NBA Jr. Basket Ball

OWNERS AND SERVICE MANUAL
INNOVATIVE CONCEPTS IN ENTERTAINMENT INC.

TABLE OF CONTENTS

BEFORE YOU BEGIN

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
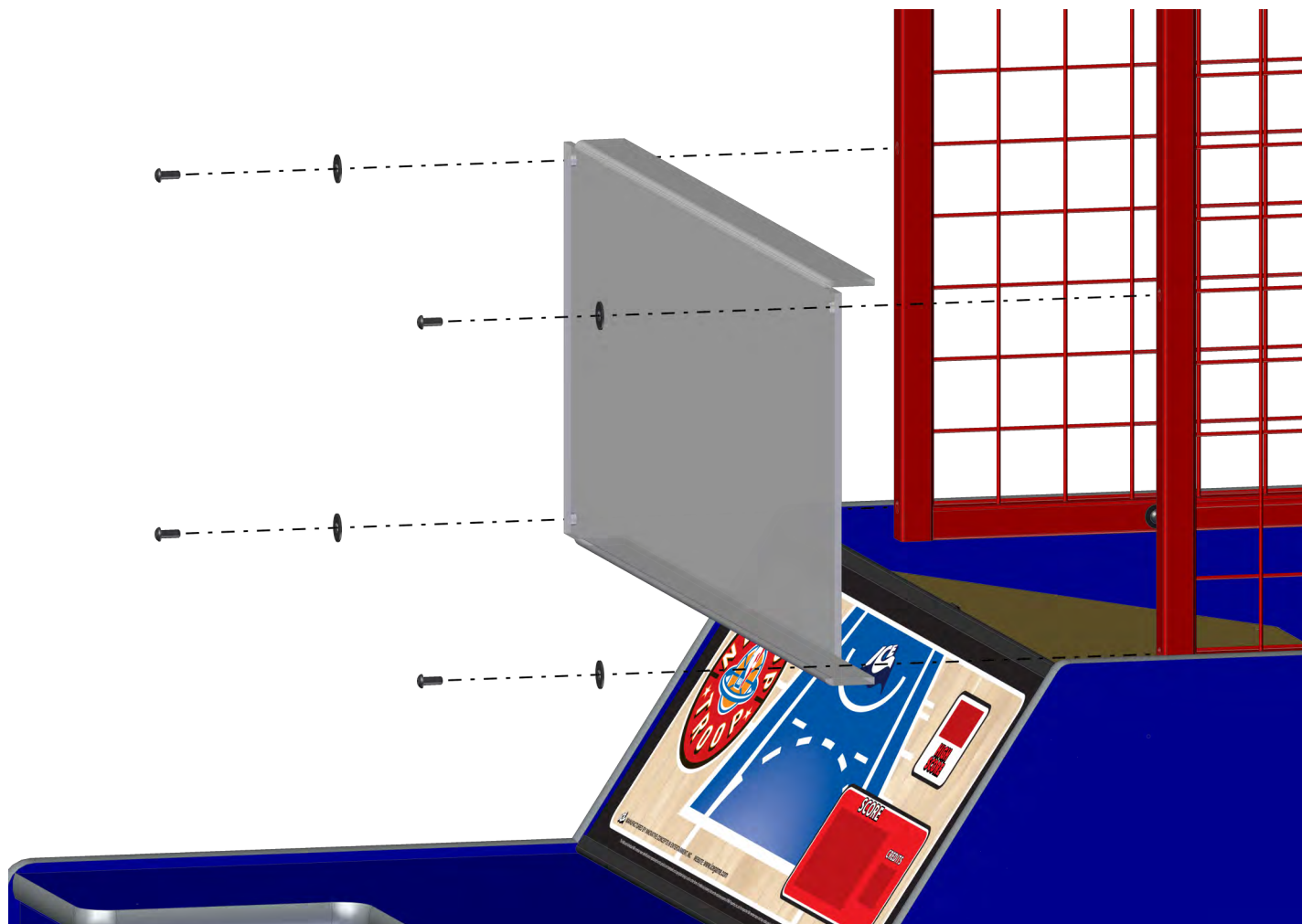GIVEN ABOVE. USING AN IMPROPERLY GROUNDED GAME COULD VOID YOUR WARRANTY.

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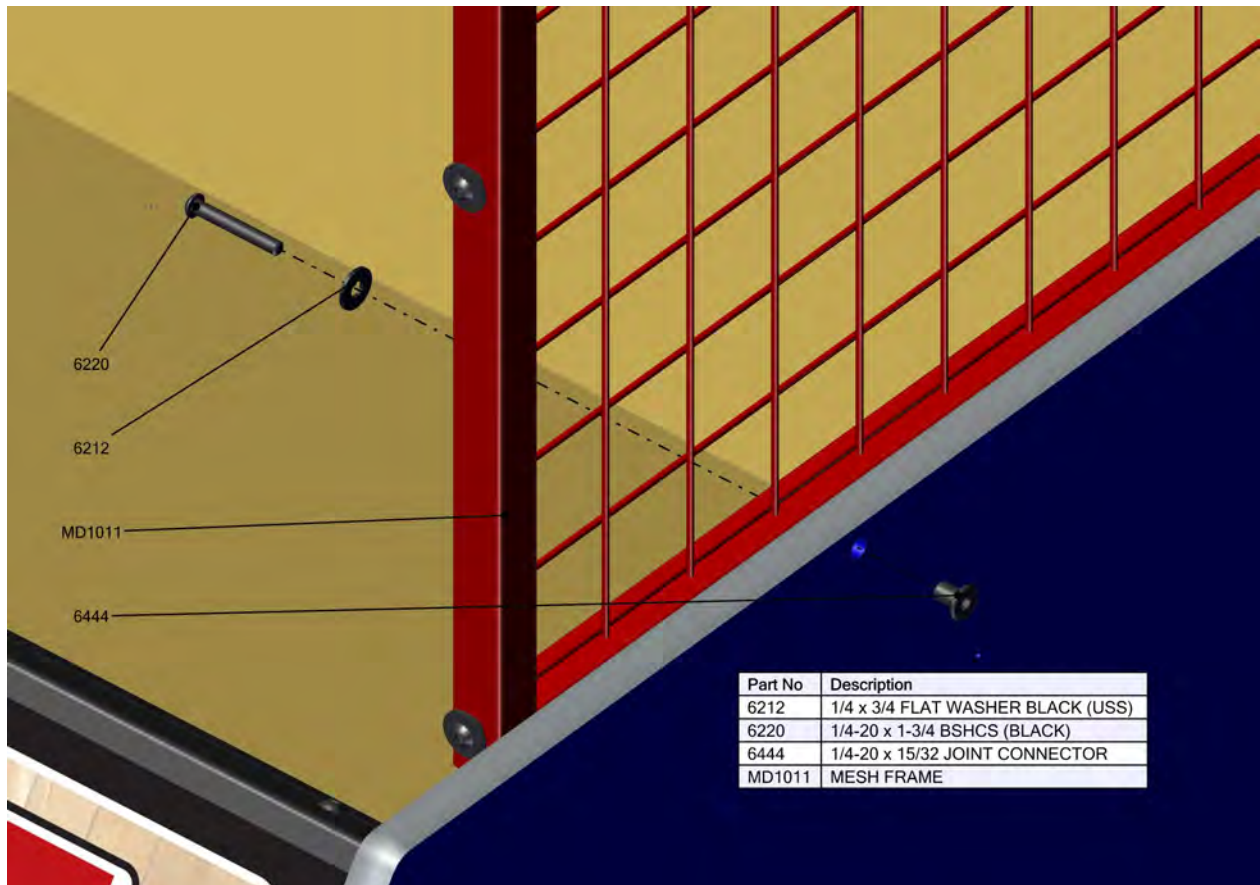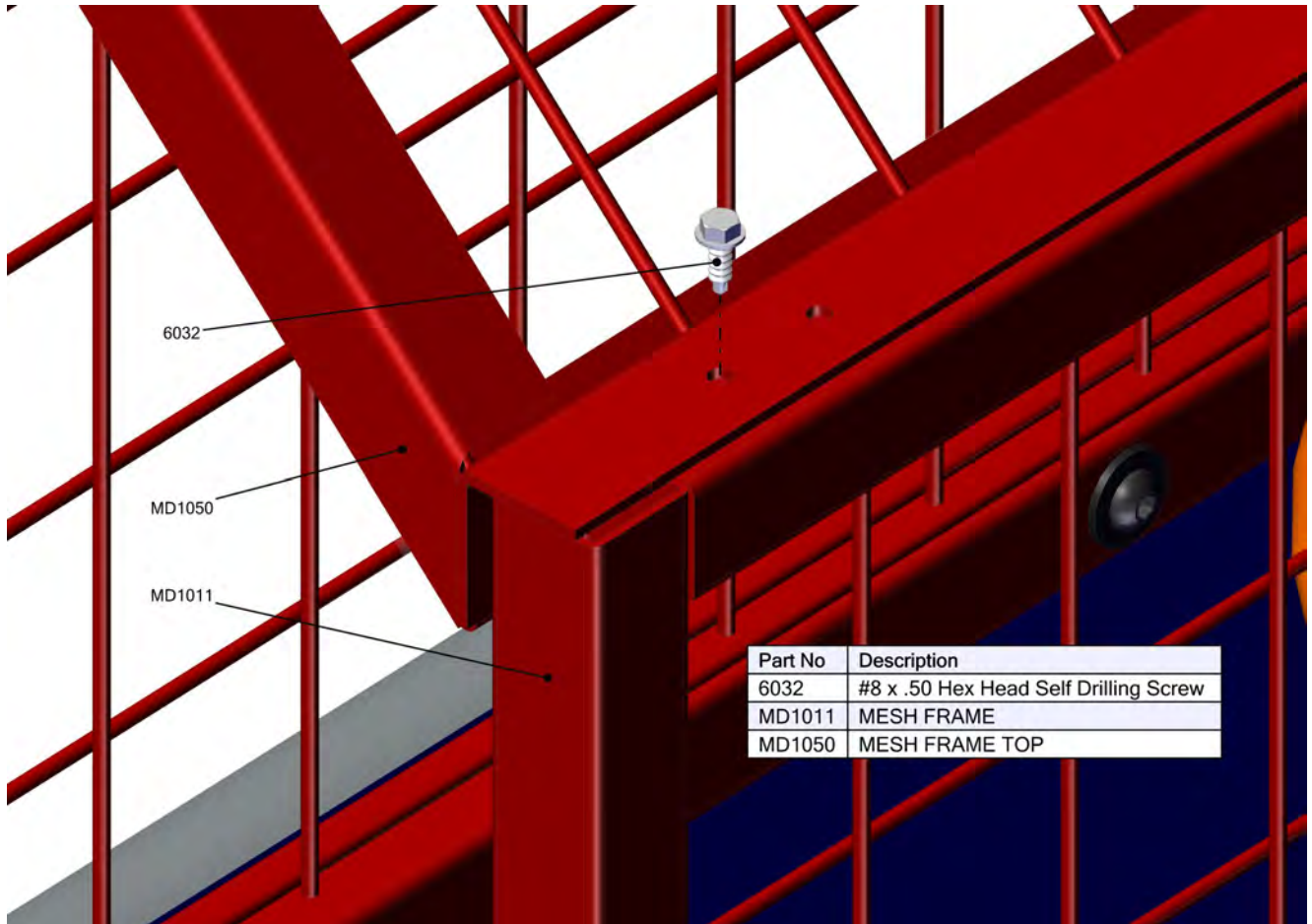ING PROPERLY.

SET-UP

The game is fully assembled and requires no further assembly. Although the game is shipped with our suggested set-
tings as its default we still suggested that you read through "Customizing Your Game" to fully understand all options
available to you in setting your game for your location.

DISASSEMBLY

The game can be dissembled if necessary to accommodate small door ways. You will need to remove rebound guard
first. Then remove the cages starting with the top and then the sides. The back board then can be removed. The up-
per mounting bolts on the backboard must be removed in order for the cages to come out. The front podium can be re-
moved once the supporting bars are removed. Refer to the diagrams in the next few pages for how each of the compo-
nents are attached to each other. The game can now be brought in and reassembled.

6032

MD1050

MD1011

Part No	Description
6032	#8 x .50 Hex Head Self Drilling Screw
MD1011	MESH FRAME
MD1050	MESH FRAME TOP

6220

6212

MD1011

6444

Part No	Description
6212	1/4 x 3/4 FLAT WASHER BLACK (USS)
6220	1/4-20 x 1-3/4 BSHCS (BLACK)
6444	1/4-20 x 15/32 JOINT CONNECTOR
MD1011	MESH FRAME
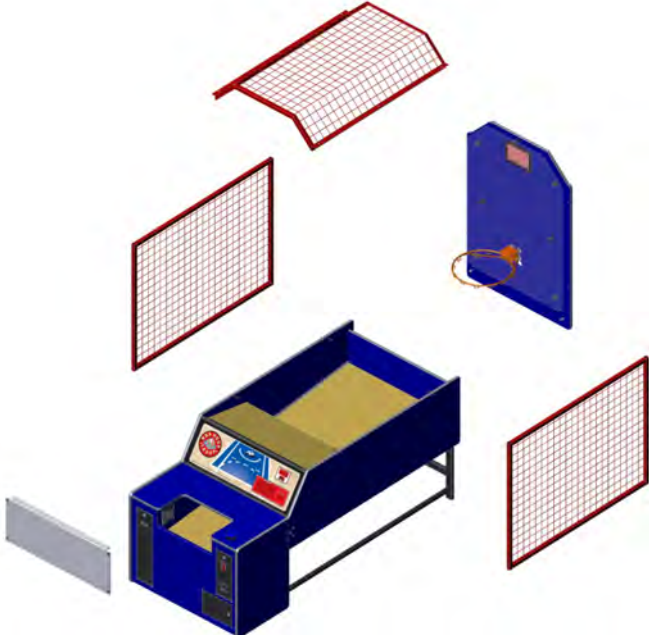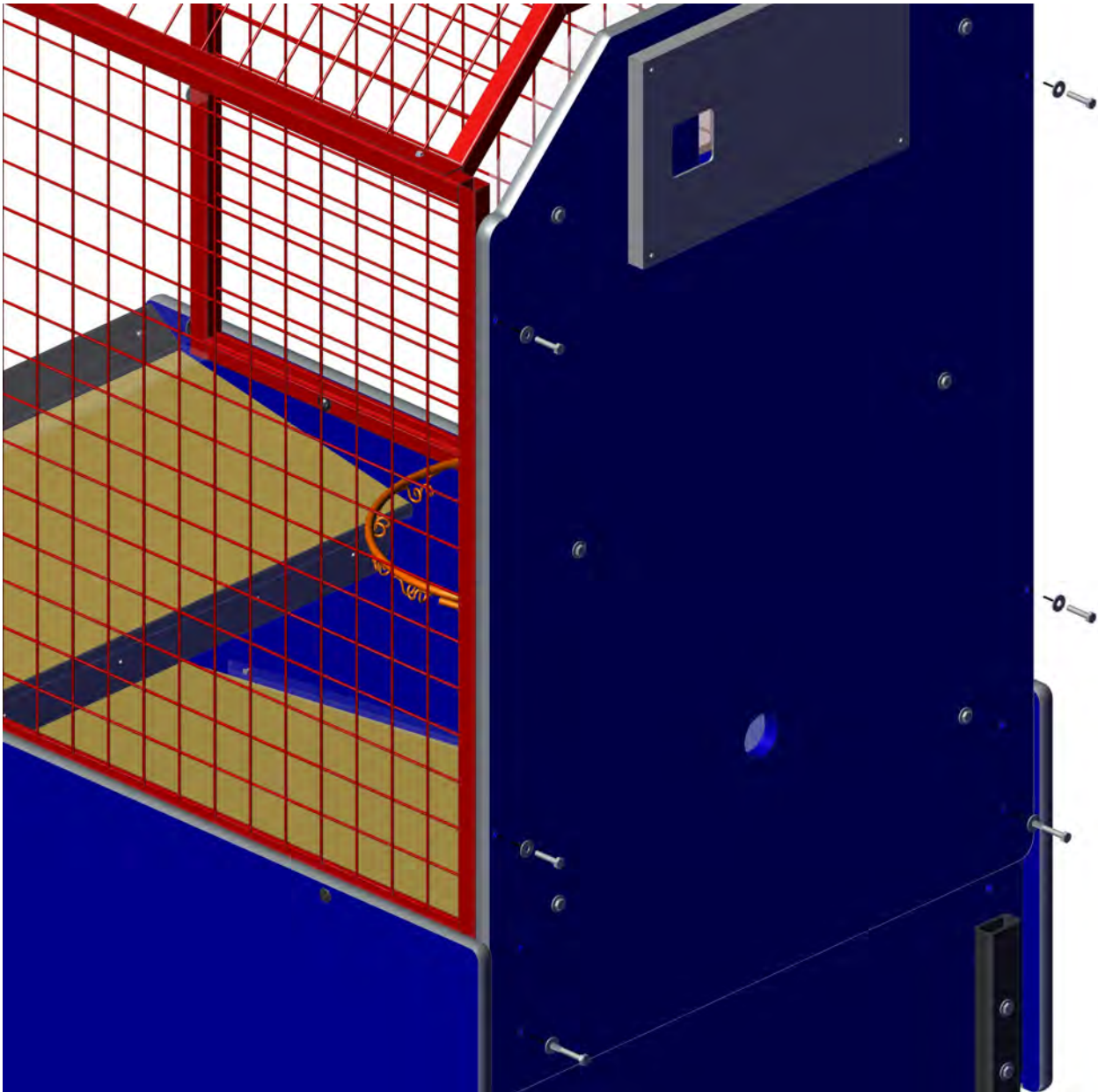
Using a latch tool, from the sides of the cabinet, unlatch each side.

Part No	Description
6075	1/4 x 3/4 FLAT WASHER ZINC (USS)
6084	1/4-20 x 2-1/2" LG. HH BOLT
6202	1/4-20 x 1-3/4" LG. HHMB
MD1014-P802	LEG
MD3027	TUBE CAP (1"x2")
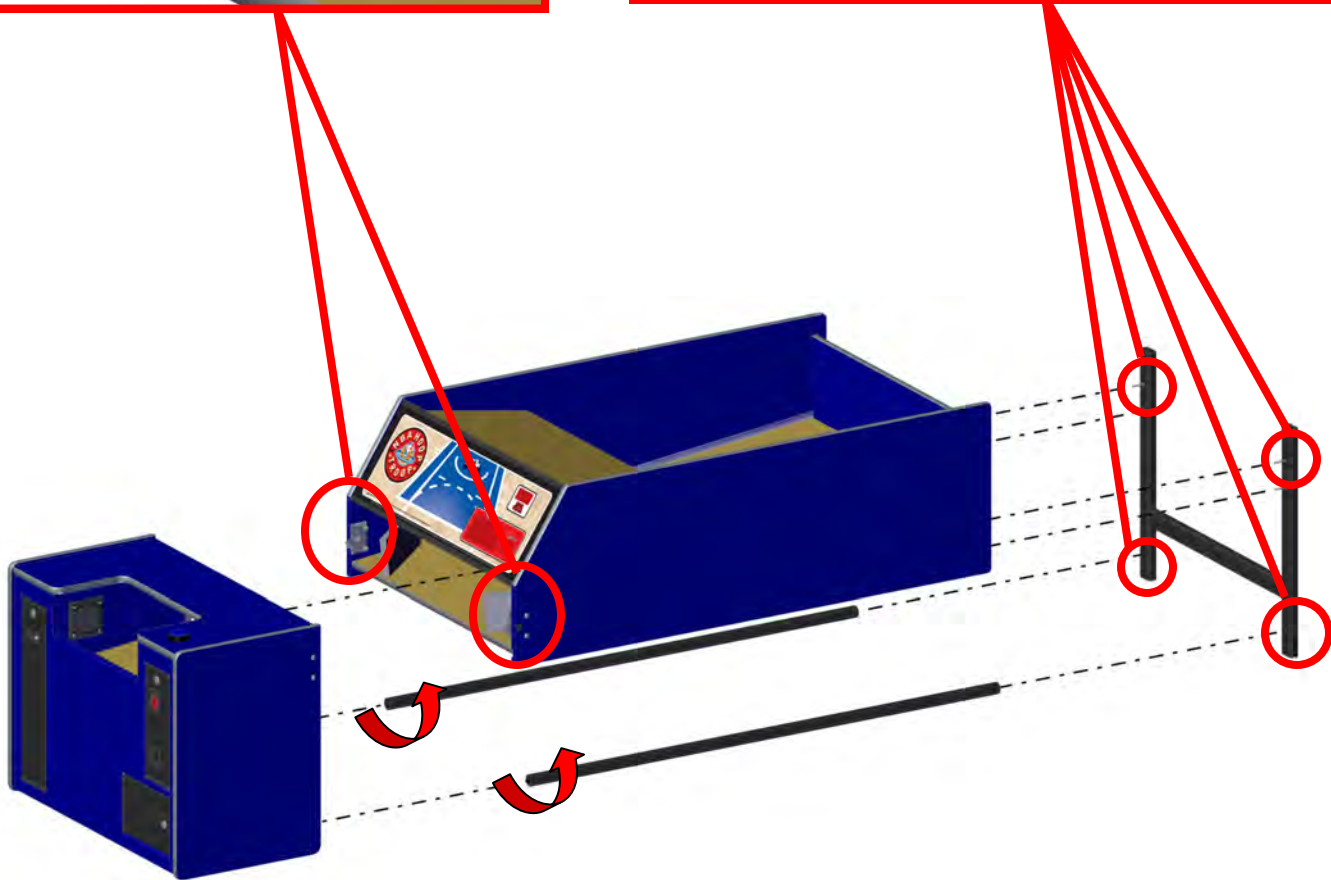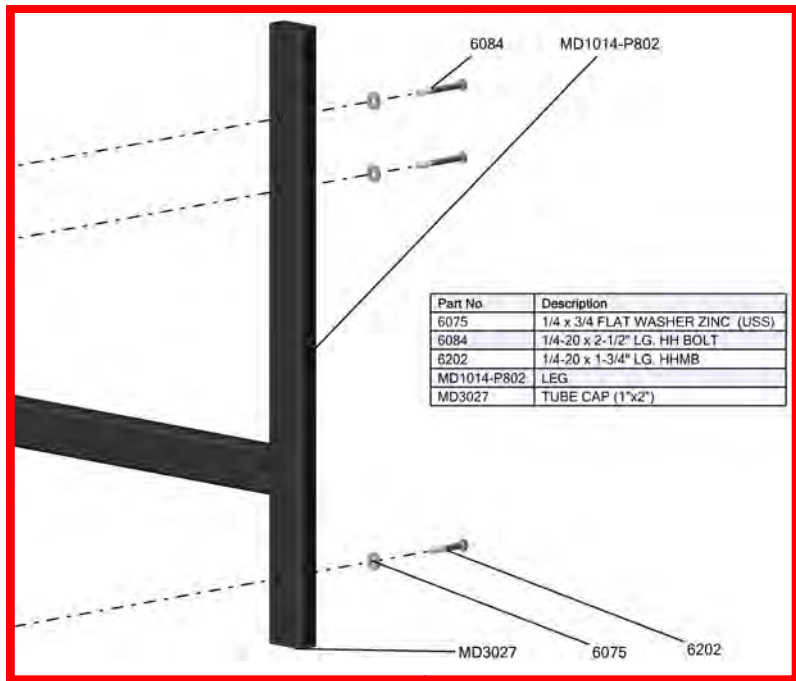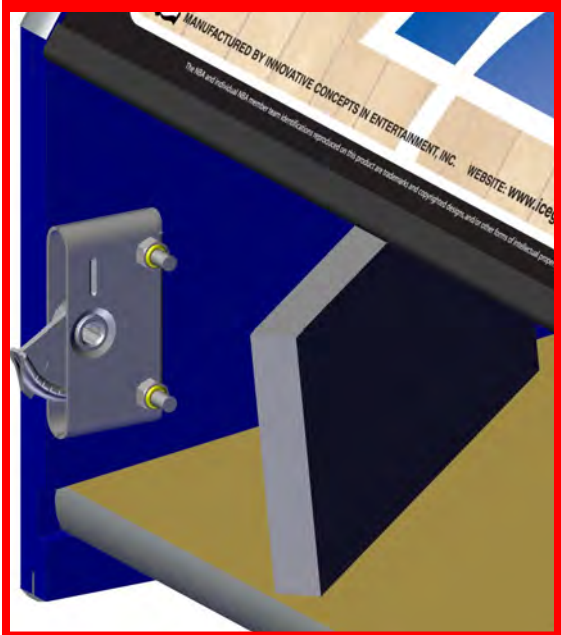
CUSTOMIZING YOUR GAME

CUSTOMIZING YOUR GAME

This section will discuss subjects such as setting up credits, time per game, awards, etc. the section below will show how to enter into the programming mode and how to adjust many of the game's operating parameters.

ENTERING SET-UP MODE

You must enter set-up mode to adjust all of the game features. This can be accomplished in the following manner:

1. Open the game's coin door. This is the upper door located on the upper right side of the lower cabinet.

2. Locate the PROG button. It is located on the left hand side of the bracket that is attached to the cash box enclosure.

3. Press the PROG button. You are now in the program mode.

CHANGING GAME SETTINGS

When you push the PROG button, you will notice that the credits display will show "PR". This confirms you are in programming mode and not game mode.

1. To advance through the different modes, press the "SEL" button located next to the PROG button. . Each push of the button will advance you to the next mode. The modes are displayed on the "Score" display. Whenever you are done with any programming changes, push the PROG button to return to normal game play.

2. The current value for each mode will be shown in the "High Score" display.

3. To change the shown value to the next number, press the "ADV" button next to the "SEL" button in the coin door.

MODE 0 (VOLUME)

This option is used to change the relative sound volume of the game. "0" is the lowest the game can be set to play at while "8" is the loudest. Each time the button is pushed, a sound is played to make it easier to determine where the volume level should be set. The factory default for this option mode is "3".

MODE 1 (COINS PER CREDIT) COIN INPUT #1

This mode determines how many coins are needed to create 1 credit for coin input #1. (This is also the only coin input normally adjusted for most usage) This value can be adjusted from 0-10. Setting a "1" would indicate 1 coin is needed to obtain 1 credit. A "2" would indicate 2 coins are needed to obtain 1 credit. Setting a "0" sets the game to the "FREE PLAY" mode. The factory default for this setting is "2".

MODE 2 (COINS PER CREDIT) COIN INPUTS #2

This adjusts how many coins are required to receive 1 credit on the game's RIGHT HAND COIN MECHANISM. This mechanism is set differently, so it can be used for fractional credits. For normal use, set a "1" for this mode. If you wish to use this for coins with a different value than that of coin mech #1, contact our service department for set-up information for your particular application. The factory default for this setting is "1".

MODE 3 (CREDITS PER DOLLAR BILL)

This option controls how many credits you will receive for each dollar bill inserted. This value can be adjusted from 0-10. The factory default for this setting is "4".

CUSTOMIZING YOUR GAME

MODE 4
(COIN DISCOUNTING)

This option is used to create "Bonus Credits". The way this option works is as follows: if a "3" is set, for every 3 coins put in AT THE SAME TIME, 1 extra credit would be given. The range for this option is 0-10. Setting a "0" turns this option off. The default value for this option is "0".

MODE 5
(TIME PER CREDIT)

This adjusts, in seconds, how long each game will last. The game can be adjusted from 20 to 60 seconds. The recommended time is 40 seconds.

MODE 6
(JUST FOR PLAYING TICKETS)

This feature is valuable in 2 respects…..

1. This can be set from 0 to 10 tickets. So that if a player, especially a young child who can not get the minimum points required to earn awards, can still be dispensed. The default value for this option is "0".

2. This setting can give a predetermined amount of tickets, REGARDLESS of points scored, if mode 7 and mode 8 are also used.

MODE 7
(GAME POINTS PER TICKET)

This adjusts how many points are needed for the game. The settings for this mode are 10 to 50. tickets. The number displayed set the points required to win an award. Setting this number to "0" will turn off the dispenser.

MODE 8
(TICKET CAP)

This mode is used to set the minimum number of points needed to get any awards whatsoever. The settings for this mode are 0 to 99 tickets. Set the number to match the score you wish to achieve before awards are dispensed. Setting this number to "0" turns the option off.
The default for this option is "0".

MODE 9
(ATTRACT TYPE)

Use this setting to control the type of attract mode you would like. Setting a "1" gives you attract mode sound only. Setting a "0" turns the attract mode off. The default for this mode is "1".

MODE 10
(ATTRACT TIME)

This mode determines the length of time between attract modes. Change this number to change the amount of time in MINUTES between attract modes. The settings for this mode can be adjusted from 1 to 60 minutes. The default for this mode is "3".

MODE 11
(BONUS TICKETS)

This mode allows you to set the number of Bonus Tickets. The settings for this mode are from 0 to 200. the default setting for this mode is 20.

MODE 12
(BONUS SCORE)

This mode allows you to select the number of tickets or a free game for a player reaching the "Bonus Score". The settings for this mode can be adjusted from 0 to 200 tickets. The default setting for this mode is 100.

MODE 13
(FACTORY DEFAULTS)

When this mode is selected, the game will revert to all factory default settings.

ERROR CODES

If any error occurs then a single dot will appear in the far right location of the credit display. To see what that error is you press the advance button (when not in accounting). To exit this display just press advance again. It should be noted that this will work even during a game. When you are in this display the letters **Er** will show up in the credits display. These are the errors:

CUSTOMIZING YOUR GAME

1. Ticket Error – Self Clearing

This error will occur when either a ticket jam occurs or there are no tickets available to dispense. This error will clear when it sees the ticket notch line change state.

2. Compact Flash Error

This error will occur when the compact flash card cannot be accessed. Game sounds and music will be missing. Replace with a good flash card with the power off to clear this error.

5. Hoop Blocked – Self Clearing

This error occurs when the sensor is blocked or has become defective. See adjusting sensor for proper operation. If the net is not tied back away from the sensor, it can block the sensor. When the sensor is no longer blocked the error will clear.

6. Coin 1 Stuck Down – Self Clearing

This error occurs when the coin switch is connected to the normally open position or held closed. The error will clear when corrected.

7. Coin 2 Stuck Down – Self Clearing

See error 6.

8. DBV Stuck Down – Self Clearing

See error 7.

9. Start button stuck - Self Clearing

This error will occur either if the start button is wired to normally closed or the button is stuck on. Fixing this will clear the error.

10. Ignore - Not used – Self Clearing

Self clearing errors can correct themselves without a reboot, all others will require a reboot. This can be accomplished by entering and then exiting programming, or a physical power cycle.

Compact flash error only indicates that the CF is not

detected. The CF access light on the brain board will appear to be on solid if there was an error on power-up. Should you not get audio but the access light is not on solid, then either the card data is bad, or the card was put in with power on and cycled the game by entering and exiting programming. Possible conditions are:

CF error code and CF access Light solid = either bad/wrong/no card or card inserted with power on the game

CF error code and CF Light blinks = should not occur but this would indicate that the card has gone bad during operation

NO CF error code and CF light blinks = Normal operation during sound

No CF error code and CF light off = Normal operation without sound playing or card removed and reinserted with power on.

No CF error code and CF light solid = error with CF access light/driver.

Setting the game ID to 9 will enter burn in mode. This mode can only be exited by a power cycle with the ID set to anything other then 9. This mode will cycle the audio and move the ball gate. Additionally it will cycle the segments on all displays. During this burn in the error conditions described above do not work.

MAINTENANCE & TROUBLESHOOTING

GENERAL CLEANING

Clean the surfaces of the cabinet and decals with a commercial cleaner such as 409™ or Fantastic™. Do NOT use cleaners such as Wildcat pinball cleaner or alcohol. It can take the finish off of the decals. Use Pledge™ on all plastic and painted surfaces. This product works especially well on clear plastics. Please note that other spray polishes do not work as well.

MECHANICAL REPAIRS

IT IS IMPORTANT TO USE ONLY ICE REPLACEMENT PARTS WHEN SERVICING YOUR GAME. USING NON-ICE APPROVED PARTS COULD VOID YOUR WARRANTY, AND COULD CAUSE SERIOUS DAMAGE TO THE GAME OR INJURY TO OTHERS.

ELECTRICAL REPAIR

WARNING: EXERCISE CAUTION WHENEVER WORKING WITH ELECTRONICS, THEY CAN BE VERY SUSCEPTIBLE TO DAMAGE FROM SHORT CIRCUITING, OR PHYSICAL ABUSE. ALWAYS UNPLUG THE GAME WHEN WORKING ON HIGH VOLTAGE AREAS OF THE GAME, SUCH AS THE TRANSFORMER.

USE EXTREME CAUTION WHEN USING VOLTMETERS TO DO CIRCUIT CHECKS IF THE GAME POWER HAS BEEN LEFT ON.

WHEN USING A VOLTMETER, BE SURE IS SET TO THE CORRECT VOLTAGE OR RESISTANCE RANGE BEFORE USING. THIS CAN PREVENT POSSIBLE DAMAGE TO THE PC BOARD OR MISDIAGNOSIS.

ALWAYS REMOVE POWER TO THE GAME WHEN PLUGGING OR UNPLUGGING PC BOARDS.

IT IS NECESSARY TO USE ONLY ICE REPLACEMENT PARTS TO CONTINUE WARRANTY COVERAGE. USE OF NON-ICE APPROVED PARTS WILL NOT ONLY VOID YOUR WARRANTY, BUT COULD CAUSE SERIOUS HARM TO THE GAME, OR CAUSE SERIOUS BODILY INJURY.

IF YOU HAVE ANY QUESTIONS REGARDING REPAIR, PARTS, OR OPERATION PLEASE CALL OUR SERVICE DEPARTMENT AT:

I.C.E. SERVICE DEPARTMENT
716-759-0360
NORMAL BUSINESS HOURS ARE:
MONDAY – FRIDAY, 9:00 AM TO 6:00 PM EST

FUSES

Normally fuses are the first items that should be checked when the game is inoperable or works incorrectly.

There is only 1 fuse in the game and it is resettable. It is located on the backside of the front podium by the AC input cord.

HOOP SENSOR

It might be necessary to adjust the score sensor of your game depending on your lighting conditions of your location. Located at the top of the sensor is a small adjustment screw that adjusts the sensitivity of the sensor and a operation indicator.

The sensor is mounted sideways onto the hoop. The adjustment screw and indicators are located on the right side of the game. When the sensor is properly working, the Green LED will be constantly on to indicate the sensor is operating. When the sensor detects a object in front, it will briefly light the orange LED. If the object continues to block the sensor, the orange LED will remain on until the object is removed.

To adjust the sensor, turn the adjustment screw clockwise towards its maximum position. Now turn the adjustment screw counter clockwise until the green LED turns off. Go slow. Now turn the adjustment screw halfway between this point and maximum sensitivity.

Indicator		Adjustment screw
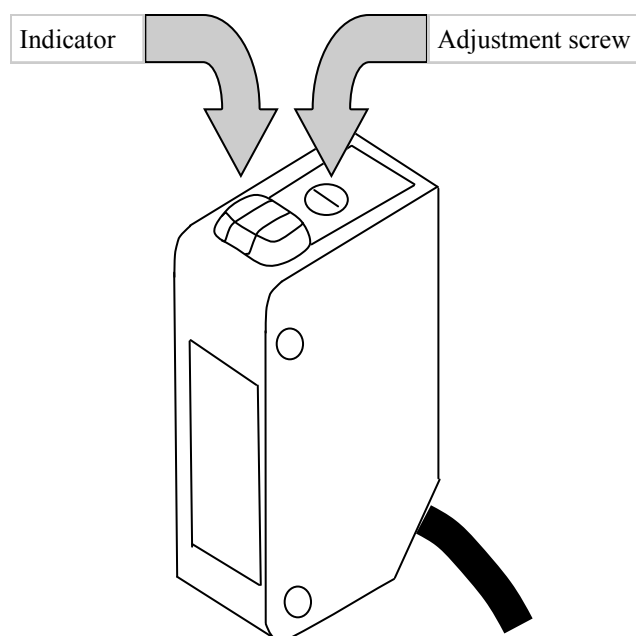
ACCESS TO MAIN BOARD AND POWER ADJUSTMENTS

To gain access to the main circuit board, adjust the power supply or replace the power supply you will need to remove the four mounting bolts that hold the podium floor. See Figure 1. Now remove the floor piece. See figure 2. The main board is located on a small shelf and held down with plastic standoffs. Remove the standoffs to remove main board.

The power supply is located at the bottom of the cabinet. There you will also find a small knob (or pot) that has a arrow to indicate which way to turn to increase power. Use a volt meter to confirm the +12 volt output.

Figure 1

Figure 2

Adjustment →

Figure 3
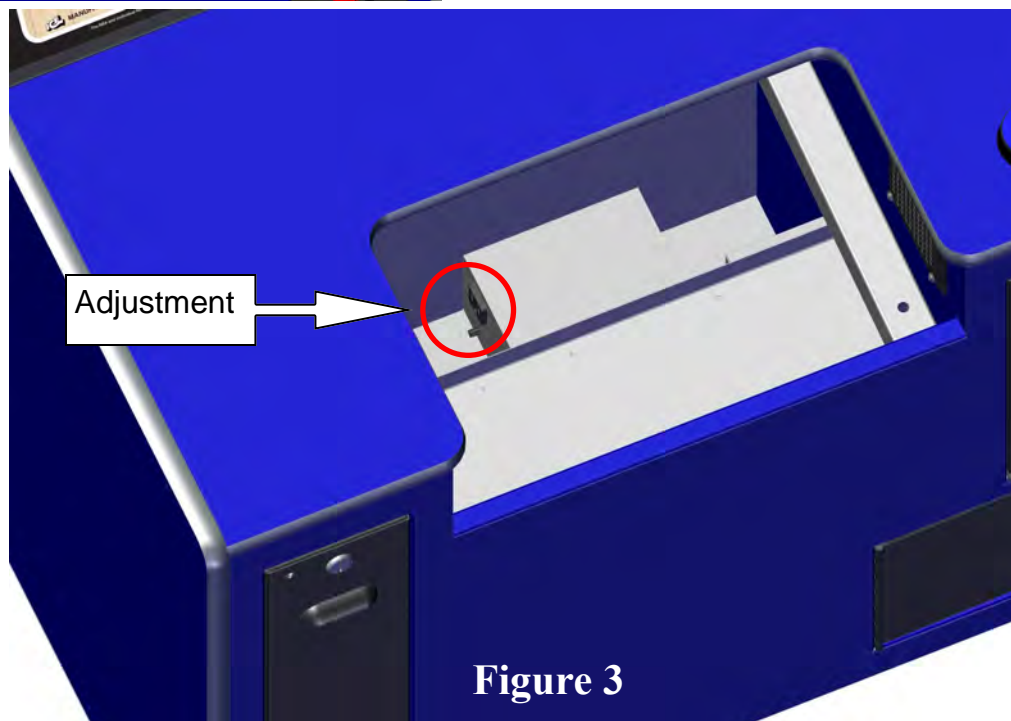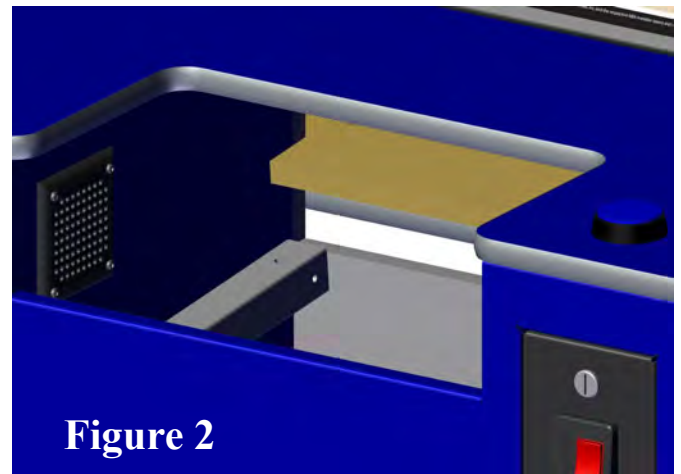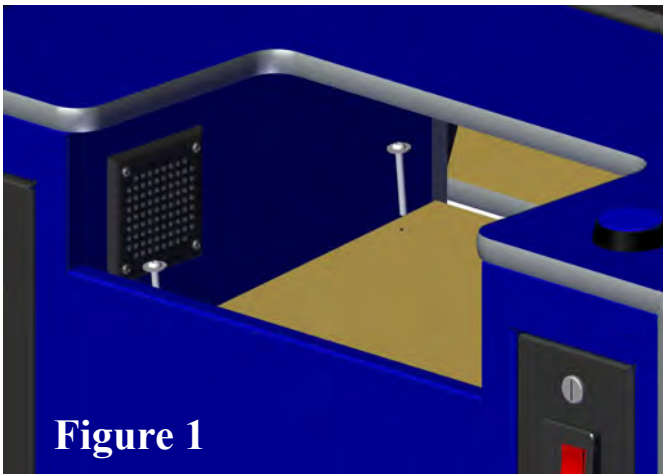
Display Panel Removal

The control panel has two different displays boards. One display shows the high score while the other has both the current score and credits remaining.

To replace either displays remove the three mounting screws shown to the left and remove the mounting bracket.

Now lift the display panel assembly up and out.

Disconnect the wire harness.

Each display is attached to the display panel with four plastic standoffs. Remove the standoffs on the display you wish to replace.

Assembly in reverse order.

PC60642   CB2232X   PC60628   MD3105   CB2233X
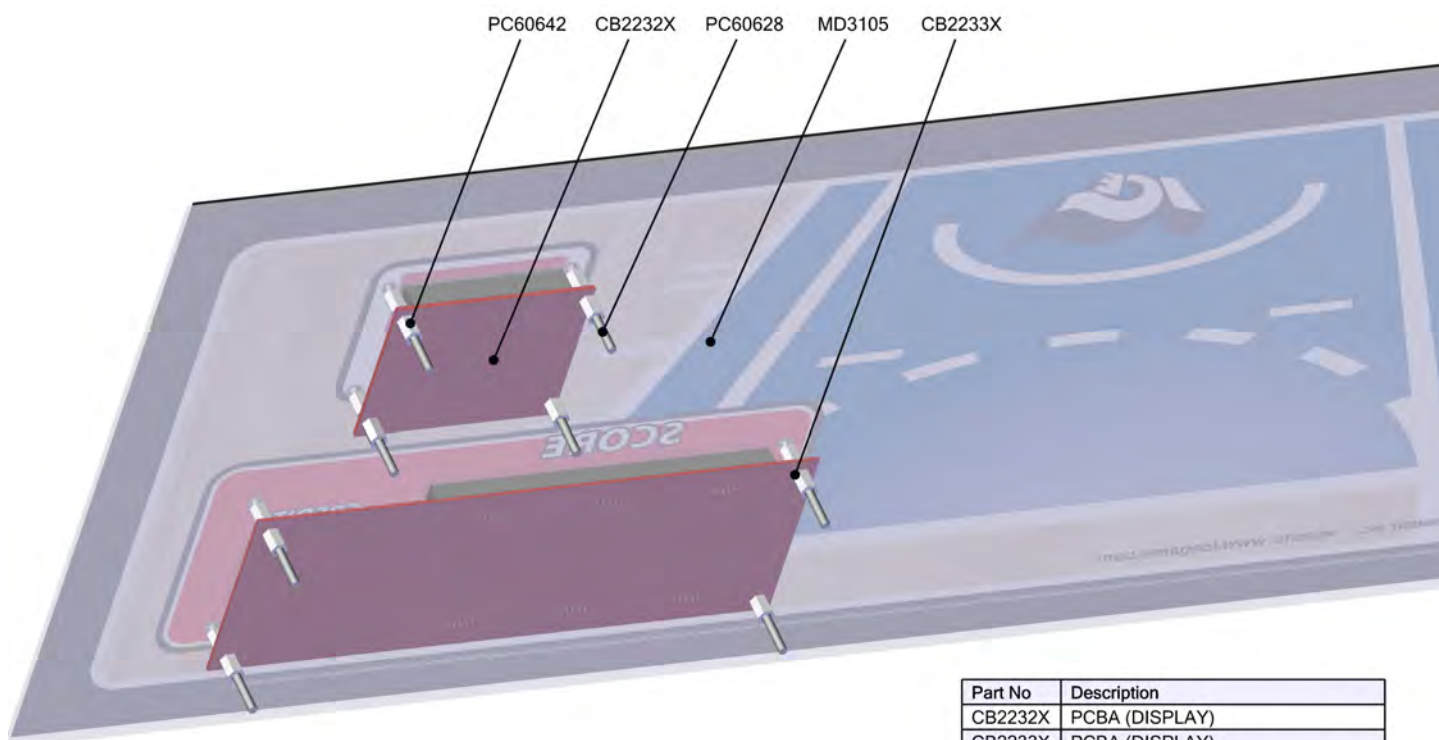
Part No	Description
CB2232X	PCBA (DISPLAY)
CB2233X	PCBA (DISPLAY)
MD3105	FRONT CONTROL PANEL
PC60628	6-32 x 1-3/4" PRHMS (BLACK)
PC60642	6-32 x 3/8 HH SPACER 14HTSP007

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QUICK TROUBLESHOOTING

| PROBLEM	PROBABLE CAUSE	SOLUTION
BALL GATE WILL NOT OPEN OR CLOSE OR MOVES VERY SLOW	BAD OR LOW +12 TO MOTOR BAD WIRING TO BALLGATE BAD MAIN PC BOARD BAD BALL GATE BOARD	CHECK POWER SUPPLY - ADJUST CHECK WITH VOLTMETER REPAIR OR REPLACE PC BOARD REPLACE ACTUATOR
PUSHBUTTONS DO NOT LIGHT OR WORK PROPERLY	BAD BULB IN BUTTON BAD MICROSWITCH IN BUTTON BAD WIRING TO MAIN PC BOARD BAD MAIN PC BOARD BUTTON STUCK SHUT	CHANGE LIGHT BULB REPLACE MICROSWITCH CHECK WITH VOLTMETER REPLACR MAIN PC BOARD REMOVE AND CLEAN BUTTON
BALLS DO NOT SCORE CORRECTLY	BAD SENSOR SENSOR DIRTY REFLECTIVE STRIP DIRTY BAD HARNESSING OR WIRING BAD MAIN PC BOARD	REPLACE SENSOR CLEAN (USE NO SOLVENTS) CLEAN (USE NO SOLVENTS) CHECK WITH VOLTMETER REPLACE MAIN PC BOARD
GAME DOES NOT TAKE OR ADD MONEY CORRECTLY	BAD MAIN PC BOARD BAD MICROSWITCH OR DBV BAD WIRING TO MICROSWITCH OR DBV GAME PROGRAMMING SET WRONG	REPLACE MAIN PC BOARD REPLACE SWITCH OR DBV CHECK WITH VOLTMETER RESET GAME PROGRAMMING
GAME DOES NOT DISPENSE TICKETS CORRECTLY	BAD TICKET DISPENSER BAD WIRING TO DISPENSER OUT OF TICKETS TICKET SENSOR IS DIRTY DISPENSER JAMMED GAME PROGRAMMING SET WRONG BAD MAIN PC BOARD	REPLACE TICKET DISPENSER CHECK WITH VOLTMETER ADD TICKETS CLEAN SENSOR ON DISPENSER REMOVE TICKET JAM RESET PROGRAMMING REPLACE MAIN PC BOARD
NO OR LOW GAME SOUND	VOLUME TURNED DOWN BAD SPEAKER BAD WIRING TO MAIN PC BOARD BAD MAIN PC BOARD	TURN UP VOLUME REPLACE SPEAKER CHECK WITH VOLTMETER REPLACE MAIN PC BOARD
BALLS DO NOT DISPENSE QUICKLY ENOUGH OR JAM IN THE GAME	GAME HAS EITHER TOO MANY OR TOO FEW BALLS	GAME IS DESIGNED TO WORK WITH 7 BALLS
DISPLAY LED'S DO NOT WORK PROPERLY	BAD MAIN PC BOARD BAD POWER	REPLACE PC BOARD CHECK POWER OUTPUT
GAME WILL NOT RETAIN CUSTOM PROGRAM SETTINGS	BAD MAIN PC BOARD	REPLACE PC BOARD

BACK BOARD DISSASSEMBLY

To remove the hoop you will need to remove the front panel.
It is attached to the back board with 7 mounting bolts and washers.
Remove these.

Now you can access the four mounting bolts and washers that hold the
hoop. Assembly in reverse.
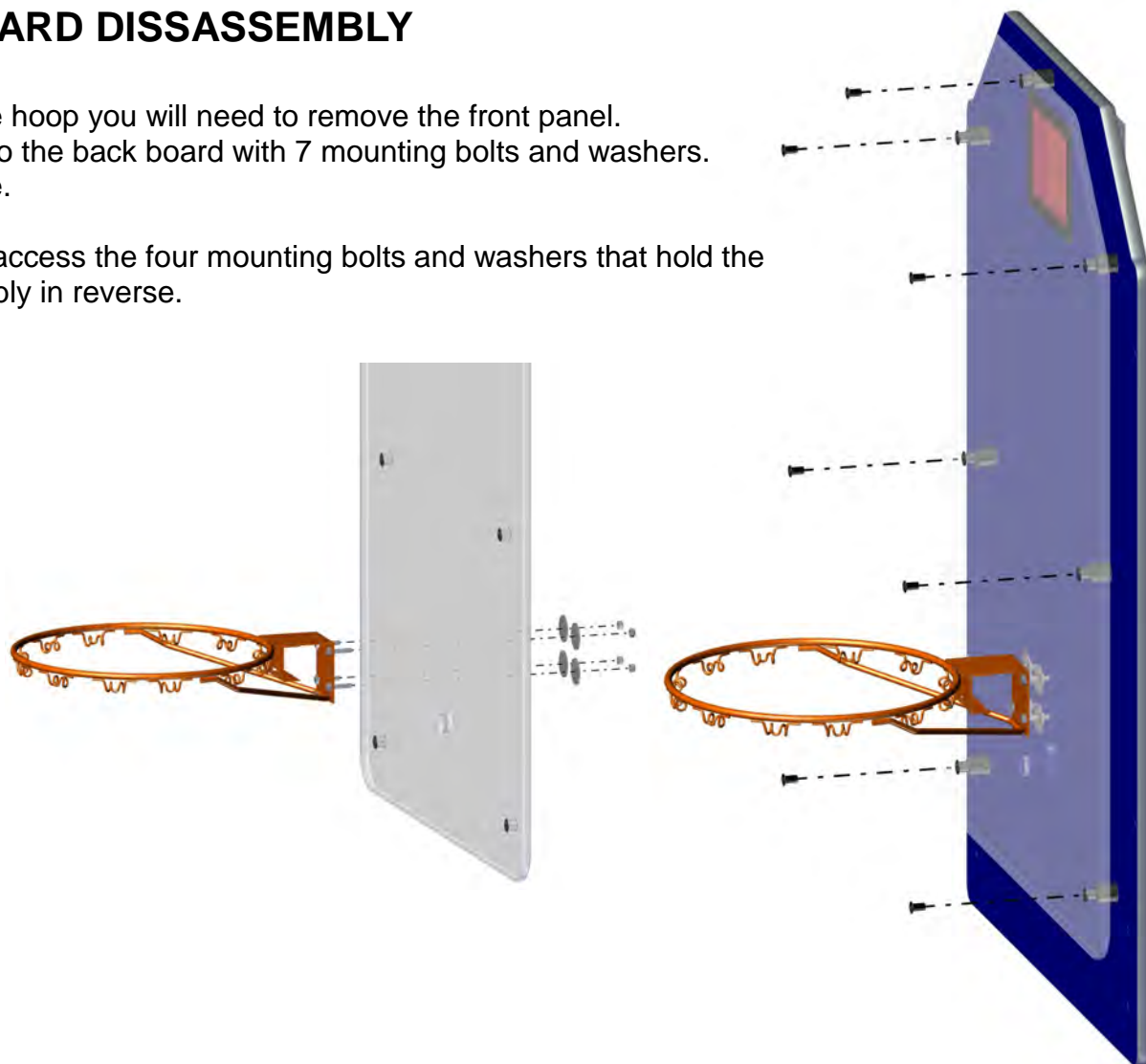
BACK BOARD DISPLAY ASSEMBLY

To access the back display, remove
the back access panel as shown.

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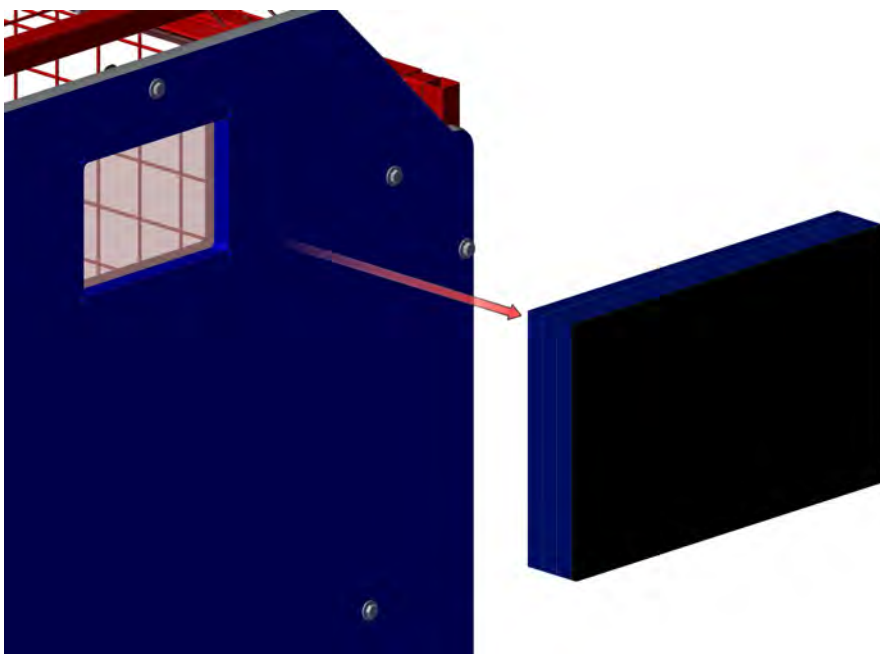
Part No	Description	Qty
655	#8 x 3/4 SQ. DRIVE (BLACK)	6
BB1023	BALL GATE MOTOR MOUNTING BRACKET	1
BB2008	BALL GATE MOTOR	1
HP1023	BALL GATE SHAFT (5/16 X 4)	1
HP3003	BALL GATE BEARING	1
MD1022	BALL GATE	1
PC60603	10-24 x 1/2 SHCS blk	4

655

BB1023

BB2008

PC60603

MD1022

HP1023
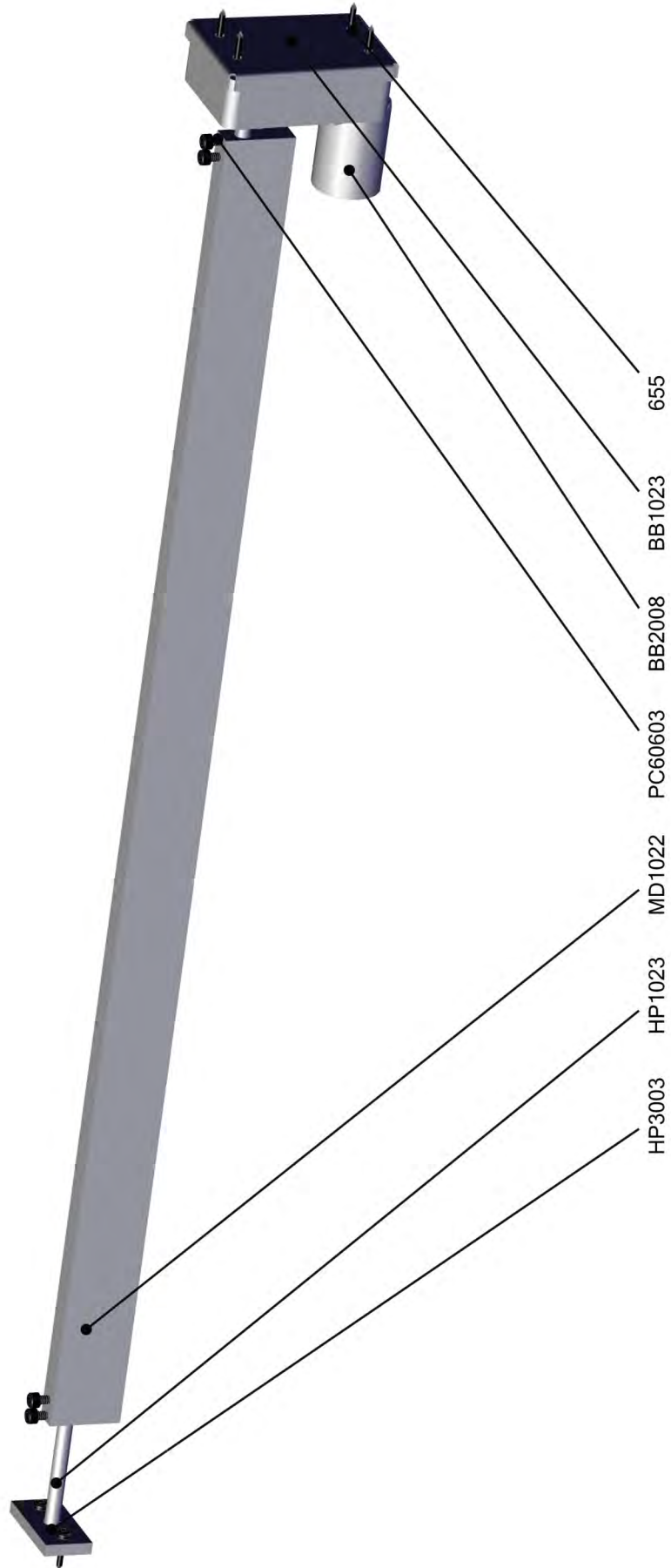
HP3003

PARTS LISTINGS

MECHANICAL PARTS

BB3008	Net
MD3017	Re-bounce guard
201	Chrome T-Molding
HP3001	Basket Ball 5" rubber
HP3019	Ball Inflation gauge
MD1050-P100	Top cage
MD1139-P200	Hoop
MS1013-P802	Side cage
3028	Screw cap royal blue
3030	Screw cap black
5014	Lock #45
5101X	Mech holder assembly
BB1009	Cash box enclosure
BB1023	Bracket for Ball gate motor
BB5001	Cash Box
BG3002	Speaker Grill
HG1008-P802	Cash box door black
1024	Ticket Bin
1026	Low ticket switch bracket
HP1009	Ball gate motor cover
HP1023	Ball gate shaft
MD1009-p802	Coin door
MD1013-p802	Ticket door

ELECTRICAL & ELECTRONIC PART

E00210MDJX	Net Sensor
CB2233X	Display
CB2232X	Display
2007	4" round Speaker
E00418AMDX	51 LED white tape strip
E00418BMDX	75 LED white tape strip
E00418CMDX	51 LED white tape strip
E2034X	PCBA Brain board
HH5005CL	Ticket Dispenser
HP2005	Orange start button
MD2008X	ASY Gate Motor
MD3106	LED Frosted Strip Upper left
MD3107	LED Frosted Strip Upper right
MD3108	LED Frosted Strip Lower
NB2032X	Display
NB2234X	Main I/O
WA2010CB	Power supply
2289X	Reset Button assembly
E00211	Ticket low switch

GRAPHICS & DECALS

MD3137	High Score Red Filter
MD3138	Score/Credits Red Filter
MD3102	Backboard
MD3105	Display Panel Decal
MD7102	Display Panel Reflector Decal
MD3102P	Back Board (white lines)
MD7101	Cabinet Top Decal
MD7103	Rear Cabinet sides
MD7104	Front Cabinet sides
MD7105	Backboard Logo
MD7106	Ticket Door decal
MD7107	Cash Door logo
NB7011	NBA logo front

HARNESSES

MD2152MX	Coin door harness
MD2153MX	Ticket door harness
MD2155LX	Programming harness
MD2160LX	Main DC power harness
MD2170LX	Hoop ground extension harness
MD2171LX	Hoop ground harness
MD2180MX	Backboard/Ball gate harness
MD2181LX	Display/control panel harness
MD2183LX	Speaker harness
NB2253X	Display harness

WARRANTY POLICY

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

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

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

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

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

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

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

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

Innovative Concepts in Entertainment