

FRANTICTM FRED



OWNERS AND SERVICE MANUAL FIRST REVISION

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SALES (716) 759-0370 SERVICE (716) 759-0360

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INTRODUCTION

GAME FEATURES

FRANTIC FRED™ is the latest in Redemption Video games from I.C.E.

SIMPLE GAME PLAY - Central to all successful games is simple play. When a player sees a game and says "I can do that", you have a game that will consistently earn well. The game play of FRANTIC FRED™ was developed to do just that, and while catering to young children, it is fun for the whole family.

UNIQUE "CABIN"ETTE DESIGN - The cabinet of FRANTIC FRED™ has been designed to be totally unique for a video game. The attractive Log Cabin design has just what it takes to draw customers in from all over the arcade. The cabinet has a realistically sculpted Roof and Log Control Panel made of impact resistant vacuum formed ABS. The balance of the machine is constructed with a cabinet grade - 7 ply plywood, with full Vinyl Graphics laminated to it. The front door of the cabinet is full length to offer the best possible serviceability to the operator. Virtually everything is accessible once the door has been opened. Oh....Don't forget about that Pesky Squirrel sitting on top of the cabin.

GREAT VIDEO - The video in FRANTIC FRED™ has been designed with simplicity in mind. As FRANTIC FRED™ is a game for children, it is important to keep the graphics cartoonish and uncluttered. An additional benefit of this approach is that it allows the use of the less expensive CGA type monitor.

HIGH TECH GAME ELECTRONICS - are the key to reliability, and FRANTIC FRED™ has them, along with a high power audio amplifier for great game sound.

UNIQUE STEERING WHEEL - The steering wheel is not unique, JUST the way we use it. An absolutely great controller for moving Fred back and forth across the playfield. Move him just a little.....or FRANTICALLY !!!

GAME PLAY

The object of FRANTIC FRED™ is to make Fred move back and forth across the playfield and eat the Apples as they fall from the tree. The Apples are worth tickets, and the idea is to eat as many Apples as possible to earn the most tickets. In fact, if you eat ALL of the Apples, you get to go to a special BONUS screen. Here you will get a chance to earn more tickets, maybe even get the big bonus prize.

But wait, there are a few problems. (These problems are known to Fred as Squirrels.) These pesky critters are up in the trees, laughing at Fred and trying to drop things on his head. Get hit and..... oh "Dat Hurt". When Fred gets hit, he's momentarily stunned and can't get to the next Apple. So "Steer Clear" and..... Good Luck.

ASSEMBLY

ASSEMBLY

BEFORE YOU BEGIN

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

DO NOT ATTEMPT TO DEFEAT THE GROUND PRONG ON THE POWER CORD FOR THE SAME REASONS AS GIVEN ABOVE. USING AN IMPROPERLY OR NON GROUNDED OUTLET COULD VOID YOUR WARRANTY.

TOOLS NEEDED: The only tool you will need to assemble this game will be some sort of 7/16" socket or wrench.

Your game needs a minimum ceiling height of 7FT-6IN, however an 8FT height is ideal to fully utilize the marquees height.

SET-UP

1. Remove the game from all of its packaging.
2. You will notice that the game comes fully assembled with the exception of the marquee being installed. IF YOU HAVE A CEILING HEIGHT OF 8FT OR MORE PROCEED TO STEP 3. IF YOU HAVE A CEILING HEIGHT OF 7FT 6IN SEE MARQUEE HEIGHT ADJUSTMENT PROCEDURES AT

THE END OF THIS SECTION. GET SOMEONE TO HELP YOU HOLD THE MARQUEE IN PLACE WHILE INSTALLING THE HARDWARE DURING THE NEXT STEP.

3. In the rear of the cabinet are located 2 spacer wood blocks held on to the rear of the cabinet with bolts and washers.
4. Remove the bolts and washers and remove the spacer blocks.
5. Install the bolts and washers through the marquee mounting poles and slide the mounting blocks onto the hardware. These blocks will give the marquee poles the spacing necessary to clear the overhang of the roof panels.
6. Install the marquee to the rear of the cabinet being sure to run all of the wiring that runs down through the marquee pole into the wiring access hole located on the rear of the cabinet.

TIGHTEN THE HARDWARE SECURELY, BUT BE CAREFUL NOT TO OVER TIGHTEN AND BREAK THE INSERTS IN THE REAR OF THE CABINET.

7. There are 3 connectors from the marquee that need to be connected inside the game. Open the front door of the game.
8. Connect the (2) 15 pin connector cables from the marquee to the marquee driver board located on the left hand side of the cabinet. IT DOES NOT MATTER WHICH 15 PIN CONNECTOR GOES INTO WHICH 15 PIN SOCKET.
9. Connect the 2 pin AC harness to the 2 pin plug which will be located in the lower cabinet.

ASSEMBLY

CHECK THAT GAME IS SET TO PROPER VOLTAGE BEFORE PROCEEDING. BE SURE THAT THE SWITCH ON THE SWITCHING SUPPLY IS SET PROPERLY. IF USING ON 220-240 VAC. CHECK FOR AN IN LINE STEP DOWN TRANSFORMER FOR THE A.C. POWER GOING TO THE MARQUEE. IF YOU HAVE ANY QUESTIONS OR CONCERNS ABOUT YOUR GAME BEING SET PROPERLY, PLEASE CALL OUR SERVICE DEPARTMENT BEFORE PROCEEDING

10. Turn on the AC power to the game. The game should power up at this time. IF THE GAME DOES NOT FULLY POWER UP AT THIS TIME, BE SURE THE SWITCH IS DEPRESSED THAT COMES OUT OF THE SWITCHING POWER SUPPLY.

CHANGING THE MARQUEE HEIGHT

The marquee on FRANTIC FRED™ can be lowered by 6 inches when necessary.

1. Lay the marquee on the floor and remove the (6) phillips head screws that hold the cover onto the rear of the marquee.
2. Remove the connectors from the cover to the rear of the marquee.
3. Remove the A.C. wiring from the rear of the marquee to the marquee poll.
4. Unbolt the marquee poles and move them up to the alternate set of holes located at the rear of the marquee.
5. Re-connect the A.C. wiring.
6. Re-connect the marquee cover wiring and re-install the cover with the (6) phillips head screws. GO BACK TO STEP 3 OF SET-UP

GAME TEST

Now that the game has been powered up, it is important to be sure that all areas of the game are functioning properly. Please test the following areas for correct function.

1. Low ticket LED should be lit.
2. Place tickets in ticket bin. Low LED light should go off.
3. Check that video screen is working properly. Check for the following:
 - All colors are working
 - Screen edges are straight
 - video goes to edge of screen
 - Screen has no jitters or rolling

NOTE: IF ANY OF THE ABOVE CHECKS REVEAL A VIDEO PROBLEM, PLEASE CALL OUR SERVICE DEPARTMENT.

4. Check that the Florescent lighting is working on the marquee.
5. Check that all the marquee Fire Fly light bulbs are flashing.
6. Insert coins to see that the game responds properly.
7. Check for adequate sound levels.

NOTE: YOU CAN ADJUST THE SOUND VOLUME WITH THE CONTROL LOCATED ON THE AUDIO AMPLIFIER.
8. Move the steering wheel to be sure that FRED moves back and forth properly.
9. Win a game, advance to the BONUS round, and be sure the BONUS button is working properly.
10. Check for proper ticket dispensing.
11. Go to PROGRAMMING section.

MAINTENANCE

It is a well know fact that keeping your game looking new is the best thing you can do to keep your earnings high. ALWAYS use the suggested cleaning materials to avoid damaging your game.

FRANTIC FRED™ has been engineered to be easy to maintain. We have used the most durable materials available to keep the game working for years to come.

PLASTIC PARTS - All of the plastic parts on the game can be cleaned with soapy water or any of the commercial spray cleaners available. These parts may also be finished with a coating of spray furniture polish to keep them looking new.

SQUIRREL - The squirrel on FRANTIC FRED™ has large and small threaded rods that keeps it attached to the game. The attachment method has been developed so that it can be kept tight after a period of time, yet not be obvious. (You wouldn't want a bolt sticking out of the squirrel's head). To re-tighten the squirrel's attachment, open the door and tighten the threaded rods under the roof of the game.

PRINTED DECALS - The decals on the game should be cleaned carefully to avoid damage. The decals have a clear ultra-violet ink overcoating to add durability, but care should still be exercised. Clean with a mild SOAPY SOLUTION ONLY. Use of spray cleaners could occasionally be used, but will wear through the clear coat and printing with time. Absolutely NEVER USE SOLVENTS TO CLEAN THE DECALS.

TICKET DISPENSER - It is a good idea to clean the tick path and optical detectors on the ticket dispenser at least once a month.

COIN MECHANISMS - The coin mechanisms should be cleaned periodically with warm soapy water using a stiff bristle brush. After cleaning with soapy water, check to be sure the mechs are fully cleaned. If not, clean again, this time using isopropyl alcohol. Between the soapy water and alcohol, all of the residues should now be removed. Re-install the mech, check for proper function, and adjust if necessary.

ELECTRONICS - It is a good idea to check for dirt on the steering wheel optical sensor occasionally. Check to see that all of the Marquee lights are working. Check to see that the BONUS button light bulb, and coin door light bulbs are working.

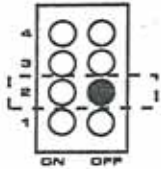
NOTE: TO AVOID DAMAGING THE GAME, ALWAYS USE THE PROPER REPLACEMENT LIGHT BULB.

TURN GAME POWER OFF. Then go around the game and be sure that all of the connectors are fully seated in their sockets.

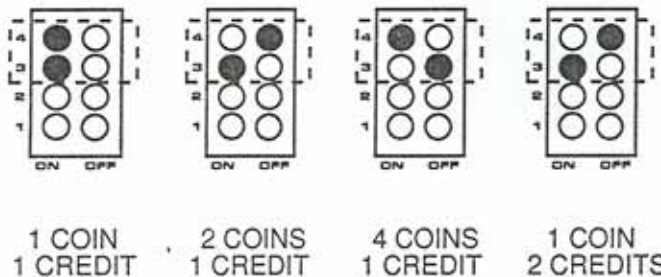
HARDWARE - Periodically check to see that all hardware is tight.

PROGRAMMING INSTRUCTIONS

BONUS CHEAT MODE - DIP SWITCH #2 of the smaller 4 dip switch block controls the bonus cheat mode. When switch #2 is OFF, you must eat all of the apples to advance to the bonus round. When switch #2 is in the ON position, you can MISS 1 apple, and still make it to the bonus round. The default value for this option is OFF.



COIN SETTING - DIP SWITCHES 3 AND 4 of the smaller 4 dip switch block controls the coin settings for the game. The chart below will give the possible combinations. The default value for this options is 1 coin, 1 credit.



1 COIN
1 CREDIT

2 COINS
1 CREDIT

4 COINS
1 CREDIT

1 COIN
2 CREDITS

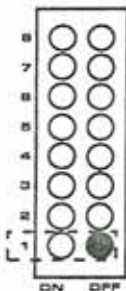
PROGRAMMING INSTRUCTIONS

The FRANTIC FRED programming options are adjusted by means of dip switch settings. An 8 position dip switch controls game function, while a 4 position dip switch controls additional game and coin functions.

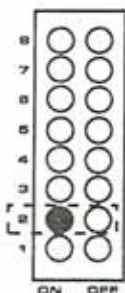
IMPORTANT: AFTER CHANGING ANY DIP SWITCH SETTINGS, IT WILL BE NECESSARY TO TURN GAME POWER OFF THEN BACK ON FOR THE NEW SETTINGS TO TAKE EFFECT.

NOTE: DARKENED CIRCLES = ACTIVE POSITION

DOUBLE TICKET VALUES - DIP SWITCH #1 controls doubling ticket values. This option is valuable if your tickets value is very low, or if you just would like a higher payout. Turning the switch ON enables double tickets, and turning the switch OFF disables double tickets. The default value for this option is OFF.



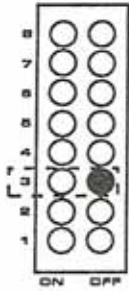
ENABLE BONUS ROUND - DIP SWITCH #2 controls enabling the bonus round. This video "CYCLONE" option gives the player a chance to win extra BONUS tickets at the end of the game. Turning the switch ON enables the bonus round. Turning the switch OFF disables the bonus round. The default value for this round is ON.



Chuck E - OFF

PROGRAMMING INSTRUCTIONS

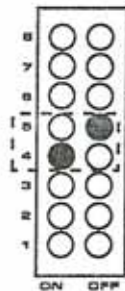
JUST FOR PLAYING - DIP SWITCH #3 controls the just for playing option. This "mercy" ticket option allows the players to receive tickets regardless of the score. This option is useful in municipalities that do not allow a variable ticket payout.



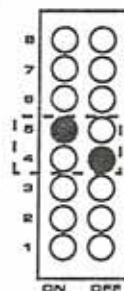
NUMBER OF APPLES PER GAME - DIP SWITCHES 4 & 5 control how many apples appear on the tree branch during the game. The more apples per game, the more difficult to play. (the actual difficulty is the same, but the increased number of apples make it more likely that FRED will get hit with an anvil. The number of apples per game is indicated below.....



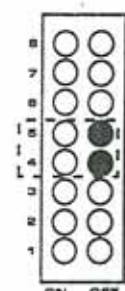
5
APPLES



7
APPLES



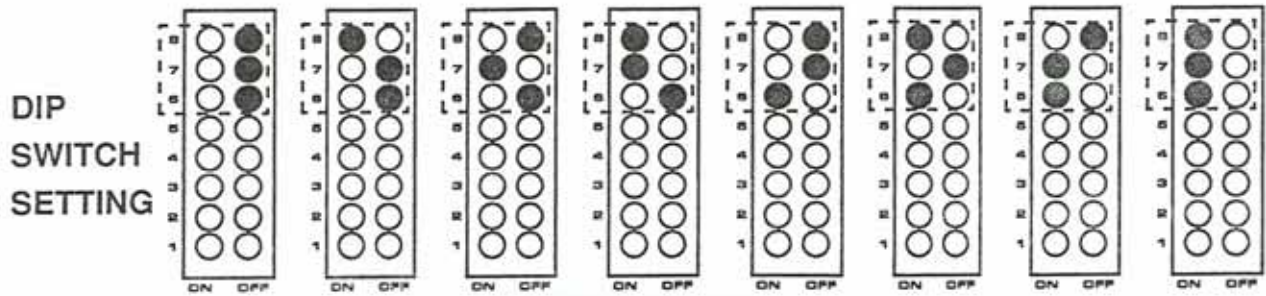
8
APPLES



9
APPLES

TICKET TABLES - DIP SWITCHES 6, 7, AND 8 control how many tickets are paid out per game when FRED eats all of the apples. Look in the chart below at how many apples the game is set up to play. Cross reference that amount with your desired ticket payout. Then use an appropriate dip switch setting as listed at the top of the next page.

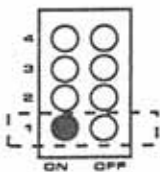
PROGRAMMING INSTRUCTIONS



5 APPLES	3	9	3	9	7	6	6	5
7 APPLES	4	10	4	13	8	7	9	7
8 APPLES	4	10	6	15	9	9	9	8
9 APPLES	5	11	6	18	10	9	10	9

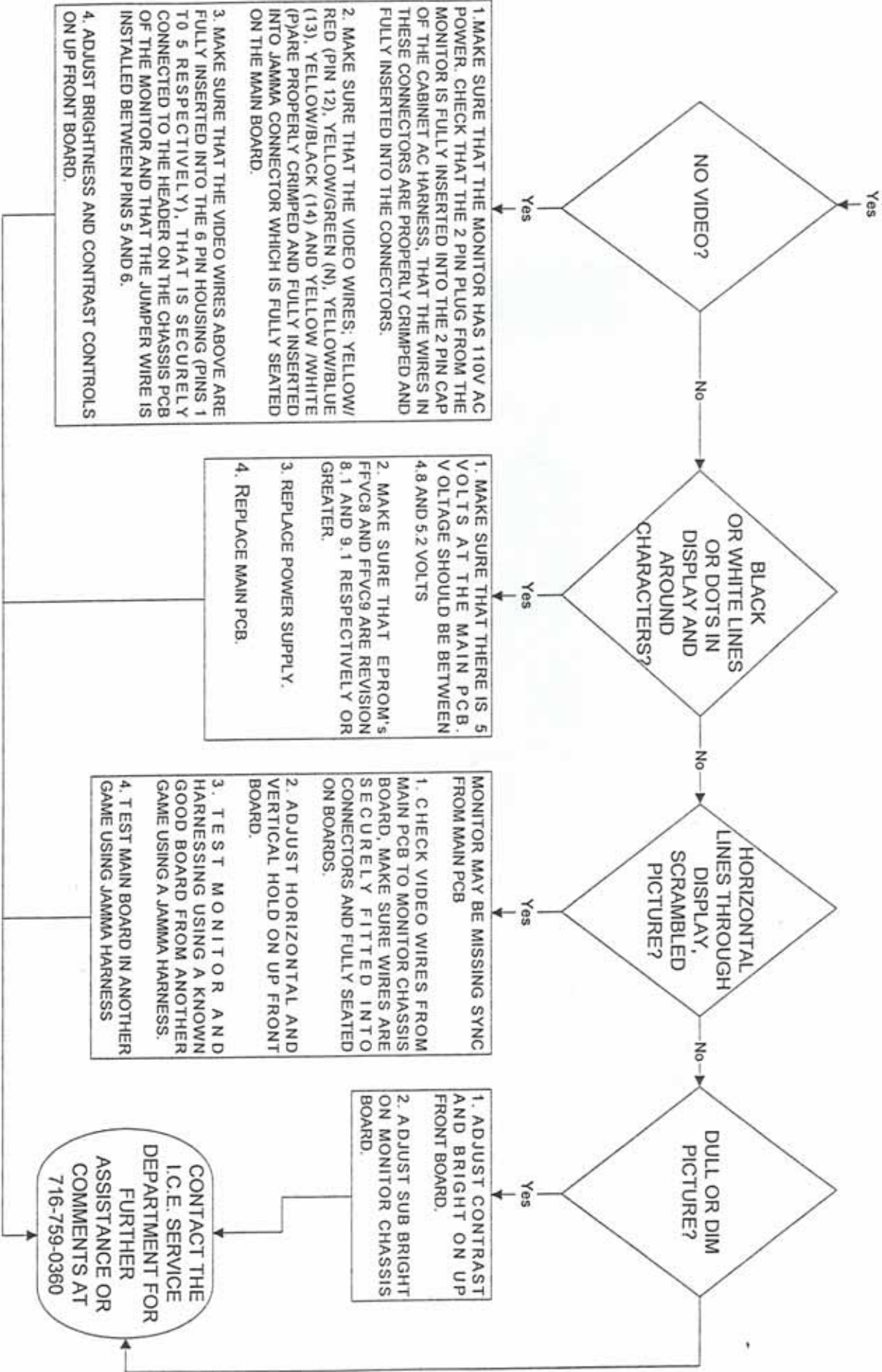
NOTE: YOU MAY NOTICE THAT THERE ARE DUPLICATE TICKET NUMBERS WITH DIFFERENT DIP SWITCH SETTINGS FOR EACH AMOUNT OF APPLES. THE DIFFERENT SETTINGS MERELY MOVE THE TICKET VALUES AROUND TO THE VARIOUS APPLES ON THE SCREEN.

BONUS INCREMENT - DIP SWITCH #1 of the smaller 4 dip switch block allows the operator to increase the bonus ticket value by 1 either every game or every 3 games. A setting of OFF increases the bonus every 3 games. A setting of ON increases the value every game. The default value for this option is ON.



BAD VIDEO

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BAD AUDIO

CHECK POWER AMP, SPEAKER, MAIN PCB AND POWER SUPPLY

1. MAKE SURE THAT THE VOLUME /GAIN CONTROL KNOB ON THE AUDIO AMP IS TURNED UP
2. MAKE SURE THAT THE 12 VOLTS, GROUND AND REMOTE (12V) WIRES ARE PROPERLY CONNECTED BETWEEN THE AUDIO AMP AND THE SWITCHING POWER SUPPLY.
3. MAKE SURE THAT THE RCA PLUG IS CONNECTED TO LEFT INPUT OF AUDIO AMP.
4. MAKE SURE THAT THE OPPOSITE END OF THE RCA CABLE IS PROPERLY CRIMPED AND FULLY INSERTED INTO PINS 11 AND M OF THE JAMMA CONNECTOR WHICH IS FULLY SEATED ONTO THE MAIN PCB.
5. MAKE SURE THAT THE RED/WHITE SPEAKER WIRE GOES TO R+ OUTPUT OF THE AUDIO AMP AND THAT THE BROWN/GRAY WIRE GOES TO THE L- OUTPUT (THIS IS BRIDGED MODE).
6. MAKE SURE THAT THE SPEAKER WIRES ARE PROPERLY CRIMPED INTO THE FASTON TERMINALS THAT ARE SECURELY CONNECTED TO THE SPEAKER.
7. RETURN THE MAIN PCB FOR EVALUATION AND/OR REPAIR.

DISTORTED OR CRACKLING AUDIO?

1. MAKE SURE SPEAKER IS SECURELY FASTEN TO THE DOOR AND THE MAGNETIC SHIELD IS FIRMLY ATTACHED TO THE SPEAKER.
2. MAKE SURE THAT THE SPEAKER IS NOT DAMAGED OR TORN AND THE THE CONE MOVES FREELY.
3. MAKE SURE THAT THE RED/ WHITE AND BROWN /WHITE SPEAKER WIRES ARE PROPERLY ATTACHED TO THE AUDIO AMP.
4. ADJUST VOLUME /GAIN CONTROL ON AUDIO AMP TO LOWER VOLUME.
5. RETURN MAIN BOARD AND/OR AUDIO AMP FOR EVALUATION AND/OR REPAIR.

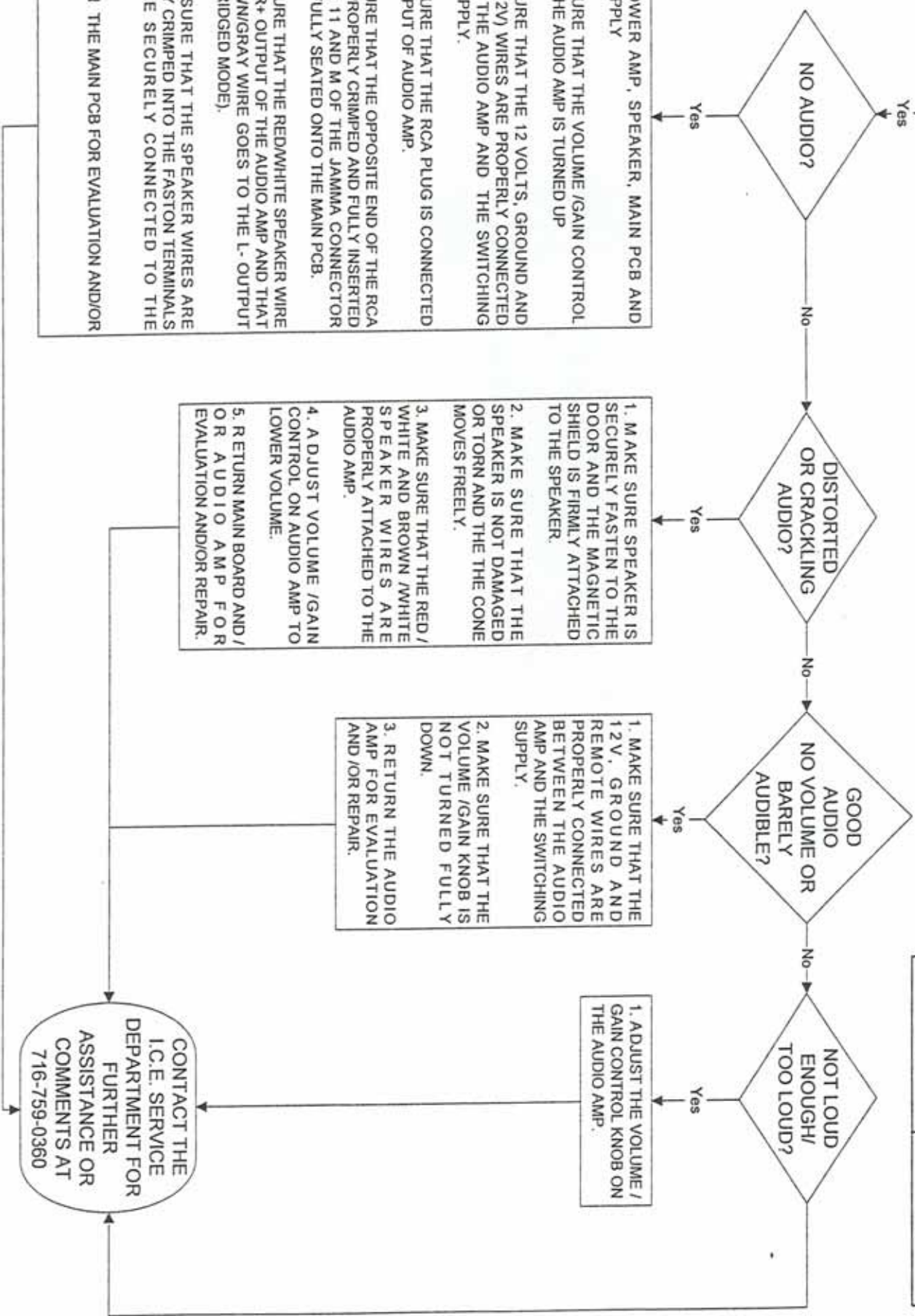
GOOD AUDIO NO VOLUME OR BARELY AUDIBLE?

1. MAKE SURE THAT THE 12V, GROUND AND REMOTE WIRES ARE PROPERLY CONNECTED BETWEEN THE AUDIO AMP AND THE SWITCHING SUPPLY.
2. MAKE SURE THAT THE VOLUME /GAIN KNOB IS NOT TURNED FULLY DOWN.
3. RETURN THE AUDIO AMP FOR EVALUATION AND /OR REPAIR.

ADJUST THE VOLUME / GAIN CONTROL KNOB ON THE AUDIO AMP.

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GAME DOES NOT TURN ON

NO VIDEO
NO AUDIO
NO LIGHTS?

Yes

1. MAKE SURE THAT THE POWER CORD IS NOT DAMAGED AND IS FULLY INSERTED INTO THE POWER ENTRY MODULE IN THE BACK OF THE GAME.
2. MAKE SURE THAT THE 3 PIN PLUG ON THE AC POWER HARNESS INSIDE THE GAME IS PLUGGED INTO THE 3 PIN CAP FROM THE BACK OF THE POWER ENTRY MODULE WORK BOX. THAT THE WIRES ARE PROPERLY CRIMPED AND FULLY INSERTED INTO BOTH CONNECTORS.
3. CHECK THE MAIN FUSE LOCATED INSIDE THE POWER ENTRY MODULE. GAIN ENTRY BY REMOVING THE POWER CORD, PRYING OPEN THE FLAP COVERING THE FUSE WITH A SCREWDRIVER IN THE SLOT JUST ABOVE THE SWITCH AND REMOVING THE FUSE BLOCK. NOTE THE WHITE ARROW DIRECTION FOR REASSEMBLY. REPLACE WITH 3AMP SLOW BLOW FUSE ONLY.

MARQUEE
BACK LIGHTS
ONLY?

Yes

1. MAKE SURE THAT THE SHORT POWER CORD IN THE AC HARNESS INSIDE THE CABINET IS FULLY INSERTED INTO THE POWER SUPPLY.
2. MAKE SURE THAT THE ON/OFF SWITCH FROM THE POWER SUPPLY IS IN THE ON POSITION.
3. MAKE SURE THAT THE THREE 4 PIN DC POWER CONNECTORS GOING TO THE DOOR, MAIN PCB AND MARQUEE PCB ARE FULLY INSERTED INTO THE MATING CONNECTORS OF THE POWER SUPPLY, THAT THE PINS IN THESE CONNECTORS ARE PROPERLY CRIMPED AND FULLY INSERTED INTO THE CONNECTORS.
4. MAKE SURE THAT THERE IS +5V AND +12V ON THE MAIN PCB BETWEEN PINS 3 AND 1 AND 6 AND 1 RESPECTIVELY.
5. REPLACE POWER SUPPLY.

BAD TICKET
DISPENSE

NO OUTPUT?

Yes

1. MAKE SURE THAT THE DIP SWITCHES ON THE MAIN BOARD ARE PROPERLY SET ACCORDING TO THE INSTRUCTIONS.
2. MAKE SURE THAT THE 4 PIN PLUG IN THE GAME HARNESS (PINNED 1-BLACK/BLUE, 2-BLACK, 3-BROWN/GREEN AND 4-YELLOW) IS FULLY INSERTED INTO THE 4 PIN CAP COMING FROM THE TICKET DISPENSER, THAT THE WIRES IN THESE CONNECTORS ARE PROPERLY CRIMPED AND FULLY INSERTED INTO THE CONNECTORS.
3. MAKE SURE THAT THERE IS +12V BETWEEN PINS 4 AND 2 OF THE 4 PIN CAP OF THE DISPENSER AND ON THE DISPENSER PCB BY MEASUREMENT OR BY PRESSING THE TEST BUTTON ON THE DISPENSER AND DISPENSING TICKETS.
4. MAKE SURE THAT THE JAMMA CONNECTOR IS FULLY SEATED ONTO THE MAIN PCB, THAT THE BLACK/BLUE WIRE IS PROPERLY CRIMPED INTO THE PIN THAT IS FULLY INSERTED INTO LOCATION 15 ON THE JAMMA CONNECTOR AND THAT THE BROWN/GREEN WIRE IS PROPERLY CRIMPED AND FULLY INSERTED INTO LOCATION 9.
5. REPLACE TICKET DISPENSER.
6. RETURN MAIN BOARD FOR EVALUATION AND REPAIR.

WRONG COUNT?

Yes

1. MAKE SURE THAT THE DIP SWITCHES ON THE MAIN BOARD ARE PROPERLY SET ACCORDING TO THE INSTRUCTIONS.
2. REPLACE TICKET DISPENSER.
3. RETURN MAIN BOARD FOR EVALUATION AND REPAIR.

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PARTS LISTINGS

1008	BULB, #555 - 5 VOLT (COIN DOOR & BUTTON LIGHTS)
2005	BULB, #906 - 12 VOLT (MARQUEE LIGHTS)
209	T-MOLD, BROWN 3/4"
211	SWITCH, LOW TICKET
2132	BULB, GE BRIGHT STICK FLORESCENT (MARQUEE SIGN)
5006	CASH BOX
5014F	DOOR LOCK
AR2007	SPEAKER, HIGH POWER 6" X 9"
EV2009	AUDIO POWER AMPLIFIER
FF1006	HINGE, CABINET DOOR
FF2010	POWER SUPPLY, 250 WATT SWITCHING
FF2034X	MAIN P.C. BOARD, FRANTIC FRED
FF2036X	MARQUEE P.C. BOARD, FRANTIC FRED
FF3001	CONTROL BASE (LOG) PLASTIC
FF3002	ROOF, PLASTIC
FF3003	MARQUEE HOUSING
FF3010	SQUIRREL
FF3028	MONITOR COVER GLASS (DOOR WINDOW)
FF4001	STEERING WHEEL ASSEMBLY
FF7001	DECAL, SIDE PANEL - LEFT
FF7002	DECAL, SIDE PANEL - RIGHT
FF7003	DECAL, MONITOR (WINDOW FRAME)
FF7004	DECAL, INSTRUCTION
FF7005	DECAL, DOOR (LOWER)
FF7006	DECAL, LOG (SMALL END)
FF7007	DECAL, LOG (BIG END)
FF7008	DECAL, BONUS BUTTON
FF7009	DECAL, KICK PLATE (CLEAR)
FF7010	DECAL, PROGRAMMING
FF7026	DECAL, FIREFLY (SET OF 16)
FF7027	MARQUEE SIGN
FF9001	SERVICE MANUAL
HH1006	CASH BOX LID
HH20224MX	COUNTER
HH5005	TICKET DISPENSER
HR1019	LEVELER FEET
HR2005	PUSH BUTTON, LARGE WHITE
MON27C	29" CGA MONITOR
UC2006X	POWER ENTRY MODULE