Instruction



Instruction for Air hockey

Product specification

length 2.26M Width 1.3M Height 1.8M

Power：200W Power supply：220-240V~ 50/60Hz





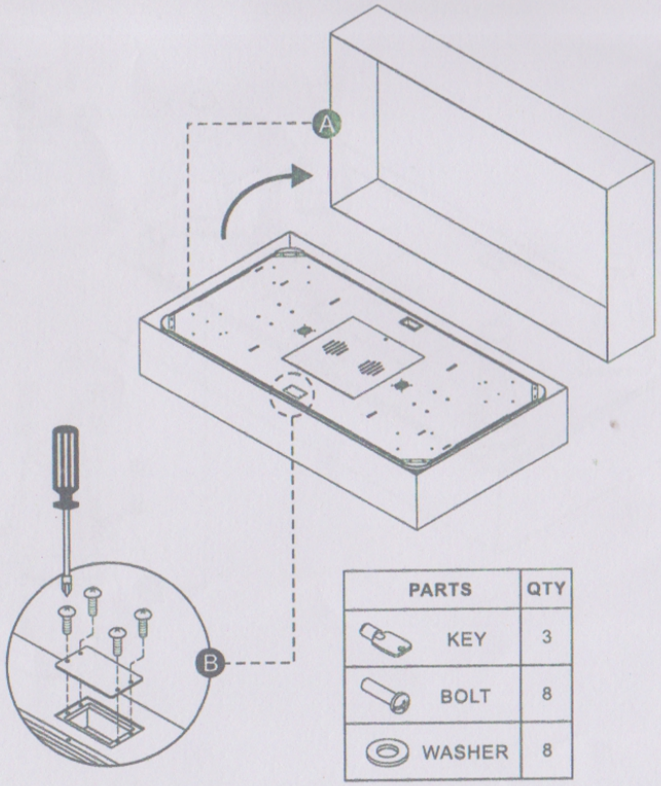
Part of product



STEP 1

Ⓐ Open the packing box

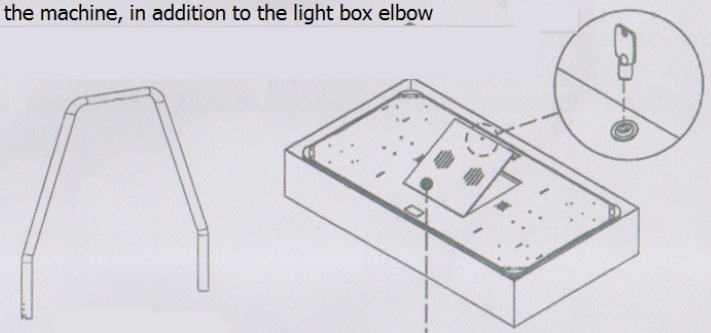
Ⓑ Use a Phillips screwdriver to remove the screws and remove the keys and screws



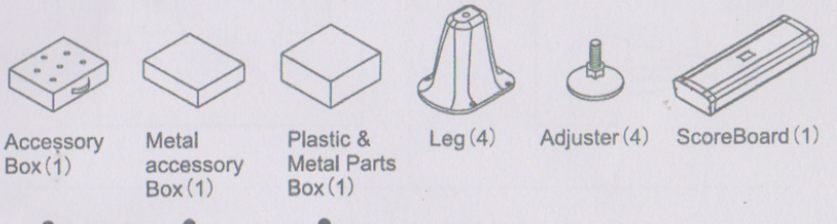
PARTS	QTY
KEY	3
BOLT	8
WASHER	8

STEP 2

Remove the accessories, some of the accessories are placed in the machine, in addition to the light box elbow



light box elbow (1)



Accessory Box (1) | Metal accessory Box (1) | Plastic & Metal Parts Box (1) | Leg (4) | Adjuster (4) | ScoreBoard (1)



Center Guard Bracket (2) | Scoreboard Bracket (1) | Overhead Bar Bracket (2) | Rubber Cover (2) | Plastic Bar Bracket Cover (2) | Screws



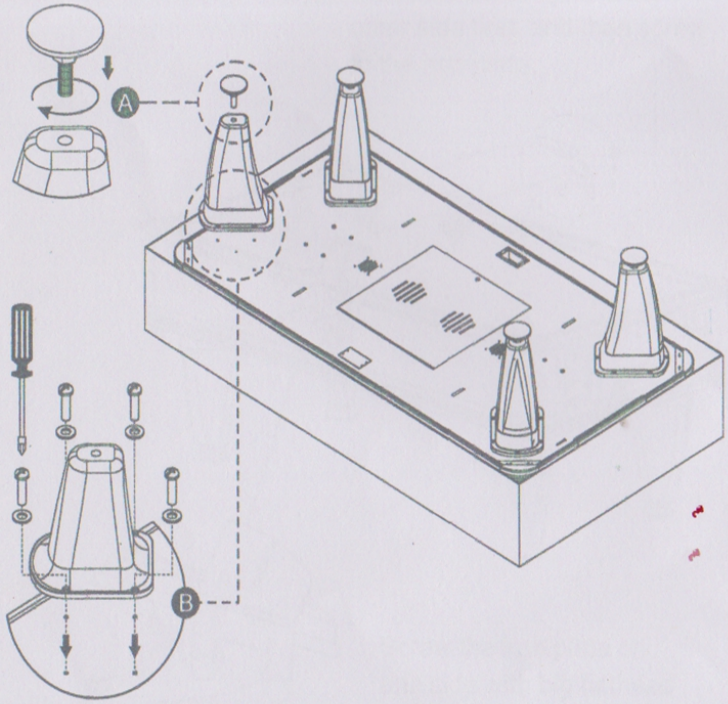
Mallet (4) | Puck (10) | Polish spray wax (2) | AC power cord (1)

M4x12 (4)
M5x15 (19)
M5x35 (8)

STEP 3

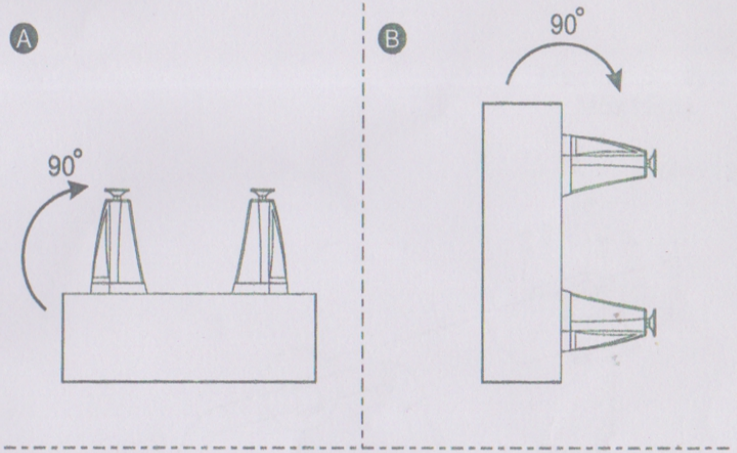
Ⓐ Install four feet that support the machine and transfer the feet and plastic blocks

Ⓑ Fix the four fixing screws of the foot

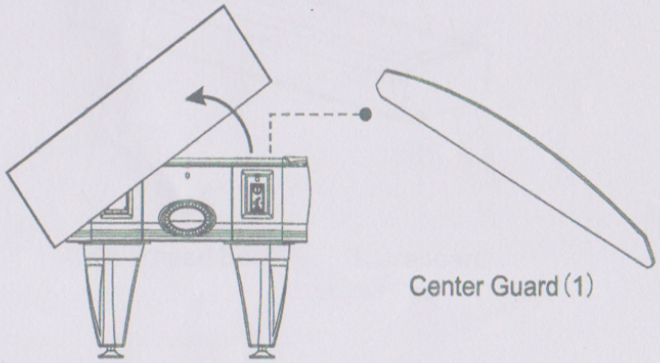


STEP 4

A、B、Turn the machine over

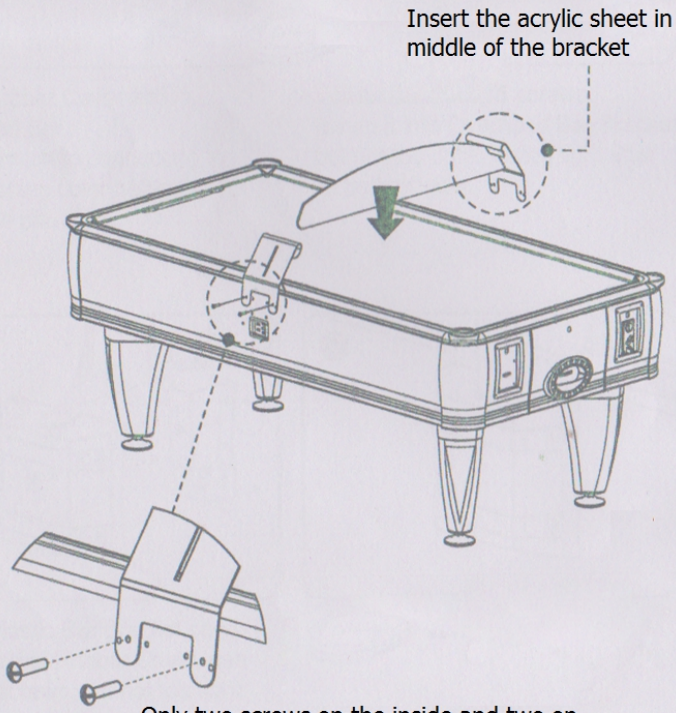


Ⓒ Remove the middle (1) acrylic sheet



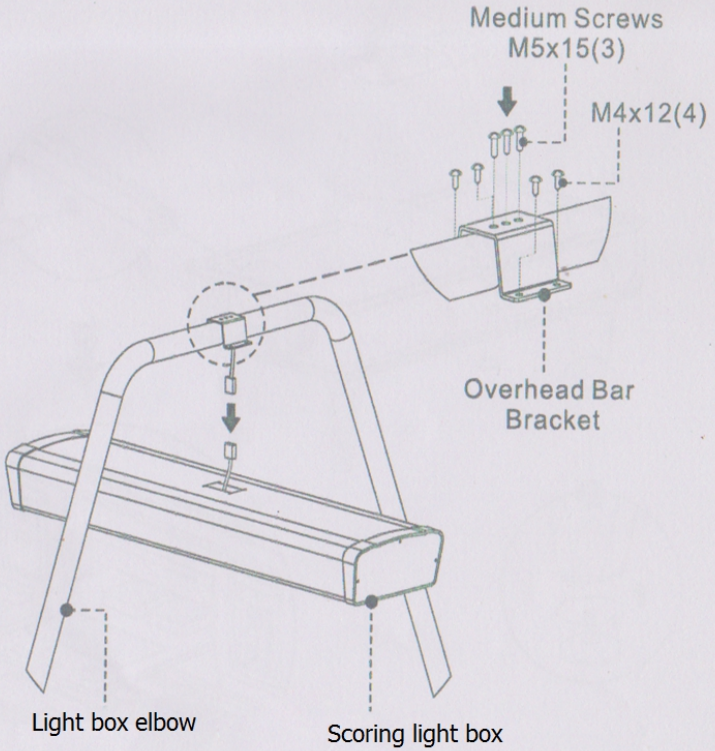
STEP 5

Install the middle acrylic piece, first install the screw on the bracket

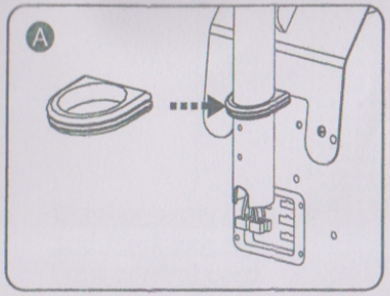


STEP 6

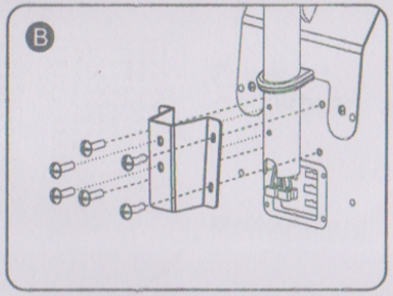
Install the score light box, and assemble the elbow and light box as shown below



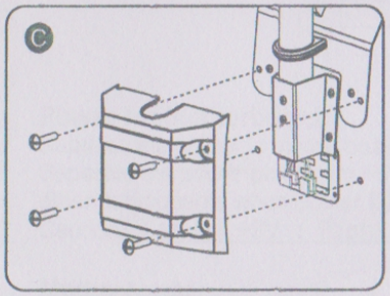
STEP 7

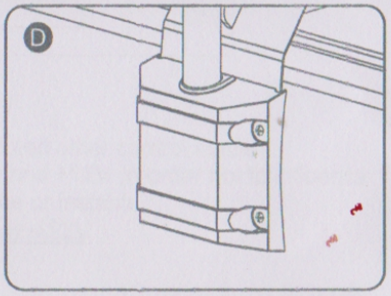


A、Fix the flexible tube piece before fixing the elbow



B、Fix the pipe



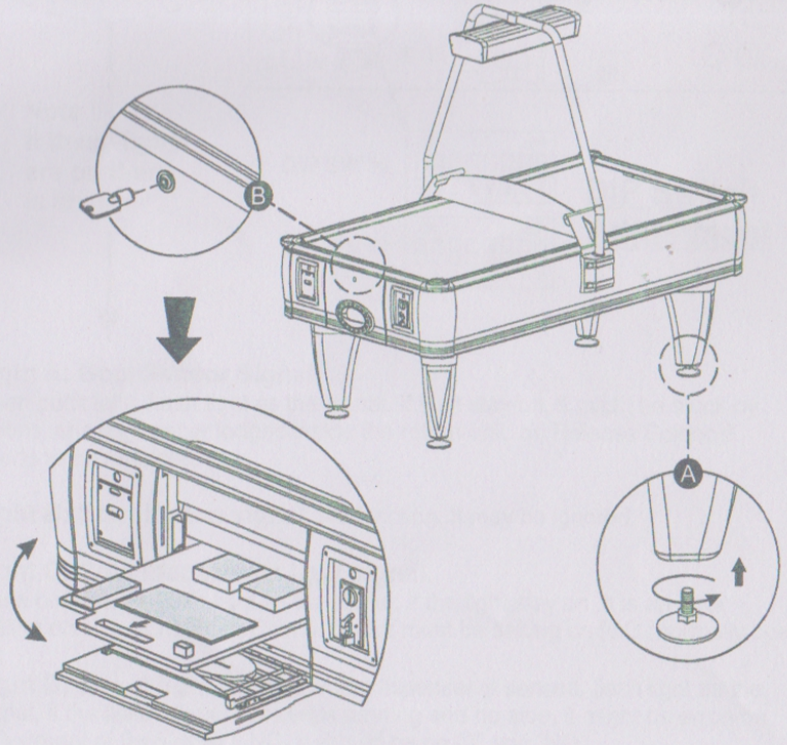


C、D、Connect the wire and fix the screw

STEP 8

A If the position of the machine is uneven, adjust the 4 feet of the machine table

B Open the door, pull out the motherboard to adjust the gameplay and volume



1, Game introduction

Digital tube: green represents green side, red represents red side.

Socket and signal: PORT-A is green side; PORT-B is red side.

Game process: 1 game begins, fan and solenoid valves will be on, puck will be released.

2 countdown, scoring test, showing scores of both sides; playing the sound of crash and gold.

3 game over, the outcome is judged, fan and solenoid valves will be off, puck will be locked.

4 Wins number for both sides will be displayed.

5 Negative number for both sides will be displayed.

6 Ticket judgments, the scores of both sides will be displayed.

Goal detect: Green side PORT-A-->INA detects a goal and red side plus 1 score.

Red side PORT-B-->INB detects a goal, the green side plus 1 score.

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.

2, Dial setting

SW1 ○=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	W3				●	○	○		
L2	W6				○	●	○		
L3	W9				●	●	○		
L4	W18				○	○	●		
L5	W22				●	○	●		
L6	W26				○	●	●		
L7	W36				●	●	●		
STRIKE SOUND	A							●	●
	B							○	●
	C							●	○
	NO SOUND							○	○

SW1 setup instructions

The first, second, and third leg adjust the number of coins and the number of times they are played.

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	○	○	○					
	15	●	○	○					
	9	○	●	○					
	7	●	●	○					
	6	○	○	●					
	5	●	○	●					
	4	○	●	●					
	3	●	●	●					
TIME	1				○	○	○		
	10				●	○	○		
	8				○	●	○		
	6				●	●	○		
	4				○	○	●		
	3				●	○	●		
	2				○	●	●		
	1				●	●	●		
TICKET	WINNER							●	
	BOTH							○	
DEMO SOUND	ENABLED								●
	DISABLED								○

SW2 setup instructions

Pin 1,2,3 is to adjudge the number of pucks, means the number of pucks in 1 round.

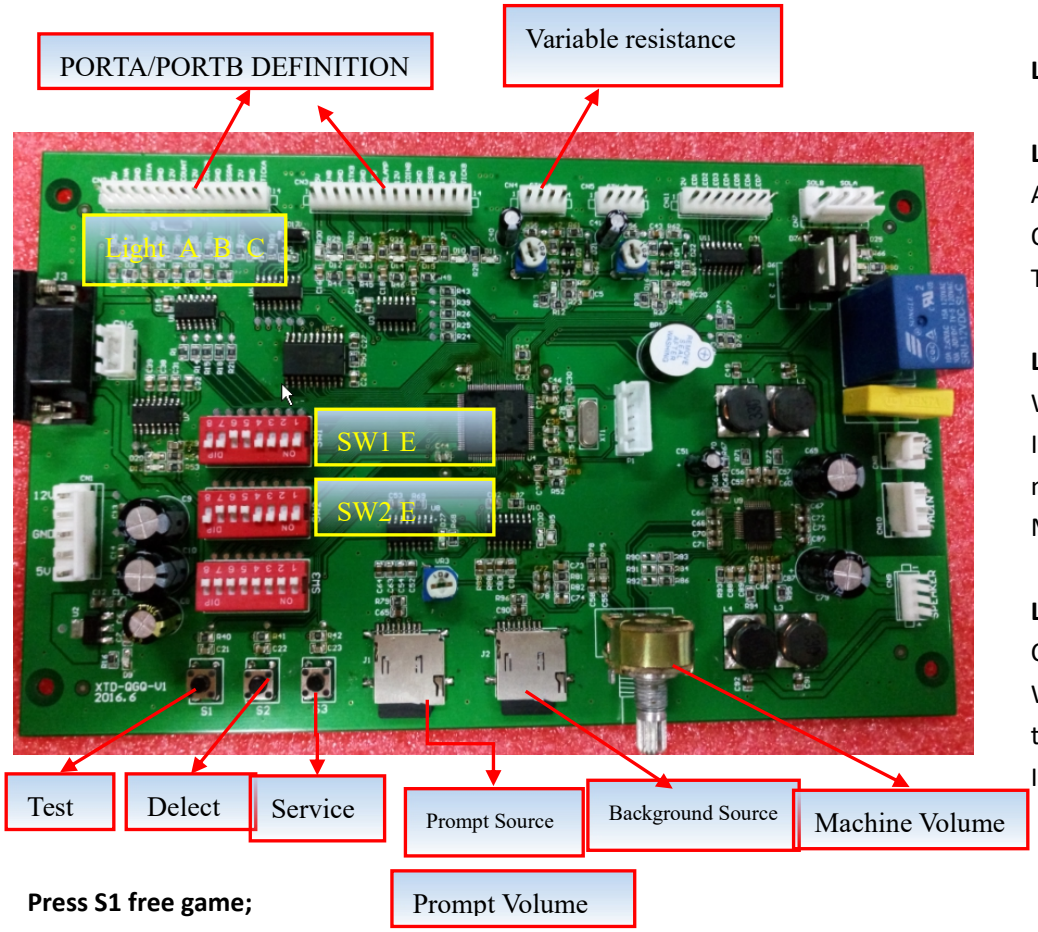
Pin4,5,6 is to adjudge the time, means how many minutes in 1 round.

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 no function!

3, The motherboard description



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 always on, 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 signal light
After the coin is inserted, the light twinkles. If the light is always on, the [Normally ON/OFF Button] setting must be fault.
The coin selector must be [Normally ON].

Light D : Ticket signal light
When the tickets are issuing, the light twinkle.
If the ticket outlet keeps issuing tickets, the [Normally Open/Closed Button] setting must be wrong.
Must be ON.

Light E: Impact signal light
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 the light is on, adjust the [Variable Resistance] until the light goes out.

PORA Signal pin definitions, I is input, O is output		
1	+5V	Sensor Power Supply
2	INA	Sensor Signal A(I)
3	GND	Sensor GND
4	STKA	Start A (I not connected)
5	GND	GND Start (not connected)
6	12V	Power supply
7	COUNT	Meter signal (O)
8	12V	Coin Selector power supply
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 supply
13	GND	GND Ticket Outlet
14	TICKA	Ticket Outlet Drive Signal A(O)

PORB Signal pin definitions, I is the input, O is output		
1	+5V	Sensor Power Supply
2	INB	Sensor Signal B(I)
3	GND	Sensor GND
4	STKB	Start B (I not connected)
5	GND	GND Start (not connected)
6	12V	Power supply
7	SLAMP	Meter signal (O)
8	12V	Coin Selector power supply
9	COINB	Coin Selector Signal B(I)
10	GND	Coin Selector GND
11	SSRB	Ticket Feedback Signal B(I)
12	12V	Ticket Outlet power supply
13	GND	GND Ticket Outlet
14	TICKB	Ticket Outlet Drive Signal B(O)

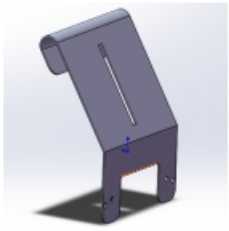
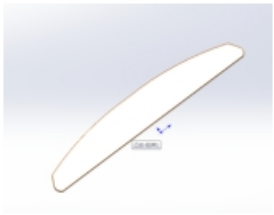
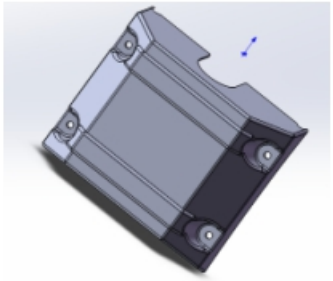
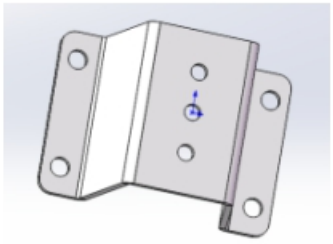
4, Test instructions

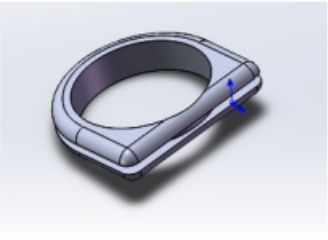
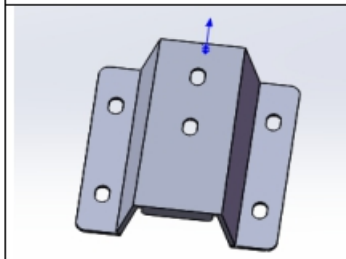
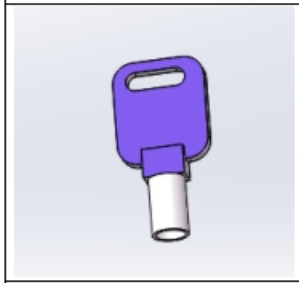
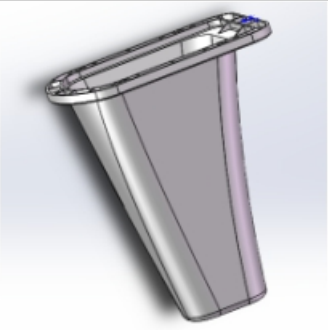
S1 function key, S2 function key, S3 test;

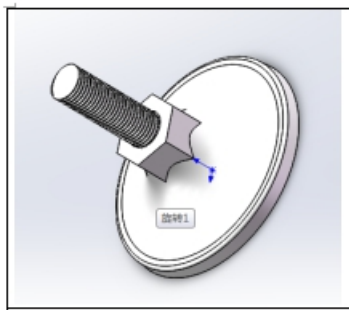
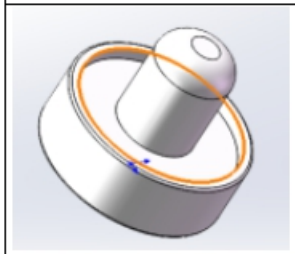
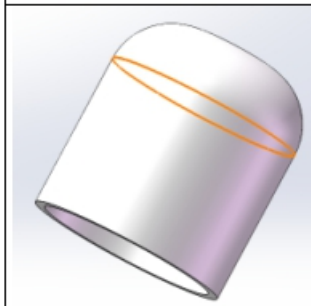
A=green digital tube; B=red digital tube; J=game rounds digital tube;

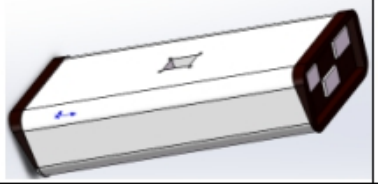
Test items （J）	**Test content**	**Function keysS2/S3**	**Digital Tube A/B**
1	Digital tube，running lights		‘--’,‘--’
2	keys, dial switch		‘key’,’ key’
3	Coin in A, B		'A Coins in', 'B Coins’
4	Ticket Refund A, B	S1-Player A refund 3 tickets S2-Player B refund 3 tickets	A=player A tickets waiting for refund B=player B tickets waiting for refund
5	solenoid valve A, B	S1- player A is closed S2-player B is closed	‘--’,‘--’
6	other tests	S1-Buzzer BEE rings 1 time, code skips 1 time; S2-fan is on for 3 seconds;	‘--’,‘--’
7	Exit Test	S1, S2-Exit Test	‘--’,‘--’

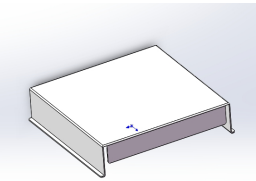
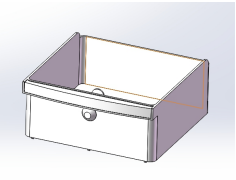
Test item 2 dialing action	**Key Value**
S1-S2-S3	41 - 42
CN2-CN3-CN4-CN5	1 - 10
SW1_1-SW1_7	11 - 18
SW2_1-SW2_7	21 - 28
SW3_1-SW4_7	31 - 38

Parts List		Big Air Hockey
Photos	Name	Quantity
	Middle Acrylic Mounting Hardware (Black)	2
	Separate acrylic sheet in the middle	1
	Black plastic cover to protect both side of bend	2
	Lightbox Top Mounting Hardware (Black)	1

	Bend soft rubber (black)	2
	Bend pipe hardware (black)	2
	key	3
	Column foot	4

	Foothold	4
	Puck	8
	Mallet	4 ☐ 2 ☐
	Black Mallet Sleeve	4 ☐ 2 ☐

Instruction	Instruction	1
Screws	Screws	1
	Scoring light box	1
	Elbow	1

Power supply cord	Power supply cord	1
	Motherboard transparent cover	1
	Coin box	2
Light box cord	Light box cord	1

Warning:

-- The appliance is not to be used by persons (including children) with reduced physical, sensory or mental capabilities, or lack of experience and knowledge, unless they have been given supervision or instruction.

-- Children being supervised not to play with the appliance.

--Instructions for safe use provided including details for cleaning.
- This appliance can be used by children aged from 8 years and above and persons with reduced physical, sensory or mental capabilities or lack of experience and knowledge if they have been given supervision or instruction concerning use of the appliance in a safe way and understand the hazards involved.

- -Children shall not play with the appliance.

- -Cleaning and user maintenance shall not be made by children without supervision.