

CHUCK E. CHEESE'S[®] Sketch Book



OWNERS AND SERVICE MANUAL INNOVATIVE CONCEPTS IN ENTERTAINMENT INC.

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INTRODUCTION

FEATURES

Thank you for purchasing the new Sketch Express game from I.C.E.

Your new machine packs the best features of a photo booth experience into a more open environment that your customers will enjoy.

The unique Portrait look gives customers a pleasant alternative to the small, poor quality photos that were available in other less competitive machines.

Ease of installation and simple maintenance will make your experience as an operator just as pleasant as that of your customer.

The cabinet design is a durable combination that includes thick gauge Epoxy Painted steel in critical areas, as well as 15 mil back printed polycarbonate decals for exceptional durability.

Chuck E's Sketch Book has many operator selectable features and adjustments that can be made from the set up screen and can easily be reached through the provided keyboard. Details on adjusting the game will given in the programming section of the manual.

Operation of the machine is easy for the customer since everything is intuitively displayed on the video screen.

OPERATION

Making a sketch begins when a player starts inserting money. The Sketch Book screen will prompt the player to insert additional money if necessary.

Once enough money is inserted the game will ask the player to choose between 1 person (portrait) or 2 people (landscape) for the photo by pressing the appropriate button. If nothing is pressed, the machine will default to the 2 people (landscape) mode in a short period of time so it will be sure to photograph the larger area.

At this time the Sketch Book will begin the count down timer for the photo. Once the photo is taken, the player will be told that his sketch will be ready in less than 1 minute. During the wait period, music will play, and at the end the sketch will be delivered to the customer through the opening in the front door.

If you have any question or comments regarding this product, please contact us for further assistance.. Contact information is on this manuals front cover.

PLEASE REMEMBER TO ORDER ALL OF YOUR PRINTER PAPER AND SUPPLIES FROM I.C.E.

THIS IS A SPECIAL PAPER WITH A BORDER PRINTED ON IT. IT HAS BEEN DESIGNED WITH THE PROPER WEIGHT AND GRAIN ORIENTATION TO PREVENT JAMS AND IS PROPERLY SIZED FOR THIS PROGRAM. ORDER FROM.....

**I.C.E. SERVICE DEPARTMENT
(716) 759-0360**

INSTALLATION & SETUP

INSTALLATION

1. To start, please be sure you have a good area to put your Sketch Book in. This area should NOT be in direct sunlight, nor should it be in a totally dark area. While the unit will work under either of these conditions, it might make it a little more difficult to get the best picture quality. All of the adjustment parameters are based on "average" lighting conditions.

2. Make sure you have sufficient floor space in the area where you will do your installation. Be sure you have enough room so the normal traffic pattern in your location is not disrupted. Almost all of the maintenance of the unit may be accomplished through the front door of the game. Only in rare circumstances will you need to access the back door of the machine.

3. Open the rear door and inspect the game for shipping damage. One of the biggest problems with PC based units is connectors that come loose during shipping. Please check all of the connectors on the back of the computer and be sure they are firmly seated.

4. Put the rear cabinet of the game into the area where it will normally stay.

5. Slide the front bars of the floor / seat platform around the cabinet and secure it into place with the (4) 1/4-20 x 5/8" Black Allen bolts and flat washers provided.

NOTE: You may have to lift up on either the cabinet or the platform depending on the floor surface. Do not tighten the bolts until all have been installed Do not over tighten.

6. Slide the seat into position and secure to the platform with the (4) 1 1/2" x 1/4-20 Carriage bolts, flat washers, and self locking (kep) nuts provided., Tighten these securely.

7. Push unit into final position.

SETUP

1. Open the front door of the unit and remove any protective packaging material that may have been used for shipping purposes.

2. Open the bottom door and remove the supplied printer paper.

There will be 160 sheets of paper in the printer, and another 500 sheets shrink wrapped in the bottom of the game. THIS SUPPLY WILL LAST ABOUT 1 WEEK.

THIS IS A SPECIAL PAPER THAT HAS BEEN DESIGNED TO WORK WITH THIS PROGRAM. IT IS SPECIALLY SIZED AND IT MADE TO RESIST CURLING AND PREVENT PAPER JAMS. IT HAS A SPECIAL DECORATIVE BORDER PRE-PRINTED ON IT

Be sure to order additional supplies right away.

It would be a good idea to order an additional toner cartridge at this time, so you don't run out at the wrong time.

Please order all SUPPLIES from I.C.E. Please call our service department at: (716) 759-0360 Ext. 3, Parts / Supplies

NOTE: This is the only paper you can use for this machine. Please call your CHUCK E. CHEESE SERVICE DEPT. for paper supplies. The number is listed on the machine.

INSTALLATION & SETUP

3. Close the lower door, then slide up and remove the paper delivery tray.

4. Slide the printer out and add paper to the paper tray on the back of the printer. Be sure that the paper is fully seated and inserted the long NOT the short way into the printer. Make sure all paper stops are set fully to the paper.

5. Slide the printer back into position and reinsert the paper delivery tray into the machine.

6. Plug the Sketch Book into an A.C. outlet.

WARNING: WHEN INSTALLING THIS GAME, A 3 PRONG 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 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 YOU'RE A.C. RECEPTACLE TO BE SURE THE GROUND IS FUNCTIONING PROPERLY.

7. If the unit does not start when plugged in, turn it on now. You will notice a lit toggle switch on the inside of the game towards the rear right hand side of the game.

NOTE: THIS SWITCH STAYS LIT REGARDLESS OF IT'S POSITION. THIS IS DESIGNED THIS WAY SO THE OPERATOR KNOWS THAT THE UNIT IS CONNECTED TO POWER, AND TO MAKE IT EASIER TO SEE IN DARK LOCATIONS. If your Sketch Book does not start try toggling this switch.

8. At this point your Sketch Book should go through it's initialization routine, and should be ready to operate in a couple of minutes.

9. This machine is set up for 4 coin (\$1 per game equivalent) play. If this is how you want your machine set-up, then you're all done for now.

10. If you are experiencing problems or wish to set the game up differently from the factory settings, please refer to the PROGRAMMING section of the manual.

NOTE: SKETCH EXPRESS WILL DISPLAY THE **"OUT OF PAPER"** ERROR IF THE GAME IS OUT OF PAPER **OR** IF THE GAME HAS SOME TYPE OF ERROR. THIS IS DONE SO THAT THE OPERATOR IS MADE AWARE OF A POSSIBLE PROBLEM, BUT THE CUSTOMER WILL NOT GET A SENSE OF UNRELIABILITY.

PROGRAMMING

INTRODUCTION

Programming and making adjustments is simple and straight forward. All adjustments will be made through the BOOTH MENU shown below:

BOOTH MENU

A FREE VEND	(SET SYSTEM TO RUN FOR FREE)
B 1 COIN	(SET SYSTEM VEND PRICE TO 1 COIN)
C 2 COINS	(SET SYSTEM VEND PRICE TO 2 COINS)
D 3 COINS	(SET SYSTEM VEND PRICE TO 3 COINS)
E 4 COINS	(SET SYSTEM VEND PRICE TO 4 COINS)
F 5 COINS	(SET SYSTEM VEND PRICE TO 5 COINS)
G 6 COINS	(SET SYSTEM VEND PRICE TO 6 COINS)
H 7 COINS	(SET SYSTEM VEND PRICE TO 7 COINS)
I 8 COINS	(SET SYSTEM VEND PRICE TO 8 COINS)
J 9 COINS	(SET SYSTEM VEND PRICE TO 9 COINS)
K 10 COINS	(SET SYSTEM VEND PRICE TO 10 COINS)
L HSC ADJUST	(ADJUST IMAGE QUALITY)
M VOLUME ADJ	(ADJUST VOLUME LEVEL)
N REBOOT	(RESETS SYSTEM TO VEND PROGRAM)

TO ENTER THE PROGRAMMING MODE PRESS "Q" ON THE KEYBOARD WHEN THE MACHINE IS RUNNING.

PROGRAMMING OPTIONS

OPTION A FREE VEND

This option is used to make the machine work for free. When in this mode, pressing either button on the front door will start the machine.

To enable this option, press "A" then press "N" to restart the system and apply the new settings.

OPTIONS B-K COINS PER VEND

These options are used to determine how many coins are needed to run the machine. Press any letter between B-K (1-10 coins) to set the proper value. When finished, press "N" to restart the machine and apply the new settings.

OPTION L HSC ADJUST (PICTURE QUALITY)

This option is used to adjust the quality of the picture and the brightness of the resultant quality of the finished sketch.

Sometimes Ambient lighting conditions (Brighter or Dimmer than normal) can have an effect on image quality. This option will fine tune that quality.

From the menu, press "L" You will now see what the camera sees on the screen. Adjust the parameters as follows:

Press a numeric key followed by the up or down to change the values:

Press "H" for Hue
Press "C" for Contrast
Press "S" for Saturation
Press "B" for Brightness
Press "F" for Focus

To save the changes, press "X"
To go back and NOT save changes, press "ESCAPE"

You will now return to the BOOTH menu

PROGRAMMING

OPTION M VOLUME ADJUST

Press "M" to go into the volume adjust mode.
You will now be in the AUMIX sound card program.

BE VERY CAREFUL IN THIS MODE TO PREVENT UNDESIRE RESULTS. Although there is nothing you can hurt, you might change an adjustment that will cause unexpected results.

The only parameter you want to change in this program is the <VOL setting.

Press the left or right arrow to change the output volume FROM THE SOUND CARD OF THE COMPUTER.

Press "S" to save the change and return to the Booth Menu.

Press "Q" to quit WITHOUT saving any changes and return to the Booth Menu.

PLEASE NOTE: THERE IS NO AUDIO ATTRACT MODE AVAILABLE ON THIS MACHINE.

NOTE: YOU CAN MAKE ADDITIONAL CHANGES TO THE SKETCH BOOK VOLUME BY ADJUSTING THE "OUTPUT LEVEL" POTENTIOMETER ON THE AUDIO AMPLIFIER THAT IS LOCATED UNDER THE PRINTER.

OPTION N RESET SYSTEM TO VENDING

Press "N" to reset the system and go back to the main program.

NOTE: PRESSING THE SPACEBAR WHILE IN THE NORMAL READY MODE WILL DISPLAY THE GAME STATUS SCREEN. TO EXIT THIS MODE PRESS THE SPACEBAR AGAIN.

QUICK TROUBLESHOOTING

MACHINE WILL NOT ACCEPT MONEY

- Bad or sticky coin mech - Clean and adjust mech as necessary
- Bad Harnessing - Check with meter and repair if necessary
- Bad or Dirty Dollar Bill Validator - Clean unit then test. Replace if necessary
- Bad Computer - Repair or Replace
- Computer program frozen or trashed - Restart computer to reinitialize

NO PICTURE OR BAD PICTURE ON MONITORS

- Bad Monitor - Replace Monitor
- Bad Harnessing - Test and Repair or Replace Monitor
- Bad Power Supply for small Monitor - Replace Power Supply
- Bad Computer - Replace Computer
- Monitor Adjusted Improperly - Readjust Monitor

MACHINE WILL NOT PRINT PORTRAIT

- Printer OUT OF PAPER - Add paper, set printer to ready and restart Computer
- Printer tray not seated properly. Re-seat tray and restart computer to initialize.
- Printer Jammed - Clear Jam and reinitialize as shown in the repair section of this manual
- Printer off line - Reinitialize as shown in the repair section of this manual
- Computer Program trashed or frozen - Reboot computer to reinitialize
- No power to printer or printer turned off - Check power or turn printer on, reboot computer
- Printer Cable bad or loose - Check cable and reseal or replace as necessary
- Computer bad - Repair or replace as necessary

NO SOUND FROM MACHINE

- Sound Volume turned down - Enter programming mode and check volume level (see programming)
- Speaker bad or disconnected - Check for proper connection and replace if necessary
- Audio amplifier disconnected or bad - Check amp and connections and replace if necessary
- Audio amplifier output level set too low - Check output level adjusting pot on amp
- Computer program trashed or frozen - Restart computer to initialize

MACHINE WILL NOT RUN PROGRAM PROPERLY

- Computer program trashed or frozen - Restart computer and check for proper operation
- Computer bad - Check and repair or replace as necessary
- Harnessing bad or disconnected - Check and repair or replace as necessary

PRINT QUALITY POOR - PICTURE EITHER TOO DARK OR TOO LIGHT

- Machine set in an area that is either too dark or too light (By Window) move if possible or adjust settings
- Toner cartridge low - Check that toner cartridge is not low , check indicators on printer
- Camera settings improper - reset according to set up directions in programming section of manual
- Built in Florescent lighting burned out - Replace burned out light bulbs
- Harnessing or power to bulbs not working - check and repair as necessary

REPAIR PROCEDURES

NOTE: SKETCH EXPRESS WILL DISPLAY THE **"OUT OF PAPER"** ERROR IF THE GAME IS OUT OF PAPER **OR** IF THE GAME HAS SOME TYPE OF ERROR. THIS IS DONE SO THAT THE OPERATOR IS MADE AWARE OF A POSSIBLE PROBLEM, BUT THE CUSTOMER WILL NOT GET A SENSE OF UNRELIABILITY.

TROUBLESHOOTING PHILOSOPHY

To find problems with your SKETCH BOOK, always first check what should be obvious. See that the machine is plugged in, and that all of the fuses in the game are good.

Next, check to see that all of the connectors are firmly seated and that none of the wires have been pulled out of them.

When trying to find out if specific components are bad or not, try swapping them with components from another SKETCH BOOK (If you have one) to see if the problem moves with the machine, or stays where it was. This will help you to know if you have a problem with a specific component, or maybe a problem with either the wiring or the computer.

Use extreme caution when using probes or voltmeters if the game is powered up. If doing continuity checks, it is important to disconnect the harnessing at both ends, as attached they may yield erroneous results.

If a Computer is suspected as the cause of a problem, check to see that all of the components and boards are firmly attached to the Main Board. Pay special attention to any socketed devices.

If light bulbs are suspected, swap them with one that is known to work to narrow the problem down to either a bulb or P.C. Board.

IMPORTANT: Since this unit is PC Computer based, the unit can get out of sync and needs to be reset. Printer failures are one of the biggest issues. If you have a problem try the following first:

1. Shut the SKETCH BOOK down and restart.
2. With power on, turn off the printer. Turn it back on, then shut the entire unit down and re-start. If the printer lost communication this will re-enable everything together.
3. If the printer was printing during a power failure or gets a jam, the printer **MUST** be reset for it to communicate again properly. **WITH THE POWER ON**, open the cover to the printer (rear) and re-close. You'll notice the printer re-enabling. Once this is completed, shut down the entire unit and re-start.
4. If the above checks fail to correct your problem, write down the **SERIAL NUMBER** of the machine, then call the service department for further assistance.

REPAIR

Repairs will be pretty much straight forward, with most being limited to the actual replacement of bad components.

WARNING: 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.

REPAIR PROCEDURES

COMPUTER REPLACEMENT

1. To replace the computer, first shut off, and unplug the machine.
2. Pull the machine away from the wall and unlock and open the back access door.
3. Remove all of the connectors to the back of the computer CAREFULLY noting the locations of all of the connectors.
4. Loosen and remove the bracket that retains the computer to the machine.
5. Carefully remove the computer and inspect for damage.

NOTE: ONE OF THE MOST COMMON FAILURES IN PC COMPUTERS IS INTERNAL COMPONENTS AND CONNECTORS BECOMING LOOSE. CAREFULLY CHECK THAT ALL CONNECTORS AND BOARDS ARE FIRMLY SEATED.

THE SECOND BIGGEST FAILURE IS COOLING FAN FAILURES LEADING TO OVERHEATING OF THE PROCESSOR, ETC. CHECK THAT ALL FANS ARE WORKING PROPERLY. IF NOT, REPLACE IMMEDIATELY AND SEE IF THE MACHINE WILL THEN WORK PROPERLY.

6. Replace in the reverse order.
7. If the computer is replaced, check to see that the new one is programmed properly. Please refer to the programming section of the manual.

PRINTER REPLACEMENT

1. Turn off power to the unit and unplug it.
2. Unplug the power cord from the printer.
3. Open the rear cover of the printer slightly

where the toner cartridge is installed. This will allow better access to the side cover on the printer.

4. Remove the side cover on the printer to access the printer cable.
5. Remove the printer cable.
6. Remove the printer from the machine.
7. Remove the paper Deflector from the paper delivery chute area on the printer and install on your replacement printer.
8. Re- install in the reverse order.
9. Be sure to add paper and make sure it is put into the printer properly.
10. Be sure there is toner in the printer.
11. Turn the machine on and check to see that the printer is powered up and that the green READY light is lit. If not, turn the printer on at this time.
12. Once the machine is on, and the printer is on-line, turn the machine off and on one more time to ensure proper communication between the computer and the printer.

FLUORESCENT SIDE LIGHT REPLACEMENT

1. Open the back door of the cabinet.
2. Remove The angled glass panel and set in a safe location.
3. Remove the top black metal panel by removing the (4) screws that hold it into place.
4. There are (4) nuts that hold the black side metal panel into place. Two are on the top side and two are located just above the monitor

REPAIR PROCEDURES

mounting bracket.

5. Loosen these nuts about 1/8" and the metal panel will slide up on Keyway type slots in the panel. The panel can now be removed, and access to the bulbs is now possible.

6. Assemble in the reverse order.

FLUORESCENT DOOR LIGHT REPLACEMENT

1. Open the front door of the game.

2. Remove the (4) retaining nuts from the light cover.

3. Remove the bulb by pushing on the red release button on the bulb socket.

4. Re-assemble in the reverse order.

LARGE MONITOR REPLACEMENT

1. Open the back door to gain access to the monitor.

2. Remove the angled glass panel from the unit.

3. Remove all power and signal connectors.]

4. Remove the (4) screws that hold the monitor to the monitor mounting brackets.

5. Remove the monitor from the cabinet.

6. Re-assemble in reverse order.

7. Degauss and adjust the new monitor as necessary.

SMALL MONITOR REPLACEMENT

1. Open the front door to gain access to the monitor.

2. Remove the plastic monitor bezel that is held in place by 2 strips of Velcro.

3. Remove the power and signal connectors.

4. Remove the (2) screws that are located on the bottom of the monitor mounting bracket. This will remove the bottom plastic mounting block.

NOTE: BE CAREFUL THE MONITOR DOES NOT FALL OUT. HOLD ON TO THE MONITOR AS YOU REMOVE THE LAST SCREW THAT HOLDS THE MONITOR MOUNTING BLOCK IN PLACE.

5. Re-assemble in reverse order.

NOTE: WHEN RE-INSTALLING THE PLASTIC BEZEL BE SURE TO RE-POSITION THE CAMERA COVER AS NECESSARY TO AVOID BLOCKING THE CAMERA'S VIEW.

6. Adjust monitor as necessary.

CAMERA REPLACEMENT / ADJUSTMENT

1. Open the front door to gain access to the camera.

2. remove the plastic monitor and camera bezels that are held in place with Velcro.

3. Remove the (3) nuts that hold the monitor in place.

NOTE: PLEASE NOTE THE ANGLE THAT THE

REPAIR PROCEDURES

CAMERA IS POSITIONED AT. RE-INSTALL THE NEW CAMERA TO THIS POSITION.

4. Remove the connectors from the camera.
5. Re-install in reverse order.

NOTE: THE CAMERA CAN BE ANGLED UP OR DOWN TO ACCOMMODATE YOUR AVERAGE CUSTOMERS HEIGHT MORE CLOSELY. LOOSEN THE NUTS AND ADJUST AS NECESSARY. RE-POSITION THE PLASTIC CAMERA BEZEL AS NEEDED.

PRINTER TONER REPLACEMENT

NOTE: THIS OPERATION CAN BE DONE FROM THE FRONT OR REAR OF THE MACHINE.

1. Open either the front or back door of the machine.
2. Turn off power to the machine.
3. Open the toner cartridge door on the printer.
4. Remove the old cartridge by pulling out of the printer.
5. Remove the new toner cartridge from the plastic bag.
6. Remove the Mylar tape by breaking the tab on the left and pulling the tape completely out.
7. Insert the cartridge into the printer making sure that it easily slides into position in the printer.
8. Close the toner door COMPLETELY.

9. Turn the machine on. Let the program load, then make a SKETCH to assure proper operation.

10. Close the door.

IF THE PRINTER DOESN'T WORK, REVIEW THE INSTALLATION PROCEDURE.

DOUBLE CHECK TO BE SURE THAT YOU HAVE PAPER IN THE MACHINE AND THAT THE PAPER TRAY IS FULLY SEATED IN THE PRINTER. A LOOSE PRINTER TRAY IS THE #1 REASON FOR PRINTER PROBLEMS.

TURN THE GAME OFF AND ON AGAIN AND RETRY. IF THE PRINTER STILL DOESN'T WORK CALL OUR SERVICE DEPARTMENT FOR ASSISTANCE.

I.C.E. SERVICE DEPARTMENT

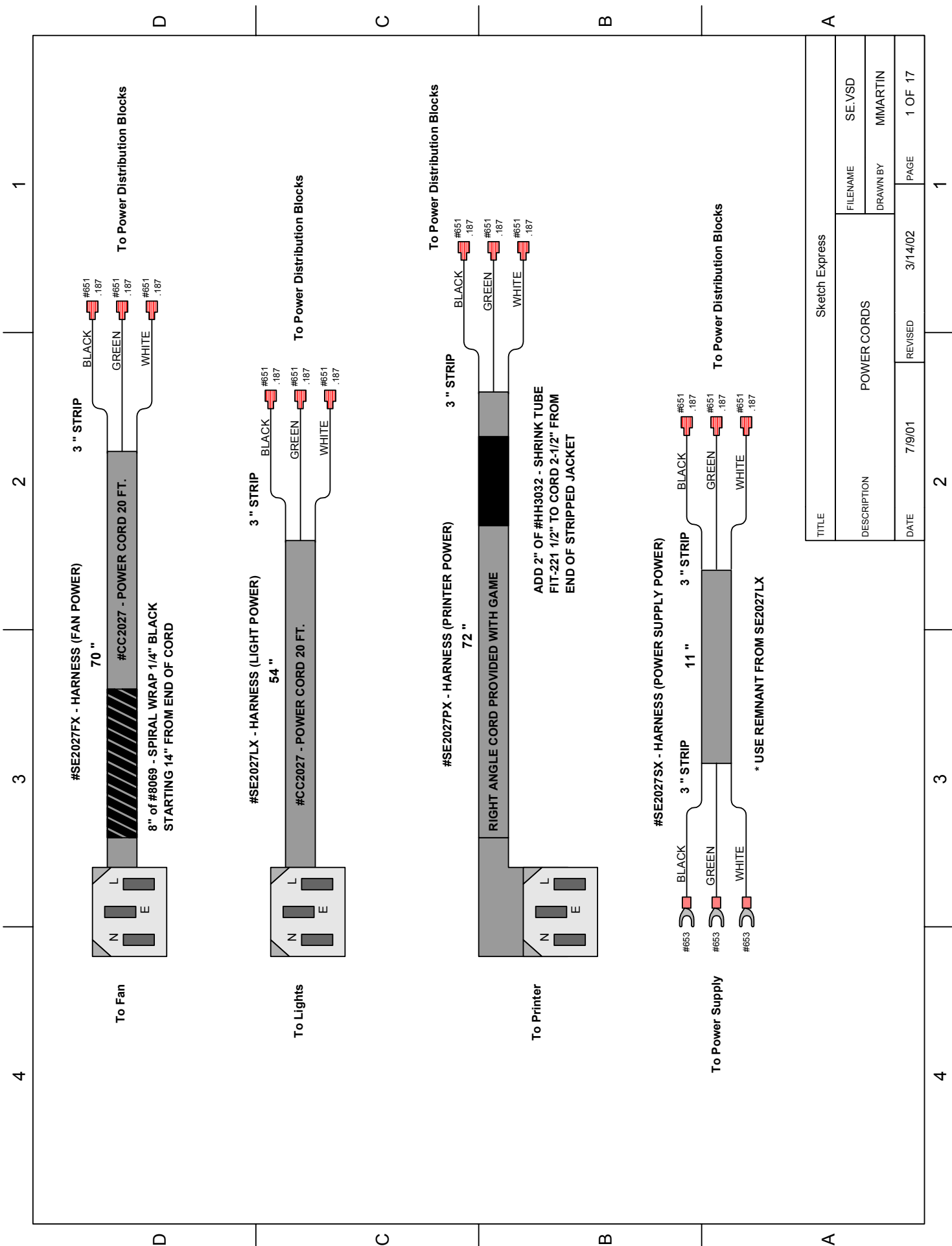
716-759-0360

NORMAL BUSINESS HOURS ARE:
MONDAY – FRIDAY, 8:00 AM TO 5:00 PM

PARTS LISTINGS

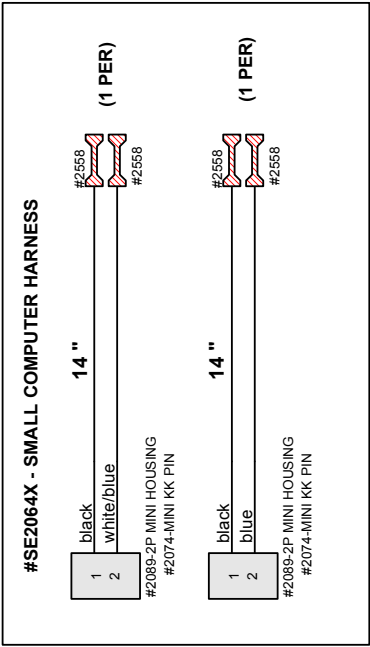
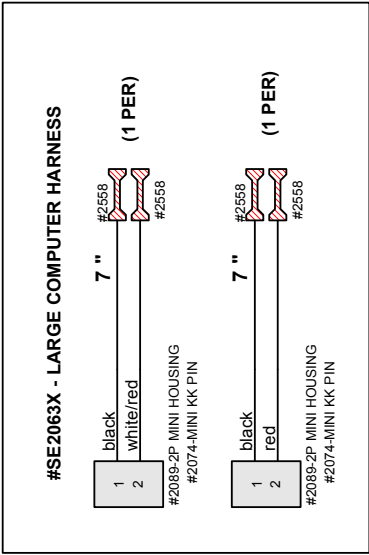
The parts listed below are only the most common parts required for repair or maintenance. Call for additional items.

5014C	Lock, Chuck E. Cheese Style
8454	Monitor Signal Splitter / Converter
8458	PL-L 18 Florescent Bulb
SE1006X	Upper door Assembly
BW250	PLL Bulb Socket
EV2009	Audio Power Amplifier
MON5LCD	5" LCD Monitor
SE5015	Lock Barrel - Chuck E. Cheese Style
SE1016	Paper Chute
SE1018	Light Shield
SE1030	DBV Door Cover
SE1050	Drawer Slide]
SE2001	HP1200 Laser Printer (modified)
SE2001T	Toner Cartridge
SE3007	Camera/Monitor Window
SE3008	Light Diffuser Window
SE3009	Camera Bezel Shield
SE3010	Mini Monitor Bezel Shield
SE4000X	Sketch Express Floor Mat Assembly
SE7000	Cabinet Outside Left Side Decal
SE7001	Cabinet Outside Right Side Decal
SE7002	Left Seat Decal
SE7003	Right Seat Decal
SE7004	Cabinet Inside Left Side Decal
SE7005	Cabinet Inside Right Side Decal
SE7006	Chuck E. Cheese Door Decal
SE7007	Upper Instruction Decal
SE7008	Lower Instruction Decal
SE7009	Push Button Decal (2 people)
SE7010	Push Button Decal (1 person)
SE7011	Seat Back Decal
SE7012	Printer Servicing Decal
SE7013	Upper Seat Back Arch Decal
SE7014	Toner Servicing Decal
SE7015	Coin mech insert decal
SE7027	Marquee Decal, Chuck E. Style
SE8449X	Florescent Light Ballast
SE9101	Service Manual
XFE04.003005	Camera
XFE24.013155	Keyboard
XFE36.C08490	Small Frame Computer
XFE36.C08510	Large Frame Computer
SE9003	Chuck E. Cheese Sketch Express Paper



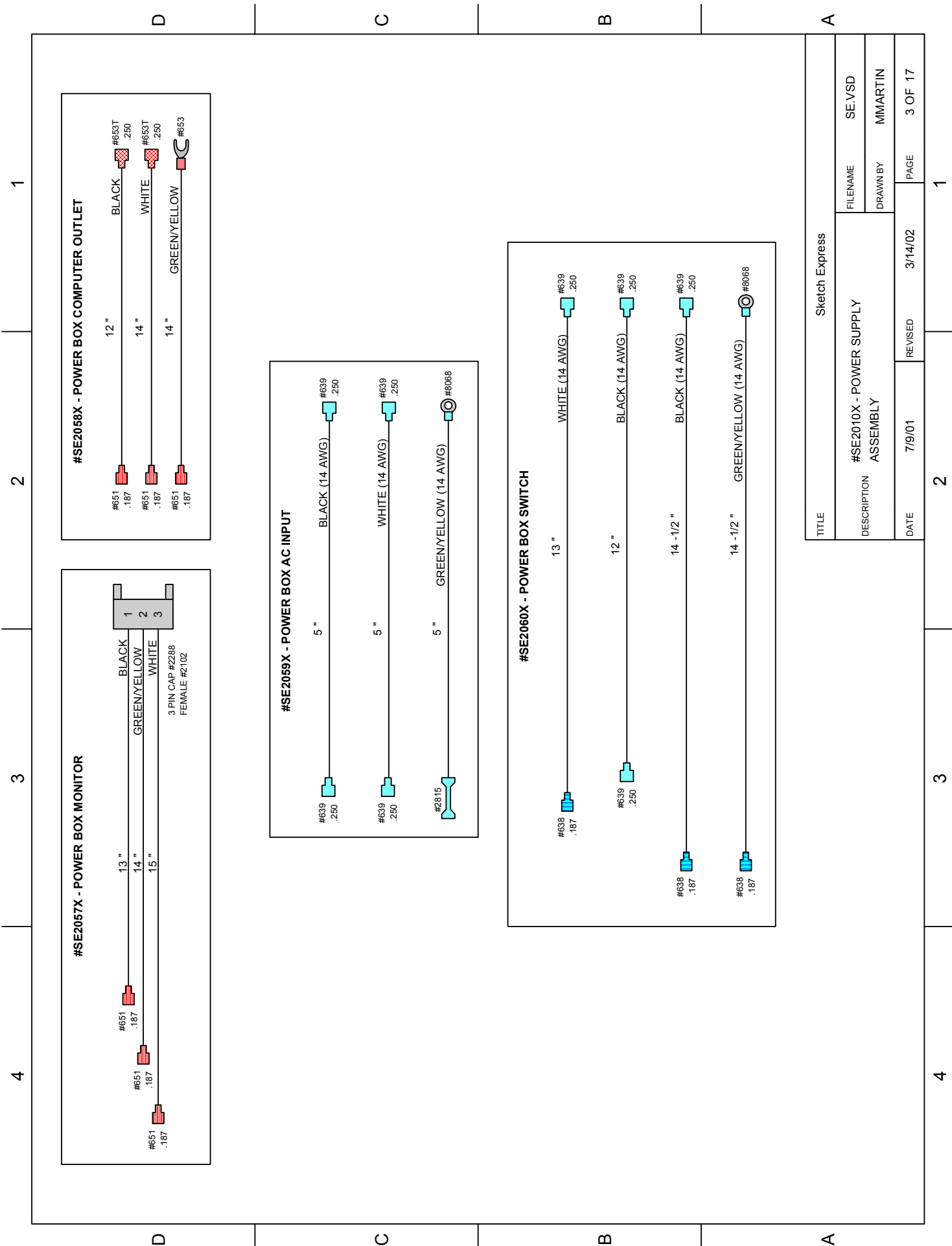
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DATE	DRAWN BY	MNMARTIN
7/9/01	REVISED	3/14/02
PAGE		1 OF 17

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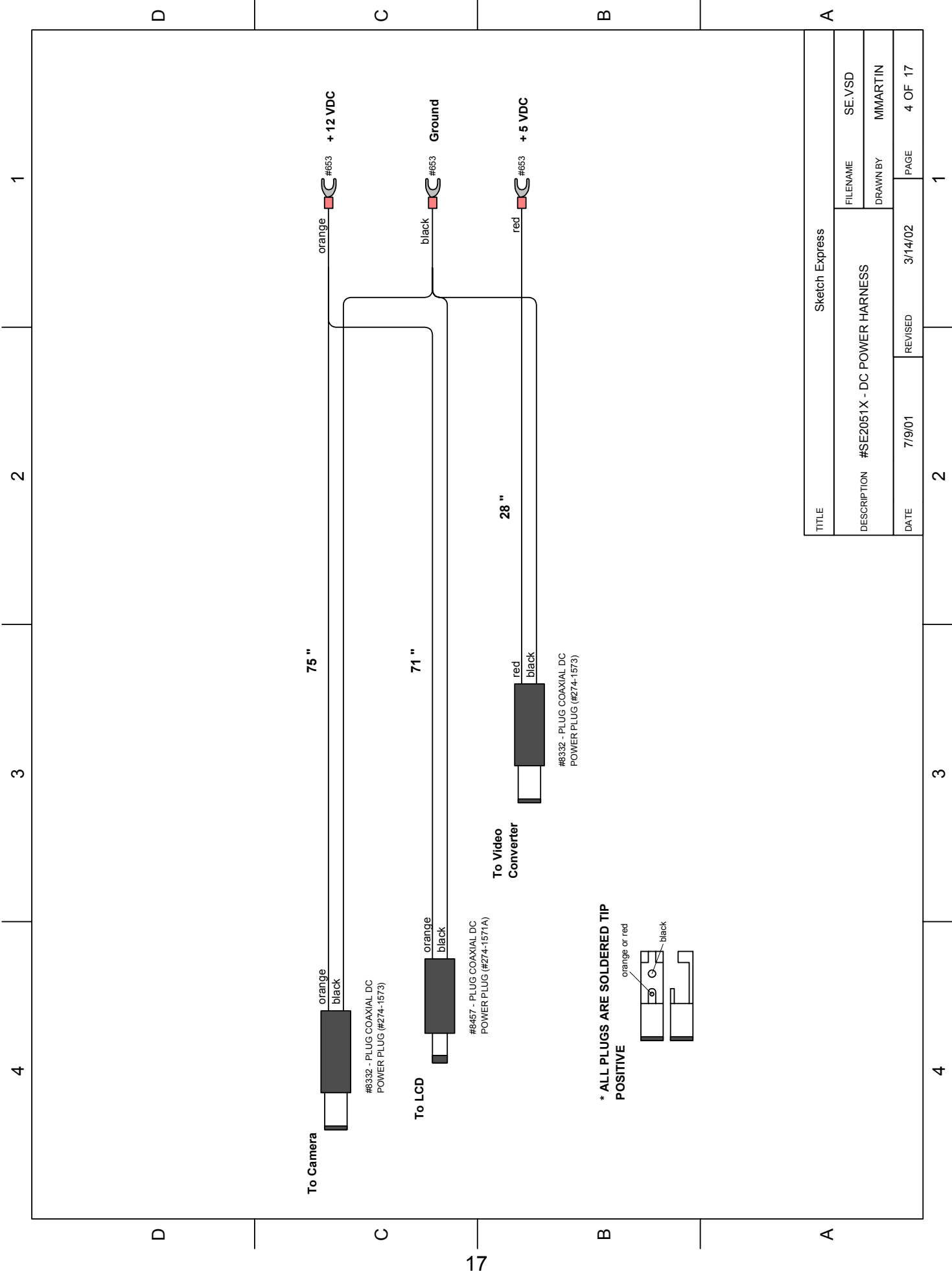


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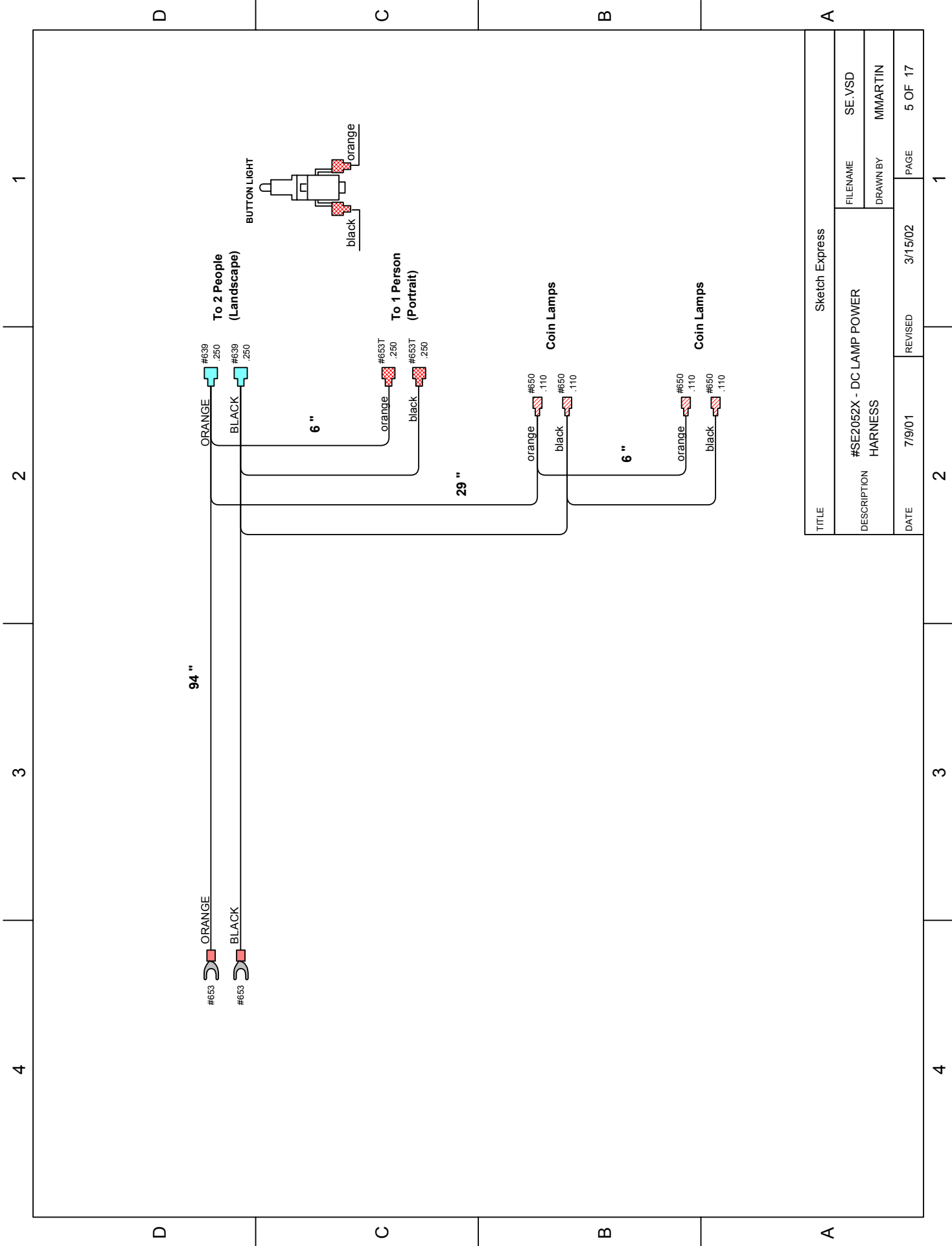
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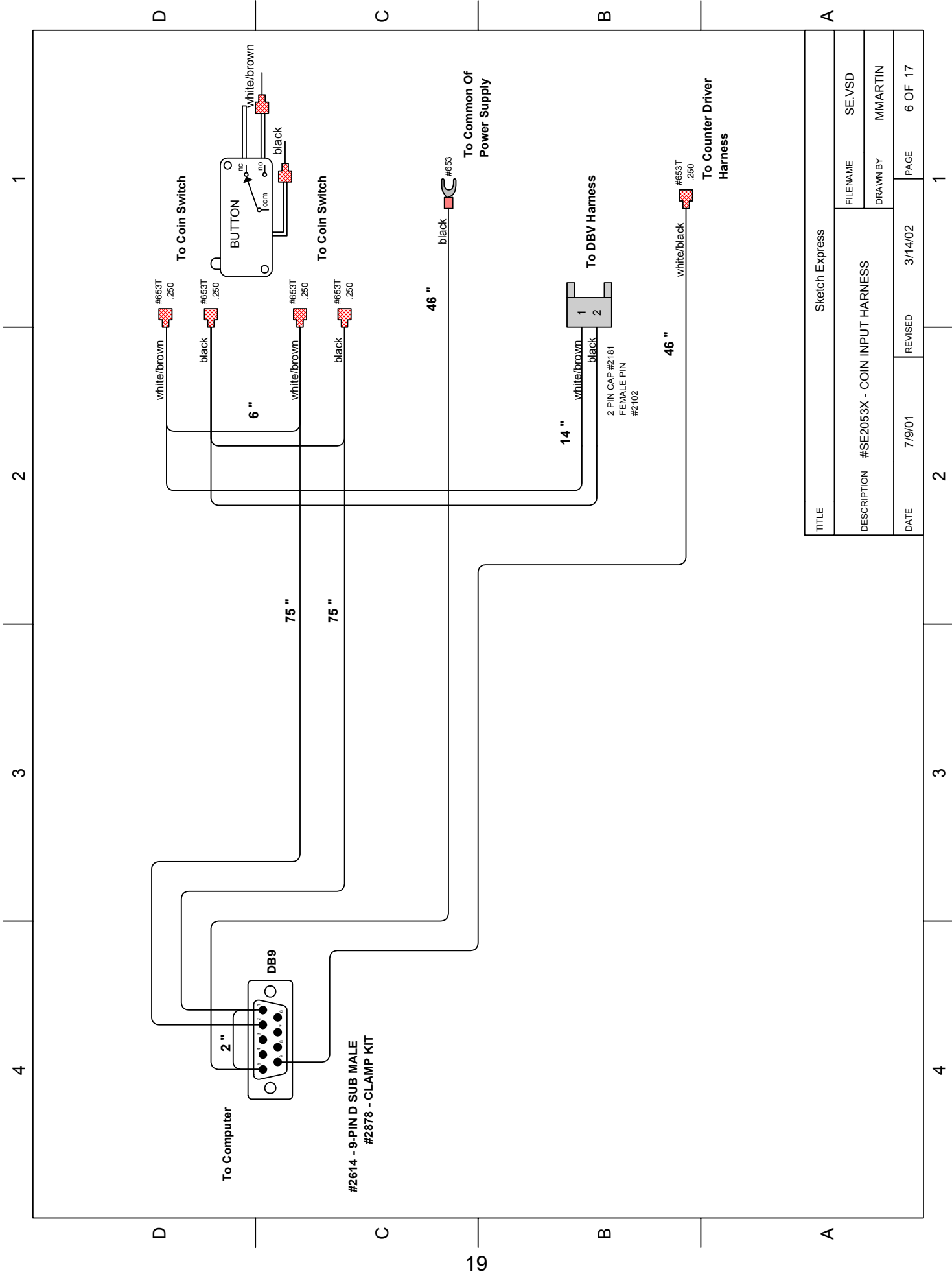
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		PAGE	3 OF 17



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PAGE	4	OF	17



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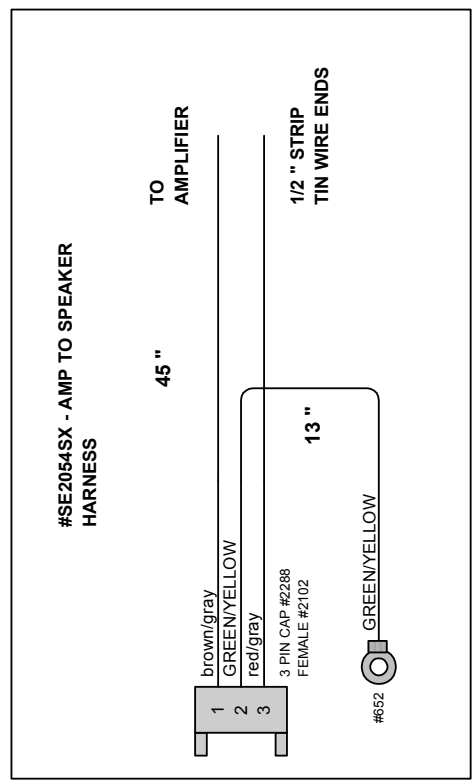
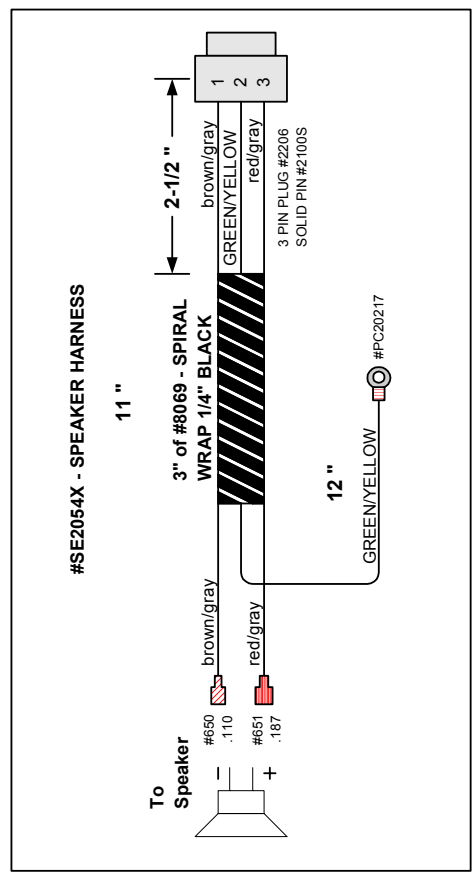


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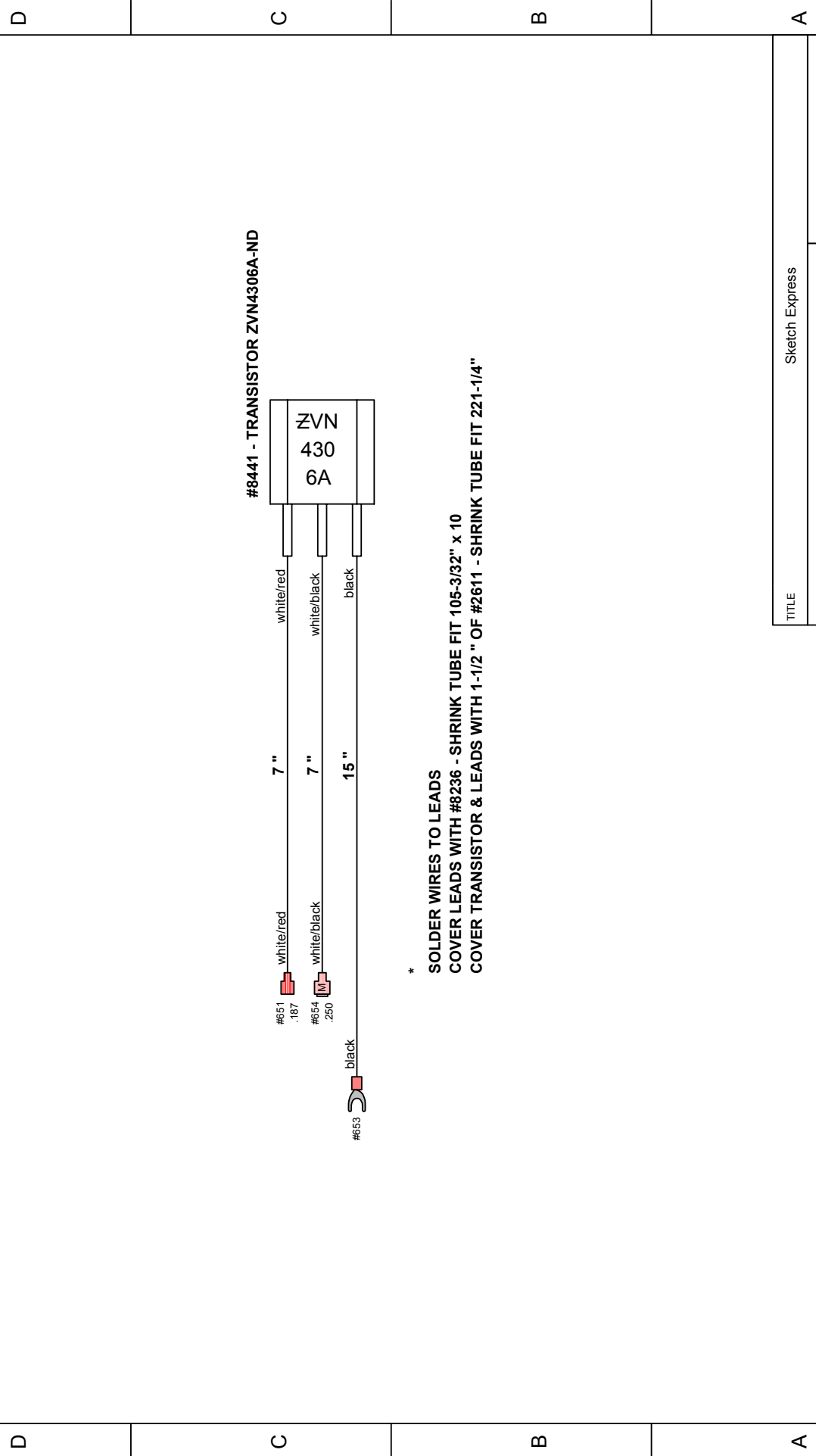
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Sketch Express			
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DESCRIPTION	HARNESS		FILENAME SE.VSD
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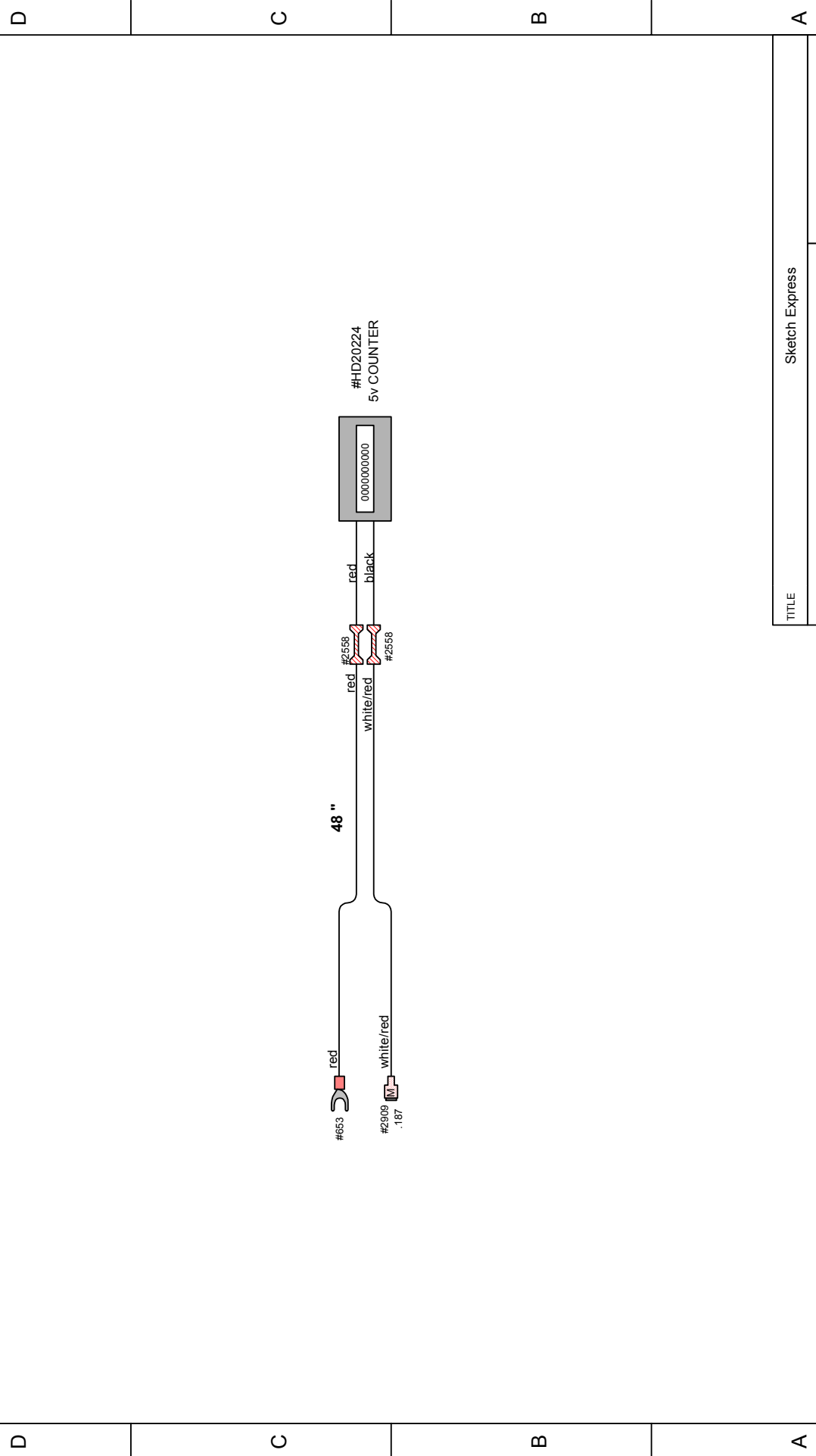


*
SOLDER WIRES TO LEADS
COVER LEADS WITH #8236 - SHRINK TUBE FIT 105-3/32" x 10
COVER TRANSISTOR & LEADS WITH 1-1/2 " OF #2611 - SHRINK TUBE FIT 221-1/4"

TITLE		Sketch Express	
DESCRIPTION		#SE2056DX - COUNTER DRIVER HARNES	SE.VSD
DATE		7/9/01	MMARTIN
REVISED		3/14/02	PAGE 8 OF 17

4 3 2 1

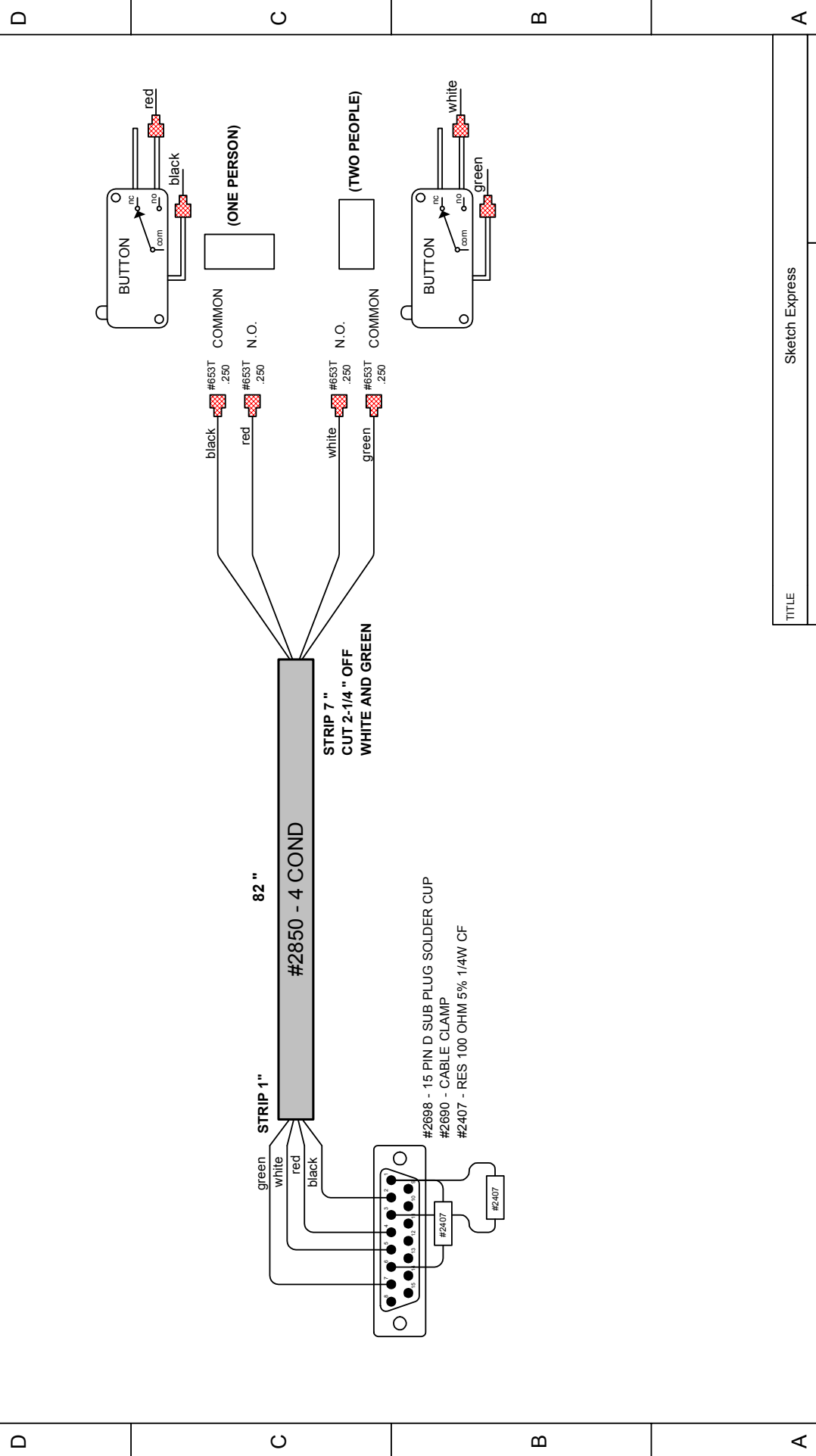
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Sketch Express			
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DESCRIPTION		DRAWN BY	MMARTIN
DATE	7/9/01	REVISED	3/14/02
		PAGE	9 OF 17

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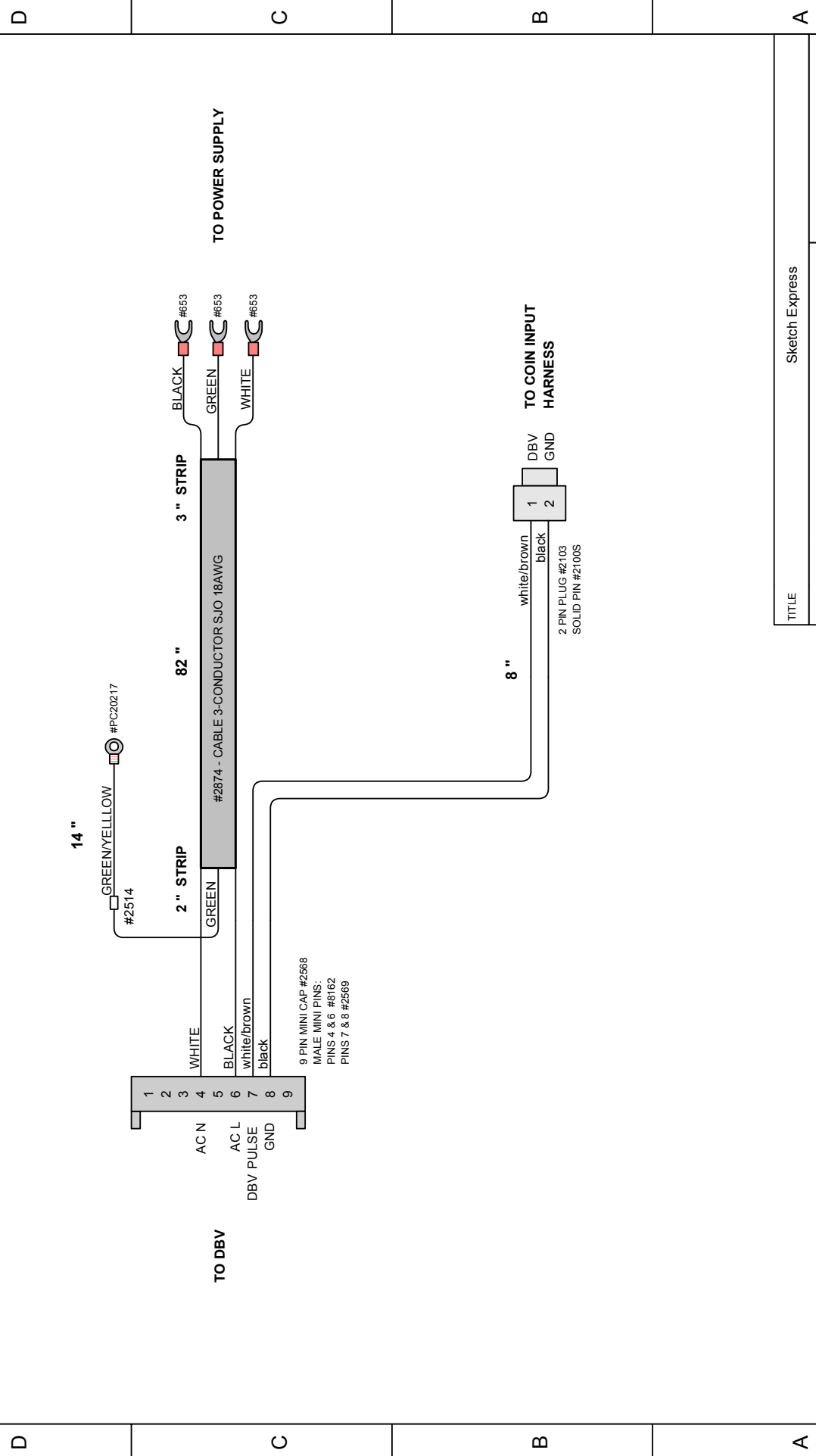
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DATE	7/9/01	REVISED	3/14/02
		PAGE	10 OF 17

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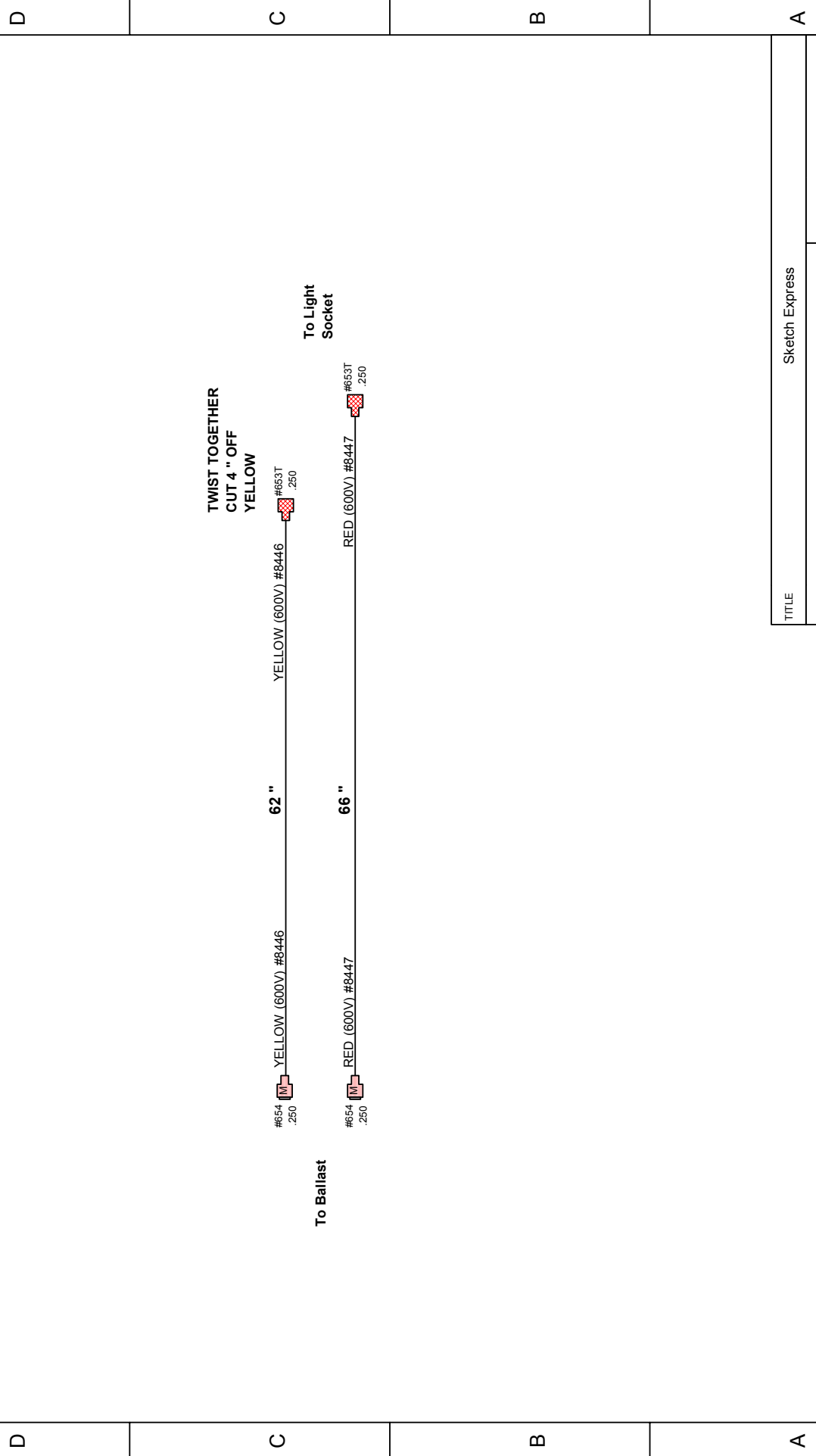
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DATE		REVISED	PAGE
7/9/01		3/14/02	11 OF 17

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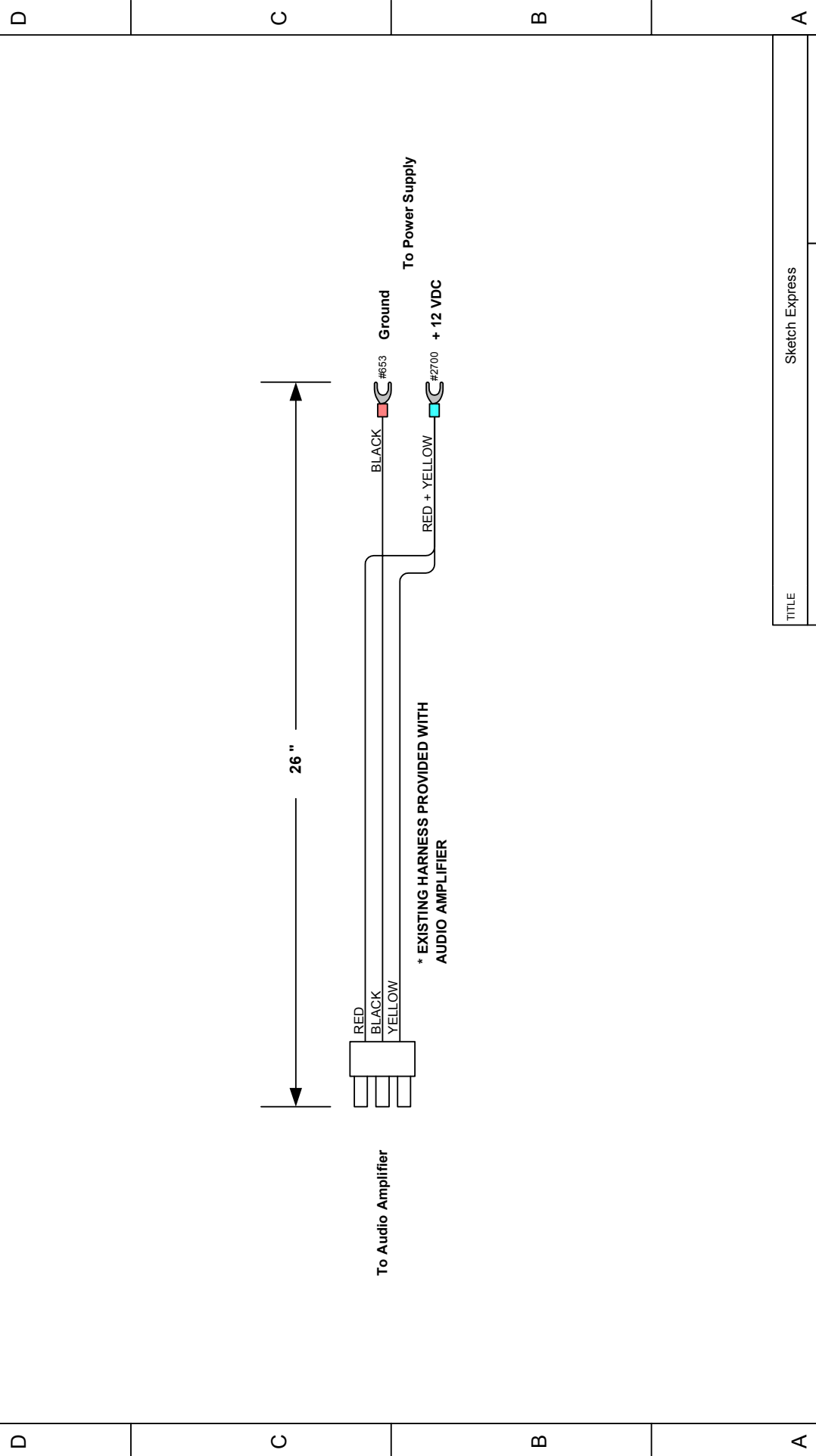
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DATE		DRAWN BY	MMARTIN
7/9/01		REVISD	3/14/02
1		PAGE	12 OF 17

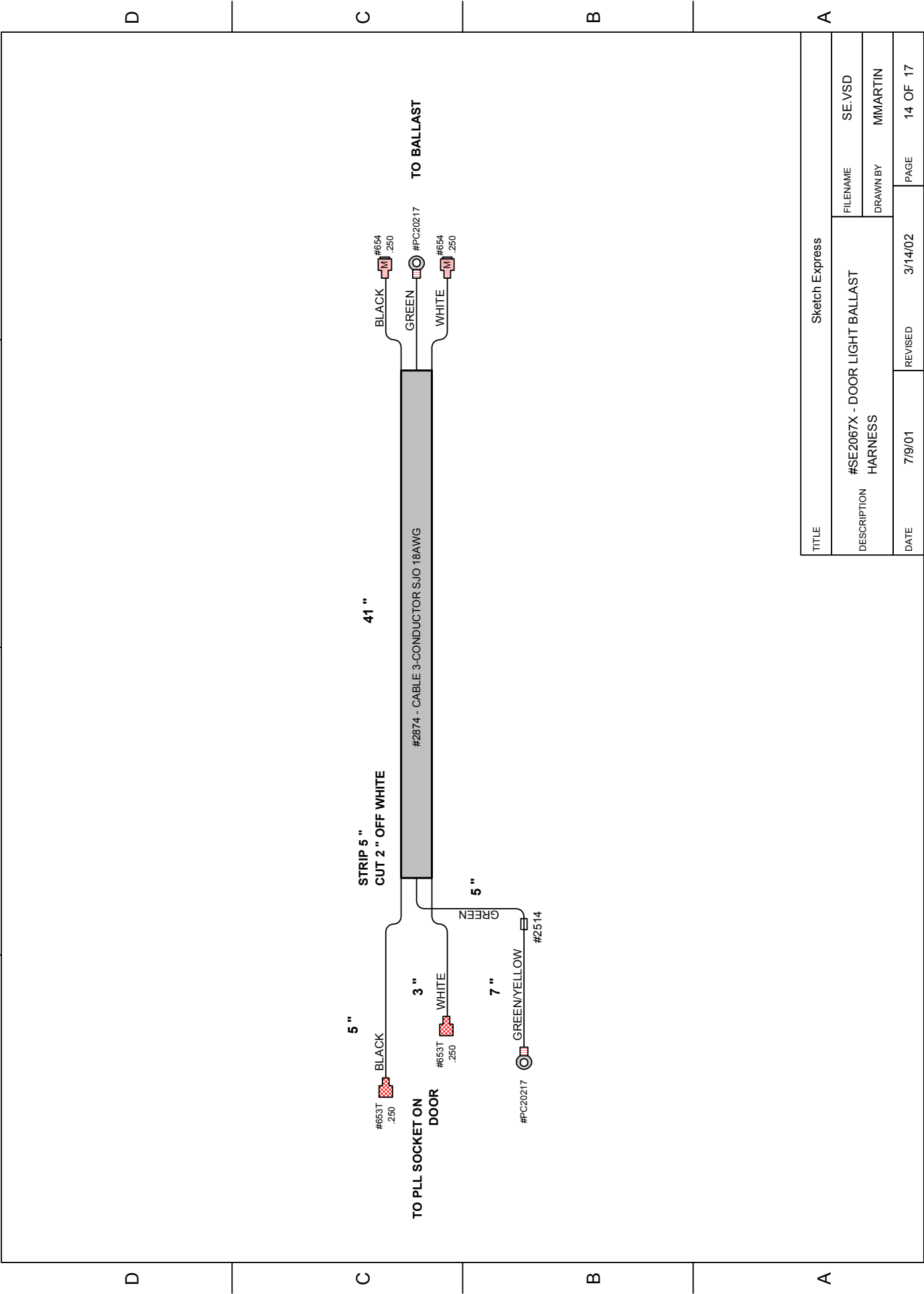
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4 3 2 1

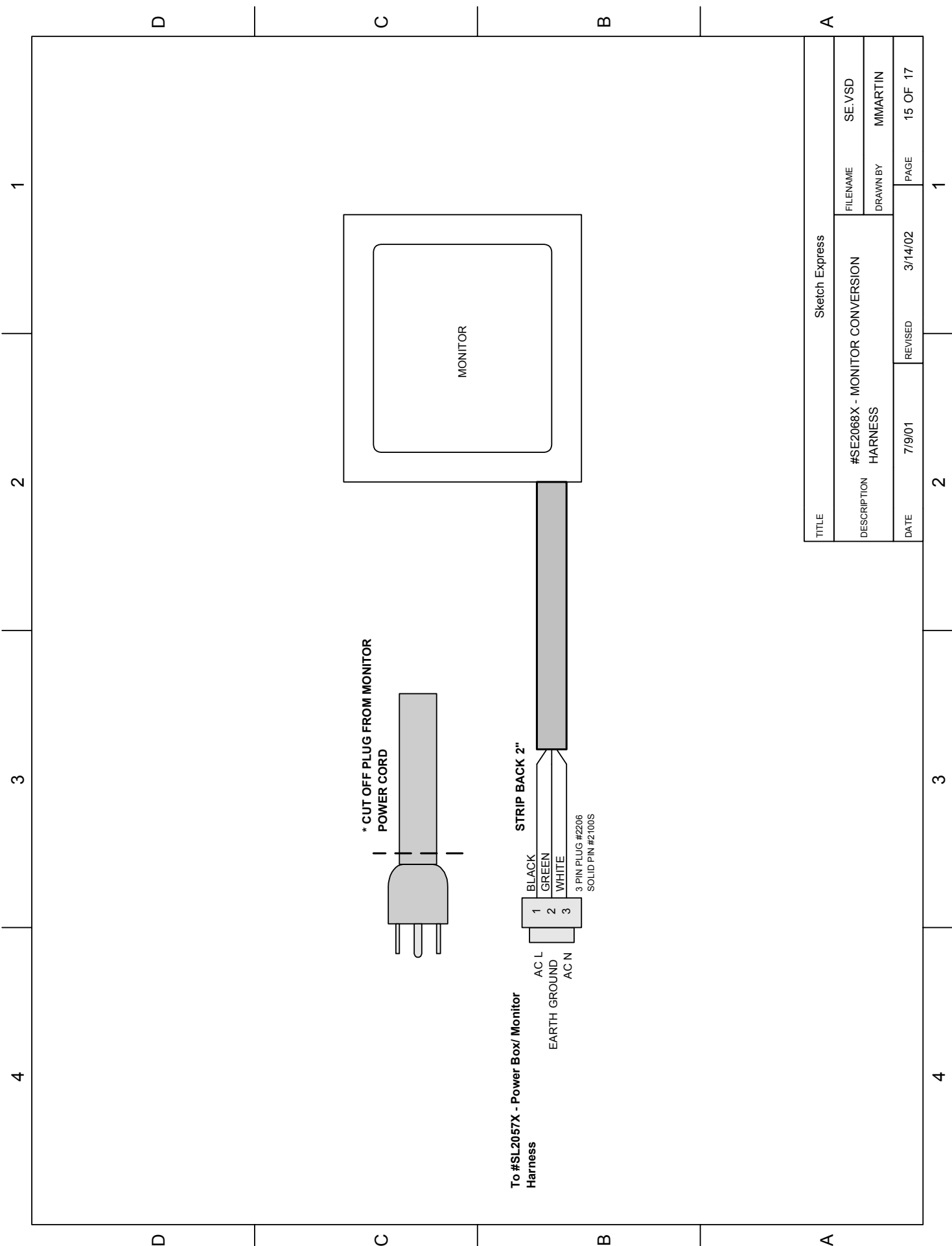


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DESCRIPTION	#SE2066X - AMP POWER HARNESS		FILENAME SE.VSD
			DRAWN BY MMARTIN
DATE	7/9/01	REVISED	3/14/02
		PAGE	13 OF 17

4 3 2 1

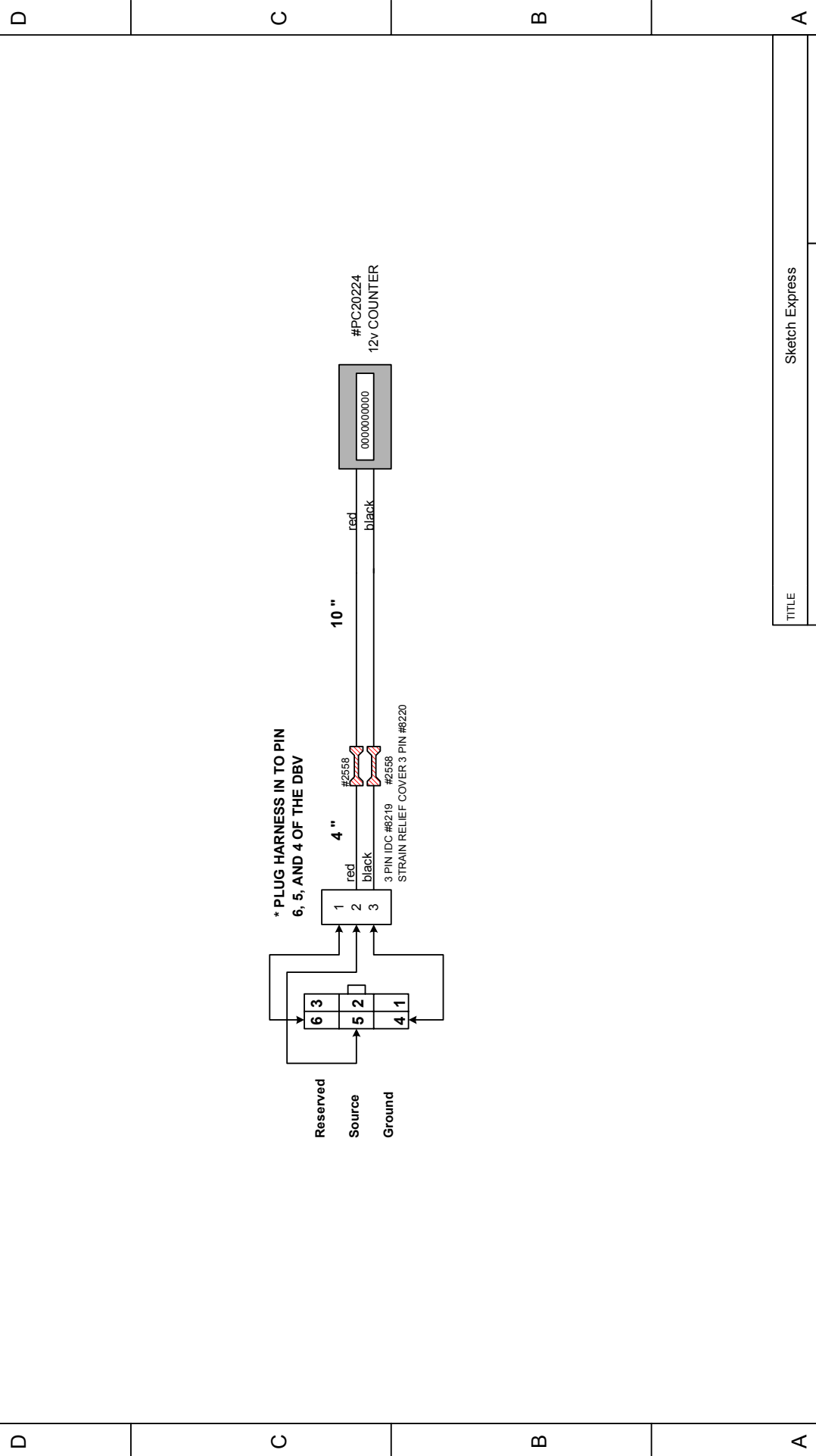


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DESCRIPTION	HARNESS		DRAWN BY
			MMARTIN
DATE	7/9/01	REVISED	PAGE
		3/14/02	14 OF 17



Sketch Express			
TITLE			
DESCRIPTION	#SE2068X - MONITOR CONVERSION HARNESS	FILENAME	SE.VSD
DATE	7/9/01	DRAWN BY	MMARTIN
	REVISED	3/14/02	PAGE 15 OF 17

1 2 3 4

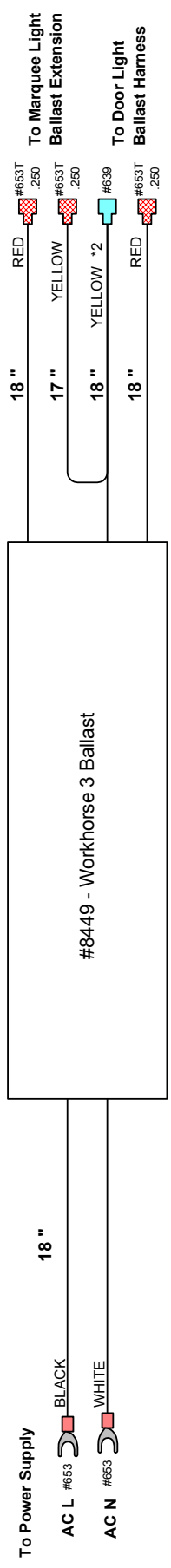


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TITLE	DESCRIPTION	FILENAME
	#SE2069X - DBV COUNTER HARNESS	SE.VSD
DATE	7/9/01	DRAWN BY
	REVISED	MMARTIN
	3/14/02	PAGE
		16 OF 17

1 2 3 4

4 3 2 1

D C B A



TITLE		Sketch Express	
DESCRIPTION		#SE8449X - BALLAST ASSEMBLY	SE.VSD
DATE		7/9/01	MMARTIN
REVISED		3/14/02	PAGE 17 OF 17

4 3 2 1

Warranty

I.C.E warrants all components in the **SKETCH BOOK** 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 **SKETCH BOOK** 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.



WARRANTY

ICE Inc warrants that all of its products will be free from defects in material and workmanship.

When placing a warranty request, please be prepared to provide the following information:

- Serial Number of Game or Bill of Sale
- Machine Type
- A Detailed Description of the Equipment Fault Symptoms

ICE product, including Cromptons, Sam's Billiards, Uniana and Bell Fruit is warranted as follows:

- 180 days on the Main PCB and Computers
- 90 days on all other components (i.e. DBV's, Ticket Dispensers, etc)
- 30 days on repaired items
- 3 years on all Crane Harnessing
- 9 Months on Printers

DKS cashless systems offer a 3-year warranty on all components.

ICE Inc shall not be obligated to furnish a warranty request under the following conditions:

- Equipment has been subjected to unwarranted stress through abuse or neglect
- Equipment has been damaged as a result of arbitrary repair/modification attempts
- Equipment that has failed through normal wear and tear

ICE Inc will assume no liability whatsoever for costs associated with labor to replace defective parts or travel time associated therein.

All defective warranty covered components will be replaced with new or factory refurbished components equal to OEM specifications. ICE Inc will cover all UPS ground, or comparable shipping means, freight costs during the warranty period. Expedited shipments are available for an additional charge.

Defective parts are returned to ICE Inc, at the customer's expense, in a timely fashion.

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

I.C.E. Parts/Service Dept.
Innovative Concepts in Entertainment
10123 Main St.
Clarence, NY 14031
Phone #: (716) - 759 - 0360
Fax #: (716) - 759 - 0884