



INNOVATIVE CONCEPTS IN ENTERTAINMENT

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Rev A

Cut the Rope

SAFETY AND WARNINGS BEFORE YOU BEGIN

WARNING: WHEN INSTALLING THIS GAME, A GROUNDED A.C. 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 GAME OPERATION, OR DAMAGE TO THE ELECTRONICS.

NOTE: THIS GAME IS INTENDED FOR INDOOR USE ONLY.

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

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

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

THE POWER SUPPLY IS NOT VOLTAGE ADJUSTABLE. TO OPERATE THE GAME AT VOLTAGES OTHER THAN THOSE IT WAS DESIGNED FOR. PLEASE CONTACT OUR SERVICE DEPARTMENT FOR VOLTAGE CONVERSION INFORMATION.

WARNING

DO NOT remove any of the components on the main board (e.g. compact flash and eproms) while the game is powered on. This may cause permanent damage to the parts and the main board. Removing any main board component part while powered on will void the warranty.

ALWAYS REMOVE POWER TO THE GAME, BEFORE ATTEMPTING ANY SERVICE, UNLESS NEEDED FOR SPECIFIC TESTING. FAILURE TO OBSERVE THIS PRECAUTION COULD RESULT IN SERIOUS INJURY TO YOURSELF OR OTHERS.

THIS GAME IS NOT SUITABLE FOR INSTALLATION IN AN AREA WHERE A WATER JET COULD BE USED.

This appliance is not intended for use by persons (including children) with reduced physical, sensory or mental capabilities, or lack of experience and knowledge, unless they have been given supervision or instruction concerning use of the appliance by a person responsible for their safety. Children should be supervised to ensure that they do not play with the appliance

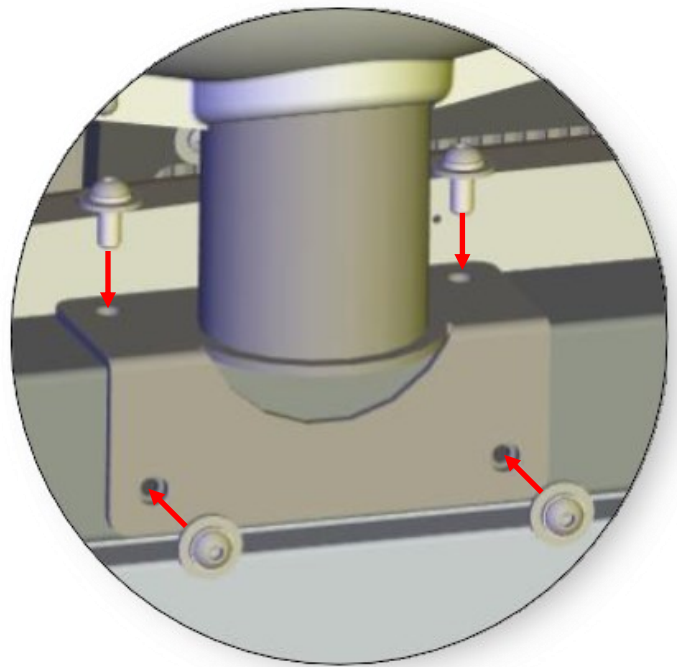
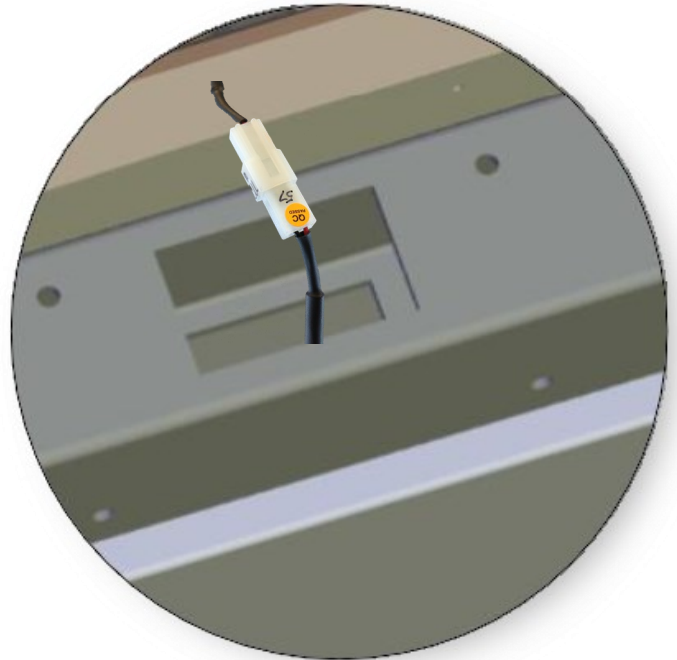
AC Power Information

The games main fuse is accessed through the back of the game at the power mod. Above the power cord is a small panel that contains the main fuse. The value of the fuse for 110 volt users is 4 AMPS at 250Volt type slow blow. The value of the fuse for 220 users is 2 AMPS at 250Volt type slow blow.



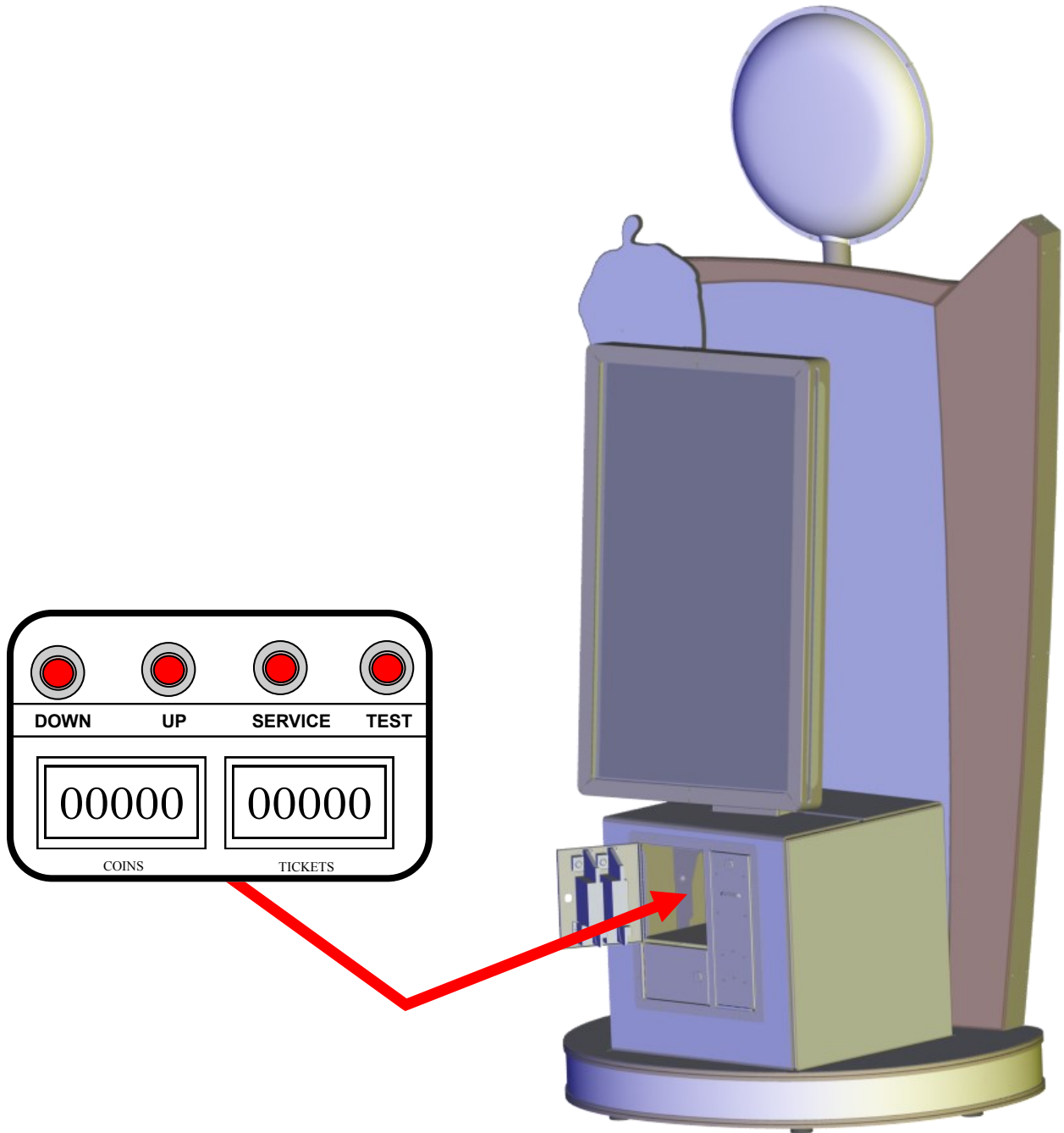
Marquee Install

Locate the marquee and install as shown below. Plug in the 12 volt power plug before mounting the marquee to the cabinet. It should not be necessary to remove the back cover.



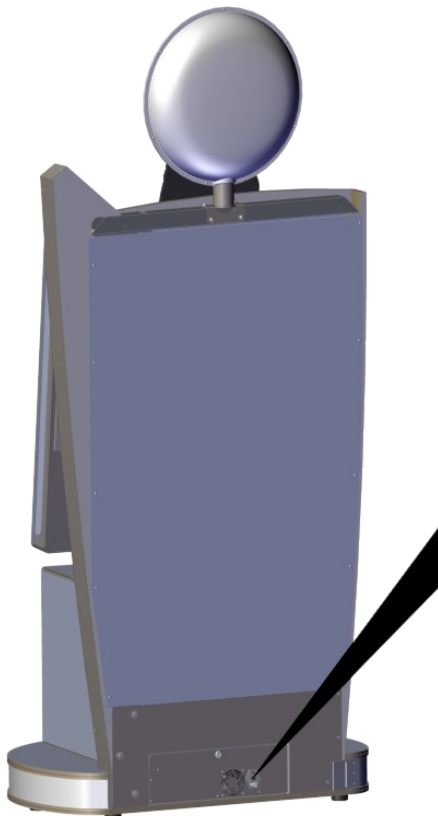
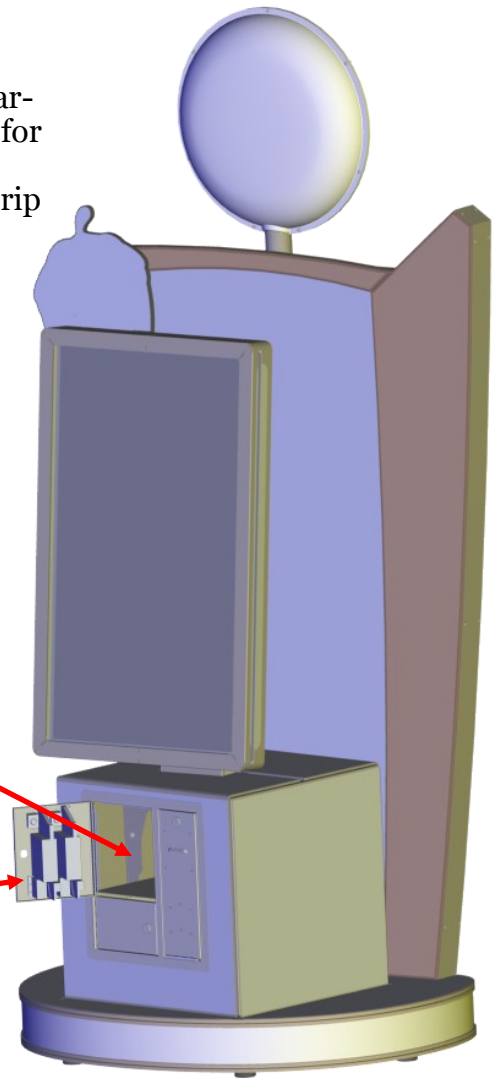
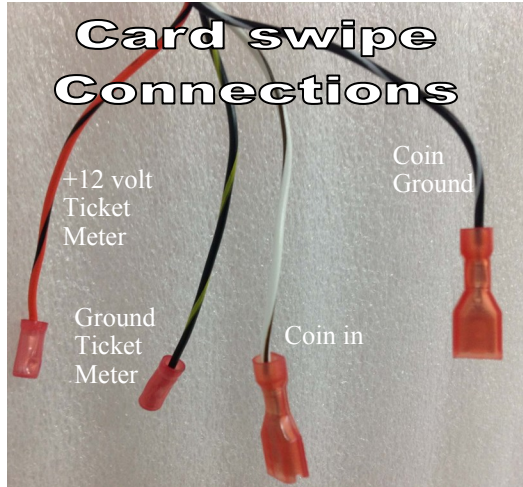
ACCESSING SETTINGS

Located in the upper coin door are the service control buttons, coins in meter, and tickets out meter. Pressing the “TEST” button will give a credit to play the game without advancing the coin in meter. Pressing the “SERVICE” button will enter the program settings screen. Pressing the “DOWN” and “UP” buttons will lower and raise the volume of the game.



Card Swipe Connections:

Located in the upper coin door is a four wire harness. This harness has both the meter connections and coin in connections for your card swipe unit. White with black strip and black with white strip wires are for the coin out and orange with black strip and black with yellow strip are for the meter connections.



Route cable through back of game to card swipe hub.

Operator Menu

- ⊕ Audits
- ⊕ Audio
- ⊕ Cost
- ⊕ Tickets
- ⊕ Game
- ⊕ Testing
- ⊕ Resets

EXIT

Pressing the “SERVICE” button located in the upper coin door will exit the attract mode and show the main menu to the operator menu. Touch the ⊕ key to expand that menu’s option. Selecting “Audits” will show your game’s statistics. To adjust your audio levels and type of attract select “Audio”. Cost, tickets, and Game menus alter how the game is setup to handle what to charge, how to pay tickets, and other critical game components. Testing menu will allow you to ensure various parts of your game is working correctly. The last menu allows you to clear credits, tickets, audits, or return the game to factory settings.

⊖ Audits

Target Payout	30 %	“Value in” is determined by what you have your coin value set to. If you change your coin value, “value in” will recalculate to reflect the change.
Actual Payout	38 %	
Games Played	12	“Value out” is based on the value of your ticket. Changing your ticket value will cause this to recalculate also.
Average Time per Game	01:12 M:S	
Pulses In	12	
Value In	12.00 \$	
Physical Tickets Out	456	
Value Out	4.56 \$	
Average Tickets per Game	38	
Bonuses won	2	

⊖ Audio

⊕ ⊖ In Game	20 %	Pressing the plus or minus buttons next to the option will increase the volume levels or cycle through the options available.
⊕ ⊖ Attract	20 %	
⊕ ⊖ Attract Music Frequency	Always	

⊖ Cost

⊕ ⊖ Freeplay	No	Freeplay option allows your players to play with no money.
⊕ ⊖ Game Cost	1.00 \$	Game cost determines how much you charge to start a game.
⊕ ⊖ Currency	Dollar	Currency is the type of money you are using.
⊕ ⊖ Swipe Card	No	Swipe card will display swipe instead of insert currency.
⊕ ⊖ Base Currency Unit	0.25 \$	Base Currency Unit allows you to set what to increment per coin line.
⊕ ⊖ Coin Line 1	0.25 \$	Coin lines 1-3 set the value for those pulses to the game.
⊕ ⊖ Coin Line 2	0.25 \$	
⊕ ⊖ Coin Line 3 / DBV	0.25 \$	

⊖ Tickets

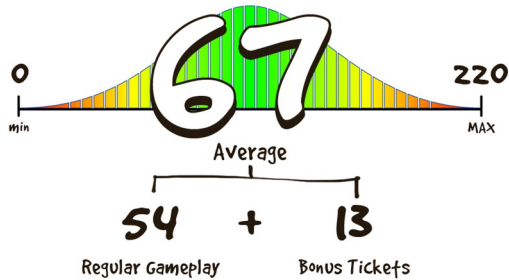
⊕ ⊖ Use Tickets	Yes	Use tickets disables ticket output and set play for fun.
⊕ ⊖ Fixed Tickets	No	Fixed Tickets when set will only payout those many tickets no matter how well the player plays. It will remove payout target.
⊕ ⊖ Physical Ticket Value	0.0045 \$	
⊕ ⊖ Ticket Multiplier	2 X	Physical Ticket Value sets the value of your ticket.
⊕ ⊖ Mercy Ticket	0	Mercy Ticket allows you to give tickets away just for playing in addition to any tickets won during play.
⊕ ⊖ Instant Payout	Yes	
⊕ ⊖ Description	Coupons	Instant Payout when enabled will pay tickets as they win them. Description displays either tickets or coupons.

Operator Menu

Game

- + - Payout Target** 30 %
- + - Bonus Values** 100•20•10 Tickets
- + - Max Credits Allowed** Off

Estimated Ticket Payout chart



Payout Target determines how much you wish to payout to the player in means of tickets.

Bonus Values - If the player is able to complete each level a final bonus level can be played. On this level you can win three different amounts of tickets.



Testing

- Test** Coin Meter
- Test** Ticket Meter
- Test** Ticket Dispenser
- Test** Sound
- Test** Touch Panel

Coin and ticket meters can be tested by touching “test”. They will advance for each touch. The ticket dispenser will dispense one ticket for every touch. Pressing “test” by sound will play a sound file. The touch panel test will enter the touch panel utility screen.

Resets

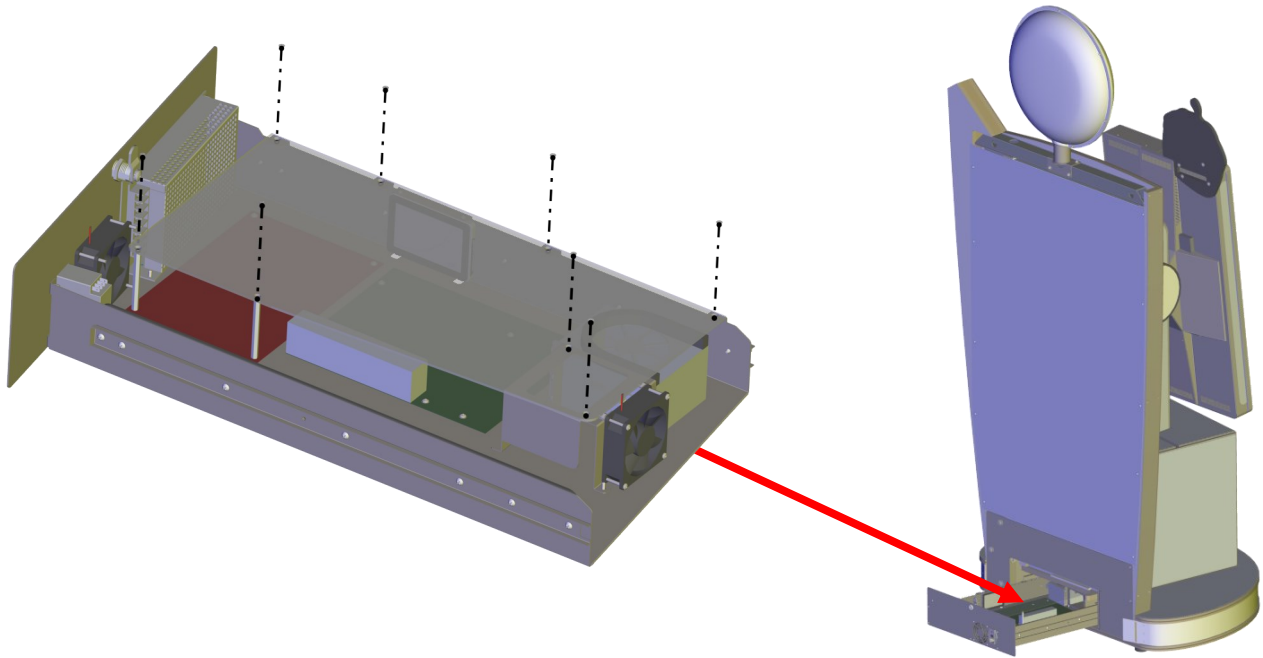
- Clear** Credits
- Clear** Physical Tickets
- Clear** Audits
- Reset** Factory Settings

0 In
0 Owed

The reset menu allows you to clear credits, tickets owed, and resets your audits. If you wish to put your game back to factory settings, press reset next to factory settings.

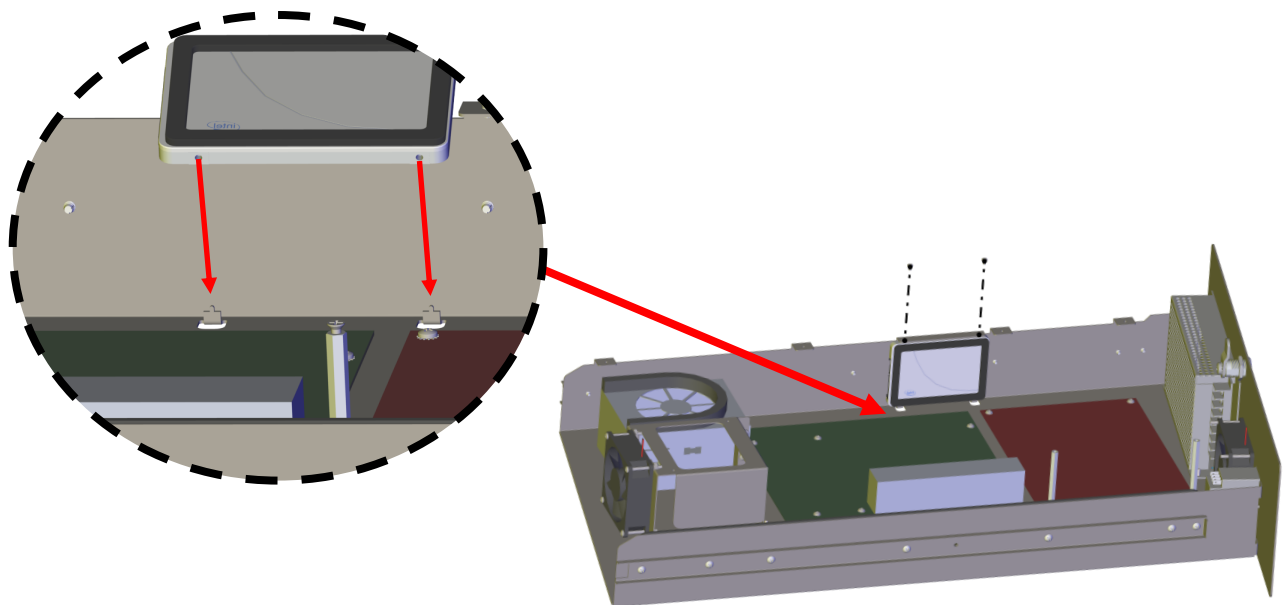
Bottom Drawer Access

In the bottom drawer you will find the computer, I/O board, computer power supply, game's power supply, and hard drive. There is a protective plastic cover that must be removed in order to service any of the items listed. Be sure to replace the cover once you have finished servicing any of the items found in this drawer.



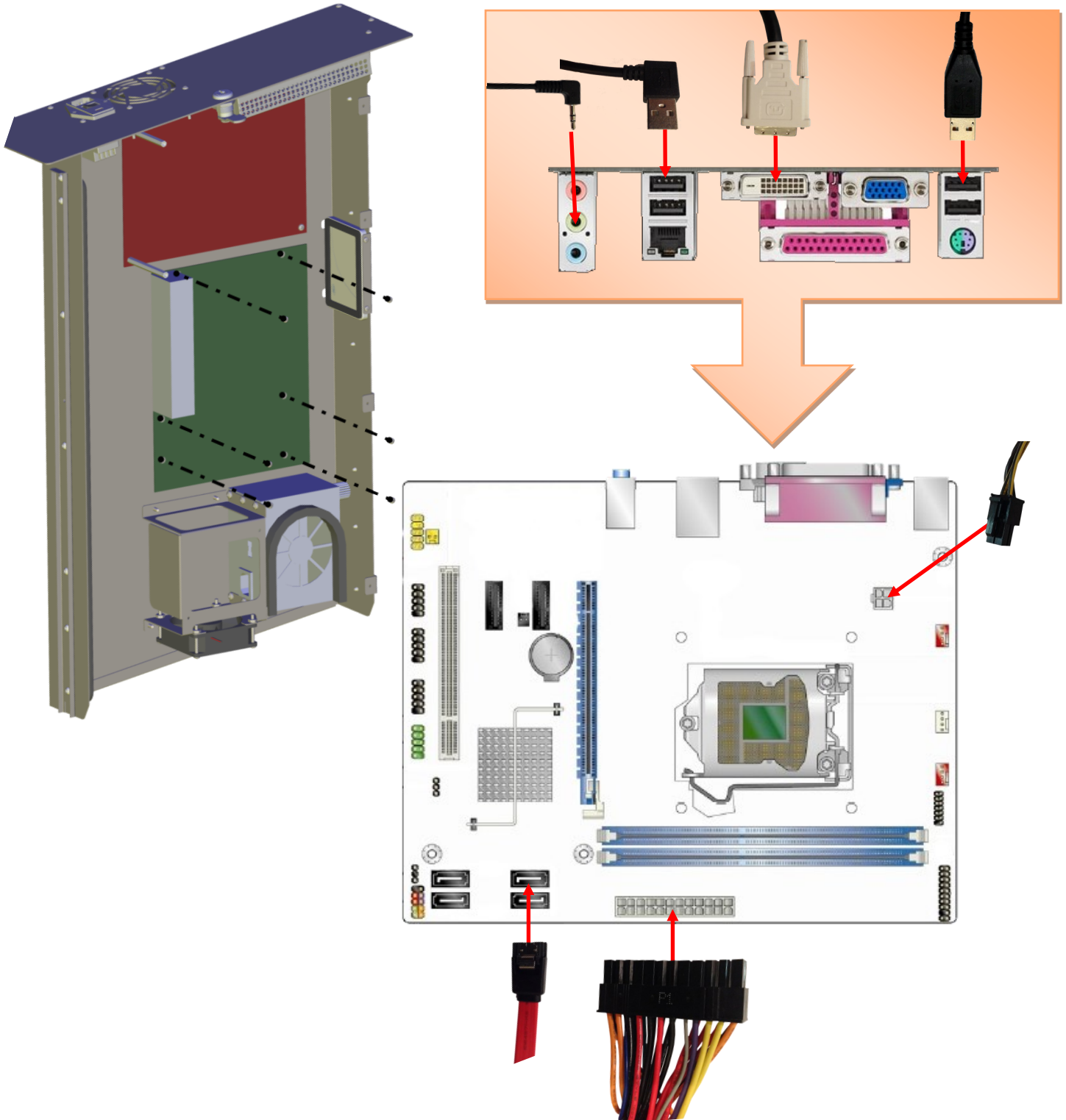
Hard drive Removal

After removing the protective plastic cover, remove the two mounting screws on the side of the hard drive as shown below. Disconnect the SATA and power cables. When reinstalling the hard drive, line up the bottom holes then reattach the mounting screws.



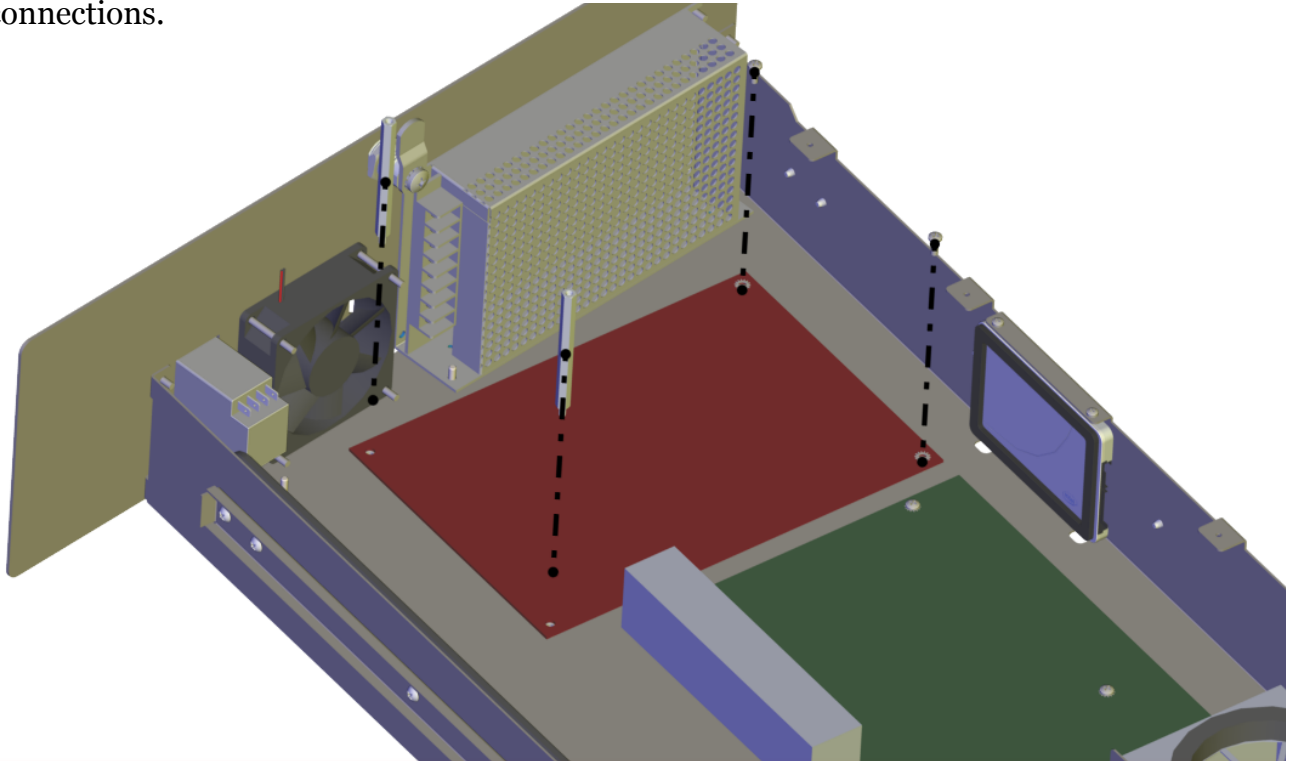
Computer Main board Connections

Remove the 6 Phillips screws shown in the diagram below. Remove the power connections, USB cables, DVI cable, Audio cable, and SATA cable before removing the main computer board. It is important when reinstalling the USB cables that the straight USB cable goes underneath the PS2 connectors.



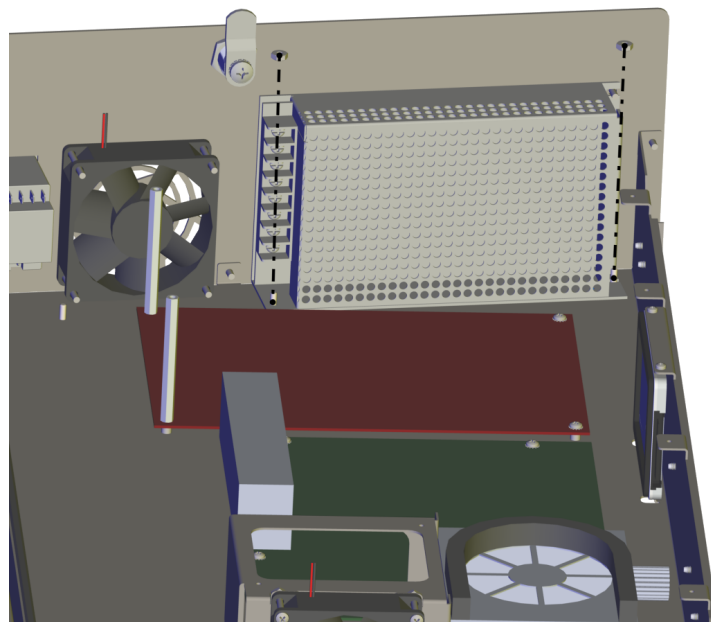
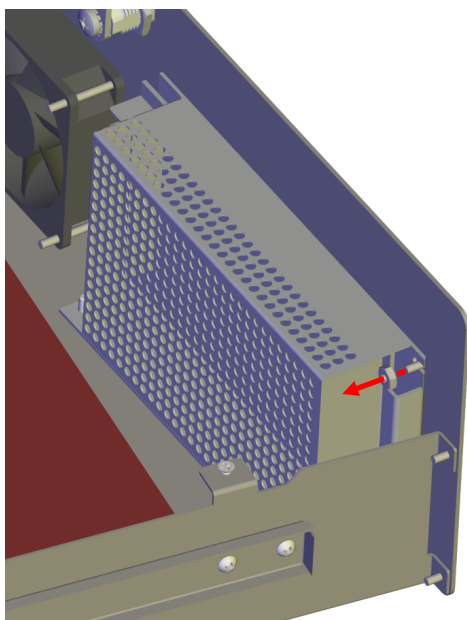
I/O Removal

After removing the protective plastic cover, remove the long standoff and two Phillip screws with lock washer. Disconnect the wiring harnesses to the I/O board. Refer to the wiring schematics for connections.



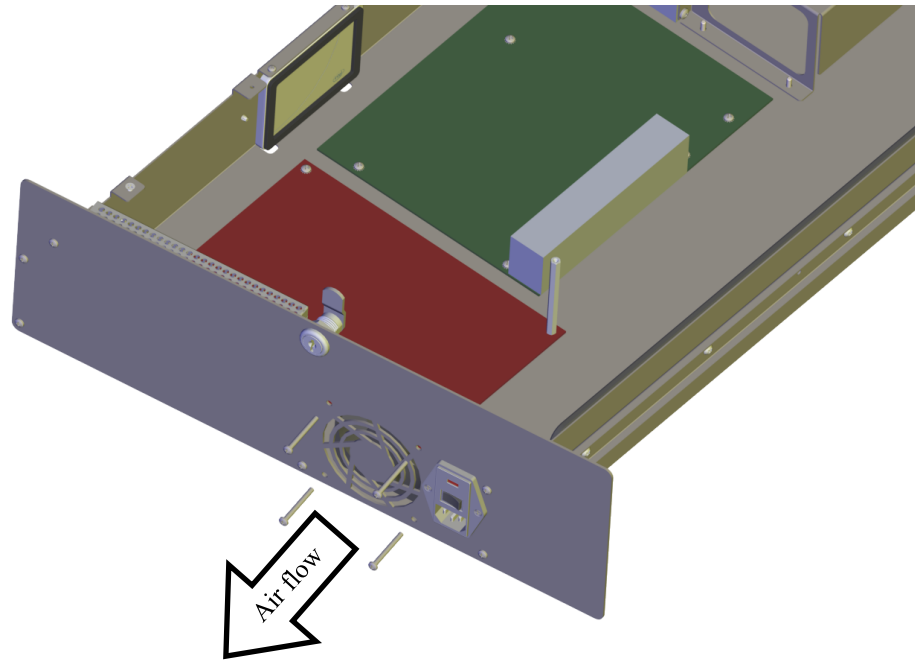
Cabinet Power Supply Removal

After removing the protective plastic cover, remove the two bottom Phillips screws and upper right nut that hold the cabinet's power supply to the drawer. This supply powers the general illumination LED's and + 12 coin door power.



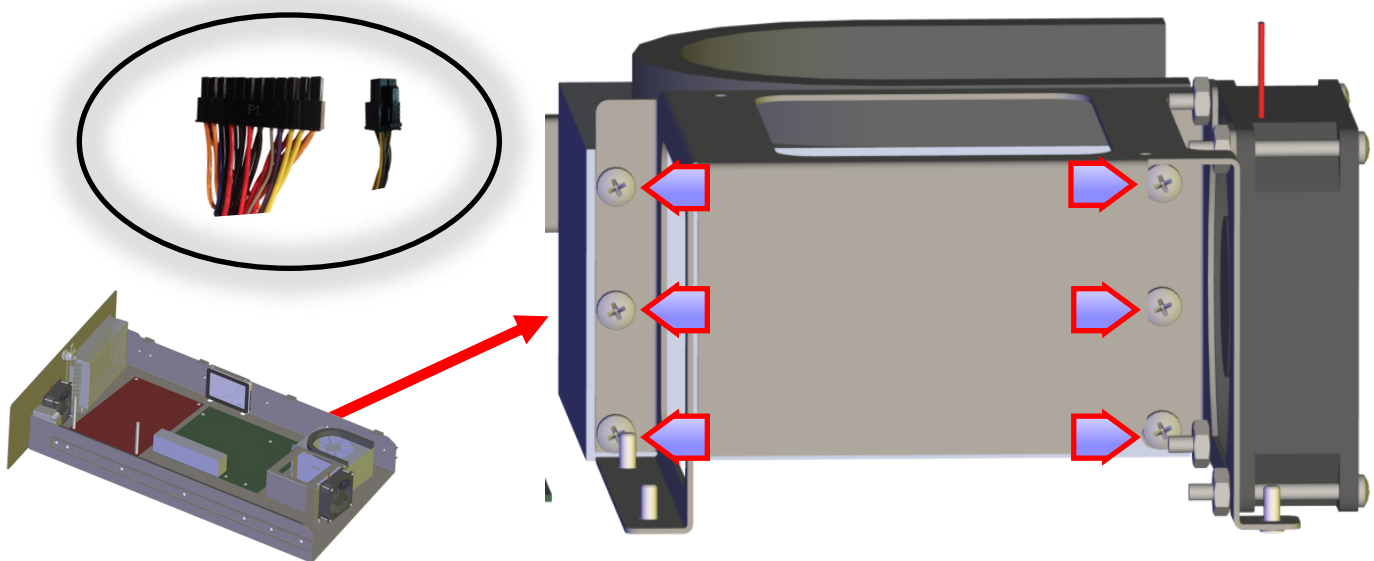
Drawer fan removal

It is important that the air flows into the drawer through the fan and then back out of the drawer through the second fan. They should be kept clean and free of dust. If the fans fail, to remove them, remove the four mounting screws that hold them to the cabinet. Ensure the air flow moves out of the cabinet when replacing.



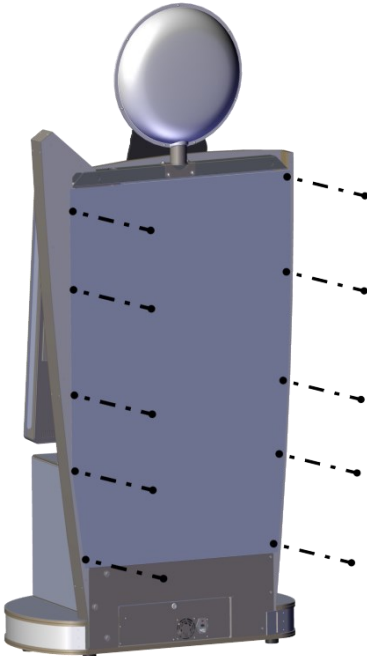
Computer Power Supply Removal

After removing the protective plastic cover, remove the six Phillips screws shown that hold the power supply to the drawer mount. This supply powers only the PC. Disconnect the two power connectors that connect to the motherboard.



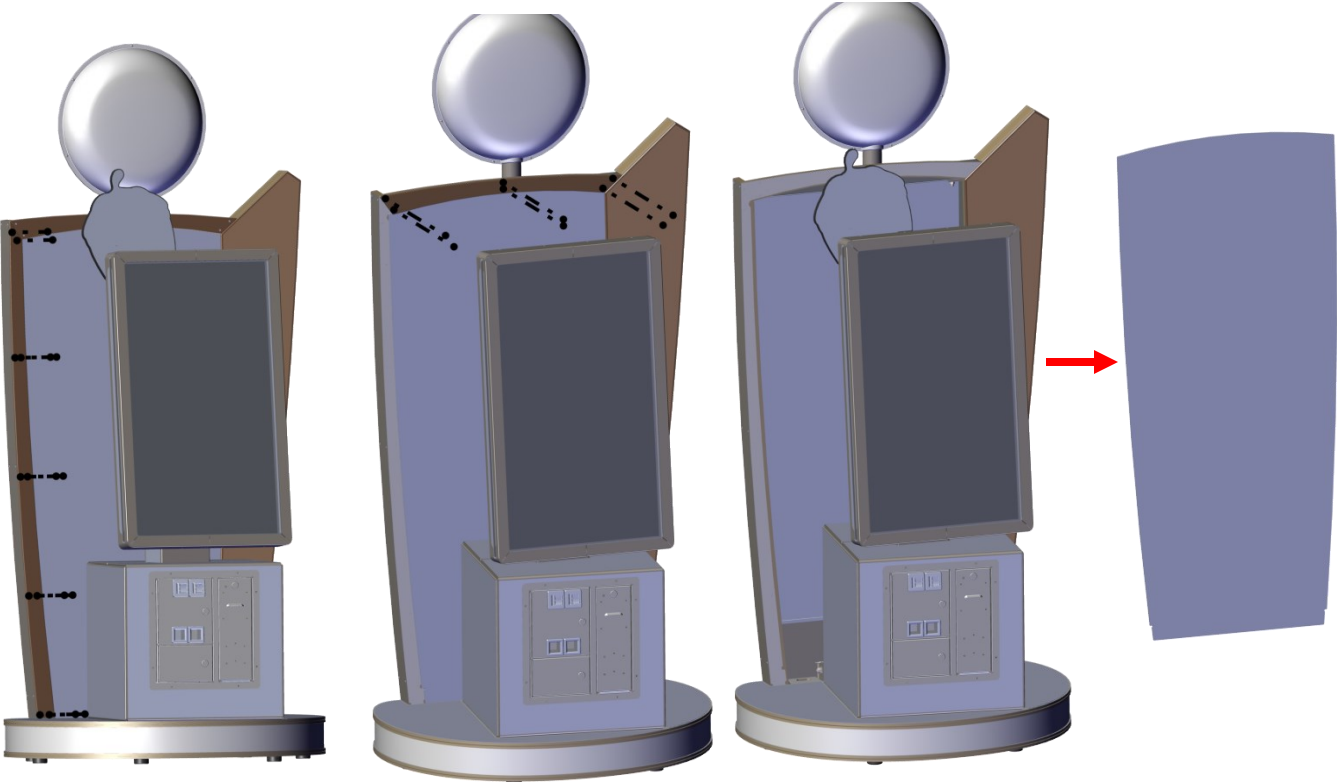
Back Light Illumination

To access the LED strips that illuminate the back panel, remove the 5 Square screws as shown. Replacement strips are self adhesive. Removal of previous strip adhesive is not necessary.

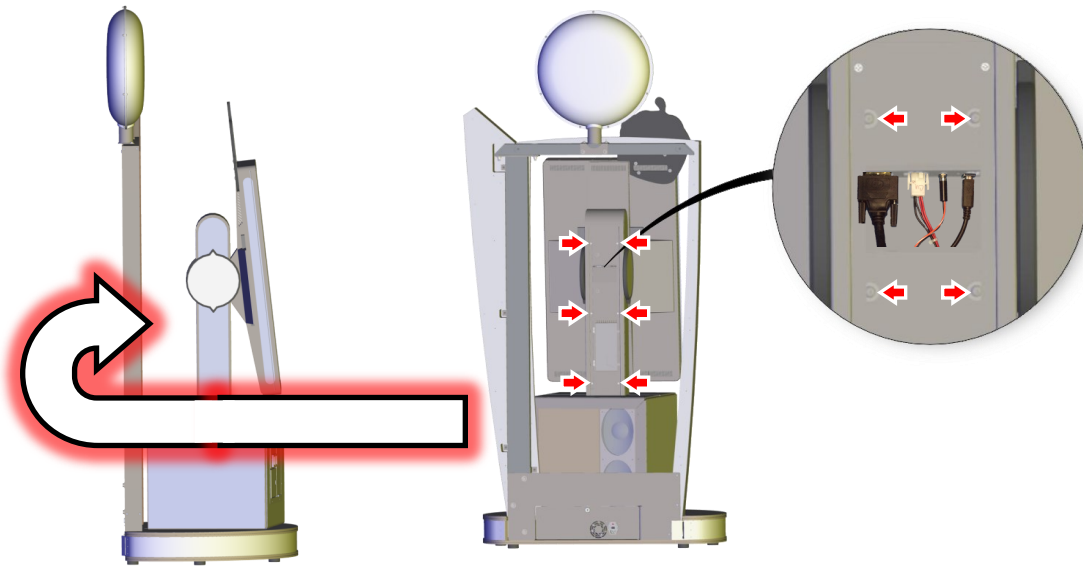


Removal of Back Plastic Graphic

Behind the simulated wood grain graphics of the left and upper door frame s are screws that hold the frames onto the cabinet. Remove both and lift out the back plastic graphic sheet. Assemble in reverse. It is recommended to replace the wood grain graphics strips.

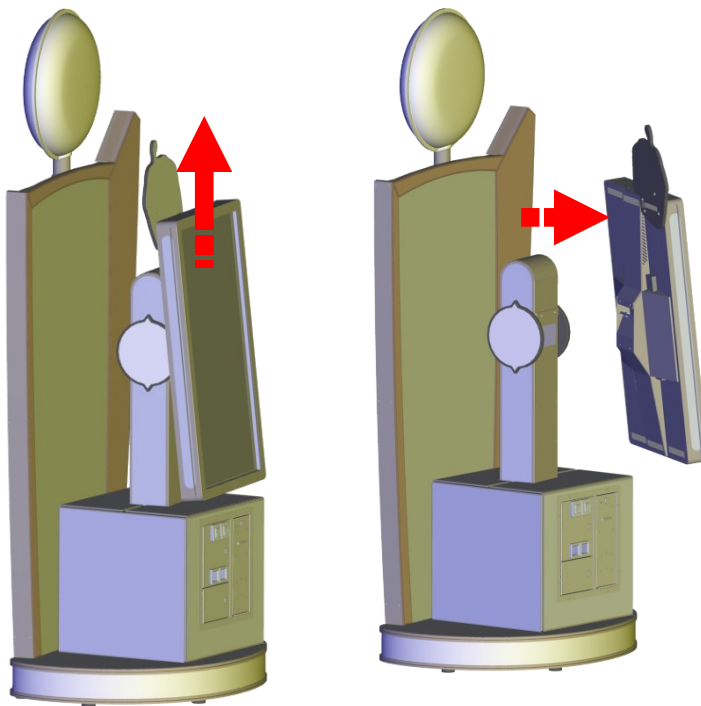


Monitor Assembly Removal Instructions.



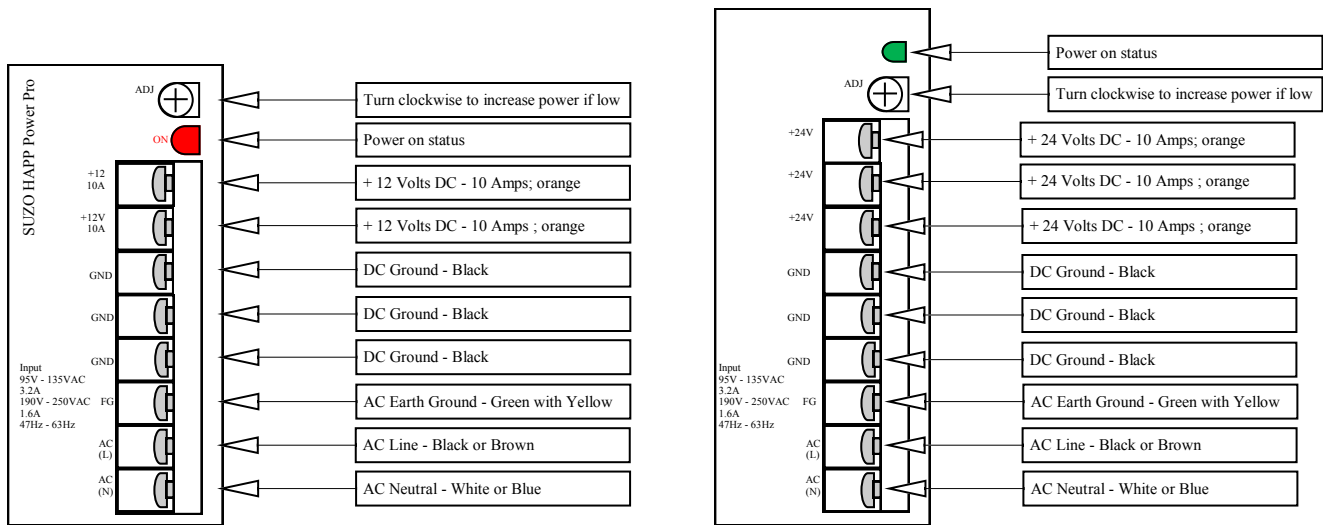
Step 1: Remove the six screws that hold the monitor's back access door on. This panel covers the monitor's power supply and harness connections.

Step 2: Remove another four screws that hold the monitor assembly to the frame. The monitor will still be firmly attached until you lift up on the assembly.



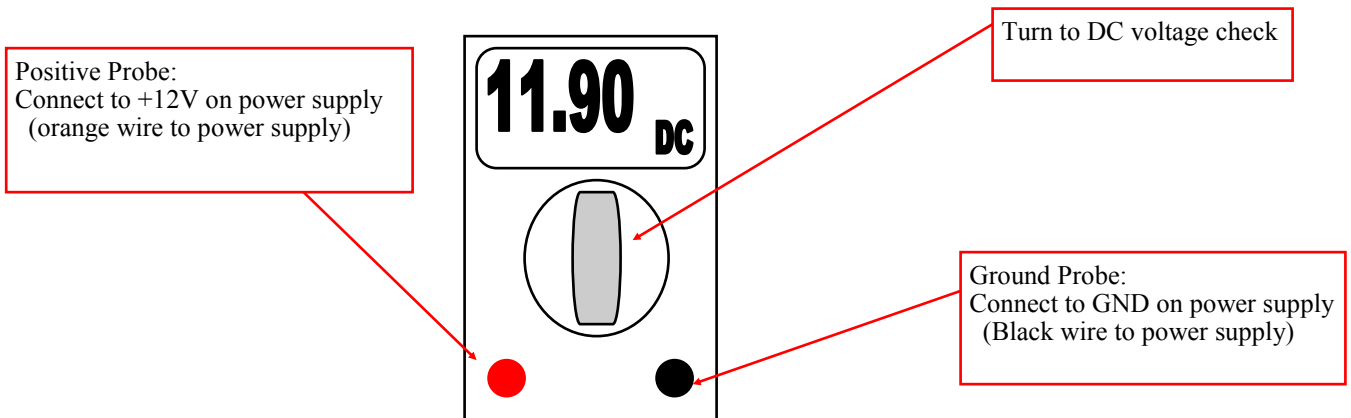
Step 3: Lift the monitor assembly straight up and then away from the cabinet.

Cabinet Power Supply & Monitor Power Supply



Checking DC Voltages

To do a Voltage test with a volt meter you need to set it to DC voltage. Use the red probe for positive voltage and the black probe should be attached to ground but not earth ground. If the voltage is less the 5% of the desired output, adjust the voltage with the adjustment pot. If a voltage is missing from the power supply be sure that the AC voltage is present at the power supply. To check this, set your meter to AC voltage. Attach the red probe on the black or brown wire (line) and the black probe on the white or blue wire (neutral). You should have 110-240 voltage depending on your area.





WARRANTY POLICY

I.C.E. Inc warrants all components in new machines to be free of defects in materials and workmanship for the period listed below:

- 180 days on Main PCB's, Computers & Motors
- 1 year on all LCD monitor panels
- 90 days on all other electronic and mechanical components
- 30 days on all I.C.E. repairs and parts purchases

I.C.E. Inc shall not be obligated to furnish a warranty request under the following conditions:

- Equipment or parts have failed through normal wear and tear
- Equipment has been subjected to unwarranted stress, abuse or neglect
- Equipment has been damaged as a result of arbitrary repair/modification

Products will only be covered under warranty by obtaining an I.C.E. authorized RMA #. To obtain an RMA # please provide I.C.E. tech support with the game serial # or original I.C.E. invoice # and a detailed description of the failure or fault symptoms.

I.C.E. Inc will assume no liability whatsoever for costs associated with labor or travel time to replace defective parts. All defective warranty covered components will be replaced with new or factory refurbished components equal to OEM specifications.

I.C.E. Inc will cover domestic UPS ground, or comparable shipping costs during the warranty period. International or expedited shipments are available for an additional charge. To obtain credit defective parts must be returned to I.C.E. Inc, at the customer's expense, within 30 days. After 30 days a 15% re-stocking fee will apply to all returns.

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

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