

BARRON

GAMES

INTERNATIONAL



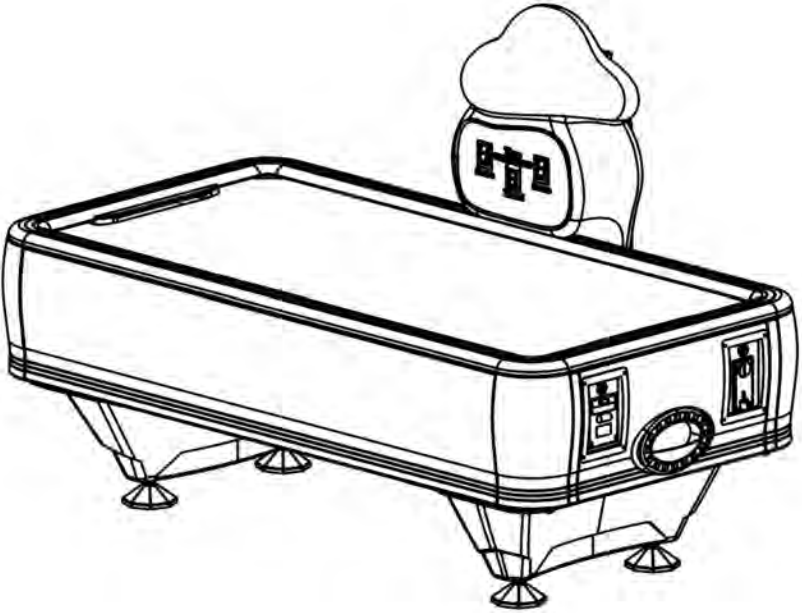
MAGIC MUSHROOM & MINI BEAR

Air Hockey Tables Owners Manual

Assembly operation and care instructions.

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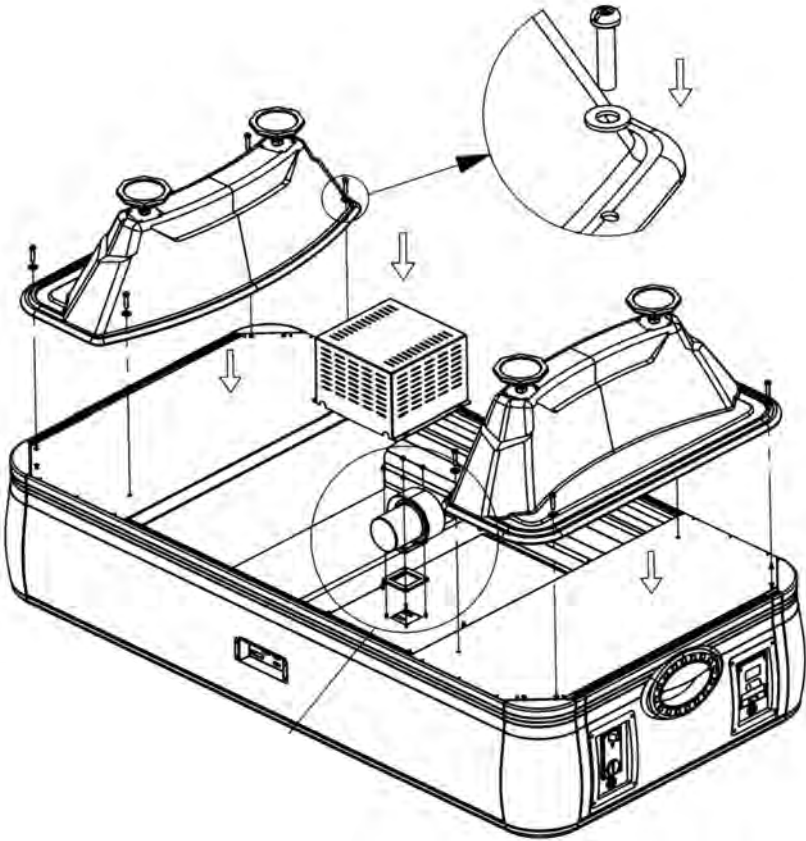


Weight

Side Score Board	22lbs
Table	200lbs
Legs	14lbs
Total Weight	236lbs

Dimensions

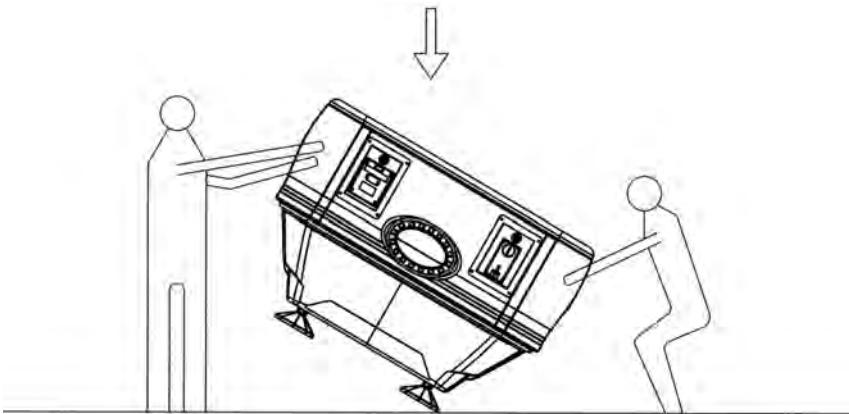
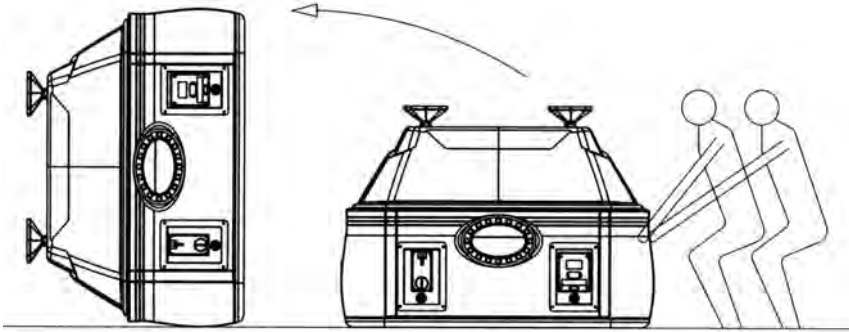
Length	73"
Width	38"
Height	47"



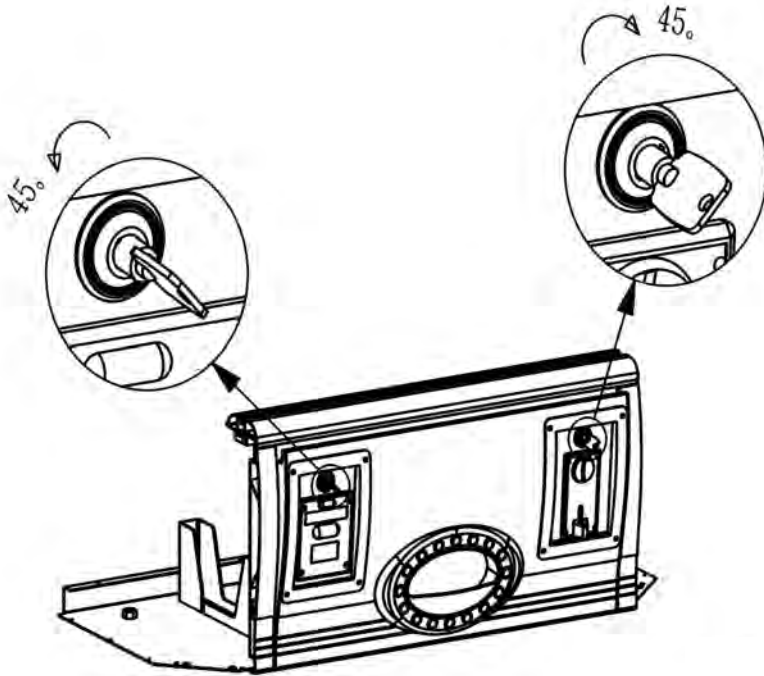
Attach the legs to the table with the medium screws provided with washers.

The blower has already been attached.

Remove the keys taped to the bottom of the table.

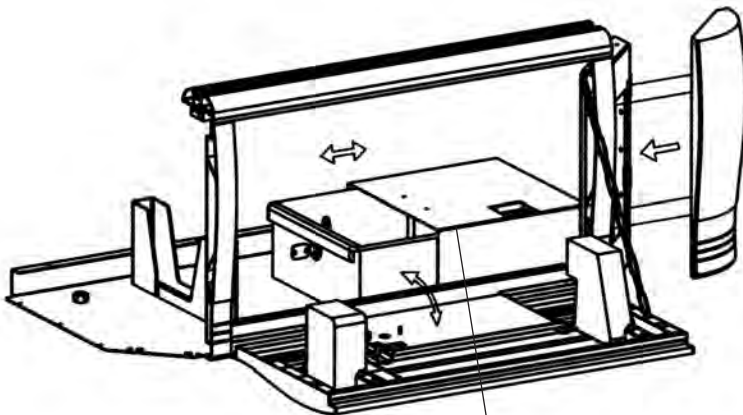


Use 4 people to flow the table to the standing position.

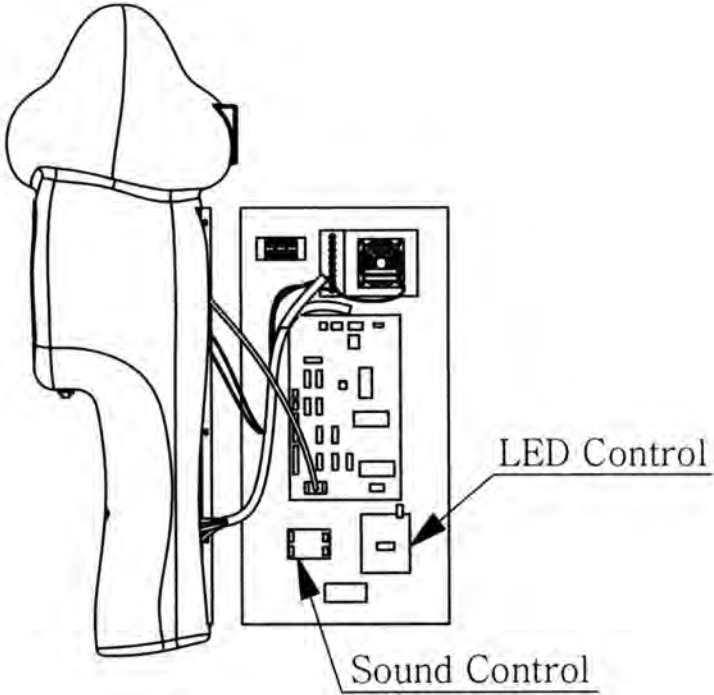


The Magic Mushroom table has the ticket dispenser and the coin acceptor all in one locking mechanism.

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

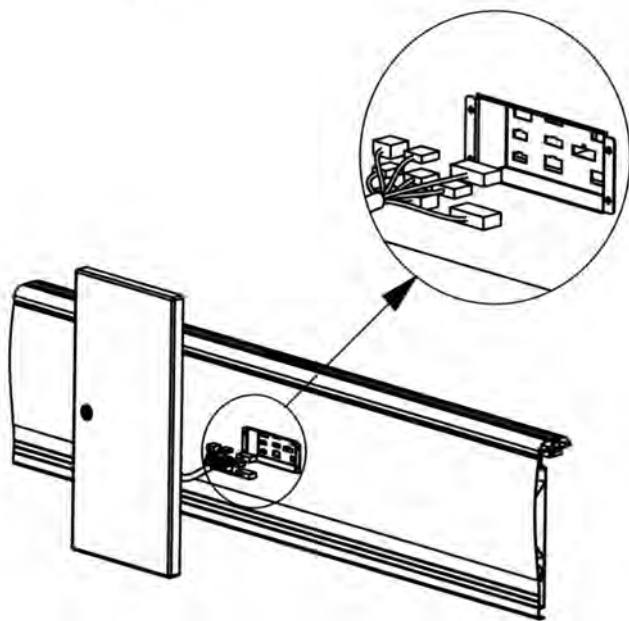


Lockable Cash Box



The side scoreboard cabinet contains the PCB board and volume adjustment.

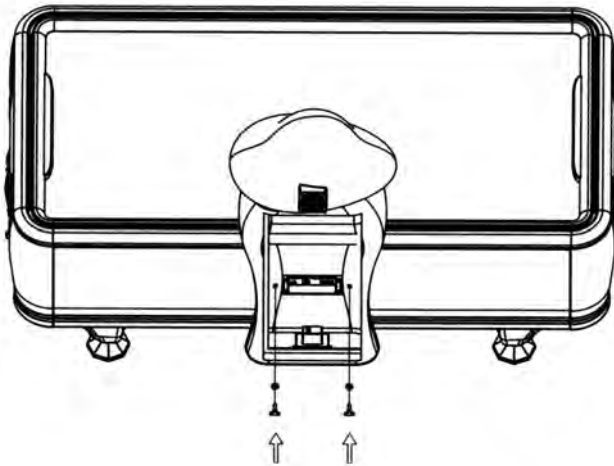
Side scoreboard may look different based upon the model.



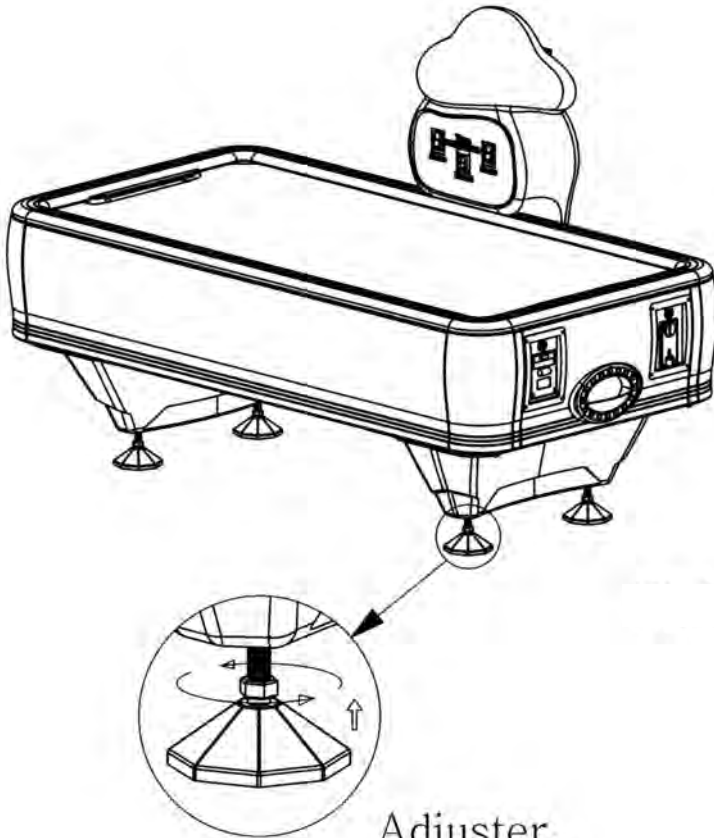
Connect the corresponding pins from the side head board to the table. Connecting to the matching color and shape of pin.



Puck Return Door



Connect the plates on the side of the table to the scoreboard. Use the wing nuts provided to screw in the side score board.



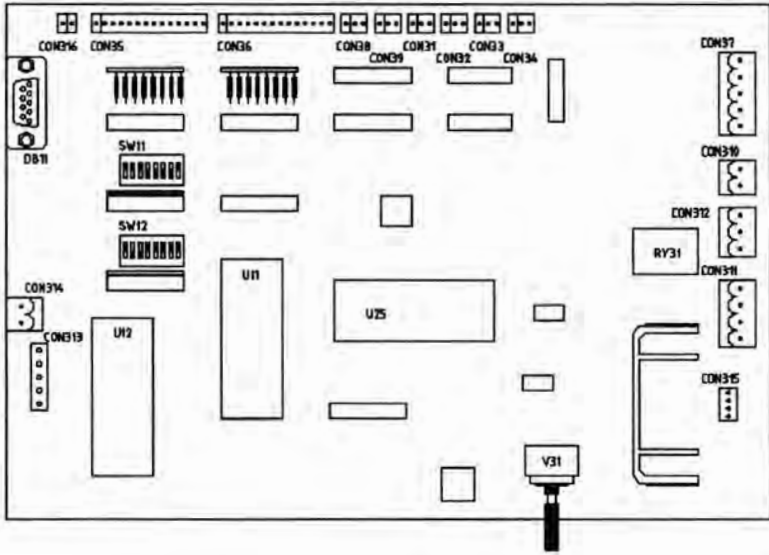
Adjuster.

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.

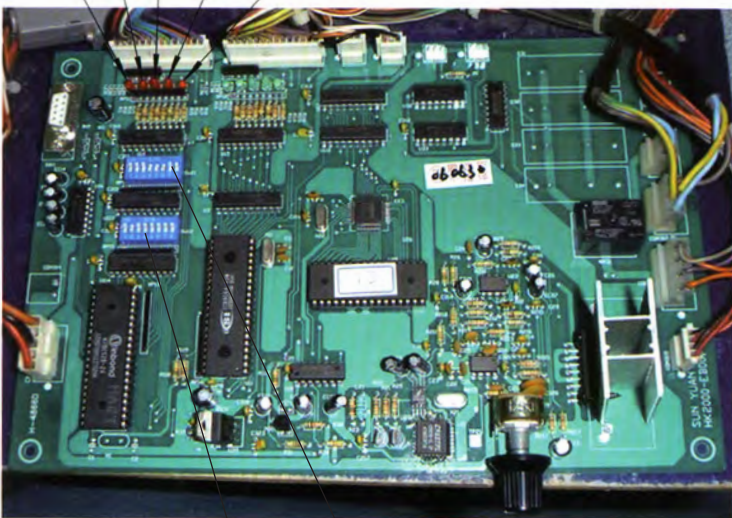
Plug in the table to a 110Volt system.

PCB LAYOUT & SPECIFICATION



- 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

- 1. Sensor
- 2. Start Button
- 3. Coin Mechanism
- 4. Ticket Unit
- 5. Hitting Sound for rails



- 6. Programmable Settings SW11
- 7. Programmable Settings SW12

CON 38

Orange/Brown	1. +5V] A2. Puck Strike Detector (Send, Receive)
White	2. Strike Detect	
Black/Blue	3. Ground	

CON 39

Orange/Black/Brown	1. +12V] B2. Puck Strike Detector (Send, Receive)
White	2. Strike Detect	
Black/White/Blue	3. Ground	

CON 31

- 1.
- 2.
- 3.

CON 310

Brown	1. AC110V or AC220V] Turbine Engine Power Out
Blue	2. AC110V or AC220V	

CON 311

Orange	1. +12V] A1 Solenoid SW
Purple	2. Signal Control	
Orange	3. +12V] B1 Solenoid SW
Grey	4. Signal Control	

CON312

Brown	1. AC110V or AC220V] AC Power In
Green/Yellow	2. AC110V or AC220V	
Blue	1. AC110V or AC220V	

CON 313

Orange	1. +12V] DC Power In
	2.	
Black	3. Ground	
	4.	
Red	5. +5V	

CON 315

1. SP+] Left Speaker
2. SP-	
3. SP+] Right Speaker
4. SP-	

CON 35

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

CON 36

Red	1. +5V	}	B1. Goal Sensor
White/Red	2. Puck In Detect		
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		
Orange	8. +12V	}	B1. Coin Selector
Black	9. Coin Selector		
Blue/Orange	10. Ground		
Orange	11. SSR	}	B1. Ticket Dispenser
Black	12. +12V		
Purple	14. Ticket		

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		1	2	3	4	5	6	7	8
Coin Acceptor	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	0	I	0					
	4 Coins= 1 Credits	I	0	0					
FREE PLAY*		0	0	0					
Tickets Dispensed	NONE					0	0	0	
	Winner 3	Loser 1				I	0	0	
	Winner 6	Loser 2				0	I	0	
	Winner 9	Loser 3				0	I	I	
	Winner 18	Loser 4				0	0	I	
	Winner 22	Loser 5				I	0	I	
	Winner 26	Loser 6				0	I	I	
	Winner 36	Loser 7				I	I	I	
Side Strike Sound	Sound	A							I I
	Sound	B							0 I
	Sounds	C							I 0
	No Sound								

*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		Switch Number							
Lower Unit SW12		1	2	3	4	5	6	7	8
Goal To Win	No Limit	0	0	0	0				
	9	0	0	I					
	8	0	I	0					
	7	I	I	0					
	6	0	0	I					
	5	I	0	I					
	4	0	I	I					
	3	I	I	I					
Time of Credit	No Limits				0	0	0		
	10 Minutes				I	0	0		
	8				0	I	0		
	6				I	I	0		
	4				0	0	I		
	3				I	0	I		
	2				0	I	I		
1				I	I	I			
Ticket	Winner Only								I
Recipient	Both								0
Demo	Enabled								I
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 checked for possible errors:

- 1) Check for debris, shavings, paper and other emains lodged inside the return unit.
- 2) Puck has chips not allowing it to fall through the return unit. Replace or sand puck.
- 3) Wire connector to release solenoid has become unplugged/damaged/stuck/broken.
- 4) Release solenoid needs to be replaced. Contact Barron 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.
- 2) 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.