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NBA Hoops

OWNERS AND SERVICE MANUAL

INNOVATIVE CONCEPTS IN ENTERTAINMENT INC.

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INTRODUCTION

GAME FEATURES

NBA HOOPS™ is a revolutionary concept in Coin Operated basketball games. You will see that this game includes many features which make it the obvious choice for your location

NBA HOOPS™ PLAY. **NBA HOOPS™** incorporates a STATIONARY basket that is user friendly and realistic. Fun and easy to play for players of all ages, yet challenging enough for even the expert basketball players. Practice your basketball skills and try to better your last score or compete against three other players.

CONTROL PANEL. Attractive LED displays are used to display all scoring and vital information such as time, credits and high score. The control panel is laid out in a convenient user friendly fashion, making it easy for players to operate.

HEAVY DUTY CONSTRUCTION is incorporated throughout the game by using only heavy gage metals and plastics. The game can be assembled and disassembled many times without any harm to the game. You will appreciate this feature if you move your games often.

HIGH TECH GAME ELECTRONICS. Solid state electronics are used throughout the game for their rugged reliability as well as making it virtually impossible to connect harnessing the wrong way. Heavy duty optical sensors are used throughout.

Digital sound effects are used for optimum dependability. Over twenty sound effects are incorporated into the sound effect circuitry. The game electronics have been highly integrated into the Main PC Board assembly, making it easy to repair games. The game has a full feature self-test system to make troubleshooting easier.

OPTIONS. A ticket dispenser and/or a dollar bill validator can be ordered with your game.

GAME PLAY

NBA HOOPS™ is an electromechanical coin operated amusement game designed to be played by one to four players.

NBA HOOPS™ is a game similar to the traditional basketball games already on the market. However, we have made this an even more exciting game. The net remains stationary as the player shoots over and over. Two points are awarded for each basket scored. When 10 seconds remain in the game, it awards the player three points for all baskets scored.

LINKING is a popular option used in locations where more than one game is to be used. The games are “linked” to add direct head to head action between the game players. This option is built into each Main PC Board, and is easy as connecting a phone line and setting a number in the programming mode.

ASSEMBLY

BEFORE YOU BEGIN

WARNING: WHEN INSTALLING THIS GAME, A 3 PRONG 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.

TOOLS NEEDED

Before you start, you will need the following items:

- 7/16” Combination Wrench
- 7/16” Deep Well Socket
- Ratchet
- Side Cutters
- Adjustable Pliers
- #2 Square Drive Bit
- 5/32” Security Wrench

If you plan on moving your game often, or would like to speed up assembly, a cordless Drill is a good idea.

Your game requires a MINIMUM CEILING HEIGHT of 96” (8 feet). Check clearance before proceeding.

SET-UP

1. To begin, remove the game from the shipping containers.

2. Locate the main framework of the game. It may be easier to assembly if the framework is laid on its side.

3. Locate the two “U” shaped legs, and insert them into the bottom of the frame. At the front of the frame, use the set of holes closer to the bottom of the legs. At the rear of the frame, use the holes closer to the top of the legs. Secure with (4) 1/4-20 X 2 1/2” bolts, (8) flat washers and (4) Nylock nuts. (See Fig. 1)

4. Stand the frame up and move it into its permanent position. It is a good idea to carry the frame rather than slide it.

NOTE: IT WOULD BE A GOOD IDEA TO GET HELP WHEN LIFTING THE GAME TO THE UPRIGHT POSITION. THREE PEOPLE RECOMMENDED. THIS WILL KEEP THE GAME FROM SLIDING WHEN LIFTED.

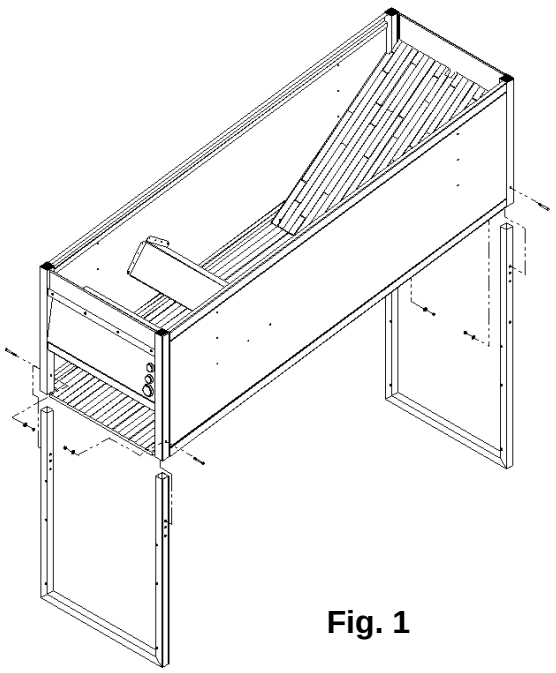

Fig. 1

5. Move the cabinet to the front of the frame and bolt it to the frame by installing the mounting bolts through the back of the front legs and into the front cabinet’s mounting holes. Secure with (4) 1/4-20 X 3” security head Allen bolts and 4 flat black washers. (See Fig. 2)

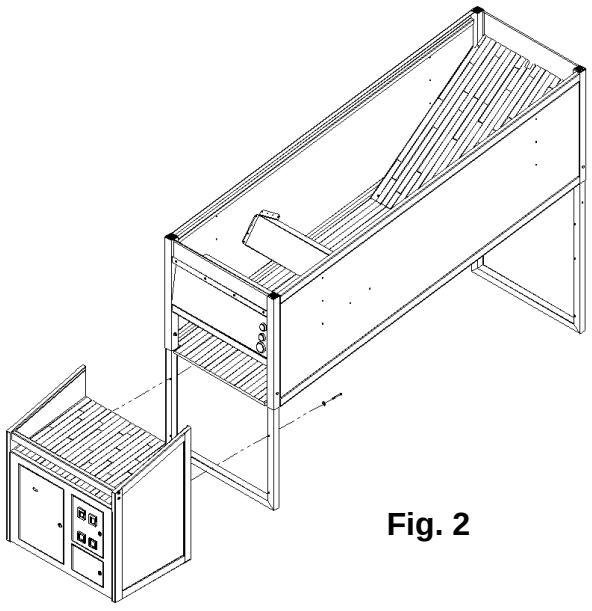

Fig. 2

6. Locate the harness that is tie wrapped up at the front of the frame. Cut the tie wrap and feed the harness through the frame and into the opening in the rear of the cabinet. Connect the harness to the connector located inside the cabinet.

ASSEMBLY

7. Assemble the cage framework using the two large frame sides and the top. Assemble using (6) 1/4-20 X 1 1/2" button head bolts, (12) flat washers and (6) 1/4-20 Nylock nuts. (See Fig. 3)

NOTE: Netting on frames side not shown for clarity.

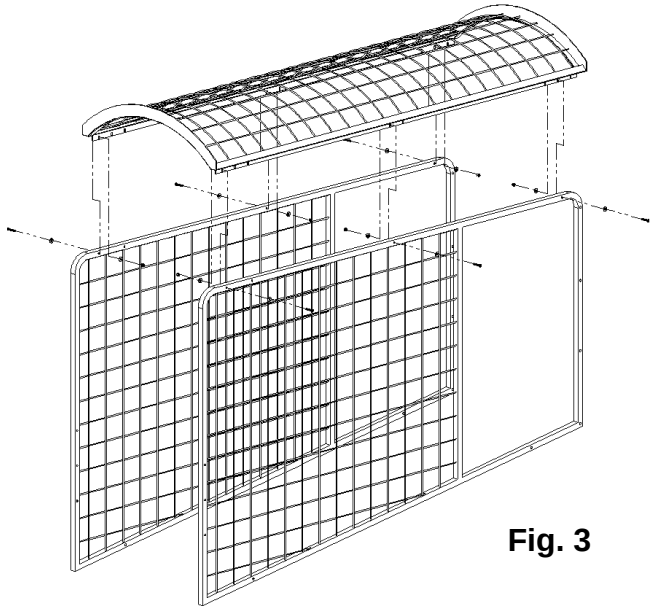

Fig. 3

8. Attach the backboard assembly to the cage framework using (6) 1/4-20 x 1" button head screws and (6) flat black washers. (See Fig. 4)

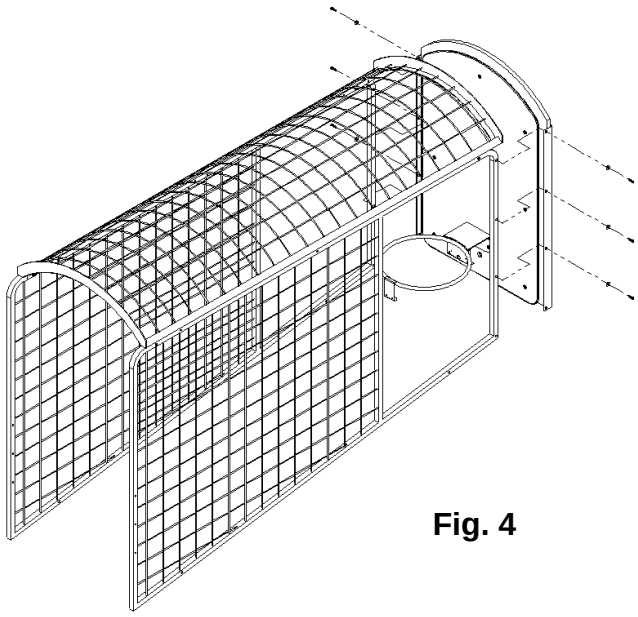

Fig. 4

NOTE: DO NOT OVER TIGHTEN THE BOLTS IN THE PIPES, OR THE INSERTS COULD BE DAMAGED.
BE CAREFUL NOT TO CROSS THREAD THE BOLTS IN THE PIPES.

NOTE: WHEN INSTALLING FOR A 9 FT. GAME, USE THE BOTTOM SET OF HOLES ON THE FRONT OF THE MESH FRAME, THE MIDDLE SET OF HOLES FOR A 8 1/2 FT. GAME AND THE UPPER SET OF HOLES FOR AN 8 FT. GAME. (WHEN SETTING UP AN 8 FT. GAME, YOU MAY WISH TO OMIT THE REBOUND GUARD)

9. Install the Frame assembly to the game. It can be adjusted to three heights: 9ft., 8 1/2 ft. and 8 ft. Please install to the highest possible height. Install by lifting the frame inside the game to one of the 3 sets of mounting holes, and secure with (4) 1/4-20 X 1 1/2" button head screws, (4) flat black washers (from the outside of the cabinet) and (4) 1/4-20 joint connectors. (from the inside of the cabinet) (See Fig. 5)

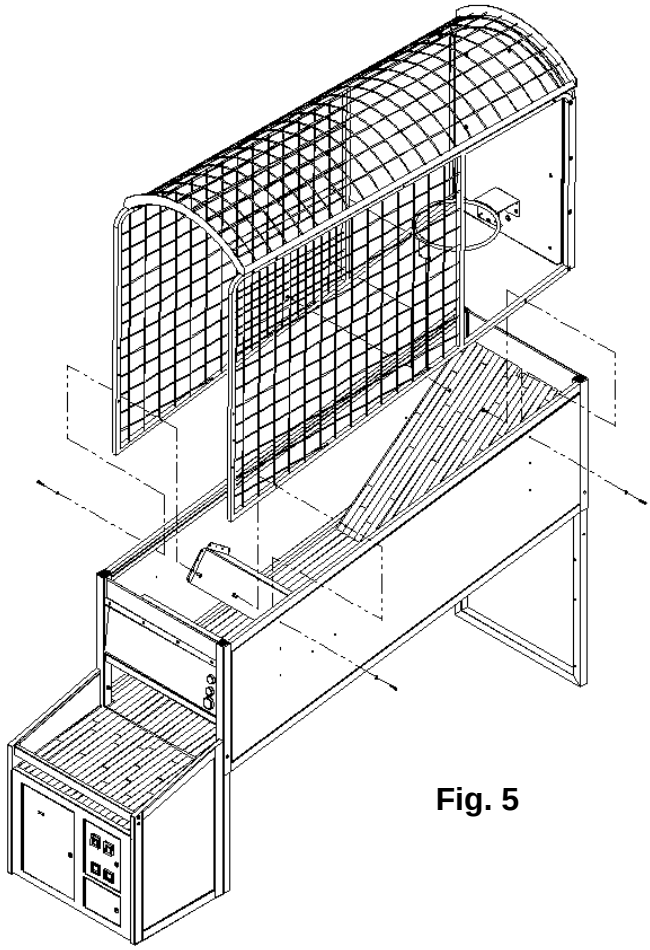

Fig. 5

10. Feed the black/gray sensor cable through the backboard harness hole. Feed the green/yellow ground wire from the hoop through the same hole. Connect the three single pin mate-lock connectors from the black/gray sensor cable into the gray chassis cable, and the green/yellow wires that all run along the right hand side of the game. Connect the single pin mate-lock connectors as follows:

White to White
Black to Black
Red to Red
Green/Yellow to Green/Yellow

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ASSEMBLY

11. Install the rebound guard using (2) 1/4-20 X 1 1/2" button head screws, (4) flat washers and (2) Nylock nuts. (See Fig. 6)

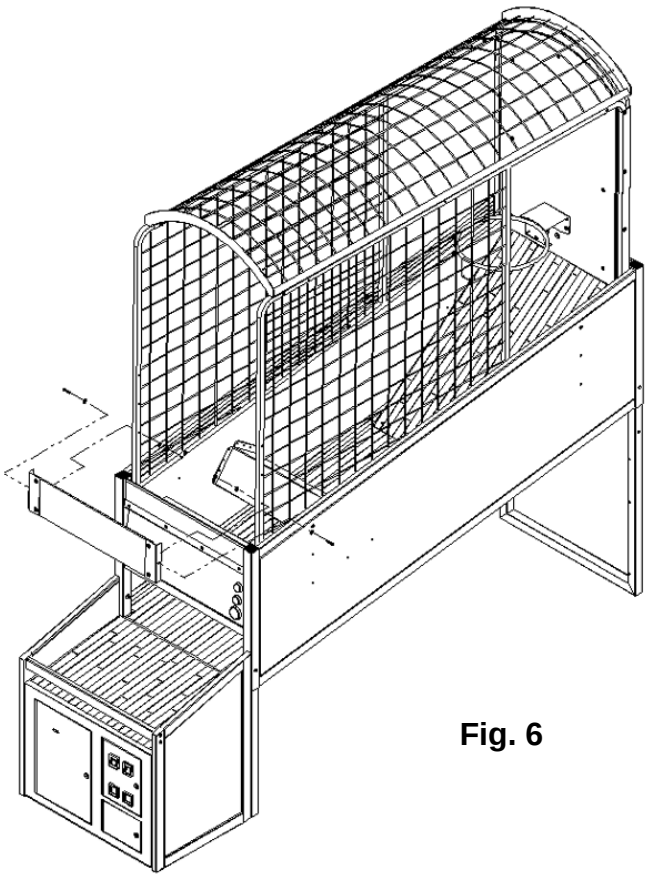

Fig. 6

12. Put the basketballs into the game. BE SURE THAT THEY ARE NOT OVER INFLATED. THIS COULD CAUSE THE BALL GATE TO OSCILLATE EXCESSIVELY.

13. Plug the game in and follow the game set-up procedures listed in this manual.

14. Open the control panel on the game by removing the 3 Allen head bolts and washers that secure the panel to the frame. Tilt the panel forwards, and connect the battery harness to the Main Board. The battery connector will be the only one loose in the cabinet. Reattach the control panel.

15. Test the game completely after set-up, and call our service department if you have any problems, questions or comments.

I.C.E. SERVICE DEPARTMENT

716-759-0360

NORMAL BUSINESS HOURS ARE:
MONDAY – FRIDAY, 8:30 AM TO 6:00 PM EST

LINKING

For linking hook-up instructions, see Option #19 under "Customizing".

THANK YOU FOR YOUR PURCHASE OF THE **NBA HOOPS™** BASKETBALL GAME.

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CUSTOMIZING YOUR GAME

This section will discuss subjects such as setting up credits, time per game, awards, etc. the section below will show how to enter into the programming mode and how to adjust many of the game's operating parameters.

ENTERING SET-UP MODE

You must enter set-up mode to adjust all of the game features. This can be accomplished in the following manner:

1. Open the game's coin door. This is the upper door located on the upper right side of the lower cabinet.
2. Locate the Counter / Programming button. It is located on the left hand side of the bracket that is attached to the cash box enclosure. The Counter / Programming button instruction decal is located on the cash box enclosure. This will give you a brief description of the features outlined below, as well as how to use them.
3. Press the Counter / Programming button.
4. If you wish to only read the "Counter", look at the "Player" displays to get the latest counter information. The display should be read from the bottom left (Player#4) position. Once you are done reading the counter, press the Counter / Programming button once again to return to game play.

CHANGING GAME SETTINGS

WHEN YOU PUSH THE Counter / Programming button, you will notice that along with the counter numbers shown in the "Player #" locations, there is a #1 shown in the "Credits / Time Left" display. This is the counter's "mode" number. Each programmable "mode" on the game has a number associated with it.

1. To advance through the different modes, press the "Start" button. Each push of the button will advance you to the next mode. Whenever you are done with any programming changes, push the Counter / Programming button to return to normal game play.
2. The current value for each mode will be shown in the "Player #4" location.
3. To change the shown value to a lower number, press the middle "Player Select" button.

PROGRAMMING

MODE #1
COUNTER

The counter is used to keep a running total of games played on the machine since it was first built. This counter is not re-settable unless power is removed from the battery backup on the PC Board. (small round battery)

NOTE: If power is removed from the PC Board, all other custom game settings will have to be re-entered.

MODE #2
COIN MECHANISM #1

This adjusts the amount of coins needed to receive 1 credit on the game's LEFT HAND COIN MECHANISM. Set this number to reflect how many coins per credit. Example: 2 Quarters per credit—enter the number 2.

MODE #3
COIN MECHANISM #2

This adjusts how many coins are required to receive 1 credit on the game's RIGHT HAND COIN MECHANISM. This mechanism is set differently, so it can be used for fractional credits. For normal use, set a "1" for this mode. If you wish to use this for coins with a different value than that of coin mech #1, contact our service department for set-up information for your particular application.

FREE PLAY

You can set your game up for free play by adjusting the coins per credit for coin 1 to "0".

MODE #4
CREDITS PER DOLLAR BILL

This option controls how many credits you will receive for each dollar bill inserted.

MODE #5
CURRENT CREDITS

This displays the credits currently in the game. You can manually remove or add credits to the game by changing the value of this number.

MODE #6
TIME PER CREDIT

This adjusts, in seconds, how long each game will last. The game can be adjusted from 20 to 99 seconds. The recommended time is 40 seconds.

CUSTOMIZING YOUR GAME

MODE #7
GAME POINTS PER AWARD

This adjusts how many tickets are given away for the game. The number displayed set the points required to win an award. Setting this number to “0” will turn off the dispenser.

MODE #8
NOT USED

MODE #9
NOT USED

MODE #10
JUST FOR PLAYING

This feature is valuable in 2 respects…..

1. This can be set to any value desired, so that if a player, especially a young child who can not get the minimum points required to earn awards, can still be dispensed.

2. This setting can give a predetermined amount of tickets or cards per game, REGARDLESS of points scored, if the “points per award” and “winner” settings are set to “0”.

MODE #11
AWARD THRESHOLD

This mode is used to set the minimum number of points needed to get any awards whatsoever. Set the number to match the score you wish to achieve before awards are dispensed. Setting this number to “0” turns the option off.

MODE #12
WINNER AWARDS

This setting is used by itself if you want the WINNER ONLY to get awards in a multiple player game. The number of awards dispensed is determined by the number selected. A setting of “0” will turn off this option. The winner awards are in addition to any other awards being dispersed.

MODE #13
NOT USED

MODE #14
ATTRACT MODE ON / OFF / TYPE

Use this setting to control the type of attract mode you would like. Setting a “1” gives you attract mode sound only. Setting a “0” turns the attract mode off.

MODE #15
ATTRACT INTERVAL

This determines the length of time between attract modes. Change this number to change the amount of time in MINUTES between attract modes. Setting this number to “0” turns this option off.

MODE #16
FREE GAME THRESHOLD

This option allows you to select a POINT THRESHOLD, where a free game will be awarded for the game. Once this threshold is reached, a FREE GAME will be awarded to the player, playing the game at that time. The free game is awarded immediately after completion of the paid game where the threshold had been broken.

Setting the value of this option to “0”, turns the option off. Any other value sets that as the threshold value. We recommend 40 POINTS as a good starting point for the game.

MODE #17
NOT USED

MODE #18
NOT USED

MODE #19
LINKING STATION I.D.’S

NOTE: FAILURE TO OBSERVE THE INSTRUCTIONS LISTED BELOW WILL RESULT IN IMPROPER OPERATION OF ANY GAMES WHICH HAVE BEEN LINKED TOGETHER.

Each linked game must be connected with a modular phone line. Use no longer than a 12 ft. cord to link the games together.

Connect the games together by snapping a phone line jack on the back of the Main PC Board on the first game. Connect the cord to the jack on the back of the Main PC Board on the second game. When more than 2 games are linked, connect another phone cord to the back of the Main PC Board on the second game and run it to the preceding game and so on.

CUSTOMIZING YOUR GAME

When the linking option is used, each game must have it's own unique "I.D. Number" so that the games can properly link and talk to each other. Enter Mode #19 on all games, then set a number that is different for each game. The number used may be 0 through 13. the numbers 14 and 15 are reserved for the Jackpot Marquee. (Sold as a separate option)

Observe that game I.D.'s on all games are different, then exit programming mode on all games at the same time.

MODE #20
CREDIT DISCOUNTING

This mode enables the game to give the players an extra game when multiple coins are inserted. The number shown will be how many coins must be inserted for an extra game. Example: setting a "6" would mean that for every 6 coins inserted, an extra game would be given. Setting a "0" turns this mode off. The default value for this mode is"0".

MODE #21
NOT USED

MODE #22
BEACON LIGHT POINT THRESHOLD

This option allows you to select a point threshold, where the optional point beacon light will turn on. Once this point threshold value is reached, the beacon light will turn on.

Setting the value to "0"turns the option off. Any other value sets that as the threshold value.

NOTE: WHEN SETTING UP MULTIPLE GAMES IN THE SAME LOCATION, IT IS A GOOD IDEA TO TURN THE ATTRACT MODE OFF ON ALL BUT 1 GAME.

BURN IN SELF TEST MODE

This allows you to enter the BURN-IN SELF TEST MODE, which can be very handy in problem diagnostics. To enter this mode, press and hold the GAME SELECT and START buttons at the same time WHEN IN MODE #1.

Perform the following tests when in this mode:

1. Press the face panel push buttons to check for their proper operation. An audible sound will be heard if working properly.
2. The face panel push buttons should light if they are working correctly.
3. Move the coin mech micro switch wires. An audible sound will be heard if they are working correctly.
4. Throw a ball into the basket. If the sensor is working correctly, an audible sound will be heard.

To exit the self test mode, press the "Counter / Programming" button inside the coin door.

GAME TESTING

It is easy and advisable to test your game after installation. After the game is set up and all options have been set up correctly, perform the following tests:

1. Test for proper acceptance of money.
2. Test for proper dispensing of tickets, if you have set that option.
3. Test for proper game play, including proper scoring.
4. Test for proper retention of game memory, when the game power is shut off and turned back on.
5. Be sure to check your electronic game counter and write down any information you may wish to record.
6. When testing linked games, be sure all of the game scores show up properly.

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QUICK TROUBLESHOOTING

PROBLEM	PROBABLE CAUSE	SOLUTION
NO SPOTLIGHT	BAD FUSE AT POWER MODULE GAME UNPLUGGED TRIPPED CIRCUIT BREAKER DAMAGED POWER CORD BURNED OUT BULB GAME WIRING BAD	INSPECT MAIN FUSES CHECK POWER CORD CHECK BREAKER BOX REPLACE CORD REPLACE BULB CHECK WITH VOLTMETER
BALL GATE WILL NOT OPEN OR CLOSE	BAD OR LOOSE MICROSWITCH BAD FUSE ON MAIN PC BOARD BAD WIRING TO SWITCH OR MOTOR BAD MAIN PC BOARD BAD GEAR BOX BALL GATE STOP IMPROPERLY SET	CHECK OR RETIGHTEN CHECK ALL FUSES CHECK WITH VOLTMETER REPAIR OR REPLACE PC BOARD REPLACE GEAR BOX RE-ADJUST UNTIL CAM TOUCHES MICROSWITCH
PUSHBUTTONS DO NOT LIGHT OR WORK PROPERLY	BAD BULB IN BUTTON BAD MICROSWITCH IN BUTTON BAD WIRING TO MAIN PC BOARD BLOWN FUSE ON MAIN PC BOARD BAD MAIN PC BOARD BUTTON STUCK SHUT	CHANGE LIGHT BULB REPLACE MICROSWITCH CHECK WITH VOLTMETER CHECK ALL FUSES REPLACR MAIN PC BOARD REMOVE AND CLEAN BUTTON
BALLS DO NOT SCORE CORRECTLY	BAD SENSOR SENSOR DIRTY REFLECTIVE STRIP DIRTY BAD HARNESSING OR WIRING BAD MAIN PC BOARD BAD BATTERY	REPLACE SENSOR CLEAN (USE NO SOLVENTS) CLEAN (USE NO SOLVENTS) CHECK WITH VOLTMETER REPLACE MAIN PC BOARD CHECK CHARGING CIRCUIT OR REPLACE BATTERY
GAME DOES NOT TAKE OR ADD MONEY CORRECTLY	BAD MAIN PC BOARD BAD MICROSWITCH OR DBV BAD WIRING TO MICROSWITCH OR DBV GAME PROGRAMMING SET WRONG	REPLACE MAIN PC BOARD REPLACE SWITCH OR DBV CHECK WITH VOLTMETER RESET GAME PROGRAMMING
GAME DOES NOT DISPENSE TICKETS CORRECTLY	BAD TICKET DISPENSER BAD WIRING TO DISPENSER OUT OF TICKETS TICKET SENSOR IS DIRTY DISPENSER JAMMED GAME PROGRAMMING SET WRONG BAD MAIN PC BOARD	REPLACE TICKET DISPENSER CHECK WITH VOLTMETER ADD TICKETS CLEAN SENSOR ON DISPENSER REMOVE TICKET JAM RESET PROGRAMMING REPLACE MAIN PC BOARD
NO OR LOW GAME SOUND	VOLUME TURNED DOWN DEFECTIVE VOLUME POT BAD SPEAKER BAD WIRING TO MAIN PC BOARD BAD MAIN PC BOARD	TURN UP VOLUME REPLACE POT REPLACE SPEAKER CHECK WITH VOLTMETER REPLACE MAIN PC BOARD
BALLS DO NOT DISPENSE QUICKLY ENOUGH OR JAM IN THE GAME	GAME HAS EITHER TOO MANY OR TOO FEW BALLS	GAME IS DESIGNED TO WORK WITH 7 BALLS
ALARM GOES OFF FREQUENTLY	BALL GATE CAN NOT CLOSE BALL SENSOR WORKING INCORRECTLY BAD MAIN PC BOARD BALLS JAMMED IN GATE	(SEE BALL GATE) (SEE BALL SENSORS) REPLACE MAIN PC BOARD TOO MANY BALLS IN GAME
DISPLAY LED'S DO NOT WORK PROPERLY	BAD MAIN PC BOARD BAD FUSE ON MAIN PC BOARD	REPLACE PC BOARD CHECK ALL FUSES
GAME WILL NOT RETAIN CUSTOM PROGRAM SETTINGS	BAD MAIN PC BOARD BAD OR WEAK MEMORY BATTERY	REPLACE PC BOARD REPLACE BATTERY ON MAIN PC BOARD
LINKED GAMES NOT SCORING OR WORKING CORRECTLY	GAME ID'S SET THE SAME	CHANGE ALL GAMES TO DIFFERENT ID NUMBERS

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MAINTENANCE & TROUBLESHOOTING

OPERATIONAL BACKGROUND

The following will outline the basic operating principles of the NBA HOOPS™ basketball game.

The game incorporates a Reflex Photoelectric polarized sensor detection system for counting balls that go through the hoop.

The ball gate uses micro switches to determine positioning of the gate, which are activated by the cam on the ball gate shaft.

The gear motor uses a combination of hardware and software control to protect against over current damage. When an over current condition is detected, the motor will shut off automatically. The game microprocessor will then decide whether or not the motor should be turned on. It will also determine at that time which way the motor should run.

MECHANICAL REPAIR

IMPORTANT: USE ONLY ICE REPLACEMENT PARTS WHEN SERVICING YOUR GAME. USING NON-ICE APPROVED PARTS COULD VOID YOUR WARRANTY, AND COULD CAUSE SERIOUS DAMAGE TO THE GAME OR INJURY TO OTHERS.

IF YOU HAVE ANY QUESTIONS REGARDING REPAIR AFTER READING THIS SECTION, CALL OUR SERVICE DEPARTMENT BEFORE PROCEEDING AT:

I.C.E. SERVICE DEPARTMENT
716-759-0360
NORMAL BUSINESS HOURS ARE:
MONDAY – FRIDAY, 8:30 AM TO 6:00 PM EST

BALL GATE SERVICE:

- Remove both battery and AC power
- Unfasten the (6) square drive screws and remove the ball gate housing, located on the right hand side of the ball gate assembly.
- Unbolt the control panel from the front of the game to gain access to the control panel.
- Unplug the two mate-lock connectors (2 pin connector with the yellow/black and brown/white wires and the three pin connector with the red, black and blue wires) located to the right of the transformer. Cut any tie-wraps holding the harnessing.
- Remove the two bolts that hold the ball gate bearing in place, located on the left hand side of the assembly. (Hint: a long extension on a ratchet can be helpful for this operation.)
- Pull the ball gate from the end by the bearing towards you. (the front of the game)
- The gear motor can now be pulled away from the retaining bracket.
- Remove the two Allen head set screws to remove the ball gate from the gear motor.
- NOTE: When removing wires from the micro switches or motor, it is VERY important to make sure all wires are returned to their proper terminals. Failure to do so will result in improper operation of the ball gate and could damage the game. The wires are color coded so it will be easy to document where each wire goes.
- IMPORTANT: Mark the position of the micro switch mounting bracket so that the switch actuators will line up correctly with the cam on the ball gate when the unit is re-assembled.
- Use thread locking compound on the Allen head set screws when re-assembling the ball gate to the gear motor.
- Assemble in reverse order of disassembly. Tighten all hardware securely.
- Re-test for proper operation
- Temporarily shut off AC power, reconnect battery and turn AC power back on.

LIGHT BULB REPLACEMENT:

- WARNING: TURN OFF GAME POWER BEFORE REPLACING THE LIGHT BULB.
- Replace the bulb by removing the screws that secure the control panel to the game. Carefully remove the control panel, and set it on the front of the game. Replace the light bulb and install the control panel to the game.

REPLACEMENT BULB:

110 WATT ROUGH SERVICE SPOTLIGHT

HOOP SENSOR REPLACEMENT:

- Turn off all AC power to the game and unplug the battery back-up circuitry. (disconnect the 2 pin mate-lock connector from the PC Board)
- Standing in the ball return tray, unscrew the (2) screws and remove the bracket that contains the sensor from the bracket on the back of the hoop.

MAINTENANCE & TROUBLESHOOTING

- Disconnect the single mate lock connectors from the gray sensor cable behind the backboard. Remove the gray wire feeding through the backboard harness hole. Remove the sensor assembly. Note how the sensor cable is attached.

- Remove the sensor from the bracket by pushing the (2) tabs on the top of the sensor, through the bracket. Snap in the new sensor.

- Reattach the sensor bracket to the hoop bracket and reconnect the sensor cable. Be sure to route the sensor cable in the same manner.

MECHANICAL MAINTENANCE

IMPORTANT: FOLLOW THE SUGGESTED MAINTENANCE TO ENSURE THE BEST OPERATION POSSIBLE FOR YOUR GAME.

GENERAL CLEANING

Clean the surfaces of the cabinet and decals with a commercial cleaner such as 409™ or Fantastic™. Do NOT use cleaners such as Wildcat pinball cleaner or alcohol. It can take the finish off of the decals. Use Pledge™ on all plastic and painted surfaces. This product works especially well on clear plastics. Please note that other spray polishes do not work as well.

BASKETBALLS

The basketballs should be checked every week for proper inflation. A bicycle tire pump and inflating needle can be purchased at any sporting goods store and most large discount stores.

Keeping the balls properly inflated will make it more difficult to pull them past the ball gate. It will also create more realistic basketball action when interacting with the hoop. Any 8” basketball will work with this game.

NOTE: DO NOT OVER-INFLATE THE BASKETBALLS. THIS CAN CAUSE DAMAGE TO THE BALL AND SHORTEN THE LIFE OF THE BALLS.

ELECTRONIC AND ELECTRICAL REPAIR

The following section will describe repair procedures and trouble shooting hints for the game electronics.

Please read the section “Operational Background” in the beginning of Maintenance and Trouble Shooting to get a good understanding of the game’s basic operating parameters.

WARNING: EXERCISE CAUTION WHENEVER WORKING WITH ELECTRONICS, THEY CAN BE VERY SUSCEPTIBLE TO DAMAGE FROM SHORT CIRCUITING, OR PHYSICAL ABUSE. ALWAYS UNPLUG THE GAME WHEN WORKING ON HIGH VOLTAGE AREAS OF THE GAME, SUCH AS THE TRANSFORMER.

USE EXTREME CAUTION WHEN USING VOLTMETERS TO DO CIRCUIT CHECKS IF THE GAME POWER HAS BEEN LEFT ON.

ALWAYS REMOVE THE BATTERY BACK-UP POWER WHEN WORKING ON THE GAME. THIS IS NECESSARY AS SOME CIRCUITS ARE CONSTANTLY UNDER POWER FROM THE BATTERY.

WHEN USING A VOLTMETER, BE SURE IS SET TO THE CORRECT VOLTAGE OR RESISTANCE RANGE BEFORE USING. THIS CAN PREVENT POSSIBLE DAMAGE TO THE PC BOARD OR MISDIAGNOSIS.

ALWAYS REMOVE POWER TO THE GAME WHEN PLUGGING OR UNPLUGGING PC BOARDS.

IT IS NECESSARY TO USE ICE REPLACEMENT PARTS TO CONTINUE WARRANTY COVERAGE. USE OF NON-ICE APPROVED PARTS WILL NOT ONLY VOID YOUR WARRANTY, BUT COULD CAUSE SERIOUS HARM TO THE GAME, OR CAUSE SERIOUS BODILY INJURY.

IF YOU HAVE ANY QUESTIONS REGARDING REPAIR AFTER READING THIS SECTION, CALL OUR SERVICE DEPARTMENT BEFORE PROCEEDING AT:

I.C.E. SERVICE DEPARTMENT
716-759-0360
NORMAL BUSINESS HOURS ARE:
MONDAY – FRIDAY, 8:30 AM TO 6:00 PM EST

FUSES

Fuses are the first items that should be checked when the game is inoperable or works incorrectly.

There are 5 fuses in the game. Two fuses are located in the electronics control panel on a fuse block to the right of the fan, above the transformer.

To check or service the fuses, FIRST REMOVE THE POWER CORD. FAILURE TO DO SO COULD RESULT IN SERIOUS INJURY OR DEATH. Using a small flat blade screwdriver, pry the fuse from the fuse block. Pull the fuse from the fuse block and test the fuses. Be sure to replace the fuses with the same type and value.

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MAINTENANCE & TROUBLESHOOTING

There are 3 fuses located on the Main PC Board. These fuses protect the low voltage sides of the game, the 5 volt and 12 volt sides, AC & DC. Be sure game power is off when checking or replacing these fuses. Replace the Main PC Board fuses with the original type and value.
USE SLO-BLO MDQ TYPE fuses only.
Other types of slo-blo fuses may cause unexpected problems with the game.

TRANSFORMER

ALL AC POWER MUST BE REMOVED FROM THE GAME WHEN SERVICING THIS COMPONENT. IT IS A GOOD IDEA TO ACTUALLY REMOVE THE POWER CORD FROM THE WALL OR FLOOR OUTLET WHEN CHANGING THE TRANSFORMER.

CAREFULLY document where each color wire goes BEFORE removing any wires.

Remove the 4 screws that hold the transformer to the game frame.

Replace and reconnect the transformer.

TAKE ANY FAST-ONS THAT WERE ON THE OLD TRANSFORMER COVERING THE UNUSED AC TERMINALS OFF AND TRANSFER THEM TO THE NEW TRANSFORMER. THIS IS NECESSARY AS THE LEADS ON THE TRANSFORMER HAVE POWER ON THEM.

CHANGING AC VOLTAGES

When you receive your game from the factory, it should be set to the proper AC voltage. If for some reason however, it needs to be set to a different AC voltage, follow these directions.

Unplug the game from the AC outlet.

The AC input taps for the transformer are located on the front left hand side of the transformer, as viewed from the opening of the access door.

The AC taps can be further identified by the fact that there are 5 taps in a row. (The only place on the transformer where there are 5 taps in a row.)

The bottom tap is the 0 volt tap. One side of the AC line should always be left attached to this terminal.

The 5 taps FROM THE BOTTOM OF THE TRANSFORMER UP are as follows:

240 VAC
210 VAC
115 VAC
90 VAC
0 VAC

These numbers are also indicated on the transformer itself.

The AC wire that is on one of the above taps is the only wire you should move. Please use a blank fast-on, on any open terminals, to protect against shock hazards.

MAIN PC BOARD

IMPORTANT: BEFORE REMOVING THE MAIN PC BOARD OR CHANGING THE MEMORY BATTERY, GO INTO THE OPTIONS MODE AND RECORD YOUR COUNTER AND GAME SETTINGS, SO THEY CAN BE RE-ENTERED AFTER SERVICING HAS BEEN COMPLETED.

The Main PC Board is located on the back of the Control Panel. Remove the 3 bolts that hold the panel to the game and flip the Control Panel out.

Remove all AC power before removing the Main PC Board.

Disconnect all mate-lock connectors from the PC Board.

Remove the 6 retaining fasteners and remove the PC Board.

Install in the reverse order.

If you are installing a new memory battery or new PC Board, after installation, reset all custom game programming into system memory.

BALL SENSORS

Proper operation of the Basketball sensor is crucial to the proper operation of the game. If you find that there is no scoring or sound when a basket is made during a normal game then you should follow the Sensor troubleshooting hints provided below.

The basketball sensor is an optical device that uses a 90-degree reflector to minimize changes in ambient light conditions of your game during the day. The system comprises 4 total components for proper operation. The first component is the main board, second is the harness that connects the main board to the third component, the optical sensor, and finally the reflector. All of these components need to work properly for scoring to be achieved during game play.

The optical sensor transmits a polarized beam of near-infrared light to the reflector, which turns the light 90 degrees and returns the reflected beam back to the sensor. This sensor is located on the back of the hoop. You will find that there is a visible red light that is facing toward the

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player and points to the reflector. On the back of the sensor you will find another light that indicates the status of the sensor. There are 4 conditions that this light can be in.

Condition 1 is a solid red light. This is the normal condition indicating that all is well with the sensor. It is transmitting light and receiving enough light to operate properly. You should then block the light by placing a basketball in the hoop and the light should go green. If the light doesn't turn green then you probably have a bad sensor. If the light goes green and you do not get any scoring during the game then you should look into the main board or harness for the problem.

Condition 2 is a blinking red light. This condition is a fringing light condition. This means that the sensor has enough light, but just barely, to work properly. The game will probably still work in this state but needs to be adjusted. See adjusting of the reflector below.

Condition 3 is a green light indicating the sensor believes it is being blocked all the time. It was not blocked from power up or condition 4 would occur. This is generally a bad sensor.

Condition 4 is no light at all. This means that the sensor may not have power so you should check the harness for proper connections. It can also mean that the sensor has never seen a beam from itself.

Adjusting of the sensor. A blank white piece of paper is necessary to adjust the sensor. You place the paper in front of the reflector at the other end of the hoop. You should see a red circle of light. This circle indicates the target of the optic sensor. The circle should be pointed to the middle of the reflector strip if the paper was not in the way. If it is not, then you need to bend the bracket holding the sensor up (towards the hoop) until it is. When you remove the paper you should see a solid red light on the back of the sensor. This indicates all is well. Proceed to testing the sensor by placing a ball in the hoop and seeing that the sensor indicates green. If so then continue to test the sensor by playing a game. If scoring doesn't occur properly then look to the main board or harness for the problem.

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OPTIONAL ACCESSORIES

OVERVIEW

IF YOU DO NOT FIND ANSWERS TO YOUR QUESTIONS IN THIS SECTION, REFER TO THE ACCOMPANYING MANUAL FOR YOUR PARTICULAR PRODUCT, OR CALL OUR SERVICE DEPARTMENT.

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TICKET DISPENSER

Refer to the supplied service manual for all information other than software settings.

The ticket dispenser comes pre-set from the factory to dispense 1 ticket for every 5 points scored. In addition to this, if the game player did not score enough points to get 1 ticket, the game is preset to give the player 1 ticket “just for playing”.

These settings can be adjusted by changing the ticket options in the “GAME OPTIONS” mode. If you change the memory battery or Main PC Board, you may have to reset the value for these options.

You can also set the game up so that the winner of MULTIPLE player games ONLY, wins tickets or that a certain amount of points must be scored BEFORE ANY tickets will be dispensed. This is the threshold option.

DOLLAR BILL VALIDATOR

Refer to the supplied manual for all information other than software settings.

The validator normally requires no adjustments other than checking to see that the proper voltage is present. This Validator runs on 12 volt DC power, with a minimum of 11.5 volts DC. The Validator will not work correctly with voltages below that specified.

The validator may work improperly or not at all if it is not grounded properly.

The unit should be cleaned periodically to ensure proper operation. Blow out as much dirt as possible. Then use a cotton swab (Q-Tip) to get into the front opening to remove any remaining dirt or debris. Clean the stacker belts with a rubber rejuvenator. Clean any other dirt from the unit with isopropyl alcohol.

That game comes from the factory pre-set at 2 credits per bill. You can change this by entering the “GAME OPTIONS” screen. (see GAME OPTIONS settings section for more information)

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ABOUT LINKING

With LINKING it will be possible for your customers to enjoy exciting Head to Head competition when two or more **NBA HOOPS™** games are connected together. In fact, you can link as many as fourteen **NBA HOOPS™** games together.

Game linking is accomplished through the “Link” button located in the upper right hand corner of the control panel. When enough money is inserted into the game to create one or more credits, the “Link” button will begin to flash. If a player on another game pushes their “Link” button, the games are now linked together. Once the games are linked together, they become 1 player only games. When any of the players push the “Start” button, the game begins.

When the game is over, the top four players are ranked on the display. The game spotlight will flash for the winner.

TICKET SETTINGS

Ticket settings will work in the same fashion as a regular **NBA HOOPS™** game. Be sure all of the games linked together are set EXACTLY the same. Using different settings could yield unexpected results.

NOTE: WHEN LINKING 1 OR MORE GAMES TOGETHER, IT IS ADVISIBLE TO TURN THE ATTRACT MODE OFF ON ALL BUT 1 GAME. THIS WILL ELIMINATE STRANGE SOUNDS FROM MORE THAN 1 ATTRACT MODE PLAYING, BUT NOT AT THE SAME TIME.

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PARTS LISTINGS

MECHANICAL PARTS

NB1005NP	Coin door panel, frame
HF1006AX	Coin door assembly
HF1007	Ticket door
HF1008	Cash box door
BB1009	Cash box enclosure (Galv.)
HF1016-P200	Sensor Bracket
HF1019	Bracket (backboard side)
HF1039A-P200	Hoop (15 inch)
HF1054	Frame, red
NB1055-P100	Cage Side
NB1056-P100	Cage Top
NB1058	Ball stop rail (Specify color)
NB1060-P100	Ball Deflector
HF1062	Rebound guard mtg. bracket
HS3001	Basketball
NB3008	Basketball Net - White
BT3009R	Frame Netting—Red
BB5001	Cash box
5014	Door lock
6459	Allen wrench (security)
PC60615A	#2 square drive bit

GRAPHICS & DECALS

HF7001	Programming decal
BB7004	Warning power disconnect decal
HF7005	Front cabinet decal
HF7008	Decal I.C.E. logo
7031	“Suitable for indoor use only” decal
7032	“Caution replace fuse…..) decal
7033	“Warning disconnect power…..) decal
7035	“On/off” decal
7039	“Caution hot surface” decal
7041	“6 amp warning” decal
NB7011	Decal (NBA Logo - Ticket Door)
NB7012	Decal (Backing Board)
NB7013	Decal (NBA Logo - Rear)
NB9001	Service manual

ELECTRICAL & ELECTRONIC PARTS

2007	Speaker
2364X	Fan assembly
BT2002	Transformer
BB2005	Micro switch
BB2008	Ball gate motor (3269)
BB2023	Long life lamp bulb (5000 hr.)
BT2027X	20 ft. line cord
HF2034X	Main PC Board
NB2004	Button - Select
NB2005	Button - Start
NB3004X	Net sensor assembly
PC20407	Battery, 3.2 volt

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Warranty

I.C.E warrants all components in the **NBA HOOPS™** 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 **NBA HOOPS™** game fails to conform to the above-mentioned warranty, I.C.E.'s sole responsibility shall be at its 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.

I.C.E.'s 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.
- The serial number of the defective part, if applicable, is given.
- Defective parts are returned to I.C.E., shipping pre-paid, in a timely fashion, if requested by I.C.E.
- 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.

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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

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OWNERS AND SERVICE MANUAL

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10123 MAIN STREET, 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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INTRODUCTION

GAME FEATURES

NBA MOVING HOOPS™ is a revolutionary concept in Coin Operated basketball games. You will see that this game includes many features which make it the obvious choice for your location

NBA MOVING HOOPS™ incorporates a MOVING basket that is user friendly and realistic. Fun and easy to play for players of all ages, yet challenging enough for even the expert basketball players. Practice your basketball skills and try to better your last score or compete against three other players.

CONTROL PANEL. Attractive LED displays are used to display all scoring and vital information such as time, credits and high score. The control panel is laid out in a convenient user friendly fashion, making it easy for players to operate.

HEAVY DUTY CONSTRUCTION is incorporated throughout the game by using only heavy gage metals and plastics. The game can be assembled and disassembled many times without any harm to the game. You will appreciate this feature if you move your games often.

HIGH TECH GAME ELECTRONICS. Solid state electronics are used throughout the game for their rugged reliability as well as making it virtually impossible to connect harnessing the wrong way. Heavy duty optical sensors are used throughout.

Digital sound effects are used for optimum dependability. Over twenty sound effects are incorporated into the sound effect circuitry. The game electronics have been highly integrated into the Main PC Board assembly, making it easy to repair games. The game has a full feature self-test system to make troubleshooting easier.

OPTIONS. A ticket dispenser and/or a dollar bill acceptor can be ordered with your game.

GAME PLAY

NBA MOVING HOOPS™ is an electromechanical coin operated amusement game designed to be played by one to four players.

NBA MOVING HOOPS™ is a game similar to the traditional basketball games already on the market. However, we have made this an even more exciting game. The net moves forward when the proper credits have been inserted. Two points are awarded for each basket scored. When 13 seconds remain in the game, the basket begins to move backward, to it's home position. For the remaining ten seconds of the game, the player is awarded three points for all baskets scored.

LINKING is a popular option used in locations where more than one game is to be used. The games are "linked" to add direct head to head action between the game players. This option is built into each Main PC Board, and is easy as connecting a phone line and setting a number in the programming mode.

When the game powers up, there will be a 10 second delay that holds the version number in the High Score area, and the ID of the game in the Score area. Additionally if the game reloaded defaults it will display Ld in the Credits display.

When credits are entered into the game there will be 30 seconds to decide what to do. After 30 seconds the game will play a solo game and use up the credit.

Currently valid ID's are 0 – 7 allowing for 8 games to be linked. If you enter credits in another game while a competition is going on then the competition light will not be lit showing it is not a current selection. If however during the 30 seconds that you are allowed to wait to select a game, the competition games end, then the competition light will turn on and allow the selection. Conversely if a set of games starts competition while you are waiting to choose then the competition light will go out.

When entering competition play a count down in the center of the score display will commence from 10 to 0. If no other player presses competition when the count down reaches zero it will start a solo game. If any other game presses competition (with credits) then a new 10 second clock will start. This will allow a maximum of 10 seconds from the last entered player until the games start.

ASSEMBLY

BEFORE YOU BEGIN

WARNING: WHEN INSTALLING THIS GAME, A 3 PRONG 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.

TOOLS NEEDED

Before you start, you will need the following items:

- 7/16” Combination Wrench
- 7/16” Deep Well Socket
- Ratchet
- Side Cutters
- Adjustable Pliers
- #2 Square Drive Bit
- 5/32” Security Wrench

If you plan on moving your game often, or would like to speed up assembly, a cordless Drill is a good idea.

Your game requires a MINIMUM CEILING HEIGHT of 96” (8 feet). Check clearance before proceeding.

SET-UP

To begin, remove the packing material from the game. Remove the Cage portion of the game from the top of the Rear Cabinet. It will take 3 or more people to lift the Cage off. (See Fig. 1)

Fig. 1

Place the Cage Assembly on a non-abrasive surface to keep the Cage from being scratched. (See Fig. 2)

Fig. 2

Remove the Backboard Assembly from the shipping pallet. (See Fig. 3)

Fig. 3

Remove the box containing the Front Cabinet from the pallet. The Rebound Guard, Marquee Bracket and Hardware Kit are also included in this box. (See Fig. 4)

Fig. 4

ASSEMBLY

Remove the Rear Cabinet from the pallet. Remove the 4 bolts securing it to the pallet. (See Fig. 5A & 5B)

Fig. 5A

Fig. 5B

Now would be a good time to roughly locate the final position of your game. Once the Cage, Backboard & Rear Backboard assemblies are attached to the Rear Cabinet, the game will be very heavy. The side skirts can removed and mounted to either side. The decals for the skirts are located with the marquee packaging and should be applied prior to assembly.

Unwrap the Backboard Assembly and attach it to the sliding Backboard Frame, using (4) 1/4-20 x 1 1/2" Hex Head bolts, (4) flat black washers and (4) Nylock nuts. (See Fig. 6)

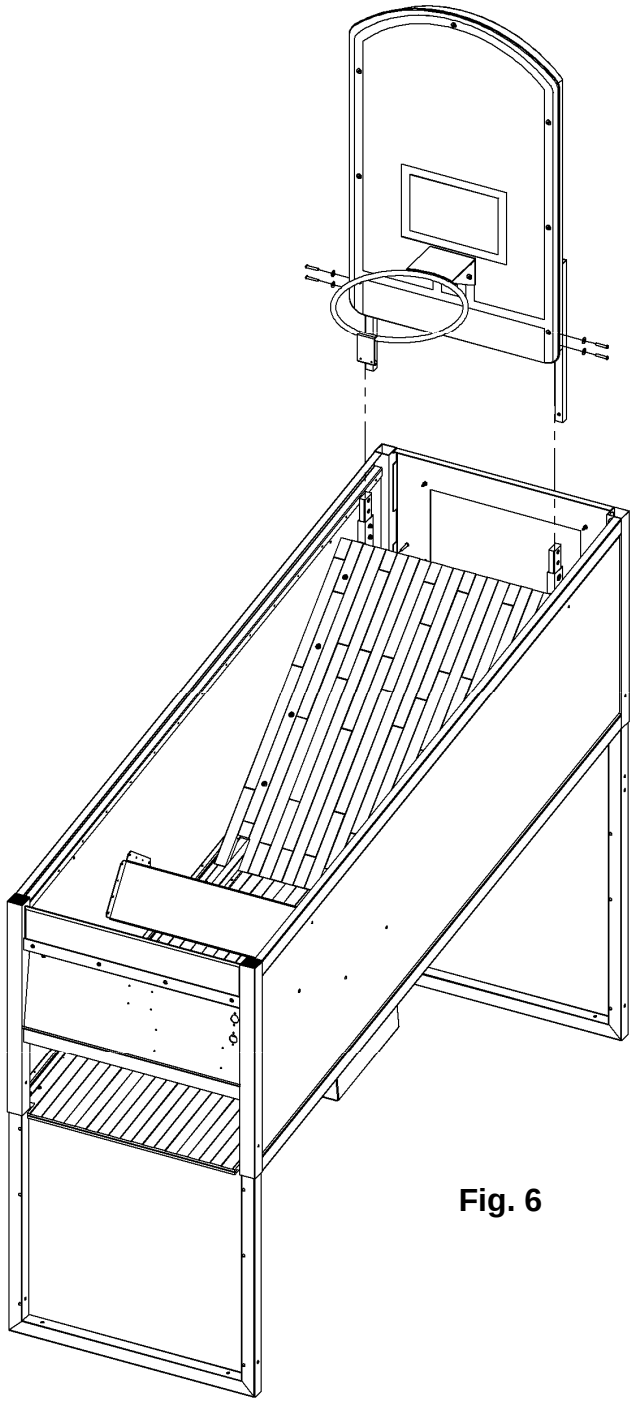

Fig. 6

ASSEMBLY

Three people are recommended to lift the cage assembly. When the Cage assembly is roughly in place, attach the Cage with the included hardware. Insert the (4) 1/4-20 X 1– 3/4” black Button Head Cap Screw and 1/4” flat black washers from the inside of the cabinet. Using the (4) 1/4-20 joint connectors, securely attach the cage to the side panels of the cabinet. Leave the hardware loose until the Backboard is Attached. (See Fig. 7)

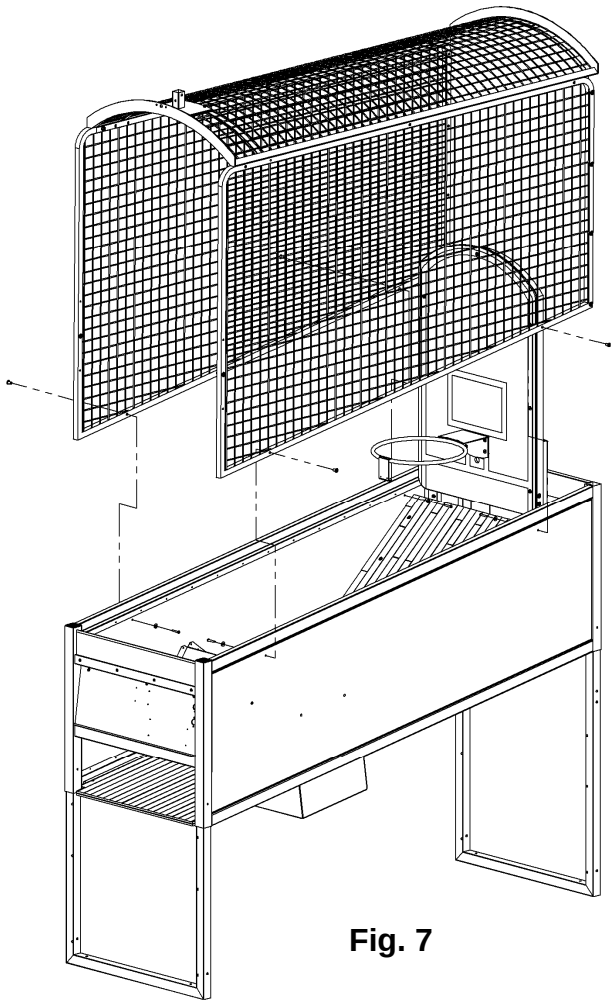

Fig. 7

Unwrap the Backboard assembly and attach to the Cage Assembly using (8) 1/4-20 x 5/8” black Button Head Cap Screws and (8) 1/4 flat black washers.
(See Fig. 8)

NOTE: DO NOT OVER TIGHTEN THE BOLTS IN THE PIPES, OR THE INSERTS COULD BE DAMAGED.
BE CAREFUL NOT TO CROSS THREAD THE BOLTS IN THE PIPES.

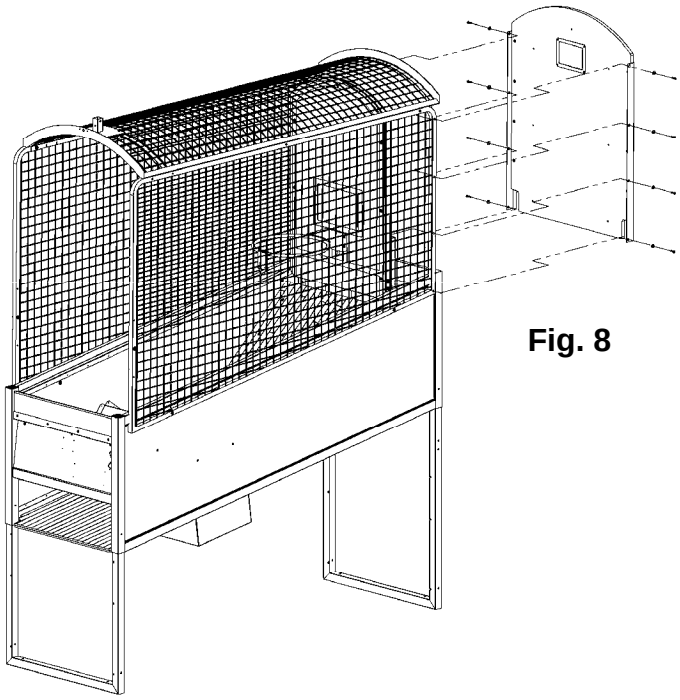

Fig. 8

Install the rebound guard to the front of the game using (2) 1/4-20 X 1 1/2” black Button Head Cap Screws, (4) 1/4 flat black washers and (2) 1/4-20 Nylock nuts. (See Fig. 9)

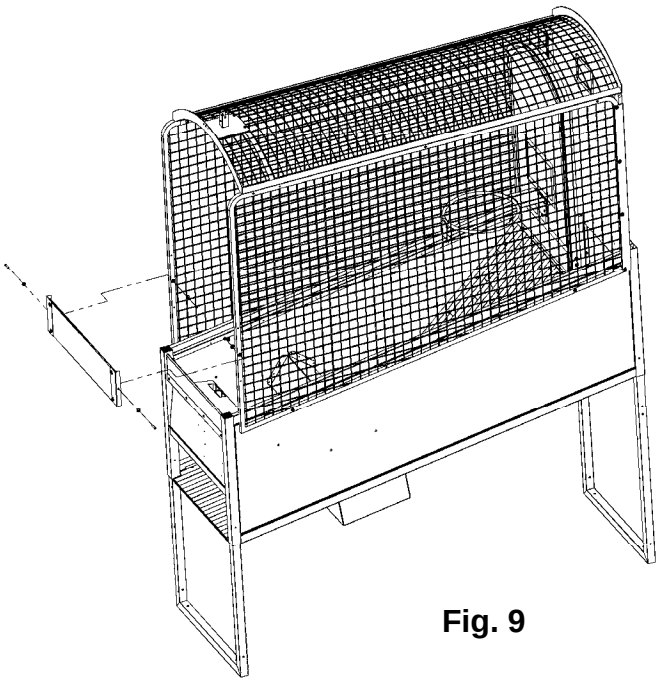

Fig. 9

ASSEMBLY

Un-box the Front Cabinet and attach the Leveling Feet to the bottom of the cabinet. Extend the feet approximately 4" . This will allow the holes in the Front Cabinet assembly line up with the holes in the Rear Cabinet legs. (See Fig. 10)

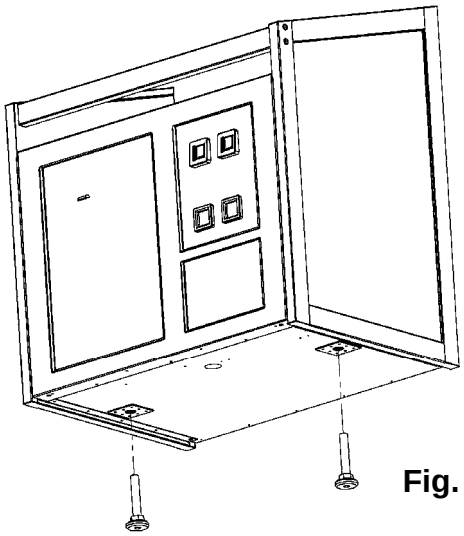

Fig. 10

Remove the rear door from the Front Cabinet to allow easier access to the mounting hardware.
Move the Front Cabinet to the front of the Rear Cabinet and bolt it to the frame by installing the mounting bolts through the back of the front legs and into the front cabinet's mounting holes. Secure with (4) 1/4-20 X 3" Hex Head bolts, (4) 1/4 flat black washers and 1/4-20 Nylock nuts. (See Fig. 11)

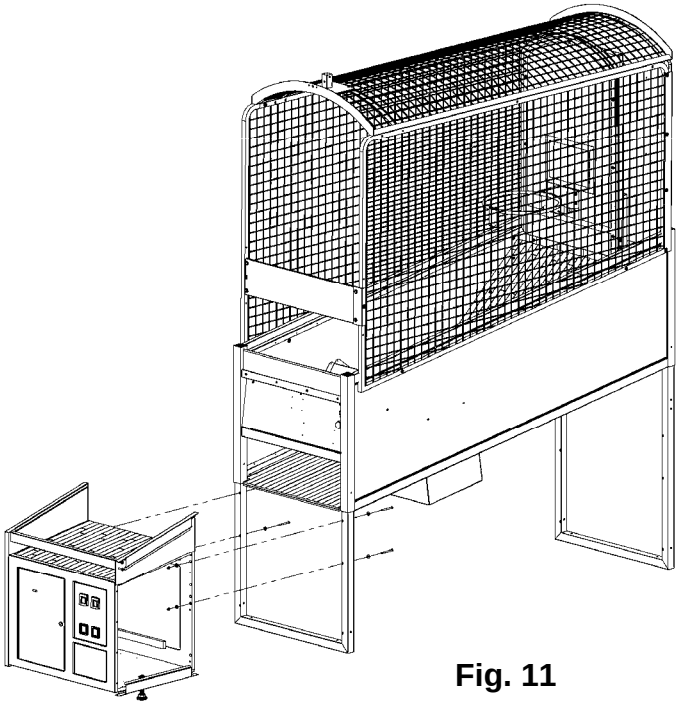

Fig. 11

Note: Front Cabinet shown with the side panel removed for clarification of assembly.

After one side of the game has been assembled, the other side may be assembled in the same manner. When at least two games have been assembled, the Marquee may now be attached. Slip the Marquee Housing posts into the mounting tubes on the top of the game cages. Align the holes in both mounting tubes and insert (2) 1/4-20 X 1 3/4" Button Head Cap Screws with (2) 1/4 flat black washers. Securely attach with (2) 1/4-20 Nylock Nuts and 1/4 flat black washers. Secure the posts by attaching (2) 1/4-20 X 5/8" Button Head Cap Screws and (2) 1/4 flat black washers. (See Fig. 12)

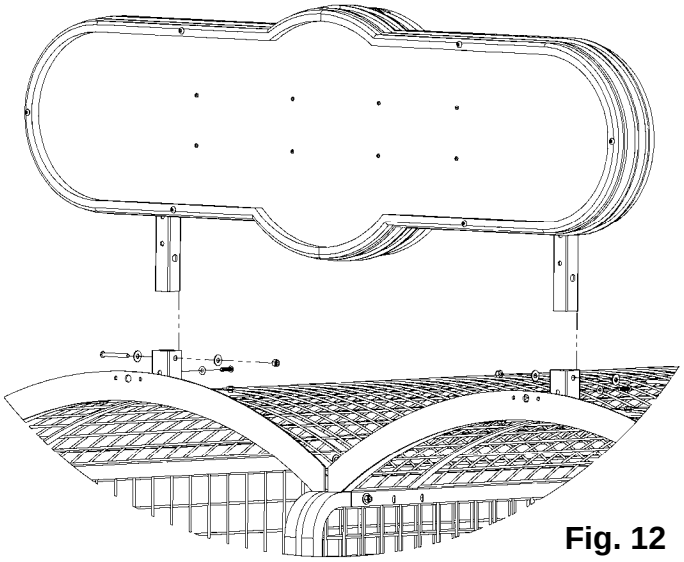

Fig. 12

Put the basketballs into the game.

Plug the game in and follow the game set-up procedures listed in this manual.

LINKING

When installing two or more games together each game must be set to a different ID number. This is done by turning a small white rotary switch located on the main board assembly. Set each unit to a different number. 0 Is reserved for marquee functions, see below for more information. For further linking instructions, see page 16.

MARQUEE SETUP

For hooking up a marquee see page 8.

Test the game completely after setup, and call our service department if you have any questions, comments, or problems.

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CUSTOMIZING YOUR GAME

MARQUEE SETUP

Marquee functionality comes from the game itself and not from the marquee. You don't actually need a marquee to get the marquee functions. To get functions without a marquee present, set a game ID to 0.

The winner sound will come from the game that won the marquee value at a volume that currently cannot be changed. This volume is also used for "free game" announcement. This allows for the marquee to be known even if the games are turned down low.

If you don't want marquee functionality then don't set any game to ID = 0, and no marquee will be present.

If you set the tickets to zero for the marquee function it will give out a free game. You cannot win a free game while playing a free game.

Marquee function only displays the programming if a game has been set to ID = 0. If it cannot hear the proper operation it will display "NO COMM LK" on the display. The game board will remember the data until powered down. It will also change live as the values are changed on ID = 0 game. Since the tickets should be multiplied by 5 on the local display you can see the actual tickets on the marquee itself after a brief delay.

The data hold is important for the following reason, if you remove game ID =0 after the other games have been running, they will continue to use the LAST MARQUEE DATA PRESENT, so you need to cycle the games to make them forget that there was a marquee. If you cycle the games but NOT the marquee and there is no new game ID = 0 then the marquee will continue to display the last broadcast values.

CUSTOMIZING YOUR GAME

This section will discuss subjects such as setting up credits, time per game, awards, etc. the section below will show how to enter into the programming mode and how to adjust many of the game's operating parameters.

ENTERING SET-UP MODE

You must enter set-up mode to adjust all of the game features. This can be accomplished in the following manner:

1. Open the game's coin door. This is the upper door located on the upper right side of the lower cabinet.
2. Locate the Counter / Programming button. It is located on the left hand side of the bracket that is attached to the cash box enclosure. The Counter / Programming button instruction decal is located on the cash box enclosure. This will give you a brief description of the features outlined below, as well as how to use them.
3. Press the Counter / Programming button.
4. If you wish to only read the "Counter", look at the "Player" displays to get the latest counter information. The display should be read from the bottom left (Player#4) position. Once you are done reading the counter, press the Counter / Programming button once again to return to game play.

CHANGING GAME SETTINGS

When you push the Counter / Programming button, you will notice that along with the counter numbers shown in the "Player #" locations, there is a #1 shown in the "Credits / Time Left" display. This is the counter's "mode" number. Each programmable "mode" on the game has a number associated with it.

1. To advance through the different modes, press the "Start" button. Each push of the button will advance you to the next mode. Whenever you are done with any programming changes, push the Counter / Programming button to return to normal game play.
2. The current value for each mode will be shown in the "Player #4" location.
3. To change the shown value to a lower number, press the middle "Player Select" button.

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CUSTOMIZING YOUR GAME

PROGRAMMING

MODE 0 (VOLUME)

This option is used to change the relative sound volume of the game. “0” is the lowest the game can be set to play at while “8” is the loudest. Each time the button is pushed, a sound is played to make it easier to determine where the volume level should be set. The factory default for this option mode is “3”.

MODE 1 (COINS PER CREDIT) COIN INPUT #1

This mode determines how many coins are needed to create 1 credit for coin input #1. (This is also the only coin input normally adjusted for most usage) This value can be adjusted from 0-10. Setting a “1” would indicate 1 coin is needed to obtain 1 credit. A “2” would indicate 2 coins are needed to obtain 1 credit. Setting a “0” sets the game to the “FREE PLAY” mode. The factory default for this setting is “2”.

MODE 2 (COINS PER CREDIT) COIN INPUTS #2

This adjusts how many coins are required to receive 1 credit on the game’s RIGHT HAND COIN MECHANISM. This mechanism is set differently, so it can be used for fractional credits. For normal use, set a “1” for this mode. If you wish to use this for coins with a different value than that of coin mech #1, contact our service department for set-up information for your particular application. The factory default for this setting is “1”.

MODE 3 (CREDITS PER DOLLAR BILL)

This option controls how many credits you will receive for each dollar bill inserted. This value can be adjusted from 0-10. The factory default for this setting is “4”.

MODE 4 (COIN DISCOUNTING)

This option is used to create “Bonus Credits”. The way this option works is as follows: if a “3” is set, for every 3 coins put in AT THE SAME TIME, 1 extra credit would be given. The range for this option is 0-10. Setting a “0” turns this option off. The default value for this option is ”0”.

MODE 5 (TIME PER CREDIT)

This adjusts, in seconds, how long each game will last. The game can be adjusted from 20 to 60 seconds. The recommended time is 40 seconds.

MODE 6 (JUST FOR PLAYING TICKETS)

This feature is valuable in 2 respects…..

1. This can be set from 0 to 10 tickets. So that if a player, especially a young child who can not get the minimum points required to earn awards, can still be dispensed. The default value for this option is ”0”.

2. This setting can give a predetermined amount of tickets or cards per game, REGARDLESS of points scored, if the “points per award” and “winner” settings are set to “0”.

MODE 7 (GAME POINTS PER TICKET)

This adjusts how many tickets are given away for the game. The settings for this mode are 10 to 50. tickets. The number displayed set the points required to win an award. Setting this number to “0” will turn off the dispenser.

MODE 8 (TICKET CAP)

This mode is used to set the minimum number of points needed to get any awards whatsoever. The settings for this mode are 0 to 99 tickets. Set the number to match the score you wish to achieve before awards are dispensed. Setting this number to “0” turns the option off.
The default for this option is “0”.

CUSTOMIZING YOUR GAME

MODE 9 (ATTRACT TYPE)

Use this setting to control the type of attract mode you would like. Setting a “1” gives you attract mode sound only. Setting a “0” turns the attract mode off. The default for this mode is “1”.

MODE 10 (ATTRACT TIME)

This mode determines the length of time between attract modes. Change this number to change the amount of time in MINUTES between attract modes. The settings for this mode can be adjusted from 1 to 60 minutes. The default for this mode is “3”.

MODE 11 (BONUS TICKETS)

This mode allows you to set the number of Bonus Tickets. The settings for this mode are from 0 to 200. the default setting for this mode is 20.

MODE 12 (BONUS SCORE)

This mode allows you to select the number of tickets or a free game for a player reaching the “Bonus Score”. The settings for this mode can be adjusted from 0 to 200 tickets. The default setting for this mode is 100.

MODE 13 (FACTORY DEFAULTS)

When this mode is selected, the game will revert to all factory default settings.

ERROR CODES

If any error occurs then a single dot will appear in the far right location of the credit display. To see what that error is you press the advance button (when not in accounting). To exit this display just press advance again. It should be noted that this will work even during a game. When you are in this display the letters **Er** will show up in the credits display. These are the errors:

1. Ticket Error – Self Clearing

2. Compact Flash Error

3. Motion Error Back

4. Motion Error Forward

5. Hoop Blocked – Self Clearing

6. Coin 1 Stuck Down – Self Clearing

7. Coin 2 Stuck Down – Self Clearing

8. DBV Stuck Down – Self Clearing

9. Solo Button Stuck Down – Self Clearing

10. Competition Button Stuck Down – Self Clearing

Self clearing errors can correct themselves without a reboot, all others will require a reboot. This can be accomplished by entering and then exiting programming, or a physical power cycle.

Compact flash error only indicates that the CF is not detected. The CF access light on the brain board will appear to be on solid if there was an error on power-up. Should you not get audio but the access light is not on solid, then either the card data is bad, or the card was put in with power on and cycled the game by entering and exiting programming. Possible conditions are:

CF error code and CF access Light solid = either bad/wrong/no card or card inserted with power on the game

CF error code and CF Light blinks = should not occur but this would indicate that the card has gone bad during operation

NO CF error code and CF light blinks = Normal operation during sound

No CF error code and CF light off = Normal operation without sound playing or card removed and reinserted with power on.

No CF error code and CF light solid = error with CF access light/driver.

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QUICK TROUBLESHOOTING

Setting the game ID to 9 will enter burn in mode. This mode can only be exited by a power cycle with the ID set to anything other then 9. This mode will cycle the audio, move the hoop and move the ball gate. Additionally it will cycle the segments on all displays. During this burn in the error conditions described above do not work.

PROBLEM	PROBABLE CAUSE	SOLUTION
NO SPOTLIGHT	BAD FUSE AT POWER MODULE GAME UNPLUGGED TRIPPED CIRCUIT BREAKER DAMAGED POWER CORD BURNED OUT BULB GAME WIRING BAD	INSPECT MAIN FUSES CHECK POWER CORD CHECK BREAKER BOX REPLACE CORD REPLACE BULB CHECK WITH VOLTMETER
BALL GATE WILL NOT OPEN OR CLOSE	BAD FUSE ON MAIN PC BOARD BAD WIRING TO ACTUATOR BAD MAIN PC BOARD BAD ACTUATOR	CHECK ALL FUSES CHECK WITH VOLTMETER REPAIR OR REPLACE PC BOARD REPLACE ACTUATOR
PUSHBUTTONS DO NOT LIGHT OR WORK PROPERLY	BAD BULB IN BUTTON BAD MICROSWITCH IN BUTTON BAD WIRING TO MAIN PC BOARD BLOWN FUSE ON MAIN PC BOARD BAD MAIN PC BOARD BUTTON STUCK SHUT	CHANGE LIGHT BULB REPLACE MICROSWITCH CHECK WITH VOLTMETER CHECK ALL FUSES REPLACR MAIN PC BOARD REMOVE AND CLEAN BUTTON
BALLS DO NOT SCORE CORRECTLY	BAD SENSOR SENSOR DIRTY REFLECTIVE STRIP DIRTY BAD HARNESSING OR WIRING BAD MAIN PC BOARD	REPLACE SENSOR CLEAN (USE NO SOLVENTS) CLEAN (USE NO SOLVENTS) CHECK WITH VOLTMETER REPLACE MAIN PC BOARD
GAME DOES NOT TAKE OR ADD MONEY CORRECTLY	BAD MAIN PC BOARD BAD MICROSWITCH OR DBV BAD WIRING TO MICROSWITCH OR DBV GAME PROGRAMMING SET WRONG	REPLACE MAIN PC BOARD REPLACE SWITCH OR DBV CHECK WITH VOLTMETER RESET GAME PROGRAMMING
GAME DOES NOT DISPENSE TICKETS CORRECTLY	BAD TICKET DISPENSER BAD WIRING TO DISPENSER OUT OF TICKETS TICKET SENSOR IS DIRTY DISPENSER JAMMED GAME PROGRAMMING SET WRONG BAD MAIN PC BOARD	REPLACE TICKET DISPENSER CHECK WITH VOLTMETER ADD TICKETS CLEAN SENSOR ON DISPENSER REMOVE TICKET JAM RESET PROGRAMMING REPLACE MAIN PC BOARD
NO OR LOW GAME SOUND	VOLUME TURNED DOWN BAD SPEAKER BAD WIRING TO MAIN PC BOARD BAD MAIN PC BOARD	TURN UP VOLUME REPLACE SPEAKER CHECK WITH VOLTMETER REPLACE MAIN PC BOARD
BALLS DO NOT DISPENSE QUICKLY ENOUGH OR JAM IN THE GAME	GAME HAS EITHER TOO MANY OR TOO FEW BALLS	GAME IS DESIGNED TO WORK WITH 7 BALLS
DISPLAY LED'S DO NOT WORK PROPERLY	BAD MAIN PC BOARD BAD FUSE ON MAIN PC BOARD	REPLACE PC BOARD CHECK ALL FUSES
GAME WILL NOT RETAIN CUSTOM PROGRAM SETTINGS	BAD MAIN PC BOARD	REPLACE PC BOARD
LINKED GAMES NOT SCORING OR WORKING CORRECTLY	GAME ID'S SET THE SAME	CHANGE ALL GAMES TO DIFFERENT ID NUMBERS

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MAINTENANCE & TROUBLESHOOTING

OPERATIONAL BACKGROUND

The following will outline the basic operating principles of the **NBA MOVING HOOPS™** basketball game.

The game incorporates a Reflex Photoelectric polarized sensor detection system for counting balls that go through the hoop. The ball gate is controlled by a actuator which raises and lowers the ball gate with no additional electronics. When a coin is inserted or a card is swiped the player is given a choice of solo play or competition play. When solo play is selected, the game will lower the ball gate and game play begins. If competition is selected, the game will begin to count down giving time for the other players to credit in. The counter will restart when another player presses competition until all players are credited in. Please refer to "GAME PLAY" section for further details.

GENERAL CLEANING

Clean the surfaces of the cabinet and decals with a commercial cleaner such as 409™ or Fantastic™. Do NOT use cleaners such as Wildcat pinball cleaner or alcohol. It can take the finish off of the decals. Use Pledge™ on all plastic and painted surfaces. This product works especially well on clear plastics. Please note that other spray polishes do not work as well.

MECHANICAL REPAIRS

IT IS IMPORTANT TO USE ONLY ICE REPLACEMENT PARTS WHEN SERVICING YOUR GAME. USING NON-ICE APPROVED PARTS COULD VOID YOUR WARRANTY, AND COULD CAUSE SERIOUS DAMAGE TO THE GAME OR INJURY TO OTHERS.

ELECTRICAL REPAIR

Please read the section "Operational Background" in the beginning of Maintenance and Trouble Shooting to get a good understanding of the game's basic operating parameters.

WARNING: EXERCISE CAUTION WHENEVER WORKING WITH ELECTRONICS, THEY CAN BE VERY SUSCEPTIBLE TO DAMAGE FROM SHORT CIRCUITING, OR PHYSICAL ABUSE. ALWAYS UNPLUG THE GAME WHEN WORKING ON HIGH VOLTAGE AREAS OF THE GAME, SUCH AS THE TRANSFORMER.

USE EXTREME CAUTION WHEN USING VOLTMETERS TO DO CIRCUIT CHECKS IF THE GAME POWER HAS BEEN LEFT ON.
WHEN USING A VOLTMETER, BE SURE IS SET TO THE CORRECT VOLTAGE OR RESISTANCE RANGE BEFORE USING. THIS CAN PREVENT POSSIBLE DAMAGE TO THE PC BOARD OR MISDIAGNOSIS.

ALWAYS REMOVE POWER TO THE GAME WHEN PLUGGING OR UNPLUGGING PC BOARDS.

IT IS NECESSARY TO USE ONLY ICE REPLACEMENT PARTS TO CONTINUE WARRANTY COVERAGE. USE OF NON-ICE APPROVED PARTS WILL NOT ONLY VOID YOUR WARRANTY, BUT COULD CAUSE SERIOUS HARM TO THE GAME, OR CAUSE SERIOUS BODILY INJURY.
IF YOU HAVE ANY QUESTIONS REGARDING REPAIR, PARTS, OR OPERATION PLEASE CALL OUR SERVICE DEPARTMENT AT:

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716-759-0360
NORMAL BUSINESS HOURS ARE:
MONDAY – FRIDAY, 9:00 AM TO 6:00 PM EST

FUSES

Fuses are the first items that should be checked when the game is inoperable or works incorrectly.

There are 5 fuses in the game. Two fuses are located in the electronics control panel on a fuse block to the right of the fan, above the transformer.

To check or service the fuses, FIRST REMOVE THE POWER CORD. FAILURE TO DO SO COULD RESULT IN SERIOUS INJURY OR DEATH. Using a small flat blade screwdriver, pry the fuse from the fuse block. Pull the fuse from the fuse block and test the fuses. Be sure to replace the fuses with the same type and value.
There are 3 fuses located on the Main PC Board. These fuses protect the low voltage sides of the game, the 5 volt and 12 volt sides, AC & DC. Be sure game power is off when checking or replacing these fuses. Replace the Main PC Board fuses with the original type and value.
USE SLOW BLOW MDQ TYPE fuses only.
Other types of fuses may cause unexpected problems with the game.

BASKETBALLS

The basketballs should be checked every week for proper inflation. A bicycle tire pump and inflating needle can be purchased at any sporting goods store and most large discount stores.

Keeping the balls properly inflated will create more realistic basketball action when interacting with the hoop.

MAINTENANCE & TROUBLESHOOTING

BULB REPLACMENT

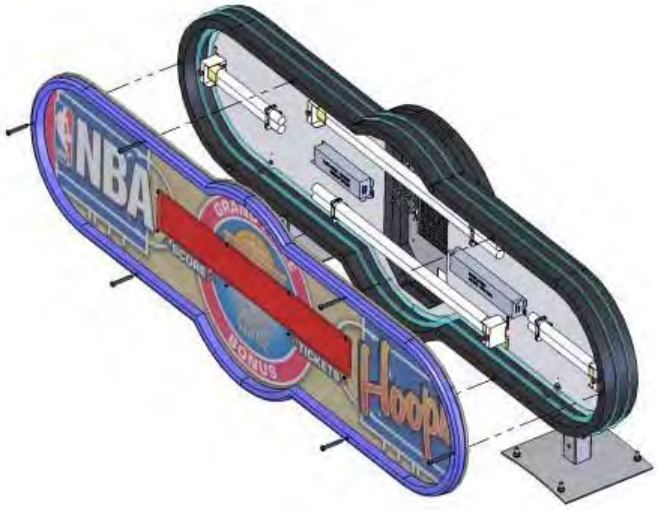
Spot light and general illumination:

- WARNING: TURN OFF GAME POWER BEFORE REPLACING THE LIGHT BULB.
- There are three bulbs found behind the control panel. One is the spot light to illuminate the hoop and the other two are for providing back lighting to the control panel. To replace the bulbs start by removing the screws that secure the control panel to the game. Carefully remove the control panel, and set it on the front of the game. Replace the light bulbs and use a small dap of silicon to prevent the bulbs from loosen during play. Re-install the control panel to the game.

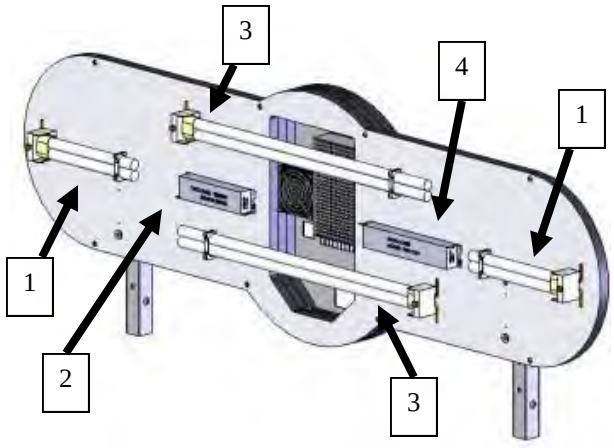
ICE Part number BB2023 is for the spot light and 8545 are the curly bulbs.

Marquee illumination:

Remove the front panel of the marquee by removing the five Allen screws located as shown below. Make sure to unplug the display board's harness before fully removing.



There are four bulbs located in the marquee assembly. The long bulbs are ICE part number 8312 and the short ones are ICE part number 8453. There are two different ballasts used for lighting the bulbs. MZ8284x ballast is used for lighting the long bulbs and AL8449X is used to light the smaller bulbs. See diagram below.



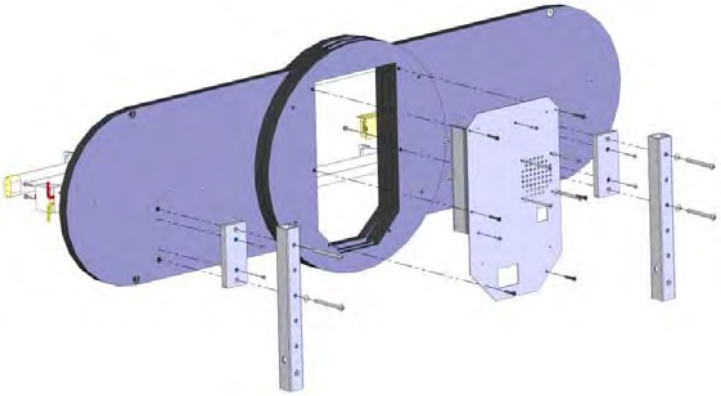
	ICE Part #	Qty	Description
1	8453	2	Short bulbs
2	AL8449X	1	Short ballasts
3	8312	2	Long bulbs
4	MZ828X	1	Long ballasts

DISPLAY BOARD IN MARQUEE

The display board is attached to the front panel. To access the display board remove the front panel as previously shown. Now you can replace the display board as needed.

POWER SUPPLY IN MARQUEE

The power supply and fan can be accessed through the back of the marquee. Remove the six mounting bolts as shown below.



The harness is long enough to allow you to remove the back panel assembly and disconnect the harness. If you are experiencing a power supply failure, it is a good time to check the operation of the fan and replace if necessary.

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MAINTENANCE & TROUBLESHOOTING

BALL SENSORS

Proper operation of the Basketball sensor is crucial to the proper operation of the game. If you find that there is no scoring or sound when a basket is made during a normal game then you should follow the Sensor troubleshooting hints provided below.

The basketball sensor is an optical device that uses a 90-degree reflector to minimize changes in ambient light conditions of your game during the day. The system comprises 4 total components for proper operation. The first component is the main board, second is the harness that connects the main board to the third component, the optical sensor, and finally the reflector. All of these components need to work properly for scoring to be achieved during game play.

The optical sensor transmits a polarized beam of near-infrared light to the reflector, which turns the light 90 degrees and returns the reflected beam back to the sensor. This sensor is located on the back of the hoop. On the back of the sensor you will find a orange LED that indicates the status of the sensor. There are 4 conditions that this light can be in.

Condition 1 is a solid orange light. This is the normal condition indicating that all is well with the sensor. It is transmitting light and receiving enough light to operate properly. You should then block the light by placing a basketball in the hoop and the light should go green. If the light doesn't turn green then you probably have a bad sensor. If the light goes green and you do not get any scoring during the game then you should look into the main board or harness for the problem.

Condition 2 is a blinking orange LED. This condition is a fringing light condition. This means that the sensor has enough light, but just barely, to work properly. The game will probably still work in this state but needs to be adjusted. See adjusting of the reflector below.

Condition 3 is a solid orange light indicating the sensor believes it is being blocked all the time. It was not blocked from power up or condition 4 would occur. This is generally a bad sensor.

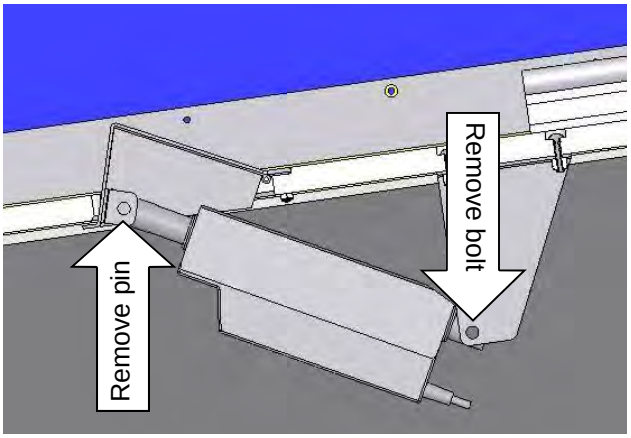
Condition 4 is no light at all. This means that the sensor may not have power so you should check the harness for proper connections. It can also mean that the sensor has never seen a beam from itself.

Adjusting of the sensor. A blank white piece of paper is necessary to adjust the sensor. You place the paper in front of the reflector at the other end of the hoop. You should see a circle of light. This circle indicates the target of the optic sensor. The circle should be pointed to the middle of the reflector strip if the paper was not in the way. If it is not, then you need to loosen the two mounting screws and move the bracket holding the sensor left or right until it is. Tighten the mounting screws when done. When you remove the paper you should see a solid orange light on the back of the sensor. This indicates all is well. Proceed to testing the sensor by placing a ball in the hoop and seeing that the sensor indicates it is blocked. If so then continue to test the sensor by playing a game. If scoring doesn't occur properly then look to the main board or the harnesses for the problem. See diagrams below.

BALL GATE

The ball gate has been redesigned to be more reliable and simplify repairs. The ball gate moves by a actuator which pushes the gate up. When the game is started, the actuator pulls the gate down. There are no exposed switches that tell the main board when the gate is open or closed, the actuator has internal sensing when it is fully extended.

To replace the actuator, remove the mounting screw and ping from underneath and unplug the electrical connector. See diagram below.



MAIN PC BOARD ASSEMBLY

IMPORTANT: BEFORE REMOVING THE MAIN BOARD ASSEMBLY GO INTO THE OPTIONS MODE AND RECORD YOUR COUNTER AND GAME SETTINGS, SO THEY CAN BE RE-ENTERED AFTER SERVICING HAS BEEN COMPLETED.

Remove all AC power before removing the main board assembly. The main board assembly is located in the podium. There are three parts to the main board assembly. There is the CPU board which has a compact flash card plugged into it. This is ICE part number E2034X. The compact flash card is E08716NBX. The CPU board is plugged into a I/O board. This is ICE Part number CB2234X. Please order all three when replacing assembly.
Install in the reverse order. If you are installing a new PC Board, after installation, reset all custom game programming into system memory.

MAINTENANCE & TROUBLESHOOTING

Power Supply

The power supplies are located in the podium next to the main board assembly. One power supply provides the logic boards with +5, +12 and –5 volts of DC power while the other provides 20 volts of DC power to the motor and actuator. The power supply for the motor and actuator consistence of an transformer, HVPS board, and a 7 amp slow blow fuse and is not adjustable. The power supply for the logic board can be adjusted by using the adjustment pot located on the side of the power supply. This adjustment pot will adjust the +5 output.

Motor Removal

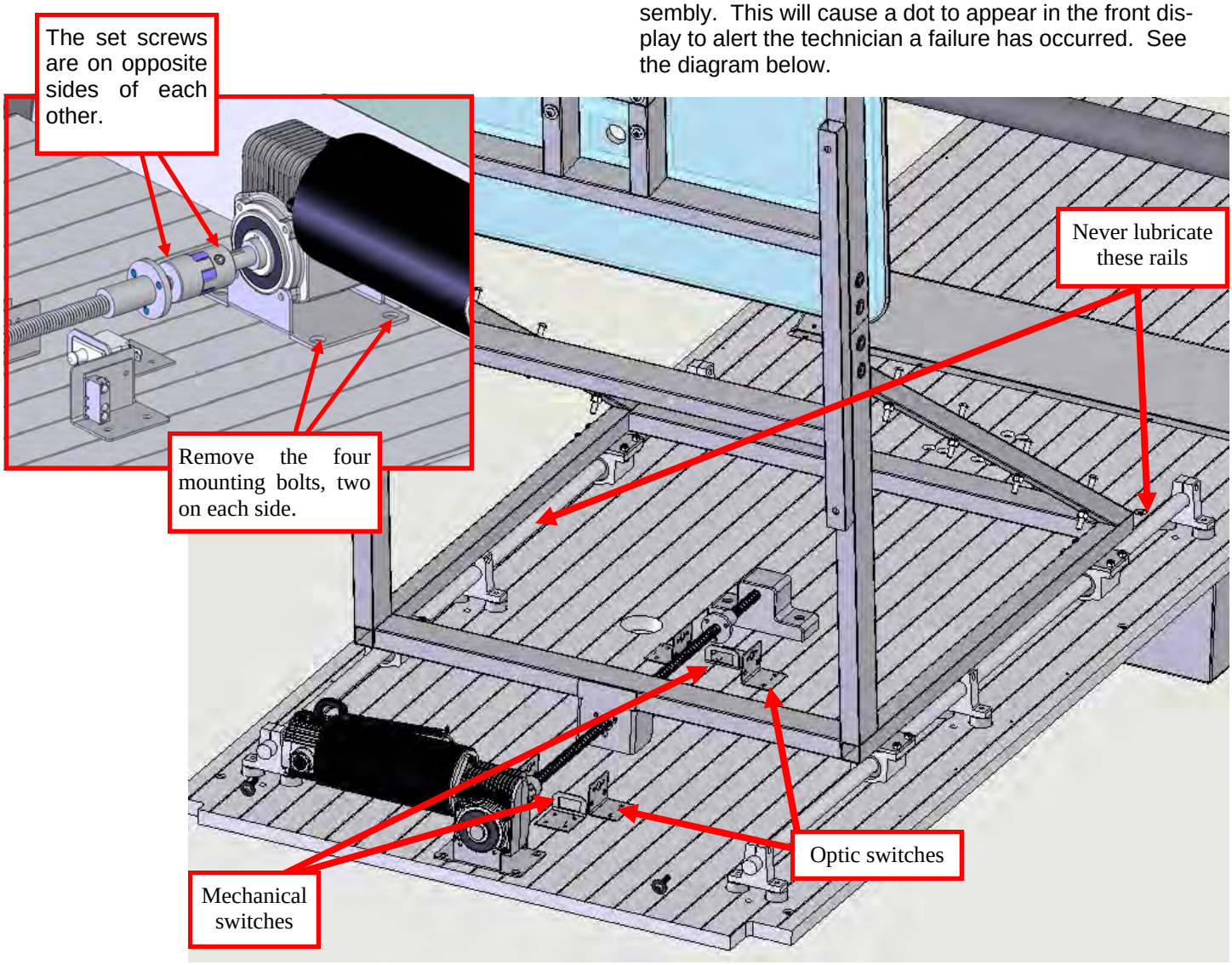
The motor is attached to the cabinet with four mounting bolts and the drive screw is attached with two set screws. Remove the four bolts, set screws and electrical connection. Assembly in reverse order. See the diagram below.

** WARNING **

The side rails of the backboard are maintenance free and requires no lubrication. Using a lubricate on these rails will attract dust and debris which will damage the slide assemblies.

Backboard Assembly

The backboard's movement is accomplished by a spiral motor assembly. When power is applied, the polarity determines the direction of the movement. There are two optical switches that tell the main board when the backboard has reached fully forward or fully backwards. If the optical switch should ever fail there are two mechanical switches that will cut power to the motor and stop the assembly. This will cause a dot to appear in the front display to alert the technician a failure has occurred. See the diagram below.



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OPTIONAL ACCESSORIES AND LINKING

OVERVIEW

IF YOU DO NOT FIND ANSWERS TO YOUR QUESTIONS IN THIS SECTION, REFER TO THE ACCOMPANYING MANUAL FOR YOUR PARTICULAR PRODUCT, OR CALL OUR SERVICE DEPARTMENT.

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TICKET DISPENSER

Refer to the supplied service manual for all information other than software settings.

The ticket dispenser comes pre-set from the factory to dispense 1 ticket for every 5 points scored. In addition to this, if the game player did not score enough points to get 1 ticket, the game is preset to give the player 1 ticket “just for playing”.

These settings can be adjusted by changing the ticket options in the “GAME OPTIONS” mode. If you change the memory battery or Main PC Board, you may have to reset the value for these options.

You can also set the game up so that the winner of MULTIPLE player games ONLY, wins tickets or that a certain amount of points must be scored BEFORE ANY tickets will be dispensed. This is the threshold option.

DOLLAR BILL ACEPTOR

Refer to the supplied manual for all information other than software settings.

The bill acceptor normally requires no adjustments other than checking to see that the proper voltage is present. This acceptor runs on 12 volt DC power, with a minimum of 11.5 volts DC. The acceptor will not work correctly with voltages below that specified.

The acceptor may work improperly or not at all if it is not grounded properly.

The unit should be cleaned periodically to ensure proper operation. Blow out as much dirt as possible. Then use a cotton swab (Q-Tip) to get into the front opening to remove any remaining dirt or debris. Clean the stacker belts with a rubber rejuvenator. Clean any other dirt from the unit with isopropyl alcohol.

That game comes from the factory pre-set at 2 credits per bill. You can change this by entering the “GAME OPTIONS” screen. (see GAME OPTIONS settings section for more information)

ABOUT LINKING

With LINKING it will be possible for your customers to enjoy exciting Head to Head competition when two or more **NBA HOOPS™** games are connected together. In fact, you can link as many as fourteen **NBA HOOPS™** games together.

Game linking is accomplished through the “Competition” button located in the upper right hand corner of the control panel. When enough money is inserted into the game to create one or more credits, the “Competition” button will begin to flash. If a player on another game pushes their “Competition” button, the games are now linked together. Once the games are linked together, they become 1 player only games. When any of the players push the “Start” button, the game begins.

When the game is over, the top four players are ranked on the display. The game spotlight will flash for the winner.

TICKET SETTINGS

Ticket settings will work in the same fashion as a regular **NBA HOOPS™** game. Be sure all of the games linked together are set EXACTLY the same. Using different settings could yield unexpected results.

NOTE: WHEN LINKING 1 OR MORE GAMES TOGETHER, IT IS ADVISIBLE TO TURN THE ATTRACT MODE OFF ON ALL BUT 1 GAME. THIS WILL ELIMINATE STRANGE SOUNDS FROM MORE THAN 1 ATTRACT MODE PLAYING, BUT NOT AT THE SAME TIME.

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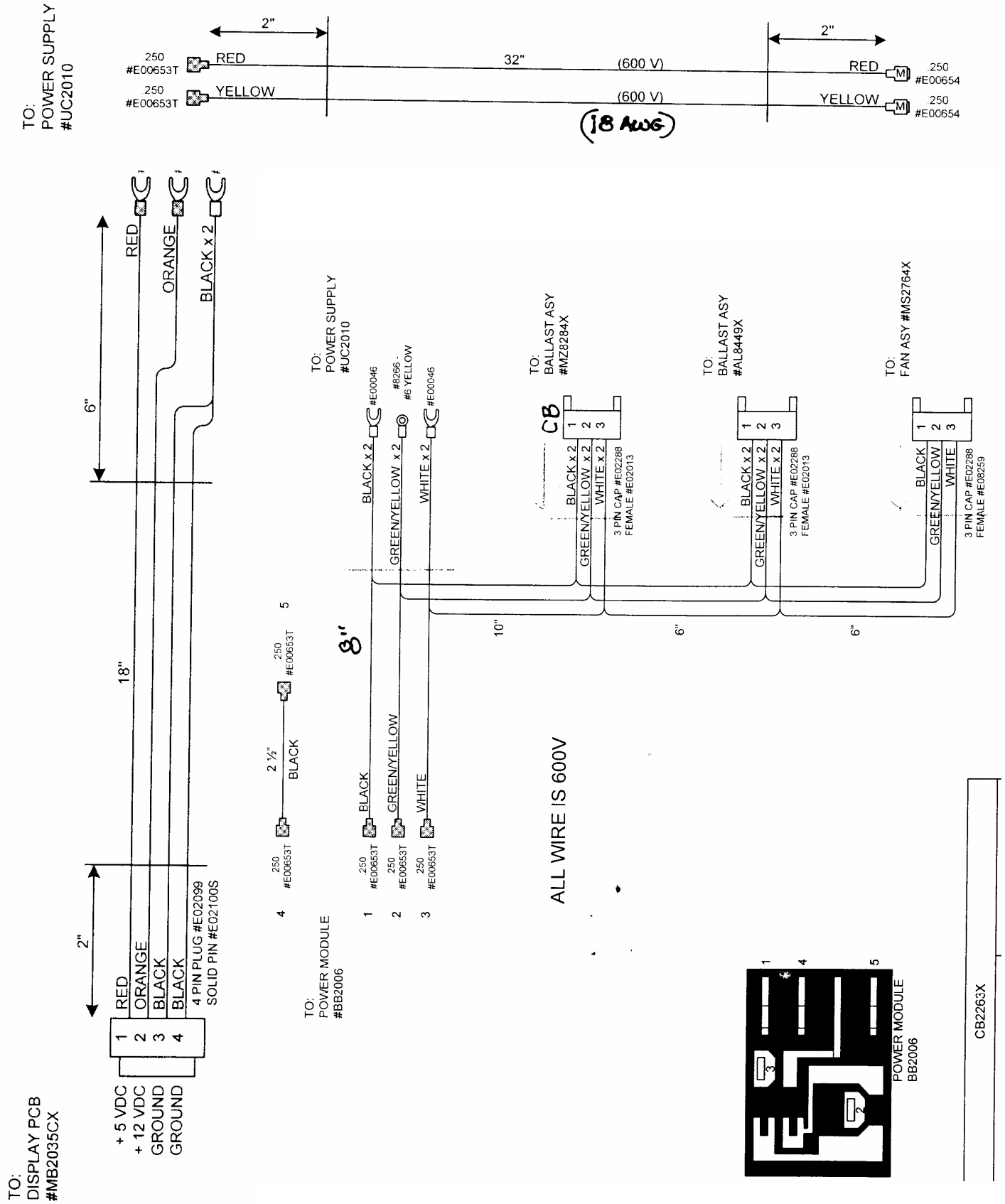
MARQUEE POWER WIRING



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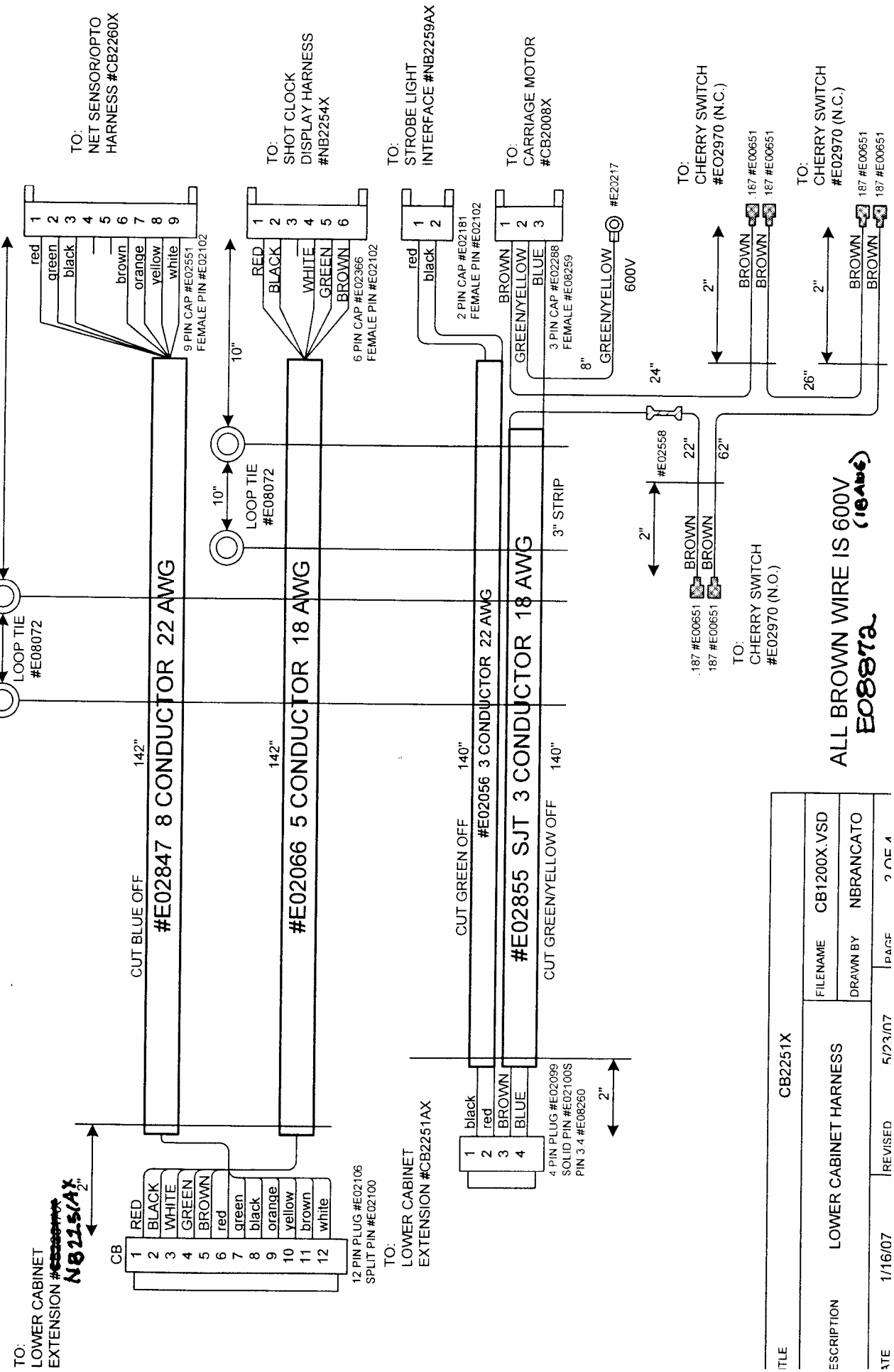

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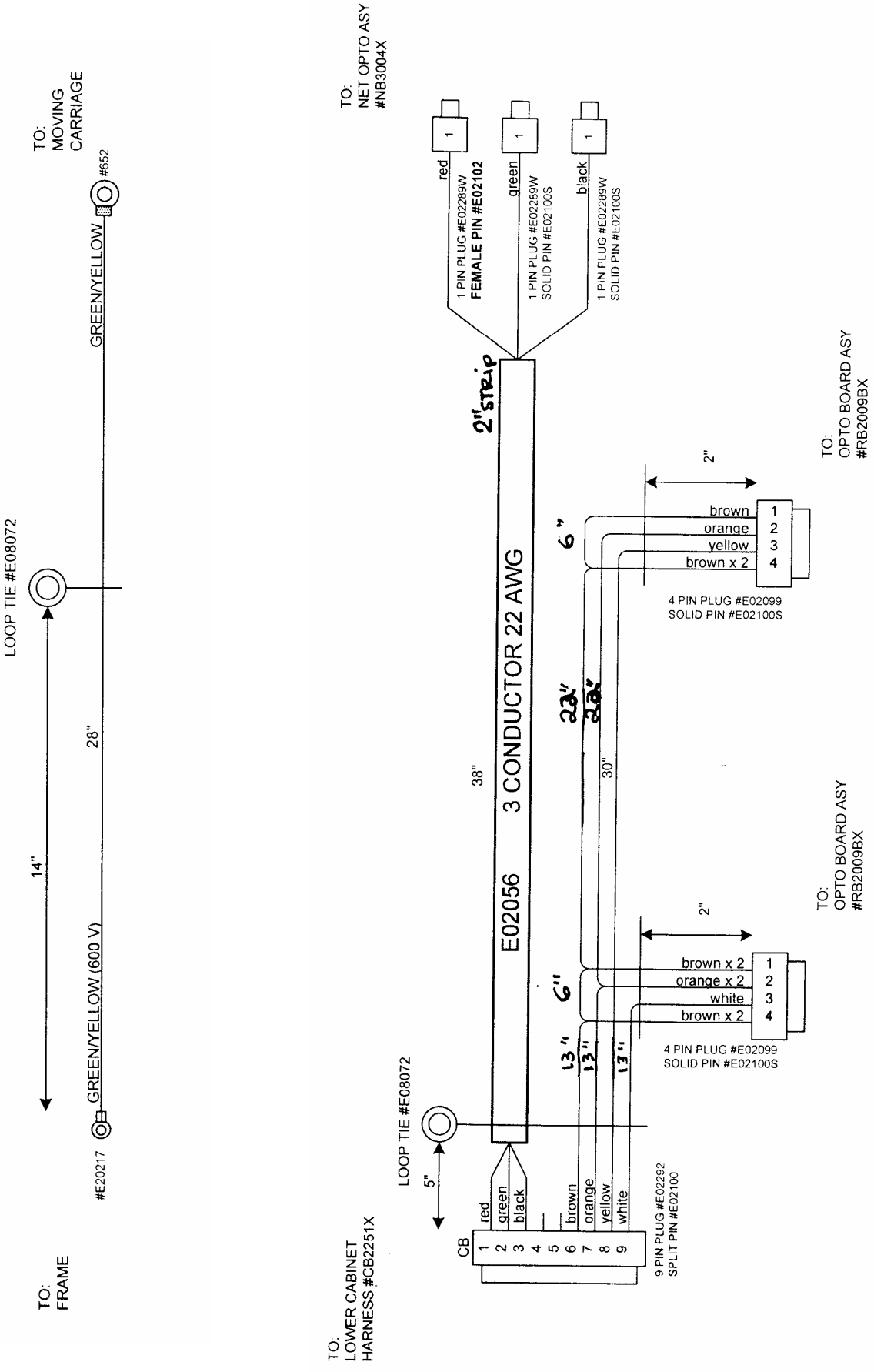
NET SENSOR/OPTO WIRING



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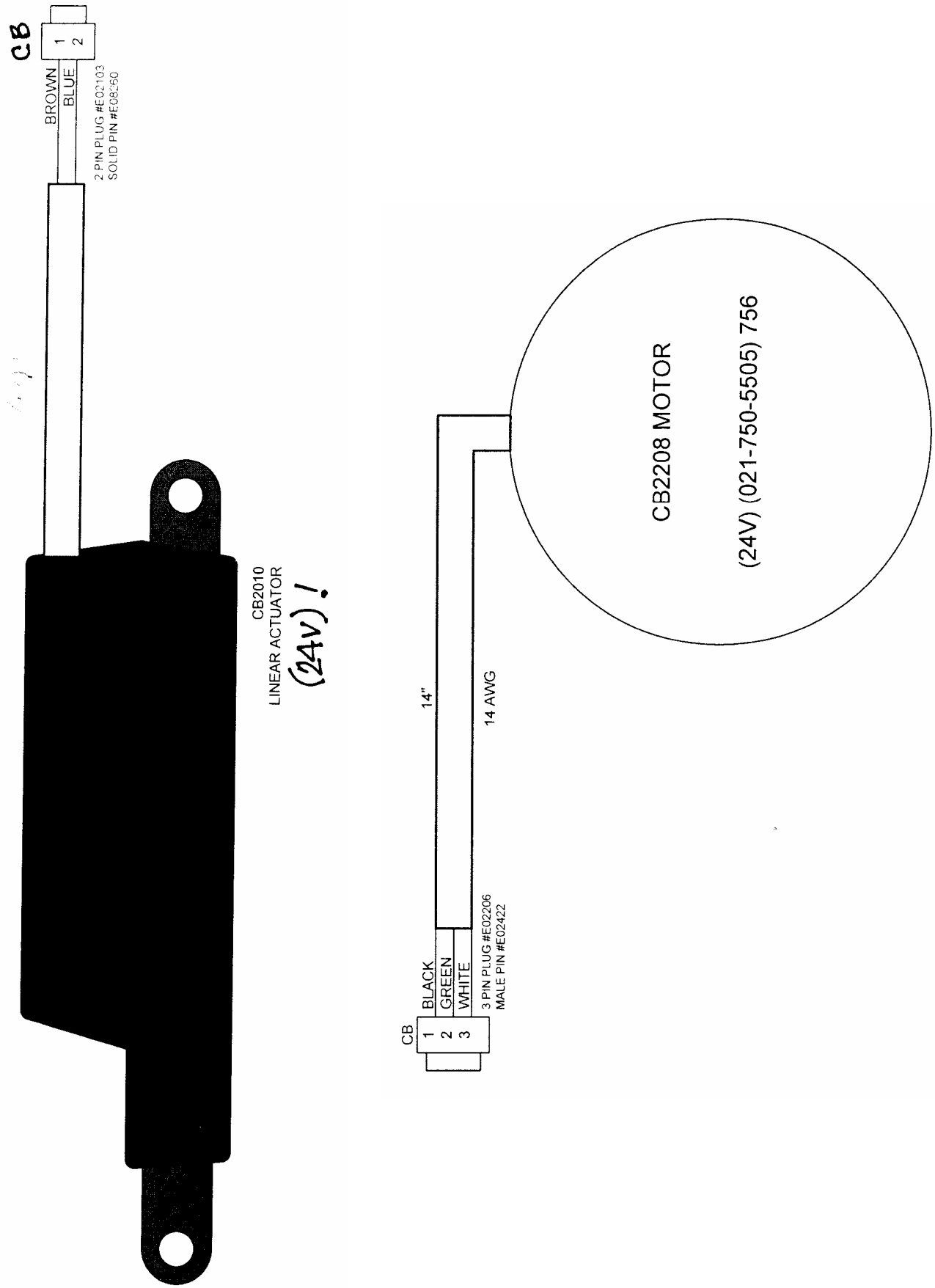
ACTUATOR AND MOTOR



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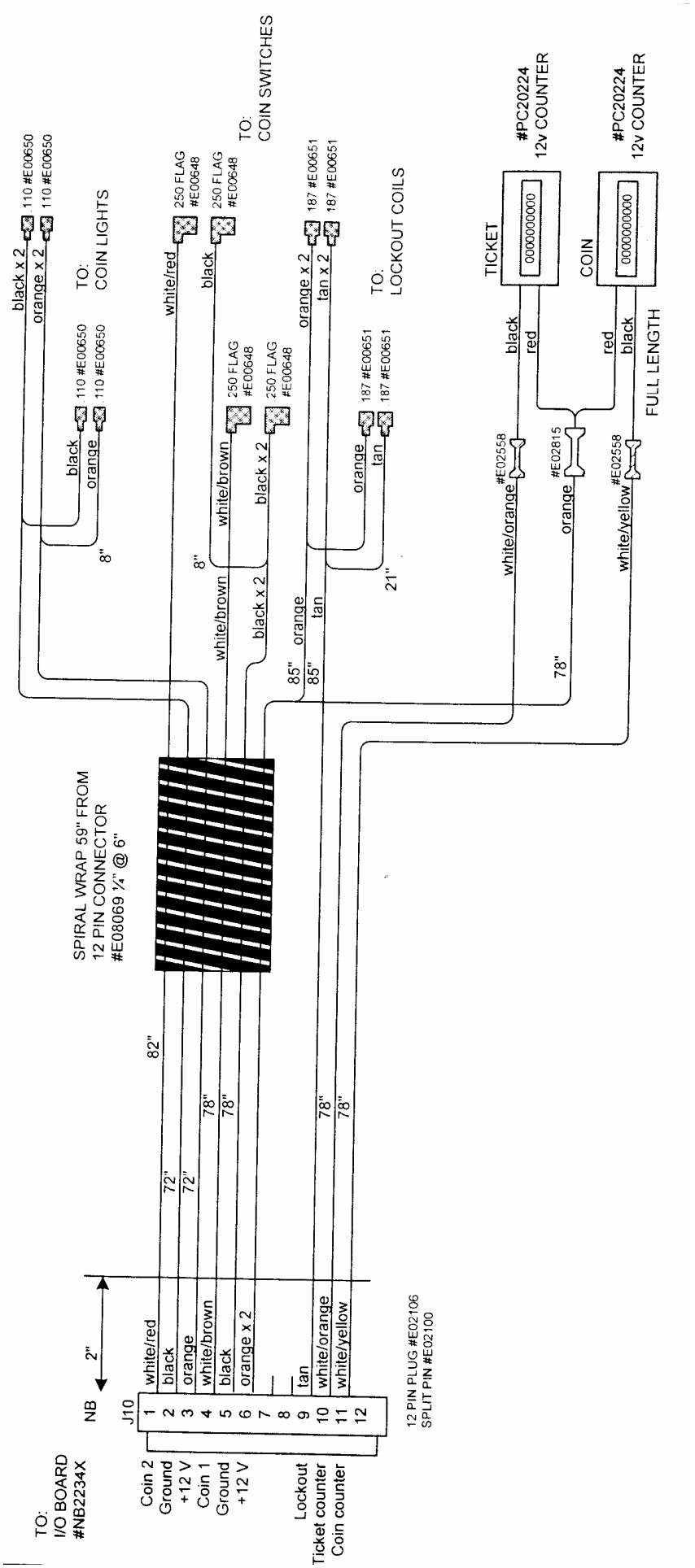

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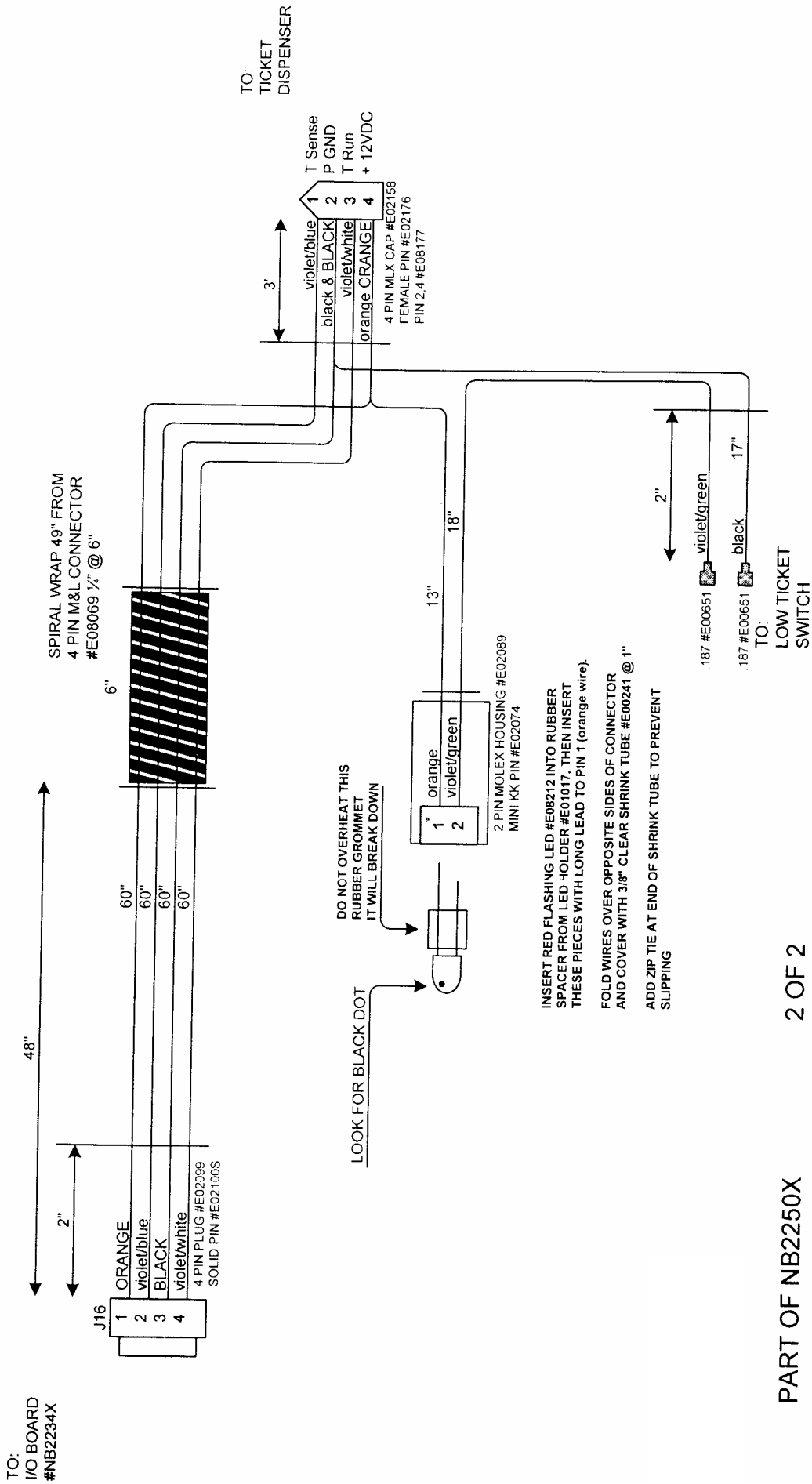

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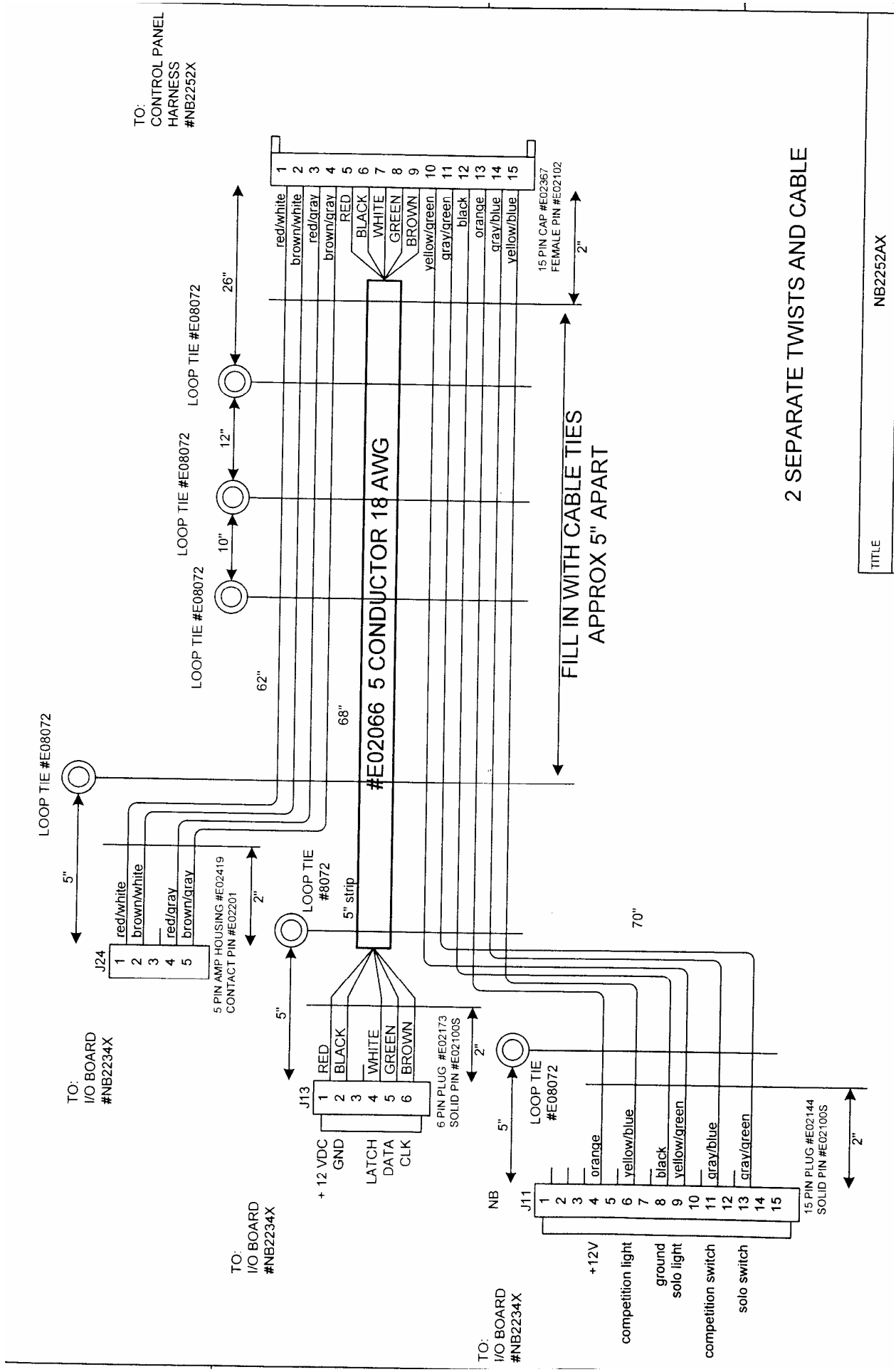

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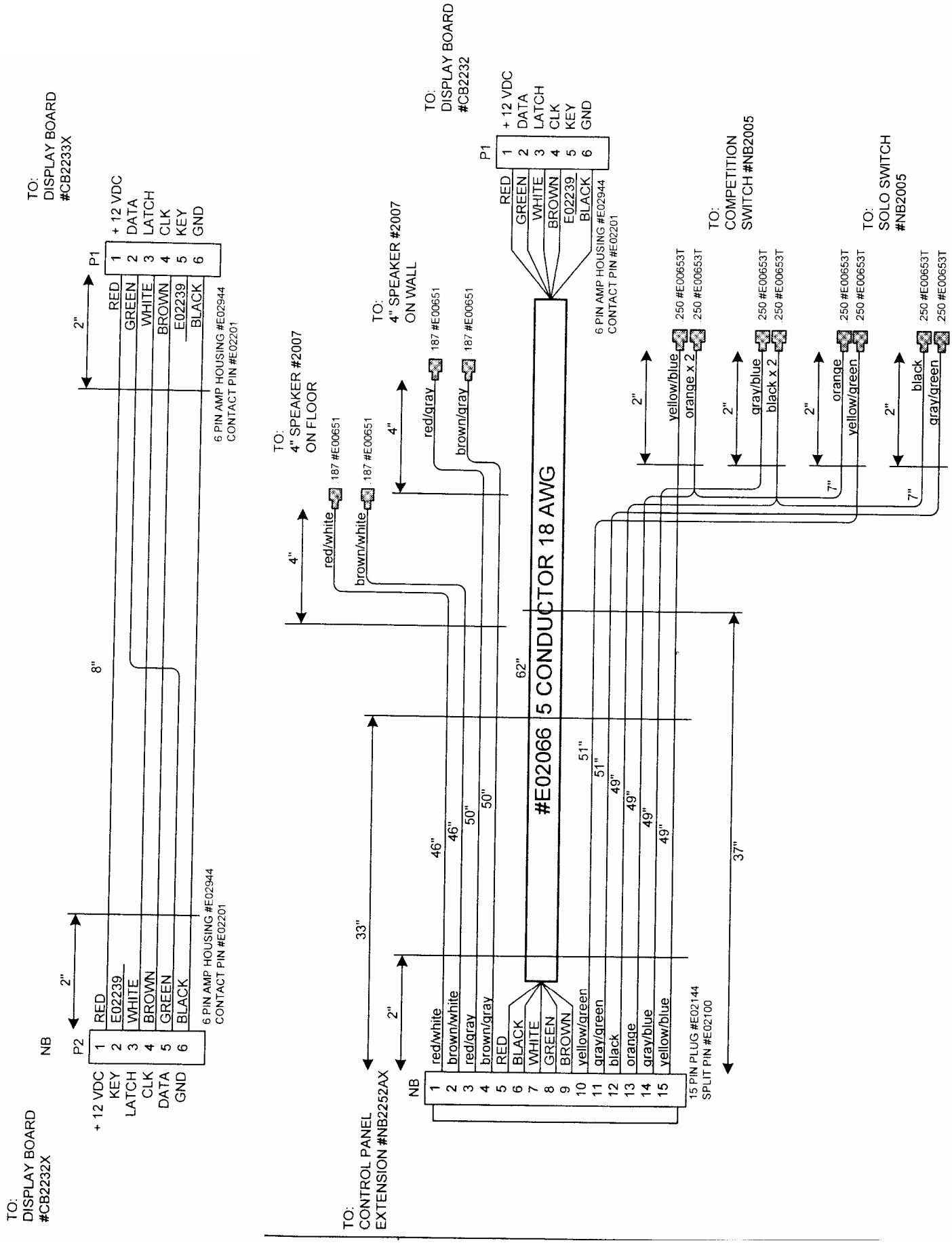

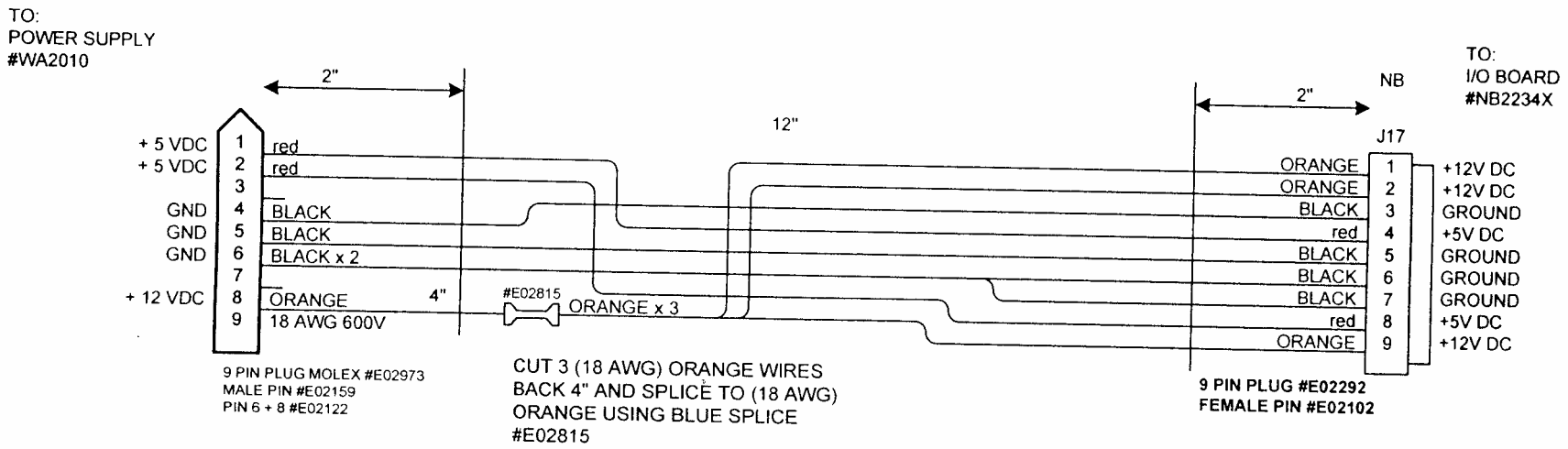

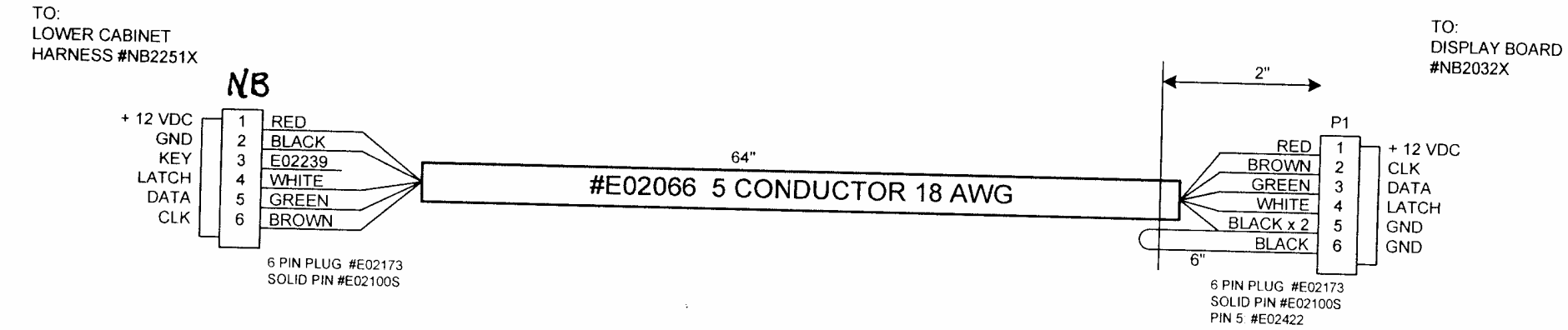

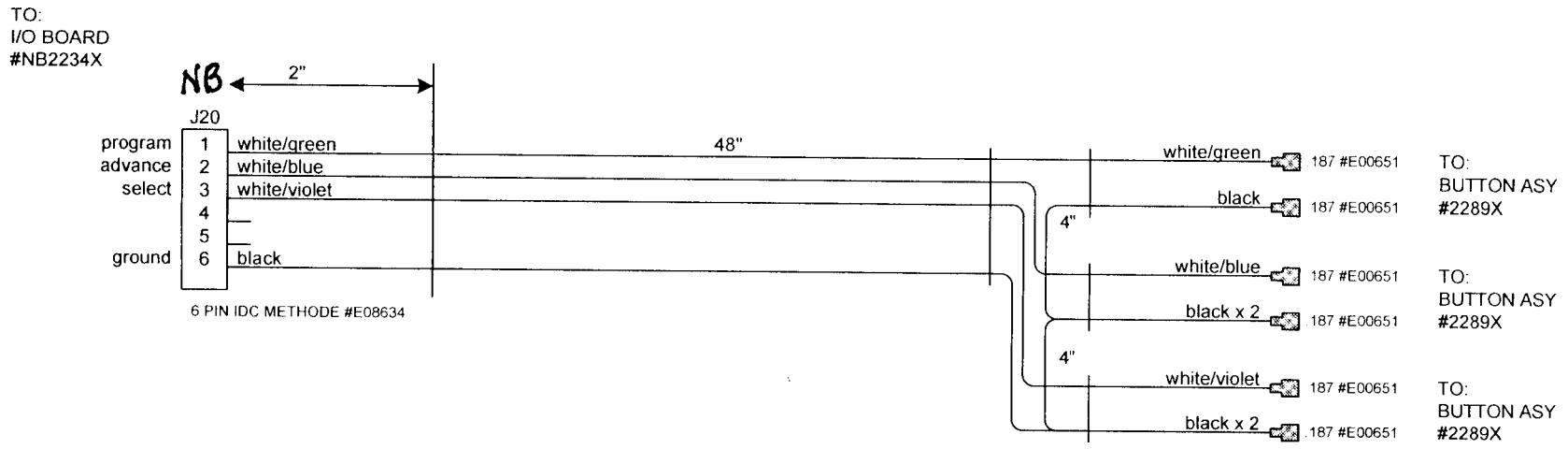

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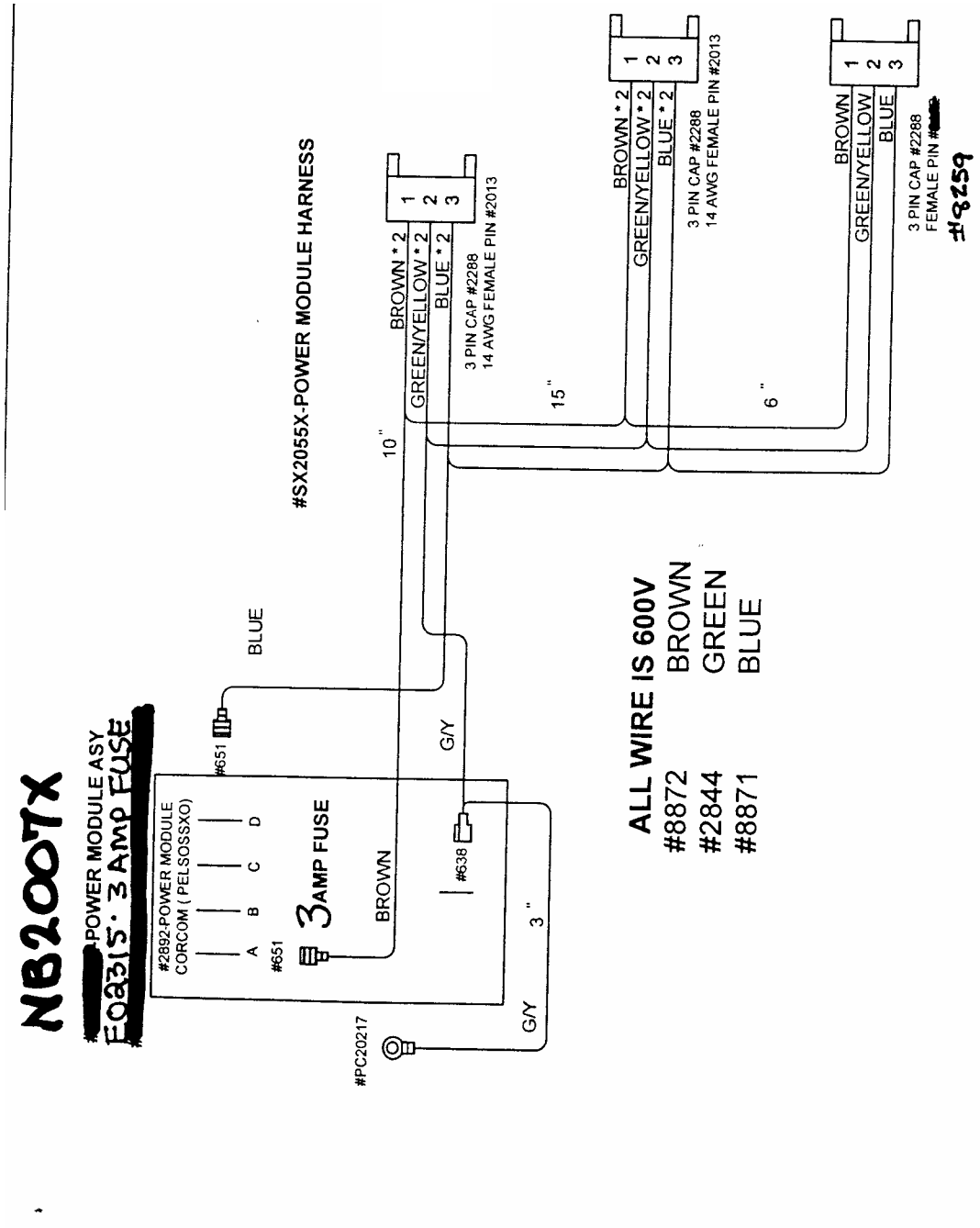

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PARTS LISTINGS

MECHANICAL PARTS

5014C	Door Lock
6459	Allen Wrench (Security)
BB1009	Cash Box Enclosure (Galv.)
BB5001	Cash Box
CB1250	Pillow Block Bearing
CB1251	Rail (Linear Slide)
CB1252	Drive Screw With Nut
CB1270	Bearing
CB1271	Bearing Sleeve
CB1272	Coupling Hub (.375 Bore)
CB1273	Coupling Hub (.500 Bore)
CB3202	Backboard
CB4274	Hyrtel Spider
FP1019	Leveler Foot (Long)
HF1006AX	Coin Door Assembly
HF1007	Ticket Door
HF1008	Cash Box Door
HF1054	Frame, Black
HF1062-P802	Rebound Guard Mtg. Brkt.
HF1119	Bracket (Backboard Side)
HR1019	Leveler Foot (Short)
HS3001	Basketball 9”
NB1005-P501	Coin Door Panel, Frame
NB1039-P200	Hoop (15 inch)
NB1058-P501	Ball Stop Rail (Blue)
NB1060-P802	Ball Deflector
NB3008	Net (White Nylon)

ELECTRICAL & ELECTRONIC PARTS

2007	Speaker
8545	Bulb (Compact Fluorescent)
BB2023	Bulb (Flood Lamp)
CB2010X	Linear Actuator Assembly
CB2208X	Backboard Drive Motor Assy.
CB2232X	PCBA (Display)
CB2233X	PCBA (Display)
E02016	Phone Cord 25’
E02970	Switch (Push/Pull)
E02315	Fuse (3 Amp—Slo-Blo)
NB2005	Button (Start - Large)
NB2032	PCBA (Display)
NB2035X	Assy. (Strobe Light - Blue)
NB3004X	Net Sensor Assembly
RB2009BX	PCBA (Opto Sense Point)
WA2010CB	Power Supply
BT2027X	20 ft. line cord

GRAPHICS & DECALS

7031	Decal (Suitable for indoor use only)
7032	Decal (Caution replace fuse…..)
7033	Decal (Warning disconnect power..)
7035	Decal (On/Off)
7039	Decal (Caution Hot Surface)
7041	Decal (Amp Slo-Blo)
CB7101	Decal (Program)
CB7105	Decal (Front Cabinet Left)
CB7106	Decal (Front Cabinet Right)
CB7107	Decal (Button Single Player)
CB7108	Decal (Button Competition)
CB7010	Decal (Cash Door)
CB7111	Decal (Ticket Door)
CB7112	Decal (Control Panel)
CB7113	Decal (Back Panel Logo)
CB7115	Decal (Rear Cabinet Side Left)
CB7116	Decal (Rear Cabinet Side Right)
CB9101	Service manual

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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

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Warranty

I.C.E warrants all components in the **NBA MOVING HOOPS™** 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 **NBA MOVING HOOPS™** game fails to conform to the above-mentioned warranty, I.C.E.'s sole responsibility shall be at its 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.

I.C.E.'s 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.
- The serial number of the defective part, if applicable, is given.
- Defective parts are returned to I.C.E., shipping pre-paid, in a timely fashion, if requested by I.C.E.
- 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.