



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.

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

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

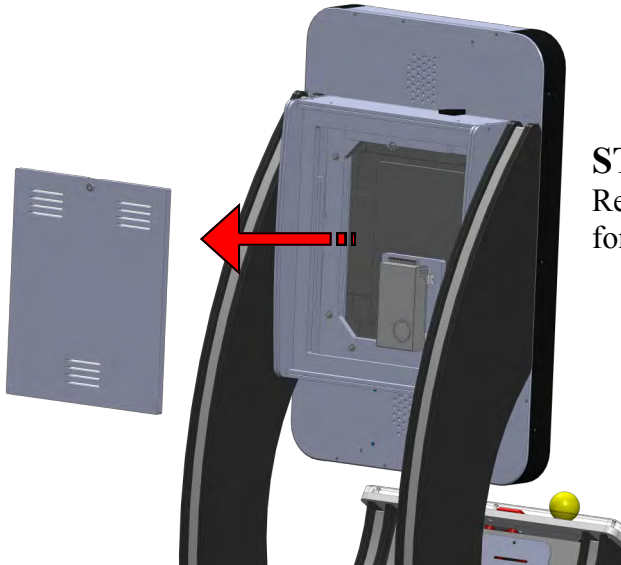
AC Power Information

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. The value of the fuse for 220 users is 2.5 AMPS at 250Volt type slow blow.



SETUP

The game is shipped with the upper marquee removed. It is recommended to have another person available to hold the marquee steady while inserting the mounting bolts. Follow the steps below to install the marquee.

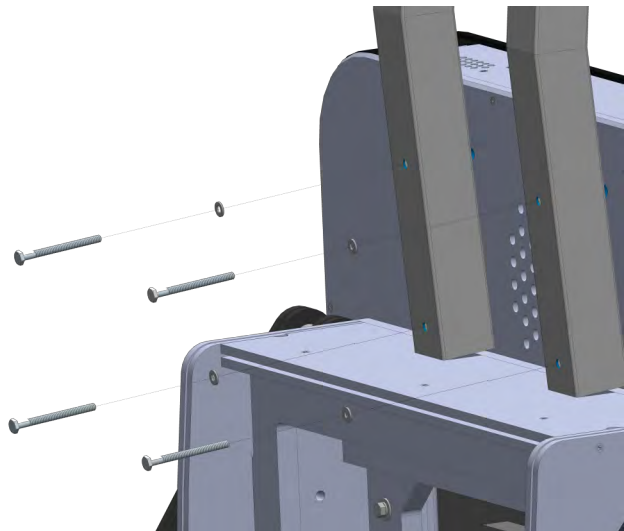


STEP 1:

Remove the upper back door to access the 110v plug for the marquee connection.

STEP 2:

Place the marquee on top of the cabinet as shown and using the four mounting bolts and washers located in the cash box, attach the upper marquee onto the cabinet and tighten.



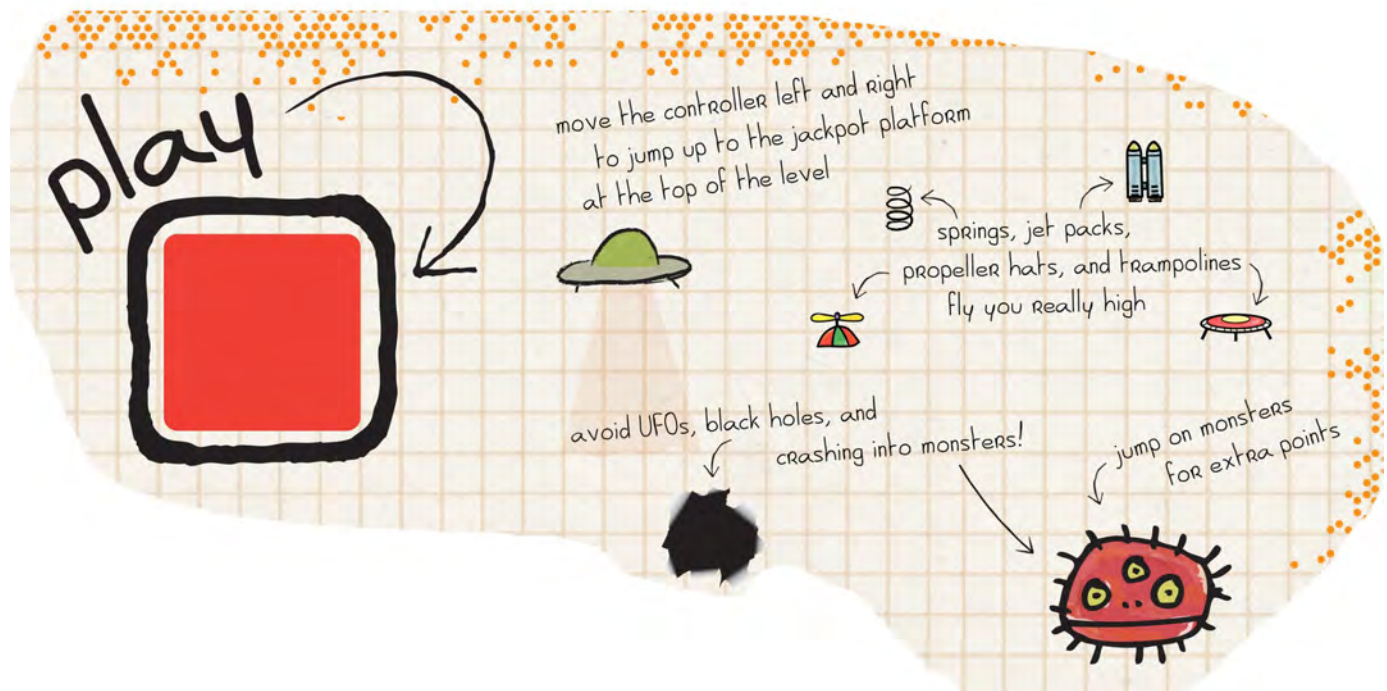
STEP 3:

Plug the AC 3 pin connector labeled "MRQ" to the marquee power plug. Replace the upper back cover to complete the setup.

GAME PLAY

ICE brings one of the most successful smart phone apps to FEC's and Arcade's worldwide! Doodle Jump, the 2010 winner of the Apple Design Award, is one of the most popular AND addicting apps in the marketplace today, and now players can use their skill to win tickets! Featuring an easy to use joystick that slides left to right, ICE has transformed one of the highest ranked apps on iTunes into an amazing video-redemption piece that will bring kids and parents together to see who can win the Super Bonus. Players enter their names on the leader board as bragging rights to encourage repeat play.

The officially licensed video redemption game features a 42" high definition monitor, authentic Doodle Jump game play, and a stunning vacuum-formed marquee.



SETUP - Game Options

To access your game options, open the upper front door and press the “DIAG” button. Pressing the “UP” and “DOWN” buttons will cycle up and down through the different menus. Press the “DIAG” button to select a menu. Press the “TEST” button to exit back to the game.

The different submenus are :

Diagnostics - these set of options allow you to test the functionality of your game.

Coin Adjustments - These options allow you to set the price of play.

Payout Adjustments - These options allow you to adjust your payout.

Audits - These options allow you to check various statistics of your game.

Reset - Allows you to clear various statistics and options.

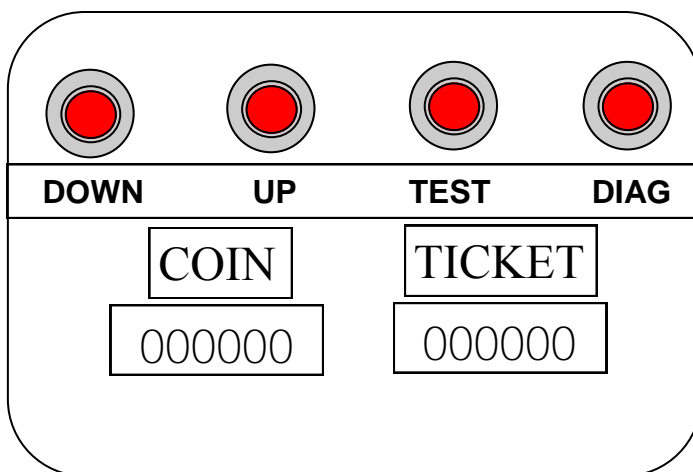
View Errors - See any reported issues with your game.

Volume - Adjust game volume.

Attract Volume - Adjust game attract volume.

Attract music volume mode - Adjust game music.

Jackpot terminology - Explanation of a Jackpot.



Main menu

Diagnostics

Submenus include

Switch test- you get a visual confirmation when inserting coin 1 and coin 2 also when pressing the test, volume up, volume down, start and “DIAG” buttons
(You must hold DIAG button to exit this test)

Monitor test menu- Here you get a set of color bars followed by a white, red, green, and blue purity test then finally a convergence screen. (pressing “DIAG” button will exit)

Lights test- Selecting light toggle will flash the cabinet lights.

Sound test menu- There are options here to toggle music, sound effects, 100Hz tone, 1000Hz tone and you may pan center, left, and finally right

Coin meter test- This option allows you to press “DIAG” button to advance the coin meter and pressing the start button will advance the ticket meter

Ticket dispenser test- You can prospectively select weather to advance one ticket or ten in this test

Watchdog test- Choosing this will reset the computer

Calibrate bar – Here you press start to begin the test. Then you will be asked to press the start button after you move the bar all the way to the left. Next you will be asked to press the start button with the bar all the way to the right.

Coin adjustments

Submenus include

Coin value- Select from .05 to 2.00 ; in .05 increments, what is the value of your coin.

Coins to play- Select from 1 to 10 ; how many coins to start a game.

Plays per game- Select from 1 to 10; how many games/lives they get to play.

Coins per swipe- Select from 1 to 10; how many coins you are credited per swipe.

Coins per swipe pulse- Select from 1 to 8; how many coins you get for every pulse the swipe sends.
(Test button exits from coin adjustments menu)

Payout adjustments menu

Submenus include

Payout percent- Select from 5% to 95%; How much in tickets to give back to the player?

Ticket value- - Select from .0025 to .1; What do you value your ticket at?

Two point tickets- select on or off; Turn on if you value each ticket as 2 tickets. The software will use even numbers of tickets when paying out.

Starting jackpot- Select from 50 to 1000;

Progressive jackpot- - Select on or off; when on it will increment the jackpot by the next option’s value.

Progressive increment- Select from 1 to 10; How many tickets to increment?

Audits

Submenus include

System audits- Displays time on, times played, games played, repeat plays, time per game, time on since boot, times played since boot, games played since boot. Boot count, test entry count, watchdog count, periodic reboot count, Rio disconnects, Rio reconnects

Coin audits- Displays coin drops left, right swipe, and service credits

Payout audits- Displays tickets, tickets per game, points, points per game, min points per game, max points per game, bonus points, bonus points per game, min bonus points, max bonus points, jackpot tickets, jackpot tickets per game, and max jackpot tickets

Game audits- Displays jackpots, jackpot win percent, min game since jackpot, Average games since jackpot, max games since jackpot, fall deaths, stun deaths, black hole deaths, UFO deaths, spring uses, trampoline uses, jetpack uses, propeller uses, spring shoe uses, monsters killed, purple spiders killed, blue Cyclops killed, red three eyes killed, green 2 eyes killed, green three eyes killed, UFO killed, blue winged killed, winged three eyes killed, green three eyes tall, blue two eyes killed, original theme selected, space theme selected, jungle theme selected, and level select timeout

Easy map audits- Displays

Easy map 1 plays, deaths, average points, average bonus, bonus pickup percent
Easy map 2 plays, deaths, average points, average bonus, bonus pickup percent
Easy map 3 plays, deaths, average points, average bonus, bonus pickup percent
Easy map 4 plays, deaths, average points, average bonus, bonus pickup percent
Easy map 5 plays, deaths, average points, average bonus, bonus pickup percent
Easy map 6 plays, deaths, average points, average bonus, bonus pickup percent
Easy map 7 plays, deaths, average points, average bonus, bonus pickup percent
Easy map 8 plays, deaths, average points, average bonus, bonus pickup percent
Easy map 9 plays, deaths, average points, average bonus, bonus pickup percent
Easy map 10 plays, deaths, average points, average bonus, bonus pickup percent

Medium map 1 plays, deaths, average points, average bonus, bonus pickup percent
Medium map 2 plays, deaths, average points, average bonus, bonus pickup percent
Medium map 3 plays, deaths, average points, average bonus, bonus pickup percent
Medium map 4 plays, deaths, average points, average bonus, bonus pickup percent
Medium map 5 plays, deaths, average points, average bonus, bonus pickup percent
Medium map 6 plays, deaths, average points, average bonus, bonus pickup percent
Medium map 7 plays, deaths, average points, average bonus, bonus pickup percent
Medium map 8 plays, deaths, average points, average bonus, bonus pickup percent
Medium map 9 plays, deaths, average points, average bonus, bonus pickup percent
Medium map 10 plays, deaths, average points, average bonus, bonus pickup percent

Hard map 1 plays, deaths, average points, average bonus, bonus pickup percent jackpots
Hard map 2 plays, deaths, average points, average bonus, bonus pickup percent jackpots
Hard map 3 plays, deaths, average points, average bonus, bonus pickup percent jackpots
Hard map 4 plays, deaths, average points, average bonus, bonus pickup percent jackpots
Hard map 5 plays, deaths, average points, average bonus, bonus pickup percent jackpots
Hard map 6 plays, deaths, average points, average bonus, bonus pickup percent jackpots
Hard map 7 plays, deaths, average points, average bonus, bonus pickup percent jackpots
Hard map 8 plays, deaths, average points, average bonus, bonus pickup percent jackpots
Hard map 9 plays, deaths, average points, average bonus, bonus pickup percent jackpots
Hard map 10 plays, deaths, average points, average bonus, bonus pickup percent jackpots

Extra Hard map 1 plays, deaths, average points, average bonus, bonus pickup percent jackpots
Extra Hard map 2 plays, deaths, average points, average bonus, bonus pickup percent jackpots
Extra Hard map 3 plays, deaths, average points, average bonus, bonus pickup percent jackpots
Extra Hard map 4 plays, deaths, average points, average bonus, bonus pickup percent jackpots
Extra Hard map 5 plays, deaths, average points, average bonus, bonus pickup percent jackpots
Extra Hard map 6 plays, deaths, average points, average bonus, bonus pickup percent jackpots
Extra Hard map 7 plays, deaths, average points, average bonus, bonus pickup percent jackpots
Extra Hard map 8 plays, deaths, average points, average bonus, bonus pickup percent jackpots
Extra Hard map 9 plays, deaths, average points, average bonus, bonus pickup percent jackpots
Extra Hard map 10 plays, deaths, average points, average bonus, bonus pickup percent jackpots

Easy Hard map 1 plays, deaths, average points, average bonus, bonus pickup percent jackpots
Easy Hard map 2 plays, deaths, average points, average bonus, bonus pickup percent jackpots
Easy Hard map 3 plays, deaths, average points, average bonus, bonus pickup percent jackpots
Easy Hard map 4 plays, deaths, average points, average bonus, bonus pickup percent jackpots
Easy Hard map 5 plays, deaths, average points, average bonus, bonus pickup percent jackpots
Easy Hard map 6 plays, deaths, average points, average bonus, bonus pickup percent jackpots
Easy Hard map 7 plays, deaths, average points, average bonus, bonus pickup percent jackpots
Easy Hard map 8 plays, deaths, average points, average bonus, bonus pickup percent jackpots
Easy Hard map 9 plays, deaths, average points, average bonus, bonus pickup percent jackpots
Easy Hard map 10 plays, deaths, average points, average bonus, bonus pickup percent jackpots

Resets menu- includes

Clear coins
Clear tickets
Reset audits
Reset adjustments
Factory reset
CRC check

Copy Audits to USB

View errors

Volume- Select 0 to 20

Attract volume Select 0 to 20

Attract music volume mode- On, on occasionally, or off

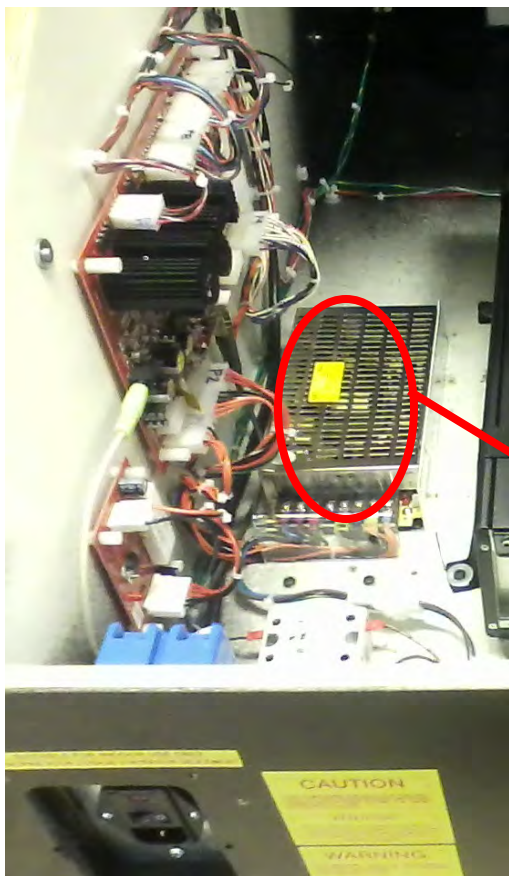
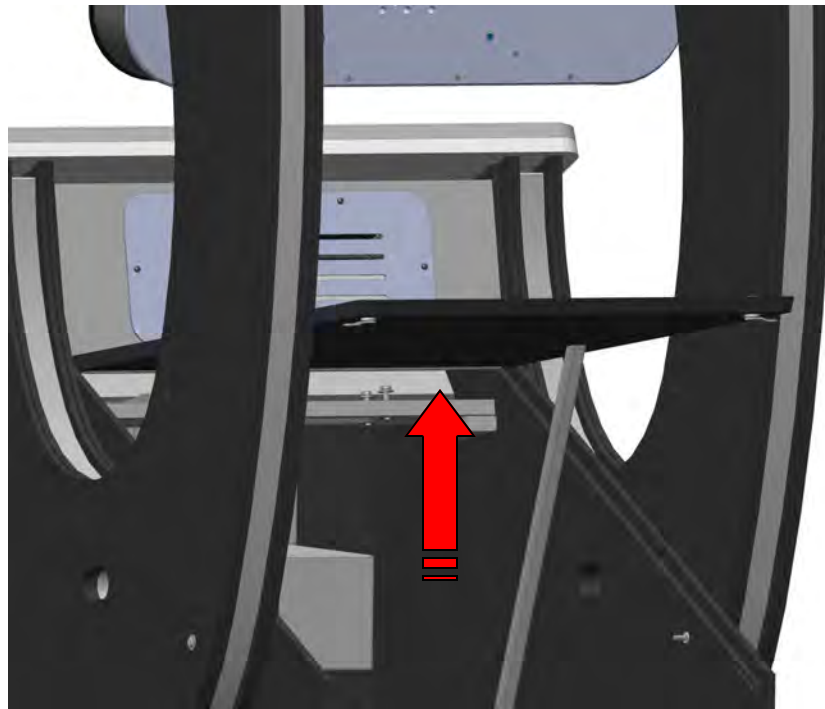
Jackpot terminology- Changes the jackpot display from “**jackpot**” to “**super bonus**” However has nothing to do with payout. This is only for aesthetics

Restoring Software

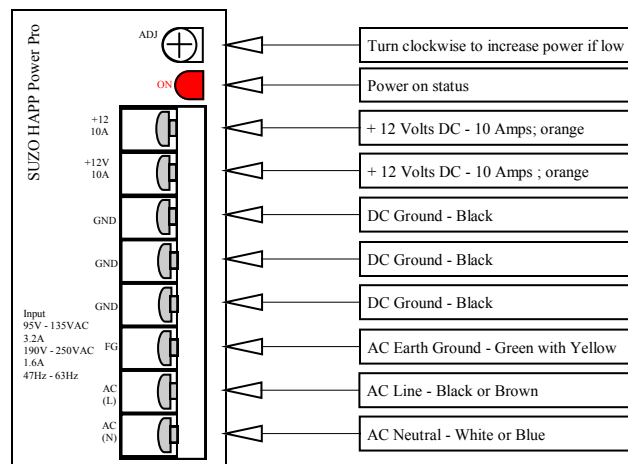
To use a restore disc you must access the PC and insert the DVD into the computer’s DVD drive. To access the pc follow the instructions under “PC Access and Removal”. You will need to do this with the power on. Press the “open” button located on the DVD drive. Insert the DVD disc into the DVD drive with the label side facing up. Now press the open button again to close the DVD drive’s door or slightly push in the drawer and it will close automatically. Turn off the game and wait 5 seconds. Turn the game back on and in a short time the screen will warn you that it is going to write over your hard drive. If you wish to not continue turn off the game now. It will count down and begin installing the software. This should be done if you experienced data corruption, replaced the hard drive, received updated software or told to do so by ICE technical representative.

Power Supply Access

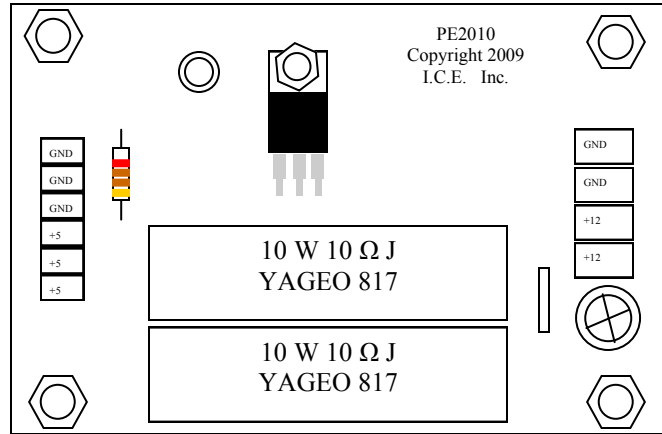
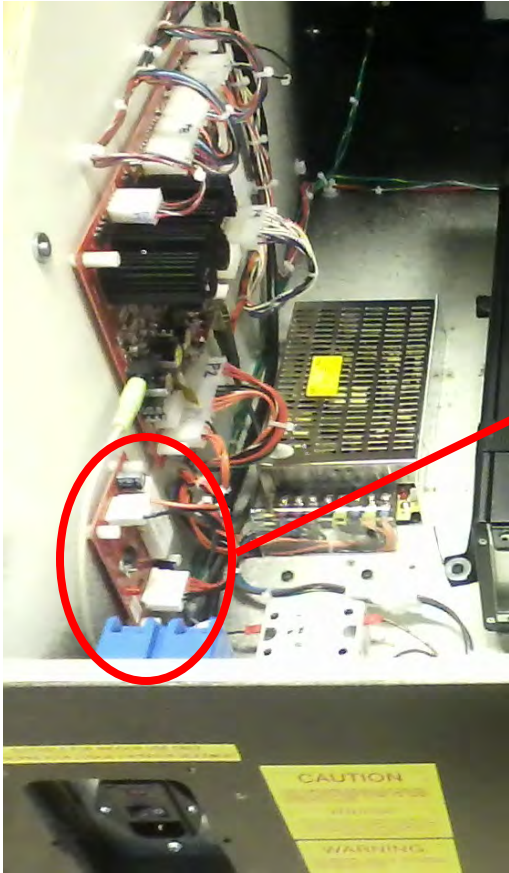
The power supply is accessed through the bottom back panel. Unlock the bottom locks and lift the panel up. Locate the panel door prop and raise it so that it will support the back access panel up. See picture below.



Located on the left side wall is a +5 volt power supply. This is ICE part number PE2010X. The +12 volt supply is on the floor of the cabinet and its ICE part number is IA2010.



PE2010 5 volt regulator power supply.

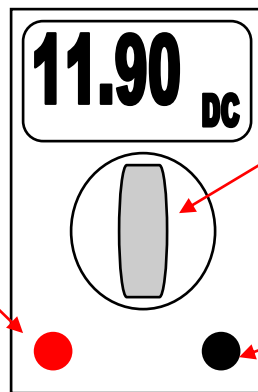


+5 volt regulator PCB. Incoming voltage is +12 volts of DC. Output is +5 DC regulated. If there is no +5 out check for +12 DC in or +12 out from PE2010X. If +12 is also missing, check 110v in to PE2010X power supply.

Checking DC Voltages

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

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

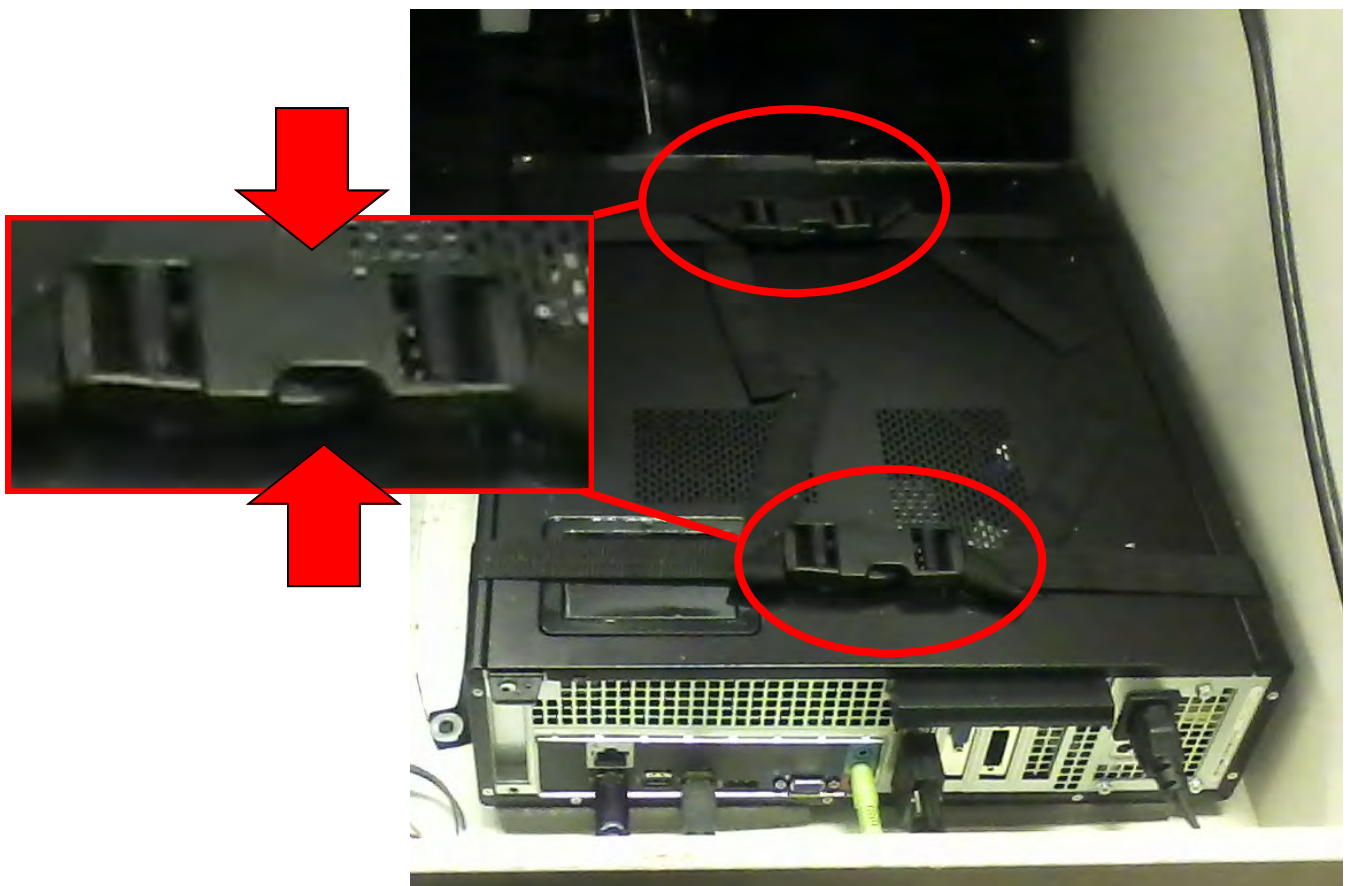
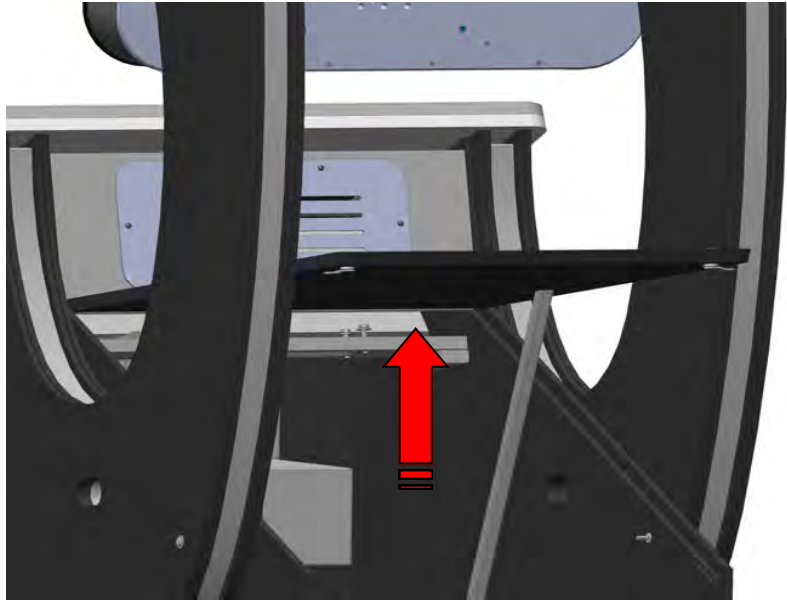


Turn to DC voltage check

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

Computer Removal

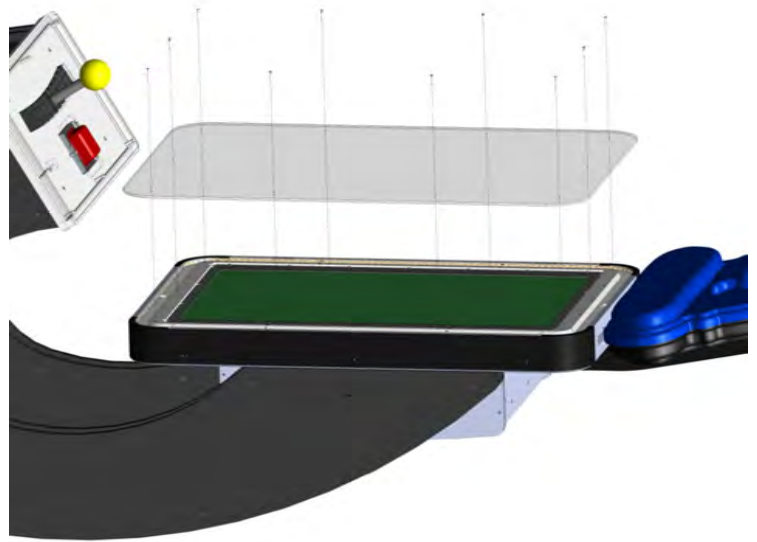
The computer is accessed through the bottom back panel. Unlock the bottom locks and lift the panel up. Locate the panel door prop and raise it so that it will support the back access panel up. There are two straps which hold the computer to the cabinet floor. Press both buttons shown with the arrows below to release each strap. Disconnect the computer connections before removing.



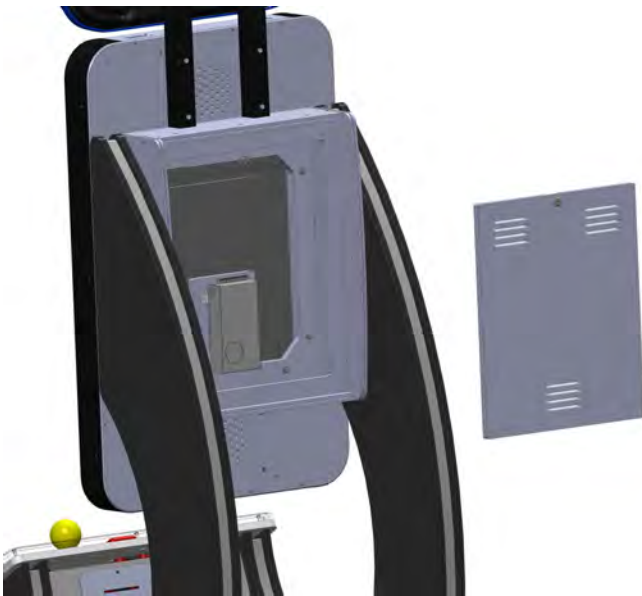
Monitor Replacement

It is recommended to have a second person assist in the removal of the monitor.

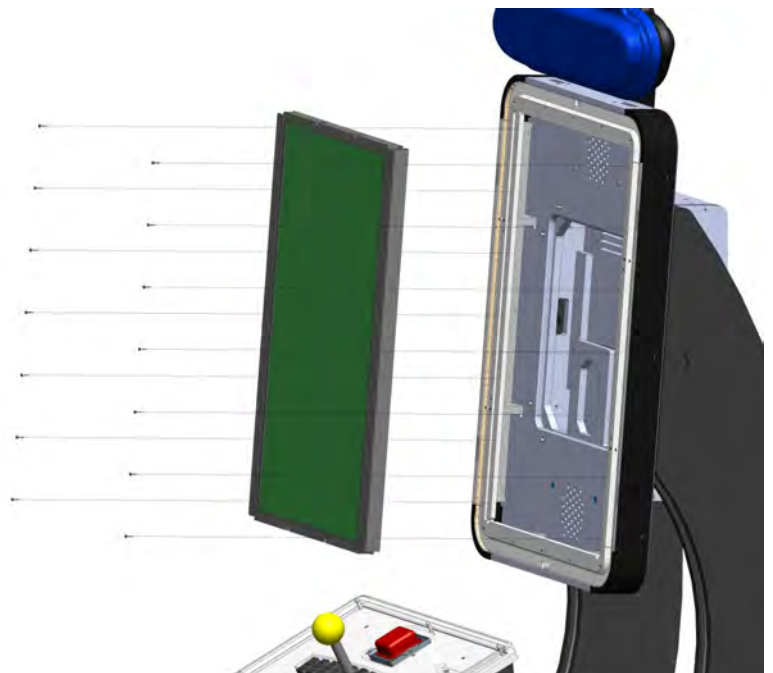
Begin by laying the game on its back. Remove the front glass by removing the 10 screws shown. Lift the game upright again.



Remove the back cover and disconnect the DC power from the +24 volt power supply and the DVI video cable to the monitor.

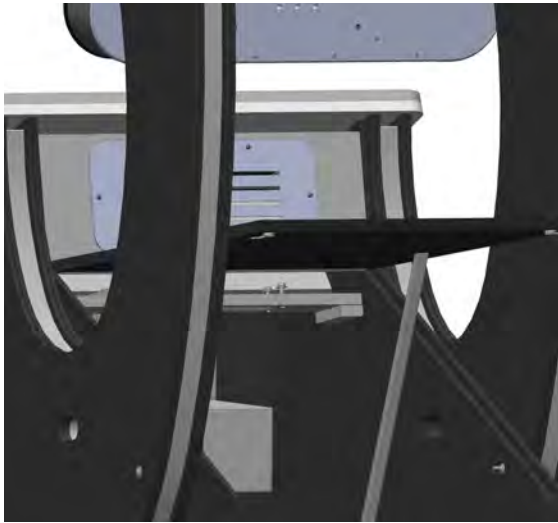
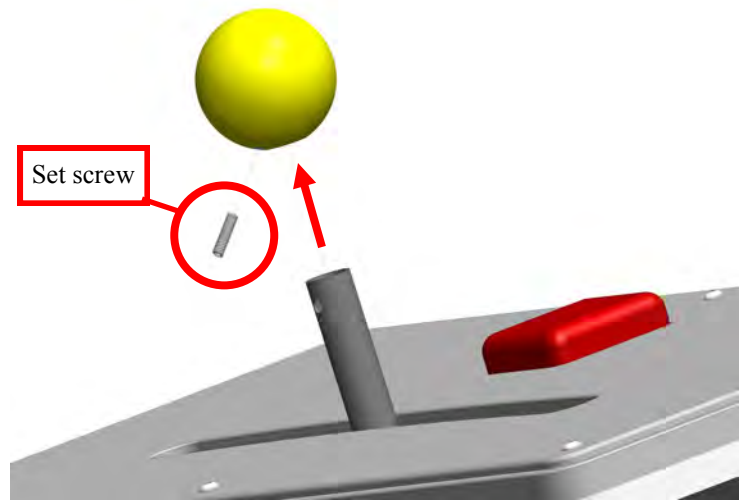


Remove the 14 screws holding the monitor to the cabinet. With a second person, push slightly from the back while someone from the front catches the monitor at the bottom as it slides out.



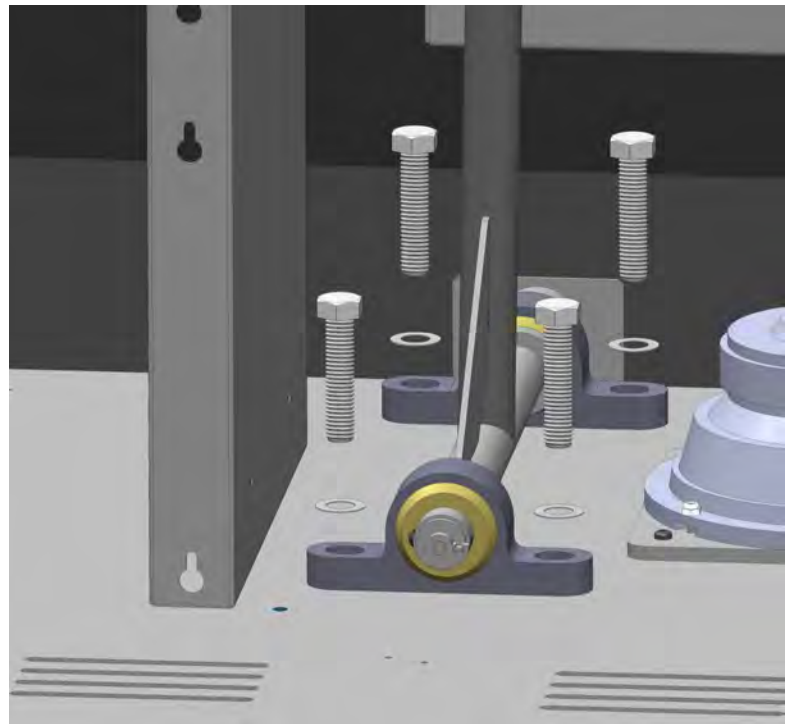
Player rod removal

Remove the top ball by removing the set screw and lifting the ball up.

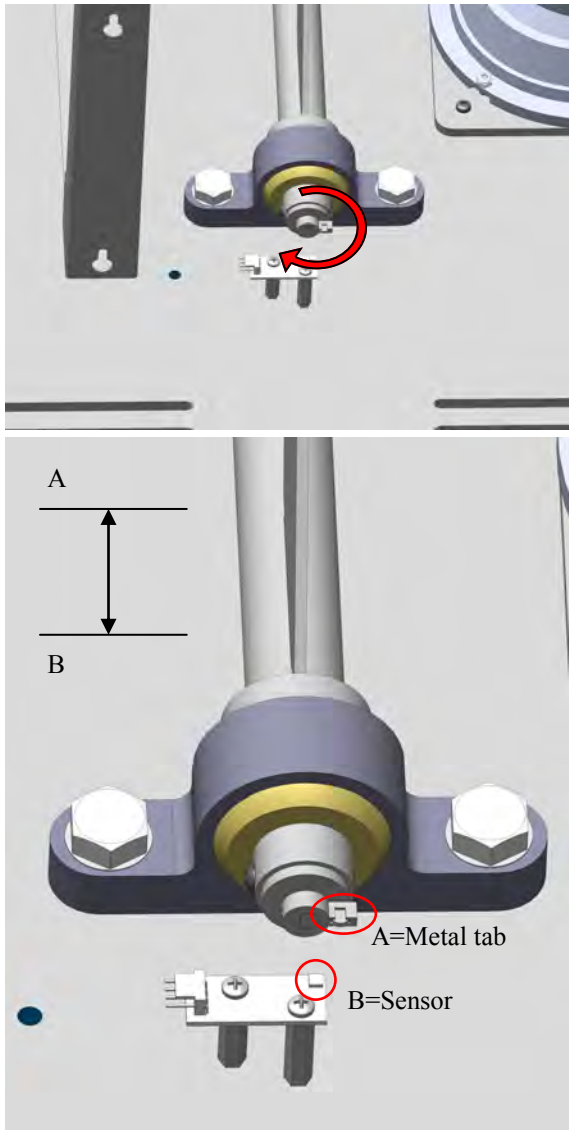


Unlock the bottom locks and lift the panel up. Locate the panel door prop and raise it so that it will support the back access panel up.

Remove the four bolts and washers to remove rod assembly.



Service - Player Controls



Hall Effect Sensor

The hall effect sensor measures the magnetic strength between the metal tab and the sensor. As the play rod turns the rod back and fourth, the distance between the metal tab and sensor increases and decreases. The sensor reads this field and compares it to the calibration table to determine if you are moving left or right. If you are unable to move the character left or right, perform a calibration by following the directions on page 8 under diagnostics.

Also check for the presents of +5 volts DC on pin 1 (red wire) of the hall effect sensor itself.

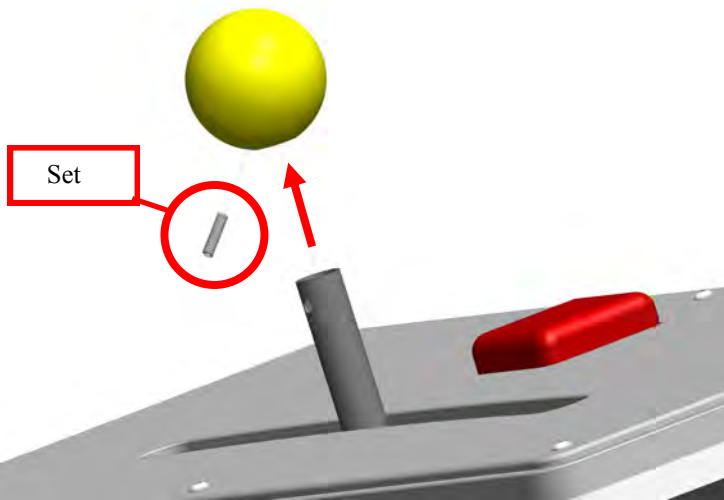
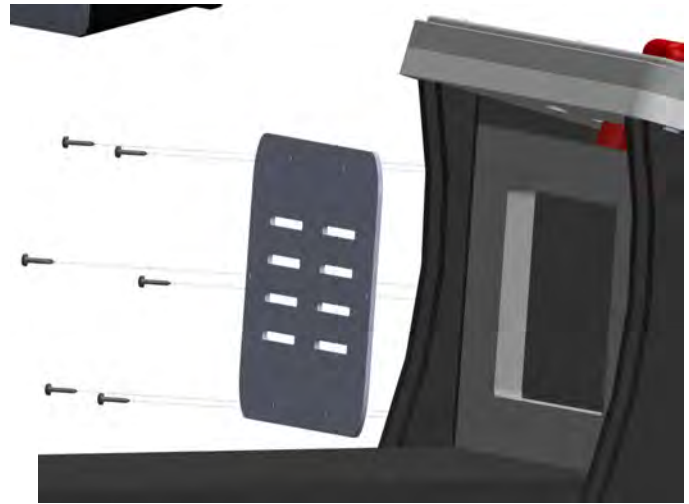
Pin 2 is the output and should have voltage that changes depending on the position of the player rod.



Control Panel LED Access

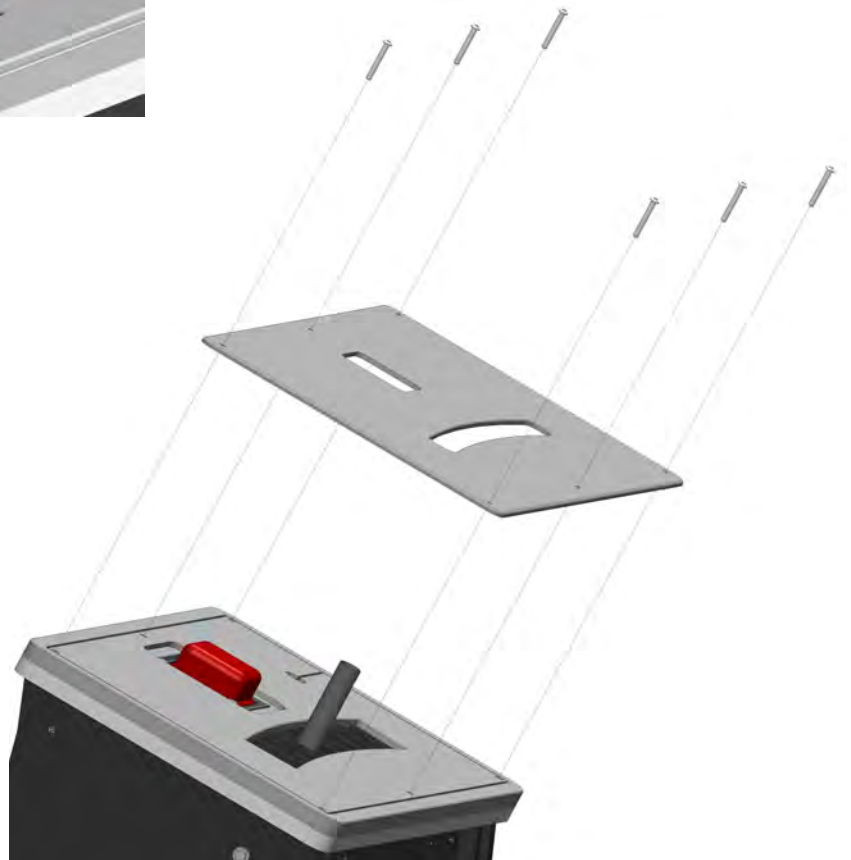
To gain access to the wiring of the control panel LED's you need to remove the small grill located at the back of the control panel.

There is six screws holding the back grill to the control panel. Remove them to remove the access panel.



Remove the top ball by removing the set screw and lifting the ball up.

Remove the six bolts that hold the control panel's top to the cabinet. You can now access the LEDs in the control panel.



Spares: Electrical

BX2000DJX -	Main computer
DJ2090X -	Restore disk
BX2034X -	I/O Board
DJ3024X -	Joystick ball
DJ7127X -	Marquee assembly
CX8384X -	Ballast Workhorse 5
HH5005 -	Ticket Dispenser
IA2010 -	+12 Power supply
MON42LCD -	42" LCD monitor
PE2010X -	+5 volt regulator supply
DJ2039 -	Hall effect sensor
FP2007 -	Speaker
DJ2007 -	Speaker
E00724DJAX -	135 count RGB color LED
E00724DJA -	108 count RGB color LED
CG2027 -	Power cord
2111 -	Computer power relay
E00732 -	Start button red LED board.
BX2006X -	Start button assembly
XFE25.002080 -	USB cable.
E00474 -	DVI cable.
E00233 -	Audio cable.
E00139-36w PL-L -	PLL bulbs, 36w.
MON42/47ORCH -	A/D board
MON42/47PS -	Power supply for monitor
DJ2014	Dongle
TX2007X	Power mod

Graphics:

DJ7000	Cabinet left side.
DJ7001	Cabinet right side.
DJ7002	Ticket Door decal
DJ7004	Front cabinet logos
DJ7012	Control Panel
DJ7027	Marquee Vacuum Formed decal.
201	Chrome T-molding
211	Black T-molding
5014	#45 lock
BX3004	Pillow block
BX3008	Square button

*** Refer to wiring diagram for harness part numbers ***



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.

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