



SUPER CHEXX PREMIUM

OWNERS AND SERVICE MANUAL INNOVATIVE CONCEPTS IN ENTERTAINMENT INC.

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IF YOUR ICE SURFACE APPEARS TO BE WARPED:

The outer bolts that hold the dome to the cabinet needs to be slightly loosened to allow the ICE surface to expand.

If after loosening the bolts the surface has not flattened out please contact ICE service Department at (716) 759-0360.

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.

The game's foot print is 60" x 30" x 54".

AC Power Information

The DC power supply provides the main AC power fuse. It is not user replaceable.

Replace the entire DC supply if failure is experienced.

4.5 amp at 110—120V. 2.5 amp at 200 –240V

SUPER CHEXX PREMIUM™ GAME PLAY

The SUPER CHEXX Premium™ Hockey game has been designed to resemble “real” hockey action. The object of the game is to out-score your opponent before time runs out. Goals can be scored, with the game continuing, until the “last puck in play” mode begins. When the last puck in play is scored, the game ends.*

Example: If a score is 5-3, the last puck would result in a final score of 5-4 or 6-3.

*The exception to this rule occurs when a final puck would create a tie score.

Example: If the score is 2-1, the last puck might make the score 2-2. The game then automatically goes into a “Sudden Death Overtime” mode and a final tie-breaking puck is ejected. The game will end when the tie-breaking goal is scored.

The National Anthem, as well as the “Boo” sound and the “Ooh’s” and “Aah’s” add to the excitement of playing SUPER CHEXX PREMIUM™. The “Boo” button can be used to eliminate the National Anthem or to “Boo” your opponent.

SUPER CHEXX PREMIUM™ FEATURES

- **ALL NEW ELECTRONICS PLATFORM**

Uses state of the art technology manufactured at I.C.E.

- **OVERHEAD VIDEO JUMBOTRON SCOREBOARD WITH 5” LCD DISPLAY**

A video screen shows scores, shots on goal, running time clock, period display and live game animations.

- **UNIQUE SOUND EFFECTS**

Enhanced quality of sound with many new Rick Jeanneret recorded game calls. Along with synthesized organ chants and Home Team Goal Horns.

- **CENTER ICE FACE OFF**

Auto-ejecting puck eject assembly with improved design to reduce jams/one-sided face-offs.

- **NEW LIGHTING AND ILLUMINATION**

Red-Green-Blue LED Lighting and light show during anthem and goal celebrations. LED Lighting to illuminate the playing surface with brighter-white light. Red Goal Lights and Green Change of Period Lights under each goal.

- **MAPLE STAIN WOOD BASES**

American hardwood 4” thick solid maple. Made by Artisan Woodcrafters in the USA. Available in White Wash, walnut, golden, clear, and cherry stains.

GAME ASSEMBLY

These steps should be followed for initial installation as well as any time the game is dismantled and moved to a new location.



Step 1:

Unbox the upper dome and base. Position the dome on to the base oriented with hinge side of cabinet opposite of the coin door or decal on the side of the base.

WARNING!

START THE BOLTS BY HAND! DO NOT USE PROVIDED TOOL TO START THE BOLT!

TIGHTEN WITH TOOL WHEN ALL FOUR BOLTS HAVE BEEN STARTED BY HAND!

Failure to follow these instructions could result in stripping the mounting hardware.

Step 2:

Secure the upper cabinet to the base using four AA6404 5/16-18 x3" Allen bolts and four AA6067 washers. Start the bolts by hand. Make sure not to cross thread them as you turn. Once all four are started, use the tool provided to tighten them.





Step 3:

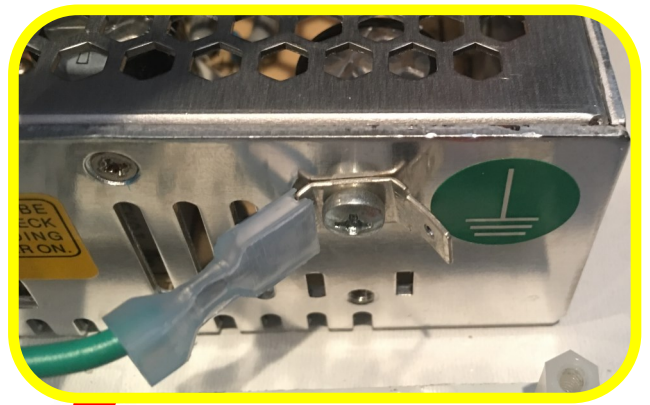
Open the bottom access door if not already open.

Pic A - Plug the main harness into P3.

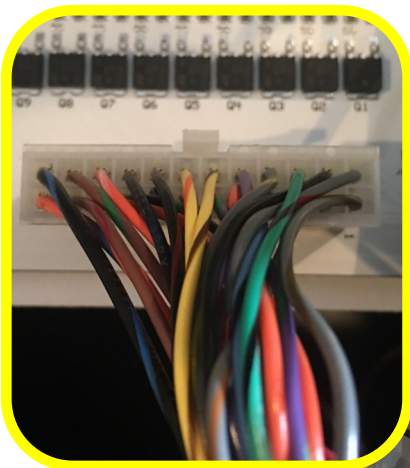
Pic B - Plug the Jumbotron harness to P4.

Pic C - Plug the ground wire onto the power supply.

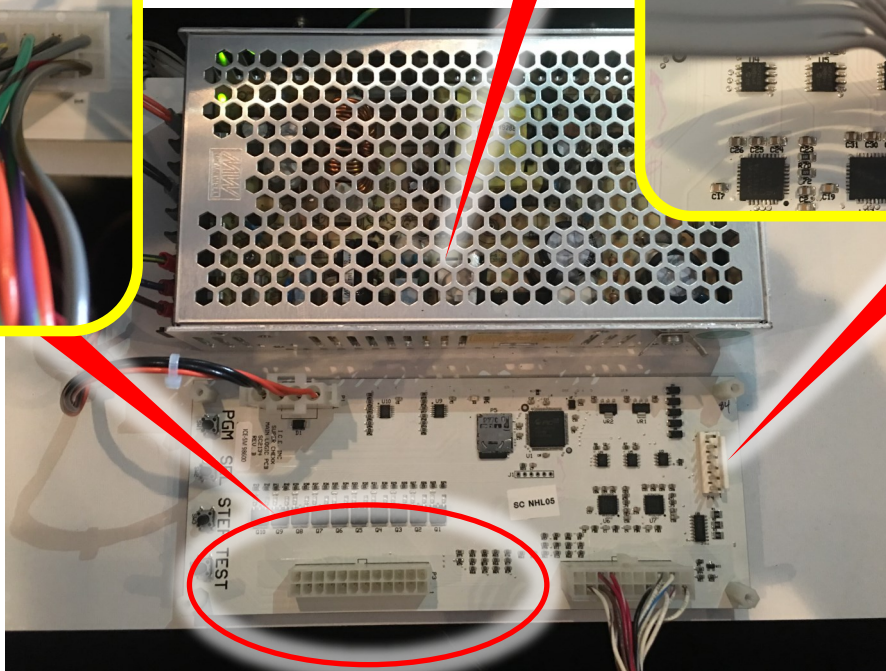
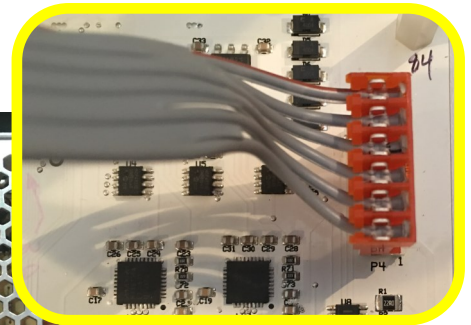
Pic C

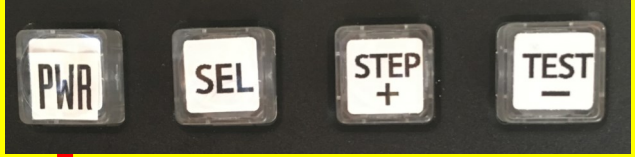


Pic A



Pic B



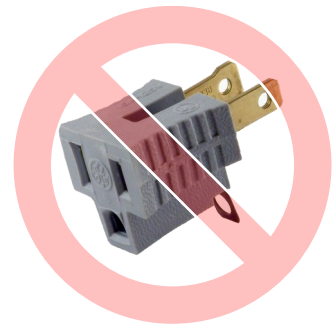


Press to power on when plugged into a outlet.

Insert the AC cord into a grounded 120V AC outlet. The cord can be found at the base.



WARNING - ONLY PLUG INTO A GROUNDED OUTLET. DO NOT USE ADAPTORS THAT ELIMINATE THE THIRD PRONG!



How To Enter Program Mode



Once in program mode, the jumbo screen will show the game option and current value.

- Press the “SEL” button to go to the next option.
- Press “Step” and “TEST” to change the option value.
- Exit program mode the same way you entered the mode.

COIN OP:

| Option | Min | Max | Default |
|---|-------------|-----|---------------|
| Game volume | 0 | 10 | 5 |
| Attract volume | 0 | 10 | 3 |
| Cost per play (in coin 1's) | 0 | 8 | 2 |
| Coin #2 value (in coin 1's) | 0 | 8 | 1 |
| Minutes per period (30 second increments) | 1 | 10 | 2 |
| Last chance puck | 0 | 1 | 1 |
| Anthem select | See Table 2 | | United States |
| Tickets per play | 0 (off) | 20 | 0 |
| Ticket multiplier | 1 | 2 | 1 |
| Video attract interval (s) (2 second increments) | 2 | 30 | 4 |
| Attract audio interval (1 video increments) | 1 | 180 | 4 |
| Team select (Home) | See Table 1 | | Red |
| Team select (Away) | See Table 1 | | Blue |
| Underlighting color | See Table 4 | | 0 |
| Exchange Color (swap goal video teams) | 0 | 1 | 0 |
| Anthem LED colors (spot light color pattern) | See Table 3 | | Red/Blue |
| Goal light show | 0 | 1 | 1 |
| Credit discount | 0 | 20 | 0 |
| Discount value | 0 | 20 | 0 |
| Anthem enable | Off | On | On |
| Reset defaults | 0 | 1 | 0 |

HOME:

| Option | Min | Max | Default |
|---|-------------|-----|---------------|
| Game volume | 0 | 10 | 5 |
| Attract volume | 0 | 10 | 3 |
| Minutes per period (30 second increments) | 1 | 10 | 2 |
| Last chance puck | 0 | 1 | 1 |
| Anthem select | See Table 2 | | United States |
| Video attract interval (s) (2 second increments) | 2 | 30 | 4 |
| Attract audio interval (1 video increments) | 1 | 180 | 4 |
| Team select (Home) | See Table 1 | | Red |
| Team select (Away) | See Table 1 | | Blue |
| Underlighting color | See Table 4 | | 0 |
| Exchange Color (swap goal video teams) | 0 | 1 | 0 |
| Anthem LED colors (spot light color pattern) | See Table 3 | | Red/Blue |
| Goal light show | 0 | 1 | 1 |
| Anthem enable | Off | On | On |
| Reset defaults | 0 | 1 | 0 |

TABLE 1

| | Team Name | |
|----|-----------------------|-------------------------------------|
| 1 | Red | B O T H |
| 2 | Blue | |
| 3 | USA | |
| 4 | Canada | |
| 5 | CCCP | |
| 6 | Anaheim Ducks | N H L O N L Y |
| 7 | Arizona Coyotes | |
| 8 | Boston Bruins | |
| 9 | Buffalo Sabres | |
| 10 | Calgary Flames | |
| 11 | Carolina Hurricanes | |
| 12 | Chicago Blackhawks | |
| 13 | Colorado Avalanche | |
| 14 | Columbus Blue Jackets | |
| 15 | Dallas Stars | |
| 16 | Detroit Red Wings | |
| 17 | Edmonton Oilers | |
| 18 | Florida Panthers | |
| 19 | Los Angeles Kings | |
| 20 | Minnesota Wild | |
| 21 | Montreal Canadiens | |
| 22 | Nashville Predators | |
| 23 | New Jersey Devils | |
| 24 | New York Islanders | |
| 25 | New York Rangers | |
| 26 | Ottawa Senators | |
| 27 | Philadelphia Flyers | |
| 28 | Pittsburgh Penguins | |
| 29 | San Jose Sharks | |
| 30 | St Louis Blues | |
| 31 | Tampa Bay Lightning | |
| 32 | Toronto Maple Leafs | |
| 33 | Vancouver Canucks | |
| 34 | Vegas Golden Knights | |
| 35 | Washington Capitals | |
| 36 | Winnipeg Jets | |
| 37 | Quebec Nordiques | |
| 38 | Hartford Whalers | |
| 39 | Minnesota Northstars | |

TABLE 2

| | ANTHEMS |
|----|------------------|
| 1 | UNITED STATES |
| 2 | CANADA (ENGLISH) |
| 3 | CANADA (FRENCH) |
| 4 | RUSSIA |
| 5 | UNITED KINGDOM |
| 6 | TURKEY |
| 7 | FINLAND |
| 8 | GERMANY |
| 9 | JAPAN |
| 10 | CUSTOM ANTHEM 5 |

TABLE 3

| | ANTHEM LED colors |
|---|-------------------|
| 1 | BLUE/GREEN |
| 2 | RED/GREEN |
| 3 | RED/BLUE |
| 4 | BLUE |
| 5 | GREEN |
| 6 | RED |

TABLE 4

| | Underlighting Color |
|---|---------------------|
| 1 | Off |
| 2 | Red |
| 3 | Green |
| 4 | Blue |
| 5 | Light Blue |
| 6 | Yellow |
| 7 | Pink |
| 8 | Cycle all colors |

GAME OPERATION - TEST

1. Before starting a game, check to see that all players rotate smoothly and that all rods move in and out freely.

NOTE: THE GEAR BOXES REQUIRE 10 - 20 GAMES TO FULLY BREAK IN. SLIGHT RESISTANCE WHEN ROTATING THE PLAYERS ON A NEW GAME IS NORMAL.

2. Insert the proper number of coins to start game. The National Anthem will begin and upon completion, the puck will eject from the ejector chute. Shoot the puck in each net several times to ensure proper operation of the ejector.
3. Each time the puck enters the net; the score indicators on both sides of the scoreboard should indicate the goal scored. Continue scoring until the game ends, checking the score indicators for proper operation. Check to see that the score indicators on both sides of the scoreboard are working correctly.
4. Restart the game. Press the Boo/Start button to ensure the National Anthem is bypassed. The puck should eject.
5. After the puck ejects, press the Boo/Start buttons on both ends of the game to ensure the "Boo" sound is heard.
6. Run the puck through each goal crease. The "Oh" sound should be heard as the puck passes through the crease. Note that a shot on a goal has been registered.
7. You can preform a sound check of the SDCARD by unplugging the game. Then press and hold the test button. Plug the game back in while holding the test button down. The game will now cycle through ever audio file on the SDCARD. Bad files will play back as static or garbled noise.

MAINTENANCE

All parts in the SUPER CHEXX PRO™ Hockey Game have been manufactured to the highest standards possible. The following maintenance should be performed as recommended to assure optimal performance and longevity of the game.

WARNING: THIS GAME DOES NOT REQUIRE ANY LUBRICATION. USE OF ANY OILS OR GREASE MAY VOID YOUR WARRANTY.

Most mechanical maintenance jobs, when required, will necessitate removal of the dome and / or ice surface. In all cases, when the ice surface must be removed, follow the ice surface removal procedure as given.

PARTS KIT

Included in the spare parts kit, is a wire cable with loop & hooks. This is used to hold the dome open when tilted back to service the game.

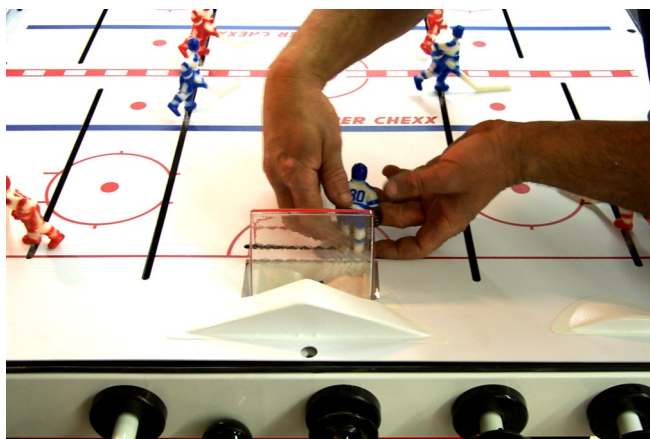
In the event the goalies are removed, extra cotter pins are provided if the original cotter pins are damaged or lost.

PUCK

Inspect the puck for large gashes, which may impede a smooth rolling action down the puck ramps. Replace if necessary.

PUCK RAMPS

Periodically check the puck ramps for dirt accumulation and / or other objects or materials that may cause the puck action to slow down. To clean the ramps, remove the goalies. Slide all players to center ice (this saves time, as all the players and ice surface do not have to be removed). Bend up the ice on either end and remove the nets. Clean out the tracks and reassemble.



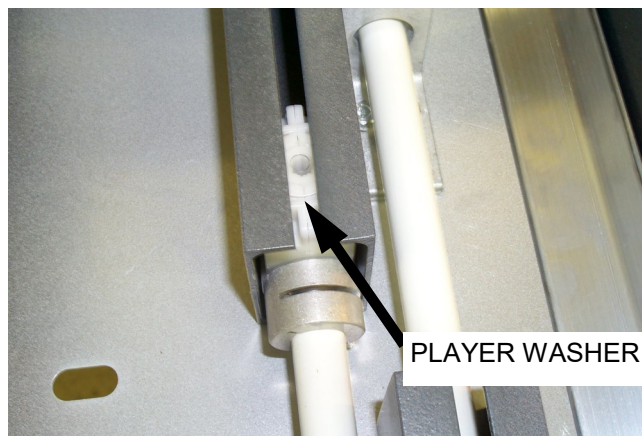
COIN MECHANISMS

Mechanisms should be cleaned and adjusted when necessary. Follow the manufacturer's instructions on adjustment and maintenance.

PLAYER WASHERS

These washers, located over each gearbox, serve to keep the players shafts in place in their gearboxes.

Extreme care should be exercised when pulling out or pushing in players because a washer that falls into a track can be bothersome to remove. To help eliminate this problem, push all the rods all the way in, and pull the player straight out. When pushing a player back in, be sure the gearbox is lined up with the shafts. If not, slowly rotate the rod while pushing down on the player.



MAINTENANCE



VIEW OF PLAYER AFTER INSTALLATION

NOTE: WASHERS SHOULD BE REPLACED WHEN WORN TO THE POINT THAT THEY CAN NO LONGER HOLD THE PLAYERS IN. AFTER PLAYERS ARE INSERTED, PULL UP GENTLY TO TEST THE STRENGTH OF THE WASHERS.

SOUND EFFECTS

Periodically test the sound effects, sensors, and the “Boo” button to ensure the proper functions. Test for National Anthem by pass.

ICE SURFACE

The ice surface should be cleaned as needed, using Windex™, Fantastic™, or a comparable product. Apply liberally to a lint-free cloth, wipe surface thoroughly, and let dry. For a “faster” ice surface, dust lightly with Pledge™ and let dry.

DOMES

The Lexan dome should be cleaned as needed, using a furniture polish type of cleaner. Apply to a lint-free cloth and wipe dome thoroughly.

NOTE: PLEDGE™ IS RECOMMENDED. ALWAYS TEST THE CLEANER YOU INTEND TO USE ALONG THE FLANGE TO MAKE SURE THE CLEANER WILL NOT HARM THE DOME FINISH. TO REMOVE SCRATCHES, A SPECIAL SCRATCH REMOVER FORMULATED FOR LEXAN SHOULD BE OBTAINED.

PLAYERS

Periodically inspect the players for appearance or possible damage. Replace when necessary.

EJECTOR MECHANISM

Periodically test the mechanism by scoring goal and observing puck ejection. If puck fails to eject, does not clear ice surface, the mechanism is not working correctly. Open the dome and remove the ice surface.

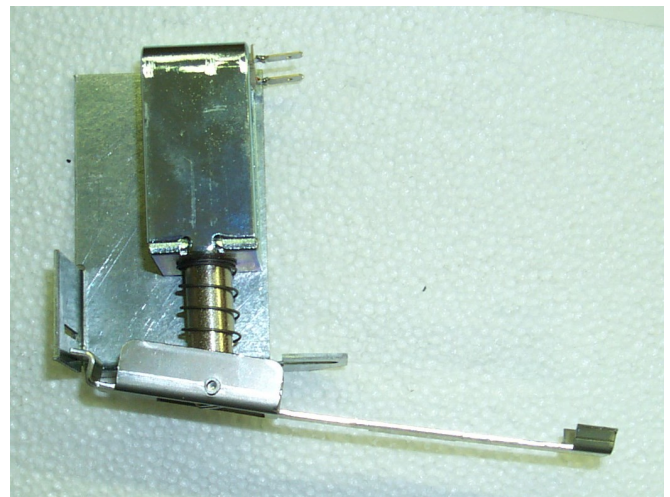
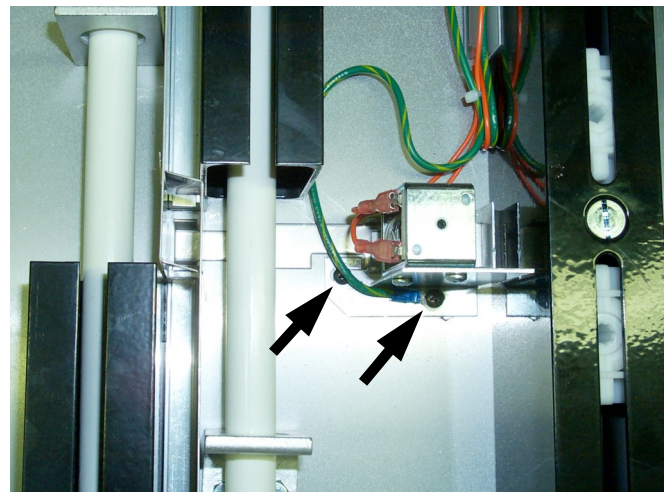
**NOTE:
BE CAREFUL NOT TO LOSE THE FLAT WASHERS.**

Start the game and observe operation. Check for foreign particles under the ejector arm. The entire bracket assembly can be repositioned to correct improper ejection

in any direction. Loosen the 2 mounting screws and re-position as necessary. Be sure all parts work freely.

Check by pushing the solenoid plunger only, to see that the ejector lifts up about 3/8” from the cabinet bottom. If less movement is noted, be sure that the ejector is not hitting any of the side chute areas or has become bent through failure of another part.

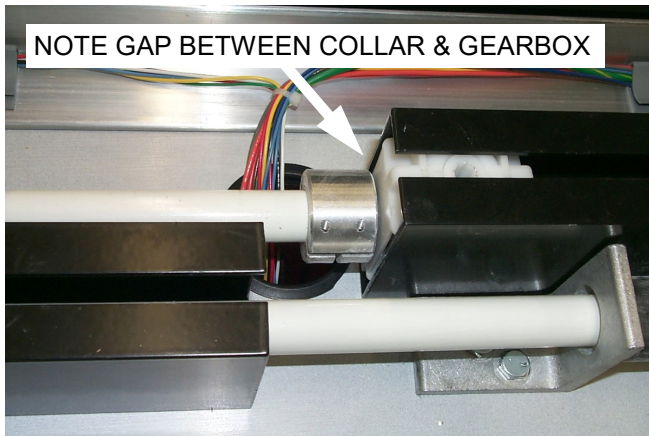
Excessive random angle ejections can be eliminated by centering the ejector in the vertical area of the chute. (An improperly positioned ice surface may also cause angled ejections) An ejector that sticks in the up or down position is due to either improper positioning, a broken spring or a damaged solenoid.



MAINTENANCE

GEARBOXES

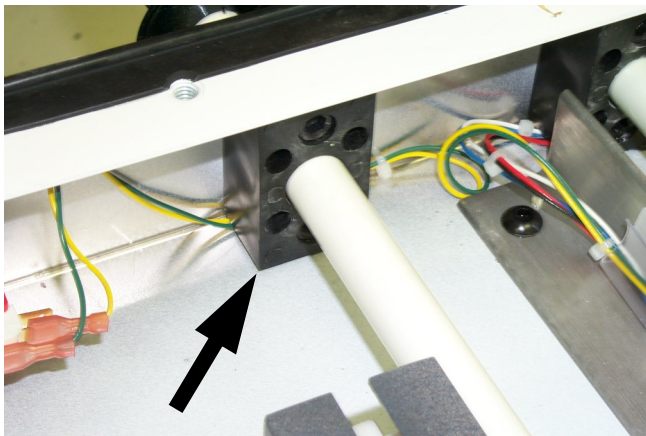
Gearboxes should be inspected periodically to ensure smooth operation. Gearbox tracks should be kept as clean as possible. If a gearbox seems to rotate stiffly, first check to see that a rod collar is not pushed up tightly against it (this can happen if a grip comes off a rod and a gearbox hits a solid object, usually on defenseman). Back off a collar from a gearbox by loosening, moving, and retightening.



NOTE GEARBOXES ARE LUBRICATED FOR LIFE AND SHOULD NOT BE OILED OR GREASED.

ROD BEARINGS

Check once a year for excessive wear. Replace when necessary.



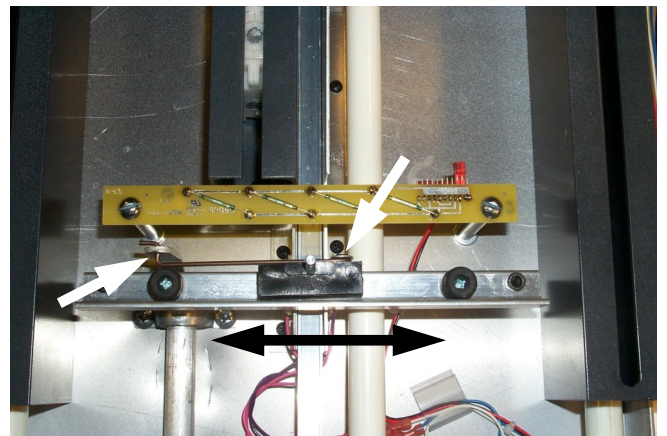
PUCK CHUTE

Clean periodically to ensure a good sliding surface. Check for cracks. Small cracks can be glued with a C/A



adhesive. Large cracks require changing the part.

GOALIE MECHANISMS



Check for smooth operation.

RODS

Check periodically for cracks and gouges. Replace if necessary. Clean Mineral Spirits or Paint Thinner. Do not allow cleaner to contact the Dome, as it will damage the Dome.

TRACKS

Check periodically. Clean by pushing a rag along the length of the track.

SENSORS

These should be tested periodically by moving the puck over the "Oh" sensors and through the score sensors. Test a suspect sensor by unplugging and testing with ohmmeter. Replace if necessary.

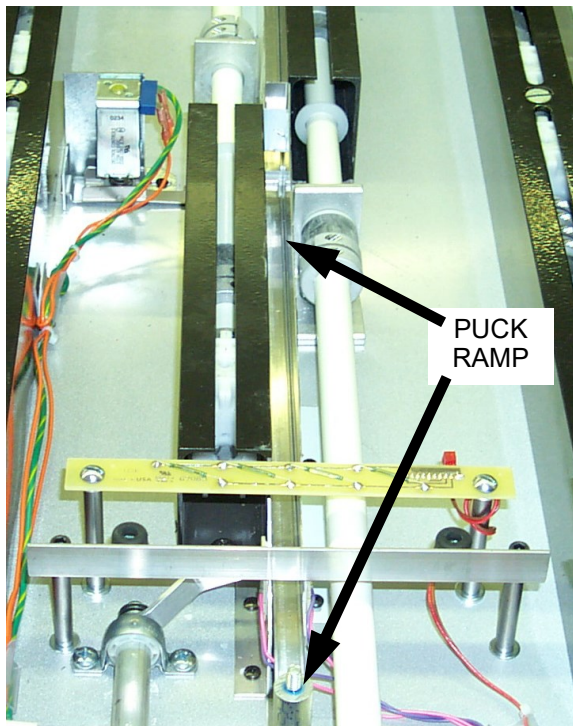
TROUBLESHOOTING AND REPAIR

PUCK WILL NOT EJECT

For some ejection problems the ice surface may have to be removed.

Opening the dome and sliding all of the players to the center ice can correct dirt in the puck ramps. Next, remove the goalies one at a time, bend up the ice surface and clean the ramps. Assemble in the reverse order.

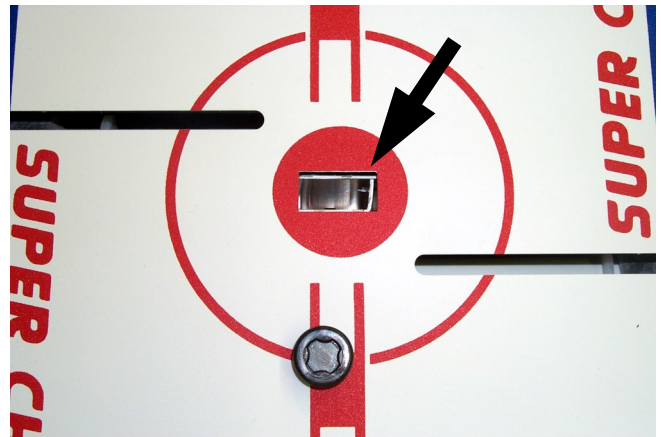
A unique electronic circuit incorporated on the main PC Board prevents the eject solenoid from burning out. If a solenoid problem is suspected, check for a pulse of about 12 volts at the solenoid. Then remove the wires to the solenoid and check that the coil is not open or shorted. A good solenoid will read between 3-4 ohms.



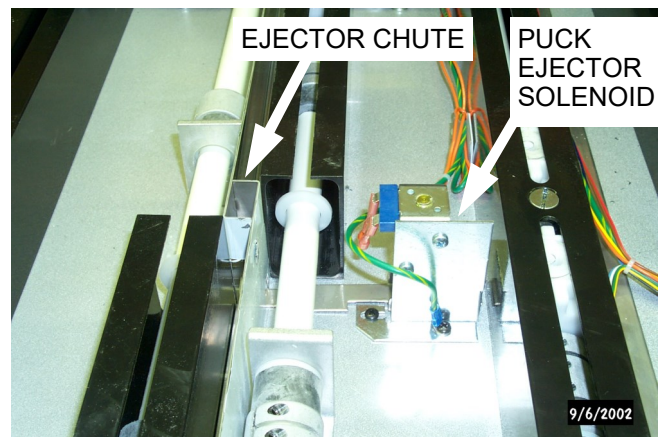
NOTE: REPLACE THE SOLENOID ONLY AFTER DETERMINING WITH AN OHM/VOLT METER THAT THE SOLENOID WAS RECEIVING POWER.

PUCK TAKES TWO OR THREE TIMES TO EJECT

1. A puck hitting the ice surface can be corrected by first making sure the ice surface is in place. If it is in place, observe which way the playfield is positioned. The opening can be centered by either bending the pins that locate the nets and ice surface from goal to goal, or bending the puck return chutes underneath for side-to-side adjustment.



2. To determine if the ejector is misaligned, first remove the ice surface and then start the game. Look straight down the ejector chute and observe how the puck ejects. If the puck consistently hits one side of the chute, the ejector should be adjusted. Loosen the 2 screws that mount the solenoid assembly to the cabinet. Re-position the assembly so that the cup where the puck sits is centered into the vertical area of the chute.



TROUBLESHOOTING AND REPAIR

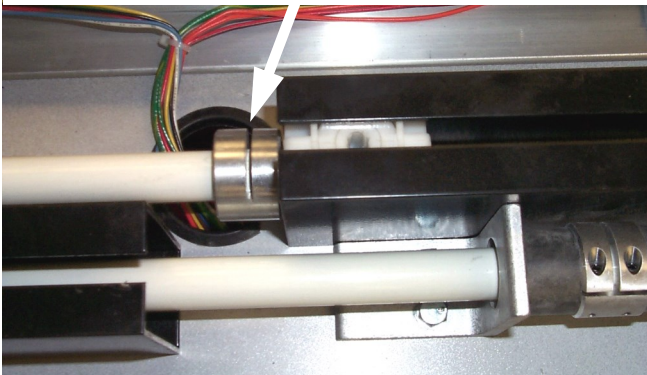
GEARBOX IS DIFFICULT TO TURN

1. A gearbox-coupling collar may have been forced against a gearbox causing uneven or difficult turning. The usual cause for this is a handle grip coming off a rod and allowing the gearbox to hit either another gearbox or a cabinet end. To repair, simply loosen the collar and back it away from the gearbox between 1/32" and 1/16". Retighten.
2. Gear teeth being stripped out will generally cause binding at certain points of rotation. This situation should not occur until many games have been played. However, to check for bad gears, first remove the gearbox from the game. Loosen the gearbox collar and slide out the gearbox. If teeth on gears are worn out, replace the gearbox.
3. A worn gear bearing can cause a gearbox to work improperly. If you suspect a gear problem, first remove the gearbox from the game. If no problems are visible, disassemble the gearbox. If a worn bearing is found, replace the gearbox.

PLAYERS RUN INTO THE END OF THEIR SLOTS

1. A rod collar slipping may cause a player to hit the end of a slot in an ice surface. Open the game and rotate the rod until you can see the rod and gearbox touch, through the slot in the collar. If the rod and the gearbox do not touch, loosen the collar make sure the rod and gear box coupler touch, and retighten the gearbox. Be sure to leave 1/32" to 1/16" between the collar and the gearbox body.

PLAYER ROD & GEAR BOX SHAFT MUST MEET IN CENTER OF COLLAR SLOT



GAME LOSES PLAY SEQUENCE. GIVES FALSE SCORE, WILL NOT START WHEN MONEY IS INSERTED

1. Although game is protected against static electricity, an unusually large shock will cause the microprocessor to lose sequence. To correct the problem, turn off power and turn it back on to reset electronics.
2. A game plugged into an ungrounded outlet has no protection from static electricity. A large enough shock may destroy the IC chips. Electronic tests may be run to determine the fault. Repair as necessary.

COINS NOT REGISTERED CORRECTLY

1. A bad micro-switch may be a problem due to internal failure. Test with an ohmmeter. Replace if necessary.
2. Loose connections may cause money to be registered improperly. Check the connectors from the coin mechanisms, as well as the connectors on the main PC Board. Repair if necessary.

TROUBLESHOOTING AND REPAIR

NO "OH" SOUNDS OR REPEATED "OH" SOUNDS

1. Short or open circuits in the harness or one of the reed switches on the "Oh" sensors are the most common problems. Repair as necessary.
2. A bad IC chip on the main PC Board may cause problems. Replace Mian board.

SCORE IS NOT REGISTERED-NO CHEER

1. A bad Reed Switch may cause a goal not to register. Disconnect and test with an ohmmeter. Replace if defective.
2. A bad connection could be a problem. Check associated harnessing and connectors with an ohmmeter.

SCORE IS NOT REGISTERED-GAME CHEERS

1. A scoreboard connector may be loose or bad. Repair or correct as necessary.
2. A bad scoreboard IC chip may be a problem. Replace the scoreboard and run electronics tests to determine the problem.

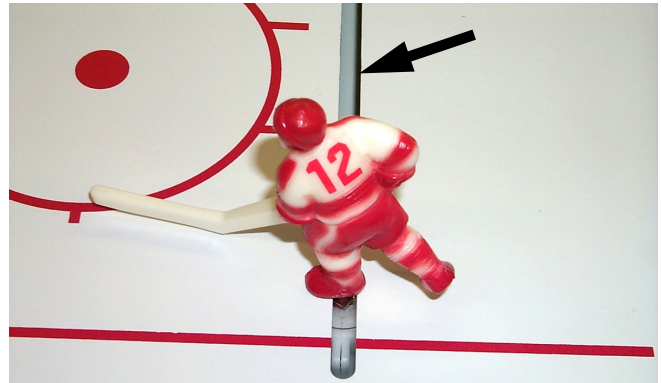
SCORE AND CHEERING KEEPS REPEATING FOR ONE TEAM WITH NO GOALS ACTUALLY BEING SCORED

1. A Reed Switch shorted to the cabinet will cause this problem. Usually an exposed wire touching the cabinet will be the cause of the problems.
2. A Reed Switch, always closed, can be tested by first disconnecting it from the board. Use an ohmmeter to see if the switch is always closed. If it is, replace the score Reed Switch.

PLAYERS RUB ON THE SIDES OF THEIR SLOTS

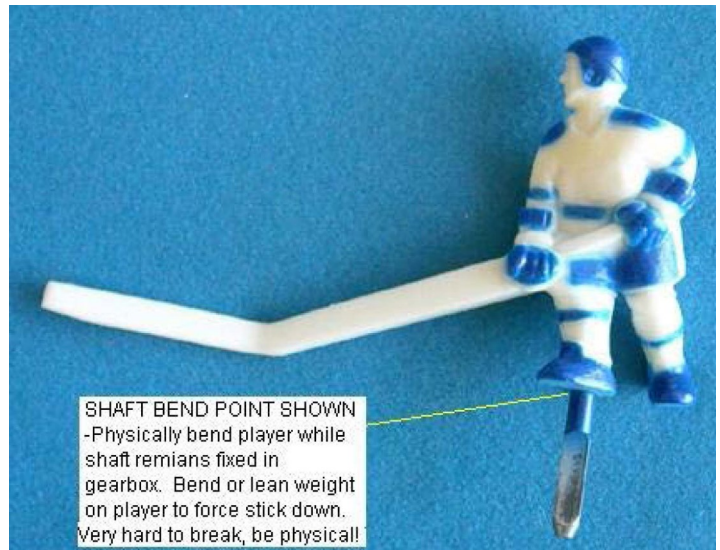
1. On rare occasions a track may become bent, forcing the player to work improperly. If, when the ice surface is properly located, you can see the top of an aluminum track, the track must be bent. Use a large screwdriver or other suitable object, and gently pry in the desired direction to obtain clearance. Check for smooth operation.

NOTE: BE SURE NOT TO GOUGE THE SIDE OF THE CHANNEL WHEN PRYING. A RAG SHOULD BE WRAPPED AROUND YOUR SCREWDRIVER.



NOTE: ALUMINUM TRACK IS NOT VISIBLE IN PHOTO.

PUCK GOES UNDER STICK OR PLAYER SCRAPES ICE



TOUCHING UP PLAYERS

Use paint or marker to touch up colors on men and spray with clear Lacquer. Krylon brand lacquer is recommended.

TROUBLESHOOTING AND REPAIR

TOP CABINET ASSEMBLY WITH ICE SURFACE & PLAYERS INSTALLED

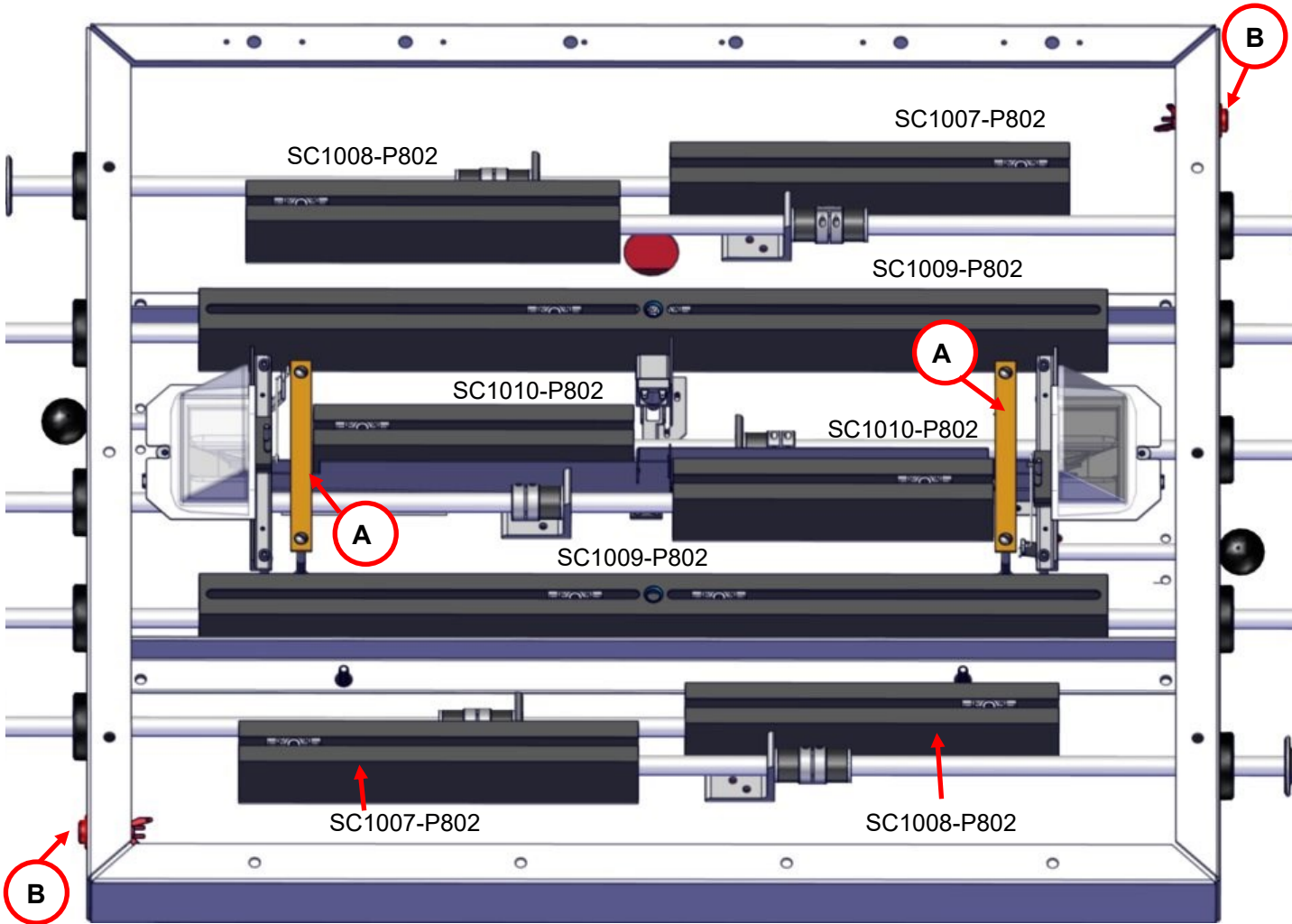


PLAYER NUMBERING AND LAYOUT

| | | | |
|-----------|-----------------|----------|------------------|
| | <u>18 Long</u> | | 12 Short |
| | 6 Short | | <u>4 Short</u> |
| 30 Goalie | <u>14 Short</u> | 14 Short | <u>30 Goalie</u> |
| | 4 Short | | <u>6 Short</u> |
| | <u>12 Short</u> | | 18 Long |

TROUBLESHOOTING AND REPAIR

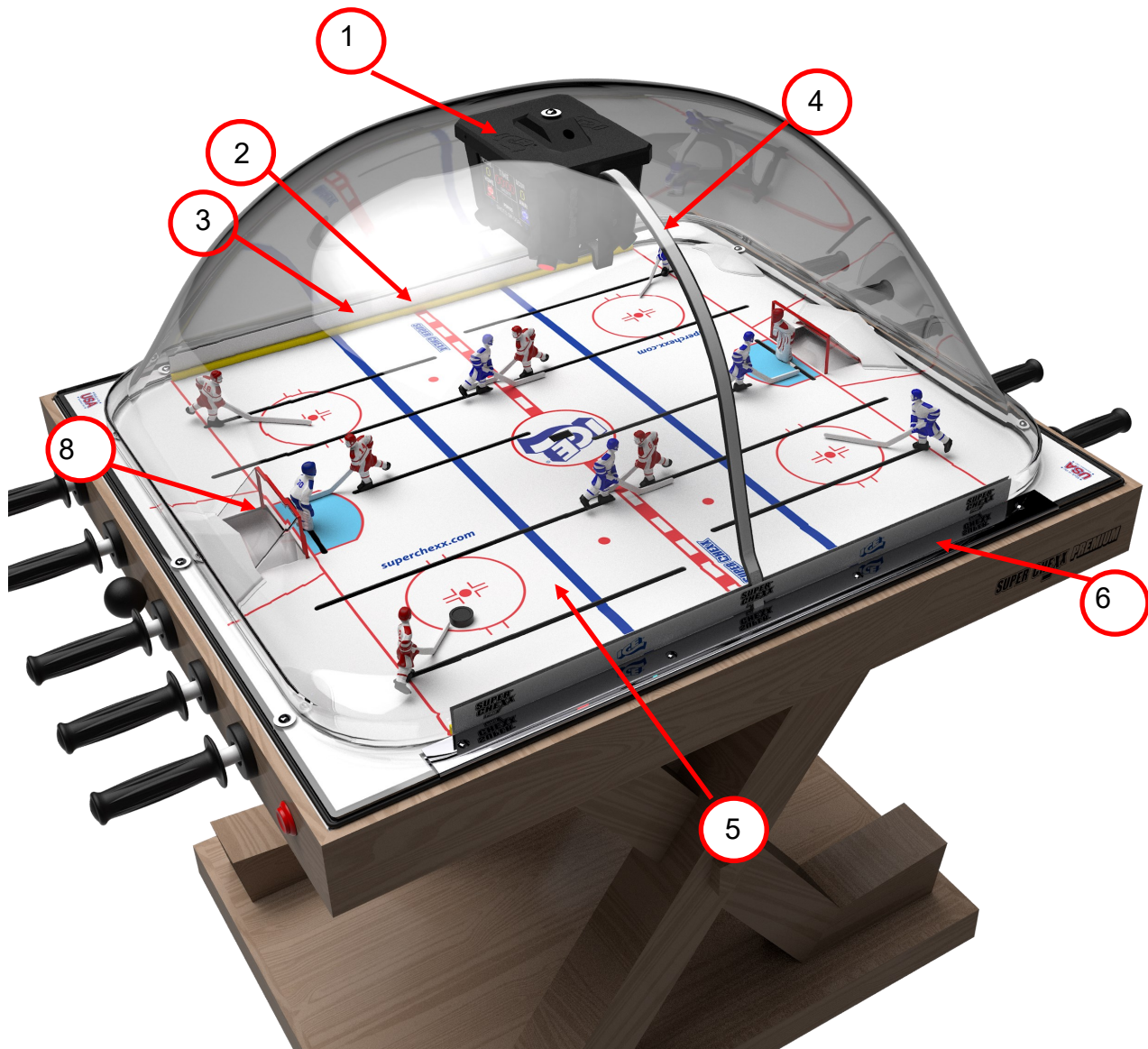
TOP CABINET ASSEMBLY WITH ICE SURFACE & PLAYERS REMOVED



A Oh Sensor SC6706X



B Boo Button and switch EV2005



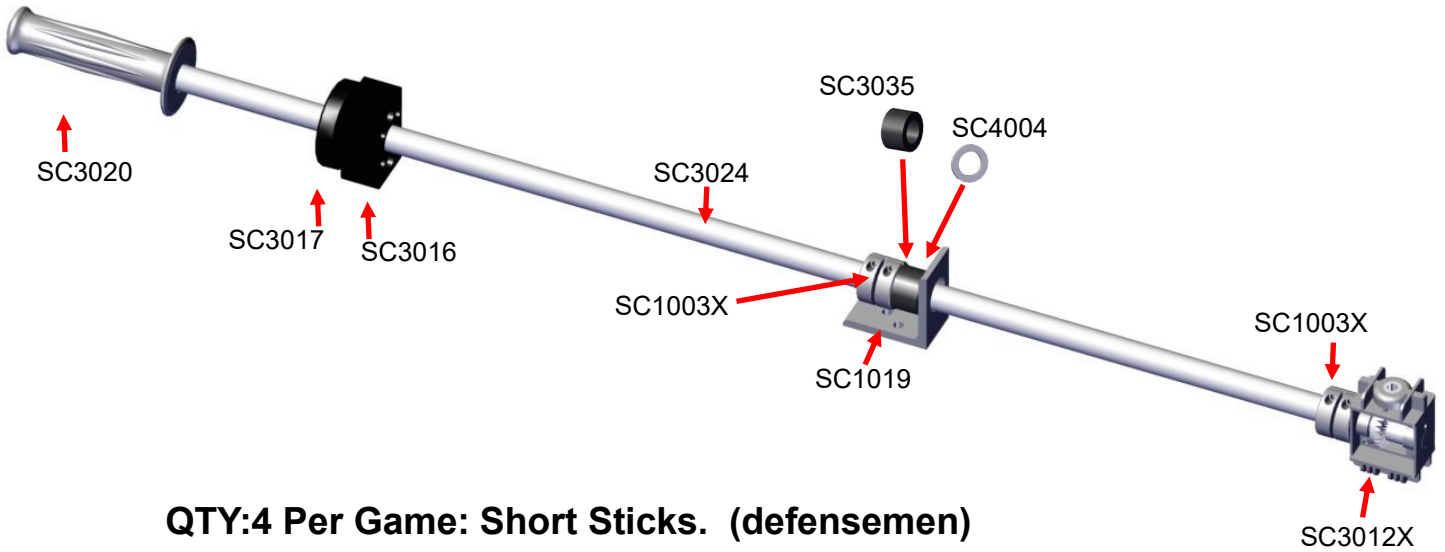
Dome Assemblies

| Key # | Part Number | Description |
|-------|-------------|------------------------|
| 1 | SC3128X | Jumbotron |
| 2 | SC7024 | White Sideboard Decal |
| 3 | SC7027 | Yellow Sideboard Decal |
| 4 | SC2180LX | Ribbon Cable Assembly |
| 5 | SC3025ICEX | Ice Surface Assembly |
| 6 | SC1016 | Dome Hinge |
| 8 | SC3002 | Chute/Net |

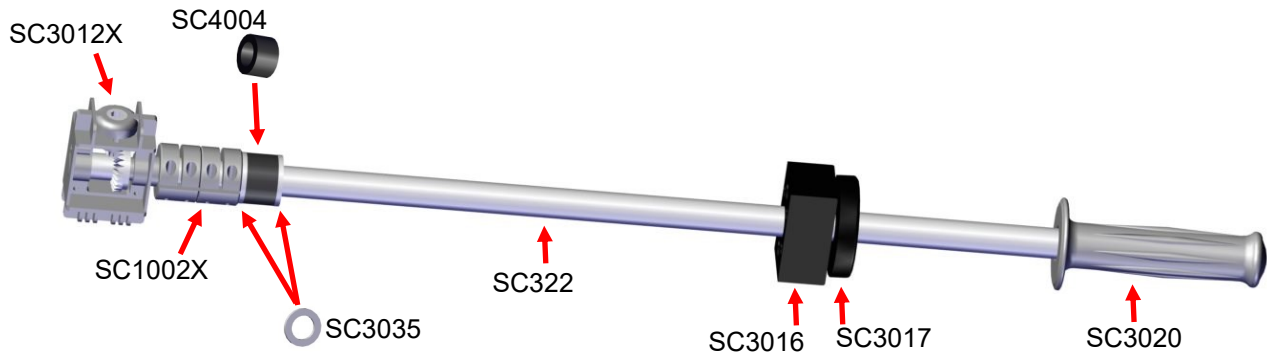
SC1000UICEB = CHEXX Set of 6 ICE BLUE TEAM (Not Shown).
 SC1000UICER = CHEXX Set of 6 ICE RED Team (Not Shown).

ROD ASSEMBLIES

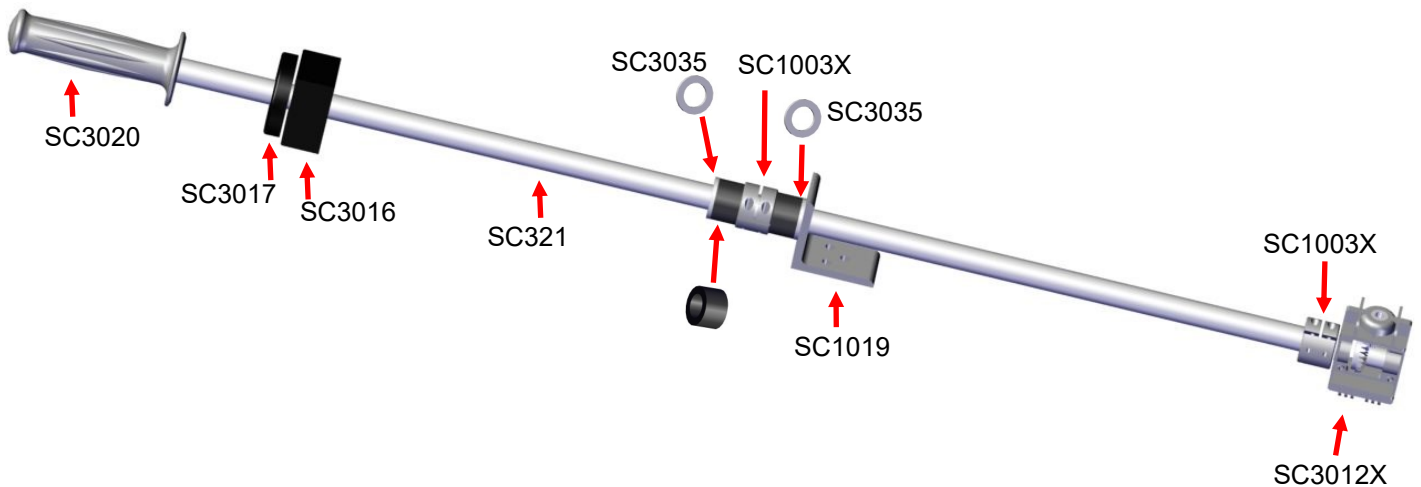
QTY:2 Per Game: Medium sticks (Centermen).



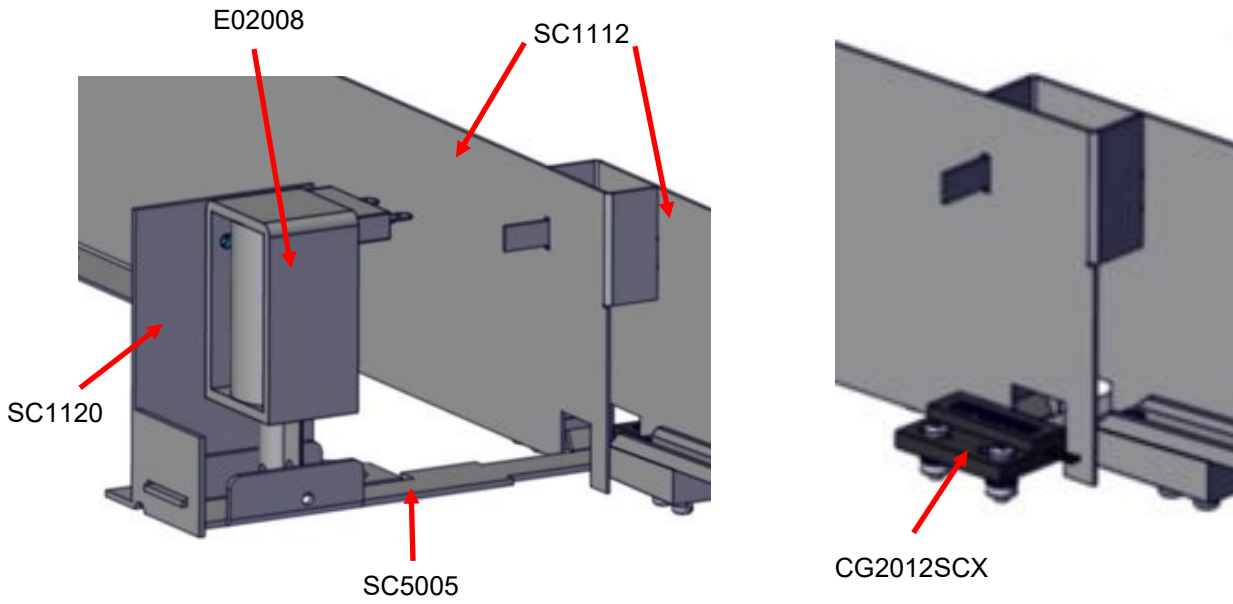
QTY:4 Per Game: Short Sticks. (defensemen)



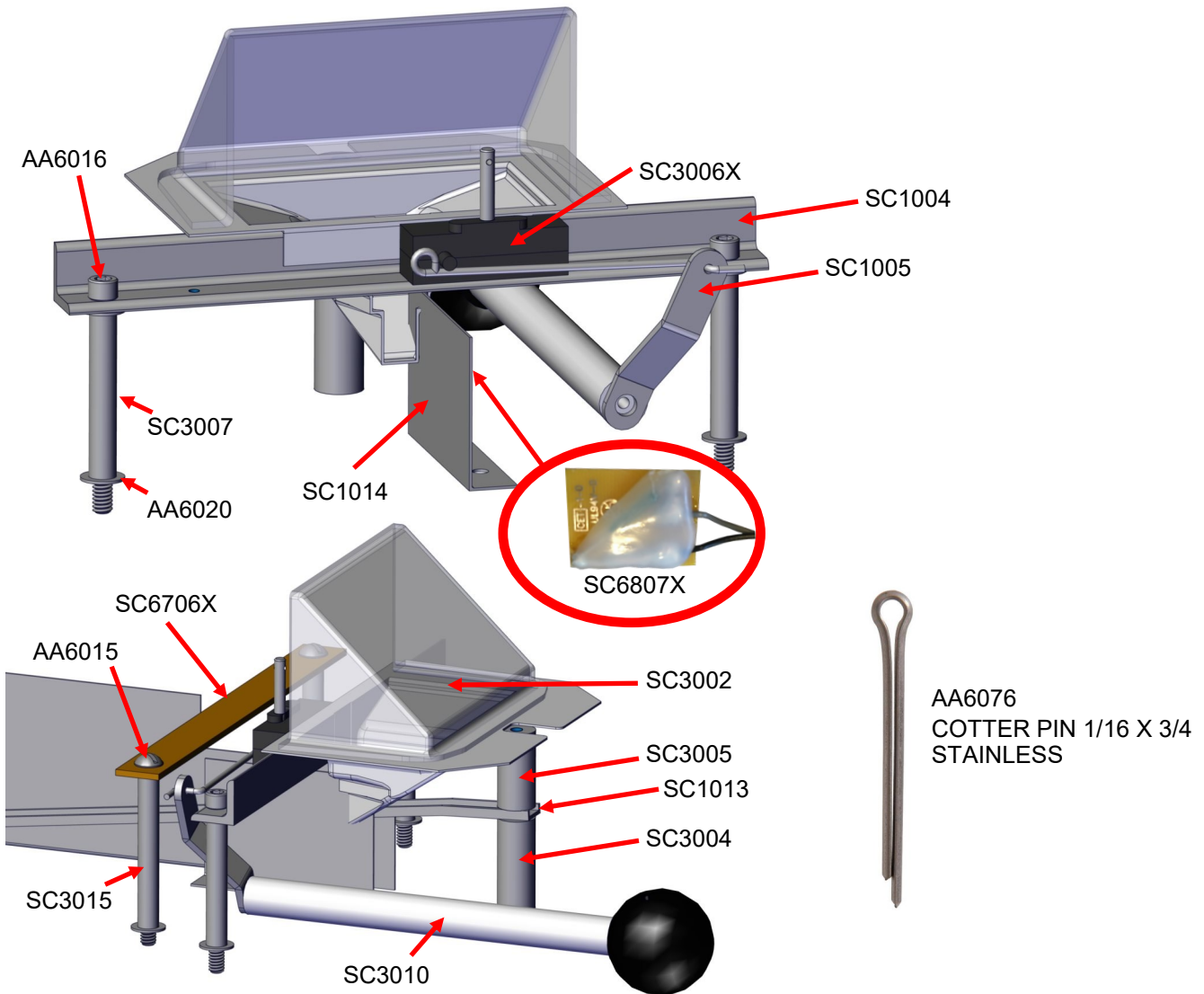
QTY:4 Per Game: Long Sticks. (Wingers).



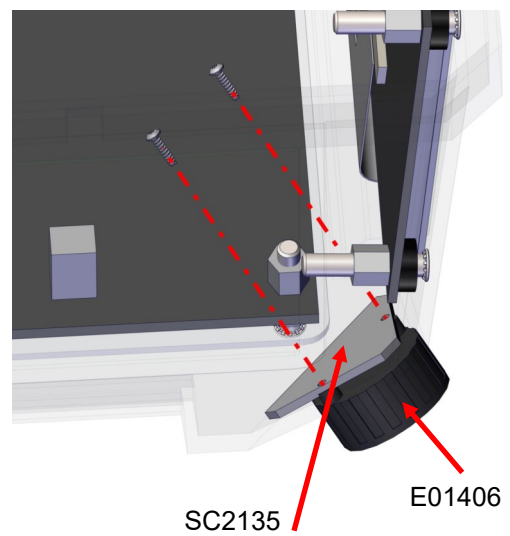
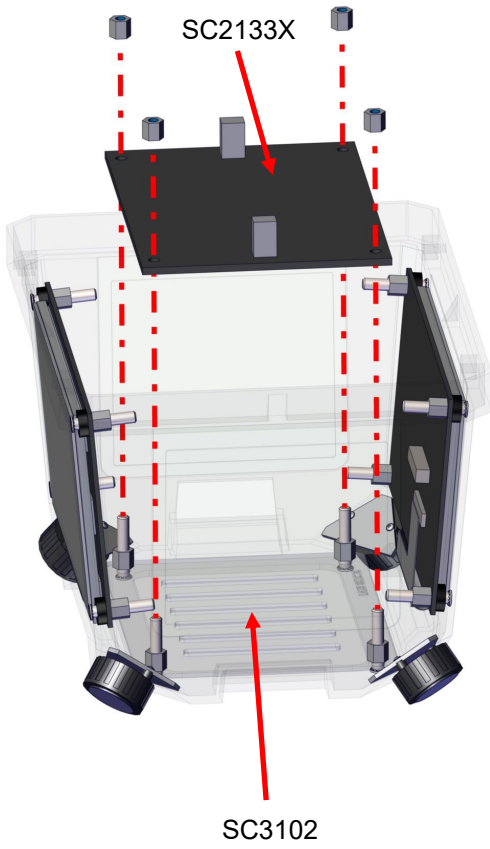
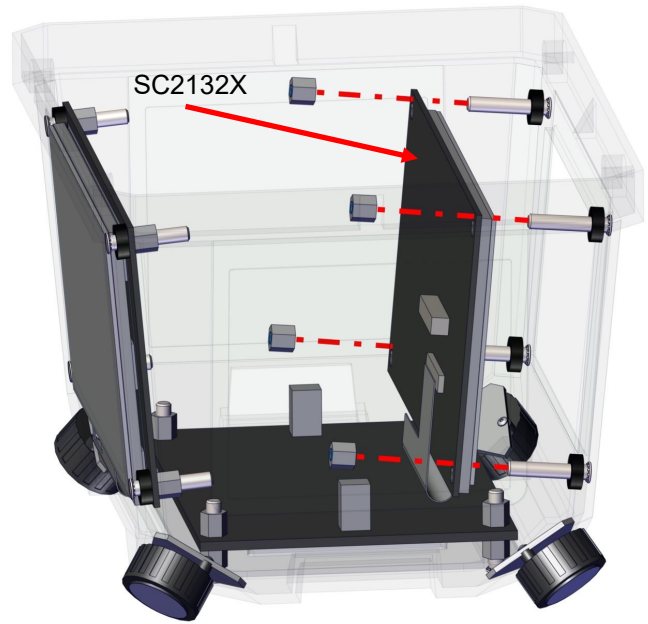
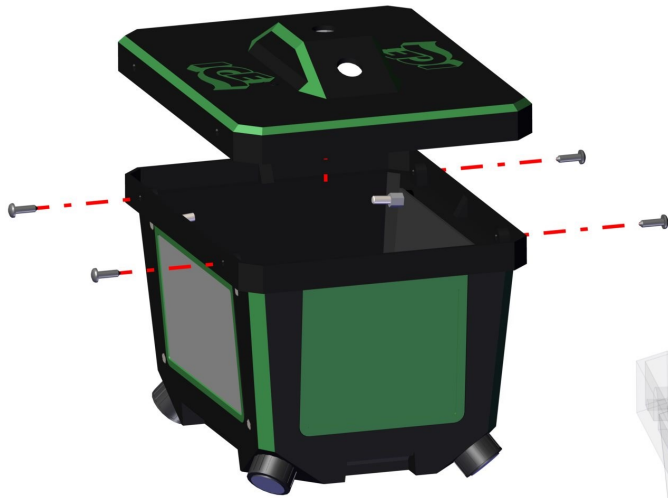
Ejector Assembly



Goalie Assembly (2 per game)



SC3128X Jumbotron Score Assembly





WARRANTY POLICY

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I.C.E. Inc shall not be obligated to furnish a warranty request under the following conditions:

- The game is operated commercially.
- 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.

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