AIR HOCKEY TABLE MANUAL SHARK/SKATE

Features:

- The playfield is made of perforated polycarbonate plate. It is water and dirt resistant.
- LCD display shows goals, scores, credits and time remaining.
- Electronic coin slot
- High power air compressor
- Levelling feet
- Electronic and mechanical game counter
- Adjustable volume
- Available table sizes: 8ft, 6ft
- Polycarbonate cushions and corners around the playfield
- Multicoloured LEDs around the playfield
- Illuminated legs
- Includes accessory kit: 4 hammers, 6 pucks, 4 spare felts
- Power supply ~ 230 V 50 Hz with grounding

ATTENTION:

The polycarbonate plate playfield will become naturally scratched during the game.

Description:

The appliance is designed for playing air hockey. Players bounce the puck so as to place it in the opponent's goal. The puck is moving on a thin layer of compressed air, on top of the playfield.

Activating the appliance:

ATTENTION!
The appliance should be permanently fixed to the ground with a metal rope.
The appliance must be connected only to an AC 230 V 50 Hz socket with grounding, to ensure its safe use and proper functioning.

Once the machine has been connected to an electric current socket, please press the switch on the power supply box.

Safety instructions:

1. The appliance should be connected only to a power supply equipped with a differential current switch.
2. The appliance will be entirely disconnected from power supply only when unplugged from the socket.
3. Please ensure that the power supply cable does not come into contact with water.
4. Please do not attempt to extend the power cable yourself. Extension cords must not be used.
5. Where the appliance is used in the proximity of bodies of water, it must be permanently fixed to the ground with the steel cord supplied inside the table.
6. The length of the power cable must not exceed the distance between the socket that the appliance is plugged into, and the edge of the body of water. Otherwise the cable must be shortened by rolling it in, and blocked inside the table with a blocking clamp.
7. The appliance must not be used when directly exposed to water (rain, spillage of water etc.). Should this happen, the appliance must be unplugged (by removing the plug from the socket). The game may be resumed only once the appliance has dried completely. The drying mode is activated by pressing the button on the power feeder, and pressing and holding the START button at the same time (for about 10 seconds). Details of the drying process are provided in the programming menu.
8. Given the harsh working conditions of the appliance the user must ensure its annual maintenance by the manufacturer.

THE AIR HOCKEY TABLE „SHARK" / „SKATE" MAINTENANCE CHART

DATE	SERIAL NUMBER	DATE OF MAINTENANCE	REMARKS	SIGNATURE

Non-compliance with the above instructions may put the users' health and life at risk. The manufacturer is not responsible for any accidents resulting from incorrect power supply connection and use of the appliance (inconsistent with the instructions).

Playing:

To start a game insert a given number of coins (tokens) into the coin slot. The number of available credits will appear on the display. Press the START button. The game will finish after a set time, or when one of the players has scored a given number of goals.

Volume:

The volume can be adjusted by opening the door with the slot mechanism and pressing the "+" or "-" button on the main board inside the table (on the right side of the door).

Programming:

The machine is pre-programmed and ready to work. To change settings, please go into the programming MENU by pressing the "+" and "-" buttons on the main board simultaneously for 10 seconds. You will then be asked to enter the CODE. Using the "+" , "-" and "OK" buttons enter the manufacturer's code: **"1111"**. This allows you to access to the programming menu. Press "+" or "-" to select an option, and "OK" to confirm entry to this option. Press "+" or "-" to change the option settings. The new parameters will be shown on the display. Press "OK" to confirm changes. Press "+" or "-" button again to move to another option.

IMPORTANT
Once the programming menu has been accessed, all unused credits will be cancelled.

Programming options in the AIR HOCKEY menu:

0P 00 – SERIAL NUMBER.
0P 01 – NON-DELETABLE COUNTER
     Non-deletable counter (not possible to change).
0P 02 – DELETABLE COUNTER
     Deletable counter. To delete press "OK", "+", "OK".
0P 03 – LANGUAGE
     Available languages: English, Polish, German, Greek
0P 04 – NUMBER OF GOALS
     Maximum number of goals during one game (0 - 99 goals; 00-no limit)
0P 05 – GAME TIME
     Maximum game time (0 - 58 min 50 sec.; 00-no limit)
0P 06 – BRIGHTNESS
     Brightness of the display.
0P 07 – VOLUME (1 – 99)
0P 08 – TYPE OF MUSIC
     Type of music played during the game.
0P 09 – MOTOR TEST (close - open)
0P 10 – PUMP TEST (off – on)
0P 11 – LAMP TEST (off – on)
0P 12 – OPTICAL SENSOR TEST (- / -, - - -)
0P 13 – DISPLAY TEST
0P 14 – AUTOSTART TIME
     The amount of time after which the next game starts automatically (if any credits left).
     The AUTOSTART time is active if option OP 19 is set to "AUTO"
0P 15 – TIME LAMP OFF
     Determines the length of time the lamp remains on after finishing the game (0 min, 0 sec, - the lamp is on all the time)
0P 16 – DEMO TIME
     Amount of time between short musical tunes in the DEMO mode (if no credits left)
0P 17 – IMPULSE MULTIPLIER
     Multiplication of impulses from the coin slot (should normally be set to 1).

0P 18 – GAME COST
Price of the game – number of impulses sent from the coin slot that is necessary to obtain one credit (game) (01 – 99; 00 - free credits - coin selector does not accept the coins).

0P 19 – AUTOSTART
Two settings are available:
"AUTO" – if there are any credits left, the next game starts automatically after the amount of time set in OP 14 has elapsed.
"NOR" – if there are any credits left, the next game starts once the START button has been pressed.

0P 20 – CHANGE CODE
Allows to change the default MENU access code.

0P 21 – SET CHANNEL
Settings for the parallel mode coin slot – set the bonus for a given coin in the parallel mode.

0P 22 – BONUS
Settings for the serial mode coin slot.
The first two digits on the display determine the number of impulses in a series, after which the appliance gives a bonus – the following two digits determine the bonus value.

0P 23 – COIN SLOT TEST
Once a coin (a token) has been inserted into the coin slot, the display shows the channel used for sending the signal (PIN) as well as the number of impulses sent to the main board.

0P 24 – DRYING
The playfield should be dried after each exposure to rain or liquid. The drying mode may
be   activated in two ways:
- "EXTERNAL": turn the appliance on by pressing the button on the power supply and the "START" button simultaneously (hold for 10 sec).
- "INTERNAL": turn the appliance on by pressing the button on the power supply and the "+" and "OK" buttons simultaneously (hold for 10 sec).

In the drying mode, the time the pump (fan) remains on is as set in OP 25. During this time the coin slot will not accept coins and the pucks are blocked inside the doors. Once the drying has finished, the appliance starts in the standard mode automatically.

0P 25 – DRYING TIME

0P 26 – LED BLINKING TIME
Various combinations available.

0P 27 – LED BLINKING MODE
(AUTO or MANUAL)

0P 28 – MOISTURE SENSOR (ON/OFF)

0P 29 – DEFAULT SETTINGS

0P 30 – DEFAULT SOUND

0P 31 – BRIGHTNESS (0-99)

0P 32 – PUCK DETECT – the display shows that there is no puck in the door after finishing the game (ON/OFF)

0P 33 – COOLING TEMPERATURE – (<u>DO NOT CHANGE!!!</u>)

**0P 34 – COOLING TIME – (<u>DO NOT CHANGE!!!</u>)**

0P 35 – TICKET DISPENSER:
- **ticketer 1(2) – number of ticket dispensers fitted**
- **time (200 ms) – the speed at which ticket is ejected (should be set to 200 ms)**
- **per game – the number of tickets issued per 1 game**
- **per goal – the number of tickets issued per 1 goal**

Errors:

Error 1: If the optical sensor is dirty or damaged (i.e. does not detect the puck), the display will start blinking, showing the last goal score and **"88"**. The display will continue blinking until the sensor has been cleaned or replaced.

Example:

0	1	0	1	3	0	**8**	**8**
0							

    Score   Time   Score
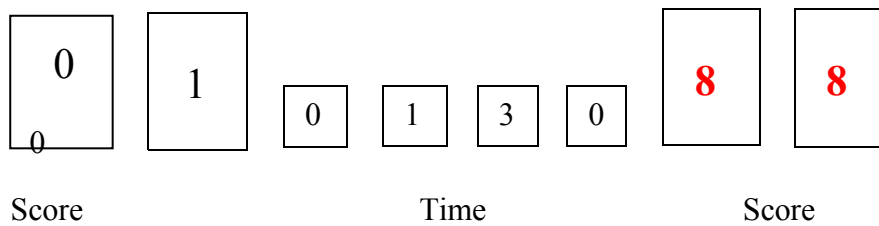
Error 2: After each game the puck should be blocked inside the table (doors). If the puck has not been blocked inside the doors, the two middle positions on the display will be showing **"00"** (blinking). This could mean that the puck has been stolen or lost.

Example:

			0	**0**			
0							

    Score   Time   Score
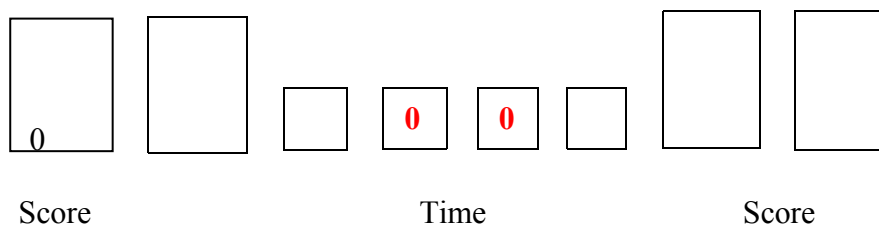
Error 3: If there are 2 pucks in the table (one in each door) after the game, the two middle positions on the display will be showing **"22"** (blinking). In this case please remove one puck (only one puck may be used during the game).

Example:

			2	**2**			
0							

    Score   Time   Score
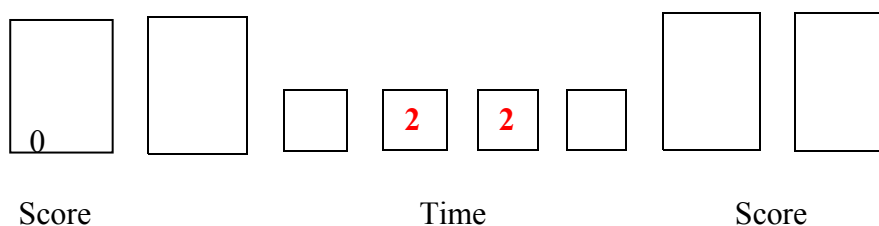
Recommendations:

Please clean the playfield daily and avoid spillage of greasy liquids. The optical sensors should also be checked on a regular basis – a dirty sensor may not function properly.

Assembly instructions:

The air hockey table kit contains:
- complete assembled cabinet
- separating plate with mounting
- 4 legs

1. Remove the table from the box.
2. Open metal doors on both sides of the cabinet.
3. Unblock the catches fixing the playfield to the cabinet (inside the cabinet).
4. Lift the playfield and remove the legs .
5. Screw the legs to the bottom of cabinet and place the table on an even surface.
6. Place cables with halogen lights inside each leg, through holes in the bottom of the table, inside the cabinet.
7. Close the playfield and fix the separating plexi glass.
8. Switch on the power supply, check all cable and plug connections.
9. Activate the machine.