

The Best Redemption Air Hockey Tables in the Business

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Sonic Air Hockey

Air Hockey Table Owners Manual

Assembly operation and care instuctions.

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Troubleshooting

I. PC Board Lights

If lights on Pc Board are on for coin mechanism and/or ticket dispenser, there is an error for the corresponding light(s).

II. Ticket Dispenser

Flashing light on ticket dispenser means out of tickets.
Restart table if light does not appear with new tickets inserted.

III. Coin Mechanism/Acceptor

Make sure to replace the sample plastic coin with the desired number of coins. Coin Acceptor must be on N.O.(normally open)setting.

IV. Puck Release

If puck is grtting stuck inside of the release door , the following need to be check for possible errors :

- 1) Check for debris, shavings, paper and other emains lodged inside the return unit.
- 2) Puck has chips not allowing it to fall through the return unit. Replace or sand puck.
- Wire connector to release solenoid has become unplugged/ damaged/stuck/broken.
- 4) Release solenoid needs to be replaced. ContactBarron Games for spare parts.

V. Push Start Sound

If you hear "PUSH START", the following need to be checked and corrected. It is an error message. Restart the table after every time changes/new settings are made. ON/OFF switch is underneath the table, next to the power display.

- 1) Machine is out of tickets.
- 2) Both coin acceptors and ticket dispensers are properly plugged in and connected.
- 3) Any damage to connection pins/other wirse.
- 4) Make sure both ticket dispensers are on the following settings N.O (Normally Open) and not on continuous dispense.
- 5) Both coin acceptors are on the N.O (Normal Open) settings.
- 6) The correct numbers of coins have inserted to play the game.

VI. NOTE

There is no start button located on commercial air hockey machines. You may purchase a start button and faceplate through Barron Games for residential use.

Barron Games International LLC. Tech Support and Parts Service phone number 1(716)866-0054 or email info@barrongames.com.

More information/updates can be found at www.barrongames.com.

Manufactured by **YUAN GONG** - Taiwan

Care and Maintenance

- Turn the adjustable leg bolts to create a leveled playing field.
- Place puck in the middle of the table, if it moves to a certian side; raise accordingly.
- Avoid direct sunlight if table is placed outdoors.
- Avoid exposure to wetness when placed in basement or wet area.
- Do not shake or drop when transporting.
- Replace puck when moving slowly during game play. Light sanding of puck can also smooth puck.
- Check air holes periodically to ensure smooth air hockey play.
- Do not use sharp objects on playfield.
- Keep table surface always clean and dust free.
- When cleaning table surface use a soft dry cloth and polishing spray. DO NOT APPLY WATER.
- DO NOT APPLY AMONIA BASED PRODUCTS such as window/glass cleaner.
- Polish Spray/Wax is provided inside the mallet kit.
 Contact Barron Games for more if needed.
- Plish Spray/Wax table monthly to ensure best playfield.
- Wax the table surface periodically ti ensure smooth air hockey play.



Weight	
erhead Bar	911

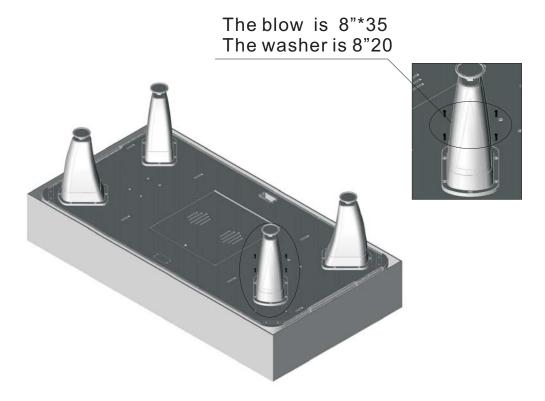
Table 300lbs

Legs 48lbs

Total Weight 357lbs

Dimensions

Lenght	89"
Width	52"
Height	57"



Attach the legs to the table with the medium screws provided with washers.

The blower has already been attached.

Remove the keys taped to the bottom of the table.



DIP SW 11

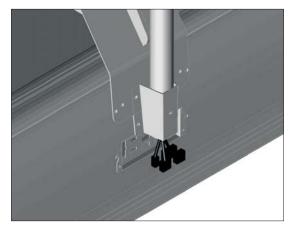
DIP SW 12

Adjust the switch of machine

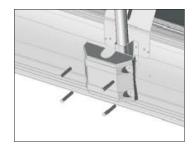
O = OFF : Switch is Down I = ON : Switch is UP

DIP S	SW 11					0=	OFF	: =	ON
DIP	SW 11	1	2	3	4	5	6	7	8
COIN 1	CRBDIT 1	ı	Τ	Τ					
1	2	0	Ι	Ι					
1	3	0	0	Ι					
1	4	0	0	Ι					
2	1	_	Ι	0					
3	1	0	Ι	0					
4	1	-	0	0					
FREE	PLAY	0	0	0					
LOSE	WIN								
NONE	TICKET				0	0	0		
L1	W3				Ι	0	0		
L2	W6				0	Ι	0		
L3	W9				Ι	Ι	0		
L4	W18				0	0	Ι		
L5	W22				Ι	0	Ι		
L6	W26				0	Ι	Ι		
L7	W36								
	Α							Ι	Ι
STRIKE	В							0	1
SOUND	С							Ι	0
	NO SOUND							0	0

DIP S	SW 12	2				0=	OFF	- =	ON
DIP	SW 12	1	2	3	4	5	6	7	8
	NO LIMIT	0	0	0					
	9	П	0	0					
	8	0	I	0					
GOAL	7	Ι	I	0					
GUAL	6	0	0	Ι					
	5	П	0	Ι					
	4	0	Ι	Ι					
	3	П	Ι	Ι					
	NO LIMIT				0	0	0		
	10				Τ	0	0		
	8				0	Τ	0		
TIME	6				Ι	Τ	0		
IIIVIE	4				0	0	Τ		
	3				Τ	0	Τ		
	2				0	Τ	Τ		
	1				Τ	Τ	Τ		
TICKET	WINNER							Τ	
IICKEI	BOTH							0	
DEMO	ENABLED								Ι
SOUND	DISABLED								0



Attacf side score board cable from the bar to the side of the table, connecting to the matching color and shape of the pin.



Attach the overhead bar holder to the table with medium screws . DO NOT TIGHTEN .

Push bar into holder on both sides of the table. When the bar is completely into the holder, tighten the bracket with the bar in it securely to the air hockey table. Attach white cover plate over bar bracket using the large screws.





Adjuster.

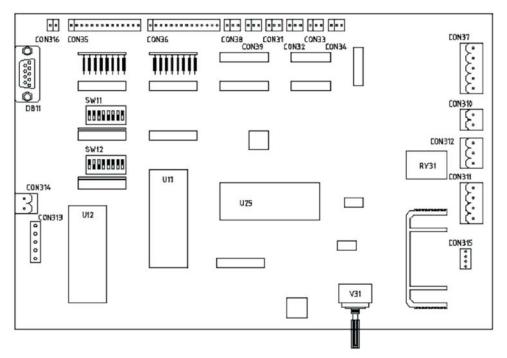
Make sure all screws are tight and secure . Adjust the table to the desired height .

Use a level to ensure fair play and a balanced table.

Plug in the table to a 110Volt system.

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PCB LAYOUT & SPECIFICATION



CON 35: A1, Signal In/Out Controller

CON 36: B1, Signal In/Out Controller

CON 38: A2, Puck Strike Detector

CON 39: B2, Puck Strike Detector

CON 31: Neon Lamp Speed Control

CON 310: Turbine Engine

CON 311: Solenoid Control

CON 312: AC Power

CON 313 : DC Power [GND +5V +12V]

CON 315: Left/Right Speaker

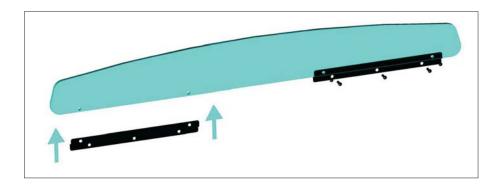
V31: Volnme Cpntrol

Remove sticky surface from the chrome side of the holders of the side guards .

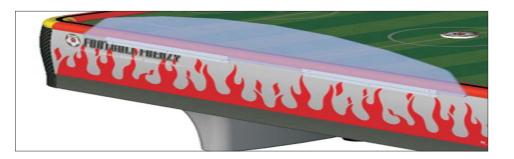
Remove protective covering off the side safe guards.

Using the small screws, attach the Plexiglas side safe guards with the chrome side out.

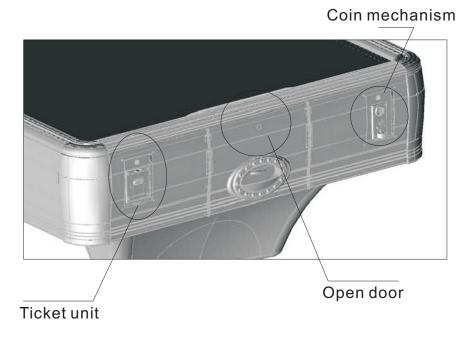
Using small screws, attach the Plexiglas and holder to the table. DO NOT scerw too tight, Plexoglas may crack.



Attach top half of the side safe guard chrome holder to the plexiglass . Attach the bottom half to the table .



10.



Open the door and remove the kit with the pucks and mallets , and polish spray for play .

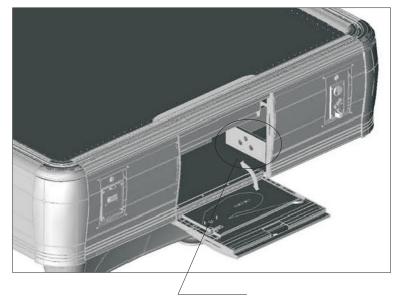
CON 35.	
S2	1. +5V
WHITE	2.PUCK-IN DECECT A1 GOAL SENSOR
BLACK	3.GND
BROWN	4.START
BLACK/WHITE	5.GND A1 START
ORANGE/BLACK	6. +12V
BLUE	7.COUNTER COUNTER
ORANGE	8. +12V
GREEN	9.COIN SELECTOR A1 COIN SELECTOR
BLACK	10.GND
BLUE	11.SSR
ORANGE	12. +12V A1 TICKET DISPENSER
BLACK	13.GND
PURPLE	14.TICKET
CON36.	
CON36. RED	1.+5V
001.001	1.+5V 2.PUCK-IN DECECT B1 GOAL SENSOR
RED	
RED WHITE/RED	2.PUCK-IN DECECT B1 GOAL SENSOR 3.GND
RED WHITE/RED BLACK	2.PUCK-IN DECECT B1 GOAL SENSOR 3.GND
RED WHITE/RED BLACK YELLOW	2.PUCK-IN DECECT B1 GOAL SENSOR 3.GND 4.START B1 START 5.GND 6.+12V START LAMP
RED WHITE/RED BLACK YELLOW BLACK/WHITE ORANGE/ORANGE BROWN/ORANGE/YELLOW/BLACK	2.PUCK-IN DECECT B1 GOAL SENSOR 3.GND 4.START B1 START 5.GND 6.+12V 7.START LAMP START LAMP
RED WHITE/RED BLACK YELLOW BLACK/WHITE ORANGE/ORANGE BROWN/ORANGE/YELLOW/BLACK ORANGE	2.PUCK-IN DECECT B1 GOAL SENSOR 3.GND 4.START B1 START 5.GND 6.+12V 7.START LAMP 8.+12V START LAMP
RED WHITE/RED BLACK YELLOW BLACK/WHITE ORANGE/ORANGE BROWN/ORANGE/YELLOW/BLACK	2.PUCK-IN DECECT B1 GOAL SENSOR 3.GND 4.START B1 START 5.GND 6.+12V 7.START LAMP START LAMP
RED WHITE/RED BLACK YELLOW BLACK/WHITE ORANGE/ORANGE BROWN/ORANGE/YELLOW/BLACK ORANGE GREEN BLACK	2.PUCK-IN DECECT B1 GOAL SENSOR 3.GND 4.START B1 START 5.GND 6.+12V 7.START LAMP 8.+12V START LAMP
RED WHITE/RED BLACK YELLOW BLACK/WHITE ORANGE/ORANGE BROWN/ORANGE/YELLOW/BLACK ORANGE GREEN BLACK BLUE/ORANGE	2.PUCK-IN DECECT B1 GOAL SENSOR 3.GND 4.START B1 START 5.GND 6.+12V START LAMP 8.+12V 9.COIN SELECTOR B1 COIN SELECTOR 10.GND 11.SSR
RED WHITE/RED BLACK YELLOW BLACK/WHITE ORANGE/ORANGE BROWN/ORANGE/YELLOW/BLACK ORANGE GREEN BLACK BLUE/ORANGE ORANGE	2.PUCK-IN DECECT 3.GND 4.START 5.GND 6.+12V 7.START LAMP 8.+12V 9.COIN SELECTOR 10.GND 11.SSR 12.+12V RITICKET DISPENSER
RED WHITE/RED BLACK YELLOW BLACK/WHITE ORANGE/ORANGE BROWN/ORANGE/YELLOW/BLACK ORANGE GREEN BLACK BLUE/ORANGE	2.PUCK-IN DECECT 3.GND 4.START 5.GND 6.+12V 7.START LAMP 8.+12V 9.COIN SELECTOR 10.GND 11.SSR 12.+12V

4. 13.

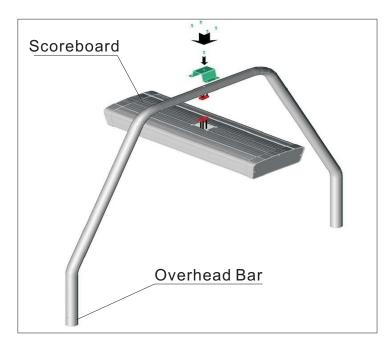
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CON38.
ORANGE/BROWN
                     1.+12V
WHITE
                     2.STRIKE DETECT
                                       A2 PUCK STRIKE DETECTOR(SEND, RECEIVE
                     3.GND
BLACK/BLUE
CON39.
ORANGE/BLACK/BROWN 1.+12V
WHITE
                                       B2 PUCK STRIKE DETECTOR(SEND, RECEIVE
                     2.STRIKE DETECT
BLACK/WHITE/BLUE
                     3.GND
CON31.
2.
3.
CON310.
                     1.AC110V OR AC220V TURBINE ENGINE POWER OUT
BROWN
                     2AC110V OR AC220V
BLUE
CON311.
                     1.+12V
ORANGE
                                       A1 SOLENOID SW
PURPLE
                     2.SIGNAL CONTROL
ORANGE
                     3.+12V
                                       B1 SOLENOID SW
                     4.SIGNAL CONTROL
GREY
CON312.
BROWN
                     1.AC110V OR AC220V
                     2.AC110V OR AC220V AC POWER IN
GREEN/YELLOW
                     3.AC110V OR AC220V
BLUE
CON313.
ORANGE
                     1.+12V
                     2.
BLACK
                     3.DNG
                                       DC POWER IN
RED
                     5.+5V
CON315.
1.SP+
                                       LEFT SPEAKER
2.SP-
3.SP+
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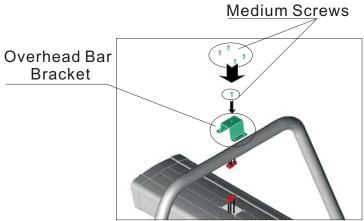
RIGHT SPEAKER

4.SP-



Lockable Cash Box





Connect the corresponding pins from the cable running up the bar to the scoreboard, connecting to the matching color and shape of the pin.

Attach the overhead scoreboard to the bar with two medium screws to the bar.

3. Coin Mechanism

2. Start Button

4. Ticket Unit

1. Sensor

5. Hitting Sound for rails



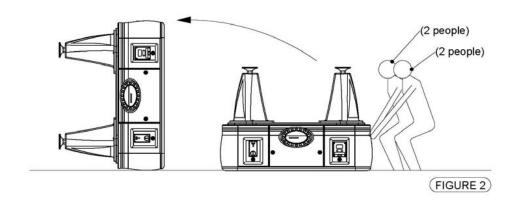
6. Programmable Settings Sw11

7. Programmable Settings Sw12

6.

4 STRONG ADULTS ARE REQUIRED TO TURN THE TABLE OVER.

1. Turn table on its side without the score control panel.



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

