

PERFECTION[®]

Can you beat the clock...before the pieces POP?!



PLACE SERIAL NUMBER LABEL HERE

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FACTORY CONTACT INFORMATION



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WELCOME TO: Perfection

Congratulations on your Perfection purchase!

The classic Hasbro board game Perfection has been a family favorite for generations—and now it's supersized for your FEC! A great game of speed, dexterity and matching skill, Perfection can be played alone or as a family. Let's get poppin'!

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

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

Your Friends at Bay Tek Games



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GAME INSPECTION

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

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

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

HOW TO PLAY

Hit the bubble containing the hole that matches the shape on the screen.



The more you match, the more tickets you win!



Match all 10 shapes before the Jackpot Timer runs out to win big!



GAME SPECIFICATIONS

WEIGHT	
NET WEIGHT	490 LBS.
SHIP WEIGHT	550 LBS.
DIMENSIONS	
WIDTH	63"
DEPTH	34"
HEIGHT	89"
OPERATING TEMPERATURE	
FAHRENHEIT	80-100
CELSIUS	26.7-37.8

POWER REQUIREMENTS			
INPUT VOLTAGE RANGE	100 to 120 VAC	/	220 to 240 VAC
INPUT FREQUENCY RANGE	50 HZ	/	60 HZ

MAX OPERATING CURRENT	
3.2 AMPS @ 115 VAC	
1.8 AMPS @ 230 VAC	

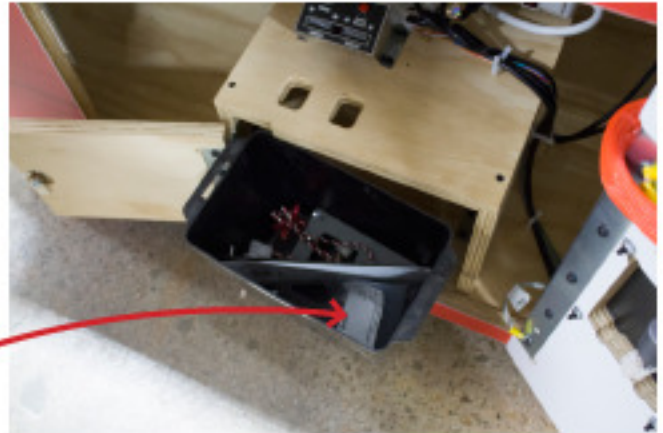
SAFETY PRECAUTIONS

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.	

MARQUEE SETUP

Unpack the game and marquee from the shipping pallet.

Locate the marquee hardware packet inside the cashbox.



Buddy-lift the marquee up into place, and route the cables down through the hole as shown. Lift the marquee and insert the tabs in the slots, allowing it to lock into place, and making sure the cables don't get pinched.

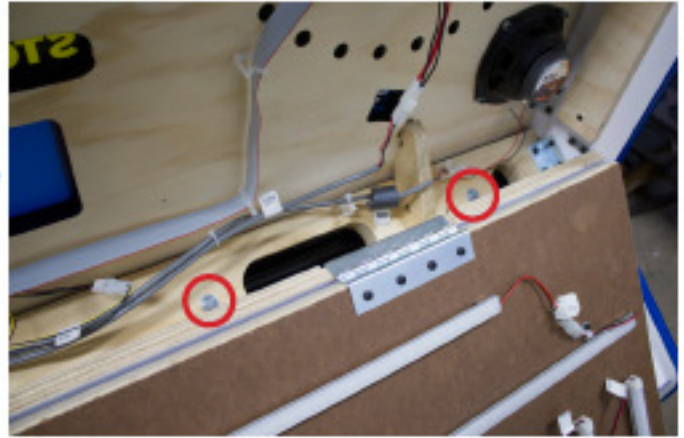


Unlock and open the back door of the marquee.



MARQUEE SETUP

Secure the marquee with the included hardware and a 9/16" ratchet or driver bit.



Open the lower back door to access the wiring connections.



Plug the ribbon cable into the auxiliary board as shown.

MARQUEE UPDATE INSTRUCTIONS



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Marquee Update Instructions



The Marquee for Perfection has been improved with more attraction lighting and improved graphics. These instructions will provide show how to swap the older marquee to this newer marquee.

Tools Needed:

Game keys
7/16" Socket

Instructions:

- 1.) Unplug game from the wall.
Open and remove the wood back door of game.
- 2.) Unplug the 4 cables:
AACE9707 from power supply
AACE9706 from power supply
AACE9708 from AACE9731 cable
AACE9709 ribbon cable from splitter board
Push these cables up into the marquee so that it can be removed.

Unplug the old AACE9705 cable from Newgen and Power Supply and remove from the cabinet. (A new cable is included with the new Marquee)

- 3.) Open the marquee back door.
Remove the 4 bolts and washers using a 7/16" socket.



- 4.) The old marquee is now ready to be removed.
The marquee is notched as shown.



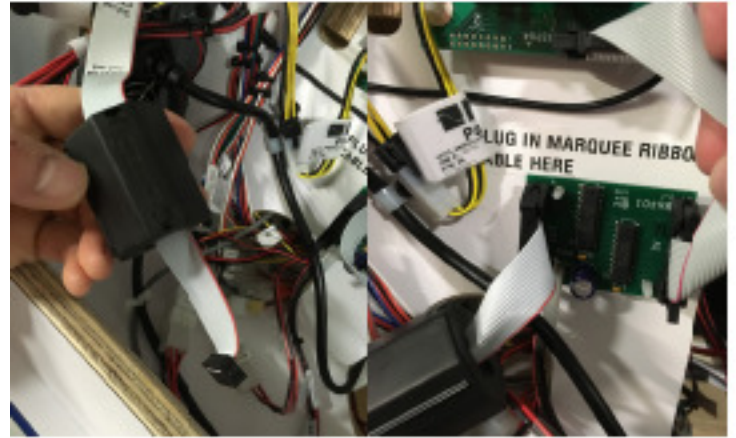
To remove: Use 2 people to slide the marquee up the slant a few inches and drop backward as shown.



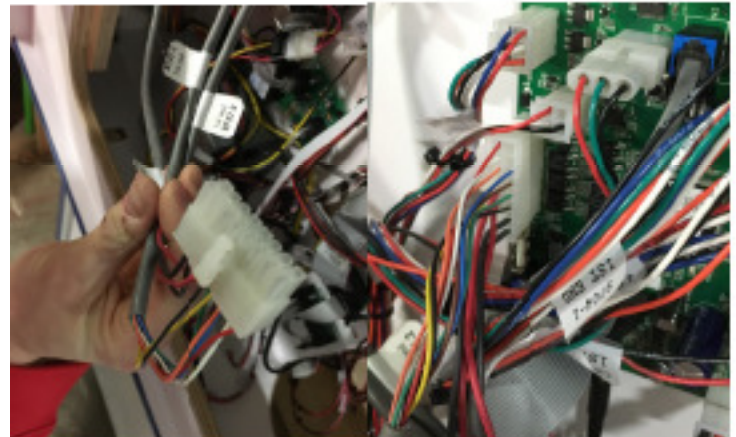
- 5.) Using 2 people - install the new marquee on top of the cabinet similarly.
- 6.) Install the 4 bolts and washers using a 7/16" socket to secure new marquee.

MARQUEE UPDATE INSTRUCTIONS

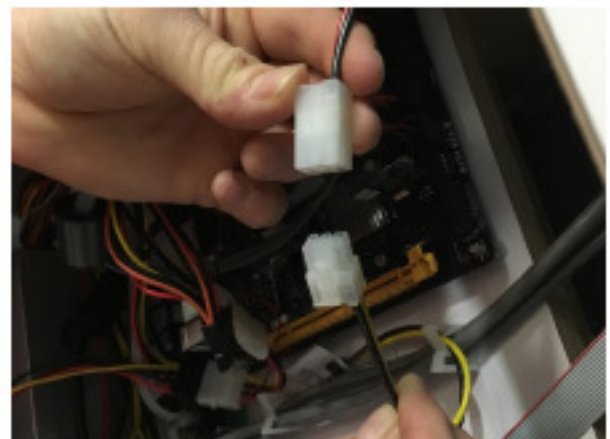
Plug ribbon cable 9709 into to the board that says "PLUG IN MARQUEE RIBBON CABLE HERE"



Connect 9737 to circuit board

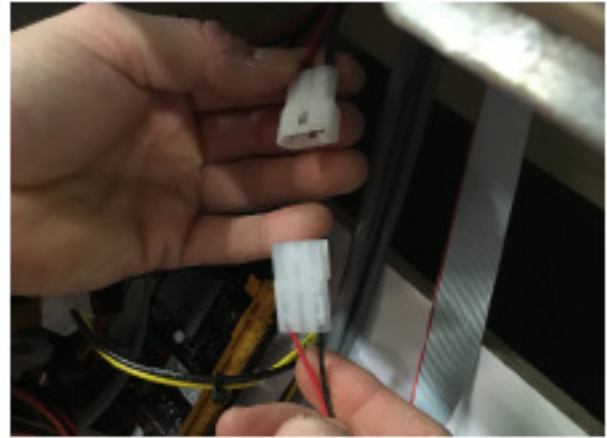


Connect 9708 to 9731

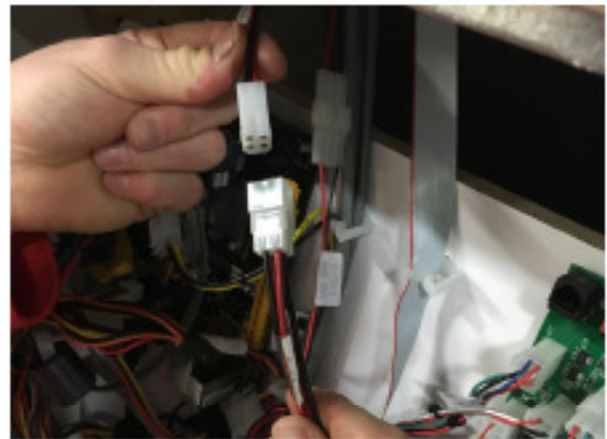


MARQUEE UPDATE INSTRUCTIONS

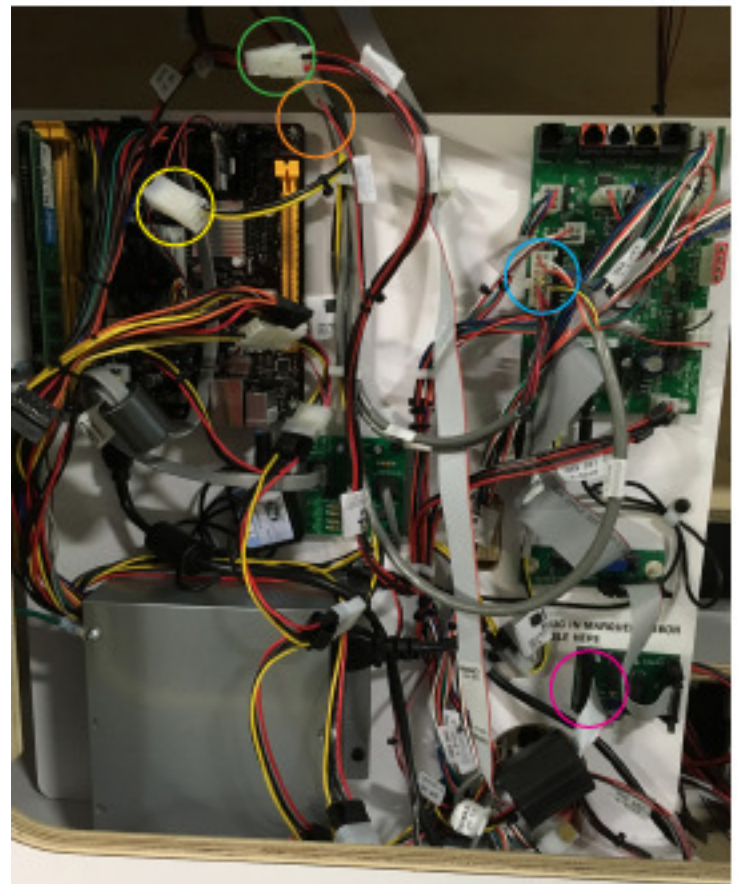
Connect 9707 to cable 9707-2



Connect 9705-3 to 9705-1 and 9705-2



All connections made as follows in the picture



MARQUEE UPDATE INSTRUCTIONS

7.) Locate the 5 cables in the new Marquee and push them down through the hole into the lower cabinet.

8.) Connect these cables into the cabinet wiring as:

- 8708 cable to 9731 cable
- 9709 ribbon cable to the splitter board
- 9707 cable to a power supply connector
- 9705 cable to the Newgen speaker socket
- 9737 cable to the J22 socket on the Newgen Board.

9.) Install new software into Motherboard:

Ensure the power is off to the game.

Important: If only power supply is off, but power strip is on, the motherboard is still receiving power from the TV through the HDMI cable. It will not power on correctly until entire game is turned off for 5 minutes.

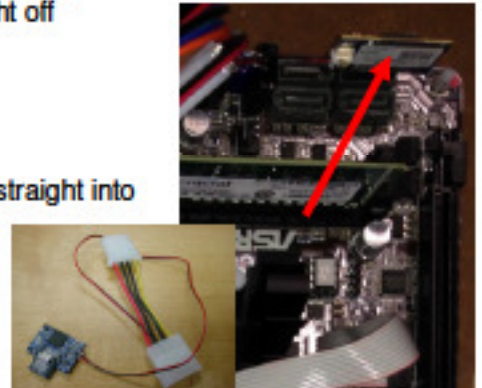


Remove old SATA drive located in top right corner of motherboard by gently squeezing bottom metal of SATA drive and pulling straight off motherboard.

Remove the small black and red wire from old SATA drive

Install the small black and red wire into the new SATA drive

Install new SATA software into motherboard by pushing gently straight into motherboard.



10.) Turn on game by plugging it into the wall.

11.) Newgen Software Installation - With game power ON -

- Insert USB update stick into Minigen socket on left edge of board.
- Press "Boot" button on Minigen located near dipswitches.
- Update will take a few seconds.



The top display will go blank, and come back after loading is complete.

12.) Update is complete. Enter menu to change to desired game options.

Test game to verify correct settings.

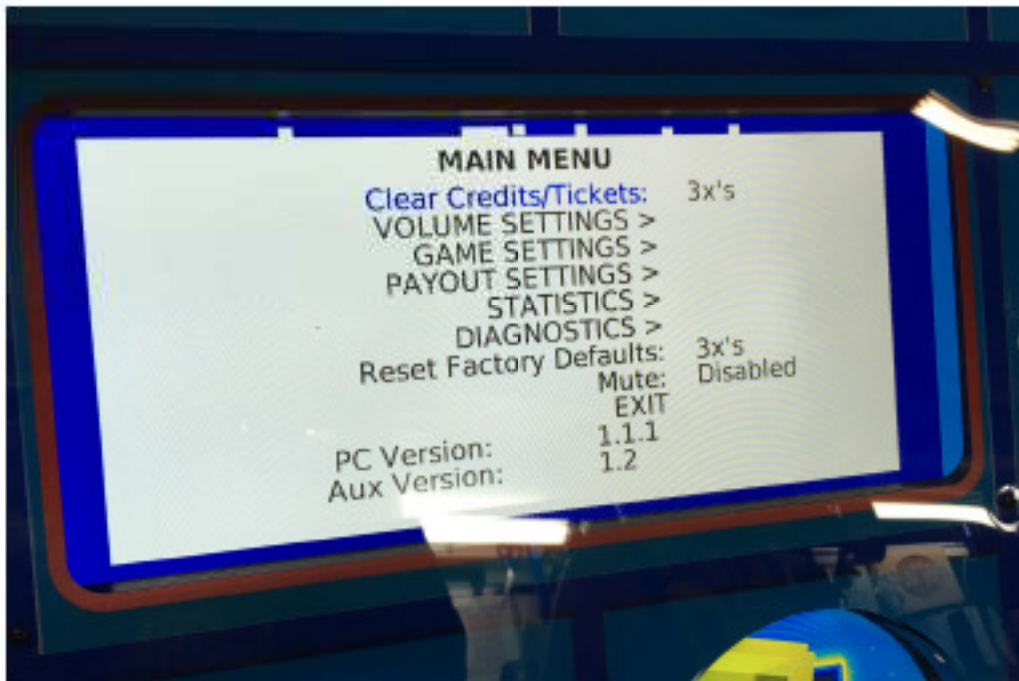
MAIN MENU

Press the **MENU** button inside the front door of the cabinet to enter the game menu.

The menu will appear on the center playfield.

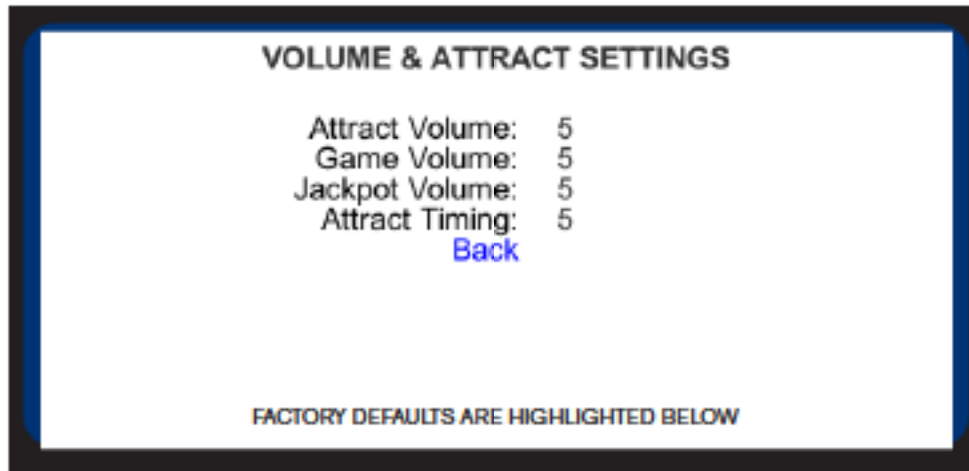
Scroll through the menu options with the **MENU** button.

Make your selections with the **MENU SELECT** button.



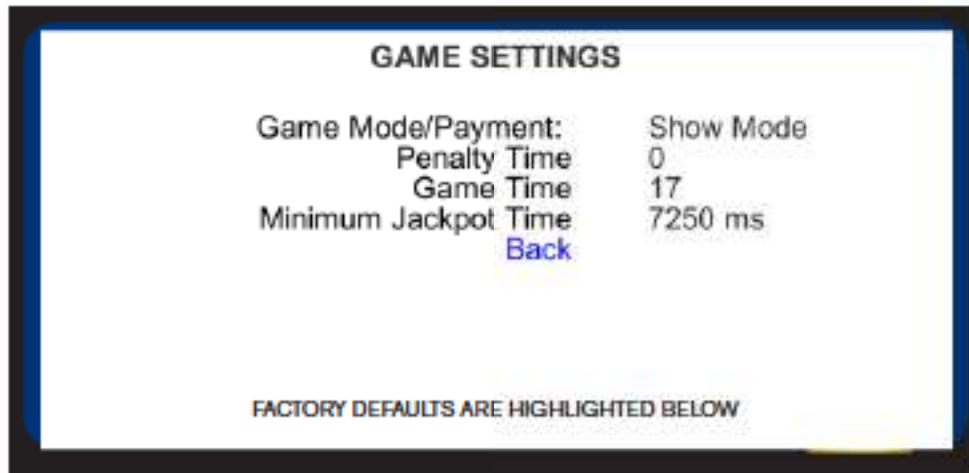
MAIN MENU FUNCTIONS		
CLEAR CREDITS/ TICKETS	Press the MENU SELECT 3 times to clear credits and tickets owed	
VOLUME SETTINGS	Press MENU SELECT to enter the volume settings menu	
GAME SETTINGS	Press MENU SELECT to enter the game settings menu	
PAYOUT SETTINGS	Press MENU SELECT to enter the payout settings menu	
STATISTICS	Press MENU SELECT to enter the statistics menu	
DIAGNOSTICS	Press MENU SELECT to enter the diagnostics menu	
RESET FACTORY DEFAULTS	Press MENU SELECT 3 times to reset factory defaults	
MUTE	ENABLE	DISABLE

VOLUME SETTINGS



ATTRACT VOLUME	0	1	2	3	4	5	6	7	8	9	10
GAME VOLUME	0	1	2	3	4	5	6	7	8	9	10
JACKPOT VOLUME	0	1	2	3	4	5	6	7	8	9	10
ATTRACT TIMING (IN MINUTES)	OFF	5	10	15	20	25	30	ALWAYS ON			

GAME SETTINGS



GAME SETTINGS	NORMAL / TICKETS		NORMAL / POINTS		ENTERTAINMENT ONLY		SHOW MODE		
PENALTY TIME (IN MILLISECONDS)	0	1	2	3	4	5	6	7	8
GAME TIME (IN SECONDS)	13		-TO-		40		DEFAULT: 30		
MINIMUM JACKPOT (IN MILLISECONDS)	6000ms		-TO- (INCREMENTS OF 250)				12,250ms		

PAYOUT SETTINGS

Payout Menu	
Credits Per Play:	1
Swipe Prompt:	False
Paper Ticket Value:	False
Fixed Tickets:	Disabled
Progressive Inc:	1
Jackpot Start:	250
Jackpot Max:	1000
Minor Jackpot:	10
Minimum Minor Jackpot:	1
Reset Jackpot:	3x's
	Back
FACTORY DEFAULTS ARE HIGHLIGHTED BELOW	

CREDITS PER PLAY	0	1	2	3	4	5	6	7	8	9	10
SWIPE PROMPT	ENABLED				DISABLED						
PAPER TICKET VALUE	1				2						
FIXED TICKETS	ENABLED				DISABLED						
PROGRESSIVE INCREMENT VALUE OF JACKPOT INCREASES BY THIS NUMBER PER GAME PLAYED	0	1	2	3	4	5	6	7	8	9	10
JACKPOT START	5			-TO- INCREMENTS OF 5		1000			DEFAULT: 500		
JACKPOT MAXIMUM	5			-TO- INCREMENTS OF 5					1000		
MINOR JACKPOT HIGHEST TICKET VALUE ACHIEVABLE ONCE JACKPOT TIMER RUNS OUT	10			-TO- INCREMENTS OF 5		250			DEFAULT: 50		
MINIMUM MINOR JACKPOT SMALLEST AMOUNT OF TICKETS ACHIEVABLE PER GAME	1	2	3	4	5	6	7	8	9	10	
RESET JACKPOT	HIT MENU SELECT 3 TIMES TO RESET JACKPOT SETTINGS										

STATISTICS

STATISTICS	
Total Games Played:	16
Total Tickets:	1287
Jackpot Winners:	4
Average Tickets:	80
Clear Statistics: 3x's	
Back	

TOTAL GAMES PLAYED	GAMES PLAYED SINCE LAST TIME STATISTICS WERE CLEARED
TOTAL TICKETS	TOTAL NUMBER OF TICKETS DISPENSED
JACKPOT WINNERS	TOTAL NUMBER OF JACKPOT WINNERS SINCE LAST STATISTIC CLEARING
AVERAGE TICKETS	TOTAL AVERAGE NUMBER OF TICKETS DISPENSED
CLEAR STATISTICS	HIT MENU SELECT 3 TIMES TO CLEAR STATISTICS

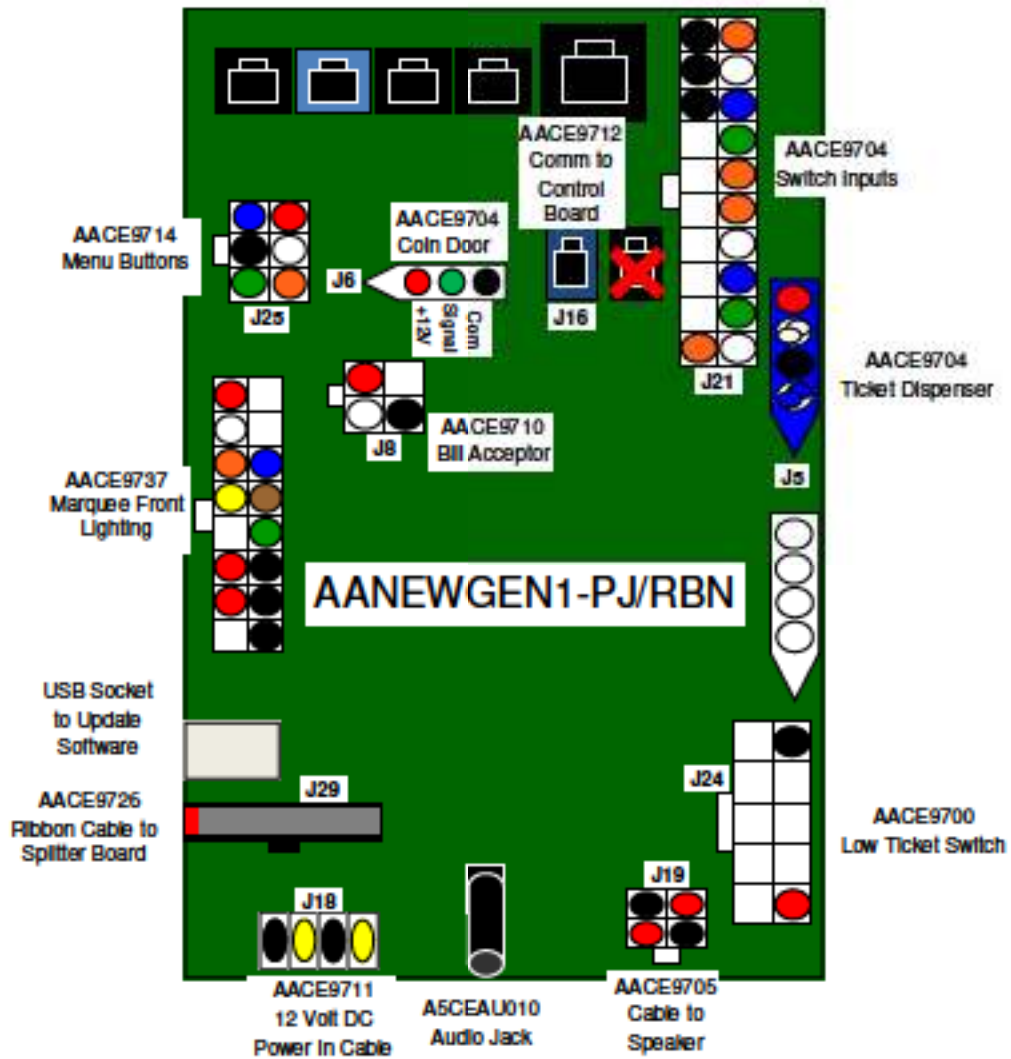
DIAGNOSTICS

DIAGNOSTICS			
Bubble 1: Up	Bubble 2: Up	Bubble 3: Up	Bubble 4: Up
Bubble 10: Up			Bubble 5: Up
Bubble 9: Up	Bubble 8: Up	Bubble 7: Up	Bubble 6: Up
Coin Input: Off			
DBA Input: Off			
Test Dispense			
Back			

THE DIAGNOSTICS MENU DISPLAYS THE STATUS OF ALL INPUTS FOR TROUBLESHOOTING PURPOSES.

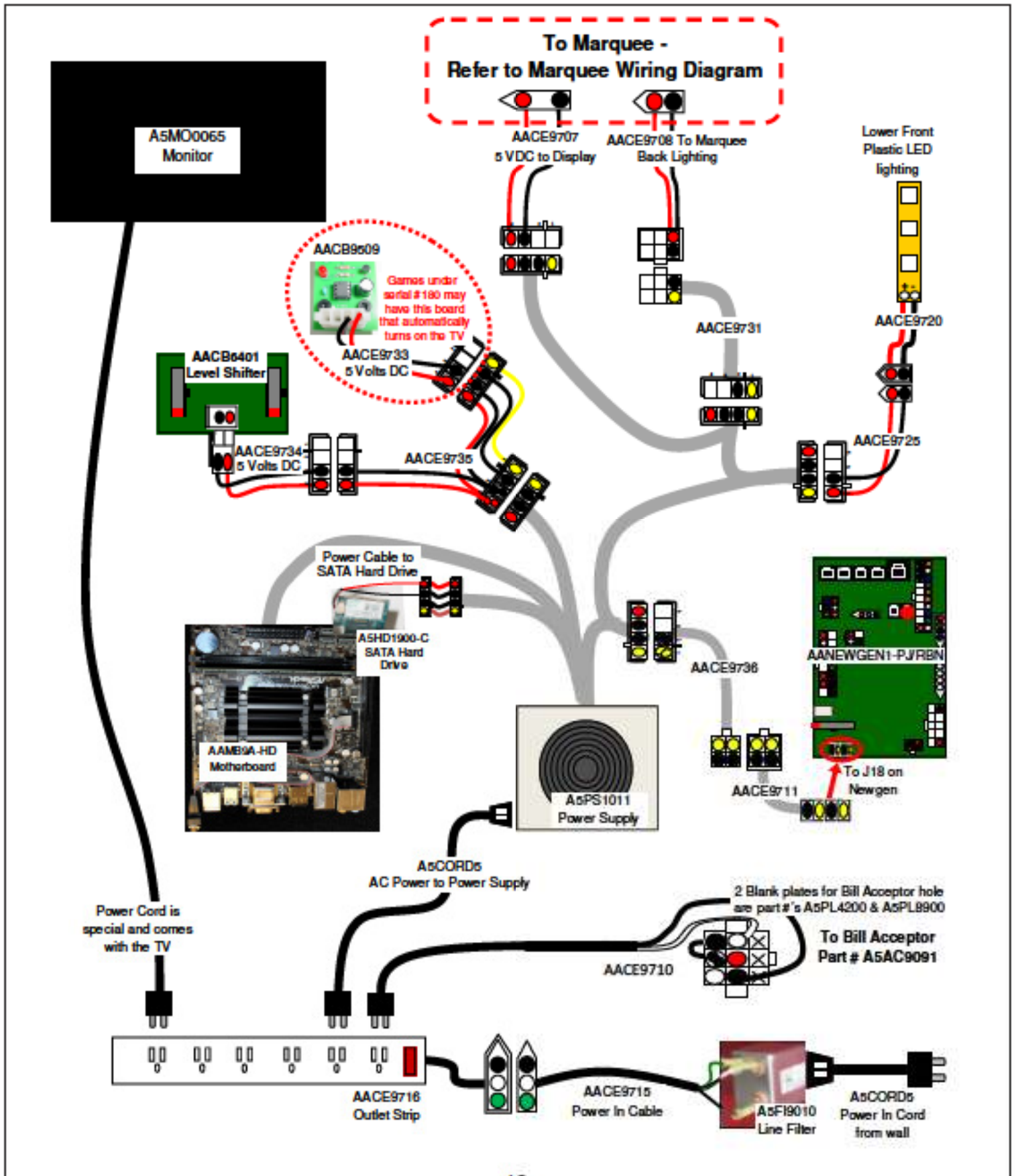
WIRING DIAGRAMS

AANEWGEN1-PJ/RBN



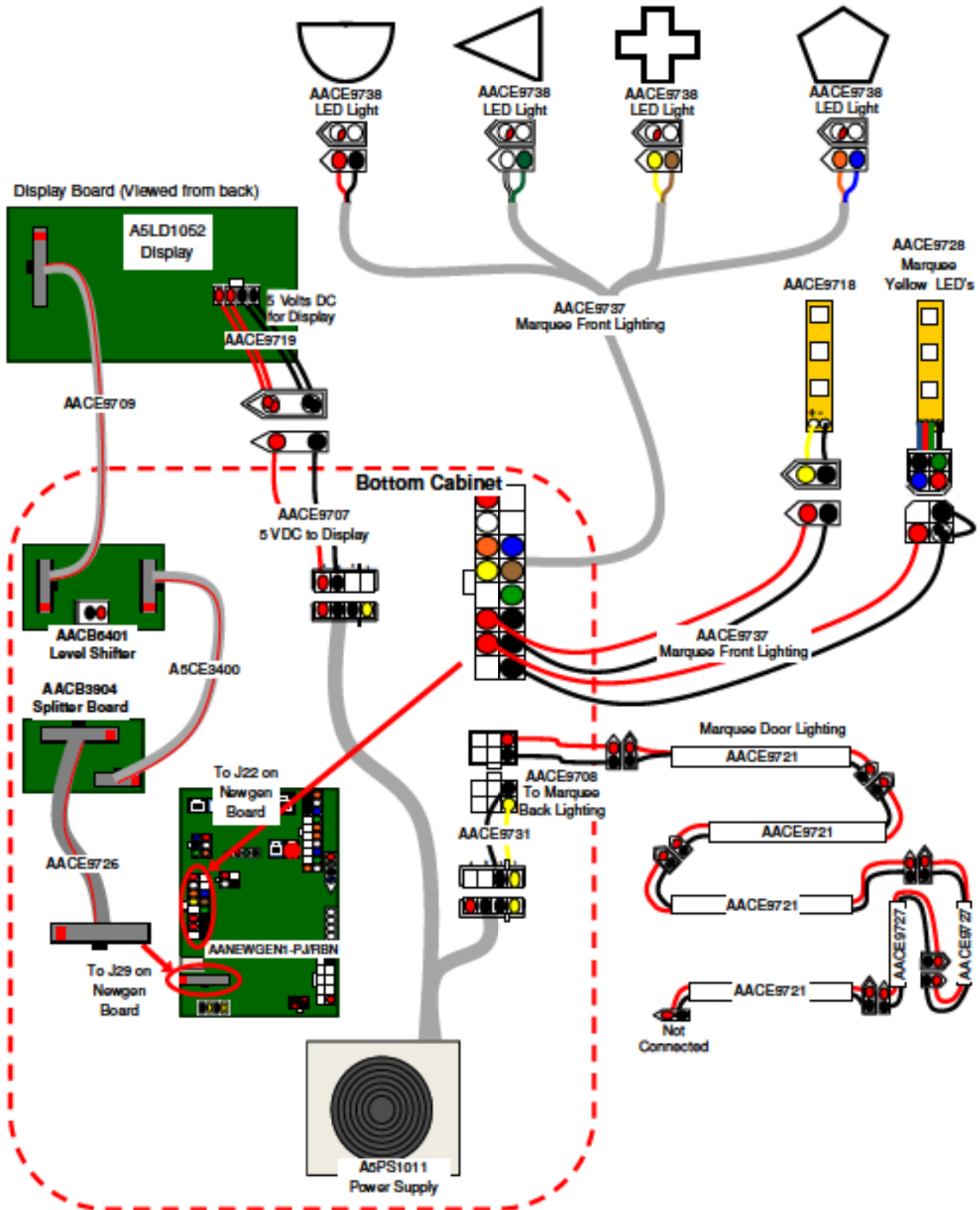
WIRING DIAGRAMS

AC IN & POWER SUPPLY



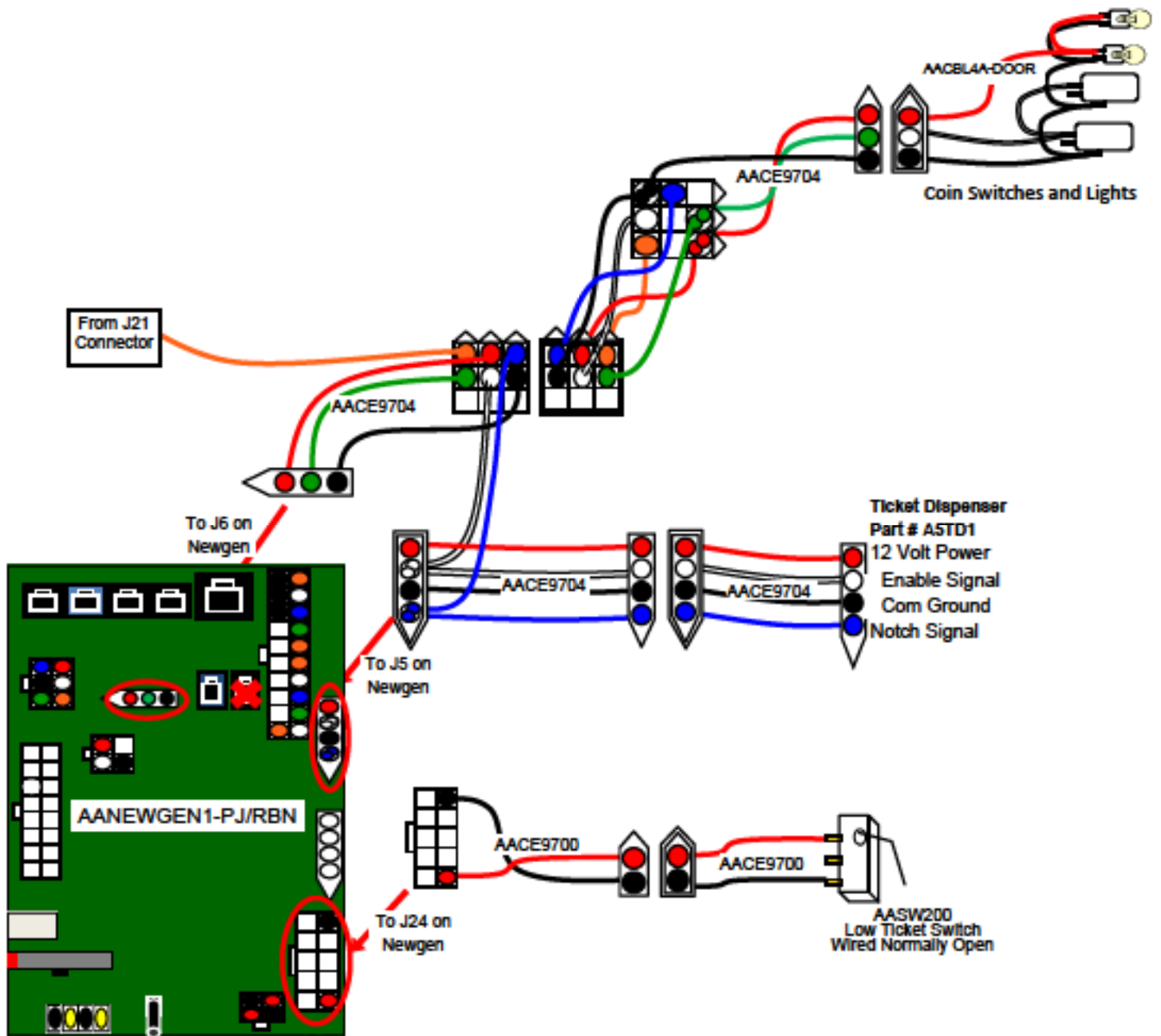
WIRING DIAGRAMS

MARQUEE



WIRING DIAGRAMS

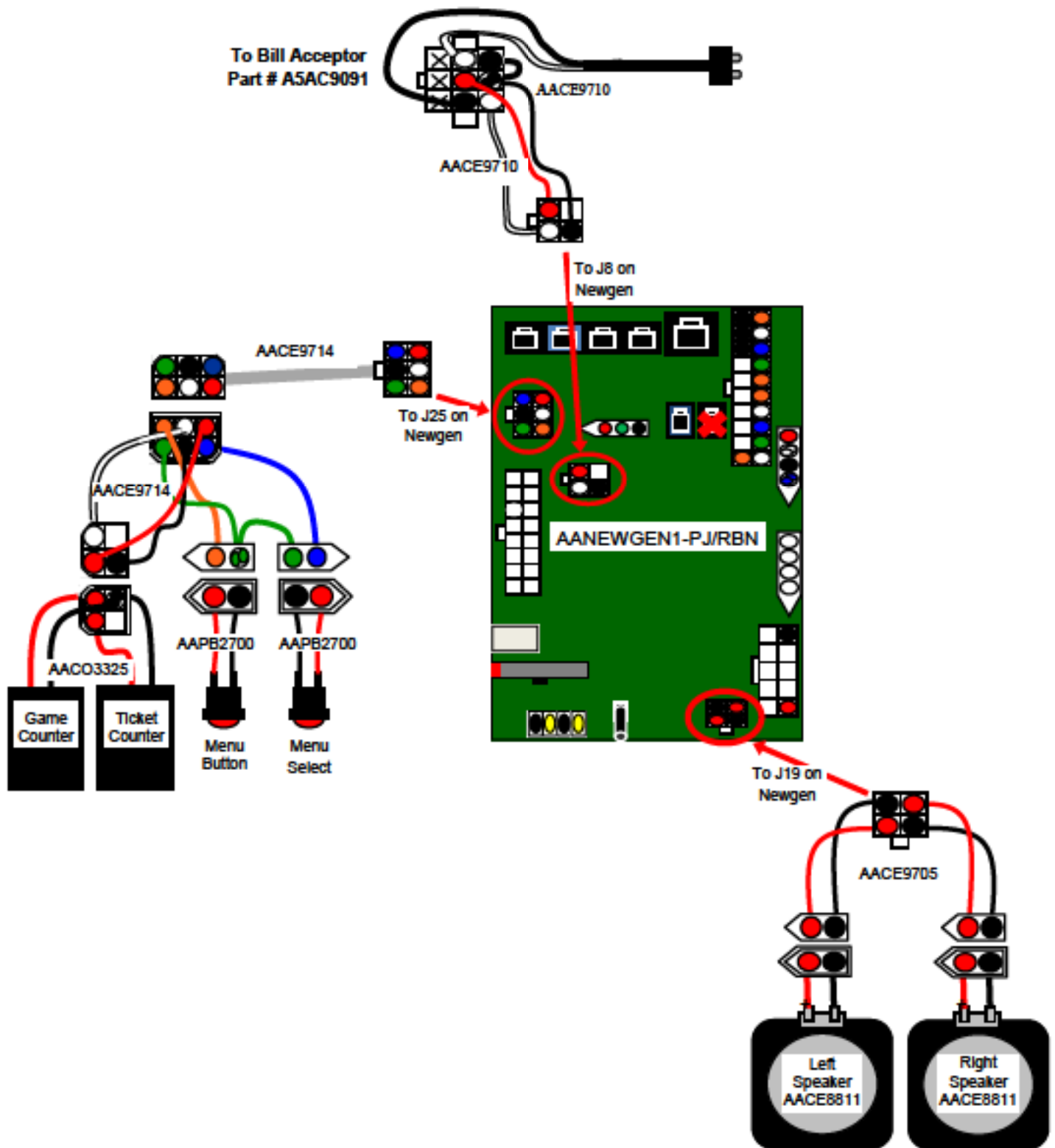
COIN MECH, TICKET DISPENSER, LOW TICKET SWITCH



WIRING DIAGRAMS

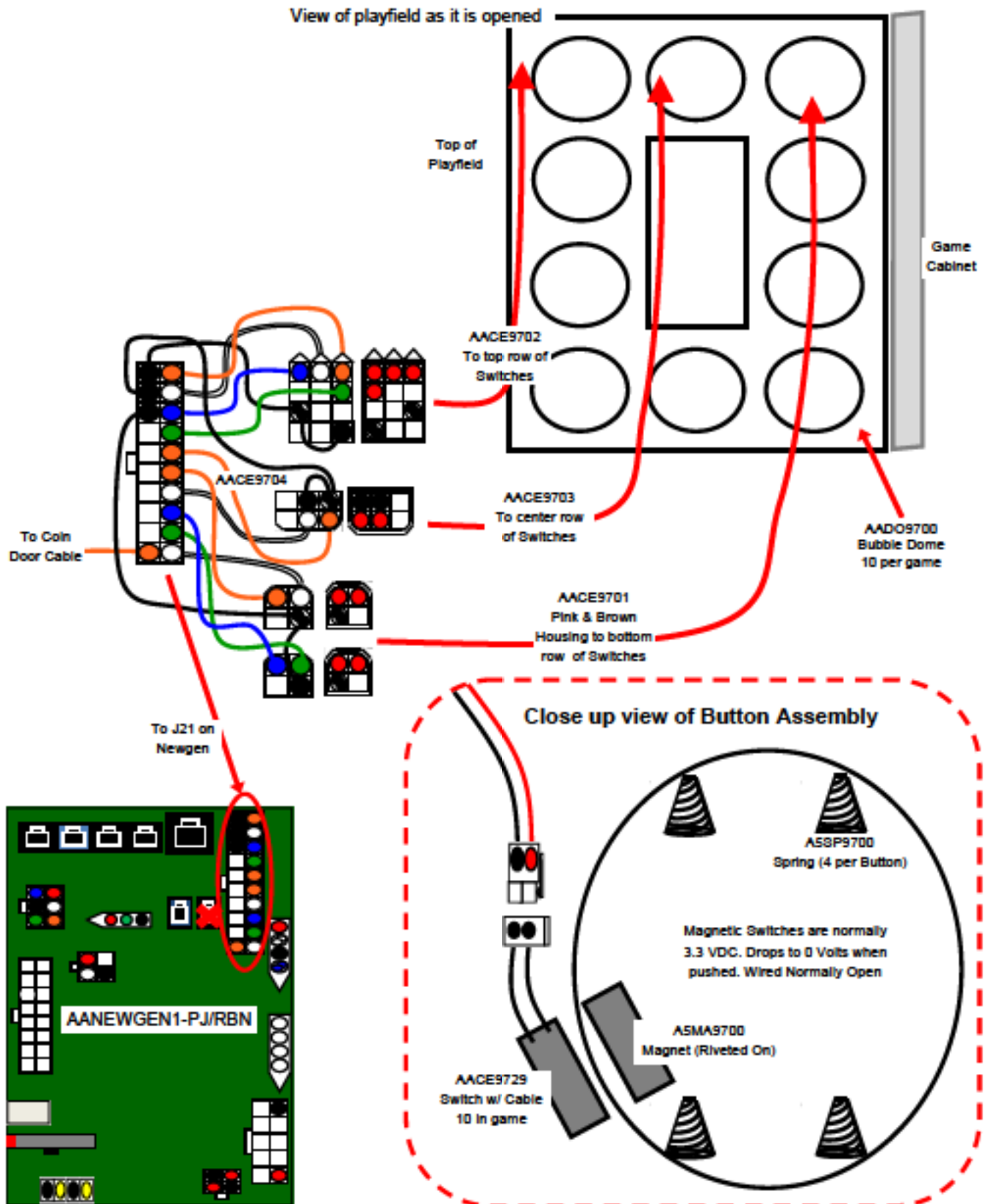
SPEAKER, MENU BUTTONS, COUNTERS, BILL ACCEPTOR

2 Blank plates for Bill Acceptor Hole
are part #'s A5PL4200 & A5PL8900

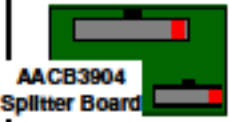


WIRING DIAGRAMS

BUTTON PANEL SWITCH

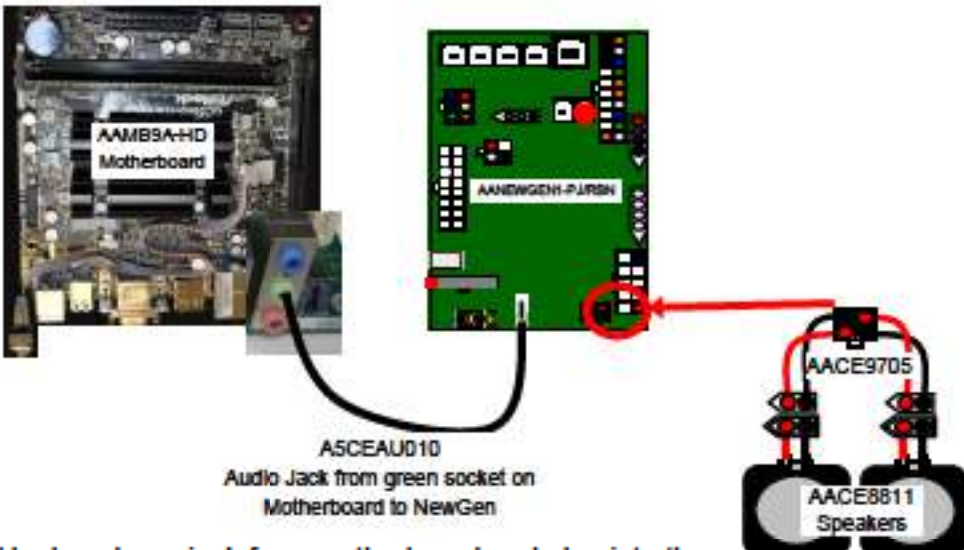


TROUBLESHOOTING GUIDE






Problem	Probable Cause	Remedy
No power to the game.	Unplugged. Power strip turned off, or plugs unplugged. Circuit breaker tripped. Line filter faulty. Bad or overloaded power supply.	Check wall outlet cable (A5CORD5) to line filter in back of game. (A5FI9010) and cable AACE9715 Check rocker switch on power strip. (AACE9716) Insure power cords are pushed up into power strip securely. Reset power strip breaker switch or building circuit breaker. Attempt to determine cause. Replace line filter. (A5FI9010) Refer to Power Supply Diagnostics
Bill Acceptor on, but everything else off. (Power Supply not ON)	Power supply unplugged. Rocker Switch on power supply is Off. Power supply shutting down because of 12 V overload. Faulty power supply.	Insure power supply is plugged into power strip. Make sure rocker switch is set ON. See power supply diagnostics to isolate bad component. A bad solenoid or 12 volt short would cause this. Refer to Power Supply Diagnostics section.
Marquee LED lights are not working.	LED strip faulty Faulty Cable	Open rear marquee door and examine LED strip connectors. (CE9718, CE9728, & AACE9738) Check cables from LED strip to power supply. (CE9718, CE9728, CE9737)
Marquee white light bars are not working.	LED strip faulty Faulty Cable	Open rear marquee door and examine LED strip connectors. (CE9708, CE9721 & CE9727) Check cables from LED strip to power supply. (CE9721 & CE9727, CE9708, CE9731)
Jackpot Display Not Working	Pinched, broken, or disconnected wiring.  AACB3904 Splitter Board Faulty Splitter Board or Ribbon Cables Faulty Display Board	Display will be dark if it is not receiving the 5 Volt DC power in, or if the ribbon cable communication is disconnected. Check ribbon cable connections from NewGen Board to Splitter Board, to Display. (CE9726, CE9709) Check 5 Volt DC power in from Power Supply to Display Board. (CE9707, CE9719) Check continuity on those wires. Replace Splitter Board (AACB3904) and Ribbon Cables (CE9726, CE9709) Replace Display Board. (A5LD1052)
Jackpot Display is Scrambled or Fuzzy	Pinched, broken, or disconnected wiring. Noise interference is being picked up by display. Faulty Display Board	Check ribbon cable connections from NewGen Board to Splitter Board, to Display. (CE9726, CE9709) If one of these cables has a frayed edge, replace it. Install filter board (AACB6401) on ribbon cable harness. Replace Display Board. (A5LD1052)






TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
No Audio	Volume too low.	<p>Check by pressing Menu button, and ensure "Mute Option" is disabled. Enter the "Volume & Attract Settings" and adjust volume levels.</p> <div style="border: 1px solid black; background-color: #d9e1f2; padding: 5px; width: fit-content; margin: 10px auto;"> <p>VOLUME & ATTRACT SETTINGS</p> <p>Attract Volume: 1 Game Volume: 2 Jackpot Volume: 1</p> </div>
	Loose wire.	<p>Check audio cable connections from motherboard to I/O board to speakers (A5CEAU010, AANEWGEN1-PJ/RBN, AACE9705, AACE8811)</p> <div style="text-align: center;">  <p>A5CEAU010 Audio Jack from green socket on Motherboard to NewGen</p> </div>
Use MP3 or Phone to isolate problem.	Unplug phono jack from motherboard and plug into the MP3 or phone. Then the sound from your device will play through the game speakers.	If no sound through your device, then replace Motherboard. (AAMB9-HD)
Front LED's not working.	<p>LED strip faulty</p> <p>Faulty Cable</p>	<p>Check for 12 volts DC at connector.</p> <p>Check cables from LED strip to power supply (AACE9720, AACE9725)</p>
Dollar Bill Acceptor not functioning	<p>Ensure bill acceptor has 110 Volts AC.</p> <p>Dirt or debris in acceptor slot.</p> <p>Ensure acceptor dipswitch is set to "always enable"</p> <p>Pinched, broken, or disconnected wiring.</p> <p>Bill acceptor problem.</p>	<p>Acceptor should cycle stacker at game power up. If not, check cable connections to power strip. Caution – 110 Volts AC</p> <p>Clean with bill reader cleaning card. (A5CC9000)</p> <p>There are dips on side of acceptor. Set to "always enable" (not harness enable)</p> <p>Check wiring from bill acceptor to main board. Repair or replace wiring harness. (AACE9710)</p> <p>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 do not work.</p> <p style="color: red;">Game counter clicks at start of each game.</p> <p>Ticket counter clicks as tickets come out of game.</p>	<p>The 2 crimped wires may be faulty</p> <p>Pinched, broken, or disconnected wiring</p> <p>NewGen Board faulty.</p>	<p>Inspect crimps on AACO3325 to ensure good connection.</p> <p>Check connections from counters to NewGen board. Check continuity on wires.(AACO3325, AACE9714)</p> <p>Replace NewGen board. (AANEWGEN1-PJ/RBN)</p>

TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy	
<p>Monitor not working.</p> <p style="color: red;">Monitor must be ON, or motherboard will not boot.</p>	<p>Monitor shows "No Signal"</p>	<p>Monitor HDMI cable unplugged. Check the connection at the cable to the monitor. (A5CORD36) Verify it is plugged into HDMI 1 port.</p> <div style="border: 1px solid black; padding: 2px; width: fit-content; margin: 5px auto;"> <p style="font-size: 8px;">No Signal - HDMI-1 Check if the source device is connected and powered on. Or press the INPUT button to select the input for the source device.</p> </div> <p>The Motherboard is not telling the power supply to turn on. Refer to "Motherboard and Power Supply Diagnostics"</p>	
	<p>Monitor has nothing at all on power up.</p> 	<p>Power cable unplugged from monitor.</p> <p>Monitor not turned on.</p> <p>Faulty monitor.</p>	<p>Ensure special power plug is connected into back of monitor, down into power Strip.</p> <p>Use the remote control and aim down into the bottom left corner of Vizio Model D65-EO. TV takes 5 seconds to power on.</p> <p>Replace monitor. (A5MO0065)</p>
	<p>Error on screen at power up.</p> <p>Re-Boot game to see if problem still exists.</p>	<p>Monitor shows "ASROCK Setup Utility Menu"</p>  <p>Faulty SATA Drive</p> <p>Faulty motherboard.</p>	<p>No SATA drive in motherboard. Check for red & black power connector from power supply. Refer to "How to Update Software"</p>  <p>Reseat SATA drive into different socket on motherboard.</p> <p>Replace SATA drive software if needed. (A5HD1800)</p> <p>Replace motherboard. (AAMB9A-HD)</p>
<p>Button Error</p>		<p>Button Dome Switch Stuck Down</p> <p>Refer to "Button Dome Switch Stuck Down" troubleshooting section.</p>	
<p>Display Error</p>		<p>Two or more Button Dome Switches Stuck Down</p> <p>Refer to "Button Dome Switch Stuck Down" troubleshooting section.</p>	

TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
<p>Game turns on, but some of the functions do not work.</p>	<p>None of inputs work. No coin up, no test buttons, display may say communication error.</p>	<p>Phone communication cable unplugged or faulty from NewGen board to motherboard. Refer to "Communication Error" below.</p>
<p>Communication Error</p> <p>Check Newgen Comm Error</p> <p style="background-color: yellow; font-weight: bold; font-size: small;">CHECK MINIGEN COMM!</p> <p style="color: red;">Game does not coin up but credit meter clicks.</p> <p style="color: red;">Main Board and wiring to coin switch OK.</p>	<p>Power comes from Newgen Board. LED should be on if power is on.</p> <p>TX is transmitter communication from Motherboard. It should be flashing rapidly and dim.</p> <p>RX is receiver communication from Newgen Board. It should be flashing rapidly and dim.</p> <p>Check green LED's on Serial Interface board. Is "Power" solid ON? Is "TX" & "RX" blinking very fast?</p> 	<p>Replace Comm Board (AACB2204A) Replace motherboard (AAMB9A-HD)</p> 
<p>Low tickets displays on monitor</p> <p style="color: red;">The error has a 5 second delay in clearing and coming on.</p>	<p>Stack of tickets not resting properly on low ticket switch. Faulty switch. Faulty wire or connection. Faulty NewGen Board</p> 	<p>Adjust stack of tickets so they hold both the switch actuators down. Replace low ticket switch. (AASW200) Check for proper connection from switch to main board. Check continuity. (AACE9700) Replace NewGen Board. (AANEWGEN1-PJ/RBN)</p>
<p>Game does not coin up</p> <p>Game should have an audio doink sound from speakers when coin switch is triggered.</p>	<p>Card Swipe System Special Instructions- Pinched, broken, or disconnected wiring. Faulty Coin Mechanism. Swap coin mech to verify. Faulty NewGen Board</p>	<p>Set "Game drive voltage threshold" to 2 volts. Coin signal wires are green and black wires. Refer to wiring diagram Check connections from coin switches to NewGen Board. Check continuity on wires. (AACBL4A-DOOR, AACE9704) Replace coin mech if faulty. Replace NewGen Board. (AANEWGEN1-PJ/RBN)</p>

TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
Tickets not dispensing	<p>Verify game is registering a win.</p> <p>Notch on tickets too shallow.</p> <p>Faulty wires from dispensers to NewGen board.</p> <p>Test Ticket Dispenser in Menu</p> <p>Output on NewGen Board blown, switch to other output.</p> <p>Faulty NewGen board.</p>	<p>Display monitor will show ticket value won. If not – check menu settings.</p> <p>Flip tickets and load upside-down to have large cut notch toward opto sensor.</p> <p>Inspect wires as they plug into NewGen board. (Part # AACE9704)</p> <p>Enter Diagnostic Menu and select "Test Dispense" it will show how many tickets are to be dispensed.</p> <p>Swap the CE9704 cable to the other socket on the NewGen Board. Ticket 1 to Ticket 2</p> <p>Replace NewGen board (AANEWGEN1-PJ/RBN)</p>
Wrong ticket amount dispensed. Check for the correct amount of tickets showing on monitor.	<p>Monitor showing correct ticket payout.</p> <p>Paper Ticket Value in menu is set incorrectly.</p> <p>Disconnected, loose or broken wires.</p> <p>Opto Sensor on ticket dispenser dirty.</p> <p>Faulty ticket dispenser.</p> <p>Test Ticket Dispenser in Menu</p> <p>Notch on tickets cut too shallow.</p>	<p>Enter "Payout Menu" and ensure Paper Ticket Value is set to "False" is one point ticket.</p> <p>Check connectors. Check for continuity on cables # AACE9701</p> <p>Blow dust from sensor and clean with isopropyl alcohol.</p> <p>Replace with working dispenser to isolate the problem.</p> <p>Enter Diagnostic Menu and select "Test Dispense" it will show how many tickets are to be dispensed.</p> <p>Flip tickets and load upside-down to have large cut notch toward opto sensor.</p>
<p>Monitor showing different ticket payout.</p>	<p>Incorrect ticket pattern selected.</p> <p>Button dome switch not reading correctly.</p>	<p>Enter "Payout Menu" and ensure Tickets Per Match is set correctly.</p> <p>Refer to "Button Dome Switch Diagnostics"</p>
Menu Buttons do not work.	<p>Swap connectors at the 2 buttons</p> <p>Pinched, broken, or disconnected wiring</p> <p>Communication Issue</p> <p>NewGen Board faulty.</p>	<p>Replace button if problem stays with button.(AAPB2700)</p> <p>Inspect crimp to ensure good connection. Check connections from menu buttons to NewGen board. Check continuity on AAPB2700, AACE9714</p> <p>Refer to Communication Issue Troubleshooting</p> <p>Replace NewGen Board. (AANEWGEN1-PJ/RBN)</p>

TROUBLESHOOTING GUIDE

Important: Monitor **must** be ON, or motherboard will not even try to boot.

To troubleshoot: the monitor should show "No Signal", then turn the power supply on to allow the motherboard to boot up.

Use the remote control at this angle to turn on monitor.



Games under serial # 180 may have a circuit board (AACB9509) that will help turn on the Vizio model D65-EO TV



Problem	Probable Cause	Remedy	
Monitor not working. Monitor must be ON, or motherboard will not boot.	Monitor shows "No Signal"	Monitor HDMI cable unplugged. Check the connection at the cable to the monitor. (A5CORD36) Verify it is plugged into HDMI 1 port. <div style="border: 1px solid black; padding: 2px; width: fit-content; margin-top: 5px;"> No Signal - HDMI-1 Check if the source device is connected and powered on. Or press the INPUT button to select the input for the source device. </div> The Motherboard is not telling the power supply to turn on. Refer to "Motherboard and Power Supply Diagnostics"	
	Monitor has nothing at all on power up.	Power cable unplugged from monitor. Monitor not turned on. Faulty monitor.	Ensure special power plug is connected into back of monitor, down into power Strip. Use the remote control and aim down into the bottom left corner of Vizio Model D65-EO. TV takes 5 seconds to power on. Replace monitor. (A5MO0065)
	Error on screen at power up. Re-Boot game to see if problem still exists.	Monitor shows "ASROCK Setup Utility Menu" <div style="text-align: center; margin-top: 5px;"> </div>	No SATA drive in motherboard. Check for red & black power con power supply. <div style="text-align: right; margin-top: 5px;"> </div> Reseat SATA drive into different socket on motherboard.

DIAGNOSTICS

BUTTON DOME SWITCH

Game play matching is activated by a magnetic switch in the dome button.

There is a special magnet attached to each plastic dome, and a receiver mounted to the housing. The switch is activated when the magnet comes in close proximity to the receiver.

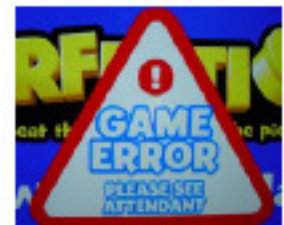
If one button is stuck down, after 30 seconds the game will show this error message under the button.

The game will still play as normal, and jackpot can be won by player hitting the remaining 9 buttons.



If more than one button is stuck down, the game will show this error message in the center screen.

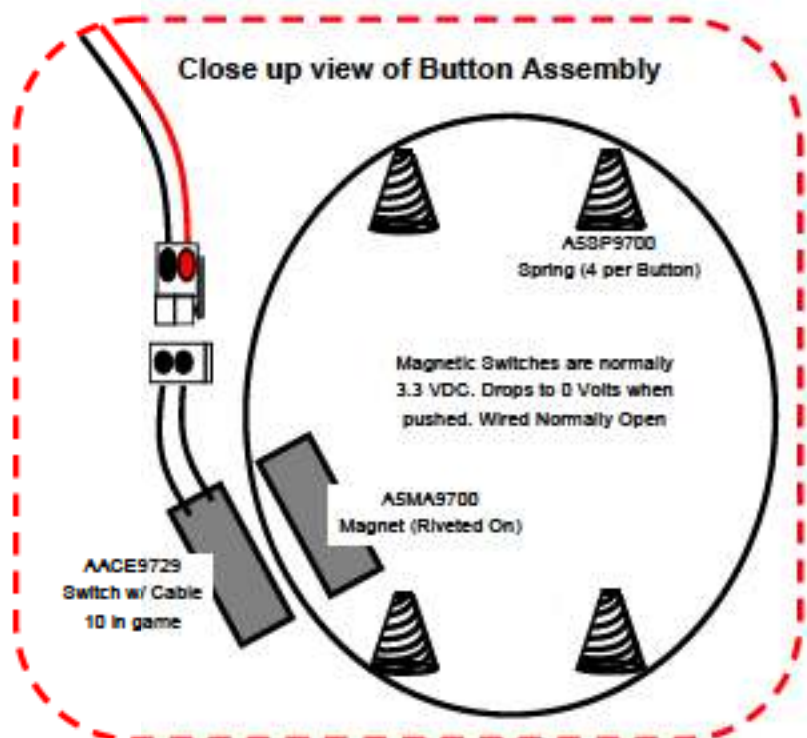
The game will play, but the player will not be able to win jackpot and game will time out and player will win minimum tickets.



Enter "Diagnostics" Menu to test switches.



Refer to "How to Access Monitor, Buttons, and Switches for Cleaning" Section to physically inspect connector and magnetic switches.



DIAGNOSTICS

MOTHERBOARD & POWER SUPPLY

1.) Verify AC power to game. Check power strip in front door.

The rocker switch should be illuminated.



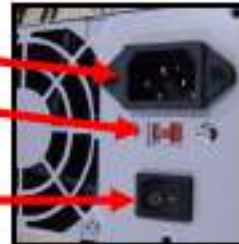
2.) Check connection to power supply.

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, then replace power supply. (A5PS1011)
- If power supply fan is not turning, then continue to "Verify Power to Motherboard"



Important: If power supply itself is turned off inside cabinet, the motherboard is still receiving power from the TV through the HDMI cable because monitor is running from 110VAC and feeding the motherboard.

It will not power on correctly until entire game is turned off for 5 minutes.

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.

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

Minimize load on power supply and isolate short

Unplug all outputs from power supply except for motherboard.

This will have power supply, motherboard, and monitor left plugged in.

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

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

If power supply still does not power on, unplug entire game from wall and wait a full 5 minutes. Then plug game back in to wall.

If power supply still does not power on, replace power supply (A5PS1011)

Replace motherboard if still does not power on. (AAMB9-HD)

DIAGNOSTICS

BILL ACCEPTOR

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 # AE2451-U5E Part # A5AC9091

Note: If Bill Acceptor is not used, there are 2 blanking plates to be installed to cover the hole in the front door. Part # A5PL4200 & A5PL8900

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:

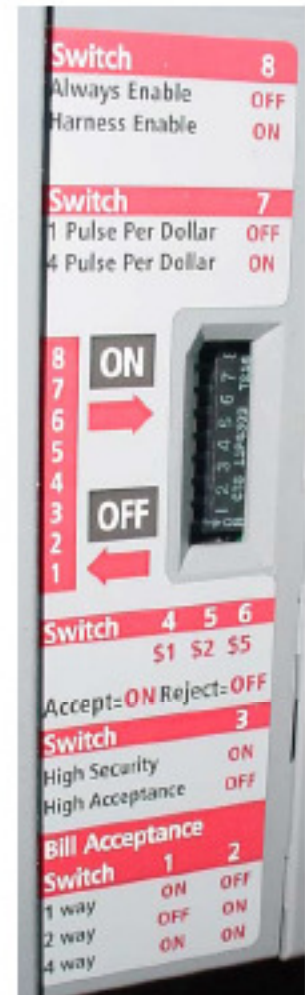
Use volt meter to measure 110 AC voltage at cable going into Bill Acceptor from power strip.

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 chart for repair.

REMOVING MAGAZINE
Push latch on acceptor forward. Slide magazine forward latch and pull away from acceptor.

COUPON SETUP
Coupon recognizer requires all switches to be OFF. Press **0** on rear of LED cartridge to enter coupon mode. Insert completed coupon. LED will flash 10 times upon successful completion.

DIAGNOSTICS (RED LED LOCATED ON REAR OF LED CARTRIDGE)

# FLASHES	STATUS
1	bill path jammed
2	disabled from system
3	needs cleaning
4	cross channel blocked
5	magazine removed
continuous, slow	unit failure; replace unit
continuous, fast	stacker full

CLEANING THE BILL PATH
Separate the metal bar and... Remove both LED cartridge magazine for full bill path...

FOR TECHNICAL SUPPORT CALL: 1-800-345-8172

CARD SET UP INSTRUCTIONS

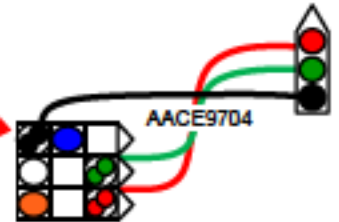
The Perfection game is pre-wired with a UCL (Universal Card Link) connector to accept Card Swipe systems from many different manufactures.

Please follow these instructions to make full use of Perfection's capabilities.

Option #1:

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

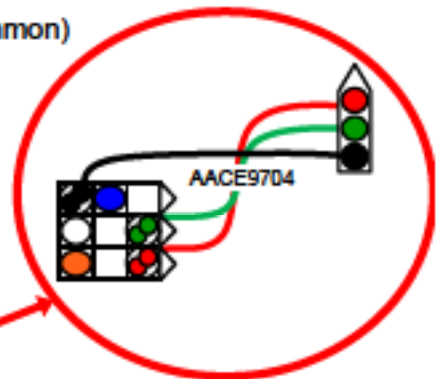
Simply plug this connector into your card swipe reader.



Black wire is ground. (common)
Green wire is coin signal.
Red wire is +12 Volts DC

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 AACE9704 harness.



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.

Menu Changes

Enter menu, go to "Payout" Menu
Change "Credits" to 1
Change "Swipe Prompt" to "True"

Go to "Game Settings" Menu
Set "Game Mode/ Payment" to desired option

HOW TO

UPDATE SOFTWARE

There are 2 boards into which software could be installed, depending on the circumstance:

1.) **Newgen Software Installation** - With game power ON - insert USB update stick into Minigen socket on left edge of board.

Press "Boot" button on Minigen located near dipswitches.



2.) **Motherboard Software Installation** - To remove power to game, please either unplug game from the wall, or turn off rocker switch on outlet strip inside game.

Important: If power supply itself is turned off inside cabinet, the motherboard is still receiving power from the TV through the HDMI cable.

It will not power on correctly until entire game is turned off for 3 minutes.



Remove old SATA drive located in top right corner of motherboard by gently squeezing bottom metal of SATA drive and pulling straight off motherboard.

Install new SATA software.



HOW TO

ACCESS MONITOR, BUTTONS, & SWITCHES FOR CLEANING

Remove the 14 bolts (Phillips Bit) from the front plexi of the game.



Remove plexi and remove the 3 screws (# 2 square bit) from left and right black plastic sides covering monitor.



Tilt button panel forward.

Monitor and plastic button globes can now be cleaned.



After cleaning, ensure the chain and top cable flow back into the cabinet as the button panel is tilted back to normal position.

Re-assembly the left and right black plastic sides covering monitor.

Re-install the top plexi and 14 screws.

Continue to "How to Remove Button Panels and Monitor" if needed.

HOW TO

REMOVE BUTTON PANEL AND MONITOR

Open back door and set aside.

Unclip the CE9703 & CE9701 cables from the wire saddles and unplug the connectors to allow cables to be pulled out the front of cabinet.

Unplug the CE9702 connector.

These 3 cables will pull out the front of the cabinet along with the monitor.



At the front of the cabinet, carefully slide the CE9703 & CE9701 cables from under the monitor to be free when the button panel is removed.



Carefully slide the CE9702 cable from above the monitor to be free when the button panel is removed.



**Caution: 2 people are required for the next steps.
Button panel is heavy and monitor must not be scraped during button panel removal and installation.**

With the help of a second person, remove the #2 square screw holding the safety chain at the top of the button panel. Save the screw and washer for later installation.

Remove button panel from cabinet bring the 3 cable bundles along with it.

Continue to "How to Remove Monitor" or Re-installation.



HOW TO

REMOVE BUTTON PANEL AND MONITOR

To remove monitor:

Remove the 4 screws in the wood on both left and right sides of the cabinet.

Unplug the power cable and HDMI cable from the back of the monitor.

Caution: 2 people are required for the next steps.

Monitor and mounting wood is heavy and 2 people are required for removal and installation.

Wood supports can now be slid out of cabinet. The monitor is attached to this wood bracing.

Installation is the reverse of this process.



RE-INSTALL MONITOR

Using 2 people, carefully slide the button panel into the shoulder bolt pivot points.

Install the safety chain onto the top of the button panel.



Slide the CE9702 cable into the gap on top of the monitor near the chain.



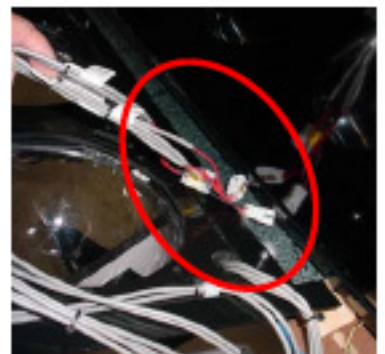
Slide the CE9701 & CE9703 cables into the metal tray below the monitor.

From the back of the game - re-connect these 3 cables.

Ensure the chain and top cable flow back into the cabinet as the button panel is tilted back to normal position.

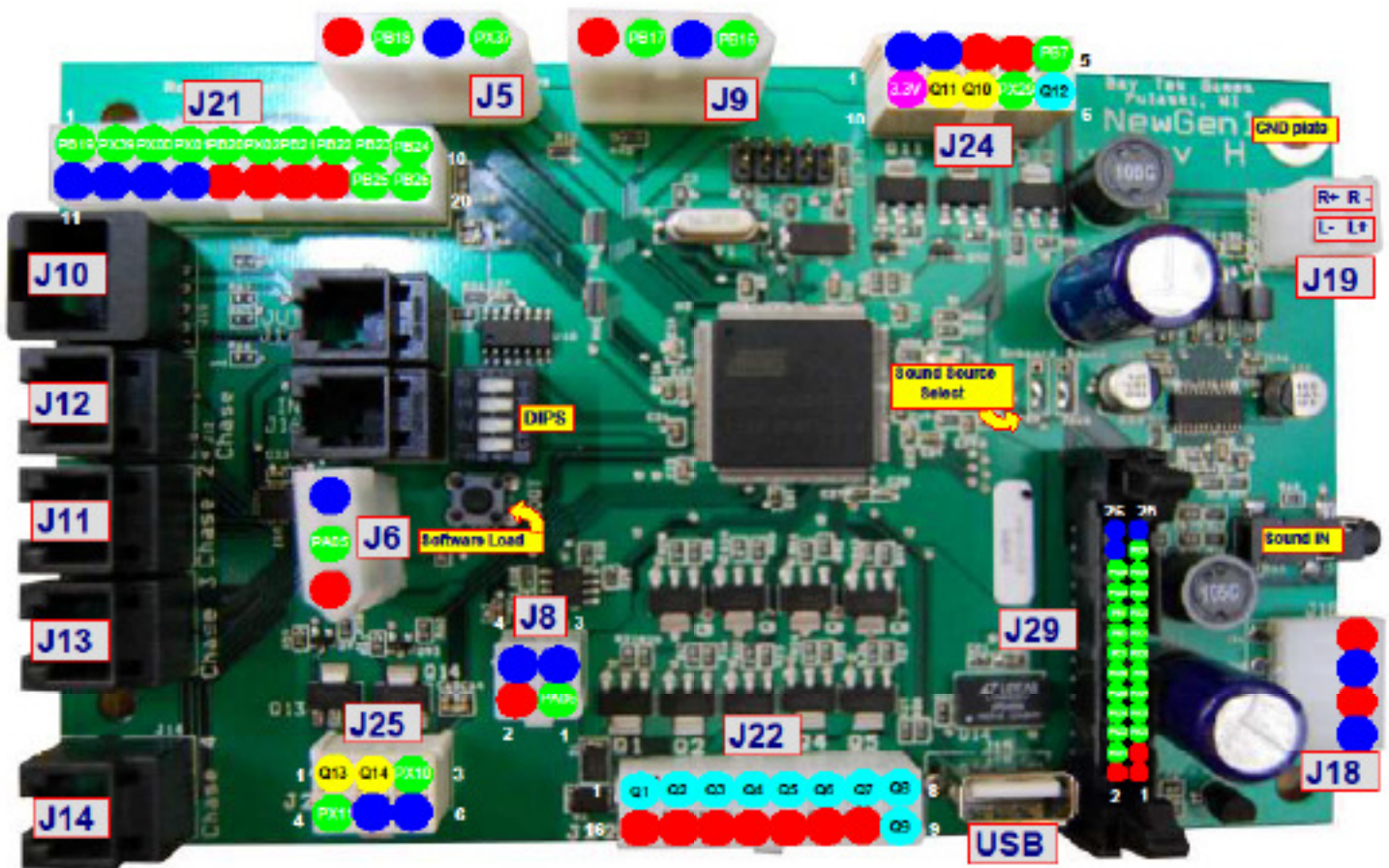
Re-assembly the left and right black plastic sides covering monitor.

Re-install the top plexi and 14 screws.

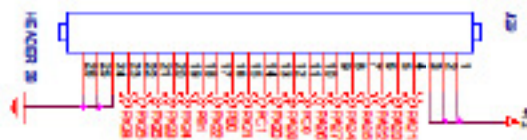


PINOUT

AANEWGEN1-PJ/RBN



- Ground
- +12V
- Low Side Driver
- High Side Driver
- TTL Logic
- +3.3V



SPI Out - Display - (J10)

- Pin 1 & Pin 3 - +12V
- Pin 2 - SCLK_BUS2
- Pin 4 - SMOSL_BUS2
- Pin 5 & Pin 7 - Ground
- Pin 6 - SCS2_BUS2
- Pin 8 - SMISO_BUS2

Chase Lights (J11,J12,J13,J14)

- Pin 1 - Chase Output
- Pin 2 - Chase Output
- Pin 3 - +12V
- Pin 4 - Chase Output
- Pin 5 - Chase Output
- Pin 6 - +12V

PIN DESCRIPTIONS

Pin Type	Purpose	Ref	Pin #	Pin Type	Purpose	Ref	Pin #
LOWSIDE #1, w diode		J22	1	Ground		J24	1
LOWSIDE #2, w diode		J22	2	Ground	Ground for Low Ticket Switch	J24	2
LOWSIDE #3		J22	3	+12 Volts		J24	3
LOWSIDE #4		J22	4	+12 Volts		J24	4
LOWSIDE #5		J22	5	PB7	Lo Ticket Switch	J24	5
LOWSIDE #6		J22	6	LOWSIDE #12		J24	6
LOWSIDE #7	Cabinet Lights Red	J22	7	PX29		J24	7
LOWSIDE #8	Cabinet Lights Green	J22	8	HIGHSIDE #10		J24	8
LOWSIDE #9	Cabinet Lights Blue	J22	9	HIGHSIDE #11		J24	9
+12 Volts		J22	11	3.3V		J24	10
+12 Volts		J22	12				
+12 Volts		J22	13	PX37	Ticket Notch	J5	1
+12 Volts		J22	14	Ground		J5	2
+12 Volts		J22	15	PB18	Ticket Enable	J5	3
+12 Volts		J22	16	+12 Volts		J5	4
HIGHSIDE #13	Mechanical Counter Game Count	J25	1	PB16		J9	1
HIGHSIDE #14	Mechanical Counter Ticket Count	J25	2	Ground		J9	2
PX10	Service Button "Menu"	J25	3	PB17		J9	3
PX11	Service Button "Select"	J25	4	+12 Volts		J9	4
Ground	Ground for Service Buttons	J25	5				
Ground	Ground for Mechanical Counters	J25	6	PA08	DBA Input Player #1	J8	1
+12 Volts	Coin Door Power	J6	1	+12 Volts		J8	2
PA05	Coin Input Player #1	J6	2	Ground		J8	3
Ground	Coin Ground	J6	3	Ground		J8	4
PB19	Button #1	J21	1	+12 Volts		J29	1
PX39	Button #2	J21	2	+12 Volts		J29	2
PX00	Button #3	J21	3	+12 Volts		J29	3
PX01	Button #4	J21	4	PA21	R0a	J29	4
PB20	Button #5	J21	5	PA23	B0a	J29	5
PX02	Button #6	J21	6	PA22	G0a	J29	6
PB21	Button #7	J21	7	PA25	G1a	J29	7
PB22	Button #8	J21	8	PA24	R1a	J29	8
PB23	Button #9	J21	9	PA27	A address	J29	9
PB24	Button #10	J21	10	PA26	B1a	J29	10
Ground		J21	11	PC0	C address	J29	11
Ground		J21	12	PA28	B address	J29	12
Ground		J21	13	PX20	CLKa	J29	13
Ground		J21	14	PC1	D address	J29	14
+12 Volts		J21	15	PX21	B1b	J29	15
+12 Volts		J21	16	PB0	OutputEnable	J29	16
+12 Volts		J21	17	PX22	G1b	J29	17
+12 Volts		J21	18	PB1	LATCH	J29	18
PB25		J21	19	PX24	B0b	J29	19
PB26	NJ Lockout	J21	20	PX23	R1b	J29	20
				PX26	R0b	J29	21
				PX25	G0b	J29	22
				PX28		J29	23
				Ground		J29	24
				Ground		J29	25
				Ground		J29	26

=Low Side Driver
=High Side Driver
= TTL Input/Output
= LED Constant Current Drive
= 12 Volts

PARTS LIST

PART #	DESCRIPTION	PART #	DESCRIPTION
A5CORD5	Cord, AC Computer Cord	AACE9705	Cable Assy, Speaker Cable
A5BK9999	Bracket, Power Supply Mounting	AACE9706	Cable Assy, Marq Outerlite Jumper
A5CA1005	Caster,250# Load, Swivel/Lock	AACE9707	Cable Assy, Marquee 5vdc Display
A5CB2050	Coin Box, Plastic, Black	AACE9708	Cable Assy, Marquee Back Door Lite
A5CE2300	Cable, Audio Isolator	AACE9709	Cable Assy, Display Ribbon
A5CEAU010	Cable, Audio Stereo,3.5mm	AACE9710	Cable Assy, DbA 1&2
A5CN1031	Conn, Adapter 9pos F-Rj45	AACE9711	Cable Assy, 12v Into Mini Gen
A5CORD36	Cord, 8' Hdmi Video Cable	AACE9712	Cable Assy, Comm To Newgen
A5DE9700	Decal, Playfield, Clear Polycarb	AACE9713	Cable Assy, Comm To Motherboard
A5DE9701	Decal, Cabinet Left Side	AACE9714	Cable Assy, Menu/Counters
A5DE9702	Decal, Cabinet Right Side	AACE9715	Cable Assy, Line Filter Powercord 1&2
A5DE9703	Decal, Perfection Marquee Face	AACE9716	Cable Assy, Outlet Strip
A5DE9704	Decal, Perfection Marquee Border	AACE9717	Cable Assy, PS Ground To Main Bd
A5DE9705	Decal, Cabinet Front	AACE9718	Cable Assy, Jumper Lights To Marq
A5DE9706	Decal, Cabinet Front	AACE9719	Cable Assy, Jumper Display
A5DE9707-L	Decal, Cabinet Left Side Bottom	AACE9720	Cable Assy, Front under Playfield Light
A5DE9707-R	Decal, Cabinet Right Side Bottom	AACE9721	Cable Assy, Marquee Stick Lights
A5DE9708	Decal, Playfield Base	AACE9722	Cable Assy, Grd, Coin Door To Hinge
W5HG1025	Hinge,16",Double Bend	AACE9723	Cable Assy, Grd, Tkt Disp To Hinge
W5HG1045	Hinge,5.75" Double Bend	AACE9724	Cable Assy, Door Hinge To Grd Stud
W5HG1065	Hinge,5-75,Single Bend	AACE9725	Cable Assy, Jumper To Front Light
W5KE5000	Keeper, Lock	AACE9726	Cable Assy, Ribbon Cable
W5TM4002	T-Molding,7/8"Blue	AACE9727	Cable Assy, Mini Stick Light
AADO9700	8.3" Clear Polycarb Dome, W/Magnet	AACE9728	Cable Assy, Red Marquee Light
A5FI9010	Filter, Inline, To Pass FCC	AACE9729	Cable Assy, Playfield Switch
A5LD1052	Led Mod,6.25"X12.5",64*32p	AACE9736	Cable Assy, Evga To Rosewell
A5LK2001	Lock, Cash Box, A05/E00 Key Code	AACE9731	Cable Assy, Evga To Rosewell
A5LK5002	Lock, 7/8", H95 Key Code	AACE9732	Cable Assy, RGB Jumper
A5MA9700	Switch Replacement Magnet,	AACO3325	Counter Assy, No Feet
A5ME2035	Ticket Tray, Metal	AAMB9A-HD	Motherboard With 8G Sata
A5ME9700	Perfection, Playfield Frame	AANEWGEN1-PI/RBN	Bd Assy,Minigen,W/Phono Jack&Ribbon
A5ME9701	Perfection Playfield Support	AAPB2700	Pushbutton Assy
A5MO0065	Monitor,(Tv),65", Perfection	AASW200	Low Ticket Switch
A5PL4200	Plate, Bill Accpt. W/Door & Upstacker	AACB2204A	Board, Serial Comm
A5PL8900	Plate, Blanking, Bill Validator	AACB3904	Circuit Board, Rbn Split
A5PS1011	Power Supply, Rosewell Rv350-2		
A5SP9700	Compression Spring		
A5TD1	Ticket Dispenser, Entropy		
AACBL4A-DOOR	Cable, Double Coin Door		
AACE8811	Speaker		
AACE9700	Cable Assy, Low Ticket		
AACE9701	Cable Assy, Playfield Sensors6-9		
AACE9702	Cable Assy, Playfield Sensors1-4		
AACE9703	Cable Assy, Playfield Sensors5&10		
AACE9704	Cable Assy, Smartboard Harness1-5		

PARTS PICTURES



A5CORD5



A5BK9999



A5CA1005



A5CB2050



A5CE2300



A5CEAU010



A5CN1031



A5CORD36



W5HG1045



W5HG1065



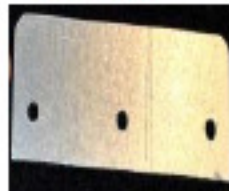
W5HG1025



A5FI9010



A5ME2035



A5KE5000



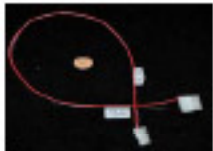
A5LK2001



A5LK5002



W5TM4002



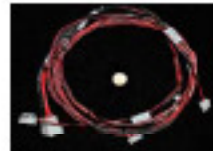
AACE9700



AACE9701



AACE9702



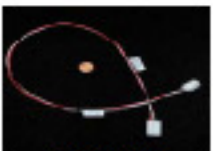
AACE9703



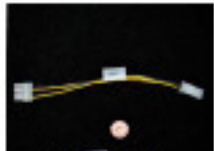
AACE9704



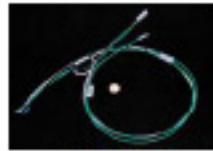
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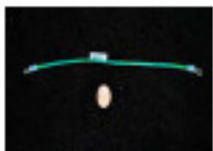
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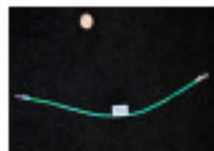
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AACE9717



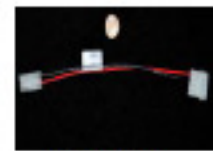
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AACE9725



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A5PS1011



A5TD1



AACBL4A-DOORA



AACE8811



AASW200



AAOC3325



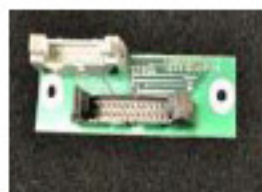
AAMB9A-HD



AAPB2700



AACB2204A



AACB3904



AANEWGEN1-PJ/RBN

DECAL DIAGRAM

DECAL DIAGRAM

MARQUEE

- AsDE9709REVA_PIECE 1 (HEXAGON)
- AsDE9710REVA_PIECE 2 (PLUS)
- AsDE9711REVA_PIECE 3 (TRIANGLE)
- AsDE9712REVA_PIECE 4 (HALF CIRCLE)
- AsDE9714_MARQUEE BORDER
- AsDE9713_MARQUEE FACE

- AsDE9700_PLAYFIELD
- SIDE CABINET**
- AsDE9701_CABINET SIDE LEFT
- AsDE9702_CABINET SIDE RIGHT
NOT VISIBLE IN PICTURE
- AsDE9707-L_CAB SIDE BOTTOM LEFT
- AsDE9707-R_CAB SIDE BOTTOM RIGHT
NOT VISIBLE IN PICTURE

FRONT CABINET

- AsDE9705_CABINET FRONT
- AsDE9706_FRONT DOOR



TECHNICAL SUPPORT

Excellent customer service is very important to Bay Tek Games!

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

Electronics / Circuit Boards - Repair Options

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

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

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

Technical Support:

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

Returns, Credits, & Fees:

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

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

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

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

WARRANTY

Bay Tek Games warrants to the original purchaser that all game components will be free of defects in workmanship and materials for a period of 6 months from the date of purchase. If you fill out the registration card in the cashbox of the game, Bay Tek will add another 3 months to your warranty, free of charge.

Bay Tek Games will, without charge, repair or replace defective component parts upon notification to the parts/service department while the game is under warranty.

Warranty replacement parts will be shipped immediately, via ground service, along with a Product Return Form for the return of defective parts.

Defective parts must be shipped back to Bay Tek Games unless otherwise instructed. Items not returned to Bay Tek Games will be invoiced as replacement parts.

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

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

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

NON-WARRANTY

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

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

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

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