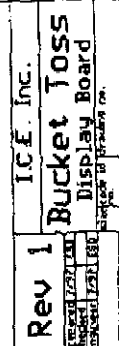


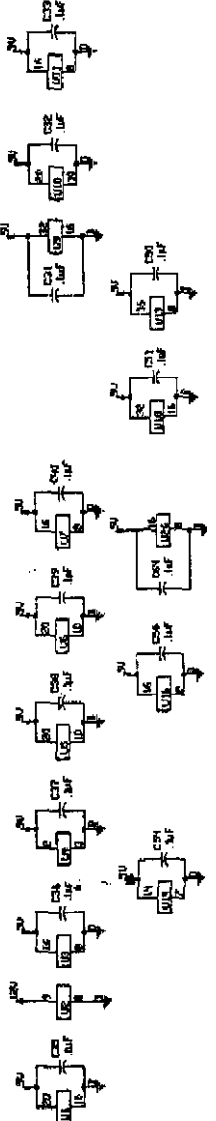
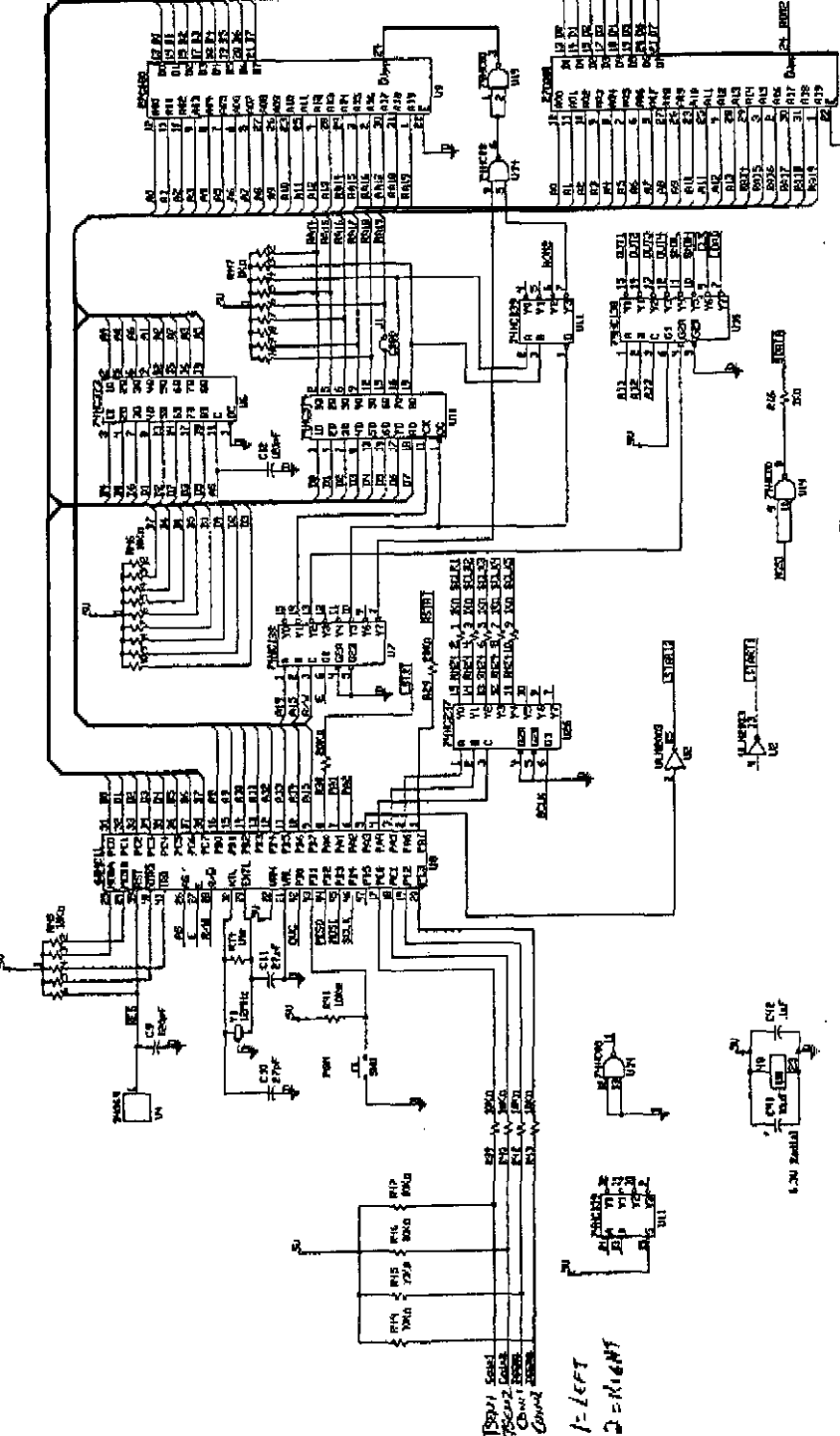
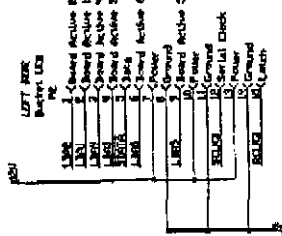
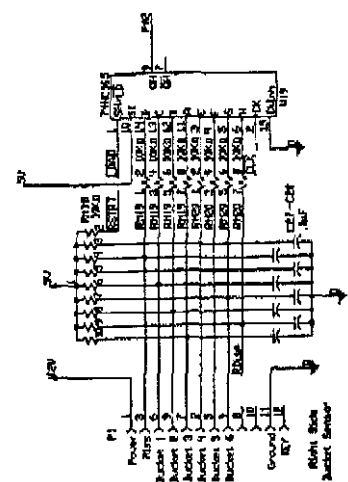
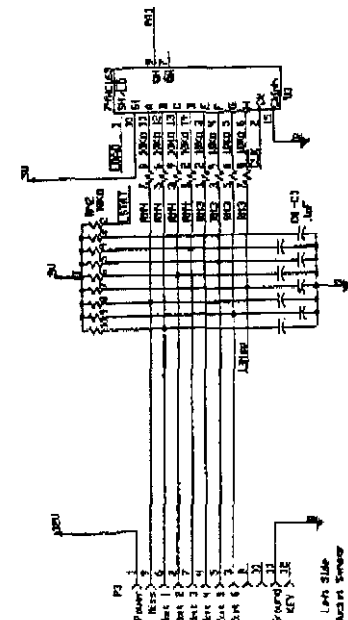
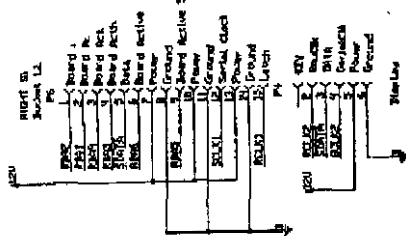
# BOZO™ #

## OWNERS AND SERVICE MANUAL



INNOVATIVE CONCEPTS IN ENTERTAINMENT INC. BUFFALO, NEW YORK





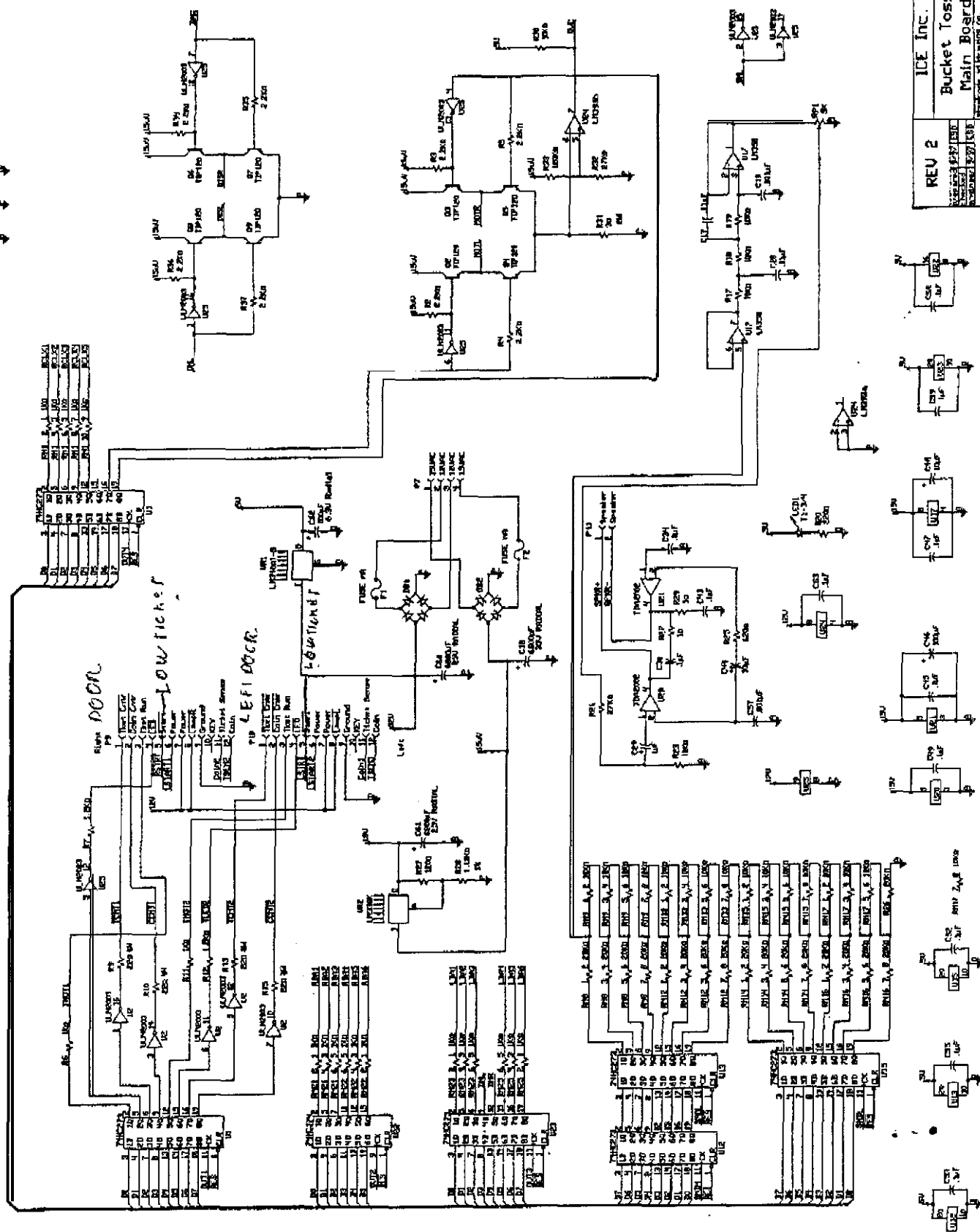
REV 2

ICE Inc.

Bucket Toss

Main Board

MOD B User



REV 2

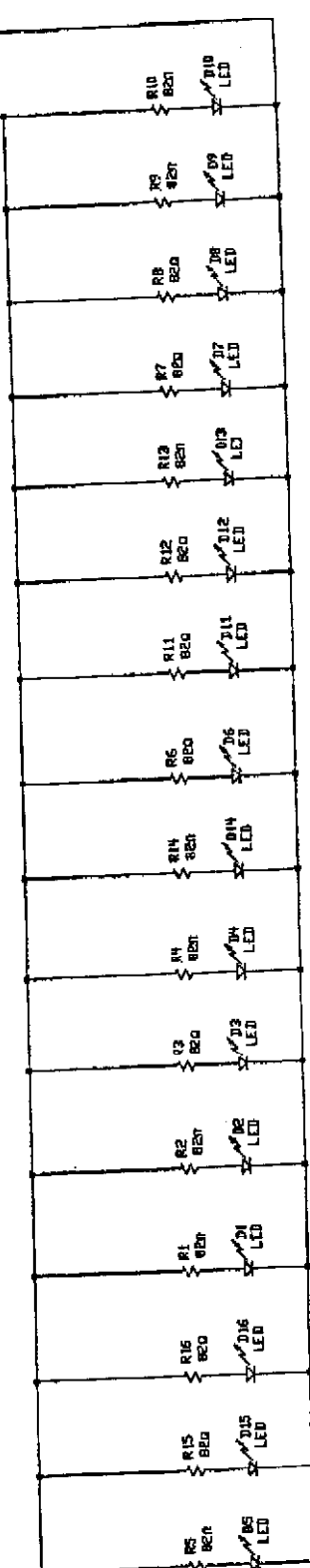
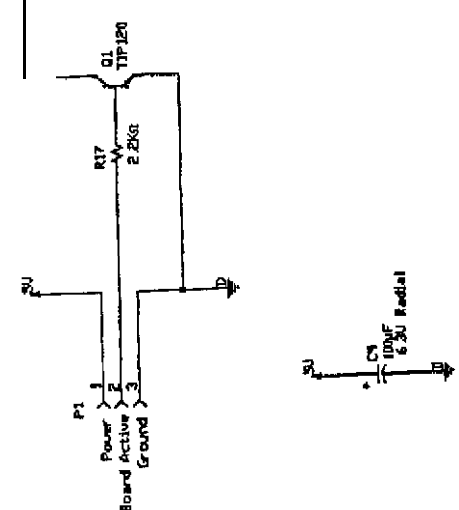
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Bucket Toss

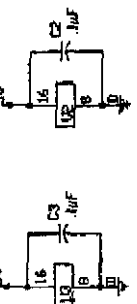
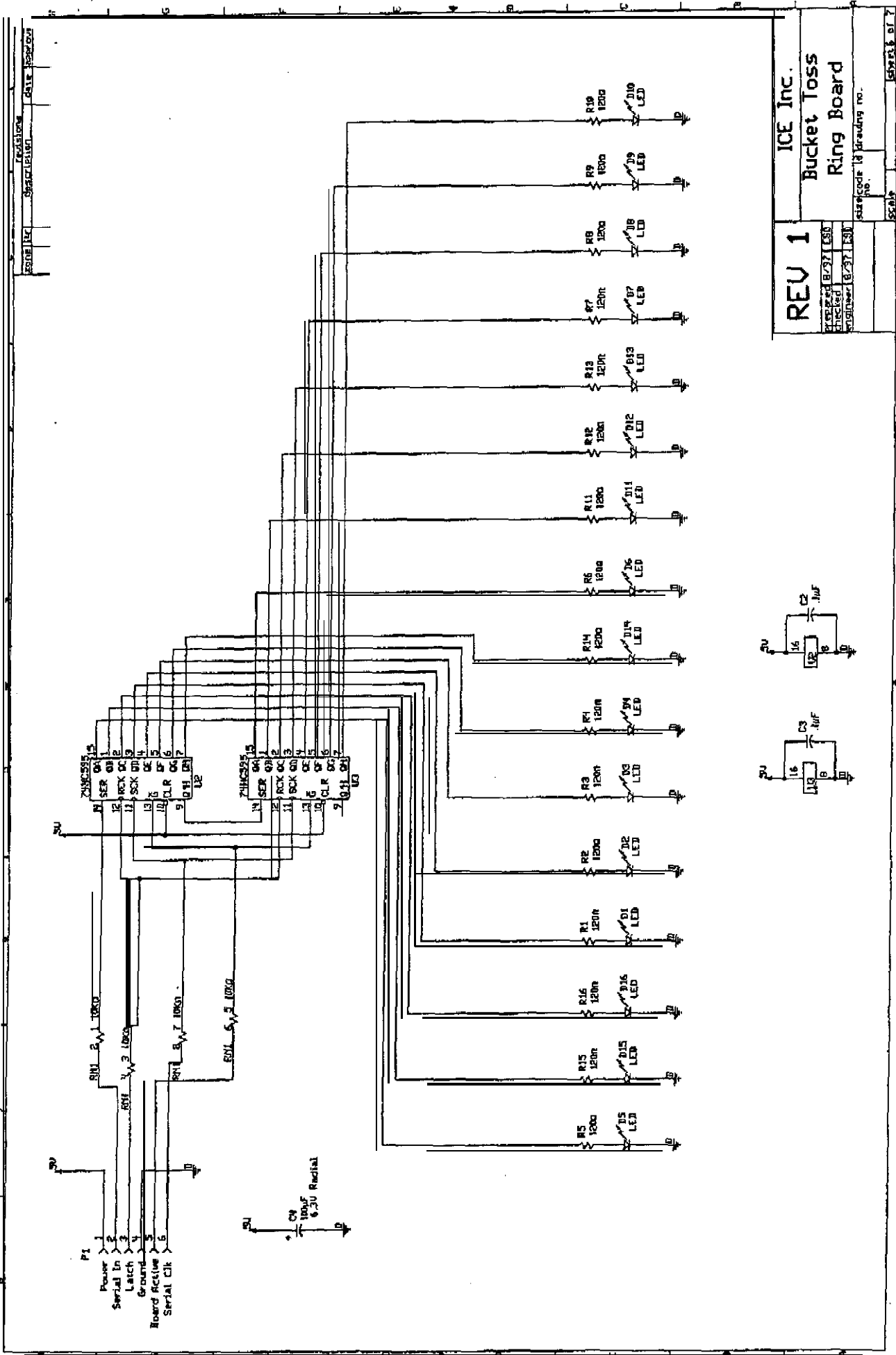
Main Board

MOD 10 User

REV	DATE	DESCRIPTION	BY	CHKD
1				
2				
3				
4				
5				
6				
7				



ICE INC.	
Bucket Toss Ring Board	
REV 2	DATE 12/27/13
DESIGNED BY	DATE 12/27/13
CHECKED BY	DATE 12/27/13
SIZE/SCALE 1:1	DRAWING NO. BZ2035
NO.	REV 2



REV 1

ICE Inc.

Bucket Toss

Ring Board

checked by: B/S/L ESO

checked by: B/S/L ESO

designed by: B/S/L ESO

scale: 1:1

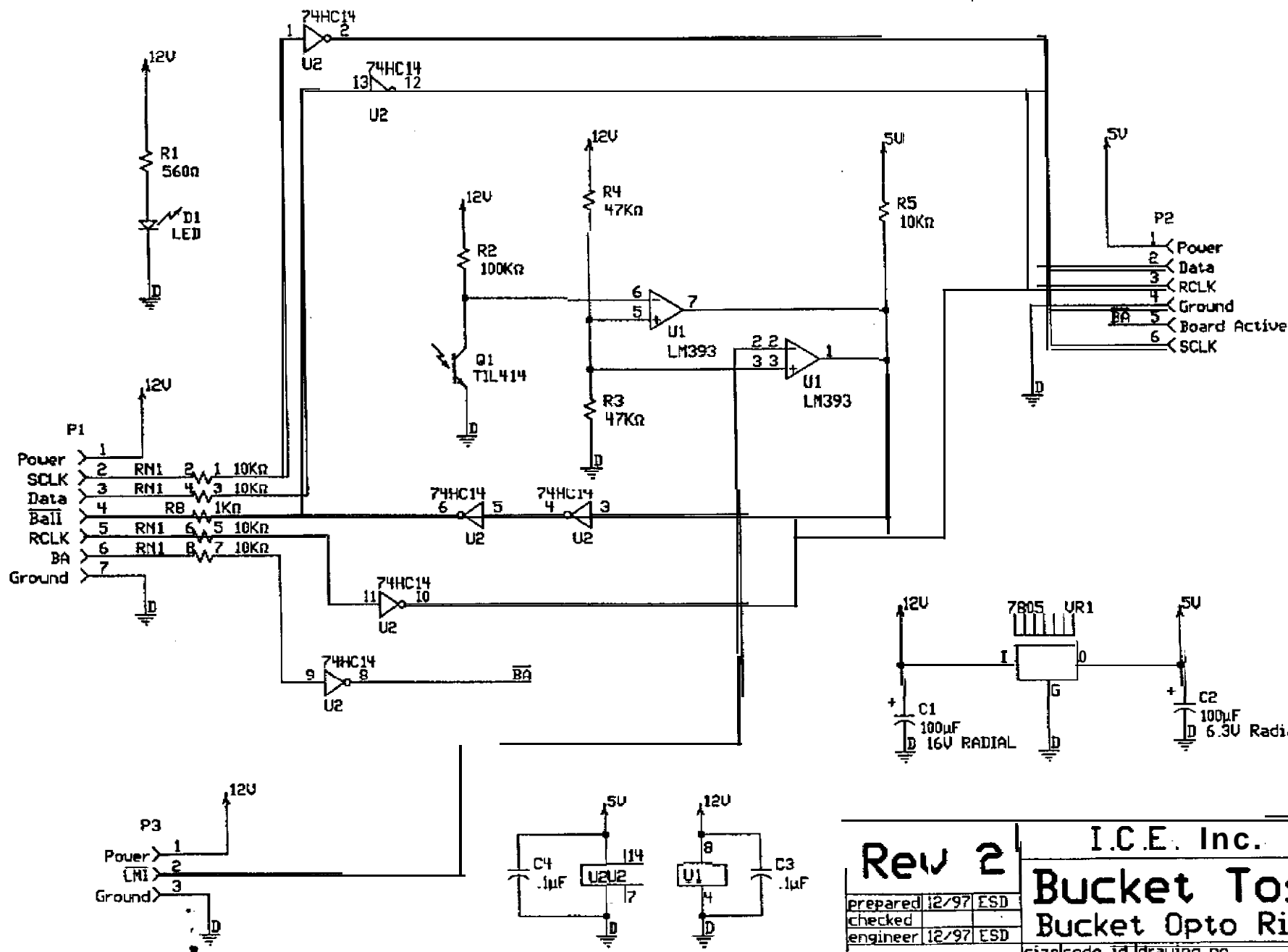
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revisions			
zone	itr	description	date approved



Rev 2

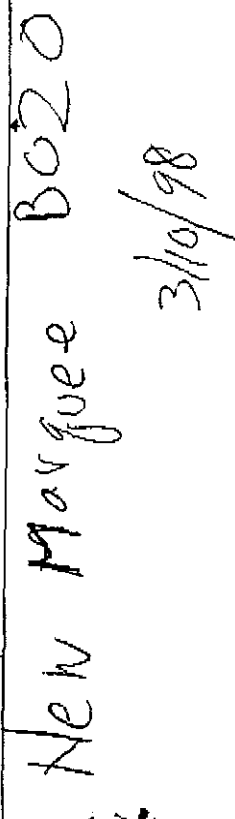
I.C.E. Inc.

**Bucket Toss**  
**Bucket Opto Right**

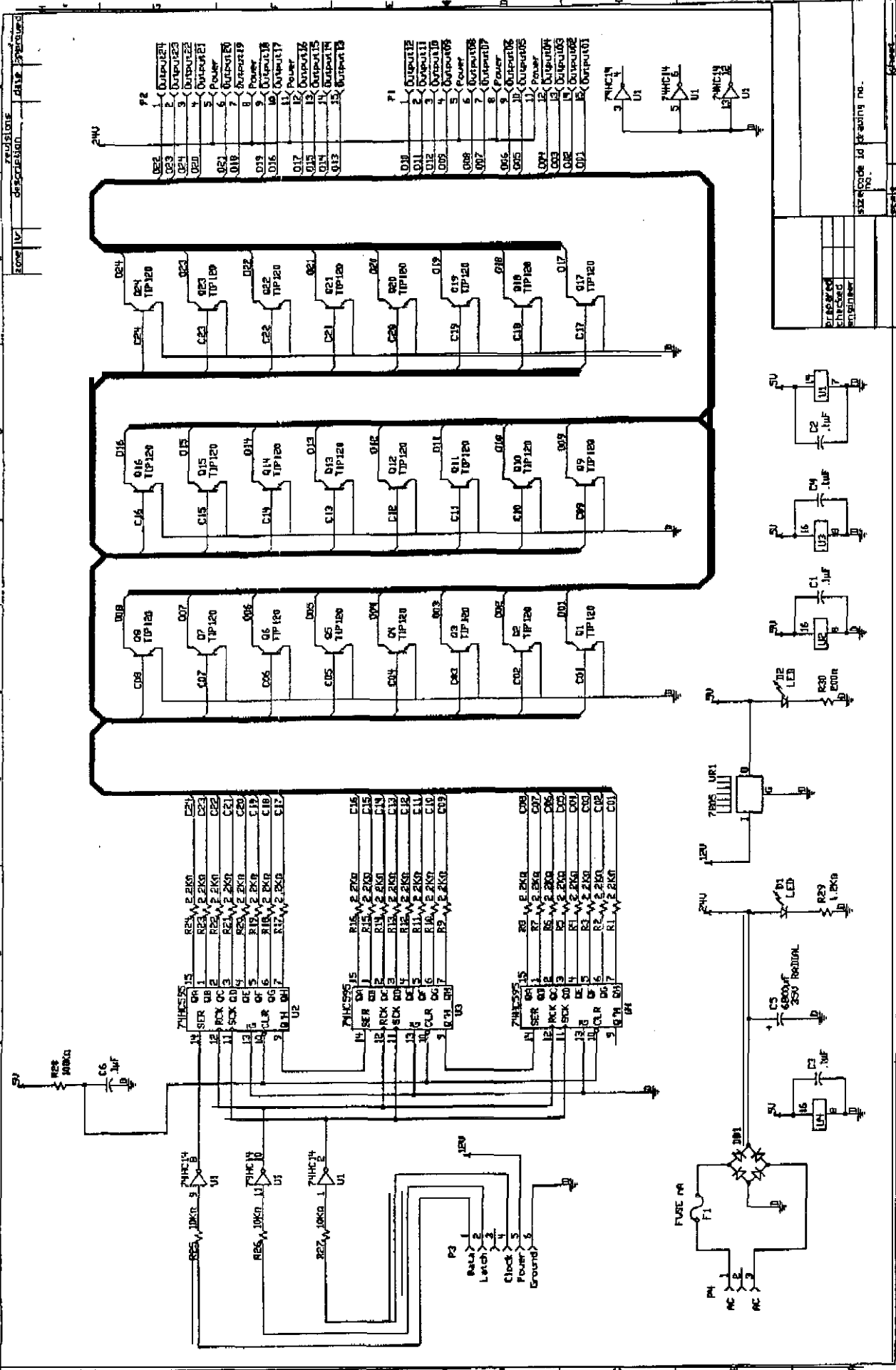
prepared 12/97 ESD  
checked  
engineer 12/97 ESD

size code id drawing no.  
no. **BZ2039R**

scale 1 sheet 4 of 7







# QUICK TROUBLESHOOTING

PROBLEM	PROBABLE CAUSE	SOLUTION
NO GAME POWER	ON-OFF SWITCH ON CAM TURNED OFF A.C. POWER FUSE BLOWN GAME NOT PLUGGED IN OR CORD DAMAGED BAD TRANSFORMER TRANSFORMER HARNESS NOT CONNECTED BAD POWER MODULE	TURN POWER ON REPLACE WITH PROPER FUSE CHECK POWER CORD CHECK FOR PROPER VOLTAGES CHECK HARNESS REPLACE POWER MODULE
GAME WILL <b>NOT TAKE</b> MONEY OR GIVE CREDITS <b>CORRECTLY</b>	BAD COIN SWITCH COIN DISCOUNTING <b>OPTION</b> SET WRONG COINS PER <b>CREDIT SETTING</b> INCORRECT BAD COIN MECHANISM LOOSE OR DAMAGED HARNESSING BAD MAIN P.C. BOARD BAD 5 VOLT POWER SUPPLY FUSE	CHECK W/METER OR <b>REPLACE</b> CHECK PROGRAMMABLE <b>SETTING</b> CHECK PROGRAMMABLE <b>SETTING</b> <b>ADJUST</b> OR <b>REPLACE</b> CHECK W/METER - <b>REPAIR</b> REPAIR OR REPLACE MAIN BOARD CHECK AND REPLACE FUSE
<b>TICKETS</b> DO NOT DISPENSE OR DISPENSE INCORRECTLY	<b>ZONE VALUES</b> SET UP INCORRECTLY TICKET <b>RESET</b> BUTTON NOT PUSHED TICKET DISPENSER <b>OPTICAL</b> SENSOR DIRTY TICKET DISPENSER HARNESSING BAD TICKET DISPENSER BAD BAD MAIN P.C. BOARD BAD 5 VOLT POWER SUPPLY FUSE	CHECK PROGRAMMABLE SETTING PRESS RESET BUTTON <b>CLEAN</b> <b>OPTICAL</b> SENSOR CHECK W/METER AND REPAIR REPLACE DISPENSER REPLACE MAIN P.C. BOARD CHECK AND <b>REPLACE</b> FUSE
BUCKET DO NOT LIGHT	BAR L.E.D. BAD <b>DRIVE TRANSISTOR</b> ON P.C. BOARD BAD MAIN P.C. BOARD BAD <b>BUCKET SENSOR</b> DRIVER P.C. BOARD BAD 5 VOLT POWER <b>SUPPLY</b> FUSE	REPLACE L.E.D. REPLACE TRANSISTOR REPLACE MAIN P.C. BOARD REPLACE P.C. BOARD CHECK AND REPLACE FUSE
MARQUEE BULBS DO NOT LIGHT	BAD <b>LIGHT</b> BULB BAD MARQUEE P.C. BOARD BAD INTERCONNECT HARNESSING BAD MAIN P.C. BOARD MARQUEE P.C. BOARD FUSE BAD BAD 5 VOLT POWER <b>SUPPLY</b> FUSE	REPLACE LIGHT BULB REPLACE MARQUEE P.C. BOARD CHECK W/METER AND REPAIR REPAIR OR REPLACE P.C. BOARD CHECK AND REPLACE FUSE CHECK AND REPLACE FUSE
<b>SCORE</b> DISPLAYS DO <b>NOT</b> WORK	BAD 12 VOLT FUSE BAD 5 VOLT POWER SUPPLY FUSE BAD SCORE DISPLAY P.C. BOARD BAD MAIN P.C. BOARD BAD SCORE DISPLAY HARNESSING	<b>CHECK</b> AND REPLACE FUSE CHECK AND REPLACE FUSE REPAIR OR REPLACE P.C. BOARD REPAIR OR REPLACE P.C. BOARD CHECK W/METER AND REPAIR
BALL <b>SUPPLY</b> <b>MOTOR</b> <b>DOES</b> NOT WORK	BAD BALL SUPPLY MOTOR BAD BALL SENSOR (LOCATED <b>UNDER TOP COVER</b> ) BAD MAIN P.C. BOARD BALLS JAMMED IN <b>FEED TUBE</b>	REPLACE MOTOR REPLACE SENSOR <b>REPLACE</b> P.C. BOARD CLEAN DEBRIS FROM FEED TUBE
BALLS <b>DO</b> NOT DISPENSE TO PROPER SIDE	BAD BALL DIVERter MOTOR BAD <b>MAIN</b> P.C. BOARD BAD BALL SENSOR DEBRIS CAUGHT IN TOP COVER	REPLACE MOTOR REPAIR OR <b>REPLACE</b> MAIN BOARD <b>REPLACE</b> BALL SENSOR REMOVE <b>BLOCKAGE</b>
LOW / <b>NO</b> <b>TICKET</b> INDICATOR <b>DOES</b> NOT WORK	BAD INDICATOR <b>L.E.D.</b> L.E.D. INSTALLED BACKWARDS STATION HARNESSING BAD TICKET MICRO SWITCH BAD MAIN P.C. BOARD BAD	REPLACE L.E.D. REVERSE L.E.D. CHECK W/METER AND REPAIR REPLACE MICRO SWITCH REPAIR OR REPLACE P.C. BOARD
BUCKET <b>SENSORS</b> DO NOT WORK	HARNESS <b>DISCONNECTED/DAMAGED</b> BAD SENSOR BOARD MIS <b>AUC</b> NED SENSORS MAIN PCB PROBLEM	<b>CHECK</b> AND <b>CONNECT/REPLACE</b> CHECK AND REPLACE ALIGN SENSORS REPAIR OR REPLACE

# GAME REPAIR

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

## TROUBLESHOOTING PHILOSOPHY

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

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

When trying to find out if specific components are bad or not, try swapping them with components from another BOZO™ (if available) to see if the problem moves with the component, or stays where it was. This will help you determine if you have a problem with a specific component, or perhaps a problem with the wiring or the main p.c. board. Use extreme caution when using probes or volt meters if the game is powered up. If checking continuity, it is important to disconnect the harnessing at both ends, as attached they may yield erroneous results.

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

## MAIN P.C. BOARD REPLACEMENT

1. Remove all A.C power from the game.
2. Carefully remove all of the connectors from the main p.c. board.

3. Remove the 4 long plastic hexagonal nuts that secure the board to the mounting bracket.
4. Gently pull the p.c. board from the mounting studs.
5. Reassemble in the reverse order using new main p.c. board.

## DISPLAY BOARD REPLACEMENT

- 1 Remove all A.C. power from the game.
2. Unlock and open front doors.
3. Carefully disconnect the multi pin connector from the PC board.
4. Remove plastic hexagonal nuts that secure the board in place.
5. Carefully remove PC board from its mounting studs.
6. Reassemble in the reverse order using new display board.

## MARQUEE BULB REPLACEMENT

1. Remove all A.C. from the game.
2. Carefully unscrew bulb housing cap.
3. Remove bulb from bulb housing.
4. Reassemble in reverse order using new bulb.

## SENSOR P.C. BOARD REPLACEMENT

1. Remove all A.C. power from the game.

# GAME REPAIR

5. Carefully lay bucket assembly on its side, on a hard flat surface.
6. Disconnect the bucket ring board from the bucket sensor board.
7. Remove the 4 *screws* inside the bucket securing it in place and remove bucket.
8. Turn bucket upside down and remove nylock nuts securing the bucket ring board to the bucket. NOTE: There are four small springs on the bucket ring board that must be reinstalled with the new ring board for automatic retraction to work properly.
9. Carefully remove the bucket ring board, from its mounting studs.
10. Reassemble in reverse order using new bucket ring board.
6. Remove the display boards from both sides of the game. (See display board replacement)
7. The display overlay is held in place by 4 bolts in the 4 corners. Remove the long hexagonal nuts that secure the overlay in place.
8. Remove the Rapid Toss display overlay and replace it with the Traditional display overlay.
9. Reassemble in reverse order.
10. Using the supplied square drive bit remove the 4 square drive screws securing the Rapid Toss instruction plate in place.
11. Carefully remove the Rapid Toss instruction plate and replace it with the Traditional instruction plate.
12. Reinstall the 4 square drive screws attaching the instruction plate firmly in place.
13. Remove the Rapid Toss number decals from each bucket and replace them with the supplied number decals for the Traditional game

## GAME PLAY CHANGE

There are two game modes in the BOZO game, Rapid Toss and Traditional. See game play details in the introduction section. In order to change from one type of game play to the other the following steps must be taken.

### Rapid Toss to Traditional

1. Unlock and open the front doors of the game.
2. Power up the game and enter the programming mode by pressing the button labeled "Prog" on the inside right wall of the front cabinet.
3. Change option 1 from 1 to 0.  
NOTE: A setting of "0" is for Traditional and a setting of "1" is for Rapid Toss
4. Exit programming mode by pressing the same black button as step 2 again.
5. Remove all A.C. power from the game.

The game is now converted to the Traditional game. If you want to change the game from a Traditional game to a Rapid Toss game follow the same basic instructions above except you will be converting the game from Traditional game play to Rapid Toss game play.