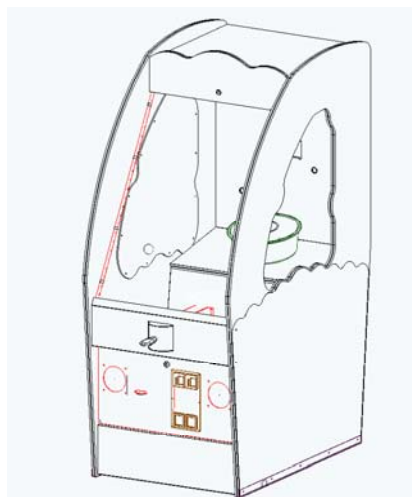


POPCORN
INSTRUCTION
MANUAL



Version PC 1-08

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GENERAL INFORMATION

OBJECT

Player inserts a coin into the coin/token mechanism. Once the game has recognized that a coin/token has been inserted into the coin mechanism, the blower motor will start circulating ping pong balls in the playfield. The player moves the popcorn bucket left and right trying to catch as many ping pong balls in the bucket in the amount of time set by the operator. The player then retrieves the tickets dispensed by the game.

INSTALLATION INSTRUCTIONS

- Inspect all cargo for damage to the outside of carton before removing. If there is any sign of damage, indicate on the Bill of Lading prior to driver departing. If damage is found after the driver leaves, contact Bay-Tek immediately.
- Remove keys from the coin returns in the bottom of the coin mechanism.
- The power cord is coiled up and laying in the back of the game. Uncoil the cord and lay it in the slot that is in the center of the back of the game underneath the back door. Close and lock the back door.
- Place the game in the desired location and plug the game in.
- Use glass cleaner and a soft clean cloth to clean the acrylic and glass inside and outside of the game.
- The game is set to the standard factory settings. Variations and user changeable features are listed in this manual.
- Check the game to make sure that everything is working. If something is not working or if anything goes wrong during the life of the game, contact the service department at: service@baytek.com, or (920) 822-3951.

SPECIAL FEATURES

EYE CATCHING GRAPHICS

Bay-Tek has incorporated into the Popcorn game the most durable exterior graphics that have ever been placed on a Bay-Tek game. The durable lexan coating needs no additional care other than routine cleaning. And will show less damage by the aggressive players. Bay-Tek had small children in mind when the graphics were designed, however we are confident the game will attract children of all ages.

ATTENTION GETTING AUDIO

Bay-Tek strives to provide a high quality audio experience with every one of its games, and the Popcorn game is no exception. With high quality stereo sound and cartoon like voices, the Popcorn game will be a hit with everyone.

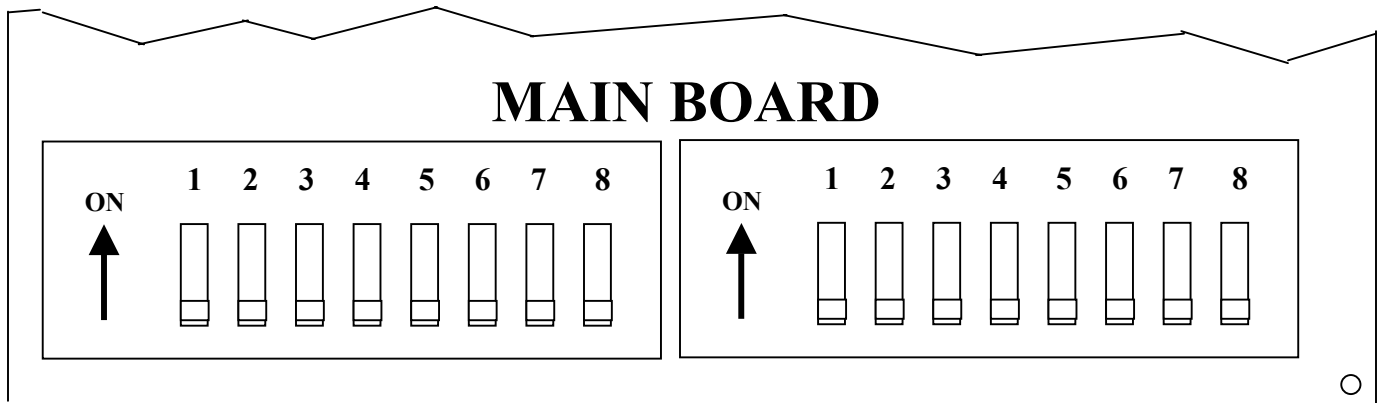
ACCESSIBLE CIRCUIT BOARDS

To access the main board, power supply, AC driver board, display boards, and rear turbo lights, simply remove the back door. All of the aforementioned parts are located in the back compartment. To access the front chaselights remove the front glass and the chaselights are right in the open. To access the bucket sensor, remove the front glass and the three screws that attach the top of the popcorn bucket to the bottom half of the popcorn bucket. The sensor is in the bottom of the bucket. To remove the sensor, remove the two screws that are holding the sensor in place, and unplug the sensor from the harness. **Be careful not to drop any screws or nuts into the blower motor! ALWAYS DISCONNECT THE GAME FROM THE POWER SOURCE BEFORE SERVICING!**

PROGRAMMING

DIPSWITCHES

There are two eight pole dip switches located in the lower right-hand corner of the main board. The switches can be accessed by removing the back door. (The switches that are labeled S2 on the board are not used on the Popcorn game.) The main board is located on the lower right right wall just inside the back of the game. The dip switches should look just like the diagram below. When setting the dip switches, turn the game off by pulling the plug out of the wall outlet. Set the dip switches to the desired settings, wait 30 seconds and then plug the game back into the wall outlet. **ALWAYS DISCONNECT THE GAME FROM ITS POWER SOURCE BEFORE SERVICING!**



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

* - indicates the default setting

<u>Group #1 (S1)</u>		
<u>Switch #</u>	<u>Ticket Pattern</u>	
<u>1</u> <u>2</u> <u>3</u>		
O O O	1*	
O O X	2	
O X O	3	
O X X	4	
X O O	5	
X O X	6	
X X O	7	
X X X	8	

<u>Switch #</u>	<u>Mercy Ticket(s)</u>
<u>4</u> <u>5</u> <u>6</u>	
O O O	0*
O O X	1
O X O	2
O X X	3
X O O	4
X O X	5
X X O	6
X X X	7

See pages 5 and 6 for ticket patterns.

<u>Switch #</u>	<u>Attract Mode</u>
<u>7</u>	
X	On*
O	Off

<u>Switch #</u>	<u>Coins per Play</u>
<u>8</u>	
X	2
O	1*

DIPSWITCHES (cont.)

Group #2 (SW2)

<u>Switch #</u>	<u>Countdown Timer</u>	<u>Switch #</u>	<u>Standard vs. Alternate patterns</u>
<u>1 2</u>		<u>7</u>	
O O	30 seconds*	O	Standard ticket patterns*
O X	35 seconds	X	Alternate ticket patterns (NJ)
X O	40 seconds		
X X	45 seconds		

Switch # **Insertion of coin during game**

<u>8</u>	
O	Does not affect current game*
X	Ends current game. Begins new game immediately.

TICKET PATTERNS

Point Range **Standard Ticket Pattern (Amount of Tickets)**

Bank 2 switch #7 off

	<u>#1</u>	<u>#2</u>	<u>#3</u>	<u>#4</u>	<u>#5</u>	<u>#6</u>	<u>#7</u>	<u>#8</u>
1-16	1	1	1	1	1	1	0	0
17-22	2	1	1	1	1	2	0	0
23-28	3	2	1	2	1	3	0	0
29-34	4	2	2	2	1	4	0	0
35-40	5	3	2	3	3	6	0	0
41-46	6	3	3	4	5	8	0	0
47-52	7	4	3	5	7	10	0	0
53-58	8	5	4	6	9	12	0	0
59-64	9	6	4	7	10	15	0	0
65-70	10	7	5	10	15	18	0	0
71-76	15	8	5	20	20	25	0	0
77-82	25	9	10	30	25	30	0	0
83 and UP	50	25	20	50	30	40	0	0

Point Range

Alternate Ticket Pattern (Amount of Tickets)

Bank 2 switch #7 on

	#1	#2	#3	#4	#5	#6	#7	#8
1-16	5	6	7	8	9	10	11	12
17-22	5	6	7	8	9	10	11	12
23-28	5	6	7	8	9	10	11	12
29-34	5	6	7	8	9	10	11	12
35-40	5	6	7	8	9	10	11	12
41-46	5	6	7	8	9	10	11	12
47-52	5	6	7	8	9	10	11	12
53-58	5	6	7	8	9	10	11	12
59-64	5	6	7	8	9	10	11	12
65-70	5	6	7	8	9	10	11	12
71-76	5	6	7	8	9	10	11	12
77-82	5	6	7	8	9	10	11	12
83 and UP	5	6	7	8	9	10	11	12

MAINTENANCE SCHEDULE

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

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

Daily Basis:

- Fill ticket tray to capacity
- Empty cash box as needed.

Weekly Basis:

- Clean the front glass, lexan, and acrylic pieces with a soft cloth and glass cleaner.
- Inspect attraction lighting for non-working halogen lights, turbo lights, and chaselight LEDs
- Check the condition of the balls. Make sure that there are no cracked, split, pieces of ping pong balls in the blower assembly or ball track.
- Vacuum the black carpet in the front of the game.
- Apply “Static Guard” or equivalent to prevent static buildup.

Quarterly Basis:

- Check the tightness of the bolts and nuts on the front handle brace.
- Check for proper function of the ball sensor in the popcorn bucket.
- Visually inspect the popcorn bucket on handle for loose or broken parts.

TROUBLESHOOTING

Following is a list of malfunctions that may occur with your game. If you should experience a malfunction, follow the solutions in the order they are listed. If you can not solve the problem, replace the main board with a main board from a working game if available. This will enable you to isolate the problem to the main board. If you have a malfunctioning main board, please have the serial number ready and contact the service department at Bay-Tek for prompt shipment of an advanced replacement main board.

REMEMBER TO TURN THE GAME OFF WHEN SERVICING.

Game Has No Function:

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

No Audio:

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

Tickets Do Not Dispense:

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

Game Dispenses Wrong Amount Of Tickets:

- Clean opto-electronic beam breaker sensor located on the ticket dispenser circuit board. To clean, simply blow on sensor to get most of the debris out and finish with Isopropyl alcohol and a cotton swab.
- Check for the correct dipswitch settings on the main board.
- Replace the ticket dispenser with a ticket dispenser from a working game to isolate the problem to the ticket dispenser.
- Replace the main board with the main board from a working Popcorn to isolate the problem to the main board. If one is not available, contact the service department at Bay-Tek.

TROUBLESHOOTING (cont.)

Attraction Lighting Not Functioning Properly:

Chaselights:

- Check to see that the black cable telephone connectors on the main board are connected properly.
- Check the wires and the solder connection of the black cable to the chaselight board itself.
- Replace the main board with the main board from a working Popcorn game to isolate the problem to the main board. If one is not available, contact the service department at Bay-Tek.

Turbo-lights:

- Check the individual bulbs to see if they are burned out.
- Check the turbo-light sockets for damaged wires or loose solder connection.
- Check the connection of the turbo-light cable to the main board.
- Replace the main board with the main board from a working Popcorn game to isolate the problem to the main board. If one is not available, contact the service department at Bay-Tek.

Halogen lights:

- Check for a burned out halogen lamp.
- Check the condition of the halogen lamp socket.
- Check the halogen lamp socket cable for damaged wires.
- Check connection of Halogen lamp cable to the power supply.

Popcorn Bucket sensor not functioning properly:

- Check the connection of the bucket sensor to the bucket sensor jumper.
- Check the connection of the bucket sensor jumper to the bucket sensor cable.
- Check the connection of the bucket sensor cable to the main board.
- Check the jumper and cable for damaged wires.
- Replace the bucket sensor with a bucket sensor from a working game to isolate the problem to the sensor.
- Replace the main board with a main board from a working Popcorn game. If one is not available (also if a bucket sensor is not available) contact the service department at Bay-Tek.

Blower does not function properly:

- Make sure the blower fan can spin freely. If it can not remove what ever debris is in the way.
- Check the connection of the blower to the blower power cable.

TROUBLESHOOTING (cont.)

Blower does not function properly (cont):

- Check the connection of the blower power cable to the AC driver board.
- Check to see if the fuse is blown in the “FUUSE 1” position.
- Check the connection of the AC driver board power cable from the AC board to the power strip.
- Check the connection of the signal cable at the AC driver board.
- Check the connection of the signal cable at the main board.
- Check for damaged wires on the signal cable.
- Replace the AC driver board with the AC driver board from a working Popcorn game. If one is not available, contact the service department at Bay-Tek.
- Replace the main board with the main board from a working Popcorn game. If one is not available, contact the service department at Bay-Tek.

POPCORN – SPARE PARTS LIST

ACRYLIC PIECES

A5AC1100 – SIDE WINDOWS	\$ 48.00
A5AC1130 – PAYOUT INFO PLEXI	\$ 15.00
A5TG1100 – TOP GLASS	\$ 40.00

DECALS

A5DC1130 – TOP DOOR DECAL	\$ 20.00
A5DC1131 – TOP OF PIPE DECAL	\$ 20.00
A5DC1132 – TUB COVER DECAL	\$ 25.00
A5DC1133 – TOP BACK INSIDE DECAL	\$ 75.00
A5DC1134 – DOOR, BOTTOM DECAL	\$ 20.00
A5DC1135 – “ TO WIN TICKETS” INSTRUCTION DECAL	\$ 25.00
A5DC1136 – BOTTOM SIDE DECAL	\$ 36.00
A5DC1137 – SET OF POPCORN FACES	\$ 36.00

ELECTRONICS

AABD5021 – AC DRIVER BOARD, FUSES	\$ 30.00
A5PS1001 – POWER SUPPLY	\$ 90.00
AABD2603 – TICKETS OWED DISPLAY BOARD	\$ 150.00
AABD2602 – SCORE/TIME DISPLAY BOARD	\$ 100.00
AAMB5A – MAIN BOARD, GEN5	\$ 600.00
AAEP-POP - SOUND EPROM, POPCORN	\$ 35.00
AAMC-POP- MICROCONTROLLER, POPCORN	\$ 55.00

HANDLE ASSEMBLY

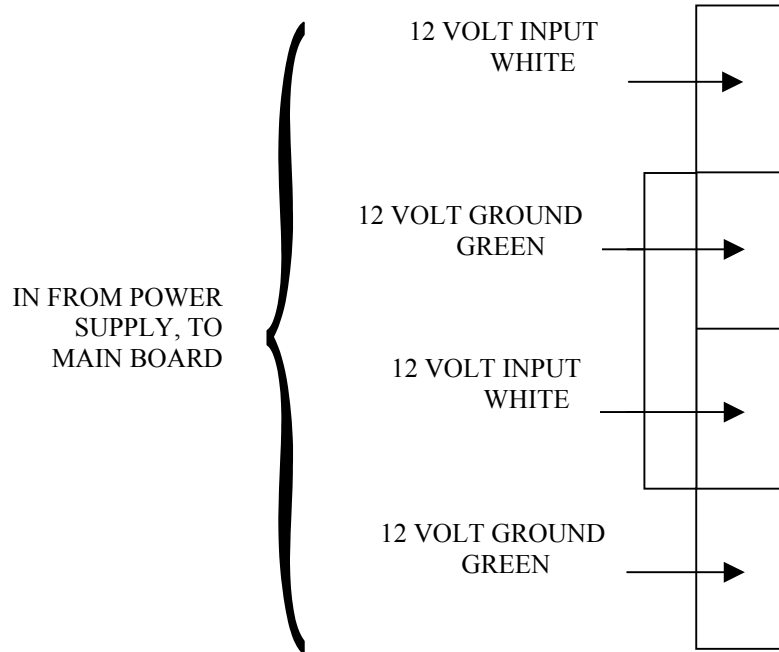
A5HA6006 – OUTSIDE BLACK HANDLE	\$ 40.00
A5VF1100 – BUCKET, VACUUM FORMED	\$ 25.00
AABD4011 – BALL SENSOR BOARD	\$ 30.00
6338K461 – BEARINGS	\$ 2.00

MISC. PARTS

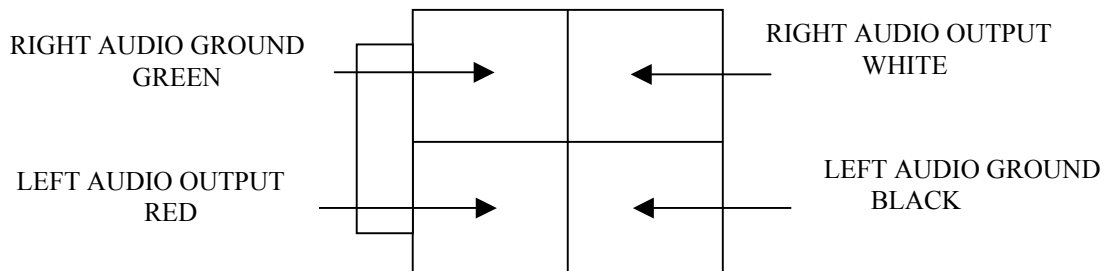
AABL1100 – BLOWER ASSEMBLY	\$ 150.00
A5TD1 – TICKET DISPENSER	\$ 210.00
A5SP1050 – SPEAKER	\$ 15.00
A5LA9050 – HALOGEN LAMP	\$ 15.00
A5LA1100 – TURBO LIGHTS FOR BACK WALL	\$ 2.50
A5TL2000 – YELLOW LIGHT COVERS	\$ 2.00
A5BA1100 – WHITE POPCORN BALLS	\$ 1.15
A5BA4050 – YELLOW POPCORN BALLS	\$ 1.15

REV. 9/19/02

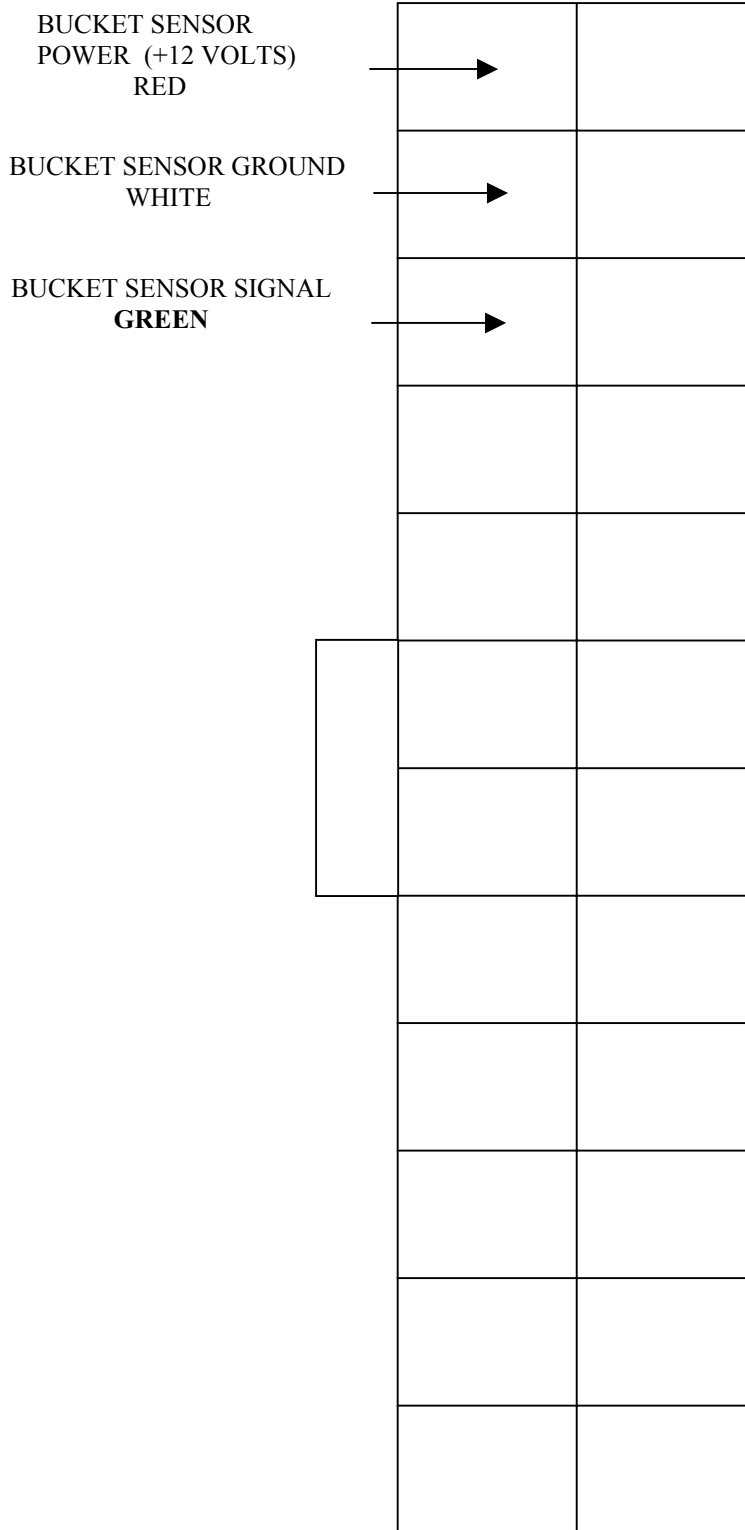
12 VOLT JUMPER CABLE (J1) PIN - OUT



VOLUME CABLE (J2) PIN - OUT

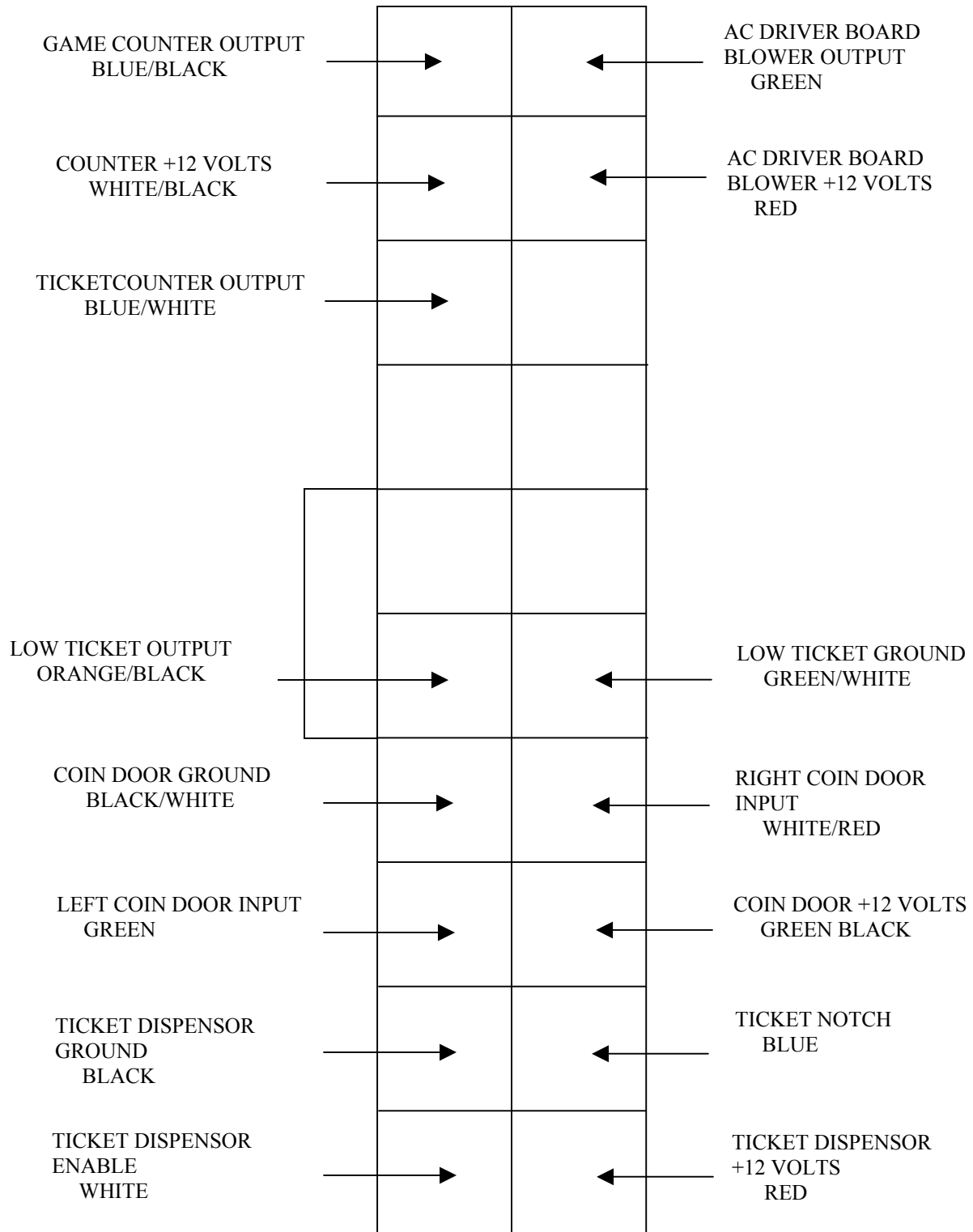


BUCKET SENSOR CABLE (J3) PIN - OUT



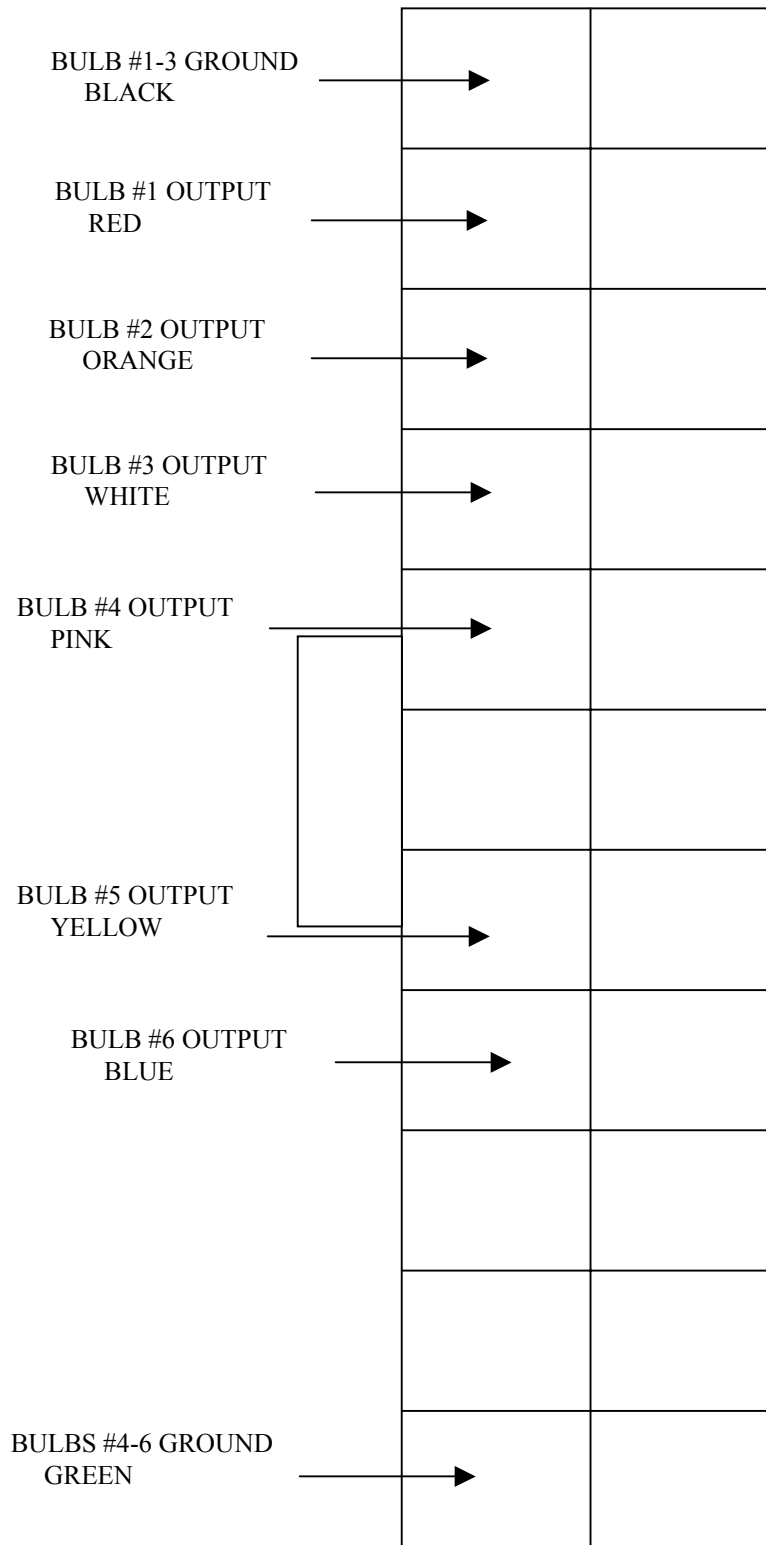
CONTROL BOX CABLE (J4)

PIN - OUT

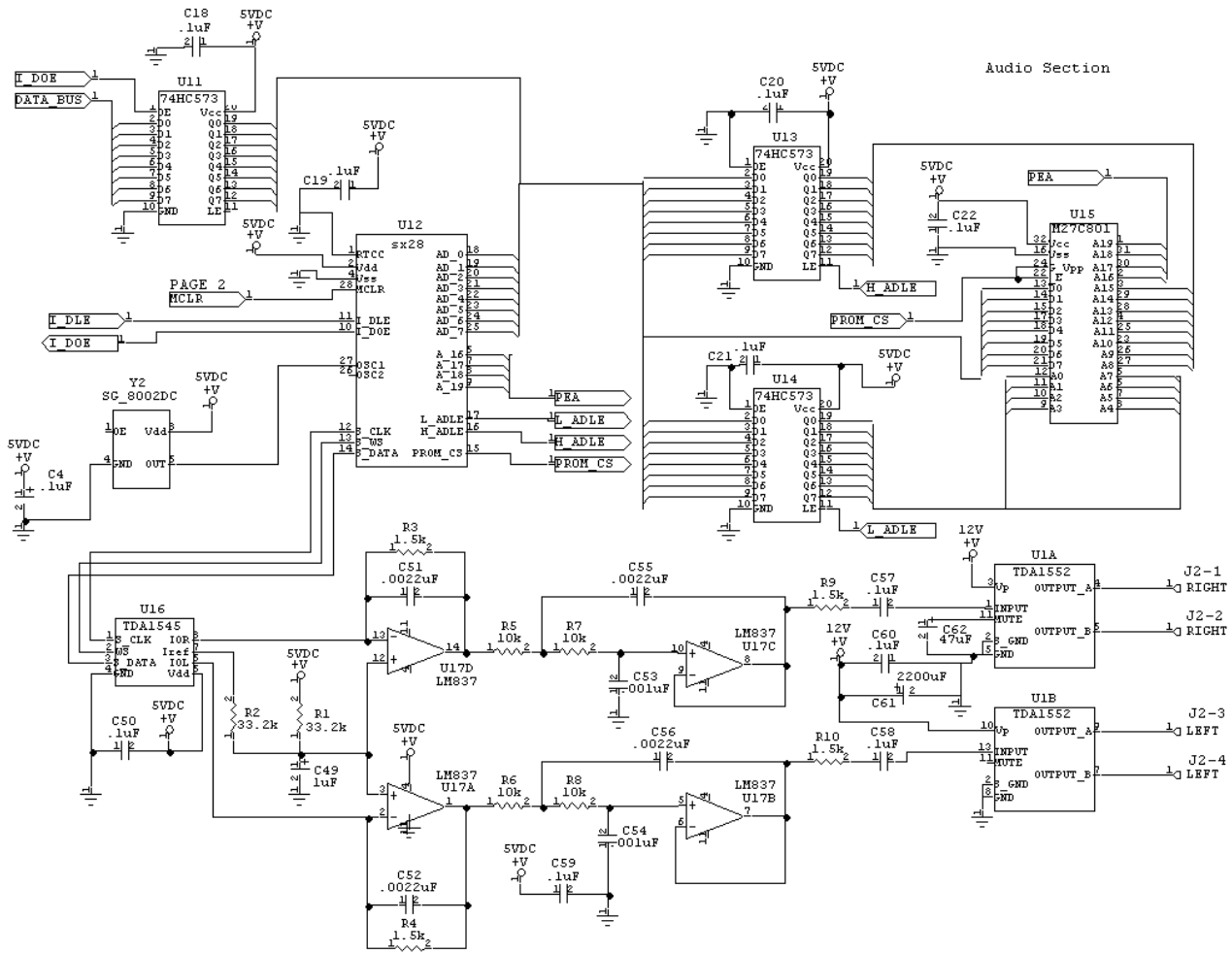


TURBO-LIGHT CABLE (J5)

PIN - OUT

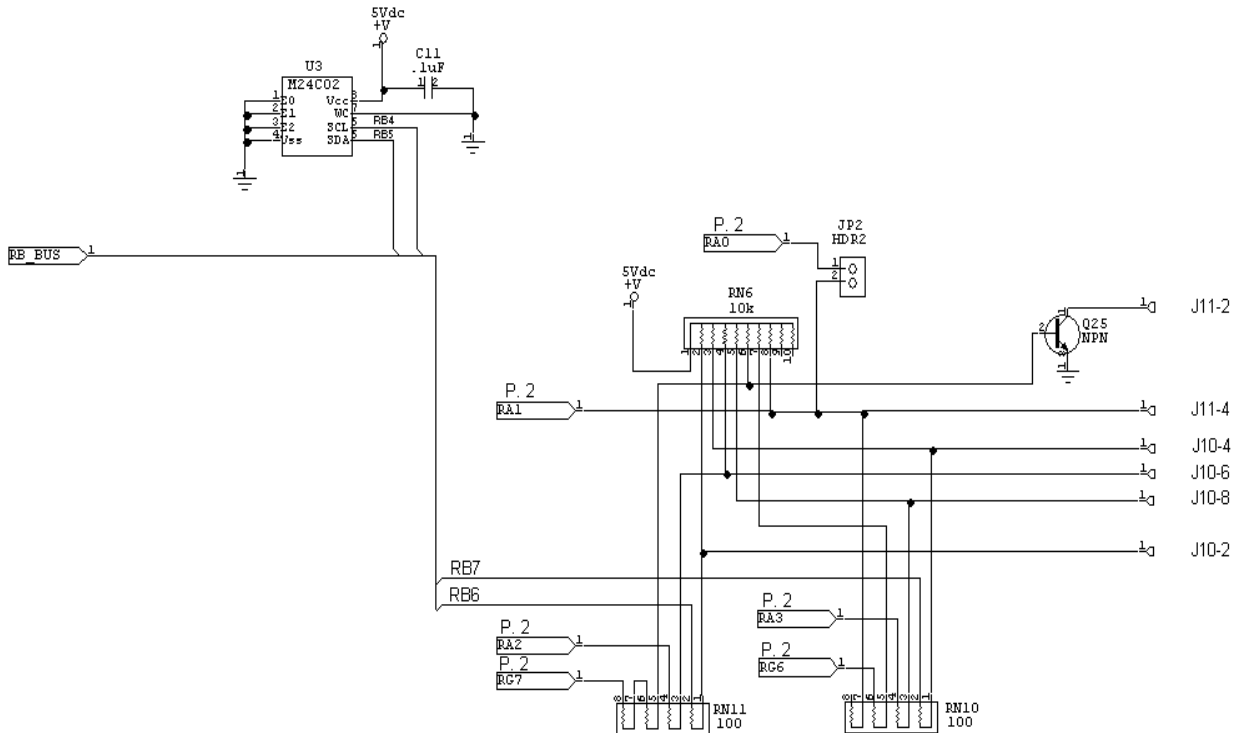


Gen 5 Mainboard Schematics



Schematics (cont.)

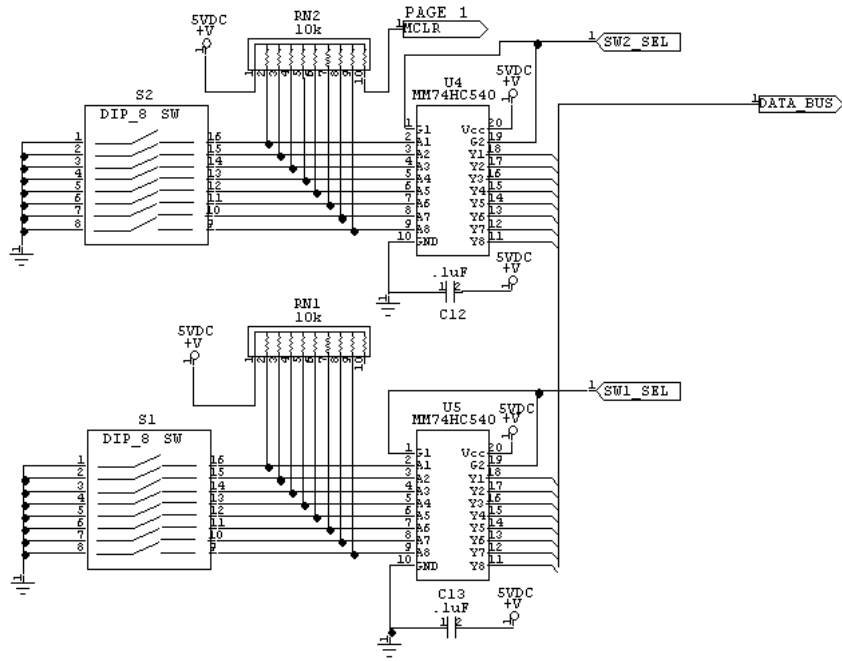
Communications
- Serial EEPROM



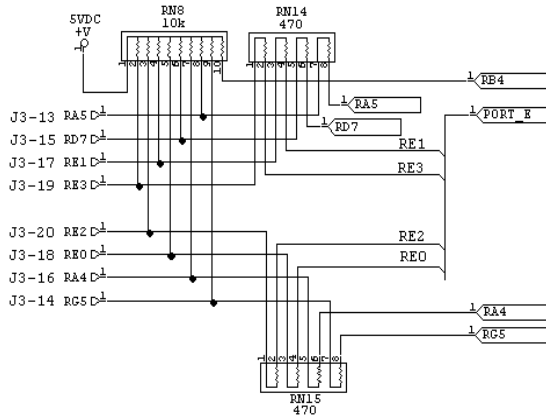
Schematics (cont.)

Input Section A

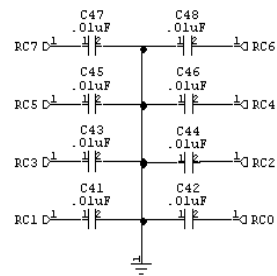
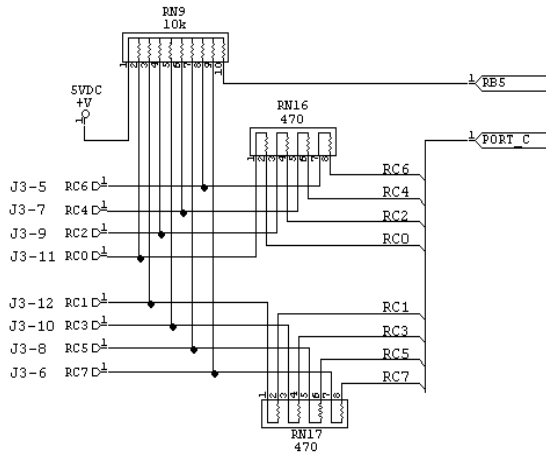
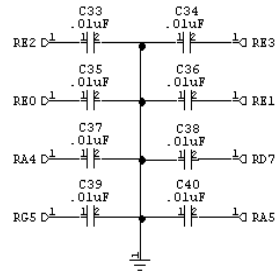
- Configuration Switches



Schematics (cont.)



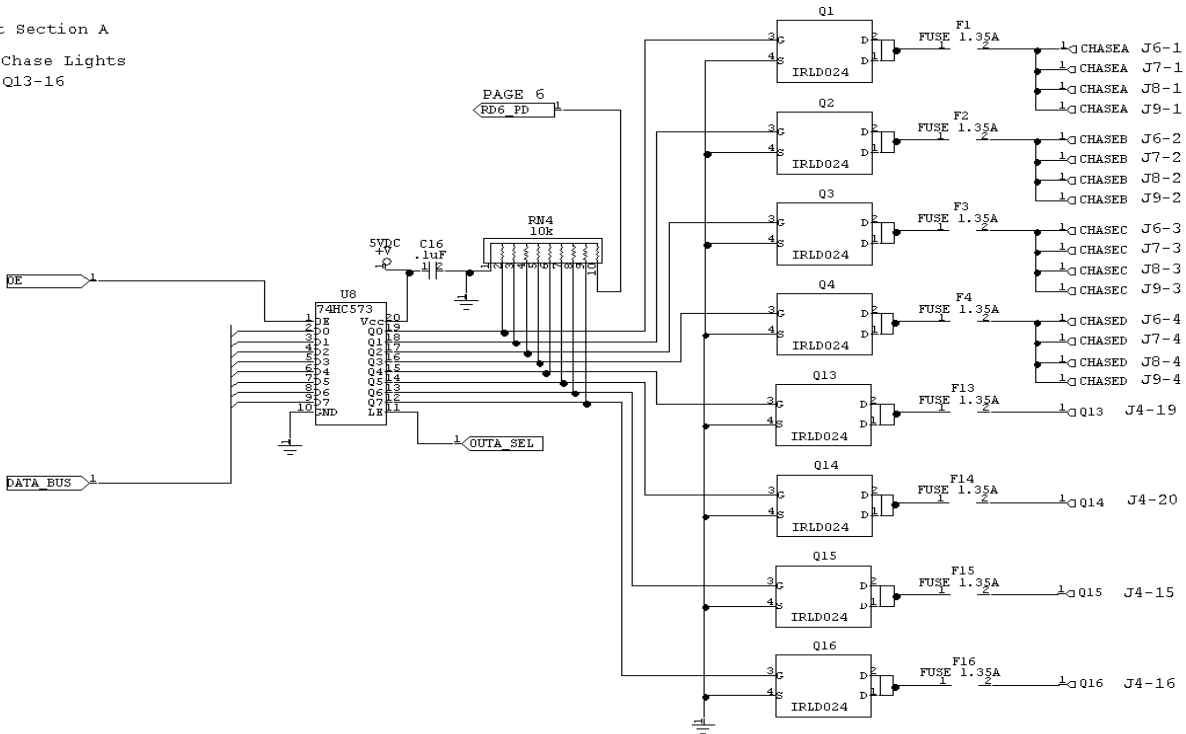
Input Section B
- Inputs RE , RC



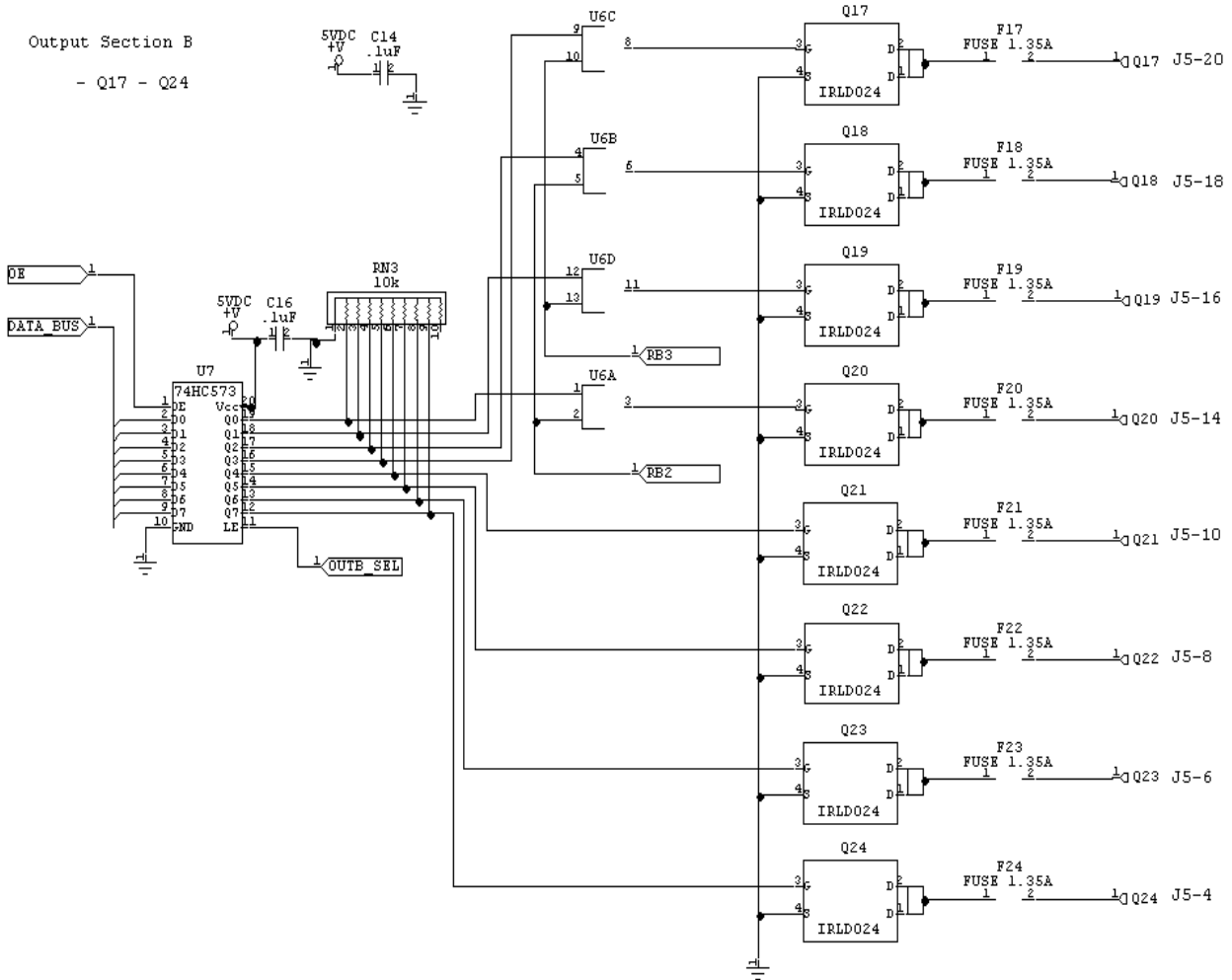
Schematics (cont.)

Output Section A

- Chase Lights
- Q13-16

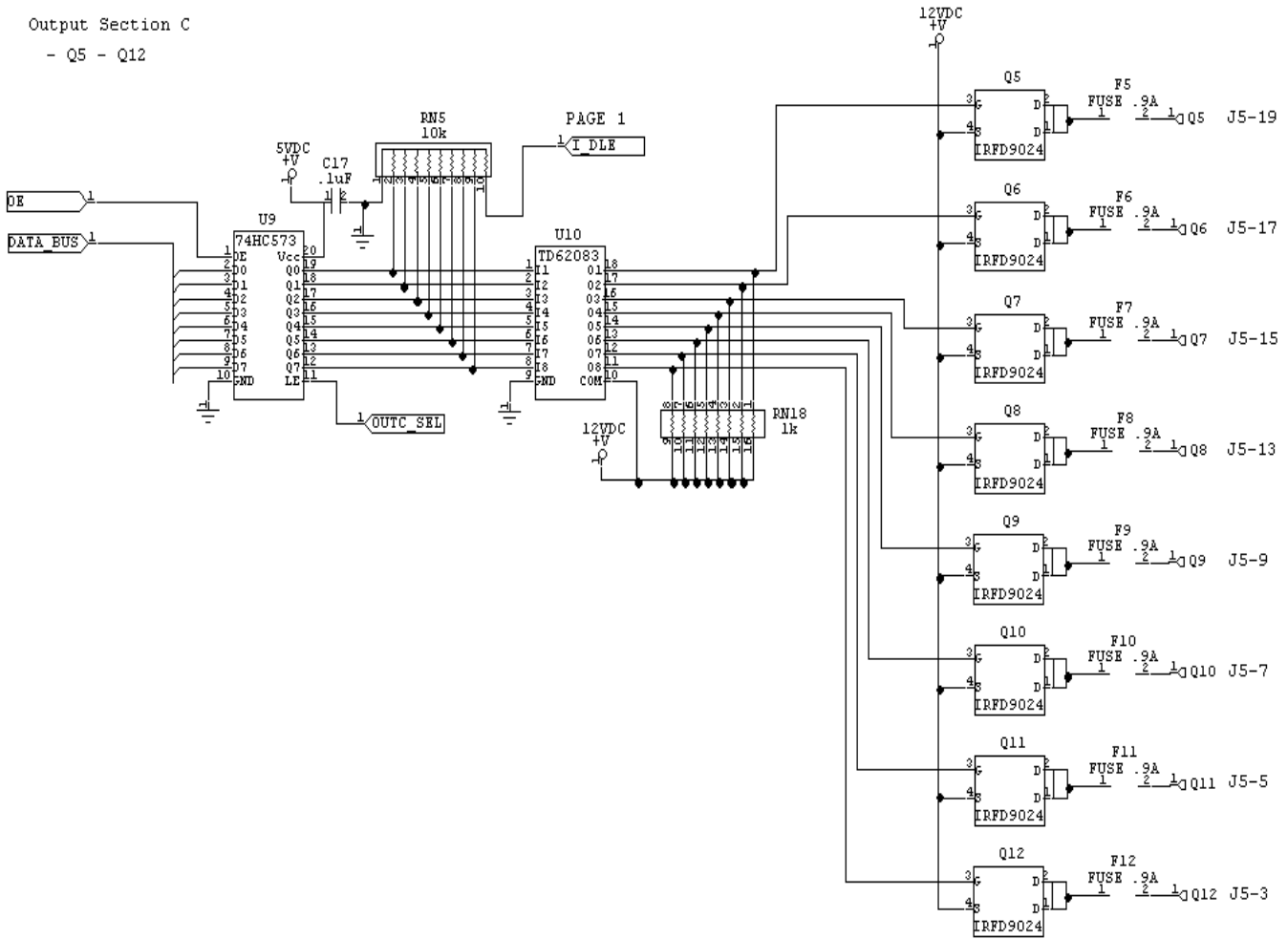


Schematics (cont.)



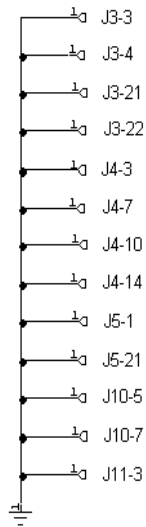
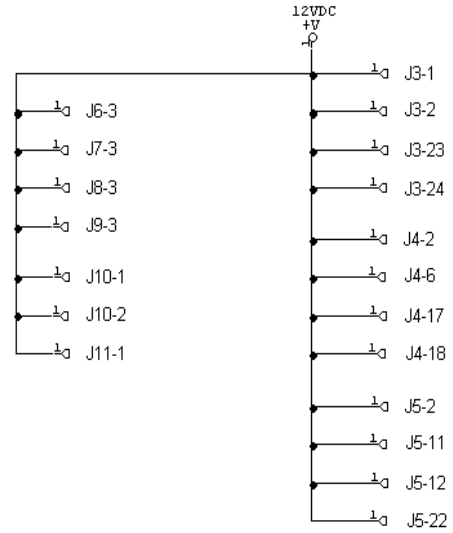
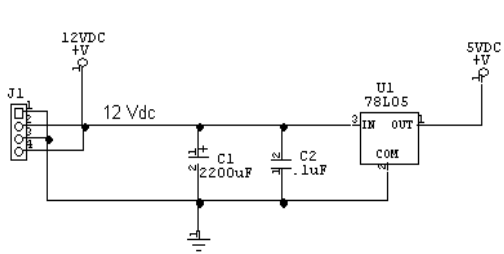
Schematics (cont.)

Output Section C
- Q5 - Q12

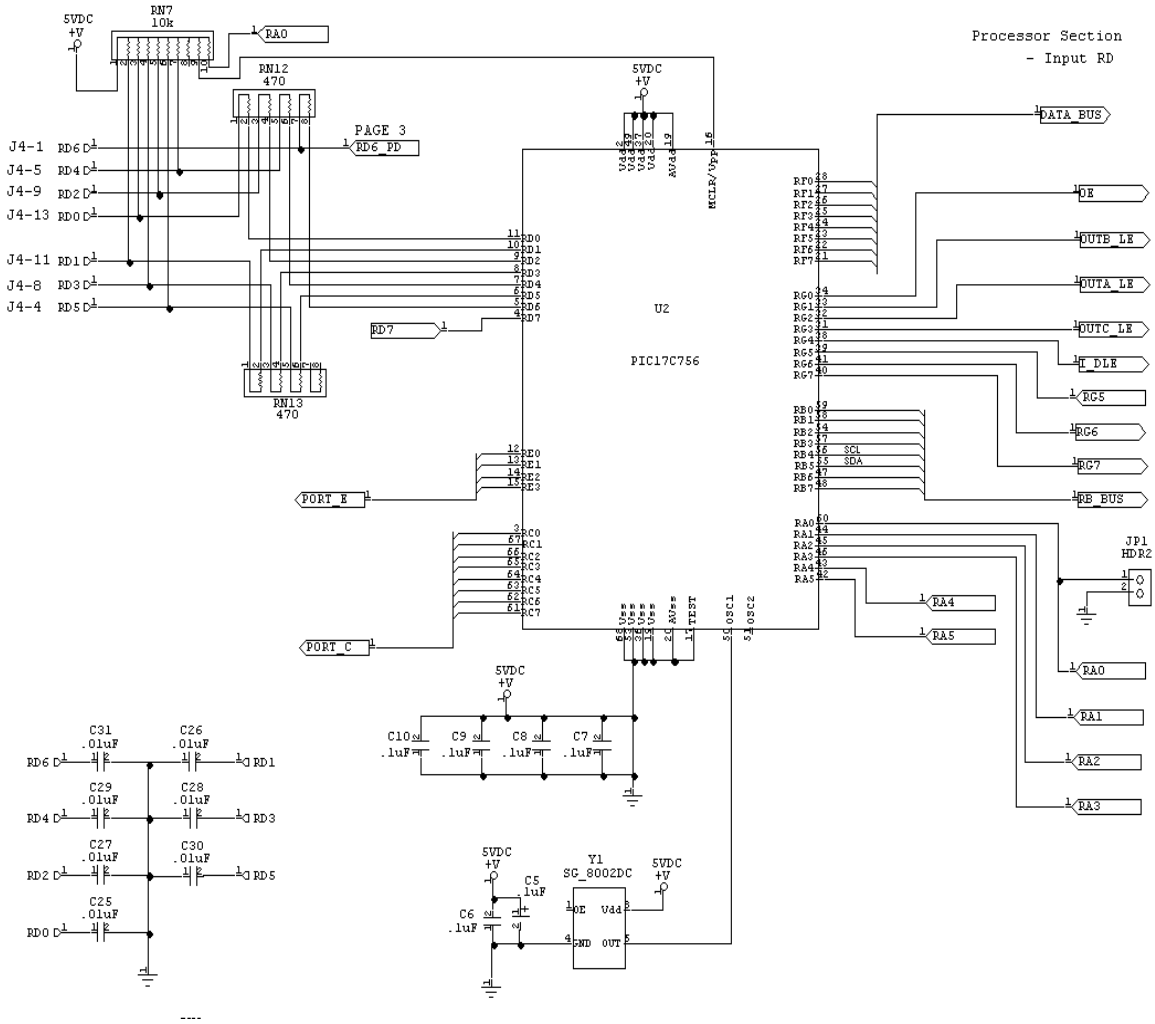


Schematics (cont.)

Power Section



Schematics (cont.)



WARRANTY INFORMATION

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

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

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

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

REPAIR OF NON-WARRANTY UNITS

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

Proceed in one of the two following ways:

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

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

Should you choose to return for repair include the following:

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

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

Ticket Payout Template

1	1	1	1	1	1	1
2	1	1	1	1	1	2
3	2	1	2	2	1	3
4	2	2	2	2	1	4
5	3	2	3	3	3	6
6	3	3	4	4	5	8
7	4	3	5	5	7	10
8	5	4	6	6	9	12
9	6	4	7	7	10	15
10	7	5	10	10	15	18
15	8	5	20	20	20	25
25	9	10	30	30	25	30
50	25	20	50	50	30	40