SERVICE MANUAL



entertainment

FACTORY CONTACT INFORMATION



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TABLE OF CONTENTS

FACTORY CONTACT INFORMATION TABLE OF CONTENTS WELCOME TO AXE MASTER GAME SPECIFICATIONS SAFETY PRECAUTIONS	· · · · · · · · · · · · · · · · · · ·	2 3 4 5 5
GAME SET UP	6 -	- 25
HOW TO PLAY		26
CARD SWIPE INSTALLATION		27
MAIN MENU FUNCTIONS	28 -	- 37
ESTIMATED TICKET PAYOUT		38
CIRCUIT BOARD LAYOUT	•••	39
MOTHERBOARD LAYOUT		40
WIRING DIAGRAMS	41 -	- 54
MOTHERBOARD DIFFERENCES		55
TROUBLESHOOTING GUIDE	56 -	- 59
AXES NOT SCORING		60
AXES NOT EJECTING	• • •	61
POWER SUPPLY DIAGNOSTICS	• • •	62
BILL ACCEPTOR DIAGNOSTICS	•••	63
	• • •	63
	•••	64
HOW TO REPLACE TARGET PINS		65
		65
	• • •	66
	• • •	67
		67
HOW TO REPLACE CONVEYOR MOTOR	68 -	- 69
HOW TO CHANGE SOFTWARE ON MB12	• • •	70
HOW TO CHANGE SOFTWARE ON MB13		71
	12 - 71	- 73
	74 - 76	- 70
	/0 -	- 80
	• • • •	01
	• • • •	02 00
		02

WELCOME TO AXE MASTER

Congratulations on your purchase!

Please take a moment to read through this manual and be sure to contact us if you have any questions, or would like more information.

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

Your Friends at Bay Tek Entertainment



GAME INSPECTION

Please inspect the game for any damaged, loose, or missing parts.

If damage is found, please contact your freight carrier first. Then, contact Bay Tek Entertainments' Service Department at (920) 822-3951 Ext. 1102 Or email us at baytek.service@thevillage.bz for further assistance.

	GAME SPECIFICATIONS						
	WEIGHT		POWER REQUIREMENTS				
NET WEIGHT	1829 lbs.	830 kg					
SHIP WEIGHT	1979 lbs.	898 kg	INPUT VOLTAGE RANGE	100 to 120 VAC	220 to 240 VAC		
G	AME DIMENS	SIONS	INPUT FREQUENCY RANGE	60 Hz	50 Hz		
WIDTH	64 inches	162.5 cm					
DEPTH 185 inches 470 cm		MAX OPERATING CURRENT					
HEIGHT 135 inches 343 cm		5 Amps @ 115 VAC / 2.5 Amps @ 230 VAC					
OPER/	ATING TEMP	ERATURE					
FAHRENHEIT	۷	15 - 80 F	Note: Game height will be 108 inches without				
CELSIUS 7.2 - 26.7 C			the marquee.				
SHIF		NSIONS					
PALLET # 1	80"Lx 58"Wx 92	2"H 950lbs. class 250	50				
PALLET # 2	58"Lx 40"Wx 80)"H 452 lbs. class 250	Note: Oversea Shippi	ng Containers wi	ll have 2		
PALLET # 2	58"Lx 40"Wx 92	2"H 577 lbs. class 150	pallets 32 inches wide	instead of the 40) inches.		
			_				

SAFETY PRECAUTIONS

NOTICE

Modifications to the mechanical, electrical and structural components of this game may void its compliance certifications.

This appliance is suitable for INDOOR, DRY locations only.

DANGER

A

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A

DO NOT perform repairs or maintenance on this game with the power ON. Unplug the unit from the wall outlet or shut off the power strip located inside the cabinet.

WARNING

Use of flammable subtances can cause sever burns or serious injury. Always use NON-FLAMMABLE solvents for cleaning. DO NOT use gasoline kerosene or thinners.

CAUTION

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

ATTENTION

Be sure the electrical power matches the game requirements. See the serial number located on the back of the game cabinet. Always plug into a grounded circuit. If the supply cord is damaged, it must be replaced by an approved cord or assembly provided by the manufacturer.

A shielded power cable must be used for the game to retain EU/EMC compliance.

IN CASE OF EMERGENC

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UNPLUG THE POWER CORD.

The power cord must be accessible at all times in case of an emergency.

The game will arrive on 3 pallets with many parts. Please inspect the pallets for shipping damage and report immediately to the freight company if any damage found. There will be about 5 hours of assembly time needed.

There is an instructional video showing how to set up game.

Please visit: www.baytekent.com/hatchet-hero/game-setup

Tools Needed:

step ladder (6 foot)
people
Phillips screwdriver bit

2 of 9/16" Wrenches 7/16" Wrench # 2 Square head screwdriver bit

1" Crescent Wrench

Important:

Portions of this game are heavy, bulky and large. Assembly requires 2 people to lift heavy components, and ladders that are tall and strong enough to position components to the top of the game.

From the small front console pallet: Remove the monitor housing. Remove the marquee.

Remove the 2 bolts holding the front console to the pallet using a 9/16" wrench.



From the small rear cabinet pallet: Remove the 2 of Roof Panels Remove the Right Cage Assy (labeled #2)

Remove the 2 bolts holding the rear console to the pallet using a 9/16" wrench.





From the large middle cabinet pallet:

Remove the parts stacked on the middle cabinet and set aside.

Remove the 2 bolts holding the middle console to the pallet using a 9/16" wrench. There is one bolt on each end of the pallet.

Position the rear cabinet in position about 2 feet away from the wall near the game's final location.

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

Connect wires on the right side: CE29006 to CE29005 CE29002 to CE29003 AC Power plug to the female AC power plug CE29056 to CE29057

Connect wires on the left side: CE29039 to CE29038 CE29060 to CE29059 CE29074 to CE29073 CE29025 to CE29024 CE29035 to CE29031 CE29017 to CE29041





Unwind the HDMI cable from the middle cabinet section and route into the back cabinet and up toward the top of the rear cabinet. This will plug into the marquee further into the assembly process.

7

Locate the 2 of large metal connector plates. (Label A)

Slide the middle section tight up against the rear section. Ensure the cables do not get pinched between the wood sections.

Install the plates on both sides of the cabinet with 20 of the black 1/4-20 X 1 Phillips head bolts using a # 3 Phillips Head bit. (10 per side)



Position the front console cabinet into position close to middle cabinet. Snip plastic wire ties holding cables carefully to avoid cutting wires.

Connect wires on the right side:

CE29000 to CE29002 CE29004 to CE29006 CE29055 to CE29056 AC Power plug to the female AC power plug

Connect wires on the left side: CE29053 to CE29018 CE29075 to CE29074 CE29030 to CE29035 CE29040 to CE29039 CE29028 to CE29029



Unwind the HDMI cable from the middle cabinet section and route into the front console cabinet and toward motherboard. Plug this HDMI cable into the motherboard.

Locate the 2 of large metal connector plates. (Label A) (Part # A5ME29012)

Slide the front console section tight up against the middle section. Ensure the cables do not get pinched between the wood sections.

Install the plates on both sides of the cabinet with 20 of the black 1/4-20 X 1 Phillips head bolts using a # 3 Phillips Head bit. (10 per side)





Α



The Conveyor Guard is designed to keep fingers from getting pinched by the conveyor roller. It is very important to adjust this metal bracket at game install, and anytime the game is moved, conveyor is adjusted or taken apart.

Use a Phillips screwdriver to loosen the 3 bolts. Move bracket up very close to the conveyor belt and tighten screws. Make sure the bracket does not touch the conveyor belt, but is close to it.

Secure the inside of the right upright to the black plastic using 6 of the black 6 X 1 1/4" screws using a #2 Square Head bit.

Connect this connector and tuck the access wire up inside the groove.

Place right side upright flat against lower front console cabinet. Ensure the cable does not get pinched between the wood sections.

A5SCFH040

9

Interesten for interester

D



Ensure it sits fully down into the notch.

Locate the 1 of medium metal connector plates.

(Label D) (Part # A5ME29011)

Locate the front plexi guard and install into notch with "V" notch pointing upward.

AXE MASTER SETUP











Locate piece K - the front left side upright. (Part # AACA29057) The will be a cable inside the groove - connect this cable with the cable coming up from the lower front console cabinet. (CE29070 to CE29069) The wire colors should match up across the connectors. Connect this connector and tuck the access wire up inside the groove. Place left side upright flat against lower front console cabinet. Ensure the cable does not get pinched between the wood sections.

Locate the 1 of medium metal connector plates. (Label D) (Part # A5ME29011)

Install the plate across the wood pieces of the cabinets with 4 of the black 1/4-20 X 1 Phillips head bolts using a # 3 Phillips Head bit.

Secure the inside of the right upright to the black plastic using 6 of the black 6 X 1 1/4" screws using a #2 Square Head bit.











A5BOPH312



Prep left side cage for installation.

Locate left side cage assembly - (Labeled 1) Part # AAME29000-L The LED light must point toward the rear of the cabinet.

Locate Left upper cage support wood - (Labeled M) Part # WACA29059 Ensure it has the "L" etched in the middle of the wood.





Place the wood piece (M) on top of the cage piece (1)

The L mark must be on the inside of the cage.

The LED light stick will be on the inside pointing toward the back of the game.

Secure the left wood to the top of the left cage using 6 of the black 10 X 5/8" screws using a #2 Square Head bit. 3 screws per bracket.



Locate the 2 of short metal connector plates. (Label C) (Part # A5ME29013)



A5SCPH152

Install a short metal connector plate at the top left and right edge of the wood piece as shown.

4 of the black $\frac{1}{4}$ -20 X 1 Phillips head bolts using a # 3 Phillips Head bit.

2 per bracket.







Prep right side cage for installation.

Locate right side cage assembly - (Labeled 2) Part # AAME29000-R The LED light must point toward the rear of the cabinet.

Locate right upper cage support wood - (Labeled N) Part # WACA29043 Ensure it has the "R" etched in the middle of the wood.

Place the wood piece (N) on top of the cage piece (2)

The R mark must be on the inside of the cage.

Locate the 2 of short metal connector plates.

(Label C) (Part # A5ME29013)

Ν

The LED light stick will be on the inside pointing toward the back of the game.

R

Using the same process as the other side, secure the right wood to the top of the right cage using 6 of the black 10 X 5/8" screws using a #2 Square Head bit. 3 screws per bracket.

Install a short metal connector plate at the top left and right edge of the wood piece as shown.

4 of the black $\frac{1}{4}$ -20 X 1 Phillips head bolts using a # 3 Phillips Head bit.

2 per bracket.





С







12

Install the left and right cage assemblies onto the cabinet:

Using 2 people, lift the right side cage up onto the cabinet.

Important: Make sure the center cable is pushed under the cage and into the cabinet.



Secure the cage from the outside of the cabinet by installing 2 bolts into each connector plate at the top left and right edge of the wood piece as shown.

Use 2 of the black $\frac{1}{4}$ -20 X 1 Phillips head bolts into each bracket using a # 3 Phillips Head bit.



Follow the same process with the right side cage assembly.

Secure the cages from the inside of the cabinet by carefully climbing inside the cabinet onto the conveyor belt. Plug in the side cage lights to the cable coming from the cabinet. (CE29048 to CE29017)

Secure the bottom of the cages to the wood with 6 of the black $10 \times 5/8$ " screws using a # 2 Square Head bit. 3 screws per bracket.





Follow the same process with the other side cage assembly.



Install the white plastic arrow lights onto the outside of the cabinet.

Locate 2 of left side cage lights - (Labeled H) Part # AALI29000-L

The arrow shape must point toward the front of the cabinet, with a cable coming out of the bottom.

Bring the left side cage light close to the side of the cabinet and plug the cable from the side cage light into the cable protruding from the hole in the side of the cabinet. (CE29044 to CE29060)

After connected, feed the excess cable length back down into the hole.

Secure the arrow with 2 of the black $\frac{1}{4}$ -20 X 2 Phillips head bolts using a # 3 Phillips Head bit.

(2 per arrow, 4 per side)

A5SC9301

Install the top bolt first, then finish clearing the cable and ensure the cable does not get pinched as you install the bottom bolt.

Install both left arrow lights as shown.







Install the right side cage lights similarly by locate 2 of right side cage lights - (Labeled J) Part # AALI29000-R

The arrow shape must point toward the front of the cabinet, with a cable coming out of the bottom.

Secure both arrows with the black ¼-20 X 2 Phillips head bolts using a # 3 Phillips Head bit.

(2 per arrow, 4 per side)



Again, ensure the cable does not get pinched as you install the bottom bolt.



After all 4 white plastic arrow lights are installed onto the outside of the cabinet, install the black plastic blocks to hide the wires.

Carefully climb inside the cabinet

Making sure the wires are connected, feed the excess cable length back down into the hole.

Locate the black plastic wire covers - (Labeled 5) Part # WACA29090 Slide the black plastic wire cover down into the slot in the cabinet - this end first.

Ensure the wires are not pinched by the cover, and install 2 of the black 6 X 1 1/4" screws using a #2 Square Head bit. Do this for all wire covers.

Now we will start building the roof of the cabinet:

Locate the Single Front Arch - (Labeled E) Part # AAAR29000 Place this single front arch on the cabinet as shown. Important: Make sure the T nuts are pointing toward the back of the game.

Secure the single front arch to the cabinet by installing 2 bolts through the wood into the arch as shown.

Use 2 of the black 1/4-20 X 1 1/2" Phillips head bolts and 2 of 1/4" black washers per side using a # 3 Phillips Head bit.

Make sure both sides of the arch are secure.



Back of the game









A5SCFH040

5



Locate the Double Middle Arch-(Labeled F) Part # AAAR29005

Place this double middle arch on the cabinet as shown.

Install so the bolt threads are pointing toward the back of the game so they are not visible to the player.

Secure the double middle arch to the cabinet by installing 2 bolts through the wood into the arch as shown. Use 2 of the black $\frac{1}{4}$ -20 X 1 1/2" Phillips head bolts and 2 of 1/4" black washers per side using a # 3 Phillips Head bit.

Make sure both sides of the arch are secure.



A5WAFL090

Attach monitor to the game:

Important: The monitor housing is large and heavy. Use 2 or more people to lift monitor housing to the top of the rear cabinet.

Remove the back door and position the top monitor housing in place by aligning the oval cut-outs in the top of the game. The monitor housing has the same oval cut-outs.

Once both oval cut-outs are positioned over one another, it should be perfectly aligned.

Secure the monitor housing to the cabinet by installing 2 bolts/washers/split washers through the wood into the monitor housing as shown.

Use 2 of the 3/8"-16 , 2 1/4 inch bolts with split washers and washers using a 9/16" wrench.



A5BOPH135



A5WALO010 A5WAFL050



Connect the HDMI cable to the HDMI cable from monitor housing.





G

Install the roof supports:

Locate the 3 of Black Plastic Roof Supports- (Labeled G) Part # AACA29096

These roof supports will have small L brackets attached.

The monitor housing has small cutouts in the surface.

The notched end of the roof support must slide into this notch completely.

The cut-outs in the roof supports will slide into the middle and front arches.

Once all of the notches are fitted, secure the roof supports by using 8 of the black #6 by 3/4" screws using a Phillips screwdriver.

Secure all 3 roof supports using the same process.

At the front of the game, route the cables up over a roof support and into and though the hole in the front arch.

This cable will plug into the poles later.

Do this for both sides of the front arch as shown.







Slide in the roof panels:

Locate the 2 Roof Panels Part # AADE29005

There are grooves in the sides of the arches - Slide the roof panel into this grove and continue pushing up and around the arch.





Secure the roof panel to the side of the cabinet by installing 4 bolts into the metal bracket. Use 4 of the black 10-24 X 1 1/2" Phillips head bolts per side using a Phillips Head bit.

Make sure both sides of the roof panel are secure.

Do the same for the 2nd roof panel.

Assemble safety wall:

Locate black plastic seam cover (part # WACA29094) This will attach to the back of the lower safety wall -

Instructions: Attach the black plastic seam cover to the back of the lower safety wall using 6 of the black ¼-20 X 1 Phillips head bolts using a # 3 Phillips Head bit.



Locate the 2 of the square metal connector plates. (Label B) (Part # A5ME29021)





A5SCPH017

A5BOPH312

Install the square metal connector plates at the top left and right edge of the wood piece as shown.

4 of the black ¹/₄-20 X 1 Phillips head bolts using a # 3 Phillips Head bit. 2 per bracket.

Attach upper safety wall to lower safety wall: Important:

The upper safety wall is large and heavy. Use 2 or more people to lift the upper safety wall to the top of the lowe safety wall.

Align the upper safety wall with the holes in the connector plates just installed.

Secure with 10 of the black $\frac{1}{4}$ -20 X 1 Phillips head bolts using a # 3 Phillips Head bit.

Install front marquee onto safety wall.

Using 2 people, carefully lay down the safety wall down onto the floor, and position marquee as shown.

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A5BOPH312

Push the wires from the middle hole on the safety wall up into the marquee and plug into the connectors inside the marquee. (CE29076 to CE29072)

The 2 end wires can be pushed slightly into the holes, they will be connected later.

Move marquee against safety wall and make sure wires will not get pinched as the marquee is attached.

Secure the double monitor housing to the cabinet by installing 2 bolts/washers/split washers down through the marquee into the safety wall.

Use 2 of the 25-20 , 1 1/2 inch bolts with split washers and washers using a 7/16" wrench.









19

Attach Left and Right Pole Assemblies to the Safety Wall:

Locate both of the Pole Assemblies. They look similar, but the left one has a 3 wire plug (Red, Yellow, Black) (Label 3) (Part # AAME29019-L)

The right one has a 2 wire plug (Yellow, Black) (Label 4) (Part # AAME29019-R)

Important:

2 people are needed for installing the poles. One person will hold the pole in position, the other person can connect plug and insert bolts.

Position the left pole assembly (Label 3) (Part # AAME29019-L) in position as shown,

Connect the 3 wire plugs together (CE29071 to CE29072) and feed connected wires back down into hole.

Ensure the wires do not get pinched as you install the bolts. Secure with 4 of the black ¼-20 X 1 Phillips head bolts using a # 3 Phillips Head bit.

Again, with one person will hold the right pole in position, the other person can connect plug and insert bolts.

Position the right pole assembly (Label 4) (Part # AAME29019-R) in position as shown,

Connect the 3 wire plugs together (CE29063 to CE29065) and feed connected wires back down into hole.

Ensure the wires do not get pinched as you install the bolts. Secure with 4 of the black $\frac{1}{4}$ -20 X 1 Phillips head bolts using a # 3 Phillips Head bit.











The safety cage can now be lifted and aligned to the main game cabinet.

Use 2 or more people to lift and move the safety cage wall.





Position the right pole close to the front main cabinet and connect the 2 wire (Yellow, Black) plugs together (CE29063 to CE29062) and feed the connected wires back down into hole.

Ensure the wires do not get pinched as you install the bolts. Secure with 4 of the black ¼-20 X 1 Phillips head bolts using a # 3 Phillips Head bit.





Do the same for the left side:

Position the left pole close to the front main cabinet and connect the 3 wire (Red, Yellow, Black) plugs together (CE29071 to CE29070) and feed the connected wires back down into hole.

Ensure the wires do not get pinched as you install the bolts. Secure with 4 of the black ¼-20 X 1 Phillips head bolts using a # 3 Phillips Head bit.





Locate both of the black plastic wire covers. The left cover (Label 7) (Part # WACA29081)

The right cover (Label 8) (Part # WACA29082)



On the left side of the safety wall, connect the 2 connectors together CE29071 from the pole to CE29072 from the marquee.

Tuck the wires up into the hole and cover the wires with the left cover (Label 7) (Part # WACA29081)

Ensure the wires do not get pinched as the cover is pushed in place. Secure with 4 of the black 6 X 1 1/4" screws using a #2 Square Head bit.



Repeat the process on the right side of the safety wall, connect the 2 connectors together (Yellow, Black) CE29063 from the pole to CE29065 from the marquee.

Tuck the wires up into the hole and cover the wires with the right cover (Label 8) (Part # WACA29082)

Make sure the wires are in the channel of the cover.

Ensure the wires do not get pinched as the cover is pushed in place. Secure with 4 of the black 6 X 1 1/4" screws using a #2 Square Head bit.

A5SCFH040



Locate both of the large axe assemblies: The left axe (Label O) (Part # AAAX29000-L) The right axe (Label P) (Part # AAAX2900-R)

Locate 8 each of the hardware needed for mounting axes. (4 per side) Black $\frac{1}{4}$ -20 X 1 1/2" Phillips head bolts and 2 of 1/4" black washers and a nut.





Important:

2 people are needed for installing the axes. One person will hold the axe in position, the other person can climb the ladder and install the bolts, washers and nuts.

The mounting brackets will come already attached to the axes. To secure to the game, insert a bolt and a washer into the wood on the back side of the safety wall.

Slide the bracket on the bolt, and tighten the nut using a 7/16" wrench.

Plug the CE29047 cable from the axe to the CE29065 cable inside the marquee.

Follow the same process to mount the other axe.





The game can now be plugged into the wall.

Open the front middle bottom door of the game, and slide out the electronics tray.

There is a power switch on the outlet located here.







N - RIGHT UPPER CAGE SUPPORT Part # WACA29043



HOW TO PLAY

3AY & TEI

Choose a side and insert your credits; The conveyor will start to deliver axes. Wait for a partner to join, or play solo!

Follow instructions on screen to throw hatchets.

Throw axes and try to stick them into the target area.

A camera below the front instruction panel will determine if hatchets are scored.

An actuator will expel the axes from the target area and conveyor belt will bring them back to the player.

Collect your tickets and enjoy!

CARD SWIPE SYSTEM INSTALLATION

The Axe Master game is pre-wired with a UCL (Universal Card Link) connector to accept Card Swipe systems from many different manufactures.

Please follow these instructions to make full use of this capability.

Option #1:



Notes:

 Many card swipe systems have a voltage threshold that can be adjusted in the card swipe menu. Please set this "Game Drive Threshold" to 2 Volts.
There are ticket dispenser extension cables located in the left side coin door if needed.

Menu Changes

Enter menu, Go to "Game Settings" Menu Set "Game Mode/ Payment" to desired option

Go to "Payout Settings" Menu Change "Credits" to 1 Change "Swipe Prompt" to "Enabled"

MAIN MENU FUNCTIONS

MAIN MENU

The Menu and Menu Select buttons are located inside the left player's coin door.

MENU & MENU *

Hold the MENU button down for 1 second to open the main menu on the display.

Press MENU to scroll through the options, and MENU SELECT to change the settings.

Default settings are highlighted in yellow below.

Clear Credits & Tickets	Press the Menu Select button 5 times to clear any accumulated credits and tickets.				
Mute	OFF	ON Set to "ON" and exit menu to Mute entire game.			
Audio and Attract	Press the Menu Select button to enter the Audio & Attract Settings Menu				
Payout Settings	Press the Menu Select button to enter the Payout Settings Menu				
Game Settings	Press the Menu Select button to enter the Game Settings Menu				
Camera Calibration	Press the Menu Select button to enter the Camera Calibration Menu				
Statistics	Press the Menu Select button to enter the Statistics Menu				
Diagnostics	Press the Menu Select button to enter the Diagnostics Menu				
Exit	Press the Menu Select button to exit menu.				

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

PC Version: 1.0.7 Door Board 1: 1.7 Door Board 2: 1.7 Control Board: 1.4 Light Board: 1.2

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

Door Board 1: Not Found

Clear Credits & Tickets:	Press 5's		
Mute:	Off		
Audio And Attract	>>		
Payout Settings	>>		
Game Settings	>>		
Camera Calibration	>>		
Statistics	>>		
Diagnostics	>>		
Exit			

AUDIO / ATTRACT SETTINGS MENU

Scroll through the options by pressing the "MENU" button.

Change selection with the "SELECT" button.

Scroll to "BACK" and press the "SELECT" button to go back to the main menu.

AUDIO / ATTRACT SETTINGS MENU

Default settings are highlighted in yellow below.

Attract Audio: 4 Game Audio: 6 Attract Time: 3 min :k

-	
ĸ	ar
_	

Attract Audio						
with th	ne "SELE	CT" Butto	on. Defau	ult setting	s are higł	ıli

Change selection ighted in yellow below.

Off 1 2 3 4 5 6 7 8 9	10	
-----------------------	----	--

Sets the volume level of the attract loop when the game is not being played. "Off" means the attract volume is off.

Game Audio

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

Off 1 2 3 4 5 6	7	8	9	10
-----------------	---	---	---	----

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

Attract Time

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

	Disabled	1	2	3	4	5	6	7	8	9	10
--	----------	---	---	---	---	---	---	---	---	---	----

Sets the time in minutes between attract sound cycles.

PAYOUT SETTINGS MENU

Scroll through the options by pressing the "MENU" button. Change selection with the "SELECT" button.

Scroll to "BACK" and press the "SELECT" button to go back to the main menu.

Default settings are highlighted in yellow below.

PAYOUT SETTINGS MENU

Credits Required:	Swipe Card
Redemption Type:	Tickets
Ticket(s):	1
Per Point(s):	1
Winner Tickets:	60
Loser Tickets:	40
Tie Tickets:	50
Mercy Tickets:	Disabled
Fixed Tickets:	Disabled
Free Game Option:	Disabled
Back	

Credits Required

Tap Card	Swipe Card	Free Game	1	2	3		20

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

Redemption Type

Tickets	Points	Coupons

Sets the wording on the screen used to describe the tickets won.

				Ticke	et(s)				
1	2	3	4	5	6	7	8	9	10

Applicable for a 1 player game only.

Sets the amount of Tickets won per number of points in the next option

			Ρ	er Po	oint(s)				
1	2	3	4	5	6	7	8	9	10

Applicable for a 1 player game only.

Sets the point interval in which the game will pay the selected number of tickets.

For example: If tickets is set to 6, and Per Points to 3, the game will pay 6 tickets for every 3 points. If a player scores 40 points, the game will pay 78 tickets.

					IT	SE	тт		29			PA	AYOUT	SETTI	NGS	IENU
													Credits R	Required:	Swipe	e Card
Scro	oll thro	ugh th	e opti	ons by	press	sing th	e "ME	NU" b	utton.			K	euempu	Ficket(s):	1	1.5
	Cha	ange s	electio	on with	י the "\$	SELE	CT" bi	utton.					Per	Point(s):	1	
S	orall to	"BAC	K" and	Inrocc	tho "		רד״ הי	utton to					Winner	Tickets:	60	
30		DAC	hack	to the	main	Menu			y go				Loser	Tickets:	40	
	D (Tie	Tickets:	50	
	Deta	uit set	lings a	are nig	niighte	ea in y	ellow	below.					Mercy	/ Tickets:	Disab	led
												Ere	Fixed Game	Ontion	Disat	
													e Oam	Back	(neu
							nn	ar T	ick	ate					-	
	<u> </u>		I							513			I			T
1	2	3		10	20		50	60	70		100	150		800	900	1000
	See	Se payou	ets the it table	e amou e on ne	int of t ext pa	ickets ge for	the w recom	inner v nmend	vill rec ed set	eive i ttings	n a two for ave	o play erage t	er gan tickets	ne. s per ga	ame.	
						L	ose	er Ti	cke	ets						
0	1	2		10	15	20		35	40	45	50	75	100	150		500
	See	e payo	Sets t ut tabl	ne am e on n	ext pa	ige for	recor Tie	nmeno Tic	ded se	ettings	a two for av	playe erage	r gam ticket	e. s per g	jame.	
0	1		10	15	20	25	30		50	60		100	150		550	600
	See	Sets payou	the ar It table	mount e on ne	App of tick ext pag	licabl ets bo ge for Mo	e for oth pla recom	a 2 pla yers w nmend y Tio	ayer g vill reco ed set cke	ame of eive if tings t ts	only. the ga for ave	ame ei erage f	nds in tickets	a tie. per ga	ame.	
Disa	abled	1		2	3		4	5		6	7		8	9		10
		Sets	the a	mount	of Tic	kets a	iven i	f the a	ame ti	me's o	out wit	h no c	ne pla	avina.	<u> </u>	-
						Fi	xec	d Tio	cke	ts			·			
	Disab	led		1	2		3	4		••••	22		23	24		25
	lf	f Enab	led - T	his se	ts the	amou	nt of ⁻	Fickets	giver	to a j	olayer	regard	dless o	of scor	e.	
					F	ree	Ga	ame	Ор	tio	n					
				Disabl	ed			Гор Те	n		Hig	h Sco	re			
1£ (-			AND	Ap "Lea	plicat der Bo	ole on oard i	ly in ' s Ena	'Amus bled"	emer in the	nt" Ga 9 Gam	me Me Sett	ode tings	Menu	- 41 1		

If Enabled - This will award a free game to a player with either a Top Ten Score or the High Score. 31

GAME SETTINGS

Scroll through the options by pressing the "MENU" button. Change selection with the "SELECT" button.

Scroll to "BACK" and press the "SELECT" button to go back to the main menu.

Default settings are highlighted in yellow below.

GAME SETTINGS MENU

Game Mode:	Redemption
Axes Per Round:	3
Rounds Per Game:	2
Blue Target Point Value:	3
White Target Point Value:	4
Red Target Point Value:	6
No Target Point Value:	0
Stick Target Multiplier:	2
Allow Bounce Points:	Enabled
Leaderboard Option:	Enabled
Axe Timeout:	30sec
Back	

	Game	e Mode		
Redempti	ion	Amus	ement	
"Redempt "Amusemer	ay out tickets. pay out tickets.			
A	xes P	er Rour	nd	
1		2	3	

Sets the number of Axes to be thrown per turn.

		Roun	ds Per G	ame		
1	2	3	4	•••	9	10

Sets the number of turns before a game ends.

		В	lue T	arget	t Poir	nt Val	ue			
1	2	3	4	5	6	7		18	19	20

Used for scoring: This sets the value of the Blue ring when an axe hits the playfield.

The Axe does not need to stick for the player to receive the points if "Allow Bounce Points" is Enabled

_		W	hite '	Targe	t Poi	nt Va	lue		
2	3	4	5	6	7	8	9	 24	25

Used for scoring: This sets the value of the White ring when an axe hits the playfield. The Axe does not need to stick for the player to receive the points if "Allow Bounce Points" is Enabled

					Red	Ta	rge	t Pc	oint	Val	ue					
3	4	5	6	7	8	9	10		23	24	25	30	35	40	45	50

Used for scoring: This sets the value of the Red bullseye when an axe hits the playfield. The Axe does not need to stick for the player to receive the points if "Allow Bounce Points" is Enabled

GAME SETTINGS CONTINUED

Scroll through the options by pressing the "MENU" button. GAME SETTINGS MENU Change selection with the "SELECT" button. Game Mode: Redemption Axes Per Round: 3 Scroll to "BACK" and press the "SELECT" button to go back to the main menu. Rounds Per Game: 2 Blue Target Point Value: 3 Default settings are highlighted in yellow below. White Target Point Value: 4 Red Target Point Value: 6 No Target Point Value: 0 Stick Target Multiplier: 2 Enabled Allow Bounce Points: Leaderboard Option: Enabled Axe Timeout: 30sec Back

			No Ta	arget	Point	t Valu	Ie			
0	1	2	3	4	5	6	7	8	9	10

Used for scoring: This point value will be awarded if an axe doesn't even hit the playfield target.

		St	tick T	arget	t Mult	ipler			
1	2	3	4	5	6	7	8	9	10

If an Axe sticks into the playfield, the points awarded will be a multiple of the Target Point Value

Allow Bou	unce Points	
Enabled	Disabled	

"Enabled" means the game will award points if the Axe hits a target area but does not stick. "Disabled" means the game will not award points for a axe that does not stick in the playfield.

	Leaderbo	ard Option	
	Enabled	Disabled	
"Enal	oled" means the player can ente "Disabled" means the gam	r their name for a high score aften ne will not show daily high score:	er the game. s.

Axe Timeout						
Disabled	25	30	35	40	45	

Amount of time in seconds that the game will wait before scoring a miss. "Disabled" means the game will wait forever for an axe to be thrown.

CAMERA CALIBRATION MENU

Scroll through the options by pressing the "MENU" button. Change selection with the "SELECT" button.

Scroll to "BACK" and press the "SELECT" button to go back to the main menu.

CAMERA CALIBRATION MENU

Move Right	>>
Move Left	>>
Move Up	>>
Move Down	>>
Auto Calibrate:	>>
Back	
Camera Offset Horizontal:	0
Camera Offset Vertical:	0
Calibration Message:	Place an axe in the center bullseve

The following 4 options are for fine-tuning only. Please use the "Auto Calibration" selection on the next page.

Move Right

Moves the camera frame to the right the distance of 1 pin.

Press this if the real Axe on the playfield is more to the right than the video representation on the monitor. 10 represents a width of 1 finger pin on the playfield.

Move Left

Moves the camera frame to the left the distance of 1 pin.

Press this if the real Axe on the playfield is more to the left than the video representation on the monitor. 10 represents a width of 1 finger pin on the playfield.

Move Up

Moves the camera frame up the distance of 1 pin.

Press this if the real Axe on the playfield is higher than the video representation on the monitor. 10 represents a height of 1 finger pin on the playfield.

Move Down

Moves the camera frame down the distance of 1 pin.

Press this if the real Axe on the playfield is lower than the video representation on the monitor. 10 represents a height of 1 finger pin on the playfield.

CAMERA CALIBRATION MENU

Scroll through the options by pressing the "MENU" button. Change selection with the "SELECT" button.

Scroll to "BACK" and press the "SELECT" button to go back to the main menu.

Default settings are highlighted in yellow below.

Auto Calibrate

Follow these instructions before selecting "Auto Calibrate" Carefully enter the cabinet and place an axe dead center in the middle of the bullseve.

Important - Make sure there are no other axes in the game or on the conveyor belt.

Press the Menu Select button to select "Auto Calibrate"

The auto calibration program will run and show different messages on the screen,

Once the message changes to "Calibration Complete", exit

the menu and test play the game.

Camera Offset X

Displays the current setting of the camera frame, left to right.

Camera Offset Y

Displays the current setting of the camera frame, up and down.





>>

8

0

Auto Calibrate:

Camera Offset Horizontal:

Camera Offset Vertical:

Back

CAMERA CALIBRA	ATION MENU
Move Right	>>
Move Left	>>
Move Up	>>
Move Down	>>
Auto Calibrate:	>>
Back	
Camera Offset Horizontal:	0
Camera Offset Vertical:	0



GAME STATISTICS MENU

Scroll through the options by pressing the "MENU" button.

Change selection with the "SELECT" button.

Scroll to "BACK" and press the "SELECT" button to go back to the main menu.

GAME STATISTICS MENU

Total Games Played:	0	Average Tickets:	0
Classic Games Played:	0	Total Tickets:	0
Pro Games Played:	0	Red Target Hit/Stick:	0/0
Games Played P1/P2:	0/0	White Target Hit/Stick:	0/0
Time SP Total/Avg:	0s / 0s	Blue Target Hit/Stick:	0/0
Time MP Total/Avg:	0s / 0s	Total Target Hit/Stick:	0/0
Time Classic Total/Avg:	0s / 0s	Classic Game Tickets:	0
Time Pro Total/Avg:	0s/0s	Pro Game Tickets:	0

Reset Statistics: Cleared Back

Total Games Played - Shows the total number of games played. (2 player games count as 1 game)

Classic Games Played - Shows the total number of Classic game modes played. (2 player games count as 1 game)

Pro Games Played - Shows the total number of Pro game modes played.

(2 player games count as 1 game)

Games Played P1/P2 - Shows the total number of games played from either side.

Time Single Player Total/Average - Shows the total game time of Single Player games in seconds and average game time.

Time Multi-Player Total/Average - Shows the total game time of Two Player games in seconds and average game time.

Time Classic Total/Average - Shows the total game time of "Classic" games in seconds and average game time.

Time Pro Total/Average - Shows the total game time of "Pro" games in seconds and average game time.

Total Tickets - Shows the total number of tickets dispensed.

Average Tickets - Shows the average number of tickets per game.

Red Target Hit/Stick - Shows the total number of axes which hit the red target, and stick into red section of target.

White Target Hit/Stick - Shows the total number of axes which hit the white target, and stick into white section of target.

Blue Target Hit/Stick - Shows the total number of axes which hit the blue target, and stick into blue section of target.

Total Target Hit/Stick - Shows the total number of axes which hit, and stick into all target sections.

Classic Game Tickets - Shows the total number of tickets awarded from Classic Game Mode

Pro Game Tickets - Shows the average number of tickets awarded from Pro Game Mode

RESET STATISTICS - Press the "SELECT" button 3 times to reset statistics.
GAME DIAGNOSTIC MENU

Scroll through the options by pressing the "MENU" button. Change selection with the "SELECT" button.

Scroll to "BACK" and press the "SELECT" button to go back to the main menu.

Cycle Actuator	Test Ticket Dispense
Actuator Backward	Reset Game Defaults: Press 5's
Actuator Forward	Back
Start Conveyor	
Stop Conveyor	Credits P1/P2: 0 / 0
Turn On Flood Lights	Tickets P1/P2: 0 / 0
Turn Off Flood Lights	

Cycle Actuator: Press Menu Select to cycle the target actuator backward and forward.

Actuator Backward: Press Menu Select to move the target actuator to the back position.

Actuator Forward: Press Menu Select to move the target actuator to the front position.

Start Conveyor: Press Menu Select to start the conveyor moving.

Stop Conveyor: Press Menu Select to stop the conveyor.

Turn On Flood Lights: Press Menu Select to turn on the stick lights on the inside cage walls.

Turn Off Flood Lights: Press Menu Select to turn off the stick lights on the inside cage walls.

Test Ticket Dispenser: Press Menu Select to dispense 1 ticket from both ticket dispensers.

Reset Game Defaults: Press Menu Select 5 times to change all menu settings to the "Default" settings.

Back: Press Menu Select to return to the main menu.

Credits P1/P2:	0/0
Tickets P1/P2:	0/0



Doorboard 2

Credits P1/P2: Shows the current amount of credits for both sides.

Tickets P1/P2: Shows the current amount of tickets for both sides.

Door Board 1 & 2: Shows the low tickets switch and dipswitch setting

for the left and right player door boards. (Located inside coin door)

 Control Board

 O
 O
 O
 O
 O

 Up
 Down
 Left
 Right
 Center Sensor Sensor In Out

Control Board:

Up/Down/Left/Right/Center - Shows when the control panel push buttons are pressed.

Act. Sensor In - Will be active when the axe playfield is retracted.

Act. Sensor Out - Will be active when the axe playfield is out in normal play mode.

ESTIMATED TICKET PAYOUT

The following table shows the menu settings based on 2 players playing. It is recommended to try to give a 30 - 35 percent payout on the game to keep players playing. This table shows estimated ticket payout and percent payout based on a 1 cent ticket. Alter settings if your ticket value is lower or higher.

Menu Options	Pattern 1 \$.25 per play	Pattern 2 \$.50 per play	Pattern 3 \$1 per play	Pattern 4 \$1.50 per play	Pattern 5 \$2 per play	Pattern 6 \$2.50 per play	Pattern 7 \$3 per play	Pattern 8 \$4 per play
Price per Play	\$0.25	\$0.50	\$1	\$1.50	\$2	\$2.50	\$3	\$4
Axes Per Round	3	3	3	3	3	3	3	3
Rounds Per Game	2	2	2	2	2	2	2	2
Blue Target Point Value	1	2	4	6	8	10	12	16
White Target Point Value	2	3	6	8	12	15	16	24
Red Target Point Value	3	4	8	12	16	20	24	35
Stick Target Multiplier	1	1	1	1	1	1	1	1
No Target Point Value	0	0	0	0	0	0	0	0
Allow Bounce Points	Disabled	Enabled	Enabled	Enabled	Enabled	Enabled	Enabled	Enabled
Tickets	1	1	1	1	1	1	1	1
Per Point	1	1	1	1	1	1	1	1
Points Achieved	6.87	18.27	36.55	52.03	73.10	91.37	104.06	152.24
Tickets Earned	7	18	37	52	73	91	104	152
Expected Payout	27%	37%	37%	35%	37%	37%	35%	38%

CIRCUIT BOARD LAYOUT



MOTHERBOARD LAYOUT

There are 2 different versions of motherboards that work with Axe Master.



Starting in March, 2023 the newer MB13 motherboard uses a M.2 Hard Drive Located on the bottom, underneath the motherboard.



WIRING DIAGRAM

RIGHT SIDE



WIRING DIAGRAM

LEFT SIDE



COMMUNICATION WIRING DIAGRAM



to light board

AXE EJECTOR MOTOR WIRING DIAGRAM For games manufactured before July 2022



AXE EJECTOR MOTOR WIRING DIAGRAM For games manufactured after July 2022



CONVEYOR MOTOR WIRING DIAGRAM For games manufactured before July 2022



CONVEYOR MOTOR WIRING DIAGRAM For games manufactured after July 2022



POWER DIST BOARD WIRING DIAGRAM



BUTTON WIRING DIAGRAM



PROTECTION WALL WIRING DIAGRAM

Note: Back Wall LED lights have changed in July, 2022 Follow diagram to order the correct parts for your game.



GAME LIGHTING WIRING DIAGRAM For games manufactured after July 2022



GAME LIGHTING WIRING DIAGRAM For games manufactured before July 2022



SOUND WIRING DIAGRAM



AC POWER IN WIRING DIAGRAM



MB13 MOTHERBOARD DIFFERENCES

Axe Master games can use 2 different motherboards. The MB12 was the original motherboard. During March, 2023 - the MB12 motherboard became obsolete and was changed to an MB13. These are the main differences:

Difference # 1:

The additional power supply connection is 8 pins instead of 4 pins.

The older MB12 has one 4 pin connector pushed into motherboard, and one 4 pin connector loose.



The MB13 uses both of these 4 pins pushed together to make one 8 pin connector.



Difference # 2:

The power on capacitor is located in a different location on the plug and it is now part # AACA1320-10

Difference # 3:

The M.2 software drive (Part # AAHD0032-RTR) is now located on the bottom, underneath the motherboard.

Difference # 4:

There are more jacks on the motherboard, but the sound jack still plugs into the green socket.





Troubleshooting Strategy Use common sense and a systematic method of troubleshooting to determine the exact problem, probable cause and remedy. Use the process of elimination to find the faulty component. Always check for the simple and obvious causes first such as unplugged, loose or broken wires and bad sensors, bent, pinched, stuck or jammed components.

Troubleshooting Chart						
Problem	Probable Cause	Remedy				
No novembo the norma	Unplugged.	Check wall outlet.				
No lights on at all	Circuit breaker tripped.	Reset power strip breaker switch or building circuit breaker. Replace Line Filter (Part # A5FI9010)				
	Power strip faulty.	Change plug position, replace power strip if a section does not work. Part # A5OU5000				
	Disconnected, loose or broken wires.	Check rocker switch on power strip. Refer to wiring diagram. Check connections and reseat cables from line filter to outlet strip. Cables # CE29003, CE29002, and CE29000 If the supply cord is damaged, it must be replaced by a special cord or assembly available from the manufacturer or its service agent.				
Monitor is on But everything else off	Power supply unplugged. Rocker Switch.	Insure power supply is plugged into power strip Make sure rocker switch is set ON.				
(Power Supply not ON)	Power supply shutting down because of 12 V overload.	See power supply diagnostics to isolate bad component. A bad motor or 12 volt short would cause this.				
	Faulty power supply.	See Power Supply Diagnostic below.				
	Faulty Power Dist Board	Replace Power Distribution Board (AACB5156)				
Dollar Bill Acceptor not functioning	Check for power to Bill Acceptor.	Acceptor should cycle stacker at game power up. If not, check cable connections.				
Ensure Bill Acceptor is set to "Always Enable"	Dirt or debris in acceptor slot.	Refer to "How to Clean Bill Acceptor" Or clean with bill reader cleaning card. (A5CC9000)				
Important : Only 12 Volt DC DBA is to be installed. Model # AE 2454 U5E	Pinched, broken, or disconnected wiring.	Check wiring from bill acceptor to I/O Aux Board. (AACE29014) Repair or replace wiring harness. Make sure wires are secure in connectors.				
	Bill acceptor problem. Part # A5AC9101	Refer to troubleshooting section of dollar bill acceptor manual included with this game or the diagnostics label of the back of the unit.				
Meters does not work	Ensure correct number of tickets are being dispensed	Check ticket values in menu. Refer to Tickets not dispensing troubleshooting section.				
the game. Ticket meter will click as tickets come out of game and notch is "seen" by dispenser.	Disconnected, loose or broken wires.	Refer to wiring diagram. Check connections and reseat cables from meters to I/O Aux Board Cables # CE29021, CE29013 and AACO1000				
	Faulty counter.	Replace counter. AACO1000.				

Problem		Probable (Cause	Remedy			
Game not coining up Enter Diagnostic Mode to see if Credits Increment when coin is inserted.		Look for commun power on the I/O for that player.	nication and Aux Board	Refer to "I/O Aux Board Issue" diagnostic section.			
		Ensure game ma when coin switch	kes sound is triggered.	Check coin switches—both should be wired nor- nally open. If one switch is "closed" the other will not work either. Check wiring to I/O Aux Board. AACBL4A-DOORA. AACE29022 or AACE29023)			
		Game set to large amount of credits per game.		Check Game Setup Menu. Ensure Credits is set to proper value.			
		If Coin Input stays ON		Ensure only 5 volts on coin switch green and black wires. I/O Aux board may be faulty. Swap I/O Aux board with other player side, making sure to change dipswitch settings. (Left side both off, Right side dip 1 is on, 2 is off)			
	Volume set to mute in menu or game volume/attract volume		Enter Main M Game Volum Mute is set to	enu and verify: e & Attract Volume is not zero. o OFF			
No Sound	set t	Refer to wirir		ng diagram. Check connections and reseat audio			
Motherboard creates sound, the Audio	or bi	oken wires.	A5SP10001, CE29040, AA	A5CEAU010, CE29038, CE29037, CE29039, ACE8811			
Amplifier boards amplifies it.	Verit Audi Boai	y 12 Volts DC to o Amplifier ds on CE29012	Unplug audio cable (A5CE2300) from motherboard, plug into MP3 player or phone and see if music is amplified and comes out of speaker. If Yes - then motherboard is faulty. If No - then cable or amplifier board is faulty				
	Faul	ty speaker.	Replace spea	eaker. AACE8811			
I/O Aux Board Issue One side of the game does not coin up, and has no other functions	(f (r	areen power LED should be ashing. Ine blink for left side, 2 blink ght side)		If it is off, then check 12 & 5 Volts DC coming into board on cable AACE29033 or AACE29034 from Power Distribution Board. If solid on, then it is not communicating with the motherboard. Check A5CBL5900 USB cable. Swap cables with other side.			
		Red and Yellow LE lashing.	D's should be	If they are off, it is not communicating with the motherboard. Check A5CORD13000 USB cable. Swap cables with other side.			
Red and Green Yellow Power LEDs LED	F	Faulty I/O Aux Board.		Swap I/O Aux board with other player side, making sure to change dipswitch settings. (Left side both off, Right side dip 1 is on, 2 is off) Replace if needed. Part # AACB9605-CBL			

Probler	em Probable Cause					Remedy	
Tickets do			Opto Sensor on ticket dispenser dirty.			Blow dust from sensor and clean with isopropyl alcohol.	
or Wrong amount	Ticke mon	ets on itor does	Faulty ticket disp	en	iser.	Replace with working dispenser to isolate the problem. (A5TD1)	
dispensed.	not i ticke	match ts coming	Notch on tickets cut too shallow.			Flip tickets and load upside-down to have large cut notch toward opto sensor.	
Check for the correct	out of game.		Faulty cable. Disconnected, loose or broken wires.		nnected, es.	Check connectors from ticket dispensers to I/O Aux board. Check for continuity. Cables AACE29022 or AACE29023	
amount of tickets showing on Monitor			Faulty I/O Aux B	oa	rd.	Swap I/O Aux board with other player side, making sure to change dipswitch settings. (Left side both off, Right side dip 1 is on, 2 is off) Replace I/O Aux Board. Part # AACB9605-CBL	
	Ticke mon matc comi gam	ets on itor does ch tickets ing out of e.	Settings in Menu are incorrect.		re	Enter Menu and check certain areas: Game Mode set to Redemption For 1 Player Game: Ticket(s) Per Point(s) For 2 Player Game: Winner Tickets Loser Tickets Tie Tickets 1/2 Ticket Payout Dipswitch on Door Board Fixed tickets	
Menu Buttons not work.	Alenu Buttons do Rence Buttons.		nnectors at the 2 broken, or		Replace button if problem stays with button.(AAF Inspect crimp to ensure good connection. Check connections from menu buttons to left I/O		
	20	disconne	cted wiring		Board. C	heck cables (AAPB2700, AACE29021)	
The menu buttons are located in the Left Side Coin Door			Swap I/C to chang side dip Replace	 Aux board with other player side, making sure e dipswitch settings. (Left side both off, Right 1 is on, 2 is off) I/O Aux Board. Part # AACB9605-CBL 			
Low Tickets	Tick	Tickets are empty in ticket tray			Load tickets into tray. Ensure tickets hold down micro		
message on monitorFaulty cable. Disconnected, loose or broken wires.		S C b	Check connectors from low ticket switches to Newge board. Check for continuity. (AACE29022 or AACE29				
T DOLT PERSONNEL	Faul	Ity low tick	et switch.	lr Q	nspect swi	itch and replace if needed. (AASW200)	
and we a Alashidan p	Faulty I/O Aux Board.			c d P	Swap I/O Aux board with other player side, making s change dipswitch settings. (Left side both off, Right dip 1 is on, 2 is off) Replace I/O Aux Board. Part # AACB9605-CBL		

Problem

Probable Cause

Remedy

Monitor not working. Power	Scree "No S Input Note: Mothe boot u the mo plugge game play.	en shows Signal " rboard will p without onitor ed in, but will not	Monitor HDMI cable unplugged. There are 2 cables that are connected together - A5CORD29000 and A5CORD29001 Faulty or loose RAM Large power connector unplugged on motherboard Small power connector unplugged on motherboard Faulty power supply - Refer to Power Supply diagnostic section Faulty motherboard - Replace faulty board. (AAMB13-HD/AXM) Note: If MB13 in the game, check the same items, although locations may be different.			
down, wait 5 minutes and power up again.	Screen has nothing at all on power up.		Power cable unplugged from Monitor. Turn on Monitor. Faulty monitor.		Ensure power is plugged into back of monitor, down to power strip. There are multiple power cords. A5CORD5003, A5CORD1, A5SP4100, and A5CORD1 Install batteries in remote control and try using remote control to power on monitor. Replace monitor. (A5MO0032B)	
	Error scree powe Re-B game probl exists	on en at er up. oot e to see if em still s.	Display shows "Kernel panic – unable to mount root" Display stuck on "Motherboard" Bios		Faulty or loose RAM, faulty software, faulty motherboard No software seen by motherboard. If SATA drive - Check for power connector	
LED color strips are not working LED's receive voltage from Light Board in the front of the game. Ensure Light Board Power Distribution Ensure USB cable good communication motherboard. Faulty LED		ight Board is voltage from istribution Board. JSB cable has nmunication to the pard. ED	Ref cab Cab Ref USE Ca Ref into Boa	er to wiring diagram. Check connections and reseat les from Power Distribution Board to Light Board ole # AACE29011 er to wiring diagram. Check connections and reseat B cable from Motherboard to Light Board ble # A5CBL5900 er to wiring diagram. There are some cables that plug Light Board and some that plug into the Control ard. Some lights direct to Power Distribution Board.		
Conveyor Belt Running BackwardsFront Power Supply or Motherboard faulty.Check dipswitches on the Conveyor Motor Control Board .		If th rect run Tro	e Conveyor Motor Control Board is not receiving cor- t signals, the default mode of the conveyor motor is to backwards. ubleshoot power supply or motherboard issue.			

AXES NOT SCORING

The axe scoring is accomplished by using a 3D camera which is located behind the front console.

It keys off the green color of the axe head.

Gently clean the lens of the camera.

If the scoring is off, the adjustment is located inside the menu system. The camera itself can not be adjusted!

Camera ASCM29000

Refer to the Autocalibration instructions on page 35. It will explain how to "move" the frame to match the hatchet position.

During the boot up process, there will be a few seconds that the camera image will show on the monitor. It will show the green axes against the far wall.

Actual Game Picture



Image shown on monitor at power on.



Note: This screen can also be brought up during game play by installing a keyboard to the motherboard and pressing Alt and Tab at the same time.

Camera Blocked Error :

This camera blocked message will show on the screen when the game thinks the camera is blocked. Ensure camera path is not blocked.



If the motherboard does not see the camera at all:

- The game may start, but will continue to wait for axes to be thrown.
- The image normally shown at power on, will not show.
- The keyboard shortcut Alt + Tab will not do anything.

1.) Check the 2 USB cables to the motherboard. Part # A5CE6602 and the USB that comes with the camera.

2.) Replace the camera. Part # A5CM29000

AXES NOT EJECTING

The axe ejecting is accomplished by sliding the playfield pins out the back of the playfield grate assembly. The axes will fall down onto the conveyor belt.

Troubleshooting Tips:

The Ejector Motor comes with 2 sensors mounted to the top of the actuator. These sensors will tell the motor when it has come to the limit of travel.

- Clean these sensors.

Important!

Dipswitches must be set this way

GAME DIAGNOSTICS MENU

Test Ticket Dispense

Reset Game Defaults: Press 5's

Back

Credits P1/P2: 0 / 0

Tickets P1/P2: 0 / 0

Cycle Actuator

Actuator Backward

Actuator Forward

Start Conveyor

Stop Conveyor

Turn On Flood Lights

Turn Off Flood Lights

The LED should be ON if not blocked by the peg. The LED should be OFF when peg is blocking the sensors.

Check the dipswitches on the control board in the rear of the game.

Technical Fault Please Wait...

"Technical Fault" means that the actuator is making a 2nd cycle to try to remove an axe that the camera sees.

After the 2nd cycle and the camera still sees an axe on the playfield, it will show the "Call Attendant" message on the screen.

If there are no axes in the playfield, refer to Camera Troubleshooting.

Enter the game's Diagnostic Menu.

Select "Actuator Backward" - the pin frame should move backwards.

Select "Actuator Forward" - the pin frame should move forwards.

f no movement, check the 24 volt power supply in the back of the game.
Ensure it is receiving 110 Volt AC.

Refer to wiring diagram. Check connections and reseat cables from Ejector Motor to Controller for Motor to 24 Volt Power Supply in the back of the cabinet, to the Control Board in the front of the cabinet. Cable #'s: CE29010, CE29031, CE29035, CE29030, CE29027, CE29001, A5SP4100, A5CORD1, A5CORD5003



AAAC29002

Ejector Motor

Actuator



A5PS29000 24 VDC Power



POWER SUPPLY DIAGNOSTICS

- 1.) Verify AC power to game. Check power strip in front door. The rocker switch should be illuminated.
- 2.) Check connection to power supply.

AACB5156 Power Dist. Board

- 3.) Ensure Power Supply switch is set to 115V (or 230V) (Some model power supplies may not have this)
- 4.) Ensure Power switch is on.
- 5.) Ensure fan is turning.

- If power supply fan is turning and there is no 12 Volt out:

Check power supply cables to the Power Distribution Board.

This board takes the power in, and directs it to the different 12 volt loads. **Power In from Power Supply**

- Replace power supply if this board is not receiving 12 volts. (A5PS1021)
- Unplug all power out connectors from the right side of the Power Distribution Board. Turn on game and if it boots correctly, plug one cable in at a time until the issue is
 found.
- If power supply fan is not turning, then continue to "Verify Power to Motherboard"

Verify Power to Motherboard

The motherboard will turn on power supply.

If your game has no 12 volts, it may be the motherboard not turning on.

Also - there may be a 12 volt short somewhere in cabinet that is not allowing the power supply to turn on.

OR

AAMB12-HD/AXM

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



AAMB13-HD/AXM

Make sure the 8 pin power connector is plugged in. (2 of 4 pin connectors together) As well as 24 pin power in connector.



Minimize load on power supply and isolate short

Unplug the power supply cables going to the Power Distribution Board.

This will leave the power supply, motherboard, and monitor left plugged in together.

If power supply, motherboard, and monitor now turn on:

Plug in the Power Distribution Board to power supply, but unplug all of the outputs from the board. Turn on game and verify the 12 volts is good.

Then plug in one component at a time to power supply to locate short.

If power supply still does not power on:

Replace power supply (A5PS1021), or motherboard. (AAMB13-HD/AXM)





BILL ACCEPTOR DIAGNOSTICS

Note: There are many different models and brands of Bill Acceptors that are used on redemption games. Your Bill Acceptor may differ from the unit shown. Standard DBA is MEI # AE2454-U5E Part # A5AC9101

Determine if Bill Acceptor has power: Turn game ON—The bill acceptor should make noise as stacker cycles and green lights on outside bezel should flash.

If NO power:

Use meter to measure 12 VDC voltage at cable going into Bill Acceptor from front I/O Aux Board

If power is OK: Clean Bill Acceptor path to make sure there is nothing jamming unit.

Check dipswitch settings on side of acceptor.

Make sure switch # 8 is OFF for Always Enable

ERROR CODES

Count the number of flashes on front bezel of Bill Acceptor and follow on Bill Acceptor chart for repair instructions.





I/O AUX BOARD PINOUT

mej



DIPSWITCH SETTINGS

Dipswitches must be set correctly on the I/O Aux Boards or game will not know which is left or right player.

Turn off game by flipping the power switch on the power strip. Set dipswitches as shown:



Left Side (Blue Player) Both switches 1 and 2 should be set to OFF

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

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

SWITCH	DESCRIPTION	ON	OFF
1	SHOW GAME Does not dispense tickets and clears all accumulated credits if ON		х
2	AMUSEMENT ONLY Does not dispense tickets if ON		х
3	NJ LOCKOUT Saves tickets owed and unused credits after a power loss if ON		х
4	1/2 TICKET PAYOUT Dispenses 1/2 the amount of tickets as shown on screen. It will round up odd amounts of tickets if ON		x
5	DISABLES LOW TICKET INPUT Disables the low ticket message on screen if ON. This option should be enabled when using a card swipe system	х	
6	NOT USED		
7	NOT USED		
8	NOT USED		



HOW TO REPLACE TARGET PINS

The target pins may break over time, to replace:

Unplug the game from the wall outlet.

Unlock and remove the back door of the game.

Remove the 30 screws in the black plastic panel using a Phillips screwdriver.

Remove the black plastic panel to expose the back of the pins.

Use a vise grips or wrench to wiggle the pin straight out of the back of the panel.

Insert the new pin, and replace the black plastic panel.

Red Target Pin Finger is part # A5PL29000B White Target Pin Finger is part # A5PL29001B Blue Target Pin Finger is part # A5PL29002B





BLANKING PLATES AVAILABLE

A5PL4200	DBA Plate used for Upstacker Bill Acceptor
A5PL9998	Plate used instead of Coin Mechanisms
A5PL8900	Plate used for Bill Validator

A5PL9995 Plate used instead of ticket dispenser



HOW TO REPLACE MONITOR

It is best to bring the monitor housing down from the top of the game to replace the monitor while working on a bench.

Unplug the game from the wall. Remove the monitor housing from the cabinet by removing the 2 bolts/washers/ split washers from the wood into the monitor housing.

Carefully climb inside the game and remove the 6 screws from the front of the monitor housing using a #2 square bit.

Using 2 people, bring the monitor housing down from the top of the game and to a work bench.

We want to remove the rear wood panel - the monitor will come out with the wood.

Remove the screws from the back edge of the top black plastic of the monitor housing using a #2 square bit.

Remove only 6 screws from the back edge of the monitor housing using a #2 square bit.

Remove the 6 screws from the bottom edge of the monitor housing using a #2 square bit.

The back wood panel can now be removed - the monitor will come out attached to the back wood panel.

The monitor can now be removed from the wood supports and replaced.





monitor housing.

from the HDMI cable from



Unplug the power cord from the power cord from monitor housing.



HOW TO TENSION CONVEYOR

The fabric on the conveyor will stretch over time. If the conveyor belt starts slipping or stops completely, follow these steps to re-tension the belt.

Tools needed:

14mm socket



There will tensioning mechanisms on both sides of the front of the belt. They are accessed from the axe return tray from the angle of the arrows.

Turning the bolt clockwise will tighten the belt, turn counterclockwise will loosen the belt.

Tension both sides of the mechanism the same amount.



HOW TO ADJUST CONVEYOR GUARD



The Conveyor Guard is designed to keep fingers from getting pinched by the conveyor roller. It is very important to adjust this metal bracket at game install, and anytime the game is moved, conveyor is adjusted or taken apart.

Use a Phillips screwdriver to loosen the 3 bolts. Move bracket up very close to the conveyor belt and tighten screws. Make sure the bracket does not touch the conveyor belt, but is close to it.

HOW TO REPLACE CONVEYOR MOTOR

14mm Wrench

The conveyor motor is the roller toward the rear of the conveyor belt. If the conveyor roller motor needs to be replace, follow these steps.

10mm Wrench

Tools needed:

2 Square bit

Step # 1

Unplug the game from the wall.

The tensioning mechanisms are located on both sides of the front of the belt.

Loosen these two nuts with a 14 mm wrench to loosen on the belt.





Step # 2

Push this front roller shaft toward conveyor, toward the back of the game. The entire font roller should move toward the back of the game, and the conveyor belt should be loose from the roller motor.

Step#4

The rear cabinet section must be loosened and separated from the rest of the cabinet. Remove both top panels, remove the 3 black plastic stringers from the monitor housing, remove the connector plates on top and bottom of both sides, and carefully slide the cabinet pieces apart. Refer to build instructions for details.

Step # 5

Unplug the conveyor roller motor from the control board.

Step # 6

Remove the 2 nuts using a 10 mm wrench from the left side of the roller motor. It will have the cable going into the bracket.

Remove the lock plate.

Remove the base plate from the bracket and thread the cable out through the hole.







HOW TO REPLACE CONVEYOR MOTOR

Step # 7

From the other side of the roller motor, remove the roller from the bracket.

It is spring loaded, push a small screwdriver into this hole and depress the spring loaded pin.

Lift this right side up as you remove the roller from the left side. Carefully thread the cable through the hole as you remove the roller motor.

To install the new roller motor:

Carefully thread the cable through the hole in the mounting bracket on the left side of the conveyor.

On the right side, push the spring loaded pin in the bracket - make sure it pops completely into the hexagon shaped receiver.

Carefully thread the cable through the hole in the base plate, and attach to bracket as shown.

Inset the lock plate back on the assembly.

Install the 2 nuts using a 10 mm wrench. Do not overtighten! A snug fit is fine.

Plug in the new roller motor to the control board and re-assemble the game. Tighten these two nuts with a 14mm wrench to put tension on the belt.

Adjust the pinch guard so that it very close, but not touching the belt.











HOW TO CHANGE SOFTWARE ON MB12

Axe Master games can use 2 different motherboards. This MB12 is the original motherboard. During March, 2023, this motherboard became obsolete and was changed to an MB13.

These instructions will detail how to change software on the MB12.

This is the M.2 Drive as a hard drive with software.

This M.2 Drive is located here on the motherboard.

Remove this screw with a small #1 Phillips screwdriver. _____ There is a small white plastic spacer under the screw. Leave this on the board, the M.2 drive will rest on top of this spacer.

Slide the M.2 new software drive into the slot on the motherboard as shown.

Notice the white spacer is still on the motherboard.

Using a small # 1 screwdriver, re-insert the screw into the motherboard to secure the software.









HOW TO CHANGE SOFTWARE ON MB13



DECAL DIAGRAM

AXE MASTER


DECAL DIAGRAM



A5DE29030 (x2)

PARTS LIST

PART #	DESCRIPTION	PART #	DESCRIPTION
A5AX29000	Axe, Black & Green, 12 Per Game	AABK1013	Bracket, Pushbutton/Counters
_A5BK9999	Bracket, Power Supply Mounting	A5CBL5900	Cable, USB, Male A to Male Micro, 2 Per Game
_A5BR8300	Bearing, Black Trolley Slide, 6 Per Game	_A5CE2300	Cable, Audio Isolator
A5BRMP010	2 1/2" X 3/4"W Flat Plate, 2 Per Game	_A5CE6602	Cable, USB Ext,3', A Male To A Female
A5BRZN030	1" X 1" X 2"W Bracket, 130 Per Game	_A5CEAU010	Cable, Audio Stereo, 3.5mm , 2ft, 2 Per Game
_A5BU29000	Button, Blue Circle, w/Led	_A5CORD1	Cord, Power,10', 2 Per Game
A5BU29001	Button, Red Triangle, Arrow, w/Led, 4 Per Game	_A5CORD13000	Cord, USB-A To Micro B 2.0, 6 ft, 2 Per Game
_A5CA1005	Caster Wheels, Swivel/Lock, 12 Per Game	A5CORD29000	Cord, HDMI 2.0 4k, 18gbps, 30'
A5CO4203	Cover, Speaker Grill, 2 Per Game	A5CORD29001	Cord, HDMI Male To Female, 3'
A5HA1200	Handle, Coin Box, White	_A5CORD5	Cord, AC Computer Cord, 6.5'
A5HO1003	Holder, For Light Bars, 8 Per Game	_A5CORD5001	Cord, Extension, C14 To C13, 16ga, 2ft.
A5INKI011	Insert, 1/4-20 X 1/2, 53 Per Game	A5CORD5003	Cord, Power Adapter, C14 to 5-15, 6ft.
A5INTI001	Insert, Tapping,10-24, 25/64" L, 14 Per Game	_A5OU5000	Outlet Strip
A5KIT-HH/AXM	Hardware Kit, Axe Master	A5SP10001	Audio Splitter, Stereo to Two 3.5mm,6"
A5LK2001	Lock, Coin Box, A05/E00 Key Code, 2 Per Game	A5SP29000	Splitter, USB Head, 10 Pin
A5LK5002	Lock, 7/8", H95 Key Code, 9 Per Game	A5SP4100	Splitter, AC Cord
A5NUTE010	10-24, Tnut, 9 Per Game	AACE1710	Cable, 4" Door Ground Cable, 4 Per Game
A5NUTE020	1/4-20, Tnut 14209sp, 146 Per Game	AACE1715	Cable, Door Ground Cable, 2 Per Game
A5NUTE040	3/8"-16 Int Thrd,3/4" H, 6 Per Game	AACE29000	Line Filter From Front
A5RB29000	Rubber Ring, Axe Cage Dampener, 4 Per Game	AACE29001	5v Power Supply Power Cord
A5RVNY020	Rivet, Nylon .187" X .25, 33 Per Game	AACE29002	Line Filter From Middle
A5SH8301	Shaft, 3/4 End Shaft Support, 4 Per Game	AACE29003	Line Filter From Power Box
A5TWNY010	4" Black Tie, 24 Per Game	AACE29004	Front Ground Stud to Middle
W5HG1040	Hinge,8-3/8"Single Bend, 2 Per Game	AACE29005	Back Ground Stud To Middle
	Keeper, Lock, 9 Per Game	AACE29006	Middle Ground Stud, Axe Master
W5TM4002	T-Molding,7/8" Blue, 61 Ft Per Game	AACE29007	Right Coin Door Hinge Ground
A5ME10001	Metal, Top Lock Bracket, 2 Per Game	AACE29008	Right Ticket Dispenser Ground
A5ME10016	Metal, Right Coin Guide	AACE29010	Power to A5CB29000
A5ME10017	Metal, Left Coin Guide	AACE29011	Power to A5CB8001
A5ME10018	Metal, Cage Panel Bracket, 12 Per Game	AACE29012	Power to Audio Boards
A5ME15005	Metal, Ticket Tray Insert	AACE29013	Right Side Counters
A5ME29000	Cage, Side, Only Metal, 2 Per Game	AACE29014	DBA Cable, 2 Per Game
A5ME29001	Cage, Safety Wall, Only Metal	AACE29015	Address. Power Inside Left Rail, Pre July 2022
A5ME29002	Metal, Axe Cage	AACE29071	Address. Power Inside Left Rail,Post July 2022
A5ME29003	Metal, Machined Pusher Shaft, 2 Per Game	AACE29016	Cb8001 Adr. To Back Stand, Pre July 2022
A5ME29011	Metal, Front Cabinet Connector, 2 Per Game	AACE29069	Cb8001 Adr. To Back Stand, Post July 2022
A5ME29012	Metal, Side Cab Connector Plate, 4 Per Game	AACE29017	Cage Stick Light Power Middle
A5ME29013	Metal, Top Side Connector Plate, 4 Per Game	AACE29018	Conveyor Controller Ground
A5ME29014	Metal, Dome Side Rail, 4 Per Game	AACE29019	Target Light Power from Middle, Pre July 2022
A5ME29016	Metal, Actuator Arm Mount	AACE29074	Target Light Power from Middle,Post July 2022
A5ME29018	Metal, Safety Wall Axe Bracket, 4 Per Game	AACE29020	Panel Player Light Power, 2 Per Game
A5ME29019	Metal, Connector Post, 2 Per Game	AACE29021	Left Side Menu and Counters
A5ME29020	Metal, Conveyor Mount Bracket, 4 Per Game	AACE29022	Left Side Coin Door
	Metal, Safety Wall Connector, 2 Per Game	AACE29023	Right Side Coin Door
	Metal, Playfield Stiffener Bar, 36", 3 Per Game	AACE29024	Conveyor Power from Front
A5ME29024	Metal, Stepper Motor Mount	_AACE29025	Conveyor Power from Middle
A5ME29025	Metal, Stepper Link	AACE29026	Buttons Power from Cb29000
A5ME29027	Metal, Playfield Stiffener Bar, 24", 2 Per Game	AACE29027	Power Supply to 24v Actuator
_AAME29026	Metal, Conveyor Safety Rail	_AACE29028	Conveyor Control from Power Supply

PARTS LIST

PART #	DESCRIPTION	PART #	DESCRIPTION
AACE29029	Conveyor Control	AACO1000	Counters for Game, 2 Per Game
_AACE29030	Actuator Drive from Back	AAPB2700A	Push Button Assembly Cable, 2 Per Game
AACE29031	Actuator Drive from Front	A5DE0042	Decal, Menu/Volume Decal
AACE29032	Target Light Power from Back, Pre July 2022	A5DE23021	Decal, Electrical Warning Cover
AACE29075	Target Light Power from Back, Post July 2022	A5DE28500	Decal, Marquee Front, Axe Master
_AACE29033	Left Side Door Board Power	_A5DE28508	Decal, Left Side, Axe Master
_AACE29034	Right Side Door Board Power	A5DE28509	Decal, Right Side, Axe Master
_AACE29035	Actuator Drive from Middle	A5DE28520	Decal, Front Inst Window, Axe Master
AACE29036	Target Adr Power, CB29000, Pre July 2022	A5DE28526	Decal, Top Right Door Axe Master
AACE29073	Target Adr Power, CB8801, Post July 2022	A5DE28527	Decal, Top Left Door, Axe Master
_AACE29037	Front Speakers Power	A5DE28528-1	Decal, Front Lower Surround, Axe Master
_AACE29038	Back Speaker Power from Front	A5DE28528-2	Decal, Front Left Ticket Door, Axe Master
_AACE29039	Back Speaker Power from Middle	A5DE28528-3	Decal, Front Lower Access Door, Axe Master
AACE29040	Back Speaker Power		Decal, Front Right Ticket Door, Axe Master
_AACE29041	Cage Stick Lights Power Front	A5DE29002	Decal, Marquee Middle, Dude
AACE29042	Buttons Power	A5DE29003	Decal, Marquee Back, Trees
	Back Board Adr. Light, Pre July 2022	A5DE29004	Decal, Grass Pole Cover, 2 Per Game
	Back Board Adr. Light, Post July 2022	A5DE29005	Decal, Roof Panel, Tan, 2 Per Game
	Side Cage RGB Lights, 4 Per Game	A5DE29006	Decal, Monitor Decal, Vinyl
AACE29045	Target Addressable Light, Pre July 2022	A5DE29007	Decal, Playfield Back Wall Upper, Vinyl
AACE29077	Target Addressable Light, Post July 2022	A5DE29007-1	Decal, Playfield Back Wall Lower, Vinyl
AACE29046	Front Panel RGB Light, 2 Per Game	A5DE29012	Decal, Front Wall Bottom
AACE29047	Back Board Axe Light, 2 Per Game		Decal, Front Wall Top Warning
AACE29048	Cage Stick Light. 2 Per Game	A5DE29014	Decal, Ramp, 2 Per Game
AACE29049	Left Coin Door Ground	 A5DE29015	Decal, Middle Cabinet Side, 2 Per Game
AACE29050	Left Ticket Dispenser Ground	A5DE29016	Decal. Axe Left
AACE29051	Left Ticket Dispenser	A5DE29017	Decal. Axe Right
AACE29052	Right Ticket Dispenser	A5DE29018	Decal. Control Panel
AACE29053	Ground Stud To Conveyor Control	A5DE29021	Decal, Target Circle, 4 Per Game
AACE29054	Marguee Front Stick Light	A5DF29022	Decal, Wall Light Frame, Left
AACE29055	Pwr Dist Ground To 5y PS Front	A5DF29023	Decal, Wall Light Frame, Right
AACE29056	Pwr Dist Ground To 5y PS Middle	A5DF29024	Decal Shelf Right
AACE29057	Pwr Dist Ground To 5y PS Back	A5DE29025	Decal Shelf Left
AACE29058	Back Stand Address Split Pre July 2022	A5DE29029	Decal Middle Front Shelf 2 Per Game
AACE29070	Back Stand Address Split, Pro oaly 2022	A5DF29030	Decal Pinch Point Warning 2 Per Game
AACE29059	Side Cage RGB Power Front	A5PT29000	Plastic Vac Form Throw Wall Axe Right
AACE29060	Side Cage RGB Power Middle	A5PT29001	Plastic Vac Form, Throw Wall Axe, Left
AACE29061	12v Power To Back Stand Front	A5VF4604	Vacuum Form, Cup Holder, 2 Per Game
AACE29062	12v Power To Back Stand Split	AATA29000	Target Assy. Axe Master
AACE29063	12v Power To Back Stand R-Rail	A5PI 29000B	Red Target Finger 32 Per Game
AACE29064	Marquee Art Stick Light 3 Per Game	A5PI 29001B	White Target Finger 232 Per Game
AACE29065	12v Marquee Power	A5PI 29002B	Blue Target Finger, 376 Per Game
AACE29000	Marquee Addressable Power, Pre July 2022	WACA29061	Acrylic Front Window Guard
AACE29000	Marquee Addressable Power, Post July 2022	A2CV/29000	Conveyor Ave Return
AACE20067	Conveyor lumper Post July 2022	A5MO29001	Conveyor Replacement Motor
	Actuator lumper Post July 2022	Δ5PI 120001	Pulley Roller for Conveyor 2" dia 20" wide
ΔΔCE29000	RGB Jumper for CB8001 Post July 2022	A5RE29001	Conveyor Belt 20" wide 147" long
ΔΔCE8811Δ	Speaker 4 Per Game	A5CT29001	Controller Board for Conveyor
	Coin Door Cable	Δ5TD1	Ticket Dispanser
		79101	Hover Dispensei

PARTS LIST

PART #	DESCRIPTION	PART #	DESCRIPTION
A5FI9011	Filter, Inline	AACB9605-CBL	Door Interface Board, 2 Per Game
A5CM29000	Camera, Astra Pro	AACB9600A	Audio Amplifier Board, 2 Per Game
A5MO0032B	Monitor TV	A5CT29000	Controller Board, Actuator Motor
AAAC29000	Actuator	A5PS1013	Power Supply, EVGA500
AACB15001	Bleed Resistor Board	A5PS29000	Power Supply, 24v
AACB29000	Axe Master I/O	AAMB12-HD/AX	Mother Board with Hard Drive
AACB29001	Conveyor Filter, Post July 2022	AAMB13-HD/AX	Mother Board with Hard Drive
AACB29002	Stepper Actuator Filter, Post July 2022	AAHD0032-AXM	Axe Master Hard Drive
AACB5156	Power Dist. Board	AAHD0032-AX-WA	Washington State Axe Master SATA Drive
AACB8001-HH	Light Driver Board	A5AC9101	12 Volt Dollar Bill Acceptor







A5PL9998 AABK1013 A5CBL5900 A5CE2300 A5CE6602 A5CEAU010











































AACE1715 AACE29000 AACE29001 AACE29002 AACE29003 AACE29004 AACE29005 AACE29006

AACE29007

A5SP4100 AACE1710

A5CORD1 A5CORD13000 A5CORD29000



AACE29015 AACE29071



AACE29008









AACE29017 AACE29018 AACE29019 AACE29074 AACE29020 AACE29021 AACE29022



AACE29023 AACE29024 AACE29025 AACE29026 AACE29027 AACE29028 AACE29029 AACE29030 AACE29031



AACE29069

AACE29010











AACE29032 AACE29075 AACE29033 AACE29034 AACE29035 AACE29036 AACE29073 AACE29037 AACE29038























AACE29046 AACE29047 AACE29048 AACE29049 AACE29050 AACE29051 AACE29052 AACE29053 AACE29054





AACE29055





AACE29058













AACE29062 AACE29063 AACE29064



AACE29065

AACE29078

AACO1000







A5DE28527

AACE29066

AACE29072 AACE29068 AACE29067



AACE29070 AACE29059 AACE29060 AACE29061











A5CT29001





A5FI9011



A5TD1

A5CM29000

A5MO0032B



AACB15001 AACB29000



AACB29002



















AACB8001-HH

AACB9605-CBL



A5CT29000

A5PS1013

A5PS29000 AAMB12-HD/AXM



AAHD0032-AXM

A5AC9101

AAMB13-HD/AXM

80

REPAIR/MAINTENANCE LOG

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

DATE	MAINTENANCE PERFORMED	PARTS ORDERED	MISC.

<u>81</u>

TECHNICAL SUPPORT

Excellent customer service is very important to Bay Tek Entertainment! We know that keeping your games in great operating condition is important to your business. When you need us, we are here to help. You can call us for free technical assistance, and you can count on us to have parts on-hand to support your game. When you do need us, it's important that you know what to expect. We offer options that fit your needs.

Electronics / Circuit Boards:

• <u>Spare Parts</u> – 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 need to return a 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.

Note: Bench fees apply regardless of whether the repair was your choice or a recommendation from a Bay Tek Entertainment technician.

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

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

WARRANTY OPTIONS

Bay Tek Entertainment warrants to the original purchaser that the game will be free of defects in workmanship and materials for a period of 12 months from the date of shipping. Bay Tek Entertainment will, without charge, repair or replace at it's option defective product or

component parts upon notification to the parts/service department.

New, purchased parts have a 30 day warranty.

Any labor expended is not included in this warranty.

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

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

Should you need your game serviced, determine the serial number from the decal on the back of the game cabinet or main board, and call **920.822.3951 Ext. 1102** or e-mail to: service@baytekent.com