



Harpoloon

The title 'Harpoloon' is rendered in a bubbly, yellow font with a blue outline and a drop shadow. A silver harpoon is integrated into the design, with its shaft passing through the letters 'o' and 'o'. The harpoon's head is positioned at the top right, and its base is at the bottom left. The background is a vibrant blue with white bubbles and stylized waves.

OWNERS AND SERVICE MANUAL
INNOVATIVE CONCEPTS IN ENTERTAINMENT INC.





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SAFETY AND WARNINGS BEFORE YOU BEGIN

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

NOTE: THIS GAME IS INTENDED FOR INDOOR USE ONLY.

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

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

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

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

WARNING

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

ALWAYS REMOVE POWER TO THE GAME, BEFORE ATTEMPTING ANY SERVICE, UNLESS NEEDED FOR SPECIFIC TESTING. FAILURE TO OBSERVE THIS PRECAUTION COULD RESULT IN SERIOUS INJURY TO YOURSELF OR OTHERS.

AC Power Information

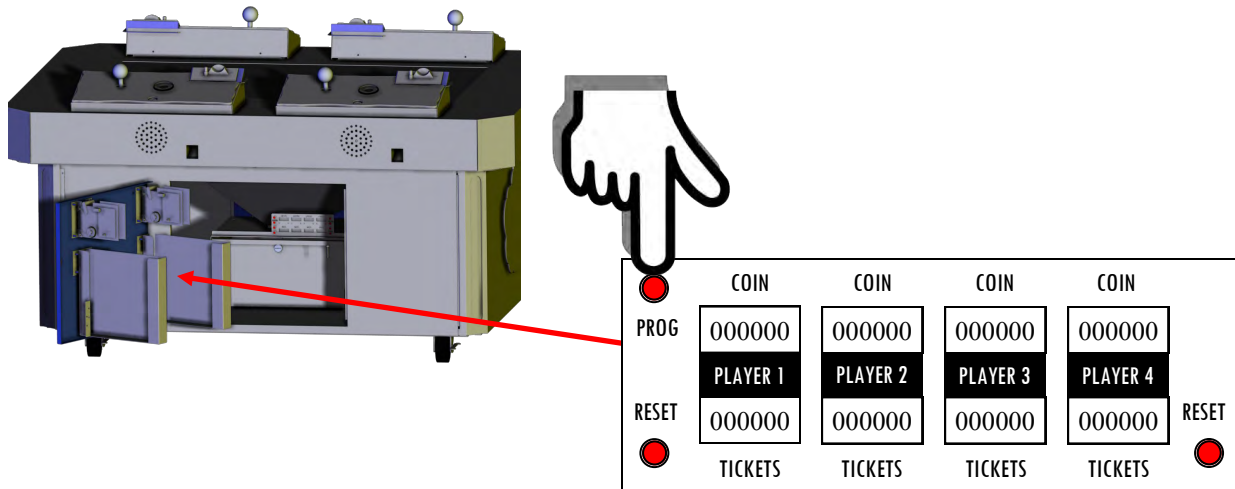
The games main fuse is accessed through the back of the game at the power mod. Above the power cord is a small panel that contains the main fuse. The value of the fuse for 110 volt users is 5 AMPS at 250Volt type slow blow.



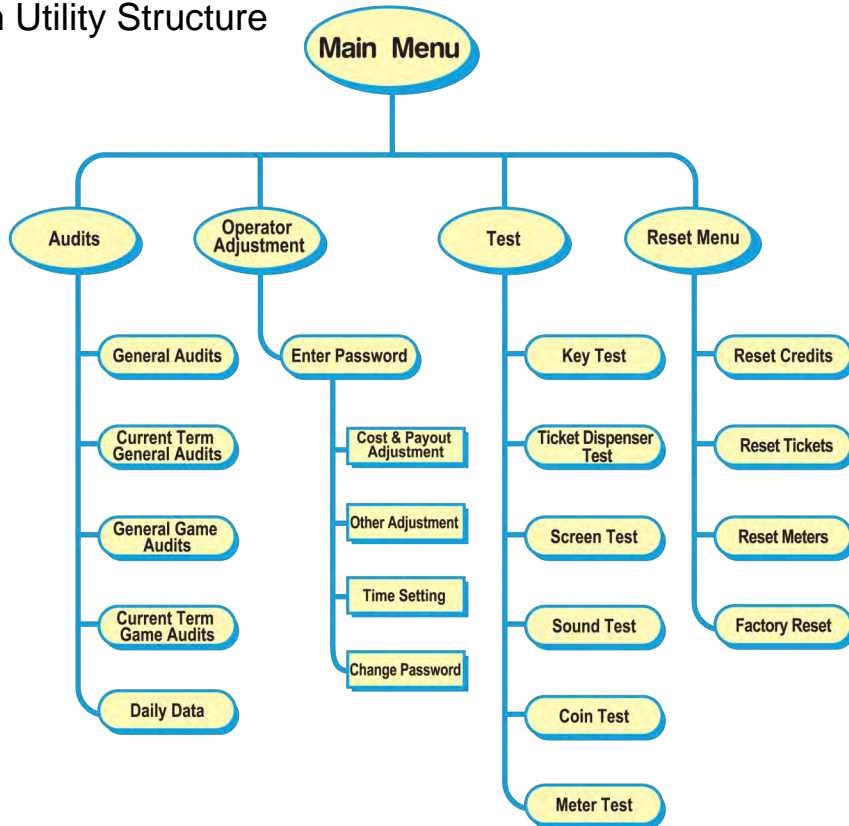


Programming: (Change settings)

To enter programming open the Player 1 and 2 lower ticket door and press the "PROG" button. To navigate use the joystick and then press the harpoon button to select.



The System Utility Structure





Programming: The System Utility Structure

Audits:

General Audits: the income record since very first day of operating day until now.

Current Term General Audits: the income record from last time income data clearance.

General Game Audits: the game record since very first day of operating until now.

Current Term Game Audits: the game record from last time game data clearance.

Daily Data: the daily income record.

SEE “Operator Adjustments” section for program details.

Reset Menu:

Reset Credits: reset credits.

Reset Tickets: reset the remain tickets.

Reset Meters: reset the meter.

Factory Reset: clear all data and settings.

Test:

Key Test: test for all buttons and switches are functional or not.

Ticket Dispenser Test: test for ticket dispenser is function or not.

Screen Test: test for the monitor display.

Sound Test: test for the sound and BGM and volume are functional.

Coin Test: test for the coin selector is functional or not.

Meter Test: test for the meter is functional or not.



Programming: The System Utility Structure

Operator Adjustments:

MODE: Selecting one of these will automatically setup the game with our suggested settings.

- A=.20 game/.01 ticket value/payout 20%/ 5shots/token/50 bonus
- B=.25 game/.01 ticket value/payout 40%/5 shots/token/250 bonus
- C=.50 game/.01 ticket value/payout 40%/5 shots/token/500 bonus
- D=\$1 game/.01 ticket value/payout 40%/10 shots/swipe/1000 bonus
- E=\$1 game/.0045 ticket value/payout 25%/10 shots/swipe/1000 bonus

Coins to Play: How many coins you need to start a game.

Coin Value: How much is your coin worth.

Ticket Value: How much is your ticket worth. [.02,.015,.01,.0075,.00625,.005,.0045,.00375,..0025

Payout Percentage: How much do you wish to give back to the player in tickets [5% - 75%]

Number of Shots: How many Harpoons you wish to give the player per credit. [1-25]

Currency Type: What type of money are you using, tokens, swipe card, US dollars, etc...

Maximum Bonus Ticket: Limit the maximum amount a player can win. [50-1000]

Mercy Ticket: Give a ticket just for playing. [0-9]

You can either use the Mode settings to configure your game or alter them by selecting the option you wish to change and change it.

The software is designed to grey out values that will result in undesired payout results.

Free Play: This option allows the game to be played without credits.

Payout Mode: This determines when the tickets are paid out. During play or at the end of game.

Coin Lockout: This required additional hardware to work and will prevent coins during play.

Time Limit for Shoot: The harpoon will shoot if the button is not pressed by [10sec/20sec/30sec]

Ticket Terminology: You can change what it says on the screen to either tickets or coupons.

Attract Sounds: Allows you to alter when and how the attract audio played.



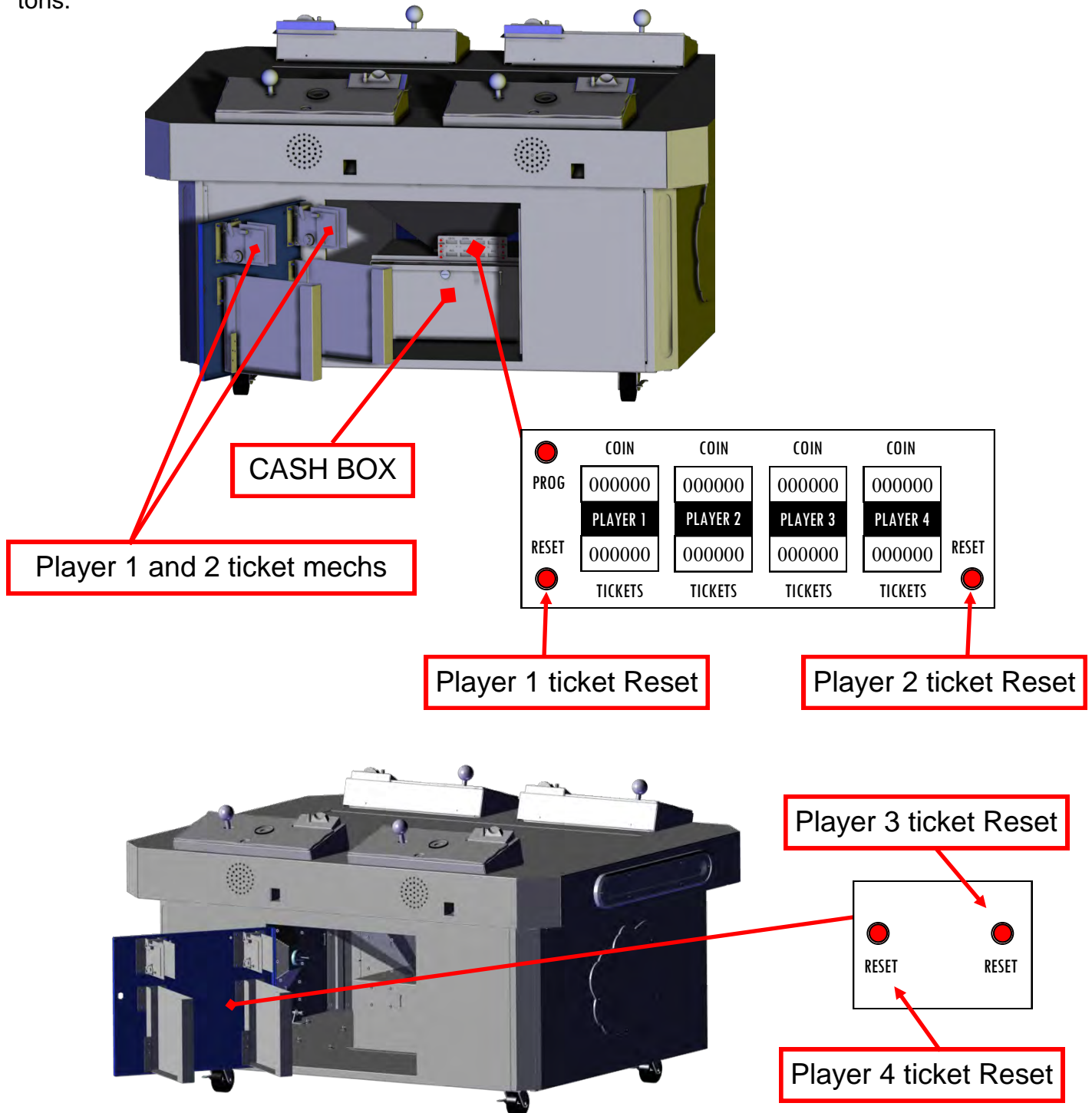
TIP ICON	MEANING
<p>E-01 Coin Jam</p>	<p>Check if any coin is stuck in the coin slot machine, and after this problem is solved, press the [ERR_CLR] to clear error status.</p>
<p>E-04 Ticket Jam</p>	<p>Check if any ticket is stuck in the ticket dispenser, and after this problem is solved, press the [ERR_CLR] to clear error status and continue having tickets out.</p>
<p>E-05 Ticket Empty</p>	<p>After the required number of tickets is added in, press the [ERR_CLR] to clear error status and continue having tickets out.</p>
<p>E-06 Credit Error</p>	<p>An error occurred in the Credit, which means something is wrong in the memory of the main board, and the cabinet has to be restarted. The system will also automatically run the resetting.</p>
<p>E-07 Record Limit</p>	<p>The records of players' account had reached their upper limits; press the [system] button to enter system's menu and run the resetting.</p>
<p>E-08 Control Panel Error</p>	<p>Check if something goes wrong in the connection of the main cabinet and the control panel.</p>



How to access the Cash box, ticket reset buttons, and meters.

Open the lower ticket door on the player one and player two side of the cabinet. Located in the center of the cabinet is a large cash box, all meters, player 1 ticket reset, and player 2 ticket reset.

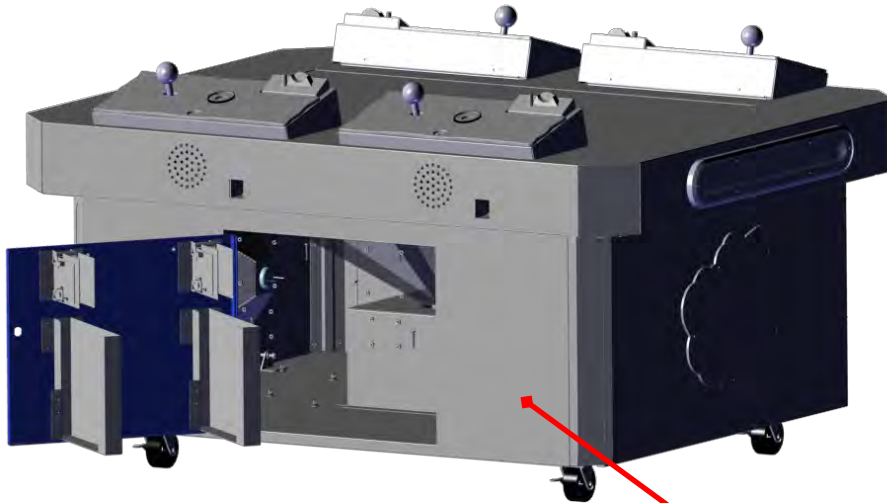
For players 3 and 4, open the opposite side's lower coin ticket door for access to the reset buttons.



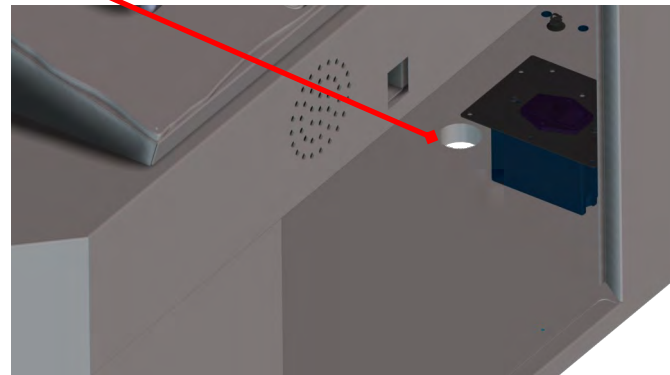
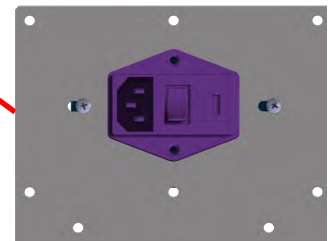


Connecting AC Power:

Located on the Player 3 and 4 side is the AC power connector. Open the Player 3 and 4 ticket door and located to the right of it is the AC power connection. Behind the AC power module is a hole to run the AC power cord to a floor outlet.



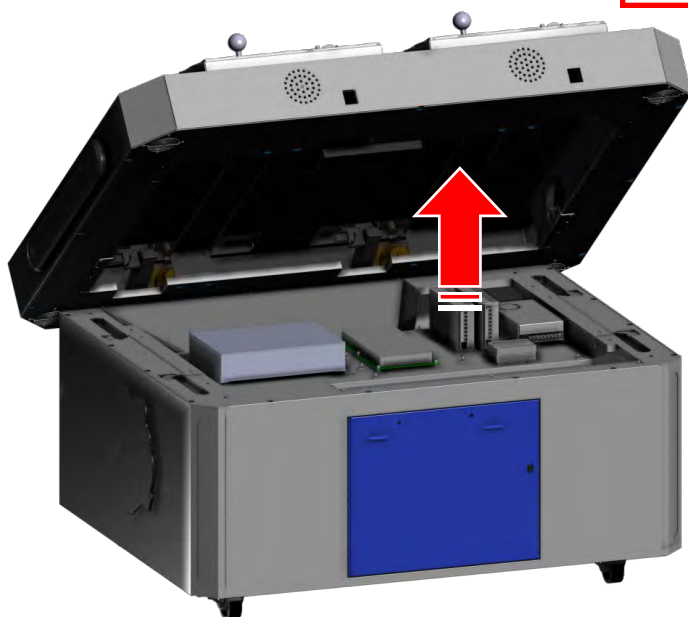
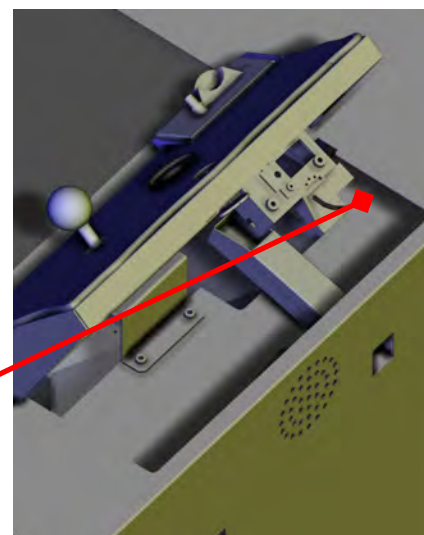
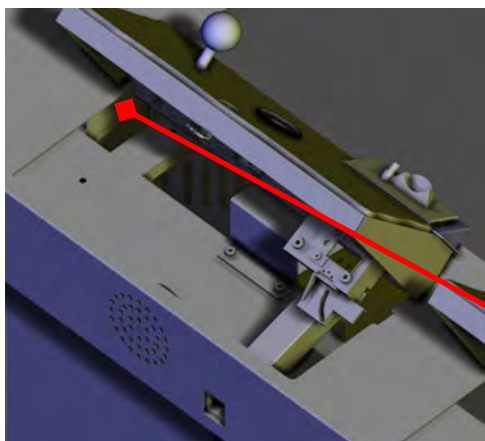
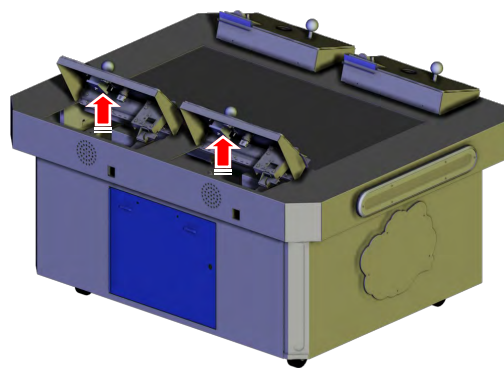
To floor AC outlet





How to open the cabinet top.

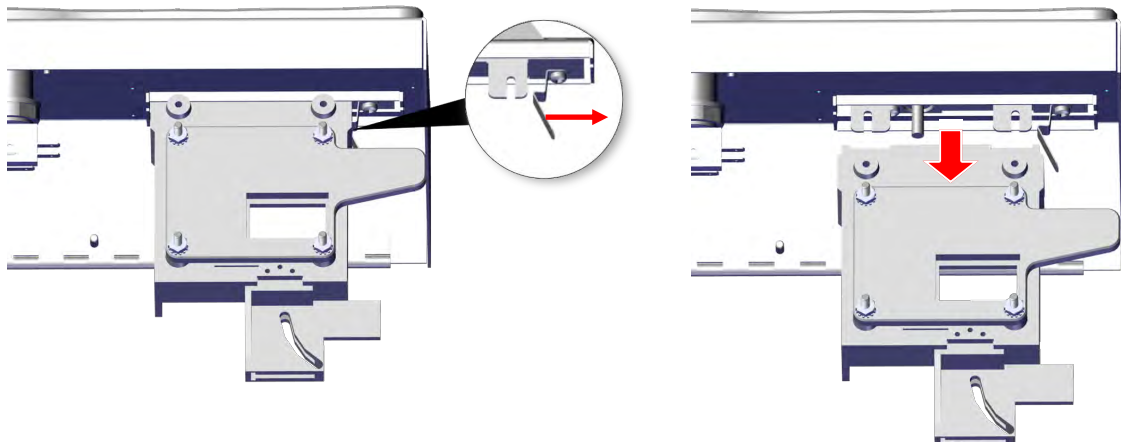
Unlock and open both player one and player two control panels. Located at the leftmost and rightmost are two spin knobs. Spin the knobs counter-clockwise until they can be removed. Put aside. Lift the top up. Two cabinet shocks will keep the cabinet top raised for easy access to the electronics. When finished, close the top and re-install the spin knobs. Then lock up player 1 and 2 control panels.





How to release the coin mech assembly.

Unlock and open the control panel you wish to remove the coin mech. Located on the right is a release level. Push the level to the right and slide the mech holder assembly straight back and out.

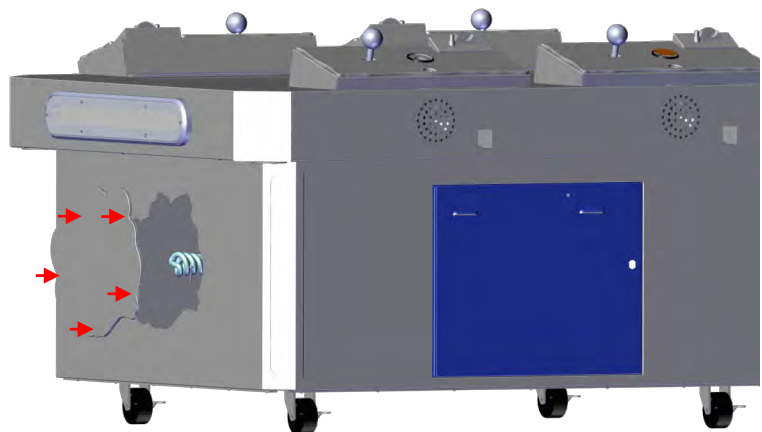


Light Bulb replacement .

To access the bulbs on either side remove the lighted sign by removing the 5 screws shown below. Be sure to use the correct wattage bulb.



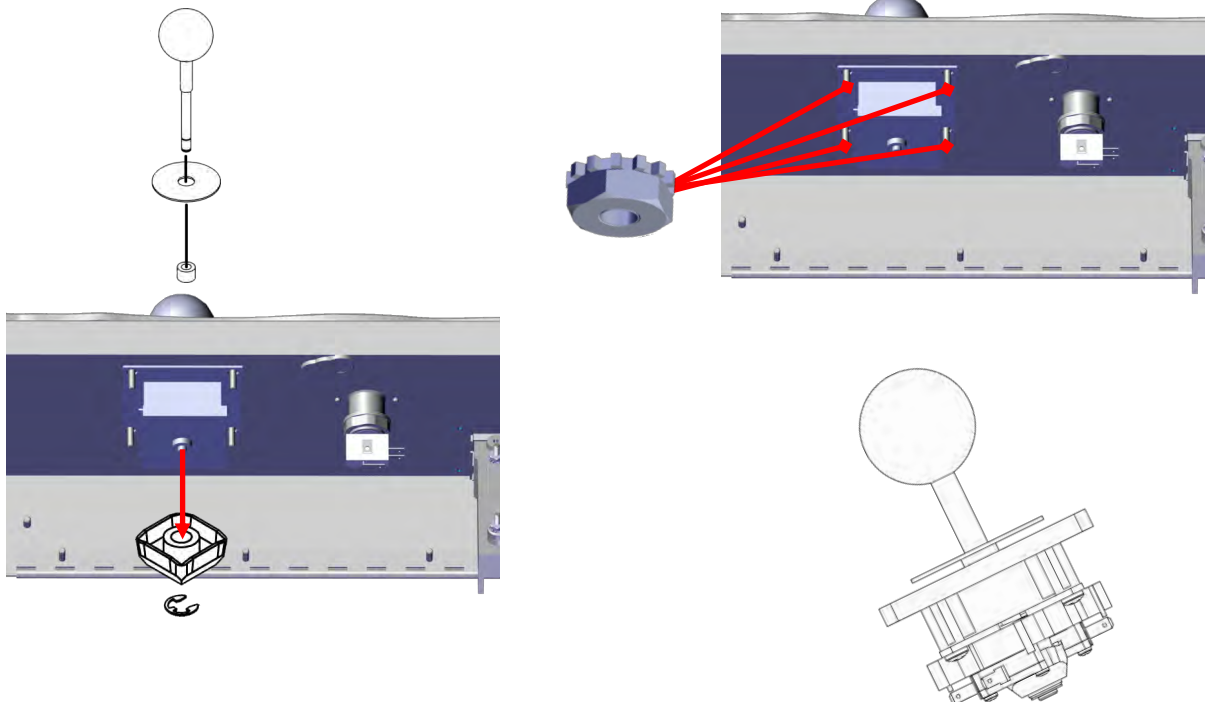
Ice part # E0032





How to remove the joystick assembly.

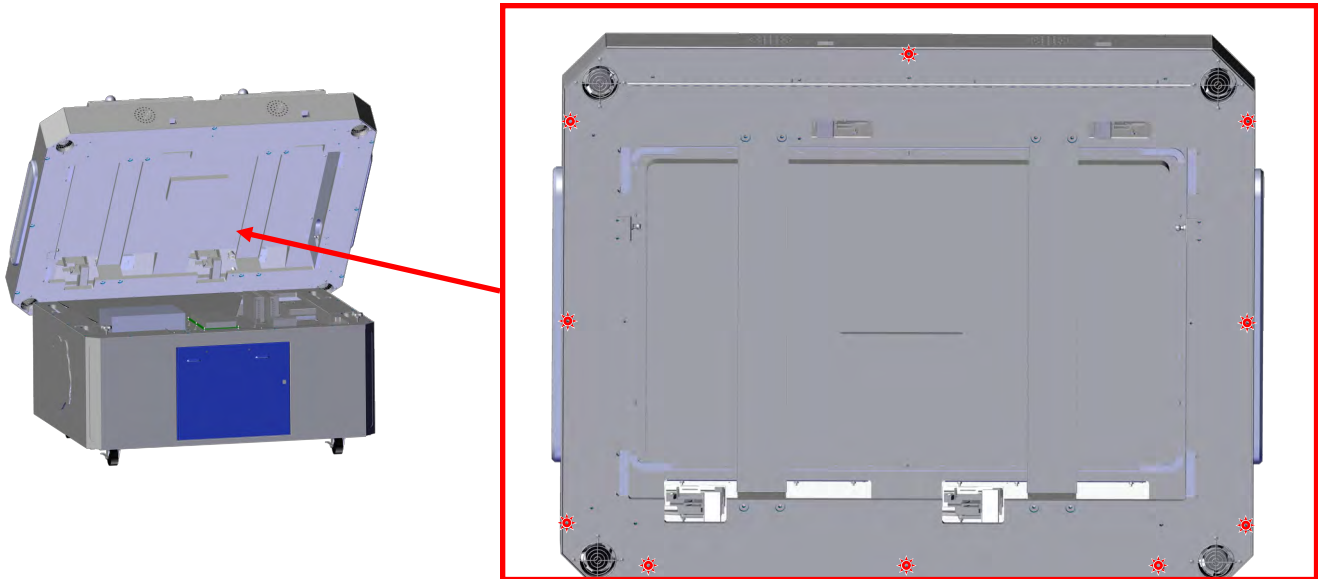
Open the control panel where the joystick is you wish to service. Remove the joystick shaft by removing the E-Z clip located at the bottom of the joystick. Put aside the switch activator and E-Z clip. Then remove the four keep nuts and remove the joystick bottom. When lifting the joystick shaft out be careful not to loose the inner



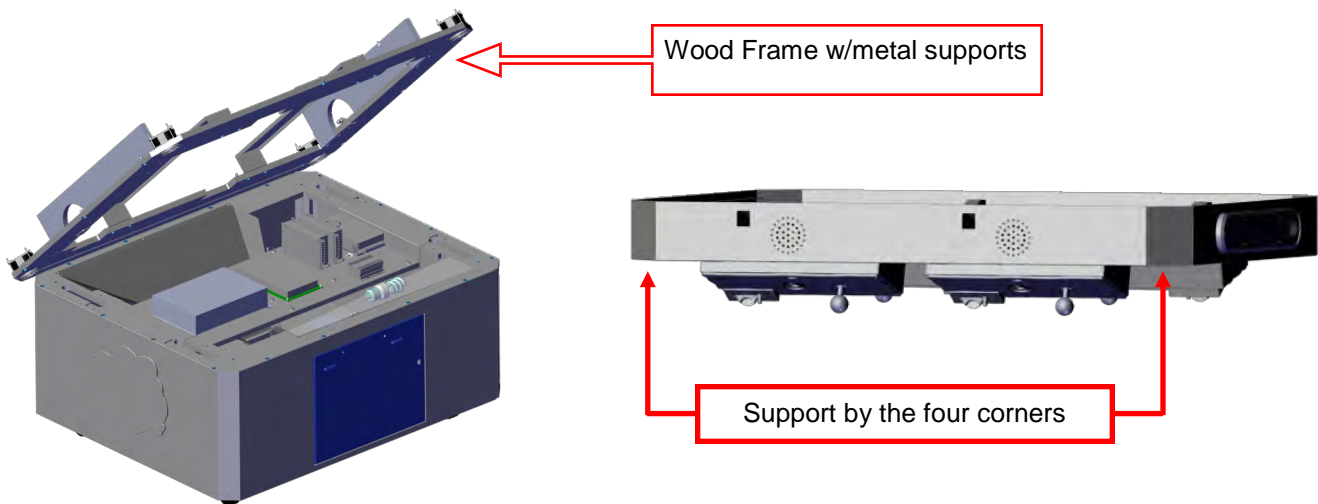


How to remove the monitor.

You will need a second person to assist you in removing the monitor. Begin by following the steps in the section "How to open the cabinet top". Once the cabinet top is opened disconnect the upper wire harnesses. Remove the screws shown below.

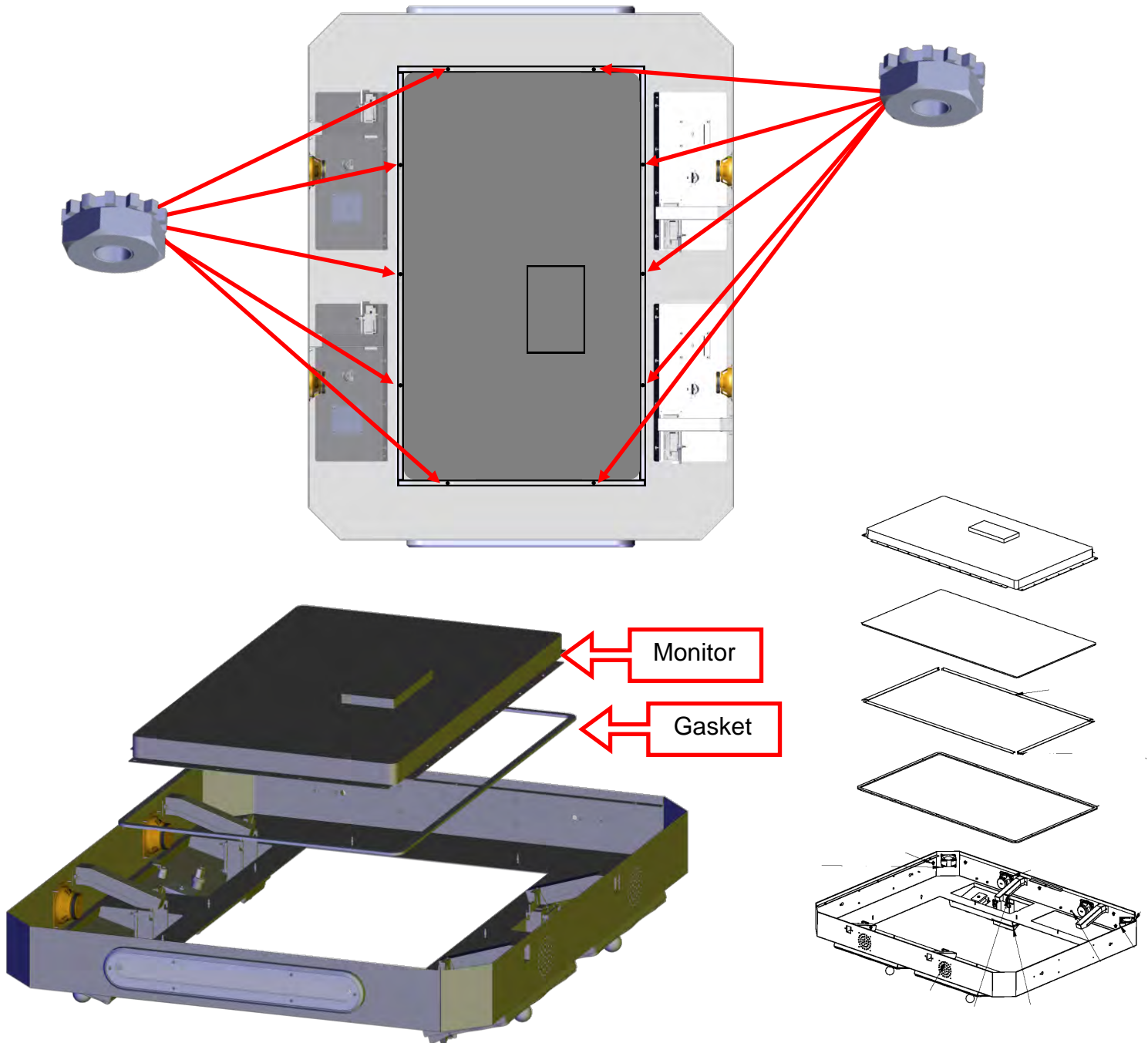


Carefully lift the upper assembly off the cabinet with two people and lay the assembly on its top side. It is recommended to support the top by the edges. The lower wood frame will remain along with the two metal supports.





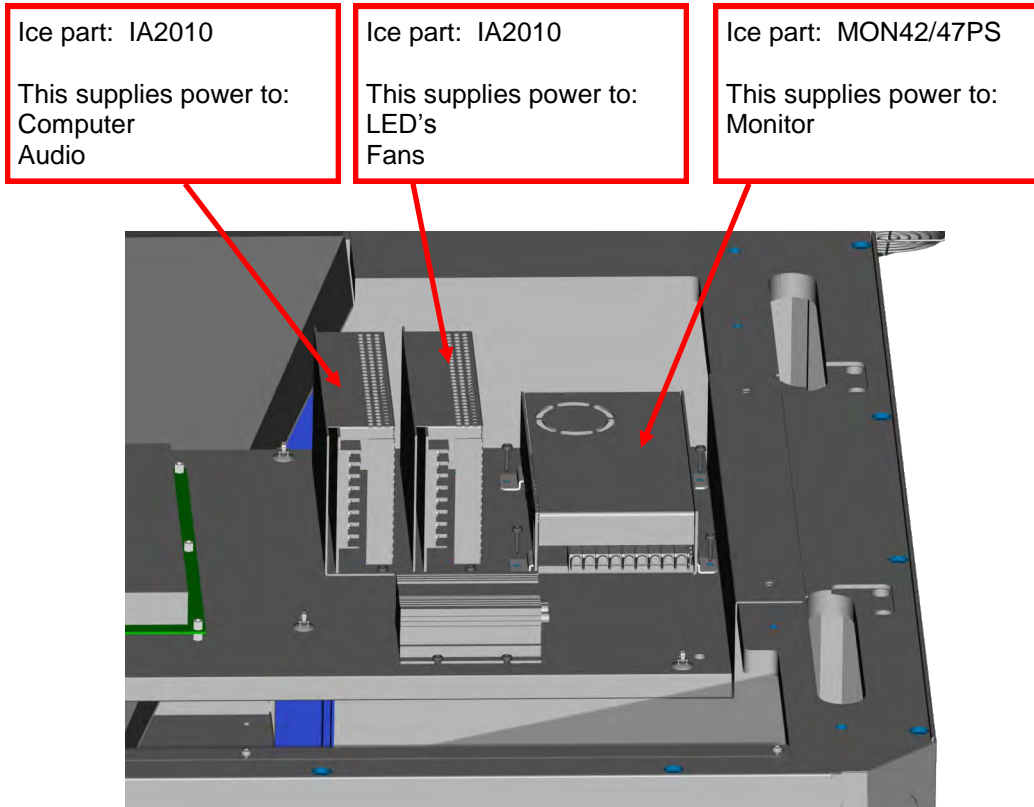
Remove the 10 keep nuts holding the monitor to the upper assembly. The monitor can be lifted out. When replacing the monitor be sure to install a new gasket between the glass and the cabinet.





Power Supplies:

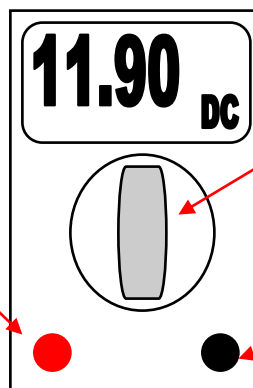
There are three different power supplies used. Two are identical supplying 12 volts of DC voltage at 10 amps each while the third powers the monitor at 24 Volts of DC power. To access these supplies, follow the directions from "How to open the cabinet top."



Checking DC Voltages

Volt test with the volt meter set to DC voltage. The +12 output can be adjusted by turning the adjustment screw of the power supply. Adjust to as close to +12 as possible. The voltage range can be plus or minus 5%.

Positive Probe:
Connect to +12V on power supply
(orange wire to power supply)



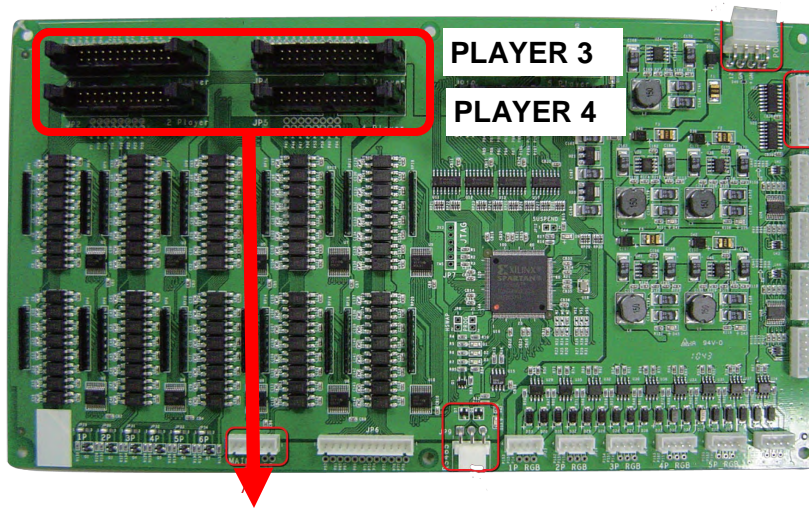
Turn to DC voltage check

Ground Probe:
Connect to GND on power supply
(Black wire to power supply)



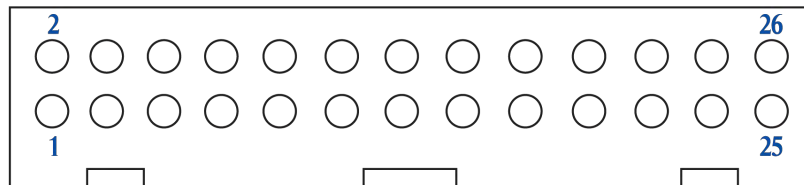
PLAYER 1
PLAYER 2

PLAYER 3
PLAYER 4



· **Control Panel Connector :**

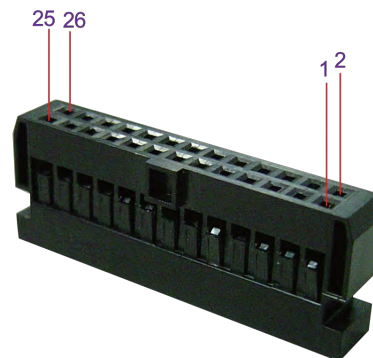
► The number order on the circuit board connector



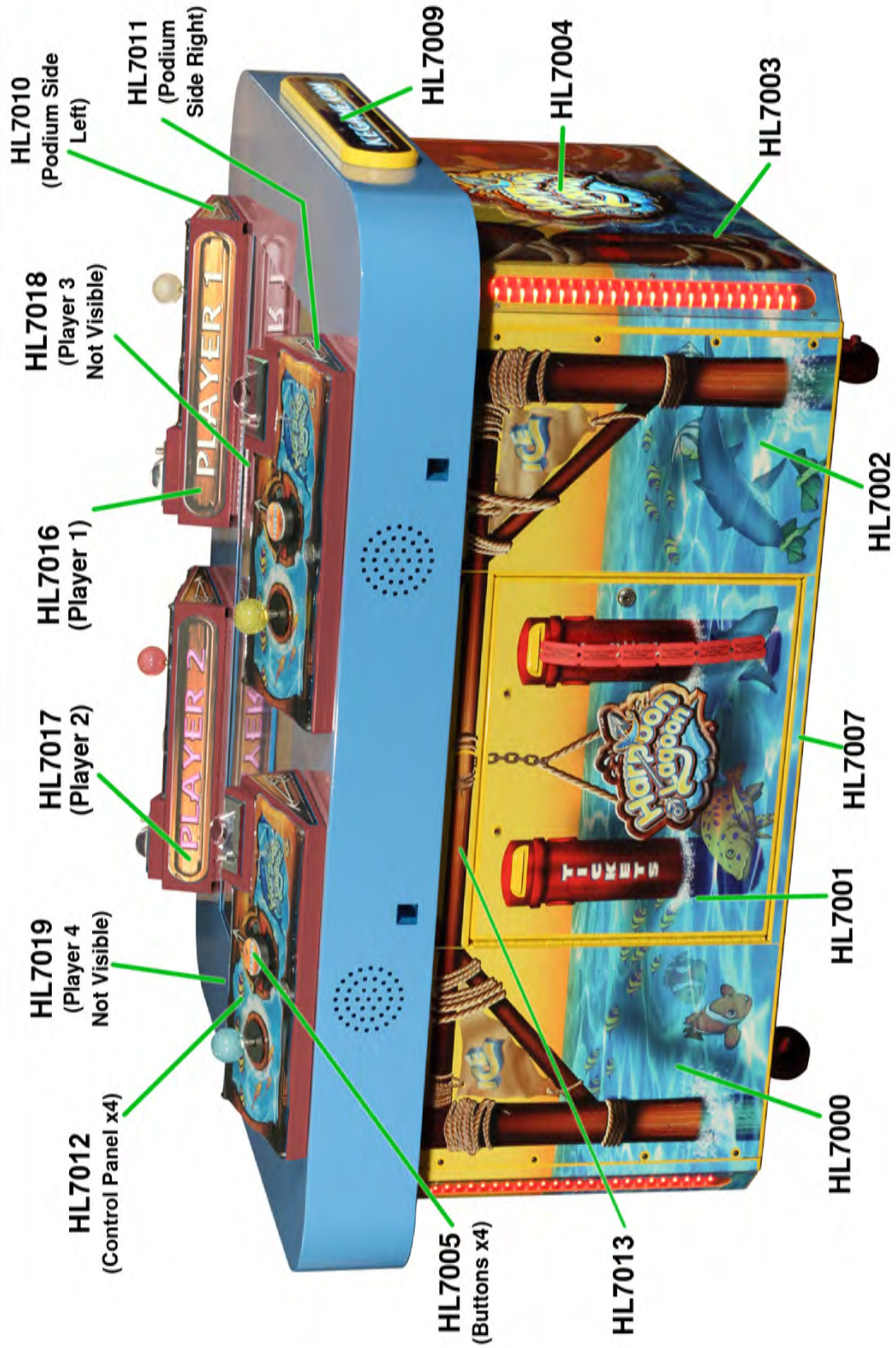
► The location definition of the circuit board connector

2	4	6	8	10	12	14	16	18	20	22	24	26
Direction_down	Direction_left	Shoot button	Trouble shooting	Reserve	Reserve	Reserve	Reserve	+12V	+12V	GND	GND	GND
Direction_up	Direction_right	Reserve	Messages for inserting coins	Reserve	Ticket feedback	Controlling ticket	Lamp of the shooting button	+12V	+12V	+5V	GND	GND
1	3	5	7	9	11	13	15	17	19	21	23	25

► connector









- SPARE PARTS -

MECHANICAL

JC1051	Hydraulic shock
HL1009-P802	Cash box
HL3010	Knob
HL3011	Corner Cover

ELECTRONICS

HH5005CC	ticket dispenser
E022007	Speaker
HL2014BL	Blue joystick
HL2014CL	Clear Joystick
HL2014PK	Pink Joystick
HL2014YW	Yellow Joystick
IA2010	12 volt power supply
MON47EST	47" monitor
CG2027	110v AC power cord
E00418EMDX	white 36 LED tape strip
E00724HLX	24 RGB LED strip
EV2009	Audio power amplifier
MS2764X	Fan assembly
E02258	5 Amp 250V Slow Blow fuse
E0032	Curly bulb

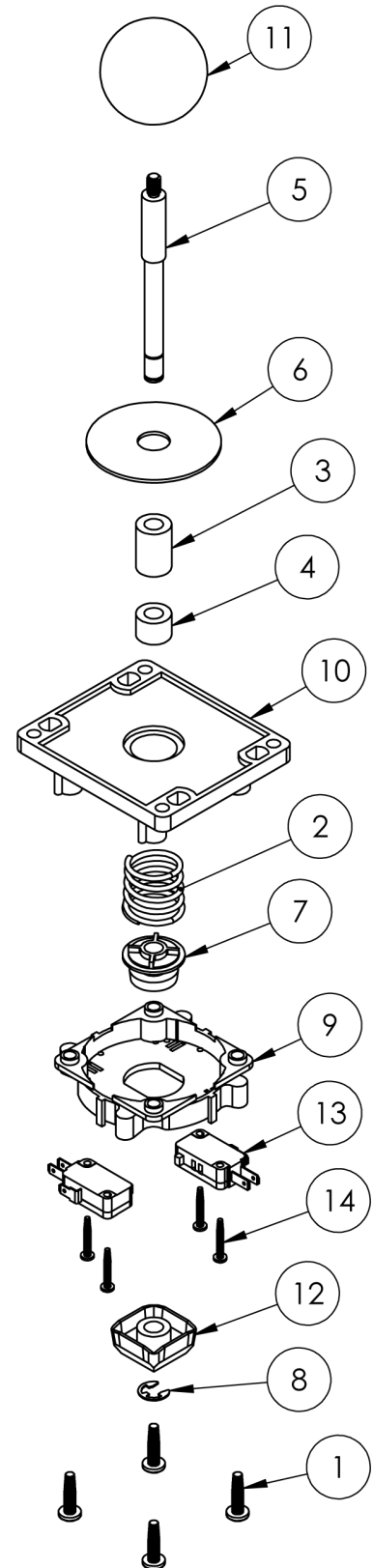
DECALS

HL7000	Cabinet front left
HL7001	Ticket door
HL7002	Cabinet front right
HL7003	Cabinet End
HL7004	Cabinet end logo
HL7005	Button
HL7007	Front lower strip
HL7009	website end
HL7010	Podium left
HL7011	Podium right
HL7012	Control panel
HL7016	Player 1
HL7017	Player 2
HL7018	Player 3
HL7019	Player 4





ITEM NO.	QTY.	PART NO.	DESCRIPTION
1	4	90-1020-00	SCREW, #4 X 3/4 PH PN HD TP AB
2	1	95-1309-00	LIGHT SPRING F/ULT. JOY STICK
3	1	95-1308-00	PIVOT CYLINDER LONG F/ ULT J.S .86
4	1	95-1306-00	PIVOT CYLINDER SHORT F/ULT J/S
5	1	PT-1379-01	ULTIMATE J/S & SHAFT FOR 3" CONGFIG
6	1	95-1284-00	GUIDE WASHER, 2.23 OD, .54 ID, .06 THK
7	1	95-1303-00	Z STOP F/ ULTIMATE JS
8	1	95-0574-00	E-RING F/JOYSTICK 1000X31
9	1	95-1313-00	ULTIMATE J/S, SWITCH BRKT, 2WAY
10	1	95-1304-00	ULTIMATE J/S, HUB
11	1	FI-XXXX-XX	45MM BLUE BUBBLY BALL
12	1	95-0267-00	ACTUATOR FLOATING ULTIMATE J/S
13	2	95-0733-90	E-SWITCH .187" TERM SWITCH 1.5 AMP 50GRAM FORCE
14	4	90-1012-00	SCREW, #4X3/4 PHIL. PAN HD SHEET METAL TYPE AB





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

