



Sonic Hockey Table

BG-X005-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, ensure the space is sufficient for placing or shifting the product.
- 3 Four strong adults are recommended to assemble the product.
- 4 Prior to assembly, inspect and ensure all parts are completely assembled and secure.



TOOL



Screw driver



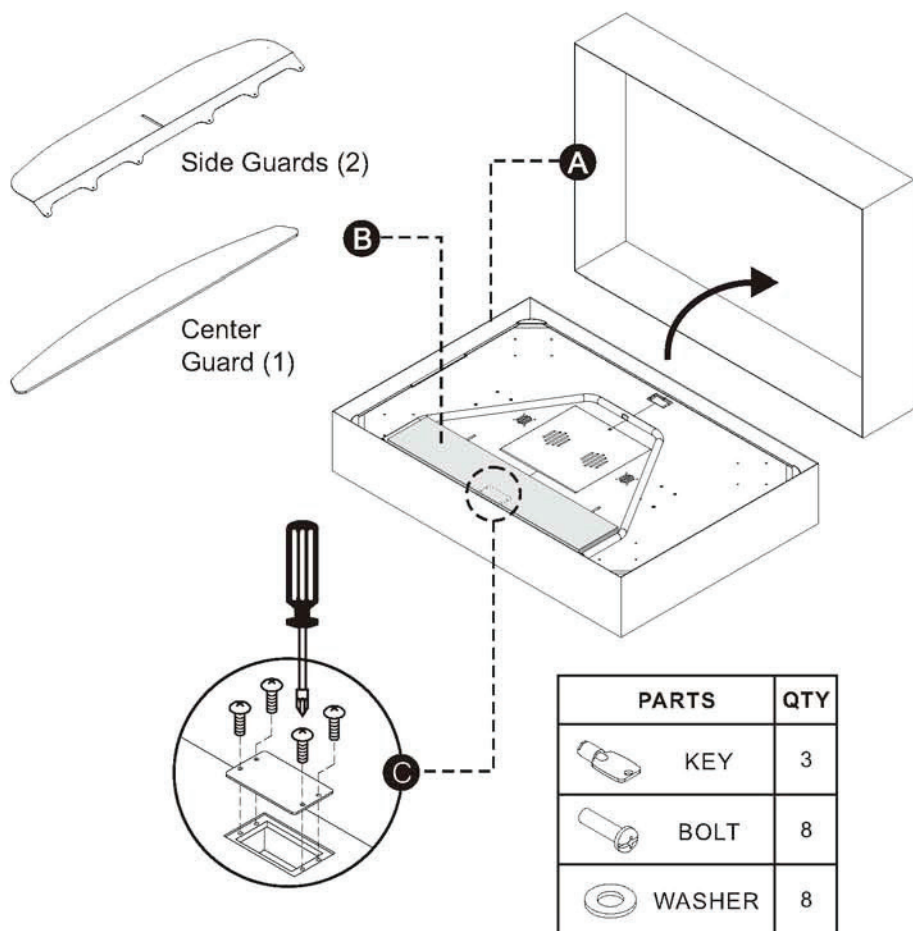
Electric screw driver



Scissor

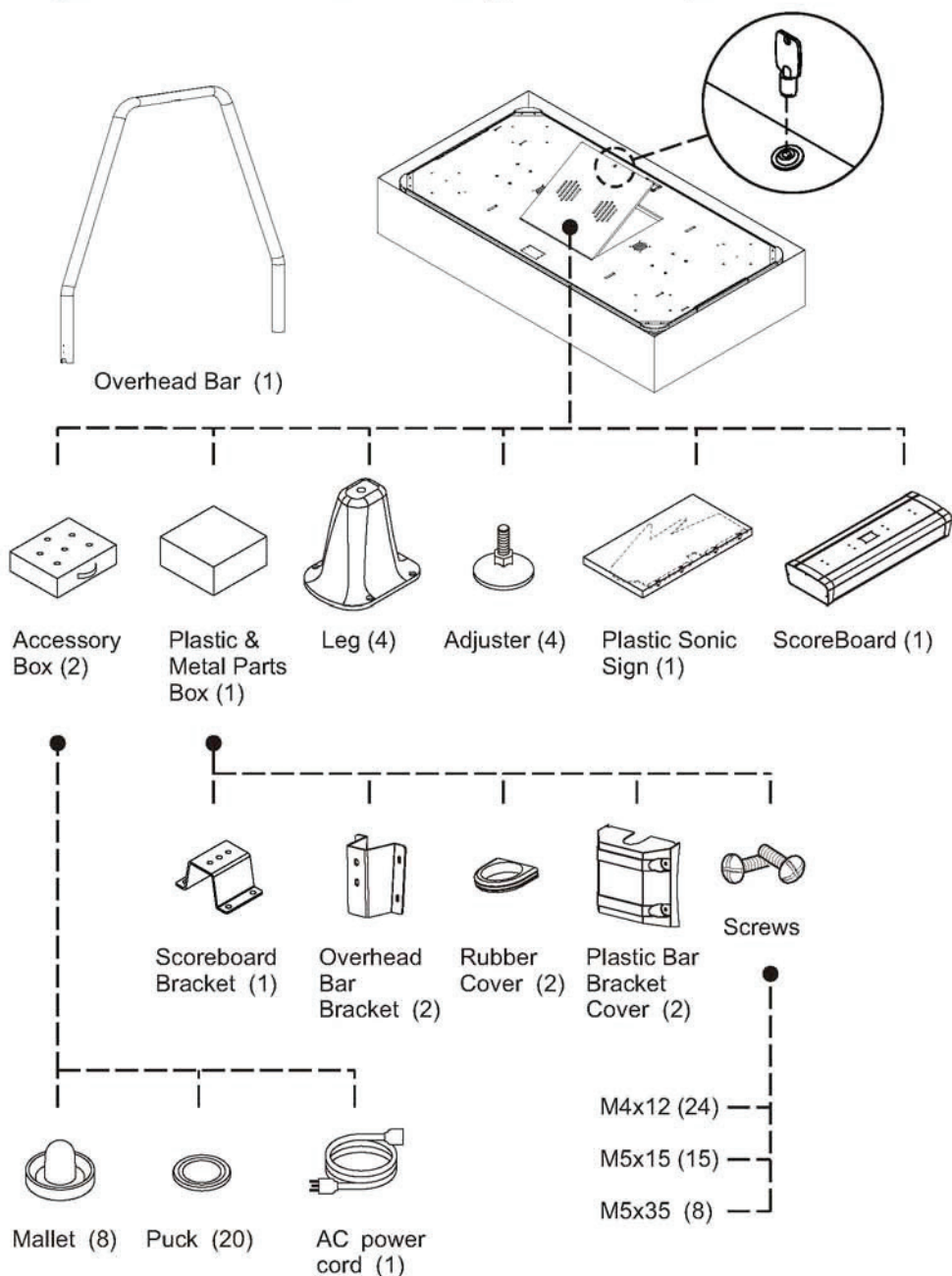
STEP 1

- A** Open the paper box to ensure the wooden side is facing upwards and playfield is facing down to the floor.
- B** Take out the side guards (2) and the center guard (1).
- C** Use the screw driver to unscrew the bolts on the panel where has the sticker "PARTS". Once the panel is opened, take out the parts as indicated below.



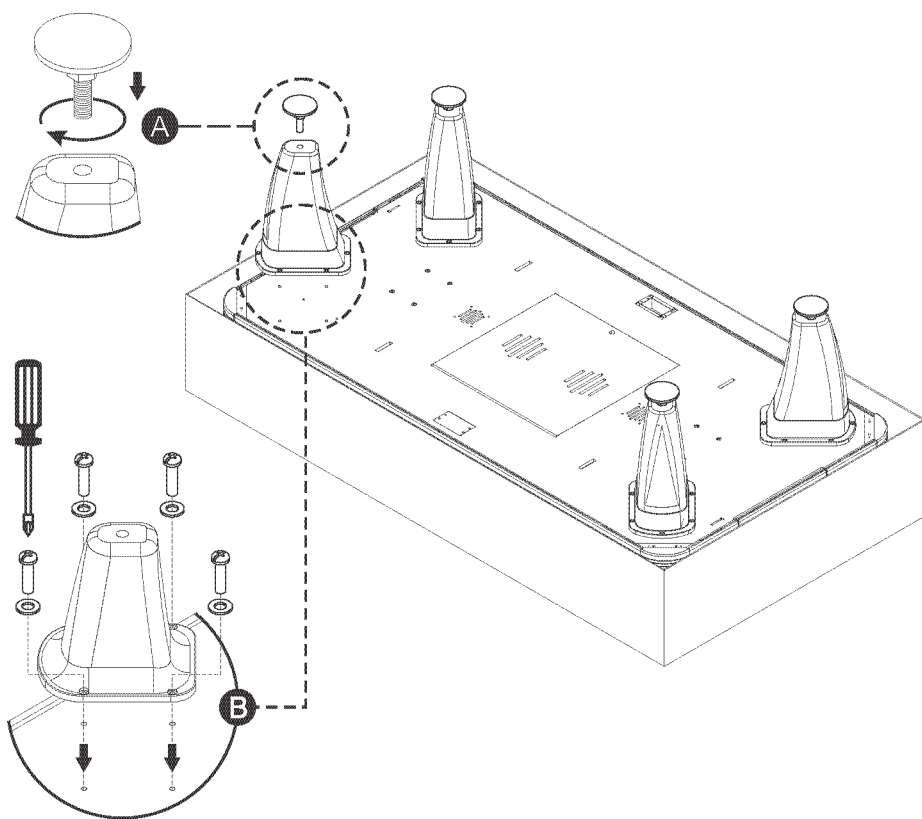
STEP 2

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



STEP 3

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

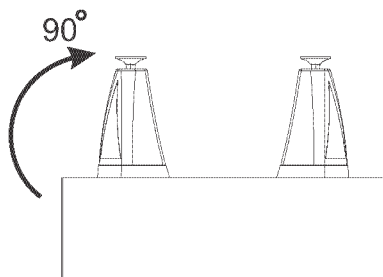


STEP 4

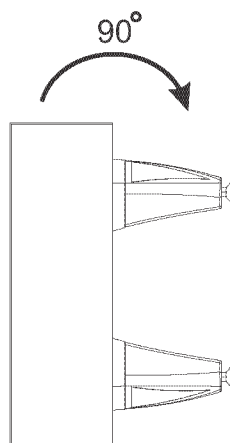
4 strong adults are required to turn the table over.

Once the legs are tightly screwed onto the table base, turn and position the table to 90 degrees ; then turn it again in the same manner to the upright position.

A

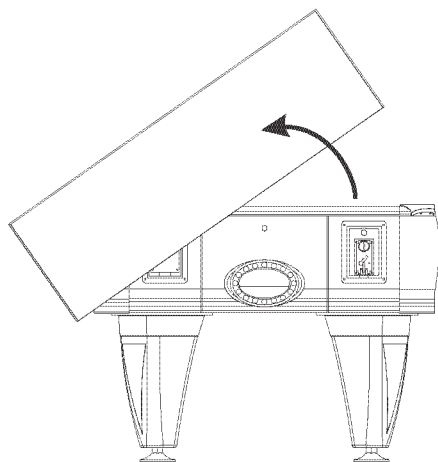


B



C

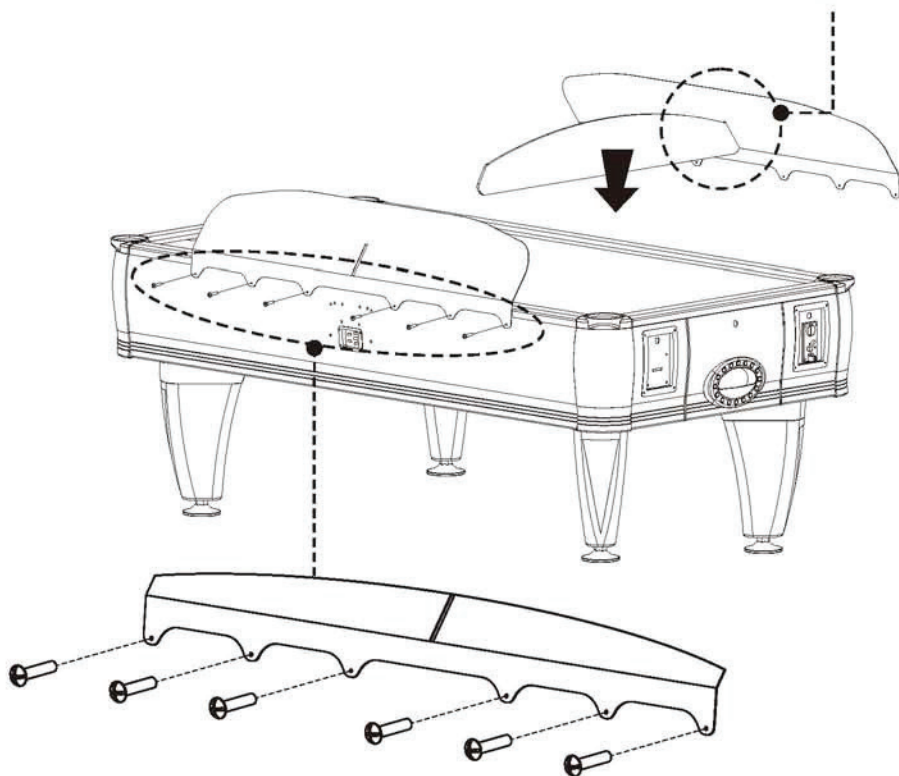
Set table down on all four legs at the same time.



STEP 5

- Attach the center guard on one side with big flathead screw M4x12mm (12).
- As to the other side, insert center guard into the side guards before screw it tightly.

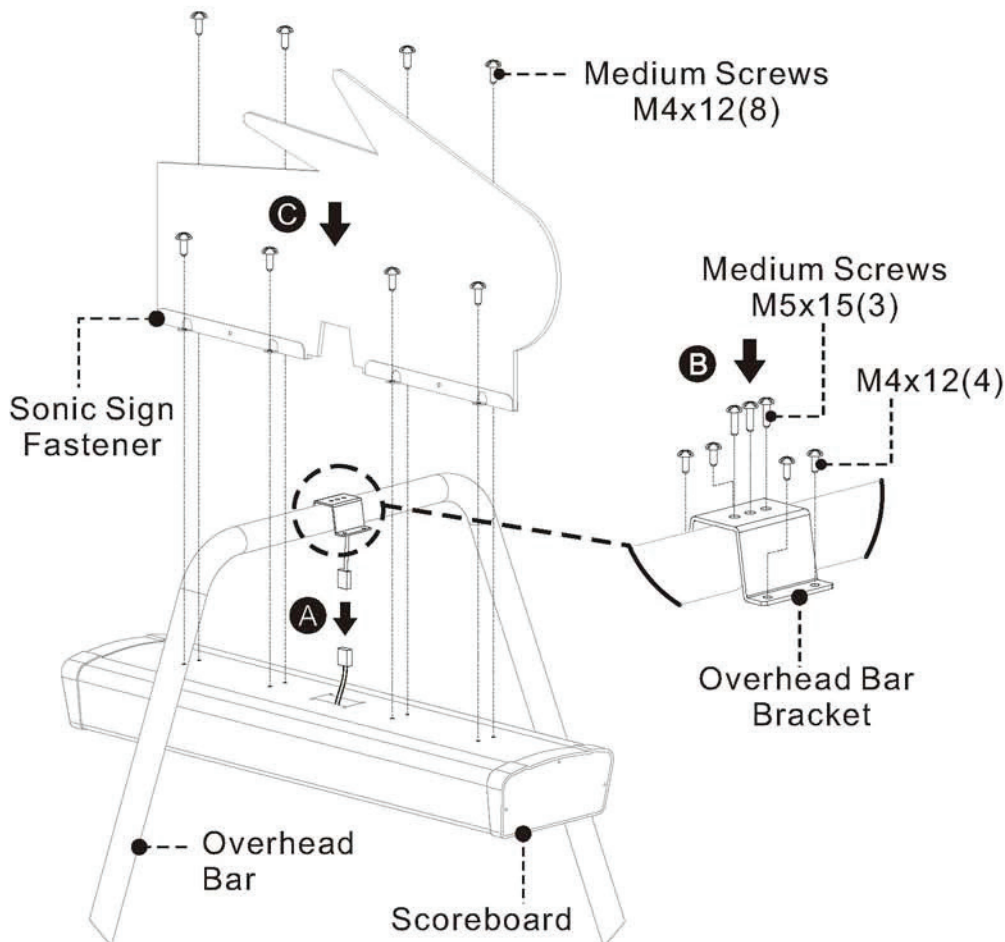
Insert the center guard into one side first, then screw the side guard.



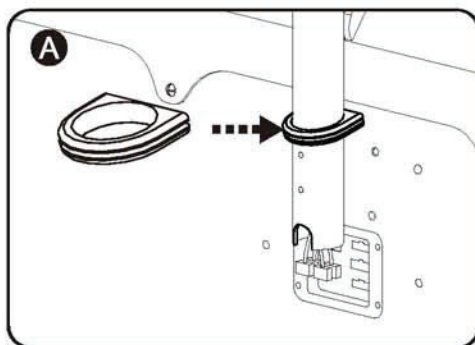
Screw the side guard on one side with big flathead screw M4x12mm (12)

STEP 6

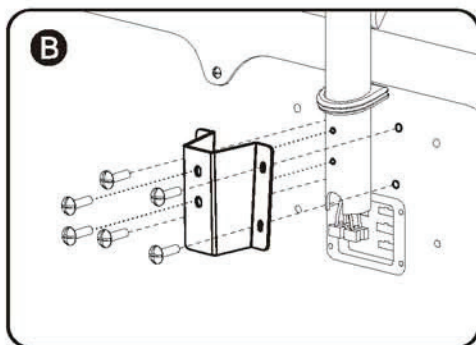
- A** Connect the corresponding pins from the cable on the bar to the scoreboard. Connect with the matching color and shape of the pin .
- B** Attach the overhead scoreboard to the bar with two medium screws.
- C** Screw the sonic sign fastener on the scoreboard. Use M4x12 screws to screw sonic sign fastener tightly onto the scoreboard.



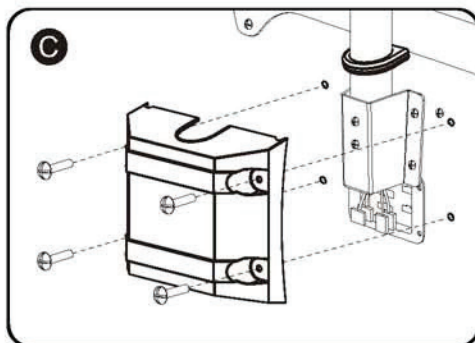
STEP 7



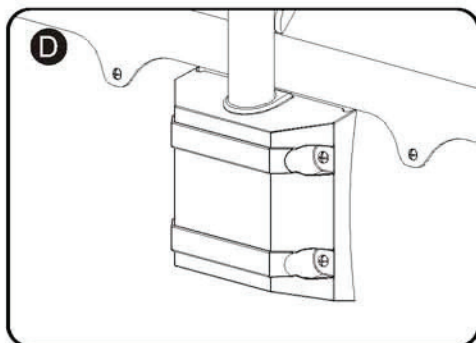
- Push Rubber Cover into Overhead Bar.
- Pay attention on connecting with the matching color before insert the pin.



- Use M5x15 screws, fasten it into Overhead Bar Bracket, but not too tight, fasten tight after both sides are set.



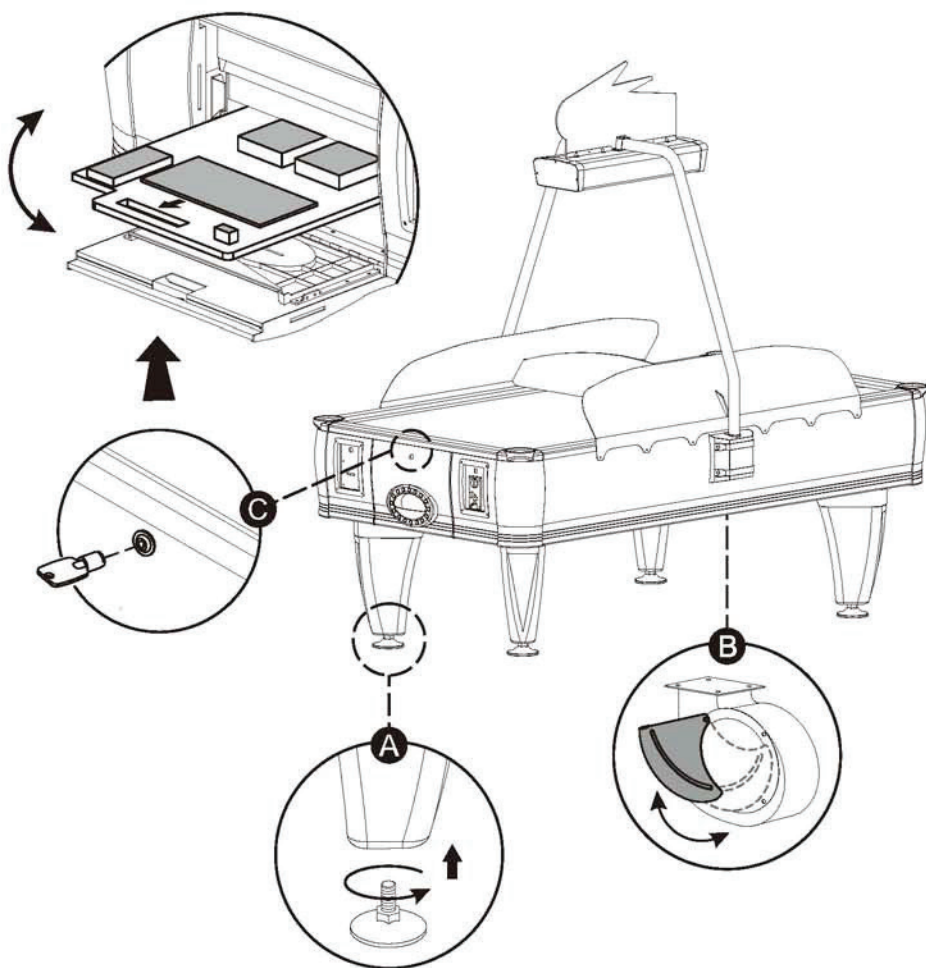
- Insert Plastic Bar Bracket Cover into the notch of Rubber Cover, use M5x35 screws, but not too tight.



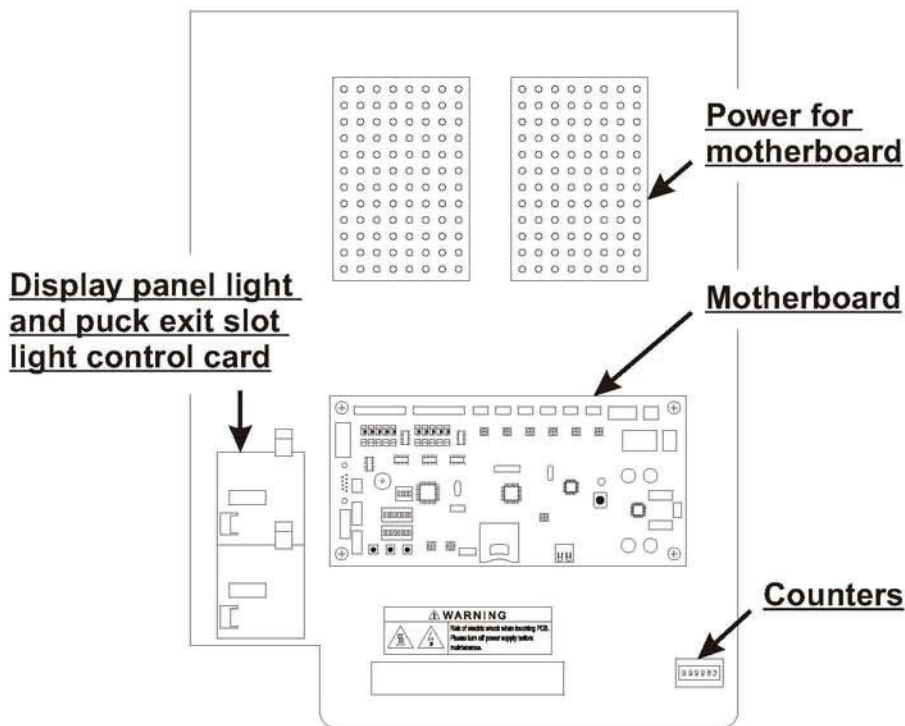
- Fasten tight after both sides are set.

STEP 8

- A** After assembly, revolve the adjuster to adjust the height of table.
- B** Open the base door, use the iron plate on the blower to control the blowing rate.
- C** Open the door beside the coin acceptor where the mother board installed and set up the game.



Description on locations of controls



Power for Motherboard:

Supply the power to motherboard and other control cards. Separate the power point to +5V and +12V, in order not to influence other components when power failure or instable.

Caution: Left for +5V ; Right for +12V

Motherboard:

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

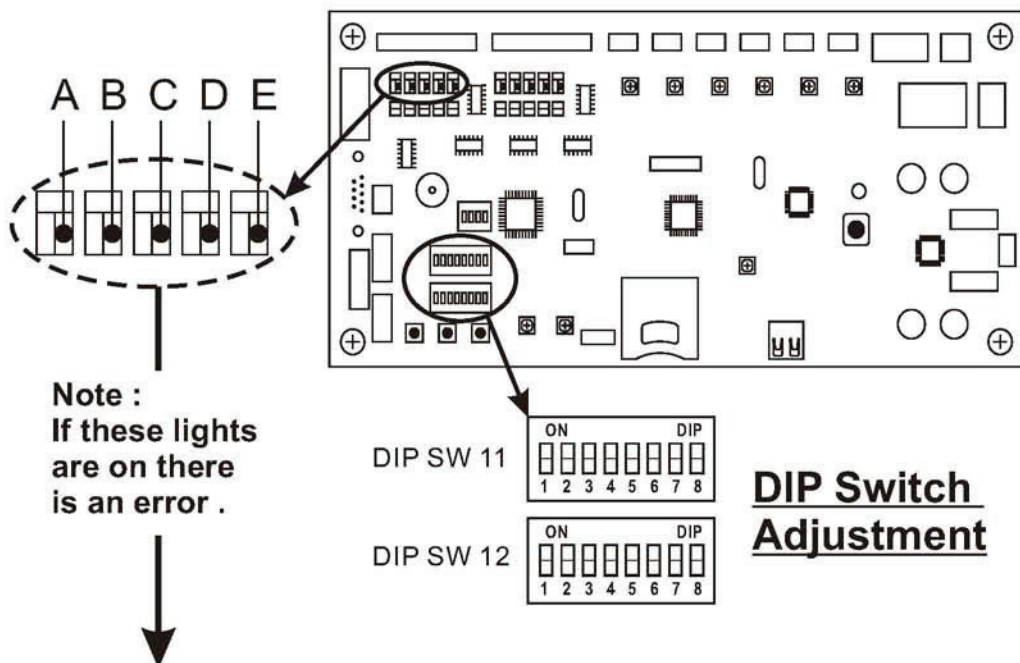
Display panel light and puck exit slot light control card:

Control the display panel lights and puck slot lights.

Counters:

Count 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 stays 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 inserts, flash light as the signal. If the light stays 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 the 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 the puck hits the rail, the sound is made and flash light as signal. If the light stays on, adjust VR till light is off.

DIP SW 11

		O=OFF I=ON							
DIP	SW 11	1	2	3	4	5	6	7	8
COIN 1	CRBDIT 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

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.

DIP SW 12

DIP	SW 12	1	2	3	4	5	6	7	8
GOAL	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					
TIME	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		
TICKET	1				1	1	1		
	WINNER							1	
	BOTH							0	
	ENABLED								1
DEMO SOUND	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 is on standby.

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.

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 .

PLEASE CONTACT STS OR PIA FOR
ALL PARTS AND SERVICE
RELATING TO THIS MACHINE.

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