New Game Registration

REGISTERING YOUR NEW GAME ENTITLES YOU TO AN EXTENDED WARRANTY*
ADD 3 MONTHS TO THE WARRANTY OF THIS GAME BY COMPLETING AND SUBMITTING, BY FAX OR MAIL, THIS FORM.

Game Name (one game per card):

Date:

Game Serial Number (located on the back of the cabinet):

Game Location Type
Please Check One:

Game Owner/Operator Company Name:

☐ Family Fun Center

☐ Sports Bar

Game Owner/Operator Address:

☐ Bar

☐ Restaurant

Game Owner/Operator City/State/Zip:

☐ Laundromat

Game Owner/Operator Phone Number:

☐ Movie Theatre

☐ Mall

Game Owner/Operator Fax Number:

☐ Other (please specify)

Game Owner/Operator E-Mail Address:

Game Location Name and Address:

*NOTE: Extended warranty only applies if ALL boxes on this form are complete.
One game per form. Extended warranty does not apply to used or close-out games.

Bay Tek Games Inc.
1077 East Glenbrook Drive
Pulaski, WI 54162
Fax: 920.822.8936
Phone: 920.822.3951
www.baytekgames.com

**We Aspire To Be The Best
In The World At
Developing And Manufacturing
Coin Operated Games For Our Customers.**

_____
Serial Number

_____
Date of Installation

_____
Installed by

Bay Tek Games Inc.
1077 East Glenbrook Dr.
Pulaski, WI 54162
On the web: baytekgames.com
E-Mail: service@baytekgames.com

Service: 920.822.3951 EXT. 1102
Parts: 920.822.3951 EXT. 1101
Fax: 920.822.8936
Service Fax: 920.822.1496
Sales: 920.822.3951

You're going to be a Super Star with this all new prize merchandiser by Bay Tek Games. **American Idol Super Star (TM)** is a fun, addicting light pattern game that brings the #1 Show in America to your location. Players press the stop button to light five stars in a row for a minor prize, or they can choose to play on for a Super Prize! The Super Prize is won by lighting up five more stars as the difficulty increases.

This exclusive skill game offers:
American Idol (TM) artwork, audio, and prizes for fans of all ages. American Idol is #1 on Yahoo's Top Entertainment Search.
Be Part of The Phenomenon!

Safety Precautions

CAUTION: Electric Shock Hazard
<u>Do not</u> perform repairs or maintenance on this game with the power <u>ON</u>.
Unplug the unit from the wall outlet or shut off power at the power strip inside the game.

CAUTION: Electric Shock Hazard
Always plug game into grounded circuit.

CAUTION: Use of flammable substances can cause severe burns or personal injury.
Always use non-flammable solvents for cleaning parts and surfaces. Do not use substances such as gasoline, kerosene, or thinners.

Unpacking, Assembly, and Installation

Inspect the game for any damaged, loose, or missing parts. If damage is found please contact the carrier first. Then contact Bay Tek Games at **920.822.3951** or **service@baytekgames.com** to order replacement parts.

CAUTION: Lifting Hazard. Lifting heavy objects can cause back, neck, and other injuries.
Be sure adequate lifting and moving devices are available when unloading, unpacking, and moving this game.

Service Connections

All Bay Tek games are **110V** or **220V** (optional) and draw 2-3 amps at start up. Outlets should be rated for 20 amps or higher.

Important:
Be sure that the electrical power outlets match the games requirements. See the serial number decal on the back of the game.

Set Up

1. Remove the keys from the coin return hole on the coin door.

2. Open the front door and remove the marquee from the inside of the game cabinet.

3. Install the marquee, see page 5.

4. Unlock and remove the back door. Retrieve the extension cord from the floor of the game and plug it into the line filter in the back of the cabinet. Replace the backdoor.

5. Move the game into position and plug it in. Turn ON the power strip located on the floor in the front of the game, left of the prize chute.

6. Remove the anti drop bars from the cash box. Load the prizes, see page 8.

7. Adjust the settings as appropriate to your location, starting on page 12.

8. Close and lock the front door.

9. Clean the exterior windows with glass cleaner and a clean soft cloth.

ATTENTION

DBA REQUIREMENTS
MANUFACTURER: **MEI**
MODEL: **AE 2451 U5E**
or any other UL recognized DBA.
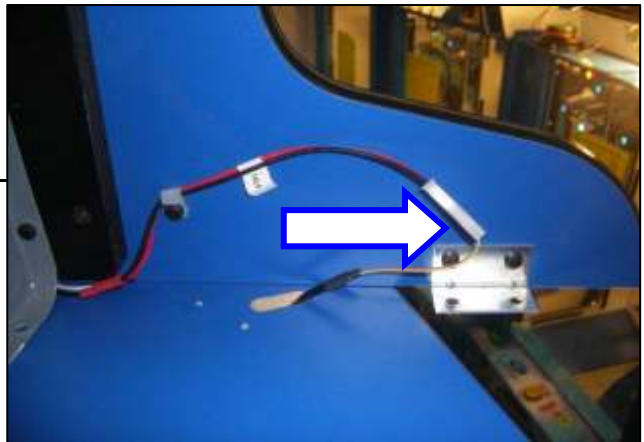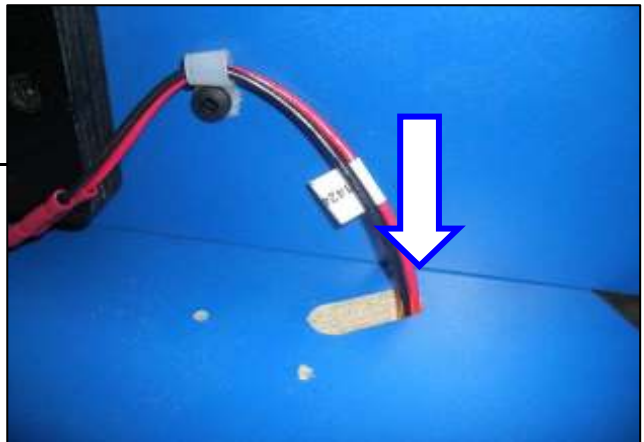
1. Remove the marquee from inside the game and unwrap it.

2. Place the marquee on top of the game plug in the cables.
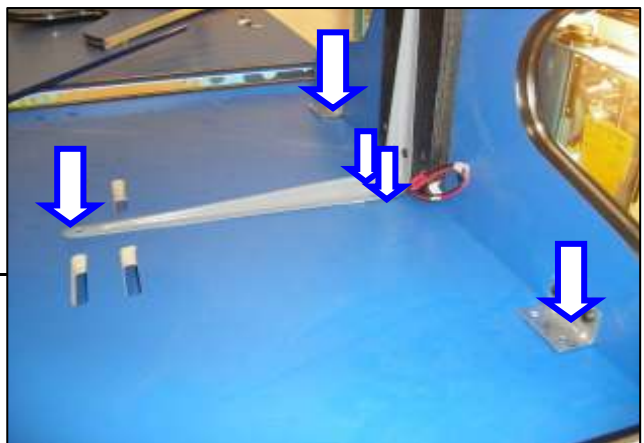

3. Feed the cable slack back into the cabinet.

4. Attach the marquee using the provided hardware and the pilot holes at the top of the cabinet.

Complete.

Prize Information

Quantity of Prizes

Small: Approx. 60 to fill game depending on packaging.

Super Prizes: 2-4 based on packaging

For operator convenience you can also use non-licensed kits available thru your local prize suppliers. "Stacker" type kits do work in this game. We encourage you to be as creative as possible by operating prizes which suite the theme and play of American Idol (TM).

Preferred Prize Vendors

Bonita Marie
800-272-6375
1975 Swarthmore Avenue
Lakewood, NJ 08701
bonitamarie-intl.com

HMS Monaco
800-777-0901
629 Grove Street
Jersey City, NJ 07310
hmsmonaco.com
(does not supply super prizes)

Playtime Toys
888-457-8697
6235 Edgewater Drive
Orlando, FL 32810
playtimetoys.net

Quarter Time
276-688-2401
7107 North Scenic Highway
Bastian, VA 24314

Redemption Plus
888-564-7587
9829 Commerce Parkway
Lenexa, KS 66219
redemption-plus.com

Prize Fasteners

When preparing your prizes for loading we suggest using a tagging gun to add the necessary loop fasteners needed to hold the prize on the spindles. You may find the tagging guns:

Midwest Merchandising, Inc.
P.O. Box 2611
Oshkosh, WI 54903-2611

Phone: 920-231-0625

Fax: 920-231-5304

www.midwestm.com

info@midwestm.com

Avery Dennison Mark III Tagging Gun: #10651

Avery Dennison 3" Heavy Duty Loop Fasteners # 08989-0

Avery Dennison Needles: Packs of 4

General Duty: 08941

Heavy Duty: 08913

Prize Ideas

Small Prize (Round 1)	Tattoo's, dog tags, sport items, flashing necklace, key chains, glo mouth guards, and bracelets
Super Prize (Round 2)	iPods, PSP, Pre-Paid Cell Phones, iPod Accessories, DVD players, Bluetooth Earpieces, Designer Purses, and Electronics

To ensure proper operation we recommend the following measurements for the prizes.

**Spindles
1, 2, 5, and 6**
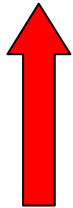
**7.5 inches
long**
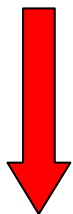
**Width
3 inches**

**Spindles
3 and 4**
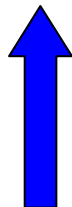
**4.5 inches
long**
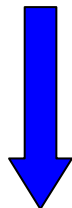
**Width
3 inches**

**Spindles
7 and 8**

The total length of this page.

**11 inches
long**
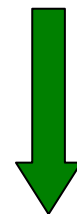
**7 inches wide
5 inches deep**

1. Remove the anti drop bar by unscrewing it clockwise.
If this is your initial setup remove the bars from the cash box.

2. Slide the prizes over the spindles.
Every other coil works the best.
Try to not have the prizes touch one another.

3. Slide the anti drop bar back in.
It is **very important** that the bar goes over the fastener holding the prize.

Anti Drop Bar

Fastener
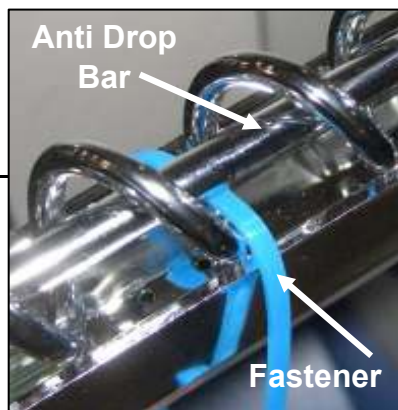
4. Screw the anti drop bar back into place by turning it counter clockwise.

This decal is for **fluorescent light** replacement. This decal is located near the fluorescent lights in the game.

The top one can be found on 110V games.

The bottom one can be found on 220V games.

⚠ CAUTION

**RISK OF FIRE
USE 26 WATT OR SMALLER 120V
SPIRAL COMPACT FLUORESCENT BULBS.**

⚠ CAUTION

**RISK OF FIRE
USE 22 WATT OR SMALLER 240V
SPIRAL COMPACT FLUORESCENT BULBS.**

The **large serial number** decals are located on the back of the cabinet and inside the front door. The information on this decal will be needed if you call the Bay Tek Parts and Service Department.

Model: The completed games Bay Tek part number

Software Version: The installed software in this game.

Game Serial Number : The first number is the cabinet version, followed by the game serial number.

PCB Serial Number : Each Bay Tek PCB is serial numbered. This number is included on the large serial number decal.

Manufacture Date: The date the game was completely built and ready to ship.

Inspected By: Initials of the Bay Tek employee who looked the game over and played it several times to insure proper function.

SUITABLE FOR INDOOR USE ONLY	
MODEL:	~110-120 VAC 50-60 Hz 2 AMPS
SOFTWARE VERSION:	
GAME SERIAL NUMBER:	
PCB SERIAL NUMBER:	AMUSEMENT MACHINE
MANUFACTURE DATE:	
INSPECTED BY:	

www.baytekgames.com

WIRING COLOR CODE GUIDE

PRIZE
DBA
5 4 3 2 1 DISPLAYS
SPI
LCD
COUNTERS
PRIZE IND 1-3 4-6 7&8
MOTORS 1-3 4-6 7-8
AUDIO
BUTTONS

1412 1428 SPI 1426

Main Board Cable Mapping - Located near the PCB and will help identify where each cable goes and what the cable function is.

BUTTON WIRING DIAGRAM

BULB

RED   GREEN

WHITE

BLACK
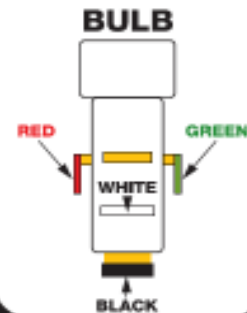
Player Button Wiring - Will identify how to wire the player buttons in case they ever need replacement.

DOOR INTERFACE WIRE DIAGRAM

1435
1434
DBA   BUTTONS 1412
COIN DOOR
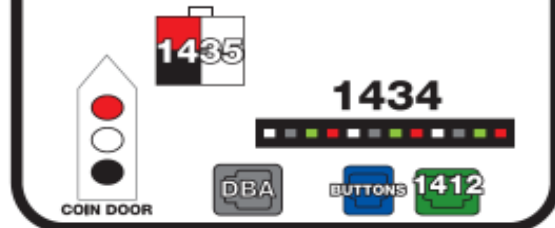
Door Interface Board Wiring - Identifies the wiring of the door interface board located on the front door.

1403-5
1403-4   1403-1
1403-6
1403-3   1403-2
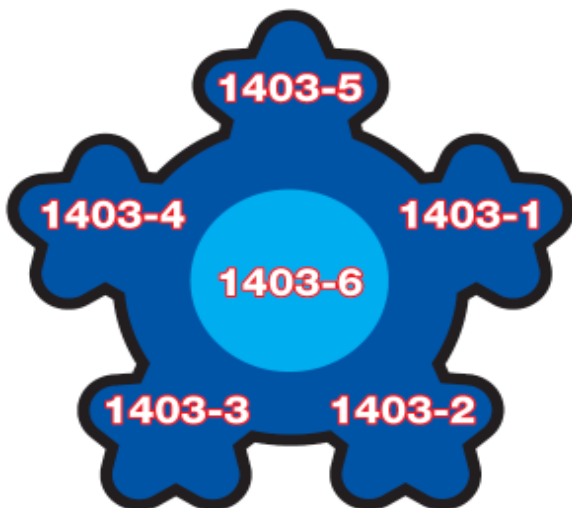
Star Board Cable Mapping - Identifies the locations of the cables on the playfield circuit boards. This decal is located near the playfield inside the game cabinet.

American Idol Super Star ™ has several timeouts so the game play is more consistent.

Game is coined up with no player activity	5 minutes	The game credit will be lost and they game will be ready for the next player
Game is in the Diagnostic Mode with no operator activity	1 minute	The game will go into normal game play mode
Once the game is turned on	10 seconds	The game will be ready to play
Player control button jam	30 seconds	An error will appear on the LCD and remain until the jam is fixed.
Coin jam	30 seconds	An error will appear on the LCD and remain until the jam is fixed.
Player chooses a small prize spindle that is empty	28 seconds	The player will have a second opportunity to chose a different small prize
Player chooses a super prize spindle that is empty	65 seconds	The player will have a second opportunity to chose a different super prize

This section will explain how to use the LCD screen in the center of the star playfield to change game functions and monitor game metrics.

The screen shots used in the following are of the default dip settings.
The screen images may change if you set the dips differently.
See dip programming options on page 27.

All screen images are actual.
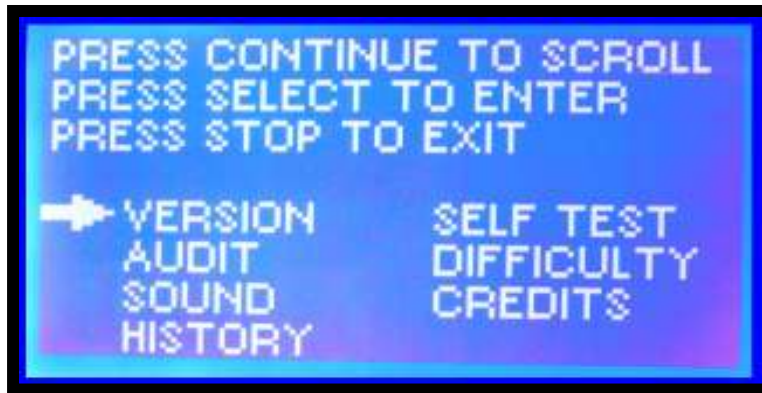
FUNCTION	DEFINITION	PAGE
VERSION	Allows you to see the current software version installed in the game.	13
AUDIT	Allows you check game statistics such as prizes won per spindle and timeouts.	14
SOUND	Allows you to change the volume level and the attract mode.	16
HISTORY	You can view win/lose information on the last 10 games played	18
SELF TEST	Allows you to check playfield lighting and motor function.	19
Difficulty Setting Suggestions	*Recommended settings based on cost per game.*	*20*
DIFFICULTY	Will show you how to change your settings	21
CREDITS	Allows you to set the currency used and cost per game	23

Menu Button

1. Press the **MENU** button located near the counters.
The screen on the playfield will show the **Operator Control Menu**

PRESS CONTINUE TO SCROLL
PRESS SELECT TO ENTER
PRESS STOP TO EXIT

➡ VERSION   SELF TEST
    AUDIT   DIFFICULTY
    SOUND   CREDITS
    HISTORY

2. Press the "**SELECT PRIZE**" button on the player control panel to access the **VERSION** screen.

SELECT PRIZE

BAYTEK
AMERICAN IDOL
GAME SOFTWARE VERSION
1.69

DISPLAY VERSION
1.08
PRESS STOP TO EXIT

3. Press the "**START/STOP**" button on the player control panel <u>once</u> to return to the Operator Control Menu or <u>twice</u> to exit and return to normal game play.

START STOP

Menu Button

1. Press the **MENU** button located near the counters.
The screen on the playfield will show the **Operator Control Menu**

PRESS CONTINUE TO SCROLL
PRESS SELECT TO ENTER
PRESS STOP TO EXIT

➡ VERSION   SELF TEST
   AUDIT   DIFFICULTY
   SOUND   CREDITS
   HISTORY

2. Press the "**CONTINUE**" button on the player control panel to move the cursor to **AUDIT**.

CONTINUE

3. Press the "**SELECT PRIZE**" button on the player control panel to access the **AUDIT** screens.

SELECT PRIZE

PRESS 'CONTINUE' FOR NEXT SCREEN
PRESS 'STOP' TO EXIT

TOTAL GAMES   0
ROUND 1 WINS   0
ROUND 1 PRIZES DISP   0
ROUND 1 CONTINUES   0
ROUND 2 WINS   0
ROUND 2 PRIZES DISP   0

4. To change between the 5 screens press the "**CONTINUE**" button. You can not go back a screen, you will need to start over.

To exit press the "**START/STOP**" button once to return to the Operator Control Menu or twice to return to normal game play.

CONTINUE

START STOP

Resetting the AUDIT METRICS

1. The metric information can be reset to zero by pressing the "**SELECT PRIZE**" and "**CONTINUE**" buttons at the same time.

2. Press the "**START/STOP**" button on the player control panel <u>once</u> to return to the Operator Control Menu or <u>twice</u> to exit and return to normal game play.

Menu Button

1. Press the **MENU** button located near the counters.
The screen on the playfield will show the **Operator Control Menu**

PRESS CONTINUE TO SCROLL
PRESS SELECT TO ENTER
PRESS STOP TO EXIT

➡ VERSION   SELF TEST
   AUDIT   DIFFICULTY
   SOUND   CREDITS
   HISTORY

2. Press the "**CONTINUE**" button on the player control panel to move the cursor to **SOUNDS**.

CONTINUE

3. Press the "**SELECT PRIZE**" button on the player control panel to access the **SOUNDS** menu.

SELECT PRIZE

VOLUME PRESS STOP TO EXIT
SELECT TO ADJUST
CONTINUE FOR ATTRACT

MUTE �L____I__I____IMAX

ATTRACT SOUND OFF

Cursor

4. Press the "**SELECT PRIZE**" button on the player control panel to adjust the cursor on the volume level bar.

SELECT PRIZE

5. Press "**CONTINUE**" button on the player control panel to turn the attract mode ON or OFF.
If ON please see page 26 for timer options.

CONTINUE

6. Press the "START/STOP" button on the player control panel <u>once</u> to return to the Operator Control Menu or <u>twice</u> to exit and return to normal game play.

1. Press the **MENU** button located near the counters.
The screen on the playfield will show the **Operator Control Menu**

PRESS CONTINUE TO SCROLL
PRESS SELECT TO ENTER
PRESS STOP TO EXIT

➡ VERSION   SELF TEST
   AUDIT   DIFFICULTY
   SOUND   CREDITS
   HISTORY

2. Press the "**CONTINUE**" button on the player control panel to move the cursor to **HISTORY**.

3. Press the "**SELECT PRIZE**" button on the player control panel to access the **HISTORY** screen.

GAME HISTORY STOP TO EXIT

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

4. Press the "**START/STOP**" button on the player control panel <u>once</u> to return to the Operator Control Menu or <u>twice</u> to exit and return to normal game play.

Menu Button

1. Press the **MENU** button located near the counters.
The screen on the playfield will show the **Operator Control Menu**

PRESS CONTINUE TO SCROLL
PRESS SELECT TO ENTER
PRESS STOP TO EXIT

➡ VERSION   SELF TEST
  AUDIT   DIFFICULTY
  SOUND   CREDITS
  HISTORY

2. Press the "**CONTINUE**" button on the player control panel to move the cursor to **SELF TEST**.

CONTINUE

3. Press the "**SELECT PRIZE**" button on the player control panel to access the **SELF TEST** screen.

During the self test the playfield lighting will flash, the spindles will rotate one at a time while the yellow indicator light is lit, the player control buttons will flicker.

SELECT PRIZE

SELF TEST
INSERT COIN OR DOLLAR
PRESS STOP TO EXIT

4. Press the "**START/STOP**" button on the player control panel <u>once</u> to return to the Operator Control Menu or <u>twice</u> to exit and return to normal game play.

START STOP

Bay Tek Games can proudly state our games, including **American Idol Super Star (TM)**, are games of skill.
Because they are games of skill, the payout percentage will vary based upon the skill level of the players in your venue.

The follow recommendations are based on the outcome of player studies, and should only be used as a general guideline.
The target payout percentage for the following tables is *approximately* 30%.

.50 Per Play Option 1	Cost	Difficulty Setting
Small Prize	$.50	Round One (3)
Super Prize	$50	Round Two (4)

.50 Per Play Option 2	Cost	Difficulty Setting
Small Prize	$.75	Round One (3)
Super Prize	$75	Round Two (6)

.50 Per Play Option 3	Cost	Difficulty Setting
Small Prize	$.50	Round One (3)
Super Prize	$125	Round Two (6)

1.00 Per Play Option 1	Cost	Difficulty Setting
Small Prize	$.75	Round One (3)
Super Prize	$150	Round Two (5)

1.00 Per Play Option 2	Cost	Difficulty Setting
Small Prize	$1.50	Round One (3)
Super Prize	$150	Round Two (6)

1.00 Per Play Option 3	Cost	Difficulty Setting
Small Prize	$.75	Round One (3)
Super Prize	$250	Round Two (6)

2.00 Per Play Option 1	Cost	Difficulty Setting
Small Prize	$1.50	Round One (3)
Super Prize	$150	Round Two (4)

2.00 Per Play Option 2	Cost	Difficulty Setting
Small Prize	$1.50	Round One (3)
Super Prize	$250	Round Two (4)

2.00 Per Play Option 3	Cost	Difficulty Setting
Small Prize	$1.50	Round One (3)
Super Prize	$350	Round Two (5)

Menu Button

1. Press the **MENU** button located near the counters.
The screen on the playfield will show the **Operator Control Menu**

PRESS CONTINUE TO SCROLL
PRESS SELECT TO ENTER
PRESS STOP TO EXIT

→ VERSION   SELF TEST
  AUDIT   DIFFICULTY
  SOUND   CREDITS
  HISTORY

3. Press the "**CONTINUE**" button on the player control panel to move the cursor to **DIFFICULTY**.

CONTINUE

4. Press the "**SELECT PRIZE**" button on the player control panel to access the **DIFFICULTY** screen.

SELECT PRIZE

DIFFICULTY LEVEL **ROUND 1**
CONTINUE FOR NEXT ROUND
SELECT TO ADJUST
STOP TO EXIT
            3
EASY   HARD

5. The first screen is for changing Round 1.
Press the "**SELECT PRIZE**" button on the player control panel to move the selector arrow to the desired level.

Moving the cursor to the **LEFT** will make the round *easier* to win.

Moving the cursor to the **RIGHT** will make the round *harder* to win.

Selector Arrow

SELECT PRIZE

DIFFICULTY LEVEL **ROUND 1**
CONTINUE FOR NEXT ROUND
SELECT TO ADJUST
STOP TO EXIT
            3
EASY   HARD
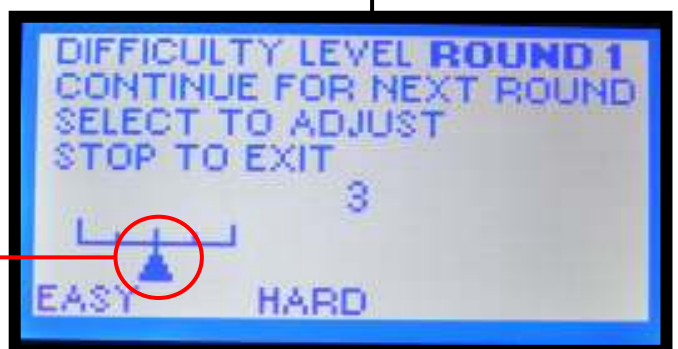
6. Press the "**CONTINUE**" button on the player control panel to adjust Round 2.

CONTINUE

7. The second screen is for changing <u>Round 2</u>.
Press the "**SELECT PRIZE**" button on the player control panel to move the cursor to the desired level.

Moving the cursor to the **LEFT** will make the round *easier* to win.

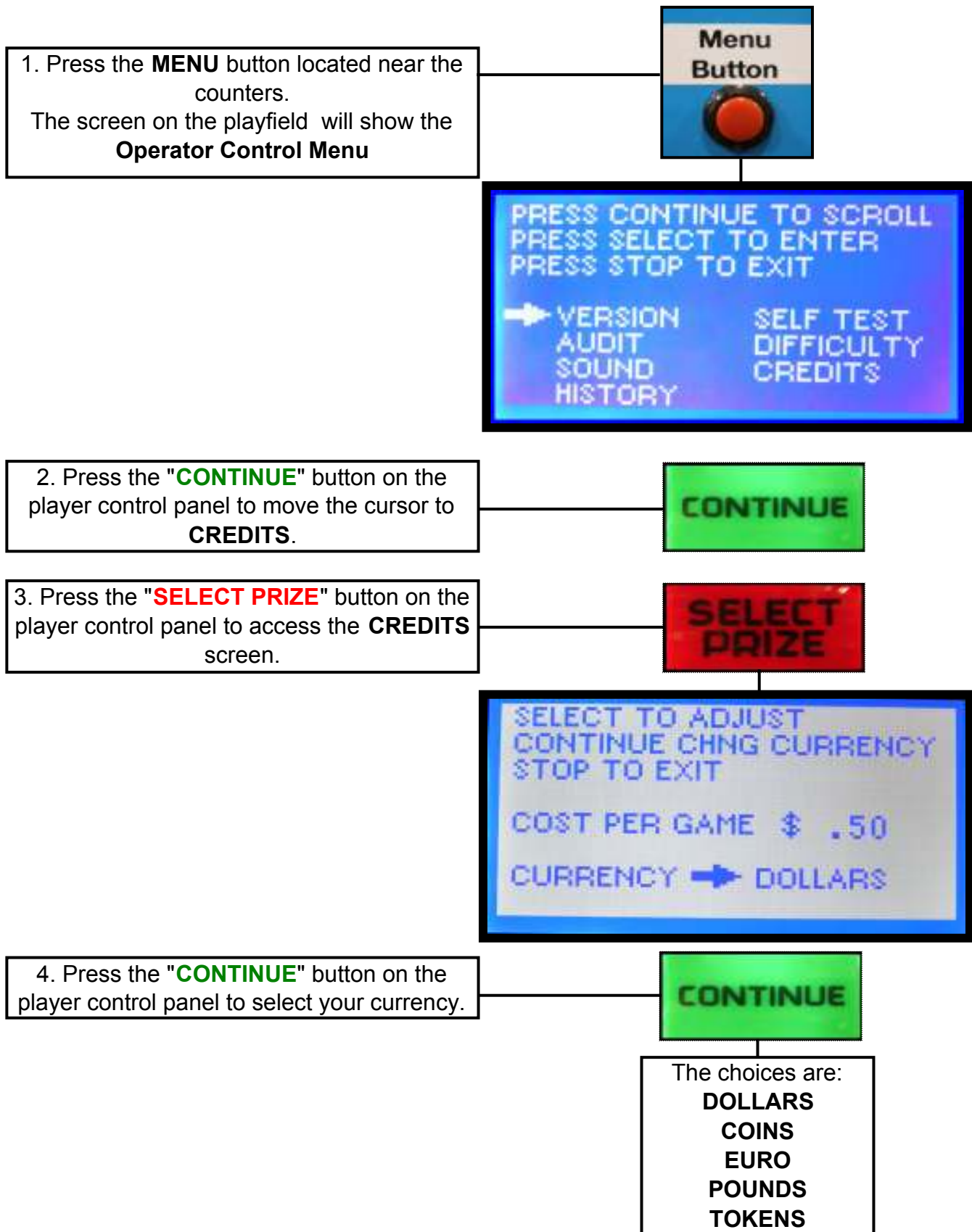Moving the cursor to the **RIGHT** will make the round *harder* to win.

SELECT PRIZE

DIFFICULTY LEVEL **ROUND 2**
CONTINUE FOR NEXT ROUND
SELECT TO ADJUST
STOP TO EXIT
4

EASY   HARD

Selector Arrow

8. Press the "**START/STOP**" button on the player control panel <u>once</u> to return to the Operator Control Menu or <u>twice</u> to exit and return to normal game play.

START STOP

Menu Button

1. Press the **MENU** button located near the counters.
The screen on the playfield will show the **Operator Control Menu**

PRESS CONTINUE TO SCROLL
PRESS SELECT TO ENTER
PRESS STOP TO EXIT

➡ VERSION   SELF TEST
   AUDIT   DIFFICULTY
   SOUND   CREDITS
   HISTORY

2. Press the "**CONTINUE**" button on the player control panel to move the cursor to **CREDITS**.

CONTINUE

3. Press the "**SELECT PRIZE**" button on the player control panel to access the **CREDITS** screen.

SELECT PRIZE

SELECT TO ADJUST
CONTINUE CHNG CURRENCY
STOP TO EXIT

COST PER GAME $ .50

CURRENCY ➡ DOLLARS

4. Press the "**CONTINUE**" button on the player control panel to select your currency.

CONTINUE

The choices are:
DOLLARS
COINS
EURO
POUNDS
TOKENS

5. Once you have selected a currency you may now adjust the cost per game by pressing the "**SELECT PRIZE**" button on the player control panel.

DOLLARS	COINS	EURO
.25	1 COIN	.30
.50	2 COINS	.50
.75	3 COINS	1.00
1.00	4 COINS	2.00
1.25	5 COINS	FREE PLAY
1.50	6 COINS	
1.75	7 COINS	
2.00	8 COINS	
FREE PLAY	FREE PLAY	

POUNDS	TOKENS
.30	1 TOKEN
.50	2 TOKENS
1.00	3 TOKENS
2.00	4 TOKENS
FREE PLAY	5 TOKENS
	6 TOKENS
	7 TOKENS
	8 TOKENS
	FREE PLAY

6. Press the "**START/STOP**" button on the player control panel <u>once</u> to return to the Operator Control Menu or <u>twice</u> to exit and return to normal game play.

PCB (Printed Circuit Board)

DIP SWITCHES
Dip options can be found on page 26.
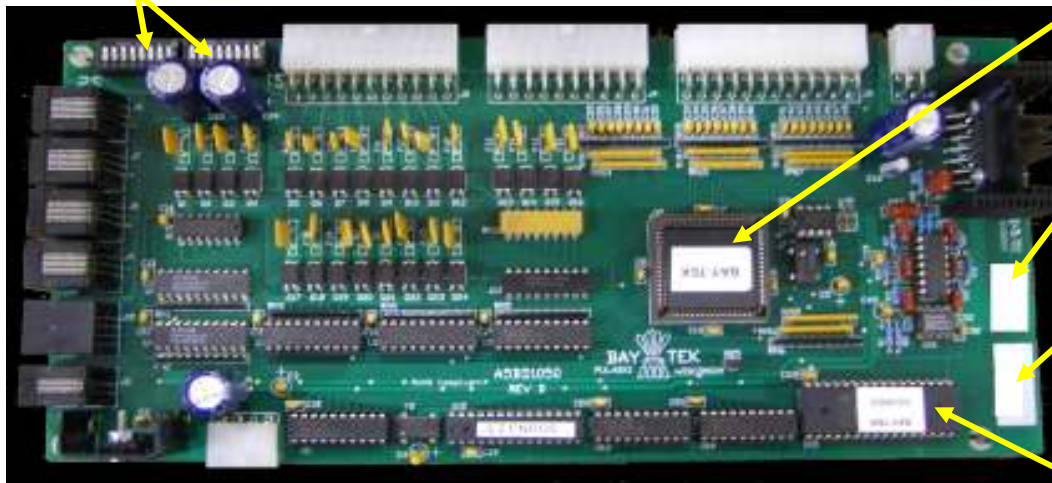
SOFTWARE CHIP

GAME SERIAL NUMBER

PCB SERIAL NUMBER

SOUND CHIP
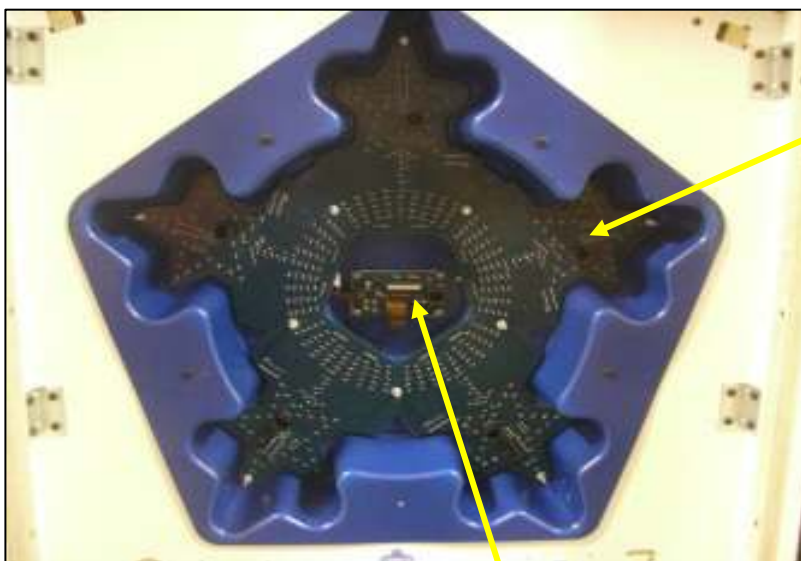
AACB1400
STAR BOARD
(5 PER GAME)

LCD CHIP

LCD Control Board

Electrical drawings can be found starting on page 36.

Programming Dip Options

American Idol Super Star (TM)
To change the factory settings you will need to access the two banks of dip switches located on the **(PCB)** by removing the back door.
The switches are located in the upper left corner of the board.

Bank 1 Dip 2	Active - see below	Dip 2 - ON
N.J. Operation FACTORY DEFAULT = DISABLED	Disabled	Dip 2 - OFF

ACTIVE
No stored credits -- No 6 plays for $5.00
Coin comparator and DBA lockout when cost per play is inserted
DBA must be disabled or removed in this mode if price per play is less then $1.00.
If there is a power loss during the prize selection/ejection process the player will have another chance to claim a prize when power has been restored.

Bank 1 Dip 4		Games starts immediately after coin up	Dip 4 ON
START/STOP Button Game start option FACTORY DEFAULT = OFF		Game starts when yellow button is pressed after coin up	Dip 4 OFF

Bank 1 Dips 5 and 6	Plays every 2 minutes	Dip 5 - OFF	Dip 6 - OFF
Attract Mode Timer	Plays every 5 minutes	Dip 5 - OFF	Dip 6 - ON
	Plays every 10 minutes	Dip 5 - ON	Dip 6 - OFF
FACTORY DEFAULT = 2 MINUTES	Disabled	Dip 5 - ON	Dip 6 - ON

Programming Dip Options

Bank 1 Dip 7	EASY	Dip 4 ON
Round 2 10th. Star Win Window FACTORY DEFAULT = NORMAL	NORMAL	Dip 4 OFF

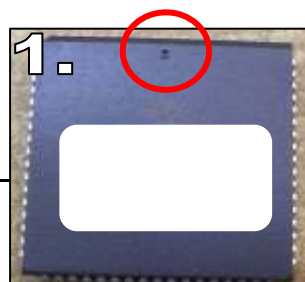| Bank 1 Dips 1, 3, and 8 UNASSIGNED and should remain OFF	Dip 1 OFF	Dip 3 OFF	Dip 8 OFF					

Bank 2 ALL DIPS UNASSIGNED and should remain OFF	Dip 1 OFF	Dip 2 OFF	Dip 3 OFF	Dip 4 OFF	Dip 5 OFF	Dip 6 OFF	Dip 7 OFF	Dip 8 OFF

Installing Software Chips

Install Program Chip

1. You will notice a small dimple on one edge of the chip.

2. That dimple should line up with an arrow in the socket on the board.
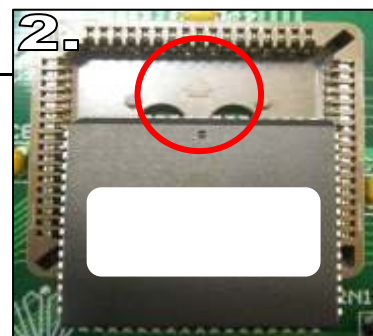
3. Line the legs of the chip with the slots in the socket and push the chip in evenly.

NOTE: The legs on the chip should not be bent at all.

Install Sound Chip - Install LCD Chip

1. You will notice a small notch on one edge of the chip.

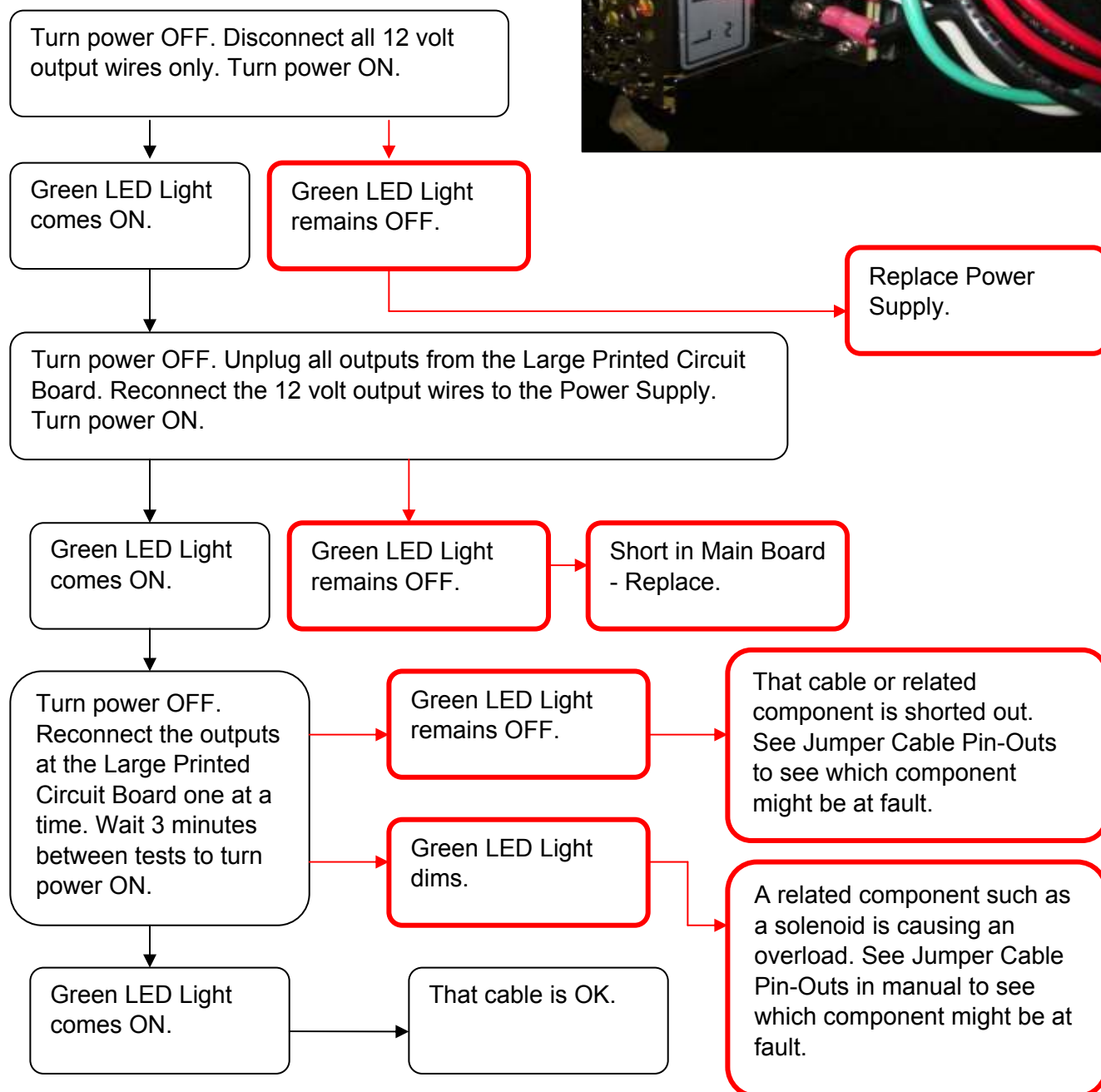2. That notch should line up with a notch in the socket on the board.

3. Line the legs of the chip with the slots in the socket and push the chip in evenly.

NOTE: The legs on the chip should not be bent at all.

Troubleshooting The Power Supply

Use the following procedure to check the Power supply for Gen 5 games.
Check the small green LED light on the power supply circuit board. If the light is out there is a short somewhere. If the light dims, there is an overload in one of the circuits such as a bad motor.

Turn power OFF. Disconnect all 12 volt output wires only. Turn power ON.

Green LED Light comes ON.

Green LED Light remains OFF.

Replace Power Supply.

Turn power OFF. Unplug all outputs from the Large Printed Circuit Board. Reconnect the 12 volt output wires to the Power Supply. Turn power ON.

Green LED Light comes ON.

Green LED Light remains OFF.

Short in Main Board - Replace.

Turn power OFF. Reconnect the outputs at the Large Printed Circuit Board one at a time. Wait 3 minutes between tests to turn power ON.

Green LED Light remains OFF.

That cable or related component is shorted out. See Jumper Cable Pin-Outs to see which component might be at fault.

Green LED Light dims.

A related component such as a solenoid is causing an overload. See Jumper Cable Pin-Outs in manual to see which component might be at fault.

Green LED Light comes ON.

That cable is OK.

Use the following maintenance chart as a guide only. Actual maintenance intervals will depend on usage and environmental conditions at the location of the game.

Keep a log of all inspections, even if no problem exists, with date and time of inspection, action taken. A Repair Record form is included at the end of this manual.

IMPORTANT: Do not use cleaning solvents on game graphics. Use only a mild soap solution and dry with a clean lint free cloth.

IMPORTANT: The game should be shut OFF for cleaning and maintenance.

Action	Daily	Weekly	Quarterly	Yearly
Check Prizes and fill as necessary.		BAY TEK		
Inspect game for physical damage. Repair as necessary.		BAY TEK		
Inspect game lighting and replace lamps as necessary.		BAY TEK		
Clean outside surfaces and glass.		BAY TEK		
Empty cash box and DBA.		BAY TEK		
Open game and clean playfield and inner surfaces with a clean soft cloth and glass cleaner.		BAY TEK		
Test to insure game is working properly.		BAY TEK		
Clean/vacuum the prize chute.		BAY TEK		
Clean DBA with bill reader cleaning card.		BAY TEK		
Test prize dispensing sensor.		BAY TEK		
Check all hardware for tightness.			BAY TEK	

Troubleshooting and Diagnostic Section

Use 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.	Unplugged	Check wall outlet
	Game's power strip circuit breaker tripped	Reset power strip breaker switch on inside of cabinet
	Faulty power supply	See power supply diagnostics. Replace if needed. (A5PS1001)
No Audio	Volume too low	Increase the volume, page 14
	Loose wire	Check audio cable connections from speakers to right side of Aux board
	Main printed circuit board malfunction	Replace printed circuit board with a spare printed circuit board if possible to isolate the problem to the main circuit board
Attraction lighting not working properly	Cable problem	Check and repair black telephone cable to main board
	Poor jumper board connections	Check and repair jumper board connections
	PCB malfunction	Replace PCB with a spare PCB if possible to isolate the problem to the PCB.

Troubleshooting Chart

Problem	Probable Cause	Remedy

Problem	Probable Cause	Remedy
Game lighting not functioning properly	Faulty light in marquee	Replace bulb with 26 watt 120 volt mini spiral compact florescent bulb. (A5LI0001)
	Inside cabinet lighting out	Replace bulb with 26 watt 120 volt mini spiral compact florescent bulb. (A5LI0001)
	Lamp socket damaged	Replace faulty sockets (A5SC5002)
	Bad power supply	See power supply diagnostic. Replace if faulty. (A5PS1001)
"START/STOP" button does not work	"**START/STOP**" switch faulty	Replace stop switch. (A5PBAC003)
	Phone cables on right side of Aux in wrong position	Ensure "audio" and "buttons" plugs are in correct position on Aux board
	Phone cable sockets dirty on either end of cable	Clean phone cable and sockets
No coin up or bill credit	Black phone cables in wrong position on door interface board	Ensure "DBA" and "1412" plugs are in correct position on door interface board
	Phone cable sockets dirty on either end of cable	Clean phone cable and sockets
	Faulty coin switch and bad bill acceptor signal	Replace coin switch. (AASW2700) and refer to Bill Acceptor not functioning below
	Faulty PCB	Replace PCB with a spare PCB if possible to isolate the problem to the PCB

Troubleshooting Chart		
Problem	**Probable Cause**	**Remedy**

Problem	Probable Cause	Remedy
Game goes directly to 2nd round after 1st round win.	The "**CONTINUE**" button is wired incorrectly	The button should be wired normally open, refer to page 10 for wiring diagram.
	The "**CONTINUE**" button is faulty	Replace "**CONTINUE**" button. (A5PBAC002)
Top spindle (1-6) does not dispense prize. *Spindle will time-out after 28 seconds of turning if no prize falls into prize chute. It will then let you select a different top row prize.*	Spindle is turning the 30 seconds, but no prize falls into prize falls into prize chute.	Prizes are not loaded correctly, and slipping on spirals. Refer to prize loading section.
	Spindle does not turn.	Faulty spindle. Replace spindle. (A5DSPZ010)
	Faulty wire, crimp, phone cable connection.	Check wiring from motor to Aux board.
	Test spindles by entering diagnostic mode	Go to self test. The game will then cycle the prize spindles for 10 seconds, then pause 10 seconds, then continue to next spindle.
	Prize stuck left or right on display.	Game thinks prize chute is blocked and will not dispense prize. Refer to Error codes below to remedy.
	Faulty PCB	Replace PCB board with a spare PCB if possible to isolate the problem to the PCB

Troubleshooting Chart		
Problem	**Probable Cause**	**Remedy**

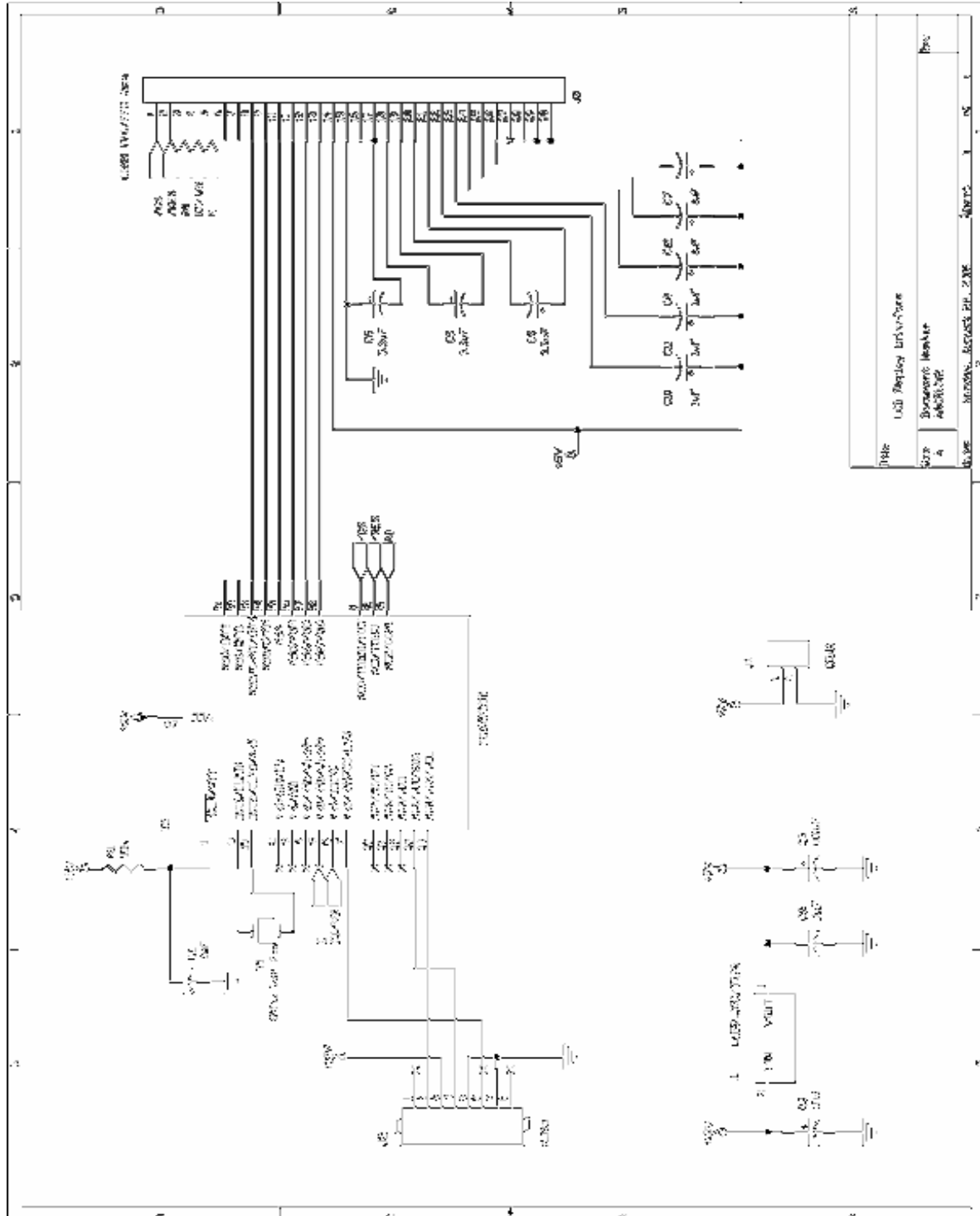| Problem	Probable Cause	Remedy
Bottom spindle (7 and 8) does not dispense prize. *Spindle will time-out after 65 seconds of turning if no prize falls into prize chute.* *It will then let you select a different bottom row prize.*	Spindle is turning the 40 seconds, but no prize falls into prize falls into prize chute.	Prizes are not loaded correctly, and slipping on spirals. Refer to prize loading section.
	Spindle does not turn.	Faulty spindle. Replace spindle. (A5DSPZ010)
	Faulty wire, crimp, phone cable connection.	Check wiring from motor to Aux board.
	Test spindles by entering diagnostic mode	Go to self test. The game will then cycle the prize spindles for 10 seconds, then pause 10 seconds, then continue to next spindle.
	Prize stuck left or right on display.	Game thinks prize chute is blocked and will not dispense prize. Refer to Error codes below to remedy.
	Faulty PCB	Replace PCB with a spare PCB if possible to isolate the problem to the PCB
Game has too many credits.	Game may be in free play mode.	Enter diagnostics and ensure credits are not set to free play.
	Many credits in memory.	To clear memory, enter diagnostics, go to audit section. Press and hold both "continue" and "select prize" buttons down. ***Note: This will clear all audit functions!***

	Troubleshooting Chart	
Problem	**Probable Cause**	**Remedy**

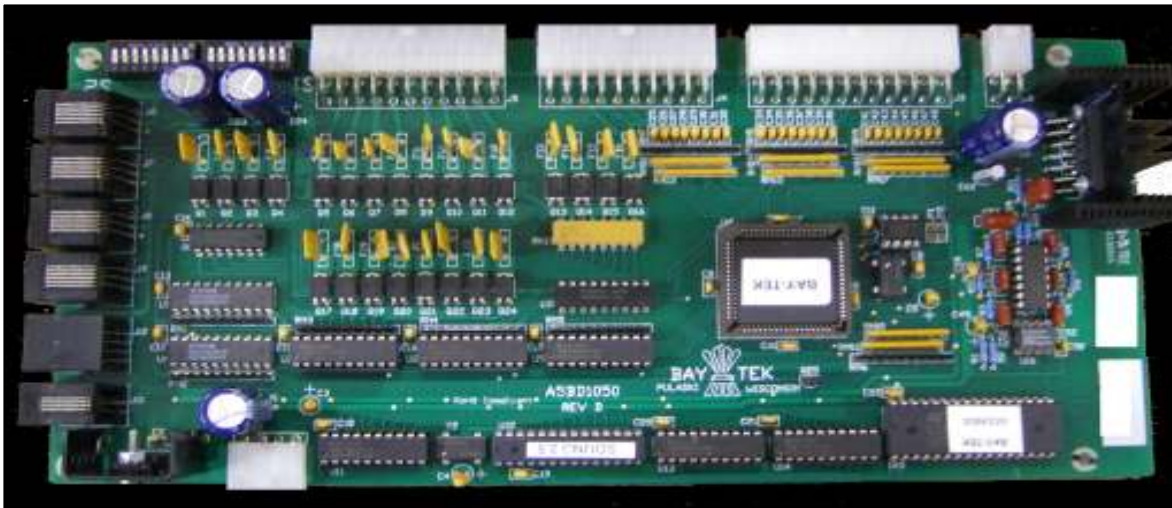| Problem	Probable Cause	Remedy
Dollar Bill Acceptor not functioning	Ensure bill acceptor has 110 Volts AC	Acceptor should cycle stacker at game power up. If not, check cable connections to power strip. **Caution – 110 Volts AC**
	Dirt or debris in acceptor slot.	Clean with bill reader cleaning card.
	Ensure acceptor dipswitch is set to "always enable"	There are dips on side of acceptor. Set to "always enable" (not harness enable)
	Black phone cable in unplugged or in wrong position on door interface board.	Check cable position according to diagram on door.
	Pinched, broken, or disconnected wiring.	Check wiring from bill acceptor to Aux board. Repair or replace wiring harness.
	Bill acceptor problem.	Refer to troubleshooting section of dollar bill acceptor manual included with this game or the diagnostics label of the back of the unit.

Error Code

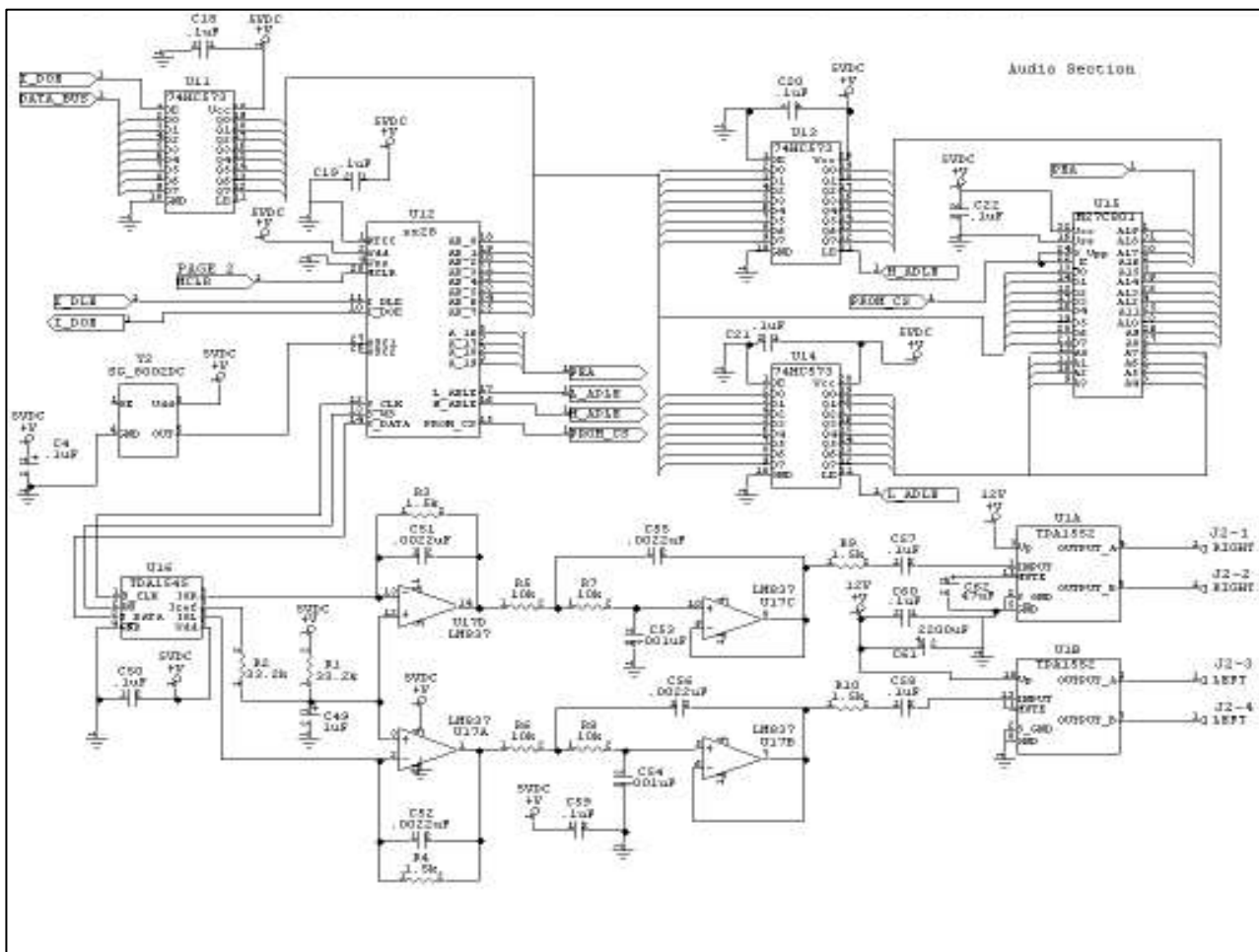|		
SENSOR STUCK	Game thinks something is blocking prize chute. It will not allow a prize to drop. All the lighting in the game that is controlled by the main board is turned OFF. No additional games will be allowed to be played. If possible the DBA is locked out. Examine sensor boards. Each board has 4 green LED's. The only one that is supposed to be lit all the time is D19. The other 3 will come on if emitters are blocked. If any of these 3 are lit, board is faulty. If any of these are on dimly – the boards are not perfectly lined up.	Prize chute optos are dirty. Remove wood prize chute and clean optos. *Caution: Unplug phone plug before prize chute is removed to avoid damaging cable connection.*
		Prize chute has 2 sensor boards. *They are interchangeable* . Try swapping left and right boards with each other and see if problem is fixed.
		Clean sensor boards, replace if needed. (AACB1401)
		Check wiring from sensor to Aux board. Repair or replace wiring harness.
		Phone cable sockets dirty on either end of cable. Clean phone cable and sockets.

LCD Control Board Schematic

PCB DRAWING

Audio Section

Communications - Serial EEprom

Input Section A - Con. Switches
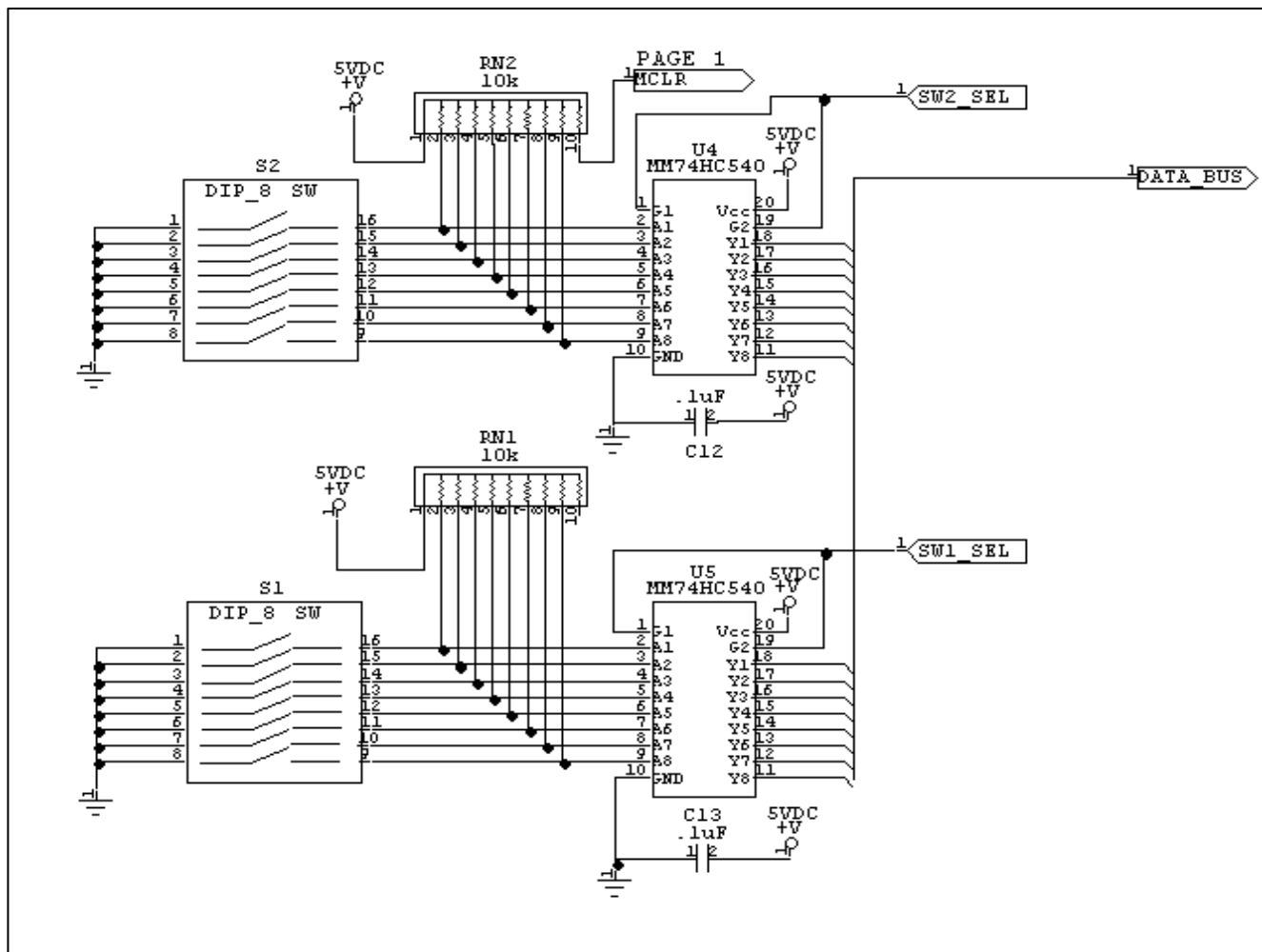
Input Section B - Inputs RE, RC

5VDC +V

RN8 10k
RN14 470

1 RB4

J3-13 RA5 1
J3-15 RD7 1
J3-17 RE1 1
J3-19 RE3 1

1 RA5
1 RD7

1 PORT_E

RE1
RE3

J3-20 RE2 1
J3-18 RE0 1
J3-16 RA4 1
J3-14 RG5 1

RE2
RE0

1 RA4
1 RG5

RN15 470

C33 .01uF   C34 .01uF
RE2 1 2   1 2 1 RE3

C35 .01uF   C36 .01uF
RE0 1 2   1 2 1 RE1

C37 .01uF   C38 .01uF
RA4 1 2   1 2 1 RD7

C39 .01uF   C40 .01uF
RG5 1 2   1 2 1 RA5

RN9 10k

1 RB5

5VDC +V

RN16 470

1 PORT_C

J3-5 RC6 1
J3-7 RC4 1
J3-9 RC2 1
J3-11 RC0 1

RC6
RC4
RC2
RC0

J3-12 RC1 1
J3-10 RC3 1
J3-8 RC5 1
J3-6 RC7 1

RC1
RC3
RC5
RC7

RN17 470

C47 .01uF   C48 .01uF
RC7 1 2   1 2 1 RC6

C45 .01uF   C46 .01uF
RC5 1 2   1 2 1 RC4

C43 .01uF   C44 .01uF
RC3 1 2   1 2 1 RC2

C41 .01uF   C42 .01uF
RC1 1 2   1 2 1 RC0

Output Section - Chase lights Q13-Q16

Output Section A

- Chase Lights
- Q13-16

CHASEA J6-1
CHASEA J7-1
CHASEA J8-1
CHASEA J9-1
CHASEB J6-2
CHASEB J7-2
CHASEB J8-2
CHASEB J9-2
CHASEC J6-3
CHASEC J7-3
CHASEC J8-3
CHASEC J9-3
CHASED J6-4
CHASED J7-4
CHASED J8-4
CHASED J9-4
Q13 J4-19
Q14 J4-20
Q15 J4-15
Q16 J4-16

F1 FUSE 1.35A
F2 FUSE 1.35A
F3 FUSE 1.35A
F4 FUSE 1.35A
F13 FUSE 1.35A
F14 FUSE 1.35A
F15 FUSE 1.35A
F16 FUSE 1.35A

Q1 IRLD024
Q2 IRLD024
Q3 IRLD024
Q4 IRLD024
Q13 IRLD024
Q14 IRLD024
Q15 IRLD024
Q16 IRLD024

RM4 10k

PAGE 6 RD6_PD

5VDC C16 .1uF

U8 74HC573

OUTA_SEL

OE

DATA_BUS

Output Section B

- Q17 - Q24

Output Section C Q5-Q12

12VDC
+V

J1

12 Vdc

SVDC
+V

U1
78L05
IN   OUT
com

C1
2200uF

C2
.1uF

J3-3
J3-4
J3-21
J3-22
J4-3
J4-7
J4-10
J4-14
J5-1
J5-21
J10-5
J10-7
J11-3

12VDC
+V

J6-3
J7-3
J8-3
J9-3
J10-1
J10-2
J11-1

J3-1
J3-2
J3-23
J3-24
J4-2
J4-6
J4-17
J4-18
J5-2
J5-11
J5-12
J5-22
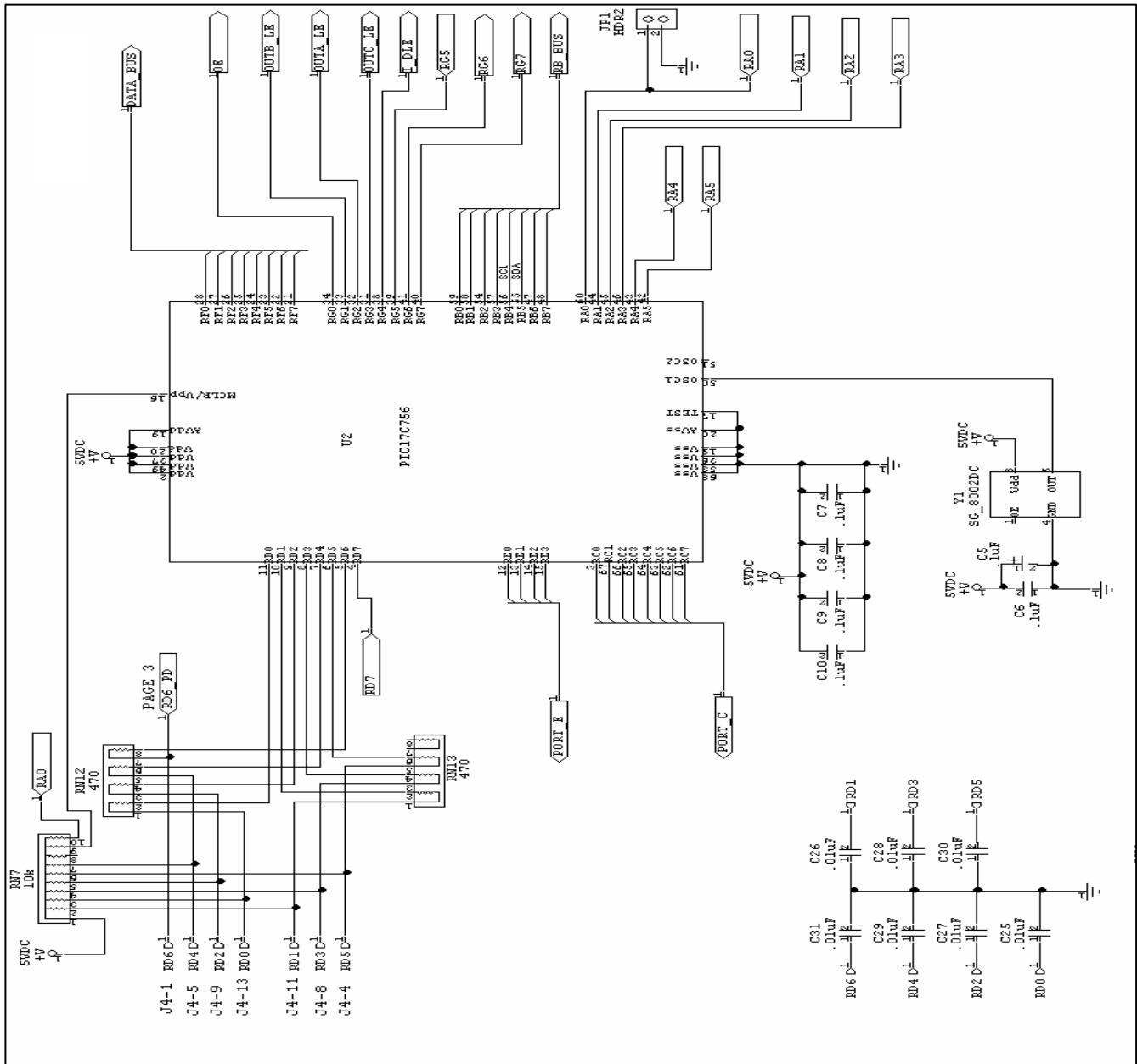
Excellent customer service is very important to Bay Tek Games! We know that keeping your games in great operating condition is important to your business. When you need us, we are here to help. You can call us for free technical assistance, and you can count on us to have parts on-hand to support your 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 & 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 out a replacement board that same day (pending availability). This is your best option when you need to get your game up and running as quickly as possible! 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.

• **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 Games 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 Information

Bay Tek Games Inc. warrants to the original purchaser that the game will be free of defects in workmanship and materials for a period of (6) months from the date of installation.

Bay Tek Games Inc. will, without charge, repair or replace at it's option defective product or component parts upon notification to the factory service department.

Warranty replacement part(s) will be shipped immediately via ground service, along with a Return Material Authorized (**RMA**) number for the return of defective part(s). Defective parts must be shipped back to Bay Tek Games unless otherwise instructed.

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

Should your game need servicing, determine the serial number from the decal on the back of the cabinet or the logic unit, and call **920.822.3951** or email to:
SERVICE@BAYTEKGAMES.COM

Repair of NON-Warranty Units

Should your game need servicing, determine the serial number from the decal on the back of the cabinet or the logic unit, and call **920.822.3951** or email to:
SERVICE@BAYTEKGAMES.COM

An estimate of the repair charges will be quoted to you for approval.

You can proceed in one of two ways:

1. Request the immediate shipment of advanced 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 parts in **14 days** to avoid additional charges.

2. Send in the defective part(s) for repair or replacement.

Please include the following information:
Name
Address
Phone Number
Serial Number
Purchase Order Number
or Signed Authorization to perform service

Repair and returned parts will be shipped back using the same mode of transportation in which they were received. Repairs are warranted (30) days from the date installed into service.

Contact Us

Fax us at
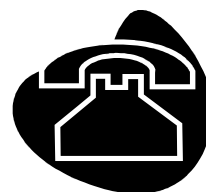**(920) 822-1496**

Email us 24 hours a day at
service@bay-tek.com
Also order parts online at
www.baytekgames.com

Parts can be sent to
**1077 E Glenbrook Dr
Pulaski, WI 54162**

Call us M-F
8am-5pm CST at
(920) 822-3951

Repair Record

Make copies of this page for future use.

Game _____   **Serial Number** _____

Date	Maintenance Performed	Parts Replaced	Notes

Online Support for American Idol Super Star ™
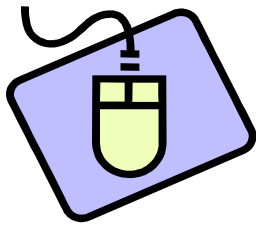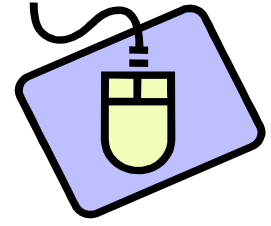
SERVICE FIRST NETWORK

We have put together our new "Service First" network to keep our customers up to date on the latest information, parts specials, upgrades, technical bulletins, and much more. If you are not on the network, sign on today!

SERVICE FIRST CONTACT INFO

Fax directly to service department
(920) 822-1496

Comments / Questions:
(920) 822-3951 ext. 1101

Email :
service@baytekgames.com

Replacement Parts List for American Idol Super Star ™

Part Number	Description
A5AC9091	BILL ACCEPTER - see ATTENTION box below
AAJP9090	JUMPER CABLE, BILL ACCEPTOR, MARS
A5AR1001	LOCK ARM FOR FRONT DOOR
A5HA1001	T-HANDLE FOR FONT DOOR LOCK
A5LK1001	LOCK FOR BLACK T-HANDLE LOCK
A5LK2000	CASH BOX LOCK (631)
A5LK5001	BACK DOOR LOCK (644)
A5SR-25C	SINGLE COIN DOOR W/ 25C MECH
A5PL9097	BILL ACCEPTOR BLANKING PLATE
A5SP1437	SPEAKER
A5CA1002	WHEEL CASTER
A5CB2050	CASH BOX
A5CORD5	COMPUTER POWER CORD
A5FI9222	IN-LINE FILTER
A5LEAC001	YELLOW LENS COVER (8 PER GAME)
A5LEAC002	BLU LENS COVER (5 PER GAME)
A5LI0001	COMPACT FLORESCENT BULB
A5SC5002	BULB SOCKET
A5LIYE010	YELLOW LIGHT, MARQUEE
WSTM1316	T-MOLDING, BLK/SILVER (35 FEET PER GAME)
A5PB6900	RED MENU BUTTON
A5PBAC001	RED PUSH BUTTON, SELECT PRIZE
A5PBAC002	GREEN PUSH BUTTON, CONTINUE
A5PBAC003	YELLOW PUSH BUTTON, STOP
A5TG1300	FRONT DOOR GLASS
A5TG1301	SIDE WINDOW GLASS (2 PER GAME)
AAVFBZ001	VACUUM FORM STAR PLAYFIELD WITH BLUE LENS COVERS
A5DSPZ010	PRIZE DISPENSER SPINDLE LONG (6 PER GAME)
A5DSPZ020	PRIZE DISPENSER SPINDLE SHORT (2 PER GAME)
CIRCUIT BOARDS	
A5CBDI010	LCD DISPLAY BOARD
AACB1402	LCD INTERFACE BOARD
AACB1303	AUX BOARD, CONNECT TO GEN 5
AACB1304	LARGE PRIZE INDICATOR LIGHT BOARD (2 PER GAME)
AACB1305	TOP ROW PRIZE INDICATOR LIGHTS (2 PER GAME)
AACB1400	STAR PLAYFIELD BOARD (5 PER GAME)
AACB1401	PRIZE CHUTE SENSOR BOARD (2 PER GAME)
AACB1403	LARGE PRIZE SPINDLE LIGHTS, WHITE (2 PER GAME)
AACB1404	DOOR INTERFACE BOARD
AAMB5A	PCB
A5PS1001	POWER SUPPLY

⚠ ATTENTION ⚠

DBA REQUIREMENTS
MANUFACTURER: **MEI**
MODEL: **AE 2451 U5E**
or any other UL recognized DBA.

Replacement Decal List for American Idol Super Star ™

A5DE1408-MARQUEE OVAL

A5AC1400-ACRYLIC MARQUEE

**A5DE1406
RIGHT SIDE TOP**

**A5DE1404
LEFT SIDE TOP**

A5DE1407-CONTROL PANEL

A5DE1402-FRONT DOOR TOP

A5DE1401-PRIZE DOOR

**A5DE1405
RIGHT SIDE BOTTOM**

**A5DE1403
LEFT SIDE BOTTOM**

A5DE1400-FRONT DOOR BOTTOM

A5DE1412-RIGHT SIDE DOOR

A5DE1411-LEFT SIDE DOOR

A5AC1401	SUPER PRIZE ACRYLIC
A5DE1410	BLUE, LIGHT BLOCKING PLEXI
A5DE1414	TOP SPINDLE BOARD DECAL, INSIDE