



DN1600 MEGA SPIN Installation Guide

INNOVATIVE CONCEPTS IN ENTERTAINMENT INC.

10123 MAIN STREET, CLARENCE, NY 14031

SERVICE: 1-716-759-0360

FAX: 1-716-759-0884

EMAIL: service@icegame.com

WEBSITE: www.icegame.com

Your kit includes the following:

- (2) Advertising Signs - DN7660
- (1) Restore Disk - DN2690x
- (1) Mega Spin Wheel
- (1) Deluxe Dongle - DN2614
- (4) 1/4-20 X 1 1/2 BHCS (BLACK) - 6281
- (1) 5/32 Allen wrench - PC60601A
- (1) 3/32 Allen wrench - 6603
- (10) Cable ties - 348
- (2) 1/4-20 x 1 1/2 (Zinc) - 6102



Should any of these items be missing, please contact ICE service department at (716) 759-0360 Monday through Friday, 8:30a.m. to 6:00p.m. Eastern standard time before beginning the installation.

It is recommended to review each step before you begin your install of this kit. The use of a ladder and one additional person is highly recommended to lift the assembly onto the game's cabinet. If you have any question please contact ICE Service Department for support.

Step 1

Remove power to the game by unplugging the AC power cord from the machine. Remove the monitor's back access mesh panel using the supplied 3/32 Allen wrench. Remove the lower, back panel of the cabinet. You will need to also unplug the fans on cabinet door as you remove it. Unplug the power cable and ground wire going to the marquee. Remove the existing marquee that is above the monitor using a 5/32 Allen wrench and discard these bolts.

Step 2

Unpack the new Mega Bonus Wheel and remove the base as shown in figure 1A on page 4 using a 5/32 Allen wrench supplied with this kit. Save the hardware for step 6.

Step 3

Install the base on top of the cabinet where the marquee was originally mounted using four 1/4-20 X 1 1/2 Allen bolts included in the kit. See figure 1B for the location of which counter bored holes on the base to use.

Step 4

Remove the 6 bolts located at the top of the new wheel and install the old marquee there. Plug in the power and ground wires as shown in figure 1C. Bolt the marquee to the top of the Mega Bonus Wheel housing shown in figure 1D using the 6 bolts that were previously removed. Only two bolts are shown for clarity.

Step 5

Lift the Mega Bonus Wheel onto the top of the game cabinet and position the holes on the base for installation. It is recommended that the use of a ladder and two people perform this step. Route the wires for power and ground, through the left hole standing from behind the game. Refer to figure 1E for location. Plug in the AC power from the marquee and ground wire as shown in figure 3. The LED power harness and USB cable should be feed through the right hole as shown in figure 1F. Be careful not to pull to hard on the USB cable when pulling through the top of the cabinet.

Step 6

Reinstall the bolts you saved from step 2 to secure the Mega Bonus wheel housing (figure 1.G).

Step 7

From the back of the cabinet, slide out the computer and feed the USB and wheel harness through the hole on the right side. This harness goes behind the computer and to the bottom of the cabinet.

Step 8

Plug in the USB cable and the DOND DLX dongle into the back of the computer's USB connectors. See figure 4. Do not remove the old dongle already plugged into the computer. This requires two dongles to work..

Step 9

The wheel harness is plugged in at the bottom of the cabinet. The connectors located on the shorter side of the harness go to the bottom right connectors (red to red, blue to blue). The connectors with the longer part of the harness go to the connectors on the bottom left (figure5).** Secure the wheel harness to the existing harness in the cabinet using cable ties included in the kit.

Step 10

Hardware installation is complete (figure6).

Step 11

Plug the power cable into the back of the game and start the machine. Record your game settings before installing the new software as it will completely over write all information including game settings. Insert the software update CD and restart the machine to begin the installation. Leave the tray that the computer is on out of the cabinet so the CD drive can eject. Once the software update is complete, remove the disk and restart the computer. When the software first boots, it will ask which wheel is installed. Select the wheel that matches your wheel that you have installed.

Step 12

Once the game is running, press the DIAG button of the programming panel to enter the Service Menu. Using Vol+/Vol- to move and start to select, select the System Tests Menu → Wheel Spin Test → Slot #9 1000. The wheel should spin and land on 1000. Exit out of the Service Menu.

Step 13

Connect the fans on the cabinet door. Reinstall the cabinet door and the mesh screen.

Note:

** Newer games will have a free connector in the main harness. In older games, the main harness will be disconnected from the LED strips at the bottom of the cabinet and the wheel harness will be connected to these connectors (main harness is connected to the wheel harness which is connected to the LED strips).

Figure 1

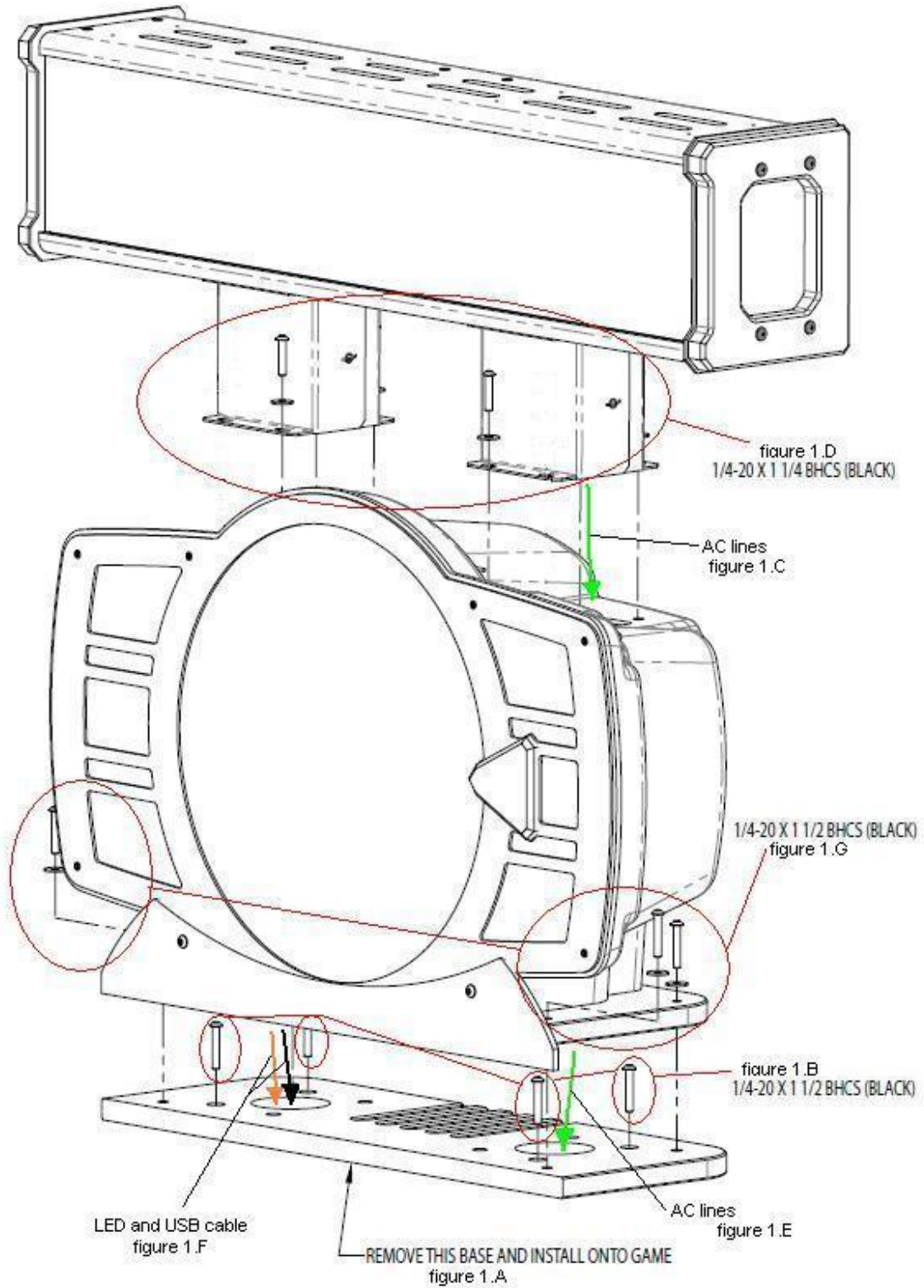


Figure 2



Figure 3

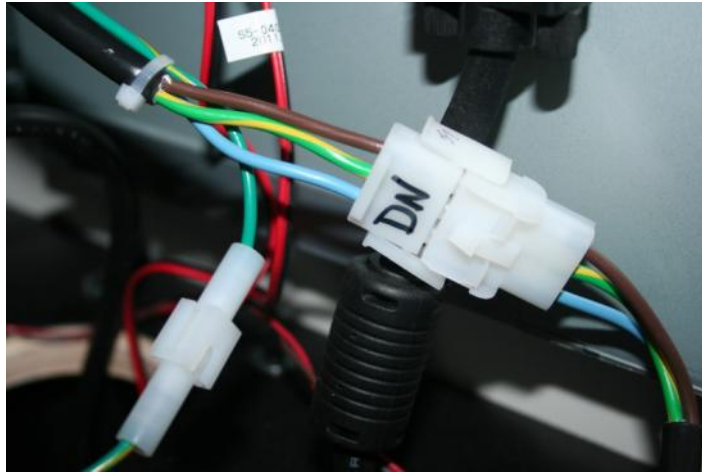


Figure 4



Figure 5

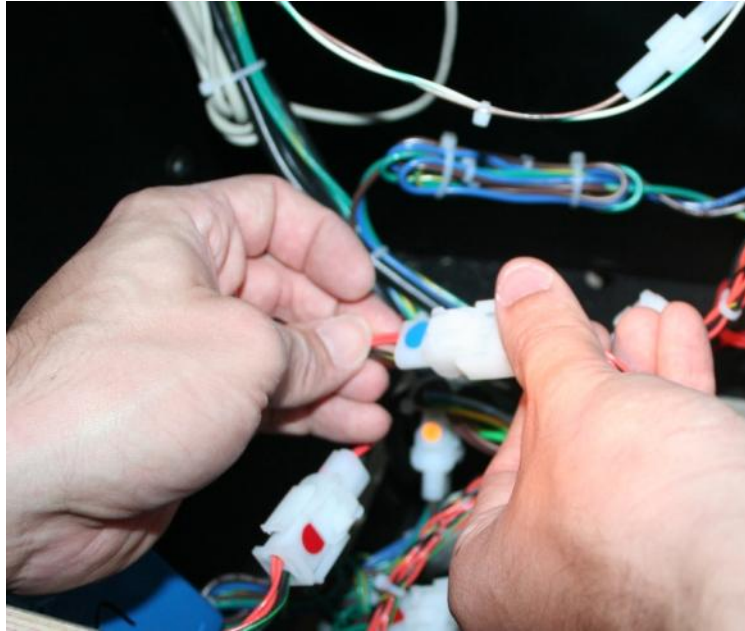


Figure 6



Advertising Signage Installation:

Unscrew the bolts at the top corners, above the screen and discard the bolts. Using the Zinc 1/4-20 bolts attach the signs as shown below.



Procedure for removing the wheel

Step 1:

Remove front cover by removing the 2 Allen bolts that hold the lower black plastic trim

Step 2:

Remove the nuts that secure the cover to the vacuum form shell

Step 3:

Remove the plastic cover

Step 4:

Remove the "E" clip using a small flat screw driver in the center of the hub that holds the hub to the motor shaft (Figure 7,8)

Step 5:

Using the 3 finger holes grip the plastic wheel and pull straight back (Figure 9)

Figure 7

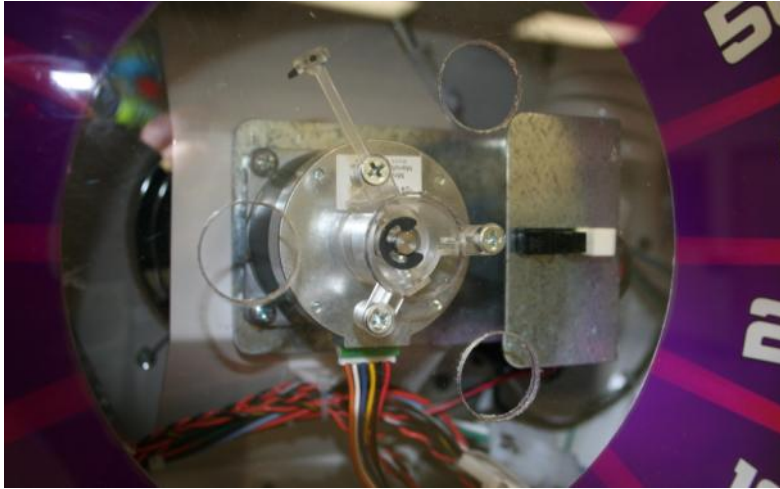


Figure 8

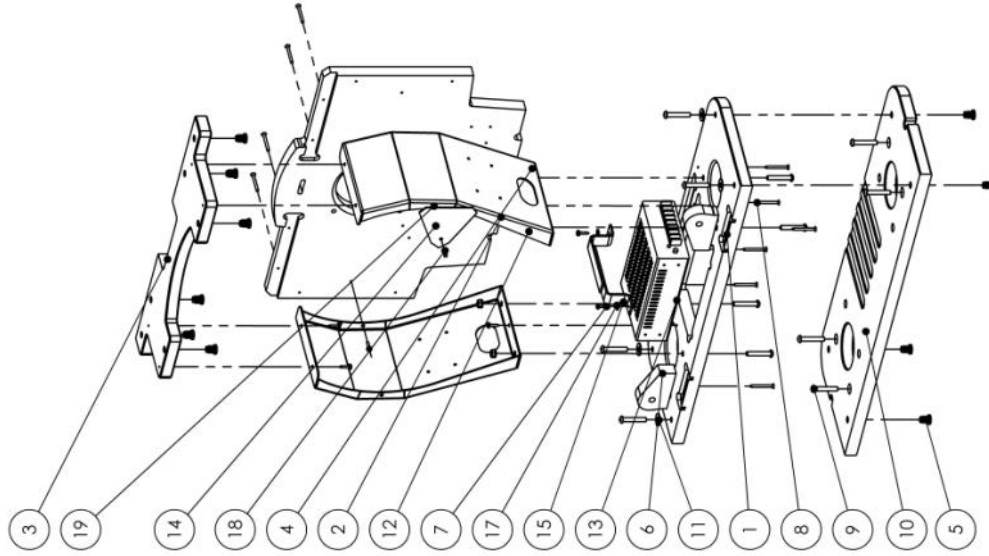


Figure 9

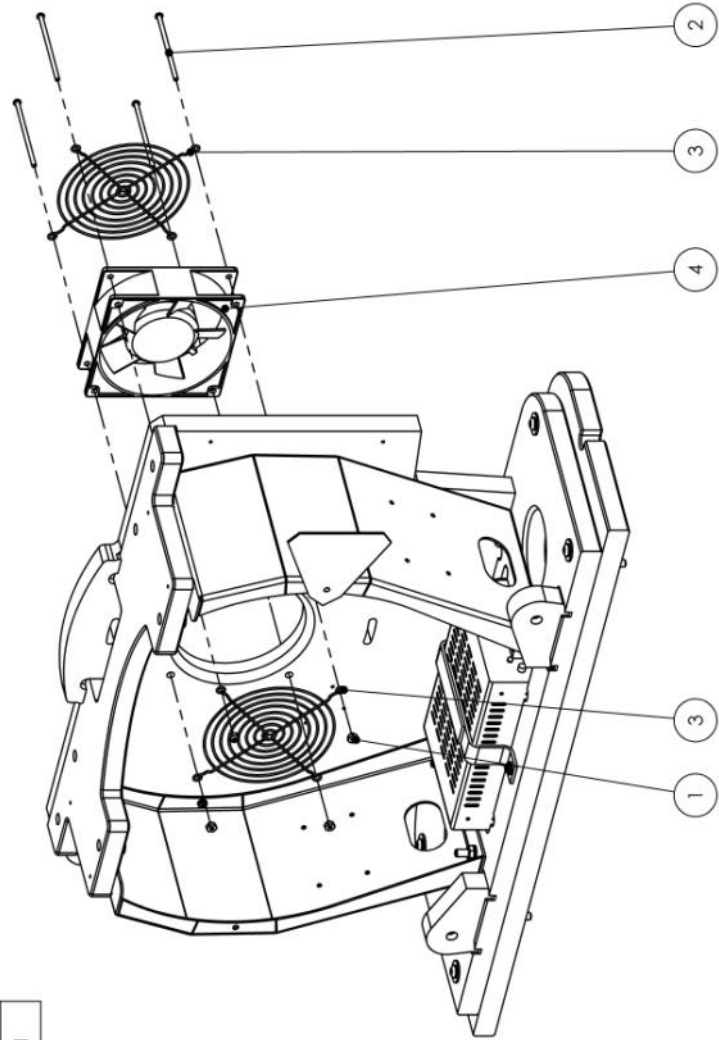


ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	PC60609	1/4-20 x 1-1/2" LG. (ZINC)	2
2	6075	1/4 x 3/4 FLAT WASHER ZINC (USS)	2
3	6002A	6-32 NYLOCK NUT	4
4	6326	6-32 X 3.0" LG. RHMS	4
5	E02027G	FAN FINGER GUARD	2
6	MS2364X	FAN ASSEMBLY	1
7	TG1021, SOCKET & BULB		4
8	DN3601	PRIZE WHEEL BASE	1
9	DN3651	PRIZE WHEEL BACK	1
10	DN3620	MARQUEE VAC FORM	1
11	DN3652	PRIZE WHEEL TOP	1
12	DN7602	PRIZE WHEEL FRONT GRAPHIC	1
13	DN1601	PRIZE WHEEL HOUSING SUPPORT	2
14	PC60631	025-20 CABINET INSERT (J50115)	12
15	DN3602	FRONT TRIM	1
16	DN3653	LOWER TAB	2
17	655S	#8 x 5/8 SQ. DRIVE (SILVER)	26
18	6212	1/4 x 3/4 FLAT WASHER BLACK (USS)	4
19	DN3604	FROSTED PANEL	1
20	DN3605	BASE PLATE	1
21	DN3606B	WIN ARROW	1
22	DN3607	SIDE LED MOUNT	2
23	DN3608	WIN ARROW LED MOUNT	1
24	PC60614	025-20 KEP NUT	4
25	DS2010	POWER SUPPLY	1
26	DN3609	BEZEL	1
27	6166	#6 DRYWALL SCREW 1-1/2" SQ-PH TOOTHED HEAD	10
28	6281	1/4-20 x 1 1/2 BSHCS (BLACK)	20
29	PX3093X	HUB (BONUS WHEEL)	1
30	PX1008	MOTOR MTG. BRACKET	1
31	PX1004	BRACKET (WHEEL SENSOR MTG)	1
32	CR130933 (Stepper Motor)	MOTOR, STEPPER 24V	1
33	6086	NYLOCK JAM NUT 10-24	4
34	6089	10-24x3/4 PHMS	4
35	E00417	OPTO SENSOR (OMRON SX3239-P2)	1
36	DN7601	WHEEL	1
37	PEM FH-440-8 X--N	4-40 x 3/4" PEM STUD	3
38	E00439ADNX	RED WIN LED STRIP	1
39	E00414DNX	BLUE LED STRIP	4
40	656	FH-632-12 (ZINC)	4
41	PC60643	6-32 x 1/4 HH SPACER	8
42	DN2036X	DN WHEEL MARQUEE PCB	1
43	PC60604	NYLOCK NUT, 1/4-20	12
44	4027 DN-1	HOOK / LOOP WRAP	1
45	4027 DN-2	HOOK / LOOP WRAP	1
46	6031	#8 FLAT WASHER (ZINC)	2
47	6086	HJNUT 8-32	3
48	6225	6-32 x .5 PEM STUD	1
49	6097	6-32 HEX NUT	1
50	CR-PHMS 0.19-24x0.25x0.25-N	#8 X .50 PPHS	4
51	E00439DNX	RED LED STRIP	4
52	97431A300	E-CLIP	1
53	DN3603	FROSTED PANEL	1

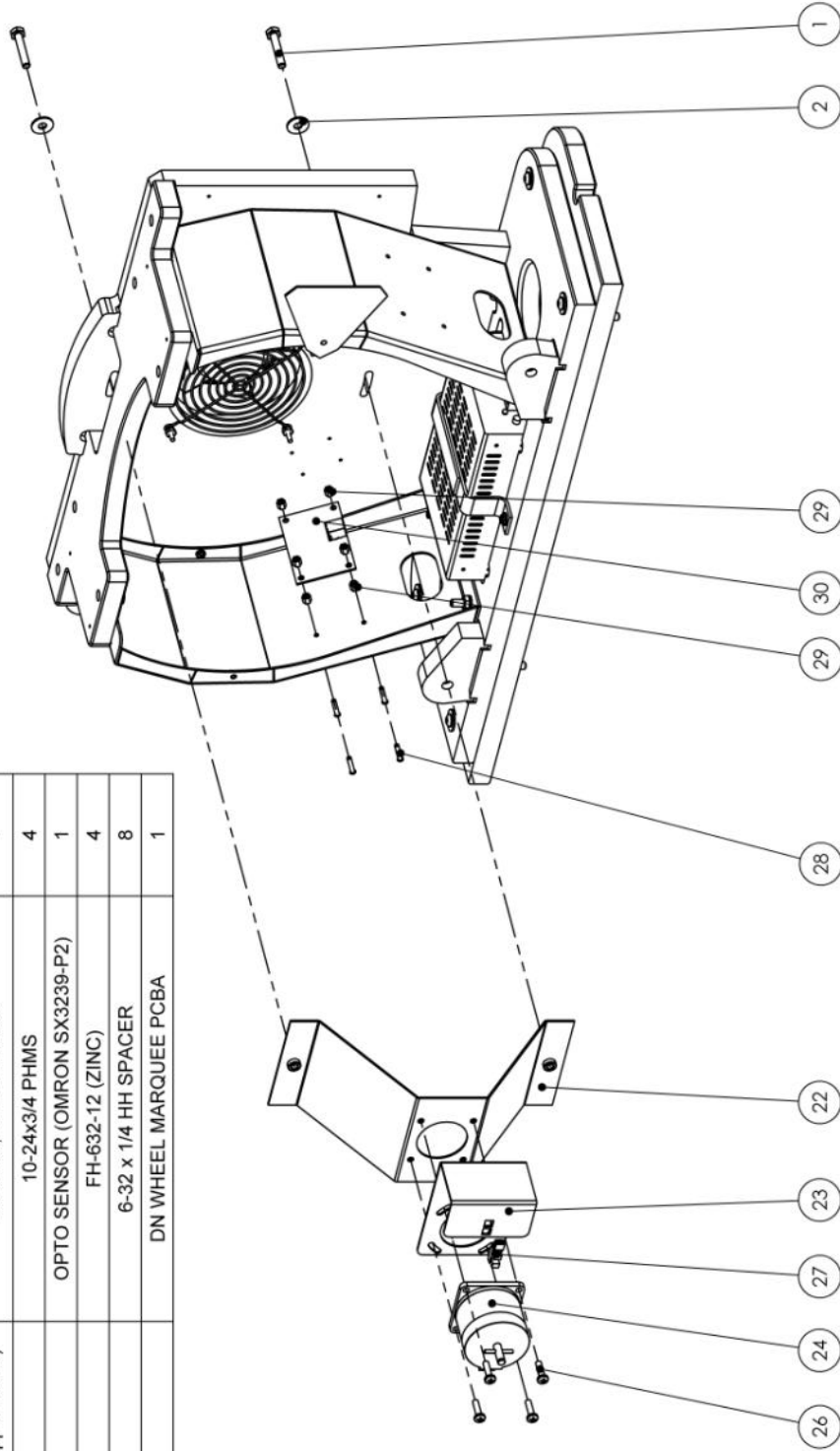
ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	DN3601	PRIZE WHEEL BASE	1
2	DN3651	PRIZE WHEEL BACK	1
3	DN3652	PRIZE WHEEL TOP	1
4	DN1601	PRIZE WHEEL HOUSING SUPPORT	2
5	PC60631	025-20 CABINET INSERT (J50115)	12
6	DN3653	LOWER TAB	2
7	655S	#8 x 5/8 SQ. DRIVE (SILVER)	10
8	6166	#6 DRYWALL SCREW 1-1/2" SQ-PH TOOTHED HEAD	10
9	6281	1/4-20 x 1 1/2 BSHCS (BLACK)	12
10	DN3605	BASE PLATE	1
11	6212	1/4 x 3/4 FLAT WASHER BLACK (USS)	4
12	PC60614	025-20 KEP NUT	4
13	DS2010	POWER SUPPLY	1
14	DN3608	WIN ARROW LED MOUNT	1
15	4027 DN-1	HOOK / LOOP WRAP	1
16	4027 DN-2	HOOK / LOOP WRAP	1
17	6031	#8 FLAT WASHER (ZINC)	2
18	6225	6-32 x .5 PEM STUD	1
19	6097	6-32 HEX NUT	1



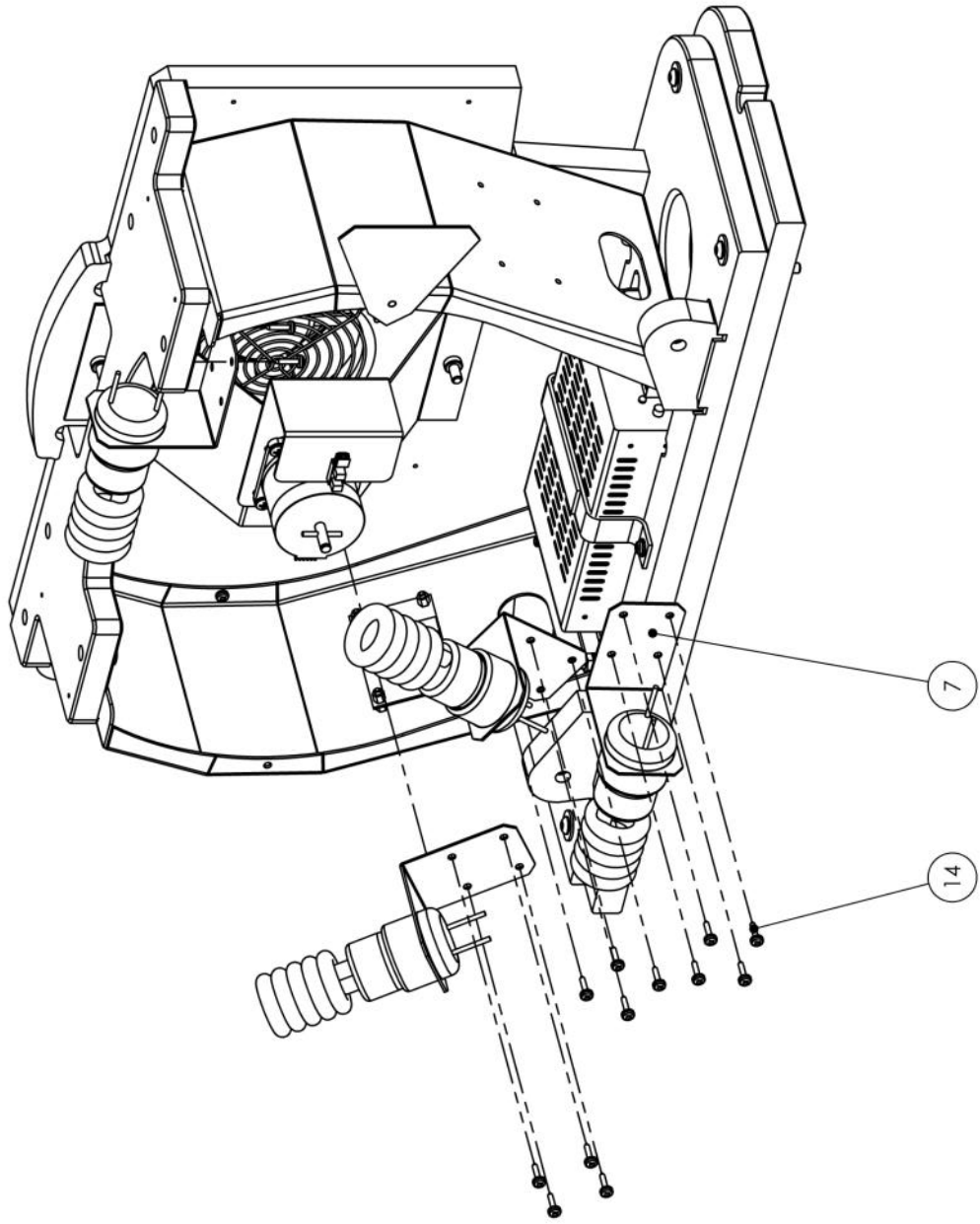
ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	6002A	6-32 NYLOCK NUT	4
2	6326	6-32 X 3.0" LG. RHMS	4
3	E02027G	FAN FINGER GUARD	2
4	MS2364X	FAN ASSEMBLY	1



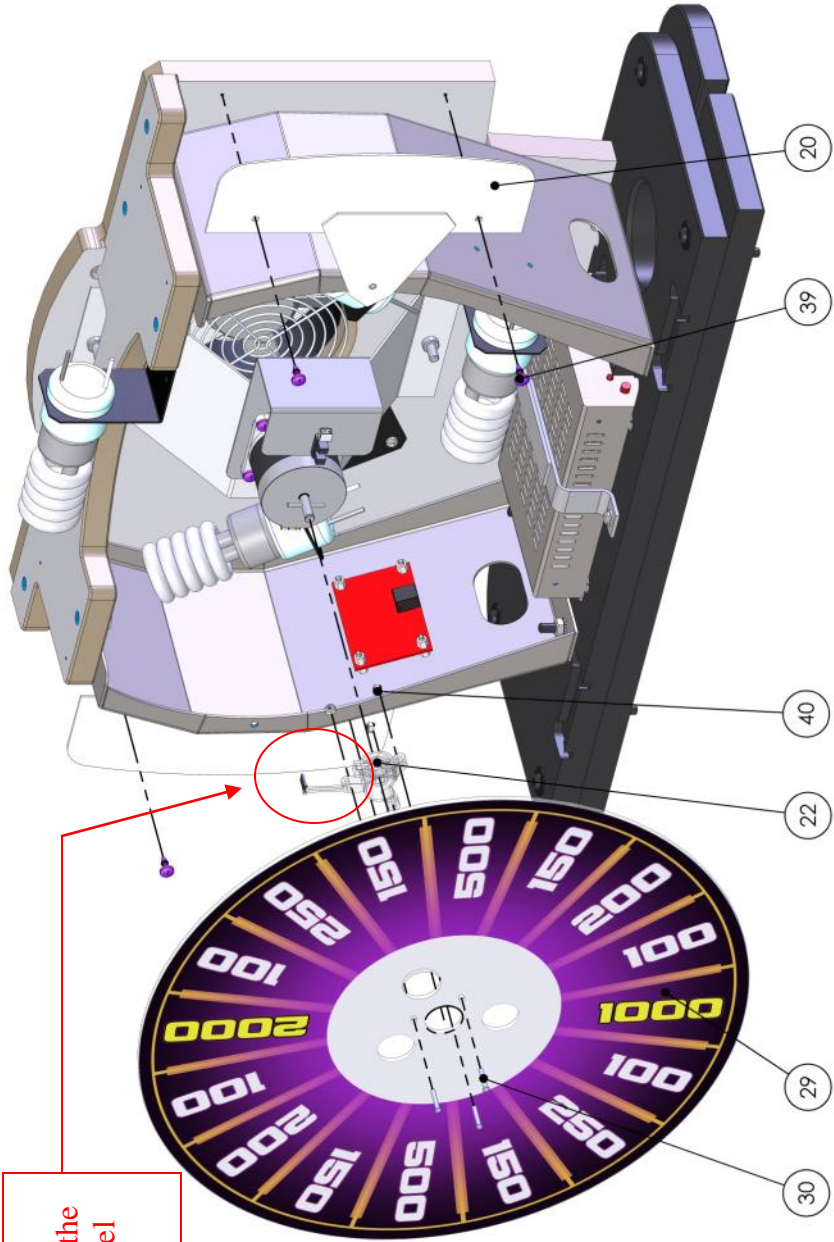
ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	pc60609	1/4-20 x 1-1/2" LG. (ZINC)	2
2	6075	1/4 x 3/4 FLAT WASHER ZINC (USS)	2
24	CR130933 (Stepper Motor)	MOTOR, STEPPER 24V	1
26	6089	10-24x3/4 PHMS	4
27	E00417	OPTO SENSOR (OMRON SX3239-P2)	1
28	656	FH-632-12 (ZINC)	4
29	PC60643	6-32 x 1/4 HH SPACER	8
30	DN2036X	DN WHEEL MARQUEE PCBA	1



ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
7	TG1021, SOCKET & BULB		4
14	655S	#8 x 5/8 SQ. DRIVE (SILVER)	24

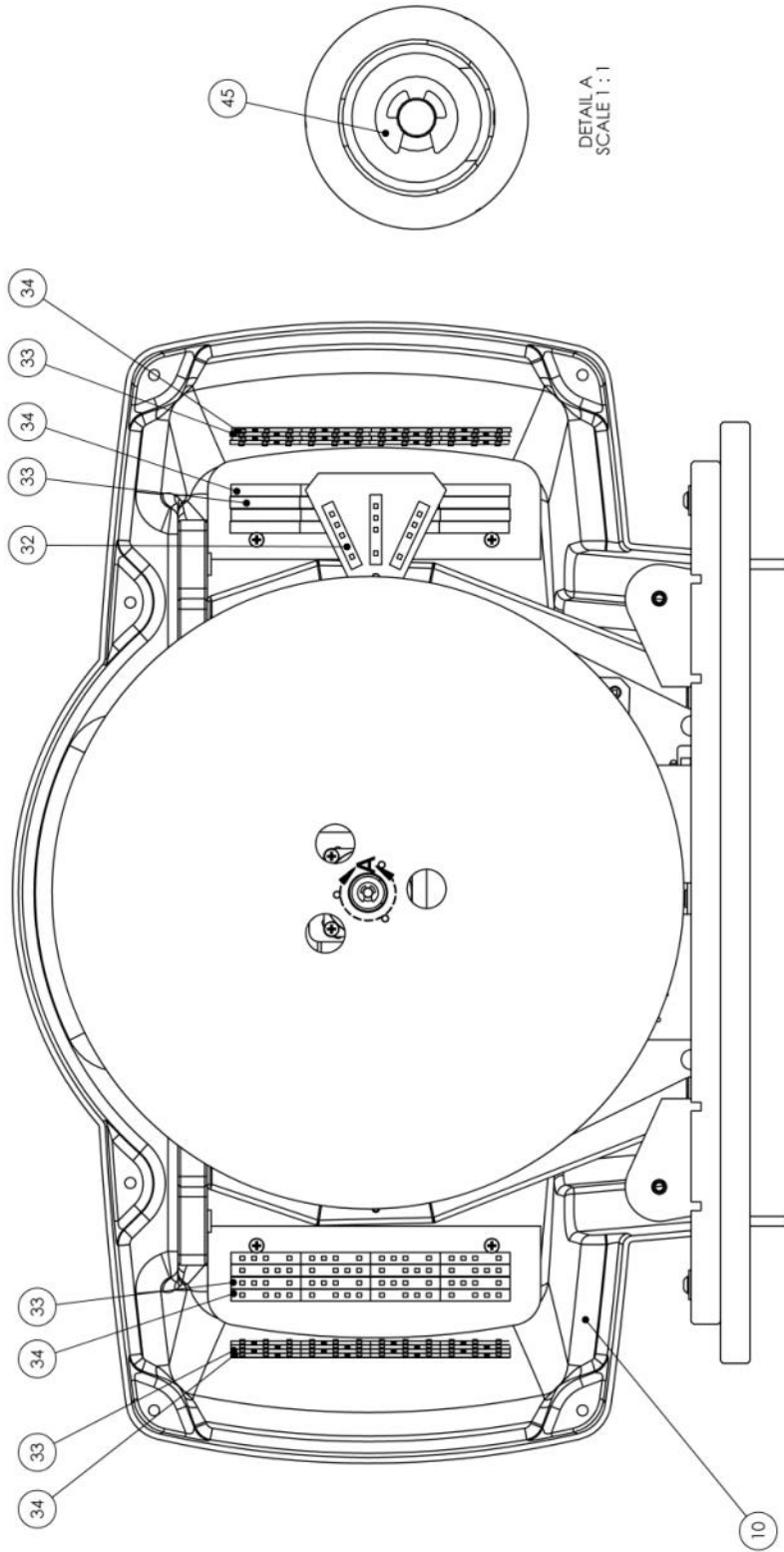


ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
20	DN3607	SIDE LED MOUNT	2
22	PX3093X	HUB (BONUS WHEEL)	1
29	DN7601	WHEEL	1
30	PEM FH-440-8 X--N	4-40 x 3/4" PEM STUD	3
39	CR-PHMS 0.19-24x0.25x0.25-N	#8 X .50 PPHS	4
40	6093	4-40 NYLOCK NUT	3

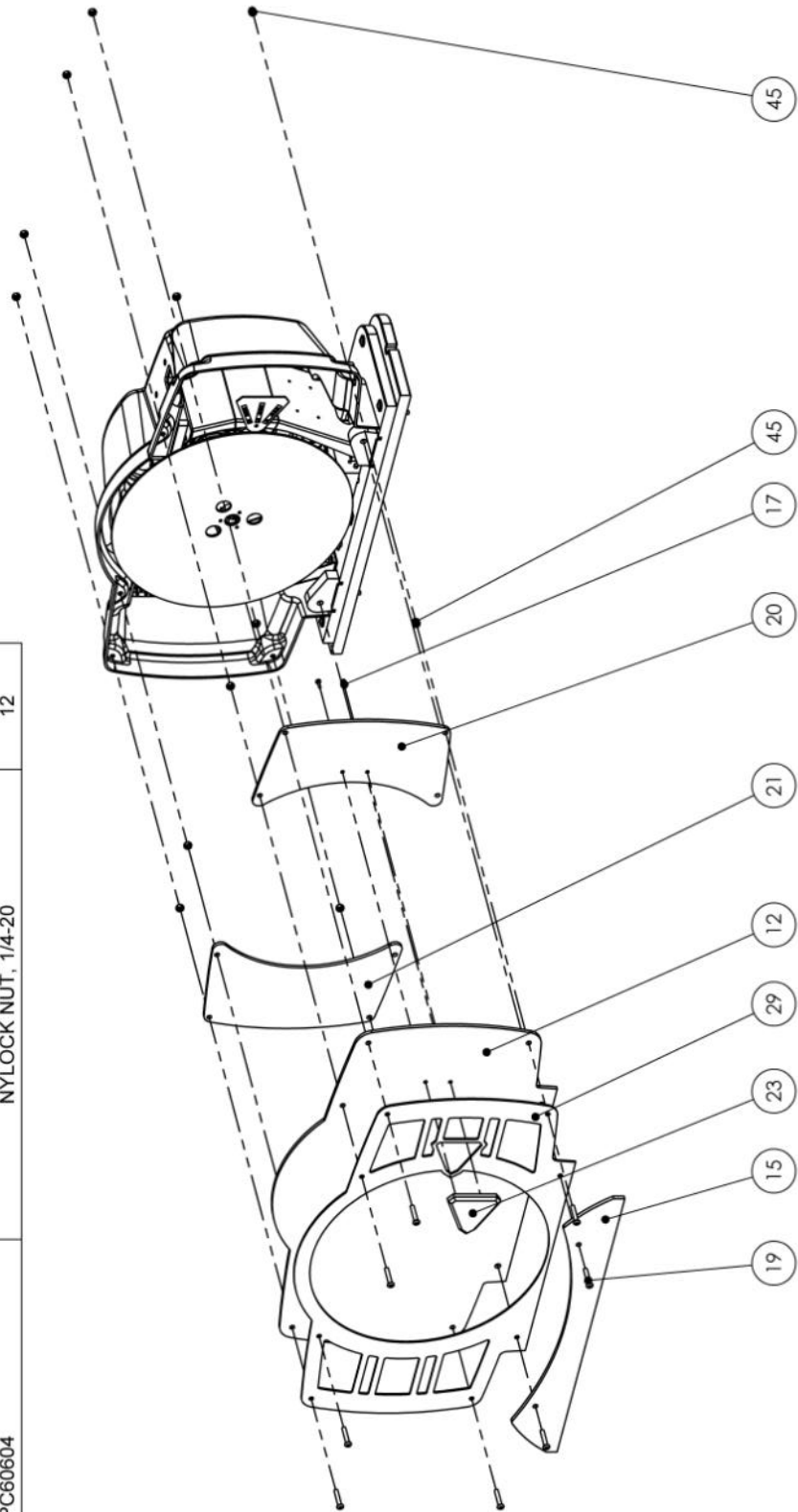


Note:
Home Flag is pointing at the highest value of the wheel when re-installing.

ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
10	DN3620	MARQUEE VAC FORM	1
32	E00439ADNX	RED WIN LED STRIP	1
33	E00414DNX	BLUE LED STRIP	4
34	E00439DNX	RED LED STRIP	4
45	97431A300	E-CLIP	1



ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
12	DN7602	PRIZE WHEEL FRONT GRAPHIC	1
15	DN3602	FRONT TRIM	1
17	655S	#8 x 5/8 SQ. DRIVE (SILVER)	26
19	6281	1/4-20 x 1 1/2 BSHCS (BLACK)	20
20	DN3603	FROSTED PANEL	1
21	DN3604	FROSTED PANEL	1
23	DN3606B	WIN ARROW	1
29	DN3609	BEZEL	1
45	PC60604	NYLOCK NUT, 1/4-20	12





**DEAL OR NO DEAL
PROGRAMMING OPTION GUIDE
MEGA BONUS
STANDARD GAME
SOFTWARE VERSION
DOND V.01.14.00.US.STD**

INNOVATIVE CONCEPTS IN ENTERTAINMENT INC.

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

MAIN MENU

OPERATOR ADJUSTMENTS

- adjust various game play/operation settings

AUDITS

- view game/coin/ticket audit data

RESET MENU

- reset game/coin/ticket audits

SYSTEM INFORMATION MENU

- displays system information

SYSTEM TESTS MENU

- perform various system tests/diagnostics

VIEW LOG

- displays record of debug information

Main Menu - OPERATOR ADJUSTMENTS

GAME ADJUSTMENTS

- adjust game play settings

TICKET ADJUSTMENTS

- turn the ticket mechanism on/off

COIN ADJUSTMENTS

- adjust the currency type and coin switch values

PLAYER COST / PAYOUT ADJUSTMENTS

- adjust the cost of the game and the level of pay out

VOLUME

- adjust the volume for the game

Main Menu - Operator Adjustments - GAME ADJUSTMENTS

COUNT DOWN TIMER **DEFAULT = 10**

-this is the length of time that the player has to make an input during the game. The value can be set from 5 to 20 seconds

PRIZE TYPE **DEFAULT = TICKET**

- type of prize to be awarded.
COUPONS, POINTS, BLANK

SELECT WHEEL TYPE

-tells the software which wheel values you installed.

DEMONSTRATION MODE

-Puts the game into free mode and allows the players to experience the wheel spin frequently.

Main Menu - Operator Adjustments - TICKET MECH ADJUSTMENT

TICKET MULTIPLIER **DEFAULT = 10**

-ticket multiplier

TICKET USE **DEFAULT = ON**

- this setting allows the operator to turn off the ticket output of the game

EVEN VALUES ONLY **DEFAULT = OFF**

-forces tickets to be even values

Main Menu - Operator Adjustments - COIN SETTINGS

FREEPLAY **DEFAULT = OFF**

- this setting allows the game to be played without a credits in.

CURRENCY TYPE **DEFAULT = DOLLAR**

- this is the currency type used by the game.

CURRENCY UNIT VALUE **DEFAULT = \$0.25**

-this is the value of a single unit for a particular currency. For example, 0.25 is the credit unit value that corresponds to a US quarter.

COIN 1 VALUE **DEFAULT = \$0.25**

- this is the value of coin input #1.

COIN 2 VALUE **DEFAULT = \$0.25**

- this is the value of coin input #2.

COIN 3 VALUE / DBV PULSE **DEFAULT = \$1.00**

- this is the value of coin input #3, which is commonly used as the dollar bill validator input.

MAXIMUM CREDITS **DEFAULT = \$500.00**

- this is the maximum number of credits that are allowed by the machine.

BONUS AWARD **DEFAULT = \$0.00**

-bonus award value

UNITS FOR BONUS AWARD **DEFAULT = \$0.00**

-bonus award unit

Main Menu - Operator Adjustments - PLAYER COST / PAYOUT

START COST **DEFAULT = \$1.00**

- cost to start the game [min = FREE, max = \$25.00]

START COST (DOUBLE DEAL) **DEFAULT = \$2.00**

- cost to start the Double Deal game. (note: the Double Deal mode is the same as the regular game, except that all the payout values are doubled the cost of the Double Deal game should almost always be twice the cost of the regular game.) [min = FREE, max = \$25.00]

BONUS VALUE **DEFAULT = \$0.00**

-value each bonus is worth

TICKET VALUE **DEFAULT = \$0.01**

-value each ticket is worth

Main Menu - Operator Adjustments - VOLUME

GAME VOLUME **DEFAULT = 24**

- on a scale of 0 - 32, this is the volume of the game.

ATTRACT VOLUME **DEFAULT = 24**

- on a scale of 0 - 32, this is the volume of the game while it is in the attract mode.

MINIMUM VOLUME **DEFAULT = 4**

- this is the absolute minimum that both the GAME VOLUME and the ATTRACT VOLUME can be set to

ATTRACT SOUNDS **DEFAULT = ALWAYS**

- this setting determines how often sounds are played during the attract mode. The possible values are OFF / OCCASIONALLY and ALWAYS.

Main Menu - AUDITS

GAME AUDITS

- audits for total number of plays, game time, etc.

TICKET AUDITS

- audits for the number of tickets won, average tickets, number of tickets owed, etc.

SYSTEM AUDITS

- audits for play time, up time, etc.

COIN AUDITS

- audits for the number of coins in, etc.

Main Menu - Audits - GAME AUDITS

TOTAL GAMES PLAYED

- the total number of games played on the machine.

GAMES PLAYED (DEAL)

- the total number of regular games played.

GAMES PLAYED (DOUBLE DEAL)

- the total number of "Double Deal" games played.

OF TIMES WHEEL SPUN

- the total number of times bonus wheel has been spun

OF TIMES PLAYER HAS WON BIG BONUS

- the total number of times the player has won the big bonus value

Main Menu - Audits - TICKET AUDITS

LIFETIME TICKETS PAID

- this is the total number of tickets paid since software install

CURRENT TICKETS OWED

- this is the number of tickets currently owed

CURRENT PAYOUT

- this is the current payout percentage calculated over the lifetime of the game.

Main Menu - General Audits - SYSTEM AUDITS

PLAY TIME

- this is the total amount of time that the game has been played.

UP TIME

- this is the length of time that the game has been plugged in and running.

WATCHDOGS

- this is a count of the number of time that the game has been forced to reset, most likely to a hardware or software error.

EXCEPTIONS

- this is a count of the number of times that the software has caused a system error.

BAD TRAPS

- this is a count of the number of times that the software has caused a game error.

Main Menu - Audits - COIN AUDITS

TOTAL COIN 1

- the total amount of money in from coin door #1.

TOTAL COIN 2

- the total amount of money in from coin door #2.

TOTAL COIN 3 (DBV)

- the total amount of money in from coin door #3, commonly used as a dollar bill validator.

BONUS COINS

- the total amount of bonus coins awarded for the lifetime of the game

LIFETIME COIN COUNT

- the total amount of money in from all coin doors for the lifetime of the game.

SERVICE CREDITS

- the total amount of money in from the service credits button.

Main Menu - RESET MENU

RESET GAME AUDITS

- this option clears out the game audits.

RESET CREDITS

- this option clears out the number of credits currently in the game.

RESET TICKETS

- this option clears the amount of TICKETS owed by the game.

RESET COIN COINTERS

- this option clears out the counters for each of the coin doors.

RESET ADJUSTMENTS

- this option sets all of the game adjustments back to the factory default values.

FACTORY RESET

- this option will reset all of the audits and adjustments back to the factory defaults.

Main Menu - SYSTEM INFORMATION

VERSION LIST

- this will display the versions for the various components of the game software.

DIPSWITCH SETTINGS

- this option displays the settings for each of the dipswitches on the IO board.

SWITCH TELEMETRY DATA

- this displays debug information of missed switch presses

Main Menu - SYSTEM TESTS

TICKET DISPENSER TEST

- this option prints out a ticket.

SWITCH TEST

- this option allows the operator to test the internal switches such as coin and volume controls.

SCREEN TESTS

- this option allows the operator to perform various display tests, such as color and screen alignment

SOUND TEST

- this allows the operator to test the audio system by playing a variety of test sounds.

FILE TEST

- this option initiates a file test, in which every system file is checked for integrity.

COIN METER TEST

- this option will send a test output to the coin meter. The coin meter should increase by one.

CABINET LAMPS TEST

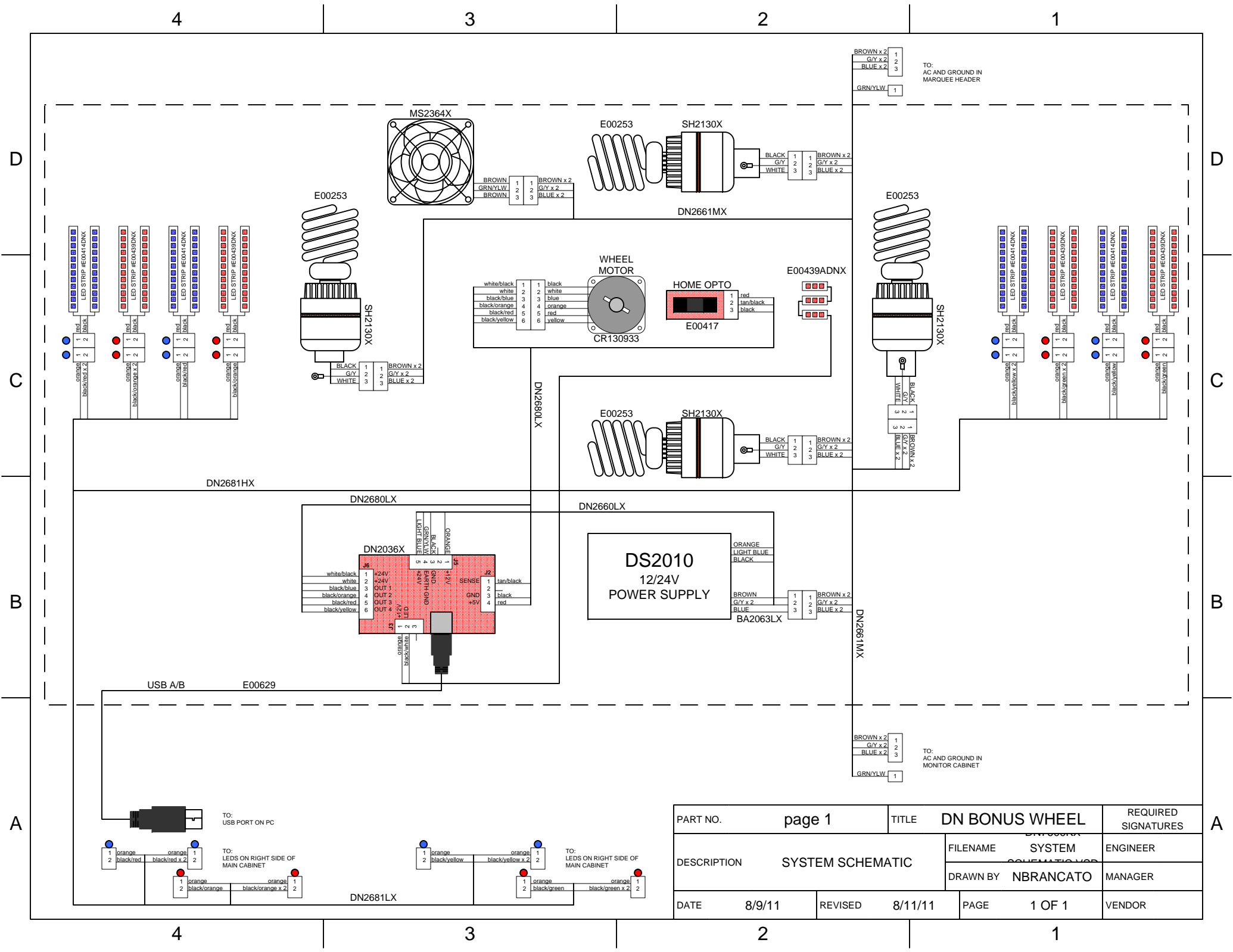
- this option begins a test of the lamps in the cabinet

WATCHDOG TEST

- this option tests the ability for the game to restart itself in the case of a hardware or software failure

Main Menu - VIEW LOG

- displays debug information for software development



PART NO.	page 1	TITLE	DN BONUS WHEEL	REQUIRED SIGNATURES
DESCRIPTION	SYSTEM SCHEMATIC	FILENAME	SYSTEM SCHEMATIC	ENGINEER
DATE	8/9/11	REVISED	8/11/11	MANAGER
		PAGE	1 OF 1	VENDOR

A

A

B

B

C

C

D

D

4

3

2

1

4

3

2

1

TO:
AC AND GROUND IN
MARQUEE HEADER

TO:
AC AND GROUND IN
MONITOR CABINET

TO: USB PORT ON PC

TO: LEDS ON RIGHT SIDE OF
MAIN CABINET

TO: LEDS ON RIGHT SIDE OF
MAIN CABINET

BROWN x 2
G/Y x 2
BLUE x 2
GRN/YLW 1

BLACK 1
G/Y 2
WHITE 3
BROWN x 2
G/Y x 2
BLUE x 2

BROWN 1
GRN/YLW 2
BROWN 3
BROWN x 2
G/Y x 2
BLUE x 2

BLACK 1
G/Y 2
WHITE 3
BROWN x 2
G/Y x 2
BLUE x 2

BLACK 1
G/Y 2
WHITE 3
BROWN x 2
G/Y x 2
BLUE x 2

BROWN x 2
G/Y x 2
BLUE x 2
GRN/YLW 1

BROWN x 2
G/Y x 2
BLUE x 2
GRN/YLW 1

