CONNECT 4 HOOPS HD

PLACE SERIAL NUMBER LABEL HERE

BAY ★ TEK
entertainment

BAY TEK ENTERTAINMENT
Pulaski Industrial Park
1077 East Glenbrook Drive
Pulaski, WI 54162 USA

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All games are proudly manufactured at our factory in Pulaski, Wisconsin, USA

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WELCOME TO CONNECT 4 HOOPS HD

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

Licensed by:

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 service@baytekent.com for further assistance.

GAME SPECIFICATIONS

WEIGHT

NET WEIGHT	1000lbs.	454 kg
SHIP WEIGHT	1270 lbs.	576 kg

GAME DIMENSIONS

WIDTH	61"	155 cm
DEPTH	112"	285 cm
HEIGHT	108"	275 cm

OPERATING TEMPERATURE

FAHRENHEIT	45 - 80 F
CELSIUS	7.2 - 26.7 C

SHIPPING DIMENSIONS

PALLET # 1	76"x 54"x 86"	860 lbs. class 125
PALLET # 2	76"x 34"x 86"	410 lbs. class 250

POWER REQUIREMENTS

INPUT VOLTAGE RANGE	100 to 120 VAC		220 to 240 VAC
INPUT FREQUENCY RANGE	60 Hz		50 Hz

MAX OPERATING CURRENT

3.3 AMPS @ 115 VAC / 1.9 AMPS @ 230VAC

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 subtances 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.

SECTION ASSEMBLY

UPPER REAR CABINET

O

LOWER REAR CABINET

N

MIDDLE CABINET

B

5

P

MARQUEE SECTION

M

FRONT CONSOLE

Large Pallet Parts List:

☐ Large Pallet 76"x 54"x 86"   860 lbs. class 125

☐ 2 Side Cages Part 5 (Part # AAME15019)

☐ Middle Cabinet Part B

☐ Lower Rear Cabinet Part N

☐ Cardboard Box # 2 (76 1/2" by 30" by 9 1/2")
   (Box packed in this order:)

☐ Right Side Front Upright Part H

☐ Left Side Front Upright Part K

☐ Top Front Part L

☐ 2 of Wood Corner Pieces Part J

☐
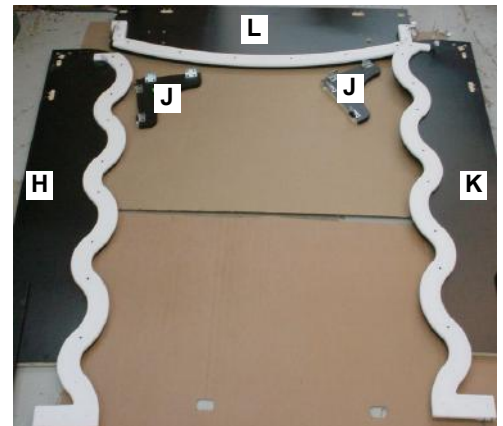
☐ 2 of Front Top Connector Plate Part 4 (Part # A5ME15001)

☐ Round Marquee Assembly Part P

☐

Inspected By: _____   Inspected Date: _____

Please email this form to parts@baytekent.com if any discrepancies are found.

Connect 4 Hoops HD
Shipping Checklist
Game Serial # _____

Small Pallet Parts List:

☐ Small Pallet 76"x 34"x 86" 410 lbs. class 250

☐ Front Console Part M

☐ 6 Game Balls (Part # A5BA15000)

☐ Service Manual

☐ Hardware Kit (Part # A5KIT-HOOPS/HD)

☐ AC Power Cord (Part # A5CORD5-A)

☐ Game keys

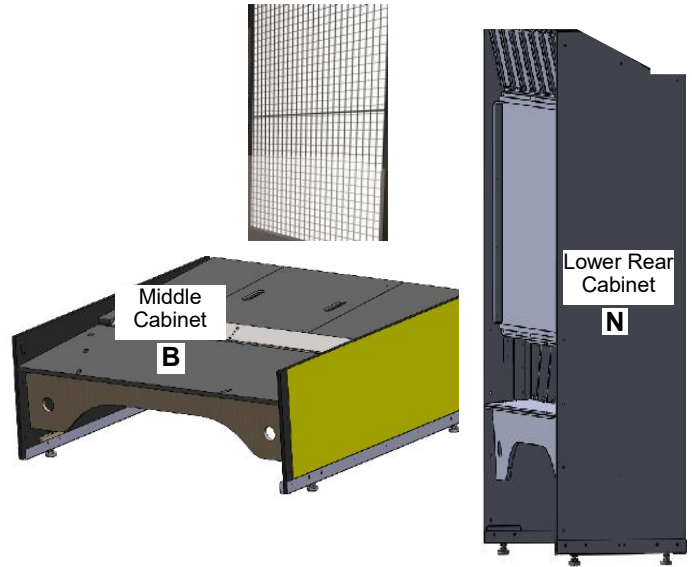☐ Upper Rear Cabinet Part O

☐ Wood Platform Part A

☐ Cardboard Box # 1 (64" by 30" by 7")
   (Box packed in this order:)

☐ Front Windshield (Part # WACA15014)

☐ 3 of Game Roof Boards Part G

☐ Left Side of Middle Section Part E

☐ Right Side of Middle Section Part F

☐ Wood Diverter Part C

☐ Wood Diverter Part D

☐ 2 of Rear Connector Plates Part 1 (Part # A5ME15010)

☐ 2 of Middle Connector Plates Part 2 (Part # A5ME15004)

☐ 2 of Middle Connector Plates Part 3 (Part # A5ME15004)

Inspected By: _____

Inspected Date: _____

Please email this form to parts@baytekent.com if any discrepancies are found.

CONNECT 4 HOOPS HD SETUP

The game will arrive on 2 pallets with 2 cardboard boxes of 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.

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 3 people to lift heavy components, and ladders that are tall and strong enough to position components to the top of the game.

The 6 Game Balls, Service Manual, Hardware Kit, and Power Cord are located in this area of the front console.
Game keys are also located in this area.

From the large pallet, unwrap and unbox the following parts:
Cardboard Box # 2 - set aside for later use.
2 sections of side cages - set aside for later use.
Middle cabinet - Remove the wood blocks holding this to the pallet.
        Set middle cabinet aside for later use.

Lower rear cabinet - Remove the wood blocks holding this to the pallet.
Position the lower rear cabinet in position upright about 6 feet away from the wall.

Lower Rear Cabinet
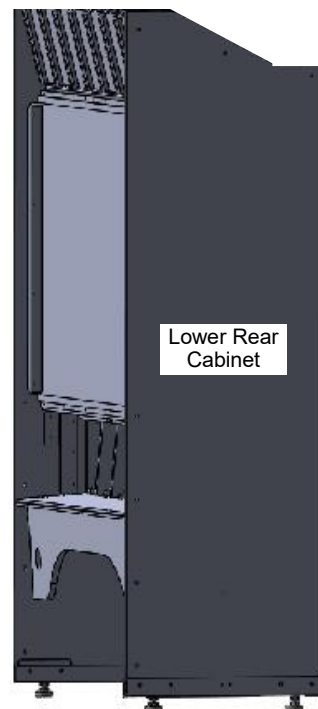
CONNECT 4 HOOPS HD SETUP

From the small pallet, unwrap and remove Cardboard Box # 1 - set aside for later use.

Using 3 people, remove the wood platform (Part A) from the shipping configuration by removing the 4 Phillips bolts. (2 on each side)
2 people should hold and support the wood as bolts are removed.
Remove the part A and set aside for later use.

The 6 Game Balls, Service Manual, Hardware Kit, and Power Cord are located in this area of the front console. Game keys are also located in this area.

Using 3 people, remove the Upper rear Cabinet from the shipping configuration by removing the 8 Phillips bolts. (4 on each side)
2 people should hold and support the wood as bolts are removed.
Set the Upper Rear Cabinet aside for later use.

The support wood should be removed from the Front Console. This support wood is not used in game assembly.

Remove the Front Console from the pallet by removing the wood blocks holding this to the pallet. Set aside for later use.
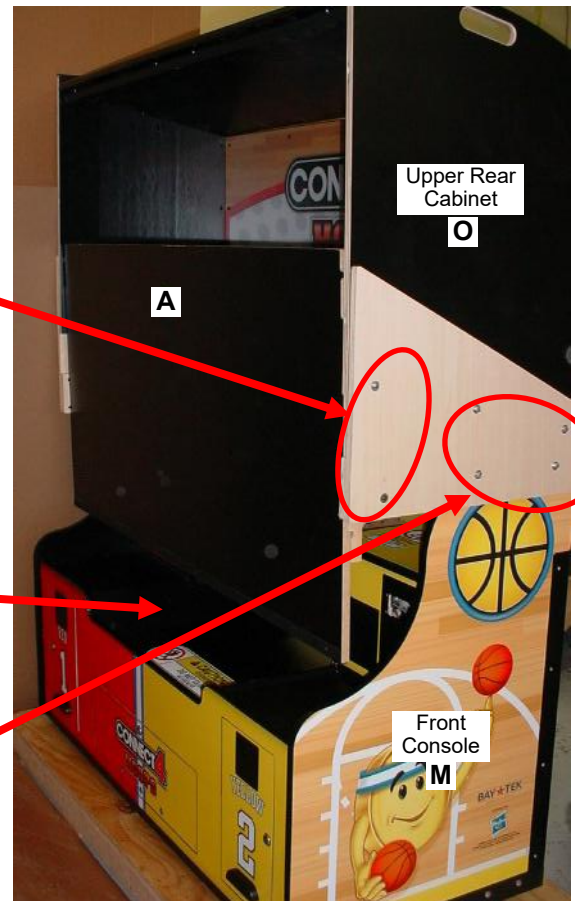
Using 2 people, position upper rear cabinet behind lower rear cabinet, which is in place, about 6 feet away from the wall.
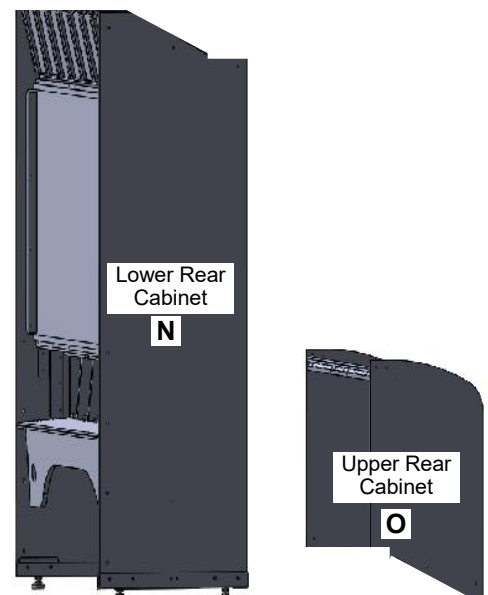
CONNECT 4 HOOPS HD SETUP

Carefully lift upper rear cabinet up onto the top of the bottom rear cabinet.
It will slide into position as shown.

Upper Rear Cabinet

Lower Rear Cabinet
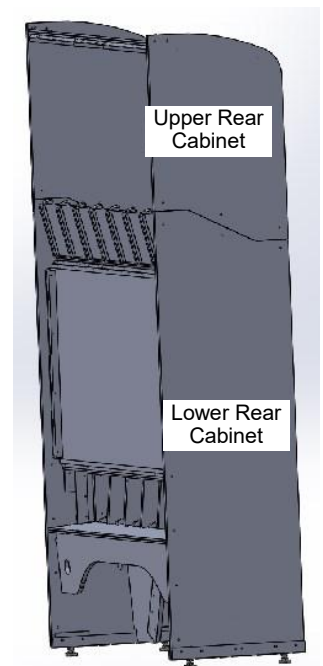
Locate the 2 of metal rear connector plates. Part 1 from box # 1.

Install the plates on both sides of the cabinet with 12 of the black
¼-20 X 1 Phillips head bolts using a # 3 Phillips Head bit.
(6 per side)

A5BOPH312

Locate the power cord from the front console and plug from the line filter in back of the game to the wall outlet.

Position the assembled rear cabinet up against wall in final game position.

Assemble middle cabinet section:
  Tip middle section down horizontal as shown:
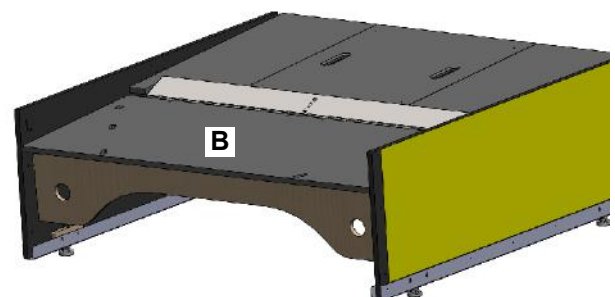
Locate part C (wood diverter) from box # 1 and affix to part B as shown with 4 of black 10 X 5/8" screws using a # 2 Square Head bit.

A5SCPH150
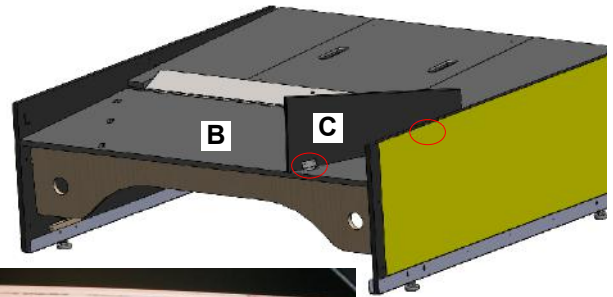
Similarly, locate part D (wood diverter) from box # 1 and affix to part B as shown with 4 of black 10 X 5/8" screws using a # 2 Square Head bit.

A5SCPH150
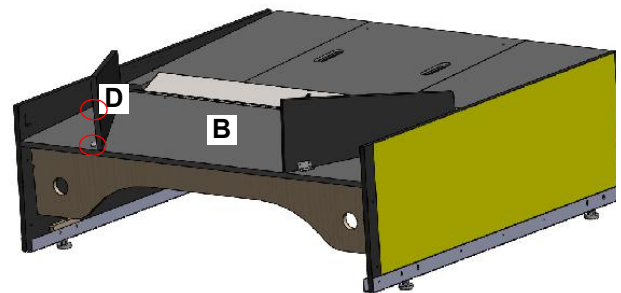
Locate part E (left side) from box # 1 and affix to part B as shown with 3 of black #8 X 1¼" Bugle screws using a # 2 Square Head bit

A5WALO010
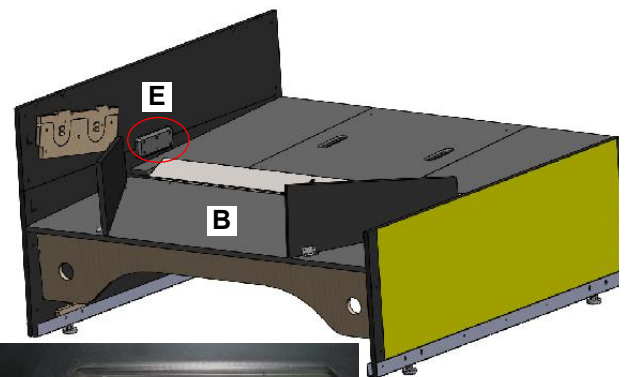
Ensure the front and rear edge of part E is aligned properly with the lower cabinet.

This will be carefully balanced until the other side and top plate is attached.

Similarly, locate part F (right side) from box # 1 and affix to part B as shown with 3 of black #8 X 1¼" Bugle screws using a # 2 Square Head bit.

A5WALO010
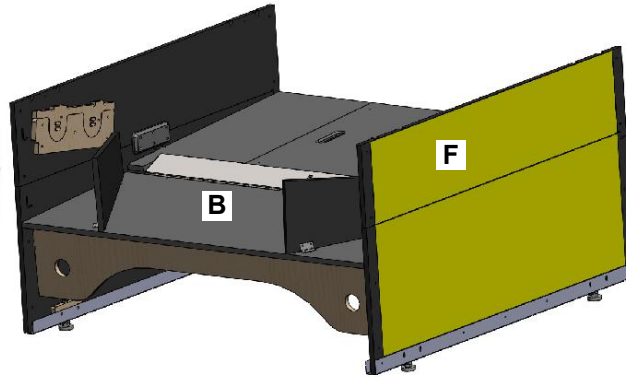
Make sure the front and rear edge of part F is aligned properly with the lower cabinet.

This will be carefully balanced until the top plate is attached.
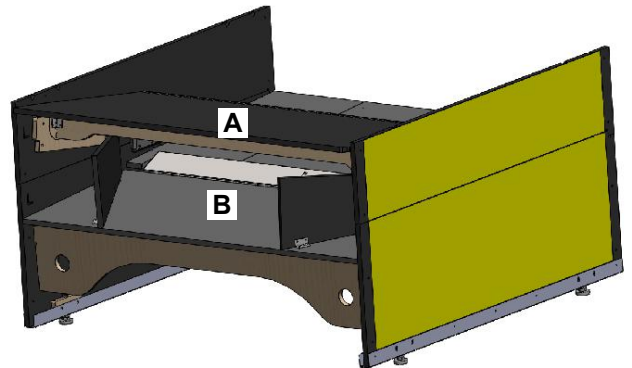
Locate part A (wood platform removed from small pallet)

Affix to part B as shown with 4 of black #8 X 1¼" Bugle screws using a # 2 Square Head bit.
(2 per side)

A5WALO010

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

On the left side - uncoil the USB cable - push this through the middle cabinet section and through the front cabinet when the time comes and plug into the motherboard.

Plug both pink connectors (CE15011 to CE15012 and CE15015 to CE15016), HDMI connectors, and yellow connectors (CE15018 to CE15019) together.
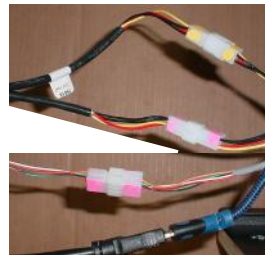
On the right side, plug the orange connectors (CE15021 to CE15022) and power cords together.

CONNECT 4 HOOPS HD SETUP

Position the middle cabinet up tight against the rear cabinet.

Locate the 2 of the middle connector plates. Part 2 from box # 1.

Install the plates on the side of the cabinet with 16 of the black
¼-20 X 1" Phillips head bolts using a # 3 Phillips Head bit.
(8 per side) Install bolts loosely, until all are started.

A5BOPH312

Note: Use crescent wrench to raise the rear section if cabinet sections
do not line up properly.

Tighten all 16 bolts.

Install Cages:
Position a side cage part 5 (they are interchangeable) along the side of the cabinet with the
longer bracket on top.
Using a 6 foot ladder, install 2 of the black ¼-20 X 1" Phillips head bolts
using a # 3 Phillips Head bit on the top rear end of cage.

A5BOPH312

Install 3 of the black #10 screws using a # 2 Square Head bit
into the bottom edge of the cage.

Repeat the process for the other side cage.   A5SCPH152
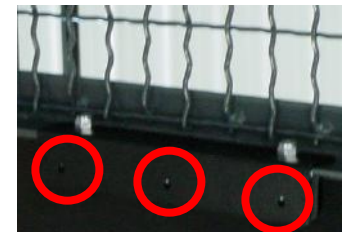
Move the front console into position close to rear assembled cabinet.
Snip plastic wire ties holding cables carefully to avoid cutting wires.

On the left side, continue routing the USB cable into the front cabinet and
plug into the motherboard.
Plug gold connectors (CE15016 to CE15017), HDMI connectors, and
green connectors (CE15019 to CE15020) together.

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CONNECT 4 HOOPS HD SETUP

On the right side, plug the white connectors (CE15022 to CE15023) and power cords together.
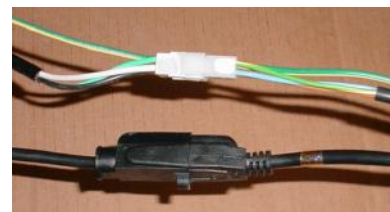
Position the front console up tight against the middle cabinet assembly.

Locate the 2 of the middle connector plates. Part 3 from box # 1.

Install the plates on the side of the cabinet with 16 of the black ¼-20 X 1" Phillips head bolts using a # 3 Phillips Head bit.
(8 per side)
Install bolts loosely, until all are started.

A5BOPH312

Note: Use crescent wrench to raise the rear section if cabinet sections do not line up properly.

Tighten all 16 bolts.

Install 3 top roof boards:
Locate the 3 Game Roof Boards (Part G) from box # 1.

These can be brought inside the cabinet and positioned from the inside.

Place each on top of game in the cage channel.
Ensure the T-nuts are facing upward.
Align holes in wood with holes in metal cage.

Install 4 of the black ¼-20 X 1" Phillips head bolts using a # 3 Phillips Head bit into each roof board.
(2 in each side, 12 total)

A5BOPH312

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Build Marquee:

Locate parts H, K, L, and the 2 J's from box # 2.
Lay out the boards on the floor as shown:

(The 2 J pieces are interchangeable.)
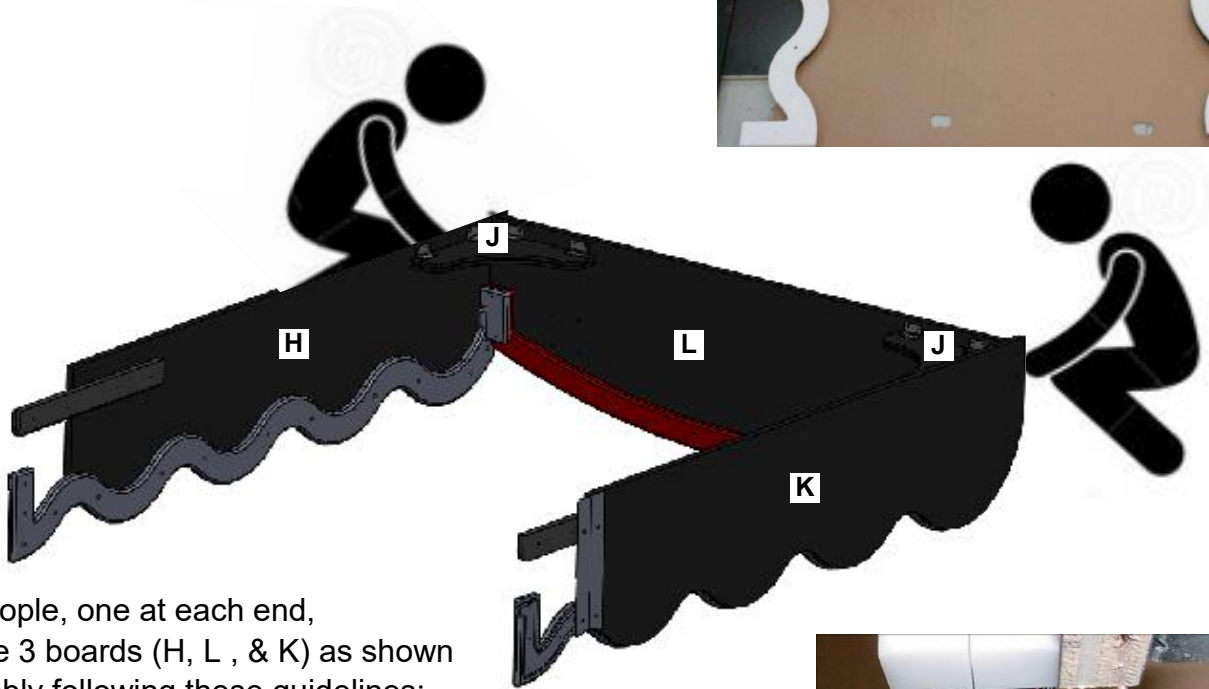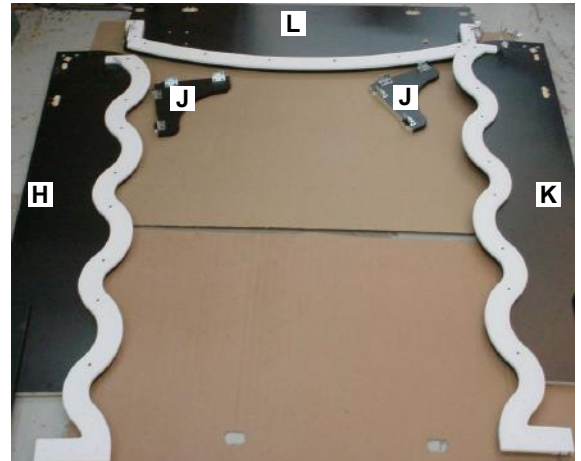
Using 2 people, one at each end,
position the 3 boards (H, L , & K) as shown
and assembly following these guidelines:

When assembling L to K - this left side has an extra power
connector going to the top of the game:

> Plug the 4 pin Molex connector together.

> Route the extra power cable through the hole in
> the top panel L

16
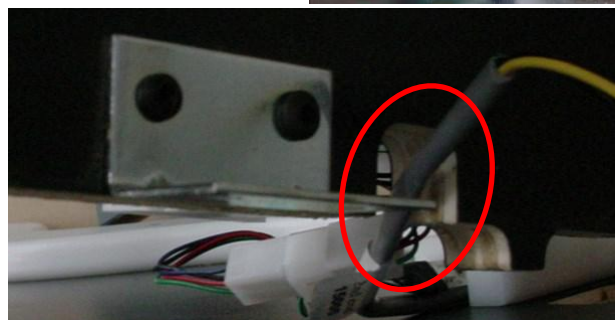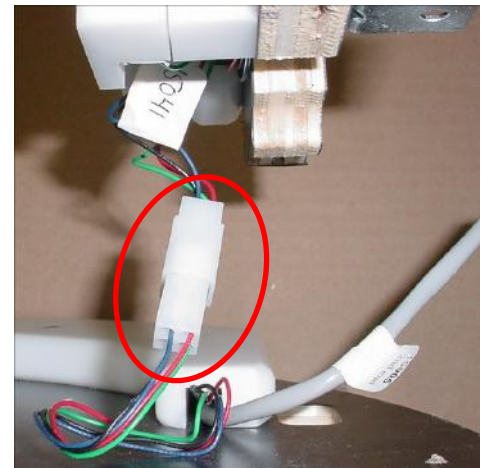
CONNECT 4 HOOPS HD SETUP

Carefully stuff the wire light cables inside the gap of the white cover as the notches are lined up and wood is slid together.
This will provide the corner with a nice, clean finish.

Install corners (J) on assembly with 8 of black 10 X 5/8" screws using a # 2 Square Head bit.

The corners are interchangeable and have notches to help in positioning.

A5SCPH150

Install 2 more of black 10 X 5/8" screws into the bracket on other side of top wood piece using a # 2 Square Head bit.

Repeat this process for the other corner using the other J piece.

Remove the circular marquee from Box # 2.

Install circular marquee:
Using 2 people, stand the assembly upright on the floor in front of the game.
Be sure the white plastic is facing out into the game room.
Ensure the red artwork in on the left side.
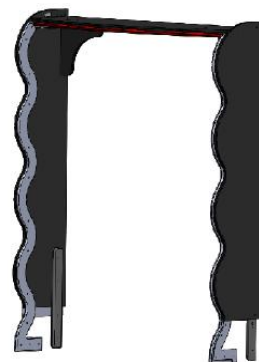
Marquee Mounting Options:
The marquee can either be mounted under the rood of the cabinet, or on top.

If you have at least 9 inches of clearance above your game (total of 117"), the round marquee may be installed on top of the game. This is a matter of personal preference:

Standard mounting under the roof   **Optional mounting on top**

CONNECT 4 HOOPS HD SETUP

Option A: Standard mounting under the roof

Remove the circular marquee from Box # 2.

Install circular marquee:
Using 2 people, stand the assembly upright on the floor in front of the game.
Be sure the white plastic is facing out into the game room.
Ensure the red artwork in on the left side.
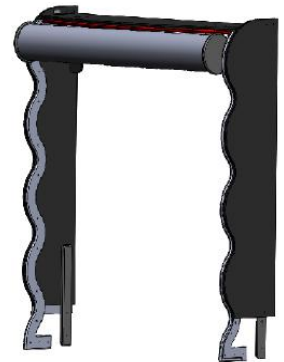
Using 3 people, lift the circular marquee up into position on top of the front section.
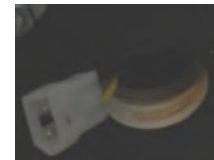
Push the power cable from marquee into the hole in top wood.

Secure marquee onto assembly using 8 of ¼-20 X 1 1/2" Phillips head bolts using a # 3 Phillips Head bit into each support bracket.
(4 per side) Place a 1/4" split washer onto the bolt then insert into the metal support bracket.
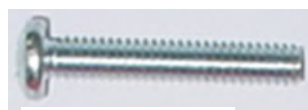
A5BOPH320   A5WASI020

Place bracket up against the wood,   push
bolt/split washer through holes.
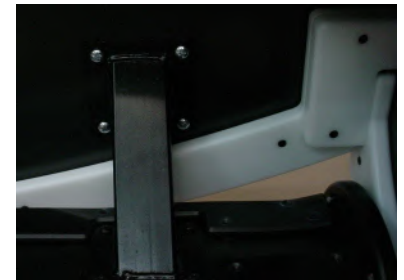
Place a 1/4" flat washer and 1/4" nut on top of wood a and tighten using a 7/16" wrench.
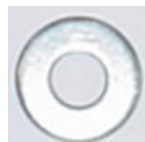
Repeat process for other support bracket.

A5WAFL060   A5NULO050

CONNECT 4 HOOPS HD SETUP

Option B: Mounting on top of game

The brackets will have to be flipped on the marquee.
Remove the circular marquee from Box # 2. Lay on floor as shown.

On yellow side - Remove the 4 bolts using a Phillips screwdriver.
Rotate the bracket 180 degrees and re-install,   from this
to this.
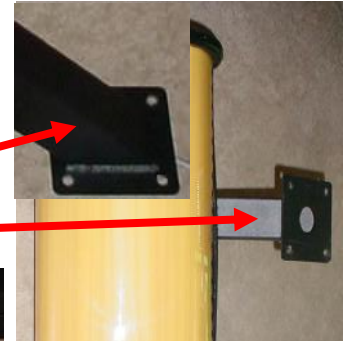
On red side - Remove the 4 bolts using a Phillips screwdriver.
Pull the cable from the center of the support, it will be moved to under the bracket, against the marquee.
Remove the support bracket.

Route wires in the channel so the wires do not get pinched. as shown.
Rotate the bracket 180 degrees and re-install.

Install circular marquee:
Using 2 people, stand the assembly upright on the floor in front of the game.
Be sure the white plastic is facing out into the game room.
Ensure the red artwork in on the left side.

Using 3 people, lift the circular marquee up into position on top of the front section.

Secure marquee onto assembly using 8 of ¼-20 X 1 1/2" Phillips head bolts using a # 3 Phillips Head bit into each support bracket.
(4 per side)

Place a bolt with flat washer up into the wood, through metal bracket,

A5BOPH320   A5WAFL060

Secure with a 1/4" split washer and 1/4" nut   onto
bolt and
 tighten using a 7/16" wrench.

Repeat process for other support bracket.

A5WASI020   A5NULO050
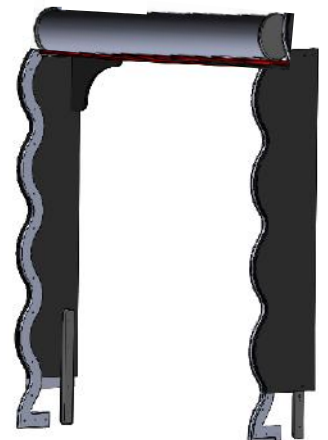
Continuing Assembly with either option:

Plug in the marquee power cable to the cable on the top left side of assembly.

There is also a coiled cable there that will be used later in the installation.

Using 3 people, carefully lift the marquee on top of the front cabinet.

The left side will have 2 cables that will feed down into the lower front cabinet.
The right side will have 1 cable that will feed down into the lower front cabinet.

As the marquee assembly is lifted up, feed these cables down into the holes on both left and right sides.
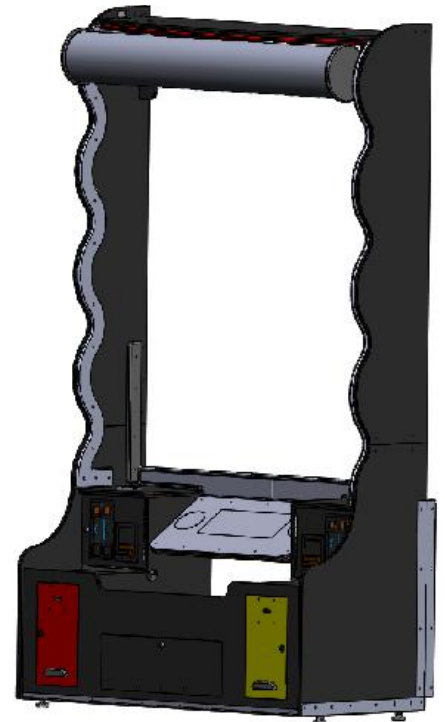
Locate the 2 of metal front connector plates. Part 4 from box # 2.

Install the plates on both sides of the cabinet with 8 of the black ¼-20 X 1 Phillips head bolts using a # 3 Phillips Head bit.
(4 per side)

A5BOPH312

Install 16 of 1¼" black bugle screws using a # 2 Square Head bit to secure the white and black plastic to the lower cabinet on both sides.
(8 per side)

A5WALO010

CONNECT 4 HOOPS HD SETUP

Using a 6 foot ladder, install 2 of the black ¼-20 X 1 Phillips head bolts using a # 3 Phillips Head bit on the top front end of cage. This will secure the cage to the front marquee.
Repeat on other side.

A5BOPH312

Locate the coiled cable in the front left roof of the cabinet.
Snip plastic wire ties holding cables carefully to avoid cutting wires.
Stretch this cable to the rear left corner of the game to plug into the rear lights cable part # AALB15044
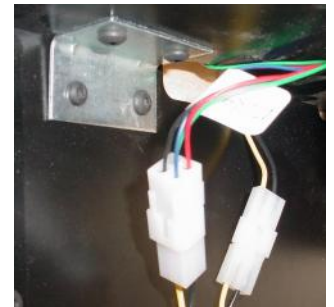
Open the left red coin door and connect the 2 cables from marquee:
2 pin connector CE15005 to CE15006
4 pin connector CE15039 to CE15007
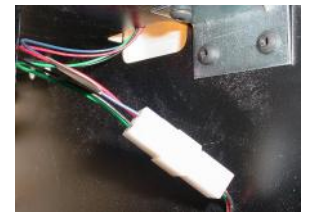
Open the right yellow coin door and connect the 1 cable from marquee:
4 pin connector CE15039 to CE15009
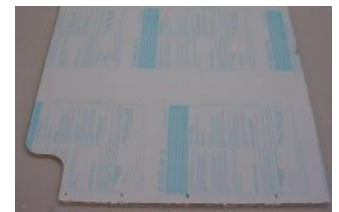
Locate the Clear Acrylic ball guard from box # 1.
Remove the protective paper from both sides of the Acrylic plexi.

The flat edge bottom of the plexi will fit into the groove between the white plastic and wood lip.

Slide acrylic plexi down in between the black plastic pieces into this groove.
The plexi shield is held in place by gravity.
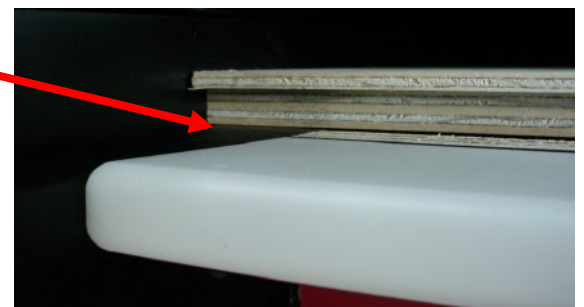
Power on game:
Open the front middle door, and ensure the USB cable from the rear controller board is plugged into any of the USB slots on the motherboard.
Turn on rocker switch on the power strip.
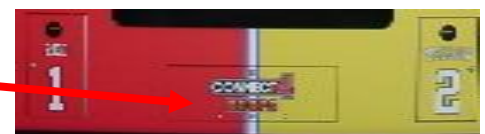
The game is now set up and ready for play!
Enter menu to adjust settings to your location specific price per play and ticket payout.

Choose a side and insert your credits;
6 balls will appear in the ball area.
Wait for a partner to join, or shoot a ball
to play solo!

Shoot when it is your turn.

Be the first to align 4 of your basketballs
horizontally, vertically, or diagonally to
win!
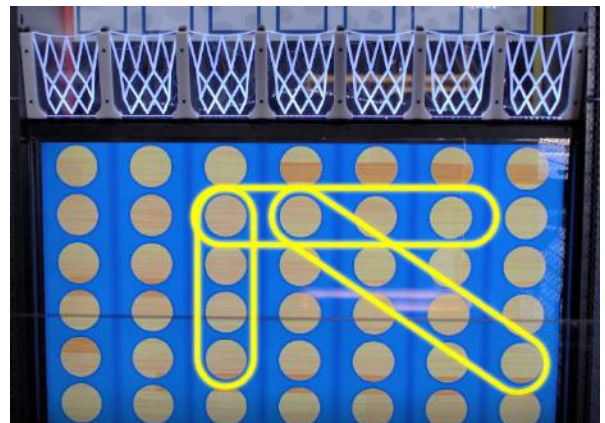
Collect your tickets once you Connect 4!

MAIN MENU FUNCTIONS

The Menu and Menu Select buttons are located inside the center lower front 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: [3x]
VOLUME & ATTRACT SETTINGS>
GAME SETTINGS>
PAYOUT SETTINGS>
STATISTICS>
Diagnostics: OFF
Reset Factory Defaults: [3x]
Mute: OFF
Exit Menu

MENU   MENU SELECT

MAIN MENU

CLEAR CREDITS / TICKETS	Press the Menu Select button 3 times to clear any accumulated credits and tickets.
VOLUME & ATTRACT SETTINGS	Press the Menu Select button to enter the Volume & Attract Settings Menu
GAME SETTINGS	Press the Menu Select button to enter the Game Settings Menu
PAYOUT SETTINGS	Press the Menu Select button to enter the Payout Settings Menu
STATISTICS	Press the Menu Select button to enter the Statistics Menu
DIAGNOSTICS	**OFF**	ON Set to "ON" and exit menu to enter Diagnostic Menu
RESET FACTORY DEFAULTS	Press Menu Select button 3 times to Reset Factory Defaults
MUTE	**OFF**	ON Set to "ON" and exit menu to Mute entire game.
EXIT MENU	Press the Menu Select button to exit menu.

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

PC Version: 2.0.7d   Aux Version: 2.5
Red Door: 1.5   Yellow Door: 1.5

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

Yellow Door: Not Found

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VOLUME & ATTRACT 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.
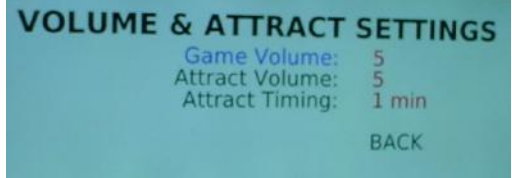
GAME VOLUME

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

0	1	2	3	4	5	6	7	8	9	10

Sets the game's playing volume. "0" means the volume is off.

ATTRACT VOLUME

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

0	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.
"0" means the volume is off.

ATTRACT TIMING

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

1	2	3	4	5	6	7	8	9	10

Sets the time in minutes between attract sound cycles.

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 SETTINGS
Game Mode / Payment:	Normal/Tickets
Turn Timeout:	10
Game Timeout:	120
Full Column Shoot Again:	Disabled
AI Difficulty:	Player Picks

BACK
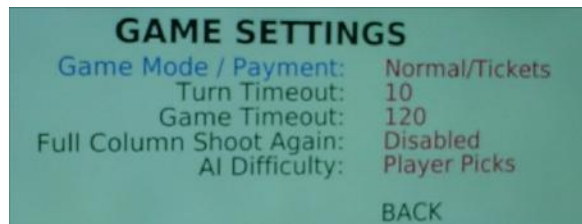
GAME MODE / PAYMENT

NORMAL / TICKETS	NORMAL / POINTS	NORMAL / COUPONS	AMUSEMENT ONLY	SHOW MODE

"NORMAL / TICKETS" means the game will pay out tickets, and show the word "TICKETS" on screen.
"NORMAL / POINTS" means the game will pay out tickets, and show the word "POINTS" on screen.
"NORMAL / COUPONS" means the game will pay out tickets, and show the word "COUPONS" on screen.
"AMUSEMENT ONLY" means the game will not pay out tickets.
"SHOW MODE" means the game will not pay out tickets and will only allow 1 credit at a time.

TURN TIMEOUT

NO	2	4	6	8	10	12	….	34	36	38

Sets the time in seconds that a player will forfeit their turn if a basket is not scored.
"NO TIMEOUT" means the turn will end only with a basket scored.

GAME TIMEOUT

NO	30	60	90	120	150	180	….	240	270	300

Sets the time in seconds that the game will end if a basket is not scored.
"NO TIMEOUT" means the game will never end until the game is completed by the player.

FULL COLUMN SHOOT AGAIN

DISABLED	ENABLED

"DISABLED" means the game will change to next player if a full column is scored.
"ENABLED" means the game will allow the player to shoot again if a full column is scored.

AI DIFFICULTY

PLAYER PICKS	EASY	MEDIUM	HARD

"PLAYER PICKS" means the player will pick computer difficulty (Either easy and hard)
for 1 player game. Game will wait indefinitely for 2nd player to join.

Other options are hard coded with our estimate of computer difficulty for 1 player game.
Game will wait 10 seconds for 2nd player to join before starting the 1 player game.

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PAYOUT 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.

```
PAYOUT
                    Credits:        1
             Swipe Prompt:    Disabled
Paper Ticket Ratio 2-to-1:   Disabled
            Winner Tickets:   110
             Loser Tickets:   30
             Fixed Tickets:   Disabled

                    BACK
```

CREDITS

0	1	2	3	4	5	6	7	8	9	10

Sets the amount of credit pulses needed to start a game. "0" will be free play.

SWIPE PROMPT

DISABLED	ENABLED

"ENABLED" will show "Swipe Card to Play" verbiage on the screen.

PAPER TICKETS RATIO 2:1

DISABLED	ENABLED

"ENABLED" will pay out 1 physical ticket for every 2 tickets won.

WINNER TICKETS

10	20	30	40	50	60	70	80	90	100	110	120	130	….	290	300	310

Sets the amount of tickets the winner will receive.
See payout table on next page for recommended settings for average tickets per game.

LOSER TICKETS

10	20	30	40	50	60	70	80	90	100	110	120	130	….	290	300	310

Sets the amount of tickets a non-winner will receive.
See payout table on next page for recommended settings for average tickets per game.

FIXED TICKETS

DISABLED	ENABLED

"ENABLED" will pay out the same amount of tickets for every game.

TICKET PATTERNS

WINNER TICKETS	LOSER TICKETS	AVERAGE TICKETS PER GAME	PRICE PER PLAY
20	10	14-16	$.50 PER PLAY
50	20	34-36	$1.00 PER PLAY
100	20	48-52	$1.50 PER PLAY
110	30	68-72	$2.00 PER PLAY
140	40	88-92	$2.50 PER PLAY
160	50	100-110	$3.00 PER PLAY

These are estimates of Average Tickets per Game using the shown ticket values for game winner and game loser.

Change ticket values in the "Payout Settings" menu to change your individual payout percentages.

STATISTICS

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.


```
STATISTICS
Total Red Games:      0
Total Yellow Games:   0
Total Red Tickets:    0
Total Yellow Tickets: 0
Reset Statistics:     cleared

                      BACK
```

TOTAL RED GAMES

Shows the total number of Red (left side) games played.

TOTAL YELLOW GAMES

Shows the total number of Yellow (right side) games played.

TOTAL RED TICKETS

Shows the total number of Red (left side) tickets dispensed.

TOTAL YELLOW TICKETS

Shows the total number of Yellow (right side) tickets dispensed.

RESET STATISTICS

Press the "SELECT" button 3 times to reset statistics.

DIAGNOSTIC MENU

The Diagnostic Menu can be entered by selecting ON
in the Main Menu, and then exiting the menu.

The ball gate motor will cycle open, and this screen will appear:

The top column will show hoops scored.

Diagnostic window will show:
Credits switch activated
Ticket notch activated
Input changes
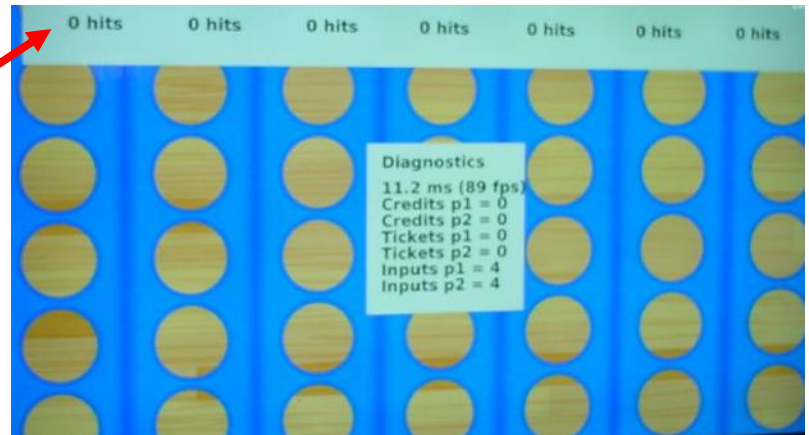
Press the Menu Button to exit diagnostics and return to the main menu.

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CARD SWIPE SYSTEM INSTALLATION

The Connect 4 Hoops 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.

12 Volt DC Power from Power Dist. Board

Optional Coin Input Cable located near ticket dispenser. Card Swipe system cable could be plugged into this connector.

AACE15014

AACE15014

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

This would normally plug into coin mechanism.
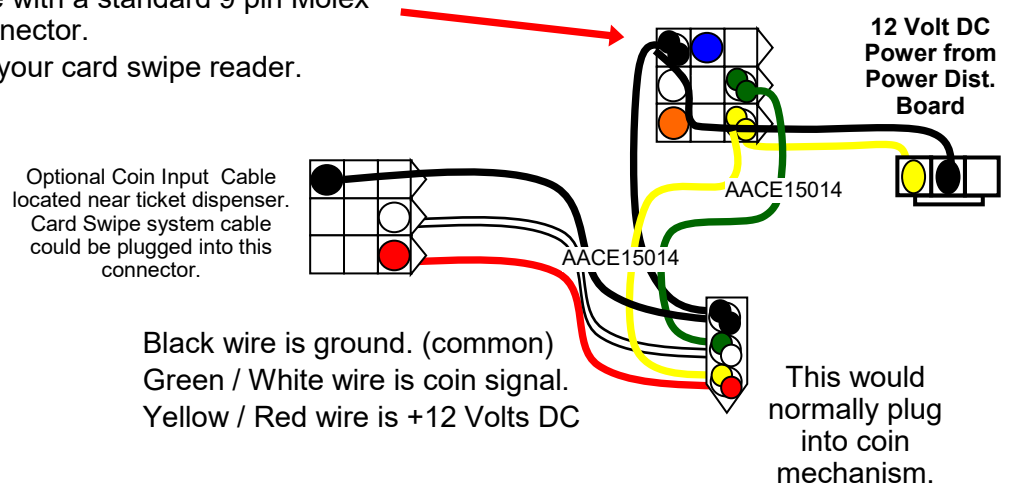
Option #2:
If your card swipe systems does not have a standard 9 pin Molex connector, then you will have to splice wires into the AACE15014 & AACE15015 harness.

12 Volt DC Power from Power Dist. Board

Optional Coin Input Cable located near ticket dispenser. Card Swipe system cable could be plugged into this connector.

AACE15014

AACE15014

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

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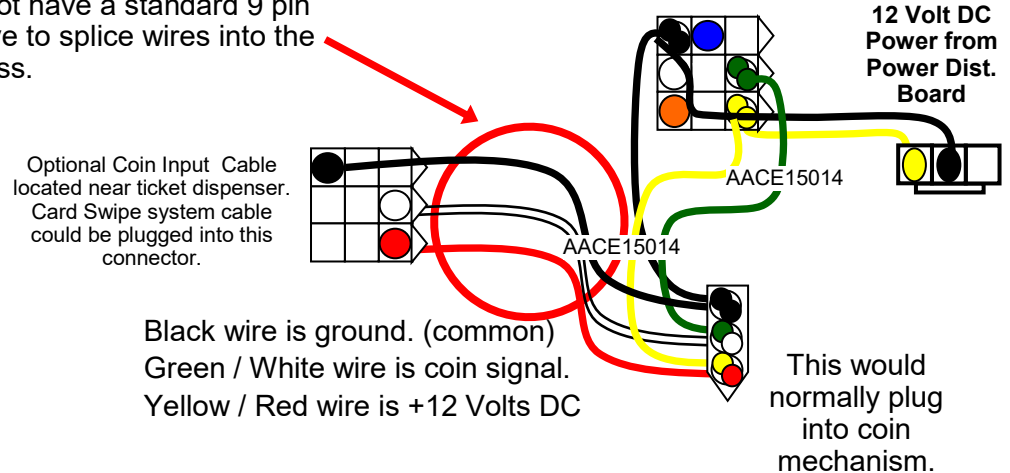
Notes:
1.) Many card swipe systems have a voltage threshold that can be adjusted in the card swipe menu. Please set this "Game Drive Threshold" to 2 Volts.
2.) There are ticket dispenser extension cables located in the left side coin door if needed.

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"

CIRCUIT BOARD LAYOUT

AACB10000 Control Board

AACE15018 Red Connector

AACE15018 Yellow Connector

AACE15011 Motor & Sensor

AACE15036 Hoop Sensors

AACE15000 LED Strip Under Baskets

A5CORD40 USB Communication to Motherboard

AACE15015 Power in from Power Dist Bd

AACB9600A Audio Amplifier

A5CE2300 Audio Cable

AACE15008 Speakers

AACE15037 12 VDC In

AACB5156 Power Dist. Board

AACE15013 12 V Power to Right Coin Door

AACE15014 12 V Power to Left Coin Door

AACE15006 Power to Marquee Lights

AACE15003 Power to Panel Light

AACE15037 Power to Audio Boards

AACE15017 Power to Controller Board

AACE15038 Power to I/O Boards

AACB9604 I/O Aux Board

A5CBL5900 USB Communication from Motherboard

Left Side Board Address Both Dips OFF

AACE15010 Menu Buttons & Meters

AACE15014 Low Ticket Switch

AACE15014 Ticket Dispenser

AACE15014 Coin Mech

AACE15002 DBA Cable

AACE15038 Power in from Power Dist Bd

AACB9604 I/O Aux Board

A5CBL5900 USB Communication from Motherboard

Right Side Board Address Dips #1 ON Dip #2 OFF

AACE15010 Meters

AACE15013 Low Ticket Switch

AACE15013 Ticket Dispenser

AACE15013 Coin Mech

AACE15001 DBA Cable

AACE15038 Power in from Power Dist Bd

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WIRING DIAGRAM

LEFT SIDE (RED) : TICKET DISPENSER, MENU BUTTONS, METERS, DBA AND COIN MECH

Menu Button — AAPB2700

Menu Select — AAPB2700

AACE15010

Game Counter

Ticket Counter

AACO1020

From Right Side I/O Aux Board

AACE15010

AACE15010

Green Power LED

Red and Yellow Communication LEDs

A5CBL5900 USB communication to motherboard

Low Ticket Switch Wired Normally Open AASW200 1/4" Spacer A5SENY020

AACE15014

Left Side Board Address Both Dips OFF

AACB9604 I/O Aux Board

To Ticket Dispenser Part # A5TD1

12 Volt Power
Enable Signal
Com Ground
Notch Signal

AACE15014

UCL Connector Card Swipe system cable would be plugged into this connector.

AACE15014

AACE15014

AACE15014 12 Volt DC Power from Power Dist. Board

AACE15002

To 12 Volt DC Bill Acceptor A5AC9101

AACE15038 Power in from Power Dist Bd

Optional Coin Input Cable located near ticket dispenser. Card Swipe system cable could be plugged into this connector.

AACE15014

A5CBL4A-DOORA

Coin Switches and Lights

WIRING DIAGRAM

RIGHT SIDE (YELLOW) : TICKET DISPENSER, DBA AND COIN MECH

AACE15010
To Left Side
Game and
Ticket Meters

A5CBL5900
USB communication
to motherboard

Green
Power
LED

Red and Yellow
Communication
LEDs

Right Side
Board Address
Dips #1 ON
Dip #2 OFF

**AACB9604
I/O Aux Board**

Low Ticket Switch
Wired Normally Open
AASW200
1/4" Spacer A5SENY020

AACE15013

To Ticket
Dispenser
Part # A5TD1

12 Volt Power
Enable Signal
Com Ground
Notch Signal

AACE15013

UCL Connector
Card Swipe system
cable would be
plugged into this
connector.

AACE15013

**AACE15013
12 Volt DC
Power from
Power Dist.
Board**

AACE15001

To 12 Volt DC
Bill Acceptor
A5AC9101

AACE15038
Power in from
Power Dist Bd

Optional Coin Input Cable
located near ticket dispenser.
Card Swipe system cable
could be plugged into this
connector.

AACE15013

A5CBL4A-DOORA

Coin Switches and Lights

LED LIGHTING WIRING DIAGRAM

AACB10000
Control Board

AACE15018

AALB15000
1st LED strip
under hoop

A5CB15000
The other 6 LED strips
under hoops

AACE15000

AACE15015

Yellow
Connectors

Pink
Connectors'

Rear Section

Middle Section

AACE15019

AACE15016

Green
Connectors

Gold
Connectors'

Middle Section

Front Console

AACE15041
Left Player
Top LED

AACE15017

AACE15041
Right Player
Top LED

AACE15039
Left Player
Upright LED

AACE15020

To Power
Distribution
Board

AACE15039
Right Player
Upright LED

AACE15007

AACE15040
Left Console LED's

AACE15020

AACE15040
Right Console LED's

AACE15009

AALB15042
Console Light Stick

AALB15042
Console Light Stick

**Red Side
(Left Side)**

**Yellow Side
(Right Side)**

LED LIGHTING WIRING DIAGRAM

Back of Cabinet LED lighting above hoops

AALB15044   AALB15045

Rear Section

Top Front Marquee

Cable across
the top left
side of game

AACE15005

AALB15047   AALB15047

LED Lighting Inside Marquee Tube

AALB15048   AALB15047

AACE15005

Cable is inside
front left support
pole

Top Front Marquee

Front Console

**AACE15013
12 Volt DC Power
to Right Coin Door**

**AACE15014
12 Volt DC Power
to Left Coin Door**

AACE15006

AALB15043
Control Panel
Stick Light

AACE15003

**AACB5156
Power Dist.
Board**

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BALL GATE MOTOR, SENSOR AND HOOP SENSORS

Emitters   Detector   **A5CB10001**

1   # 2   # 3   # 4   # 5   # 6   # 7   # 8

A5CB10001

All ball sensor boards have 4 emitters and 1 detector on opposite sides of the board.

The far left (#1) board can be swapped into a location with a faulty emitter.

The far right (#8) board can be swapped into a location with a faulty detector.

AACE15036   Similar cable goes to every sensor.
                          8 cables per game.

Sensor Boards are plugged into the Aux Board
#1 to #1
#2 to #2
 Etc..

8   # 7   # 6   # 5   # 4   # 3   # 2   # 1

**AACB10000
Control Board**

AACE15000
To LED's under
Baskets

A5CCORD40
USB Cable

AACE15015
5 & 12 Volt DC Power in
from Distribution Board

AACE15011

A5CB5190A   Sensor
Always 12 Volts DC between the
yellow and blue wires

When sensor is blocked, 5 VDC
between the white and blue wires.

When sensor is not blocked, 0 VDC
between white and blue wires

**A5MO5154
Motor**
10 RPM
45-50 Ohms

Pink
Connect-

AACE15012

COMMUNICATION WIRING DIAGRAM

Monitor
A5MO0065A

AACB10000
Control Board

A5CORD36
8' HDMI Cable

Rear Section

Connection

Middle Section

A5CORD40
USB Communication to
rear Controller Board

A5CORD37
15' HDMI Cable

Middle Section

Connection

Front Console

Note: Later games may have
different colored sockets.
The connections are the same.

A5CORD51

Note:
Older games had 3 separate
USB cables going to the
controller board: A5CBL5900,
A5CORD23, & A5CE6601

**AAMB10E-HD
Motherboard**

A5CBL5900
USB Communication
from Motherboard

A5CBL5900
USB Communication
from Motherboard

Left Side
Board Address
Dip #1 OFF
Dip #2 OFF

AACB9604
I/O Aux Board

AACB9604
I/O Aux Board

Right Side
Board Address
Dip #1 ON
Dip #2 OFF

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12 V POWER SUPPLY & SOUND WIRING DIAGRAM

8 # 7 # 6 # 5 # 4 # 3 # 2 # 1

AACB10000
Control Board

Rear Section

AACE15015

Pink
Connectors

Middle Section

AACE15016

Middle Section

Gold
Connectors

Front Console

Speaker
AACE8811
3.3 Ohms

Speaker
AACE8811
3.3 Ohms

AACE15037
12 VDC In

AACE15017

AACE15008

AACE15038

AACB9600A
Audio Amplifier

A5CE2300
Audio Filter

Plug "input"
cable into
end of
A5CEAU010

AACB5156
Power Dist.
Board

A5CEAU010
Audio Jack from
Green Socket on
Motherboard to
Audio Filter cable

Right Side
Board Address
Dip #1 ON
Dip #2 OFF

AACB9604
I/O Aux Board

Left Side
Board Address
Dip #1 OFF
Dip #2 OFF

AACB9604
I/O Aux Board

AAMB10E-HD
Motherboard

Note: Later games may have
different colored sockets.
The connections are the same.

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AC POWER IN WIRING DIAGRAM

Monitor
A5MO0065A

Power Cord is attached to monitor

AC Bleeder Board
AACB15001

Power In Cord From Wall
A5CORD5-A

Line Filter
A5FI9010

AC Power In cable
AACE15042

A5CORD50

Rear Section

Orange Connectors

Middle Section

A5CORD1

AACE15022

Middle Section

White Connectors

Front Console

A5CORD5003

A5PS1013 Power Sup-

AAC-

AC Power to Power Supply
A5CORD5001

On/Off Rocker Switch

AACE15043

Outlet Strip
A5OU5000

AAMB10E-HD Motherboard

Note: Later games may have different colored sockets. The connections are the same.

Power In Cord From Wall
A5CORD5-A

AC Power In cable
AACE15021

Orange Connectors

AACE15022

White Connectors

AACE15023

AC power to monitor
A5CORD50

AC power to power supply
A5CORD5-A

Outlet Strip
A5OU1000

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**
No power to the game **No lights on at all**	Unplugged. Circuit breaker tripped. Line Filter Faulty. Power strip faulty. Disconnected, loose or broken wires.	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 Refer to wiring diagram. Check connections and reseat cables from line filter to outlet strip. Cables # AACE15042, AACE15022, and AACE15043
Monitor is on **But everything else off** **(Power Supply not ON)**	Power supply unplugged. Rocker Switch. Power supply shutting down because of 12 V overload. Faulty power supply. Faulty Power Dist Board	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 motor or 12 volt short would cause this. See Power Supply Diagnostic below. Replace Power Distribution Board (AACB5156)
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	Check for power to Bill Acceptor. Dirt or debris in acceptor slot. Pinched, broken, or disconnected wiring. Bill acceptor problem. Part # A5AC9101	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. (AACE15001 & AACE15002) 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.
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.	Ensure correct number of tickets are being dispensed Disconnected, loose or broken wires. Faulty counter.	Check ticket values in menu. Refer to Tickets not dispensing troubleshooting section. Refer to wiring diagram. Check connections and reseat cables from meters to left I/O Aux Board Cables # AACE15010 and AACO1020 Replace counter. AACO1020.

TROUBLESHOOTING GUIDE

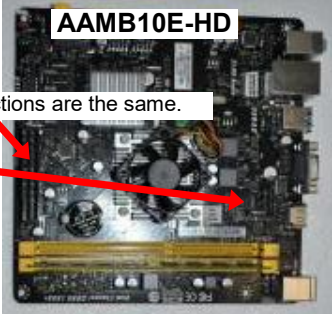| Problem	Probable Cause	Remedy
Game not coining up Enter Diagnostic Mode (Turn diagnostics on, then exit menu) to see if Credits Increment when coin is inserted. Diagnostics 18.8 ms (53 fps) Credits p1 = 0 Credits p2 = 0 Tickets p1 = 0	Look for communication and power on the I/O Aux Board for that player.	Refer to "I/O Aux Board Issue" diagnostic section.
	Ensure game makes sound when coin switch is triggered.	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, AACE15013 or AACE15014)
	Game set to large amount of credits per game.	Check Game Setup Menu. Ensure Credits is set to proper value.
	If Coin Input stays ON	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)
No Sound Motherboard creates sound, the Audio Amplifier boards amplifies it.	Volume set to mute in menu or game volume/attract volume set to zero.	Enter Main Menu and verify: Game Volume & Attract Volume is not zero. Mute is set to OFF
	Disconnected, loose or broken wires.	Refer to wiring diagram. Check connections and reseat audio cable from motherboard to speakers. Cables # A5CEAU010, A5CE2300, AACE15008, AACE8811
		Unplug audio cable (A5CEAU010) from motherboard, plug into MP3 player or phone and see if music is amplified and comes out of speaker. 　If Yes - then motherboard is faulty. 　If No - then cable or amplifier board is faulty
	Verify 12 Volts DC to Audio Amplifier Boards	
	Faulty speaker.	Replace speaker. AACE8811
I/O Aux Board Issue One side of the game does not coin up, and has no other functions. Red and Yellow LEDs　　Green Power LED	Green power LED should be flashing. One blink for left side, 2 blinks for right side)	If it is off, then check 12 & 5 Volts DC coming into board on cable AACE15013 or AACE15014 from Power Distribution Board. If solid on, then it is not communicating with the motherboard. Check A5CBL5900 USB cable. Swap cables with other side.
	Red and Yellow LED's should be flashing.	If they are off, it is not communicating with the motherboard. Check A5CBL5900 USB cable. Swap cables with other side.
	Faulty I/O Aux Board.	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 # AACB9604

TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
LED white rear cabinet lighting above hoops not working	LED's receive 12 Volts DC from power supply through The Power Distribution Board.	Check for proper connection from power supply to Power Distribution Board. Refer to wiring diagram. Check connections and reseat cables from Power Distribution Board to LED lights. Cables # AACE15006, AACE15005, AALB15044, and AALB15045.
	Faulty LED light.	Light strips are wired in series. Swap the 2 light strips to identify a faulty LED strip. Replace as needed. Part # AALB15044 or AALB15045
LED white front panel light not working	LED's receive 12 Volts DC from power supply through The Power Distribution Board.	Check for proper connection from power supply to Power Distribution Board. Refer to wiring diagram. Check connections and reseat cable from Power Distribution Board to LED lights. Cables # AACE15003, and AALB15043
	Faulty LED light.	Replace Panel Stick Light. Part # AALB15043
Upper marquee LED's not working	LED's receive 12 Volts DC from power supply through The Power Distribution Board.	Check for proper connection from power supply to Power Distribution Board. Refer to wiring diagram. Check connections and reseat cables from Power Distribution Board to LED lights. Cables # AACE15006, AACE15005, and AACE10045
	Faulty LED light.	Light strips are wired in series. Swap the 2 light strips to identify a faulty LED strip. Replace as needed. Part # AALB15047 or AALB15048
One of the left side, red colored LED strips not working LED's receive 12 Volts DC from Control Board in the rear of the game. Refer to "How to Access Rear Control Board"	If all colored cabinet lights are not functioning, check power into the Control Board from the Power Distribution Board. If single LED strip is out, check cable. LED's are wired in series. Refer to wiring diagram.	Refer to wiring diagram. Check connections and reseat cables from Power Distribution Board in the front of the cabinet to Control Board in the back. Cables # AACE15017, AACE15016, and AACE15015 Check for 12 volts coming from Power Distribution Board in the rear of the cabinet on red and black wires. If no 12 volts DC, ensure 12 volts is coming into board on cable # AACE15018. If voltage is present - replace Control Board part # AACB10000
	Faulty LED	Refer to wiring diagram. Cables # AACE15018, AACE15019, AACE15020, AALB15042, AACE15007, AACE15040, AACE15039, and AACE15041 Swap LED connector from one socket to the other to verify. Replace LED as needed.

TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
One of the right side, yellow colored LED strips not working LED's receive 12 Volts DC from Control Board in the rear of the game. Refer to "How to Access Rear Control Board"	If all colored cabinet lights are not functioning, check power into the Control Board from the Power Distribution Board. If single LED strip is out, check cable. LED's are wired in series. Refer to wiring diagram. Faulty LED	Refer to wiring diagram. Check connections and reseat cables from Power Distribution Board in the front of the cabinet to Control Board in the back. Cables # AACE15017, AACE15016, and AACE15015 Check for 12 volts coming from Power Distribution Board in the rear of the cabinet on red and black wires. If no 12 volts DC, ensure 12 volts is coming into board on cable # AACE15018. If voltage is present - replace Control Board part # AACB10000 Refer to wiring diagram. Cables # AACE15018, AACE15019, AACE15020, AALB15042, AACE15007, AACE15040, AACE15039, and AACE15041 Swap LED connector from one socket to the other to verify. Replace LED as needed.
LED color strip under the hoops are not working LED's receive voltage from Control Board in the rear of the game.	Ensure Control Board is receiving voltage from Power Distribution Board. Faulty LED	Refer to wiring diagram. Check connections and reseat cables from Power Distribution Board in the front of the cabinet to Control Board in the back. Cables # AACE15017, AACE15016, and AACE15015 Refer to wiring diagram. Cables # AACE15000, AALB15000 and A5CB15000
Menu Buttons do not work.	Swap connectors at the 2 buttons. Pinched, broken, or disconnected wiring I/O Aux board faulty.	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, AACE15010) 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 # AACB9604
Low Tickets message on monitor LOW TICKETS	Tickets are empty in ticket tray Faulty cable. Disconnected, loose or broken wires. Faulty low ticket switch. Faulty I/O Aux Board.	Load tickets into tray. Ensure tickets hold down micro switch wire. Check connectors from low ticket switches to Newgen board. Check for continuity. (AACE10014 or AACE10015) 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 # AACB9604

TROUBLESHOOTING GUIDE

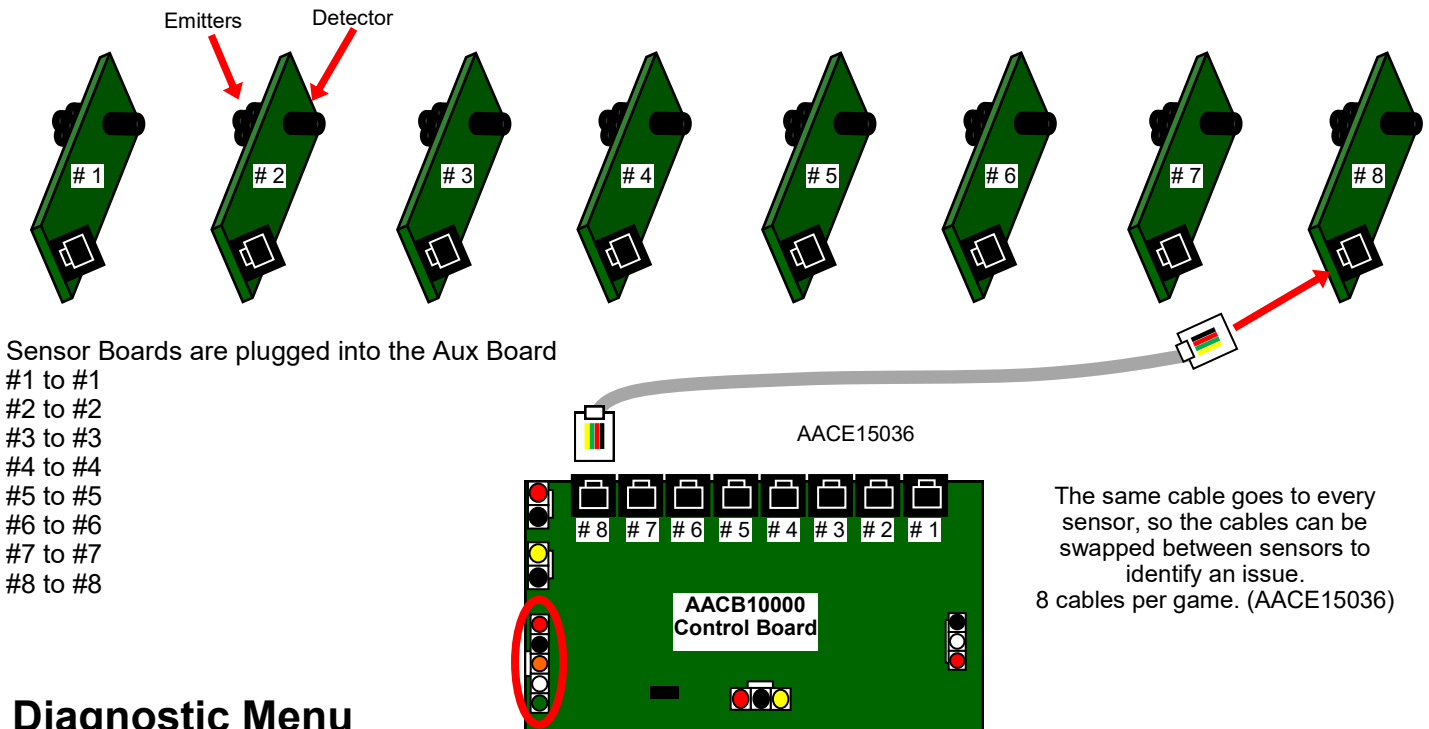| Problem	Probable Cause		Remedy
Tickets do not dispense or Wrong amount dispensed. Check for the correct amount of tickets showing on Monitor	Tickets on monitor does **not** match tickets coming out of game.	Opto Sensor on ticket dispenser dirty.	Blow dust from sensor and clean with isopropyl alcohol.
		Faulty ticket dispenser.	Replace with working dispenser to isolate the problem. (A5TD1)
		Notch on tickets cut too shallow.	Flip tickets and load upside-down to have large cut notch toward opto sensor.
		Faulty cable. Disconnected, loose or broken wires.	Check connectors from ticket dispensers to I/O Aux board. Check for continuity. Cables AACE15013 or AACE15014
		Faulty I/O Aux Board.	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 # AACB9604

	Tickets on monitor does match tickets coming out of game.	Settings in Menu are incorrect.	Enter Menu and check certain areas:
			    Game Mode / Payment to Normal/ Tickets
			    Paper ticket ratio 2 to 1
			    Winner Tickets
			    Loser Tickets - Note: A tie is a loser.
			    Fixed tickets

Monitor not working. Power down, wait **5 minutes** and power up again.	Screen shows "No Signal Input" Note: Monitor must be plugged in for motherboard to boot up.	Monitor HDMI cable unplugged. There are 3 cables that are connected together - A5CORD36, A5CORD37, and A5CORD51 Faulty or loose RAM Large power connector unplugged on motherboard Note: Later games may have different colored sockets. The connections are the same. Small power connector unplugged on motherboard Faulty power supply - Refer to Power Supply diagnostic section Faulty motherboard - Replace faulty board. (AAMB10E-HD)	**AAMB10E-HD**
	Screen has nothing at all on power up.	Power cable un-plugged from Monitor. Turn on Monitor. Faulty monitor.	Ensure power is plugged into back of monitor, down to power strip. There are multiple power cords. A5CORD5003, A5CORD1, and A5CORD50 Install batteries in remote control and try using remote control to power on monitor. Replace monitor. (A5MO0065A)
	Error on screen at power up. Re-Boot game to see if problem still exists.	Display shows "Kernel panic – unable to mount root" Display stuck on "Biostar"	Faulty or loose RAM, faulty software, faulty motherboard No SATA drive in motherboard. Check for power connector

TROUBLESHOOTING GUIDE

Problem	Probable Cause		Remedy
Ball Gate Motor keeps running. **Motor will cycle at game power on.** **Sensor not being seen.** Sensor receives signals through the Control Board in rear of game.	Check for 12 volts to sensor and 5 volt signal return.		There should always be 12 volts on the yellow and blue wires. 5 volts on the white and blue wires when blocked and 0 volts when not blocked.
	Pinched, broken, or disconnected wiring		Refer to wiring diagram. Check connections sensor to Control Board. Cables AACE15011 & AACE15012
			Ensure Control Board is receiving 12 volt power. Refer to wiring diagram. 12 Volts DC should be between yellow and black wires on cables AACE15017, AACE15016, and AACE15015
	Faulty Control Board. Refer to "How to Access Rear Control Board"		Replace Control Board if needed. # AACB10000
Ball Gate Motor not working. **Motor will cycle at game power on.**	Motor does not turn at power on. Motor receives power through the Control Board in rear of game. Refer to "How to Access Rear Control Board"	Check for 12 volts DC at motor.	If the motor is receiving power, but not turning, replace the motor. A5MO5154
		Faulty cable. Disconnected, loose or broken wires.	Check connectors from motor to Control Board. Check for continuity on cables AACE15012 & AACE15011 to Control Board.
			Ensure Control Board is receiving 12 volt power. Refer to wiring diagram. 12 Volts DC should be between yellow and black wires on cables AACE15017, AACE15016, and AACE15015
			Ensure Control Board is receiving USB communication. Refer to wiring diagram. Change USB cables A5CBL5900, A5CORD23, A5CE6601 OR use 1 piece A5CORD40
		Faulty Control Board.	Replace Control Board if needed. # AACB10000
	Motor turns at power on, but does not stop in correct position.	Mechanical linkage/ spring issue.	Check springs on each end of the ball gate. Replace if needed. Part # A5SREX050
		Position Sensor is not working correctly.	Clean sensor. Refer to "Ball Gate Motor keeps running" Replace sensor if needed.AACB5190A
Ball Gate does not go down all the way.	Loosen the 2 bolts on the motor assembly, and slide bracket with slotted holes to adjust height of ball gate.		

HOOPS NOT SCORING

All ball sensor boards have 4 emitters and 1 detector on opposite sides of the board.
These infrared sensors create a beam which the ball breaks to score a hoop.

Because these are interchangeable, the far left (#1) board can be swapped into a location with a faulty emitter.
The far right (#8) board can be swapped into a location with a faulty detector.

Emitters   Detector

1   # 2   # 3   # 4   # 5   # 6   # 7   # 8

Sensor Boards are plugged into the Aux Board
#1 to #1
#2 to #2
#3 to #3
#4 to #4
#5 to #5
#6 to #6
#7 to #7
#8 to #8

AACE15036

#8 #7 #6 #5 #4 #3 #2 #1

AACB10000
Control Board

The same cable goes to every sensor, so the cables can be swapped between sensors to identify an issue.
8 cables per game. (AACE15036)

Diagnostic Menu

To Enter the Diagnostic Menu:
Enter Main Menu and scroll down to "Diagnostics:" turn to ON
Exit Menu

The ball gate motor will cycle open, and this screen will appear:

The top column will show hoops scored.

0 hits   0 hits   0 hits   0 hits   0 hits   0 hits   0 hits

Diagnostics
11.2 ms (89 fps)
Credits p1 = 0
Credits p2 = 0
Tickets p1 = 0
Tickets p2 = 0
Inputs p1 = 4
Inputs p2 = 4
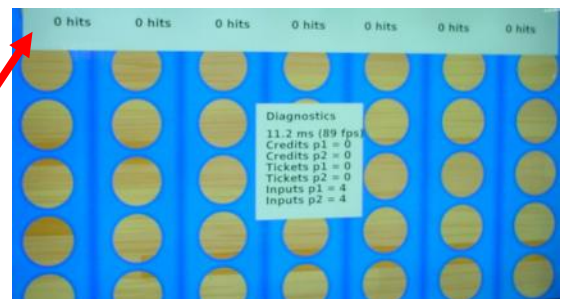
How to Access Sensors:

The ball hoop sensors are accessed through the back of the cabinet, or through the middle platform access panel. If the game is up against the wall, carefully climb over the plexi shield (or remove the plexi) and enter the middle section of the game.

Remove the 4 screws (using a # 2 square bit) in the center bottom wood and lift center wood up and place aside.

The sensors are located underneath and behind the monitor.
Remove the 2 of # 2 square bit screws and pull down the sensor.

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)

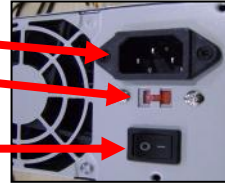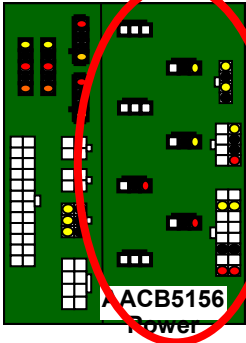4.) Ensure Power switch is on.

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"

ACB5156 Power

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.

AAMB10E

Make sure the 4 pin power connector is plugged in. (Black, Black, Yellow, Yellow)
 As well as 24 pin power in connector.

Note: Later games may have
different colored sockets.
The connections are the same.

AAMB10E-HD Motherboard

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. (AAMB10E-HD)

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.
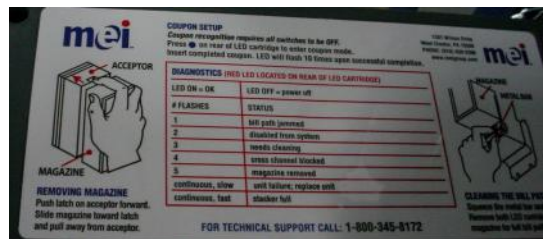
I/O AUX BOARD PINOUT

🟡	= +12V	🔴	= +5V	
⚫	= Ground	🔵	= 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

HOW TO ACCESS BALL SENSORS

The ball hoop sensors are accessed through the back of the cabinet, or through the middle platform access panel. If the game is up against the wall, carefully climb over the plexi shield (or remove the plexi) and enter the middle section of the game.

Remove the 4 screws (using a # 2 square bit) in the center bottom wood and lift center wood up and place aside.

The sensors are located underneath and behind the monitor.
Remove the 2 of # 2 square bit screws and pull down the sensor.

HOW TO ACCESS REAR CONTROL BOARD

The control board is accessed through the back of the cabinet, or through the middle platform access panel. If the game is up against the wall, carefully climb over the plexi shield (or remove the plexi) and enter the middle section of the game.
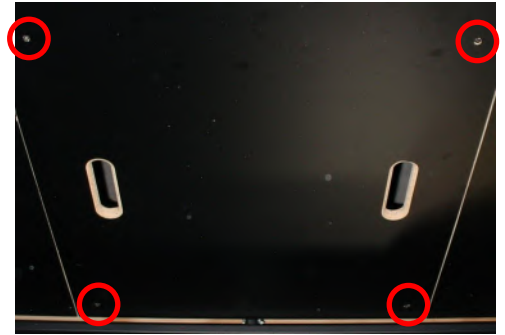
Remove the 4 screws (using a # 2 square bit) in the center bottom wood (as pictured above) and lift center wood up and place aside.

The control board is located in the rear section underneath the cabinet.

8 # 7 # 6 # 5 # 4 # 3 # 2 # 1

AACB10000
Control Board
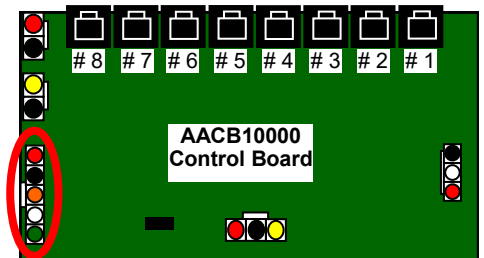
HOW TO ACCESS BALL GATE MOTOR & SENSOR

The ball gate motor and sensor are accessed through the back of the cabinet, or through the middle platform access panel. If the game is up against the wall, carefully climb over the plexi shield (or remove the plexi) and enter the middle section of the game.

Remove the 4 screws (using a # 2 square bit) in the center bottom wood (as pictured above) and lift center wood up and place aside.

Ball Gate does not go down all the way.	Loosen the 2 bolts on the motor assembly, and slide bracket with slotted holes to adjust height of ball gate.

MONITOR DEFAULT SETTINGS

Picture	Sound	Time	Setup	Lock	Channel

Picture Mode	◄ Standard ►
Brightness	50
Contrast	50
Color	50
Tint	50
Sharpness	50
Color Temperature	◄ Normal ►
Advanced Settings	

△▽ Select   ◄► Move   (MENU) Exit

Picture	Sound	Time	Setup	Lock	Channel

Aspect Ratio	◄ Full 100% ►
Noise Reduction	◄ Medium ►
Dynamic Contrast	◄ On ►
HDMI Mode	◄ Graphic ►

△▽ Move   ◄► Select   (MENU) Return

Picture	Sound	Time	Setup	Lock	Channel

Sound Mode	◄ Standard ►
Bass	50
Treble	50
Balance	0
Audio Language	◄ English ►
Digital Audio Output	◄ Raw ►
Surround Sound	◄ Off ►
AVL	◄ Off ►

△▽ Select   ◄► Move   (MENU) Exit

Picture	Sound	Time	Setup	Lock	Channel

Sleep Timer	◄ Off ►
Time Zone	◄ Pacific ►
Daylight Saving Time	◄ Off ►
Time Format	◄ 12-hour ►
Auto Clock	◄ On ►
Clock	2019/01/01 12:00AM ►

△▽ Select   ◄► Move   (MENU) Exit

Picture	Sound	Time	Setup	Lock	Channel

Menu Language	English ►
Transparent	25% ►
OSD Timeout	30 Sec. ►
Closed Caption	►
Over Scan	◄ Off ►
Input Label	►
Other Settings	►
Restore Default	►
CEC	►

△▽ Select   ◄► Move   (MENU) Exit

Picture	Sound	Time	Setup	Lock	Channel

CEC Control	◄ Off ►
Device Auto Power Off	◄ Off ►
TV Auto Power On	◄ Off ►
Audio Receiver	◄ Off ►
Device Lists	►
Connect	►
Root Menu	►

△▽ Move   ◄► Select   (MENU) Return

Monitor setting screen shots.
Model # D65A214-U-A

Picture	Sound	Time	Setup	Lock	Channel

Blue Screen	◄ On ►
Audio Only	◄ Off ►
No Operation Power Off	◄ Off ►
HDMI 4K	◄ Standard ►

△▽ Move   ◄► Select   (MENU) Return

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HOW TO REPLACE MONITOR

The monitor is protected by tempered glass. The glass will be removed first, then the monitor.

Tools needed:
>   Phillips bit screwdriver   # 2 Square bit   7/16" Wrench

Remove the plexi shield from game and set aside.

Climb into the middle section of the game.

To remove the front tempered glass:
>   Remove the 6 Philips screws from top rail.
>   Remove the left and right sides by removing 4 of
>   # 2 square bit screws on each side.

Carefully remove the tempered glass covering
monitor. We recommend having one person inside
the cabinet and hand the glass to a person
standing outside the cabinet.
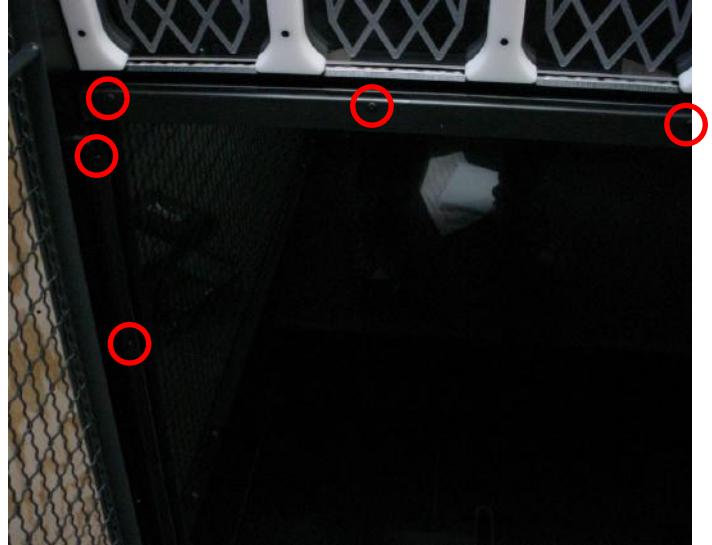
Remove the 6 screws in the lower black plastic
piece using a Phillips bit.

Slide forward and out the bottom black plastic piece
with the rounded design.

Remove the 2 bolts under the bottom edge of the
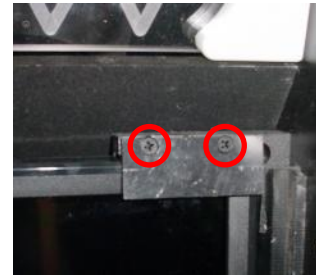monitor using a 7/16" wrench.

Remove the 6 screws on the top edge of the monitor
using a Phillips screwdriver.
Note: The screws are installed at a 45 degree angle.

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HOW TO REPLACE MONITOR

Remove the 2 Phillips screws on each upper left and right corner black plastic piece.

Lift up on monitor to unhook the wood attaching monitor to back frame. Set down to unhook cables.

Remove the cable clamp on HDMI cable on the left side of monitor using # 2 square bit. Disconnect the HDMI cord from the HDMI #1 socket.

Remove the cable clamp on the power cable on the right side of monitor using # 2 square bit. Unplug the power cord from the plug on right side of cabinet.


A wood piece will be attached to monitor as it is removed from the cabinet.
Carefully remove the monitor. We recommend having one person inside the cabinet and hand the monitor to a person standing outside the cabinet.

The monitor can then be replaced by removing the wood backing and installing it on the new monitor.

As it is re-installed in the cabinet, make sure the wood hooks onto the wood ledge in the cabinet.

Make sure the cable clamps are re-installed to keep the cables up and out of the way of the balls when be-ing played.
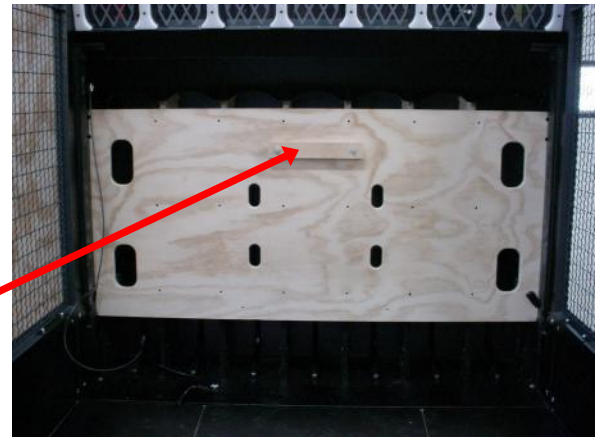
HOW TO MOVE MARQUEE TO TOP OF GAME

If you have at least 9 inches of clearance above your game, the round marquee may be installed on top of the game. This is a matter of personal preference:

Standard mounting under the roof

Optional mounting on top

Tools needed:
7/16" Wrench   Phillips Screwdriver   2 people

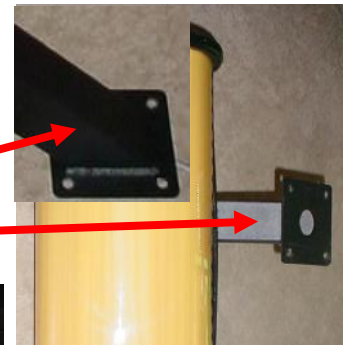**Instructions:**
Using 2 people, carefully climb up into the cabinet and remove the 8 nut and bolts attaching the marquee to the game using a Phillips screwdriver and 7/16" wrench.
Unplug the 2 pin connector, and set on the floor.

On yellow side - Remove the 4 bolts using a Phillips screwdriver.
   Rotate the bracket 180 degrees and re-install,   from this
                                                      to this.

On red side - Remove the 4 bolts using a Phillips screwdriver.
Pull the cable from the center of the support, it will be moved to under the bracket, against the marquee.
   Remove the support bracket.

If there is no channel to route wire, uses a spade drill bit to create a channel so the wires do not get pinched.

   Route wires as shown.
   Rotate the bracket 180 degrees and re-install.

Using 2 people, carefully bring the marquee back up onto the top of the game and re-install the bolts, washers, and nuts. Make sure these are all tightened completely. Plug in the power connector. Installation is complete.

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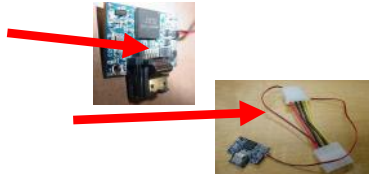
New Software Installation:
The hard drive contains all the information about the game: Credits per play, ticket pattern, etc.
Be sure to check this information after finishing installing new software.

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 gentle remove from motherboard.

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


**AAMB10E-HD
Motherboard**

Note: Later games may have
different colored sockets.
The connections are the same.

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
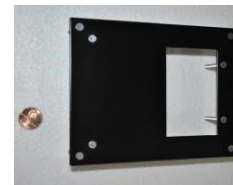
A5PL9998   Plate used instead of Coin Mechanisms

A5PL8900   Plate used for Bill Validator

A5PL9995   Plate used instead of ticket dispenser

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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 (Red Player)
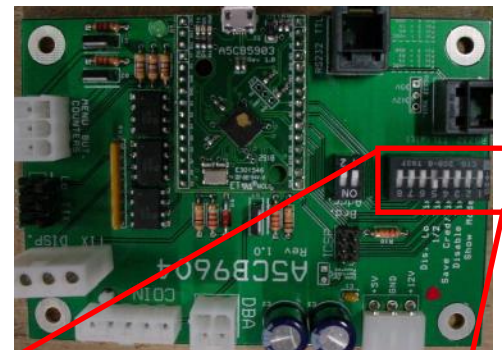Both switches 1 and 2 should be set to OFF

Right Side (Yellow Player)
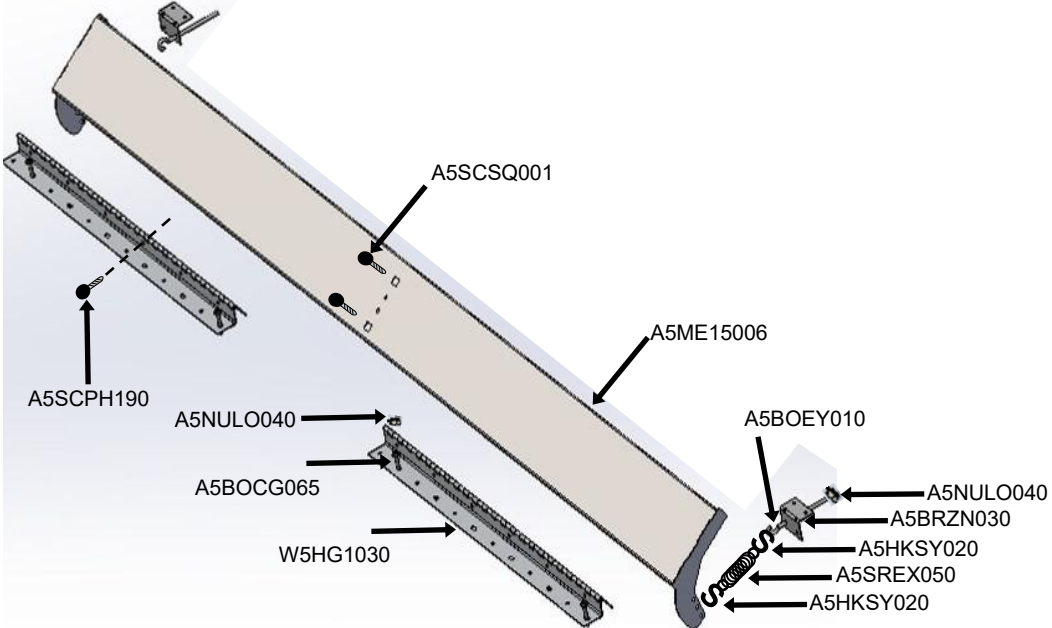Set switch 1 to ON , Set switch 2 to OFF

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

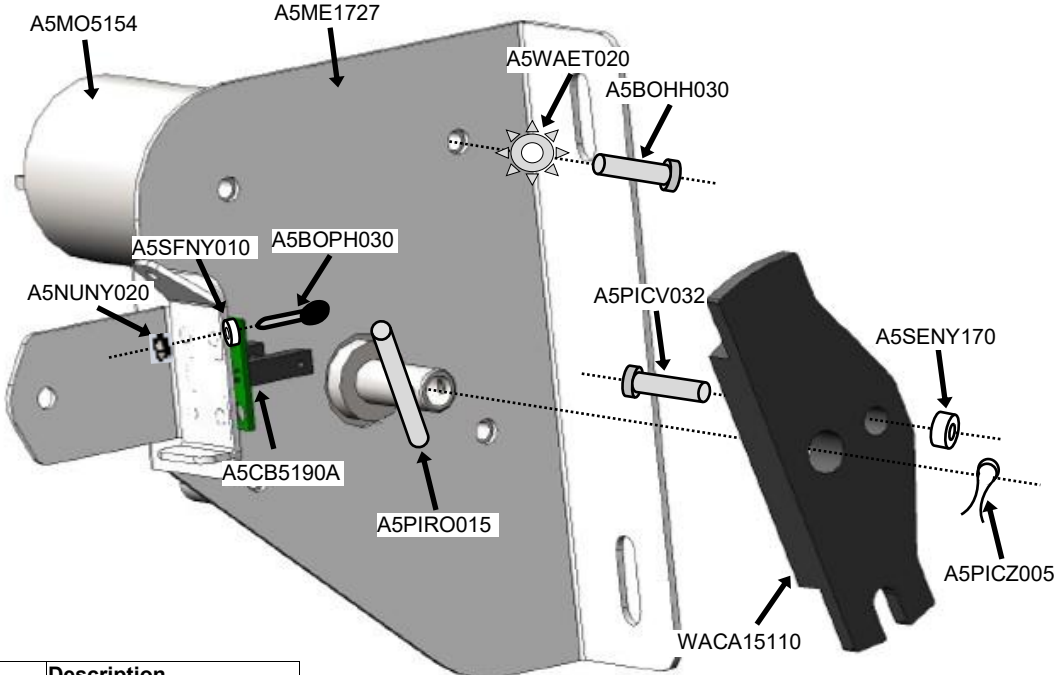| SWITCH	DESCRIPTION	ON	OFF
1	**SHOW GAME** Does not dispense tickets and clears all accumulated credits if ON		X
2	**AMUSEMENT ONLY** Does not dispense tickets if ON		X
3	**NJ LOCKOUT** Saves tickets owed and unused credits after a power loss if ON		X
4	**1/2 TICKET PAYOUT** Dispenses 1/2 the amount 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**		

BALL GATE EXPLODED VIEW

A5SCSQ001
A5SCPH190
A5ME15006
A5NULO040
A5BOCG065
A5BOEY010
A5NULO040
A5BRZN030
A5HKSY020
A5SREX050
W5HG1030
A5HKSY020

Part #	Description				
A5BOCG065	10-24 x 1 1/4" Bolt	A5HKSY020	S Hook	A5SCSQ001	#6 X 3/4" Screw
A5BOEY010	10-24 Eye Bolt	A5ME15006	Ball Gate	A5SREX050	3/8" X 6" Spring
A5BRZN030	1" X 1" X 2 " Bracket	A5NULO040	10-24 Nut	W5HG1030	23" Hinge
		A5SCPH190	10-24 X 1/2" Screw		

A5MO5154
A5ME1727
A5WAET020
A5BOHH030
A5SFNY010
A5BOPH030
A5NUNY020
A5PICV032
A5SENY170
A5CB5190A
A5PIRO015
A5PICZ005
WACA15110

Part #	Description				
A5BOHH030	10-32 X 3/4" Bolt	A5MUNY010	Sticky Tab	A5SENY170	1/4" X 1/4" Spacer
A5BOPH030	4-40 X 1/2" Bolt	A5NUNY020	4-40 Nylon Hex Nut	A5SFNY010	#4 X 1/4" Standoff
A5CB5190A	Sensor	A5PICV032	1/4 X 1 5/8" Clevis Pin	A5TWNY010	4" Wire Tie
A5ME1727	Motor Bracket	A5PICZ005	3/32" X 1/2" Cotter Pin	A5WAET020	#10 Tooth Lock Washer
A5MO5154	Motor	A5PIRO015	3/16" X 1 1/4" Roll Pin	WACA15110	Black HDPE 1/2" Thick

55

A5PICV032

A5SLLO020

WARR0002-C4HP

WARR0001-C4HP

A5PICV045

A5SP10000

A5SLLO020

A5NUNY040 A5SP10000

A5WAFL040

A5BOPH190

A5NUTE020

A5PICV032

A5ME1727

A5SLLO020

A5WAFL060

A5BOHH050

A5MO5154

A5SENY170

A5PICV045

A5SLLO020

WAC4H0001

A5BOHH050 A5WASI020 A5WAFL060
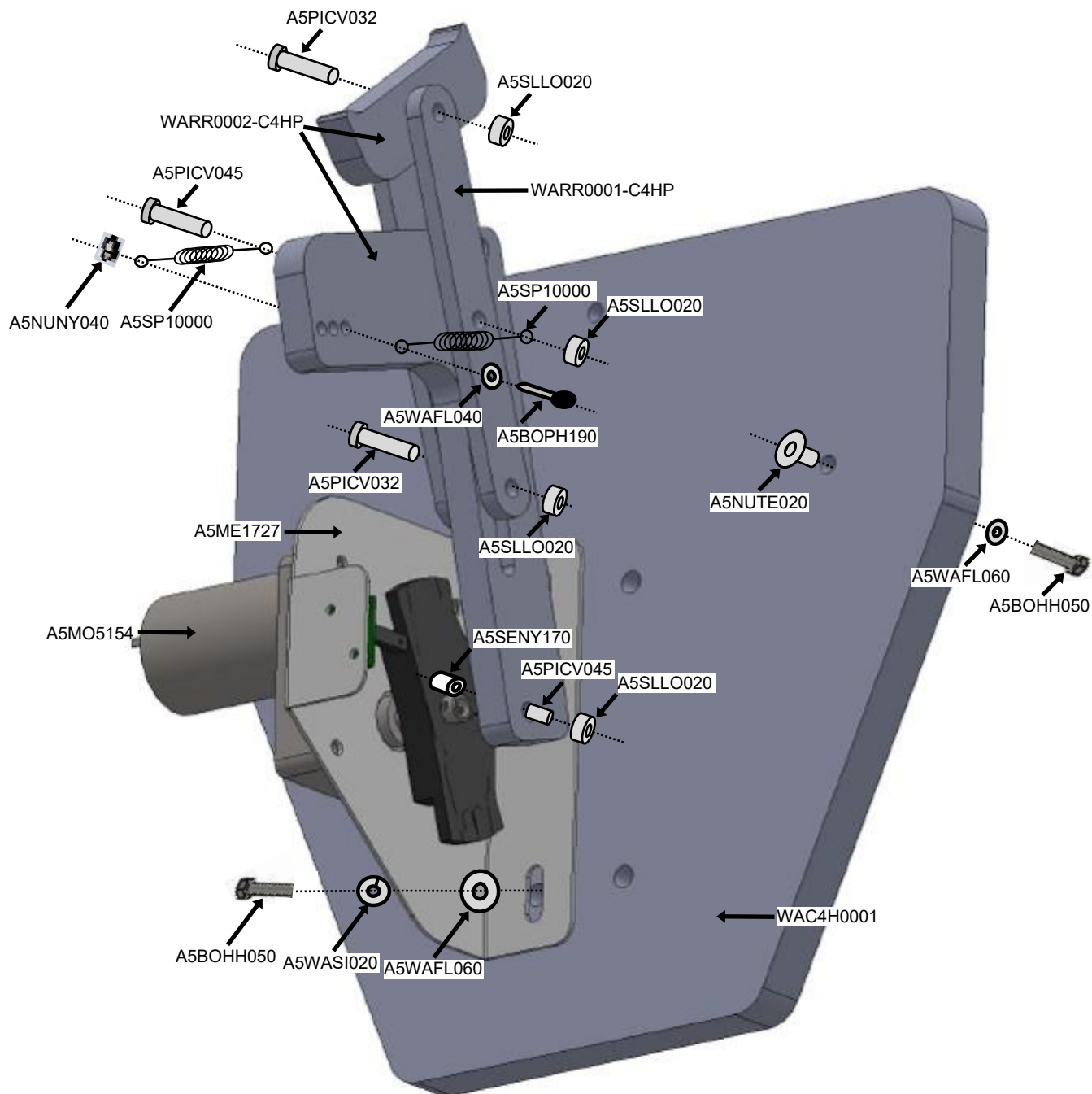
Part #	Description	A5SENY170	1/4 " X 1/4" Nylon Spacer
A5BOHH050	25-20 x 1 1/4" Bolt	A5SLLO020	1/4" Bore Shaft Collar, 3/32" Allen
A5BOPH190	10-24 X 1 3/4" Bolt	A5SP10000	7/16" X 2 3/4" Spring
A5ME1727	Motor Bracket	A5WAFL040	#10 Zinc Flat Washer
A5MO5154	Motor	A5WAFL060	1/4" Flat Washer
A5NUNY040	8-32 Hex Nylon Nut	A5WASI020	1/4" Split Washer
A5NUTE020	1/4 -20 T Nut	WAC4H0001	Wood for Ball Gate
A5PICV032	1/4 X 1 5/8" Clevis Pin	WARR0001-C4HP	Black HDPE 1/4" Thick Arms
A5PICV045	1/4 X 2 3/8" Clevis Pin	WARR0002-C4HP	Black HDPE 1/2" Thick Pivots

PARTS LIST

PART #	DESCRIPTION	PART #	DESCRIPTION
94639A207	Spacer, Nylon 1/4"Od,5/16"Lg,#4	A5DE15020	Decal, Left Red Shelf Decal
A5BA15000	Basketball W/Logo, Mini, Size 3	A5DE15014-1	Decal, Cab Side Left Bottom Panel
AABK1013	Bracket, Pushbutton/Counters	A5DE15014-2	Decal, Cab Side Left Top Panel
A5BK9999	Bracket, Power Supply Mounting	A5DE15021	Decal, Right Yellow Shelf Decal
A5CB2050	Coin Box, Black Plastic Cash Box	A5DE15015-1	Decal, Cab Side Right Bottom Panel
A5FI9010	Filter, F1700ca06, Inline	A5DE15015-2	Decal, Cab Side Right Top Panel
A5HA1200	Handle, Cash Box, White Plastic	A5DE15016	Decal, Front Cover, Plexi PETG
A5HO1003	Holder For Light Bars	A5DE15019	Decal, Marquee, Polycarb
A5KIT-HOOPSHD	Hardware Kit, C4 Hoops HD	A5DE10021	Decal, Caution, Ball Trough
A5LK2001	Lock, Cash Box, A05/E00 Key Code	A5ME10001	Metal, Top Lock Bracket
A5LK5002	Lock, 7/8", H95 Key Code	A5ME10008	Metal, Center Side Guard
A5LV10000	Levelers, C4 Hoops Cabinet	A5ME10016	Metal, Right Coin Guide
A5OU5000	Outlet Strip, Four Positions	A5ME10017	Metal, Left Coin Guide
A5PL4200	Plate, Upstacker Bill Acceptor Plate	A5ME10018	Metal, Cage Panel Bracket
A5PL8900	Plate, Bill Validator Blanking Plate	AAME15019	Metal, Side Cages
A5SLLO020	1/4" Bore, Shaft Collar 3/32" Allen	A5ME15000	Metal, Marquee Mount
A5SP10000	Spring, Extension, 7/16 X 2-3/4	A5ME15001	Metal, Top Front Cab. Connector Plate
A5SREX050	Spring,6",3/8"Od,.041"	A5ME15002	Metal, Front Side Rail
AASW200	Low Ticket Switch	A5ME15003	Metal, Front Rail
A5TG15000	Tempered Glass, 3/16" X 33.56" X 58.38"	A5ME15004	Metal, Side Cab. Connector
A5VF4604	Vacuum Form, Cup Holder	A5ME15005	Metal, New Tray Insert
AACO1020	Counter Assy	A5ME15006	Metal, Lift Gate
W5HG1025	Hinge,16",Double Bend	A5ME15007	Metal, Back Side Rail
W5HG1030	Hinge,23",Single Bend	A5ME15008	Metal, Window Rail Mount
W5HG1040	Hinge,8-3/8"Single Bend	A5ME15009	Metal, Light Bracket
W5HG1065	Hinge, 5-75, Single Bend	A5ME15010	Metal, Back Cab. Top Connector
W5KE5000	Keeper, Lock	A5ME15011	Metal, Top Rail
W5TM4000	T-Mold,7/8"Black	A5ME1727	Metal, Motor Bracket
A5DE15000	Decal, Speaker Panel, Polycarb	A5ME4179	Metal, Ticket Tray Bracket
A5DE15001	Decal, Backboard, Polycarb	A5CBL4A-DOOR	Cable, Double Coin Door
A5DE15002	Decal, Cabinet Front	A5CBL5900	Cable, USB, Male A To Male Micro
A5DE15003	Decal, Left Ticket Door Decal	A5CE2300	Cable, Audio Isolator
A5DE15004	Decal, Right Ticket Door Decal	A5CE6601	CABLE,USB,6',EXTENSION,Black
A5DE15005	Decal, Cash Box Door Decal	A5CEAU010	Cable, Audio Stereo,3.5mm
A5DE15006	Decal, Mech Door Left, Red	A5CORD1	Cord,Power,10'
A5DE15007	Decal, Mech Door Right, Yellow	A5CORD23	Cord,10' USB,A Male To A Female
A5DE15008	Decal, Left Red Platform With Caution	A5CORD36	Cord, 8' HDMI To HDMI
A5DE15009	Decal, Right Yellow Platform W Caution	A5CORD37	Cord, 15' Male To Female HDMI
A5DE15010	Decal, Cab Side Top Left	A5CORD50	Cord, Power, 3ft
A5DE15011	Decal, Cab Side Bottom Left	A5CORD51	Cord, HDMI, 6ft, Male To Female
A5DE15012	Decal, Cab Side Top Right	A5CORD5-A	Cord, Ac Computer Cord
A5DE15013	Decal, Cab Side Bottom Right	AALB15000	Cable Assy, 1st Hoop Addressable Board

PARTS LIST

| PART #	DESCRIPTION	PART #	DESCRIPTION
A5CB15000	Hoop Light Board, not 1st	AACE15037	Cable Assy,Cb9600 To Power Distribution
AACE15000	Cable Assy, Hoop Addressable Light Power	AACE15038	Cable Assy, Power Distribution To Boards
AACE15001	Cable Assy, Right Dba	AACE15039	Cable Assy, Side Rail Led
AACE15002	Cable Assy, Left Dba	AACE15040	Cable Assy, Player Panel Led
AACE15003	Cable Assy, Power To Panel Stick Light	AACE15041	Cable Assy, Top Player Led
AACE15005	Cable Assy, Top Light Pwr Side Jumper	AALB15042	Cable Assy, Small Panel Lights
AACE15006	Cable Assy, Top Light Pwr From Board	AALB15043	Cable Assy, Underside Panel Light
AACE15007	Cable Assy, Red Light Power From Panel	AALB15044	Cable Assy, Back Cabinet Stick Light
AACE15008	Cable Assy, Speakers	AALB15045	Cable Assy, Back Cabinet Stick Light
AACE15009	Cable Assy, Yellow Light Pwr Jmp From Panel	AACE1710	Cable, Door Ground Cable
AACE15010	Cable Assy, Menu/Counters	AACE1715	Cable, Door Ground Cable
AACE15011	Cable Assy, Lifter Sensor From Board	A5MO0065A	TV, 65" 4k Ultra HD
AACE15012	Cable Assy, Lifter Sensor To Sensor	A5MO5154	Motor, Ball Gate,10 Rpm
AACE15013	Cable Assy, Right Coin Door/Ticket Disp	A5PS1013	Power Supply, EVGA 500
AACE15014	Cable Assy, Left Coin Door/Ticket Disp	A5TD1	Ticket Dispenser, Entropy
AACE15015	Cable Assy, Back Door Board To Center	AACE8811	Cable Assy, Speaker
AACE15016	Cable Assy, Center Cable For Door Board Pwr	AAPB2700	Push Button Assembly
AACE15017	Cable Assy, Back Door Board Pwr From Front	A5CB10001	PCB, Hoop Sensor, 8 Per Game
AACE15018	Cable Assy, Panel Stick Light From Board	A5CB5190A	PCB, Sensor
AACE15019	Cable Assy, Center Panel Stick Light Pwr	AACB9600A	PCB, Audio Amplifier Board
AACE15020	Cable Assy, Center Split To Panel Lights	AACB10000	Board, PCB, C4 Hoops Controller
AACE15042	Cable Assy, Line Filter From Power Box	AACB5156	PCB, Power Dist. Board
AACE15022	Cable Assy, Line Filter Center Connection	AACB9604	Board, Door Interface Board
AACE15043	Cable Assy, Line Filter To Power Strip	AAMB10E-HD	Mother Board,Qc5000-Itx/Ph W/Hard Drive
AACE15024	Cable Assy, Power Supply Grd To Main Brd	WACA15014	Front Clear Plexi Ball Guard
AACE15025	Cable Assy, Right Coin Door Ground	WACA15090	Basket Hoop Etched Plexi
AACE15026	Cable Assy, Left Coin Door Ground	AACB15001	Bleed Resistor Board
AACE15027	Cable Assy, Left Ticket Dispenser Ground	A5CORD5001	Power Cord 2 feet
AACE15028	Cable Assy, Right Ticket Dispenser Ground	A5CORD5003	Power Cord, 6 feet
AACE15036	Cable Assy, Hoop Sensor		

PARTS PICTURES

| A5BA15000 | AABK1013 | A5BK9999 | A5CB2050 | A5FI9010 | A5HO1003 | A5LK2001 |
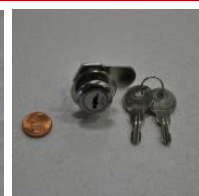
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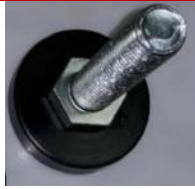
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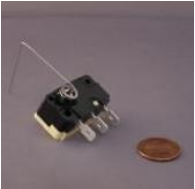
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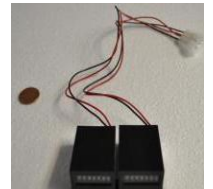
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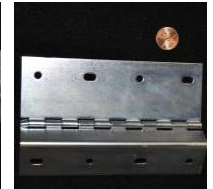
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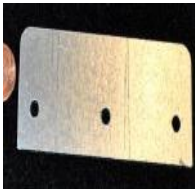
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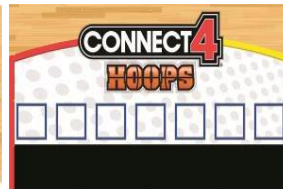
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A5DE15003   **A5DE15004**   **A5DE15005**

A5DE15006

A5DE15007

A5DE15008

A5DE15009

A5DE15010   **A5DE15011**   **A5DE15012**   **A5DE15013**   **A5DE15014-1**

A5DE15014-2

A5DE15020

A5DE15021

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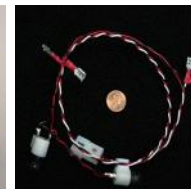
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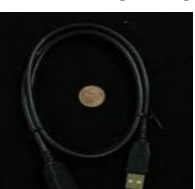
A5ME4179   **A5CBL4A-DOOR**   **A5CBL5900**   **A5CE2300**

A5CE6601

A5CEAU010

A5CORD1

A5CORD23

A5CORD36

A5CORD5-A

AACE15000

PARTS PICTURES

AACE15001	AACE15002	AACE15003	AACE15005	AACE15006	AACE15007	AACE15008
AACE15009	AACE15010	AACE15011	AACE15012	AACE15013	AACE15014	AACE15015
AACE15016	AACE15017	AACE15018	AACE15019	AACE15020	AACE15022	AACE15024
AACE15025	AACE15026	AACE15027	AACE15028	AACE15036	AACE15037	AACE15038
AACE15039	AACE15040	AACE15041	AACE1710	AACE1715	A5MO5154	
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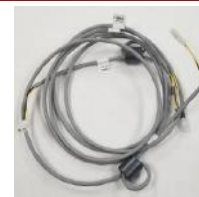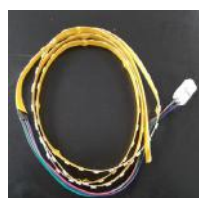
AACB5156

DECAL DIAGRAM

CONNECT 4 HOOPS HD
DECAL DIAGRAM

A5DE15010_CABINET SIDE-LEFT TOP
A5DE15012_CABINET SIDE-RIGHT TOP
NOT VISIBLE IN PHOTO

A5DE15019_MARQUEE

A5DE15001_BACKBOARD

FRONT CABINET

A5DE15016_FRONT COVER
A5DE15000_SPEAKER PANEL

A5DE15009_PLATFORM RIGHT
A5DE15008_PLATFORM LEFT

A5DE15007_MECH DOOR RIGHT
A5DE15006_MECH DOOR LEFT

A5DE15021_SHELF RIGHT

A5DE150206_SHELF LEFT

A5DE10021_CAUTION_TROUGH

A5DE15014-2_CABINET SIDE PANEL- LEFT TOP
A5DE15014-1_CABINET SIDE PANEL- LEFT BOTTOM
A5DE15015-2_CABINET SIDE PANEL- RIGHT TOP
NOT VISIBLE IN PHOTO
A5DE15015-1_CABINET SIDE PANEL- RIGHT BOTTOM
NOT VISIBLE IN PHOTO

A5DE15011_CABINET SIDE-LEFT BOTTOM
A5DE15013_CABINET SIDE-LEFT BOTTOM
NOT VISIBLE IN PHOTO

A5DE15002_CABINET FRONT
A5DE15004_DOOR RIGHT
A5DE15005_DOOR CENTER
A5DE15003_DOOR LEFT

REPAIR/MAINTENANCE LOG

If you need to make repairs or order replacement parts it is a good idea to keep a log.
Below is a chart you can use to track repairs and maintenance.

DATE	MAINTENANCE PERFORMED	PARTS ORDERED	MISC.

NOTES

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:

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

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

Technical Support:

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

Returns & Credits:

Sometimes the issue isn't what it seemed to be. If you chose the Advance Replacement option and now need to return that circuit board, just give us a call to get Return Authorization.   You will be credited for the cost of the board and charged only the bench fee for our processing and retesting that board.   If you choose the Repair and Return option, we'll test your board before we begin. If no problems are found, you will only be charged the bench fee.
Note: Bench fees apply regardless of whether the repair was your choice or a recommendation from a Bay Tek 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 2 years from the date of shipping.

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: **service@baytekent.com**

REPAIR OF NON-WARRANTY PARTS

Should your game need servicing, determine the serial number from the decal on the back of the game cabinet, inside front door, or the cover of this manual and call **920.822.3951 Ext. 1102**
or e-mail to: **service@baytekent.com**
An estimate of the repair charges will be quoted to you for approval.
You may now proceed in one of two ways.

Option 1:
Request immediate shipment of advance replacement part(s).
You will receive the part(s) with
an **RMA** for the return of the faulty part(s).
You must return the faulty part(s) in 14 days to avoid additional charges.

Option 2:
Call the Service Dept at (920) 822-3951 Ext. 1102 to receive a RMA to send the
faulty part(s) in for repair
Please include the following information
NAME
ADDRESS
PHONE #
SERIAL #
PURCHASE ORDER NUMBER or
AUTHORIZATION to perform service.
Repaired part(s) will be shipped back using the same method in which they were received.
Repairs are warranted for 30 days from the date of installation.

CONNECT 4 HOOPS HD PARTS LIST

Parts List:

Large Pallet 76"x 54"x 86"   860 lbs. class 125

    2 Side Cages Part 5 (Part # AAME15019)

    Middle Cabinet Part B

    Lower Rear Cabinet Part N

    Cardboard Box # 2 (76 1/2" by 30" by 9 1/2")
      (Box packed in this order:)
        Right Side Front Upright Part H
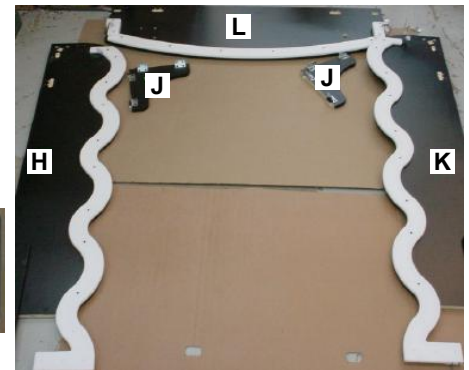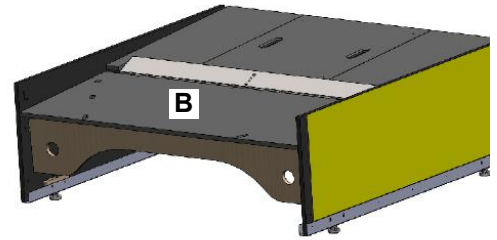   Left Side Front Upright Part K
        Top Front Part L
        2 of Wood Corner Pieces Part J
        2 of Front Top Connector Plate Part 4 (Part # A5ME15001)
        Round Marquee Assembly
            Part P

Small Pallet 76"x 34"x 86"   410 lbs. class 250

    Front Console Part M
        6 Game Balls (Part # A5BA15000)
        Service Manual
        Hardware Kit (Part # A5KIT-HOOPS/HD)
        AC Power Cord (Part # A5CORD5-A)
        Game keys

    Upper Rear Cabinet Part O

    Wood Platform Part A

    Cardboard Box # 1 (64" by 30" by 7")
      (Box packed in this order:)
        Front Windshield (Part # WACA15014)
        3 of Game Roof Boards Part G
        Left Side of Middle Section Part E
        Right Side of Middle Section Part F
        Wood Diverter Part C
        Wood Diverter Part D
        2 of Rear Connector Plates Part 1 (Part # A5ME15010)
        2 of Middle Connector Plates Part 2 (Part # A5ME15004)
        2 of Middle Connector Plates Part 3 (Part # A5ME15004)