OWNERS AND SERVICE MANUAL
INNOVATIVE CONCEPTS IN ENTERTAINMENT INC.
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TABLE OF CONTENTS

SOFTWARE VERSION: DOND 01.05.01 BAR

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.

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.

INSTALLATION

The game comes ready to play with just a few simple things to keep in mind.

1. Plug the game into the A.C. outlet and turn on power to the game. The switch for the game is located on a power module on the outside rear of the game.

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.

2. Make sure the game is level after installation. It is necessary to make sure the game is level for safety concerns.

3. Check that the A.C. voltage rating on the back of the game matches the A.C. voltage of your location.

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.

<u>NOTE</u>: THIS GAME IS INTENDED FOR INDOOR USE ONLY.
ON THE BACK PANEL OF THE GAME: WARNING: SHOCK HAZARD - DO NOT OPEN. REFER SERVICING TO SERVICE PERSONNEL.

GAME SETUP AND FEATURES

Player Controls

To begin the game, insert the proper number of credits. **DEAL OR NO DEAL** is a one player game. Select **DEAL** or **DOUBLE DEAL to begin the game.**   Selecting Double Deal doubles the amount of points!

Playing the Game

The object of the game is to wind up with the highest value deal as possible. The player selects his/her case. Then the player must determine which cases he/she feels hold the lowest value. By selecting the cases, the player eliminates potential deal values. Round to round the banker will offer a deal value that the player is entitled to take. If a deal is taken, the game dispenses the deal value in points and the game ends. If the player does not take the bankers deal value throughout the game, he/she will be left with the value inside his/her case. The game will dispense the value of points in his/her case and the game ends.

Initial Game Setup

The game is not setup at the factory for your location. You will need to set the Game ID, Location ID, and MISC INFO 1 and 2 as these are printed on the coupon with the points won. These settings are location specific and must be adjusted on location by accessing the menu system. The game's menu system is a series of on screen menus that allow the operator to setup or adjust the settings. Each menu provides the ability to adjust a specific setting or access another menu with other game settings. The menu where these options are located is Printer Adjustments.

Please note that the proper date/time must be checked as units have shipped to various timezones. To check/update the date/time, please refer to page 9 of this manual (system time).

To access the menu system press the "diag" button inside the coin door. The main menu will appear on the game screen. To navigate the menu system use volume up to scroll up and volume down to scroll down. To select a menu option use the program button. Use the volume up and down buttons to scroll through the setting levels on specific menu option screens. Use the program button to select and save desired setting level.

The Printer is shipped with no paper installed. Please see page 5 for detail instructions.

Your game is now ready for use. If you have any questions or problems contact I.C.E. Service Department at (716) 759-0360 Monday through Friday 9:00am to 6:00pm Eastern Standard Time.

GAME SETUP AND FEATURES

Printer Setup

Follow the steps below to load paper into your coupon printer. Every time you change the paper roll you need to clean out any scraps of paper. To do this lift the wicket relative to the paper roll compartment labeled "a" below. Periodically remove accumulated paper dust from the drag paper roll and the area around the paper out feed sensor. See figure below labeled "b".

OK · NOT

⚠ **WARNING**
Before inserting the paper,
ensure that it isn't cut evenly.

(Fig.1.6)
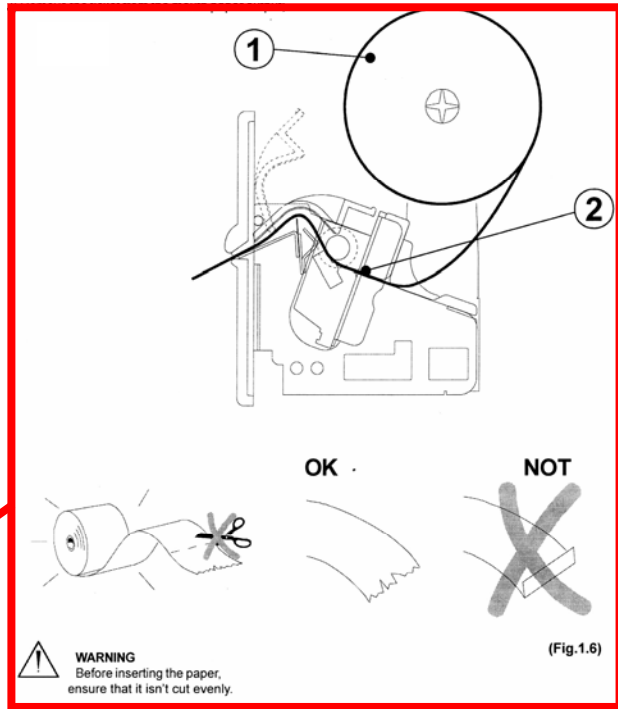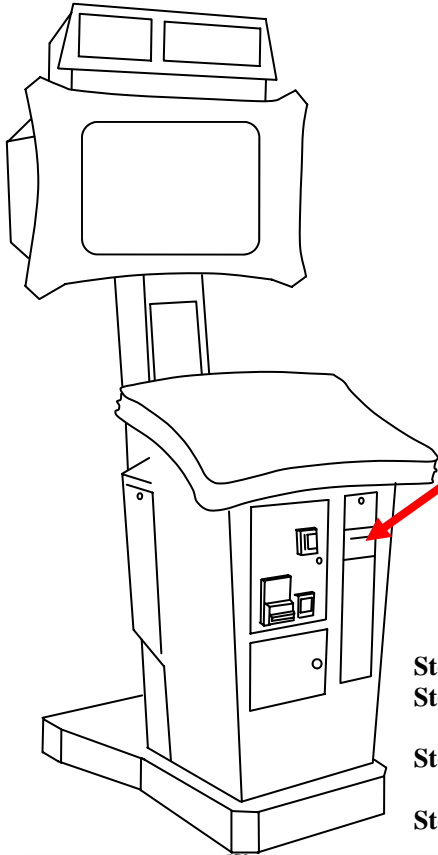
Step 1: Open printer door.
Step 2: Position the paper roll (1) so that it rotates in the direction shown.
Step 3: Insert the end of the paper roll in the print mechanism (2) and wait until the roll loads automatically.
Step 4: Remove the coupon dispensed and discard.
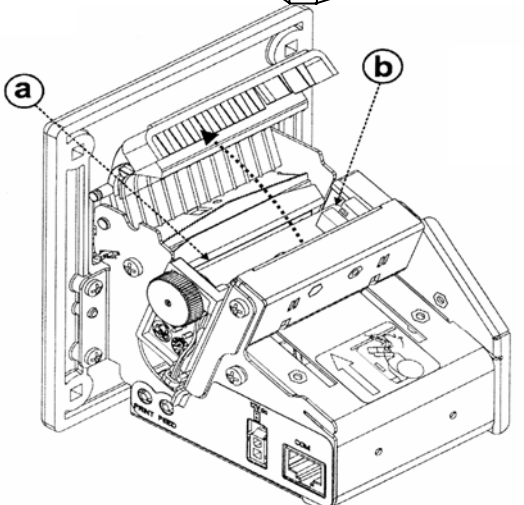
NOTE: TO PREVENT THE PAPER FROM SLIPPING, YOU MUST USE THE PLASTIC WHEELS ON EITHER SIDE OF THE PAPER.

DIAGNOSTIC, ADJUSTMENTS & AUDIT MENU SYSTEM

MAIN MENU

TICKET VALIDATION
 - a record of all printed tickets is stored here, organized by date. The operator can scroll through the data using the DEAL and NO DEAL buttons. A validation code can be entered via the CASE BUT-TONS at any time to look up a particular ticket. Tickets that have been previously entered appear in blue.

OPERATOR ADJUSTMENTS
 - adjust various game play/operation settings

PRINTER ADJUSTMENTS
 - change the text that appears on the prize tickets

GENERAL AUDITS
 - view game/coin/ticket audit data

RESET MENU
 - reset game/coin/ticket audits

SYSTEM TESTS MENU
 - perform various system tests/diagnostics

Main Menu - OPERATOR ADJUSTMENTS

GAME ADJUSTMENTS
 - adjust game play settings

COIN ADJUSTMENTS
 - adjust the currency type and coin switch values

PLAYER COST / PAYOUT
 - adjust the cost of the game and the level of payout

VOLUME
 - adjust the volume for the game

Main Menu - Operator Adjustments - GAME ADJUSTMENTS

COUNTDOWN TIMER   DEFAULT = 10
 - the amount of time that the player has to make an input during the game.
   The value ranges from 3 to 20 seconds [min = 3, max = 20, default=10]

DIAGNOSTIC, ADJUSTMENTS & AUDIT MENU SYSTEM

Main Menu - Operator Adjustments - COIN ADJUSTMENTS

FREEPLAY   **DEFAULT = OFF**
  -allow the game to be played without credits
  [ON / OFF]

CURRENCY TYPE   **DEFAULT = DOLLAR**
  - this is the currency type used by the game.

CURRENCY UNIT VALUE   **DEFAULT = $0.25**
  -this is the value of a single credit unit for a particular
  currency. For example, .25 is the credit unit value that
  corresponds to a US quarter.

COIN 1 VALUE   **DEFAULT = $0.25**
  - this is the value of coin input #1.

COIN 2 VALUE   **DEFAULT = $0.25**
  - this is the value of coin input #1.

COIN 3 VALUE / DBV PULSE   **DEFAULT = $1.00**
  - this is the value of coin input #3, which is
  commonly used as the dollar bill validator input.

MAXIMUM CREDITS   **DEFAULT = $500.00**
  - this is the maximum number of credits that are
  allowed by the machine..

CREDIT VALUE   **DEFAULT = $0.25**
  - this option is displayed only when the currency type
  is set to COIN or CARD SWIPE. This sets the value of
  either a single coin or a single card swipe.

DIAGNOSTIC, ADJUSTMENTS & AUDIT MENU SYSTEM

Main Menu - Operator Adjustments - PLAYER COST / PAYOUT

GAME START COST   **DEFAULT = $1.00**
 - this is the cost to start the regular game.

GAME START COST (DOUBLE DEAL)   **DEFAULT = $2.00**
 - this is the cost to start the double deal game.

POINT PAY RATIO   **DEFAULT = 40%**
 - this is the percentage of credits in given back
   as points. This value affects the "SUGGESTED
   PRI ZE VALUE TABLE" displayed on this screen,
   which serves as a guide to operators as to the
   appropriate value of prizes to be given out.

 - because the average number of points given by
   the machine is always 100,000, the operator's choice
   of prizes determines the overall payout of the game.

MINIMUM TICKET THRESHOLD   **DEFAULT=1**
 - no tickets are printed unless the player wins this
   value or higher.

DIAGNOSTIC, ADJUSTMENTS & AUDIT MENU SYSTEM

Main Menu - Operator Adjustments - VOLUME

GAME VOLUME   **DEFAULT = 24**
 - on a scale of 0 - 32, this is the volume of the game.

ATTRACT VOLUME   **DEFAULT = 24**
 - on a scale of 0 - 32, this is the volume of the game
   while it is in the attract mode.

MINIMUM VOLUME   **DEFAULT = 4**
 - this is the absolute minimum that both the
   GAME VOLUME and the ATTRACT VOLUME
   can be set to.

ATTRACT SOUNDS   **DEFAULT = OCCASIONALLY**
 - this setting determines how often sounds are
   played during the attract mode. The possible
   values are OFF, OCCASIONALLY and ALWAYS.

Main Menu - PRINTER ADJUSTMENTS

GAME ID   ex. JOE OPERATOR
 - this text is displayed at the top of the ticket.
   This should usually be the name of the location.

LOCATION ID   ex. ANYTOWN, USA
 - this text is displayed below the GAME ID. This
   should usually be the general address of the location.

MISC INFO #1   ex. (888) 555-1234
 - these text fields are displayed in smaller text, and
   should usually contain contact information for the location.

MISC INFO #2   ex. WWW.JOEOPERATOR.COM
 - these text fields are displayed in smaller text, and
   should usually contain contact information for the location.

 - the maximum size for any text string is 30 characters.

SYSTEM TIME   ex. 9/11/2007 01:39PM
 - this allows the operator to set the correct time for the
   machine. The current date and time are printed on each ticket.

Main Menu - GENERAL AUDITS

PRINT AUDITS
 - selecting this option will print out all of the game's audits using the printer

DIAGNOSTIC, ADJUSTMENTS & AUDIT MENU SYSTEM

Main Menu - General Audits - GAME AUDITS

TOTAL PLAYS
- the total number of games played on the machine.

TOTAL DEAL GAMES
- the total number of regular games played.

TOTAL DOUBLE DEAL GAMES
- the total number of "Double Deal" games played.

TOTAL WON HIGHEST
- the total number of times that a player has won the highest available value.

TOTAL WON LOWEST
- the total number of times that a player has won the lowest available value.

AVERAGE GAME TIME
- this is the average amount of time that the game has been played.

TOTAL GAME TIME
- this is the total amount of time that the game has been played across all games.

TOTAL DEALS
- the total number of times that the DEAL button has been hit during the game.

TOTAL NO DEALS
- the total number of times that the NO DEAL button has been hit during the game.

Main Menu - General Audits - POINT AUDITS

TOTAL POINTS DISPENSED
- this is the total number of points given out by the game.

AVERAGE POINTS PER PLAY
- this is the average number of points given out each play.

TOTAL POINTS (500 GAMES)
- this is the total number of points given out during the last 500 games.

AVG. POINTS (500 GAMES)
- this is the average number of points given out during the last 500 games.

POINTS OWED
- this is the number of points that the game Is waiting to give out,
  once the thermal printer is stocked with paper.

LAST TICKET PRINTED
- this is the value of the last ticket that was given out by the game.

DIAGNOSTIC, ADJUSTMENTS & AUDIT MENU SYSTEM

Main Menu - General Audits - SYSTEM AUDITS

PLAY TIME
- this is the total amount of time that the game has been played.

UP TIME
- this is the total amount of time that the game has been plugged in and running.

WATCHDOGS
- this is a count of the number of times that the game has been forced to reset, most likely due to a hardware or software error.

EXCEPTIONS
- this is a count of the number of times that the software has caused a system error.

BAD TRAPS
- this is a count of the number of times that the software has caused a game error.

Main Menu - General Audits - COIN AUDITS

TOTAL COIN 1
- the total amount of money in from coin door #1.

TOTAL COIN 2
- the total amount of money in from coin door #2.

TOTAL COIN 3 (DBV)
- the total amount of money in from coin door #3, commonly used as a dollar bill validator.

LIFETIME COIN COUNT
- the total amount of money in from all coin doors for the lifetime of the game.

SERVICE CREDITS
- the total amount of money in from the service credits button.

Main Menu - RESET MENU

RESET GAME AUDITS
- this option clears out the game audits.

RESET CREDITS
- this option clears out the number of credits currently in the game.

RESET COIN COINTERS
- this option clears out the counters for each of the coin doors.

RESET ADJUSTMENTS
- this option sets all of the game adjustments back to the factory default values.

RESET POINTS OWED
- this option clears the amount of points owed by the game.

FACTORY RESET
- reset all audits (game, credits, coin, adjustments and tickets)

DIAGNOSTIC, ADJUSTMENTS & AUDIT MENU SYSTEM

CLEAR VALIDATED TICKETS
- this option removes all of the tickets in the TICKET VALIDATION MENU
   that have been previously validated. Tickets become validated when
   their unique 6-digit code has been entered in the validation menu.

CLEAR TICKET VALIDATION LOG
- this option will remove ALL of the tickets in the TICKET VALIDATION
   MENU, regardless if they have been validated or not.

FACTORY RESET
- this option will reset all of the audits and adjustments back to
   the factory defaults, and will also clear out any stored tickets
   in the ticket validation log.

Main Menu - SYSTEM TESTS

VERSION LIST
- this will display the versions for the various components of the game software.

SWITCH TEST
- this option allows the operator to test the internal switches such as coin input and volume controls.

SCREEN TESTS
- this option allows the operator to perform various display tests,
  such as color and screen alignment.

SOUND TEST
- this allows the operator to test the audio system by playing a variety of test sounds.

FILE TEST
- this option initiates a file test, in which every system file is checked for integrity.

COIN METER TEST
- this option will send a test output to the coin meter. The coin meter should increase by one.

PRINTER TEST
- this option will cause the system to print out a test ticket.

DIPSWITCH SETTINGS
- this option displays the settings for each of the dipswitches on the IO board.

START BUTTON LAMPS
- this option begins a testing which the two start buttons are alternately lit.

WATCHDOG TEST
- this option test the ability for the game to restart itself in the case of a hardware or software failure.

LPT SWITCH TEST
- this option begins a test of the outer case selection buttons and the DEAL and NO DEAL buttons.
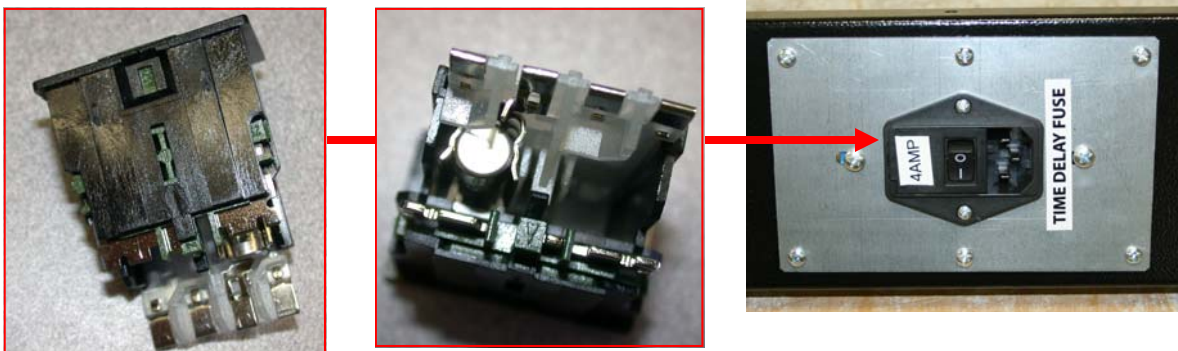
Maintenance

Access the Computer

Remove the side covers and disconnect the fan. You can access the DVD drive from the one side, the cables from the other. To replace the computer remove the two screws that hold the computer from underneath. Remove all connectors to the computer before removing. See pictures below.

1. Open door & disconnect harness...

3. Slide PC out...

2. Remove screws
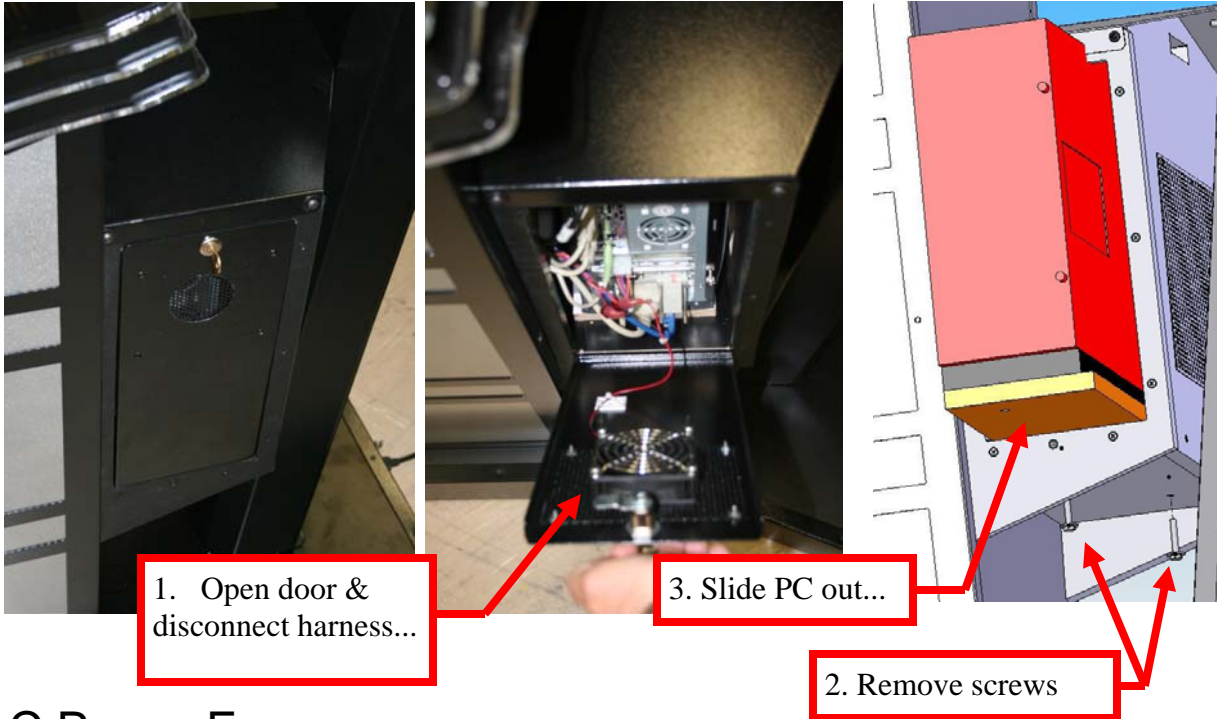
AC Power Fuse

Located in the power module is a 4 amp slow blow fuse. To check or replace the fuse pull the tab with the label out. There is only one fuse installed. See diagram below.
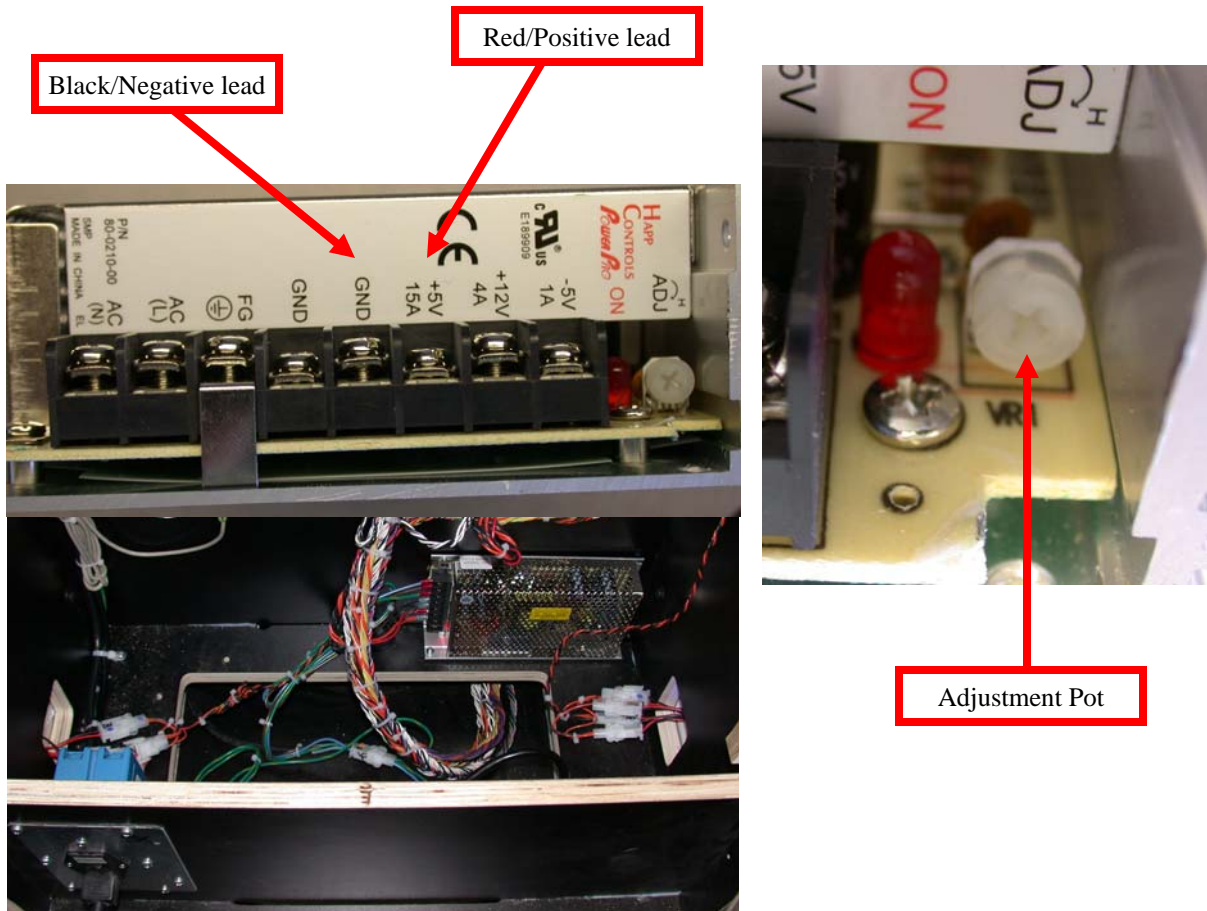
Maintenance

Power Supply Adjustment/Replacement

The power supply is accessed through the back of the game. Remove the back door panel to gain access to the power supply.

To replace the power supply remove the two mounting screws and all wires connecting to the power supply. Take note in which wires go into which connector before removing them. Replace the power supply with same type of unit and reconnect all wires matching their previous locations then install the two mounting screws.

To adjust the power supply turn the adjustment pot located at the bottom of the power supply until +5 is between +4.95 – 5.10. To measure the power supply's voltage place the positive lead on the red wire and the negative lead on the black wire. Set your meter to DC voltage. See pictures below.

Red/Positive lead

Black/Negative lead

Adjustment Pot

Maintenance

Main Board and I/O Replacement

To Remove the main board, unplug the JAMMA connector, serial cable (P2), audio cable (P8), and p1. Now remove the four plastic hex nuts. Assembly in reverse.

To remove the I/O board, unplug connectors P1, J2, J3, J4, J5, J6, J7, and J8. Remove the four plastic hex nuts. Assembly in reverse.

Main Board

P2

P1

JAMMA

P8

I/O Board

P1

J6

J7

J8

J3

J4

J5

J2
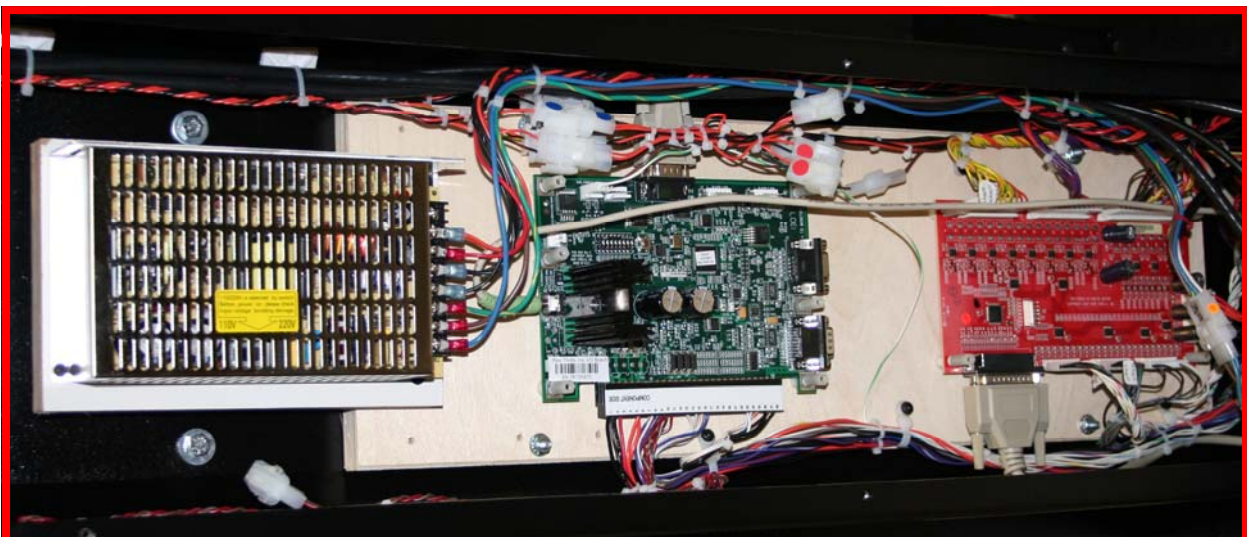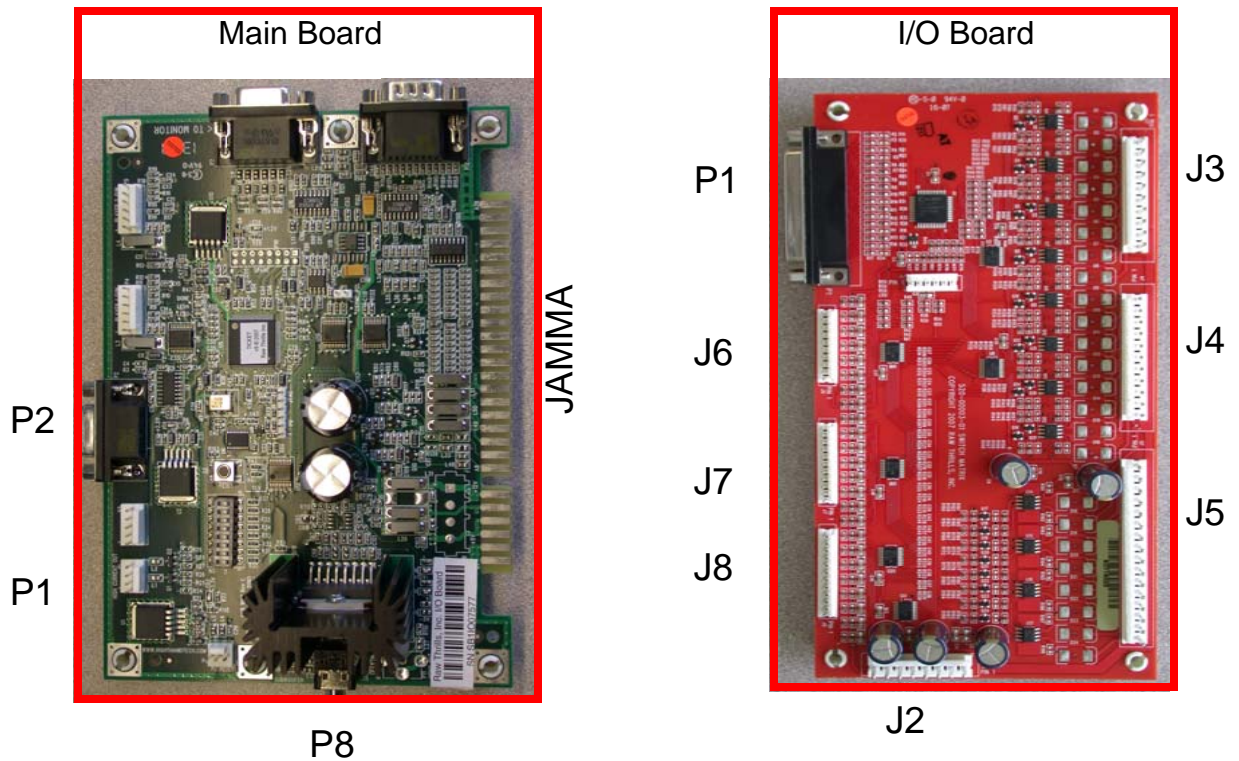
Maintenance

Marquee Bulb Replacement

To replace the fluorescent bulbs inside the marquee, remove the front bezel by removing the four screws. The bulbs are mounted to the back panel. Remove the plastic retainer clips and press the red buttons to eject the bulbs. Replace in reverse order. See Red circle below.
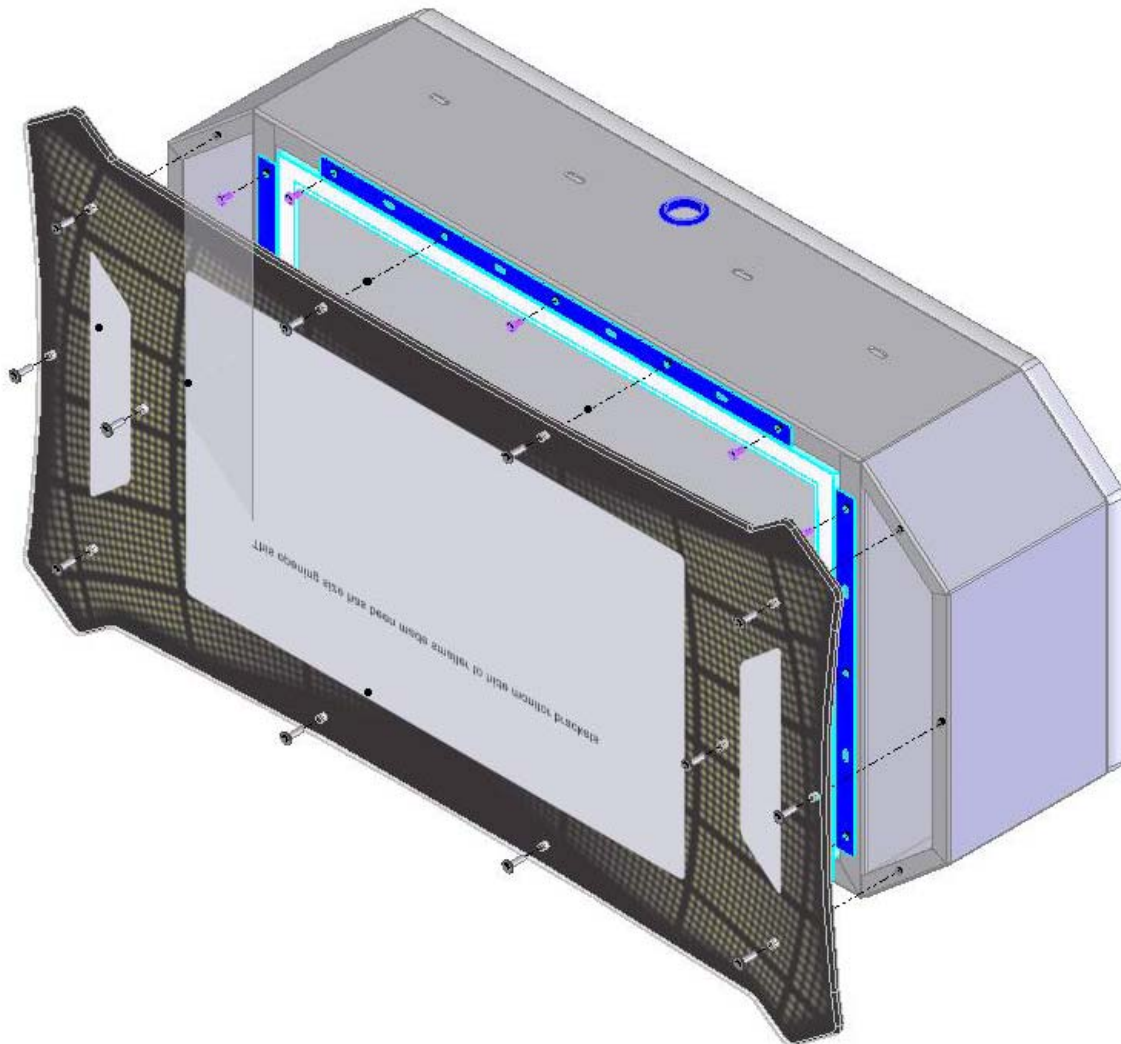
Maintenance - Monitor Enclosure

Monitor Replacement

To access the monitor, remove the eight front screws shown below. Remove the front plastic and bezel. Now remove the mounting screws that hold the monitor to the cabinet. See diagram below

> ** Warning **
>
> Use a soft lint free cloth to clean the plastic. Do not use ammonia based glass cleaners on clear plastic surfaces. Doing so will cause the plastic to fog over a period of time. Any ammonia free glass cleaner is recommended. Novus (cleaner #1) makes a special plastic cleaner that reduces static build up and restores a glass shine back to the plastic.

Maintenance - Monitor Enclosure

Monitor Surround Removal

Step #1:To remove the monitor surround, start by removing the eight screws that hold the back panel on. (NOTE: remove slowly and disconnect harnessing)
Step #2: Remove the back panel and eight screws holding it in place.
Step #3: Remove the mounting bolts that hold the monitor surround to the mounting arm. Be sure to disconnect any harnessing that travels down into the arm.
See diagram below.
Assemble in reverse.
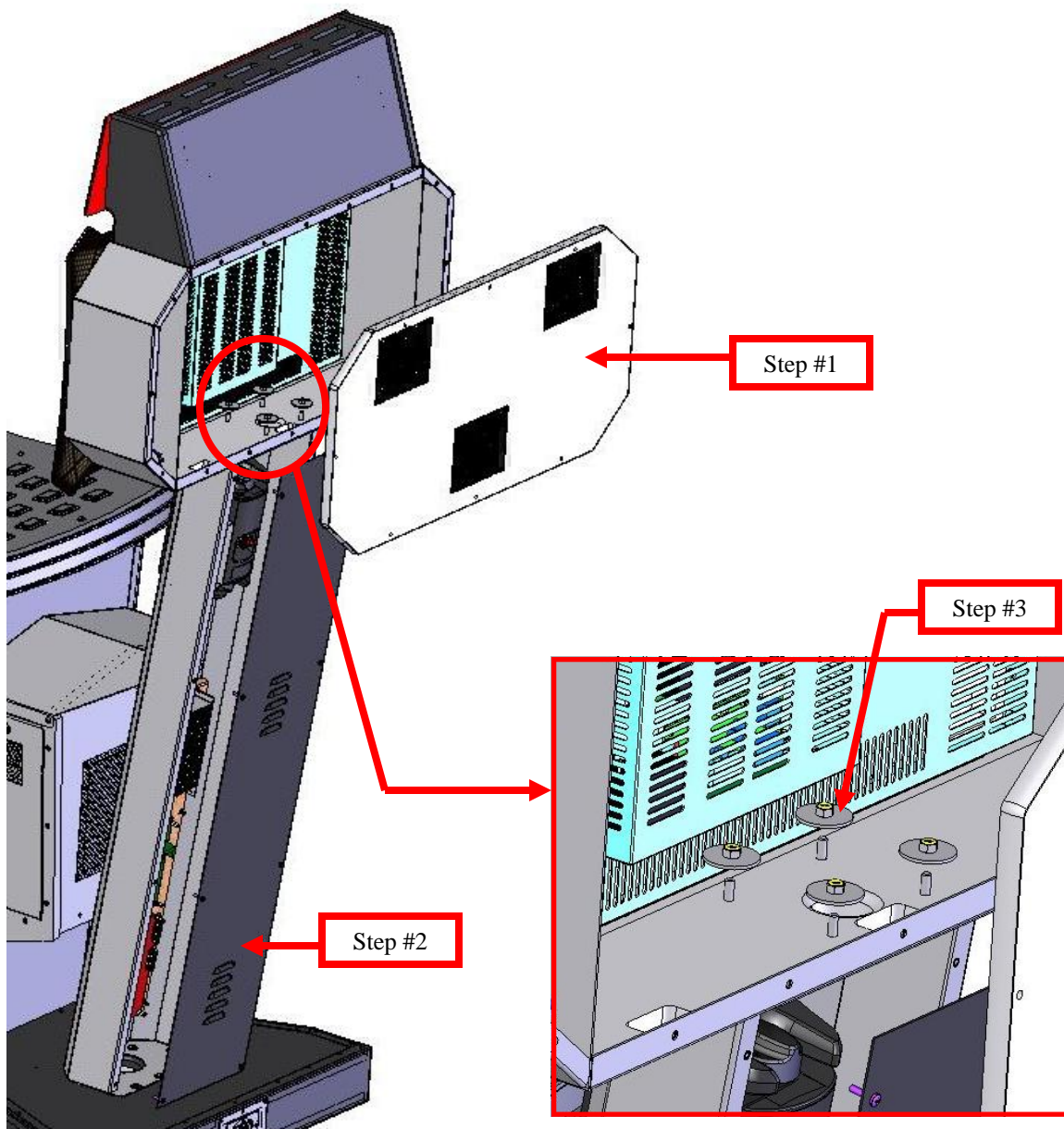
Step #1

Step #3

Step #2

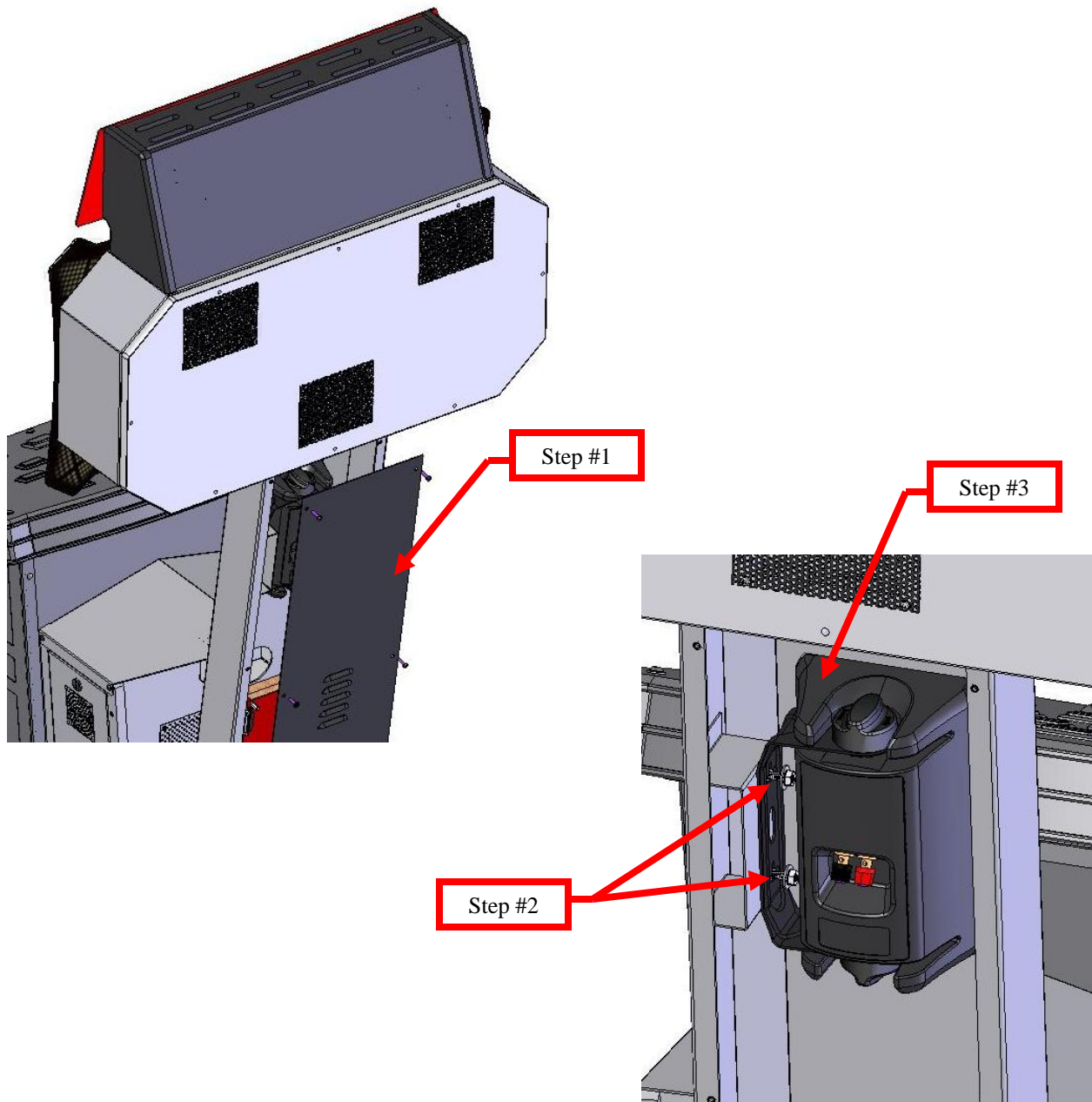# Maintenance - Speaker Removal

Speaker Removal

Step #1:To remove the speaker, start by removing the eight screws that hold the back panel on.

Step #2: Remove the hardware holding the speaker in place.

Step #3: Remove speaker

See diagram below.

Assemble in reverse.

Step #1

Step #3

Step #2

Maintenance - Monitor Enclosure

Monitor Adjustments

The controls of the monitor are accessed through the back of the monitor cabinet directly underneath the black label. The configuration of the buttons are in the same pattern printed. See pictures below.

Power Switch

Maintenance - Buttons

Deal No Deal buttons

Bulbs:

The Fluorescent bulbs are 110V ac and should only be replaced with the power off. Do not replace with incandescent type bulbs as the socket is not designed for this and is a fire hazard. When replacing use ICE Part numbers 8980 (red) and 8981 (white). To access the bulbs remove the two switches holding the metal bracket with the bulb socket on it. Now slide the bracket out and replace the bulb. Assemble in reverse. See diagram below.

Switches:

The MEGA switch is made up with four smaller switches acting as one. When replacing the switch it is important to connect the normally open lead of the switch and ground. No wire should connect to Normally closed. When testing switches, your meter should read less then a ohm with it set to ohms test. There are two different switch assemblies used. ICE part number DN2006R (red) and DN2006W (white).

Suit Case Buttons

Bulbs and Switches:

The bulbs used in the suit cases are 12volt DC LEDs. They are glued in the socket and cannot be removed. You must replace this as a assembly. The ICE part numbers are DN2004S01 through DN2004S16. These are connected Normally open and no wire should be connected to Normally closed lead. When testing switches, your meter should read less then a ohm with it set to ohms test. The positive wire (orange) must connect to the + lead on the LED bulb. The yellow with a color strip is the - on the LED bulb. The Yellow start buttons are DN2005DD (double deal) and DN2005S (Deal).
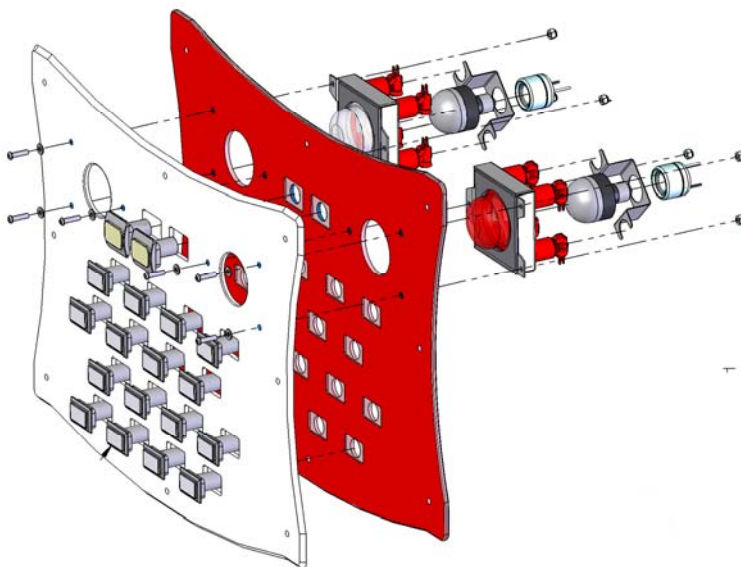
Remove these buttons to remove bulb socket bracket.
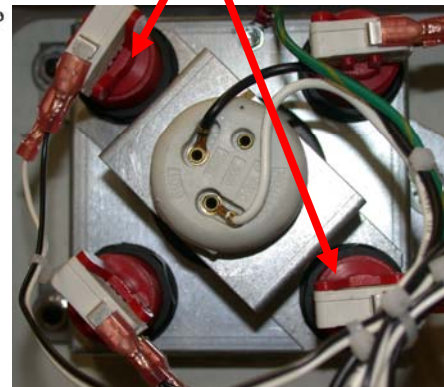
Spare Parts Listing

Mechanical
DN4001   COMPUTER FOAM PAD

Electrical
DN8978X   DIP red LED
DN8979X   DIP red LED
DN2100X   Computer Assy
DN2101   Coupon Printer
DN2102   Coupon Printer Arm
DN9005   Roll of 58mm Paper
DN2014   Dongle
DN2034x   I/O Board (serial)
MON26LCD   26" LCD Monitor
DN2107x   Power Module
TG2007   Polk Speaker
DN2110   Switching Power Supply
DN2035x   I/O Board (parallel)
E00231   Parallel Cable
E02247   Serial Cable
E08702   CAT5 Patch Cable
DN2090x   Restore CD
8980   LED Bulb 110VAC (red)
8981   LED Bulb 110VAC (white)
DN2004S01   'Briefcase' #1 Button
DN2004S02   'Briefcase' #2 Button
DN2004S03   'Briefcase' #3 Button
DN2004S04   'Briefcase' #4 Button
DN2004S05   'Briefcase' #5 Button
DN2004S06   'Briefcase' #6 Button
DN2004S07   'Briefcase' #7 Button
DN2004S08   'Briefcase' #8 Button
DN2004S09   'Briefcase' #9 Button
DN2004S10   'Briefcase' #10 Button
DN2004S11   'Briefcase' #11 Button
DN2004S12   'Briefcase' #12 Button
DN2004S13   'Briefcase' #13 Button
DN2004S14   'Briefcase' #14 Button
DN2004S15   'Briefcase' #15 Button
DN2004S16   'Briefcase' #16 Button
DN2005DD   Yellow "Double Deal" Button
DN2005S   Yellow "Start" Button
DN2006R   Mega Push Button (RED)
DN2006W   Mega Push Button (WHITE)
8312   Bulb (40W)
AL8384x   Ballast (marquee)
PP250x   Bulb Socket
6654   1/8" Hex Key L Wrench

Graphics
DN7105   Monitor Bezel

Warranty

I.C.E warrants all components in the **Deal Or No Deal™** game to be free of defects in materials and workmanship for a period of ninety days from the date of purchase.

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 **Deal or No Deal™** game fails to conform to the above-mentioned warranty, our sole responsibility shall be at our option 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.

Our 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. A RMA number has been issued by an I.C.E. technical representative.

·   The serial number of the defective part, if applicable, is given..

·   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
- 180 days on Motors
- 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

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.
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