



Air Hockey v10.0 Operator Settings

Setting Software Defaults

- To set the table to Factory Defaults, User should hold down the 'VALUE' button on the PC Board while powering up the table. After the usual startup check display of '88', the LED display flashes 'FP' (Factory Program). Releasing the 'VALUE' button starts the program using Factory Default values.
- To change the Default Values of the game, the user should hold down the 'ACCESS' button **for six seconds** while the table is ON until the countdown begins on the display panel, from 5 to 1 followed by 'SC' (the first menu item). Release of the 'ACCESS' button before 'SC' is displayed will restart the game and not access the edit mode. Release the ACCESS button when 'PE' is shown and the menu system is accessed
- Change values by, not surprisingly, pressing the 'VALUE' button. The value increases with each push of the 'VALUE' button up to the maximum shown in the table below, and then returns to the minimum value.
- Pressing 'ACCESS' again will display the next value to view or change. At the end '- -' will be displayed.

- **SC - Score to win**
 - Default Value: 7
 - Min Value: 2
 - Max Value: 9
- **LE - Match length in minutes**
 - Default Value: 7
 - Min Value: 0 (game not timed)
 - Max Value: 16
- **CC - Coins Per Credit**
 - Default Value: 8
 - Min Value: 1
 - Max Value: 40
- **PC - Plays per Credit**
 - Default Value: 1
 - Min Value: 1
 - Max Value: 3
- **CS - RGB LED Color Cycle Speed**
 - Default Value: 1
 - Min Value: 0
 - Max Value: 10
- **CB - RGB LED Brightness**
 - Default Value: 2
 - Min Value: 0
 - Max Value: 5
- **SO - Sound Effect Enable**
 - Default Value: 1
 - Min Value: 0 = OFF
 - Max Value: 1 = ON
- **HI - Rail Strikes per Sound**

(Example, a value of 3 would fire a rail shot sound every 3 rail shots. Keeps the table from being saturated with Rail Hit sounds if desired.)

 - Default Value: 1
 - Min Value: 0 (no strike sound)
 - Max Value: 5
- **AT - Attract Sound Timing**
 - Default Value: 15
 - Min Value: 0 (no attract sound)
 - Max Value: 30
- **TT - Ticket Type**
 - Default value: 0
 - Min Value: 0 (at game end)
 - Max Value: 1 (when goal scored)
- **T1 - Number of Winner Tickets**
 - Awarded at GAME END if tt value = 0
 - Default Value: 7
 - Min Value: Varies
 - Max Value: Varies
- **CT - Consolation Tickets**
 - Default Value: 1
 - Min Value: Varies
 - Max Value: Varies
- **LD - LED Mode**
 - Default Value: 1
 - Min Value: 0
 - Max Value: 1
- **RC - Resting LED Color**
 - Default Value: 1
 - Min Value: 0
 - Max Value: 7

- Control the Background sounds (crowd sounds and demo music) using the **Background volume control**
- Control the Effects sounds (rail shots, coin drop sounds, scoring, etc) using the **Effects volume control**
- Control the Rail Shot sensitivity using the **VR1 potentiometer on the board.**