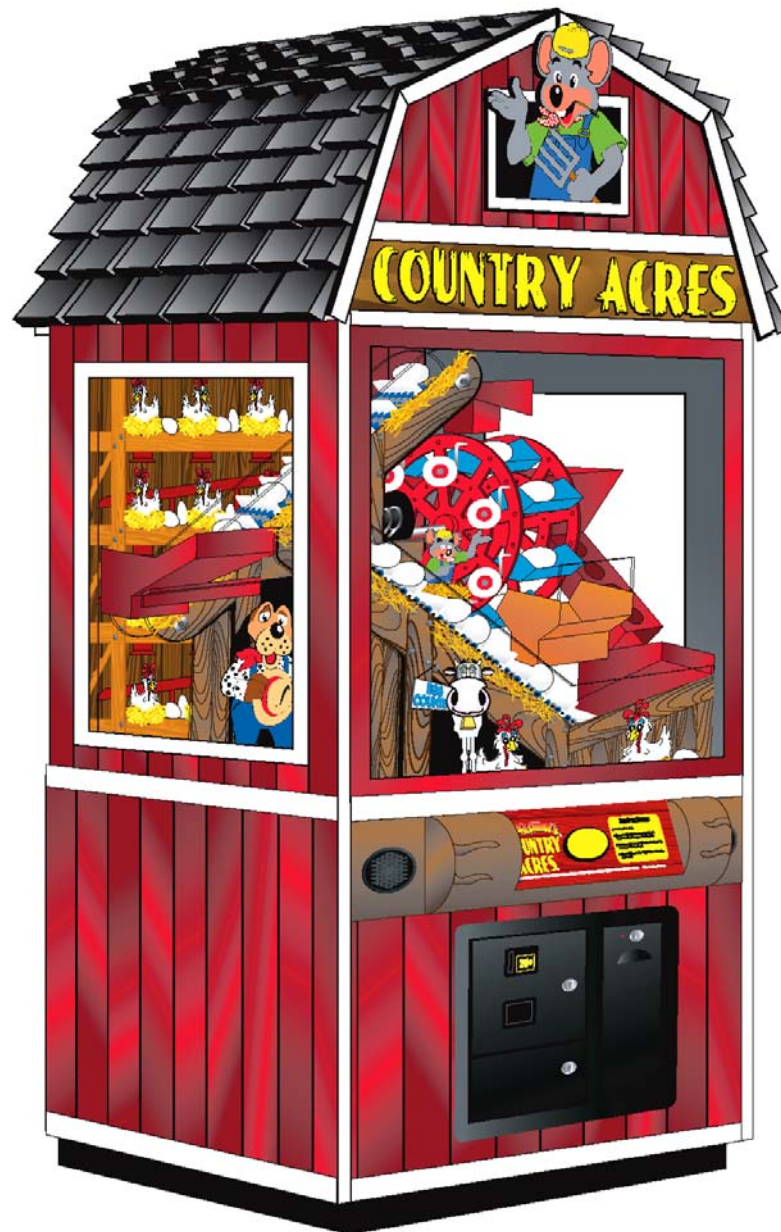


# COUNTRY ACRES™



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

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# INTRODUCTION

## OVERVIEW

Thank you for purchasing the new COUNTRY ACRES™ game from I.C.E. We are happy to introduce a great electro-mechanical game with tons of exciting action.

COUNTRY ACRES™ was designed with the location serviceman in mind designing both with a high level of reliability and serviceability. The extensive use of sub-assemblies makes servicing and cleaning a snap. The game incorporates some unique features.

**BARN STYLE CABINET** - The cabinet has immediate eye catching appeal to kids of all ages. They just have to go over to see what it's all about. The all plywood cabinet construction is both very strong and authentic looking for a game of this type. The plastic roof "shingles" add a great touch to the look. The white wood window frames really add to the great barn look. All glass in the game is 1/4" tempered.

**PLAYFIELD** - The playfield is manufactured as a sub-assembly which is easy to remove should servicing ever be required. The playfield is full of ramps, slides, conveyor belts and wheels. Along with a spinning game character it is beautiful to watch. At the same time, game play has been made extremely easy so kids of all ages can easily play it. Kids just love to make things happen, and making it happen easily it what we've accomplished.

**CONVEYOR BELTS** - The conveyor belt assemblies are themselves sub-assemblies making them easy to service as well. The belts are commercial grade industrial belts made for years of continual use. Their use in this product assures a lifetime of trouble free service. The drive motors have been tested in excess of 150,000 games with no failures. The motors were chosen for their compact design and extreme reliability for this application.

**GREAT GRAPHICS & SOUNDS** - The graphics were chosen for their Kid friendly look. The sounds are just pure fun.

**GAME ELECTRONIC** - The game electronics were chosen for their reliability and serviceability. All of the game sounds are recorded with a high sample rate and are played back through a high quality audio amplifier.

## GAME PLAY

Game play is simple. The idea is to knock as many eggs out of the Ferris wheel gondolas as possible in a given time period. The more eggs you knock out... The more tickets you win.

Begin the game by inserting enough money for 1 credit.

The conveyor belts will begin to run and the eggs will start moving around the playfield.

The first time you hit the spin button (or after about 5-10 seconds) the game count down timer will begin.

As long as there is time left on the clock, you may try to knock as many eggs as you can out of the gondolas on the Ferris wheel.

The eggs will fall into the "score" hopper. Each time an egg goes into the hopper, tickets will be paid out based on the adjustable settings in game programming.

As the gondolas are emptied, they will automatically re-fill as go back around to the top of the game. A sensor will determine if they are empty and signal a solenoid gate to release another egg.

The game ends when time runs out.

Please see the programming section of the manual to determine how to set up your game.

# QUICK PROGRAMMING

To enter programming, press the small black button located on the Main P.C. Board located between the 2 large edge connectors.

To change to the different game option numbers, press the "SELECT" button located on a bracket inside the game drawer. The option NUMBER will be seen on the "Egg Timer" display on the playfield. Press this button to scroll through the options.

To change to different option values, press the "STEP" button located on a bracket inside the game drawer. The option VALUE will be seen on the "Egg Counter" display on the playfield. Press this button to scroll through the option values

To exit the programming mode, press the programming button once again.

NOTE: To enter the TEST mode, press select button while holding down the step button. To exit the test mode, turn game power off and back on.

Option	Description	Default value/ Max / Min	Notes
0	Volume	5 / 10 / 0	
1	Time	20 / 99 / 20	
2	Coin 1	1 / 10 / 0	0 = Free Play
3	Coin 2	1 / 10 / 0	0 = Off
4	Coin / Credit Counter	1 / 1 / 0	1 = Credit
5	Hits per Dispense	1 / 10 / 1	
6	Tickets per Dispense	1 / 10 / 1	
7	Just for Playing	2 / 10 / 0	
8	Ticket Cap	0 / 99 / 0	
9	Attract time	3 / 30 / 0 (minutes)	0 = Off
10	Attract Type	3 / 3 / 1	1 = Sound    2 = Motion    3 = Both
11	Egg Drop Delay	10 / 15 / 5	
12	Factory Reset	0 / 1 / 0	1 = Reset

# SET-UP / DETAILED PROGRAMMING

## SAFETY PRECAUTIONS

WARNING: WHEN INSTALLING THIS GAME, A 3 PRONG 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 YOU'RE A.C. RECEPTACLE TO BE SURE THE GROUND IS FUNCTIONING PROPERLY.

## PROGRAMMING INSTRUCTIONS

To enter programming, press the small black button located on the Main P.C. Board located between the 2 large edge connectors.

To change to the different game option numbers, press the "SELECT" button located on a bracket inside the game drawer. The option NUMBER will be seen on the "Egg Timer" display on the playfield. Press this button to scroll through the options.

To change to different option values, press the "STEP" button located on a bracket inside the game drawer. The option VALUE will be seen on the "Egg Counter" display on the playfield. Press this button to scroll through the option values

To exit the programming mode, press the programming button once again.

NOTE: To enter the TEST mode, press select button while holding down the step button. To exit the test mode, turn game power off and back on.

## PROGRAMMING YOUR GAME

This section will give you a detailed explanation of the functions and operating characteristics of each of the programming buttons.

PLEASE READ THIS SECTION CAREFULLY TO AVOID PROBLEMS WITH YOUR GAME.

**PLEASE NOTE: THE PROGRAMMING BUTTONS ARE LOCATED INSIDE THE SLIDING DRAWER. ACCESS THESE BUTTONS BY REMOVING THE ALLEN BOLTS THAT SECURE THE DRAWER TO THE CABINET. THERE IS 1 BOLT ON EACH SIDE OF THE CABINET. AFTER REMOVING THE BOLTS, PULL OUT ON THE LOG CONTROL PANEL TO OPEN THE DRAWER.**

### OPTION #0 VOLUME

This option determines how loud the game volume will be. The higher the number, the higher the volume. Setting a "0" turns the game sound off. The range for this option is 0-10. The default value for this option is "5"

### OPTION #1 TIME

This option determines how long the time of the game is. The range of this option is 20-99 (20-99 seconds). The default value for this option is "20" (20 seconds).

# SET-UP / DETAILED PROGRAMMING

## OPTION #2 COIN 1

This option determines how many coins it takes to earn 1 credit (or play 1 game). The range for this option is 0-10. Setting a "0" puts the game into FREE PLAY mode. The default value for this option is "1"

## OPTION #3 COIN 2

This option determines how many COIN #1's it takes to earn a credit (or play 1 game). This option is used for special instances where a different value of coin is needed.

NOTE: FOR MOST APPLICATIONS LEAVE THE OPTION SET AT "1". FOR OTHER APPLICATIONS, PLEASE CALL OUR SERVICE DEPARTMENT FOR ASSISTANCE. Setting a "0" turns this coin mech OFF.

## OPTION #4 COIN / CREDIT COUNTER

This option determines whether the game counter will register individual coins or credits (games played). The range for this option is 0-1. Setting a "0" sets the game up to work on coins. Setting a "1" sets the game to work on credits. The default value for this option is "1".

## OPTION #5 HITS PER DISPENSE

This option determines how many eggs must be scored before a "dispense command" is given. This option is handy if you have a high ticket value and you wish to dispense fewer tickets.

EXAMPLE: You could set this option to 5, and option #6 to "1". This would mean that each time you scored 5 eggs, you would get 1 ticket.

The range for this option is 1-10. The default value for this option is "1". ( 1 ticket per egg scored)

## OPTION #6 TICKETS PER DISPENSE

This option determines how many tickets are paid out each time the "dispense command" is given. This option is handy where the ticket value is very low and you wish to give away more tickets than you normally could.

This option also allows for some interesting possibilities for ticket payouts. EXAMPLE: Lets say you wanted to pay out 10 tickets BUT ONLY if the player got 8 eggs. By setting option #5 to 8, and this option to 10, you would pay out 10 tickets for every 8 eggs hit.

The range for this option is 1-10. The default value for this option is "1" (1 ticket per dispense command, or egg)

## OPTION #7 JUST FOR PLAYING

This option is handy for giving out tickets "just for playing" the game. This is handy when the kids playing are very young or not talented and have a hard time scoring. This assures the customer will walk away with a pre-determined minimum amount of tickets. This is also handy in jurisdictions that insist on a guaranteed payout.

The range for this option is 0-10. Setting a "0" turns this option OFF. The default value for this option is 2. (2 ticket minimum)

## OPTION #8 TICKET CAP

This option limits the amount of tickets that can be paid out. For instance, you may wish to have a long game time to assure that younger players have a lot of fun and can get tickets, but you don't want to overpay with older more skilled players. By enabling the ticket cap, you can determine the maximum amount of tickets you will pay out. The range of this option is 0-99. Setting a "0" turns this option OFF. The default value for this option is "0". (Off)

# SET-UP / DETAILED PROGRAMMING

## OPTION #9 ATTRACT TIME

This option determines how long a period of time transpires BETWEEN attract modes. The range for this option is 0-30 (0-30 minutes). Setting a "0" turns the attract mode OFF. The default value for this option is "3" (once every 3 minutes).

## OPTION #12 FACTORY RESET

This option will reset ALL programming options to their factory default values at one time. The range for this option is 0-1. Setting a "1" will reset all values. The default value for this option is "0".

## OPTION #10 ATTRACT TYPE

This option determines which TYPE of attract mode will be performed. The range for this option is 1-3.

- 1= Sound Only
- 2= Motion Only
- 3= Sound AND Motion

The default value for this option is "3" (both)

## OPTION #11 EGG DROP DELAY

When a gondola is empty, a sensor sees that it is empty and sends a signal to the game computer to dispense an egg. The positioning of the sensor requires a delay between the sensing and the dispensing of the egg. Since there are mechanical variations from motor to motor, the drop delay time might not be the same from game to game. Also, as the game gets older, the gears wear in and the internal mechanical resistance in the gear box goes down making it run faster. To compensate for this, the delay time is adjustable.

If the eggs drop too soon, increase the value of the option. If the eggs drop too late, decrease the value of the option. The range for this option is 5-15 (5-15 milliseconds). The default value for this option is "10"

# MAINTENANCE

## GENERAL CLEANING

**WARNING: DISCONNECT POWER WHEN WORKING ON THE INTERIOR OF THE GAME AS HIGH VOLTAGE A.C. POWER MAY BE PRESENT.**

**CABINET** - Since the cabinet is constructed of a rough finish wood the best way to clean heavy dirt is to spray a cleaner such as Fantastic™ or Formula 409™ on the cabinet, brush the cleaner onto the surface, then wipe with a LINT LESS cloth.

**GLASS** - Any commercially available glass cleaner will work well, however aerosol products work best.

**INSIDE PLAYFIELD** - It is necessary to keep the inside of the playfield surfaces slippery for the eggs to slide through the different chutes properly. Vacuum all loose debris from the playfield then apply a good coat of spray type furniture polish such as PLEDGE™. This product also works well for cleaning the clear plastic guards.

**EGGS** - Clean the eggs with Fantastic™ or Formula 409™ and a small brush. Polish with a spray furniture polish such as PLEDGE™ when done.

**DRIVE O-RINGS** - After a long period of time, the urethane o-rings may become more brittle and slippery. If you notice this, simply pop the old o-rings off and replace.

**CONVEYOR BELT BEARINGS** - The bearings are lubed at the factory and will normally never require and additional lubrication. However if you notice any squeaking sounds the end of the bearing may be LIGHTLY lubricated with common motor oil.

**LIGHTING** - The game uses a single PLL style fluorescent light bulb for game lighting. This bulb can be purchased at any lighting supply house or from I.C. E. The bulb type is: PL-L 40W/41/RS/IS. Simply snap a new one into position to replace.

**IMPORTANT: IF YOU REMOVE THE PLAYFIELD FOR ANY MAINTENANCE, BE SURE NONE OF THE GAME HARNESSING GETS PINCHED WHEN RE-INSTALLING THE PLAYFIELD.**

**NOTE: ALWAYS REMEMBER TO INSTALL THE BOLTS THAT SECURE THE DRAWER TO THE CABINET WHEN YOU ARE DONE SERVICING THE GAME.**

## OTHER MAINTENANCE

**NOTE:** The proper amount of eggs in the game is necessary to avoid either jam ups (from too many) or reduced play value (from too few). The proper amount of eggs for the game is 2 dozen (24).

Most of the game is maintenance free, however you should check the following occasionally to be sure that all is in order.

**TOOTHED DRIVE BELT** - Check periodically for excessive wear. If excessive wear is noted, replace the belt and check that the pulleys are properly aligned and that the set screws are tight. Also check that the motor tension spring is attached and working properly.



# QUICK TROUBLESHOOTING

PROBLEM	PROBABLE CAUSE	SOLUTION
Game won't take or add money correctly	Bad coin switch Bad harnessing Bad Main P.C. Board Improper game programming	Replace coin switch Check w / meter and repair as necessary Check and repair or replace if necessary Check settings and program if necessary
Character won't spin and hit targets	Control panel button bad Bad harnessing Bad spin gear motor or limit switch	Replace button Check and repair or replace if necessary Replace gear motor
No or Low game sound	Bad speaker Volume set too low Bad or disconnected speaker wiring Bad Main P.C. Board	Check connections and replace if needed Check programming and adjust Check wiring Repair or replace Main P.C. Board
Tickets will not dispense or dispense improperly	Bad or Dirty Ticket dispenser Bad Harnessing Bad Main P.C. Board Programming settings incorrect Score sensor bad or disconnected	Repair or replace Ticket Dispenser Repair or replace harnessing Repair or replace Main P.C. Board Check programming and adjust if needed Repair or replace if necessary
Score sensor will not work properly	Bad or dirty sensor Bad harnessing Bad Main P.C. Board	Clean or replace as necessary Repair harnessing Repair or replace Main P.C. Board
Eggs will not load or keep loading	Hopper fill sensor dirty or not working Gondola sensor mirror missing or dirty Sensor wiring bad Egg drop delay programming set incorrectly	Clean or replace sensor as necessary Clean or replace mirror as needed Check and repair harnessing as needed Check programming adjust if necessary
Ferris Wheel won't turn or turns intermittently	Bad or broken drive belt Bad drive Motor Belt tension spring broken or missing Loose drive pulley Bad motor harnessing Bad Main P.C. Board	Repair or replace as necessary Replace drive motor Replace tension spring Check both pulleys and tighten as needed Check and repair harnessing as needed Repair or replace Main P.C. Board
Conveyor belts won't run or run intermittently	Bad or broken drive o-ring Bad drive motor Loose drive pulley Bad motor harnessing Bad Main P.C. Board	Replace o-ring Replace drive motor Check pulley and tighten as necessary Repair harnessing as necessary Repair or replace Main P.C. Board
Eggs get caught and jammed up	Dented or cracked egg Eggs and pathways dirty Deflector plastic on top chute broken	Remove and replace bad eggs Clean and polish with Furniture polish Replace broken deflector
Game dead - won't work at all	Broken power cord Blown main power fuse Bad harnessing to main transformer	Replace power cord Replace fuse in power module Check and repair harnessing
Game continuously locks or freezes up	Bad A.C. ground causing excess static build up Check internal harness grounds Voltage regulator on Main P.C. Board bad	Check cord and outlet for good ground Repair as needed Repair or replace Main P.C. Board

# GAME REPAIR

Shown in the photo below, are locations of serviceable components. Procedure for removal and repair of these components may be found on the pages to follow.



# 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.**

## TROUBLESHOOTING PHILOSOPHY

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

Next, check to see that all of the connectors are firmly seated, and that none of the wires have 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 volt-meters if the game is powered up. If checking continuity, it is important to disconnect the harnessing at both ends, as attached they may yield erroneous results.

If P.C. Boards are suspected as causing problems, check to see that all I.C. chips are firmly seated on the boards.

## ACCESSING COMPONENTS

All components in the game are accessed by opening up the control panel drawer on the front of the game. To open the drawer, remove the 2 Allen screws (1 on each side of the game) that secure the drawer in place.



Pull on the front of the control panel and the drawer will open.



Once the drawer is opened, you will notice that you now have access to the Main P.C. Board and the associated programming buttons.

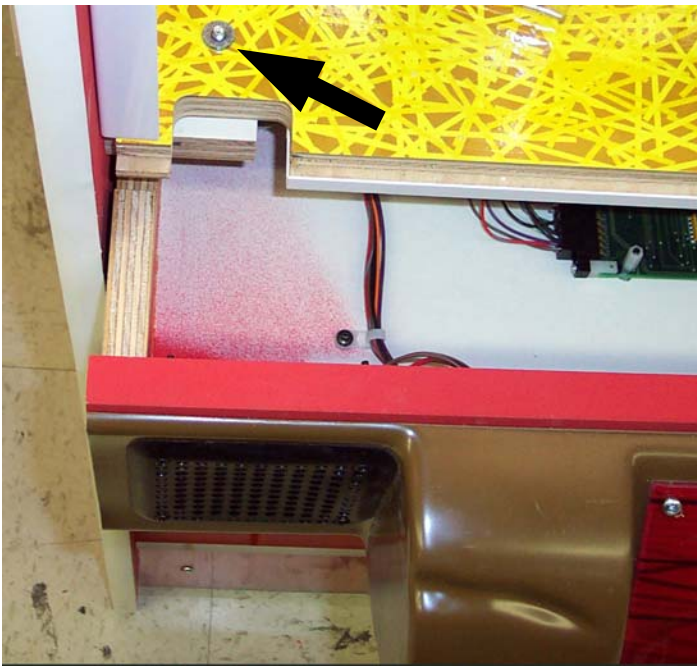


# GAME REPAIR

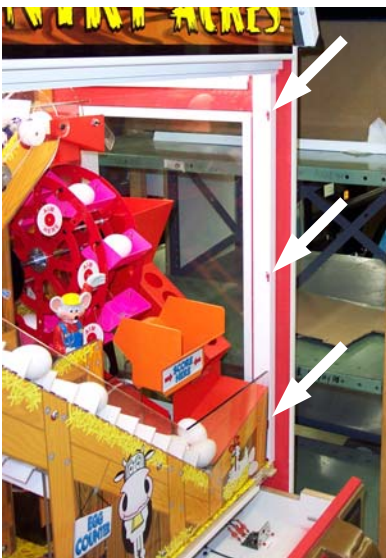
You now also have access to removing the front glass of the cabinet. It is necessary to remove the front glass to access the playfield. To remove the glass CAREFULLY lift it out of the lower channel, then remove from the game. Set it in a safe location so as not to break it by accident.

To remove the playfield for service:

1. Remove the 2 playfield SHIPPING BOLTS that are located under the guide rails right under the sides of the playfield towards the front of the game.



2. Remove the connectors that connect the playfield to the Main P.C. Board and cabinet.



3. Loosen the square drive screws that hold the glass channels to the front sides of the cabinet. Lift up on the rails, then slide them out of the game.

4. Slide the playfield out of the game.



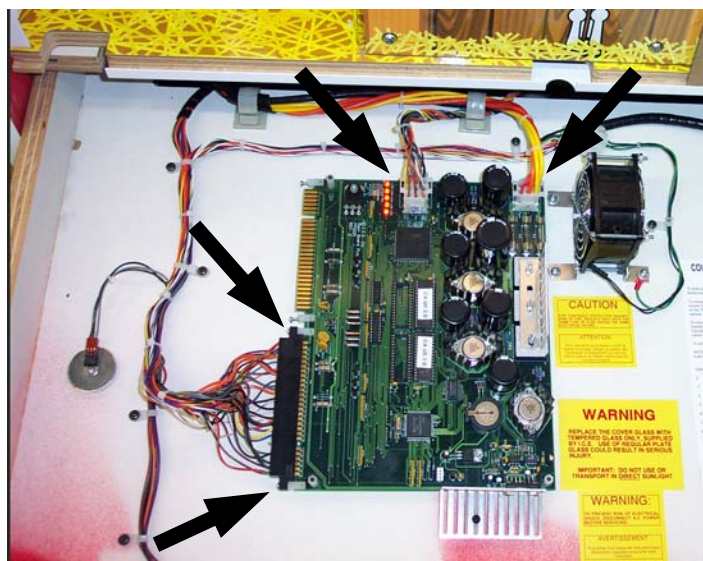
NOTE: Many items on the playfield can be serviced without removing the playfield from the game. There is enough slack in the harnessing to allow the playfield to be slid forward without removing it from the cabinet.

If the game is not being moved, it is not necessary to re-install the playfield shipping bolts.

## MAIN P.C. BOARD

1. To service the Main P.C. Board, open the Control panel drawer and access the board.

2. Carefully remove all of the connectors from the P.C. Board. (There are 2 screws that retain the long JAMMA connector to the board).



# GAME REPAIR

3. Remove the plastic hex Standoffs that secure the board to the cabinet.

4. Re-assemble in reverse order

NOTE: DON'T FORGET TO RE-INSTALL THE 2 SCREWS THAT SECURE THE JAMMA HARNESS TO THE BOARD. FAILURE TO REPLACE THE SCREWS CAN RESULT IN INTERMITTENT OPERATION OF THE GAME OR COMPLETE FAILURE.

## SCORE SENSOR

1. Open control panel drawer and remove front glass.

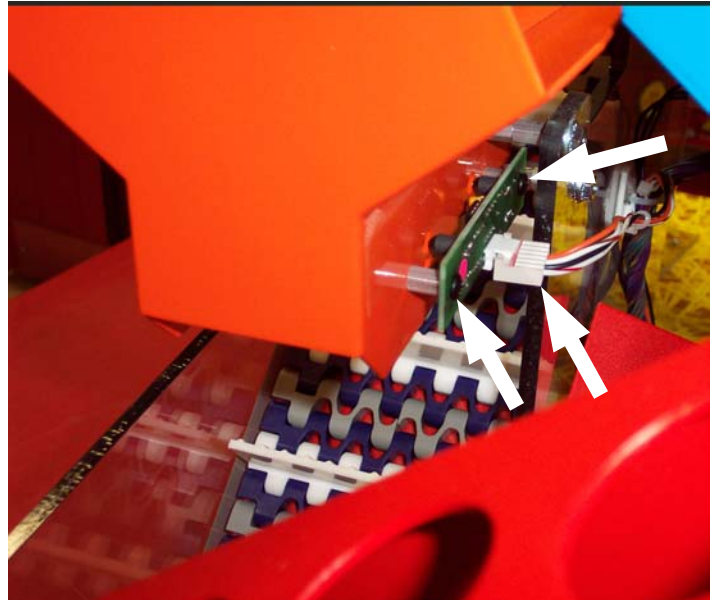
2. Loosen the square drive screws that fasten the glass side rails to the front sides of the cabinet.

3. Lift up, then slide the rails out of the cabinet.

4. Slide the playfield about 2/3rds of the way out to make it easier to work on. You can allow it to tilt onto the control panel drawer. The drawer has been designed to support the weight of the playfield.



5. Remove the connector to the score sensor.



6. Remove the hardware that secures the score sensor to the score hopper.

7. Assemble in reverse order.

NOTE: BE CAREFUL TO BE SURE THAT THE CONNECTOR IS PROPERLY INSTALLED. IF NOT, DAMAGE TO THE SENSOR MAY OCCUR.

## EGG LOAD SENSOR

1. Open control panel drawer and remove front glass.

2. Loosen the square drive screws that fasten the glass side rails to the front sides of the cabinet.

3. Lift up, then slide the rails out of the cabinet.

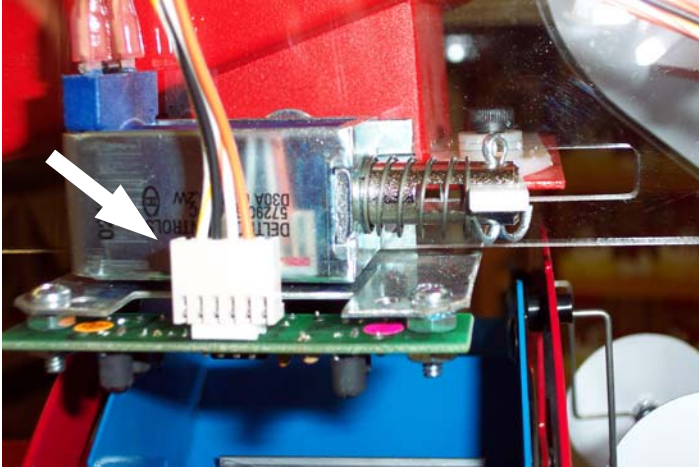
4. Slide the playfield about 2/3rds of the way out to make it easier to work on. You can allow it to tilt onto the control panel drawer. The drawer has been designed to support the weight of the playfield.

5. Remove the connector to the egg load sensor. (See photo on next page)

6. Carefully remove the sensor and replace with a new sensor.

7. Assemble in reverse order.

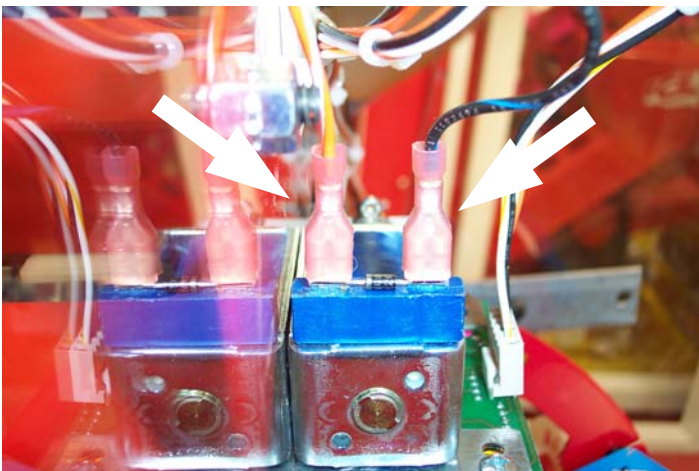
# GAME REPAIR



NOTE: BE CAREFUL TO BE SURE THAT THE CONNECTOR IS PROPERLY INSTALLED. IF NOT, DAMAGE TO THE SENSOR MAY OCCUR.

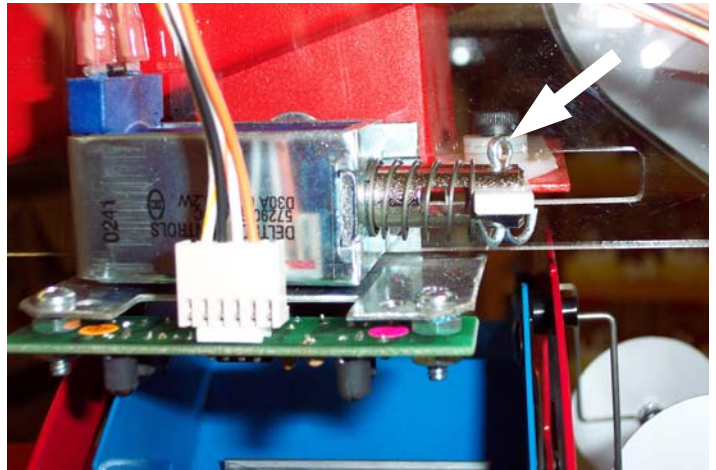
## SOLENOID REPLACEMENT

1. Open control panel drawer and remove front glass.
2. Loosen the square drive screws that fasten the glass side rails to the front sides of the cabinet.
3. Lift up, then slide the rails out of the cabinet.
4. Slide the playfield about 2/3rds of the way out to make it easier to work on. You can allow it to tilt onto the control panel drawer. The drawer has been designed to support the weight of the playfield.
5. Remove the Fast-on connectors to the solenoid.



NOTE: BE SURE TO SEE THAT THE ORANGE STRIPED WIRE GOES TO THE BANDED SIDE OF THE DIODE ON THE SOLENOID WHEN RE-INSTALLING THE FAST-ON'S.

6. Remove the cotter pin from the solenoid. Discard the old cotter pin.



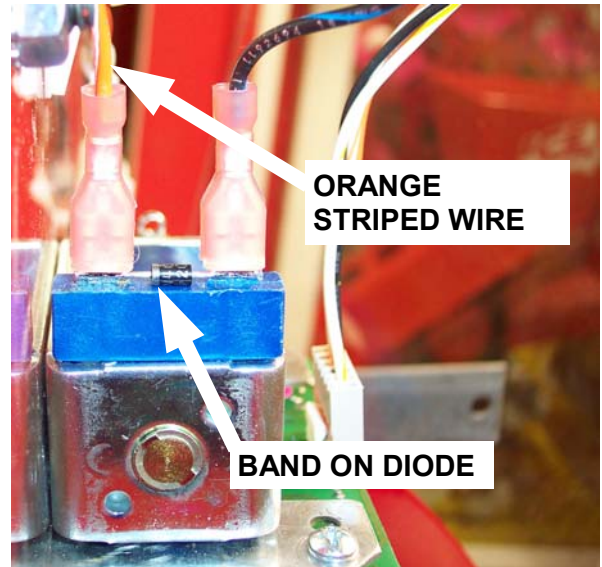
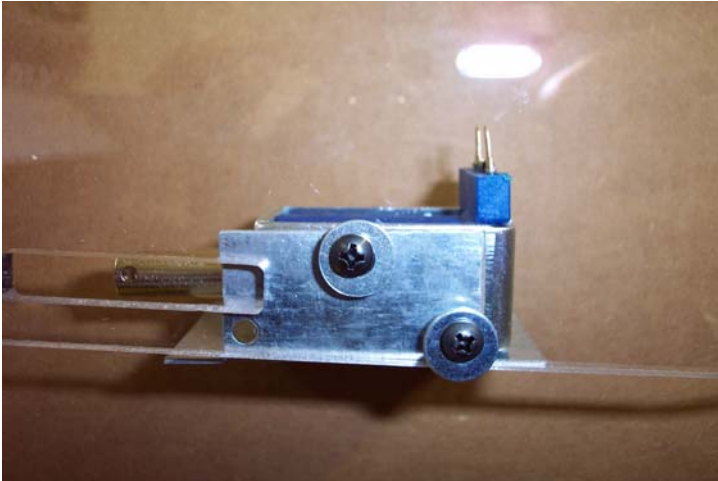
7. Remove the three (3) Allen bolts and hex nuts that mount the egg load hopper to the plastic panels.



NOTE: BE CAREFUL TO NOT LOSE THE SOLENOID SPRING. THE GAME WILL NOT WORK PROPERLY WITHOUT THIS SPRING.

8. Remove the egg load hopper from the game.
9. Remove the two (2) screws that secure the solenoid and sensor mounting bracket to the plastic panels. (See photo on next page)

# GAME REPAIR



10. Install the new solenoid body to the game by installing the mounting screws through the plastic panel and sensor mounting bracket, and into the solenoid.

11. Slide the solenoid plunger into the solenoid body and carefully slide the solenoid spring onto the plunger.

12. Carefully re-align the egg load hopper to the game making sure that as you install it, the egg loading lever goes into the slot in the solenoid plunger.

13. Re-install and tighten the three (3) Allen bolts and hex nuts that secure the egg load hopper to the plastic panels.

14. Install a new cotter pin making sure that the solenoid spring is kept between the solenoid and the cotter pin.

15. Bend the cotter pin over to avoid it hitting and binding on anything.

**NOTE: IT IS IMPERATIVE THAT THE EGG LOAD LEVER WORKS SMOOTHLY WITH NO BINDING. IF ANY BINDING IS NOTICED, LOOSEN THE ALLEN BOLTS AND HEX NUTS THAT SECURE THE EGG LOAD HOPPER TO THE PLASTIC PANELS AND RE-POSITION SO THAT THERE IS NO BINDING ON THE EGG LOAD LEVER. RE-TIGHTEN THE BOLTS.**

16. Re-connect the Fast-ons to the solenoid tabs.

**NOTE: BE SURE TO SEE THAT THE ORANGE STRIPED WIRE GOES TO THE BANDED SIDE OF THE DIODE ON THE SOLENOID WHEN RE-INSTALLING THE FAST-ON'S**

17. Re-assemble the playfield into the game and check for proper operation.

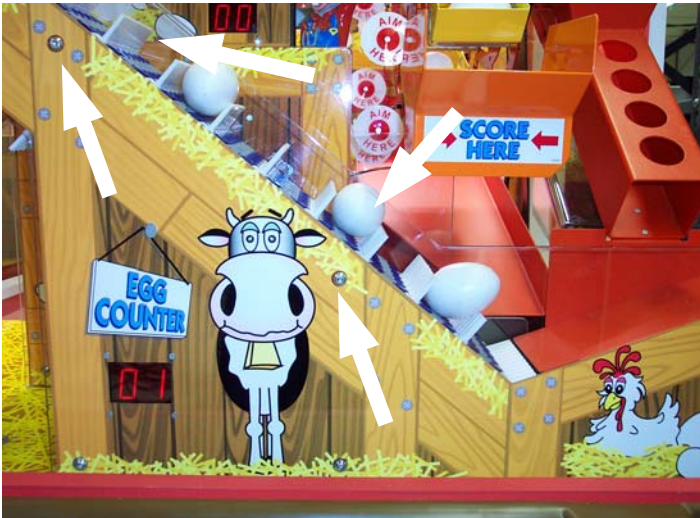
## CONVEYOR BELT ASSEMBLY REPLACEMENT

Replacement of the conveyor belt and motor is done as a sub-assembly. Information on motor replacement follows:

1. Open control panel drawer and remove front glass.
2. Loosen the square drive screws that fasten the glass side rails to the front sides of the cabinet.
3. Lift up, then slide the rails out of the cabinet.
4. Slide the playfield about 2/3rds of the way out to make it easier to work on. You can allow it to tilt onto the control panel drawer. The drawer has been designed to support the weight of the playfield.
5. Unplug the connector from the conveyor assembly.

# GAME REPAIR

6. Remove the four (4) Allen Bolts that secure the conveyor to the plastic panels and slide up and out of the playfield.

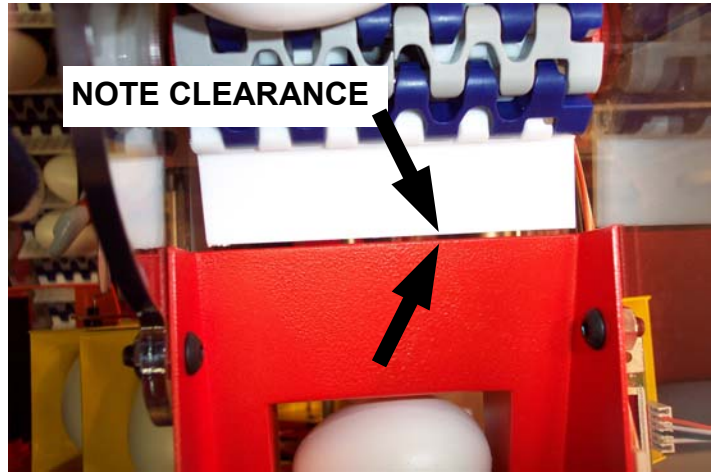


NOTE: YOU MAY HAVE TO REMOVE OR LOOSEN ADDITIONAL HARDWARE FOR THE CONNECTOR TO CLEAR THE PLASTIC PANELS DEPENDING ON WHICH CONVEYOR YOU ARE REMOVING.

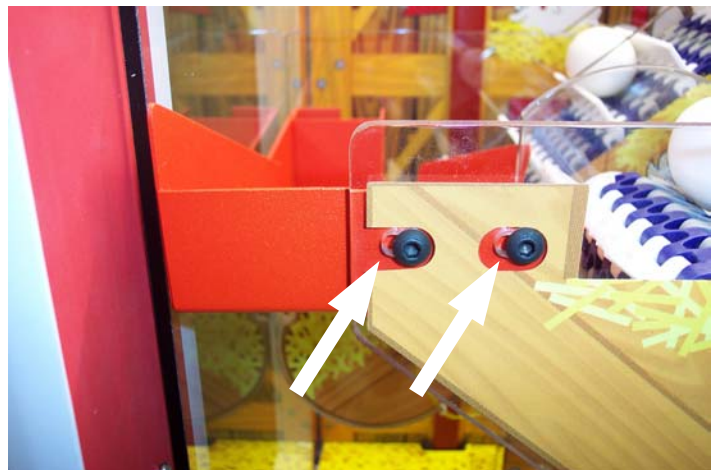
You may now either send the conveyor unit in to I.C.E. for service, or you may proceed to the next section to service the motor.

7. Re-assemble in reverse order.

NOTE: BE SURE THAT THE PADDLES ON THE CONVEYOR DO NOT HIT THE METAL HOPPERS AFTER INSTALLATION.



When replacing the front conveyor, there are adjustable bolts on the left hand hopper to assure that it is set as close as possible to the conveyor, but not touching the conveyor paddles. If set too far from the paddles, binding of the eggs might occur.

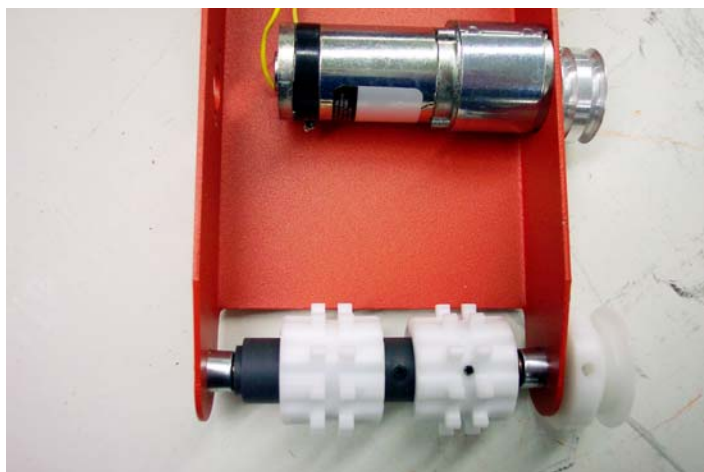
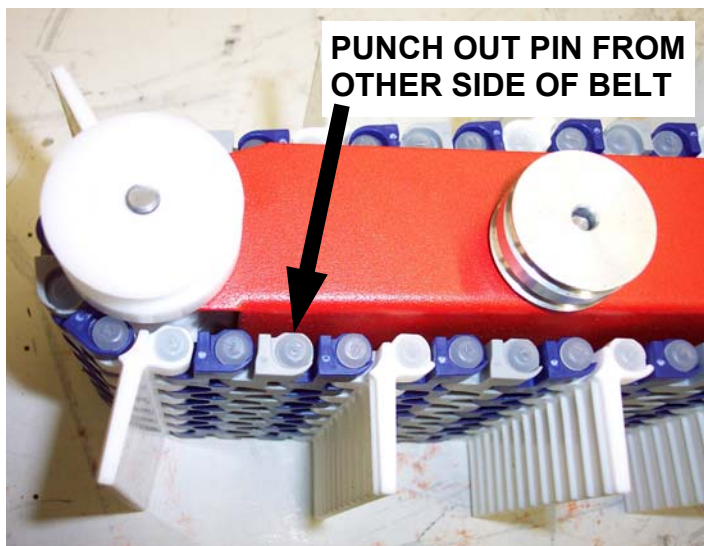


## CONVEYOR BELT MOTOR REPLACEMENT

1. Remove the conveyor assembly as instructed above.
2. Set the conveyor assembly on the edge of a table and punch out one of the retaining pins that hold the belt together. You will see that one side of the pins has a head on it similar to that of a nail. Punch the pin out from the OPPOSITE side. The belt will now fall off the conveyor unit exposing the motor.



# GAME REPAIR



## SCORE DISPLAYS

1. Open control panel drawer and remove front glass.
2. Loosen the square drive screws that fasten the glass side rails to the front sides of the cabinet.
3. Lift up, then slide the rails out of the cabinet.
4. Slide the playfield about 2/3rds of the way out to make it easier to work on. You can allow it to tilt onto the control panel drawer. The drawer has been designed to support the weight of the playfield.
5. Remove the connectors from the display. (See photo)



3. Unsolder and remove the old motor.

NOTE THE POLARITY ON THE WIRES OR THE NEW MOTOR COULD RUN BACKWARDS.

4. Install the new motor. Be sure the polarity is correct and be sure that the wiring is secured out of the way so it can't get caught on the conveyor belting.

5. Re-install the belt. Be sure the sprockets are lined up correctly. Slide the pin through the belting and tap into place.

6. Re-assemble in reverse order.

HINT: IF THE EGGS ARE REMOVED FROM THE GAME, YOU CAN PLUG THE UNIT INTO THE GAME TO MAKE SURE IT WORKS BEFORE RE-INSTALLING ANYTHING. YOU CAN ALSO TEST THAT THE MOTOR WORKS BY CONNECTING TO A 12VDC SUPPLY IF YOU HAVE ONE AVAILABLE.

6. Remove the plastic hex nuts that secure the displays to the plastic panels. Remove the displays.

7. Re-assemble in reverse order.

**IF YOU HAVE ANY QUESTIONS REGARDING GAME REPAIRS, PLEASE CONTACT OUR SERVICE DEPARTMENT**

**PHONE: 1-716-759-0360**  
**FAX: 1-716-759-0884**  
**E-MAIL: [service@icegame.com](mailto:service@icegame.com)**

# PARTS LISTING

## MECHANICAL PARTS

FP1004	LEG LEVELER MOUNTING BRACKET
CA1010X	CONVEYOR ASSEMBLY
FP1019	LEVELER FOOT, LONG
CA1063	MOTOR TENSIONING SPRING
CA3001	EGG
BG3002	4" SPEAKER GRILL
CA3006	SHINGLE PANEL
CA3027	FRONT GLASS
CA3028	SIDE GLASS
CA3020	EGG RELEASE ARM
CA3030	GONDOLA SENSOR MIRROR
CA3040	CONVEYOR BELT
CA3042	CONVEYOR GEAR SPROCKET
CA4001	TIMING BELT
CS4003	CONVEYOR DRIVE O-RING (MOTOR)
5011	SOLENOID SPRING

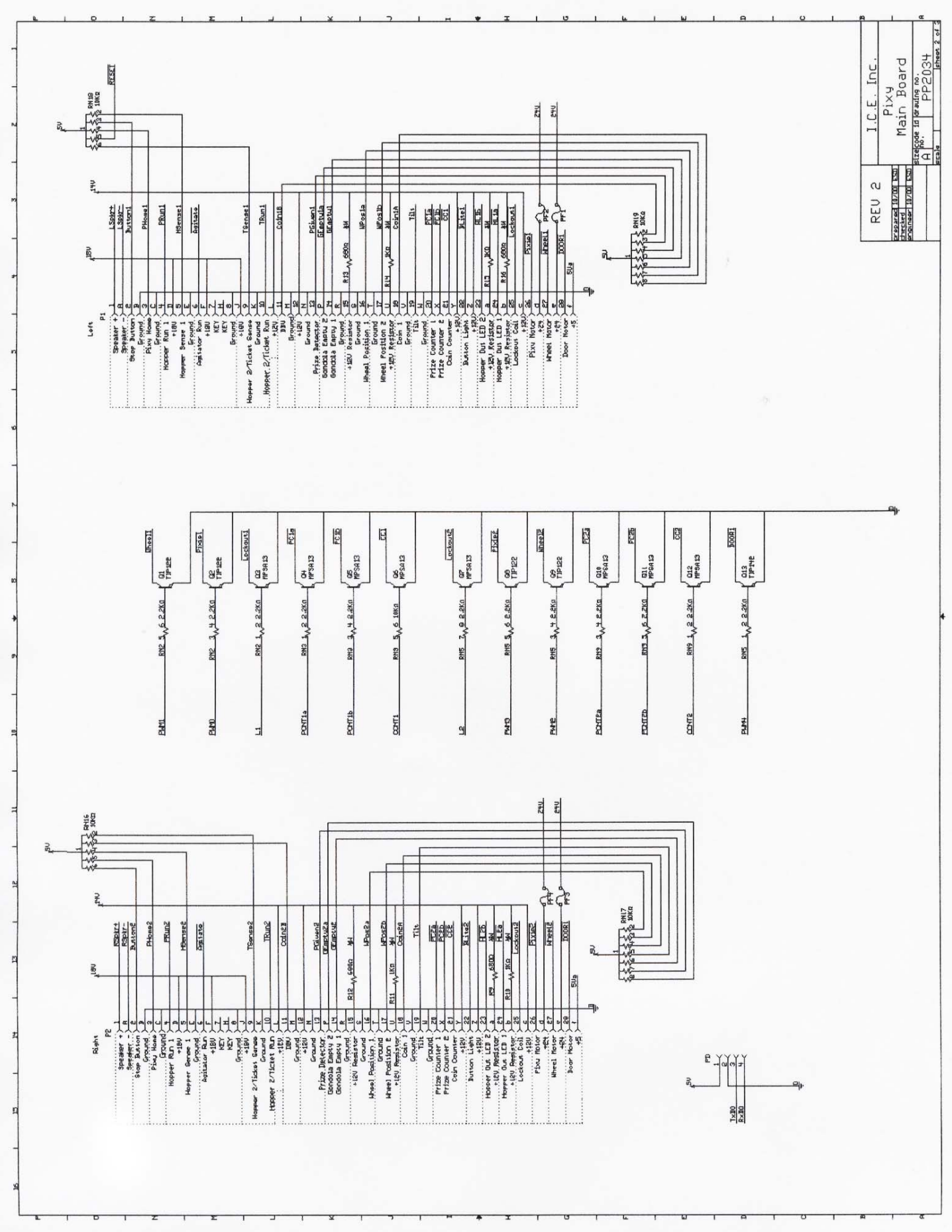
## DECALS / GRAPHICS

CA7001	CHICKEN FEED BAG DECAL
CA7002	ICE LOGO
CA7004	CONTROL PANEL OVERLAY DECAL
CA7005	BUTTON DECAL
CA7010	LOWER CONVEYOR FRONT DECAL
CA7011	LOWER CONVEYOR REAR DECAL
CA7012	UPPER CONVEYOR FRONT DECAL
CA7018	SCORE HERE DECAL
CA7020	PROGRAMMING DECAL
CA7021	TARGET DECAL
CA7022	CONVEYOR BASE DECAL
7021	SERIAL NUMBER TAG
7032	FUSE REPLACEMENT WARNING DECAL
7033	POWER DISCONNECT WARNING DECAL
7035	ON / OFF POWER DECAL
CA7053	PLAYFIELD DECAL
CA7052	INSIDE REAR DECAL (BACKGROUND)

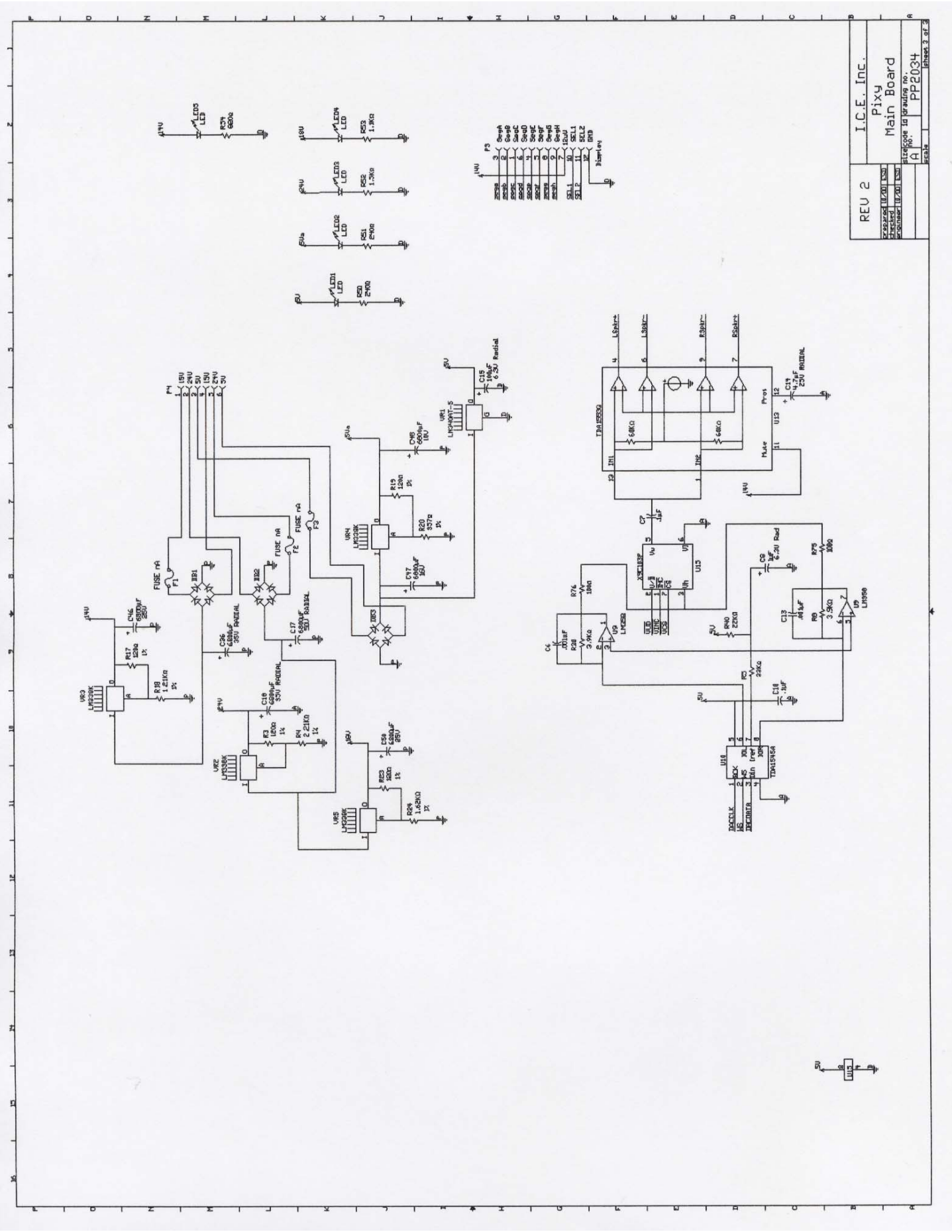
## ELECTRONIC / ELECTRICAL PARTS

PP2002X	TRANSFORMER ASSEMBLY
HR2005	LARGE ROUND PUSH BUTTON, WHITE
DD2007X	POWER MODULE ASSEMBLY
FP2007	4" SPEAKER
2008	SOLENOID
CS2008X	GLOBE MOTOR ASSEMBLY
BW2017	PLASTIC BULB CLIP
BW2018	PLASTIC BULB SUPPORT
CC2027	POWER CORD
2027G	FAN GUARD
CG2032X	DISPLAY P.C. BOARD
PP2034X	MAIN P.C. BOARD
CA2039X	EGG/SCORE SENSOR P.C. BOARD
2289X	RESET BUTTON ASSEMBLY
HH5005D	TICKET DISPENSER (DELTRONICS)
8312	FLUORESCENT BULB, PL-L 40W/41/RS/IS
CS8449X	LIGHT BALLAST ASSEMBLY

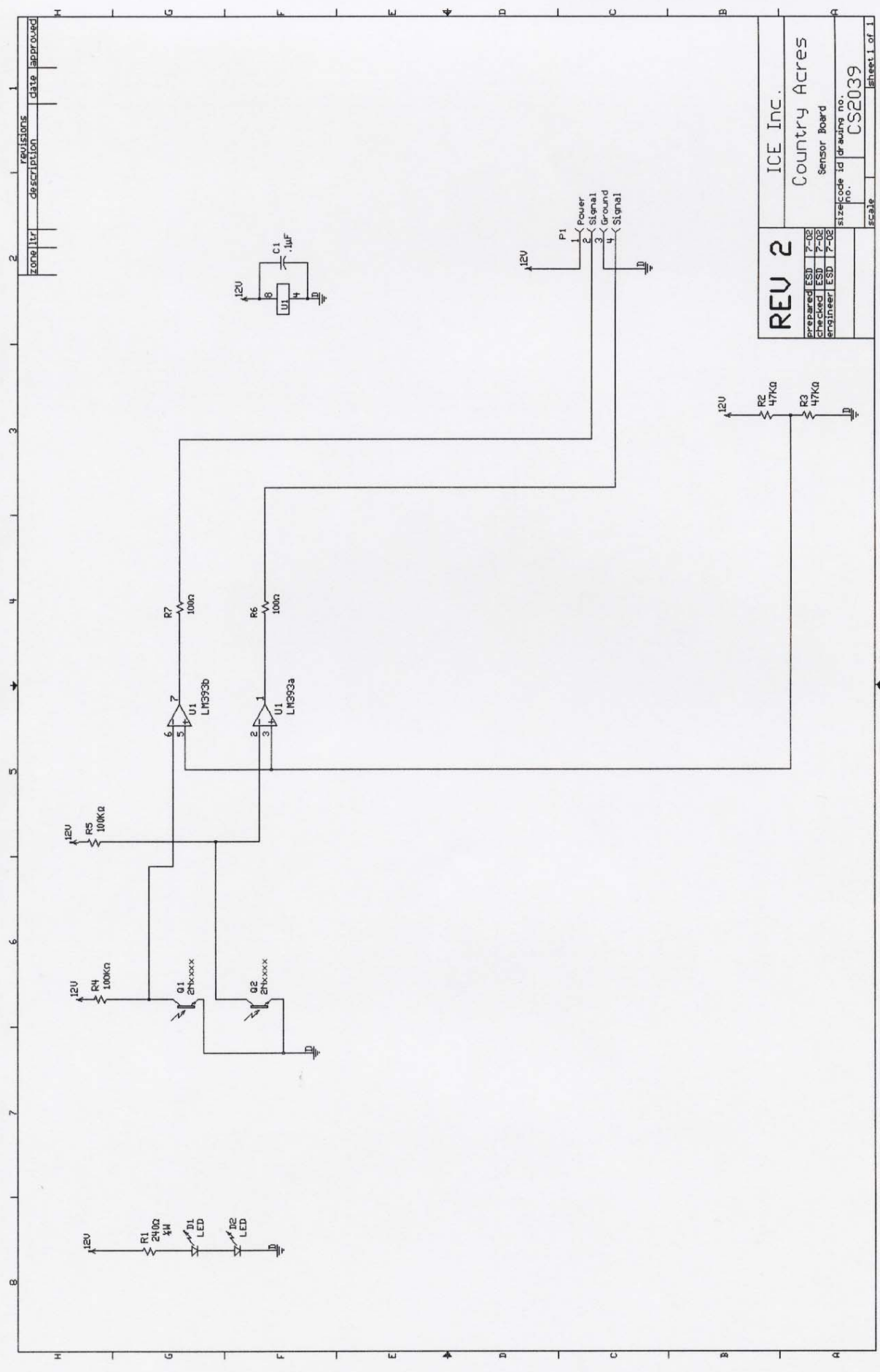




REV 2  
 I.C.E. Inc.  
 Pixy  
 Main Board  
 Size Code Ingrading no.  
 A  
 PP2034  
 Sheet 2 of 2



REV 2  
 I.C.E. Inc.  
 Pixy  
 Main Board  
 Storage in grading no.  
 A  
 PP2034  
 Sheet 3 of 3



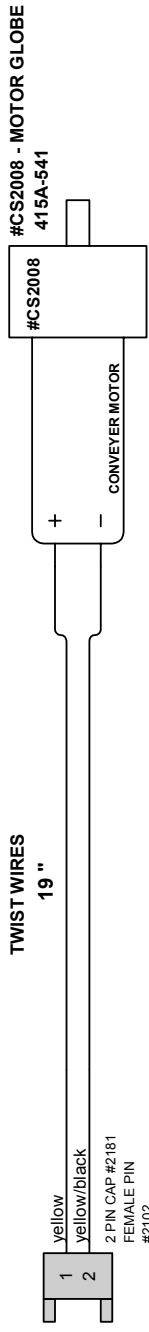
1 2 3 4

D

C

B

A



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DESCRIPTION	#CA2008CX - CONVEYER MOTOR ASSEMBLY	FILENAME	CA1000X.VSD
DATE	7/30/02	DRAWN BY	MMARTIN
	REVISED	11/15/02	PAGE 1 OF 11

1 2 3 4

D

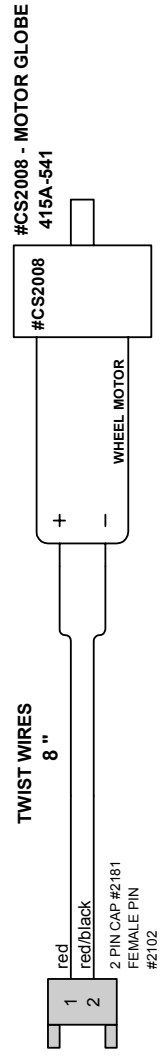
C

B

A

1 2 3 4

D C B A



TITLE		COUNTRY ACRES	
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DATE	7/30/02	DRAWN BY	MMARTIN
		REVISED	11/15/02
		PAGE	2 OF 11

1 2 3 4



4 3 2 1

D

C

B

A

To Door, Lower  
Screw

#PC20217



GREEN/YELLOW

24"

GREEN/YELLOW



To Transformer

#PC20217

D

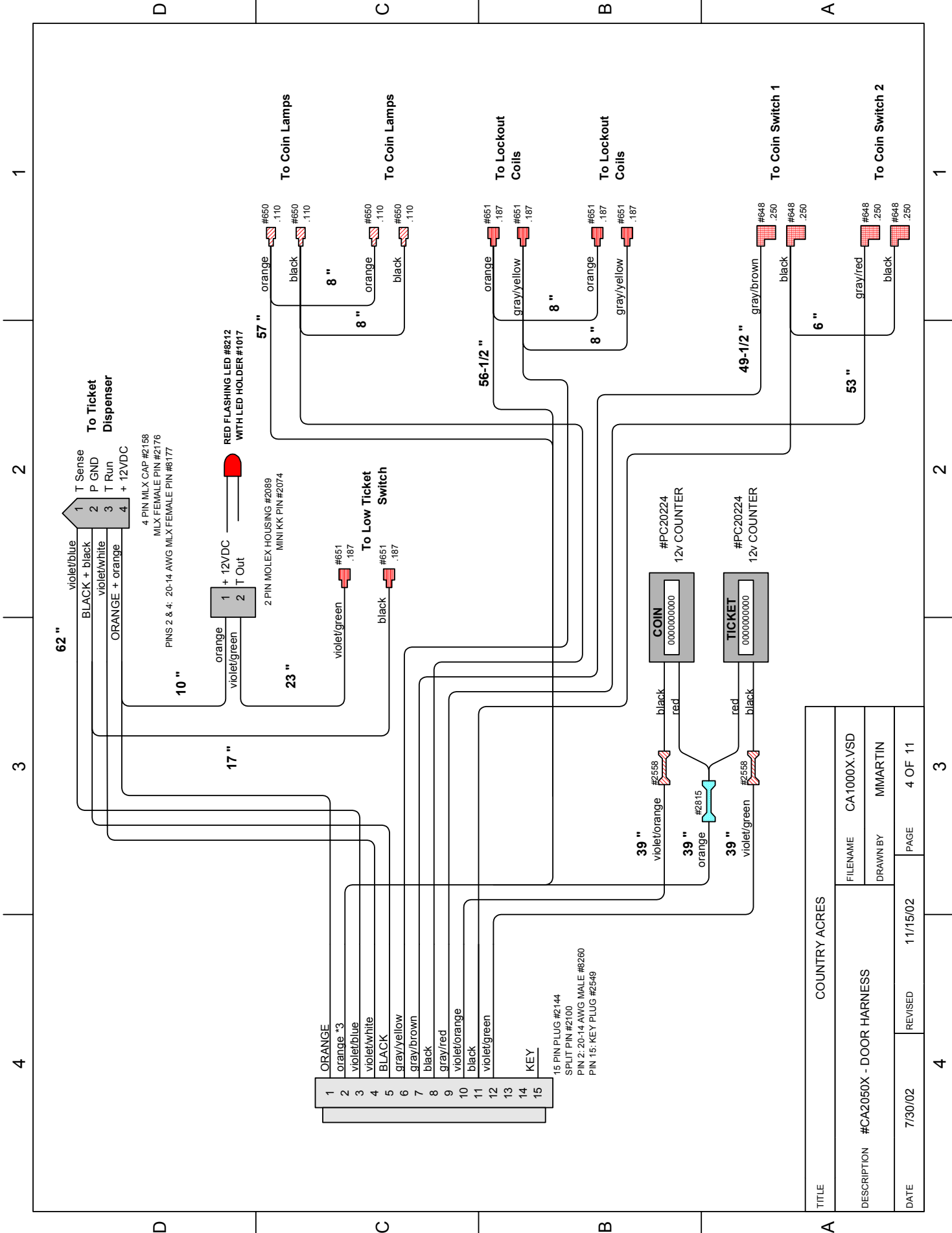
C

B

A

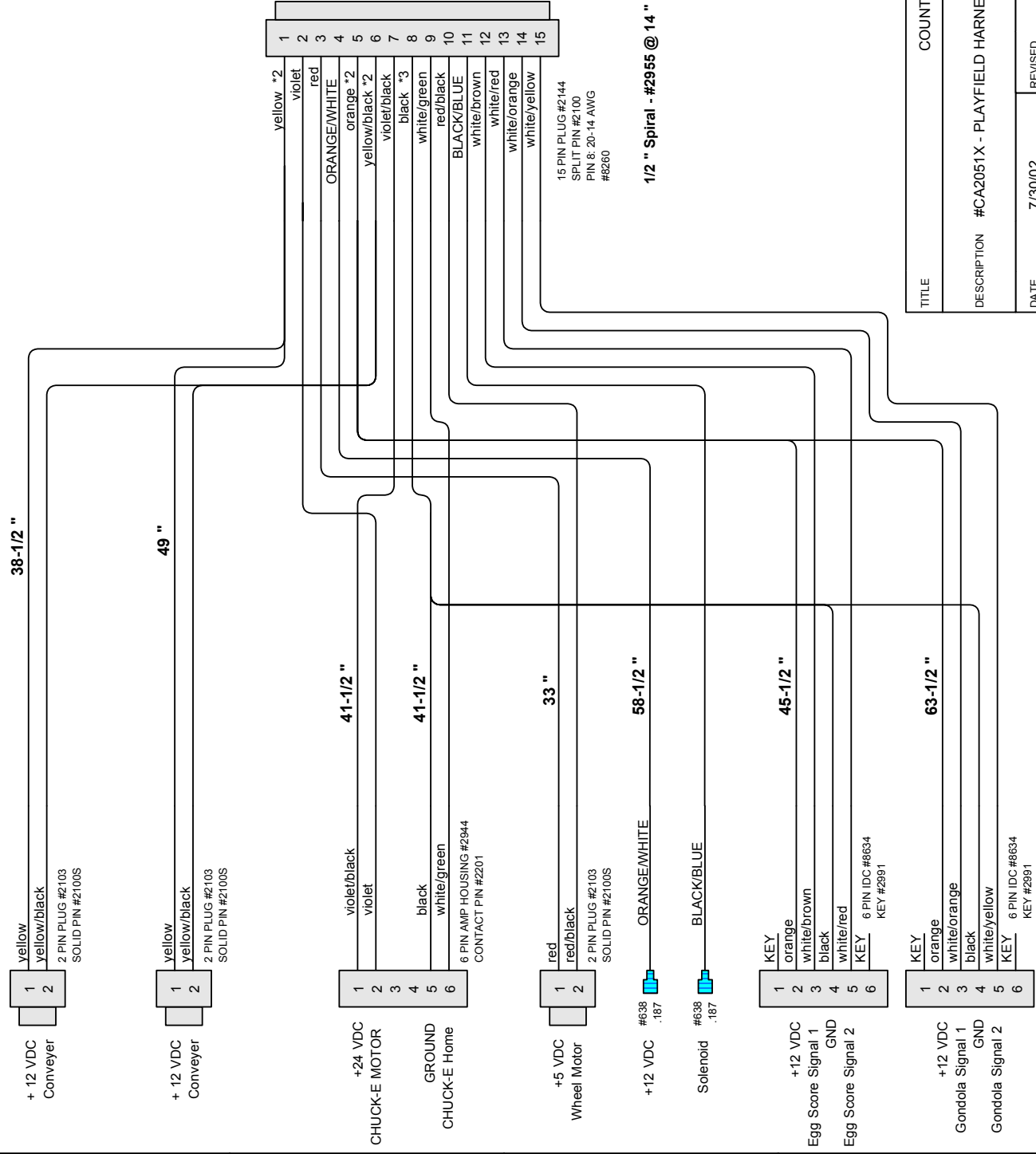
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DATE	7/30/02	DRAWN BY	MMARTIN
		REVISED	11/15/02
		PAGE	3 OF 11

4 3 2 1



TITLE	COUNTRY ACRES		
DESCRIPTION	#CA2050X - DOOR HARNESS	FILENAME	CA1000X.VSD
DATE	7/30/02	DRAWN BY	MMARTIN
REVISION	11/15/02	PAGE	4 OF 11

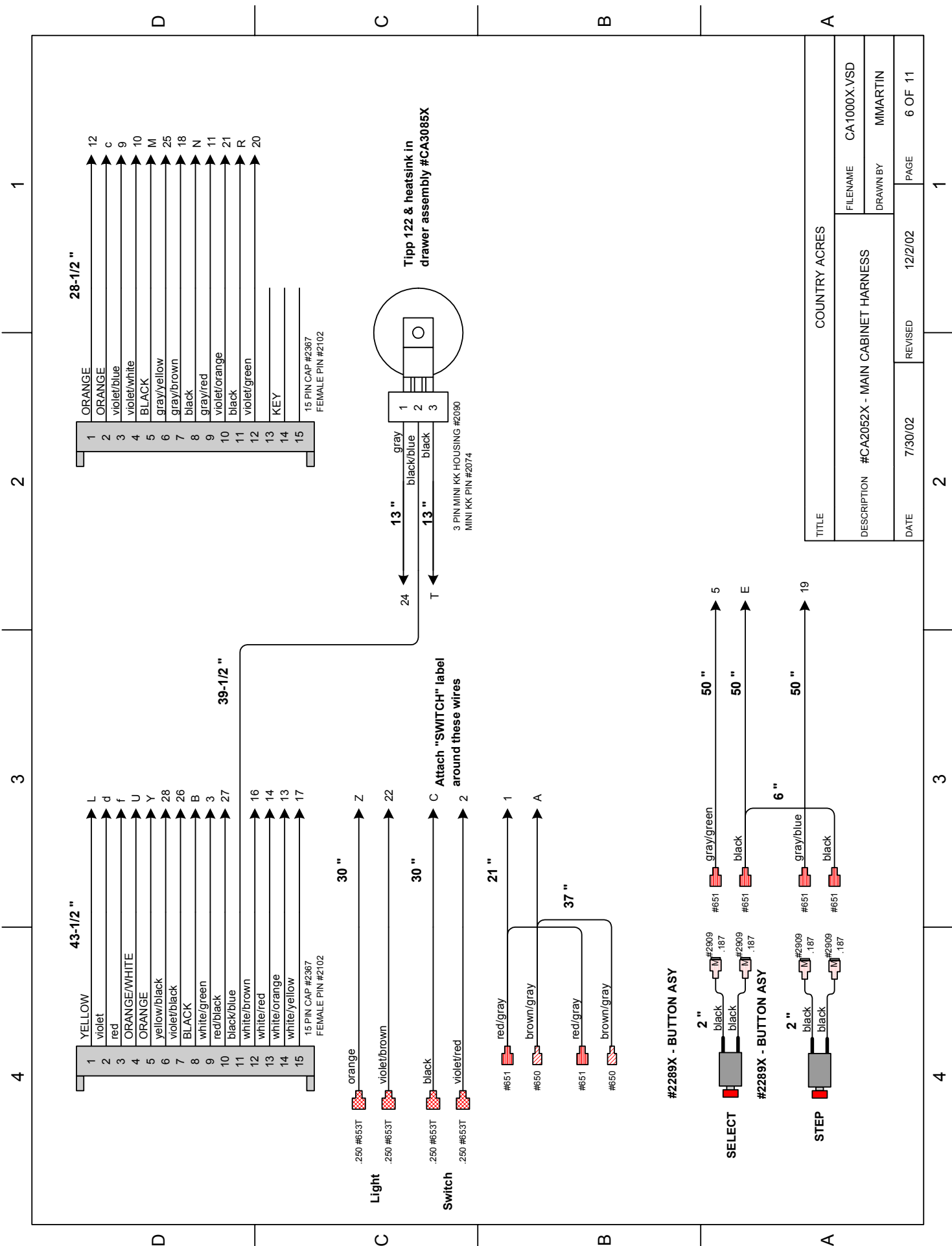
1 2 3 4



D C B A

TITLE		COUNTRY ACRES	
DESCRIPTION	#CA2051X - PLAYFIELD HARNESS	FILENAME	CA1000X.VSD
DATE	7/30/02	DRAWN BY	MMARTIN
REVISED	11/20/02	PAGE	5 OF 11

1 2 3 4



TITLE		COUNTRY ACRES	
DESCRIPTION #CA2052X - MAIN CABINET HARNESS		FILENAME	CA1000X.VSD
DATE	7/30/02	DRAWN BY	MMARTIN
REVISED	12/2/02	PAGE	6 OF 11

4 3 2 1

SPEAKER +	1	red/gray	SPEAKER -	A	brown/gray
SPIN BUTTON	2	violet/red	GROUND	B	BLACK
CHUCK-E HOME	3	white/green	GROUND	C	black
	4		+ 18 VDC	D	
SEL BUTTON	5	gray/green	GROUND	E	black
	6		+ 18 VDC	F	
KEY	7	KEY	KEY	H	KEY
GROUND	8		+18 VDC	J	
T-SENSE	9	violet/blue	GROUND	K	
T-RUN	10	violet/white	+ 12 VDC	L	YELLOW
COIN 2/DBV	11	gray/red	GROUND	M	BLACK
+ 12 VDC	12	ORANGE	GROUND	N	black
GOND. EMPTY 1	13	white/orange		P	
EGG SENSE 2	14	white/red	GROUND	R	black
	15		GROUND	S	
EGG SENSE 1	16	white/brown	GROUND	T	black
GOND. EMPTY 2	17	white/yellow	+ 12 VDC	U	ORANGE/WHITE
COIN 1	18	gray/brown	GROUND	V	
ADV BUTTON	19	gray/blue	GROUND	W	
TICKET CNTR	20	violet/green		X	
COIN CNTR	21	violet/orange	+ 12 VDC	Y	ORANGE
BUTTON LIGHT	22	violet/brown	+ 12 VDC	Z	orange
	23			a	
SOLENOID	24	gray		b	
LOCKOUT COIL	25	gray/yellow	+ 12 VDC	c	ORANGE
CHUCK-E MOTOR	26	violet/black	+ 24 VDC	d	violet
WHEEL MOTOR	27	red/black	+ 24 VDC	e	
CONVEYER MOTORS	28	yellow/black	+ 5 VDC	f	red

D

C

B

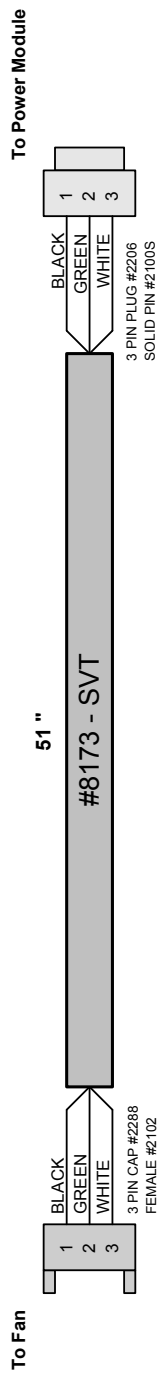
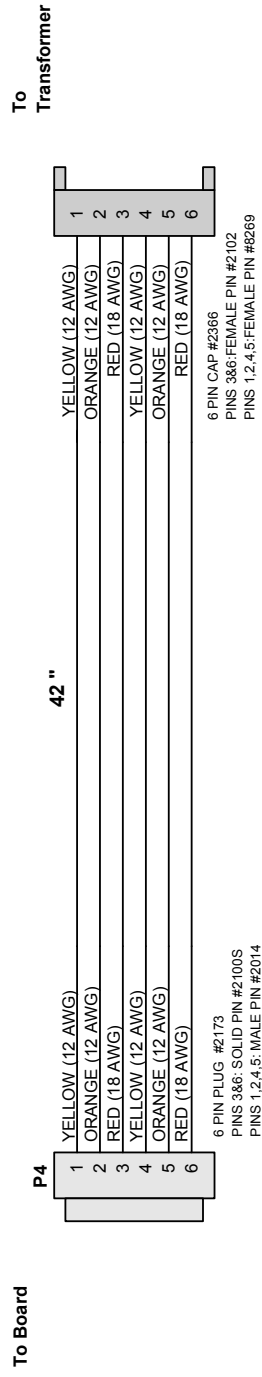
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TITLE	COUNTRY ACRES	
DESCRIPTION	CARD EDGE PINOUT	FILENAME CA1000X.VSD
DATE	7/30/02	DRAWN BY MMARTIN
	REVISED	PAGE 7 OF 11
	12/6/02	

4 3 2 1

4 3 2 1

D C B A



TITLE	COUNTRY ACRES	
DESCRIPTION	#CA2053X - FAN/TRANSFORMER EXTENSION HARNESS	FILENAME CA1000X.VSD
DATE	7/30/02	DRAWN BY MMARTIN
	REVISED	PAGE
	11/15/02	8 OF 11

4 3 2 1

4 3 2 1

D

C

B

A

**TWISTED WIRES  
50 "**

**P3  
MAIN**

1	brown
2	red/black
3	orange/black
4	yellow
5	green
6	blue
7	ORANGE
8	gray
9	white
10	black/white
11	tan
12	BLACK

12 PIN PLUG #2106  
SPLIT PIN #2100

**P1  
DISPLAY**

1	brown
2	red/black
3	orange/black
4	yellow
5	green
6	blue
7	ORANGE
8	gray
9	white
10	black/white
11	tan
12	BLACK

12 PIN PLUG #2106  
SPLIT PIN #2100

COUNTRY ACRES

TITLE

DESCRIPTION #CA2054X - DISPLAY HARNESS

FILENAME CA1000X.VSD

DRAWNBY MMARTIN

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DATE 7/30/02

1

2

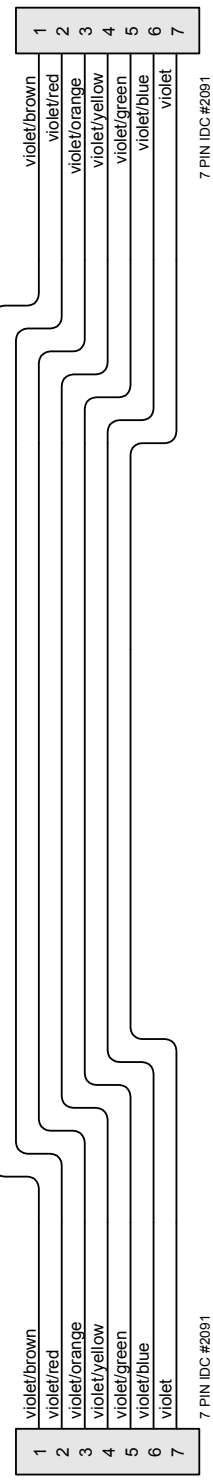
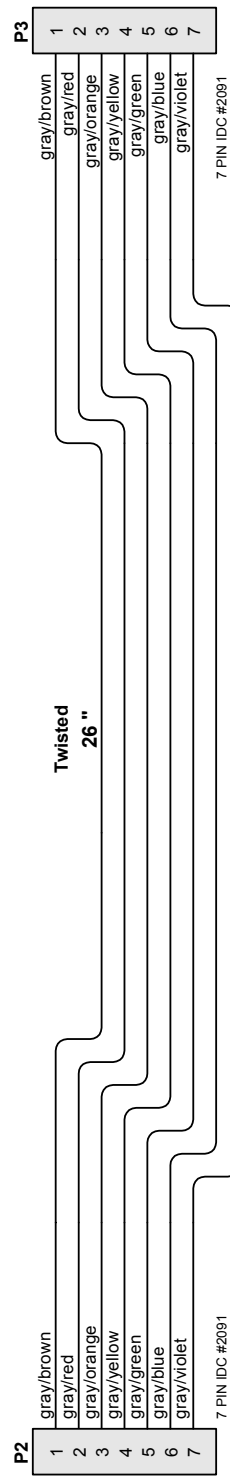
3

4

4 3 2 1

D C B A

D C B A



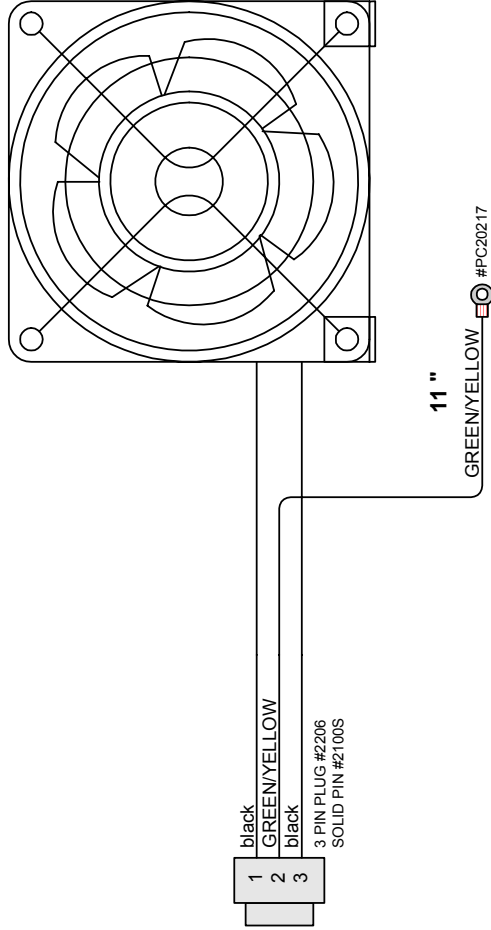
TITLE		COUNTRY ACRES	
DESCRIPTION	#CA2057X - DISPLAY INNERCONNECT HARNESS	FILENAME	CA1000X.VSD
DATE	7/30/02	DRAWN BY	MMARTIN
	REVISED	11/15/02	PAGE 10 OF 11

4 3 2 1



4 3 2 1

QTY	PART #	DESCRIPTION
4	1027	BRACKET (HEAT SINK 'L')
2	2364G	FAN GUARD (FG-8) METAL 80MM
1	2764	FAN 110V AC (SUNON SF-11580A-1
4	6146	6-32 x 2 PPHMS
4	SK624	6-32 KEP NUT



D C B A

TITLE		COUNTRY ACRES	
DESCRIPTION #CA2764X - FAN ASSEMBLY		FILENAME	CA1000X.VSD
DATE	7/30/02	DRAWN BY	MMARTIN
REVISED	11/15/02	PAGE	11 OF 11

4 3 2 1

# Warranty

I.C.E warrants all components in the **COUNTRY ACRES™** game to be free of defects in materials and workmanship for a period of 90 days from the date of purchase. Furthermore, all MAIN P.C. BOARDS are warranted for 180 days.

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 **COUNTRY ACRES™** game fails to conform to the above-mentioned warranty, I.C.E.'s sole responsibility shall be at its discretion 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.

I.C.E.'s 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.
- The serial number of the defective part, if applicable, is given.
- Defective parts are returned to I.C.E., shipping pre-paid, in a timely fashion, if requested by I.C.E.
- 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
- 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

DKS cashless systems offer a 3-year warranty on all components.

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