OWNERS AND SERVICE MANUAL
INNOVATIVE CONCEPTS IN ENTERTAINMENT INC.
10123 MAIN ST., CLARENCE, NY 14031
SERVICE: 1-716-759-0360
FAX: 1-716-759-0884
E-MAIL: service@icegame.com
WEBSITE: www.icegame.com

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SOFTWARE VERSION: DOND 01.04.04

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.

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

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.

2. Make sure the game is level after installation. It is necessary to make sure the game is level for safety concerns.

3. 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.

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.

<u>NOTE</u>: THIS GAME IS INTENDED FOR INDOOR USE ONLY.
ON THE BACK PANEL OF THE GAME: WARNING: SHOCK HAZARD - DO NOT OPEN. REFER SERVICING TO SERVICE PERSONNEL.

GAME SETUP AND FEATURES

Player Controls

To begin the game, insert the proper number of credits. **DEAL OR NO DEAL** is a one player game. Select **DEAL** or **DOUBLE DEAL to begin the game.**   Selecting Double Deal doubles the amount of tickets!

Playing the Game

The object of the game is to wind up with the highest value deal as possible. The player selects his/her case. Then the player must determine which cases he/she feels hold the lowest value. By selecting the cases, the player eliminates potential deal values. Round to round the banker will offer a deal value that the player is entitled to take. If a deal is taken, the game dispenses the deal value in tickets and the game ends. If the player does not take the bankers deal value throughout the game, he/she will be left with the value inside his/her case. The game will dispense the value of tickets in his/her case and the game ends.

Initial Game Setup

The game is setup at the factory with the recommended factory settings. The settings may be adjusted by accessing the menu system. The game's menu system is a series of on screen menus that allow the operator to setup or adjust the settings. Each menu provides the ability to adjust a specific setting or access another menu with other game settings.

To access the menu system press the program button inside the coin door. The main menu will appear on the game screen. To navigate the menu system use volume up to scroll up and volume down to scroll down. To select a menu option use the program button. Use the volume up and down buttons to scroll through the setting levels on specific menu option screens. Use the program button to select and save desired setting level.

Assembly - Main cabinet to podium and speaker mount

Start by attaching all electrical connections first. Now slide the podium flush to the main cabinet and attach the side mounting brackets with three mounting screws.   To attach the side speakers onto the main cabinet first connect the two wire connector to the speaker. Then install the two top and bottom bolts. Finally install the three back wood screws to complete the mounting of the speaker unit. See diagrams below and on the next page.
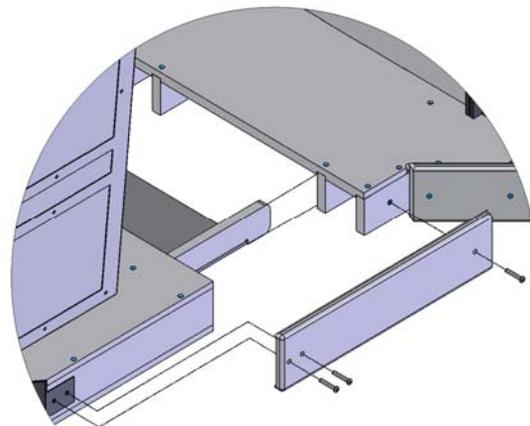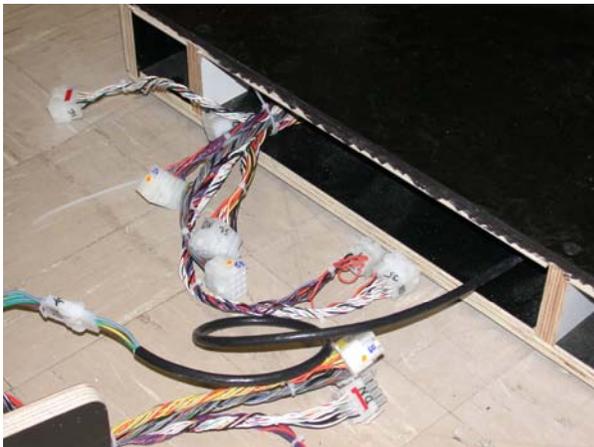
GAME SETUP AND FEATURES

Assembly - Main cabinet to podium Hardware.

Bolts

Wood screws

DEAL NO DEAL

Bolts
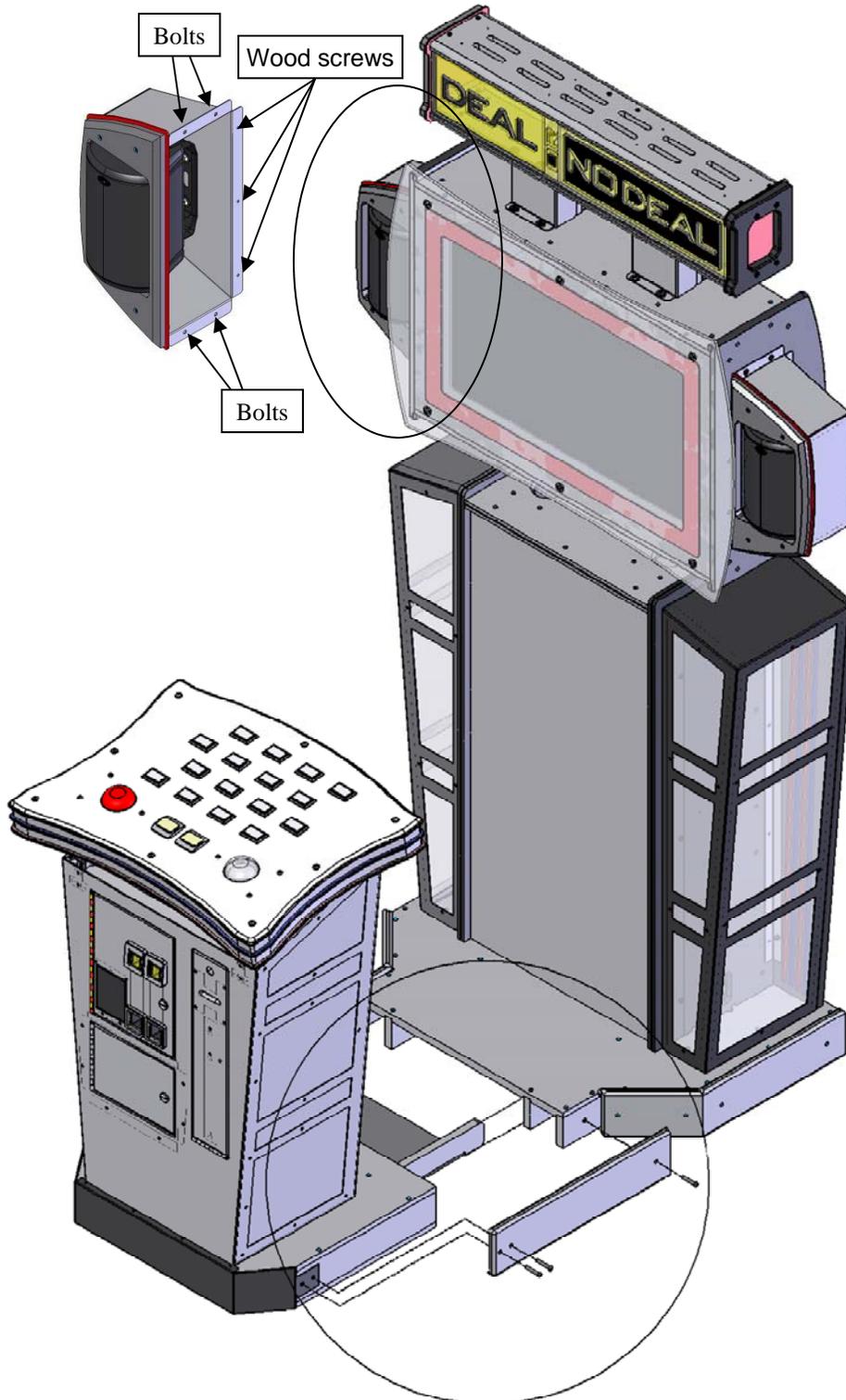
GAME SETUP AND FEATURES

Stool to Platform Assembly

If you purchased the Deluxe version of Deal or No Deal you will need to attach the stool onto the base by lifting the bottom collar ring up on the stool and exposing the four mounting holes. See pictures below. Insert four washers and four bolts through the mounting holes and tighten. See diagram below. Replace the collar. See picture below.
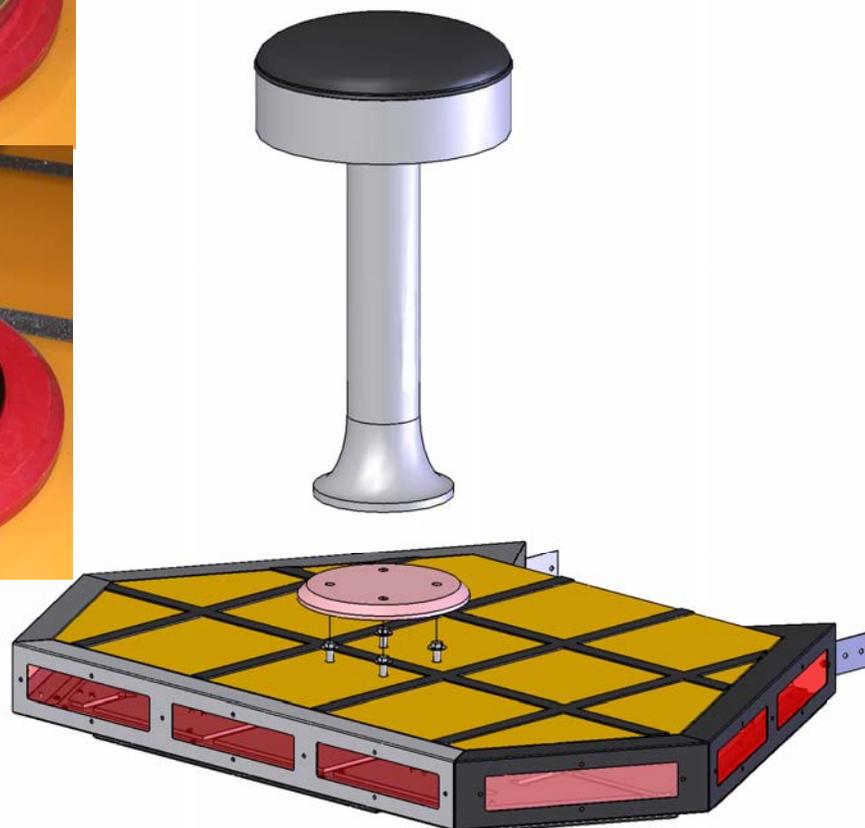
Platform to Cabinet Assembly

Now attach the stool assembly to the podium by removing the front bottom bezel. Now slide the stool assembly into the cabinet and attach two mounting screws on both sides. See pictures below and diagram on the next page.

GAME SETUP AND FEATURES

Platform to Cabinet Assembly cont.

DIAGNOSTIC, ADJUSTMENTS & AUDIT MENU SYSTEM
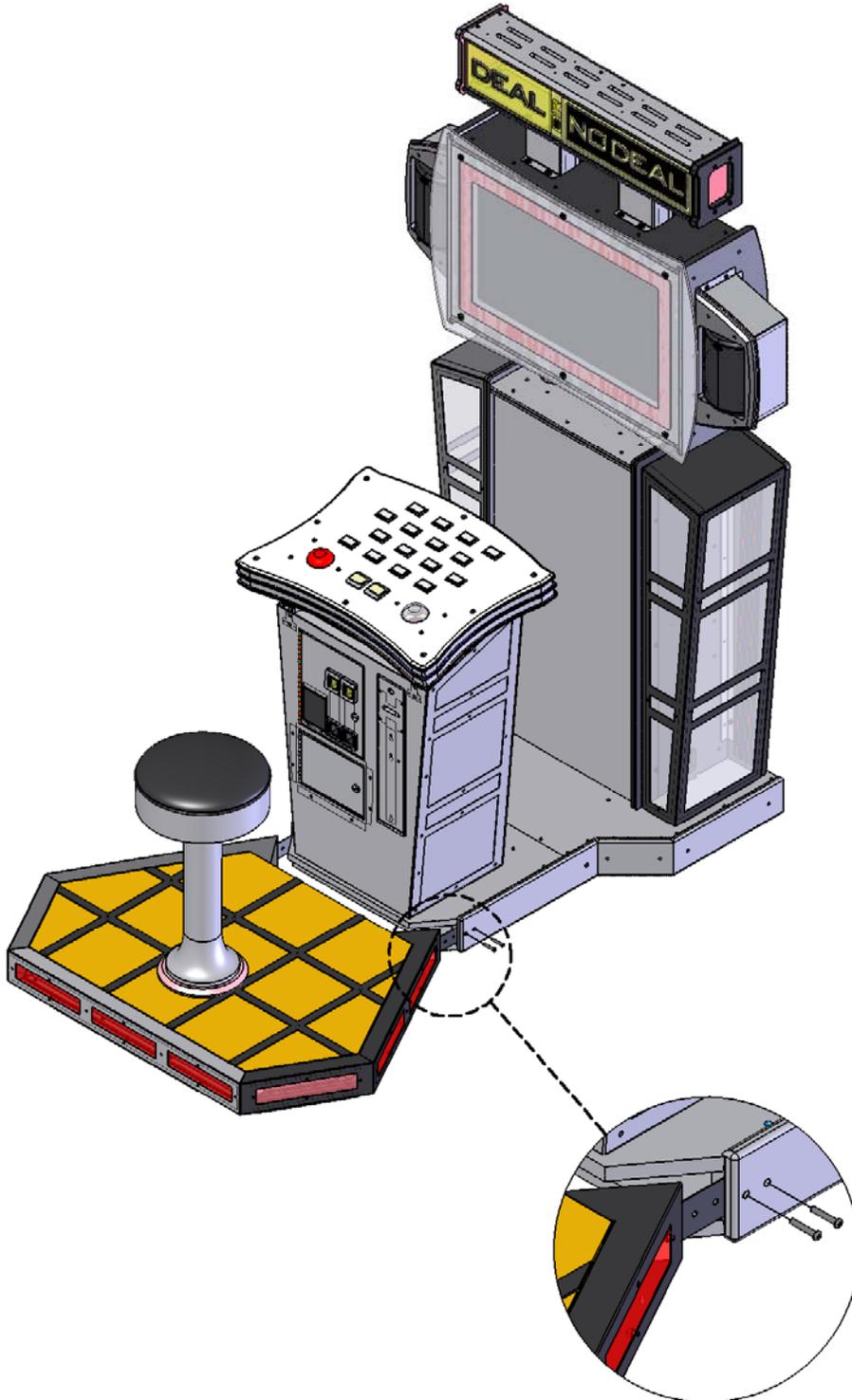
MAIN MENU

OPERATOR ADJUSTMENTS
- adjust various game play/operation settings

GENERAL AUDITS
- view game/coin/ticket audit data

RESET MENU
- reset game/coin/ticket audits

SYSTEM TESTS MENU
- perform various system tests/diagnostics

Main Menu - OPERATOR ADJUSTMENTS

GAME ADJUSTMENTS
- adjust game play settings

TICKET MECH ADJUSTMENT
- turn the ticket mechanism on/off

COIN ADJUSTMENTS
- adjust the currency type and coin switch values

PLAYER COST / PAYOUT
- adjust the cost of the game and the level of payout

VOLUME
- adjust the volume for the game

Main Menu - Operator Adjustments - GAME ADJUSTMENTS

FIXED TICKET MODE   DEFAULT=OFF
- this option sets the game to only give out a
  mandatory number of tickets at the end of each game.

FIXED TICKET (DEAL)   DEFAULT=1
- this is the number of tickets awarded at the end
  of the regular game.

FIXED TICKET (DOUBLE DEAL)   DEFAULT=2
- this is the number of tickets awarded at the end
  of the double deal game..

COUNTDOWN TIMER   DEFAULT = 10
- this is the length of time that the player has to make
  an input during the game.
  The value can be set from 3 to 20 seconds.

COUPONS OR TICKETS   DEFAULT = TICKETS
- this setting determines how the prizes are displayed.

DIAGNOSTIC, ADJUSTMENTS & AUDIT MENU SYSTEM

Main Menu - Operator Adjustments - <u>TICKET MECH ADJUSTMENT</u>

TICKET OUTPUT   **DEFAULT = ON**
 - this setting allows the operator to turn off the
  ticket output of the game.

Main Menu - Operator Adjustments - <u>COIN SETTINGS</u>

FREEPLAY   **DEFAULT = OFF**
 - this setting allows the game to be played without
  any credits in.

CURRENCY TYPE   **DEFAULT = DOLLAR**
 - this is the currency type used by the game.

CURRENCY UNIT VALUE   **DEFAULT = $0.25**
 -this is the value of a single unit for a particular
  currency. For example, 0.25 is the credit unit value
  That corresponds to a US quarter.

COIN 1 VALUE   **DEFAULT = $0.25**
 - this is the value of coin input #1.

COIN 2 VALUE   **DEFAULT = $0.25**
 - this is the value of coin input #2.

COIN 3 VALUE / DBV PULSE **DEFAULT = $1.00**
 - this is the value of coin input #3, which is commonly
  used as the dollar bill validator input.

MAXIMUM CREDITS   **DEFAULT = $500.00**
 - this is the maximum number of credits that are
  allowed by the machine.

CREDIT VALUE   **DEFAULT = $0.25**
 - this option is displayed only when the currency type
  is set to COIN or CARD SWIPE. This sets the value
  of either a single coin or a single card swipe.

DIAGNOSTIC, ADJUSTMENTS & AUDIT MENU SYSTEM

Main Menu - Operator Adjustments - PLAYER COST / PAYOUT

PAY MODEL   **DEFAULT = PAY UP FRONT**
  - the game can be set to PAY UP FRONT, where there
    is a one-time cost to play the game, or
    PAY PER ROUND, where an individual price can be set
    for each round of play, and the player is prompted to
    enter more money as the game goes on.
    [PAY UP FRONT / PAY PER ROUND]

GAME START COST   **DEFAULT = $1.00**
  - cost to start the game [min = FREE, max = $25.00]

GAME START COST (DOUBLE DEAL)   **DEFAULT = $2.00**
  - cost to start the Double Deal game.
    (note: the Double Deal mode is the same as the regular
    game, except that all the payout values are doubled.
    the cost of the Double Deal game should almost always
    be twice the cost of the regular game.)
    [min = FREE, max = $25.00]

TICKET VALUE   **DEFAULT = $0.01**
  - the value of a single ticket in relation to a
    unit of currency. the default setting is 0.01, which
    means that one ticket equals one cent.
    [min = $0.00, max = $1.00]

HIGHEST PAYOUT VALUE   **DEFAULT = 200**
  - the value of a single ticket in relation to a
    unit of currency. the default setting is 0.01, which
    means that one ticket equals one cent.
    [SETTINGS = 100 / 200 / 500 / 1000]

(THE FOLLOWING ADJUSTMENTS ONLY APPEAR IF SET TO "PAY PER ROUND")

ROUND 2 COST   **DEFAULT = FREE**
ROUND 3 COST   **DEFAULT = FREE**
ROUND 4 COST   **DEFAULT = FREE**
ROUND 2 COST (DOUBLE DEAL)   **DEFAULT = FREE**
ROUND 3 COST (DOUBLE DEAL)   **DEFAULT = FREE**
ROUND 4 COST (DOUBLE DEAL)   **DEFAULT = FREE**

  - if PAY PER ROUND is selected as the pay model, the
    operator has the option to set individual costs for
    each round of play. If a particular round is set to
    FREE, the player is allowed to play that round without
    being prompted to enter more credits.

DIAGNOSTIC, ADJUSTMENTS & AUDIT MENU SYSTEM

Main Menu - Operator Adjustments - VOLUME

GAME VOLUME   **DEFAULT = 24**
  - on a scale of 0 - 32, this is the volume of the game.

ATTRACT VOLUME   **DEFAULT = 24**
  - on a scale of 0 - 32, this is the volume of the game
    while it is in the attract mode.

MINIMUM VOLUME   **DEFAULT = 4**
  - this is the absolute minimum that both the GAME
    VOLUME and the ATTRACT VOLUME can be set to.

ATTRACT SOUNDS   **DEFAULT = OCCASIONALLY**
  - this setting determines how often sounds are played
    during the attract mode. The possible values are
    OFF / OCCASIONALLY and ALWAYS.

Main Menu - GENERAL AUDITS

GAME AUDITS
  - audits for total number of plays, game time, etc.

TICKET AUDITS
  - audits for the number of tickets won, average tickets,
    number of tickets owed, etc.

SYSTEM AUDITS
  - audits for play time, up time, etc.

COIN AUDITS
  - audits for the number of coins in, etc.

DIAGNOSTIC, ADJUSTMENTS & AUDIT MENU SYSTEM

Main Menu - General Audits - GAME AUDITS

TOTAL PLAYS
- the total number of games played on the machine.

TOTAL DEAL GAMES
- the total number of regular games played.

TOTAL DOUBLE DEAL GAMES
- the total number of "Double Deal" games played.

TOTAL WON HIGHEST
- the total number of times the player has won the highest available value.

TOTAL WON LOWEST
- the total number of times the player has won the lowest available value.

AVERAGE GAME TIME
- this is the average amount of time that the game has been played.

TOTAL GAME TIME
- this is the total amount of time that the game has been played across all games.

TOTAL DEALS
- the total number of times that the DEAL button has been hit during the game.

TOTAL NO DEALS
- the total number of times that the NO DEAL button has been hit during the game.

Main Menu - General Audits - TICKET AUDITS

TOTAL TICKETS DISPENSED
- this is the total number of tickets given out by the game.

AVERAGE TICKETS PER PLAY
- this is the average number of tickets given out each play.

CURRENT PAYOUT PCT
- this is the current payout percentage calculated over the lifetime of the game.

TOTAL TICKETS (500 GAMES)
- this is the total number of tickets given out during the last 500 games.

AVG. TICKETS (500 GAMES)
- this is the average number of tickets given out during the last 500 games.

PAYOUT PCT. (500 GAMES)
- this is the payout percentage calculated over the last 500 games.

TICKETS OWED
- this is the number of tickets that the game is waiting to give out, once the ticket mech is loaded
  with tickets.

DIAGNOSTIC, ADJUSTMENTS & AUDIT MENU SYSTEM

Main Menu - General Audits - SYSTEM AUDITS

PLAY TIME
- this is the total amount of time that the game has been played.

UP TIME
- this is the length of time that the game has been plugged in and running.

WATCHDOGS
- this is a count of the number of time that the game has been forced to reset,
  most likely to a hardware or software error.

EXCEPTIONS
- this is a count of the number of times that the software has caused a system error.

BAD TRAPS
- this is a count of the number of times that the software has caused a game error.

Main Menu - General Audits - COIN AUDITS

TOTAL COIN 1
- the total amount of money in from coin door #1.

TOTAL COIN 2
- the total amount of money in from coin door #2.

TOTAL COIN 3 (DBV)
- the total amount of money in from coin door #3, commonly used as a dollar bill validator.

LIFETIME COIN COUNT
- the total amount of money in from all coin doors for the lifetime of the game.

SERVICE CREDITS
- the total amount of money in from the service credits button.

Main Menu - RESET MENU

RESET GAME AUDITS
- this option clears out the game audits.

RESET CREDITS
- this option clears out the number of credits currently in the game.

RESET COIN COINTERS
- this option clears out the counters for each of the coin doors.

RESET ADJUSTMENTS
- this option sets all of the game adjustments back to the factory default values.

RESET TICKETS
- this option clears the amount of TICKETS owed by the game.

FACTORY RESET
- this option will reset all of the audits and adjustments back to the factory defaults.

DIAGNOSTIC, ADJUSTMENTS & AUDIT MENU SYSTEM

Main Menu - SYSTEM TESTS

VERSION LIST
- this will display the versions for the various components of the game software.

SWITCH TEST
- this option allows the operator to test the internal switches such as coin and volume controls.

SCREEN TESTS
- this option allows the operator to perform various display tests, such as color and screen alignment

SOUND TEST
- this allows the operator to test the audio system by playing a variety of test sounds.

FILE TEST
- this option initiates a file test, in which every system file is checked for integrity.

COIN METER TEST
- this option will send a test output to the coin meter. The coin meter should increase by one.

DIPSWITCH SETTINGS
- this option displays the settings for each of the dipswitches on the IO board.

START BUTTON LAMPS
- this option begins a test in which the two start buttons are alternately lit.

WATCHDOG TEST
- this option tests the ability for the game to restart itself in the case of a hardware or software failure

LPT SWITCH TEST
- this option begins a test of the outer case selection buttons and the DEAL or NO DEAL buttons.
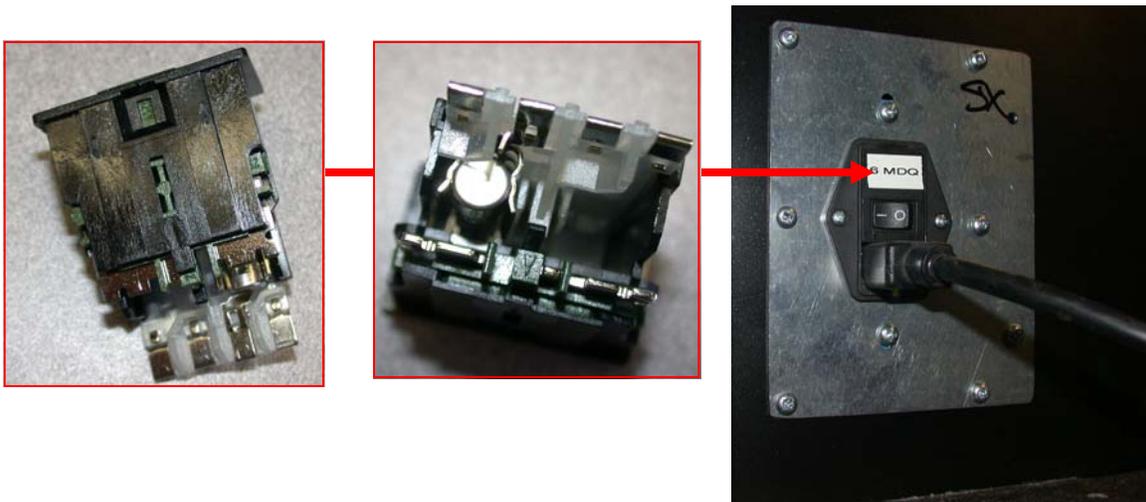
Maintenance

Access the Computer

Remove the back cover and slide the computer drawer out. You can access the CDROM drive from the front of the computer. To replace the computer remove the two screws that hold the computer clamp down to the drawer. Remove all connectors to the computer before removing. See picture below.

CDROM Drive

Mounting Screws
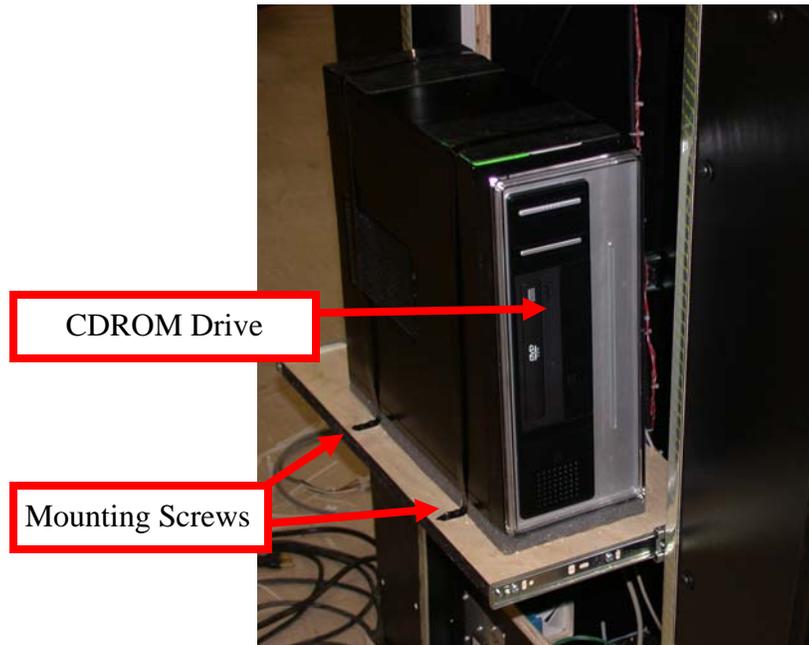
AC Power Fuse

Located in the power module is a 6 amp slow blow fuse. To check or replace the fuse pull the tab with the label out. There is only one fuse installed. See diagram below.
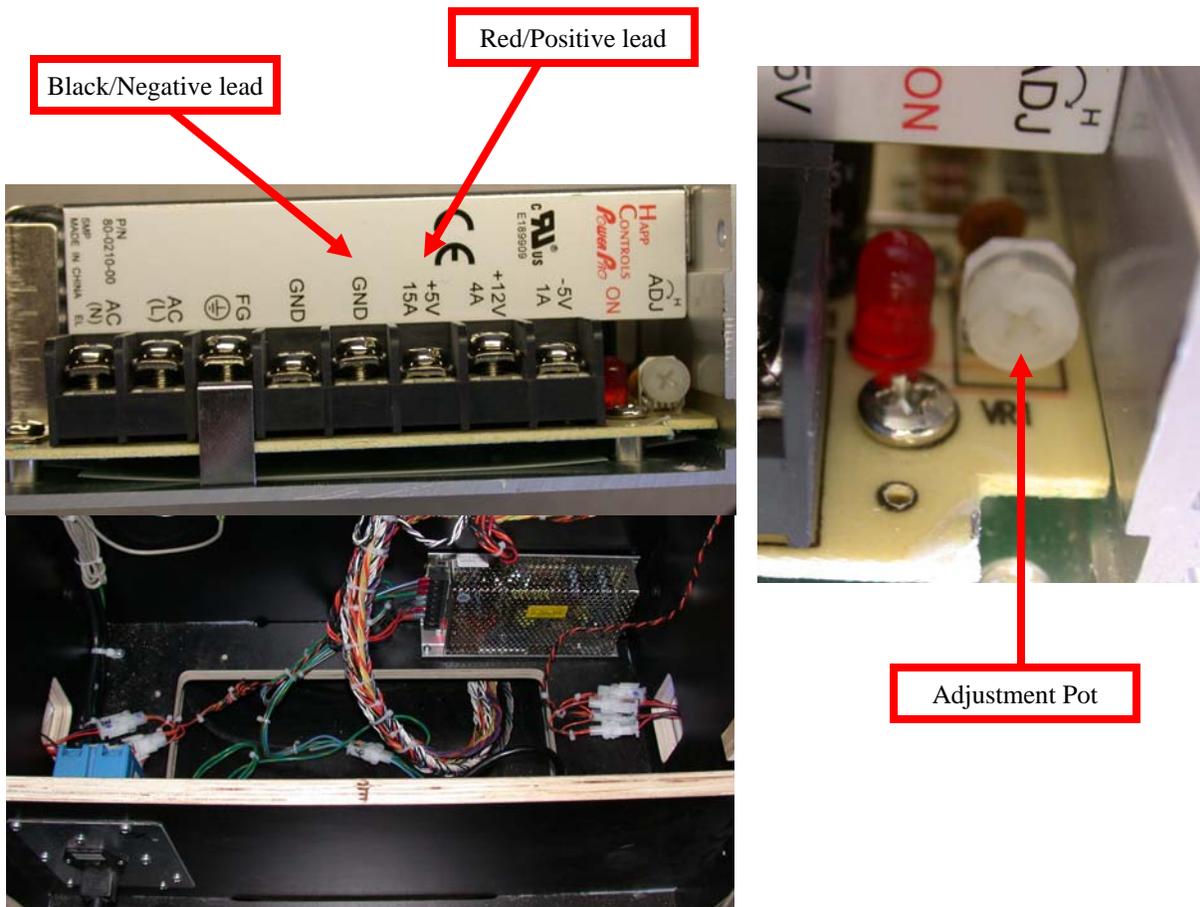
Maintenance

Power Supply Adjustment/Replacement

The power supply is accessed through the back of the game. Remove the back door panel to gain access to the power supply.

To replace the power supply remove the two mounting screws and all wires connecting to the power supply. Take note in which wires go into which connector before removing them. Replace the power supply with same type of unit and reconnect all wires matching their previous locations then install the two mounting screws.

To adjust the power supply turn the adjustment pot located at the bottom of the power supply until +5 is between +4.95 – 5.10. To measure the power supply's voltage place the positive lead on the red wire and the negative lead on the black wire. Set your meter to DC voltage. See pictures below.

Red/Positive lead

Black/Negative lead

Adjustment Pot

Maintenance

Main Board and I/O Replacement

To Remove the main board, unplug the JAMMA connector, serial cable (P2), audio cable (P8), and p1. Now remove the four plastic hex nuts. Assembly in reverse.
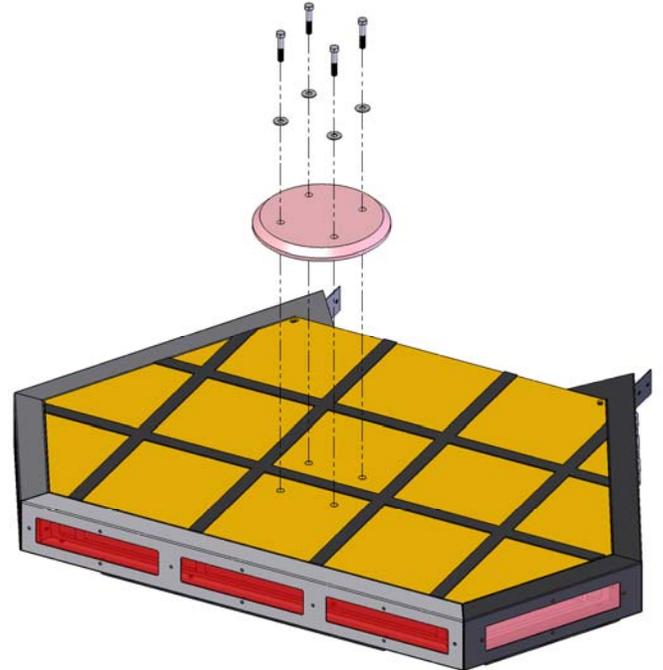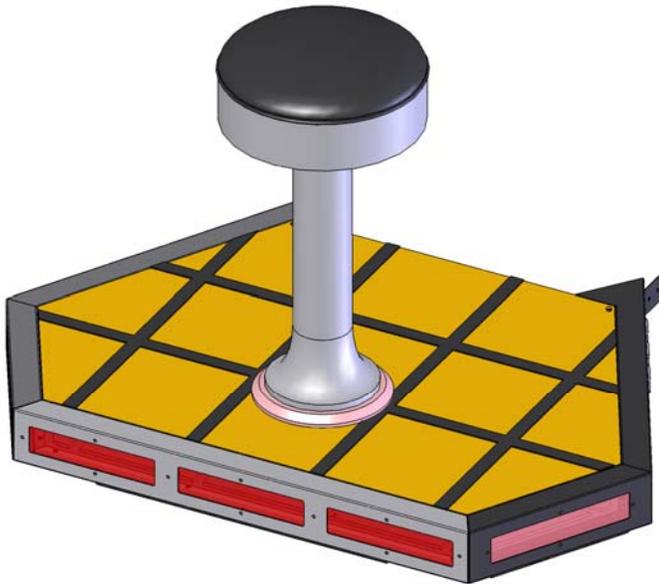
To remove the I/O board, unplug connectors P1, J2, J3, J4, J5, J6, J7, and J8. Remove the four plastic hex nuts. Assembly in reverse.

Main Board

JAMMA

P2

P1

P8

I/O Board

P1

J6

J7

J8

J2

J3

J4

J5
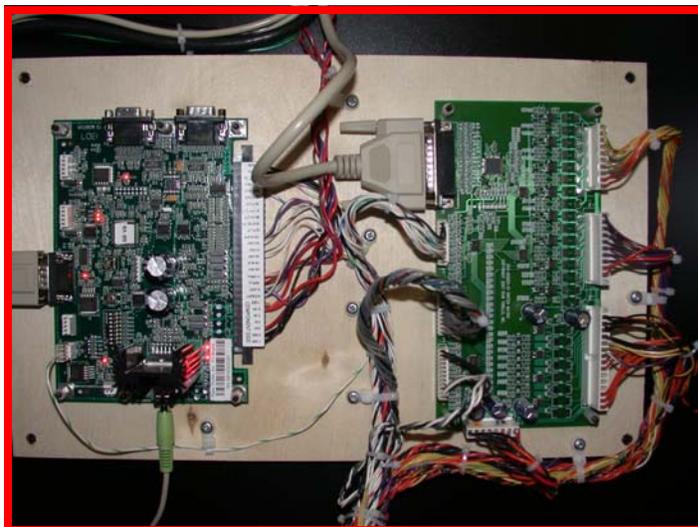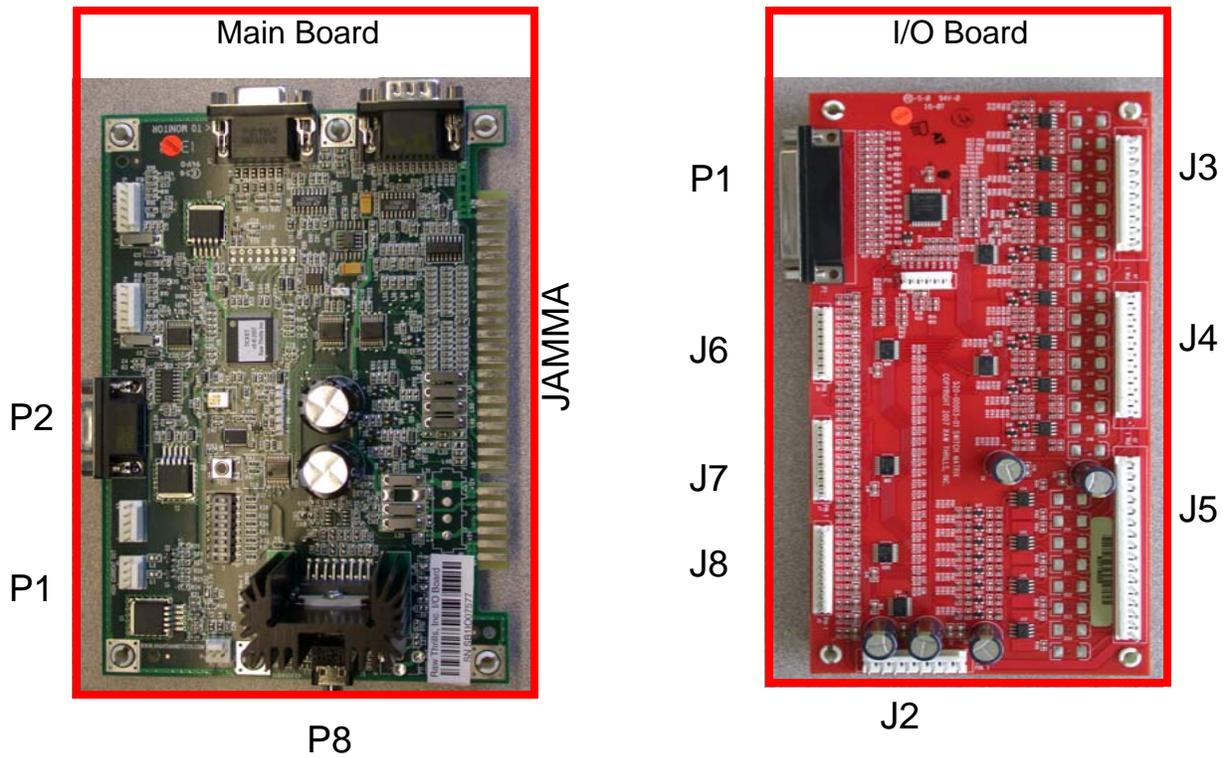
Maintenance

Platform Light Bulb Replacement

Begin by removing the stool. Lift up the chrome bezel at the bottom of the stool and remove the four bolts that attach the stool to the platform.

Remove the anti-slip tape from the platform to expose the fourteen screws that attach the floor to the stage. Now remove the floor. You can now access the fluorescent bulbs.
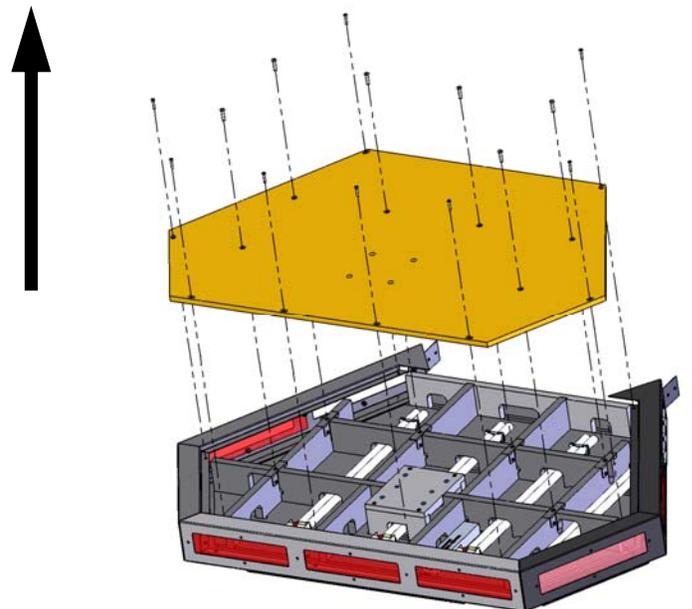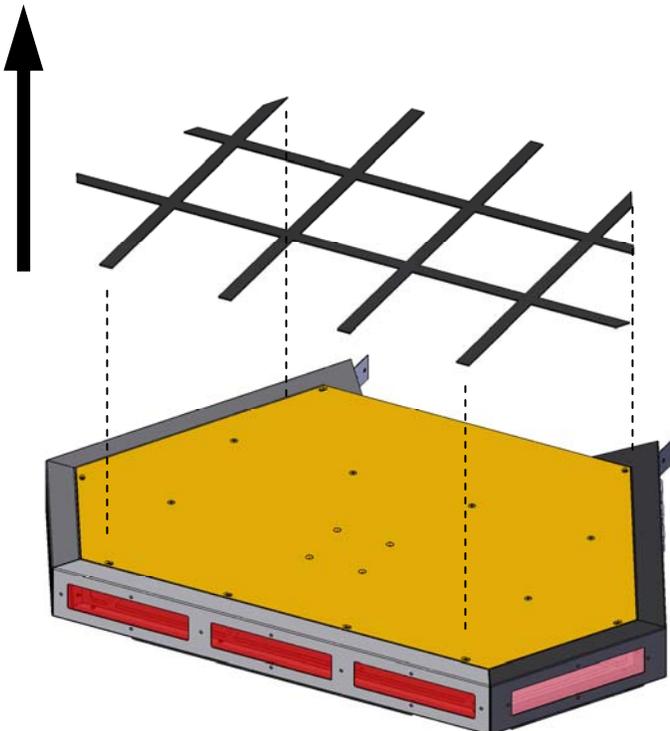
Maintenance

To replace bulbs 2,3, and 4 press the red button, remove the plastic retainers, lift up, and slide out as shown below. To replace bulbs 1 and 5 press the red button, remove the plastic retainers, and lift up and out as shown below.
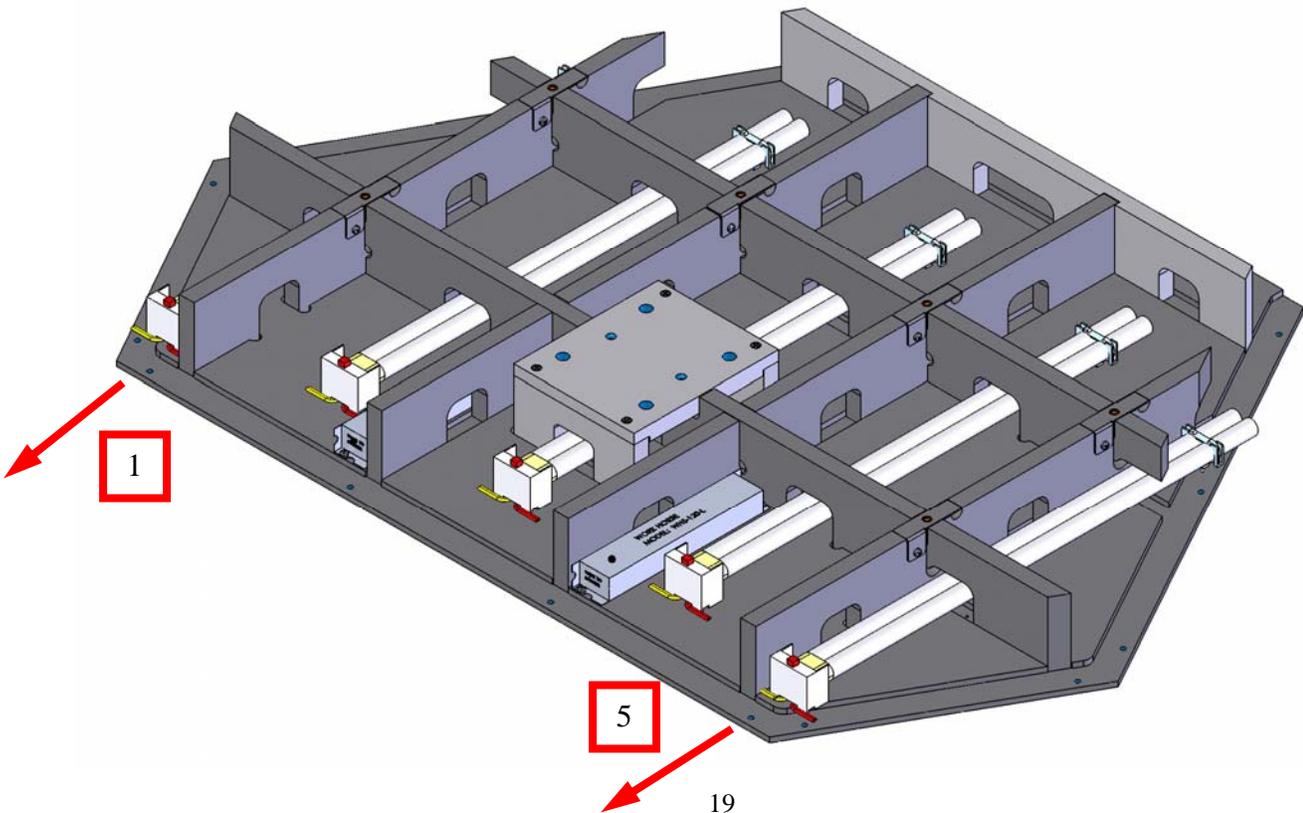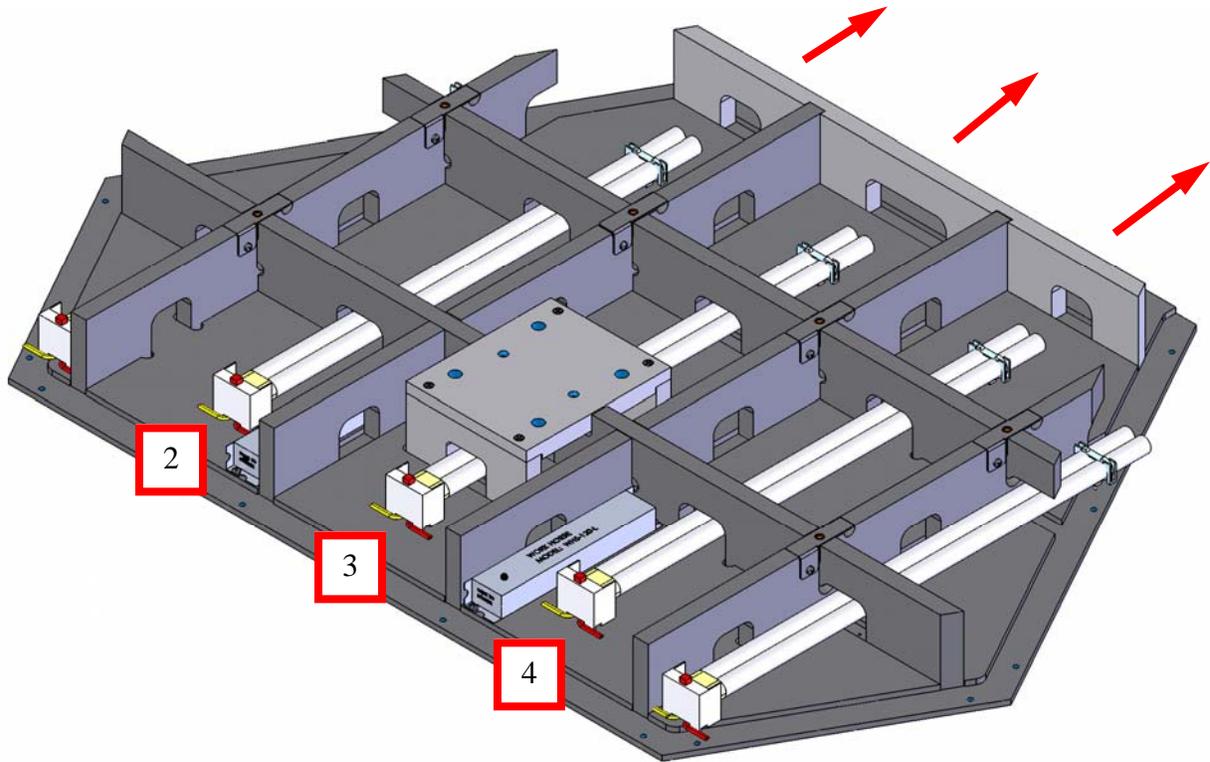
Maintenance

Marquee Bulb Replacement

To replace the fluorescent bulbs inside the marquee, remove the back panel by removing the upper and lower bolts from behind only. The bulbs are mounted onto this panel. Remove the plastic retainer clips and press the red buttons to eject the bulbs. Replace in reverse order. See Red circle below.
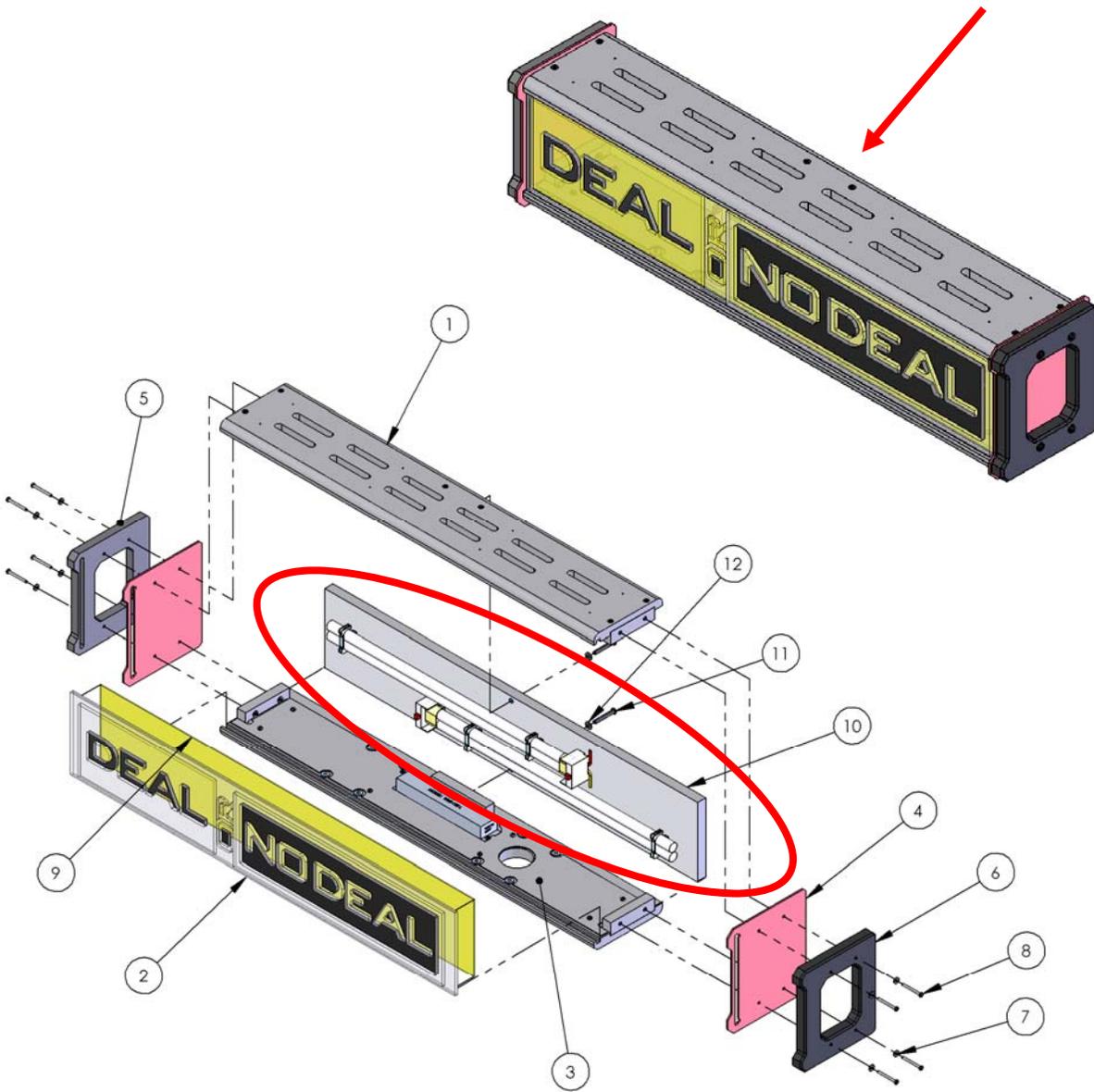
Maintenance - Monitor Enclosure

Monitor Replacement

To access the monitor, remove the six front screws shown below. Remove the front plastic and bezel. Now remove the mounting screws that hold the monitor to the cabinet. See diagram below

Speaker Replacement

The speaker is accessed through the front of the assembly as shown below. Unscrew the four security screws and remove the front cover. Now remove the two nuts holding the speaker to the speaker housing. Unplug the speaker wire connection. Assembly in reverse. See diagram below.

** Warning **

Use a soft lint free cloth to clean the plastic. Do not use ammonia based glass cleaners on clear plastic surfaces. Doing so will cause the plastic to fog over a period of time. Any ammonia free glass cleaner is recommended. Novus (cleaner #1) makes a special plastic cleaner that reduces static build up and restores a glass shine back to the plastic.
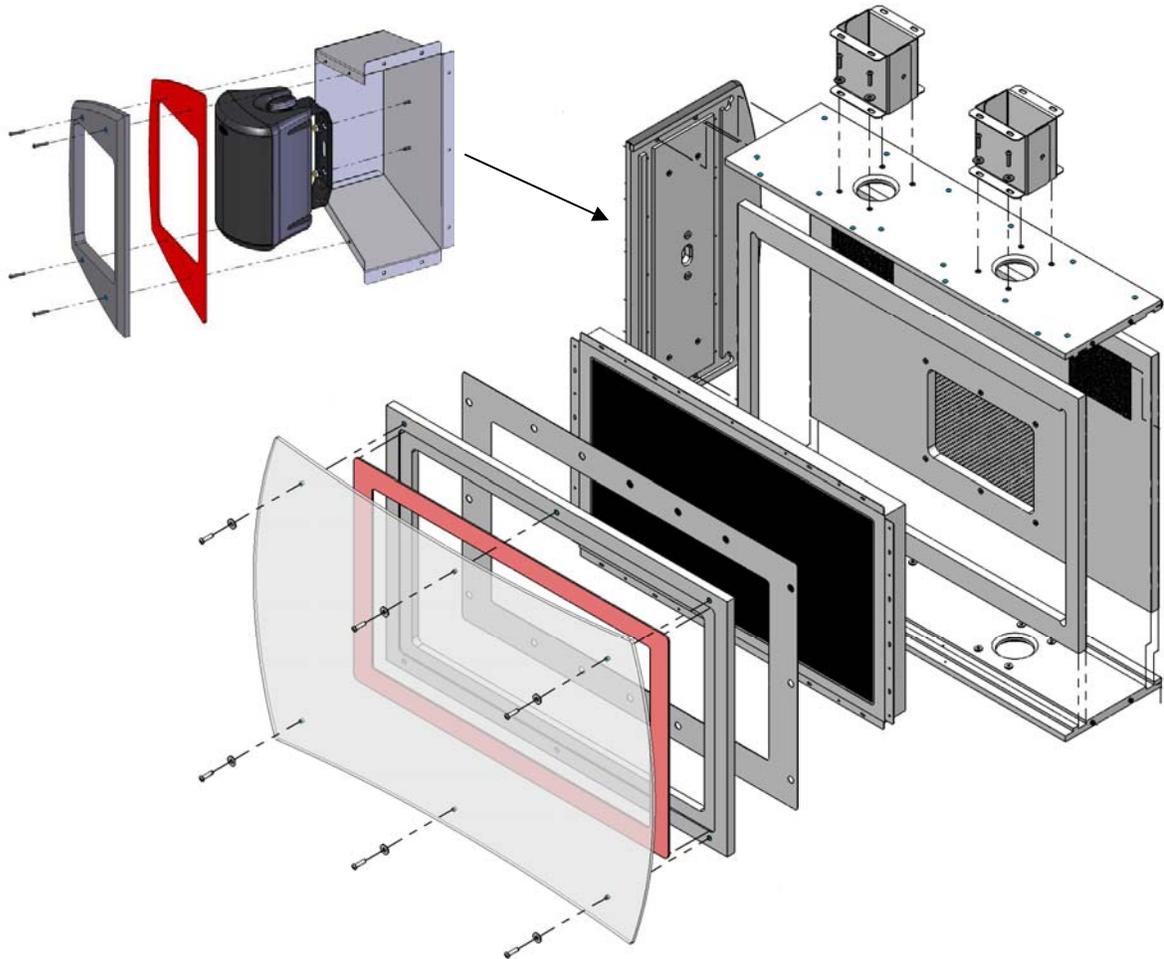
Maintenance - Monitor Enclosure

Monitor Adjustments

The controls of the monitor are accessed through the back of the monitor cabinet directly underneath the black label. The configuration of the buttons are in the same pattern printed. See pictures below.
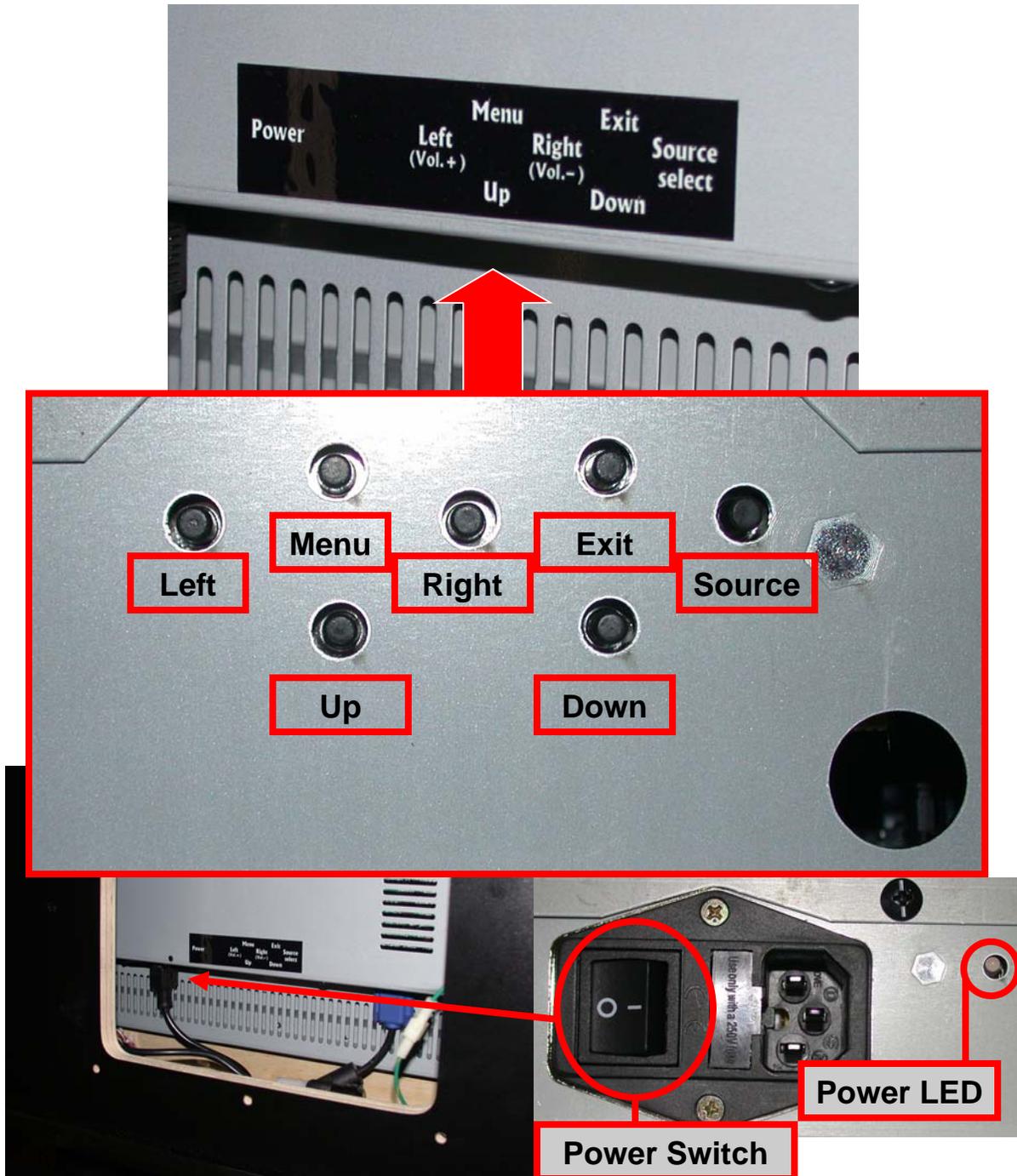
Maintenance - Buttons

Deal No Deal buttons

Bulbs:

The Fluorescent bulbs are 110V ac and should only be replaced with the power off. Do not replace with incandescent type bulbs as the socket is not designed for this and is a fire hazard. When replacing use ICE Part numbers 8980 (red) and 8981 (white). To access the bulbs remove the two switches holding the metal bracket with the bulb socket on it. Now slide the bracket out and replace the bulb. Assemble in reverse. See diagram below.

Switches:

The MEGA switch is made up with four smaller switches acting as one. When replacing the switch it is important to connect the normally open lead of the switch and ground. No wire should connect to Normally closed. When testing switches, your meter should read less then a ohm with it set to ohms test. There are two different switch assemblies used. ICE part number DN2006R (red) and DN2006W (white).

Suit Case Buttons

Bulbs and Switches:

The bulbs used in the suit cases are 12volt DC LEDs. They are glued in the socket and cannot be removed. You must replace this as a assembly. The ICE part numbers are DN2004S01 through DN2004S16. These are connected Normally open and no wire should be connected to Normally closed lead. When testing switches, your meter should read less then a ohm with it set to ohms test. The positive wire (orange) must connect to the + lead on the LED bulb. The yellow with a color strip is the - on the LED bulb. The Yellow start buttons are DN2005DD (double deal) and DN2005S (Deal).
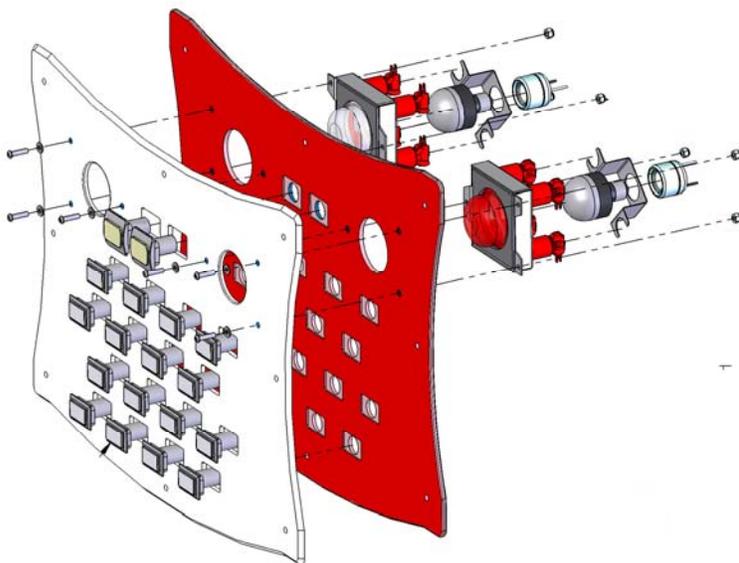
Remove these buttons to remove bulb socket bracket.
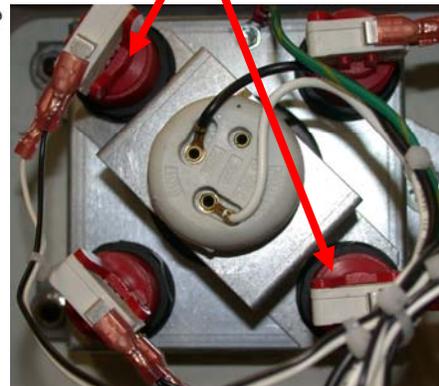
Maintenance - Cabinet Mood Lighting

Side Light Replacement

Your cabinet changes color depending on the action of the game. To accomplish this LED technology is used. There are three separate colors of LED strips which look the same. It is important to replace the color strips with the correct color. To access the strips, remove the back side panels. The LED strips are mounted on this panel. Refer to the diagram below for correct part numbers when ordering.

ICE Part numbers:

DN8978x - RED
DN8979X - BLUE

QTY 4 per game

4

RED

YELLOW X 2

MARQUEE ASY.
DN3020X

D

RED
RED
YELLOW

BALLAST
AL8384X

DN2063X

MONITOR CABLE
INCLUDED WITH
MONITOR

POWER

SPEAKER
#TG2007

COMPUTER
DN2000

VIDEO

brown
red

DN2065X

SERIAL

C

DONGLE
DN2014

USB PORTS

red   1 1 red/grey
brown 2 2 brown/grey
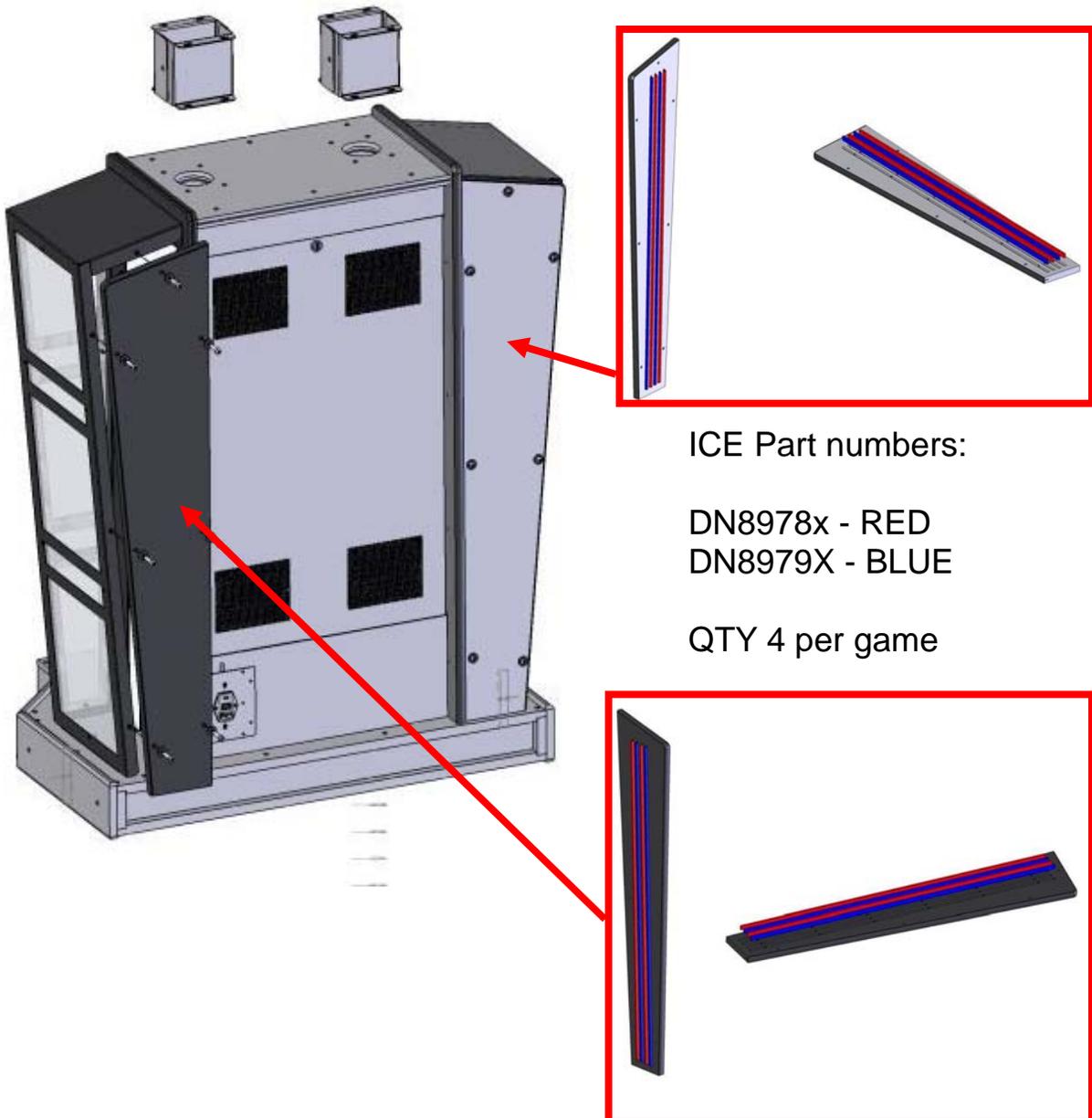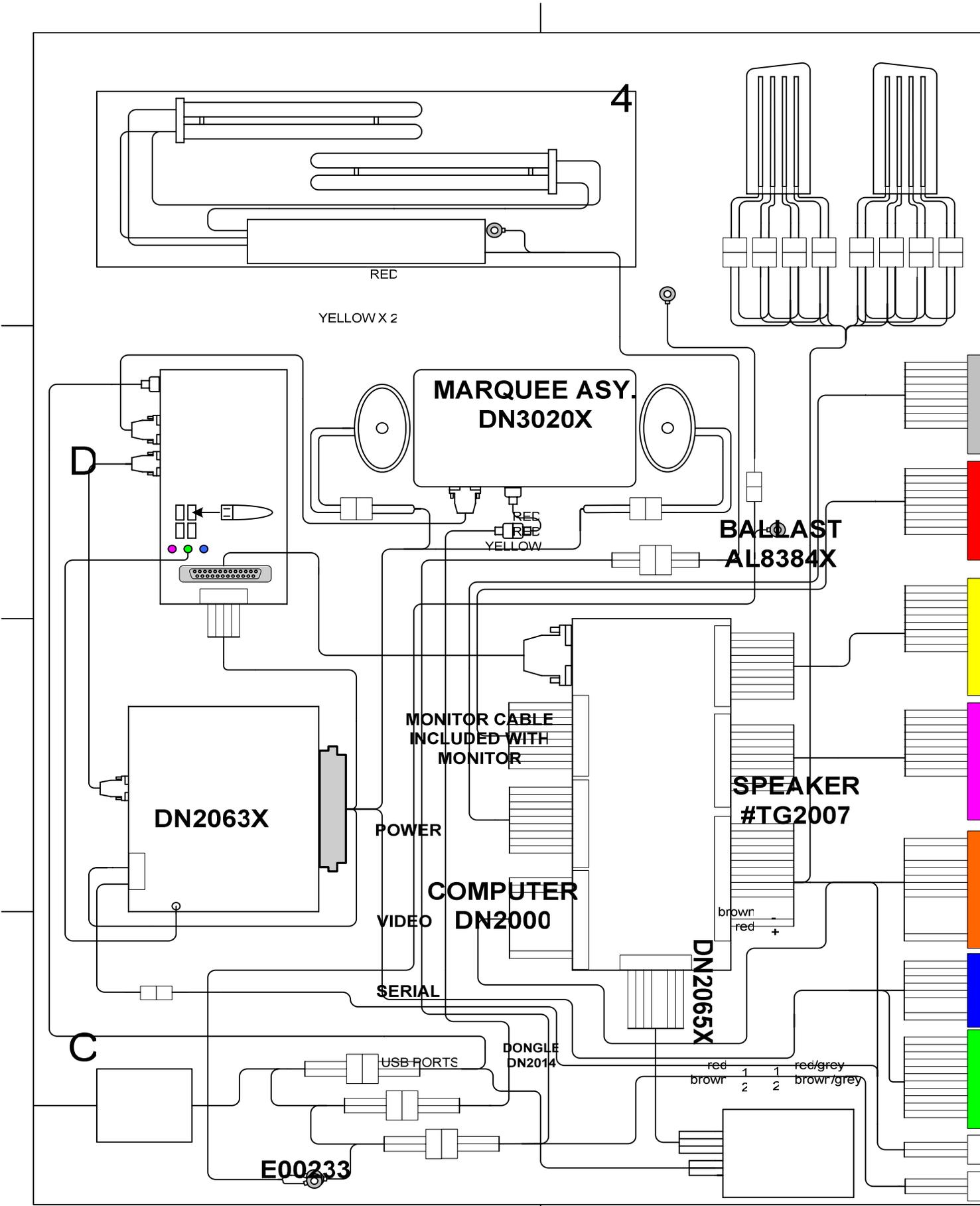
E00233

E02247

E00231

1 ORANGE
2 BLACK
3 VIOLET
4 RED
5 BLACK

DN2004S13 DN2004S14 DN2004S15

13 14 15

DN2004S09 DN2004S10

9 10

2

DN2004S05 DN2004S06 DN2004S07

5 6 7

1 2

DN2050X
(3 of 4)

DN2004S01 DN2004S02

BALLAST AL8384X BALLAST AL8384X

BROWN BLACK
G/Y G/Y
BLUE WHITE
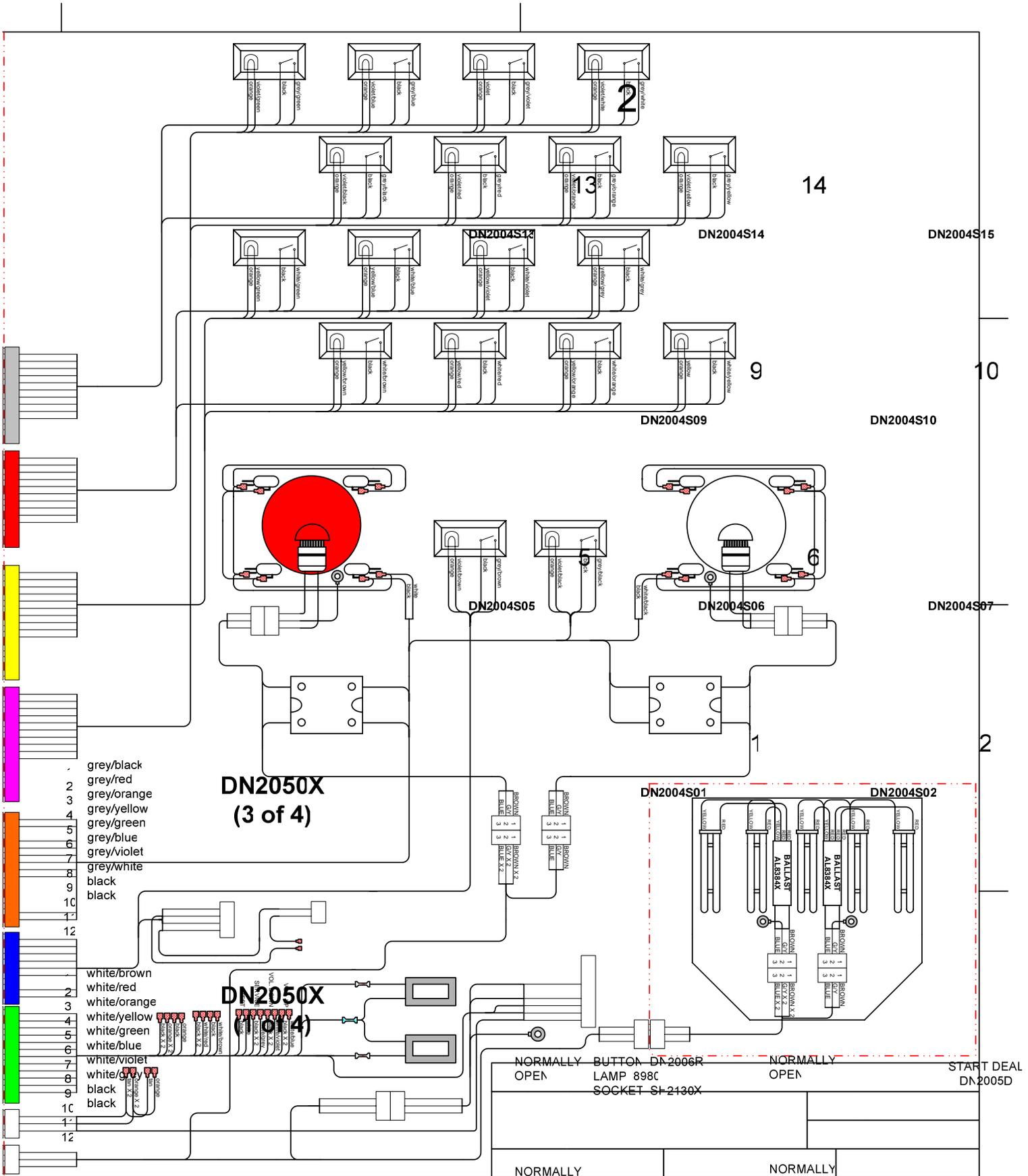
grey/black
2 grey/red
3 grey/orange
4 grey/yellow
5 grey/green
6 grey/blue
7 grey/violet
  grey/white
9 black
10 black
11
12

white/brown
2 white/red
3 white/orange
4 white/yellow
5 white/green
6 white/blue
7 white/violet
8 white/grey
9 black
10 black
11
12

DN2050X
(1 of 4)

yellow/brown
2 yellow/red
3 yellow/orange
4 yellow
5 yellow/green
6 yellow/blue
7 yellow/violet
8 yellow/grey
9 orange
10 orange

DN2050X
(4 of 4)

NORMALLY BUTTON DN2006R
OPEN LAMP 8980
  SOCKET SF2130X

NORMALLY
OPEN

START DEAL
DN2005D

NORMALLY
OPEN

NORMALLY
OPEN

BROWN BLACK
G/Y G/Y
BLUE WHITE

violet/green black
orange grey/green
violet/blue black
orange grey/blue
violet black
orange grey/violet
violet/orange black
orange grey/white

violet/black black
orange grey/black
violet/red black
orange grey/red
violet/orange black
orange grey/orange
violet/yellow black
orange grey/yellow

yellow/green black
orange white/green
yellow/brown black
orange white/blue
yellow/violet black
orange white/violet
yellow/grey black
orange white/grey

yellow/orange black
orange white/brown
yellow/brown black
orange white/red
yellow/red black
orange white/orange
yellow/orange black
orange white/yellow

violet/brown black
orange grey/brown
violet/black black
orange grey/black

white/black

4

RED

YELLOW X 2

MARQUEE ASY.
DN3020X

RED
RED
YELLOW

BALLAST
AL8384X

D

MONITOR CABLE
INCLUDED WITH
MONITOR

SPEAKER
#TG2007

DN2063X

POWER

COMPUTER
DN2000

brown
red

VIDEO

DN2065X

SERIAL

C

DONGLE
DN2014

USB PORTS

red
brown

red/grey
brown/grey

E00233

E02247

220 volt AC

E00231

ORANGE
BLACK
VIOLET
RED
BLACK

27

2

13 14 15

DN2004S13 DN2004S14 DN2004S15

violet/orange
black
grey/green
violet/blue
black
grey/blue
violet
orange

9 10

DN2004S09 DN2004S10

violet/black
orange
black
grey/black
violet/red
orange
grey/red
black

5 6 7

DN2004S05 DN2004S07

yellow/green
orange
black
white/green
white/blue
yellow/blue
orange
black
yellow/violet
orange

DN2050X
(3 of 4)

1 2

DN2004S01 DN2004S02

yellow/brown
orange
black
white/brown
white/red
yellow/red
orange
black
white/red

grey/black
grey/red
grey/orange
grey/yellow
grey/greer
grey/blue
grey/violet
grey/white
black
black

1
2
3
4
5
6
7
8
9
10
11
12

white/browr
white/red
white/orange
white/yellow
white/greer
white/blue
white/violet
white/grey
black
black

1
2
3
4
5
6
7
8
9
10
11
12

DN2050X
(1 of 4)

NORMALLY
OPEN

BUTTON DN2006R
LAMP 898
SOCKET SH2130X

NORMALLY
OPEN

START DEAL
DN2005D

NORMALLY
OPEN

NORMALLY
OPEN

violet/brown
orange
black

yellow/browr
yellow/red
yellow/orange
yellow
yellow/greer
yellow/blue
yellow/violet
yellow/grey
orange
orange

1
2
3
4
5
6
7
8
9
10
11
12

DN2050X
(4 of 4)

grey/brown

28

BROWN   BLACK
G/Y   2   2   G/Y
BLUE   3   3   WHITE

220 volt AC

Spare Parts Listing

Mechanical
CP1050	DRAWER SLIDE
DN1015	COMPUTER STRAP
DN4001	COMPUTER FOAM PAD
TG4002	Stool

Electrical
DN8978X	DIP red LED
DN8979X	DIP red LED
DN2000	Computer
DN2014	Dongle
DN2034x	I/O Board (serial)
MON32LCD	32" TFT Monitor
DN2007x	Power Module
TG2007	Polk Speakers
UC2010	Switching Power Supply
DN2035x	I/O Board (parallel)
E00231	Parallel Cable
E02247	Serial Cable
DN2090x	Restore CD
8980	LED Bulb 110VAC (red)
8981	LED Bulb 110VAC (white)
DN2004S01	'Briefcase' #1 Button
DN2004S02	'Briefcase' #2 Button
DN2004S03	'Briefcase' #3 Button
DN2004S04	'Briefcase' #4 Button
DN2004S05	'Briefcase' #5 Button
DN2004S06	'Briefcase' #6 Button
DN2004S07	'Briefcase' #7 Button
DN2004S08	'Briefcase' #8 Button
DN2004S09	'Briefcase' #9 Button
DN2004S10	'Briefcase' #10 Button
DN2004S11	'Briefcase' #11 Button
DN2004S12	'Briefcase' #12 Button
DN2004S13	'Briefcase' #13 Button
DN2004S14	'Briefcase' #14 Button
DN2004S15	'Briefcase' #15 Button
DN2004S16	'Briefcase' #16 Button
HH5005D	Ticket Dispenser
DN2005DD	Yellow "Double Deal" Button
DN2005S	Yellow "Start" Button
DN2006R	Mega Push Button (RED)
DN2006W	Mega Push Button (WHITE)
8312	Bulb (40W)
AL8384x	Ballast (marquee)
CX8384x	Ballast (Stool Base)
PP250x	Bulb Socket

Graphics
DN7003	Cabinet Front
DN7005	Monitor Bezel
DN7006	Floor Graphic—Yellow

Warranty

I.C.E warrants all components in the **Deal Or No Deal™** game to be free of defects in materials and workmanship for a period of ninety days from the date of purchase.

This warranty does not cover items damaged due to normal wear and tear, subjected to abuse, improperly assembled by the end user, modified, repaired, or operated in a fashion other than that described in the service manual.

If your **Deal or No Deal™** game fails to conform to the above-mentioned warranty, our sole responsibility shall be at our option to repair or replace any defective component with a new or remanufactured component of equal to or greater O.E.M. specification.

I.C.E. will assume no liability whatsoever, for costs associated with labor to replace defective parts, or travel time associated therein.

Our obligation will be to ship free of charge, replacement parts by U.P.S. Ground, U.S. mail, or other comparable shipping means. Any express mail or overnight shipping expense is at the cost of the purchaser.

Products will be covered under warranty only when:

·   The serial number of the game with the defective parts is given. A RMA number has been issued by an I.C.E. technical representative.

·   The serial number of the defective part, if applicable, is given..

·   A copy of the sales receipt is available as proof of purchase upon request of I.C.E.

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

WARRANTY

ICE Inc warrants that all of its products will be free from defects in material and workmanship.

When placing a warranty request, please be prepared to provide the following information:

- · Serial Number of Game or Bill of Sale
- · Machine Type
- · A Detailed Description of the Equipment Fault Symptoms

ICE product, including Cromptons, Sam's Billiards, Uniana and Bell Fruit is warranted as follows:

- · 180 days on the Main PCB and Computers
- · 180 days on Motors
- · 90 days on all other components (i.e. DBV's, Ticket Dispensers, etc)
- · 30 days on repaired items
- · 3 years on all Crane Harnessing
- · 9 Months on Printers

ICE Inc shall not be obligated to furnish a warranty request under the following conditions:

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

ICE Inc will assume no liability whatsoever for costs associated with labor to replace defective parts or travel time associated therein.

All defective warranty covered components will be replaced with new or factory refurbished components equal to OEM specifications. ICE Inc will cover all UPS ground, or comparable shipping means, freight costs during the warranty period. Expedited shipments are available for an additional charge.

Defective parts are returned to ICE Inc, at the customer's expense, in a timely fashion.

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

I.C.E. Parts/Service Dept.
Innovative Concepts in Entertainment
10123 Main St.
Clarence, NY 14031
Phone #: (716) - 759 – 0360
Fax #: (716) – 759 – 0884