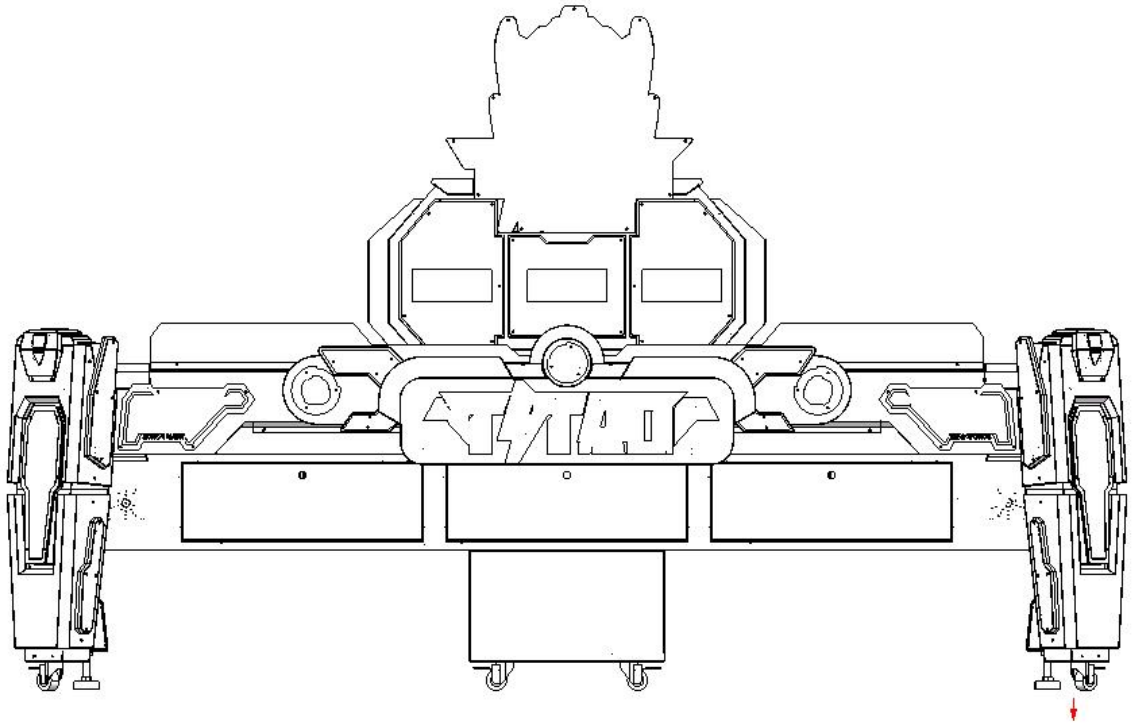
031Mech Power

（Manual）



Size: L2771mm W1604mm H1695mm Table Heigh792mm

Voltage: 220V/110V 50Hz-60Hz Max Power: 595W≤ Min Power: 473W



Assembly Parts List

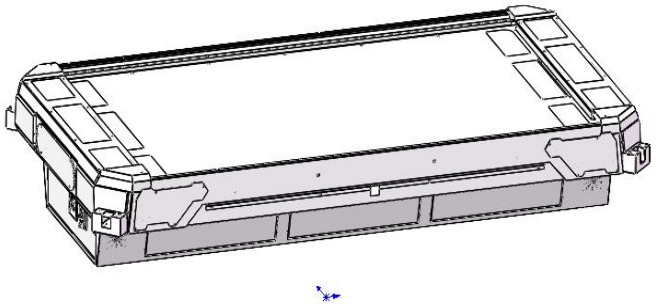
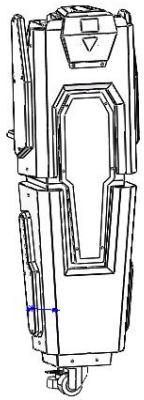
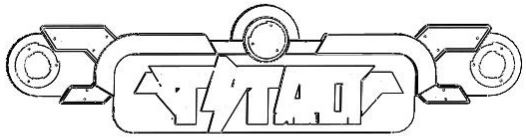


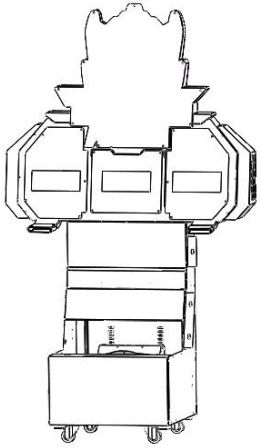
Table 1pc



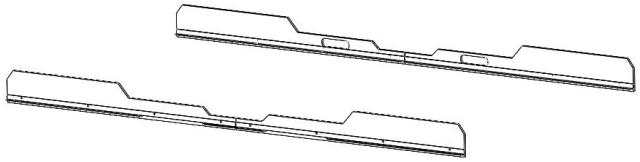
Legs 4 pcs



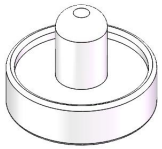
Logo light box 1 pc



Island cabinet 1pc



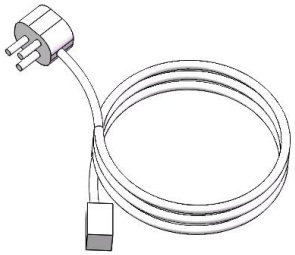
Baffle 1 set(4pcs)



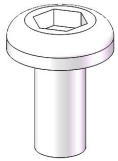
Mallet 4pcs



Puck 31pcs



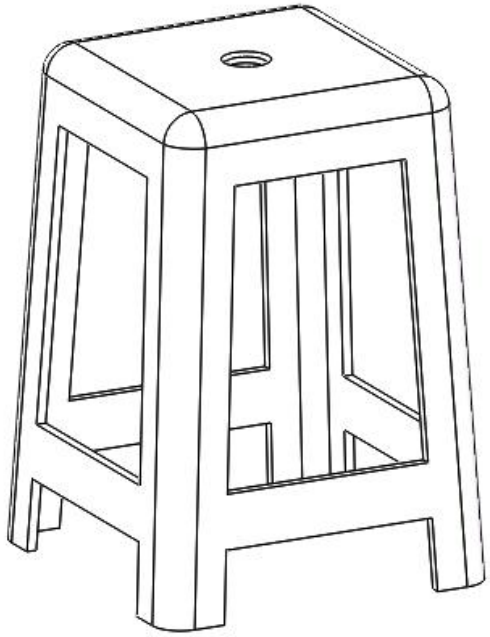
Power Cable 1 pc

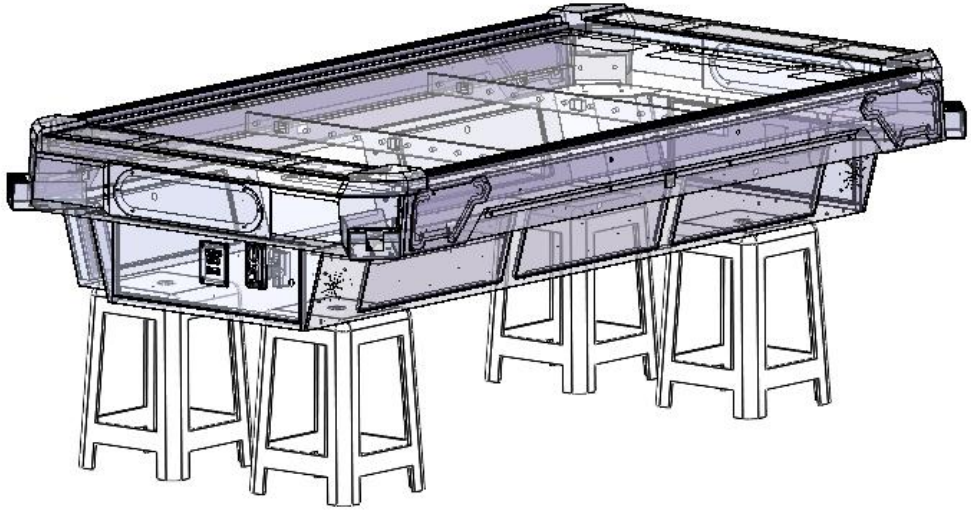


Screws: 8X20 Cross recessed outer hexagonal screws 24pcs (Secure legs)
8X20 Cross recessed outer hexagonal screws 6pcs (Secure Island Cabinet)
4X8 Hexagon screws 8pcs (Secure Leg Cable Caver)
4X8 Hexagon screws 32pcs (Secure the Baffles）
4X8 Hexagon screws 7pcs (Secure the Logo Light Box)

1. Installation

1.1 Prepare 4 stools at least 19.68in (50cm) high, place the table on these 4 stools same as below picture：

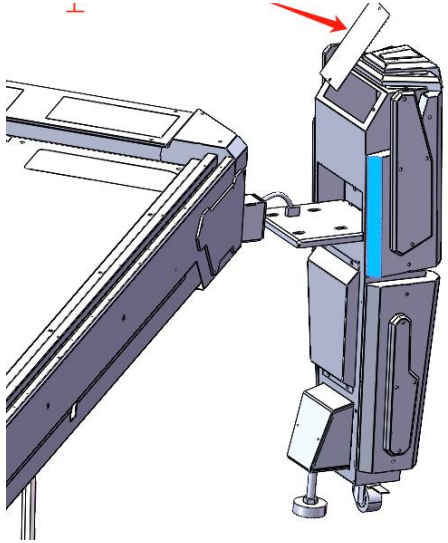




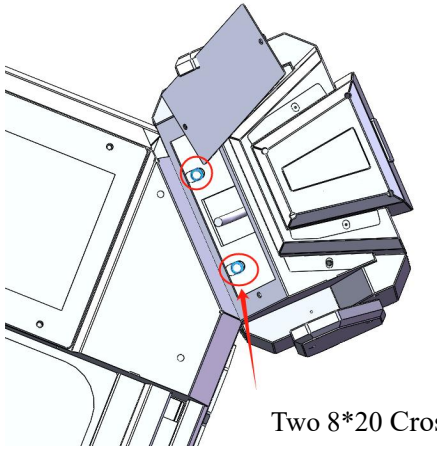
1.2 Install leg assembly to the table. Plug the 3 light wire connectors on the connector board.

Note: Plug 3 connectors randomly on the connector board.

Open the leg metal cover, plug the leg light wires connectors on the connector board inside the table. Have to fasten two 8*20 Cross recessed outer hexagonal screws.



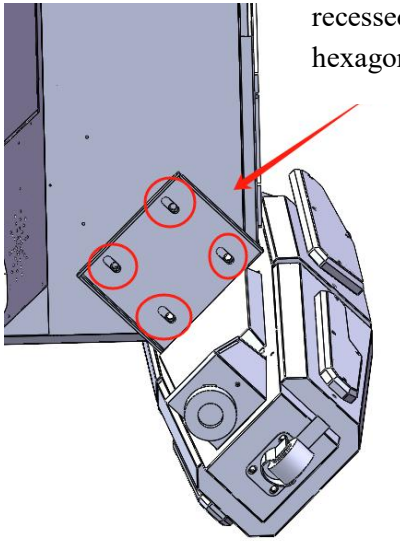
Open the cover, connect the light wires connectors on the connector board inside the table.
Fasten with two 8*20 screws.



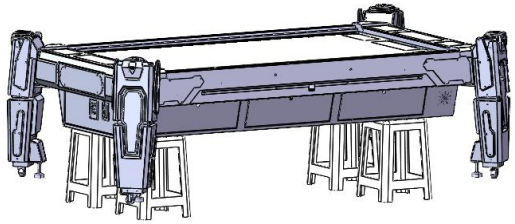
Fasten these two 8*20 screws on top.

Two 8*20 Cross recessed outer hexagonal screws

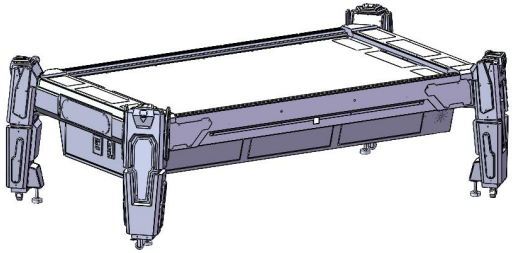
Four 8*20 cross recessed outer hexagonal screws



Fasten four 8*20 screws under the table to secure the leg.

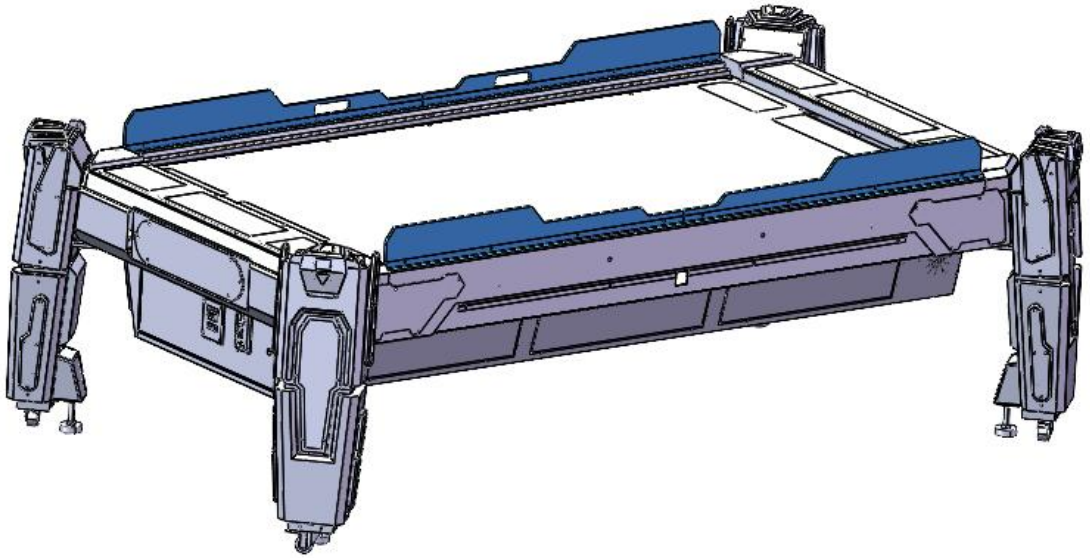




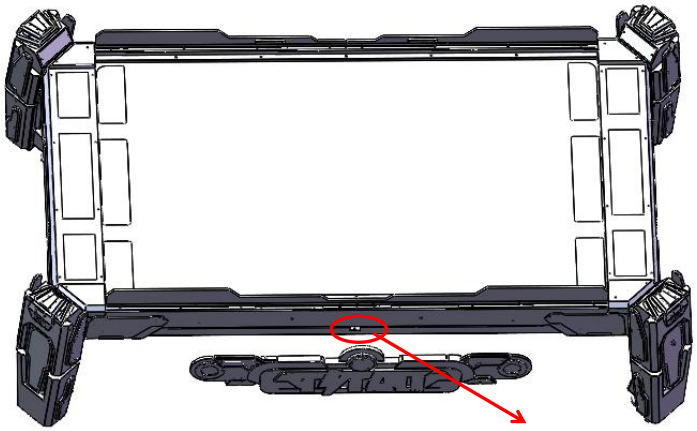


Remove the stools

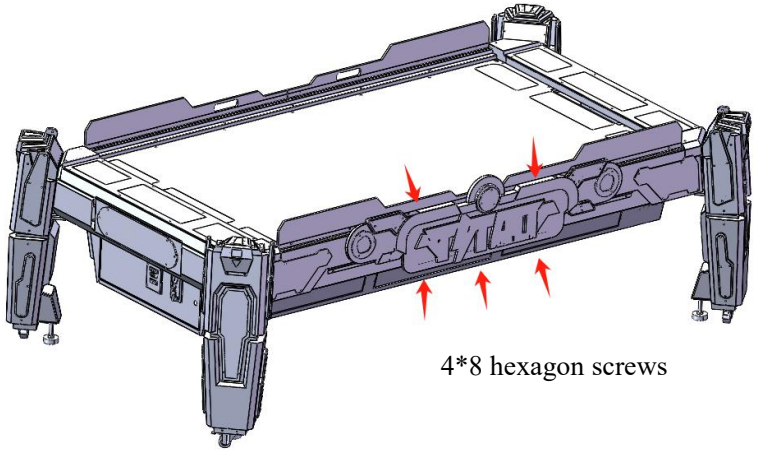
1.3Install 4 table barrier acrylics same as below pictures. Utilize 4*8 screws(32pcs) to secure.



1.4 Install the Logo light box same as below picture.



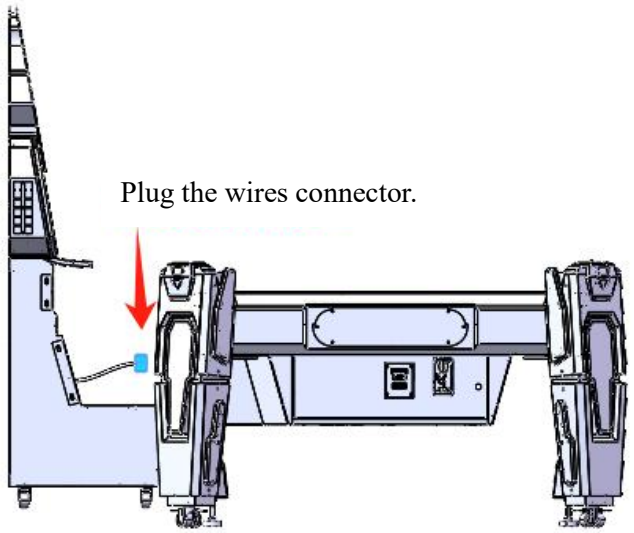
Plug the wires connector.

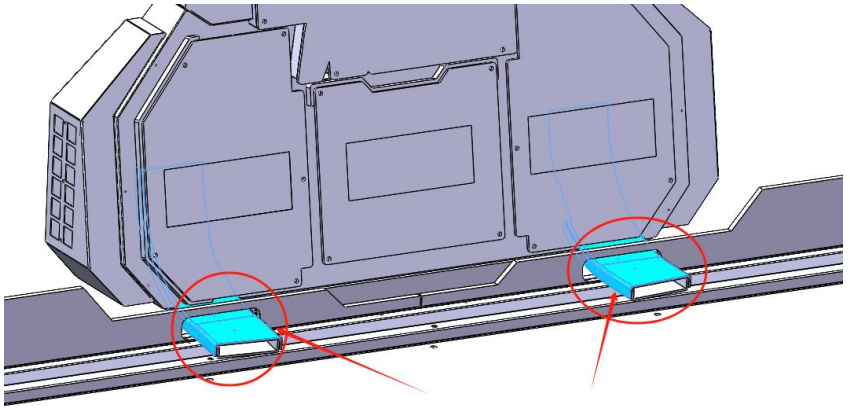


4*8 hexagon screws

Plug the wires connector, then utilize 4*8 hexagon screws (7pcs) to secure.

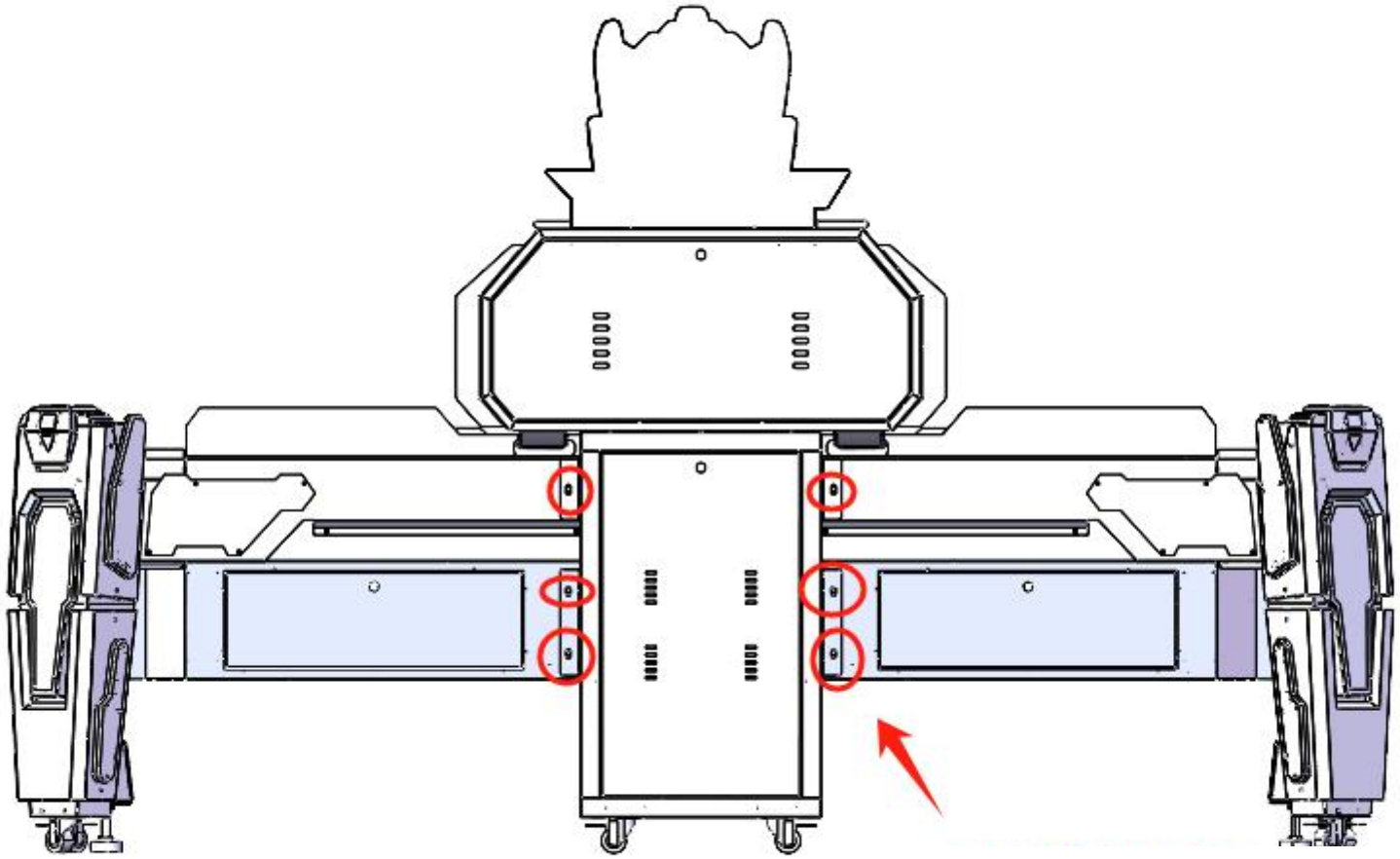
1.5 Align 2 assemblies. Connection of island cabinet and table as below pictures.:





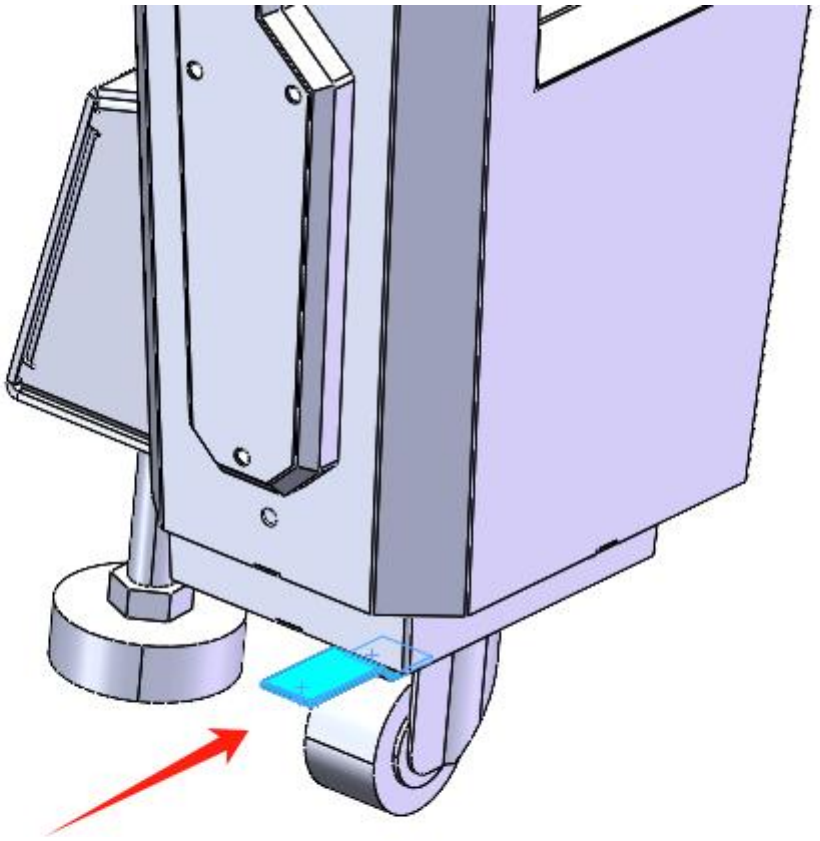
Move these two cabinet close together and plug the connector.

Track go through the hole on the baffle.



Utilize 8*20 screws to secure the island cabinet.

1.6 When the machine is in position, put the wheel brake down as below picture.



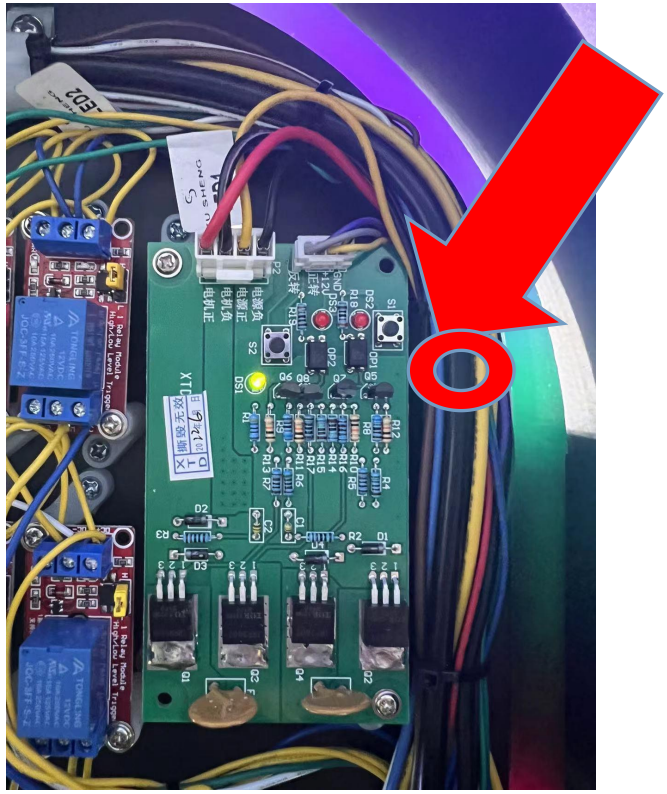
Put the brake down.

2. LOCATION OPERATION INSTRUCTIONS

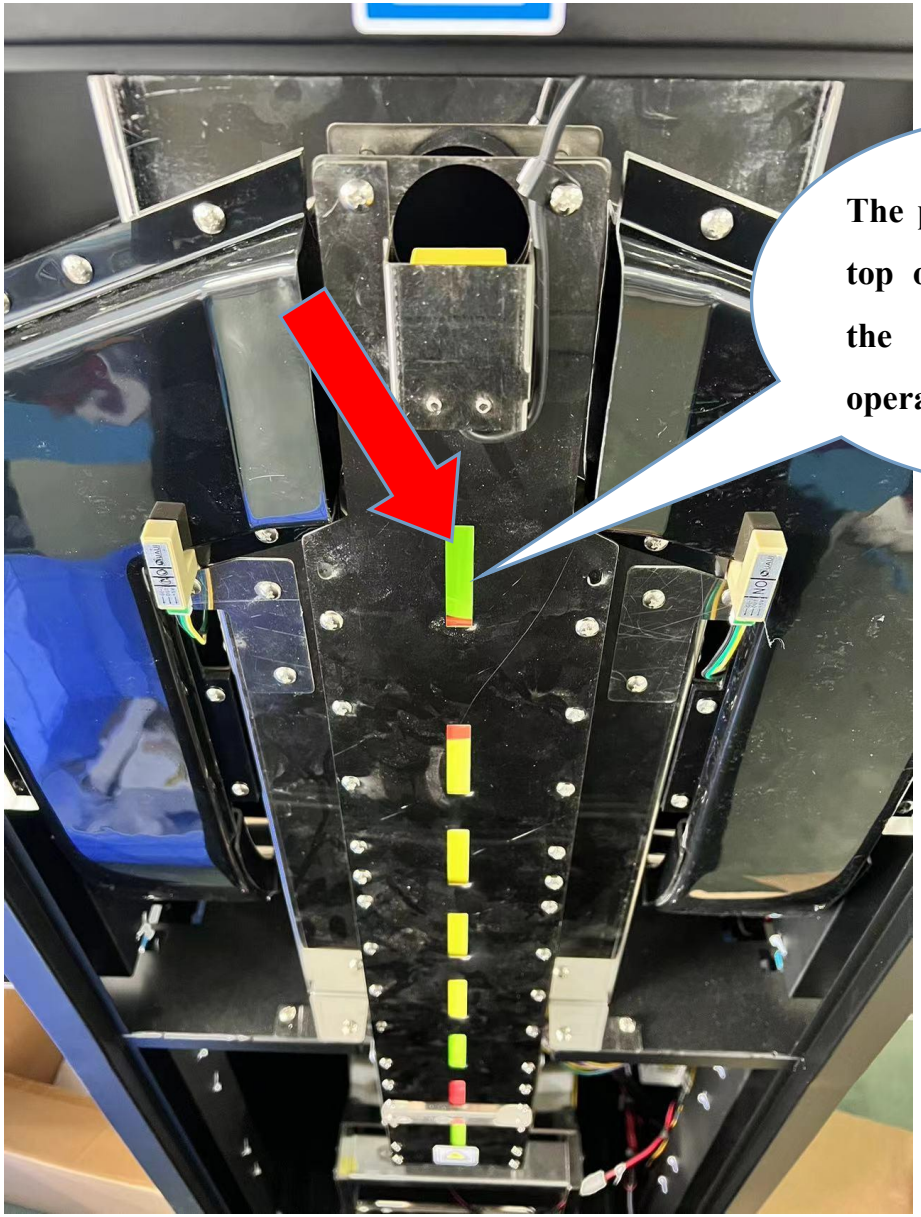
2.1 First Power On Operation

Step 1. The first time when you power on the machine, please put in 31pcs of pucks, long press the forward turn button on the drive board, so that the pucks can move to the top of the track as below pictures.





Open the cabinet back door and put in the pucks(26 or 31 pcs)
Press and hold the forward button and release it after the pucks move to the top of hardware track.
Notice: Please don't put more than 31 pcs of pucks, min 26 pcs.
Pucks move to the top of the track.


The pucks must on the top of the track when the machine is first operated.

3. HOW TO PLAY

Step 1 Insert coins or Tap/Swipe card to play. Game start, machine will release the pucks automatically.

Step 2 Count down,goal detection, display the scores of both sides with the sound of goal and crashing.

Step 3 Game over, win or lose.

Victory judgment: same scores(include 0), both of sides are winner; different scores, who scores more win. Tickets judgment: same scores, red side win; different scores, who scores more win.

Totally 31 pucks when the machine is working.

There are 3 holes for goal, the hole in the middle is 3 scores hole.

4. Switch Setting

SW1

NOTE ○=OFF, ●=ON

SW1		1	2	3	4	5	6	7	8
COIN1	ROUND1	●	●	●					
1	1	○	●	●					
2	1	●	○	●					
3	1	○	○	●					
4	1	●	●	○					
5	1	○	●	○					
6	1	●	○	○					
1	1	○	○	○					
LOSE	WIN								
NONE TICKET					○	○	○		
L1	W1				●	○	○		
L2	W2				○	●	○		
L3	W3				●	●	○		
L4	W4				○	○	●		
L5	W5				●	○	●		
L6	W10				○	●	●		
L7	W25				●	●	●		
STRIKE SOUND	A							●	●
	B							○	●
	C							●	○
	NO SOUND							○	○

SW1 Setting manual

Pin 1,2,3 is to switch the playing times with how many Coins.

Pin 4,5,6 is the numbers of tickets refund.

Note: If there are no tickets refund, please switch to OFF of these three pins. Even there are tickets refund, you must check if the tickets are enough or not, or if the tickets are stuck or not. As there will be stopped ticket refund when the tickets are empty.

Refunds tickets every 15 seconds when standby;

Remove, press S2 of the mainboard can delete the ticket refund.

Pin 7,8 is to set the cashing sound, there are 3 different sounds or silent.

SW2 ○=OFF, ●=ON

SW2		1	2	3	4	5	6	7	8
GOAL	NO LIMIT	○	○	○					
	21	●	○	○					
	15	○	●	○					
	7	●	●	○					
	6	○	○	●					
	5	●	○	●					
	4	○	●	●					
	3	●	●	●					
TIME	1				○	○	○		
	10				●	○	○		
	8				○	●	○		
	6				●	●	○		
	4				○	○	●		
	3				●	○	●		
	2				○	●	●		
	1				●	●	●		
TICKET	WINNER							●	
	BOTH							○	
DEMO SOUND	ENABLED								●
	DISABLED								○

SW2 Setting Manual(Pin 1-6 is only work on mode 4)
Pin 1,2,3 is the number of pucks setting, means to set the number of pucks of each game.
Pin 4,5,6 is the time setting, means to set the minutes of each game.

Pin 7 is the way of ticket refund, it is the winner get tickets, loser has no tickets, or the winner can get more tickets, loser can get less tickets.
If SW1 setting is no tickets refund, this pin is nonfunction.

Pin 8 is the demonstrate sound setting: whether there is a demonstration sound during standby.

SW3 (Newly Increase Setting)　　○=OFF, ●=ON

SW3		1	2	3	4	5	6	7	8
BURST MODE	Mode 1	○	○	○					
	Mode 2	●	○	○					
	Mode 3	○	●	○					
	Mode 4	●	●	○					
	Mode 5	○	○	●					
	Mode 6	●	○	●					
	Mode 7	○	●	●					
	Mode 7	●	●	●					
Useless									
Useless									

SW3 Setting Manual

Pin 1,2,3 is the game model(There are7 models)

Model 1:

1 puck will be released in 1-20 seconds,

2 pucks will be released in 20-35 seconds,

3 pucks will be released in 35-60 seconds,

4 pucks will be released in 60-110 seconds,

5 pucks out in 110-160 seconds,

1 puck will be released in 160-165 seconds,

no pucks will be released in 165-180 count backwards.

Model 2:

4 pucks will be released in 1-20 seconds,

5 pucks will be released in 20-80 seconds,

5 pucks will be released in 80-130 seconds,

3 pucks will be released in 130-160 seconds,

1 puck will be released in 160-165 seconds,

no pucks will be released in 165-180 count backwards.

Model 3

2 pucks will be released in 1-30 seconds,

4 pucks will be released in 30-80 seconds,

6 pucks will be released in 80-150 seconds,

1 puck will be released in 150-165 seconds,

no pucks will be released in 165-180 count backwards.

Model 4

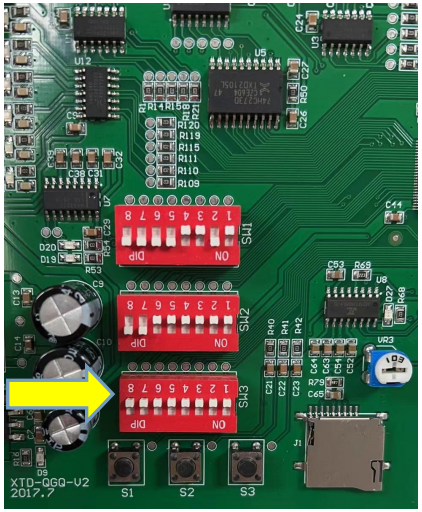
Only 1 puck will be released, whoever wins 3 scores win and at the same time game over.

Model 5:

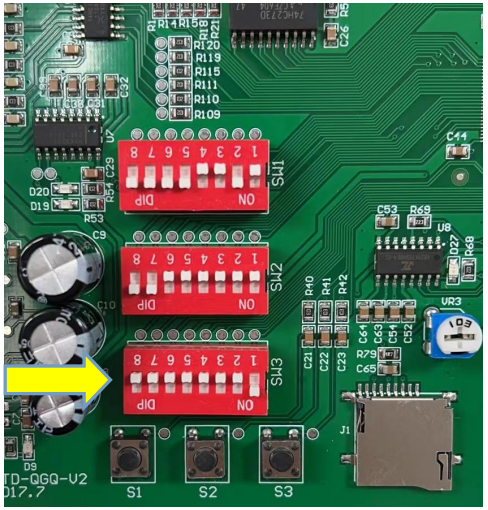
Total 120 seconds(2 minutes),

1 puck will be released in 1-30 seconds,

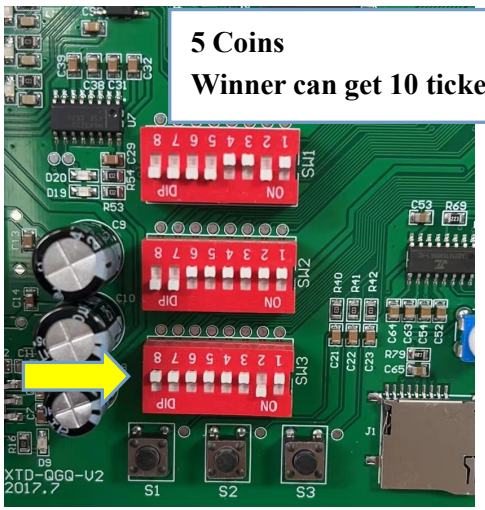
2 pucks will be released in 30-60 seconds,
3 pucks will be released in 60-90 seconds,
1 puck will be released in 90-105 seconds,
No pucks will be released in 105-120 count backwards with sound.
Model 6:
Total 120 seconds(2 minutes),
2 pucks will be released in 1-20 seconds,
3 pucks will be released in 20-60 seconds,
2 pucks will be released in 60-90 seconds,
1 puck will be released in 90-105 seconds,
No pucks will be released in 105-120 count backwards with sound.
Model 7：
Total 150 seconds.
1 puck will be released in 1-30 seconds,
2 pucks will be released in 30-90 seconds,
1 puck will be released in every 3 seconds in 90-120 seconds(maximum 5 pucks on the play filed),
No pucks will be released in 120-150 seconds with sound.



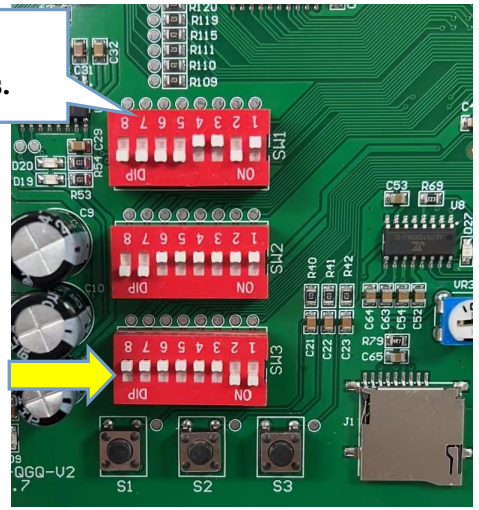
MODEL 1



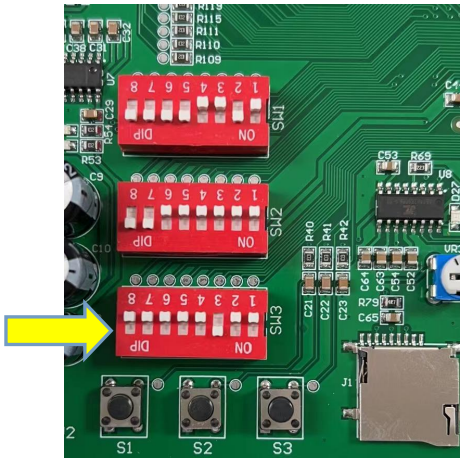
MODEL 2



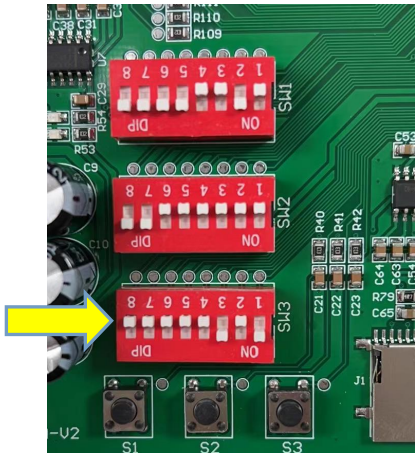
MODEL 3



MODEL4

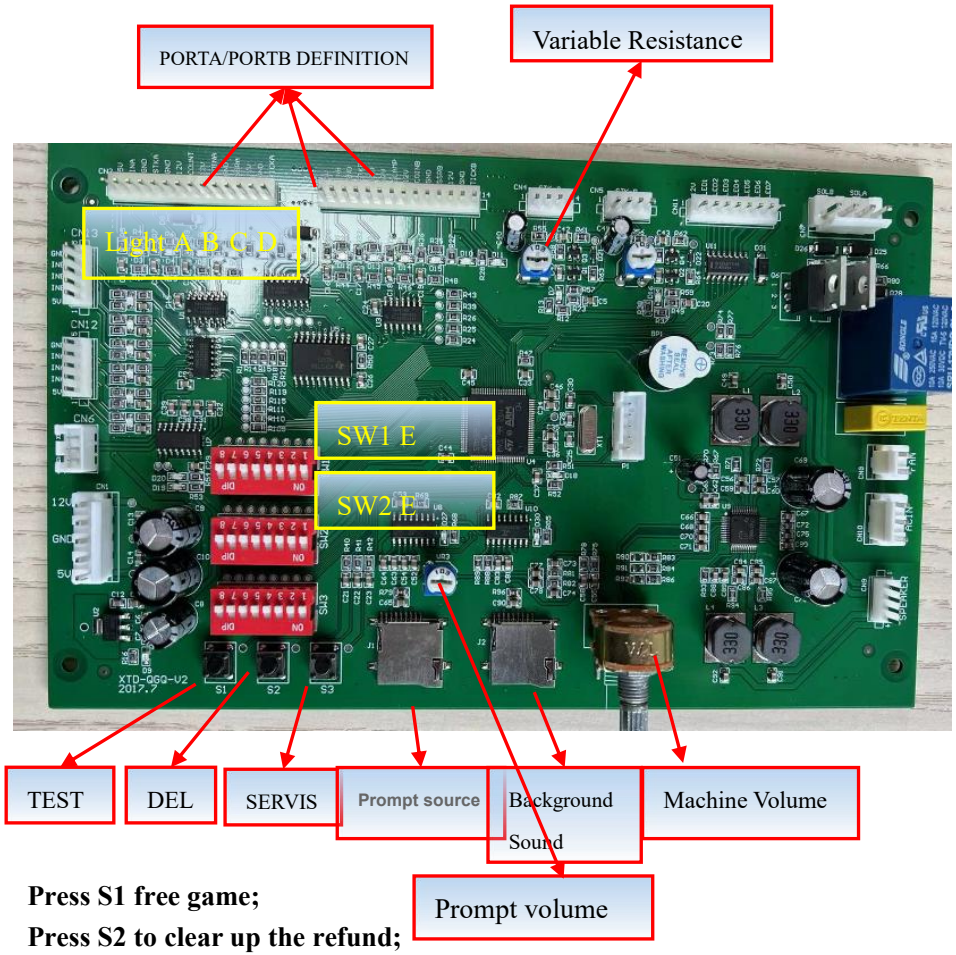


Model 5



Model 6

5. Mainboard Manual



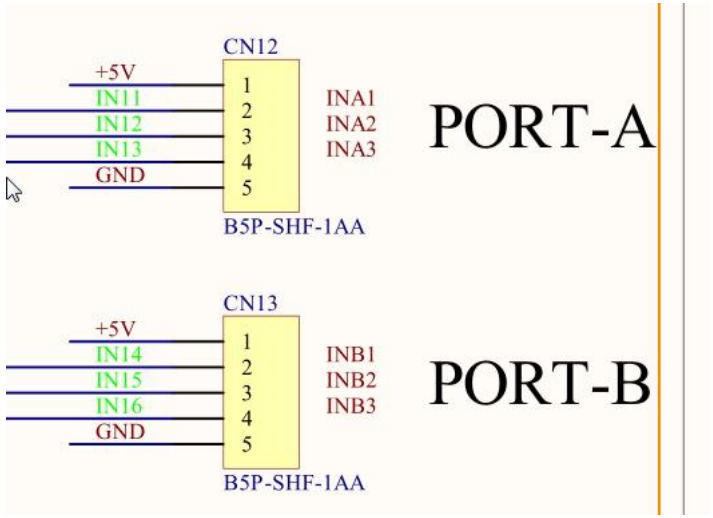
Press S1 free game;
Press S2 to clear up the refund;
Press S3 to enter the test;

Light A: Sensor Light
When the puck passes, the light twinkle.
If the light is constantly lit, it may be caused by debris, jamming of paper pieces, or the solenoid needs to be replaced.
Light B: Start signal light, no effect.
Light C: Coin Light
After Coin in, light will twinkle, if the light is always on, the setting of ON/OFF must be wrong.
The setting of coin selector must be **ON.**
Light D : Ticket Signal Light
When the tickets are issuing, the light twinkle.
If the ticket outlet keeps issuing tickets, the [Normally ON/OFF Button] setting must be wrong.
Must be ON.
Light E: Crash Signal Light
When the puck hit the aluminum strips around the edges of the table, light will twinkle and the sound of crash will be heard.
If this light is always on, adjust the [Variable Resistance] until the light goes out.

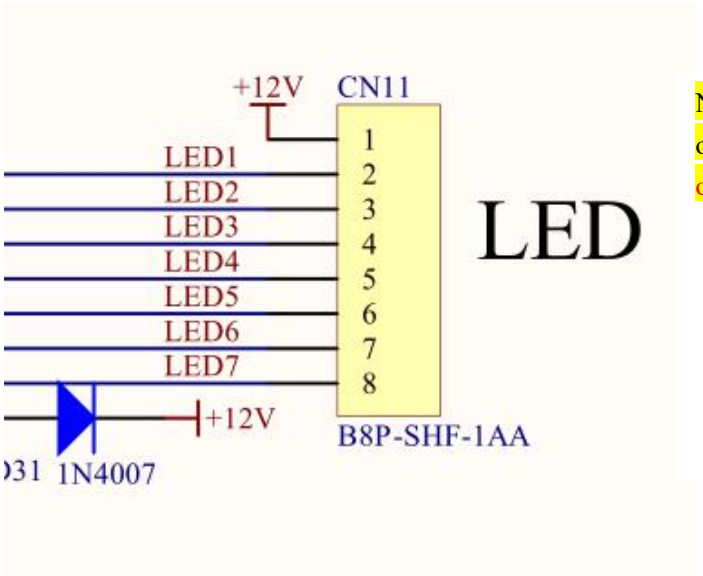
PORA PIN MEANING，I is IN，O is OUTPUT.		
1	+5V	Sensor Power
2	INA	Sensor Signal A（I）
3	GND	Sensor GND
4	STKA	**Start A(I unconnected)**
5	GND	Start GND（**unconnected**）
6	12V	Meter Power
7	COUNT	Meter Signal(O)
8	12V	Coin Selector Power
9	COINA	Coin Selector Signal A(I)
10	GND	Coin Selector GND
11	SSRA	Ticket Outlet Feedback Signal A（I）
12	12V	Ticket Outlet Power
13	GND	Ticket Outlet GND
14	TICKA	Ticket Outlet Drive Signal A（O）

PORBPIN MEANING，I is IN，O is OUTPUT.		
1	+5V	Sensor Power
2	INB	Sensor SignalB（I）
3	GND	Sensor GND
4	STKB	**Start B(I unconnected)**
5	GND	Start GND（**unconnected**）
6	12V	Start Light Power (unconnected)
7	SLAMP	Start Light Signal(O unconnected）
8	12V	Coin Selector Power
9	COINB	Coin Selector Signal B（I）
10	GND	Coin Selector GND
11	SSRB	Ticket Outlet Feedback SignalB（I）
12	12V	Ticket Outlet Power
13	GND	Ticket Outlet GND
14	TICKB	Ticket Outlet Drive Signal B（O）

NOTE：INA/INB is to detect 1 score puck.



NOTE：INA1- 4 scores puck detect；INA2- Motor sensor of puck out；INB1-4 scores puck detect； other reserved.



Note：LED1、LED2--goal twinkle; LED3- motor control of puck out;LED4-solenoid vale control of puck outlet; LED5-motor reverses of puck out; other reserved.

6. Test Manual

S1 Function Key,S2 Function Key,S3 Test Key

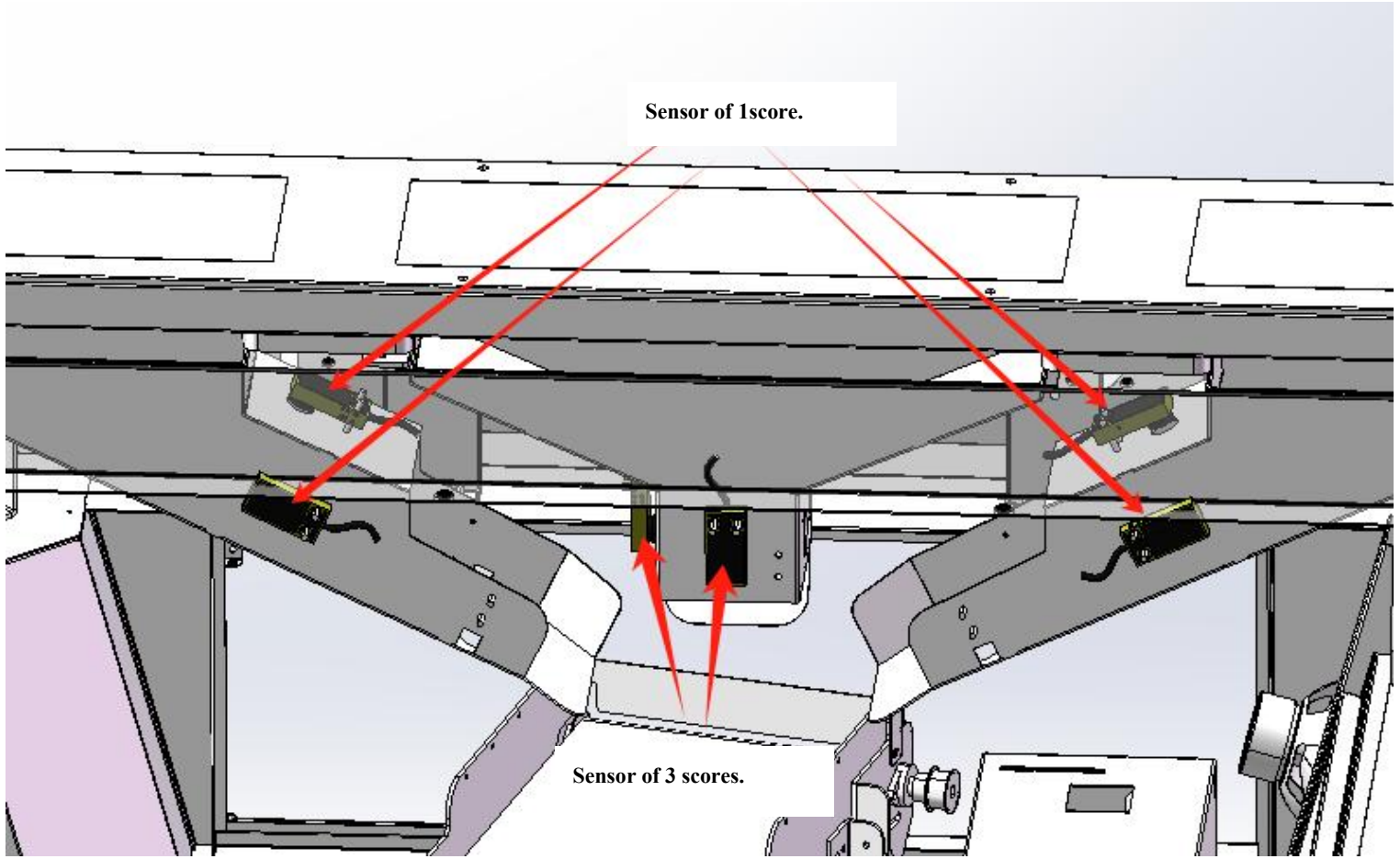
A=Green Digital Tube; B=Red Digital Tube; J=Game Data Digital Tube;

Test Item. (J)	Test Content	Function Key S2/S3	Digital Tube A/B
1	Digital Tube, Chase		'--','--'
2	Key, Dial Code Switch		'Key Value','Key Value'
3	Coin In A、B		'A Coins in,'B Coins in'
4	Ticket Refund A、B	S1-Player A refund 3 tickets S2-Player B refund 3 tickets	A=player A tickets waiting refund B=player B tickets waiting refund
5	Solenoid Value A、B	S1-Player A OFF S2-Player OFF	'--','--'
6	Light of puck release test	S1-Buzzer BEE rings 1 time, code skips 1 time, green side light on. S2-Fan is on 3s, Red side light on	'--','--'
7	Puck release test	S1、S2-Motor 3 pucks released	A/B=Pucks havn't released
8	Exit Test	S1、S2-Exit Test	'--','--'

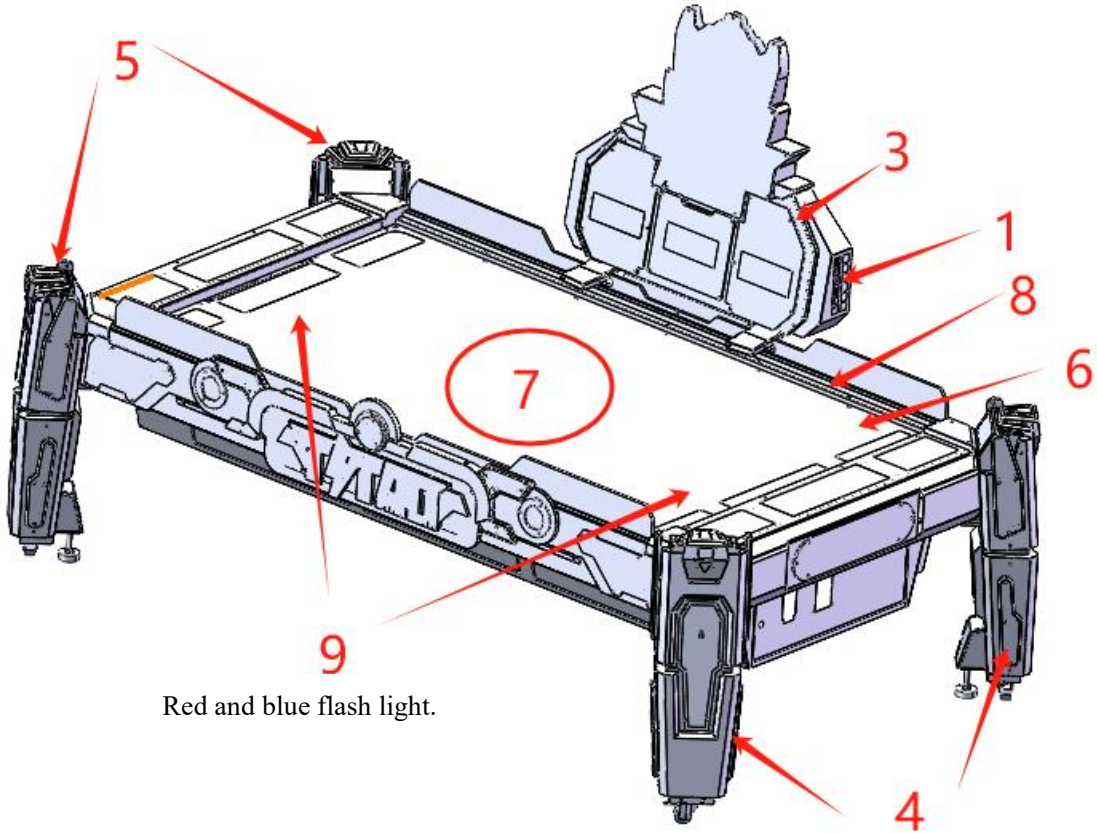
Test Item. 2 Dial Code Switch Action	Key Value
S1-S2-S3	41 - 42
CN2-CN3-CN4-CN5	1 - 10
SW1_1-SW1_7	11 - 18
SW2_1-SW2_7	21 - 28
SW3_1-SW4_7	31 - 38

Test Item. 2 Dial Code Switch Action(3 Players)	Key Value
INA1-INA2-...-INB3-S1-S2-S3	41 - 49
CN2-CN3-CN4-CN5	1 - 10
SW1_1-SW1_7	11 - 18
SW2_1-SW2_7	21 - 28
SW3_1-SW4_7	31 - 38

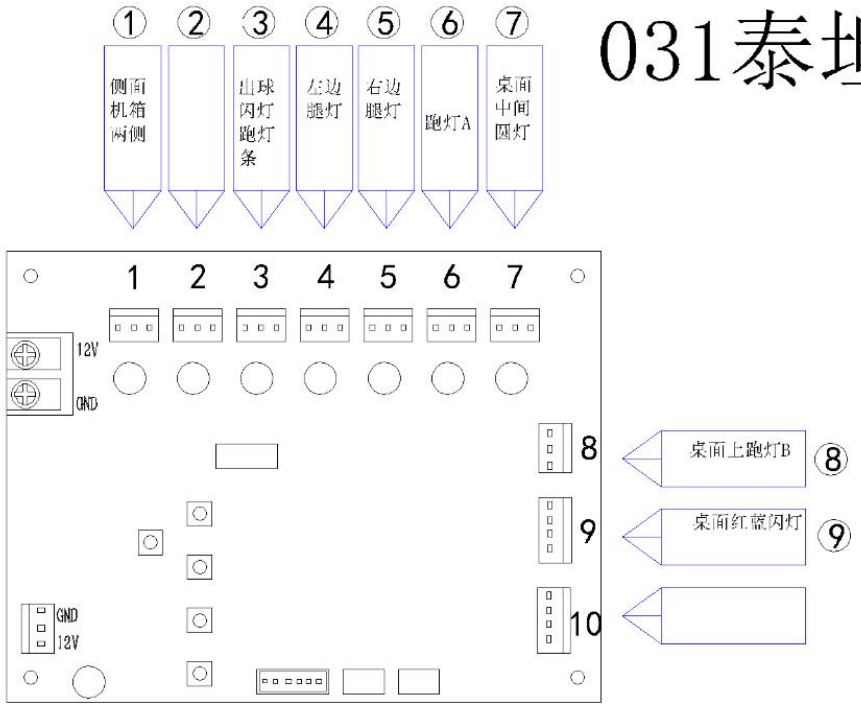
7. Other Manual



8. Light control instruction.



Red and blue flash light.



① **Light one the side of the island cabinet.**

②

③ **Pucks out flash light.**

④ **Left legs light.**

⑤ **Right legs light.**

⑥ **Running light A.**

⑦ **The circle light in the middle of the table.**

⑧ **The running light B of the table.**

⑨ **The red and blue flash light of the table.**

9. Error.

9.1 When the game is began, but no pucks out after the motor turn 3 times, machine will give an alarm: Call Attendance!

9.2 If the problem is pucks are not enough, please put in pucks up to 31pcs, then press S2 on the main-board or goal 1 puck to get all clear.

Note： Please clean up the pucks after using them for a while(like one month) to avoid puck stuck. If there are no pucks release or 1 score puck isn't inducted, please check are there any litter of the sensor, just remove it and clean it up.