
# CB1100X

# OWNERS AND SERVICE MANUAL


## INNOVATIVE CONCEPTS IN ENTERTAINMENT INC.

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# INTRODUCTION

## GAME FEATURES

**CHUCK E'S ALL STAR HOOPS™** is a revolutionary concept in Coin Operated basketball games. You will see that this game includes many features which make it the obvious choice for your location

**CHUCK E'S ALL STAR HOOPS™** incorporates a STATIONARY basket that is user friendly and realistic. Fun and easy to play for players of all ages, yet challenging enough for even the expert basketball players. Practice your basketball skills and try to better your last score or compete against three other players.

CONTROL PANEL. Attractive LED displays are used to display all scoring and vital information such as time, credits and high score. The control panel is laid out in a convenient user friendly fashion, making it easy for players to operate.

HEAVY DUTY CONSTRUCTION is incorporated throughout the game by using only heavy gage metals and plastics. The game can be assembled and disassembled many times without any harm to the game. You will appreciate this feature if you move your games often.

HIGH TECH GAME ELECTRONICS. Solid state electronics are used throughout the game for their rugged reliability as well as making it virtually impossible to connect harnessing the wrong way. Heavy duty optical sensors are used throughout.

Digital sound effects are used for optimum dependability. Over twenty sound effects are incorporated into the sound effect circuitry. The game electronics have been highly integrated into the Main PC Board assembly, making it easy to repair games. The game has a full feature self-test system to make troubleshooting easier.

OPTIONS. A ticket dispenser and/or a dollar bill validator can be ordered with your game.

## GAME PLAY

**CHUCK E'S ALL STAR HOOPS™** is an electromechanical coin operated amusement game designed to be played by one to four players.

**CHUCK E'S ALL STAR HOOPS™** is a game similar to the traditional basketball games already on the market. However, we have made this an even more exciting game. The net remains stationary as the player shoots over and over. Two points are awarded for each basket scored. When 10 seconds remain in the game, it awards the player three points for all baskets scored.

LINKING is a popular option used in locations where more than one game is to be used. The games are "linked" to add direct head to head action between the game players. This option is built into each Main PC Board, and is easy as connecting a phone line and setting a number in the programming mode.

# ASSEMBLY

## BEFORE YOU BEGIN

WARNING: WHEN INSTALLING THIS GAME, A 3 PRONG 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.

## TOOLS NEEDED

Before you start, you will need the following items:

- 7/16” Combination Wrench
- 7/16” Deep Well Socket
- Ratchet
- Side Cutters
- Adjustable Pliers
- #2 Square Drive Bit
- 5/32” Security Wrench
- A cordless drill is a good idea

Your game requires a MINIMUM CEILING HEIGHT of 96” (8 feet). Check clearance before proceeding.

## SET-UP

To begin, remove the packing material from the game. Remove the Cage portion of the game from the top of the Rear Cabinet. It will take 3 or more people to lift the Cage off. (See Fig. 1)

**Fig. 1**

Place the Cage Assembly on a non-abrasive surface to keep the Cage from being scratched. (See Fig. 2)

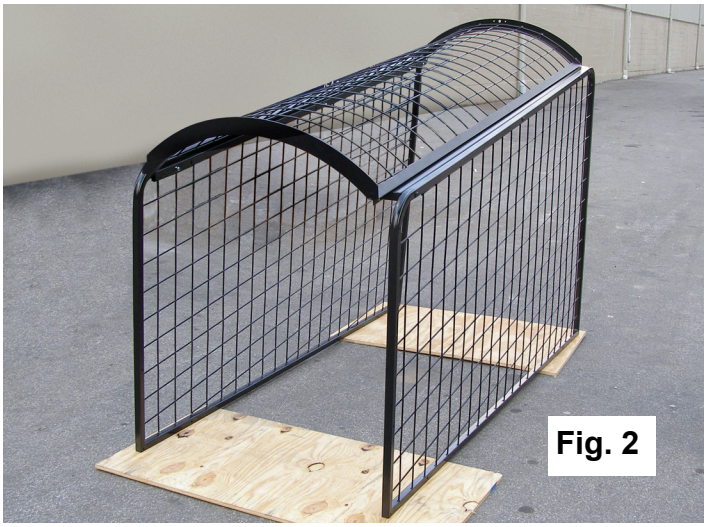

**Fig. 2**

Remove the Backboard Assembly from the shipping pallet. (See Fig. 3)

**Fig. 3**

Remove the box containing the Front Cabinet from the pallet. The Rebound Guard, Marquee Bracket and Hardware Kit are also included in this box. (See Fig. 4)

**Fig. 4**

# ASSEMBLY

Remove the Rear Cabinet from the pallet. Remove the 4 bolts securing it to the pallet. (See Fig. 5A & 5B)

Fig. 5A

Fig. 5B

Now would be a good time to roughly locate the final position of your game. Once the Cage Assembly and Backboard are attached to the Rear Cabinet, the game will be very heavy.

The game shown on the preceding pages are of a “Left Hand” game. The “Right Hand” game will be unpacked in a similar manner. Once you have roughly located a single game (either Left or Right Handed), the Cage Assembly may be attached. Once again, at least 3 people are recommended to lift the cage. When the Cage assembly is roughly in place, attach the Cage with the included hardware. Insert the (4) 1/4-20 X 1-1/2” bolts and washers from the inside of the cabinet. Using the (4) 1/4-20 joint connectors, securely attach the cage to the side panels of the cabinet. Leave the hardware loose until the Backboard is Attached. (See Fig. 6)

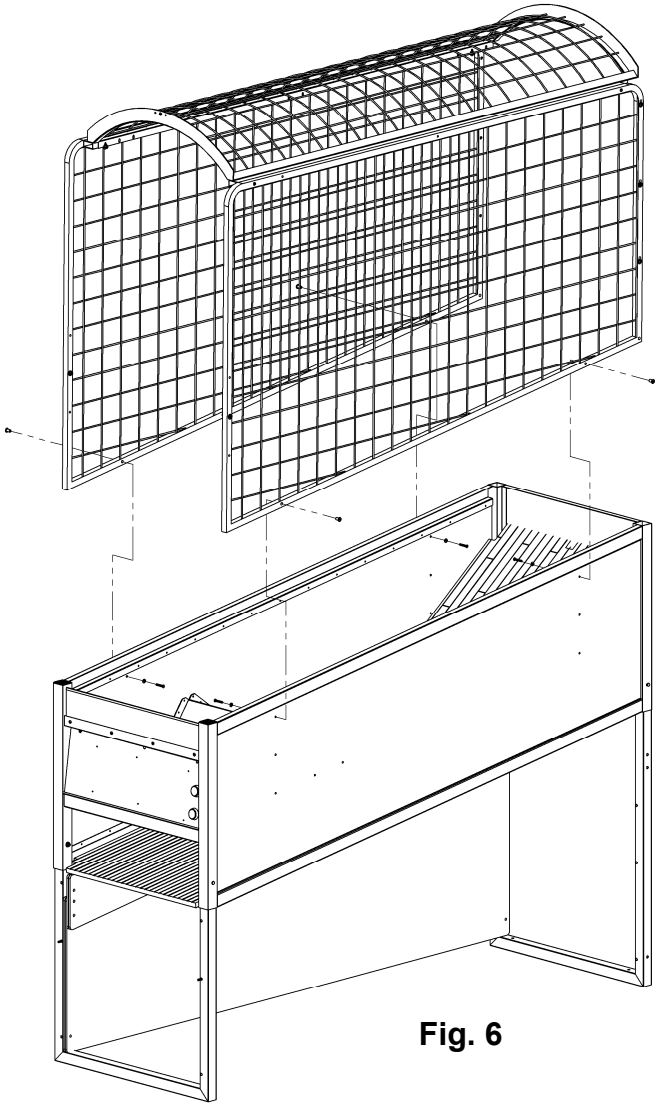

Fig. 6

Unwrap the Backboard assembly and attach to the Cage Assembly using (8) 1/4-20 x 5/8” button head screws and (8) flat black washers. It is recommended that one person gets inside the Cage while 2 others lift the Backboard Assembly in place. Attach using the included hardware. (4) 1/4-20 X 1-1/2 button head screws & (4) flat black washers) (Note: the person getting into the game should remove their shoes to prevent scratching the floor boards inside the game) (See Fig. 7 on next page)

# ASSEMBLY

Another option would be to have step ladders on each side of the game to attach the Backboard Assembly.

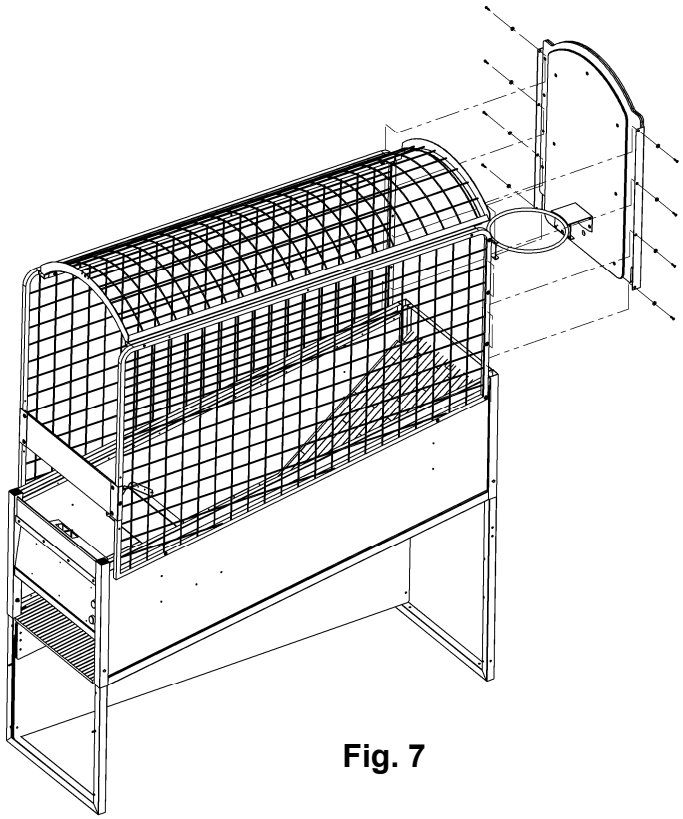

**Fig. 7**

Attach the harnessing as shown below. For the single connectors, connect the wires to the same colored wires. (See Fig. 8) After connecting the wires, tuck the harness between the back of the Rear Cabinet and the back of the Backboard.

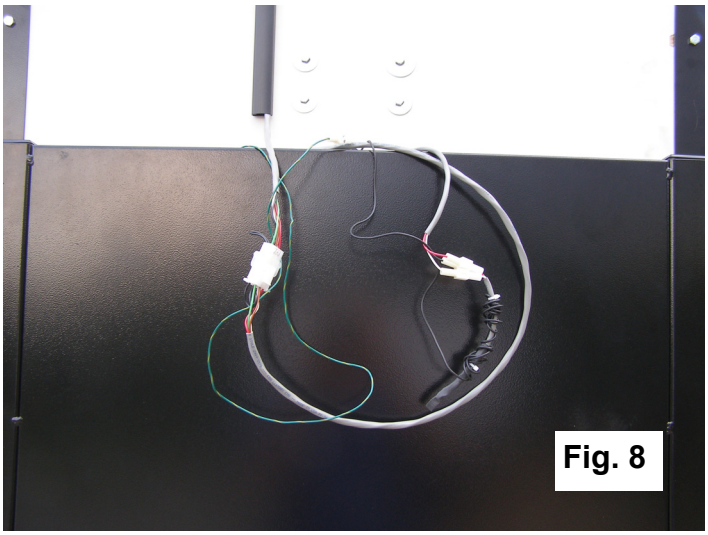

**Fig. 8**

Install the rebound guard to the front of the game using (2) 1/4-20 X 1 1/2" button head screws, (4) flat washers and (2) Nylock nuts. (See Fig. 9)

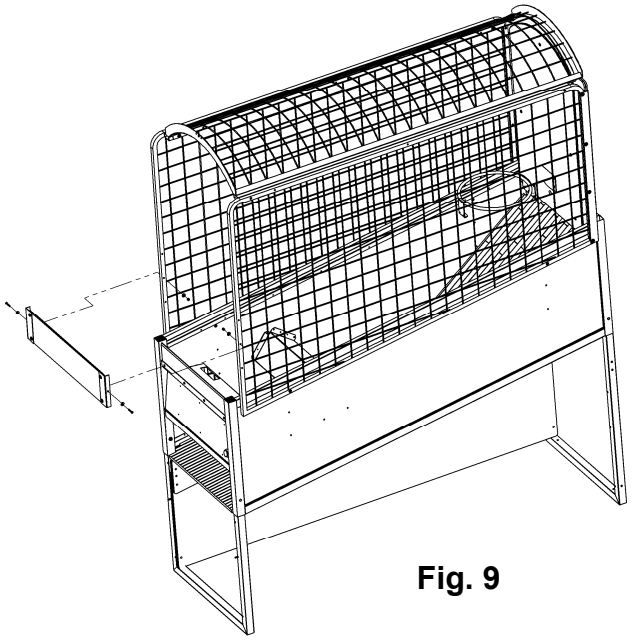

**Fig. 9**

Unbox the Front Cabinet and attach the Leveling Feet to the bottom of the cabinet. Extend the feet approximately 4" . This will allow the holes in the Front Cabinet assembly line up with the holes in the Rear Cabinet legs. (See Fig. 10)

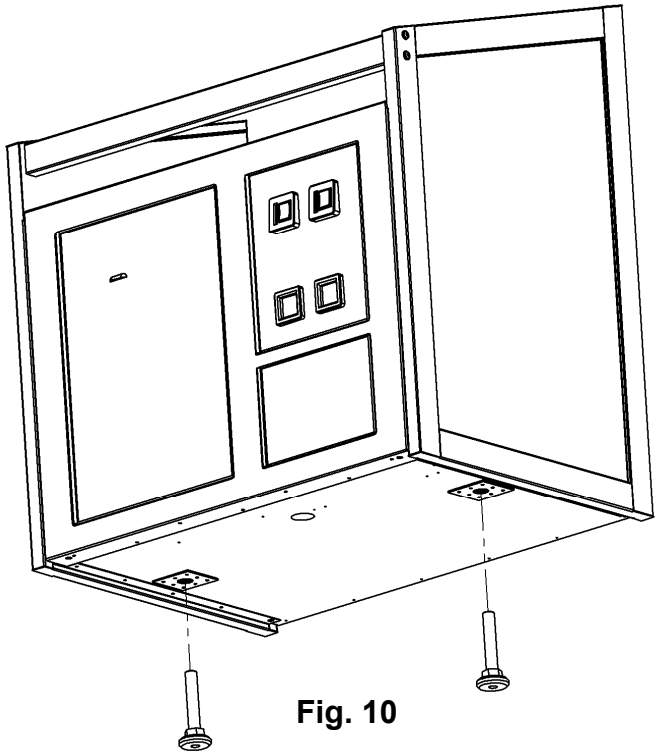

**Fig. 10**

# ASSEMBLY

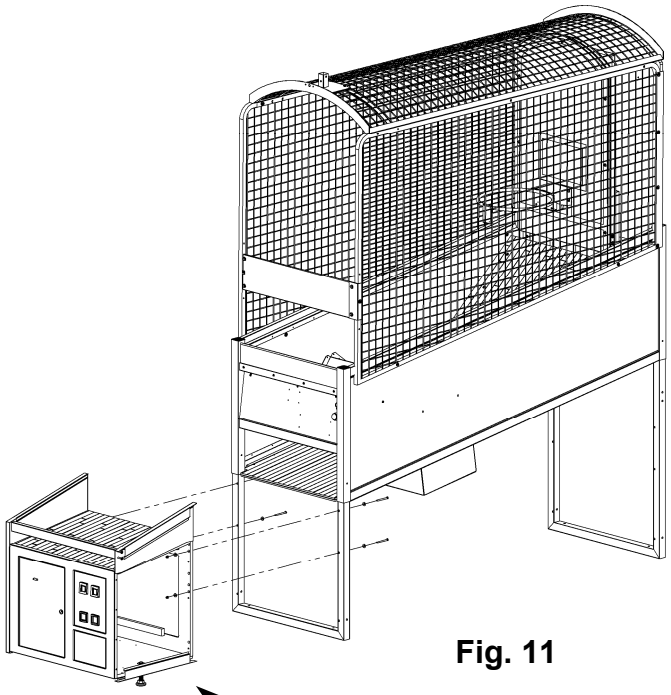

Fig. 11

Note: Front Cabinet shown with the side panel removed for clarification of assembly.

Remove the rear door from the Front Cabinet to allow easier access to the mounting hardware.
Move the Front Cabinet to the front of the Rear Cabinet and bolt it to the frame by installing the mounting bolts through the back of the front legs and into the front cabinet's mounting holes. Secure with (4) 1/4-20 X 3" security head Allen bolts and 4 flat black washers. (See Fig. 11)

Locate the harness that is tie wrapped up at the front of the Rear Cabinet. Cut the tie wrap and feed the harness through the frame and into the opening in the rear of the cabinet. Connect the harness to the connectors located inside the cabinet. (See Fig. 12A & 12B)

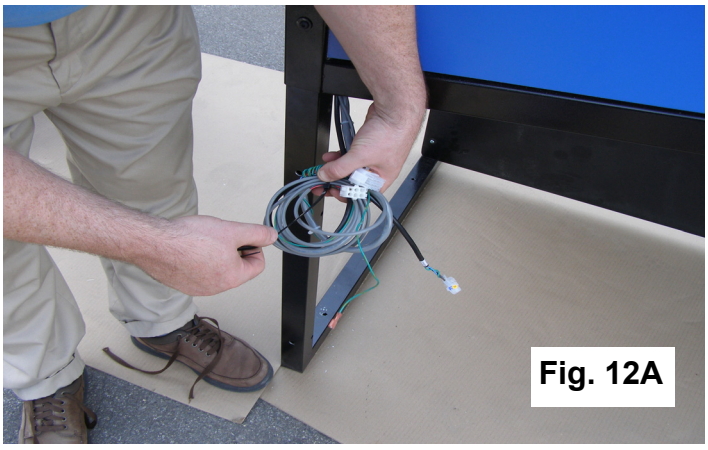

Fig. 12A

After one side of the game has been assembled, the other side may be assembled in the same manner.

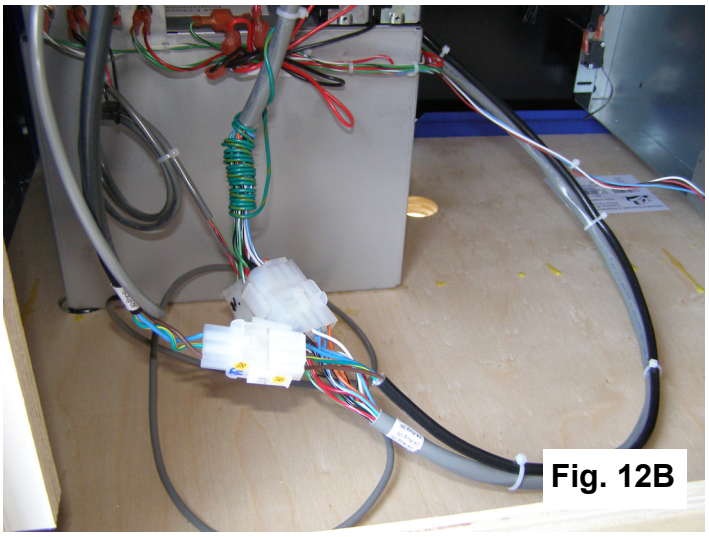

Fig. 12B

When both a Left and a Right hand game have been assembled, the games are almost complete. Before they are moved together (side by side), a Marquee mounting bracket has to be attached to each of the games. Be sure that the games are close to where they will be located. Once the Marquee is attached, the games will be very difficult to move without causing damage to the Marquee and the games themselves. This may also be a good time to run the power cords from both games towards the back of the games.

To attach the Marquee mounting bracket, remove one bolt from the top front of the Cage Assembly. Remove the 2nd bolt from the front of the game and discard. Attach the Marquee bracket as shown, using the included hardware. Be sure that you have the correct bracket for the side of the game you are attaching it to. (See Fig. 13) Repeat for the other side.

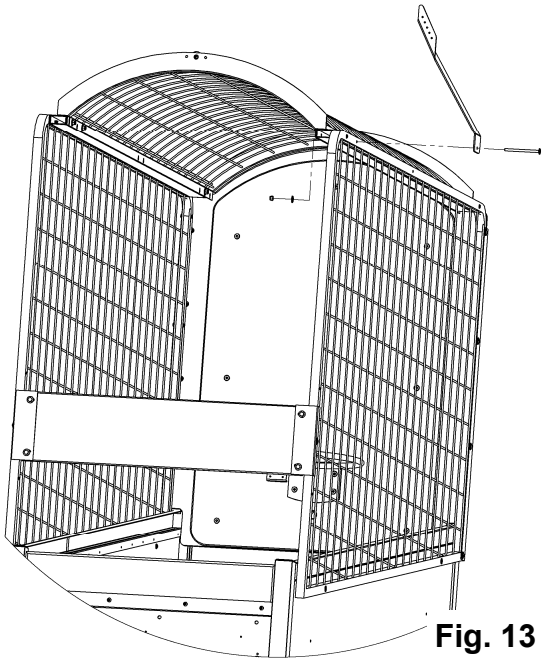

Fig. 13

# ASSEMBLY

When the Marquee brackets have been attached, move the Left and Right side games together. (See Fig. 14)

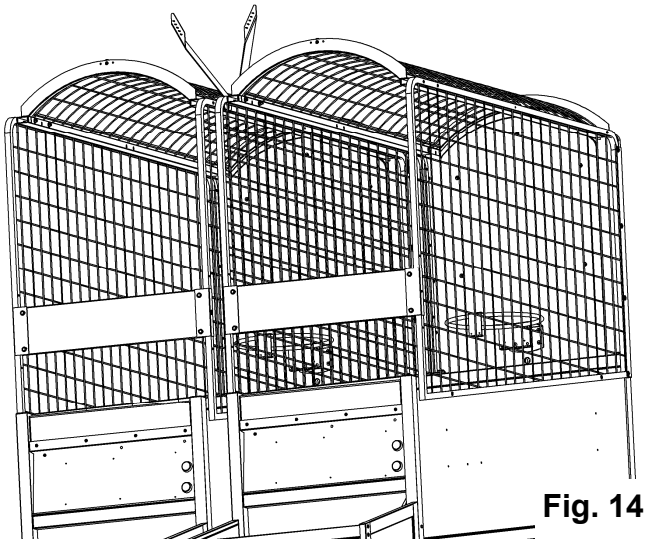

**Fig. 14**

Be sure that the power cords are plugged into the wall outlet. The power cords are routed from the back of the game. Be sure that the games are on the correct sides. The decals on the Rear Cabinets should be visible, if the games have been positioned correctly. Once the games have been assembled and properly positioned, the marquee may now be attached.

Carefully unpack the Marquee and remove the protective covering. Be careful not to hit or bump the plug on the back of the Marquee housing. (See Fig. 15)

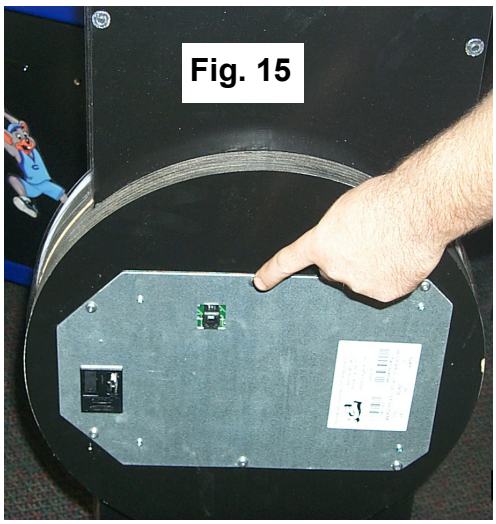

**Fig. 15**

With one person in each game, carefully lift up the Marquee to the top of the games. Insert the threaded studs in the Marquee into the holes in the curved top sections of the Cage Assemblies. Attach the Marquee securely using a 5-16 washer and lock nut included in the hardware kits.

Once the Marquee is attached by the 2 threaded studs, the 2 brackets that were previously installed may now be attached to the Marquee using 5 #8 black wood screws included in the hardware kit. A cordless drill is recommended to attach the brackets. Tighten the screws securely but be careful not to strip out the holes. (See Fig. 16)

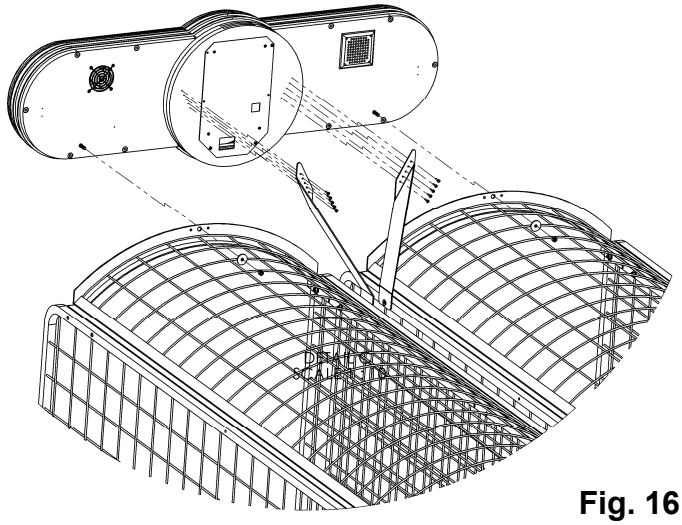

**Fig. 16**

Once the Marquee has been attached, the wire harnessing can now be run.

Attach the power cord to the receptacle on the back of the Marquee. Run the power cord along the top center of the games to the rear of the game. Attach the loose harnessing with wire ties.

To connect the games, open the control panel on each game by removing the 3 Allen head bolts and washers that secure the panel to the frame. Tilt the panel forwards. Plug in one of the phone cords supplied in the hardware kit to a receptacle on the Main Board in one game. Run that wire between the games and connect to a receptacle on the Main Board in the second game. Plug in a second phone cord into a receptacle on either Main Board and run the phone cord up to the Marquee. Plug the cord into the receptacle on the back of the marquee. Secure loose harnessing using wire ties.

Put the basketballs into the game. BE SURE THAT THEY ARE NOT OVER INFLATED. THIS COULD CAUSE THE BALL GATE TO OSCILLATE EXCESSIVELY.

Plug the game in and follow the game set-up procedures listed in this manual.
Test the game completely after set-up, and call our service department if you have any problems, questions or comments.

## I.C.E. SERVICE DEPARTMENT

**716-759-0360**

NORMAL BUSINESS HOURS ARE:
MONDAY – FRIDAY, 9:00 AM TO 6:00 PM EST

# CUSTOMIZING YOUR GAME

## CUSTOMIZING YOUR GAME

This section will discuss subjects such as setting up credits, time per game, awards, etc. the section below will show how to enter into the programming mode and how to adjust many of the game's operating parameters.

## ENTERING SET-UP MODE

You must enter set-up mode to adjust all of the game features. This can be accomplished in the following manner:

1. Open the game's coin door. This is the upper door located on the upper right side of the lower cabinet.

2. Locate the Programming button. It is located on the left hand side of the bracket that is attached to the cash box enclosure. The Programming button instruction decal is located on the cash box enclosure. This will give you a brief description of the features outlined below, as well as how to use them.

3. Press the Programming button.

4. If you wish to only read the "Counter", look at the "Player" display to get the latest counter information. Once you are done reading the counter, press the Programming button once again to return to game play.

## CHANGING GAME SETTINGS

WHEN YOU PUSH THE Programming button, you will notice that along with the counter numbers shown in the "Player" location, there is a #1 shown in the "Credits / Time Left" display. This is the Programming "mode" number. Each programmable "mode" on the game has a number associated with it.

1. To advance through the different modes, press the "Start" button. Each push of the button will advance you to the next mode. Whenever you are done with any programming changes, push the Programming button to return to normal game play.

2. The current value for each mode will be shown in the "Player" location.

3. To change the shown value, press the Up or Down buttons.

## PROGRAMMING

### MODE #1
### COIN MECHANISM #1

This adjusts the amount of coins needed to receive 1 credit on the game's LEFT HAND COIN MECHANISM. Set this number from 1 to 8 to reflect how many coins per credit. (Example: 2 Quarters per credit—enter the number 2) The default setting for this mode is 1.

### MODE #2
### COIN MECHANISM #2

This adjusts the amount of coins needed to receive 1 credit on the game's RIGHT HAND COIN MECHANISM. Set this number from 1 to 8 to reflect how many coins per credit. (Example: 2 Quarters per credit—enter the number 2) The default setting for this mode is 1.

### MODE #3
### CREDITS PER DOLLAR BILL

This option controls how many credits you will receive for each dollar bill inserted. Setting this number to "0" will turn this feature off. Set this number from 1 to 8 to reflect how many credits per dollar. The default setting for this mode is 4.

### MODE #4
### TIME PER CREDIT

This adjusts, in seconds, how long each game will last. The game can be adjusted from 20 to 60 seconds. The default setting for this mode is 40.

### MODE #5
### GAME 1 POINTS PER AWARD

This adjusts how many tickets are given away for the game. The number displayed sets the points required to win an award. Setting this number to "0" will turn off the dispenser. Set this number from 1 to 50 to reflect how many points per ticket. The default setting for this mode is 4.

### MODE #6
### JUST FOR PLAYING

This adjusts how many tickets are given away, just for playing the game. Payout is at the end of the game. If a player does not achieve enough points to win at least the amount set in mode 6, they will always get the initial tickets given out. (mercy tickets) Setting this number to "0" will turn this feature off. Set this number from 1 to 10 to reflect how many tickets will be given away. The default setting for this mode is 1.

# CUSTOMIZING YOUR GAME

## MODE #7
## AWARD THRESHOLD

This mode is used to set the minimum number of points needed to get any awards whatsoever. Set this number from 1 to 8 to reflect the number to match the score you wish to achieve before awards are dispensed. Setting this number to “0” turns the feature off. The default setting for this mode is “0”.

## MODE #8
## AWARD CAP

This mode is used to set the maximum number of awards a player may obtain. Set this number from 0 to 50. The default setting for this mode is 5.

## MODE #9
## ATTRACT INTERVAL

This determines the length of time between attract modes. Change this number from 5 to 60 to change the amount of time in MINUTES between attract modes. Setting this number to “0” turns this feature off. The default setting for this mode is “0”.

## MODE #10
## CREDIT DISCOUNTING

This mode enables the game to give the players an extra game when multiple coins are inserted. The number shown will be how many coins must be inserted for an extra game. Example: setting a “6” would mean that for every 6 coins inserted, an extra game would be given. Set this number from 0 to 10. Setting a “0” turns this feature off. The default value for this mode is”0”.

## BURN IN SELF TEST MODE

This allows you to enter the BURN-IN SELF TEST MODE, which can be very handy in problem diagnostics. To enter this mode, press and hold the COMPETITION and SINGLE PLAYER buttons at the same time WHEN IN MODE #1.

Perform the following tests when in this mode:

1. Press the face panel push buttons to check for their proper operation. An audible sound will be heard if working properly.

2. The face panel push buttons should light if they are working correctly.

3. Move the coin mech micro switch wires. An audible sound will be heard if they are working correctly.

4. Throw a ball into the basket. If the sensor is working correctly, an audible sound will be heard.

To exit the self test mode, press the “Programming” button inside the coin door.

## GAME TESTING

It is easy and advisable to test your game after installation. After the game is set up and all options have been set up correctly, perform the following tests:

1. Test for proper acceptance of money.

2. Test for proper dispensing of tickets, if you have set that option.

3. Test for proper game play, including proper scoring.

4. Test for proper retention of game memory, when the game power is shut off and turned back on.

5. Be sure to check your electronic game counter and write down any information you may wish to record.

6. When testing linked games, be sure all of the game scores show up properly.

## MARQUEE PROGRAMMING

To enter programming, press and hold the Single Player button then reach inside the coin door and press the Program button. The marquee should now display “VOL” = 7. This is the first marquee programming mode for adjusting volume. To change modes, press the Single-Player button. To change the value of a mode use the Up/Down buttons next to the Programming button.

The modes are as follows:

1. “VOL” Volume
2. “SCR” Score-value needed to win jackpot
3. “JCK” Jackpot-amount of tickets to be awarded
4. N/A (Formerly the progressive option)
5. “CAP” Should be set to “0” because it caps the progressive jackpot
6. “DEC” Value decrementing the jackpot score to adjust for less talented players
7. “HLD” retains jackpot value

# QUICK TROUBLESHOOTING FOR GAMES

| PROBLEM | PROBABLE CAUSE | SOLUTION |
|---|---|---|
| NO SPOTLIGHT | BAD FUSE AT POWER MODULE<br>GAME UNPLUGGED<br>TRIPPED CIRCUIT BREAKER<br>DAMAGED POWER CORD<br>BURNED OUT BULB<br>GAME WIRING BAD | INSPECT MAIN FUSES<br>CHECK POWER CORD<br>CHECK BREAKER BOX<br>REPLACE CORD<br>REPLACE BULB<br>CHECK WITH VOLTMETER |
| BALL GATE WILL NOT OPEN OR CLOSE | BAD OR LOOSE MICROSWITCH<br>BAD FUSE ON MAIN PC BOARD<br>BAD WIRING TO SWITCH OR MOTOR<br>BAD MAIN PC BOARD<br>BAD GEAR BOX<br>BALL GATE STOP IMPROPERLY SET | CHECK OR RETIGHTEN<br>CHECK ALL FUSES<br>CHECK WITH VOLTMETER<br>REPAIR OR REPLACE PC BOARD<br>REPLACE GEAR BOX<br>RE-ADJUST UNTIL CAM TOUCHES MICROSWITCH |
| PUSHBUTTONS DO NOT LIGHT OR WORK PROPERLY | BAD BULB IN BUTTON<br>BAD MICROSWITCH IN BUTTON<br>BAD WIRING TO MAIN PC BOARD<br>BLOWN FUSE ON MAIN PC BOARD<br>BAD MAIN PC BOARD<br>BUTTON STUCK SHUT | CHANGE LIGHT BULB<br>REPLACE MICROSWITCH<br>CHECK WITH VOLTMETER<br>CHECK ALL FUSES<br>REPLACR MAIN PC BOARD<br>REMOVE AND CLEAN BUTTON |
| BALLS DO NOT SCORE CORRECTLY | BAD SENSOR<br>SENSOR DIRTY<br>REFLECTIVE STRIP DIRTY<br>BAD HARNESSING OR WIRING<br>BAD MAIN PC BOARD<br>BAD BATTERY | REPLACE SENSOR<br>CLEAN (USE NO SOLVENTS)<br>CLEAN (USE NO SOLVENTS)<br>CHECK WITH VOLTMETER<br>REPLACE MAIN PC BOARD<br>CHECK CHARGING CIRCUIT OR REPLACE BATTERY |
| GAME DOES NOT TAKE OR ADD MONEY CORRECTLY | BAD MAIN PC BOARD<br>BAD MICROSWITCH OR DBV<br>BAD WIRING TO MICROSWITCH OR DBV<br>GAME PROGRAMMING SET WRONG | REPLACE MAIN PC BOARD<br>REPLACE SWITCH OR DBV<br>CHECK WITH VOLTMETER<br>RESET GAME PROGRAMMING |
| GAME DOES NOT DISPENSE TICKETS CORRECTLY | BAD TICKET DISPENSER<br>BAD WIRING TO DISPENSER<br>OUT OF TICKETS<br>TICKET SENSOR IS DIRTY<br>DISPENSER JAMMED<br>GAME PROGRAMMING SET WRONG<br>BAD MAIN PC BOARD | REPLACE TICKET DISPENSER<br>CHECK WITH VOLTMETER<br>ADD TICKETS<br>CLEAN SENSOR ON DISPENSER<br>REMOVE TICKET JAM<br>RESET PROGRAMMING<br>REPLACE MAIN PC BOARD |
| NO OR LOW GAME SOUND | VOLUME TURNED DOWN<br>DEFECTIVE VOLUME POT<br>BAD SPEAKER<br>BAD WIRING TO MAIN PC BOARD<br>BAD MAIN PC BOARD | TURN UP VOLUME<br>REPLACE POT<br>REPLACE SPEAKER<br>CHECK WITH VOLTMETER<br>REPLACE MAIN PC BOARD |
| BALLS DO NOT DISPENSE QUICKLY ENOUGH OR JAM IN THE GAME | GAME HAS EITHER TOO MANY OR TOO FEW BALLS | GAME IS DESIGNED TO WORK WITH 7 BALLS |
| ALARM GOES OFF FREQUENTLY | BALL GATE CAN NOT CLOSE<br>BALL SENSOR WORKING INCORRECTLY<br>BAD MAIN PC BOARD<br>BALLS JAMMED IN GATE | (SEE BALL GATE)<br>(SEE BALL SENSORS)<br>REPLACE MAIN PC BOARD<br>TOO MANY BALLS IN GAME |
| DISPLAY LED'S DO NOT WORK PROPERLY | BAD MAIN PC BOARD<br>BAD FUSE ON MAIN PC BOARD | REPLACE PC BOARD<br>CHECK ALL FUSES |
| GAME WILL NOT RETAIN CUSTOM PROGRAM SETTINGS | BAD MAIN PC BOARD<br>BAD OR WEAK MEMORY BATTERY | REPLACE PC BOARD<br>REPLACE BATTERY ON MAIN PC BOARD |

# QUICK TROUBLESHOOTING FOR MARQUEE

## OVERVIEW

The following section will give you information on quick troubleshooting of the Marquee as well as detailed repair procedures. Since the Marquee is all electronic, and quite simple, any repair should be easy to accomplish. Please keep in mind that these directions will apply to the basic Marquee and that there may be many variations for different game applications. All Marquee variations basically work the same. Please read all of the notes and warnings carefully given throughout this section.

WARNING: EXERCISE CAUTION WHENEVER WORKING WITH ELECTRONICS. THEY CAN BE VERY SUSCEPTABLE TO DAMAGE FROM SHORT CIRCUITING OR PHYSICAL ABUSE. ALWAYS UNPLUG THE MARQUEE WHEN WORKING ON HIGH VOLTAGE AREAS OF THE MARQUEE, SUCH AS THE TRANSFORMER.

USE EXTREME CAUTION WHEN USING VOLTMETERS TO DO CIRCUIT CHECKS, IF THE MARQUEE POWER HAS BEEN LEFT ON.

ALWAYS REMOVE THE BATTERY BACK-UP POWER WHEN WORKING ON THE MARQUEE. THIS IS NECESSARY AS SOME CIRCUITS ARE CONSTSNTLY UNDER POWER FROM THE BATTERY.

WHEN USING A VOLTMETER, BE SURE IT IS SET TO THE CORRECT VOLTAGE OR RESISTANCE BEFORE USING. THIS CAN PREVENT POSSIBLE DAMAGE TO THE MAIN PC BOARD OR MISDIAGNOSIS.

ALWAYS REMOVE POWER TO THE MARQUEE WHEN PLUGGING OR UNPLUGGING PC BOARDS.

IT IS NECESSARY TO USE I.C.E. REPLACEMENT PARTS TO CONTINUE WARRANTY COVERAGE. USE OF NON I.C.E. APPROVED PARTS WILL NOT ONLY VOID YOUR WARRANTY, BUT COULD CAUSE SERIOUS HARM TO THE MARQUEE OR CAUSE SERIOUS BODILY INJURY.

IF YOU HAVE ANY QUESTIONS REGARDING REPAIR AFTER READING THIS SECTION, PLEASE CALL OUR SERVICE DEPARTMENT AT:

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

## OPERATIONAL BACKGROUND

The Bonus Marquee is a microprocessor controlled display unit, with built in sound.

The object of the Marquee is to create greater player interest in the games they serve, by adding a large Ticket Bonus.

The Marquee operates with 1 motherboard with an integrated power supply and transformer. On games that use 220 VAC, a separate step-down transformer is used to supply the proper AC line voltage to both the motherboard and fluorescent lighting.

An L.E.D. display PC Board is used to display all pertinent information to the player. The PC Board is controlled by the motherboard through an integral serial interface.

The fluorescent lighting is controlled through a relay on the motherboard. This allows the Marquee to appear to be “asleep” when the host games are turned off.

# QUICK TROUBLESHOOTING FOR MARQUEE

| PROBLEM | PROBABLE CAUSE | SOLUTION |
|---|---|---|
| MARQUEE NOT TURNED ON | NO A.C. POWER<br>BAD FUSE ON MAIN BOARD<br>PHONE LINE NOT CONNECTED *<br>GAMES NOT TURNED ON * | INSPECT MAIN FUSES<br>REPLACE MAIN BOARD FUSES(S)<br>* THE MARQUEE WILL APPEAR TO BE TURNED OFF UNDER THESE CONDITIONS, WHEN IN FACT IT IS POWERED UP. THIS IS DUE TO THE "SLEEP" MODE |
| DISPLAYS NOT WORKING CORRECTLY | BAD DISPLAY CONNECTOR<br>BAD DISPLAY BOARD<br>PHONE LINE NOT CONNECTED *<br>GAMES NOT TURNED ON * | REPLACE CONNECTOR<br>REPLACE DISPLAY BOARD<br>* THE MARQUEE WILL APPEAR TO BE TURNED OFF UNDER THESE CONDITIONS, WHEN IN FACT IT IS POWERED UP. THIS IS DUE TO THE "SLEEP" MODE |
| FLUORESCENT LIGHT NOT WORKING | BAD MAIN BOARD<br>BAD FLUORESCENT BULB<br>BAD MAIN BOARD<br>PHONE LINE NOT CONNECTED *<br>GAMES NOT TURNED ON * | REPLACE MAIN BOARD<br>REPLACE BULB<br>* THE MARQUEE WILL APPEAR TO BE TURNED OFF UNDER THESE CONDITIONS, WHEN IN FACT IT IS POWERED UP. THIS IS DUE TO THE "SLEEP" MODE |
| NO ALARM SOUND | SPEAKER DISCONNECTED<br>SPEAKER DEFECTIVE<br>VOLUME TURNED DOWN | RECONNECT SPEAKER<br>REPLACE SPEAKER<br>ADJUST VOLUME |
| MARQUEE WILL NOT KEEP LAST BONUS VALUE AT POWER DOWN | MARQUEE PROGRAMMED NOT TO RETAIN VALUE<br>BACK UP BATTERY WORN OUT | RE-PROGRAM SETTING<br>REPLACE BATTERY |

# MAINTENANCE & TROUBLESHOOTING

## OPERATIONAL BACKGROUND

The following will outline the basic operating principles of the **CHUCK E'S ALL STAR HOOPS™** basketball game.

The game incorporates a Reflex Photoelectric polarized sensor detection system for counting balls that go through the hoop.

The ball gate uses micro switches to determine positioning of the gate, which are activated by the cam on the ball gate shaft.

The gear motor uses a combination of hardware and software control to protect against over current damage. When an over current condition is detected, the motor will shut off automatically. The game microprocessor will then decide whether or not the motor should be turned on. It will also determine at that time which way the motor should run.

## MECHANICAL REPAIR

IMPORTANT: USE ONLY ICE REPLACEMENT PARTS WHEN SERVICING YOUR GAME. USING NON-ICE APPROVED PARTS COULD VOID YOUR WARRANTY, AND COULD CAUSE SERIOUS DAMAGE TO THE GAME OR INJURY TO OTHERS.

IF YOU HAVE ANY QUESTIONS REGARDING REPAIR AFTER READING THIS SECTION, CALL OUR SERVICE DEPARTMENT BEFORE PROCEEDING AT:

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

### BALL GATE SERVICE:

- Remove both battery and AC power
- Unfasten the (6) square drive screws and remove the ball gate housing, located on the right hand side of the ball gate assembly.
- Unbolt the control panel from the front of the game to gain access to the control panel.
- Unplug the two mate-lock connectors (2 pin connector with the yellow/black and brown/white wires and the three pin connector with the red, black and blue wires) located to the right of the transformer. Cut any tie-wraps holding the harnessing.
- Remove the two bolts that hold the ball gate bearing in place, located on the left hand side of the assembly. (Hint: a long extension on a ratchet can be helpful for this operation.)
- Pull the ball gate from the end by the bearing towards you. (the front of the game)
- The gear motor can now be pulled away from the retaining bracket.
- Remove the two Allen head set screws to remove the ball gate from the gear motor.
- NOTE: When removing wires from the micro switches or motor, it is VERY important to make sure all wires are returned to their proper terminals. Failure to do so will result in improper operation of the ball gate and could damage the game. The wires are color coded so it will be easy to document where each wire goes.
- IMPORTANT: Mark the position of the micro switch mounting bracket so that the switch actuators will line up correctly with the cam on the ball gate when the unit is re-assembled.
- Use thread locking compound on the Allen head set screws when re-assembling the ball gate to the gear motor.
- Assemble in reverse order of disassembly. Tighten all hardware securely.
- Re-test for proper operation
- Temporarily shut off AC power, reconnect battery and turn AC power back on.

### LIGHT BULB REPLACEMENT:

- WARNING: TURN OFF GAME POWER BEFORE REPLACING THE LIGHT BULB.
- Replace the bulb by removing the screws that secure the control panel to the game. Carefully remove the control panel, and set it on the front of the game. Replace the light bulb and install the control panel to the game.

REPLACEMENT BULB:

110 WATT ROUGH SERVICE SPOTLIGHT

### HOOP SENSOR REPLACEMENT:

- Turn off all AC power to the game and unplug the battery back-up circuitry. (disconnect the 2 pin mate-lock connector from the PC Board)
- Standing in the ball return tray, unscrew the (2) screws and remove the bracket that contains the sensor from the bracket on the back of the hoop.

- Disconnect the single mate lock connectors from the gray sensor cable behind the backboard. Remove the gray wire feeding through the backboard harness hole. Remove the sensor assembly. Note how the sensor cable is attached.

- Remove the sensor from the bracket by pushing the (2) tabs on the top of the sensor, through the bracket. Snap in the new sensor.

- Reattach the sensor bracket to the hoop bracket and reconnect the sensor cable. Be sure to route the sensor cable in the same manner.

# MECHANICAL MAINTENANCE

IMPORTANT: FOLLOW THE SUGGESTED MAINTENANCE TO ENSURE THE BEST OPERATION POSSIBLE FOR YOUR GAME.

## GENERAL CLEANING

Clean the surfaces of the cabinet and decals with a commercial cleaner such as 409™ or Fantastic™. Do NOT use cleaners such as Wildcat pinball cleaner or alcohol. It can take the finish off of the decals. Use Pledge™ on all plastic and painted surfaces. This product works especially well on clear plastics. Please note that other spray polishes do not work as well.

## BASKETBALLS

The basketballs should be checked every week for proper inflation. A bicycle tire pump and inflating needle can be purchased at any sporting goods store and most large discount stores.

Keeping the balls properly inflated will make it more difficult to pull them past the ball gate. It will also create more realistic basketball action when interacting with the hoop. Any 8” basketball will work with this game.

NOTE: DO NOT OVER-INFLATE THE BASKETBALLS. THIS CAN CAUSE DAMAGE TO THE BALL AND SHORTEN THE LIFE OF THE BALLS.

# ELECTRONIC AND ELECTRICAL REPAIR

The following section will describe repair procedures and trouble shooting hints for the game electronics.

Please read the section “Operational Background” in the beginning of Maintenance and Trouble Shooting to get a good understanding of the game’s basic operating parameters.

WARNING: EXERCISE CAUTION WHENEVER WORKING WITH ELECTRONICS, THEY CAN BE VERY SUSCEPTIBLE TO DAMAGE FROM SHORT CIRCUITING, OR PHYSICAL ABUSE. ALWAYS UNPLUG THE GAME WHEN WORKING ON HIGH VOLTAGE AREAS OF THE GAME, SUCH AS THE TRANSFORMER.

USE EXTREME CAUTION WHEN USING VOLTMETERS TO DO CIRCUIT CHECKS IF THE GAME POWER HAS BEEN LEFT ON.

ALWAYS REMOVE THE BATTERY BACK-UP POWER WHEN WORKING ON THE GAME. THIS IS NECESSARY AS SOME CIRCUITS ARE CONSTANTLY UNDER POWER FROM THE BATTERY.

WHEN USING A VOLTMETER, BE SURE IS SET TO THE CORRECT VOLTAGE OR RESISTANCE RANGE BEFORE USING. THIS CAN PREVENT POSSIBLE DAMAGE TO THE PC BOARD OR MISDIAGNOSIS.

ALWAYS REMOVE POWER TO THE GAME WHEN PLUGGING OR UNPLUGGING PC BOARDS.

IT IS NECESSARY TO USE ICE REPLACEMENT PARTS TO CONTINUE WARRANTY COVERAGE. USE OF NON-ICE APPROVED PARTS WILL NOT ONLY VOID YOUR WARRANTY, BUT COULD CAUSE SERIOUS HARM TO THE GAME, OR CAUSE SERIOUS BODILY INJURY.

IF YOU HAVE ANY QUESTIONS REGARDING REPAIR AFTER READING THIS SECTION, CALL OUR SERVICE DEPARTMENT BEFORE PROCEEDING AT:

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

## FUSES

Fuses are the first items that should be checked when the game is inoperable or works incorrectly.

There are 5 fuses in the game. Two fuses are located in the electronics control panel on a fuse block to the right of the fan, above the transformer.

To check or service the fuses, FIRST REMOVE THE POWER CORD. FAILURE TO DO SO COULD RESULT IN SERIOUS INJURY OR DEATH. Using a small flat blade screwdriver, pry the fuse from the fuse block. Pull the fuse from the fuse block and test the fuses. Be sure to replace the fuses with the same type and value.

# MAINTENANCE & TROUBLESHOOTING

There are 3 fuses located on the Main PC Board. These fuses protect the low voltage sides of the game, the 5 volt and 12 volt sides, AC & DC. Be sure game power is off when checking or replacing these fuses. Replace the Main PC Board fuses with the original type and value.
USE SLO-BLO MDQ TYPE fuses only.
Other types of Slo Blo fuses may cause unexpected problems with the game.

## TRANSFORMER

ALL AC POWER MUST BE REMOVED FROM THE GAME WHEN SERVICING THIS COMPONENT. IT IS A GOOD IDEA TO ACTUALLY REMOVE THE POWER CORD FROM THE WALL OR FLOOR OUTLET WHEN CHANGING THE TRANSFORMER.

CAREFULLY document where each color wire goes BEFORE removing any wires.

Remove the 4 screws that hold the transformer to the game frame.

Replace and reconnect the transformer.

TAKE ANY FAST-ONS THAT WERE ON THE OLD TRANSFORMER COVERING THE UNUSED AC TERMINALS OFF AND TRANSFER THEM TO THE NEW TRANSFORMER. THIS IS NECESSARY AS THE LEADS ON THE TRANSFORMER HAVE POWER ON THEM.

## CHANGING AC VOLTAGES

When you receive your game from the factory, it should be set to the proper AC voltage. If for some reason however, it needs to be set to a different AC voltage, follow these directions.

Unplug the game from the AC outlet.

The AC input taps for the transformer are located on the front left hand side of the transformer, as viewed from the opening of the access door.

The AC taps can be further identified by the fact that there are 5 taps in a row. (The only place on the transformer where there are 5 taps in a row.)

The bottom tap is the 0 volt tap. One side of the AC line should always be left attached to this terminal.

The 5 taps FROM THE BOTTOM OF THE TRANSFORMER UP are as follows:

240 VAC
210 VAC
115 VAC
90 VAC
0 VAC

These numbers are also indicated on the transformer itself.

The AC wire that is on one of the above taps is the only wire you should move. Please use a blank fast-on, on any open terminals, to protect against shock hazards.

## MAIN PC BOARD

IMPORTANT: BEFORE REMOVING THE MAIN PC BOARD OR CHANGING THE MEMORY BATTERY, GO INTO THE OPTIONS MODE AND RECORD YOUR COUNTER AND GAME SETTINGS, SO THEY CAN BE RE-ENTERED AFTER SERVICING HAS BEEN COMPLETED.

The Main PC Board is located on the back of the Control Panel. Remove the 3 bolts that hold the panel to the game and flip the Control Panel out.

Remove all AC power before removing the Main PC Board.

Disconnect all mate-lock connectors from the PC Board.

Remove the 6 retaining fasteners and remove the PC Board.

Install in the reverse order.

If you are installing a new memory battery or new PC Board, after installation, reset all custom game programming into system memory.

## BALL SENSORS

Proper operation of the Basketball sensor is crucial to the proper operation of the game. If you find that there is no scoring or sound when a basket is made during a normal game then you should follow the Sensor troubleshooting hints provided below.

The basketball sensor is an optical device that uses a 90-degree reflector to minimize changes in ambient light conditions of your game during the day. The system comprises 4 total components for proper operation. The first component is the main board, second is the harness that connects the main board to the third component, the optical sensor, and finally the reflector. All of these components need to work properly for scoring to be achieved during game play.

The optical sensor transmits a polarized beam of near-infrared light to the reflector, which turns the light 90 degrees and returns the reflected beam back to the sensor. This sensor is located on the back of the hoop. You will find that there is a visible red light that is facing toward the

player and points to the reflector. On the back of the sensor you will find another light that indicates the status of the sensor. There are 4 conditions that this light can be in.

**Condition 1** is a solid red light. This is the normal condition indicating that all is well with the sensor. It is transmitting light and receiving enough light to operate properly. You should then block the light by placing a basketball in the hoop and the light should go green. If the light doesn't turn green then you probably have a bad sensor. If the light goes green and you do not get any scoring during the game then you should look into the main board or harness for the problem.

**Condition 2** is a blinking red light. This condition is a fringing light condition. This means that the sensor has enough light, but just barely, to work properly. The game will probably still work in this state but needs to be adjusted. See adjusting of the reflector below.

**Condition 3** is a green light indicating the sensor believes it is being blocked all the time. It was not blocked from power up or condition 4 would occur. This is generally a bad sensor.

**Condition 4** is no light at all. This means that the sensor may not have power so you should check the harness for proper connections. It can also mean that the sensor has never seen a beam from itself.

Adjusting of the sensor. A blank white piece of paper is necessary to adjust the sensor. You place the paper in front of the reflector at the other end of the hoop. You should see a red circle of light. This circle indicates the target of the optic sensor. The circle should be pointed to the middle of the reflector strip if the paper was not in the way. If it is not, then you need to bend the bracket holding the sensor up (towards the hoop) until it is. When you remove the paper you should see a solid red light on the back of the sensor. This indicates all is well. Proceed to testing the sensor by placing a ball in the hoop and seeing that the sensor indicates green. If so then continue to test the sensor by playing a game. If scoring doesn't occur properly then look to the main board or harness for the problem.

# OPTIONAL ACCESSORIES

## OVERVIEW

IF YOU DO NOT FIND ANSWERS TO YOUR QUESTIONS IN THIS SECTION, REFER TO THE ACCOMPANYING MANUAL FOR YOUR PARTICULAR PRODUCT, OR CALL OUR SERVICE DEPARTMENT.

### I.C.E. SERVICE DEPARTMENT

**716-759-0360**

NORMAL BUSINESS HOURS ARE:
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## TICKET DISPENSER

Refer to the supplied service manual for all information other than software settings.

The ticket dispenser comes pre-set from the factory to dispense 1 ticket for every 4 points scored. In addition to this, if the game player did not score enough points to get 1 ticket, the game is preset to give the player 1 ticket “just for playing”.

These settings can be adjusted by changing the ticket options in the “GAME OPTIONS” mode. If you change the memory battery or Main PC Board, you may have to reset the value for these options.

You can also set the game up so that the winner of MULTIPLE player games ONLY, wins tickets or that a certain amount of points must be scored BEFORE ANY tickets will be dispensed. This is the threshold option.

## DOLLAR BILL VALIDATOR

Refer to the supplied manual for all information other than software settings.

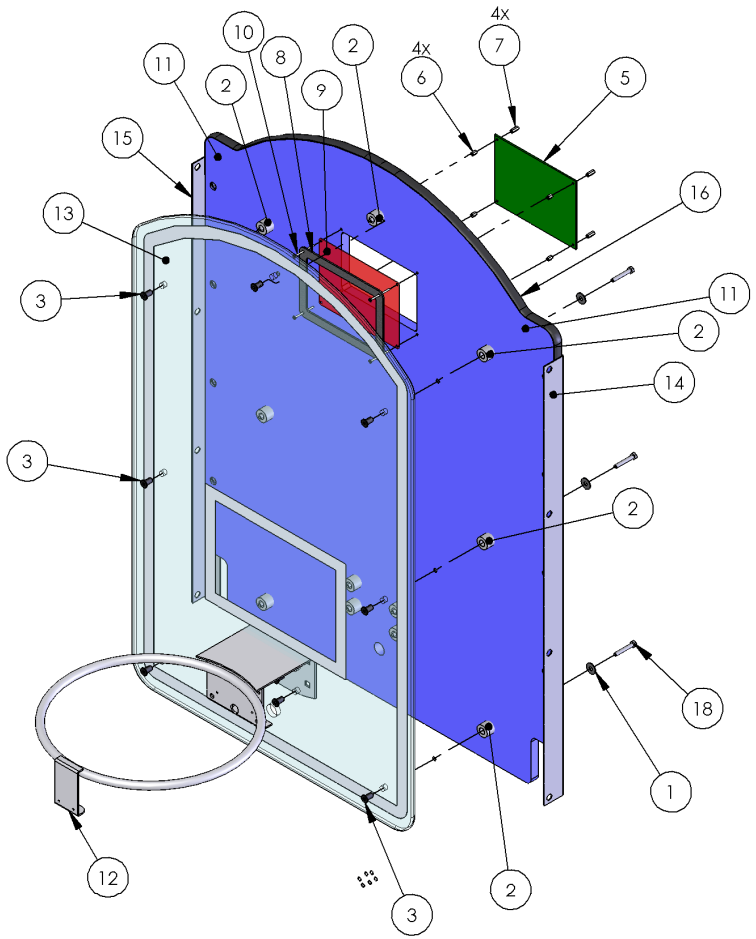
The validator normally requires no adjustments other than checking to see that the proper voltage is present. This Validator runs on 12 volt DC power, with a minimum of 11.5 volts DC. The Validator will not work correctly with voltages below that specified.

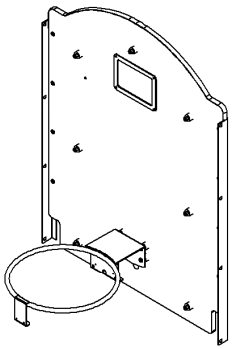
The validator may work improperly or not at all if it is not grounded properly.

The unit should be cleaned periodically to ensure proper operation. Blow out as much dirt as possible. Then use a cotton swab (Q-Tip) to get into the front opening to remove any remaining dirt or debris. Clean the stacker belts with a rubber rejuvenator. Clean any other dirt from the unit with isopropyl alcohol.

That game comes from the factory pre-set at 4 credits per bill. You can change this by entering the “GAME PROGRAMMING” mode. (See PROGRAMMING section for more information)

# PARTS



| ITEM NO. | PART NUMBER | DESCRIPTION | QTY. |
|---|---|---|---|
| 1 | 3036B | 5/16 x .875 WASHER (BLK) | 11 |
| 2 | NYLON SPACER | | 11 |
| 3 | 6110_1_4 - 20 Joint Connector | | 11 |
| 4 | 655 | #8 x 3/4 SQ. DRIVE (BLACK) | 8 |
| 5 | NB2032X | PCB - NBA DISPLAY | 1 |
| 6 | PC60642 | 6-32 x 3/8 HH SPACER 14HTSP007 | 4 |
| 7 | PC60641 | 6-32 x 5/8 HH SPACER 14HTSP007 | 4 |
| 8 | NB3014 | FILTER FRAME | 1 |
| 9 | CB3109 | RED FILTER UV | 1 |
| 10 | 6146 | 6-32X2 PRHMS | 4 |
| 11 | CB3160 | CEC BACKING PANEL | 1 |
| 12 | HF1039-P200 | HOOP | 1 |
| 13 | NB3005 | BACKBOARD | 1 |
| 14 | HF1119-P802 | BRACKET (BACKBOARD SIDE RIGHT) | 1 |
| 15 | HF1118-P802 | BRACKET (BACKBOARD SIDE LEFT) | 1 |
| 16 | 213-1 | T-MOLDING, BLACK X 45" LG. | 1 |
| 17 | 3074 | O RING - EXPANDED FOR 1/4 BOLT (NB & CB) | 11 |
| 18 | 6592 | 1/4-20 x 1-3/4" HHMB (ZINC) W/THREADLOCK | 11 |

Weight:



| REV. | DESCRIPTION | ECN # | BY | DATE |
|---|---|---|---|---|
| 1 | RELEASED FOR PROTOTYPE | | JPK | 9/15/2006 |

MGR./APPROVAL/DATE

VENDOR/DATE RECD

INNOVATIVE CONCEPTS IN ENTERTAINMENT
10123 Main Street Clarence, NY 14031
Research & Development: FAX. (716) 759-7907 TEL. (716) 759-0370

TOLERANCE UNLESS NOTED

| | |
|---|---|
| DEBURR EDGES, NO TOOL MARKS ON VISIBLE AREAS | |
| INSIDE RADIUS - ROUTERED CORNERS | 1/4" RAD. |
| THREE PLACE DECIMALS | ±0.015 |
| TWO PLACE DECIMALS | ±0.030 |
| ONE PLACE DECIMALS | ±0.060 |
| ANGULAR - SHEET METAL BENDS | ± 2° |

FINISH:

MATERIAL:

TITLE: CEC BACKBOARD ASSEMBLY

PART NO.: CB3160X

DESIGN:

DRAWN:

SCALE: 1:24 TO 'A' SIZE

DWG. NO.: CB3160X 1 of 1

REV. A

PRINT DATE: 10/27/2006 FILE LOCATION: Q:\Research and Development\CAD\~ Ice Projects\NB\NBdevelopment\CB1100X - Chuck E's All-Star Hoops\CB3160X

# PARTS

| ITEM NO. | PART NUMBER | DESCRIPTION | QTY. |
|---|---|---|---|
| 1 | CB3169X | MARQUEE BACK PANEL ASSEMBLY | 1 |
| 2 | CB3165 | MARQUEE ACRYLIC RING | 4 |
| 3 | CB3166 | MARQUEE SPACER | 2 |
| 4 | CB3115X | MARQUEE PLEX ASSEMBLY | 1 |
| 5 | 655 | #8 x 3/4 SQ. DRIVE (BLACK) | 14 |
| 6 | 6381 | #4 X 3/4" PH PAN TY AB SCREW | 2 |
| 7 | 6450 | 1/4-20 x 4" THREADED JOINT CONNECTOR | 2 |
| 8 | 6075 | 1/4 x 3/4 FLAT WASHER ZINC | 2 |
| 9 | PC60631 | 025-20 CABINET INSERT (J50115) | 6 |
| 10 | 6220 | 1/4-20 x 1-3/4 BSHCS (BLACK) | 6 |
| 11 | PC60636 | 1/4-20 x 3.0" LG. BSHCS (BLACK) | 8 |
| 12 | CB3106 | CEC MARQUEE SUPPORT L | 1 |
| 13 | CB3107 | CEC MARQUEE SUPPORT R | 1 |
| 14 | 6503 | 1/4-20 NYLOCK HEX NUT | 2 |

Weight:



| REV. | DESCRIPTION | ECN # | BY | DATE |
|---|---|---|---|---|
| A | RELEASED FOR PRODUCTION | | JPK | 9/15/2006 |
| B | REVISED ASSEMBLY | | DDL | 9/21/06 |

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DEBURR EDGES. NO TOOL MARKS ON VISIBLE AREAS
INSIDE RADIUS: ROUTERED CORNERS 1/4" RAD.
THREE PLACE DECIMALS ±0.015
TWO PLACE DECIMALS ±0.030
ONE PLACE DECIMALS ±0.060
ANGULAR - SHEET METAL BENDS 1° 2°

TOLERANCE UNLESS NOTED

FINISH:
MATERIAL:

TITLE: MARQUEE - CHUCK E'S ALL-STAR HOOPS
PART NO.: CB7100X
DESIGN: M.A.A. 8/31/2006
DRAWN:
SCALE: 1:15 TO A SIZE

DWG. NO.: CB7100x
REV.: B
1 of 2

MGR./APPROVAL DATE

VENDOR / DATE RECD

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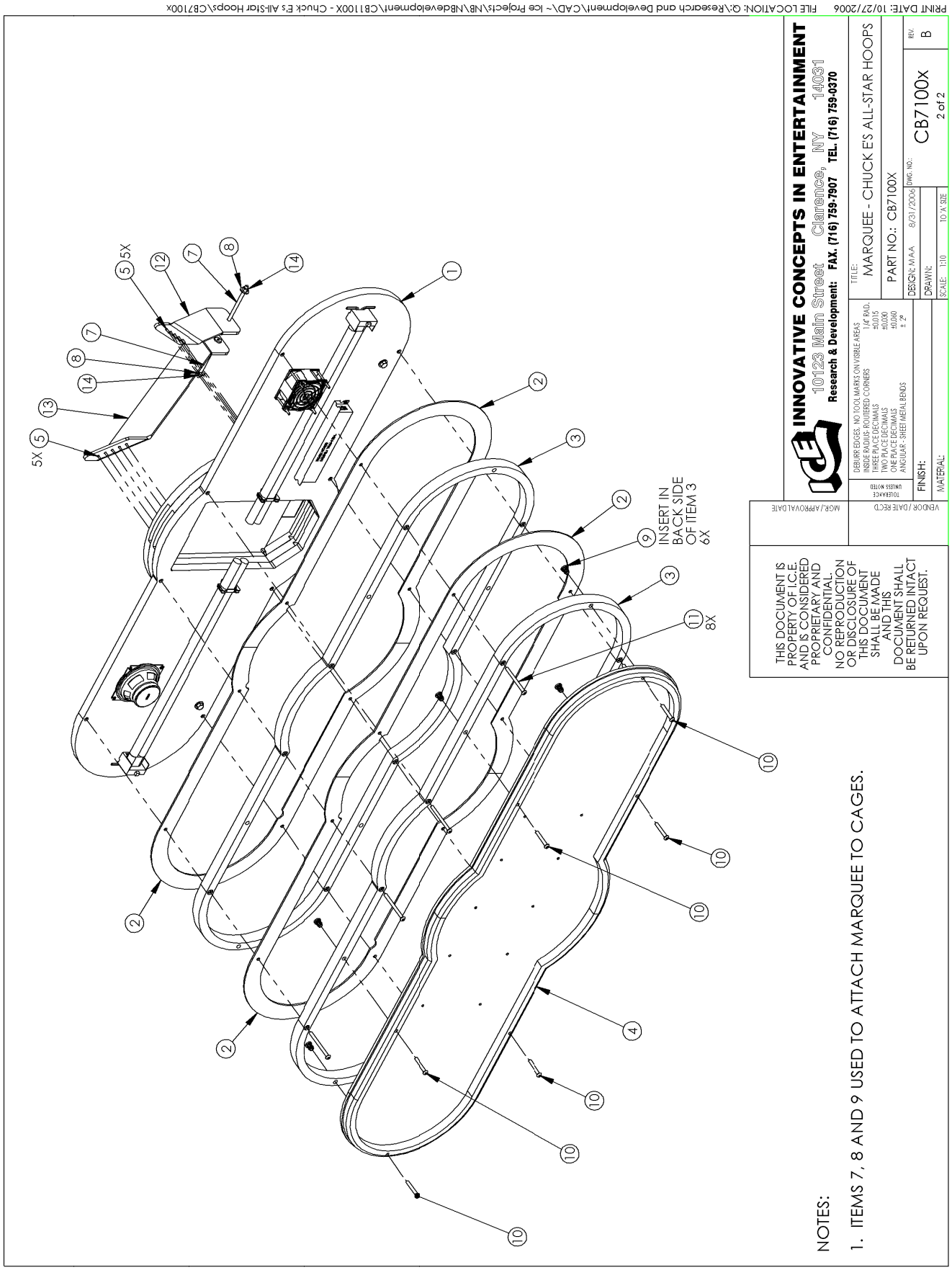
PRINT DATE: 10/27/2006 FILE LOCATION: Q:\Research and Development\CAD\~ Ice Projects\NB\NBdevelopment\CB1100X - Chuck E's All-Star Hoops\CB7100x

# PARTS


PRINT DATE: 10/27/2006 FILE LOCATION: Q:\Research and Development\CAD\~ Ice Projects\NB\NBdevelopment\CB1100X - Chuck E's All-Star Hoops\CB7100x
INNOVATIVE CONCEPTS IN ENTERTAINMENT
10123 Main Street Clarence, NY 14031
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MGR./APPROVAL/DATE
VENDOR/DATE EFCD
TOLERANCE UNLESS NOTED
DEBURR EDGES, NO TOOL MARKS ON VISIBLE AREAS
INSIDE RADIUS, ROUTERED CORNERS 1/4" RAD.
THREE PLACE DECIMALS ±0.015
TWO PLACE DECIMALS ±0.030
ONE PLACE DECIMALS ±0.060
ANGULAR - SHEET METAL BENDS ± 2°
FINISH:
MATERIAL:
TITLE: MARQUEE - CHUCK E'S ALL-STAR HOOPS
PART NO.: CB7100X
DESIGN: M.A.A. 8/31/2006
DRAWN:
SCALE: 1:10 TO 'A' SIZE
DWG. NO: CB7100x
2 of 2
REV: B
INSERT IN BACK SIDE OF ITEM 3 6X
5X
8X
NOTES:
1. ITEMS 7, 8 AND 9 USED TO ATTACH MARQUEE TO CAGES.

# PARTS LISTINGS

## GAME PARTS

### MECHANICAL PARTS

| | |
|---|---|
| NB1005NP | Coin door panel, frame |
| HF1006AX | Coin door assembly |
| HF1007-P802 | Ticket door |
| HF1008-P802 | Cash box door |
| BB1009 | Cash box enclosure (Galv.) |
| HF1016-P200 | Sensor Bracket |
| HF1019 | Bracket (backboard side) |
| HF1039A-P200 | Hoop (15 inch) |
| HF1154-P802 | Mesh Frame - Left |
| HF1155-P802 | Mesh Frame - Right |
| NB1056-P802 | Cage Top |
| NB1058 | Ball stop rail (Specify color) |
| NB1060-P100 | Ball Deflector |
| HF1062 | Rebound guard mtg. bracket |
| HS3001 | Basketball |
| NB3008 | Basketball Net - White |
| BB5001 | Cash box |
| 5014 | Door lock |
| 6459 | Allen wrench (security) |
| PC60615A | #2 square drive bit |

### ELECTRICAL & ELECTRONIC PARTS

| | |
|---|---|
| 2007 | Speaker |
| 2364X | Fan assembly |
| BT2002 | Transformer |
| BB2005 | Micro switch |
| BB2008 | Ball gate motor (3269) |
| BB2023 | Long life lamp bulb (5000 hr.) |
| BT2027X | 20 ft. line cord |
| HF2034X | Main PC Board |
| HR2005 | Push Button |
| NB2032X | Display PC Board |
| NB3004X | Net sensor assembly |
| PC20407 | Battery, 3.2 volt |

### GRAPHICS & DECALS

| | |
|---|---|
| CB7101 | Programming decal |
| CB7105 | Decal (Front Cabinet Left) |
| CB7106 | Decal (Front Cabinet Right) |
| CB7010 | Decal (Cash Door CEC Logo) |
| CB7111 | Decal (Ticket Door Chuck E) |
| CB7112 | Decal (Control Panel) |
| CB7113 | Decal (Backboard Logo) |
| CB7115 | Decal (Rear Cabinet Side Left) |
| CB7116 | Decal (Rear Cabinet Side Right) |
| 7031 | Decal (Suitable for indoor use only) |
| 7032 | Decal (Caution replace fuse…..) |
| 7033 | Decal (Warning disconnect power..) |
| 7035 | Decal (On/Off) |
| 7041 | Decal (Amp Slo-Blo) |
| CB9101 | Service manual |

## MARQUEE PARTS

### MECHANICAL PARTS

### ELECTRICAL & ELECTRONIC PARTS

| | |
|---|---|
| PP250X | Assembly (Socket) |
| 8312 | Bulb (ROHS) Philips PL-L 40W/4 |
| BW2017 | Bulb - Plastic Clip |
| BW2018 | Bulb - Plastic Support |
| MZ8284X | Ballast (Model #WH6-120-L) |
| 2000X | PCBA (Main) Jackpot Marquee |
| 2002X | Harness (Marquee Ground) |
| 2004X | 4” Fuse Jumper |
| E02315 | Fuse (ROHS) 3 Amp 250V Slo Blo |
| AR2007 | Speaker (ROHS) (6x9) |
| BB2006 | Power Module |
| FP2000X | PCBA (Display) |
| MS2764 | Assembly (Small Fan) |

### GRAPHICS & DECALS

| | |
|---|---|
| CB7127 | Bonus Marquee |

# 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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