

# WHEEL of FORTUNE™



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

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# INTRODUCTION

## GAME FEATURES

Thank you for purchasing the new Wheel of Fortune™ game from I.C.E. By combining the great play appeal of Cyclone™, the great name recognition of the immensely popular TV show Wheel of Fortune™, and by adding the spinning wheel and great game sounds, we've taken the "Quick coin" game to a new level. You'll find this game to be a huge money earner now and for years to come.

Game cabinetry is stylish, yet bright and attractive using "glitter" decals to give it a glitzy look.



The game has been designed as a centerpiece game that will enhance the look of any location. Thick 16 gauge metal panels and marine grade water resistant plywood make the game extremely durable. The top of the cabinet is made of a special high impact styrene that is easy to maintain, and a thick acrylic dome that is extremely strong, and more scratch resistant than polycarbonate. Up higher, the glitter covered marquee flashes the wheel of fortune letters to attract game players. Brilliant back-lighting of the playfield completes the look.

Electronics and sounds are the state of the art in digital technology. Robust design ensures a long trouble free life for your game. The game is very flexible with its programming options to allow it to be tailored to most locations easily. (For special non-standard options, call our service department for details).

## GAME PLAY

The object of the game is to spin the wheel in the hope that it stops at the big bonus values.

To spin the wheel the player must stop the rotating light in the "Spin Zone".



This will automatically spin the wheel for the player. The wheel spin is totally random. As is where the wheel stops.

# INSTALLATION

## BEFORE YOU BEGIN

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

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

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

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

Make sure the game is level after installation. It is necessary to make sure the game is level so the game will work properly.

## TOOLS YOU WILL NEED

The game normally comes fully assembled and ready for use.

If however, you need to disassemble or reassemble the marquee to the game for any reason, all that is needed is a Phillips screwdriver, 7/64" Allen wrench and a 7/16" socket and ratchet.

Place the game into its final location and use the adjusting feet to level the game. This is important to do, to assure proper operation of the game.

CAUTION: CHECK THAT THE A.C. VOLTAGE RATING ON THE BACK OF THE GAME MATCHES THE A.C. VOLTAGE OF YOUR LOCATION.

**THE POWER SUPPLY IS NOT VOLTAGE ADJUSTABLE.**

TO OPERATE THE GAME AT VOLTAGES OTHER THAN THOSE IT WAS DESIGNED FOR, PLEASE CONTACT OUR SERVICE DEPARTMENT FOR VOLTAGE CONVERSION INFORMATION.

Plug the game into the A.C. outlet and turn power to the game on. The switch for the game is located on a power module inside the game.

It is now time to program your game.....

# PROGRAMMING OPTIONS

## INTRODUCTION

The Wheel of Fortune™ 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.

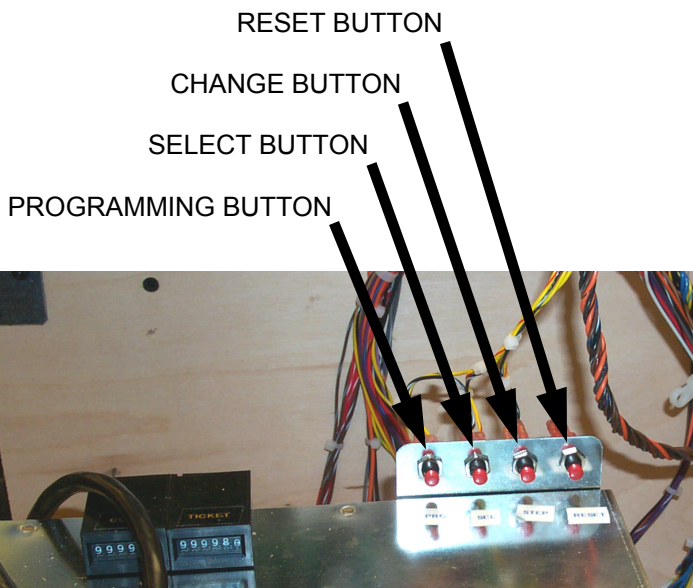
PLEASE READ THIS SECTION THOROUGHLY BEFORE CALLING OUR SERVICE DEPARTMENT. MOST QUESTIONS REGARDING SET-UP AND OPERATION WILL BE FULLY EXPLAINED HERE.

## HOW TO USE THE PROGRAMMING OPTIONS

**PROGRAMMING BUTTON** – Use this button to enter and exit the programming mode. Press this button once to enter the mode, and once again to exit the mode.

**SELECT BUTTON** – Use this button to scroll through and “step” through the various options.

**CHANGE BUTTON** – Use this button to “change” the value of a particular option.



## SETTING YOUR PAYOUT PERCENTAGE

The game has three basic adjustments to allow for percentaging the game properly. They are as follows:

**LIGHT RING VALUES** – These values can be changed through programming to allow for different ticket and game play values.



**WHEEL JACKPOT VALUES** – These can be changed through programming to allow for different ticket and game play values.



**DIFFICULTY** – This makes it easier or harder to hit the “spin zone” target. This will make the wheel spin less or more often. The wheel is set up with a difficulty of “6” from the factory. This allows the average player to spin the wheel about once every 20 times.

This setting is what we recommend you start with. It is important to keep it difficult enough to spin the wheel to keep the game interesting, but not so hard that it can't be done. It is important for bystanders to see that it is easy enough to do, so they will want to play as well.

**CHANGING THIS SETTING IS THE EASIEST AND MOST EFFECTIVE WAY OF CHANGING YOUR PERCENTAGING.**

# PROGRAMMING OPTIONS

## FORMULATING YOUR PERCENTAGES

The game comes from the factory based on a average 25 cent play, and a 1 cent retail ticket value, with a payback of 40%.

**AT THE END OF THIS SECTION ARE SOME BASIC EXAMPLES OF PAYOUT COMBINATIONS AND THE FORMULA FOR TRYING YOUR OWN COMBINATIONS. IF YOU ARE UNABLE TO MAKE ANY OF THESE COMBINATIONS WORK FOR YOU, PLEASE CONTACT OUR SERVICE DEPARTMENT.**

## COINS PER CREDIT (OPTION #1)

**This option determines how many coins are needed to obtain 1 "credit". Setting a "0" puts the game into free play mode. The range for this option is 0-10. The default value for this option is "1".**

## GAMES PER CREDIT (OPTION #2)

This option determines how many games or turns the player gets per credit. This option is useful if you have a minimum coin value that is so high you need to give the customer multiple games to get good value. The range for this option is 1-10. The default value for this option is "1".

## CREDIT DISCOUNTING (OPTION #3)

This determines the number of consecutive credits (without playing a game) given before dispensing a free game.

For example, if this option was set to "2", each time 2 coins IN A ROW were put in, a free game would be given.

The range for this option is 0-10. The default value for this option is "0".

## VOLUME (OPTION #4)

This option determines the sound volume of the game. Setting a "0" turns the sound to minimum. Setting a "10" turns the sound to maximum. The default value for this option is "7"

## ATTRACT TIME (OPTION #5)

This option determines the duration of time between attract modes in minutes. The range for this option is 1-30. The default value for this option is "2".

## ATTRACT MODE TYPE (OPTION #6)

This option determines what type of attract mode (if any) is used. Setting a "0" turns the attract mode off. Setting a "1" makes sound only. Setting a "2" spins the wheel only. Setting a "3" gives both sound and the wheel spin. The default value for this option is "3"

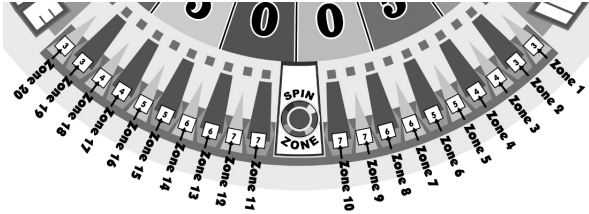
## JUST FOR SPINNING TICKETS (OPTION #7)

Enabling this option will give the player a predetermined amount of extra or "bonus" tickets before the wheel is spun. The tickets will begin to pay out as the wheel begins to spin. The range for this option is 0-50. Setting a "0" turns this option OFF. The default value of this option is "0".

# PROGRAMMING OPTIONS

## ZONE VALUES (OPTIONS #8-27)

The ring light values can be adjusted through programming and by changing the decals on the playfield itself.

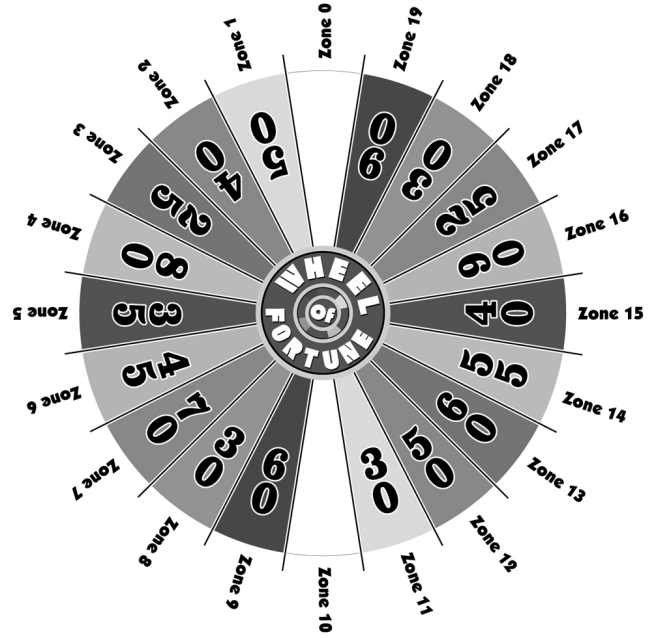


This determines the ring light values for zones 1-20. Each zone can be set to pay out 0-20 tickets. The chart below will give you the default values for each zone, as well as translate the option number to the zone. Please see the chart above to realize the proper relationship between zone, option number, and position on the playfield. Example, Zone 10 is to the immediate right of the "spin zone" and is option #16.

OPTION#	ZONE#	DEFAULT
8	1	3
9	2	3
10	3	4
11	4	4
12	5	5
13	6	5
14	7	6
15	8	7
16	9	8
17	10	10
18	11	10
19	12	8
20	13	7
21	14	6
22	15	5
23	16	5
24	17	4
25	18	4
26	19	3
27	20	3

## WHEEL JACKPOT VALUES

The jackpot values can be adjusted through programming and by changing the decals themselves. This helps to adjust for differing game play and ticket values



### HOME JACKPOT VALUE, ZONE 10 (OPTION #28)

This is the white jackpot wedge BELOW the words Wheel of Fortune on the center hub of the wheel. The numbers are removable and can be replaced with the other values supplied with the game.

The range for this option is 0-1000. The default value for this option is "300"

### Non - HOME JACKPOT VALUE ZONE 0 (OPTION #29)

This is the white jackpot wedge ABOVE the words Wheel of Fortune on the center hub of the wheel. The numbers are removable and can be replaced with the other values supplied with the game.

The range for this option is 0-1000. The default value for this option is "500"

# PROGRAMMING OPTIONS

## BIG JACKPOT LOCKUP (OPTION #30)

This option will allow the game to “Lock up” when either of the jackpot wedges are hit. This allows the location to save on tickets if the jackpot wedges are set to pay out a high amount. To clear the lock up, open the coin door and hit the “Ticket Reset” button on the cash box enclosure. The range for this option is 0-1. Setting a “1” turns this feature ON. The default value for this option is “0” (off).

## WHEEL DIFFICULTY (OPTION #31)

this option determines how hard it is to stop the light in the “Spin Zone”. This adjusts the size of the “time window” to make it easier or harder. The numbers available represent MILLISECONDS (1/1000<sup>th</sup> of a second).

The range for this option is 1-20. The default value for this option is “6”.

When the game is set to “6”, average players will hit the spin zone approximately once every 20 times. This is where we feel the game works best, balancing difficulty with the excitement of being able to hit the target on a consistent basis.

### **CHANGE THIS SETTING TO RASIE OR LOWER THE PAYBACK PERCENTAGE.**

In the event that the wheel difficulty needs to be changed, please use the chart below to give you a rough idea of how your changes will affect game play. These numbers will vary according to the age group and skill of your customers.

MILLISECONDS	1 IN XXXXXX HITS
1	1 IN 300
2	1 IN 120
3	1 IN 60
4	1 IN 45
5	1 IN 30
<b>6</b>	<b>1 IN 20 (DEF)</b>
7	1 IN 10
8	1 IN 5
9	EASY +

## WINABILITY (OPTION #32)

If you wish to keep your percentages more accurate, or have some especially talented players that always win easily, you may want to use this option.

What win ability does is this. You set the “wheel difficulty” option to a number that is harder to win such as “3” ( a one in 60 hit average). You then set this option to “20”. This means that after 20 games are played, the difficulty window will open to full open making it much easier to win. This way you’ll get a winner about every 20 games or so, but the more talented player would have to be much better to win. Since this still works based solely on skill, it remains fair and winnable for the advanced player, but will get easier to allow less skillful people to win as well.

The range for this option is 0-100. Setting a “0” turns this option OFF. The default value for this option is “0”.

## COUNTER TYPE (OPTION #33)

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

## SOUND LOOP (OPTION #34)

This option will loop a money payout sound and lock up the game until all tickets have been dispensed IN THE EVENT OF A JACKPOT. This can add extra excitement to the game. The range for this option is 0-1. Setting a “1” turns this option on. The default value for this option is “0”, OFF.

# PROGRAMMING OPTIONS

## FACTORY RESET (OPTION #35)

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).

**IF YOU HAVE ANY QUESTIONS OR COMMENTS, PLEASE CONTACT OUR SERVICE DEPARTMENT AT:**

**716-759-0360**

**MON. THRU FRI. 8AM-6PM EST**

## GAME SETTING EXAMPLES

The examples shown below are intended to act as a guide when setting up your game. Please be advised these are generalities and your game in all likelihood will need to be adjusted for your particular clientele.

25-cent play – 1-cent ticket  
(spin zone) 7-6-6-5-5-4-4-3-3-2  
Jackpot 500 – 300  
6 MS Difficulty setting (average 1 in 20 spins)

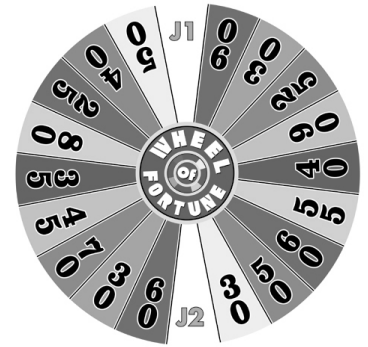
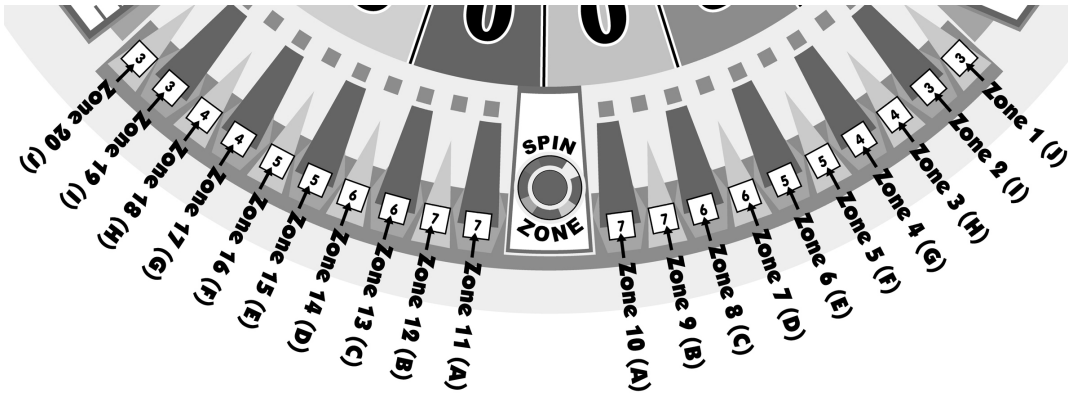
80-cent play – 5-cent ticket  
(spin zone) 5-4-3-2-2-2-2-2-1-1  
Jackpot 500 – 300  
6 MS Difficulty setting (average 1 in 20 spins)

50-cent play – 1-cent ticket  
(spin zone) 10-10-9-9-8-8-7-7-7-7  
Jackpot 900 – 900  
7 MS Difficulty setting (average 1 in 15 spins)

5-cent play – 1-cent ticket  
(spin zone) 2-1-0-0-0-0-0-0-0-0  
Jackpot Bankrupt – Bankrupt  
5 MS Difficulty setting (average 1 in 30 spins)

## PAYOUT CALCULATION FORMULA

If you would like to try to figure out your own payout calculations, please use the formula on the next page.



Total Wheel Value  
= 905 + J1 + J2

$$\left[ \left( \frac{[A+B+C+D] + \left[ \frac{E+F+G+H+I+J}{6} \right]}{5} \right) (y) \right] + \left[ \frac{905+J1+J2}{20} \right]$$


---

20

1. Assign Ticket Values to A-J, y (normally 19), and Jackpot 1 (J1; normally 300) and Jackpot 2 (J2; normally 500)
2. Add up values of A-D
3. Add up values of E-J and Divide by 6
4. Add the number you get in Step 2 to the number you get in Step 3
5. Take the number you get in Step 4 and divide it by 5
6. Take the number you get in Step 5 and multiply it by (y)
7. Add 905, J1 and J2 and divide that number by 20
8. Add the number you get from Step 6 and Step 7 together and divide that number by 20

**\*\*\* This calculation assumes that the values on both sides of the spin zone are set the same. If you set the 2 sides different, run this calculation for both sides and average.**

# MAINTENANCE

## GENERAL MAINTENANCE

This game has been designed to be as trouble and maintenance free as possible.

With this in mind the only basics are to keep the game clean. Below are the main areas to take care of with specific directions.

## TICKET DISPENSERS

The biggest problem ticket dispensers have is ticket dust blocking the optical detectors. It is a good idea to occasionally use compressed air to remove the dust from the dispensers.

## DOME

The dome should be cleaned with a soapy water solution if covered with water based dirt such as food products. After cleaning with soapy water, polish with a commercial plastic polish or a spray furniture polish. These have lubricating oils that condition the plastic and keep it shiny and clear looking. Never use regular glass cleaners as the ammonia in them actually damages the plastic and dulls it.

Any deep scratches can be reduced or eliminated with a scratch removing polish and buffing wheel.

## CABINET

The cabinet plastic and decals can be cleaned with soapy water or spray furniture polish. DO NOT use any alcohol or petroleum based cleaners as they could damage the plastic or printed parts.

## COIN MECHANISMS

The coin mechanisms should be cleaned periodically, as they will accumulate dirt which will cause the coins to stick.

Remove the coin mech and clean them in a dish detergent solution and a stiff brush. Dry thoroughly and re-install.

# 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.

## **STOP 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.

## **ALARM SOUND DOES NOT WORK OR FALSE TRIGGERS (OPTIONAL)**

- 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.
- Game not level. Level game to be sure plum bob is operating correctly.
- Game unplugged. Plug game back in and test for proper operation.

## **WHEEL WILL NOT SPIN OR SPINS SLOWLY**

- Bad Motor. Check or replace as necessary
- Bad harnessing. Check and repair as necessary
- Bad motor cooling fan causing overheating of motor. Replace fan.
- Clicker solenoid not disengaging properly. Check and replace solenoid if necessary.
- Clicker return spring. Check and replace spring if necessary.

# QUICK TROUBLESHOOTING

## **LIGHT RING DOES NOT LIGHT**

- Bad Main P.C. Board. Fix or replace main board.
- Bad light ring board. Find problem board and replace or repair as necessary.
- Bad light ring board harnessing. Repair as necessary.
- Blown fuse on Main P.C. Board. Replace fuse. Check for problems.

## **MARQUEE DOES NOT LIGHT**

- Fuse blown on main P.C. Board. Replace fuse.
- Harnessing between marquee and main board bad. Check and repair as necessary.
- Bad Marquee P.C. Board. Repair or replace as necessary.

## **CREDITS OR TICKETS OWED DISPLAYS DON'T WORK PROPERLY**

- Bad Display P.C. Board. Repair or replace Display board
- Bad Main P.C. Board. Repair or replace Main board.
- Bad display harnessing. Repair as necessary.

## **CAN'T ENTER OR EXIT PROGRAMMING OR OTHER ADJUSTMENT MODES**

- Bad programming or adjustment buttons. Replace buttons. Check harnessing.
- Harnessing fell off back of button. Re-attach harnessing.
- Bad Main P.C. Board. Repair or replace Main board.

# 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 Wheel of Fortune™ game 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 1 brushed DC for the mechanical spinning of the wheel. This motor can be accessed easily for service.

Coin and low ticket sensing are done with conventional micro switches. In all areas of critical importance, optical sensors were developed specifically, and optimized for their particular application.

All P.C. Boards are made of premium quality 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

## REPLACEMENT & REPAIR

### LIGHT RING SERVICING

Service the light ring as follows:

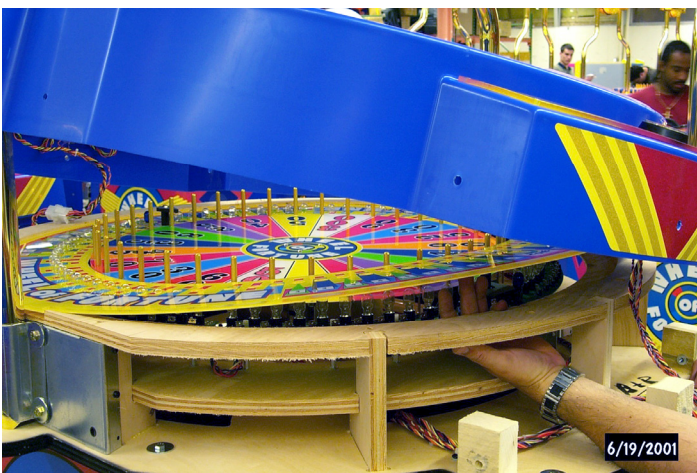
1. Remove the Allen bolts that hold the cover on to the cabinet.



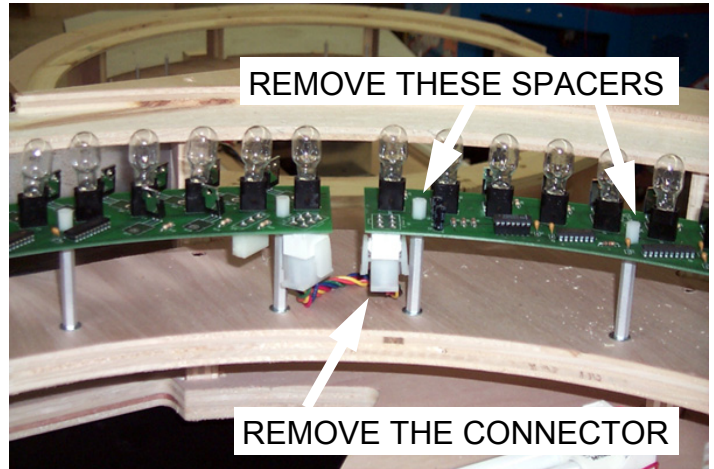
2. Lift the cover up and remove the dome. (See dome replacement instructions)
3. Remove the 2 wheel clickers by unscrewing them.



4. Remove the Light Ring graphics by lifting the ring up.



5. Remove the plastic spacers that hold the board in place.
6. Remove the connector to the board.



7. Assemble in the reverse order.

## MOTOR SERVICING / REPLACEMENT

Service the motor as follows:

1. Remove the Allen bolts that hold the cover on to the cabinet.

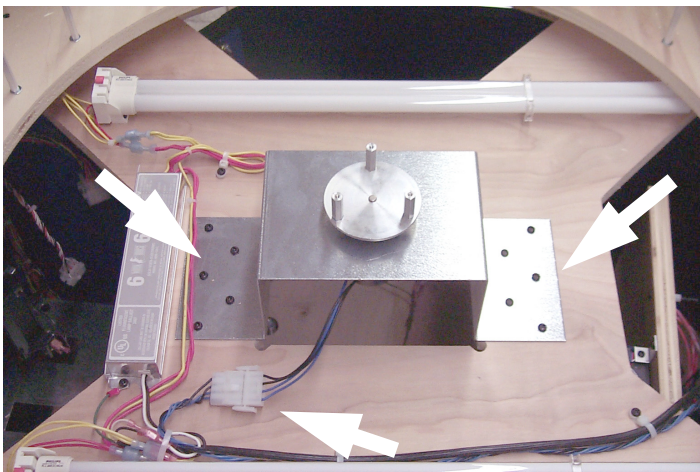


# GAME REPAIR

2. Lift the cover up and remove the dome. (See dome replacement instructions)
3. Remove the wheel by unscrewing the 3 screws that hold it in place.



4. Remove the motor by unscrewing the screws that hold it in place.



5. Disconnect the plug on the motor from the motor harness. Picture here shows the non-pulley version. It is recommended to update the motor assembly to ICE part number WF1016X. A eeprom update is necessary to utilize the pulley assembly. ICE part number E02320 (WFU5 2.20).
6. Assemble in reverse order.

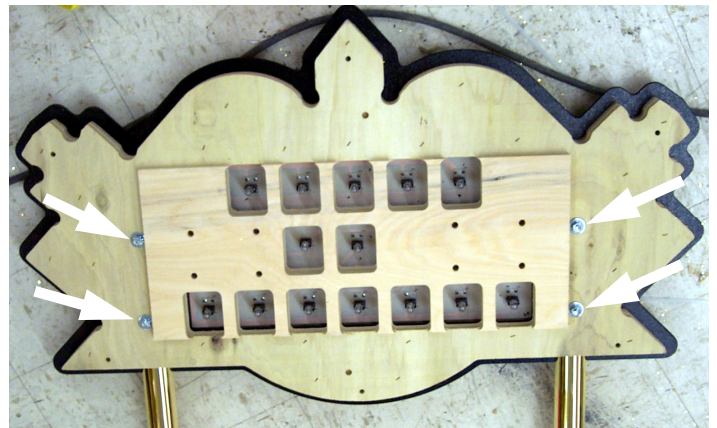
## MARQUEE BULB / P.C. BOARD SERVICE

To replace a light bulb or remove the P.C. Board follow the directions below.

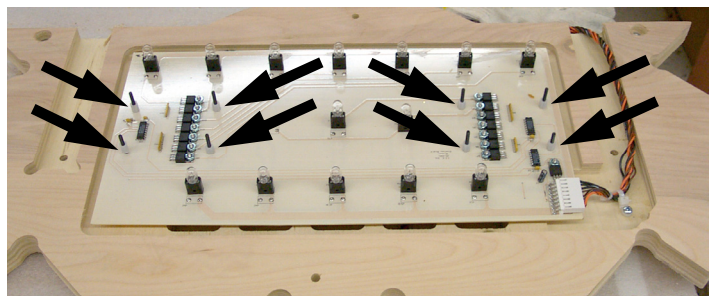
1. Remove the Phillips head screws that hold the marquee cover in place.



2. Remove the bolts that hold the inside wood housing together.



3. Remove the main p.c. board by removing the screws and connector that hold it in place.



4. Reassemble in reverse order.

# GAME REPAIR

## CREDITS / TICKETS OWED P.C. BOARD SERVICE

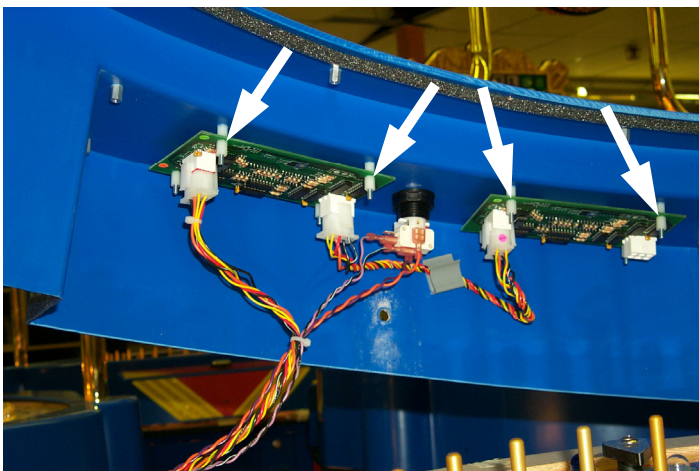
1. Remove the Allen bolts that hold the cover on to the cabinet.



2. Lift the cover up to access the Display P.C. Boards.



3. Unscrew and remove the boards for service.



4. Reassemble in reverse order.

## DOMES REPLACEMENT

1. Remove the Allen head bolts that hold the cover to the cabinet.



2. Lift up the cover and remove the Dome.



3. Set the new dome onto the playfield centered evenly in the game.
4. Lower the cover and bolt into place.

**IF YOU HAVE ANY QUESTIONS OR COMMENTS, PLEASE CONTACT OUR SERVICE DEPARTMENT AT:**

**716-759-0360**

**MON. THRU FRI. 8AM-6PM EST**

# PARTS LISTINGS

1024 Ticket Bin  
1026 Bracket, Low Ticket Switch Mounting  
2005 906 Light Bulb  
2008 Solenoid, Spring Tension  
2027X Assembly Fan  
2110 TIP 122 Transistor  
211 Low Ticket Micro Switch  
2117 IC, 74HC14  
2295 Fuse, MDQ6 (6 amp slo blo)  
2305 IC, 74HC273  
2315 Fuse, MDQ3 (3 amp slo blo)  
2364G Fan Guard  
5101X Mech Holder Assembly  
6321 3/8" E-Clip  
6328 Ceramic Stand-off 6-32 x 1/2 x 3/8  
8312 Bulb, PL-L 40W/41/RS/IS Florescent  
AR2007 Speaker, 6" x 9"  
BW2017 PLL Bulb Retaining Clip  
BW2018 PLL Bulb Support  
BW250X PLL Bulb Socket Assembly  
BW8284X Workhorse 6 Ballast, (WH6-120-L)  
CC2014X Light Ring interconnect harness  
CC2027 Power Cord, 20ft.  
CC2032X Tickets Owed Display P.C. Board  
CC2035X Light ring board (banana board)  
CC7014 Decal # Sheet  
CG1068 Bushing, bronze oil impregnated  
CP1051 Tilt Sensor  
E08398 Bulb #906 Blue  
E00264WWX Standard Ballast assembly  
FP1004 Leg Leveler Mounting Bracket  
HR2005 Large round white push button  
HH2048F Fuse, MDQ4 (4 amp slo blo)  
HH2050 Power Module  
HH5005CL Ticket Dispenser CLE  
HR1019 Leveler Foot  
PP250X Assembly Socket  
PP8284X Assembly Ballast  
WF1018AX Assembly Clicker Player 1  
WF1018X Assembly Clicker player 2  
WF1050 Clicker Pole, Teflon coated  
WF1051 Wheel Hub  
WF1052 Wheel Pin, 1"  
WF1053 Wheel Pin, 1.5"  
WF1054 Wheel Pin, 2"  
WF1055 Wheel Pin, non extension  
WF1056 Flag, Opto beam breaker  
WF1060 Clicker Spring  
WF2002X Assembly Transformer  
WF2004X Ground strap Harness  
WF2007X Assembly power module  
WF2008X Motor Assembly Wheel (OLD)  
WF2008UX Motor Assembly w/pulley (NEW)  
WF2011AX Player 2 station harness  
WF2011X Player 1 station harness  
WF2013AX Wheel Sensor harness  
WF2013BX Solenoid Extension harness  
WF2013X Clicker control panel harness  
WF2014X Ring interconnect harness  
WF2018X Speaker Harness  
WF2022X Display Interface Harness  
WF2032X Credits owed display  
WF2002X Transformer  
WF2034X Main P.C. Board  
WF2037X Marquee P.C. Board  
WF2038X Clicker Position P.C. Board., Large  
WF2039X Clicker Position P.C. Board, Small  
WF2040X Wheel Position P.C. Board, Outer  
WF2041X Wheel Position P.C. Board, Inner  
WF2050AX Light Ring Harness  
WF2050X Light Ring Harness Extension  
WF2052X Tilt/wheel sensor extension  
WF2034X Main Board PCBA  
WF2059X Harness Fan  
WF2053X Ticket Door harness  
WF2054X Control panel harness  
WF2056AX Player 1 ticket door extension  
WF2056X Player 2 ticket door extension  
WF2057AX Wheel motor harness  
WF2057X Wheel motor extension harness  
WF2058AX Light ballast power harness  
WF2058X Light ballast power extension harness  
WF2059AX Programming button harness  
WF3001 Control Panel Blue  
WF3001SX ASY Control Panel Red w/decals  
WW3001 Control Panel Red  
WW3101 Control Panel Yellow  
WF3004 Clicker (pointer)  
WF3005 Marquee Housing  
WF3024X Dome Assembly, with tape  
WF7002AX Center Wheel w/decals (no pins)  
WF7002X Center Wheel w/pins & # Decals  
WF9010 Cover, clicker sensor (black card)

## DECALS AND GRAPHICS

WF7001 Side Panel Decal  
WF7002 Center Wheel (sold w / WF7013)  
WF7003 Decal Control Panel  
WF7004 Podium Side Decal  
WF7005 Instruction Plate Decal  
WF7006 Ticket Arrow Decal  
WF7013 Outer Ring ( sold w / WF7002)  
WF7014 Clicker overlay glitter decal  
WF7015 Monaco Logo Decal  
WF7027 Marquee Panel  
WF9001 Service Manual

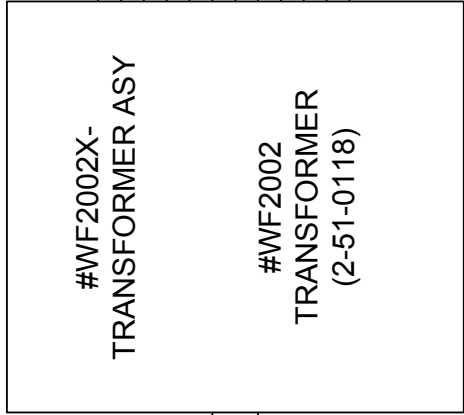
1 2 3 4

D

C

B

A



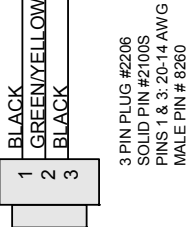
1	ORANGE	11.3 VAC
2	YELLOW	8 VAC
3	BLUE	16.8 VAC
4	BLUE	16.8 VAC
5	YELLOW	8 VAC
6	ORANGE	11.3 VAC
7	BROWN	14 VAC
8	BROWN	16 VAC
9	RED	16 VAC
10	RED	16 VAC
11	BROWN	14 VAC
12	BROWN	14 VAC

12 PIN PLUG #2106  
 PINS 2-6,9,12 : 20-14 AWG  
 MALE PIN # 8260  
 PINS 1,7,10-11 : 14-18 AWG  
 MALE PIN # 2422

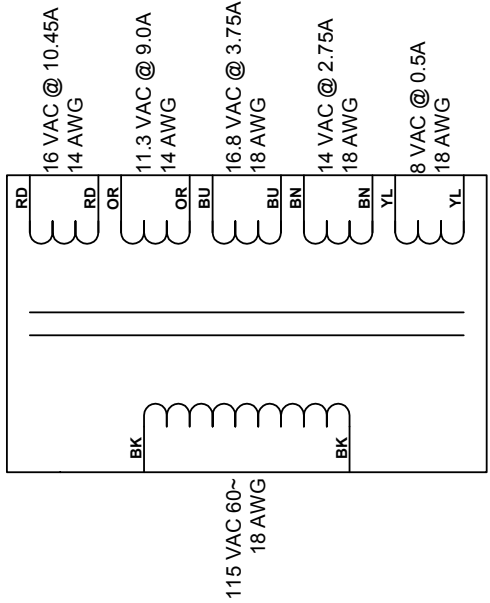
**\* Add 6" of Large Spiral Wrap  
 Starting 4" from the 12-Pin Plug**

15" GREEN/YELLOW #PC20217 TO BASE OF TRANSFORMER

13"



3 PIN PLUG #2206  
 SOLID PIN #2100S  
 PINS 1 & 3: 20-14 AWG  
 MALE PIN # 8260



115 VAC 60-18 AWG

TITLE	Wheel Of Fortune	QTY	1	PER GAME
DESCRIPTION	#WF2002X - TRANSFORMER ASY.	FILENAME	WFREV2.VSD	
DATE	2/29/00	DRAWN BY	MMARTIN	
REVISED	6/13/01	PAGE	1	1 OF 25

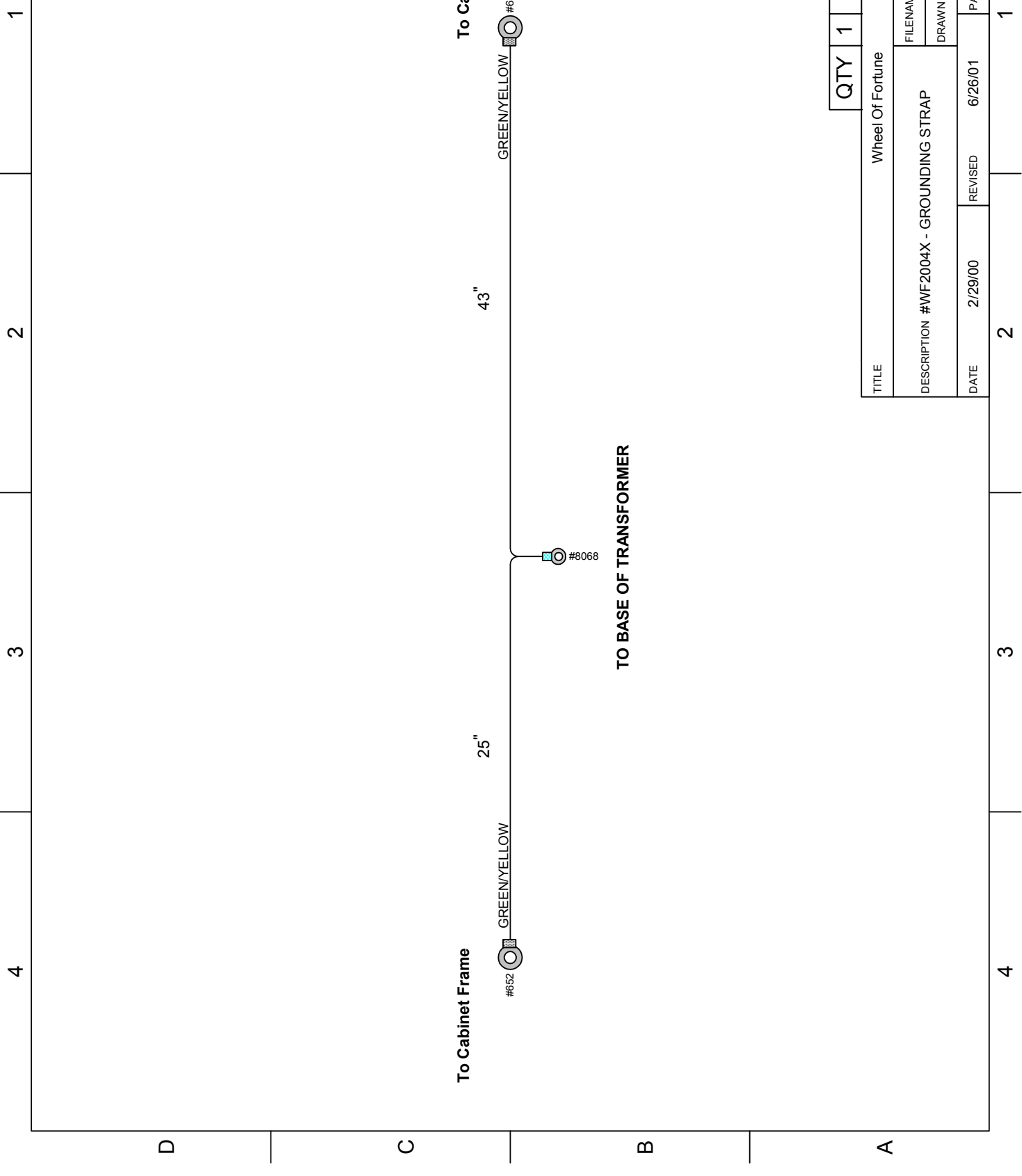
1 2 3 4

D

C

B

A



D C B A

1 2 3 4 1 2 3 4

TITLE		QTY	1	PER GAME
Wheel Of Fortune				
DESCRIPTION #WF2004X - GROUNDING STRAP		FILENAME	WFREV2.VSD	
DATE 2/29/00		DRAWN BY	MMARTIN	
REVISED 6/26/01		PAGE	2 OF 25	

1 2 3 4

D C B A

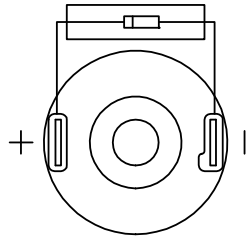
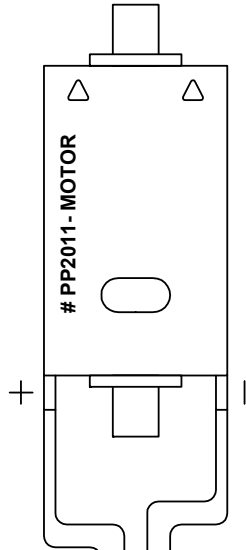
**To Wheel Motor  
Harness**

- + 13VDC
- + 13VDC
- WHEEL
- WHEEL



- 1 LIGHT BLUE
- 2 LIGHT BLUE
- 3 BLACK/BLUE
- 4 BLACK/BLUE

8"

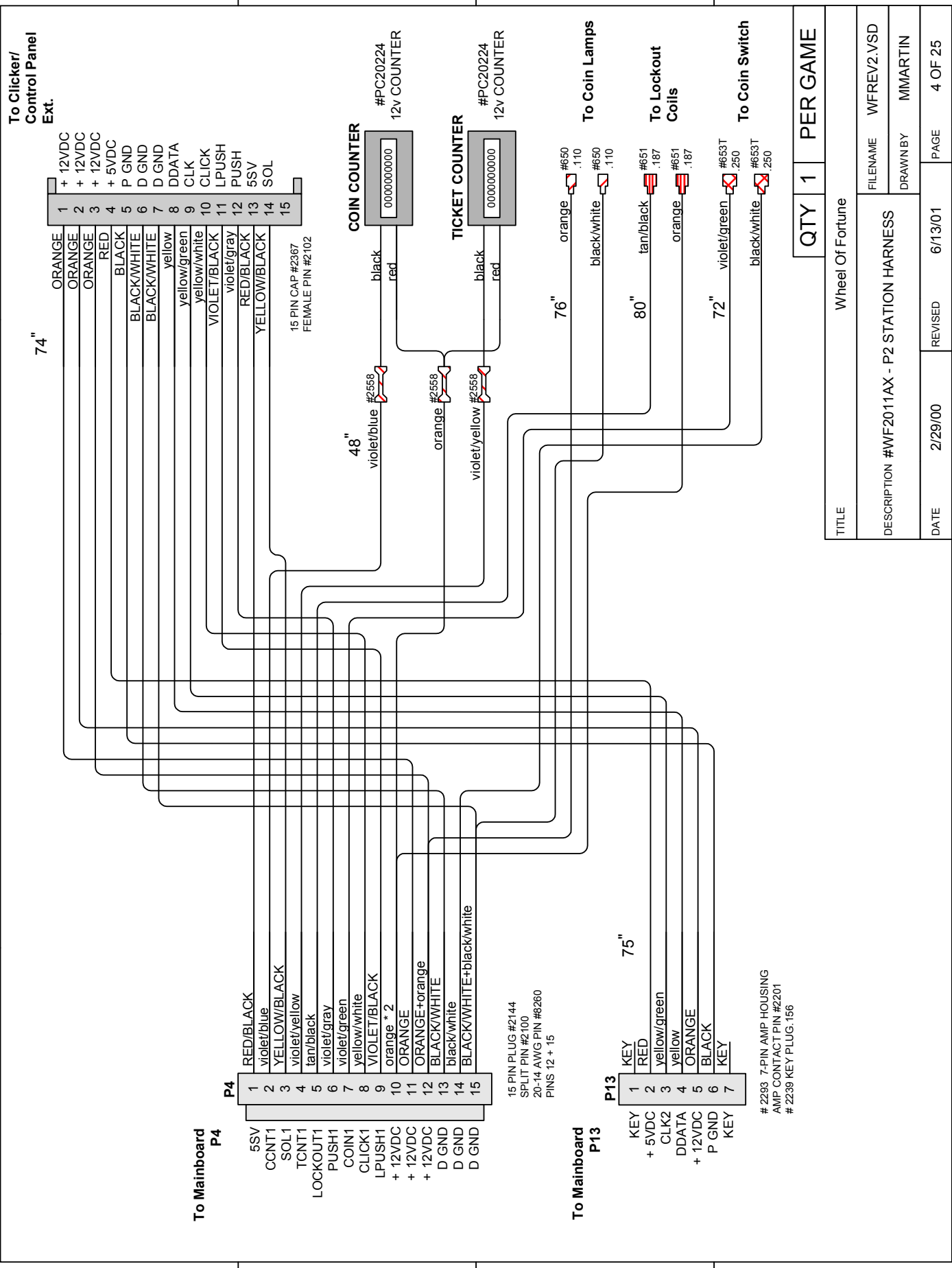


# 2163 - DIODE 1N4004  
2" # 8380 - 1/8" CLEAR  
SHRINK TUBE

QTY		1	PER GAME
Wheel Of Fortune			
TITLE		# WF2008X - WHEEL MOTOR ASSEMBLY	
DESCRIPTION	FILENAME	WFREV2.VSD	
DATE	DRAWN BY	MMARTIN	
2/29/00	REVISED	5/3/01	PAGE 3 OF 25

1 2 3 4

1 2 3 4



D

C

B

A

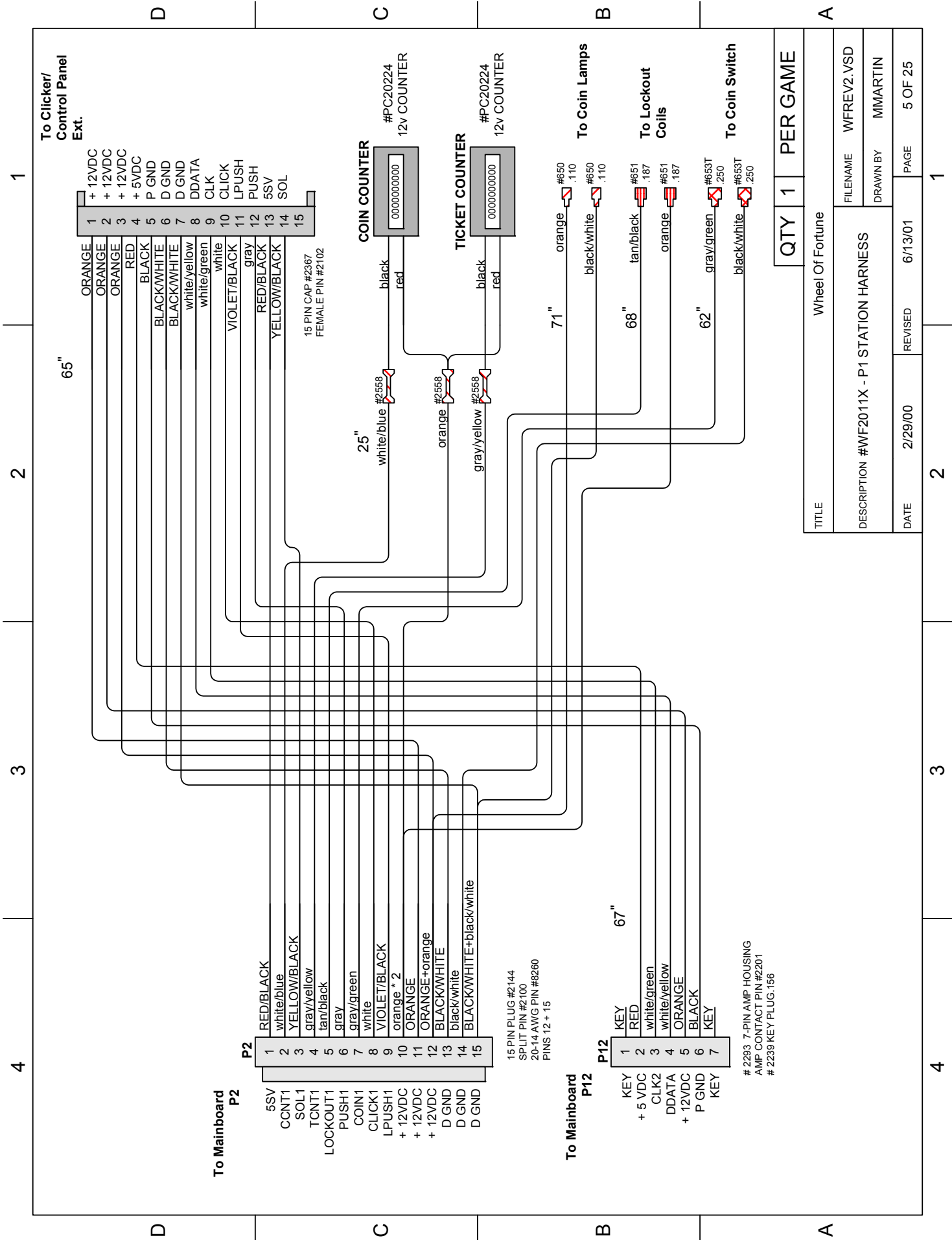
D

C

B

A

TITLE		Wheel Of Fortune	
DESCRIPTION		#WF2011AX - P2 STATION HARNESS	
DATE	REVISED	PAGE	4 OF 25
2/29/00	6/13/01	1	
QTY		1 PER GAME	
FILENAME	WFREV2.VSD	DRAWN/BY	MMARTIN



To Clicker/  
Control Panel  
Ext.

- |    |              |
|----|--------------|
| 1  | ORANGE       |
| 2  | + 12VDC      |
| 3  | ORANGE       |
| 4  | + 12VDC      |
| 5  | ORANGE       |
| 6  | + 5VDC       |
| 7  | RED          |
| 8  | BLACK        |
| 9  | P GND        |
| 10 | D GND        |
| 11 | BLACK/WHITE  |
| 12 | D GND        |
| 13 | white/yellow |
| 14 | white/green  |
| 15 | white        |

**COIN COUNTER**  
#PC20224  
12V COUNTER

**TICKET COUNTER**  
#PC20224  
12V COUNTER

To Coin Lamps

To Lockout  
Coils

To Coin Switch

QTY 1 PER GAME

TITLE		Wheel Of Fortune	
DESCRIPTION		#WF2011X - P1 STATION HARNESS	
FILENAME	WFREV2.VSD	DRAWN BY	MMARTIN
DATE	2/29/00	REVISED	6/13/01
PAGE	5 OF 25		

To Mainboard  
P2

- |    |          |
|----|----------|
| 1  | 5SV      |
| 2  | CCNT1    |
| 3  | SOL1     |
| 4  | TCNT1    |
| 5  | LOCKOUT1 |
| 6  | PUSH1    |
| 7  | COIN1    |
| 8  | CLICK1   |
| 9  | LPUSH1   |
| 10 | + 12VDC  |
| 11 | + 12VDC  |
| 12 | + 12VDC  |
| 13 | D GND    |
| 14 | D GND    |
| 15 | D GND    |

To Mainboard  
P12

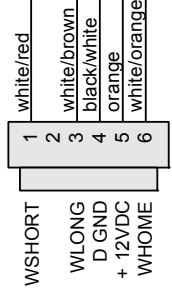
- |   |              |
|---|--------------|
| 1 | KEY          |
| 2 | RED          |
| 3 | white/green  |
| 4 | white/yellow |
| 5 | ORANGE       |
| 6 | BLACK        |
| 7 | KEY          |

# 2293 7-PIN AMP HOUSING  
AMP CONTACT PIN #2201  
# 2239 KEY PLUG.156

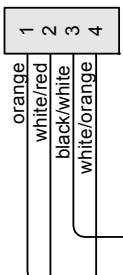
4 3 2 1

D C B A

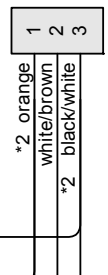
**To Wheel Sensor  
Extension Harness**



6 PIN PLUG #2173  
SOLID PIN #2100S

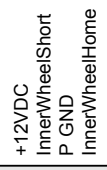


4 PIN AMP HOUSING #2429  
AMP CONTACTS #2201



3 PIN AMP HOUSING #2945  
AMP CONTACT #2201

**To Inner Wheel  
Sensor PCB**



**To Outer Wheel  
Sensor PCB**



33"

27"

30"

TITLE		Wheel Of Fortune	
DESCRIPTION		#WF2013AX - Wheel Sensor Harness	
DATE	2/29/00	REVISED	6/13/01
QTY		1	
PER GAME		1	
FILENAME	WFREV2.VSD	DRAWN BY	MMARTIN
PAGE	6 OF 25		

4 3 2 1

1 2 3 4

D C B A

**To Control Panel Harness**

1	ORANGE	+12VDC
2	ORANGE	+12VDC
3	RED	+5VDC
4	BLACK	P GND
5	BLACK/WHITE	D GND
6	yellow	D Data
7	yellow/green	Clock
8	VIOLET/BLACK	Button Light
9	violet/gray	Button

9 PIN CAP #2551  
FEMALE PIN #2102

**To Station Harness**

1	ORANGE	+ 12VDC
2	ORANGE	+ 12VDC
3	ORANGE	+ 12VDC
4	RED	+ 5VDC
5	BLACK	P GND
6	BLACK/WHITE	D GND
7	BLACK/WHITE	D GND
8	yellow	D Data
9	yellow/green	Clock
10	yellow/white	Clicker
11	VIOLET/BLACK	Button Light
12	violet/gray	Button
13	RED/BLACK	5SV
14	YELLOW/BLACK	SOL
15		

15 PIN PLUG #2144  
SPLIT PIN #2100

**To Light Ring**

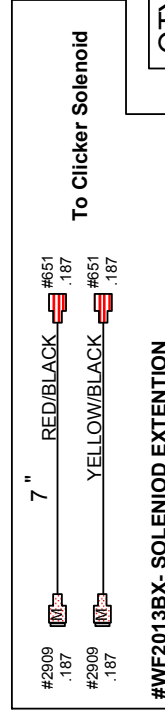
1	VIOLET	Bonus Light+
2	GRAY/BLACK	Bonus Light-
3		

3 PIN PLUG #2206  
SOLID PIN #2100S

**To Clicker PCB**

1	VIOLET	Bonus Light +
2	GRAY/BLACK	Bonus Light -
3	BLACK/WHITE	D GND
4	yellow/white	Clicker
5	ORANGE	+12VDC

5 PIN AMP HOUSING #2419  
AMP CONTACTS #2201



QTY	2	PER GAME
-----	---	----------

Wheel Of Fortune

TITLE	Wheel Of Fortune	
DESCRIPTION	#WF2013X - CLICKER/CONTROL PANEL EXTENTION	FILENAME WFREV2.VSD
DATE	2/29/00	DRAWN BY MMARTIN
REVISED	6/13/01	PAGE 7 OF 25

1 2 3 4

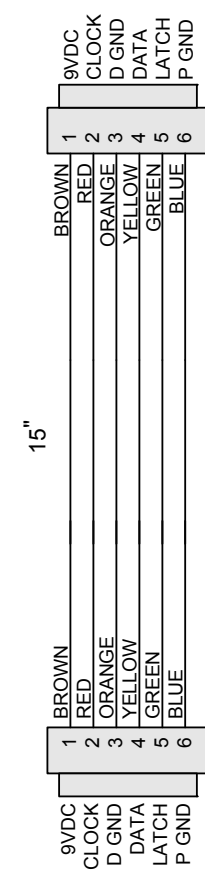
4 3 2 1

D D

C C

B B

A A



6 PIN PLUG #2100S  
SOLID PIN #2100S

6 PIN PLUG #2173  
SOLID PIN #2100S

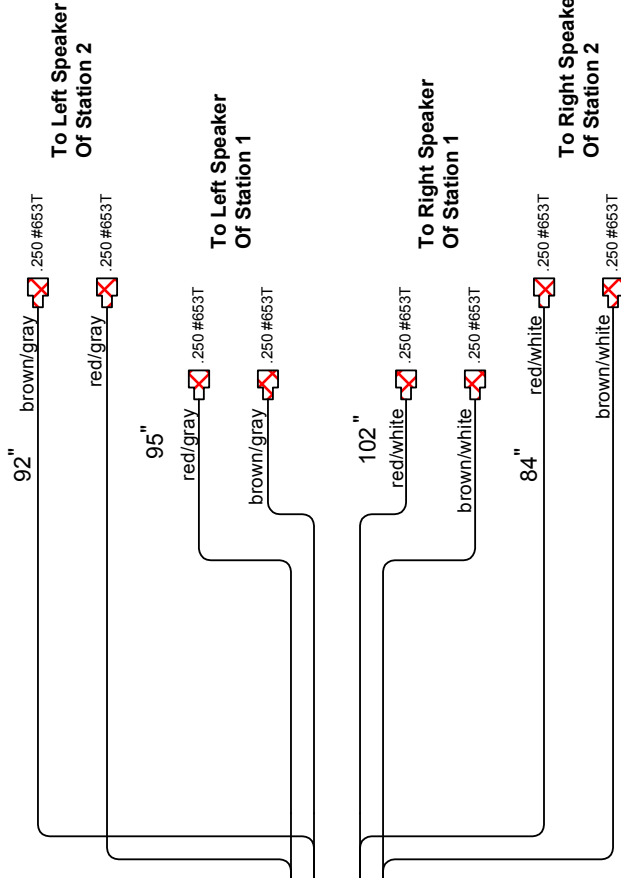
TITLE		Wheel Of Fortune	
DESCRIPTION		#WF2014X - RING INTERCONNECT HARNESS	
DATE	2/29/00	REVISED	5/3/01
FILENAME		WFREV2.VSD	
DRAWN BY		MMARTIN	
PAGE		8 OF 25	

QTY	1	PER GAME
-----	---	----------

4 3 2 1

4 3 2 1

D C B A



**To Mainboard P6**

1	KEY
2	red/gray * 2
3	brown/gray * 2
4	red/white * 2
5	brown/white * 2
6	KEY
7	KEY

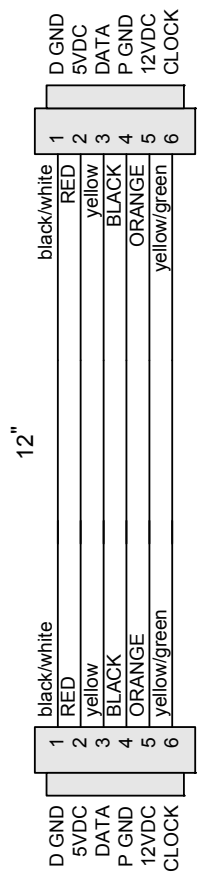
7 PIN AMP HOUSING #2293  
CONTACT PIN #2201  
PINS 1 & 7: KEY PLUG #2239

TITLE		QTY	1	PER GAME
Wheel Of Fortune				
DESCRIPTION # WF2018X - SPEAKER HARNESS		FILENAME	WFREV2.VSD	
DATE		DRAWN BY	MMARTIN	
2/29/00	REVISED	7/23/01	PAGE	9 OF 25

4 3 2 1

4 3 2 1

D C B A



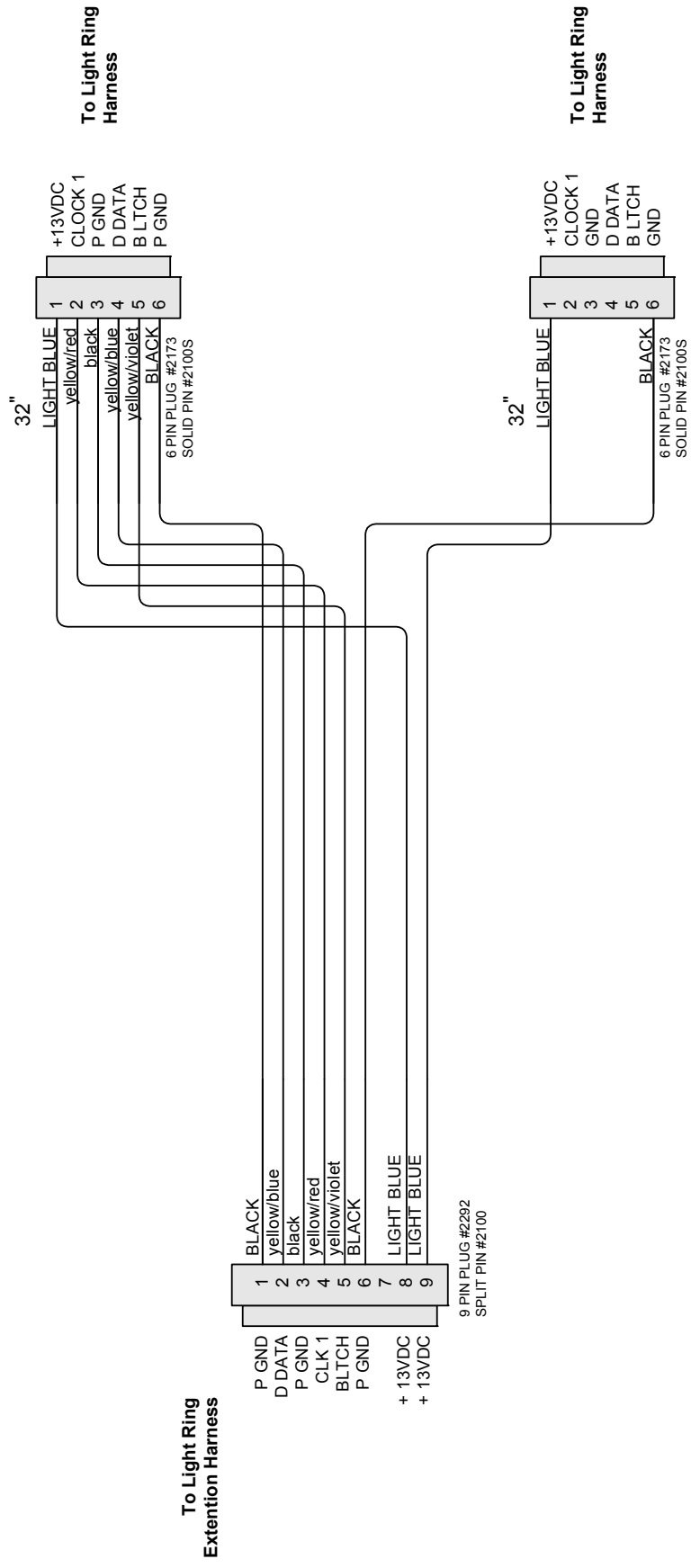
QTY 2		PER GAME	
Wheel Of Fortune			
TITLE		FILENAME	WFREV2.VSD
DESCRIPTION		DRAWN BY	MMARTIN
DATE	REVISED	PAGE	10 OF 25
2/29/00	6/13/01		

4 3 2 1

D C B A

1 2 3 4

D C B A



To Light Ring  
Extention Harness

To Light Ring  
Harness

To Light Ring  
Harness

TITLE		Wheel Of Fortune	
DESCRIPTION # WF2050AX - LIGHT RING HARNESS		FILENAME	WFREV2.VSD
DATE		DRAWN BY	MMARTIN
2/29/00	REVISED	5/4/01	PAGE 11 OF 25
QTY 1		PER GAME	

1 2 3 4

4 3 2 1

D C B A

To Mainboard  
P8

1	P GND
2	D DATA
3	P GND
4	CLK 1
5	BLTCH
6	P GND
7	KEY
8	+ 13VDC
9	+ 13VDC

1	BLACK
2	yellow/blue
3	black
4	yellow/red
5	yellow/violet
6	BLACK
7	KEY
8	LIGHT BLUE
9	LIGHT BLUE

9 PIN PLUG #2282  
SPLIT PIN #2100  
PIN 7: KEY PLUG #2549

70"

To Light Ring  
Harness

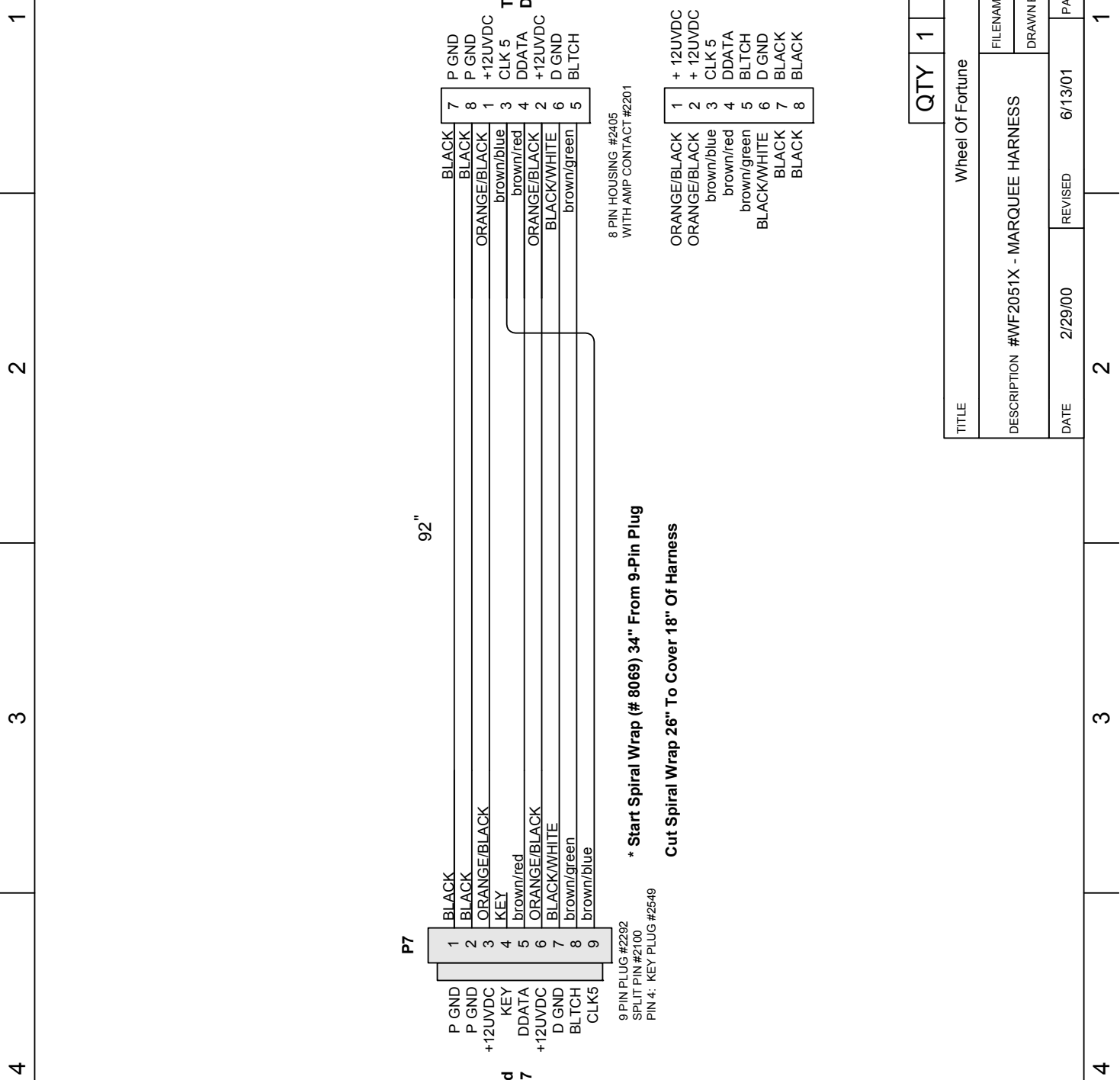
1	P GND
2	D DATA
3	P GND
4	CLK 1
5	BLTCH
6	P GND
7	+ 13VDC
8	+ 13VDC
9	

1	BLACK
2	yellow/blue
3	black
4	yellow/red
5	yellow/violet
6	BLACK
7	LIGHT BLUE
8	LIGHT BLUE
9	

9 PIN CAP #2551  
FEMALE PIN #2102

TITLE		Wheel Of Fortune	
DESCRIPTION	# WF2050X - LIGHT RING EXTENSION HARNESS	FILENAME	WFREV2.VSD
DATE	2/29/00	DRAWN BY	MMARTIN
REVISED	6/13/01	PAGE	12 OF 25
QTY 1		PER GAME	

4 3 2 1

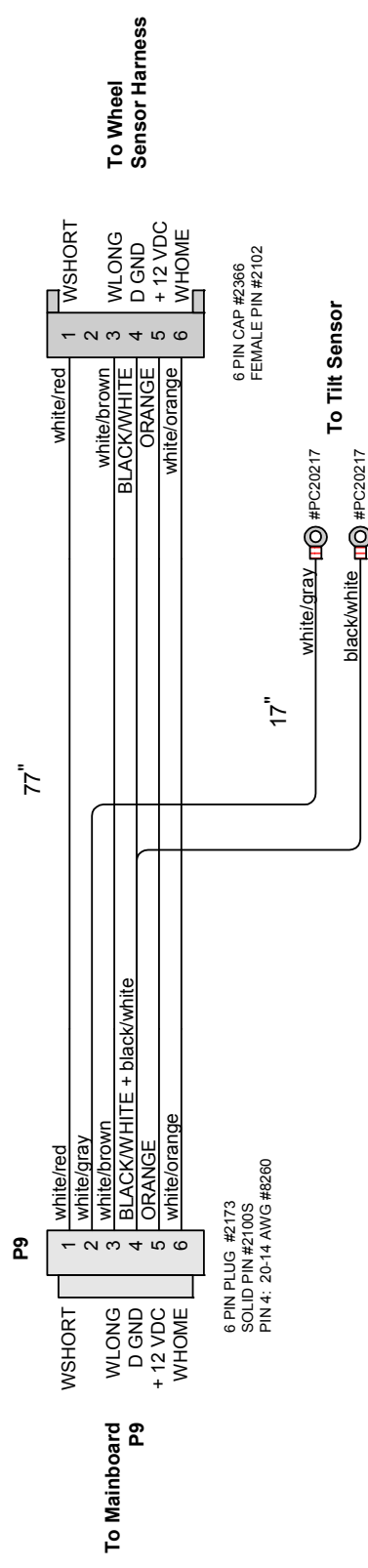


WHEEL OF FORTUNE	
TITLE	WHEEL OF FORTUNE
DESCRIPTION #WF2051X - MARQUEE HARNESS	FILENAME WFREV2.VSD
DATE 2/29/00	DRAWN BY MMARTIN
REVISED 6/13/01	PAGE 13 OF 25

QTY	PER GAME
1	1

4 3 2 1

D C B A



6 PIN CAP #2366  
FEMALE PIN #2102

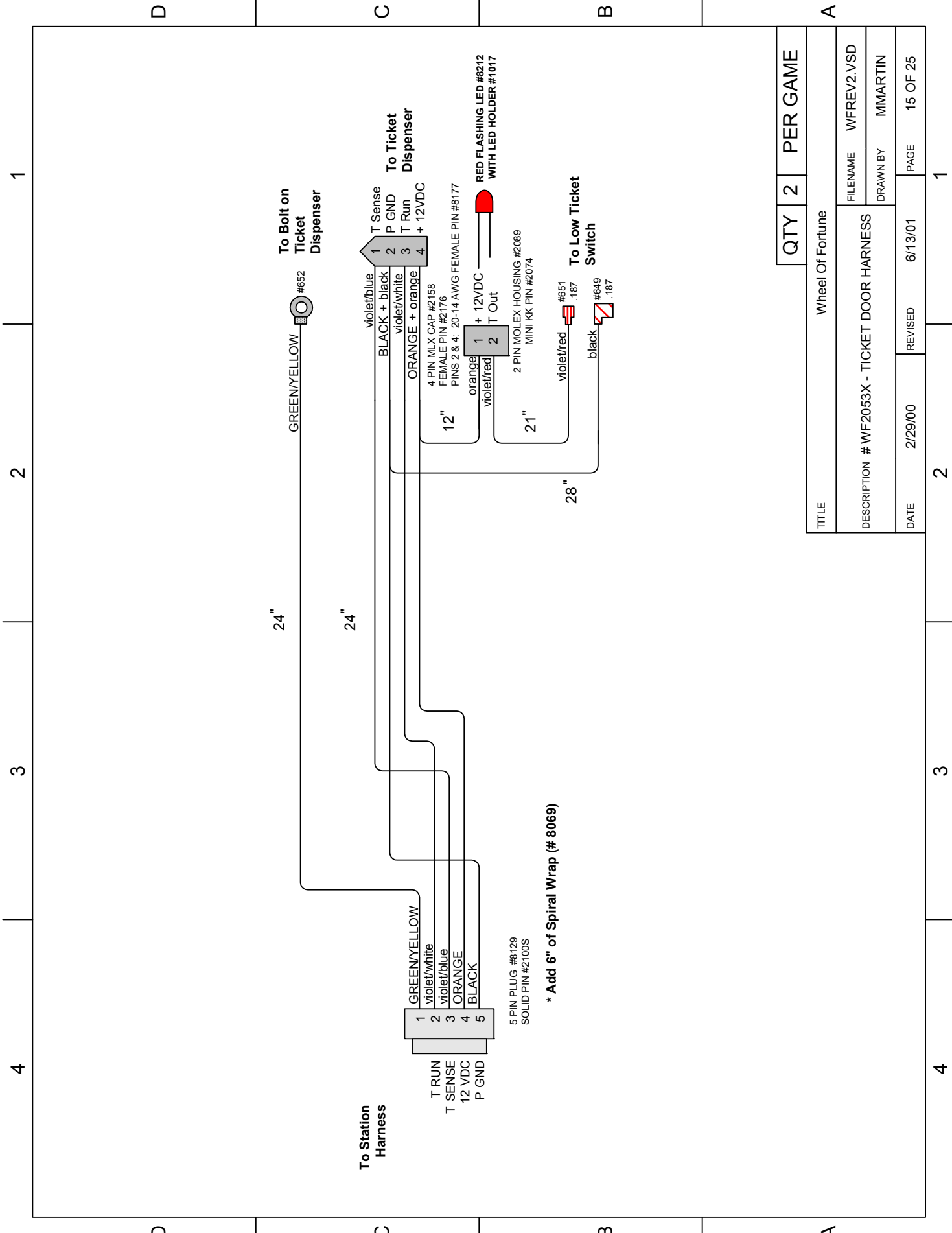
6 PIN PLUG #2173  
SOLID PIN #2100S  
PIN 4: 20-14 AWG #8260

\* Add #2611 - 1/4" Shrink  
tube (cut at 1 1/2") To each  
Ring Terminal

QTY 1		PER GAME
Wheel Of Fortune		
FILENAME	WFREV2.VSD	
DESCRIPTION	#WF2052X - TILT/WHEELSENSOR EXT. HARNESS	
DRAWN BY	MMARTIN	
DATE	REVISED	PAGE
2/29/00	6/13/01	14 OF 25

4 3 2 1

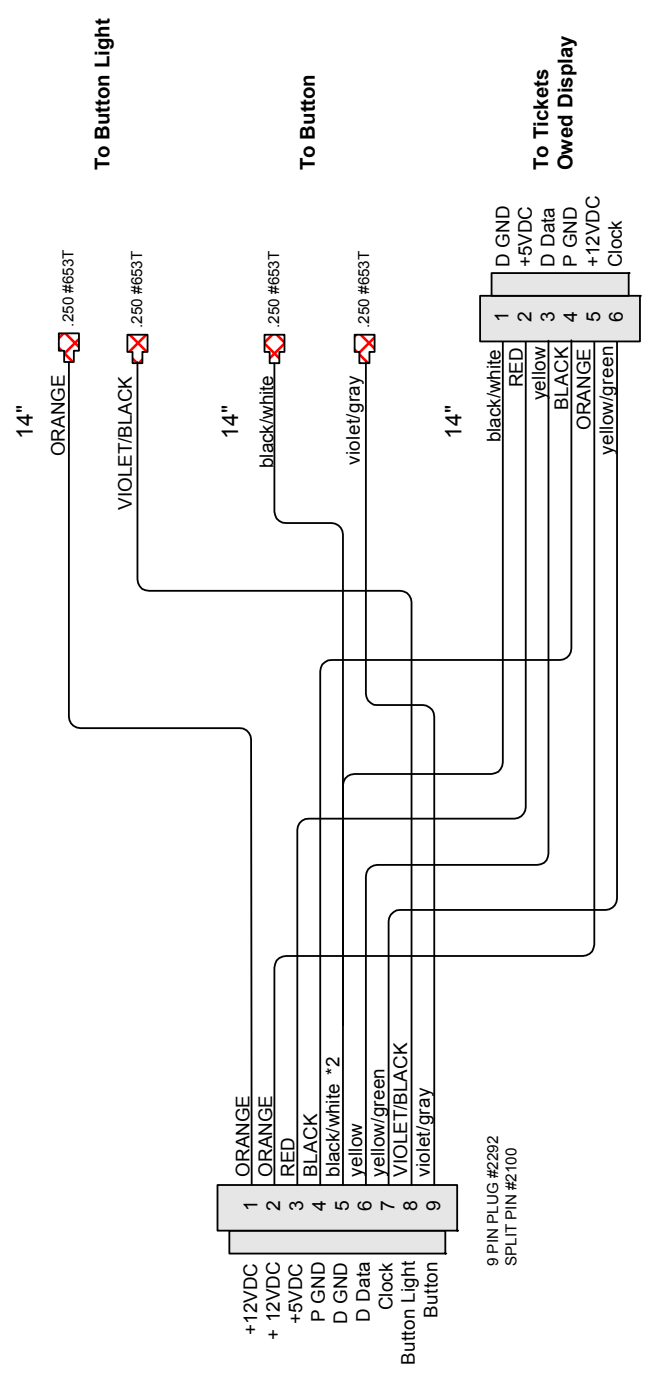
D C B A



TITLE		QTY		PER GAME	
Wheel Of Fortune					
DESCRIPTION # WF2053X - TICKET DOOR HARNESS		FILENAME		WFREV2.VSD	
DATE		DRAWN BY		MMARTIN	
2/29/00		REVISED		PAGE	
6/13/01		6/13/01		15 OF 25	
2		2		1	

1 2 3 4

D C B A

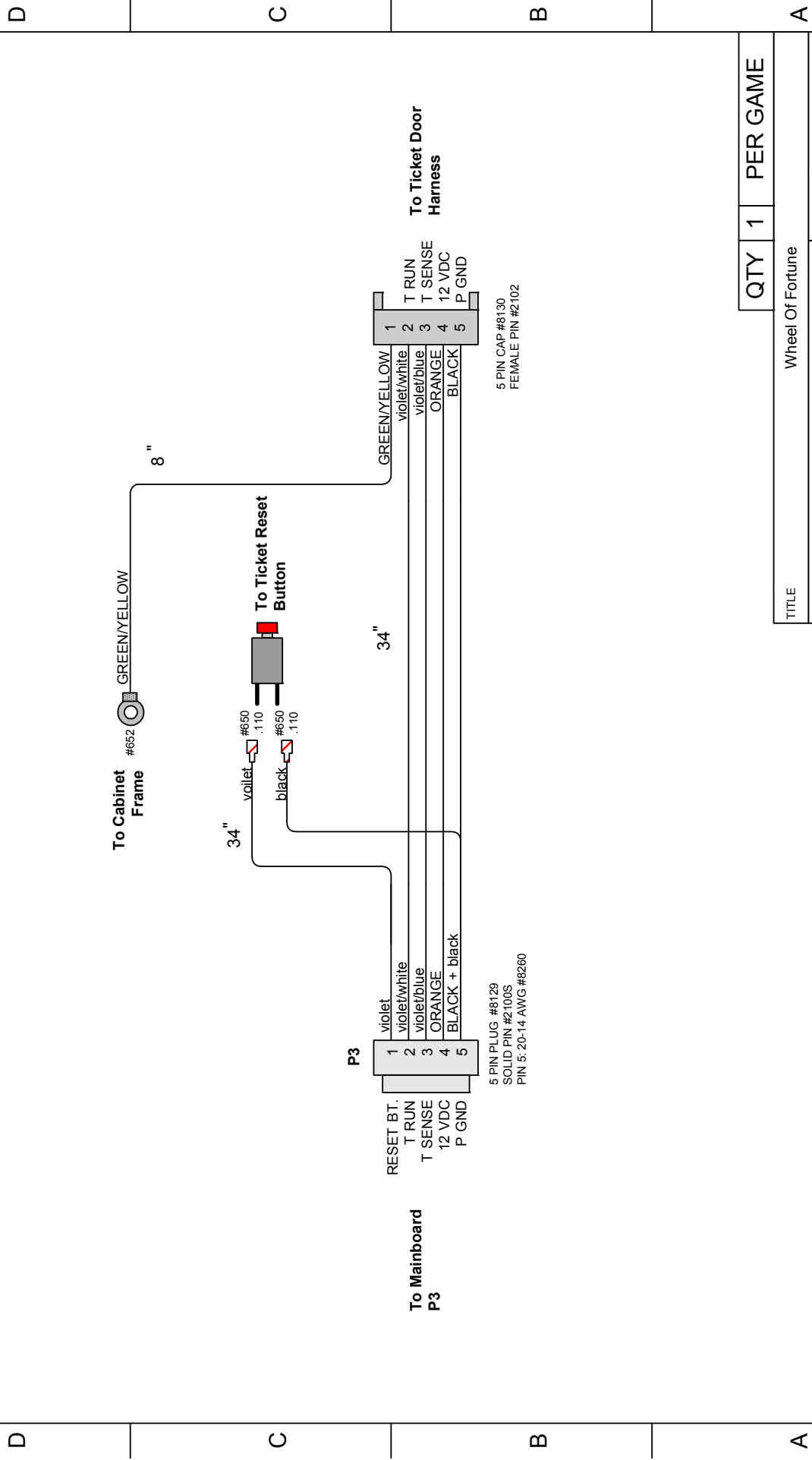


QTY		2		PER GAME	
TITLE Wheel Of Fortune					
DESCRIPTION # WF2054X - Control Panel Harness		FILENAME	WFREV2.VSD		
DATE		2/29/00	REVISED	5/3/01	PAGE
					16 OF 25

1 2 3 4



4 3 2 1



1	T RUN
2	T SENSE
3	12 VDC
4	P GND
5	

1	GREEN/YELLOW
2	violet/white
3	violet/blue
4	ORANGE
5	BLACK

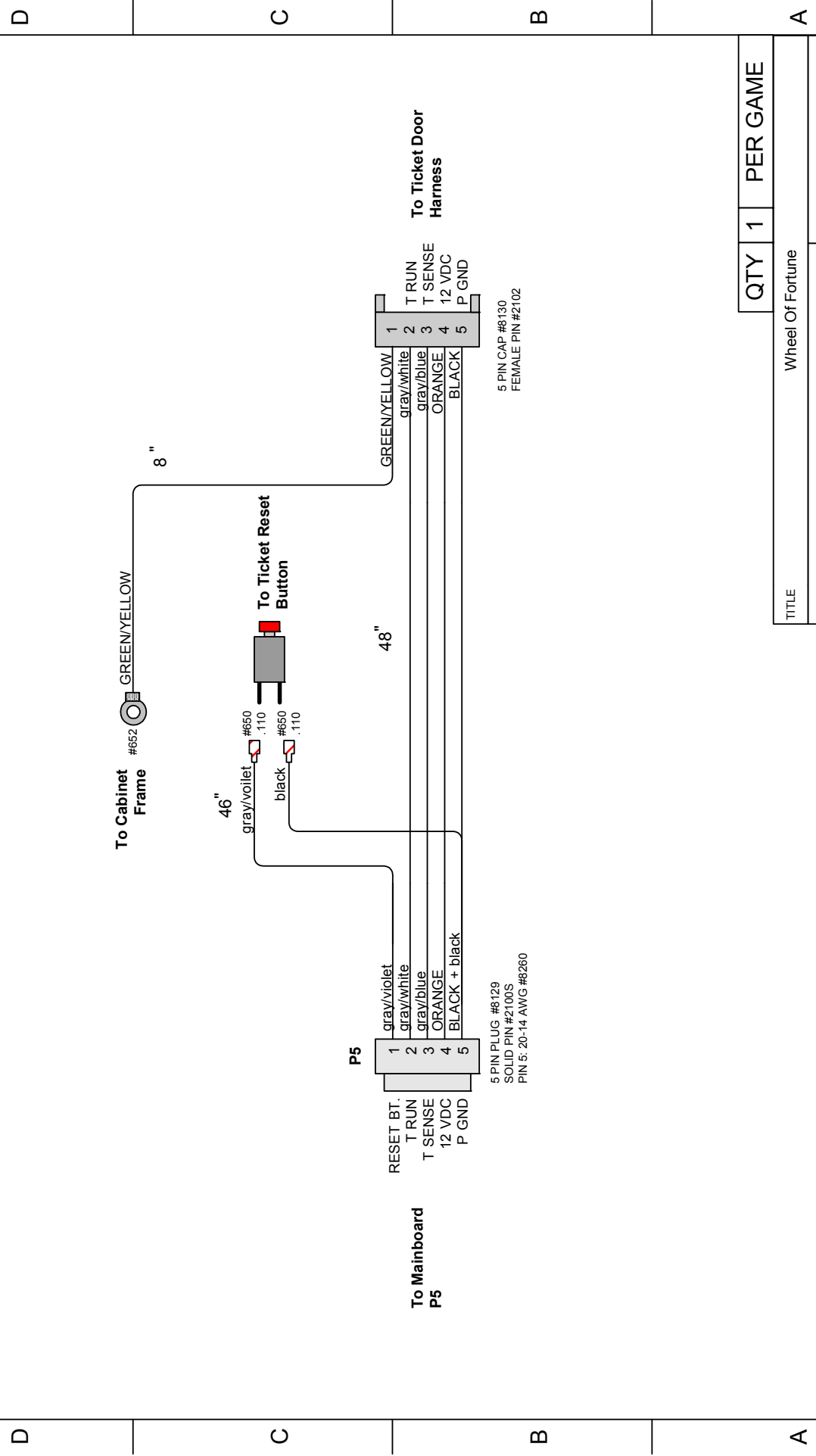
5 PIN PLUG #8129  
SOLID PIN #2100S  
PIN 5: 20-14 AWG #8260

5 PIN CAP #8130  
FEMALE PIN #2102

TITLE		QTY	1	PER GAME
Wheel Of Fortune				
DESCRIPTION # WF2056AX - P1 TICKET DOOR EXT.		FILENAME	WFREV2.VSD	
DATE		DRAWN BY	MMARTIN	
2/29/00	REVISED	6/13/01	PAGE	18 OF 25

4 3 2 1

4 3 2 1



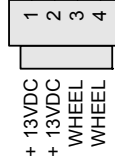
QTY 1		PER GAME	
TITLE Wheel Of Fortune			
DESCRIPTION # WF2056X - P2 TICKET DOOR EXT.		FILENAME	WFREV2.VSD
DATE 2/29/00		DRAWN BY	MMARTIN
REVISED 6/13/01		PAGE	19 OF 25

4 3 2 1

4 3 2 1

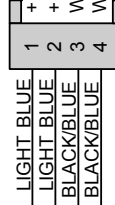
D C B A

27"



**To Wheel Motor  
Extension Harness**

4 PIN PLUG #2099  
SOLID PIN #2100S



**To Wheel Motor  
Assembly**

4 PIN CAP #2101  
FEMALE PIN #2102

QTY 1		PER GAME	
Wheel Of Fortune			
TITLE		FILENAME	WFREY2.VSD
DESCRIPTION		# WF2057AX - WHEEL MOTOR HARNES	
DATE	2/29/00	REVISED	5/3/01
DRAWN BY		MMARTIN	
PAGE		20 OF 25	

4 3 2 1

1

2

3

4

D

C

B

A

P11

1	LIGHT BLUE
2	LIGHT BLUE
3	BLACK/BLUE
4	BLACK/BLUE

To Mainboard  
P11

4 PIN PLUG #2089  
SOLID PIN #2100S

68"

1	LIGHT BLUE
2	LIGHT BLUE
3	BLACK/BLUE
4	BLACK/BLUE

To Wheel Motor  
Harness

4 PIN CAP #2101  
FEMALE PIN #2102

1	+ 13VDC
2	+ 13VDC
3	WHEEL
4	WHEEL

QTY	1	PER GAME
-----	---	----------

TITLE Wheel Of Fortune

DESCRIPTION	# WF2057X - WHEEL MOTOR EXT. HARNESS	FILENAME	WFREV2.VSD
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DATE	2/29/00	REVISED	6/13/01	PAGE	21 OF 25
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DRAWN BY	MMARTIN
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1

2

3

4

D

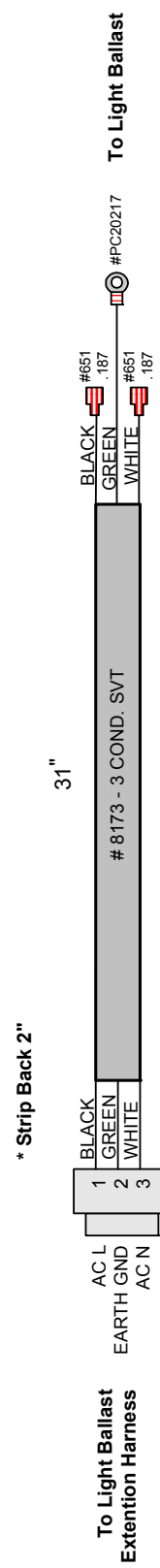
C

B

A

1 2 3 4

D C B A



\* Strip Back 3" From End  
Cut Black & White at 1 1/2"

3 PIN PLUG #2206  
SOLID PIN #2100S

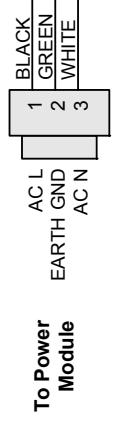
TITLE		Wheel Of Fortune	
DESCRIPTION		FILENAME	WFREV2.VSD
DATE		DRAWN BY	MMARTIN
2/29/00	REVISED	6/13/01	PAGE
2		22 OF 25	
3		1	
4		1	

QTY	1	PER GAME
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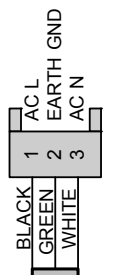
1 2 3 4

D C B A

48"



3 PIN PLUG #2206  
SOLID PIN #2100S



3 PIN CAP #2288  
FEMALE #2102

To Power Module

To Light Ballast Harness

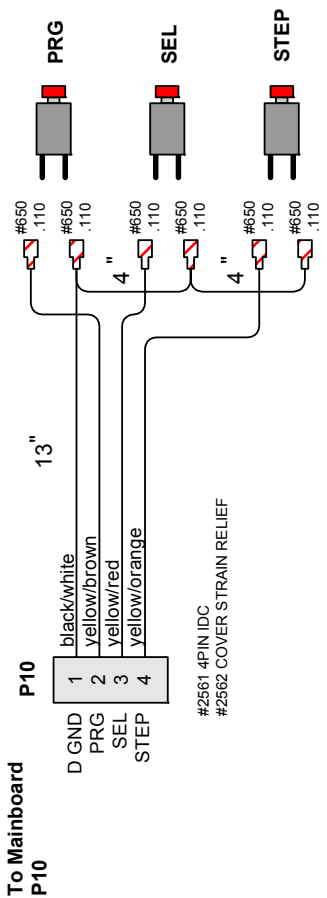
TITLE		Wheel Of Fortune	
DESCRIPTION	# WF2058X - LIGHT BALLAST POWER EXTENSION HARNESS	FILENAME	WFREV2.VSD
DATE	2/29/00	DRAWN BY	MMARTIN
REVISED	6/13/01	PAGE	23 OF 25

QTY 1 PER GAME

1 2 3 4

1 2 3 4

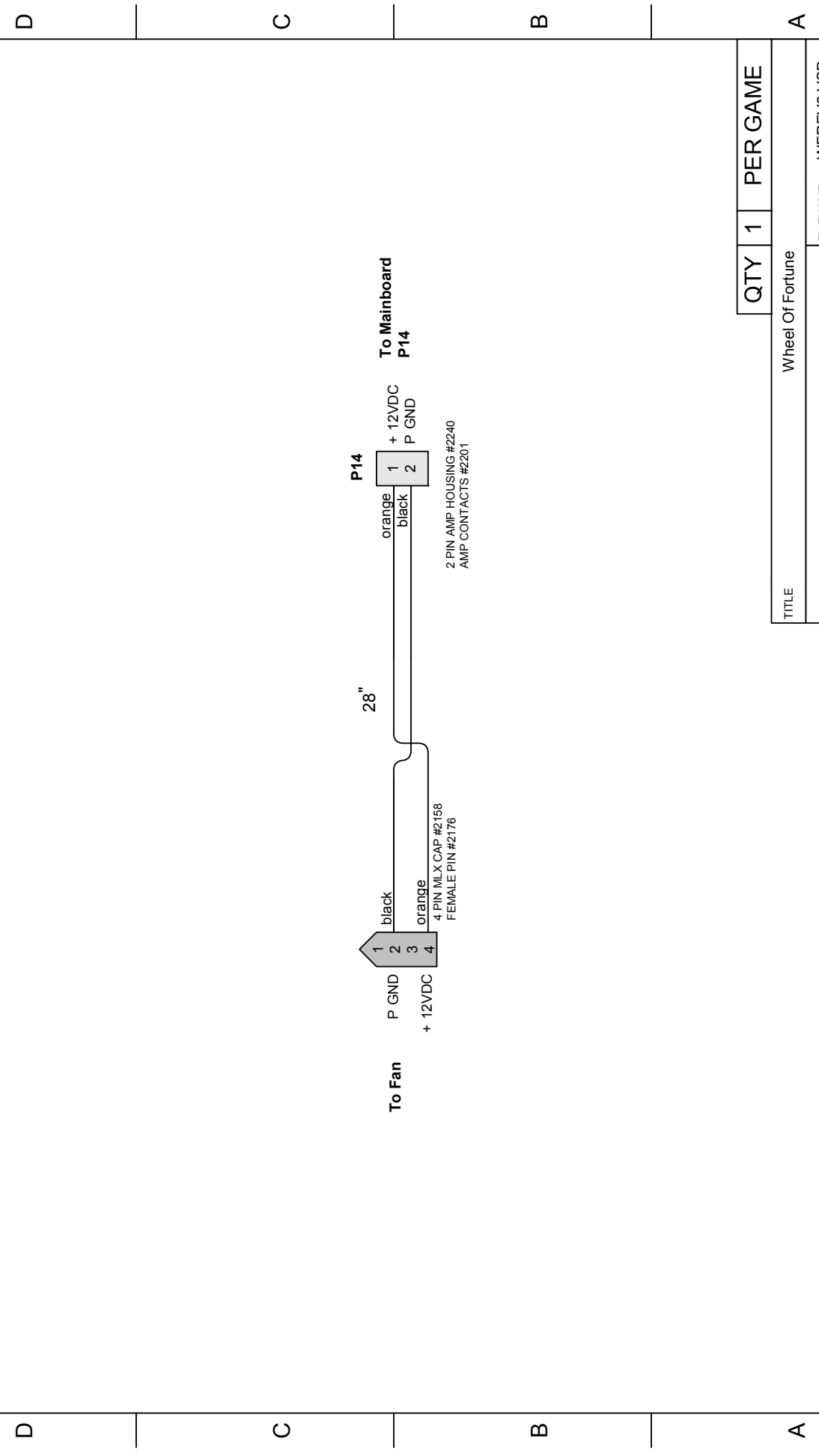
D C B A



QTY 1		PER GAME
Wheel Of Fortune		
DESCRIPTION # WF2059AX - PROGRAMMING BUTTONS HARNESS		FILENAME WFREV2.VSD
DATE 2/29/00	REVISED 6/13/01	DRAWN BY MMARTIN
		PAGE 24 OF 25

1 2 3 4

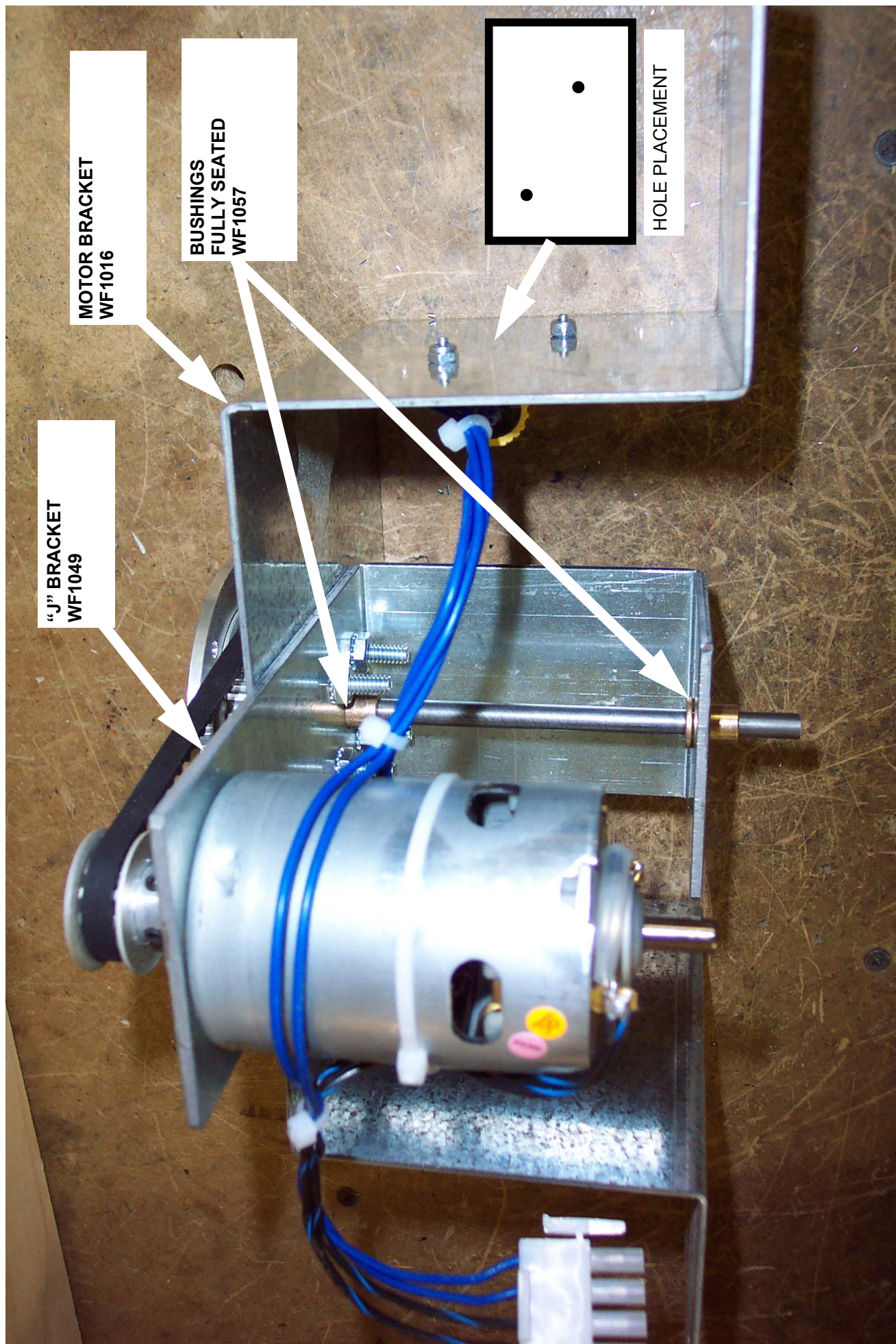
1 2 3 4

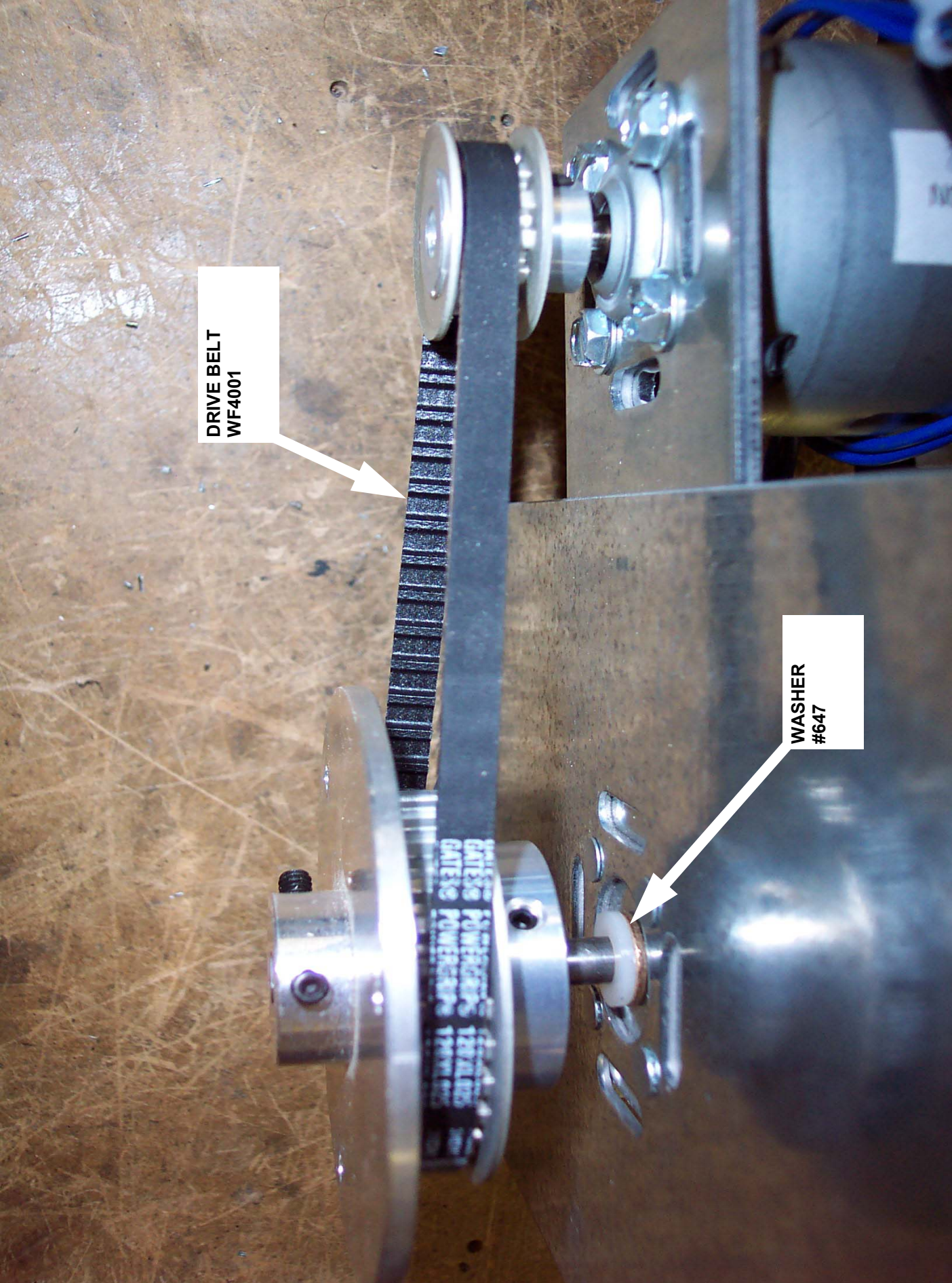


QTY		1		PER GAME	
TITLE Wheel Of Fortune					
DESCRIPTION # WF2059X - FAN HARNESS		FILENAME	WFREV2.VSD		
DATE		2/29/00	REVISED	6/13/01	PAGE
					25 OF 25

1 2 3 4

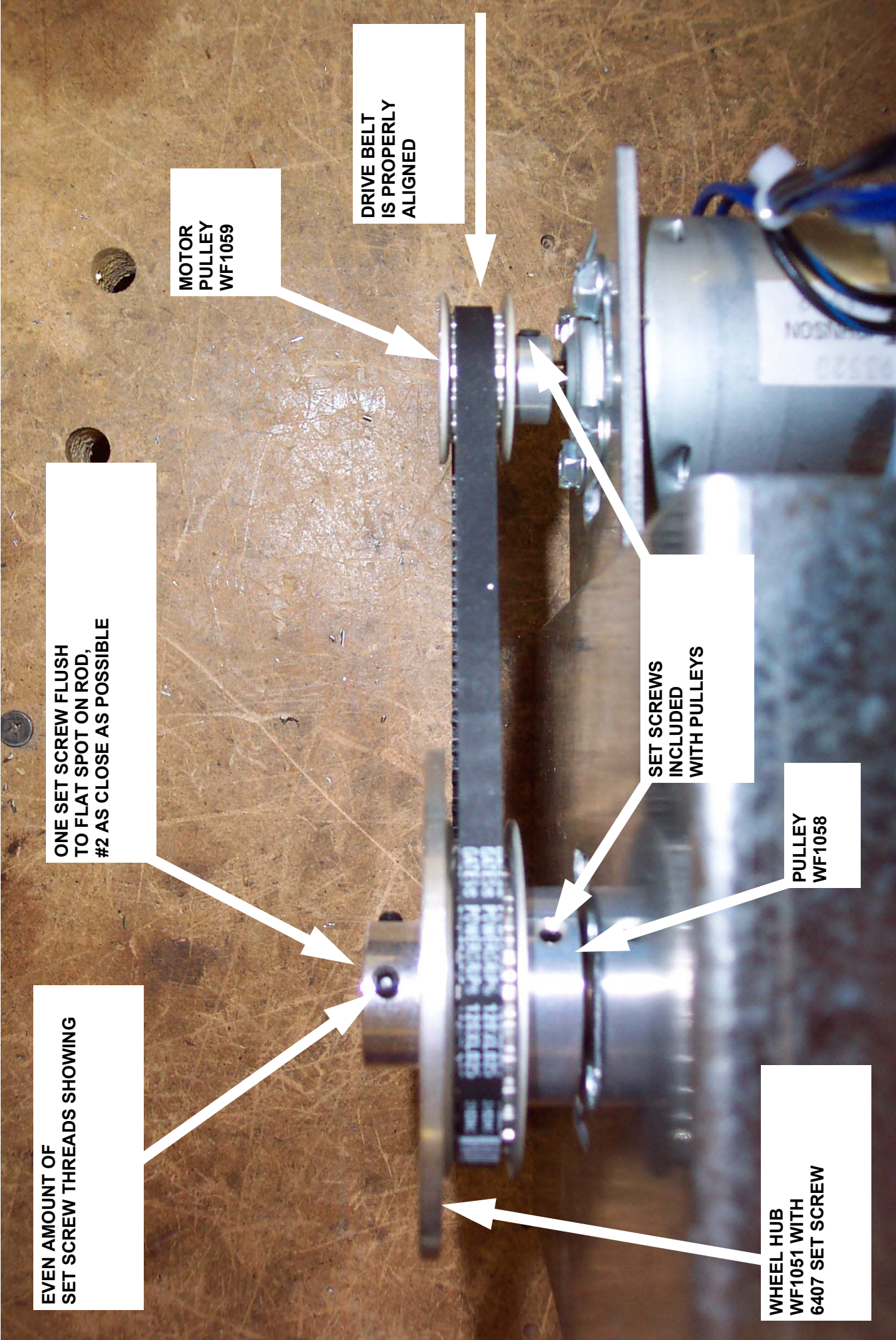
# WHEEL OF FORTUNE - MOTOR ASSEMBLY





DRIVE BELT  
WF4001

WASHER  
#647



MOTOR  
PULLEY  
WF1059

DRIVE BELT  
IS PROPERLY  
ALIGNED

ONE SET SCREW FLUSH  
TO FLAT SPOT ON ROD,  
#2 AS CLOSE AS POSSIBLE

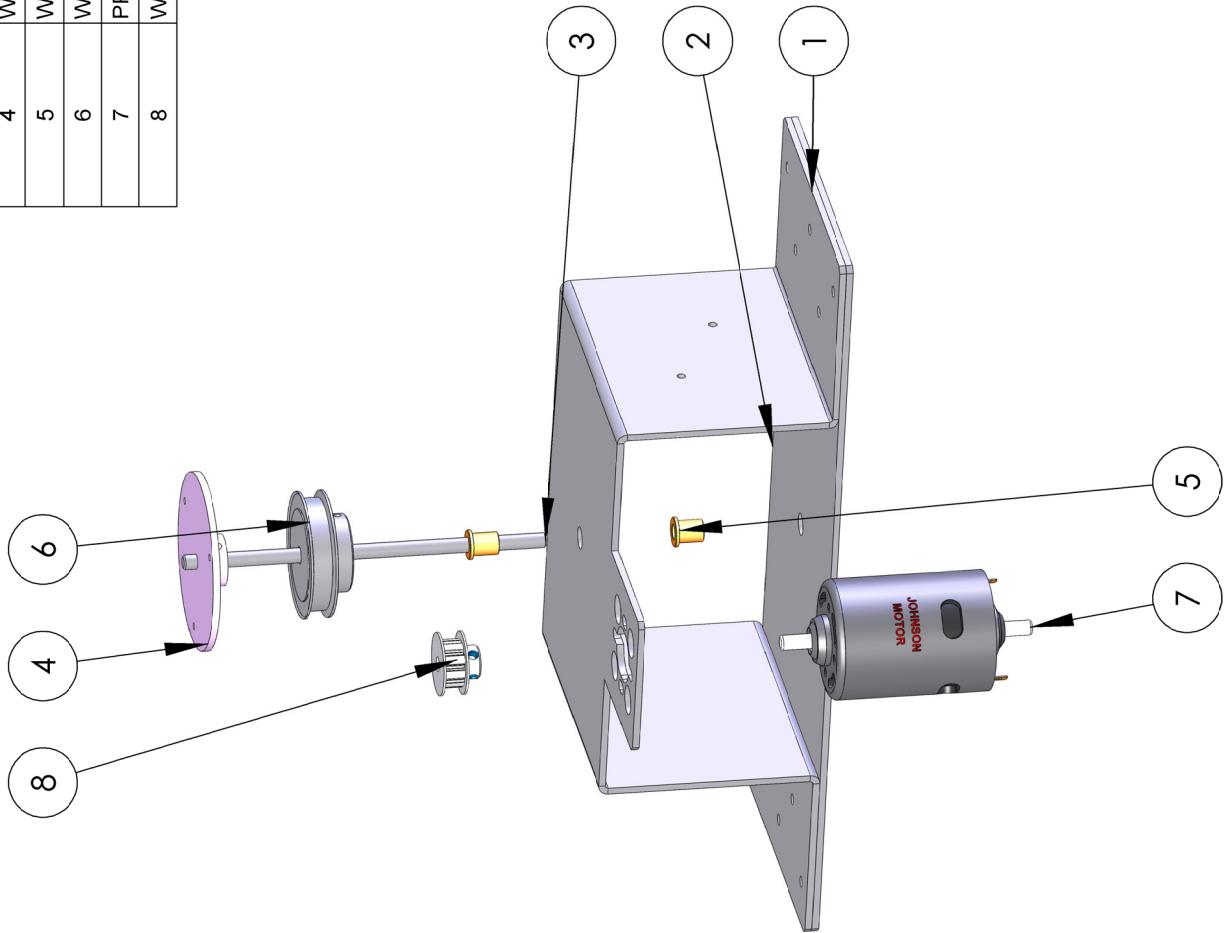
EVEN AMOUNT OF  
SET SCREW THREADS SHOWING

SET SCREWS  
INCLUDED  
WITH PULLEYS

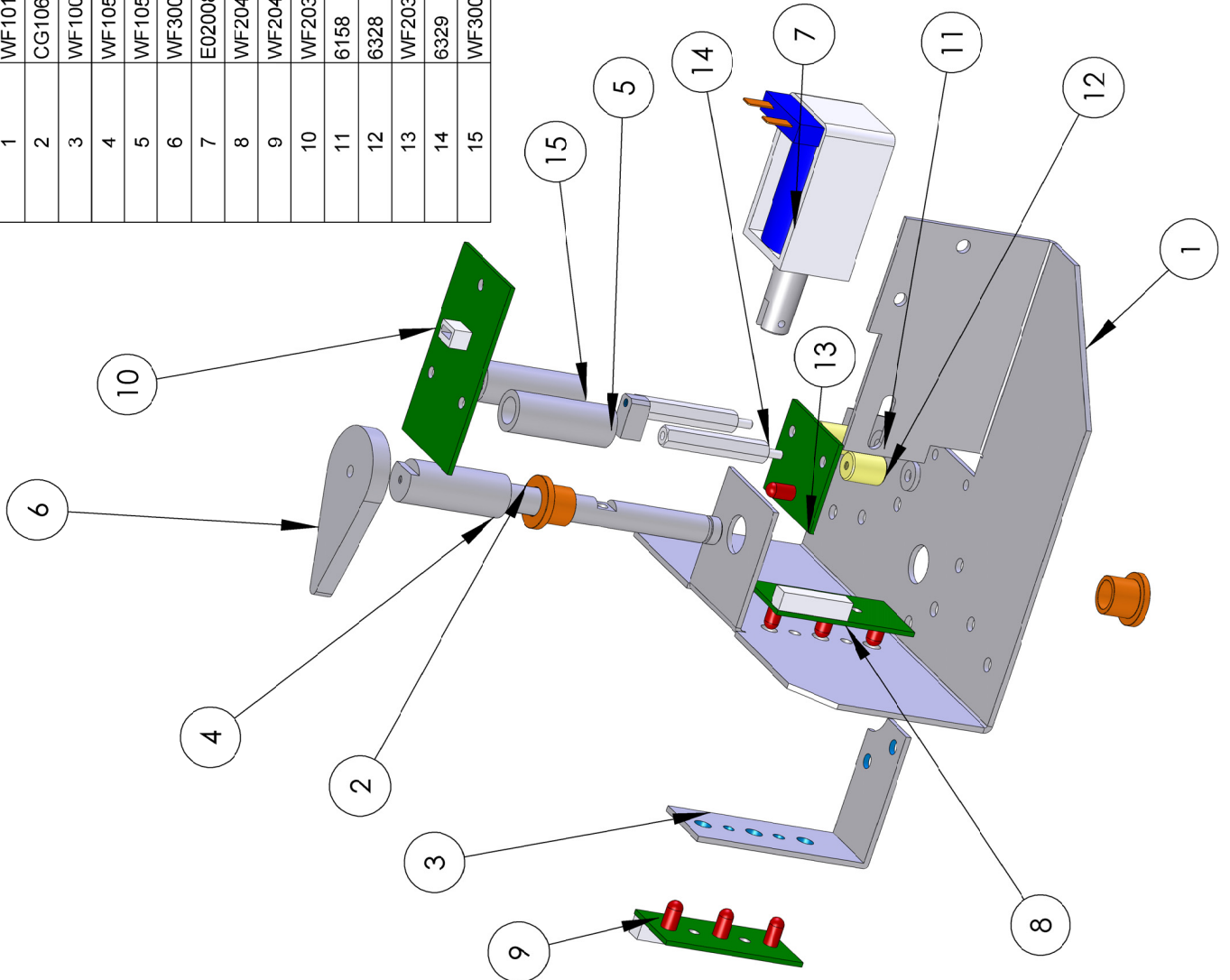
PULLEY  
WF1058

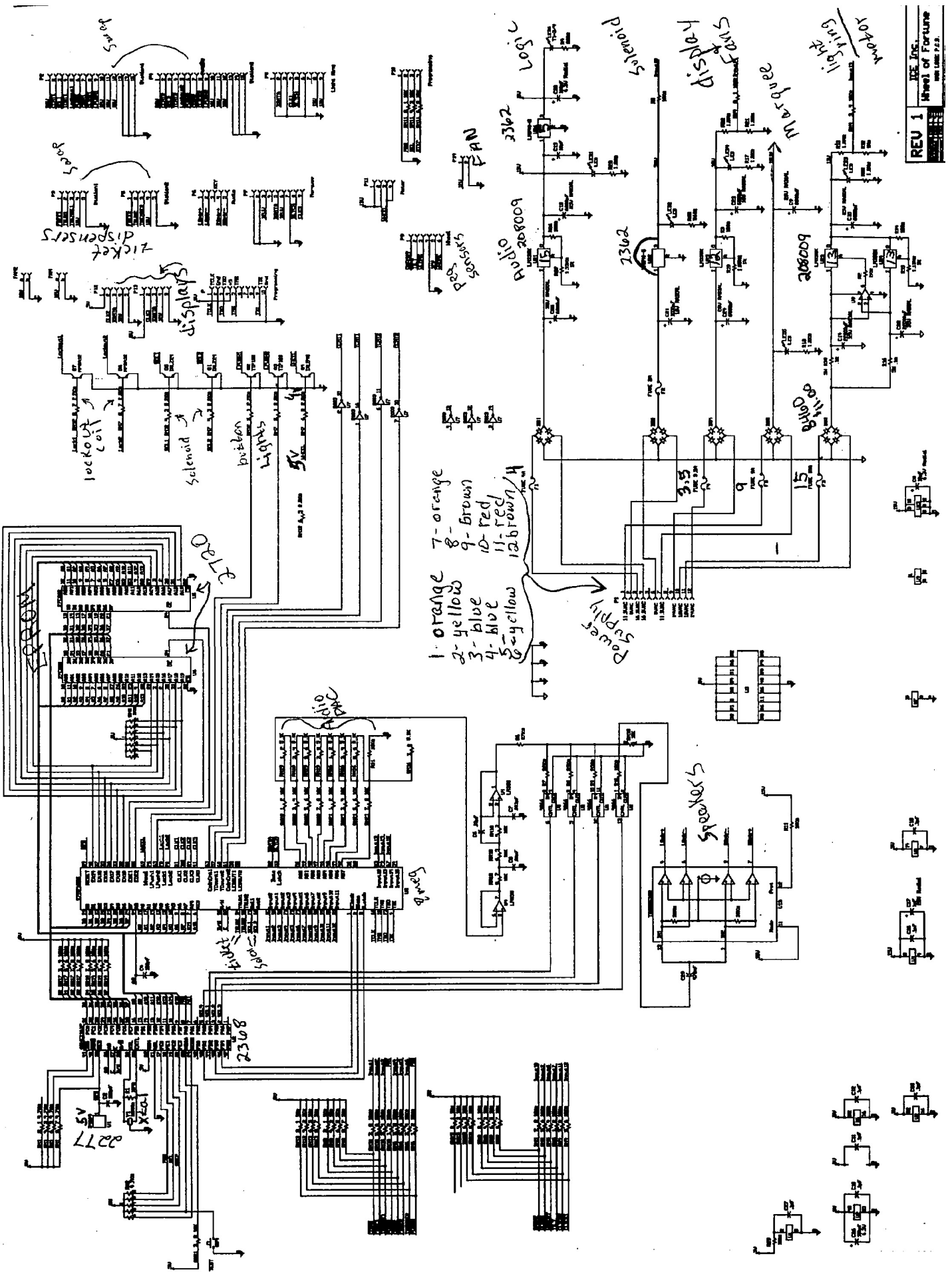
WHEEL HUB  
WF1051 WITH  
6407 SET SCREW

ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	WF1062	MOTOR BRACKET	1
2	WF1063	MOTOR BRACKET ALIGNMENT PLATE	1
3	WF1048	SHAFT	1
4	WF1051	SHAFT HUB	1
5	WF1057	BRASS BUSHING	2
6	WF1058	UPPER PULLEY	1
7	PP2011	JOHNSON MOTOR	1
8	WF1059	MOTOR PULLEY 1/4 6FA 13XL025	1

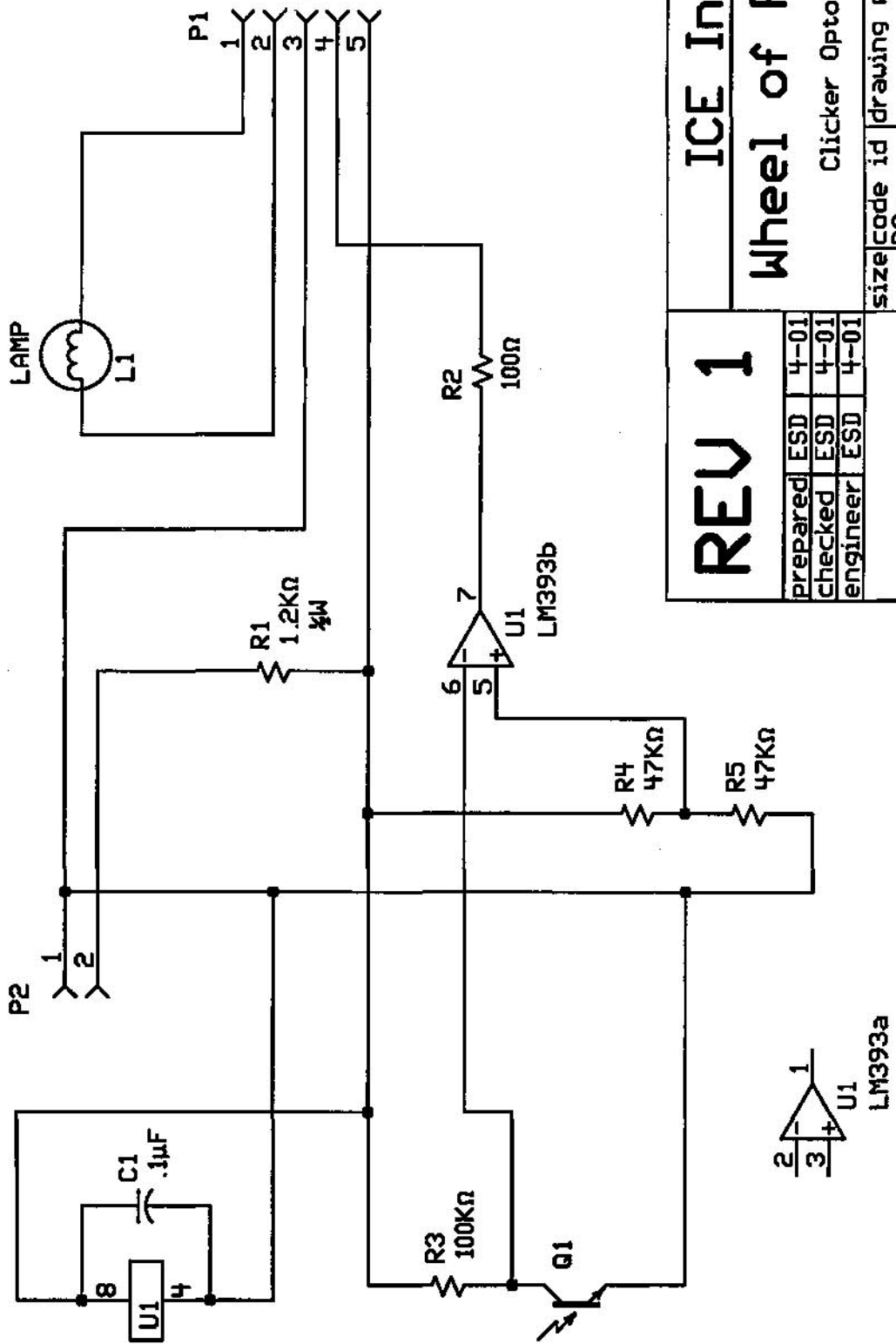


ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	WF1018	CLICKER BRACKET	1
2	CG1068	BUSHING	2
3	WF1009	SMALL SENSOR BRACKET	1
4	WF1050	CLICKER POLE	1
5	WF1056	SPACER/BEAM BREAKER	1
6	WF3004	CLICKER	1
7	E02008	SOLENOID	1
8	WF2040	INNER WHEEL POS. BOARD	1
9	WF2041	OUTER WHEEL POS. BOARD	1
10	WF2038	UPPER CLICKER POS. BOARD	1
11	6158	#6 FLAT WASHER	2
12	6328	CERAMIC SPACER	2
13	WF2039	LOWER CLICKER POS. BOARD	1
14	6329	6-32 x 1-1/2" HH METAL SPACER	2
15	WF3009	POST INSULATOR	2

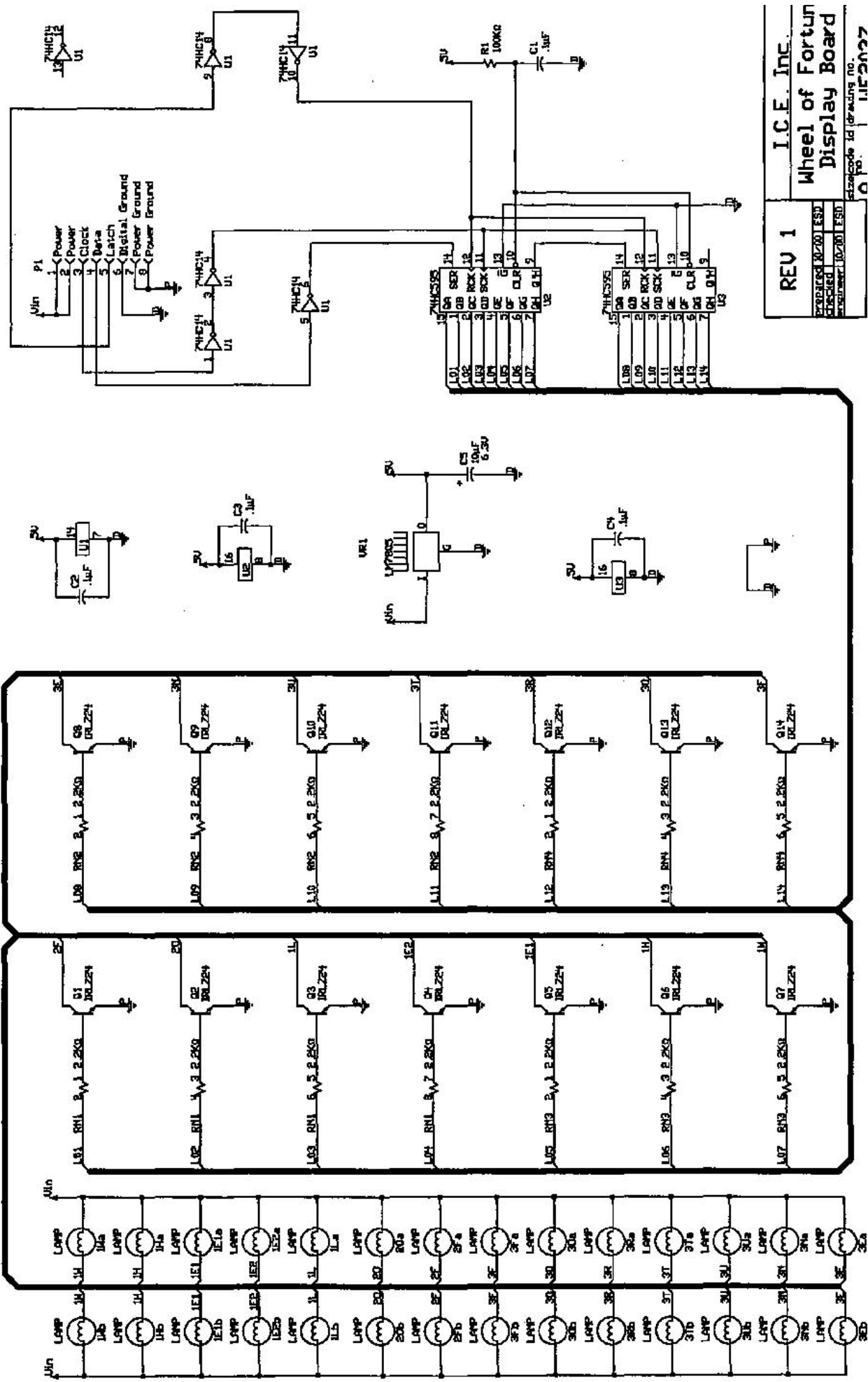




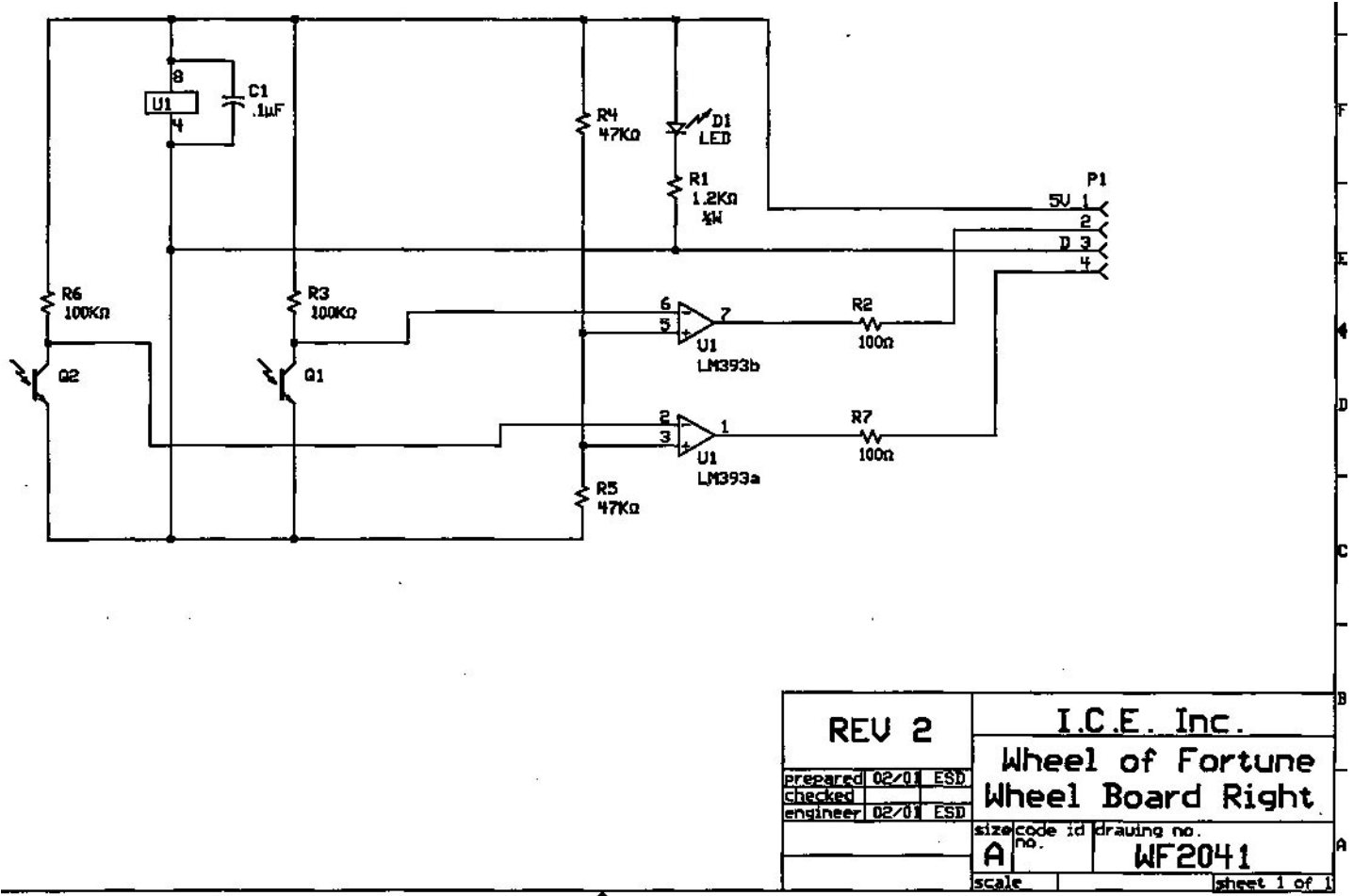
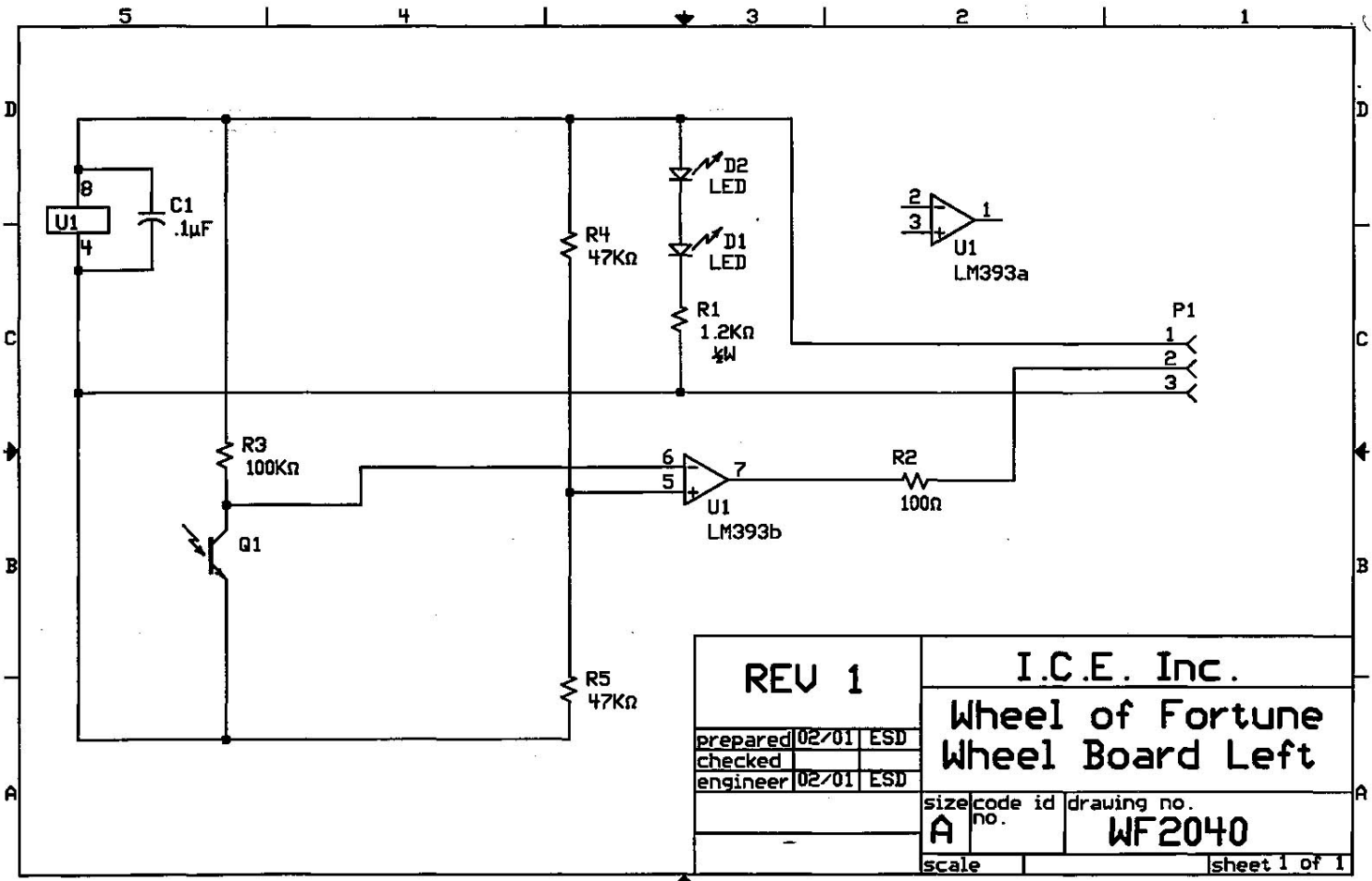
REV 1  
 ISE INC.  
 Wheel of Fortune  
 1000 1000 P.S.



<b>REV 1</b>		<b>ICE Inc.</b>	
Prepared	ESD	4-01	<b>Wheel of Fortune</b>
Checked	ESD	4-01	
Engineer	ESD	4-01	
size code id drawing no.			Clicker Opto PCB.



**REV 1**  
 I.C.E. Inc.  
 Wheel of Fortune  
 Display Board  
 Part No. 11F2027  
 Date: 10/20/80  
 Drawn: 10/20/80





# WARRANTY POLICY

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

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

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

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

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

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

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

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

**Innovative Concepts in Entertainment**

**10123 Main St.**

**Clarence, NY 14031**

**Phone #: (716) - 759 - 0360**

**Fax #: (716) - 759 - 0884**

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