

SETUP PROCEDURE FOR THE 5.1 AIR HOCKEY BOARD

The following procedure is for use with the new 5.1 rev. Air Hockey Board. This board uses a 3 position momentary switch instead of dip switches for the setup programming. When the switch is moved down it is in the Cal 1 position, when it is moved up it is in the Cal 2 position, the center position is normally open.

The programmable operator adjustables are stored in memory. Should, for any reason, this information becomes invalid, the game will automatically revert back to its default settings. To change any of these default numbers, hold the 3 position switch in the Cal 1 position for 5 seconds, the left digit of the score display will read the seconds as the switch is held. If the switch is let go of before 5 seconds, the settings will remain the same, after 5 seconds the game will enter the setup menu.

The setup is divided into 4 menus or programming positions. For each program position, a pair of numbers will be displayed for 2 seconds, indicating which programming position you are in. After the 2 seconds, the present value for that programming position will be displayed. The 4 programming positions with their default settings are shown below:

"66"	=	Coins per Credit	Default	=	1
"77"	=	Game Time	Default	=	7 minutes
"44"	=	Coins per Credit	Default	=	1
"11"	=	Games per Credit	Default	=	1

The programming switch allows you to both step through the various programming positions as well as change a particular programming position's value. After holding the programming switch in the Cal 1 position for 5 seconds, you will be in the programming mode. The first pair of numbers displayed will be "66" for Coins per Credit and then the present value. If no change is required to this position, click the switch in the Cal 1 position to step to the desired programming position. To make a change, click the programming switch in the Cal 2 position to increment the value through its adjustment range until the desired value is found and then click the switch in the Cal 1 position to set the new value, programming level or to game mode if you are in the last programming level.

The 4 programming levels and their adjustment ranges are listed below:

Game Start ("66"),	Adjustment Range	1-4
1	=	number of switch closures or credit pulses to start game
2	=	number of switch closures or credit pulses to start game
3	=	number of switch closures or credit pulses to start game
4	=	number of switch closures or credit pulses to start game

Game Time ("77") Adjustment Range 1-16 minutes
This position sets the game time

Coins per Trigger ("44") Adjustment Range 1-4
This position programs the coin counter. It can either be set to count games or coins. For example: if this position is set to "1", it is counting games. If the game uses a \$.50 slide chute and this position is set to "2", then it is counting coins.

Because games are priced differently, the default setting for this position is "1", counting games.

Games per Credit ("11") Adjustment Range 1-4
This position sets the number of games per credit

The settings can be checked by entering the setup menus and toggling the Cal 1 switch to increment through the menu, without changing the settings.