OWNERS AND SERVICE MANUAL WITH COMPLETE PARTS LISTINGS



Innovative Concepts in Entertainment Inc.

INNOVATIVE CONCEPTS IN ENTERTAINMENT, INC.

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GAME SET UP

This game will be ready for operation after some minor adustments.

- 1. The on/off switch located on the top panel on the cabinet should be off. Toggle the switch to the off position.
- 2. Pull out the electrical cord from the game base and plug cord into a standard THREE (3) PRONG GROUNDED OUTLET. This model is designed to operate on A.C. voltage of 95-130 volts.

WARNING: A STANDARD THREE (3) PRONG GROUNDED OUTLET MUST BE USED. FAILURE TO GROUND THE GAME WILL VOID YOUR WARRANTY AND COULD SERIOUSLY DAMAGE GAME ELECTRONICS AND MAY ALSO ADVERSELY AFFECT THE SAFETY OF YOUR GAME AND CAUSE INJURY TO YOURSELF AND OTHERS.

OPERATOR ADJUSTABLE SETTINGS

These adjustable setting are located on the P.C. Boards inside the game, on the rear of the chassis.

Main Logic Board

COST SWITCH:

POSITION #1 -- 1 COIN 2 -- 2 COINS 3 -- 3 COINS

4 -- 4 COINS

TICKET SWITCH:

POSITION #1 1 ticket every round, starting at round 4

POSITION #2 1 ticket every other round, starting at round 4

POSITION #3 Not used

POSITION #4 Not used

VOLUME CONTROL: LOCATED ON THE LOWER LEFT HAND SIDE OF THE BOARD.

DISPLAY BOARD

TIME PER ROUND SWITCHES:

20	SEC.	PER	ROUND	1	OFF, 2	OFF
25	SEC.	PER	ROUND	1	OFF, 2	ON
30	SEC.	PER	ROUND	1	ON, 2 C	OFF
35	SEC.	PER	ROUND	1	ON, 2 C	N

Any questions, call I.C.E. at 1-800-342-3433 In New York State call 1-716-693-9535

IMPORTANT: READ THROUGH ALL INSTRUCTIONS THOROUGHLY BEFORE PROCEEDING WITH SERVICE OR REPAIRS.

MELTDOWN SERVICE PROCEDURES

NOTE: BEFORE PERFORMING ANY ROUTINE SERVICE, BE SURE TO THOROUGHLY INSPECT THE WAY THE GAME IS ASSEMBLED. THIS WILL ASSIST YOU IN PROPER REASSEMBLY AFTER SERVICE HAS BEEN PERFORMED.

OPENING THE GAME:

To open the game, turn the lock located behind the large tube at the top of the front display panel. The key for this lock is clipped inside the upper coin door. Turn the lock 1/4 turn clockwise, then with one hand pull forward on the top of the large tube, while holding the main cabinet with the other hand.

As the chassis tips forward, you will notice a U shaped support leg folded inside. Pull up, and swing this leg out until it stops by resting against the marquis. Slowly lower the chassis until the support leg rests on the floor.

NOTE: WE DO NOT RECOMMEND PLACING ANYTHING UNDER THE SUPPORT LEG, AS THE SUPPORT COULD BECOME UNSTABLE CAUSING DAMAGE TO THE UNIT.

When closing the game, swing up the support leg and slowly close the cabinet, making sure nothing hits on the cabinet edges. Secure the lock.

SERVICING DRIVE CABLES AND RADIATION SHIELD

NOTE: THE UPPER AND LOWER PULLEYS IN THE GAME ARE CALLED OUT BY THEIR LOCATION WHEN THE GAME IS IN OPERATING POSITION.

For access to the Radiation shield, or Drive cables:

- -- Remove the flat drive cable from the upper pulley brackets. One of the brackets is hinged and retains the inner tube and orange ball, as well as having the bonus light and micro switch mounted to it. The upper cable holds this bracket in position, so be prepared for the tube and ball to come out when this bracket hinges back. Remove the ball and tube and place in a safe location.
- -- Remove the round cable from the lower drive and idler pulleys. Please note before removal the way the cables are routed around the pulleys so they can later be reassembled the same way.
- -- Unclip the modular phone plug on the display P.C. board. It looks just like the phone plugs found in residential homes. Push it through the hole in the cable containment channel (the white plastic extruded channel in the middle of this chassis).
- -- Work the cables around the game until the radiation shield can be removed from the tube. It will come out by the upper hinged bracket.

-- Remove the cable connectors from the radiation shield. These are like common microphone connectors and are removed by unscrewing the knurled lock ring then pulling the connector straight out.

(THE CABLE ASSEMBLY CAN NOW BE REMOVED FROM THE GAME IF DESIRED)

-- If replacing the upper pulley cable (4 conductor flat cable) follow the following directions.

DO NOT CUT CABLE TIES TO SEPARATE ROUND URETHANE CABLE FROM THE FLAT 4 CONDUCTOR CABLE AT THIS TIME.

Lay out the original cable assembly and put the new 4 conductor flat cable next to the old one. Note the location of the round cable and cable ties connected to the flat cable. Cut the old cable ties, and install the new cable in the exact same position.

IT IS IMPORTANT TO RETAIN THE ORIGINAL OVERALL LENGTH TO MAINTAIN PROPER CABLE OPERATING TENSION.

Tighten the cable ties as tight as possible and snip off any excess tie, as on the original cable.

-- Reassemble the radiation shield into the game, by first feeding the cable down through the large tube.

NOTE: THE ROUND CABLE IS ATTACHED TO THE BOTTOM OF THE RADIATION SHIELD AND THE 4 CONDUCTOR FLAT CABLE IS ATTACHED TO THE TOP.

- -- Plug the round cable into the botton of the radiation shield. (MAKE SURE THE SHIELD IS INSTALLED CORRECTLY). Guide the radiation shield just into the tracks in the large tube and reconnect the flat cable to the top of the shield.
- -- Pull the cables around so the radiation shield is about half way into the large tube.
- -- Install the round cable around the idler and drive pulleys.
- -- Reinstall the inner tube and ball. While holding the tube, slide it in the large tube and engage the venturi. Put the ball in the tube. While holding the tube and ball in by hand, swing the upper hinged retainer bracket around and engage the inner tube. (DO NOT BEND THE MICRO SWITCH WIRE). While holding this bracket, grab the flat cable and pull it over the two upper pulleys. The retainer bracket is now secured in place.
- -- Inspect to make sure cables are on all pulleys and not twisted.
 -- Feed the cable with the modular connectors through the hole in the cable containment channel and snap into the display P.C. board receptacle.

-- Start game and check for correct operation. If the radiation shield jumps or hangs up in the tracks, check to see that the cable is not twisted inside the cable containment channel. If it is, disconnect the modular connector, untwist it once or twice and reconnect it. This will make the wire bend differently in the containment channel.

SERVICING THE JOYSTICK AND LINKAGE

- -- Observe the way the linkages are positioned when the joystick has the venturi in the closed position. When replacing either the linkage or spring, be sure they do not bind on the aluminum bracket that the venturi is mounted on.
- -- To remove the joystick from the game, remove all linkages, springs, and mounting screws. Then remove the cross link rod that has a nut on each end. It is necessary to remove this link as the joystick cannot be removed from the control panel, unless the joystick and handle are separated. You will see the nuts that hold this link on at the sides of the joystick body. Remove one of the nuts and slide the link out. Now pull the handle out of the joystick body. The joystick can now be removed from the game.

SERVICING THE NEON LIGHTING SYSTEM

The neon lighting system is composed of two straight neon tubes, interconnecting wire, a high voltage transformer, and all associated mounting hardware and brackets.

WARNING: THE NEON TRANSFORMER IN THIS GAME PRODUCES 2000 VOLTS OF ELECTRICITY, TURN OFF POWER AT THE ON/OFF SWITCH AS WELL AS THE INTERLOCK SAFETY SWITCH TO AVOID POTENTIAL INJURY.

When servicing the neon, make sure no bare wires are exposed as current can jump small distances through the air, when there is no insulation.

TO CHANGE NEON TUBES:

Turn off power. Cut the tie wraps that secure the insulating boots. Slide back the boots, and disconnect the Fast-on connectors by pulling on them.

BE CAREFUL OF THE GLASS TUBES AS THEY ARE FRAGILE AND IF BROKEN, COULD CAUSE SERIOUS INJURY.

Remove screws from the clamps that hold the neon in place. Remove the neon from the game. Remove and save the boots that protect the neon from the clamps.

Install the new tube(s) by reversing the disassembly procedure. Use caution when tightening the clamps that secure the neon in position. Make sure to secure the insulating boots with the tie wraps.

QUICK REFERENCE REPAIR

PROBLEM	CAUSE	REI	MEDY
NO POWER	1. NOT PLUGGED IN. 2. ON-OFF SWITCH OFF. 3. INTERLOCK SWITCH OFF. 4. BLOWN FUSE. 5. LOOSE CONNECTORS	1. 2. 3.	PLUG IN TO PROPER OUTLET. TURN ON. CLOSE GAME OR PULL UP ON INTERLOCK SWITCH. REPLACE W/2 AMP SLO-BLO. CHECK FOR TIGHT CONNECTIONS.
SEQUENCE	4. LOOSE CONNECTORS	3.	REPLACE DEFECTIVE DISPLAY. REPLACE. REPLACE CHECK FOR TIGHTNESS AND CONTINUITY. CHECK FOR PROPER VOLTAGE.
NOT MOVE	1. MOTOR BAD 2. TRANSMISSION BAD. 3. CABLES OFF PULLEY 4. CABLES STUCK. 5. FAULTY WIRING.	3.4.5.	REPLACE & CHECK TENSION. CHECK FOR BINDING & CORRECT.
BUT DOES NOT	1. FAULTY REED SWITCHES 2. FAULTY WIRING.	2.	NECESSARY.
GAME WILL NOT START	2. RADIATION SHIELD	2.	CHECK COIN SWITCHES AND INSERT COINS. FIND & CORRECT DRIVE SYSTEM FOR SHIELD.
FAN DOES NOT RUN	1. FAULTY FAN. 2. FAULTY RELAY. 3. FAULTY WIRING.	2.	
BALL DOES NOT MOVE IN TUBE.	2. JOYSTICK LINKAGE BROKEN OR LOOSE.	2.	LOCATE PROBLEM CORRECTLY. REPLACE OR TIGHTEN. LOOK FOR BINDING & REPAIR.

PROBLEM	CAUSE	REMEDY			
NOT SENSE	 FAULTY WIRING. BAD SENSORS. FAULTY 4 CONDUCTOR FLAT CABLE. LOOSE SENSOR COVER. 	1. CHECK & REPAIR. 2. REPLACE UNIT. 3. CHECK FOR CONTINUITY & REPLACE IF NECESSARY. 4. REPLACE COVER.			
WHEN BALL IS NOT IN RADIATION	3. FAULTY SENSORS.	 REPLACE COVER. CHECK & CORRECT AS NECESSARY. REPLACE UNIT. CHECK CONTINUITY & REPLACE IF NECESSARY. 			
	1. FAULTY SPEAKER. 2. FAULTY WIRING. 3. VOLUME TURNED DOWN. 4. FAULTY SOUND CHIP.	3. TURN VOLUME UP.			
	 BAD MAIN BOARD. SWITCH SHORTED OUT. SWITCH TRIGGER WIRE BENT, KEEPING SWITCH CLOSED. 				
BONUSES NOT COUNTED	1. FAULTY SWITCH. 2. FAULTY WIRING 3. INCORRECTLY BENT WIRE TRIGGER	1. REPLACE. 2. REPLACE. 3. REBEND			

GAME INITIALIZING

The game must complete the following power reset and initializing before game play can begin:

- 1. Power is appplied via the ON/OFF swtich located on top of the game as well as the interlock switch located on the inside of the game.
- 2. When the power is turned on, the neon and marquee will light and remain lit until the power is turned off. The power reset and lamp test is a self test sequence that occurs each time the power is turned on. this will last approximately 20 seconds. During this time the following will occur:
 - a. The displays will illuminate 8's on all characters.
 - b. The fan will turn on.
 - c. All lights in the temperature guage will illuminate.
 - d. The lights in the radiation shield will illuminate.
- 3. After the power up reset the radiation shield will travel to its lower most limit and then to its upper most limit. Finally coming to rest in the center area.

The game is now initialized and play can begin.

GAME PLAY

- 1. When the proper amount of coins are placed in the coin acceptor (amount depending on the switch position of the coin switch located on the MAIN P.C. assembly; see operator adjustable settings) the proper amount of credits will be indicated on the display panel. There will be a sharp electronic sound emitted from the speaker signaling the acceptance of the credits.
- 2. The game will begin when either one player or two player buttons are depressed. A sharp electronic sound will signal the beginning of the game.
- 3. The radiation shield will travel to the lowest position awaiting the ball activation.
- 4. As the game begins the radiation shield will be raised to approximately the middle of the game allowing the player to maneuver the ball to the center of the shield where so long as this position is maintained points will be added to the players score. The red L.E.D.'s lit to indicate the ball is in scoring position. As the rounds progress, the shield will be moved more often, and at a faster rate.
- 5. The sound will start at a low tone raising higher and higher as time counts the end of the round.
- 6. The length of each round is either 20, 25, 30 or 35 seconds depending on the switch position located on the display P.C. assembly. (See operator adjustable settings).
- 7. The player must achieve a minimum score in order to continue to the next round. If this score is not achieved, the temperature guage will raise until MELTDOWN occurs and the game will end.
- 8. 100 bonus points will be offered randomly though the game. The bonus is signaled by a distinct electronic sound and the lighting of the red bonus light. The player must pull the joystick all the way back propelling the ball up to the bonus switch at the top of the tube. If successful a sharp electronic tone will be emitted and 100 points added to the player score. As the rounds progress, the time allowed for the bonus will shorten, increasing the difficulty.

THE DISPLAY

The display conveys 6 different types of information; they are:

- 1. PLAYER ONE SCORE
 - a. The actual score of player one 4 characters.
- 2. PLAYER TWO SCORE
 - a. Same as player one accept for player two.
- 3. SCORE TO NEXT ROUND
- a. Minimum score to be made to continue to next round the score area:

Round	1	100	points		Round	5	1900	points	Round	9	5300	points
Round	2	400	points		Round	6	2600	points	Round	10	6400	points
Round	3	800	points		Round	7	3400	points	Round	11	7600	points
Round	4	1300	points		Round	8	4300	points	Round	12	8900	points
ETC., ETC.												

NOTE: WITH VALUES OVER 10,000 THE LEADING ONE WILL NOT BE DISPLAYED.

- 4. TIME REMAINING
- a. The time left in a particular "round". You must reach your "score to next round" before time runs out.
- 5. CREDITS
 - a. Purpose is to count credits or games available to the player.
- 6. ROUND
 - a. Indicated present round of play.

TICKET DISPENSER (Optional)

With the ticket switch (located on the main P.C. assembly) in position one, one ticket will be dispensed at the completion of every round after round three (3). With the switch in any other position (2-4) one ticket will be dispensed at the completion of every other round after round three.

TICKET DISPENSER MODEL DL-1275 PATENT NO. 4272001

1. MECHANICAL DESCRIPTION OF OPERATION

The tickets are moved through the ticket shute by means of a power driven roller which is spring loaded against an idler roller. The power driven roller is mounted on the output shaft of the motor gear train assembly. The motor assembly is mounted to the pivot bracket assembly in two oilite bearings. The motor assembly has a limited free swing, limited by the brake sprag. The brake sprag engages the power roller as an anti-theft device. With the free swing of the motor assembly, the direction of torque, when electric power is applied, is in a direction to release the brake sprag. When an attempt is made to pull tickets from the machine when power is off, the torque is reversed and the brake sprag is engaged. The pulling of tickets also will cause the pivot bracket assembly to apply a pressure to the power driven roller against the ticket and idler roller greater than the pre-set spring load.

2. LOADING OF TICKETS

Tickets are entered into the rear of ticket shute and pushed forward. The power driven roller will be spring loaded against the idler roller and tickets will not pass until rollers are clear of each other. This is accomplished by use of thumb and index finger, one placed on the block to which spring is attached, the other on the pivot bracket assembly, then squeeze. Push tickets through until you see edge of ticket. Machine is now ready to operate.

3. ELECTRONIC SYSTEM

Attached to the ticket machine is a transistor motor controller, which provides dynamic braking to ensure accurate and repeatable ticket stopping after issuing any number of tickets. Included as part of the controller is ticket sensing by means of an opto-electronic beam breaker sensor, which senses the notch between tickets. The output of the ticket sensing circuitry is an open collector transistor.

4. ROLLER TENSION SPRING

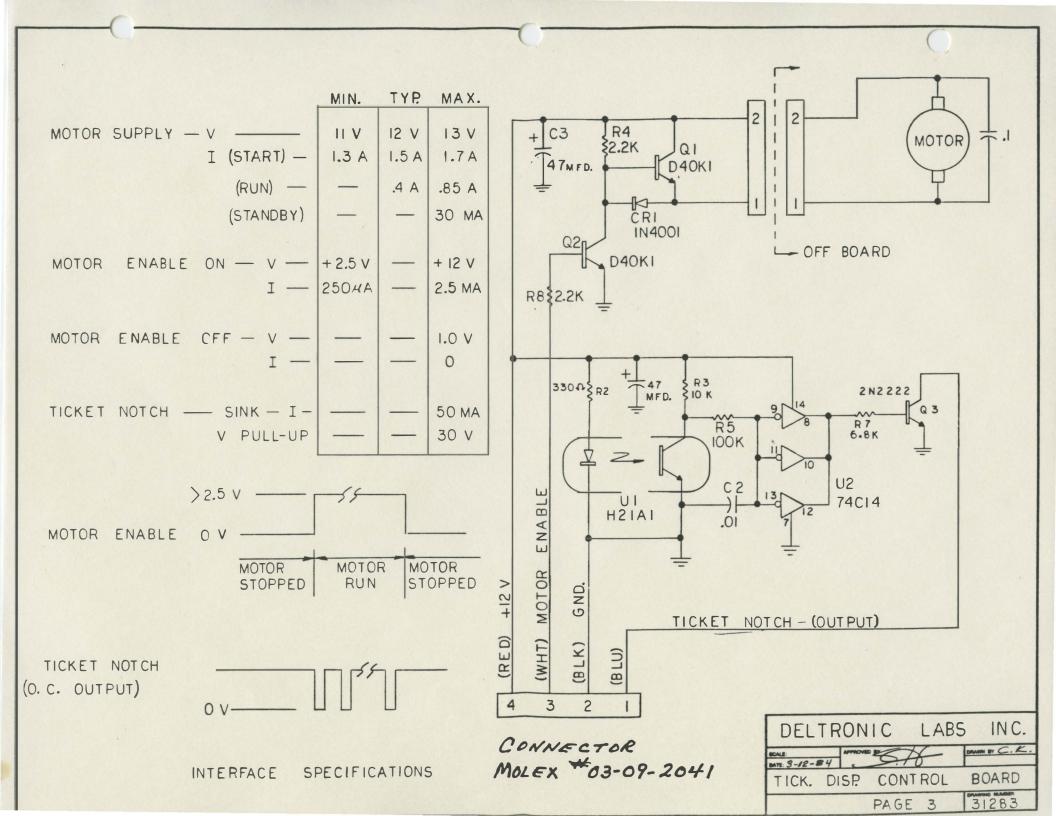
The roller tension spring keeps constant tension on tickets, which insures proper delivery and prevents tickets from being pulled through when the dispenser is idle. To increase tension, loosen screw and move spring forward. Tension is adjusted correctly when tickets cannot be pulled from dispenser.

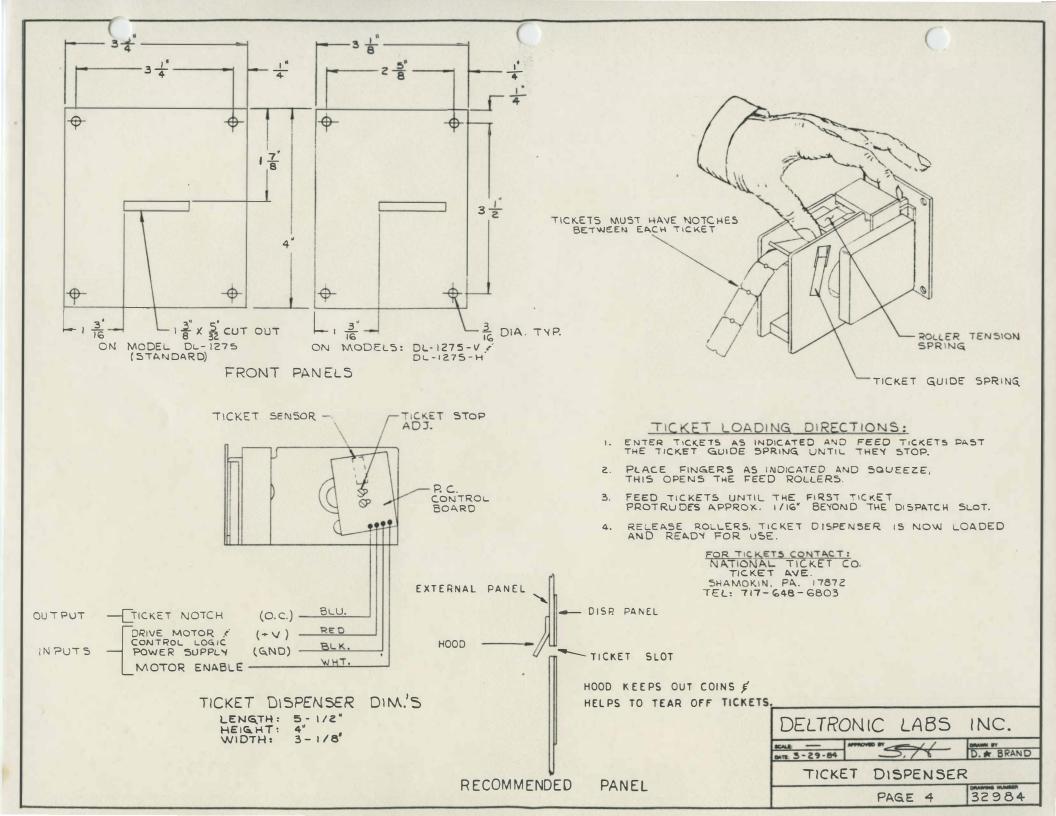
5. TICKET GUIDE SPRING

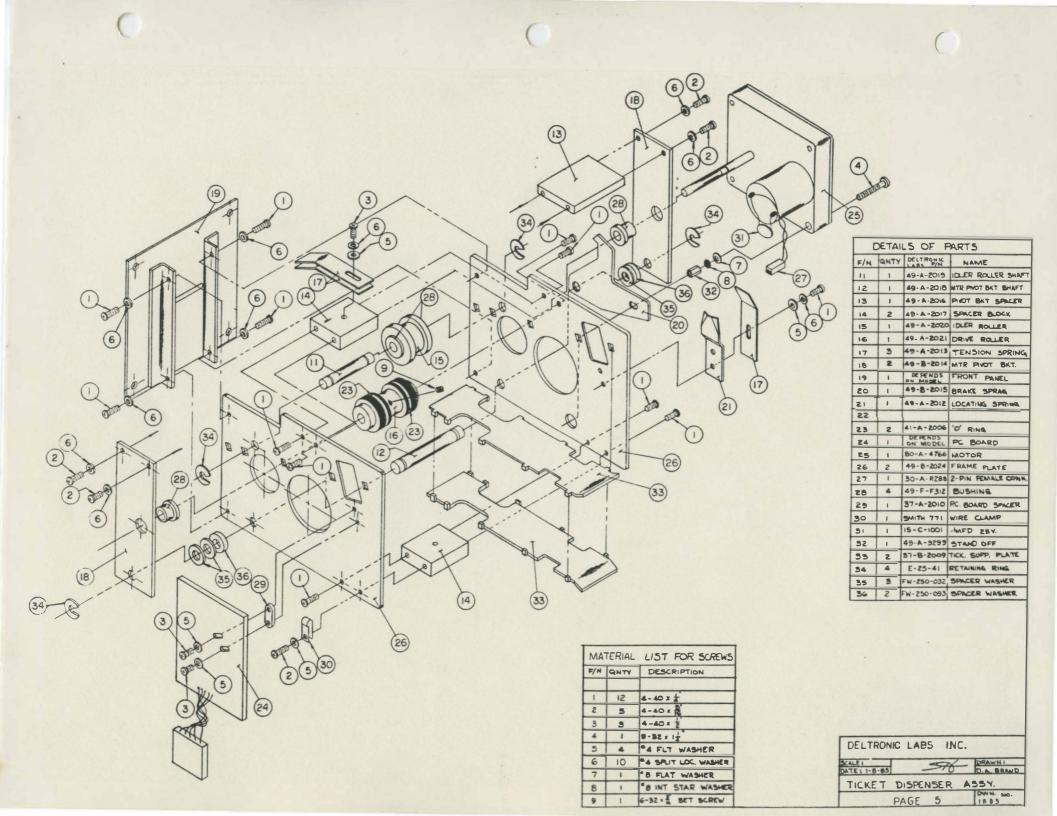
The ticket guide spring insures that the notches in the tickets pass through the opto-beam breaker sensor. To increase tension, loosen screw and move outer spring up. This changes the tension on the inner spring. Tickets should be snug between spring and side plate but not deformed by excess tension. The spring is adjusted at the factory for 1-3/16" wide tickets.

6. TICKET STOP ADJUSTMENT

The ticket stop adjustment allows positioning of tickets while the machine is off. The ticket should protrude through the slot approximately 1/16". The ticket dispenser P.C. board is mounted with 2 screws in 2 slotted holes. Loosening the screws and moving the board forward, will allow the tickets to stop farther out beyond the edge of the slot.







PARTS LIST

M101	MOTOR MOUNTING BRACKET
M102	LOWER PULLEY BRACKET
M103	UPPER PULLEY BRACKET
M104	LARGE TUBE SUPPORT BRACKET
M105	VENTURI SUPPORT BRACKET
M106	NEON CLAMP BRACKET
M107	INTERLOCK SWITCH BRACKET
M108	ON/OFF SWITCH MOUNTING PLATE
M109	BONUS LIGHT BRACKET
M110	MICRO SWITCH BRACKET
M111	MARQUIS BRACKET
200 - 100	TRANSFORMER TO MAIN AND LIGHTS
200 - 200	MAIN TO DISPLAY
200 - 300	MAIN TO DISPLAY
200 - 4.00	MAIN TO DISPLAY UPPER & LOWER SWITCHES
200 - 500	MAIN TO COUNTER & COIN DOOR
200 - 600	MAIN TO BONUS LIGHT
200 - 700	MAIN TO SPEAKER
200 - 800	MAIN TO MOTOR & FAN
200 - 900	RADIATION SHIELD INTERNAL DISPLAY TO RADIATION SHIELD
	TRANSFORMER TO MAIN
200 - 1100	A.C. FROM BLOCK TO FAN AND NEON
M201	MAIN PC BOARD (SEE SEPARATE PARTS LISTING)
M202	DISPLAY PC BOARD (SEE SEPARATE PARTS LISTING)
M205	INFRA-RED EMITTER
M206	INFRA-RED RECEIVER
M207	TARGET CABLE
M208	GAME COUNTER
M209	BONUS LIGHT
M210	MARQUIS LIGHT
M211	MARQUIS LIGHT SOCKET
M212	NEON LIGHT
M213	RADIATION SHIELD LED
M217	PLAY BUTTON
M218	POWER SUPPLY TRANSFORMER
M219	NEON LIGHT
M220	MICRO SWITCH
M221	EXTERIOR ON/OFF SWITCH
M223	SAFETY INTERLOCK SWITCH
M225	BLOWER FAN
M227	DRIVE MOTOR
M234	RADIATION SHIELD CABLE CONNECTOR
M236	REED SWITCH ASSEMBLY
M237	NEON CABLE NEON BOOTS
M238 M239	MODULAR PHONE CONNECTOR
M240	FAN RELAY
M300	MARQUIS
11300	IIVIIA019

M301	FACE PANEL
M302	SMALL TUBE
M303	LARGE TUBE
M304	BUTTERFLY VALVE
M305	VENTURI BODY
M306	JOYSTICK
M307	BLACK ROUND URETHANE CABLE
M309	PING PONG BALL
M310	RADIATION SHIELD ASSEMBLY
M311	TARGET TRACKS
M313	SMALL TUBE RETAINER RING
M317	FAN/TUBE ASSEMBLY
M323	3/4" PULLEY
M323A	1" PULLEY FLAT
M323B	1" PULLEY ROUND
M323C	1 3/4" PULLEY
M325	CABLE CONTAINMENT CHANNEL
M327	BONUS LIGHT TUBE
M504	JOYSTICK LINKAGE
M505	VENTURI SHAFT
M506	VENTURI LINKAGE
M512	SUPPORT LEG
M513	VENTURI COLLARS
M515	NEON CLAMP

HARDWARE:

M601	SHOULDER BOLT
M602	#10-24 NYLOOK NUT
M603	LINKAGE BUSHING
M604	NEON CLAMPS
M605	NEON BOOTS
M606	MALE .250 FAST-ON
M607	FEMALE .250 FAST-ON
M608	FEMALE .187 FAST-ON

MELTDOWN MAIN BOARD PARTS LIST

Item	Quantity	Reference	Part
1	16	R1,R2,R3,R4,R5,R9,R12 R13,R18,R30,R34,R35,R36, R135,R136,R137	1K
2	1	U1	74LS365
3	2	R6,R132	150
4	1	D1	1N5908
5	1	U4	6502
6	1	U5	74LS00
7	1	U6	2532
8	1	U7	6810
9	1	U8	6522
10	1	U9	AY-3-8912
11	2	U10,U11	74LS138
12	3	U12,U13,U14	7417
13	2 .	U17,U3	74LS74
14	8	Q9,Q1,Q2,Q8,Q10,Q11,Q Q13	TIP110
15	10	R59,R60,R61,R62,R63,R R65,R66,R67,R69	1.2K
16	2	U15,U16	74LS164
17	5	Q14,Q5,Q15,Q16,Q18	TIS92
18	1	U2	74LS04
19	5	D3,D2,D4,D5,D6	1N4004
20	1	U19	LM358N
21	5	R14,R15,R23,R25,R40	100K
22	2	C16,C17	.47 POLY
23	4	R16,R24,R28,R32	470K
24	3	R17,R39,R48	22K
25	2	C2,C21	.01

Item	Quantity	Reference	Part
26	2	C3,C4	20pf
27	2	R8,R7	470
28	1	X1	4 MHZ
29	1	U41	LM78L05
30	21	C59,C1,C5,C6,C9,C10,C C12,C13,C14,C15,C18,C22, C37,C38,C42,C43,C45,C53, C55,C57	.1
31	4	C62,C36,C39,C56	100/25
32	4	C54,C23,C25,C41	10/16
33	1	U42	LM7805
34	1	R131	47
35	2	D7;D8	MR752
36	1	C58	15000/16
37	2	R130,R31	220K
38	1	R27	4.7K
39	3	R29,R37,R41	100
40	1	R26	1 MEG
41	2	C20,C24	.1 POLY
42	1	C7	10/16 NP
43	4	C8,C28,C29,C30	1/50
44	6	R10,R38,R42,R43,R44,R	10K
45	1	R11	270
46	1	U22	LM3080
47	2	Q6,Q7	TIS93
48	1	R47	6.2K
49	1	R46	3.9K
50	2	R33,R57	10K VAR

Item	Quantity	Reference	Part
51	1	C27	47/35
52	1	C26	.001
53	1	R49	2.2K
54	1	C31	.033 POLY
55	4	C32,C33,C35,C40	.22 POLY
56	1	R50	50K VAR
57	.1	C61	220pf
58	2	U23,U24	TDA2002
59	3	R51,R53,R54	220
60	2	R52,R55	4.7
61	. 3	R134,R58,R133	2.2
62	1	SP1	SPEAKER 8 OHM
63	1	R56	47K
64	1	U18	MM5837
65	1	C60	10/25

MELTDOWN DISPLAY BOARD PARTS LIST

Item	Quantity	Reference	Part
1	1	M1	FAN MOTOR
2	5	Q1,Q2,Q3,Q12,Q15	2N3906
3	1	R16	75/1/2 WATT
4	1	K1	12V SPST RELAY
5	1	M2	TARGET MOTOR
6	1	U5	74LS14
7	21	R5,RN1,R2,RN2,RN3,R4 RN5,RN6,RN7,RN8,RN9,RN1 RN11,RN12,RN14,RN16,RN1 RN18,RN19,RN20	
8	3	R6,R1,R3	330
9	10	U14,U3,U4,U10,U11,U1 U19,U25,U33,U34	74LS164
10	2	U17,U22	74LS75
11	3	U35,U27,U41	7406
12	20	R7,R12,R13,R14,R15,R R20,R21,R22,R28,R34,R36 R37,R38,R41,R45,R47,R50 R52,R53	
13	9	R11,R9,R10,R23,R26,R R39,R42,R51	10K
14	2	Q4,Q8	TIP32A
15	6	Q6,Q5,Q7,Q9,Q10,Q11	TIP110
16	5	D4,D3,D5,D6,D7	1N4004
17	1	U38	7437
18	1	C34	.068
19	4	R48,R24,R28,R46	100K
20	1	R49	51K

Item	Quantity	Reference	Part
21	1	R32	100
22	1	C32	10
23	3	R31,R30,R43	10k
24	1	R29	300k
25	1	C28	.022
26	1	R40	510K
27	1	C29	220pf
28	1	R44	3.9K
29	1	D2	1N34
30	1	C27	1.0/50
31	1	R27	620
32	. 1	D1	1N4148
33	2	R17,R18	5.6/5W
34	26	C23,C1,C2,C3,C4,C5,C C8,C9,C10,C11,C12,C13, C14,C15,C16,C17,C18,C19, C20,C21,C22,C24,C30,C31	.1
35	1	U32	4017
36	1	R8	10K
37	1	R35	39
38	2	U40,U39	LM358
39	1	R25	13K
40	3	LED1, LED2, LED3	LED
41	2	C25,C26	100uf
42	1	Q13	2N3904
43	1	Q14	PHOTO NPN

Item	Quantity	Reference	Part
44	2	VR1,VR2	7805
45	1	R54	SELECT
46	1	C33	1.0/50V
47	18	U2,U1,U6,U7,U8,U9,U1 U13,U15,U16,U20,U21,U23, U28,U30,U31,U36,U37	74LS47
48	9	DIS2, DIS1, DIS3, DIS4, DIS6, DIS7, DIS9, DIS10	MAN6610

MELTDOWN TEMPERATURE GUAGE BOARD

ITEM	QUANTITY	REFERENCE	PART
1	10		BULB GTE 74
2	10		SOCKET GTE 4130

LIMITED WARRANTY

Seller warrants that its printed circuit boards and parts thereon are free from defects in material and workmanship under normal use and service for a period of thirty (30) days from date of purchase of end user.

If the products described in this manual fail to conform to this warranty, Sellers' sole liability shall be, at its option, to repair, replace, or credit Buyer's account for such products which are returned to Seller during said warranty period, provided:

- a. Seller is promptly notified in writing upon discovery by Buyer that said products are defective;
- b. Such products are returned prepaid to Sellers' plant; and
- c. Sellers examination of said products discloses to Seller's satisfaction that such alleged defects existed and were not caused by accident, misuse, neglect, alteration, improper repair, installation or improper testing.

In no event shall Seller be liable for loss of profits, loss of use, incidental or consequential damages.

Except for any express warranty set forth in a written contract between Seller and Buyer which contract supersedes the terms of this order, this warranty is expressed in lieu of all other warranties expressed or implied, including the implied warranties of merchantability and fitness for a particular purpose, and of all other obligations or liabilities on the Sellers' part, and it neither assumes nor authoizes any other person to assume for the Seller any other liabilities in connection with the sale of products under this order.


The use of any non-I.C.E. parts and/or any alteration or modification to the machine's existing mechanical or electronic parts may void your warranty according to the terms of the warranty. The use of any enhancer or update kit and/or the use of any improperly grounded electrical outlet may also adversely affect the safety of your game and cause injury to yourself and others. Be very cautious in using non-I.C.E. supplied components with our games, in order to insure your safety.


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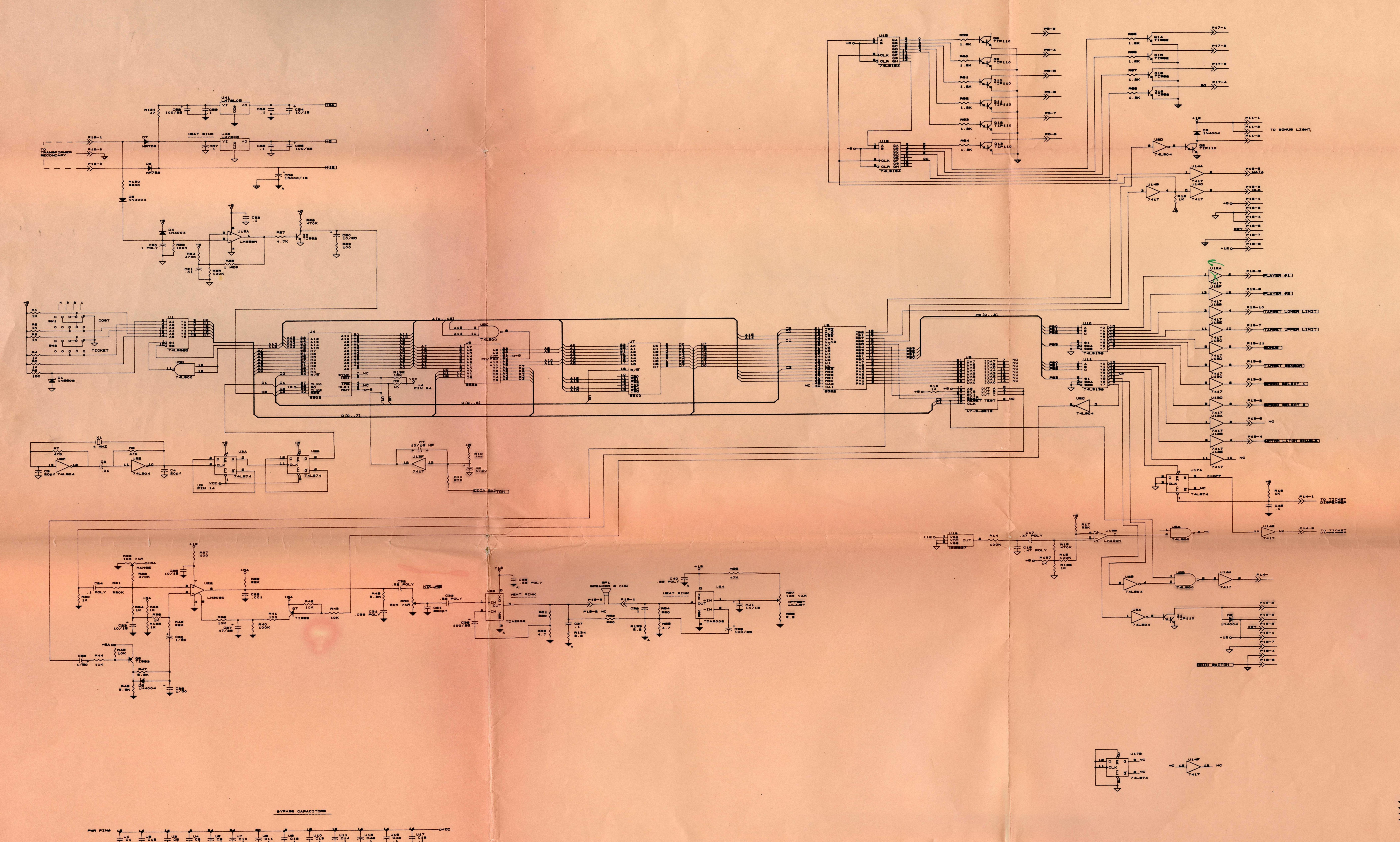
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