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OWNERS AND SERVICE MANUAL

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INTRODUCTION

GAME FEATURES

Thank you for purchasing the new Pixy Prize™ game from I.C.E. We are happy to bring to you a new and exciting game, unlike anything previously seen in the industry. This unique game is sure to be a big part of your operation for years to come.

Pixy Prize™ is a Capsule dispensing "game" where a player tries to win a prize by rotating a "Pixy" character that tips over a gondola on a Ferris wheel. This happens if the Pixy's hand hits a target that is connected to the Gondola.



The payout of the game is totally adjustable through multiple adjustments that make it easy to customize your game. You can move the pixy's hand further and closer into the target to make it easier or harder to hit.



You can also adjust the wheel speed to "fine tune" your win percentage. Auto percentaging (where permitted by law) can be used to keep things simple once initially set up.

One of the highlights of the game is the unique reloading system.



After a prize is won, the Ferris wheel rotates until an empty gondola is on top. At this point the reloading system drops a capsule into the gondola. If there is more than one empty gondola, the operation will repeat until all of the gondolas have been refilled. The game in its stock form can hold up to 288 capsules. Adding the optional extension hopper, you can add an additional 500 capsules!

One of the things that make the game so flexible is not only is it a 2-player game, but both sides can be independently programmed. Further, a divider can be installed so that different prizes can be used on either side of the game. This gives the operator total control. If desired it can even be set up in a "Play 'till you win" mode

INTRODUCTION

The game is made to be both attractive and durable. Some of the great features of the game are as follows:

A unique reloading system that is totally visible to the consumer. Seeing this work adds a lot of "gee whiz" to the game.

All metal and plywood cabinet construction. All of the plywood is laminate covered. This is the most durable cabinet finish available. This is far superior to melamine or painted surfaces.

All acrylic clear plastic parts are Laser cut for a beautiful finish that is additionally much stronger than machined parts. Also, the edges are crystal clear.

Every aspect of game play is fully operator adjustable. The game also includes a resettable accounting mode to back up the mechanical counters.

All glass panels are 1/4" tempered for extreme strength and durability.

All game electronics are state of the art using proven, reliable components, and all game lighting is accomplished with high output reliable long life florescent lighting.

Please read this service manual fully. You will find it full of useful information that will help you to get the most from your new game.

The game features an audible "tilt" and anti-cheat alarm to help prevent vandalism.

GAME PLAY

The object of the game is to make the Pixy character spin around to tip over a gondola containing a prize.

The player inserts enough money to obtain a credit.

By timing his spin, the player hopes to tip a gondola over by hitting a target that is attached to it.

If the player tips the gondola far enough, the prize rolls down the front and out a chute under the control panel.

INSTALLATION

BEFORE YOU BEGIN

WARNING: WHEN INSTALLING THIS GAME, A GROUNDED A.C. RECEPTICLE MUST BE USED. FAILURE TO DO SO COULD RESULT IN INJURY TO YOURSELF OR OTHERS. FAILURE TO USE A GROUNDED RECEPTICLE 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 YOU'RE A.C. RECEPTICLE TO BE SURE THE GROUND IS FUNCTIONING PROPERLY.



3. It is necessary to make sure the game is level so the game will work properly. If the game is set up in an unlevelled state, unnecessary alarm sounding and game resetting will occur.

INSTALLATION

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

1. When installing the game, be sure you use a grounded A.C. outlet. If necessary, have it checked to be sure the ground is good.

THIS GAME IS DESIGNED TO DISIPATE 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. This is important since there is a plum bob anti-cheat device located in the upper left hand side of the cabinet, towards the back.

LOADING CAPSULES

WE STRONGLY RECOMMEND THAT CAPSULES SUPPLIED BY I.C.E. BE USED. CAPSULES SUPPLIED BY OTHER MANUFACTURERS MAY CRACK AND OPEN IN THE GAME RESULTING IN MECHANICAL JAMS THAT WILL PUT THE GAME OUT OF ORDER.

WHILE THESE JAMS WILL NOT HARM THE GAME, YOU COULD INCUR COSTLY DOWN TIME.

If you are using two different types or values of capsules, you will want to install the capsule separator into the game.



INSTALLATION

This will give you different types of capsules on each side of the machine. Due to the programming flexibility of the game, you will be able to set different difficulties, game costs, and payout percentages for each side.

If you are installing the capsule separator into the game, please follow the directions below.

1. Be sure game power is turned OFF.
2. Using a SAFE stepladder, open the top of the game.
3. Install the capsule separator as shown in the photograph using the six (6) square drive screws provided. (A square drive driver bit is included with the game for your convenience).



4. Load Capsules into the game. Carefully load the capsules hopper(s) at the top of the game.
5. When you turn the game on, the Ferris wheels will begin to automatically load after a short game initialization period.
6. After the Ferris wheels are filled, you will have additional room in the top of the hopper to add extra prizes if desired.

NOTE: IF YOU HAVE VERY VALUABLE PRIZES, YOU MAY WISH TO INSTALL AN ADDITIONAL LOCK, AS A PAD LOCK TO INCREASE GAME SECURITY.

INSTALLATION

ADJUSTMENTS FOR PAYOUT

THE SECTION BELOW GIVES YOU INFORMATION THAT IS CRITICAL TO PROPER PERCENTAGING OF THE GAME. PLEASE READ AND UNDERSTAND IT THOROUGHLY PRIOR TO PUTTING YOUR GAME INTO SERVICE.

To achieve proper payouts the game is adjusted in various ways. The game can be set up in manual adjustment mode or in "auto percentaging" mode.

One of the most important adjustments on the game is the position of the Pixy.

MOVING THE PIXY'S HAND POSITION IN RELATIONSHIP TO THE GONDOLA TARGET HAS THE MOST SIGNIFICANT IMPACT ON PAYOUT PERCENTAGE OF ANY ADJUSTMENT THAT CAN BE MADE.



Moving the pixy's hand position can dramatically change the winning percentaging of the game. If the hand contacts the entire target area (see photo) the win percentage will be very high. If the hand barely touches the target, the win percentage will be very low.

Moving the Pixy's hand position so that the fingertips hit the center of the target, the win percentage will be cut to 1/3rd of that before. (see photo).

Moving the hand further away from the target will further lower the winning percentage.

WE WOULD RECOMMEND THAT YOU START WITH THE FINGER TIPS OF THE PIXY SET TO THE CENTER OF THE TARGET. YOU CAN THEN TUNE YOUR PAYOUT BY MOVING THE PIXY'S POSITION LATER.

Adjust the Pixy as follows:

1. Turn off power to the game.
2. Open the front of the game to gain access to the Pixy character.
3. Unlock the control panel locks on the front sides of the game. Push the lock button, lift the latches and lower the control panel. You can now access the glass.



4. Lift up on the glass and pull out at the bottom.



INSTALLATION

5. Rotate the Pixy character by hand so that the hand is located in front of a target. Do not remove the Pixy character from the gearbox, just rotate it.



6. Loosen the 2 Allen head screws on the Pixy mounting plate to move the Pixy closer or further to the target.



7. Once the Pixy is positioned properly, retighten the Allen head screws.
8. Reinstall the glass, and close the game.

Ferris wheel speed is also important to maintain the proper percentaging of the game.

Once the Pixy position is fairly well established, the payout percentage can be "tweaked" by speeding up or slowing the wheel speed. This is done through the programming options. Please see the programming section for instructions on performing this operation.

The game also incorporates an AUTO PERCENTAGING mode. In this mode, the game will ATTEMPT to keep a payout that is consistent with the percentage that is set by the operator. For an explanation on how to set up this option, please refer to the programming section of the manual.

PLEASE NOTE: LIGHT CAPSULES WILL PAY OUT MORE REDILY THAN HEAVY CAPSULE PRIZES. PLEASE TAKE THIS INTO CONSIDERATION WHEN LOADING THE MACHINE WITH PRIZES. WHEN LOADING HEAVY AND LIGHT PRIZES TOGETHER, YOUR PAYOUT WILL HAVE TO BE AVERAGED OVER BOTH TYPES. IF YOU CONSISTANTLY USE BOTH TYPES OF PRIZES, YOU MAY WANT TO CONSIDER USING THE DIVIDER, SO YOU CAN SET UP BOTH SIDES TO ACCOMMODATE THE DIFFERENCE IN THE PRIZES.

PROGRAMMING OPTIONS

INTRODUCTION

The Pixy Prize™ game is extremely flexible from a programming standpoint. This allows the customer to "fine tune" the game to his or her exact needs.

This section will describe in detail each of the programming options and how they work.

PLEASE READ THIS SECTION THOROUGHLY BEFORE CALLING OUR SERVICE DEPARTMENT. MOST QUESTIONS REGARDING SET-UP AND OPERATION WILL BE FULLY EXPLAINED HERE.

The CHART at the end of this section gives you all of the programming options in one easy document. A copy of this programming chart is in the inside of the control panel on the game.

HOW TO USE THE CHART

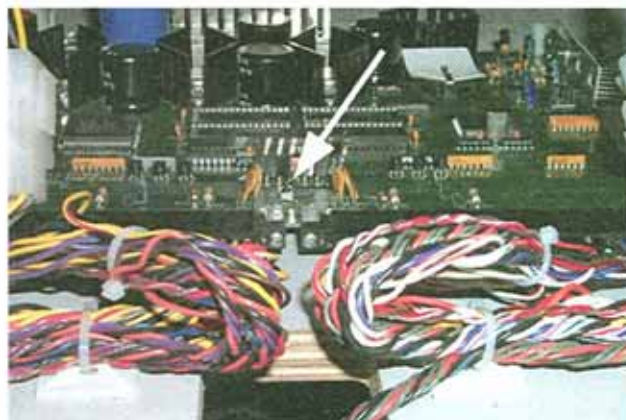
The chart is broken up into 9 columns.

1. The first column is the GL column. This shows options that are common to both player 1 (left hand side of the game), and player 2 (right hand side of the game). When adjusting an option from the GL column this change will affect both players of the game.
2. The second column is the P1 column. When adjusting an option from the P1 column, the changes made will ONLY be made to the left hand (player 1) side of the game.
3. The third column is the P2 column. When adjusting an option from the P2 column, the changes made will ONLY be made to the right hand (player 2) side of the game.
4. The fourth column is the OPTION NAME column. This column identifies the option type that is available for adjustment.

5. The fifth column is the NOTES column. This gives you a brief description of the option, as well as possible settings or specific directions regarding that option.
6. The sixth column is the MIN column. This gives you the minimum setting available for an option.
7. The seventh column is the MAX column. This gives you the maximum setting available for an option.
8. The eighth column is the INC column. This tells you how much the option will go up each time you change the option.
9. The ninth column is the DEF column. This tells you what the FACTORY DEFAULT values for each option are.

HOW TO ADJUST OPTIONS

To enter the PROGRAMMING MODE, press the programming button on the Main P.C. Board. This button is located on the front edge of the board between the two JAMMA style connectors. It is a small (1/8") black push button.



Once you press the programming button, the programming options will be available to you through the game's control panel.

PROGRAMMING OPTIONS

The LEFT HAND DISPLAY will indicate the OPTION NUMBER.

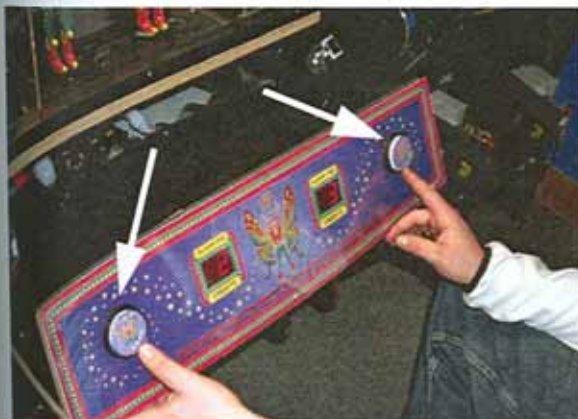


The RIGHT HAND DISPLAY will indicate OPTION VALUE.



The LEFT HAND BUTTON is used to scroll through the OPTION NUMBERS.

The RIGHT HAND BUTTON is used to change the OPTION VALUES.



SPECIAL FEATURES:

When first entering the Programming mode, you'll see a display of letters if the display windows.



If the display reads "Pr" on the left, and "Pr" on the right, the game is functioning properly and you can do the following:

1. Push the LEFT HAND BUTTON to get to the first programming option.
2. Push the RIGHT HAND BUTTON, and you go into the WHEEL ROTATION MODE. Each time you press and hold the right hand button, both of the Ferris wheels will rotate. This is a handy feature if you want to make a wholesale change of product in the machine, or if you have to access a particular prize for any reason. Press the LEFT HAND BUTTON to exit this mode and go into programming. You can also go directly back to game play by pressing the PROGRAMMING BUTTON at this time.

If the display reads "Pr" on the left, and shows any number in the RIGHT HAND DISPLAY, you have a GAME ERROR. The number displayed on the RIGHT HAND DISPLAY will correspond to an error code which is shown later in this section. Push the RIGHT HAND BUTTON to see if there are any other ERROR CODES being displayed.

PROGRAMMING OPTIONS

USING THE PROGRAMMING OPTIONS

Below, are the programming options listed in detail.

NOTE: ANYPLACE YOU SEE THE "OPTION #s XX & XX", IT MEANS EACH SIDE OF THE GAME MAY BE PROGRAMMED INDEPENDANTLY.

ATTRACT (OPTION #1)

This option is used to turn the attract mode on or off, and to determine how long a period of time between attract modes IF selected. Setting a "0" turns the option off. Setting any other number turns the attract mode on and the number selected will indicate IN MINUTES, how long a period of time between attract modes. The default value for this option is "5" (5 minutes).

ATTRACT TYPE (OPTION #2)

This option determines what type of attract mode will be used. Setting a "1" will make the wheels turn ONLY. Setting a "2" will make the sound play ONLY. Setting a "3" will both move the wheels AND make the sound play. If option "1" is set to "0" this option does not work. The default value for this option is "3" (play sound and move wheel).

VOLUME (OPTION #3)

This option controls the sound volume of the game during normal operation. Setting a "0" turns the sound off. Setting a 1-99 will increase the volume as the numbers become larger. The default value for this option is "75" (approx. $\frac{3}{4}$ full volume). Note: Hear volume change with each button push.

AUDIBLE TILT (OPTION #4)

This option turns on the AUDIBLE tilt and drop chute anti-cheat Alarm. This sound will play at FULL VOLUME regardless of the sound volume setting selected on the game. This is to ensure that the alarm can always be heard. Setting a "0" turns the alarm OFF. Setting a "1" turns the alarm ON. The default value for this option is "1" (on).

NOTE: WHETHER THE ALARM SOUND IS TURNED ON OR OFF, THE ALARM RESET FEATURE IS ALWAYS ACTIVE.

IF THE GAME IS SHAKEN OR TILTED, OR IF SOMEONE PUTS AN OBJECT INTO THE DROP CHUTE, THE GAME GOES INTO ALARM RESET MODE.

THE GAME WILL TEMPORARILY STOP WORKING (FOR 30 SECOND), THEN RESET TO READY MODE. ANY PREVIOUS CREDITS OR GAME IN PROGRESS WOULD BE CANCELLED.

THIS IS TO ASSURE MAXIMUM SECURITY, AND TO PUT THE GAME INTO AN INOPERATIVE MODE IF ONE OF THE CHUTE SENSORS BECOMES BAD. THIS IS IMPORTANT SINCE MANY OF THE ACCOUNTING FEATURES RELY ON THE CHUTE SENSORS.

PLEASE NOTE: IF THE AUDIBLE ALARM IS SHUT OFF, THE GAME WILL STILL GO INTO THE "ALARM" MODE. THIS MEANS THAT THE GAME WILL IGNORE ANY INPUT, ELIMINATE ANY ACCUMULATED CREDITS, AND RE-SET AFTER APPROXIMATELY 30 SECONDS.

PROGRAMMING OPTIONS

COUNTER TYPE (OPTION #5)

This option determines how the money counters work in the game. Setting a "0" has the counters work that each time a CREDIT is earned the counter will increment 1. Setting a "1" has the counter work that each time a COIN is inserted, the counter will increment by 1. The default setting for this option is "1" (Advances once for each coin inserted).

NOTE THERE ARE 2 TYPES OF COUNTERS IN THE GAME, MECHANICAL AND SOFTWARE.

Both counter types will always change the same way. Example: If the mechanical counters are set to increment once for each coin, the software counters will do the same.

COIN "B" VALUE (OPTION #s 6 & 23)

This option determines the value for the coin "B" slot (right hand side) slot on the coin door. This value is a total of "how many" coin slot "A"s. In other words if coin slot "a" is worth 25 cents and coin "b" is worth 25 cents, set a "1" for this location. If coin "B" is worth \$1.00, set a "4" in this location. The default value for this option is "1"

BILL (OPTION #s 7 & 24)

This option determines how many inputs a Dollar bill, and coin chute #2 are worth. Normally, this would be set to "4" This is because under normal circumstances the lowest common denominator would be a quarter or a coin / token worth a quarter. Setting the "4" would also allow the second coin chute to work the same as the first. The default value for this option is "4" (4 coins OR 4 impulses from the Validator PER CREDIT).

NOTE: IF YOU HAVE UNUSUAL COIN / BILL REQUIREMENTS, PLEASE CONTACT OUR SERVICE DEPARTMENT FOR SPECIFIC SET-UP DIRECTIONS.

N COIN – COIN "A" (OPTION #s 8 & 25)

This option determines how many coin pulses are necessary to achieve 1 CREDIT for coin slot "A" (the left hand coin slot). Setting a "0" will put the game into FREE PLAY mode, since no coins are needed to play the game. Setting a 1-10 will determine the amount of coins needed for a credit. The default value for this option is "2" (2 coins per credit). FREE PLAY DEFEATS THE AUTO-PERCENTAGING MODE.

GAMES (OPTION #s 9 & 26)

This option determines how many credits or "games" will be given for every "N COINS" seen. This option is basically used in instances where you would be using a coin that had a higher value than what you want to charge per game.

Example: This would normally be set up at "1". This means that each time "N COIN" dispenses a credit, you would receive 1 game. If you wanted more than 1 game per coin, you would set this option to more than 1.

The default value for this option is "1"

NOTE: IF YOU HAVE UNUSUAL COIN REQUIREMENTS, PLEASE CONTACT OUR SERVICE DEPARTMENT FOR SPECIFIC SET-UP DIRECTIONS. OTHERWISE LEAVE THIS OPTION SET TO "1".

BONUS CREDIT (OPTION #s 10 & 27)

This option allows the game to dispense a "Free Game" if it sees enough consecutive credits. This feature is useful if you wish to discount the price of a game.

Example: a game could be 50 cents to play, but 3 for \$1 dollar. This would be accomplished by setting BONUS CREDIT to "2". This would mean that each time the game sees 2 credits WITHOUT ANY GAMES BEING PLAYED IN BETWEEN, the game would give out 1 FREE GAME. The default value for this option is "0" (no free games).

PROGRAMMING OPTIONS

PLAY UNTIL WIN (OPTION #s 11 & 28)

Setting a "0" on this option means that each time the button is pushed, a credit is removed from the game. Setting a "1" for this option means that no credits are removed unless a prize is won.

Setting a "0" = play until you win / OFF. Setting a "1" = play until you win / ON. The default setting for this option is "0" (Off). **NOTE: PLAY 'TILL YOU WIN DISABLES AUTO-PERCENTAGING.**

PIXY POSITION (OPTION #s 12 & 29)

The starting position of the Pixy can be set anywhere from 135 degrees to 225 degrees away from the target. (With 180 degrees being as far away from the target as possible).

A setting of 35 would = 135 degrees, 50 would = 180 degrees, and 65 would = 225 degrees. You can set a different starting position by adjusting these numbers.

A setting of "0" would put the Pixy into the "RANDOM START" mode. This means that each time the game is played, the Pixy will start from a different position. This may be desirable in some applications to make the game more difficult to play.

The range of this option is "0, 10-85 " The default value for this option is "50" (180 degrees from target).

WHEEL SPEED (OPTION #s 13 & 30)

Wheel speed can be adjusted to do "fine tuning" of the game difficulty. In fact, wheel speed adjustment is how the auto percentaging performs its function.

As a reference, wheel speeds are as follows:

0 = 1 RPM
20 = 2 RPM
40 = 3 RPM
60 = 4 RPM
80 = 5 RPM
99 = 6 RPM

NOTE: YOU CAN SET ANY NUMBER BETWEEN 0-99 TO FINE TUNE THE RPM'S LISTED ABOVE.

The default value for this option is "60" (4 RPM).

AUTO PERCENTAGING

The idea behind auto percentaging is to let the game take care of its self as much as possible, to keep your job simple, and to keep your earnings as consistent as possible.

Another reason to use auto percentaging is to keep VERY GOOD players from winning too much, yet give unskilled players a chance to win. This helps to keep earnings up. Our auto percentaging system will allow this to happen.

FOR AUTO PERCENTAGING TO WORK PROPERLY, THE GAME MUST BE SET UP PROPERLY IN THE MANUAL MODE FIRST.

The game needs to be set up in the manual mode properly FIRST, so the computer has a good basis to make its adjustments from. In other words if you want the game to pay out 30 percent, you should attempt to get this close as possible for a week or so manually first.

PRIZE COST (OPTION #s 14 & 31)

Use of this option turns the auto percentaging mode ON.

NOTE: YOU MUST SET UP THE "PAYOUT" OPTION (NEXT OPTION) WHEN USING AUTO PERCENTAGING, OR THE GAME MAY NOT WORK AS DESIRED.

This option is used to "set up" auto percentaging based on the VALUE of the prize. This VALUE is based on the lowest denominator of COIN.

EXAMPLE: if you have a Prize that is worth \$1.50 and your lowest denominator (COIN) is worth a quarter or approx 25 cents; you would need 6 coins to equal \$1.50. Therefore, the number programmed into this option would be "6". If the prize were worth \$1.00, you would program a "4" into this location. The default value for this option is "0" (OFF).

This option MUST be used with the next option "PAYOUT".

PROGRAMMING OPTIONS

PAYOUT (OPTION #s 15 & 32)

This option gives you the desired payout percentage. For example, if you wish to pay out 30 percent, set this option to "30". The range for this option is 20 – 50 (20 to 50 percent). You can adjust fully within this range. The default value for this option is "33" (33 percent).

TICKETS TO PLAY (OPTION #s 16 & 33)

Certain local ordinances require that a ticket be paid out on a redemption game whether or not the game player wins. This option will allow for this type of payout. The range for this option is "0-50" Setting a "0" turns this option off. The default for this option is "0" (OFF).

ACCOUNT – COINS/CREDITS (OPTION #s 17 & 34)

TO USE THIS OPTION, ENTER THE OPTION NUMBER, PUSH THE RIGHT HAND CONTROL PANEL BUTTON TO READ THE INFORMATION ACROSS ALL 4 DIGITS.

This option is used as a resettable software counter. This can be used to see how many COINS / CREDITS have been registered on the LEFT HAND or RIGHT HAND PLAYER STATION. If you wish to re-set this option, go to the "ACCOUNT CLEAR" option.

ACCOUNT - WINS (OPTION #s 18 & 35)

TO USE THIS OPTION, ENTER THE OPTION NUMBER, PUSH THE RIGHT HAND CONTROL PANEL BUTTON TO READ THE INFORMATION ACROSS ALL 4 DIGITS.

This option is used as a resettable software counter. This can be used to see how many WINS have been registered on the LEFT HAND or RIGHT HAND PLAYER STATION. If you wish to re-set this option, go to the "ACCOUNT CLEAR" option.

ACCOUNT – TICKETS (OPTION #s 19 & 36)

TO USE THIS OPTION, ENTER THE OPTION NUMBER, PUSH THE RIGHT HAND CONTROL PANEL BUTTON TO READ THE INFORMATION ACROSS ALL 4 DIGITS.

This option is used as a resettable software counter. This can be used to see how many TICKETS have been paid out on the LEFT HAND or RIGHT HAND PLAYER STATION. If you wish to re-set this option, go to the "ACCOUNT CLEAR" option.

ACCOUNT CLEAR (OPTION #s 20 & 37)

This option is used to GLOBALLY RE-SET all of the software counters described above. Setting a "1" will re-set all of the counters to "0000". The default value for this option is "0" (NO RE-SET).

AUTO PERCENT CLEAR (OPTION #s 21 & 38)

This option clears the auto-percentage "History". The history is how the game tracks to calculate how it will make its adjustments.

NOTE: It is a good idea to reset this option if the game seems to be tracking improperly or if you change the value of prizes or game play.

FACTORY RESET (OPTION #s 22 & 39)

This option is used to GLOBALLY RE-SET all of the software settings to the FACTORY DEFAULT. Setting a "1" will re-set all of the settings to their factory default as when you first received the game. The default value for this option is "0" (NO RE-SET).

PROGRAMMING OPTIONS

ERROR CODES

The Pixy Prize™ incorporates error codes to help make troubleshooting easier.

WHEN YOU GO INTO THE PROGRAMMING MODE, if the display reads "Pr" on the left, and shows any number in the RIGHT HAND DISPLAY, you have a GAME ERROR. The number displayed on the RIGHT HAND DISPLAY will correspond to an error code which is shown later in this section. Push the RIGHT HAND BUTTON to see if there are any other ERROR CODES being displayed.

ERROR CODE 1

This error code signifies that the home positioning switch under the LEFT HAND / PLAYER 1 Pixy did not work. Check for possible causes as indicated in the QUICK TROUBLESHOOTING GUIDE.

ERROR CODE 2

This error code signifies that the home positioning switch under the RIGHT HAND / PLAYER 2 Pixy did not work. Check for possible causes as indicated in the QUICK TROUBLESHOOTING GUIDE.

ERROR CODE 3

This error code signifies that the Gondola full sensor located on the left hand / player 1 side of the turntable assembly did not work. Check for possible causes as indicated in the QUICK TROUBLESHOOTING GUIDE.

ERROR CODE 4

This error code signifies that the Gondola full sensor located on the right hand / player 2 side of the turntable assembly did not work. Check for possible causes as indicated in the QUICK TROUBLESHOOTING GUIDE.

ERROR CODE 5

This error code signifies that the motor, wheel sensor, or poly fuse that control Ferris wheel movement on the left hand / player 1 side of the game is not working. Check for possible causes as indicated in the QUICK TROUBLESHOOTING GUIDE.

ERROR CODE 6

This error code signifies that the motor, wheel sensor, or poly fuse that control Ferris wheel movement on the right hand / player 2 side of the game is not working. Check for possible causes as indicated in the QUICK TROUBLESHOOTING GUIDE.

ERROR CODE 7

This error code signifies that the left hand / player 1 push button is not working properly (possibly stuck down). Check for possible causes as indicated in the QUICK TROUBLESHOOTING GUIDE.

ERROR CODE 8

This error code signifies that the right hand / player 2 push button is not working properly (possibly stuck down). Check for possible causes as indicated in the QUICK TROUBLESHOOTING GUIDE.

ERROR CODE 9

This error code signifies that the left hand / player 1 coin switch #1 (LEFT SIDE OF THE DOOR) is not working properly (possibly stuck down). Check for possible causes as indicated in the QUICK TROUBLESHOOTING GUIDE.

PROGRAMMING OPTIONS

ERROR CODE 10

This error code signifies that the right hand / player 2 coin switch #1 (LEFT SIDE OF THE DOOR) is not working properly (possibly stuck down). Check for possible causes as indicated in the QUICK TROUBLESHOOTING GUIDE

ERROR CODE 11

This error code signifies that the left hand / player 1 coin switch #2 (RIGHT SIDE OF THE DOOR) is not working properly (possibly stuck down). Check for possible causes as indicated in the QUICK TROUBLESHOOTING GUIDE

ERROR CODE 12

This error code signifies that the right hand / player 2 coin switch #2 (RIGHT SIDE OF THE DOOR) is not working properly (possibly stuck down). Check for possible causes as indicated in the QUICK TROUBLESHOOTING GUIDE

ERROR CODES 13, 14, 15, 16

These codes are reserved for future use.

Global Option #			Shaded items are changes vs. Revision H
GL	Player 1 (Left) Option #		Notes
	P1	Player 2 (Right) Option #	
	P2	Option Name	
1		Attract	Minutes between attract modes, 0 = Off
2		Attract Type	1 = Wheel, 2 = Music, 3= Both
3		Volume	Sound volume during normal play, 0 = Off
4		Audible Tilt	0 = Off, 1 = On (always at full volume)
5		Counter Type	0 = Credit counter, 1 = Coin counter
	6	23 Coin B Value	Number of coins each coin in the Coin B slot is worth
	7	24 Bill	Number of coins each bill is worth (DBV)
	8	25 N Coin	Coins req'd for 1 credit, 0 = Free Play
	9	26 Games	Number of games per credits
	10	27 Bonus Credit	Consecutive credits to give a bonus game, 0 = Disabled
	11	28 Play Until Win	0 = Credit decremented on each button press, 1 = Credit decremented on each prize win (disables auto percentage)
	12	29 Pixy Position	Value is number of 3° increments beyond 60° from the contact point (so higher is farther, 10 = 90° degrees total offset, 40 = 180°, 70 = 270°). "0" generates a new random stop position on each swing, range limited to 25..55 (135°..225°).
	13	30 Wheel Speed	Speed = 1 + (setting/20) RPM, 0 = 1 RPM, 20 = 2 RPM, 40 = 3 RPM, 60 = 4 RPM, etc.
	14	31 Prize Cost	Coins per capsule prize, used in auto percentage mode, 0 = disabled
	15	32 Payout	Desired payout percentage
	16	33 Tickets To Play	Tickets given just for playing the game
	17	34 Account - Cr/Cn	<i>Right button toggles to/from 4-digit count using both pairs of LEDs, So first you see "16 --" for option 16, then you hit the button and See "01 22", indicating 122 accounted Player 1 coins or credits. In options 16/32, either coins or credits are shown, based on the setting of option 5. Bonus (discounted) credits via options 9/25 are not accounted in either mechanical or electronic accounting.</i>
	18	35 Account - Wins	
	19	36 Account - Tickets	
	20	37 Account Clear	1 = Clear counts 16..19 (or 33..36) on exit
	21	38 Auto Percent Clear	1 = Clear auto-percent history, and reset this option to 0, on exit
	22	39 Factory Reset	1 = Restore this player's factory defaults 6..21 (or 22..37) on exit (also clears player's accounts and percents). Set both 21 & 37 to reset the global options (1..5)

These are the possible error codes:

Code Number	Error Explanation
1, 2	Left, Right, Pixy spin mechanical home switch did not read.
3, 4	Left, Right, Gondola full sensor (near top of wheel) not working.
5, 6	Left, Right, Wheel sensor, motor, or poly fuse is bad, or excess motor current.
7, 8	Left, Right, player button timed out (pressed, not released).
9, 10	Left, Right, coin slot A sensor timed out.
11, 12	Left, Right, coin slot B sensor timed out.
13, 14	Left, Right wheel front home sensor possible malfunction.
15, 16	Left, Right wheel back home sensor possible malfunction.

QUICK TROUBLESHOOTING

GAME WILL NOT TAKE OR ADD MONEY CORRECTLY

- Micro switch not working or returning properly. Check and repair or replace as necessary.
- Bad Harnessing or connector. Check w/ohm meter and repair as necessary.
- Game programming set incorrectly. Check programming option and re-program if necessary.
- Bad Main P.C. Board. Check and repair or replace as necessary.

START BUTTON WILL NOT FLASH WHEN GAME HAS CREDITS, OR WORK WHEN PUSHED

- Micro switch not working properly. Test and replace as necessary.
- Micro switch popped out of housing. Snap back into housing.
- Burned out light bulb. Replace light bulb.
- Bad harnessing or connector. Check w/ohm meter and repair as necessary.
- Bad Main P.C. Board. Check and repair or replace as necessary.

GAME HAS NO SOUND

- Bad speaker. Check w/ohm meter for 4 or 8-ohm load. If not within this range, replace.
- Volume level set incorrectly. Check volume level in programming, and adjust if necessary.
- Bad Harnessing or connector. Check w/ohm meter and repair as necessary.
- Bad Main P.C. Board. Check and repair or replace as necessary

TICKET DISPENSER DOES NOT WORK OR WORKS IMPROPERLY

- Bad ticket dispenser. Repair or replace as necessary.
- Bad harnessing or connector. Check w/ohm meter and repair as necessary.
- Bad Main P.C. Board. Check and repair or replace as necessary.
- Game out of tickets. Add tickets
- Optical sensor on ticket dispenser dirty. Remove paper fuzz and debris with a soft brush.

NO FLORESCENT LIGHTING

- Bulb burned out. Replace bulb.
- Electronic ballast bad. Replace ballast.
- Harness bad or harness unplugged. Check w/ohm meter and plug in, repair or replace as necessary.
- No A.C. power to the game or Main fuse bad. Check fuse and A.C. power.

FERRIS WHEELS DO NOT MOVE OR MOVE IMPROPERLY

- Drive motor is bad. Check and replace as necessary
- Bad Harnessing or connector. Check w/ohm meter and repair as necessary.
- Bad Main P.C. Board. Check and repair or replace as necessary
- Wheel mechanically binding. Check wheel for obstructions
- Game programming has speed set too slow or too fast. Check programming mode and adjust if needed.
- Bad wheel position sensors. Test and replace as necessary

PIXIES DO NOT SPIN OR SPIN IMPROPERLY

- Drive motor is bad. Check and replace as necessary
- Bad Harnessing or connector. Check w/ohm meter and repair as necessary.
- Bad Main P.C. Board. Check and repair or replace as necessary
- Pixy inserted into motor shaft incorrectly. Re-insert Pixy shaft in proper location.
- Game programming has speed set too slow or too fast. Check programming mode and adjust if needed.

PRIZE GATE DOES NOT MOVE

- Gate motor is bad. Check and replace as necessary
- Bad Harnessing or connector. Check w/ohm meter and repair as necessary.
- Bad Main P.C. Board. Check and repair or replace as necessary
- Gate rods binding in bearings. Shim motor mounting bracket to center rods in the bearings.

QUICK TROUBLESHOOTING

ALARM SOUND DOES NOT WORK OR FALSE TRIGGERS

- Bad Main P.C. Board. Check and repair or replace as necessary
- Bad Harnessing. Check w/ohm meter and repair or replace as necessary.
- Alarm Plum bob set up improperly. Check for proper plum bob clearance and adjust as necessary.
- Ball chute optical sensors bad. Check for proper operation and replace if needed.
- Game not level. Level game to be sure plum bob is operating correctly.
- Game unplugged. Plug game back in and test for proper operation.

GAME WILL NOT AUTO-PERCENTAGE CORRECTLY

- Bad Main P.C. Board. Check and repair or replace as necessary.
- Type or weight of capsules changed without appropriate change in base difficulty setting. Re-program as needed.

CONTROL PANEL LOOSE OR DOESN'T LOCK PROPERLY

- Lock latches too loose. Extend bolt on lock slightly and re-test.
- Control panel can't close fully. Make sure glass is installed properly.

TURNTABLES DO NOT MOVE OR JAM WITH CAPSULES OFTEN

- Bad Main P.C. Board. Check and repair or replace as necessary
- Harness bad or un-plugged. Check w/ohm meter and repair or replace as necessary.
- Cracked capsules. Remove capsule pieces and re-try.
- Bad gear box. Test and replace if necessary.
- Bad turntable driver board. Repair or replace as necessary.

PRIZES HANG UP IN HOPPER AND DO NOT DROP INTO TURNTABLES

- Bad Main P.C. Board. Check and repair or replace as necessary
- Harness bad or un-plugged. Check w/ohm meter and repair or replace as necessary.
- Bad turntable driver board (used for center spring agitator).. Repair or replace as necessary.
- Center or turntable agitator springs broken. Inspect and replace as necessary.

PRIZES WILL NEVER LOAD INTO GONDOLAS

- Bad turntable driver board. Repair or replace as necessary.
- Harness bad or un-plugged. Check w/ohm meter and repair or replace as necessary.
- Broken capsule stuck in turntable chute. Clear Jam.
- Bad turntable driver board. Repair or replace as necessary.
- Bad Gondola Full Sensor. Check and replace as necessary.
- Bad Main P.C. Board. Check and repair or replace as necessary

PRIZES TRY TO CONTINUOUSLY LOAD INTO GONDOLAS

- Bad turntable driver board. Repair or replace as necessary.
- Harness bad or un-plugged. Check w/ohm meter and repair or replace as necessary.
- Bad turntable driver board. Repair or replace as necessary.
- Bad Gondola Full Sensor. Check and replace as necessary.
- Bad Main P.C. Board. Check and repair or replace as necessary

A LARGE AMOUNT OF PRIZES WIND UP IN THE BYPASS BIN IN THE BOTTOM OF THE GAME

- Prize gate not actuating. Check and replace if necessary.
- Excessive game shaking and tipping from players. Bolt top of game to wall to prevent shaking. Be sure audio alarm is activated.

GAME REPAIR

WARNING: 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.

OPERATIONAL BACKGROUND

The Pixy Prize™ has been manufactured with modular design in mind. Almost everything in the game can be EASILY removed for servicing. This makes it much easier for the repairman as he /she can work in a quieter less distracting environment away from the Game Room floor. The game relies on brushed DC motors or gear motors for all of the mechanical operation of the game. All of these motors can be accessed easily for service.

Some of the game sensing is done with conventional micro switches. In all areas of critical importance, custom optical sensors were developed specifically, and optimized for their particular application.

All P.C. Boards are made of extra thick board material and use time proven components to assure you of the most reliable designs possible.

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

I.C.E. SERVICE DEPARTMENT

716-759-0360

NORMAL BUSINESS HOURS ARE:
MONDAY – FRIDAY, 8:00 AM TO 5:00 PM

TROUBLESHOOTING PHILOSOPHY

To find problems with the game, always first check what should be obvious. See that the game is plugged in, and that all of the fuses on the game are good. This includes the fuse that is located INSIDE the power module.

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

When trying to find out if specific components are bad or not, try swapping them with components from another player station to see if the problem moves with the component, or stays where it was. This will help you to know if you have a problem with a specific component, or maybe a problem with either the wiring or the Main P.C. Board.

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

If a P.C. Board is suspected as the cause of a problem, check to see that all of the components on the board are firmly attached. Pay special attention to any socketed devices.

If light bulbs are suspected, swap them with one that is known to work to narrow the problem down to either a bulb or P.C. Board.

GAME REPAIR

MECHANICAL REPAIR (INCLUDING REMOVING SUB ASSEMBLIES)

REMOVING THE FERRIS WHEEL ASSEMBLY

1. Unlock the control panel locks. Insert the key and turn to unlock. Push the button on the lock and flip the latch up.



NOTE: WHEN YOU FLIP UP THE SECOND LATCH, THE CONTROL PANEL COULD UNEXPECTEDLY SWING FORWARD. BE SURE TO HOLD THE CONTROL PANEL AS YOU OPEN THE LATCHES.

2. Lift the cabinet front glass straight up, then pull forward. Carefully remove the glass from the game.



3. Unplug the two (2) mate-lock connectors under the playfield.



4. Slide the Ferris wheel out of the cabinet.



NOTE: YOU MAY WANT TO HAVE SOMEONE HELP YOU SINCE THE FERRIS WHEEL ASSEMBLY IS RELATIVELY HEAVY

5. Assemble in reverse order.

GAME REPAIR

REMOVING THE TURNTABLE ASSEMBLY

BEGIN BY REMOVING THE FERRIS WHEEL ASSEMBLY AS DESCRIBED ABOVE.

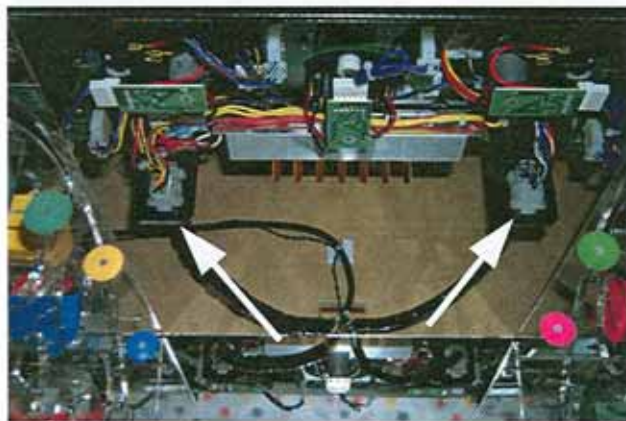
1. Loosen the square drive screws by about 1/8" that hold the glass retainer brackets. You do not want to remove the screws.



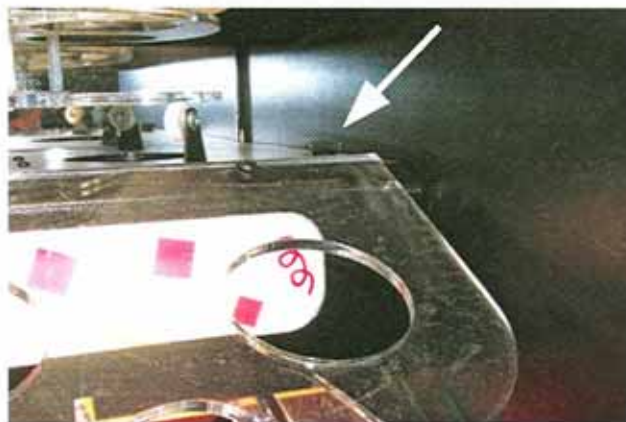
2. Slide the glass retainer brackets up and remove them from the game.



3. Unplug the two (2) mate-lock connectors that are connected to the back of the turntable assembly.



4. Remove the two (2) thumbscrews from the upper front edge of the turntable that fasten the unit to the mounting brackets.



5. Carefully slide the turntable assembly out of the cabinet.

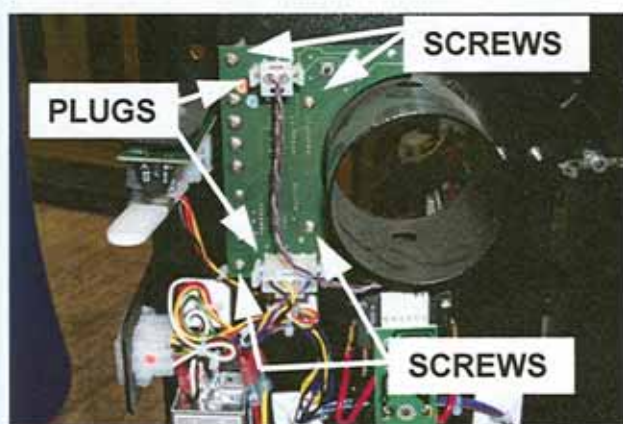


6. Assemble in the reverse order.

GAME REPAIR

TURNTABLE DRIVER BOARD REPLACEMENT

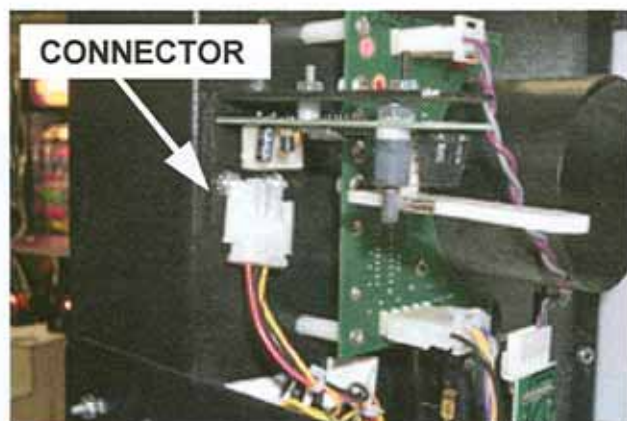
1. Remove the turntable as indicated.
2. Unplug the harness from the bad P.C. Board.
3. Remove screws that hold the P.C. Board to the turntable assembly.



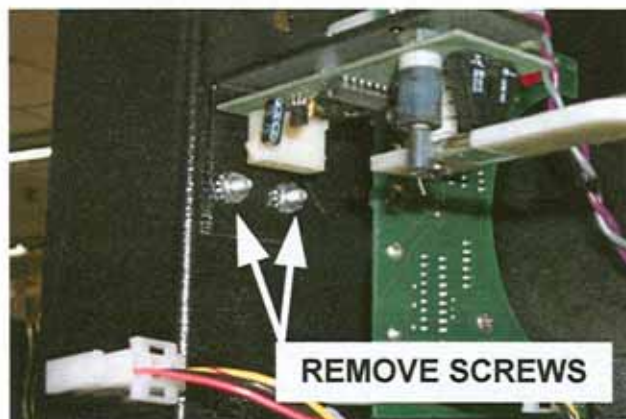
4. Re-assemble in reverse order.

GONDOLA EMPTY SENSOR REPLACEMENT

1. Remove the turntable assembly as indicated.
2. Remove the connector from the sensor.



3. Remove the sensor.



4. Replace the sensor making sure that the rubber stopper is properly located. It should be positioned to limit REARWARD travel of the lever.
5. Be sure that the lever returns properly. It should just return on it's own. If it returns either too strongly or too weakly, adjust the spring tension This is done by moving where the spring goes into the adjustment holes on the sensor board.
6. Re-assemble in reverse order.

TURNTABLE REPLACEMENT

1. Remove turntable assembly as indicated.
2. Lift turntable off of assembly.

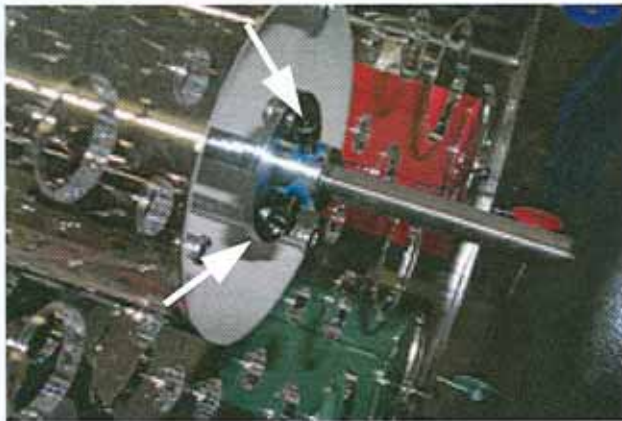
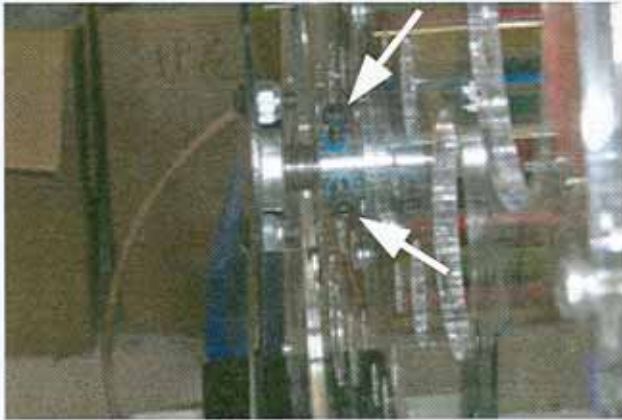


3. Re-assemble in reverse order.

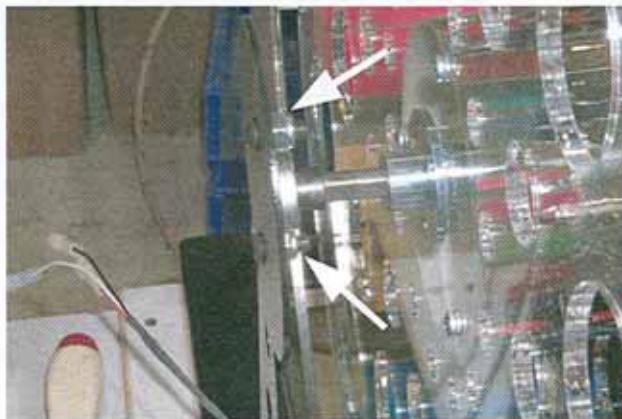
GAME REPAIR

FERRIS WHEEL MOTOR REPAIR

1. Remove Ferris wheel assembly from Game.
2. Loosen all set screws on the Ferris wheel collars that connect it to the motor shaft.



3. Loosen the bearing on the Ferris wheel support bracket.



4. Wrap a piece of tape (as shown in the photo below) around the entire Ferris wheel. This will allow the Ferris wheel to slide out of the plastic spill guard easily.



5. Remove the screws from the bottom of the Ferris wheel support bracket and tip the bracket down. Be careful not to damage the sensor wiring.



GAME REPAIR



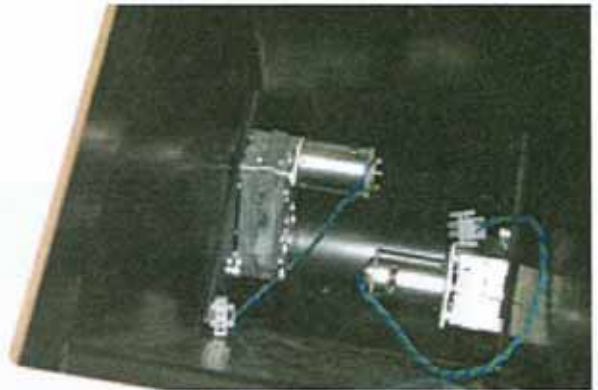
6. Slide the Ferris wheel off of the motor shaft carefully and set on the side.



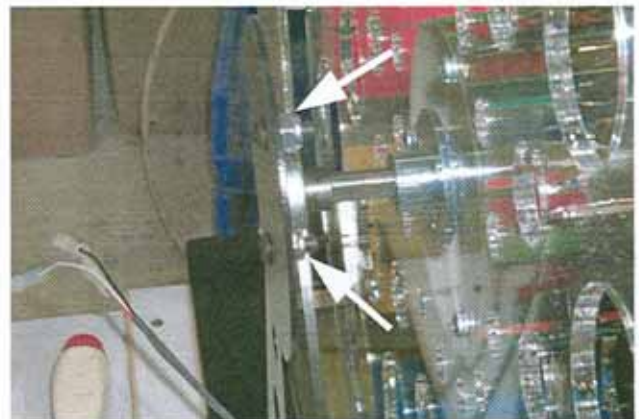
7. Tip the Ferris wheel assembly on its back, and remove the motor.



8. Install the new gear motor. Be sure to use Locktite™ on the gear box screws or they could fall out in use.



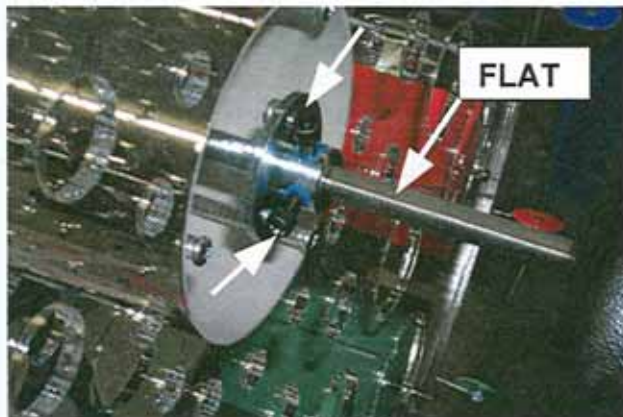
9. Slide the Ferris wheel back onto the motor shaft.
10. Re-install the Ferris wheel support bracket. Tighten the bearing that supports the motor shaft so that the Ferris wheel is parallel to the spill guard.



11. Tighten the collars on the Ferris wheel so that the Ferris wheel is centered in the spill guard. **BE SURE THAT THE GONDOLA TARGET WIRES DO NOT SCRAPE ON THE SPILL GUARD.**

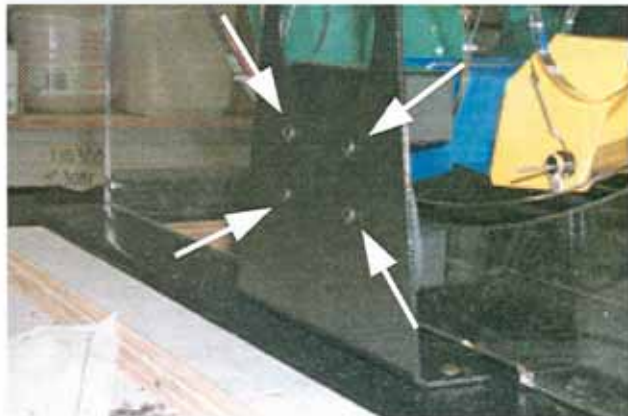
GAME REPAIR

12. Tighten the collars so that the first screws tightened are tightened on the flat of the motor shaft.

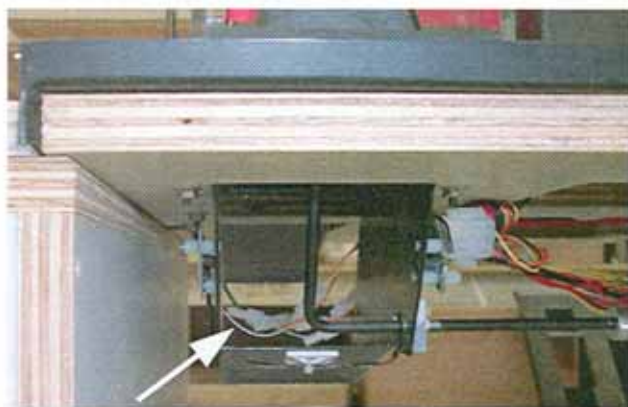


WHEEL POSITION SENSOR REPLACEMENT

1. Remove the Ferris wheel assembly as indicated.
2. Remove the four (4) square drive screws that hold the sensor in place.



3. Unplug the connectors for the sensor. **BE CAREFUL THAT THE WIRES ARE RECONNECTED PROPERLY OR THE GAME WILL MALFUNCTION. WHEN YOU PUT THE GAME BACK TOGETHER IF IT DOESN'T WORK CORRECTLY, YOU'VE PROBABLY GOT THESE CONNECTORS WRONG.**



4. Re-install the new sensor assembly. Be sure it is centered properly when tightening the square drive screws.
5. Re-assemble in reverse order.

GAME REPAIR

PIXY DRIVE MOTOR REPLACEMENT

1. Remove cover glass from game.
2. Remove Allen head screws that hold Pixy motor cover in place.



3. Remove Pixy. BE SURE TO NOTICE PLACEMENT OF pixy arm in relationship to the wheel. It is important to put the pixy back into this position after the motor has been replaced.



4. Remove mounting cover, unplug motor, and remove motor.



5. Re-assemble in reverse order.
6. WHEN RE-INSTALLING MOTOR COVER PROCEED AS FOLLOWS.
7. Loosely install cover.
8. Turn game on and proceed through initialization sequence.
9. Re-install the Pixy character.
10. Position the cover so that the tips of the Pixy characters fingers are located properly in relationship to the target. If you forgot what this is, refer to the Pixy on the other side of the game. IMPROPER POSITIONING OF THE PIXY CHARACTER WILL GREATLY INFLUENCE YOUR PAYOUT PERCENTAGES.



If you have any further questions regarding the repair of these or any other parts in the game, please contact our service department.

I.C.E. SERVICE DEPARTMENT
716-759-0360

NORMAL BUSINESS HOURS ARE:
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MAINTENANCE

OUTSIDE THE GAME

The outside of the game will be easy to maintain.

Clean the outside windows with any common glass cleaner. Clean the laminated surface with any non-abrasive cleaner. You may wish to put a coat of a good spray furniture polish such as PLEDGE™ to help keep the surface shiny and new looking.

INSIDE THE GAME

Clean the inside of the glass with any type of good glass cleaner.

Clean the plastic mirror and all internal plastic parts with a good spray furniture polish such as PLEDGE™.

Clean the coin mechanisms by removing them and cleaning the coin paths with a toothbrush and a strong dishwashing solution. Rinse thoroughly, and dry.

Many of the scratches in the clear plastic parts can be removed using NOVUS 2™ Plastic polish available through our service department.

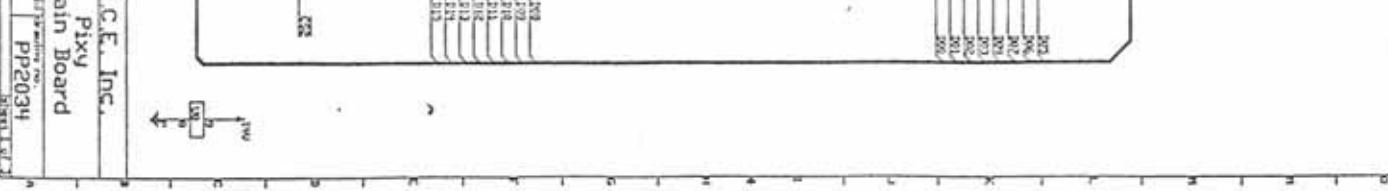
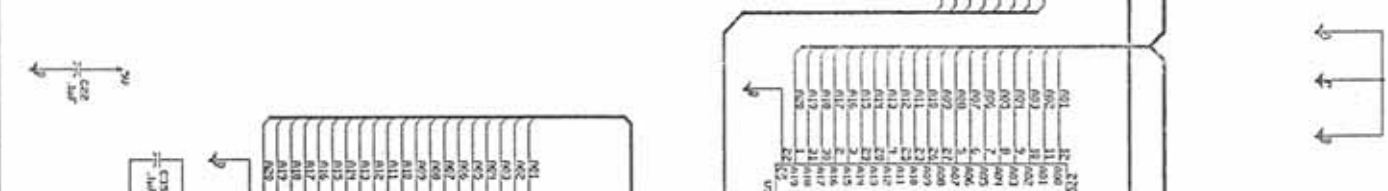
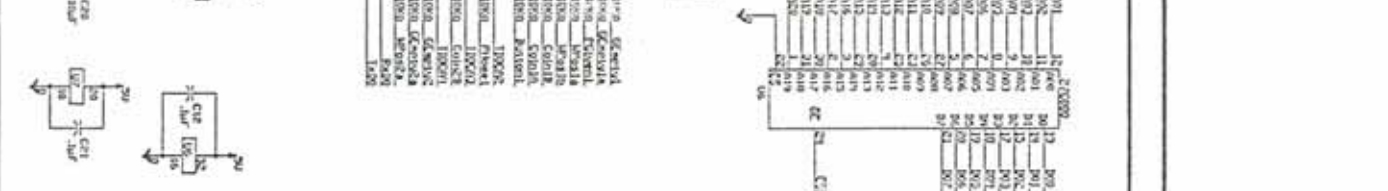
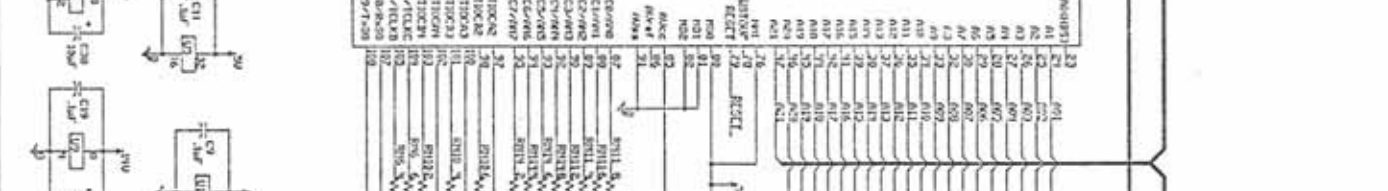
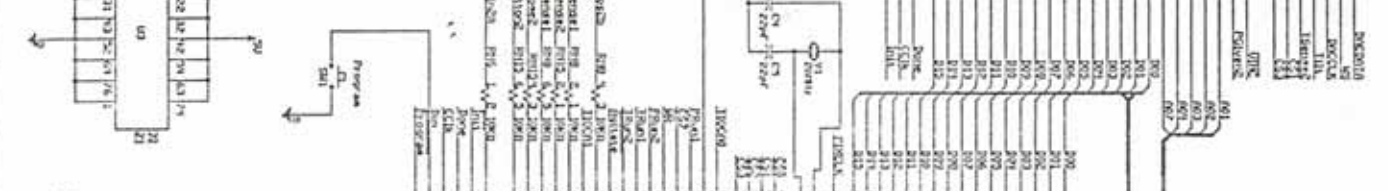
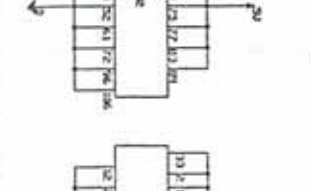
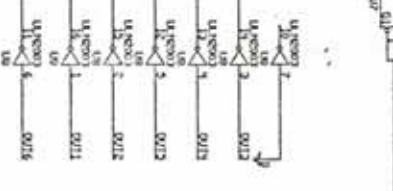
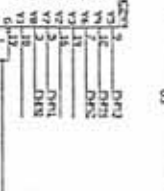
When servicing the game it is a good idea to check all of the harness connectors to be sure they are all tightly snapped together. If you've serviced the Main P.C. Board, please check to be sure the screws that hold the JAMMA style connectors are secure. If these are loose, your game may not work properly, or may have intermittent problems.

The florescent light bulbs are easy to replace. Just push the red tab, and they un-snap easily. Push the new bulb into position.

The florescent light bulbs can easily be found at any major lighting supply house, or through our Service Department. The replacement bulb is a "PL-L 40W/41/RS/IS" or equivalent.

8500-25794

1	Write	ADIN DATA	00	0000010
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3	ADIN	ADIN DATA	02	0000010
4	ADIN	ADIN DATA	03	0000010
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6	ADIN	ADIN DATA	05	0000010
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99	ADIN	ADIN DATA	98	0000010
100	ADIN	ADIN DATA	99	0000010



REV 2
I.C.F. Inc.
Pixy
Main Board
PP2034
DATE: 1/2/73

PARTS LISTINGS

MECHANICAL PARTS

204 1/2" Yellow T-molding
 PP 1004 Hopper motor shaft
 PP 1006 Agitator motor shaft
 PP 1008 Ferris wheel support
 PP 1009 Front window bracket
 PP 1015 Ball diverter motor mounting bkt.
 HR 1019 Leveler foot
 PP 1021 Gondola (blue)
 PP 1022 Gondola (yellow)
 PP 1023 Gondola (purple)
 PP 1024 Gondola (orange)
 PP 1025 Gondola (pink)
 PP 1026 Gondola (Florescent green)
 PP 1027 Gondola (red)
 PP 1028 Gondola (light green)
 PP 1031 Target (blue)
 PP 1032 Target (yellow)
 PP 1033 Target (purple)
 PP 1034 Target (orange)
 PP 1035 Target (pink)
 PP 1036 Target (florescent green)
 PP 1037 Target (red)
 PP 1038 Target (light green)
 PP 1040 Hopper wheel hub
 PP 1042/43 Control panel brace, left/right
 PP 1045 Sensor housing (lower gondola)
 PP 1046 Sensor bracket (lower gondola)
 PP 1050 Gondola wire form
 PP 1051 Ferris wheel hub
 PP 1052 Turntable roller wheel
 PP 1054 Ball diverter rod
 PP 1056 Spill guard spacer
 PP 1057 Ferris wheel spacer
 PP 1060 Ball diverter coupling clamp
 PP 1062 Ball diverter return spring
 PP 1066 Central agitator spring
 PP 1067 Turntable spring
 FP 2007 4" round Speaker
 BW 2018 Bulb support
 PP 3001 Ball catch
 PP 3002 Control panel overlay
 MA 3004 Black plastic glass edge channel
 MA 3006 3/4" Yellow T-molding
 PP 3006 Ferris wheel side 24" diameter
 PP 3007 Spill guard
 PP 3008 Wheel center tube
 PP 3014 Ball diverter bearing
 PP 3019 Pixy character, lower half
 PP 3020 Pixy character, upper half
 PP 3022 Prize display marquee
 PP 3024 Turntable wheel plastic
 PP 3027 Front window
 PP 3028 Side window

PP 3031 Gondola wire bushing
 PP 3032 Hopper chute
 PP 3033 Playfield vacuum form
 PP 3034 Prize roll out ramp
 PP 3035 Prize ramp cover
 PP 3099 Pixy antenna
 PP 4002 Ball diverter wire cap
 8312 PL-L 40W/41/RS/IS bulb

ELECTRONICS / ELECTRICAL

PP 1007X Gondola Empty Sensor
 CP 1051 Tilt sensor (plum bob)
 HR 2005 Large round white push button
 PP 2008X Gondola motor assembly
 PP 2009 hopper/agitator/pixy motor
 PP 2011X Ball diverter motor
 CG 2032X Display P.C. Board
 PP 2034X Main P.C. Board
 PP 2035X Hopper P.C. Board
 PP 2038X Wheel position Sensor
 PP 2109X Prize sensor (capsule dispense)

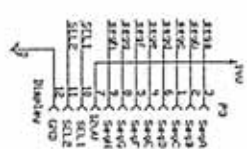
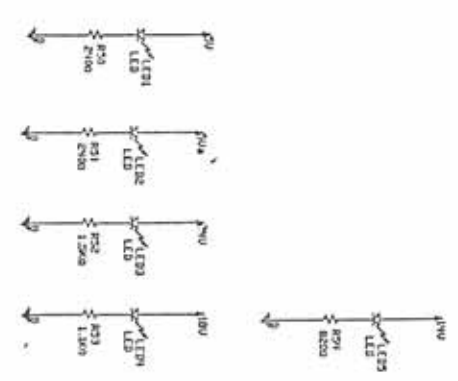
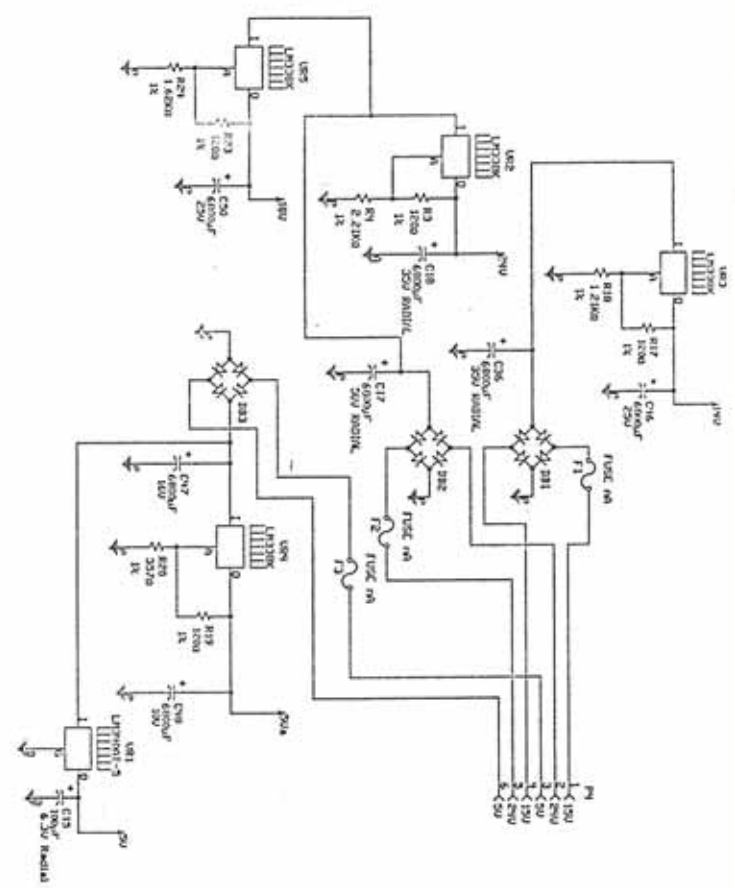
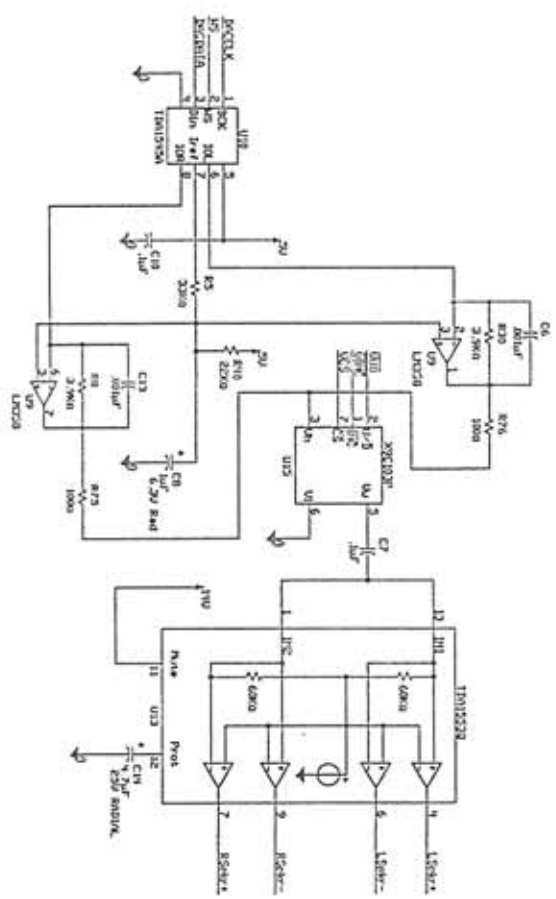
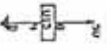
FOR ANY OTHER PARTS NOT LISTED HERE
 PLEASE CONTACT OUR SERVICE
 DEPARTMENT.

I.C.E. SERVICE DEPARTMENT

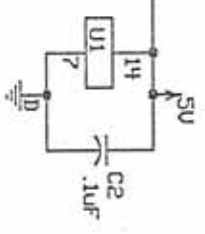
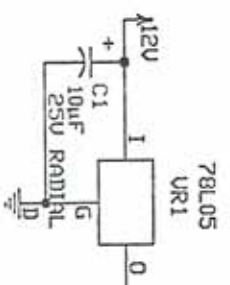
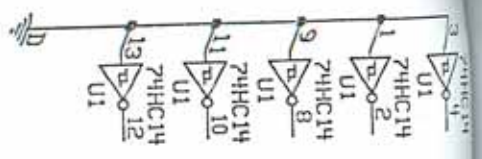
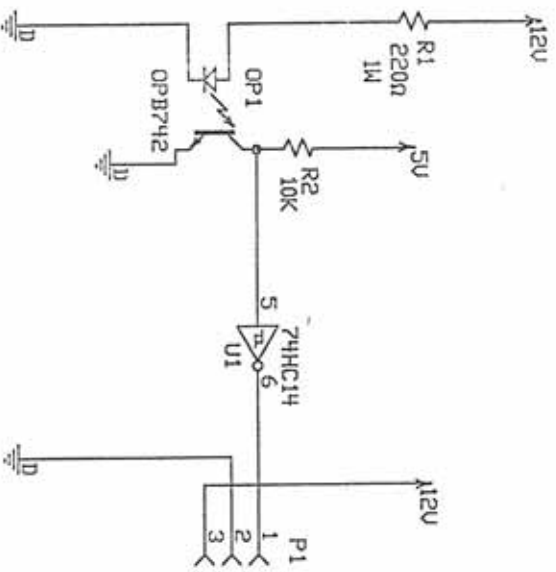
716-759-0360

NORMAL BUSINESS HOURS ARE:
 MONDAY – FRIDAY, 8:00 AM TO 5:00 PM

PP2009 ferris wheel motor



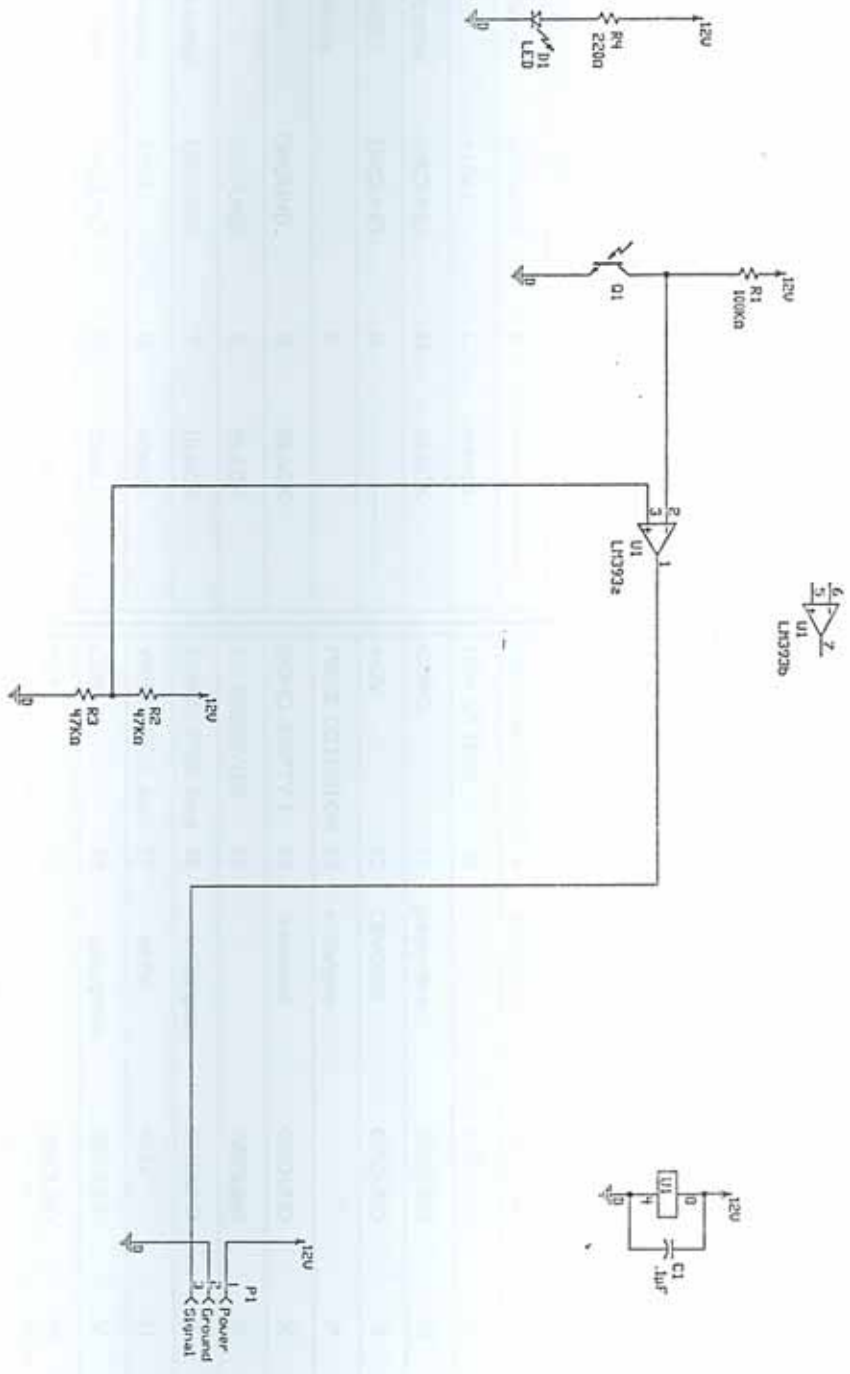
REV 2
I.C.E., Inc.
 Pixy
 Main Board
 PP2034



Rev 1

Prepared	ESD	11/00
Checked	ESD	11/00
Engineer	ESD	11/00

I.C.E. Inc.
 Pixy
 Gondola Sensor
 size/code id
 no.
 scale
 drawing no.
 PP2037



REV 1		I.C.E. Inc.	
Prepared	10/2/00	ESJ	Pixy
Checked			Wheel Board
Engineer	10-200	ESJ	PP2038
Scale	A	size/code id/drawing no.	SECRET 10/11

PLAYER 1 CARD EDGE PINOUT

SPEAKER +	1	red/gray	SPEAKER -	A	brown/gray
STOP BUTTON	2	violet	GROUND	B	black
PIXY HOME	3	yellow/brown	GROUND	C
HOPPER RUN 1	4	yellow violet	+18v	D	VIOLET
HOP. SENSE 1	5	yellow/blue	GROUND	E	BLACK
AGITATOR RUN	6	brown	+18v	F
KEY	7	KEY	KEY	H	KEY
GROUND	8	BLACK/WHITE	+18v	J
DBV/HOP2/T-SENS	9	black/blue	GROUND	K
HOP2/T-RUN	10		+12v	L	orange
COIN2	11	violet/yellow	GROUND	M	BLACK
+12v	12	ORANGE	GROUND	N
PRIZE DETECTOR	13	yellow/gray		P
GOND. EMPTY 1	14	yellow/ro	GROUND	R	BLACK
12v RESISTOR	15		GROUND	S	BLACK
WHEEL POS. front	16	yellow/green	GROUND	T	BLACK
WHEEL POS. back	17	yellow/white	+12v	U	orange
COIN 1	18	violet/green	GROUND	V	black
TILT	19	blue	GROUND	W	black
PRIZE CNTR 1	20	violet/white	PRIZE CNTR 2	X
COIN CNTR	21	violet/orange	+12v	Y	DBL-orange
BUTTON LIGHT	22	violet/brown	+12v	Z	orange
HOP. OUT LED 2	23		+12v RESISTOR	a
HOP. OUT LED 1	24	violet/blue	+12v RESISTOR	b	orange/black
LOCKOUT COIL	25	violet/red	+12v	c	ORANGE
PIXY MOTOR	26	GRAY/BLACK	+24v pixy pwr	d	BROWN
WHEEL MOTOR	27	YELLOW/BLACK	+24v gondola pwr	e	YELLOW
DOOR MOTOR	28	RED/BLACK	+5v	f	RED

PLAYER 2

SPEAKER +	1	red/white	SPEAKER -	A	brown/white
STOP BUTTON	2	gray	GROUND	B	black
PIXY HOME	3	white/brown	GROUND	C
HOPPER RUN 1	4	white/violet	+18v	D	VIOLET
HOP. SENSE 1	5	white/blue	GROUND	E	BLACK
AGITATOR RUN	6		+18v	F
KEY	7	KEY	KEY	H	KEY
GROUND	8		+18v	J
DBV/HOP 2/T-SENS	9	blue/black	GROUND	K
HOP 2/T-RUN	10		+12v	L	orange
COIN2	11	gray/yellow	GROUND	M	BLACK
+12v	12	ORANGE	GROUND	N
PRIZE DETECTOR	13	white/gray		P
GOND. EMPTY 1	14	white/red	GROUND	R	BLACK
12v RESISTOR	15		GROUND	S	BLACK
WHEEL POS. front	16	white/green	GROUND	T	BLACK
WHEEL POS. back	17	white	+12v	U	orange
COIN 1	18	gray/green	GROUND	V	black
TILT	19		GROUND	W
PRIZE CNTR 1	20	gray/white	PRIZE CNTR 2	X
COIN CNTR	21	gray/orange	+12v	Y	DBL-orange
BUTTON LIGHT	22	gray/brown	+12v	Z	orange
HOP OUT LED 2	23		+12v RESISTOR	a
HOP OUT LED 1	24	gray/blue	+12v RESISTOR	b	orange/black
LOCKOUT COIL	25	gray/red	+12v	c	ORANGE
PIXY MOTOR	26	GRAY	+24v pixy pwr	d	BROWN
WHEEL MOTOR	27	WHITE/BLACK	+24v gondola pwr	e	YELLOW
DOOR MOTOR	28	RED/BLACK	+5v	f	RED

4

3

2

1

A

B

C

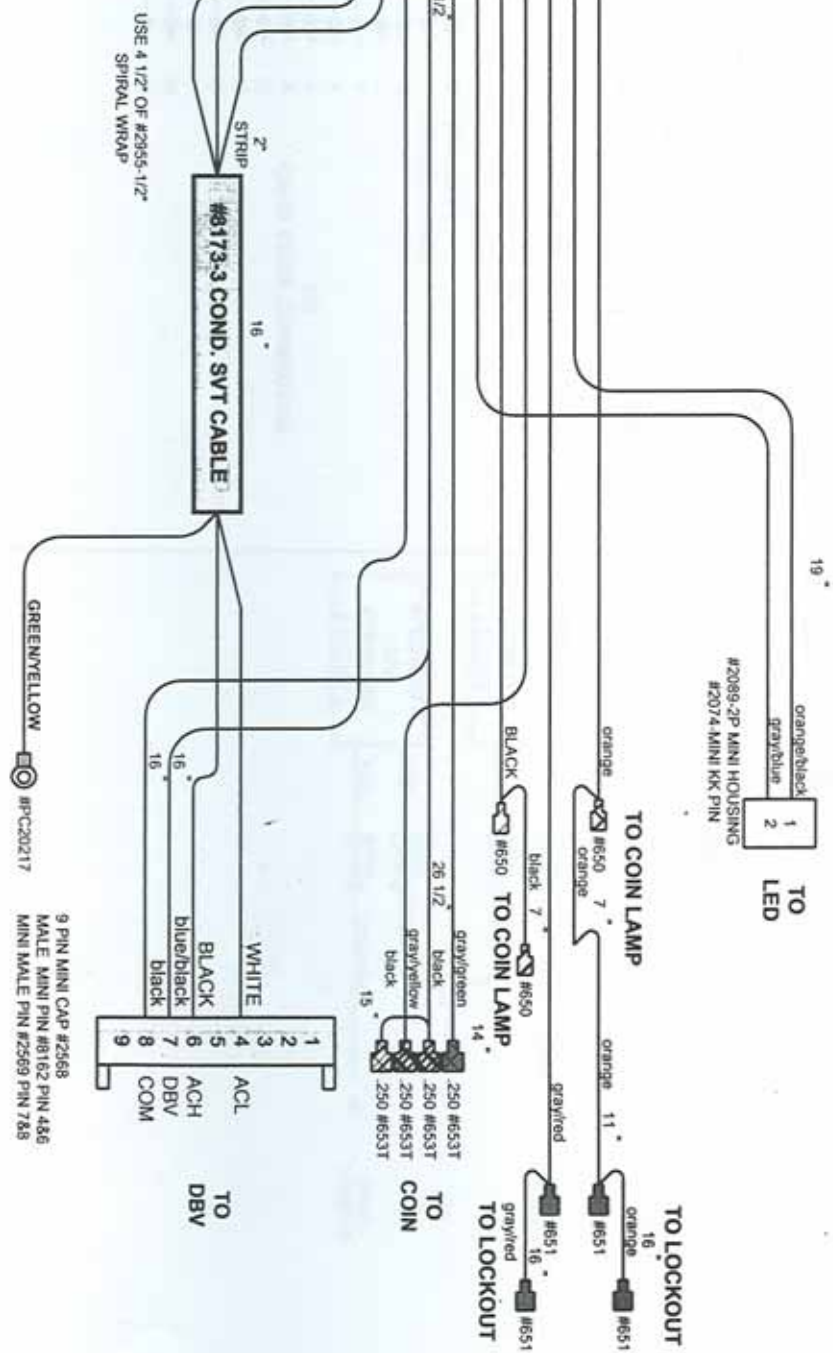
D

TO MAIN HARNESS

1	+12V
2	+12V LIMITED
3	LOCKOUT
4	COIN 2
5	GROUND
6	HOP OUT LED 1
7	COIN 1
8	GROUND
9	DBV
10	ACH
11	CHASSIS GROUND
12	ACL

1	orange	21
2	orange/black	19
3	gray/red	26
4	gray/yellow	26 1/2
5	BLACK	22
6	gray/blue	19
7	gray/green	26 1/2
8	black 2	16
9	blue/black	16
10	BLACK	16
11	GREEN	16
12	WHITE	16

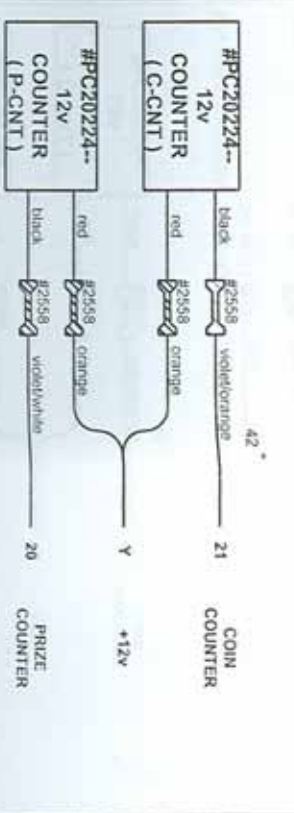
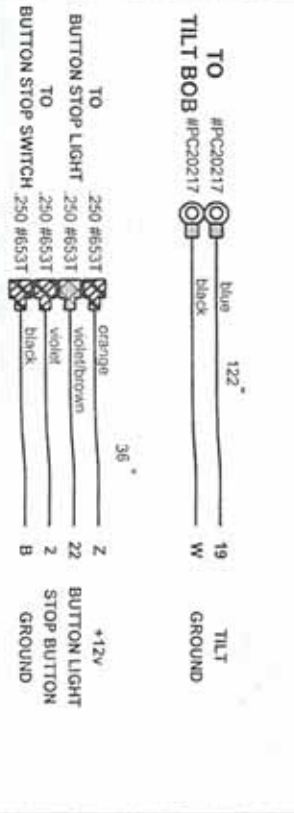
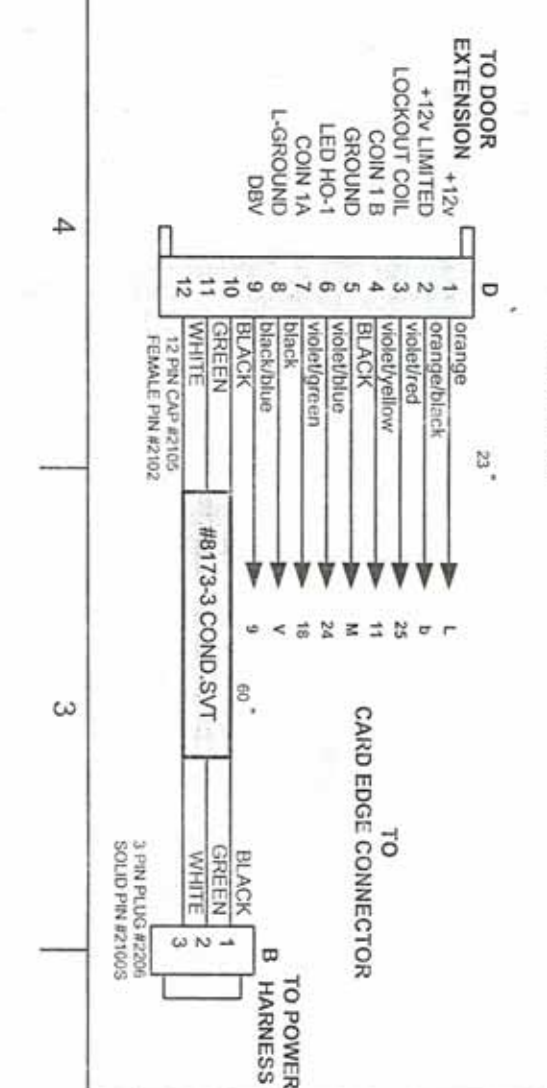
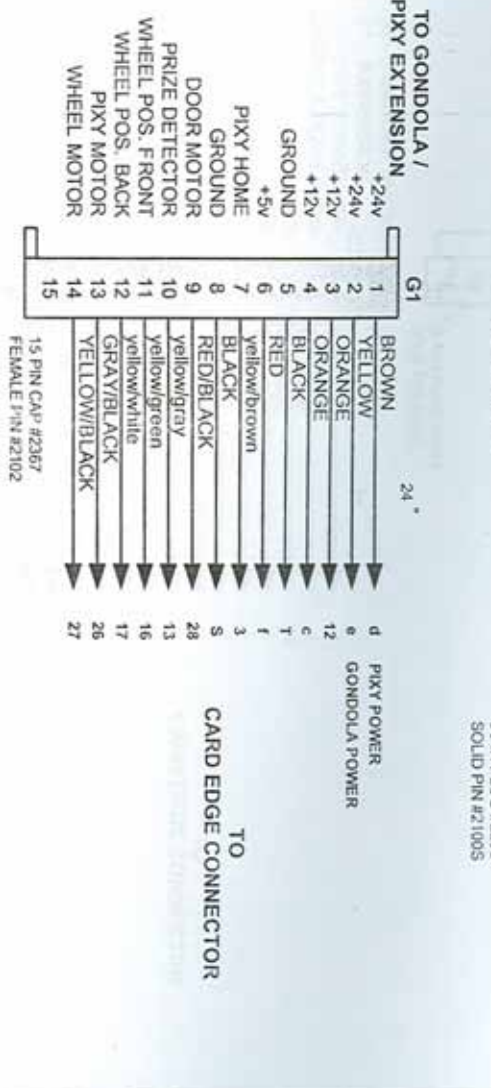
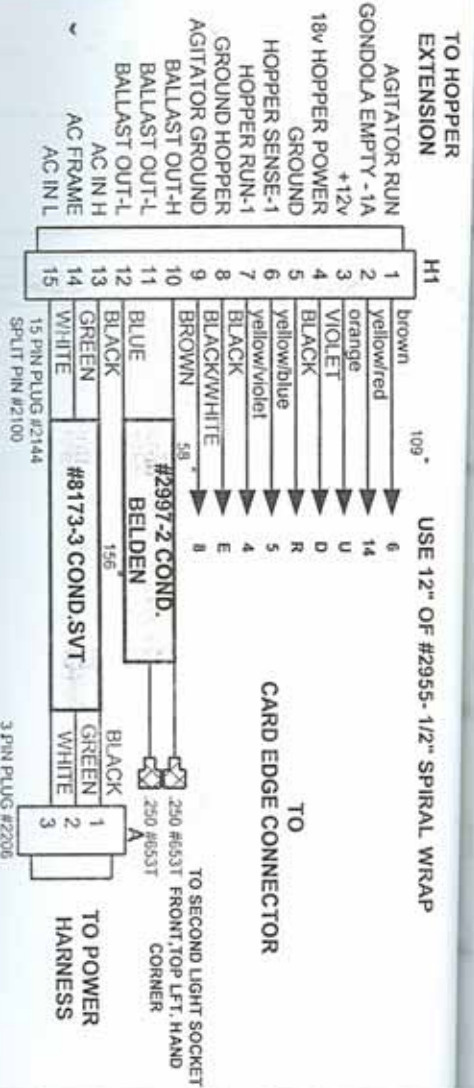
12 PIN PLUG #2106
SPLIT PIN #2100



USE 4 1/2" OF #2955-1/2" SPIRAL WRAP

TITLE		PIXY REV 2	
DESCRIPTION		#PP2050X-DOOR HARNESS	
DATE	11/3/00	REVISED	2/8/01
DRAWN BY		CHERYL Z1	
PAGE		7 OF 10	

4 3 2 1



DATE	REVISED	27/01	PAGE	2 OF 10
11/3/00	REVISD	27/01	PAGE	2 OF 10
DESCRIPTION #PP2052LX-PLAYER 1 MAIN(LEFT)				
TITLE PIXY REV 2			FILENAME	PIXY REV 2.VSD
			DRAWN BY	CHERYLZ1