Service Manual

Innovative Concepts in Entertainment

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Revision E - 1/8/2018

Your game should include two bags of Rings, one bag of bolts with washers, and the upper marquee assembly. If any of these items are missing, please contact ICE Service Department.

20 Ring Toss Rings

Marquee Hardware

SAFETY AND WARNINGS BEFORE YOU BEGIN

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

NOTE: THIS GAME IS INTENDED FOR INDOOR USE ONLY.

DO NOT DEFEAT OR REMOVE THE GROUNDING PRONG ON THE POWER CORD FOR THE SAME REASON AS GIVEN ABOVE. USING AN IMPROPERLY GROUNDED GAME COULD VOID YOUR WARRANTY.

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

THIS GAME IS DESIGNED TO DISSIPATE STATIC ELECTRICITY THROUGH THE GROUNDING PLANE OF THE GAME. IF THE A.C. GROUND DOES NOT WORK, THE GAME COULD DISCHARGE STATIC ELECTRICITY THROUGH THE GAME CIRCUITRY, WHICH COULD CAUSE DAMAGE.

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

WARNING

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

ALWAYS REMOVE POWER TO THE GAME, BEFORE ATTEMPTING ANY SERVICE,

UNLESS NEEDED FOR SPECIFIC TESTING. FAILURE TO OBSERVE THIS PRECAUTION

COULD RESULT IN SERIOUS INJURY TO YOURSELF OR OTHERS.

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

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

AC Power Information

The games main fuse is accessed through the back of the game at the power mod. Above the power cord is a small panel that contains the main fuse.
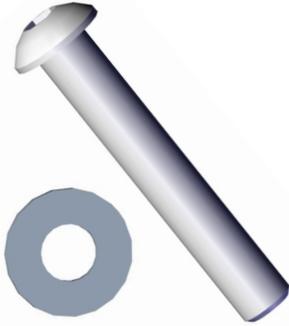
The value of the fuse for 120 volt users is 3 AMPS at 250Volt type slow blow.

Cabinet Setup

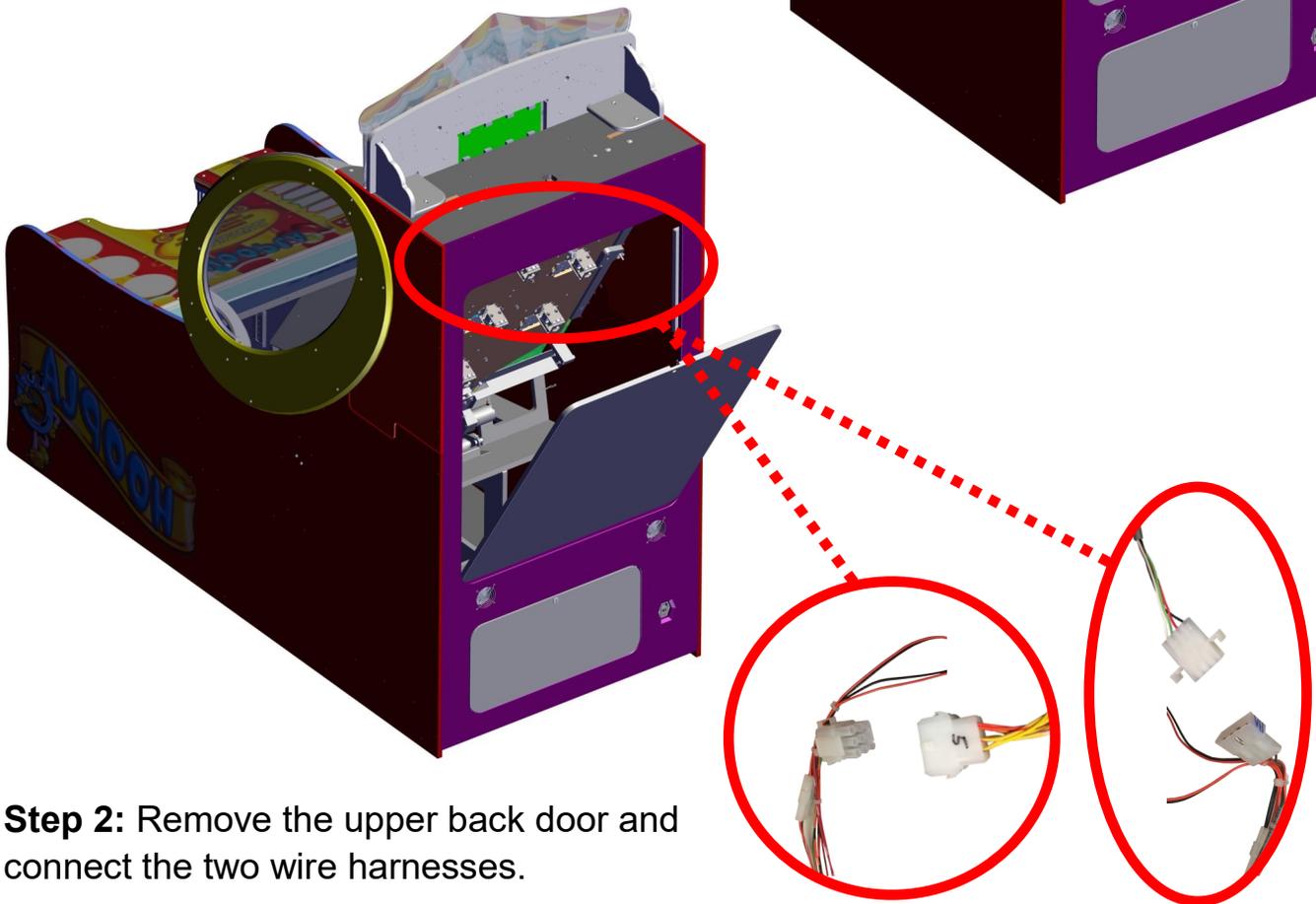**Step 1:** Attach the upper marquee onto the cabinet

Use four AA6281 1/4-20 bolts and four AA6057 washers.

Push the two wire harnesses through the wire access hole.

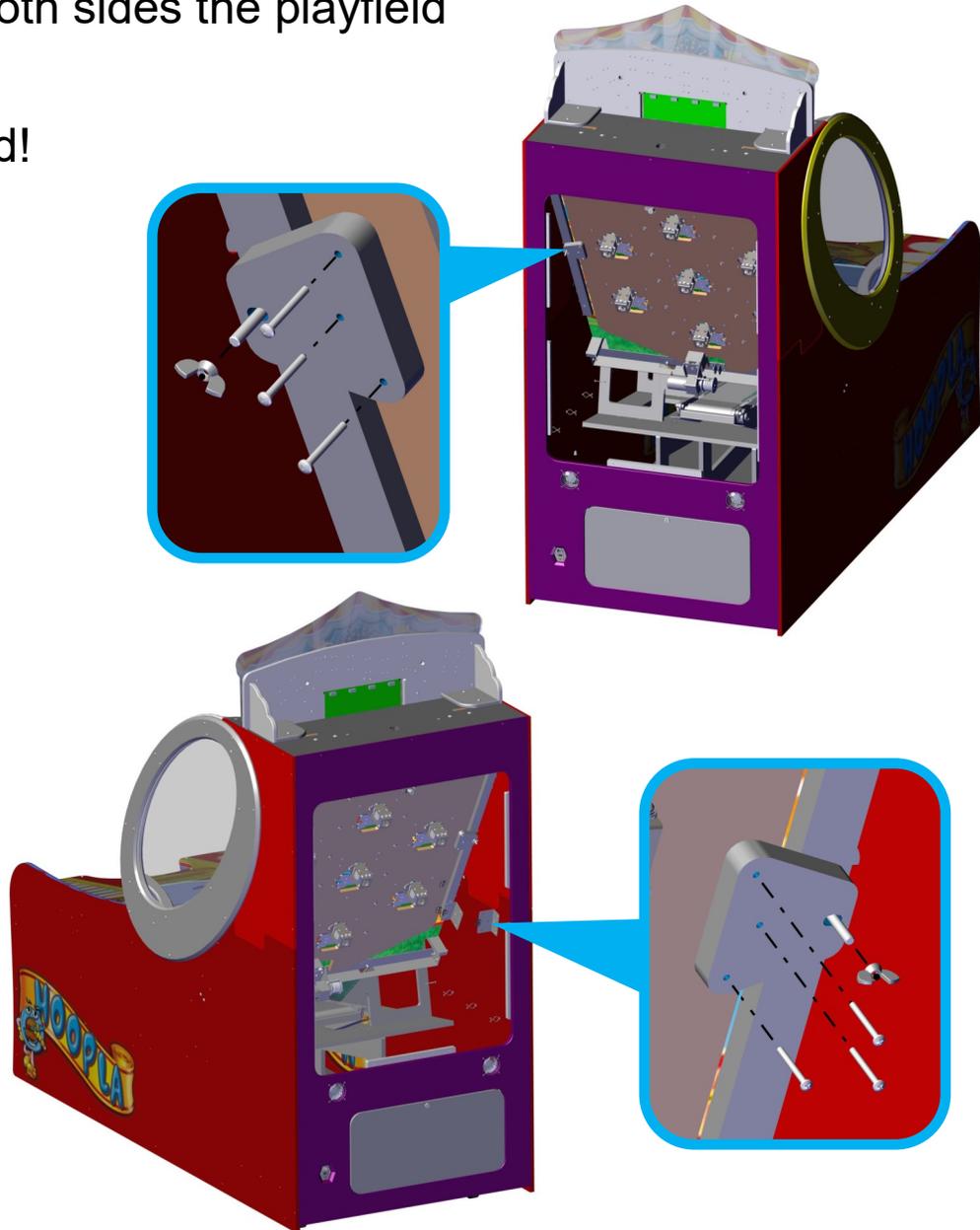AA6281 Bolts x's 4

AA6212 Washers x's 4

Step 2: Remove the upper back door and connect the two wire harnesses.
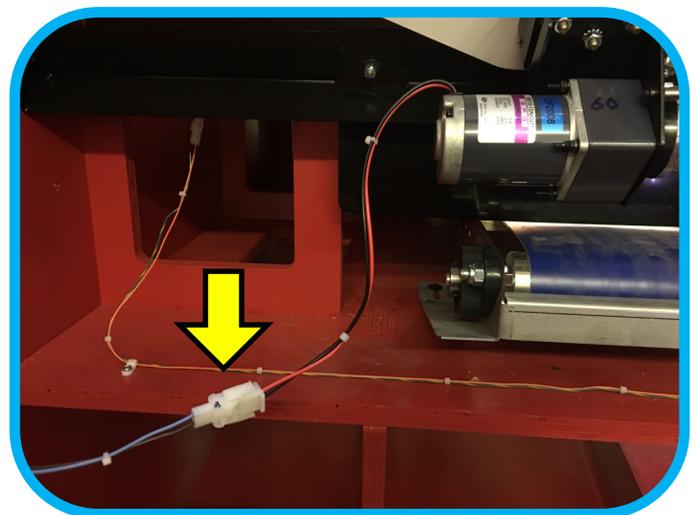
Step 3:

Remove on both sides the playfield stop cleats.

Do not discard!

The game is shipped with the motor power unplugged. After removing the cleats, plug the motor harness together.

Unless ordered differently, your game is already set from the factory for $1.00 game. Additional .50 and $2.00 inserts are included if you wish to change.

Contact ICE support if additional inserts values are required.

BONUS	**100**	BONUS	**500**	BONUS	**500**	BONUS	**500**	BONUS	**1000**
900-999	10	900-999	50	900-999	100	900-999	100	900-999	100
750-899	7	750-899	40	750-899	70	750-899	80	750-899	80
600-749	5	600-749	30	600-749	50	600-749	60	600-749	60
500-599	4	500-599	20	500-599	40	500-599	40	500-599	40
400-499	3	400-499	15	400-499	30	400-499	30	400-499	30
250-399	2	250-399	10	250-399	20	250-399	20	250-399	20
50-249	1	50-249	5	50-249	10	50-249	10	50-249	10
HA7007 25¢		HA7008 50¢		HA7005 $1.00		HA7009 $1.50		HA7011 $2.00	

HA7007 $.25   HA7008 $.50   HA7005 $1.00   HA7009 $1.50   HA7011 $2.00

Step 1: **(Only do if changing to a different cost of play):** Remove the control panel top.

(Use a 5/32" Allen wrench to loosen 8 screws) Once the plastic is removed, you can tape the new score card into position and reattach the control panel.

THE FOLLOWING STEPS ARE ONLY REQUIRED IF YOUR GAME IS NOT ALREADY CONFIGURED FOR .50!

Step 1: Unlock and open the upper coin door. Press the "TEST" button. This will cause the upper display on the game to change to "TEST".

NOTE: The small display inside the coin door will display the test and program menus. Press the "SRV" button to go to the next option or menu. Press the "TEST" button to select that option or menu.

The next steps show the process to configure a $.50 game.

Step 2: Press "SRV" until the menu shows "8.Game SETTINGS".

Step 3: Press "TEST" to select this menu group.

Step 4: Press "SRV" until it shows "SET COST OF PLAY".

Step 5: Press "TEST" to change the value until is shows "$.50".

Step 6: Press "SRV" until it shows "SET AWARD DECAL VALUES".

Step 7: Press "TEST" until it shows "50 ".

Step 8: Press "SRV" once.

Step 9: Press "TEST" until it shows "40".

Step 10: Press "SRV" once.

Step 11: Press "TEST" until it shows "30".

Step 12: Press "SRV" once.

Step 13: Press "TEST" until it shows "20".

Step 14: Press "SRV" once.

Step 15: Press "TEST" until it shows 15".

Step 16: Press "SRV" once.

Step 17: Press "TEST" until it shows "10".

Step 18: Press "SRV" once.

Step 19: Press "TEST" until it shows "5".

Step 20: Press "SRV" until it shows "Exit Game Settings"

Step 21: Press "TEST"

Step 22: Press "SRV" to change N to Y.

Step 23: Press "TEST" to exit and accept
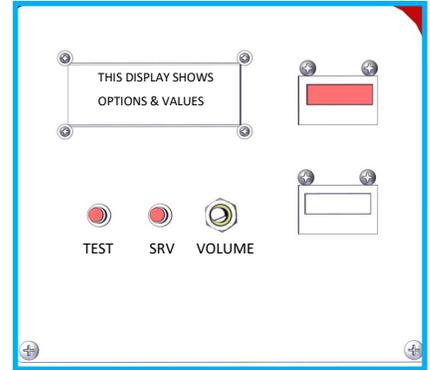
See "SET COIN PULSE" and "SET BONUS START" for final changes.

$.50 COST OF PLAY INSERT

BONUS 500
900-999 50
750-899 40
600-749 30
500-599 20
400-499 15
250-399 10
50 -249 5

HA7008   50¢

THIS DISPLAY SHOWS OPTIONS & VALUES

TEST   SRV   VOLUME

THE FOLLOWING STEPS ARE ONLY REQUIRED IF YOUR GAME IS NOT ALREADY CONFIGURED FOR .50!

Step 5: Unlock and open the upper coin door. Press the "TEST" button. This will cause the upper display on the game to change to "TEST".

NOTE: The small display inside the coin door will display the test and program menus. Press the "SRV" button to go to the next option or menu. Press the "TEST" button to select that option or menu.

The next steps show the process to configure a $1.00 game.

Step 1: Press "SRV" until the menu shows "8.Game SETTINGS".

Step 2: Press "TEST" to select this menu group.

Step 3: Press "SRV" until it shows "SET COST OF PLAY".

Step 4: Press "TEST" to change the value until is shows "$1.00".

Step 5: Press "SRV" until it shows "SET AWARD DECAL VALUES".

Step 6: Press "TEST" until it shows "100 ".

Step 7: Press "SRV" once.

Step 8: Press "TEST" until it shows "80".

Step 9: Press "SRV" once.

Step 10: Press "TEST" until it shows "60".

Step 11: Press "SRV" once.

Step 12: Press "TEST" until it shows "40".

Step 13: Press "SRV" once.

Step 14: Press "TEST" until it shows 30".

Step 15: Press "SRV" once.

Step 16: Press "TEST" until it shows "20".

Step 17: Press "SRV" once.

Step 18: Press "TEST" until it shows "10".

Step 19: Press "SRV" until it shows "Exit Game Settings"

Step 20: Press "TEST"

Step 21: Press "SRV" to change N to Y.

Step 22: Press "TEST" to exit and accept

See "SET COIN PULSE" and "SET BONUS START" for final changes.

$1.00 COST OF PLAY INSERT

THE FOLLOWING STEPS ARE ONLY REQUIRED IF YOUR GAME IS NOT ALREADY CONFIGURED FOR .50!

Step 5: Unlock and open the upper coin door. Press the "TEST" button. This will cause the upper display on the game to change to "TEST".

NOTE: The small display inside the coin door will display the test and program menus. Press the "SRV" button to go to the next option or menu. Press the "TEST" button to select that option or menu.

The next steps show the process to configure a $2.00 game.

Step 1: Press "SRV" until the menu shows "8.Game SETTINGS".

Step 2: Press "TEST" to select this menu group.

Step 3: Press "SRV" until it shows "SET COST OF PLAY".

Step 4: Press "TEST" to change the value until is shows "$2.00".

Step 5: Press "SRV" until it shows "SET AWARD DECAL VALUES".

Step 6: Press "TEST" until it shows "100 ".

Step 7: Press "SRV" once.

Step 8: Press "TEST" until it shows "80".

Step 9: Press "SRV" once.

Step 10: Press "TEST" until it shows "60".

Step 11: Press "SRV" once.

Step 12: Press "TEST" until it shows "40".

Step 13: Press "SRV" once.

Step 14: Press "TEST" until it shows 30".

Step 15: Press "SRV" once.

Step 16: Press "TEST" until it shows "20".

Step 17: Press "SRV" once.

Step 18: Press "TEST" until it shows "10".

Step 19: Press "SRV" until it shows "Exit Game Settings"

Step 20: Press "TEST"

Step 21: Press "SRV" to change N to Y.

Step 22: Press "TEST" to exit and accept

See "SET COIN PULSE" and "SET BONUS START" for final changes.

THIS DISPLAY SHOWS OPTIONS & VALUES

TEST   SRV   VOLUME

$2.00 COST OF PLAY INSERT

BONUS 1000
900-999 100
750-899 80
600-749 60
500-599 40
400-499 30
250-399 20
50 -249 10

HA7011 $2.00

THE FOLLOWING STEPS ARE ONLY REQUIRED IF YOU NEED TO ADJUST YOUR BONUS.

Step 1: If not already unlock and open the upper coin door. Press the "TEST" button. This will cause the upper display on the game to change to "TEST".

NOTE: The small display inside the coin door will display the test and program menus. Press the "SRV" button to go to the next option or menu. Press the "TEST" button to select that option or menu.

Step 2: If not already, press "SRV" until the menu shows "8.Game SETTINGS".

Step 3: Press "TEST" to select this menu group.

Step 4: Press "SRV" until it shows "SET BONUS START".

Step 9: Press "TEST" to change the value until is shows the desired Bonus value you want.

Step 10: Press "SRV" until it shows "Exit Game Settings"

Step 11: Press "TEST"

Step 12: Press "SRV" to change N to Y.

Step 13: Press "TEST" to exit and accept.

Other settings that you might want to review at this time are:

Set Bonus Type - This option can be set to fixed (which will keep the bonus at that value) or Incremental (which will increment the bonus by the value specified in "**BONUS INC**" and up to the value specified in "**BONUS MAX**"

Super Bonus INC - This option is used when the bonus type is set to incremental. The game will add to the bonus .1, .25, .5, 1,2,3,4,5, or 10 depending on the value set.

SUPERBONUS MAX - This option sets the maximum amount the bonus can increment to when using incremental bonus.
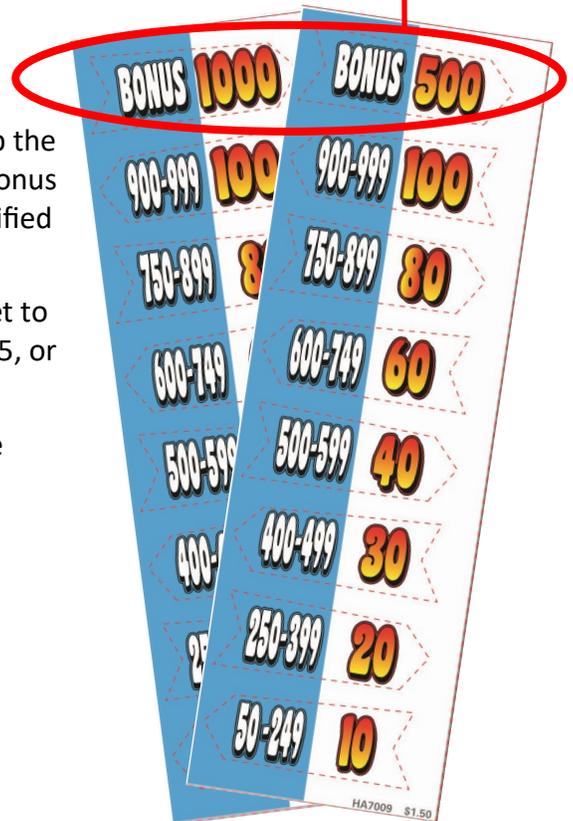
THE FOLLOWING INFORMATION IS IMPORTANT FOR BOTH USERS WHO ACCEPT CASH OR USE SWIPES.

You need to define how many pulses the game needs to see on the coin input line for the game to issue one credit. If using a card swipe system you should set this value always to 1. If you are accepting cash to credit the game you must tell the game what each coin line is worth in money. There are two additional options to allow different value coinage to be used.

Coin 1 - This should equal the lowest value coin being used. So in the US, if quarters are being accepted, and the game is $1.00 to play, this would be set to 4 as it would take four quarters to equal a dollar. If you where using a $1.00 coin and not quarters, then this would be set to 1 if the cost of play is $1.00. The wire color for this coin switch is white/brown.

Card swipe users should always set this option to 1 and configure their card system to pulse the game one time.

Coin 2 - There is an additional coin line used in the game to allow a different value coin to be used. This wire color is white/red. If using the same coin as coin 1, set this option to 1. This means that the coin is equal to the value of coin 1. If you set this to 2, then it tells the game it is twice the value of coin 1. If coin 1 is accepting quarters and coin 2 is accepting dollar coins, then it should be set to 4 as a dollar coin is worth four times a quarter. ** NOTE ** Cabinet fitted with an Excel Credit board set this to 0.

Bill Validator - This should be set to is used when using a bill validator. The coin line wire is white/orange.

The coin meter will advance for each game credit inserted. This means that when money is inserted into the game, only when enough money is inserted to play the game will the meter advance.

!! FINAL STEP FOR SETUP For All Operators !!

Use the bag with 12 rings or count out 12 Rings and put into the game.

The remaining RINGS should be kept as spares.

X's 12 Put in the game.

X's 8

The Free Game Option

An exciting feature allows the operator to award a free game in place of paying tickets. To enable this feature you must set the option "Free game mode" to "on". When it is enabled the ticket mechanism will no longer pay tickets. If the player wins the bonus round, the player will be able to play another game without putting coins to start.

Step 1: If not already unlock and open the upper coin door. Press the "TEST" button. This will cause the upper display on the game to change to "TEST".

NOTE: The small display inside the coin door will display the test and program menus. Press the "SRV" button to go to the next option or menu. Press the "TEST" button to select that option or menu.

Step 2: If not already, press "SRV" until the menu shows "8.Game SETTINGS".

Step 3: Press "TEST" to select this menu group.

Step 4: Press "SRV" until it shows "Free Game Mode".

Step 9: Press "TEST" to change the value to "ENABLE".

Step 10: Press "SRV" until it shows "Exit Game Settings"

Step 11: Press "TEST"

Step 12: Press "SRV" to change N to Y.

Step 13: Press "TEST" to exit and accept.

Adjusting The Ticket Value

The game by default values each ticket as .01. Unless you ordered your game otherwise, if you ticket value is different, you must change the option "Set Ticket Value" to the correct value. Valid values are .001, .002, .005, .01, .02, .03, .04, .05, .06, .07, .08, .09, or .10.

Step 1: If not already unlock and open the upper coin door. Press the "TEST" button. This will cause the upper display on the game to change to "TEST".

NOTE: The small display inside the coin door will display the test and program menus. Press the "SRV" button to go to the next option or menu. Press the "TEST" button to select that option or menu.

Step 2: If not already, press "SRV" until the menu shows "8.Game SETTINGS".

Step 3: Press "TEST" to select this menu group.

Step 4: Press "SRV" until it shows "Set Ticket Value".

Step 9: Press "TEST" to change the value to the correct ticket value.

Step 10: Press "SRV" until it shows "Exit Game Settings"

Step 11: Press "TEST"

Step 12: Press "SRV" to change N to Y.

Step 13: Press "TEST" to exit and accept.

Mercy Ticket Setting

If you have younger players or players that do not achieve enough in tickets which results in low payouts, the option "Set Mercy Ticket" can be used to give the players tickets just for playing. These tickets are in addition to any tickets won. Valid settings are 0, 1, …..19, and 20.

Step 1: If not already unlock and open the upper coin door. Press the "TEST" button. This will cause the upper display on the game to change to "TEST".

NOTE: The small display inside the coin door will display the test and program menus. Press the "SRV" button to go to the next option or menu. Press the "TEST" button to select that option or menu.

Step 2: If not already, press "SRV" until the menu shows "8.Game SETTINGS".

Step 3: Press "TEST" to select this menu group.

Step 4: Press "SRV" until it shows "Set Mercy Ticket".

Step 9: Press "TEST" to change the value to the desired amount.

Step 10: Press "SRV" until it shows "Exit Game Settings"

Step 11: Press "TEST"

Step 12: Press "SRV" to change N to Y.

Step 13: Press "TEST" to exit and accept.

Other Game Settings

Although there are more settings that can be customized, it is recommended only to change those options with advice from ICE service department. They have been already configured for optimal revenues.

Game Difficulty

This option allows you to control the amount of times the game will turn the rings red which is the highest value color. The lower the number, the more times RED will light.

Set Ticket Mode

This option will instruct the game either to pay the full amount of tickets owed or pay only half of them.

Set Game Time (base)

This option will allow you to change how long the game is per credit. This does not include the bonus time if enabled.

Other Game Settings (CONT)

Although there are more settings that can be customized, it is recommended only to change those options with advice from ICE service department. They have been already configured for optimal revenues.

Set Game Time (Bonus)

This option allows you to adjust how long a player has to achieve the bonus.

Bonus Game Setting

This option enables or disables the bonus game.

Set Game Time Cycle

This sets the time period for one revolution of the 6 Pegs.

Set Game Time Dir

This sets the direction of spin

Set Target Value Red

This allows you to set the point value when the ring is red.

Set Target Value Blue

This allows you to set the point value when the ring is blue.

Set Target Value Green

This allows you to set the point value when the ring is green.

Cheat Sensitivity

The cheat sensors can be disabled if either of them become defective. It is highly recommended to leave them enabled.

Attract Audio Sounds

You can disable the attract audio while the game awaits to be played.

Step 1: If not already unlock and open the upper coin door. Press the "TEST" button. This will cause the upper display on the game to change to "TEST".

NOTE: The small display inside the coin door will display the test and program menus. Press the "SRV" button to go to the next option or menu. Press the "TEST" button to select that option or menu.

Step 2: If not already, press "SRV" until the menu shows "8.Auido SETTINGS".

Step 3: Press "TEST" to select this menu group.

Step 4: Press "SRV" until it shows "Audio in Attract".

Step 9: Press "TEST" to change the value to "off".

Step 10: Press "SRV" until it shows "Exit Audio Settings"

Step 11: Press "TEST"

SET DATE/TIME

If the battery has been replaced or the time date is incorrect follow the next few steps to correct it.

Step 1: If not already unlock and open the upper coin door. Press the "TEST" button. This will cause the upper display on the game to change to "TEST".

NOTE: The small display inside the coin door will display the test and program menus. Press the "SRV" button to go to the next option or menu. Press the "TEST" button to select that option or menu.

Step 2: If not already, press "SRV" until the menu shows "10.SET DATE/TIME".

Pressing TEST once will activate the Date/Time setting and place a flashing cursor underneath the first field (DATE)

Pressing the SERVICE button will move the cursor along the fields in the following sequence: DATE → MONTH → YEAR → HOUR → MINUTE → EXIT.

When on a field, pressing the TEST button will advance the value by 1. Pressing and holding TEST for longer than 1 second will increment the value every 0.25 seconds.

The range for the DATE field will be between 1 and 28, 29, 30 or 31 (depending on the MONTH and YEAR fields)

The range for the MONTH field will be between 1 and 12

The range for the YEAR field will be between 1 and 99.

The range for the HOUR field will be between 00 and 23.

The range for the MINUTE field will be between 00 and 59

If the HOUR or MINUTES fields are modified , the internal seconds count is set to zero.

Book Keeping - Audits

Book keeping contains logged data regarding game performance.

Step 1: If not already unlock and open the upper coin door. Press the "TEST" button. This will cause the upper display on the game to change to "TEST".

NOTE: The small display inside the coin door will display the test and program menus. Press the "SRV" button to go to the next option or menu. Press the "TEST" button to select that option or menu.

Step 2: If not already, press "SRV" until the menu shows "10.BOOKKEEPING".

Step 3: Press "TEST" to select this menu group.

Pressing the SERVICE button will move to the next available Bookkeeping display.

> **Bookkeeping Screen 1**
>
> > CREDITS – Total number of COIN credits entered
> > SERVICE – Total number of SERVICE credits entered
>
> **Bookkeeping Screen 2**
>
> > GAME – Total number of Games Played
> > TICKETS– Total number of ticket paid out
>
> **Bookkeeping Screen 3**
>
> > AVRG TKTS   – The average amount of tickets paid out per game.
> > AVRG SCORE   – The average score value.
>
> **Bookkeeping Screen 4**
>
> > AVRG RINGS   – The average number of rings hooked per game.
> > BONUS 1 IN   – The drop frequency of the Bonus.
>
> **Bookkeeping Screen 5**
>
> > BNUS HIT – How many players enter the bonus round.
> > BNUS WIN   – How many players win the bonus round.
>
> **Bookkeeping Screen 6**
>
> > AWARD 1 – The number of games in award zone 1. (AWARD #1 = Lowest)
> > AWARD 2 – The number of games in award zone 2.
>
> **Bookkeeping Screen 7**
>
> > AWARD 3 – The number of games in award zone 3.
> > AWARD 4 – The number of games in award zone 4.

Bookkeeping Screen 8

AWARD 5 – The number of games in award zone 5.
AWARD 6 – The number of games in award zone 6.

Bookkeeping Screen 9

AWARD 1 – The number of games in each award zone (AWARD #1 = Highest)
MERCY   - The number of Mercy games played.

Bookkeeping Screen 10

The number of games played with 0 PEGS hooked.
The number of games played with 1 PEGS hooked.

Bookkeeping Screen 11

The number of games played with 2 PEGS hooked.
The number of games played with 3 PEGS hooked.

Bookkeeping Screen 12

The number of games played with 4 PEGS hooked.
The number of games played with 5 PEGS hooked.

Bookkeeping Screen 13

The number of games played with 6 PEGS hooked.
The number of games played with 7 PEGS hooked.

Bookkeeping Screen 14

The number of terminated cheat games.

Clear Meters

Pressing TEST will prompt the Operator "Are You Sure"?
Pressing TEST a second time will clear all bookkeeping meters to ZERO
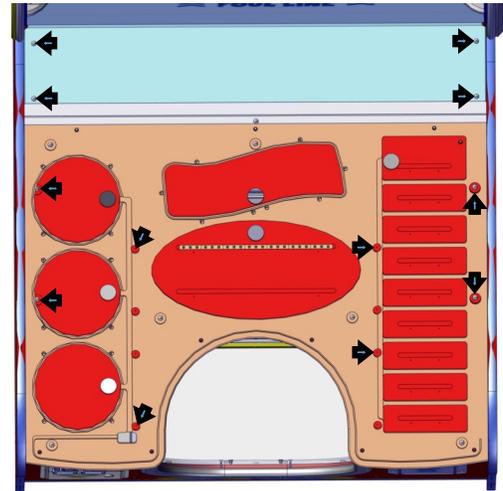A confirmation message "ALL CLEARED" will be shown and a confirmation audio SFX will be
    played.

Clear IOU & Service meters

The above procedure is repeated for clearing the IOU & Service Meters.
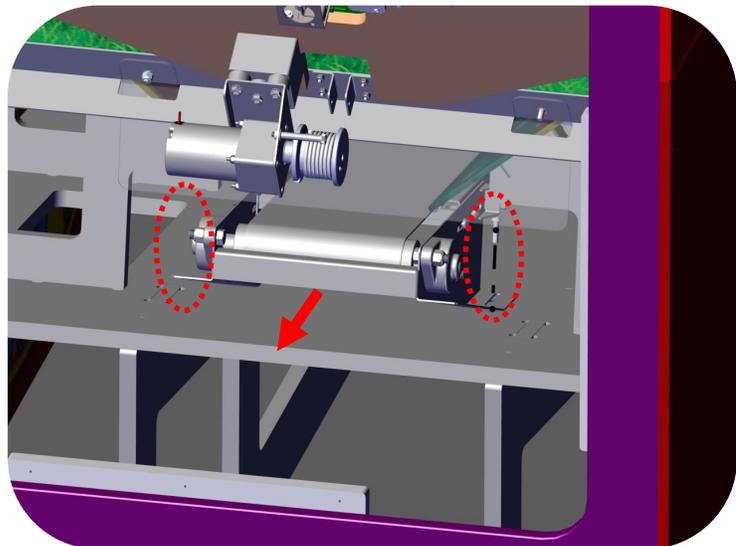
How to Remove the conveyor assembly

Step 1: Remove the control panel cover by removing the nine 5/32" Allen screws shown.

Step 2: Then remove the twelve bolts and screws shown here.

Lift up on the control panel assembly and unplug the LED Connectors.

Step 3: The conveyor AC power is accessed under the control panel. Disconnect this harness before removing the conveyor.

Step 4: From the back of the game, remove the two bolts holding the conveyor to the cabinet. The conveyor will now slide out from the back of the game.

Step 5: When installing the replacement conveyor, slide the new conveyor into the front slots and keep pushing all the way forward until it stops. Then secure the conveyor with two bolts.
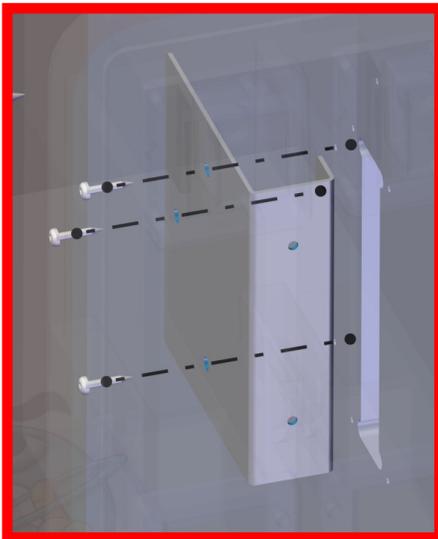
Accessing the Safety Sensors.

Step 1: Remove the control panel cover by removing the nine 5/32" Allen screws shown.
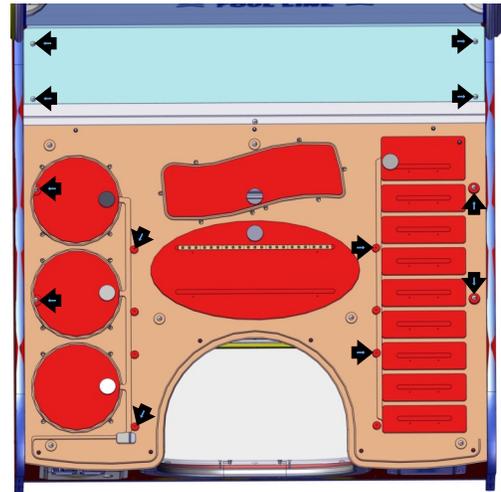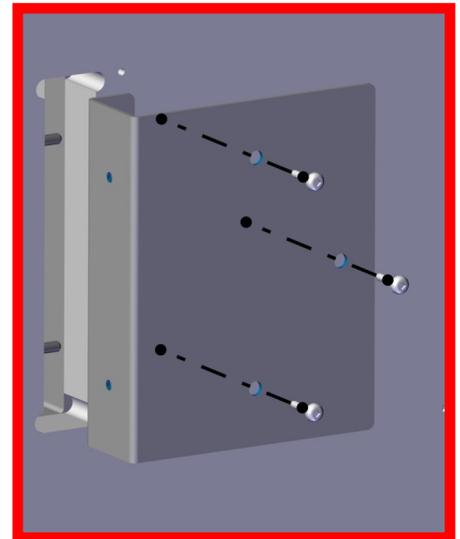

Step 2: Then remove the twelve bolts and screws shown here.

Lift up on the control panel assembly and unplug the LED Connectors.

The Safety sensor is mounted on the bracket which is mounted to the cabinet with three 655 square screws.

This is accessed through the top, behind the user control panel.

The Safety sensor is mounted on the bracket which is mounted to the cabinet with three 655 square screws.

This is accessed through the top and behind the ticket dispenser.

HA3000X Plunger Assembly

ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	HA3000	RING ROD	1
2	HA1028	PEG ASSEMBLY FRAME	1
3	HA1029	SUPPORT BRACKET	1
4	HA1030	MOUNT FRAME ASSEMBLY	1
5	AA6800	1/4-20 X 1/2 BSHCS (BLACK)	4
6	AA6053	1/4 SPLIT LOCKWASHER	5
7	AA6057	1/4 X 1/2 X .062 FLAT WASHER	5
8	AA6276	4-40 x 1/4" LG. PPHMS	4
9	AA6769	#4 LOCKWASHER	4
10	AA6285	FLAT WASHER 1/8 x 9/32 x.025	4
11	HA1031	TOP PLATE	1
12	AA6281	1/4-20 x 1 1/2 BSHCS (BLACK)	2
13	HA1050	EXTENSION SPRING	2
14	HA3003	CLEVIS JT W/PIN	1
15	HA3002	FLANGE BEARING	2
16	91280A324	M6 X 12 HHMB	1
17	HA3001	PLASTIC CLAMP	2

HA2036X

E01449
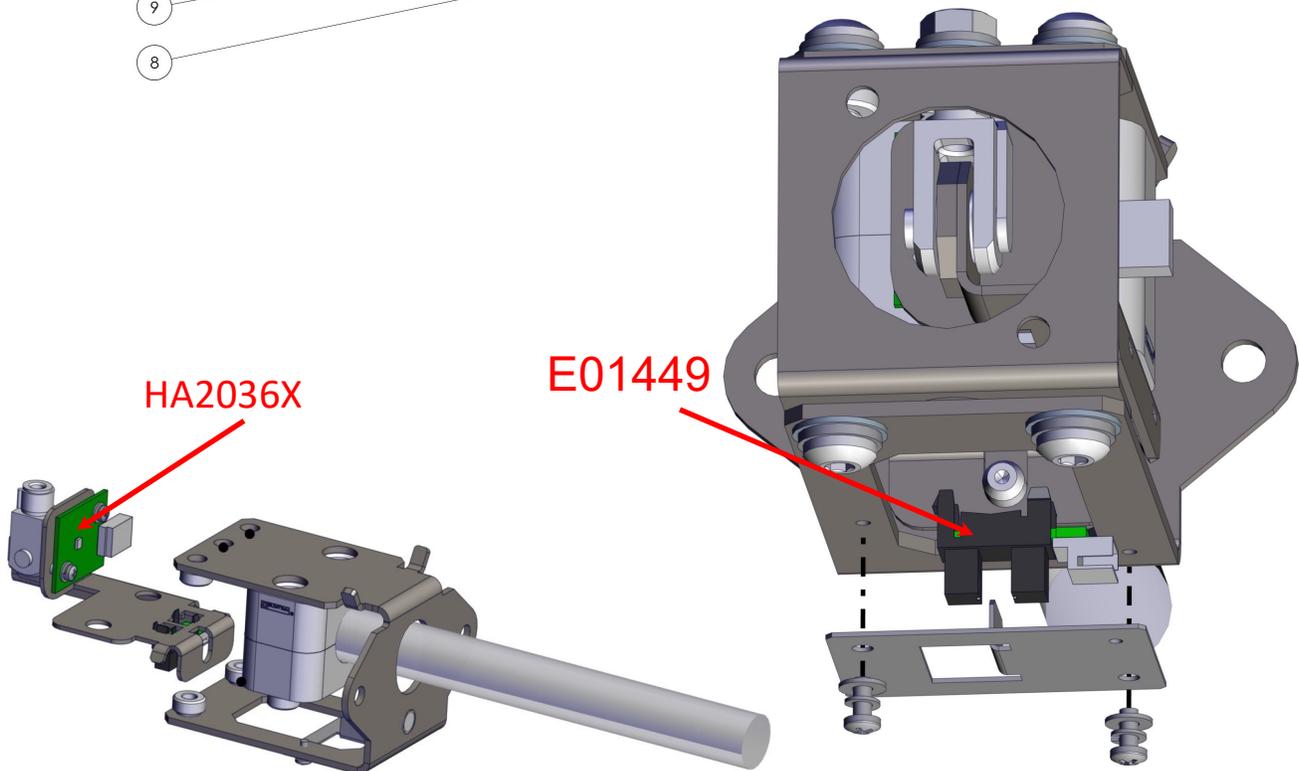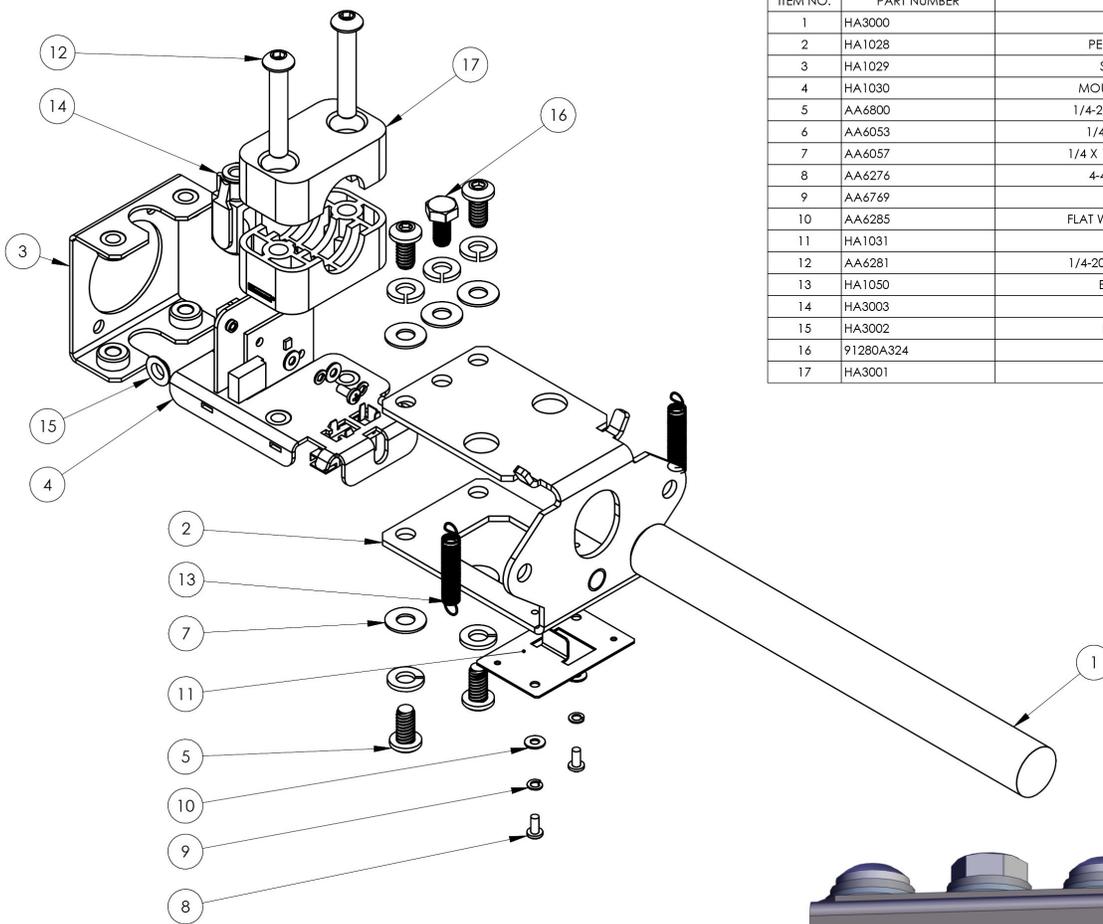
ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	HA1033	PULLEY BRKT	2
2	ZS1003	GUIDE WHEEL SHAFT	1
3	ZS3003	TURNTABLE WHEEL	1
4	AA6697	1/4" E-CLIP 97431A300	2
5	AA6877	SLEEVE BEARING	2
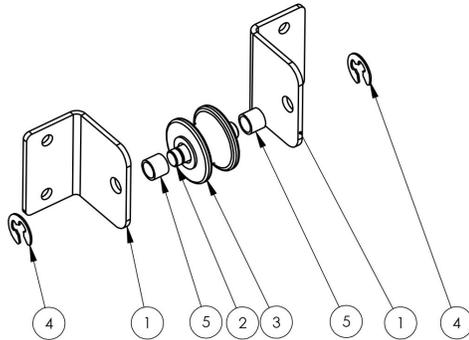
ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	GF2008	MOTOR 15W/12V (SD615-12A)	1
2	GF2008C	GEARBOX	1
3	HA1026	BOBBIN	1
4	AA6967	1/4-20 X 5/16 X 1-3/4 SHOULDER BOLT	1
5	HA1025	MOTOR BRKT	1
7	AA6057	1/4 X 1/2 X .062 FLAT WASHER	1
8	AA6384	SET SCREW CUP SKT 0.19-32x0.5	3

HEX NUT

LOCK WASHER

FLAT WASHER
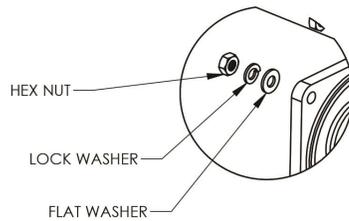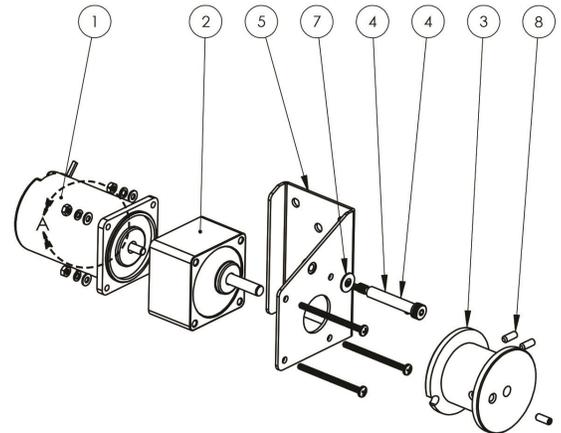
ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
10	HA3027	MOTOR SPACER	2
11	AA6985	VIBRATION-DAMPENING SANDWICH MOUNT	3
12	PC60614	025-20 KEP NUT	3
13	AA6220	1/4-20 X 1-3/4 BSHCS (BLACK)	6

THREADED HOLES

THREADED HOLES

MOUNTING HARDWARE
INCLUDED WITH TL2008
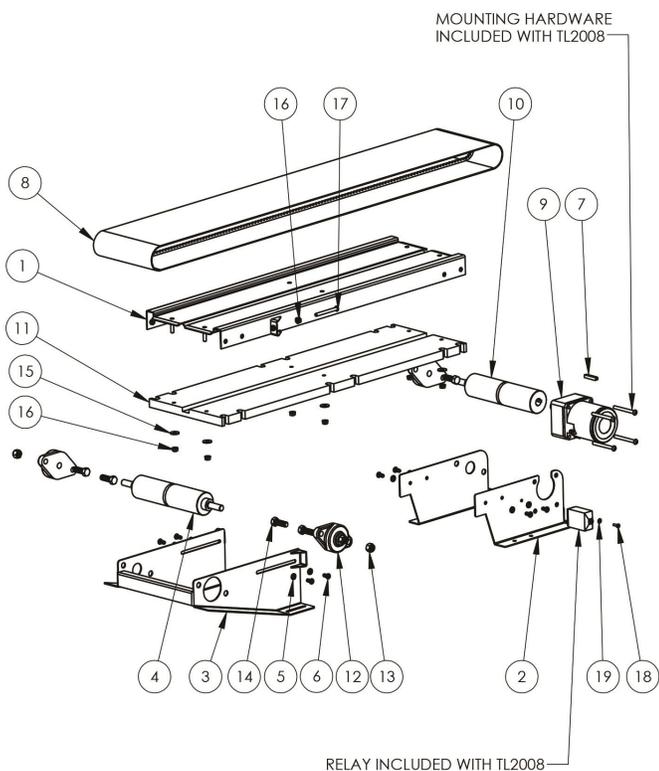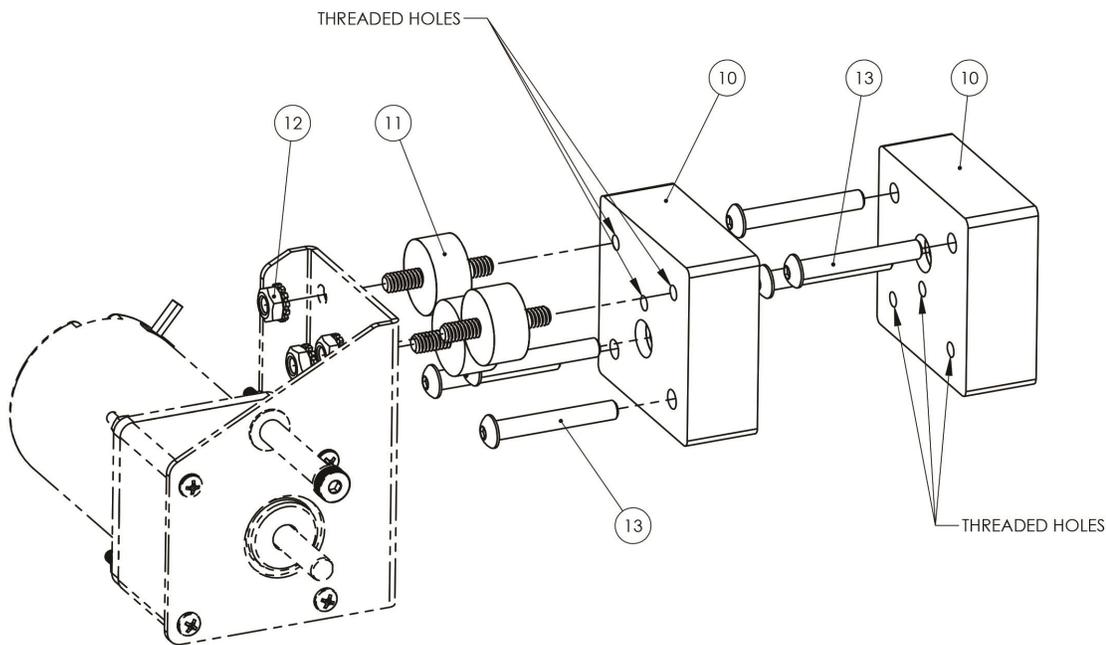
ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	HA1021	CONVEYOR BED	1
2	TL1210	CONVEYOR DRIVE SUPPORT	1
3	TL1209	CONVEYOR IDLER SUPPORT	1
4	TL1256	IDLER ROLLER	1
5	AA6053	1/4 SPLIT LOCKWASHER	8
6	AA6800	1/4-20 X 1/2 BSHCS (BLACK)	8
7	TL1228	PLAYFIELD KEY	1
8	HA4000	CONVEYOR BELT	1
9	TL2008	MOTOR	1
10	TL1257	DRIVE ROLLER	1
11	HA3080	CONVEYOR SUPPORT	1
12	FB1058	BEARING (CONVEYOR ROLLER)	3
13	AA6981	7/16-14 NYLOCK	6
14	AA6980	7/16-14 x 1-1/4" HHMS	6
15	6075	1/4 x 3/4 FLAT WASHER ZINC (USS)	6
16	PC60614	025-20 KEP NUT	8
17	6227	1/4-20 x 2 1/2 BSHCS	2
18	6004	8-32 x 1/2 PRHMS (BLACK)	1
19	SK613	#8 STAR WASHER	1

RELAY INCLUDED WITH TL2008

Following simple maintenance tips will keep your hoopla running for many years. Wipe all acrylic surfaces with Brillianize ® (Important this is a Anti-Static, Ammonia Free, and Alcohol free product). Dust off belt with a rag then clean belt with furniture polish. The Hoops can be refreshed with dish soap and water.

Although your Hoopla will come with 20 hoops (12 in the game at all times, and 8 spares) it may be a good idea to keep 8 spares on the shelf at all times. Having a spare rope could come in handy as well.

Rope - CG4004HAX (special length with metal crimp)

Hoops – HA4001 - RUBBER HOOP (YELLOW)

Suggestive Spares to have on Hand:

Peg assembly – HA3000X - ASY (ROD)

Main Board – HA2034X - PCBA MAIN I/O RED2

Power Supply 1 – GF2010 - POWER SUPPLY +12VDC 29A (ROHS)

Power Supply 2 – WN2010 - POWER SUPPLY (5VDC, 40A) SP-200-5

Belt Sensor Boards Transmitter and Receiver

      Transmitter – HA2037X PCB assembly

      Receiver – TL2038HAX PCB assembly w HA programming

Belt Motor w Gearbox – HA2008X - ASY (MOTOR W/GEARBOX)

4 digit display – HA2033X - PCBA LED 4X7 PCB (838-0040UK)

2 digit display – HA2032B - ASY (CHEAT SENSOR W/BRACKET & TUBE)

Cheat Sensor – MJ1332HAX - ASY (CHEAT SENSOR W/BRACKET & TUBE)

Ring Board – HA2039X - PCBA (838-0033UK) _RING

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.

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