTER SETUP

Install the roof supports:

Locate the 3 of Black Plastic Roof Supports- (Labeled G)
Part # AAC29096



These roof supports will have small L brackets attached.

The monitor housing has small cutouts in the surface.

The notched end of the roof support must slide into this notch completely.



The cut-outs in the roof supports will slide into the middle and front arches.



Once all of the notches are fitted, secure the roof supports by using 8 of the black #6 by 3/4" screws using a Phillips screwdriver.



Secure all 3 roof supports using the same process.



At the front of the game, route the cables up over a roof support and into and through the hole in the front arch.

This cable will plug into the poles later.

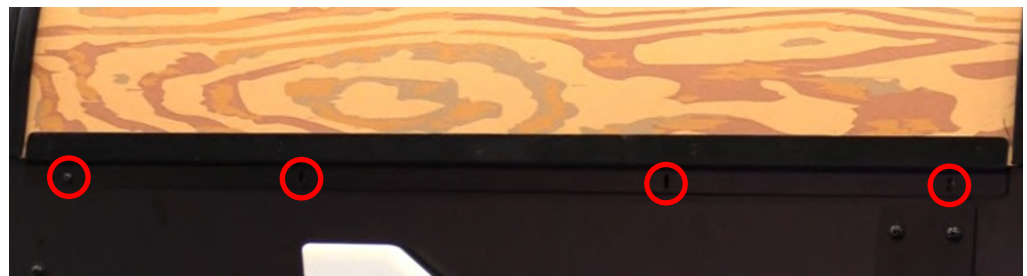
Do this for both sides of the front arch as shown.

AXE MASTER SETUP

Slide in the roof panels:

Locate the 2 Roof Panels
Part # AADE29005

There are grooves in the sides of the arches - Slide the roof panel into this groove and continue pushing up and around the arch.



Secure the roof panel to the side of the cabinet by installing 4 bolts into the metal bracket. Use 4 of the black 10-24 X 1 1/2" Phillips head bolts per side using a Phillips Head bit.

Make sure both sides of the roof panel are secure.

Do the same for the 2nd roof panel.



A5SCPH017

Assemble safety wall:

Locate black plastic seam cover
(part # WACA29094)

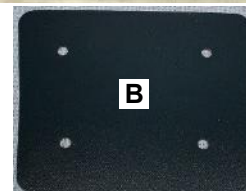
This will attach to the back of the lower safety wall -



Instructions: Attach the black plastic seam cover to the back of the lower safety wall using 6 of the black 1/4-20 X 1 Phillips head bolts using a # 3 Phillips Head bit.



A5BOPH312

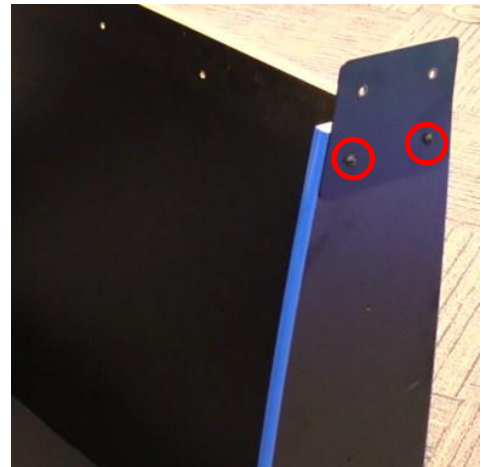


Locate the 2 of the square metal connector plates.
(Label B) (Part # A5ME29021)

AXE MASTER SETUP

Install the square metal connector plates at the top left and right edge of the wood piece as shown.

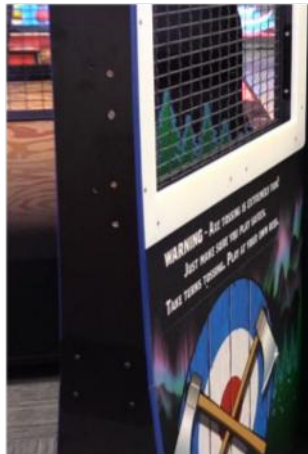
4 of the black 1/4-20 X 1 Phillips head bolts using a # 3 Phillips Head bit.
2 per bracket.



Attach upper safety wall to lower safety wall:

Important:

The upper safety wall is large and heavy.
Use 2 or more people to lift the upper safety wall to the top of the lower safety wall.



Align the upper safety wall with the holes in the connector plates just installed.

Secure with 10 of the black 1/4-20 X 1 Phillips head bolts using a # 3 Phillips Head bit.



Install front marquee onto safety wall.

Using 2 people, carefully lay down the safety wall down onto the floor, and position marquee as shown.



Push the wires from the middle hole on the safety wall up into the marquee and plug into the connectors inside the marquee. (CE29043 to CE29066)

The 2 end wires can be pushed slightly into the holes, they will be connected later.

Move marquee against safety wall and make sure wires will not get pinched as the marquee is attached.

Secure the double monitor housing to the cabinet by installing 2 bolts/washers/split washers down through the marquee into the safety wall.

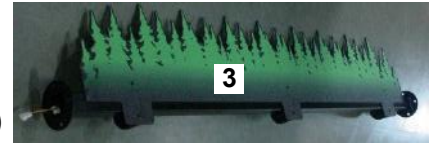
Use 2 of the 25-20, 1 1/2 inch bolts with split washers and washers using a 7/16" wrench.



AXE MASTER SETUP

Attach Left and Right Pole Assemblies to the Safety Wall:

Locate both of the Pole Assemblies. They look similar, but the left one has a 3 wire plug (Red, Yellow, Black) (Label 3) (Part # AAME29019-L)



The right one has a 2 wire plug (Yellow, Black) (Label 4) (Part # AAME29019-R)



Important:

2 people are needed for installing the poles.

One person will hold the pole in position, the other person can connect plug and insert bolts.

Position the left pole assembly (Label 3) (Part # AAME29019-L) in position as shown,



Connect the 3 wire plugs together (CE29015 to CE29066) and feed connected wires back down into hole.

Ensure the wires do not get pinched as you install the bolts.

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



Again, with one person will hold the right pole in position, the other person can connect plug and insert bolts.

Position the right pole assembly (Label 4) (Part # AAME29019-R) in position as shown,



Connect the 3 wire plugs together (CE29063 to CE29065) and feed connected wires back down into hole.

Ensure the wires do not get pinched as you install the bolts.

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



AXE MASTER SETUP

The safety cage can now be lifted and aligned to the main game cabinet.

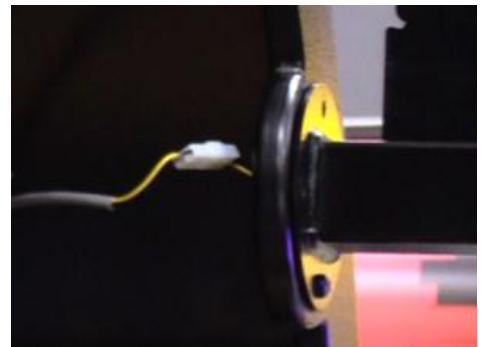
Use 2 or more people to lift and move the safety cage wall.



Position the right pole close to the front main cabinet and connect the 2 wire (Yellow, Black) plugs together (CE29063 to CE29062) and feed the connected wires back down into hole.



Ensure the wires do not get pinched as you install the bolts. Secure with 4 of the black 1/4-20 X 1 Phillips head bolts using a # 3 Phillips Head bit.



Do the same for the left side:

Position the left pole close to the front main cabinet and connect the 3 wire (Red, Yellow, Black) plugs together (CE29015 to CE29058) and feed the connected wires back down into hole.

Ensure the wires do not get pinched as you install the bolts. Secure with 4 of the black 1/4-20 X 1 Phillips head bolts using a # 3 Phillips Head bit.



AXE MASTER SETUP

Locate both of the black plastic wire covers.
The left cover (Label 7) (Part # WACA29081)

The right cover (Label 8) (Part # WACA29082)



On the left side of the safety wall, connect the 2 connectors together (Red, Yellow, Black) CE29015 from the pole to CE29066 from the marquee.
Tuck the wires up into the hole and cover the wires with the left cover (Label 7) (Part # WACA29081)
Ensure the wires do not get pinched as the cover is pushed in place.
Secure with 4 of the black 6 X 1 1/4" screws using a # 2 Square Head bit.



Repeat the process on the right side of the safety wall, connect the 2 connectors together (Yellow, Black) CE29063 from the pole to CE29065 from the marquee.
Tuck the wires up into the hole and cover the wires with the right cover (Label 8) (Part # WACA29082)
Make sure the wires are in the channel of the cover.

Ensure the wires do not get pinched as the cover is pushed in place.
Secure with 4 of the black 6 X 1 1/4" screws using a # 2 Square Head bit.



AXE MASTER SETUP

Locate both of the large axe assemblies:
The left axe (Label O) (Part # AAAX29000-L)
The right axe (Label P) (Part # AAAX2900-R)

Locate 8 each of the hardware needed for mounting axes.
(4 per side) Black 1/4-20 X 1 1/2" Phillips head bolts and 2 of 1/4" black washers and a nut.



A5SCPP025



A5WAFL090



A5NULO050

Important:

2 people are needed for installing the axes.

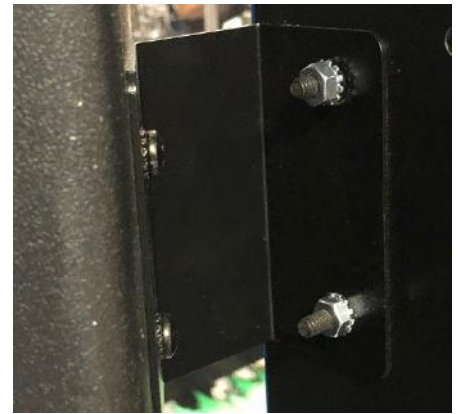
One person will hold the axe in position, the other person can climb the ladder and install the bolts, washers and nuts.



The mounting brackets will come already attached to the axes.
To secure to the game, insert a bolt and a washer into the wood on the back side of the safety wall.
Slide the bracket on the bolt, and tighten the nut using a 7/16" wrench.

Plug the CE29047 cable from the axe to the CE29065 cable inside the marquee.

Follow the same process to mount the other axe.



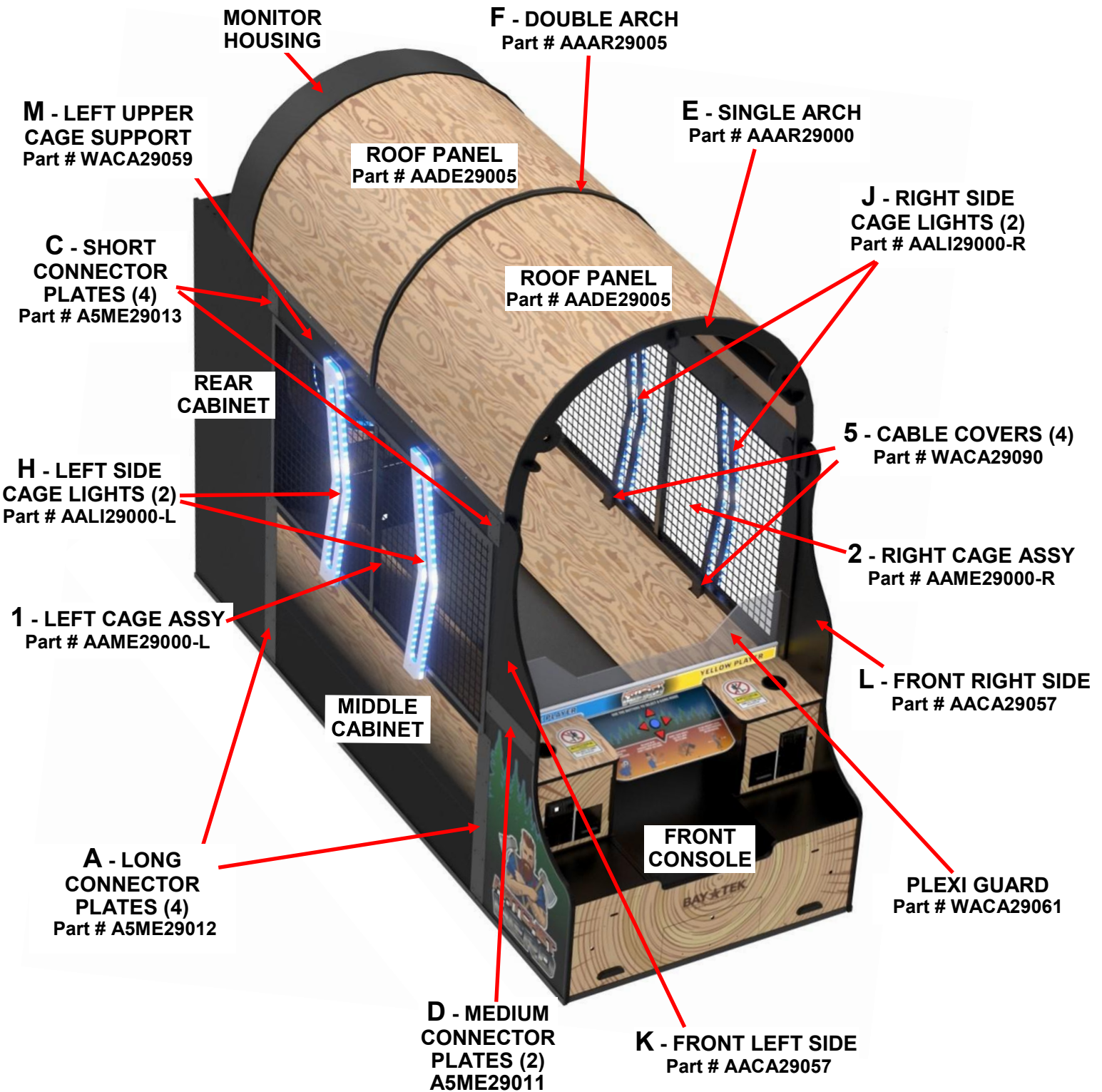
The game can now be plugged into the wall.

Open the front middle bottom door of the game, and slide out the electronics tray.

There is a power switch on the outlet located here.



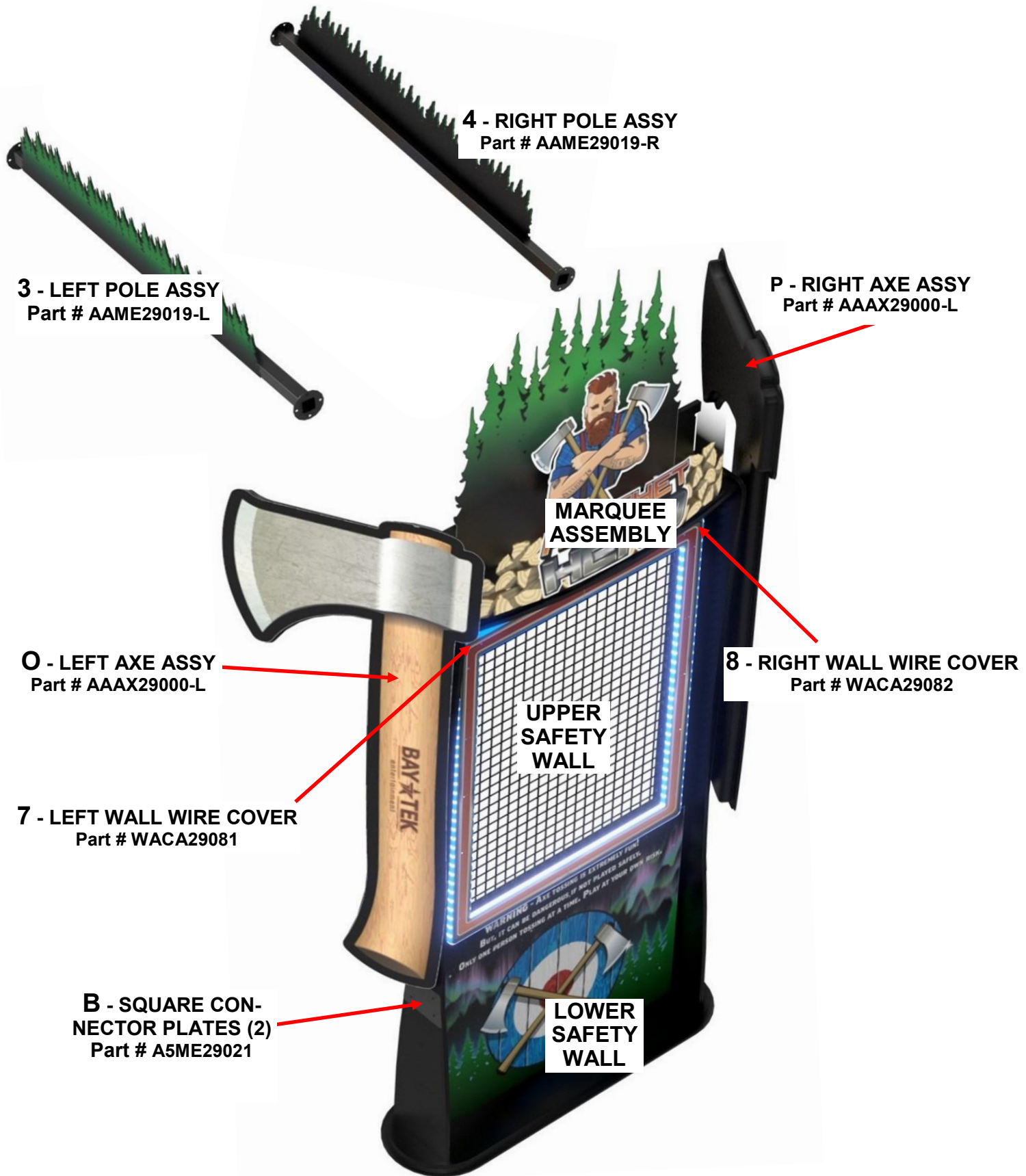
AXE MASTER SETUP



NOT PICTURED:

- G - BLACK PLASTIC ROOF SUPPORTS (3)** Part # AACA29096
- N - RIGHT UPPER CAGE SUPPORT** Part # WACA29043

AXE MASTER SETUP



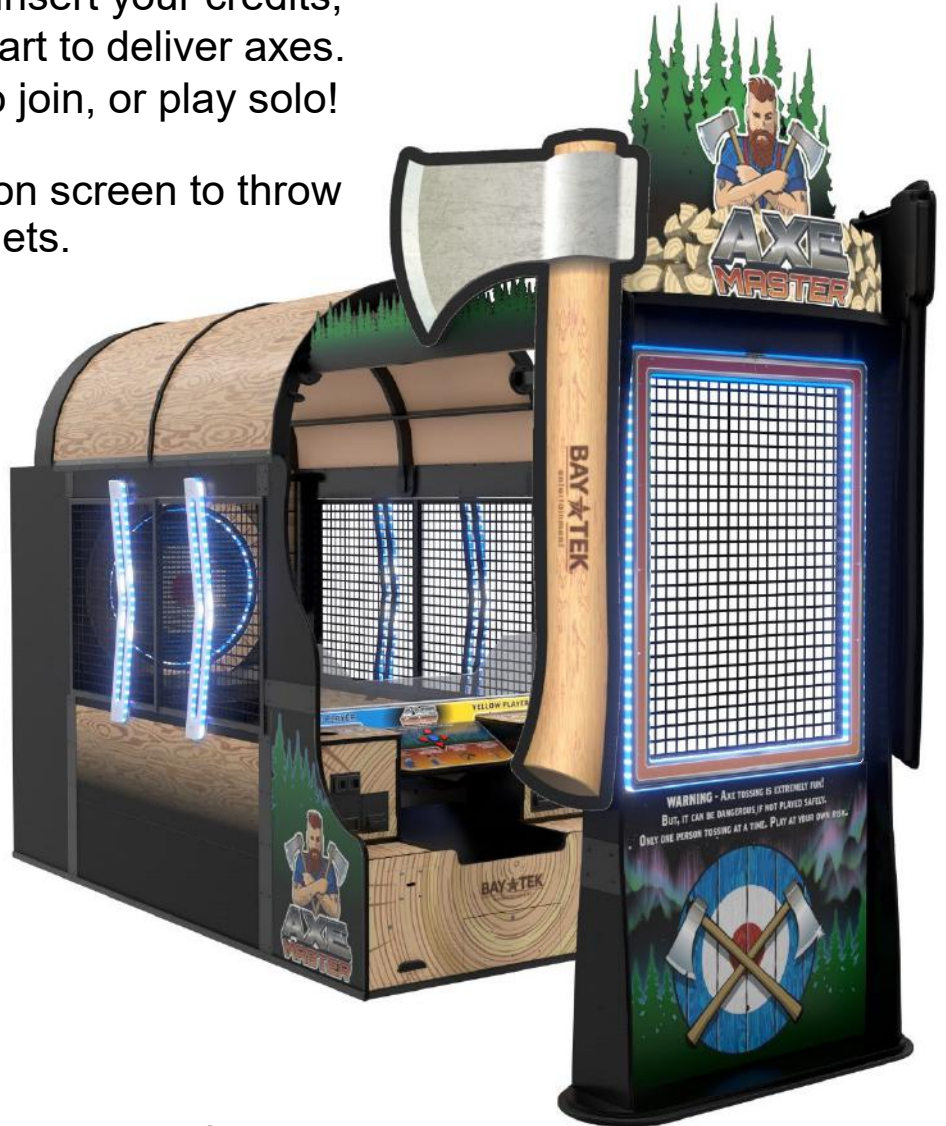
HOW TO PLAY

Choose a side and insert your credits;
The conveyor will start to deliver axes.
Wait for a partner to join, or play solo!

Follow instructions on screen to throw
hatchets.

Throw axes and
try to stick them into
the target area.

A camera below the
front instruction panel
will determine if
hatchets are scored.



An actuator will expel the axes from the
target area and conveyor belt will bring them
back to the player.

Collect your tickets and enjoy!

CARD SWIPE SYSTEM INSTALLATION

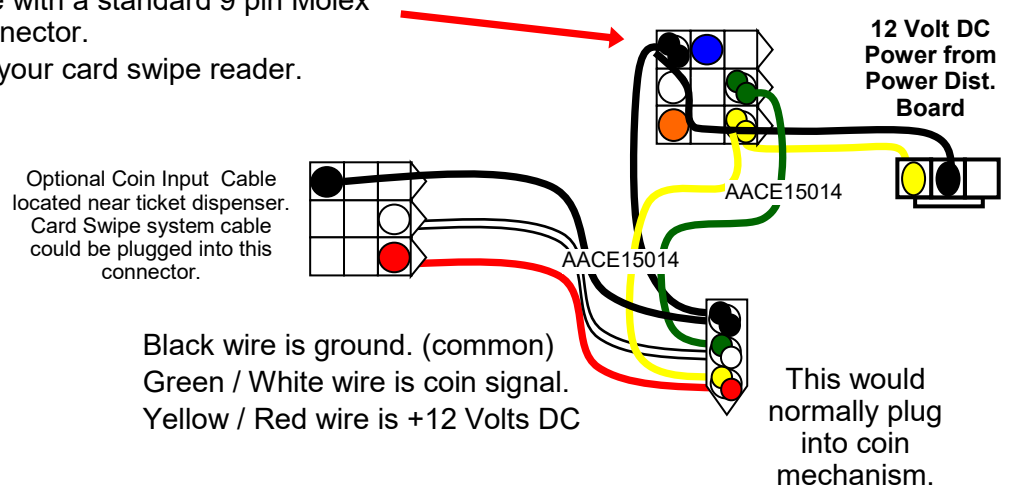
The Axe Master game is pre-wired with a UCL (Universal Card Link) connector to accept Card Swipe systems from many different manufactures.

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

Option #1:

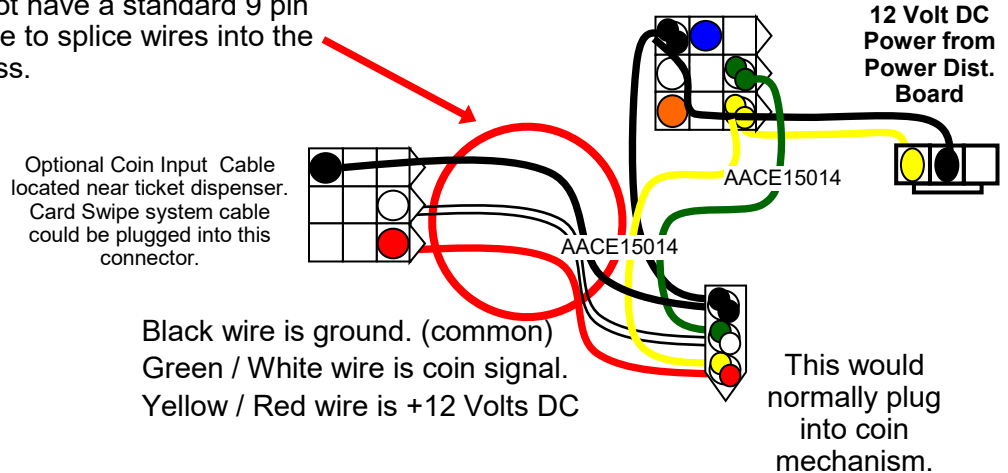
Card swipe systems may come with a standard 9 pin Molex connector. This is the UCL connector.

Simply plug this connector into your card swipe reader.



Option #2:

If your card swipe systems does not have a standard 9 pin Molex connector, then you will have to splice wires into the AACE15014 & AACE15015 harness.



Notes:

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

Menu Changes

Enter menu, Go to "Game Settings" Menu

Set "Game Mode/ Payment" to desired option

Go to "Payout Settings" Menu

Change "Credits" to 1

Change "Swipe Prompt" to "Enabled"

MAIN MENU FUNCTIONS

The Menu and Menu Select buttons are located inside the left player's coin door.



Hold the MENU button down for 1 second to open the main menu on the display.

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

Default settings are highlighted in yellow below.

MAIN MENU	
Clear Credits & Tickets:	Press 5's
Mute:	Off
Audio And Attract	>>
Payout Settings	>>
Game Settings	>>
Camera Calibration	>>
Statistics	>>
Diagnostics	>>
Exit	

MAIN MENU		
Clear Credits & Tickets	Press the Menu Select button 5 times to clear any accumulated credits and tickets.	
Mute	OFF	ON Set to "ON" and exit menu to Mute entire game.
Audio and Attract	Press the Menu Select button to enter the Audio & Attract Settings Menu	
Payout Settings	Press the Menu Select button to enter the Payout Settings Menu	
Game Settings	Press the Menu Select button to enter the Game Settings Menu	
Camera Calibration	Press the Menu Select button to enter the Camera Calibration Menu	
Statistics	Press the Menu Select button to enter the Statistics Menu	
Diagnostics	Press the Menu Select button to enter the Diagnostics Menu	
Exit	Press the Menu Select button to exit menu.	

Software version is shown on the display as you enter the menu.

PC Version: 1.0.2
Door Board 1: 1.6
Door Board 2: 1.6
Control Board: 1.1
Light Board: 1.0

If one shows "Not Found" then the circuit board is not communicating to motherboard.

Door Board 1: Not Found

AUDIO / ATTRACT SETTINGS MENU

Scroll through the options by pressing the “MENU” button.

Change selection with the “SELECT” button.

Scroll to “BACK” and press the “SELECT” button to go back to the main menu.

Default settings are highlighted in yellow below.

AUDIO / ATTRACT SETTINGS MENU	
Attract Audio:	2
Game Audio:	2
Attract Time:	3 min
Back	

Attract Audio

Change selection with the “SELECT” Button. Default settings are highlighted in yellow below.

Off	1	2	3	4	5	6	7	8	9	10
-----	---	---	---	---	---	---	---	---	---	----

Sets the volume level of the attract loop when the game is not being played. “Off” means the attract volume is off.

Game Audio

Change selection with the “SELECT” Button. Default settings are highlighted in yellow below.

Off	1	2	3	4	5	6	7	8	9	10
-----	---	---	---	---	---	---	---	---	---	----

Sets the game’s playing volume. “Off” means the volume is off.

Attract Time

Change selection with the “SELECT” Button. Default settings are highlighted in yellow below.

Disabled	1	2	3	4	5	6	7	8	9	10
----------	---	---	---	---	---	---	---	---	---	----

Sets the time in minutes between attract sound cycles.

PAYOUT SETTINGS MENU

Scroll through the options by pressing the “MENU” button.

Change selection with the “SELECT” button.

Scroll to “BACK” and press the “SELECT” button to go back to the main menu.

Default settings are highlighted in yellow below.

PAYOUT SETTINGS MENU	
Credits Required:	1
Card Swipe:	On
Redemption Type:	Tickets
Ticket(s):	1
Per Point(s):	1
Winner Tickets:	60
Loser Tickets:	25
Tie Tickets:	30
Mercy Tickets:	Disabled
Fixed Tickets:	Disabled
Free Game Option:	Disabled
Back	

Credits Required

Free Game	1	2	3	...	18	19	20
-----------	---	---	---	-----	----	----	----

Sets the amount of credit pulses needed to start a game. “Free Game” will be free play.

Card Swipe

ON	OFF
----	-----

“ON” will show “Swipe Card to Play” verbiage on the screen.

Redemption Type

Tickets	Points	Coupons
---------	--------	---------

Sets the wording on the screen used to describe the tickets won.

Ticket(s)

1	2	3	4	5	6	7	8	9	10
---	---	---	---	---	---	---	---	---	----

Applicable for a 1 player game only.

Sets the amount of Tickets won per number of points in the next option

Per Point(s)

1	2	3	4	5	6	7	8	9	10
---	---	---	---	---	---	---	---	---	----

Applicable for a 1 player game only.

Sets the point interval in which the game will pay the selected number of tickets.

For example: If tickets is set to 6, and Per Points to 3, the game will pay 6 tickets for every 3 points.

If a player scores 40 points, the game will pay 39 tickets.

PAYOUT SETTINGS CONTINUED

Scroll through the options by pressing the “MENU” button.

Change selection with the “SELECT” button.

Scroll to “BACK” and press the “SELECT” button to go back to the main menu.

Default settings are highlighted in yellow below.

PAYOUT SETTINGS MENU	
Credits Required:	1
Card Swipe:	On
Redemption Type:	Tickets
Ticket(s):	1
Per Point(s):	1
Winner Tickets:	60
Loser Tickets:	25
Tie Tickets:	30
Mercy Tickets:	Disabled
Fixed Tickets:	Disabled
Free Game Option:	Disabled
Back	

Winner Tickets

1	2	3	...	10	20	...	50	60	70	...	100	150	...	800	900	1000
---	---	---	-----	----	----	-----	----	----	----	-----	-----	-----	-----	-----	-----	------

Applicable for a 2 player game only.

Sets the amount of tickets the winner will receive in a two player game.

See payout table on next page for recommended settings for average tickets per game.

Loser Tickets

0	1	2	...	10	20	30	40	50	75	...	250	300	350	400	450	500
---	---	---	-----	----	----	----	----	----	----	-----	-----	-----	-----	-----	-----	-----

Applicable for a 2 player game only.

Sets the amount of tickets a loser will receive in a two player game.

See payout table on next page for recommended settings for average tickets per game.

Tie Tickets

0	1	...	10	15	20	25	30	...	50	60	...	100	150	...	550	600
---	---	-----	----	----	----	----	----	-----	----	----	-----	-----	-----	-----	-----	-----

Applicable for a 2 player game only.

Sets the amount of tickets both players will receive if the game ends in a tie.

See payout table on next page for recommended settings for average tickets per game.

Mercy Tickets

Disabled	1	2	3	4	5	6	7	8	9	10
----------	---	---	---	---	---	---	---	---	---	----

Sets the amount of Tickets given if the game time's out with no one playing.

Fixed Tickets

Disabled	1	2	3	4	...	22	23	24	25
----------	---	---	---	---	-----	----	----	----	----

If Enabled - This sets the amount of Tickets given to a player regardless of score.

Free Game Option

Disabled	Top Ten	High Score
----------	---------	------------

Applicable only in “Amusement” Game Mode

AND “Leader Board is Enabled” in the Game Settings Menu

If Enabled - This will award a free game to a player with either a Top Ten Score or the High Score.

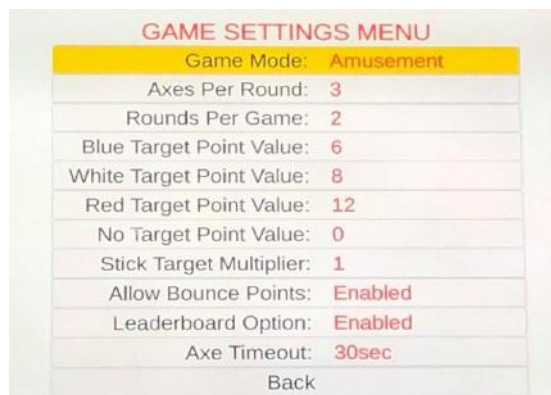
GAME SETTINGS

Scroll through the options by pressing the “MENU” button.

Change selection with the “SELECT” button.

Scroll to “BACK” and press the “SELECT” button to go back to the main menu.

Default settings are highlighted in yellow below.



Game Mode

Redemption	Amusement
------------	-----------

“Redemption” means the game will pay out tickets.
 “Amusement” means the game will not pay out tickets.

Axes Per Round

1	2	3
---	---	---

Sets the number of Axes to be thrown per turn.

Rounds Per Game

1	2	3	4	...	9	10
---	---	---	---	-----	---	----

Sets the number of turns before a game ends.

Blue Target Point Value

1	2	3	4	5	6	7	...	18	19	20
---	---	---	---	---	---	---	-----	----	----	----

Used for scoring: This sets the value of the Blue ring when an axe hits the playfield.
 The Axe does not need to stick for the player to receive the points if “Allow Bounce Points” is Enabled

White Target Point Value

2	3	4	5	6	7	8	9	...	24	25
---	---	---	---	---	---	---	---	-----	----	----

Used for scoring: This sets the value of the White ring when an axe hits the playfield.
 The Axe does not need to stick for the player to receive the points if “Allow Bounce Points” is Enabled

Red Target Point Value

3	4	5	6	...	11	12	13	...	23	24	25	30	35	40	45	50
---	---	---	---	-----	----	----	----	-----	----	----	----	----	----	----	----	----

Used for scoring: This sets the value of the Red bullseye when an axe hits the playfield.
 The Axe does not need to stick for the player to receive the points if “Allow Bounce Points” is Enabled

GAME SETTINGS CONTINUED

Scroll through the options by pressing the “MENU” button.

Change selection with the “SELECT” button.

Scroll to “BACK” and press the “SELECT” button to go back to the main menu.

Default settings are highlighted in yellow below.

Game Mode:	Amusement
Axes Per Round:	3
Rounds Per Game:	2
Blue Target Point Value:	6
White Target Point Value:	8
Red Target Point Value:	12
No Target Point Value:	0
Stick Target Multiplier:	1
Allow Bounce Points:	Enabled
Leaderboard Option:	Enabled
Axe Timeout:	30sec
Back	

No Target Point Value

0	1	2	3	4	5	6	7	8	9	10
---	---	---	---	---	---	---	---	---	---	----

Used for scoring: This point value will be awarded if an axe doesn't even hit the playfield target.

Stick Target Multiplier

1	2	3	4	5	6	7	8	9	10
---	---	---	---	---	---	---	---	---	----

If an Axe sticks into the playfield, the points awarded will be a multiple of the Target Point Value

Allow Bounce Points

Enabled	Disabled
---------	----------

“Enabled” means the game will award points if the Axe hits a target area but does not stick.

“Disabled” means the game will not award points for a axe that does not stick in the playfield.

Leaderboard Option

Enabled	Disabled
---------	----------

“Enabled” means the player can enter their name for a high score after the game.

“Disabled” means the game will not show daily high scores.

Axe Timeout

Disabled	25	30	35	40	45
----------	----	----	----	----	----

Amount of time in seconds that the game will wait before scoring a miss.

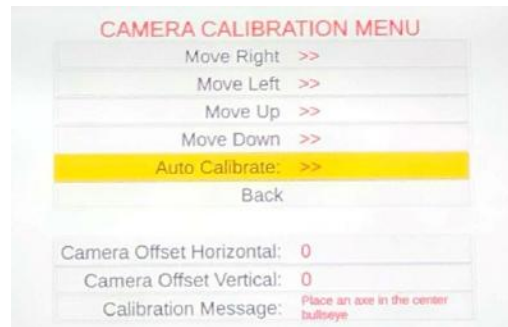
“Disabled” means the game will wait forever for an axe to be thrown.

CAMERA CALIBRATION MENU

Scroll through the options by pressing the “MENU” button.

Change selection with the “SELECT” button.

Scroll to “BACK” and press the “SELECT” button to go back to the main menu.



**The following 4 options are for fine-tuning only.
Please use the “Auto Calibration” selection on the next page.**

Move Right

Moves the camera frame to the right the distance of 1 pin.

Press this if the real Axe on the playfield is more to the right than the video representation on the monitor.

10 represents a width of 1 finger pin on the playfield.

Move Left

Moves the camera frame to the left the distance of 1 pin.

Press this if the real Axe on the playfield is more to the left than the video representation on the monitor.

10 represents a width of 1 finger pin on the playfield.

Move Up

Moves the camera frame up the distance of 1 pin.

Press this if the real Axe on the playfield is higher than the video representation on the monitor.

10 represents a height of 1 finger pin on the playfield.

Move Down

Moves the camera frame down the distance of 1 pin.

Press this if the real Axe on the playfield is lower than the video representation on the monitor.

10 represents a height of 1 finger pin on the playfield.

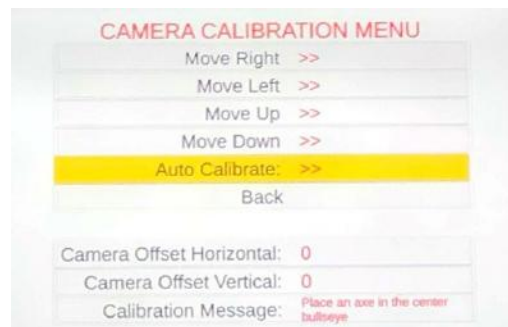
CAMERA CALIBRATION MENU

Scroll through the options by pressing the “MENU” button.

Change selection with the “SELECT” button.

Scroll to “BACK” and press the “SELECT” button to go back to the main menu.

Default settings are highlighted in yellow below.

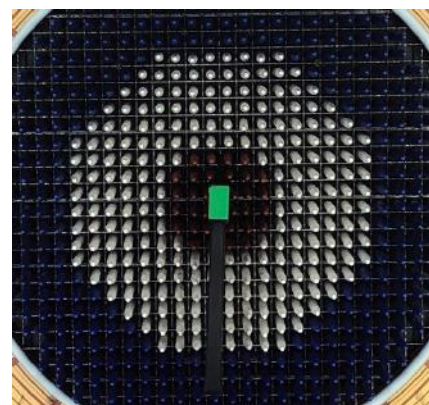


Auto Calibrate

Follow these instructions before selecting “Auto Calibrate”
Carefully enter the cabinet and place an axe dead center in the middle of the bullseye.

Important - Make sure there are no other axes in the game or on the conveyor belt.

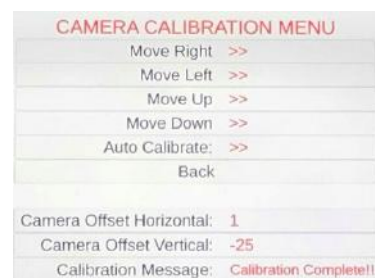
Press the Menu Select button to select “Auto Calibrate”



The auto calibration program will run and show different messages on the screen,



Once the message changes to “Calibration Complete” , exit the menu and test play the game.



Camera Offset X

Displays the current setting of the camera frame, left to right.

Camera Offset Y

Displays the current setting of the camera frame, up and down.

GAME STATISTICS MENU

Scroll through the options by pressing the “MENU” button.

Change selection with the “SELECT” button.

Scroll to “BACK” and press the “SELECT” button



GAME STATISTICS MENU	
Total Games Played: 3	Average Tickets: 156
Classic Games Played: 0	Total Tickets: 470
Pro Games Played: 3	Red Target Hit/Stick: 0 / 0
Games Played P1/P2: 3 / 0	White Target Hit/Stick: 0 / 0
Time SP Total/Avg: 111s / 37s	Blue Target Hit/Stick: 3 / 2
Time MP Total/Avg: 0s / 0s	Total Target Hit/Stick: 3 / 2
Time Classic Total/Avg: 0s / 0s	Classic Game Tickets: 0
Time Pro Total/Avg: 111s / 37s	Pro Game Tickets: 470
Reset Statistics: Press 5's	
Back	

Total Games Played

Shows the total number of games played. (2 player games count as 1 game)

Classic Games Played

Shows the total number of Classic game modes played. (2 player games count as 1 game)

Pro Games Played

Shows the total number of Pro game modes played. (2 player games count as 1 game)

Games Played P1/P2

Shows the total number of games played from either side.

Time Single Player Total/Average

Shows the total game time of Single Player games in seconds and average game time.

Time Multi-Player Total/Average

Shows the total game time of Two Player games in seconds and average game time.

Time Classic Total/Average

Shows the total game time of “Classic” games in seconds and average game time.

Time Pro Total/Average

Shows the total game time of “Pro” games in seconds and average game time.

GAME STATISTICS MENU CONTINUED

Scroll through the options by pressing the “MENU” button.
Change selection with the “SELECT” button.
Scroll to “BACK” and press the “SELECT” button to go back to the main menu.

GAME STATISTICS MENU	
Total Games Played: 3	Average Tickets: 156
Classic Games Played: 0	Total Tickets: 470
Pro Games Played: 3	Red Target Hit/Stick: 0 / 0
Games Played P1/P2: 3 / 0	White Target Hit/Stick: 0 / 0
Time SP Total/Avg: 111s / 37s	Blue Target Hit/Stick: 3 / 2
Time MP Total/Avg: 0s / 0s	Total Target Hit/Stick: 3 / 2
Time Classic Total/Avg: 0s / 0s	Classic Game Tickets: 0
Time Pro Total/Avg: 111s / 37s	Pro Game Tickets: 470
Reset Statistics: Press 5's	
Back	

Total Tickets

Shows the total number of tickets dispensed.

Average Tickets

Shows the average number of tickets per game.

Red Target Hit/Stick

Shows the total number of axes which hit the red target, and stick into red section of target.

White Target Hit/Stick

Shows the total number of axes which hit the white target, and stick into white section of target.

Blue Target Hit/Stick

Shows the total number of axes which hit the blue target, and stick into blue section of target.

Total Target Hit/Stick

Shows the total number of games played from either side.

Classic Game Tickets

Shows the total number of tickets awarded from Classic Game Mode

Pro Game Tickets

Shows the average number of tickets awarded from Pro Game Mode

RESET STATISTICS

Press the “SELECT” button 3 times to reset statistics.

GAME DIAGNOSTIC MENU

Scroll through the options by pressing the “MENU” button.

Change selection with the “SELECT” button.

Scroll to “BACK” and press the “SELECT” button to go back to the main menu.



Cycle Actuator: Press Menu Select to cycle the target actuator backward and forward.

Actuator Backward: Press Menu Select to move the target actuator to the back position.

Actuator Forward: Press Menu Select to move the target actuator to the front position.

Start Conveyor: Press Menu Select to start the conveyor moving.

Stop Conveyor: Press Menu Select to stop the conveyor.

Turn On Flood Lights: Press Menu Select to turn on the stick lights on the inside cage walls.

Turn Off Flood Lights: Press Menu Select to turn off the stick lights on the inside cage walls.

Test Ticket Dispenser: Press Menu Select to dispense 1 ticket from both ticket dispensers.

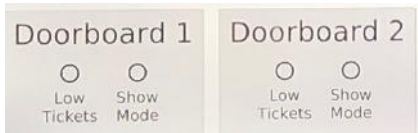
Reset Game Defaults: Press Menu Select 5 times to change all menu settings to the “Default” settings.

Back: Press Menu Select to return to the main menu.

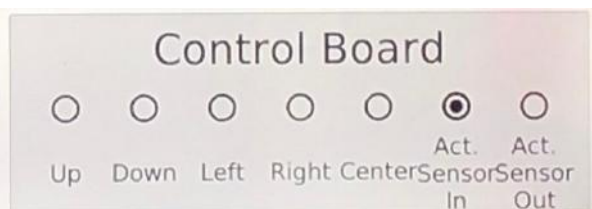


Credits P1/P2: Shows the current amount of credits for both sides.

Tickets P1/P2: Shows the current amount of tickets for both sides.



Door Board 1 & 2: Shows the low tickets switch and dipswitch setting for the left and right player door boards. (Located inside coin door)



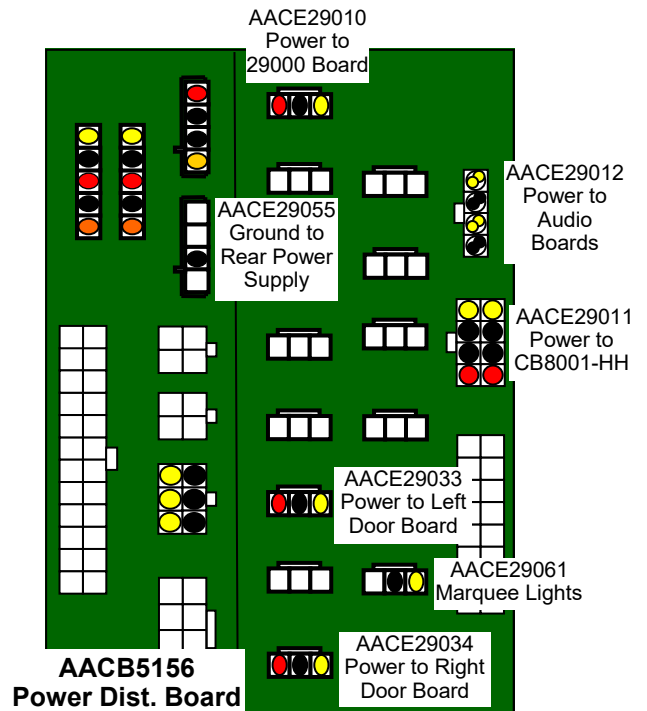
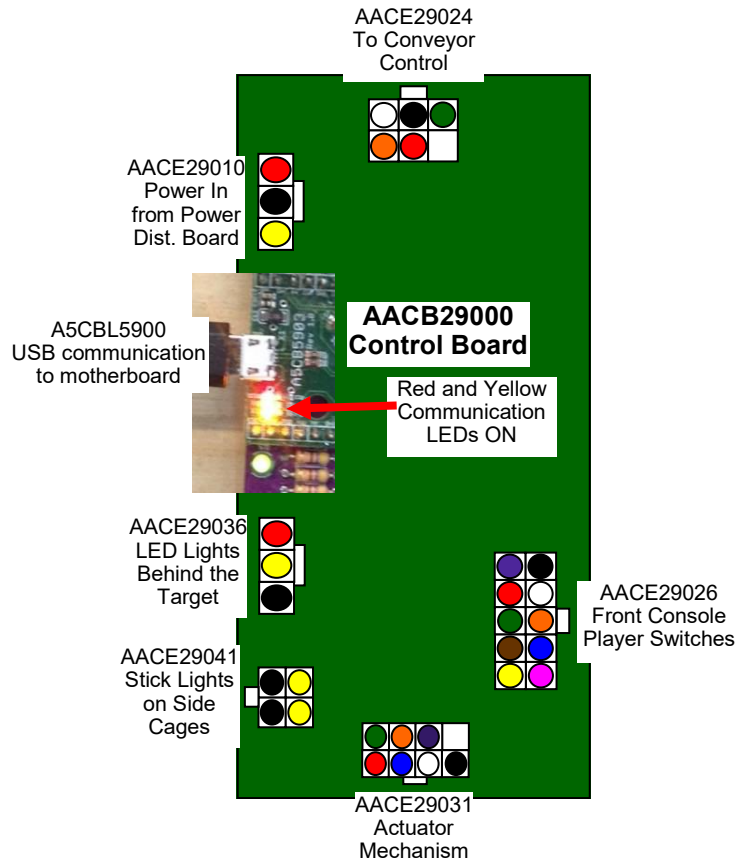
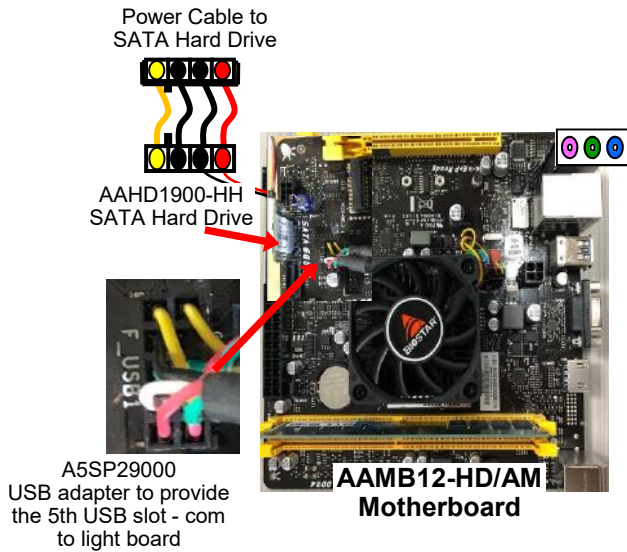
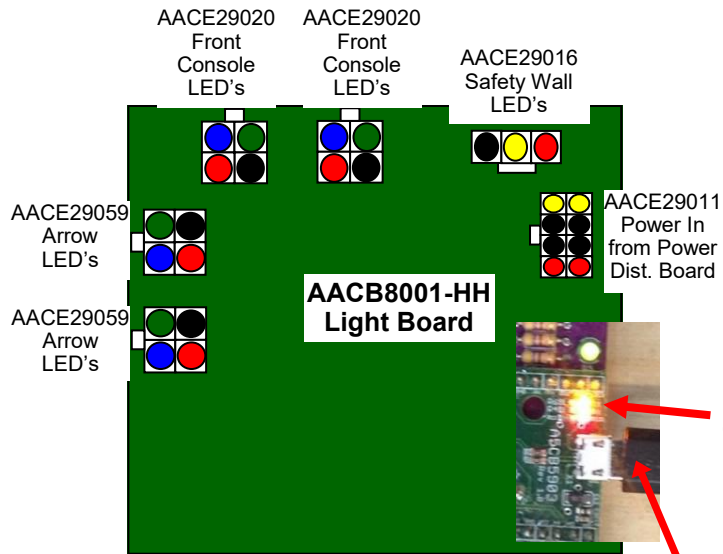
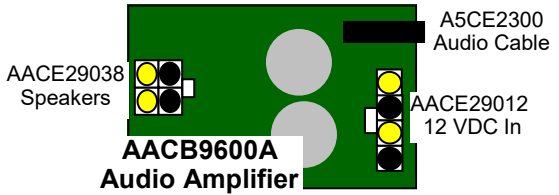
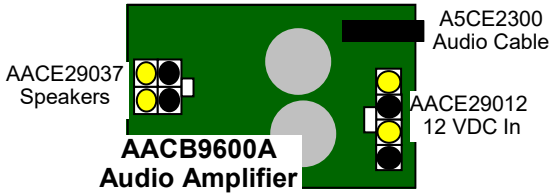
Control Board:

Up/Down/Left/Right/Center - Shows when the control panel push buttons are pressed.

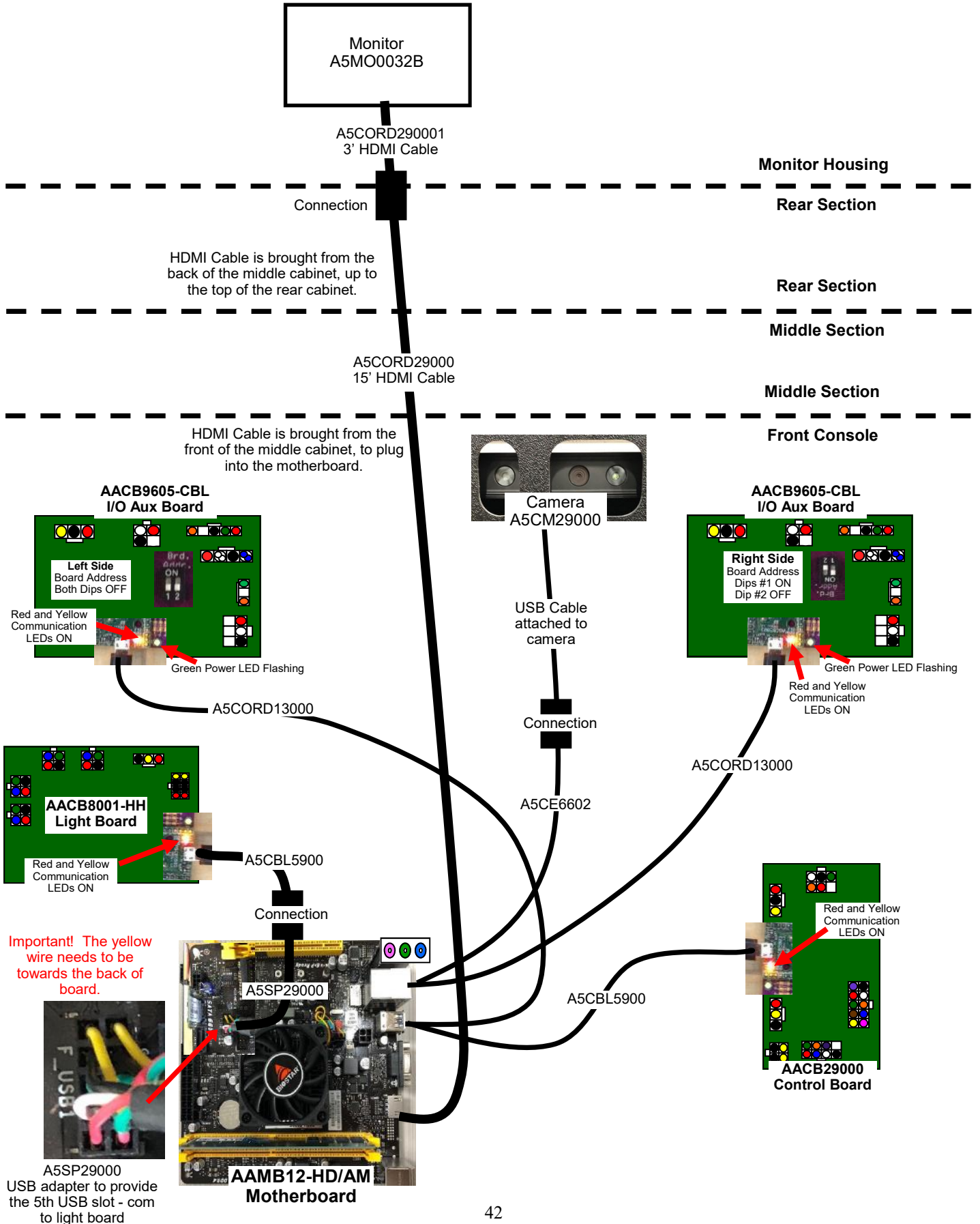
Act. Sensor In - Will be active when the axe playfield is retracted.

Act. Sensor Out - Will be active when the axe playfield is out in normal play mode.

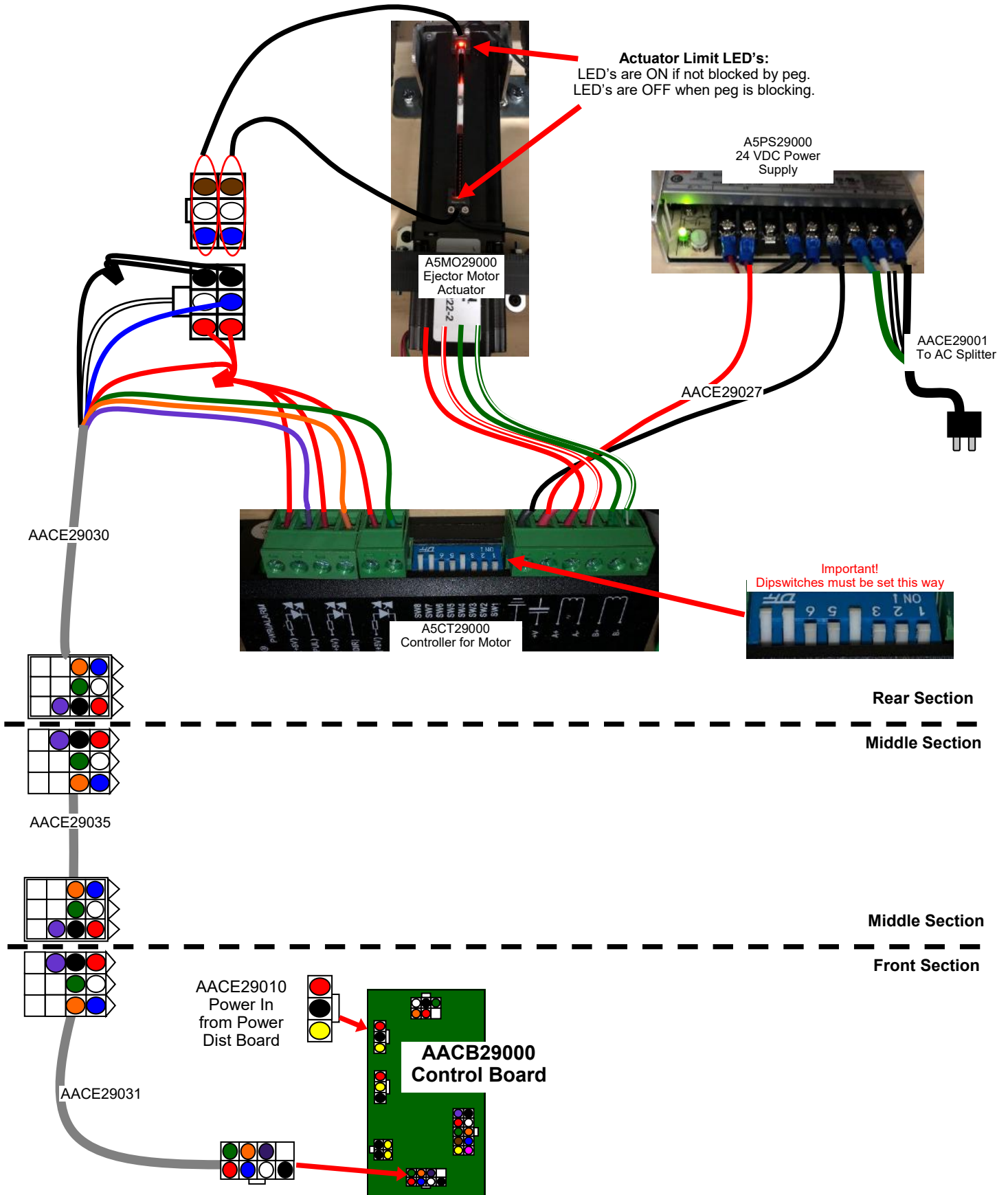
CIRCUIT BOARD LAYOUT



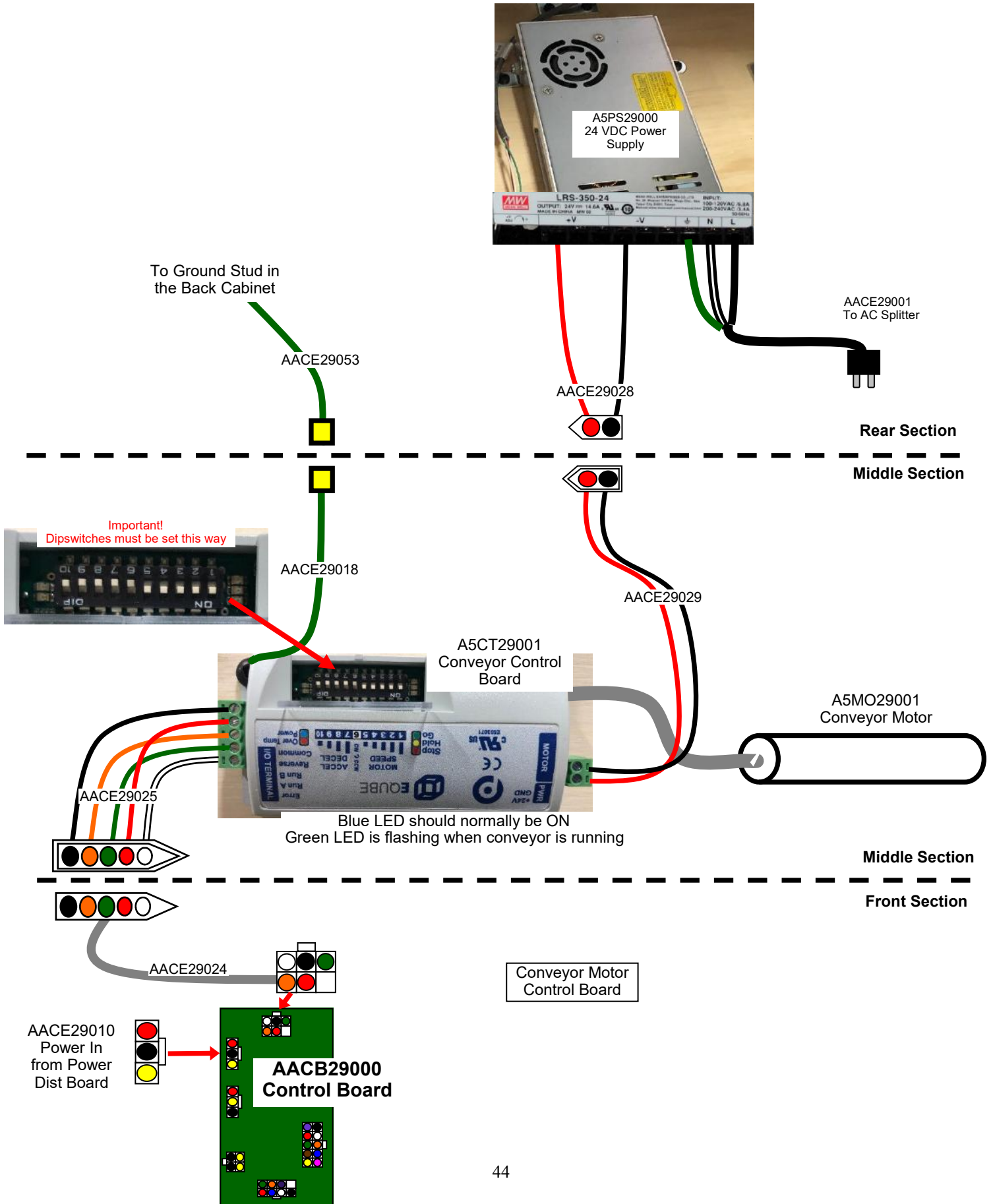
COMMUNICATION WIRING DIAGRAM



AXE EJECTOR MOTOR WIRING DIAGRAM



CONVEYOR MOTOR WIRING DIAGRAM



POWER DIST BOARD WIRING DIAGRAM



AACE29057

Back Section

Middle Section

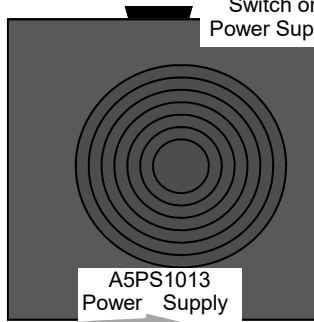
AACE29056

Middle Section

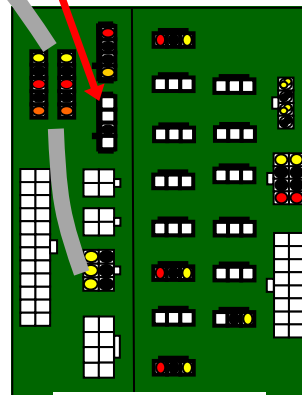
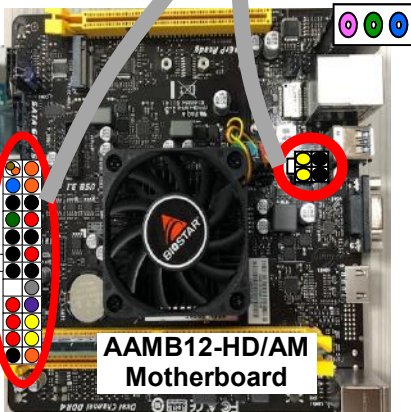
Front Console

AACE29055

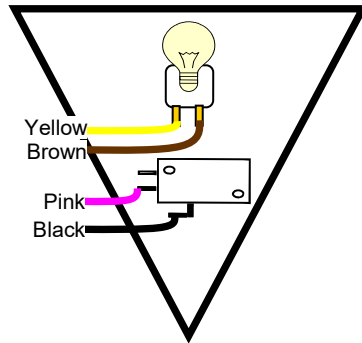
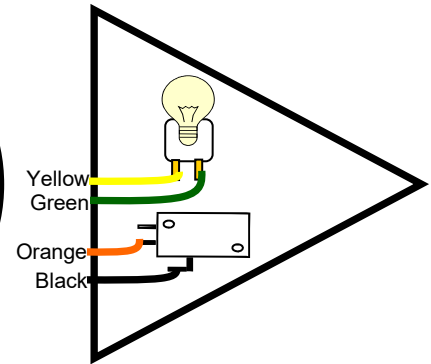
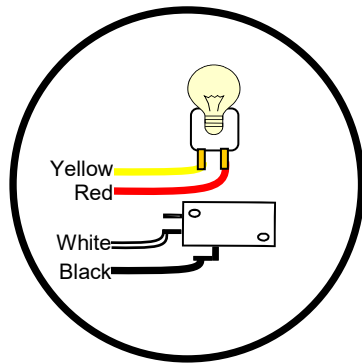
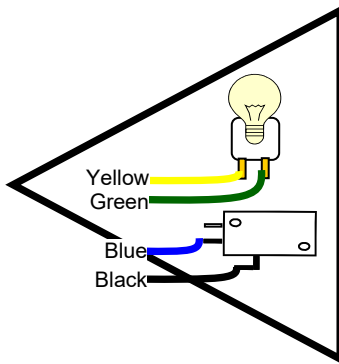
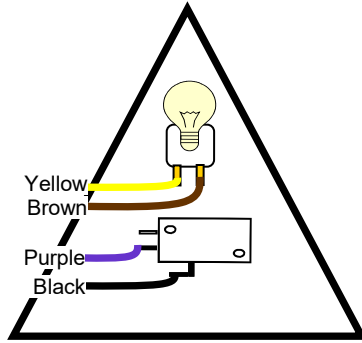
On/Off Rocker
Switch on
Power Supply



AAHD1900-HH
SATA Hard
Drive



BUTTON WIRING DIAGRAM

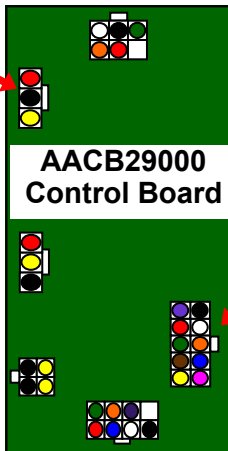
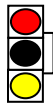


Important:
Do not short Light Wires to anything.
Switches wired Normally Open

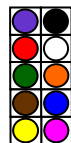
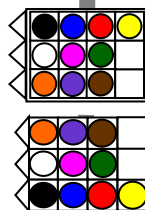
Blue Circle Button
Part # A5BU29000

Red Triangle Buttons
Part # A5BU29001

AACE29010
Power In
from Power
Dist Board

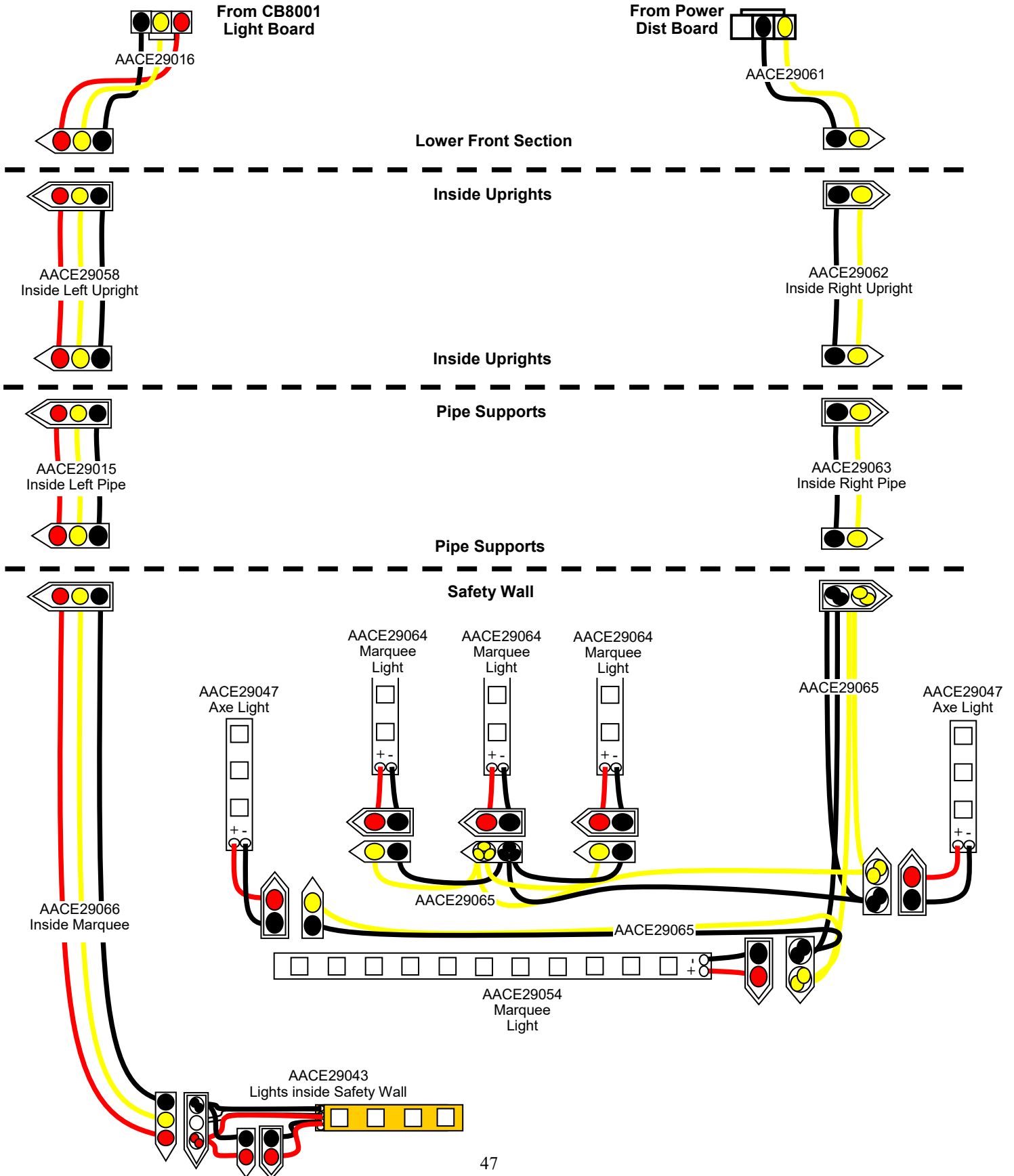


AACE29042
Cable to Switches

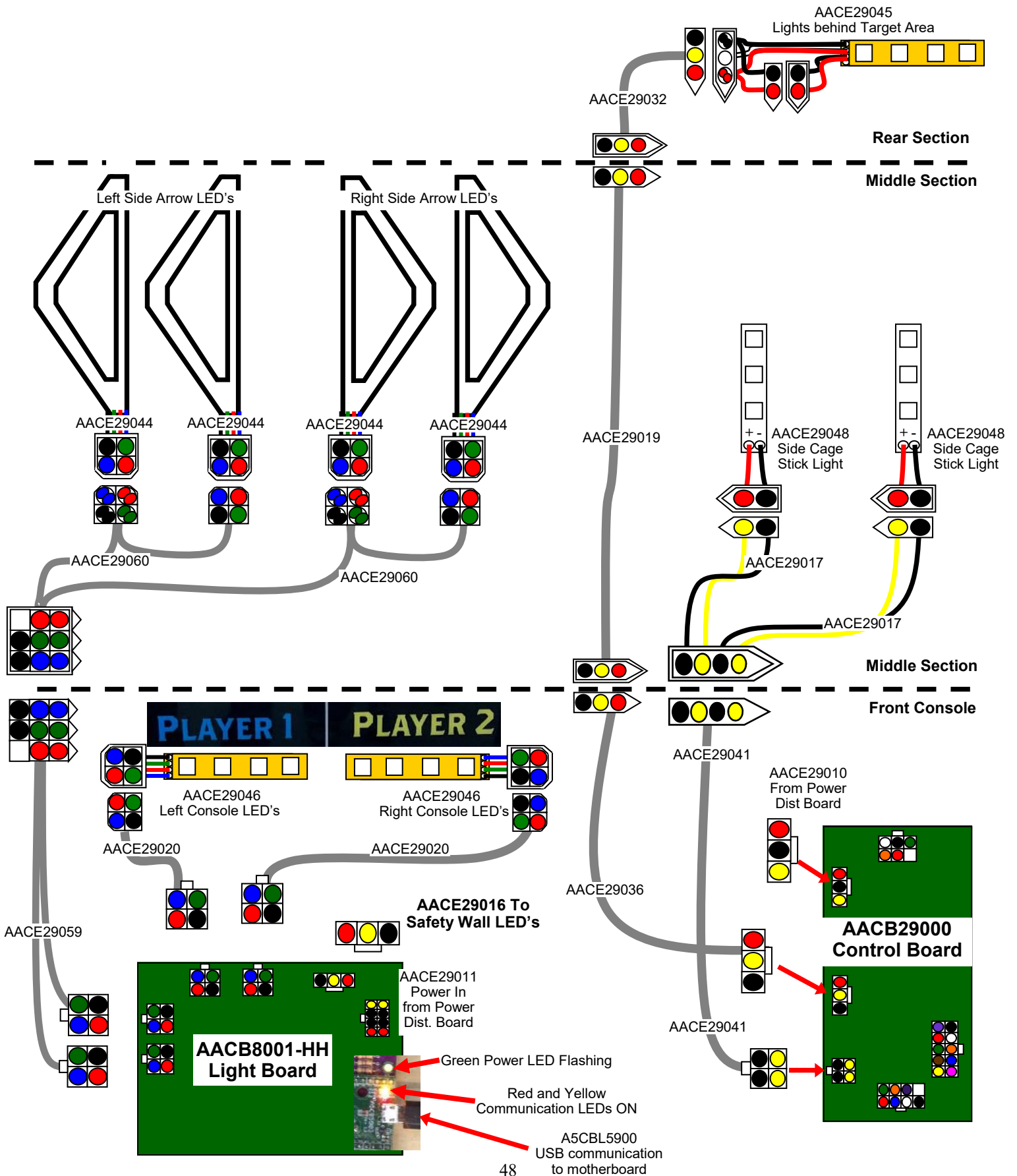


AACE29026

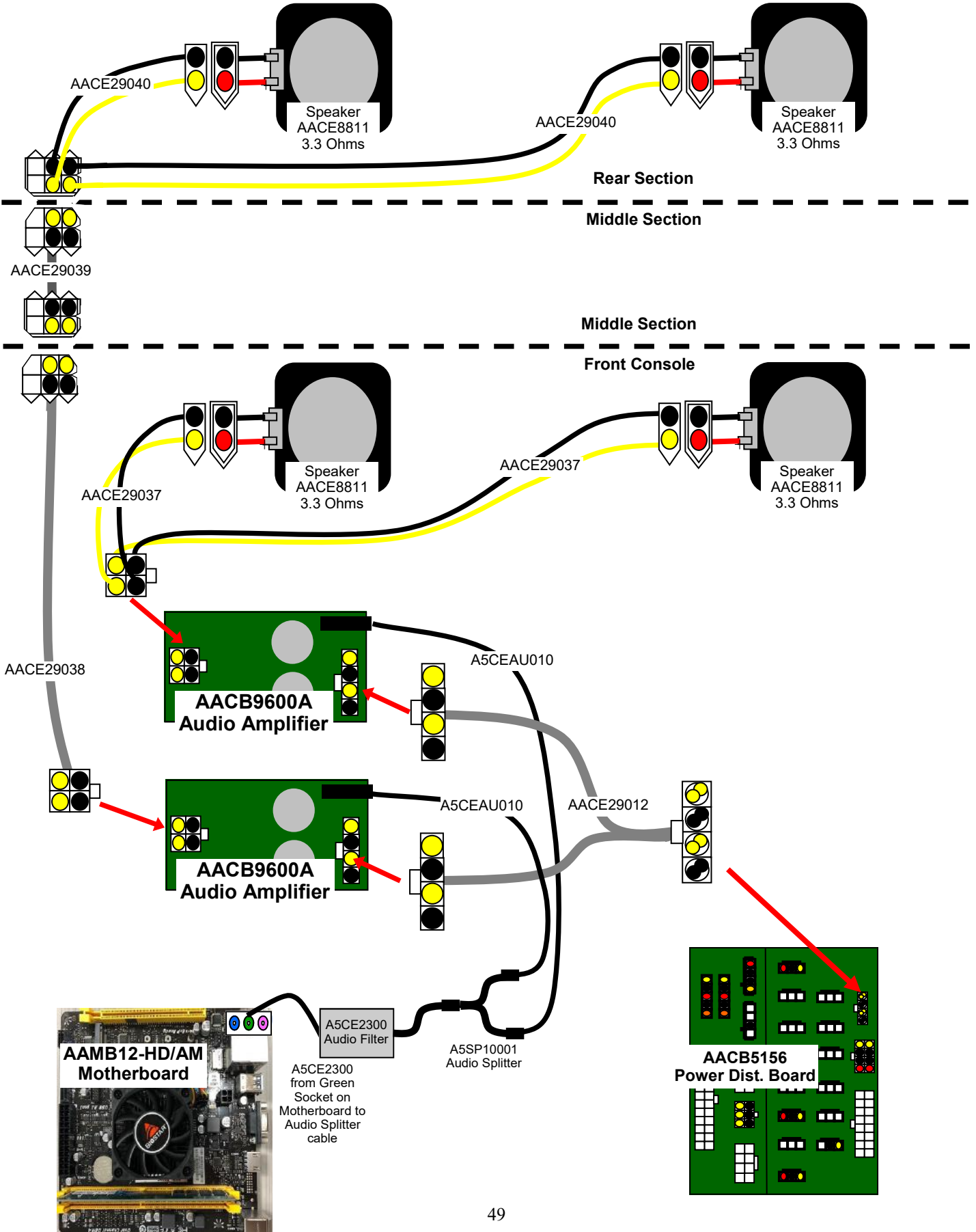
PROTECTION WALL WIRING DIAGRAM



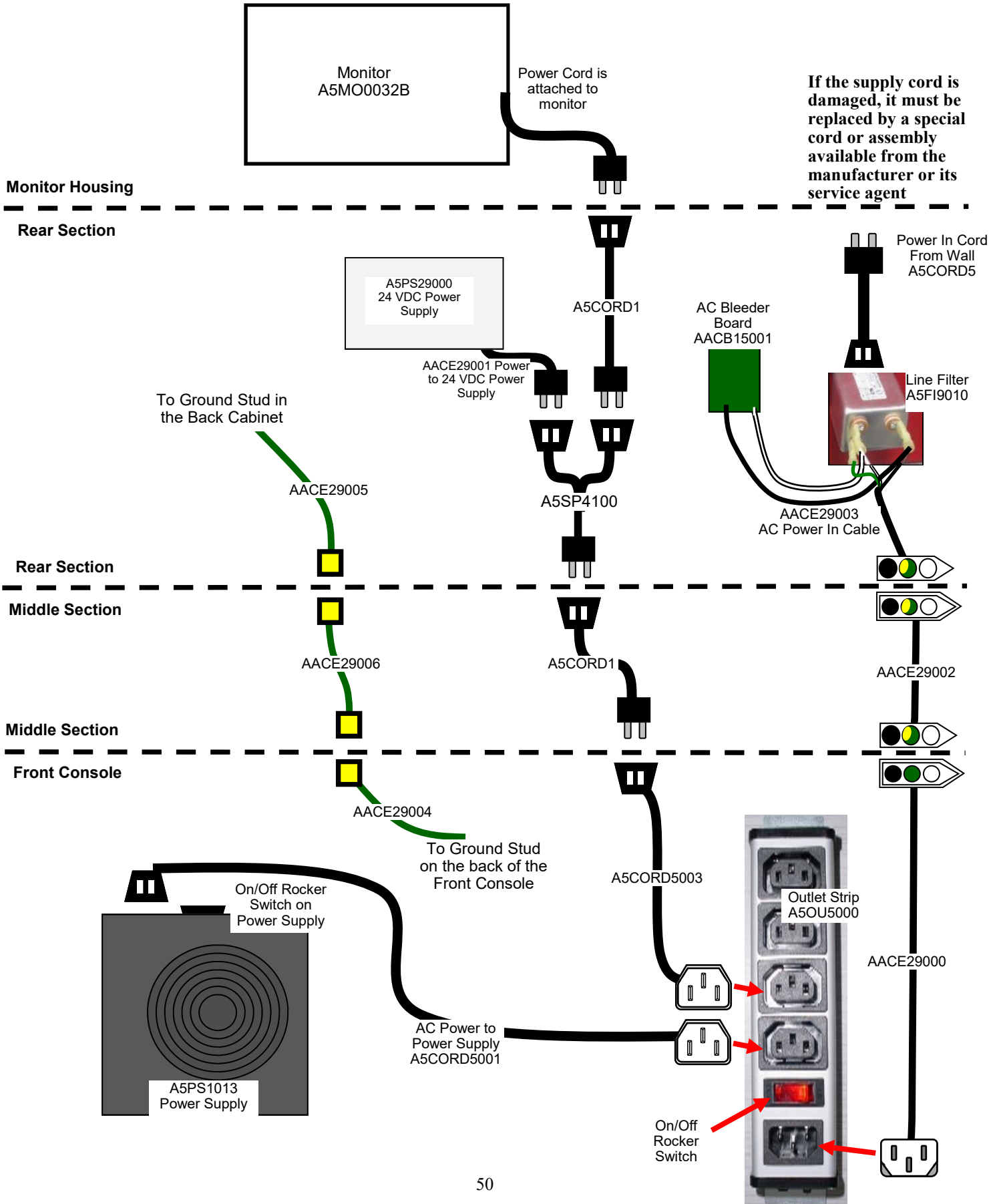
GAME LIGHTING WIRING DIAGRAM



SOUND WIRING DIAGRAM



AC POWER IN WIRING DIAGRAM




TROUBLESHOOTING GUIDE

Troubleshooting Strategy

Use common sense and 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.


Troubleshooting Chart

Problem	Probable Cause	Remedy
<p>No power to the game No lights on at all</p>	<p>Unplugged. Circuit breaker tripped. Line Filter Faulty. Power strip faulty. Disconnected, loose or broken wires.</p>	<p>Check wall outlet. Reset power strip breaker switch or building circuit breaker. Replace Line Filter (Part # A5FI9010) Change plug position, replace power strip if a section does not work. Part # A5OU5000 Check rocker switch on power strip. Refer to wiring diagram. Check connections and reseal cables from line filter to outlet strip. Cables # CE29003, CE29002, and CE29000 If the supply cord is damaged, it must be replaced by a special cord or assembly available from the manufacturer or its service agent.</p>
<p>Monitor is on But everything else off (Power Supply not ON)</p>	<p>Power supply unplugged. Rocker Switch. Power supply shutting down because of 12 V overload. Faulty power supply. Faulty Power Dist Board</p>	<p>Insure power supply is plugged into power strip Make sure rocker switch is set ON. </p> <p>See power supply diagnostics to isolate bad component. A bad motor or 12 volt short would cause this. See Power Supply Diagnostic below. Replace Power Distribution Board (AACB5156)</p>
<p>Dollar Bill Acceptor not functioning Ensure Bill Acceptor is set to "Always Enable" Important : Only 12 Volt DC DBA is to be installed. Model # AE 2454 U5E Part # A5AC9101</p>	<p>Check for power to Bill Acceptor. Dirt or debris in acceptor slot. Pinched, broken, or disconnected wiring. Bill acceptor problem. Part # A5AC9101</p>	<p>Acceptor should cycle stacker at game power up. If not, check cable connections. Refer to "How to Clean Bill Acceptor" Or clean with bill reader cleaning card. (A5CC9000) Check wiring from bill acceptor to I/O Aux Board. (AACE29014) Repair or replace wiring harness. Make sure wires are secure in connectors. Refer to troubleshooting section of dollar bill acceptor manual included with this game or the diagnostics label of the back of the unit.</p>
<p>Meters does not work Game meter will click at the end of the game. Ticket meter will click as tickets come out of game and notch is "seen" by dispenser.</p>	<p>Ensure correct number of tickets are being dispensed Disconnected, loose or broken wires. Faulty counter.</p>	<p>Check ticket values in menu. Refer to Tickets not dispensing troubleshooting section. Refer to wiring diagram. Check connections and reseal cables from meters to I/O Aux Board Cables # CE29021, CE29013 and AACO1000 Replace counter. AACO1000.</p>

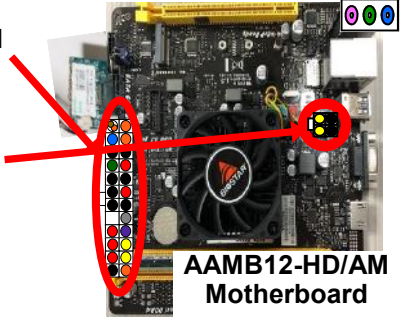

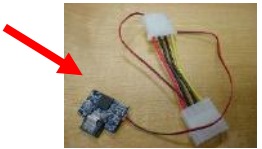
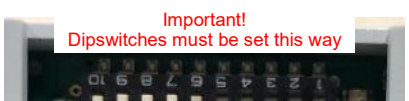
TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
<p>Game not coining up Enter Diagnostic Mode to see if Credits Increment when coin is inserted.</p>	<p>Look for communication and power on the I/O Aux Board for that player.</p> <p>Ensure game makes sound when coin switch is triggered.</p> <p>Game set to large amount of credits per game.</p> <p>If Coin Input stays ON</p>	<p>Refer to “I/O Aux Board Issue” diagnostic section.</p>  <p>Check coin switches—both should be wired normally open. If one switch is “closed” the other will not work either. Check wiring to I/O Aux Board. (AACBL4A-DOORA, AACE29022 or AACE29023)</p> <p>Check Game Setup Menu. Ensure Credits is set to proper value.</p> <p>Ensure only 5 volts on coin switch green and black wires. I/O Aux board may be faulty. Swap I/O Aux board with other player side, making sure to change dipswitch settings. (Left side both off, Right side dip 1 is on, 2 is off)</p>
<p>No Sound Motherboard creates sound, the Audio Amplifier boards amplifies it.</p>	<p>Volume set to mute in menu or game volume/attract volume set to zero.</p> <p>Disconnected, loose or broken wires.</p> <p>Verify 12 Volts DC to Audio Amplifier Boards on CE29012</p> <p>Faulty speaker.</p>	<p>Enter Main Menu and verify: Game Volume & Attract Volume is not zero. Mute is set to OFF</p> <p>Refer to wiring diagram. Check connections and reseal audio cable from motherboard to speakers. Cables # A5CE2300, A5SP10001, A5CEAU010, CE29038, CE29037, CE29039, CE29040, AACE8811</p> <p>Unplug audio cable (A5CE2300) from motherboard, plug into MP3 player or phone and see if music is amplified and comes out of speaker.</p> <p style="padding-left: 20px;">If Yes - then motherboard is faulty.</p> <p style="padding-left: 20px;">If No - then cable or amplifier board is faulty</p> <p>Replace speaker. AACE8811</p>
<p>I/O Aux Board Issue One side of the game does not coin up, and has no other functions.</p>  <p style="font-size: small; margin-top: 5px;">Red and Yellow LEDs Green Power LED</p>	<p>Green power LED should be flashing. (One blink for left side, 2 blinks for right side)</p> <p>Red and Yellow LED's should be flashing.</p> <p>Faulty I/O Aux Board.</p>	<p>If it is off, then check 12 & 5 Volts DC coming into board on cable AACE29033 or AACE29034 from Power Distribution Board. If solid on, then it is not communicating with the motherboard. Check A5CBL5900 USB cable. Swap cables with other side.</p> <p>If they are off, it is not communicating with the motherboard. Check A5CORD13000 USB cable. Swap cables with other side.</p> <p>Swap I/O Aux board with other player side, making sure to change dipswitch settings. (Left side both off, Right side dip 1 is on, 2 is off) Replace if needed. Part # AACB9605-CBL</p>

TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
<p>Tickets do not dispense or Wrong amount dispensed.</p> <p>Check for the correct amount of tickets showing on Monitor</p>	<p>Tickets on monitor does not match tickets coming out of game.</p> <p>Opto Sensor on ticket dispenser dirty. Faulty ticket dispenser. Notch on tickets cut too shallow. Faulty cable. Disconnected, loose or broken wires.</p> <p>Faulty I/O Aux Board.</p>	<p>Blow dust from sensor and clean with isopropyl alcohol. Replace with working dispenser to isolate the problem. (A5TD1) Flip tickets and load upside-down to have large cut notch toward opto sensor. Check connectors from ticket dispensers to I/O Aux board. Check for continuity. Cables AACE29022 or AACE29023 Swap I/O Aux board with other player side, making sure to change dipswitch settings. (Left side both off, Right side dip 1 is on, 2 is off) Replace I/O Aux Board. Part # AACB9605-CBL</p>
<p>Tickets on monitor does match tickets coming out of game.</p>	<p>Settings in Menu are incorrect.</p>	<p>Enter Menu and check certain areas: Game Mode set to Redemption For 1 Player Game: Ticket(s) Per Point(s) For 2 Player Game: Winner Tickets Loser Tickets Tie Tickets 1/2 Ticket Payout Dipswitch on Door Board Fixed tickets</p>
<p>Menu Buttons do not work.</p> <p>The menu buttons are located in the Left Side Coin Door</p>	<p>Swap connectors at the 2 buttons. Pinched, broken, or disconnected wiring I/O Aux board faulty.</p>	<p>Replace button if problem stays with button.(AAPB2700) Inspect crimp to ensure good connection. Check connections from menu buttons to left I/O Aux Board. Check cables (AAPB2700, AACE29021) Swap I/O Aux board with other player side, making sure to change dipswitch settings. (Left side both off, Right side dip 1 is on, 2 is off) Replace I/O Aux Board. Part # AACB9605-CBL</p>
<p>Low Tickets message on monitor</p> 	<p>Tickets are empty in ticket tray Faulty cable. Disconnected, loose or broken wires. Faulty low ticket switch. Faulty I/O Aux Board.</p>	<p>Load tickets into tray. Ensure tickets hold down micro switch wire. Check connectors from low ticket switches to Newgen board. Check for continuity. (AACE29022 or AACE29023) Inspect switch and replace if needed. (AASW200) Swap I/O Aux board with other player side, making sure to change dipswitch settings. (Left side both off, Right side dip 1 is on, 2 is off) Replace I/O Aux Board. Part # AACB9605-CBL</p>

TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy	
<p>Monitor not working.</p> <p>Power down, wait 5 minutes and power up again.</p>	<p>Screen shows "No Signal Input"</p> <p>Note: Motherboard will boot up without the monitor plugged in, but game will not play.</p>	<p>Monitor HDMI cable unplugged. There are 2 cables that are connected together - A5CORD29000 and A5CORD29001</p> <p>Faulty or loose RAM</p> <p>Large power connector unplugged on motherboard</p> <p>Small power connector unplugged on motherboard</p> <p>Faulty power supply - Refer to Power Supply diagnostic section</p> <p>Faulty motherboard - Replace faulty board. (AAMB12-HD/AM)</p>  <p style="text-align: right;">AAMB12-HD/AM Motherboard</p>	
	<p>Screen has nothing at all on power up.</p>	<p>Power cable unplugged from Monitor.</p> <p>Turn on Monitor.</p> <p>Faulty monitor.</p>	<p>Ensure power is plugged into back of monitor, down to power strip. There are multiple power cords. A5CORD5003, A5CORD1, A5SP4100, and A5CORD1</p> <p>Install batteries in remote control and try using remote control to power on monitor.</p> <p>Replace monitor. (A5MO0032B)</p>
	<p>Error on screen at power up.</p> <p>Re-Boot game to see if problem still exists.</p>	<p>Display shows "Kernel panic – unable to mount root"</p> <p>Display stuck on "Motherboard" Bios</p> 	<p>Faulty or loose RAM, faulty software, faulty motherboard</p> <p>No SATA drive in motherboard. Check for power connector</p> 
<p>LED color strips are not working</p> <p>LED's receive voltage from Light Board in the front of the game.</p>	<p>Ensure Light Board is receiving voltage from Power Distribution Board.</p> <p>Ensure USB cable has good communication to the motherboard.</p> <p>Faulty LED</p>	<p>Refer to wiring diagram. Check connections and reseal cables from Power Distribution Board to Light Board.. Cable # AACE29011</p> <p>Refer to wiring diagram. Check connections and reseal USB cable from Motherboard to Light Board.. Cable # A5CBL5900</p> <p>Refer to wiring diagram. There are some cables that plug into Light Board and some that plug into the Control Board. Some lights direct to Power Distribution Board.</p>	
<p>Conveyor Belt Running Backwards</p>	<p>Front Power Supply or Motherboard faulty.</p> <p>Check dipswitches on the Conveyor Motor Control Board .</p>	<p>If the Conveyor Motor Control Board is not receiving correct signals, the default mode of the conveyor motor is to run backwards.</p> <p>Troubleshoot power supply or motherboard issue.</p> 	

AXES NOT SCORING

The axe scoring is accomplished by using a 3D camera which is located behind the front console.

It keys off the green color of the axe head.

Gently clean the lens of the camera.

If the scoring is off, the adjustment is located inside the menu system.

The camera itself can not be adjusted!

Refer to the Autocalibration instructions on page 35.

It will explain how to “move” the frame to match the hatchet position.

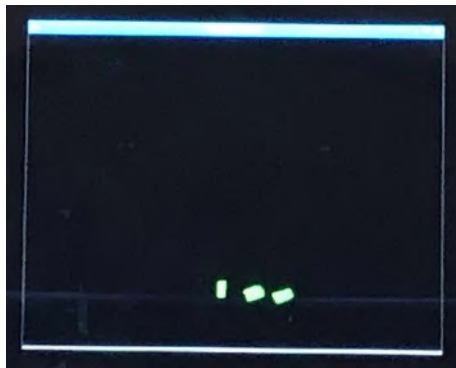
During the boot up process, there will be a few seconds that the camera image will show on the monitor. It will show the green axes against the far wall.



Actual Game Picture



Image shown on monitor at power on.



Note: This screen can also be brought up during game play by installing a keyboard to the motherboard and pressing Alt and Tab at the same time.

If the motherboard does not see the camera at all:

- The game may start, but will continue to wait for axes to be thrown.
- The image normally shown at power on, will not show.
- The keyboard shortcut Alt + Tab will not do anything.

1.) Check the 2 USB cables to the motherboard. Part # A5CE6602 and the USB that comes with the camera.

2.) Replace the camera. Part # A5CM29000

AXES NOT EJECTING

The axe ejecting is accomplished by sliding the playfield pins out of the playfield grate assembly. The axes will fall down onto the conveyor belt.

Troubleshooting Tips:

The Ejector Motor comes with 2 sensors mounted to the top of the actuator. These sensors will tell the motor when it has come to the limit of travel.

- Clean these sensors.

The LED should be ON if not blocked by the peg.
The LED should be OFF when peg is blocking the sensors.

Check the dipswitches on the control board in the rear of the game.



Enter the game's Diagnostic Menu.

Select "Actuator Backward" - the pin frame should move backwards.

Select "Actuator Forward" - the pin frame should move forwards.



If no movement, check the 24 volt power supply in the back of the game. Ensure it is receiving 110 Volt AC.



Refer to wiring diagram.

Check connections and reseat cables from Ejector Motor to Controller for Motor to 24 Volt Power Supply in the back of the cabinet, to the Control Board in the front of the cabinet.

Cable #'s: CE29010, CE29031, CE29035, CE29030, CE29027, CE29001, A5SP4100, A5CORD1, A5CORD5003

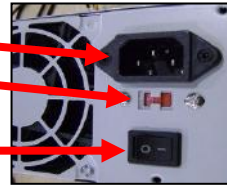
POWER SUPPLY DIAGNOSTICS

1.) Verify AC power to game. Check power strip in front door. The rocker switch should be illuminated.



2.) Check connection to power supply.

3.) Ensure Power Supply switch is set to 115V (or 230V)
(Some model power supplies may not have this)



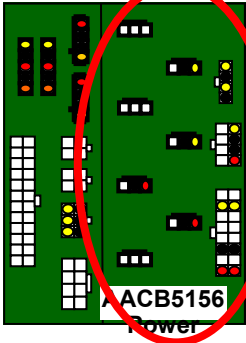
4.) Ensure Power switch is on.

5.) Ensure fan is turning.

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

Check power supply cables to the Power Distribution Board.

This board takes the power in, and directs it to the different 12 volt loads.



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

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

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

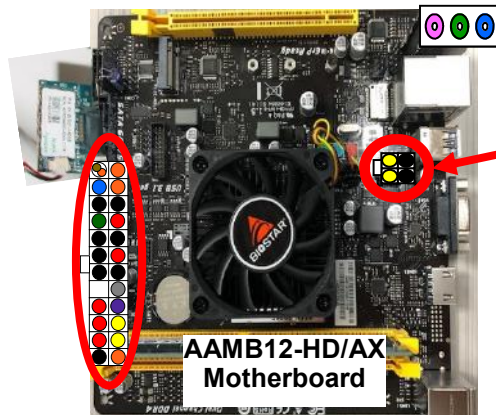
- If power supply fan is not turning, then continue to "Verify Power to Motherboard"

Verify Power to Motherboard

The motherboard will turn on power supply.

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

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



AAMB12-HD/HH

Make sure the 4 pin power connector is plugged in.
(Black, Black, Yellow, Yellow)

As well as 24 pin power in connector.

Minimize load on power supply and isolate short

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

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

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

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

Turn on game and verify the 12 volts is good.

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

If power supply still does not power on:

Replace power supply (A5PS1013), or motherboard. (AAMB12-HD/AX)

BILL ACCEPTOR DIAGNOSTICS

Note: There are many different models and brands of Bill Acceptors that are used on redemption games. Your Bill Acceptor may differ from the unit shown. Standard DBA is MEI # AE2454-U5E Part # A5AC9101

Determine if Bill Acceptor has power:

Turn game ON—The bill acceptor should make noise as stacker cycles and green lights on outside bezel should flash.

If NO power:

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

If power is OK:

Clean Bill Acceptor path to make sure there is nothing jamming unit.

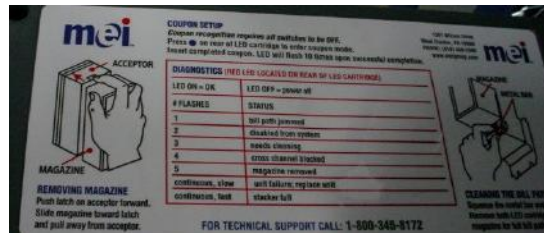
Check dipswitch settings on side of acceptor.

Make sure switch # 8 is OFF for Always Enable



ERROR CODES

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



I/O AUX BOARD PINOUT



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

Outputs:

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

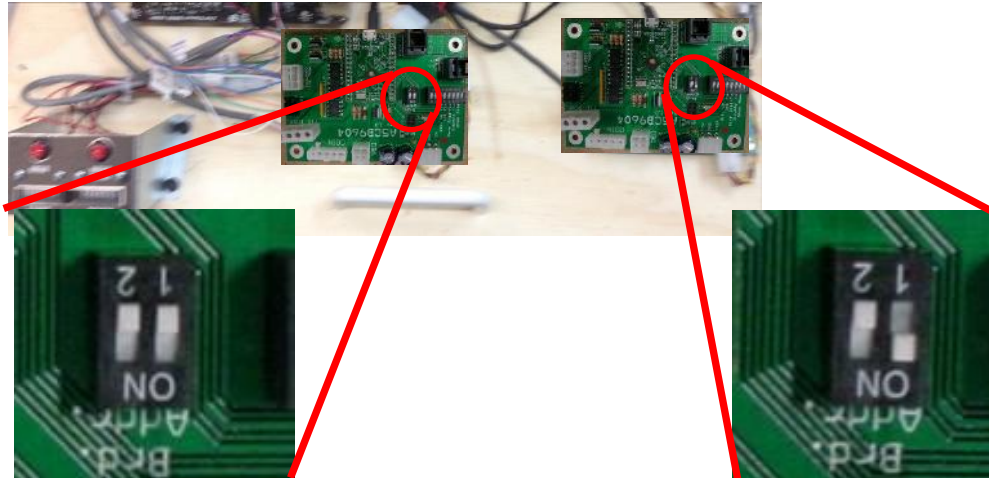
Inputs:

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

DIPSWITCH SETTINGS

Dipswitches must be set correctly on the I/O Aux Boards or game will not know which is left or right player.

Turn off game by flipping the power switch on the power strip.
Set dipswitches as shown:



Left Side (Blue Player)

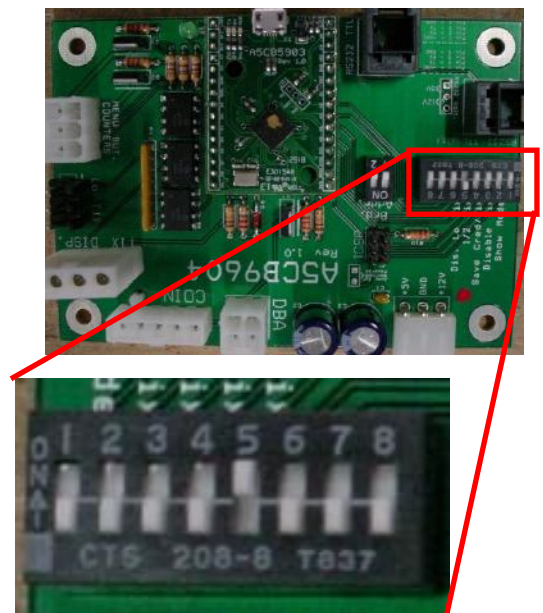
Both switches 1 and 2 should be set to OFF

Right Side (Yellow Player)

Set switch 1 to ON , Set switch 2 to OFF

There are also a 8 dip bank of dipswitches on the I/O Aux Boards.

SWITCH	DESCRIPTION	ON	OFF
1	SHOW GAME Does not dispense tickets and clears all accumulated credits if ON		X
2	AMUSEMENT ONLY Does not dispense tickets if ON		X
3	NJ LOCKOUT Saves tickets owed and unused credits after a power loss if ON		X
4	1/2 TICKET PAYOUT Dispenses 1/2 the amount of tickets as shown on screen. It will round up odd amounts of tickets if ON		X
5	DISABLES LOW TICKET INPUT Disables the low ticket message on screen if ON. This option should be enabled when using a card swipe system	X	
6	NOT USED		
7	NOT USED		
8	NOT USED		



HOW TO REPLACE TARGET PINS

The target pins may break over time, to replace:

Unplug the game from the wall outlet.

Unlock and remove the back door of the game.

Remove the 30 screws in the black plastic panel using a Phillips screwdriver.

Remove the black plastic panel to expose the back of the pins.



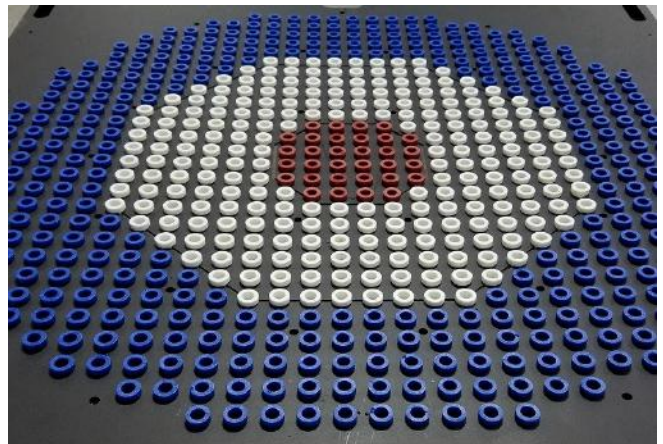
Use a vise grips or wrench to wiggle the pin straight out of the back of the panel.

Insert the new pin, and replace the black plastic panel.

Red Target Pin Finger is part # A5PL29000

White Target Pin Finger is part # A5PL29001

Blue Target Pin Finger is part # A5PL29002



HOW TO REPLACE MONITOR

It is best to bring the monitor housing down from the top of the game to replace the monitor while working on a bench.

Unplug the game from the wall.

Remove the monitor housing from the cabinet by removing the 2 bolts/washers/split washers from the wood into the monitor housing.



Unplug the power cord from the power cord from monitor housing.

Unplug the HDMI cable from the HDMI cable from monitor housing.

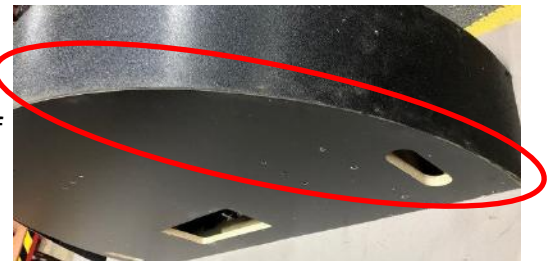
Carefully climb inside the game and remove the 6 screws from the front of the monitor housing using a #2 square bit.

Using 2 people, bring the monitor housing down from the top of the game and to a work bench.

We want to remove the rear wood panel - the monitor will come out with the wood.



Remove the screws from the back edge of the top black plastic of the monitor housing using a #2 square bit.



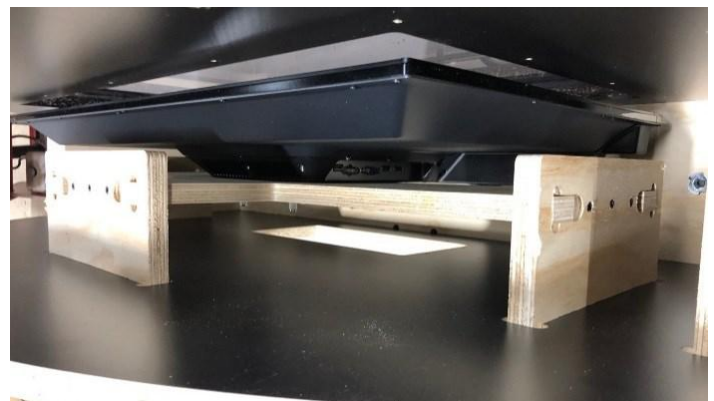
Remove only 6 screws from the back edge of the monitor housing using a #2 square bit.

Remove the 6 screws from the bottom edge of the monitor housing using a #2 square bit.



The back wood panel can now be removed - the monitor will come out attached to the back wood panel.

The monitor can now be removed from the wood supports and replaced.



HOW TO TENSION CONVEYOR

The fabric on the conveyor will stretch over time. If the conveyor belt starts slipping or stops completely, follow these steps to re-tension the belt.

Tools needed:

14mm socket



There will be tensioning mechanisms on both sides of the front of the belt. They are accessed from the axle return tray - from the angle of the arrows.

Turning the bolt clockwise will tighten the belt, turning counter-clockwise will loosen the belt.

Tension both sides of the mechanism the same amount.

HOW TO ADJUST CONVEYOR GUARD



The Conveyor Guard is designed to keep fingers from getting pinched by the conveyor roller. It is very important to adjust this metal bracket at game install, and anytime the game is moved, conveyor is adjusted or taken apart.

Use a Phillips screwdriver to loosen the 3 bolts.

Move the bracket up very close to the conveyor belt and tighten the screws.

Make sure the bracket does not touch the conveyor belt, but is close to it.

HOW TO REPLACE CONVEYOR MOTOR

The conveyor motor is the roller toward the rear of the conveyor belt. If the conveyor roller motor needs to be replaced, follow these steps.

Tools needed:

2 Square bit 10mm Wrench 14mm Wrench

Step # 1

Unplug the game from the wall.

The tensioning mechanisms are located on both sides of the front of the belt.

Loosen these two nuts with a 14 mm wrench to loosen on the belt.



Step # 2

Push this front roller shaft toward conveyor, toward the back of the game.

The entire front roller should move toward the back of the game, and the conveyor belt should be loose from the roller motor.

Step # 4

The rear cabinet section must be loosened and separated from the rest of the cabinet.

Remove both top panels, remove the 3 black plastic stringers from the monitor housing, remove the connector plates on top and bottom of both sides, and carefully slide the cabinet pieces apart. Refer to build instructions for details.

Step # 5

Unplug the conveyor roller motor from the control board.

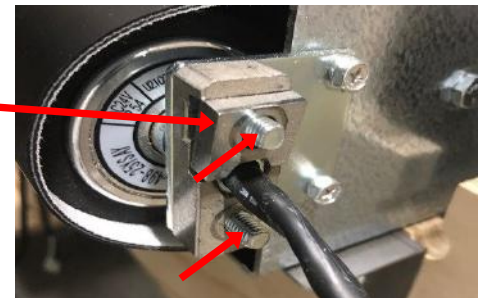
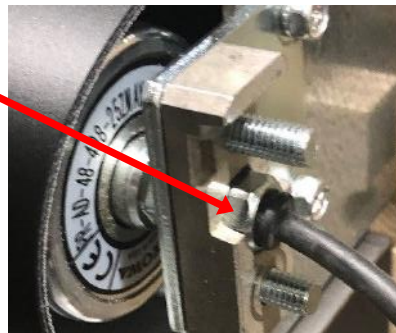


Step # 6

Remove the 2 nuts using a 10 mm wrench from the left side of the roller motor. It will have the cable going into the bracket.

Remove the lock plate.

Remove the base plate from the bracket and thread the cable out through the hole.

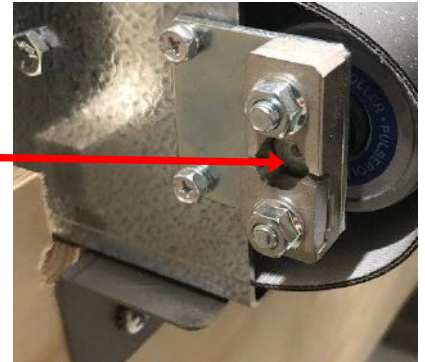


HOW TO REPLACE CONVEYOR MOTOR

Step # 7

From the other side of the roller motor, remove the roller from the bracket.

It is spring loaded, push a small screwdriver into this hole and depress the spring loaded pin.



Lift this right side up as you remove the roller from the left side. Carefully thread the cable through the hole as you remove the roller motor.



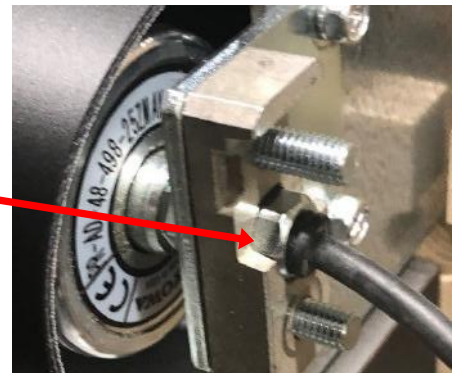
To install the new roller motor:

Carefully thread the cable through the hole in the mounting bracket on the left side of the conveyor.

On the right side, push the spring loaded pin in the bracket - **make sure it pops completely into the hexagon shaped receiver.**



Carefully thread the cable through the hole in the base plate, and attach to bracket as shown.



Inset the lock plate back on the assembly.

Install the 2 nuts using a 10 mm wrench.

Do not overtighten!

A snug fit is fine.



Plug in the new roller motor to the control board and re-assemble the game.

Tighten these two nuts with a 14mm wrench to put tension on the belt.

Adjust the pinch guard so that it very close, but not touching the belt.



HOW TO UPDATE SOFTWARE

New Software Installation:

The hard drive contains all the information about the game: Credits per play, ticket pattern, etc. Be sure to check this information after finishing installing new software.

Turn off game by flipping the power switch on the power strip.

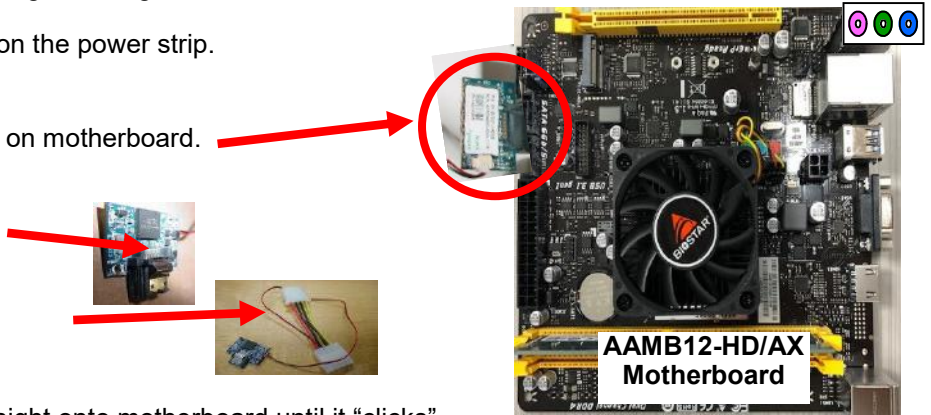
Locate hard drive on motherboard.

Press tab on far side of hard drive and gently remove from motherboard.

Unplug power supply jumper connector and remove old hard drive from unit.

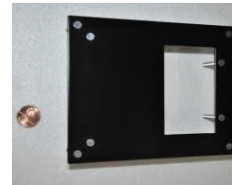
Install new hard drive by gently pushing straight onto motherboard until it "clicks". Turn the game back on by flipping the power switch on the power strip.

Note: The I/O boards will automatically be updated by the motherboard software.



BLANKING PLATES AVAILABLE

A5PL4200 DBA Plate used for Upstacker Bill Acceptor



A5PL9998 Plate used instead of Coin Mechanisms



A5PL8900 Plate used for Bill Validator

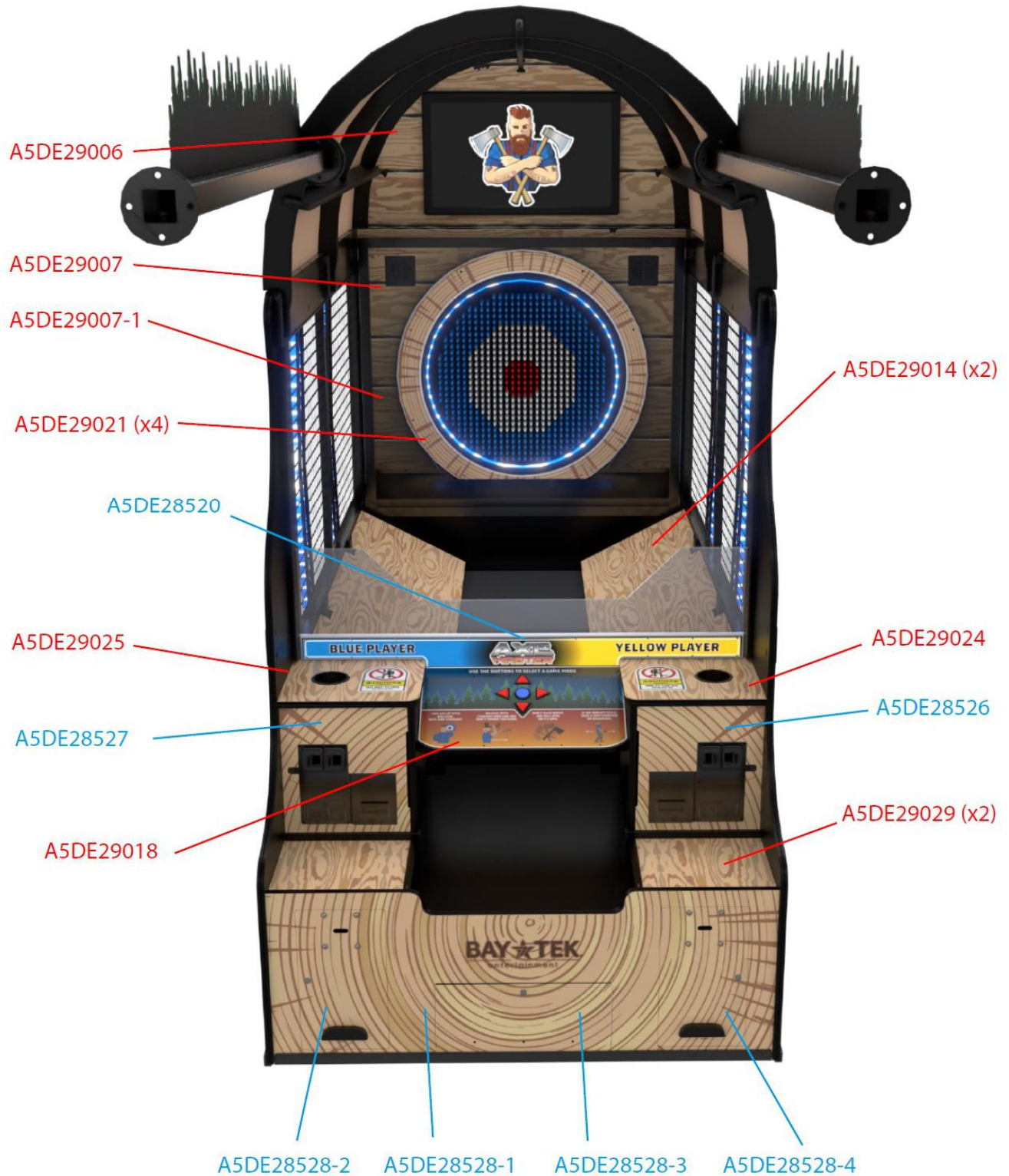


A5PL9995 Plate used instead of ticket dispenser



DECAL DIAGRAM

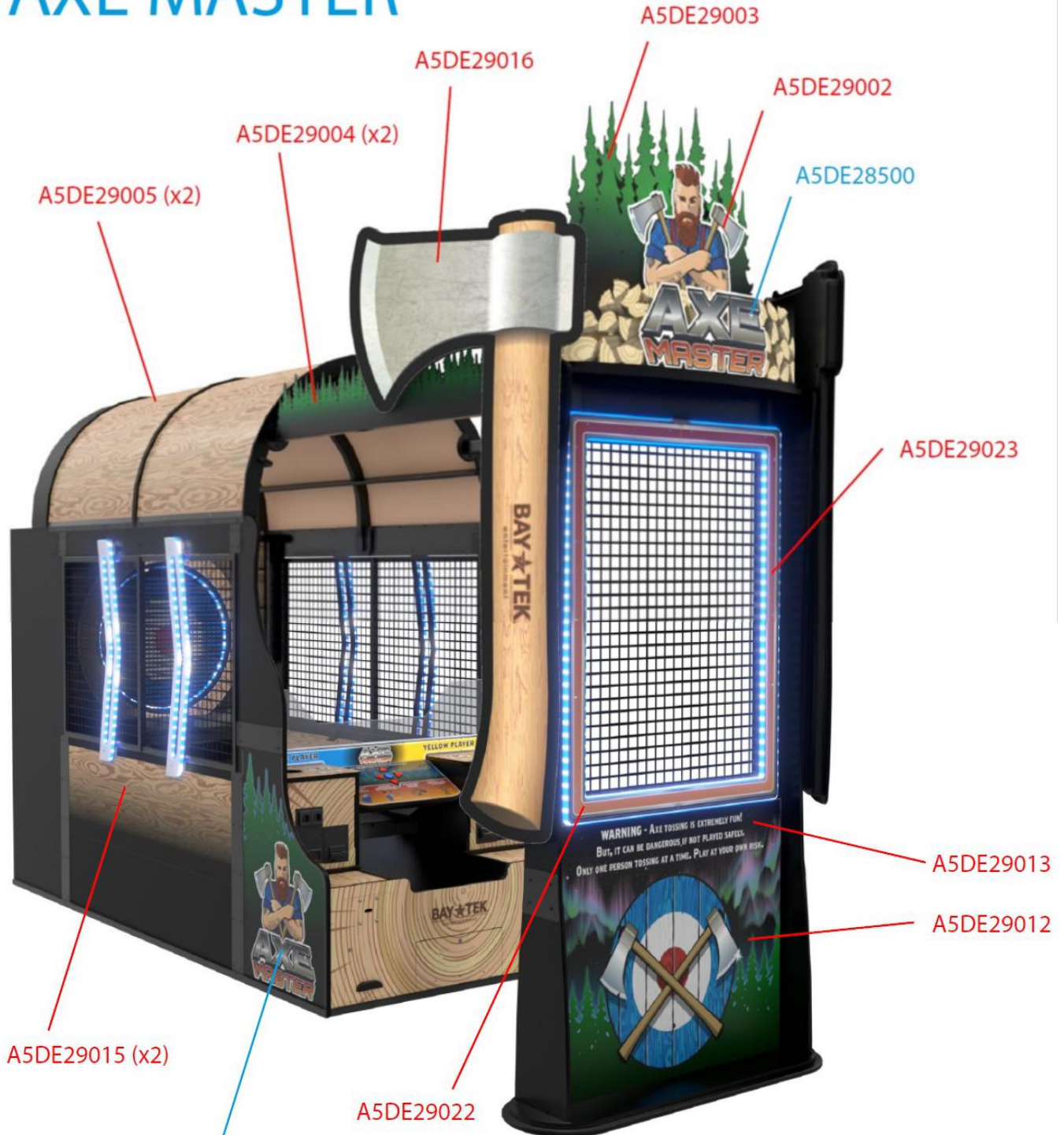
AXE MASTER



Not Visible: A5DE29030 Pinch Point Warning Decal

DECAL DIAGRAM

AXE MASTER



NOT VISIBLE
A5DE28509
A5DE29017
A5DE29030 (x2)

PARTS LIST

PART #	DESCRIPTION	PART #	DESCRIPTION
A5AX29000	Axe, Black & Green, 12 Per Game	A5CE6602	Cable, USB Ext,3', A Male To A Female
A5BK9999	Bracket, Power Supply Mounting	A5CEAU010	Cable, Audio Stereo, 3.5mm , 2ft, 2 Per Game
A5BR8300	Bearing, Black Trolley Slide, 6 Per Game	A5CORD1	Cord, Power,10', 2 Per Game
A5BRMP010	2 1/2" X 3/4"W Flat Plate, 2 Per Game	A5CORD13000	Cord, USB-A To Micro B 2.0, 6 ft, 2 Per Game
A5BRZN030	1" X 1" X 2"W Bracket, 130 Per Game	A5CORD29000	Cord, HDMI 2.0 4k, 18gbps, 30'
A5BU29000	Button, Blue Circle, w/Led	A5CORD29001	Cord, HDMI Male To Female, 3'
A5BU29001	Button, Red Triangle, Arrow, w/Led, 4 Per Game	A5CORD5	Cord, AC Computer Cord, 6.5'
A5CA1005	Caster Wheels, Swivel/Lock, 12 Per Game	A5CORD5001	Cord, Extension, C14 To C13, 16ga, 2ft.
A5CO4203	Cover, Speaker Grill, 2 Per Game	A5CORD5003	Cord, Power Adapter, C14 to 5-15, 6ft.
A5HA1200	Handle, Coin Box, White	A5OU5000	Outlet Strip
A5HO1003	Holder, For Light Bars, 8 Per Game	A5SP10001	Audio Splitter, Stereo to Two 3.5mm,6"
A5INKI011	Insert, 1/4-20 X 1/2, 53 Per Game	A5SP29000	Splitter, USB Head, 10 Pin
A5INTI001	Insert, Tapping,10-24, 25/64" L, 14 Per Game	A5SP4100	Splitter, AC Cord
A5KIT-HH/AXM	Hardware Kit, Axe Master	AACE1710	Cable, 4" Door Ground Cable, 4 Per Game
A5LK2001	Lock, Coin Box, A05/E00 Key Code, 2 Per Game	AACE1715	Cable, Door Ground Cable, 2 Per Game
A5LK5002	Lock, 7/8", H95 Key Code, 9 Per Game	AACE29000	Line Filter From Front
A5NUTE010	10-24, Tnut, 9 Per Game	AACE29001	5v Power Supply Power Cord
A5NUTE020	1/4-20, Tnut 14209sp, 146 Per Game	AACE29002	Line Filter From Middle
A5NUTE040	3/8"-16 Int Thrd,3/4" H, 6 Per Game	AACE29003	Line Filter From Power Box
A5RB29000	Rubber Ring, Axe Cage Dampener, 4 Per Game	AACE29004	Front Ground Stud to Middle
A5RVNY020	Rivet, Nylon .187" X .25, 33 Per Game	AACE29005	Back Ground Stud To Middle
A5SH8301	Shaft, 3/4 End Shaft Support, 4 Per Game	AACE29006	Middle Ground Stud, Axe Master
A5TWNY010	4" Black Tie, 24 Per Game	AACE29007	Right Coin Door Hinge Ground
W5HG1040	Hinge,8-3/8"Single Bend, 2 Per Game	AACE29008	Right Ticket Dispenser Ground
W5KE5000	Keeper, Lock, 9 Per Game	AACE29010	Power to A5CB29000
W5TM4002	T-Molding,7/8" Blue, 61 Ft Per Game	AACE29011	Power to A5CB8001
A5ME10001	Metal, Top Lock Bracket, 2 Per Game	AACE29012	Power to Audio Boards
A5ME10016	Metal, Right Coin Guide	AACE29013	Right Side Counters
A5ME10017	Metal, Left Coin Guide	AACE29014	DBA Cable, 2 Per Game
A5ME10018	Metal, Cage Panel Bracket, 12 Per Game	AACE29015	Addressable Power Inside Left Rail
A5ME15005	Metal, Ticket Tray Insert	AACE29016	Cb8001 Adr. To Back Stand
A5ME29000	Cage, Side, Only Metal, 2 Per Game	AACE29017	Cage Stick Light Power Middle
A5ME29001	Cage, Safety Wall, Only Metal	AACE29018	Conveyor Controller Ground
A5ME29002	Metal, Axe Cage	AACE29019	Target Light Power from Middle
A5ME29003	Metal, Machined Pusher Shaft, 2 Per Game	AACE29020	Panel Player Light Power, 2 Per Game
A5ME29011	Metal, Front Cabinet Connector, 2 Per Game	AACE29021	Left Side Menu and Counters
A5ME29012	Metal, Side Cab Connector Plate, 4 Per Game	AACE29022	Left Side Coin Door
A5ME29013	Metal, Top Side Connector Plate, 4 Per Game	AACE29023	Right Side Coin Door
A5ME29014	Metal, Dome Side Rail, 4 Per Game	AACE29024	Conveyor Power from Front
A5ME29016	Metal, Actuator Arm Mount	AACE29025	Conveyor Power from Middle
A5ME29018	Metal, Safety Wall Axe Bracket, 4 Per Game	AACE29026	Buttons Power from Cb29000
A5ME29019	Metal, Connector Post, 2 Per Game	AACE29027	Power Supply to 24v Actuator
A5ME29020	Metal, Conveyor Mount Bracket, 4 Per Game	AACE29028	Conveyor Control from Power Supply
A5ME29021	Metal, Safety Wall Connector, 2 Per Game	AACE29029	Conveyor Control
A5ME29023	Metal, Playfield Stiffener Bar, 36", 3 Per Game	AACE29030	Actuator Drive from Back
A5ME29024	Metal, Stepper Motor Mount	AACE29031	Actuator Drive from Front
A5ME29025	Metal, Stepper Link	AACE29032	Target Light Power from Back
A5ME29027	Metal, Playfield Stiffener Bar, 24", 2 Per Game	AACE29033	Left Side Door Board Power
A5ME29026	Metal, Conveyor Safety Rail	AACE29034	Right Side Door Board Power
AABK1013	Bracket, Pushbutton/Counters	AACE29035	Actuator Drive from Middle
A5CBL5900	Cable, USB, Male A to Male Micro, 2 Per Game	AACE29036	Target Adr Power from CB29000
A5CE2300	Cable, Audio Isolator	AACE29037	Front Speakers Power

PARTS LIST

PART #	DESCRIPTION	PART #	DESCRIPTION
AACE29038	Back Speaker Power from Front	A5DE29006	Decal, Monitor Decal, Vinyl
AACE29039	Back Speaker Power from Middle	A5DE29007	Decal, Playfield Back Wall Upper, Vinyl
AACE29040	Back Speaker Power	A5DE29007-1	Decal, Playfield Back Wall Lower, Vinyl
AACE29041	Cage Stick Lights Power Front	A5DE29012	Decal, Front Wall Bottom
AACE29042	Buttons Power	A5DE29013	Decal, Front Wall Top Warning
AACE29043	Back Board Adr. Light	A5DE29014	Decal, Ramp, 2 Per Game
AACE29044	Side Cage RGB Lights, 4 Per Game	A5DE29015	Decal, Middle Cabinet Side, 2 Per Game
AACE29045	Target Addressable Light	A5DE29016	Decal, Axe Left
AACE29046	Front Panel RGB Light, 2 Per Game	A5DE29017	Decal, Axe Right
AACE29047	Back Board Axe Light, 2 Per Game	A5DE29018	Decal, Control Panel
AACE29048	Cage Stick Light, 2 Per Game	A5DE29021	Decal, Target Circle, 4 Per Game
AACE29049	Left Coin Door Ground	A5DE29022	Decal, Wall Light Frame, Left
AACE29050	Left Ticket Dispenser Ground	A5DE29023	Decal, Wall Light Frame, Right
AACE29051	Left Ticket Dispenser	A5DE29024	Decal, Shelf Right
AACE29052	Right Ticket Dispenser	A5DE29025	Decal, Shelf Left
AACE29053	Ground Stud To Conveyor Control	A5DE29029	Decal, Middle Front Shelf, 2 Per Game
AACE29054	Marquee Front Stick Light	A5DE29030	Decal, Pinch Point Warning, 2 Per Game
AACE29055	Pwr Dist Ground To 5v PS Front	A5PT29000	Plastic Vac Form, Throw Wall Axe, Right
AACE29056	Pwr Dist Ground To 5v PS Middle	A5PT29001	Plastic Vac Form, Throw Wall Axe, Left
AACE29057	Pwr Dist Ground To 5v PS Back	A5VF4604	Vacuum Form, Cup Holder, 2 Per Game
AACE29058	Back Stand Addressable Split	AATA29000	Target Assy, Axe Master
AACE29059	Side Cage RGB Power Front	A5PL29000	Red Target Finger, 32 Per Game
AACE29060	Side Cage RGB Power Middle	A5PL29001	White Target Finger, 232 Per Game
AACE29061	12v Power To Back Stand Front	A5PL29002	Blue Target Finger, 376 Per Game
AACE29062	12v Power To Back Stand Split	WACA29061	Acrylic, Front Window, Guard
AACE29063	12v Power To Back Stand R-Rail	A5CV29000	Conveyor, Axe Return
AACE29064	Marquee Art Stick Light, 3 Per Game	A5MO29001	Conveyor Replacement Motor
AACE29065	12v Marquee Power	A5PU29001	Pulley Roller for Conveyor, 2" dia, 20" wide
AACE29066	Marquee Addressable Power	A5BE29001	Conveyor Belt, 20" wide, 147" long
AACE8811A	Speaker, 4 Per Game	A5CT29001	Controller Board for Conveyor
AACBL4A-DOORA	Coin Door Cable	A5TD1	Ticket Dispenser
AACO1000	Counters for Game, 2 Per Game	A5FI9011	Filter, Inline
AAPB2700A	Push Button Assembly Cable, 2 Per Game	A5CM29000	Camera, Astra Pro
A5DE0042	Decal, Menu/Volume Decal	A5MO0032B	Monitor TV
A5DE23021	Decal, Electrical Warning Cover	AAAC29000	Actuator
A5DE28500	Decal, Marquee Front, Axe Master	AACB15001	Bleed Resistor Board
A5DE28508	Decal, Left Side, Axe Master	AACB29000	Axe Master I/O
A5DE28509	Decal, Right Side, Axe Master	AACB5156	Power Dist. Board
A5DE28520	Decal, Front Inst Window, Axe Master	AACB8001-HH	Light Driver Board
A5DE28526	Decal, Top Right Door Axe Master	AACB9605-CBL	Door Interface Board, 2 Per Game
A5DE28527	Decal, Top Left Door, Axe Master	AACB9600A	Audio Amplifier Board, 2 Per Game
A5DE28528-1	Decal, Front Lower Surround, Axe Master	A5CT29000	Controller Board, Actuator Motor
A5DE28528-2	Decal, Front Left Ticket Door, Axe Master	A5PS1013	Power Supply, EVGA500
A5DE28528-3	Decal, Front Lower Access Door, Axe Master	A5PS29000	Power Supply, 24v
A5DE28528-4	Decal, Front Right Ticket Door, Axe Master	AAMB12-HD/AX	Mother Board with Hard Drive
A5DE29002	Decal, Marquee Middle, Dude	AAHD1900-AXE	Axe Master SATA Drive
A5DE29003	Decal, Marquee Back, Trees	AAHD1900-AXE-WA	Washington State Axe Master SATA Drive
A5DE29004	Decal, Grass Pole Cover, 2 Per Game	A5AC9101	12 Volt Dollar Bill Acceptor
A5DE29005	Decal, Roof Panel, Tan, 2 Per Game		

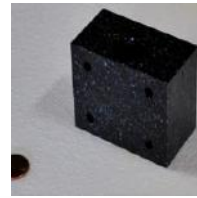
PARTS PICTURES



A5AX29000



A5BK9999



A5BR8300



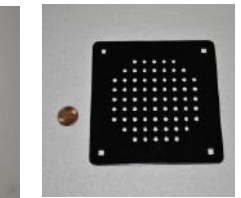
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A5BU29001



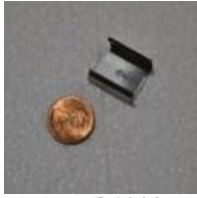
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A5CO4203



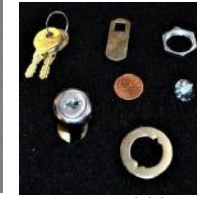
A5HA1200



A5HO1003



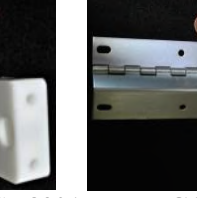
A5LK2001



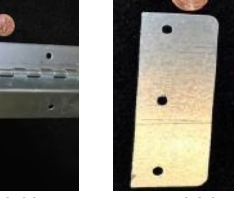
A5LK5002



A5RB29000



A5SH8301



W5HG1040

W5KE5000



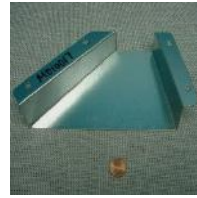
W5TM4002



A5ME10001



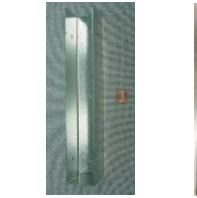
A5ME10016



A5ME10017



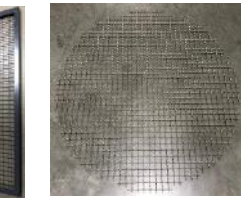
A5ME10018



A5ME15005



A5ME29000



A5ME29001

A5ME29002



A5ME29003



A5ME29011



A5ME29012



A5ME29013



A5ME29014



A5ME29016



A5ME29018



A5ME29019



A5ME29020



A5ME29021



A5ME29023



A5ME29024



A5ME29025



A5ME29027



AAME29026



A5PL4200



A5PL8900



A5PL9995



A5PL9998



AABK1013



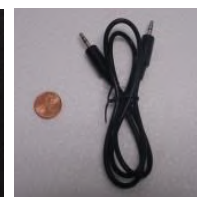
A5CBL5900



A5CE2300



A5CE6602



A5CEAU010



A5CORD1



A5CORD13000



A5CORD29000



A5CORD29001



A5CORD5



A5CORD5001



A5CORD5003



A5OU5000



A5SP10001



A5SP29000



A5SP4100



AACE1710

PARTS PICTURES



AACE1715



AACE29000



AACE29001



AACE29002



AACE29003



AACE29004



AACE29005



AACE29006



AACE29007



AACE29008



AACE29010



AACE29011



AACE29012



AACE29013



AACE29014



AACE29015



AACE29016



AACE29017



AACE29018



AACE29019



AACE29020



AACE29021



AACE29022



AACE29023



AACE29024



AACE29025



AACE29026



AACE29027



AACE29028



AACE29029



AACE29030



AACE29031



AACE29032



AACE29033



AACE29034



AACE29035



AACE29036



AACE29037



AACE29038



AACE29039



AACE29040



AACE29041



AACE29042



AACE29043



AACE29044



AACE29045



AACE29046



AACE29047



AACE29048



AACE29049



AACE29050



AACE29051



AACE29052



AACE29053



AACE29054



AACE29055



AACE29056



AACE29057



AACE29058



AACE29059



AACE29060

PARTS PICTURES



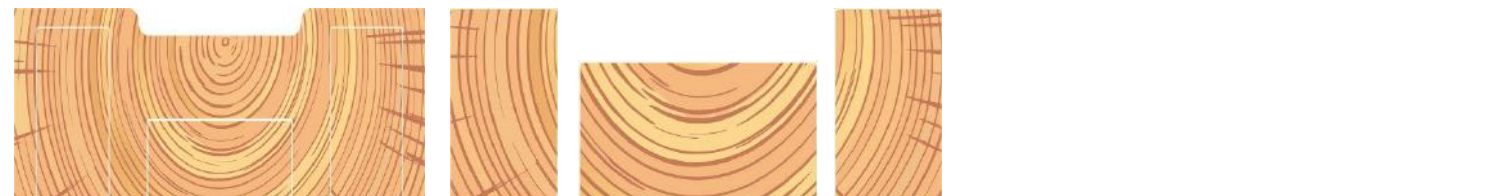
AACE29061 AACE29062 AACE29063 AACE29064 AACE29065 AACE29066 AACE8811A A5CBL4A-DOOR



AACO1000 AAPB2700A A5DE0042 A5DE23021 A5DE28500



A5DE28508 A5DE28509 A5DE28520 A5DE28526 A5DE28527



A5DE28528-1 A5DE28528-2 A5DE28528-3 A5DE28528-4



A5DE29002 A5DE29003 A5DE29004 A5DE29005 A5DE29006 A5DE29007



A5DE29007-1 A5DE29012 A5DE29013



A5DE29014 A5DE29015 A5DE29016 A5DE29017 A5DE29018

PARTS PICTURES



A5DE29021



A5DE29022



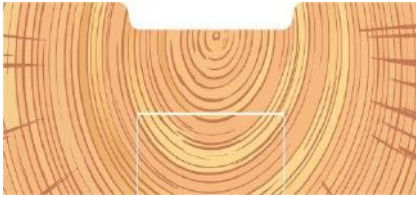
A5DE29023



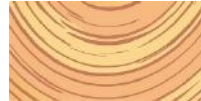
A5DE29024



A5DE29025



A5DE29028-1



A5DE29028-3



A5DE29029



A5DE29030



A5PT29000



A5PT29001



A5VF4604



AATA29000



A5PL29000



A5PL29001



A5PL29002



WACA29061



AASW200



A5CV29000



A5MO29001



A5PU29001



A5BE29001



A5CT29001



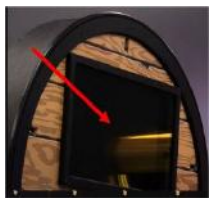
A5TD1



A5FI9011



A5CM29000



A5MO0032B



AAAC29000



AACB15001



AACB29000



AACB5156



AACB8001-HH



AACB9600A



A5CT29000



A5PS1013



A5PS29000



AAMB12-HD/HH



AAHD1900-HH



A5AC9101

TECHNICAL SUPPORT

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

Electronics / Circuit Boards:

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 need to return a 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.

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

Log on to : <http://www.baytekent.com> Then click on the Register tab.

Bay Tek Entertainment 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 Entertainment 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 Ext. 1102**
or e-mail to: baytek.service@thevillage.bz