## SERVICE MANUAL



## FACTORY CONTACT INFORMATION



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## TABLE OF CONTENTS

FACTORY CONTACT INFORMATION ..... 2
TABLE OF CONTENTS ..... 3
WELCOME TO AXE MASTER ..... 4
GAME SPECIFICATIONS ..... 5
SAFETY PRECAUTIONS ..... 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
I/O AUX BOARD PINOUT ..... 63
DIPSWITCH SETTINGS ..... 64
HOW TO REPLACE TARGET PINS ..... 65
AVAILABLE BLANKING PLATES ..... 65
HOW TO REPLACE MONITOR ..... 66
HOW TO TENSION CONVEYOR ..... 67
HOW TO ADJUST CONVEYOR GUARD ..... 67
HOW TO REPLACE CONVEYOR MOTOR ..... 68-69
HOW TO CHANGE SOFTWARE ON MB12 ..... 70
HOW TO CHANGE SOFTWARE ON MB13 ..... 71
DECAL DIAGRAM ..... 72-73
PARTS LIST ..... 74-76
PARTS PICTURES ..... 76-80
MAINTENANCE LOG ..... 81
TECHNICAL SUPPORT ..... 82
WARRANTY ..... 82

## 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 |
| GAME DIMENSIONS |  |  |
| WIDTH | 64 inches | 162.5 cm |
| DEPTH | 185 inches | 470 cm |
| HEIGHT | 135 inches | 343 cm |

## OPERATING TEMPERATURE

| FAHRENHEIT | $45-80 \mathrm{~F}$ |
| :---: | :---: |
| CELSIUS | $7.2-26.7 \mathrm{C}$ |
| SHIPPING DIMENSIONS |  |
| PALLET \# 1 | $80 " L x$ 58"Wx 92"H 950Ibs. class 250 |
| PALLET \# 2 | $58 " L x 40 " W \times 80 " H \quad 452$ Ibs. class 250 |
| PALLET \# 2 | $58 " L x 40 " W x$ 92"H 577 Ibs. class 150 |

## SAFETY PRECAUTIONS

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

## AXE MASTER SETUP

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:

1 step ladder (6 foot)
3 people
\# 3 Phillips screwdriver bit

2 of $9 / 16^{\prime \prime}$ Wrenches
7/16" Wrench
\# 2 Square head screwdriver bit

## 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.

Remove and open the box containing:
Service Manual


3 Axes (there are an additional 3 axes to use when needed.)
Power Cord
Hardware kit (Part \# A5KIT-HH/AXM)

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.


## AXE MASTER SETUP

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.

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 $1 / 4-20 \times 1$ Phillips head bolts using a \# 3 Phillips Head bit. (10 per side)


## AXE MASTER SETUP

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 $1 / 4-20 \times 1$ Phillips head bolts using a \# 3 Phillips Head bit. (10 per side)


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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.

## AXE MASTER SETUP

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

Ensure it sits fully down into the notch.


Locate piece L - the front right side upright. (Part \# AACA29056) The will be a cable inside the groove - connect this cable with the cable coming up from the lower front console cabinet. (CE29061 to CE29062) The wire colors should match up across the connectors. 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.


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.


## 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 $1 / 4-20 \times 1$ 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 $6 \times 1$ 1/4" screws using a \# 2 Square Head bit.

A5SCFH040


## AXE MASTER SETUP

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. $\qquad$


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 $10 \times 5 / 8$ " screws using a \# 2 Square Head bit. 3 screws per bracket.

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


Install a short metal connector plate at the top left and right edge of the wood piece as shown.
4 of the black $1 / 4-20 \times 1$ Phillips head bolts using a \# 3 Phillips Head bit.
2 per bracket.


## AXE MASTER SETUP

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

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

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


Install a short metal connector plate at the top left and right edge of the wood piece as shown.
4 of the black $1 / 4-20 \times 1$ Phillips head bolts using a \# 3 Phillips Head bit.
2 per bracket.


## AXE MASTER SETUP

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 $1 / 4-20 \times 1$ Phillips head bolts into each bracket using a \# 3 Phillips Head bit.


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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.

## AXE MASTER SETUP

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 $1 / 4-20 \times 2$ Phillips head bolts using a \# 3 Phillips Head bit.
(2 per arrow, 4 per side)


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 $1 / 4-20 \times 2$ 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.


## AXE MASTER SETUP

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. $\qquad$


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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 $1 / 4-20 \times 11 / 2$ " 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.


## AXE MASTER SETUP

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 $1 / 4-20 \times 11 / 2^{\prime \prime}$ 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.


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 $3 / 8^{\prime \prime}-16,21 / 4$ inch bolts with split washers and washers using a $9 / 16^{\prime \prime}$ wrench.




## AXE MASTER SETUP

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.


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.

## AXE MASTER SETUP

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 $2 n d$ roof panel.


A5SCPH017

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 $1 / 4-20$ X 1 Phillips head bolts using a \# 3 Phillips Head bit.


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


## AXE MASTER SETUP

Install the square metal connector plates at the top left and right edge of the wood piece as shown.
4 of the black $1 / 4-20 \times 1$ 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 $1 / 4-20 \times 1$ 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.


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, $11 / 2$ inch bolts with split washers and washers using a $7 / 16$ " wrench.


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## AXE MASTER SETUP

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 $1 / 4-20 \times 1$ Phillips head bolts using a \# 3 Phillips Head bit.


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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 $1 / 4-20 \times 1$ Phillips head bolts using a \# 3 Phillips Head bit.


## AXE MASTER SETUP

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 $1 / 4-20 \times 1$ Phillips head bolts using a \# 3 Phillips Head bit.


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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 $1 / 4-20 \times 1$ Phillips head bolts using a \# 3 Phillips Head bit.


## AXE MASTER SETUP

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 $6 \times 11 / 4$ " screws using a \# 2 Square Head bit.


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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 $6 \times 11 / 4$ " screws using a \# 2 Square Head bit.


A5SCFH040

## AXE MASTER SETUP

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 $1 / 4-20 \times 11 / 2$ " Phillips head bolts and 2 of $1 / 4$ " black washers and a nut.


## Important:



One person will hold the axe in position, the other person can climb the


The game can now be plugged into the wall.
Open the front middle bottom door of the game, and slide out the electronics tray.


## AXE MASTER SETUP



## NOT PICTURED:

G - BLACK PLASTIC ROOF SUPPORTS (3) Part \# AACA29096
N - RIGHT UPPER CAGE SUPPORT Part \# WACA29043

## AXE MASTER SETUP



## HOW TO PLAY

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:

Card swipe systems may come with a standard 9 pin Molex connector. This is the UCL connector.
Simply plug this connector into your card swipe reader.

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


12 Volt DC Power from Power Dist Board Boar

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

This would normally plug into coin mechanism.

## Option \#2:

If your card swipe systems does not have a standard 9 pin Molex connector, then you will have to splice wires into the AACE15014 \& AACE15015 harness.


## Notes:

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

## Menu Changes

Enter menu, Go to "Game Settings" Menu
Set "Game Mode/ Payment" to desired option
Go to "Payout Settings" Menu
Change "Credits" to 1
Change "Swipe Prompt" to "Enabled"

## MAIN MENU FUNCTIONS

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

Hold the MENU button down for 1 second to


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

## MAIN MENU

| Clear Credits \& Tickets | Press the Menu Select button 5 times to clear any accumulated <br> credits and tickets. |  |
| :---: | :---: | :---: |
| Mute | OFF | Set to "ON" and exit menu to Mute <br> entire game. |
| Audio and Attract | Press the Menu Select button to enter the <br> 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 Statistics Menu |  |
| Statistics | Press the Menu Select button to enter the Diagnostics Menu |  |
| Diagnostics | Press the Menu Select button to exit menu. |  |
| Exit |  |  |

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.

## 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.

Default settings are highlighted in yellow below.

AUDIO / ATTRACT SETTINGS MENU Attract Audio: 4

Game Audio: 6
Attract Time: 3 min
Back

## Attract 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 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 <br> 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.

| Ticket(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

## Per Point(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.

## PAYOUT SETTINGS

Scroll through the options by pressing the "MENU" button.
Change selection with the "SELECT" button.
Scroll to "BACK" and press the "SELECT" button to go back to the main menu.
Default settings are highlighted in yellow below.
PAYOUT SETTINGS MENU

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

## Winner Tickets

| 1 | 2 | 3 | $\ldots$ | 10 | 20 | $\ldots$ | 50 | 60 | 70 | $\ldots$ | 100 | 150 | $\ldots$ | 800 | 900 | 1000 |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |

## Applicable for a 2 player game only.

Sets the amount of tickets the winner will receive in a two player game.
See payout table on next page for recommended settings for average tickets per game.
Loser Tickets

| 0 | 1 | 2 | $\ldots$ | 10 | 15 | 20 | $\ldots$ | 35 | 40 | 45 | 50 | 75 | 100 | 150 | $\ldots$ | 500 |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |

Applicable for a 2 player game only.
Sets the amount of tickets a loser will receive in a two player game.
See payout table on next page for recommended settings for average tickets per game.

| 101 | The Thckets |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| 0 | 1 | $\ldots$ | 10 | 15 | 20 | 25 | 30 | $\ldots$ | 50 | 60 | $\ldots$ | 100 | 150 | $\ldots$ | 550 | 600 |

Applicable for a 2 player game only.
Sets the amount of tickets both players will receive if the game ends in a tie.
See payout table on next page for recommended settings for average tickets per game.

| Mercy Tickets |  |  |  |  |  |  |  |  |  |  |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| Disabled | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |

Sets the amount of Tickets given if the game time's out with no one playing.
Fixed Tickets

| Disabled | 1 | 2 | 3 | 4 | $\ldots$ | 22 | 23 | 24 | 25 |
| :---: | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |

If Enabled - This sets the amount of Tickets given to a player regardless of score.

| Free Game Option |  |  |
| :---: | :---: | :---: |
| Disabled | Top Ten | High Score |

Applicable only in "Amusement" Game Mode AND "Leader Board is Enabled" in the Game Settings Menu
If Enabled - This will award a free game to a player with either a Top Ten Score or the High Score.

## 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:
White Target Point Value:
Red Target Point Value: 6
No Target Point Value: 0
Stick Target Multiplier:
Allow Bounce Points: Enabled
Leaderboard Option: Enabled
Axe Timeout: 30sec

## Game Mode

Redemption

## Amusement

"Redemption" means the game will pay out tickets.
"Amusement" means the game will not pay out tickets.


Sets the number of Axes to be thrown per turn.

## Rounds Per Game

| 1 | 2 | 3 | 4 | $\ldots$ | 9 | 10 |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- |

Sets the number of turns before a game ends.

|  | Blue Target Point Value |  |  |  |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | $\ldots$ | 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

## White Target Point Value

| 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | $\ldots$ | 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 Target Point Value

| 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | $\ldots$ | 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. 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:
Leaderboard Option: Enabled
Axe Timeout: 30sec
Back

## No Target Point Value

| 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.
Stick Target Multipler

| 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 Bounce 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.

## Leaderboard Option

Enabled
Disabled
"Enabled" means the player can enter their name for a high score after the game.
"Disabled" means the game will not show daily high scores.

## 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 | $\gg$ |
| ---: | :--- |
| Move Left | $\gg$ |
| Move Up | $\gg$ |
| Move Down | $\gg$ |
| Auto Calibrate: | $\gg$ |
| Back |  |

Camera Offset Horizontal: 0
Camera Offset Vertical:
Calibration Message: $\begin{aligned} & \text { Place an axe in the center } \\ & \text { bullsye }\end{aligned}$

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.

| CAMERA CALIBRATION MENU |  |
| ---: | :--- |
| Move Right | $\gg$ |
| Move Left | $\gg$ |
| Move Up | $\gg$ |
| Move Down | $\gg$ |
| Auto Calibrate: | $\gg$ |
| Back |  |

Camera Offset Horizontal:
Camera Offset Vertical:
Calibration Message: $\begin{aligned} & \text { Place an axe in the center } \\ & \text { bullseye }\end{aligned}$

## Auto Calibrate

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


CAMERA CALIBRATION MENU
Move Right
Move Left
Move Up
Move Down
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.

## 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: Os / Os | Blue Target Hit/Stick: $0 / 0$ |
| Time MP Total/Avg: Os / Os | Total Target Hit/Stick: $0 / 0$ |
| Time Classic Total/Avg: $\mathrm{Os} / \mathrm{Os}$ | Classic Game Tickets: 0 |
| Time Pro Total/Avg: Os / Os | Pro Game Tickets: 0 |
| Reset Statistics: Cleared |  |
|  |  |

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.

GAME DIAGNOSTICS MENU

Cycle Actuator
Actuator Backward
Actuator Forward
Start Conveyor
Stop Conveyor
Turn On Flood Lights
Turn Off Flood Lights

Test Ticket Dispense Reset Game Defaults: Press 5's

Back

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

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: $0 / 0$

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



## 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 <br> $\$ .25$ per play | Pattern 2 <br> $\$ .50$ per play | Pattern 3 \$1 per play | Pattern 4 <br> $\$ 1.50$ per play | Pattern 5 \$2 per play | Pattern 6 <br> \$2.50 per play | Pattern 7 \$3 per play | Pattern 8 <br> \$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 Location <br> There are 2 different versions of motherboards that work with Axe Master. Refer to the next page (Motherboard Layout) for more information.



## MOTHERBOARD LAYOUT

There are $\mathbf{2}$ 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




A5SP29000
USB adapter to provide the 5th USB slot - com to light board


Note: If your motherboard looks different, it is a MB13 Motherboard. Refer to MB13 Motherboard Section for more detail.

## 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. For games
built before
July, 2022

## From CB8001 Light Board <br> 

:
## For games

 built after July, 2022 : From CB8001 Light Board

## 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 GUIDE

## Troubleshooting Strategy

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

## Troubleshooting Chart

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

# TROUBLESHOOTING GUIDE 

Problem

Game not coining up
Enter Diagnostic Mode to see if Credits Increment when coin is inserted.

No Sound

Motherboard creates sound, the Audio Amplifier boards amplifies it.

Look for communication and power on the I/O Aux Board for that player.
Ensure game makes sound when coin switch is triggered.

Game set to large amount of credits per game.
If Coin Input stays ON

Remedy
Refer to "I/O Aux Board Issue" diagnostic section.


Check coin switches-both should be wired normally open. If one switch is "closed" the other will not work either. Check wiring to I/O Aux Board. (AACBL4A-DOORA, AACE29022 or AACE29023)
Check Game Setup Menu. Ensure Credits is set to proper value.
Ensure only 5 volts on coin switch green and black wires. I/O Aux board may be faulty. Swap I/O Aux board with other player side, making sure to change dipswitch settings. (Left side both off, Right side dip 1 is on, 2 is off)

| No Sound <br> Motherboard creates sound, the Audio Amplifier boards amplifies it. | Volume set to mute in menu or game volume/attract volume set to zero. <br> Disconnected, loose or broken wires. <br> Verify 12 Volts DC to Audio Amplifier Boards on CE29012 <br> Faulty speaker. | nu and verify: <br> \& Attract Volume is not zero. <br> OFF <br> diagram. Check connections and reseat audio herboard to speakers. Cables \# A5CE2300, 5CEAU010, CE29038, CE29037, CE29039, E8811 <br> able (A5CE2300) from plug into MP3 player or phone c is amplified and comes out of <br> motherboard is faulty. able or amplifier board is faulty <br> er. AACE8811 |
| :---: | :---: | :---: |
| I/O Aux Board Issue <br> One side of the game does not coin up, and has no other functions. | Green power LED should be flashing. <br> One blink for left side, 2 blinks for right side) <br> Red and Yellow LED's should be flashing. <br> Faulty I/O Aux Board. | 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. <br> If they are off, it is not communicating with the motherboard. Check A5CORD13000 USB cable. Swap cables with other side. <br> 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 |

## TROUBLESHOOTING GUIDE

| Problem |  |  | Probable Cause |  | Remedy |
| :---: | :---: | :---: | :---: | :---: | :---: |
| Check for the correct amount of tickets showing on Monitor | Tickets on monitor does not match tickets coming out of game. |  | Opto Sensor on ticket dispenser dirty. <br> Faulty ticket dispenser. <br> Notch on tickets cut too shallow. <br> Faulty cable. Disconnected, loose or broken wires. <br> Faulty I/O Aux Board. |  | Blow dust from sensor and clean with isopropyl alcohol. <br> Replace with working dispenser to isolate the problem. (A5TD1) <br> Flip tickets and load upside-down to have large cut notch toward opto sensor. <br> Check connectors from ticket dispensers to I/O Aux board. Check for continuity. Cables AACE29022 or AACE29023 <br> Swap I/O Aux board with other player side, making sure to change dipswitch settings. <br> (Left side both off, Right side dip 1 is on, 2 is off) Replace I/O Aux Board. Part \# AACB9605-CBL |
|  |  | s on or does tickets g out of | Settings in Me incorrect. |  | Enter Menu and check certain areas: <br> Game Mode set to Redemption <br> For 1 Player Game: <br> Ticket(s) <br> Per Point(s) <br> For 2 Player Game: <br> Winner Tickets <br> Loser Tickets <br> Tie Tickets <br> 1/2 Ticket Payout Dipswitch on Door Board Fixed tickets |
| Menu Button not work. <br> The menu butto are located in th Left Side Coin |  | Swap connectors at the 2 buttons. <br> Pinched, broken, or disconnected wiring <br> I/O Aux board faulty. |  | Replace <br> Inspect Check Board. <br> Swap I/O to chang side dip Replace | button if problem stays with button.(AAPB2700) crimp to ensure good connection. onnections from menu buttons to left I/O Aux Check cables (AAPB2700, AACE29021) <br> Aux board with other player side, making sure ge dipswitch settings. (Left side both off, Right 1 is on, 2 is off) <br> I/O Aux Board. Part \# AACB9605-CBL |
| Low Tickets message on monitor | Tickets are empty in ticket tray <br> Faulty cable. Disconnected, loose or broken wires. <br> Faulty low ticket switch. <br> Faulty I/O Aux Board. |  |  | Load tick switch wir Check con board. Ch Inspect sw Swap I/O change di dip 1 is on Part \# AA | ts into tray. Ensure tickets hold down micro <br> nectors from low ticket switches to Newgen ck for continuity. (AACE29022 or AACE29023) itch and replace if needed. (AASW200) <br> Aux board with other player side, making sure to switch settings. (Left side both off, Right side 2 is off) Replace I/O Aux Board. B9605-CBL |

## TROUBLESHOOTING GUIDE



## 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!


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.


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.

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" 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.

GAME DIAGNOSTICS 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 |  |

If 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

## POWER SUPPLY DIAGNOSTICS

1.) Verify $A C$ power to game. Check power strip in front door. The rocker switch should be illuminated.
2.) Check connection to power supply.
3.) Ensure Power Supply switch is set to 115 V (or 230 V )
(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.

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.

## 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




Inputs:
Outputs:
Q1 (PD1) Game counter
Q2 (PD0) Tickets counter
Q3 (PD6) Coin Lockout
PE6 Ticket Enable

PD4
PC6
Select Button
PB4
PB5
D15 (A1) Low Ticket Switch Input

## 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

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

| SWITCH | DESCRIPTION | ON | OFF |
| :---: | :---: | :---: | :---: |
| 1 | SHOW GAME <br> Does not dispense tickets and clears all accumulated credits if ON |  | X |
| 2 | AMUSEMENT ONLY <br> Does not dispense tickets if ON |  | X |
| 3 | NJ LOCKOUT <br> Saves tickets owed and unused credits after a power loss if ON |  | X |
| 4 | 1/2 TICKET PAYOUT <br> 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 <br> Disables the low ticket message on screen if ON. This option should be enabled when using a card swipe system | X |  |
| 6 | NOT USED |  |  |
| 7 | NOT USED |  |  |
| 8 | NOT USED |  |  |



## 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

A5PL9998
Plate used instead of Coin Mechanisms

A5PL8900
Plate used for Bill Validator


## 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.


## 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:
14 mm 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 counter-
 clockwise 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

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. Tools needed:
\# 2 Square bit 10 mm Wrench 14 mm Wrench
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 14 mm 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

Axe Master games can use 2 different motherboards.
The MB12 was the original motherboard which became obsolete and was changed to an MB13 during March 2023.

This is the MB13 motherboard
These instructions will detail how to change software on the MB13.

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

This M. 2 Drive is located on the bottom, underneath the motherboard.


## DECAL DIAGRAM

## AXE MASTER



Not Visible: A5DE29030 Pinch Point Warning Decal

## DECAL DIAGRAM

## AXE MASTER

## A5DE29003



## 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, 2 ft , 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, $6 \mathrm{ft}, 2$ 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, $3^{\prime}$ |
| 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, 6 ft . |
| 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 |
| W5KE5000 | 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 |
| A5ME29021 | Metal, Safety Wall Connector, 2 Per Game | AACE29023 | Right Side Coin Door |
| A5ME29023 | 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 |


| 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 | A5DE28528-4 | 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 |
| AACE29043 | Back Board Adr. Light, Pre July 2022 | A5DE29004 | Decal, Grass Pole Cover, 2 Per Game |
| AACE29076 | Back Board Adr. Light, Post July 2022 | A5DE29005 | Decal, Roof Panel, Tan, 2 Per Game |
| AACE29044 | 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 | A5DE29013 | 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 | Marquee Front Stick Light | A5DE29022 | Decal, Wall Light Frame, Left |
| AACE29055 | Pwr Dist Ground To 5v PS Front | A5DE29023 | Decal, Wall Light Frame, Right |
| AACE29056 | Pwr Dist Ground To 5v PS Middle | A5DE29024 | Decal, Shelf Right |
| AACE29057 | Pwr Dist Ground To 5v 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, Post July 2022 | A5DE29030 | 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 | A5PL29000B | Red Target Finger, 32 Per Game |
| AACE29064 | Marquee Art Stick Light, 3 Per Game | A5PL29001B | White Target Finger, 232 Per Game |
| AACE29065 | 12v Marquee Power | A5PL29002B | Blue Target Finger, 376 Per Game |
| AACE29066 | Marquee Addressable Power, Pre July 2022 | WACA29061 | Acrylic, Front Window, Guard |
| AACE29072 | Marquee Addressable Power, Post July 2022 | A5CV29000 | Conveyor, Axe Return |
| AACE29067 | Conveyor Jumper, Post July 2022 | A5MO29001 | Conveyor Replacement Motor |
| AACE29068 | Actuator Jumper, Post July 2022 | A5PU29001 | Pulley Roller for Conveyor, 2" dia, 20" wide |
| AACE29078 | RGB Jumper for CB8001, Post July 2022 | A5BE29001 | Conveyor Belt, 20" wide, 147" long |
| AACE8811A | Speaker, 4 Per Game | A5CT29001 | Controller Board for Conveyor |
| AACBL4A-DOORA | Coin Door Cable | A5TD1 | Ticket Dispenser |

## 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 |

## PARTS PICTURES



A5ME10017 A5ME10018 A5ME15005 A5ME29000 A5ME29001 A5ME29002


A5ME29003 A5ME29011 A5ME29012 A5ME29013
A5ME29014 A5ME29016
A5ME29018 A5ME29019 A5ME29020


## PARTS PICTURES



A5PL9998 AABK1013 A5CBL5900 A5CE2300
A5CE6602
A5CEAU010
A5CORD1 A5CORD13000 A5CORD29000


A5CORD29001 A5CORD5 A5CORD5001 A5CORD5003 A5OU5000 A5SP10001


A5SP4100 AACE1710


AACE1715 AACE29000 AACE29001 AACE29002 AACE29003


AACE29008


AACE29010


AACE29011


AACE29013


AACE29014


AACE29015
AACE29071


AACE29023 AACE29024
AACE29025
AACE29026


AAC


AACE29032 AACE29075 AACE29033
AACE29034 AACE29035 AACE29036
AACE29038

## PARTS PICTURES



AACE29039 AACE29040 AACE29041
AACE29042 AACE29043 AACE29076
AACE2904
AACE29045 AACE29077


AACE29046 AACE29047 AACE29048 AACE29049 AACE29050 AACE29051 AACE29052 AACE29053 AACE29054


AACE29055


AACE29056


AACE29057


AACE29058


AACE29070 AACE29059 AACE29060 AACE29061


AACE29062


AACE29063


AACE29064


AACE29065


AACE29066


AACE29072


AACE29067


AACE29078


AACE8811A


A5CBL4A-DOOR


AACO1000


AAPB2700A


A5DE0042


A5DE23021


A5DE28508 A5DE28509



A5DE28500


A5DE28526


## PARTS PICTURES



A5DE29002



A5DE29003 A5DE29004 A5DE29005



A5DE29006



A5DE29007

WARNIIC- Ax: ocssing s sxraxay fu! Justuak sune vop pax shiziar,
TAKE TURNS TOSSING. Play at Your owi risk.
A5DE29013


## PARTS PICTURES



A5MO0032B


A5CV29000 A5MO29001 A5PU29001 A5BE29001


AAAC29002


AACB9605-CBL


AACB8001-HH




AACB15001 AACB29000 AACB29001



A5TD1


A5FI9011


A5CM29000

A5CT29001


A5CT29000


AACB29002


AACB5156

## 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. |  |  |
| :--- | :--- | :--- | :--- |
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NOTES

## TECHNICAL SUPPORT

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

## Electronics / Circuit Boards:

Spare Parts - Take matters into your own hands and purchase new spare Circuit Boards for your Bay Tek games. Many of our games share the same main-board electronics. This means you can buy one set of spare electronics to support many of your Bay Tek games. Spare boards allow you to get your game up and running the quickest and provide you a valuable troubleshooting option.
Call our technicians to get recommendations for what you should keep on hand for spare parts! Technical Support:
"You" are the best tool for troubleshooting! Your abilities to understand the game and your skills to repair the game are invaluable to us! If you need help, you know you can call us. It's not easy to diagnose a game remotely by phone, but our technicians do a great job. They'll need your help to perform some
troubleshooting steps and convey to them exactly what's happening with your game.
Returns \& Credits:
Sometimes the issue isn't what it seemed to be. If you 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

