OWNERS AND SERVICE MANUAL
INNOVATIVE CONCEPTS IN ENTERTAINMENT INC.
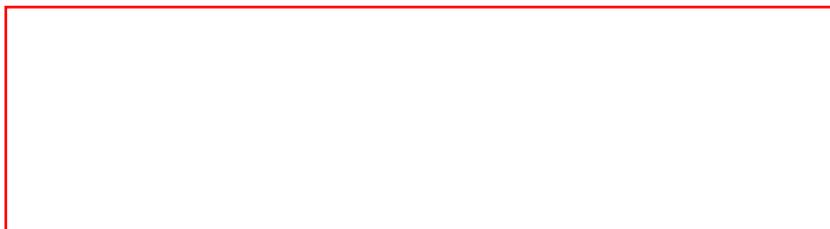
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INTRODUCTION

OVERVIEW

Thank you for your purchase of the new ICE FACTOR™ crane. You will be very satisfied with your new crane because of all the great features we have packed into it.

We have spent a great deal of time designing new features into the unit that not only increase revenues but make servicing far easier than on previous cranes.

GREAT FEATURES

REVOLUTIONARY CLAW DESIGN - We have designed the claw assembly for incredibly linear operation. The grab strength at full claw tip extension is very similar to that when fully retracted. We use a triple solenoid system with great reliability and durability. This system will also allow the claw to function in the unlikely event that one of the solenoids were to fail. This is possible because all 3 solenoids are connected together rather than working independently. This method also allows the claw to work much more consistently. The solenoids also have a unique design that improves linear functionality. The built in heat sinks keep the temperature of the solenoids more consistent which in turn also results in a more consistent grab. The claws are ideally shaped for the best balance of grab and slip. The shape has been fine tuned for auto-percentaging of the machine & requires no adjustment.

DOOR DESIGN - The front door of the game opens easily and simply by turning the lock handle just 90 degrees. The control panels are mounted to the door via "intelligent" wiring, keeping them out of the way during service. The door is counterbalanced by nitrogen shock absorbers to raise the door fully out of the way. This works much better that doors that open outward in locations where space is an issue. Further we lift the door rather than use sliding doors because an unimpeded view of the playfield is much more desirable, and sliding doors offer much less security than the lift up design incorporated.

ELECTRONICS HOUSING - The unique housing for the main electronics makes it extremely fast to change the Main P.C. Board. Just pull on the spring loaded retaining pin and pull the Electronics housing from the game. To put new electronics in the game, just push the housing in until you rear the retaining pin snap into place. Removal or installation takes just seconds!

INSTANT REPLAY AND FREE GAME FEATURES - These unique features add to the play value of the machine. The instant replay will allow the player to re-deploy the claw in the exact same position as the last drop provided there is a credit available in the machine. A great feature for the "just missed it" attempt. The "Free Game" option adds a random opportunity for the player affording additional excitement.

CABINET CONSTRUCTION - The materials and construction methods used in the manufacture of this cabinet make it the strongest and most durable in the industry. Thick powder coated steel outer cabinet construction and internal bracing make the cabinet extremely stiff and able to withstand repeated moves from location to location.

DISPLAY CABINET - the unique display cabinet allows for additional product display without encroaching into the play area. This design also allows us to keep the cabinet width narrower. This is advantageous since the display cabinet can be slid into the main cabinet if necessary to go through narrow doorways - something the competition does not offer. The shelving units are fully adjustable and there are attractive stainless steel retaining rods to hold the prizes in place. The display cabinet is fully mirrored rear and sides to add a touch of class.

GRAPHICS PACKAGE - The cabinet colors and graphics have been carefully chosen to create an eye catching, yet classy expensive looking design.

INTRODUCTION

REMOTE PROGRAMMING UNIT - This crane uses a remote programming unit that enables the customer to comfortably program the unit without having to bend into awkward positions or read cryptic displays. The small hand-held unit uses a remote connecting cable and utilizes plain text graphics that are easy and straight forward to read and understand. Navigating through the menus is simple and quick. All of the programming options are updated in real time so you can test your changes as you play the machine. There is no need to go in and out of programming mode to see if your changes worked correctly. This is a great time saving feature that makes it easy for the machine servicer to do a better and more accurate set up job.

EASY SET-UP - When programming, the game has been designed to work as efficiently and as broadly as possible to minimize adjustments in the field. In fact, under most circumstances the game will dispense small and large prizes with equal accuracy using the same settings at the same time. For the first time you can confidently load anything you want mixed together at the same time onto the playfield.

NOTE: We strongly recommend using the auto-percentaging feature whenever possible. This will yield the most accurate payout percentages and the most consistent payouts which will keep your customers happy and generate additional repeat play. (It is not advisable to mix different sized prizes together when operating in manual mode).

LIGHTING - The playfield and top sign lighting is achieved through the use of high output, long life florescent lamps. The lamps used have very long life (Typical in excess of 20,000 hours) and are very reliable, quick and easy to replace.

INDEPENDENT DOOR ACCESS - The crane allows the Front playfield door, the electronics access / storage door, and the coin doors to all be accessed separately. This means you can have different people service different areas of the game without having access to any other area prohibited.

FULLY INDEPENDENT OPERATION - The crane has been designed so that both sides operate totally independently. All electronics, power supplies and mechanicals are separated into 2 distinct sides. This means one side of the crane could fail, yet the other side will continue to operate.

INSTALLATION

SAFETY PRECAUTIONS

IMPORTANT: FAILURE TO FOLLOW THESE DIRECTIONS CLOSELY COULD CAUSE SERIOUS DAMAGE TO YOUR CRANE.

WARNING: WHEN INSTALLING THIS CRANE, A 13 AMP GROUNDED SOCKET MUST BE USED. FAILURE TO DO SO COULD RESULT IN SERIOUS INJURY TO YOURSELF OR OTHERS. FAILURE TO USE A GROUNDED SOCKET COULD ALSO CAUSE IMPROPER CRANE OPERATION, OR DAMAGE TO THE ELECTRONICS.

USING AN IMPROPERLY GROUNDED GAME COULD VOID YOUR WARRANTY.

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

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

CRANE SET-UP

BEFORE PLUGGING THE GAME IN, OR TURNING IT ON, BE SURE THE GAME HAS BEEN SET TO THE PROPER VOLTAGE. YOUR CRANE SHOULD COME PRE-SET FROM THE FACTORY AT THE CORRECT VOLTAGE, HOWEVER IT IS A GOOD IDEA TO CHECK THE A.C. SUPPLY VOLTAGE BEFORE PLUGGING THE GAME IN.

ASSEMBLY INSTRUCTIONS

1. Carefully remove the crane from its packaging.

2. Using the supplied keys, unlock the front door of the cabinet.

3. Cut all tie wraps holding the wagon assembly and crane in place.

4. Unwrap the glass shelving for the display unit.

5. Install the shelving by removing the (2) plastic mirror strips on either side of display unit. The mirror strips are held in place with Velcro.

6. nsert the shelves into the desired slots in the sides of the display unit.

7. Reinstall the mirror strips onto the machine.

8. Install the stainless steel prize retention rods above the shelving. NOTE: The rods should be installed 2 holes up from the shelf itself.

9. Plug the game in.

   The machine is now ready for start up

START UP

Turn the power on to the machine and note the operation.

When powered up, the claws should drop into the prize chute and retract.

You should notice the claws snapping shut during the initial power up.

You should be able to hear game sounds at this time.

PROGRAMMING

Please see the programming section of this manual for detailed instructions on how to program your crane.

TESTING / MAINTENANCE

TESTING

After the initial setup, it is time to test your game for proper operation.

1. Locate the game in its permanent location.
2. Be sure the game has been properly plugged in.
3. Verify that the game is set up for the proper voltage, and turn the power to the game on.
4. The game will run through a test mode at every startup.
5. Insert coins into the machine at least ten times into the coin mech to assure proper operation.
6. Check the credit and prize counters for proper operation.
7. Check game volume during busy time at location to set it at the proper level.

CLEANING

Regular cleaning of this game will keep it looking new, and greatly enhance its appeal.

Clean the windows of your X-FACTOR™ with a standard window cleaner.

Clean the cabinet sides with a good cleaner and a soft rag. A mild soapy solution can be used. You may use a furniture polish when finished to protect the game and make it look more attractive,

NOTE: DO NOT USE ALCOHOL, THINNERS OF ANY KIND, OR PINBALL PLAY FIELD CLEANERS ON ANY OF THE CABINET SURFACES ESPECIALLY THE DECALS.

Emporium Crane Programming Guide

This claw mechanism operates a little differently then our other claws. You will notice that the claw is not as bent, or it has more of a straight look to it. The reason for this is that the game is holding the prize, not cradling it. By using this method one has better control over the gaming experience.

In order to program the game cycle properly, one should understand the different aspects of the operation. After enough money has been inserted into the game, the player can move the claw until time expires or the button has been press. The claw will descend until it hits the prizes, bottom of prize deck, or the sensor in the prize chute. Once any of those conditions are met the claw will ascend until it returns to the top. The gantry system will then bring the claw back over the prize chute and open the claw. Several of these functions can be tweaked by the owner for a better player experience.

The gantry speeds can be changed in programming to adjust ratio of game time to amount of moving or to handle a specific type of prize. A more delicate prize might have a slowed down movement to prevent significant jarring, as an example. If more jarring is needed then speeding up the movement will create a harder stop and therefore might jar the prize loose, if that is intended. Additionally the up and down time of the claw can be adjusted as well.

Once the player positions the claw and presses the button, or runs out of time the claw will descend. Upon touchdown there are a few programming options that will allow one to customize the playing experience based on the type of prizes to be won or the effect desired.

Normally the claw will stop descending when it makes the bottom sensor, but this is a place where you can change things. Dig time programming option refers to the EXTRA time that the claw will continue to descend into the prizes AFTER the down sensor has been made. So if you have a soft prize and you want the claw to descend a bit into the prizes then you can program this for some additional time. Be careful with this setting. If you set it too long then the claw can tip over sideways when something unforgiving has been landed on which making it very difficult to pick up a prize from this position.

Once that time has expired (zero by default) then the system will use the time placed in the Pickup Time programming option. This will close the claw and hold it at full strength until this time has expired. It is set to 8 and the count is in 1/8th of a second so the default is 1 second. The claw will ascend during this time. So the reduced claw strength will occur sometime during the ascent and if properly set causes the prize to just slip out of the grasp of the claw without a noticeable release. It uses the release strength of the claw to reduce to, so it is important that this be set to just NOT be able to hold the prize for the best effect.

After that time expires the claw will continue to ascend until it reaches the top sensor. Once there it will use the Hold Time programming option. This option will pause the claw at the top before it starts to move to the home position. This allows for any rocking motion to be settled down before the crane goes to the home position over the prize chute.

If the prize is of an odd shape or delicate then the use of stop and drop programming option will change the end of the game. Normally the claw will release and let the prize fall into the chute, but if stop and drop has been enabled then the claw will descend before it opens the claw thereby providing a softer, less height, landing for the prize.

PROGRAMMING

THE MULTI-PROGRAMMER HAS THE FOLLOWING PUSHBUTTONS:
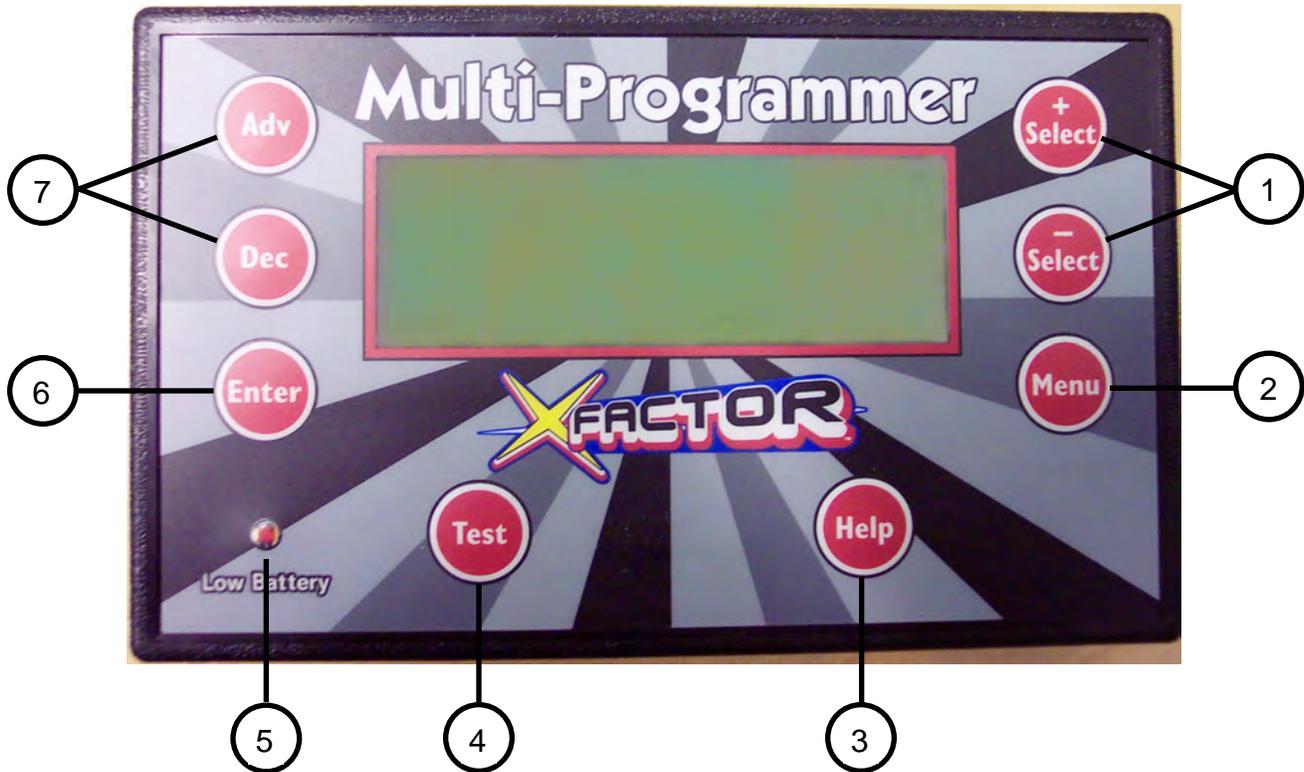
1. Select + and Select - buttons are used to move up and down through the various menus and settings.

2. This pushbutton will take you to the top of the Advanced Menu choices.

3. Not Used

4. This pushbutton will take you to the top of the Test options.

5. When the light is on, communication exists between the game and terminal.

6. This pushbutton will take you to the top of the Enter menu choices.

7. Adv and Dec will increment and decrement an option unless otherwise specified on the programmer screen.

PROGRAMMING

BUTTON MENUS

SET UP MENUS

Upon power up, the game will automatically display the "ENTER" menu choices and they are as follows:

Price of Play

This setting determines the price of game play. The range for this option is .25 to 6.25. The default setting is ".30".

Cost of Prize

This setting determines the cost of the prize. The range for this option is .25 to 50.00. The default setting is "3.00".

Payout

This setting determines the percentage of payout. The range for this option is 10% - 50%. The default setting is "33%".

Minimum Power

This setting determines the minimum power of the Claw. The range for this option is 20% - 99%. The default setting is "45%".

PROGRAMMING

ADVANCED MENUS

Pressing the Menu button will display the following options:

Attract Time

This setting determines the duration of time between attract modes in minutes. The range for this option is 1 - 45. The default setting is "3".

Attract Type

This setting determines what type of attract mode (if any) is used. The selections are: off, snd only and mot only. The default setting is "snd/mot".

Attract Volume

This setting determines the sound volume of the game. The selections are high or low. The default setting is "high".

Maximum Power

This setting determines the maximum power of the Claw. The range for this option is 45% - 99%. The default setting is "99%".

Game Time

This setting determines the duration of the game. The range for this option is 15 - 60. The default setting is "20".

Value Coin 1

This setting determines the money value for coin 1. The range for this option is .25 - 15.00. The default setting is ".10".

Value Coin 2

This setting determines the money value for coin 2. The range for this option is .25 - 15.00. The default setting is ".20".

Free Play

This setting determines the play mode of the game. The selections are Free and Normal. The default setting is "Normal".

Front/Rear Speed

This setting allows for the adjustment of the forward / backward speed of the crane. The range for this setting is 10 - 20 with 10 being slow and 20 being fast. The default setting is "14".

Left/Right Speed

This setting allows for the adjustment of the left / right speed of the wagon. The range for this setting is 10 - 20 with 10 being slow and 20 being fast. The default setting is "14".

Claw Down Speed

This setting allows for the adjustment of the down speed of the claw. The range for this setting is 10 - 20 with 10 being slow and 20 being fast. The default setting is "15".

Claw Up Speed

This setting allows for the adjustment of the up speed of the claw. The range for this setting is 10 - 20 with 10 being slow and 20 being fast. The default setting is "15".

Dig Time

This setting determines the amount of time for the claw to dig in when down. The range for this setting is 0 - 24 seconds in 1/8 second increments. The default setting is "0".

Pickup Time

This setting is used to determine the amount of time the claw will be at pickup power after dig. The range for this setting is 0 - 24 seconds in 1/8 second increments. The default setting is "1".

Hold Time

This setting is used to determine the amount of time the claw will be held at the top. The range for this

PROGRAMMING

setting is 0 - 30 seconds in 1/8 seconds increments. The default setting is "0".

Stop and Drop

This setting is used for allowing the claw to descend to a predetermined distance before releasing a prize. This setting is extremely useful for fragile prizes. Settings for this feature are Yes and No. The default setting is "No"

Fail Limit

This setting is used to set the limit for out of range payouts. If the payout percentage is over the set limit, the game will no longer accept coins. The range for this setting is 0 - 50%. The default setting is "0" (off).

Reset Regulator

This **COMMAND** is used to restart the payout regulator. This is designed for a new prize or in the event of large fluctuations in the vending price or purchase price. Always restart the game after adjusting the machine. Pressing the ADV button will reset regulator.

Reset Defaults

Pressing the ADV button will reset default options.

Coin Discount

The range for this setting is 0 - 12.50. The default setting is "0" (off).

Coin Cost

This setting tells the game the value of your coin that you are using. The range for this setting is 0 - 2.00. The default setting is .25.

Play till you win

The setting will allow the player to keep trying until they win a prize. The range for this setting is 0 or 1. The default setting is "0" (off).

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PROGRAMMING

TEST MENUS

Pressing the Test button will display the following tests:

Test Up/Dn

Displays sensor status ADV = up and DEC = Dn.

Test Lr/Rt

Displays sensor status ADV = out and DEC = in.

Test Ft/Bk

Displays sensor status ADV = back and DEC = front.

Test Grabber

ADV = Close, DEC = open.

Test Grabber Retain

ADV = Close, DEC = open at retain power.

Test Buttons

ADV starts test - Displays button status.

Test Prize Sensor

ADV starts test - Displays Prize Sensor Status.

Test Game Full Power

ADV = sets game to play on pickup power.

Test Game Min Power

ADV = sets game to play on retain power.

Test Grab Cycle

ADV = start a grab cycle.

QUICK TROUBLESHOOTING

PROBLEM	PROBABLE CAUSE	SOLUTION
NO GAME POWER	ON-OFF SWITCH ON THE GAME IS TURNED OFF BLOWN A.C. POWER FUSE GAME NOT PLUGGED OR CORD DAMAGED BAD TRANSFORMER TRANSFORMER HARNESS NOT CONNECTED BAD POWER MODULE	TURN POWER ON REPLACE WITH PROPER FUSE CHECK POWER CORD CHECK FOR PROPER VOLTAGES CHECK HARNESS REPLACE POWER MODULE
GAME WILL NOT TAKE MONEY OR GIVE CREDITS CORRECTLY	BAD COIN SWITCH COIN DISCOUNTING SET WRONG COINS PER CREDIT SETTING INCORRECT BAD COIN MECHANISM LOOSE OR DAMAGED HARNESSING BAD MAIN P.C. BOARD	CHECK W/METER AND REPLACE CHECK PROGRAMMABLE SETTING CHECK PROGRAMMABLE SETTING ADJUST OR REPLACE CHECK W/METER—REPAIR REPAIR OR REPLACE MAIN BOARD
DISPLAYS DO NOT WORK	BLOWN FUSE BAD DISPLAY P.C. BOARD BAD MAIN P.C. BOARD LOOSE OR DAMAGED DISPLAY HARNESSING	REPLACE WITH PROPER FUSE REPAIR OR REPLACE P.C. BOARD REPAIR OR REPLACE P.C. BOARD CHECK W / METER AND REPAIR
CRANE OR WAGON DOES NOT MOVE	BAD MOTOR LOOSE OR DAMAGED HARNESSING BAD SWITCH ON BUTTON OR JOYSTICK BAD HARNESSING TO BUTTONS OR JOYSTICK BLOWN FUSE TO MOTORS ON MAIN P.C.B.	REPLACE MOTOR CHECK W / METER—REPAIR REPLACE SWITCH CHECK W / METER—REPAIR REPLACE WITH PROPER FUSE
CRANE KEEPS TRYING TO MOVE IN TO THE HOME POSITION	BAD LIMIT SWITCH (S) LIMIT SWITCH NOT ALIGNED WITH ACTUATOR	REPLACE SWITCH (S) ALIGN SWITCH AND ACTUATOR
CLAW WILL NOT CLOSE	BLOWN FUSE TO CLAW ON MAIN P.C. BOARD BAD COIL LOOSE OR DAMAGED HARNESSING CLAW HAS MECHANICALLY JAMMED	REPLACE WITH PROPER FUSE REPLACE COIL CHECK W / METER AND REPAIR FIND JAM AND REPAIR
CLAW STAYS CLOSED	BAD DRIVE TRANSISTOR ON MAIN P.C.B. CLAW HAS MECHANICALLY LOCKED	REPLACE TRANSISTOR FIND JAM AND REPAIR
SKILL LEVELING IS NOT FUNCTIONING	PROGRAMMING IS NOT CORRECTLY SET BAD PRIZE SENSOR LOOSE OR DAMAGED SENSOR HARNESS	SET OPTIONS "9", "16" AND "17" REPLACE PRIZE SENSOR CHECK W / METER AND REPAIR
CLAW GOES DOWN AND THEN UP BUT DOES NOT CLOSE	DOWN SWITCH BAD LOOSE OR DAMAGED HARNESS TO DOWN SWITCH	REPLACE DOWN SWITCH CHECK W / METER AND REPLACE
CLAW COMES UP AND ABOUT 10 SEC. PASSES BEFORE CRANE MOVES TO THE HOME POSITION	UP SWITCH BAD LOOSE OR DAMAGED HARNESS TO UP SWITCH BROKEN "UP" SPRINGS	REPLACE UP SWITCH CHECK W / METER AND REPLACE REPLACE SPRINGS
CRANE OR WAGON WHEELS SLIP	MISSING OR DAMAGED O-RING DRIVE BELTS LOOSE SET SCREWS IN WHEELS LOOSE SET SCREWS IN DRIVE COUPLER RAILS NEED TO BE SCUFFED	REPLACE O-RING BELTS TIGHTEN SET SCREWS TIGHTEN SET SCREWS SCUFF TOP OF RAILS WITH SANDPAPER

QUICK TROUBLESHOOTING

- NOTE: <u>If the Wagon does not move smoothly through a full travel from left to right</u>, check to see that the wheel spacing is correct. If the spacing is correct, then check the 2 cabinet rails for burrs that may cause the wheels to bind.

- NOTE: <u>If the Crane does not move smoothly through a full travel from front to back</u>, check to see that the wheel spacing is correct. If the spacing is correct, then check the 2 separator rails for burrs that may cause the wheels to bind.

- NOTE: <u>If the Micro track for the left / right movement is binding during its travel</u>, check to see if the top mirror bracket's edge, also the shelf the micro track rides on, has been de-burred.

- NOTE: <u>If the front door is having trouble closing fully</u>, check to see that all harnessing is out of the way for the door to close. Next, check to see that the door is aligned properly.

- NOTE: <u>If the door will not lock properly or locks with difficulty</u>, check to see that the lock rotates smoothly. Next, check that the lock rods are not binding on the lock cam or the lock rod guides. Next, check that all friction points have been lubricated with molly grease. Finally, if need be, adjust the lock rod guides such that the door closes and locks smoothly.

- NOTE: <u>If at the beginning of the self test mode, the claw does not drop</u>, one or more of the following may apply. The prize sensor is not working or is blocked. The string or string lever is mechanically binding. The up or down switch is sticking or misaligned from its actuator.

- NOTE: <u>If claw stays closed</u>, it is likely that the diode has blown and the transistor controlling the claw has also blown. Shut off the game immediately and have a qualified technician install a new coil assembly and transistor on main board.

- NOTE: <u>If claw is jerky while being lowered</u>, it is likely that the up spring is missing or has not been slightly elongated properly. Another possibility is that the string has mechanically bound on the spool. To fix the string binding, you will need to use the "Multi-Programmer". Plug the programmer into the game Enter the Main Menu, Diagnostics Menu & then the Tests Menu. Using the Tests Menu, lower the claw all the way until it starts to wind up backwards. Reverse the motor direction to raise the claw mechanism and properly rewind the string on the spool. Exit the programming mode and the string should be free of mechanical binding.

- NOTE: <u>If the claw stays open</u>, first check for bad fuses on the main board. Next check that there are no wires dislodged from the connectors in the harness between the wagon and crane, the harness between the wagon and the main board, the crane assembly and the wagon assembly. If the problem still exists, and no fuses are blown or wires dislodged, it is likely that the transistor controlling voltage to the claw has blown on the main board. Have the coil assembly and transistor on the main board replaced by a qualified technician.

- NOTE: <u>If the crane / wagon, in the home position, tries to move left or back</u>, check to see that the actuators are both present. Next, check to see that the sensors are present. Next, check to see that the sensors and actuators are aligned. Then check to see that the sensor wires are not dislodged from the connectors. Finally, replace the sensor, it is likely to be bad.

ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	6060	4-40 X 3/4 PHMS	3
2	6093	4-40 NYLOCK NUT	6
3	6112	4-40 X 1" LG. PRHMS	3
4	6351	8-32 x 1/4" LG. PHMS (BLACK)	3
5	6439	3/8-16 STAINLESS JAM NUT	6
6	CG1078J	SMALL- LARGE CLAW FINGER	3
7	CX1072	SOLENOID MOUNTING PLATE	1
8	CX1073	PLATE, BOX BOTTOM	1
9	CX1075	CRANE CONNECTING PIN	1
10	CX1076	HEATSINK PLATE	5
11	CX1077	PLATE, BOX TOP	1
12	CX2009	SOLENOID	3
13	CX3036	FINGER PIN	3
14	CX3037	CLAW SPIDER	1
15	PC60604	NYLOCK NUT, 1/4-20	1
16	PC60614	025-20 KEP NUT	7

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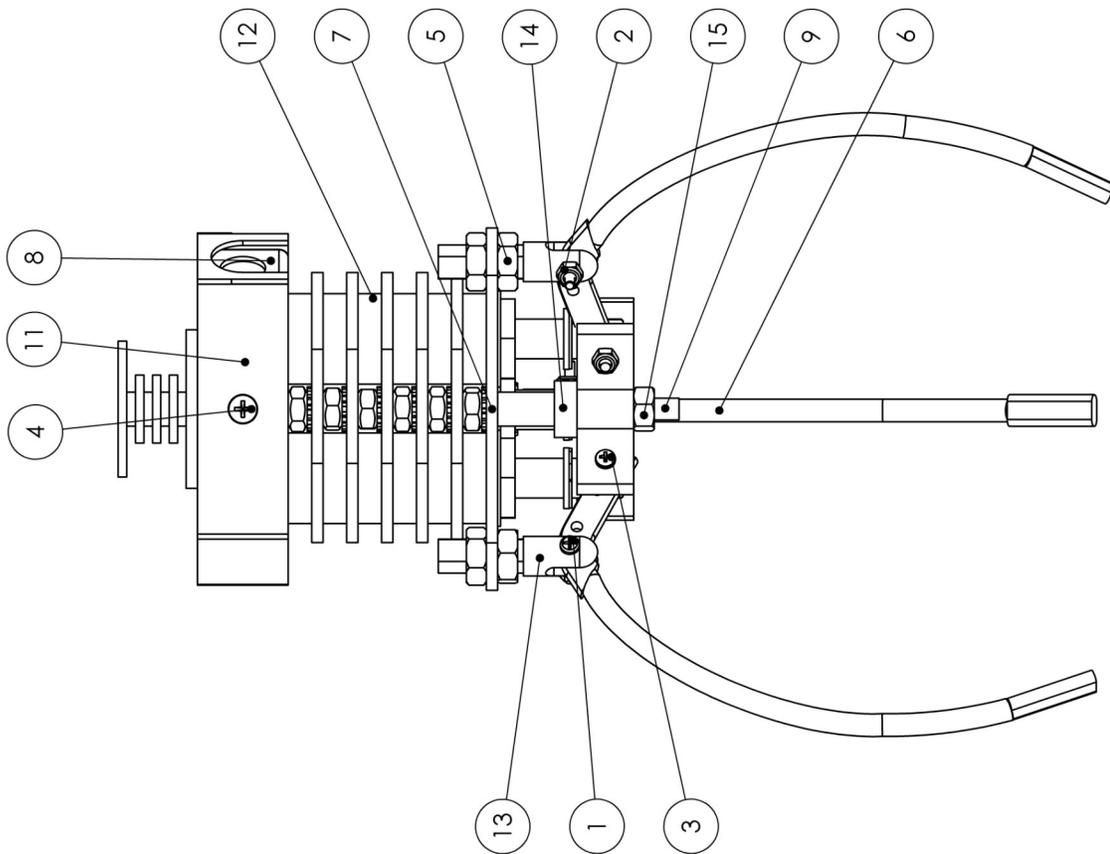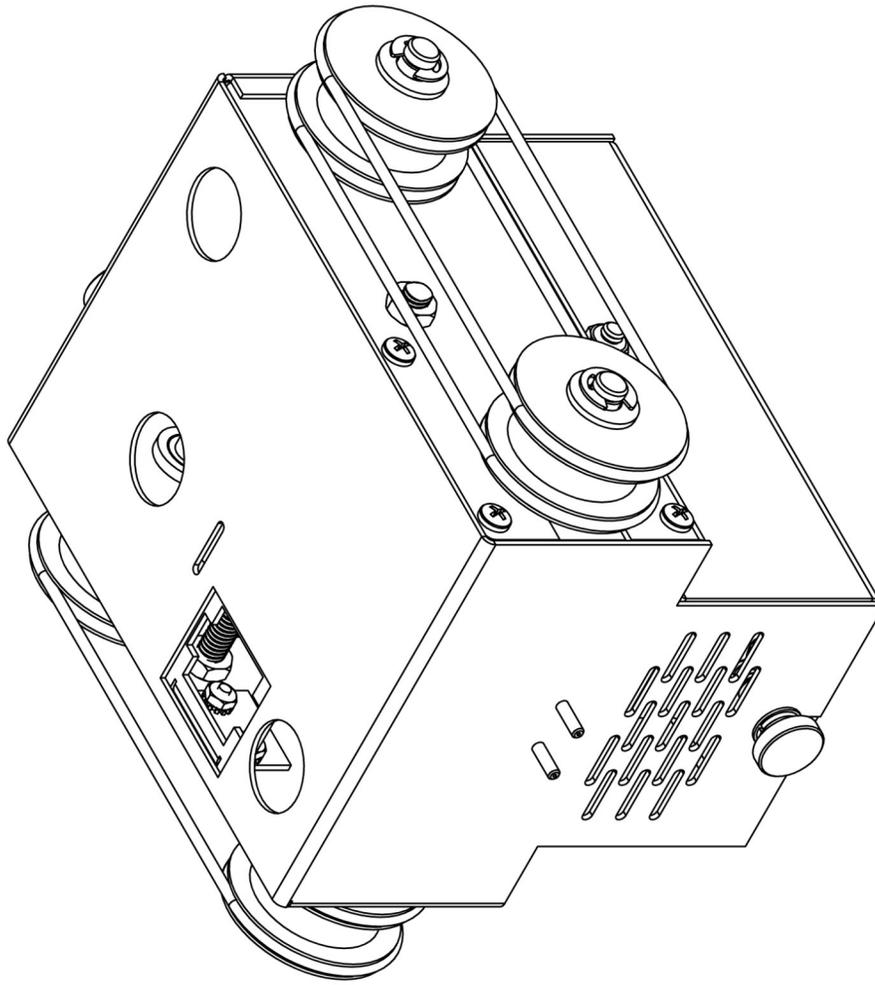
ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	5011	SOLENOID SPRING	1
2	6003	1/4-20 X 3/8 PRHMS	2
3	6020	#10 FLAT WASHER USS (#12 SAE)	2
4	6053	1/4 SPLIT LOCKWASHER	2
5	6075	1/4 x 3/4 FLAT WASHER ZINC (USS)	2
6	6102	1/4-20 x 1 1/2 BSHCS (ZINC)	1
7	6109	6-32 x 1-1/4'' LG. PPHMS	2
8	6142	1/4-20 X 4 HH BOLT	1
9	6223	5/16-16 THREADED ROD	1
10	6224	SET SCREW CUP SKT 0.19-32x0.5	8
11	6225	6-32 x .5 PEM STUD	2
12	6228	5/16-18 JAM NUT	4
13	6241	3/8 FLAT WASHER	4
14	6246	10-32x3/4 PPHMS	8
15	6247	6-32 x 3/4 HH SPACER 14HTSP009	2
16	6321	3/8 E-CLIP .303 GROOVE	4
17	CG1061	CRANE MOTOR HOUSING	1
18	CG1062	CRANE MOTOR HOUSING CAP	1
19	CG1063	CRANE STRING LEVER ASSEMBLY	1
20	CG1064	COIL STOP BLOCK COVER	1
21	CG1066	.700 X .3125 SPRING	4
22	CG1068	BUSHING	2
23	CG1071	12 PIN HARNESS BRACKET	1
24	CG1077	STRING ROLLER	1
25	CG2008	CRANE MOTOR	2
26	CG2010	ACTUATOR	3
27	CG2012	SENSOR	2
28	CG3019X	THUMB SCREW ASY (1/4-20)	3
29	CG3030	WHEEL (LARGE)	4
30	CG3032	STRING SPOOL SIDE	2
31	CG3034	COIL STOP BLOCK	1
32	CG4003	O-RING	4
33	PC60604	NYLOCK NUT, 1/4-20	1
34	PC60614	025-20 KEP NUT	1
35	PC60658	6-32 X .375 LONG (SS)	4
36	SK624	6-32 KEP NUT	14

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23 22 33 43 29 28 24

17 10 31 30 13
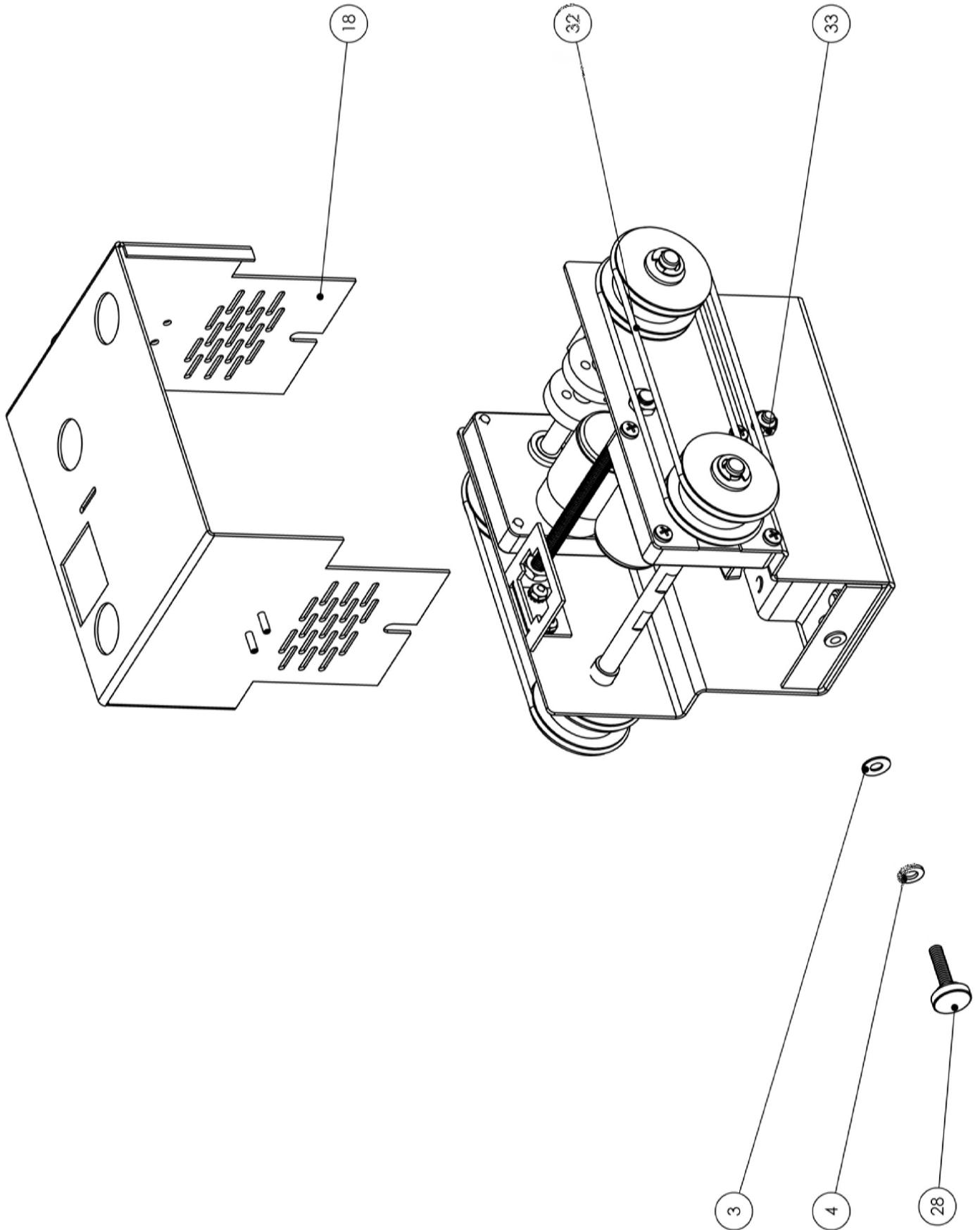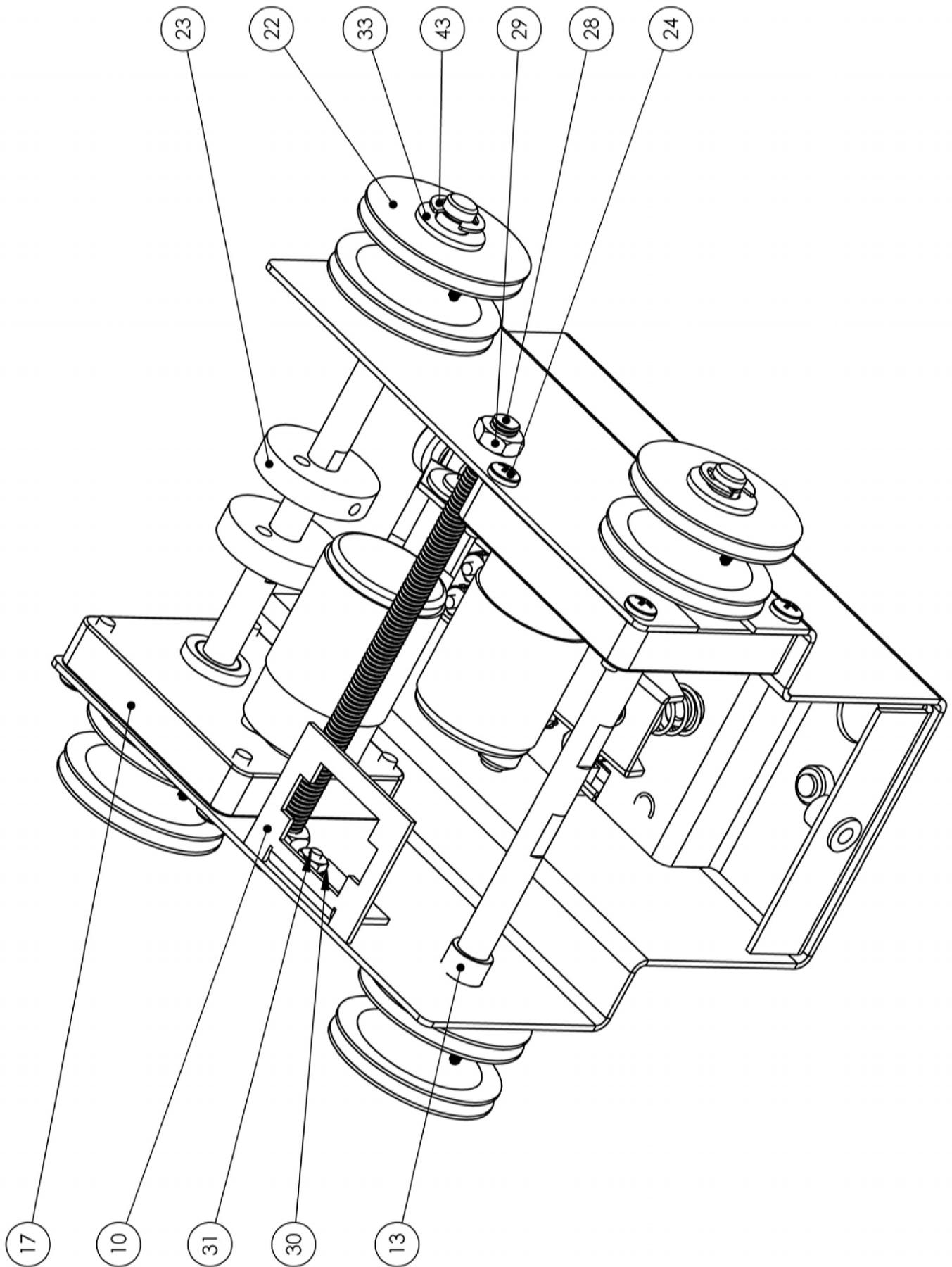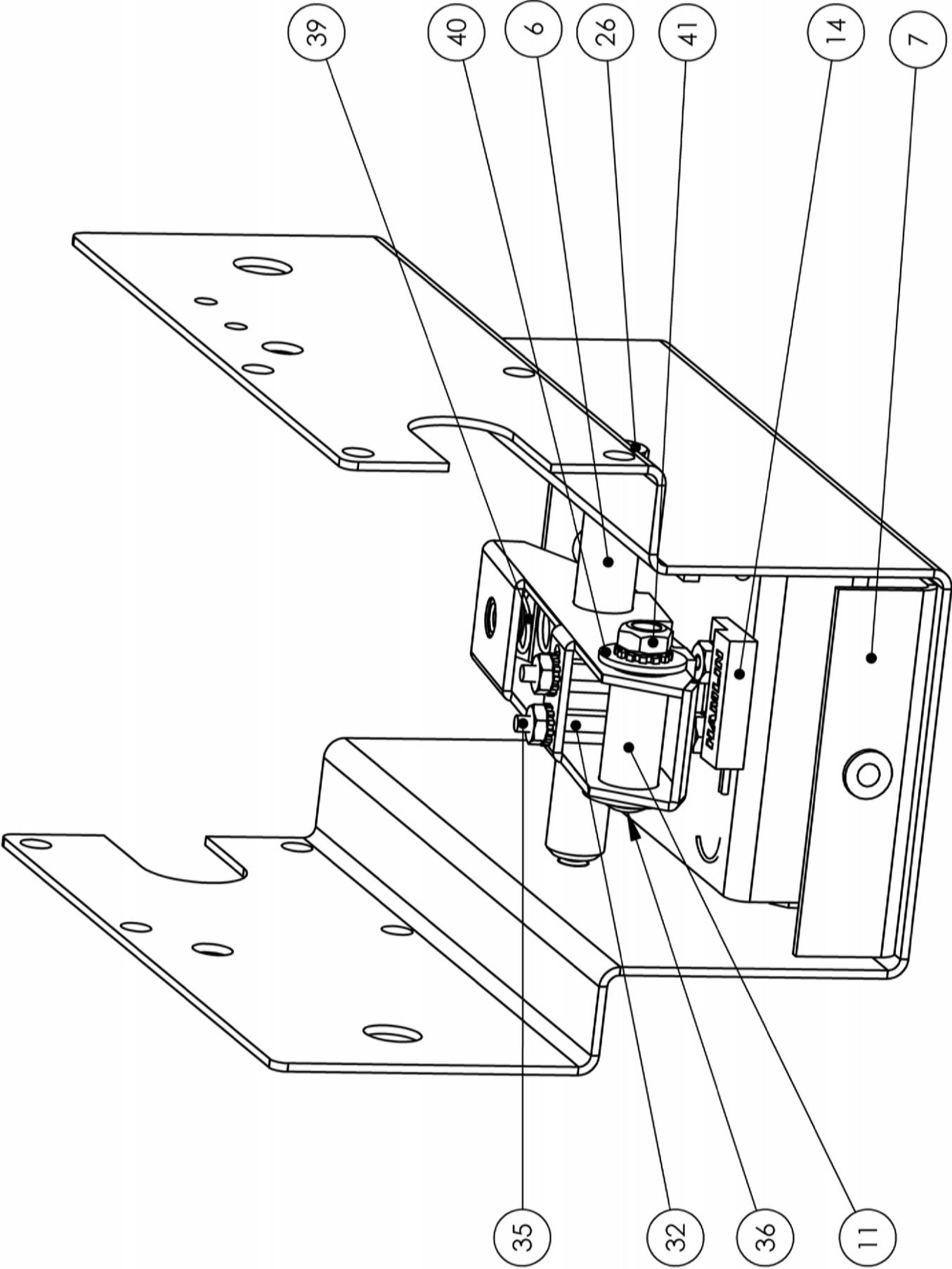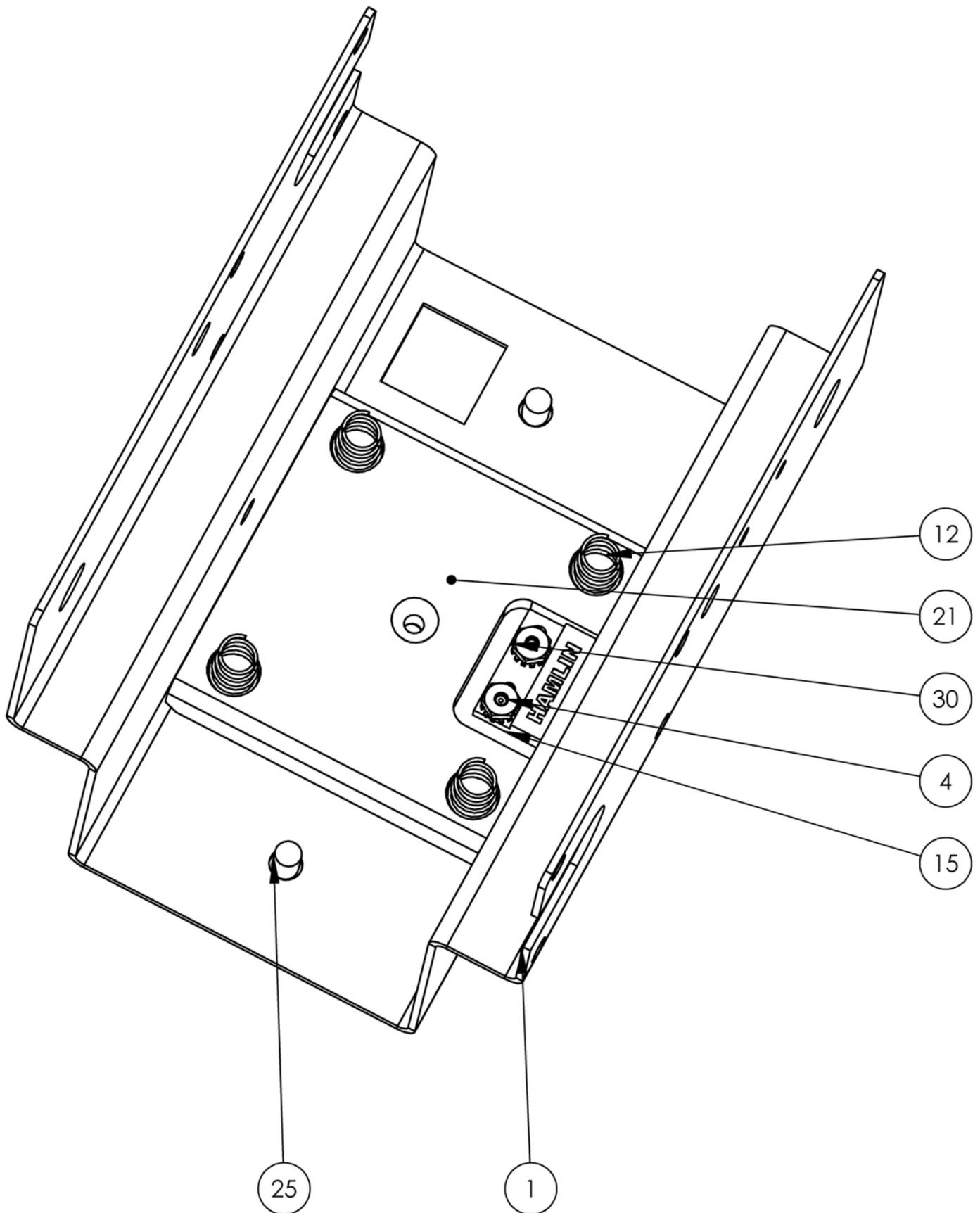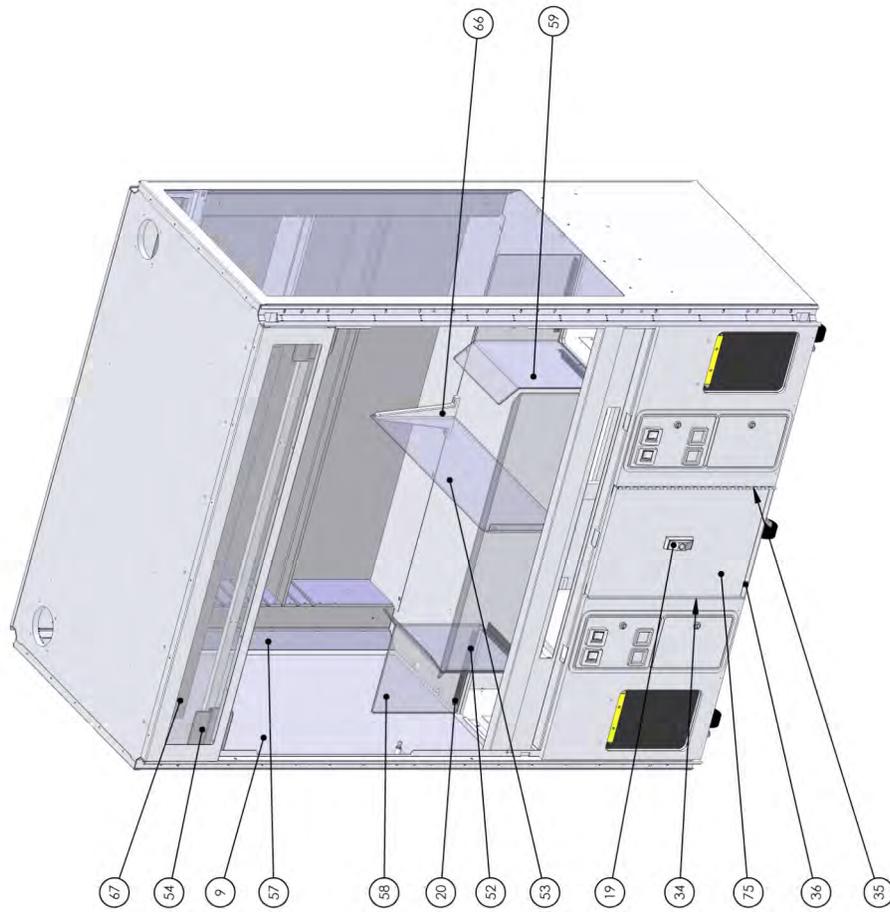
ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
9	BC3028	GLASS (SIDE)	2
19	CG5014	T HANDLE (LOCK) 8893	2
20	CP1039	BRACKET (MIRROR SIDE)	4
26	CX1011	WINDOW RETAINER BRACKET	4
34	CX1045	FRONT DOOR LEFT EDGE	1
35	CX1046	FRONT DOOR HINGE	1
36	CX1047	BOTTOM EDGE FRONT DOOR	1
52	CX3004	PRICE FENCE	1
53	CX3015	PLAYFIELD DIVIDER	1
54	CX3019	HARNESS GUARD (UPPER CABINET)	2
57	CX3073	CORNER MIRROR	2
58	CX3105L	PRIZE CHUTE L	1
59	CX3105R	PRIZE CHUTE R	1
66	CX3316	PLAYFIELD DIVIDER SUPPORT	1
67	CX3318	PL LAMP MOUNT PANEL	1
74	CX3356	PRIZE DOOR	2
75	CX3357	FRONT DOOR	1
89	DC1020	CABINET RAIL	2
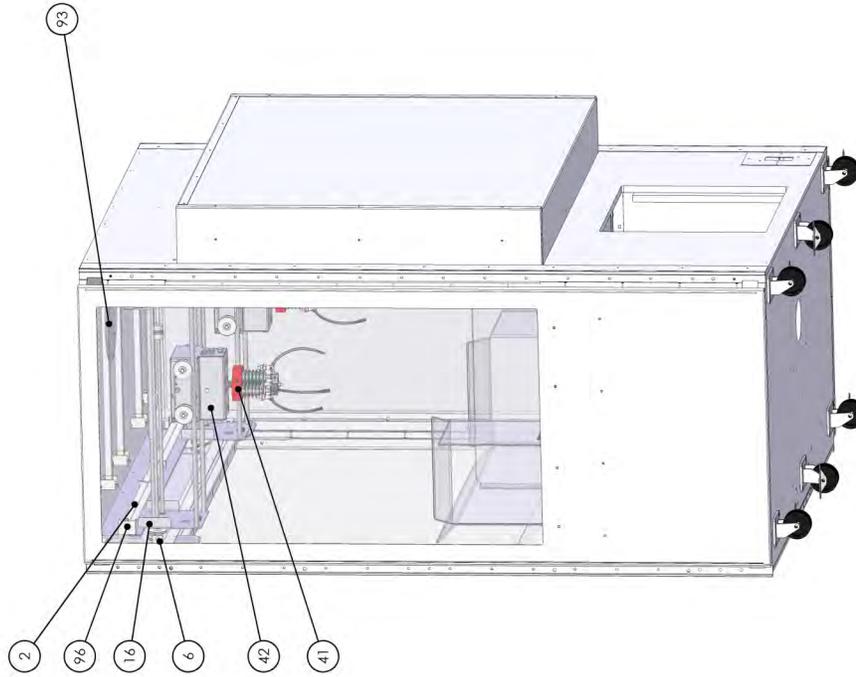
ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
2	8312	BULB (ROHS) PHILIPS PL-L 40W/41/RS/IS FLUOR.	6
6	BC1020	BRACKET (WAGON STOP)	6
10	BW2017	BULB PLASTIC CLIP (1320-10)	6
11	BW2018	BULB PLASTIC SUPPORT (1320-13)	6
16	CG1155X	ASY (WAGON) ACMI VERSION	2
41	CX1078J	CLAW ASSEMBLY	2
42	CX1161X	ASY (CRANE)	2
74	CX3356	PRIZE DOOR	2
93	IC3406	FAN PLATE	2
96	PP250X	LIGHT SOCKET ASSEMBLY	6
98	US1004	GLASS RETAINER	2

PARTS LISTINGS

MECHANICAL PARTS

5011	SPRING
BC1013	LOCK CAM
BC3028	SIDE GLASS
CG1054	WAGON ROLLER SHAFT
CG1055	WAGON MOTOR END PLATE
CG1155X	WAGON ASSEMBLY
CG1056	WAGON END PLATE
CG1057	WAGON SEPARATOR RAIL
CG1058	WAGON DRIVESHAFT
CG1059	WAGON DRIVESHAFT COUPLER
CG1060	TRACK GUIDE MOUNT
CG1061	CRANE MOTOR HOUSING
CG1161X	CRANE ASSEMBLY
CG1062	CRANE MOTOR HOUSING CAP
CG1063	CRANE STRING LEVER
CG1064	COIL STOP BLOCK COVER
CG1066	CRANE UP SPRING
CG1068	BUSHING
CG1069	TRACK MOUNT RAIL
CG1069X	TRACK MOUNT RAIL ASSEMBLY
CG1071	BRACKET
CG1077	STRING ROLLER
CG1078J	CLAW (SILVER PAINT)
CG1078JX	CLAW ASSEMBLY
CG2012	SENSOR (FWD)
CG2013	SENSOR (L & R)
CG3008A	MICRO TRACK 62 LINK
CG3008B	MICROTRACK END LINK SET
CG3019	CAGE RETAINER CAP
CG3019X	THUMB SCREW ASSEMBLY
CG3030	WHEEL (LARGE)
CG3032	STRING SPOOL SIDE
CG3034	COIL STOP BLOCK
CG3035	COIL CAP
CG4003	O RING
CG4004	STRING
CG5014	LOCK - T-HANDLE
CG5015	LOCK - BARREL
JC1051	SHOCK (HYDRAULIC)
CG1052	CASTER (SWIVEL - LOCKING)
CX1072-P100	SOLENOID MOUNTING PLATE
CX1073-P100	PLATE BOX BOTTOM
CX1075	CRANE CONNECTING PIN
CX1076-P800	HEAT SINK PLATE
CX3026	MIRROR (REAR WALL)
CX3327	GLASS (FRONT)
CX3036	FINGER PIN
CX3037	CLAW SPIDER
CG2014	JOYSTICK

GRAPHICS & DECALS

CX7303	Front door left
CX7304	Front door right
CX7305	Front cabinet Emporium logo
CX7308	Side decal
CX7312	Control Panel
CX7326	Side marquees
CX7327	Front Marquee
CX7356	Prize Door

ELECTRICAL / ELECTRONIC PARTS

	ROPE LED
8284	BALLAST WH6-120L
8312	BULB PL-L 40W
8395	BULB #192 WEDGE
CG2002X	TRANSFORMER
CG2008	MOTOR
CX2009	SOLENOID
FP2007	SPEAKER (4" ROUND)
HD20224	COUNTER 5V
HD2364	FAN 120V
SM2008	TRANSFORMER

RECOMMENDED SPARES

CG4003	O RING
CG4004	STRING
8312	BULB PL-L 40W
8395	BULB #192 WEDGE
CG2008	MOTOR
CX2009	SOLENOID

WARRANTY POLICY

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

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

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

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

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

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

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

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

Innovative Concepts in Entertainment