

Super TRIVIA



OWNERS AND SERVICE MANUAL INNOVATIVE CONCEPTS IN ENTERTAINMENT INC.

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INTRODUCTION

Overview

Super Trivia TV is a Redemption game prepared to be used in authorized places. It contains a very easy game based on a competition where players get to answer several questions and allows the winner to collect the tickets from the rest of the players. A big bonus is awarded to the player that answers all the questions correctly.

The machine is based on a PC system that emulates a TV game such as Trivia, where the competitors can answer a sequence of questions belonging to different categories. The aim of the game is to increase the competition and arrange that an only winner gets the final prize consisting in a given number of tickets. It is a system that can be easily up-dated and that makes possible to send and recover the data base of the questions and the answers.

General Features

Super Trivia TV has the following general characteristics:

- The machine runs with coins and deals out tickets.
- From 1 to 8 players can play simultaneously.
- 6 different categories.
- The game consists of 5 different questions per match with 3 possible answers to each question.
- The winner gets the tickets of the other players.
- In case of draw, the winner is the player who has answered in the shortest time.
- When the winner of the game answers all the 5 questions, he gets the bonus.
- The atmosphere, that seems like a TV program, and the spectacular appearance of the cabinet attract the players.
- The questions and the answers are up-to-dated by means of a diskette, CD ROM or USB drive.
- The machine has a functioning register for the local operator.
- The setup is easy.

Key Benefits

Super Trivia TV has many key benefits that increase spectacularly its productivity. They are the following:

- Target. The machine is for a very large public, in particular for adults.
- Female Target. It has a high access of the female target.
- Game philosophy. Quick and easy: it increases the competition and the prizes.

- Contents. Very funny, easy and actual questions encouraging playing.
- Graphic Design. Pleasant and attracting the attention for its simplicity and elegance. The messages on the screen during the game are very clear and are joined to the speaker's explanations.
- Cabinet. Very spectacular. It seems like a TV studio and gives the players the sensation to participate in a real TV show.
- Data up-dating. Questions, answers and categories are stored in central data bases.

Game Function

The functions of the game are shown below.

Machine in stand-by

Machine in stand-by: A video with the explanations, the intros and the bonus appears. The bonus is fixed.

Game starting

The competitor introduces coins. The machine waits for other players.

If the value is set ON, the game gives a Mercy Ticket to all the players.

Closed game

After the game starts, no one else can participate.

Questions

The machine asks 5 questions with 3 possible answers each one. The players press the button corresponding to the answer they consider to be the right one.

Information

After each question, the machine will display the scores of every player.

Winner

The amount of the tickets got by the winner second and third position depends on the number of the other competitors. In case of draw in the number of right answers, the time taken to answer every question will be taken into account. Information screens display the scores.

INTRODUCTION

Game Screens

Machine in stand-by

While the machine is in stand-by and it is not used by any players, a succession of screens and 3D videos attracting the players appears. The screen that appears the most is Bonus screen, that gives information about the number of the tickets totalled till then (see the section Bonus Philosophy and Functioning).



Bonus Screen

The presentations that appear on the screen are the following:

Presentation video with Logo.
TV Set Video, presentation of the machine and the set.
Presentation video of the categories.
Game instructions video, step by step.
Game philosophy video.
Credits of the machine.



Call Videos

Game starting screen

When a player inserts a coin into the machine, the waiting for other players screen appears automatically. The program waits for a few seconds for other players to introduce their coins (see the section Operation Parameterization). Four sections can be distinguished on this screen:

- Tickets in the game section. In this section the number of the tickets that the winner of the game will get can be verified.
- Graphic section of the players. It shows the number of the players and the taken consoles in every game.
- Waiting time section. It is a little screen that shows the left waiting time to the players. In the case of 6 players have introduced their credits, the timer does not reach the zero.
- Bonus Section. In this section we can see the number of the tickets that the winner, who has answered correctly to all the questions, will get.



Game starting Screen

INTRODUCTION

Game Screens

Game screen

This screen appears at the beginning of the game and shows the following elements:

- Wheel. The wheel turns in a casual way, before each question that it is going to be asked, showing its category. The category is also specified in the upper indicator.
- Time to answer. It shows the time left over to answer each question.
- Questions and answers zone. This is the biggest and more central zone of the screen, where the questions and the answers appear.
- Score boxes. Every player has a score box where, in the lower part, he can see all the right answers and the total of them.

When each of the 5 questions of a game match appears, the wheel turns showing one of the 6 categories.



The appearance of the machine before showing a question.
The wheel turns and every player sees the number of his right answers and his credits.



The appearance of the screen when each question is answered.
The right answer is pointed out and every player sees his score.

In the questions screen, the player has a maximum time to answer. When the question and the three possible answers (A,B and C) appear, all players must answer from their consoles pushing the button of the answer that they consider to be the right one.
In case of draw, the winner is the player who has answered the question in the shortest time. The times taken to give the answers are automatically added and appear in the final score screen.

INTRODUCTION

Score Screen

After the end of the game, the score screen appears and shows the following details:

- Players. A graphic and a color correspond to each player of the game.
- Right answers. It shows the total number of the right answers given by every player.
- Total time. It is the sum of the time taking by each player to answer the questions. In the case of a draw, the winner is the player who has given the answer in the shortest time.
- Tickets. It shows the total number of the tickets got by the winner, second and third positions players. If the winner has correctly answered to all the 5 questions, he will get the bonus displayed on the screen.



The image shows a digital score screen titled 'RESULTS'. It displays a table with four columns: 'CONTESTANT', 'CORRECT ANSWERS', 'TOTAL TIME', and 'TICKETS'. The contestants are listed with their respective IDs (3, 7, 1, 4, 5, 8, 2, 6) and corresponding performance metrics. The top three contestants (IDs 3, 7, and 1) have their ticket counts (48, 32, and 16) displayed in a separate column on the right, represented by orange ticket graphics.

CONTESTANT	CORRECT ANSWERS	TOTAL TIME	TICKETS
3	3	00:03'43"	48
7	3	00:09'79"	32
1	2	00:03'15"	16
4	2	00:05'26"	
5	2	00:06'81"	
8	2	00:13'26"	
2	1	00:02'95"	
6	1	00:08'90"	

Score Screen Showing The Bonus

If there are some credits to play left (credits are accepted in every moment of the game), the machine will pass again from the score screen to the game starting screen. If there are no credits left, it will pass to the Call phase.

Voice in off

All over the game and the calls, the voice in OFF of the speaker attracts the players and leads the game. The players are constantly helped to understand easily and quickly how the game works.

Moreover, the speaker gives continuously information and warnings about the scores, the answer to ask, the winner, the categories shown by the wheel and the bonus.

Tickets distribution and winner of the game

One of the strength points of the machine is the competition that it creates between all the players starting a new game. Only one of them will win and will get the tickets of the other players.

By means of the tickets' internal control system, totally configurable by the operator, (see the Operation section), the tickets of the game are given to the winner. Every inserted coin has an internal value of tickets that will be dealt out. The more players join the game, the more tickets will the winner get. The winner has not to answer all the questions of the game : he has only to answer more questions than the other players and in a shorter time. That means, a player can win even if he gives only 3 right answers.

OPERATION

Service and Control Panel

In front of the TV cabinet, there is the service board of the machine. By means of that we can have an access to the different functions of the game, the operation and the upkeep. In this section we explain the functioning and the use of these buttons:



Service and Control Panel

Buttons from SER1 to SER6: Use them to give credits / services to the consoles from the number 1 to the number 8.

Button TICK: Use it to continue the operation, after having reloaded with tickets the console that was left without.

Button OFF: Use this button to turn off the PC before disconnecting the machine from the electric net.

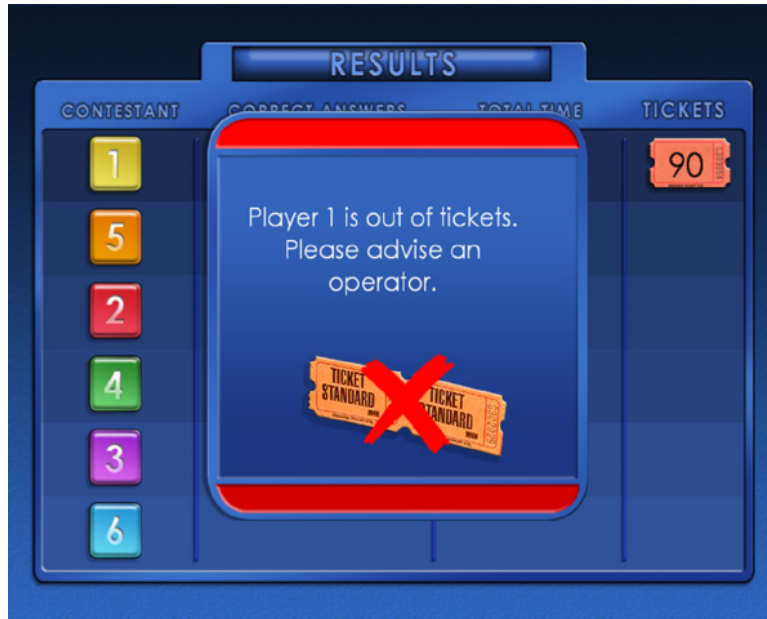
Button PROG: Use this button to have access to the game configuration screen.

Button RESET: This button has 2 uses. Firstly, keep it pushed for more than 5 seconds in order to turn off the system when it does not work or works badly or locks. Secondly, when the system turns off because of a lock, push again to start it.

OPERATION

Tickets Reload and Operator Involvement

When the tickets are been given to the winner of a game, it is possible that one of the console could be left without tickets. Immediately a warning diagram appears on the score screen saying which console has no tickets.



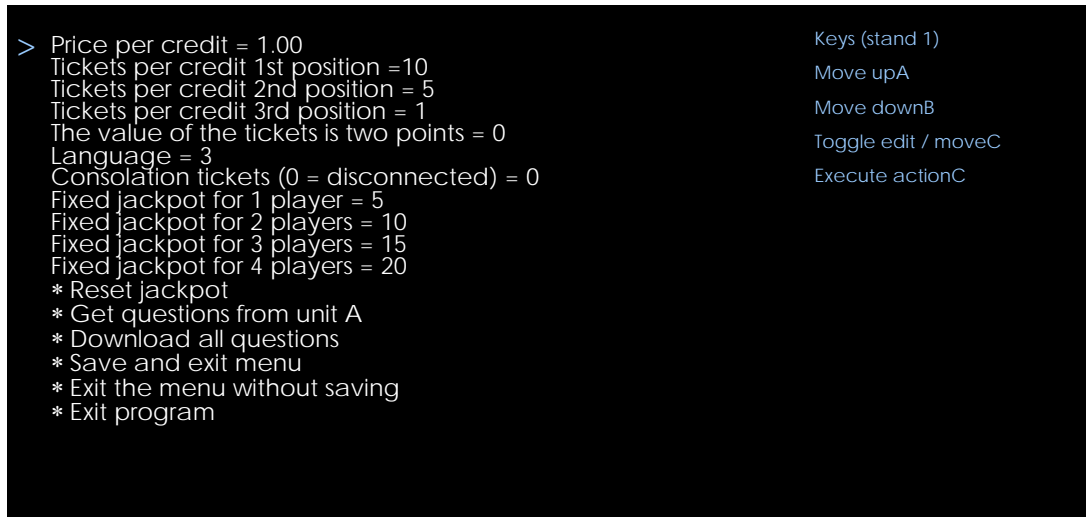
Screen Display Displaying the Absence of Tickets

You have just to add tickets to the console in question. Then you have to inform the program that the tickets have been put in again. Press the button Tickets, in front of the TV cabinet, so that the program can continue to give the tickets.

OPERATION

Operation Setup

The machine has a special menu of parameterization by means of which some upkeep operations can be made in the software of the machine and in the functioning of the operation. By pressing the service button PROG in the service board of the console number 4, you will have access to this configuration program. Push it while the machine is in stand-by and when the Bonus screen appears.



Configuration Screen

To move through the menus and modify/edit options, push the buttons A (go up), B (go down) and C (edit/execute) of the console number 1.

The way to create and modify the different options is very simple. We can distinguish 2 kinds of options: Immediate Options (such as, for example, Save and exit from the menu) and the Edition Options, where a value can be changed.

Immediate Options

Push the buttons A and B to move to one of these options and when it is selected, push C to execute the action.

Edition Options

Push the buttons A and B to move to one of these options. Push C to enter into the mode Create. Push again A and B to change the value of the option. At last, push again C to exit from the mode Edit.

Price per credit: (Edition) It specifies the price of the game. Approx. below, 1.00

Tickets per credit 1st position: (Edition) It specifies how many tickets are available in every game per each introduced coin for the winner player. Approx. below, 15

Tickets per credit 2nd position: (Edition) It specifies how many tickets are available in every game per each introduced coin for the second position player. A 0 value deactivates the tickets for the second position. Below, 8

Tickets per credit 3rd position: (Edition) It specifies how many tickets are available in every game per each introduced coin for the third position player. A 0 value deactivates the tickets for the third position. Below, 4

The Value of the Tickets is two Points: (Edition) 0 → No, 1 → Yes. It specifies what the value of the ticket is. If this value is set to 1, you will only be able to give pair values.

Language: (Edition) It specifies the language of the machine. This parameter refers to the language of the questions and not to the language of the game.

Consolation Tickets: (Edition) Use this value to specify how many mercy tickets you want to give to each player in every game. Zero value disables this function.

Enable Fixed Jackpot: (Edition) It specifies the bonus type. If this value is ON, the bonus is fixed. Use the next 6 values (Fixed Jackpot for X Players) to specify the fixed bonus values.

Reset Jackpot: (Immediate) It puts the accumulative bonus totalled by the machine to Zero.

Get questions from unit X: (Immediate) It recovers questions from a data base supplied in diskette or CD-Rom.

Download all questions: (Immediate) If the machine is connected with Internet, download all the questions from the central server.

>>>Save and exit menu: (Immediate) Save the changes and go back to the game.

>>>Exit the menu without saving: (Immediate) Go back to the game without saving.

>>>Exit program: (Immediate) Exit completely from the program.

ADVERTISEMENT

Advertisement System

Super Trivia TV has a basic Advertisement system that can be used and be updated by the client allowing the advertisement of any product. The Advertisement has two different options:

- Promotional Videos
- Static Screens

Promotional Videos

All the videos that are used like reclamation of the game are founded in the folder c:\sttv_en\videos. Any video file added to this folder (format avi/DivX) will be displayed during the reclamation of the game. The maximum number of allowed videos is of 256 and will depend on the capacity of the hard disk. Add the videos in this directory to visualize them during the reclamation of the machine, while nobody plays.

Static Screens

It is possible to insert an informative static image and an associated audio file before or after each game. This allows informing directly to the players of the machine of any specific event related to the operation of the machine or the premises (special prizes, where to gather prizes, etc).

Advertisement before the game

Add an image of 1024 x 768, jpg format in c:\sttv_en\ad\ad1.jpg

Add an audio file in wav format in c:\sttv_en\sound\ad\ad1.wav

Advertisement after the game

Add an image of 1024 x 768, jpg format in c:\sttv_en\ad\ad2.jpg

Add an audio file in wav format in c:\sttv_en\sound\ad\ad2.wav

The time given for the advertisement can be adjustable in the SETUP.INI file (c:\sttv_en\save), in this section:

```
[Ad]
// Time before (5)
time = 5
// Time After (5)
inst_time = 5
```

QUICK TROUBLESHOOTING

PROBLEM	PROBABLE CAUSE	SOLUTION
NO POWER TO GAME	GAME UNPLUGGED TRIPPED CIRCUIT BREAKER DAMAGED POWER CORD	CHECK POWER CORD CHECK ON/OFF SWITCH REPLACE CORD
NO POWER TO PODIUM	POWER CABLE UNPLUGGED EXTENSION CABLE NOT CONNECTED	CHECK POWER CABLE CHECK & MAKE SURE THE EXTENSION CABLE IS CONNECTED PROPERLY
NO PICTURE ON TV SCREEN	WIRE HARNESS DISCONNECTED	CHECK WIRE HARNESS
PICTURE ON SCREEN BUT GAME DOES NOT PLAY		
NO SOUND OR LOW GAME SOUND	SPEAKER CABLE UNPLUGGED VOLUME TURNED DOWN DEFECTIVE VOLUME POT BAD SPEAKER	CHECK SPEAKER CABLE TURN UP VOLUME REPLACE POT REPLACE SPEAKER
NO BEACON LIGHTS	WIRE HARNESS DISCONNECTED	CHECK WIRE HARNESS
NO PUSHBUTTON LIGHTS	WIRE HARNESS DISCONNECTED FAULTY BULB	CHECK WIRE HARNESS CHECK / REPLACE BULB
PUSHBUTTONS DO NOT WORK	FAULTY SWITCH WIRE HARNESS DISCONNECTED	REPLACE PUSHBUTTON CHECK WIRE HARNESS
GAME DOES NOT DISPENSE TICKETS CORRECTLY	BAD TICKET DISPENSER BAD WIRING TO DISPENSER OUT OF TICKETS TICKET SENSOR IS DIRTY DISPENSER JAMMED GAME PROGRAMMING SET WRONG	REPLACE TICKET DISPENSER CHECK WITH VOLTMETER ADD TICKETS CLEAN SENSOR ON DISPENSER REMOVE TICKET JAM RESET PROGRAMMING
MARQUEE DOES NOT LIGHT UP	WIRE HARNESS DISCONNECTED	CHECK WIRE HARNESS
MARQUEE LIGHTS DO NOT FLASH	FUSE BLOWN	REPLACE FUSE

ERROR MESSAGE:

"SITV HASP NOT FOUND OR INCORRECT (-3)"

"THE USB HASP IS NOT FOUND".

PLEASE CHECK THE REAR PANEL OF THE PC.

IF THE HASP IS MISSING, CALL THE ICE SERVICE DEPARTMENT AT:
716-759-0360 MONDAY - FRIDAY, 8:30 AM TO 6:00 PM

IF A HASP IS PRESENT, CHECK THE PART NO. ON THE HASP. (REFER TO THE LIST BELOW) IF THE HASP PART NO. IS INCORRECT, PLEASE CONTACT THE ICE SERVICE DEPARTMENT AT 716-759-0360 MONDAY - FRIDAY, 8:30 AM TO 6:00 PM

4 PLAYERS: XCREB

6 PLAYERS: TAXGX

8 PLAYERS: XCTIB

MAINTENANCE & TROUBLESHOOTING

MECHANICAL REPAIR

IMPORTANT: USE ONLY ICE REPLACEMENT PARTS WHEN SERVICING YOUR GAME. USING NON-ICE APPROVED PARTS COULD VOID YOUR WARRANTY, AND COULD CAUSE SERIOUS DAMAGE TO THE GAME OR INJURY TO OTHERS.

IF YOU HAVE ANY QUESTIONS REGARDING REPAIR AFTER READING THIS SECTION, CALL OUR SERVICE DEPARTMENT BEFORE PROCEEDING AT:

I.C.E. SERVICE DEPARTMENT

716-759-0360

NORMAL BUSINESS HOURS ARE:
MONDAY – FRIDAY, 8:30 AM TO 6:00 PM EST

LIGHT BULB REPLACEMENT

WARNING: TURN OFF THE GAME POWER BEFORE REPLACING LIGHT BULBS

CONSOLE PUSHBUTTON LIGHT BULB

- Remove the panel from the underside of the Control Panel. Locate the Pushbutton with the burned out light and slightly twist the switch to the left. The switch should then pull out. Replace the bulb and re-insert the switch into the Pushbutton.
- REPLACEMENT BULB: PC20239

CONSOLE LIGHT

- Remove the panel from the underside of the Control Panel. Locate the twisted fluorescent light and remove by unscrewing. Replace with new bulb.
- REPLACEMENT BULB: 8545

CONSOLE BEACON LIGHT

- Replace the bulb by removing the 3 screws that secure the cover on the Beacon Light.
- REPLACEMENT BULB: 2389

INTERNAL MARQUEE LIGHTS

- Remove the front cover from the Marquee by removing the 10 screws from the flange around the Marquee cover.

- Remove the retaining clips from the PL-L fluorescent bulbs. Press the button by the end of the bulb that plugs in and lift the bulb out. Replace with new bulb.

EXTERNAL MARQUEE LIGHTS

- To replace the blinking lights on the Marquee, unscrew the clear plastic cap.
- Unscrew the light bulb and replace.
- REPLACEMENT BULB: 2943

PUSHBUTTON REPLACEMENT

WARNING: TURN OFF THE GAME POWER BEFORE REPLACING LIGHT BULBS

- Remove the panel from the underside of the Control Panel. Remove the switch and bulb assembly by slightly twisting the switch to the left. The switch and bulb assembly should then pull out.
- Remove the Pushbutton assembly by loosening the large black nut from the Pushbutton assembly.
- Re-assemble in reverse order.
- REPLACEMENT PUSHBUTTON: MZ2005

MECHANICAL MAINTENANCE

IMPORTANT: FOLLOW THE SUGGESTED MAINTENANCE TO ENSURE THE BEST OPERATION POSSIBLE FOR YOUR GAME.

GENERAL CLEANING

Clean the surfaces of the podiums, TV cabinet and decals with a commercial cleaner such as 409™ or Fantastic™. Do NOT use cleaners such as Wildcat pinball cleaner or alcohol. It can take the finish off of the decals. Use Pledge™ on all plastic and painted surfaces. This product works especially well on clear plastics. Please note that other spray polishes do not work as well.

Never spray cleaner directly on surface of game. Spray cleaner onto rag and wipe clean.

MAINTENANCE & TROUBLESHOOTING

ELECTRONIC AND ELECTRICAL REPAIR

The following section will describe repair procedures and trouble shooting hints for the game electronics.

Please read the section “Operational Background” in the beginning of Maintenance and Trouble Shooting to get a good understanding of the game’s basic operating parameters.

WARNING: EXERCISE CAUTION WHENEVER WORKING WITH ELECTRONICS, THEY CAN BE VERY SUSCEPTIBLE TO DAMAGE FROM SHORT CIRCUITING, OR PHYSICAL ABUSE. ALWAYS UNPLUG THE GAME WHEN WORKING ON HIGH VOLTAGE AREAS OF THE GAME, SUCH AS THE TRANSFORMER.

**USE EXTREME CAUTION WHEN USING VOLTME-
TERS TO DO CIRCUIT CHECKS IF THE GAME POWER
HAS BEEN LEFT ON.**

**ALWAYS REMOVE THE BATTERY BACK-UP POWER
WHEN WORKING ON THE GAME. THIS IS NECES-
SARY AS SOME CIRCUITS ARE CONSTANTLY UN-
DER POWER FROM THE BATTERY.**

**WHEN USING A VOLTMETER, BE SURE IS SET TO
THE CORRECT VOLTAGE OR RESISTANCE RANGE
BEFORE USING. THIS CAN PREVENT POSSIBLE
DAMAGE TO THE PC BOARD OR MISDIAGNOSIS.**

**ALWAYS REMOVE POWER TO THE GAME WHEN
PLUGGING OR UNPLUGGING PC BOARDS.**

**IT IS NECESSARY TO USE ICE REPLACEMENT
PARTS TO CONTINUE WARRANTY COVERAGE. USE
OF NON-ICE APPROVED PARTS WILL NOT ONLY
VOID YOUR WARRANTY, BUT COULD CAUSE SERI-
OUS HARM TO THE GAME, OR CAUSE SERIOUS
BODILY INJURY.**

**IF YOU HAVE ANY QUESTIONS REGARDING REPAIR
AFTER READING THIS SECTION, CALL OUR SERVICE
DEPARTMENT BEFORE PROCEEDING AT:**

I.C.E. SERVICE DEPARTMENT

716-759-0360

NORMAL BUSINESS HOURS ARE:

MONDAY – FRIDAY, 8:30 AM TO 6:00 PM EST

FUSES

Fuses are the first items that should be checked when the game is inoperable or works incorrectly.

MAIN TV CABINET FUSE

There is one fuse in the game. The fuse is located on the side of the Amplifier, located on the right side in the rear of the TV cabinet. See photo below.



To check or service the fuse, **FIRST REMOVE THE POWER CORD. FAILURE TO DO SO COULD RESULT IN SERIOUS INJURY OR DEATH.**

- Remove the fuse by simply grasping the fuse with your fingers and pulling it straight out.
- **REPLACEMENT FUSE: 2222**

MARQUEE LIGHTS FUSE

- Remove the front cover from the Marquee by removing the 10 screws from the flange around the Marquee cover.
- Locate the fuse on the printed circuit board and remove.
- Replace the fuse.
- **REPLACEMENT FUSE: 2259**

MAINTENANCE & TROUBLESHOOTING

BALLAST (MARQUEE)

- Remove the front cover from the Marquee by removing the 10 screws from the flange around the Marquee cover.
- Unplug the wires and unscrew the Ballast from the Marquee backboard.
- Attach the new Ballast and reconnect the wires.
- REPLACEMENT BALLAST CS8449X

PUSHBUTTON SWITCH

- Remove the panel from the underside of the Control Panel. Locate the broken Pushbutton and remove from the Podium.
- Slightly twist the switch and light bulb assembly to the left. The switch and light bulb assembly should then pull out.
- Remove each wire from the old switch and attach in the same location on the new switch.
- Re-insert the switch into the Pushbutton.
- REPLACEMENT SWITCH: MZ2005

TICKET DISPENSER

Refer to the supplied service manual for all information other than software settings.

The ticket dispenser comes pre-set from the factory to dispense 1 ticket for every 5 points scored. In addition to this, if the game player did not score enough points to get 1 ticket, the game is preset to give the player 1 ticket "just for playing".

These settings can be adjusted by changing the ticket options in the "GAME OPTIONS" mode. If you change the memory battery or Main PC Board, you may have to reset the value for these options.

You can also set the game up so that the winner of MULTIPLE player games ONLY, wins tickets or that a certain amount of points must be scored BEFORE ANY tickets will be dispensed. This is the threshold option.

OVERVIEW

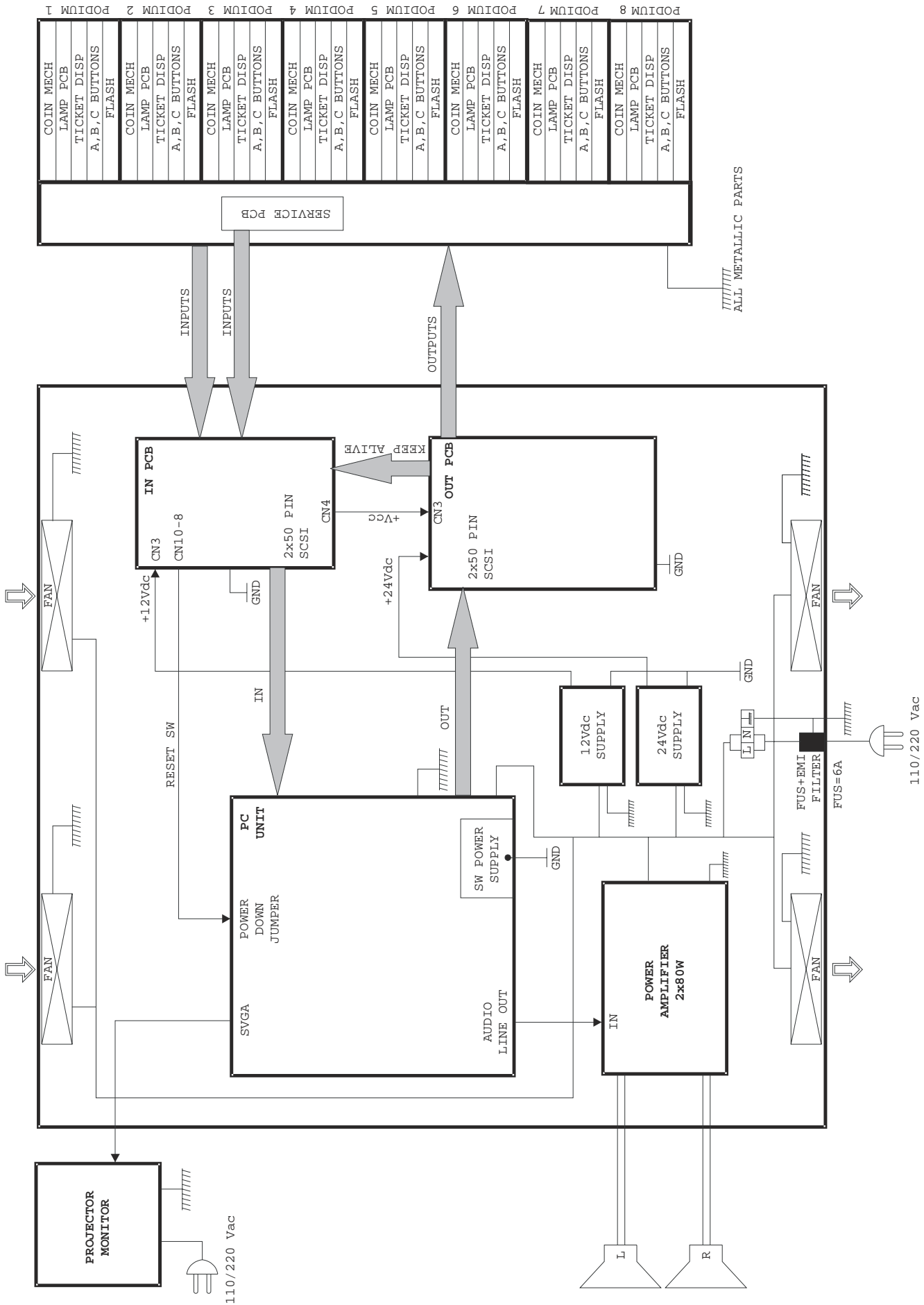
IF YOU DO NOT FIND ANSWERS TO YOUR QUESTIONS IN THIS SECTION, REFER TO THE ACCOMPANYING MANUAL FOR YOUR PARTICULAR PRODUCT, OR CALL OUR SERVICE DEPARTMENT.

I.C.E. SERVICE DEPARTMENT **716-759-0360**

NORMAL BUSINESS HOURS ARE:
MONDAY – FRIDAY, 8:30 AM TO 6:00 PM EST

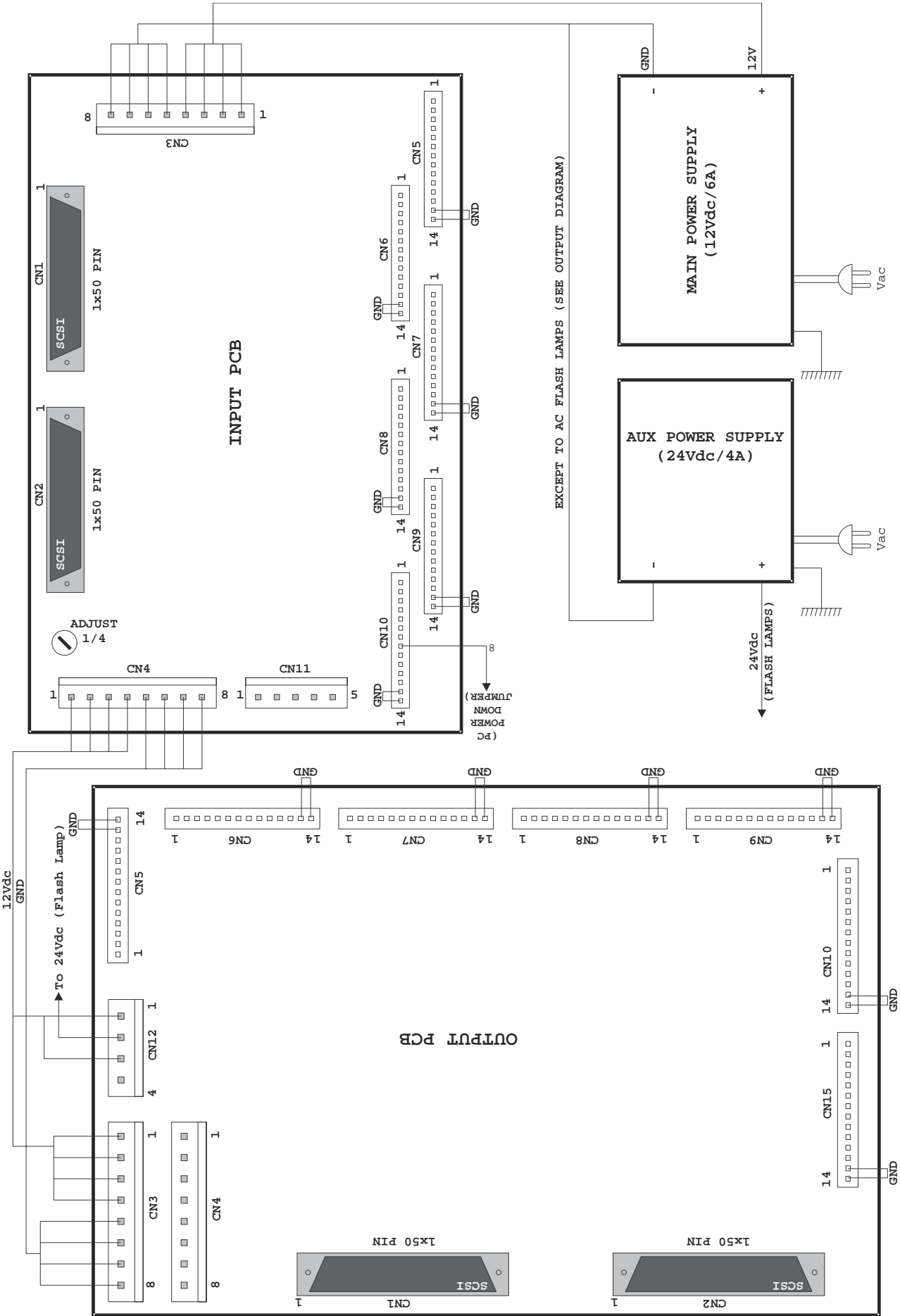
SCHEMATICS

ELECTRICAL OVERVIEW DIAGRAM



SCHEMATICS

ELECTRICAL OVERVIEW DIAGRAM



PARTS LISTINGS

MECHANICAL PARTS

211	Low Ticket Switch
HH5005D	Ticket Dispenser
MZ2005	Button – Large Round White
RR1024	Ticket Bin
TG4002	Bar Stool
TG5001	Triple Door

ELECTRICAL & ELECTRONIC PARTS

2027X	Fan Assembly
2222	Fuse - 5 Amp (Blade Style)
2259	Fuse - 10 Amp (Marquee PCB)
2389	Bulb #67 (Beacon Light)
TG2790X	Beacon Light (Podium)
2943	Bulb (Zamperella)
8312	Bulb - Fluorescent PL-L
8522	Switch/Circuit Breaker 15 Amp
8545	Light Bulb (Fluorescent Twist)
CS8449X	Ballast Assembly
EV2009	Audio Power Amp
PC20239	Bulb #161 (Pushbutton)
RB2010	Power Supply
TG2000	Computer
TG2001X	MGA Input Board
TG2003X	MGA Output Board
TG2006X	MGA Service Board
TG2007	Speaker
TG2009X	MGA Button Interface Board

GRAPHICS & DECALS

TG7000	TV Frame - Left
TG7001	TV Frame - Right
TG7003	TV Frame - Top
TG7005	TV Frame - Bottom
TG7012	Control Panel
TG7013	Decal (Button Set ABC)
TG7014	Decal (ICE Logo)

Warranty

I.C.E warrants all components in the **SUPER TRIVIA™** game to be free of defects in materials and workmanship for a period of ninety days from the date of purchase.

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

If your **SUPER TRIVIA™** game fails to conform to the above-mentioned warranty, I.C.E.'s sole responsibility shall be at its option to repair or replace any defective component with a new or remanufactured component of equal to or greater O.E.M. specification.

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

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

Products will be covered under warranty only when:

- The serial number of the game with the defective parts is given.
- The serial number of the defective part, if applicable, is given.
- Defective parts are returned to I.C.E., shipping pre-paid, in a timely fashion, if requested by I.C.E.
- A copy of the sales receipt is available as proof of purchase upon request of I.C.E.

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



WARRANTY

ICE Inc warrants that all of its products will be free from defects in material and workmanship.

When placing a warranty request, please be prepared to provide the following information:

- Serial Number of Game or Bill of Sale
- Machine Type
- A Detailed Description of the Equipment Fault Symptoms

ICE product, including Cromptons, Sam's Billiards, Uniana and Bell Fruit is warranted as follows:

- 180 days on the Main PCB and Computers
- 180 days on Motors
- 90 days on all other components (i.e. DBV's, Ticket Dispensers, etc)
- 30 days on repaired items
- 3 years on all Crane Harnessing
- 9 Months on Printers

ICE Inc shall not be obligated to furnish a warranty request under the following conditions:

- Equipment has been subjected to unwarranted stress through abuse or neglect
- Equipment has been damaged as a result of arbitrary repair/modification attempts
- Equipment that has failed through normal wear and tear

ICE Inc will assume no liability whatsoever for costs associated with labor to replace defective parts or travel time associated therein.

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

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

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

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