038

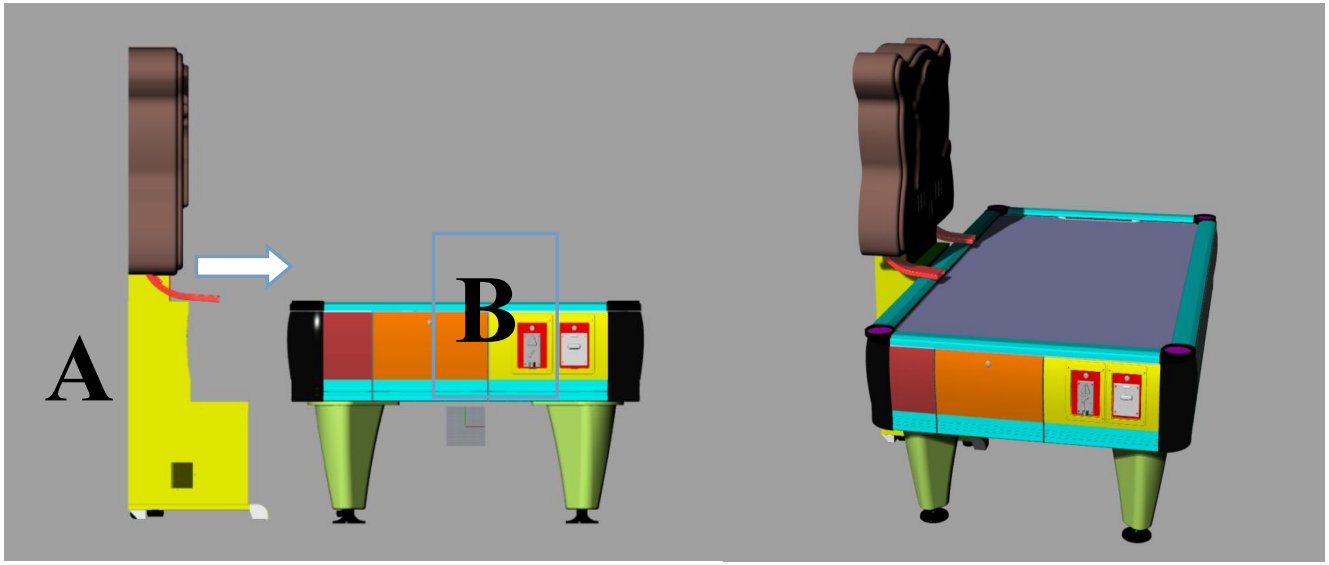


Size：L2240mm W1790mm H1720mm Table H795mm

Input Voltage：220v 50Hz-60Hz Power：395W

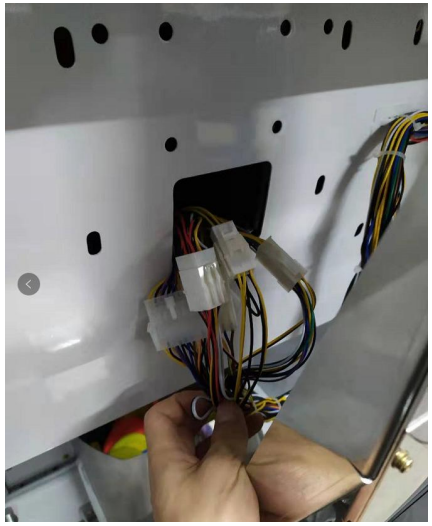
Installation Step

1. Combine A&B as shown in the picture below.

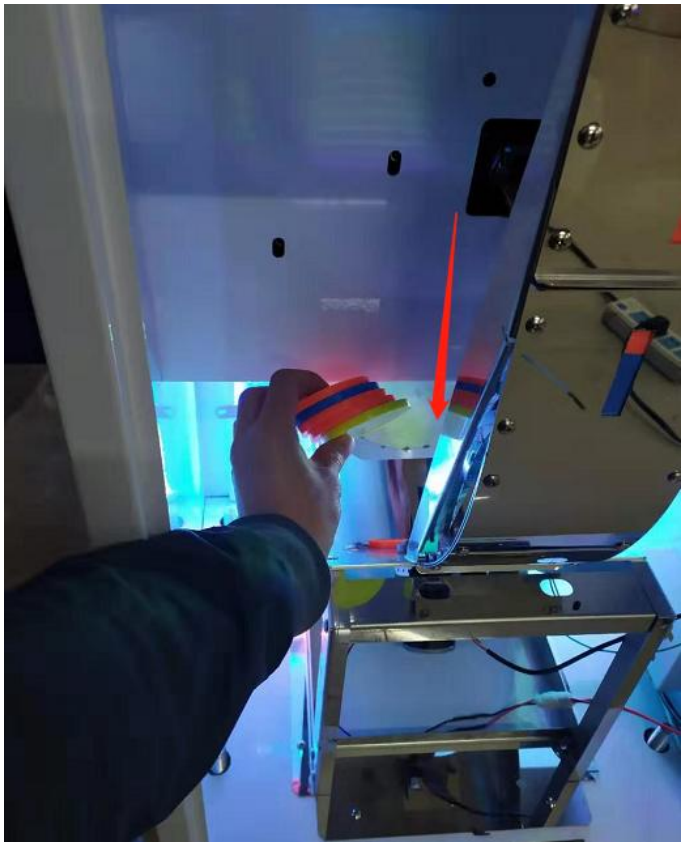


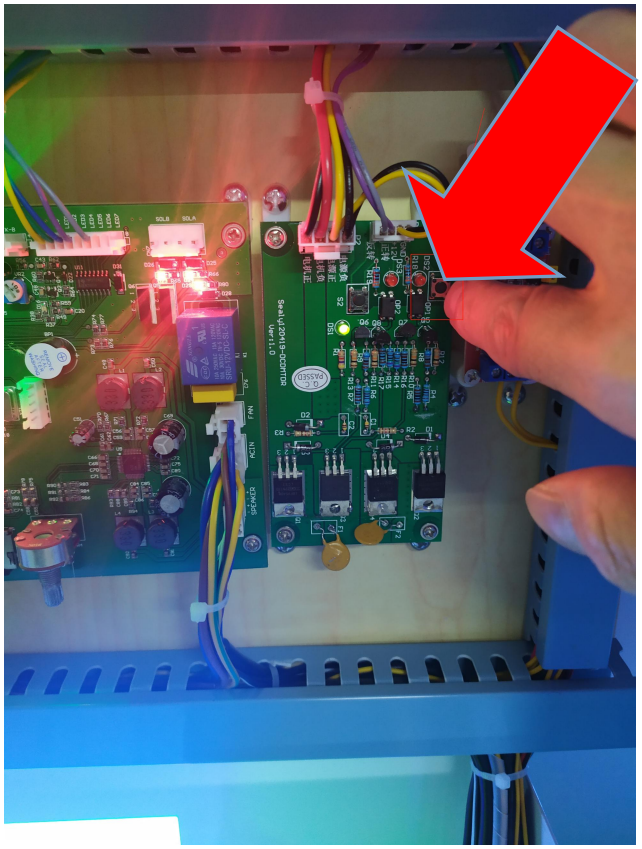
2. Tighten the screws after combine A&B. Connect the wires pins. Shown as blew pictures.



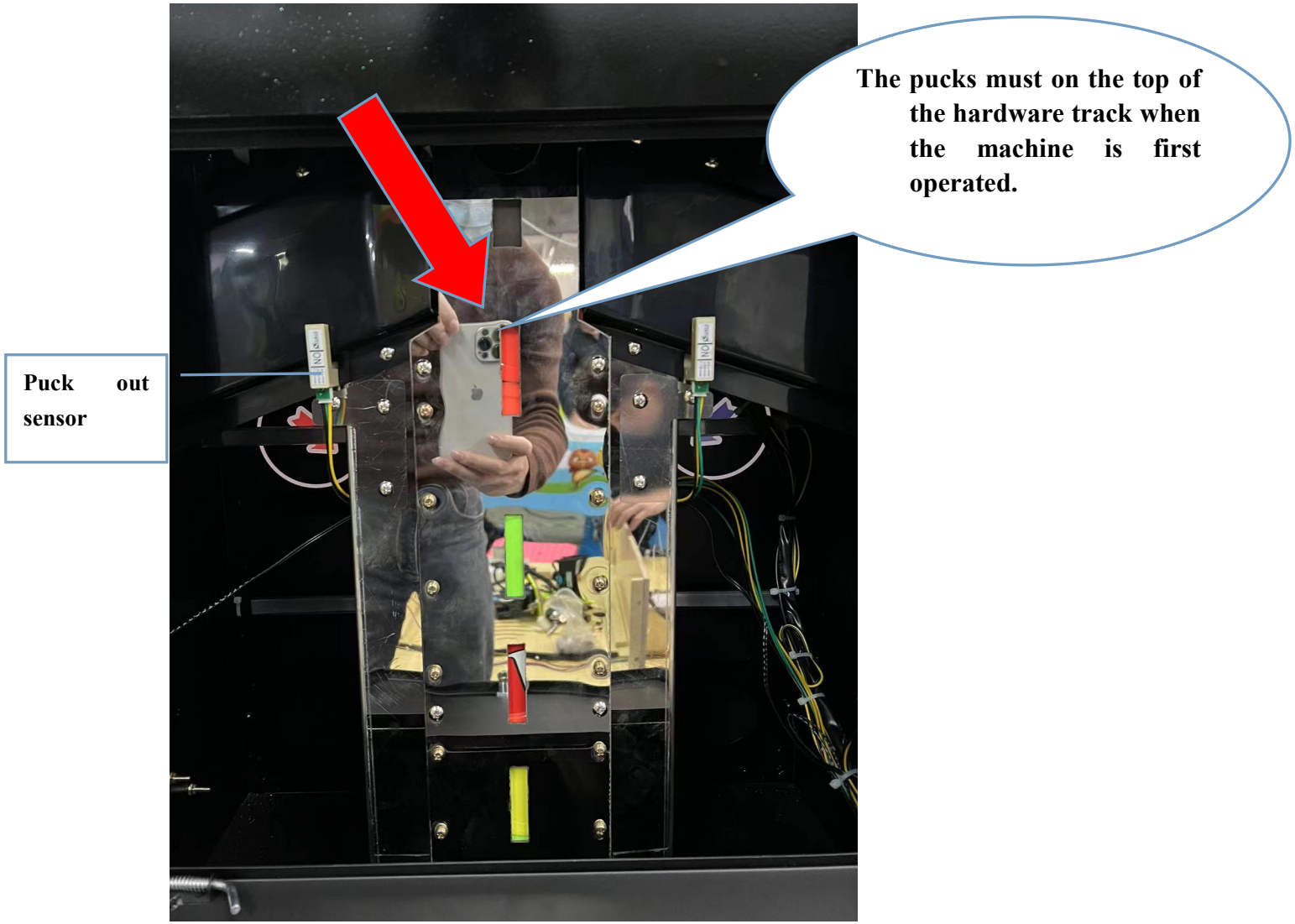


3. The first working of the machine after you put in the pucks, please press and hold the forward button of the drive plate, so that the pucks can move to the top of the hardware track. Shown as blew pictures.





1. **Open the cabinet back door and put in the pucks(26 or 31 pcs)**
2. **2. Press and hold the forward button and release it after the pucks move to the top of hardware track.**



3. Pucks move to the top of hardware track.

Solfware Manual

1. Game Introduction

Game process

①Game start, machine will release the pucks full-automatically.

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

③Game over, win or lose, fan off.

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(Orange, yellow, green puck is 1 score, blue puck is 5 scores).

2. 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,

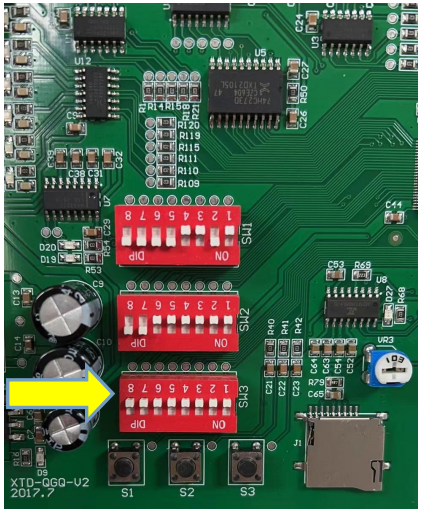
no pucks will be released in 165-180 count backwards.

Model 4

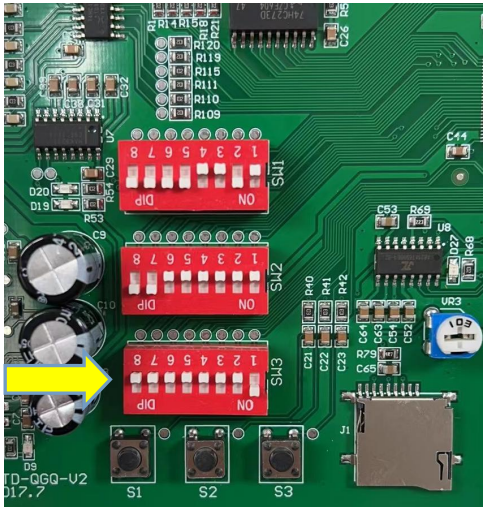
Only 1 puck will be released, whoever wins 3 scores win and at the same time game over.

Model 5:

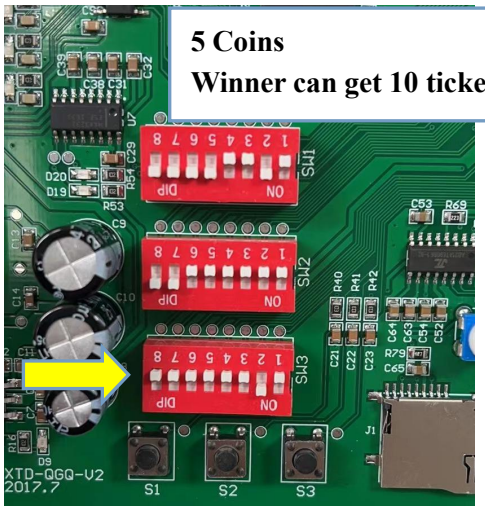
Total 120 seconds(2 minutes),
1 puck will be released in 1-30 seconds,
2 pucks will be released in 30-60 seconds,
3 pucks will be released in 60-90 seconds,
1 puck will be released in 90-105 seconds,
No pucks will be released in 105-120 count backwards with sound.
Model 6:
Total 120 seconds(2 minutes),
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.



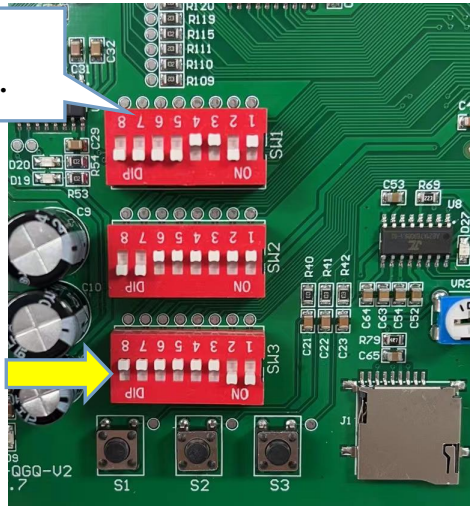
MODEL 1



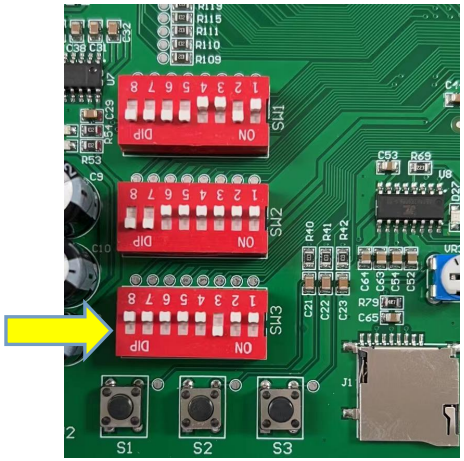
MODEL 2



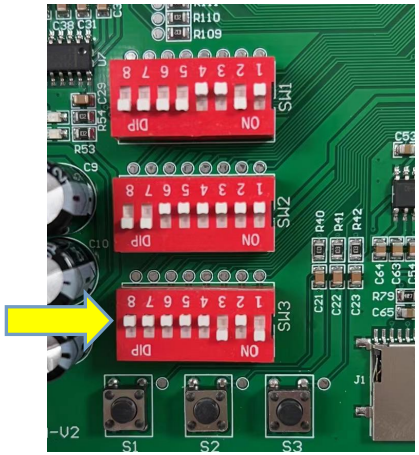
MODEL 3



MODEL4

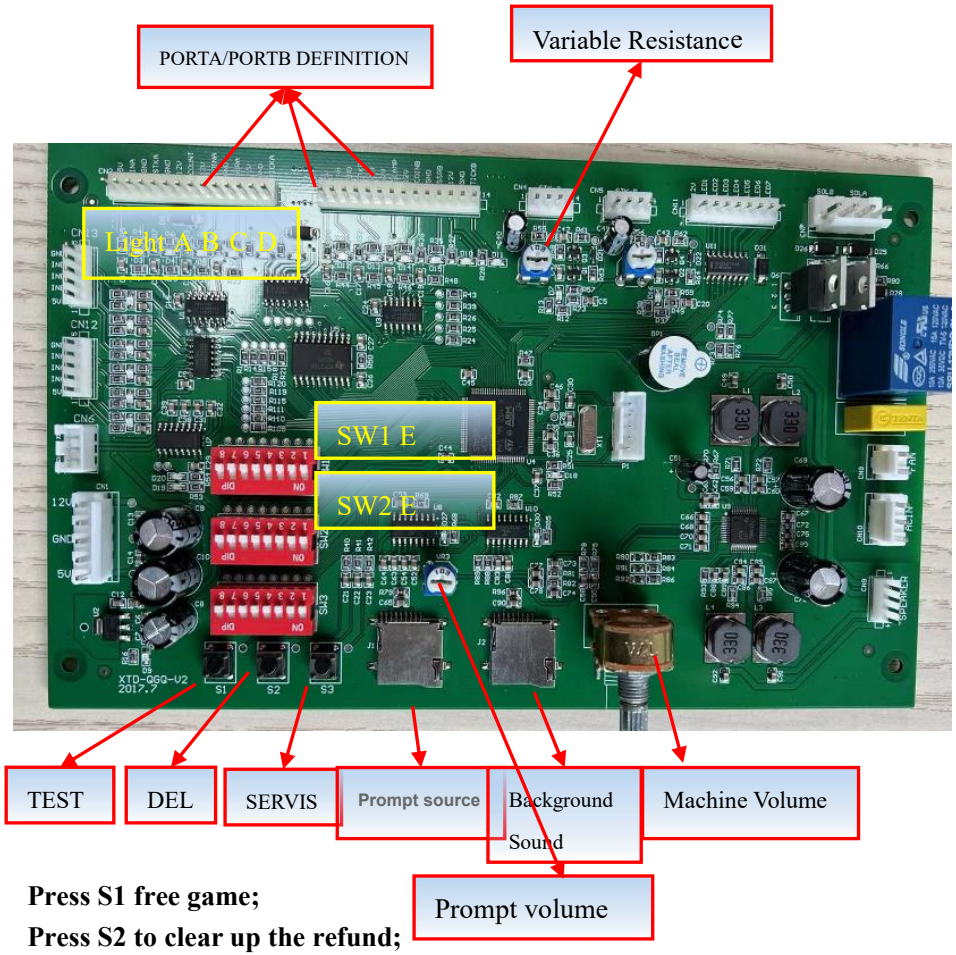


Model 5



Model 6

3, Mainboard Manual



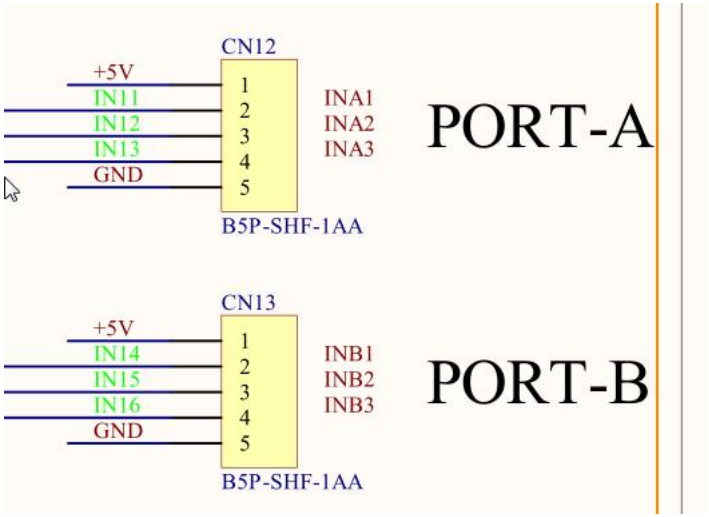
Press S1 free game;
Press S2 to clear up the refund;
Press S3 to enter the test;

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.

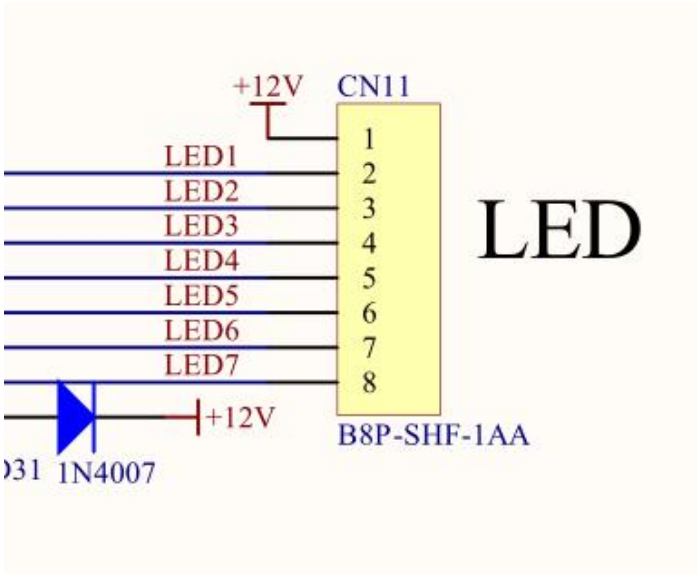
PORA PIN MEANING，I is IN，O is OUTPUT.		
1	+5V	Sensor Power
2	INA	Sensor Signal A（I）
3	GND	Sensor GND
4	STKA	**Start A(I unconnected)**
5	GND	Start GND（**unconnected**）
6	12V	Meter Power
7	COUNT	Meter Signal(O)
8	12V	Coin Selector Power
9	COINA	Coin Selector Signal A(I)
10	GND	Coin Selector GND
11	SSRA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

4, Test Manual

S1 Function Key,S2 Function Key,S3 Test Key

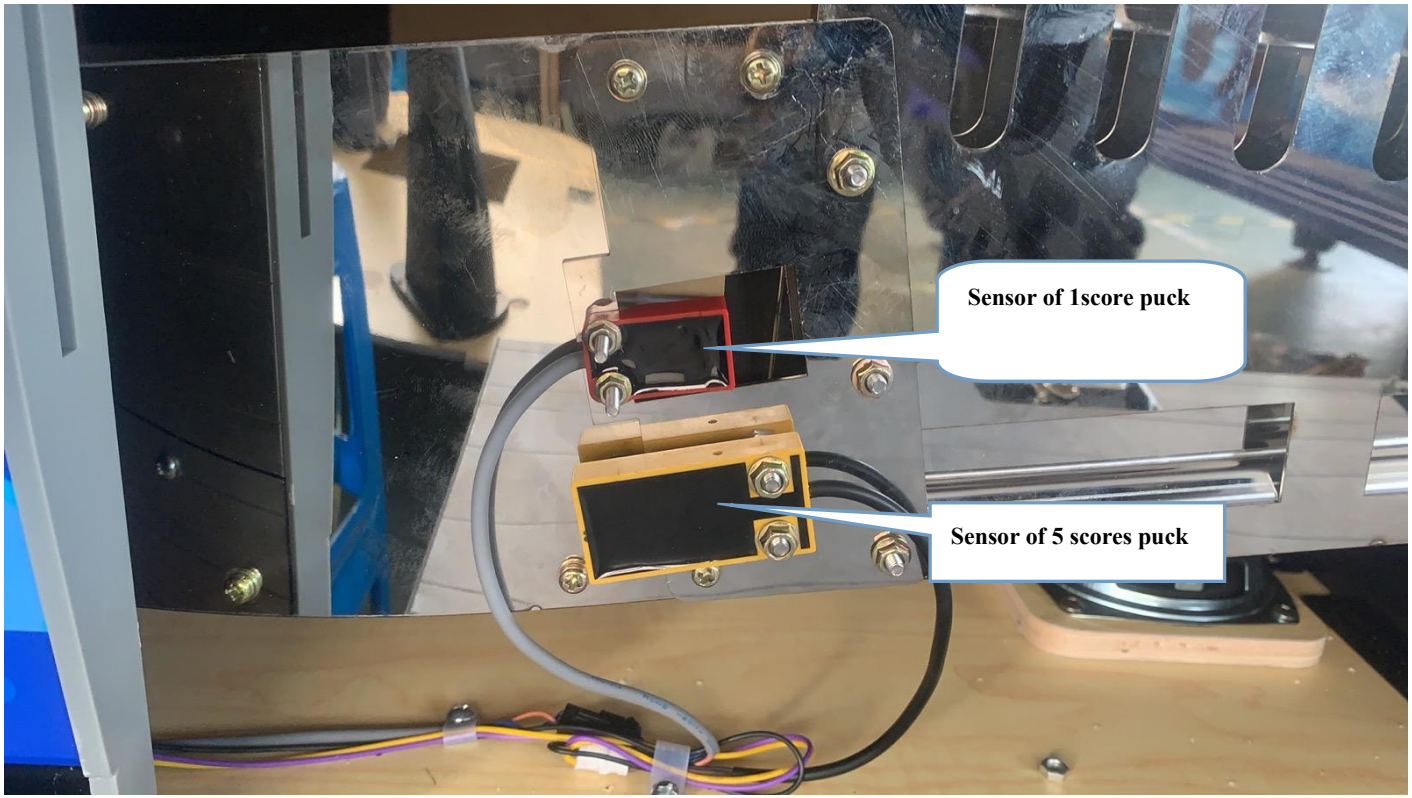
A=Green Digital Tube; B=Red Digital Tube; J=Game Data Digital Tube;

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

5, Other Manual





counting meter

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.

