

# Hat Trick



**CHUCKIE CHEESE'S**®



## **OWNERS AND SERVICE MANUAL INNOVATIVE CONCEPTS IN ENTERTAINMENT INC.**

10123 MAIN STREET, CLARENCE, NY 14031

SERVICE: 1-716-759-0360

FAX: 1-716-759-0884

E-MAIL: [service@icegame.com](mailto:service@icegame.com)

WEBSITE: [www.icegame.com](http://www.icegame.com)



# TABLE OF CONTENTS

Safety and Warnings	4
Game Settings and Adjustments	5 - 6
Error Codes	6
Coin setup	7
Card Swipe Install	8-9
Assembly Drawings	10 - 26
Wiring Diagram And Board Layout	27 - 30
Spares	31
Warranty	32

# 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. 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. DO NOT WASH YOUR GAME WITH A PRESSURE WASHER.

AVERTISSEMENT: lors de l'installation de ce jeu, la terre AC réceptacle doit être utilisé. Ne pas le faire pourrait entraîner un préjudice à vous ou à d'autres. Le non-recours à la terre réceptacle pourrait également causer une mauvaise opération de jeu, ou les dommages causés à l'électronique. NE PAS détériorer ou de retirer la broche de terre sur le cordon d'alimentation pour la même raison, comme indiqué ci-dessus. Indûment l'aide d'un jeu de la terre pourrait annuler votre garantie. Ont un électricien qualifié de vérifier votre réceptacle AC pour s'assurer que le sol fonctionne correctement. Ne lavez pas votre jeu avec une laveuse à pression.

## INSTALLATION

The game comes ready to play with just a few simple things to keep in mind.

1. Plug the game into the A.C. outlet and turn on power to the game through the inside of the game next to the main board assembly. See assembly drawings for location.  
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.
2. Make sure the game is level after installation. It is necessary to make sure the game is level for safety concerns.
3. Check that the A.C. voltage rating on the back of the game matches the A.C. voltage of your location.

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.

Ne retirez pas l'un des composants sur la carte principale (par exemple Compact Flash et EPROMs), tandis que le jeu est sous tension. Cette mai causer des dommages permanents aux parties et la carte principale. Suppression de tout bord principal élément sous tension alors que annulera la garantie.

**NOTE: THIS GAME IS INTENDED FOR INDOOR USE ONLY.**  
**SHOCK HAZARD - DO NOT OPEN. REFER SERVICING TO SERVICE PERSONNEL.**

**REMARQUE: CE JEU EST DESTINÉ POUR USAGE À L'INTÉRIEUR SEULEMENT.**  
**AVERTISSEMENT: RISQUE DE CHOC - NE PAS OUVRIR. RÉPARATION À UN PERSONNEL DE SERVICE.**

## Game Settings and Adjustments

Your game has been shipped with our recommended defaults for optimal earnings. We have included extra decals located in your parts package in case you would like to alter the game settings for your location. To clear audit data press and hold the “UP” button located on the test panel and turn the AC power switch on. The display will display a random pattern until you release the “UP” button. The game will then clear its audits and reset back in game mode. To reset your game back to factory default settings, press and hold “reset” button located on the test panel and turn the AC power on. The display will display a random pattern until you release the “reset” button. The game will revert to default settings and reset back to game mode.

At anytime you can press the “MODE” button located on the test panel to enter programming. Each time you press the “MODE” button, you advance to the next option. Each option can be changed by either pressing the “UP” or “DOWN” button also located on the test panel. The game will automatically save the change when you press the mode button to advance to the next option.

Option	Description	Values	Default
1	Hit Score	2 to 50	12
2	Hit Score	2 to 50	4
3	Hit Score	2 to 50	8
4	Hit Score	2 to 50	4
5	Hit Score	2 to 50	8
6	Jackpot Score	50 to 400 (increments of 50)	50
7	Wheel Speed control	400 to 900 (increments of 20)	SEE NOTE AT END
8	Demo Sound	0 or 1	1
	0=all the time		
	1=each time the coin is inserted		
9	<i>Display total ticket payout - See Audits below</i>		
10	<i>Display total number of coins - See Audits below</i>		
11	Mercy Ticket in Out Hole	0 to 10	1
12	Locked value of Jackpot score	50 to 1000 (increments of 50)	1000
13	Mercy Ticket for Coin in	0 to 5	0
14	<i>LED Stadium Lights - See diagnostics below</i>		
15	<i>Limit Switch Tests - See diagnostics below</i>		
16	Number of coins outputted by hopper per card swipe.	0 to 50	10
17	Return to game mode, press “reset” located on main pcb.		

\*\*\*\* **NOTE ON OPTION 7** \*\*\*\*

**Ensure that the speed is set so that one full revolution takes no more than 20 seconds. Speeds of more than this will cause abnormal values to be paid or incorrect payouts.**

### Audits

**Option 9** will display the total amount of tickets paid out. This option can be cleared as described above.

**Option 10** will display the total amount of coins in. This option can be cleared as described above.

### Test

**Option 14** allows you to toggle the LED stadiums lights to ensure each LED is on. Pressing the “UP” button will turn all LED on and pressing the “DOWN” button will turn them off.

## Test (Continued)

**Option 15** allows you to test the limit switches found in all the coin out holes. They are called “Home Run Hole”, “Hit Hole”, and “Out Hole”. When a limit switch is defective, the display will show the hole with the defective switch and the station number. The station numbers are 1 for red, 2 for blue, and 3 for yellow. A display of “Ho” means home run hole, a display of “Ht” means Hit hole, and a display of “Ot” means out hole. This error display can occur when game is first powered up if a switch is “stuck” on. *The game will not function until you enter programming and cycle through to option 16 or replace the defective switch.*

## Error Codes

At any time during game play, if a error occurs, the following will be displayed:

### TICKET ERRORS:

After loading tickets, press the “Ticket Button” to dispense remaining tickets owed.

“**Err1**” appears on the Jackpot display. This means no ticket in ticket dispenser 1.

“**Err2**” appears on the Jackpot display. This means no ticket in ticket dispenser 2.

“**Err3**” appears on the Jackpot display. This means no ticket in ticket dispenser 3.

### SENSOR ERRORS:

“**ErrC**” appears on the Jackpot display. This means the count sensor has failed.

“**ErrZ**” appears on the Jackpot display. This means the Home sensor has failed.

“**ESSS**” appears on the Jackpot Display. This means both sensors have failed.

#### *A note on Sensor Failures:*

The game expects a steady pulse from the count sensor and when the playfield has gone a full revolution a pulse is received by the home sensor. If after a period of time the home sensor is not seen, the game will display the “ErrZ” error. Ensure that the home sensor flag triggers the top sensor when a full revolution is done. If the playfield is not turning smoothly, this will cause the count sensor to become erratic and display a “ErrC” on the jackpot display. Check underneath the playfield to ensure that none of the brackets are moving or have become loose. It might be necessary to remove one coin chute above the coin drawer to access the assembly. Please refer to the assembly diagrams for details. Total sensor failure will display a “ESSS” meaning it cannot see both the count sensor or home sensor. Check to ensure there is no physical damage to the sensor has occurred.

### COIN SWITCH ERRORS:

When the game is powered on it will self check for stuck switches before entering game mode. If any switch is found to be stuck, the game will display the error switch location code and will not enter game mode. You can force the game into game mode by pressing mode button 16 times if it is not possible to repair at that time. It is highly recommended to attended to this error as soon as possible.

“**Ho1**” appears on the jackpot display. Defective switch located in the “Home run hole” on red station.

“**Ho2**” appears on the jackpot display. Defective switch located in the “Home run hole” on blue station.

“**Ho3**” appears on the jackpot display. Defective switch located in the “Home run hole” on yellow station.

“**Ht1**” appears on the jackpot display. Defective switch located in the “Hit hole” on red station.

“**Ht2**” appears on the jackpot display. Defective switch located in the “Hit hole” on blue station.

“**Ht3**” appears on the jackpot display. Defective switch located in the “Hit hole” on yellow station.

“**Ot1**” appears on the jackpot display. Defective switch located in the “Out hole” on red station.

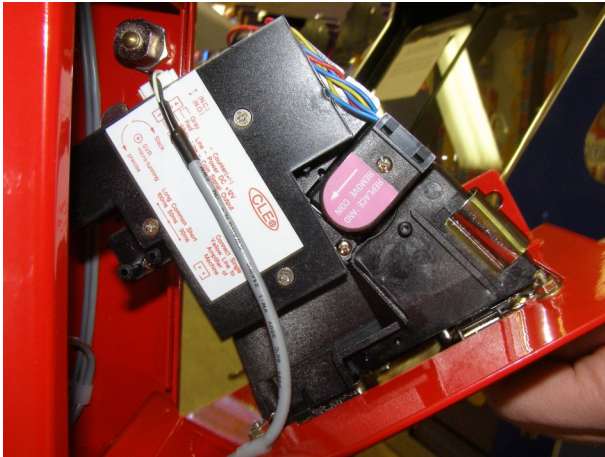
“**Ot2**” appears on the jackpot display. Defective switch located in the “Out hole” on blue station.

“**Ot3**” appears on the jackpot display. Defective switch located in the “Out hole” on yellow station.

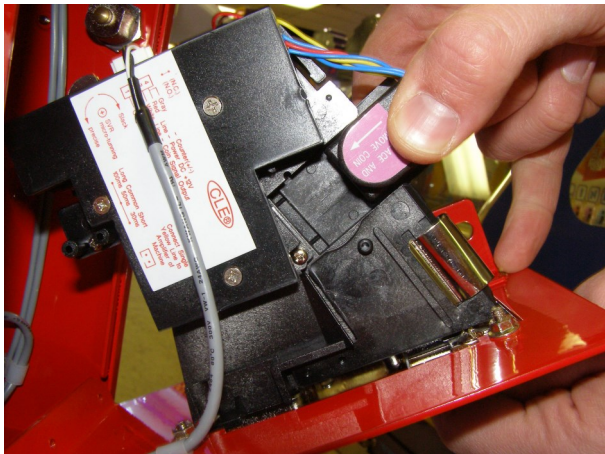
## SETUP - ASSEMBLY

This game has three stations that require you to insert your game room token or the coin you wish to use into each of the coin comparators before they will accept any coins or tokens. You will also need to load tickets into each station's ticket dispenser. See below for loading coins or tokens.

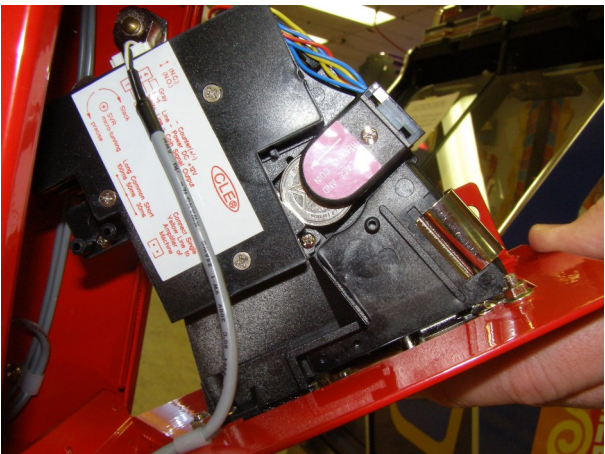
*NOTE: RED STATION PICTURES SHOWN BELOW*



STEP 1: At each station open the coin door to access the coin comparator.



STEP 2: Pull back the coin holder and insert your coin into the coin slot.



STEP 3: Release coin holder and close coin door.

## Card Swipe Installation

The game has been designed for easy integration of any card swipe system. You will find in the cash box all the necessary hardware to install hoppers into each station. Hoppers and harnesses are not included and can be obtained from ICE Service Department.

To convert your game to card swipe you will need to install a coin cup and hopper into each station.

Step 1:

Remove the four mounting screws to the front cover of the coin return chute found above each cash box.



Step 2:

Locate the bottom bracket per with four screws.

plate and attach the mount for the hop-



Step 3:

Slide the hopper and bracket assembly into the opening of the coin chute. You will need to slide to install the four mounting screws shown below.

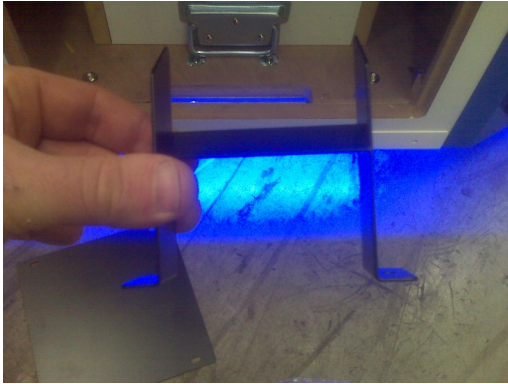
assembly into the opening of the coin the assembly back and then to the left



## Card Swipe Installation (*Continued*)

Step 4:

Locate the coin out ramp and position it in front where the coins are dispensed from the hopper and install the two mounting screws.



Step 5:

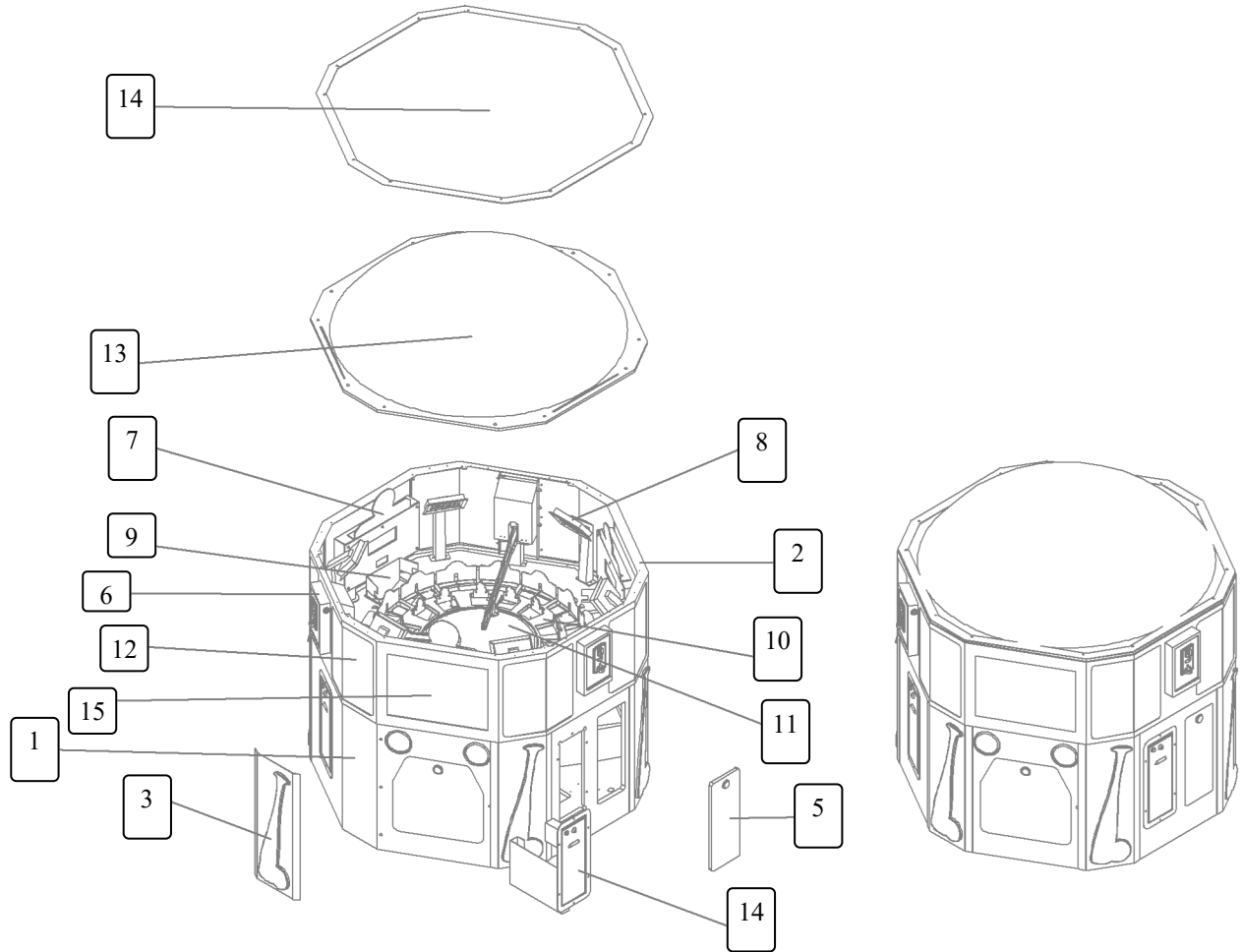
Remove the plate from the door and install the coin cup with remaining hardware.

coin chute

The remaining steps to finish your card swipe installation is different per card swipe system used. Refer to your owners manual of your card swipe for further information.

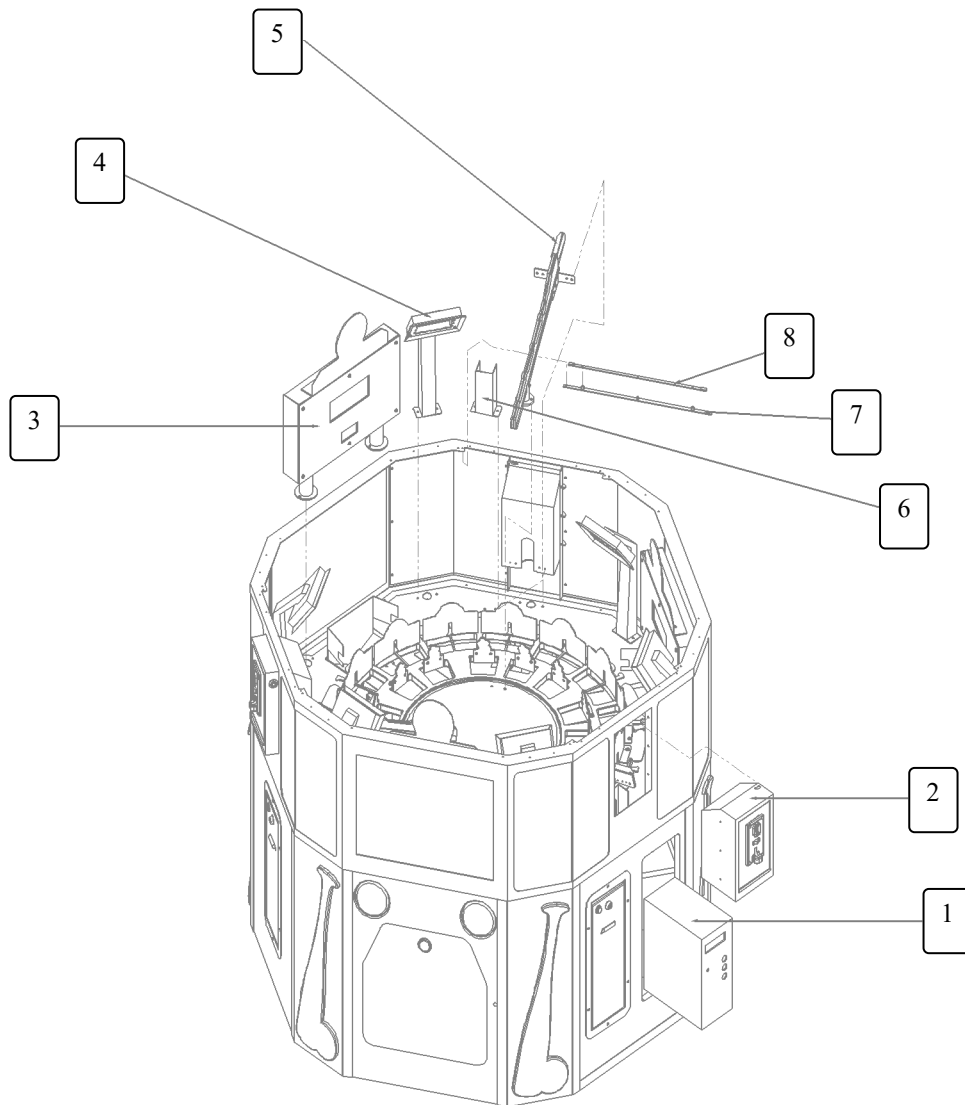
The main logic board can directly control the hoppers. A wire harness from the hoppers to the main board can be purchased from ICE Service Department. The default payout per swipe is 10 coins. This can be adjusted in the games settings. This game also has separate coin and ticket meters for each station located above the main logic board. It is recommended to disconnect the meters and directly connect to your card swipe system. Refer to the wiring diagrams from detail information.

# Cabinet Assembly



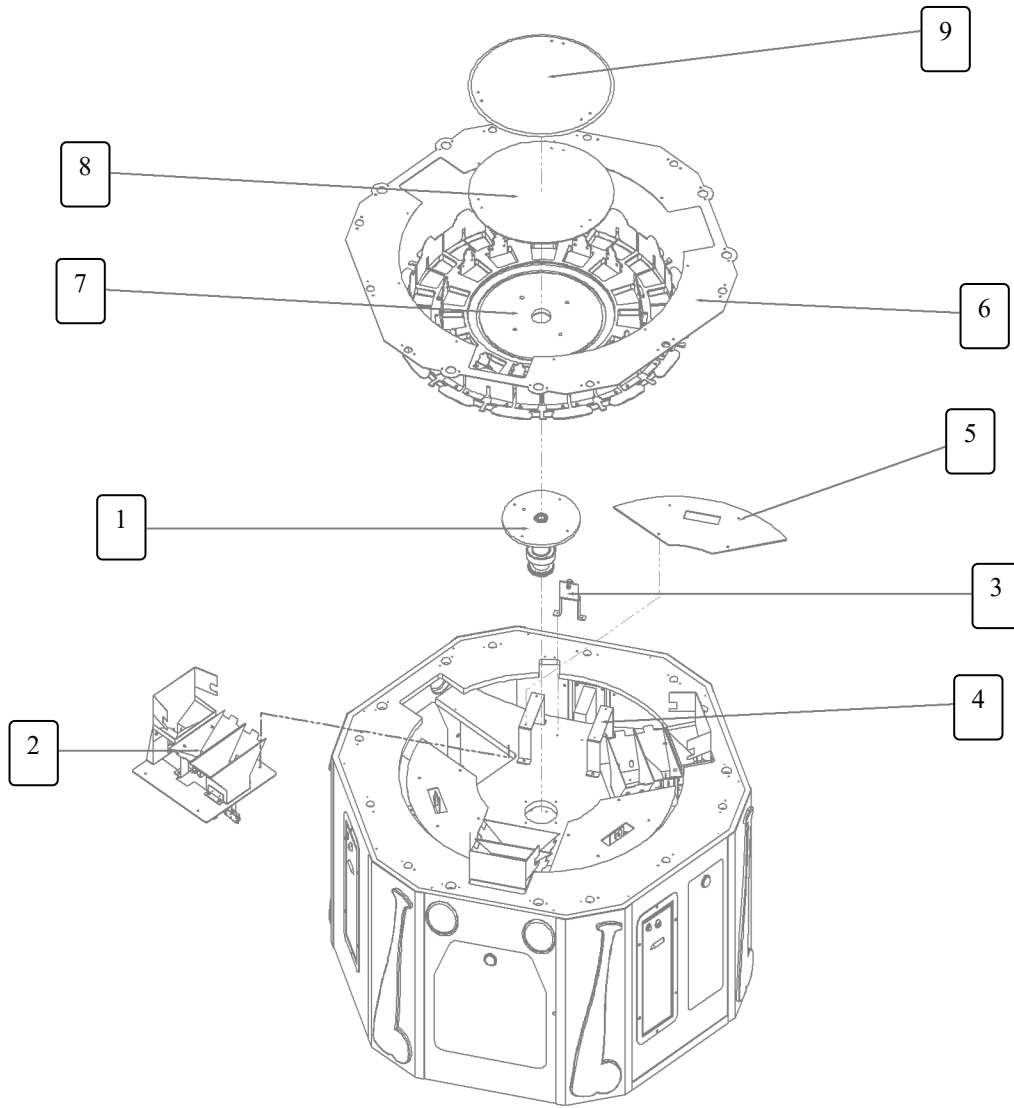
Location	Part number	Description	QTY
1		Lower cabinet	1
2		Upper cabinet	1
3		Empty Panel - No bat installed	6
4		Ticket door assembly	3
5		Main PCB door	1
6		Coin station assembly (Red, blue, yellow)	3
7		Jackpot display assembly (Red, blue, yellow)	3
8		Stadium light assembly	6
9		Coin collector platform assembly	3
10	See page 25	Playfield base plate assembly	1
11		Center acryl playfield	1
12	XHAT3027X	Right and left side window acryl set	6
13	XHAT3001	Acryl dome	1
14		Dome bracket	1
15	XHAT7001HT	Title panel	3

# Cabinet Assembly (cont)



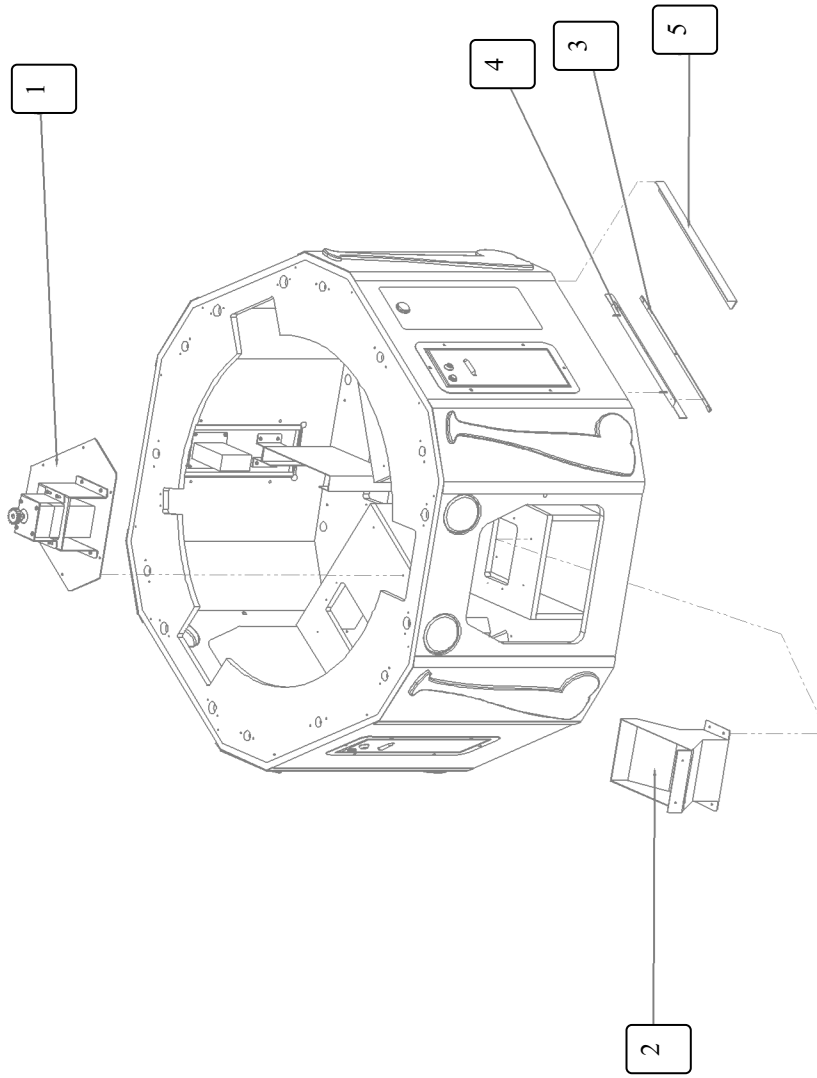
Location	Part number	Description	QTY
1		Main pcb assembly	1
2		Coin station assembly (Red/Blue/Yellow)	3
3		Jackpot display assembly (Red/Blue/Yellow)	3
4		Stadium light assembly (Red/Blue/Yellow)	6
5		Coin chute assembly (Red/Blue/Yellow)	3
6		Coin box cover (Red/Blue/Yellow)	3
7		Dome LED pcb bracket	3
8	XHAT2037X	Dome LED pcb	3

# Cabinet Assembly (cont)



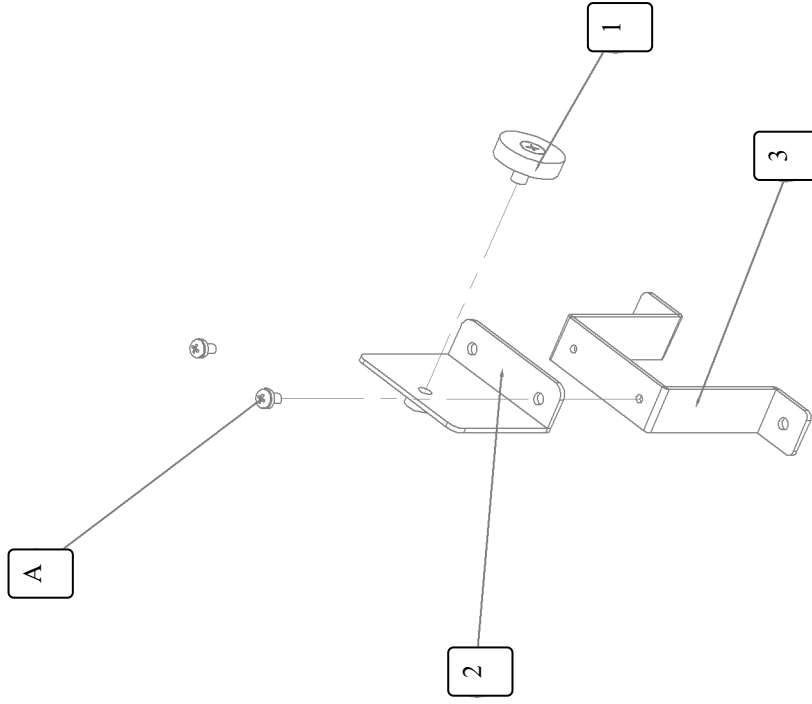
Location	Part number	Description	QTY
1		Main shaft assembly	1
2		Coin collector platform assembly	3
3		Bearing assembly	3
4		Middle cover plate bracket	6
5		Cabinet middle cover plate	3
6	XHAT3025X	Mirror acryl Set (two sizes per each set)	1
7		Playfield base plate assembly	1
8		Playfield base plate	1
9		Center acryl playfield	1

# Cabinet Assembly (cont)



Location	Part number	Description	QTY
1		Motor assembly	1
2		Coin Collection box assembly	3
3	XHAT2038X	Bottom LED PCB	3
4		Bottom LED PCB bracket	3
5		Bottom finish plate	3

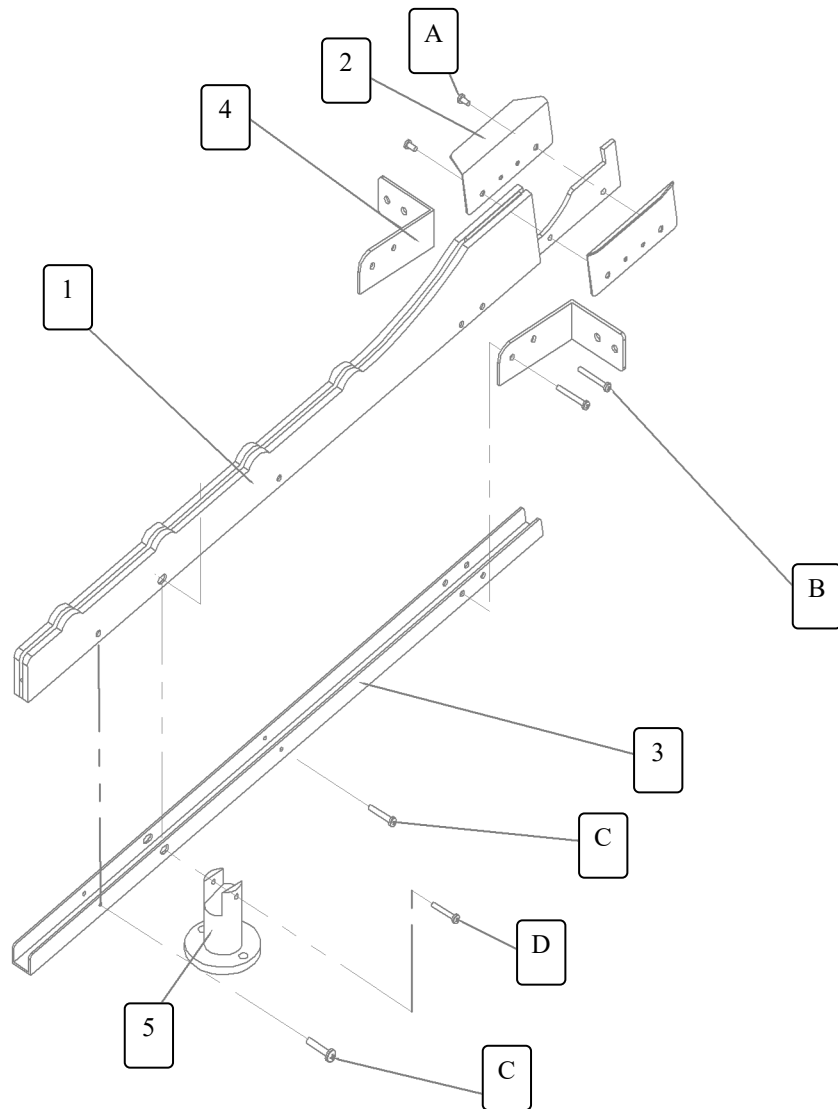
# Bearing Bracket Assembly



Location	Part number	Description	QTY
1	XHAT1050	Bearing	1
2		Bearing bracket	1
3		Bearing bracket 1	1
4		SEMS machine screw bolt	2

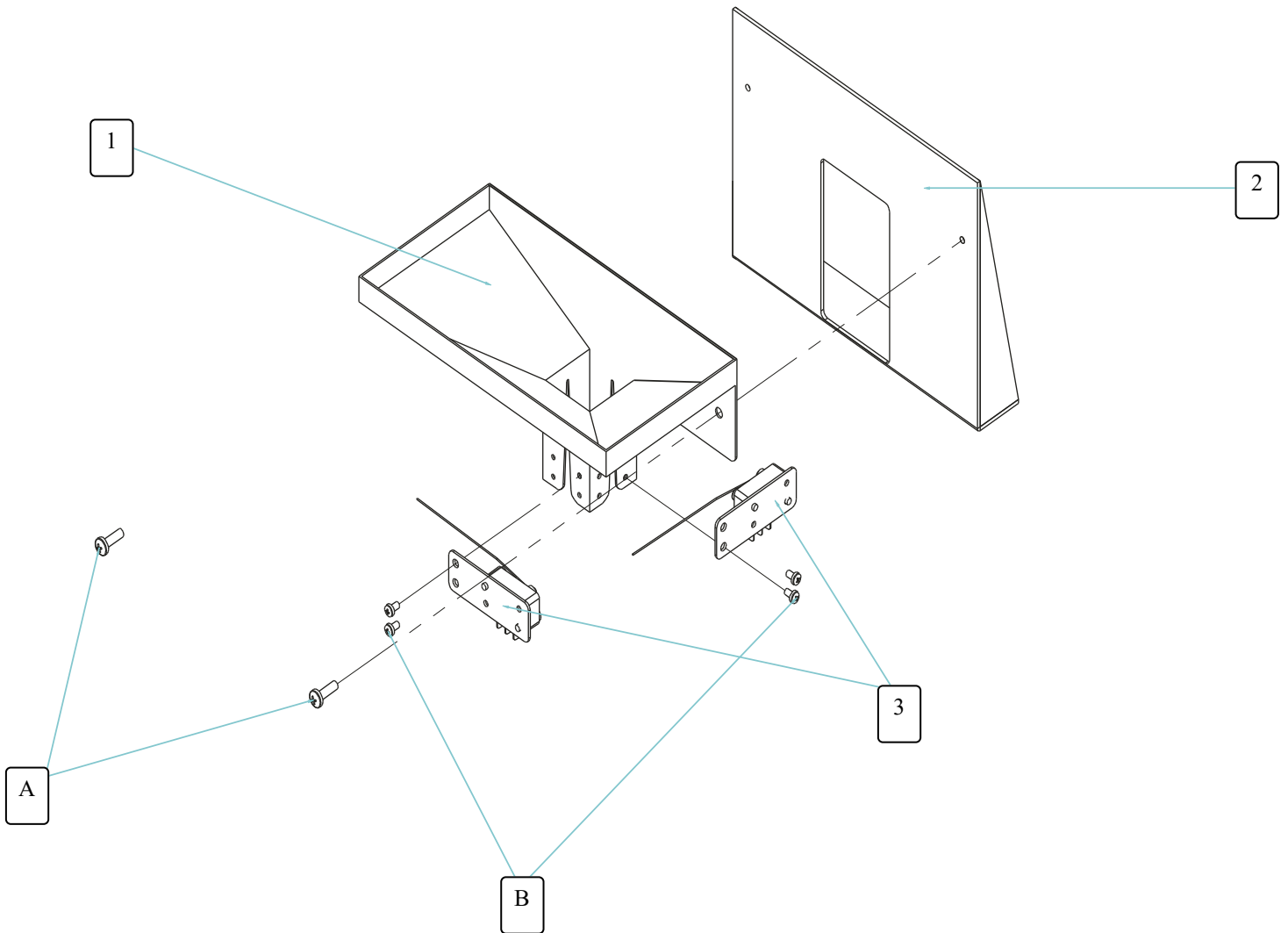
# Coin Chute Assembly

(1 each of red, blue and yellow for each station)



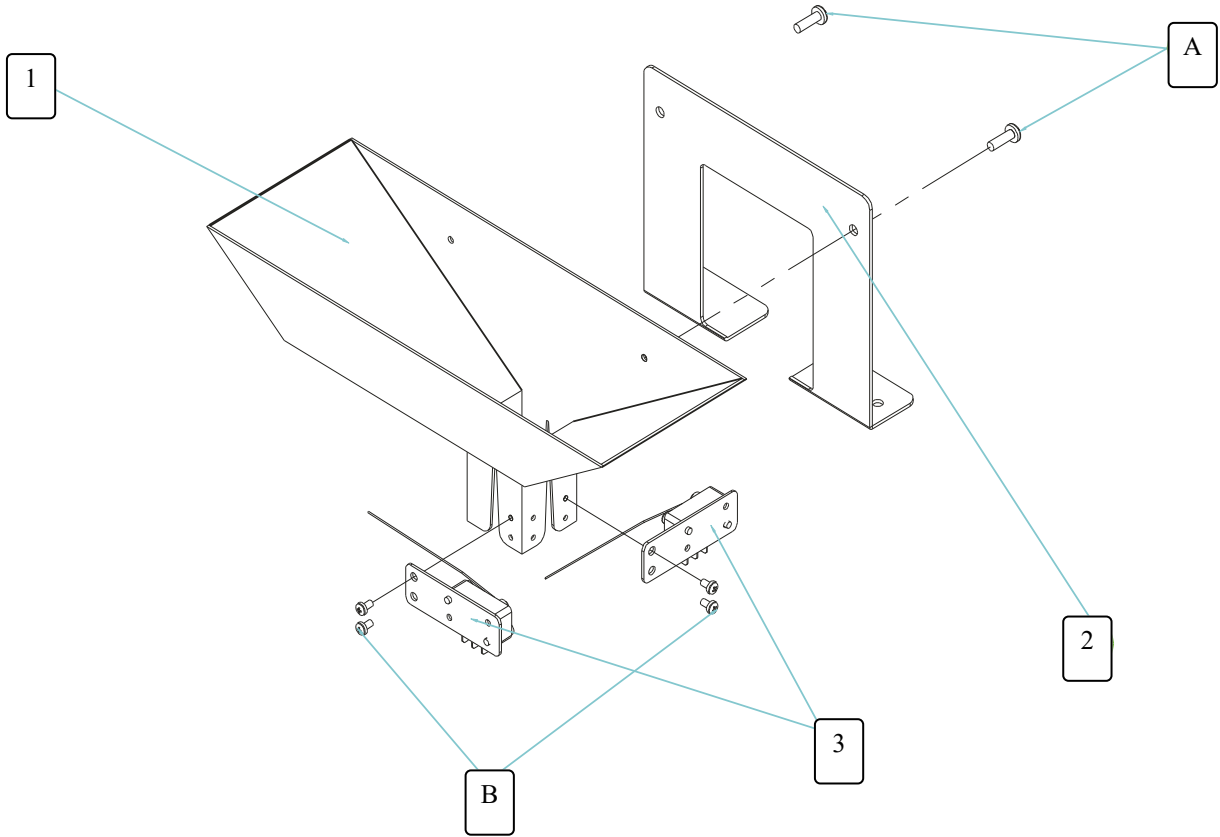
Location	Part number	Description	QTY
1	XHAT3002/3004/3004 (Red, Blue, Yellow)	Coin Chute Acryl (Red, Blue or Yellow stations)	1
2		Coin receiver (Red, Blue or Yellow stations)	2
3		Coin chute bracket (Red, Blue or Yellow stations)	1
4		Coin chute bracket 1 (Red, Blue, or Yellow stations)	1
5		Coin chute support (Red, Blue, or Yellow stations)	1
A		Truss screw bolt	2
B		Truss screw bolt	2
C		Truss screw bolt	2
D		Button head cap screw	1
E		U-lock nut	4

# Jackpot Zone Coin Collector Assembly

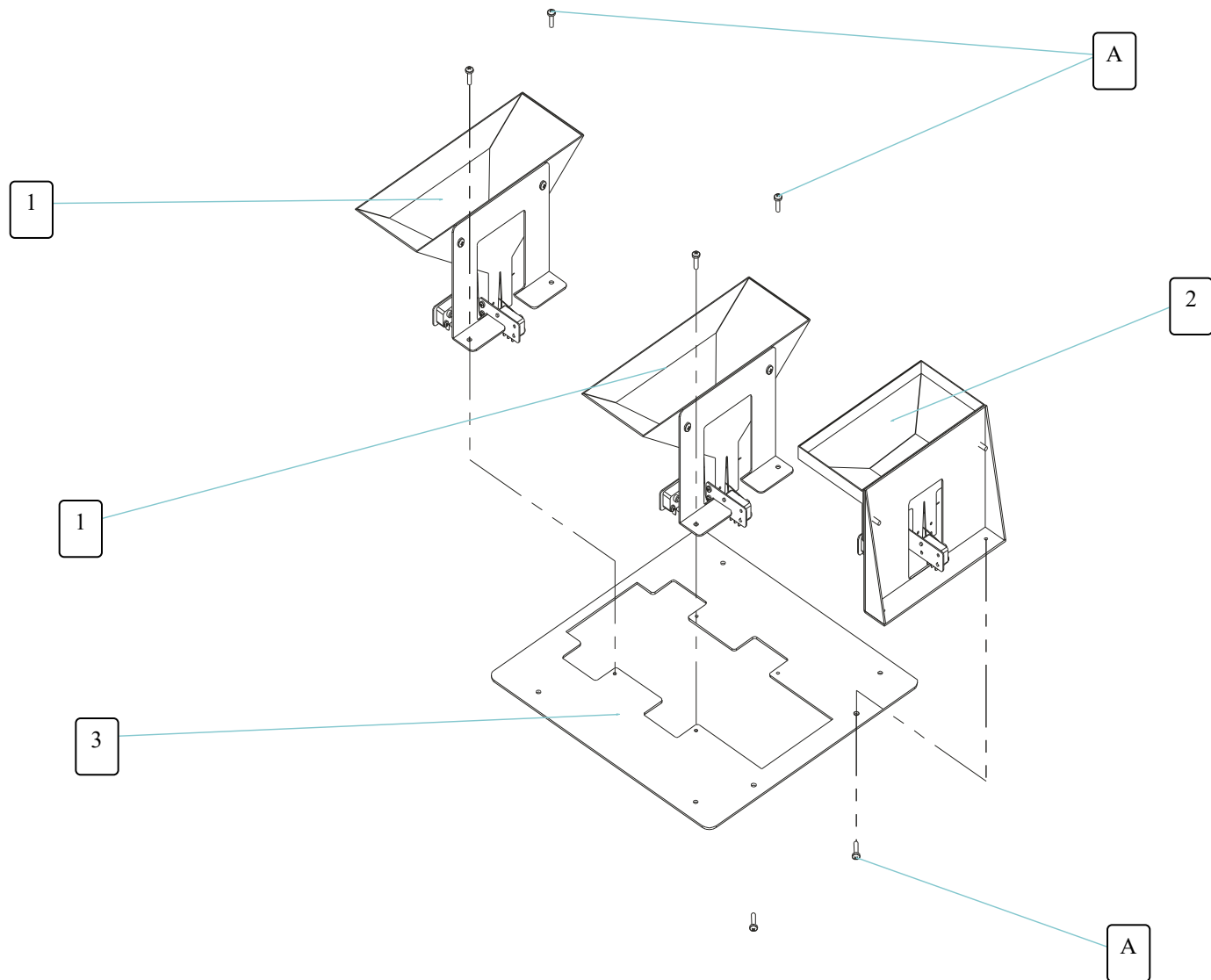


Location	Part number	Description	QTY
1		Jackpot coin collector	1
2		Jackpot coin collector	1
3	XHAT211X	Jackpot switch and bracket assembly	2
4		SEMS machine screw bolt	2
5		SEMS machine screw bolt	4

# Hit Zone Coin Collector Assembly

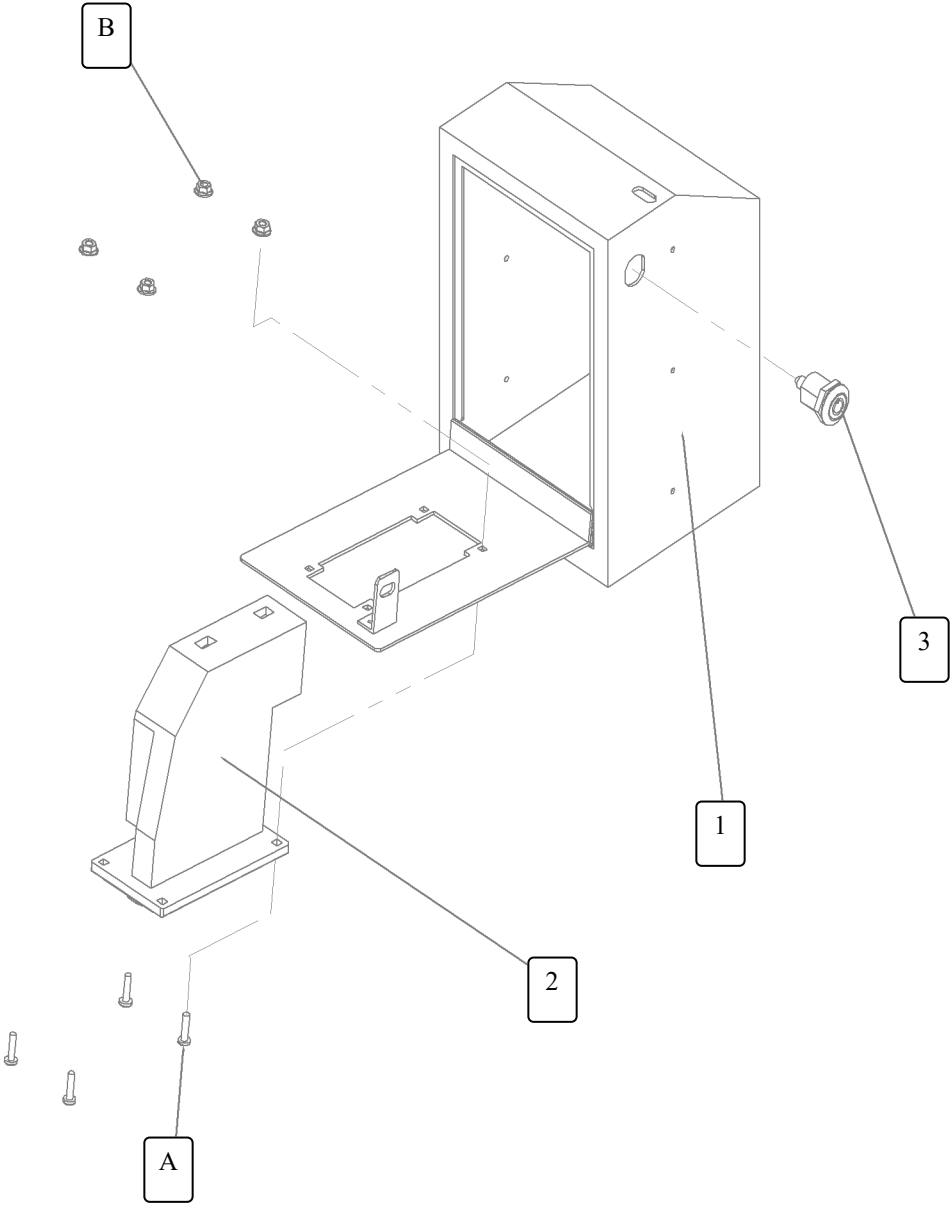


Location	Part number	Description	QTY
1		Hit zone coin collector	1
2		Hit zone coin collector bracket	1
3	XHAT211X	Limit switch assembly	2
4		SEMS machine screw bolt	2
5		SEMS machine screw bolt	4



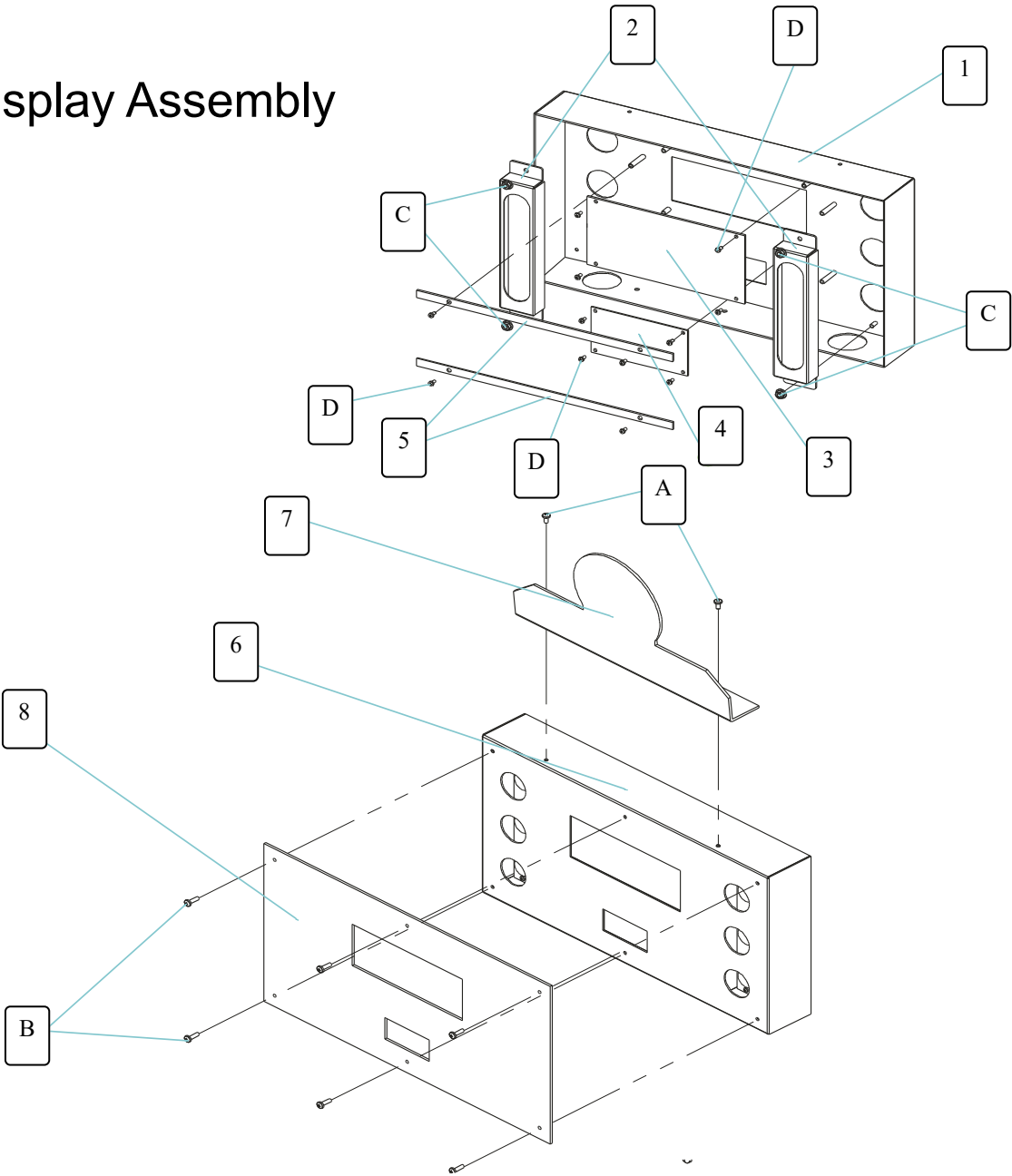
Location	Part number	Description	QTY
1		Hit zone coin collector assembly	2
2		Jackpot coin collector assembly	1
3		Coin collector platform	1
4		SEMS machine screw bolt	6

# Coin Station Assembly (Red, Blue and Yellow)



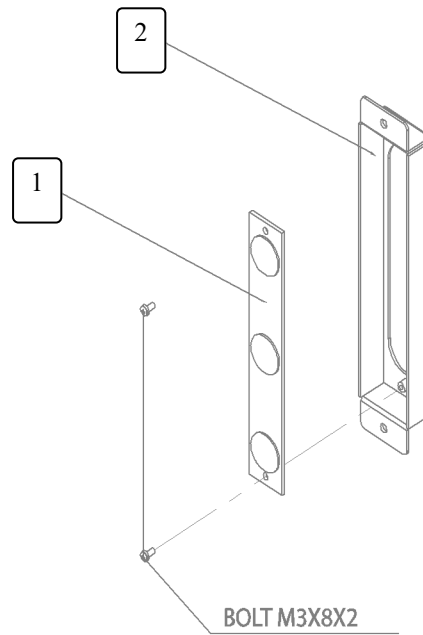
Location	Part number	Description	QTY
1		Coin station box (Red, blue and yellow)	1
2		Coin machine	1
3	XHAT5014	Coin station lock	1
A		Round rivet screw bolt	4
B		Lock nut	4

# Jackpot Display Assembly



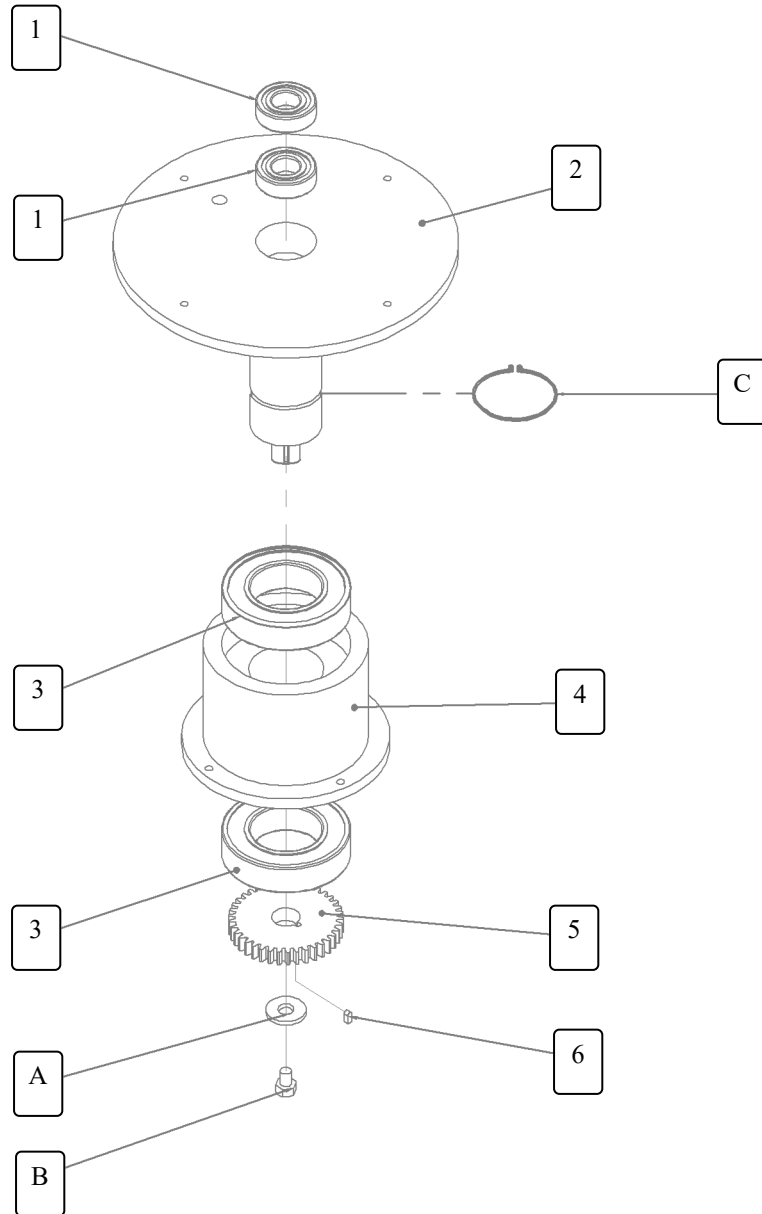
Location	Part number	Description	QTY
1		Jackpot display case	1
2	See page 21	Coin LED pcb assembly	2
3	XHAT2033X	Jackpot FND pcb	1
4	XHAT2032X	Ticket FNC pcb	1
5		Title panel LED pcb	2
6		Jackpot display assembly	1
7		Acryl pop	1
8	XHAT3007CEC	Jackpot display cover	1
A		Truss screw bolt (black)	4
B		Truss screw bolt (silver)	6
C		U-lock nut	4
D		SEMS machine screw bolt	12

# Coin LED pcb Assembly (Available in Red, Blue, or Yellow - Two per color)



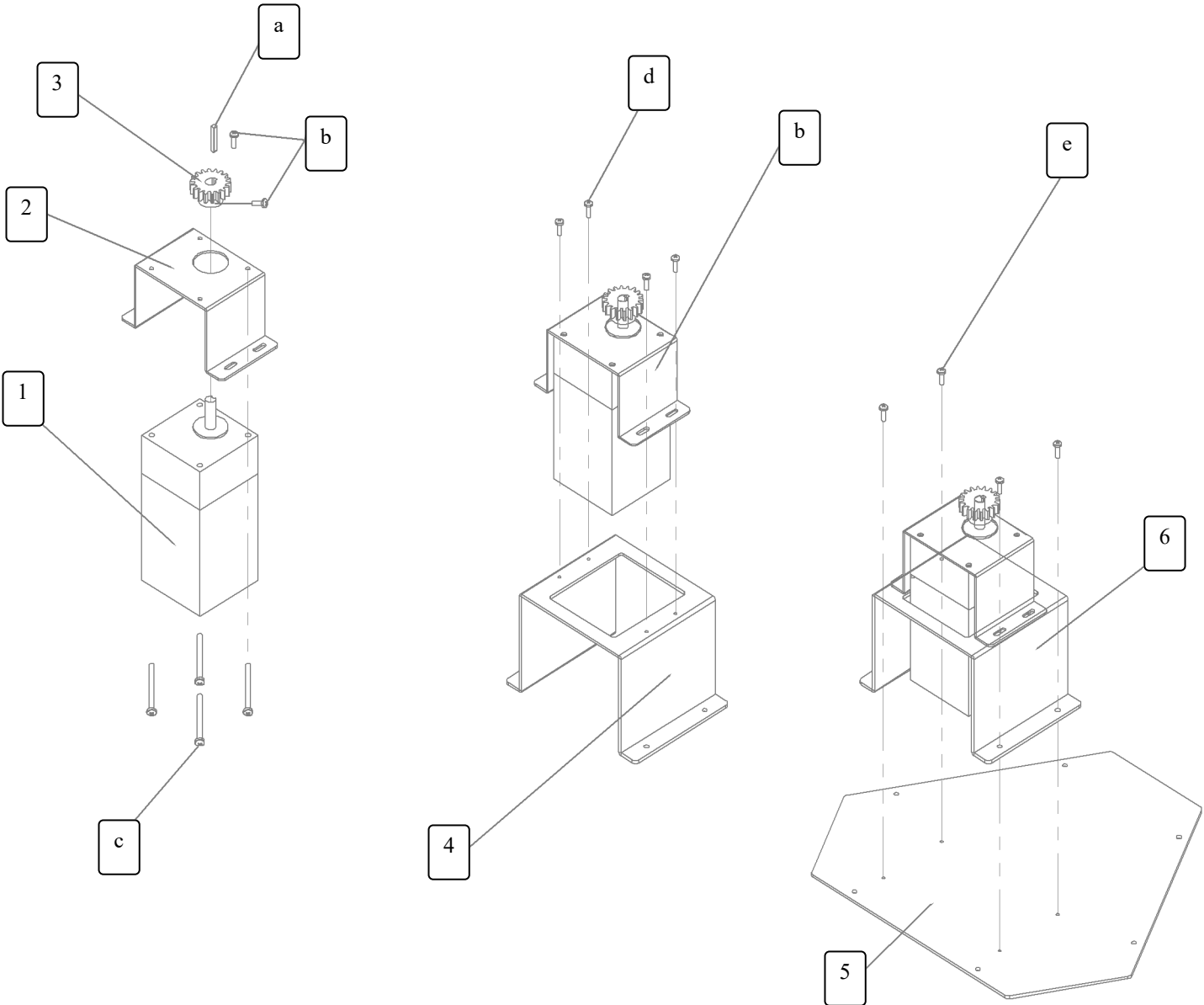
Location	Part number	Description	QTY
1	XHAT2039X/2040X/2041X Red, Blue, Yellow)	Coin LED pcb	6
2		Jackpot display LED pcb cover	6

# Main Shaft Assembly



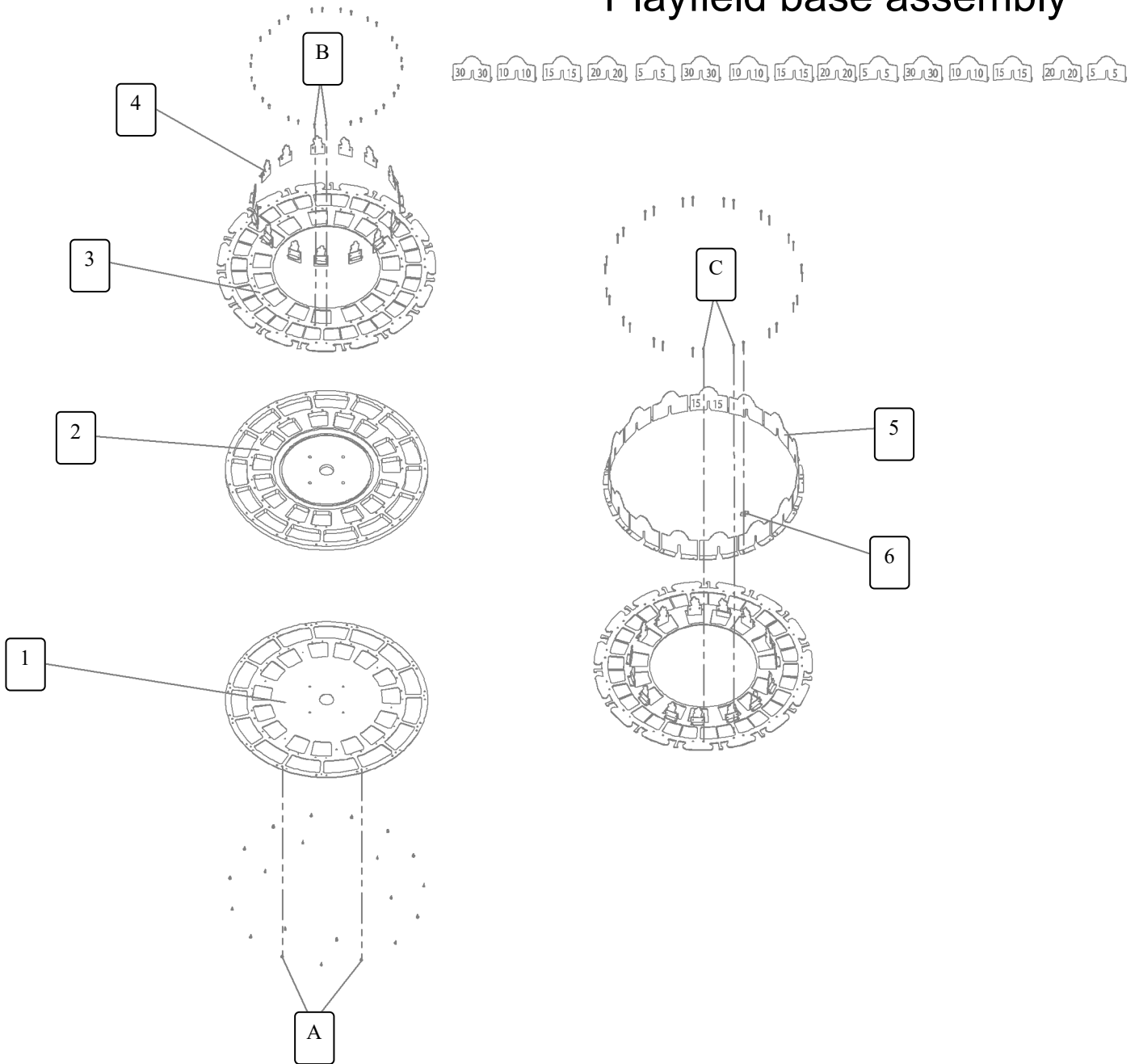
Location	Part number	Description	QTY
1	XHAT1051	Bearing	2
2		Shaft	1
3	XHAT1052	Bearing	2
4		Bearing housing	1
5	XHAT1053	Shaft gear	1
6	XHAT1055	Lock Key	1
A		Washer	1
B		Socket head cap screw	1
C	XHAT1054	C-Ring	1

# Motor Assembly



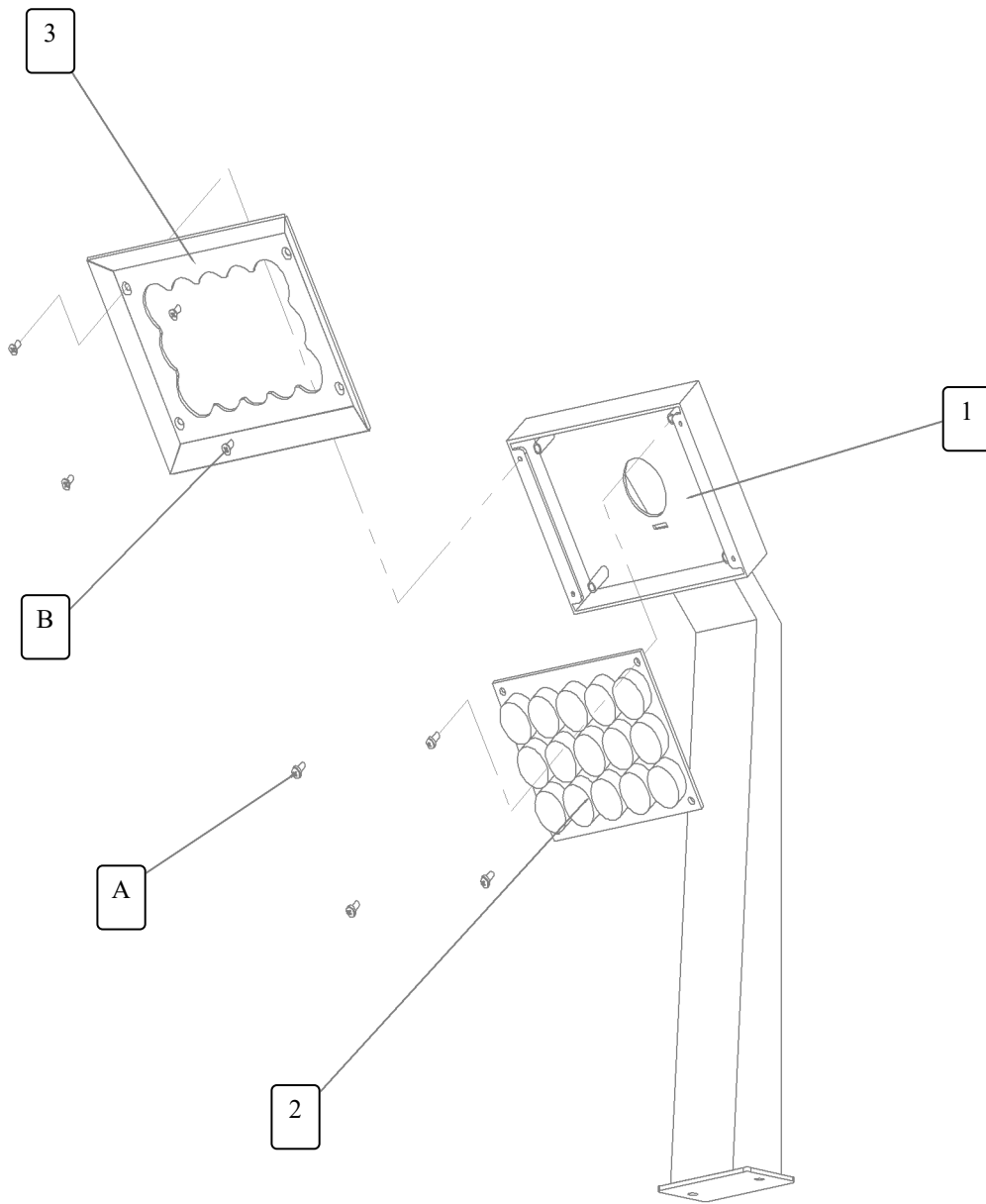
Location	Part number	Description	QTY
1	XHAT2008X	Motor with gearbox assembly	1
2		Motor bracket1	1
3	XHAT1056	Motor gear	1
4		Motor bracket	1
5		Motor base plate	1
6		Motor assembly	1
A	XHAT1057	Lock key	1
B		Socket head cap screw	2
C		SEMS machine screw bolt	1
D		Double SEMS SW+FW mode	4
E		SEMS machine screw bolt	4

# Playfield base assembly



Location	Part number	Description	QTY
1		Playfield base plate	1
2		Playfield base plate	1
3	XHAT7002CECX	Acryl playfield set	1
4		Out zone board	15
5		Score label	15
6		Zero sensor bracket	1
A		Screws bolt	21
B		SEMS machine screw bolt	30
C		SEMS machine screw bolt	30

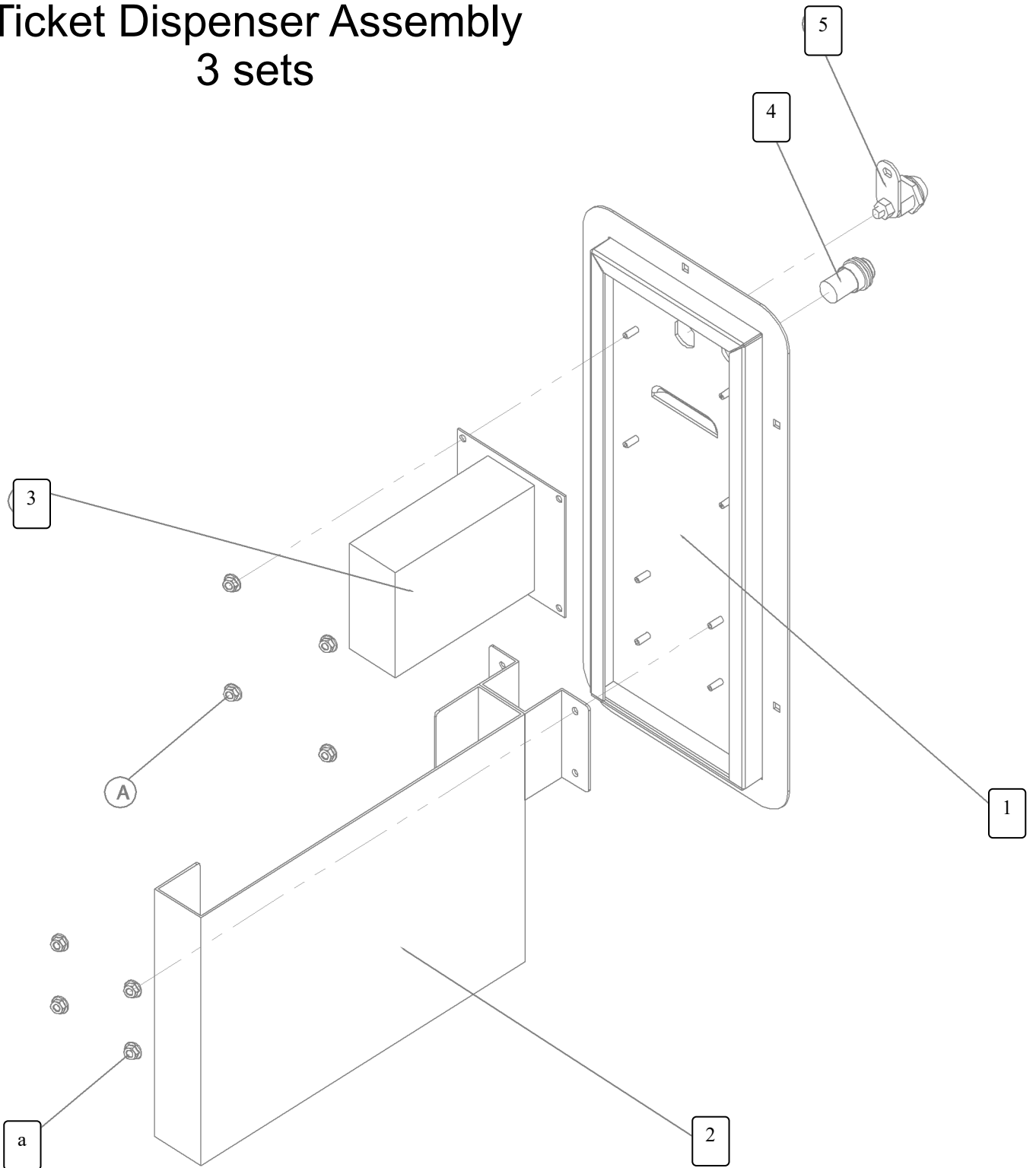
# Stadium Light Supporter assembly



Location	Part number	Description	QTY
1		Stadium light support (red, blue, or yellow)	1
2	XHAT2042X	Stadium light PCB	1
3		Stadium light SUS cover	1
A		SEMS machine screw bolt	4
B		Flat Screw bolt (black)	4

# Ticket Dispenser Assembly

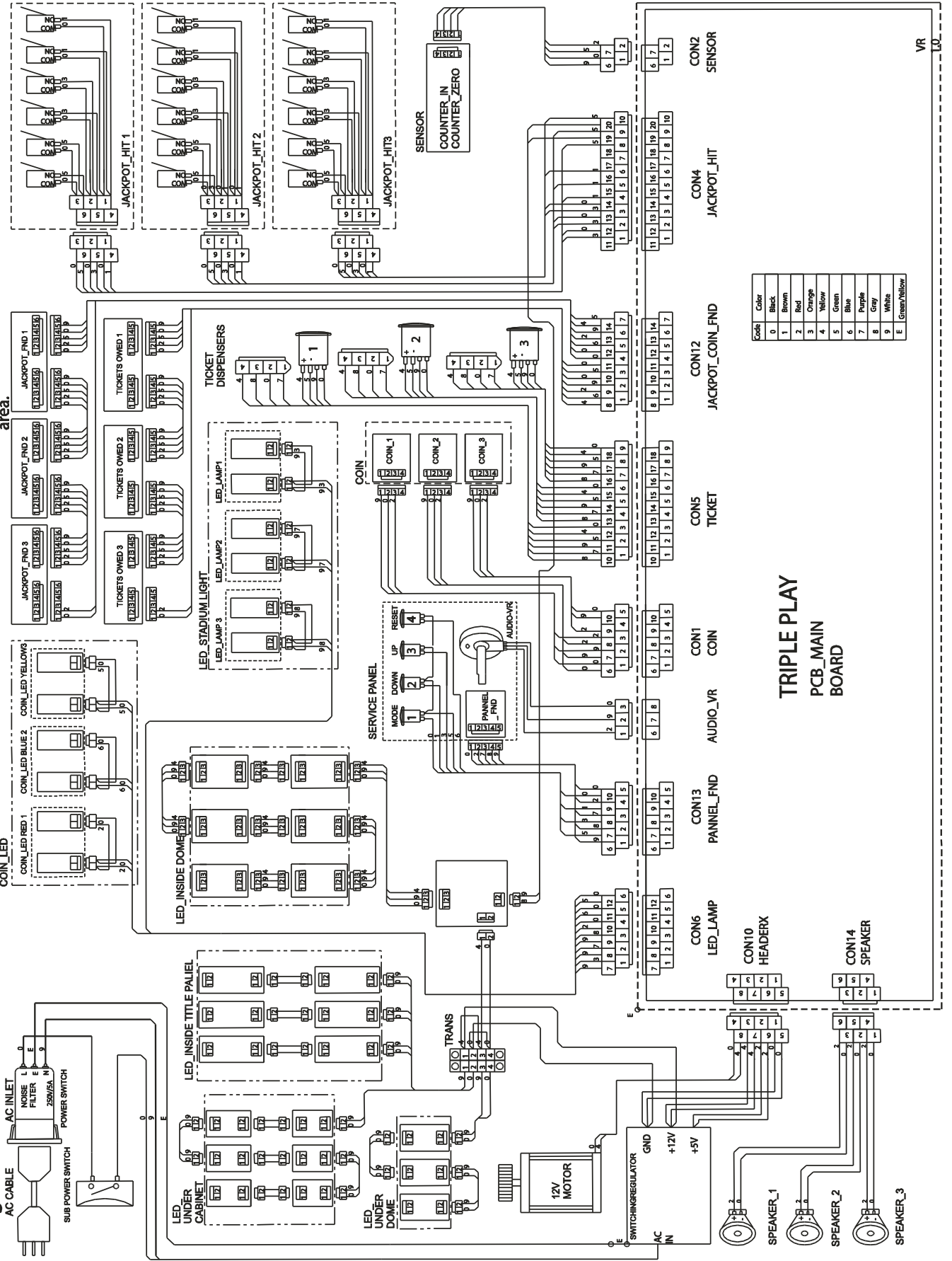
## 3 sets



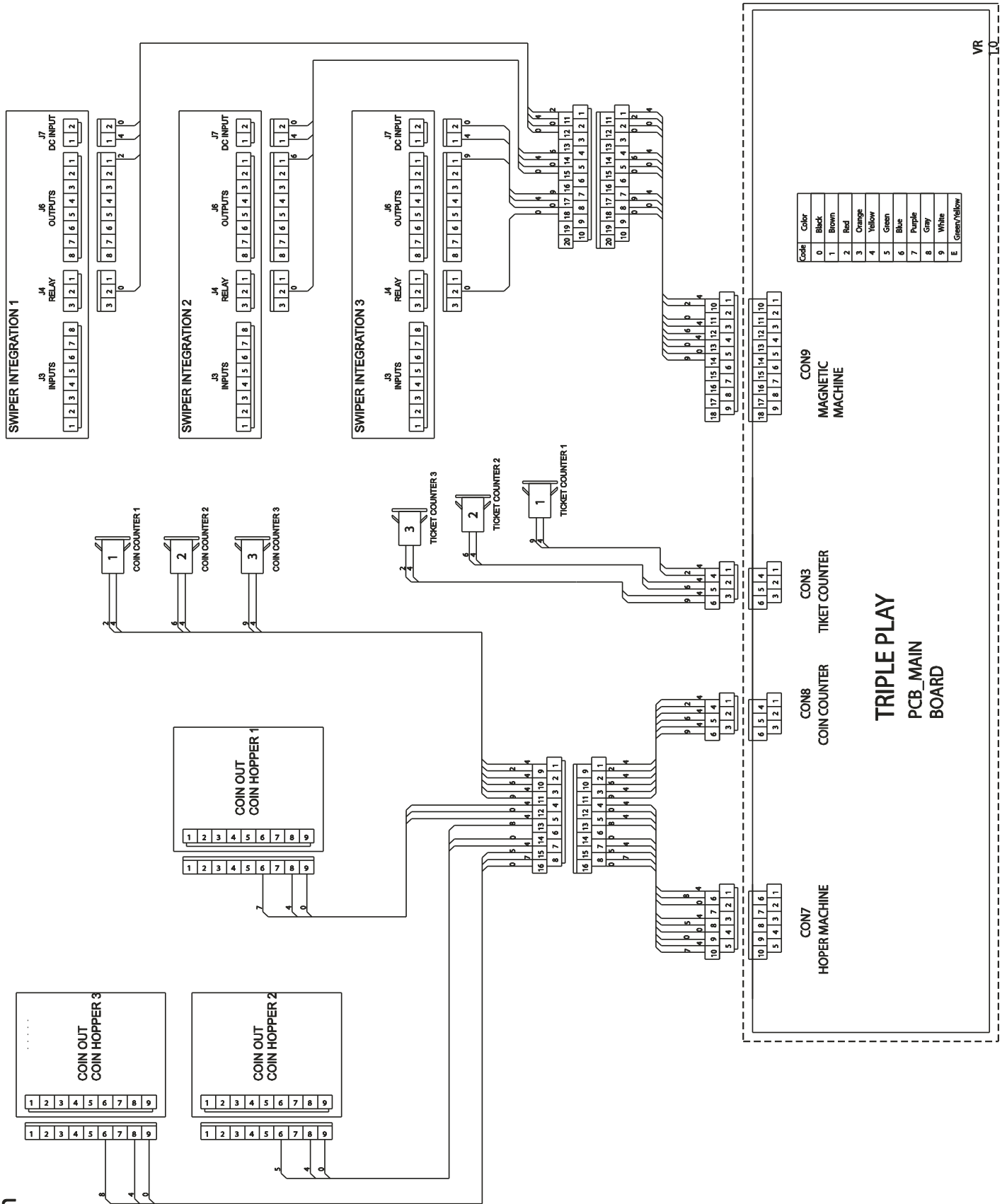
Location	Part number	Description	QTY
1		Ticket Door	1
2		Ticket Box	1
3	H5005D	Ticket Dispenser	1
4	XHAT2004	Ticket Button	1
5	5014C	Door Lock	1
A		U-Lock nut	3

# Wiring Diagram

Specifications for regions using 110 voltage area.



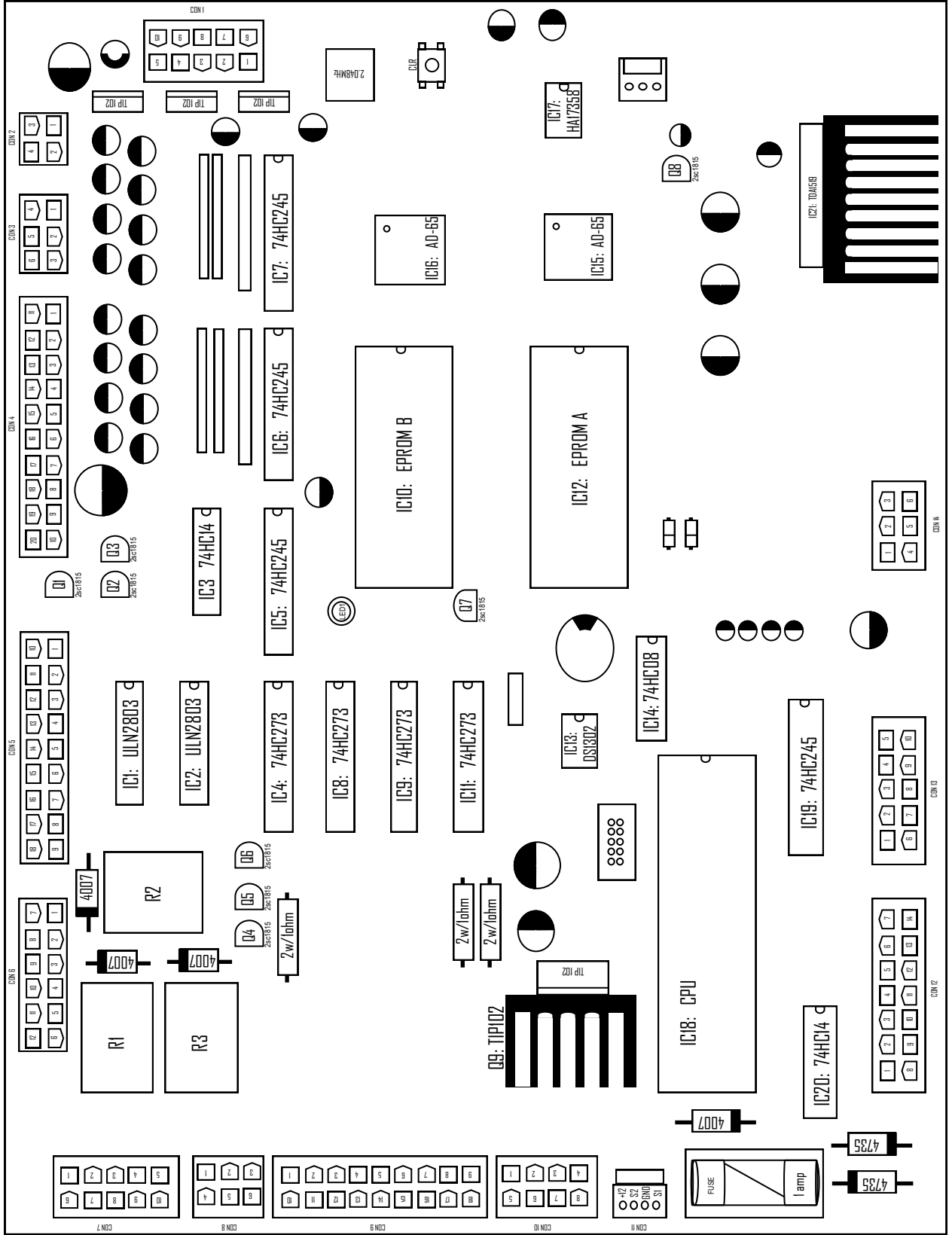
# Wiring Diagram



Code	Color
0	Black
1	Brown
2	Red
3	Orange
4	Yellow
5	Green
6	Blue
7	Purple
8	Gray
9	White
E	Green/Yellow

## TRIPLE PLAY PCB\_MAIN BOARD

# Triple Play / Hat Trick Board Layout - Rev 3



## Connector Layout:

### *Con1 = Coin inputs*

1= Coin 1 (red station)	6= Coin (Blue Station)
2= +12 VDC	7= +12 VDC
3= GND	8= GND
4= N/C	9= GND
5= Coin 2 (yellow station)	10= +12 VDC

### *Con2 = Sensor*

1= +5 (RED WIRE)  
2= GND (BLACK WIRE)  
3= Count Pulse (2 quick pulses, then pause)  
4= Home Pulse (Active High (+5VDC))

### *Con3 = Meters*

1= Ticket Meter 1 Gnd	4= Ticket Meter 1 +12VDC
2= Ticket Meter 2 Gnd	5= Ticket Meter 2 +12VDC
3= Ticket Meter 3 Gnd	6= Ticket Meter 3 +12 VDC

### *Con4 = Score switches*

1= Jackpot Outer Station 1	7= N/C
2= Jackpot Outer Station 2	8= Jackpot inner Station 1
3= Jackpot Outer Station 3	9= Jackpot inner Station 2
4= Jackpot Bonus Station 1	10= Jackpot inner Station 3
5= Jackpot Bonus Station 2	11= GND to LED playfield
6= Jackpot Bonus Station 3	12= S1 to LED playfield

### *Con5 = Ticket Dispensers*

1= Ticket 1 notch	10= Ticket 1 Run
2= Ticket 1 switched GND	11= Ticket 1 Reset
3= Ticket 1 Logic GND	12= Ticket 1 +12 VDC
4= Ticket 2 notch	13= Ticket 2 Run
5= Ticket 2 switched GND	14= Ticket 2 Reset
6= Ticket 2 Logic GND	15= Ticket 2 +12 VDC
7= Ticket 3 notch	16= Ticket 3 Run
8= Ticket 3 Switched GND	17= Ticket 3 Reset
9= Ticket 3 Logic GND	18= Ticket 3 +12 VDC

### *Con6 = LED Lamps*

1= Stadium light 1 on	7= Stadium Lights common
2= Stadium light 2 on	8= Stadium Lights common
3= Stadium light 3 on	9= Stadium Lights common
4= Coin 1 LED common	10= Coin 1 LED on
5= Coin 2 LED common	11= Coin 2 LED on
6= Coin 3 LED common	12= Coin 4 LED on

### *Con10 = Main Power*

1= GND	5= GND
2= +5 VDC	6= +5 VDC
3= +12 VDC	7= +12 VDC
4= Motor + (pulsed)	8= Motor - (pulsed)

### *Con11 = Power out*

1= +12 VDC	3= GND
2= S2	4= S1

### *Con12 = Jackpot and Ticket displays*

1= Tickets owed displays	8= Tickets owed displays
2= Tickets owed displays	9= Tickets owed displays
3= Ticket owed displays	10= Tickets owed displays
4= Jackpot owed displays	11= Tickets owed displays
5= Jackpot owed displays	12= Jackpot owed displays
6= Jackpot owed displays	13= Jackpot owed displays
7= Jackpot owed displays	14= Jackpot owed displays

### *Con13 = Control panel*

1= Program Display	6= Reset
2= Program Display	7= Mode
3= Program Display	8= Up
4= Program Display	9= Down
5= Program Display	10=GND

### *CON14 = Speakers Out*

1= Speaker 3 GND	4= Speaker 3 POS
2= Speaker 2 GND	5= Speaker 3 POS
3= Speaker 1 GND	6= Speaker 3 POS

### CARD SWIPE CONNECTIONS

#### *CON9 = Card swipe CPU*

1,3,4= DC +	11,13,5 = GND
10= Payout coins to Station 1	
12= Payout coins to Station 2	
14= Payout coins to Station 3	

#### CON8 = Coins out Meter

1, 2, 3= METER COMMON (+12)  
4= Coin station 3 meter  
5= Coin station 2 meter  
6= Coin Station 1 meter

#### CON7

6,1,2 = Hopper 3  
8,4,3 = Hopper 2  
10,9,5 = Hopper 1

# Spare Part list

PART NUMBER	DESCRIPTION
XHAT5005	White Button used on main board assembly
XHAT5006	Red button used on main board assembly
SH5001	Coin Comparator
XHAT2005	BUTTON (WHITE)
XHAT2006	BUTTON (RED)
XHAT2007	BUTTON (BLUE)
XHAT2032X	PCBA (TICKET FNC)
XHAT2033X	PCBA (JACKPOT FND)
XHAT2034X	Main board w/out CPU or Eproms
XHAT2036X	PCBA (SENSOR TIMER BOARD)
XHAT2037X	PCBA (DOME LED)
XHAT2038X	PCBA (BOTTOM LED)
XHAT2039X	PCBA (BONUS COIN RED)
XHAT2040X	PCBA (BONUS COIN BLUE)
XHAT2041X	PCBA (BONUS COIN YELLOW)
XHAT2042X	PCBA (STADIUM LIGHTS)
XHAT211X	LIMIT/JACKPOT SWITCH ASY
XHAT3001	DOME
XHAT3002	COIN CHUTE (RED)
XHAT3003	COIN CHUTE (BLUE)
XHAT3004	COIN CHUTE (YELLOW)
XHAT3006	ACRYLIC POP
XHAT3007CEC	JACKPOT DISPLAY COVER (CEC)
XHAT3007TP	JACKPOT DISPLAY COVER (TP)
XHAT3025X	MIRROR SET (3 PIECES)
XHAT3027X	WINDOW SET
XHAT7001HT	TITLE PANEL (HAT TRICK)
XHAT7001TP	TITLE PANEL (TRIPLE PLAY)
XHAT7002BRENX	PLAYFIELD DECAL SET (BRENT)
XHAT7002CECX	PLAYFIELD DECAL SET (CEC)
XHAT7002GENX	PLAYFIELD DECAL SET (GENERIC)
XHAT7002TPX	PLAYFIELD DECAL SET (TRIPLE PLAY)



# 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.

**Innovative Concepts in Entertainment**  
**10123 Main St.**  
**Clarence, NY 14031**  
**Phone #: (716) - 759 - 0360**  
**Fax #: (716) - 759 - 0884**  
[www.icegame.com](http://www.icegame.com)