

Complete Deal or No Deal Family Owners and Users Manuals (4 Manuals In One)



**OWNERS AND SERVICE MANUAL
INNOVATIVE CONCEPTS IN ENTERTAINMENT INC.**

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SOFTWARE VERSION: DOND 01.04.04

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.

NOTE: 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 tickets!

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 tickets 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 tickets in his/her case and the game ends.

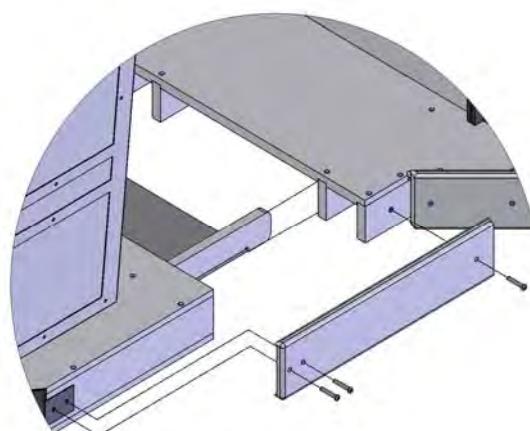
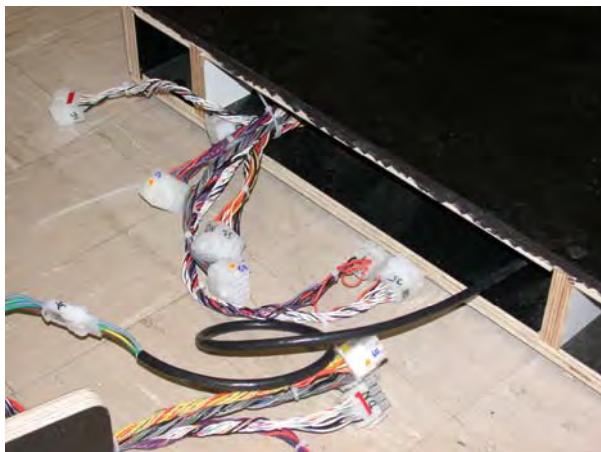
Initial Game Setup

The game is setup at the factory with the recommended factory settings. The settings may be adjusted 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.

To access the menu system press the program 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.

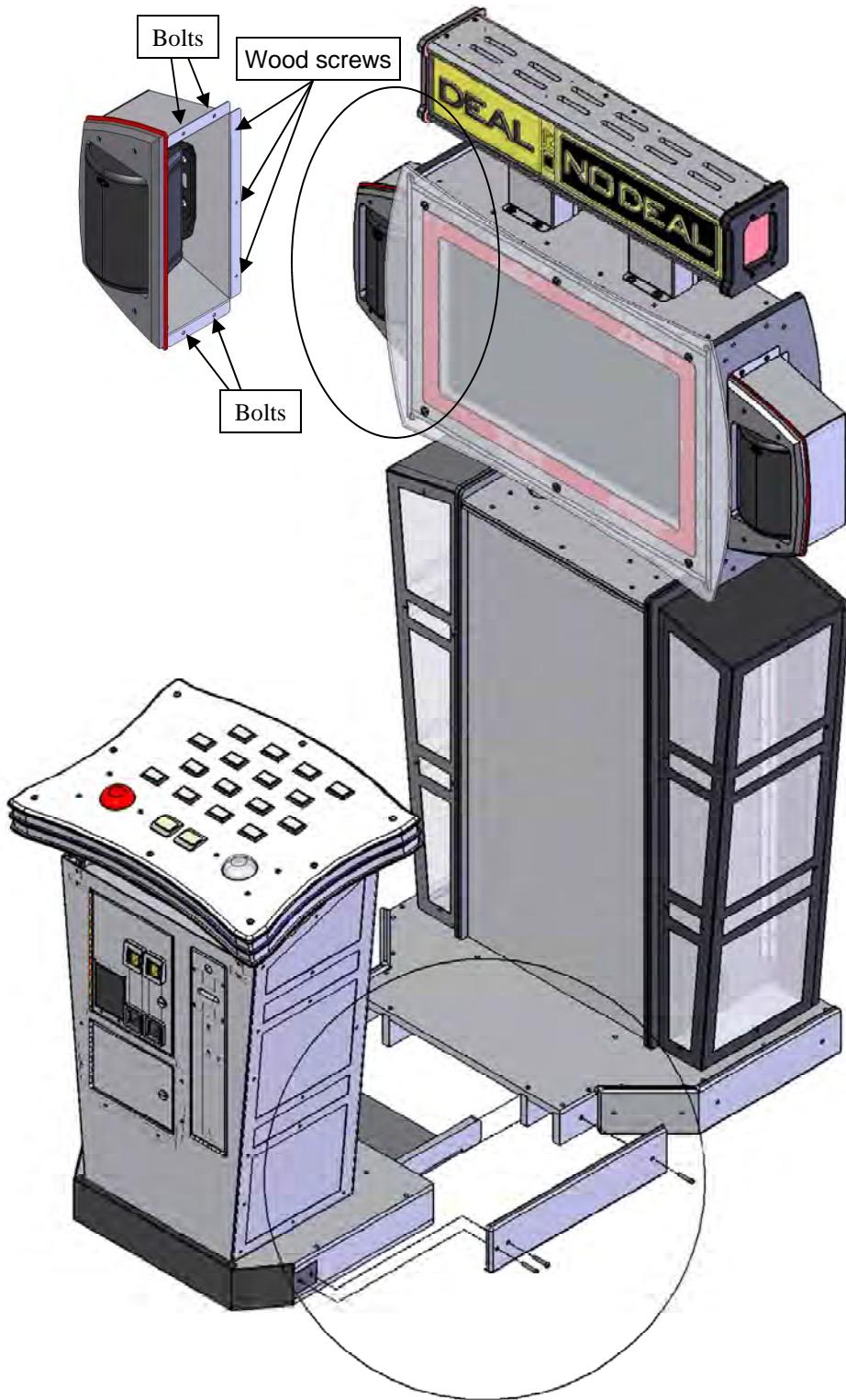
Assembly - Main cabinet to podium and speaker mount

Start by attaching all electrical connections first. Now slide the podium flush to the main cabinet and attach the side mounting brackets with three mounting screws. To attach the side speakers onto the main cabinet first connect the two wire connector to the speaker. Then install the two top and bottom bolts. Finally install the three back wood screws to complete the mounting of the speaker unit. See diagrams below and on the next page.



GAME SETUP AND FEATURES

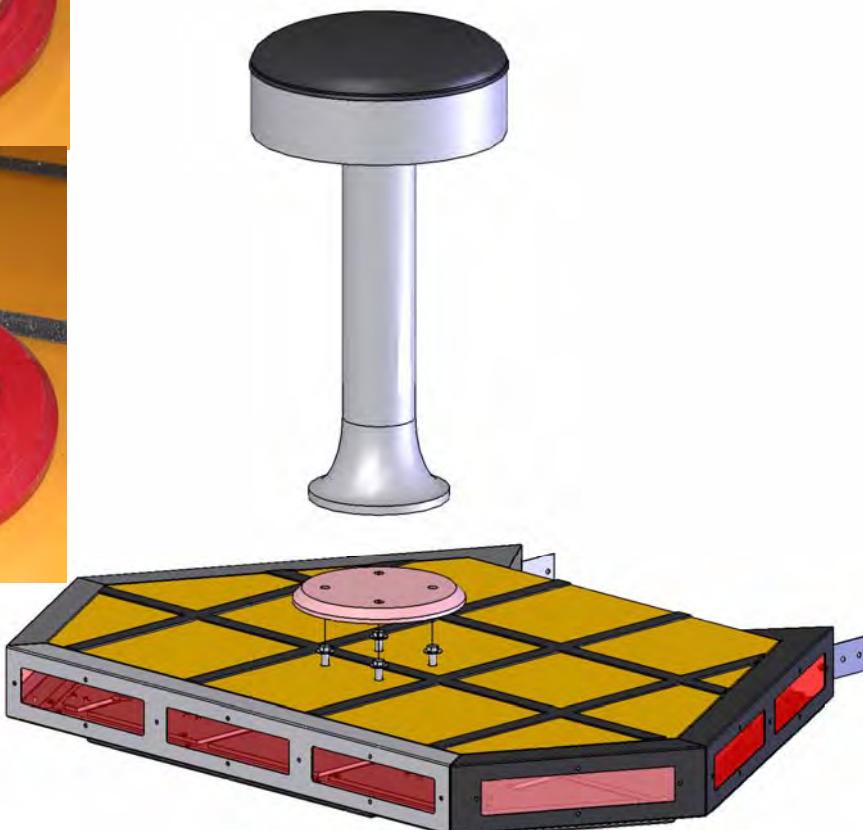
Assembly - Main cabinet to podium Hardware.



GAME SETUP AND FEATURES

Stool to Platform Assembly

If you purchased the Deluxe version of Deal or No Deal you will need to attach the stool onto the base by lifting the bottom collar ring up on the stool and exposing the four mounting holes. See pictures below. Insert four washers and four bolts through the mounting holes and tighten. See diagram below. Replace the collar. See picture below.

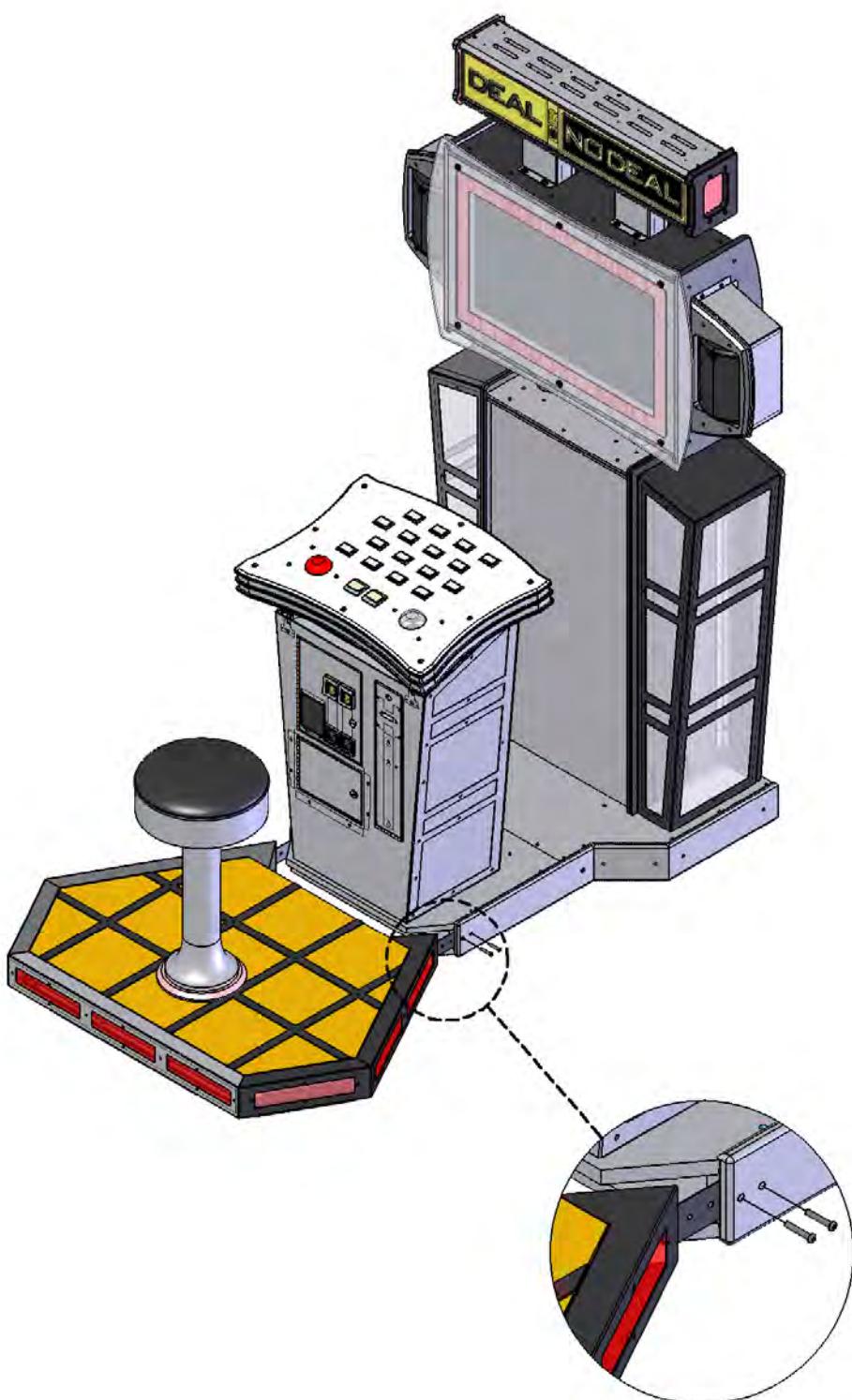


Platform to Cabinet Assembly

Now attach the stool assembly to the podium by removing the front bottom bezel. Now slide the stool assembly into the cabinet and attach two mounting screws on both sides. See pictures below and diagram on the next page.

GAME SETUP AND FEATURES

Platform to Cabinet Assembly cont.



DIAGNOSTIC, ADJUSTMENTS & AUDIT MENU SYSTEM

MAIN MENU

OPERATOR ADJUSTMENTS

- adjust various game play/operation settings

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

TICKET MECH ADJUSTMENT

- turn the ticket mechanism on/off

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

FIXED TICKET MODE

DEFAULT=OFF

- this option sets the game to only give out a mandatory number of tickets at the end of each game.

FIXED TICKET (DEAL)

DEFAULT=1

- this is the number of tickets awarded at the end of the regular game.

FIXED TICKET (DOUBLE DEAL)

DEFAULT=2

- this is the number of tickets awarded at the end of the double deal game..

COUNTDOWN TIMER

DEFAULT = 10

- this is the length of time that the player has to make an input during the game.
The value can be set from 3 to 20 seconds.

COUPONS OR TICKETS

DEFAULT = TICKETS

- this setting determines how the prizes are displayed.

DIAGNOSTIC, ADJUSTMENTS & AUDIT MENU SYSTEM

Main Menu - Operator Adjustments - TICKET MECH ADJUSTMENT

TICKET OUTPUT

- this setting allows the operator to turn off the ticket output of the game.

DEFAULT = ON

Main Menu - Operator Adjustments - COIN SETTINGS

FREEPLAY

- this setting allows the game to be played without any credits in.

DEFAULT = OFF

CURRENCY TYPE

- this is the currency type used by the game.

DEFAULT = DOLLAR

CURRENCY UNIT VALUE

- this is the value of a single unit for a particular currency. For example, 0.25 is the credit unit value That corresponds to a US quarter.

DEFAULT = \$0.25

COIN 1 VALUE

- this is the value of coin input #1.

DEFAULT = \$0.25

COIN 2 VALUE

- this is the value of coin input #2.

DEFAULT = \$0.25

COIN 3 VALUE / DBV PULSE

- this is the value of coin input #3, which is commonly used as the dollar bill validator input.

DEFAULT = \$1.00

MAXIMUM CREDITS

- this is the maximum number of credits that are allowed by the machine.

DEFAULT = \$500.00

CREDIT VALUE

- 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.

DEFAULT = \$0.25

DIAGNOSTIC, ADJUSTMENTS & AUDIT MENU SYSTEM

Main Menu - Operator Adjustments - PLAYER COST / PAYOUT

PAY MODEL

- the game can be set to PAY UP FRONT, where there is a one-time cost to play the game, or PAY PER ROUND, where an individual price can be set for each round of play, and the player is prompted to enter more money as the game goes on.
[PAY UP FRONT / PAY PER ROUND]

DEFAULT = PAY UP FRONT

GAME START COST

- cost to start the game [min = FREE, max = \$25.00]

DEFAULT = \$1.00

GAME START COST (DOUBLE DEAL)

- cost to start the Double Deal game.
(note: the Double Deal mode is the same as the regular game, except that all the payout values are doubled.
the cost of the Double Deal game should almost always be twice the cost of the regular game.)
[min = FREE, max = \$25.00]

DEFAULT = \$2.00

TICKET VALUE

- the value of a single ticket in relation to a unit of currency. the default setting is 0.01, which means that one ticket equals one cent.
[min = \$0.00, max = \$1.00]

DEFAULT = \$0.01

HIGHEST PAYOUT VALUE

- the value of a single ticket in relation to a unit of currency. the default setting is 0.01, which means that one ticket equals one cent.
[SETTINGS = 100 / 200 / 500 / 1000]

DEFAULT = 200

(THE FOLLOWING ADJUSTMENTS ONLY APPEAR IF SET TO "PAY PER ROUND")

ROUND 2 COST

DEFAULT = FREE

ROUND 3 COST

DEFAULT = FREE

ROUND 4 COST

DEFAULT = FREE

ROUND 2 COST (DOUBLE DEAL)

DEFAULT = FREE

ROUND 3 COST (DOUBLE DEAL)

DEFAULT = FREE

ROUND 4 COST (DOUBLE DEAL)

DEFAULT = FREE

- if PAY PER ROUND is selected as the pay model, the operator has the option to set individual costs for each round of play. If a particular round is set to FREE, the player is allowed to play that round without being prompted to enter more credits.

DIAGNOSTIC, ADJUSTMENTS & AUDIT MENU SYSTEM

Main Menu - Operator Adjustments - VOLUME

GAME VOLUME

- on a scale of 0 - 32, this is the volume of the game.

DEFAULT = 24

ATTRACT VOLUME

- on a scale of 0 - 32, this is the volume of the game while it is in the attract mode.

DEFAULT = 24

MINIMUM VOLUME

- this is the absolute minimum that both the GAME VOLUME and the ATTRACT VOLUME can be set to.

DEFAULT = 4

ATTRACT SOUNDS

- this setting determines how often sounds are played during the attract mode. The possible values are OFF / OCCASIONALLY and ALWAYS.

DEFAULT = OCCASIONALLY

Main Menu - GENERAL AUDITS

GAME AUDITS

- audits for total number of plays, game time, etc.

TICKET AUDITS

- audits for the number of tickets won, average tickets, number of tickets owed, etc.

SYSTEM AUDITS

- audits for play time, up time, etc.

COIN AUDITS

- audits for the number of coins in, etc.

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 the player has won the highest available value.

TOTAL WON LOWEST

- the total number of times the 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 - TICKET AUDITS

TOTAL TICKETS DISPENSED

- this is the total number of tickets given out by the game.

AVERAGE TICKETS PER PLAY

- this is the average number of tickets given out each play.

CURRENT PAYOUT PCT

- this is the current payout percentage calculated over the lifetime of the game.

TOTAL TICKETS (500 GAMES)

- this is the total number of tickets given out during the last 500 games.

AVG. TICKETS (500 GAMES)

- this is the average number of tickets given out during the last 500 games.

PAYOUT PCT. (500 GAMES)

- this is the payout percentage calculated over the last 500 games.

TICKETS OWED

- this is the number of tickets that the game is waiting to give out, once the ticket mech is loaded with tickets.

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 length of time that the game has been plugged in and running.

WATCHDOGS

- this is a count of the number of time that the game has been forced to reset, most likely 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 COUNTERS

- 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 TICKETS

- this option clears the amount of TICKETS owed by the game.

FACTORY RESET

- this option will reset all of the audits and adjustments back to the factory defaults.

DIAGNOSTIC, ADJUSTMENTS & AUDIT MENU SYSTEM

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 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.

DIPSWITCH SETTINGS

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

START BUTTON LAMPS

- this option begins a test in which the two start buttons are alternately lit.

WATCHDOG TEST

- this option tests the ability for the game to restart itself in the case of a hardware or software failure

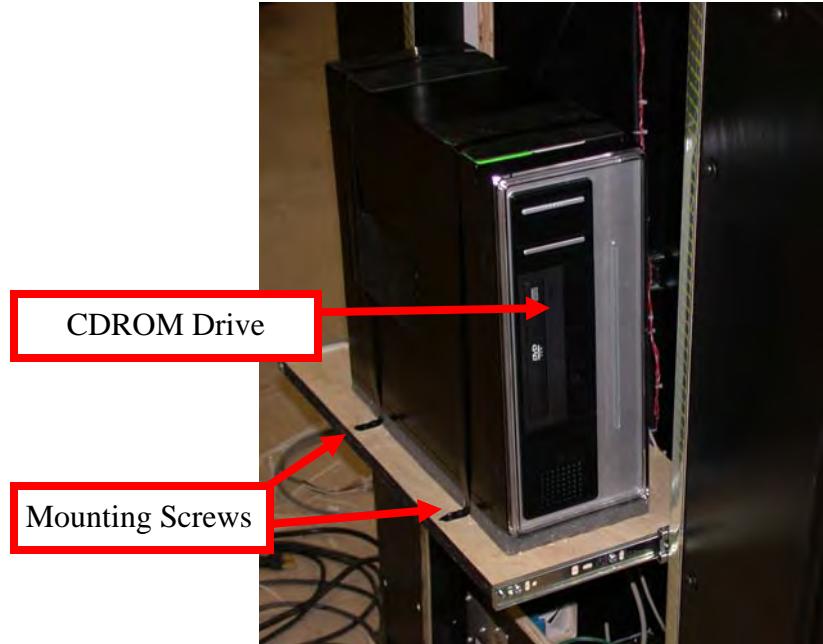
LPT SWITCH TEST

- this option begins a test of the outer case selection buttons and the DEAL or NO DEAL buttons.

Maintenance

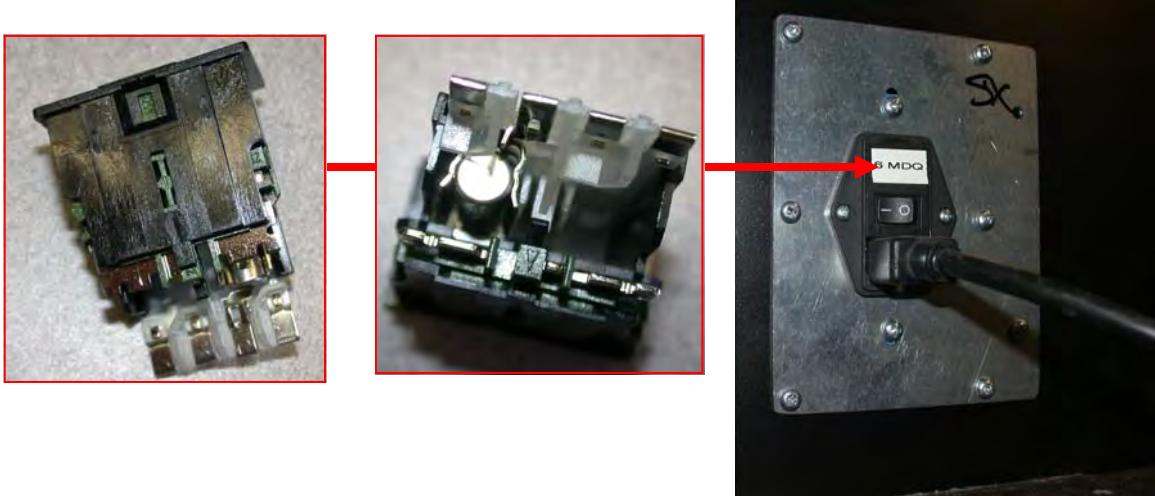
Access the Computer

Remove the back cover and slide the computer drawer out. You can access the CDROM drive from the front of the computer. To replace the computer remove the two screws that hold the computer clamp down to the drawer. Remove all connectors to the computer before removing. See picture below.



AC Power Fuse

Located in the power module is a 6 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.



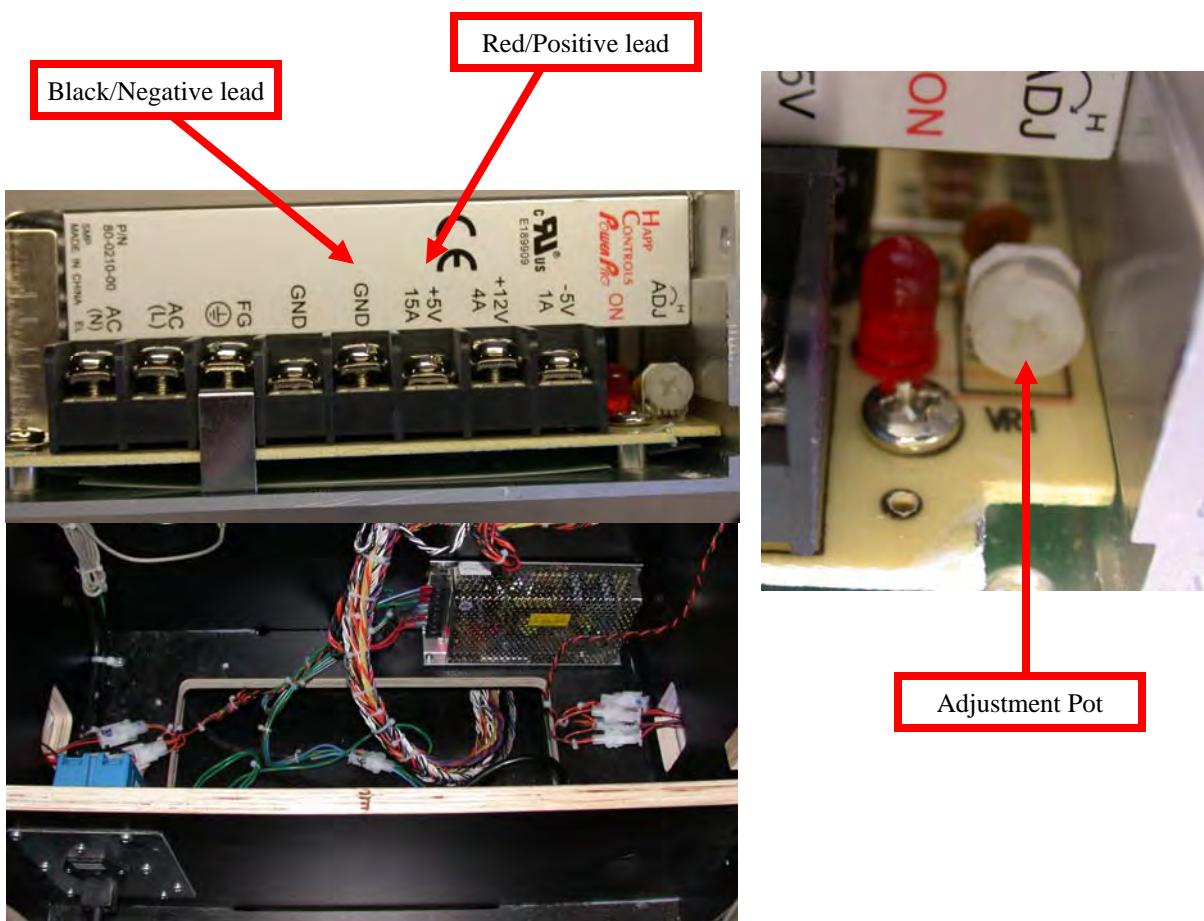
Maintenance

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.

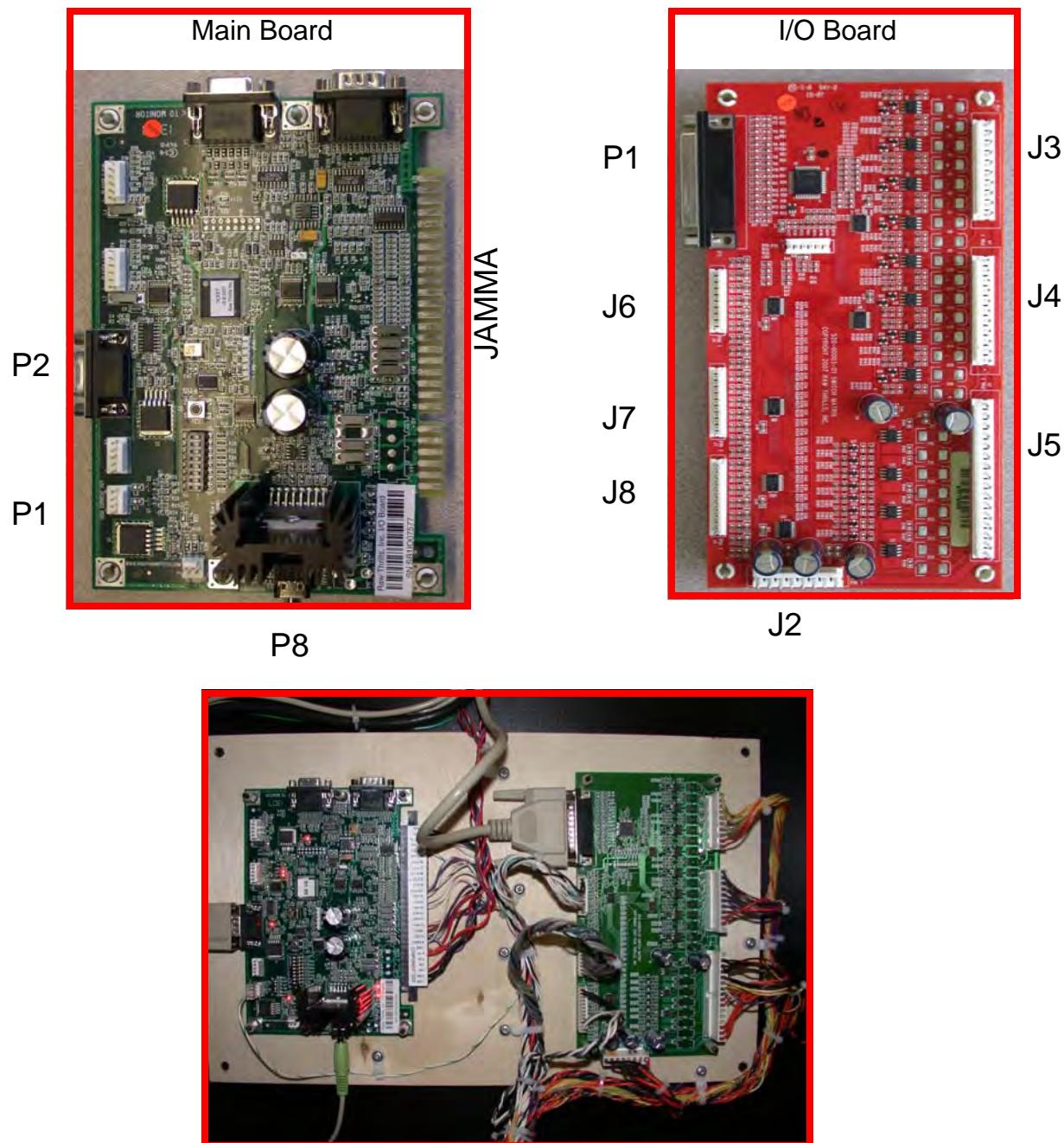


Maintenance

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.

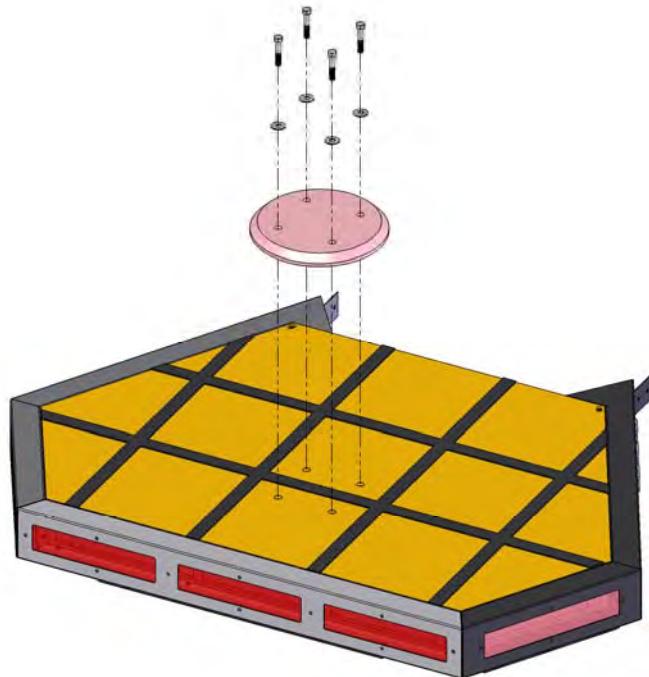
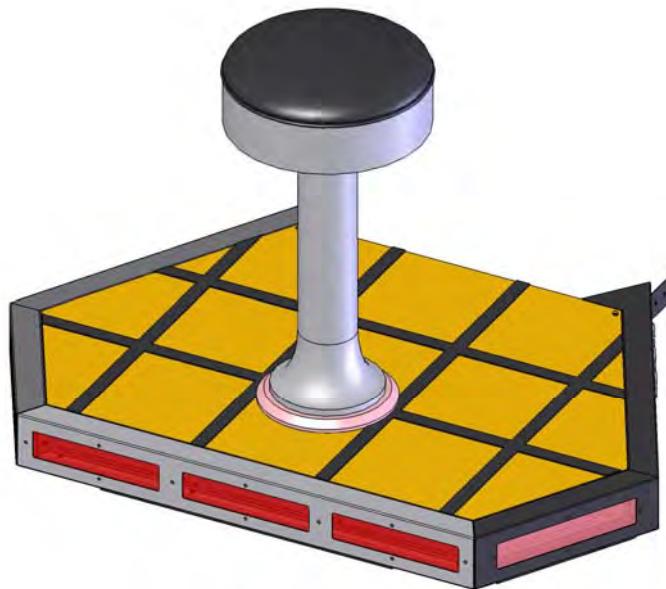
To remove the I/O board, unplug connectors P1, J2, J3, J4, J5, J6, J7, and J8. Remove the four plastic hex nuts. Assembly in reverse.



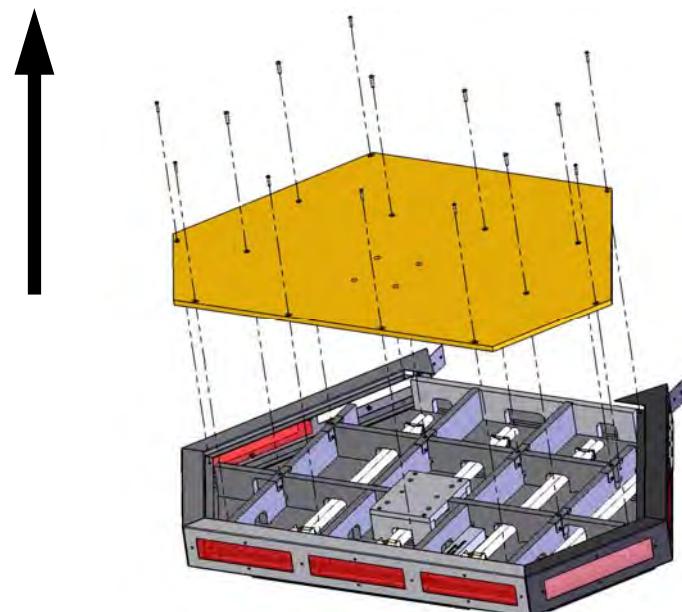
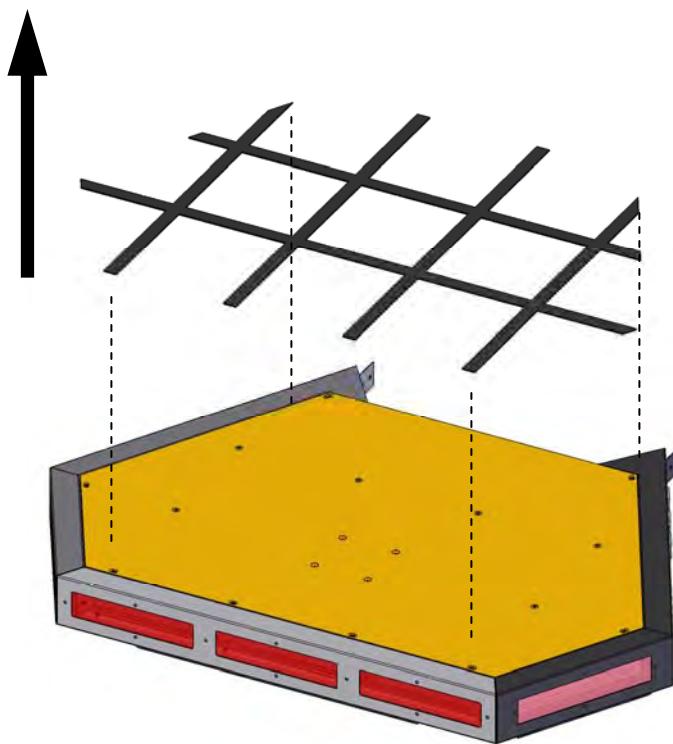
Maintenance

Platform Light Bulb Replacement

Begin by removing the stool. Lift up the chrome bezel at the bottom of the stool and remove the four bolts that attach the stool to the platform.

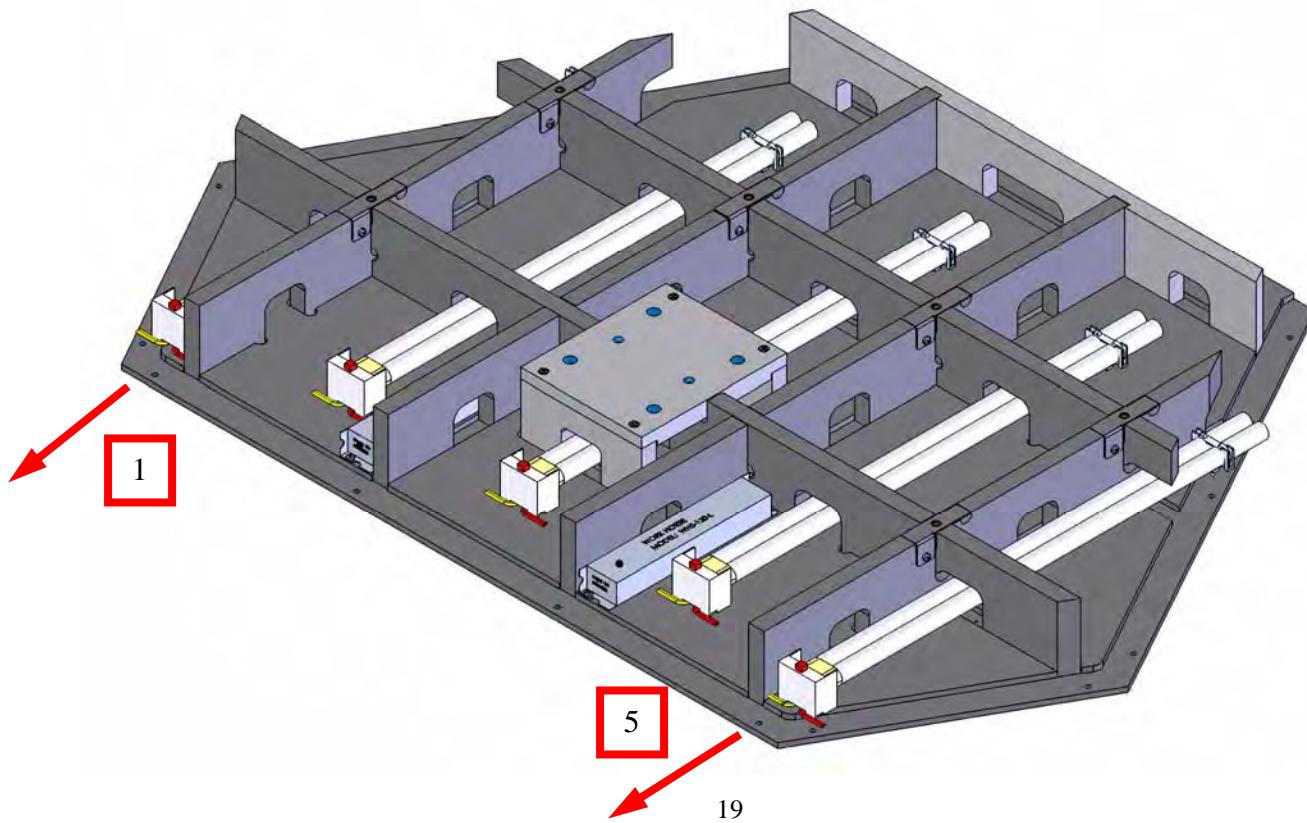
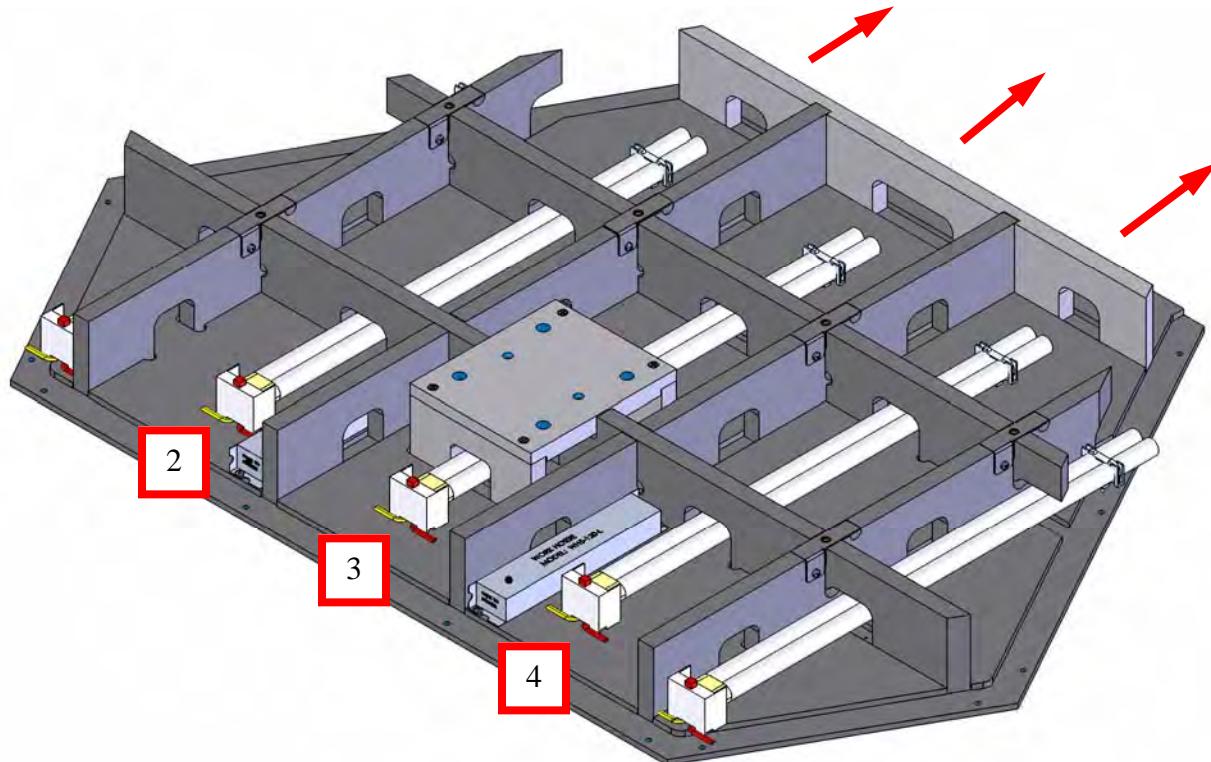


Remove the anti-slip tape from the platform to expose the fourteen screws that attach the floor to the stage. Now remove the floor. You can now access the fluorescent bulbs.



Maintenance

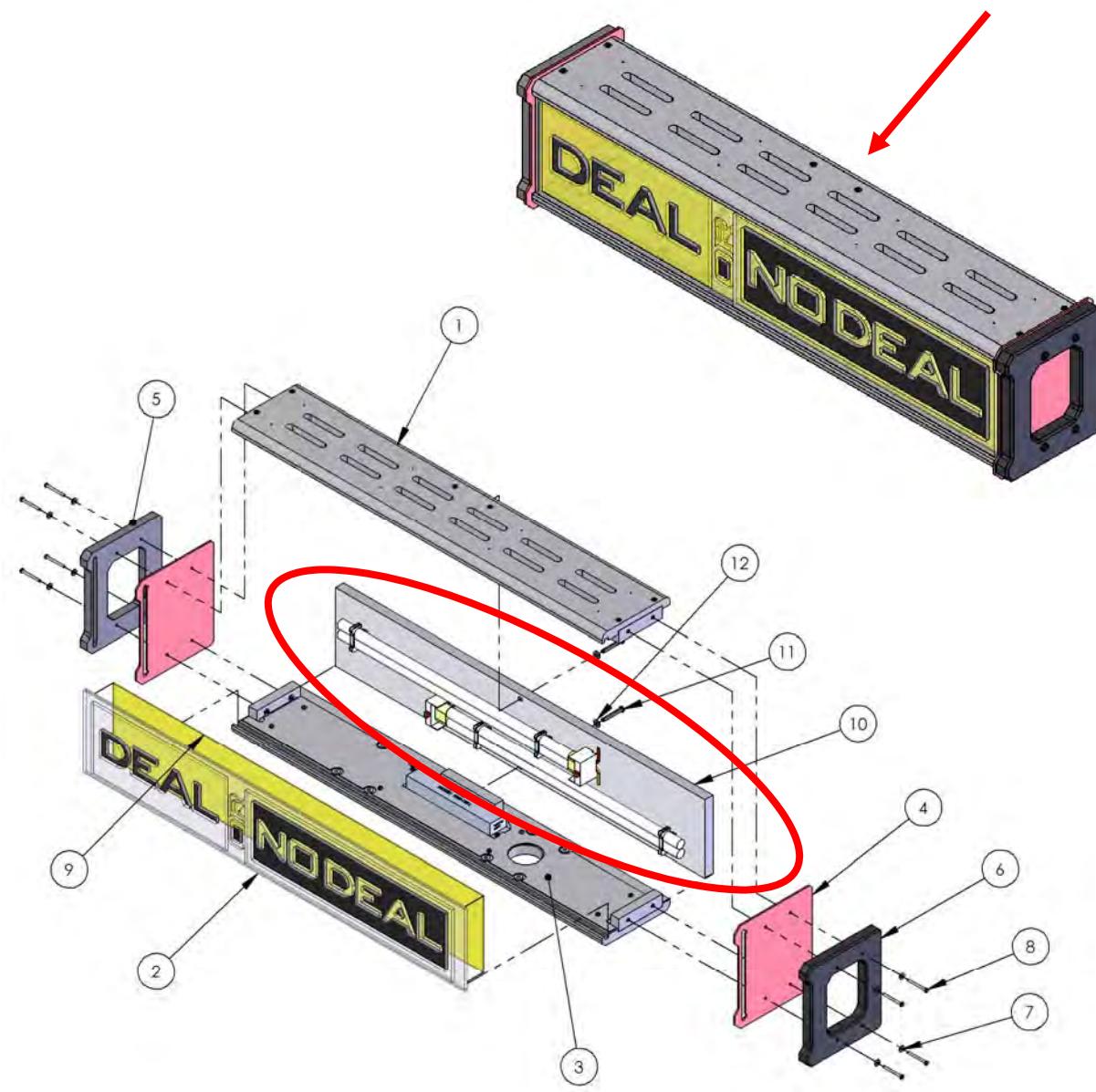
To replace bulbs 2,3, and 4 press the red button, remove the plastic retainers, lift up, and slide out as shown below. To replace bulbs 1 and 5 press the red button, remove the plastic retainers, and lift up and out as shown below.



Maintenance

Marquee Bulb Replacement

To replace the fluorescent bulbs inside the marquee, remove the back panel by removing the upper and lower bolts from behind only. The bulbs are mounted onto this 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

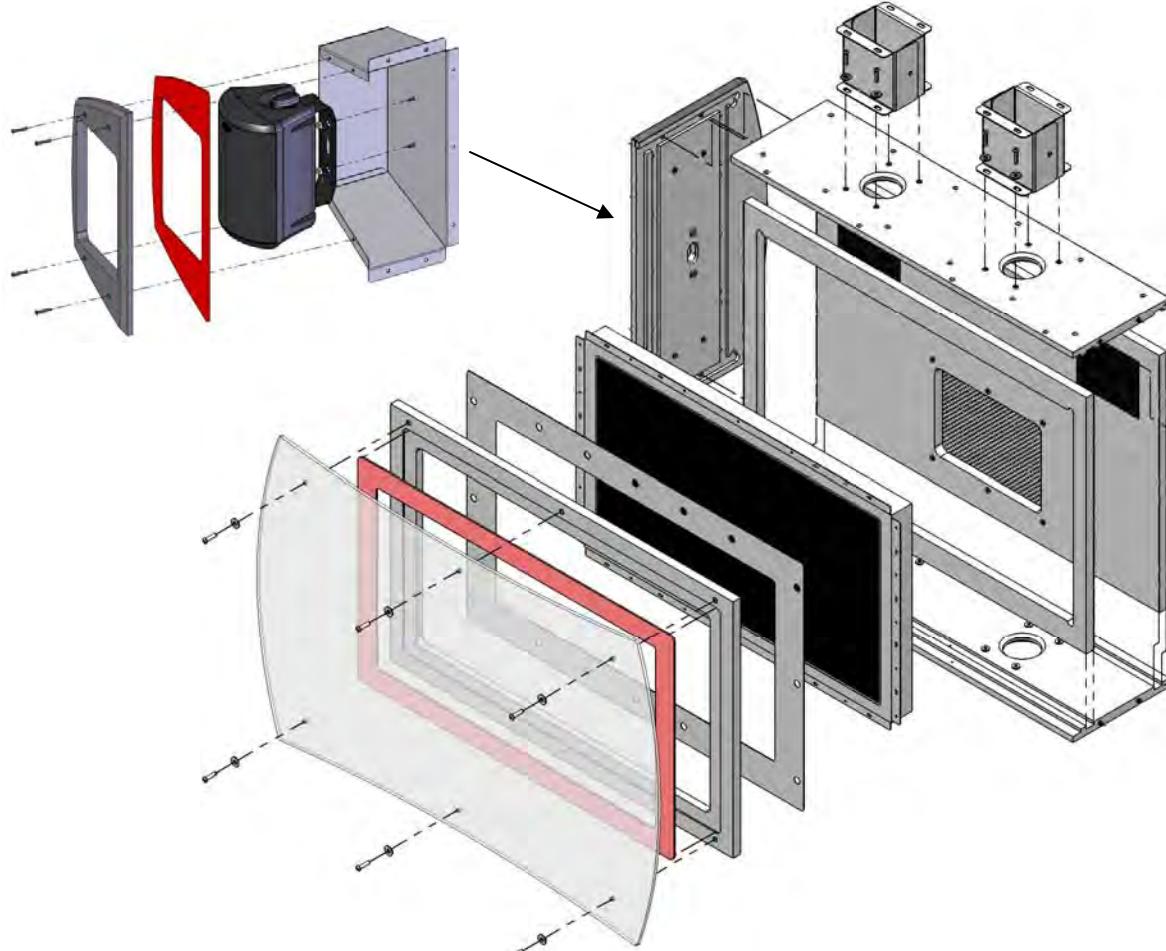
To access the monitor, remove the six front screws shown below. Remove the front plastic and bezel. Now remove the mounting screws that hold the monitor to the cabinet. See diagram below.

Speaker Replacement

The speaker is accessed through the front of the assembly as shown below. Unscrew the four security screws and remove the front cover. Now remove the two nuts holding the speaker to the speaker housing. Unplug the speaker wire connection. Assembly in reverse. See diagram below.

**** Warning ****

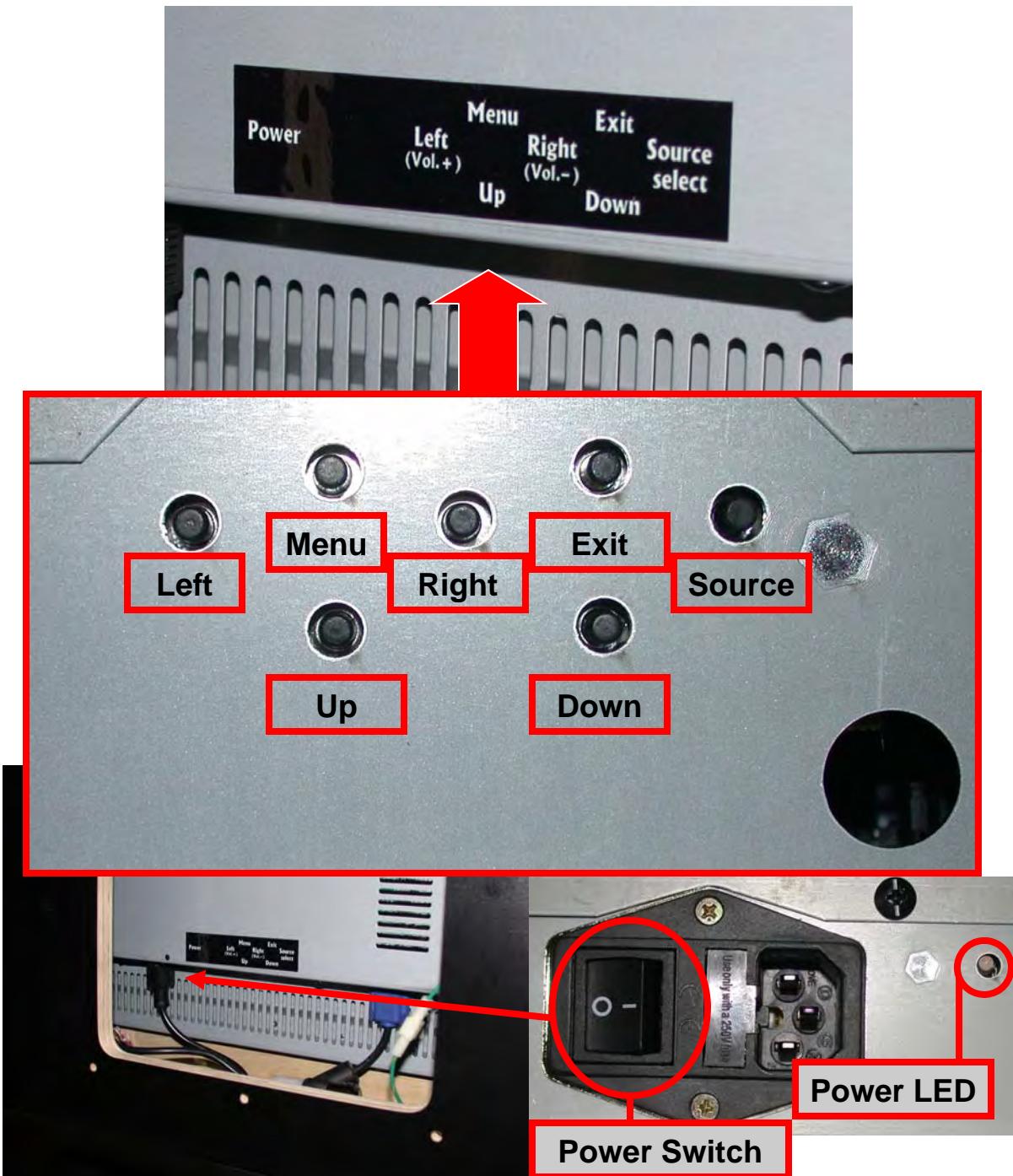
Use a soft lint free cloth to clean the plastic. Do not use ammonia based glass cleaners on clear plastic surfaces. Doing so will cause the plastic to fog over a period of time. Any ammonia free glass cleaner is recommended. Novus (cleaner #1) makes a special plastic cleaner that reduces static build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



Maintenance - Monitor Enclosure

Monitor 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.



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.

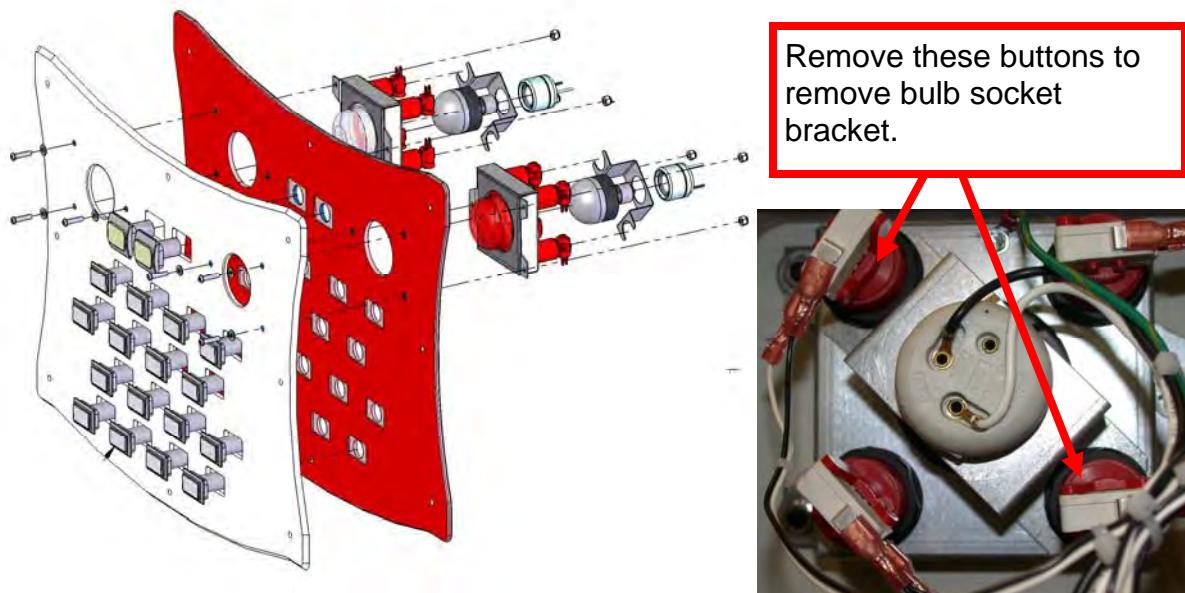
Switches:

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 than 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:

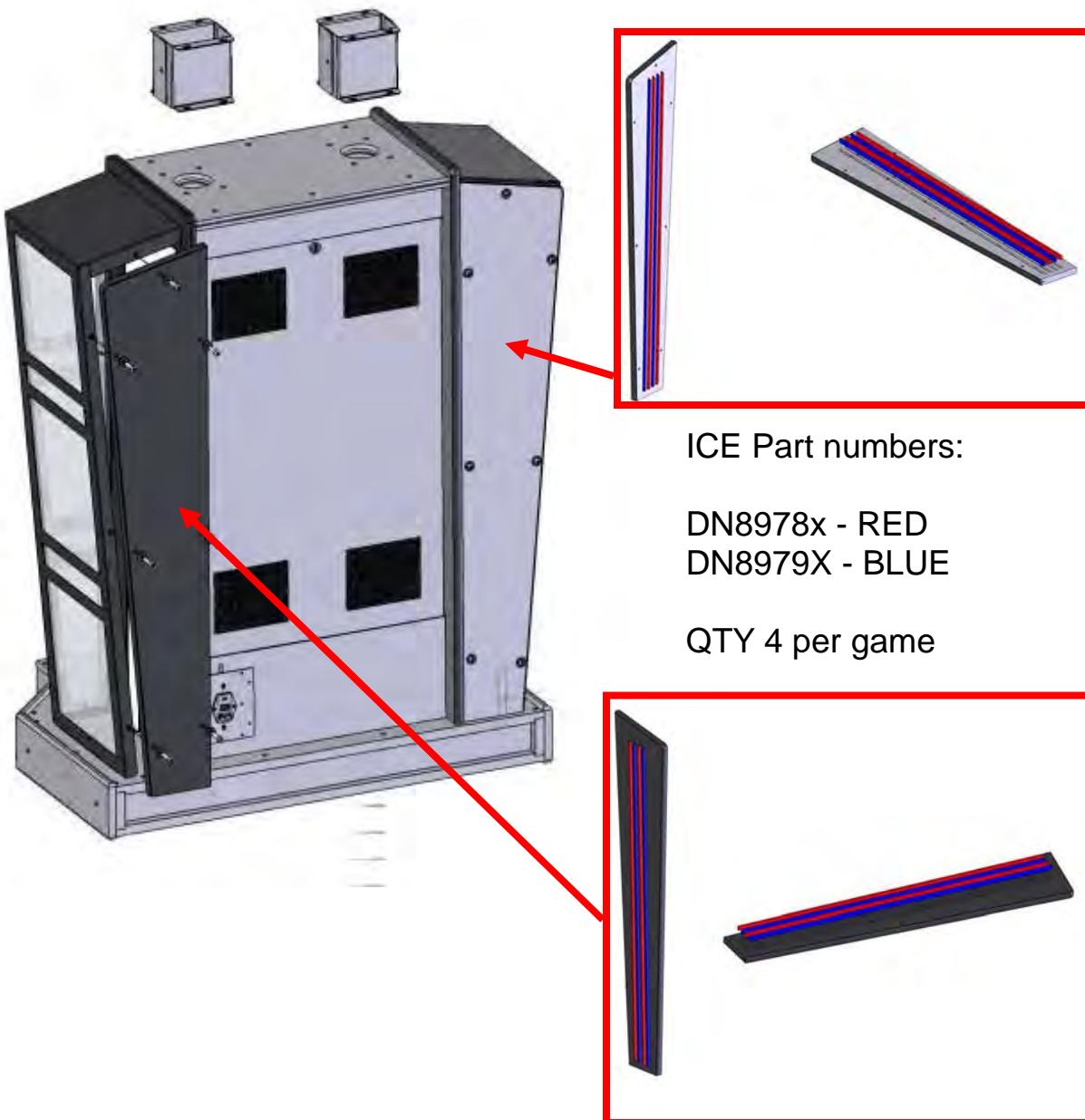
The bulbs used in the suit cases are 12volt DC LEDs. They are glued in the socket and cannot be removed. You must replace this as an assembly. The ICE part numbers are DN2004S01 through DN2004S16. These are connected Normally open and no wire should be connected to Normally closed lead. When testing switches, your meter should read less than 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).



Maintenance - Cabinet Mood Lighting

Side Light Replacement

Your cabinet changes color depending on the action of the game. To accomplish this LED technology is used. There are three separate colors of LED strips which look the same. It is important to replace the color strips with the correct color. To access the strips, remove the back side panels. The LED strips are mounted on this panel. Refer to the diagram below for correct part numbers when ordering.

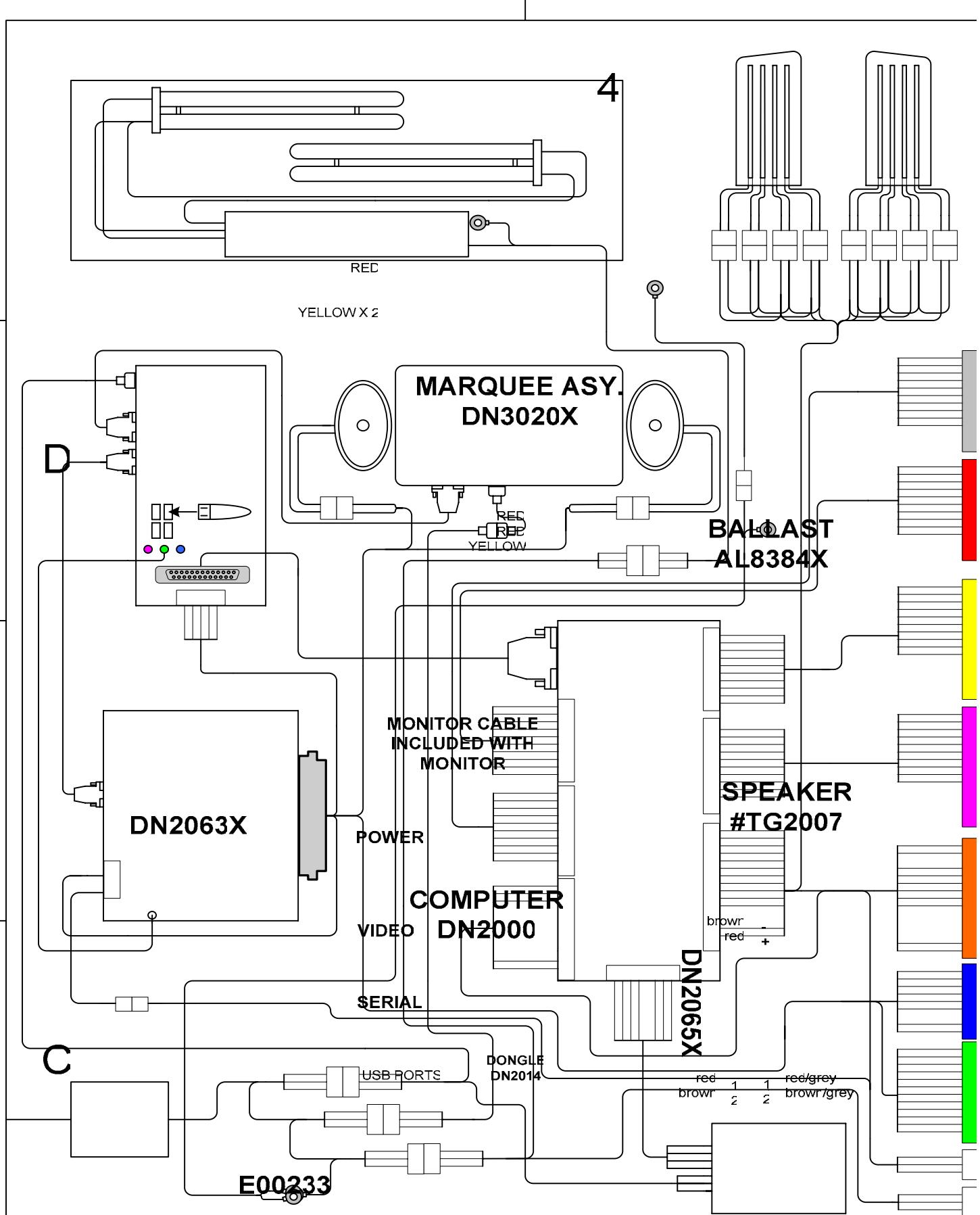


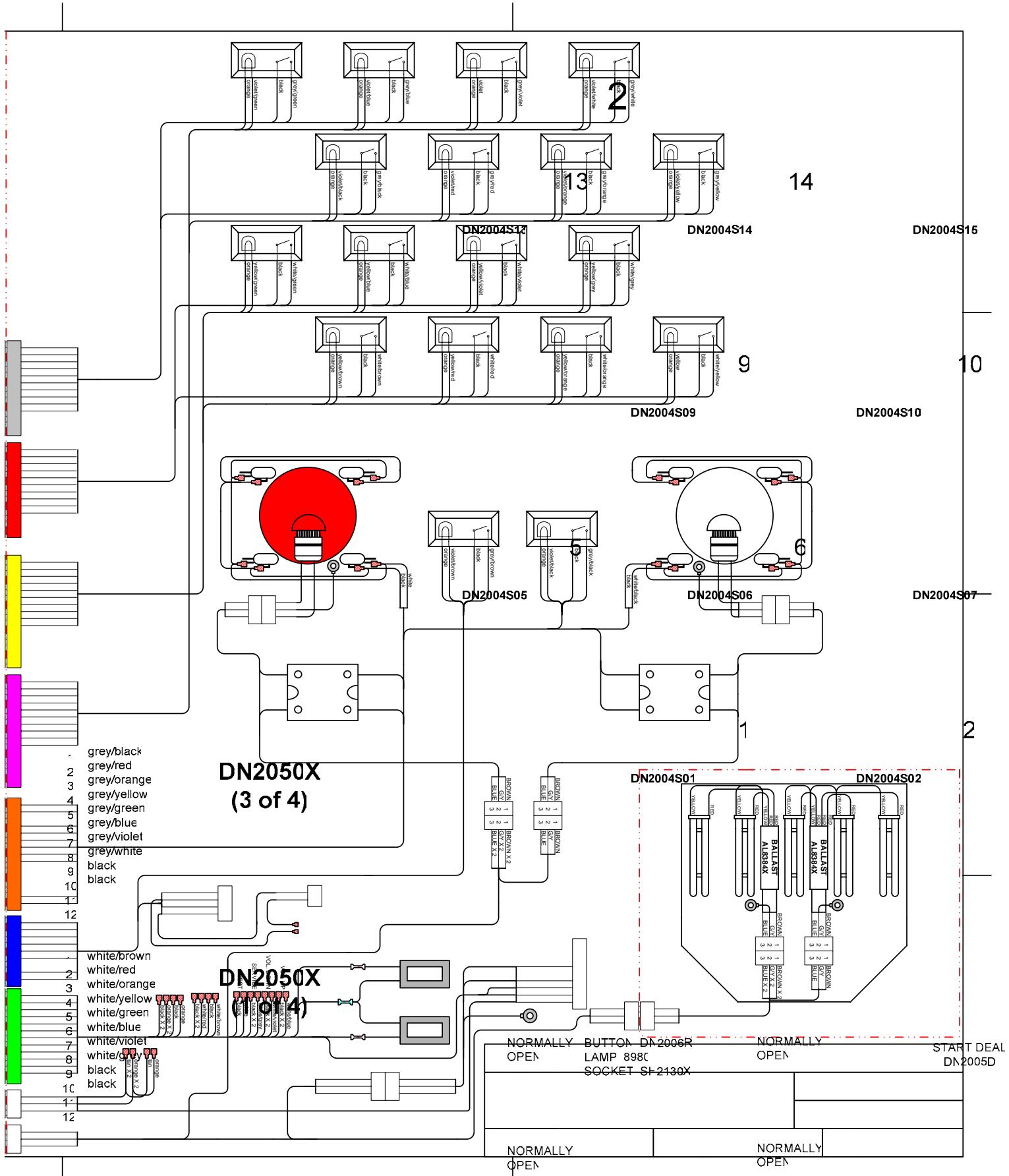
ICE Part numbers:

DN8978x - RED

DN8979X - BLUE

QTY 4 per game



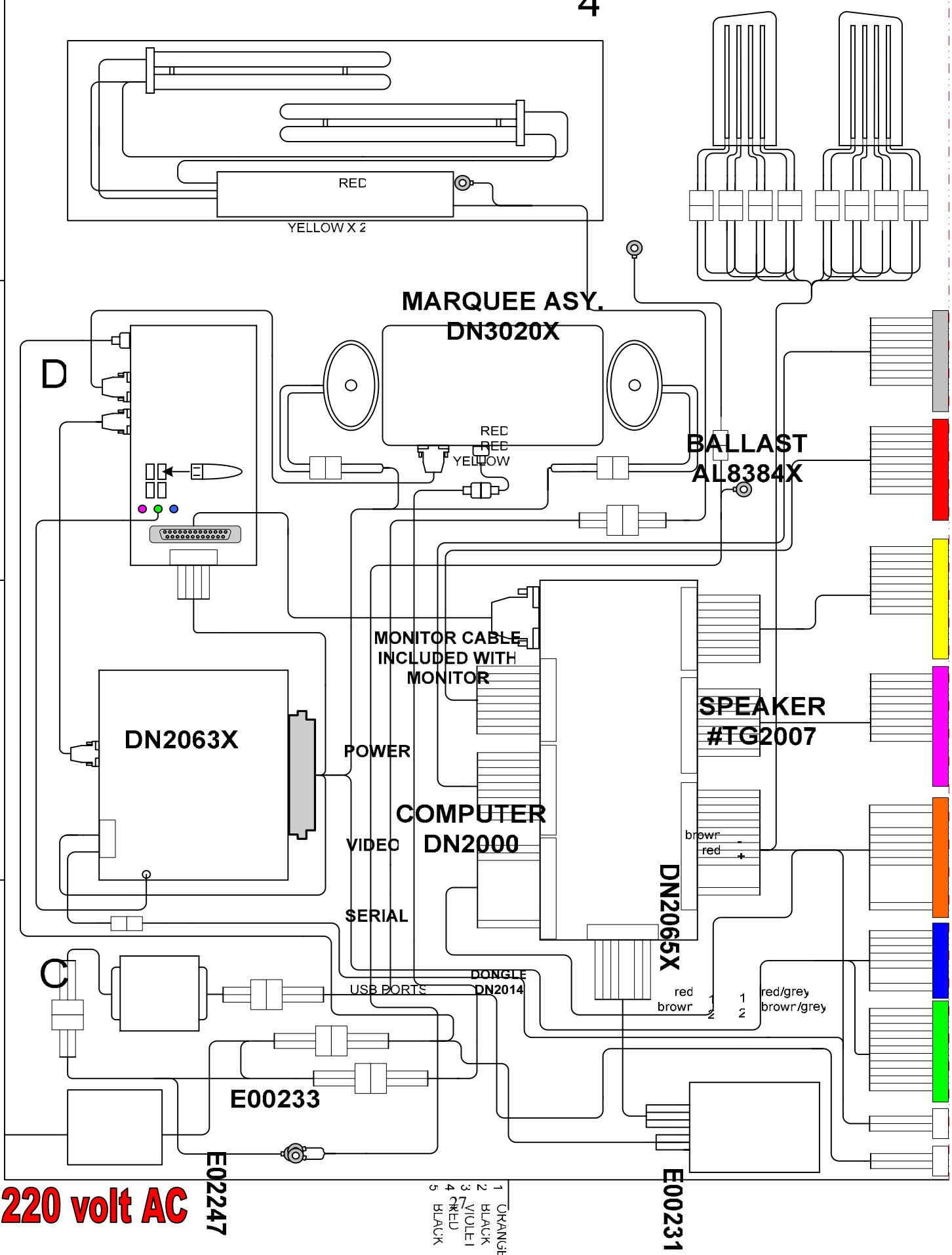


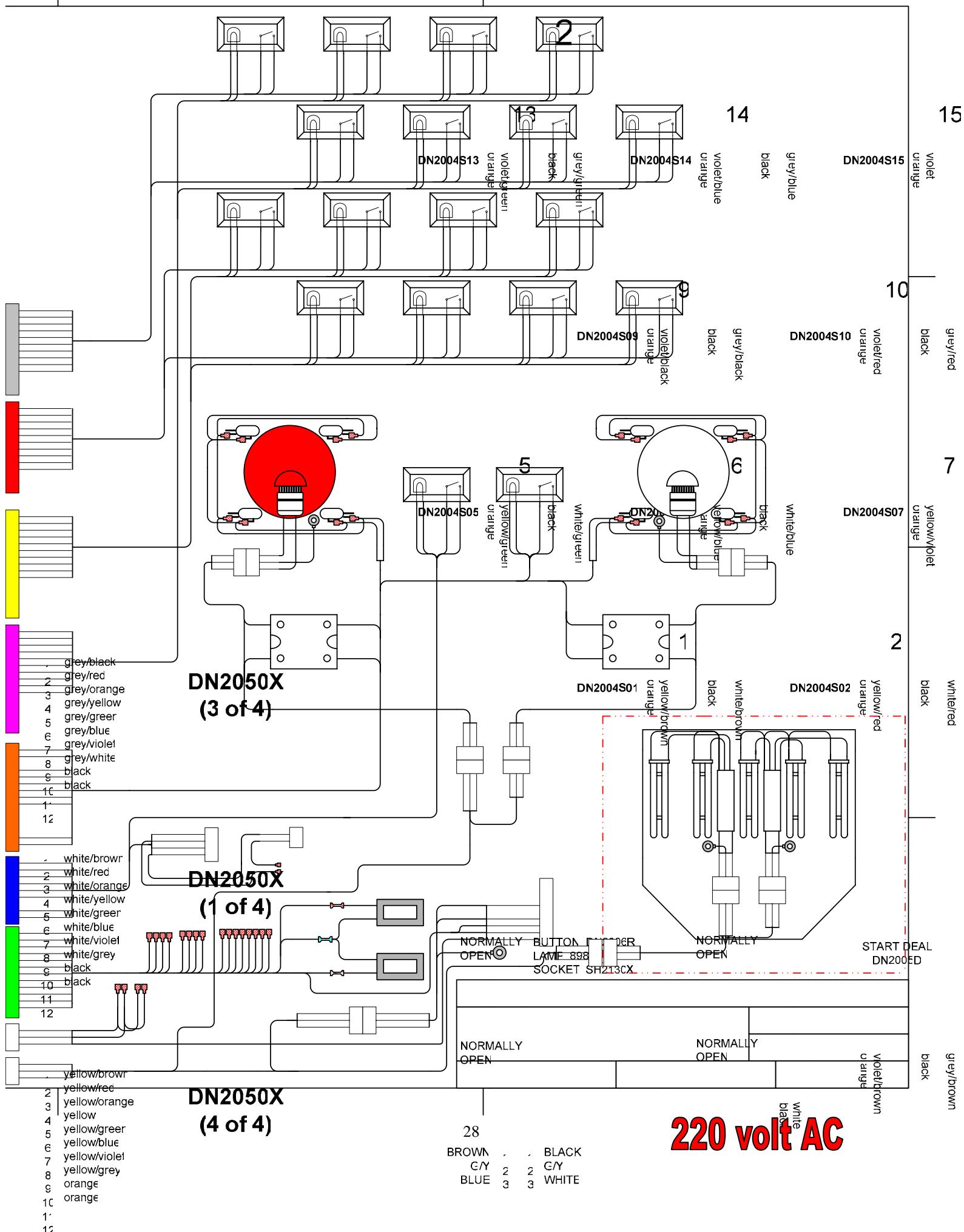
DN2050X
(4 of 4)

26

BROWN	.	.	BLACK
G/Y	2	2	G/Y
BLUE	3	3	WHITE

4





Spare Parts Listing

Mechanical

CP1050	DRAWER SLIDE
DN1015	COMPUTER STRAP
DN4001	COMPUTER FOAM PAD
TG4002	Stool

Electrical

DN8978X	DIP red LED
DN8979X	DIP red LED
DN2000	Computer
DN2014	Dongle
DN2034x	I/O Board (serial)
MON32LCD	32" TFT Monitor
DN2007x	Power Module
TG2007	Polk Speakers
UC2010	Switching Power Supply
DN2035x	I/O Board (parallel)
E00231	Parallel Cable
E02247	Serial 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
HH5005D	Ticket Dispenser
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)
CX8384x	Ballast (Stool Base)
PP250x	Bulb Socket

Graphics

DN7003	Cabinet Front
DN7005	Monitor Bezel
DN7006	Floor Graphic—Yellow

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.
Clarence, NY 14031
Phone #: (716) - 759 - 0360
Fax #: (716) – 759 – 0884



OWNERS AND SERVICE MANUAL
INNOVATIVE CONCEPTS IN ENTERTAINMENT INC.
10123 MAIN ST., CLARENCE, NY 14031
SERVICE: 1-716-759-0360
FAX: 1-716-759-0884
E-MAIL: service@icegame.com
WEBSITE: www.icegame.com

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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.

NOTE: 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 time-zones. 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.

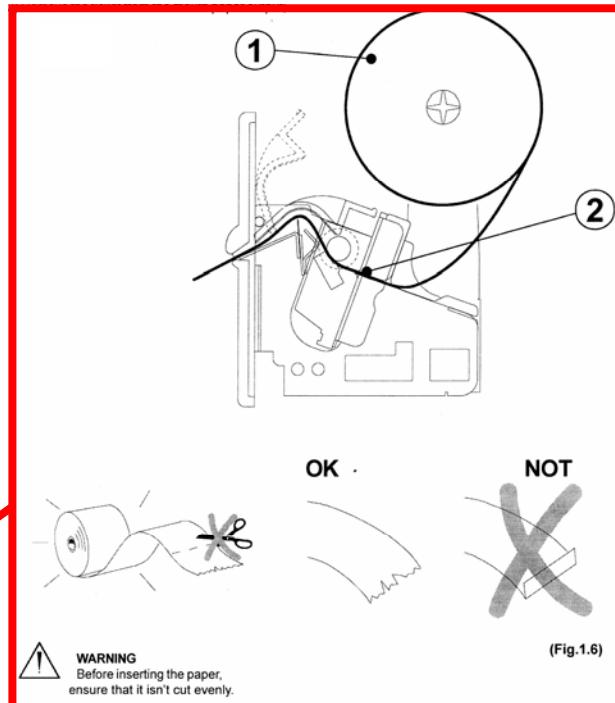
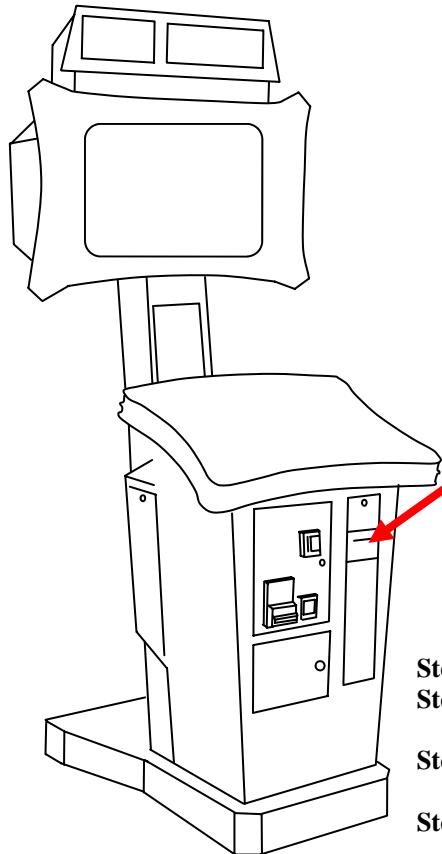
The Printer is shipped with no paper installed. Please see page 5 for detail instructions.

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.

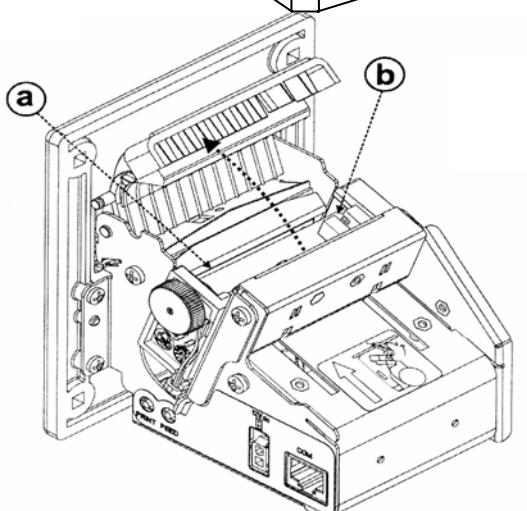
GAME SETUP AND FEATURES

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".



- 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 BUTTONS 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

-allow the game to be played without credits
[ON / OFF]

DEFAULT = OFF

CURRENCY TYPE

- this is the currency type used by the game.

DEFAULT = DOLLAR

CURRENCY UNIT VALUE

-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.

DEFAULT = \$0.25

COIN 1 VALUE

- this is the value of coin input #1.

DEFAULT = \$0.25

COIN 2 VALUE

- this is the value of coin input #1.

DEFAULT = \$0.25

COIN 3 VALUE / DBV PULSE

- this is the value of coin input #3, which is commonly used as the dollar bill validator input.

DEFAULT = \$1.00

MAXIMUM CREDITS

- this is the maximum number of credits that are allowed by the machine..

DEFAULT = \$500.00

CREDIT VALUE

- 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.

DEFAULT = \$0.25

DIAGNOSTIC, ADJUSTMENTS & AUDIT MENU SYSTEM

Main Menu - Operator Adjustments - PLAYER COST / PAYOUT

GAME START COST

- this is the cost to start the regular game.

DEFAULT = \$1.00

GAME START COST (DOUBLE DEAL)

- this is the cost to start the double deal game.

DEFAULT = \$2.00

POINT PAY RATIO

- 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.

DEFAULT = 40%

- 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

- no tickets are printed unless the player wins this value or higher.

DEFAULT=1

DIAGNOSTIC, ADJUSTMENTS & AUDIT MENU SYSTEM

Main Menu - Operator Adjustments - VOLUME

GAME VOLUME

- on a scale of 0 - 32, this is the volume of the game.

DEFAULT = 24

ATTRACT VOLUME

- on a scale of 0 - 32, this is the volume of the game while it is in the attract mode.

DEFAULT = 24

MINIMUM VOLUME

- this is the absolute minimum that both the GAME VOLUME and the ATTRACT VOLUME can be set to.

DEFAULT = 4

ATTRACT SOUNDS

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

DEFAULT = OCCASIONALLY

Main Menu - PRINTER ADJUSTMENTS

GAME ID

- this text is displayed at the top of the ticket.
This should usually be the name of the location.

ex. JOE OPERATOR

LOCATION ID

- this text is displayed below the GAME ID. This should usually be the general address of the location.

ex. ANYTOWN, USA

MISC INFO #1

- these text fields are displayed in smaller text, and should usually contain contact information for the location.

ex. (888) 555-1234

MISC INFO #2

- 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.

ex. WWW.JOEOPERATOR.COM

SYSTEM TIME

- this allows the operator to set the correct time for the machine. The current date and time are printed on each ticket.

ex. 9/11/2007 01:39PM

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 COUNTERS

- 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.

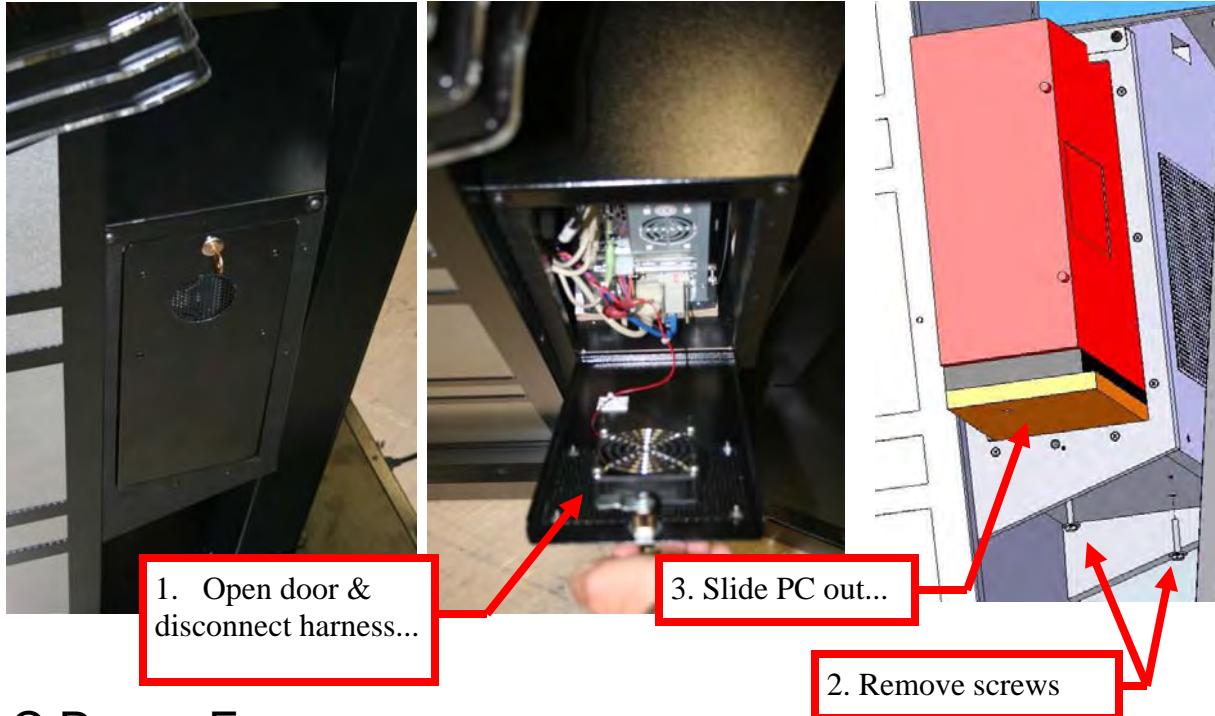
LPT SWITCH TEST

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

Maintenance

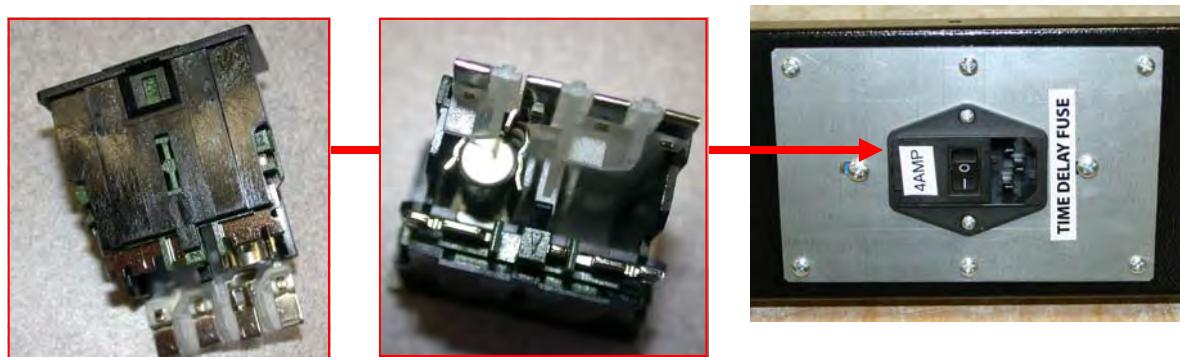
Access the Computer

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.



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.



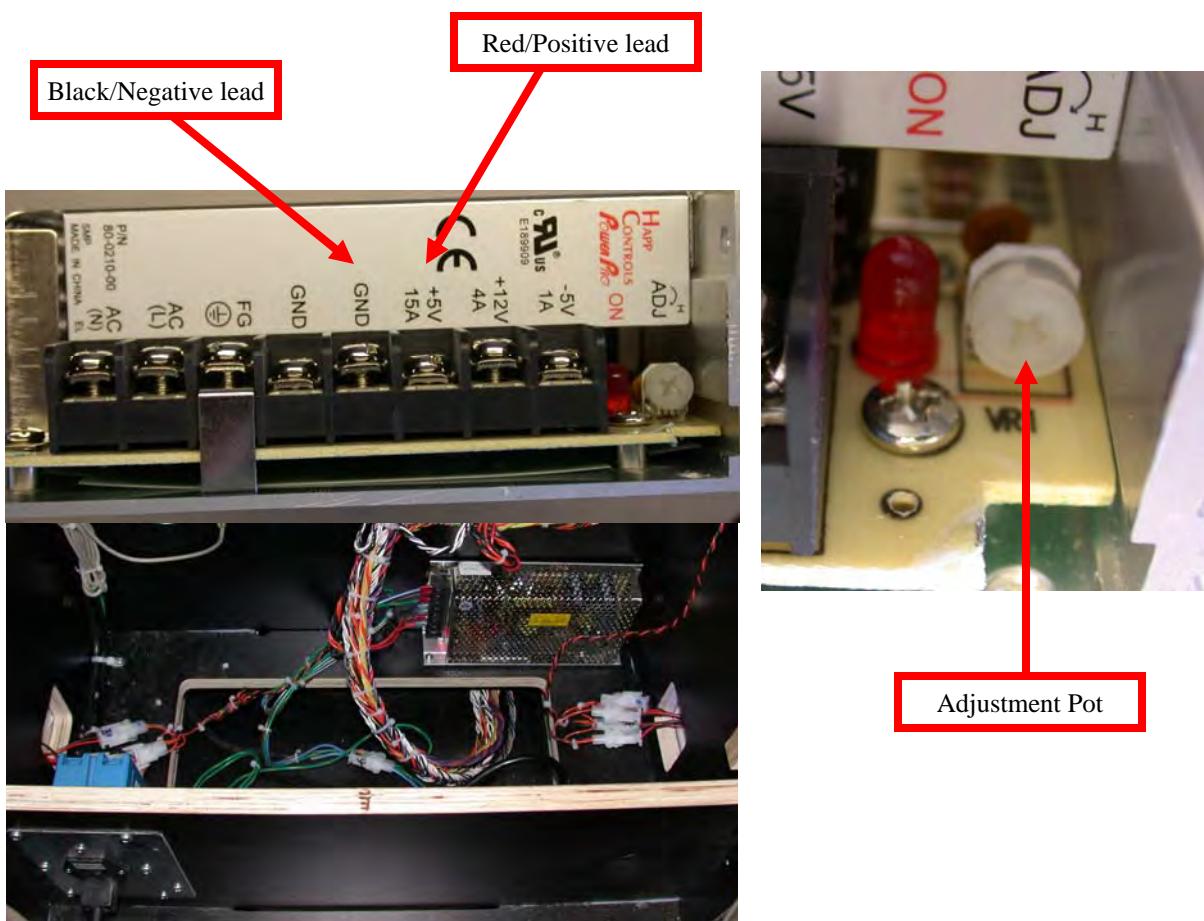
Maintenance

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.

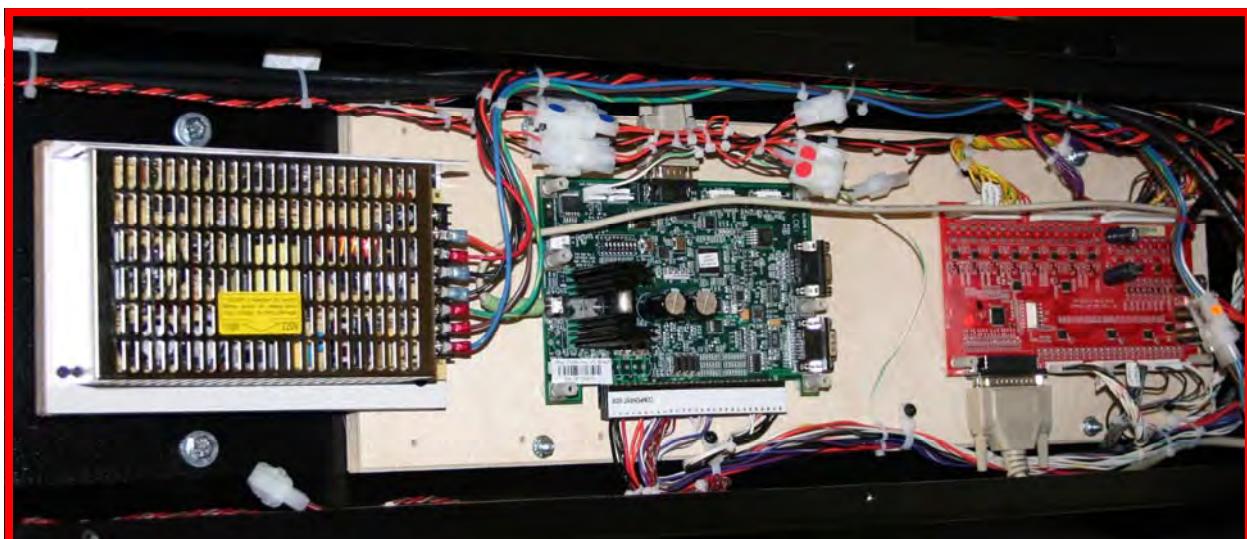
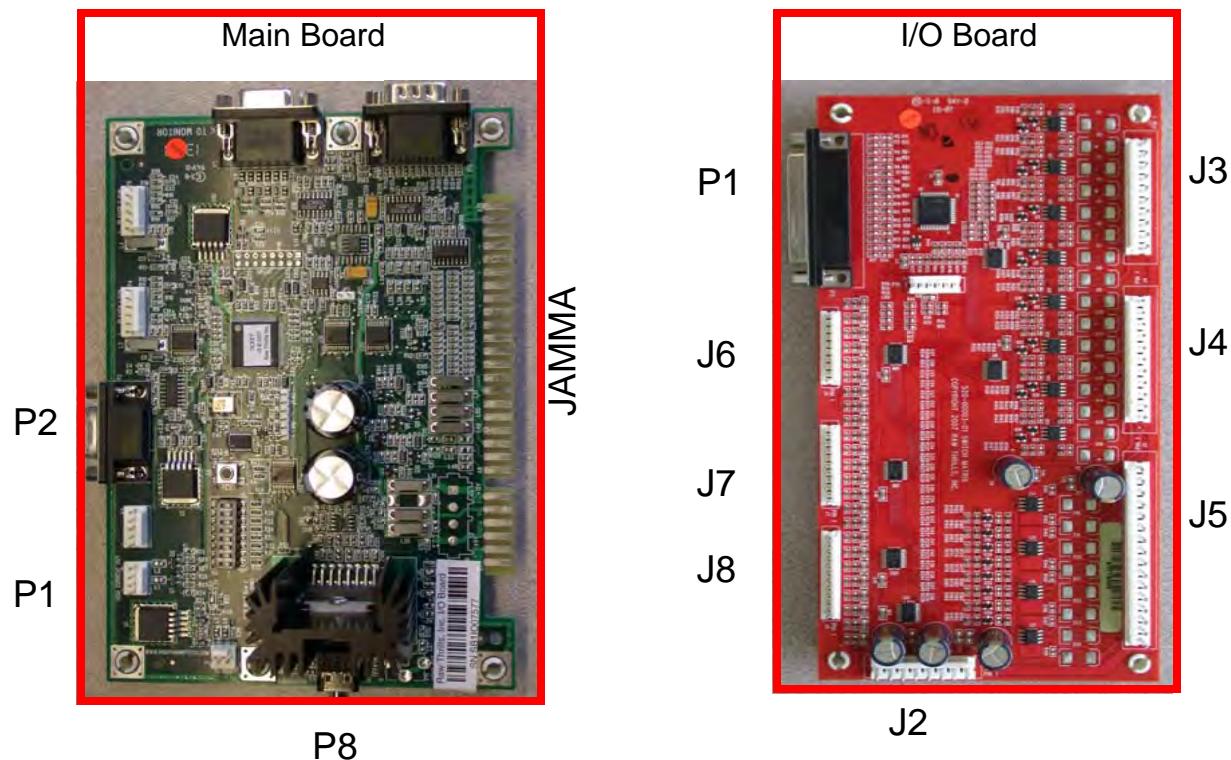


Maintenance

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.



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.



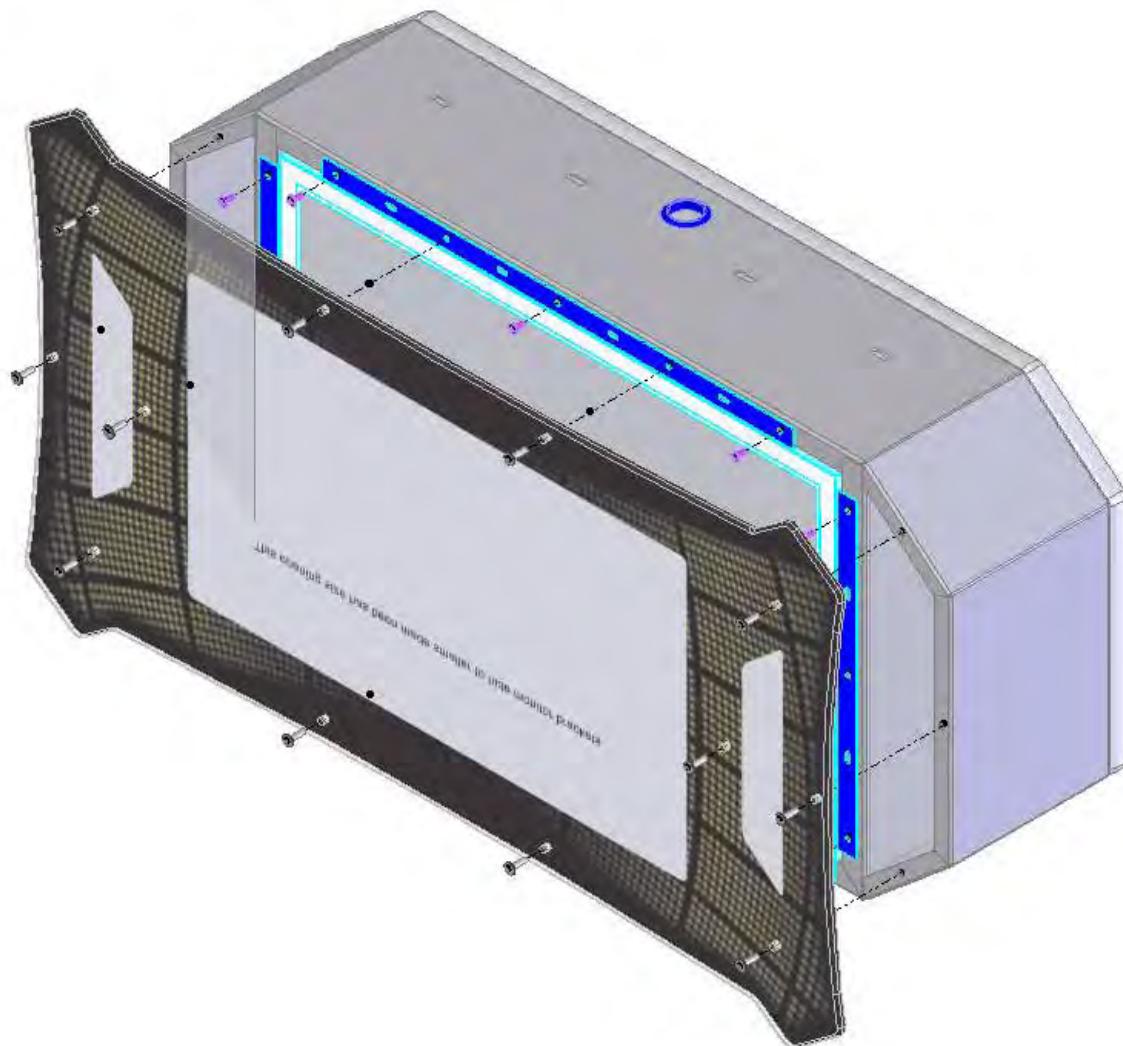
Maintenance - Monitor Enclosure

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

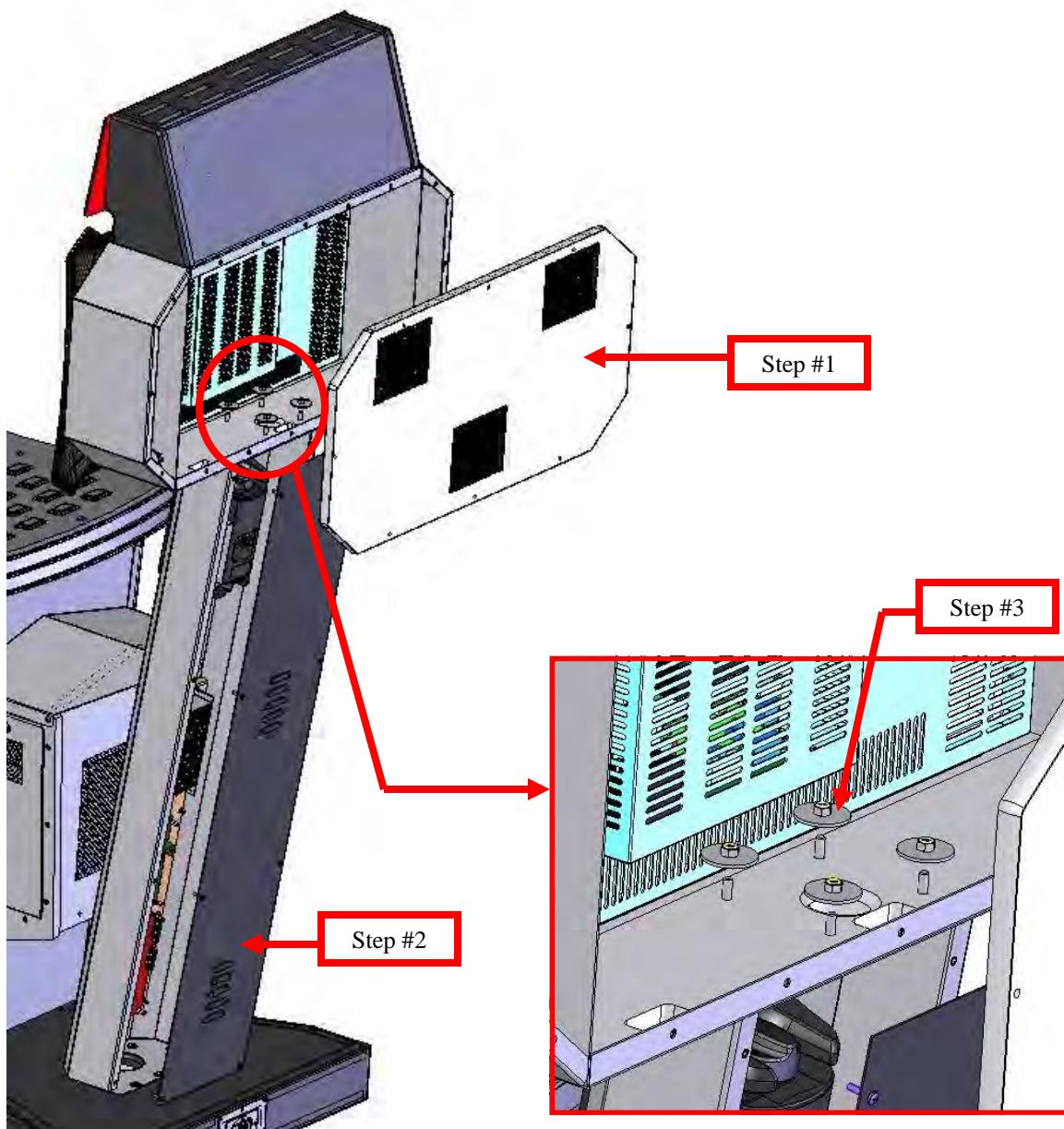
Step #1: To remove the monitor surround, start by removing the eight screws that hold the back panel on. (NOTE: remove slowly and disconnect harnessing)

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.



Maintenance - Speaker Removal

Speaker Removal

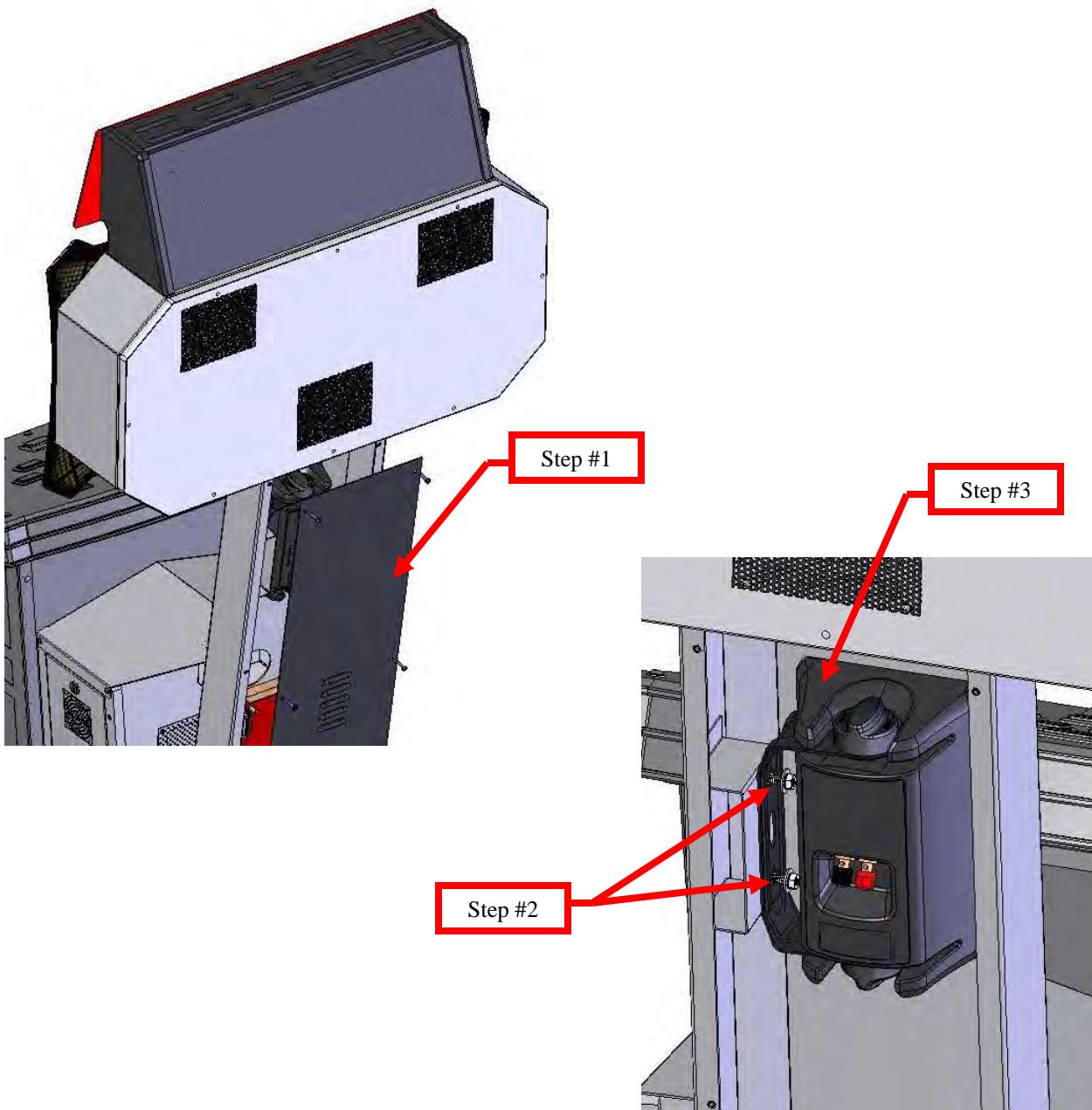
Step #1: To remove the speaker, start by removing the eight screws that hold the back panel on.

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

Step #3: Remove speaker

See diagram below.

Assemble in reverse.



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.



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.

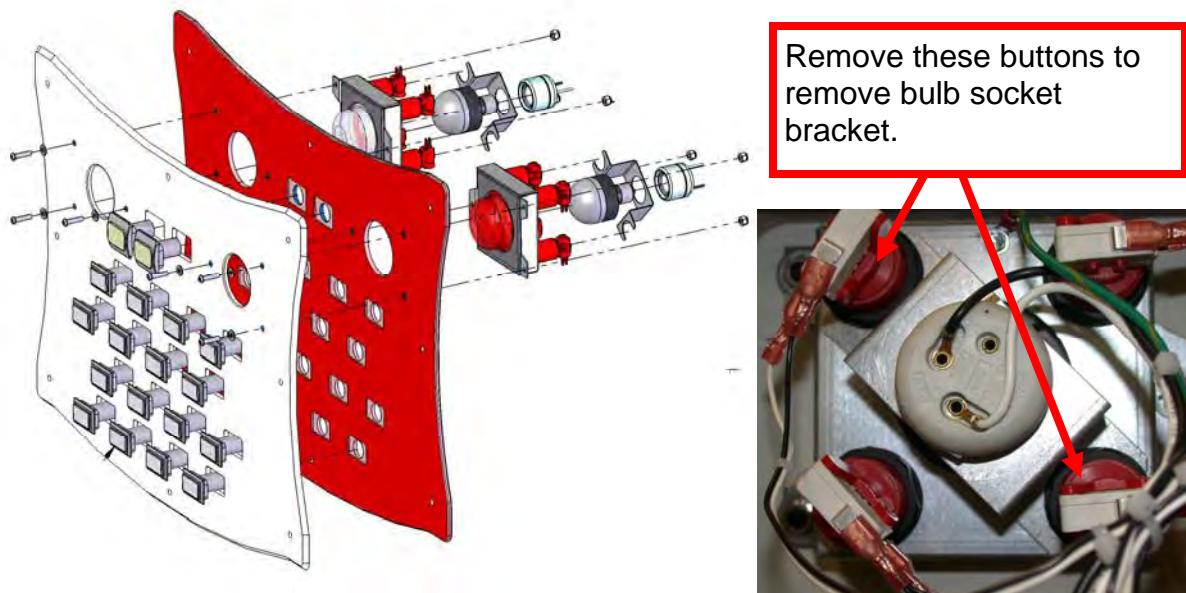
Switches:

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 than 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 an 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 than 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).



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.
Clarence, NY 14031
Phone #: (716) - 759 - 0360
Fax #: (716) – 759 – 0884

Deal or No Deal Trouble shooting guide v1.0

Game will not power on. Monitor is on, cabinet fans are on, and computer is off.

- 1) Check AC voltage to PC
- 2) Check AC switch on power supply (must be on)
- 3) Press power on switch located on the front of the PC.
 - a. If computer powers on: Enter BIOS and set resume AC power upon loss or Load defaults.
 - b. If computer stays off: defective power supply in PC. Bad mother board or CPU.
- 4) If game is producing a series of beeps:
 - a. Bad RAM
 - b. Bad motherboard
 - c. Bad CPU
- 5) Replace computer

Game shuts down by itself or freezes during game play.

- 1) Check CPU temperature through the BIOS.
 - a. Plug in keyboard and enter BIOS.
 - b. Scroll until PC Health is found
 - c. Monitor PC temperatures
 - i. If increasing rapidly check CPU heat sink compound.
 - ii. Check CPU fan and system fan.
- 2) Check cabinet fans for proper operation
- 3) BIOS is not seeing correct amount of ram. Reboot computer and read startup screen for amount of ram installed. If reported around 256, the second bank is either not being seen or defective.
 - a. Enter BIOS and exit BIOS saving settings. Reboot machine to see if total ram is 512 (or close). See service bulletin.
 - b. Defective memory module, replace.
- 4) Check watch dog triggers in diagnostic screen in programming.
 - a. Check +12 and +5 to I/O board.
 - b. Replace I/O board.
 - c. Replace watch dog board.

Game has no video but plays sounds and all lights are working.

- 1) Check status of monitor.
 - a. Yellow = No video detected and in standby.
 - b. Green = On and showing video
 - i. Attach a computer VGA monitor to verify output from computer.
 1. If not present from computer, replace computer
 2. If video is present replace A/D board and/or power supply in monitor.
 - c. red = problem with A/D board or power supply
 - d. off = No AC power to monitor

- i. Check for AC
 - ii. Check power on switch on monitor.
- 2) It is very rare for the backlight or inverter in panel to become defective. This unfortunately is not repairable and must be returned to the monitor's manufacturing plant for exchange.
- 3) Press input button to cycle through inputs until picture is restored.
- 4) Turn monitor off and on again to see if it will sync with computer.
 - a. If so, cycle power to cabinet and see if computer syncs to monitor. If not, replace A/D board.

Game has “Check I/O Board” displayed on its screen.

- 1) Check for +12 and +5 to I/O board
 - a. Check Fuse on I/O board.
 - b. Check wiring from computer to I/O board.
 - c. Check serial cable from computer to I/O board.
- 2) Replace I/O board.
- 3) Replace serial cable.

Game doesn't dispense tickets.

- 1) Check +12 on ticket dispenser.
- 2) Check harness to I/O board
- 3) Check for dispenser function (load tickets and press advance button on ticket dispenser).
- 4) Replace ticket dispenser.
- 5) Replace I/O board.

A low paper or no paper error is displayed that won't clear after replacing paper in printer.

- 1) Enter programming and then select diagnostics. Perform a printer test and exit programming. This should reset the flag and clear the error.
- 2) Confirm USB or serial connection to printer.
- 3) Confirm +12 to printer (LED will be green).
- 4) Replace printer

When game attempts to pay out tickets, it will continue to pay until all tickets are dispensed from ticket dispenser.

- 1) Cabinet has resistor installed as described in service bulletin. I/O board was upgraded to handle voltage spikes from ticket dispenser. A current limiting resistor was added along with a different value pull up resistor. Older I/O boards required a resistor to be installed in cabinet harness.
- 2) Not a ICE I/O board but a Raw Thrills I/O board for a non-ICE game. See above note and service bulletin was issued concerning this.

Game displays “Insert Dongle” and a dongle is present

- 1) Unplug dongle and plug back in dongle.
- 2) Move dongle to a different port.

- 3) Replace dongle (Dongle defective – very rare)
- 4) Replace computer (USB ports have died - rare)

Game loads very slowly and then reboots before game is displayed or never gets past “LOADING.....”.

- 1) Older restore disk was used. Use only the latest version of software.
- 2) Defective Hard drive, replace and run restore disk (use one included with game cabinet or order newest version).
- 3) Defective computer.

No Sound from Game, No tickets or coupons are dispensed.

- 1) Missing +12 VDC
 - a. Broken or pinched wire.
 - b. Blown fuse.



DN1600 MEGA SPIN Installation Guide

INNOVATIVE CONCEPTS IN ENTERTAINMENT INC.

Your kit includes the following:

- (2) Advertising Signs - DN7660
- (1) Restore Disk - DN2690x
- (1) Mega Spin Wheel
- (1) Deluxe Dongle - DN2614
- (4) 1/4-20 X 1 1/2 BHCS (BLACK) - 6281
- (1) 5/32 Allen wrench - PC60601A
- (1) 3/32 Allen wrench - 6603
- (10) Cable ties - 348
- (2) 1/4-20 x 1 1/2 (Zinc) - 6102



Should any of these items be missing, please contact ICE service department at (716) 759-0360 Monday through Friday, 8:30a.m. to 6:00p.m. Eastern standard time before beginning the installation.

It is recommended to review each step before you begin your install of this kit. The use of a ladder and one additional person is highly recommended to lift the assembly onto the game's cabinet. If you have any question please contact ICE Service Department for support.

Step 1

Remove power to the game by unplugging the AC power cord from the machine. Remove the monitor's back access mesh panel using the supplied 3/32 Allen wrench. Remove the lower, back panel of the cabinet. You will need to also unplug the fans on cabinet door as you remove it. Unplug the power cable and ground wire going to the marquee. Remove the existing marquee that is above the monitor using a 5/32 Allen wrench and discard these bolts.

Step 2

Unpack the new Mega Bonus Wheel and remove the base as shown in figure 1A on page 4 using a 5/32 Allen wrench supplied with this kit. Save the hardware for step 6.

Step 3

Install the base on top of the cabinet where the marquee was originally mounted using four 1/4-20 X 1 1/2 Allen bolts included in the kit. See figure 1B for the location of which counter bored holes on the base to use.

Step 4

Remove the 6 bolts located at the top of the new wheel and install the old marquee there. Plug in the power and ground wires as shown in figure 1C. Bolt the marquee to the top of the Mega Bonus Wheel housing shown in figure 1D using the 6 bolts that were previously removed. Only two bolts are shown for clarity.

Step 5

Lift the Mega Bonus Wheel onto the top of the game cabinet and position the holes on the base for installation. It is recommended that the use of a ladder and two people perform this step. Route the wires for power and ground, through the left hole standing from behind the game. Refer to figure 1E for location. Plug in the AC power from the marquee and ground wire as shown in figure 3. The LED power harness and USB cable should be feed through the right hole as shown in figure 1F. Be careful not to pull too hard on the USB cable when pulling through the top of the cabinet.

Step 6

Reinstall the bolts you saved from step 2 to secure the Mega Bonus wheel housing (figure 1.G).

Step 7

From the back of the cabinet, slide out the computer and feed the USB and wheel harness through the hole on the right side. This harness goes behind the computer and to the bottom of the cabinet.

Step 8

Plug in the USB cable and the DOND DLX dongle into the back of the computer's USB connectors. See figure 4. Do not remove the old dongle already plugged into the computer. This requires two dongles to work..

Step 9

The wheel harness is plugged in at the bottom of the cabinet. The connectors located on the shorter side of the harness go to the bottom right connectors (red to red, blue to blue). The connectors with the longer part of the harness go to the connectors on the bottom left (figure5).** Secure the wheel harness to the existing harness in the cabinet using cable ties included in the kit.

Step 10

Hardware installation is complete (figure6).

Step 11

Plug the power cable into the back of the game and start the machine. Record your game settings before installing the new software as it will completely over write all information including game settings. Insert the software update CD and restart the machine to begin the installation. Leave the tray that the computer is on out of the cabinet so the CD drive can eject. Once the software update is complete, remove the disk and restart the computer. When the software first boots, it will ask which wheel is installed. Select the wheel that matches your wheel that you have installed.

Step 12

Once the game is running, press the DIAG button of the programming panel to enter the Service Menu. Using Vol+/Vol- to move and start to select, select the System Tests Menu → Wheel Spin Test → Slot #9 1000. The wheel should spin and land on 1000. Exit out of the Service Menu.

Step 13

Connect the fans on the cabinet door. Reinstall the cabinet door and the mesh screen.

Note:

** Newer games will have a free connector in the main harness. In older games, the main harness will be disconnected from the LED strips at the bottom of the cabinet and the wheel harness will be connected to these connectors (main harness is connected to the wheel harness which is connected to the LED strips).

Figure 1

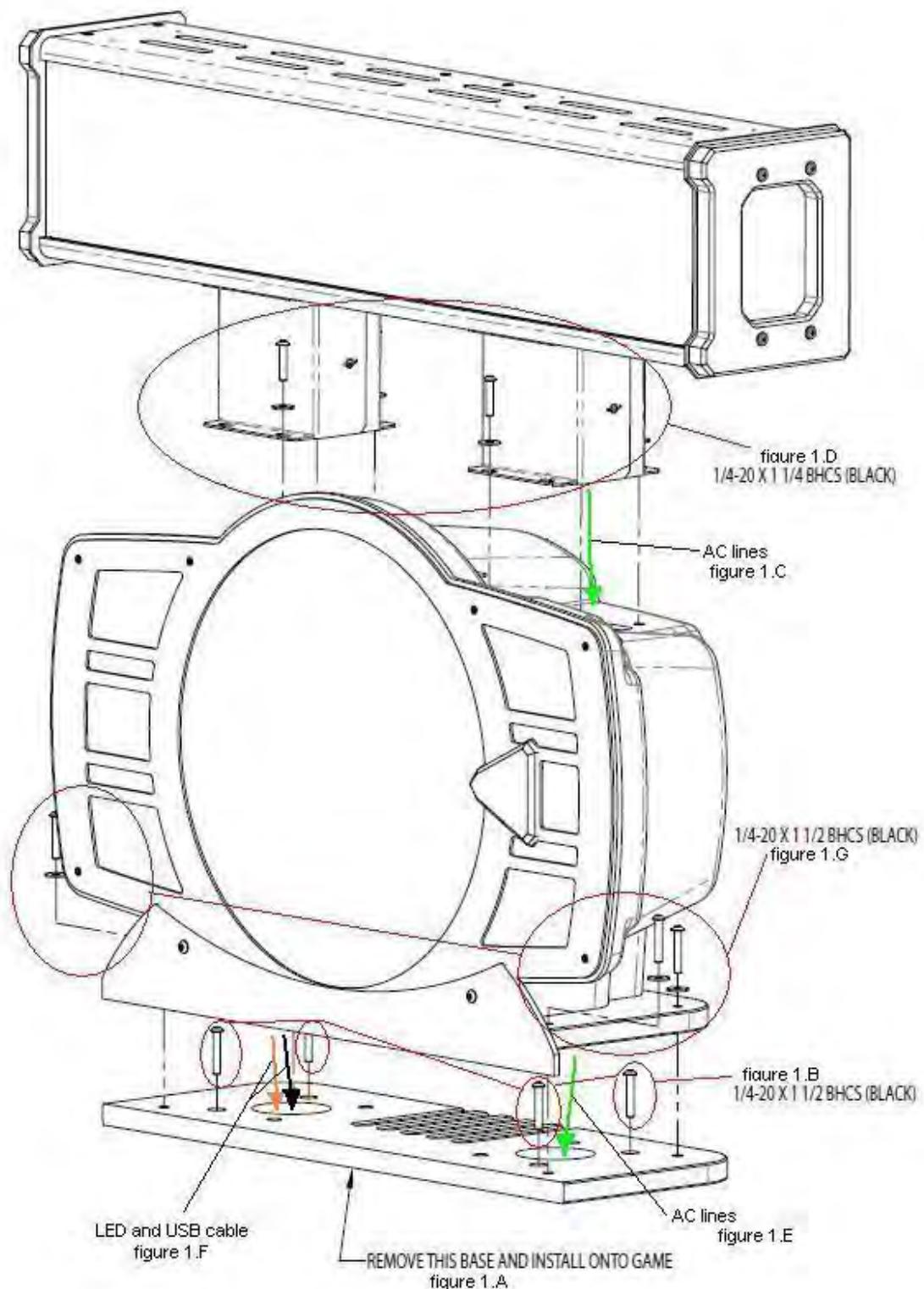


Figure 2



Figure 3

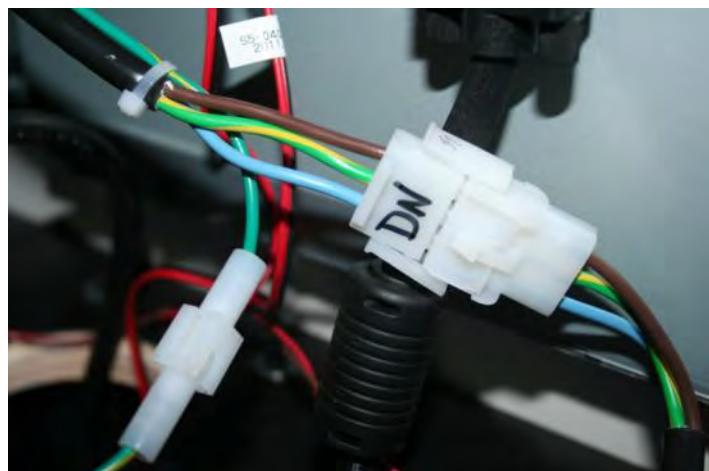


Figure 4

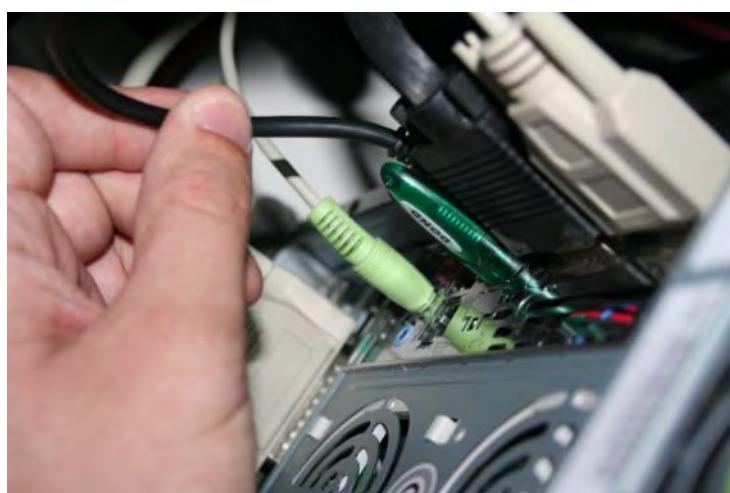


Figure 5

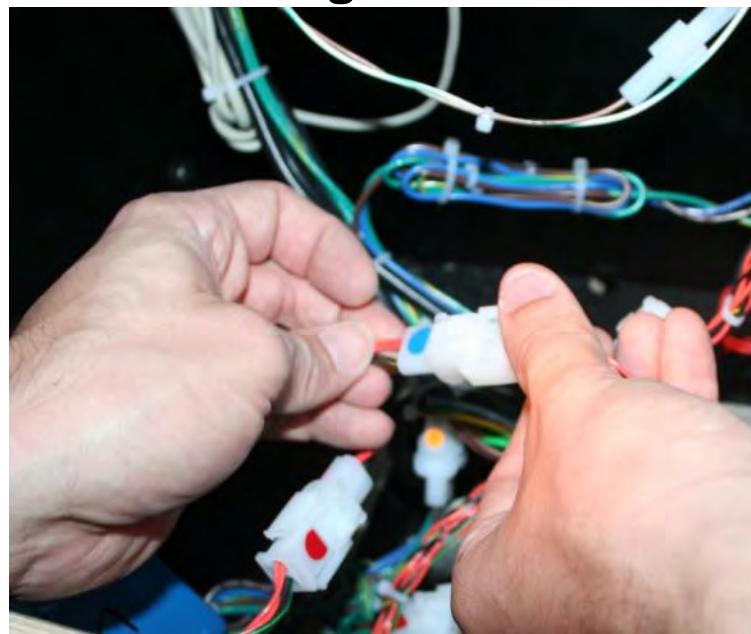


Figure 6



Advertising Signage Installation:

Unscrew the bolts at the top corners, above the screen and discard the bolts. Using the Zinc 1/4-20 bolts attach the signs as shown below.



Procedure for removing the wheel

Step 1:

Remove front cover by removing the 2 Allen bolts that hold the lower black plastic trim

Step 2:

Remove the nuts that secure the cover to the vacuum form shell

Step 3:

Remove the plastic cover

Step 4:

Remove the "E" clip using a small flat screw driver in the center of the hub that holds the hub to the motor shaft (Figure 7,8)

Step 5:

Using the 3 finger holes grip the plastic wheel and pull straight back (Figure 9)

Figure 7

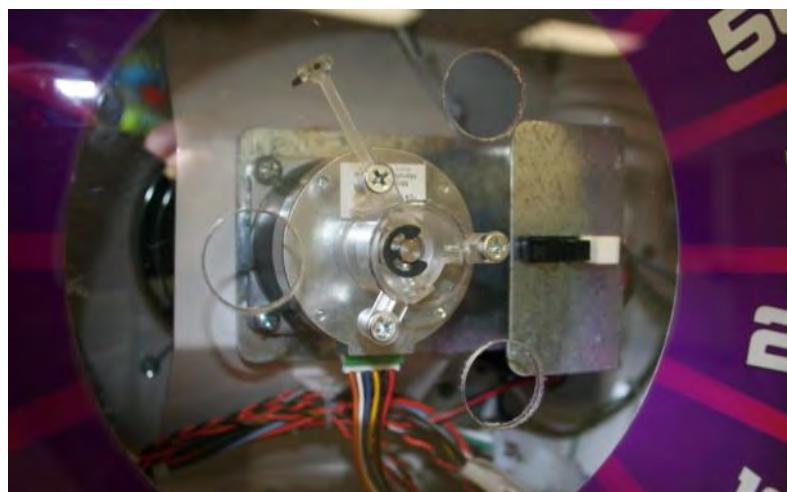


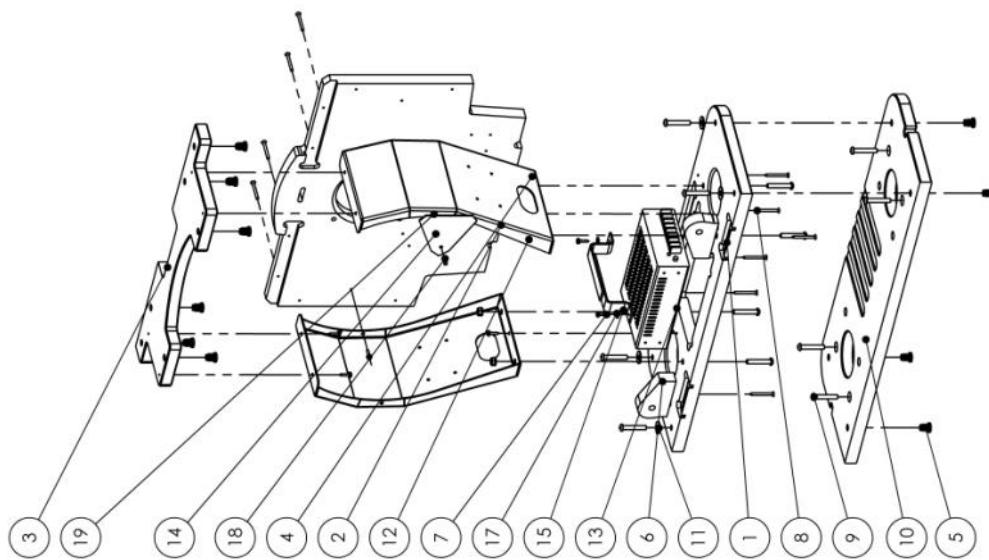
Figure 8



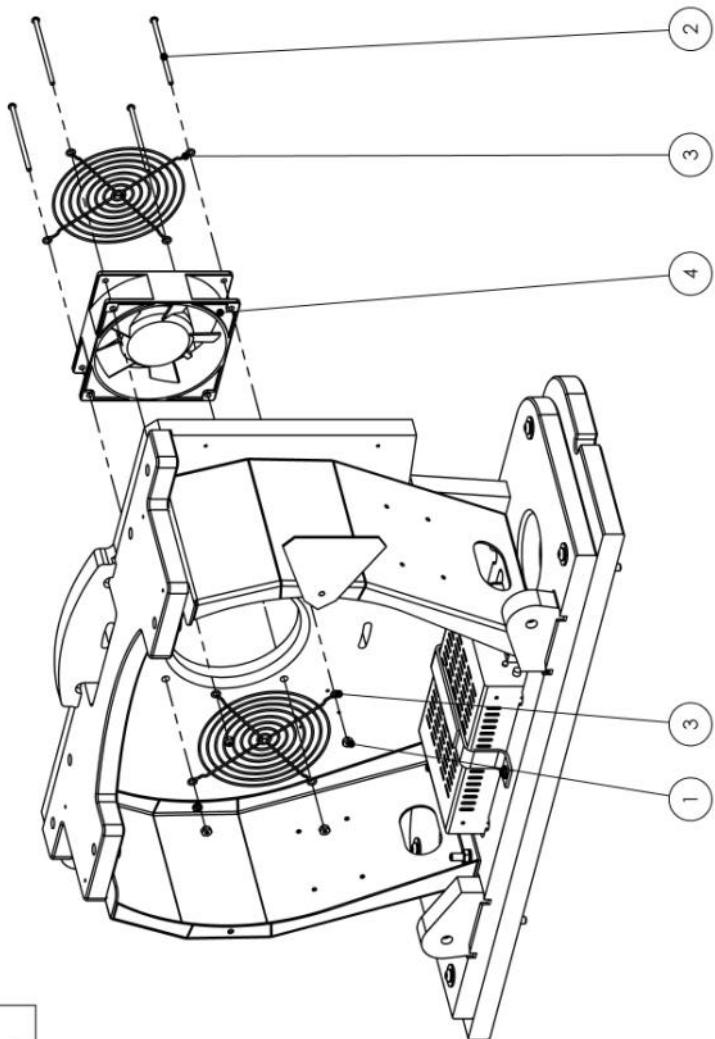
Figure 9



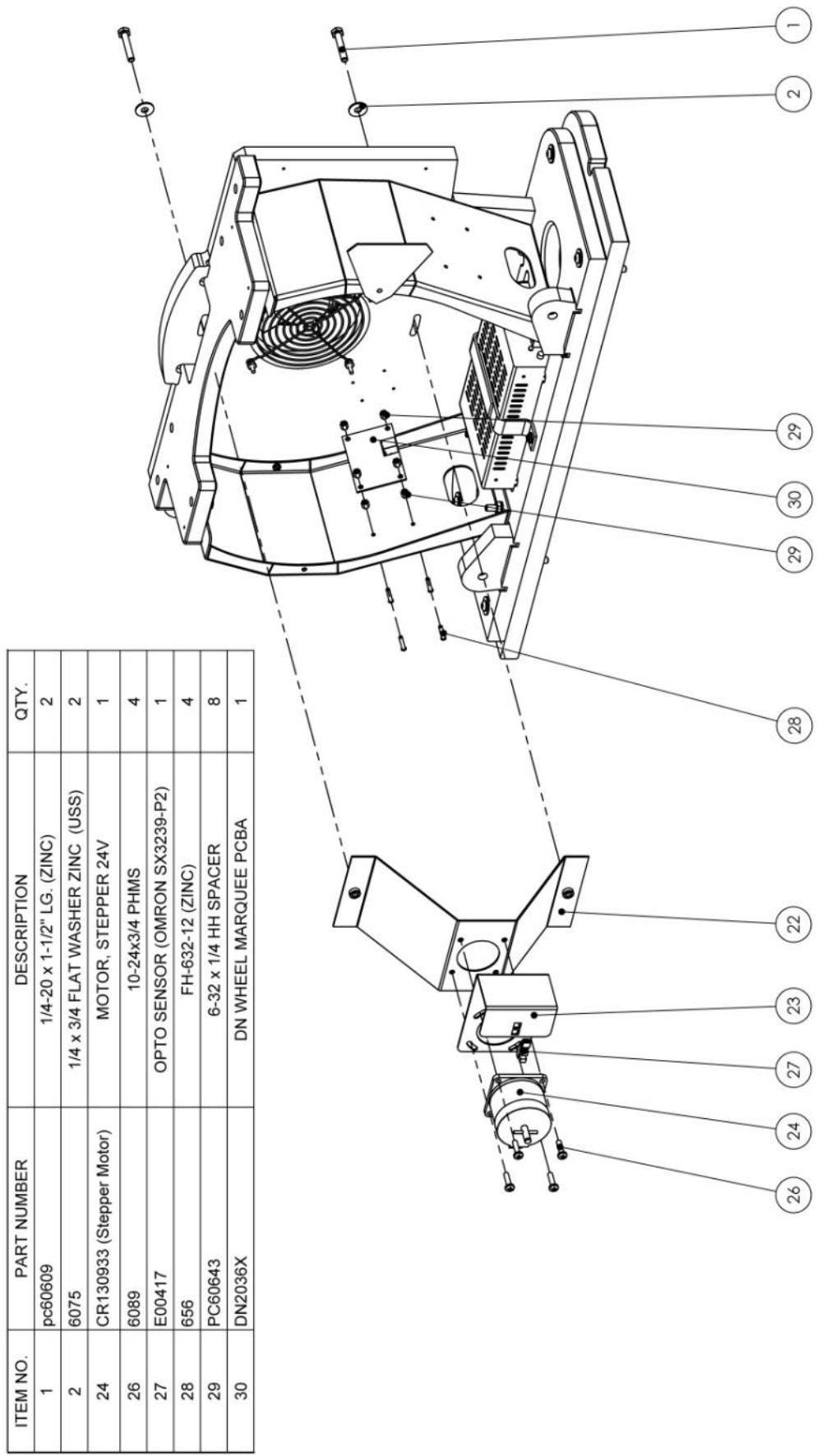
ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	PC60609	1/4-20 x 1-1/2" LG. (ZINC)	2
2	6075	1/4 x 3/4 FLAT WASHER ZINC (USS)	2
3	6002A	6-32 NYLOCK NUT	4
4	6326	6-32 X 3.0"LG. RHMS	4
5	E02027G	FAN FINGER GUARD	2
6	MS2384X	FAN ASSEMBLY	1
7	TG1021	SOCKET & BULB	4
8	DN3601	PRIZE WHEEL BASE	1
9	DN3651	PRIZE WHEEL BACK	1
10	DN3620	MARQUEE VAC FORM	1
11	DN3652	PRIZE WHEEL TOP	1
12	DN7602	PRIZE WHEEL FRONT GRAPHIC	1
13	DN1601	PRIZE WHEEL HOUSING SUPPORT	2
14	PC60631	025-20 CABINET INSERT (J50115)	12
15	DN3602	FRONT TRIM	1
16	DN3653	LOWER TAB	2
17	655S	#8 x 5/8 SQ. DRIVE (SILVER)	26
18	6212	1/4 x 3/4 FLAT WASHER BLACK (USS)	4
19	DN3604	FROSTED PANEL	1
20	DN3605	BASE PLATE	1
21	DN3606B	WIN ARROW	1
22	DN3607	SIDE LED MOUNT	2
23	DN3608	WIN ARROWLED MOUNT	1
24	PC60614	025-20 KEP NUT	4
25	DS2010	POWER SUPPLY	1
26	DN3609	BEZEL	1
27	6166	#6 DRYWALL SCREW 1-1/2" SQ-PH TOOTHED HEAD	10
28	6281	1/4-20 x 1 1/2 BISHCS (BLACK)	20
29	PX3093X	HUB (BONUS WHEEL)	1
30	PX1008	MOTOR MTG. BRACKET	1
31	PX1004	BRACKET (WHEEL SENSOR MTG)	1
32	CR130933 (Stepper Motor)	MOTOR, STEPPER 24V	1
33	6086	NYLOCK JAM NUT 10-24	4
34	6089	10-24x3/4 PHMS	4
35	E00417	OPTO SENSOR (OMRON SX3239-P2)	1
36	DN7601	WHEEL	1
37	PEM FH-440-8 X-N	4-40 x 3/4" PEM STUD	3
38	E00439ADNX	RED WINLED STRIP	1
39	E00414DNX	BLUE LED STRIP	4
40	656	FH-632-12 (ZINC)	4
41	PC60643	6-32 x 1/4 HH SPACER	8
42	DN2036X	DN WHEEL MARQUEE PCBA	1
43	PC60604	NYLOCK NUT, 1/4-20	12
44	4027 DN-1	HOOK / LOOP WRAP	1
45	4027 DN-2	#8 FLAT WASHER (ZINC)	2
46	6031	HJNUT 8-32	3
47	6086	6-32 x .5 PEM STUD	1
48	6225	6-32 HEX NUT	1
49	6097	#8 X .50 PPMS	4
50	CR-PHMS 0.19-24x0.25x0.25-N	RED LED STRIP	4
51	E00439DNX	E-CLIP	1
52	9743/A300	FROSTED PANEL	1
53	DN3603		

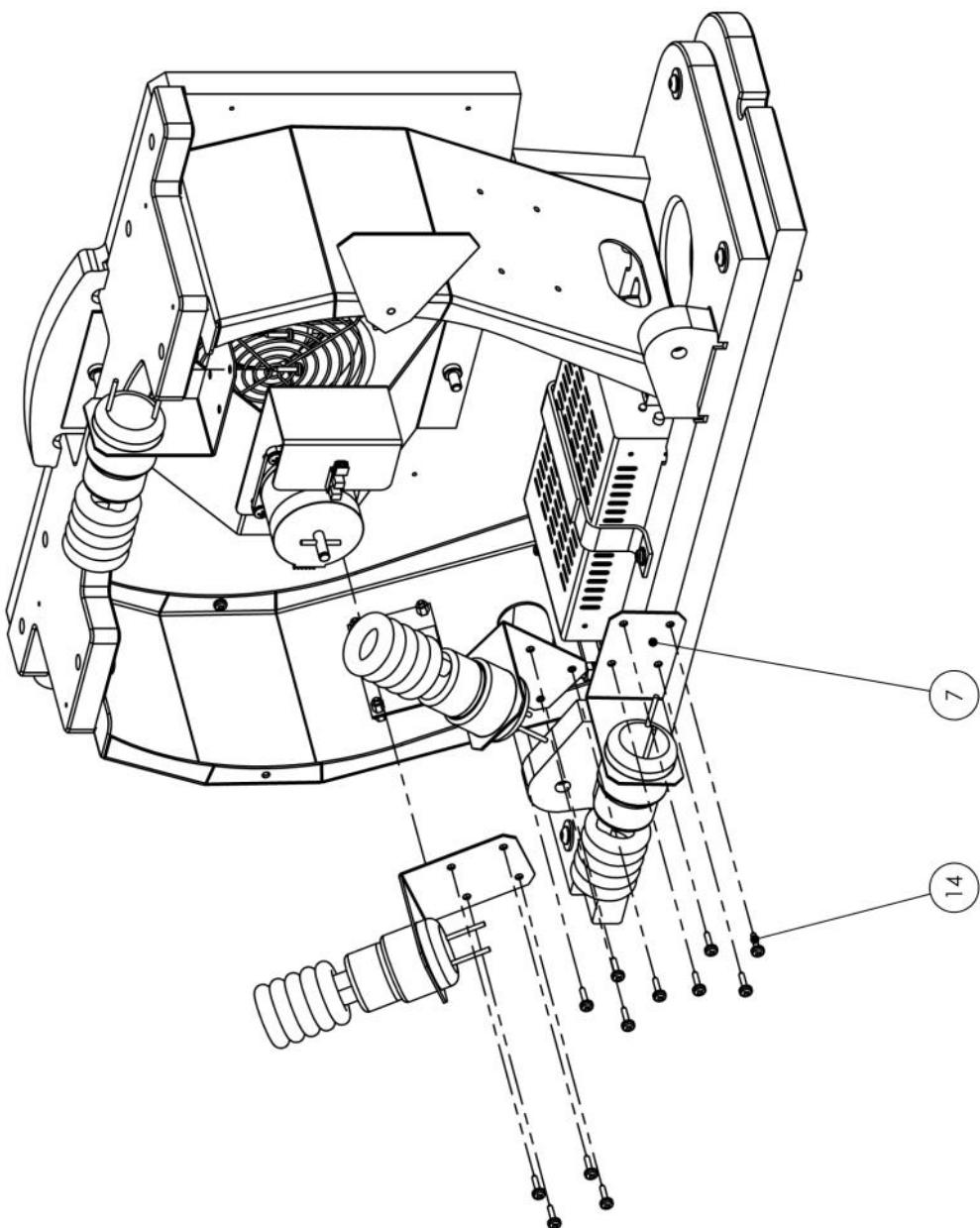


ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	DN3601	PRIZE WHEEL BASE	1
2	DN3651	PRIZE WHEEL BACK	1
3	DN3652	PRIZE WHEEL TOP	1
4	DN1601	PRIZE WHEEL HOUSING SUPPORT	2
5	PC60631	025-20 CABINET INSERT (J50115)	12
6	DN3653	LOWER TAB	2
7	655S	#8 x 5/8 SQ. DRIVE (SILVER)	10
8	6166	#6 DRYWALL SCREW 1-1/2" SQ-PH TOOTHED HEAD	10
9	6281	1/4-20 x 1 1/2 BSHCS (BLACK)	12
10	DN3605	BASE PLATE	1
11	6212	1/4 x 3/4 FLAT WASHER BLACK (USS)	4
12	PC60614	025-20 KEP NUT	4
13	DS2010	POWER SUPPLY	1
14	DN3608	WIN ARROW LED MOUNT	1
15	4027 DN-1	HOOK / LOOP WRAP	1
16	4027 DN-2	HOOK / LOOP WRAP	1
17	6031	#8 FLAT WASHER (ZINC)	2
18	6225	6-32 x .5 PEM STUD	1
19	6097	6-32 HEX NUT	1



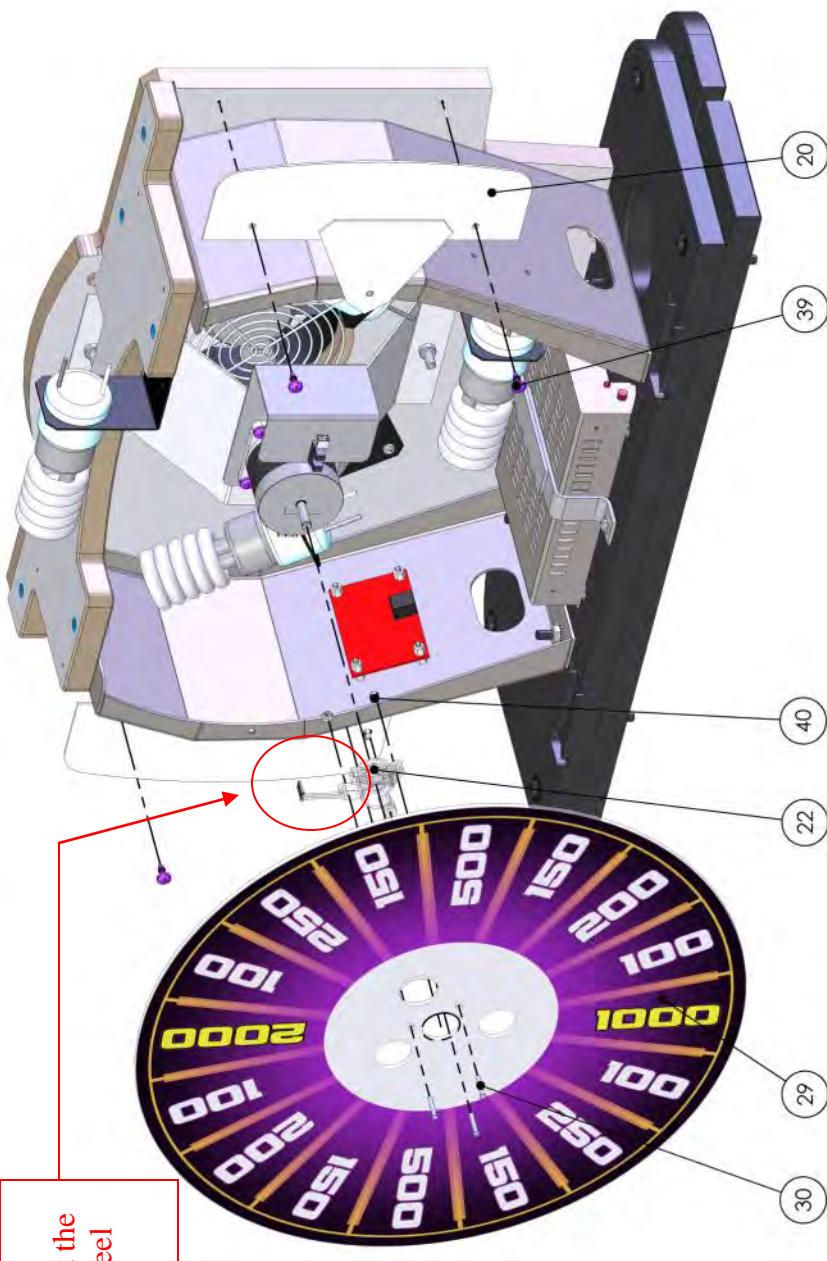
ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	6002A	6-32 NYLOCK NUT	4
2	6326	6-32 X 3.0" LG. RHMS	4
3	E02027G	FAN FINGER GUARD	2
4	MS2364X	FAN ASSEMBLY	1



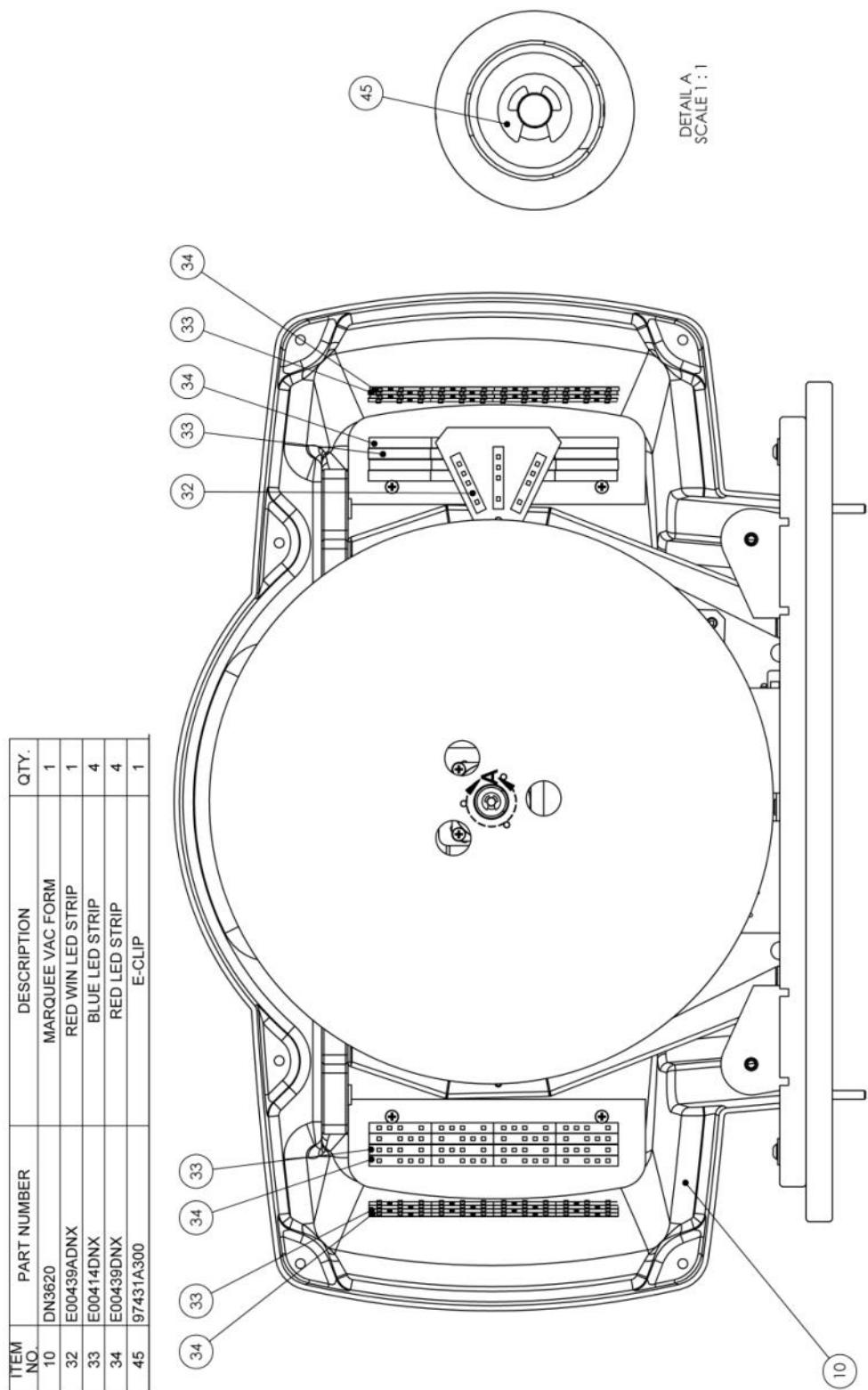


ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
7	TG1021	SOCKET & BULB	4
14	655S	#8 x 5/8 SQ. DRIVE (SILVER)	24

ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
20	DN3607	SIDE LED MOUNT	2
22	PX3093X	HUB (BONUS WHEEL)	1
29	DN7601	WHEEL	1
30	PEM FH-440-8 X-N	4-40 x 3/4" PEM STUD	3
39	CR-PHMS 0.19-24x0.25x0.25-N	#8 X .50 PPHS	4
40	6093	4-40 NYLOCK NUT	3



Note:
Home Flag is pointing at the
highest value of the wheel
when re-installing.



ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
12	DN7602	PRIZE WHEEL FRONT GRAPHIC	1
15	DN3602	FRONT TRIM	1
17	655S	#8 x 5/8 SQ. DRIVE (SILVER)	26
19	6281	1/4-20 x 1 1/2 BSHCS (BLACK)	20
20	DN3603	FROSTED PANEL	1
21	DN3604	FROSTED PANEL	1
23	DN3606B	WIN ARROW	1
29	DN3609	BEZEL	1
45	PC60604	NYLOCK NUT, 1/4-20	12

