

# ICEBALL PRO™



## Assembly Guide & User Manual



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# SAFETY BEFORE YOU BEGIN

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. 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.

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.

IF YOU HAVE ANY QUESTIONS ABOUT YOUR OUTLET HAVE QUALIFIED ELECTRICIAN CHECK YOUR A.C. RECEPTACLE TO BE SURE THE GROUND IS FUNCTIONING PROPERLY.

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.

DO NOT remove any of the components on the main board while the game is powered on. This may cause permanent damage to the parts and the main board. Doing so will void the warranty of your game.

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.

## **NOTE: THIS GAME IS INTENDED FOR INDOOR USE ONLY.**

THIS GAME IS NOT SUITABLE FOR OUTDOOR USE OR WET ENVIROMENTS OR IN AREAS WHERE A WATER JET COULD BE USED.

*This game 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 this game by a person responsible for their safety. Children should always be supervised when playing this game.*

The game's foot print is 120" x 30" x 84".

## **WE RECOMMEND AT LEAST TWO ADULTS TO ASSEMBLY THIS GAME.**

**Watch the video on how to assembly at "<https://youtu.be/Rby2KfknFAQ>"**

### **AC Power Information**

The games main fuse is accessed **through the top of game and at the front.**

Above the power cord is a small panel that contains the main fuse.

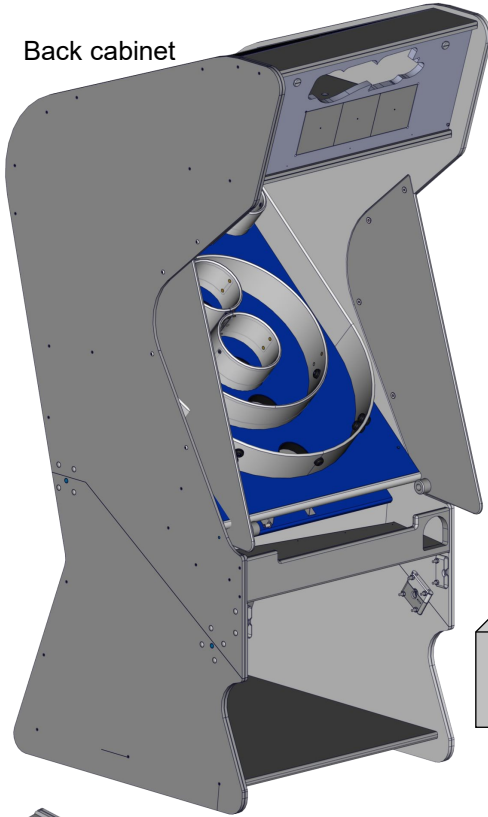
The value of the fuse for 120 volt users is 3 AMPS at 250Volt type slow blow.



# Before you Begin

Before you begin to assemble your game locate the parts below.

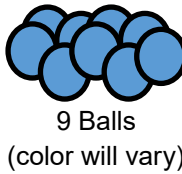
Back cabinet



Hardware



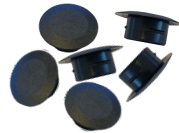
Keys



9 Balls  
(color will vary)



AA6001B  
3/16 Allen



6 AA3052  
Latch Hole plugs

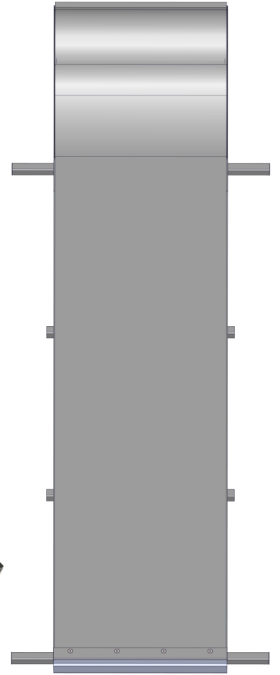


AA6105  
Latch tool

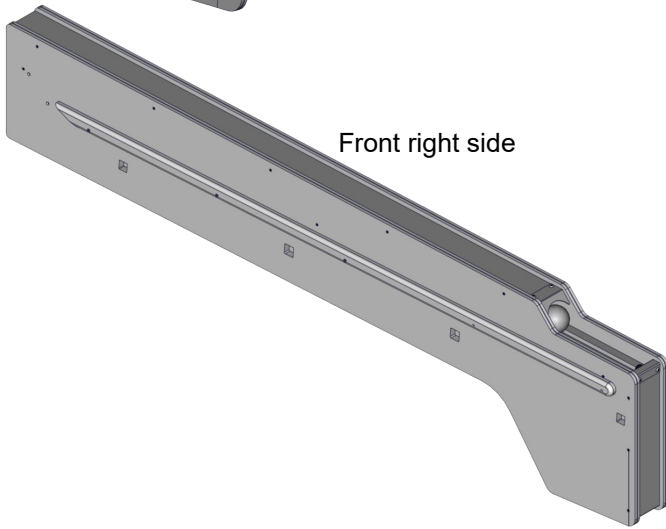


PC60601A  
5/32 Allen

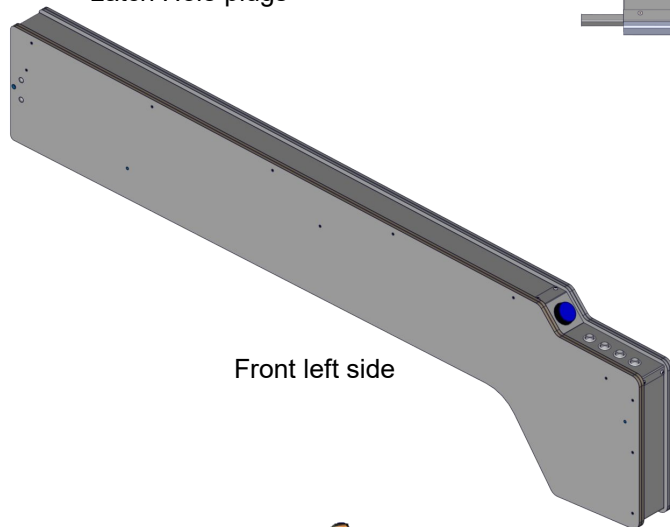
Ramp Assembly



Front right side



Front left side



If any parts are missing please contact ICE Service at (716) 759-0360 Monday through Friday 8:30 am to 6 pm Eastern Standard.

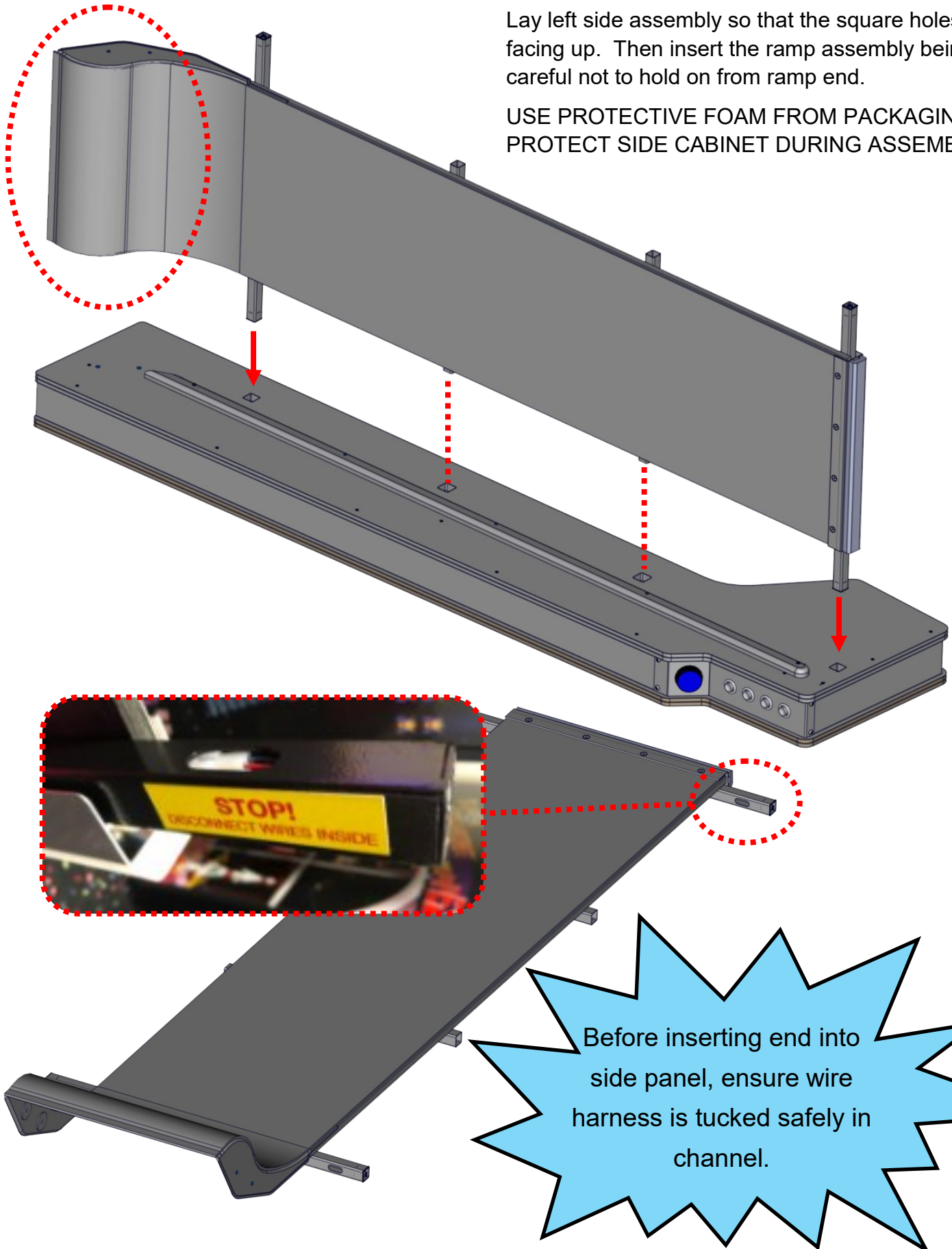


# STEP 1

DO NOT HOLD FROM HERE

Lay left side assembly so that the square holes are facing up. Then insert the ramp assembly being careful not to hold on from ramp end.

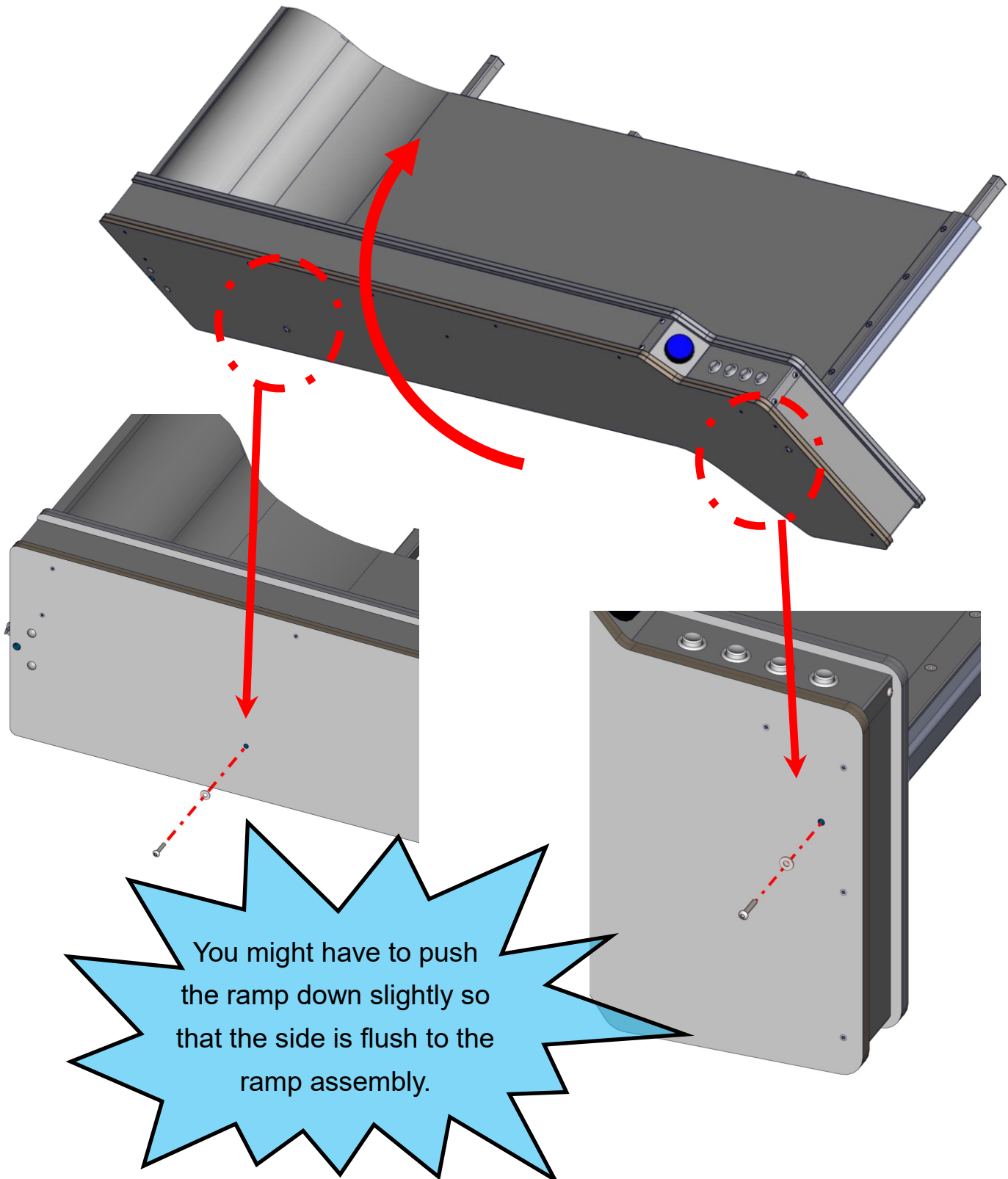
USE PROTECTIVE FOAM FROM PACKAGING TO PROTECT SIDE CABINET DURING ASSEMBLY



# STEP 2

**Lift the cabinet half way up but not all the way to secure the two assemblies together.**

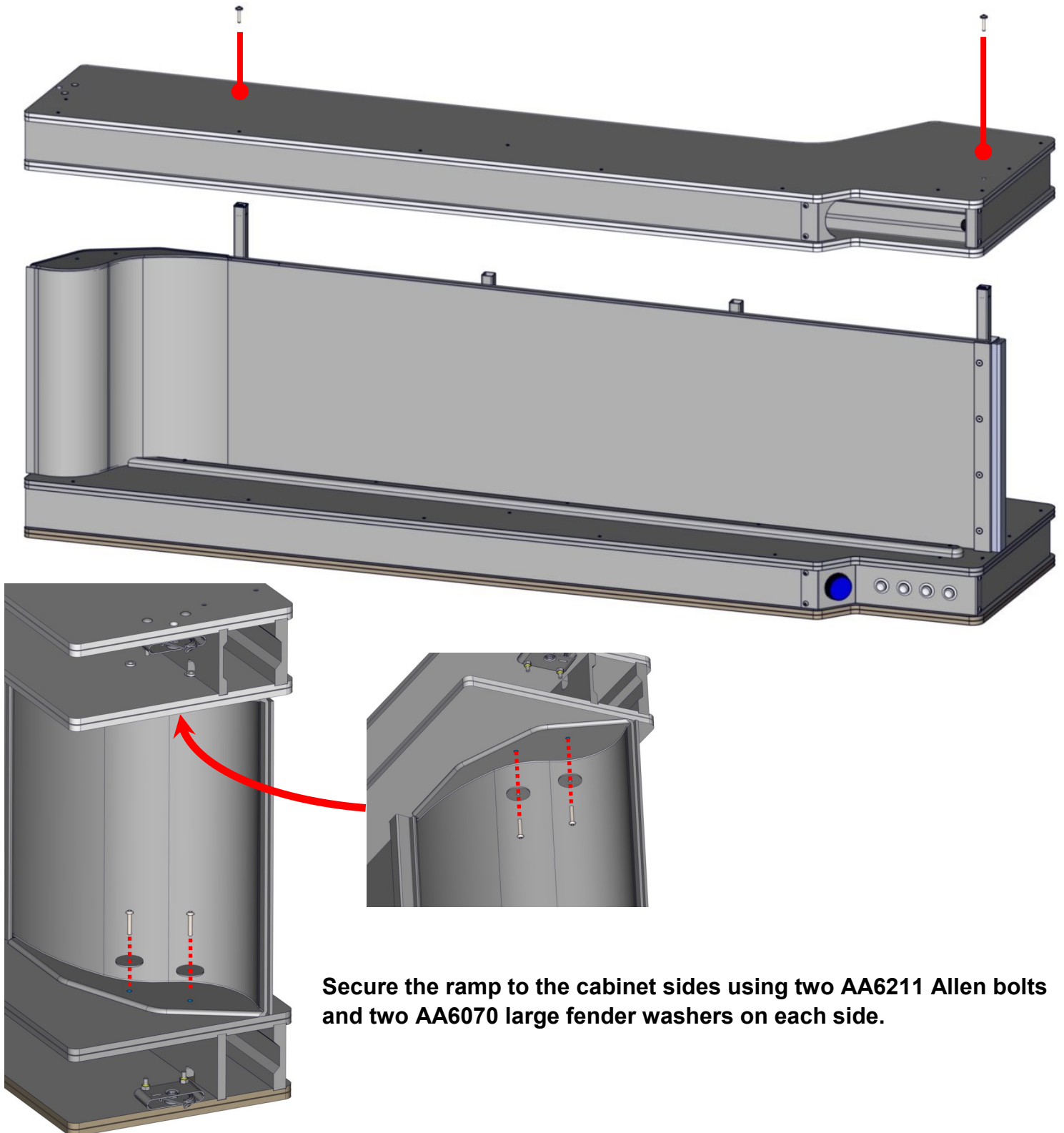
Use one AA6211 Allen Bolt (1/4-20 X 1-1/4) and one 6212 washer where the two long square rods went into the cabinet. A Allen wrench was provided in the parts package. Make sure inside supports bars are fully inserted before tightening hardware.



# STEP 3

Put the cabinet back on its side and lift the right side assembly onto the runway/side assembly aligning the supports into the square holes. You might have to flex the ramp end down to allow the assemblies to be flush to each other.

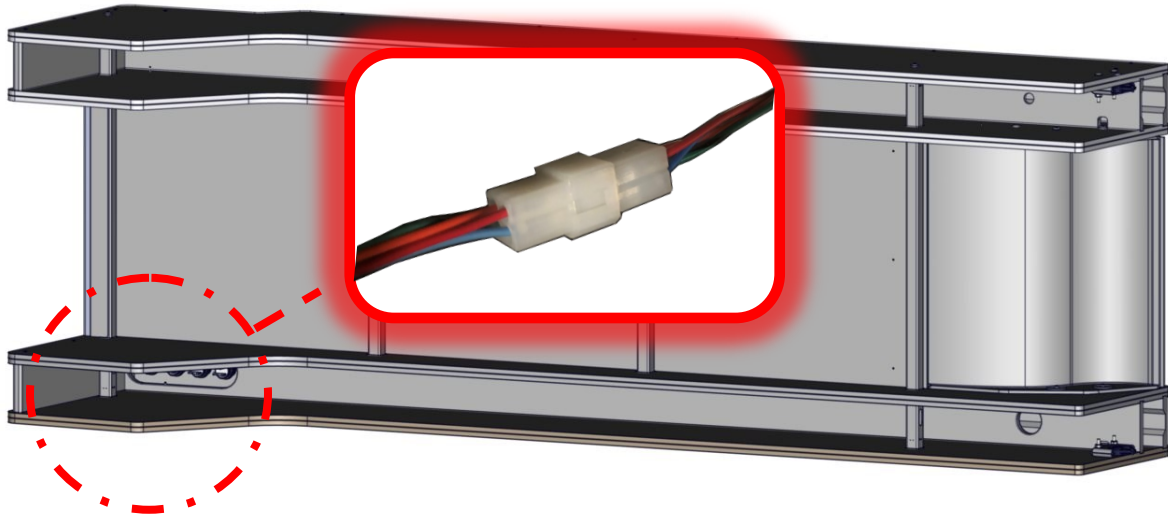
Use one AA621 Allen Bolt (1/4-20 X 1-1/4) and one washer where the two long square rods went into the cabinet. A Allen wrench was provided in the parts package.



Secure the ramp to the cabinet sides using two AA6211 Allen bolts and two AA6070 large fender washers on each side.

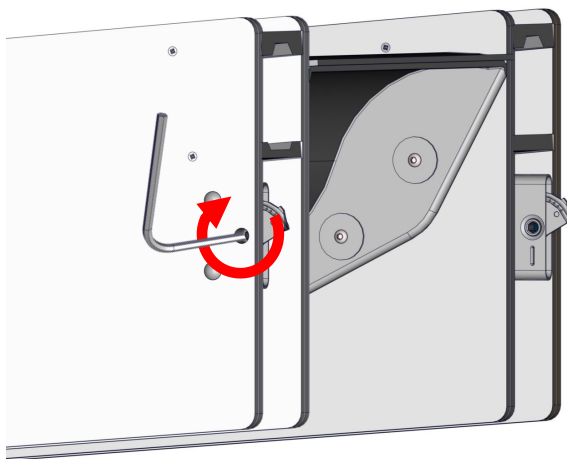
# STEP 4

Before flipping the cabinet right side up, connect the RGB harness from the support bar. You made sure it was tucked into the square TUBE in Step 1 before you began assembly.



# STEP 5

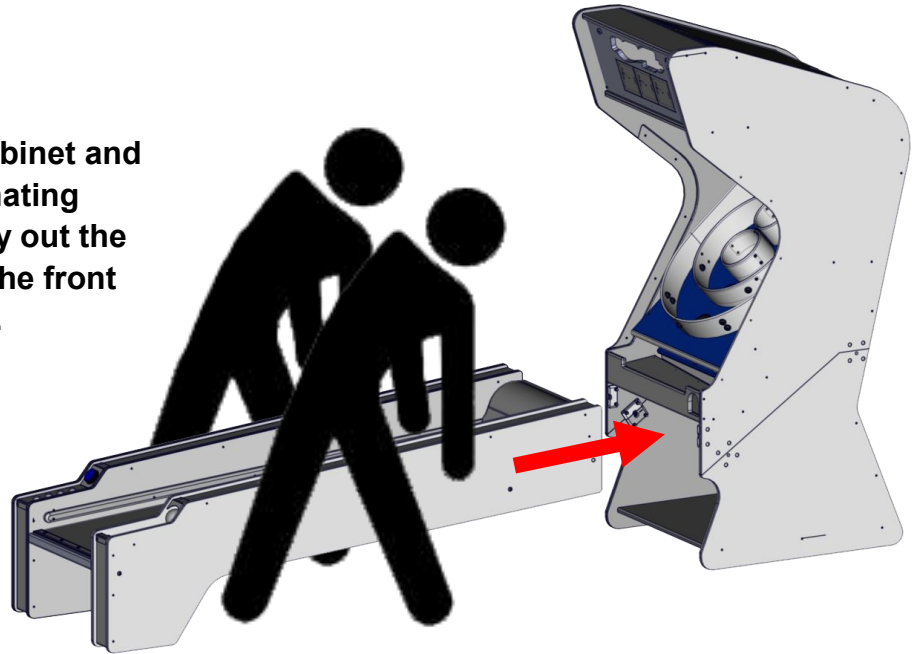
The cabinet uses cabinet latches to secure the back and front cabinets together. It will be much easier to assemble the two halves of the cabinets if you turn the latches 1/2 so that they extend out a little. This is done using the latch tool provided in the parts box. The latches have a decal showing a lock either locked or unlocked. Insert the latch tool in both latches and only turn them 1/2 way as shown below.



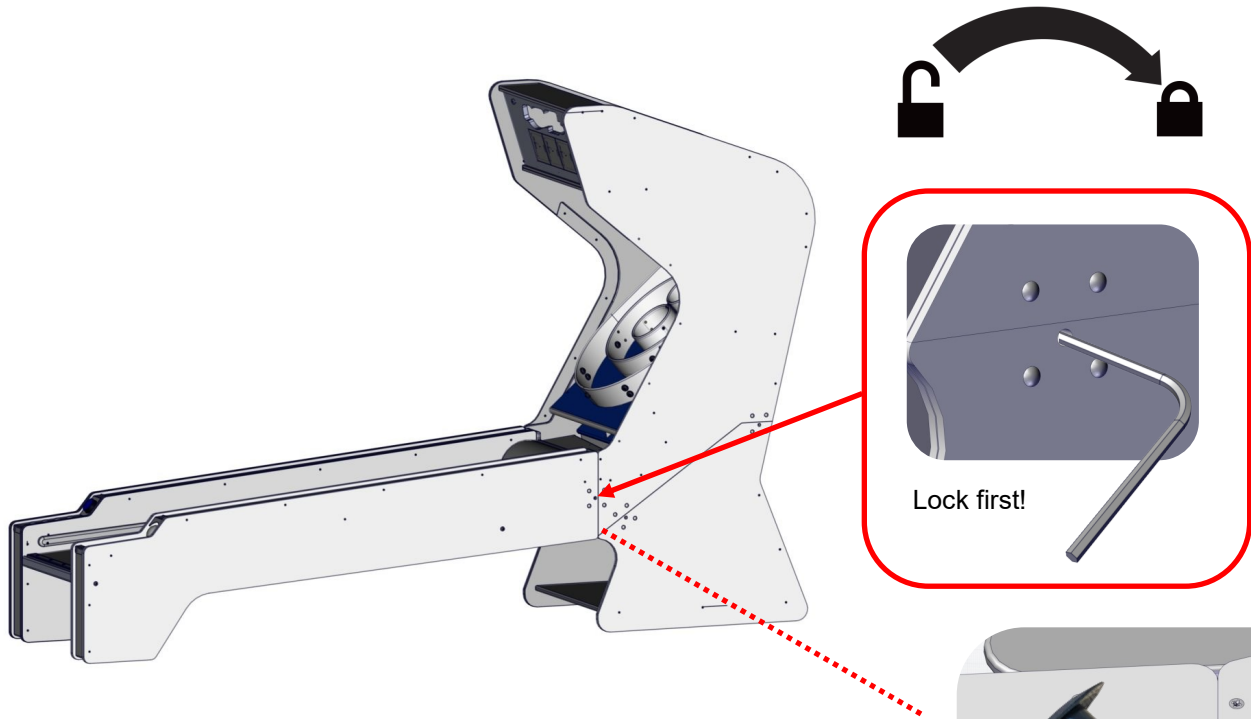


# STEP 6

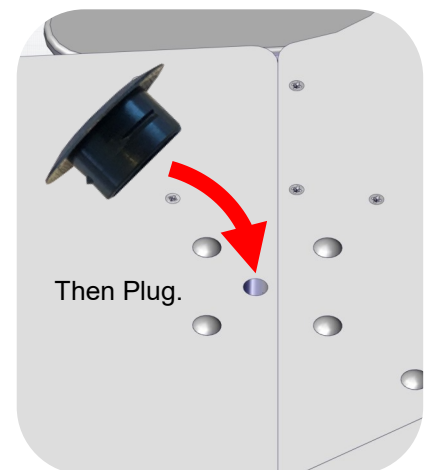
With help, move the front cabinet and slide the latches into their mating ends. Since they are 1/2 way out the cabinet will remain against the front cabinet until you latch them.



Insert the latch tool and turn it in the direction shown for lock. The decal is located on the backside of the latch.



Insert a latch plug into the hole that you inserted the latch tool into. If you ever need to remove the two halves of the cabinet, use a small flat blade screw driver to pry them back out.

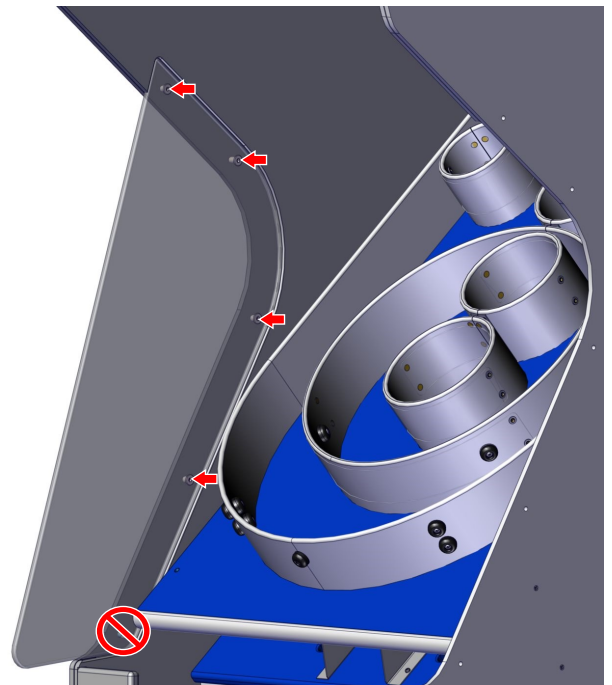
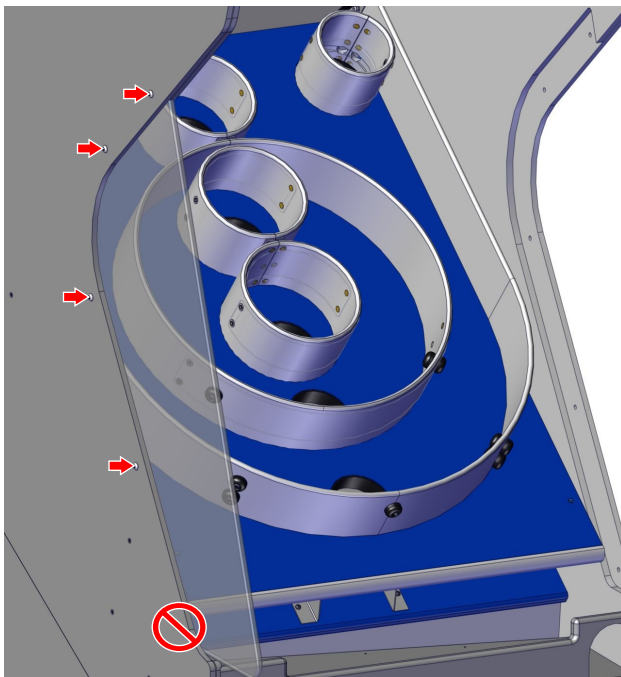


# STEP 7

Locate the clear plastic side panels, four PC60601 Allen bolts, four AA6212 washers, and four AA6444 Joint Connectors.

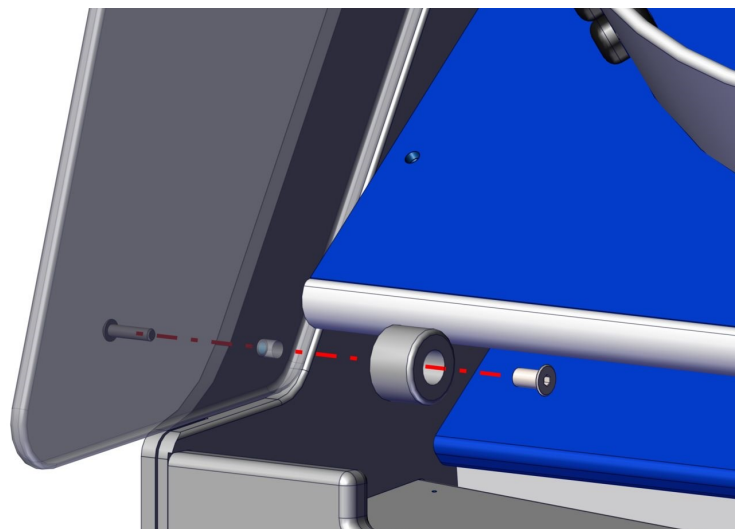
On the outside of the cabinet insert four PC60601 Allen bolts with AA6212 washers shown in the red arrows on the left. Do not insert one at the bottom. From the inside Insert the clear plastic side panel and four AA6444 joint connectors. Use the 3/16 Allen wrench on the outside and 5/32 Allen wrench on the inside to secure.

Repeat for the other side.



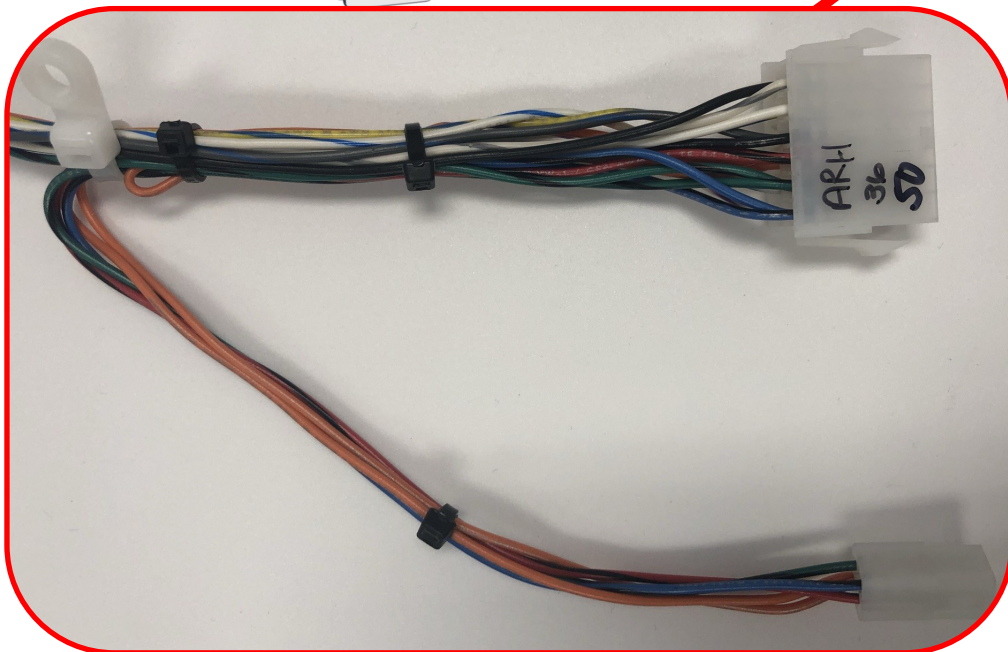
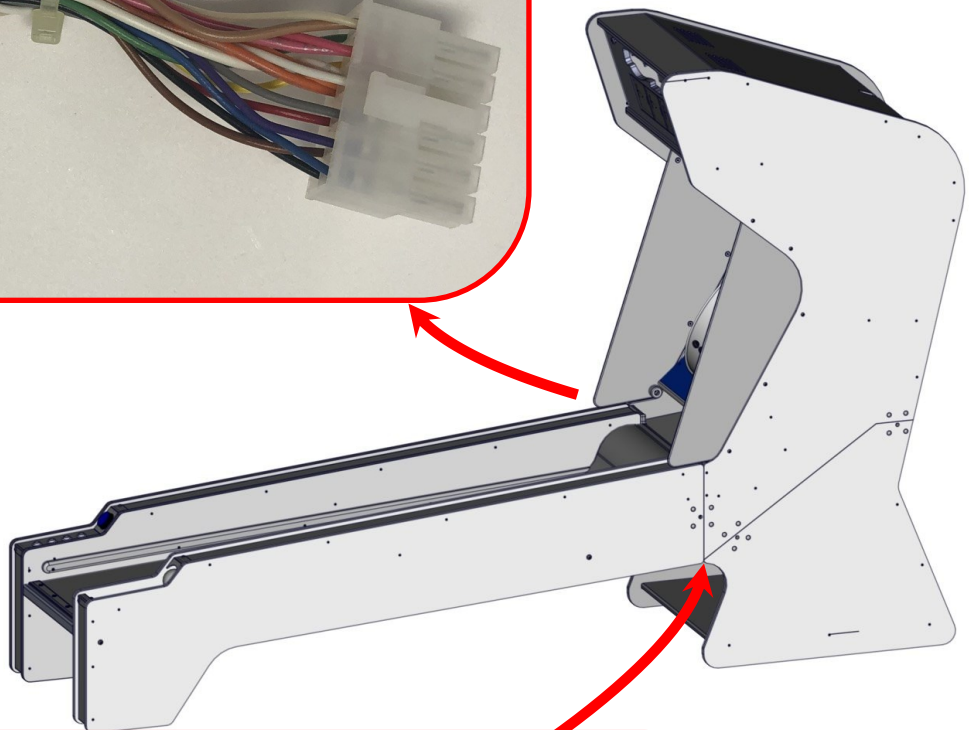
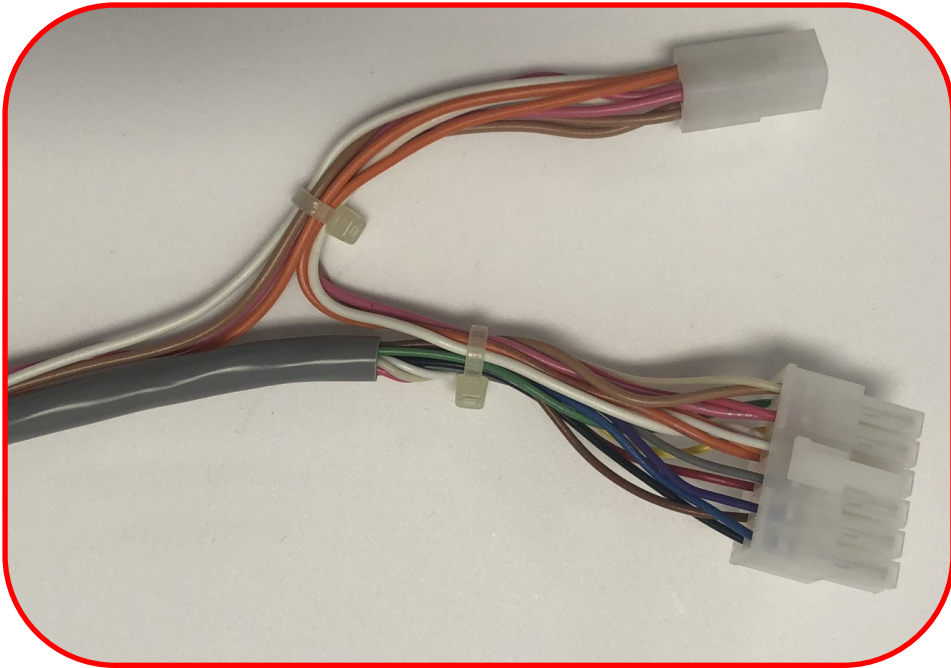
On the outside at the bottom insert one PC60601 Allen bolt through the cabinet. Then from the inside, install AR3025 bumper (hard plastic) and one AA6110 joint connector. From the outside use the 3/16 Allen wrench and the from the inside use 5/32 Allen wrench to secure.

Repeat for the other side.



# STEP 8

At either side and from underneath, connect the harnesses.

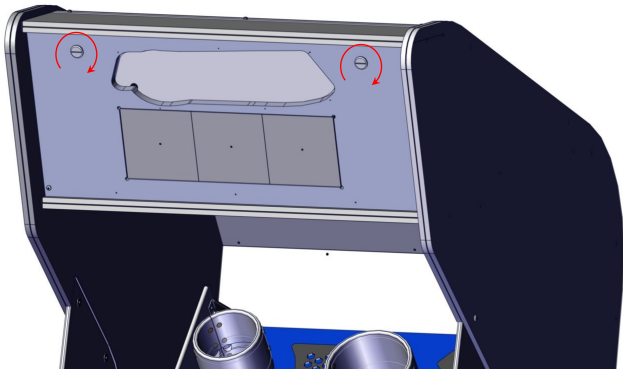
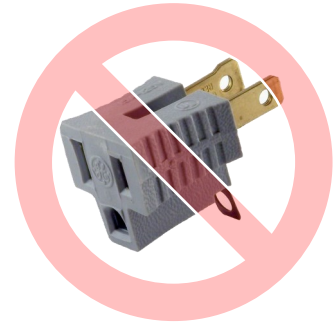


# STEP 9

Insert the AC cord into a grounded AC outlet.  
The cord can be found behind the back cabinet.



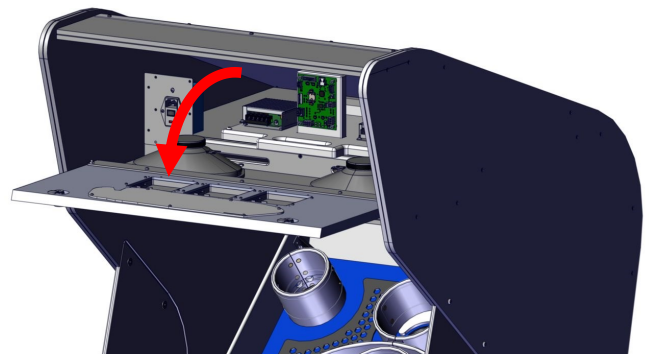
**WARNING - ONLY PLUG INTO A GROUNDED OUTLET.  
DO NOT USE ADAPTORS THAT ELIMINATE THE THIRD PRONG!**



Locate the two keys in the parts box, insert them into the top two locks, and turn clockwise to unlock.



The panel is hinged and will drop flat. Locate the AC power module. Ensure the AC cord is plugged in.



Flip the AC switch to the on position. It will have a "I" label.

# Congratulations!

Your game is ready to be played. Press the “START” button to turn the game on. The game will come to life. The cabinet will begin to glow and the upper display will come on.

There are five games and up to four players can play any of them. At anytime you can press either the “GAME” button or “PLAYER” button. Pressing the “GAME” button will cycle through the different games available. Pressing the player button will select how many players will play.

Once you have selected the game you wish to play and the amount of players that will play press the “START” button to begin play.

**\*\* During game play, game volume can be adjusted by pressing the arrow keys. \*\***

## ARCADE

The classic alley roller game – throw 9 balls – score as many points as possible. Player that scores the higher score wins.

## FIRST TO ZERO

Compete to get to zero first. For every ball thrown it subtracts from the score. Be the first to reach 0 exactly to win!

## FAST N ACCURATE

Throw as fast but accurate to score more points with the “Time Bonus”. Target the same hole with accuracy of the throw and with speed to score the highest amount of points possible!

## CRICKET

Bringing the classic dartboard game to ICE Ball Pro. Players hit each hole three times. Player using the least amount of balls to hit every hole three times wins!

## COMBO BONUS

Aim for the same hole. Hit the same hole 3 times in a row to win 3 time bonus multiplier! Accuracy is key in this ICE Ball Pro classic game.

# It won't fit through the doorway?

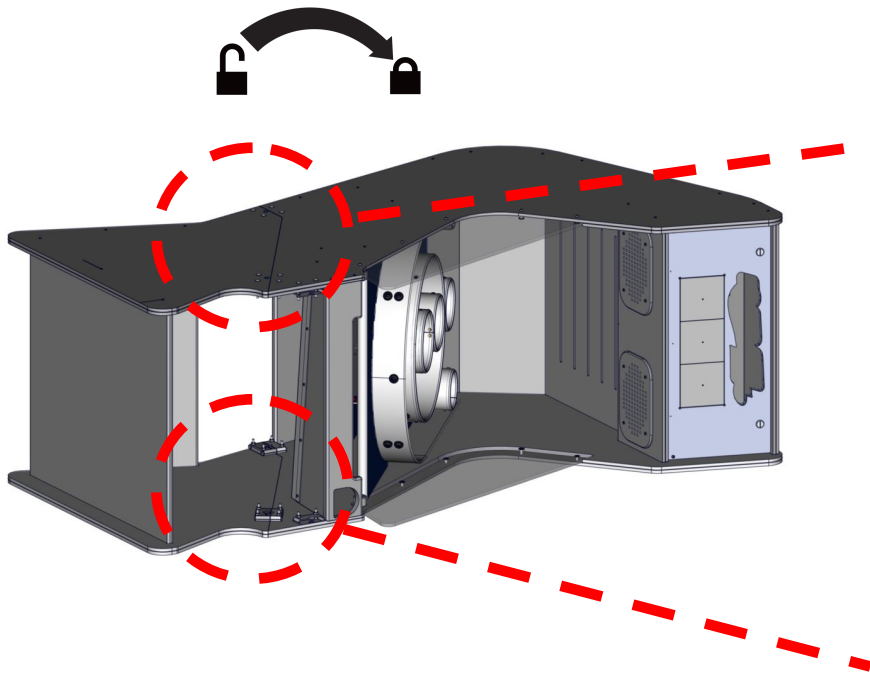
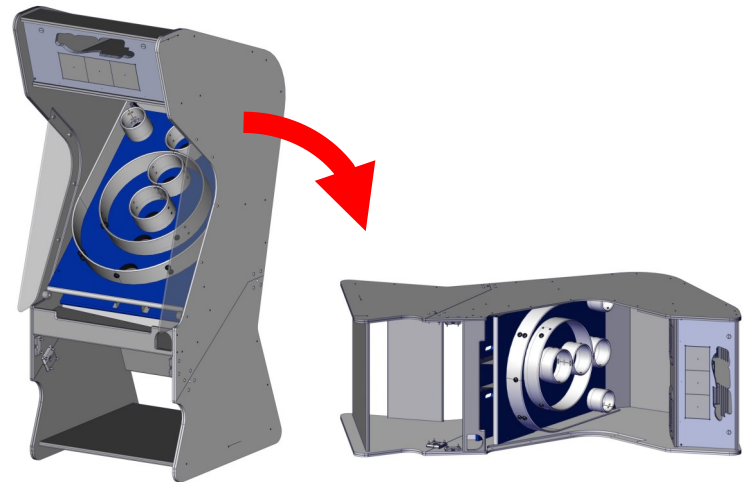
The back cabinet can be taken apart if it will not fit through a doorway. The bottom and top halves are held together with latches.

Lay the cabinet on it's side.

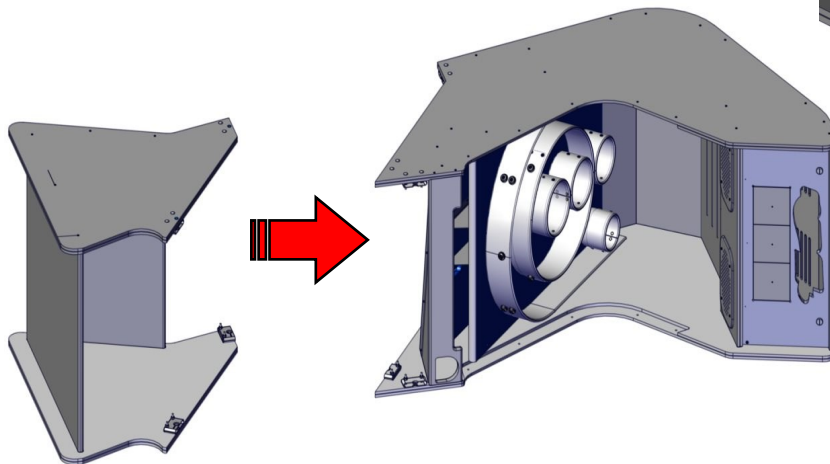
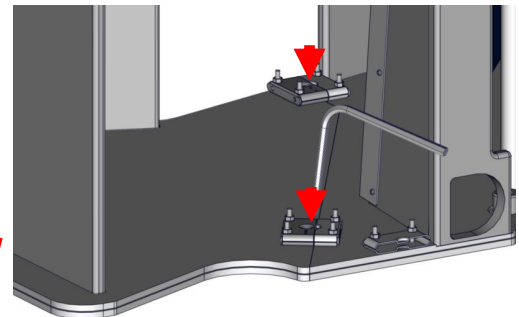
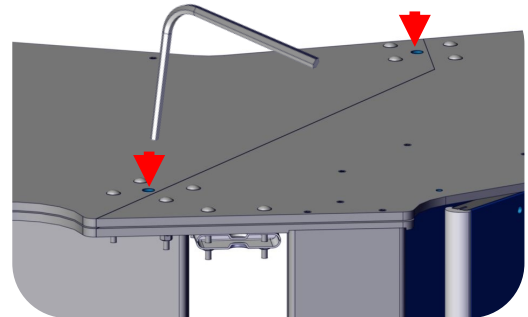
REMOVE the Latch hole plugs.

Using the latch tool, unlock the four latches.

A decal shows the direction to unlock and lock.



Use a small flat blade screw driver to pry the latch plugs out.



Pull the cabinet apart.

# Game Options?

You can change some of the game options if you wish. Pressing the left and right arrows buttons together will cause the game to display the options available for that game.

The arrow keys will change the value for that option displayed.

Pressing the “GAME” button will advance to the next option.

Pressing the “START” button will exit and save any changed you made.

Press the “GAME” button to select a different game and repeat this process.

The Game’s LED’s are controlled by the Accent color settings under Arcade. These are the only options that effect all games. The remainder of the options are specific to that game only.

## ARCADE

Accent Color 1 : Select LED color to light cabinet.

Accent Color 2 : Select LED color to light cabinet.

Accent Color 3 : Select LED color to light cabinet.

High Score Reset

- Min Off / Max On
- Default Off

Game Revision : Show version number.

## FIRST TO ZERO

Starting Points

- 360 or 720
- Default: 320

High Score Reset

- Min = Off / Max = On
- Default Off

Game Revision: Show version number.

## FAST N ACCURATE

High Score Reset

- Min = Off / Max = On
- Default Off

Game Revision: Show version number.

## CRICKET

Number of balls per round:

- 1 or 3
- Default 3

High Score Reset

- Min Off / Max On
- Default Off

Game Revision : Show version number.

## COMBO BONUS

Number of balls per game

- 3, 6, or 9
- Default 9

High Score Reset

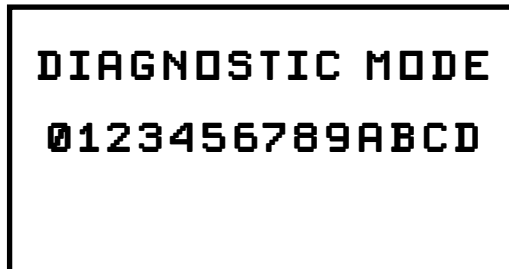
Min Off / Max On  
Default Off

Game Revision : Show version number.

# Game Repair

When the game is in the standby mode, pressing and holding down the Down arrow button will cause the game to enter a diagnostic mode. This mode will aid you in finding faults with your game.

Once in the diagnostic mode, the game will play a sound file and display information on the status of the buttons and score sensors.



The diagnostic will display any bad files found on the SDCARD with a letter, number, and or color. If bad files exists, please contact ICE support for help in resolving any audio issues.

Score sensors can be tested by dropping a ball into each score hole. Test each by pressing each button. The display will light a letter or number red when it detects a button press or a ball in a score hole. See below for translation.

**0 = 10 point sensor**

**1 = 40 point sensor**

**2 = right 100 point sensor**

**3 = N/A**

**4 = 20 point sensor**

**5 = N/A**

**6 = 30 point sensor**

**7 = N/A**

**8 = N/A**

**9 = Left 100 point sensor**

**A = player button**

**B = game button**

**C = up button**

**D = down button (it will always cause 0, 1, 2, 4, 6, and 9.)**

**E = Start**

**NOTE: Dropping a ball through 50 triggers 2 and 9.**

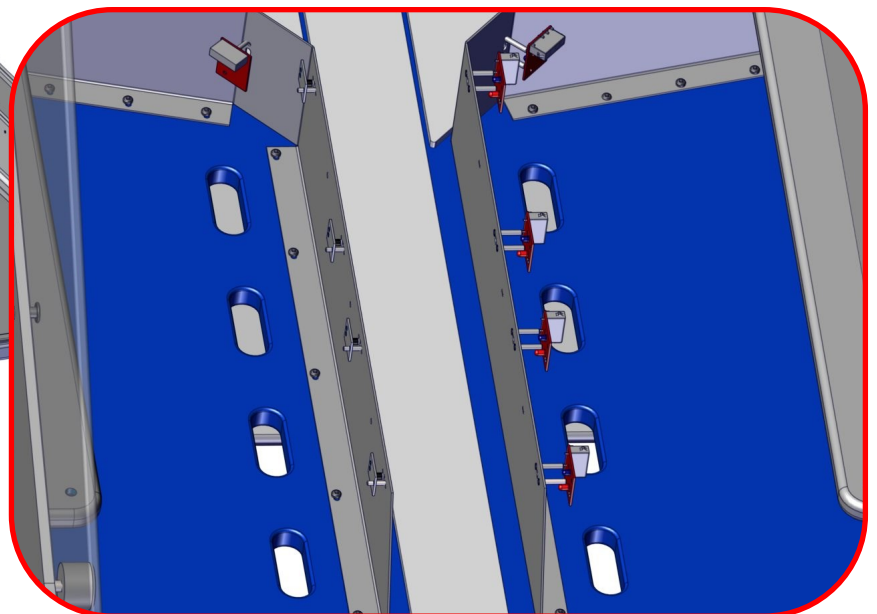
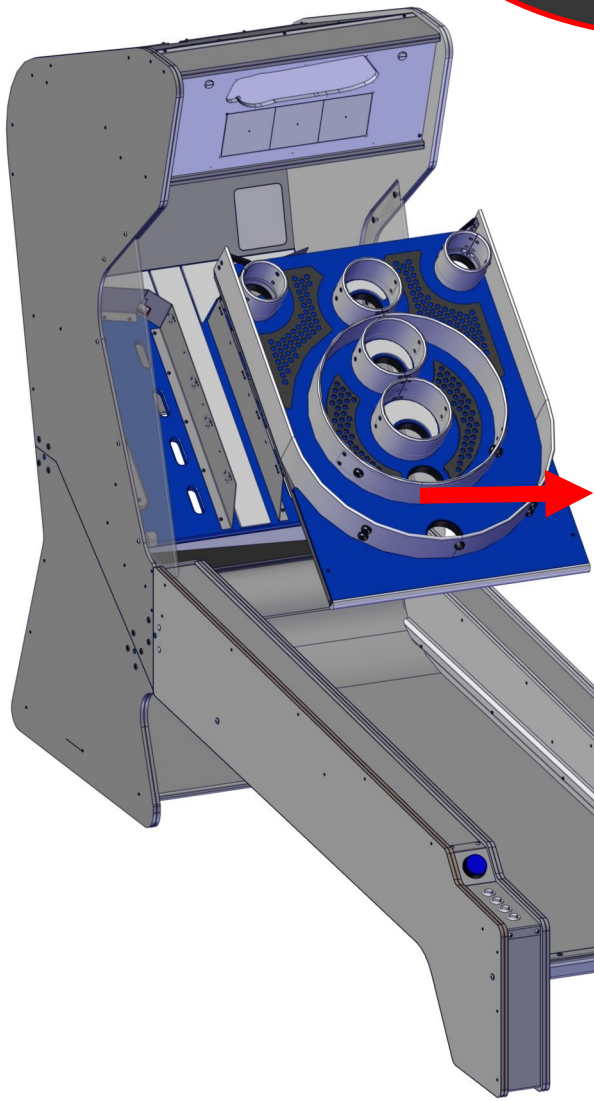


# Accessing the score sensors

Remove the two bolts shown using a 5/32 Allen wrench.



Lift the playfield out of the game and put aside.



**Score sensors.**

# How to replace sensors?

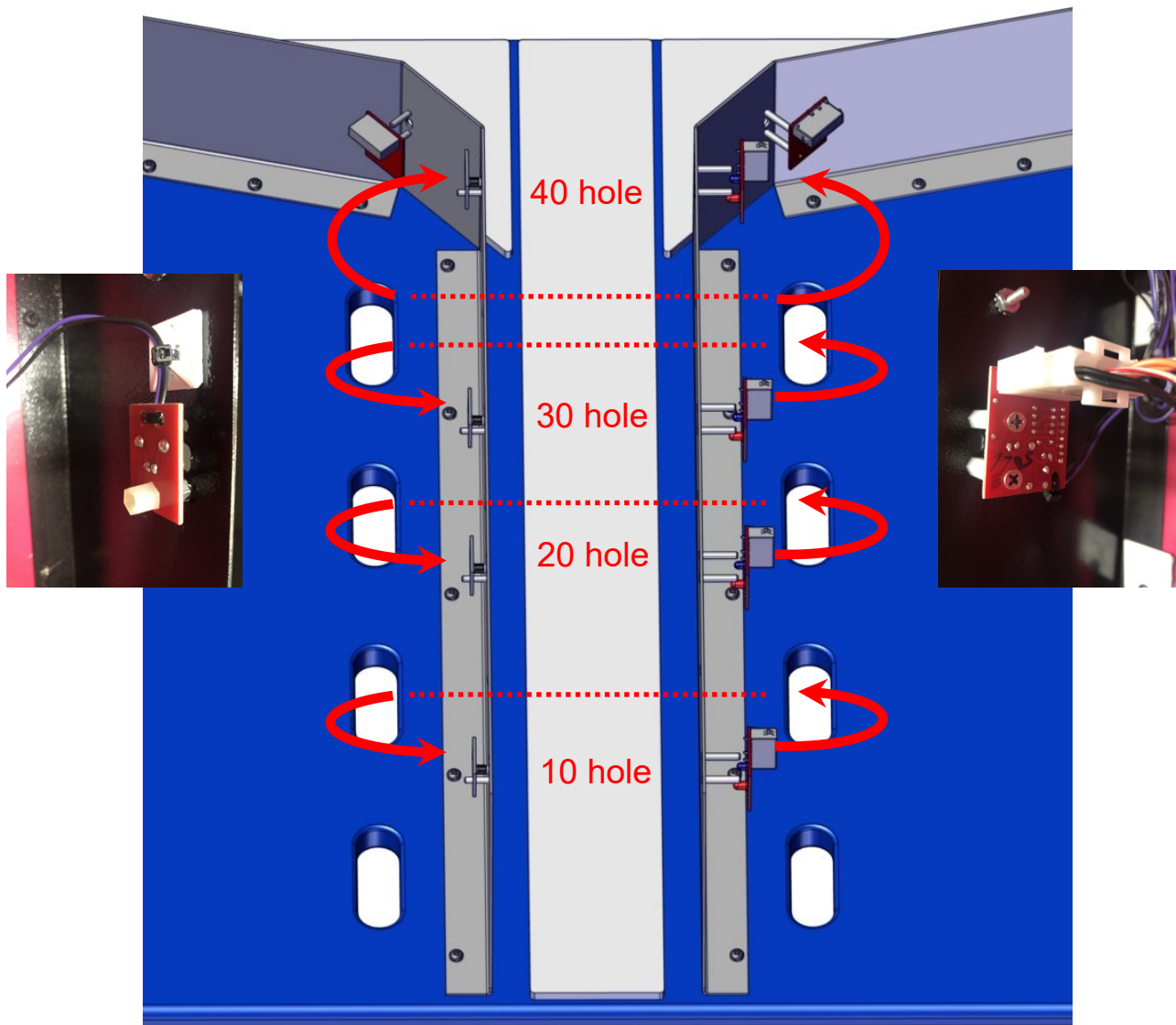


**WARNING! UNPLUG THE AC CORD FROM GAME BEFORE REPLACING SENSORS!**

Follow the instructions in “Accessing score sensors” .

Each sensor is two boards with a harness that connects them together. The board with the connection to the game’s harness is held in place by #2 Phillips screw. The other board is attached with a standoff. The smaller board should be insert through the bottom cabinet holes shown below and attached to the opposite side. When both are mounted to the cabinet, the harness that connects the two should be underneath.

## SCORE SENSORS 10, 20, 30 40

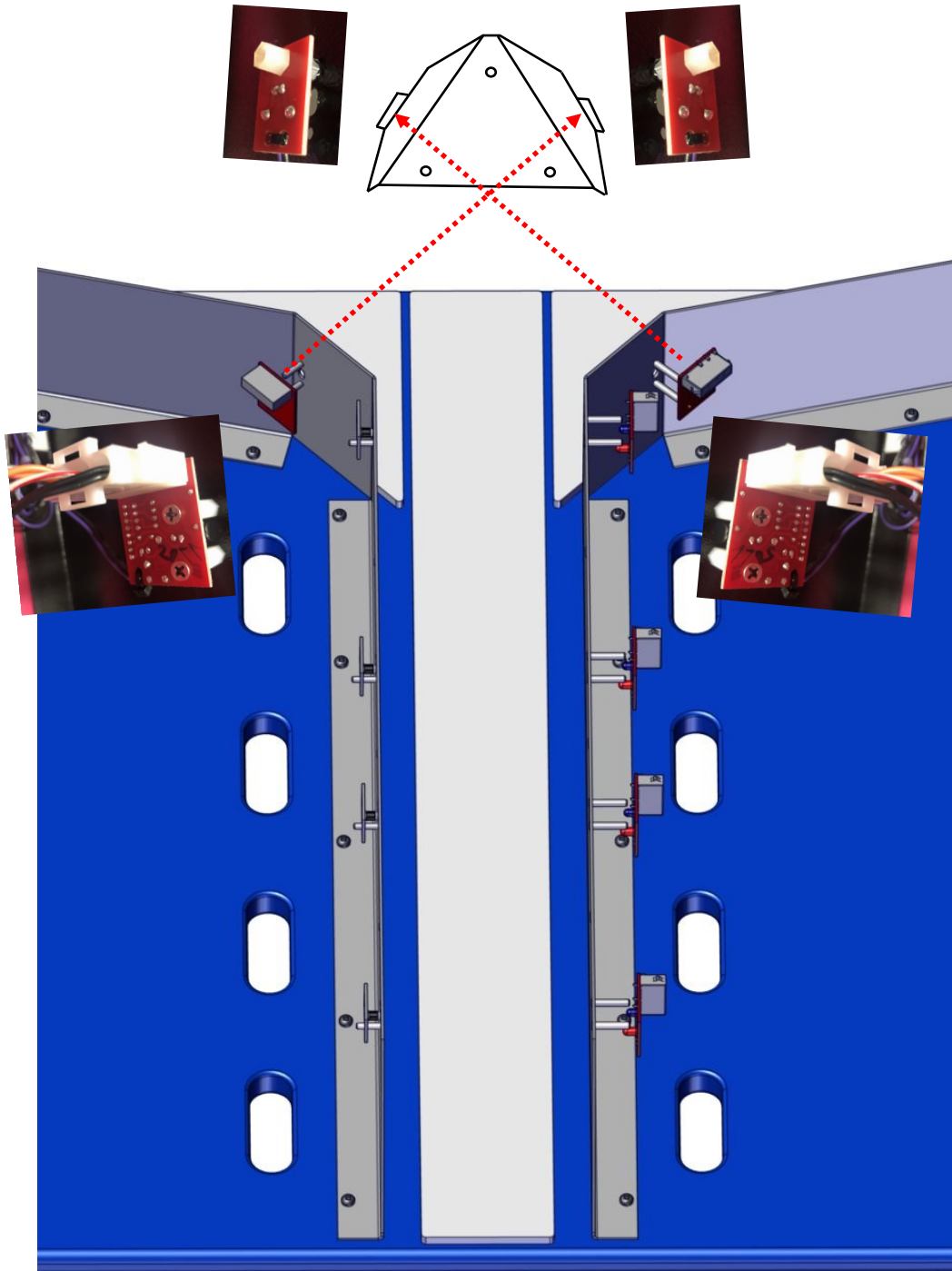


**WARNING! UNPLUG THE AC CORD FROM GAME BEFORE REPLACING SENSORS!**

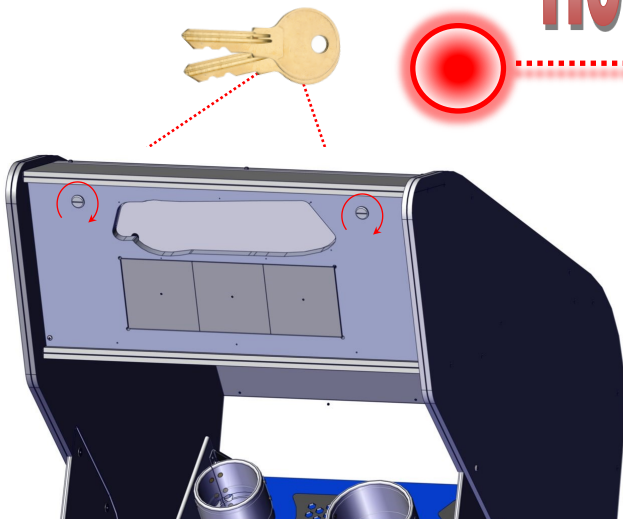
Follow the instructions in “Accessing score sensors” .

Each sensor is two boards with a harness that connects them together. The board with the connection to the game’s harness is held in place by #2 Phillips screw. The other board is attached with a standoff. The boards are aligned straight across from each other.

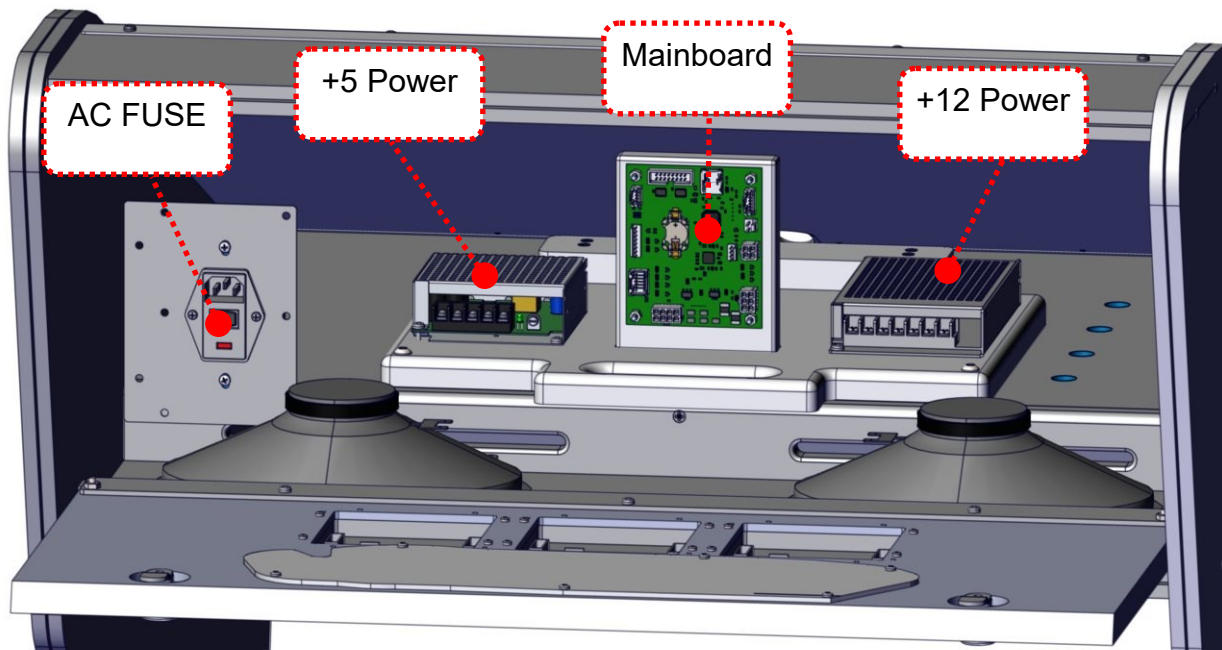
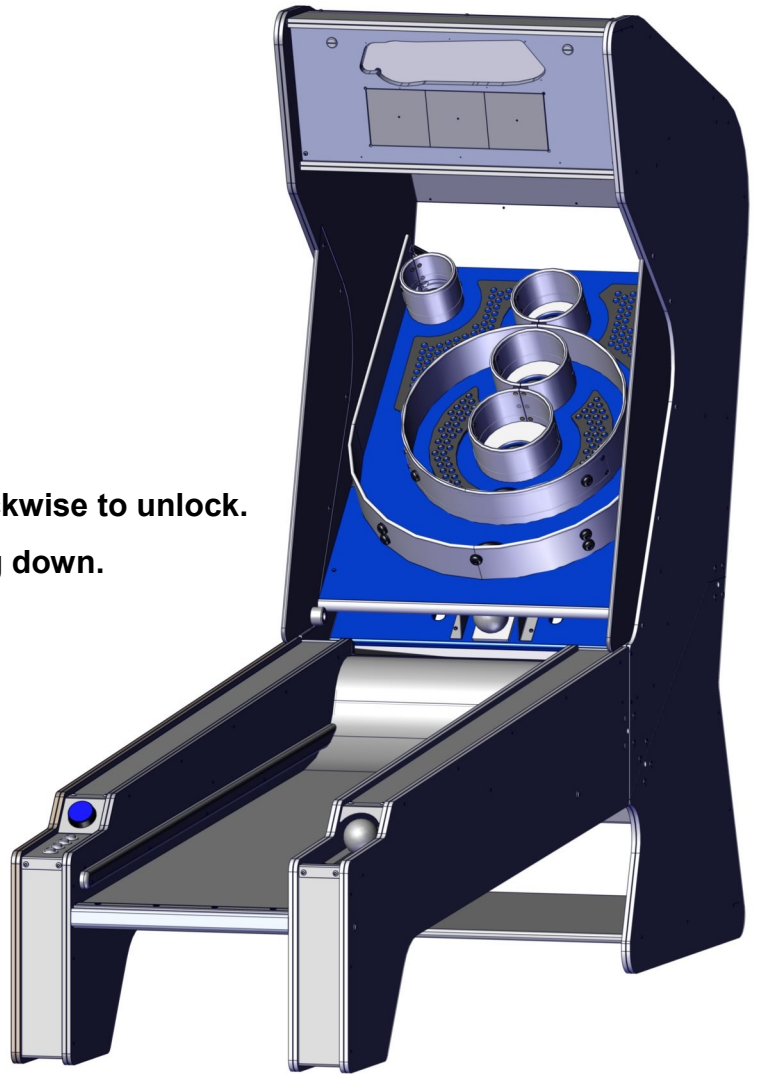
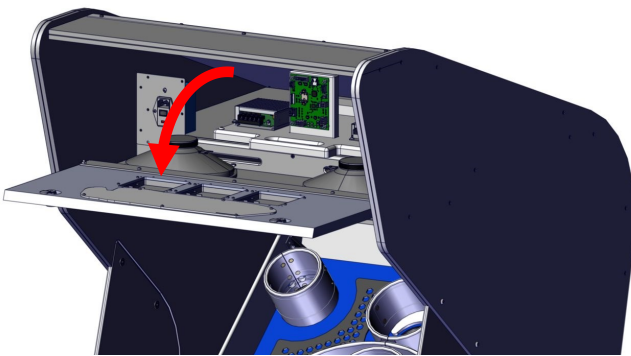
## LEFT AND RIGHT 100 SCORE SENSORS



# How to access the electronics?



Insert a key into both locks. Turn them clockwise to unlock. The display assembly will open by dropping down.



# How to replace the AC fuse?

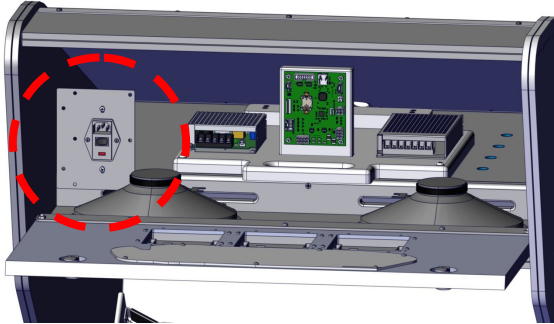


**WARNING! UNPLUG THE AC CORD FROM GAME BEFORE REMOVING FUSE!**

Use a small flat blade screw driver.

At the top, insert and pry the lid open as show.

Then pry the red fuse holder out.

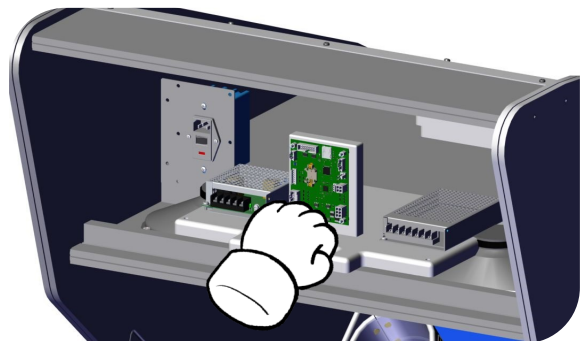
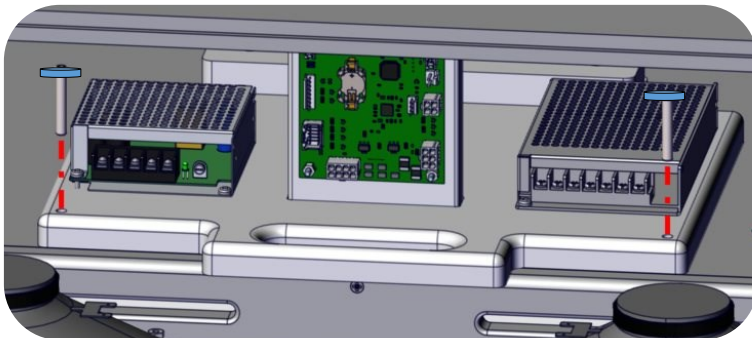


110v version only uses one fuse and it is on the right side.

This fuse is rated for 3 amps, Slow blow type.



# How to replace the electronics?

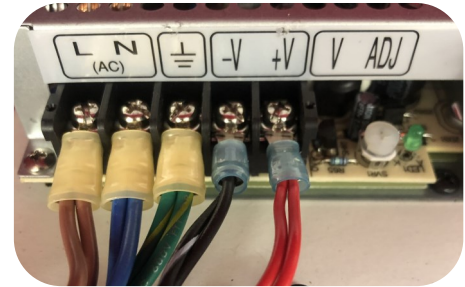
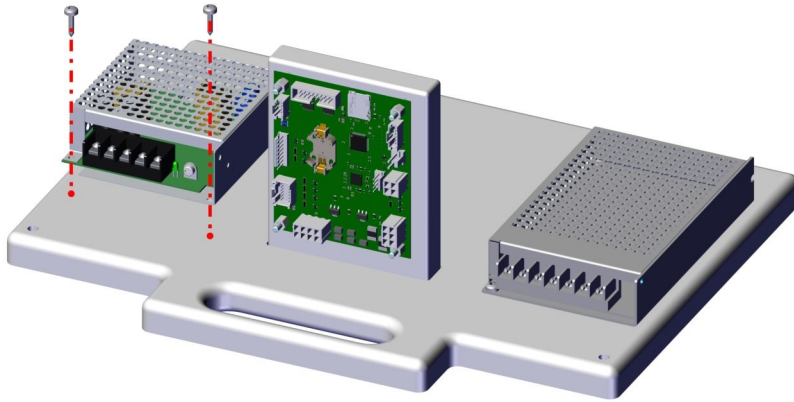


**WARNING - Make sure AC power cord to the game is unplugged!**

Remove the two mounting thumb screws at either side of the panel.  
Pull electronics panel out so that you can access mounting hardware.

**To replace the +5 supply, remove the two mounting bolts at the front of the +5 supply.**

**WARNING - Make sure AC power cord to the game is unplugged!**



**Use a #2 Phillip screw driver and loose each screw holding a wire to the wire terminals.**

**Replace the power supply with same voltage and either equal or greater amperage.**

Colors for +5 supply are:

Brown = L (AC HOT)

Blue = N (AC NETRUAL)

Green w/yellow strip =  $\perp$  (Earth)

Black w/white strip = V- (ground)    Red = V+ (+5 VDC).



**To Replace the +12 supply, remove the two mounting bolts, one at the front of the +12 supply and one at the back.** **WARNING - Make sure AC power cord to the game is unplugged!**

Replace the power supply with same voltage and either equal or greater amperage.

Colors for +12 supply are:

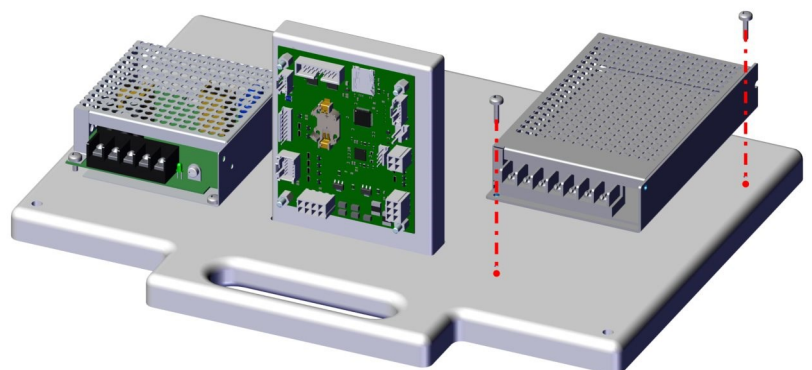
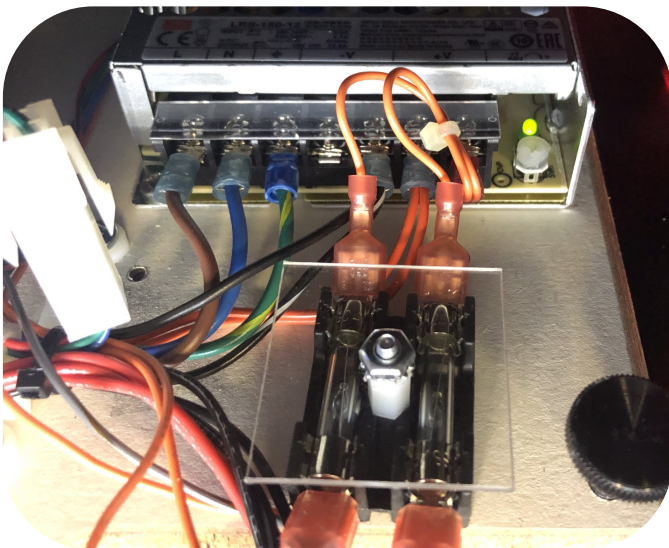
Brown = L (AC HOT)

Blue = N (AC NETRUAL)

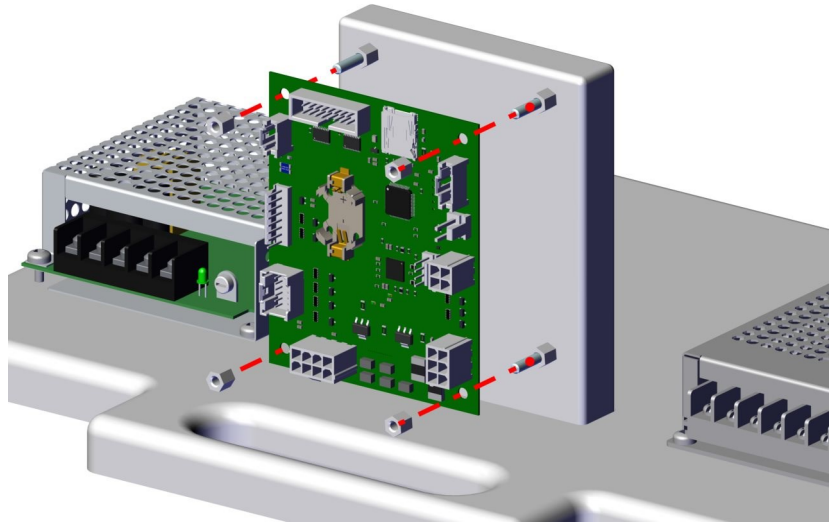
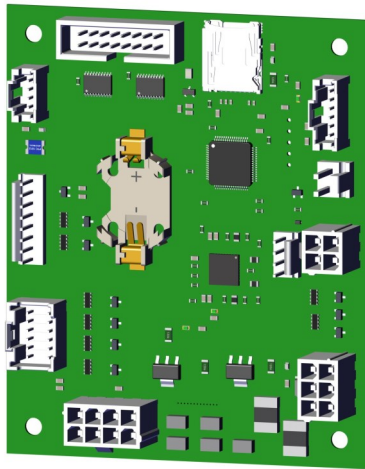
Green w/yellow strip =  $\perp$  (Earth)

Black w/white strip = V- (ground)    Orange = V+ (+12 VDC)

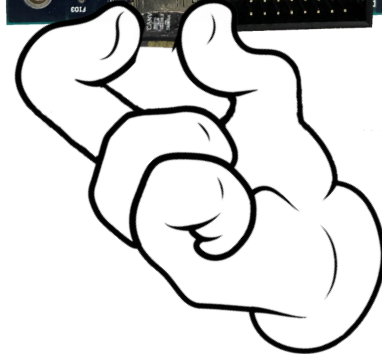
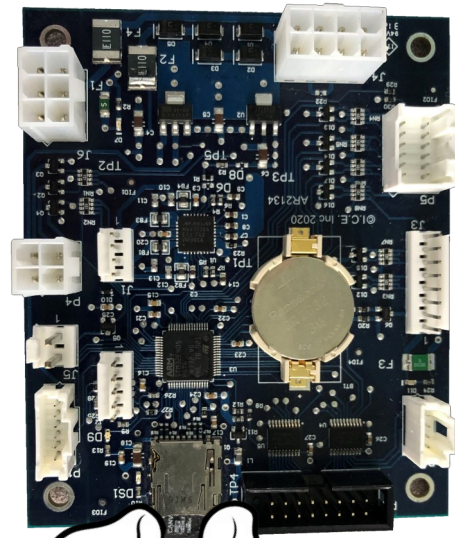
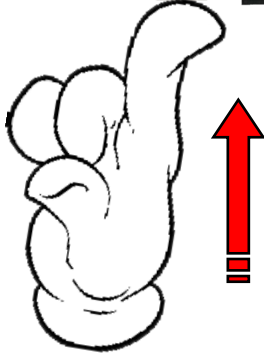
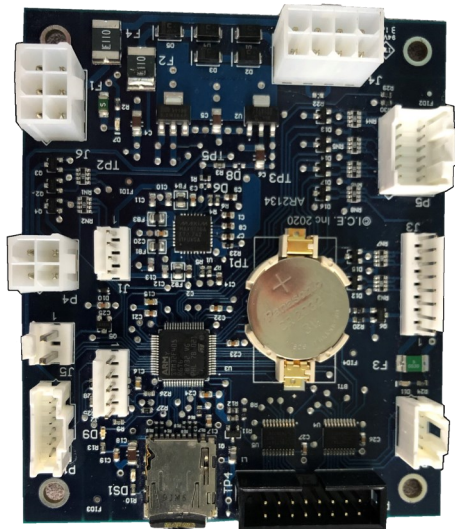
Black w/fuse holder = V+ (+12 VDC)



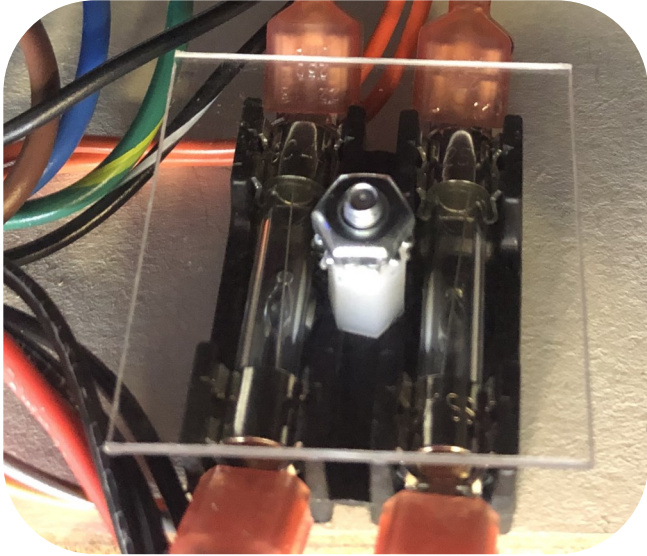
**To Replace the Main board, use a 1/4" nut driver and remove the four plastic standoffs. Remove and replace main board. All previous settings will be at default.**



**To Replace the SDCARD, located at the top of the board is a socket that holds a SDCARD. Push the card in. It will pop out. Pull the SDCARD out of the socket. Insert the replacement socket by pushing the card back into the socket. It will click and lock in.**



# Fuse values for LED +12 VDC power



## **LEFT FUSE:**

4 AMP @ 250 volt FAST-BLOW

Protects the Overhead RGB LED's.

## **RIGHT FUSE:**

5 AMP @ 250 volt FAST-BLOW

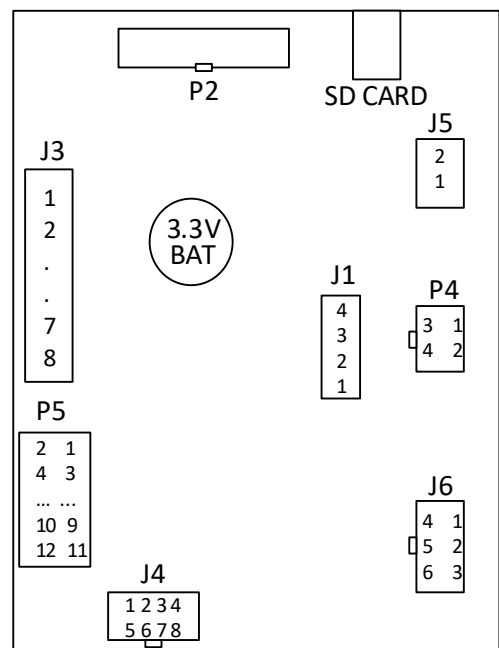
Protects the Under Cabinet RGB LED's.



# Main board Connections



ID	Type	Pin	Description	Wire Color
J1	.100" 4-Pin Header Audio	1	Left (+)	RED/GRY
		2	Left (-)	BRN/GRY
		3	Right (+)	RED/WHT
		4	Right (-)	BRN/WHT
J3	.100" 8-Pin Header Buttons	1	N/C	-
		2	Start Light	YEL/BLU
		3	Start	GRY/BLU
		4	Player	WHT/BLU
		5	Game	WHT/VIO
		6	Up	WHT/GRY
		7	Down	WHT
		8	GND	BLK/WHT
J4	.165" 8-Pin Header Power In	1	PGND	BLK/WHT
		2	PGND	BLK/WHT
		3	GND	BLK
		4	GND	BLK
		5	+12VDC	ORG
		6	+12VDC	ORG
		7	+5VDC	RED
		8	+5VDC	RED
J5	.156" 2-Pin Header Output	1	+12VDC	ORG x2
		2	Enable & MRQ Light	GRY/BRN x2
J6	.165" 6-Pin Header +5VDC out	1	GND	BLK
		2	GND	BLK
		3	GND	BLK
		4	+5VDC	RED
		5	+5VDC	RED
		6	+5VDC	RED
P4	.165" 4-Pin Header RGB Lights	1	Red	RED/BLK
		2	Green	GRN/BLK
		3	N/C	-
		4	Blue	BLU/BLK
P5	.079" 12-Pin Header Sensors	1	N/C	-
		2	GND	BLK
		3	Score 20	WHT/RED
		4	Score 10	WHT/BRN
		5	Score 30	WHT/YEL
		6	Score 40	WHT/ORG
		7	Score 50/100	WHT/GRN
		8	Score 50/100	WHT/BLU
		9	N/C	-
		10	N/C	-
		11	N/C	-
		12	N/C	-
P2	.100" 16-Pin Header	1-12	Displays	Ribbon Cable



KEY:

- GRY = GREY
- WHT = WHITE
- BLU = BLUE
- BLK = BLACK
- ORG = ORANGE
- GRN = GREEN
- YEL = YELLOW



# WARRANTY POLICY

I.C.E. Inc warrants all components in your new ICEBALL Pro Home Edition machine to be free of defects in materials and workmanship for the period of **ONE YEAR** from purchase date.

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 free of charge by obtaining an I.C.E. authorized RMA #. To obtain an RMA # please provide I.C.E. tech support with the game serial # or original I.C.E. invoice # and a detailed description of the failure or fault symptoms.

I.C.E. Inc will assume no liability whatsoever for costs associated with labor or travel time to replace defective parts. All defective warranty covered components will be replaced with new or factory refurbished components equal to OEM specifications.

I.C.E. Inc will cover domestic UPS ground, or comparable shipping costs during the warranty period. International or expedited shipments are available for an additional charge.

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

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