



OWNER'S MANUAL



Air Hockey

www.wik.pl



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Congratulations on purchasing the WIK Air Hockey table- a guarantee of a great fun and high income! This manual will help you to assemble, safely use, customize your speedball, and insure your table's maximum earning power and player appeal over the years to come.

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II. ASSEMBLY

2 persons are necessary for assembly air hockey table (and 4 persons for 4 MONSTERS table)

1) Unpack a table



2) Open metal doors on both sides



3) Disconnect playfield's plug inside a table



4) Disconnect air pump's plug inside a table



5. Open buckles inside a table (4 pcs; 7 pcs in 4Monster)



6. Remove a playfield



7. Take out accessories and other elements



(a lamp, legs, playfield's plexi partition, pucks and hammers)



8. Put a playfield on a casing and close up buckles inside a table.



9. Only for models MAGIC and GAMELAND:
Connect playfield's plug inside a table



10. For ALL models: Connect air
pump's plug inside a table.



11. Move cables of leg's lighting through the holes in the bottom (4 pcs).



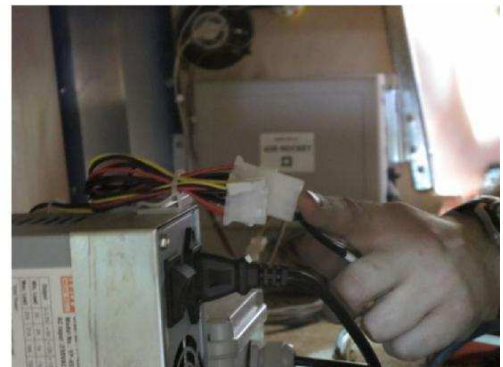
12. Screw up legs.



13. Fix together elements of lamp's construction.



14. Plug in a cable of plexi middle barrier to a power supply inside the table 12 V – only for models GOLD, MAGIC, GAMELAND.



15. Lamp connection for models; MAGIC, GAMELAND Plug in a lamp's cable (12V) with cables of a cabinet.



16. Lamp connection for models: GOLD, ICE&FIRE, 4MONSTERS

a) Plug in lamp's cable to the b) Plug in display's cables power distribution box inside a table (230V)



17. Lamp assembly



18. Take out power supply wire and plug in 230V . Press ON/OFF button on a power supply to start the machine.



III. HOW TO PLAY?

To start a play insert a coin (s)/ bill into the acceptor. There will appear a number of credits at the display . Push the START button. The game will finish after a set time or after one of the players gets a given number of goals.The aim of each pleyer is to place a puck in opponent's goal. In order to score a player needs to hit a puck precisely with a mallet.

IV. WARNINGS!

1. All metal parts are connected together and the machine must be plugged into the socket with earthing AC 230 V 50 Hz.(or 110 V for US version) Only this assembling makes the play safe and the machine works properly.
- 2.The appliance should be connected only to a power supply provided with a differential switch.
- 3.The appliance will be entirely disconnected from power supply only when unplugged from the socket.
- 4.Please ensure that the power supply cable does not come into contact with water.
- 5.Please do not attempt to extend the power cable on your own. Extension cords should not be used.
- 6.Where the appliance is used in the proximity of bodies of water, it must be fixed to the floor
- 7.The appliance must not be used when directly exposed to water (rain, flooding etc.). Should this happen, the appliance must be unplugged (remove the plug from the socket).

IV. MAINTENANCE TIPS

1. CLEANING the TABLE - We highly recommend to clean the stainless steel top once a week, or more if necessary. When cleaning table surface use a soft dry cloth and polishing spray. DO NOT APPLY WATER. Avoid exposure to wetness when placed in basement or wet area. 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. The playfield naturally tends to cover up with tiny marks made by a puck and mallet. Keeping your device clean is very important; a dirty table can discourage players and significantly reduce earnings.

2. PROPER LIGHTING -The table is equipped with a lamp and LED lighting what makes it well - and evenly – lit. No type of lighting is never-ending, so please make sure that you exchange the lightning after it stops working. Good lighting is very important; a dimly-lit table can discourage players and significantly reduce earnings.

V. SYSTEM SOFTWARE DESCRIPTION

The machine is pre-set and ready to work. To change the settings open the metal doors on the side of coin acceptor. Enter the MENU by keeping “+” and “-” buttons on the mainboard pressed simultaneously for 10 seconds. You will be asked to enter the code. Enter the default code: **1111** by using “+” , “-“ and “OK” buttons. Now you can move to the option you want to programme (e.g. 01, 05, 17) by pressing “+” or “-“ buttons accordingly. By pressing „OK” you confirm an entry to a particular option. Press “+” or “-“ button to change the setting of a given option. The new parameters are shown on the display. By pressing “OK” you confirm changes. By pressing “+” or “-“ buttons you can move to another option.

IMPORTANT! :After entering the MENU all unused credits will be cancelled (but they will be counted by the meters).

Options in programming menu of air hockey machine:

0P 00 – SERIAL NUMBER.

0P 01 – TOTAL CASH

Non resetable counter (not possible to change).

0P 02 – DAILY CASH

resetable counter. To delete counter pres “OK”, “+”, “OK” buttons.

0P 03 – LANGUAGE

Availabe languages: English, German, Polish, Greek

0P 04 – GOALS NUMBERS

Maximum goals during the game (0 - 99 goals; 00-no limit)

0P 05 – GAME TIME

Maximum game time (0 - 58 min 50 sec.; 00-no limit)

0P 06 – DISPLAY BRIGHTNESS

0P 07 – VOLUME (1 – 99)

modulate by presiing “+” or “-” and confirm with “OK”

0P 08 – TYPE OF MUSIC

Type of music during the game.

0P 09 – MOTOR TEST (open – close)

0P 10 – POMP TEST (on – off)

0P 11 – LAMP TEST

0P 12 – OPTICAL SENSOR TEST

When puck’s entry in metal doors is empty the display shows: - / - , - / -

When puck is inside the metal doors the display shows: - - - , - - -

0P 13 – DISPLAY TEST

0P 14 – AUTOSTART TIME

This is time after which another game starts automatically (in case there are any credits left).

AUTOSTART TIME is active if OP 20 setting is “AUTO”

0P 15 – LAMP TIME OFF

Setting how long the lamp is on after finishing the game (0 min, 0 sec, - the lamp is on all the time)

0P 16 – MUSIC INTERV.

Setting the time between short music plays when there is no credits (demo mode)

0P 17 – IMPULSE FACTOR

Signal multiplication of coin selector (in most reasons should be set 1).

0P 18 – GAME COST

Price of the game – how many impulses send from coin selector is necessary to get one credit (game) (01 – 99; “free” - free plays - coin selector doesn’t accept the coins).

0P 19 – AUTOSTART

There are two settings:

“AUTO” – if there are any left credits after finishing the game another game starts automatically after time which is set in OP 14.

“NOR” – to start another game the player has to push the START button.

0P 20 – MENU CODE

Makes possible to change the default enter code to MENU.

In case of loosing the new code please contact the producer or a distributor. **0P 21 – BONUS** settings for coin selector working in parallel mode.

Factory settings(for PLN and EUR):

CH 01 impulse 01 bonus 00

CH 02 impulse 02 bonus 00

CH 03 impulse 05 bonus 01

CH 04 impulse 01 bonus 00

CH 05 impulse 02 bonus 00

CH 06 impulse 04 bonus 00

1 impulse=1 game, bonus= free game

0P 22 – BONUS

settings for coin selector working in serial mode. First numbers regard number of impulses required to get a bonus and second numbers regard quantity of bonus games that will be given.

0P 23 – COIN SELECTOR TEST

When you put the coin to the coin selector display shows which PIN and how many impulses go to the CPU board.

0P 24 – DRYING

The playfield should be dried after each rain or getting wet. There are two ways of activating the drying mode:

2. “EXTERNAL” : activate the machine pressing button on the power supply and at the same time “START” button for 10 sec.
3. “INTERNAL” : activate the machine pressing button on the power supply and at the same time “+” and “OK” buttons for 10 sec.

In drying mode the air pump blows the air during the time set in OP 26. At this time the coin selector doesn't accept coins and pucks are blocked inside the doors. After finishing the drying mode the machine starts standard working automatically.

0P 25 – DRYING TIME – time of drying starting the drying mode

0P 26 – LED BLINK

Various combinations of LED BLINKING.

0P 27 – LED BLINKING MODE

(AUTO or MANUAL)

0P 28 – MOISTURE SENSOR – not activated

0P 29 – DEFAULT SET

0P 30 – SOUND – not activated

0P 31 – LIGHT LEVEL – not activated

0P 32 – PUCK DETECT – shows on the display when there is no puck after finishing the game.

0P 33 – VENTI TEMPOR – do not change.

0P 34 – VENTILATION – do not change.

0P 35 – TICKETER (tickets dispenser):

Settings for a ticket dispenser used by WIK:

- **ticketer** 1(2 if there are 2 ticket dispensers installed)
- **time** (75 ms- how long ticket does slip out- change the time if more or less than one ticket is slipped out)
- **per game** (choose this option if you want to give a ticket for each game)
- **per goal** (choose this option if you want to give a ticket for each goal)

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VI. WARRANTY TERMS AND CONDITIONS

a) All of WIK products are designed and manufactured according to best standards and they guarantee high quality, simplicity of use and assembly. In case of any trouble we advise to read the instruction and information published in technical support section on our website : www.wik.pl

b) Warranty rights are entitled to purchasers of WIK products and are based on an invoice or receipt. WIK products are under warranty for:

-24 months starting from the date of purchase made by consumers for non-commercial

use -12 months starting from the date of purchase made by company for a commercial use

c) In case the product appears to be faulty WIK Sp. z o.o. hereinafter called WIK, will organize repair in order to restore

the functionality of the product.

d) If any defects due to faulty materials and / or workmanship appears during the warranty period WIK will arrange repair free of charge. Repair in the first place is organized through consultation by telephone or e-mail and sending spare parts to replace defective items. In case of replacement of parts / components the beginning of the warranty period for this part shall be the original date of purchase. WIK warranty covers only products used for their intended purpose according to the information published in the manual.

e) Beneficiary of the warranty is not entitled to claim compensation of the lost benefits for the period in which the unit under warranty fails to operate properly. WIK is not responsible for any damage to property or person caused by improper use of the WIK products.

f) WIK warranty does not apply in the following cases :

- purchasing documents have been altered in any way or made illegible
- model and / or serial number (if available) has been altered, removed or defaced .
- repairs or modifications have been made without consulting WIK service department
- product is used contrary to its purpose
- damage is caused by improper use of the product or environmental conditions do not comply with the recommended operation.
- damage is caused by improper connection of equipment ,additional equipment or accessories other than those recommended by WIK.
- the damage was caused by an external force (including lightning, surges in the power supply, fire, natural disaster)or during transport.
- the product is defective due to the decline in the quality of items that are subject to natural wear and tear or damage to the parts subject to natural scratching .
- natural wear and tear of consumable parts or accessories such as lighting , gaskets , pucks, mallets, hammers or contacts
- defects or damage caused by accident, rollover, product's fall, mechanical damage caused by the users intentionally abusing physical force in the game
- defects and damage resulting from improper use of accessories to play
- defects or damage due to changes in the original form and/or function of the product specified in the product's manual
- defects caused by incorrect connection , use, or storage of the product

g). Any defect should be reported in writing, or via e-mail sent to the WIK service department immediately, not later than seven days from the date of detection. Complaints made of non-compliance procedures and time limits set forth in this warranty will void the warranty and will not be considered.

h). The removal of the identified defects must be made within not more than 14 days from the date of notification to WIK service department. If it happens that due to the incorrect diagnose of failures problem remains unsolved, a 14-day period is counted again from the date of re-application.

i).Parts removed as a part of warranty service remain the WIK property and beneficiary of the warranty is obliged to return them immediately (in person at the WIK premises or by sending by a courier at their own cost). Failure to return the exchanged part within 30 days of the dispatch of spare parts / repair will form the basis for the invoice in the sum of the equivalent of spare parts.

j) For warranty repair shall be considered only repair of a defective product made in the warranty period and under the conditions of this warranty. Any other activities such as: maintenance, periodic inspection, adjustment, checking and cleaning of the product will not be treated as a warranty repair.

k) Product is not under the warranty in case of:

- failure to report defects immediately upon discovery, but not later than seven days from the date of detection;
- failure to follow product's manual in the operation, maintenance and adjustment of the product;
- failure to comply with the mandatory terms of guarantee of the product,
- any modification of the Product without the prior consent of the WIK,

j) WIK has the right to refuse warranty service if the purchaser is in arrears with payments, regardless of their title, in particular default of payment for goods delivered by WIK to the Purchaser or service provided by WIK. In the case referred to in this section, WIK may refuse to perform any services under the guarantee and is exempt from liability to the purchaser under warranty.

k) Only products purchased directly from WIK or its authorized dealers are under warranty. Further disposal of the product does not transfer rights under this warranty to a subsequent purchaser.

