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Air Hockey

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Congratulations on purchasing the Air Hockey table- a guarantee of a great fun and high income! This manual will help you to assemble, safely use, customize your speedball, and insure your table's maximum earning power and player appeal over the years to come.
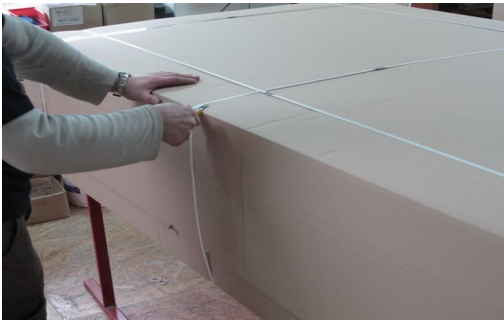
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II. ASSEMBLY

2 persons are necessary for assembly air hockey table (and 4 persons for 4 MONSTERS table)

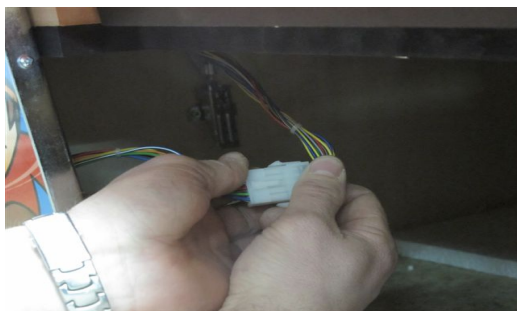*1) Unpack a table*   *2)Open metal doors on both sides*

3) Disconnect playfield's plug inside a table   *4) Disconnect air pump's plug inside a table*

5. Open buckles inside a table (4 pcs; 7 pcs in 4Monster)

6. Remove a playfield   *7.Take out accessories and other elements*

(a lamp, legs, playfield's plexi partition, pucks and hammers)

8. Put a playfield on a casing and close up buckles inside a table.

9. Only for models MAGIC and GAMELAND: *10. For ALL models: Connect air*
Connect playfield's plug inside a table   *pump's plug inside a table.*

11. Move cables of leg's lighting through the holes in the bottom (4 pcs).
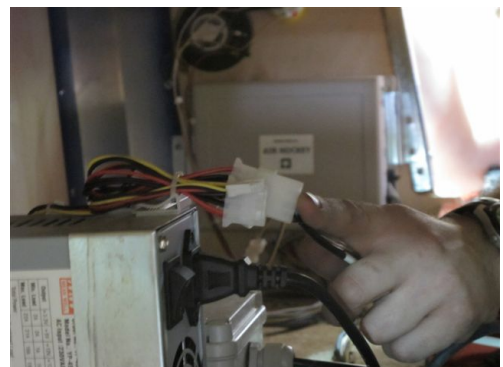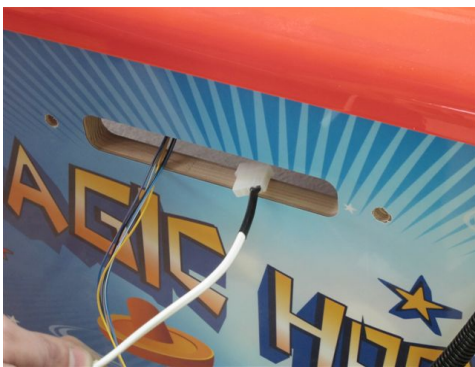
12. *Screw up legs.*   13.*Fix together elements of lamp's construction.*

14. *Plug in a cable of plexi middle barrier to a power supply inside the table 12 V – only for models GOLD, MAGIC, GAMELAND.*

15. *Lamp connection for models; MAGIC, GAMELAND Plug in a lamp's cable (12V) with cables of a cabinet.*

16. Lamp connection for models: GOLD, ICE&FIRE, 4MONSTERS
a) Plug in lamp's cable to the   b) Plug in display's cables
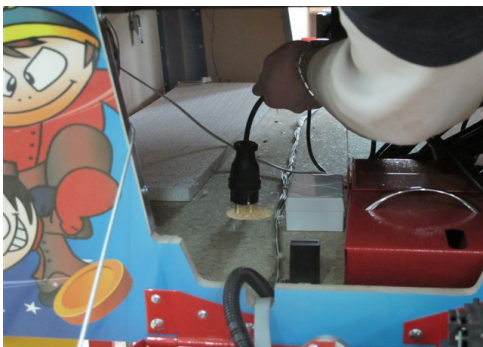power distribution box inside a table (230V)

17.Lamp assembly

18. Take out power supply wire and plug in 230V . Press ON/OFF button on a power supply to start the machine.

III. HOW TO PLAY?

To start a play insert a coin (s)/ bill into the acceptor. There will appear a number of credits at the display . Push the START button. The game will finish after a set time or after one of the players gets a given number of goals.The aim of each plyer is to place a puck in opponent's goal. In order to score a player needs to hit a puck precisely with a mallet.

IV. WARNINGS!

1. All metal parts are connected together and the machine must be plugged into the socket with earthing AC 230 V 50 Hz.(or 110 V for US version) Only this assembling makes the play safe and the machine works properly.
2.The appliance should be connected only to a power supply provided with a differential switch.
3.The appliance will be entirely disconnected from power supply only when unplugged from the socket.
4.Please ensure that the power supply cable does not come into contact with water.
5.Please do not attempt to extend the power cable on your own. Extension cords should not be used.
6.Where the appliance is used in the proximity of bodies of water, it must be fixed to the floor
7.The appliance must not be used when directly exposed to water (rain, flooding etc.). Should this happen, the appliance must be unplugged (remove the plug from the socket).

IV. MAINTENANCE TIPS

1. CLEANING the TABLE - We highly recommend to clean the stainless steel top once a week, or more if necessary.   When cleaning table surface use a soft dry cloth and polishing spray. DO NOT APPLY WATER. Avoid exposure to wetness when placedin basement or wet area. Check air holes periodically to ensure smoothair   hockey play. Do not use sharp objects on playfield. Keep table surfacealways clean and dust free. The playfield naturally tends to cover up with tiny marks made by a puck and mallet. Keepieng your device clean is very important; a dirty table can discourage players and significantly reduce earnings.

2. PROPER LIGHTING -The table is equipped with a lamp and LED lightning what makes it well - and evenly – lit. No type of lightning is never-ending, so please make sure that you exchange the lightning after it stops working. Good lighting is very important; a dimly-lit table can discourage players and significantly reduce earnings.

V. SYSTEM SOFTWARE DESCRIPTION

The machine is pre-set and ready to work. To change the settings open the metal doors on the side of coin acceptor. Enter the MENU by keeping "+" and "-" buttons on the mainboard pressed simultaneously for 10 seconds.You will be asked to enter the code. Enter the default code: **1111** by using "+" , "-" and "OK" buttons. Now you can move to the option you want to programme (e.g. 01, 05, 17) by pressing "**+**" or "**-**" buttons accordingly. By pressing „OK" you confirm an entry to a particular option. Press "**+**" or "**-**" button to change the setting of a given option. The new parameters are shown on the display. By pressing **"OK"** you confirm changes. By pressing "**+**" or "**-**" buttons you can move to another option.
IMPORTANT! :After entering the MENU all unused credits will be cancelled (but they will be counted by the meters).

Options in programming menu of air hockey machine:

0P 00 – SERIAL NUMBER.

0P 01 – TOTAL CASH
      Non resetable counter (not possible to change).

0P 02 – DAILY CASH
      resetable counter. To delete counter pres "OK", "+", "OK" buttons.

0P 03 – LANGUAGE
      Availabe languages: English, German, Polish, Greek

0P 04 – GOALS NUMBERS
      Maximum goals during the game (0 - 99 goals; 00-no limit)

0P 05 – GAME TIME
      Maximum game time (0 - 58 min 50 sec.; 00-no limit)

0P 06 – DISPLAY BRIGHTNESS

0P 07 – VOLUME (1 – 99)
      modulate by presiing "+" or "-" and confirm with "OK"

0P 08 – TYPE OF MUSIC
      Type of music during the game.

0P 09 – MOTOR TEST (open – close)

0P 10 – POMP TEST (on – off)

0P 11 – LAMP TEST

0P 12 – OPTICAL SENSOR TEST
      When puck's entry in metal doors is empty the display shows: **- / - , - / -**
      When puck is inside the metal doors the display shows: **- - - , - - -**

0P 13 – DISPLAY TEST

0P 14 – AUTOSTART TIME
      This is time after which another game starts automatically (in case there
      are any credits left).
      AUTOSTART TIME is active if OP 20 setting is "AUTO"

0P 15 – LAMP TIME OFF
      Setting how long the lamp is on after finishing the game (0 min, 0 sec, - the lamp
      is on all the time)

0P 16 – MUSIC INTERV.
      Setting the time between short music plays when there is no credits (demo mode)

0P 17 – IMPULSE FACTOR
      Signal multiplication of coin selector (in most reasons should be set 1).

0P 18 – GAME COST
     Price of the game – how many impulses send from coin selector is necessary to
     get one credit (game) (01 – 99; "free" - free plays - coin selector doesn't accept the
     coins).

0P 19 – AUTOSTART
      There are two settings:
      "AUTO" – if there are any left credits after finishing the game another game starts
      automatically after time which is set in OP 14.
      "NOR" – to start another game the player has to push the START button.

0P 20 – MENU CODE
      Makes possible to change the default enter code to MENU.
      In case of loosing the new code please contact the producer or a distributor.

0P 21 – BONUS settings for coin selector working in parallel mode.
      Factory settings(for PLN and EUR):
      CH 01 impulse 01 bonus 00

      CH 02 impulse 02 bonus 00

      CH 03 impulse 05 bonus 01

CH 04 impulse 01 bonus 00

CH 05 impulse 02 bonus 00

CH 06 impulse 04 bonus 00

1 impulse=1 game, bonus= free game

0P 22 – BONUS
settings for coin selector working in serial mode.First numbers regard number of impulses required to get a bonus and second numbers regard quantity of bonus games that will be given.

0P 23 – COIN SELECTOR TEST
When you put the coin to the coin selector display shows which PIN and how many impulses go to the CPU board.

0P 24 – DRYING
The playfield should be dried after each rain or getting wet. There are two ways of activating the drying mode:
2. "EXTERNAL" : activate the machine pressing button on the power supply and at the same time "START" button for 10 sec.
3. "INTERNAL: : activate the machine pressing button on the power supply and at the same time "+" and "OK" buttons for 10 sec.
In drying mode the air pomp blows the air during the time set in OP 26. At this time the coin selector doesn't accept coins and pucks are blocked inside the doors. After finishing the drying mode the machine starts standard working automatically.

0P 25 – DRYING TIME – time of drying starting the drying mode

0P 26 – LED BLINK
Various combinations of LED BLINKING.

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

0P 28 – MOISTURE SENSOR – not activated

0P 29– DEAFULT SET

0P 30 – SOUND – not activated

0P 31 – LIGHT LEVEL – not activated

0P 32 – PUCK DETECT – shows on the display when there is no puck after finishing the game.

0P 33 – VENTI TEMPOR – do not change.

0P 34 – VENTILATION – do not change.

0P 35 – TICKETER (tickets dispenser):
Settings for a ticket dispenser:
- **ticketer** 1(2 if there are 2 ticket dispensers installed)
- **time** (75 ms- how long ticket does slip out- change the time if more ore less then one ticket is sliped out)
- **per game** (choose this option if you want to give a ticket for each game)
- **per goal** (choose this option if you want to give a ticket for each goal)
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