



## Service Manual

Innovative Concepts in Entertainment

10123 Main Street

Clarence, New York 14031

(716) 759-0360 8:30am to 6:00pm EST

WWW.ICEGAME.COM



## Table of Contents

Safety and Warnings	3
Game Play	4
Parts Included	5
Back Cabinet Hole Plug Install	6
Game Assembly	7 - 10
Bonus Chart recommendations	11 - 12
Card Swipe Install	13
Programming	14 - 20
Access to Game Electronics	21
Access to Safety Sensors	
Monitor Replacement Instructions	22 - 24
How to remove the DICE	25 - 26
Assembly Drawings	27
RM1050X Encoder Assembly	28 - 30
RM3044X Left Podium	31 - 34
RM3004X Monitor bracket	35
RM3020X Marquee Assembly	36
RM3030X & RM3031X - City scape sides	37
RM3036X & RM3037X Pointers	38
RM3074X Electronics tray	39 - 40
UCL Harness Connection Information	41
Electronic Parts	42
LED Breakdown	43
Graphic Decal listing	44
Warranty	45

REV E - 10/1/2021

## 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 users is 7 AMPS at 250Volt type slow blow.

The value of the fuse for 230 volt users is 4 AMPS at 250 Volt type slow blow.

## Game Play

The object of the game is to WIN BIG! Players skillfully spin the LED-lit dice to land on spaces. The players goal is to hit the many bonus spaces and win lots of tickets!

To win the “**Monopoly Bonus**” a player needs to land on two of the same color properties. They will win 10X the value of that property if they do so! There are eight different colored families to win. Each family has two properties in each. The time to be able to win the “Monopoly Bonus” can be adjusted by the operator from 60 seconds to 600 seconds.

The “**Go Bonus**” space progressively increases (This bonus doesn’t always increment every play). This will continue to increase until a player lands on the “Go Bonus” space winning the bonus. It will then reset and start again. The “Free Parking Bonus” is the most exciting bonus to win. If a payer lands on the free parking space once, it will double all the values of the properties on the board (with the exception of the Monopoly Bonus property and Go Bonus spaces). If a player lands on the Free Parking Bonus space again on the next spin, all properties (except Monopoly Bonus and Go Bonus spaces) would be worth ten times their values!

Players can double the amount tickets they can win by playing with two credits at the same time using the **double down button!**

### Possible Chance cards the player can win:

- ADVANCE TO GO.
- MOVE FORWARD ONE SPACE.
- MOVE FORWARD ELEVEN SPACES.
- GO BACK FIVE SPACES.
- ADVANCE TO PARK PLACE.
- MOVE FORWARD FIVE SPACES.
- GO BACK ONE SPACE.
- GO BACK ELEVEN SPACES.
- YOUR BANK PAYS YOU INTEREST. COLLECT XXX TICKETS.
- YOUR BUILDING LOAN MATURES. COLLECT XXX TICKETS.
- SPEEDING FINE REFUND. COLLECT XXX TICKETS.
- RECEIVE FOR CONSULTANCY FEES. COLLECT XXX TICKETS.
- YOU ARE ELECTED CHAIRMAN OF THE BOARD. COLLECT XXX TICKETS.
- YOU RECEIVE AN INHERITANCE. COLLECT XXX TICKETS.

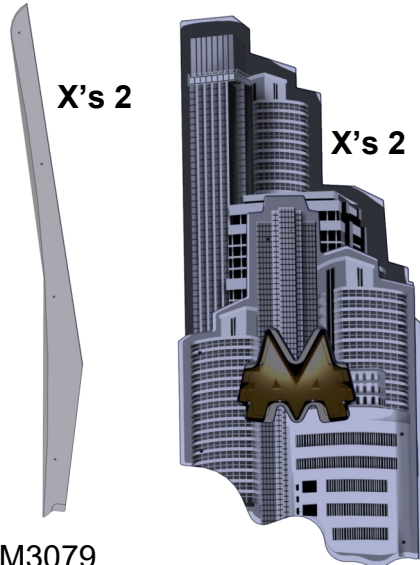
# Parts included with your game.

If any you are missing any of the parts below please contact ICE service department.  
Monday through Friday 8:30am to 6pm Eastern standard time at (716) 759-0360.

You can also visit our webpage at [WWW.ICEGAME.COM](http://WWW.ICEGAME.COM)



In TV bag: Remote control and IR extender



X's 2

X's 2

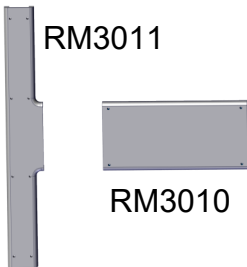


E00789RMX

RM3079

RM3031x (right)

RM3030X (left)



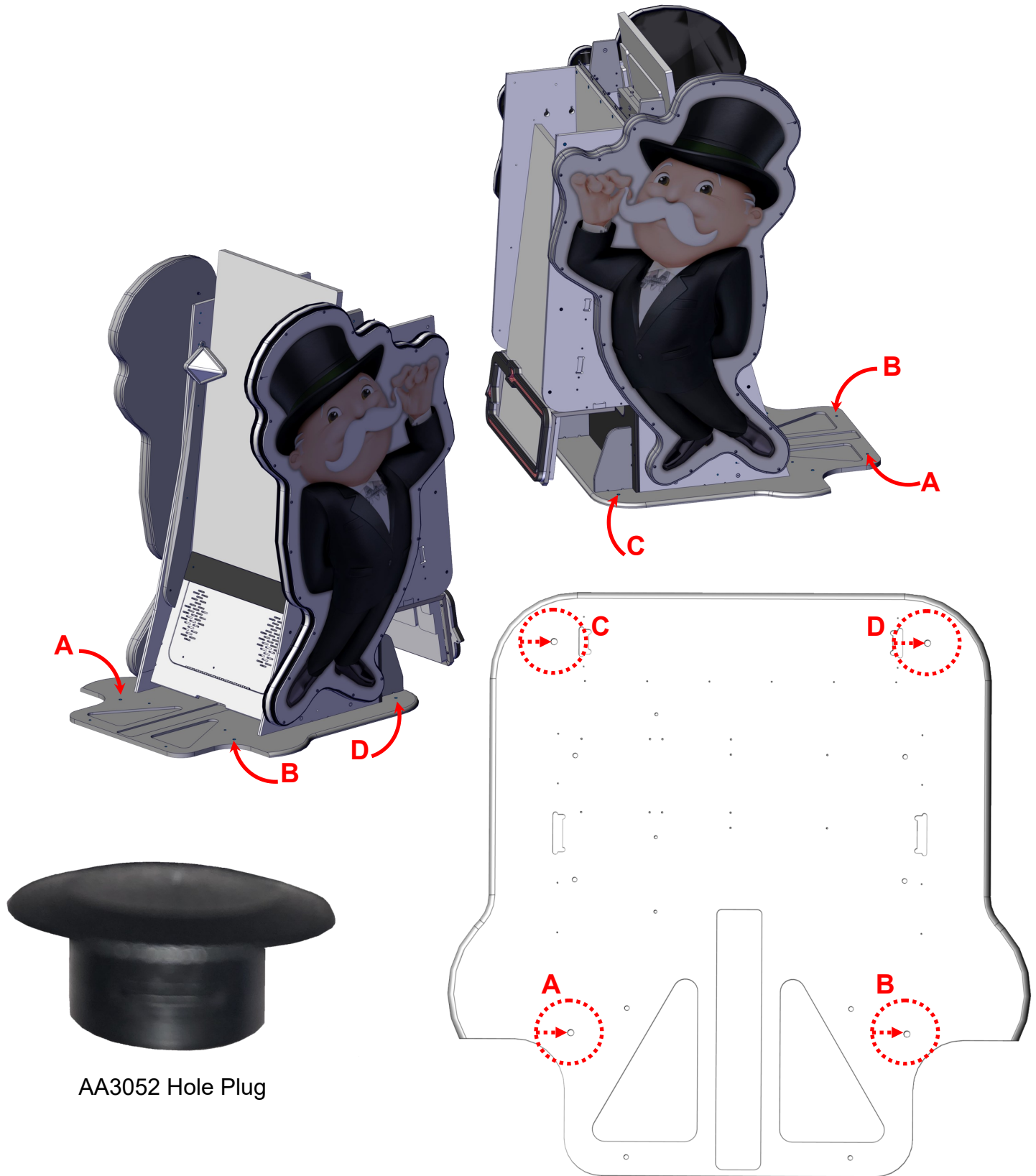
RM3011

RM3010



# Back Cabinet Hole Plug Installation

After removing the shipping bolts used to secure the back cabinet to the shipping pallet, insert four hole plugs into the holes the bolts were removed from. See below for location. The hole plugs are in the hardware kit.

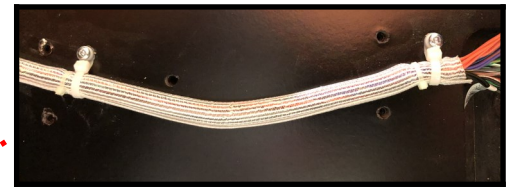
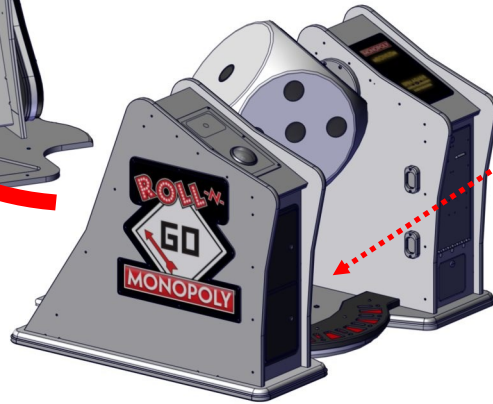


AA3052 Hole Plug

# Cabinet ASSEMBLY

## Step 1:

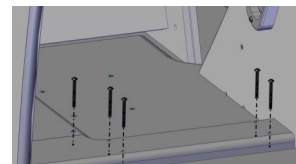
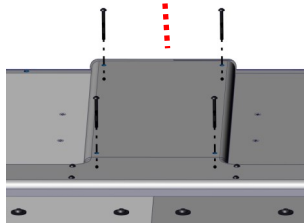
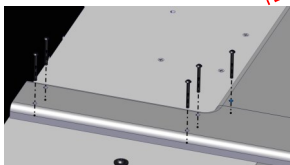
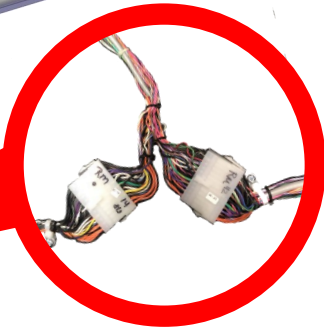
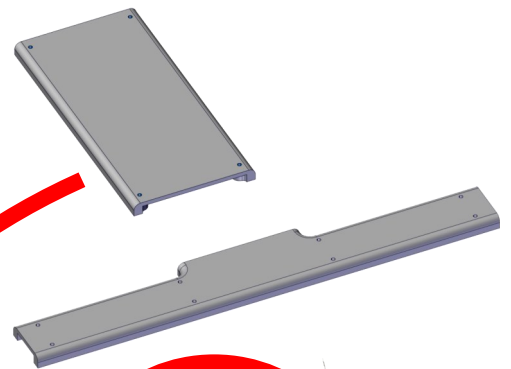
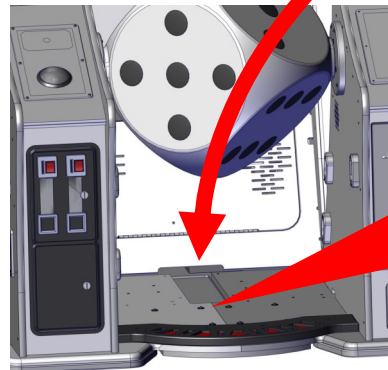
Before sliding the cabinets together, pull the main harness up and center it in the groove to ensure it does not get pinched between cabinets. Make sure to clear any large debris out of the triangular floor pockets. Then lift the podium edge onto the main cabinet floor, the wedge shapes guide the cabinet into position and stop it when the mounting holes are lined up. Secure with four AA6281s 1/4-20 x 1-1/2" and four AA6212 1/4" washers



Screw holes will be covered by harness!

## Step 2:

Plug harnesses together and place wire cover on top.



## Step 3:

Secure the wire covers using twelve AA6383 8-32 x 1 1/2.

**Do not pinch the harnesses when securing.**



**Step 4:**

Lift the hinged monitor up and lock into place using one AA6281 (1/4-20 x 1-1/2") Allen bolt on each side shown below.

**DO NOT LIFT BY THE MONITOR OR MARQUEE!**

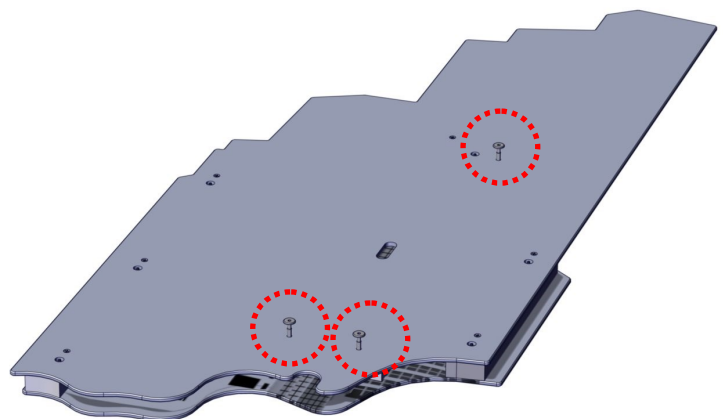
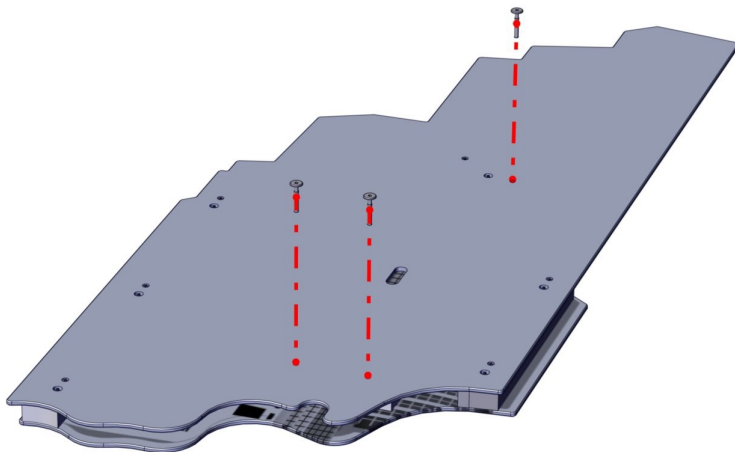
**USE A FRIEND TO LIFT!**

**KEEP HANDS AND FINGERS AWAY FROM MONTY'S HAT AS YOU LIFT THE MONITOR UP!**

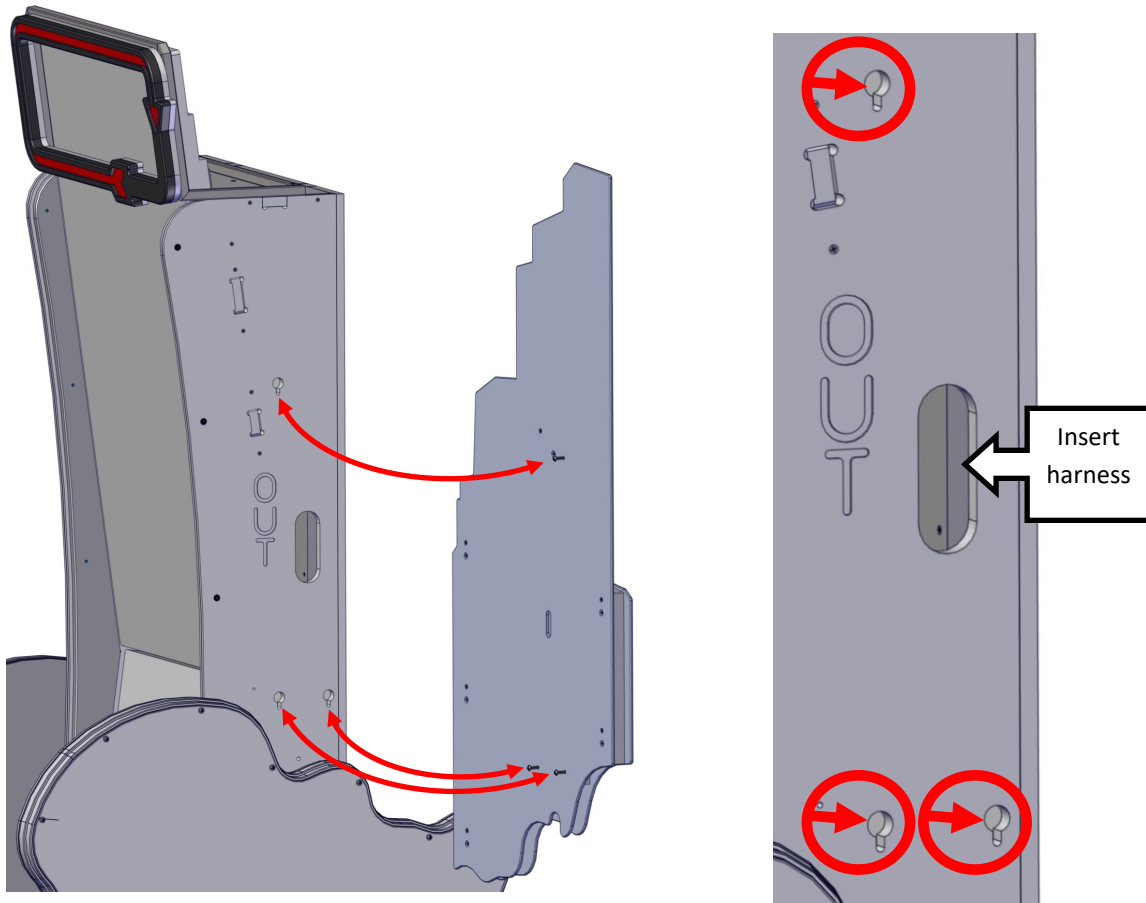


**Step 5:**

Locate the two cityscapes panels. Insert three AA6510 (1/4-20 x 1 37/64) Allen head bolts into the holes shown below in both cityscape panels. Do not fully tighten, only install them two turns (See next step)



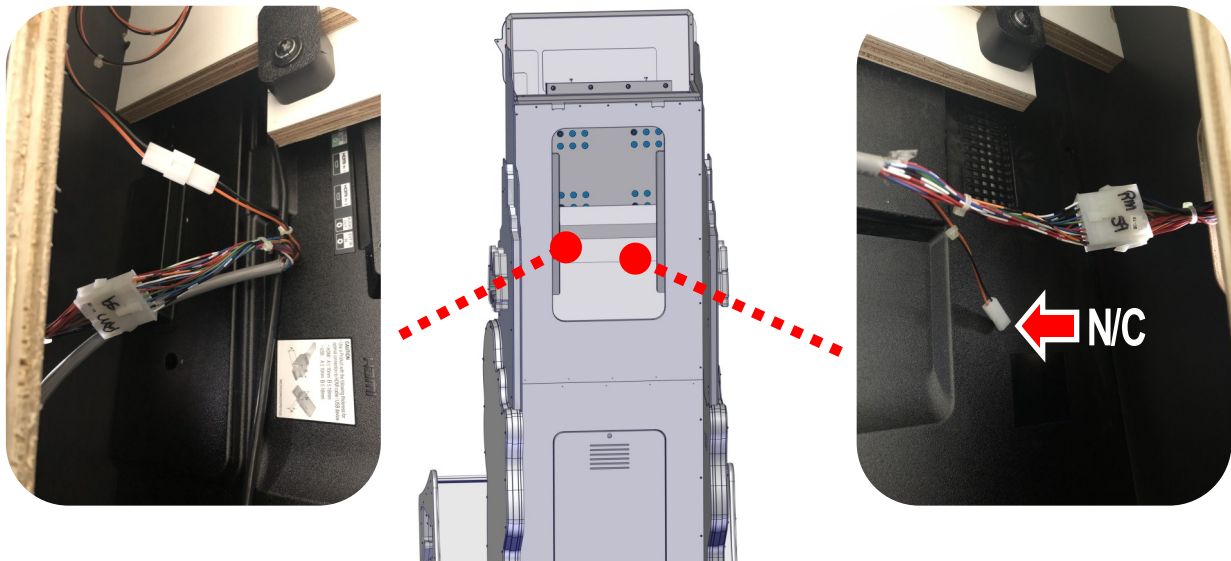
**Step 6:** A large oval hole on the sides of the cabinet is where the wire harness should be inserted through. Then insert the bolts you installed into the holes and then slide the cityscape down to lock them in. Secure by tightening the bolts with a 5/32 bit included in the parts kit from the inside of the cabinet. Repeat for the other side.



**Step 7:**

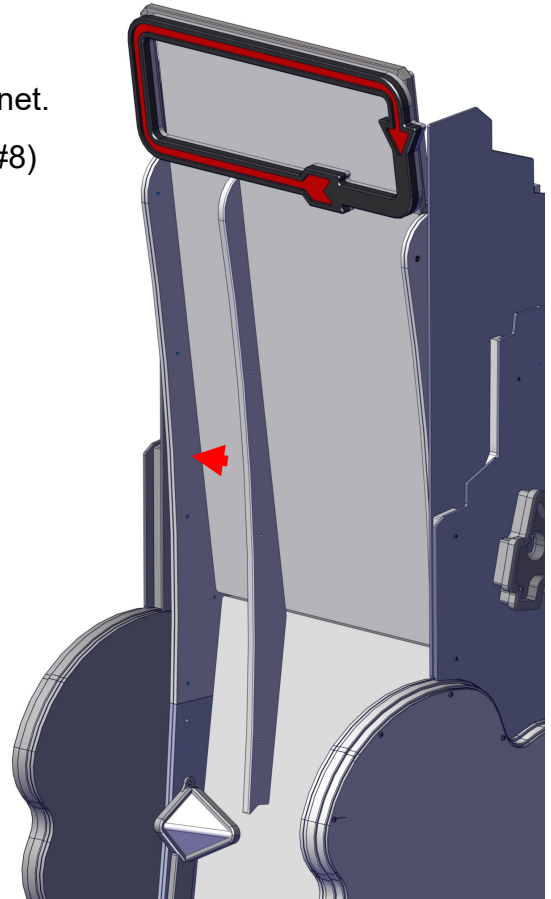
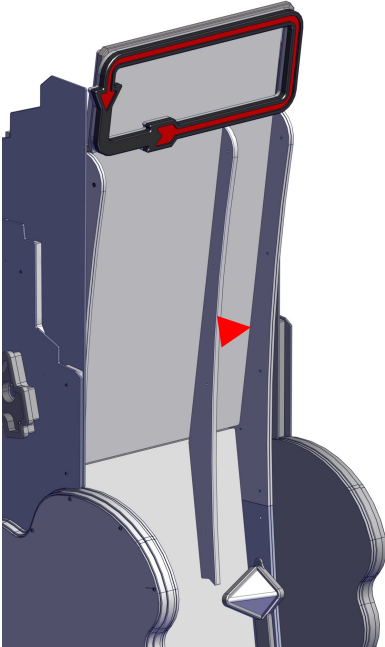
Connect the Cityscape harnesses. Only the right side cityscape will use both connections.

The right side is not used.



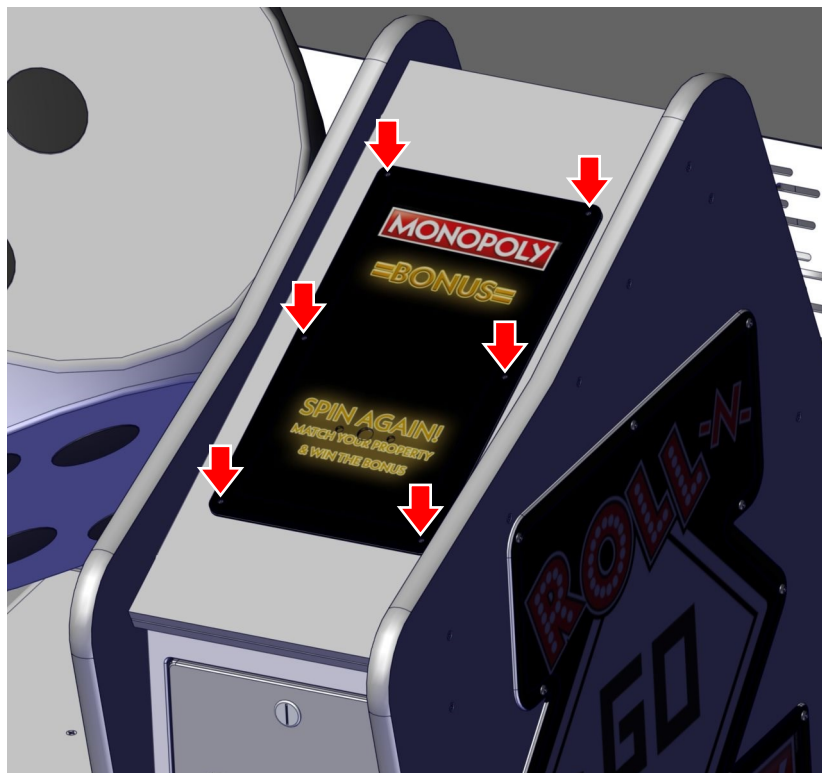
### Step 8:

Attach the white trim to the inside of each side of the cabinet. Secure using AA6383 (8-32 x 1-1/2") bolts and AA6240 (#8) washers. 4 per each side.



### Step 9:

Remove the six security screws holding the plaque in place on the right-side. Attach the correct bonus decal and re-secure the plaque back to the cabinet. See next page to determine correct bonus decal.





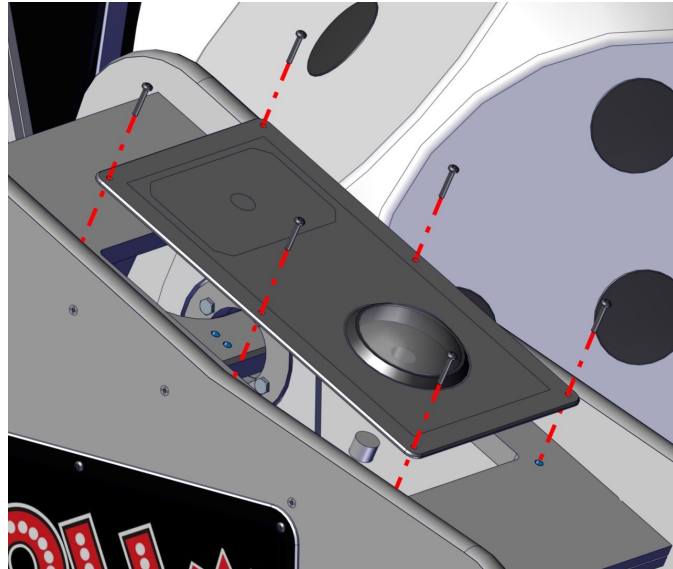
The bonus is determined by the wheel configuration.

\$3.00	\$4.00	\$5.00
Average Tickets (.01 ticket value) 100	Average Tickets (.01 ticket value) 120	Average Tickets (.01 ticket value) 150
96 - 104 Tickets	116 - 124 Tickets	146 - 154 Tickets
<p>A vertical wheel with 20 segments. From top to bottom: Marvin Gardens (100), Chance (?), Pennsylvania Avenue (150), New York Avenue (50), Illinois (150), Kentucky Avenue (100), Connecticut Avenue (30), Chance (?), Virginia Avenue (50), Baltic Avenue (30), Boardwalk (300), Water Works (10), St. Charles Place (50), Chance (?), Mediterranean Avenue (30), Illinois Avenue (100), Free Parking (Free Spin 50% Bonus), Oriental Avenue (30), Pacific Avenue (150), Chance (?), St. James Place (50), Atlantic Avenue (100), Park Place (300), Electric Company (10).</p>	<p>A vertical wheel with 20 segments. From top to bottom: Marvin Gardens (150), Chance (?), Pennsylvania Avenue (180), New York Avenue (60), Illinois (150), Kentucky Avenue (120), Connecticut Avenue (30), Chance (?), Virginia Avenue (60), Baltic Avenue (30), Boardwalk (300), Water Works (20), St. Charles Place (60), Chance (?), Mediterranean Avenue (30), Illinois Avenue (120), Free Parking (Free Spin 50% Bonus), Oriental Avenue (30), Pacific Avenue (180), Chance (?), St. James Place (60), Atlantic Avenue (150), Park Place (300), Electric Company (20).</p>	<p>A vertical wheel with 20 segments. From top to bottom: Marvin Gardens (160), Chance (?), Pennsylvania Avenue (160), New York Avenue (80), Illinois (200), Kentucky Avenue (160), Connecticut Avenue (40), Chance (?), Virginia Avenue (80), Baltic Avenue (40), Boardwalk (400), Water Works (20), St. Charles Place (80), Chance (?), Mediterranean Avenue (40), Illinois Avenue (160), Free Parking (Free Spin 50% Bonus), Oriental Avenue (40), Pacific Avenue (160), Chance (?), St. James Place (80), Atlantic Avenue (160), Park Place (400), Electric Company (20).</p>
<p>BOARDWALK <b>3,000</b></p>		<p>BOARDWALK <b>4,000</b></p>
RM7029		RM7030

## Optional Card reader Install

On the left side podium and above the double down switch is where you should mount your card swipe reader. This area is designated for this and also it is where the UCL harness connector is located to electronically attach your swipe system.

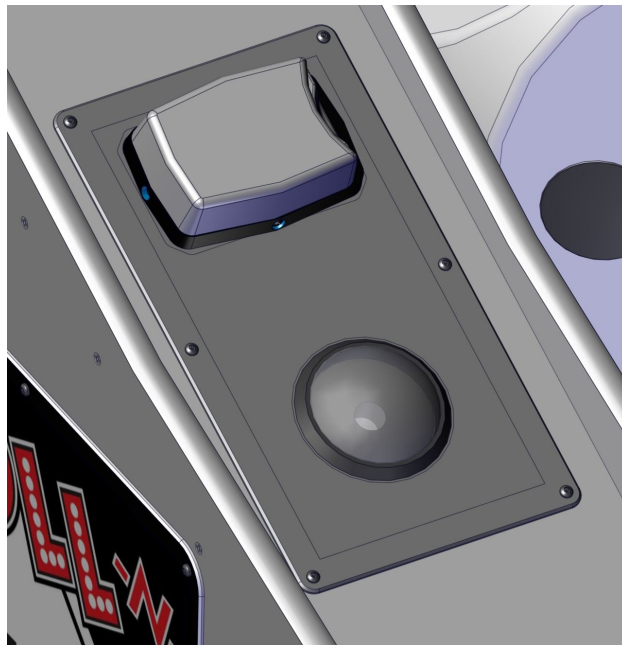
Remove the plaque by using a 5/32 security bit.



Position the mount and attach using hardware provide by the card swipe system.

Make all electrical connections.

Replace the plaque once the card reader is installed and electronically connected.



# 010110011000110001 Programming Options

## Operator Control Panel

The operator control panel is used to set the game's many options.

This is located at the front of the game through a small access panel.

You must first open this panel in order to gain access.

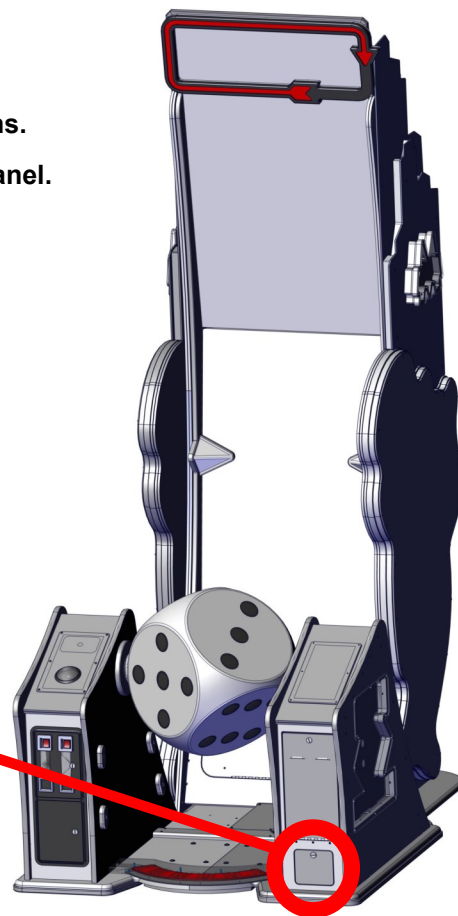
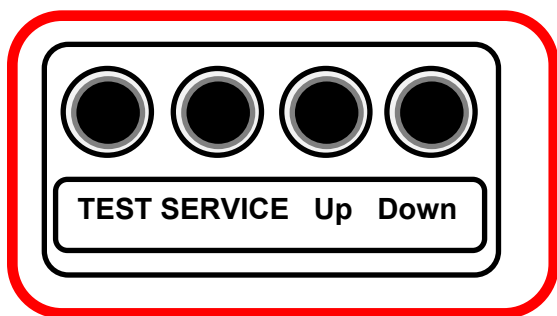
Use these controls to configure your game.

Press the "TEST" button for 5 seconds to enter programming.

Press "UP" and "DOWN" to move through menus.

Press "TEST" to select.

Press "SERVICE" to exit.



## Main Menu

MONOPOLY VERSION 1.00	FEBRUARY 14, 2020 02:54:59 PM	SERIAL #: 90210 CABINET TYPE: N/A
<b>MAIN MENU</b>		
<b>DIAGNOSTICS</b>	Verify or diagnose the operation of all game functions.	<b>CURRENT SETTINGS</b> CURRENCY INPUT: CARD SWIPES COST PER GAME: \$1.00
<b>PRICING &amp; PAYOUT</b>		
<b>GAME SETTINGS</b>		
<b>SYSTEM SETTINGS</b>		
<b>AUDITS</b>		
<b>RESETS</b>		
<b>VOLUME</b>		
<b>UTILITIES</b>		
<b>SYSTEM INFORMATION</b>		
<b>EXIT</b>		

**Diagnostics** - Various Tests to insure proper operation.

**Pricing & Payout** - Options you should review before operation.

**Game Settings** - Options you should review before operation.

**System Settings** - Date, time, region, and how many tickets mechs.

**Audits** - Various audits

**Reset** - Coin, ticket owed, audits, etc...

**Volume** - Game volumes

**Utilities** - Copy log to USB

**System Information** - Various information for Service

# Diagnostics

MONOPOLY VERSION 1.00      FEBRUARY 14, 2020 02:55:02 PM      SERIAL #: 90210 CABINET TYPE: N/A

## DIAGNOSTICS

INPUT TEST	
HARD DRIVE CHECK	
VIDEO TEST	
AUDIO TEST	Test Input
CABINET LIGHTS TEST	
COIN METER TEST	
TICKET TEST	
WATCHDOG TEST	
EXIT	

**CURRENT SETTINGS**  
CURRENCY INPUT CARD

### WHEEL

WHEEL POSITION: -7310  
WHEEL VELOCITY0: 0  
WHEEL VELOCITY1: 0  
WHEEL VELOCITY2: 0

<b>COIN</b>		<b>TEST</b>	
COIN1	<input type="checkbox"/>	TEST	<input type="checkbox"/>
COIN2	<input type="checkbox"/>	VOL UP	<input type="checkbox"/>
COIN3	<input type="checkbox"/>	SERVICE	<input type="checkbox"/>
COIN4	<input type="checkbox"/>	VOL DOWN	<input type="checkbox"/>
<b>SENSOR</b>		<b>BUTTON</b>	
SENSOR1	<input type="checkbox"/>	DOUBLEDOWN	<input type="checkbox"/>
SENSOR2	<input type="checkbox"/>		
SENSOR3	<input type="checkbox"/>		

**TEST BUTTON TO DO A HARD DRIVE CHECK.  
SERVICE BUTTON TO CANCEL.**

**COLOR BARS.**  
PRESS TEST TO CONTINUE, SERVICE TO EXIT.

**WHITE PURITY.**  
PRESS TEST TO CONTINUE, SERVICE TO EXIT.

**RED PURITY.**  
PRESS TEST TO CONTINUE, SERVICE TO EXIT.

**GREEN PURITY.**  
PRESS TEST TO CONTINUE, SERVICE TO EXIT.

**BLUE PURITY.**  
PRESS TEST TO CONTINUE, SERVICE TO EXIT.

**BLACK PURITY.**  
PRESS TEST TO CONTINUE, SERVICE TO EXIT.

<b>TOGGLE 1000 HZ - STEREO</b>	<b>OFF</b>
TOGGLE 1000 HZ - LEFT CHANNEL ONLY	OFF
TOGGLE 1000 HZ - RIGHT CHANNEL ONLY	OFF
<b>TOGGLE 100 HZ - STEREO</b>	<b>OFF</b>
TOGGLE 100 HZ - LEFT CHANNEL ONLY	OFF
TOGGLE 100 HZ - RIGHT CHANNEL ONLY	OFF
<b>EXIT</b>	

<b>TOGGLE ALL LIGHTS</b>	<b>OFF</b>
TOGGLE CABINET RED LEDS	OFF
TOGGLE CABINET GREEN LEDS	OFF
TOGGLE CABINET BLUE LEDS	OFF
TOGGLE SAFETY SENSOR LED	OFF
TOGGLE DOUBLE DOWN LED	OFF
<b>EXIT</b>	

**PRESS TEST TO ADVANCE THE COIN METER  
HIT VOLUME UP TO ADVANCE THE TICKET METER  
PRESS SERVICE TO EXIT**

**DISPENSE TICKET MECH 1**  
**EXIT**

**PRESS TEST TO BEGIN  
PRESS SERVICE TO GO BACK**

# Pricing & Payout Adjustments

MONOPOLY		SEPTEMBER 30, 2021	SERIAL #: 90210
VERSION UNKNOWN		04:24:45 PM	
<b>PRICING AND PAYOUT ADJUSTMENTS</b>			
CURRENCY INPUT	CARD SWIPES		
CURRENCY TYPE	US DOLLARS		
SWIPE VALUE	\$1.00		
WHEEL CONFIG	38-42 TICKETS		
TICKET VALUE	\$0.01000		
MAX CREDITS	30		
TICKET CAP	NO CAP		
TWO POINT TICKETS	ON		
SYNC PRICING SETTINGS			
EXIT			

CASH
TOKENS
CARD SWIPES
SELECTED
EXIT

## Currency Input

Determines the verbiage used on screen.

## Currency Type

Adjusts for currency being used and verbiage on screen..

## Swipe/Coin/Token Value

How much is each pulse worth?

## Coins To Play (Not shown when swipe is selected)

Sets how many pulses to start a game. It will not appear when currency type is set to card swipe.

\* The game will always start with one pulse when currency type is set to card swipe.

US DOLLARS
SELECTED
EURO
GBP
BRL
YEN
YUAN
AU
EXIT

\$0.05
\$0.25
\$0.33
\$0.50
\$0.66
\$0.75
\$1.00
SELECTED
\$1.25
\$1.50
\$1.75
\$2.00
\$2.25
\$2.50
\$2.75
\$3.00
\$3.25
\$3.50
\$3.75
\$4.00
\$4.25
\$4.50
\$4.75
\$5.00

## Wheel Config

Allows the operator to set the average amount of tickets players can when per game. Bonus is determined by the value of Boardwalk times 10.

## Ticket Value

Defines what you value your ticket.

## Max Credits

Sets the amount of credits you can accumulate.

## Two Point Tickets

Divides ticket output in half rounding up to the nearest even number.

## MAX CREDITS

Limits the amount of credits that can be stacked.

## TICKET CAP

Limit the amount of Bonus tickets that can be won.

## SYNC SETTINGS (Only appears when linked)

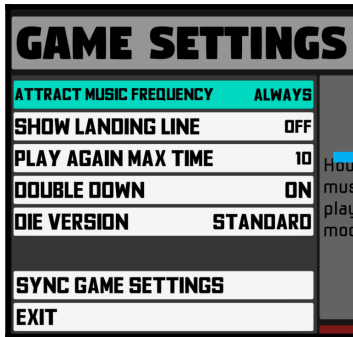
Use this option when games are linked to ensure all games are set the same.

18-22 TICKETS
22-26 TICKETS
26-30 TICKETS
30-34 TICKETS
34-38 TICKETS
38-42 TICKETS
SELECTED
42-46 TICKETS
50-54 TICKETS
54-58 TICKETS
58-62 TICKETS
62-66 TICKETS
66-70 TICKETS
74-78 TICKETS
78-82 TICKETS
82-86 TICKETS
88-104 TICKETS
116-124 TICKETS
146-154 TICKETS
POINTS

\$0.00450
\$0.00500
\$0.01000
SELECTED
\$0.02000
EXIT

1000
1500
2000
2500
3000
4000
5000
7500
10000
15000
20000
NO CAP
SELECTED

## Game Settings



1	
2	
3	
4	
5	
6	
7	
8	
9	
10	SELECTED
30	
60	
120	
240	
360	

### **Attract Music Frequency**

Adjusts when it plays music while in attract mode.

### **Show Landing Lin**

Displays a line showing where the game thinks you stopped. Leave off unless adjusting landing zone.

### **Play Again Max Time**

Determines how long a monopoly bonus can be won. Once a player has landed on a colored property, the game will begin to count down the minutes based on this setting. Once expired, the monopoly bonus is reset and the player would have to land on two of the same color properties again to win the monopoly bonus.

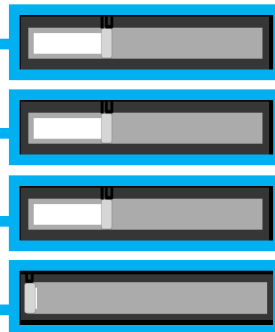
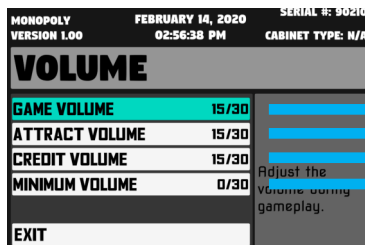
### **Double Down**

Enable or disable the ability to win double the tickets.

### **Fixed Change Value (Washington only).**

If using in Washington State, this option **must** be enabled. Otherwise, leave off.

## Volume Settings



### **Game Volume**

Adjust slider from 0 to 30.

### **Attract Volume**

Adjust slider from 0 to 30.

### **Credit Volume**

Adjust slider from 0 to 30.

### **Minimum Volume**

Adjust slider from 0 to 30.

# System Settings

SYSTEM SETTINGS	
DATE & TIME	09/30/2021 04:25:17 PM
REGION/LANGUAGE	USA (GENERAL)
TICKET MECHS	1
BEZEL SIZE	40
LANDING POSITION	1148
MONITOR CONFIG	TOP RIGHT BOTTOM RIGHT
CABINET CONFIG	10FT RM1200X
MEGA MARQUEE MASTER	OFF
MEGA MARQUEE LED ANGLE	0
MACHINE ID	1
EXIT	

Set the date and time.

CURRENT SETTINGS  
CURRENCY INPUT: CAP SWIPES  
COST PER GAME: \$1.0  
TICKET VALUE: \$0.1000  
EST. TICKETS PER GAME: 40

SET HOUR	14
SET MINUTE	21
SET SECOND	16
SET MONTH	5
SET DAY	14
SET YEAR	2020
EXIT	

## Date & Time

Allows you to change the date, time, and year.

USA (GENERAL)	SELECTED
UK	
EXIT	

## Region

USA version or UK version of Monopoly.

TOP RIGHT BOTTOM RIGHT	
TOP RIGHT BOTTOM LEFT	
TOP LEFT BOTTOM RIGHT	
TOP LEFT BOTTOM LEFT	SELECTED
EXIT	

## Ticket Mechs

How many ticket mechs installed. Set to one if not using paper tickets.

10FT RM1200X	SELECTED
8FT RM1100X	
80IN MINI	
EXIT	

## Bezel Size

Adjusts for the top arrow size display. Do not adjust unless advised by ICE support.

## Landing Position

Enable Landing line option in "GAME SETTINGS" first to adjust position of where the arrow aligns to the wheel on the monitor if tickets do not match what is displayed on the screen.

## Monitor Config

Adjusts the orientation of the monitors. Top Right is for the upper monitor and Top Left is for the bottom monitor.

## Cabinet Config

Sets the height of the cabinet.

## Mega Marquee

Enable if using a Mega Marquee.

## Mega Marquee LED Angle

Flips orientation of the BONUS ticket display on marquee.

## Machine ID

Each game should have a different machine ID when using a marquee. Machine set to 1 should be the game where its computer is directly connected to the marquee.

# Audits

MONOPOLY VERSION 1.00    SERIAL #: 90210  
 FEBRUARY 14, 2020    02:56:17 PM    CABINET TYPE: N/A

## AUDITS

**SYSTEM AUDITS**

**COIN AUDITS**

**GAME AUDITS**

**EXIT**

View system audits.

**PAGE 1 OF 1**

Software Version 1.00  
 Start Time 14:20:50 May 14 2020  
 Total Time On 00d : 00h : 01m : 42s  
 Time On Since Boot 00d : 00h : 01m : 42s  
 Boots 0  
 Test Menu Entries 0  
 Maintenance Reboots 0  
 IO Disconnects 0  
 IO Reconnects 0  
 Dongles Lost 0  
 Dongles Found 0  
 Watchdogs 0

**PA**

Total Swipes 0  
 Total Swipes Spent 0  
 Total Swipes Unspent 0  
 DBV Pulses 0  
 Service Credits 0

**PAGE 1 OF 11**

Coins To Play 1  
 Swipe Value \$1.00  
 Ticket Value \$0.01000  
 Currency Input Card Swipes  
 Actual Payout Percent 48%  
 Tickets per Game 40  
 Tickets per Credit 39  
 Time Game Used 00d : 00h : 27m : 56s  
 Time In Praspin 00d : 01h : 14m : 22s  
 Time In Spin 00d : 01h : 40m : 23s  
 Time In Land 00d : 00h : 01m : 13s  
 Time In Travel 00d : 00h : 00m : 59s  
 Time In Card 00d : 00h : 06m : 04s  
 Time In Award Tickets 00d : 01h : 06m : 16s  
 Time In Play Again 00d : 03h : 59m : 53s  
 Games Started 265  
 Games Continued 263  
 Games Finished 528  
 Games Aborted 1  
 Timeouts in Spin 27  
 Spin Harder 0  
 Brakes in Attract 0  
 Brakes in Praspin 1  
 Brakes in PlayAgain 0  
 Brakes in Other 0  
 Stacked Credits 19  
 Tickets Awarded 21542

**PAGE 2 OF 11**

Tickets Dispensed 1 0  
 Tickets Dispensed 2 0  
 Ticket Error 1 0  
 Ticket Error 2 0  
 Tickets Queued 1 0  
 Tickets Queued 2 0  
 Progressive Value 422.3935  
 So Addl Value 76.26537  
 Own It All Properties 0  
 Own It All Progressive 0  
 Own It All Addl Value 0  
 Double Down Count 19  
 Double Down Tickets 2452

-First WheelSpace Landing Freq-

ElectricCompany	32
ParkPlace	15
AtlanticAvenue	18
StJamesPlace	24
Chance0	20
PacificAvenue	9
OrientalAvenue	23
FreeParking	8
IllinoisAvenue	11
MediterraneanAvenue	32
Chance1	31

**PAGE 3 OF 11**

StCharlesPlace	35
WaterWorks	28
Boardwalk	21
BalticAvenue	23
VirginiaAvenue	20
Chance2	28
ConnecticutAvenue	39
KentuckyAvenue	24
Go	17
NewYorkAvenue	22
PennsylvaniaAvenue	13
Chance3	21
HarvinGardens	24

-Final WheelSpace Landing Freq-

ElectricCompany	34
ParkPlace	16
AtlanticAvenue	19
StJamesPlace	28
Chance0	15
PacificAvenue	13
OrientalAvenue	23
FreeParking	8
IllinoisAvenue	11
MediterraneanAvenue	34
Chance1	16
StCharlesPlace	40
Chance2	20

**PAGE 4 OF 11**

Boardwalk	23
BalticAvenue	23
VirginiaAvenue	24
Chance2	14
ConnecticutAvenue	43
KentuckyAvenue	24
Go	18
NewYorkAvenue	23
PennsylvaniaAvenue	18
Chance3	15
HarvinGardens	26

-Monopoly Bonus Landing Freq-

ElectricCompany	0
ParkPlace	0
AtlanticAvenue	2
StJamesPlace	0
Chance0	0
PacificAvenue	0
OrientalAvenue	0
FreeParking	0
IllinoisAvenue	0
MediterraneanAvenue	0
Chance1	0
StCharlesPlace	1
WaterWorks	0
Boardwalk	0
Chance2	1

**PAGE 5 OF 11**

VirginiaAvenue	0
Chance2	0
ConnecticutAvenue	2
KentuckyAvenue	1
Go	0
NewYorkAvenue	2
PennsylvaniaAvenue	0
Chance3	0
HarvinGardens	1

-Free Parking Bonus Landing Freq-

ElectricCompany	0
ParkPlace	0
AtlanticAvenue	1
StJamesPlace	0
Chance0	0
PacificAvenue	0
OrientalAvenue	0
FreeParking	0
IllinoisAvenue	0
MediterraneanAvenue	0
Chance1	0
StCharlesPlace	1
WaterWorks	0
Boardwalk	0
BalticAvenue	1
VirginiaAvenue	0
Chance2	0

**PAGE 6 OF 11**

ConnecticutAvenue	0
NewYorkAvenue	0
Go	0
VirginiaAvenue	1
PennsylvaniaAvenue	0
Chance3	0
HarvinGardens	1

-Own It All Bonus Landing Freq-

ElectricCompany	0
ParkPlace	0
AtlanticAvenue	0
StJamesPlace	0
Chance0	0
PacificAvenue	0
OrientalAvenue	0
FreeParking	0
IllinoisAvenue	0
MediterraneanAvenue	0
Chance1	0
StCharlesPlace	0
WaterWorks	0
Boardwalk	0
BalticAvenue	0
VirginiaAvenue	0
Chance2	0
ConnecticutAvenue	0

**PAGE 7 OF 11**

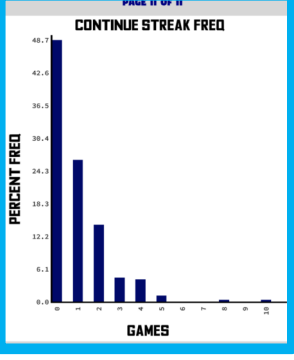
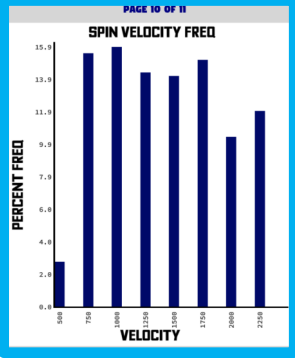
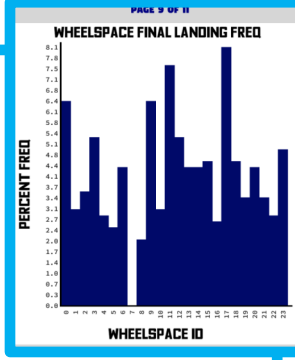
Go	0
NewYorkAvenue	0
PennsylvaniaAvenue	0
Chance3	0
HarvinGardens	0

-Spin Velocity Freq-

Vel1500To1550	14
Vel1500To1600	79
Vel1000To1250	81
Vel1250To1500	73
Vel1500To1750	72
Vel1750To2000	77
Vel2000To2250	53
Vel2250To2500	61

-Continue Streak Freq-

Continued0	129
Continued1	70
Continued2	38
Continued3	12
Continued4	11
Continued5	3
Continued6	0
Continued7	0
Continued8	1
Continued9	0
Continued10	0



# Resets Menu

MONOPOLY VERSION 1.00    FEBRUARY 14, 2020 02:56:35 PM    SERIAL #: 90210 CABINET TYPE: N/A

## RESETS MENU

- RESET CREDITS
- RESET TICKETS
- RESET PROGRESSIVE
- RESET PRICING SETTINGS
- RESET GAME AUDITS
- RESET SYSTEM AUDITS
- RESET COIN AUDITS
- RESET ALL AUDITS
- FACTORY RESTORE

Reset all credits to zero.

**CURRENT SETTINGS**

CURRENCY INPUT: CARD  
SWIPER  
COST PER GAME: \$1.00  
TICKET VALUE: \$0.01000  
TARGET PAYOUT PERCENT: 40%  
TARGET TICKETS PER GAME: 40

EXIT

## Resets Menu

Allows you to clear credits, owed tickets, etc...

# Utilities

MONOPOLY VERSION 1.00    FEBRUARY 14, 2020 02:56:42 PM    SERIAL #: 90210 CABINET TYPE: N/A

## UTILITIES

- COPY AUDITS & LOGS TO USB
- VIEW GAME LOG
- VIEW UNITY LOG

Copy all audits and diagnostics to USB drive.

**CURRENT SETTINGS**

CURRENCY INPUT: CARD  
SWIPER  
COST PER GAME: \$1.00  
TICKET VALUE: \$0.01000  
TARGET PAYOUT PERCENT: 40%  
TARGET TICKETS PER GAME: 40

EXIT

**FAILURE: NO USB DRIVE MOUNTED**

**SUCCESS: MONOPOLY\_MAV-14-2020-14-01-03.ZIP**

PLUG IN USB DRIVE AND PRESS TEST TO RETRY OR PRESS SERVICE TO EXIT.

PRESS ANY BUTTON TO EXIT

**PAGE SIZE OF SIZE**

```

Entering Land
Thu May 14 14:13:53.28: Unity.Log!
Wheel::StartLand: Landed on StJamesPlace
Thu May 14 14:13:53.28: Unity.Log!
Wheel::StartLand: Got 20 tickets!
Thu May 14 14:13:53.34: GameStateGame::SetState:
Entering AwardTickets
Thu May 14 14:13:54.11: Go Bumped: Bump = 3.594286, Go = 58107
Thu May 14 14:13:54.11: GameStateGame::SetState:
Entering PlayAgain
Thu May 14 14:14:50.75:
StateMachine::SetBestState: Test
Thu May 14 14:14:51.84: StateMachine::Update:
State.LoadAsync -> State.WaitForAsync (Test)
    
```

# System Information

MONOPOLY VERSION 1.00    FEBRUARY 14, 2020 02:56:50 PM    SERIAL #: 90210 CABINET TYPE: N/A

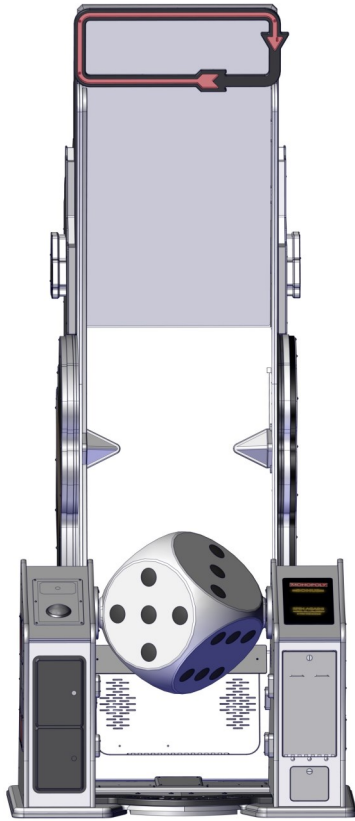
## SYSTEM INFORMATION

SERIAL NUMBER 90210  
SOFTWARE REV 1.00  
BUILD DATE Fri Feb 14 09:27:36 CST 2020  
RIO PCB  
RIO FIRMWARE  
PC BIOS  
DONGLE VERSION  
CABINET TYPE NOT SET  
GAME TEMPLATE NOT SET

**CURRENT SETTINGS**

CURRENCY INPUT: CARD  
SWIPER  
COST PER GAME: \$1.00  
TICKET VALUE: \$0.01000  
TARGET PAYOUT PERCENT: 40%  
TARGET TICKETS PER GAME: 40

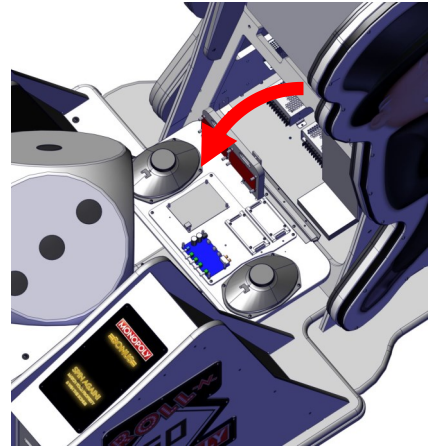
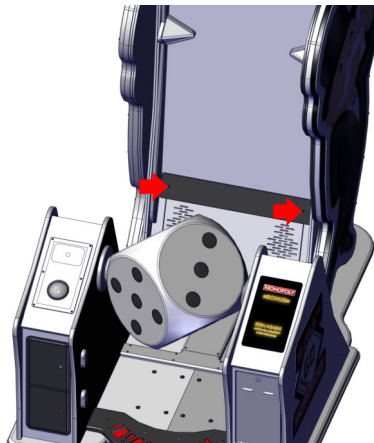
Navigation: Vol +/-  
Select Item: Test  
Go Back: Service



## Access to Game Electronics

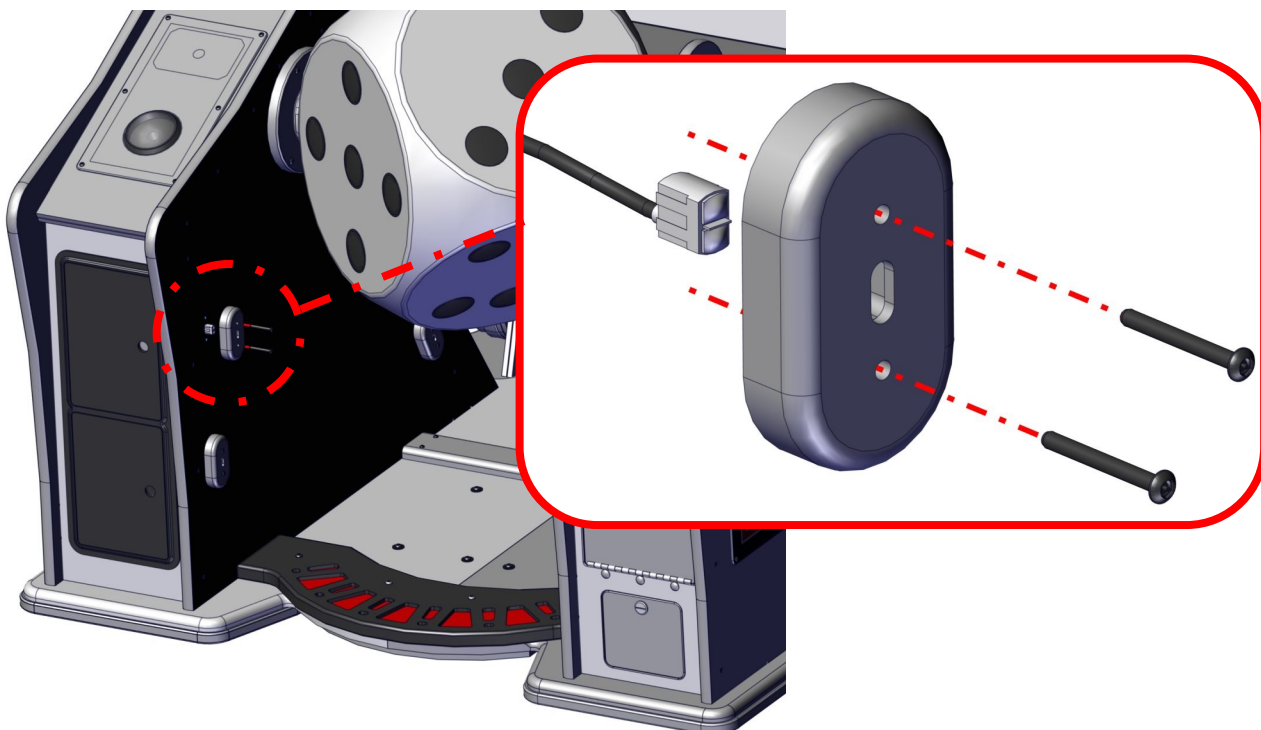
Located at the front of the game is an access panel where the various electronics are located. This includes the computer, fuses, I/O board, power supply, and amplifier.

To open the access door, remove the top molding by removing the two PC60622 1/4-20 Allen bolts. The door will now open.



## Access to Safety Sensors

Located on the right and at the front of the podium are four sensors. Two are located at the front and two located at the back. The reflectors for them are located at the opposite sides. They are accessed by removing the front plastic cover that is shown below. The reflectors are attached in the same manner.

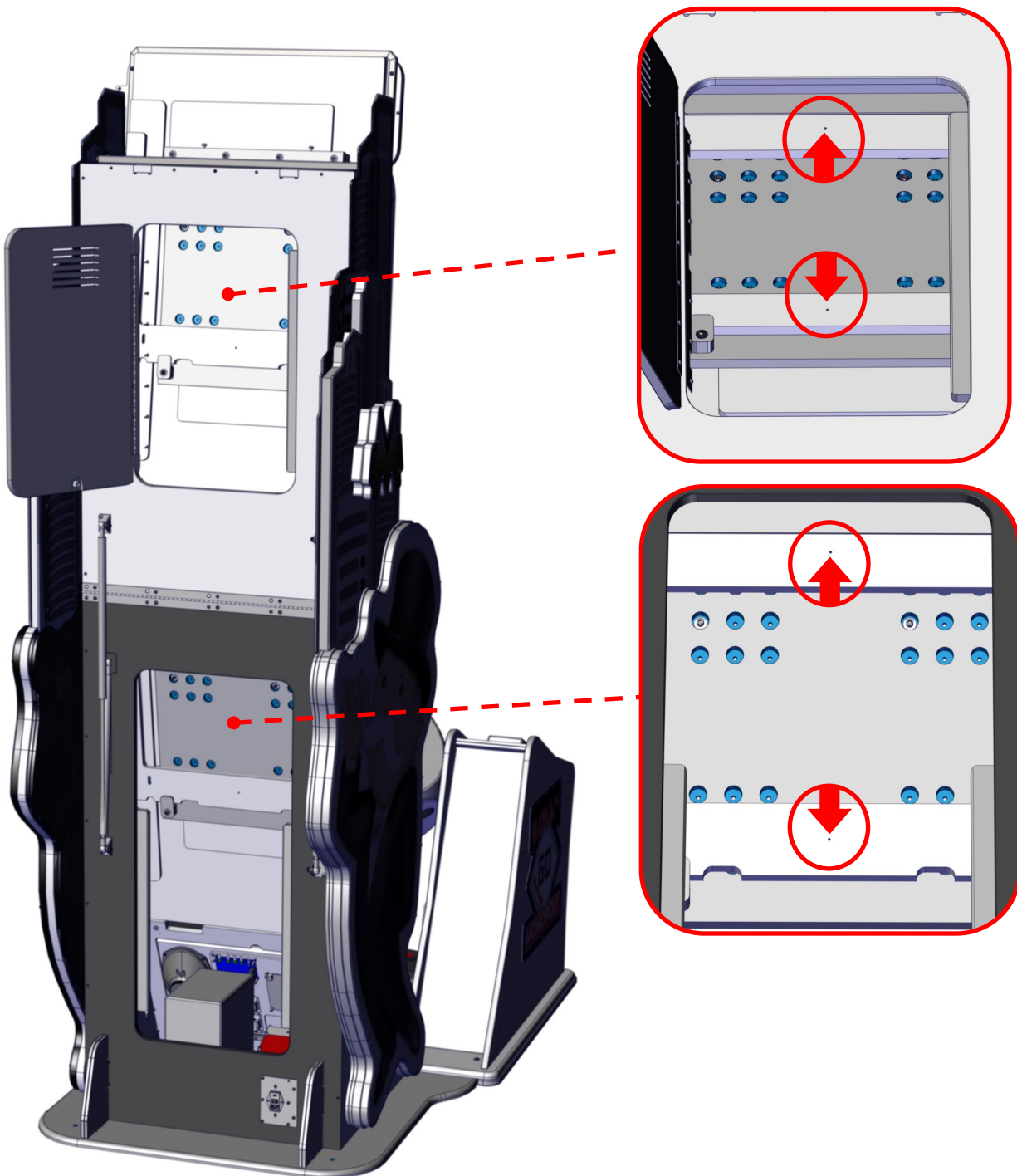


## Monitor Replacement Instructions

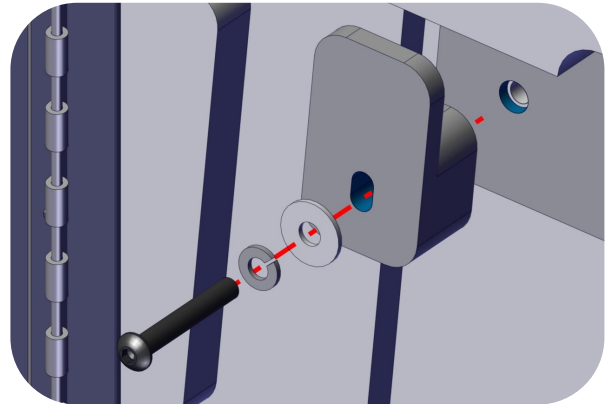
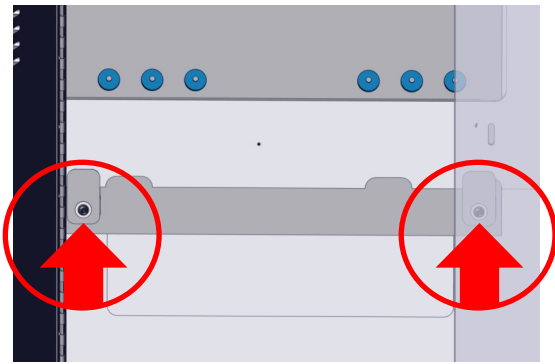
Although it is possible to remove the lower monitor without removing the upper monitor we highly recommend removing the top monitor first to prevent serious damage to both monitors.

The monitor panel mounted at the back of the monitors are designed with extra hole patterns to match the various VESA pattern standards and their power/video cable locations.

The monitor is locked into place with two wood screws. These need to be removed first. Their location is shown below within the arrowed circle.



Remove the two clamps at the bottom of the mount. They are shown with the arrowed circles above.

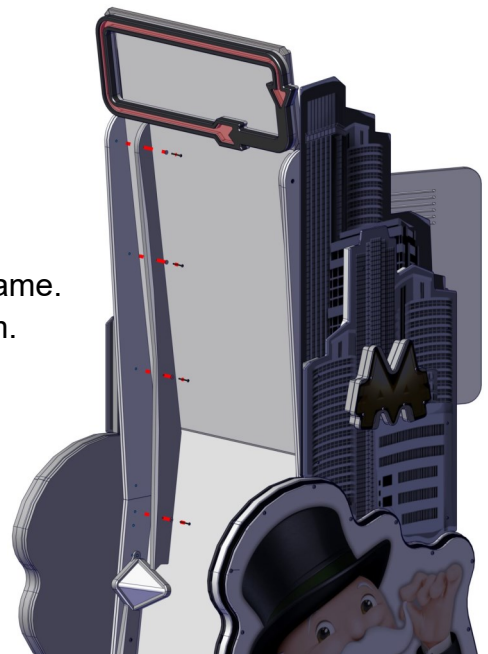


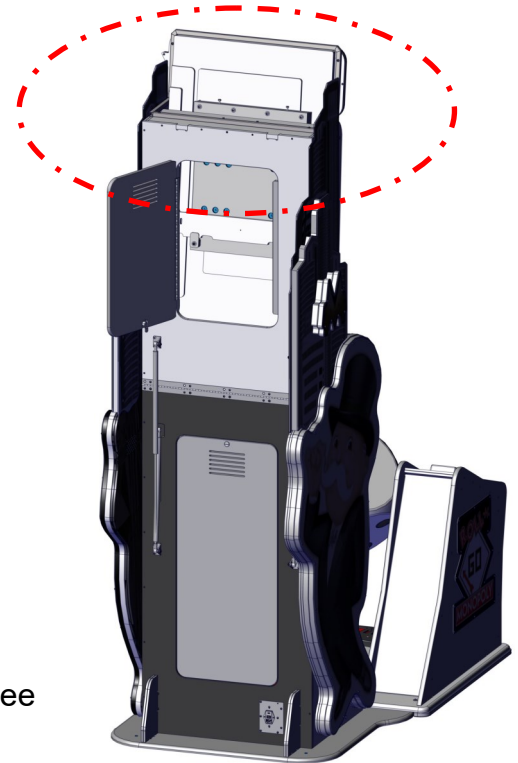
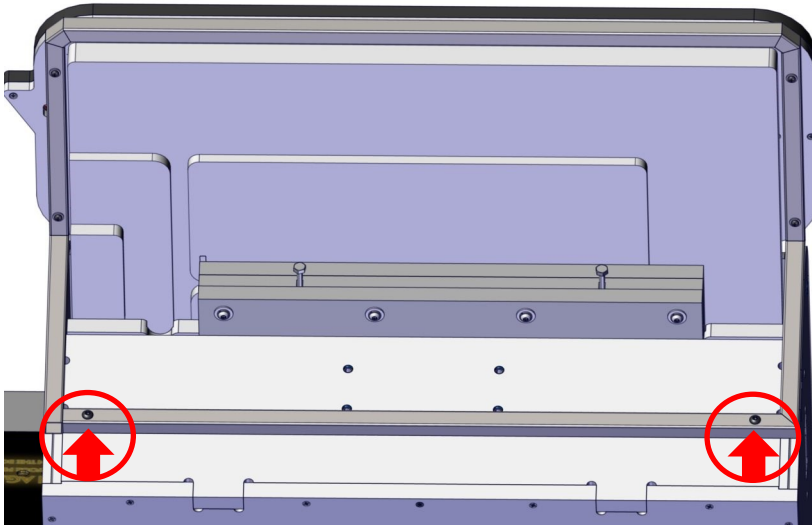
Unplug the AC cord to the monitor. Unplug the video cord to the monitor. The upper monitor uses HDMI and the lower monitor uses DVI. Unplug the IR extender if attached.



### FOR BOTH MONITORS

Remove the side trim pieces on both sides at the front of the game. It is secured by 4 Allen bolts. One side is shown in the diagram.





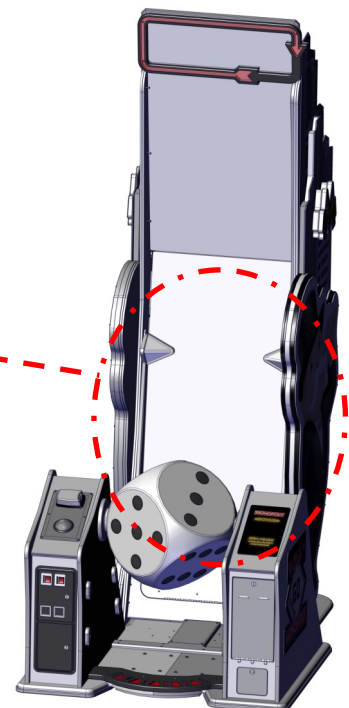
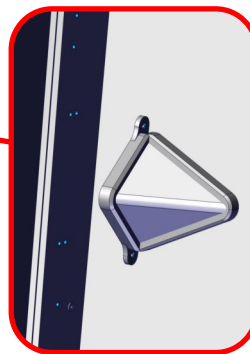
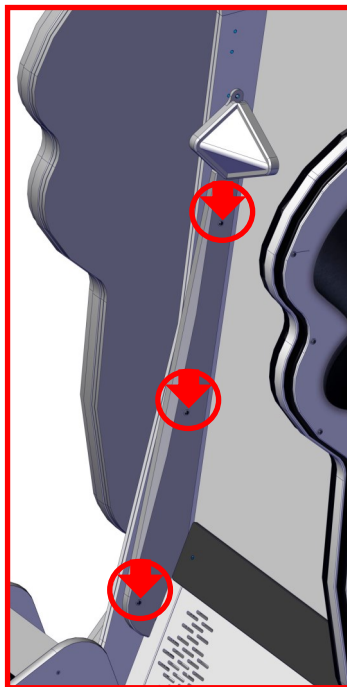
### FOR UPPER MONITOR ONLY

Unplug the harness located at bottom left side.

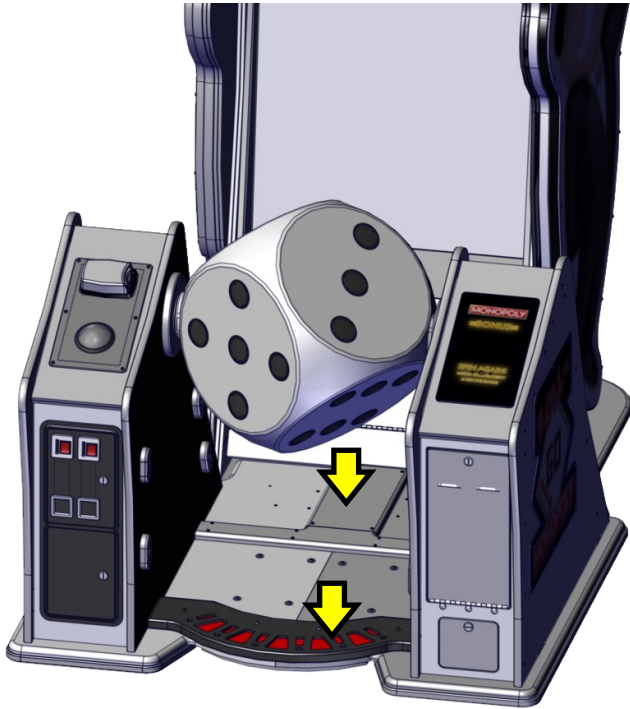
Remove the two screws at the back of the upper arrow marquee to remove the upper arrow marquee.

### FOR LOWER MONITOR ONLY

Remove the bottom trim on both sides. The center arrow will also need to be removed. Unplug the harness when removing.



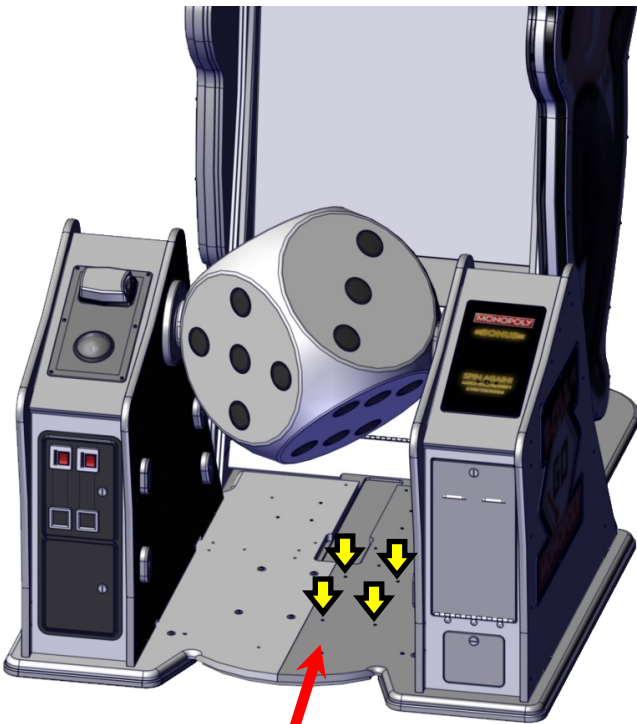
# How to Switch the Dice



## Step 1:

(A) Remove the wire channels at the floor.

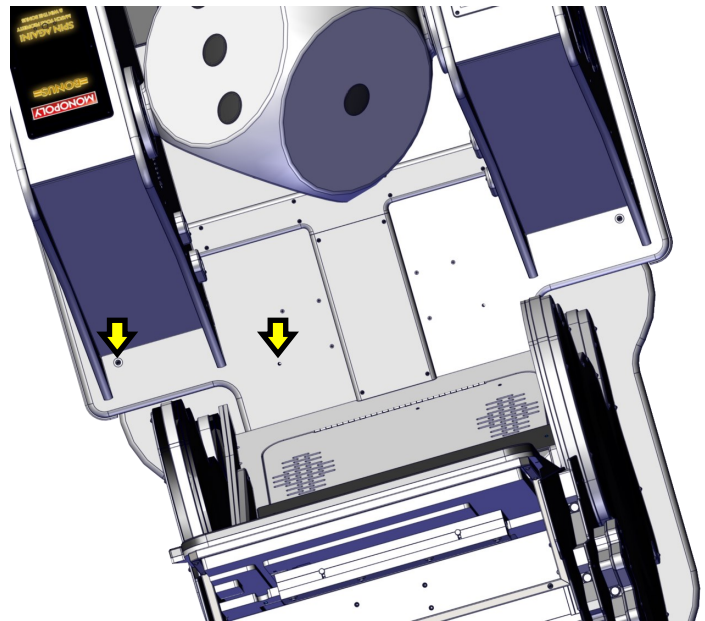
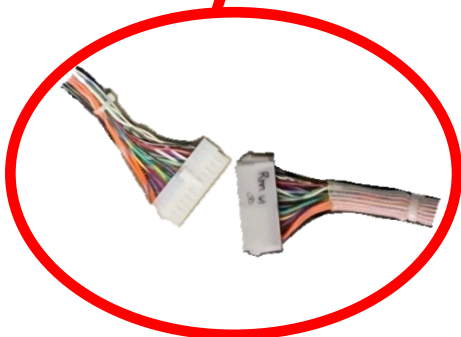
(B) Remove the bolt on the right side that holds the lighted front trim piece. No need to remove.

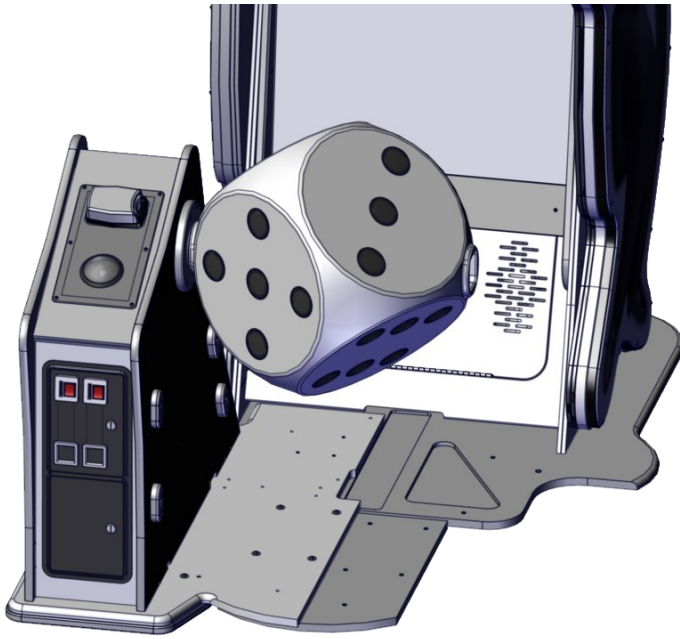


## Step 2:

(A) Remove the six bolts holding the right side podium. Four at the front, two at the back.

(B) Unplug the right podium harness.





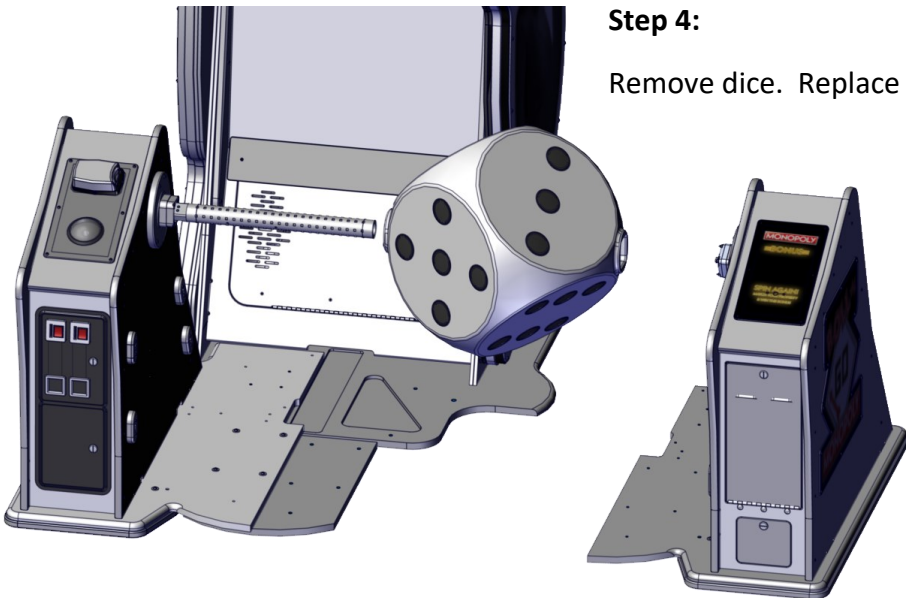
**Step 3:**

Lift up and Slide podium out of the way.



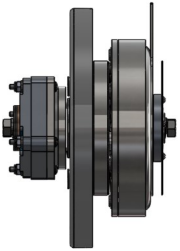
**Step 4:**

Remove dice. Replace with updated dice. Assembly in reverse.



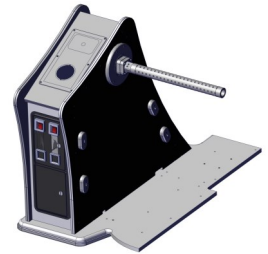


# Assembly Drawings



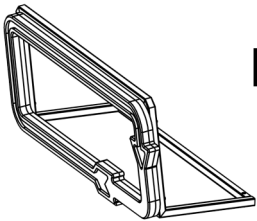
RM1050X Encoder

RM3045X Podium



RM3004X Monitor

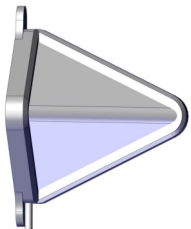
RM3096X LED



RM3020X Marquee

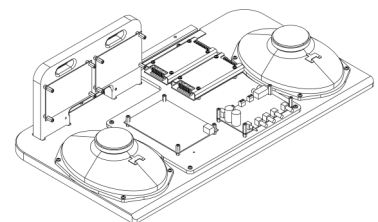


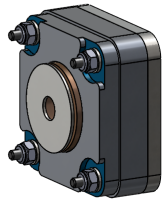
RM3030X AND  
RM3031X



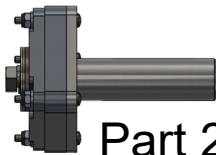
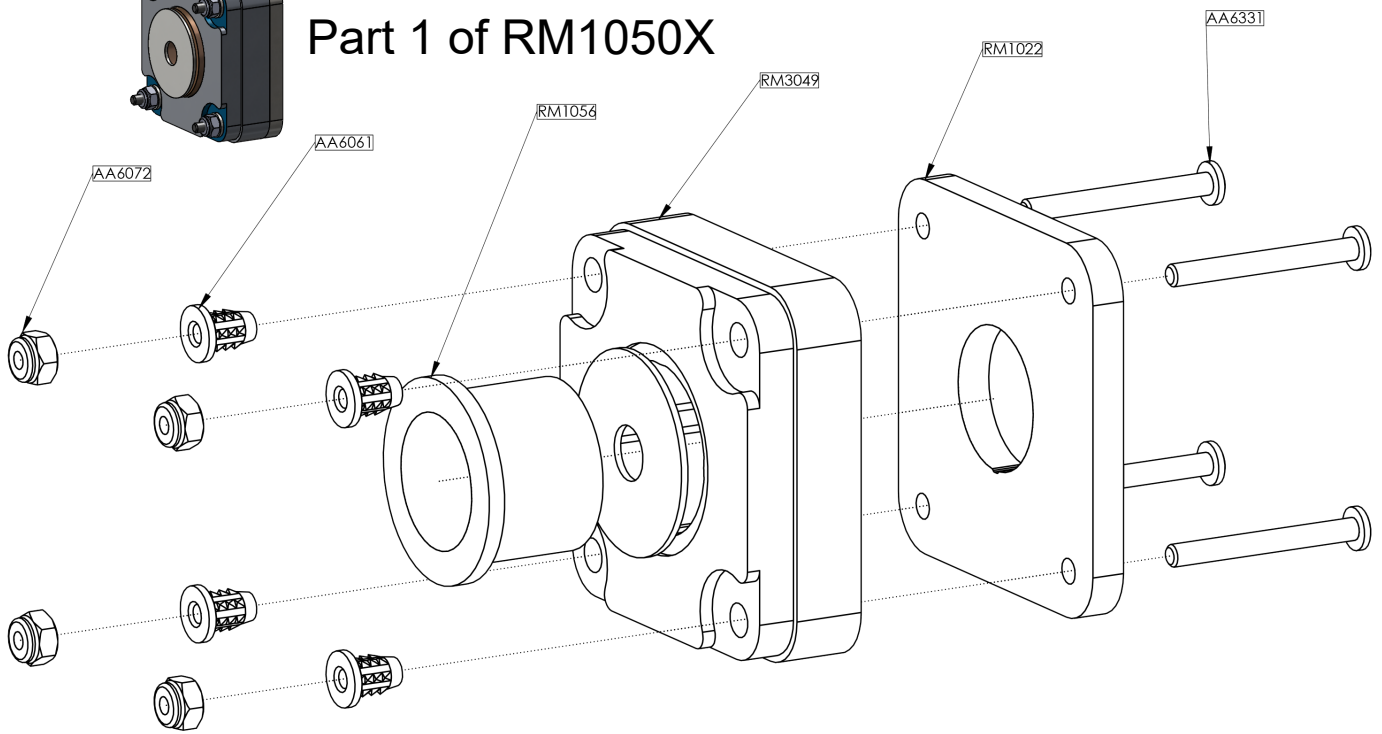
RM3036X  
RM3037X

RM3074X

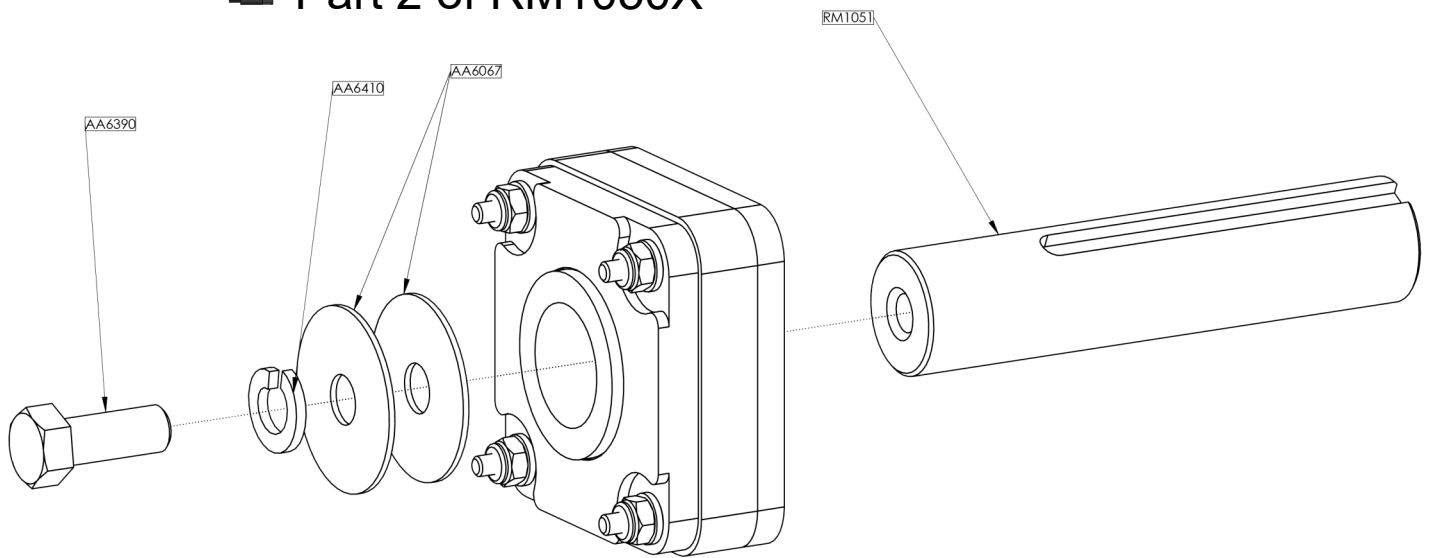




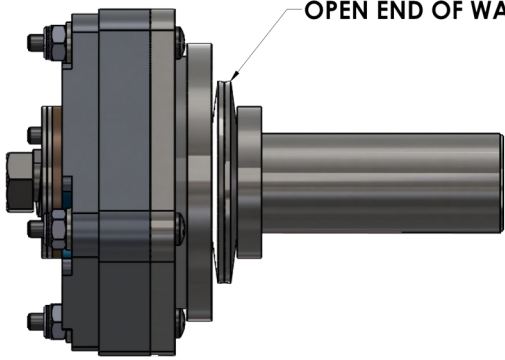
## Part 1 of RM1050X



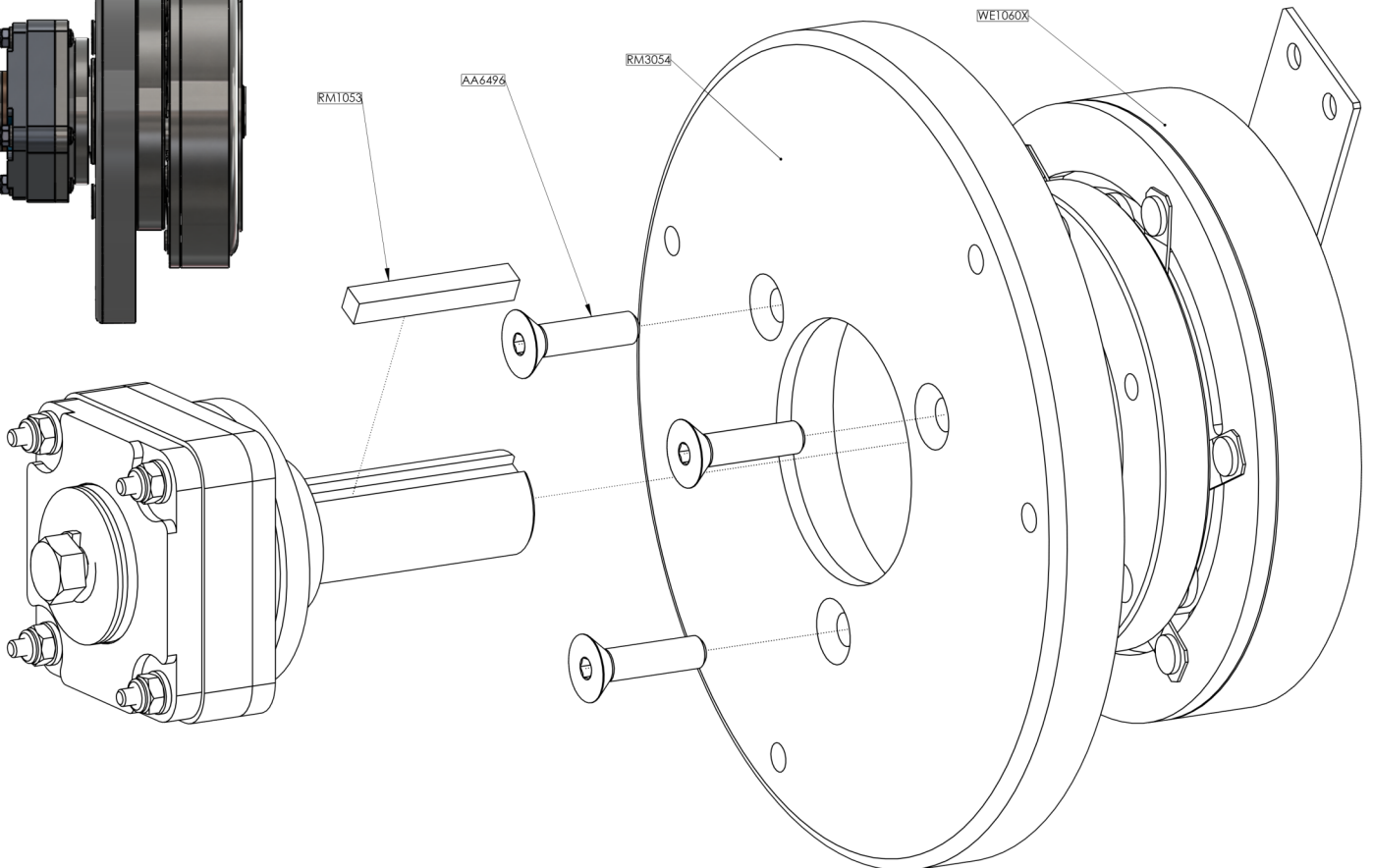
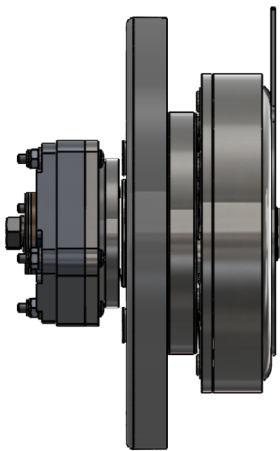
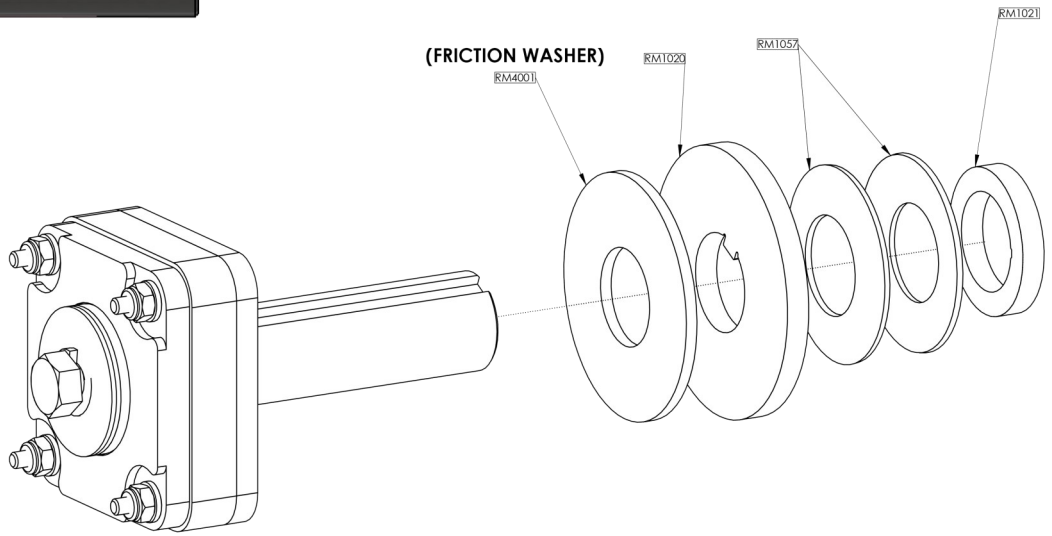
## Part 2 of RM1050X

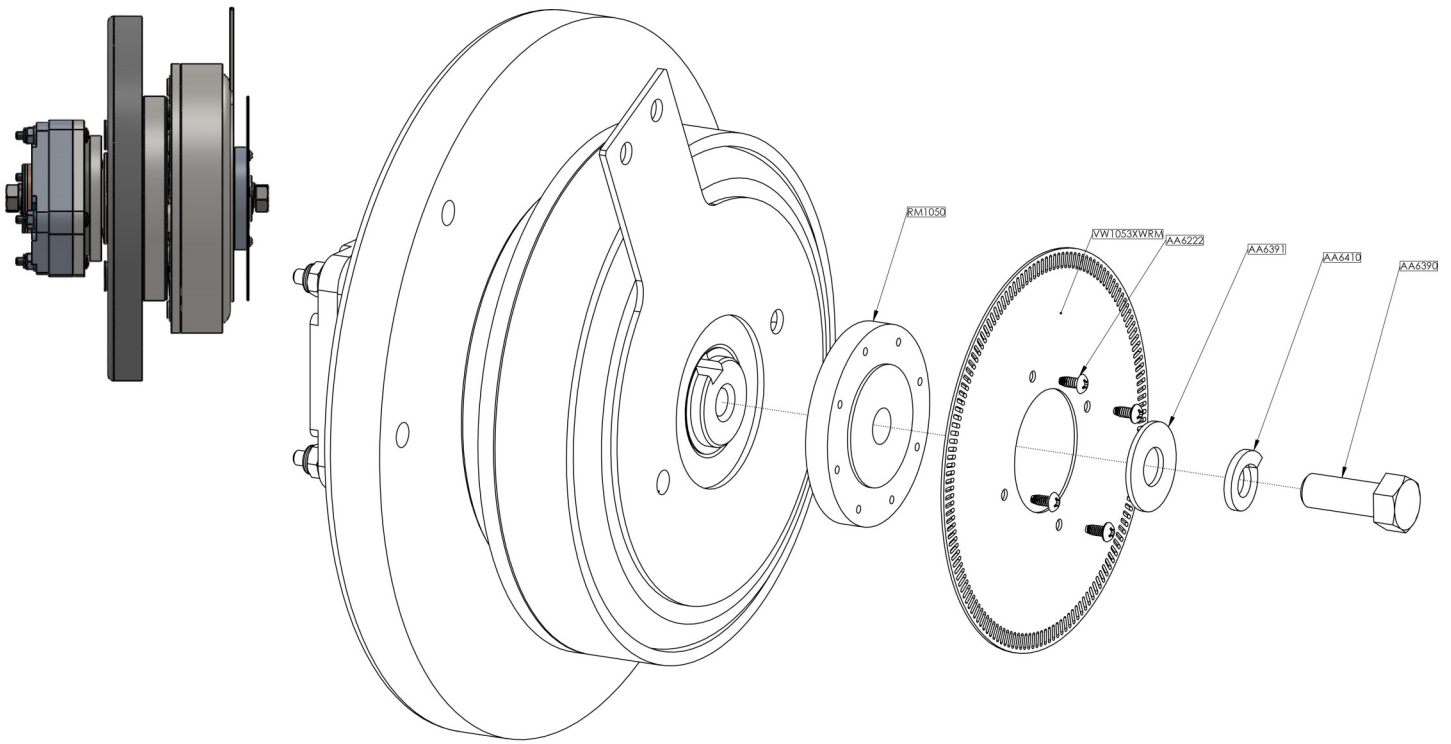


OPEN END OF WASHERS FACE EACH OTHER



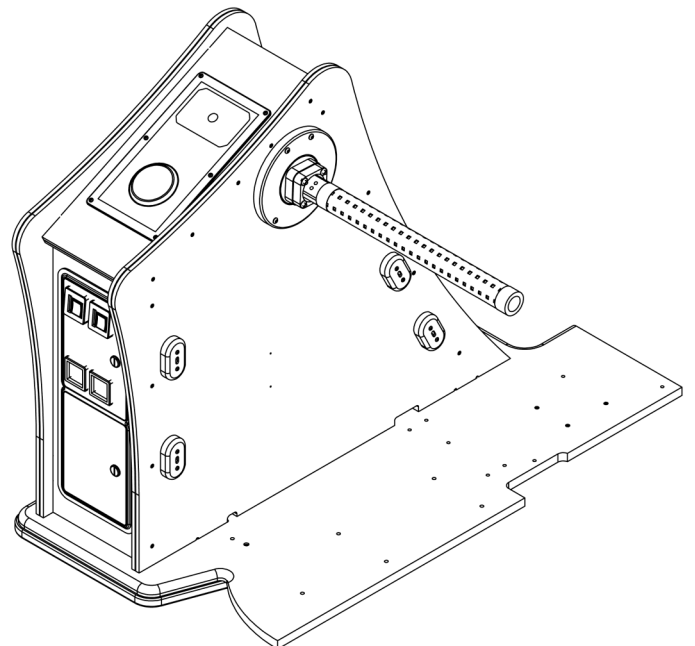
(FRICTION WASHER)

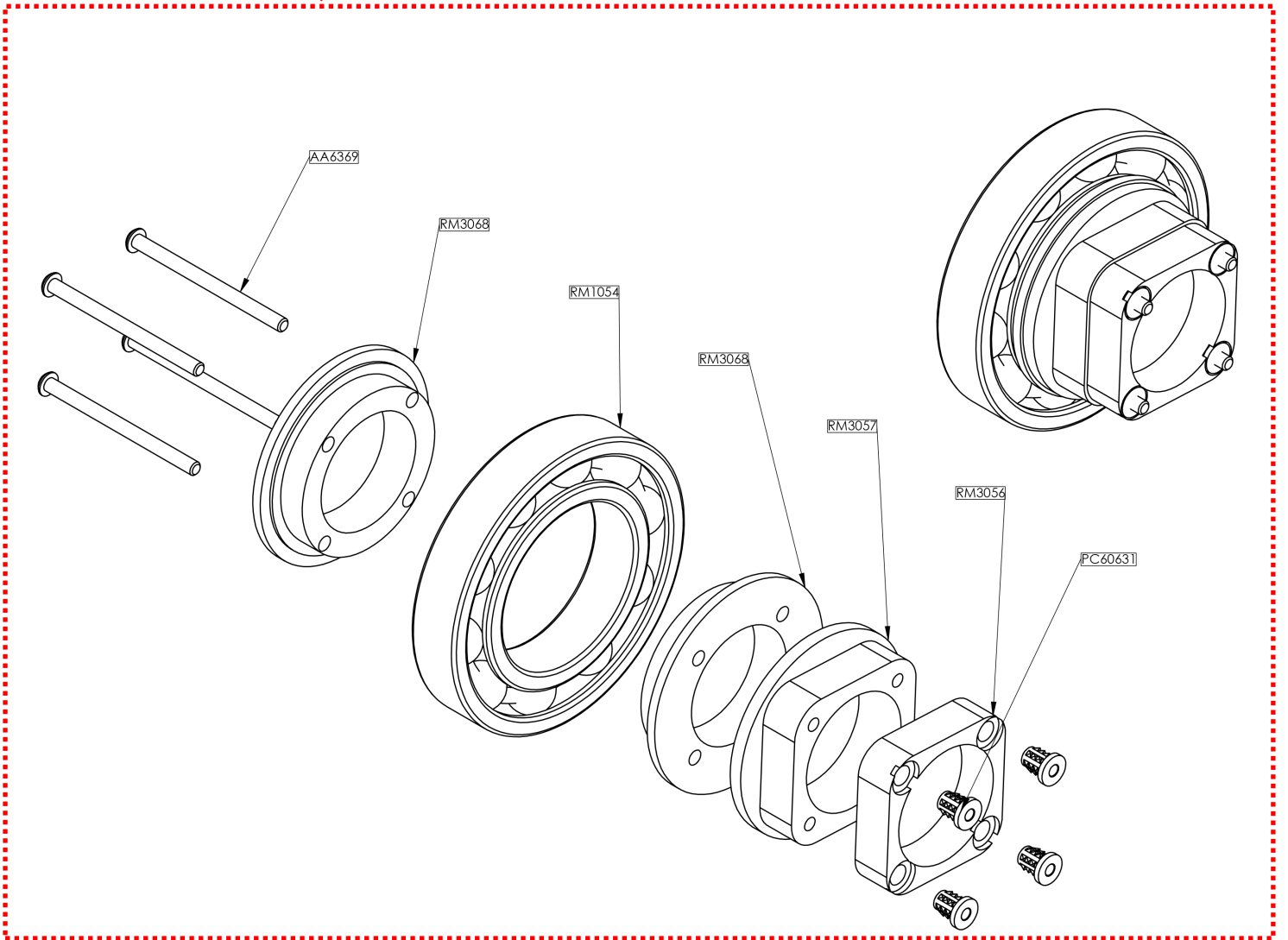
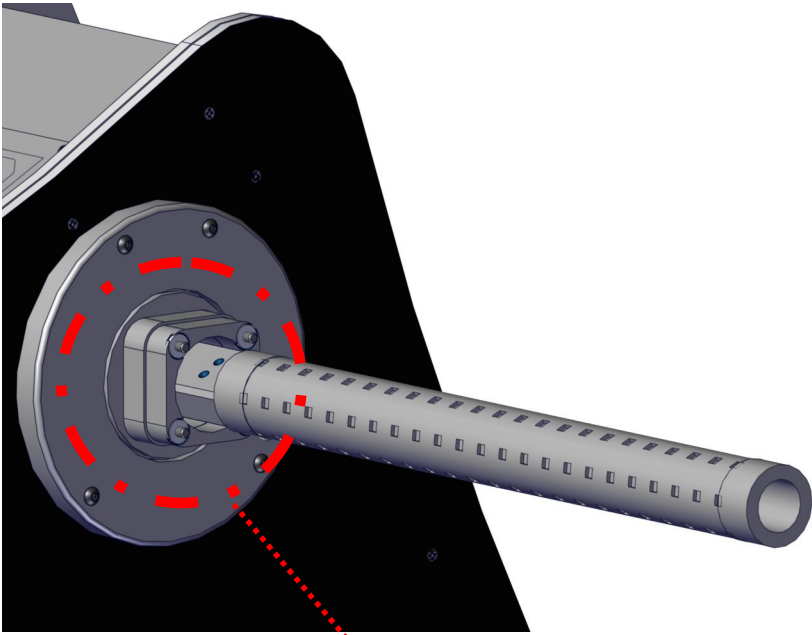


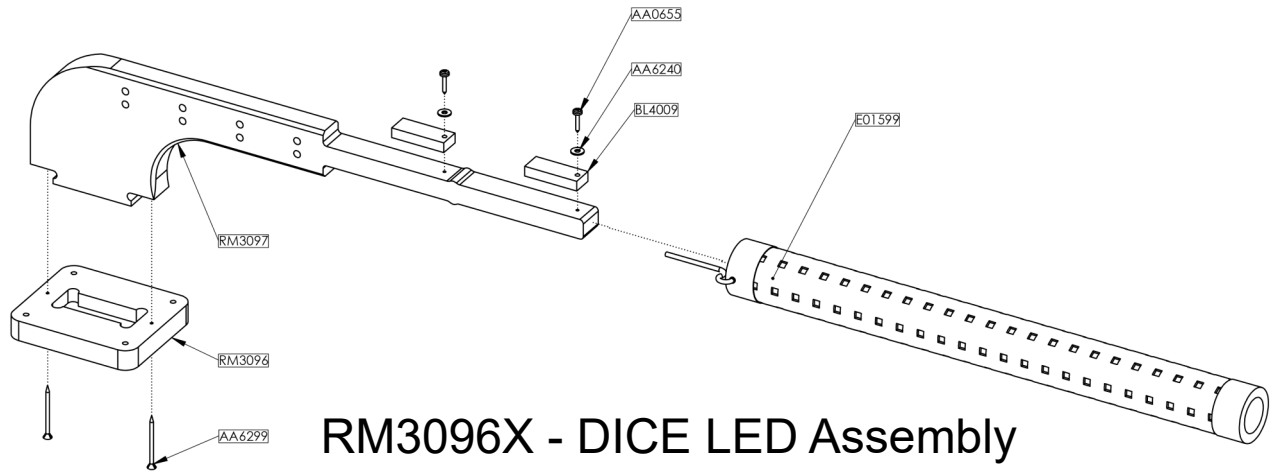


ITEM NO.	PartNo	DESCRIPTION	QTY.
1	RM3044X	LEFT PODIUM CABINET	1
2	RM3096X	ASY (LED BAR)	1
3	RM3086	SENSOR HOUSING	4
4	RM3043	FLOOR GLOW TRIM LEFT	2
5	RM1054	6216 OPEN BEARING	1
6	RM3068	BEARING MOUNT	2
7	RM3055	BEARING TRIM PLATE	1
8	RM3056	HUB	1
9	RM3048	BEARING RETAINER	1
10	RM3057	HUB SPACER	1
11	RM7002M	PODIUM MARQUEE	1
12	RM7009M	PODIUM TOP RIGHT GRAPHIC PANEL	1
13	AA5001A8X	ASY COIN DOOR O/U BLACK W/ DUAL	1
14	AA6383	8-32 x 1-1/2" BHCS SECURITY (BLACK)	8
15	AA6752	8-32 X 1 BSHCS SECURITY	20
16	PC60631	025-20 CABINET INSERT (J50115)	9
17	AA6240	#8 USS WASHER (BLACK)	4
18	AA6752	8-32 X 1-1/4 PPHMS BLACK OXIDE	4
19	AA6584	1/4-20 X 2.00 SBHCS (BLACK)	4
20	AA6369	1/4-20 X 3 1/2 BHCS (BLACK)	4
21	PC60614	025-20 KEP NUT	4
22	CL1XXX	LARGE ROUND BUTTON WITH LIGHT ASY	1

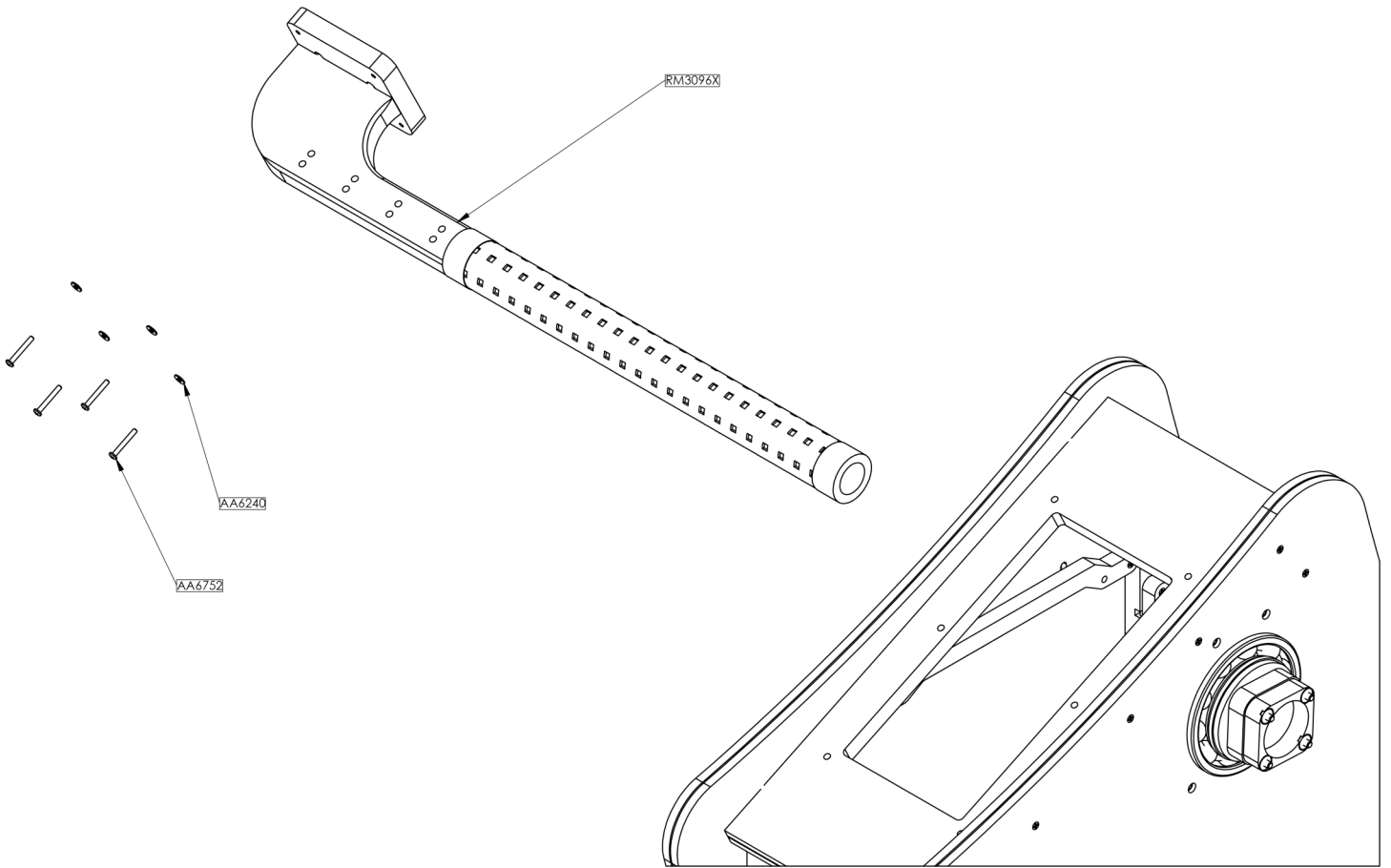
## RM3044X

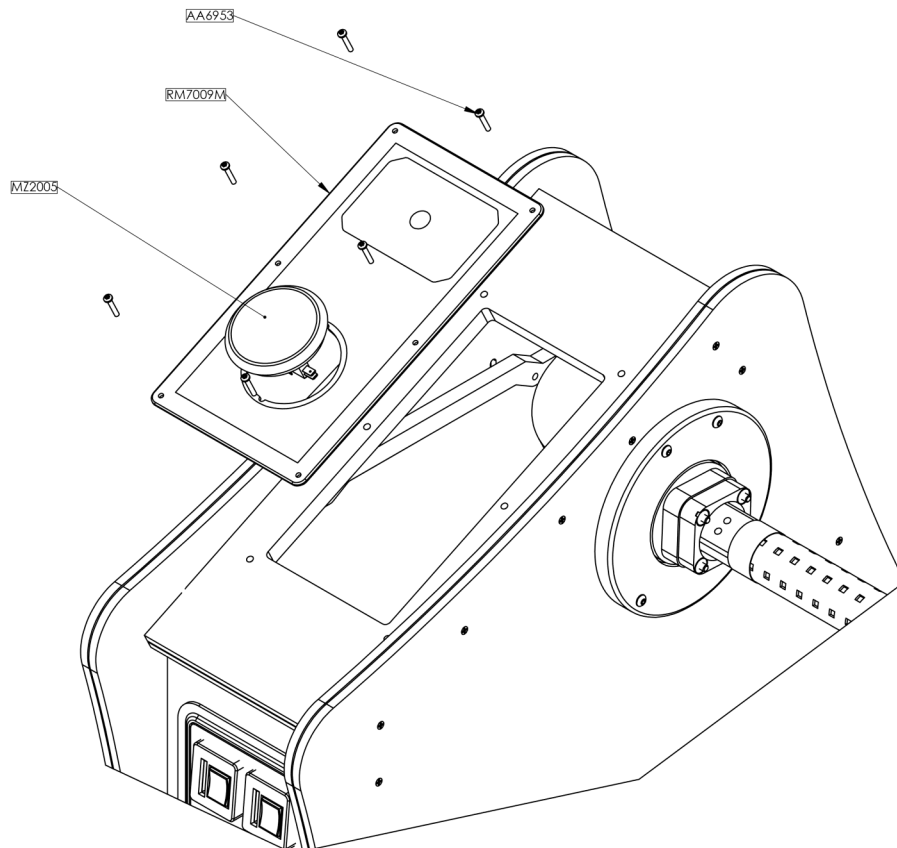
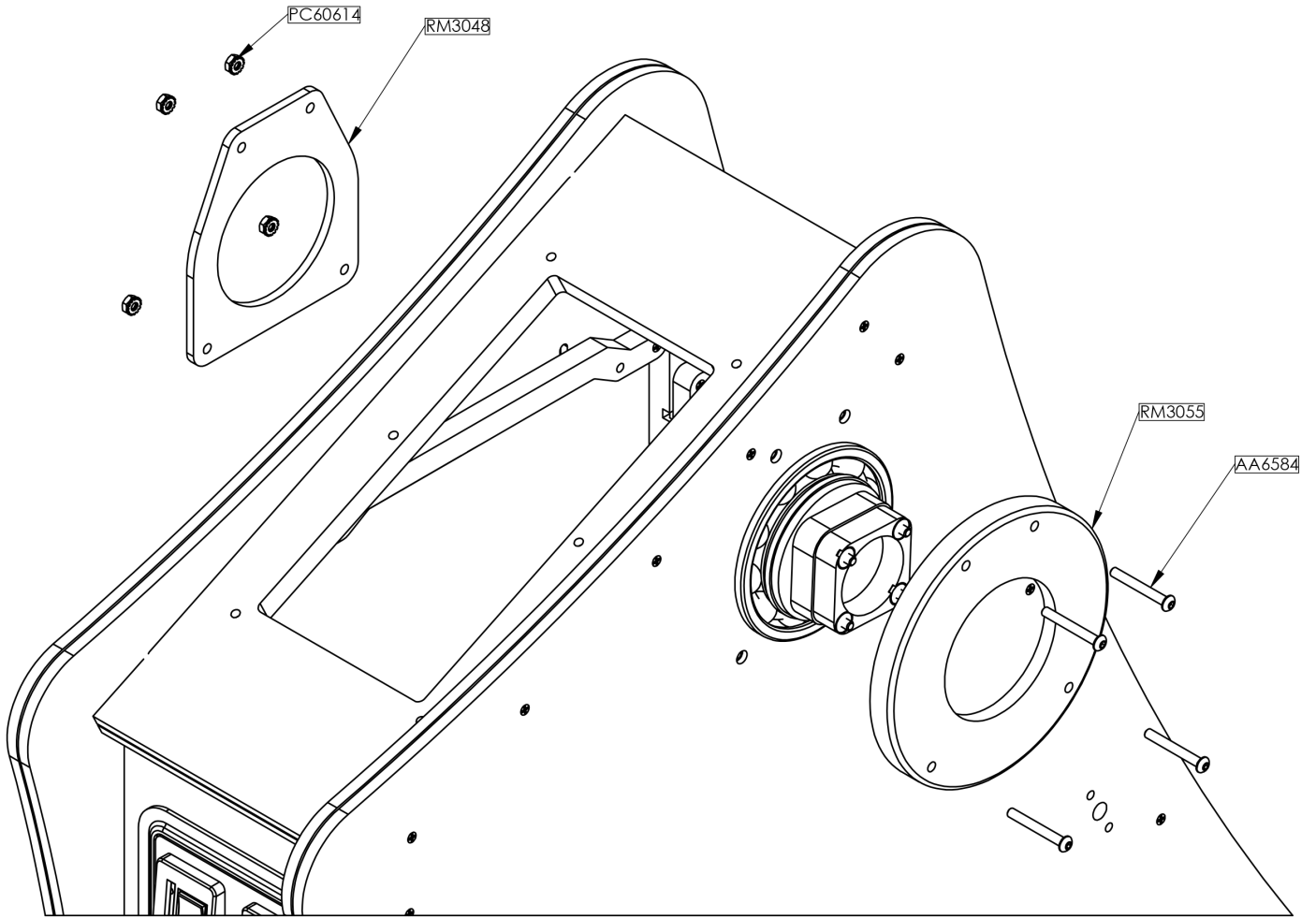


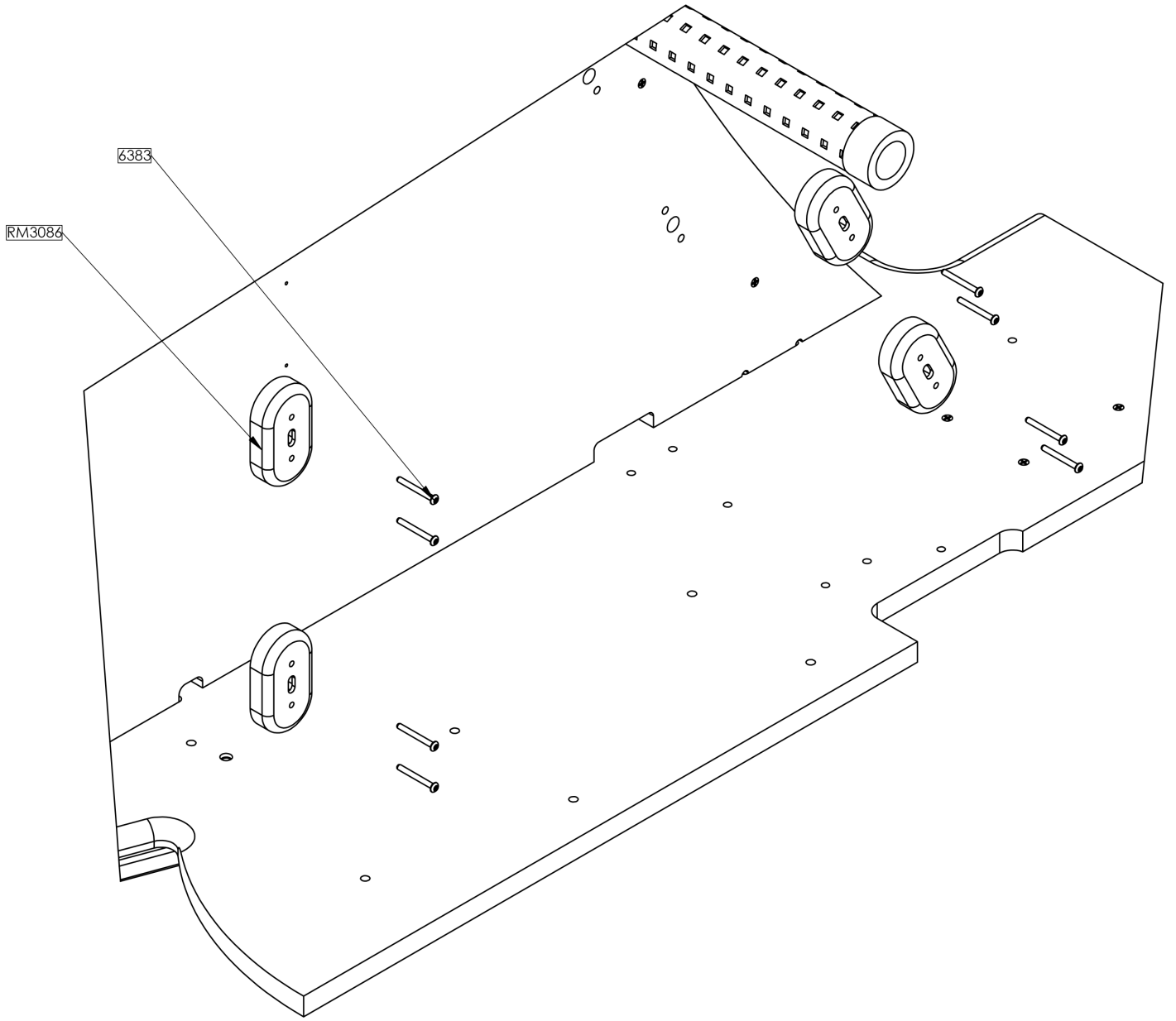




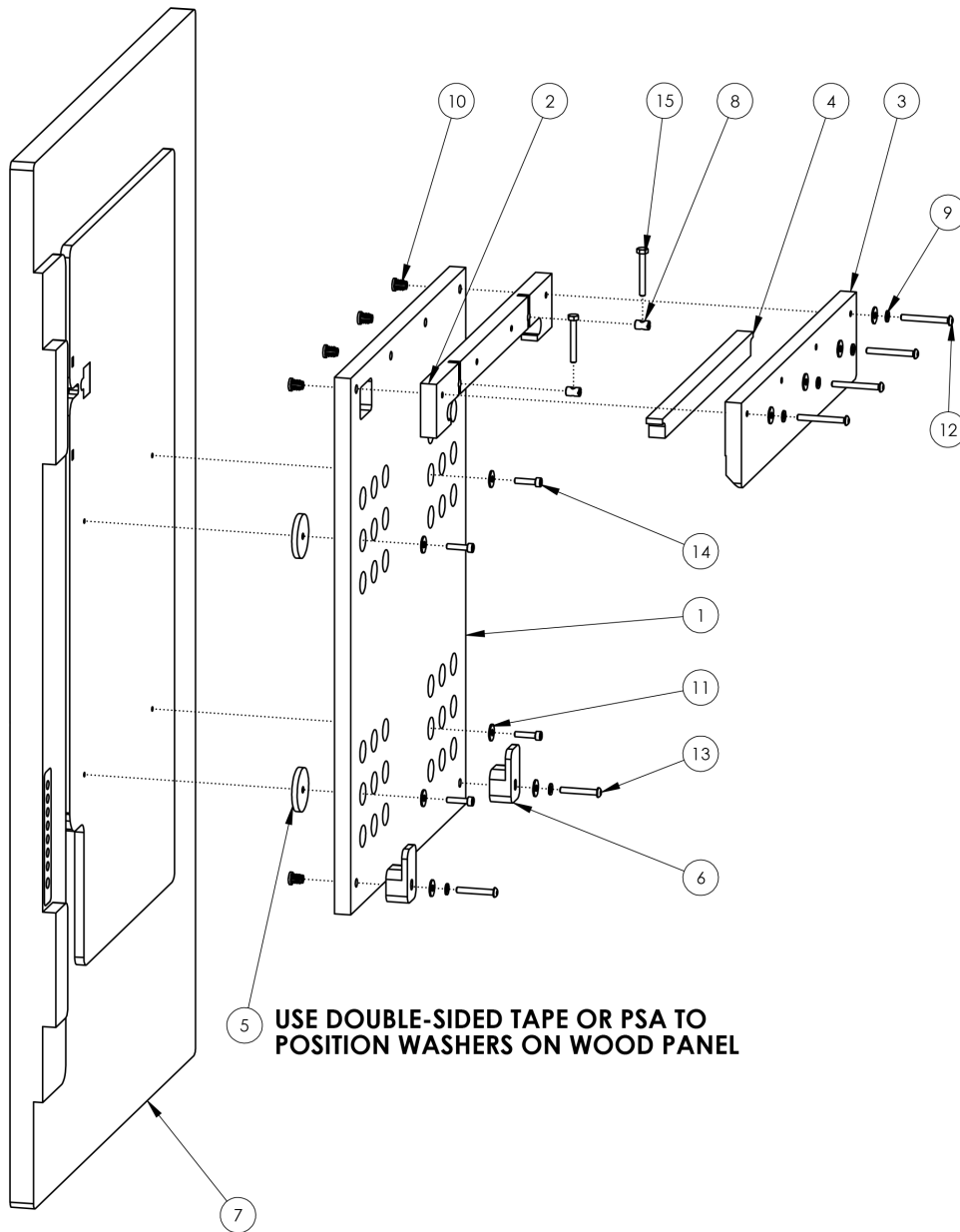
RM3096X - DICE LED Assembly



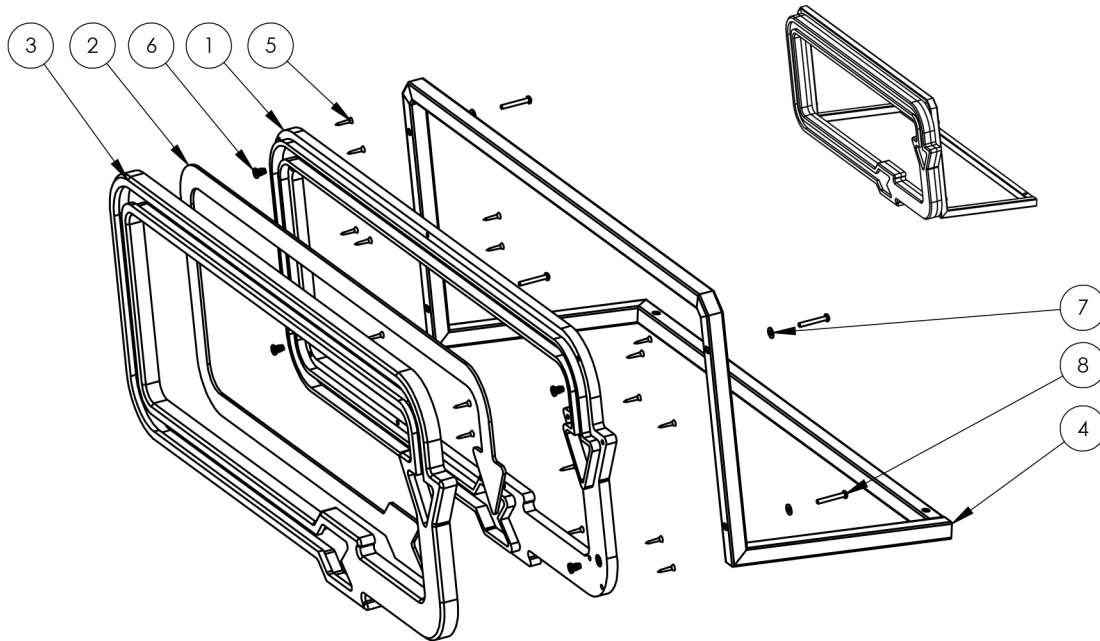


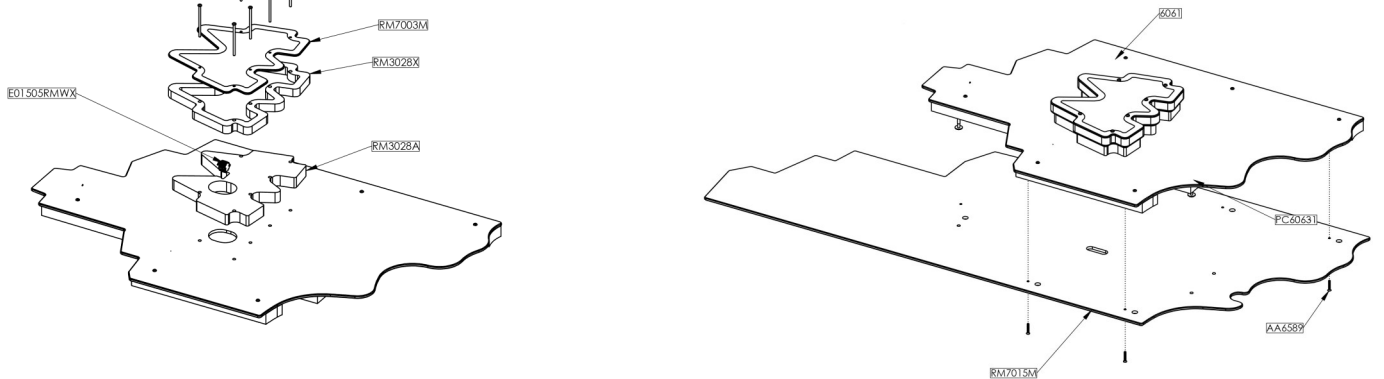
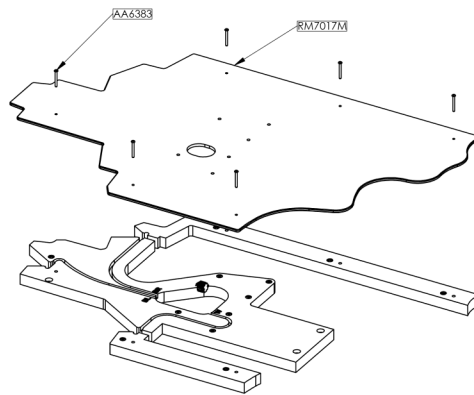
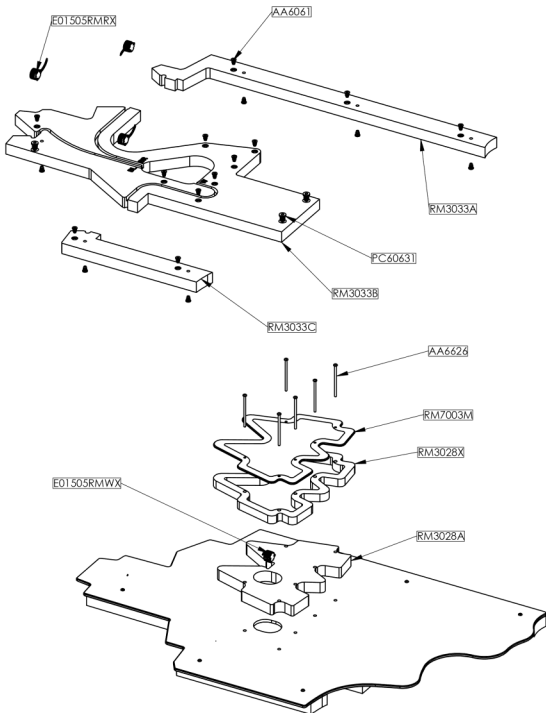
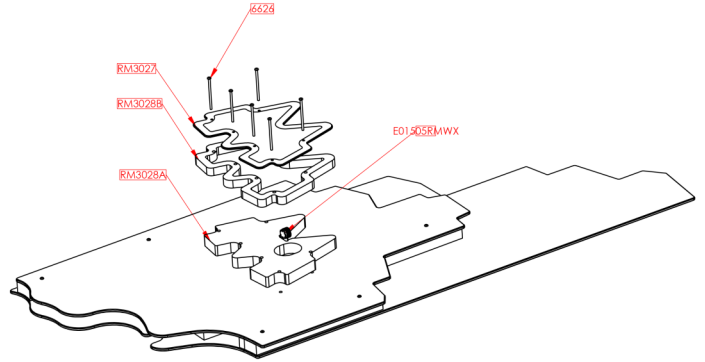
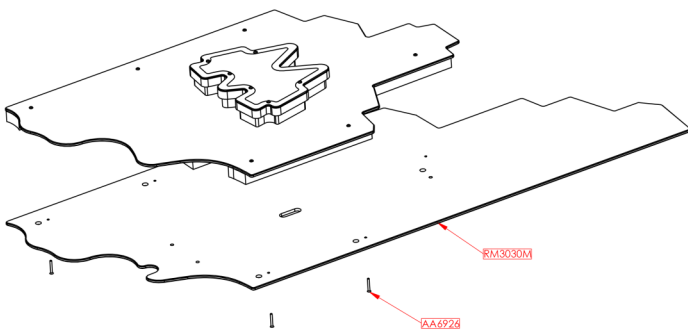
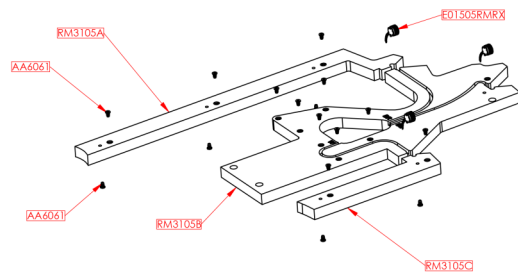
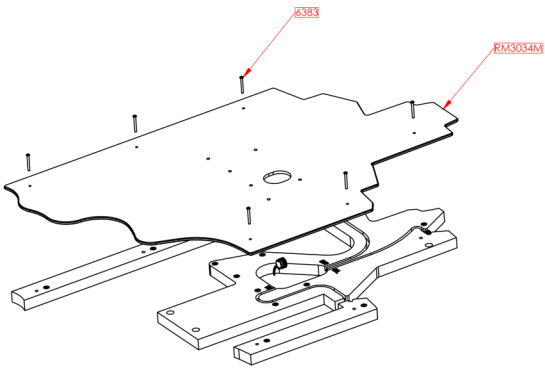


Item no.	Part No.	Description	Qty	Item no.	Part No.	Description	Qty
1	RM3004	Monitor Back	1	9	AA6053	1/4 Split lockwasher	6
2	RM3005	Monitor Mount Spacer	1	10	PC60631	Cabinet Insert	6
3	RM3006	Monitor Mount Cleat	1	11	AA6212	1/4 x 3/4 flat washer black	10
4	RM3007	Monitor Mount Slider	1	12	AA6261	1/4-20 x 2 1/4 BSHCS	4
5	RM3008	Monitor Mount Washer	4	13	AA6220	1/4-20 x 1-3/4 BSHCS black	2
6	RM3009	Monitor Mount Clamp	2	14	AA6848	M6 x 25mm SHCS	4
7	MON55LG	55" LG Monitor	1	15	AA6082	1/4-20 x 2 HHMB	2
8	AA6744	90835A210	2				

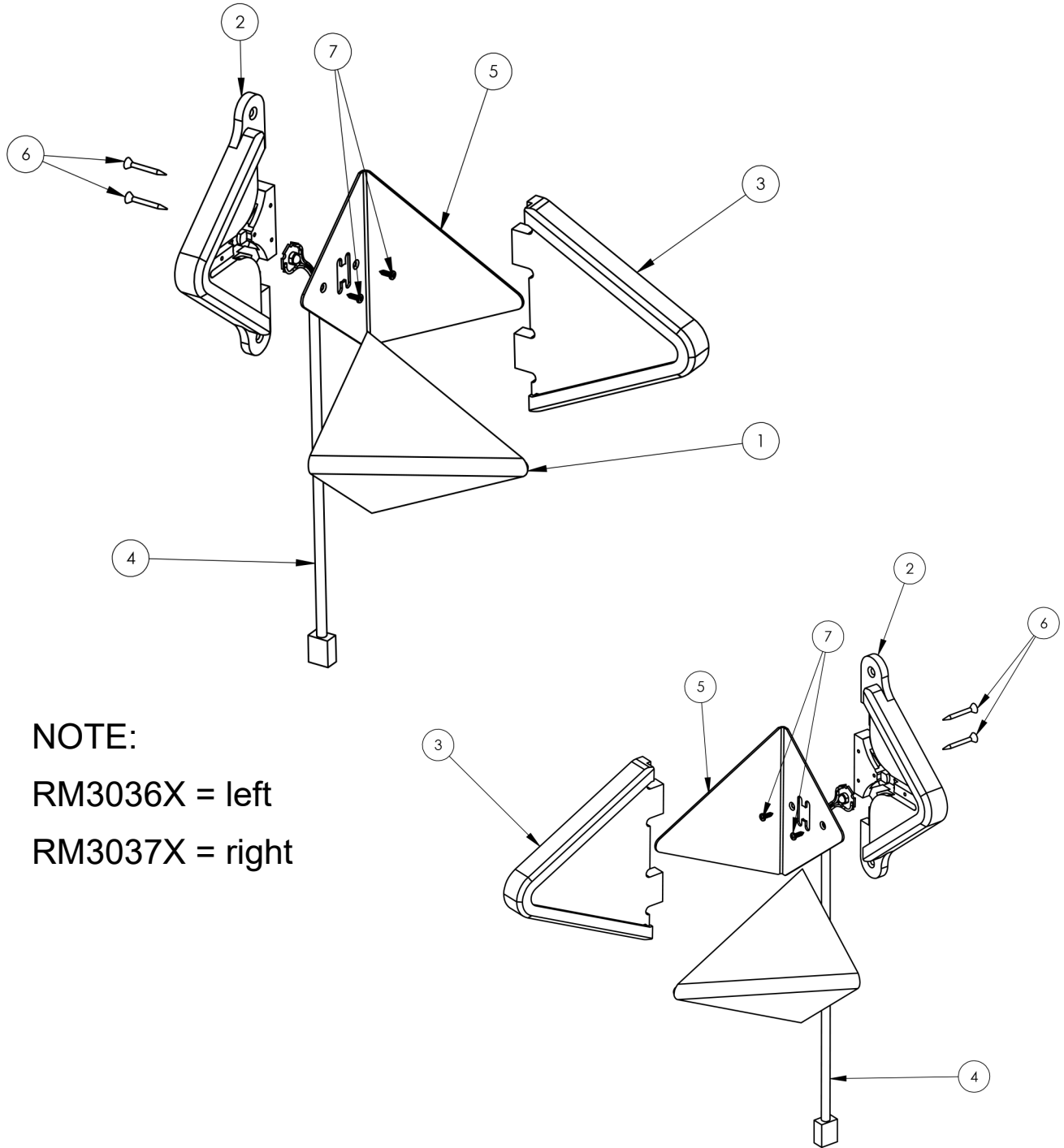


ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	RM3021	TOP MARQUEE FRAME	1
2	RM3020	TOP MARQUEE FRONT	1
3	RM3023	FRONT BEZEL	1
4	RM1030	TOP MARQUEE FRAME	1
5	6208	#6 X 3/4 PHWS COUNTERSUNK	18
6	AA6061	8-32 CAB INSERT (J-50111)	4
7	AA6031	#8 FLAT WASHER (ZINC)	4
8	AA6062	#8-32 x 2-1/4" LG PPHMS (18-8SS)	4





ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	RM3038	ARROW LENSE	1
2	RM3036	ARROW BASE	1
3	RM3037	ARROW BACK	1
4	E00838WLX	ASY (5V RGB STAR LED)	1
5	RM3029	ARROW WHITE REFLECTOR	1
6	6030	1-1/4" SCREW NUMBER 8 W/NIBS	2
7	6380	#4 x 3/8" PH PAN TY AB SCREW	2

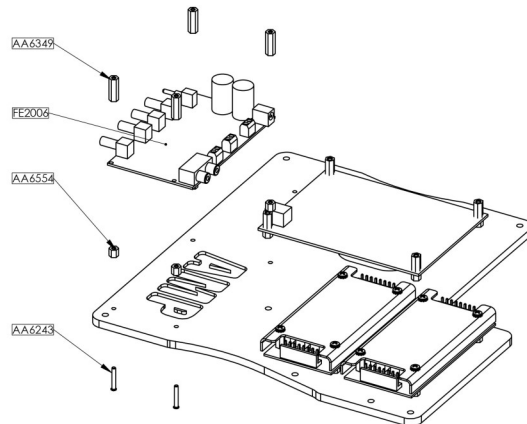
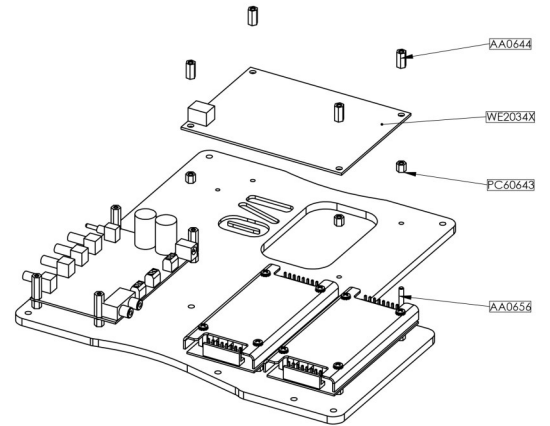
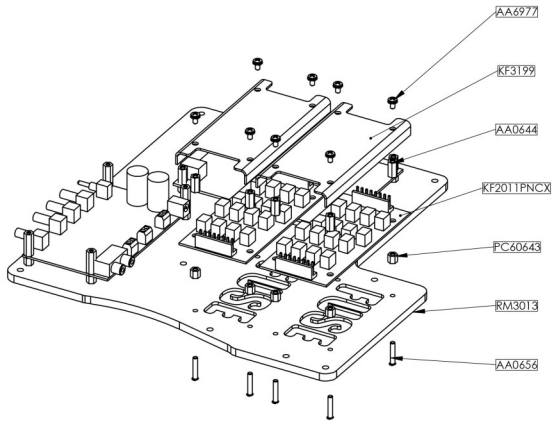
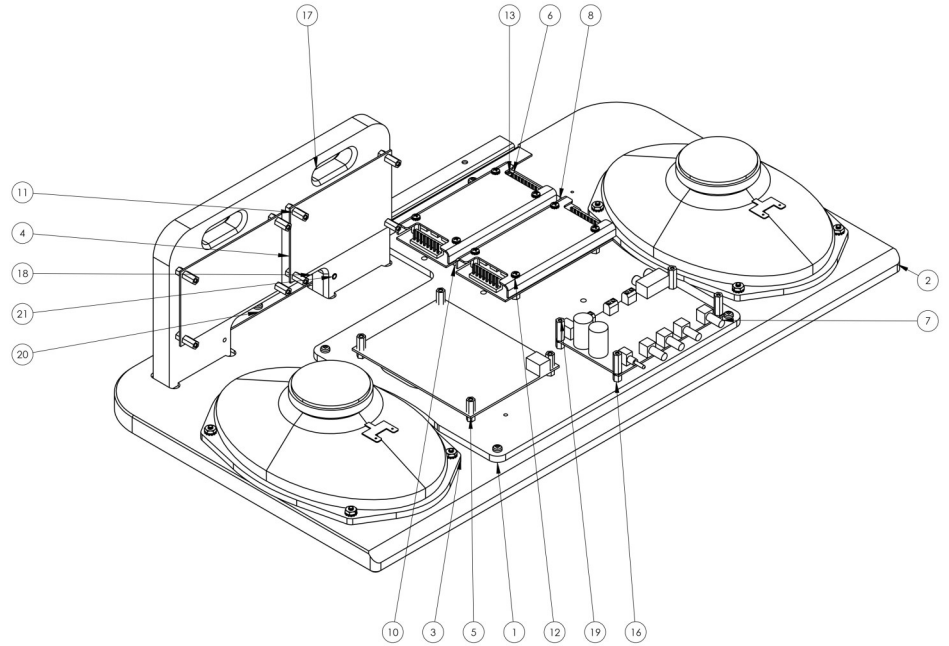


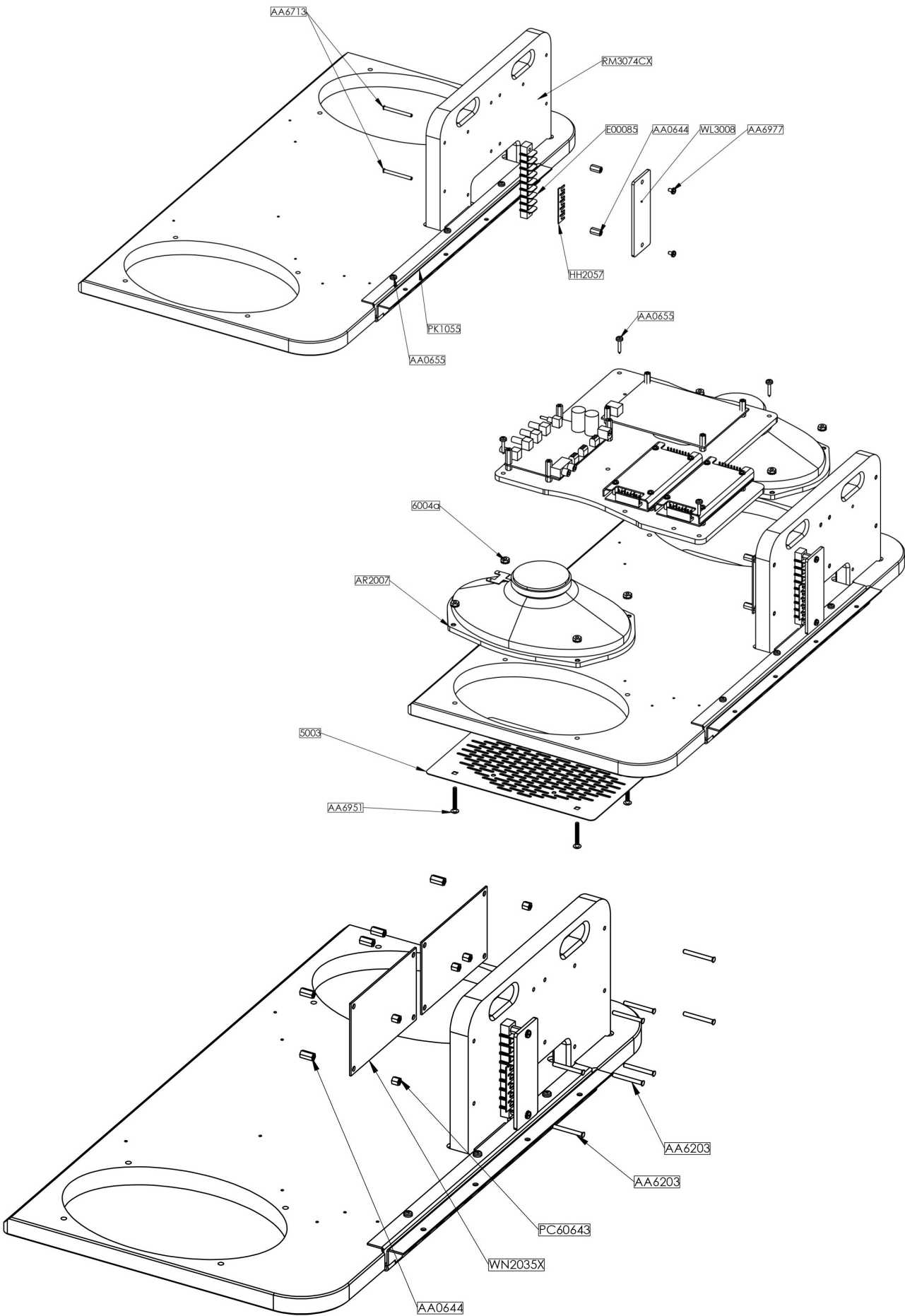
**NOTE:**

RM3036X = left

RM3037X = right

ITEM NO.	PartNo	DESCRIPTION	QTY.
1	RM3013	ELEC SUB PANEL	1
2	RM3074CX	ELECTRONICS DOOR CABINET ASSEMBLY	1
	RM3074	FRONT ELECTRONICS DOOR	1
	RM3019	FUSE BOARD RISER	1
	AA6299	2" SCREW NUMBER 8 W/NIBS	2
3	AR2007	6 X 9 SPEAKER	2
4	WN2035X	PCBA (RESISTOR)	2
5	WE2034X	PCBA MAIN I/O RIO2 500-00199-05	1
6	KF2011PNCX	PCBA FUSE BOARD 8 X 7 AMP	2
7	FE2006	AUDIO AMP	1
8	KF3199	KF2011CX COVER	2
9	AA0656	6-32 X 3/4" PEM STUD	12
10	PC60643	6-32 x 1/4 HH SPACER	20
11	AA0644	6-32 x 1/2 HH SPACER	22
12	AA6977	6-32 X 1/4 PRHMS WITH WASHER	10
13	AA0655	#8 x 3/4 SQ. DRIVE (BLACK)	7
14	AA6203	FH-632-20	8
15	AA6243	4-40 x 3/4" PEM STUD	4
16	AA6554	4-40 x 1/4 HH SPACER	4
17	WL3008	TERMINAL BLOCK COVER 8 POS	1
18	E00085	8 POS TERMINAL BLOCK	1
19	AA6349	4-40 x 3/4 HH SPACER	4
20	PK1055	ACCESS DOOR HINGE	1
21	AA6713	6-32 x 1.5 PEM STUD (FH-632-24ZI)	2
22	HH2057	TERMINAL BLOCK JUMPER (ROHS) (38002-1290-R) MOLEX	1
23	XX3XXX	SPEAKER GRILLE	2
24	AA6951	8-32 X 1-1/4 CARRIAGE BOLT BLACK SMALL HEAD	8
25	6004A	8-32 KEP NUT	8







## 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.

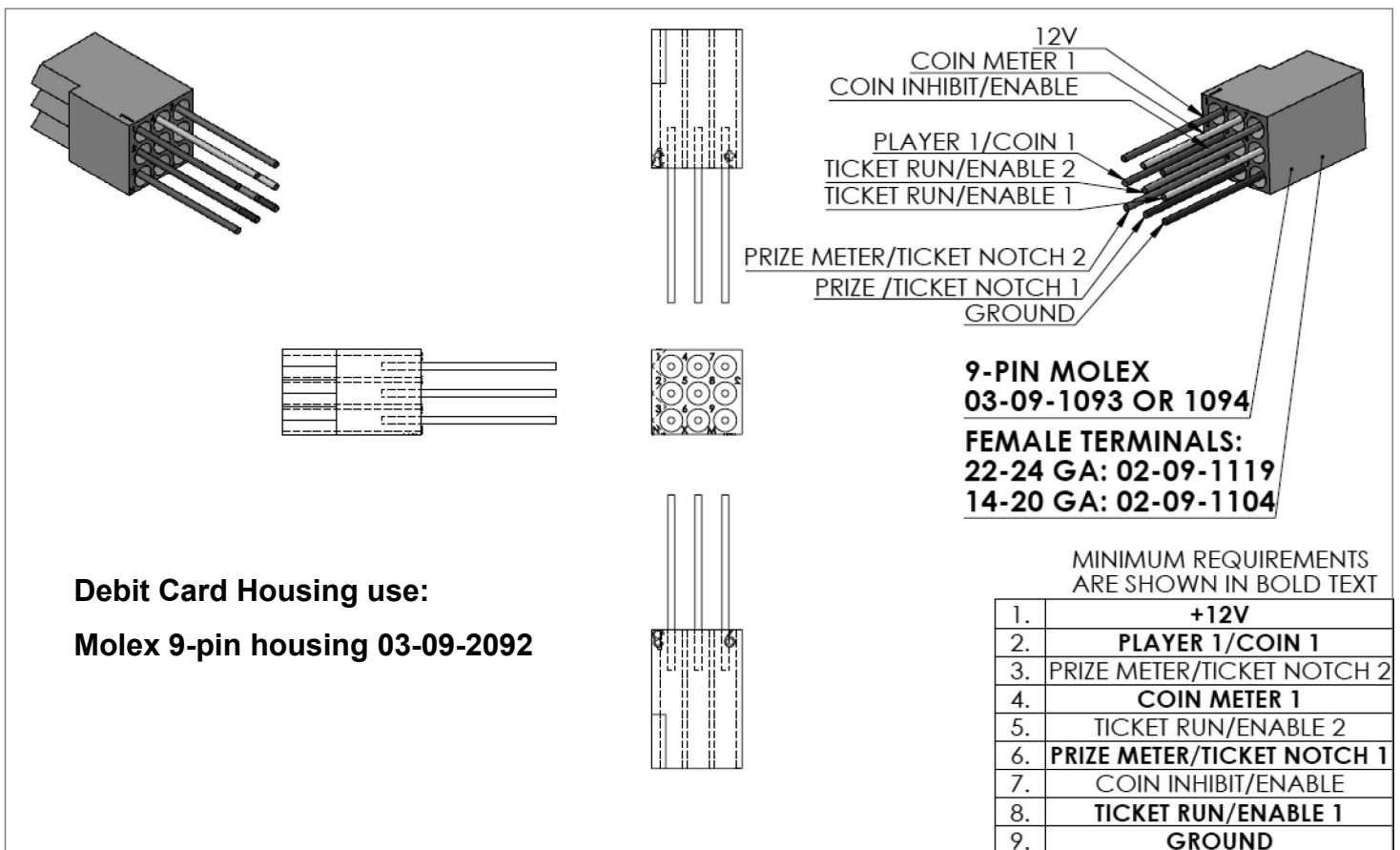
Pin 5. Ticket Run/Enable 2- is connected to the ticket run line between the game PCB and ticket dispenser. Optional.

**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.

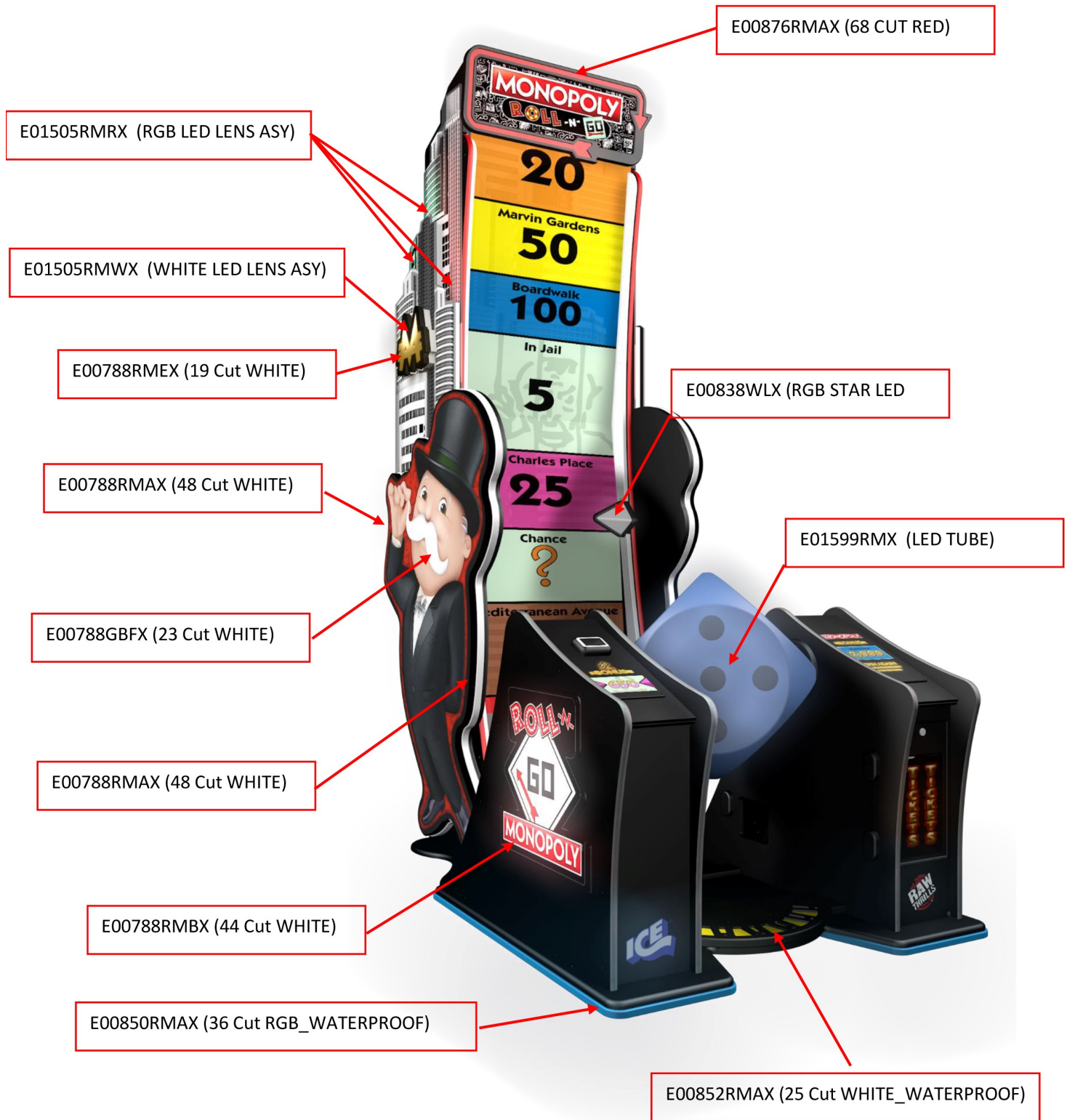
**Pin 8.** Ticket Run/Enable 1 - is connected to the ticket run line between the game PCB and ticket dispenser in standard redemption games. This is commonly used for systems using paperless or E-ticket. Not Used if the game doesn't have this output.

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



## Electronic Parts

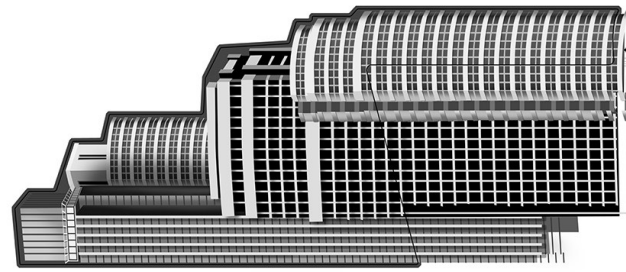
RM2035X	Encoder PCB
NB3004RMX	Safety Sensors
CG2041X	Safety Sensor main PCB
HH5005	Ticket Dispenser
WN2035X	Resistor PCB
WE2034X	I/O
DJ2000RMX	Computer (need software version when ordering).
FE2006	Audio Amplifier
E02111	Relay
E02007	Speaker
GF2010	12 volt DC supply
AR2010	12 volt DC supply
GF2011	5 volt DC supply
E01460	5 amp fuse fast blow
E00240	7 amp slow blow
KF2011RMX	5 amp
RM1050X	Brake Assembly
E02035X	Operator panel w/buttons
MON55LG	55: LG monitor



# MONOPOLY WHEEL 10 ft



RM7000PC Left



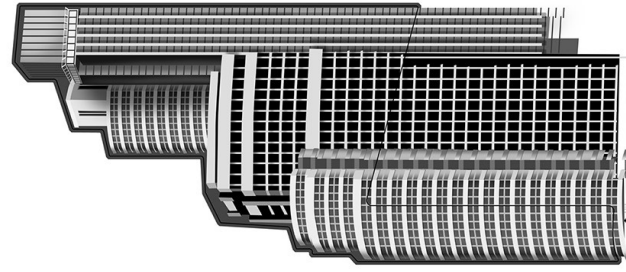
RM7014 skyline back L



RM7002PC (2)



RM7003PC (2)



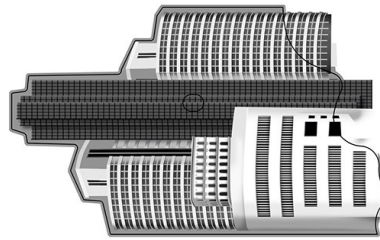
RM7015 skyline back R



RM7001PC Right



RM7004 (2)



RM7016 skyline front L



RM7009PC



RM7011PC



RM7019



RM7020



RM7021



RM7022

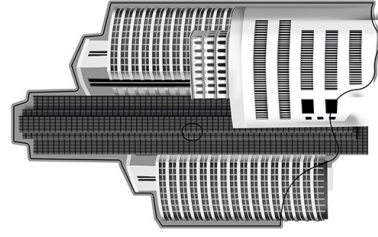


RM7005



RM7008

TG7014



RM7017 skyline front R



# WARRANTY POLICY

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.

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.

**Innovative Concepts in Entertainment**

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**Clarence, NY 14031**

**Phone #: (716) - 759 – 0360**

**Fax #: (716) – 759 – 0884**

**[www.icegame.com](http://www.icegame.com)**