

“SHARK” AIR HOCKEY MANUAL

Characteristics:

- The playfield is made of polycarbonate. It is water and dirt resistant .
- Display shows goals, scores, credits and time remaining.
- Electronic coin selector.
- High power air compressor.
- Special levellers of easy performance.
- Electronic and mechanic counter of games.
- Adjustment of volume.
- Easy coding for time of game and quantity of goals.
- Available in one size
- Cushions and corners made of polycarbonate; multi-colour LEDs
- Yellow - lighting legs
- Accessories included: 4 hammers, 6 pucks.
- Power supply ~ 230 V 50 Hz with the earth.

IMPORTANT: use only special hammers suitable for “SHARK” air hockey – other hammers leave white marks.

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.

Activate the machine:

ATTENTION!

The machine should be assembled to the ground with special metal rope.

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

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

GUIDANCE INSTRUCTIONS FOR THE SAFE USE OF THE „SHARK” AIR HOCKEY TABLE

1. The appliance should be connected only to a power supply provided with a differential switch.
2. The appliance will be entirely disconnected from power supply when unplugged from the socket.
3. Please ensure that the power supply cable does not come into contact with water.

4. Please do not attempt to extend the power cable yourself. Extension cords should not be used.
5. Where the appliance is used in the proximity of bodies of water, it must be fixed to the floor with the help of the steel cord supplied inside the table.
6. The length of the power cable must not exceed the distance between the socket that the appliance is plugged into, and the edge of a body of water. Should this be the case, the cable must be shortened by rolling it in, and blocked inside the table with the help of the blocking clamp.
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). Please only resume the game after the appliance has dried completely. The drying mode is activated by pressing the button on the power feeder and at the same time pressing and holding the START button (for around 10 seconds). Details of the drying process are provided in the programming menu.
8. Given the harsh working conditions of the appliance the user is obliged to ensure the annual maintenance of the machine to be carried out by the manufacturer.

THE „SHARK” AIR HOCKEY TABLE MAINTENANCE CHART

DATE	SERIAL NUMBER	DATE OF MAINTENANCE	REMARKS	SIGNATURE

9. Non-compliance with the above instructions may put the health and life of the users of the appliance in danger. The manufacturer is not responsible for any accidents resulting from improper power supply connection and use of the appliance (inconsistent with the instruction).

Playing:

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

The game will finish after a set time or after one of the players gets a given number of goals.

Volume:

After opening the door to the slot mechanism press the “+” button on the main board which is placed on the right side inside the table to turn up the volume and the “-” button to turn it down.

Programming:

The machine is default and ready to work. To change settings enter to programming MENU pressing “+” and “-” buttons on the main board simultaneously and keep pressing for 10 seconds. Machine

will ask you to enter the CODE. Using “+” , “-“ and “OK” buttons **enter default code which is “1111”** . 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 your entry to a given option. Press “+” or “-“ button to change the setting of a given option. The new parameters are shown on the display board.

By pressing “OK” you confirm changes.

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

IMPORTANT

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

Options in programming menu of SHARK air hockey machine:

0P 00 – SERIAL NUMBER.

0P 01 – TOTAL CASH

Not-delete counter (not possible to change).

0P 02 – DAILY CASH

Delete 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)

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 is starting automatically (in case there are any left credits).

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; 00 - free plays - coin selector doesn’t accept the coins).

0P 19 – BONUS

Setting for coin selector working in serial mode:

- first two digits on the display state number of impulses in series after which the machine gives bonus
- other two digits state the value of bonus

0P 20 – 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 21 – MENU CODE

Makes possible to change the default enter code to MENU.

In case of losing the new code please contact the producer or a distributor.

0P 22 – CHANNEL SET

Settings for the coin selector working in parallel mode.

0P 23 – BONUS (the same like OP 19).

0P 24 – 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 25 – DRYING

The playfield should be dried after each rain or getting wet. There are two ways of activating the drying mode:

- “EXTERNAL” : activate the machine pressing button on the power supply and at the same time “START” button for 10 sec.
- “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 pump 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 26 – DRYING TIME

0P 27 – LED BLINK

Various combinations of LED BLINKING.

0P 28 – LED BLINKING MODE

(AUTO or MANUAL)

0P 29 – MOISTURE SENSOR – not activated

0P 30 – DEFAULT SET

0P 31 – SOUND – not activated

0P 32 – LIGHT LEVEL – not activated

Maintenance:

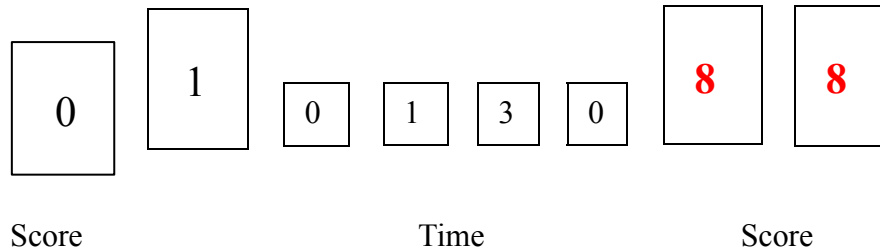
It is advised to clean the surface of the playfield every day with antistatic liquid in order to improve the comfort of the game.

Pay attention to not contaminate the playfield with fat liquids.

ERRORS:

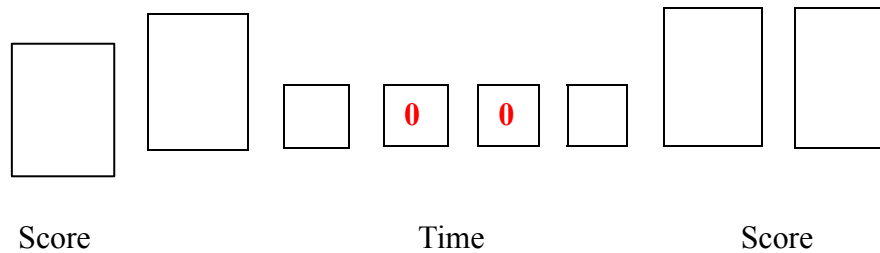
Error 1: If optical sensor is dirty (not see the puck) score display starts blinking showing last goal score and “88”. It will be blinking until the sensor will be cleared. There is also written “optic sensor” on the led display.

E.g.:



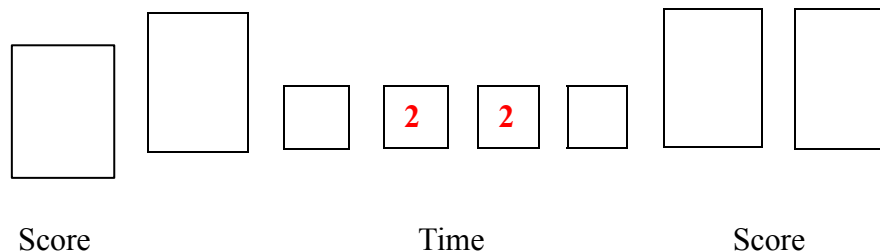
Error 2: After finishing the game the puck should be blocked inside the table (doors) If there is no puck in the table (doors) after finishing the game then two middle positions of time display are blinking “00” .

E.g.:



Error 3: If there are 2 pucks in the table (each in different doors) after finishing the game then two middle positions of time display are blinking “22”. In this situation remove one puck (only one puck may be used during the game).

E.g.:



ASSEMBLING MANUAL

Packed air hockey table contains:

- complete cabinet
- separating plexi glass
- 4 legs

1. Unpack the table.
2. Open metal doors placed on short sides of the table .
3. Unblock 2 catches fixing the playfield to the cabinet .
4. Lift up the playfield and take out the legs .
5. Screw the legs to the bottom of cabinet and put on the table.
6. Put cables with lights into the legs .
7. Connect and fix the separating plexi glass.
8. Switch on the power supply, check all cables and plugs connections.
9. Activate the machine.