

Baby Air



OWNERS AND SERVICE MANUAL
INNOVATIVE CONCEPTS IN ENTERTAINMENT INC.





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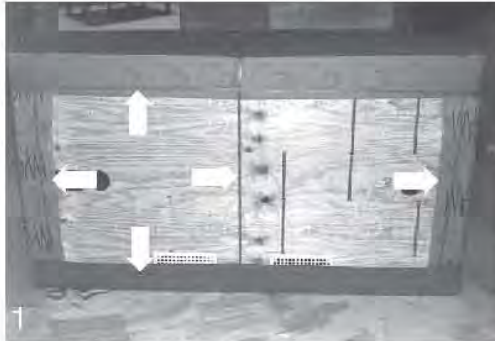
OBSERVACIONES ANTES DE INSTALAR *PRE SET-UP REMARKS*

- El *air-hockey* sale de fábrica preparado para tensión de 220 v a 50 Hz. / 110 v. 50 Hz for USA.
- Es importante probar selector y caja de monedas.
- Compruebe la tensión donde se vaya a conectar.
- La máquina debe conectarse a un solo enchufe con **toma de tierra** de acuerdo con las normas vigentes en el país de destino.
- El *air-hockey* debe de situarse fuera del alcance del sol directo y en locales sin humedad y exentos de polvo.
- Si tiene que manipular en zonas eléctricas de la máquina recuerde **desconectarla anteriormente de la red.**

* * * *

- *The air-hockey comes from factory ready to run on 220 v 50 Hz. / 110 v. 50 Hz for USA.*
- *Important to test selector and coin box.*
- *Check site voltage first before plugging in.*
- *The machine should be connected to a single plug with **ground** according to the national regulations of the country.*
- *The air-hockey must be placed out of the sun reach, in dry sites with no dust.*
- *Should you need to handle any electrical component, please remember to **unplug the machine first.***

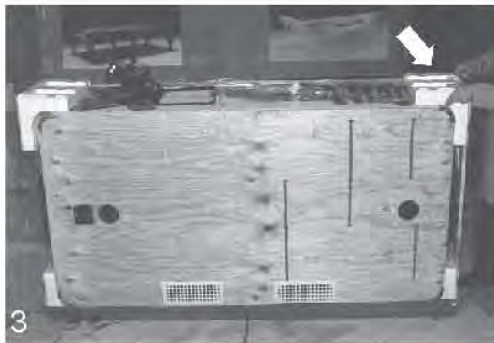
INSTRUCCIONES DE MONTAJE AIR HOCKEY AIR HOCKEY SET-UP INSTRUCTIONS



1
CORTAR FLEJES s/ FLECHAS.
CUT PACKING STRIP ref./ ARROWS.



2
EXTRAER LLAVES DE LA TRAMPILLA-MONEDERO.
TAKE KEYS OUT FROM COIN MECH TRAP DOOR.



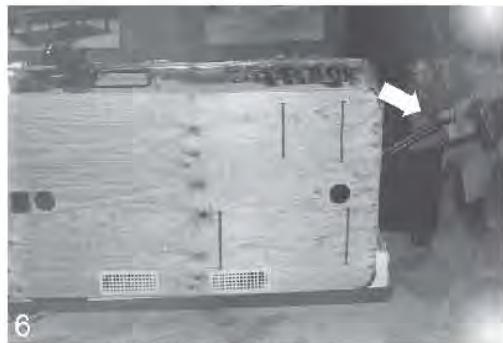
3
QUITAR CANTONERA DE PROTECCION DCHA s/FIG.
REMOVE PROTECTION CORNER ON RIGHT ref./ FIG.



4
ABRIR PUERTA DCHA s/ FIG.
OPEN DOOR ON RIGHT ref./ FIG.



5
CORTAR FLEJES A-B MIENTRAS OTRA PERSONA
SUJETA DESDE EL INTERIOR. CUT PACKING STRIPS A-B
WHILE ANOTHER PERSON HOLDS FROM INSIDE.



6
EXTRAER SOPORTES DE LAMPARA.
TAKE LAMP SUPPORTS OUT.



7
CORTAR C-D Y ACTUAR COMO PUNTO Nº 5.
CUT C-D AND ACT AS PER NO. 5.



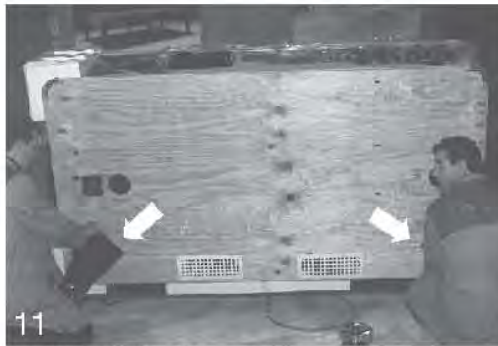
8
EXTRAER LAMPARA.
TAKE LAMP OUT.



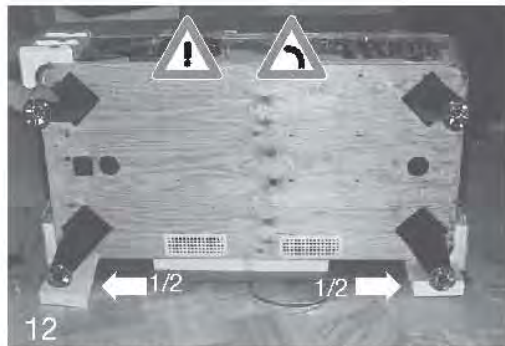
9
CORTAR FLEJES E-F Y ACTUAR COMO PUNTO 5-7.
CUT PACKING STRIPS E-F AND ACT AS PER NO. 5-7.



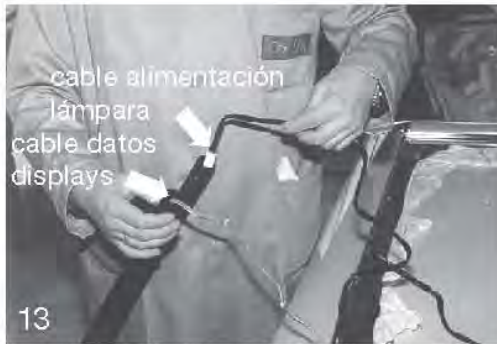
10
COMPONENTES EXTRAIDOS DEL INTERIOR.
COMPONENTS TAKEN FROM INSIDE.



11
COLOCAR PATAS INFERIORES s/ FIG.
SET UP LOW LEGS ref./ FIG.



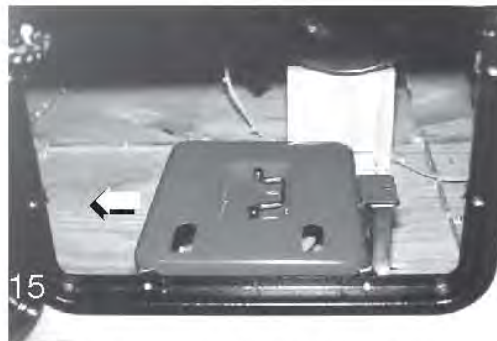
12
APOYAR CON AYUDA DEL EMBALAJE s/FIG. Y GIRAR EL MUEBLE.
LEAN ON PACKING ref./ FIG AND TURN CABINET.



13
INTRODUCIR CABLES POR EL SOPORTE.
INSERT WIRING THRU SUPPORT (lamp feed wiring-display data wiring).



14
APOYO DEL SOPORTE EN EL MUEBLE s/FLECHA.
SUPPORT LEANING ON CABINET ref./ ARROW.



15
DIRECCION EXTRACCION DEL CAJÓN MONEDERO.
WAY TO CASH BOX REMOVAL.



16
DENTRO DEL CAJON HAY 6 TORNILLOS.
8 SCREWS INSIDE CASH BOX AND MAINS CONNECTION.



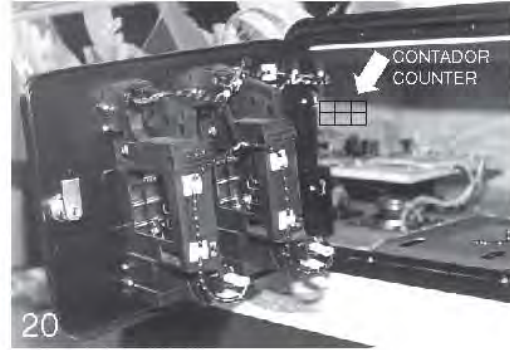
17
COLOCACION DE TORNILLOS POR ORDEN:
1º -G Y SUJETAR POR -H. SCREW SET-UP 1st -G AND
HOLD THRU -H.



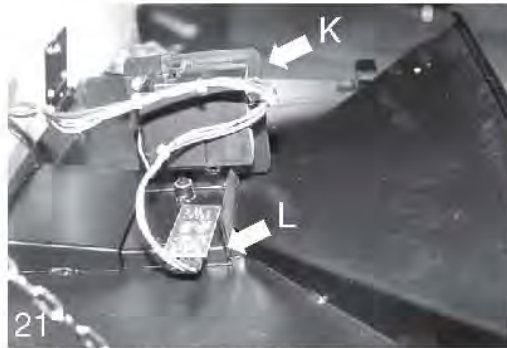
18
INTRODUCIR CABLES Y AMARRAR -H
INSERT WIRING AND ANCHOR -H.



19
CONEXION DE TERMINALES DESDE LA PUERTA.
TERMINAL CONNECTION AT THE DOOR.



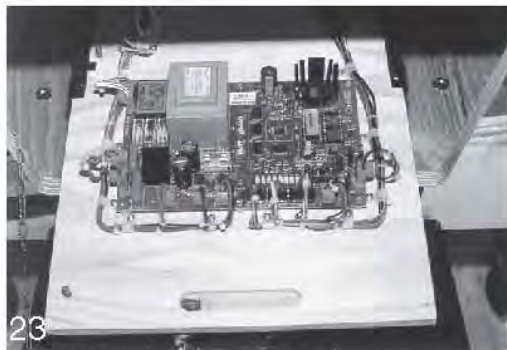
20
VISTA DEL MONEDERO.
COIN MECH VIEW.



21
MOTOR OBTURADOR -K Y DETECTOR DE DISCO -L.
PUCK-STOP MOTOR -K AND GOAL SENSOR -L.



22
EXTRACCION DE C.P.U.
C.P.U. WAY OUT.



23
VISTA DE C.P.U. (ver manual referencia).
C.P.U. VIEW (see instructions handbook).



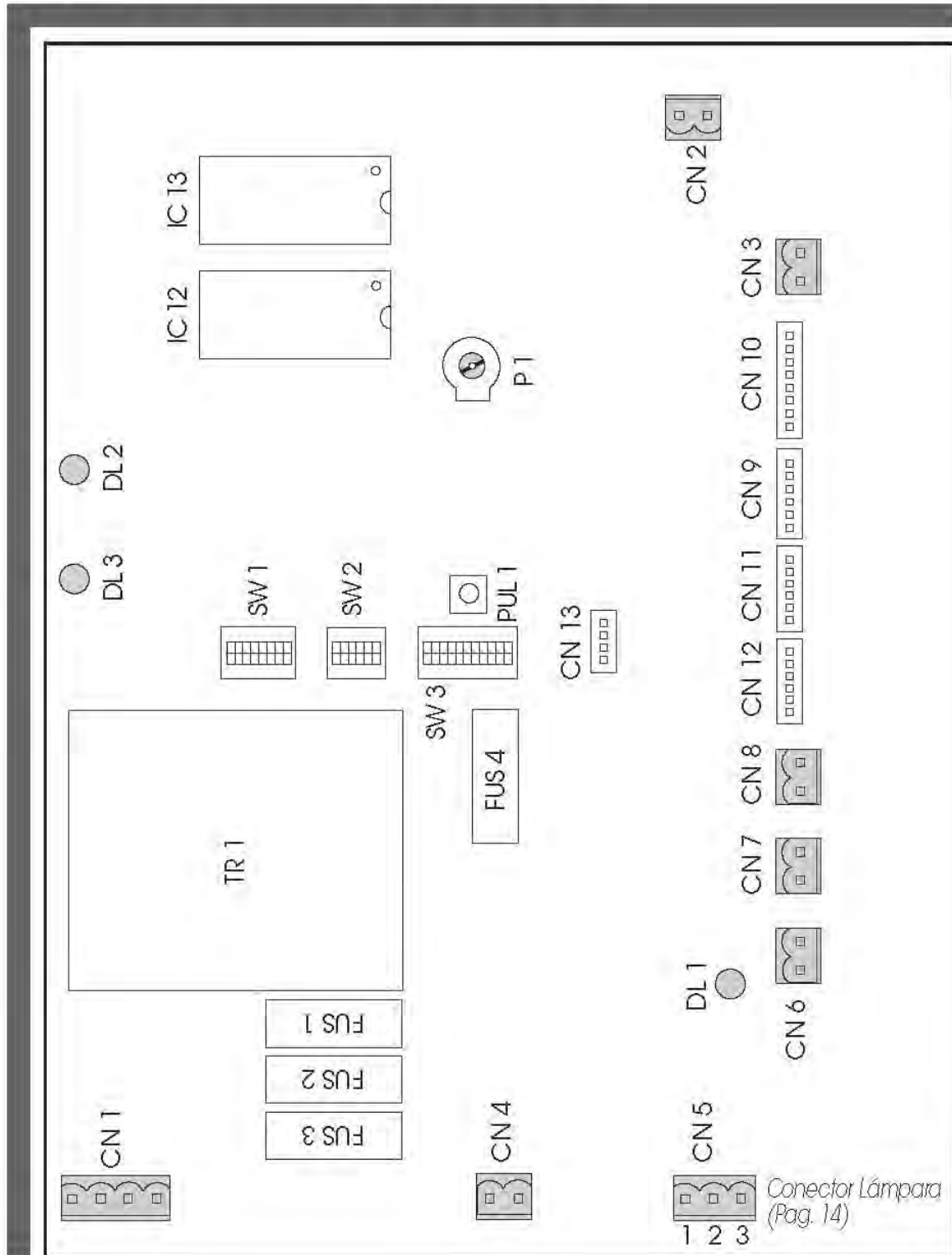
24
HERRAMIENTAS NECESARIAS.
REQUIRED TOOLING.

M: Llave fija 12-13.
N: Llave allen-5.
O: Destornillador Philips-2.
P: Carraca-llave vaso-13.
Q: Tijeras resistentes.

Spanner 12-13.
Allen spanner-5.
Phillips screwdriver-2.
Ratchet brace-13.
Strong scissors.

INTEGRADO DE CONTROL: CMP

CONTROL INTEGRATED: CMP

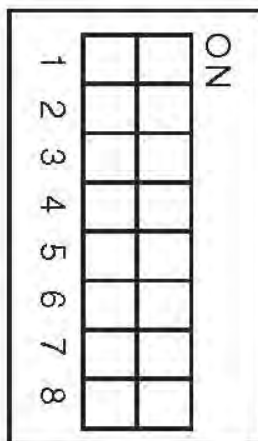


COMPONENTES

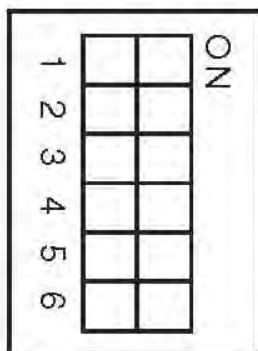
COMPONENTS

CN 1: Conexión de red	<i>CN 1: Mains plug-in</i>
CN 2: Altavoz1	<i>CN 2: Speaker 1</i>
CN 3: Altavoz 2	<i>CN 3: Speaker 2</i>
TR 1: Transformador 110v/220v/240v	<i>TR 1: Transformer 110v/220v/240v</i>
FUS 1: Fusible fuente 240v, 315 mA.	<i>FUS 1: Fuse supply 240v, 315 mA.</i>
FUS 2: Fusible fuente 220v, 315 mA.	<i>FUS 2: Fuse supply 220v, 315 mA.</i>
FUS 3: Fusible fuente 110v, 315 mA.	<i>FUS 3: Fuse supply 110v, 315 mA.</i>
FUS 4: Fusible 1 A, fuente 24 v.	<i>FUS 4: Fuse 1 A, supply 24 v.</i>
IC 12: I.S.D. de Idioma	<i>IC 12: I.S.D. language</i>
IC 13: I.S.D. de Idioma complementario	<i>IC 13: I.S.D. complementary language</i>
DL 1: Diodo 24 v.	<i>DL 1: Diode 24 v.</i>
DL 2: Diodo 5 v.	<i>DL 2: Diode 5 v.</i>
DL 3: Diodo 12 v.	<i>DL 3: Diode 12 v.</i>
PUL 1: Pulsador testeador	<i>PUL 1: Test push button</i>
CN 4: Motor de la turbina	<i>CN 4: Turbine engine</i>
CN 5: Fluorescente	<i>CN 5: Fluorescent tube</i>
CN 6: Lámpara 24 v	<i>CN 6: Lamp 24 v</i>
CN 7: Motor 1	<i>CN 7: Motor 1</i>
CN 8: Motor 2	<i>CN 8: Motor 2</i>
CN 9: Detector de gol	<i>CN 9: Goal sensor</i>
CN 10: Monedero	<i>CN 10: Coin selector</i>
CN 11: Datos del display	<i>CN 11: Display data</i>
CN 12: Entrada selector electrónico	<i>CN 12: Input electronic selector</i>
CN 13: Contador de monedas	<i>CN 13: Coin counter</i>
P 1: Control de volúmen	<i>P 1: Volume control</i>
SW 1: Control gol/tiempo	<i>SW 1: Score/time control</i>
SW 2: Control partidas e idioma	<i>SW 2: Game and language control</i>
SW 3: Control de monedas, 1 partida	<i>SW 3: Coin Control, 1 game</i>

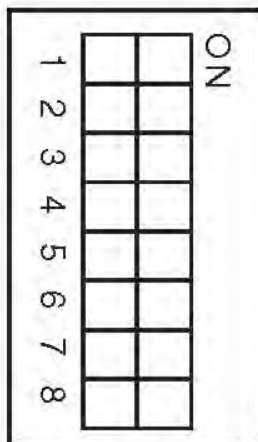
CONFIGURACIÓN DE LOS MICROSWITCHES DIP SWITCH SETTING



SW 1
GOLES/TIEMPO
GOALS/TIME



SW 2
1 MONEDA/CRÉDITO
1 COIN/CREDIT
IDIOMA/LANGUAJE



SW 3
MONEDAS/ 1 JUEGO
COINS/1 GAME



ESPAÑOL

SW1	GOLES	2	3	4	5	6	7	8	9	
3		OFF	ON	OFF	ON	OFF	ON	OFF	ON	
4		OFF	OFF	ON	ON	OFF	OFF	ON	ON	
5		OFF	OFF	OFF	OFF	ON	ON	ON	ON	
	TIEMPO	2'	3'	4'	5'	6'	7'	8'	9'	
6		OFF	ON	OFF	ON	OFF	ON	OFF	ON	
7		OFF	OFF	ON	ON	OFF	OFF	ON	ON	
8		OFF	OFF	OFF	OFF	ON	ON	ON	ON	
SW2	IDIOMA	ESP	IN	USA	Para configurar el idioma, primero cambie el integrado denominado "ISD" (idioma seleccionado) y posteriormente sitúe los microswitches ON/OFF en su posición correcta.					
1	OFF	OFF	OFF							
2	OFF	OFF	ON							
3	OFF	ON	OFF							
	PARTIDAS 1 moneda	1	2	3	4	5	6	7	8	
4		OFF	OFF	OFF	OFF	ON	ON	ON	ON	
5		OFF	OFF	ON	ON	OFF	OFF	ON	ON	
6		OFF	ON	OFF	ON	OFF	ON	OFF	ON	
SW3	MONEDAS 1 juego	1	2	3	4	5	6	7	8	9
1		OFF	ON	OFF	ON	OFF	ON	OFF	ON	OFF
2		OFF	OFF	ON	ON	OFF	OFF	ON	ON	OFF
3		OFF	OFF	OFF	OFF	ON	ON	ON	ON	OFF
4		OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	ON
5		OFF	OFF	OFF	OFF	ON	ON	ON	ON	ON
6		OFF	OFF	ON	ON	OFF	OFF	ON	ON	ON
7		OFF	OFF	ON	ON	OFF	OFF	ON	ON	ON
8		OFF	ON	OFF	ON	OFF	ON	OFF	ON	ON

ENGLISH

SW1	GOALS	2	3	4	5	6	7	8	9	
3		OFF	ON	OFF	ON	OFF	ON	OFF	ON	
4		OFF	OFF	ON	ON	OFF	OFF	ON	ON	
5		OFF	OFF	OFF	OFF	ON	ON	ON	ON	
	TIME	2'	3'	4'	5'	6'	7'	8'	9'	
6		OFF	ON	OFF	ON	OFF	ON	OFF	ON	
7		OFF	OFF	ON	ON	OFF	OFF	ON	ON	
8		OFF	OFF	OFF	OFF	ON	ON	ON	ON	
SW2	LANGUAGE	ESP	IN	USA	Language mode can be set by first replacing the integrated dip switch described as "ISD" (specific language) and then setting the correct ON/OFF dip combination.					
1	OFF	OFF	OFF							
2	OFF	OFF	ON							
3	OFF	ON	OFF							
	CREDITS 1 coin	1	2	3	4	5	6	7	8	
4		OFF	OFF	OFF	OFF	ON	ON	ON	ON	
5		OFF	OFF	ON	ON	OFF	OFF	ON	ON	
6		OFF	ON	OFF	ON	OFF	ON	OFF	ON	
SW3	COINS 1 play	1	2	3	4	5	6	7	8	9
1		OFF	ON	OFF	ON	OFF	ON	OFF	ON	OFF
2		OFF	OFF	ON	ON	OFF	OFF	ON	ON	OFF
3		OFF	OFF	OFF	OFF	ON	ON	ON	ON	OFF
4		OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	ON
5		OFF	OFF	OFF	OFF	ON	ON	ON	ON	ON
6		OFF	OFF	ON	ON	OFF	OFF	ON	ON	ON
7		OFF	OFF	ON	ON	OFF	OFF	ON	ON	ON
8		OFF	ON	OFF	ON	OFF	ON	OFF	ON	ON



Programación de partidas para el caso de monedero electrónico

El control del precio de las partidas se hará desde el selector. Actuamos desde el banco de microswitch del selector.

Proceso para el acceso a programación:

1. Colocar todos los switches en OFF.
2. Colocar los switches 7 y 8 en ON.
3. Pasamos a cualquiera de las opciones con asterisco (antes de cualquier asterisco realizar estos dos primeros pasos).

(*) Opciones totalizador impulsos.

- 1. Colocar el switch n° 4 en ON.
- 2. Echar una moneda hasta que sea aceptada.
- 3. Poner el switch n° 4 en OFF. A continuación poner la combinación correspondiente con los switches 1 al 4 descrita en este apartado que corresponde con la programación de opciones:
 - 1 = OFF/ ON bonificación inactiva/ bonificación activa.
 - 2 = OFF Inhibición por nivel alto. Siempre.
 - 3 = OFF/ ON Inventario inactivo/ activo. El contador no cuenta/si cuenta.
 - 4 = OFF Totalización de créditos con valores reales de moneda.
 - 5 = OFF/ ON No cancela restos del crédito/ cancela restos del crédito.
 - 6 = OFF/ ON Bonificación al Crédito / Bonificación a las monedas (si bonificación es activa).
- 4. Echar de nuevo una moneda, al ser aceptada se programarán estas opciones.

(*) Crédito por Impulso (valor).

Este valor es válido solamente si se ha programado "Totalización de créditos con valores reales de moneda".

1. Colocar el switch n° 1 en ON.
2. Echar el importe equivalente al precio que se desee programar. El crédito válido será el de las monedas aceptadas.
3. Alcanzado el crédito poner el switch n° 1 en OFF. La compuerta se accionará una vez indicando que el proceso ha sido correcto.

(*) Crédito de Bonus (valor).

Es válido solamente si se ha programado "Totalización de créditos con valores reales de moneda".

Programming of departures in case of electronic purse

The control of departures will be made from the selector. We act from the bank of microswitch of the selector.

Accessing programming:

1. Set all switches to OFF.
2. Set switches 7 and 8 to ON.
3. We pass anyone of the options with asterisk (before any asterisk to carry out these first two steps).

(*) Impulse totalisator options.

1. Set switch n° 4 in ON.
2. Insert a coin until it is accepted.
3. Set switch n° 4 to OFF. Next enter the corresponding combination using switches 1 to 4 described in this section corresponding to options programming:

- 1 = OFF / ON promotion deactivated / activated.
 - 2 = OFF Inhibición for high level. Always.
 - 3 = OFF / ON Inventory deactivated / activated.
 - 4 = OFF Totalitation of credits with real coin values.
 - 5 = OFF / ON doesn't cancel remains of the credit / it cancels remains of the credit.
 - 6 = OFF / ON Bonification to the Credit / allowance to the currencies (if allowance is active).
4. Reinsert a coin. Upon acceptance, the options will be saved

(*) Credit value (Credit impulses).

This value is valid only if "Totalitation of real coin values" has been programmed.

1. Set switch n° 1 in ON.
2. Insert the amount equivalent to price you wish to program. The valid credit will be that of the accepted coins.
3. When credit is rached, set switch n° 1 to OFF. The acceptance gate will be activated once, indicated that the process has been completed successfully.

(*) Credit of Bonus (value).

It is valid only if Totalización of credits has been programmed with real values of currency. "When reaching the value Credit of Bonus for the



Al alcanzar el valor “Crédito de Bonus” por las monedas aceptadas en el intervalo de 1 minuto, se generarán los impulsos extra programados en “Bonificación al Crédito de Bonus”.

1. Colocar el switch nº 2 en ON.
2. Echar el importe equivalente al valor de este crédito. El crédito válido será el de las monedas aceptadas.
3. Alcanzado este crédito poner el switch nº 2 en OFF; la compuerta se activará una vez indicando que el proceso ha sido correcto.

(*) Crédito de Inventario (valor).

Válido solamente si se ha programado “Totalización de créditos con valores reales de moneda”.

1. Colocar el switch nº 3 en ON.
2. Echar el importe equivalente al precio que se desee programar. El crédito válido será el de las monedas aceptadas.
3. Alcanzado el crédito poner el switch nº 3 en OFF. La compuerta se accionará una vez indicando que el proceso ha sido correcto.

(*) Bonificación al Crédito de Bonus (impulsos).

Se programa el nº de impulsos extra que se generan al alcanzar el “Crédito de Bonus”, con un máximo de 255 impulsos.

1. Colocar el switch nº 1 y nº 3 en ON.
2. Echar una moneda hasta que sea aceptada.
3. Poner los switches nº 1 y 3 en OFF
4. Con los switches 1 al 6 (1 vale 1, 2 vale 2, 3 vale 4, 4 vale 8...) poner la combinación correspondiente al nº de impulsos extra que se generarán por alcanzar el “Crédito de Bonus”.
5. Echar una moneda, al ser aceptada se programará el valor del Bonus.
6. Poner el switch nº 8 en OFF.

(*) Bonificación a las monedas (impulsos).

Se programa el nº de impulsos (extra) que se generan al aceptar cada una de las monedas (valores válidos del 0 al 63).

1. Poner los switches nº 1, y 2 en ON.
2. Echar una moneda hasta que sea aceptada.
3. Poner los switches nº 1 y 2 en OFF.
4. Con los switches nº 1 al 6 se dará el valor de la bonificación a las monedas aceptadas. Si estos switches se ponen en OFF el valor será cero.
5. Poner el switch nº 8 en OFF.

Al finalizar cualquier programación poner todos los switches en OFF.



currencies accepted in the interval of 1 minute, you they will generate the impulses extra programmed in allowance to the Credit of Bonus.”

- 1. Set switch n° 2 in ON.*
- 2. Insert the amount equivalent to the value of this credit. The valid credit will be one of the accepted coins.*
- 3. When credit is rached, set switch n° 2 to OFF. The acceptance gate will be activated once indicating that the process has been completed successfully.*

(* Inventory value.

This value is valid only if “Totalitation of credits with coin values” has been programmed.

- 1. Set switch n° 3 to ON.*
- 2. Insert the equivalent amount to price you wish to program. The valid credit will be the one of the accepted coins.*
- 3. When the credit is reached, set switch n° 3 to OFF. The acceptance gate will be activated once indicating that the process has been completed successfully.*

(* Allowance to the Credit of Bonus (impulses).

The extra n° of impulses programmed are generated when the Credit of Bonus is reached, with a maximum of 255 impulses.

- 1. Set switch n° 1 and n° 3 to ON.*
- 2. Insert a coin until it is accepted.*
- 3. Set switches n° 1 and 3 to OFF*
- 4. With the switches 1 to 6 (1 voucher 1, 2 voucher 2, 3 voucher 4, 4 voucher 8...) put the combination corresponding to the extra n° of impulses that you/they will be generated to reach the Credit of Bonus”.*
- 5. Insert a coin. Upon acceptance the value of the Bonus will be saved.*
- 6. Set switch n° 8 to OFF.*

(* Allowance to the coins (impulses).

The n° of impulses is programmed (extra) that are generated when accepting each one of the currencies (you value valid of the 0 at the 63).

- 1. Set switches n° 1 and 2 to ON.*
- 2. Insert a coin until it is accepted.*
- 3. Set switches n° 1 and 2 to OFF.*
- 4. With the switches 1 at the value will be given from the allowance to the accepted coins. If these switches are set to OFF the value will be zero.*
- 5. Set switch n° 8 in OFF.*

When concluding any programming put all the switches to OFF.

MONTAJE DE LAS PATAS LEG SET-UP

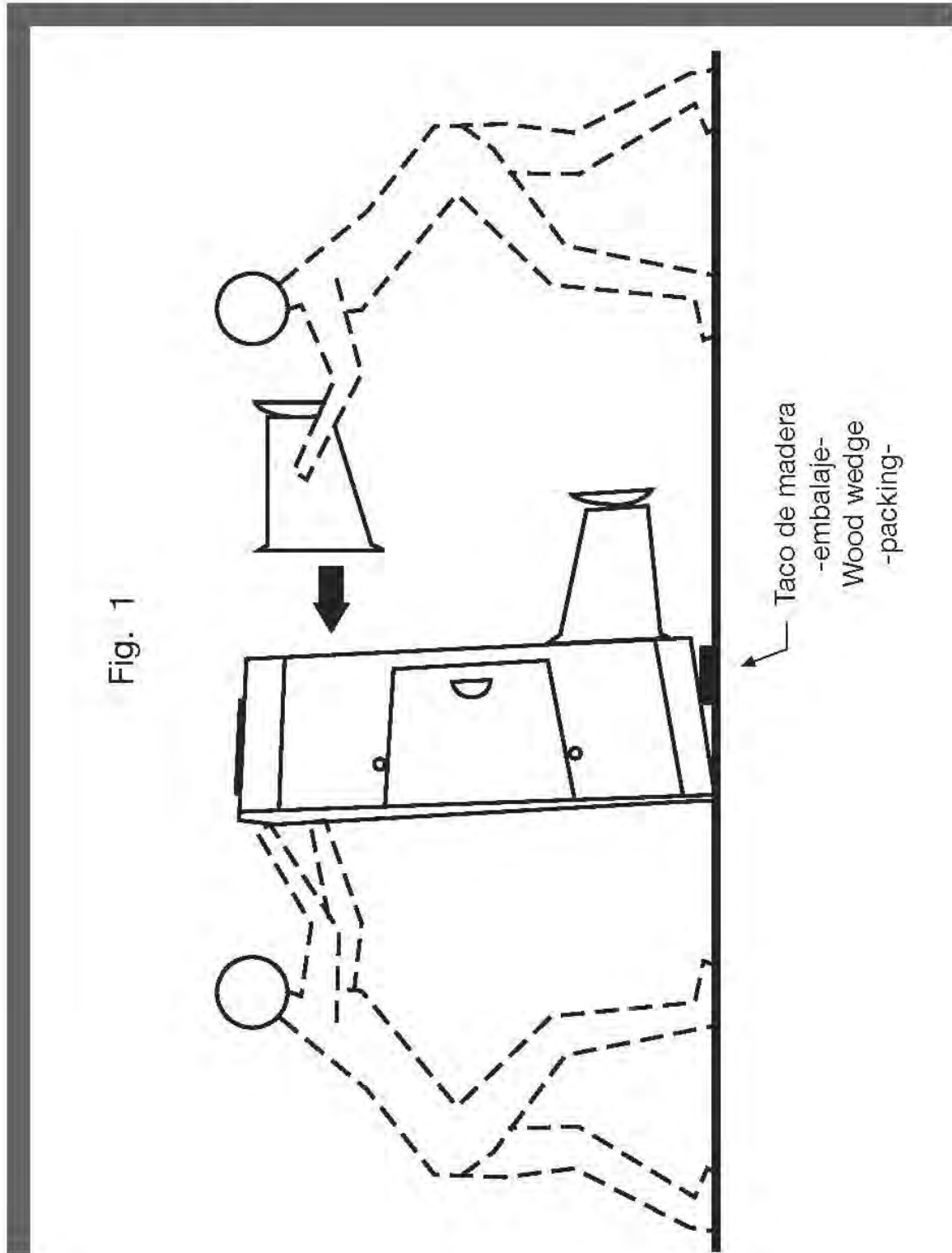
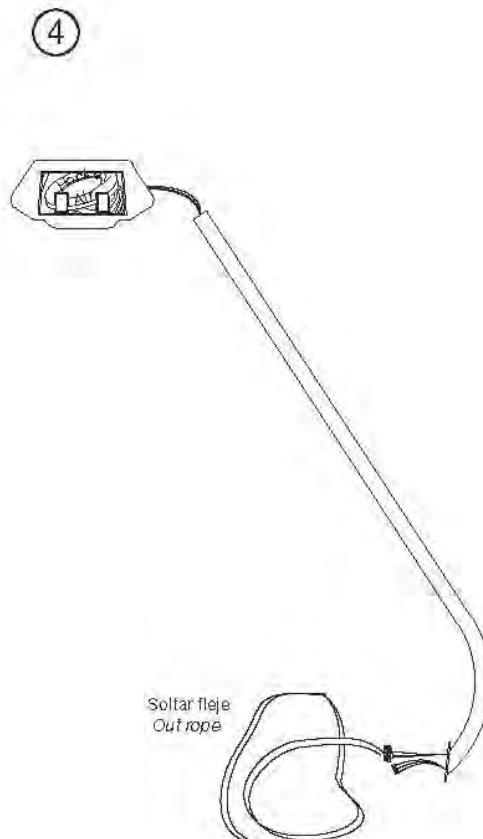
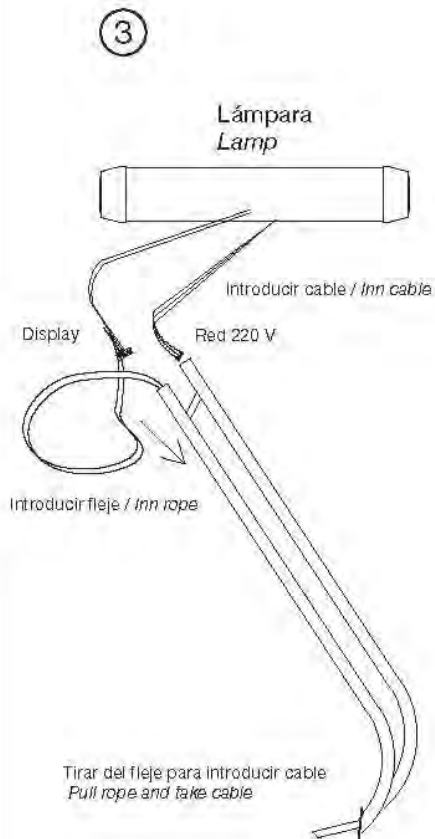
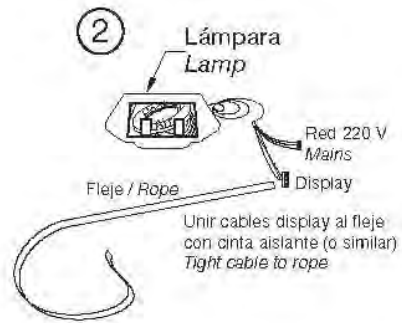
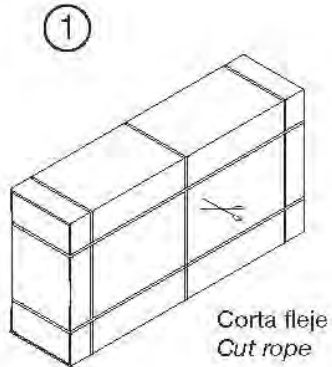


Fig. 1

INSTRUCCIONES CONEXIÓN CABLEADO LÁMPARA CONNECTING LAMP INSTRUCTIONS



MONTAJE DE LA LÁMPARA LAMP SET-UP

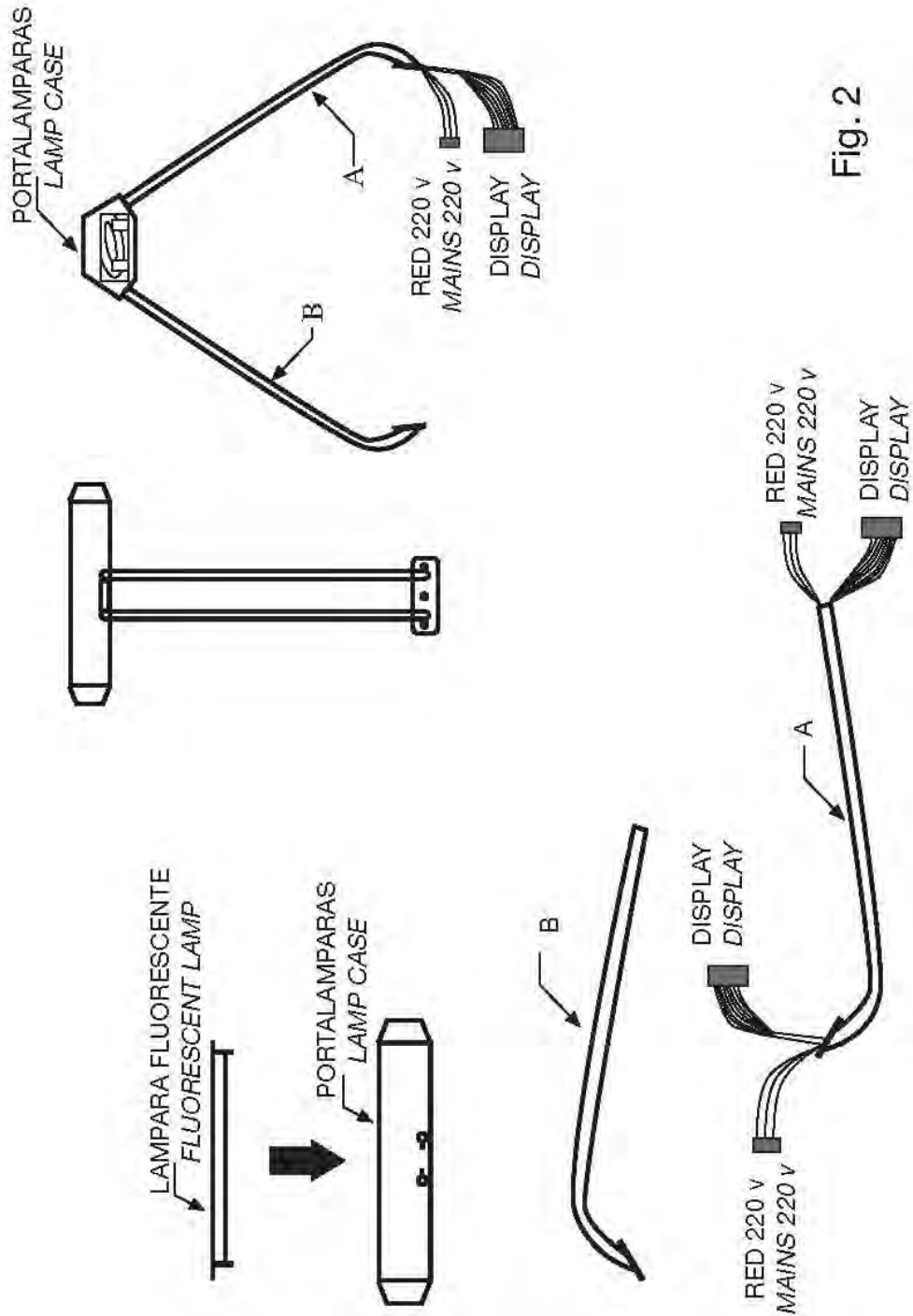
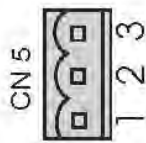


Fig. 2

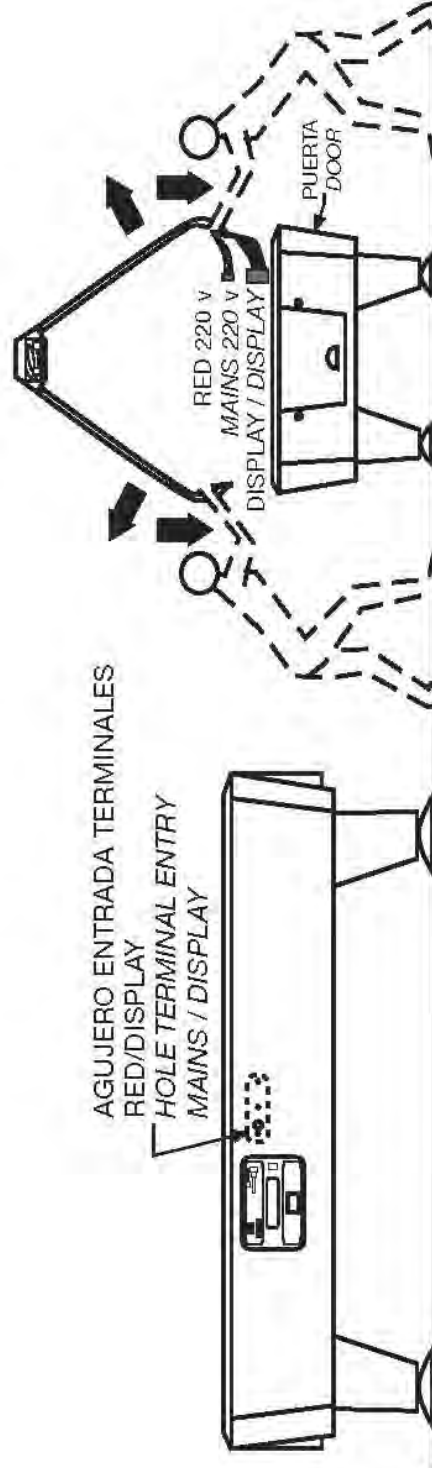
MONTAJE DE LA LÁMPARA LAMP SET-UP



- 1-2 • Lámpara encendida permanente
- 2-3 • Lámpara encendida en juego
- * Es aconsejable la posición 1-2

- 1-2 • Lamp ON all time
- 2-3 • Lamp ON only during game
- * The company advice position 1-2

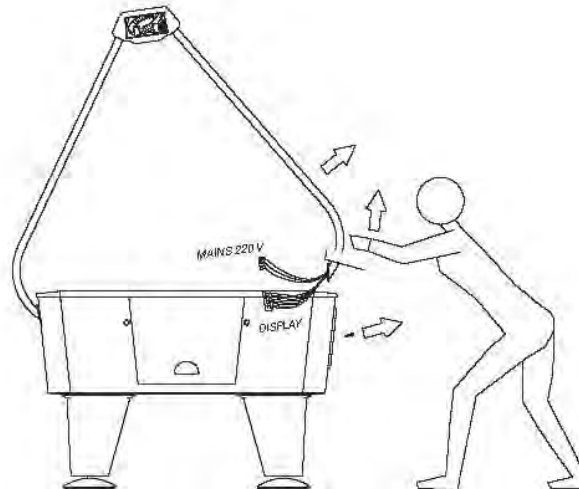
Fig. 3



MONTAJE PROTECCIÓN AIR-HOCKEY

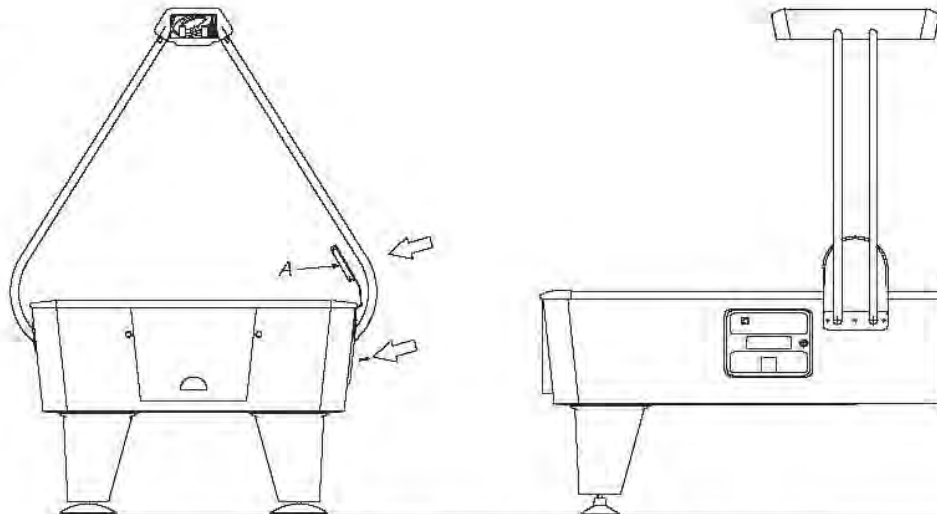
Mod. "SAFETY BAR HOCKEY"

①



1/. DESMONTAR UN LADO LÁMPARA.
SOLTAR CONECTORES.
DISSAMBLE ONE LAMP.
LOOSE CONNECTORS.

②



2/ COLOCAR CHAPA SUJECCIÓN (A).
COLOCAR LÁMPARA Y CONECTORES.

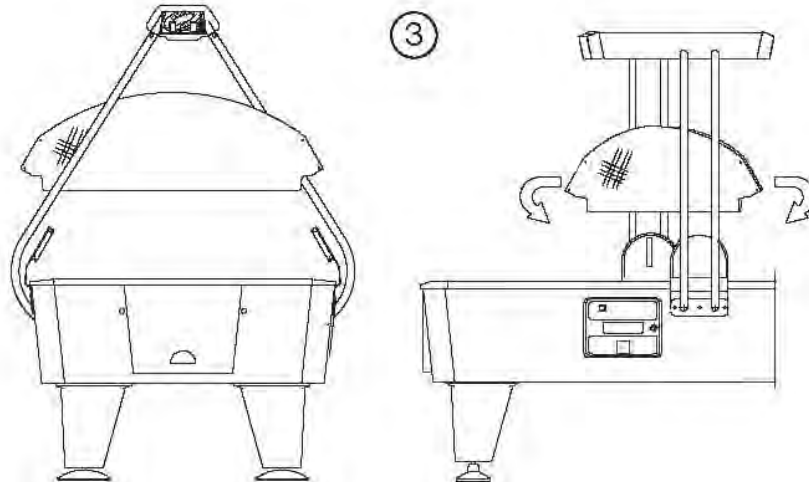
2/ PLACE FASTENING-PLATES (A).
PLACE LAMP AND CONNECTORS.

REPETIR OPERACIÓN CON EL OTRO LADO.

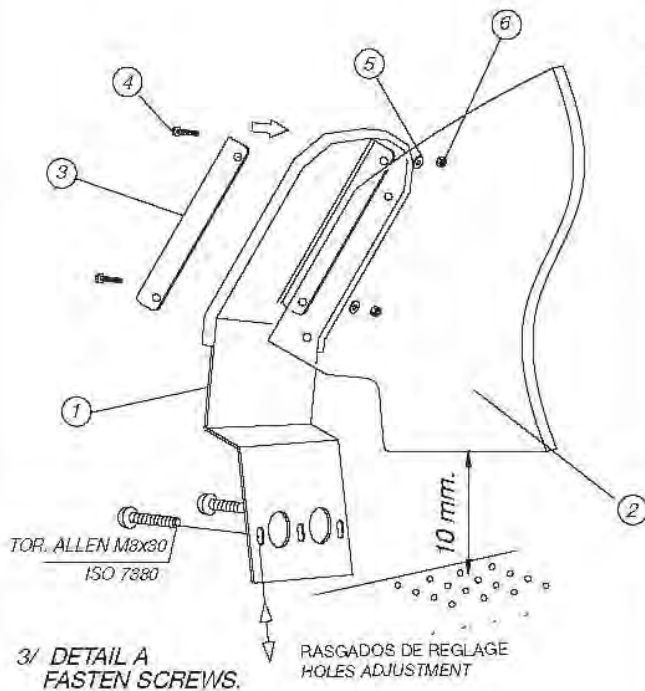
REPEAT OPERATION WITH THE OTHER SIDE.

AIR-HOCKEY

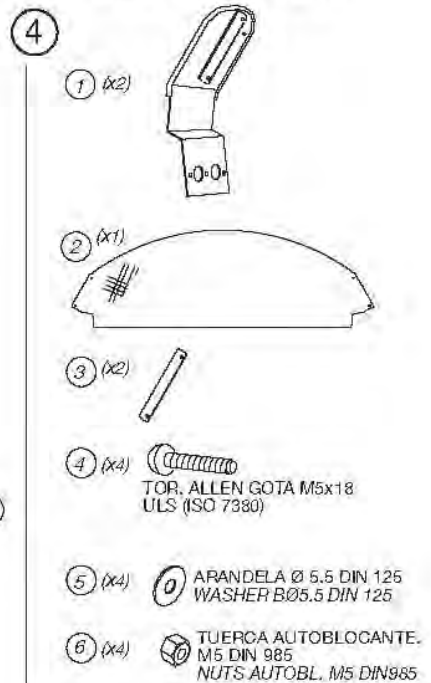
Mod. "SAFETY BAR HOCKEY"



2/ COLOCAR PROTECCIÓN (segun detalle A)
SITUARLA EN DIAGONAL.
PLACE PROTECCION (ACCORDING TO DETAIL A.
LOCATE IT IN DIAGONAL AND ROTATE.

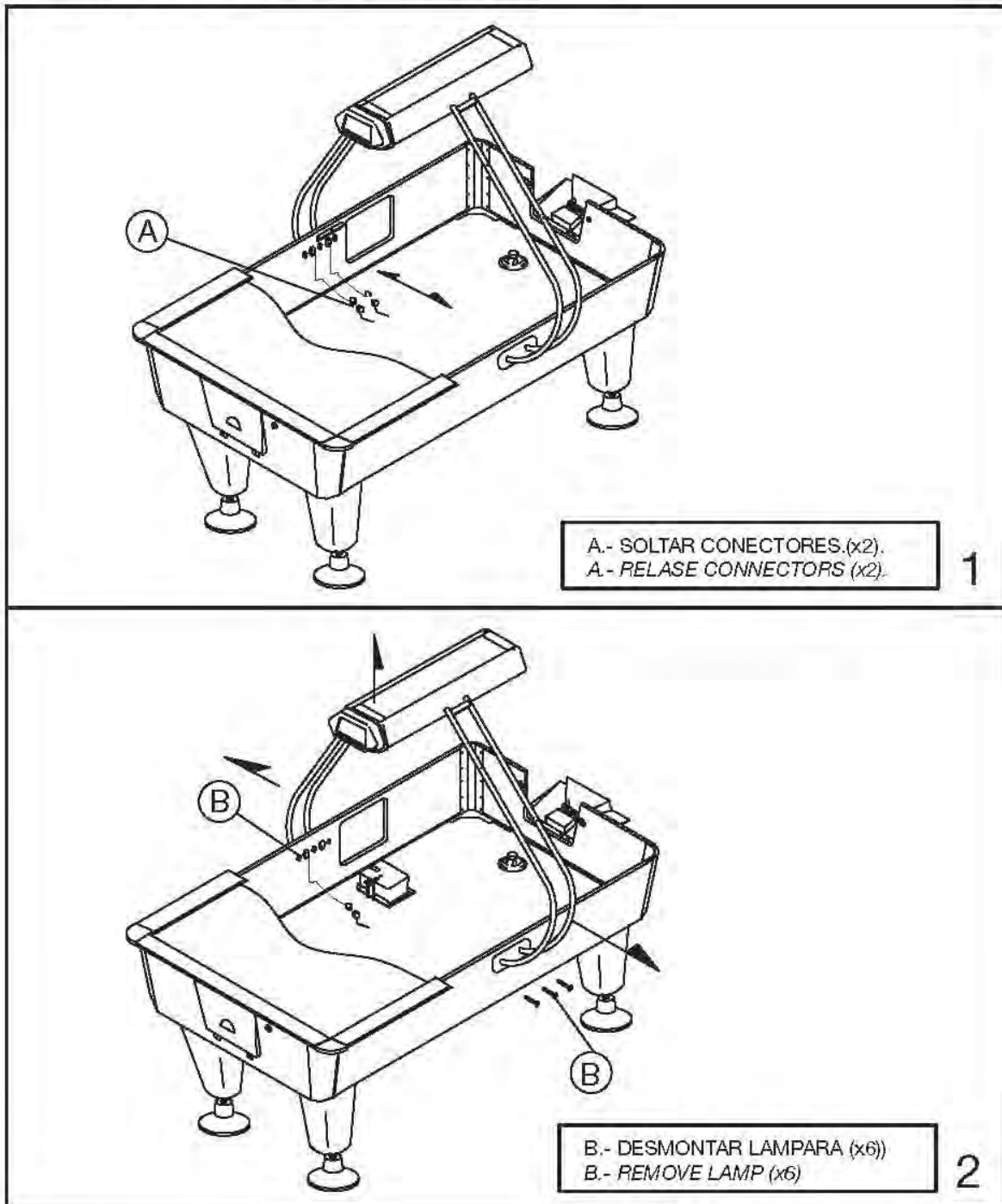


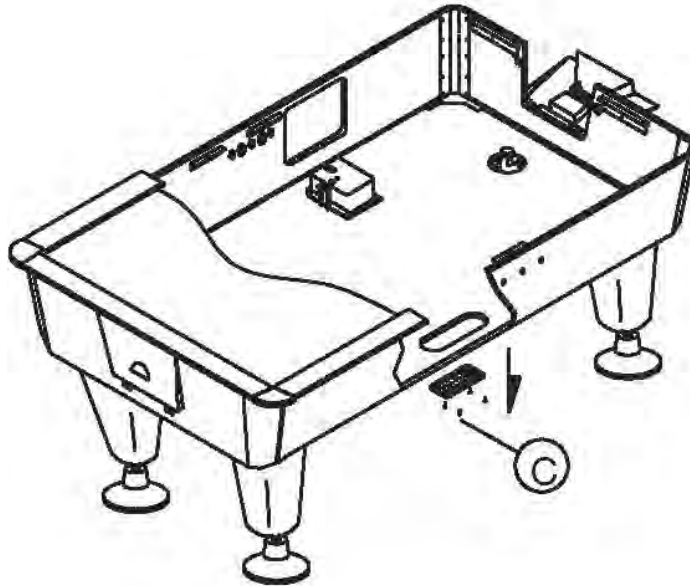
ACCESORIOS ACCESSOIRES



CAMBIO PLANCHA JUEGO **CHANGING PLAYING SURFACE**

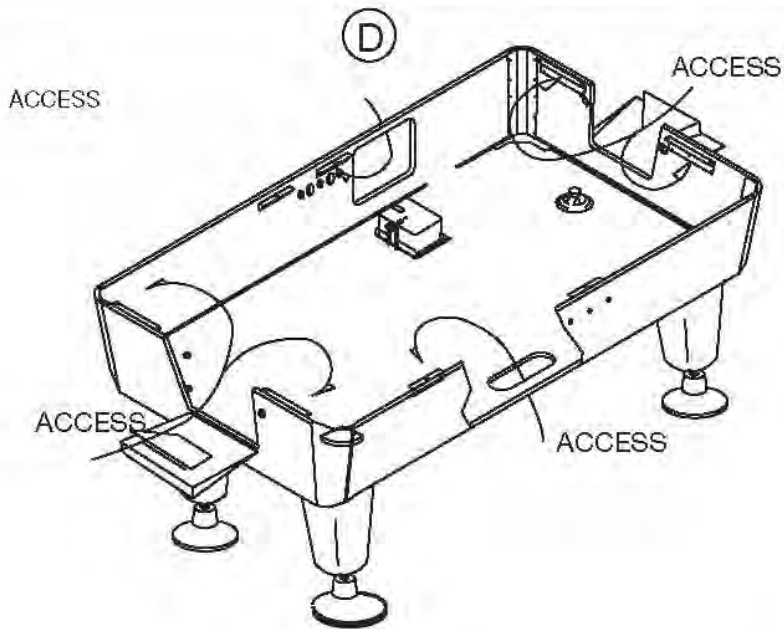
DESMONTAJE PLANCHA JUEGO **DIASSEMBLY PLAYING SURFACE**





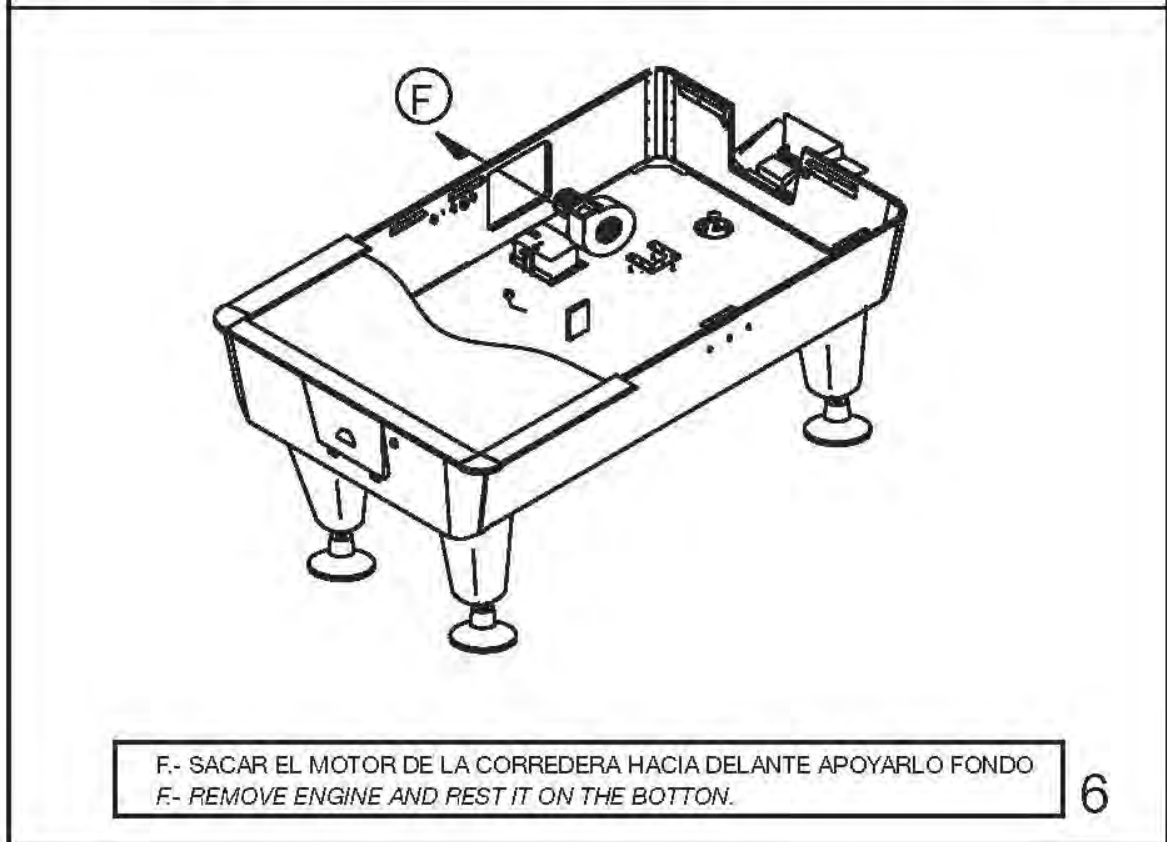
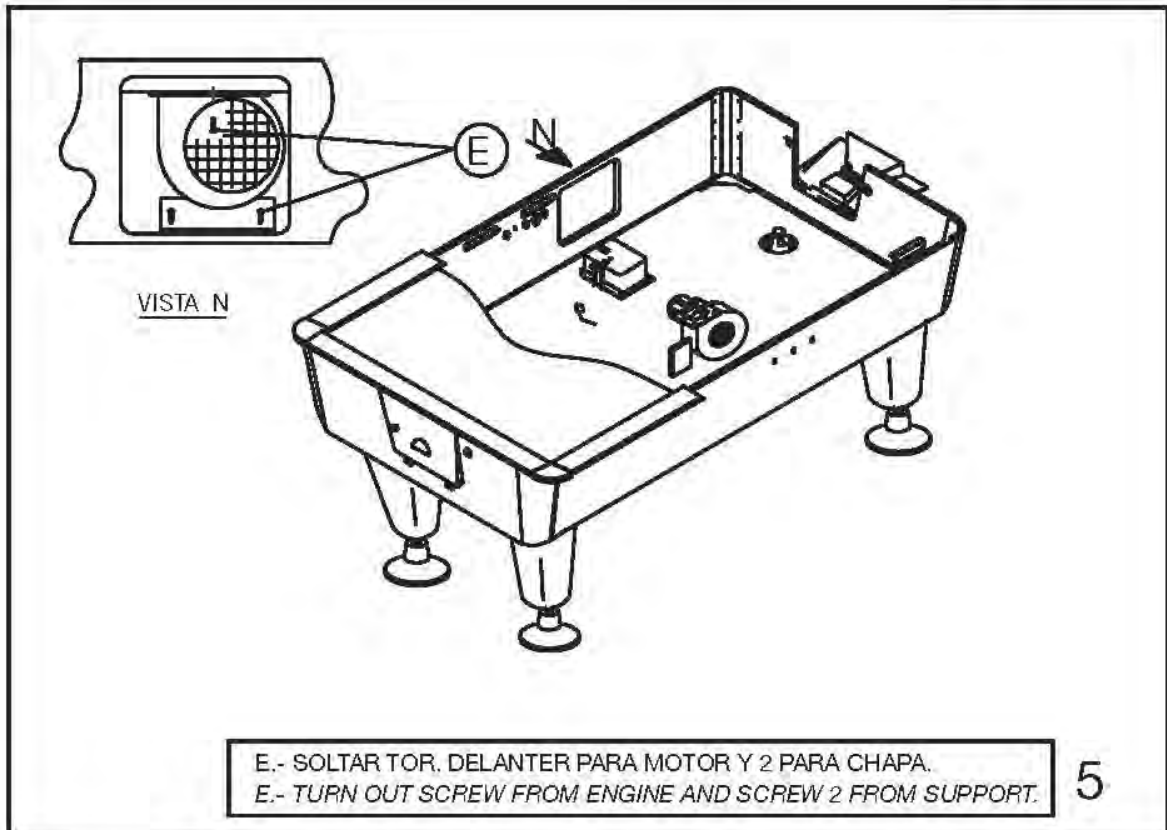
C.- QUITAR REJILLA (4 TORNILLOS).
C.- REMOVE GRILL (4 SCREW).

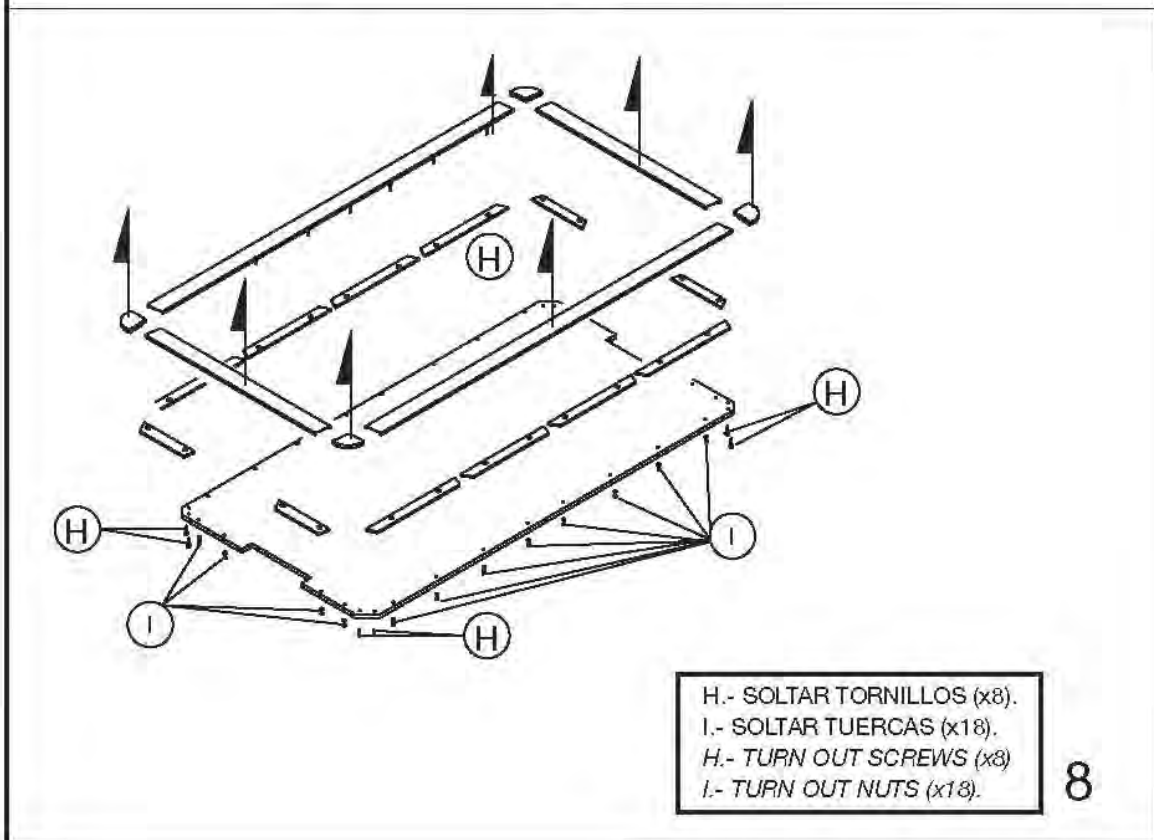
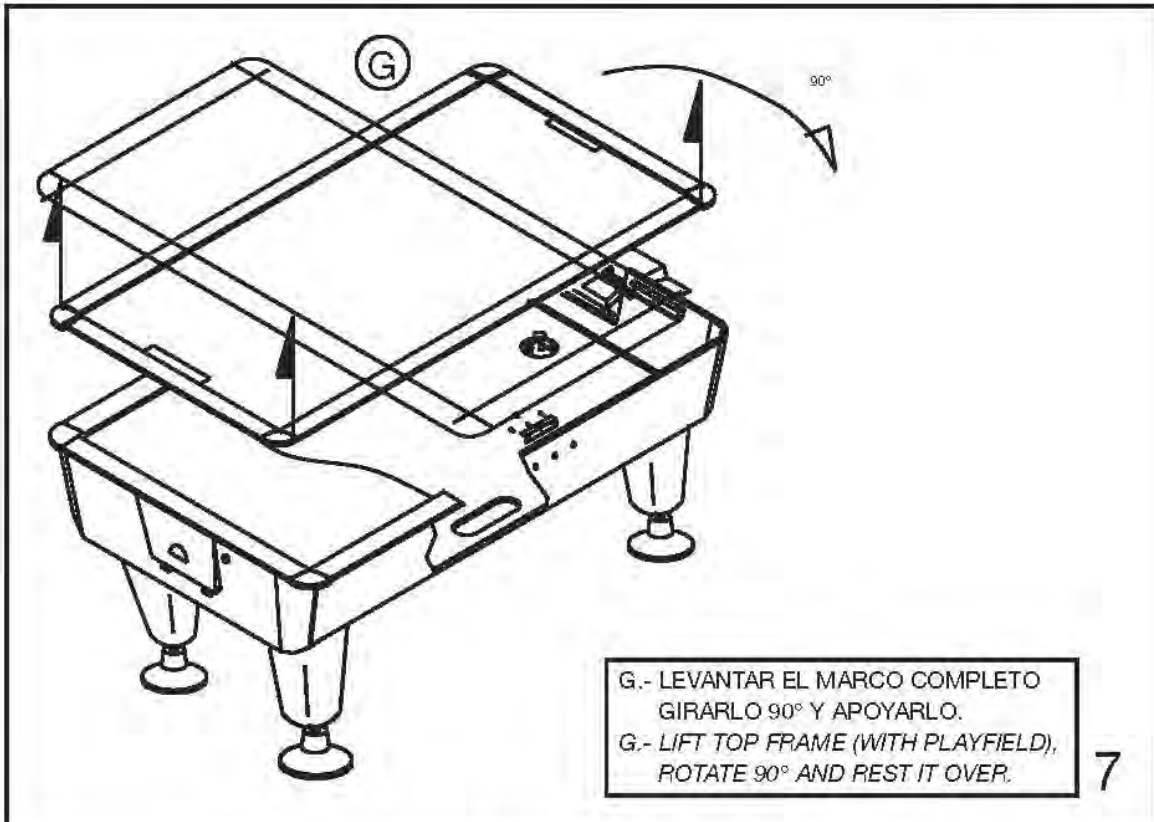
3

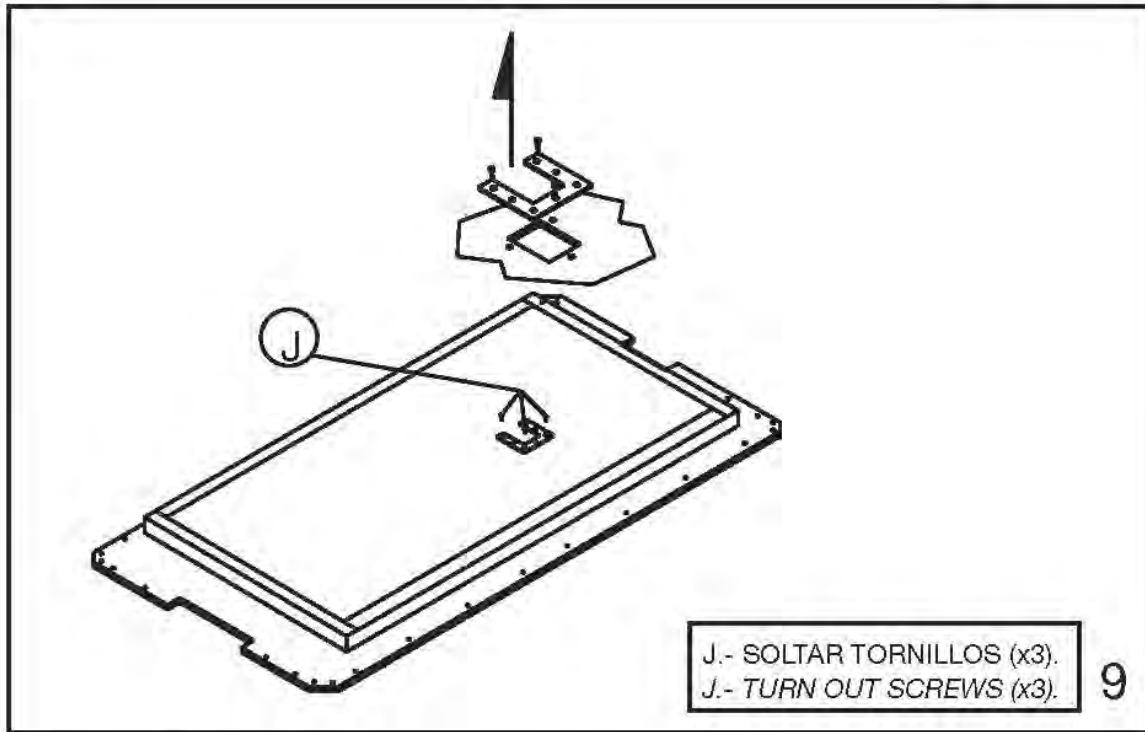


D.- SOLTAR TUERCAS DE LOS APOYOS (x6)
D.- TURN OUT NUTS (x6)

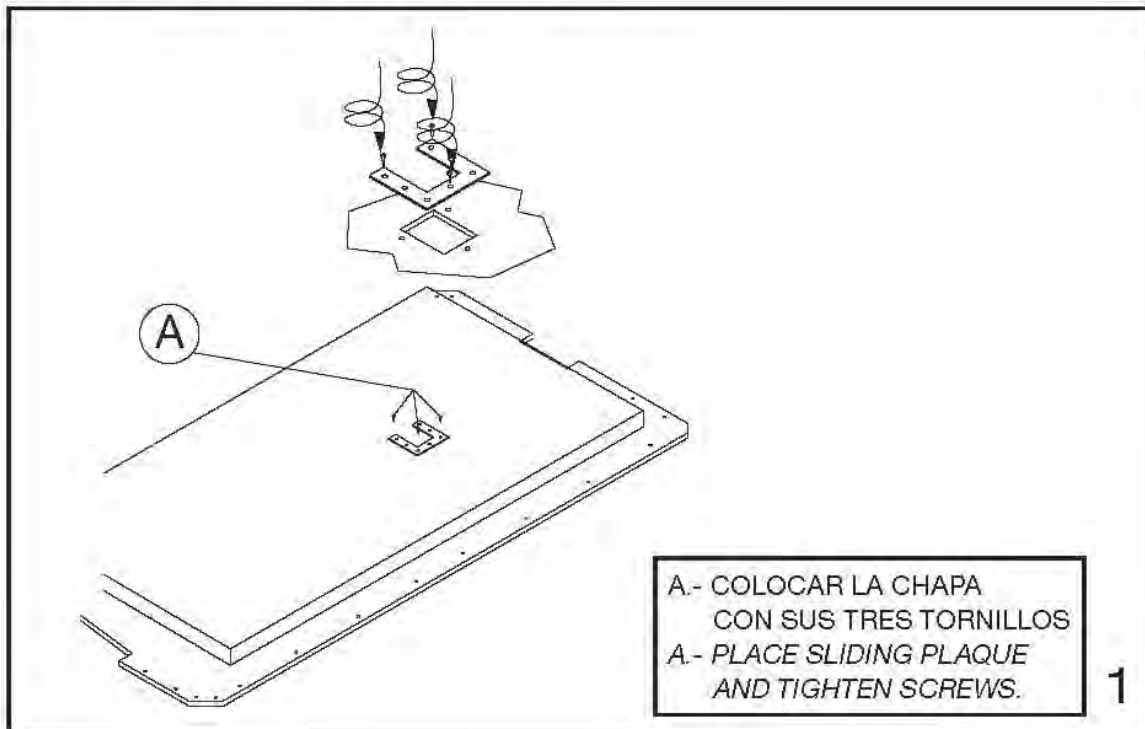
4

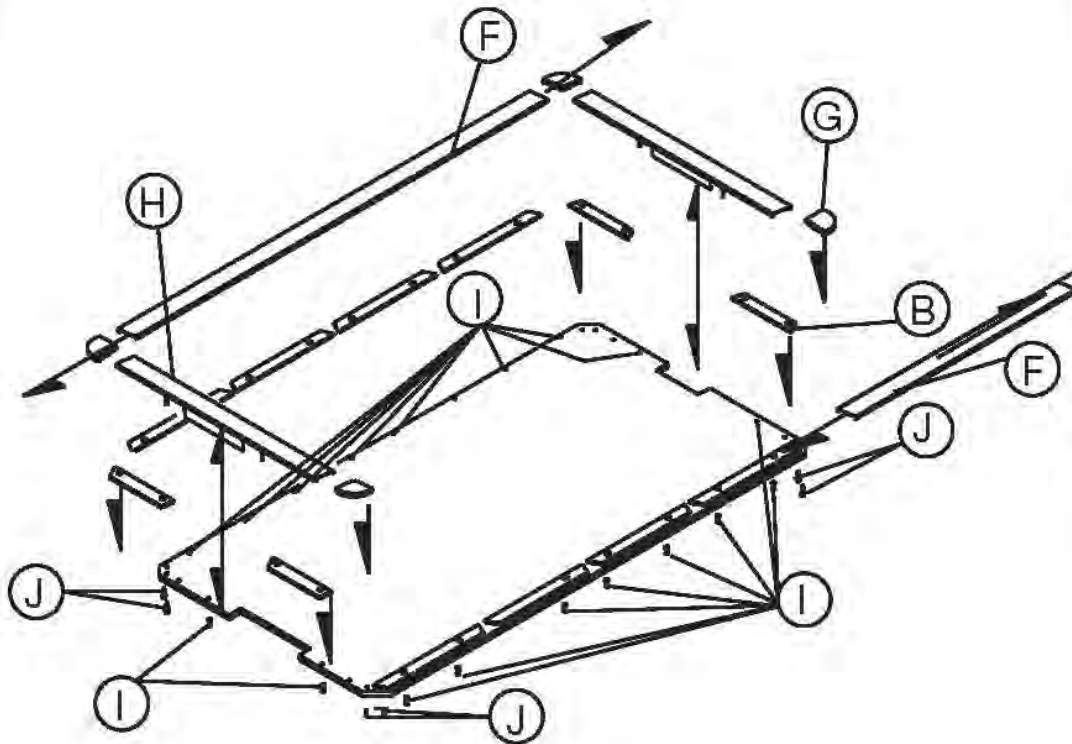




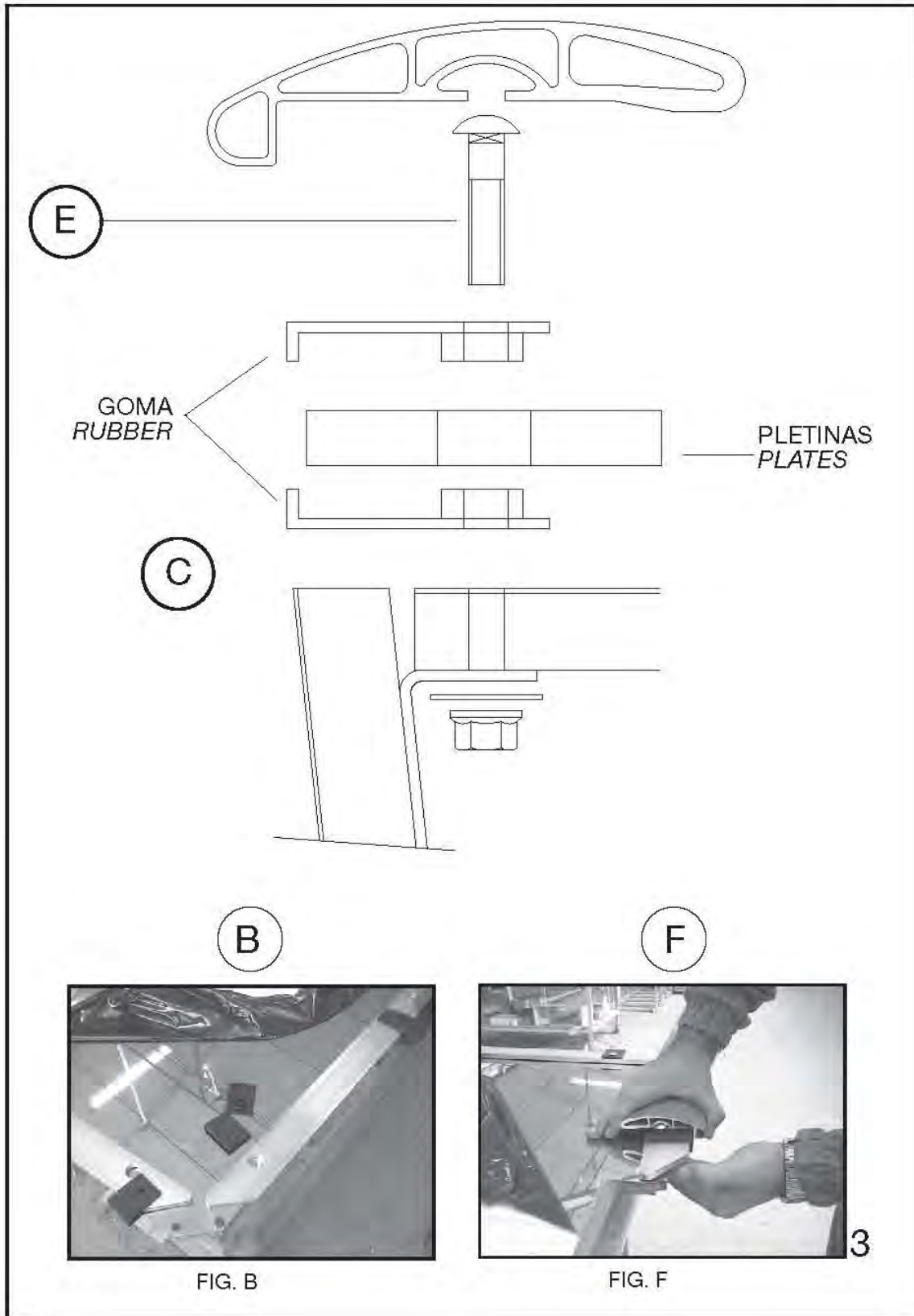


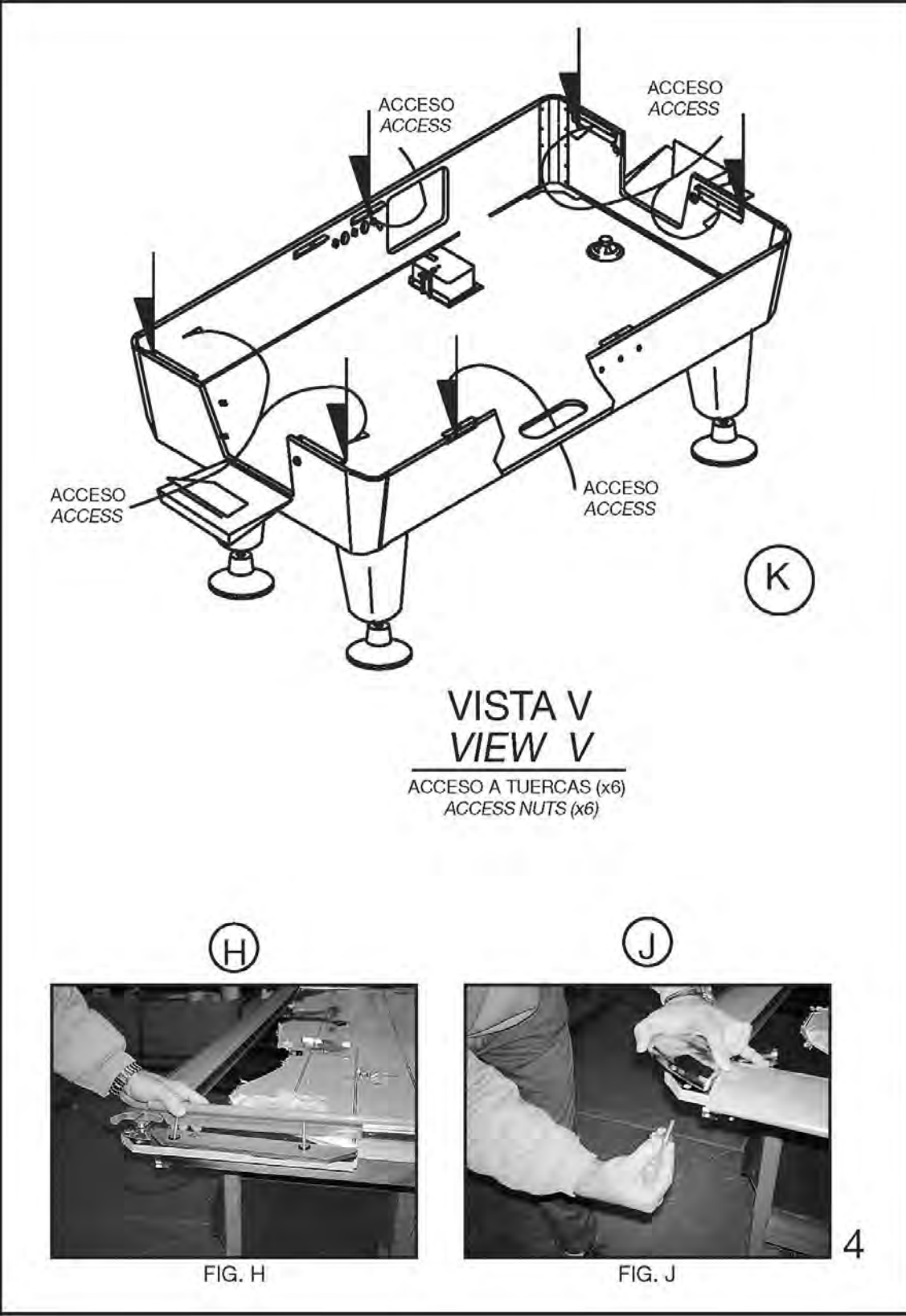
MONTAJE PLANCHA DE JUEGO SET-UP PLAYING SURFACE





- B.- SITUAR PLETINAS.
B.- PLACE PLATES.
- C.- PLACE RUBBER (SEC. S).
C.- COLOCAR GOMA. (SEC. S).
- D.- COLOCAR CASQUILLO (SEC. S).
D.- PLACE BUSHING (SEC. S).
- E.-METER TORNILLO. (SEC. S).
E.-PUT SCREW. (SEC. S).
- F.- METER EL PERFIL HORIZONTALMENTE (PASANDOLO POR LOS TORNILLOS).
F.- PLACE LONG PROFILE HORIZONTALLY (PASSING THROUGH SCREWS).
- G.- COLOCAR ESQUINERA.
G.- PLACE CORNER.
- H.-COLOCAR EL PERFIL VERTICALMENTE.
H.-PLACE SHORT PROFILE VERTICALLY.
- I.- APRETAR TUERCAS. (excepto 6 de la vista V).
I.- TIGHTEN NUTS (except 6 nuts shown in view).
- J.- APRETAR TORNILLOS ESQUINERA).
J.- TIGHTEN SCREWS.
- K.- COLOCARLO EN EL MUEBLE Y APRETAR RESTO TUERCAS VISTA V.
K.- PUT IN GAME AND TIGHTEN NUTS VIEW V.





RECAUDACIÓN Y TEST MONEY COLLECTION AND TEST

- Abrir la puerta de monedas.
- Visualizar los contadores electromecánicos (Fig. 20, pág. 6).
- Los contadores no disponen **de puesta a cero**.
- Pulsar botón durante más de 2 segundos. La máquina hará el test en pantalla.

* * * *

- *Open coin door.*
- *See counters (Fig. 20, pag. 6).*
- *The counters do not have a **reset to zero**.*
- *Keep button pressed for over 2 seconds. The machine will carry out a test on display.*



MANTENIMIENTO MAINTENANCE

- La superficie de deslizamiento debe de limpiarse **una vez al día** y con la **turbina en marcha**, para que conserve el deslizamiento del disco.
- La limpieza debe efectuarse con **alcohol** u otro producto equivalente que pueda adquirirse en el mercado.

* * * *

- *The machine should be cleaned **once a day** and with the **blower on**, so the puck slides through accordingly.*
- *Cleaning must be carried out with **alcohol** or any other similar product available on the market.*



REPUESTOS SPARES

– A la hora de realizar un pedido de este modelo es muy importante dar el **número de serie**.

REPUESTOS MÁS HABITUALES:

Denominación	Referencia
Mecanismo obturador de disco	12344
Portero	10006
Disco	10013
Base paño portero	13500
Reflectante disco	10011
Tarjeta display	12228
C.P.U.	12226
Detector de gol	12220
“ISD” inglés	12274
“ISD” castellano	12277

– *When placing your orders please state the **part number**.*

RECOMMENDED SPARES:

Description	Reference
<i>Puck-stop mech</i>	<i>12344</i>
<i>Player</i>	<i>10006</i>
<i>Puck</i>	<i>10013</i>
<i>Player cloth base</i>	<i>13500</i>
<i>Reflecting puck</i>	<i>10011</i>
<i>PCB display</i>	<i>12228</i>
<i>C.P.U.</i>	<i>12226</i>
<i>Goal sensor</i>	<i>12220</i>
<i>“ISD” english</i>	<i>12274</i>
<i>“ISD” spanish</i>	<i>12277</i>

GUÍA DE SOLUCIONES

- 1.- LA MÁQUINA NO SE ENCIENDE:
 - Verificar fusible de la caja de red.
 - Verificar fusible de la CPU.
 - Revisar instalación del local.
- 2.- NO CUENTA LOS GOLES:
 - Verificar la placa detector de gol.
- 3.- NO HAY MÚSICA:
 - Ver control de volumen en la placa principal.
- 4.- ESCASA POTENCIA DE AIRE:
 - Verificar tensión del motor de aire.
 - Cambiar motor de aire.
- 5.- EL DISCO NO SE DESLIZA CORRECTAMENTE:
 - Nivelar las patas correctamente.
 - Limpiar el disco.
 - Limpiar la superficie de juego (con la máquina en funcionamiento).
- 6.- NO FUNCIONA LA LÁMPARA:
 - Verificar fluorescente.
 - Verificar alimentación.
 - Verificar tensión principal.
 - Verificar los cebadores.
- 7.- LA MÁQUINA NO DEVUELVE EL DISCO:
 - Verificar el motor de obturación de disco.
 - Verificar la placa detector de gol.
- 8.- EL CONTADOR NO MUESTRA NINGÚN NÚMERO:
 - Verificar la placa display.
 - Verificar cableado.
 - Verificar CPU.

TROUBLES HOOTING GUIDE

- 1.- MACHINE DOES NOT START:
 - Check fusible located in the cable connector.
 - Check fusible located in the CPU.
 - Check power supply of the location.
- 2.- NO GOAL COUNTING:
 - Check goal sensor.
- 3.- NO MUSIC:
 - Check volume control in the CPU.
- 4.- WEAK AIR POWER:
 - Check tension from blowing motor.
 - Change blowing motor.
- 5.- PUCK DOES NOT SLIP CORRECTLY:
 - Check legs leveling.
 - Puck must be in right conditions.
 - Clean playing surface. (With machine on).
- 6.- LAMP LIGHTS NOT WORKING:
 - Check lamp bulbs.
 - Check lamp starter.
 - Check main tension.
- 7.- MACHINE DOES NOT RETURN PUCK:
 - Check door motor hockey mech.
 - Check goal detector sensor.
- 8.- SCORE COUNTER DOES NOT SHOW NUMBERS.
 - Check display CPU.
 - Check wiring.



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WARRANTY POLICY

I.C.E. Inc warrants all components in new machines to be free of defects in materials and workmanship for the period listed below:

- 180 days on Main PCB's, Computers & Motors
- 1 year on all LCD monitor panels
- 90 days on all other electronic and mechanical components
- 30 days on all I.C.E. repairs and parts purchases

I.C.E. Inc shall not be obligated to furnish a warranty request under the following conditions:

- Equipment or parts have failed through normal wear and tear
- Equipment has been subjected to unwarranted stress, abuse or neglect
- Equipment has been damaged as a result of arbitrary repair/modification

Products will only be covered under warranty by obtaining an I.C.E. authorized RMA #. To obtain an RMA # please provide I.C.E. tech support with the game serial # or original I.C.E. invoice # and a detailed description of the failure or fault symptoms.

I.C.E. Inc will assume no liability whatsoever for costs associated with labor or travel time to replace defective parts. All defective warranty covered components will be replaced with new or factory refurbished components equal to OEM specifications.

I.C.E. Inc will cover domestic UPS ground, or comparable shipping costs during the warranty period. International or expedited shipments are available for an additional charge. To obtain credit defective parts must be returned to I.C.E. Inc, at the customer's expense, within 30 days. After 30 days a 15% re-stocking fee will apply to all returns.

ICE distributors are independent, privately owned and operated. In their judgment, they may sell parts and/or accessories other than those manufactured by I.C.E. Inc. We cannot be responsible for the quality, suitability or safety of any non-I.C.E. part or modification (including labor) that is performed by such a distributor.

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