OWNERS AND SERVICE MANUAL

INNOVATIVE CONCEPTS IN ENTERTAINMENT INC.

10123 MAIN STREET, CLARENCE, NY 14031
SERVICE: 1-716-759-0360
FAX: 1-716-759-0884
E-MAIL: service@icegame.com
WEBSITE: www.icegame.com

Table of Contents

Rev H   1/23/2019

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 DIS-CHARGE STATIC ELECTRICITY THROUGH THE GAME CIRCUITRY, WHICH COULD CAUSE DAMAGE.

THE POWER SUPPLY IS NOT VOLTAGE ADJUSTABLE. TO OPERATE THE GAME AT VOLTAG-ES OTHER THAN THOSE IT WAS DESIGNED FOR. PLEASE CONTACT OUR SERVICE DE-PARTMENT 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. Re-moving 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.
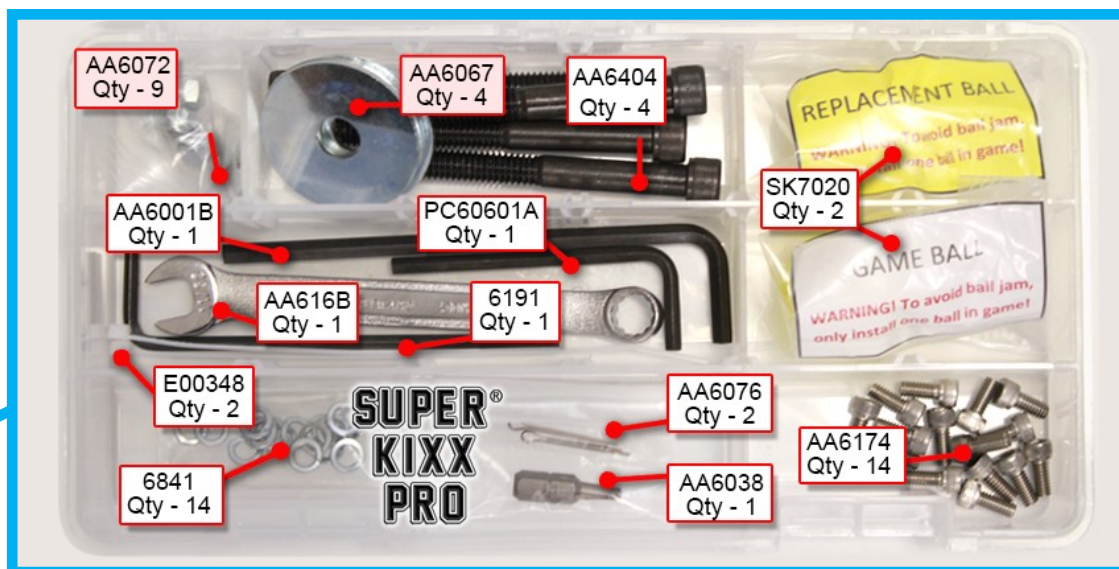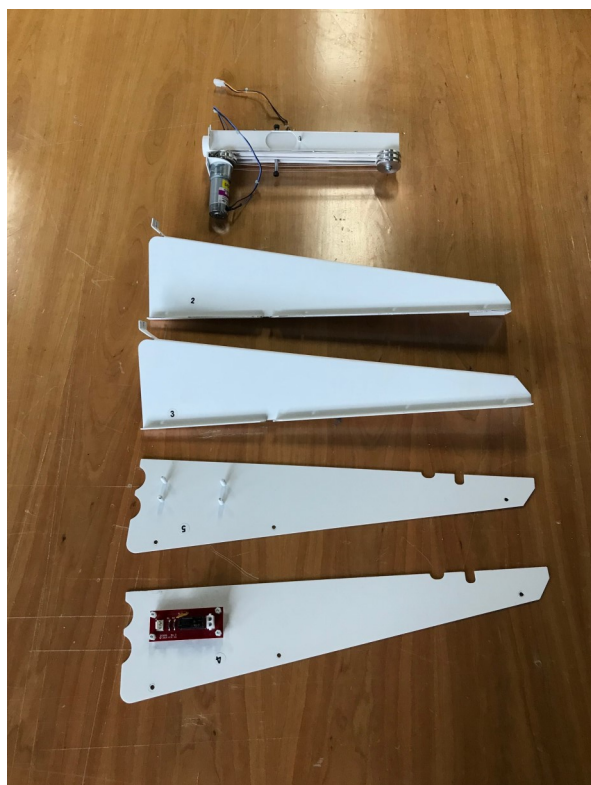
This appliance is not intended for use by persons (including children) with reduced physical, sensory or mental capabilities, or lack of experience and knowledge, unless they have been given supervi-sion or instruction concerning use of the appliance by a person responsible for their safety. Children should be supervised to ensure that they do not play with the appliance.
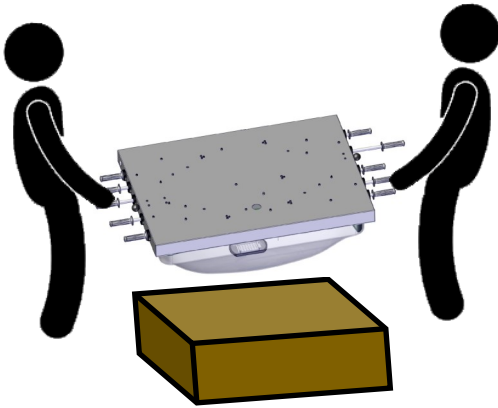
AC Power Information

Replace the entire DC supply if failure is experienced.

4.5 amp at 110—120V. 2.5 amp at 200 –240V

Parts Included Inside Base

AA6072
Qty - 9

AA6067
Qty - 4

AA6404
Qty - 4

REPLACEMENT BALL

WARNING! To avoid ball jam, only install one ball in game!

AA6001B
Qty - 1

PC60601A
Qty - 1

SK7020
Qty - 2

GAME BALL

WARNING! To avoid ball jam, only install one ball in game!

AA616B
Qty - 1

6191
Qty - 1

E00348
Qty - 2

AA6076
Qty - 2

AA6174
Qty - 14

6841
Qty - 14

SUPER® KIXX PRO

AA6038
Qty - 1

# INSTALLING THE BALL & ELEVATOR ASSEMBLY

Step1:

A) Pace the top of the game so that the dome goes inside the box. This will allow you to install the elevator without scratching the dome.

B) INSTALL the GAME BALL NOW. Drop it through the center hole. (The game ball is located in the parts pack)

WARNING: To avoid a ball jam, only install one ball in game! Keep the other ball as a replacement.
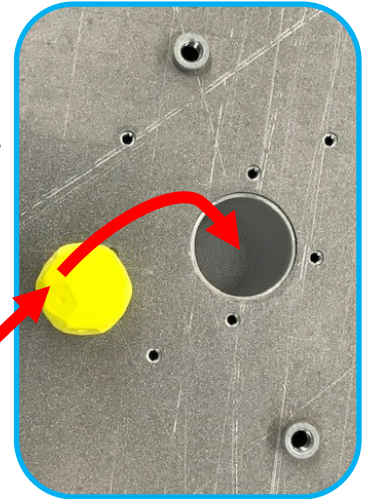
Step2:

Located inside the base are two ramp assemblies, the elevator, and hardware. The components are labeled by numbers and will match with where they are installed. Locate the elevator labeled number one. Attach the elevator to the cabinet top. **The motor should be on the opposite of the main harness hole**. There will also be a number on both the elevator and cabinet which should line up.

Use five AA6174 screws and five washers AA6841 to secure the assembly.
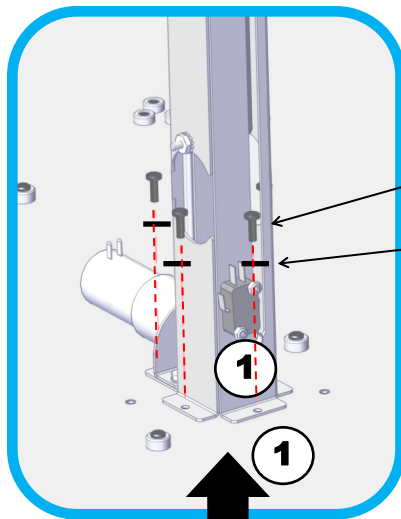
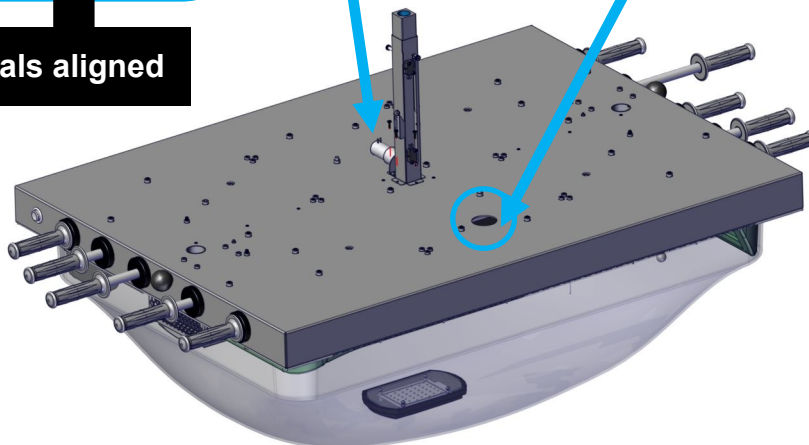AA6174 SCREW 5 PLACES

AA6841 WASHER 5 PLACES

Decals aligned

1

1

** NOTE **

Pay attention to where the harness hole is at all times during assembly. This will aid you in knowing which side you are working on.
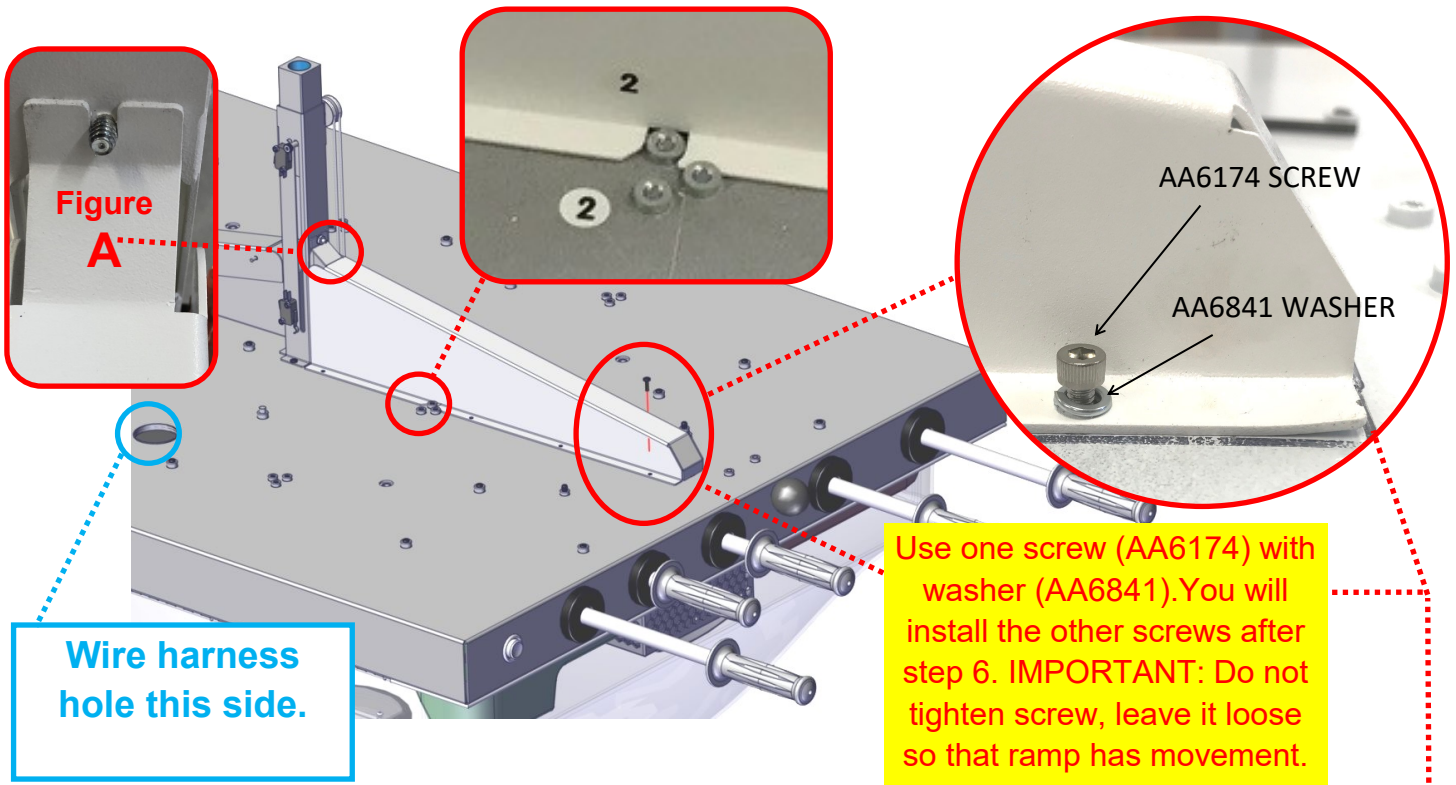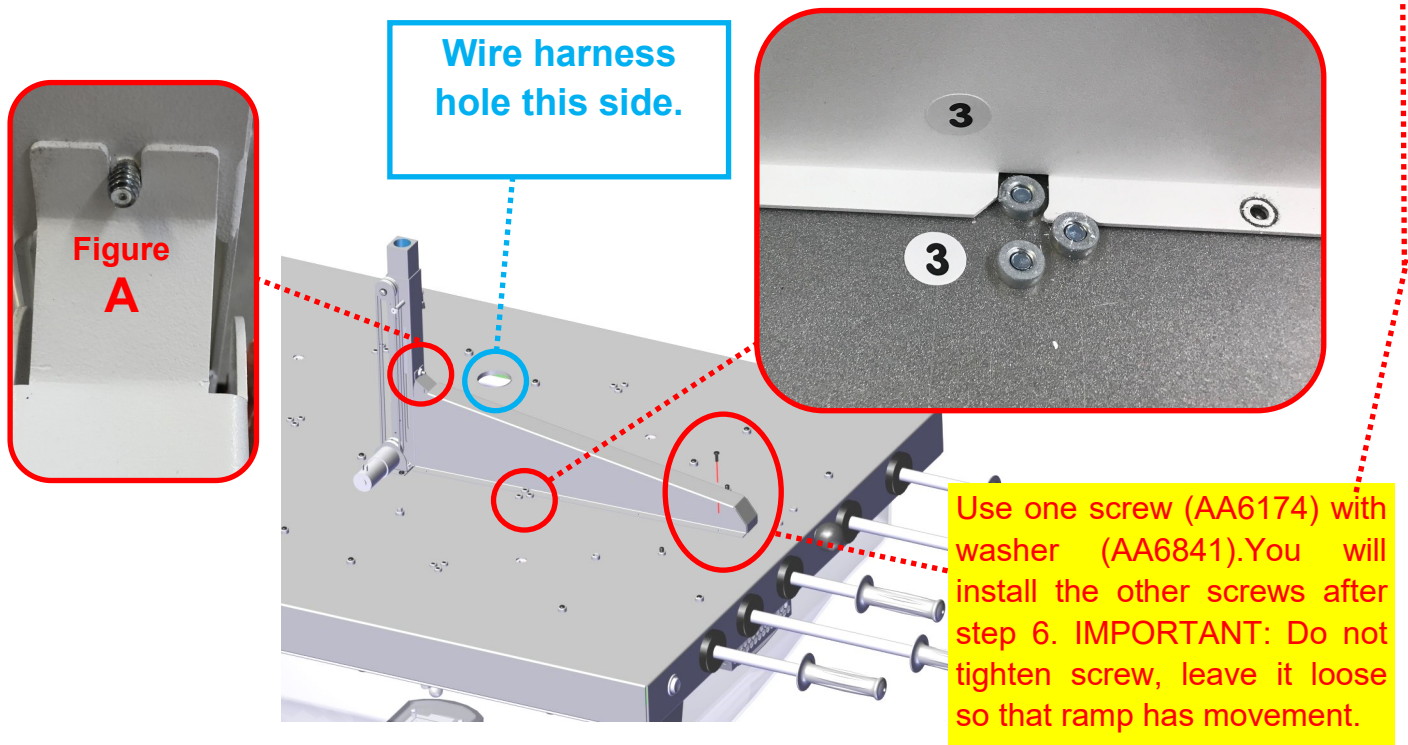
MOTOR

Wire harness hole this side.

Step 3: Locate the ramp part that is labeled 2. Align the ramp under the elevator mount (See figure A) and between the three cabinet nuts (See where it is labeled 2). **IMPORTANT:** Do not tighten any **screws or nuts** until BOTH OF THE elevator RAMPS have been set in place and you have completed **step 7**. Use one AA6174 screw at the far end to mount ramp part 2 to the cabinet. <u>Do not install any other screw at this time because you will install the remainder of the screws in step 6.</u>

Figure A

AA6174 SCREW

AA6841 WASHER

Wire harness hole this side.

Use one screw (AA6174) with washer (AA6841).You will install the other screws after step 6. IMPORTANT: Do not tighten screw, leave it loose so that ramp has movement.

Step 4: Locate the ramp part that is labeled 3. Align the ramp under the elevator mount (See figure A again) and between the three cabinet nuts (See where it is labeled 3). Use one AA6174 screw at the far end to mount ramp part 3 to the cabinet. Do not install any other screw at this time.

Wire harness hole this side.

Figure A

Use one screw (AA6174) with washer (AA6841).You will install the other screws after step 6. IMPORTANT: Do not tighten screw, leave it loose so that ramp has movement.
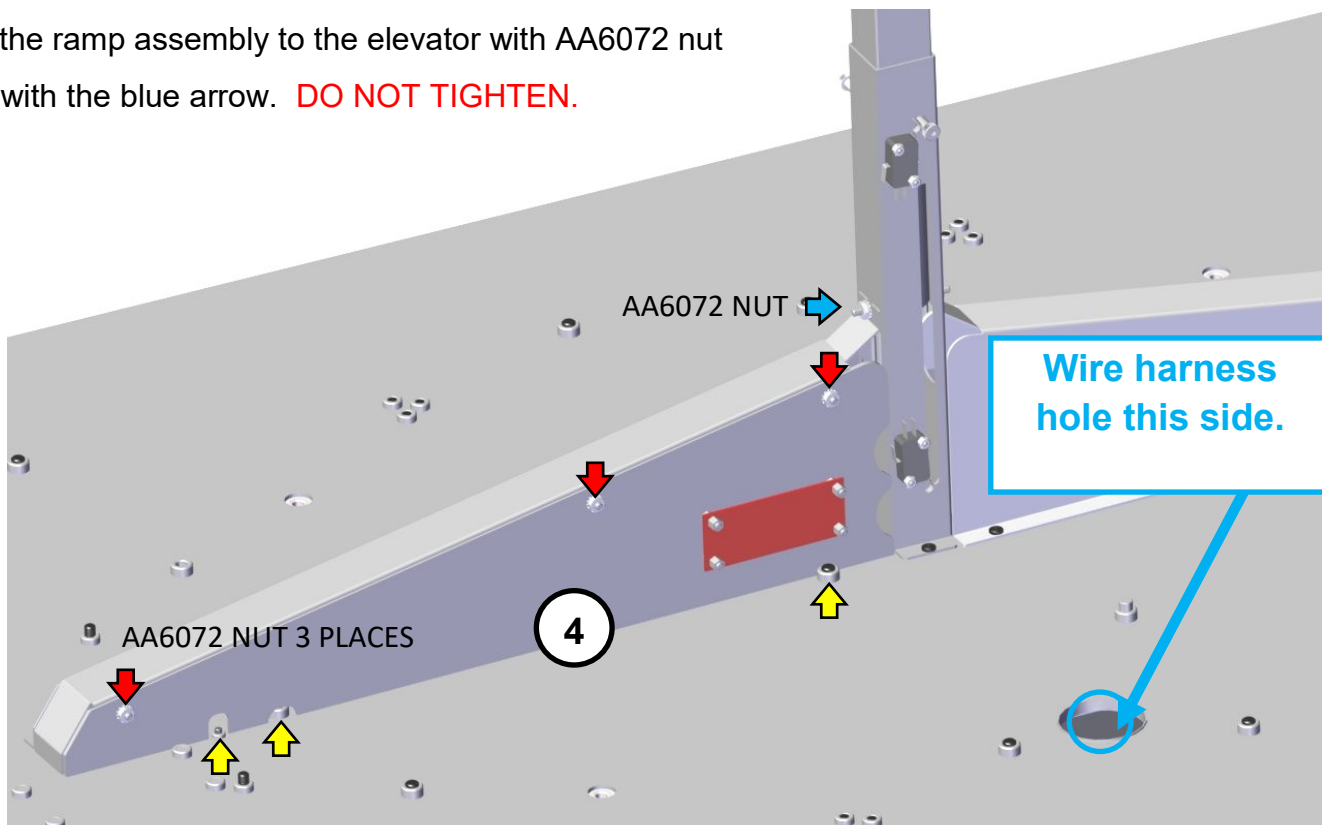
6

Step 5: Locate the ramp cover labeled 4.

Attach the ramp cover with three AA6072 nuts (location shown with red arrows). Make sure the cover is flush to the ramp and pay attention to the three points shown with yellow arrows below. DO NOT TIGHTEN ANY HARDWARE YET.

Attach the ramp assembly to the elevator with AA6072 nut

shown with the blue arrow. DO NOT TIGHTEN.

AA6072 NUT

Wire harness hole this side.

AA6072 NUT 3 PLACES

④

Step 6: Locate the ramp cover labeled 5.

Attach the ramp cover with three AA6072 nuts (location shown with red arrows). Make sure the cover is flush to the ramp and pay attention to the three points shown with yellow arrows below.

DO NOT TIGHTEN ANY HARDWARE YET.

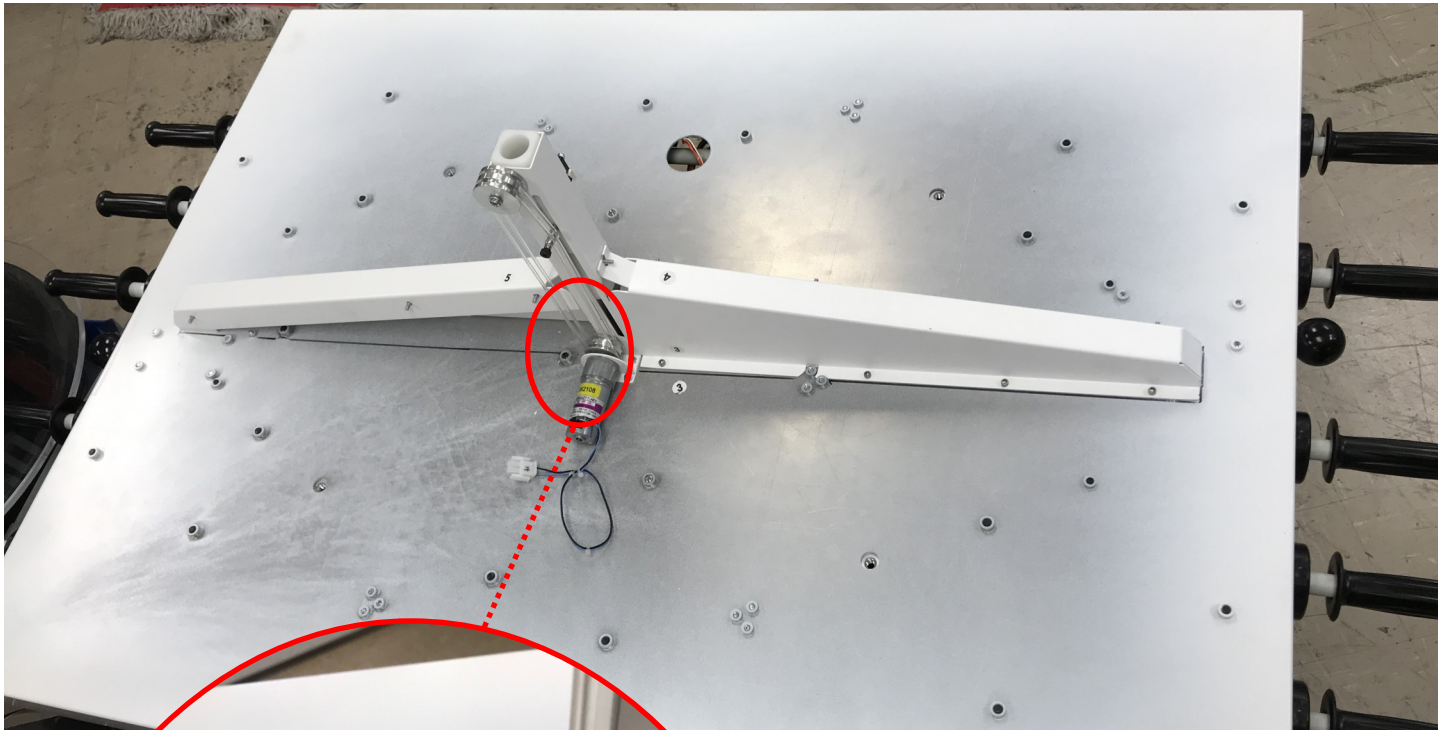Attach the ramp assembly to the elevator with AA6072 nut shown with the blue arrow.

CAUTION: DO NOT PINCH BELT WITH SIDE COVER

AA6072 NUT

AA6072 NUT 3 PLACES

⑤
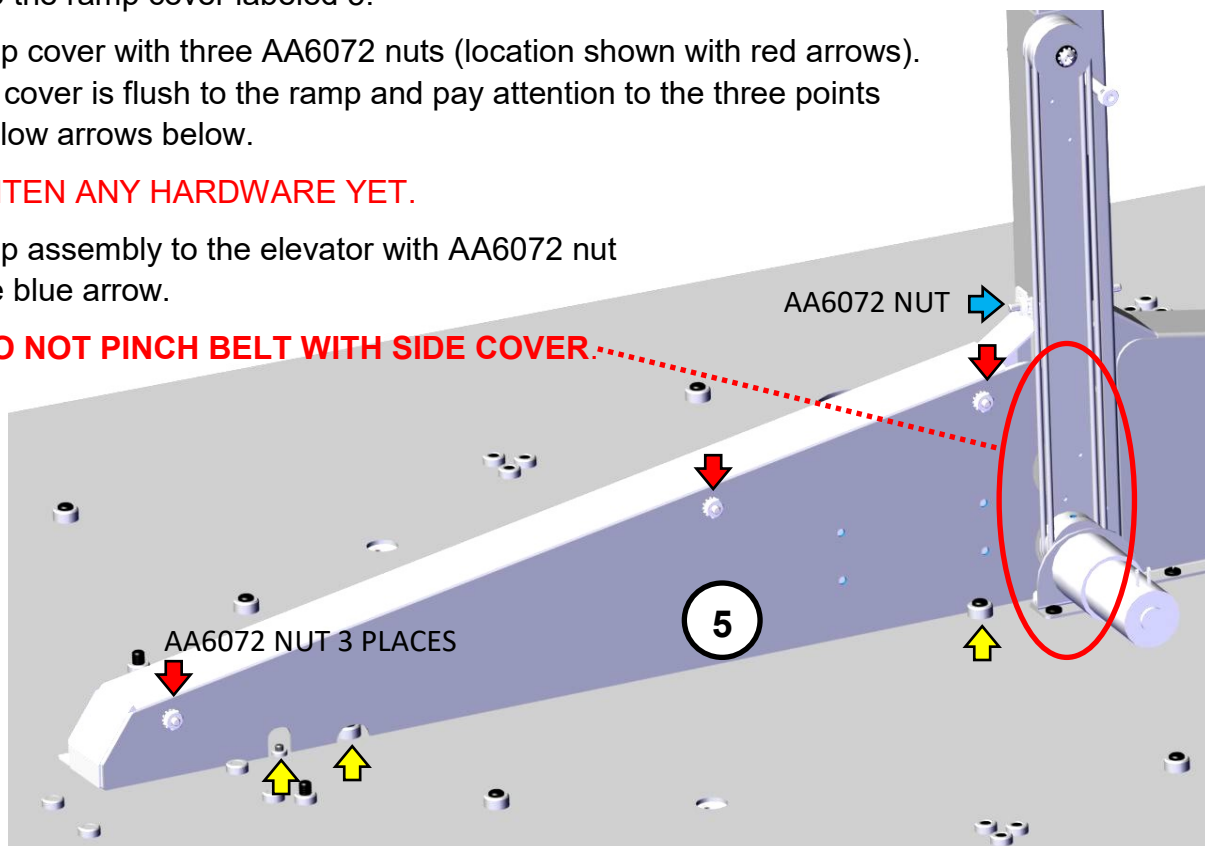
**Step 7: (continued on next page)**

HOW TO TIGHTEN the elevator and ball ramp assembly:

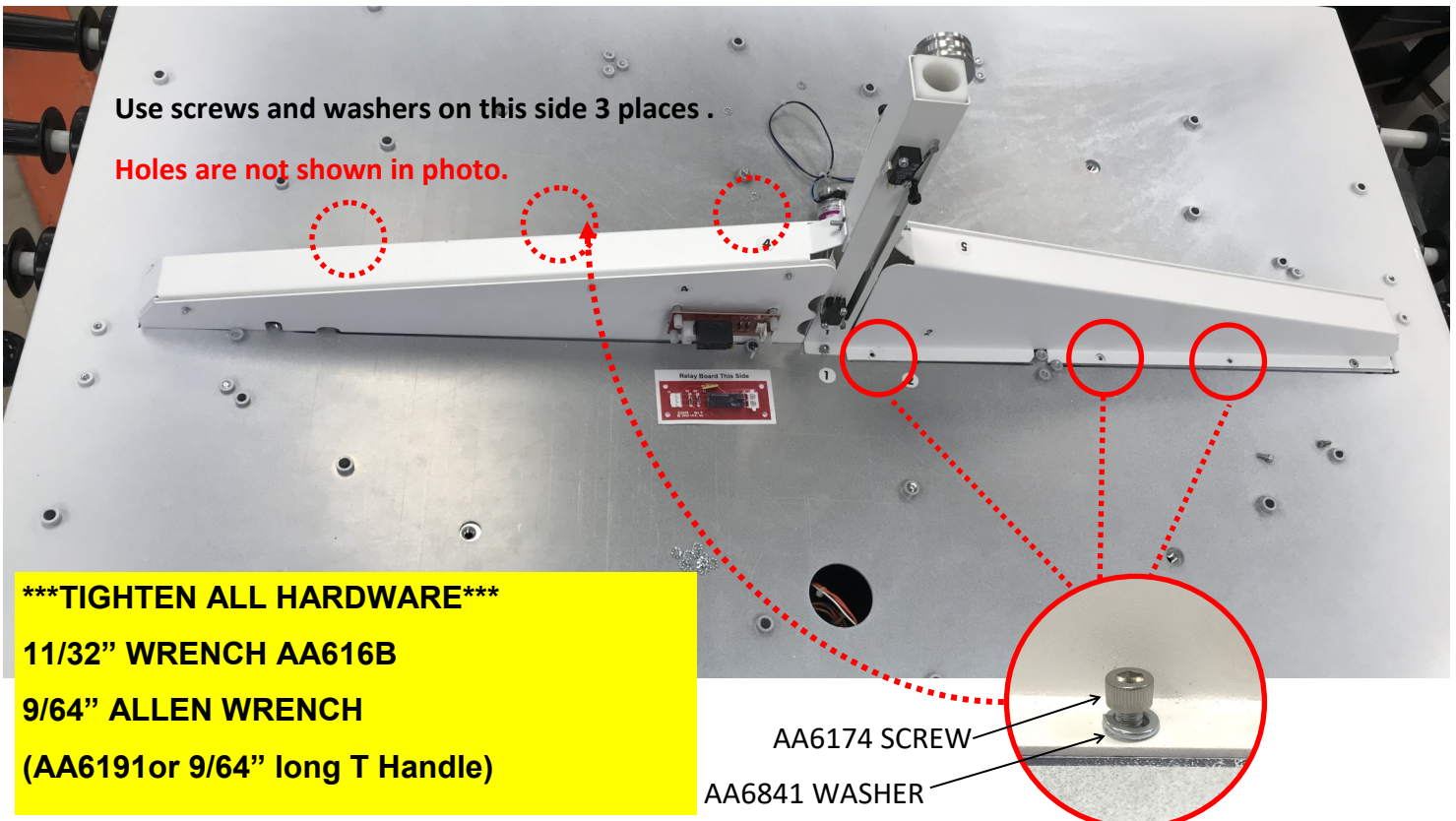Make sure the cover is flush to the ramp and CONFIRM BELT IS NOT TRAPPED BETWEEN THE METAL COVER AND RAMP!

BELT
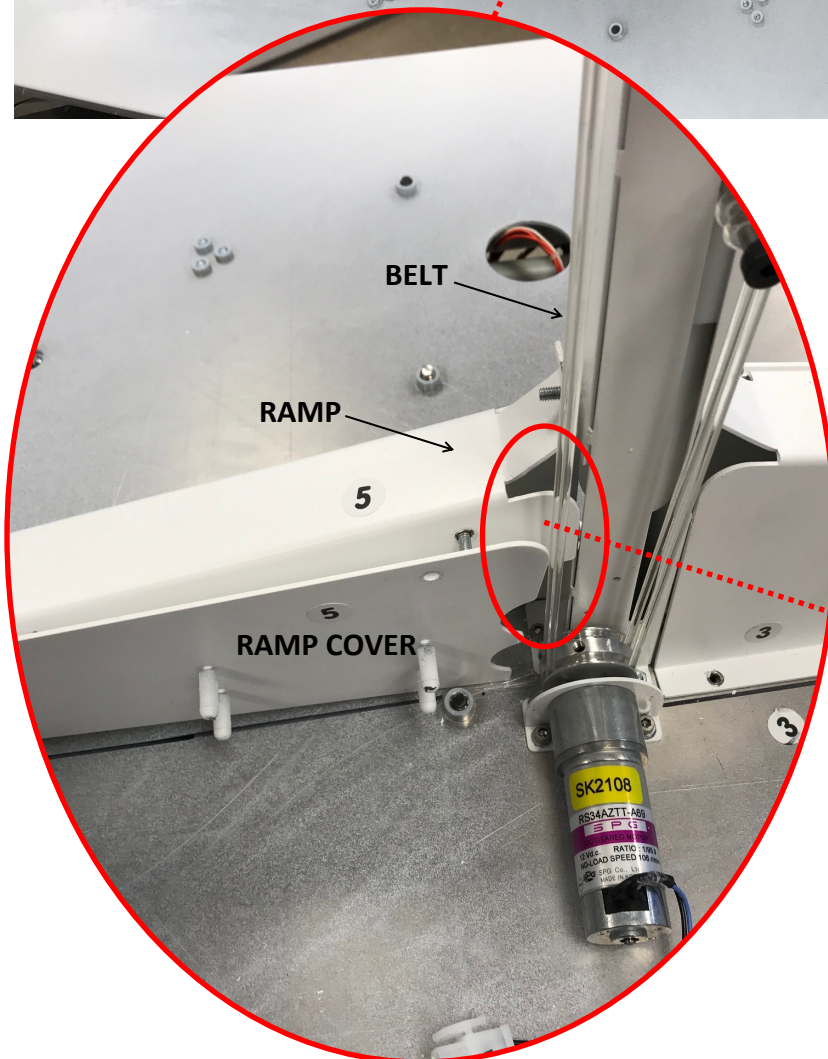
RAMP

RAMP COVER

Do NOT pinch Belt in metal ramp cover.

Step 7: (continued FROM previous page)

Make sure the RELAY BOARD is located on the same side as the wire harness hole.
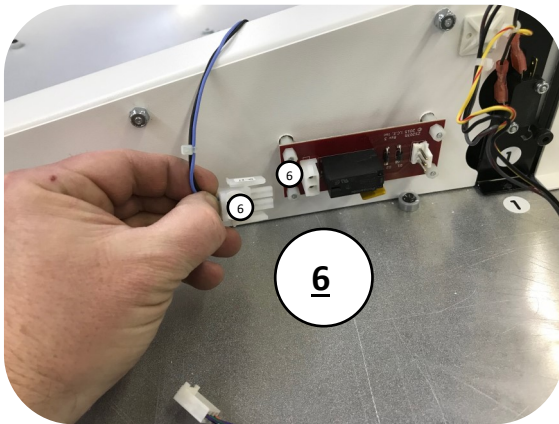

RELAY BOARD

Wire harness hole this side.
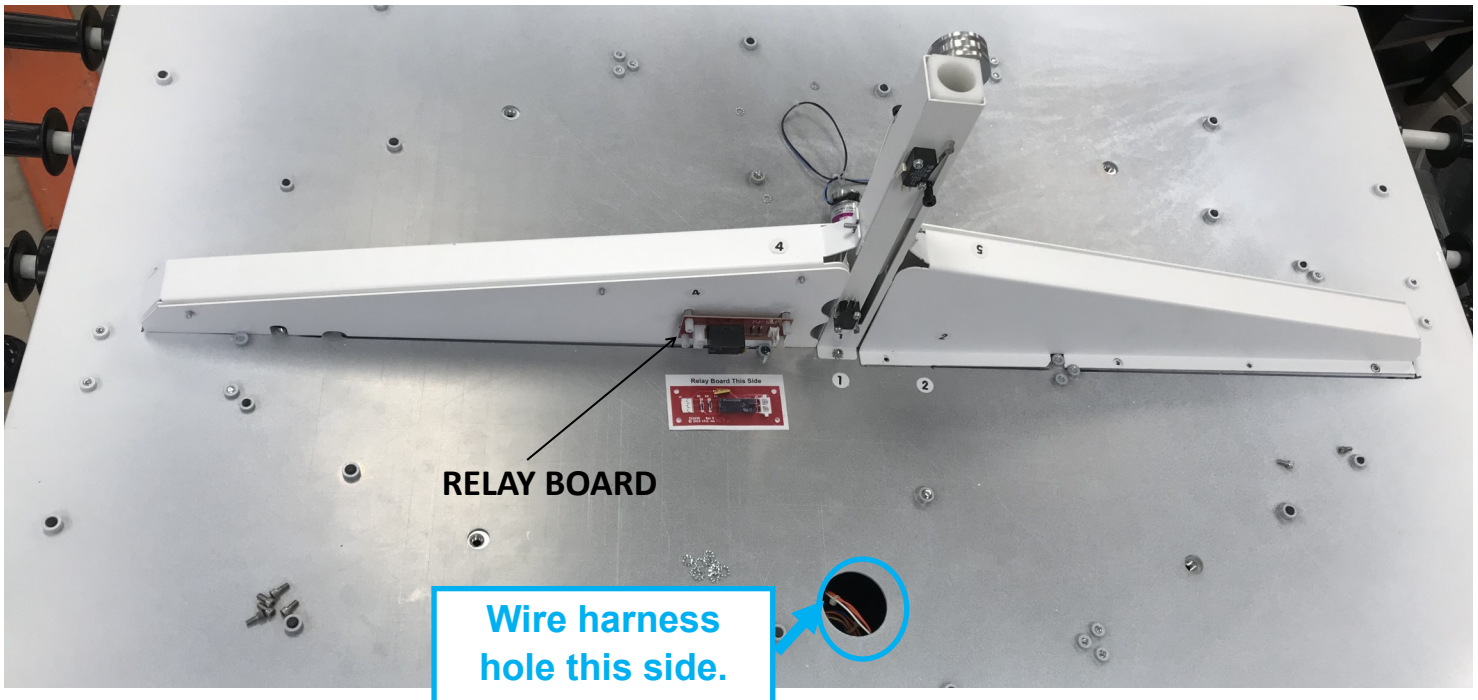
AFTER YOU HAVE VERIFIED there is NOT interference on the BELT and the RELAY BOARD is in the correct positon, finish by inserting AA6174 screw with AA6841 washer into the three remaining open holes on <u>each</u> side of the assembly. DO NOT TIGHTEN until all screws are installed below!.... Repeat the process on the other ramp.


Use screws and washers on this side 3 places .

Holes are not shown in photo.

TIGHTEN ALL HARDWARE

11/32" WRENCH AA616B

9/64" ALLEN WRENCH

(AA6191or 9/64" long T Handle)

AA6174 SCREW

AA6841 WASHER

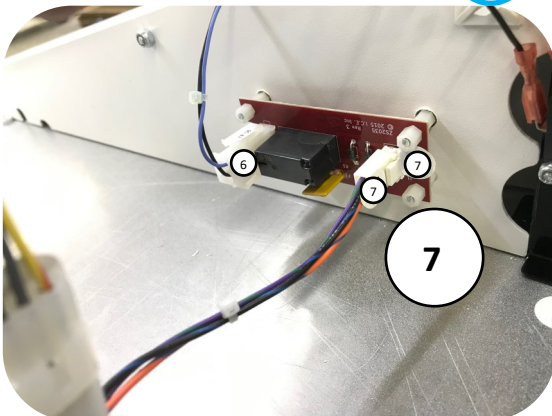# CONNECTING THE WIRE HARNESSING FOR RAMP ASSEMBLY
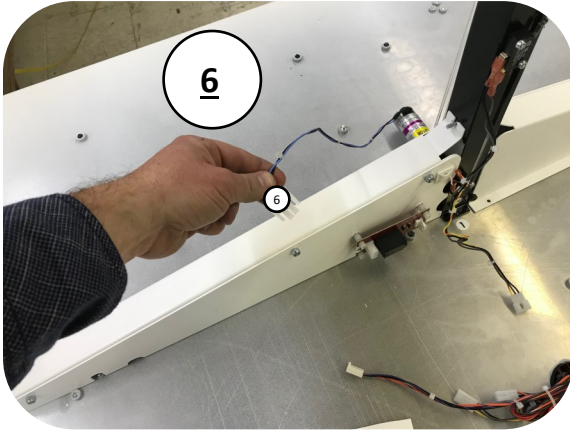
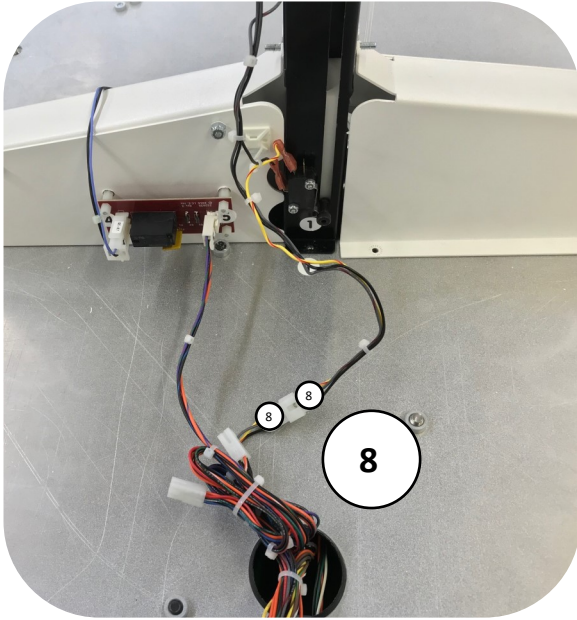**Step 1:** Locate the wire harness **labeled 6** coming from the elevator motor.

Step 2: Plug the wire harness **labeled 6** into the mating connector labeled 6 on the relay board. Secure wire with **zip tie.** On top of ramp.
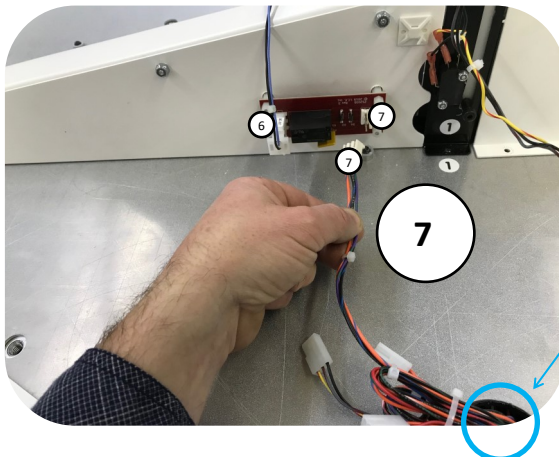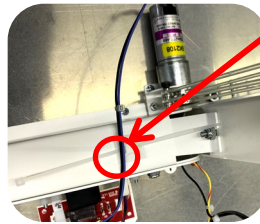
Step 3: Locate the wire harness **label 7**.

(out of the main wire harness hole.)

Step 4: Plug the wire harness labeled 7 into the mating connector labeled 7 on the small circuit board.
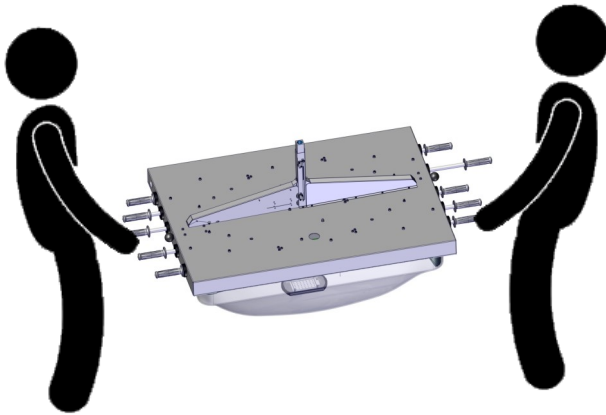
Step 5: Locate the two wire harnesses labeled 8.

One will be coming from the elevator limit switches while the other will be coming from the main cabinet harnesses.
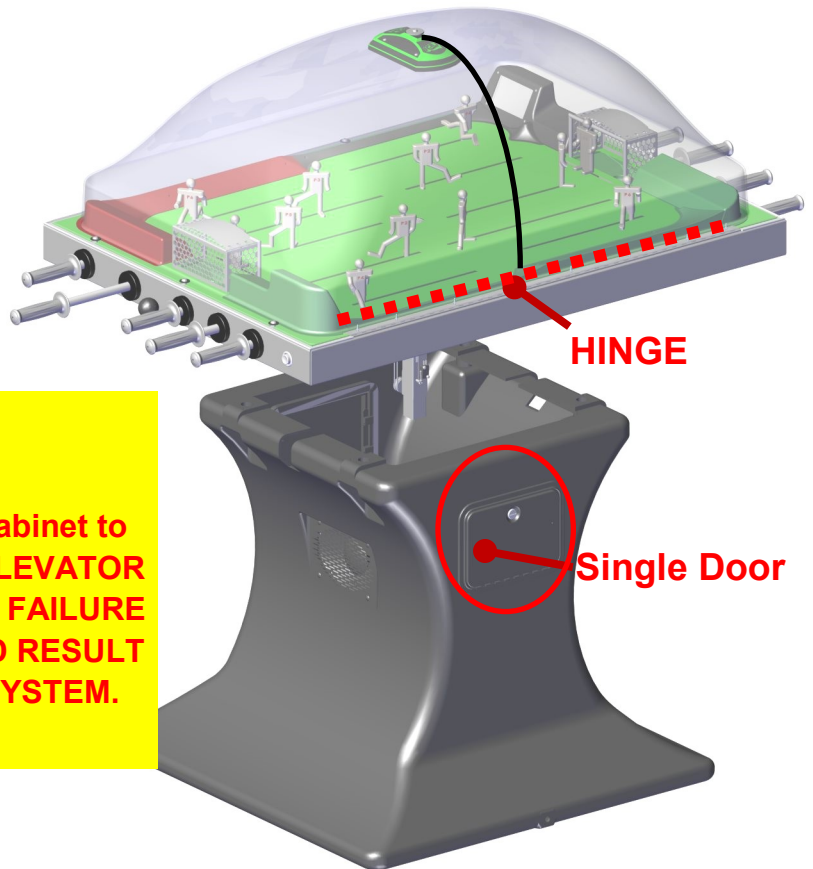
Connect the two harnesses together.

INSTALLING TOP TO THE BASE

(2 person operation)

Step 1:

With a helper, lift the cabinet top and position the base cabinet so that the **single door and the top cabinet hinge are on the same side**.

HINGE

Single Door

** Warning **

When LIFTING and installing the top cabinet to the lower cabinet, DO NOT allow THE ELEVATOR to MAKE CONTACT WITH THE BASE…. FAILURE TO FOLLOW THIS PROCEDURE COULD RESULT IN DAMAGE TO THE BALL RETURN SYSTEM.
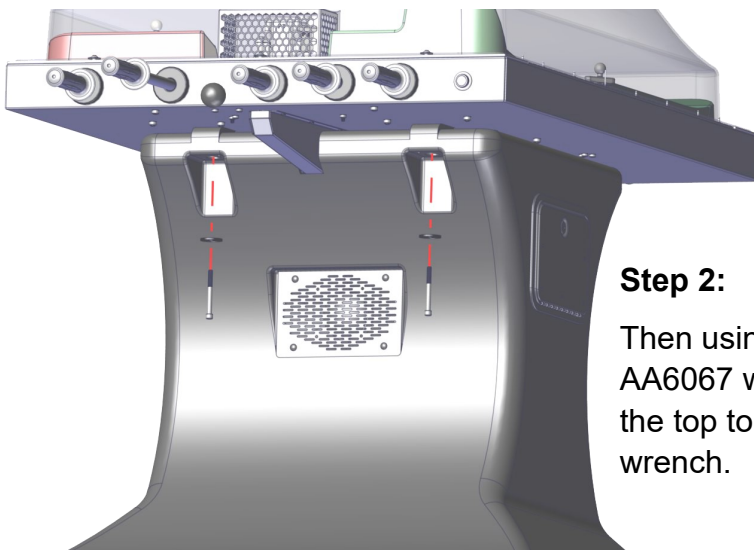
Step 2:

Then using four AA6404 bolts and four AA6067 washers, two on each side, secure the top to the base using T-Handle allen wrench.

Step 3: Connect

After the dome TOP cabinet is placed on the base, look inside the base unit and Locate the green with yellow stripe wire and attach it to the power supply grounding plug in FIG. B.
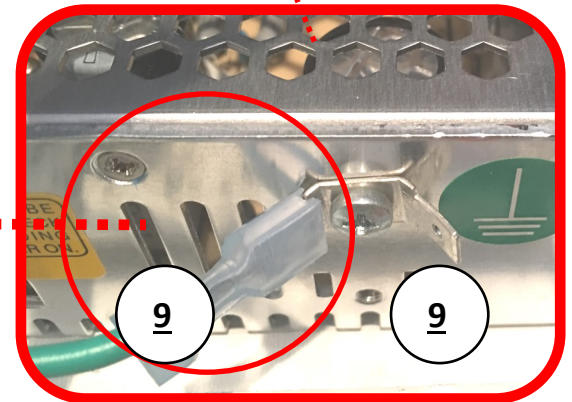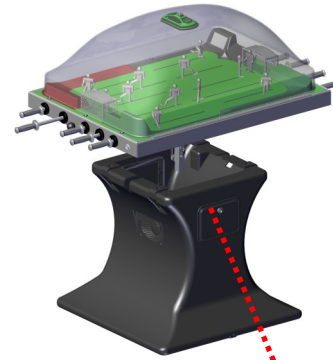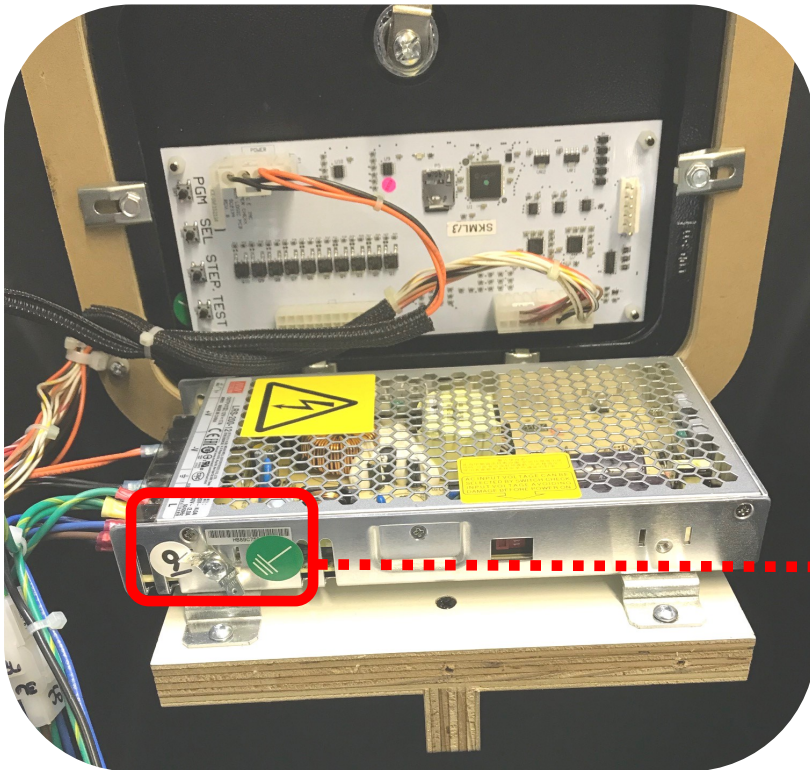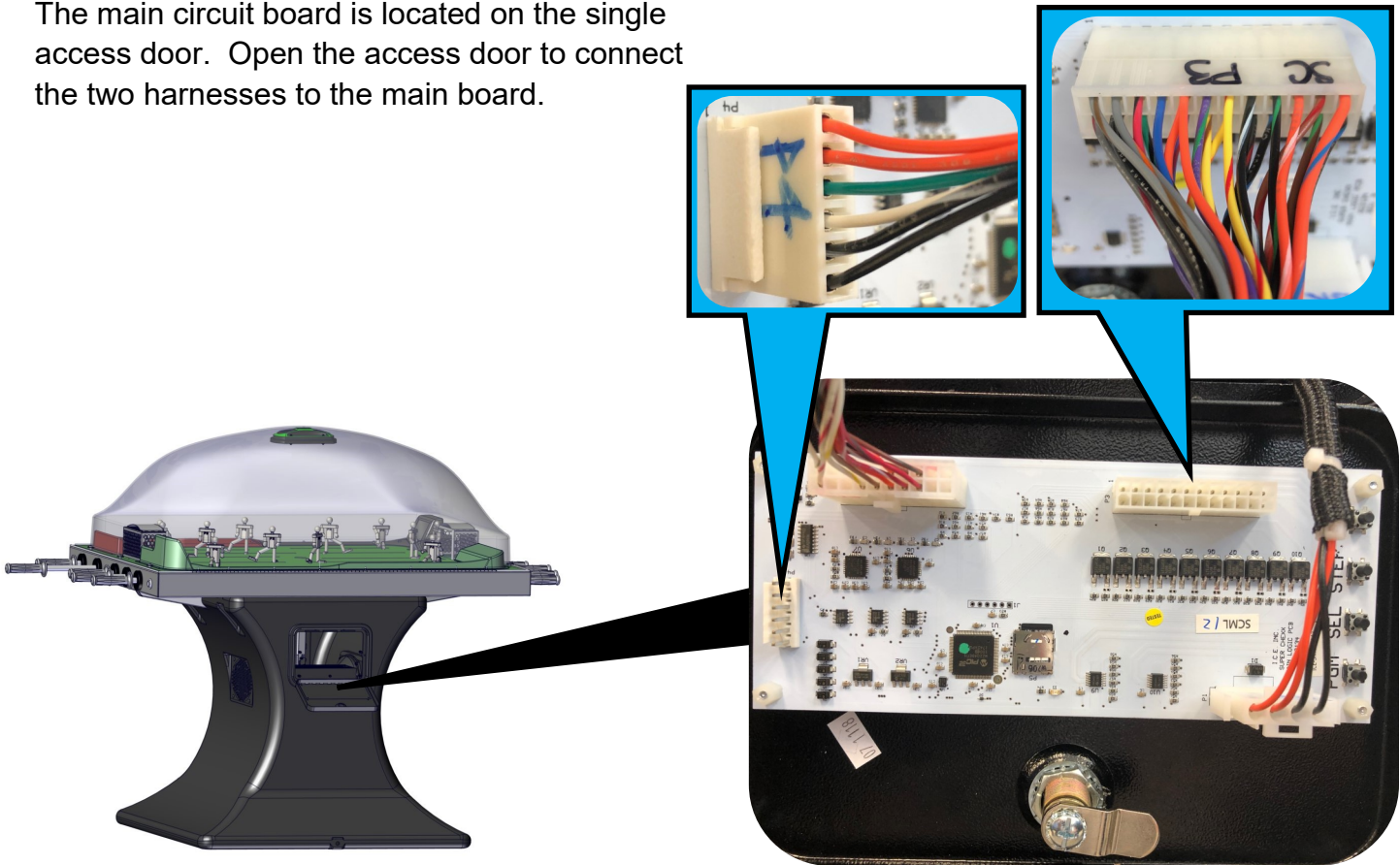

FIGURE B

Step 4:

The main circuit board is located on the single access door. Open the access door to connect the two harnesses to the main board.


Step 5: Plug the game's AC cord into a properly GROUNDED AC outlet. Open the front door to access the power switch. On the home version, press the "POWER" button located at the side of the base.

Turn on the game and test to make sure the ball elevator is going up and down when a goal is scored. If the ball does not surface to the playfield after a goal is scored then do the following:

1– Check if the ball is installed into game. Refer to beginning of manual "Step 1: Install the ball"

2– Check to make sure the elevator is traveling to the top of the playfield. Start a game, after the commentator is finished talking the ball elevator will rise to the playfield with the ball. If the elevator does not rise, please hold the yellow button (located by the handles) for 5 seconds.

3– Call our tech support at (716) 759-0360 Monday through Friday 8:30 am to 6:00 pm Eastern Standard Time or contact us through our Website at www.icegame.com.

HOW TO OPEN DOME

Once the game has been fully assembled, remove the Allen bolts around the dome. The Allen wrench is included in the spare parts kit (AA6001B). Also included in the spare kit is a metal wire with a hook on one end and a loop on the other. Attach the "S" hook into a hole on the dome and the loop to a goalie handle. This wire will hold the dome safely up.
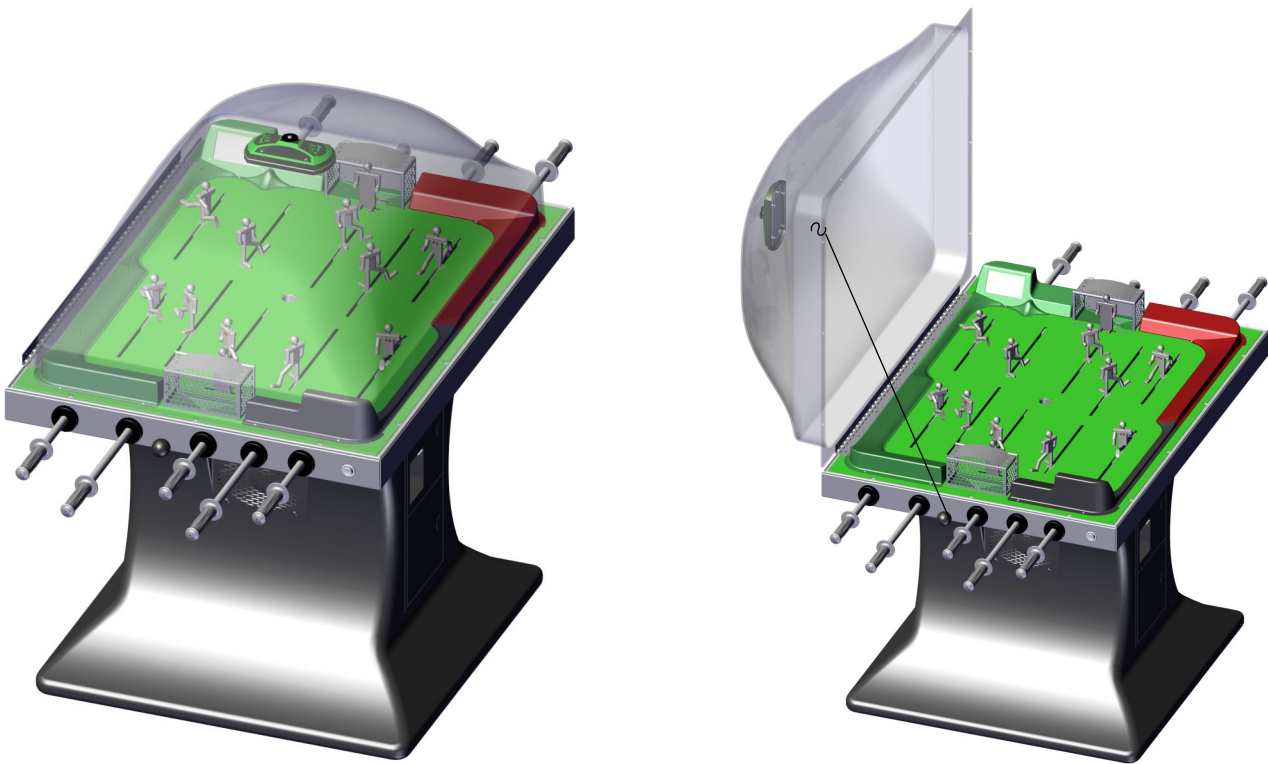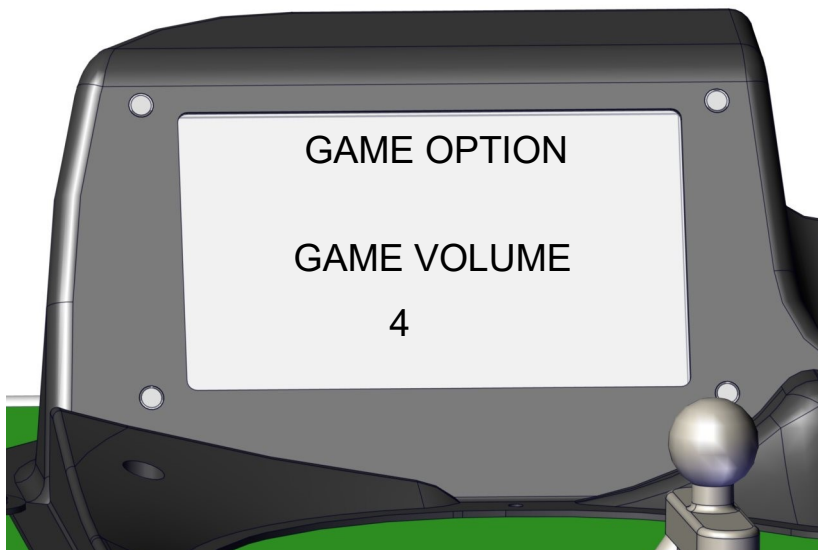
HOW TO ENTER PROGRAM MODE

Press button in attract mode
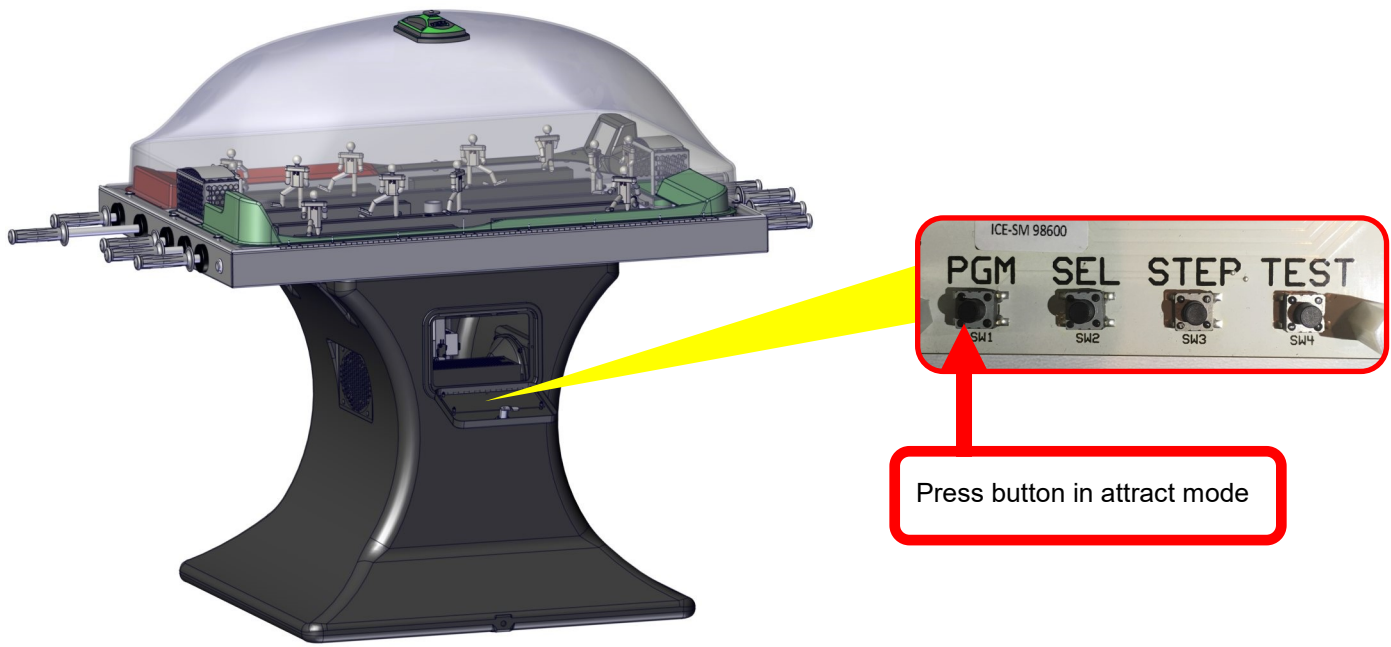
Once in program mode, the jumbo screen will show the game option and current value.

- Press the "SEL" button to go to the next option.
- Press "Step" and "TEST" to change the option value.
- Exit program mode the same way you entered the mode.

GAME OPTION

GAME VOLUME

4

Split base Home edition - How to split the base

Step 1:

Start on the side with the control panel and remove the five right bolts shown. Do not remove the left side bolts. Then remove the bolts on the same side on the other side of the cabinet. You game might have different decals then shown.
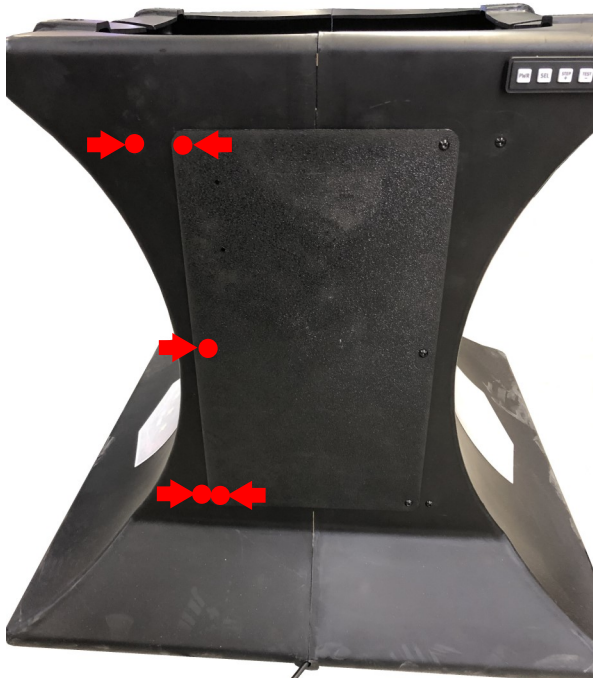
RIGHT SIDE

LEFT SIDE

Step 2:

Disconnect the speaker wire harness shown above.
Then push the parts away from each other.

Game Options

Game Volume

Set the game's volume during play. Values can be 1 – 10.

Attract Volume

Sets the game's volume when no one is playing. Values can be 1 – 10
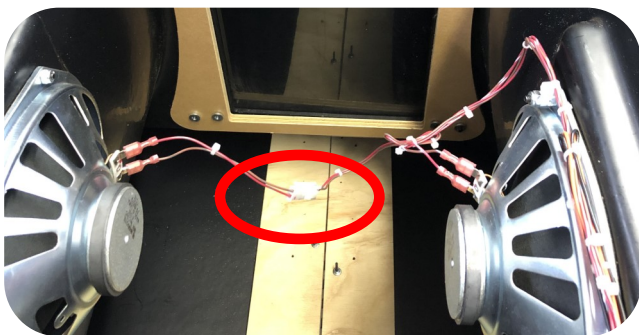
Cost Per Play

How many pulses to start a game. To play for no money, set it to free. Values can be Free – 8

Coin #2 Value

How many pulses is coin line 2 worth? This is used when you accept more than one type of coin. Values can be 1 – 8

Game Length

How long the player has to play the game. This doesn't include any overtime. Values can be 1 ½ Minutes, 2 1/4 minutes, 3 Minutes, 4 ½ Minutes

Golden Goal

If the game ends in a tie, turning this option on will allow the game to continue until the next goal. Values can be On or Off.

Tickets Per Play

Winner wins these tickets at the end of the game. Values can be 0 – 20.

Ticket Multiplier

This allows you to use 2 point tickets (one ticket is worth two). Values can be 1 – 2.

Video Attract Interval

How many minutes between showing attract videos when not playing. Values can be 2 – 30.

Audio Attract Interval

How many minutes between playing attract audio when not playing. Values can be 1 – 30.

Home Team Select

See team list they cycle through and find their team. Teams 1 – 10 are generic colors 11 – 61 are countries in alphabetical order.

Away Team Select

See team list below they cycle through and find their team. Teams 1 – 10 are generic colors 11 – 61 are countries in alphabetical order.

Game Abandonment

This setting ends the game after the allotted "Game Length" setting. Values can be set 0-10 minutes. Example: Game length is set to 1 1/2 minutes; however, if the golden goal is set to "on" then the game will continue until someone scores. Game Abandonment will allow the game to be played for the set value after the Game length has ended. If a value of 5 is set, then the game will time-out after 5 minutes

Reset Defaults

Reset all options to their default settings. Set to 1 to change all values to default.

TEAM LISTS IN ORDER			
RED	CANADA	ISRAEL	PERU
BLUE	CHILE	ITALY	POLAND
BLACK	COLOMBIA	JAMAICA	PORTUGAL
CYAN	COSTA RICA	JAPAN	QATAR
GREEN	CROATIA	JORDAN	REPUBLIC OF IRE-LAND
MAROON	CZECH REPUBLIC	KAZAKHSTAN	RUSSIA
YELLOW	DENMARK	KOREA REPUB-LIC	SAUDI ARABIA
WHITE	ECUADOR	KUWAIT	SCOTLAND
ORANGE	EGYPT	LEBANON	SPAIN
GREY	EL SALVADOR	MEXICO	SWEDEN
ARGENTINA	ENGLAND	MOROCCO	TURKEY
AUSTRALIA	FINLAND	NETHERLANDS	UNITED ARAB EMIRATES
AUSTRIA	FRANCE	NEW ZEALAND	USA
AZERBAIJAN	GERMANY	NIGERIA	WALES
BAHRAIN	GREECE	NORWAY	CUSTOM1
BELGIUM	HONDURAS	OMAN	CUSTOM2
BOLIVIA	HUNGARY	PANAMA	
BRAZIL	ICELAND	PARAGUAY	
BULGARIA	INDIA		

MAINTENANCE

All parts in the SUPER KIXX PRO™ Hockey Game have been manufactured to the highest standards possible.

WARNING: THIS GAME DOES NOT REQUIRE ANY LUBRICATION. USE OF ANY OILS OR GREASE MAY VOID YOUR WARRANTY.

PARTS KIT

Included in the spare parts kit, is a wire cable with loop & hooks. This is used to hold the dome open when tilted back to service the game.

In the event the goalies are removed, extra cotter pins are provided if the original cotter pins are damaged or lost.

COIN MECHANISMS

Mechanisms should be cleaned and adjusted when necessary. Follow the manufacturer's instructions on adjustment and maintenance.

PLAYER WASHERS

These washers, located over each gearbox, serve to keep the players shafts in place in their gearboxes.

Extreme care should be exercised when pulling out or pushing in players because a washer that falls into a track can be bothersome to remove. To help eliminate this problem, push all the rods all the way in, and pull the player straight out. When pushing a player back in, be sure the gearbox is lined up with the shafts. If not, slowly rotate the rod while pushing down on the player.
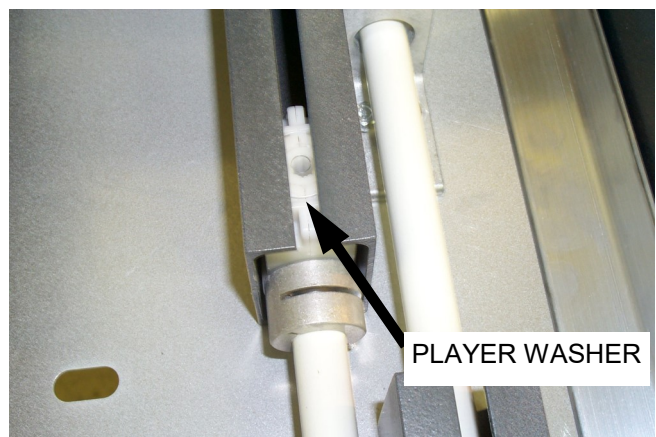
PLAYER WASHER

NOTE: WASHERS SHOULD BE REPLACED WHEN WORN TO THE POINT THAT THEY CAN NO LONGER HOLD THE PLAYERS IN. AFTER PLAYERS ARE INSERTED, PULL UP GENTLY TO TEST THE STRENGTH OF THE WASHERS.

MAINTENANCE

PLAYFIELD SURFACE

The playfield should be cleaned as needed, using Windex™, Fantastic™, or a comparable product. Apply liberally to a lint-free cloth, wipe surface thoroughly, and let dry.

DOME

The Lexan dome should be cleaned as needed, using a furniture polish type of cleaner. Apply to a lint-free cloth and wipe dome thoroughly.

NOTE: PLEDGE™ IS RECOMMENDED. ALWAYS TEST THE CLEANER YOU INTEND TO USE ALONG THE FLANGE TO MAKE SURE THE CLEANER WILL NOT HARM THE DOME FINISH. TO REMOVE SCRATCHES, A SOLUTION CALLED NOVAS SCRATCH REMOVER SYSTEM IS RECOMMENDED.
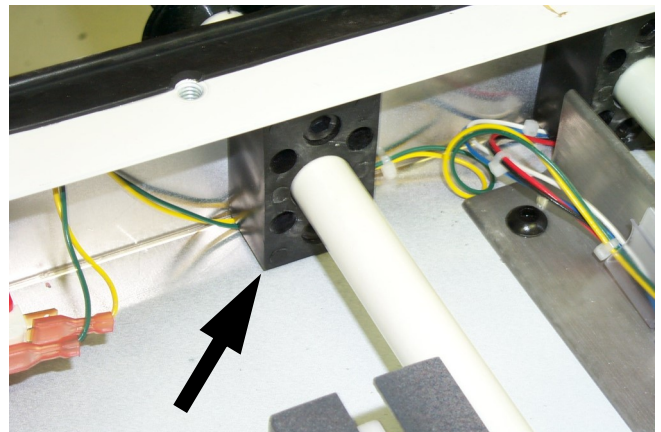
GEARBOXES

Gearboxes should be inspected periodically to ensure smooth operation. Gearbox tracks should be kept as clean as possible. If a gearbox seems to rotate stiffly, first check to see that a rod collar is not pushed up tightly against it (this can happen if a grip comes off a rod and a gearbox hits a solid object, usually on defensemen). Back off a collar from a gearbox by loosening, moving, and retightening.

NOTE GAP BETWEEN COLLAR & GEARBOX
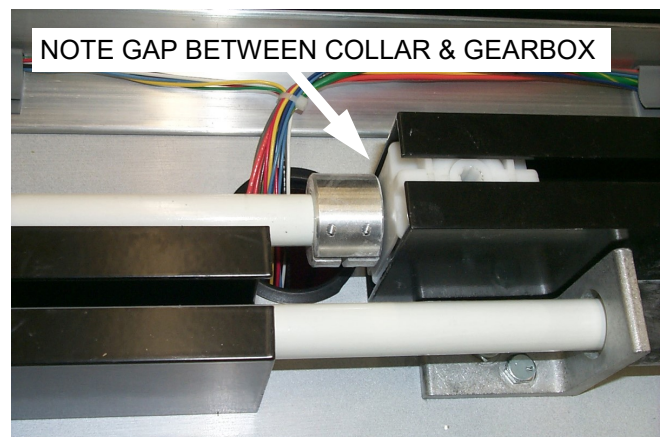
NOTE GEARBOXES ARE LUBRICATED FOR LIFE AND SHOULD NOT BE OILED OR GREASED.

ROD BEARINGS

Check once a year for excessive wear. Replace when necessary.
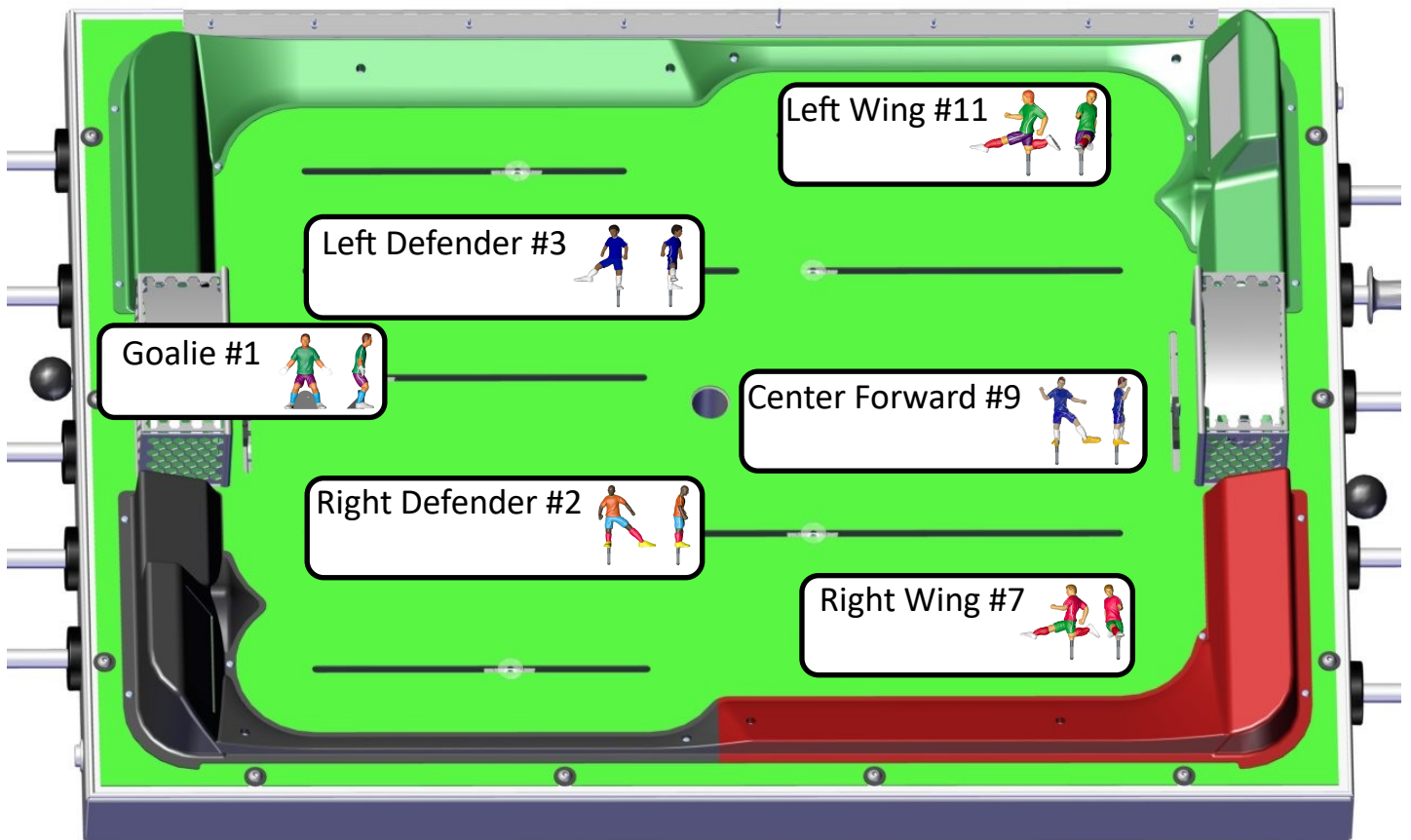
TROUBLE SHOOTING TIPS

GEARBOX IS DIFFICULT TO TURN

1. A gearbox-coupling collar may have been forced against a gearbox causing uneven or difficult turning. The usual cause for this is a handle grip coming off a rod and allowing the gearbox to hit either another gearbox or a cabinet end. To repair, simply loosen the collar and back it away from the gearbox between 1/32" and 1/16". Retighten.

2. Gear teeth being stripped out will generally cause binding at certain points of rotation. This situation should not occur until many games have been played. However, to check for bad gears, first remove the gearbox from the game. Loosen the gearbox collar and slide out the gearbox. If teeth on gears are worn out, replace the gearbox.

3. A worn gear bearing can cause a gearbox to work improperly. If you suspect a gear problem, first remove the gearbox from the game. If no problems are visible, ORDER new replacement gearbox part SC3012X.
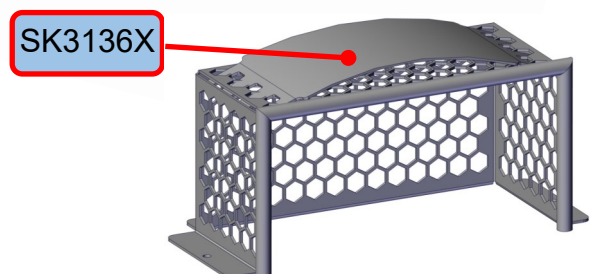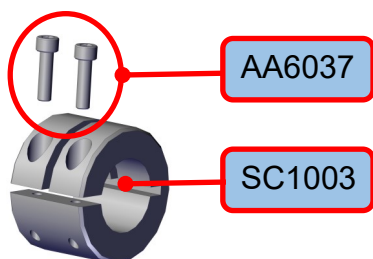

COINS NOT REGISTERED CORRECTLY

1. A bad micro-switch may be a problem due to internal failure. Test with an ohmmeter. Replace if necessary.

2. Loose connections may cause money to be registered improperly. Check the connectors from the coin mechanisms, as well as the connectors on the main PC Board. Repair if necessary.

Play Field Player Assignment

Left Wing #11

Left Defender #3

Goalie #1

Center Forward #9

Right Defender #2

Right Wing #7

ROD Assignments

Rod assembly A

Rod assembly A

Rod assembly B

Rod assembly C

Rod assembly D

Rod assembly D

Rod assembly C

Rod assembly B

Rod assembly A

Rod assembly A

AA6037

SC1003
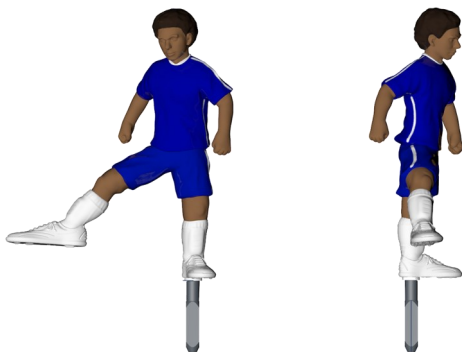
SK3136X

Players Positions and part Numbers

Left Wing #11
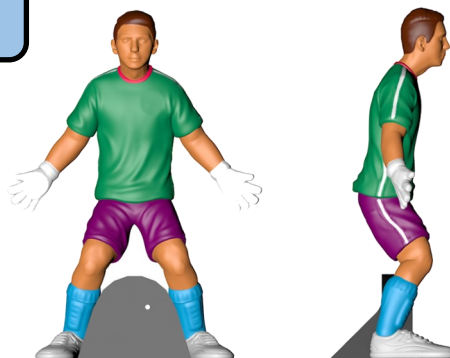SK4015X

Right Wing #7
SK4014X
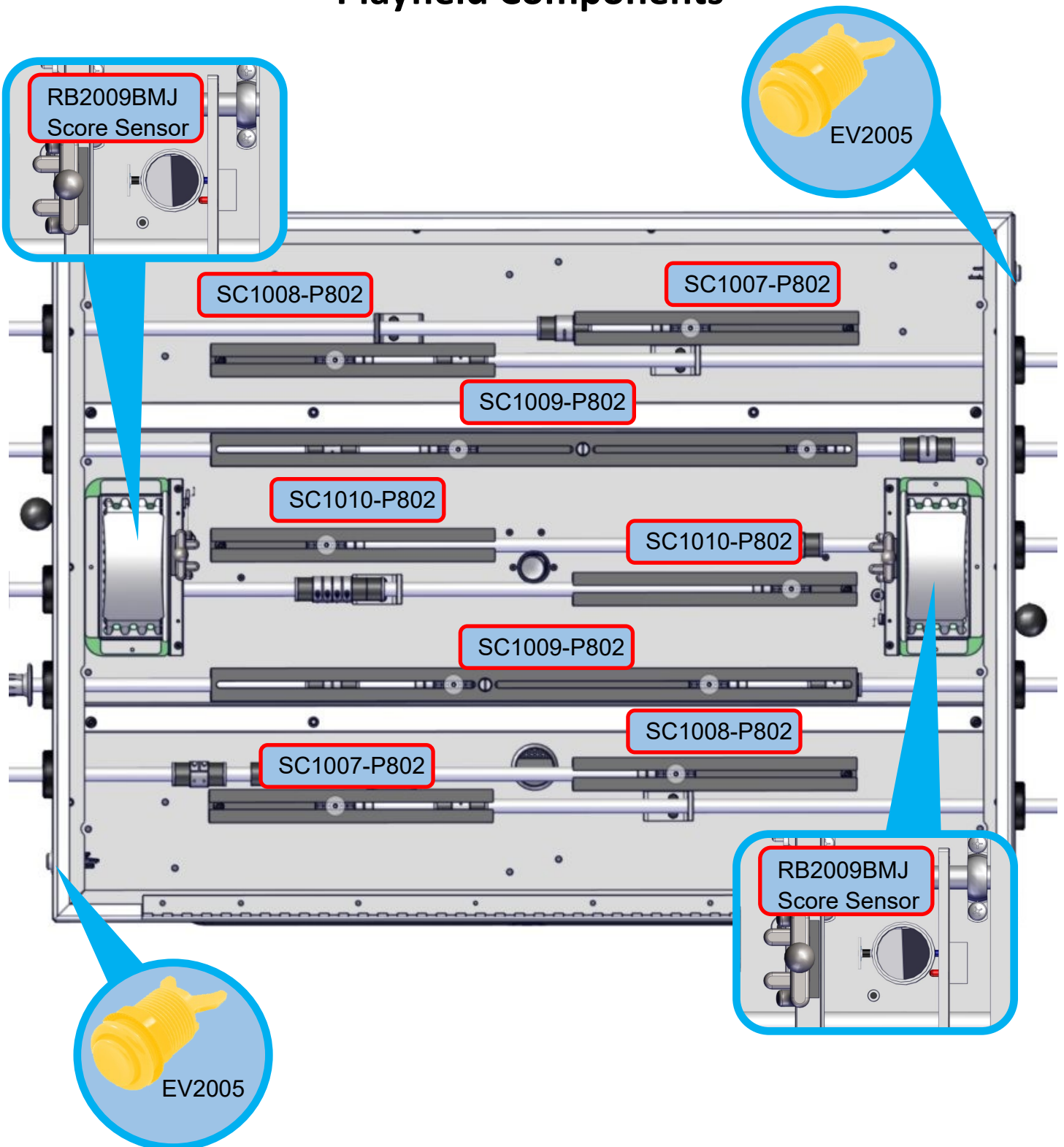
Center Forward #9
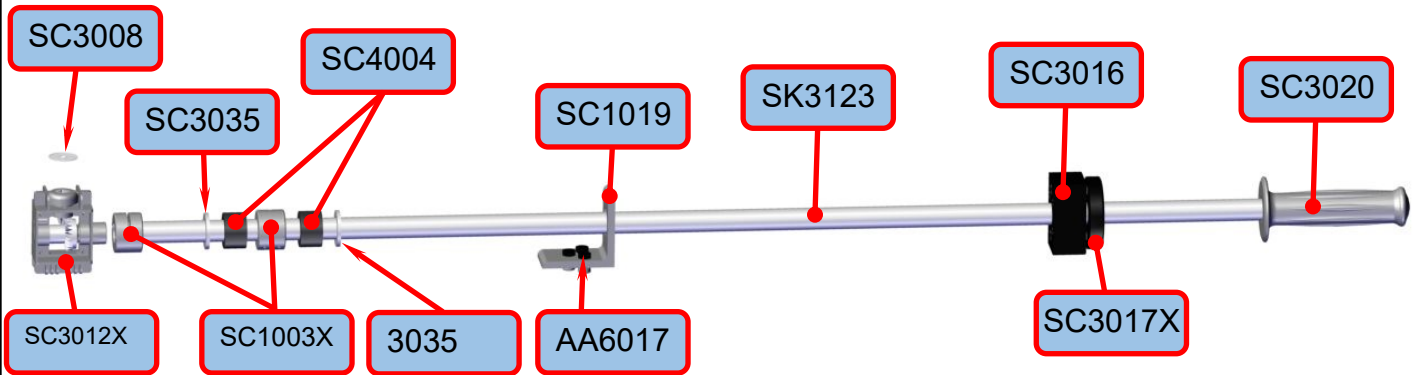SK4011X

Left Defender #3
SK4012X

Right Defender #2
SK4013X

Goalie #1
SK4016X

*Note: Colors will vary.

Playfield Components
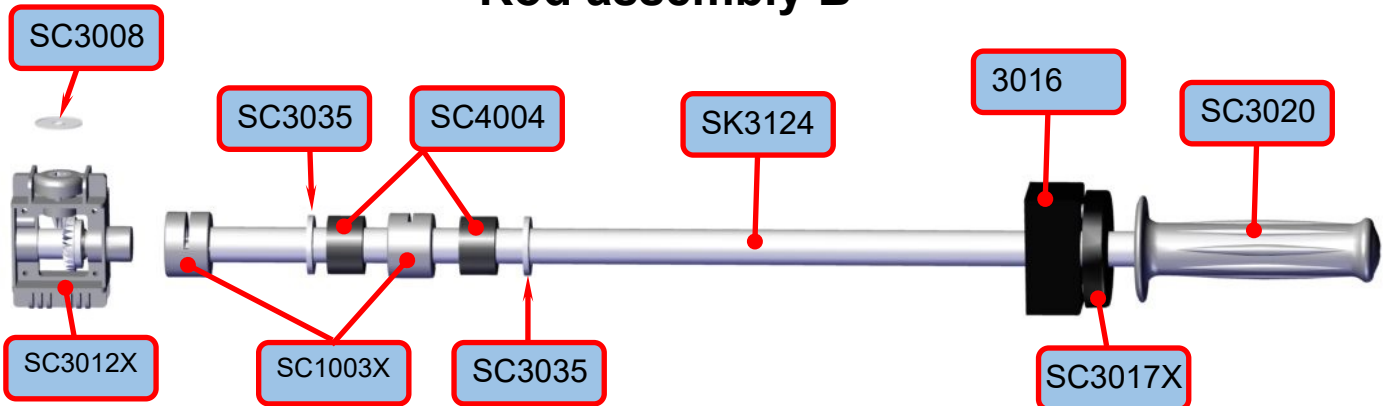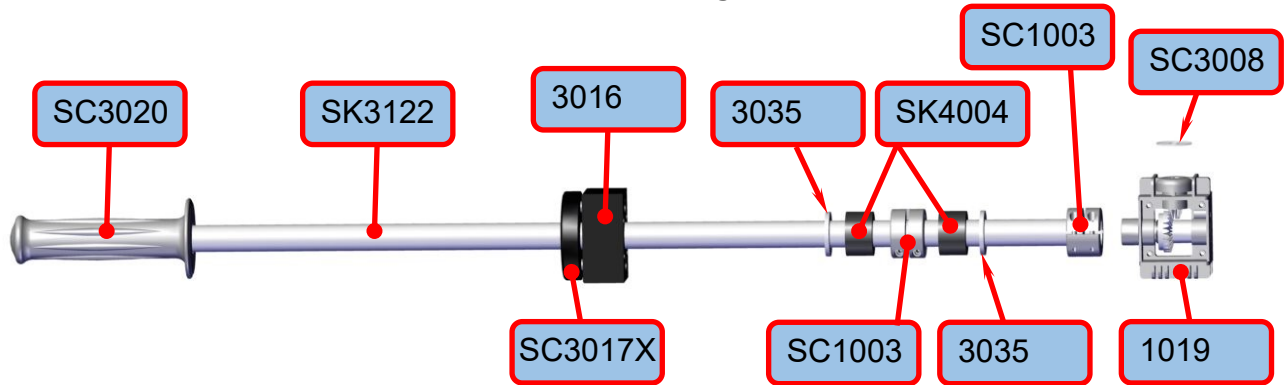
RB2009BMJ
Score Sensor

EV2005

SC1008-P802

SC1007-P802

SC1009-P802

SC1010-P802

SC1010-P802

SC1009-P802

SC1008-P802

SC1007-P802

RB2009BMJ
Score Sensor

EV2005

Rod assembly A

SC3008
SC3035
SC4004
SC1019
SK3123
SC3016
SC3020
SC3012X
SC1003X
3035
AA6017
SC3017X

Rod assembly B

SC3008
SC3035
SC4004
SK3124
3016
SC3020
SC3012X
SC1003X
SC3035
SC3017X

Rod assembly C

SC3020 | SK3122 | 3016 | 3035 | SK4004 | SC1003 | SC3008

SC3017X | SC1003 | 3035 | 1019

Rod assembly D

SC3020 | 3016 | 3035 | SK4004 | 3035 | SK3121 | SC3008 | SC1003

SC3017X | SC1003 | 1019 | SC3012X

Goalie Assembly

COTTER PIN 1/16 X 3/4 STAINLESS

RB2009BX

AA6016

SC3007

SC3010X

1005

6010

6006

SC1018X

6011

PC6022

AA6185

SK3160 DOME

SK3108X

AA6913

AA6351

SK3193

AA6912

AA6446

SK3105

SK3104

AA6631 = ↓ small

SK344B = ➡ or ⬅ large

SK7125PC

Remove the four 6004A nuts to remove the monitor from the SK3104 plastic ramp. If needed, push the micro SDcard in and it will pop out in case you are replacing it.

6004A
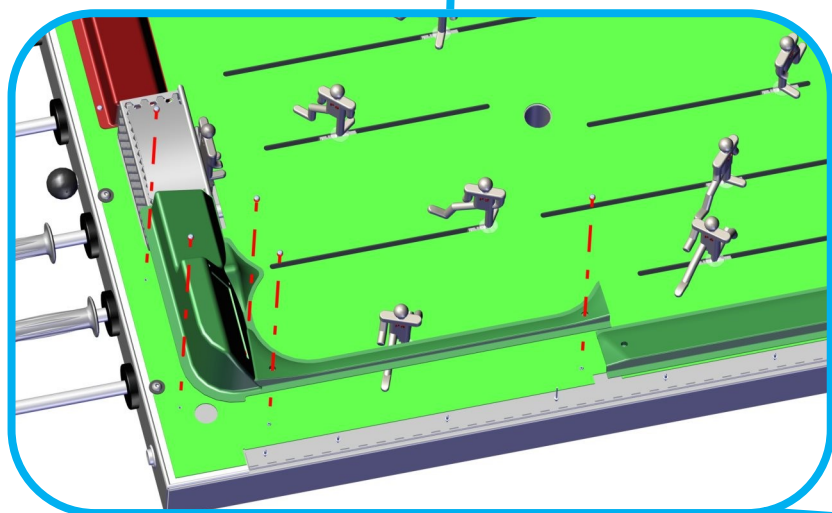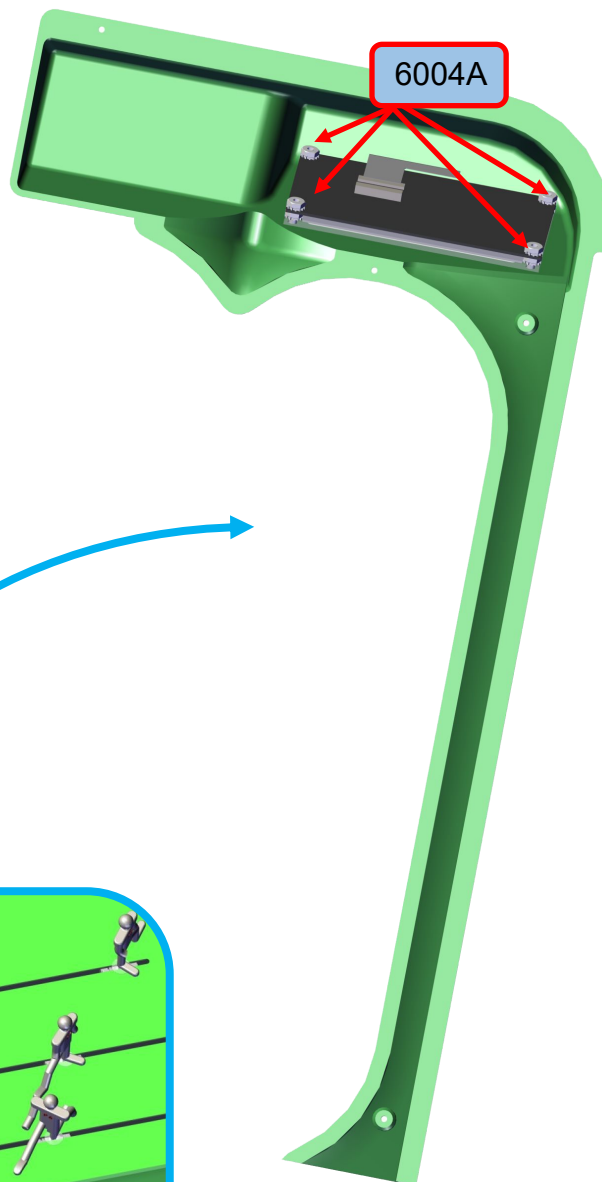
Remove the five SK344B plastic insert that hold the SK3104 plastic ramp with the monitor installed.
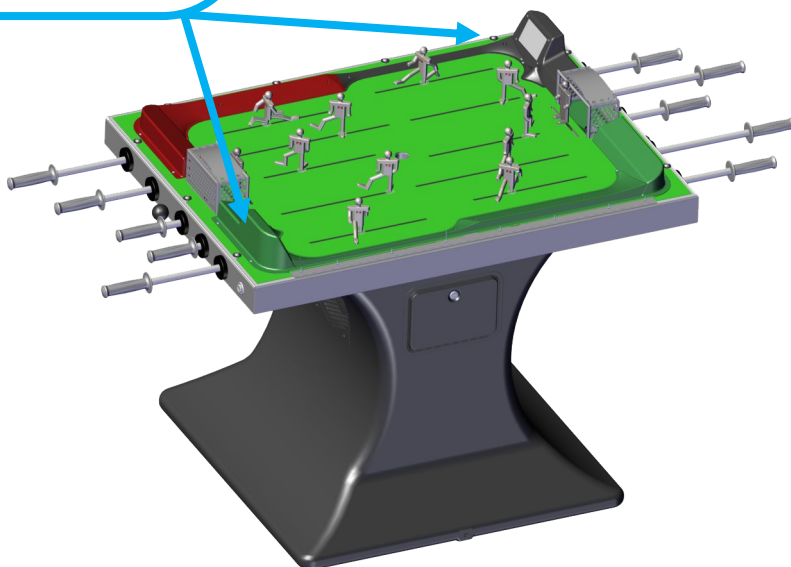
Proper Belt Routing Diagram. (Both Belts)
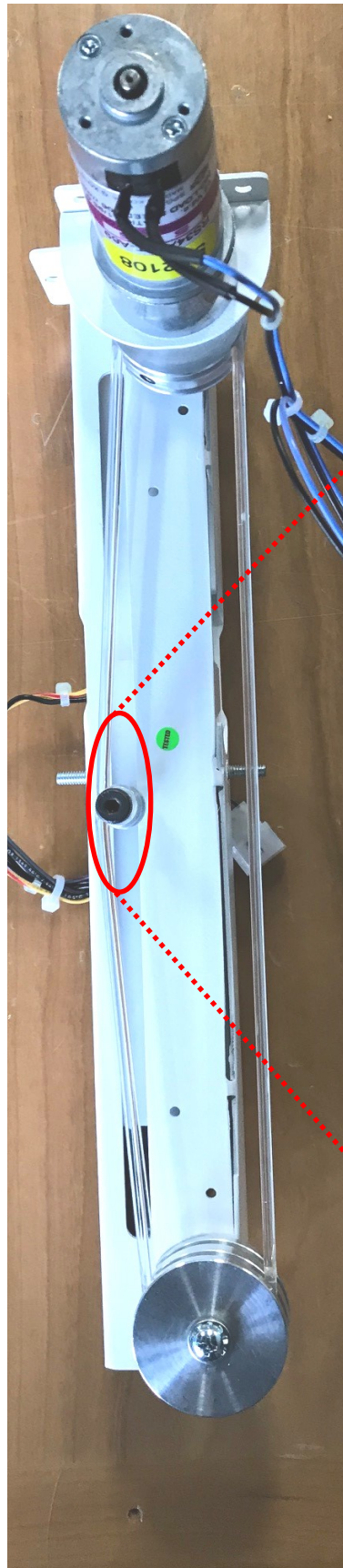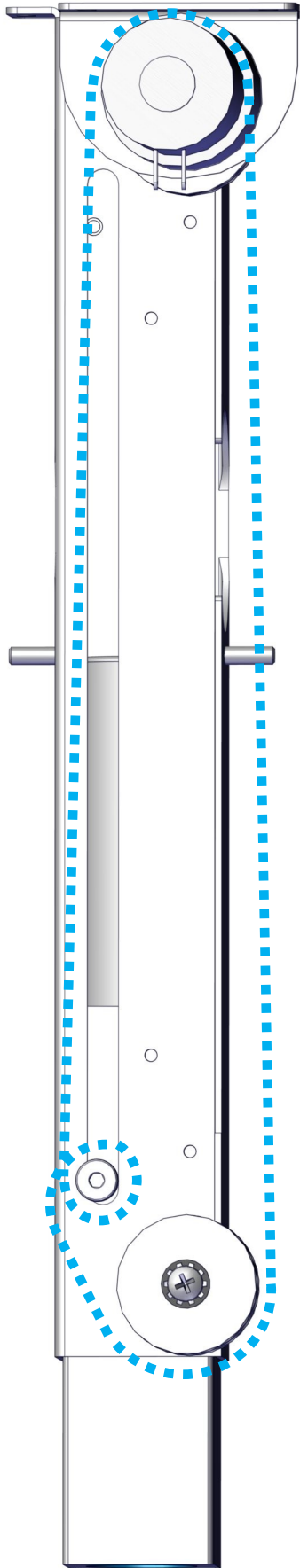
SUPER KIXX PRO
Generic Graphics Guide
1 - 14 - 19

SK7116 x2 - Generic Cabinet Decal

SK7104 Rev C Boards Decal Set x2

SK7111

SK7125PC
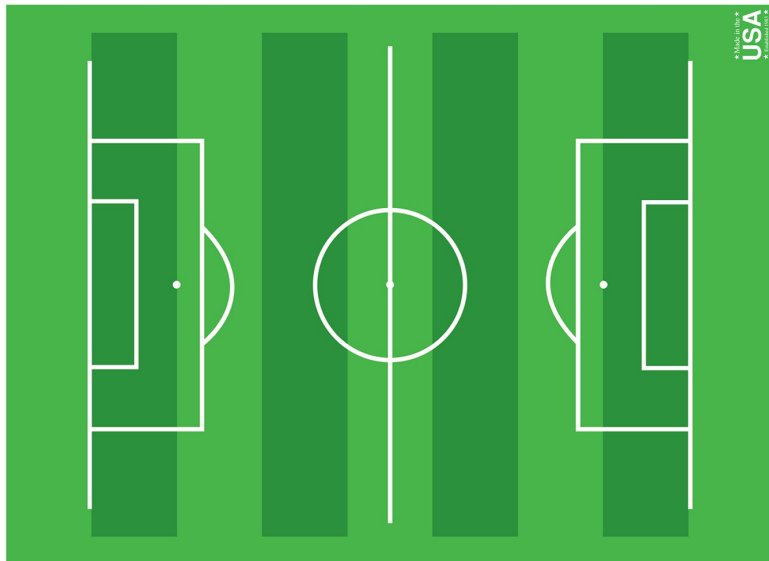
SK7105PC x2
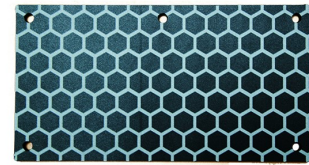
SK7101 x2

2 Per game from choices below

SK7130BLK Black	SK7130BLU Blue	SK7130GRY Gray	SK7130GRN Green	SK7130LTB Light Blue

SK7130MRN Maroon	SK7130ORG Orange	SK7130RED Red	SK7130WHT White	SK7130YLW Yellow

SK7103 x2

SUPERKIXXPRO.COM

Player Front
1 per Player

(No "Player Back" decal
used on Generic version)

SK7108

1 2 3 4 5 6 7 8 9 0
1 2 3 4 5 6 7 8 9 0
1 2 3 4 5 6 7 8 9 0
1 2 3 4 5 6 7 8 9 0
1 2 3 4 5 6 7 8 9 0
1 2 3 4 5 6 7 8 9 0
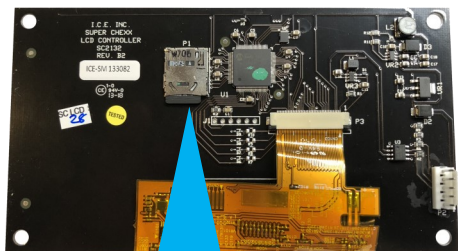1 2 3 4 5 6 7 8 9 0
1 2 3 4 5 6 7 8 9 0
1 2 3 4 5 6 7 8 9 0

SK7109

1 2 3 4 5 6 7 8 9 0
1 2 3 4 5 6 7 8 9 0
1 2 3 4 5 6 7 8 9 0
1 2 3 4 5 6 7 8 9 0
1 2 3 4 5 6 7 8 9 0
1 2 3 4 5 6 7 8 9 0
1 2 3 4 5 6 7 8 9 0
1 2 3 4 5 6 7 8 9 0
1 2 3 4 5 6 7 8 9 0

SUPER KIXX PRO
INTERNATIONAL
Graphics Guide 12 - 12 -18

SK7102 x2   - Cabinet Decal

INTERNATIONAL SOCCER — SUPER KIXX PRO — ICE

SK7104 Boards Decal x2

SUPER KIXX PRO	SUPERKIXXPRO.COM	ICEGAME.COM
SUPER KIXX PRO	SUPERKIXXPRO.COM	ICEGAME.COM

SUPER KIXX PRO · SUPERKIXXPRO.COM · ICEGAME.COM · SUPERCHEXX.COM · SUPER KIXX PRO · BUBBLEHOCKEY.COM · ICEGAME.COM

SUPER KIXX PRO · SUPERKIXXPRO.COM · ICEGAME.COM · BUBBLEHOCKEY.COM · SUPER KIXX PRO · SUPERKIXXPRO.COM · ICEGAME.COM

SUPER KIXX PRO · SUPERKIXXPRO.COM · ICEGAME.COM · SUPERCHEXX.COM · SUPER KIXX PRO · BUBBLEHOCKEY.COM · ICEGAME.COM

SUPER KIXX PRO · SUPERKIXXPRO.COM · ICEGAME.COM · SUPERCHEXX.COM · SUPER KIXX PRO · BUBBLEHOCKEY.COM · ICEGAME.COM

SK7111

ICE

SK7125PC

Made in the USA

SK7105PC x2

SK7101 x2

SUPER KIXX PRO
EST. 2018

Scoreboard Badge, 2 per game, team specific

SK7107 Rev B x2

INTERNATIONAL

Player Front
1 per Player

Player Back
1 per Player

Argentina	Australia	Austria	Azerbaijan	Bahrain	Belgium	Bolivia	Brazil	Bulgaria	Canada	Chile	Colombia	Costa Rica
Croatia	Czech Republic	Denmark	Ecuador	Egypt	El Salvador	England	Finland	France	Germany	Greece	Honduras	Hungary
Iceland	India	Ireland	Israel	Italy	Jamaica	Japan	jordan	Kazakhstan	Korea south	Kuwait	Lebanon	Mexico
Morocco	Netherlands	New Zealand	Nigeria	Norway	Oman	Panama	Paraguay	Peru	Poland	Portugal	Qatar	Russia
Saudi Arabia	Scotland	Spain	Sweden	Turkey	United Arab Emirates	United States	Wales				

SK7108

1 2 3 4 5 6 7 8 9 0
1 2 3 4 5 6 7 8 9 0
1 2 3 4 5 6 7 8 9 0
1 2 3 4 5 6 7 8 9 0
1 2 3 4 5 6 7 8 9 0
1 2 3 4 5 6 7 8 9 0
1 2 3 4 5 6 7 8 9 0
1 2 3 4 5 6 7 8 9 0
1 2 3 4 5 6 7 8 9 0
1 2 3 4 5 6 7 8 9 0

SK7109

1 2 3 4 5 6 7 8 9 0
1 2 3 4 5 6 7 8 9 0
1 2 3 4 5 6 7 8 9 0
1 2 3 4 5 6 7 8 9 0
1 2 3 4 5 6 7 8 9 0
1 2 3 4 5 6 7 8 9 0
1 2 3 4 5 6 7 8 9 0
1 2 3 4 5 6 7 8 9 0
1 2 3 4 5 6 7 8 9 0
1 2 3 4 5 6 7 8 9 0

WARRANTY POLICY

I.C.E. Inc warrants all components in your new Super KIXX Pro Home Edition machine to be free of defects in materials and workmanship for the period of ONE YEAR from purchase date. To be a "Home Edition" game it must not contain a coin door or be able to be operated by money.

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

- The game is operated commercially.
- 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

10123 Main St.

Clarence, NY 14031

Phone #: (716) - 759 – 0360

Fax #: (716) – 759 – 0884

www.icegame.com