SHIP WRECK

Innovative Concepts in Entertainment

10123 Main Street

Clarence, New York 14031

(716) 759-0360 Service Department

WWW.ICEGAME.COM

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SAFETY AND WARNINGS BEFORE YOU BEGIN

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

NOTE: THIS GAME IS INTENDED FOR INDOOR USE ONLY.

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.

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.

THE POWER SUPPLY IS NOT VOLTAGE ADJUSTABLE. TO OPERATE THE GAME AT VOLTAGES OTHER THAN THOSE IT WAS DESIGNED FOR. PLEASE CONTACT OUR SERVICE DEPARTMENT FOR VOLTAGE CONVERSION INFORMATION.

WARNING

DO NOT remove any of the components on the main board (e.g. compact flash and eproms) while the game is powered on. This may cause permanent damage to the parts and the main board. Removing any main board component part while powered on will void the warranty.

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.

THIS GAME IS NOT SUITABLE FOR INSTALLATION IN AN AREA WHERE A WATER JET COULD BE USED.

This appliance is not intended for use by persons (including children) with reduced physical, sensory or mental capabilities, or lack of experience and knowledge, unless they have been given supervision or instruction concerning use of the appliance by a person responsible for their safety. Children should be supervised to ensure that they do not play with the appliance.

AC Power Information

The games main fuse is accessed through the back of the game at the power mod. Above the power cord is a small panel that contains the main fuse.

WP1000X fuse value for 120 volt 60Hz is 3 Amp Slo Blow.

WP1100X fuse value for 120 volt 60Hz is 7 Amp Slo Blow.

WP1000X fuse value for 220/230 volts, 50/60Hz is 1.5 amps Slo Blow.

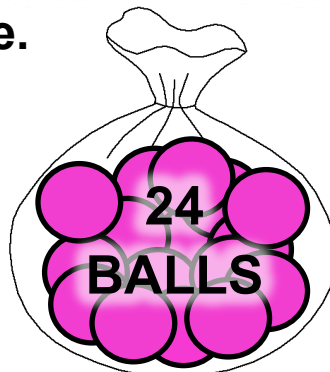WP1100X fuse value for 220/230 volts, 50/60Hz is 4 amps Slow Blow.
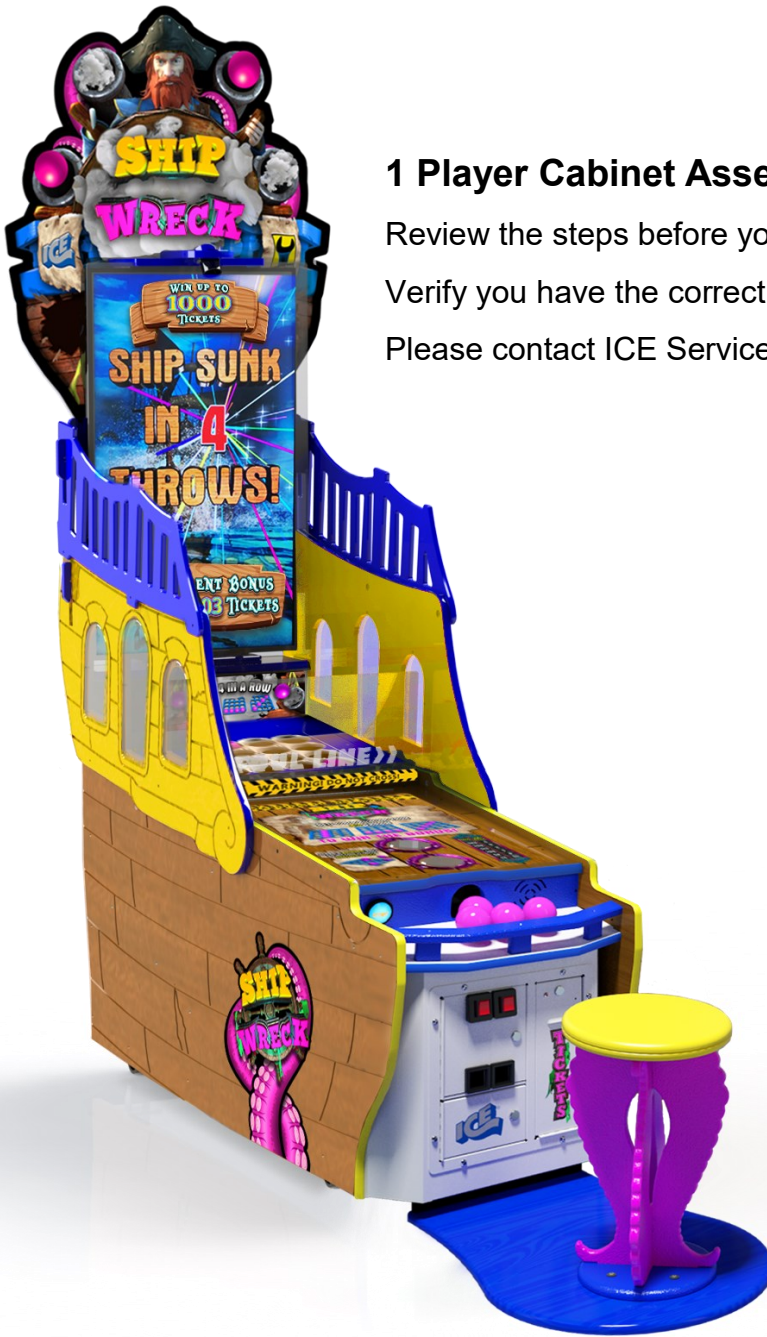
1 Player Cabinet Assembly Guide

Review the steps before you begin the assembly.

Verify you have the correct amount of hardware.

Please contact ICE Service if any parts are missing.

Included with your game.

4 X's

AA6220 1/4-20 X 1 3/4 Allen

4 X's

AA6212 1/4 X 3/4 FLAT WASHER BLACK

24 BALLS

Additional with Stool Option.

7 X's

AA6281 1/4-20 X 1-1/2 BLACK

7 X's

AA6212 1/4 X 3/4 FLAT WASHER BLACK

Marquee Install

Before installing the marquee, remove the back ABS cover by removing the two Phillips screws located at the bottom.

Put cover and hardware aside.

WIRES from Marquee
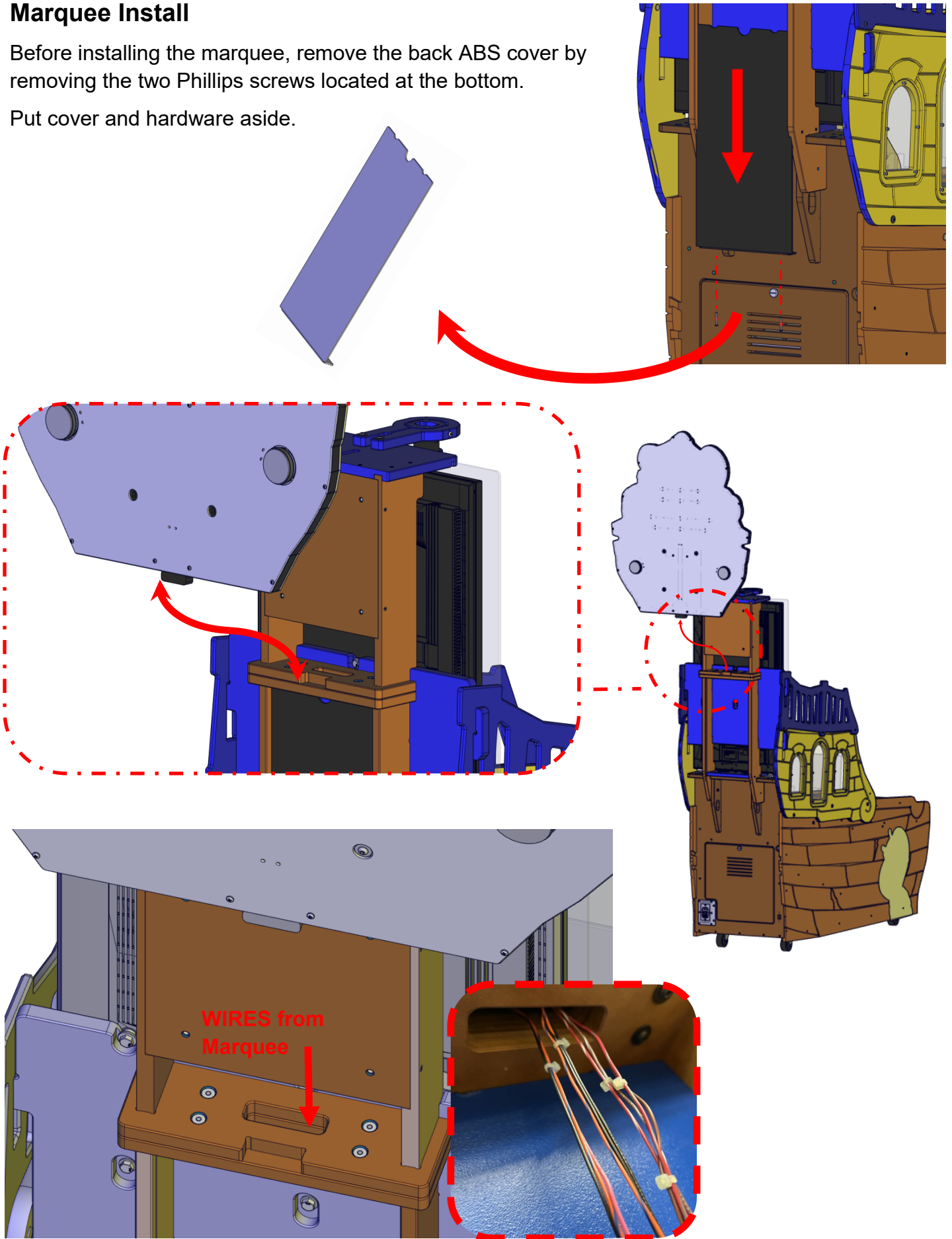
Secure the marquee using four AA6220 Allen's and four AA6212 washers. Reinstall the back ABS cover with the hardware you put aside.

4 X's

AA6220 1/4-20 X 1 3/4 Allen

4 X's

AA6212 1/4 X 3/4 FLAT WASHER BLACK
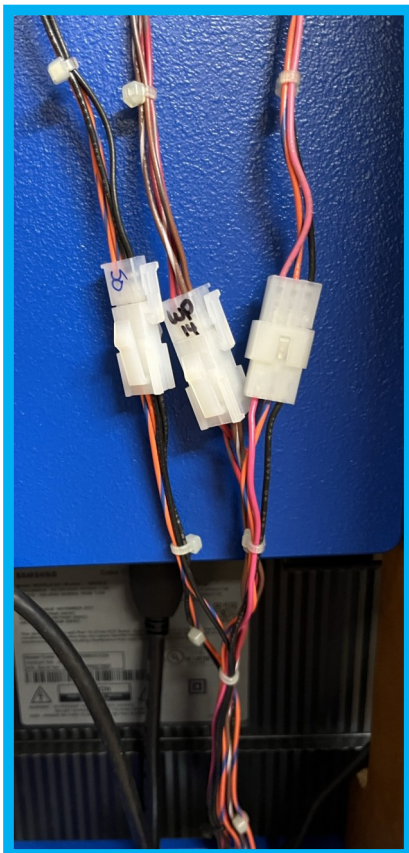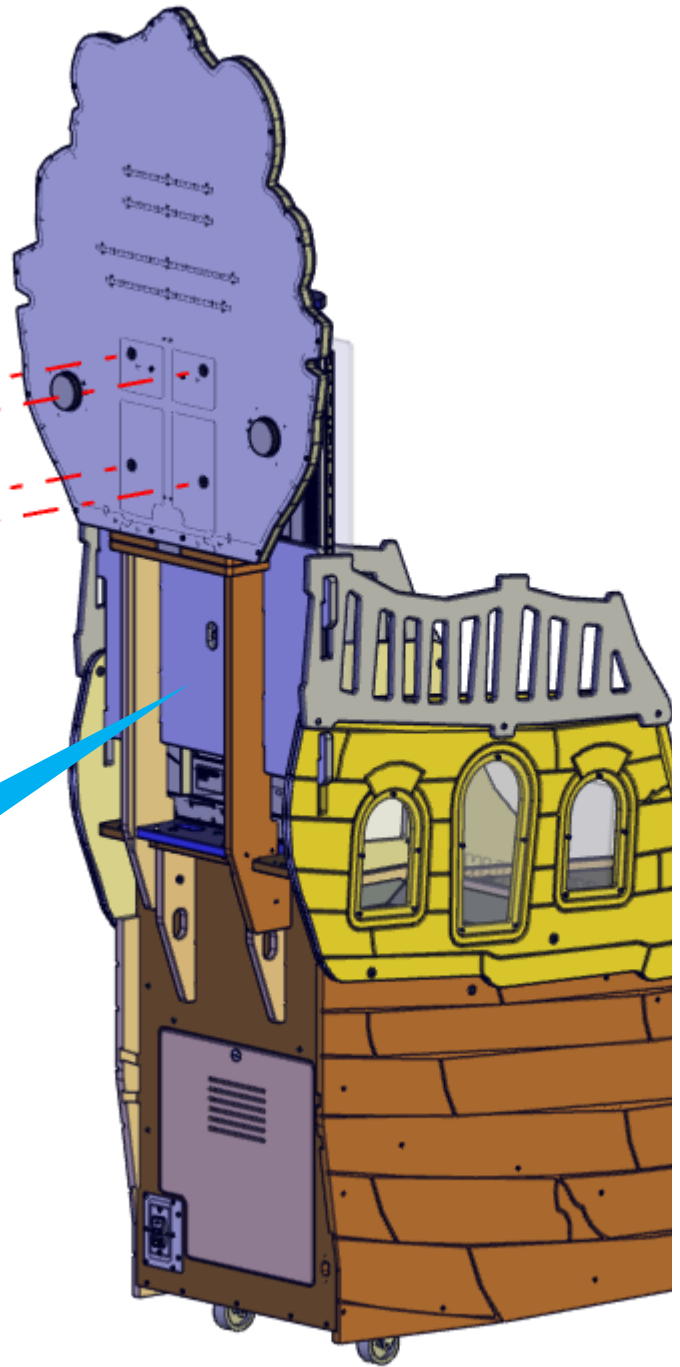
Connect the harnesses and replace the back ABS cover you removed earlier.
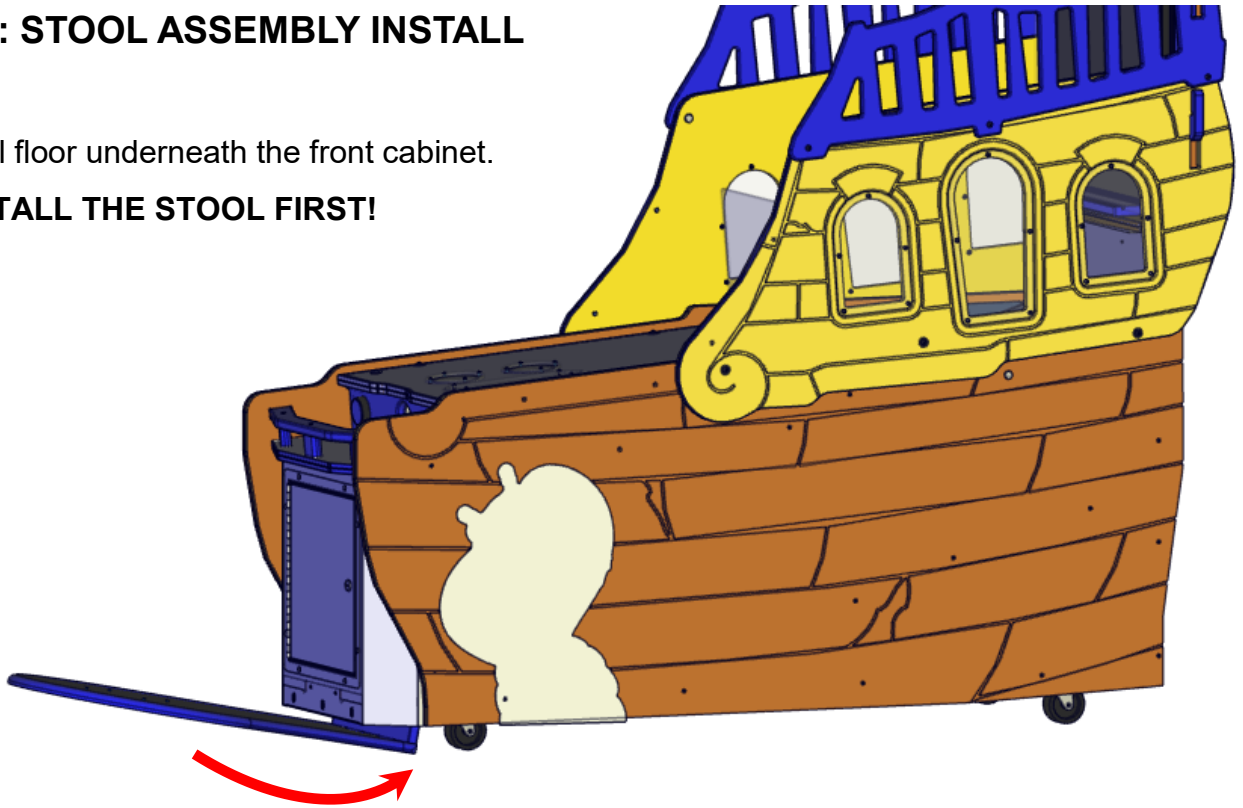
Toss all balls into the playfield.

Do not operate the single player game with less than 18 balls.

24
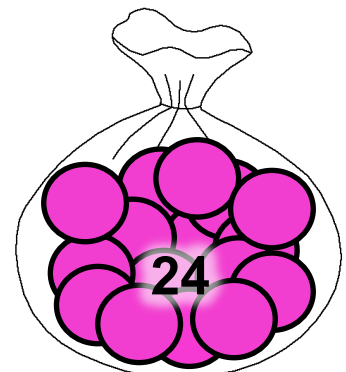
OPTIONAL: STOOL ASSEMBLY INSTALL

Slide the stool floor underneath the front cabinet.
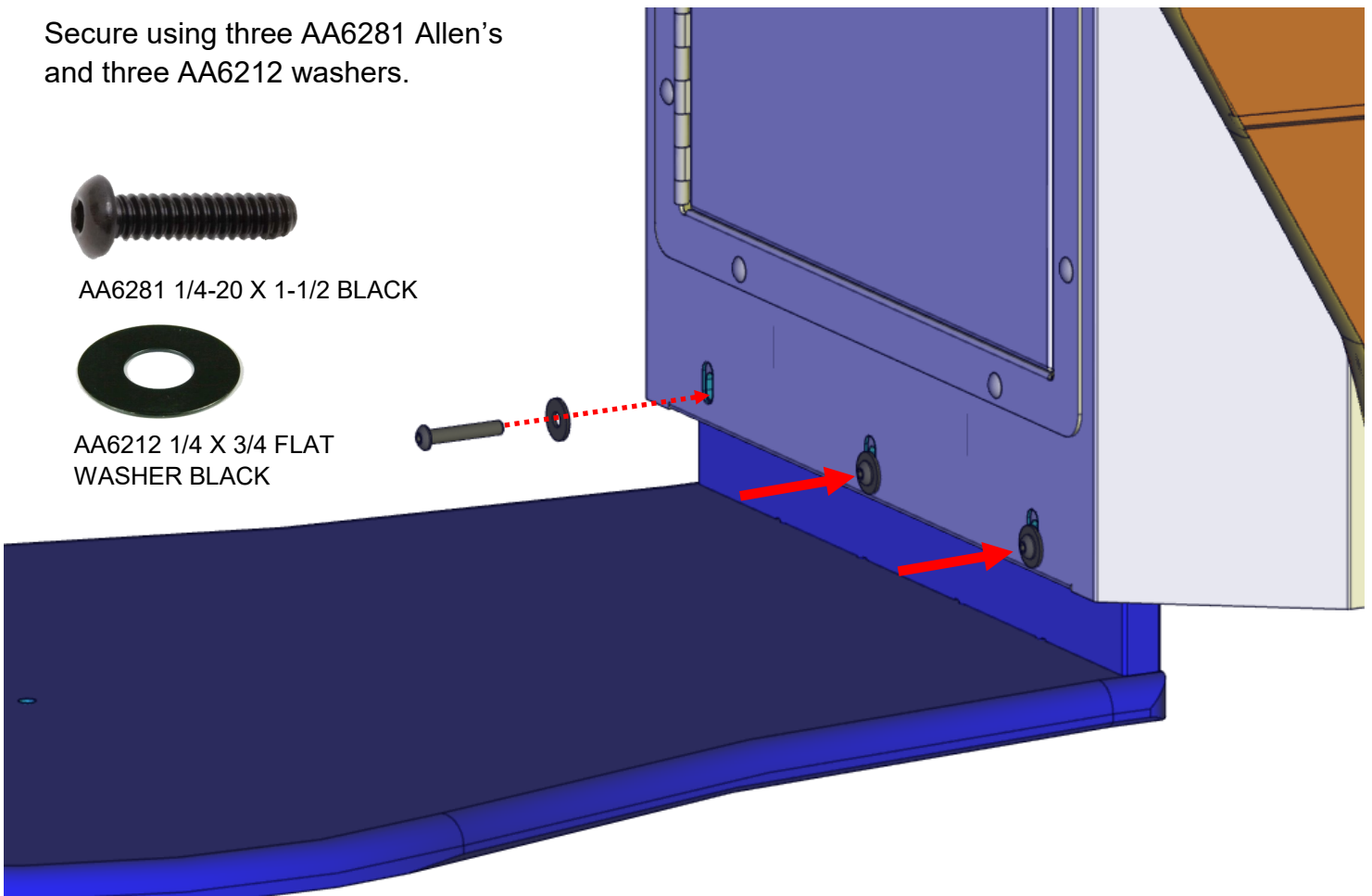
DO NOT INSTALL THE STOOL FIRST!

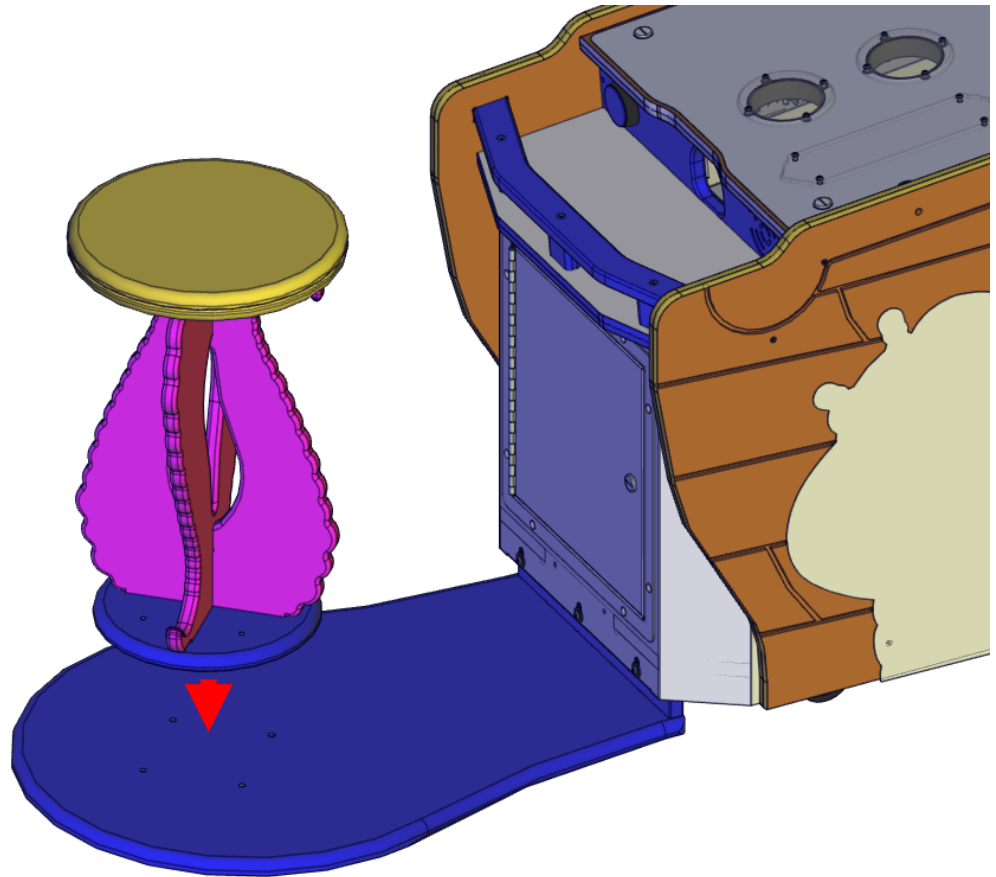Secure using three AA6281 Allen's and three AA6212 washers.
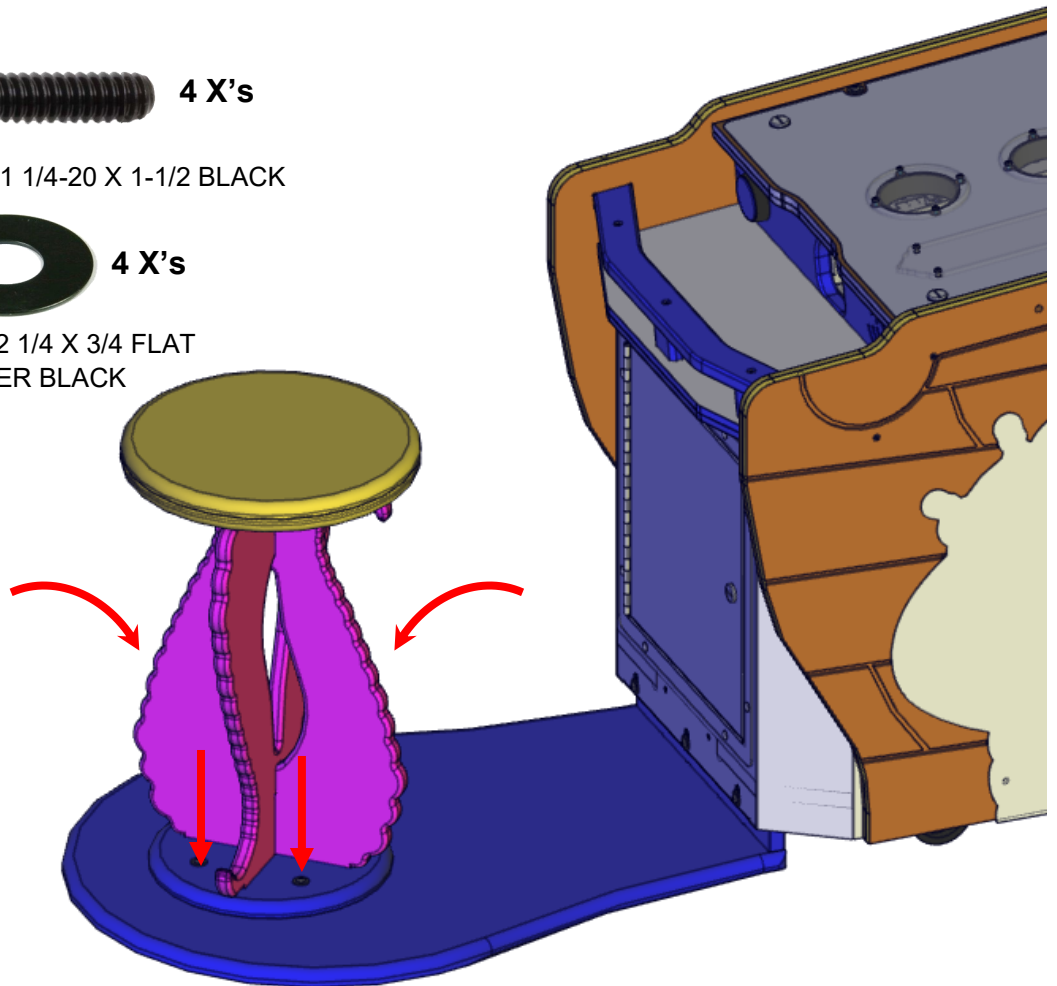
AA6281 1/4-20 X 1-1/2 BLACK

AA6212 1/4 X 3/4 FLAT WASHER BLACK

4 X's

AA6281 1/4-20 X 1-1/2 BLACK

4 X's

AA6212 1/4 X 3/4 FLAT
WASHER BLACK

3 Player Cabinet Assembly Guide

Review the steps before you begin the assembly.

Verify you have the correct amount of hardware.

Please contact ICE Service if any parts are missing.

Included with your game.

X's 90
AA6281 1/4-20 X 1-1/2 BLACK

X's 6
AA6155 8-32 X 7/8 Silver

X's 9
AA6177 8-32 X 1 Silver

X's 9
8 X 7/16 FLAT WASHER

X's 80
AA6212 1/4 X 3/4 FLAT WASHER BLACK

X's 4
AA6074 M8 x 40MM Silver

X's 4
AA6067 (1/2 x .125 Fender washer)

Hardware Required

X's 3

24 BALLS
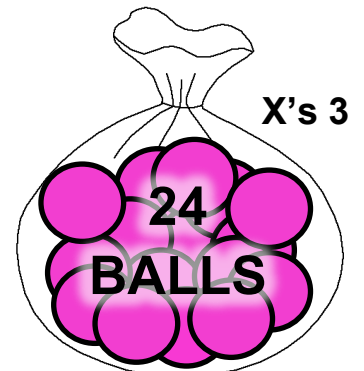
Step 1: Playfield Foul Shield Install

Remove the six AA6177 Allen screws that hold the playfield surface to the cabinet. Put hardware aside. Then remove the playfield cover.
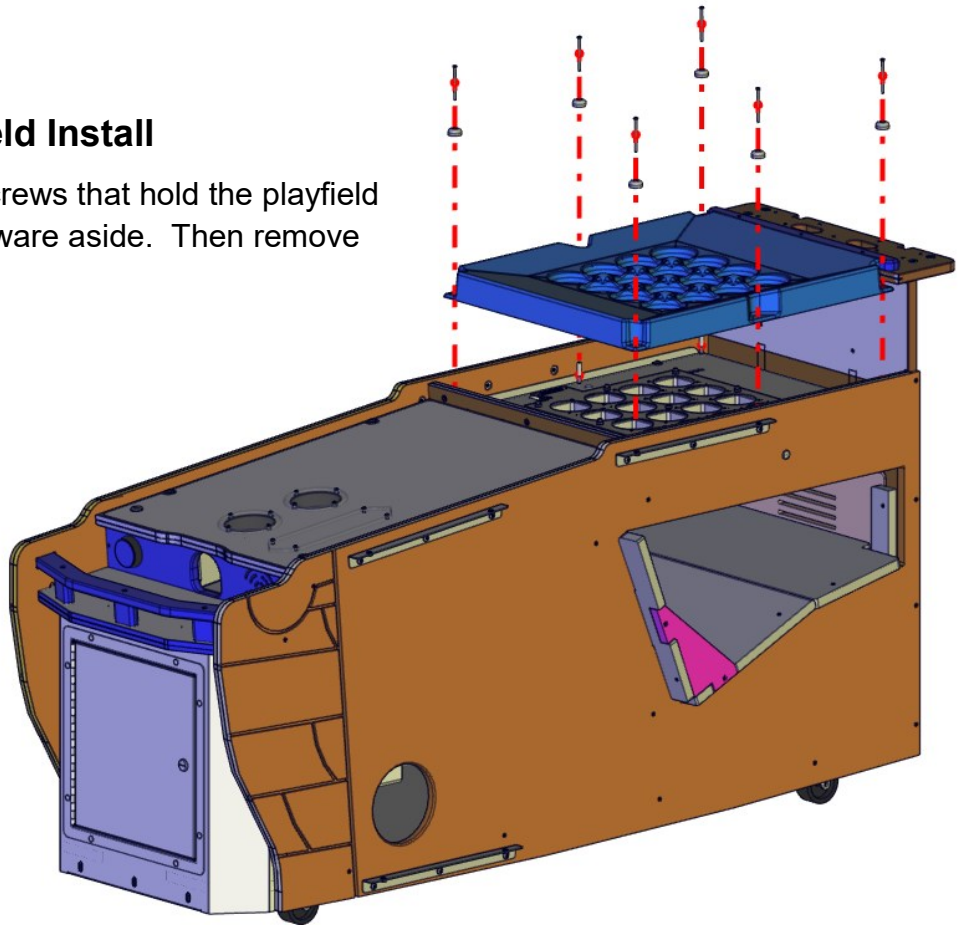
Partly install three AA6177 Phillip screws and washers inside the playfield area at the front. Then slide the foul line shield into the screws and tighten.

X's 3
AA6177 8-32 X 1 Silver

X's 3
8 X 7/16 FLAT WASHER

LEFT (CABINET)	CENTER (CABINET)	RIGHT (CABINET)
《FOUL LINE》	《FOUL LINE》	《FOUL LINE》
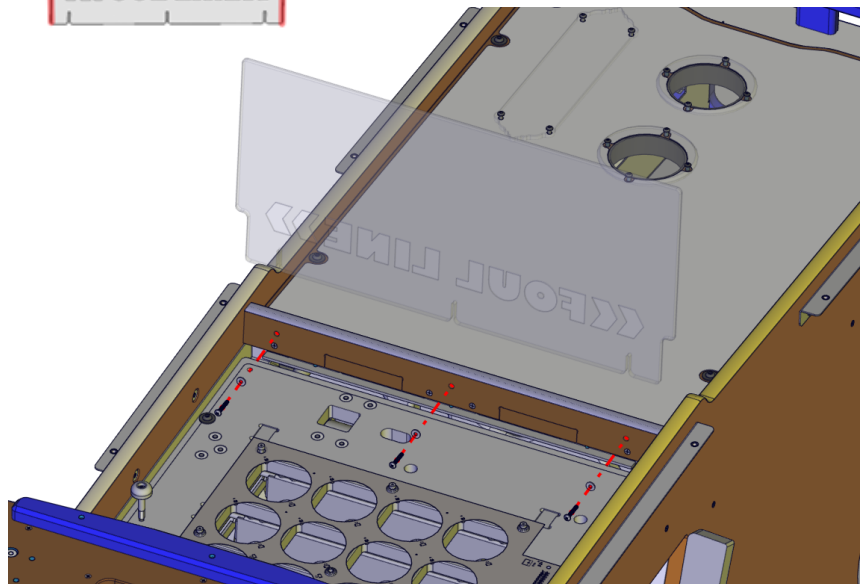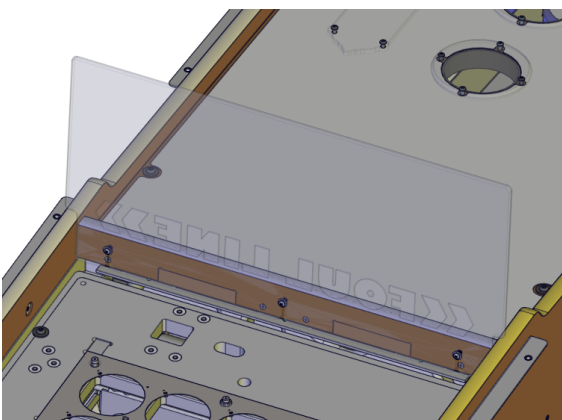
Reinstall the playfield cover using the hardware you put aside in the first step.
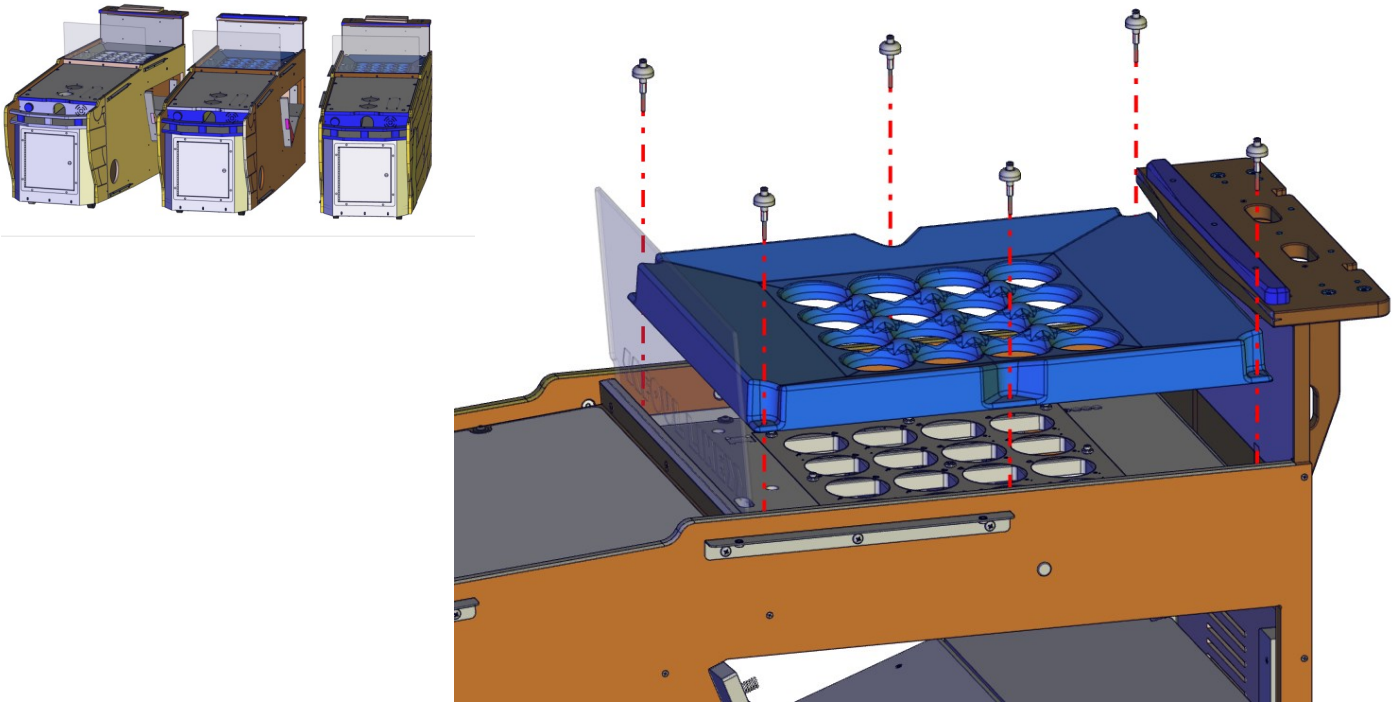
Repeat for each station before you proceed any further in assembly.

Step 2: CABINET SETUP

Attach one WP3137 LED panel onto one WP3181 floor panel using three AA6155 silver screws. Repeat to make two of them.

X's 3
AA6155 8-32 X 7/8 Silver

X's 3
AA6155 8-32 X 7/8 Silver
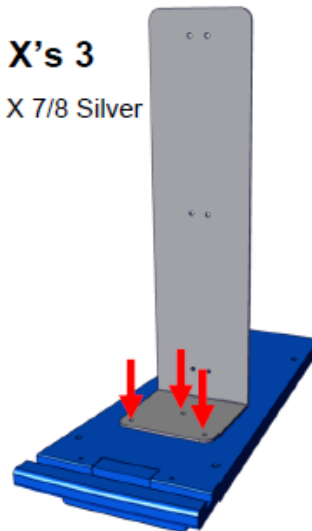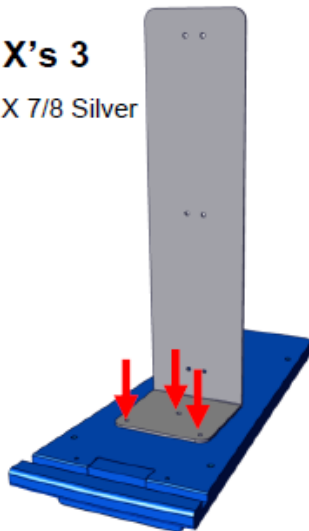
Slide the three cabinet sections together. The middle section has brackets on both sides while the left and right sections have the brackets only on one side.
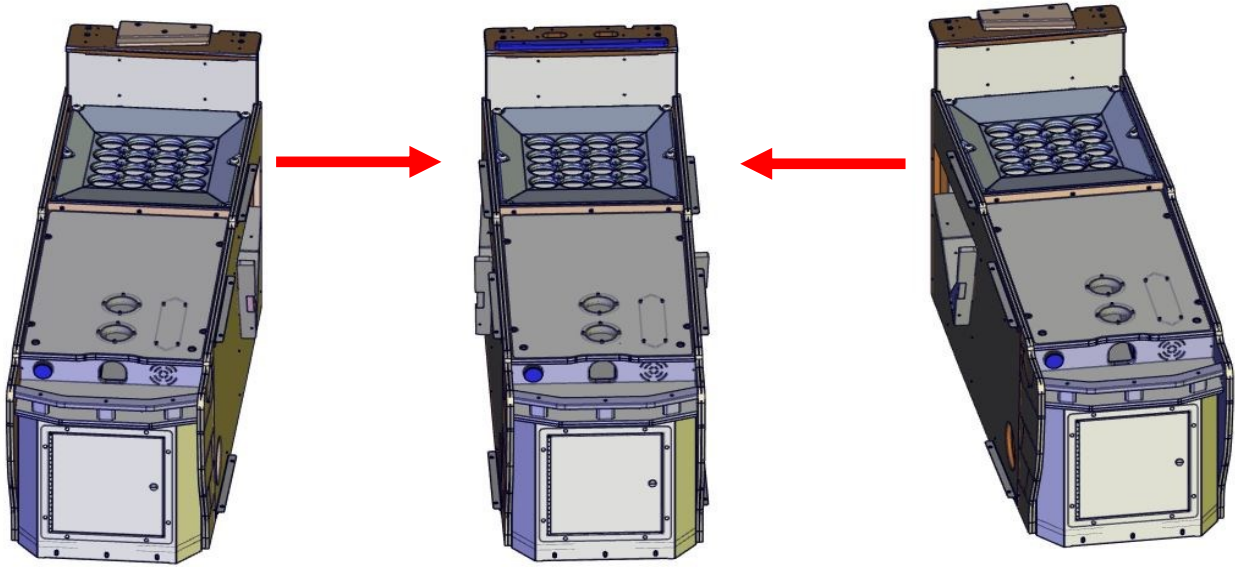
Secure each LED assembly using four AA6281 and four AA6212 for each cabinet side.

X's 8

AA6281 1/4-20 X 1-1/2 BLACK

X's 8

AA6212 1/4 X 3/4 FLAT WASHER BLACK
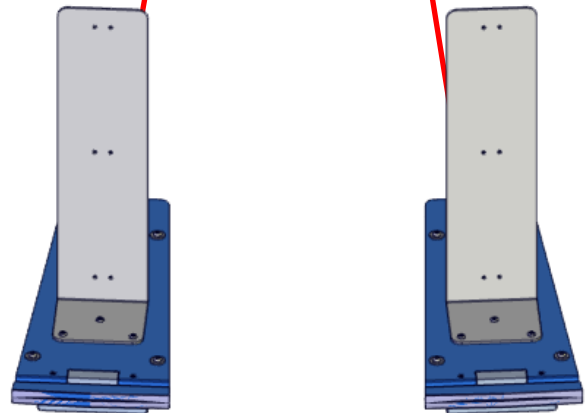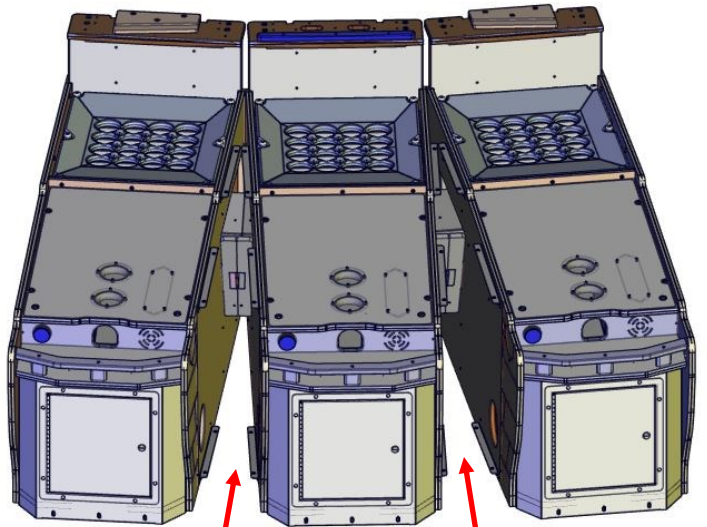
Step 3: CABINET HARNESSES

Open all three stations by unlocking both sides of the playfield and lift up.
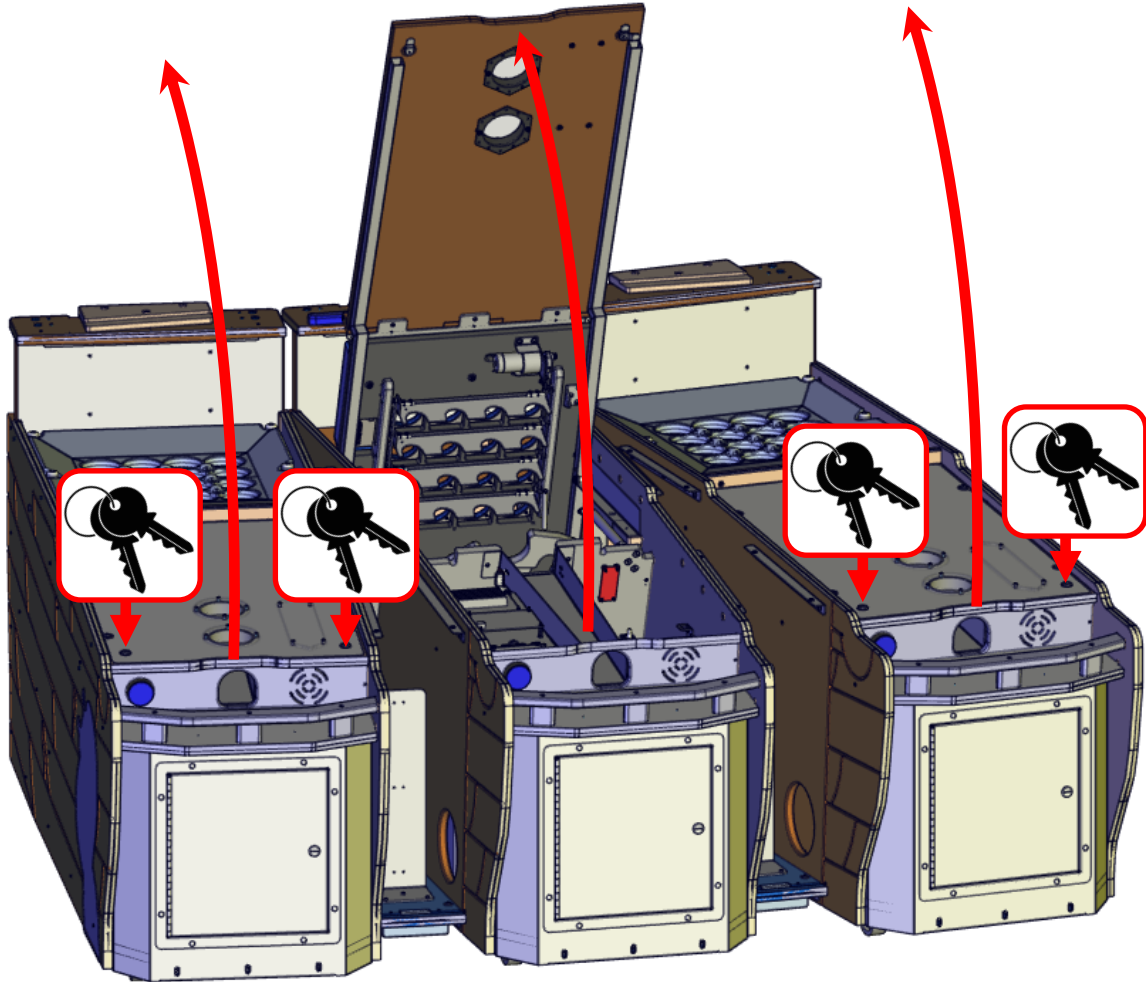
In the middle cabinet are both left and right station harnesses that need to be connected to the left and right stations. A access hole at the front allows you to insert the harnesses into the respective sides.

WP2151HX Left side

WP2153HX Right side

E00391 X's 2

WP2161LX - Left side

WP2163LX Right side
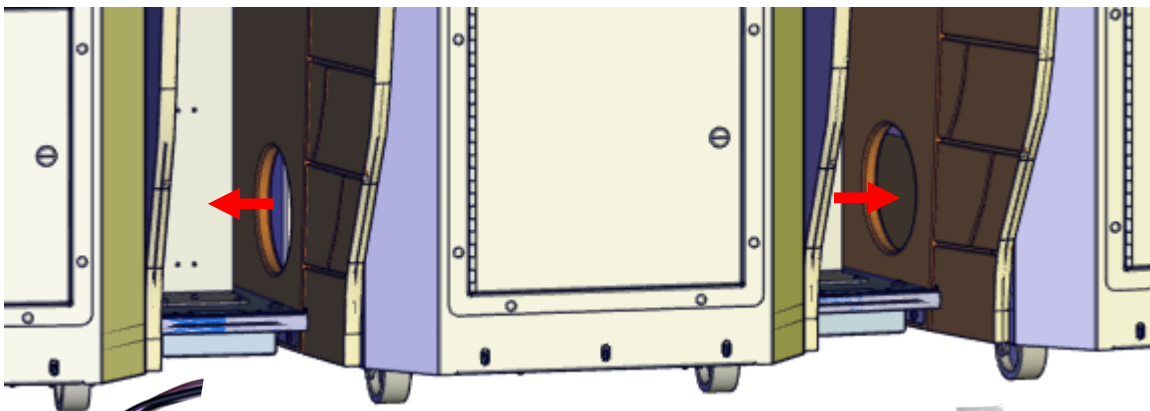
Plug in the LED power plug at both sides. Connections are located at the left and right stations.
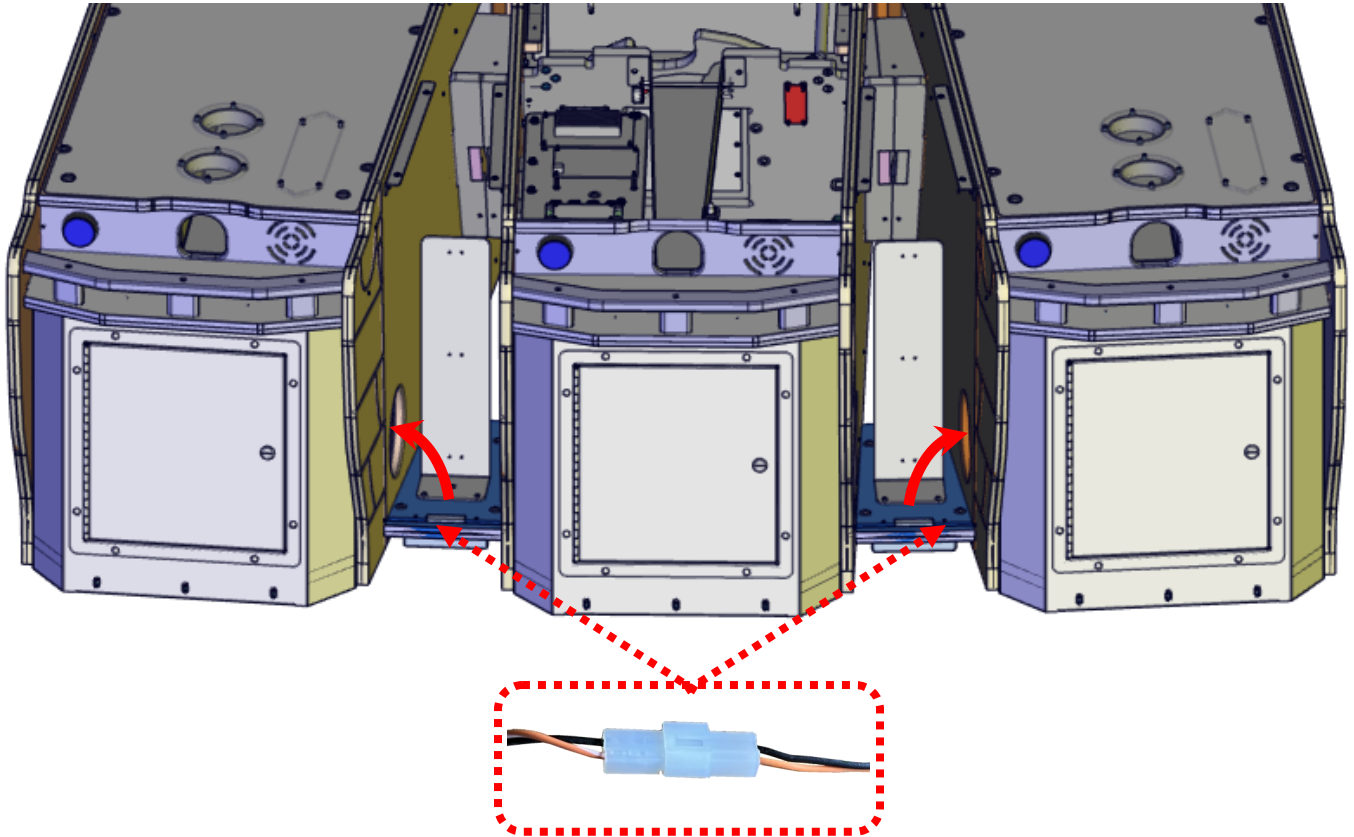
Step 4: FRONT CABINET TRIM
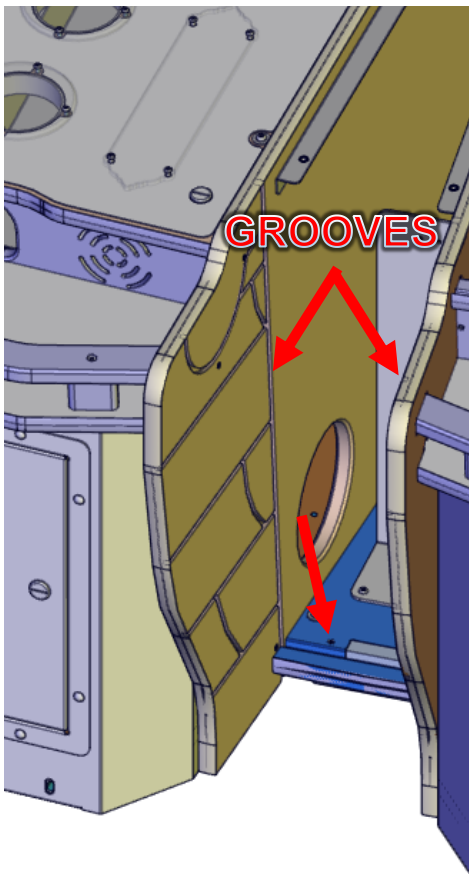
On both sides insert the front covers by inserting them into the grooves at the sides and bottom.

GROOVES

X's 8

AA6281 1/4-20 X 1-1/2 BLACK

X's 8
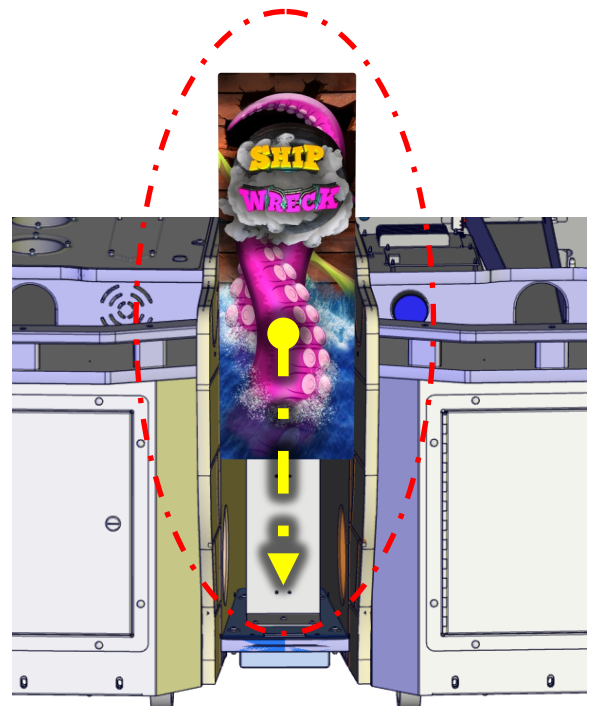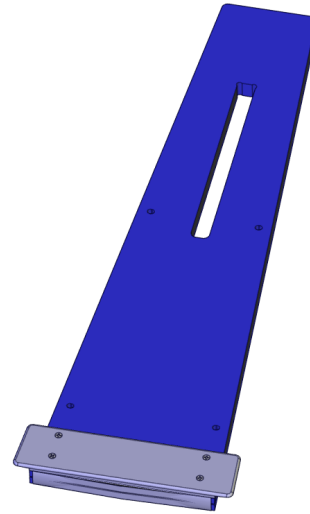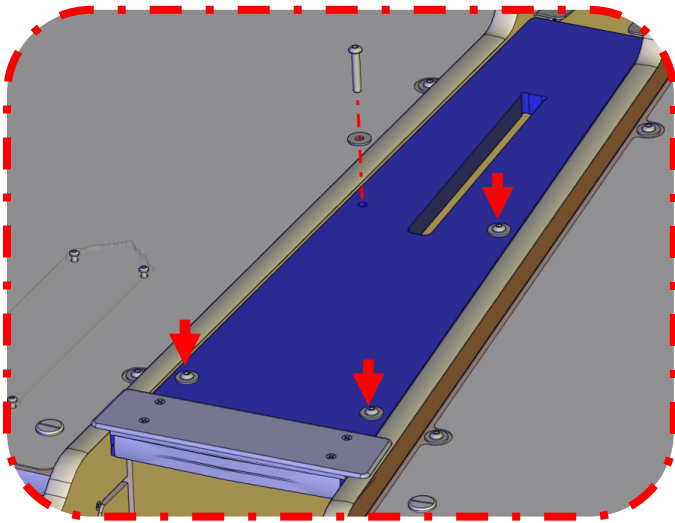
AA6212 1/4 X 3/4 FLAT
WASHER BLACK

X's 8

AA6281 1/4-20 X 1-1/2 BLACK
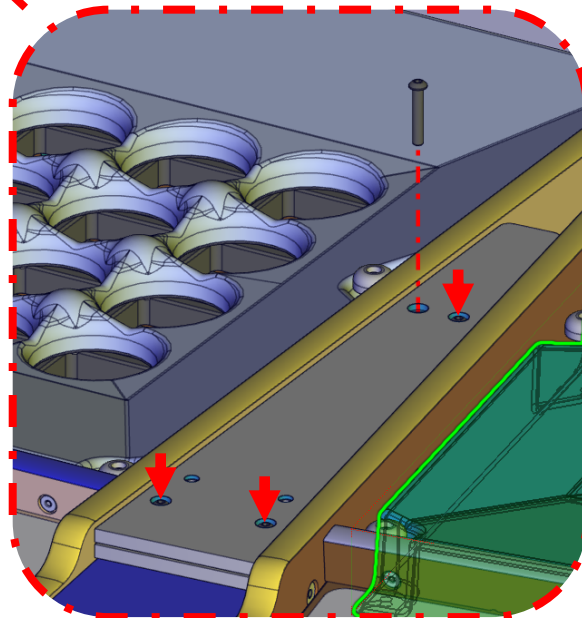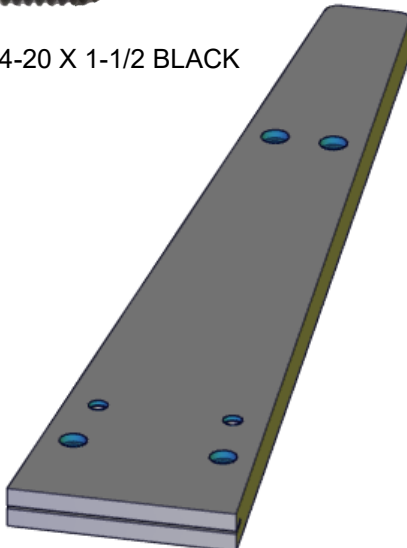
Step 5: PLAYER PARTITIONS

Partitions have only one side finished which face outward when installed. Insert the front of the partition into the cabinet slot.
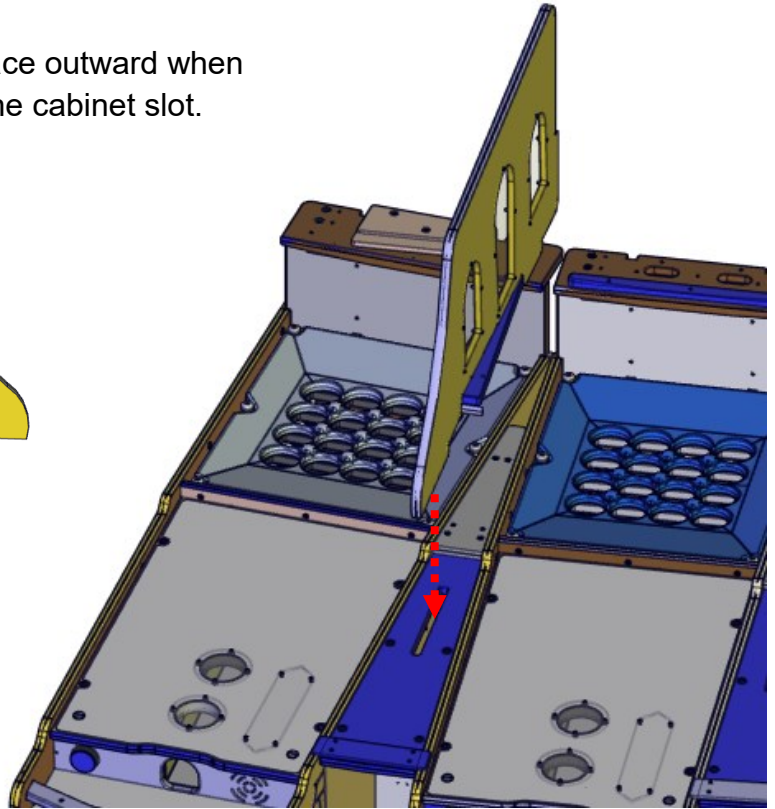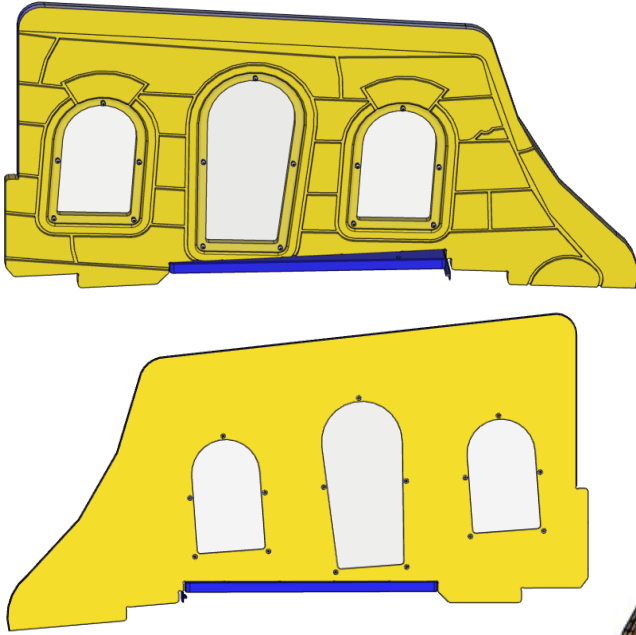
Secure the partitions at the front, two per partition.

X's 4

AA6281 1/4-20 X 1-1/2 BLACK
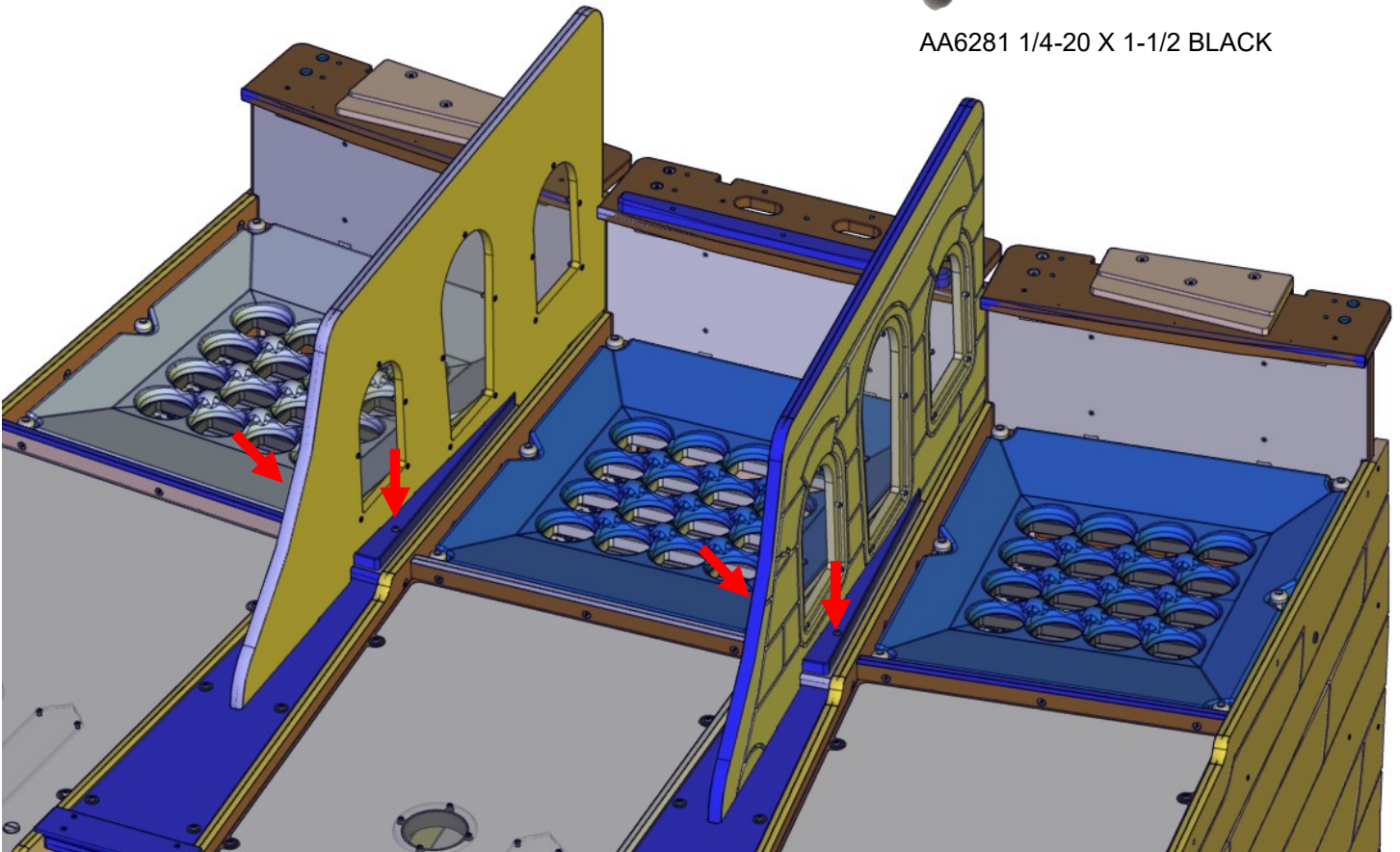
Step 6: BACK CABINET CONNECTORS
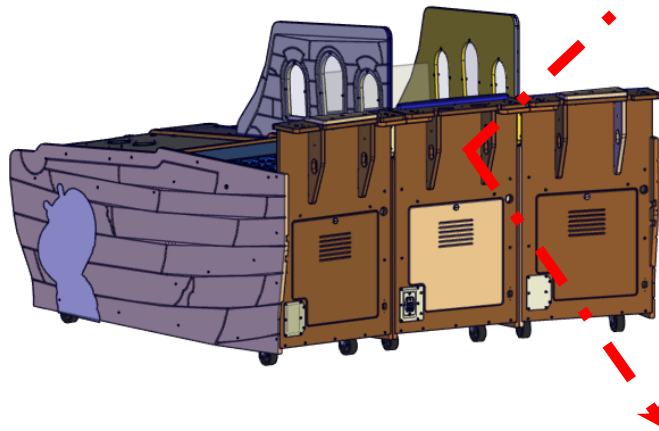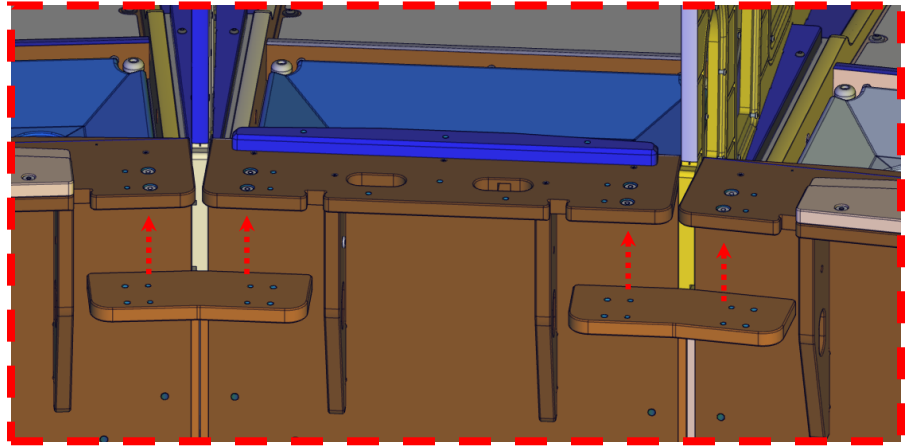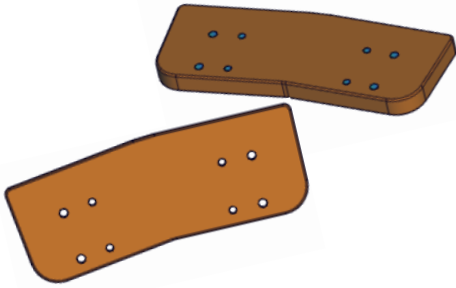
At the back of the game attach the wood cabinet connectors using four AA6281 Allen's and AA6212 washers.

X's 8

AA6281 1/4-20 X 1-1/2 BLACK

X's 8

AA6212 1/4 X 3/4 FLAT WASHER BLACK
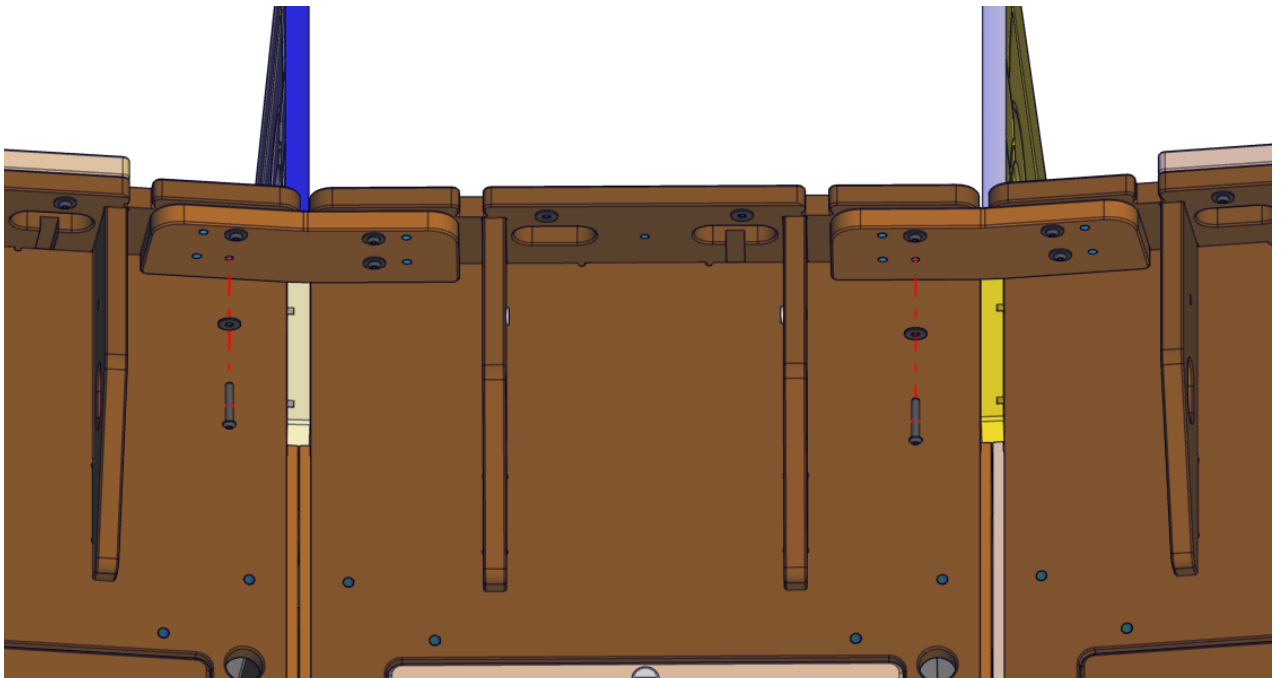
Step 7: Monitor Install

2 people are required for this step!
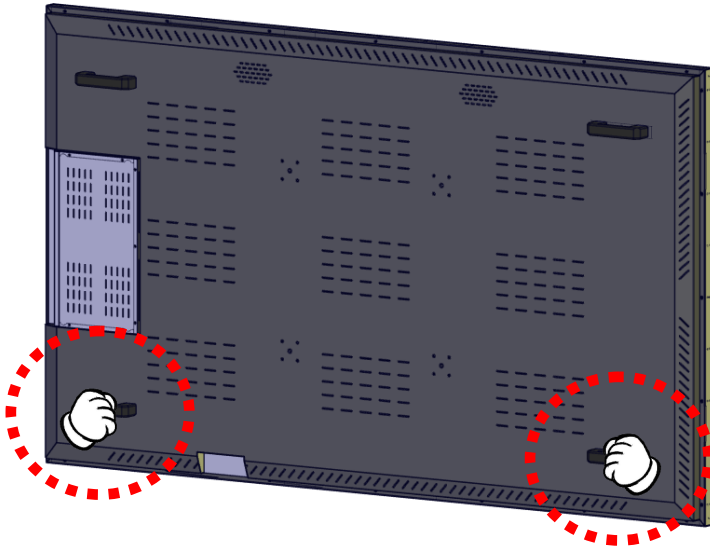
Lift the monitor up onto the cabinet using the back grab handles.

Place the monitor into the two slots circled below.
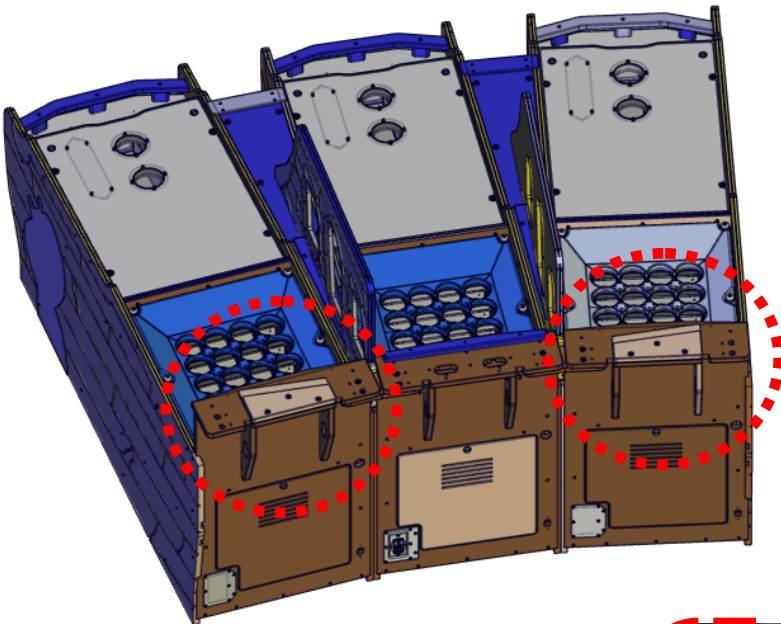
The front of the monitor will hang over the edge.
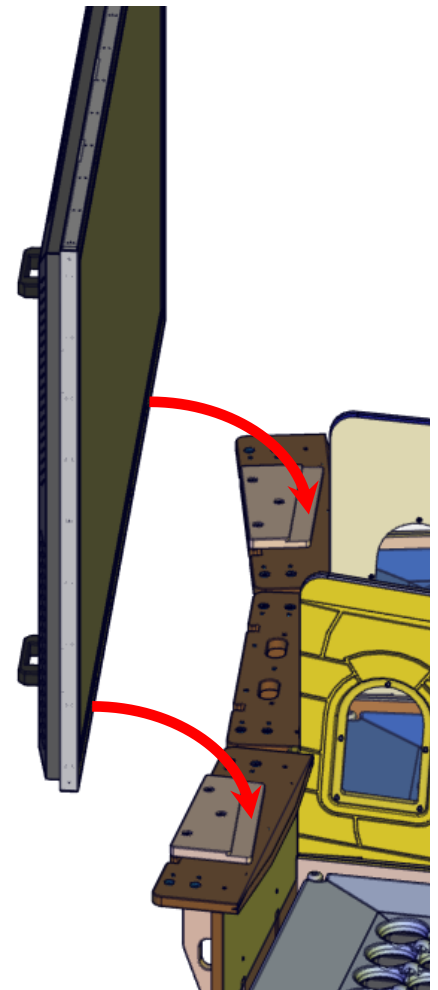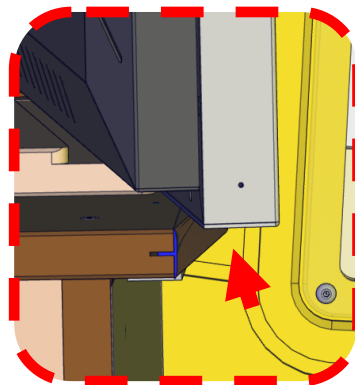
Have your helper stabilize the monitor.
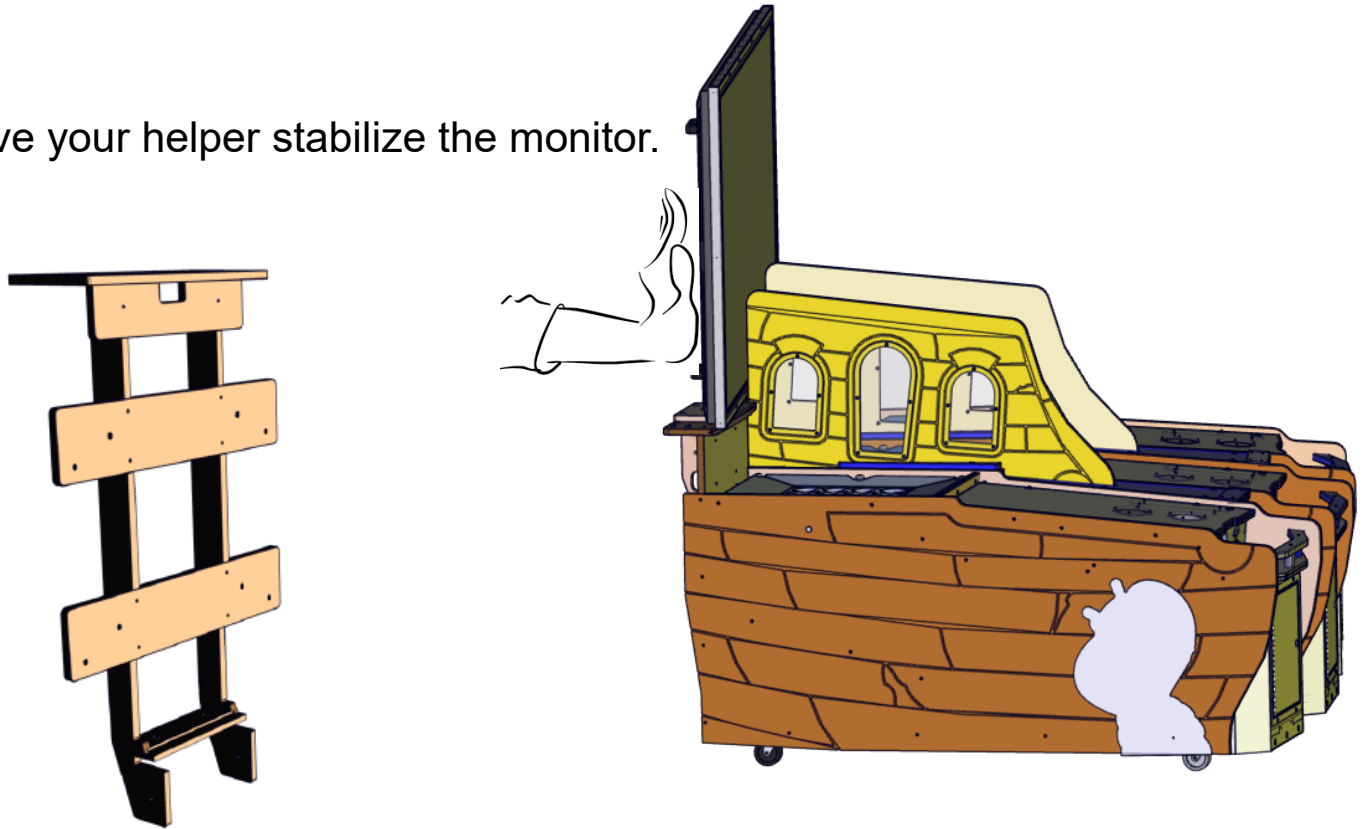
Lift middle monitor support onto the back side of the cabinet.

Secure using two AA6281 Allen's and AA6212 washers from the bottom.

X's 2

AA6281 1/4-20 X 1-1/2 BLACK

X's 2
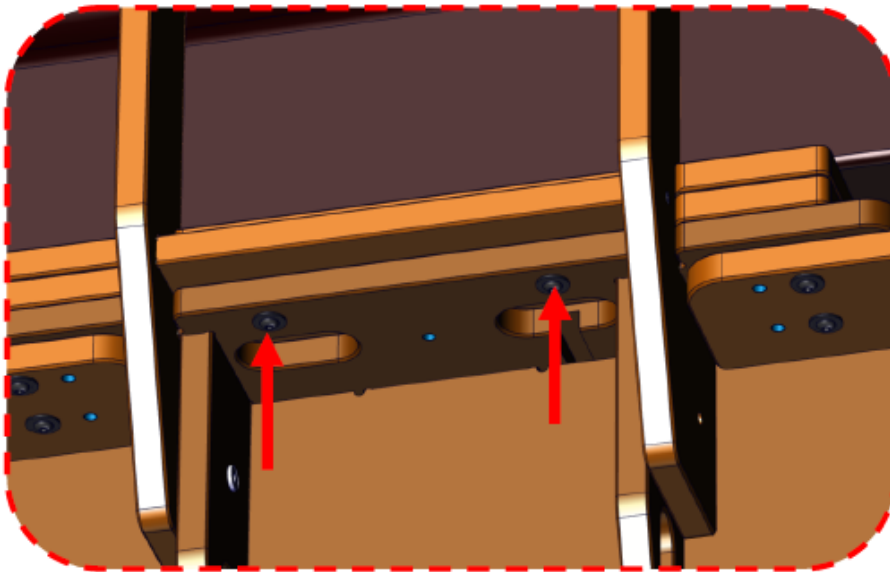
AA6212 1/4 X 3/4 FLAT
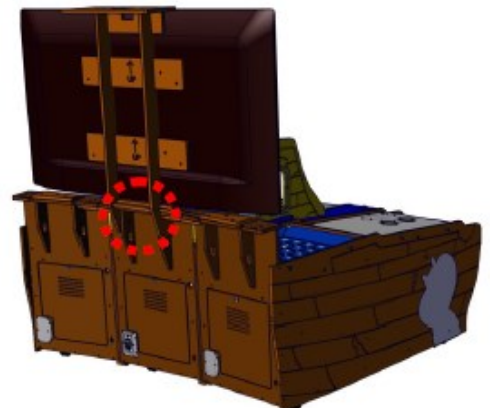
Additionally secure at the sides using two AA6281 Allen's and AA6212 washers.
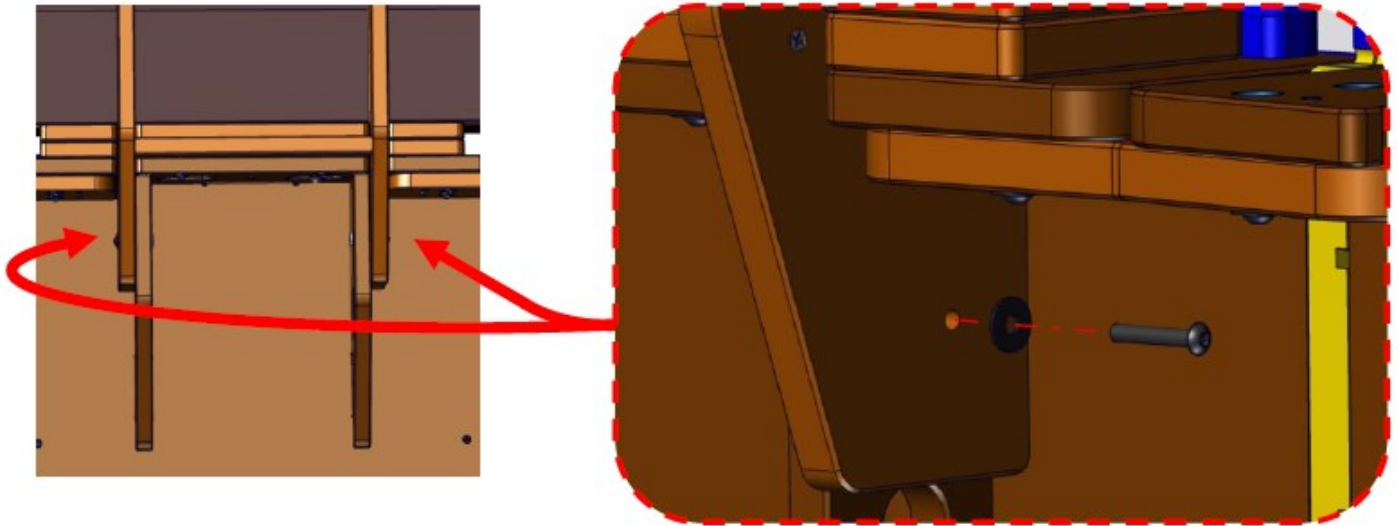
Secure the monitor using four AA6074 shoulder bolts and four AA6067 fender washers.

X's 4

AA6074 M8 x 40MM Silver

X's 4

AA6067 (1/2 x .125 Fender washer)
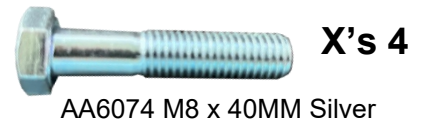
The center cabinet will have the AC connection and video connection wound at the back.

Connect the AC harness to the left of the monitor mount.

Connect the HDMI cable to the right of the monitor mount, HDMI 3 input.
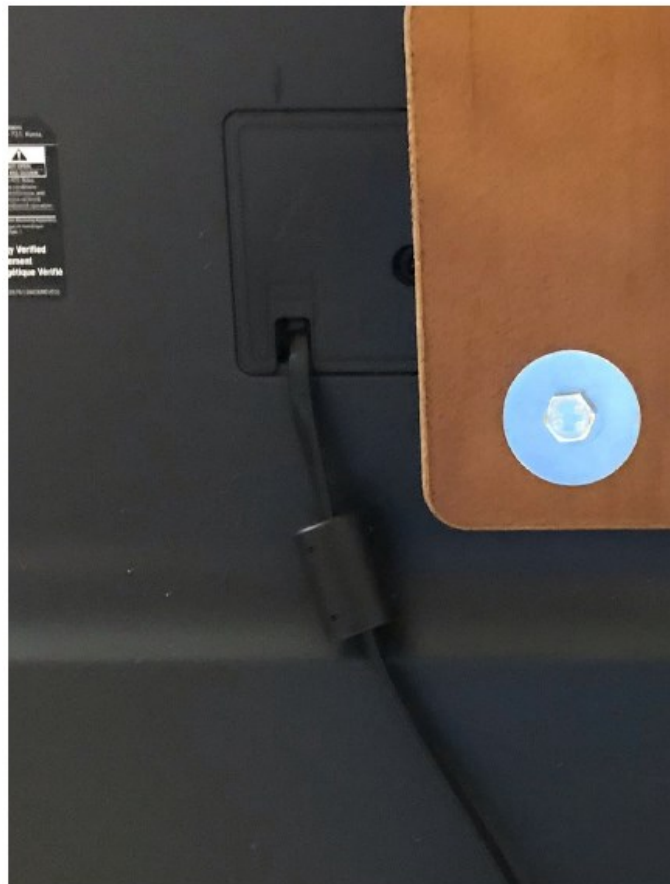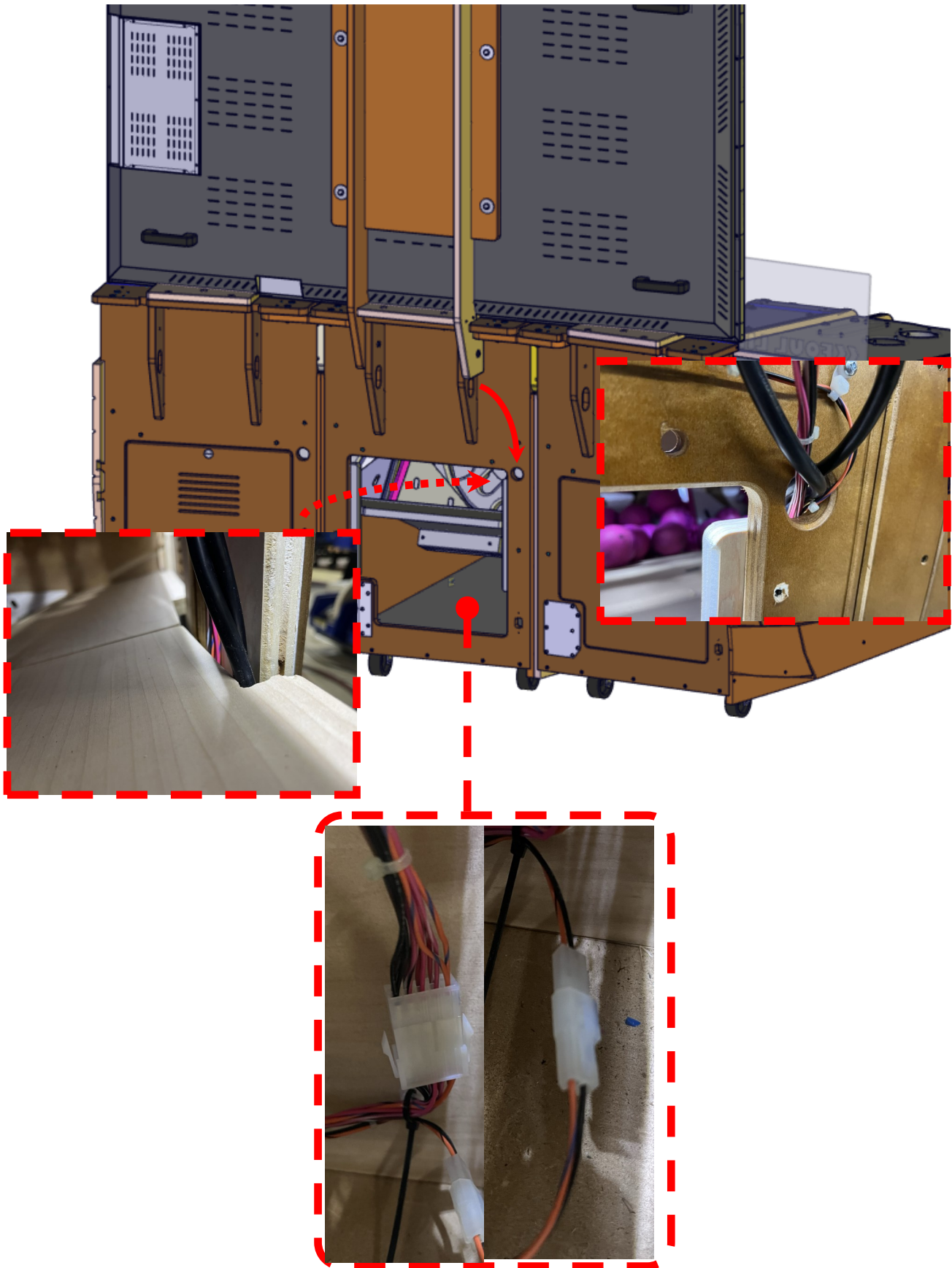
Connect the mating harnesses located at the base of the cabinet.

Step 8: Marquee Install

Install the left and right supports for the upper marquee assembly. Install two AA6281 Allen's and AA6212 washers from underneath at each side.
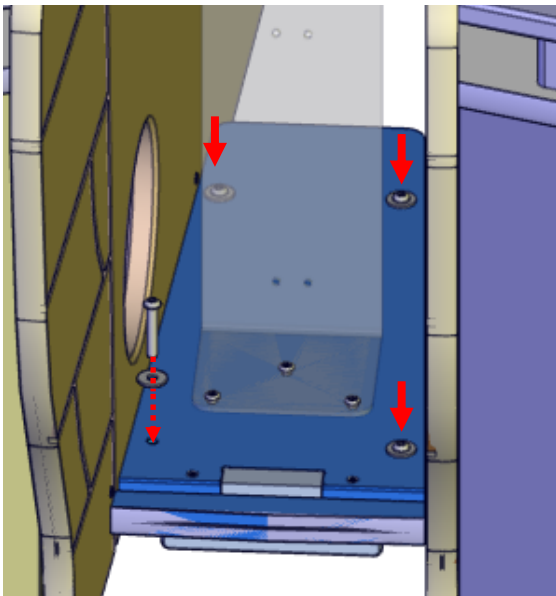

AA6281 1/4-20 X 1-1/2 BLACK

X's 2

AA6212 1/4 X 3/4 FLAT WASHER BLACK

X's 2

AA6281 1/4-20 X 1-1/2 BLACK

X's 2

AA6212 1/4 X 3/4 FLAT WASHER BLACK

X's 2
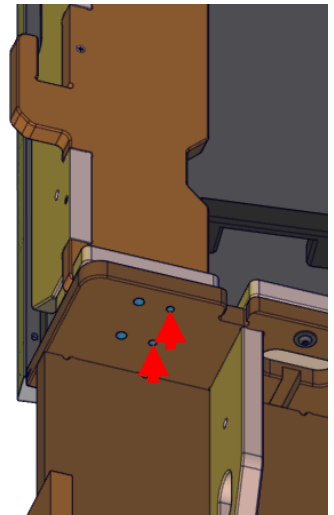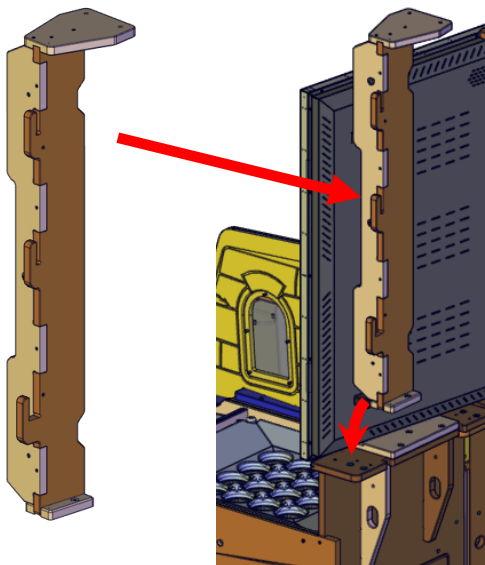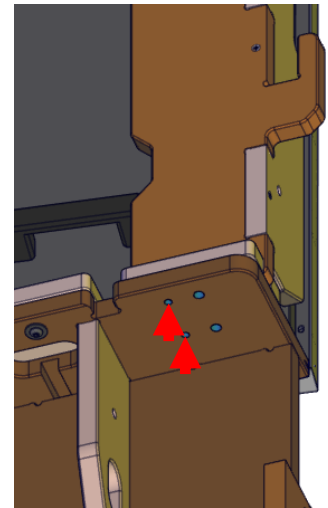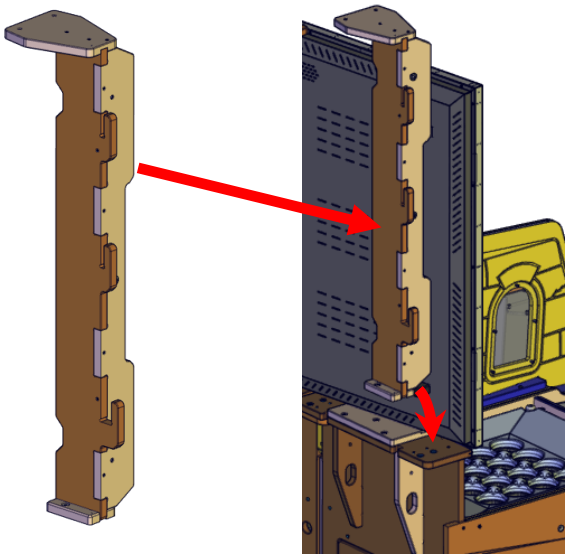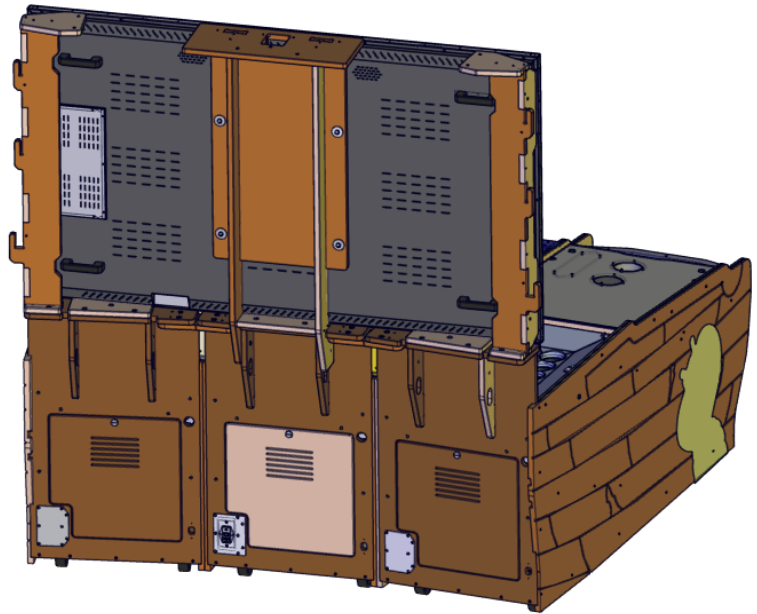
With a helper, lift the marquee up and onto the top of the monitor. Insert wires at the top.

Do not pinch wires!
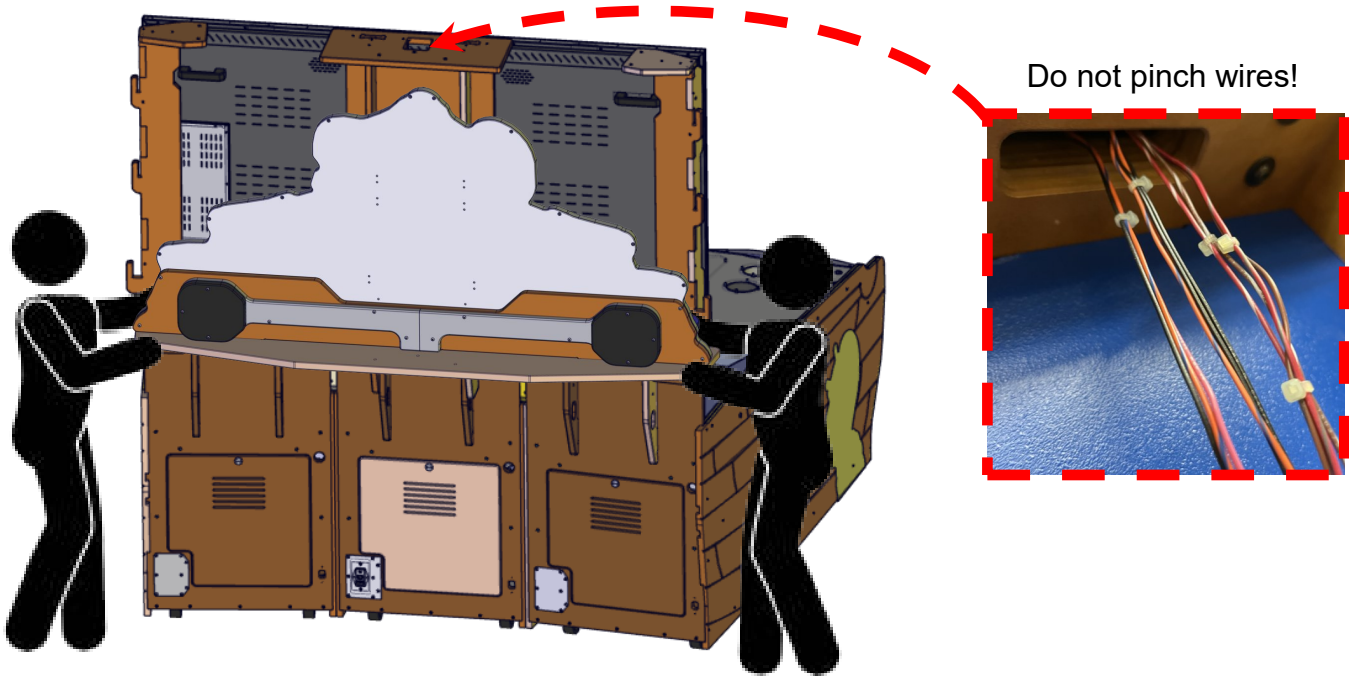
Secure the marquee using two AA6281 Allen's and AA6212 washers at each side.

Use three AA6281 Allen's and AA6212 washers at the center.

X's 7

AA6281 1/4-20 X 1-1/2 BLACK

X's 7

AA6212 1/4 X 3/4 FLAT
WASHER BLACK
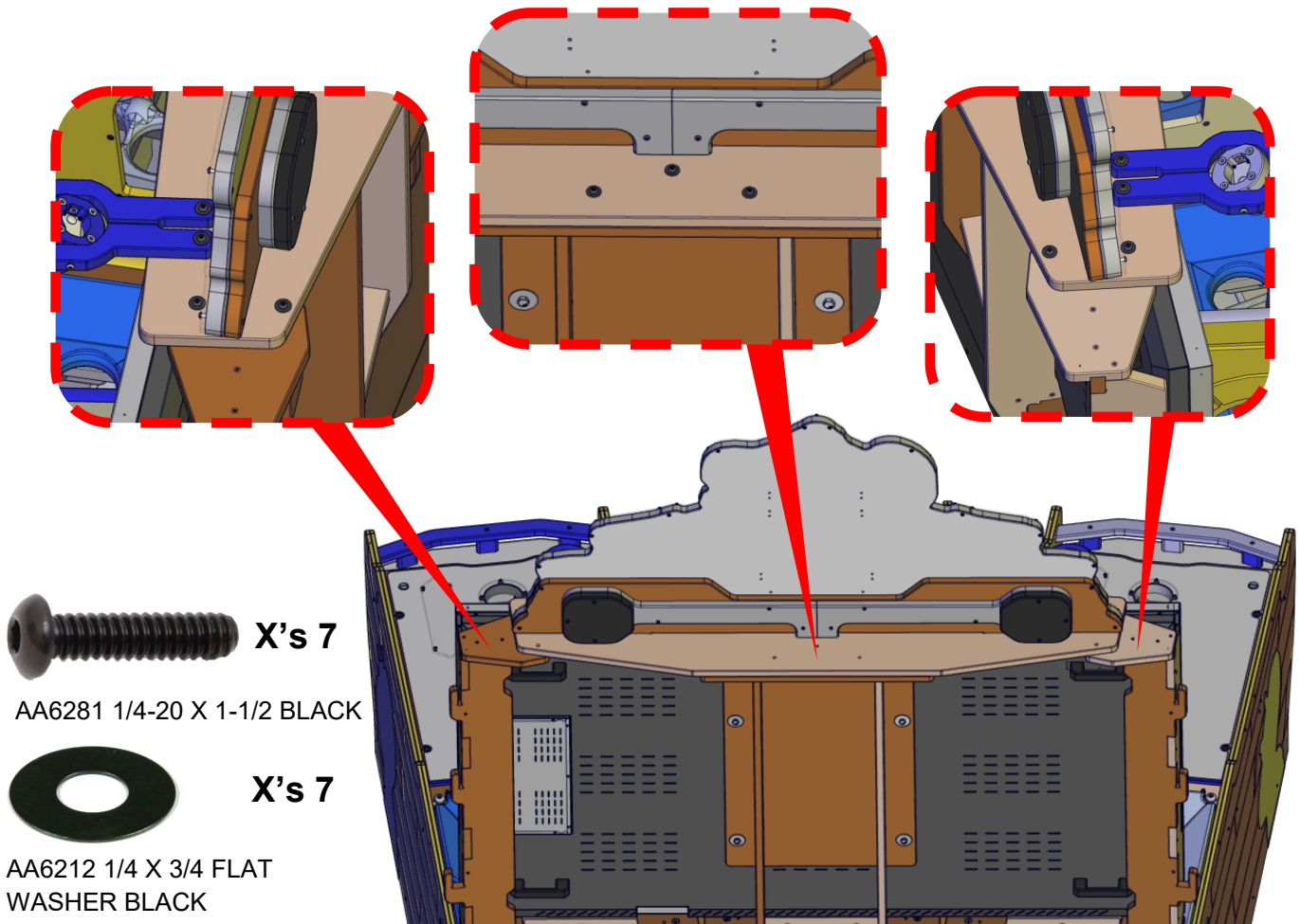
Plug in the harnesses from the marquee.
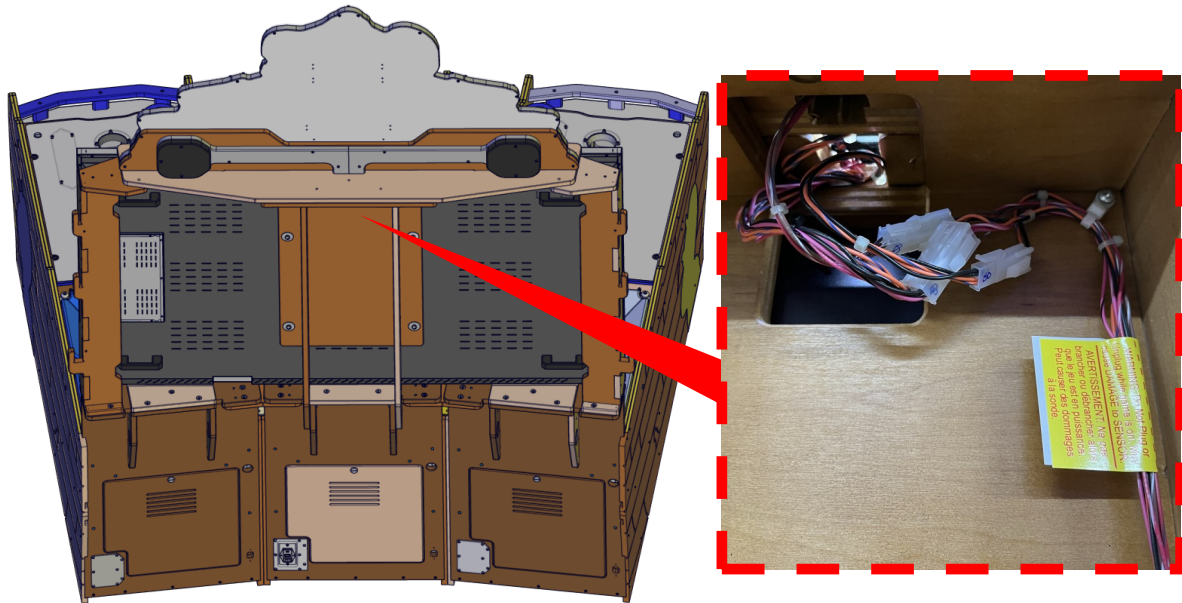
Step 9: Side Walls Install

Lift the side panel up onto the hooks in back.

Secure using seven AA6281 Allen's and AA6212 washers.

X's 8

AA6281 1/4-20 X 1-1/2 BLACK

X's 8
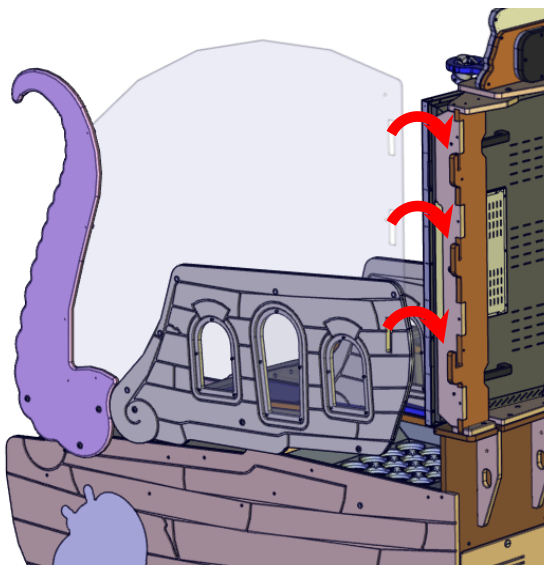
AA6212 1/4 X 3/4 FLAT
WASHER BLACK

Lift the side panel up onto the hooks in back.

Secure using seven AA6281 Allen's and AA6212 washers.

X's 8

AA6281 1/4-20 X 1-1/2 BLACK

X's 8
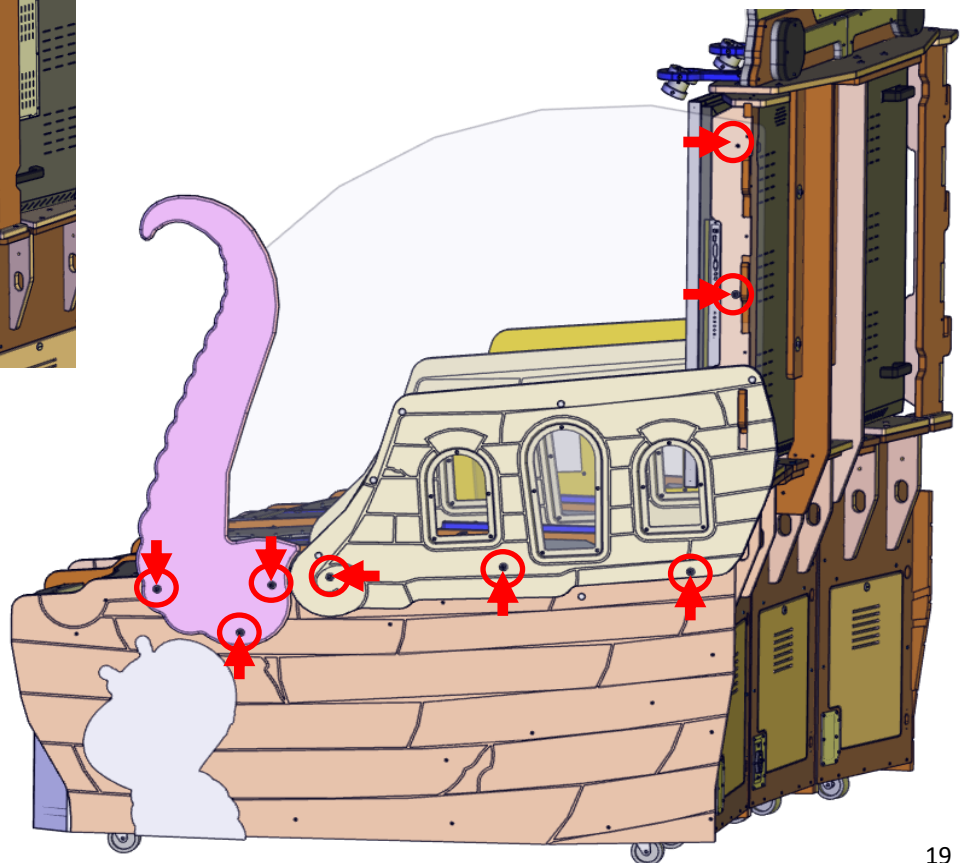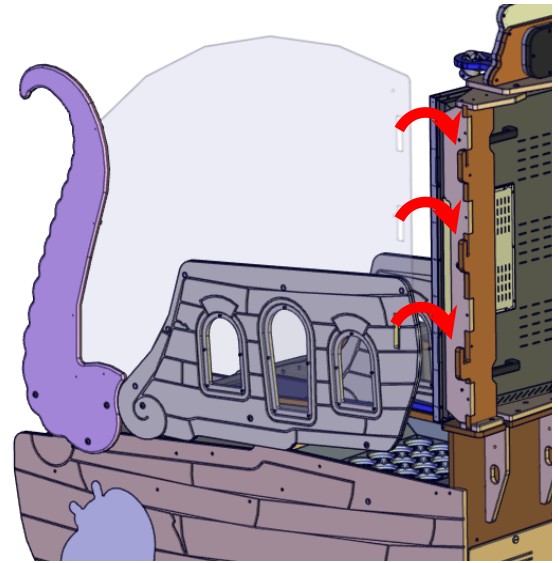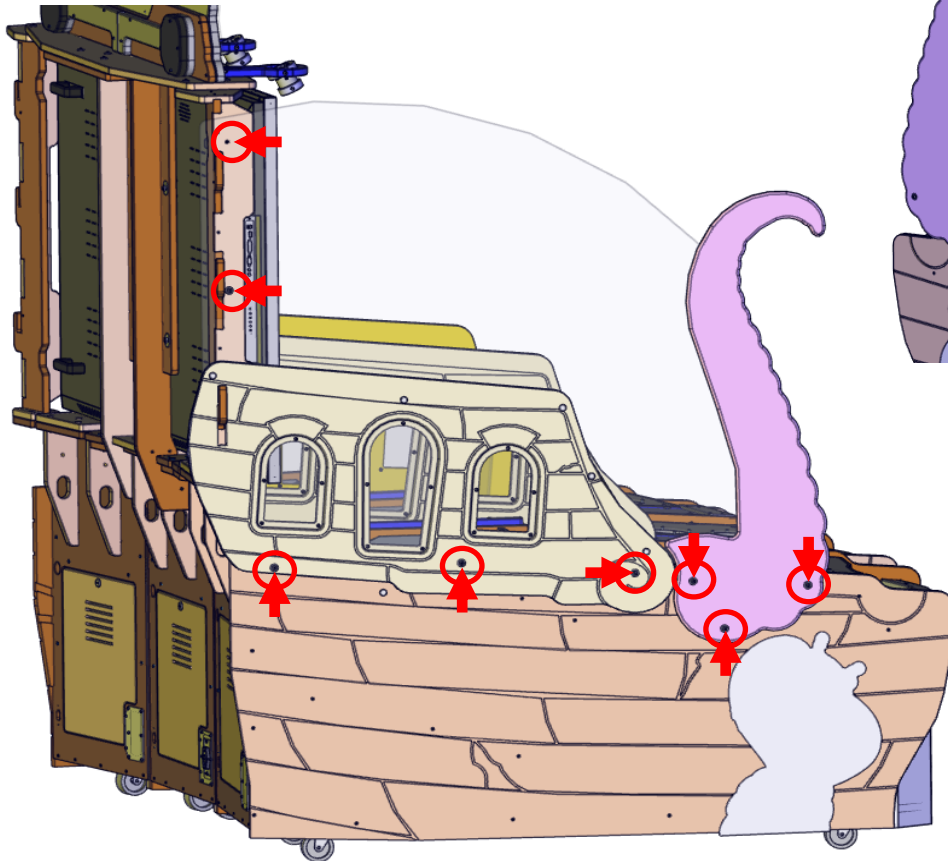
AA6212 1/4 X 3/4 FLAT
WASHER BLACK

Step 10: Stools Install

Insert the back of the stool floor under one of the stations front.
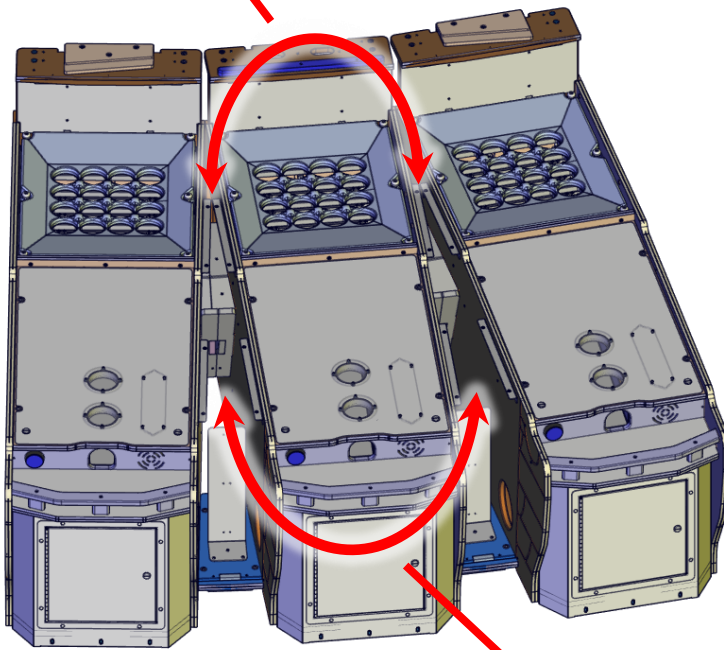
BACK OF
STOOL FLOOR
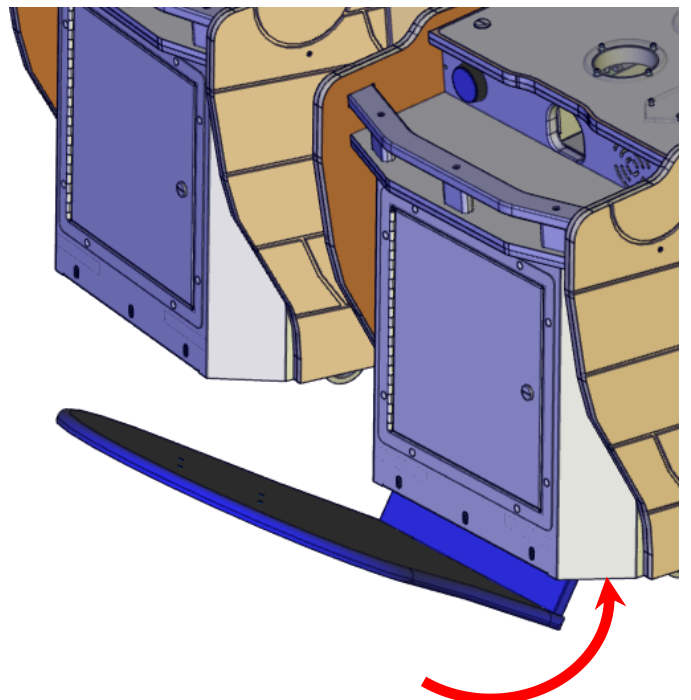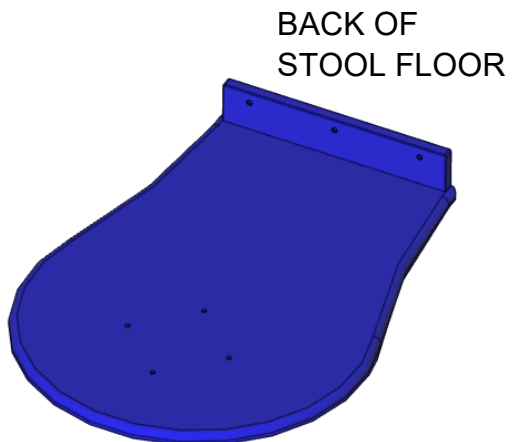
X's 3

AA6281 1/4-20 X 1-1/2 BLACK

X's 3

AA6212 1/4 X 3/4 FLAT
WASHER BLACK
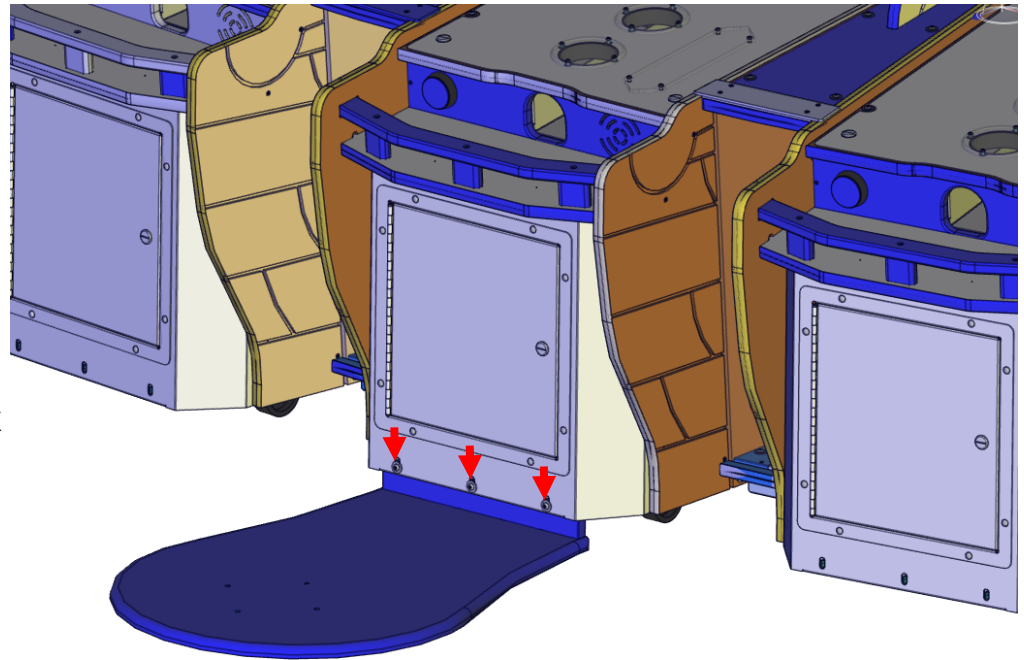
Secure the floor using three AA6281 Allen's and AA6212 washers.

X's 4

AA6281 1/4-20 X 1-1/2 BLACK

X's 4

AA6212 1/4 X 3/4 FLAT
WASHER BLACK
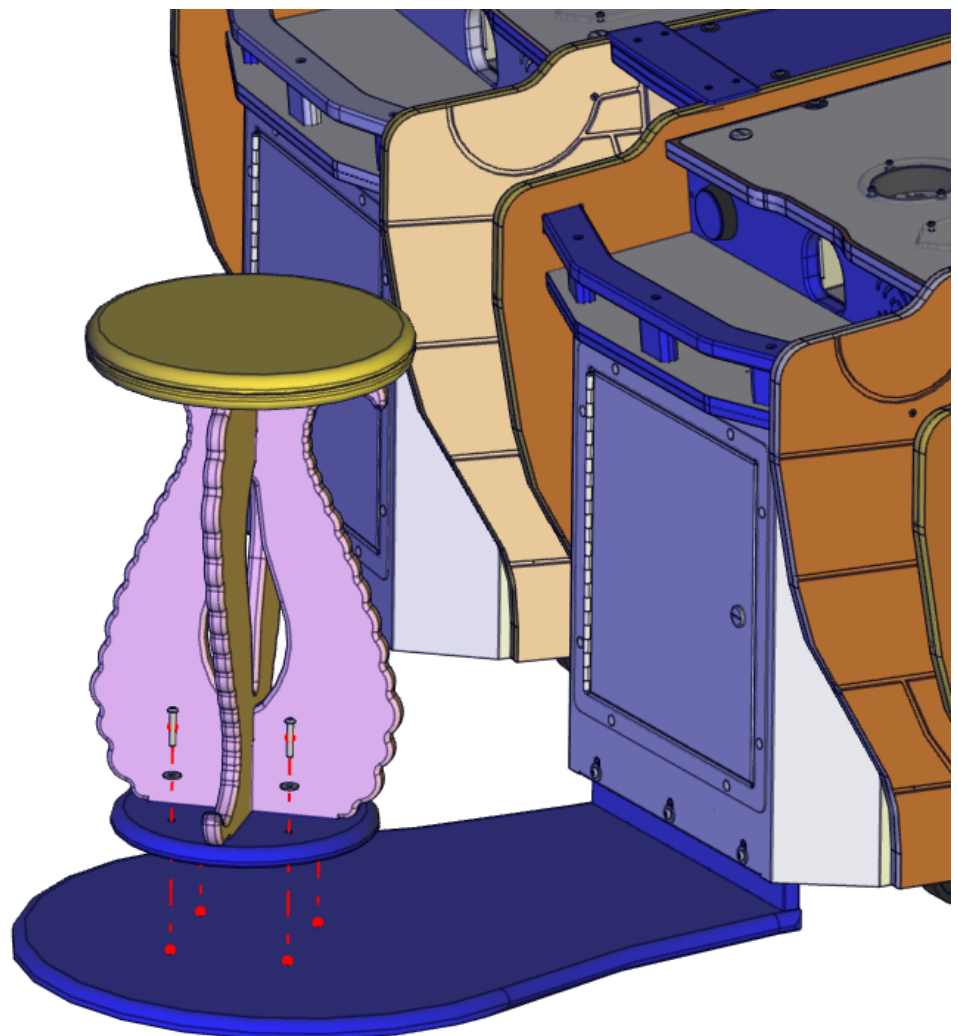
Secure the stool using four AA6281 Allen's and AA6212 washers.

REPEAT FOR THE REMAINING TWO STOOLS.

Some games have the cheat sensors removed for shipping purposes. To attach the sensors, locate the two mounting holes for each station. Use AA6281 1/4-20 x 1 1/2 Allen and AA6212 washer to secure them to the cabinets.

X's 2

AA6281 1/4-20 X 1-1/2 BLACK

X's 2

AA6212 1/4 X 3/4 FLAT
WASHER BLACK
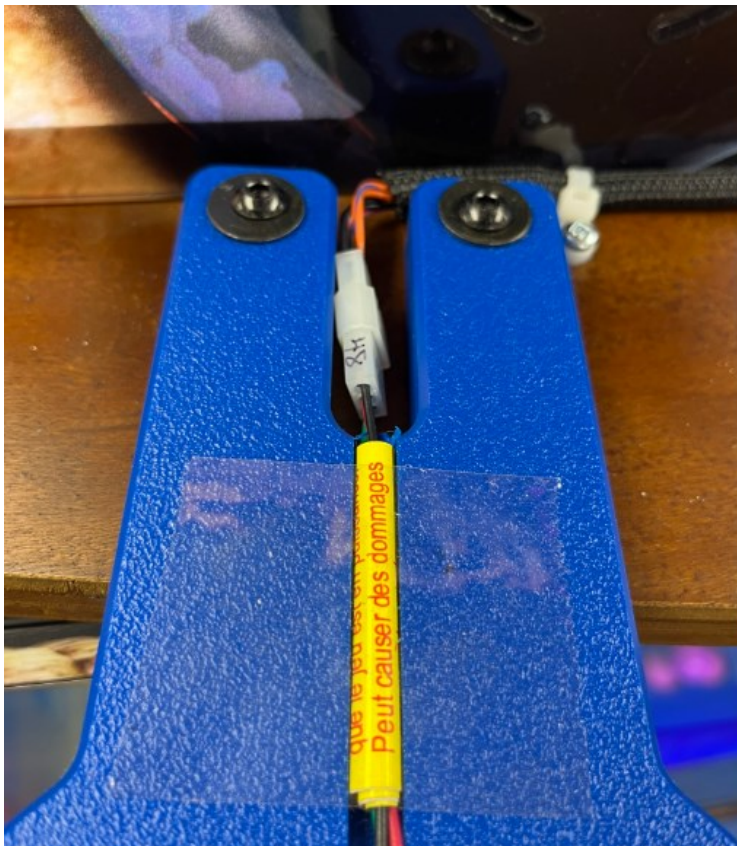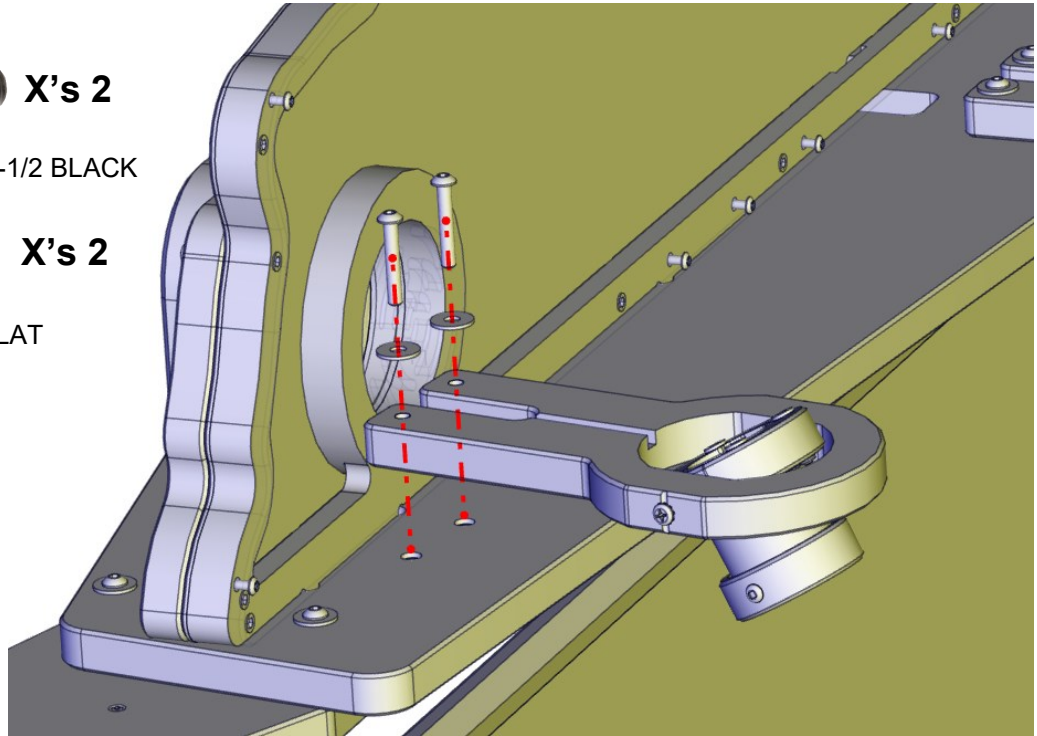
Plug in the sensors at the top.

Do not have the power on when connecting these sensors.

Damage will occur if you do.
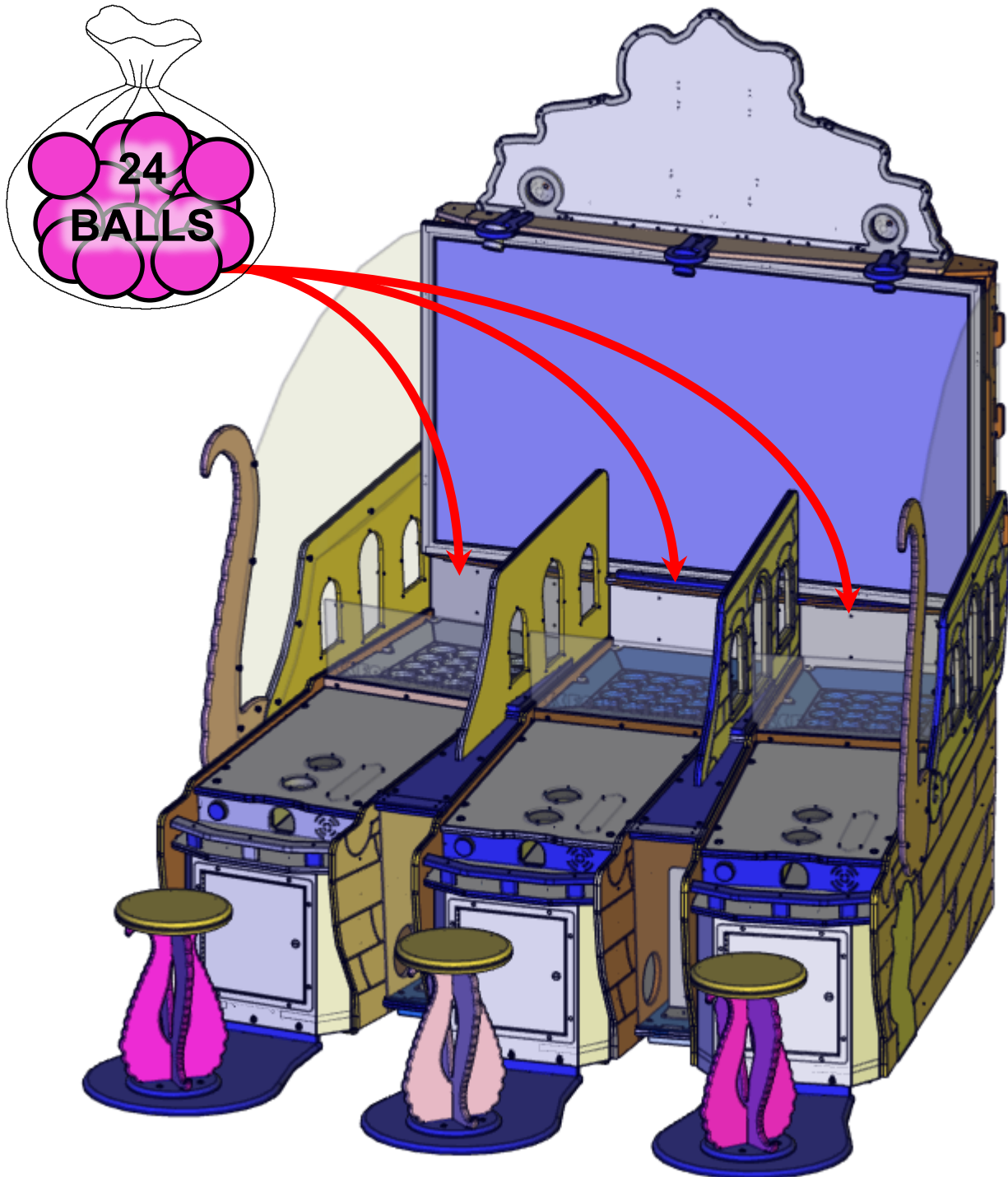
Toss 24 balls into each playfield.

Maintain a **MINIMUM COUNT of 72** balls and a **MAXIMUM of 84 balls** in the hopper **at all times** for the game to operate correctly. More than 84 Balls will cause ERROR issues, less that 72 Balls will cause ERROR issues.

GAME OPTIONS

Located at the center station is the operator control panel. Pressing the "PROG" button will enter the game's main menu.

There you will be able to adjust the games many options, see audits, reset credits and tickets, and test various functions of your game.

The following menus can be found under Adjustments.

Player Cost Adjustments
- Back
| Freeplay | Off |
| Game Cost | $1.00 |

Advanced Adjustments
- Back
Game Timer	45
Balls Dispensed at Start	7
Time Between Balls	2
Max Number of Balls Dispensed	9
Max Number of Balls Counted	8
Invert Screen	Off
Ball Drop Error	Motor Switch and Ball Count

Gameplay Adjustments
- Back
| Set max time (secs) for declaring ball jam | 20 |

Adjustments
- Coin Adjustments
- Player Cost Adjustments
- Redemption Award Adjustments
- Advanced Adjustments
- Sound Adjustments
- Gameplay Adjustments
- Ticket Award Adjustments
- Ball Load PWM Speed Adjustments

Test Ball Load PWM Speed
Set PWM Start Speed:	40%
Set PWM Main Speed:	80%
Set Player Num:	1
Turn Motor On	
Turn Motor Off	
Exit	

VOL+/- to change DIAG to select

Coin Adjustments
- Back
Currency Type	US Dollar
Coin Base Unit	$0.25
Coin Slot 1 Value	$0.25
Coin Slot 2 Value	$0.25
DBV Pulse Value	$1.00
Service Credit Value	$0.25

Redemption Award Adjustments
- Back
Award Label	Tickets
Ticket Award Mode	Variable Amount (Default)
Min Tickets per game	1
Ticket Value	$0.0100
Tickets Multiplier	1

Sound Adjustments
- Back
Game Volume	25
Cheat Buzzer Volume	20
Attract Volume	20
Attract Sound Frequency	Occasionally

Ticket Award Adjustments
Win with 4 balls (Progressive Minimum):	500
Progressive Increment:	5
Progressive Max:	1000
Win with 5 balls:	100
Win with 6 balls:	80
Win with 7 balls:	40
Win with 8 balls:	20
Base Win:	10

The following menus can be found under Audits.

Coin Audits
Total Money In	$147.00
Coins in Left Coin Slot	588
Money in Left Coin Slot	$147.00
Number of DBV Pulses	0
Money in DBV	$0.00
Service Switch Presses	0
Service Credit Money	$0.00

System Audits
Watchdogs	0
Exceptions	0
Bad Traps	0
Maintenance Power Cycles	0
Maintenance Reboots	0
Total Up Time:	0 days, 5:48:19

Audits
- Back
- Coin Audits
- Coin Reject Audits
- System Audits
- Gameplay Audits
- Error Audits
- Progressive Bonus Audits
- Redemption Award Audits

Coin Reject Audits
Total Credits Rejected	$0.00
Pulses via Left Coin Slot	0
Pulse Time in Left Coin Slot	0 ms
Money in Left Coin Slot	$0.00
Number of DBV Pulses	0
Pulse Time in DBV	0 ms
Money in DBV	$0.00
Pulses via Service	0
Pulse Time in Service	0 ms
Service Credit Money	$0.00

Error Audits
Safety Warnings / Cheats P1:	2	Walkaways after cleared Jam P1:	0
Safety Warnings / Cheats P2:	0	Walkaways after cleared Jam P2:	0
Safety Warnings / Cheats P3:	0	Walkaways after cleared Jam P3:	0
Ball Jams (Emptys/Blocks) P1:	0 / 0	Safety Errors / Cheats P1:	1
Ball Jams (Emptys/Blocks) P2:	0 / 0	Safety Errors / Cheats P2:	0
Ball Jams (Emptys/Blocks) P3:	0 / 0	Safety Errors / Cheats P3:	0
Ball Drop Errors P1:	0	Games Ended with Ball Jams P1:	0 / 0
Ball Drop Errors P2:	0	Games Ended with Ball Jams P2:	0 / 0
Ball Drop Errors P3:	0	Games Ended with Ball Jams P3:	0 / 0
Bonus Balls Missing P1:	101		
Bonus Balls Missing P2:	0		
Bonus Balls Missing P3:	0		

Gameplay Audits

Avg Game Length: 0:52 (6351:122)

Total Turns at game end (finished games):
1 106 5 0 0 0 0 0 0 0

Game Starts (1st)	127
Game Starts (2nd)	16
Game Starts (3rd)	0
Player Games: (# plyrs played)	127
Got 4 In a row:	112
No 4 In a row:	1
Time Outs:	15
Ended with err:	1

Total Turns for games ending in an error:
0 0 0 1 0 0 0 0 0 0 0 0 0

Redemption Award Audits
	P1	P2	P3	total
Total Games Purchased	112	15	0	128
Total Tickets Awarded	10022	1120	0	11152
Total Tickets Value Out	$100.2100	$11.2000	$0.0000	$111.5200
Total Play Cost In	$112.00	$15.00	$0.00	$128.00
Percent Paid Out	89.5%	74.7%	0.0%	87.1%
Avg Tickets per Game	89.5	74.7	0.0	87.1
Tickets Owed	10023	1120	0	11143

Progressive Bonus Audits
Progressive Wins:	0
Average Win:	0.00
Smallest Win:	0
Largest Win:	0

The following menus can be found under Adjustments.

The following menus can be found under System Information.

The following menus can be found under Utilities.

The following menus can be found under Tests.

Video Tests
- 🏃 Back
- ☑ Solid Color Screens

Input Tests
- 🏃 Back
- ☑ Switch Tests

Switch Tests

P1 Coin Slot 1	Inactive	P2 Coin Slot 1	Inactive	P3 Coin Slot 1	Inactive
P1 Coin Slot 2	Inactive	P2 Coin Slot 2	Inactive	P3 Coin Slot 2	Inactive
P1 Start	Inactive	P2 Start	Inactive	P3 Start	Inactive
P1 Gate Sensor	Inactive	P2 Gate Sensor	Inactive	P3 Gate Sensor	Inactive
P1 Ball Full Sensor	Inactive	P2 Ball Full Sensor	Inactive	P3 Ball Full Sensor	Inactive
P1 Safety Sensor	Inactive	P2 Safety Sensor	Inactive	P3 Safety Sensor	Inactive
Vol +	Inactive				
Vol -	Inactive				
Test	Inactive				
Diag	Inactive				

Press START and TEST buttons for Ball Drop Tests.
Press DIAG switch 4 times to exit.

Lamp Test

All Lamps

General	Player 1	Player 2	Player 3
Marquee - R	Foul Line - R	Foul Line - R	Foul Line - R
Marquee - G	Foul Line - G	Foul Line - G	Foul Line - G
Marquee - B	Foul Line - B	Foul Line - B	Foul Line - B
	Ship Bow - R	Ship Bow - R	Ship Bow - R
	Ship Bow - G	Ship Bow - G	Ship Bow - G
	Ship Bow - B	Ship Bow - B	Ship Bow - B
	Player Light	Player Light	Player Light
	Start Bttn	Start Bttn	Start Bttn
	Winner Light	Winner Light	Winner Light

Press VOL DOWN to go to the next test.
Press VOL UP to go to the previous test.

Coin & Ticket Meter Test

Press P1 START BTTN to increment P1 Coin Meter.
Press Vol- to increment P1 Ticket Meter.

Press P2 START BTTN to increment P2 Coin Meter.
Press Vol+ to increment P2 Ticket Meter.

Press P3 START BTTN to increment P3 Coin Meter.
Press Diag to increment P3 Ticket Meter.

Tests
- 🏃 Back
- ☑ Input Tests
- ☑ Video Tests
- ☑ Coin & Ticket Meter Test
- ☑ Lamp Test
- ☑ File Test
- ☑ Ticket Dispenser Test
- ☑ Sound Tests
- ☑ Watchdog Test
- ☑ Ball Delivery System Test
- ☑ Safety Sensor Test

File Test

Total:	0
Tested:	0
Passed:	0
Failed:	0
Verifying:	

Test Complete
All files verified OK.

Ticket Dispenser Test

Press	Press	Press
VOLUME UP	VOLUME DOWN	DIAG BTTN
to dispense	to dispense	to dispense
1 ticket on	1 ticket on	1 ticket on
P1 dispenser.	P2 dispenser.	P3 dispenser.

Watchdog Test

WARNING:
System will restart in: 00:08
Press BACK to cancel

Sound Tests

A jingle is now playing
through the left channel only.

Press TEST to automatically cycle through speakers.

Ball Delivery System Test

	Sensors		Sensors		Sensors
	Gate: ON		Gate: ON		Gate: ON
	Full: --		Full: --		Full: --
	Safety: ON		Safety: ON		Safety: ON

-- Commands --

Drop balls (Left)	Drop balls (Ctr)	Drop balls (Rt)
Dispense ball (Left)	Dispense ball (Ctr)	Dispense ball (Rt)

Press VOL+ / VOL- to change command. Press DIAG to select command
Press TEST to exit

Safety Sensor Test

Wave Arm Over Each Ball Array Area

NO SIGNAL	NO SIGNAL	NO SIGNAL
P1	P2	P3

Press 'TEST' to Exit

Item	Part #	Description	Qty	Item	Part #	Description	Qty
1	AA4034	9311K136_VIBRATION-DAMPING GROMMET	9	16	AA6699	8-32 X 3/8 SHOULDER BOLT 3/16	8
2	AA6002A	6-32 NYLOCK NUT	2	17	AA6799	1/4-20 X 7/8 BHCS (BLACK)	7
3	AA6004a	8-32 KEP NUT	2	18	AA6820	6-32 x 2" LG. PPHMS	2
4	AA6031	#8 FLAT WASHER (ZINC)	2	19	AA6968	#8-32 x 2-1/2" LG PPHMS	6
5	AA6053	1/4 SPLIT LOCKWASHER	4	20	CX1029	BRACKET (PISTON MOUNT)	1
6	AA6061	8-32 CAB INSERT (J-50111)	8	21	E00434	CABLE TIE HOLDER BARBED WITH ZIP TIE	3
7	AA6073	6-32 X 3/4 PPHMS	2	22	PC60631	025-20 CABINET INSERT (J50115)	7
8	AA6078	8-32 X 2 PHMS	1	23	PC60643	6-32 x 1/4 HH SPACER	2
9	AA6166	#6 DRYWALL SCREW 1-1/2" SQ-PH TOOTHED HEAD	4	24	RB4004	BUMPER (RUBBER)	7
10	AA6195	10-32 X 1/4 X 3/8 SHOULDER BOLT SS	1	25	WP1022X	LOUVER	4
				26	WP1023	LOUVER LINKAGE	2
11	AA6242	10-32 NYLOCK JAM NUT SS	8	27	WP1054X	LOUVER DRIVE MTR ASSY	1
12	AA6446	8-32 X 1/2 HH SPACER 14HTSP013	8	28	WP1066	EXTENSION SPRING (L3.75" OD.375")	2
13	AA6493	8-32 X 25/64 THREADED INSERT	9	29	WP2039X	SENSOR BOARD	1
14	AA6494	10-32 X 1/4 X 5/32 SHOULDER BOLT 18-8 SS	7	30	WP3002	PLAYFIELD FLOOR	1
				31	WP3003	PLAYFIELD FORM	1
15	AA6526	8 ID X 5/16 OD X 1" LONG NYLON SPACER	8	32	WP3009	BEARING BLOCK	2
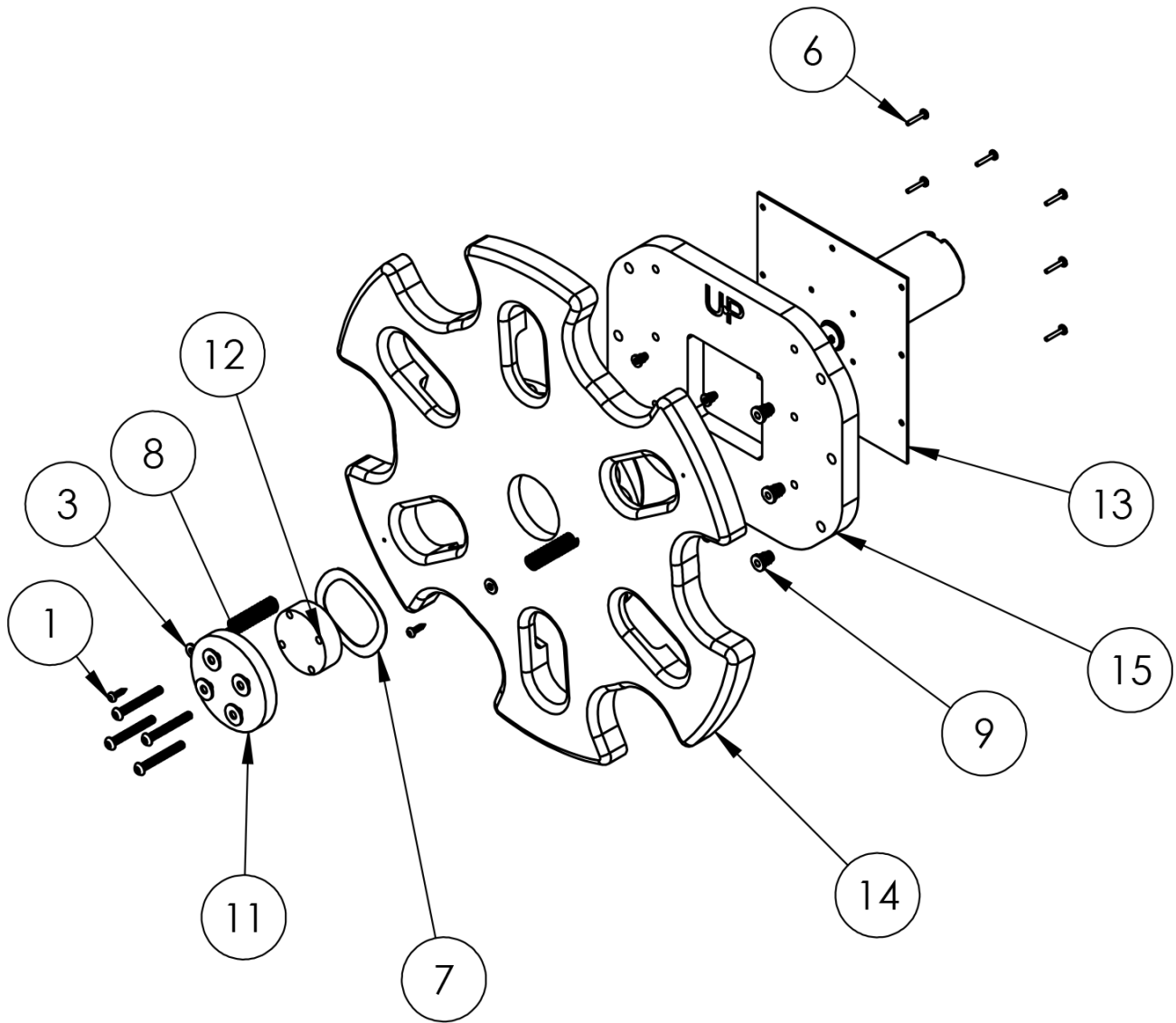
ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	AA0655S	8 X 5/8 SQ. DRIVE	2
2	AA6061	8-32 CAB INSERT (J-50111)	7
3	AA6131	10 FLAT WASHER (SAE) SILVER ZINC	2
4	AA6212	1/4 x 3/4 FLAT WASHER BLACK (USS)	4
5	AA6584	1/4-20 X 2 BSHCS BLACK	4
6	AA6831	8-32 X 3/4 PPHMS	7
7	AA6964	WAVE WASHER 2.37 ID	1
8	HH1013	ACTUATOR SLIDE SPRING	2
9	PC60631	025-20 CABINET INSERT (J50115)	6
10	TL1053	DRIVE GEAR PLATE	1
11	TL3020	SPRING HUB	1
12	TL3021	HUB SPACER	1
13	WP1058X	MOTOR ASSY	1
14	WP3012	ELEVATOR WHEEL	1
15	WP3061	MOTOR MOUNT	1
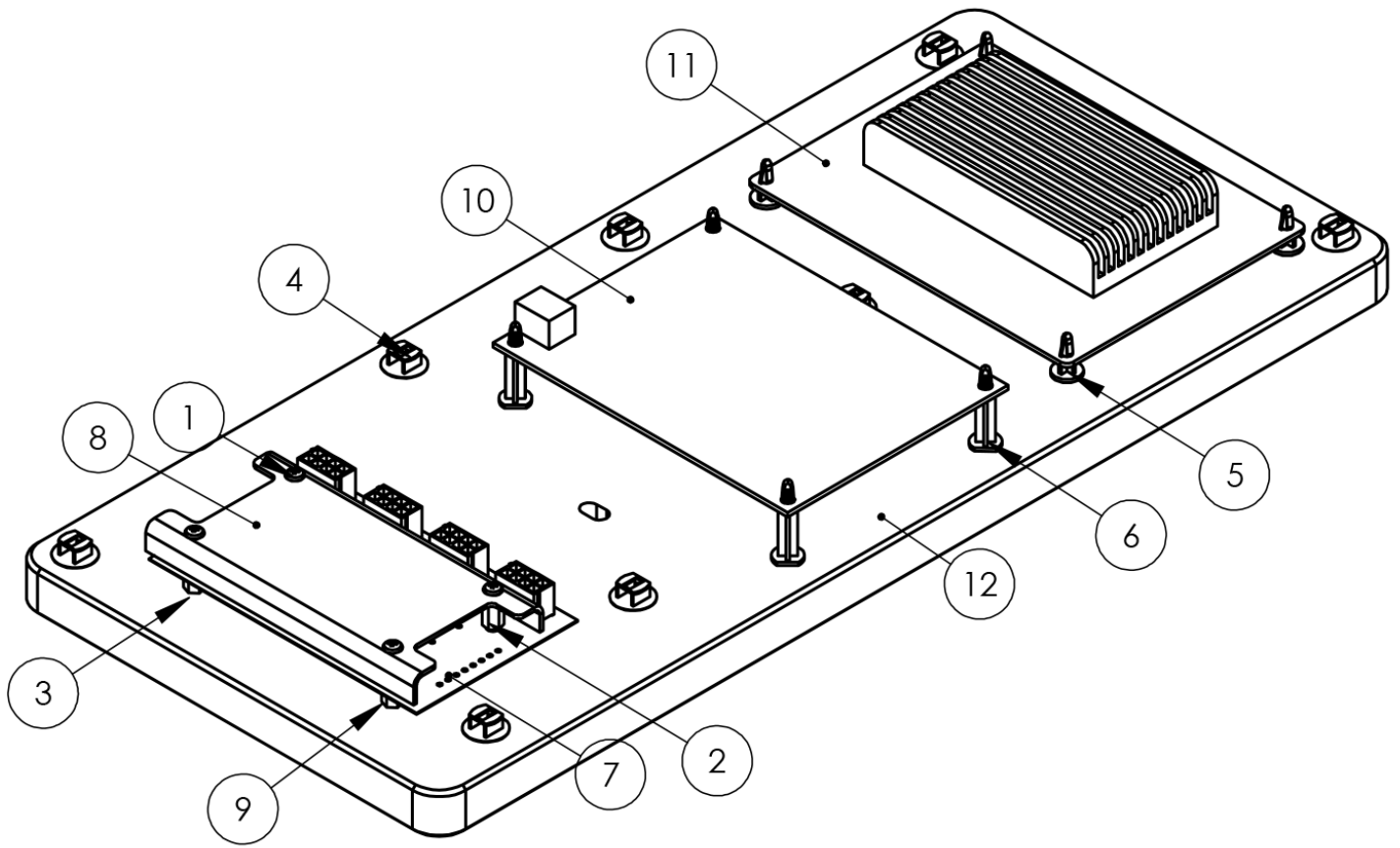
ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	AA0641S	6-32 x 1/4" LG. PRHMS	4
2	AA0644	6-32 x 1/2 HH SPACER	4
3	AA6203	FH-632-20	4
4	E00434	CABLE TIE HOLDER BARBED	8
5	E01669	BRD SPT SNAP LOCK BARBED 1/4"	4
6	E01682	STAND OFF PCB LOCK BARBED 7/8"	4
7	E02010X	PCBA (FUSE BOARD) 8 X 5 AMP	1
8	KF3199	KF2011CX COVER	1
9	PC60643	6-32 x 1/4 HH SPACER	4
10	WE2034X	PCBA MAIN I/O RIO2 500-00199-05	1
11	WP2006	AUDIO AMP 8X50W USB-IN	1
12	WP3082	ELECTRICAL PANEL	1

ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	AA6093	4-40 NYLOCK NUT	2
2	AA6384	SET SCREW CUP SKT 0.19-32x0.5	2
3	AA6476	#10-32 x .375" BHSC	2
4	AA6748	4-40 X 5/8 BSHCS	2
5	AA6940	1/4-20 X 7/16 SHOULDER 5/16 OD X 5/16	1
6	EO8452	MICROSWITCH	1
7	FB2008X	ASY (TARGET MOTOR)	1
8	WP1014	DRIVE LINKAGE	1
9	WP1015	MOTOR BRACKET	1
10	WP1050	DRIVE CAM	1
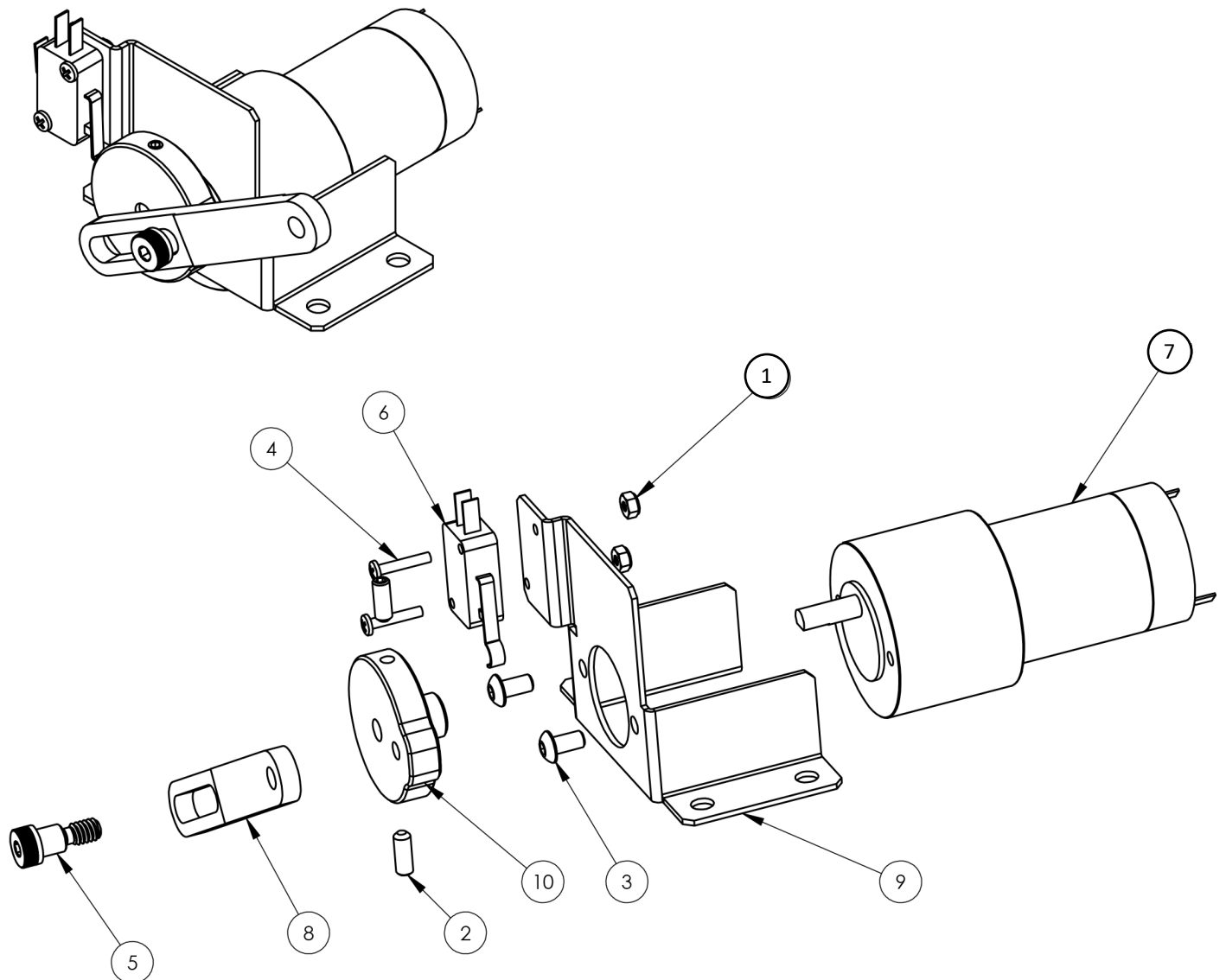
Universal Card link Connection

See Wiring Insert for wire colors and which connections are used.

Pin 1. +12v- Supply to Card System = Minimum of 2A available for the card systems and a Max of 3A.

Pin 2. Coin 1 - input to the game PCB.

Pin 3. Prize Meter/Ticket Notch 2- is connected to the Ticket Notch line between the game PCB and ticket dispenser. Optional.

Pin 4. Coin Meter 1 - is connected to the coin meter 1 output from the game PCB and can be used by card systems for monitoring purposes.
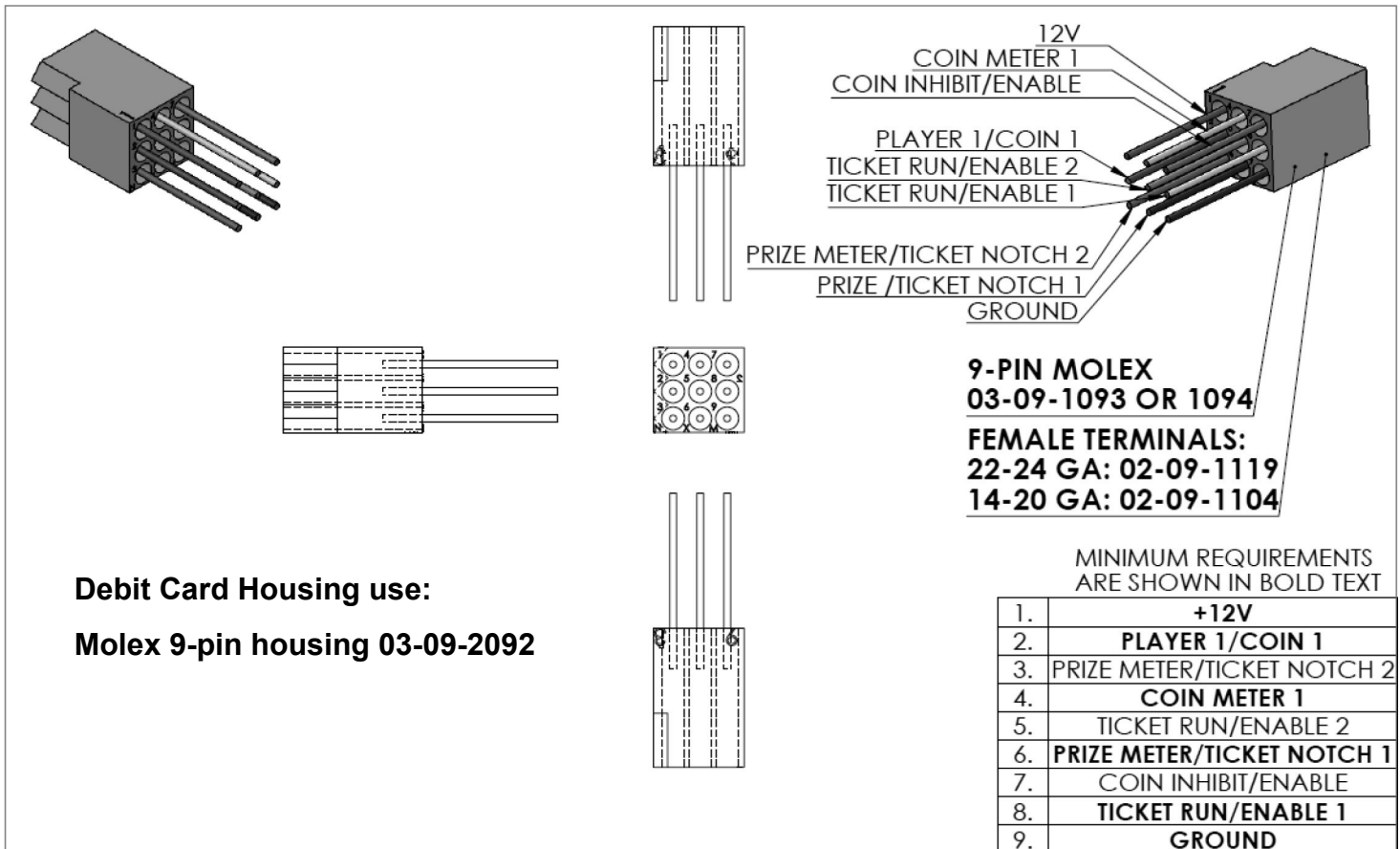
Pin 5. Ticket Run/Enable 2- is connected to the ticket run line between the game PCB and ticket dispenser. Optional.

Pin 6. Prize Meter/Ticket Notch 1- is connected to the Prize or Ticket Meter output from the game PCB and can be used by card systems for monitoring purposes. Optional.

Pin 7. Coin Inhibit/Enable- is connected to the Coin or Note Inhibit/Enable output from the Game PCB and is used where the game has this feature for disabling any payment. This is normally for states like New Jersey that limit the amount of money that can be inserted at one time.

Pin 8. Ticket Run/Enable 1 - is connected to the ticket run line between the game PCB and ticket dispenser in standard redemption games. This is commonly used for systems using paperless or E-ticket. Not Used if the game doesn't have this output.

Pin 9. Ground- is connected to the common Ground connection, the same ground as the Game PCB.

Debit Card Housing use:

Molex 9-pin housing 03-09-2092

9-PIN MOLEX
03-09-1093 OR 1094

FEMALE TERMINALS:
22-24 GA: 02-09-1119
14-20 GA: 02-09-1104

MINIMUM REQUIREMENTS ARE SHOWN IN BOLD TEXT

1.	**+12V**
2.	**PLAYER 1/COIN 1**
3.	PRIZE METER/TICKET NOTCH 2
4.	**COIN METER 1**
5.	TICKET RUN/ENABLE 2
6.	**PRIZE METER/TICKET NOTCH 1**
7.	COIN INHIBIT/ENABLE
8.	**TICKET RUN/ENABLE 1**
9.	**GROUND**

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.

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Innovative Concepts in Entertainment
10123 Main St.

Clarence, NY 14031

Phone #: (716) - 759 – 0360

Fax #: (716) – 759 – 0884

www.icegame.com