## Power Hockey Overhead Setup \& Assembly Instructions



## Parts List

The following parts should be included with the Power Hockey Table:
4 Legs with attached levelers (In a separate box)
$1611 / 2$ " x $3 / 8$ " \#16 bolts (Inside cash box)
10 keys (8 taped to outside of coin mechanism and 2 inside)
2 mallets (Inside leg box)
2 pucks (Inside leg box)

The following parts should be included with the Light Bar:
1 Light Bar with wires
1 Light Bar
1 Score Panel
1 Light Fixture
1 Large Light Bar mount cover
1 Small Light Bar mount cover
$1211 / 2 " \times 1 / 4 " \# 20$ bolts
$41 / 2 "$ x $1 / 4$ " \#20 bolts
4 1/4" nuts
16 1/4" locking washers
4 1/4" washers
$8 \quad 5 / 8 " \# 8$ pan head screws

## Table Maintenance

This is a commercial table and meant for heavy-duty use so very little table maintenance is required. One thing that should be done every now \& then (depending on the use of your table) is to wipe down the playing surface with a laminate polish. We use a product called "Countertop Magic" and can be purchased at any Home Depot or comparable hardware store. Simply turn on the blower motor, spray the laminate polish onto a cloth and wipe the playing surface

## Setup Instructions

1. Locate keys taped to coin mechanism (or inside puck drop if non coin).
2. Remove 4 legs with levelers, and a bag of (16) bolts.
3. Attach legs to bottom of table using (16) $11 / 4 " \times 3 / 8 " \# 16$ bolts. (See figure 1)
4. Stand table upright.
5. Attach Light Bar as instructed in the next section.


## Light Bar Assembly

1. Locate string taped to the side of the Power Hockey table.
2. Remove tape and pull out wire harnesses attached to the string.
3. Attach Light Bar with wire to the side on the table with exposed wire harnesses, using (6) $11 / 2 " \times 1 / 4 " \# 20$ bolts and 6 locking washers.
4. Attach remaining Light Bar to the other side of the table in the same way.
5. Attach Light Fixture to the Light Bars using: (4) $1 / 4$ " x $1 / 4$ " \#20 bolts, (8) $1 / 4$ " washers, (4) $1 / 4$ " locking washers, and (4) $1 / 4$ " nuts. (See figure 2)

6. Connect wires from Light Fixture (2 pin connector) to matching connector in Light Bar.
7. Attach 25 pin harness from light bar to the Score Panel at connector marked "INTERFACE". NOTE: Make sure the notches on the harness face center of the circuit board when you attach it to the board.
8. Screw score panel to the light assembly with (4) $5 / 8$ " \#8 pan head screws.
9. Connect three wire harnesses to their mates at the base of the light bar.
10. Attach Large Light Bar Mount Cover at the base of the Light Bar with the wires using (2) $5 / 8 " \# 8$ pan head screws.
11. Attach the Small Light Bar Mount Cover on the opposite side.

## Setting up the game options

The Power Hockey game has the following factory set defaults:
1 coin mechanism throw allows 1 game with a maximum game time of 5 minutes. To change these settings, refer the DIP switch setting sheet attached to the inside of the power supply access door (see figure 3). In order to change the coins required per game play, please refer to the enclosed instructions for the coin mechanism.


## Power Hockey Wiring Diagram


GREATAMIACAN RECREATION EQUPMENTINC.
110 POWERSPPLYBOXDIAGRAM


## DIP Switch Settings (If Your Hockey has a GREEN LOGIC BOARD)

TIME OPTIONS

| DIP SWITCH |  |  |  | SETTINGS |
| :--- | :--- | :--- | :--- | :--- | MAX. GAME

## COINS PER CREDIT

DIP SWITCH SETTINGS

| $\mathbf{5}$ | $\mathbf{6}$ | $\mathbf{7}$ | $\mathbf{8}$ |  |
| :--- | :--- | :--- | :--- | :--- |
| ON | ON | ON | ON | 1 COIN 1 CREDIT |
| ON | ON | ON | OFF | 1 COIN 1 CREDIT |
| ON | ON | OFF | ON | 1 COIN 1 CREDIT |
| ON | ON | OFF | OFF | 1 COIN 1 CREDIT |
| ON | OFF | ON | ON | 1 COIN 1 CREDIT |
| ON | OFF | ON | OFF | 1 COIN 1 CREDIT |
| ON | OFF | OFF | ON | 1 COIN 1 CREDIT |
| ON | OFF | OFF | OFF | 2 COINS 1 CREDIT |
| OFF | ON | ON | ON | 2 COINS 1 CREDIT |
| OFF | ON | ON | OFF | 2 COINS 1 CREDIT |
| OFF | ON | OFF | ON | 2 COINS 1 CREDIT |
| OFF | ON | OFF | OFF | 2 COINS 1 CREDIT |
| OFF | OFF | ON | ON | 3 COINS 1 CREDIT |
| OFF | OFF | ON | OFF | 3 COINS 1 CREDIT |
| OFF | OFF | OFF | ON | 4 COINS 1 CREDIT |
| OFF | OFF | OFF | OFF | 4 COINS 1 CREDIT |

## DIP Switch Settings

(If Your Hockey has a YELLOW LOGIC BOARD)

| AH2004(V1.05) |  |  |  |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Description | Value | DIP Switch Number 1 |  |  |  |  |  |  |  |
|  |  | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| EndOf PlayScore | 6 | 0 | 0 |  |  |  |  |  |  |
|  | 7* | 1 | 0 |  |  |  |  |  |  |
|  | 8 | 0 | 1 |  |  |  |  |  |  |
|  | 9 | 1 | 1 |  |  |  |  |  |  |
| End <br> Of Play <br> Timer (Minutes) | 6 |  |  | 0 | 0 |  |  |  |  |
|  | 9* |  |  | 1 | 0 |  |  |  |  |
|  | 12 |  |  | 0 | 1 |  |  |  |  |
|  | 15 |  |  | 1 | 1 |  |  |  |  |
| Coins <br> Per <br> Play | $1^{*}$ |  |  |  |  | 0 | 0 | 0 |  |
|  | 2 |  |  |  |  | 1 | 0 | 0 |  |
|  | 3 |  |  |  |  | 0 | 1 | 0 |  |
| If using a slide mech this is set to one and the slide determines the pricing. | 4 |  |  |  |  | 1 | 1 | 0 |  |
|  | 5 |  |  |  |  | 0 | 0 | 1 |  |
|  | 6 |  |  |  |  | 1 | 0 | 1 |  |
|  | 7 |  |  |  |  | 0 | 1 | 1 |  |
|  | 8 |  |  |  |  | 1 | 1 | 1 |  |
| Coin Slide or Drop Mech | Coin Slide* |  |  |  |  |  |  |  | 0 |
|  | Drop Mech |  |  |  |  |  |  |  | 1 |

$\square$

| AH2004(V1.05) |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: |
| Description | Value | DIP SW 2 |  |  |  |
|  |  | 1 | 2 | 3 | 4 |
| DBA <br> Factor | 1* | 0 | 0 | 0 |  |
|  | 2 | 1 | 0 | 0 |  |
|  | 3 | 0 | 1 | 0 |  |
| What should the pulses out of the DBA be divided or multiplied by to equal one coin. | 4 | 1 | 1 | 0 |  |
|  | 5 | 0 | 0 | 1 |  |
|  | 6 | 1 | 0 | 1 |  |
|  | 7 | 0 | 1 | 1 |  |
|  | 8 | 1 | 1 | 1 |  |
| Multiply or Divide Pulses | MULTIPLY* |  |  |  | 0 |
|  | DIVIDE |  |  |  | 1 |
| * Denotes Factory Setting |  |  |  |  |  |

## Connector Pin Outs

Pin
\#1 is left hand pin facing connector and has square solder pad.

| Connector |  | Pin\# |  |
| :--- | :--- | :--- | :--- |
| J2 |  |  | Function |
| (DBA Port) | 2 |  | +12VDC to DBA |
|  |  | 3 |  |
|  |  | GND to DBA |  |
|  | 4 |  | Coin 2 Input from DBA |
|  | 5 |  | +5VDC for DBA EN+ |
|  | 6 |  | GND for DBA EN- |


| J3 | 1 | +12 VDC to Sound Board |
| :---: | :---: | :--- |
| (Sound Port) | 2 | TXD to Sound Board |
|  | 3 | GND to Sound Board |
|  | 4 | RXD from Sound Board |


| Jl Edge Connector Pin Out |  |  |  |
| :---: | :---: | :---: | :---: |
| Top (Parts Side) |  | Bottom (Solder Side) |  |
| AC IN 1 | 1 | 2 | N/C |
| AC IN 1 | 3 | 4 | Coin 2 Switch |
| AC IN 2 | 5 | 6 | DC Ground |
| AC IN 2 | 7 | 8 | DC Ground |
| N/C | 9 | 10 | Start Switch(N/U) |
| DC Ground | 11 | 12 | Left Puck Switch |
| DC Ground | 13 | 14 | Right Puck Switch |
| DC Ground | 15 | 16 | Coin 1 Switch |
| +12VDC | 17 | 18 | Credit Lamp(N/U) |
| +12VDC | 19 | 20 | Motor Relay |
| $+12 V D C$ | 21 | 22 | Counter 1 |
| +12VDC | 23 | 24 | N/C |
| Counter 2(N/U) | 25 | 26 | +5VDC |
| KEY | 27 | 28 | KEY |
| DC Ground | 29 | 30 | N/C |

## Puck Lockout Soleniod Installation

1. Remove the side covers from the overhead score unit by removing two phillip screws on each end cap.
2. Disconnect the 3 wire connections for the overhead score unit.
3. Remove overhead score unit by removing 4 bolts in the side mounting bracket.
4. Open the side door and unplug the black blower cord (very important) which is located on the side of the power supply unit.
5. Remove all screws around the top outside edge of the table (located below the top rails) and remove top rails and play field.
6. At each goal end, inside the table, are the puck lock out solenoids. Remove the 2 bolts and 3 wires (black, white \& green). Before removing wires, please note the position of each wire for reassembley
7. Then install new solenoids and reassemble table using the steps above as a guide.

## COIN-OP TABLES ONLY

## ESD COIN MECH PRICE CHANGE SHEET

## VERTICAL 8 PRICE CHANGE INSTRUCTIONS

STEP 1: UNHOOK RETURN SPRING (\#22)
STEP 2: PUT COINS IN HANDLE, PUSH HANDLE ( $\ddagger 2)$ IN UNTIL COINS DROP THROUGH COINSLIDE
STEP 3: WHILE HOLDING HANDLE IN, LOOSEN SPRING BRACKET SCREW (\#24)
STEP 4: REMOVE FUNCTIONAL INSERTS (\%27) FROM CAVITY OF COINSLIDE HANDLE (SUGGESTION, STORE ALL INSERTS IN BULK FOR FUTURE USE)
STEP 5: RETIGHTEN SPRING BRACKET SCREW ( $\ddagger 24$ )
STEP 6: FLIP COIN SLIDE UPSIDE DOWN, REMOVE THREE INSERT RETAINER PLATE SCREWS (\#B) FROM UNDERSIDE
STEP 7: EXCHANGE BLANK INSERTS WITH FUNCTIONAL INSERTS
REVERSE INSTRUCTIONS TO RE-ASSEMBLE

| ITEM | PART \# | DESCRIPTION |
| :---: | :---: | :---: |
| 1 | 21728 | BOOY |
| 2 | 21727 | HANDLE |
| 3 | 21732 | BRIDGE |
| 4 | 20059 | RATCHET |
| 5 | 20055 | RATCHET SPRING |
| 6 | 20604 | RETAINER SPRING |
| 7 | 20736 | RATCHET SCREW |
| 8 | 21209 | INEERT RETANER PLT. SCREW |
| 9 | 21738 | INSERT RETATNER PLATE |
| 10 | 21216 | BLANK INSERT |
| 11 | 20709 | BOTTOM PLATE |
| 12 | 50034 | $\begin{aligned} & \text { BOTTOM PLATE } \\ & \text { SCFEW } \end{aligned}$ |
| 13 | 20710 | PIVOT PIN |
| 14 | 20181 | LEVER |
| 15 | 20717 | LEAF SPRING |
| 16 | 21210 | RATCHET PLATE |
| 17 | 21881 | GATE |
| 18 | 21805 | GATE RETAINER |



| ITEM | PART \# | DESCRIPTION |
| :---: | :---: | :---: |
| 19 | 20185 | LOCATKON SCEEW |
| 20 | 50033 | BRIDGE SCREW |
| 21 | 20662 | BRIDGE INSERT SCFEW |
| 22 | 21771 | RETURN SPPING |
| 23 | 50035 | EXIENSION SCFEW |
| 24 | 50032 | SPRING ERACKET SCREW |
| 25 | 21850 | SPRING BRACKET |
| 6 | 21194 | 10 C INSERT |
| 27 | 21193 | 256 INSERT |
| 28 | 21281 | \$1.00 INSERT |
| 29 | 21758 | $\$ 1.85$ BRIDCk INSERT |
| 30 | 21759 | \$2.00 BRIDCE INSERT |
| 31 | 21760 | $\$ 2.75$ BRICK $k$ INSERT |
| 32 | 2176 | 55.75 BRIDGE INSERT |
| 33 | 20732 | . 110 SHIM |
| 34 | 20733 | . 015 SHIM |
| 35 | 20734 | . 020 SHMM |
| 36 | 20735 | . 030 SHM |

