

OWNERS AND SERVICE MANUAL INNOVATIVE CONCEPTS IN ENTERTAINMENT INC.

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#### SCHEMATICS SEE INCLUDED BOOKLET

## SAFETY AND WARNINGS

#### **BEFORE YOU BEGIN**

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

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

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

#### **INSTALLATION**

The game comes ready to play with just a few simple things to keep in mind.

1. Plug the game into the A.C. outlet and turn on power to the game. The switch for the game is located on a power module on the outside rear of the game.

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

- 2. Make sure the game is level after installation. It is necessary to make sure the game is level for safety concerns.
- 3. Check that the A.C. voltage rating on the back of the game matches the A.C. voltage of your location.

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

#### **WARNING**

DO NOT remove any of the components on the main board (e.g. compact flash and eproms) while the game is powered on. This may cause permanent damage to the parts and the main board. Removing any main board component part while powered on will void the warranty. DO NOT attempt to clean the game with any kind of pressure washer or powered water cleaner. Serious injury could occur.

NOTE: THIS GAME IS INTENDED FOR INDOOR USE ONLY.
ON THE BACK PANEL OF THE GAME: WARNING: SHOCK HAZARD - DO NOT OPEN. REFER SERVICING TO SERVICE PERSONNEL.

#### **Player Controls**

To begin the game, insert the proper number of credits. **DEAL OR NO DEAL** is a one player game. Select **DEAL** or **DOUBLE DEAL to begin the game.** Selecting Double Deal doubles the amount of tickets!

#### Playing the Game

The object of the game is to wind up with the highest value deal as possible. The player selects his/her case. Then the player must determine which cases he/she feels hold the lowest value. By selecting the cases, the player eliminates potential deal values. Round to round the banker will offer a deal value that the player is entitled to take. If a deal is taken, the game dispenses the deal value in tickets and the game ends. If the player does not take the bankers deal value throughout the game, he/she will be left with the value inside his/her case. The game will dispense the value of tickets in his/her case and the game ends.

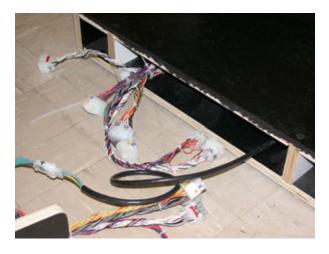
#### **Initial Game Setup**

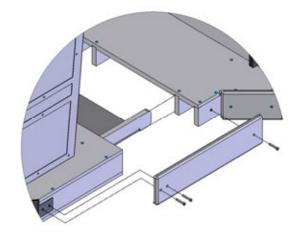
The game is setup at the factory with the recommended factory settings. The settings may be adjusted by accessing the menu system. The game's menu system is a series of on screen menus that allow the operator to setup or adjust the settings. Each menu provides the ability to adjust a specific setting or access another menu with other game settings.

To access the menu system press the program button inside the coin door. The main menu will appear on the game screen. To navigate the menu system use volume up to scroll up and volume down to scroll down. To select a menu option use the program button. Use the volume up and down buttons to scroll through the setting levels on specific menu option screens. Use the program button to select and save desired setting level.

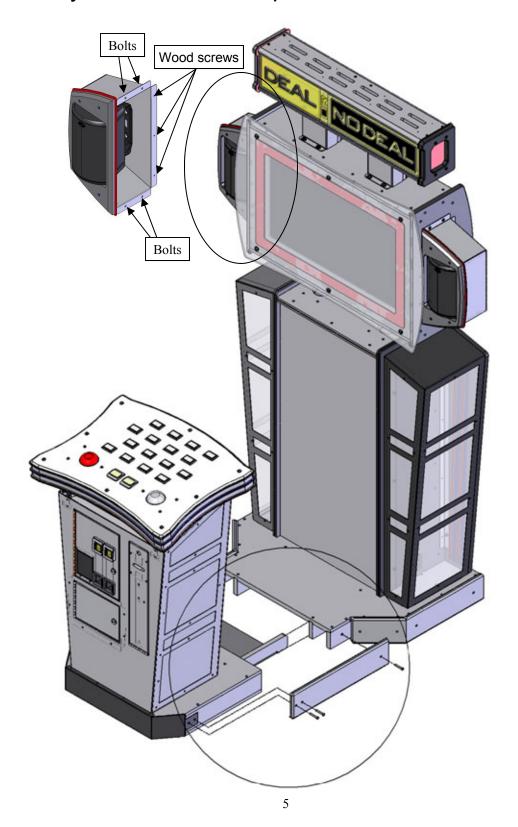
#### Assembly - Main cabinet to podium and speaker mount

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





Assembly - Main cabinet to podium Hardware.



## Stool to Platform Assembly

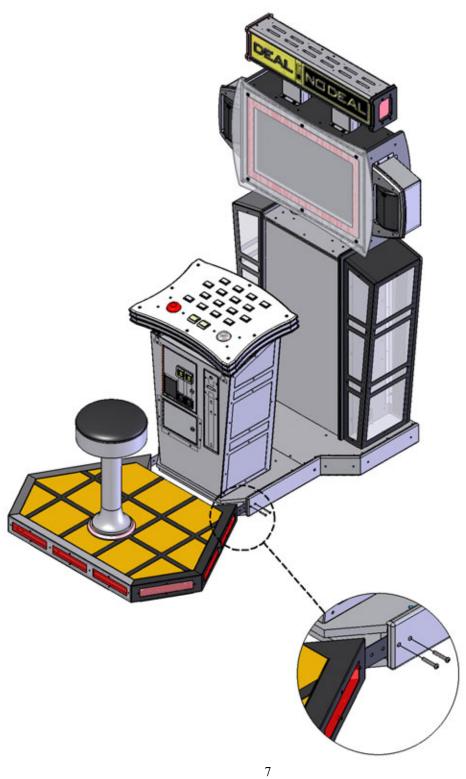
If you purchased the Deluxe version of Deal or No Deal you will need to attach the stool onto the base by removing the bolts and washers holding the red spacer to the platform. Lift the bottom collar ring up on the stool and exposing the four mounting holes. See pictures below. Align the stool so you can insert four bolts with washers through the mounting holes and tighten. Replace the collar. See diagram below.



#### Platform to Cabinet Assembly

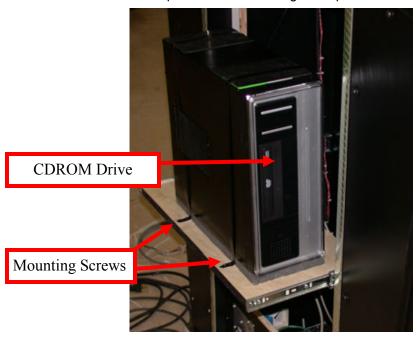
Now attach the stool assembly to the podium by removing the front bottom bezel. Now slide the stool assembly into the cabinet and attach two mounting screws on both sides. See pictures below and diagram on the next page.

Platform to Cabinet Assembly cont.



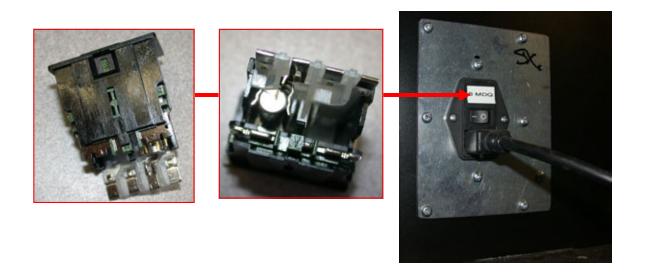
#### Access the Computer

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



#### **AC Power Fuse**

Located in the power module is a 6 amp slow blow fuse. To check or replace the fuse pull the tab with the label out. There is only one fuse installed. See diagram below.

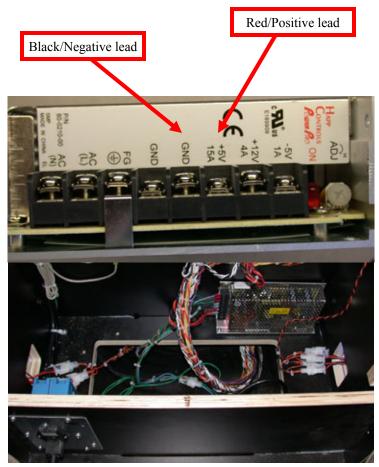


#### Power Supply Adjustment/Replacement

The power supply is accessed through the back of the game. Remove the back door panel to gain access to the power supply.

To replace the power supply remove the two mounting screws and all wires connecting to the power supply. Take note in which wires go into which connector before removing them. Replace the power supply with same type of unit and reconnect all wires matching their previous locations then install the two mounting screws.

To adjust the power supply turn the adjustment pot located at the bottom of the power supply until +5 is between +4.95 - 5.10. To measure the power supply's voltage place the positive lead on the red wire and the negative lead on the black wire. Set your meter to DC voltage. See pictures below.

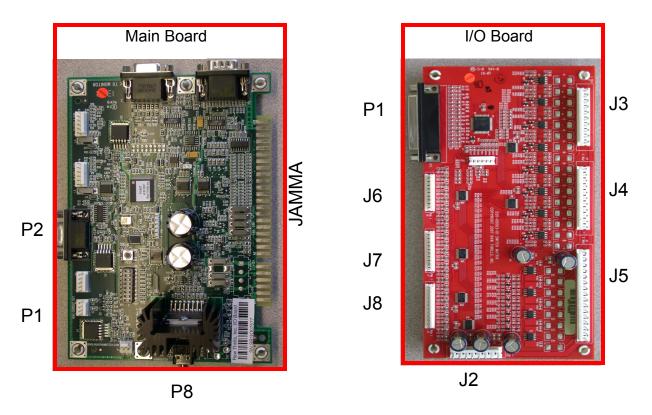




## Main Board and I/O Replacement

To Remove the main board, unplug the JAMMA connector, serial cable (P2), audio cable (P8), and p1. Now remove the four plastic hex nuts. Assembly in reverse.

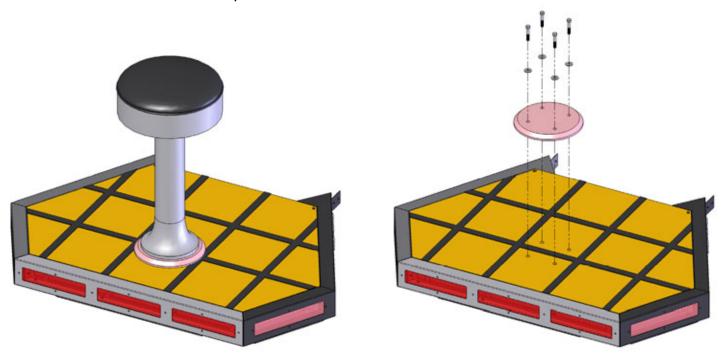
To remove the I/O board, unplug connectors P1, J2, J3, J4, J5, J6, J7, and J8. Remove the four plastic hex nuts. Assembly in reverse.



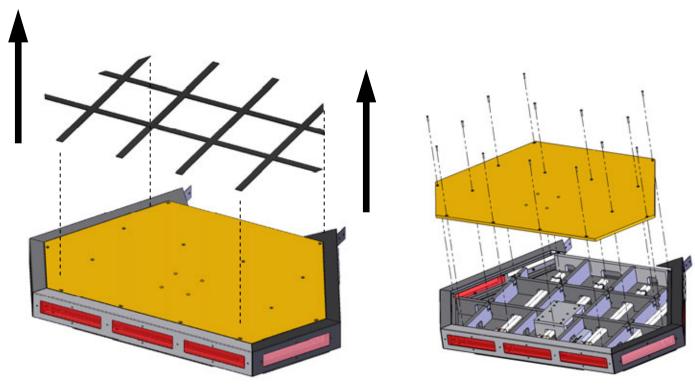


## Platform Light Bulb Replacement

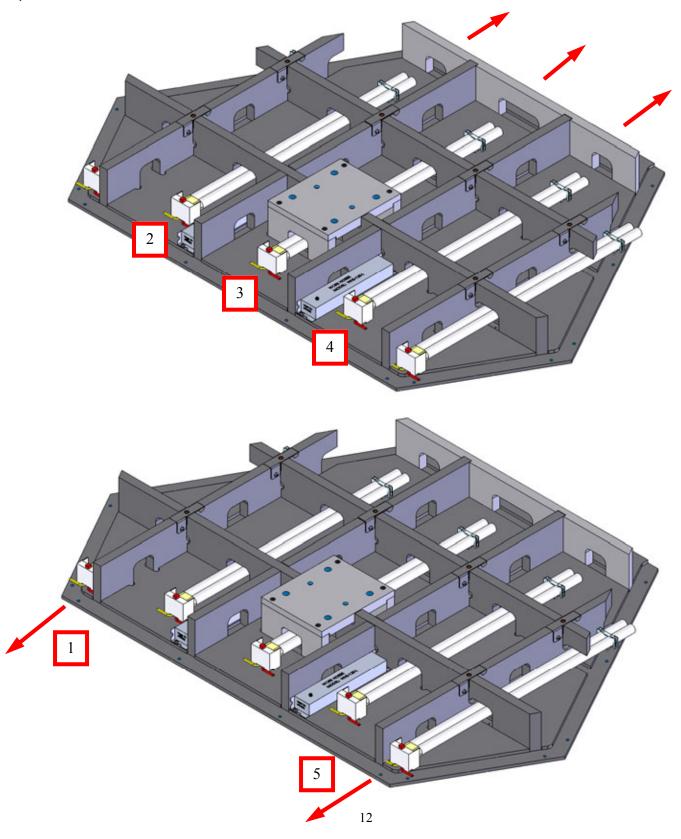
Begin by removing the stool. Lift up the chrome bezel at the bottom of the stool and remove the four bolts that attach the stool to the platform.



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

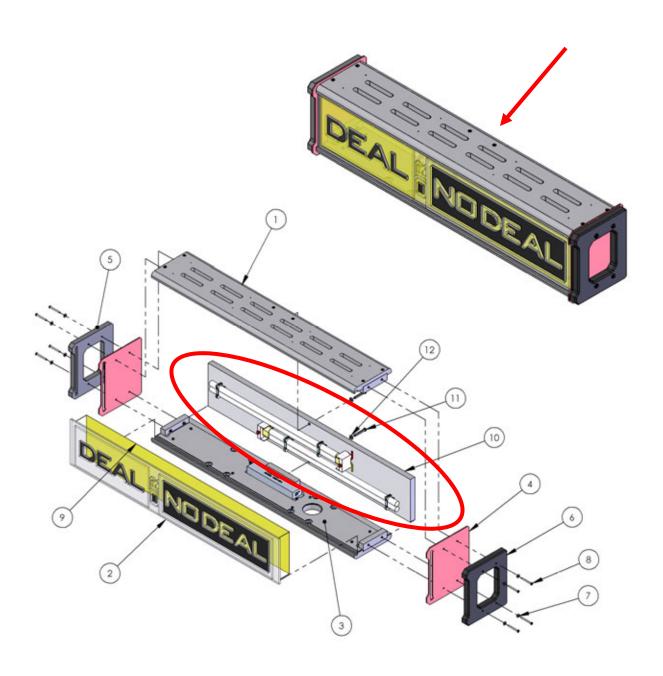


To replace bulbs 2,3, and 4 press the red button, remove the plastic retainers, lift up, and slide out as shown below. To replace bulbs 1 and 5 press the red button, remove the plastic retainers, and lift up and out as shown below.



## Marquee Bulb Replacement

To replace the fluorescent bulbs inside the marquee, remove the back panel by removing the upper and lower bolts from behind only. The bulbs are mounted onto this panel. Remove the plastic retainer clips and press the red buttons to eject the bulbs. Replace in reverse order. See Red circle below.



# **Maintenance - Monitor Enclosure**

#### Monitor Replacement

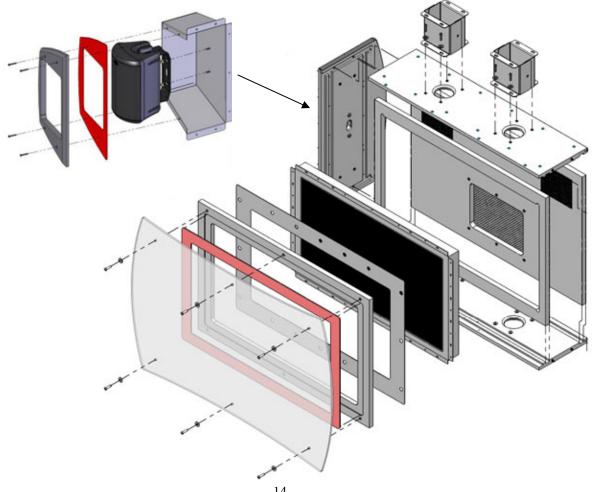
To access the monitor, remove the six front screws shown below. Remove the front plastic and bezel. Now remove the mounting screws that hold the monitor to the cabinet. See diagram below

#### Speaker Replacement

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

#### \*\* Warning \*\*

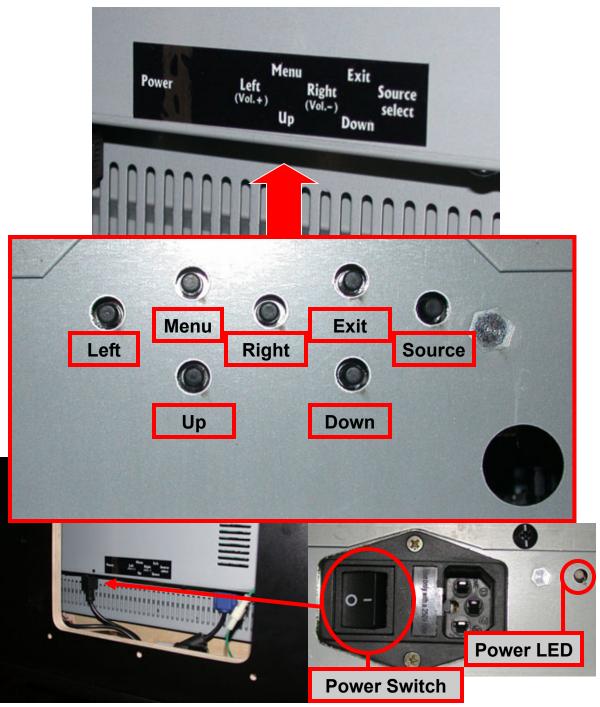
Use a soft lint free cloth to clean the plastic. Do not use ammonia based glass cleaners on clear plastic surfaces. Doing so will cause the plastic to fog over a period of time. Any ammonia free glass cleaner is recommended. Novus (cleaner #1) makes a special plastic cleaner that reduces static build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



## **Maintenance - Monitor Enclosure**

## **Monitor Adjustments**

The controls of the monitor are accessed through the back of the monitor cabinet directly underneath the black label. The configuration of the buttons are in the same pattern printed. See pictures below.



## **Maintenance - Buttons**

#### Deal No Deal buttons

#### Bulbs:

The Fluorescent bulbs are 110V ac and should only be replaced with the power off. Do not replace with incandescent type bulbs as the socket is not designed for this and is a fire hazard. When replacing use ICE Part numbers 8980 (red) and 8981 (white). To access the bulbs remove the two switches holding the metal bracket with the bulb socket on it. Now slide the bracket out and replace the bulb. Assemble in reverse. See diagram below.

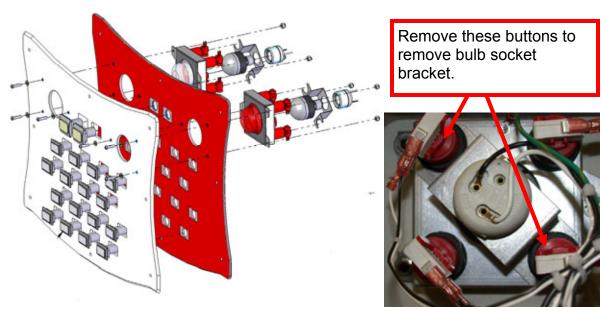
#### Switches:

The MEGA switch is made up with four smaller switches acting as one. When replacing the switch it is important to connect the normally open lead of the switch and ground. No wire should connect to Normally closed. When testing switches, your meter should read less then a ohm with it set to ohms test. There are two different switch assemblies used. ICE part number DN2006R (red) and DN2006W (white).

#### Suit Case Buttons

#### **Bulbs and Switches:**

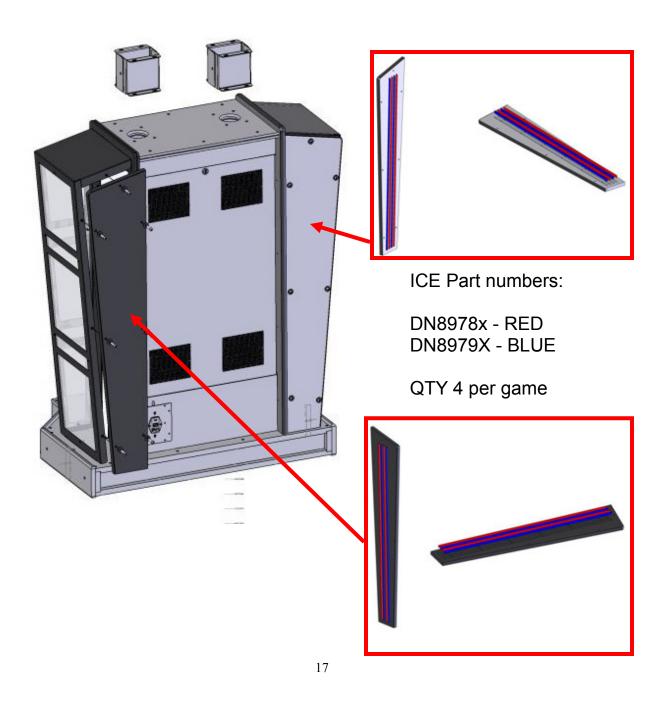
The bulbs used in the suit cases are 12volt DC LEDs. They are glued in the socket and cannot be removed. You must replace this as a assembly. The ICE part numbers are DN2004S01 through DN2004S16. These are connected Normally open and no wire should be connected to Normally closed lead. When testing switches, your meter should read less then a ohm with it set to ohms test. The positive wire (orange) must connect to the + lead on the LED bulb. The yellow with a color strip is the - on the LED bulb. The Yellow start buttons are DN2005DD (double deal) and DN2005S (Deal).



# **Maintenance - Cabinet Mood Lighting**

#### Side Light Replacement

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



# **Spare Parts Listing**

#### Mechanical

CP1050 DRAWER SLIDE
DN1015 COMPUTER STRAP
DN4001 COMPUTER FOAM PAD

TG4002 Stool

#### Electrical

 DN8978X
 DIP red LED

 DN8979X
 DIP red LED

 DN2000
 Computer

 DN2014
 Dongle

 DN2034x
 I/O Board (ser

DN2034x I/O Board (serial)
MON32LCD 32" TFT Monitor
DN2007x Power Module
TG2007 Polk Speakers

UC2010 Switching Power Supply DN2035x I/O Board (parallel) E00231 Parallel Cable E02247 Serial Cable DN2090x Restore CD

8980 LED Bulb 110VAC (red) LED Bulb 110VAC (white) 8981 DN2004S01 'Briefcase' #1 Button DN2004S02 'Briefcase' #2 Button 'Briefcase' #3 Button DN2004S03 'Briefcase' #4 Button DN2004S04 DN2004S05 'Briefcase' #5 Button DN2004S06 'Briefcase' #6 Button DN2004S07 'Briefcase' #7 Button DN2004S08 'Briefcase' #8 Button DN2004S09 'Briefcase' #9 Button DN2004S10 'Briefcase' #10 Button DN2004S11 'Briefcase' #11 Button 'Briefcase' #12 Button DN2004S12 DN2004S13 'Briefcase' #13 Button 'Briefcase' #14 Button DN2004S14 DN2004S15 'Briefcase' #15 Button 'Briefcase' #16 Button DN2004S16 HH5005D Ticket Dispenser

DN2005DD Yellow "Double Deal" Button
DN2005S Yellow "Start" Button
DN2006R Mega Push Button (RED)
DN2006W Mega Push Button (WHITE)

8312 Bulb (40W)
AL8384x Ballast (marquee)
CX8384x Ballast (Stool Base)
PP250x Bulb Socket

#### Graphics

DN7003 Cabinet Front DN7005 Monitor Bezel

DN7006 Floor Graphic—Yellow

# Warranty

I.C.E warrants all components in the **Deal Or No Deal™** game to be free of defects in materials and workmanship for a period of ninety days and the LCD monitor one year from the date of purchase.

This warranty does not cover items damaged due to normal wear and tear, subjected to abuse, improperly assembled by the end user, modified, repaired, or operated in a fashion other than that described in the service manual.

If your **Deal or No Deal™** game fails to conform to the above-mentioned warranty, our sole responsibility shall be at our option to repair or replace any defective component with a new or remanufactured component of equal to or greater O.E.M. specification.

I.C.E. will assume no liability whatsoever, for costs associated with labor to replace defective parts, or travel time associated therein.

Our obligation will be to ship free of charge, replacement parts by domestic U.P.S. Ground, domestic U.S. mail, or other comparable domestic shipping means. Any express mail, overnight, or international shipping expense is at the cost of the purchaser.

Products will be covered under warranty only when:

- The serial number of the game with the defective parts is given. A RMA number has been issued by an I.C.E. technical representative.
- · The serial number of the defective part, if applicable, is given..
- A copy of the sales receipt is available as proof of purchase upon request of I.C.E.

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



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.

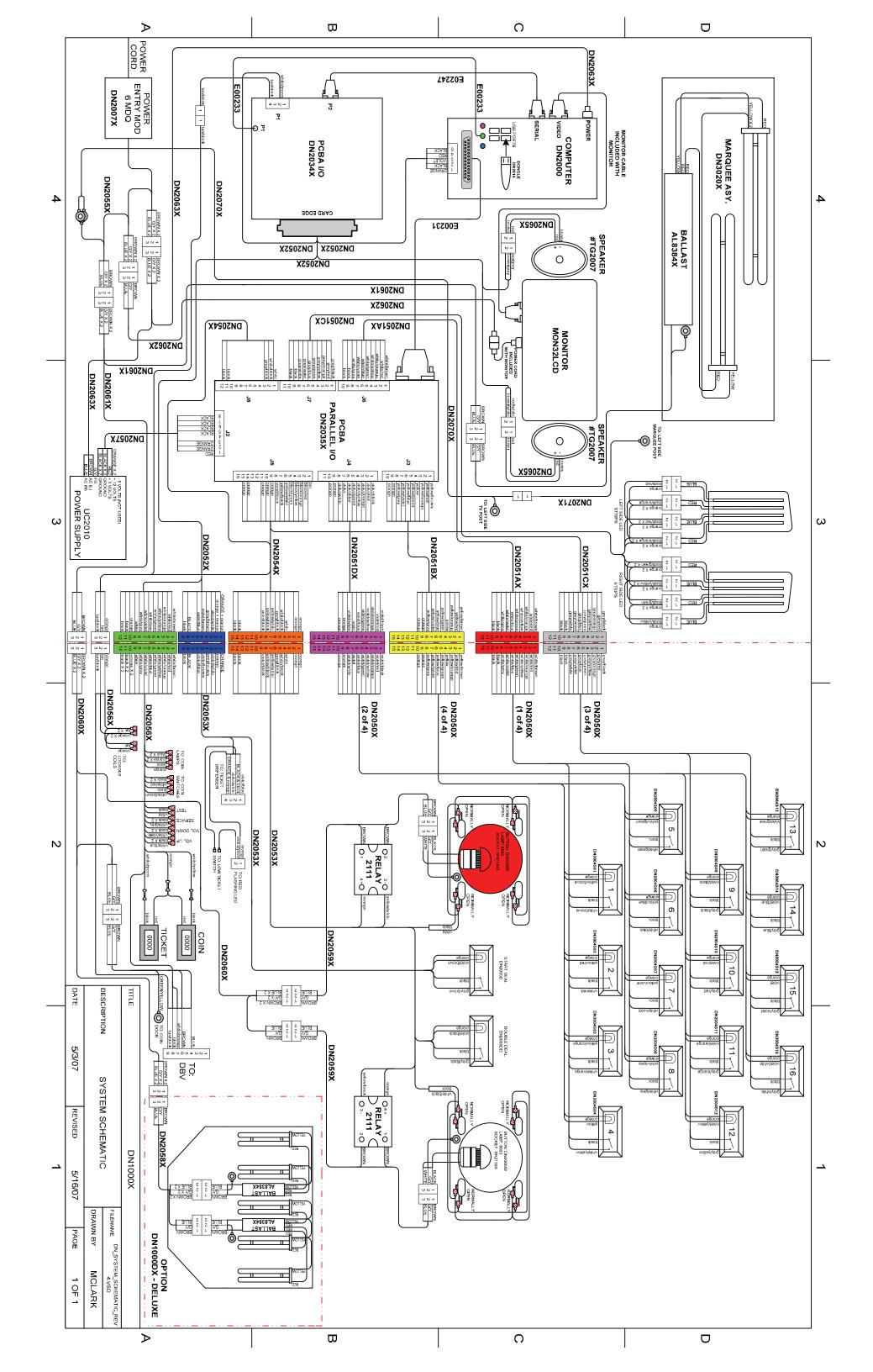
All defective warranty covered components will be replaced with new or factory refurbished components equal to OEM specifications. ICE Inc will cover all domestic UPS ground, or comparable shipping means, freight costs during the warranty period. Expedited shipments are available for an additional charge.

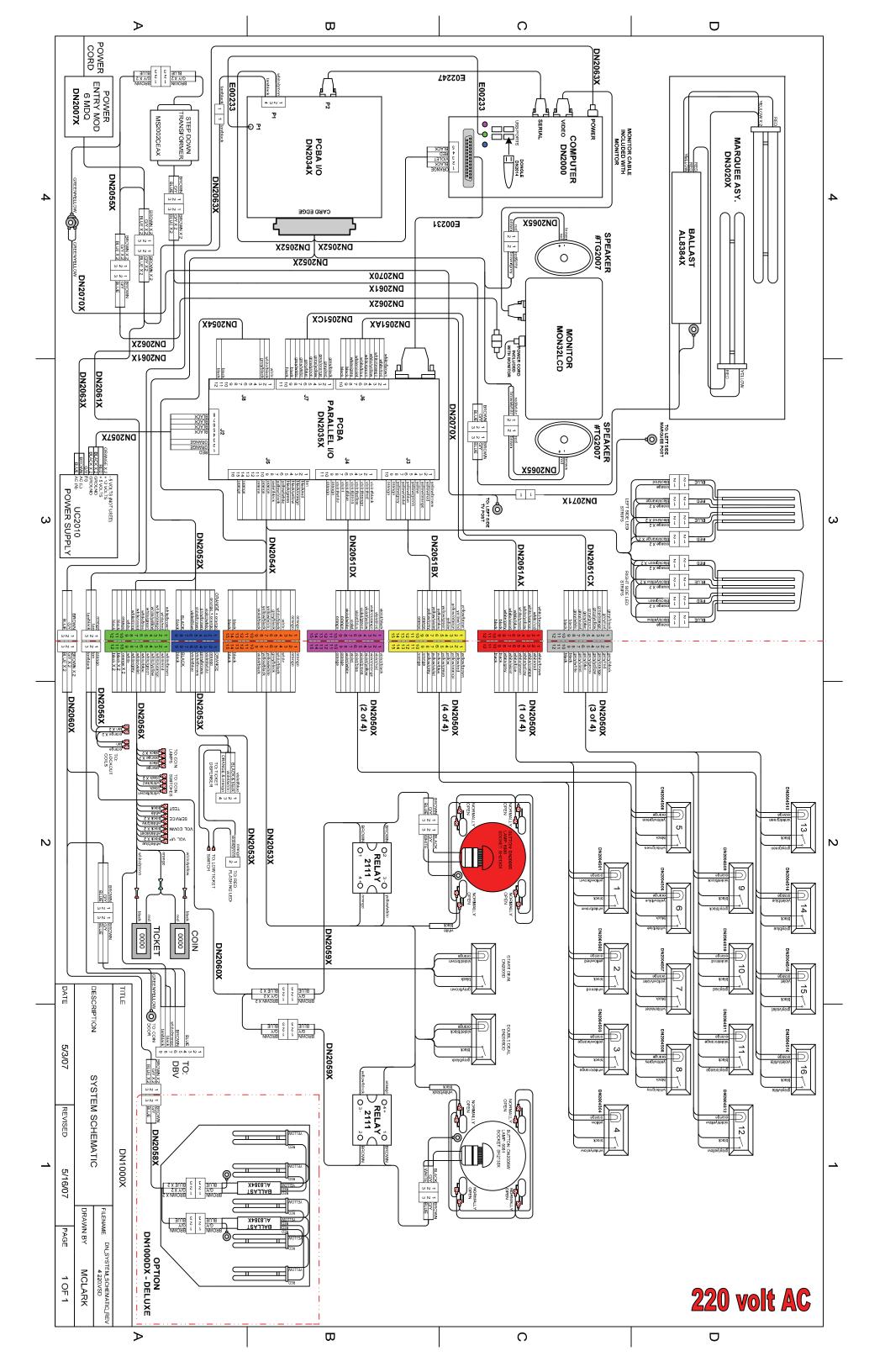
Defective parts are returned to ICE Inc, at the customer's expense, in a timely fashion.

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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