OWNERS AND SERVICE MANUAL
©2001 INNOVATIVE CONCEPTS IN ENTERTAINMENT INC.

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INTRODUCTION & SET-UP

FEATURES

Thank you for purchasing the new
MESMERIZER™ coin operated amusement
game from I.C.E. Please read this manual to fully
understand the operation and servicing of this
game.

This game has been designed to be as trouble
free as possible. Our latest technology has been
employed to assure the best quality and game
ownership experience.

MESMERIZER™ incorporates simple one button
game play to assure the widest audience base
possible. Everybody "WINS" with
MESMERIZER™, but multiple wins can get you
the big Ticket Bonus. The easy game play
assures repeat business and lots of fun for the
game player.

Our cabinet design is a unique blend of material
components.

A special high quality marine grade plywood is
used to assure unparalleled strength and
moisture resistance.

The Upper cabinet and dome are made of impact
resistant plastics to assure years of good
durability and looks.

The lower cabinet is constructed of wood, plastic
and Special Epoxy powder coated steel panels.

All of the electronics in MESMERIZER™ have
been designed using proven technology to
assure the greatest reliability possible.

An integrated high quality audio amplifier has
been used to assure the best quality sound
reproduction.

A bright, backlit printed multi-colored spinning
wheel and flashing red neon light ring compliment
the "Groovy" 60's theme of the game.

SET-UP

The MESMERIZER™ game is almost ready to go
with just a little bit of set-up.

The game comes fully assembled other than the
top Marquee.

To install the marquee, connect the harnesses
for the strobe and florescent lighting, and install
the (4) four 1/4-20 kep nuts to install the marquee
to the back of the game.

That's it! Program your game as shown in the
next section, and you're ready to go!

PROGRAMMING OPTIONS

USING THE PROGRAMMING BUTTONS

There are 4 buttons on the cash box enclosure of the game. (Inside coin door) Their operation is detailed below.

PROGRAMMING BUTTON - This button is used to enter and exit the programming mode. Quickly depress and release the button.

SELECT BUTTON - This button is used to select which programming option you would like to adjust. Quickly depress and release the button to move through the options. NOTE: The options will be displayed on the control panel display.

STEP BUTTON - This button is used to step through and CHANGE the value of any particular option. Quickly depress and release the button to move through the option values. NOTE: The option values are shown on the large BONUS display on the back cabinet of the game.

RESET BUTTON - This button is used to reset or cancel the tickets owed in the game. Use this button when reloading tickets if you do not want the game to finish paying out what it might owe.

COINS PER CREDIT (OPTION #1)

This option determines how many coins it takes to play 1 game. The range for this option is 0-8. Setting a "0" puts the game into free play mode. The default value for this mode is "1"

ATTRACT MINUTES (OPTION #2)

This option determines how many minutes between the attract mode. The range for this option is 0-90 minutes. Setting a "0" turns the attract mode off. The default value for this option is 5 minutes.

HITS TO WIN (OPTION #3)

This option determines how many successful hits in a row are necessary to win the game and receive the bonus. The range for this option is 8-16 hits. The default value for this option is 10.

WHEEL R.P.M. START SPEED (OPTION #4)

This option determines the starting (or static) R.P.M. (speed) of the wheel. On a game using the skill speedup option, this will be the start up speed. On a game not using the speedup option, this will be the constant wheel speed. The range for this option is 6-16 R.P.M. The default value for this option is "10".

DO SKILL SPEEDUP (OPTION #5)

This option determines whether or not the wheel speed will increase over the duration of the game. Setting a "1" enables this option. The default value for this option is "1"

PROGRAMMING OPTIONS

DIFFICULTY / NARROWING PCT. (OPTION #6)

This option determines if the game will electronically increase the difficulty of the game by narrowing the "win" wedge opening by a certain percentage. The percentage of opening can be decreased by 1-45 percent. Setting a "0" turns off the difficulty option. Setting a "45" would decrease the hittable area by 45 percent. The default value for this option is "25"

MINIMUM BONUS / RESET VALUE (OPTION #7)

This option determines the value of the jackpot OR the minimum value of the jackpot in a progressive bonus arrangement. The range of this option is 50 – 200. The default value for this option is "50"

MAXIMUM BONUS (OPTION #8)

This option determines the Maximum value of the bonus in a progressive jackpot set-up. The range of this option is 199-999. The default value for this option is "499".

BONUS INCREMENT (OPTION #9)

This option turns on the progressive bonus option, AND determines how much the bonus will go up each time the game is played and nobody wins. Setting a "0" turns the progressive option off. The range for this option is 0-20. The default value for this option is "0".

BONUS NOW (OPTION #10)

This is an accounting mode that tells you the present value of the bonus payout.

CLEAR BONUS (OPTION #11)

This option will clear the bonus value and return it to the minimum value.

BASE TICKETS FOR LOSING (OPTION #12)

This option determines how many tickets are given out just for plating regardless of any other ticket settings. The range of this option is 0-9. Setting a "0" turns this option off. The default value for this option is "1"

HIT STEPS FOR NEXT TICKET INCREMENT (OPTION #13)

This option determines how many "wins" are hit before the ticket amount will increase. The range for this option is 1-5 "wins". The default value for this option is "1"

PROGRAMMING OPTIONS

TICKET AMOUNT PER STEP
(OPTION #14)

This option determines the amount of tickets that will be dispensed each time the next payout step (as set in option 13) is reached. The range for this option is 0-9. The default value for this option is "1"

ACCOUNT CREDITS
(OPTION #15)

This option tells you how many credits have been played since the last accounts cleared.

ACCOUNT WINS
(OPTION #16)

This option tell you how many times the bonus has been won since the last accounts cleared.

ACCOUNT, TICKETS
(OPTION #17)

This option tells you how many tickets have been won since the last accounts cleared.

THE FOLLOWING OPTIONS (18-33) TELL YOU HOW MANY 1 HIT, 2 HIT, 3 HIT, ETC. GAMES HAVE BEEN PLAYED. THIS WILL HELP YOU GAUGE FURTHER THE PLAYER PROFILE OF YOUR LOCATION. THIS CAN HELP TO SET UP THE GAME FOR GREATER EARNINGS.

18. 1 HIT GAMES
19. 2 HIT GAMES
20. 3 HIT GAMES
21. 4 HIT GAMES
22. 5 HIT GAMES
23. 6 HIT GAMES
24. 7 HIT GAMES
25. 8 HIT GAMES
26. 9 HIT GAMES
27. 10 HIT GAMES
28. 11 HIT GAMES
29. 12 HIT GAMES
30. 13 HIT GAMES
31. 14 HIT GAMES
32. 15 HIT GAMES
33. 16 HIT GAMES

ACCOUNT CLEAR
(OPTION #34)

This option clears ALL of the accounting information. Setting a "1" enables the reset option. The default value for this option is "0"

FACTORY RESET
(OPTION #35)

This option clears ALL of the custom game settings as well as all of the accounting information. Setting a "1" enables the reset option. The default value for this option is "0"

PROGRAMMING OPTIONS

MOTOR PULSE WIDTH MODULATION TEST (OPTION #36)

This is a factory / diagnostics test to see that the motor is capable of delivering at least 16 R.P.M.

TROUBLESHOOTING

GAME WILL NOT TAKE OR ADD MONEY CORRECTLY
- Micro switch not working or returning properly. Check and repair or replace as necessary.
- Bad Harnessing or connector. Check w/ohm meter and repair as necessary.
- Game programming set incorrectly. Check programming option and re-program if necessary.
- Bad Main P.C. Board. Check and repair or replace as necessary.

HIT BUTTON WILL NOT FLASH WHEN GAME HAS CREDITS, OR WORK WHEN PUSHED
- Micro switch not working properly. Test and replace as necessary.
- Micro switch popped out of housing. Snap back into housing.
- Burned out light bulb. Replace light bulb.
- Bad harnessing or connector. Check w/ohm meter and repair as necessary.
- Bad Main P.C. Board. Check and repair or replace as necessary.

GAME HAS NO SOUND
- Bad speaker. Check w/ohm meter for 4 or 8-ohm load. If not within this range, replace.
- Volume level set incorrectly. Check volume level in programming, and adjust if necessary.
- Bad Harnessing or connector. Check w/ohm meter and repair as necessary.
- Bad Main P.C. Board. Check and repair or replace as necessary

TICKET DISPENSER DOES NOT WORK OR WORKS IMPROPERLY
- Bad ticket dispenser. Repair or replace as necessary.
- Bad harnessing or connector. Check w/ohm meter and repair as necessary.
- Bad Main P.C. Board. Check and repair or replace as necessary.
- Game out of tickets. Add tickets
- Optical sensor on ticket dispenser dirty. Remove paper fuzz and debris with a soft brush.

NO FLORESCENT LIGHTING
- Bulb burned out. Replace bulb.
- Electronic ballast bad. Replace ballast.
- Harness bad or harness unplugged. Check w/ohm meter and plug in, repair or replace as necessary.
- No A.C. power to the game or Main fuse bad. Check fuse and A.C. power.

WHEEL WILL NOT SPIN OR SPIN PROPERLY
- Motor burned out. Replace motor.
- Motor drive transistor burned out. Replace drive transistor.
- Main P.C. Board damaged. Repair or replace Main P.C. Board.
- Motor harnessing damaged. Repair damaged harnessing.
- Wheel position optical transmitter or receiver bad. Repair or replace as necessary.
- Wheel position optical sensor blinded by light. Make sure light shroud is secure around sensor.

GAME WILL NOT SCORE PROPERLY
- Main P.C. Board damaged. Repair or replace Main P.C. Board.
- Motor harnessing damaged. Repair damaged harnessing.
- Wheel position optical transmitter or receiver bad. Repair or replace as necessary.
- Wheel position optical sensor blinded by light. Make sure light shroud is secure around sensor.
- Score LED damaged. Repair or replace as necessary.

RING LIGHTS, NEON, OR STROBE LIGHT WILL NOT FLASH OR WORK PROPERLY
- Drive transistors on Main P.C. board bad. Replace drive transistors.
- Bulb or tube burned out. Replace tube or bulb.
- Harnessing bad. Repair or replace as necessary.

IF YOU HAVE ANY FURTHER QUESTIONS OR COMMENTS, PLEASE CONTACT OUR SERVICE DEPARTMENT AT 1-716-759-0360 - MONDAY THRU FRIDAY 8:00AM - 5:00PM

PARTS LISTINGS

MECHANICAL PARTS

FP1004	Leg Leveler Mounting Bracket
MZ1016	Arrow, Large
MZ1017	Arrow, Small
MZ1018	Deflector cover
FP1019	Leveler Foot, Long
BW2017	Plastic Fluorescent Bulb Clip
BW2018	Plastic Fluorescent Bulb Support
BZ3006	Zamperella Bulb Assy. - Yellow
MZ3006	Zamperella Bulb Assy. - Clear
MZ3006A	Zamperella Bulb Assy. - Red
MZ3006B	Zamperella Bulb Assy. - Orange
MZ3006C	Zamperella Bulb Assy. - Green
MZ3006D	Zamperella Bulb Assy. - Blue
MZ3009X	Playfield Hub Assembly
MZ3021	Plastic bolt Cap
MZ3023X	Marquee Assembly
MZ3024	Mesmerizer Dome

GRAPHICS

MZ7000	Podium, Left Side Decal
MZ7001	Podium, Right Side Decal
MZ7002	Hub Cover Decal
MZ7003	Playfield Decal
MZ7004	Light Ring Decal
MZ7005	Push Button Decal
MZ7006	Control Panel Side Decal
MZ7007	Base Front Overlay Decal
MZ7008	Control Panel Overlay Decal
MZ7010	Base Front Strip Decal
MZ7012	"Hit Red" Decal, Large
MZ7013	"Hit Red" Decal, Small
MZ7014	ICE Logo Decal
MZ7021	Programming Decal
MZ7027	Marquee Decal
MZ9010	Service Manual

ELECTRICAL / ELECTRONIC PARTS

MZ2001X	Neon Transformer
MZ2003X	Neon Light Ring Assembly
MZ2003RX	Receiver P.C. Board Assembly
MZ2003TX	Transmitter P.C. Board Assy.
MZ2005	Round Push Button, 4" White
AR2007	Speaker, 6" X 9"
MZ2008X	Playfield Motor
CC2027	Power Cord, 20 Ft. Comp. Style
MZ2032X	Message Display P.C. Board
MZ2033X	Bonus Display P.C. Board
MZ2034X	Main P.C. Board
MZ2035X	Strobe Light Assembly
MZ2050X	Door Harness
HH2050	Power Module
MZ2055X	Power Module Harness
MZ2060X	Opto / Motor Harness
MZ2061AX	Power Extension Harness
MZ2064X	Neon Transmitter Harness
MZ2066X	Transformer Extension Harness
MZ2067X	Motor Drive Transistor Harness
HH5005	Ticket Dispenser
8201	TIP 125 Transistor
MZ8284X	Ballast Assembly
8312	PLL-40W/41/RS/IS Fluorescent

WARRANTY

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

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

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

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

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

- Products will be covered under warranty only when:

- The serial number of the game with the defective parts is given.

- The serial number of the defective part, if applicable, is given.

- Defective parts are returned to I.C.E., shipping pre-paid, in a timely fashion, if requested by I.C.E.

- A copy of the sales receipt is available as proof of purchase upon request of I.C.E.

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