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## Wiring Diagrams

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<tr>
<td>Main Board Connector Layout</td>
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## Warranty

<table>
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</thead>
<tbody>
<tr>
<td>Warranty</td>
<td>32-33</td>
</tr>
</tbody>
</table>
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. DO NOT DEFECT 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. DO NOT WASH YOUR GAME WITH A PRESSURE WASHER.

AVERTISSEMENT: lors de l'installation de ce jeu, la terre AC récipient doit être utilisé. Ne pas le faire pourrait entraîner un préjudice à vous ou à d'autres. Le non-recours à la terre récipient pourrait également causer une mauvaise opération de jeu, ou les dommages causés à l'électronique. NE PAS détériorer ou de retirer la broche de terre sur le cordon d'alimentation pour la même raison, comme indiqué ci-dessus. Indûment l'aide d'un jeu de la terre pourrait annuler votre garantie. Ont un électricien qualifié de vérifier votre récipient AC pour s'assurer que le sol fonctionne correctement. Ne lavez pas votre jeu avec une laveuse à pression.

INSTALLATION

The game comes ready to play with just a few simple things to keep in mind.

1. Plug the game into the A.C. outlet and turn on power to the game. The switch for the game is located on a power module on the outside rear of the game.

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.

2. Make sure the game is level after installation. It is necessary to make sure the game is level for safety concerns.

3. Check that the A.C. voltage rating on the back of the game matches the A.C. voltage of your location.

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.

Ne retirez pas l'un des composants sur la carte principale (par exemple Compact Flash et EPROMs), tandis que le jeu est sous tension. Cette mai causer des dommages permanents aux parties et la carte principale. Suppression de tout bord principal élément sous tension alors que annulera la garantie.

NOTE: THIS GAME IS INTENDED FOR INDOOR USE ONLY.
ON THE BACK PANEL OF THE GAME: WARNING: SHOCK HAZARD - DO NOT OPEN. REFER SERVICING TO SERVICE PERSONNEL.

REMARQUE: CE JEU EST DESTINÉ POUR USAGE À L'INTÉRIEUR SEULEMENT.
SUR LE PANNEAU ARRIÈRE DU JEU: AVERTISSEMENT: RISQUE DE CHOC - NE PAS OUVRIR. RÉPARATION À UN PERSONNEL DE SERVICE.
Game play:
The player has five exciting games to choose from when they insert their money to play. In “Wood Chucker”, the player throws at as many wood chucks as possible to score the most points. Beware, as the Wood Chucks fight back and throw logs, axes and stones at you! In “Sweet Shop” the player tries to break as many delicious treats as possible within the specified amount of time. Mom won’t be cleaning up in “Crazy Kitchen”. Here the player attempts to break as many dishes, appliances, and utensils as possible. Watch out in “Pain Ball” as you try to knock out as many enemies as possible with your paint ball without getting hit! And finally “Counter Attack” where the enemy comes in many waves both land and air! Take out as many as possible before the timer runs out!

Setup:
Your game can arrive in up to three sections. The front cabinet, back cabinet, and marquee. To assemble your game, located on the left side of the back half of the cabinet two female plugs. The male ends are located in the front cabinet which need to be connected. Along with these two plugs you will find a Audio 3.5mm male plug that will need to be connected to the audio jack of the computer located in the back cabinet. See picture A below and on the following page for clarification. The marquee’s power is plugged through the top of the cabinet.

Volume adjustment
Located inside the coin door on the left is where the volume controls are located. There are three knobs to adjust the volume. The closes knob to you is for the bass and turning this clockwise will increase the bass. The next knob is the treble control and turning this clockwise will increase the treble. The last knob adjusts the volume and turning clockwise will increase the volume. See picture B.
SETUP - ASSEMBLY

METERS LOCATION
The meters are located through the coin door. Both coin and ticket meters can be found there.

LOADING TICKETS
If during game play the ticket dispenser runs out of tickets, the screen will display “Error Tickets”. After loading tickets into the dispenser, press the ticket reset button found below the dispenser at the game floor.

ACCESSING PROGRAMMING
The program button is located in the coin door. Press the button “PROG” at the attract screens to enter programming.

PROGRAMMING
Press “SEL” to move the cursor down and “ENTER” to change its value. To move to the next screen, select the option page down or the option page up and press “ENTER”. When changing ticket values for each game, you must first press “ENTER” to start editing the line and press “SEL” to advance to the next setting. When finished, press “ENTER” on the option “ENTER” to exit that line.

<table>
<thead>
<tr>
<th>OPTION PAGE 1</th>
<th>DESCRIPTION</th>
<th>DEFAULT</th>
<th>MIN</th>
<th>MAX</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 - Coins per credit</td>
<td>How many coins to start a game.</td>
<td>2</td>
<td>1</td>
<td>4</td>
</tr>
<tr>
<td>2 - Free Play</td>
<td>No coins needed to play game.</td>
<td>off</td>
<td>On</td>
<td>Off</td>
</tr>
<tr>
<td>3 - Time to play</td>
<td>Sets the amount of game time for each game</td>
<td>30</td>
<td>20</td>
<td>40</td>
</tr>
<tr>
<td>4 - Start Music</td>
<td>Turns on intro music.</td>
<td>On</td>
<td>Off</td>
<td>On</td>
</tr>
<tr>
<td>5 - Bonus Tickets</td>
<td>Allows players to win the bonus tickets</td>
<td>On</td>
<td>Off</td>
<td>On</td>
</tr>
<tr>
<td>6 - Mercy Tickets</td>
<td>Gives players tickets for just playing.</td>
<td>Off</td>
<td>1</td>
<td>2</td>
</tr>
<tr>
<td>7 - Fixed Tickets</td>
<td>Game will always give out this amount.</td>
<td>Off</td>
<td>1</td>
<td>50</td>
</tr>
<tr>
<td>8 - Play for Fun</td>
<td>Disable ticket output.</td>
<td>Off</td>
<td>On</td>
<td>Off</td>
</tr>
<tr>
<td>9 - Page Down</td>
<td>Selecting this will go to the next screen of options</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

OPTION PAGE 2
There are seven options for each game. The first column enables or disables the game. The next option sets how many hits it takes to hit a target. The next option is how many tickets you get for each hit. The next column sets how many hits before the bonus can be won. The next column sets how many tickets the player gets when they make the bonus. The next column sets how many tickets are paid out for just playing if Mercy tickets are enabled. The last column sets how many tickets are paid at the end of the game if fixed tickets are enabled.

The next option “reset coins” will clear all credits. The next option “reset tickets” will clear all tickets owed. The last option will return to the previous page.

SENSOR TEST BUTTON
When you select this option the game will display a horizontal set of blocks numbered 1 to 48 and a vertical set of blocks numbered 1 to 24. These numbers relate to their LED number. If you where to block a section of the screen with either your hand or throw a ball, the LED that are blocked will light the corresponding block number. If a sensor board is not working, the entire row of blocks will not light when blocked. Pressing “sensor test” button again will exit test and return to game mode.
SERVICE

CAUTION
This game uses complex electronic components that are very sensitive to static electricity. Observe precautions below before handling these electronics. Failure to do so may void the warranty and damage electronic assemblies.

Before servicing electronics, turn off AC power to the game. Wait for capacitors to discharge.

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.

Before touching or handling electronic assemblies, discharge static electricity on your body. To discharge this static, begin by connecting the line cord to a grounded outlet. Don’t turn on the game. Next, touch the safety ground stud of the power supply chassis.

Store electronic assemblies in an anti-static area. Use anti-static bags to store or transport the game circuit boards.

Don’t remove or connect electronic assemblies when cabinet power is on. Otherwise, you’ll damage electronic assemblies and void the game’s warranty.

After you complete maintenance or service, replace ground wires, shields, safety covers and install and tighten ground and mounting screw.

AC Service switch
This game using a AC cutoff switch located in the back. When servicing the game if you remove the back cabinet panels with the power on, the deck pusher will stop. This is normal. If service is required with AC applied, pull the AC switch out which will allow power to the deck pushers. There one for each cabinet side.

*** WARNING *** This ac cut off switch is for your safety as serious injury could result if disabled.

*** ATTENTION *** Cette ac couper commutateur est pour votre sécurité aussi grave peut en résulter des blessures si handicapés.

Disable safety switch by pulling out switch.
<table>
<thead>
<tr>
<th>ITEM NO.</th>
<th>PART NUMBER</th>
<th>DESCRIPTION</th>
<th>QTY.</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>BA1010</td>
<td>REBOUND GUARD BRKT</td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td>BA1011</td>
<td>PODIUM KICK PLATE</td>
<td>1</td>
</tr>
<tr>
<td>3</td>
<td>BA1012</td>
<td>PODIUM BALL STOP BRKT</td>
<td>1</td>
</tr>
<tr>
<td>4</td>
<td>BA1014</td>
<td>BALL DIVERTER LEFT</td>
<td>1</td>
</tr>
<tr>
<td>5</td>
<td>BA1015</td>
<td>BALL DIVERTER RIGHT</td>
<td>1</td>
</tr>
<tr>
<td>6</td>
<td>BA3001</td>
<td>REBOUND GUARD</td>
<td>1</td>
</tr>
<tr>
<td>7</td>
<td>BA3055X</td>
<td>PODIUM FRONT FINAL ASSY</td>
<td>1</td>
</tr>
<tr>
<td>8</td>
<td>BA3071CXX</td>
<td>PODIUM ASSY</td>
<td>1</td>
</tr>
<tr>
<td>9</td>
<td>ML3078X</td>
<td>PODIUM GATE ASSY</td>
<td>1</td>
</tr>
<tr>
<td>10</td>
<td>BA4005</td>
<td>PODIUM RAMP BLACK RUNWAY</td>
<td>1</td>
</tr>
<tr>
<td>11</td>
<td>6104</td>
<td>1/4&quot; x 3/4&quot; FLAT WASHER BLACK (US)</td>
<td>6</td>
</tr>
<tr>
<td>12</td>
<td>6212</td>
<td>1/4-20 x 1&quot; LG. BSHCS (ZINC)</td>
<td>30</td>
</tr>
<tr>
<td>13</td>
<td>6048</td>
<td>#8 x 3/4&quot; SQ. DRIVE (BLACK)</td>
<td>10</td>
</tr>
<tr>
<td>14</td>
<td>6444</td>
<td>1/4-20 x 15/32&quot; JOINT CONNECTOR</td>
<td>17</td>
</tr>
<tr>
<td>15</td>
<td>6251</td>
<td>1/4-20 x 1&quot; LG. (BLACK)</td>
<td>12</td>
</tr>
<tr>
<td>16</td>
<td>6048</td>
<td>1/4-20 x 1-1/2&quot; LG. (ZINC)</td>
<td>2</td>
</tr>
<tr>
<td>17</td>
<td>PC80609</td>
<td>10-24 x 1-1/4&quot; LG. CARR. BOLT (BLACK)</td>
<td>5</td>
</tr>
<tr>
<td>18</td>
<td>PC80614</td>
<td>#10 FLAT WASHER USN (#12 SAE)</td>
<td>3</td>
</tr>
<tr>
<td>19</td>
<td>6206</td>
<td>10-24 KEP NUT</td>
<td>3</td>
</tr>
<tr>
<td>20</td>
<td>6204</td>
<td>10-24 KEP NUT</td>
<td>3</td>
</tr>
<tr>
<td>ITEM NO.</td>
<td>PART NUMBER</td>
<td>DESCRIPTION</td>
<td>QTY</td>
</tr>
<tr>
<td>---------</td>
<td>-------------</td>
<td>---------------------------------------------------</td>
<td>-----</td>
</tr>
<tr>
<td>1</td>
<td>BA3080CX</td>
<td>MARQUEE ASSY</td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td>BA3090X</td>
<td>MARQUEE BACK FINAL ASSY</td>
<td>1</td>
</tr>
<tr>
<td>3</td>
<td>BA7027</td>
<td>MARQUEE COVERGLASS</td>
<td>1</td>
</tr>
<tr>
<td>4</td>
<td>6212</td>
<td>1/4 x 3/4 FLAT WASHER BLACK (USS)</td>
<td>4</td>
</tr>
<tr>
<td>5</td>
<td>6281</td>
<td>1/4-20 x 1 1/2 BSHCS (BLACK)</td>
<td>4</td>
</tr>
<tr>
<td>6</td>
<td>6238</td>
<td>BHCS, #8-32 x 1&quot; LG. (BLACK OXIDE)</td>
<td>11</td>
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</tbody>
</table>

**NOTES:**

1. DEBURR ALL SHARP EDGES AND BREAK ALL SHARP CORNERS.
<table>
<thead>
<tr>
<th>ITEM NO.</th>
<th>PART NUMBER</th>
<th>DESCRIPTION</th>
<th>QTY.</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>E00382</td>
<td>BULB CF 27W (PHILIPS #EL/MDT27W)</td>
<td>3</td>
</tr>
<tr>
<td>2</td>
<td>BA3090</td>
<td>MARQUEE BACK</td>
<td>1</td>
</tr>
<tr>
<td>3</td>
<td>SH2130X</td>
<td>ASY (2D BULB SOCKET)</td>
<td>3</td>
</tr>
<tr>
<td>4</td>
<td>TG1021</td>
<td>LIGHT BRACKET</td>
<td>3</td>
</tr>
<tr>
<td>5</td>
<td>655</td>
<td>#8 x 3/4 SQ. DRIVE (BLACK)</td>
<td>12</td>
</tr>
<tr>
<td>6</td>
<td>0004a</td>
<td>0-32 KEP NUT</td>
<td>3</td>
</tr>
<tr>
<td>7</td>
<td>6278</td>
<td>8/32 x 1/2 PEM STUD FH 832-8</td>
<td>3</td>
</tr>
</tbody>
</table>

**NOTES:**
1. DEBURR ALL SHARP EDGES AND BREAK ALL SHARP CORNERS.
LOW TICKET LED
E06212 RED FLASHING LED
WITH LED HOLDER #1017

FLASHING

LOW TICKET SWITCH

TO:

Part No.

BA2053HX

Title

BA1000X - Go Ballistic

Description

TICKET DOOR HARNESS

Filename

BA1000X.VSD

Drawn By

MMARTIN

Date

3/20/09

Revised

7/2/09

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PART NO.  BA2060LX  TITLE  BA1000X - Go Ballistic

DESCRIPTION  AC COMPUTER/POWER SUPPLY HARNESS

FILENAME  BA1000X.VSD

DRAWN BY  MMARTIN

DATE  3/20/09  REVISED  7/2/09  PAGE  6 OF 16
AC POWER SPLITTER HARNESS

TO:
- PH2007X – POWER MOD
  - 1: BROWN
  - 2: GREEN/YELLOW
  - 3: BLUE

3 PIN PLUG #E02206
SOLID PIN #E02100S

TO:
- MS2364X – FAN ASY
  - 1: BROWN
  - 2: GREEN/YELLOW
  - 3: BLUE

82"

TO:
- PEM STUD ON WIRE WAY COVER

76"

TO:
- BA2062LX AC POWER MARQUEE HARNESS

8"

TO:
- PEM STUD ON WIRE WAY COVER

TO:
- BA2062LX AC POWER MARQUEE HARNESS

TO:
- PEM STUD ON WIRE WAY COVER

TO:
- PEM STUD ON WIRE WAY COVER

TO:
- PEM STUD ON WIRE WAY COVER

TO:
- PEM STUD ON WIRE WAY COVER

3 PIN CAP #E002288
FEMALE #E08259
PIN 2: #E02013
GREEN/YELLOW (600V)

3 PIN CAP #E002288
FEMALE #E08259
PIN 2: #E02013
GREEN/YELLOW (600V)

3 PIN CAP #E002288
FEMALE #E08259
PIN 2: #E02013
GREEN/YELLOW (600V)
4 PIN AMP HOUSING #E02429
CONTACT PIN #E02201

1. BLACK
2. BLACK
3. BLUE
4. BLUE

TWIST @ 72"

3"

TO:
MONITOR POWER SUPPLY

TO:
MONITOR
STRIP 1" AND TIN

TO:
AR2007 SPEAKER (LEFT)

3"

46"

SEPARATE TWISTS

46"

TO:
AR2007 SPEAKER (RIGHT)

3"

46"

4" 12"

red/gray brown/gray
brown/white red/white

red/white brown/white

red/gray brown/gray red/white
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.

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