

ICE BALL TROUBLESHOOTING GUIDE

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This is the Iceball troubleshooting guide (for games sold BEFORE 7/1/05). To help identify your machine, the main boards in these games have a fan on them. If your main board doesn't have a fan on it. The game was more than likely built after 7/1/05.

1. Fuses:
 - On Main – F1 6 amps, F2 1.5 amps
 - On Main PCB Tray – F3 – 6 amps, F4 – 1 amp
 - Power Mod Fuse – 3 amps
 - *all fuses are slow blow

2. No ticket dispense:
 - a. Check ticket run line at ticket mech (white wire), make sure there is 5 VDC signal when game is supposed to dispense tickets.
 - b. Check pin 3 on connector P5 of the main PCB for a 5 VDC ticket run signal.
 - c. Try replacing U15 on main PCB.

3. Game runs 5 – 15 tickets on first play, but will not dispense any tickets until game is reset:
 - a. Main PCB is not seeing ticket count line, check the light blue wire from the ticket mech to the main PCB (Pin 1 on connector P5).
 - b. Replace U20.

4. Game displays press start, but start button doesn't start game:
 - a. Check start switch, verify it works and is seated correctly in button assembly.
 - b. Verify the coin switch is not stuck and is operating correctly.
 - c. Check coin and start switch wiring to main PCB. Coin up the machine and disconnect P4 on the main board. If the start button now works the coin door has a short in the coin switch wiring.
 - d. Check programming.

5. Game will not release balls:
 - a. Check fuse F3 (located to the right of the main pcb on the tray)
 - b. Check relay for proper operation. Red Led next to #3 connection on relay indicates main pcb is turning the relay on.
 - c. Check wiring from transformer to solenoid. Solenoid runs at approximately 110 VAC.
 - d. Replace U15 and U27

6. Game blows fuse F3 when start button is pushed:
 - a. Check solenoid. Ohm value is approximately 21 ohms.
 - b. Check wiring to solenoid.

7. No audio:
 - a. Check F2.
 - b. Check VR2 for an output of 15vdc. Input is approximately 24 vdc.
 - c. Check/replace U22, U28 (final amp), and/or U16 (pre amp).
 - d. Replace U3 (microprocessor for audio).

8. No display/scrambled display:
 - a. Check connections and wiring between display and main PCB. The display is connection P1 on main PCB.
 - b. Try swapping displays with known working display then:

- i. If problems follows display
 1. Check VR1 on display board.
 2. Swap U11, U12, U20, and/or U21.
 3. Check/replace Q1 – Q10
 - ii. If problems stays with the game:
 1. Check wiring and connections.
 2. Check voltage on VR3 (output is 12vdc).
 3. Replace U17 and U18.
9. Game will not power up:
 - a. Check power mod fuse, if blows on power up, check AC lighting in game (remove F4 to turn off AC lights). If game still blows power mod fuse on power up, unplug main pcb from transformer. Check wiring between the transformer and power mod also.
 - b. Check fuse F1. This is the fuse for the 12 volts for the display and 5 volts to run the main PCB.
 - c. Check DB1 (approximately 12 volts unregulated DC), VR3 (12 VDC), and VR1 (5 VDC).
10. Game not saving settings:
 - a. Check BT1 for 3.2 VDC.
 - b. Verify D7 and R24 are working correctly.
 - c. Replace U2.
11. Game blows main Power Module Fuse when Start button is pushed:
 - a. Check solenoid. Ohm value is approximately 21 ohms.
 - b. Check wiring.
 - i. Remove F3 fuse, power up and start a game, if power mod fuse doesn't blow, replace solenoid relay (part number 2111).
 - ii. Remove F4 fuse, power up and start a game, if power mod fuse doesn't blow, replace bulb above the target assembly (D-Style playfield light, part number 2129D)
 - c. Check/replace transformer.