

# AIR HOCKEY

# MANUAL

## **Characteristics:**

- The playfield made of polished steel sheet, dirt resistant.
- Display shows goals, scores, credits and time remaining.
- Electronic coin selector.
- High power air compressor.
- Special levellers of easy performance.
- Electronic and mechanic counter of games.
- Adjustment of volume.
- Easy coding for time of game and quantity of goals.
- Colours of cabinet: black, blue, red, yellow or green.
- Available in two sizes and two version of lighting.
- Cushions and corners made of aluminium, powder painted.
- Accessories includes: 4 hammers, 6 pucks.
- Power supply ~ 230 V 50 Hz with the earth.

## **Description:**

The machine is designed for playing air hockey. Players bounce the puck using the special plastic hammers. The puck is moving on a thin layer of compressed air on the playfield.

## **Activate the machine:**

### **ATTENTION!**

**All metal parts are connected together and the machine must be plugged in the earth socket AC 230 V 50 Hz. Only this connection makes the play safe and the machine works properly.**

After plugging the machine to current turn on the switch on the power supply box (situated on the bottom of the box). The machine starts working in the demonstration mode.

## **Playing:**

To start a play insert a coin (coins) into the coin acceptor. There will appear a number of credits at the display . Press the START button.

The game will finish after a set time or after one of the players gets a given number of goals.

## **Assembling (2-4 people):**

- 1). Unpack the box with the air hockey table.
- 2). Open two red doors on shorter sides of the cabinet (keys are fixed next to the door).  
Ad.2).



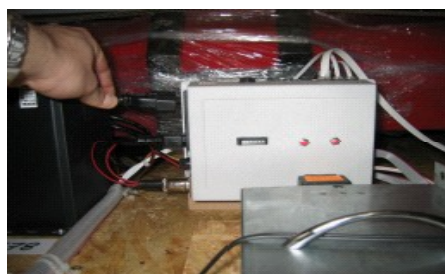
- 3). Unconnect the plug with cable supplying the air pump from the Main board (upper black plug on the left side of white box with electronics).
- 4). Open four catches which hold the metal playfield with the cabinet (situated next to the corners inside the box).  
Ad.4).



Ad.6).



- 5). Place sheets of carton and the poliuretan on it for example along the wall on the floor, put the metal playfield up (2-4 people) and stand it carefully on its longer side on the poliuretan. Be careful, don't damage the painted cushions.
- 6). Unblock and get out the lamp and the legs from the inside of the cabinet.
- 7). Place the sheets of carton on the floor and stand one of the longer sides of the cabinet on it. Hold it in that position.
- 8). Screw four legs to the bottom of the cabinet using four 8 x 40 mm imbus screws with 9 x 17 mm washer to each (the levellers to direct to corners). The spanner is included.
- 9). Place the cabinet on its legs (2 people).
- 10). Place the metal playfield on the cabinet (2-4 people) cautiously. Pay attention in order to on all flanks symmetrically stick out. Close four latches which connect the playfield to the cabinet.
- 11). Plug the cable supplying the air pump on the left side of white box (middle socket).  
Ad. 11).



- 12). Screw together framework of the lamp and put light bulbs and starters into holders.
- 13). Screw out four 8 x 50 mm screws (which fixing lamp) from the cabinet, put the cables of the lamp into the hole pushing them in the direction of the metal doors with the coin selector. Put the lamp on the cabinet and screw it using four 8 x 50mm screws.
- 14). Connect the cables from lamp, loudspeakers and display to the white box.
- 15). Connect the yellow-green cable from the lamp to the ground screw next to white box.
- 16). Level the playfield of air hockey precisely using the level (screw the levellers).



## **Volume:**

After opening the door to the slot mechanism press the “+” button on the main board to turn up the volume and the “-” button to turn it down.

## **Programming:**

The machine is factory-programmed and ready to work. If it is necessary to change the settings it might be done using the service key (small black box – SBB). To start programming the machine check if the small black box is connected to the main board. If it is not connected – **turn off the main switch (very important!)**, insert the electronic key SBB (each machine has its own, unique key) and turn it on again. Then press the “+” and “-” simultaneously and keep pressing for 5 seconds. In this way you will enter the “OP 00” level what will be shown on the small pulsing display situated on the top lamp. Now, you can move to the level you want (e.g. 01, 05, 17) by pressing the “+” or “-” buttons accordingly. By pressing “OK” (situated on white box) or “**START**” button (situated on the cabinet, right to the slot mechanism door) you confirm your entry to a given level (the big numbers on the display start pulsing). Press the “+” or “-” button to change the setting of a given level. The new parameters are shown on the display board. By pressing “OK” or “**START**” button you confirm the changes. By pressing “+” or “-” buttons you can move to another level. Press “OK” or “**START**” button for 5 seconds to finish programming.

## **IMPORTANT**

After entering the programming system all unused credits will be cancelled (they will be counted by the meters).



## **The parameters of the machine:**

- 0P 00** - machine serial number - not possible to change
- 0P 01** - number of impulses sending from coin selector acquired during the time of use - not possible to change
- 0P 02** - number of credits sending from coin selector acquired since last control – changeable (after entering this option by pressing **"OK"** the number of credits starts pulsing; press **"+"** or **"-"** to cancel)
- 0P 03** - maximum goals during the game (01-99 goals; 00-no limit)
- 0P 04** - maximum game time (10 seconds - 58 min 50 sec.; 00-no limit)
- 0P 05** - brightness of lamp display (1 – 99)
- 0P 06** - volume (1 – 99)
- 0P 07** - 2 types of music (1 or 2)
- 0P 08** - testing of motors in doors (ON, OFF; after testing must be OFF)
- 0P 09** - testing of work of air pressure pump (ON,OFF; after testing must be OFF)
- 0P 10** - testing the lights
- 0P 11** - testing of optical sensors in the doors
- 0P 12** - testing the segments of display
- 0P 13** - setting the time when the machine stops working in case when something has blocked optical sensors in the doors (10 sec. - 30 sec.); After removing the case of the optical sensors block push **"START"** button to continue the game
- 0P 14** - setting the time how long the results of the game are shown after finishing the game (1 sec.- 30 sec.)
- 0P 15** - setting how long the lamp is on after finishing the game (1- 99 min; step 15 sec.)
- 0P 16** - demo - setting the time between short music plays when there is no credits (1 sec. - 30 min)
- 0P 17** - setting how many electric impulses is send to the main board from coin selector (in most reasons should be set 1)
- 0P 18** - price of the game – how many impulses send from coin selector is necessary to get one credit (game) (01 – 99; 00 - free plays - coin selector don't accept the coins)
- 0P 19** - setting of the bonus - on the first two big numbers you set number of coin selector chanel and in other two big numbers (ride side) you set bonus given to choosen coin
- 0P 20** - return to the factory settings
- 0P 21** - automatic start for next play (after the time setting in 0P 14)

When there is no electronic key SBB in the main board there is no possibility to see the value of electronic counters (0P 01 and 0P 02) and there is no possibility to change any parameters. It is possible to see parameters which has been set (from 0P 3 to 0P 22) only. To see them you have to turn off the machine then turn it on keeping button **"START"** continuously pressed. To see parameters use **"+"**, **"-"** and **"START"** buttons.

Keep **"OK"** or **"START"** button pressed 5 seconds to go to the playing mode.

## **Maintenance:**

It is advised to clean the surface of the playfield every day with antistatic liquid in order to improve the comfort of the game.

Pay attention to not contaminate the playfield with fat liquids.