



AIR HOCKEY Versus SPEED MANUAL

Characteristics:

- The playfield is made of transparent plastic, stain-resistant
- Display shows goals, scores, credits and remaining time
- Electronic coin selector
- High power air compressor
- Special levellers of easy performance
- Electronic and optical counter of games
- Adjustment of volume
- Easy coding for time of game and quantity of goals
- Colors of cabinet: black, blue, red, yellow or green
- Available in two sizes and two version of lighting
- Cushions and corners made of aluminium, powder painted
- Accessories includes: 2 hammers, 1 puck
- Power supply ~ 230 V 50 Hz with the earth

Description:

The machine is designed for playing air hockey. Players bounce the puck using the special plastic hammers. The puck is moving on a thin layer of compressed air on the playfield.

Starting the machine:

ATTENTION!

All metal parts are connected together and the machine must be plugged in the earth socket AC 230 V 50 Hz. Only this connection makes the game safe and the machine works properly.

After plugging the machine to current turn on the switch on the power supply box (situated on the bottom of the box). The machine starts working in the demonstration mode.

Playing:

To start a game insert a coin (coins) into the coin acceptor. There will appear a number of credits on the display. Press the START button.

The game will finish after a 5 minutes or after one of the players achieves 9 goals.

Volume:

After opening the door to the slot mechanism, press the “+” button on the main board to turn up the volume and the “-” button to turn it down.

Programming:

The machine is factory-programmed and ready to work. For required changes: Press the “+” and “-” simultaneously and keep pressing for 5 seconds. In this way you will enter the “**OP 00**” level what will be shown on the small pulsing display situated on the top lamp. Now, you can move to the level you want (e.g. 01, 05, 17) by pressing the “+” or “-” buttons accordingly. By pressing “**OK**” (situated on white box) or “**START**” button (situated on the cabinet, right to the slot mechanism door) you confirm your entry to a given level (the big numbers on the display start pulsing). Press the “+” or “-” button to change the setting of a given level. The new parameters are shown on the display board.

By pressing “**OK**” or “**START**” button you confirm the changes.

By pressing “+” or “-” buttons you can move to another level.

Press “**OK**” or “**START**” button for 5 seconds to finish programming.

IMPORTANT

After entering the programming system all unused credits will be cancelled (they will be counted by the meters).

The parameters of the "AIR HOCKEY" machine:

- 0P 00** - machine serial number - not possible to change
- 0P 01** - number of impulses sending from coin selector acquired during the time of use - not possible to change
- 0P 02** - number of credits sending from coin selector acquired since last control – changeable (after entering this option by pressing "**START**" the number of credits starts pulsing; press "+" or "-" to cancel)
- 0P 03** - maximum goals during the game (01-99 goals; 00-no limit)
- 0P 04** - maximum game time (10 seconds - 58 min 50 sec.; 00-no limit)
- 0P 05** - brightness of lamp display (1 – 99)
- 0P 06** - volume (1 – 99)
- 0P 07** - 2 types of music (1 or 2)
- 0P 08** - testing of electromagnets in doors (ON, OFF; after testing must be OFF)
- 0P 09** - testing of work of air pressure pump (ON, OFF; after testing must be OFF)
- 0P 10** - testing the lights
- 0P 11** - testing micro switches in the doors
- 0P 12** - testing the segments of display
- 0P 13** - setting the time when the machine stops working in case something has blocked micro switches in the doors (10 sec. - 30 sec.); After removing the case of the micro switches block push "**START**" button to continue the game
- 0P 14** - setting the time how long the results of the game are shown after finishing the game (1 sec.- 30 sec.)
- 0P 15** - setting how long the lamp is turned on after finishing the game (1- 99 min; step 15 sec.)
- 0P 16** - demo - setting the time between short music plays when there are no credits (1 sec. - 30 min)
- 0P 17** - setting how many electric impulses are send to the main board from coin selector (in most reasons should be set 1)
- 0P 18** - price of the game – how many impulses are send from coin selector is necessary to get one credit (game) (01 – 99; 00 - free plays - coin selector does not accept the coins)
- 0P 19** - setting of the bonus - on the first two big numbers you set number of coin selector chanel and in other two big numbers (ride side) you set bonus given to choose coin
- 0P 20** - setting of the bonus for next coin selector chanel (like in 0P 19)
- 0P 21** - return to the factory settings
- 0P 22** - automatic start for next game (after the time setting in 0P 14)

When there is no electronic key SBB in the main board there is no possibility to see the value of electronic counters (0P 01 and 0P 02) and there is no possibility to change any parameters. It is only possible to see the parameters which has been set (from 0P 3 to 0P 22). To see them you have to turn off the machine then turn it on keeping button "**START**" continuously pressed. To see parameters use "+", "-" and "**START**" buttons.

Keep "**OK**" or "**START**" button pressed 5 seconds to go to the playing mode.

Maintenance:

It is advised to clean the surface of the playfield depending on the use but at least once a week with a special cleaner for the playing surface (see support www.nordiccc.com) in order to improve the comfort of the game.

Avoid applying fat or acidic liquids!

Wiring diagram:

