Chameleon Paradize™

NEW AND IMPROVED TROUBLESHOOTING GUIDES!!

Service Manual

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About Chameleon Paradize

Chameleon Paradize is a two player game with an exciting island theme.

Players attempt to "eat" as many tasty bugs as they can in a set time limit.

Using the chameleons tongue the players knock over bug targets to score tickets.

Chameleon Paradize's bright graphics and cool island music will attract kids of all ages.

Chameleon Paradize is great by itself or connect two games

together to create an exciting center piece for your game room!

Operation and Set Up

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.

Unpacking, Assembly, and Installation

Tools Needed:
> 1/4" Socket
> Drill w/ #2 sq. bit

1. Remove the keys taped in the coin return slots. Remove the hardware pack from the cash box.

2. Attach the chase light assembly to the back of the marquee board using the silver screws and tube clamps.
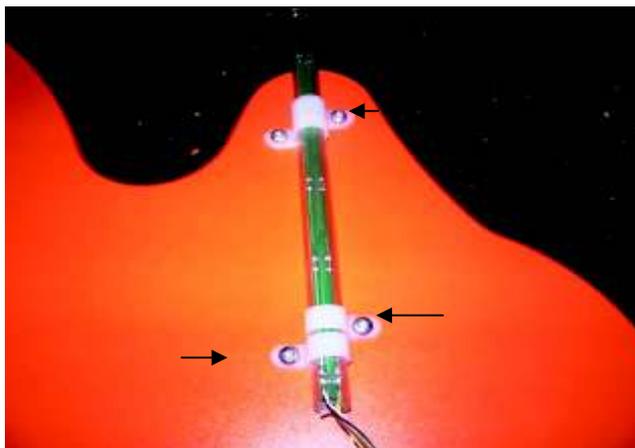
3. Using two people hoist the marquee to the top of the game and attach using the black bolts, washers, and nuts.
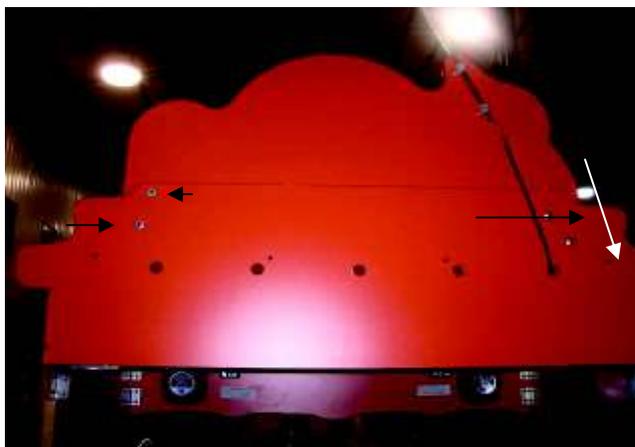
4. Run the chase light cord thru the open clamps and into the first hole. Plug into the jumper board located on the inside of the cabinet.

Operation and Set Up Cont.

5. Uncoil the black power cord located in the back lower part of the game and feed it thru the hole on the floor of the game.

6. Check that the dip controls are set to your preference, we ship the game using factory defaults.

7. Replace the backdoors and move the game into position.

8. Plug the game in. Turn ON the power strip. The software will adjust both bug wheels to the proper speed. Once the adjustment is made the game be played.

Ticket Tray Controls

Counters
Counters are located on the left player station ticket tray. The game counter counts each game played on both sides. The ticket counter counts each ticket dispensed on both sides.
The counters can not be reset.

Volume Control
The volume control knob is also located on the left player station ticket tray. Chameleon Paradize features a stereo speaker system. This along with the voice chip enhances the visual effect of the game play.

Ticket Clear Button
The ticket clear buttons are located on both ticket trays. If the game runs out of tickets before the player is rewarded the game will "remember" the tickets owed and pay out when the tickets are replaced. By pressing the clear button before hand no tickets will be paid out.

Clear Credits
You may need to clear accumulated credits from your game. To do so you will need 2 people:

1. Power the game OFF.

2. Move dips 6, 7, and 8 on bank 2 to the ON position.

3. Power the game ON.

4. Hold down the two yellow push buttons. The tongues will move. Hold the button until the tongues stop moving.

5. Move dips 6, 7, and 8 to the OFF position.

6. Power the game OFF.

7. The game is ready to be played again.

8. Once everything checks out replace the Bay Tek test tickets with tickets of your own.

9. Close and lock all doors. Clean the windows using glass cleaner and a clean lint free cloth.

Important:
*The game should be turned **off** for cleaning and maintenance.*

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.

Programming Section

The ticket patterns, attract mode, and more are controlled by two banks of dipswitches located on the main circuit board.

The main circuit board is located in the back inside lower part of the game.

Be sure the power is off before adjusting the game settings.

Important

Power must be OFF to the game before adjusting the dipswitches. Turn OFF the power strip inside the game. Set the desired settings, wait 30 seconds then turn power back ON.

See the charts on the following pages for programming options.

Factory Default Settings

Basic Game Functions	Factory Setting	Chart
Ticket Payout	Standard	1
Standard Tickets	Pattern 1	3
Coins per Play	1 Coin	6
Free Play Mode	Disabled	7
Multi Credits	Disabled	8
Game Timer	32 Seconds	9
Farto Concerto	Enabled	12
Attract Mode	Enabled	13
Wheel Speed	Ramp Up (Score Based)	14

Factory Settings Bank 1							
Dip 1	Dip 2	Dip 3	Dip 4	Dip 5	Dip 6	Dip 7	Dip 8
OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF

Factory Settings Bank 2							
Dip 1	Dip 2	Dip 3	Dip 4	Dip 5	Dip 6	Dip 7	Dip 8
OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF
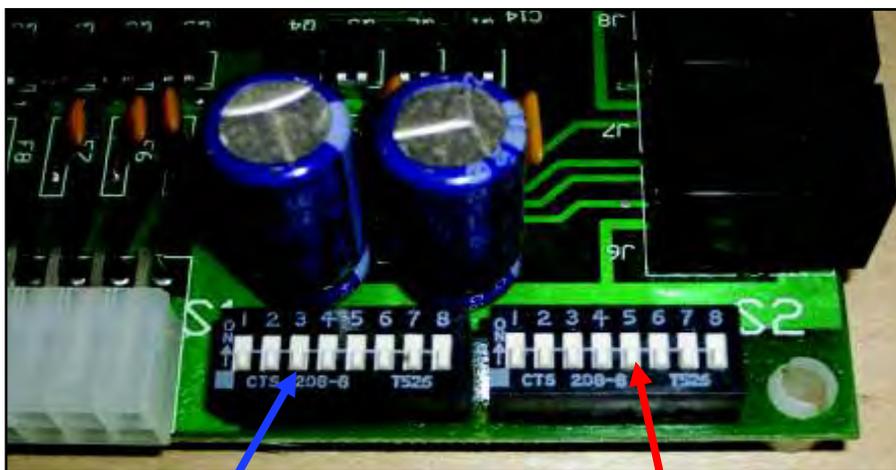
Bank 1   Bank 2

Ticket Payout Select, Standard Patterns, and Fixed Patterns

Chart 1	Bank 1		
	Ticket Payout Select	**Option**	**Dip 4**
	Allows you to choose between a **Standard** ticket payout or a **Fixed** ticket payout. A standard payout pays ticket per bug. A fixed ticket payout pays a fixed amount of tickets regardless of the score. **The factory default is Standard Ticket Payout.**	Fixed	On
		Standard	**OFF**

Chart 2	Bank 1		
	Ticket Payout Select	**Option**	**Dip 5**
	Allows you to choose between a **Standard** ticket payout or a **Ticket Bucket** payout. A standard payout pays tickets per bug. A ticket bucket payout pays tickets based on point groups. **The factory default is Standard Ticket Payout.**	Ticket Buckets	On
		Standard	**OFF**

Chart 3	Bank 1		
	Standard Ticket Payout Patterns	**Patterns**	**Dip 1**	**Dip 2**
	If you choose to use the **Standard Ticket Payout**, you can now choose a pattern the game will payout. One point is gained for every one bug knocked over. The **mercy ticket** feature is active and cannot be disabled. If you choose pattern 2 or 4 please see the bonus table on the next page. **The factory default is Pattern 1.**	**1 Ticket per One Point**	**OFF**	**OFF**
		1 Ticket for every two points	On	Off
		2 tickets for every one point	Off	On
		2 tickets for every two points	On	On

Chart 4	Bank 1			
	Fixed Ticket Payout Patterns	**Fixed Tickets**	**Dip 1**	**Dip 2**	**Dip 3**
	If you choose to go with the **Fixed Ticket Pattern** you may now choose a payout pattern. The selected pattern will pay the player the same amount of tickets regardless of the score. You will need to contact **Bay Tek Parts** for a new ticket decal on the pelican stand.	3 Tickets	Off	Off	Off
		4 Tickets	On	Off	Off
		5 Tickets	Off	On	Off
		6 Tickets	On	On	Off
		7 Tickets	Off	Off	On
		8 Tickets	On	Off	On
		10 Tickets	Off	On	On
		12 Tickets	On	On	On

Ticket Bucket Option, Coin/Token per Play, Free play, Multi-Credits, and Game Timer

Chart 5	Bank 1			
	Ticket Bucket Payout	**Bucket Option**	**Dip 1**	**Dip 2**
	If you choose to use the **Ticket Bucket Payout** option you will need to replace to ticket decal on the pelican stand with the bucket decal in the cashbox. <u>Call **Bay Tek Parts** for the ticket value sheet to place under the bucket decal.</u> The **mercy ticket** is active and cannot be disabled.	0-2 Points = 1 Tickets 3-5 Points = 4 Tickets 6-9 Points = 6 Tickets 10-13 Points = 8 Tickets 14-17 Points = 9 Tickets 18-20 Points = 10 Tickets 21-24 Points = 12 Tickets Over 25 = 25 Tickets	Off	Off

Chart 6	Bank 2			
	Coins/Tokens per Play	**Coin Option**	**Dip 7**	**Dip 8**
	This will allow you to set the number of **Coins/Tokens per Play** the game needs to be played. **The factory default is 1 Coin/Token.**	**1 Coin**	**OFF**	**OFF**
		2 Coins	On	Off
		3 Coins	Off	On
		4 Coins	On	On

Chart 7	Bank 2		
	Free Play Mode	**Play Option**	**Dip 6**
	Allows you to set the game to **Free Play Mode**. In this mode the game needs no credits to be played. This is a Bay Tek function and is <u>not recommended</u> for your use. **The factory default is Normal Game Play.**	Free Play	On
		Normal Game Play	**OFF**

Chart 8	Bank 2		
	Multi Credits	**Play Option**	**Dip 5**
	The game can be set to only grant one game despite the number of credits inserted. This is a Bay Tek function and is <u>not recommended</u> for your use. **The factory default is Normal Game Play.**	1 Credit	On
		Normal Game Play	**OFF**

Chart 9	Bank 2			
	Game Timer	**Time**	**Dip 1**	**Dip 2**
	This will allow you to set the **Game Timer**. The time starts after the yellow push button is pushed the first time after a coin/token is inserted. **The factory default is 32 seconds.**	**32 sec.**	**OFF**	**OFF**
		25 sec.	On	On
		40 sec.	On	Off
		50 sec.	Off	On

Ticket Dispensers, Bonus, Special Effects, Attract Mode, Wheel Speed, and Filter Board

Chart 10	Bank 1		
	Ticket Dispensers	Options	Dip 3
	Allows you to turn off the ticket dispensers. This is a Bay Tek function and we do not recommend it for your use. **The factory default is Dispensers ON.**	Dispensers OFF	On
		Dispensers ON	**OFF**

Chart 11	Bank 1		
	Bonus Tickets	Options	Dip 6
	If you choose the standard pattern 2 or 4 you may also use a 25+ point bonus. The game will award **25 total tickets for the pattern 2** and **50 total ticket for pattern 4 regardless of the score.**	No Bonus Tickets	On
		Bonus Tickets	**OFF**

Chart 12	Bank 1		
	Farto Concerto	Options	Dip 7
	You may disable the end of game gassy sound effects, but why? Kids seem to find it funny! **The factory default is Gassy Sounds Enabled.**	No Gassy Sounds	On
		Gassy Sounds Enabled	**OFF**

Chart 13	Bank 1		
	Attract Mode	Options	Dip 8
	The game is equipped with an **Attract Mode**. If the game isn't being played the game will play selected tracks form the audio file every 5 minutes. **The factory default is Attract Mode Enabled.**	No Attract Mode	On
		Attract Mode Enabled	**OFF**

Chart 14	Bank 2		
	Wheel Speed	Options	Dip 3
	With this feature the game will ramp up the bug wheel speed if the player scores 4 or more points in the first 8 seconds of the game. The ramp up will last 15 seconds, then the wheel will return to the default speed for the remainder of the game. **The factory default is Ramp Up Based on Score Enabled.**	No Ramp Up	On
		Ramp Up Based on Score	**OFF**

Chart 15	Bank 2		
	Filter Board	Options	Dip 4
	This switch shouldn't be used unless you are directed to do so by the **Bay Tek Service Department**. **The factory default is Disabled.**	Enabled	On
		Disabled	**OFF**

Preventive Maintenance

Maintenance Chart

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 problems exist, with the date and time of the inspection. Record all action taken.
A repair log sheet is located at the end of this manual.

Important:
Do not use any cleaning solvents on the games graphics. Use only a mild soap solution and a clean lint free cloth.

Important:
The game should be turned __off__ for cleaning and maintenance.

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.

	Daily	Weekly	Monthly
Inspect the game for damage. Repair as needed.	BAY TEK		
Check all game lighting. Repair or replace lamps as needed.	BAY TEK		
Fill ticket trays.	BAY TEK		
Empty coin box.	BAY TEK		
Test game to ensure proper operation.	BAY TEK		
Clean outside surfaces with warm soapy water only. **Do Not** use solvents on decals or Acrylic surfaces.		BAY TEK	
Clean front glass with glass cleaner and a clean lint free cloth.		BAY TEK	
Blow paper dust from each ticket dispenser. Clean more often if conditions dictate.		BAY TEK	

Trouble Shooting Guide

PROBLEM	PROBABLE CAUSE	REMEDY
No power to the game	1. Unplugged	1. Check wall outlet
	2. Blown Fuse	2. Check transformer fuse (220 v only - 7 amp fast burn)
	3. Circuit breaker tripped	3. Reset power strip breaker or building circuit breaker
	4. Bad power supply	4. See power supply diagnostic. Replace if faulty - A5PS1001
	5. Halogen lights shorting out power supply	5. Replace bulbs with 20watt MR16 bulbs - A5LA9050
No audio	1. Volume too low	1. Increase volume at the control on the inside of the left ramp door.
	2. Loose wire at the control or speaker	2. Check audio cable connections to the speakers, volume control knob, and main board. Check continuity.
	3. Bad connection between head piece and ramp piece	3. Check connection between the pieces.
	4. Defective potentiometer	4. Replacement - A5PO2000
	5. Main circuit board malfunction	5. Replace the main board with a known same type main board to isolate the problem.
Attract lighting not working properly	1. Cable problem	1. Check and repair cable from the marquee to the main board
	2. Main board malfunction	2. Replace the main board with that of a working same type game to isolate the problem
Halogen lights not functioning properly	1. Burned out lamps	1. Replace lamp with 12v 20 watt MR16 halogen bulbs - A5LA9050
	2. Wiring damage or disconnected from the power supply	2. Check for 12v to the fixtures
	3. Lamp socket damage or bad solder connections	3. Repair or replace faulty sockets
	4. Bad power supply	4. Refer to the power supply troubleshooting guide

PROBLEM			PROBABLE CAUSE	REMEDY
Tongue not operating correctly	Mechanical Problem		1. Assembly binding.	1. Loosen the screw on the tongue slide. It is locate on the opposite side of the clean window below the assembly.
			2. Check set screw on linkage arm.	2. Tighten set screw
	Calibration sensor problem		1. Calibration sensor not reading silver tape strip.	1. Inspect and clean both pieces of the silver tape. One in on the forked end and the other is on the body.
			2. Faulty wiring.	2. Check the wiring continuity from the chameleon to the main board.
			3. Faulty sensor.	3. Replace sensor if needed - AABD5010
	Player push button problem	Put the game into test mode. Turn ON dips 6, 7, and 8 on Bank 2. Push button.	CC is displayed.	1. Button is good 2. Check wiring from the motor to the main board. 3. Replace main board.
			CC is not displayed.	1. Button is bad. 2. Ensure switch is wired correctly. Compare to working game. 3. Replace switch - A5PB7300 4. Check wiring from main board to switch. 5. Replace main board
	Motor problem	Check for 12v DC at the motor	12v DC at the motor	1. Replace motor - A5MO1201
			No 12v DC at the motor	1. Check wiring from the main board to the motor 2. Faulty main board.
Bug wheel spinning too fast			1. Dip switch setting on the main board. 2. Diode board faulty. 3. Motor faulty.	1. Turn dip 4 on bank 2 OFF 2. Replace as needed - AABD1204 3. Replace motor as needed - A5MO1201

PROBLEM	PROBABLE CAUSE	REMEDY
Bugs not scoring	1. Black toggle the bugs fall on is sticking. 2. Silver tape is not reflection. 3. Faulty sensor. 4. Wiring damage or disconnected.	1. Ensue the toggle moves freely 2. Clean or replace silver tape on the toggle. 3. Replace sensor - AABD5010 4. Check wiring from main board to sensor.
Ticket do not dispense	1. Ticket tray is empty due to faulty low ticket sensor or broken/loose wires. Sensor switch stuck or bent out of position. 2. Faulty cable to the dispenser. 3. Dirty opto-sensor or paper dust built up. 4. Ticket notch is too shallow. 5. Faulty ticket dispenser. 6. Main board malfunction.	1. Fill ticket tray. Replace low ticket sensor switch. Repair wiring. Clean ticket tray of dirt and loose tickets or debris. Bend switch wire to correct position under tickets. 2. Check wiring continuity from dispenser to main board. Check for pinched, broken or disconnected wires. Replace as necessary. 3. Clean with compressed air and if necessary wipe sensor with isopropyl alcohol on a cotton swab. 4. Flip tickets and load upside-down to have large cut notch toward opto sensor. 5. Replace dispenser with spare working dispenser. 6. Replace main board with a spare Gen 5 board if possible to isolate the problem to the main circuit board.

PROBLEM	PROBABLE CAUSE	REMEDY
Wrong number of tickets dispenser	1. Ticket Pattern dipswitches set wrong. 2. Dirty opto-sensor on ticket dispenser. 3. Many tickets in memory. If ticket meter is counting the tickets coming out, then reset tickets owed. 4. Faulty ticket dispenser. 5. Main circuit board malfunction.	1. Check and reset dipswitches for proper setting. 2. Clean with compressed air or wipe with isopropyl alcohol on a cotton swab. 3. Push reset tickets owed button "up button" on bracket to reset tickets out. 4. Replace with spare working dispenser. 5. Replace main board with a spare Gen 5 board if possible to isolate the problem to the main circuit board.

Error Codes

88	Part of start up diagnostics. At power up: 1.) Tongue motor cycles – finds home. 2.) Bug wheel spins – calibrates speed. Leave game for up to 10 minutes to see if 88 clears.	Leave game for up to 10 minutes. Error 88 will clear. A new error may be displayed.
LO	a. Ticket tray empty. b. Faulty low ticket switch. c. Broken/loose wires.	a. Load tickets. Make sure ticket stack rests on top of wire actuator of switch. b. Replace switch. (AASW200) c. Check cable connections from switch to main circuit board.

PROBLEM	PROBABLE CAUSE	REMEDY
Er 11	Player 1 tongue sensor not being seen.	Refer to "Tongue not Operating Correctly" section. a.) Calibration sensor problem. b.) Motor problem.
Er 12	Player 1 tongue sensor is constantly being seen.	Refer to "Tongue not Operating Correctly" section. a.) Motor problem b.) Calibration sensor problem.
Er 13	Player 1 bug wheel speed sensor not being seen.	a. Clean or replace silver tape on back of bug wheel. b. Check wiring from main board to sensor. c. Replace sensor. (AABD5010) d. If 12 Volts DC is at motor, replace motor. (A5MO1201) e. Check diode board, replace as needed. (AABD1204) f. Replace main board with a spare Gen 5 board if possible to isolate the problem to the main circuit board.
Er 21	Player 2 tongue sensor not being seen.	Refer to "Tongue not Operating Correctly" section. a.) Calibration sensor problem. b.) Motor problem.
Er 22	Player 2 tongue sensor is constantly being seen.	Refer to "Tongue not Operating Correctly" section. a.) Motor problem b.) Calibration sensor problem.
Er 23	Player 2 bug wheel speed sensor not being seen.	a. Clean or replace silver tape on back of bug wheel. b. Check wiring from main board to sensor. c. Replace sensor. (AABD5010) d. If 12 Volts DC is at motor, replace motor. (A5MO1201) e. Check diode board, replace as needed. (AABD1204) f. Replace main board with a spare Gen 5 board if possible to isolate the problem to the main circuit board.

Bug Wheel Replacement

If you have a bug wheel you think needs replacement you can first swap the wheel with a working wheel from another game. This will help isolate the problem.

Tools Needed:
        Drill w/ #2 Sq. bit

1. Turn the game off.

2. Remove the backdoors.

3. Carefully unplug the connections:
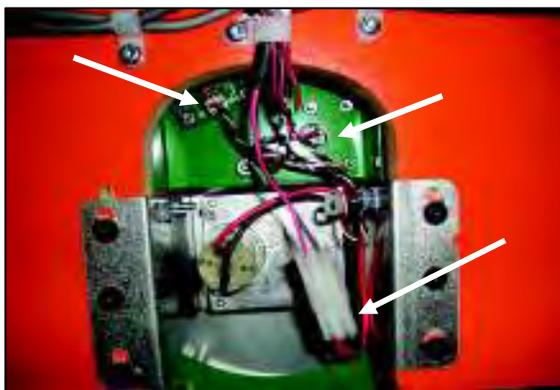
4. Unscrew the assembly, have another person standing by to hold the assembly when the last screw is removed.

5. Slide the assembly down and then up thru the inside of the game.

6. Replace with a working wheel from the same game or different game.

7. If the new wheel still doesn't work you will need to call **Bay Tek Games** parts and service at **920.822.3951 Ex. 1102** for further instructions.

Bug Wheel Installation

Tools Needed:
        Drill w/ #2 Sq. bit

1. From inside the game, slide the new wheel in:
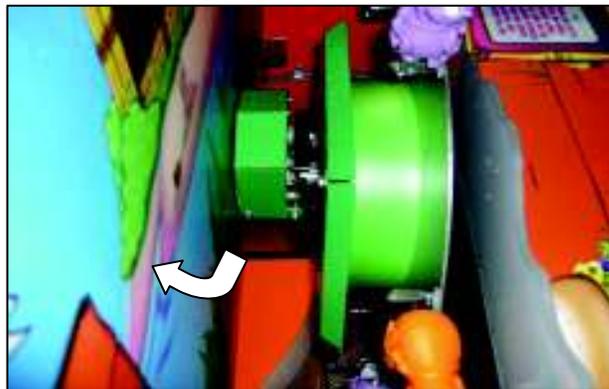
2. Before tightening the screws check the tongue height on the bug eyes:

You want the tongue to hit just above the eye.

3. Plug in the three connections.

4. Now because the motors aren't always set the same you may need to reset the games memory on the wheel speed.
To do so turn the game off.
Turn the game back on, have someone hold down both yellow buttons for **5 seconds** during the start up process, then release.
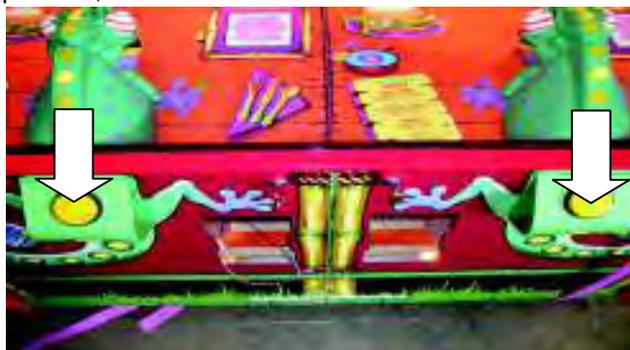
Troubleshooting the Power Supply

Use the following procedure to check the power supply for the Gen 5 board.

Check the small Green light on the power supply circuit board. If the light is out there is a short somewhere. If the light dims
there is a 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 Gen 5 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 Main Circuit Board one at a time. Wait 3 minutes between tests to turn 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 beginning on page 18 to see which component might be at fault.

Green LED Light comes ON.

That cable is OK.

Service and Repair

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: Static electricity could harm circuit boards and processor chips. Always ground yourself by cable or by touching a metal surface prior to working on the game.
Avoid working on carpeted areas.

Main Circuit Board

Replacing the main Gen 5 board:

1. With the power **off**, carefully unplug the various connectors, black chase light cables, and white (or grey) display cables.

2. Remove the four screws holding the board to the game.

3. Before installing the new board, check to be sure the new dipswitches are set.
Note: If swapping the board with a spare, remember to also swap the programming chips. Use extreme care to prevent static build up and prevent bending the chip pins.

4. Install the new board and reconnect the cables.

5. Turn power back on and test the game.

Electrical Drawings Section

J3 Connector

ORG L.Side Tkt. Clr. Ground **RED** L.Side Lo Tkt Ground	**GRN** R.Side Lo Tkt. Ground **BLK** R.Side Tkt. Clr. Ground
BRW L.Side Lo Ticket Input	**PUR** R.Side Lo Ticket Input
BLU L.Side Ticket Clear Button Input	**YEL** R.Side Ticket Clear Button Input
WHT L.Side Wheel Sensor Input	**RED** R.Side Wheel Sensor Input
RED L.Side Tongue Motor Sensor Input	**BLK** R.Side Tongue Motor Sensor Input
GRN L.Side Score Sensor Input	**BRW** R.Side Score Sensor Input
	WHT R.Side "Action" Button Input
BLK Wheel and Score Sensor Grounds	

J4 Connector

View Direction

SAMPLE CONNECTOR

BLU/BLK L.Side Ticket Counter Output	**BLU/BLK** Unused
RED R.Side Ticket Dispenser +12v	**RED/BLK** Unused **RED/GRN** R.Side Coin Door +12v
BLU/WHT L.Side Game Counter Output	**BLU/WHT** Unused
WHT R.Side Ticket Dispenser Enable	
BLU R.Side Ticket Dispenser Notch Signal	**ORG** +12v Wheel and Score Sensors
WHT/BLK L.Side "Action" Button Input	**GRN/WHT** Both "Action" Button Ground **GRN/WHT** Both "Action" Button Light Ground
BLK R.Side Ticket Dispenser Ground **BLK/WHT** R.Side Coin Door Ground	**WHT/RED** L.Side Coin Door Switch Input
WHT/RED R.Side Coin Switch Input	**RED/BLK** L.Side Counter +12v **RED/GRN** L.Side Coin Door +12v
BLK L.Side Ticket Dispenser Ground **BLK/WHT** L.Side Coin Door Ground	**BLU** L.Side Ticket Notch Signal
WHT L.Side Ticket Dispenser Enable	**RED** L.Side Ticket Dispenser 12v

J5 Connector

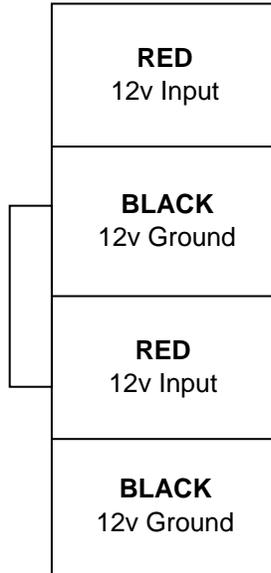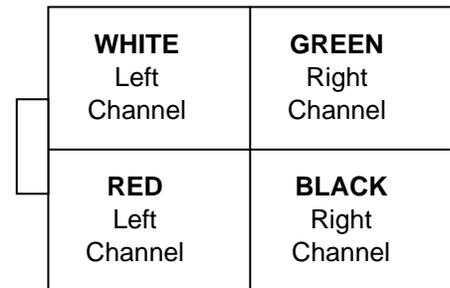|	
GRN L.Side Cham. Spine Lights R.Side Cham. Motor and Sensor Grounds	**BLK** R.Side Bug Wheel Motor 12v
TAN L.Cham. #3 Spine Light **RED** L.Side Button Light Enable	**RED** R.Side Bug Wheel Motor Enable
BLU R.Side Cham #1 Spine Light Enable	**RED** L.Side Bug Wheel Motor Enable
YEL L.Side Spine Light #2 and #5 Enable	
TAN R.Cham. #3 Spine Light Enable **RED** R.Side Button Light Enable	
BLK L.Side Bug Wheel Motor 12v	**ORG** L.Side Cham. Eye Lights 12v
BLU R.Side Cham. Spine Light #1 Enable	**GRY** L.Side Cham. Eye Lights Enable
YEL R.Side Cham. Spine Light #2 and #5 Enable	**GRY** R.Side Cham. Eye Lights Enable
DIODE R.Side Tongue Motor Braking	**DIO. + BRW (Stripped)** R.Side Tongue Motor Enable
DIODE L.Side Tongue Motor Braking	**DIO. + BRW (Stripped)** L.Side Tongue Motor Enable
PUR R.Side Cham. Spine Light Ground L.Side Cham. Motor and Sensor Ground	**ORG** 12v Tongue Motor Sensors 12v R.Side Cham. Eyes

View Direction

↓

SAMPLE CONNECTOR

J1 Connector

RED 12v Input	
BLACK 12v Ground	
RED 12v Input	
BLACK 12v Ground	

J2 Connector

WHITE Left Channel	**GREEN** Right Channel
RED Left Channel	**BLACK** Right Channel

Gen 5 Main Board Schematics

Chameleon Paradize
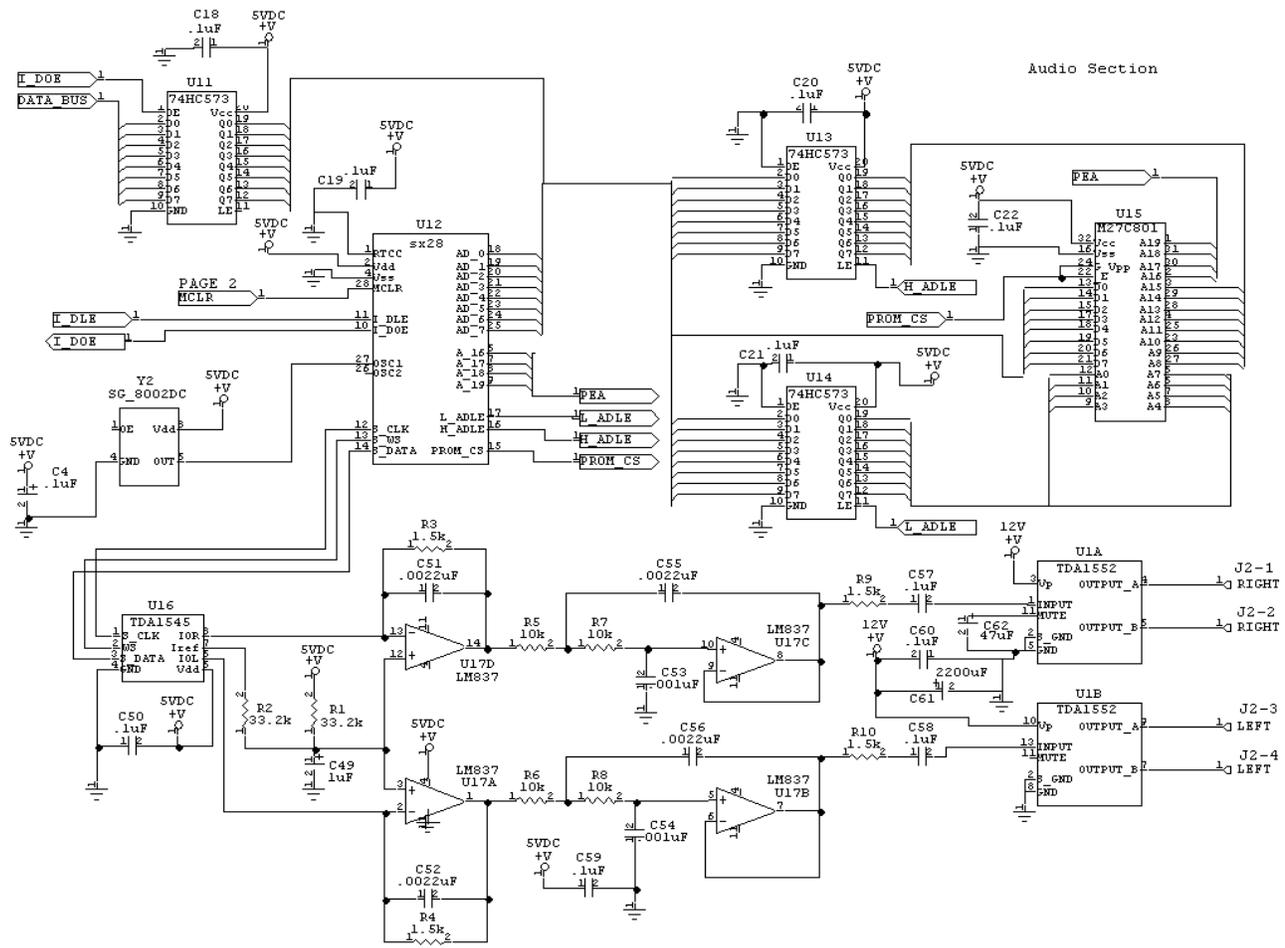
Communications - Serial EEprom
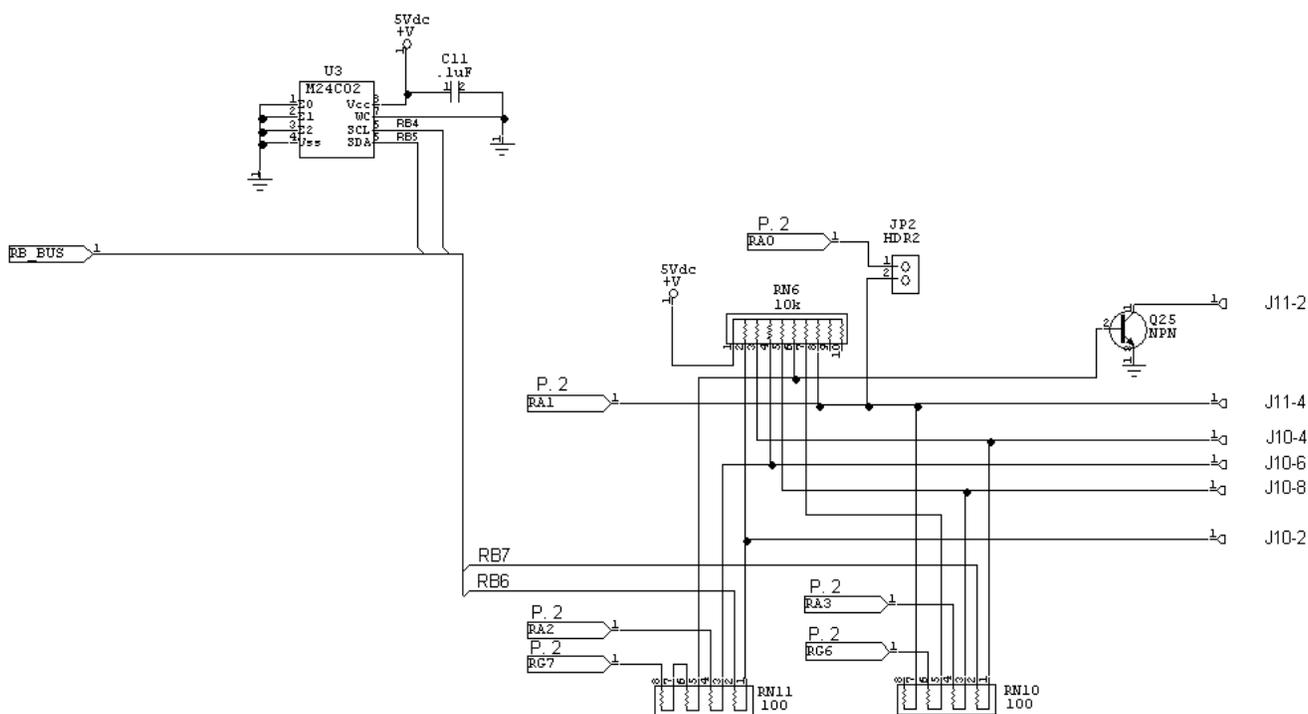
Input Section A - Con. Switches
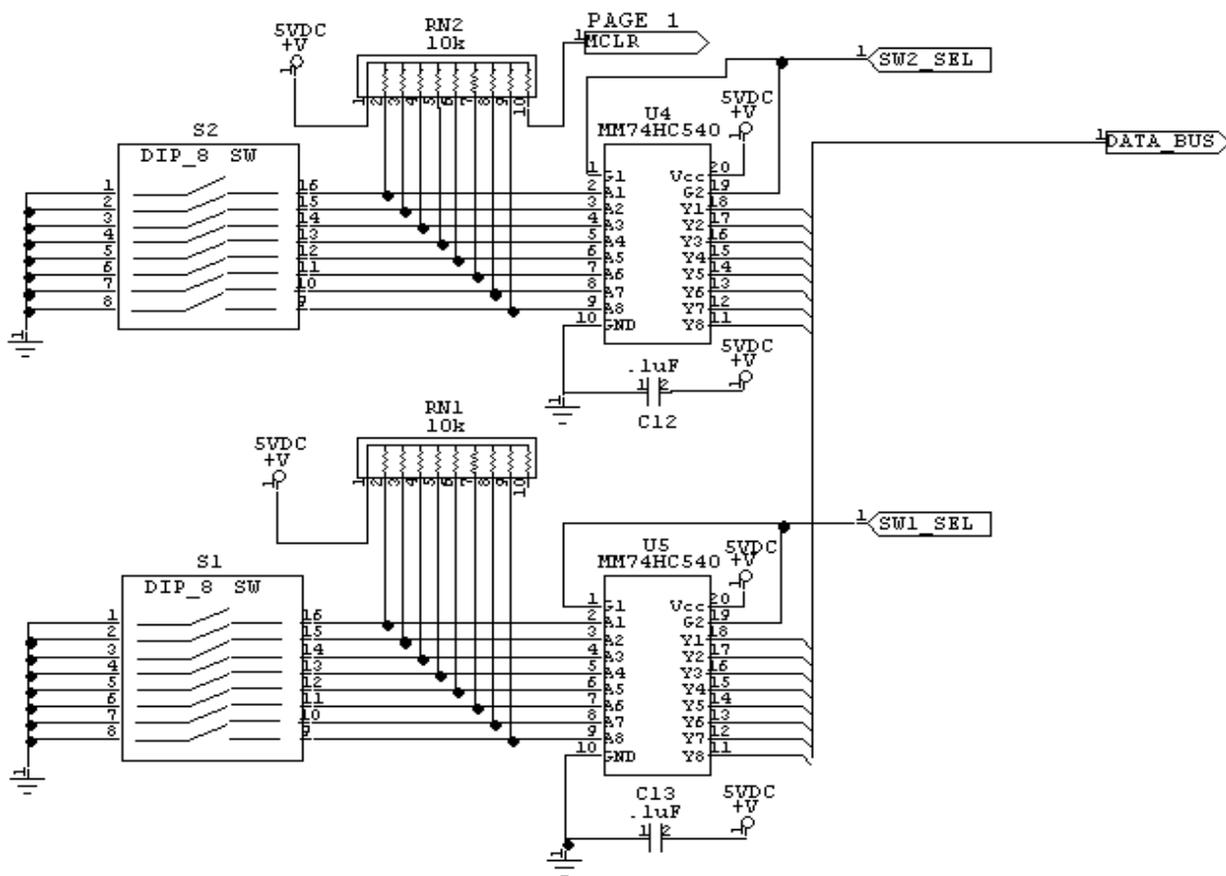
Input Section B - Inputs RE, RC

Chameleon Paradize
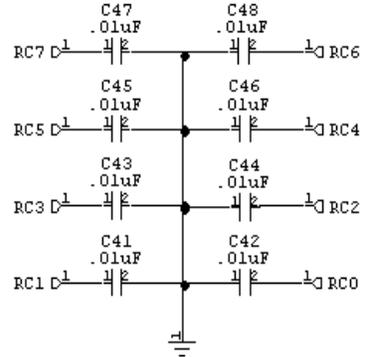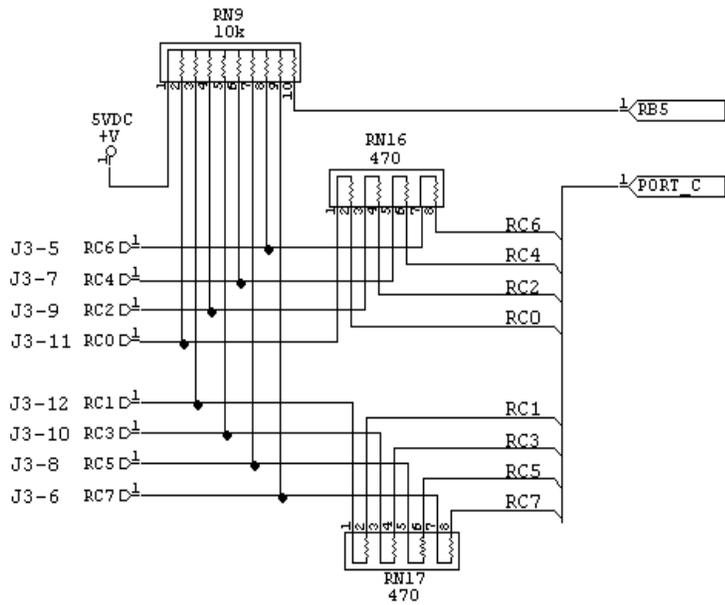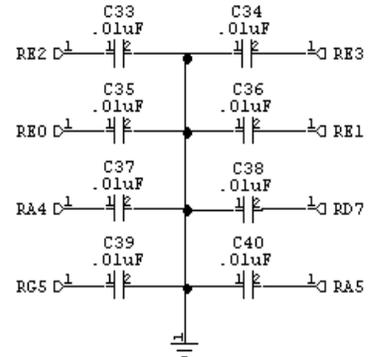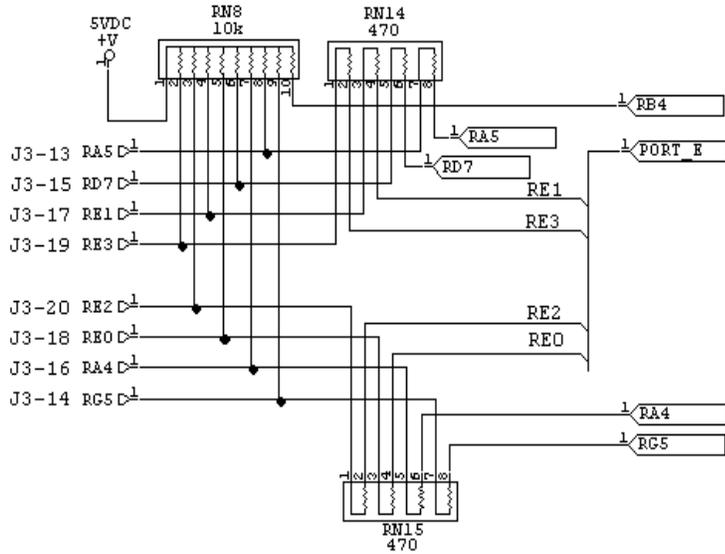
Output Section - Chase lights Q13-Q16

Output Section A

- Chase Lights
- Q13-16
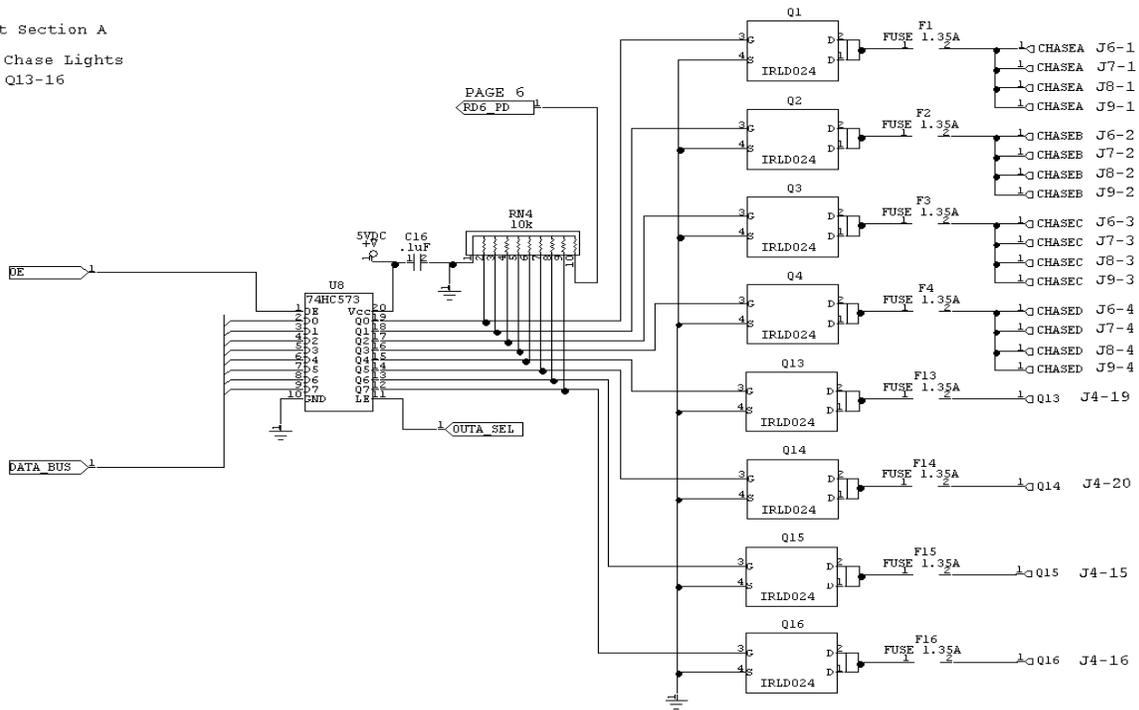
Output Section B Q17-Q24

Output Section C Q5-Q12

Chameleon Paradize

Power Section

Processor Section - Input RD

Chameleon Paradize
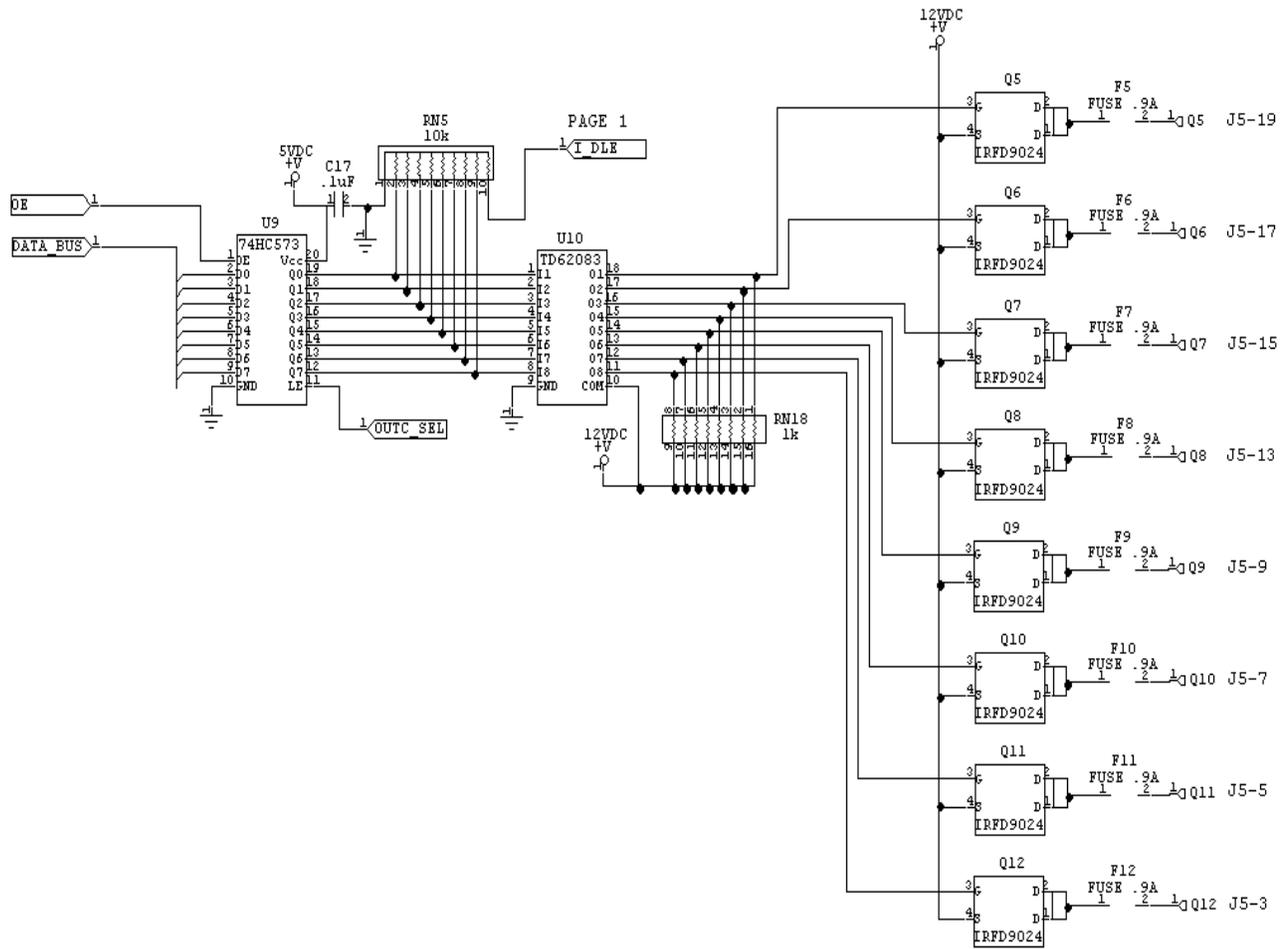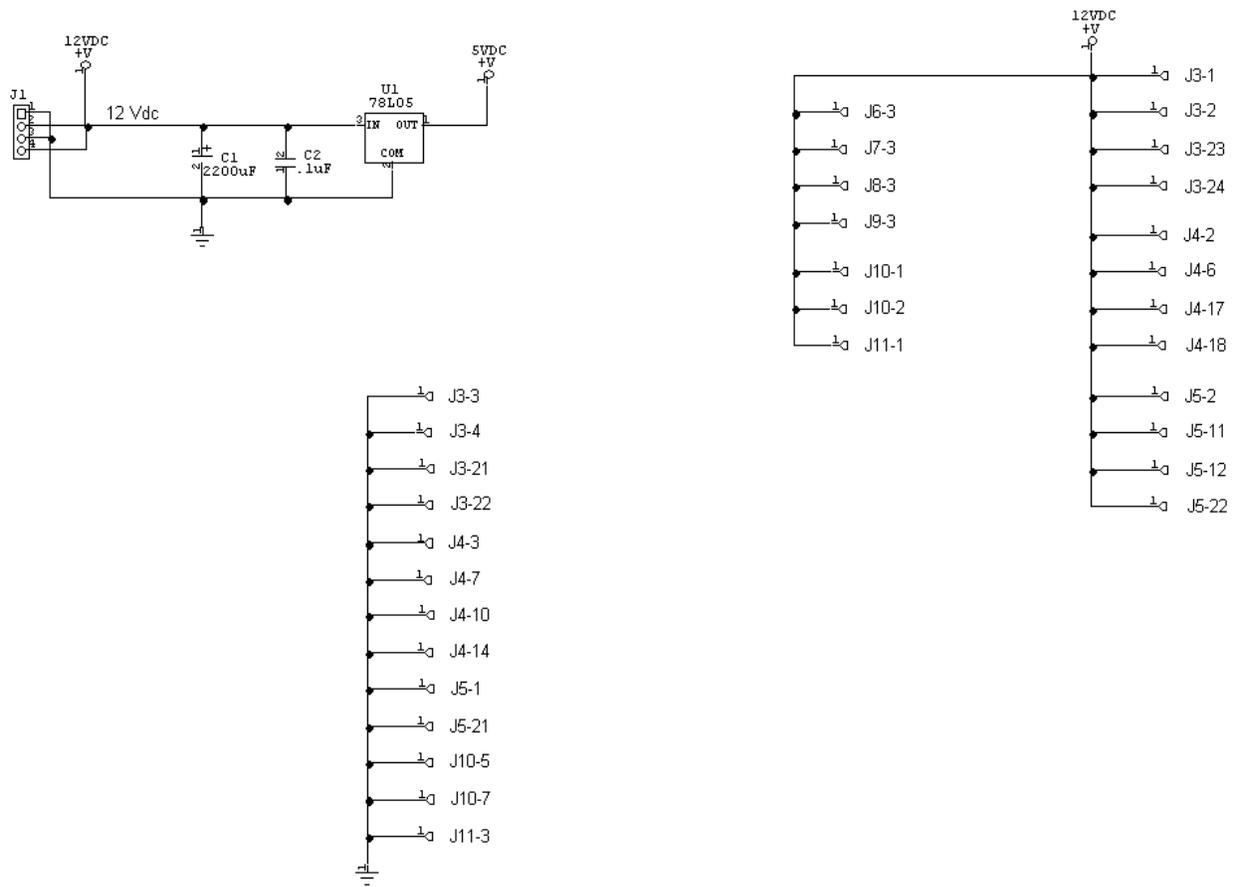
Technical Support– Know Your Options!

Excellent Customer Service is very important to Bay Tek! 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.

Call us M-F
8am-5pm CST at
(920) 822-3951 ext 1102

Fax us at
(920) 822-1496

Email us 24 hours a day at
service@bay-tek.com

Also order parts online at
www.bay-tek.com

Send parts to
1077 E Glenbrook Dr
Pulaski, WI 54162

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 return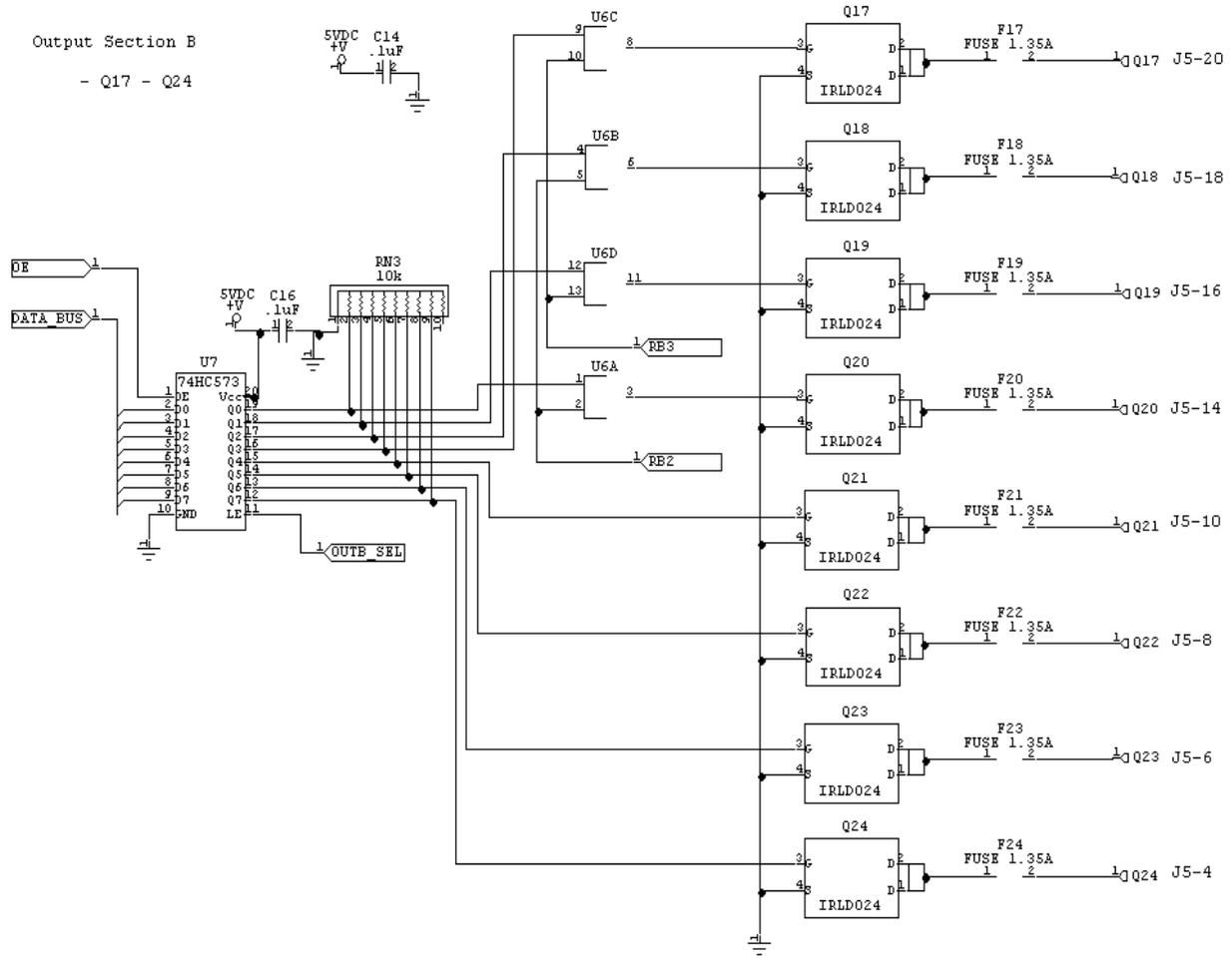ed to you within one day.   This option is your best value as we offer this fast turn-around service at the most reasonable price.

* Advance Replacement – If you have Circuit Board issues with your Bay Tek game, but you don't have time to send in your board for repair, give us a call and ask for an Advance Replacement. We'll send you out a replacement board that same day. 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, give us a call. 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. Be sure to have your game Serial Number when you call in.

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 technician. It's a small price to pay for troubleshooting the issues with your game.

You can count on our Technical Team for service and support! BAY TEK

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.

Repair Record

Make copies of this page for the future

Game _____   **Serial Number** _____

Date	Maintenance Performed	Parts Replaced	Notes

Repair Record

Make copies of this page for the future

Game _____   **Serial Number** _____

Date	Maintenance Performed	Parts Replaced	Notes

Parts List

Part Number	Description
A5AC1200	ACRYLIC, SIDE WINDOW
A5TG1200	FRONT GLASS
A5AC1201	ACRYLIC, BUG SHAPE, MARQUEE
A5DC1206	"WIN 1 TICKET FOR TWO BUGS" PLEXI
A5DC	"2 TICKETS" DECAL
A5DC1207	BUCKET SCORING DECAL
AABD1204	BUG WHEELS MOTOR FILTER BOARD
AABD4208	2 DIGIT DISPLAY BOARD
AABD4227	CHASE LIGHT JUMPER BOARD
AACL1200	CHAMELEON YELLOW CHASE LIGHTS
AAMB5A	MAIN BOARD
AACB1230	CASH BOX
A5PB7300	YELLOW PUSH BUTTON
A5TD1	TICKET DISPENSER
A5LA9050	HALOGEN LAMP (1)
A5CA1002	CASTER WHEEL W/SWIVEL (1)
A5PB6900	RED PUSH BUTTON
A5PO2000	DUAL VOLUME POT.
A5TR1200	RED CABINET TRIM
A5DC1201	TOP DECAL
A5DC1203	TOP FRONT DECAL
A5DC1204	BOTTOM FRONT
A5DC1208	LEFT CHAMELEON BOARD
A5DC1209	RIGHT CHAMELEON BOARD
A5DC1210	WHEEL BOARD DECAL
A5DC1211	WHEEL COVER DECAL
A5DC1213	MARQUEE DECAL
A5DC1215	RIGHT FRONT DOOR DECAL
A5DC1216	LEFT FRONT DOOR DECAL
A5DC1217	LEFT SIDE DECAL
A5DC1218	RIGHT SIDE DECAL
A5DC1221	COIN DOOR DECAL
AADC1212	BUTTON PLATE DECAL
A5BU1200	ORANGE BUG
A5BU1201	PURPLE BUG
A5MO1201	BUG WHEEL MOTOR WITH CONNECTION
2W500	REFLECTIVE SILVER TAPE
AABD5010	SENSOR (2 PER BUG WHEEL)
A5CH1200	CHAMELEON
A5TI1200	RED TONGUE TIP
AALI1200	LINKAGE KIT FOR TONGUE MOTOR
A5MO1200	CHAMELEON TONGUE MOTOR