



Air Hockey v9.1 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 while the table is ON until the countdown begins on the display panel, from 5 to 1 followed by ‘PE’ (Program Edit). Release of the ‘ACCESS’ button before ‘PE’ 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.

<ul style="list-style-type: none">○ SC<ul style="list-style-type: none">▪ Maximum score (for a player) for each game▪ Default Value: 7▪ Min Value: 2▪ Max Value: 9○ LE<ul style="list-style-type: none">▪ Maximum minutes a game will run▪ Default Value: 7▪ Min Value: 0 (game not timed)▪ Max Value: 16○ CC<ul style="list-style-type: none">▪ Coins per credit▪ Default Value: 4▪ Min Value: 1▪ Max Value: 8○ PC<ul style="list-style-type: none">▪ Plays per credit▪ Default Value: 1▪ Min Value: 1▪ Max Value: 4○ SO<ul style="list-style-type: none">▪ Sound On/Off▪ Default Value: 1▪ Min Value: 0 = OFF▪ Max Value: 1 = ON	<ul style="list-style-type: none">○ HI<ul style="list-style-type: none">▪ (Number of Rail Hits per sound. Example, setting this value to 3 would fire a rail shot sound every 3 rail shots. Helps to keep the table from being saturated with Rail Hit sounds if desired.)▪ Default Value: 1▪ Min Value: 0 (no strike sound)▪ Max Value: 5○ At<ul style="list-style-type: none">▪ Attract sounds Spacing (in minutes).▪ Default Value: 1▪ Min Value: 0 (no attract sound)▪ Max Value: 5○ St<ul style="list-style-type: none">▪ Start Button. (not used on coin-op games)▪ Default Value: 0▪ Max Value: 1	<p>Values for games with ticket printers only</p> <ul style="list-style-type: none">○ tt<ul style="list-style-type: none">▪ Ticket Type▪ Default value: 0• Min Value: 0 (at game end)• Max Value: 1 (when goal scored)○ tI<ul style="list-style-type: none">▪ Number of Tickets at GAME END (if tt value = 0)▪ Default Value: 7▪ Min Value: 0▪ Max Value: 14○ Ct<ul style="list-style-type: none">▪ Compensation Tickets▪ Default Value: 1▪ Min Value: 0▪ Max Value: (value tI – 1)○ tl<ul style="list-style-type: none">▪ Number of Tickets at GOAL SCORE (if tt value = 1)▪ Default Value: 1▪ Min Value: 0▪ Max Value: 5
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- User can control the Background sounds (crowd sounds and demo music) using the Background volume control
- User can control the Effects sounds (rail shots, coin drop sounds, scoring, etc) using the Effects volume control
- User can control the Rail Shot sensitivity using the VR1 potentiometer on the board.