



Football Frenzy

Air Hockey Table Owners Manual

Assembly operation and care instructions.

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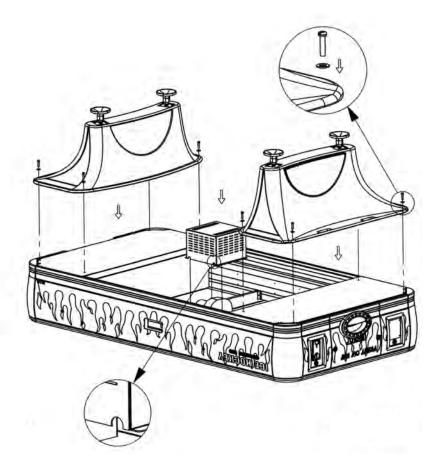
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Overhead Bar	11lbs
Table	348lbs
Legs	48lbs
Total Weight	407lbs

Dimensions

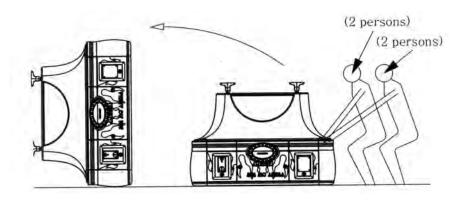
Length	89"
Width	60"
Height	57"

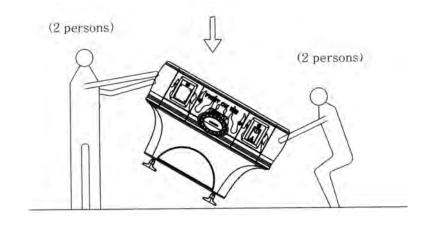


Attach the legs to the table with the medium screws provided with washers.

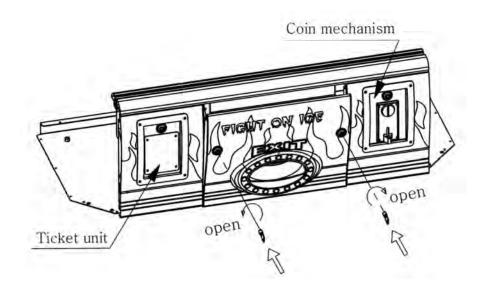
The blower has already been attached.

Remove the keys taped to the bottom of the table.

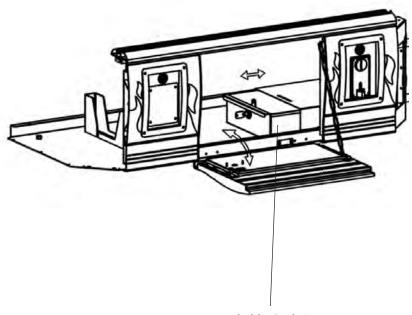




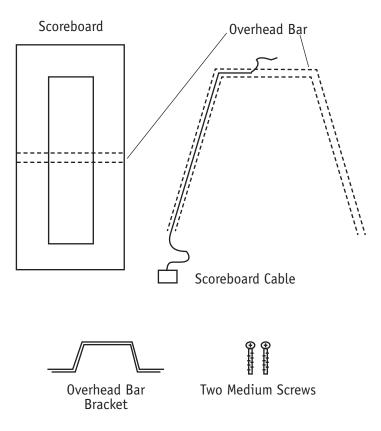
Use 4 people to flow the table to the standing position.



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



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.

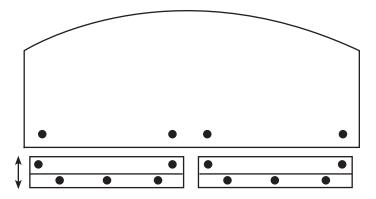
Attach the overhead scoreboard to the bar with two medium screws to the bar.

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

Remove protective covering off the side safe guards.

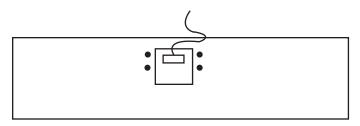
Using the small screws, attach the Plexiglas side safe guards with the chrome side out.

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

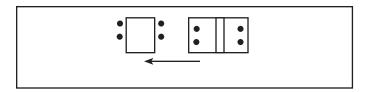


Attach top half of the side safe guard chrome holder to the plexiglass. Attach the bottom half to the table.

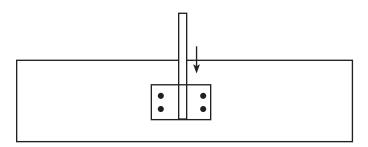




Attach side score board cable from the bar to the side of the table, connecting to the matching color and shape of the pin.

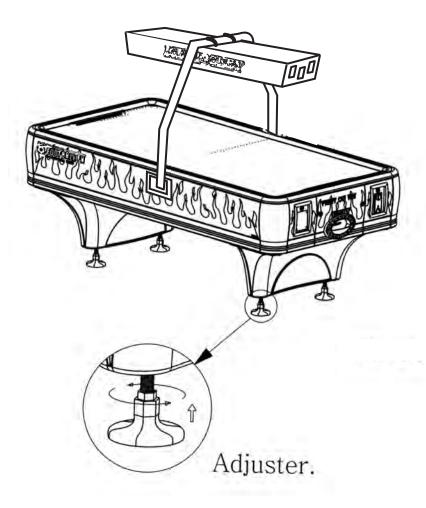


Attach the overhead bar holder to the table with medium screws. DO NOT TIGHTEN.



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.

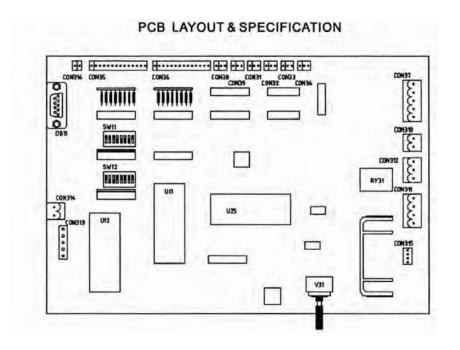




Make sure all screws are tight and secure. Adjust the table to the desired height.

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

Plug in the table to a 110Volt system.



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

CON31: Neon Lamp Speed Control

CON 310: Turbine Engine

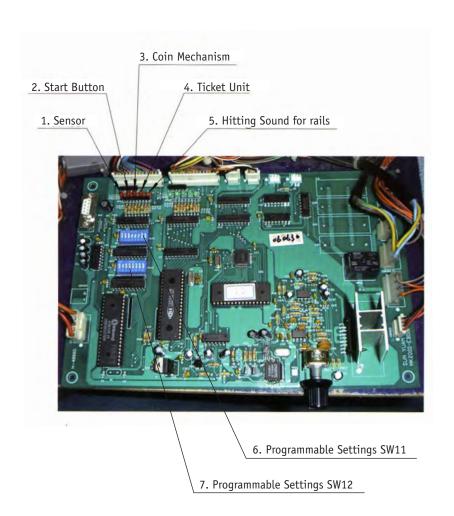
CON 311: Solenoid Control

CON 312: AC Power

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

CON 315: Left/Right Speaker

V31: Volume Control



CON 38 Orange/Brown 1. +5V A2. Puck Strike Detector (Send, Receive) 2. Strike Detect White 3. Ground Black/Blue CON 39 Orange/Black/Brown 1. +12V B2. Puck Strike Detector (Send, Receive) 2. Strike Detect White Black/White/Blue 3. Ground CON 31 1. 2. 3. CON 310 1. AC110V or AC220V Brown 2. AC110V or AC220V Blue CON 311 1. +12V Orange 2. Signal Control Purple 3. +12V **Orange** 4. Signal Control Grey CON312 1. AC110V or AC220V Brown Green/Yellow 2. AC110V or AC220V AC Power In 1. AC110V or AC220V Blue **CON 313 Orange** 1. +12V 2. DC Power In 3. Ground Black 4. 5. +5V Red **CON 315** 1. SP+ 2. SP-3. SP+ 4. SP-

CON 35 S2 1. +5V White 2. Puck In Detect A1. Goal Sensor 3. Ground Black 4. Start Brown A1. Start Black/White 5. Ground Orange/Black 6. 12V Counter Blue 7. Counter **Orange** 8. +12V 9. Coin Selector Green A1. Coin Selector Black 10. Ground Blue 11. SR **Orange** 12. +12V A1. Ticket Dispenser Black 13. Ground 14. Ticket Purple CON 36 1. +5V Red 2. Puck In Detect B1. Goal Sensor White/Red Black 3. Ground Yellow 4. Start B1. Start Black/White 5. Ground Orange/Orange 6. 12V Start Lamp Brown/Orange/Yellow/Black 7. Start Lamp 8. +12V **Orange** Black 9. Coin Selector **B1.** Coin Selector Blue/Orange 10. Ground **Orange** 11. SSR Black 12. +12V **B1.** Ticket Dispenser 14. Ticket Purple

SW11 - Upper Dipswitch Unit

Operator Programmable Settings

Air Hockey Dip Switch Adjustment

0 = OFF: Switch is Down ↓
I = ON: Switch is Up ↑

Function		Switch Number							
Upper Unit SW11			2	3	4	5	6	7	8
1 Coin=	1 Credits	Ι	Ι	Ι					
1 Coin=	2 Credits	0	Ι	Ι					
1 Coin=	3 Credits	Ι	0	Ι					
1 Coin=	4 Credits	0	0	Ι					
2 Coins=	1 Credits	I	Ι	0					
3 Coins=	1 Credits	0	Ι	0					
4 Coins=	1 Credits	Ι	0	0					
FREE PLAY*			0	0					
NC	NE				0	0	0		
Winner 3	Loser 1				Ι	0	0		
Winner 6	Loser 2				0	Ι	0		
Winner 9	Loser 3				0	Ι	Ι		
Winner 18	Loser 4				0	0	Ι		
Winner 22	Loser 5				Ι	0	Ι		
Winner 26	Loser 6				0	Ι	Ι		
Winner 36	Loser 7				Ι	Ι	Ι		
Sound	Α							Ι	Ι
Sound	В							0	Ι
Sounds	С							Ι	0
No So	ound							0	0
	1 Coin= 1 Coin= 1 Coin= 1 Coin= 2 Coins= 3 Coins= 4 Coins= FREE NO Winner 3 Winner 6 Winner 9 Winner 18 Winner 22 Winner 26 Winner 36 Sound Sound Sound Sounds	pper Unit SW11 1 Coin= 1 Credits 1 Coin= 2 Credits 1 Coin= 3 Credits 1 Coin= 4 Credits 2 Coins= 1 Credits 3 Coins= 1 Credits 4 Coins= 1 Credits FREE PLAY* NONE Winner 3 Loser 1 Winner 6 Loser 2 Winner 9 Loser 3 Winner 18 Loser 4 Winner 22 Loser 5 Winner 26 Loser 6 Winner 36 Loser 7 Sound A Sound B Sounds C No Sound	pper Unit SW11 1 Coin= 1 Credits I Coin= 2 Credits O Coin= 3 Credits I Coin= 4 Credits O Coins= 1 Credits I Coins= 1 Credits I Credits I Credits I Credits I FREE PLAY* O NONE Winner 3 Loser 1 Winner 6 Loser 2 Winner 9 Loser 3 Winner 18 Loser 4 Winner 22 Loser 5 Winner 36 Loser 7 Sound A Sound B Sounds C No Sound	pper Unit SW11 1 2 1 Coin= 1 Credits I I 1 Coin= 2 Credits 0 I 1 Coin= 4 Credits I 0 2 Coins= 1 Credits I I 3 Coins= 1 Credits I I 4 Coins= 1 Credits I O FREE PLAY* 0 O NONE Winner 3 Loser 1 Winner 6 Loser 2 Winner 3 Winner 9 Loser 3 Winner 4 Winner 18 Loser 4 Winner 5 Winner 26 Loser 6 Winner 3 Sound A Sound Sounds C No Sound	pper Unit SW11 1 2 3 1 Coin= 1 Credits I I I 1 Coin= 2 Credits 0 I I 1 Coin= 3 Credits I 0 I 1 Coin= 4 Credits 0 0 I 2 Coins= 1 Credits I I 0 3 Coins= 1 Credits I 0 0 4 Coins= 1 Credits I 0 0 FREE PLAY* 0 0 0 0 NONE Winner 3 Loser 1 Vinner 2 Winner 4 Loser 2 Vinner 3 Vinner 3 Winner 5 Loser 6 Vinner 6 Vinner 7 Winner 6 Loser 7 Vinner 8 Vinner 9 Sound A Vinner 3 Sound A Vinner 3 Sound C Vinner 3	pper Unit SW11 1 2 3 4 1 Coin= 1 Credits I I I 1 Coin= 2 Credits 0 I I 1 Coin= 3 Credits I 0 I 1 Coin= 4 Credits 0 0 I 2 Coins= 1 Credits I I 0 3 Coins= 1 Credits I 0 0 4 Coins= 1 Credits I 0 0 FREE PLAY* 0 0 0 0 NONE 0 0 Winner 3 Loser 1 I Winner 6 Loser 2 0 Winner 9 Loser 3 0 Winner 22 Loser 5 I Winner 36 Loser 6 0 Winner 36 Loser 7 I Sound A Sounds Sounds C No Sound	pper Unit SW11 1 2 3 4 5 1 Coin= 1 Credits I	pper Unit SW11 1 2 3 4 5 6 1 Coin= 1 Credits I	1 2 3 4 5 6 7 1 1 1 1 1 1 1 1 1 1

^{*}Free play only works with an upgrade package of free play start button through Baron Games International.

SW12 - Lower Dipswitch Unit

Operator Programmable Settings

Air Hockey Dip Switch Adjustment

0 = OFF: Switch is Down ↓ I = ON: Switch is Up ↑

Function			Sv	vit	ch	Nu	mber							
Lower Unit SW12			2	3	4	5	6	7	8					
Goal To Win	No Limit	0	0	0										
	9	0	0	Ι										
	8	0	Ι	0										
	7	Ι	Ι	0										
	6	0	0	Ι										
	5	I	0	Ι										
	4	0	Ι	Ι										
	3	Ι	Ι	Ι										
	No Limits				0	0	0							
	10 Minutes				Ι	0	0							
	8				0	Ι	0							
Time of Credit	6				Ι	Ι	0							
01 010010	4				0	0	Ι							
	3				Ι	0	Ι							
	2				0	Ι	Ι							
	1				Ι	Ι	Ι							
Ticket	Winner Only							Ι						
Recipient	Both							0						
Demo	Enabled								Ι					
Sound	Disbled								0					

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 Sray/Wax is provided inside the mallet kit.
 Contact Barron Games for more if needed.
- Polish Spray/Wax table monthly to ensure best playfield.
- Wax the table surface periodically to ensure smooth air hockey play.

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 getting 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.
- 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.
- Both coin acceptors and ticket dispensers are properly plugged in and connected.
- 3) Any damage to connection pins/other wires.
- 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 USA or email info@barrongames.com.

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