

Animaland[®]

STUFF YOUR OWN COLLECTIBLE ANIMAL



FOR
INDOOR
USE
ONLY

20 AMP
DEDICATED
LINE
REQUIRED

OWNERS AND SERVICE MANUAL

SERVICE
1-716-759-0360

FAX
1-716-759-0884

**ANIMALAND PORTABLE STUFFING MACHINE MANUFACTURED BY
INNOVATIVE CONCEPTS IN ENTERTAINMENT INC.
10123 MAIN STREET, CLARENCE, NY 14031
E-MAIL: service@icegame.com WEBSITE: www.icegame.com**

TABLE OF CONTENTS

FOREWORD	PAGE 3
INTRODUCTION	PAGE 4
MACHINE FEATURES	
MACHINE OPERATION	
INSTALLATION.....	PAGE 6
BEFORE YOU BEGIN	
INSTALLATION	
MAINTENANCE	PAGE 7
GENERAL MAINTENANCE	
MONTHLY MAINTENANCE	
MOTOR REPLACEMENT	
COMPRESSOR MAINTENANCE	
QUICK TROUBLESHOOTING	PAGE 10
MACHINE REPAIR.....	PAGE 11
OPERATIONAL BACKGROUND	
TROUBLESHOOTING PHILOSOPHY	
RESTARTING COMPRESSOR AFTER POWER LOSS	
AIR COMPRESSOR REPLACEMENT	
PARTS LISTINGS.....	PAGE 13
WARRANTY INFORMATION	PAGE 14
CONTACT LIST	PAGE 15

FOREWORD

This Manual has been compiled to assist those whose task it is to operate and maintain the **ANIMALAND® Portable Stuffing Machine**. It is essential that all operating and maintenance staff responsible for the safe operation of the unit completely understand and comply with information herein.

Further advice and field support is available from:

I.C.E. SERVICE DEPARTMENT

716-759-0360

NORMAL BUSINESS HOURS ARE:

MONDAY – FRIDAY, 9:00 AM TO 6:00 PM EST

Warnings:

Operation of the **ANIMALAND® Portable Stuffing Machine** without the proper electrical requirements will void the warranty.

IT IS IMPERATIVE THAT THE NOZZLE PROTECTOR BE PLACED OVER THE NOZZLE WHEN THE UNIT IS NOT IN USE.

OPERATION OF THIS EQUIPMENT IN A MANNER NOT SPECIFIED BY THE MANUFACTURER MAY RESULT IN THE PROTECTION DEVICES NOT AFFORDING THE LEVEL OF SAFETY NORMALLY PROVIDED.

ONLY TRAINED PERSONNEL ARE ALLOWED TO MAINTAIN THE SYSTEM.

THE ANIMALAND PORTABLE STUFFING MACHINE IS TO ONLY BE OPERATED BY THE ATTENDANT. ANIMALAND REQUIRES THAT ONLY CERTAIN STUFFING AND SKINS BE USED. USE OF ALTERNATE MATERIALS WILL VOID THE WARRANTY.

NOTICE

Except as may be otherwise provided by contract, this SERVICE MANUAL, including the drawings and specifications are the property of ANIMALAND, INC. and INNOVATIVE CONCEPTS in ENTERTAINMENT. They are issued in strict confidence and shall not be reproduced, copied or used as a basis for manufacture or sale of any apparatus.

INTRODUCTION

MACHINE FEATURES

Thank you for purchasing the new **ANIMALAND® Portable Stuffing Machine** from I.C.E. This merchandiser utilizes primarily off the shelf technology. The **ANIMALAND® Portable Stuffing Machine** was designed to emphasize on the stuffed animal experience.

14 / 16 Ga. Cold Rolled Steel was selected for all of the external components. All steel components have been coated with an epoxy powder coat finish for excellent wear properties.

The marquee housing is thermo formed ABS with back printed plex graphic. The florescent bulbs are energized by an electronic ballast, this insures safety in the event of bulb breakage.

High quality Amish made wagon wheels lend easy mobility over any terrain.

MACHINE OPERATION

Loading the Stuffing Machine

The Stuffer is loaded by opening the glass windowed hopper. Use only Animaland hypo-allergenic, non-toxic, flame retardant fill. **Do not overfill machine; it should be approximately half full for best operation.**

Fill is packed very tightly in boxes for shipping. After placing fill directly from the shipping box into the machine is recommended that you either allow the machine to run for 15 minutes prior to filling an animal (the blades help to keep the fill fluffed and minimize jams), or that you blow the fill into one of the fill holders (pillow case) to fluff the fill. Fill can then be re-loaded into the machine or stored in the fill holder.

How to Stuff

Remove the protective covering from nozzle and place the animal skin onto the nozzle through the zipper opening on its back. Insert the nozzle into a

leg of the animal until you feel the nozzle at the limb's tip. Inform the customer that they will be assisting you as you bring their new friend to life. Hold the animal skin securely and turn the foot pedal key switch to the on position.

Direct the customer towards the foot pedal and ask them to step all the way down on it, until such time as you ask them to stop. If the customer is a small child with a parent (age 3 or under), inform the parent that there will be a "whooshing" noise from the machine. If the child is sensitive to noise, he/she may become frightened.

As the customer provides constant pressure on the foot pedal, fill will be flowing through the nozzle. Stuff the first leg by moving the animal with swift, short, "in-and-out" movements, allowing bursts of fill to enter the skin as you pull the limb away from the nozzle and the animal skin's body toward you. Once the nozzle is at the body, push it into another limb (all the way to the tip of the limb) and use the same process to fill all four extremities (note, some animal skins have pre-stuffed limbs – do not attempt to add additional fill to these, as they are sown shut). To avoid fill spills, as you move the skin from limb to limb, be careful to maintain a firm grip on the skin around the nozzle. Until you are comfortable with this process, you may want to have the customer remove their foot from the pedal as you reposition the skin on the nozzle. The extremities should be stuffed so that they are full but not firm.

Once all the limbs are filled position the skin such that the nozzle is in the head of the animal and fill it using the same motion. The body is filled last and should be soft and huggable. It is important to not over fill. Ask the customer to step off the pedal. If the customer is slow in moving, you can hold the animal skin tightly against the nozzle to restrict any more fill from entering. Remove the animal from the nozzle, immediately replace the nozzle cover and turn the foot pedal switch to the off position to avoid any accidental fill spills.

Ask the customer to hug their new friend and make sure it feels just the way they want. If the customer requests more fill, ask them to indicate specifically where they want it. Remove the cover, turn on the key switch and add small amounts of fill so as not to overstuff. When the customer is happy with their perfectly stuffed animal, as always replace the cover and turn the key switch to the off position.

INTRODUCTION

Inventory

Each animal skin design is unique. Some have pre-stuffed limbs (arms and/or legs), which do not require additional fill. Others have pre-stuffed noses. The animals without stuffing in the noses require you to concentrate on that area. Make sure the noses are rounded out. If you don't put enough stuffing in them, these animals can look as if their cheeks are sunken in. The stuffing process may seem complicated but with very little practice, you will find yourself doing it with ease. Overtime determining the best way to stuff a particular skin will seem simple!

Because storage space is at a premium, you will want to keep a close eye on your inventory. You will be buying your skins in case lots of 24, and your clothes at minimums of 12 per style. It is suggested that you keep additional backstock in an off-site area as it may take time to get merchandise to you from our warehouse.

Wishing Star

Once the machine is secure, hand the customer a wishing star and ask them to "make a wish and kiss the star so that their wish will be sealed inside of their new friend forever." Allow the customer, particularly children ample time to think of and make their wish. Then ask them to place it in the opening in the back of the skin.

Occasionally you will have a customer that wants to purchase the clothing items for their pets or infant children. First, these items are NOT meant for children and are strictly for use on Animaland Animal Skins. Second, if people choose to purchase these items for any use other than an Animaland Animal Skin, they are not returnable. Please make sure the customer is aware of this prior to purchase.

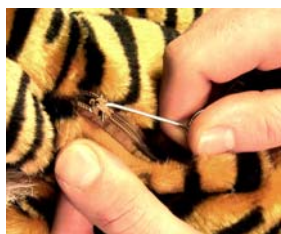
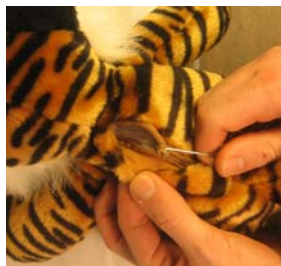
How to Zipper and Unzipper

Animaland's animal skin lanyard and key closure system allows your operators to easily close and securely seal all Animaland skins, while retaining the ability to re-open any skin if your customer requests more stuffing or the addition of a recordable voice chip! Closing the animal skin can be another part of our interactive experience.

1. Simply hook key into the zipper hole. Hold skin firmly at bottom of zipper to close or at top of zipper to open...

2. Pull up on lanyard to close or pull down lanyard to open and add stuffing or a recordable voice chip...

3. Hold skin firmly at base of zipper and pull up on lanyard with key in place to securely re-seal skin. Remove key from zipper.



Merchandising

Since the animals come in many different forms, it looks great to mix styles and colors. When displaying animals on hooks or gift bags, do not place skins of similar color or style (i.e., two bears) adjacent to one another.

When you get your initial inventory of animal skins, we recommend you stuff one of each style to use as a display piece. If you have enough room in your display area, you may want to stuff two of several skins so that one can be on display in an outfit. If you are creating your display during operating hours, we recommend that you make a generic wish on a star, kiss it and place it inside of each animal that you stuff. This add to the experience of customers and those passing by.

Avoid hanging clothing too close together. Keep the hangers far enough apart so that they don't touch each other. To improve the look of animal skins hanging on c-hooks, we recommend pre-stuffing the head of the first skin on display. When a customer picks a skin, simply pull the second skin in line from the display. Avoid hanging too much on a hook. You want to display as much merchandise as possible, but overcrowding looks messy.

By the same token, make sure to restock your merchandise as soon as it looks low. If you are out of stock on a particular item, re-merchandise your to fill in the space; don't leave the hook empty.

INSTALLATION

BEFORE YOU BEGIN

WARNING: WHEN INSTALLING THIS UNIT, A GROUNDED A.C. 20 AMP RECEPTACLE MUST BE USED. FAILURE TO DO SO COULD RESULT IN INJURY TO YOURSELF OR OTHERS. FAILURE TO USE A GROUNDED RECEPTACLE COULD ALSO CAUSE IMPROPER MACHINE OPERATION, OR DAMAGE TO THE ELECTRONICS

DO NOT DEFEAT OR REMOVE THE GROUNDING PRONG ON THE POWER CORD FOR THE SAME REASON AS GIVEN ABOVE. USING AN IMPROPERLY GROUNDED UNIT COULD VOID YOUR WARRANTY.

HAVE A QUALIFIED ELECTRICIAN CHECK YOUR A.C. RECEPTACLE TO BE SURE THE GROUND IS FUNCTIONING PROPERLY.

THIS MACHINE IS DESIGNED TO DISSIPATE STATIC ELECTRICITY THROUGH THE GROUNDING PLANE OF THE UNIT. IF THE A.C. GROUND DOES NOT WORK, THE MACHINE COULD DISCHARGE STATIC ELECTRICITY THROUGH THE UNIT CIRCUITRY, WHICH COULD CAUSE DAMAGE.

INSTALLATION

The **ANIMALAND® Portable Stuffing Machine** comes ready to play with just a few simple things to keep in mind:

1. When installing the unit, be sure you use a 20 amp grounded A.C. outlet. If necessary, have it checked to be sure the ground is good.
2. Make sure the unit is level after installation. It is necessary to make sure the machine is level so the unit will work properly.
3. Be sure that the compressor is turned on at the compressor.
4. Once power is applied to the unit the air compressor will start, it will continue to run until the regulated pressure is achieved.
5. The end switch (furthest to left) controls the animation and the lighting.
6. The center switch controls the auger.
7. The end switch (furthest to right) controls the solenoid valve, which allows the stuffing to exit the nozzle when the foot pedal is depressed.

8. The air regulation should be set from the factory, but it is a good idea to double check the settings. Line pressure should be **120psi** tank pressure should be **175psi**.
9. Fasten the marquee securely using the provide 5/32 allen bolts. Refer to page 7 for picture of marquee installation (repeat steps in reverse)



Fig.1

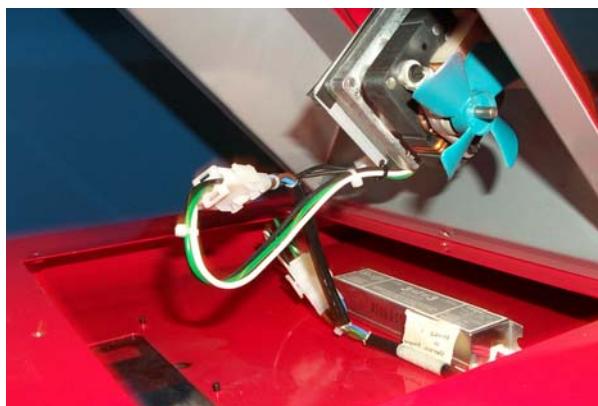


Fig.2

TO OPERATE THE MACHINE AT VOLTAGES OTHER THAN THOSE IT WAS DESIGNED FOR, PLEASE CONTACT OUR SERVICE DEPARTMENT FOR VOLTAGE CONVERSION INFORMATION.

IF YOU HAVE ANY QUESTIONS OR COMMENTS REGARDING INSTALLATION OR PROPER FUNCTION OF THE MACHINE, PLEASE CONTACT OUR SERVICE DEPARTMENT AT:

PHONE: 1-716-759-0360
FAX: 1-716-759-0884
E-MAIL: service@icegame.com

Animaland Phone: 800-511-0654

INSTALLATION

Your game has been supplied with a length of self adhesive hook and loop material that is used to attach and animate the stuffed animals on the top of the game. Attach them as follows:

Use scissors to cut 4 lengths of hook and loop and attach them to the handles as shown



Attach strips of hook and loop to the paws and feet of the stuffed animal and assemble.



Attach 4 strips to the game top near the base of the marquee as shown below



GENERAL MAINTENANCE

This machine has been designed to be as trouble and maintenance free as possible.

With this in mind, only the basics are required to keep the unit clean. Below are the main areas to take care of with specific directions.

The air compressor will accumulate water in the tank. This will need to be drained periodically by the operator.

MAINTENANCE

Exterior Cleaning

The outside of the unit may be cleaned with Windex or a mild soapy solution. **Never use lacquer thinner or any other chemical cleaner!!!!**

Glass

A standard glass cleaner may be used to clean the glass on the access doors.

Lubrication

The animation linkage will need greasing every 3 months.

MAINTENANCE

MONTHLY MAINTENANCE

In order to keep your **ANIMALAND® Portable Stuffing Machine** running smoothly for many years, you will have to perform maintenance in the following area at least once every 6 months. Follow the simple instructions described on this page.

MAKE SURE THE MACHINE IS UNPLUGGED BEFORE BEGINNING ANY OF THESE PROCEDURES.

Grease Animation Linkage

See diagram below for critical lubrication points. This procedure may require two people.

1. Remove the 6 5/32 allen bolts holding the marquee on (it is a good idea to have another person holding the marquee as you remove the bolts). See fig.1
2. After removing the allen bolts, tip the marquee on its side to allow easy disconnection of the harnessing. Unplug the two mate lock connectors (be sure that power has been disconnected from the unit). See fig. 2
3. Use a light weight oil to lubricate critical wear points. See fig. 3

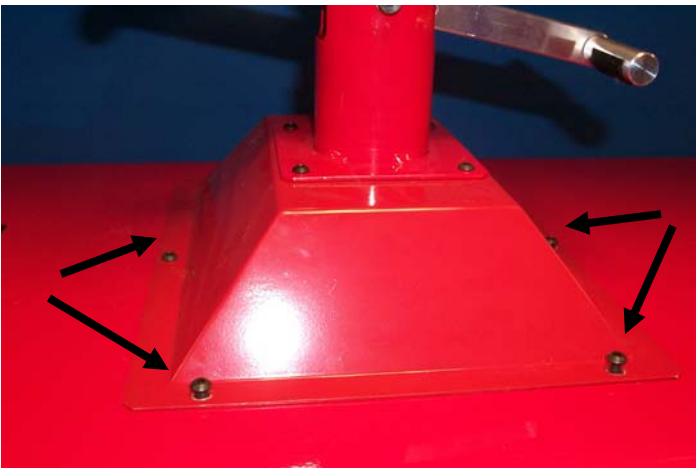


Fig. 1

MOTOR REPLACEMENT

Follow steps one and two of the grease Animation Linkage procedures to access the motor. To replace the motor simply cut the “zip-tie” and remove the 4 Phillips screws.

NOTE: WHEN INSTALLING THE NEW MOTOR BE SURE TO USE THREAD LOCKER ON THE FOUR PHILLIPS SCREWS.

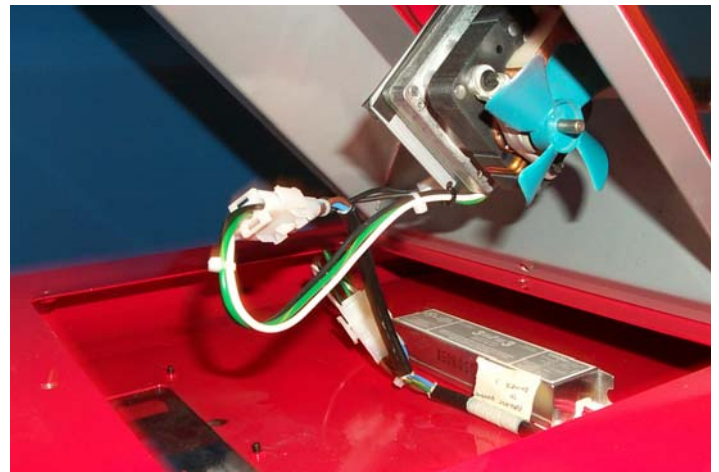


Fig.2

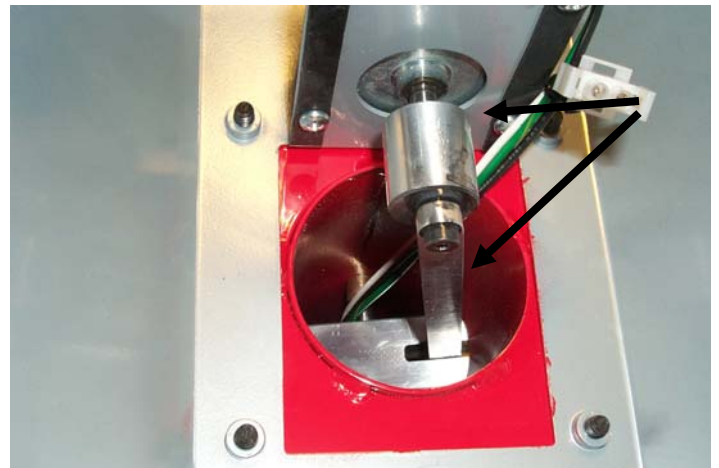


Fig. 3

MAINTENANCE

COMPRESSOR MAINTENANCE

Draining Moisture from Air Tank

As the game is used, water will accumulate in the air compressor. This is normal for all air compressors and the water needs to be drained out monthly.

Failure to do so can cause the inside of the compressor tank to corrode over time and shorten it's life. Once a month the compressor should be drained as follows:

1. Unplug the game. Draining the water out of the tank may cause the compressor to start and while this is harmless it may startle the person doing the work so it is best to unplug.
2. Remove the cover plate on the underside of the game by loosening the two wing nuts. Leave the game on it's wheels and reach under it to do this. The picture shows the game tipped up for illustration purposes only.
3. Put a shallow container under the valve. Turn the end of the drain valve counter-clockwise to loosen it. As you turn it air and water will start to spray out. Let it continue until all of the water is out and then close the valve.
4. Replace the cover and plug the machine back in.



QUICK TROUBLESHOOTING

Auger will not turn:

- Faulty door switch.
- Bad Harnessing or connector. Check w/ohm meter and repair as necessary.
- Bad motor
- Bad motor coupler
- Bad coupler spider

AIR COMPRESSOR WILL NOT TURN ON:

- Check to be sure the compressor has power
- Check the on-off switch on the compressor
- Check to see that circuit breaker is properly reset

STUFFING CONTINUES TO DISCHARGE FROM UNIT:

- Check for stuck solenoid valve
- Bad solenoid valve
- Bad foot pedal

ANIMATION WILL NOT MOVE:

- Check power to motor
- Check for power at motor
- Check for linkage binding

MACHINE REPAIR

WARNING: ALWAYS REMOVE POWER TO THE MACHINE BEFORE ATTEMPTING ANY SERVICE, UNLESS NEEDED FOR SPECIFIC TESTING.

FAILURE TO OBSERVE THIS PRECAUTION COULD RESULT IN SERIOUS INJURY TO YOURSELF OR OTHERS.

OPERATIONAL BACKGROUND

The **ANIMALAND® Portable Stuffing Machine** has been manufactured with modular design in mind. Almost everything in the unit can be **EASILY** removed for servicing. This makes it much easier for the repairman as he / she can work in a quieter less distracting environment away from customers.

We have put forth our best efforts and tested this unit extensively to assure the best possible performance under the widest variety of operating conditions. We are **ALWAYS** however interested in our customers input for product improvement. If you have any questions or comments please feel free to contact our service department.

TROUBLESHOOTING PHILOSOPHY

To find problems with the unit, always first check what should be obvious. See that the machine is plugged in, and that all of the fuses on the unit are good and reset.

Next, check to see that all of the connectors are firmly seated and that none of the wires have been pulled out of them.

Use extreme caution when using probes or voltmeters if the machine is powered up. If doing continuity checks, it is important to disconnect the harnessing at both ends, as attached they may yield erroneous results.

I.C.E. SERVICE DEPARTMENT 716-759-0360
NORMAL BUSINESS HOURS:
MONDAY – FRIDAY, 9:00AM TO 6:00PM EST

RESTARTING COMPRESSOR AFTER POWER LOSS

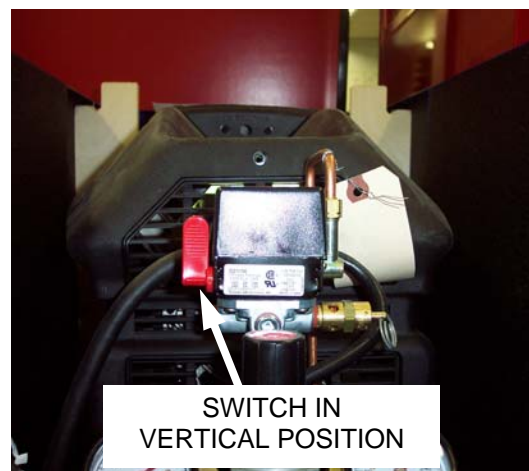
In the event of a power loss or the machine being unplugged while the compressor is running, the compressor must be reset to return the machine to normal play mode. Failure to reset the compressor may result in tripping the circuit breaker each time the compressor is powered up.

To reset the compressor, perform the following steps:

1. Open the service door located on the side of the unit, opposite the wooden handle.
2. Locate the **RED** switch lever at the top of the compressor.
3. Lift the lever up to the vertical position to release any air that is trapped in the cylinder.
4. After the air is released, return the switch lever to the horizontal position.
5. Close service door and restore power to the unit.



OFF
POSITION



ON
POSITION

MACHINE REPAIR

AIR COMPRESSOR REPLACEMENT

The air compressor is located in the lower cabinet. In the event that the compressor would need to be replaced the following steps should be followed.

1. The first step in compressor replacement is to be sure that all power is disconnected from the compressor.
2. Remove the handle for complete access to the compressor from both ends of the cabinet.
3. Remove bolts to uninstall baffle.
4. Remove the baffle mounting brackets.
5. Repeat steps 3 and 4 to the opposite end of the unit.
6. At this point access to all four mounting isolator's should be exposed.



Fig. 1



Fig.2

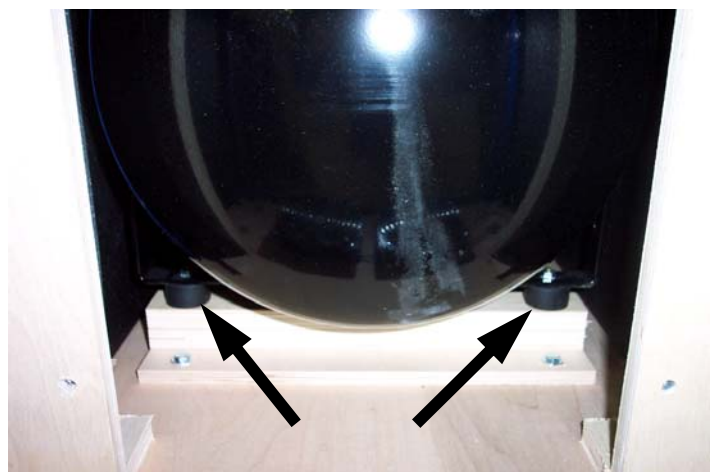


Fig.3

PARTS LISTING

MECHANICAL PARTS

AL1036	Nozzle
AL1038	Pivot arm handle (male)
AL1039	Pivot arm handle (female)
AL1040	Pivot arm
AL1043	Connecting rod
AL3005	Marquee housing
AL3056/57	Handle
AL3059	Handle crossbar
AL1050	AUGER BEARING
AL1051	COUPLING HUB
AL1052	COUPLING SPIDER
AL4015	NOZZLE PAD
AL3049	WAGON WHEEL
CG5014	T-HANDLE LOCK
PS1052	CASTER

DECALS AND GRAPHICS

AL7001	STUFF YOUR ANIMAL
AL7002	DRESS YOUR ANIMAL
AL7003	NAME YOUR ANIMAL
AL7004	LARGE LOGO
AL7005	COLLECTIBLE DECAL
AL7006	LION DECAL
AL7007	ELEPHANT DECAL
AL7008	WISH UPON YOUR STARAL
AL7009	FOOT PEDAL DECAL
AL7027	MARQUEE SIGNS
AL7028	MARQUEE ICE LOGO

ELECTRONIC / ELECTRICAL

2872	CONTACTOR DP (ABB DP30C2P-F)
2876	RELAY (IDC RU2SA24)
2879	SOCKET (RELAY, IDC SM2S-05)
2881	20A CIRCUIT BREAKER
2308	RECEPTACLE 15A
2912	TOGGLE SWITCH
8312	MARQUEE BULB
8453	CABINET BULB
2965	BARRIER STRIP (IDEAL 89-608)
AL2002X	TRANSFORMER (ASY)
AL2008X	MOTOR 1/4 HP 115/230V 50/60 HZ
(ASY)	
AL2009X	AIR VALVE
AL2966X	FOOT PEDAL (ASY W / DECAL)
AL2968	KEY SWITCH
AL8384	MARQUEE BALLAST
AL8449X	CABINET BALLAST
BC2208ALX	ANIMATION MOTOR
DD2364X	FAN
AL1054	COMPRESSOR



WARRANTY

I.C.E. warrants all components in the **ANIMALAND®** portable stuffing unit to be free of defects in materials and workmanship for a period of six months from the date of purchase.

This warranty does not cover items damaged due to normal wear and tear, subjected to abuse, improperly assembled by the end user, modified, repaired, or operated in a fashion other than that described in the service manual.

If your **ANIMALAND®** unit fails to conform to the above-mentioned warranty, I.C.E.'s sole responsibility shall be at its discretion to repair or replace any defective component with a new or remanufactured component of equal to or greater O.E.M. specification.

I.C.E. will assume no liability whatsoever, for costs associated with labor to replace defective parts, or travel time associated therein.

I.C.E.'s obligation will be to ship free of charge, replacement parts by domestic U.P.S. Ground, U.S. mail, or other comparable shipping means. Any express mail or overnight shipping expense is at the cost of the purchaser.

Products will be covered under warranty only when:

- The serial number of the machine with the defective parts is given.
- The serial number of the defective part, if applicable, is given.
- Defective parts are returned to I.C.E., shipping pre-paid, in a timely fashion, if requested by I.C.E.
- A copy of the sales receipt from Animaland, Inc. is available as proof of purchase upon request of I.C.E.

I.C.E. distributors are independent, privately owned and operated. In their judgment, they may sell parts or accessories other than those manufactured by I.C.E. We cannot be responsible for the quality, suitability, or safety of any non-I.C.E. part, or any modification, including labor, which is performed by such a distributor.

Please contact Animaland, Inc. (702-314-1854) with any machine issues or unit failures after your six months of I.C.E. warranty has elapsed.

CONTACT LIST

ICE SERVICE DEPARTMENT 716-759-0360

EMAIL service@icegame.com

NORMAL BUSINESS HOURS:

MONDAY – FRIDAY, 9:00AM TO 6:00PM EST

ANIMALAND CUSTOMER SERVICE 702-314-1854

EMAIL CustomerService@Animaland.com

NORMAL BUSINESS HOURS:

MONDAY – FRIDAY, 9:00AM TO 5:00PM PST

EMERGENCY SERVICE 702-314-1854 Ext. 16

NORMAL BUSINESS HOURS:

MONDAY – FRIDAY, 9:00AM TO 5:00PM PST

LEAVE A MESSAGE AFTER HOURS AND

YOU WILL RECEIVE A CALL BACK

VISIT US 24 HRS A DAY AT WWW.ANIMALAND.COM