Version 5.29.13

BARRON GAMES
INTERNATIONAL

Air Ride

Air Hockey Table Owners Manual

Assembly operation and care instuctions.

Serial # _____

Distributed By _____

Sales Person _____

Technical Service # _____

Forward

First, we would like to thank you very much for purchasing the Air Ride from Barron Games International.

For your own safety, please read through this instruction manual that we have prepared for you thoroughly, and take precautions when using the product. We hope that you will become accustomed to the product quickly.

Note before assembling

1. Inspect to make sure all of the parts are included and not damaged.

2. Prior to assembly, you must ensure there is sufficient space for placing or shifting this product.

3. Air Ride needs at least 2 people for assembly and ensure your safety and the safety of others around you when moving the product.
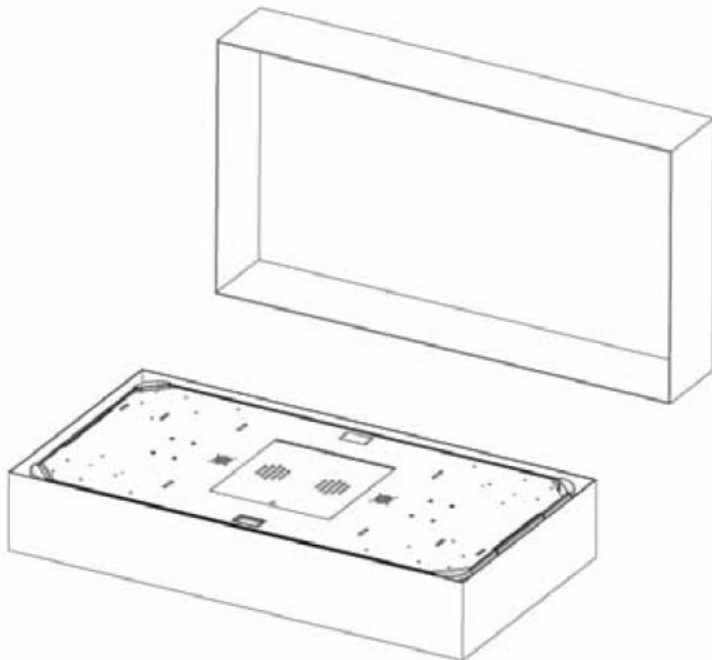
Tools required for assembling

- Air Ride Manual
- Screw Driver or Drill
- Scissors
- Door Key [located inside the table]

*Note: Prepare the above specified tools. Be careful not to damage the product while using these tools
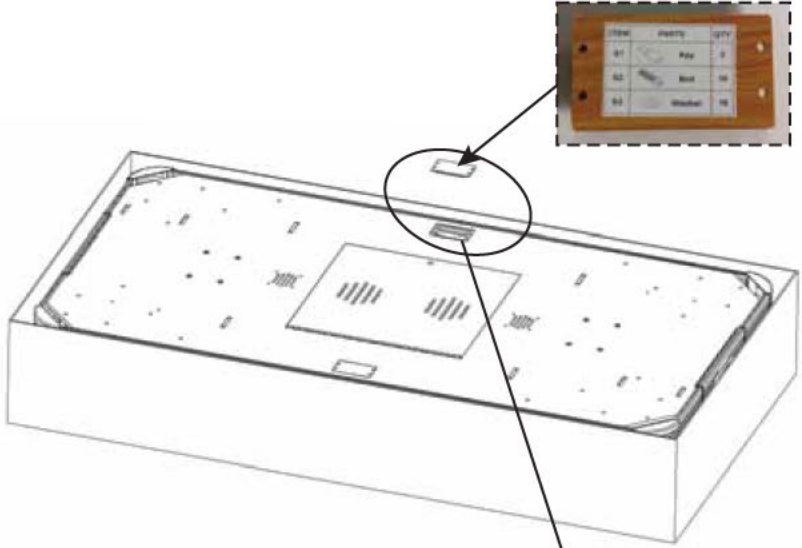
Assembly Procedures

1. Use scissors or a knife to cut* through the packing tape.
   Do not cut too deep or you will damage the unit.

2. Open the carton, make sure the wooden side of the
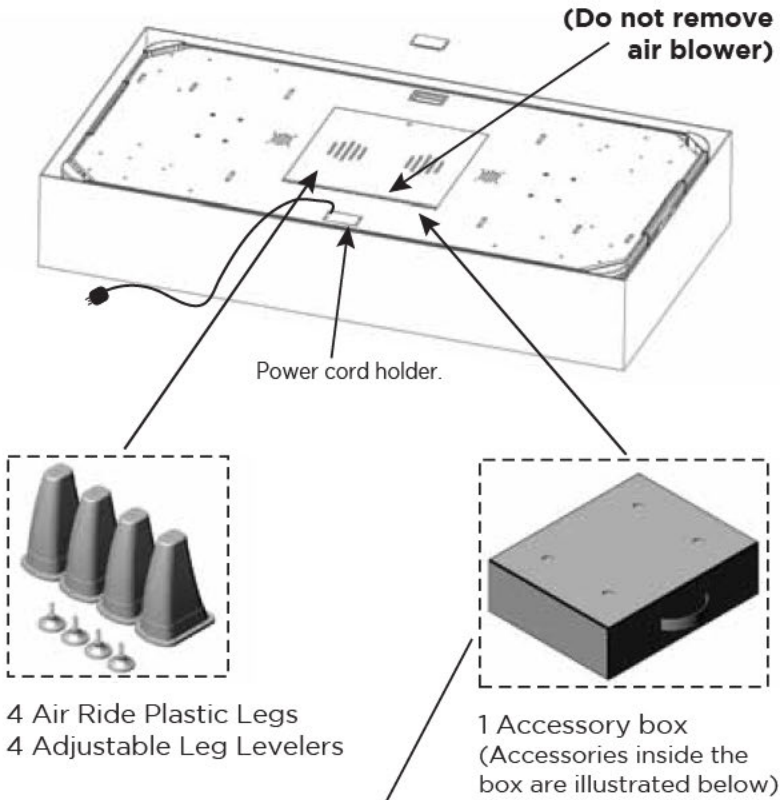   Air Ride table is facing up.

Use a screw driver or drill to unscrew the 4 screws on the panel with the sticker "PARTS" on it. Once the panel is opened, please take out the parts indicated below.

For Legs
16 Roundhead screws M8x25
16 Flat washers M8x16

For machine
3 serial number xxxx
Air Ride keys

After taking out the keys, open the center door panel, and take out all other parts from inside of the machine's body.

(Do not remove air blower)

Power cord holder.

4 Air Ride Plastic Legs
4 Adjustable Leg Levelers

1 Accessory box
(Accessories inside the box are illustrated below)

10 Pucks   +   2 Red Mallets   +   2 Blue Mallets

1 Polish Spray Wax   +   1 AC power cord

Take out the 4 Air Ride plastic legs and screw the adjustable leg levelers onto the base of the legs.
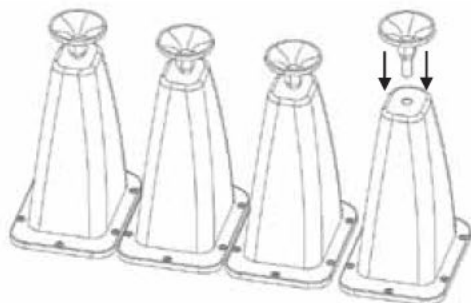
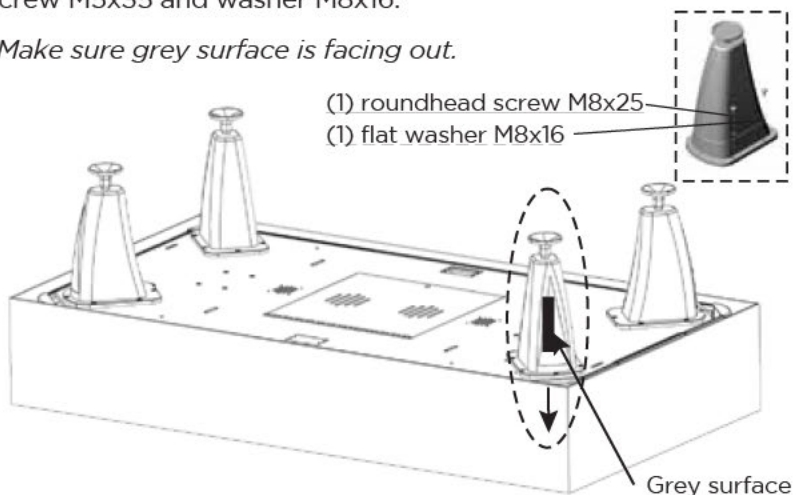Place the legs on the bottom surface of the table. Ensure alignment and then attach with the big flathead screw M5x35 and washer M8x16.

Make sure grey surface is facing out.

(1) roundhead screw M8x25
(1) flat washer M8x16

Grey surface

Ensure all legs are tightly attached then flip the table 90 degrees keeping the cardboard top on to prevent scratching. This action requires 2-4 people. Flip it another 90 degrees to place the legs on the ground.

Finished Position

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⚠ Safety Instructions for use and play.

⚡ Risk of Electric Shock

- Hazardous voltage which can cause electrical shock exists inside the equipment. Only qualified personnel should work inside the equipment.
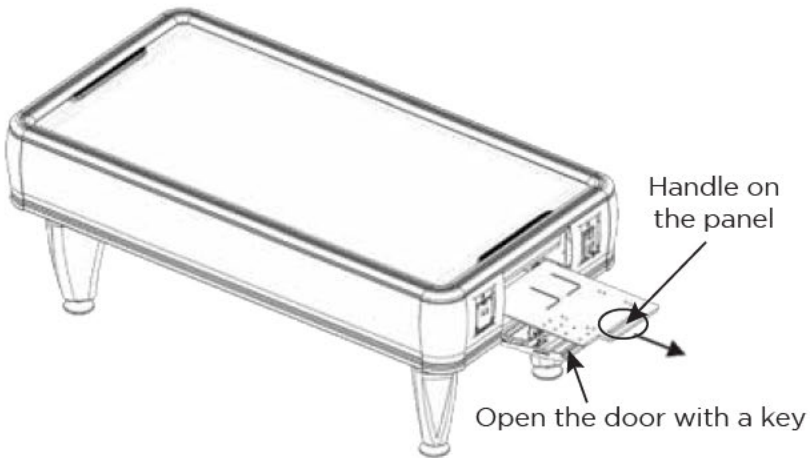
⚠ Playing Warnings

- Do not hit the puck with the mallet when the puck is not level and flat.

- Spectators should not stand by the side of the table. This may cause injury.

- Hold the mallet by the handle and not the base or the puck may hit fingers.

- This game features flashing lights which may not be suitable for photosensitive epilepsy.

Manual for the software of the machine

First, ensure the power is off. Open the door with a key. Hold the panel's handle and pull it out until half of the power panel is exposed.

Handle on the panel

Open the door with a key

Descriptions of internal hardware

Winning Light Control Board

Power supply

Display panel light and puck exit slot light control card

Motherboard

Counters
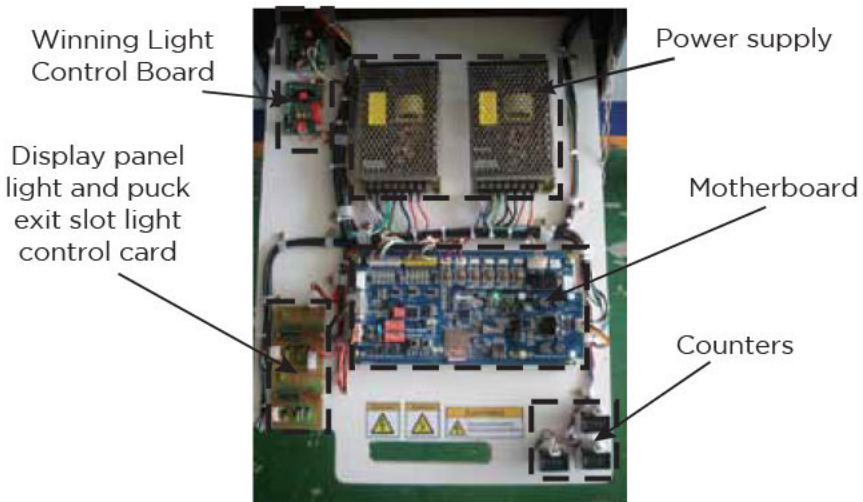
Note: Do not touch open terminals or exposed wires while the game is on. Risk of electric shock.

Function Descriptions of all hardware
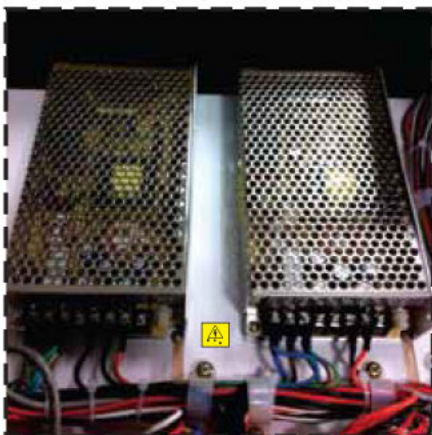
Note: Avoid electric shock. Do not touch open terminals or exposed wires. Please turn off the game to perform repairs.

Power Supply

Provides power to all internal components, such as the motherboard, coin mechanism, motor... etc. The +5v and +12v are separated to ensure no interference to components when one has an insufficient supply or an unstable supply of power.

Note: +5v is on the left   +12v is on the right

Motherboard

Controls the operation of all internal components. Malfunctions or errors with any of the components can be diagnosed by looking at the LED light indicators on the motherboard.

Descriptions of light signals and DIP Switches

Error Lights

Light A   Goal Sensor Signal
Light B   Start Button Light Signal
Light C   Coin Mechanism Light Signal
Light D   Ticket Light Signal
Light E   Rail Noise Strike Light signal

A B C D E   Rail adjustment for sensitivity
                 Turn clockwise for desired volume.

Right side of table
Left side of table

ATTENTION:
All switches must
be down for
game to function.

Game
test

DIP SW 1
DIP SW 2

SD card
slot

USB
music
slot

Volume knob
Turn clockwise for
increased volume.

Turn counter clockwise
for decreased volume.
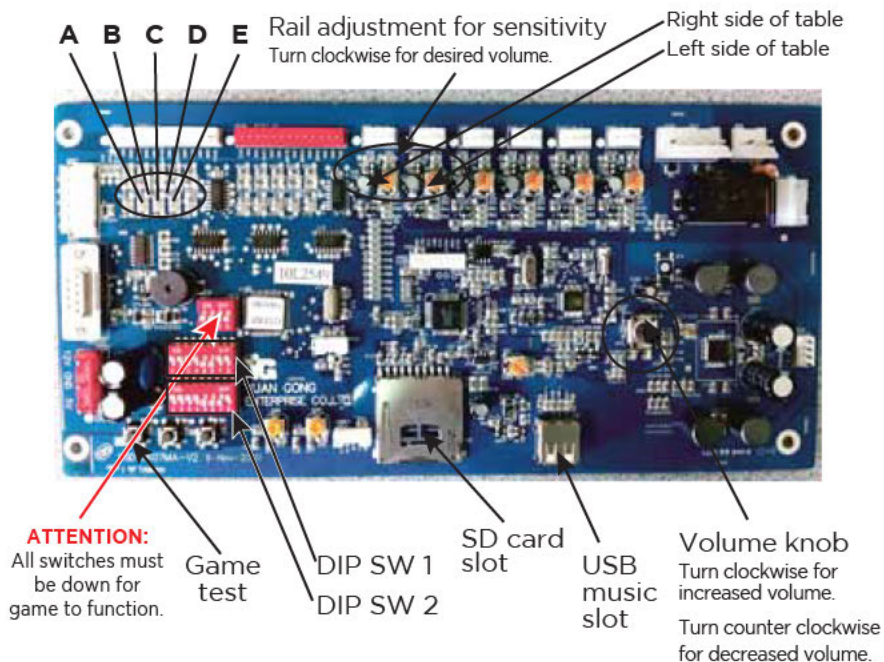
DIP Switch Adjustment

DIP SW 11

DIP SW 12

I = UP   O = DOWN

*Default switch position is down.

SW1 - Dip Switch 1

DIP SW 1

O=OFF I=ON

DIP	SW 1	1	2	3	4	5	6	7	8
COIN 1	CREDIT 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

SW2 - Dip Switch 2

DIP SW 2

O=OFF I=ON

DIP	SW 2	1	2	3	4	5	6	7	8
GOAL	NO LIMIT	O	O	O					
	9	I	O	O					
	8	O	I	O					
	7	I	I	O					
	6	O	O	I					
	5	I	O	I					
	4	O	I	I					
	3	I	I	I					
TIME	NO LIMIT				O	O	O		
	10				I	O	O		
	8				O	I	O		
	6				I	I	O		
	4				O	O	I		
	3				I	O	I		
	2				O	I	I		
	1				I	I	I		
TICKET	WINNER							I	
	BOTH							O	
DEMO SOUND	ENABLED								I
	DISABLED								O

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Description of Motherboard Controls

DIP SW1

Game Test | DIP SW2 | Transform NO-NC button | SD card Slot | Volume adjustment knob
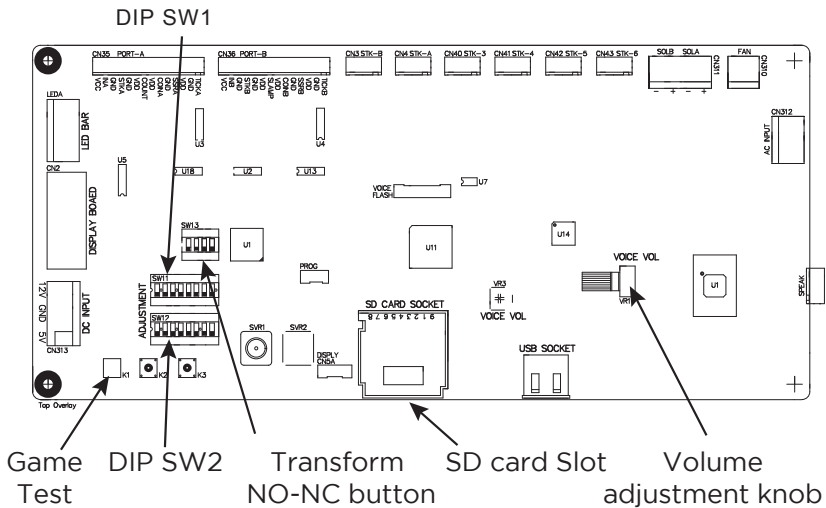
LEDA: Running LED lights around table

NC2 : Display panel connection outlet

NC313 : Direct Current (DC) Input outlet

NC35 : A1 Output Control point

NC36 : B1 Output Control point

NC311 : Electro-magnet switch for goal gates (solenoid)

Nc3 : Rail Strike Detector

NC4 : Rail Strike Detector

NC40 : Rail Strike Detector

NC41 : Rail Strike Detector

NC42 : Rail Strike Detector

NC43 : Strike Detector

NC310 : Blower output

NC312 : Alternating Current (AC) Output

R3 : Sound Effect and Volume adjustment

VF1 : Total Volume Adjustment

SPEAK : Sound Output

Part #	Description	Qty
3202004	Air Hockey Key #2868	3
3213082	Solenoid Brackets	12
3601007	Power Cord (U.S. Style)	1
3604056	Coin Mech w/LED Indicator	2
3605091	Goal Solenoid DC 12V	4
3605117	Power Supply NES-100-12-+12V	1
73605118	Power Supply NES-100-5+5V	1
3607050	Blower Motor 110V	1
3611010	Speaker	2
3612370	Optical Goal Sensor	2
3619007	Rail Sensor Chip (27mm)	4
3699001	6 Digit Coin & Ticket Counter (12V)	1
3699019	Power Switch	1
3207443	Coin Panel 419mm	2
3212075	Door Chain 410mm	4
3213349	Puck Terminal	4
3213365	Power Switch Box	1
3213501	Rail Corner Reinforcement Iron	4
3301288	Coin & Ticket Chrome Door Accent	2
3301292	Access Door Spacers	4
3301311	Interior Corner Part Attachment	4
3301320	Body Corner Piece-327mm	4
3301347	Puck Release Bay (plastic only)	2
3303648	Puck Slide (362 x 200 x 8mm)	4
3612399	Puck Release Bay w/LED	2

Ref #	Part # Description	Qty
3501053L	Black Rubber Perimeter Rail Trim	1
616030028	Leg Leveler	4
616030029	Air Hockey Leg (400mm)	4
616030036	Red Goal Bar for Model L 470mm	1
616030037	Green Goal Bar for Model L 470mm	1
3704009	Play Field Aeresol Polish (non-ammonia)	1
616030001	Hockey Mallet (Orange)	4
616030002	Hockey Mallet (Blue)	4
3399184	Barron Pucks	10
3301354	Corner Mallet Holder	4
3605107	Isolation Transformer 220V	1
3202118	Short Lock Assembly	8
616030046	Coin Mech Faceplate	1
3213517	Power Cord Security Clip	1
3712120	Cash Box	1
3399160	Blower Gasket	1
3207528	Right Goal Spacer	2
3207527	Left Goal Spacer	2
3207564B	2 Player Blue End Rail	2
3207461B	2 Player Blue Side Rail	2
3604071	Entropy 2000 Ticket Dispenser	-
3612394	Main PC Board	1
3612382	LED Scoreboard	2
3213492	Puck Drop Chute	2

Notes

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