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DISTRIBUTED BY SEGA

Hello Kitty Hockey Table

BG-M001-SGA Owners Manual
Assembly operation and care instructions.



Serial # _____

Distributed By _____

Sales Person _____

Technical Service # _____



NOTE

1. Read this user's manual carefully before assembling or playing.
2. Prior to assembly, you must ensure there is sufficient space for placing or shifting this product before assembling.
3. We recommend that four strong adults assemble this game.
4. Prior to assembly, inspect and ensure all parts are completely assembled and secure.



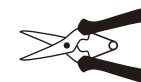
TOOL



Screw driver



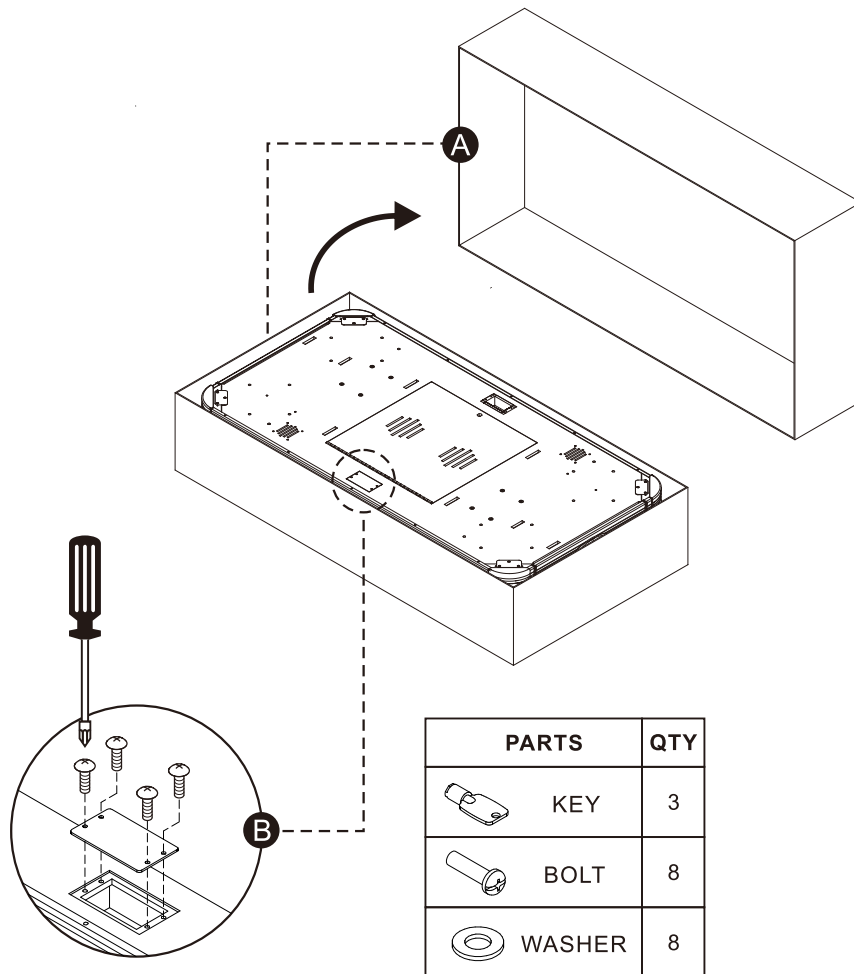
Electric screw driver



Scissor

STEP 1

- A** Open the paper box to ensure the wooden side is facing upwards and playfield is facing down to the floor.
- B** Please use the screw driver to unscrew the 4 bolts on the panel with sticker PARTS on it. Once panel is opened, please take out the parts as indicated below.



Care & Maintenance

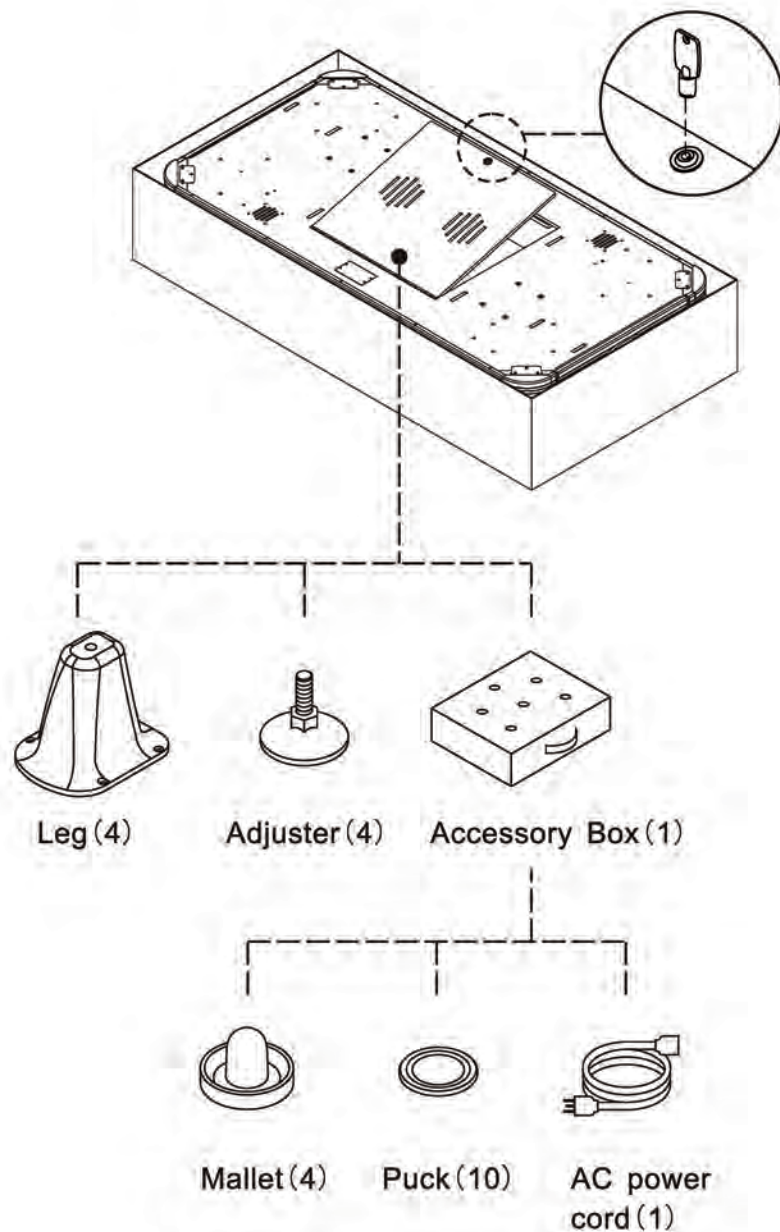
1. Please use a soft dry cloth and polishing spray to clean the table surface. **DO NOT APPLY WATER.**
2. Wax the table surface periodically to ensure smooth air hockey play.
3. Clean out the objects stuck in ventilation holes with a pin.
4. Open the puck released door to clean the track of balls to prevent them from becoming stuck.
5. Dirt on the motherboard shall be cleaned with a soft brush. Do not use water or a wet cloth to clean it.
6. The score board shall be cleaned with a cloth and keep dust free .
7. Clean body and rails with soft , dry and waxed cloth .

Notices during Use

1. Watch for the power plug load during use to avoid short or fire. Do not overloading .
2. The power supplier wire should be securely fixed to prevent stepping on or tripping.
3. This product is an electronic game; keep children off from power source plug. During the operation of this electronic product, adults shall give warning and monitoring to reduce risk.
4. Keep table surface always clean and avoid dust covered.
5. Do not use any sharp object to scrape the table surface to avoid the scratch.
6. Please change a new puck when it does not move fluently during the game.
7. Please check the holes if the puck goes slowly or stop in a certain place when playing.
8. When problems occur as below, do not try to solve or repair on your own. Contact electricians for repair.
 - * Operational failure of fan motor damage.
 - * Problems of power source wire or plug;
 - * Liquid on the surface or foreign object is found in the motor.
 - * Abnormal sound is detected during the operation of the fan motor.
9. When machine goes error or abnormality, operating must be stopped, inspection technician is advised .
10. Adjust the adjustable bolt if necessary to keep table in horizontal position.
11. Be sure to avoid shaking when transport / loading.
12. Avoid wetness when placed out door.
13. Avoid wetness when placed in basement or special place.

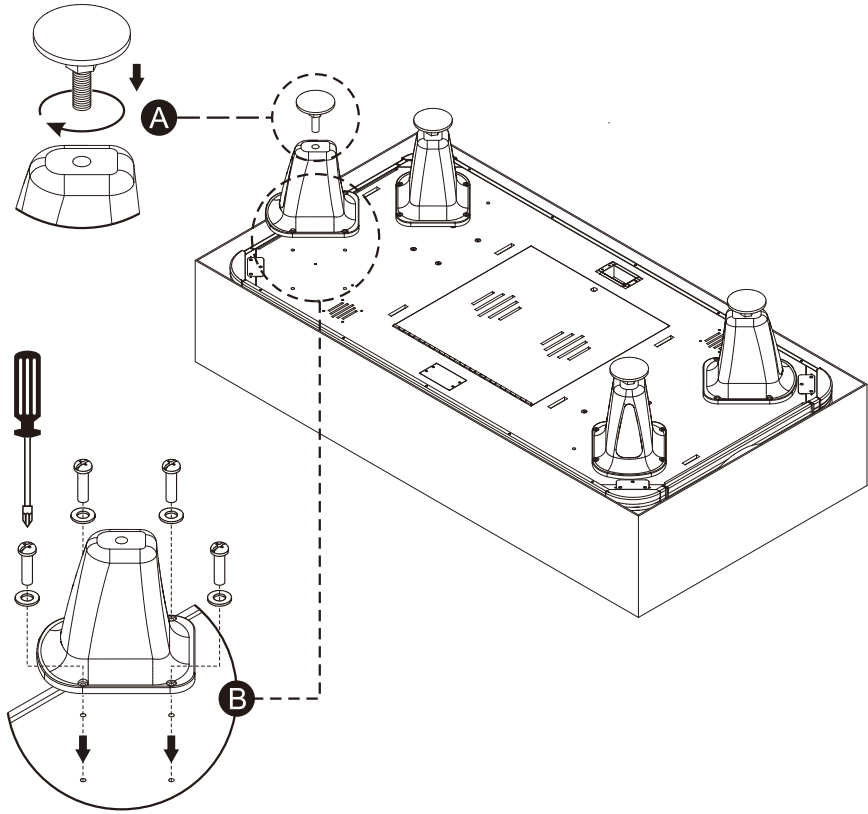
STEP 2

Open the base door with this key, take all parts out.



STEP 3

- A** Turn the adjuster clockwise to lock the leg.
- B** Install the leg as the picture shown with bolt M8x25(16) and washer M8(16).



DIP SW 12

DIP	SW 12	1	2	3	4	5	6	7	8
	NO LIMIT	0	0	0					
	9	1	0	0					
	8	0	1	0					
	7	1	1	0					
	6	0	0	1					
	5	1	0	1					
	4	0	1	1					
	3	1	1	1					
	10				1	0	0		
	8				0	1	0		
	6				1	1	0		
	4				0	0	1		
	3				1	0	1		
	2				0	1	1		
	1				1	1	1		
TICKET	WINNER							1	
DEMO	BOTH							0	
SOUND	ENABLED								1
	DISABLED								0

DIP SW 12

DIP Switch 1, 2 and 3 adjust the numbers of balls (each round).

DIP Switch 4, 5, 6 adjust the numbers of time (each round).

DIP Switch 7 for lottery ticket exit slot:

The lottery ticket is given when winning, or ticket number are given to both slots upon winning more and less for the other. This DIP Switch is failed in function once the ticket is not given.

DIP Switch 8 is for demo sound:
Option for sound or non sound when the machine standby.

DIP SW 11

		O=OFF I=ON							
DIP COIN	SW 11 CRBDIT	1	2	3	4	5	6	7	8
1	2	O	I	I					
1	3	O	O	I					
1	4	O	O	I					
2	1	I	I	O					
3	1	O	I	O					
4	1	I	O	O					
LOSE	WIN								
NONE	TICKET				O	O	O		
L1	W3				I	O	O		
L2	W6				O	I	O		
L3	W9				I	I	O		
L4	W18				O	O	I		
L5	W22				I	O	I		
L6	W26				O	I	I		
L7	W36								
STRIKE SOUND	A							I	I
	B							O	I
	C							I	O
	NO SOUND							O	O

DIP SW 11

DIP Switch 1, 2 and 3 adjust the numbers of inserted coins and game rounds.

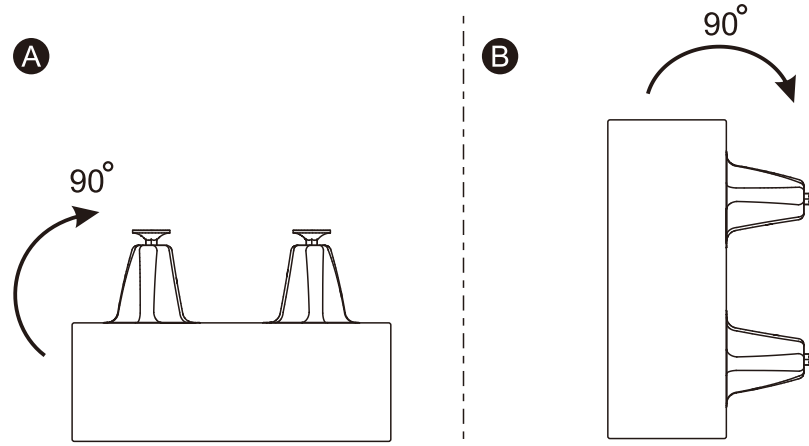
DIP Switch 4, 5 and 6 adjust the numbers of lottery ticket.

DIP Switch 7 and 8 adjust the numbers of sound strikes; there are 3 types of sound effect.

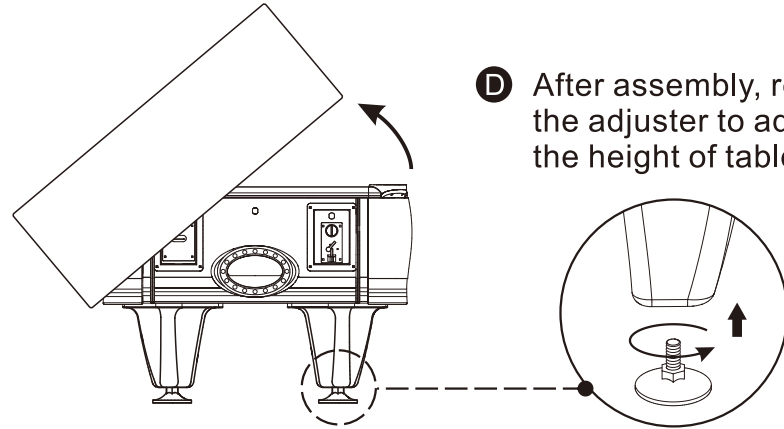
STEP 4

4 strong adults are required to turn the table over.

Once the legs are tightly screwed onto the table base, flip and position the table by 90 degree angle; then flip it again in the same manner to conclude with the upright position.

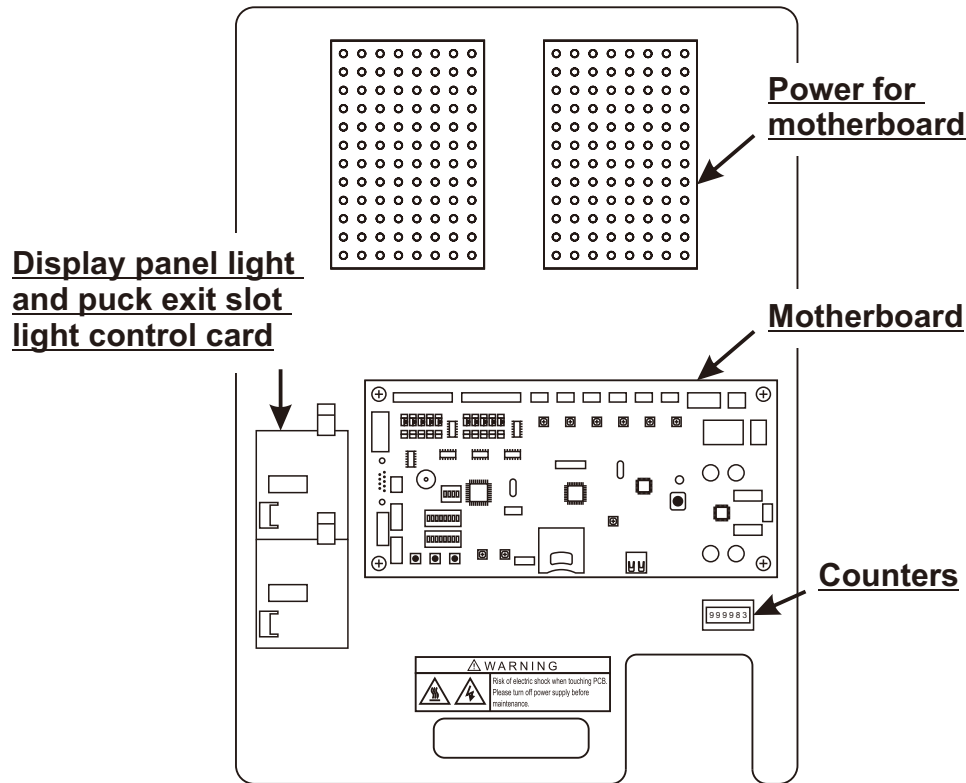


C Set table down on all four legs at the same time.



D After assembly, revolve the adjuster to adjust the height of table.

Description on locations of controls



Power for Motherboard:

Supplies the power to motherboard and other control cards.
Separate the power point from +5V and +12V, in order not to influence other components when power failure or instable.
Caution: **Left for +5V ; Right for +12V**

Motherboard:

Controls the game operation, lights signals and sounds of the machine.
NG component can be read and judged by light on board.

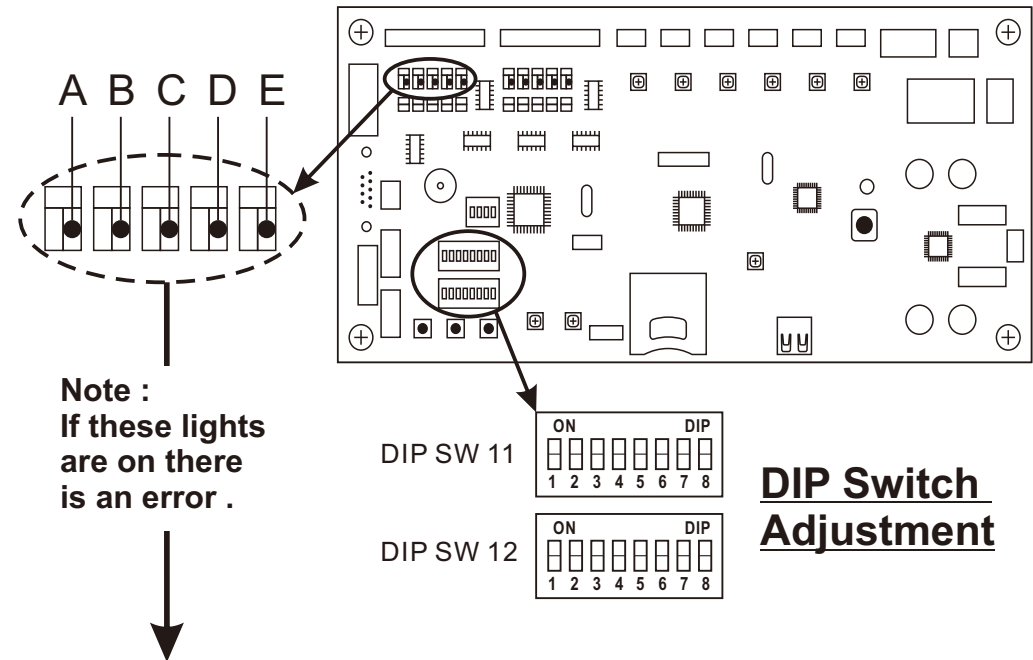
Display panel light and puck exit slot light control card:

Controls the display panel lights and puck slot lights.

Counters:

Counts the number of games, coins inserted and lottery tickets given.

Description of light signals and DIP SW



Light A: Goal Sensor Signal.

when puck falls, flash light as the signal. If light stay on, it might be stuck by Debris, shaving, paper lodged inside the return unit. or, Release Solenoid needs to be replaced.

Light B: Start button signal. No function, it may be ignored.

Light C: Coin mechanism light signal.

when coin insert, flash light as the signal. if the light stay on, it is an error setting on NC, NO button, Coin Acceptor must be setting on N.O.(normally open)

Light D: Ticket light Signal. when dispenser is sensed, flash light as the signal. if the ticket dispenser keeps running and no stop, it might be error on adjustment of 0,+5 or NO, NC, it should be on "0" and "NO".

Light E: Strike light signal. when puck hits rail, the sounds is made and flash light as signal. if the light stay on, adjust VR till light is off.