

Boink Service Manual



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SPECIFICATIONS

WEIGHT	
WEIGHT	210 LBS
SHIP WEIGHT	275 LBS

DIMENSIONS	
WIDTH	54"
DEPTH	54"
HEIGHT	89"

OPERATING TEMPERATURE	
80 - 100 Degrees	Fahrenheit
26.7 - 37.8 Degrees	Celsius

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

MAX START UP CURRENT
1.75 AMPS @ 115 VAC
.88 AMPS @ 230 VAC

OPERATING CURRENT
1.0 AMPS @ 115 VAC
.5 AMPS @ 230 VAC

SAFETY PRECAUTIONS

DANGER	
DO NOT perform repairs or maintenance on this game with the power ON. Unplug the unit from the wall outlet or shut off the power at the power strip located inside the game cabinet.	
WARNING	
Use of flammable substances can cause severe burns or serious injury. Always use NON-FLAMMABLE solvents for cleaning. DO NOT use gasoline, kerosene, or thinners.	
CAUTION	
Lifting heavy objects can cause back, neck, or other injuries. Be sure adequate lifting and moving devices are available when unloading, unpacking, and moving this game.	
ATTENTION	
Be sure the electrical power matches the game requirements. See the serial number decal located on the back of the game cabinet. Always plug game into a grounded circuit. If the supply cord is damaged, it must be replaced by a special cord or assembly available from the manufacturer or its service agent.	
IN CASE OF EMERGENCY:	
<p style="text-align: center;">Unplug the power cord.</p> <p style="text-align: center;">The power cord must be accessible <u>at all times</u> in case of emergency.</p>	

WELCOME TO: BOINK!

Congratulations on your Boink! purchase!

This fast-paced, interactive game will get your clientele up and moving! The fun noises, bright lights, and addictive game play will keep them coming back for more.

Because Bay Tek prides itself on quality and excellent service, you can be assured that this game is built to the highest standards. We have also included customizable software to enable this game to fit your needs, and it comes complete with statistics and diagnostics modes to assist you in using this game to its full potential.

We encourage you to read through this manual, and contact our factory if you have any additional questions.

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

Your Friends at Bay Tek Games

GAME INSPECTION

Inspect the game for any damaged, loose, or missing parts. If damage is found, please contact your freight carrier first. Then, contact Bay Tek Games Service Department at 920.822.3951 or e-mail them at service@baytekgames.com for further assistance.

HOW TO PLAY

Move to the beat and bop the lit buttons with your hands and feet!

Win tickets according to how many targets you hit.

**Hit more than 75 targets to win the bonus—
worth up to 50 tickets!**



Doink!

Boink!



QUICK SET-UP

1. Place the game in the desired location.
2. Remove the installation hardware packet from inside the cashbox.
3. Unwrap and attach the center globe. Be sure to place the light switch into the button and turn until it clicks. Insert the bolt and nylon washer into the top of the globe and secure.
4. Set the marquee into place against the back of the cabinet. **THIS IS A TWO-PERSON JOB!** Remove the tape from the right leg and pull the cables out.
5. Insert a bolt through each hole in the marquee legs (4 bolts), and add 6 washers to each bolt.
6. Insert the bolts into the back of the cabinet.
7. Feed the cables from the marquee through the hole in the bottom corner of the cabinet.
8. Plug in the cables inside the cabinet.
9. Plug in the game to a standard outlet and switch the power strip inside the front door to ON.

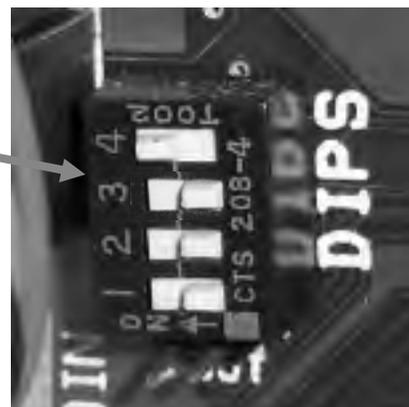
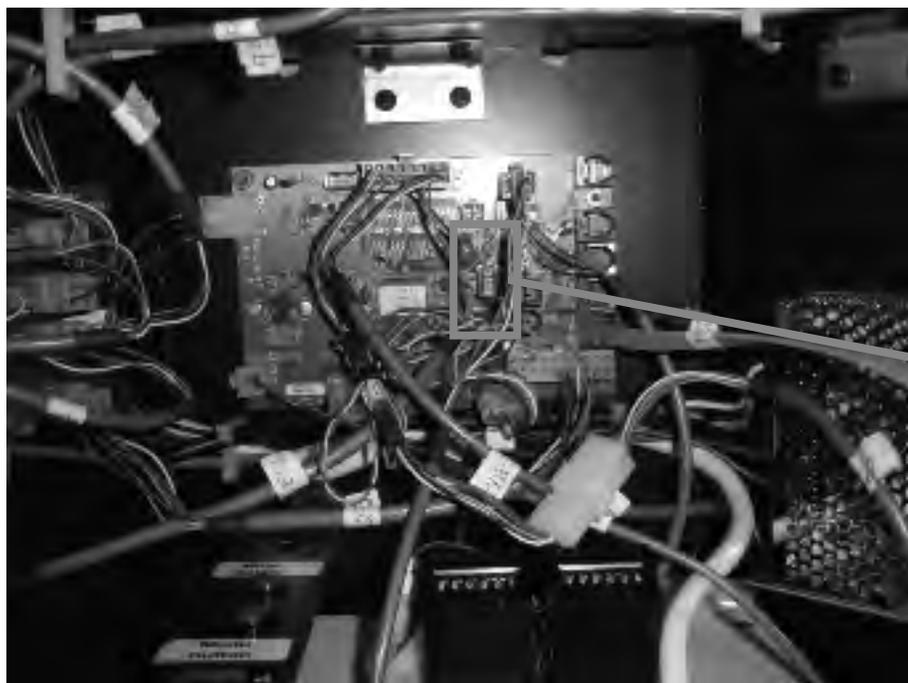


CONGRATULATIONS! YOU'RE READY TO BOINK!

DIP SWITCH SETTINGS

To change the attract mode and game play styles, open the right front door of the cabinet and locate the main board.

Adjust the dip switches to the desired locations (see chart below).



DIP SWITCH	DESCRIPTION	ON	OFF
1	NEW JERSEY SINGLE CREDIT/ SAVED TICKETS	MULTIPLE CREDITS NOT ACCEPTED	MULTIPLE CREDITS OK
2	SCORING BUCKET (SEE PAGE 9)	A	B
3	ATTRACT MODE	LIGHTS CONSTANTLY ON	LIGHTS FLASHING IN PATTERNS
4	GAME PLAY	RANDOM HAND OR FEET TARGETS	15 SEC. HANDS THEN 15 SEC. FEET

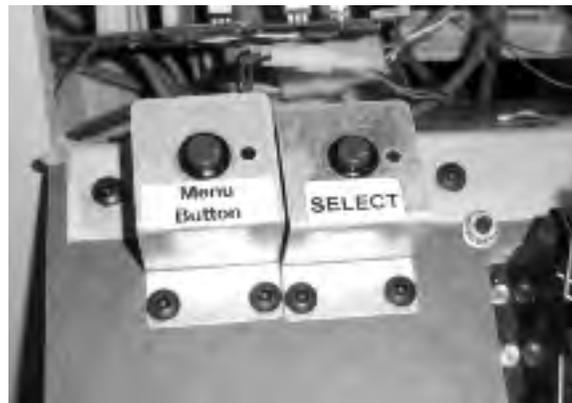
SCORING BUCKETS

	A	B
1	1-10 HITS	1-15 HITS
2	11-20 HITS	16-30 HITS
3	21-30 HITS	31-45 HITS
4	31-40 HITS	46-60 HITS
5	41-50 HITS	61-75 HITS
6	51-60 HITS	76-80 HITS
7	61-75 HITS	81-84 HITS
8	76+ HITS	85+ HITS

DETAILED OPERATIONS

MAIN MENU

1. To enter the main menu, press and hold the “menu button” inside the right door for 3 seconds.
2. The menu option will be displayed on the hits display.
3. Scroll through the menus by pressing the “menu button”.
4. To make your selection, press the “select” button.



n1	Coins Per Play
n2	Game Volume
n3	Attract Volume
n4	Attract Timing
n5	Ticket Patterns
n6	Mercy Tickets
n7	Divide by Two Ticket Dispense (if single ticket= 2 tickets)
n8	Fixed Ticket Payout
n9	Stored Credits/ Tickets Owed
n10	Game Length
n11	Bonus Ticket Payout
n12	First Globe Hit Timeout
n13	Cheat Detect
n14	Statistics
n15	Statistics Clear
n16	Diagnostics

N1– COINS PER PLAY

Scroll through the n1 menu with the “menu select” button.
 Make your selection by pressing the “menu button” and scrolling
 through the remaining menus past n16 to exit the menu.

***Factory default settings are highlighted in purple.**

CREDITS PER PLAY	1*	2	3	4	5	6	7	8
PRICE PER PLAY	\$.25	\$.50	\$.75	\$1.00	\$1.25	\$1.50	\$1.75	\$2.00

N2– GAME VOLUME CONTROL

Scroll through the n2 menu with the “menu select” button.
 Make your selection by pressing the “menu button” and scrolling
 through the remaining menus past n16 to exit the menu.

***Factory default settings are highlighted in purple.**

0 (OFF)	1	2	3	4	5	6	7	8
------------	---	---	---	---	---	---	---	---

This control is for the volume of the game **while it is being played**,
 or after a coin has been inserted.

A “boink” noise will play an example volume while scrolling through
 the volume levels.

N3– ATTRACT VOLUME CONTROL

Scroll through the n3 menu with the “menu select” button.
 Make your selection by pressing the “menu button” and scrolling
 through the remaining menus past n16 to exit the menu.

***Factory default settings are highlighted in purple.**

0 (OFF)	1	2	3	4	5	6	7	8
------------	---	---	---	---	---	---	---	---

This control is for the volume of the game
while it is NOT being played.

This game plays fun sounds to lure customers to play.
 A “boink” noise will play an example volume while scrolling through
 the volume levels.

N4– ATTRACT SOUND TIMING

Scroll through the n4 menu with the “select” button.
 Make your selection by pressing the “menu button” and scrolling through the remaining menus past n16 to exit the menu.

***Factory default settings are highlighted in purple.**

ATTRACT SOUNDS PLAY EVERY:	OFF	SECONDS			MINUTES				
	0	15	30	45	1	2	3	4	5

N5– TICKET PATTERNS

Scroll through the n5 menu with the “menu select” button.
 Make your selection by pressing the “menu button” and scrolling through the remaining menus past n16 to exit the menu.

***Factory default settings are highlighted in purple.**

PATTERN #	TICKET VALUES (BY TICKET BUCKET):							
	1	2	3	4	5	6	7	8*
0	NO TICKETS; “DON’T FORGET YOUR TICKETS” AUDIO OFF							
1	1	2	3	4	5	6	8	25
2*	2	3	4	5	6	7	8	25
3	3	4	5	6	7	8	10	50
4	4	5	6	8	10	12	15	50
5	6	8	10	12	14	16	20	100
6	8	10	12	16	20	24	30	100
7	12	16	20	24	28	32	40	250
8	16	20	24	32	40	48	60	250

*The bonus value can be adjusted in the n11 menu

N5– TICKET PATTERNS, cont.

Pattern 1:
3-4 avg tix



Pattern 2:
4-5 avg tix



Pattern 3:
5-7 avg tix



Pattern 4:
6-9 avg tix



Pattern 5:
10-13 avg tix



Pattern 6:
15-18 avg tix



Pattern 7:
23-27 avg tix



Pattern 8:
33-37 avg tix

N6– MERCY TICKETS

Scroll through the n6 menu with the “select” button.
Make your selection by pressing the “menu button” and scrolling through the remaining menus past n16 to exit the menu.

***Factory default settings are highlighted in gray.**

Mercy tickets are given per game, no matter what the player scores.

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

N7– DIVIDE BY 2 TICKET DISPENSE

Scroll through the n7 menu with the “select” button.
Make your selection by pressing the “menu button” and scrolling through the remaining menus past n16 to exit the menu.

***Factory default settings are highlighted in purple.**

This setting is used when a facility places a value of “2” on each individual ticket dispensed. This game truncates the ticket value to the lower number (for example: 5 tickets won/ value of 2= 2 physical tickets)

OFF	ON
0	1

N8– FIXED TICKET PAYOUT

Scroll through the n8 menu with the “select” button.
 Make your selection by pressing the “menu button” and scrolling
 through the remaining menus past n16 to exit the menu.

***Factory default settings are highlighted in gray.**

0	5	6	7	8	9
---	---	---	---	---	---

In areas where it is required, when enabled, the game will give only the specified amount of tickets per game.

This setting will override any ticket pattern (n5) or mercy tickets (n6) selected.

N9– STORED CREDITS/ TICKETS OWED

Scroll through the n9 menu with the “select” button.
 Make your selection by pressing the “menu button” and scrolling
 through the remaining menus past n16 to exit the menu.

***Factory default settings are highlighted in gray.**

This function enables the game to remember credits available and tickets owed when the game is powered off and turned back on.

***this option is overridden and always enabled if DIP 2 is ON (see page 8)**

0	1
OFF	ON

N10- GAME LENGTH

Scroll through the n10 menu with the “select” button.
 Make your selection by pressing the “menu button” and scrolling
 through the remaining menus past n16 to exit the menu.

***Factory default settings are highlighted in purple.**

GAME LENGTH (SECONDS):	15	20	25	30	35	40	45	50	55	60
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N11– “BUCKET 8” BONUS VALUE

Scroll through the n11 menu with the “select” button.
 Make your selection by pressing the “menu button” and scrolling through the remaining menus past n16 to exit the menu.

***Factory default settings are highlighted in purple.**

PATTERN #	TICKETS PAID
1	25
2	50
3	100
4	150
5	250

N12– FIRST HIT TIMEOUT

Scroll through the n12 menu with the “select” button.
 Make your selection by pressing the “menu button” and scrolling through the remaining menus past n16 to exit the menu.

***Factory default settings are highlighted in purple.**

OFF	SECONDS					
0	5	10	15	20	25	30

Game Timer does not start until first globe hit. This setting times out first globe hit and begins game timer countdown.

N13– CHEAT DETECT

Scroll through the n13 menu with the “select” button.
 Make your selection by pressing the “menu button” and scrolling through the remaining menus past n16 to exit the menu.

***Factory default settings are highlighted in purple.**

The cheat detect mode allows players to hit the wrong target a specified number of times without penalty. Once the specified number of misses is reached, the game will shut down for one half of a second (no lights or switch activation), as well as each time the limit is reached again after a penalty.

ALLOWABLE MISSES BEFORE PENALTY										
0 (off)	1	2	3	4	5	6	7	8	9	10

N14– STATISTICS

Scroll through the n14 menu with the “select” button.
 Make your selection by pressing the “menu button” and scrolling
 through the remaining menus past n16 to exit the menu.

SUB-MENU NUMBER	DESCRIPTION
1	Total games played
2	Total tickets dispensed
3	Average tickets per game
4	Scoring bucket 1
5	Scoring bucket 2
6	Scoring bucket 3
7	Scoring bucket 4
8	Scoring bucket 5
9	Scoring bucket 6
10	Scoring bucket 7
11	Scoring bucket 8 (BONUS)
12	Number of games w/ penalties– no bonus
13	Average penalties per game– no bonus
14	Number of penalties per game– no bonus
15	Number of games w/ penalties– bonus
16	Number of penalties– bonus
17	Average penalties per game– bonus

N15– RESET STATISTICS

Enter the n15 menu with the “select” button.
 Press the “menu button” to scroll through the remaining menus past
 n16 to exit the menu.

The ticket display will show “- -” when first viewed.
 Press and hold “select” for **3 seconds**, or until the ticket display shows “**CI**”.
 The statistics in n10 will be cleared back to 0.

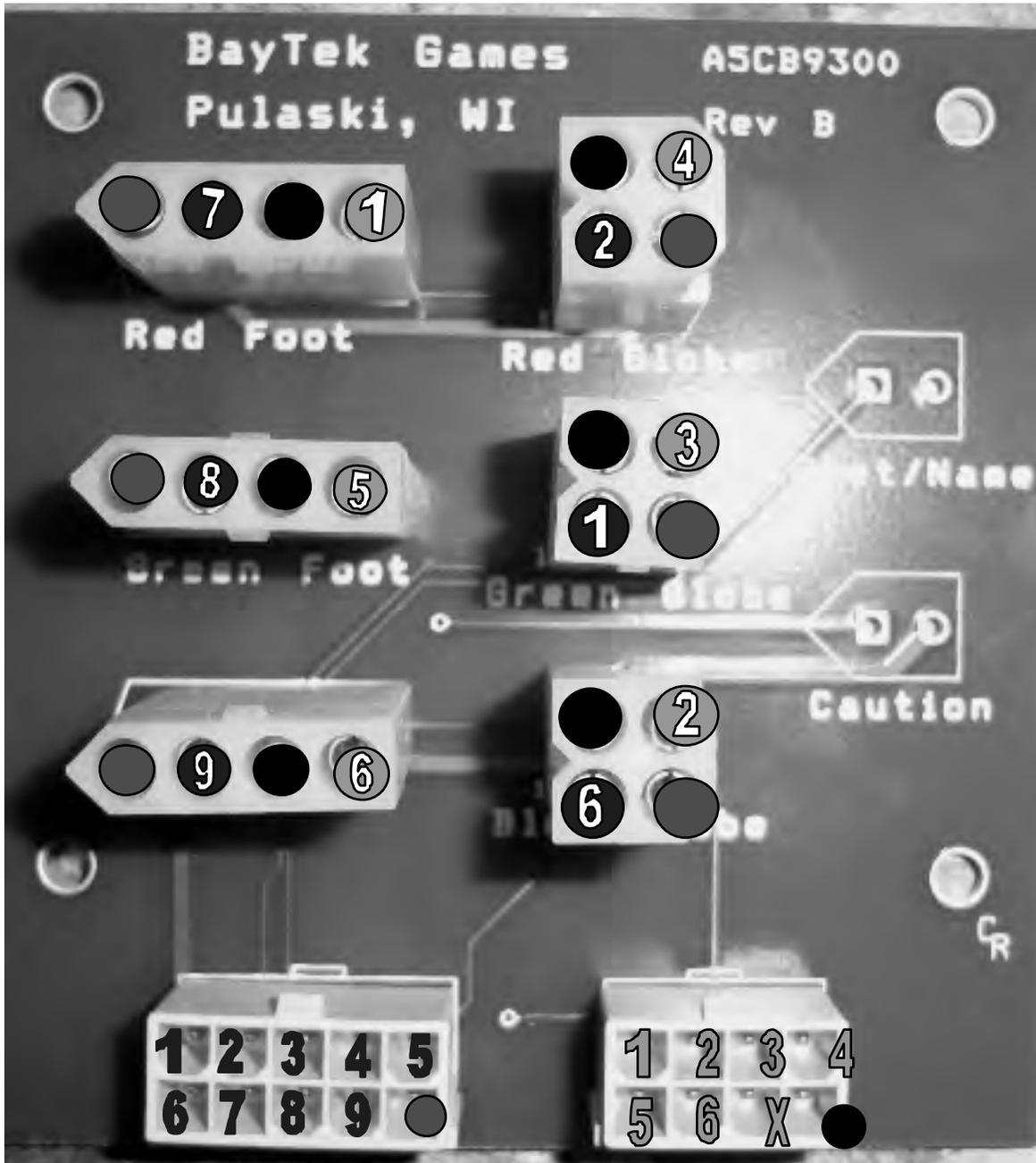
N16– DIAGNOSTICS MODE

Enter the n16 menu with the “select” button.
Press the “menu button” to exit the menu.

Each switch will trigger the display to show its designated number.
This will assist in determining if a switch is faulty and needs to be serviced or replaced.

SWITCH NUMBER	SWITCH DESCRIPTION
1	Left Globe
2	Center Globe
3	Right Globe
4	Left Foot
5	Center Foot
6	Right Foot

AUX BOARD PINOUT

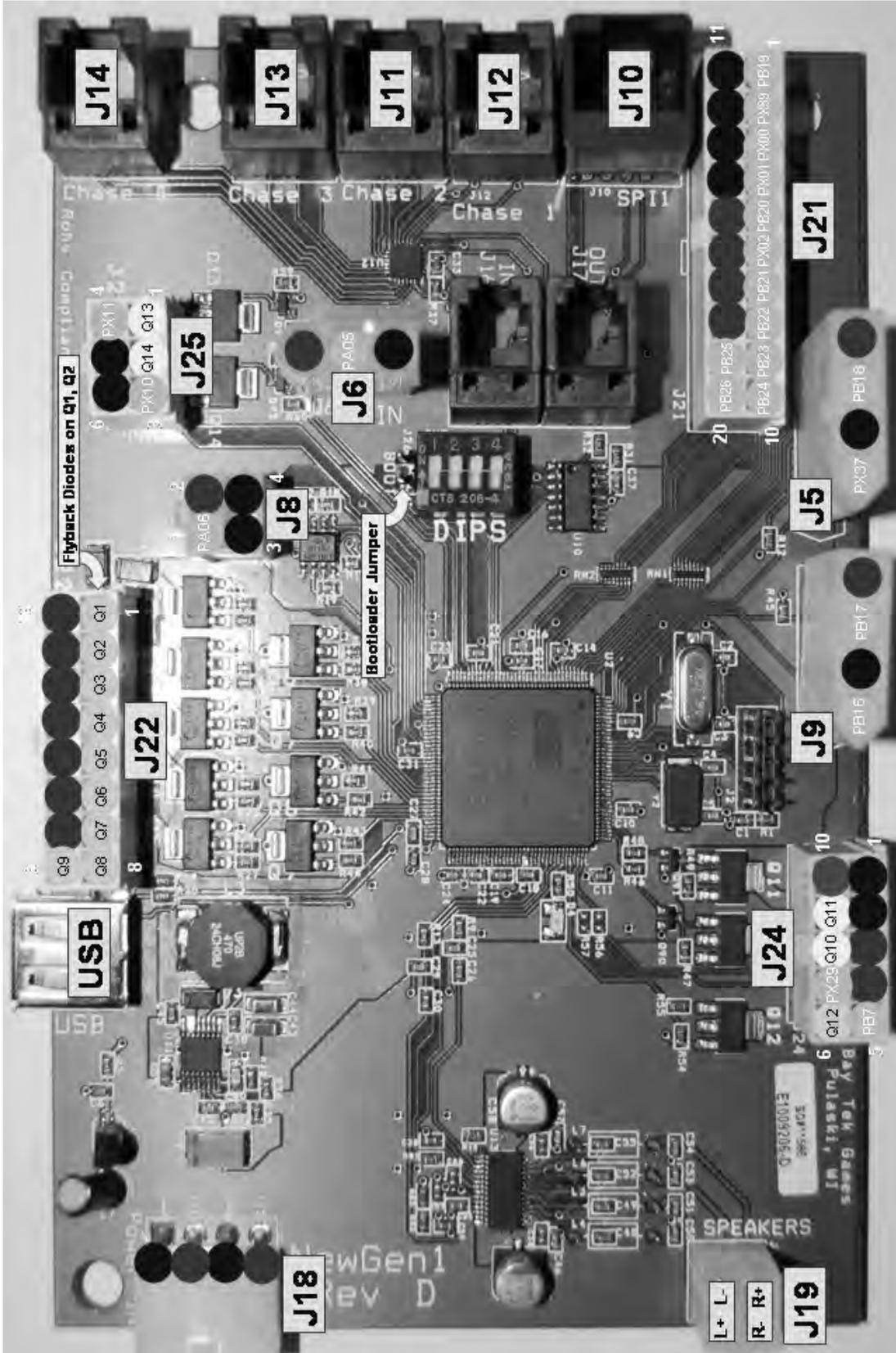


- +12V
- Ground
- Switch Input
- Lights Output

- J1 Lights**
- 1 Red Globe Lights
 - 2 Green Globe Lights
 - 3 ~~Foot Lights~~
 - 4 ~~Name Lights~~
 - 5 ~~Caution Lights~~
 - 6 Blue Globe Lights
 - 7 Green Foot Lights
 - 8 Red Foot Lights
 - 9 Blue Foot Lights

- J2 Switches**
- 1 Green Foot Switch
 - 2 Blue Globe Switch
 - 3 Red Globe Switch
 - 4 Green Globe Switch
 - 5 Red Foot Switch
 - 6 Blue Foot Switch

MAINBOARD PINOUT



- Ground
 - +12V
 - Low Side Driver
 - High Side Driver
 - +3.3V TTL Logic
 - +3.3V
-
- SPI Out - Display - (J10)
 - Pin 1 & Pin 3 - +12V
 - Pin 2 - SCLK_BUS2
 - Pin 4 - SMOSI_BUS2
 - Pin 5 & Pin 7 - Ground
 - Pin 6 - SCS2_BUS2
 - Pin 8 - SMISO_BUS2
 - Chase Lights (J11, J12, J13, J14)
 - Pin 1 - Chase Output
 - Pin 2 - Chase Output
 - Pin 3 - +12V
 - Pin 4 - Chase Output
 - Pin 5 - Chase Output
 - Pin 6 - +12V

MAINBOARD PINOUT GUIDE

BayTek MINI BOINK NEWGEN1 Hardware REV D Pinout - Version 1

Pin Type	Purpose	Ref	Pin #
LOWSIDE #1, w diode	Game Counter	J22	1
LOWSIDE #2, w diode	Ticket Counter	J22	2
LOWSIDE #3	Red Foot Lights	J22	3
LOWSIDE #4	Green Foot Lights	J22	4
LOWSIDE #5	Blue Foot Lights	J22	5
LOWSIDE #6	Marquee Red Lights	J22	6
LOWSIDE #7	Marquee Green Lights	J22	7
LOWSIDE #8	Marquee Blue Lights	J22	8
LOWSIDE #9		J22	9
+12 Volts		J22	11
+12 Volts		J22	12
+12 Volts		J22	13
+12 Volts		J22	14
+12 Volts		J22	15
+12 Volts		J22	16

HIGHSIDE #13		J25	1
HIGHSIDE #14		J25	2
PX10	Service Button #1	J25	3
PX11	Service Button #2	J25	4
Ground	Ground for Service Buttons	J25	5
Ground		J25	6

+12 Volts	Coin Door Power	J6	1
PA05	Coin Input	J6	2
Ground	Coin Ground	J6	3

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

Pin Type	Purpose	Ref	Pin #
Ground		J24	1
Ground		J24	2
+12 Volts		J24	3
+12 Volts		J24	4
PB7		J24	5
LOWSIDE #12	Red Globe Lights	J24	6
PX29		J24	7
HIGHSIDE #10	Green Globe Lights	J24	8
HIGHSIDE #11	Blue Globe Lights	J24	9
3.3V		J24	10

PX37		J5	1
Ground	Ground for Ticket Dispenser 1	J5	2
PB18		J5	3
+12 Volts	Power for Ticket Dispenser 1	J5	4

PB16		J9	1
Ground	Ground for Ticket Dispenser 2	J9	2
PB17		J9	3
+12 Volts	Power for Ticket Dispenser 2	J9	4

PA06	DBA Input	J8	1
+12 Volts		J8	2
Ground		J8	3
Ground		J8	4

MAINBOARD PINOUT GUIDE

PB19		J21	1	Driver 1	J12	1
PX39	Globe Button #1	J21	2	Driver 2	J12	2
PX00	Globe Button #2	J21	3	+12 Volts	J12	3
PX01	Globe Button #3	J21	4	Driver 3	J12	4
PB20	Foot Pedal Sensor #1	J21	5	Driver 4	J12	5
PX02	Foot Pedal Sensor #2	J21	6	+12 Volts	J12	6
PB21	Foot Pedal Sensor #3	J21	7			
PB22		J21	8	Driver 5	J11	1
PB23		J21	9	Driver 6	J11	2
PB24		J21	10	+12 Volts	J11	3
Ground		J21	11	Driver 7	J11	4
Ground		J21	12	Driver 8	J11	5
Ground		J21	13	+12 Volts	J11	6
Ground	Ground for Low Ticket Switch	J21	14			
+12 Volts		J21	15	Driver 9	J13	1
+12 Volts		J21	16	Driver 10	J13	2
+12 Volts		J21	17	+12 Volts	J13	3
+12 Volts		J21	18	Driver 11	J13	4
PB25	Low Ticket #1	J21	19	Driver 12	J13	5
PB26	Low Ticket #2	J21	20	+12 Volts	J13	6
				Driver 13	J14	1
				Driver 14	J14	2
				+12 Volts	J14	3
				Driver 15	J14	4
				Driver 16	J14	5
				+12 Volts	J14	6

TECHNICAL SUPPORT

Excellent customer service is very important to Bay Tek Games! We know that keeping your games in great operating condition is important to your business. When you need us, we are here to help.

You can call us for free technical assistance, and you can count on us to have parts on-hand to support your game. 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 Options

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

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

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

Technical Support:

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

Returns, Credits, & Fees:

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

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

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

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



WARRANTY

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

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

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

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

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

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

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

NON-WARRANTY

Options and estimated charges will be provided to you for your approval. Please remember that any items being sent to Bay Tek Games must include prior return authorization from our Parts & Service Department. This approval will include a Product Return Form which is required to be included with any incoming shipments. Repaired parts will be shipped back using the same method in which they were received. Repairs are warranted for 30 days from the date of return shipment.



Declaration of Conformity

Manufacturer Identification	Equipment Identification
Bay Tek Games, Inc. 1077 East Glenbrook Drive Pulaski, WI 54162 U.S.A. http://www.baytekgames.com	Boink! Model: AAGM-BOINK-S-STD-220V WAGM-BOINK-L-STD-220V Type: Redemption Game

Council Directive 2004/108/EC	Electromagnetic Compatibility																
Emissions Standard: EN 55014-1: 2006	Immunity Standards: EN 55014-2: 1997 + A1:2001 + A2:2008																
<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 30%;">Terminal Disturbance Voltage</td> <td>150kHz - 30MHz</td> </tr> <tr> <td>Discontinuous Power</td> <td>30MHz - 300MHz</td> </tr> </table>	Terminal Disturbance Voltage	150kHz - 30MHz	Discontinuous Power	30MHz - 300MHz	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 30%;">ESD</td> <td>IEC 61000-4-2: 2008-12</td> </tr> <tr> <td>Radiated Immunity</td> <td>IEC 61000-4-3: 2006-02</td> </tr> <tr> <td>EFT</td> <td>IEC 61000-4-4: 2004-07 + A1:2010</td> </tr> <tr> <td>Surge</td> <td>IEC 61000-4-5: 2005-11</td> </tr> <tr> <td>Conducted Immunity</td> <td>IEC 61000-4-6: 2008-10</td> </tr> <tr> <td>Power Dips and Interruptions</td> <td>IEC 61000-4-11: 2004-08</td> </tr> </table>	ESD	IEC 61000-4-2: 2008-12	Radiated Immunity	IEC 61000-4-3: 2006-02	EFT	IEC 61000-4-4: 2004-07 + A1:2010	Surge	IEC 61000-4-5: 2005-11	Conducted Immunity	IEC 61000-4-6: 2008-10	Power Dips and Interruptions	IEC 61000-4-11: 2004-08
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Council Directive 2006/95/EC	Low Voltage
Standards: Household and similar electrical appliances - Safety - Part 1: General requirements, IEC 60335-1:2001 (4th Edition) (incl. Corrigendum 1:2002) + A1:2004 + A2:2006 (incl. Corrigendum 1:2006), and Part 2: Particular requirements for amusement machines and personal service machines, IEC 60335-2-82:2002 (2nd edition) + A1:2008 With differences according to EN 62233:2008	

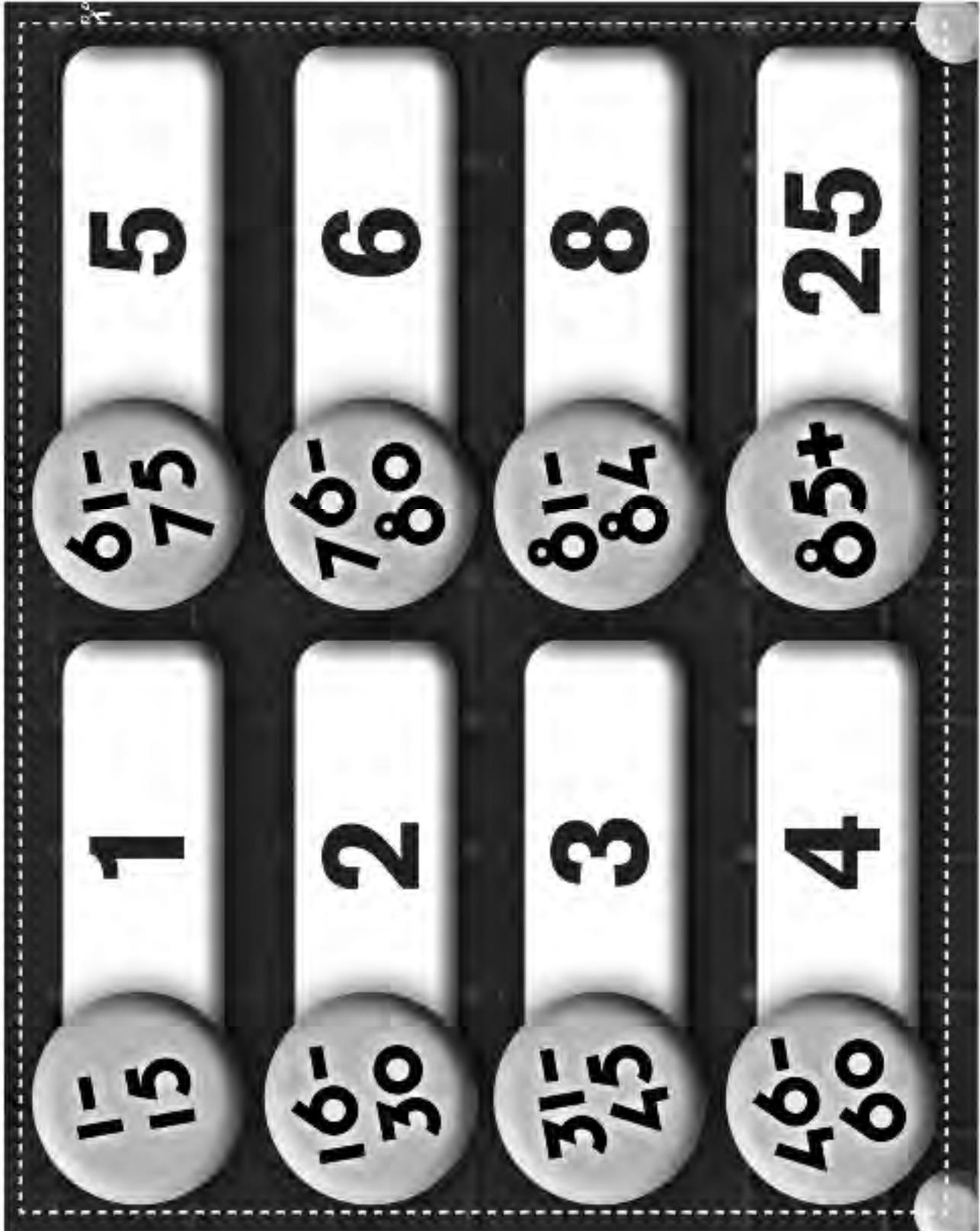
I hereby declare, on behalf of the manufacturer above, that the equipment listed meets the requirements of all applicable Council Directives for CE Marking. Conformance was demonstrated by meeting the requirements of the referenced harmonized Standards.

Name	Title	Signature	Date
Larry Treankler	C.E.O.		5/2/2011
Email: ltreankler@baytekgames.com		Phone: 920-822-3951	

Document Number: 04282011.1

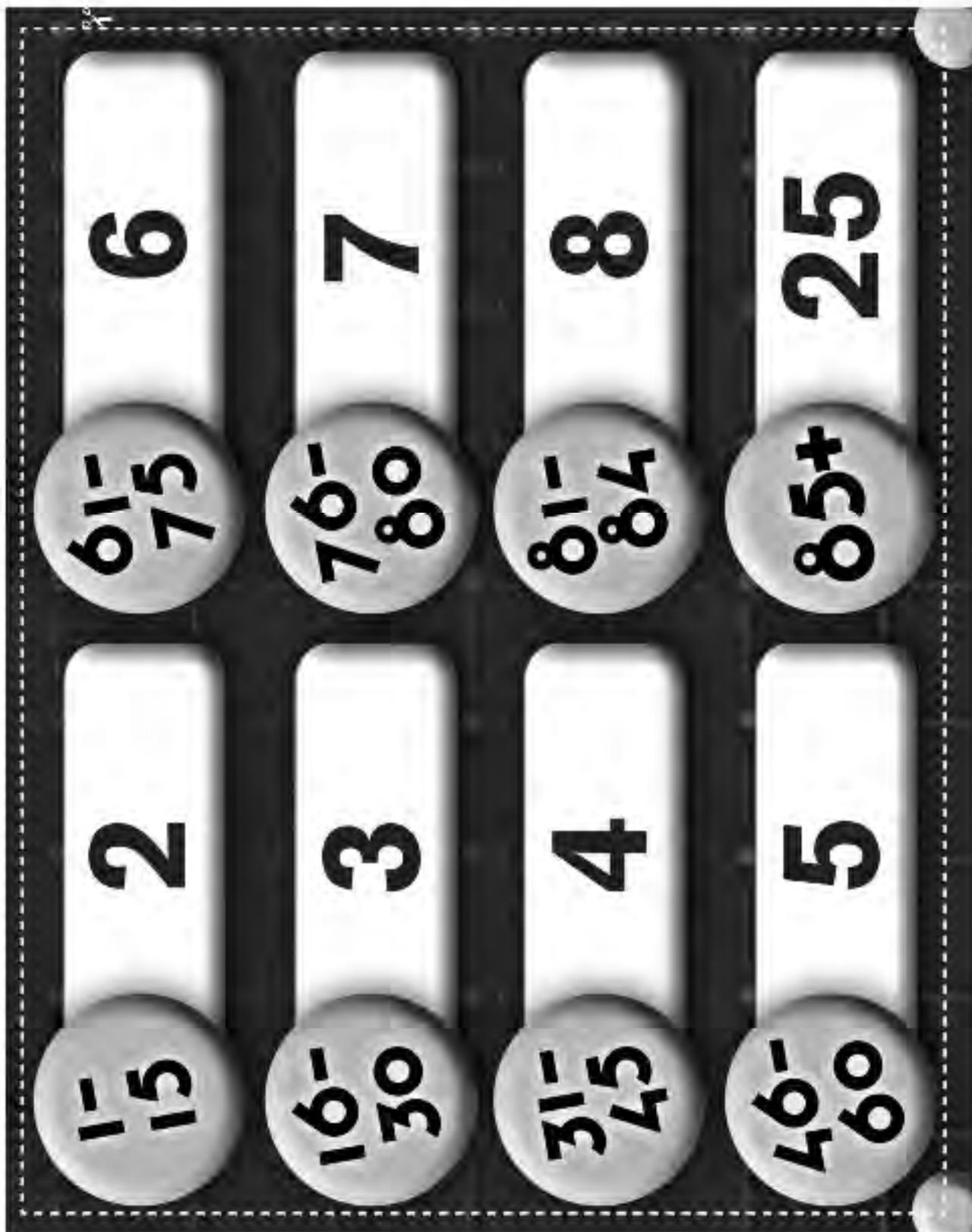
PATTERN 1

CUT ALONG DOTTED LINE AND TAPE TO BACK OF PLATE OVER EXISTING TICKET PATTERN



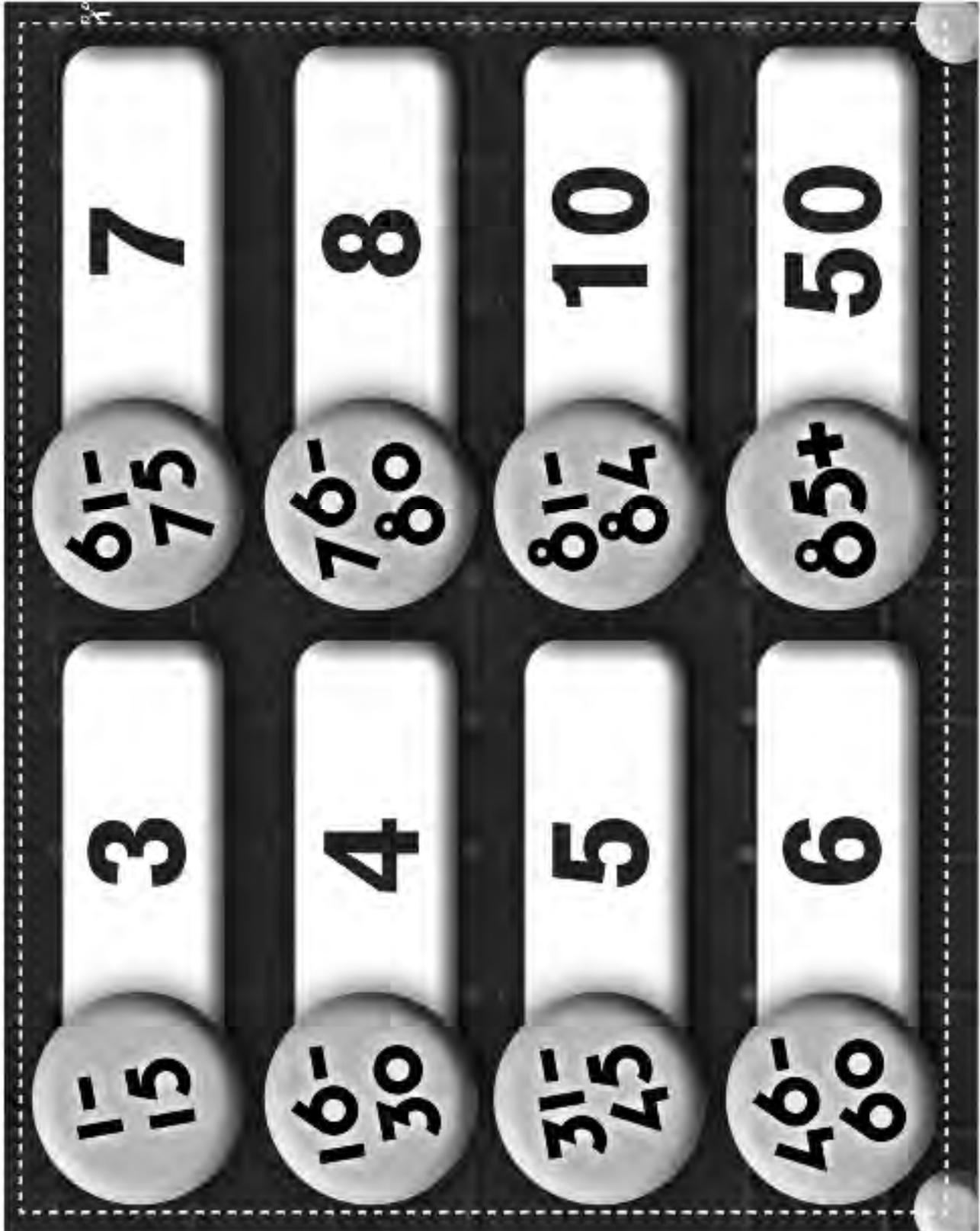
PATTERN 2

CUT ALONG DOTTED LINE AND TAPE TO BACK OF PLATE OVER EXISTING TICKET PATTERN



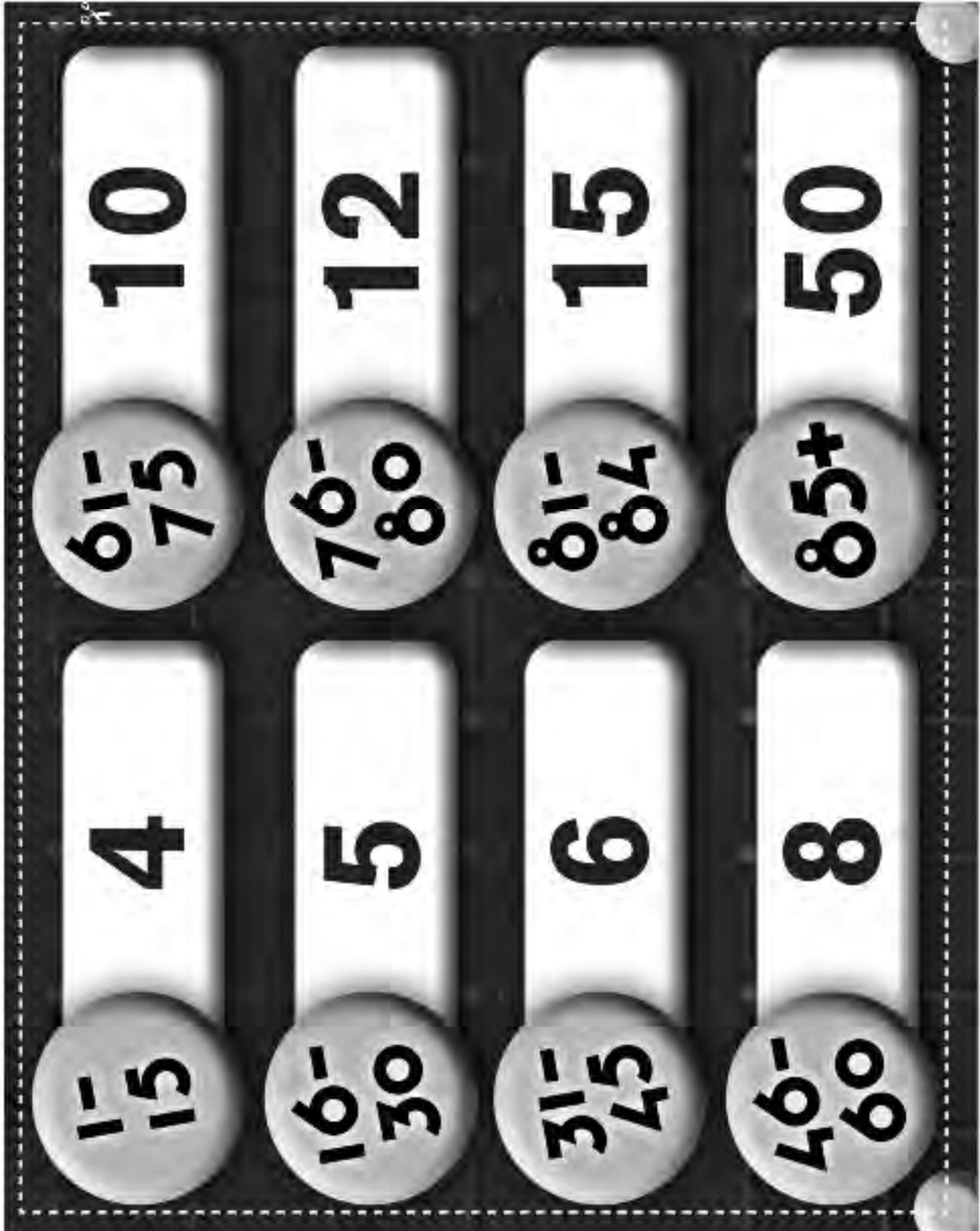
PATTERN 3

CUT ALONG DOTTED LINE AND TAPE TO BACK OF PLATE OVER EXISTING TICKET PATTERN



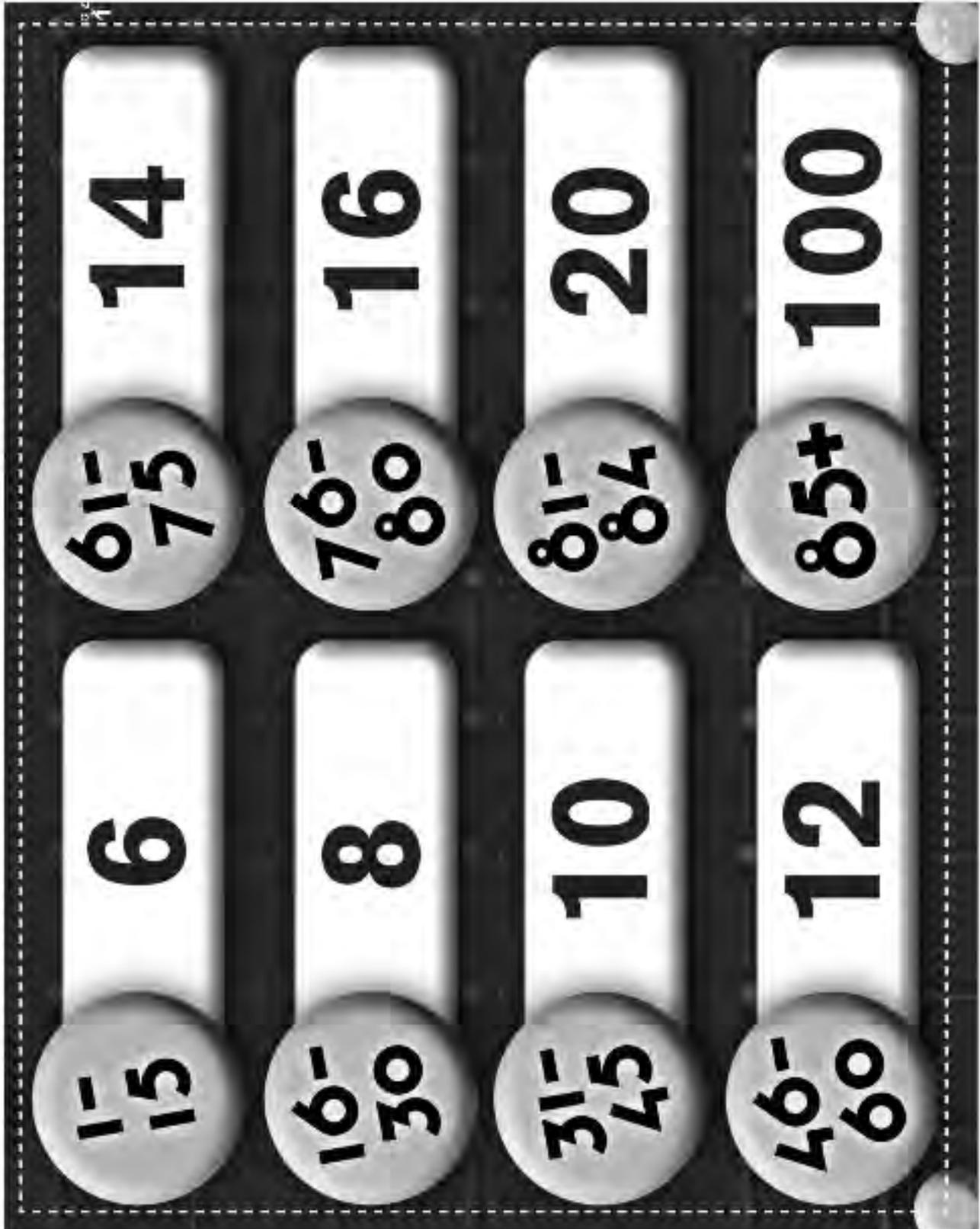
PATTERN 4

CUT ALONG DOTTED LINE AND TAPE TO BACK OF PLATE OVER EXISTING TICKET PATTERN



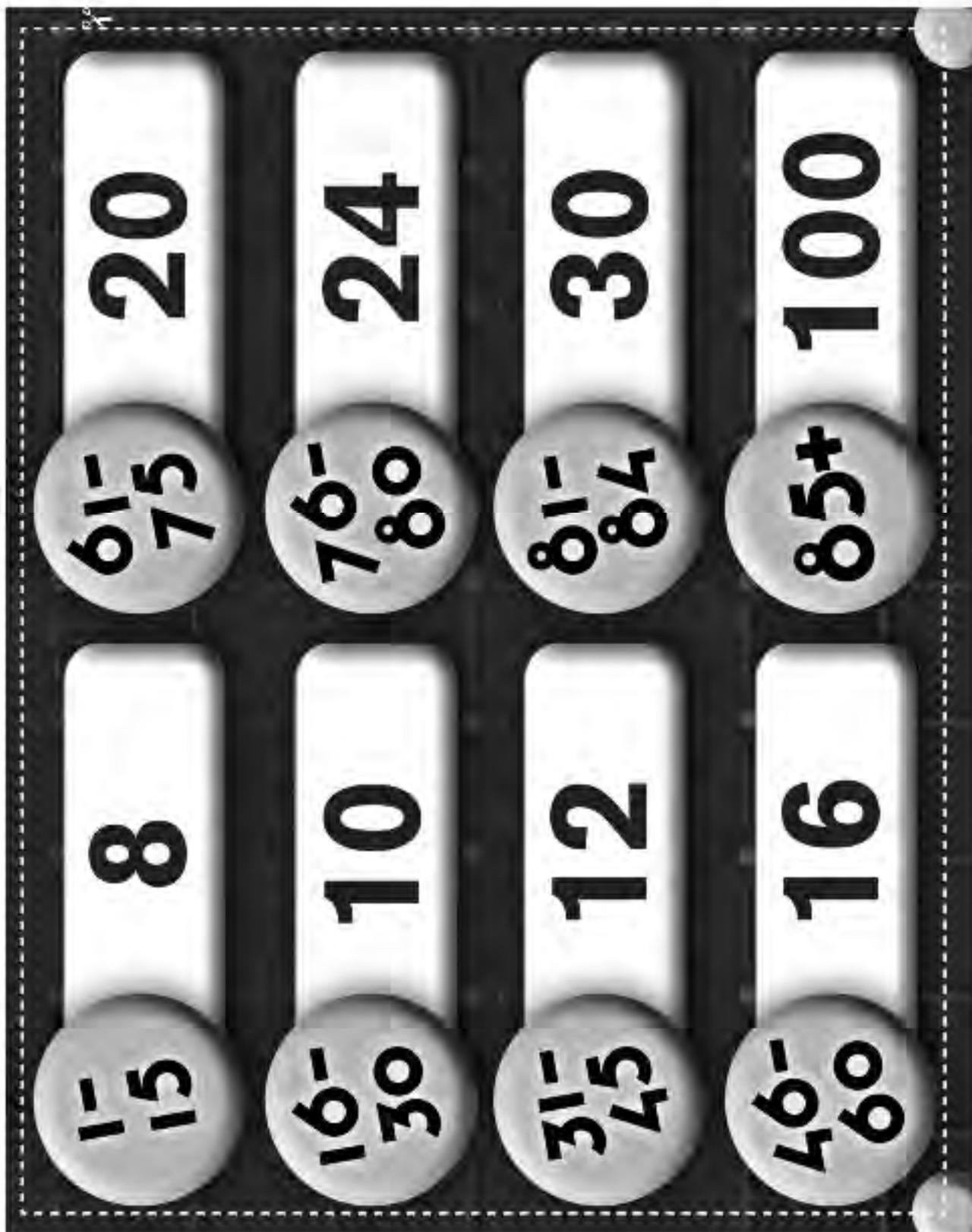
PATTERN 5

CUT ALONG DOTTED LINE AND TAPE TO BACK OF PLATE OVER EXISTING TICKET PATTERN



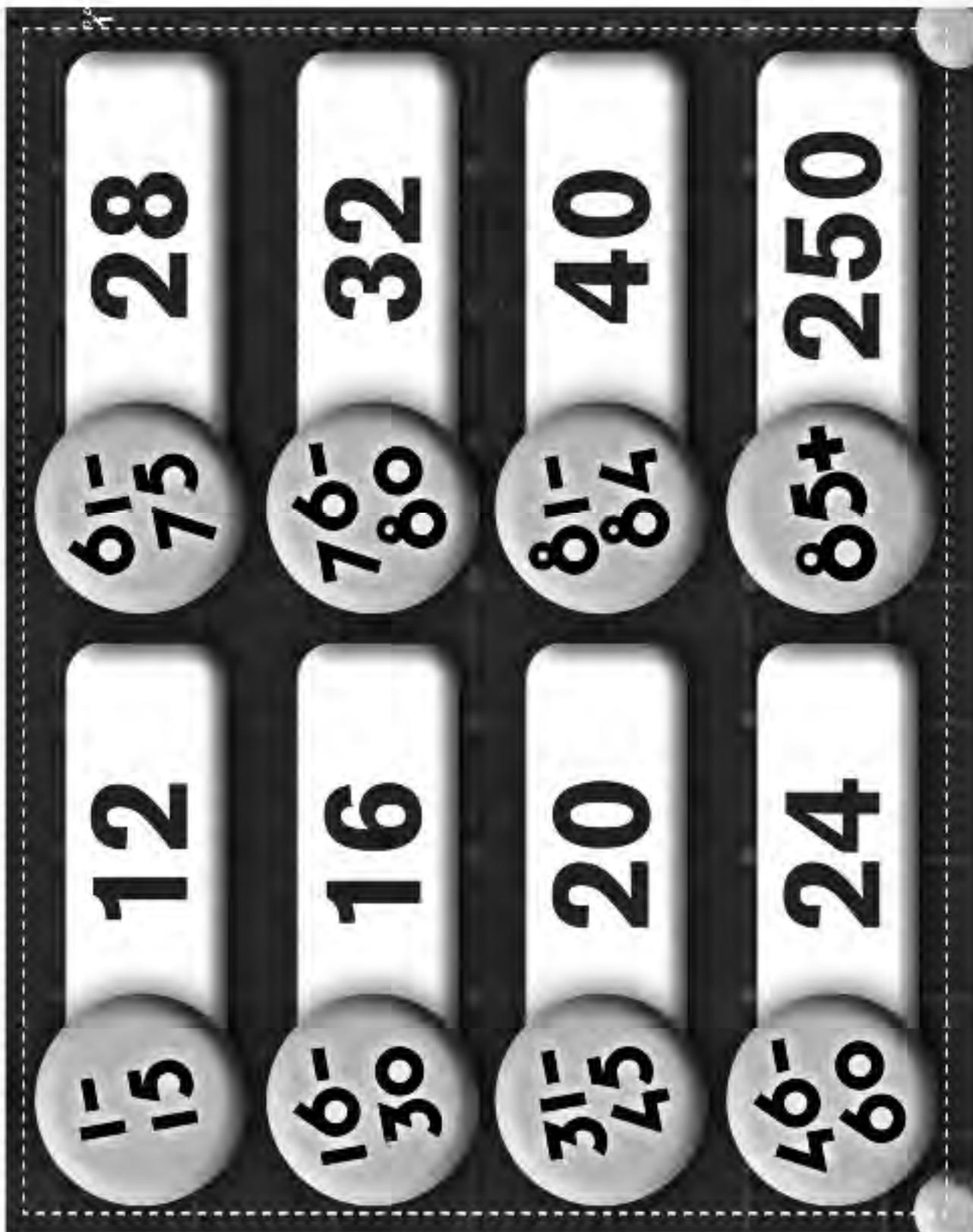
PATTERN 6

CUT ALONG DOTTED LINE AND TAPE TO BACK OF PLATE OVER EXISTING TICKET PATTERN



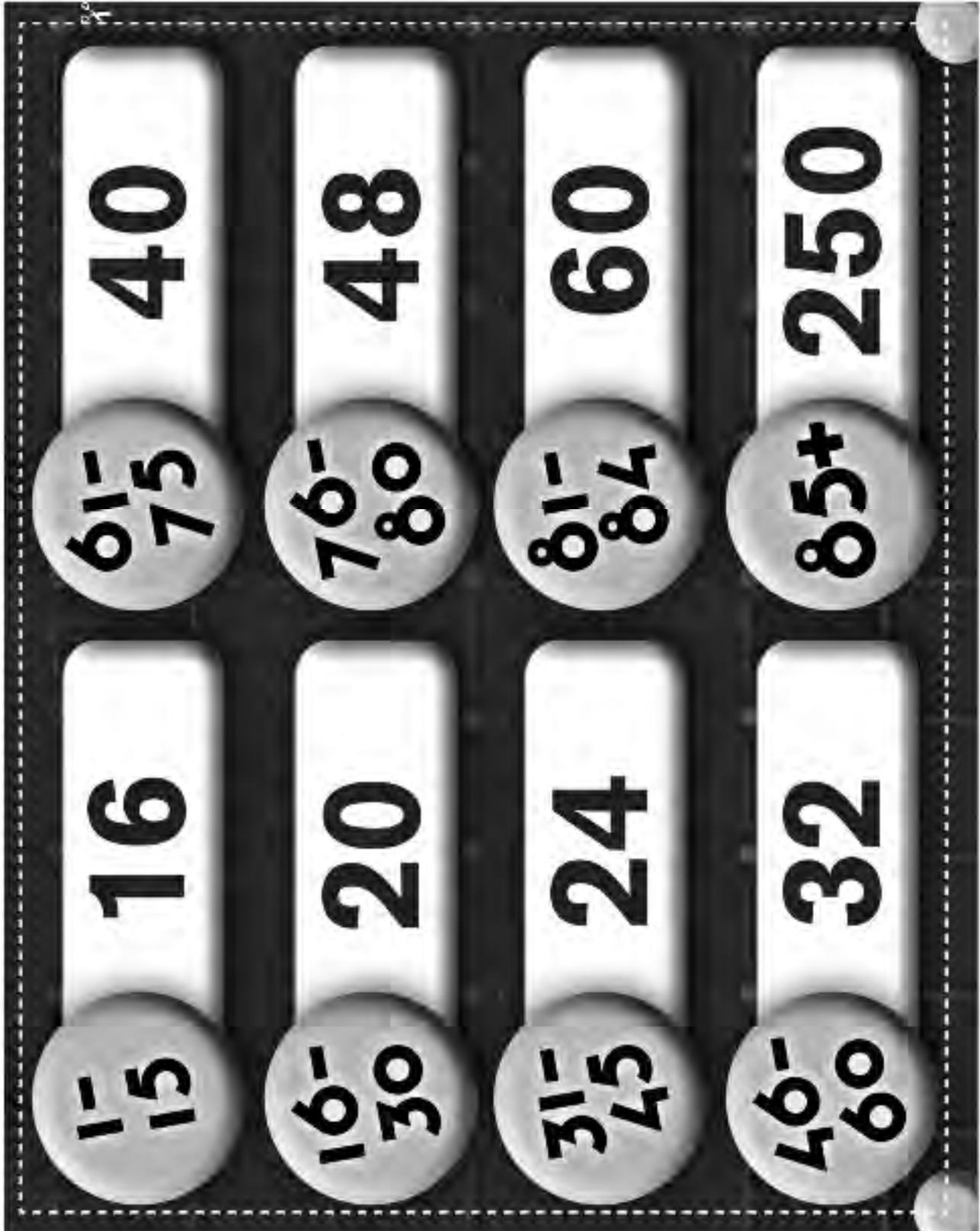
PATTERN 7

CUT ALONG DOTTED LINE AND TAPE TO BACK OF PLATE OVER EXISTING TICKET PATTERN



PATTERN 8

CUT ALONG DOTTED LINE AND TAPE TO BACK OF PLATE OVER EXISTING TICKET PATTERN



BONUS VALUES

CUT ALONG DOTTED LINE AND TAPE TO BACK OF PLATE OVER EXISTING TICKET PATTERN

