Service Manual

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Clarence, New York 14120

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Rev C   6/5/2023

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.

AC Power Information

The games main fuse is accessed through the back of the game at the power mod. Above the power cord is a small panel that contains the main fuse.
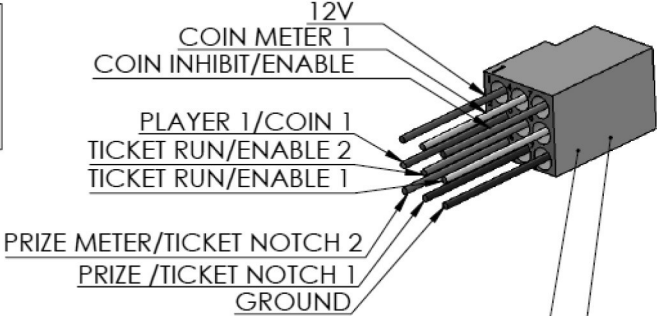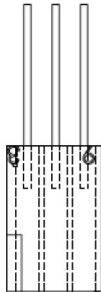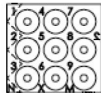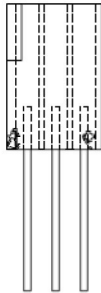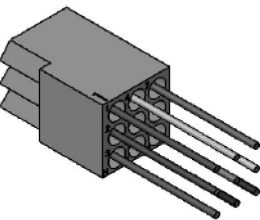
The value of the fuse for 120 volt 60Hz is 5 AMPS at 250Volt type slow blow.

The value of the fuse for 220/230 volt 50/60Hz is 3 AMPS at 250 Volt type slow blow.

Universal Card link Connection

See Wiring Insert for wire colors and which connections are used.

Pin 1. +12v- Supply to Card System = Minimum of 2A available for the card systems and a Max of 3A.

Pin 2. Coin 1 - input to the game PCB.

Pin 3. Prize Meter/Ticket Notch 2- is connected to the Ticket Notch line between the game PCB and ticket dispenser. Optional.

Pin 4. Coin Meter 1 - is connected to the coin meter 1 output from the game PCB and can be used by card systems for monitoring purposes.

Pin 5. Ticket Run/Enable 2- is connected to the ticket run line between the game PCB and ticket dispenser. Optional.

Pin 6. Prize Meter/Ticket Notch 1- is connected to the Prize or Ticket Meter output from the game PCB and can be used by card systems for monitoring purposes. Optional.

Pin 7. Coin Inhibit/Enable- is connected to the Coin or Note Inhibit/Enable output from the Game PCB and is used where the game has this feature for disabling any payment. This is normally for states like New Jersey that limit the amount of money that can be inserted at one time.

Pin 8. Ticket Run/Enable 1 - is connected to the ticket run line between the game PCB and ticket dispenser in standard redemption games. This is commonly used for systems using paperless or E-ticket. Not Used if the game doesn't have this output.

Pin 9. Ground- is connected to the common Ground connection, the same ground as the Game PCB.

Debit Card Housing use:

Molex 9-pin housing 03-09-2092

12V
COIN METER 1
COIN INHIBIT/ENABLE

PLAYER 1/COIN 1
TICKET RUN/ENABLE 2
TICKET RUN/ENABLE 1

PRIZE METER/TICKET NOTCH 2
PRIZE /TICKET NOTCH 1
GROUND

**9-PIN MOLEX
03-09-1093 OR 1094**

**FEMALE TERMINALS:
22-24 GA: 02-09-1119
14-20 GA: 02-09-1104**

MINIMUM REQUIREMENTS ARE SHOWN IN BOLD TEXT

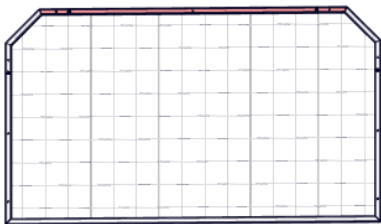|	
1.	**+12V**
2.	**PLAYER 1/COIN 1**
3.	PRIZE METER/TICKET NOTCH 2
4.	**COIN METER 1**
5.	TICKET RUN/ENABLE 2
6.	**PRIZE METER/TICKET NOTCH 1**
7.	COIN INHIBIT/ENABLE
8.	**TICKET RUN/ENABLE 1**
9.	**GROUND**

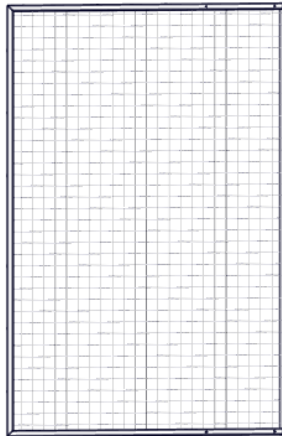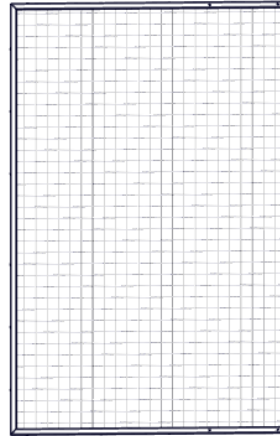# UNPACKING YOUR PALLET

Cut strap to remove front floor assembly (PS1014X).
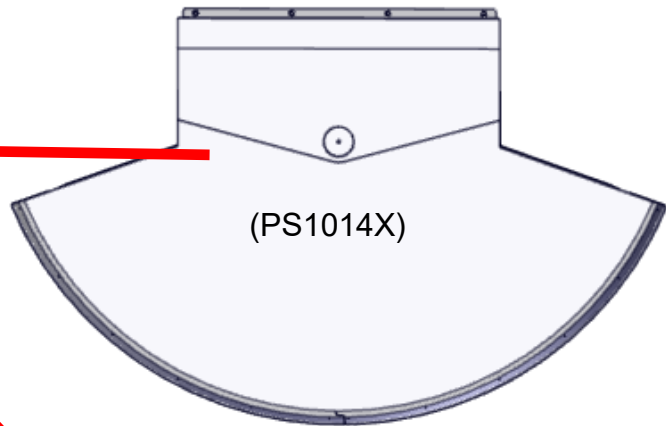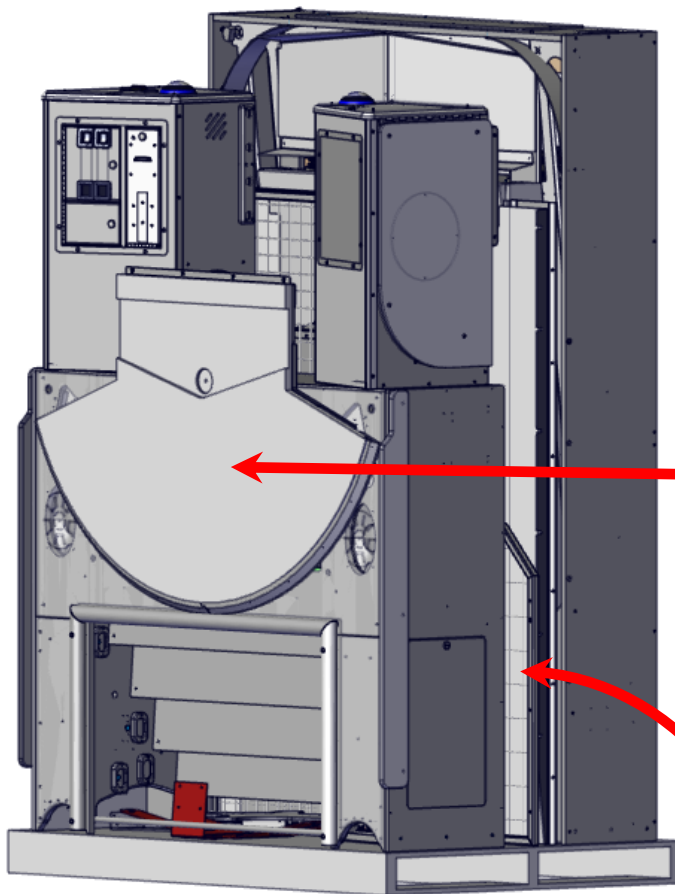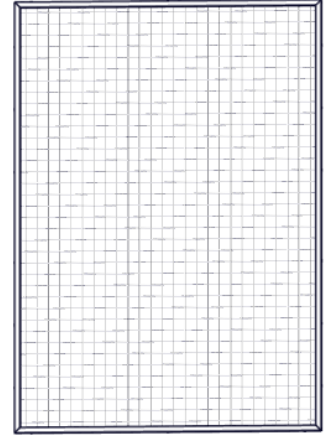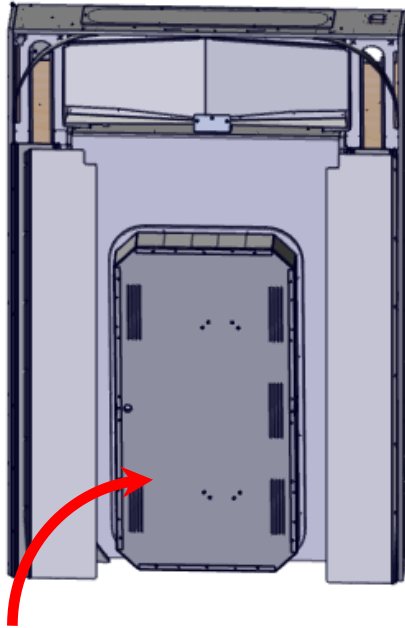
(PS1014X)

Slide cages out.
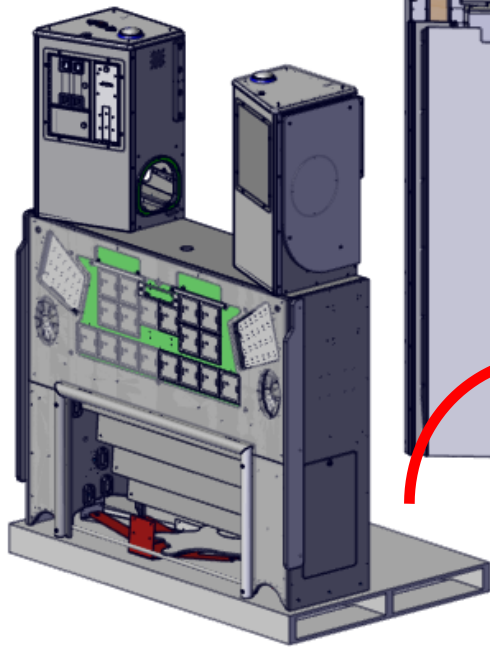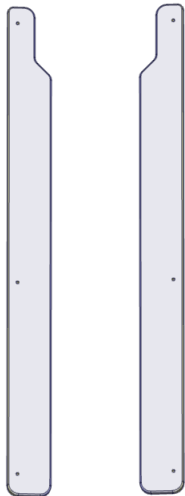
(PS1030)

(PS1028)

(PS1028)

(PS1029)

(PS3095)

Remove floor assembly from pallet.

Cut strap to remove other assemblies.

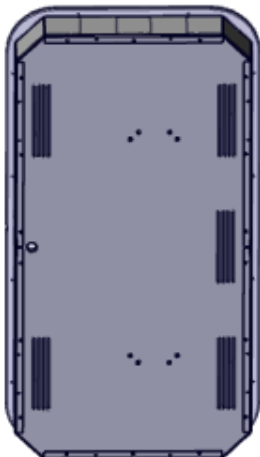(PS7030)

(PS7029)

(PS3079)

(PS3115)

(PS1031)

LEFT CHANNEL COVER

RIGHT CHANNEL COVER
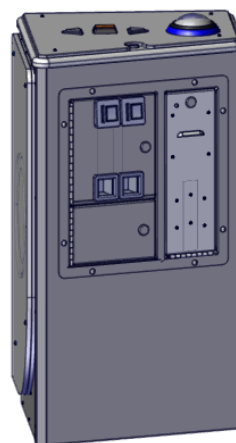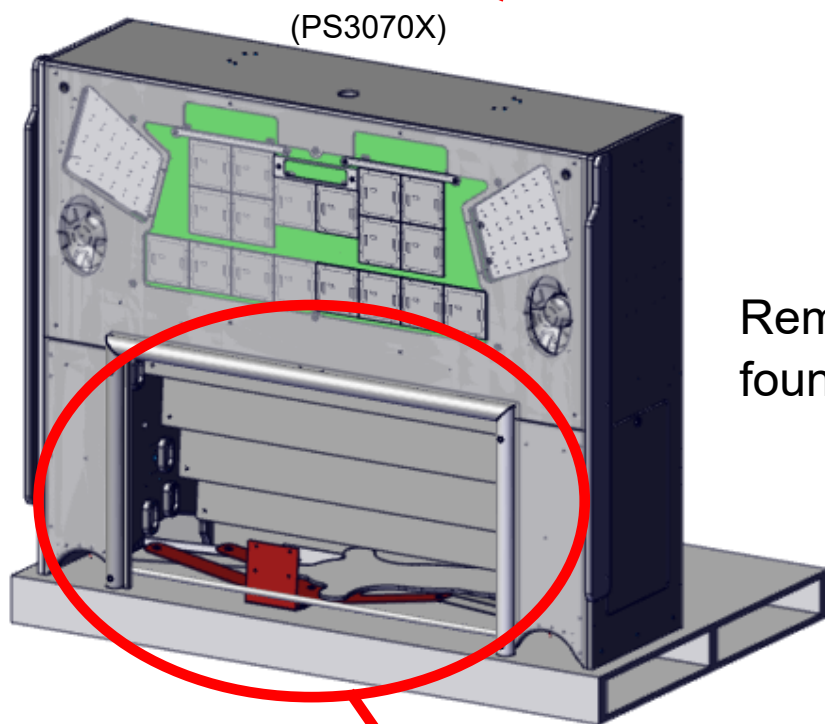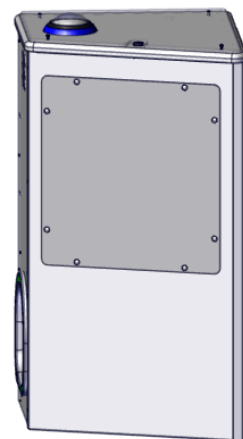
(PS7027X)
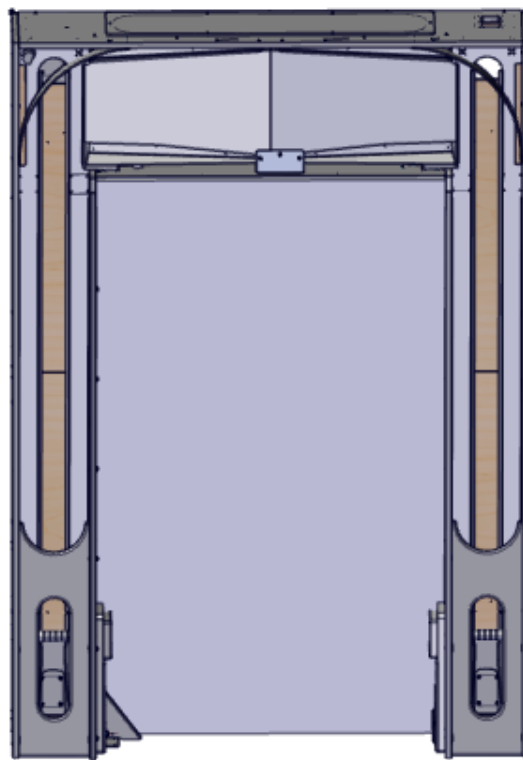
(PS3050X)
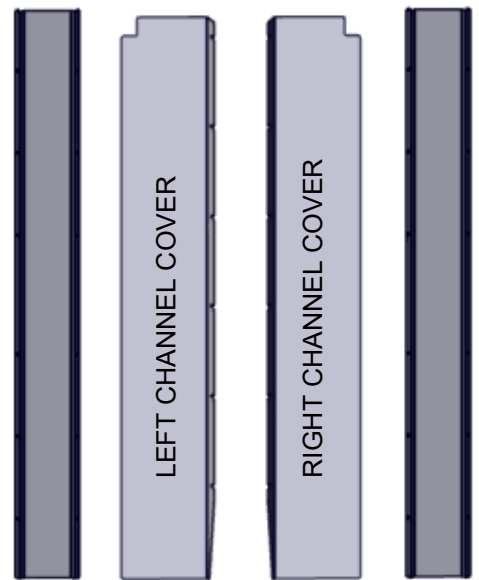
(PS1031)

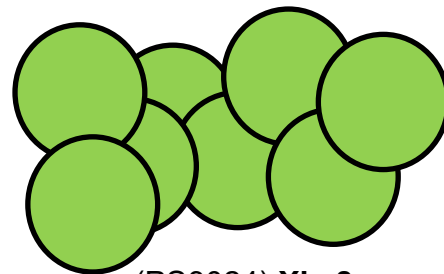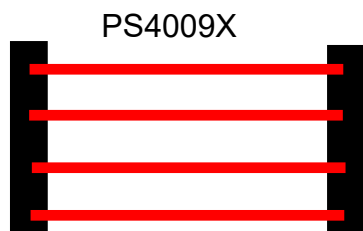(PS3116)

Remove both podiums.

(PS3070X)

(PS1005X)

(PS1006X)

Remove the remaining items found in the

(AA1050)

(PS3024) **X's 8**

(PS6000X)
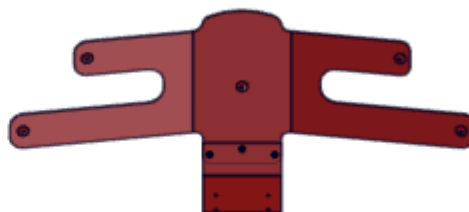
PS4009X

PS3122

PS1001

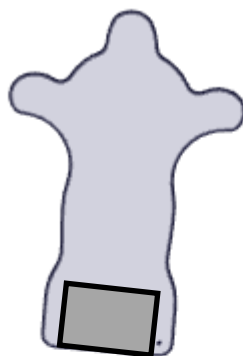AA6718 (3)

AA6212 (3)
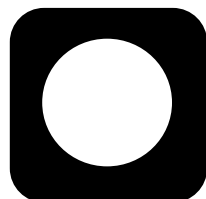
PS3039

(PS7010)
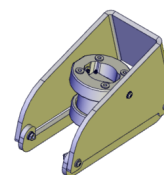
PS3037X
Purchased
Option
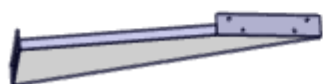
(PS1023-P800)
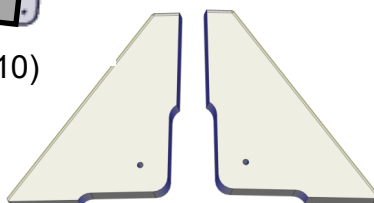
(PS3022X)

(CG2027)

(PS1022-P800)

Attach one PS3079 trim piece using three AA6213 bolts and AA6212 washers to the left and right side of the back assembly (PS3070X).
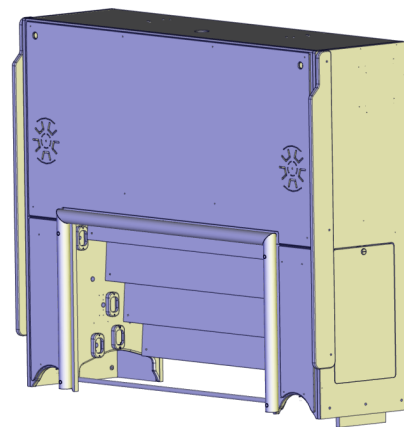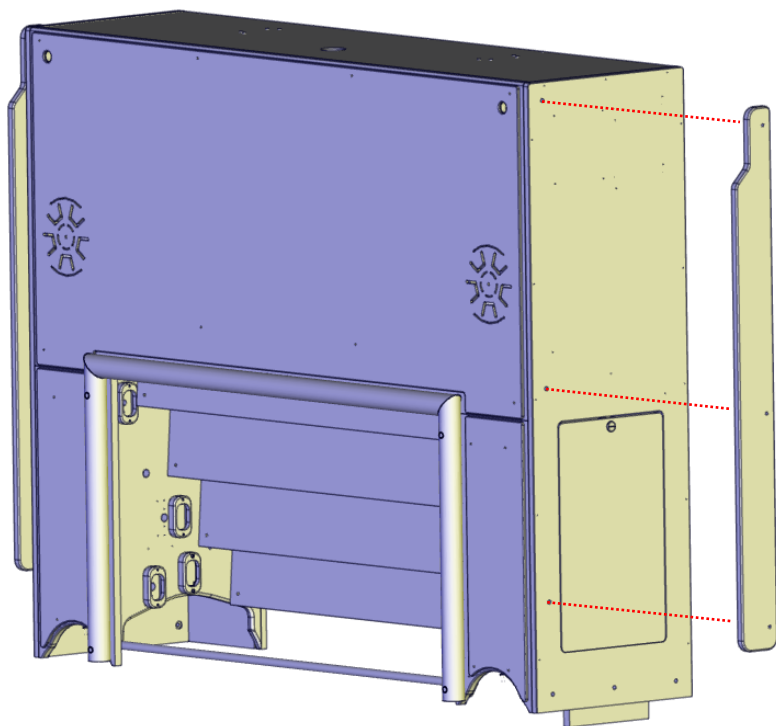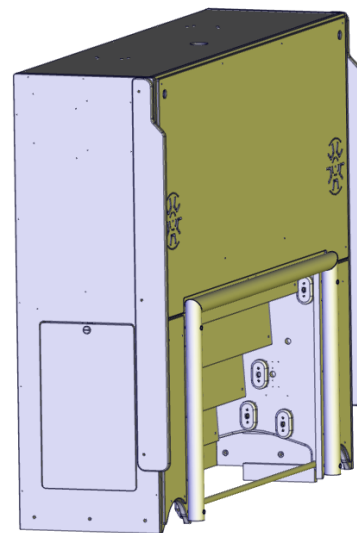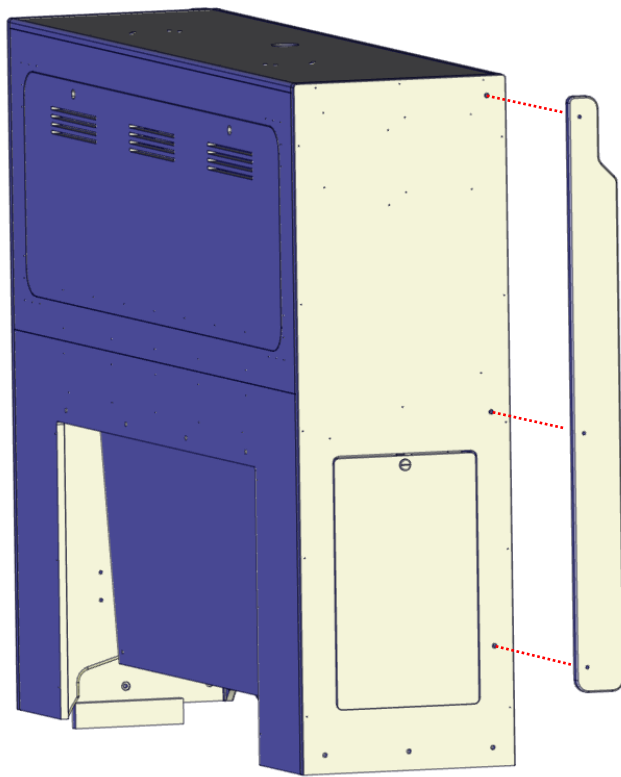
With a helper, lay the PS3050X assembly down on the ground.
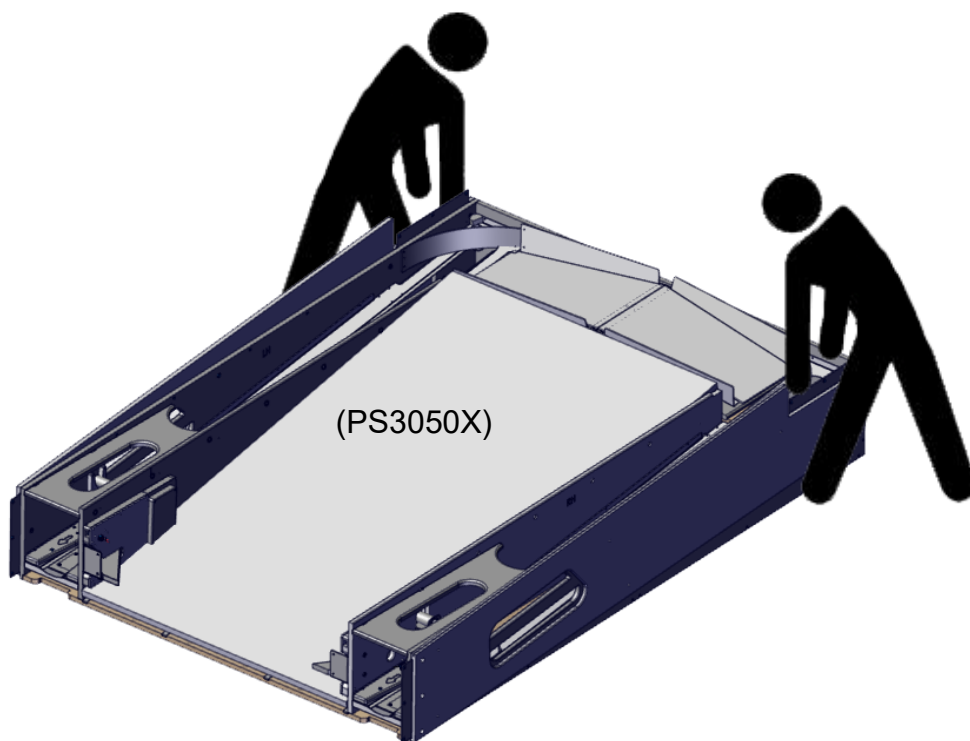
(PS3050X)

Lift the PS3070X assembly onto the PS3050X assembly.

(PS3070X)

(PS3050X)
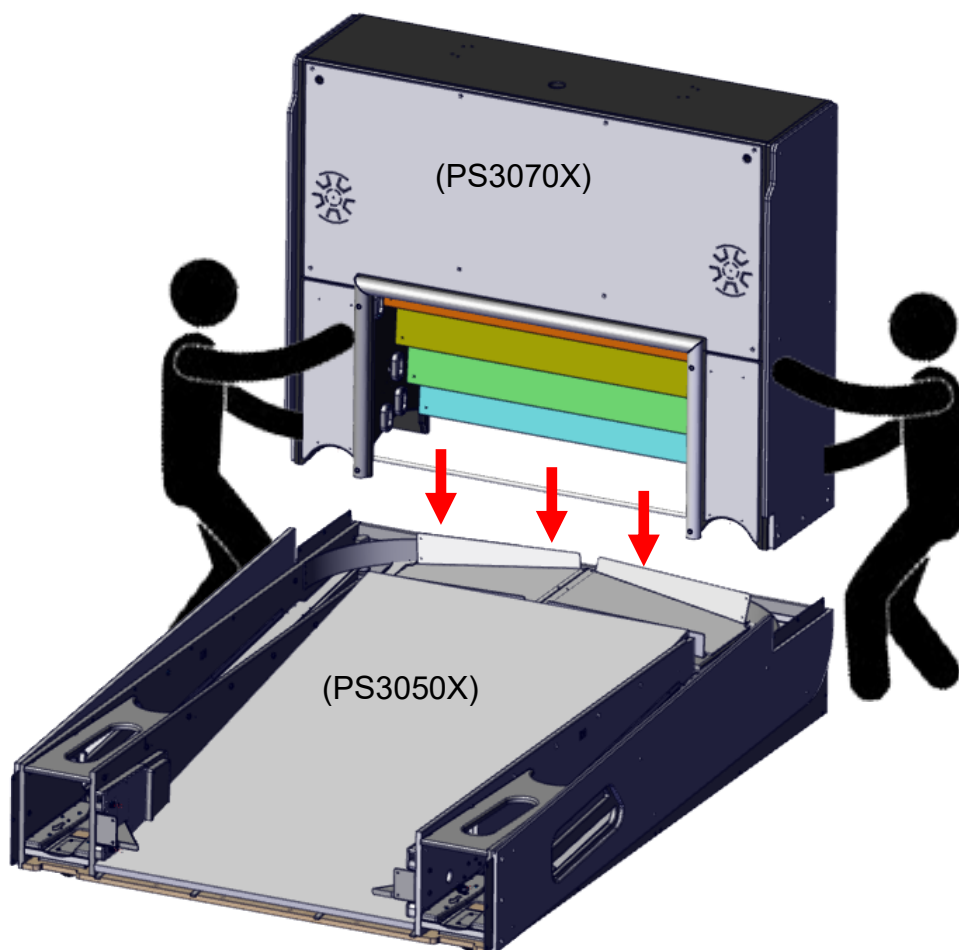
Secure the back assembly onto the floor assembly using three AA6886 screws on each side shown below.

AA6886
X' 6
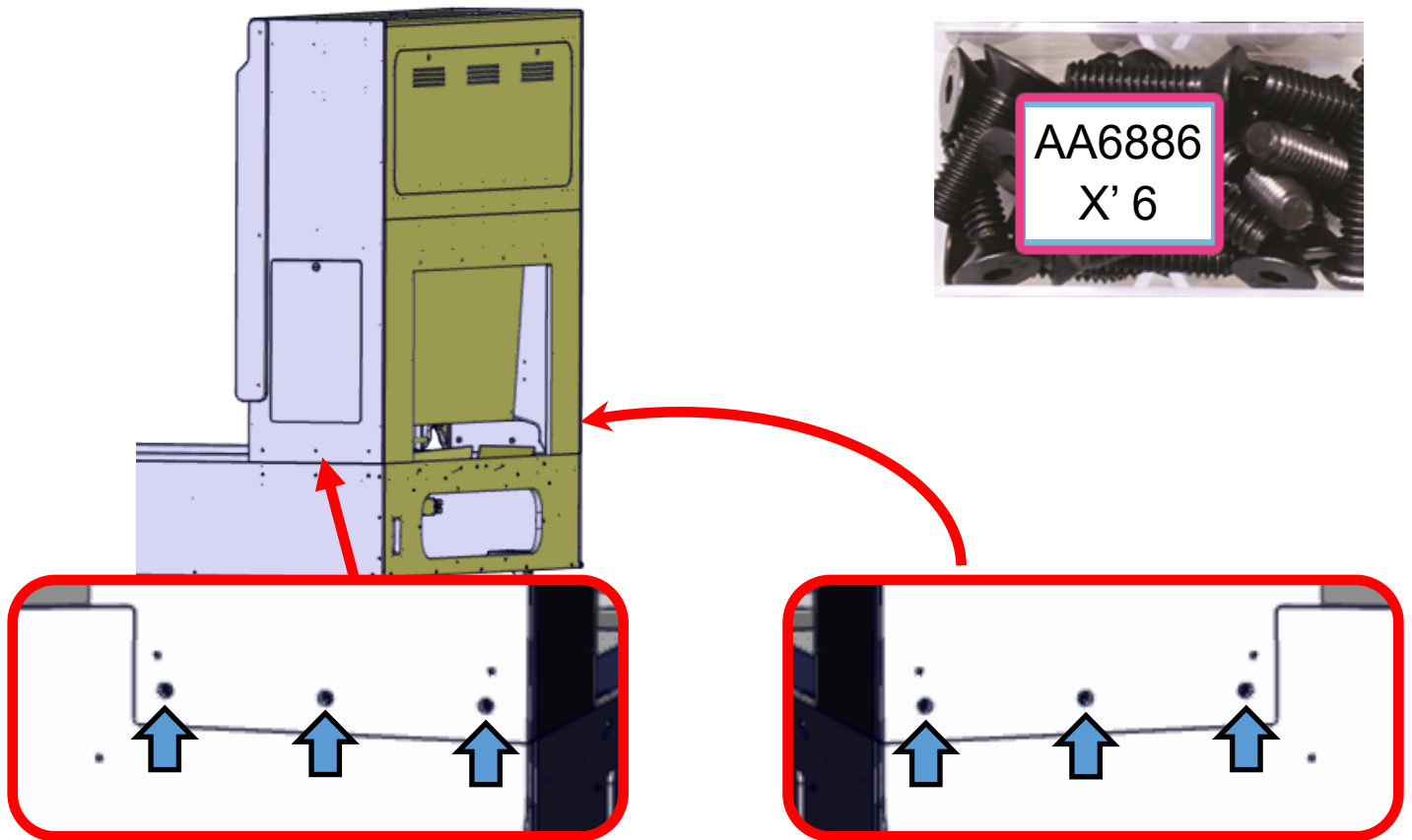
At both sides of the cabinet, unlock the access panel and remove.

On the right side, plug in two harnesses.
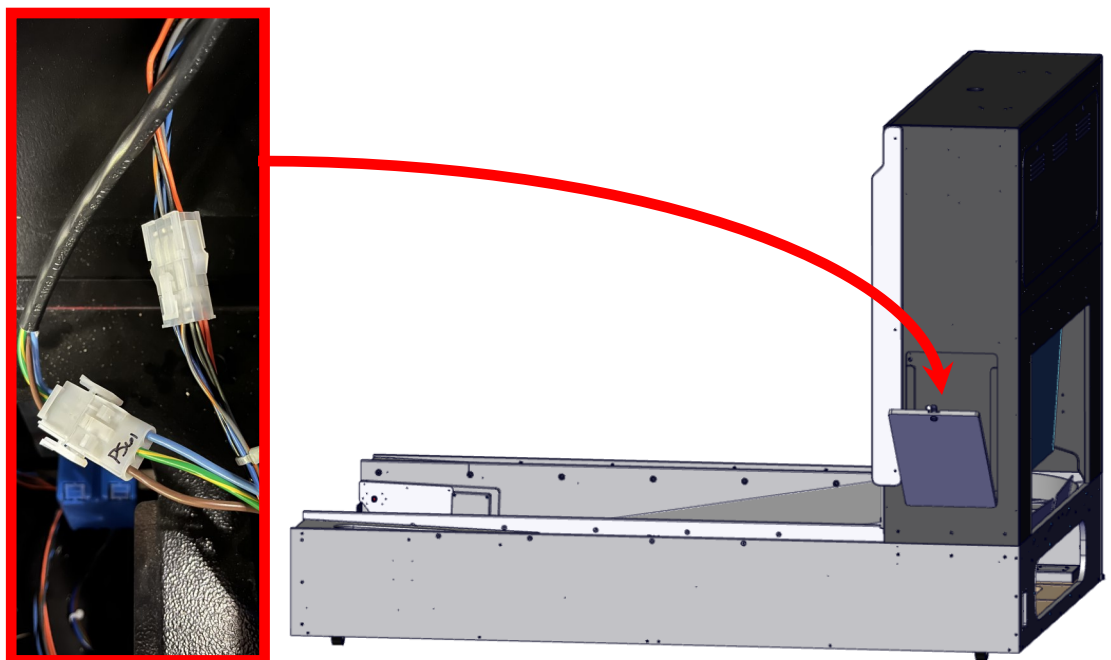
On the Left side, plug in two harnesses.
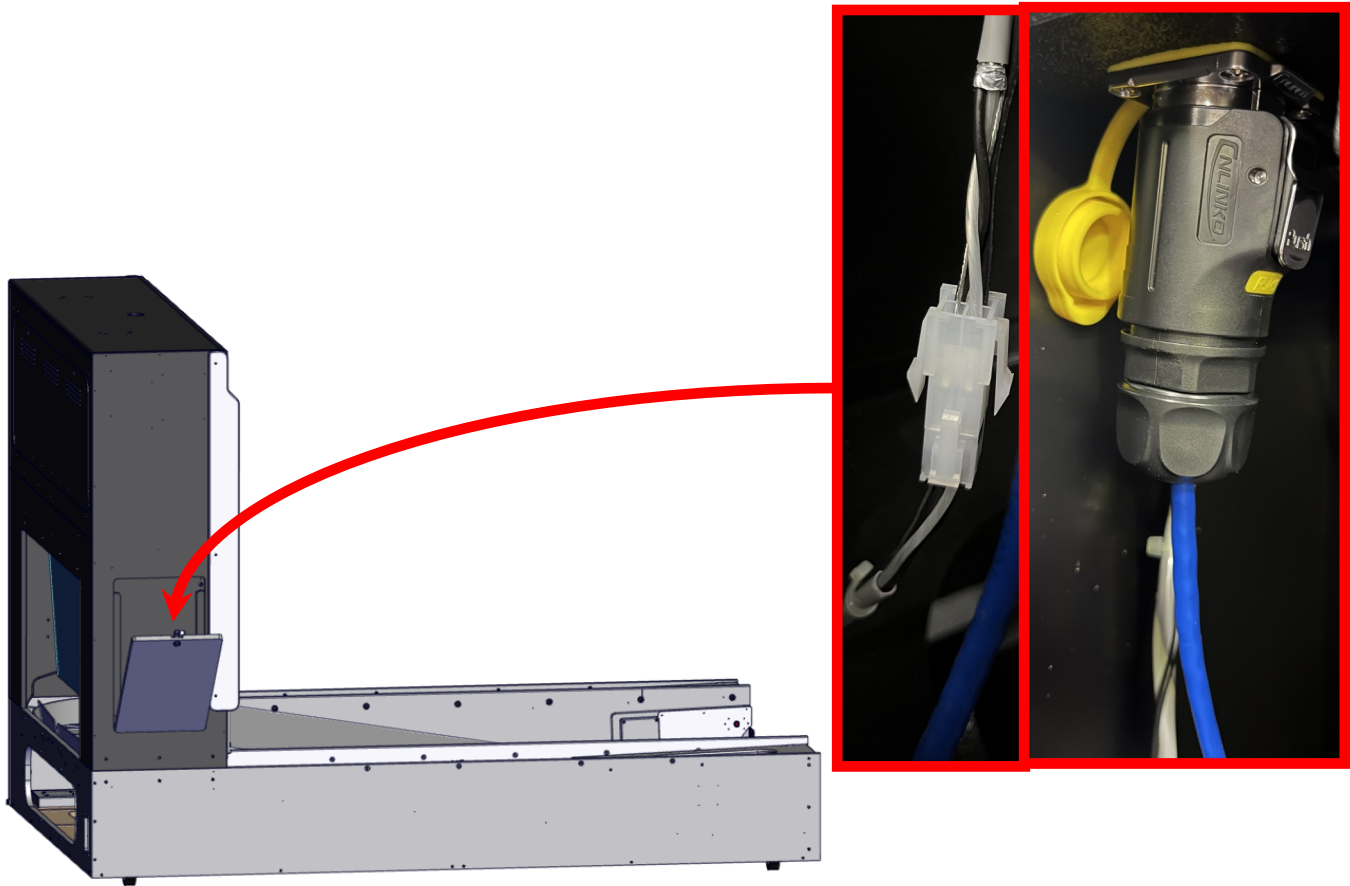
Unlock and remove the top back access panel.
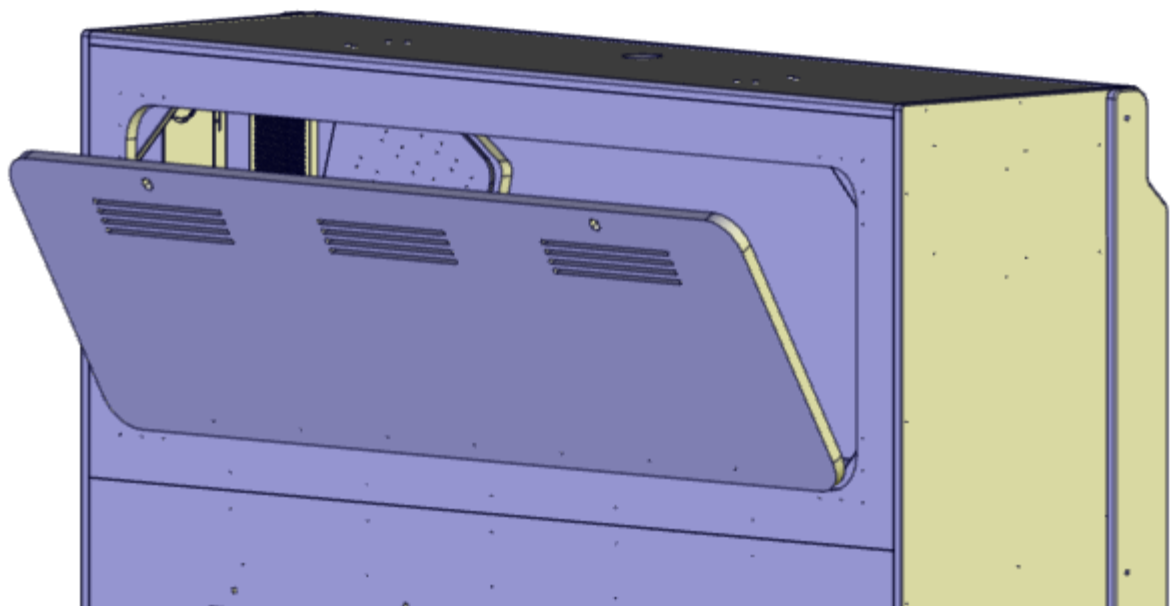
Plug in the Network cable into the open RJ45 slot.
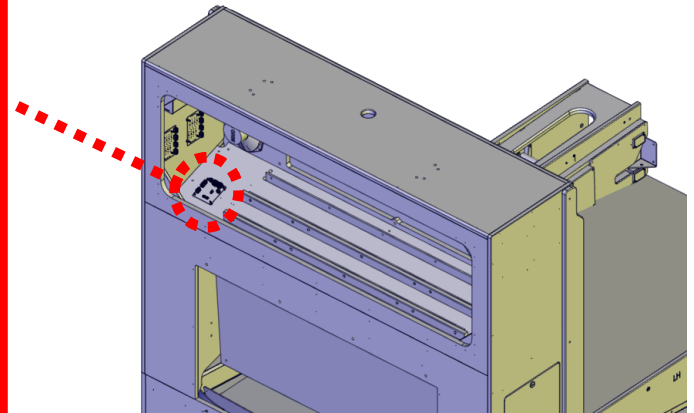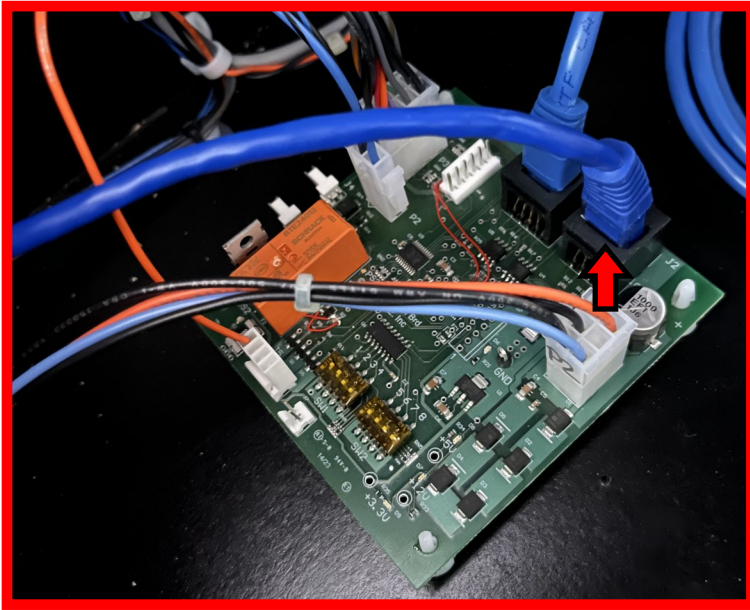
Remove the lower panel of the PS3050X assembly.
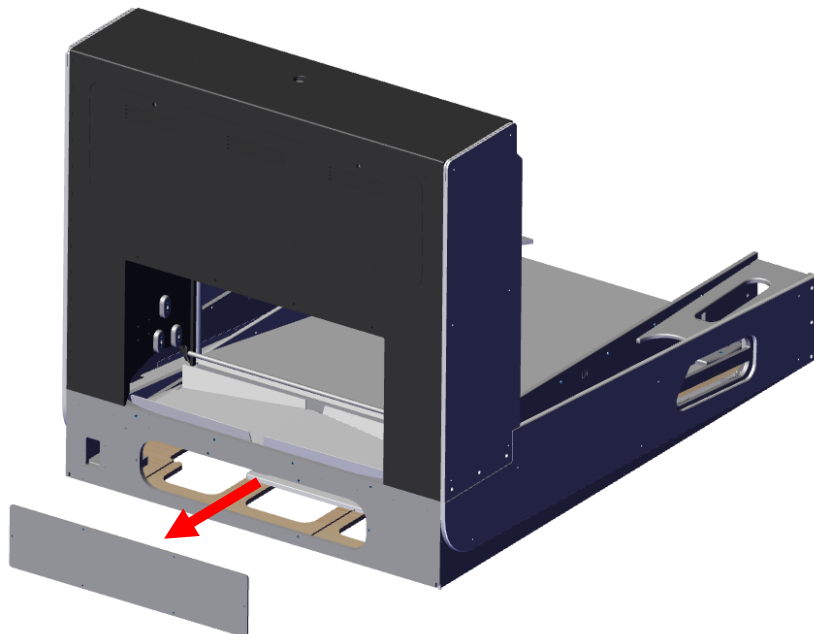
Pem studs are located at the back of this mount.

Note, floor assembly components removed for clarity.
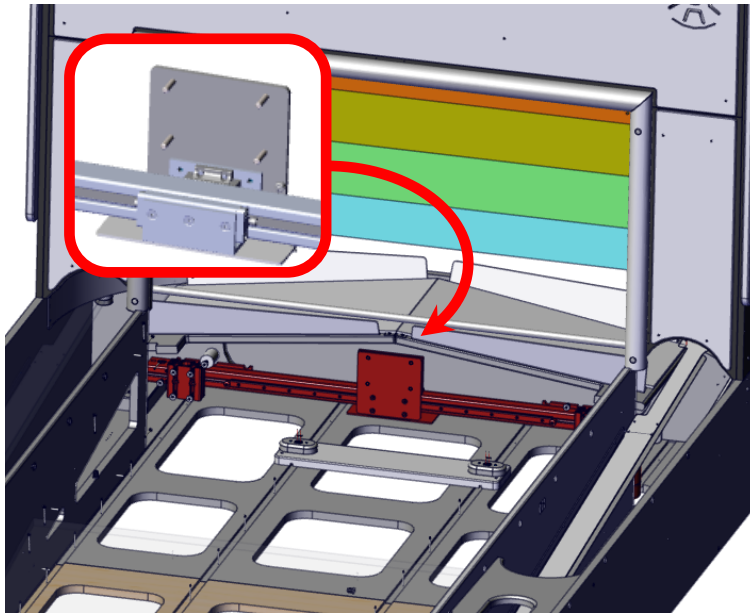
From the front of the game, insert one PS4006 foam pad, then PS7010 Goalie, another PS4006 pad and then the PS1001X sweeper assembly.

* CUT ZIP TIES TO RELEASE RUBBER PADS ON GOALIE.

PS7010

PS1001X

PC60604 X's 4

PC60604 (Qty 4)

PS4006
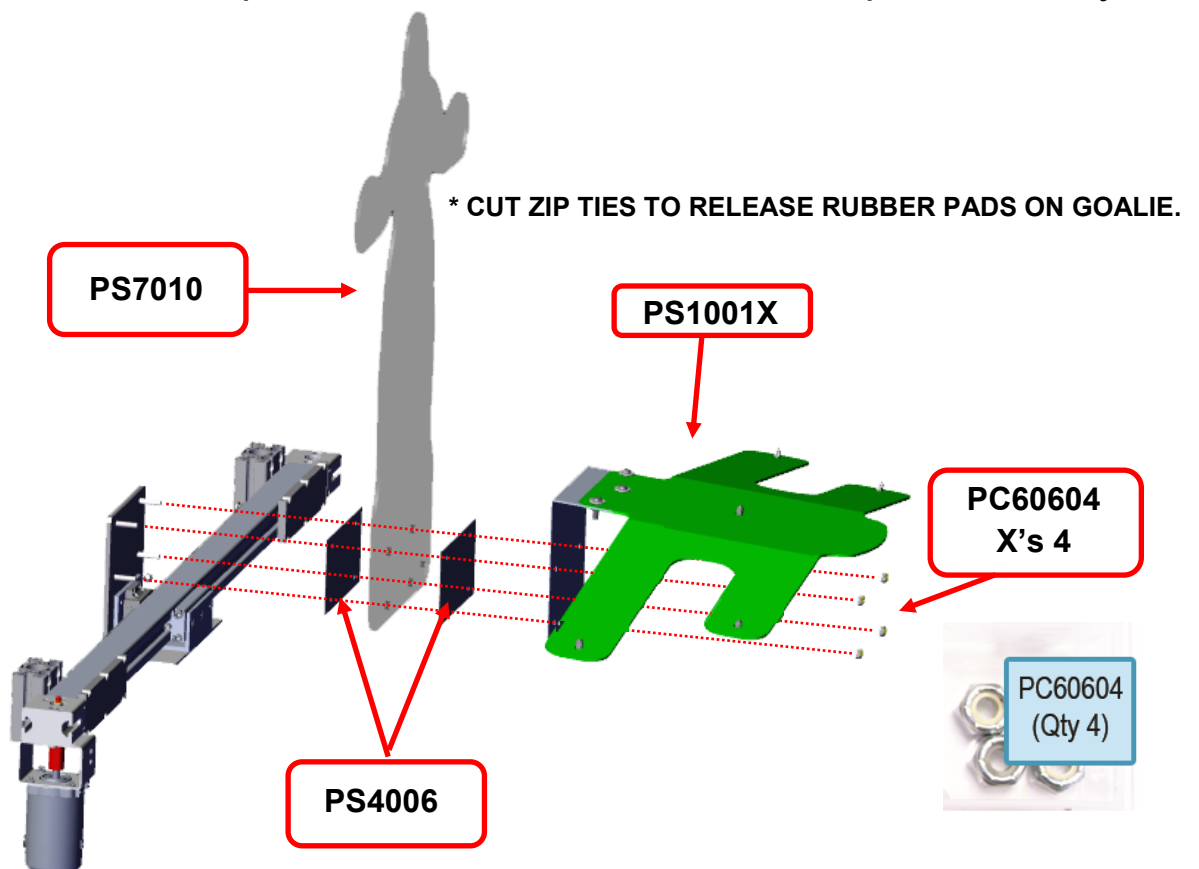
From the back of the game, use four PC606004 nylon nuts to secure the assembly.

Attach the left (PS1022-P800) bracket and the right (PS1023-P800) bracket to the PS7027X marquee assembly using eight PC60622 Allen bolts, four per bracket.

PC60622
X's 8

(PS7027X)

(PS1022-P800)

(PS1023-P800)
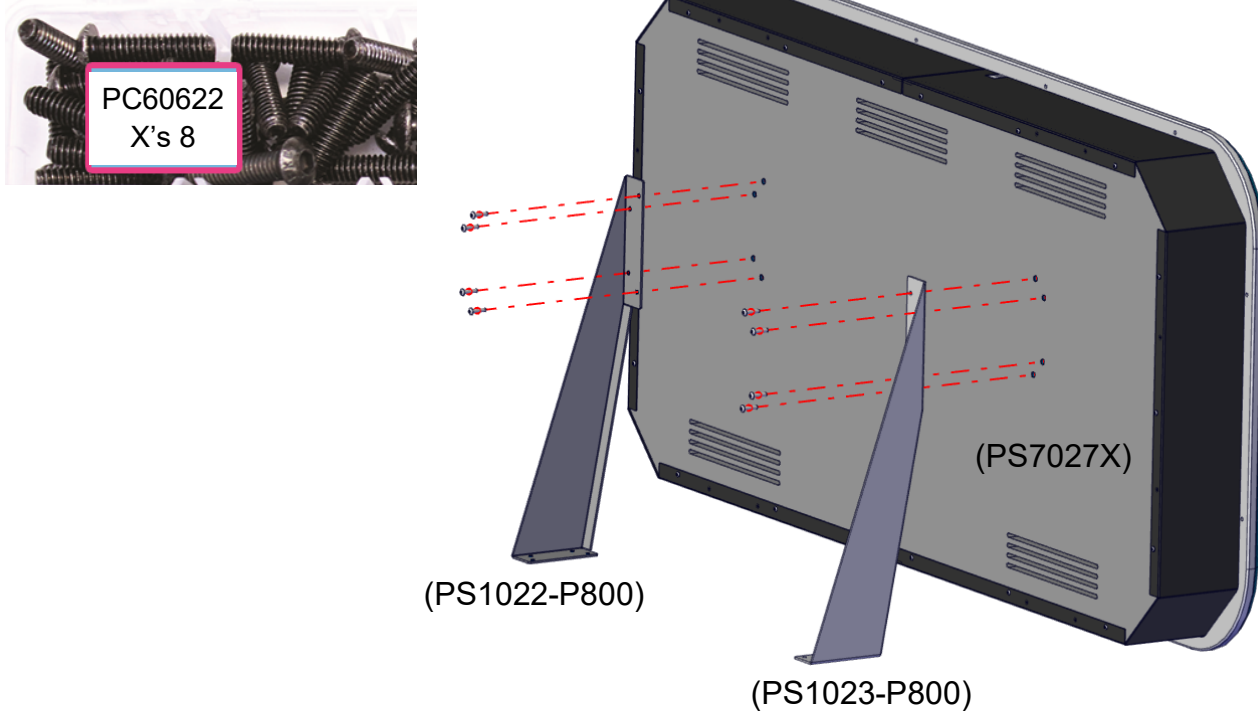
Attach the marquee assembly on top at the back of the game using PC60622 Allen bolts, four per support, eight total.

PC60622
X's 8

4 X's

4 X's
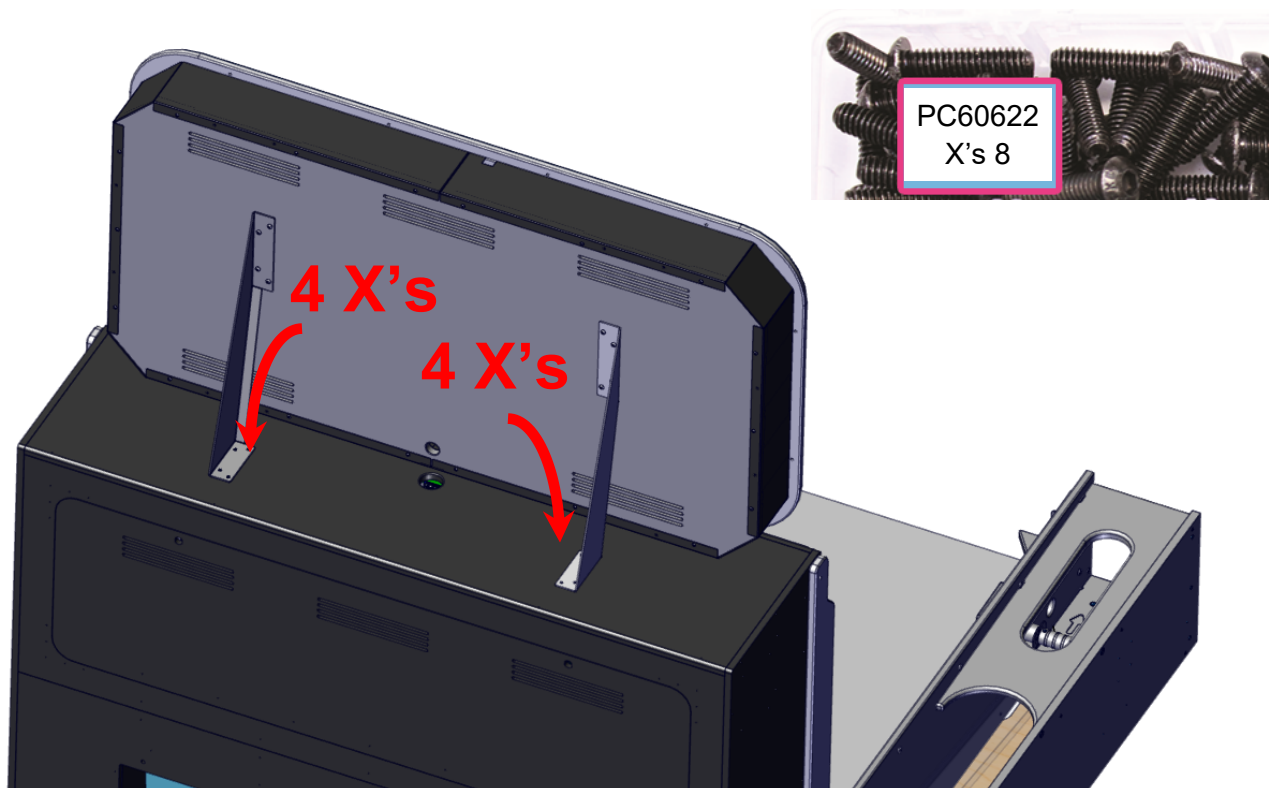
Plug in the harness for the marquee.
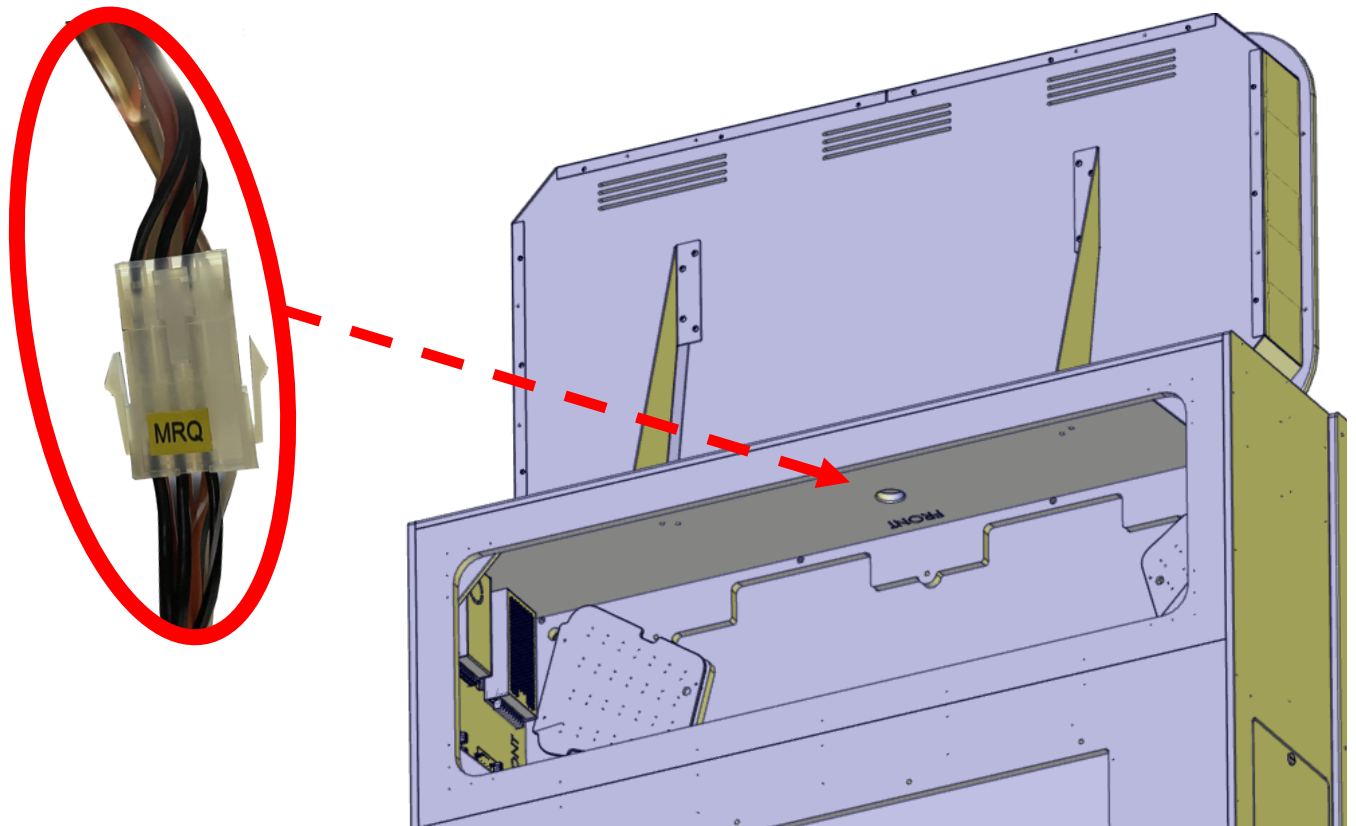
Slide the left cage (PS1028-p705) onto the top lip of the cabinet as shown.
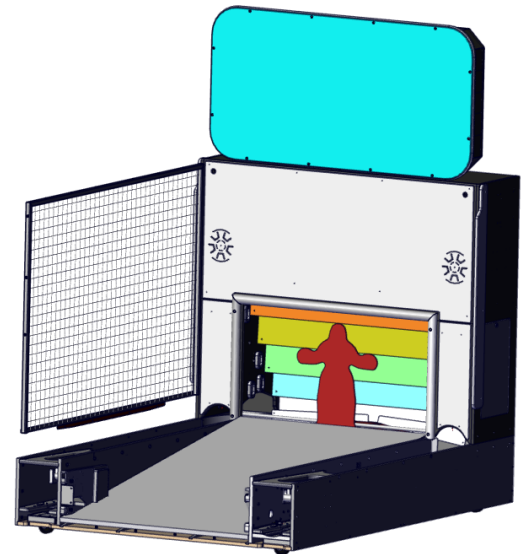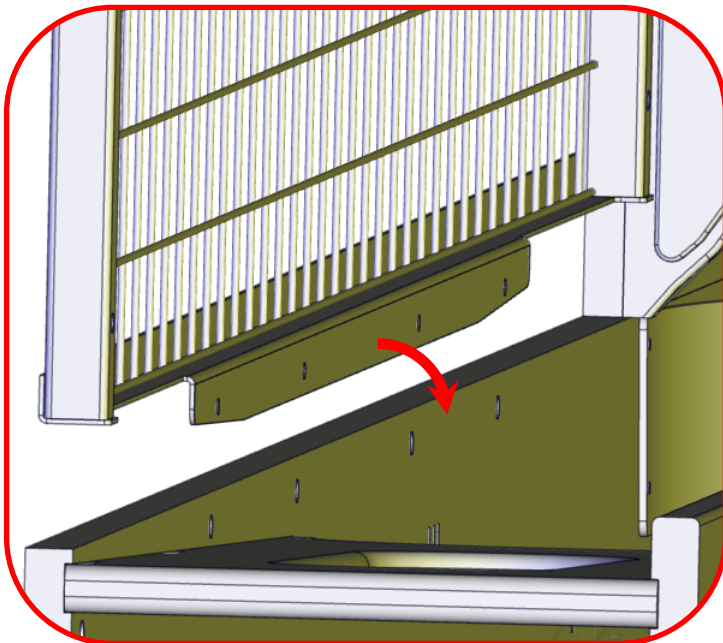
Secure the cage to the cabinet using four PC60622 Allen bolts.

PC60622
X's 4

INSIDE OF CABINET
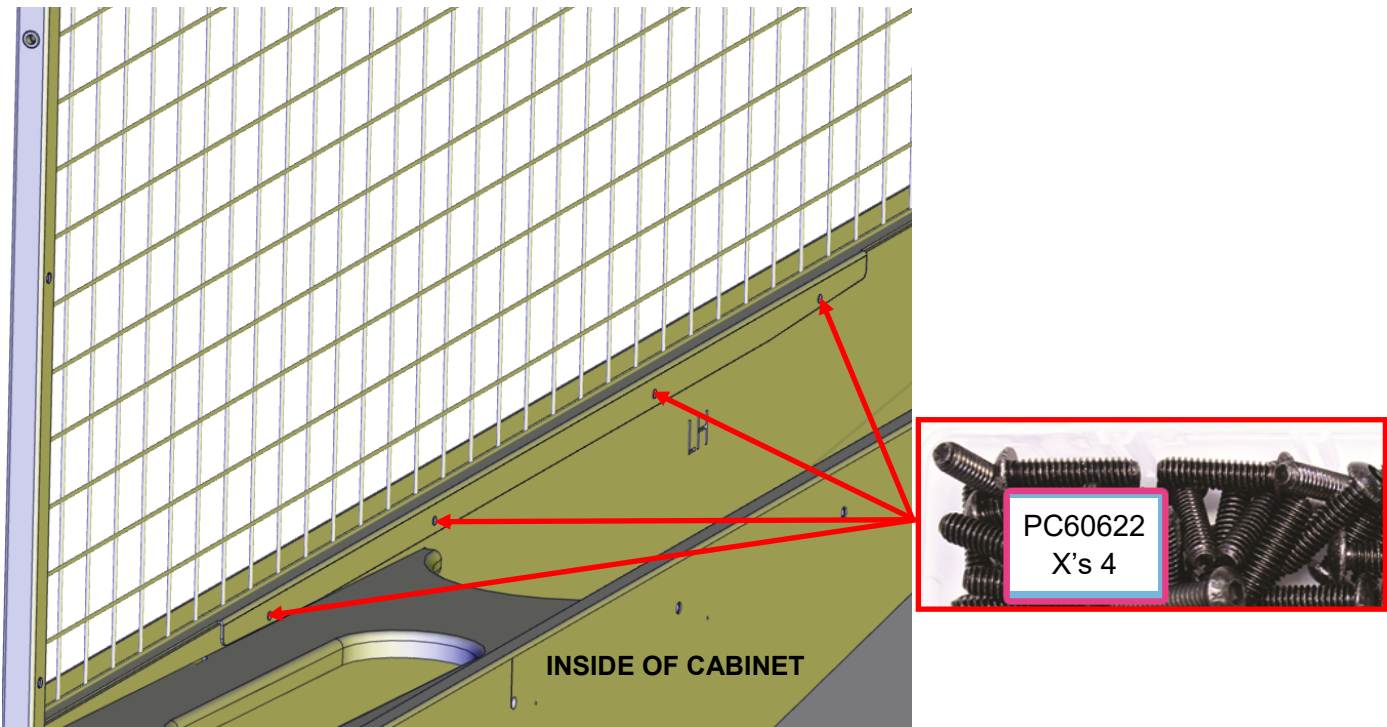
WARNING - CAGE WILL NOT BE COMPLETELY STABLE UNTIL TOP CAGE ASSEMBLY IS ATTACHED.

Slide the right cage (PS1028-705) onto the top lip of the cabinet as shown.
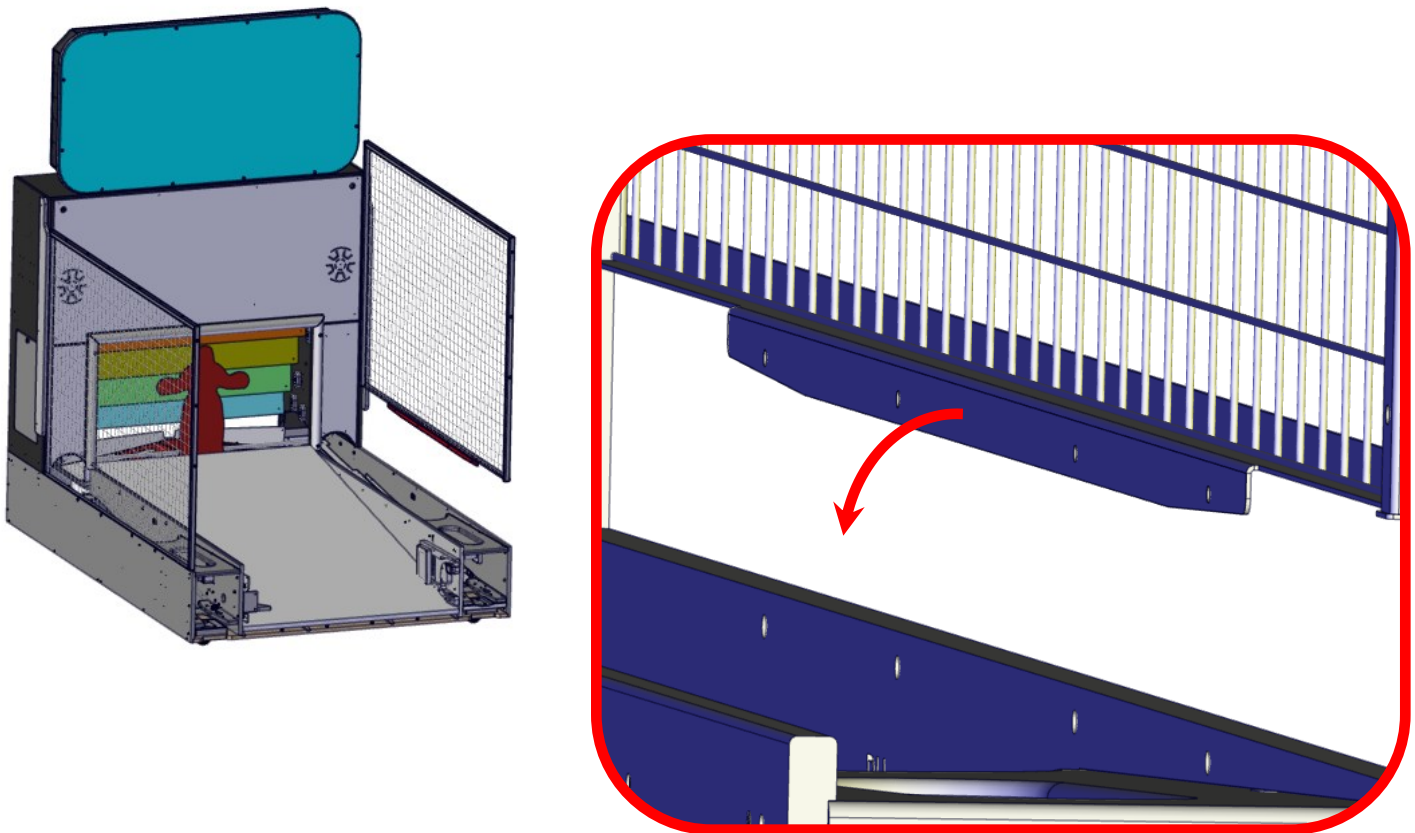
Secure the cage to the cabinet using four PC60622 Allen bolts.
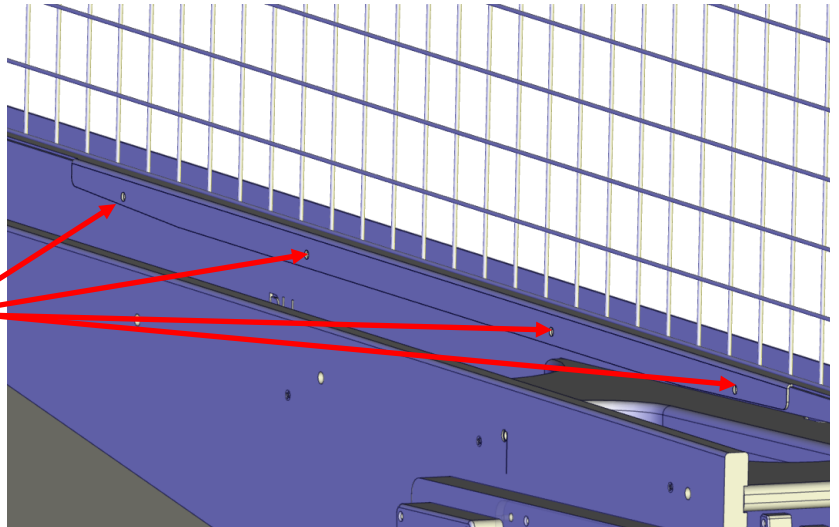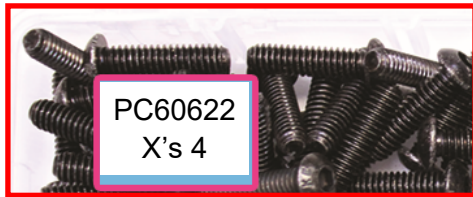
PC60622
X's 4

WARNING - CAGE WILL NOT BE COMPLETELY STABLE UNTIL TOP CAGE ASSEMBLY IS ATTACHED.

Position two PS1031 trim panels at each side of the top cage (PS1029-P705) and attach them using twelve PC60622 Allen bolts, six on each side.

PC60622
X's 6
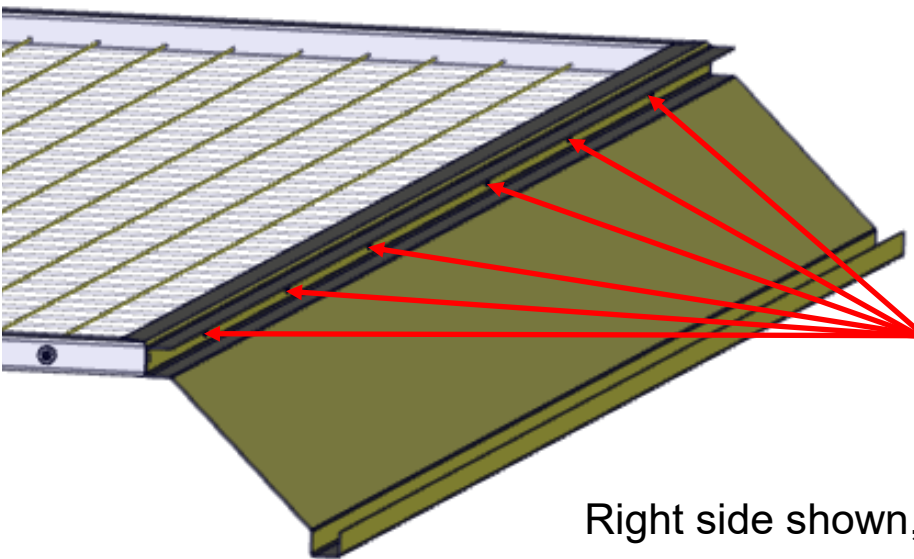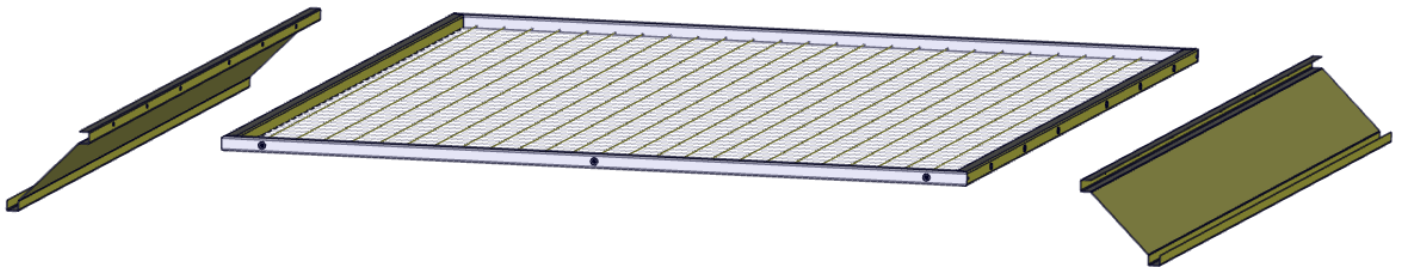
Right side shown, repeat for left side.

Placement of optional cheat sensor should be at the back of the cage.
It should be close to center and not to one side.
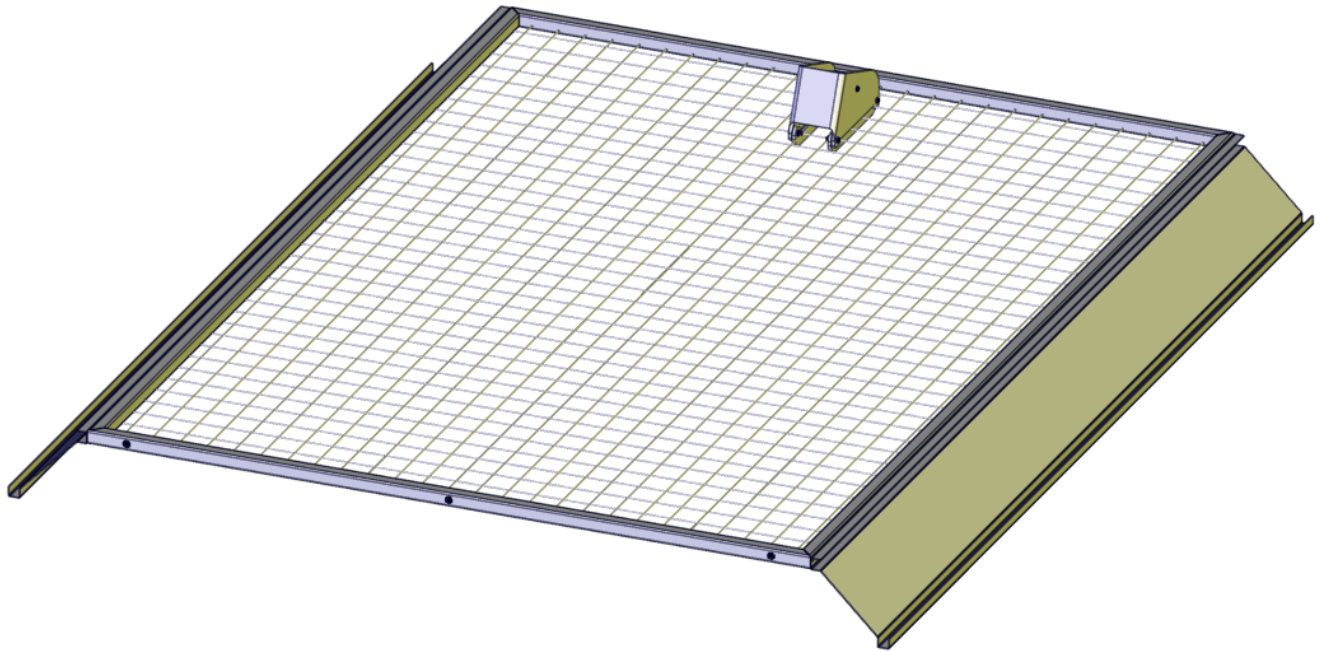
Place two cheat support brackets under neath the top cage and put the cheat assembly on top of the cage with the brackets to the inside of the cheat assembly. Attach using below hardware.

| AA6004A | AA6031 | AA6155 |
| X's 4 | X's 8 | X's 4 |
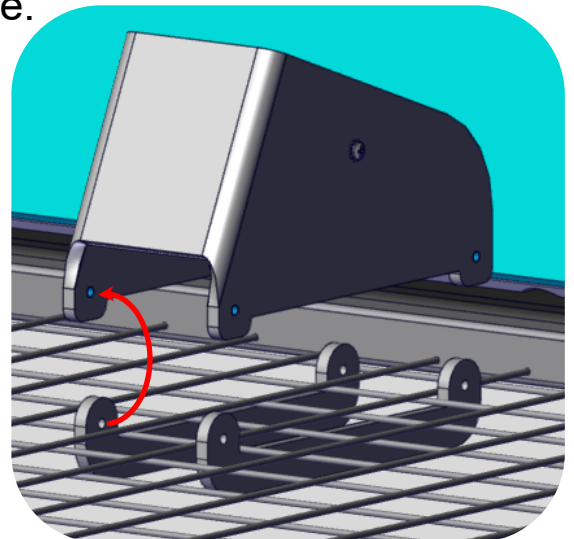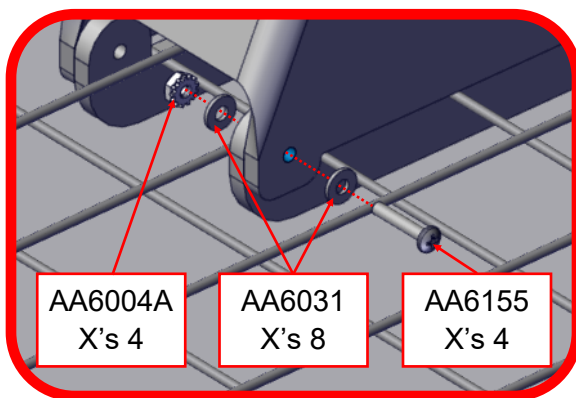
NOTE: This cheat sensor is not included with the game and can be purchased separately.

A helper is highly recommended to stabilize the side cages while placing the top cage assembly onto the side cages! Secure the cage top assembly using six PC60622 Allen bolts to each side top as shown.

PC60622
X's 12

WARNING -

CAGE WILL NOT BE COMPLETELY
STABLE UNTIL TOP CAGE ASSEMBLY
IS ATTACHED.

From the front of the game, insert the LED power connectors through the hole at each side. Then from the back, connect them to the game.
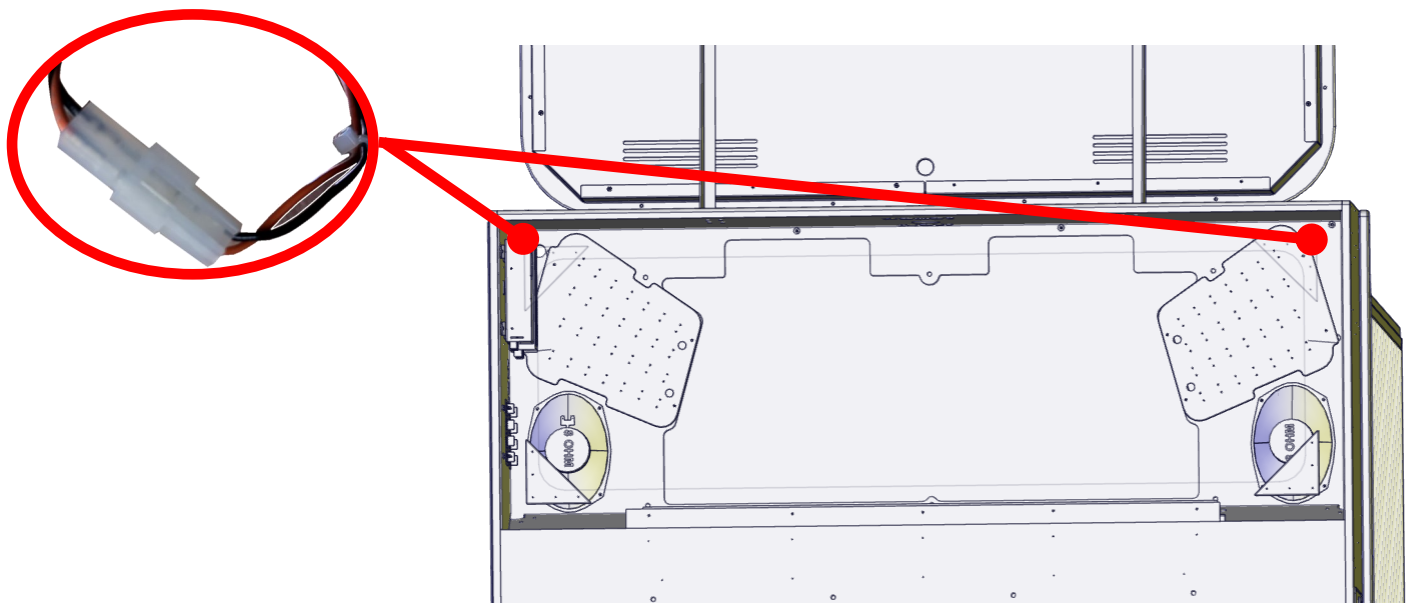
Plug in the cheat sensor harness if purchased.

**Note - Never plug in harness with the power on! Damage will occur to the sensor.
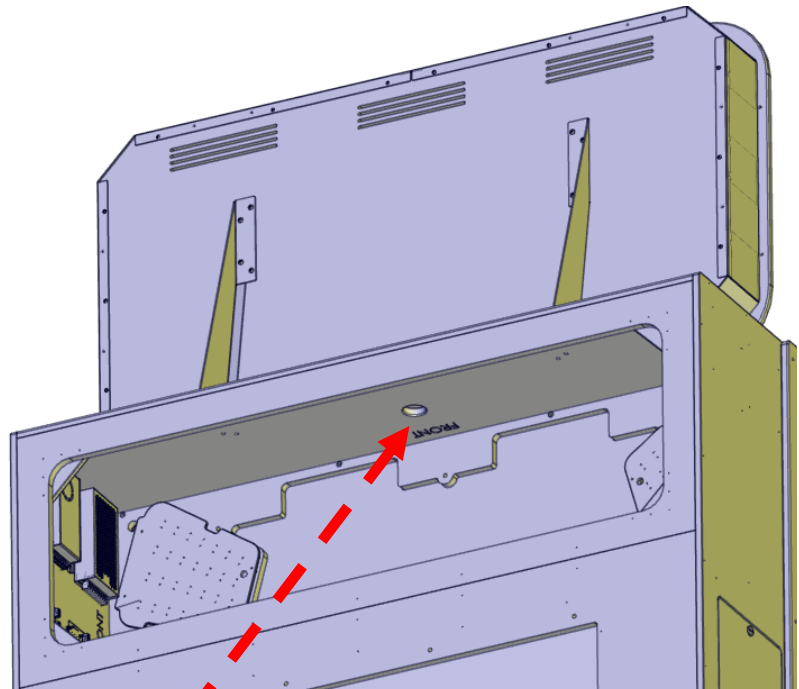
At each side, insert the bottom half of a PS7029 plastic flag cover into the bottom groove of the side trim panel. Then while keeping the bottom in the groove, start at the front, push the top into the upper groove and slide your hand to the back. The top should pop into the groove as you slide towards the back.

BOTTOM GROOVE

TOP GROOVE
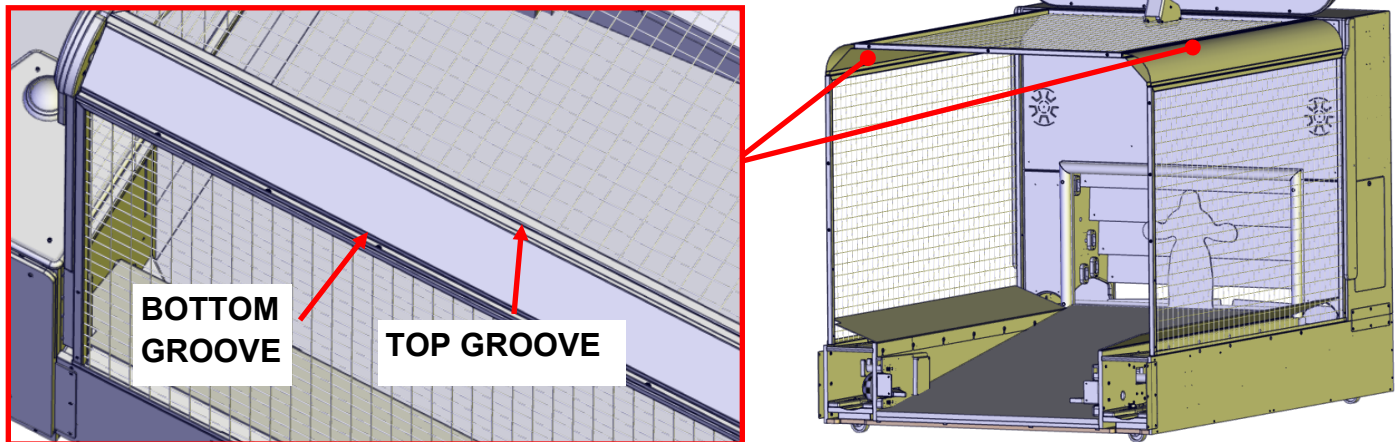
Using AA6281 Allen bolts, secure the front cage to the side and top cages at the indicated arrows.
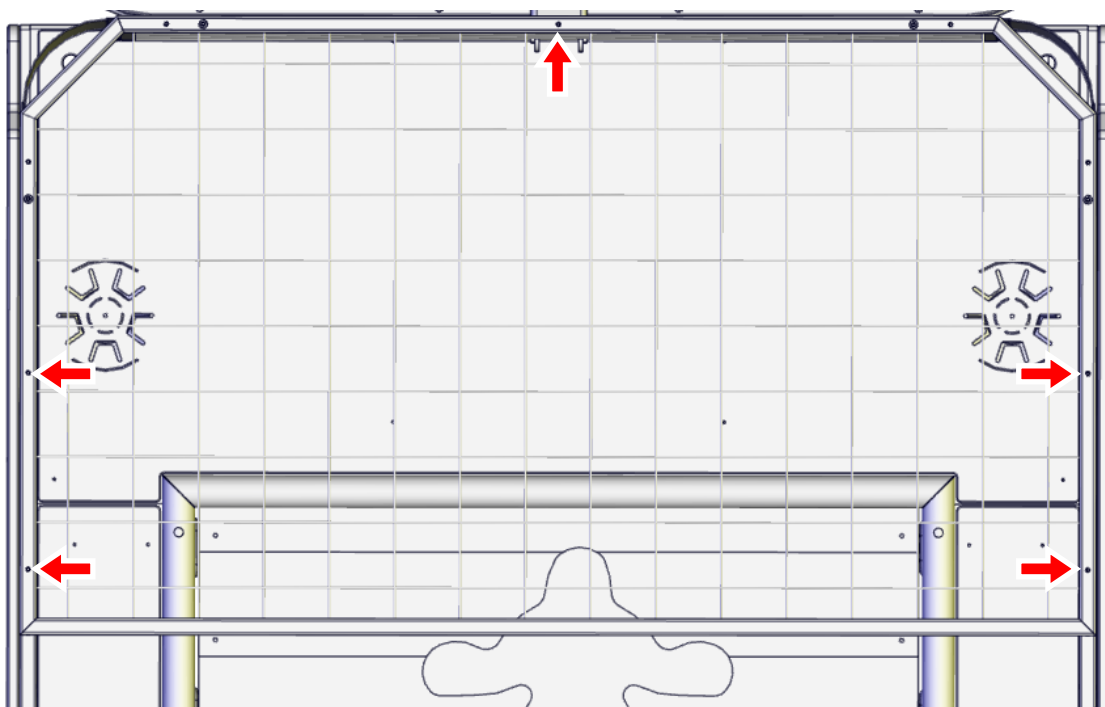
Install the ball covers PS3115 left and PS3116 right using six PC60622 Allen bolts and AA6185 large black washers on each side.
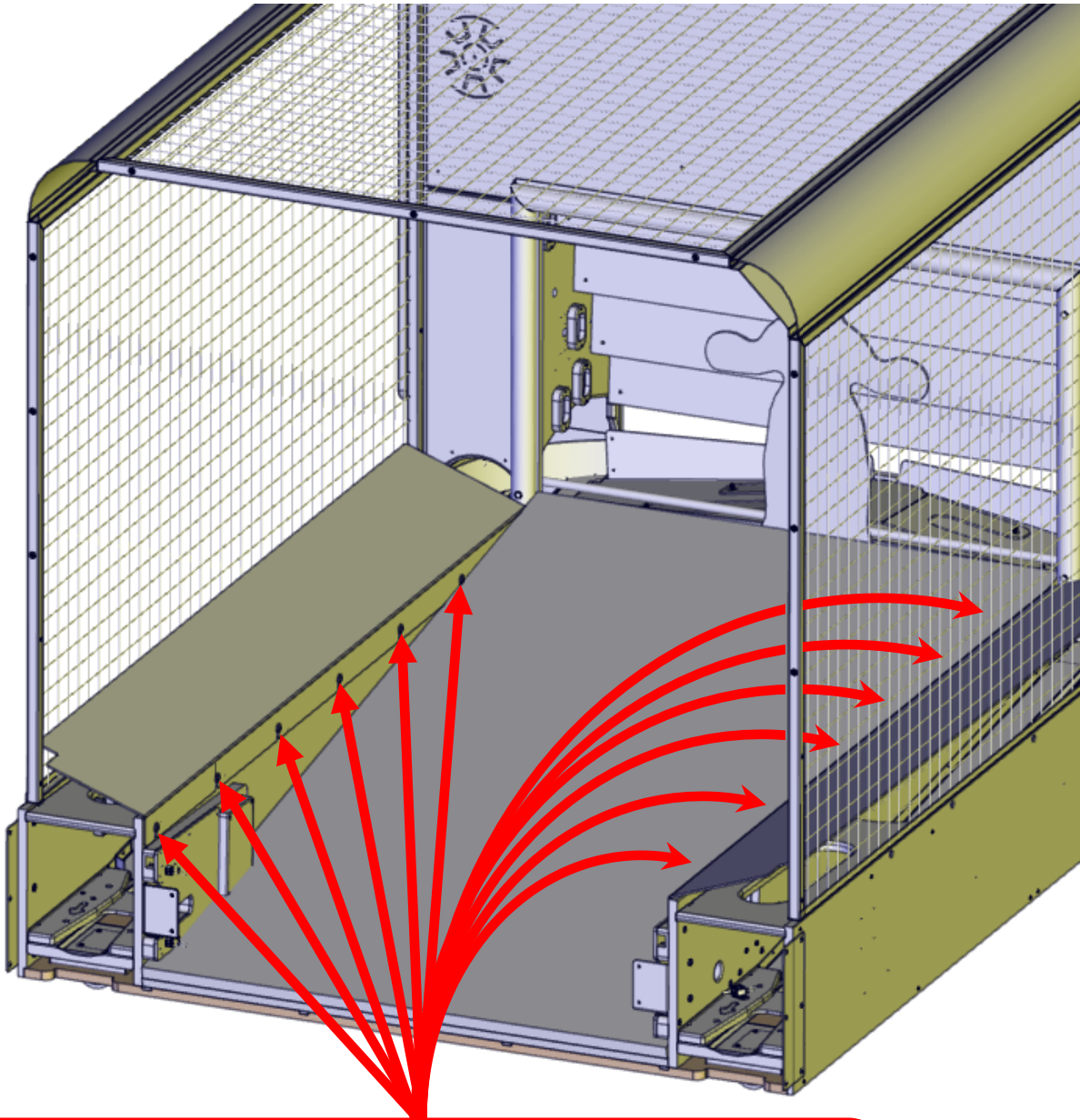
PC60622
X' 12

AA6185
X' 12

At the upper front corner of the cage assembly, plug in a PS3027X cage corner cap and attach it to the cage assembly using two AA6281 Allen bolts. Do this on both sides.

AA6281
X's 2per
side
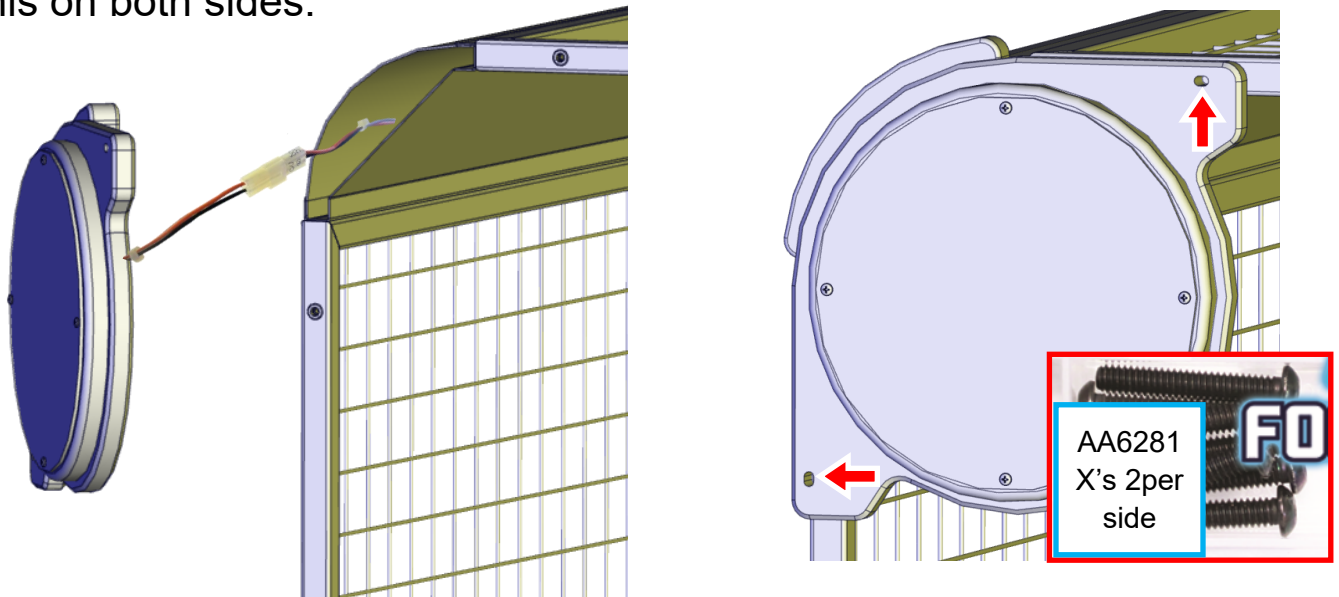
At the front left floor level, remove the sensor array cover by removing the Phillip screws shown with the arrows. Put hardware aside.
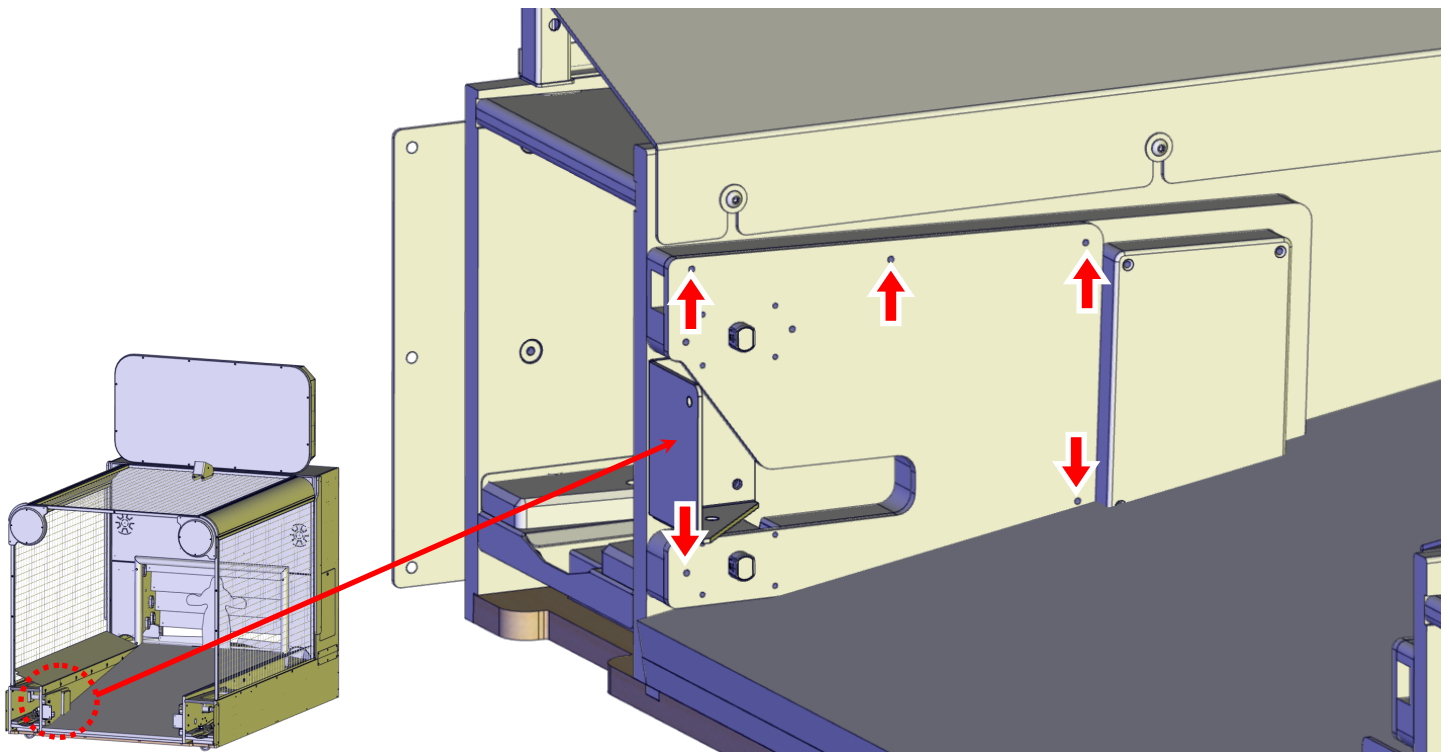
At the front right floor level, remove the reflector array cover by removing the Phillip screws shown with the arrows. Put hardware aside.
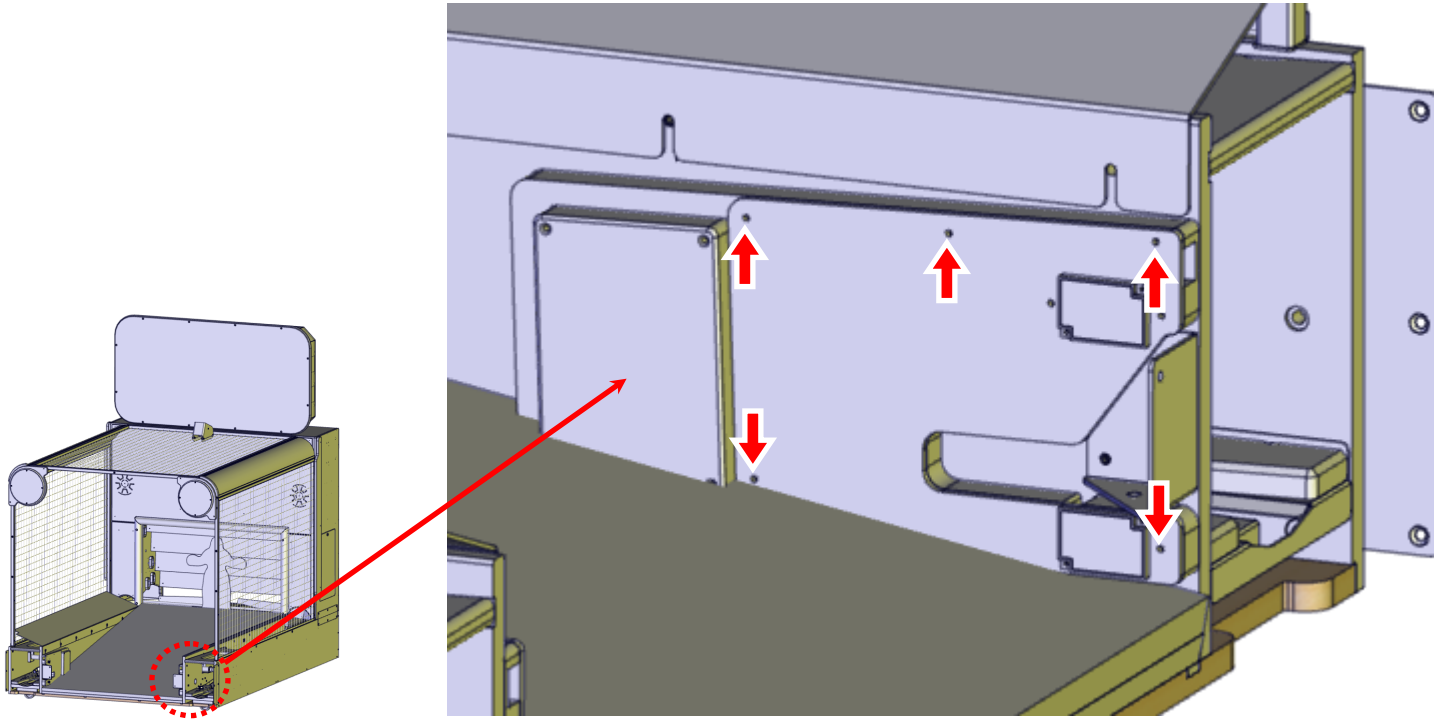
On the left podium, plug the network cable and harness at the bottom.

Then carefully move the podium against the front floor and cage assembly making sure the three harness are not pinched in the process.

They connect to the right side sensors (two of them on the cover).
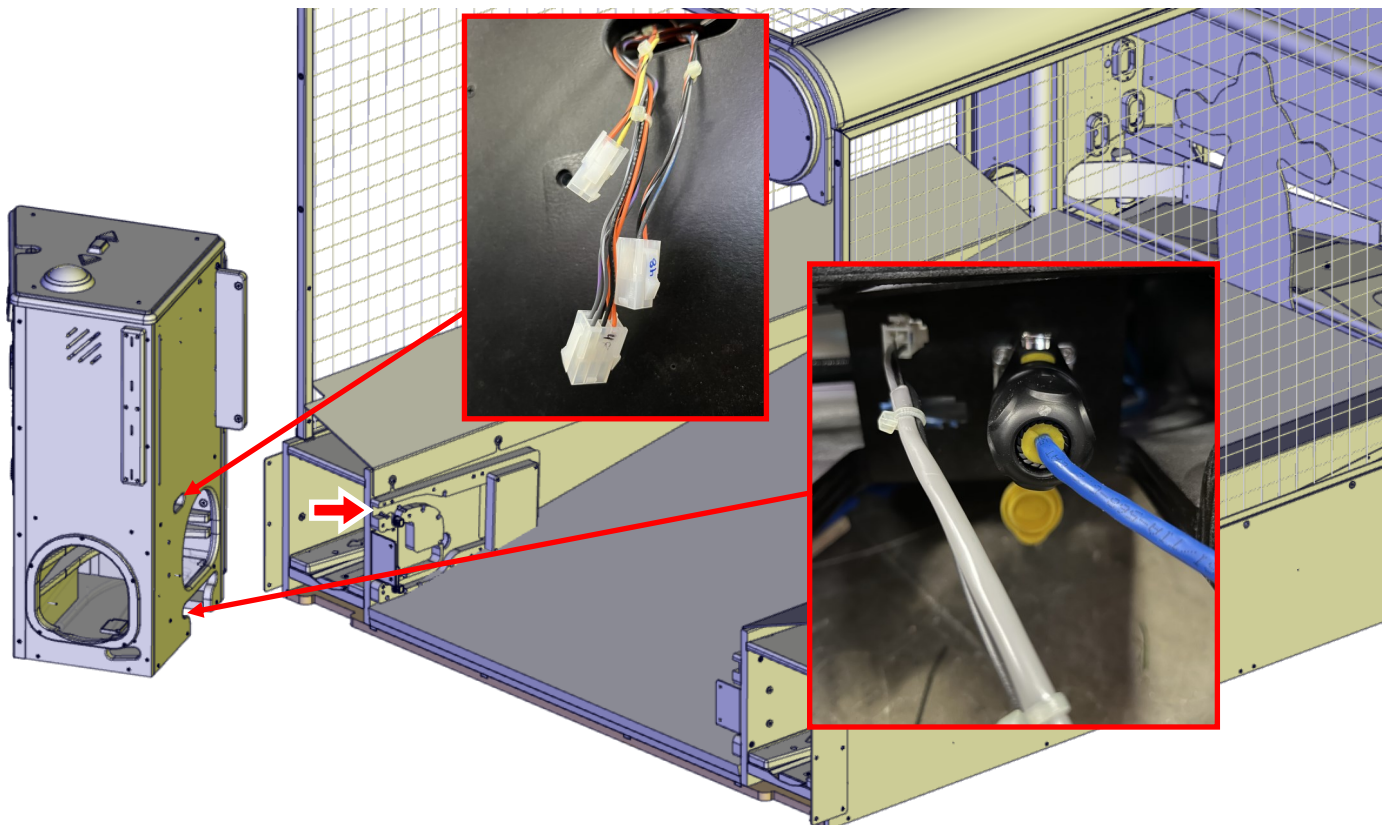
Install two PC60622 Allen bolts at the front. Then two AA6219 silver screws to secure the cage to the podium. Three AA6886 flat head Allen bolts to secure the side of the podium.

PC60622
X's 2

AA6219
X's 2

AA6886
X's 3
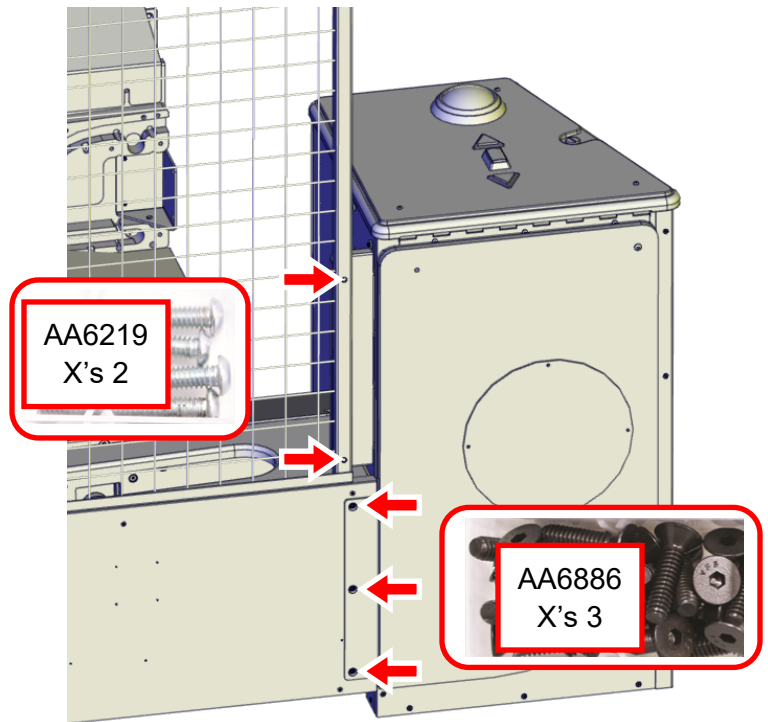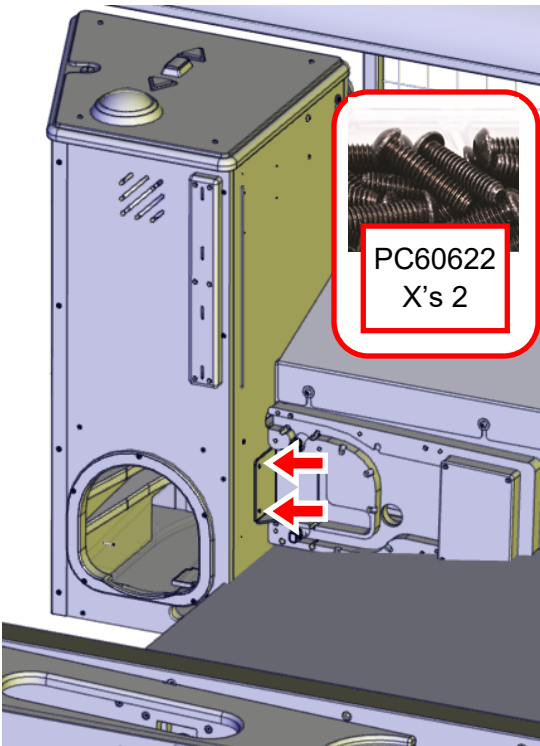
Plug the three harness for the left sensors in. Use the wire ties to keep the wires in the wire channel while you re attach the sensor array panel.

Use the Phillip screws you put aside to secure it.

DO NOT PINCH ANY WIRES DURING THIS PROCESS.
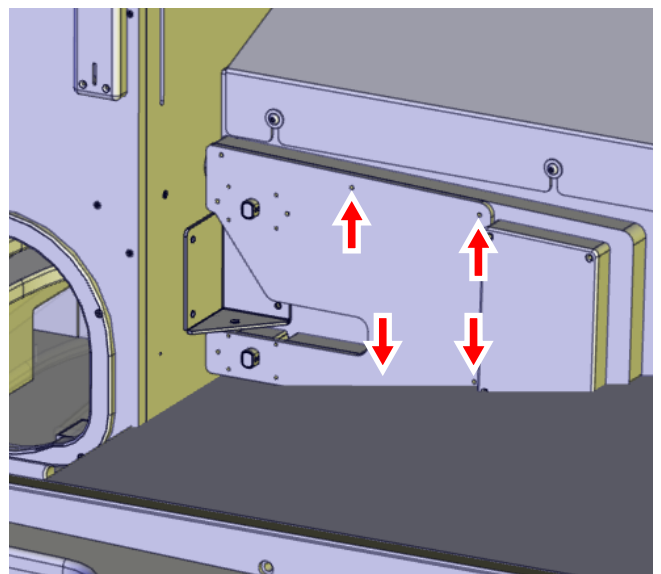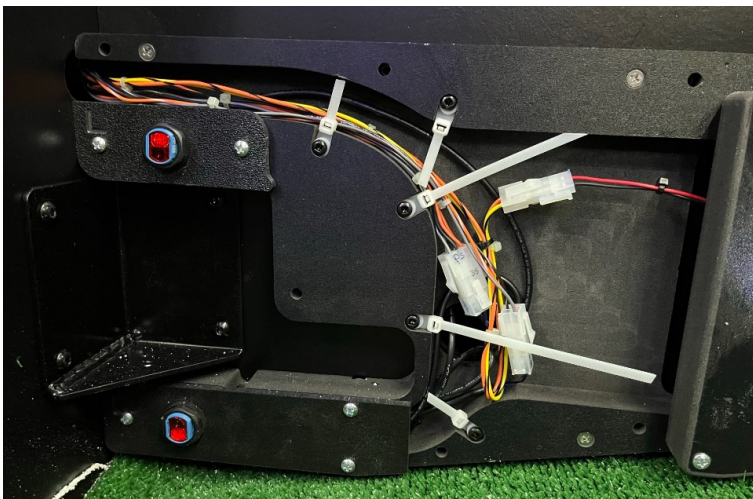
Attach a PS3022 cleat at the back of the left podium using two AA6667 bolts and AA6031 washers.

AA6667
X's 2
AA6131
X's 2

PS3022 cleat
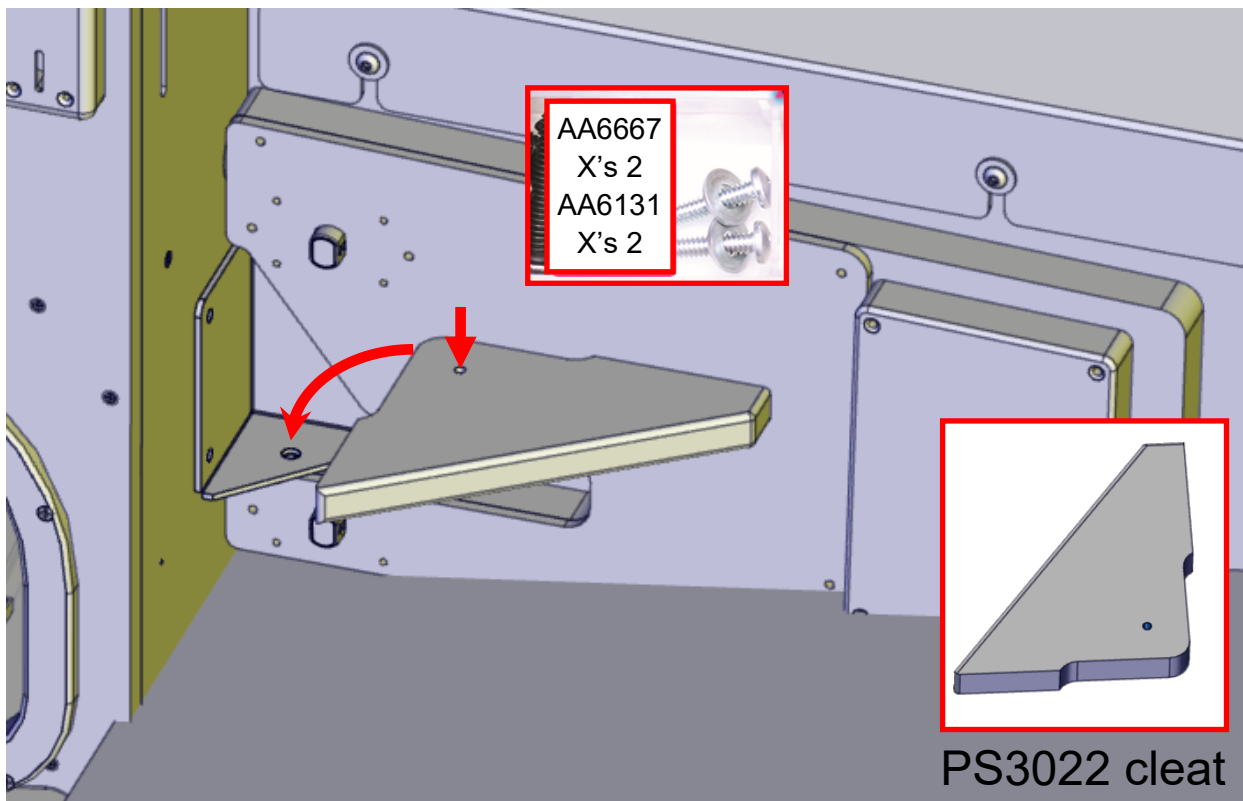
On the left podium, plug the network cable and AC at the bottom.

Then carefully move the podium against the front floor and cage assembly making sure the two harness are not pinched in the process.
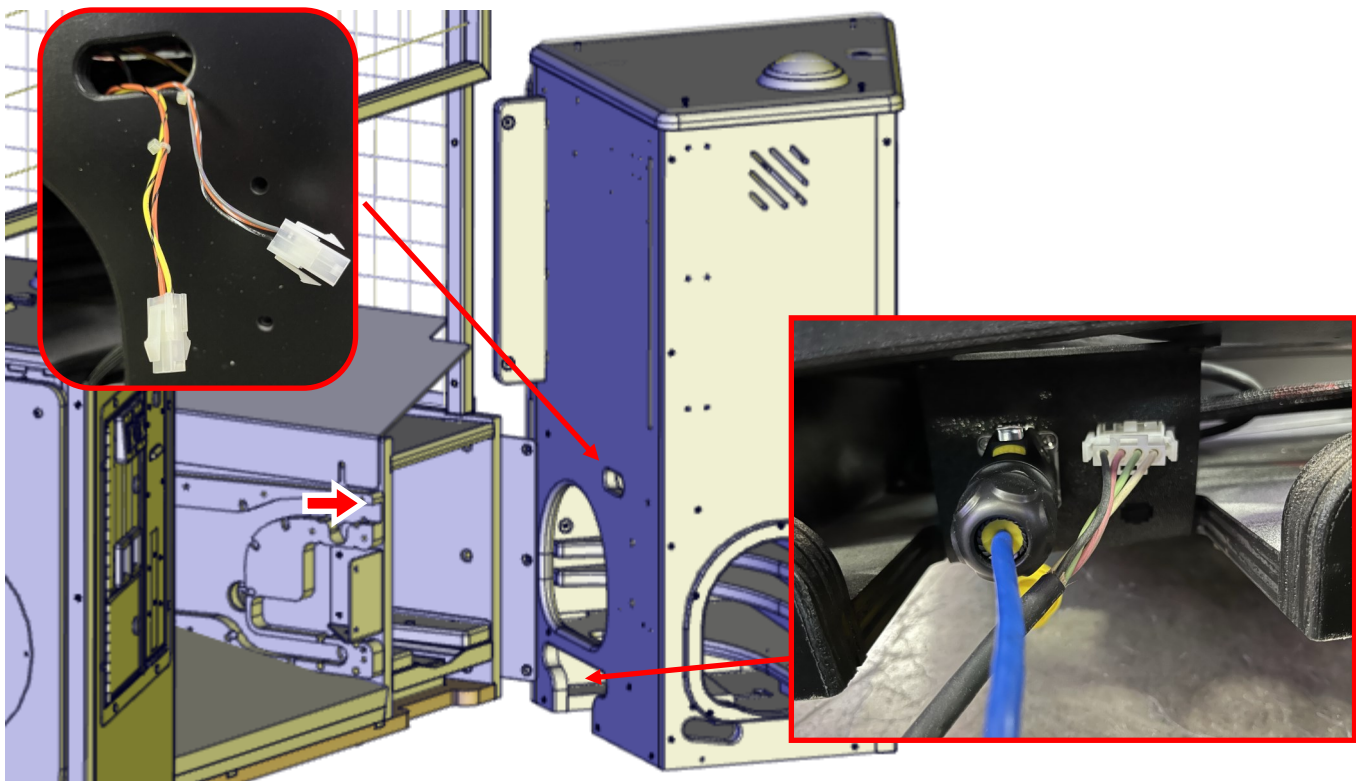
Install two PC60622 Allen bolts at the front. Then two AA6219 silver screws to secure the cage to the podium. Three AA6886 flat head Allen bolts to secure the side of the podium.

PC60622
X's 2

AA6219
X's 2

AA6886
X's 3
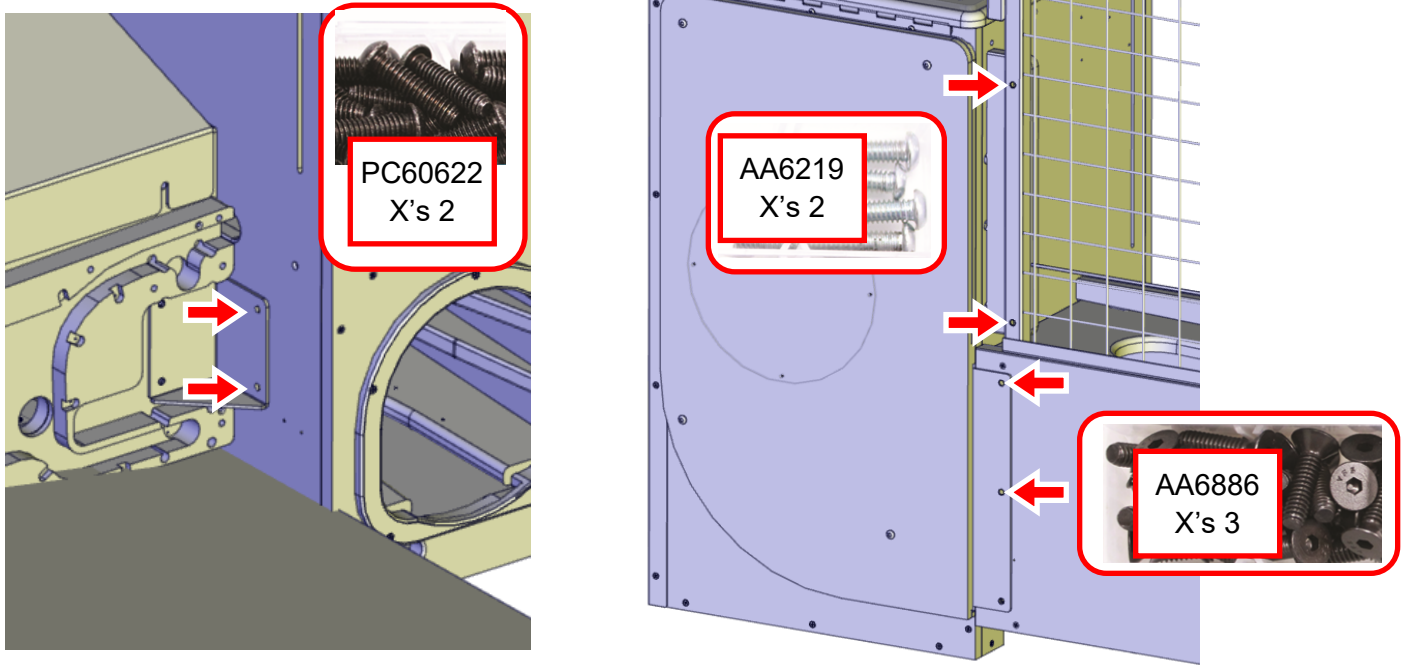
Plug the two harnesses for the right podium sensors. Use the wire ties to keep the wires in the wire channel while you re attach the sensor array panel. Use the Phillip screws you put aside to secure it.

DO NOT PINCH ANY WIRES DURING THIS PROCESS.
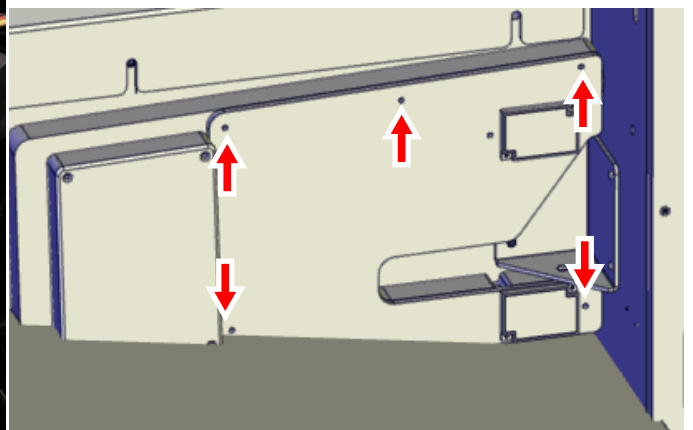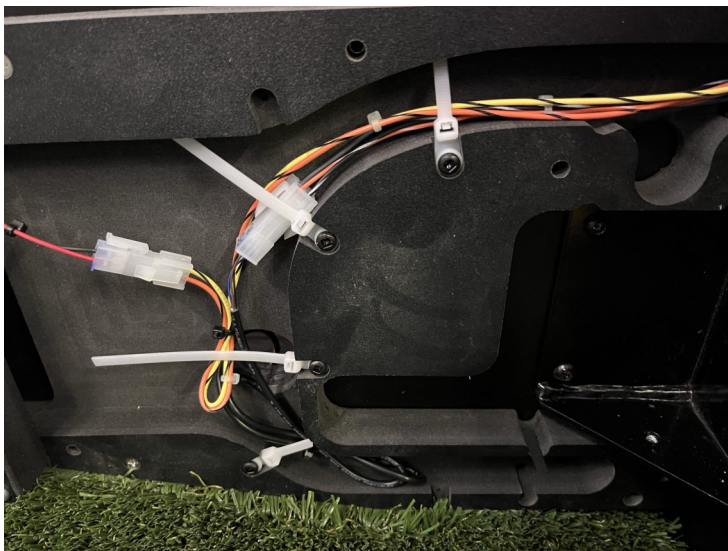
Attach a PS3022 cleat at the back of the right podium using two
AA6667 bolts and AA6131 washers.

AA6667
X's 2
AA6131
X's 2

PS3022 cleat
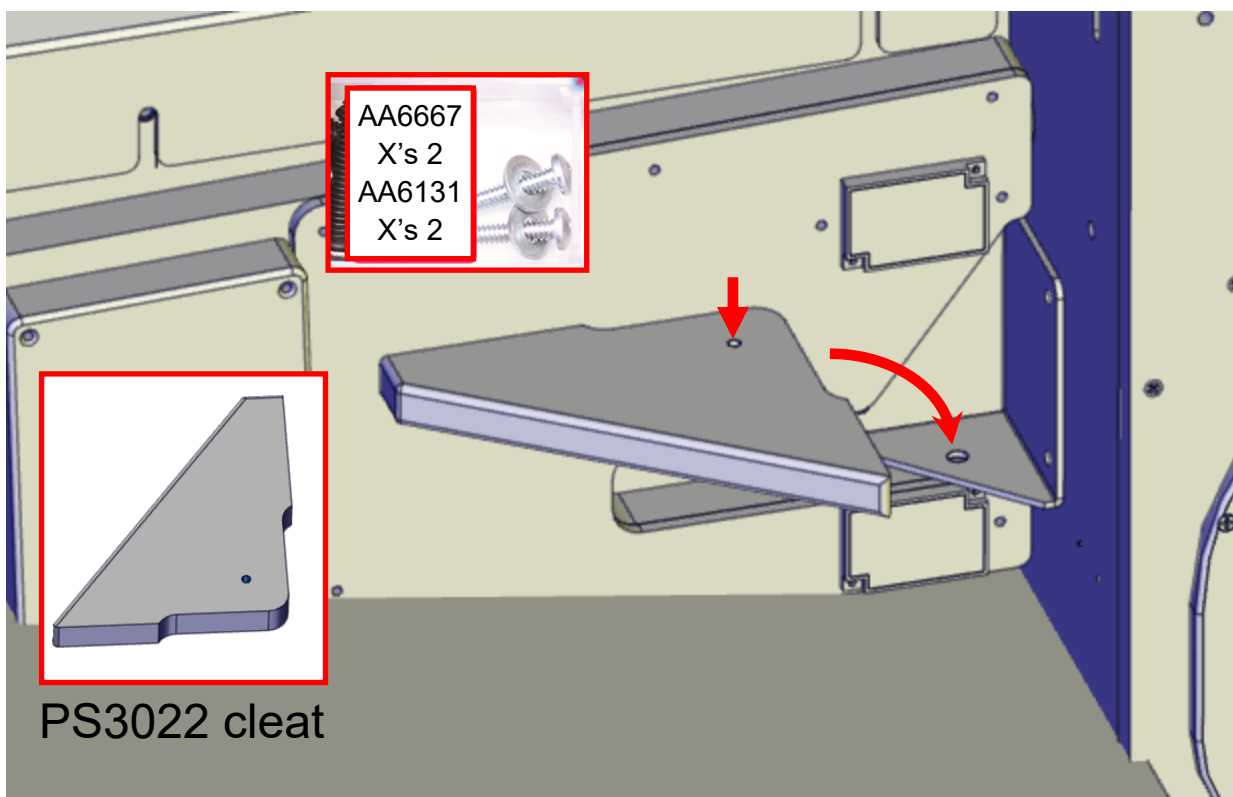
Slide floor up to front but do not attached until you plug in the
harness that connects the two podiums together.
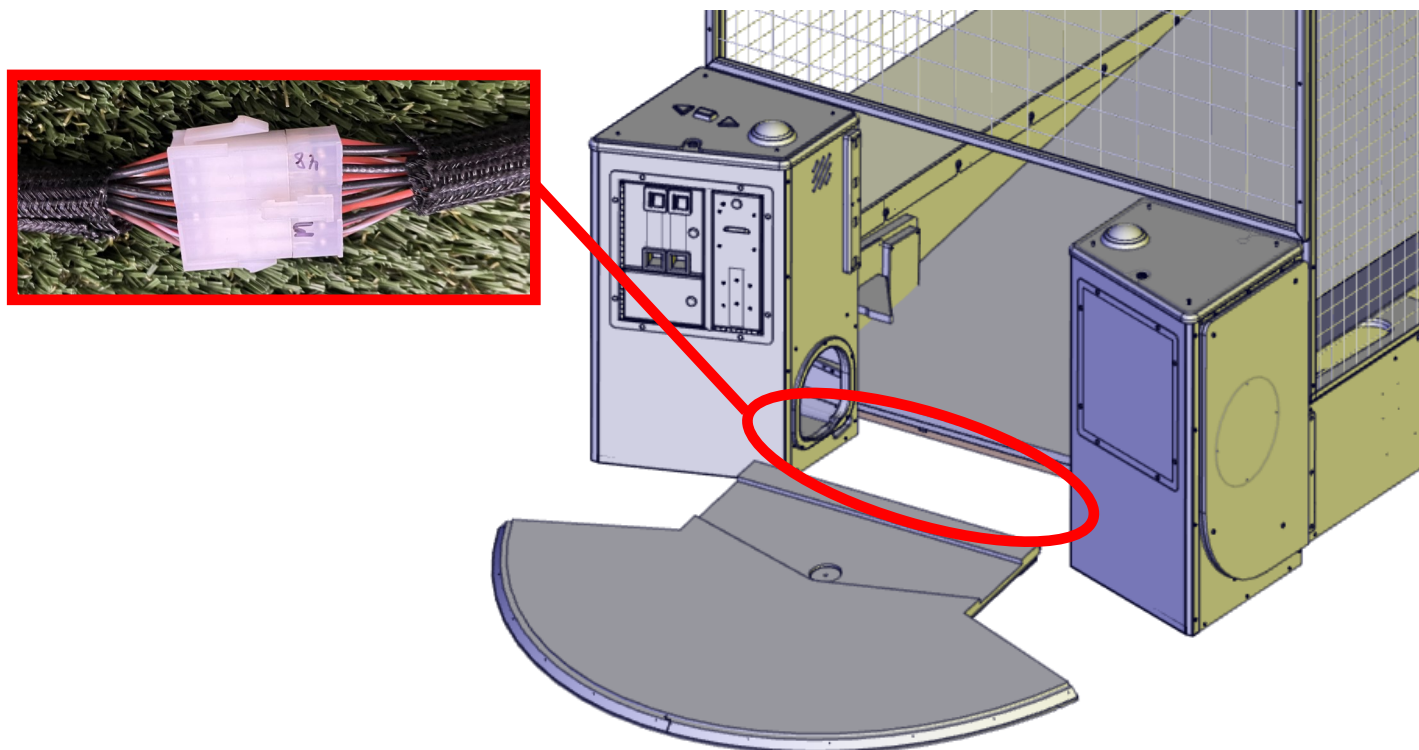
Lift the floor carpet up a bit to access the holes to attach the front floor. Use four AA6886 flat Allen bolts to secure it.

AA6886
X's 3
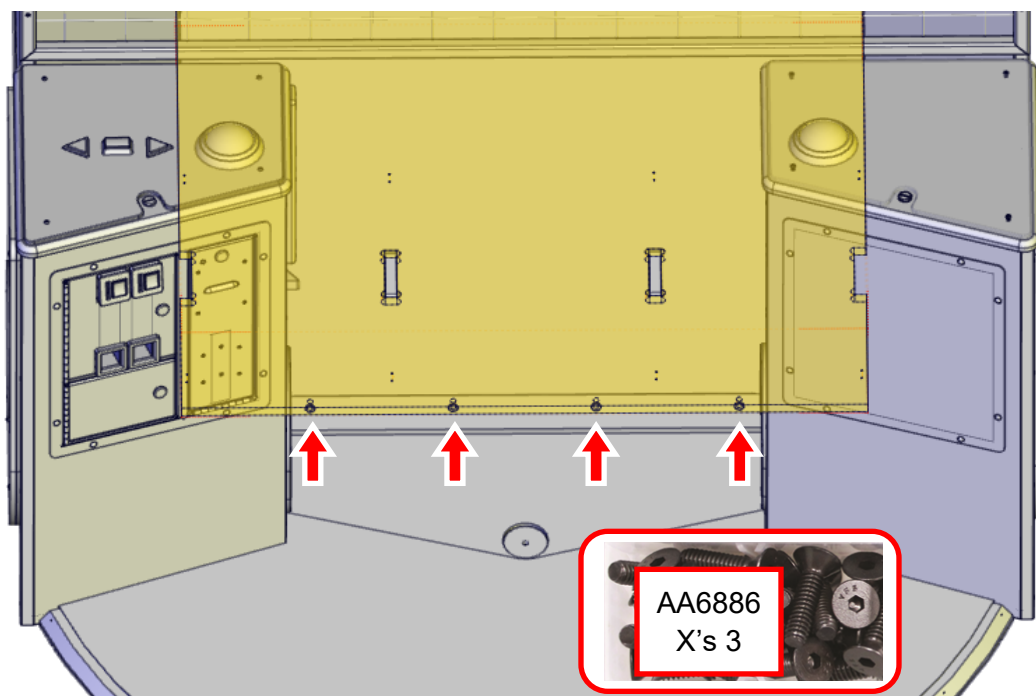
Attach the front foul line band assembly to the cabinet using six AA6331 screws on each side.

X's 2

X's 2

X's 2

AA6331
(Qty 12)
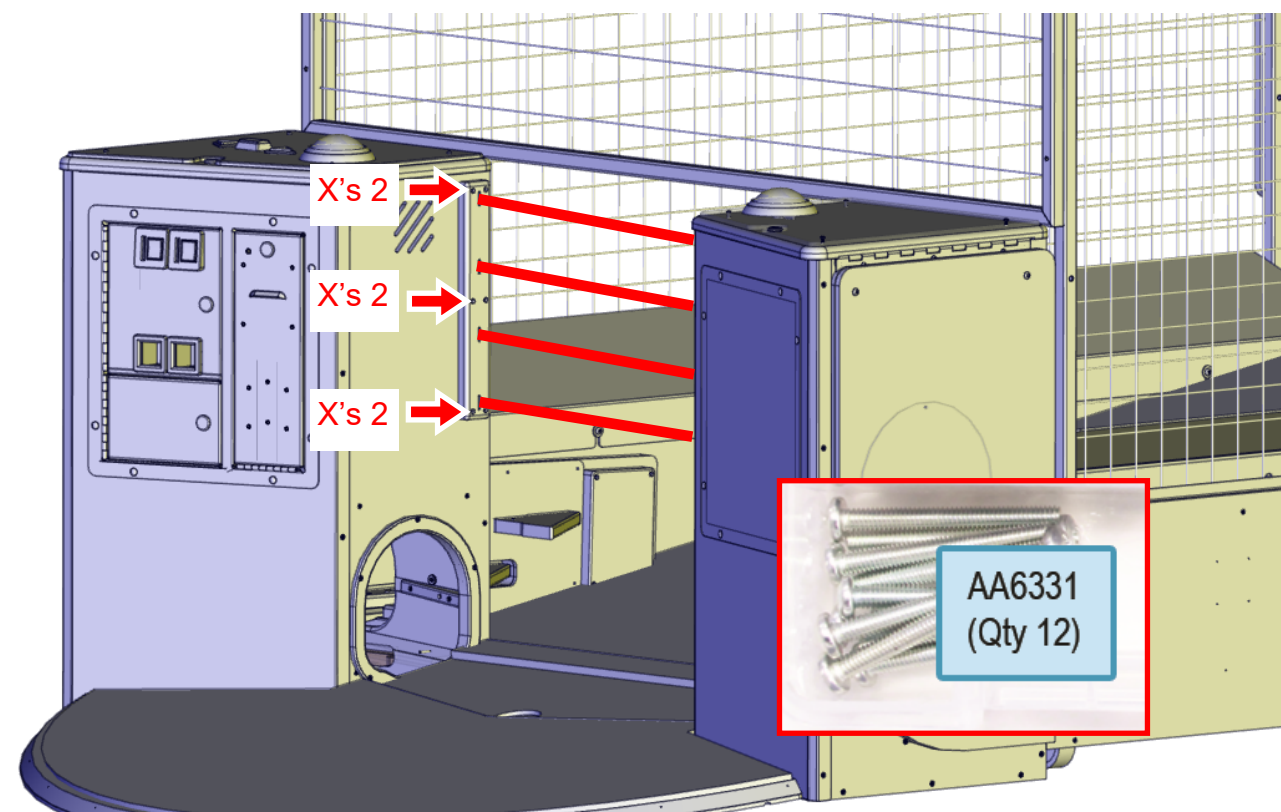
Re-install the upper and lower access panels. To install the middle panel, use eight AA6281 Allen bolts and AA6212 washers at the back shown with arrows.
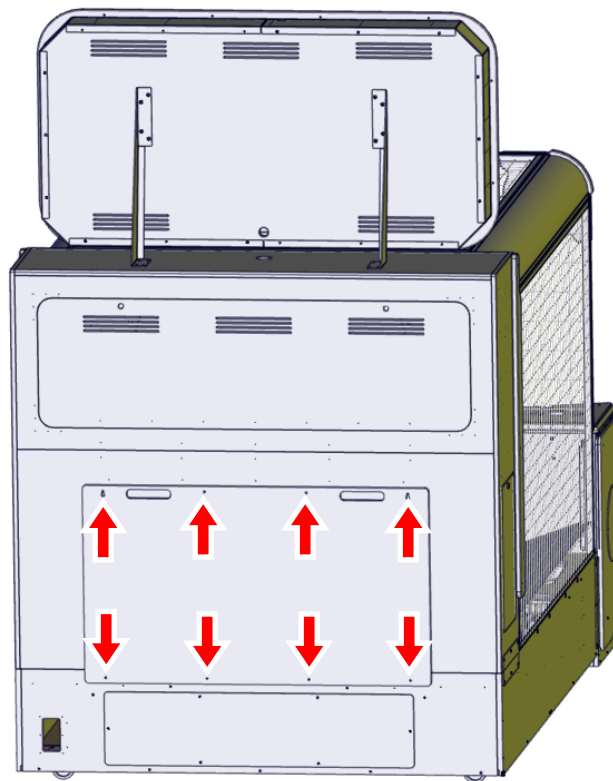
AA6212
X's 8

AA6281
X's 8

The game has been shipped with eight balls.

DO NOT USE ALL EIGHT BALLS!
ONLY SIX BALLS AT ANYTIME SHOULD BE USED.

Loading more than six balls will cause the game to jam during play.

Use the included air pump to pump up the balls.
USE INCLUDED TEMPLATE TO DETERMINE PROPER INFLATION.
Three balls should be loaded into each side of the game.
You can insert them by opening the side access panels.

First time you power on your game Instructions:

Steps to clear "first build":

The Goalie must be off of either sensor, if not then instructions to center goalie will be displayed

Move goalie left – this checks that the left goalie sensor is good.

Move goalie Right – this checks that the right goalie sensor is good.

Put Ball in Left panel at Goal – this will check the function of the left ball return sensor.

Put Ball in Right panel at Goal – This will check the function of the right ball return sensor.

Press the left ball button – this will check if the button itself is working, when the ball ready sensor shows a ball is available, and when a ball dispense command is given.

It dispenses a ball.

There will be a 2 second delay and if the ball shows it has dispensed it will move on, if not, it will start the test over.

Press the Right Ball Button – this will check if the button itself is working, when the ball ready sensor shows a ball is available, and when a ball dispense command is given.

It dispenses a ball

There will be a 2 second delay and if the ball shows it has dispensed it will move on, if not, it will start the test over.

Kick the ball in Goal – This checks that the goal sensor is working

Test is now complete. It will change the value of the first build option to 1.

You can interrupt this test by entering programming. There may be a up to a couple second wait before it goes into programming. Change the option value for First build to 1 and exit.

You can also enter diagnostics by holding the down button for 5 seconds in this mode also. You will primarily see the diagnostics screen, but a flash shows you what the first build screen would be showing to let you know where you stand.

Above is what the diagnostic screen looks like. See section on diagnostics for explanation.

How to enter program options.

Unlock the left podium and open to access the program operator controls.

Press the "Prog" button.
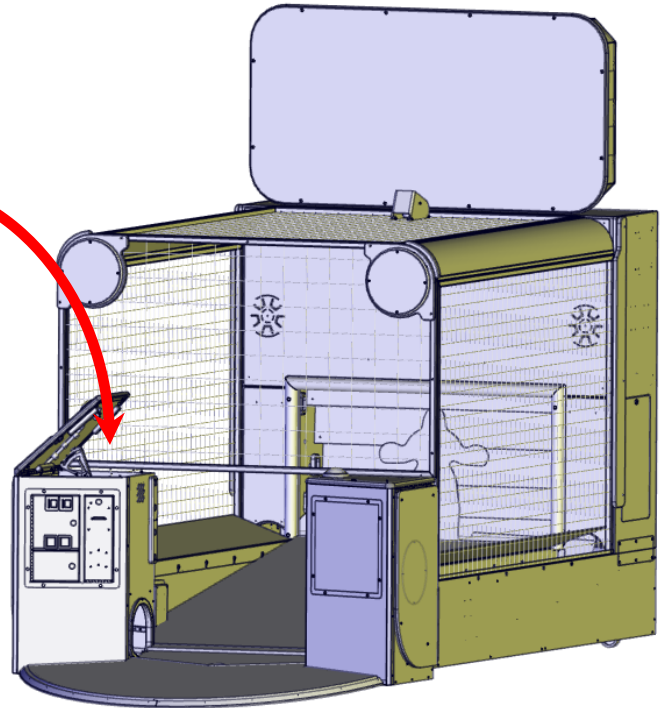
Programming Options version 100

Options:	min	max	def	inc	Description:
Attract Time in minutes	0	60	3	1	Time in Minutes.
Coin 1	0	9	1	1	Coins/pulses per credit to start a game.
Coin 2	0	9	1	1	How many Coin 1's is Coin 2 worth?
					If using same value coins on both lines, leave at 1.
					If using two value coins like quarter and dollar, 4 coin 1's would equal a dollar coin.
Max Coin 1	0	10	1	1	Maximum credits stackable, 0 = unlimited.
Main Game Time Seconds	30	90	45	15	Game Time in Seconds.
Ticket Multiplier	0	2	1	1	2 = ½ tickets, 1 = 1 ticket, 0 = 0 tickets.
Tickets per goal	0	25	4	1	Tickets given per goals scored.
Just For Playing Tickets	0	10	10	1	Minimum Tickets per game regardless of score..
Bonus Start	0	50	20	1	Starting/Min Bonus Score.
Bonus Tickets	0	1000	100	5	Bonus Tickets if Bonus Won.
Tickets for HS	0	100	0	1	Tickets won if high score is achieved.
Games To Dec	0	20	10	1	Bonus Score Games Dec (-1)
Bonus Save	0	1	0	1	Save Bonus after power loss. 0=NO, 1=YES.
Reset High Score	0	1	0	1	Reset High Score if set to 1.
Save High Score	0	1	0	1	Save High Score after power loss. 0=NO, 1=YES.

Options:	min	max	def	inc	Description:
Game Volume	0	12	7	1	Foreground Volume
Music Volume	0	12	5	1	Background Volume
Cheat	0	50	16	1	Cheat sensitivity 0 = Off
FirstBuild	0	1	0	1	0 = Validation Test, 1 = Test passed
Game Balls	1	2	2	1	Max balls released at the same time to the player.
End Game Bonus	0	1	1	1	0 = off, 1 = On
Factory	0	1	0	1	Factory Reset if set to 1.
Main Board Revision	-,-,-,-				Displays Main Code Rev
Front Board Revision	-,-,-,-				Displays Front Board Rev
Left Board Revision	-,-,-,-				Displays left Target board Rev
Right Board Revision	-,-,-,-				Displays right Target board Rev
Goalie Board Revision	-,-,-,-				Displays Rear Goalie Board Rev

NOTES:

Ticket Multiplier = 0 and Tickets for HS = 1 Free game on Bonus.

Ticket Multiplier = 0 and Tickets for HS = 0 No Free Game just initials.

For the option to take, you need to press "select" past the option then you can exit programming.

The game will reboot upon exiting.

Press Select for 4 seconds will display the games balls out counter only during game play

Pressing Up will enable the Accounting mode screen, which self-times out – Pressing down while in accounting will clear accounting numbers

Main Game Time in Seconds means that the primary game will be about that amount of time.

So this time is NOT including the Bonus time or the 10 seconds after if all balls have not be returned.

Volume controls:

If after setting the digital controls you find the game not loud enough or too loud, you can adjust the amplifier itself.
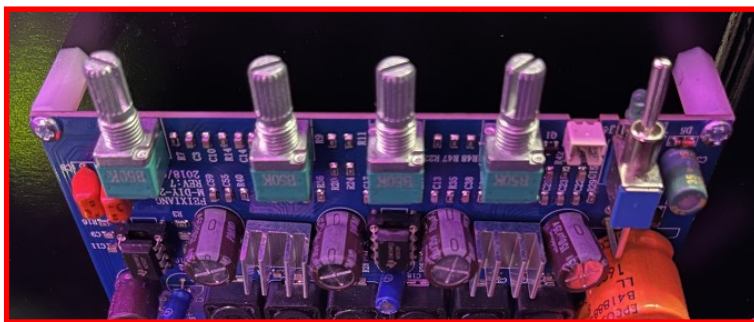
| MAIN VOL | R/L VOL | SUB VOL | SUB cross over | Power |

World Football Pro Diagnostic Menu

To enter diagnostic mode, in attract mode (not in game mode), open the left podium lid and press and hold the down button for five seconds.

Left side numbers are inputs, right side are boards

LEFTSIDE:

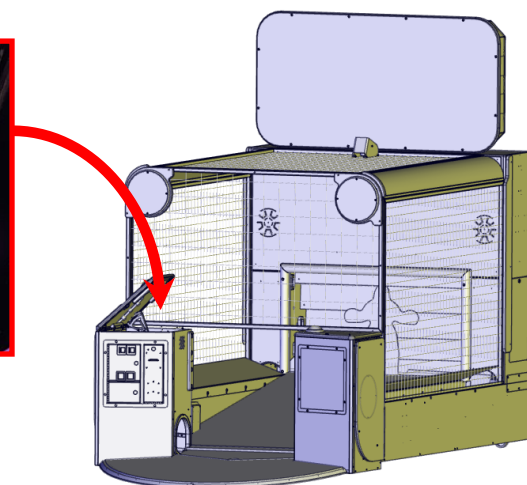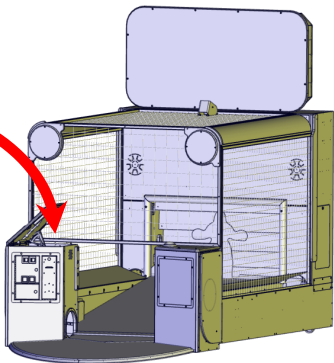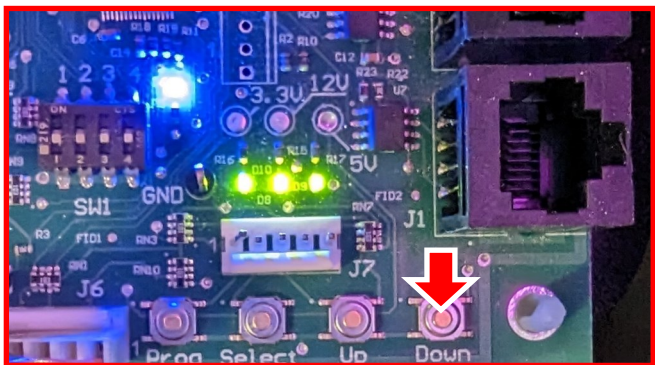|			
0	Goal input from Display Board	**1**	Field Crossed 1 from Front Board
2	Field Crossed 2 from Front Board	**3**	Left Eject Ball Sensor Target board 1
4	Right Eject Ball Sensor Target board 2	**5**	Goalie Centered from Target 3
6	Goalie Right from Target 3	**7**	Goalie Left from Target 3
8	Left Ball Release Target board 1	**9**	Right Ball Release Target board 2
A	Left Ball Available from Target 1	**B**	Right Ball Available from Target 2
C	Left Zero Count from TOF1	**D**	Right Zero Count from TOF2
E	Left Arrow from Front Board	**F**	Enter Button from Front Board
G	Right Arrow from Front Board	**H**	Program Button from Front Board
I	Select Button from Front Board	**J**	Up Button from Front Board
K	Dn Button from Front Board		

RIGHTSIDE:

M	Score Matrix Board – Rear Cabinet	**N**	Front Board – Left Front Podium
O	Target 1 Board Left Front Podium	**P**	Target 2 Board Right Front Podium
Q	Target 3 Board – Rear Cabinet Board (or Goalie board)	**R**	Right Side Time of Flight Rear Cabinet or
S	Left Side Time of Flight Board Rear Cabinet		Goalie board emulated

Note that the scrolling sign does not currently display a missing code, since if it is not working then how can it tell you it is not working since there is no way to know it.

There are two numbers that are below the Button indicators. The one on the left, or the first number, refers to the value that is being read from the bar/goal piezo. The one on the right, or second, refers to the valued being read by the goalie piezo. This is useful to set the sensitivity for the audio triggers if there is an issue with the piezo.

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I.C.E. Inc warrants all components in new machines to be free of defects in materials and workmanship for the period listed below:

- ■ 180 days on Main PCB's, Computers & Motors
- ■ 1 year on all LCD monitor panels
- ■ 90 days on all other electronic and mechanical components
- ■ 30 days on all I.C.E. repairs and parts purchases

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

- ■ Equipment or parts have failed through normal wear and tear

- ■ 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.

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. To obtain credit defective parts must be returned to I.C.E. Inc, at the customer's expense, within 30 days. After 30 days a 15% re-stocking fee will apply to all returns.

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