

Tribe

n'
T U N E S™

**OWNER'S GUIDE
AND
SERVICE MANUAL**

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Reserve
wires
or ballast
if blowing
Fuse

INTRODUCTION

The all new TICKETS-N-TUNES™ coin drop arcade game was designed, to provide the owner/operator with a highly reliable, low maintenance game that will ensure high profits for years to come.

TICKETS-N-TUNES™ has a reliable combination of 50's styling and 90's technology. This was accomplished by resurrecting the classic look of the '50's style jukebox and combining it with '90's refined digital audio and, hi-tech composite construction. This blend of the '50's and '90's will ensure success in any location.

TICKETS-N-TUNES™ was designed utilizing only the finest of materials including: MDO (Medium Density Overlay)- a fire retardant plywood board utilized throughout its construction, Polycarbonate plastics (Tufak™)- a scratch resistant translucent playfield cover, Tempered 1/4" plate glass- for abrasion resistance and ease of cleaning, and Powdered Epoxy Coated Metal- a baked on finish to enhance appearance as well as provide a very durable surface.

To ensure hassle free maintenance the TICKETS-N-TUNES™ coin drop arcade game was designed as 3 simple subassemblies, lighting, ticket door, and playfield. Any of these subassemblies can be easily removed from the cabinet, decreasing service time and increasing potential profits by drastically reducing down time.

Right from the factory the TICKETS-N-TUNES™ coin drop arcade game is ready to play. Just roll into place with its built in casters, plug in, turn on, and experience 50's amusement with 90's reliability.

As an added bonus, the owner/operator has the ability to change programmable options. Among these programmable option are, volume, tickets/play and wheel speed, which are outlined in the following pages.

GAME PLAY

The game begins when a player inserts a coin into the coin slot at the top of the game in an attempt to drop his or her coin into the jackpot slot. If the player successfully hits the jackpot slot, a siren will sound and the game will dispense the number of tickets seen on the Jackpot display in the upper left corner of the playfield. The jackpot will then reset to a pre determined number set by the owner/operator in the programming mode. If the player is unable to hit the Jackpot slot but manages to drop their coin into one of the other slots, the game will play one of twelve songs and dispense the appropriate number of tickets associated with that particular slot. If a player is unable to drop their coin into any slot, the coin will ride around the outside of the wheel, and the game will play a sad song. No tickets will be dispensed unless otherwise programmed by the owner/operator. This same progression will continue as coins are dropped into the game, filling the air with tunes and the cash box with coins.

GENERAL MAINTENANCE

The TICKETS-N-TUNES™ coin drop arcade game has been designed for an absolute minimum of maintenance. To ensure a nice looking game we suggest that you clean all surfaces on a regular basis according to the cleaning instruction listed below.

CLEANING

GAME EXTERIOR- Clean the game exterior with non-aggressive cleaners such as Formula 409® or FANTASTIC® only. These cleaners remove dirt, yet are safe for painted or printed surfaces. You could finish cleaning with a good grade of furniture polish.

DISPLAY PANEL - The display panel (Marquee) should be cleaned with a furniture polish such as PLEDGE® or ENDUST®. These polishes are non-abrasive, and leave a protective oil that makes the surface shine and eliminates "Hazing" that glass type cleaners leave behind.

PROGRAMMING

<u>SELECTION</u>	<u>DESCRIPTION</u>	<u>RANGE</u>	<u>DEFAULT</u>
1.	JACKPOT INITIAL	(0-9999)*	(50)
2.	JACKPOT CAP	(0-9999)^	(250)
3.	GAMES PER JACKPOT INCREMENT	(0-20)	(0)
4.	JACKPOT INCREMENT PER GAME	(0-20)	(3)
5.	VOLUME	(0-9)	(5)
6.	ATTRACT VOLUME	(0-9)	(1)
7.	WHEEL SPEED	(0-4)	(3)
8.	TICKETS PER PLAY	(0-20)	(1)
9.	JACKPOT SAVE	(0-1)	(0)
10.	RESET TO FACTORY DEFAULTS	(0-1)	(0)
11.	ZONE 1	(0-99)	(7)
12.	ZONE 2	(0-99)	(4)
13.	ZONE 3	(0-99)	(2)
14.	ZONE 4	(0-99)	(2)
15.	ZONE 5	(0-99)	(4)
16.	ZONE 6	(0-99)	(7)
17.	ZONE 7	(0-99)	(7)
18.	ZONE 8	(0-99)	(4)
19.	ZONE 9	(0-99)	(2)
20.	ZONE 10	(0-99)	(2)
21.	ZONE 11	(0-99)	(4)
22.	ZONE 12	(0-99)	(7)

* UPPER LIMIT CONTROLLED BY JACKPOT CAP
^ LOWER LIMIT CONTROLLED BY JACKPOT INITIAL

SETUP / TESTING

SAFETY PRECAUTIONS

IMPORTANT: FAILURE TO FOLLOW THESE DIRECTIONS CLOSELY COULD CAUSE SERIOUS DAMAGE TO YOU AND/OR YOUR GAME.

WARNING: WHEN INSTALLING THIS GAME, A 3 PRONG GROUNDED RECEPTACLE MUST BE USED. FAILURE TO DO SO COULD RESULT IN SERIOUS INJURY TO YOURSELF OR OTHERS. FAILURE TO USE A GROUNDED RECEPTACLE COULD ALSO CAUSE IMPROPER GAME OPERATION AND/OR DAMAGE TO THE ELECTRONICS.

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

BEFORE PLUGGING THE GAME IN, OR TURNING IT ON, BE SURE THE GAME HAS BEEN SET TO THE PROPER VOLTAGE. YOUR GAME SHOULD COME PRE-SET FROM THE FACTORY TO THE CORRECT VOLTAGE, HOWEVER IT IS A GOOD IDEA TO CHECK THE A.C. WALL RECEPTACLE VOLTAGE BEFORE PLUGGING THE GAME IN.

NOTE: For 220-240 volt operation, your game will be supplied with an external stepdown power supply.

SETUP

1. Carefully unbox the cabinet, marquee and step and remove the packaging.
2. Unbolt the marquee bracket from the rear of the cabinet (4 bolts), turn 180 degrees and re-attach to the cabinet with the same bolts removed
3. Connect the 3 pin connector from the marquee bracket to its counter part in the marquee.
4. Attach the marquee to the marquee bracket via the 4 bolts supplied.

5. Place step in front of game.
6. Remove clamp from end of attachment cable attached to step.
7. Using supplied key open the ticket door (Be sure to set the step to the left side of the game in front of the door, when open, such that the step will not interfere with closing the door after its installation.).
8. Feed the attachment cable through the small hole located at the front bottom center of cabinet.
9. The attachment cable will be on the inside of the ticket door.
10. Slide the small clamp removed in step 6 over the cable and tighten into place.
11. The step and marquee are now firmly attached and the game is ready for testing.

TESTING

After removing all packaging, it's time to test your TICKETS-N-TUNES™ coin drop arcade game for proper operation.

1. Locate the game in it's permanent location.
2. Be sure the game has been properly plugged into a 3 prong grounded outlet, and that the receptacle is in good working order.
3. If using an extension cord, be sure it is a 3 prong grounded type of at least 16 Ga..
4. Adjust the leg levelers and lock into position.
5. Insert coins at least ten times into the coin mech to assure proper operation.
6. Check the coin counter and ticket counter, located inside the coin door, for proper operation.
7. Run tickets through the ticket dispenser by playing games. Check that tickets do not get stuck behind ticket louver.
8. Check the ticket counter for proper operation.
9. Check to see that the proper amount of tickets are dispensed based on the numbers shown on the tickets owed display in the lower right corner of the playfield.
10. Check that all door locks work smoothly.
11. Check game volume during busy time of your location, to set it at the proper level.

PARTS LISTING

MECHANICAL

TT1006	CABINET DOOR HINGE
TT1019	SPINDLE
TT1020	ADAPTER (45)
TT3001	LEFT SIDE CHROME
TT3002	RIGHT SIDE CHROME
TT3003	FRONT CHROME
TT3005	TOP GLASS
TT3006	TURN TABLE GLASS
TT3009	LEFT INNER MIRROR
TT3010	RIGHT INNER MIRROR
TT3011	TONE ARM
TT3014	COIN FUNNEL
TT3017	CASH BOX FUNNEL
TT3019	HOSE END
TT9001	SERVICE MANUAL
TT1050	HOSE CLAMP (1 1/2")
TT3027X	PRINTED COVERGLASS
TT3024	MARQUEE HOUSING

DECALS

TT7000	DECAL (LIGHT REFLECTOR)
TT7001	DECAL (CABINET SIDE)
TT7002	DECAL (RECORD LABEL)
TT7004	DECAL (TITLES/INSTRUCTION)
TT7006	DECAL (FRONT STRIP SET)
TT7008	DECAL (SIDE STRIP SET)
TT7009	DECAL (ICE LOGO)
TT7011	DECAL (JACKPOT)
CC7014	DECAL (ALT ZONE # SHEET)
TT7012	DECAL (PROGRAMMING)
TT7013	DECAL (SAFETY)
FP7044	DECAL (COVERGLASS WARNING)
TT7016	DECAL (TICKET NAME)
TT7017	DECAL (MARQUEE TICKET #)
TT7018	DECAL (RECORD MARQUEE)
TT7019	DECAL (FUSE RATING)
TT7020	DECAL (FUSE 7AMP FAST)
TT7021	DECAL (MARQUEE NAME)
TT7027	DECAL ("T & T")

ELECTRICAL

249	PL-7 FLUORESCENT BULB
HD2009	POWER AMP
HD2010	POWER SUPPLY
HH5005	TICKET DISPENSER
HR2030X	PCBA TICKETS OWED DISPLAY
TT2009X	MOTOR ASSEMBLY
TT2033X	PCBA DISPLAY JACKPOT
TT2034X	PCBA MAIN
TT2039X	PCBA SENSOR(TICKETS-N-TUNES)
BB2006 1	POWER MODULE
PC20224AX	12 V COUNTER ASSEMBLY
AR2007	SPEAKER
TT5001	COIN MECH
HP2002	TRANSFORMER
TT2001X	NEON TRANSFORMER

QUICK TROUBLESHOOTING

PROBLEM	PROBABLE CAUSE	SOLUTION
NO GAME POWER	ON-OFF SWITCH OF GAME TURNED OFF GAME NOT PLUGGED IN OR CORD DAMAGED	TURN POWER ON CHECK POWER CORD
GAME WILL NOT TAKE MONEY CORRECTLY	BAD COIN SENSOR BAD COIN MECHANISM LOOSE OR DAMAGED HARNESING FAULTY MAIN BOARD	CHECK W/METER OR REPLACE ADJUST OR REPLACE CHECK W/METER - REPAIR REPAIR OR REPLACE BOARD
TICKETS DO NOT DISPENSE OR DISPENSE INCORRECTLY	DISPENSER OUT OF TICKETS TICKET DISPENSER HARNESING BAD TICKET DISPENSER BAD FAULTY MAIN BOARD TICKET DISPENSER NOT PLUGGED IN	FILL TICKET DISPENSER CHECK W/METER AND REPAIR REPLACE DISPENSER REPLACE MAIN BOARD PLUG IN TICKET DISPENSER
GAME MAKES NO SOUND	SPEAKER WIRES DISCONNECTED BAD SPEAKER HARNES FAULTY MAIN BOARD	CONNECT SPEAKER WIRES CHECK W/METER AND REPAIR REPAIR OR REPLACE P.C. BOARD
MARQUEE LIGHTS DO NOT LIGHT	BAD BULB (PL-7) BAD HARNES TO LIGHT SOCKETS	REPLACE BULB CHECK W/METER AND REPLACE
JACKPOT WILL NOT INCREASE AS COINS ARE INSERTED	COIN SENSOR HARNES DISCONNECTED WIRE HARNES TO COIN MECH FAULTY JACKPOT HAS REACHED "JACKPOT CAP"	CONNECT HARNES TO MECH CHECK W/METER AND REPAIR INCREASE JACKPOT CAP
GAME WILL NOT SCORE OR CONTINUOUSLY SCORES	FAULTY OPTO BOARD WRONG CLEARANCE BETWEEN HUB & MOTOR GAME IS IN DIRECT SUNLIGHT FAULTY MAIN BOARD	REPLACE OPTO BOARD SET CORRECT CLEARANCE MOVE OUT OF SUNLIGHT REPAIR OR REPLACE BOARD
COINS CONTINUOUSLY GET STUCK IN COIN SHOOT	PLAYFIELD/SHOOT MISALIGNED PLAYFIELD NOT TIGHTENED UP INTO PLACE	REALIGN SHOOT & PLAYFIELD TIGHTEN 3 ALLEN HEAD BOLTS

GAME REPAIR

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

OPERATIONAL BACKGROUND

The TICKETS-N-TUNES™ coin operated amusement game has been designed for an absolute minimum of service. Fluorescent lighting was employed to back light the marquee because of its long life and high illumination. In addition, a brushless DC motor was utilized, greatly extending motor life due to a near frictionless environment.

Ease of accessibility was addressed by designing the TICKETS-N-TUNES™ game as sub assemblies that can quickly and efficiently be removed for service or updates. This allows the owner operator to remove the needed subassembly from the main unit and work on it away from the cabinet where proper tools and space are easily accessible.

TROUBLESHOOTING PHILOSOPHY

To find problems with the game, always check the obvious first. See that the game is plugged in, and that all of the fuses in the game are good.

Next, check to see that all of the connectors are firmly seated, and that no wires have been pulled out.

When trying to find out if specific components are bad or not, try swapping them with components from another TICKETS-N-TUNES™ (if applicable) to see if the problem moves with the component, or stays where it was. This will help you decide if you have a problem with a specific component, or maybe a problem with either the wiring or the Main P.C. Board.

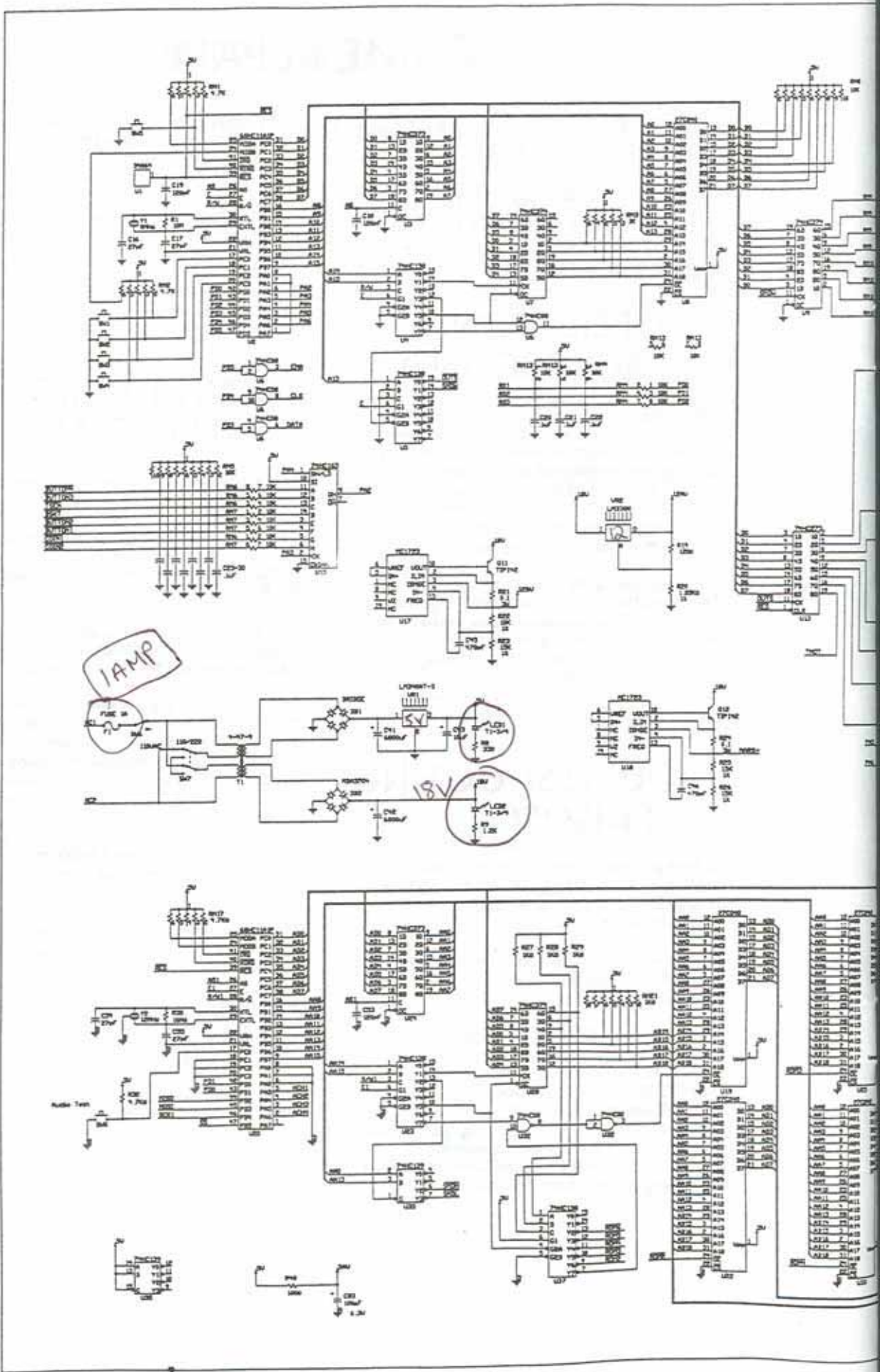
Use extreme caution when using probes or volt meters if the game is powered up. If checking continuity, it is important to disconnect the harnessing at both ends, as attached they may yield erroneous results.

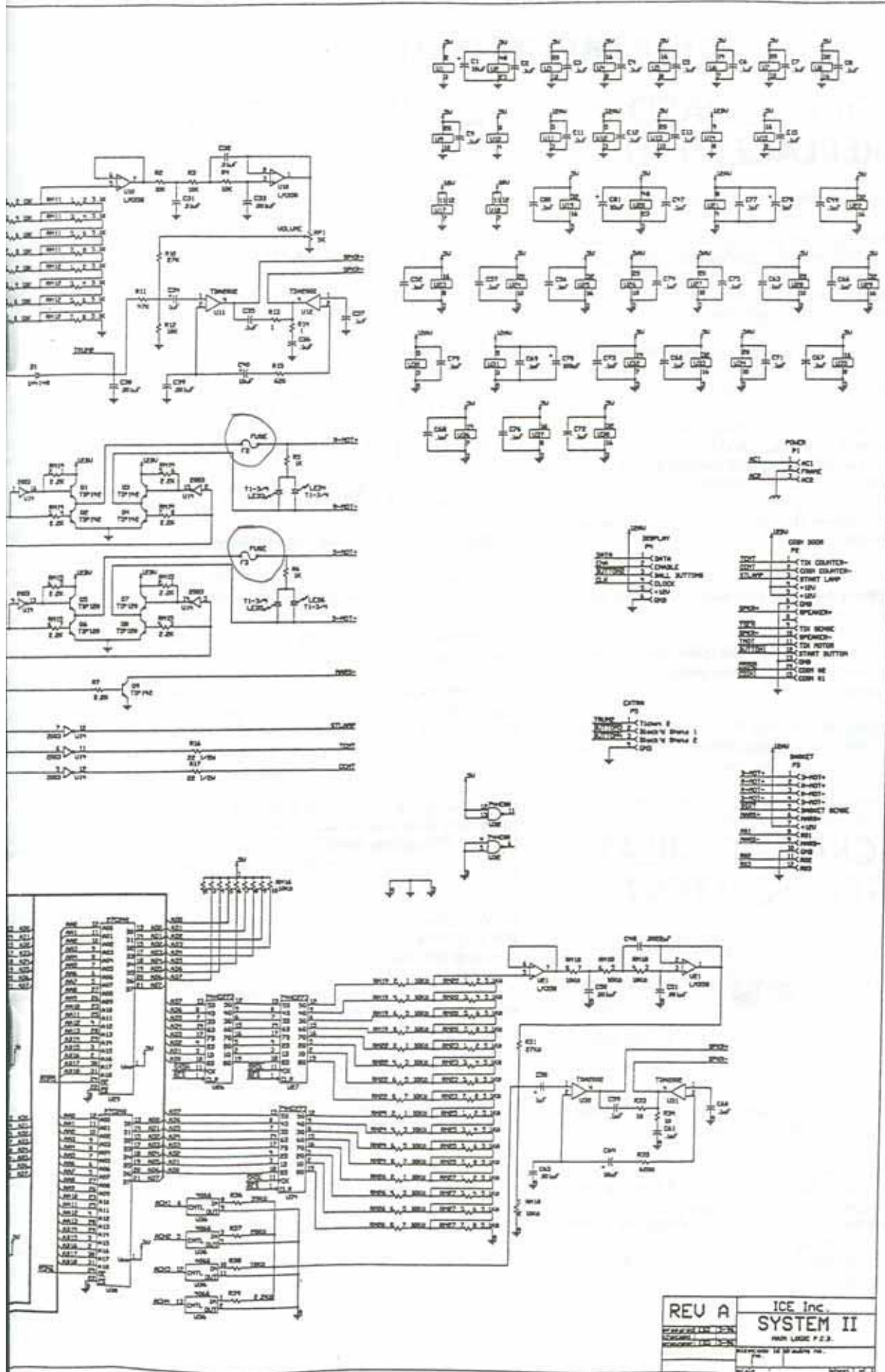
If a P.C. Board is suspected as causing your problems, check to see that all of the I.C. chips are firmly seated on the board.

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

MAIN P.C. BOARD REPLACEMENT

1. Remove all A.C power from the game.
2. Unlock the two locks located on the top of the game and flip the top of the game open.
3. Carefully disconnect the coin switch from the harness via the 4 pin connector.
4. Gently pull up on the center of the cover glass, sliding it completely out of the channel. Place on the side for installation later.
5. Remove the 3 allen head screws holding the playfield in place. NOTE: If this is the first time you are servicing this machine it is necessary that you remove the shipping block labeled "Shipping Block" underneath the playfield. Open the lower coin door to access to this block.
6. With the 3 allen head bolts removed, flip the playfield forward and allow it to rest on the stop blocks.
7. Remove the 8 long plastic hexagon nuts that secure the board to the mounting bracket studs.
8. Carefully disconnect the 15 pin, 12 pin, 4 pin, and 3 pin connectors from the main board and remove the p.c. board from the mounting studs.
9. Re-install in the reverse order.





REV A
 ICE Inc.
SYSTEM II
 MAIN LOGIC P.C.B.
 DRAWING NO. ICE-1000-1000-1000-1000
 DATE: 12/15/68

GAME REPAIR

OPTO BOARD REPLACEMENT

1. Remove all A.C power from the game.
2. Unlock the two locks located on the top of the game and flip the top of the game open.
3. Carefully disconnect the coin switch from the harness via the 4 pin connector.
4. Gently pull up on the center of the cover glass, sliding it completely out of the channel. Place on the side for installation later.
5. Remove the 3 allen head screws holding the playfield in place. NOTE: If this is the first time you are servicing this machine it is necessary that you remove the shipping block labeled "Shipping Block" underneath the playfield. Open the lower coin door to access to this block.
6. With the 3 allen head bolts removed, flip the playfield forward and allow it to rest on the stop blocks.
7. Remove the 4 long plastic hexagon nuts that secure the board to the mounting bracket studs.
8. Carefully disconnect the 9 pin, and 6 pin connectors from the opto board and remove the p.c. board from the mounting studs.
9. Re-install in the reverse order.

JACKPOT DISPLAY REPLACEMENT

1. Remove all A.C power from the game.
2. Unlock the two locks located on the top of the game and flip the top of the game open.
3. Carefully disconnect the coin switch from the harness via the 4 pin connector.
4. Gently pull up on the center of the cover glass, sliding it completely out of the channel. Place on the side for installation later.
5. Remove the 3 allen head screws holding the playfield in place. NOTE: If this is the first time you are servicing this machine it is necessary that you remove the shipping block labeled "Shipping Block" underneath the playfield. Open the lower coin door to access to this block.

6. With the 3 allen head bolts removed, flip the playfield forward and allow it to rest on the stop blocks.
7. Remove the 4 long plastic hexagon nuts that secure the board to the mounting bracket studs.
8. Carefully disconnect the first 6 pin, and second 6 pin connectors from the Jackpot display board and remove the p.c. board from the mounting studs.
9. Re-install in the reverse order.

TICKETS OWED DISPLAY REPLACEMENT

1. Remove all A.C power from the game.
2. Unlock the two locks located on the top of the game and flip the top of the game open.
3. Carefully disconnect the coin switch from the harness via the 4 pin connector.
4. Gently pull up on the center of the cover glass, sliding it completely out of the channel. Place on the side for installation later.
5. Remove the 3 allen head screws holding the playfield in place. NOTE: If this is the first time you are servicing this machine it is necessary that you remove the shipping block labeled "Shipping Block" underneath the playfield. Open the lower coin door to access to this block.
6. With the 3 allen head bolts removed, flip the playfield forward and allow it to rest on the stop blocks.
7. Remove the 4 long plastic hexagon nuts that secure the board to the mounting bracket studs.
8. Carefully disconnect the 6 pin connector from the tickets owed board and remove the p.c. board from mounting studs.
9. Re-install in the reverse order.

GAME REPAIR

WHEEL REPLACEMENT

1. Remove all A.C power from the game.
2. Unlock the two locks located on the top of the game and flip the top of the game open.
3. Carefully disconnect the coin switch from the harness via the 4 pin connector.
4. Gently pull up on the center of the cover glass, sliding it completely out of the channel. Place on the side for installation later.
5. Swing tone arm counterclockwise, allowing for easy disassembly.
6. Remove the center allen head bolt of the wheel. Carefully remove the first piece of glass, then the aluminum wheel, then the second piece of glass. Replace parts as necessary.
7. Re-install in the reverse order. NOTE: Cleaning of all components is required to eliminate the chances of false readings by the sensors.

COVER GLASS REPLACEMENT

1. Remove all A.C power from the game.
2. Unlock the two locks located on the top of the game and flip the top of the game open.
3. Carefully disconnect the coin switch from the harness via the 4 pin connector.
4. Gently pull up on the center of the cover glass, sliding it completely out of the channel.
5. Remove the (4) bolts attaching the coin mech to the cover glass.
6. Reinstall in reverse order.

1/4" PLATE GLASS REPLACEMENT

1. Remove all A.C power from the game.
2. Unlock the two locks located on the top of the game and flip the top of the game open.

3. Carefully disconnect the coin switch from the harness via the 4 pin connector.

4. Gently pull up on the center of the cover glass, sliding it completely out of the channel. Place on the side for installation later.

5. Remove the 3 allen head screws holding the playfield in place. NOTE: If this is the first time you are servicing this machine it is necessary that you remove the shipping block labeled "Shipping Block" underneath the playfield. Open the lower coin door to access to this block.

6. With the 3 allen head bolts removed, flip the playfield forward and allow it to rest on the stop blocks.

7. Disconnect the 15 pin, first 4 pin, second 4 pin, and 3 pin connectors from the main harness.

8. Lift the playfield assembly from the mounting studs and remove from the cabinet.

9. Remove the black felt from the edges of the playfield.

10. Loosen the three allen head bolts holding the upper playfield clamp in place. Remove upper clamp.

11. Loosen the three allen head bolts holding the lower playfield clamp in place. Remove lower clamp.

12. Replace 1/4" tempered plate glass. NOTE: Be sure to line up the playfield layers in the same fashion they came apart. This is important because if it is not done correctly the playfield will appear to be too wide for the cabinet and it may be difficult to re-install.

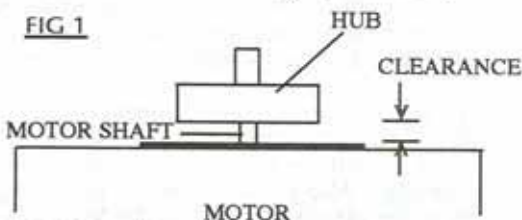
13. Re-install in the reverse order NOTE: When installing new cover glass be careful not to scratch the printing off the back. when installing. Also you will need to install NEW felt to the playfield edges, as the felt that was removed in step 9 will not stick properly and may cause scratching to the plastic mirror on the inside of the cabinet..

MOTOR REPLACEMENT

1. Remove all A.C power from the game.
2. Unlock the two locks located on the top of the game and flip the top of the game open.

GAME REPAIR

- Carefully disconnect the coin switch from the harness via the 4 pin connector.
- Gently pull up on the center of the cover glass, sliding it completely out of the channel. Place on the side for installation later.
- Swing tone arm counterclockwise, allowing for easy disassembly.
- Unscrew the center allen head bolt of the wheel. Carefully remove the first piece of glass and the aluminum wheel, then the second piece of glass.
- Remove the 3 allen head screws holding the playfield in place. NOTE: If this is the first time you are servicing this machine it is necessary that you remove the shipping block labeled "Shipping Block" underneath the playfield. Open the lower coin door to access to this block.
- With the 3 allen head bolts removed, flip the playfield forward and allow it to rest on the stop blocks.
- Remove the (4) 8-32 bolts that secure the motor and heat sink in place.
- Carefully remove the motor and heat sink.
- Remove the aluminum hub from the motor shaft by loosening the (2) 8-32 set screws. NOTE: When re-installing the aluminum hub be sure to leave .060" clearance, using a feeler gauge, between the bottom of the aluminum hub and the top face of the motor housing. (SEE FIG 1)



- Re-install in the reverse order.

NEON REPLACEMENT

- Remove all A.C power from the game.
- Unlock the two locks located on the top of the game and flip the top of the game open.

- Carefully disconnect the coin switch from the harness via the 4 pin connector.
- Gently pull up on the center of the cover glass, sliding it completely out of the channel. Place on the side for installation later.
- Remove the 3 allen head screws holding the playfield in place. NOTE: If this is the first time you are servicing this machine it is necessary that you remove the shipping block labeled "Shipping Block" underneath the playfield. Open the lower coin door to access to this block.
- With the 3 allen head bolts removed, flip the playfield forward and allow it to rest on the stop blocks.
- Gently disconnect the two 1 pin connectors attached to the neon tube.
- Flip the playfield into its closed position and remove the neon tube from the 5 small plastic holders on the glass surface.
- Reassemble in reverse order.

IF YOU HAVE ANY QUESTIONS OR COMMENTS REGARDING INSTALLATION OR PROPER FUNCTION OF YOUR GAME, PLEASE CALL OUR SERVICE DEPARTMENT AT 1-716-759-0360

IMPORTANT

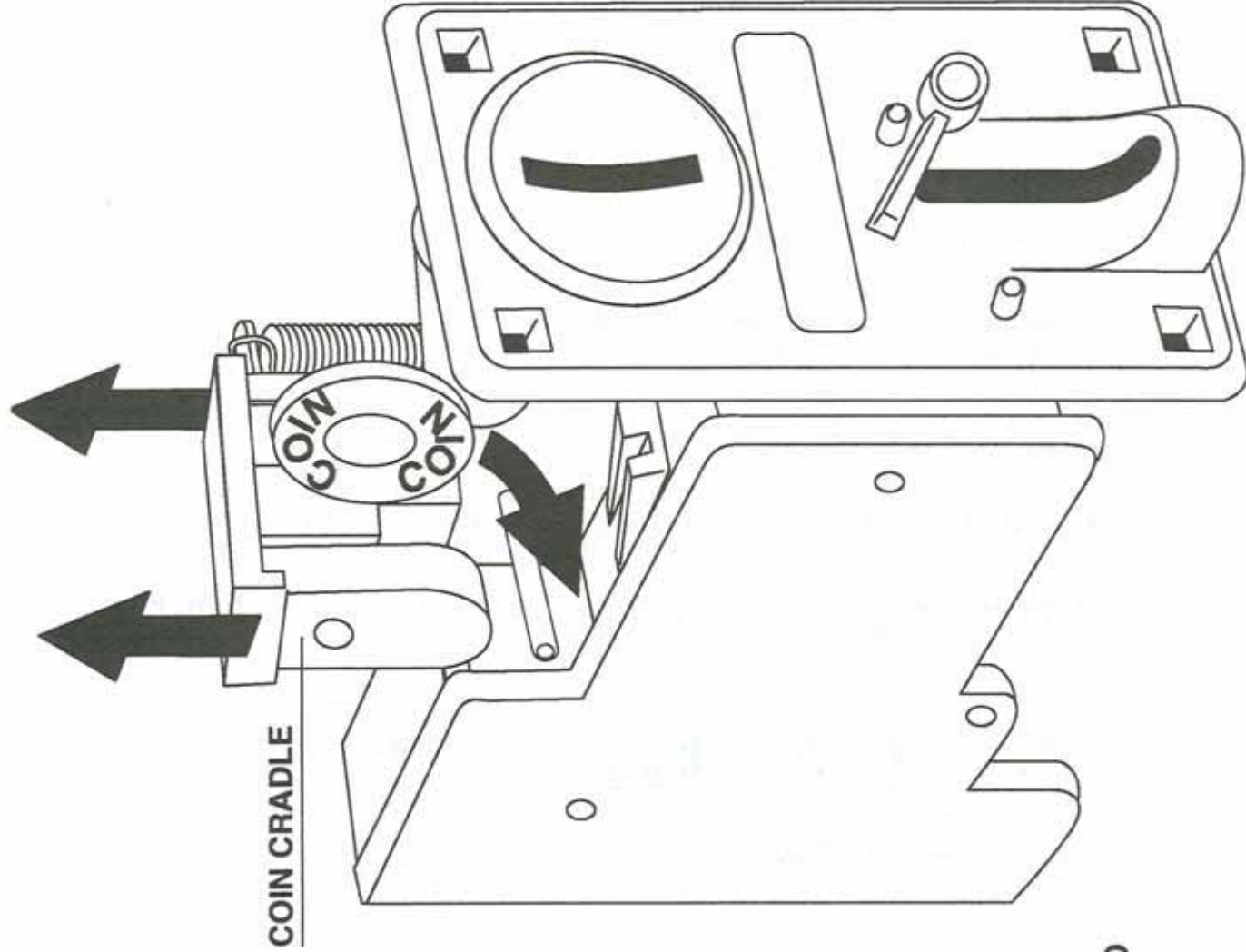
YOUR GAME HAS BEEN SHIPPED WITH AN ELECTRONIC COIN MECHANISM. THIS MECH ADDS A GREAT DEAL OF RELIABILITY AND DURABILITY TO THE GAME.

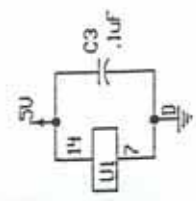
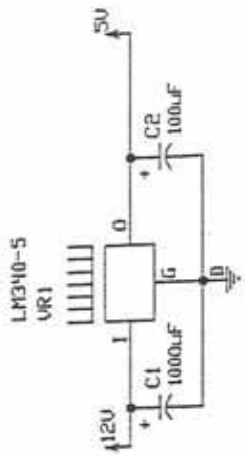
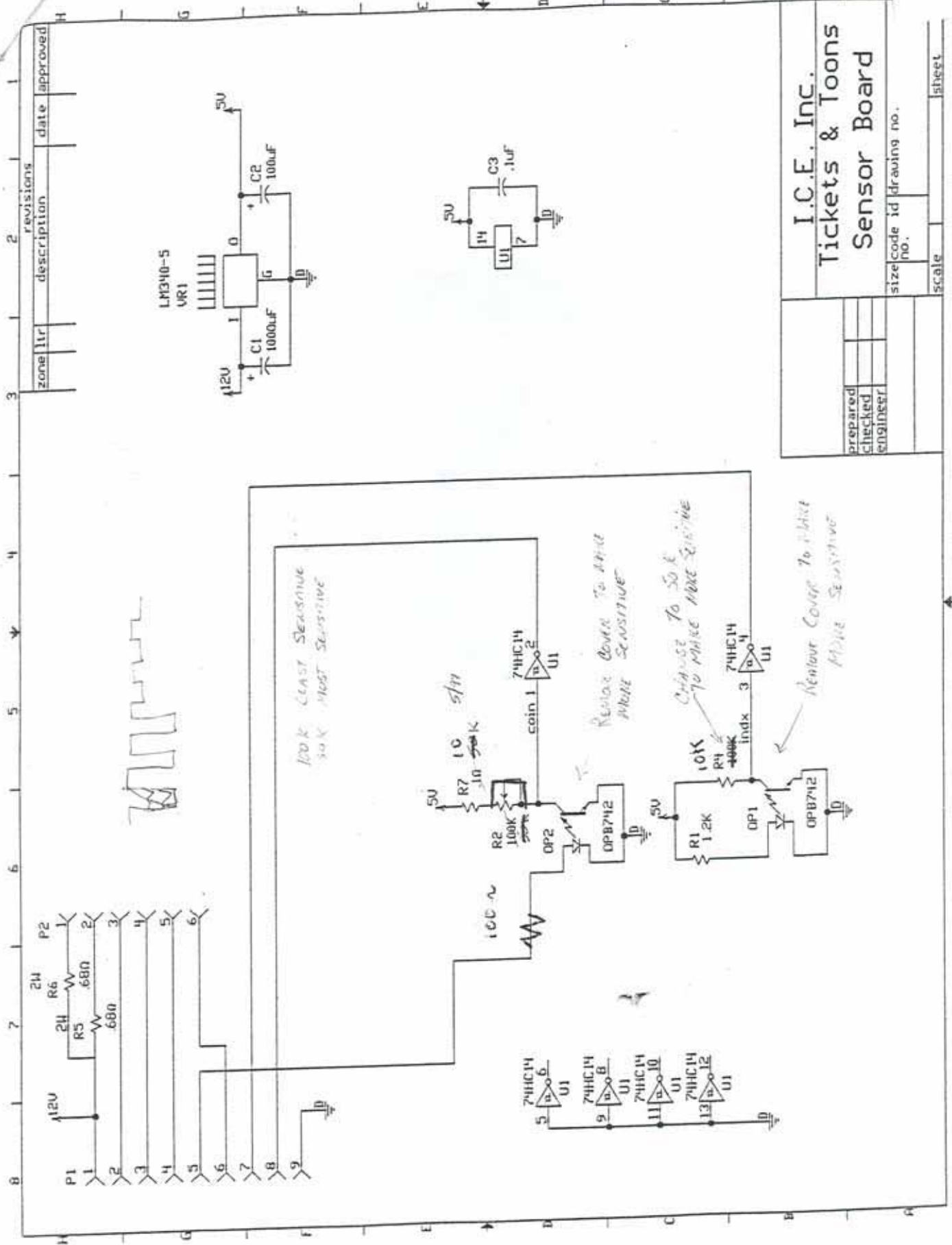
YOU MUST SET UP THE COIN MECH FOR INITIAL USE. THIS IS DONE BY USING THE SAME TYPE OF COIN THAT WILL BE USED TO PLAY THE GAME:

1. LIFT THE TOP OF THE SPRING LOADED COIN CRADLE AS INDICATED BY THE VERTICAL ARROWS.
 2. SLIDE THE COIN INTO PLACE AS SHOWN AND LOWER THE CRADLE ONTO THE COIN.
- BE SURE THE COIN IS SITTING SQUARELY IN THE CRADLE.

YOUR GAME IS NOW READY FOR USE.

NOTE: THE COIN MECH USES THIS COIN TO PROGRAM ITSELF TO ACCEPT ONLY THIS EXACT TYPE OF COIN.





zone	ltr	description	revisions	date	approved

I.C.E. Inc.
Tickets & Toons
Sensor Board

prepared	
checked	
engineer	

size code id drawing no. scale sheet

