



Sonic Sports Air Hockey 2P

Hockey Table Owners Manual
Assembly operation and care instructions.

Serial # _____

Distributed By _____

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Forward

First, we would like to thank you very much for purchasing the Sonic Sports Air Hockey 2P from SEGA.

For your own safety, please read through this instruction manual that we have prepared for you thoroughly, and take precautions when using the product. We hope that you will become accustomed to the product quickly.

Note before assembling

1. Inspect to make sure all of the parts are included and not damaged.
2. Prior to assembly, you must ensure there is sufficient space for placing or shifting this product.
3. Air Ride needs at least 2 people for assembly and ensure your safety and the safety of others around you when moving the product.

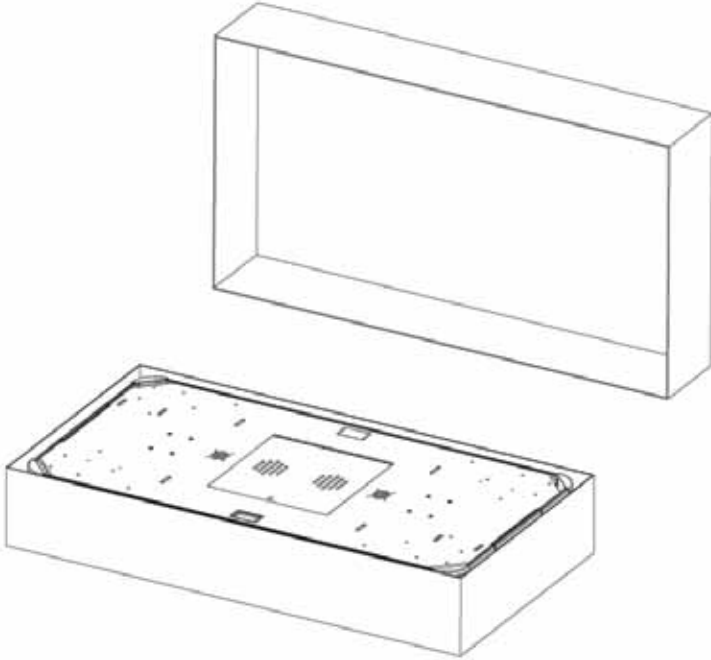
Tools required for assembling

- Air Ride Manual
- Screw Driver or Drill
- Scissors
- Door Key [located inside the table]

*Note: Prepare the above specified tools. Be careful not to damage the product while using these tools

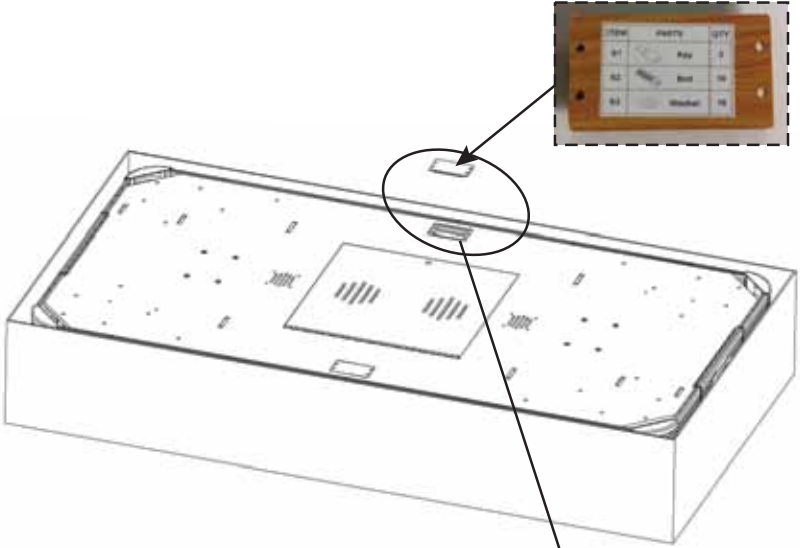
Assembly Procedures

1. Use scissors or a knife to cut* through the packing tape.
**Do not cut too deep or you will damage the unit.*



2. Open the carton, make sure the wooden side of the Air Ride table is facing up.

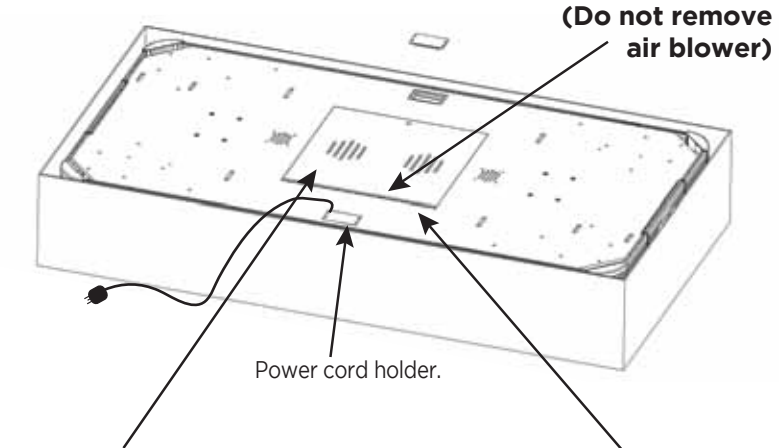
Use a screw driver or drill to unscrew the 4 screws on the panel with the sticker "PARTS" on it. Once the panel is opened, please take out the parts indicated below.



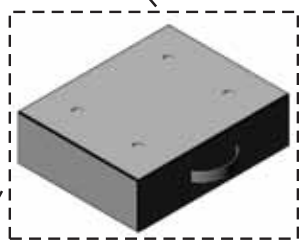
For Legs
16 Roundhead screws M8x25
16 Flat washers M8x16

For machine
3 serial number xxxx
Air Ride keys

After taking out the keys, open the center door panel, and take out all other parts from inside of the machine's body.



4 Air Ride Plastic Legs
4 Adjustable Leg Levelers



1 Accessory box
(Accessories inside the box are illustrated below)



10 Pucks



2 Red Mallets



2 Blue Mallets

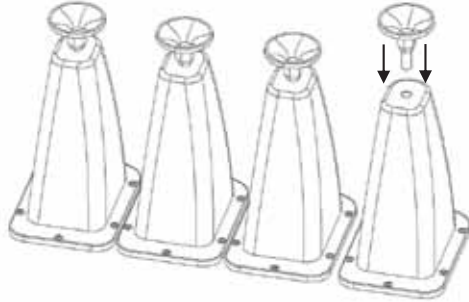


1 Polish Spray Wax



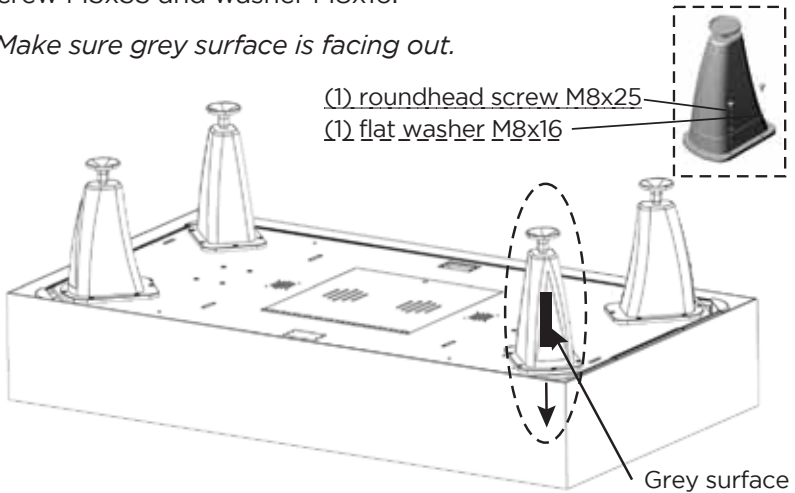
1 AC power cord

Take out the 4 Air Ride plastic legs and screw the adjustable leg levelers onto the base of the legs.



Place the legs on the bottom surface of the table. Ensure alignment and then attach with the big flathead screw M5x35 and washer M8x16.

**Make sure grey surface is facing out.*



Ensure all legs are tightly attached then flip the table 90 degrees keeping the cardboard top on to prevent scratching. This action requires 2-4 people. Flip it another 90 degrees to place the legs on the ground.



Finished Position



Safety Instructions for use and play.



Risk of Electric Shock

- Hazardous voltage which can cause electrical shock exists inside the equipment. Only qualified personnel should work inside the equipment.

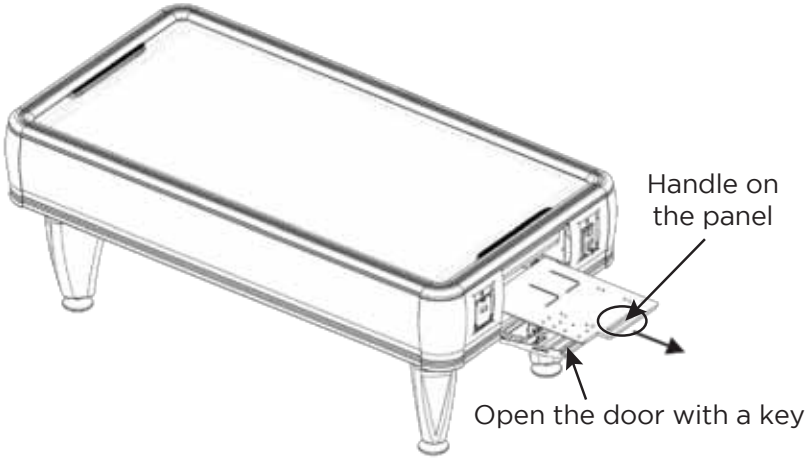


Playing Warnings

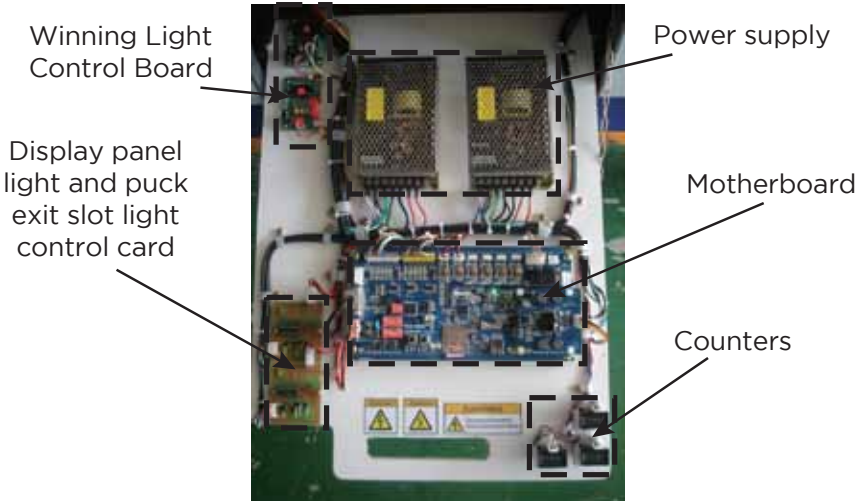
- Do not hit the puck with the mallet when the puck is not level and flat.
- Spectators should not stand by the side of the table. This may cause injury.
- Hold the mallet by the handle and not the base or the puck may hit fingers.
- This game features flashing lights which may not be suitable for photosensitive epilepsy.

Manual for the software of the machine

First, ensure the power is off. Open the door with a key. Hold the panel's handle and pull it out until half of the power panel is exposed.

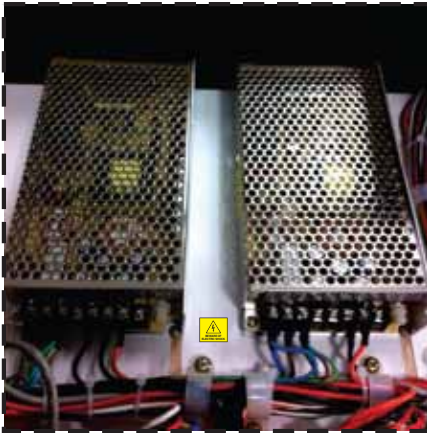


Descriptions of internal hardware



Note: Do not touch open terminals or exposed wires while the game is on. Risk of electric shock.

Function Descriptions of all hardware



Note: Avoid electric shock. Do not touch open terminals or exposed wires. Please turn off the game to perform repairs.

Power Supply

Provides power to all internal components, such as the motherboard, coin mechanism, motor... etc. The +5v and +12v are separated to ensure no interference to components when one has an insufficient supply or an unstable supply of power.

Note: +5v is on the left +12v is on the right



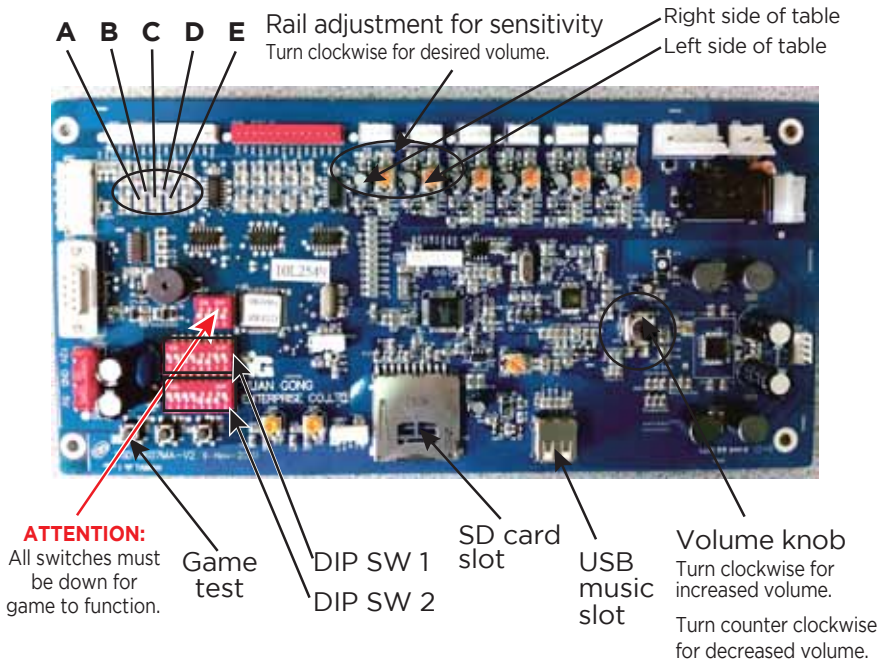
Motherboard

Controls the operation of all internal components. Malfunctions or errors with any of the components can be diagnosed by looking at the LED light indicators on the motherboard.

Descriptions of light signals and DIP Switches

Error Lights

- Light A Goal Sensor Signal
- Light B Start Button Light Signal
- Light C Coin Mechanism Light Signal
- Light D Ticket Light Signal
- Light E Rail Noise Strike Light signal



DIP Switch Adjustment



DIP SW 11

DIP SW 12

I = UP O = DOWN

*Default switch position is down.

SW1 - Dip Switch 1

DIP SW 1

O=OFF I=ON

DIP	SW 1	1	2	3	4	5	6	7	8
COIN 1	CREDIT 1	I	I	I					
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

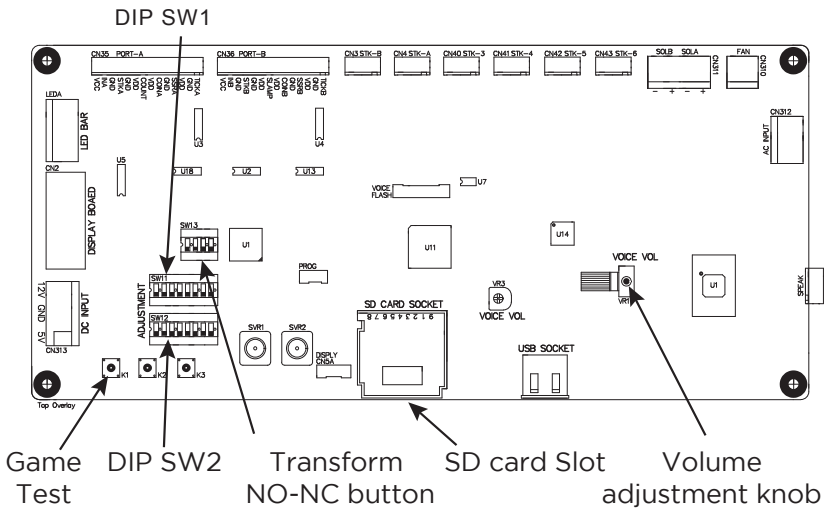
SW2 - Dip Switch 2

DIP SW 2

O=OFF I=ON

DIP	SW 2	1	2	3	4	5	6	7	8
GOAL	NO LIMIT	O	O	O					
	9	I	O	O					
	8	O	I	O					
	7	I	I	O					
	6	O	O	I					
	5	I	O	I					
	4	O	I	I					
	3	I	I	I					
TIME	NO LIMIT				O	O	O		
	10				I	O	O		
	8				O	I	O		
	6				I	I	O		
	4				O	O	I		
	3				I	O	I		
	2				O	I	I		
1				I	I	I			
TICKET	WINNER								I
	BOTH							O	
DEMO SOUND	ENABLED								I
	DISABLED								O

Description of Motherboard Controls



- LEDA: Running LED lights around table
- NC2 : Display panel connection outlet
- NC313 : Direct Current (DC) Input outlet
- NC35 : A1 Output Control point
- NC36 : B1 Output Control point
- NC311 : Electro-magnet switch for goal gates (solenoid)
- Nc3 : Rail Strike Detector
- NC4 : Rail Strike Detector
- NC40 : Rail Strike Detector
- NC41 : Rail Strike Detector
- NC42 : Rail Strike Detector
- NC43 : Strike Detector
- NC310 : Blower output
- NC312 : Alternating Current (AC) Output
- R3 : Sound Effect and Volume adjustment
- VF1 : Total Volume Adjustment
- SPEAK : Sound Output

Part #	Description	Qty
3202004	Air Hockey Key #2868	3
3213082	Solenoid Brackets	12
3601007	Power Cord (U.S. Style)	1
3604056	Coin Mech w/LED Indicator	2
3605091	Goal Solenoid DC 12V	4
3605117	Power Supply NES-100-12+12V	1
73605118	Power Supply NES-100-5+5V	1
3607050	Blower Motor 110V	1
3611010	Speaker	2
3612370	Optical Goal Sensor	2
3619007	Rail Sensor Chip (27mm)	4
3699001	6 Digit Coin & Ticket Counter (12V)	1
3699019	Power Switch	1
3207443	Coin Panel 419mm	2
3212075	Door Chain 410mm	4
3213349	Puck Terminal	4
3213365	Power Switch Box	1
3213501	Rail Corner Reinforcement Iron	4
3301288	Coin & Ticket Chrome Door Accent	2
3301292	Access Door Spacers	4
3301311	Interior Corner Part Attachment	4
3301320	Body Corner Piece-327mm	4
3301347	Puck Release Bay (plastic only)	2
3303648	Puck Slide (362 x 200 x 8mm)	4
3612399	Puck Release Bay w/LED	2

Ref #	Part # Description	Qty
3501053L	Black Rubber Perimeter Rail Trim	1
616030028	Leg Leveler	4
616030029	Air Hockey Leg (400mm)	4
616030036	Red Goal Bar for Model L 470mm	1
616030037	Green Goal Bar for Model L 470mm	1
3704009	Play Field Aerosol Polish (non-ammonia)	1
616030001	Hockey Mallet (Orange)	4
616030002	Hockey Mallet (Blue)	4
3399184	Barron Pucks	10
3301354	Corner Mallet Holder	4
3605107	Isolation Transformer 220V	1
3202118	Short Lock Assembly	8
616030046	Coin Mech Faceplate	1
3213517	Power Cord Security Clip	1
3712120	Cash Box	1
3399160	Blower Gasket	1
3207528	Right Goal Spacer	2
3207527	Left Goal Spacer	2
3207564B	2 Player Blue End Rail	2
3207461B	2 Player Blue Side Rail	2
3604071	Entropy 2000 Ticket Dispenser	-
3612394	Main PC Board	1
3612382	LED Scoreboard	2
3213492	Puck Drop Chute	2

PLEASE CONTACT STS OR PIA FOR
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RELATING TO THIS MACHINE.

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