

MERKUR SERVICE



TECHNIK

SUPER TAIFUN

**Bedienungs-
Handbuch**

SUPER TAFELN

ENGLISH

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MERKUR-Service
adp-Technik

- 15 -

Copying forbidden

Safety instructions

Do not sit on the table!



Do not knock the puck outside of the boards!



Do not place hands beneath the boards!



Do not place snacks or drinks on the table!

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Electrical values:

Main voltage	220 Volt
Mains frequency	50 Hertz
Power consumption	max. 135 W max.

Fuses:

2 fuses	for 220 V	2,5 A
1 fuses	for mains transformer	0,2 A
1 fuse	for 5 V	1,0 A
1 fuse	for 12 V	1,0 A

Important: Only replace blown fuses with those having the same rating!

Dimensions: Height: 86,0 cm Width: 128 cm
Length: 250 cm Weight: 260 Kg.

Accessories: 2 mallets 2 pucks

Transport

Never stand the unit on its head during transport or installation.

Transport the unit laying on its side. Select the longitudinal side opposite the coin rejector door. In order to avoid damaging the coin rejector door ensure that the side wall with the coin rejector door is never stressed.

Installation instructions

Only operate the unit in dry areas. Only connect the unit using a protective contact plug in accordance with national regulations and guidelines.

Check the mains supply prior to connecting the unit! The unit is designed for a 220 V alternating current.

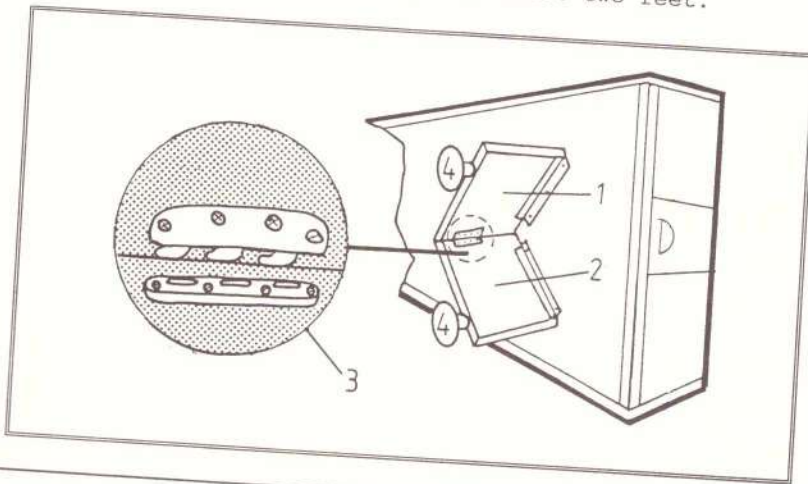
Prior to undertaking repair work disconnect the unit from the mains!

Do not stand the unit on its head, not even for installation.

Ensure sufficient and uniform lighting, where possible from above.

Fitting the feet

- Lay the unit on its longitudinal side opposite the coin rejector.
 - Screw on the upper half (1).
 - Suspend the bottom half (2) in the upper half (3) and screw in place.
 - Screw on the plate feet (4) and adjust.
- Proceed in the same manner for the other two feet.



Safety instructions

The hockey mallets are tightly held by the players and the puck is only hit with the flat side of the mallet. The puck should only move on the playing area. Do not play swaying pucks. A puck leaving the playing area of the unit due to incorrect use, might cause injuries to spectators and players.

Care

Clean the Taifun playing area at least once per day. In this manner the attractiveness of your game machine will be maintained.

To clean the stainless steel playing area use "Glaspol" order No. 7000 1625 or a comparable commercially available cleaning agent. Treat the coated, coloured play areas with a commercially available colourless furniture polish.

Always clean the machine with the ventilator running using a damp cleaning cloth.

On the right and left of the housing is a rough surface on which puck unevenness can be removed by friction.

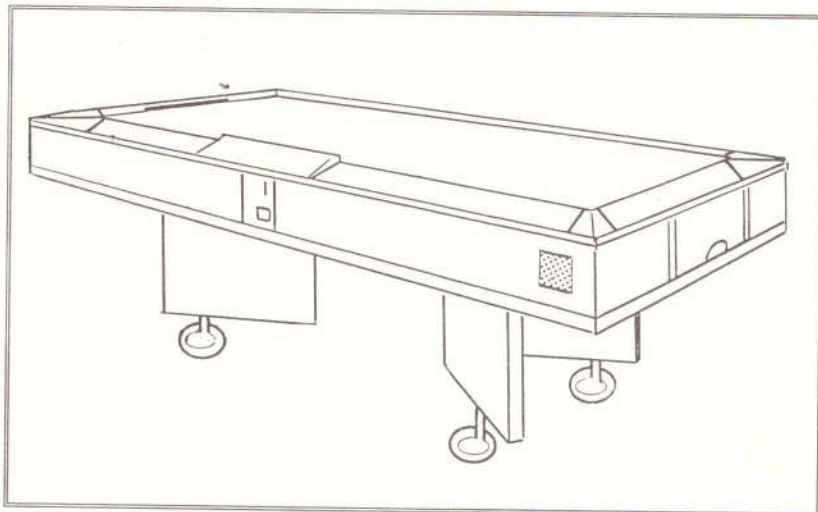
Puck, hockey mallets

Change the sliding felt of the mallets and the impact strip according to the playing frequency. If the puck contour is damaged, it will lose its gliding properties. In this case replace the puck.

Order-No.	Mallet	6000 2213
Order-No.	Felt disc	6000 4008
Order-No.	Impact strip	6000 4007
Order-No.	Puck 70 mm	6000 4009 (for the experienced player)
Order-No.	Puck 80 mm	5000 2597 (Tournament size)

Game description

The Super Taifun unit is an attractive sport game. The two players must attempt to play the puck floating on an air cushion into the goal of the other player. The operator can choose between the time game and the combined time-goal-game. For a time game a credit dependent playing time is allowed, which is displayed when the start button is actuated. For a time-goal game additional information of a max. number of goals is shown when the start button is actuated. The game is ended when one of the players has achieved this number of goals or when the time has elapsed.



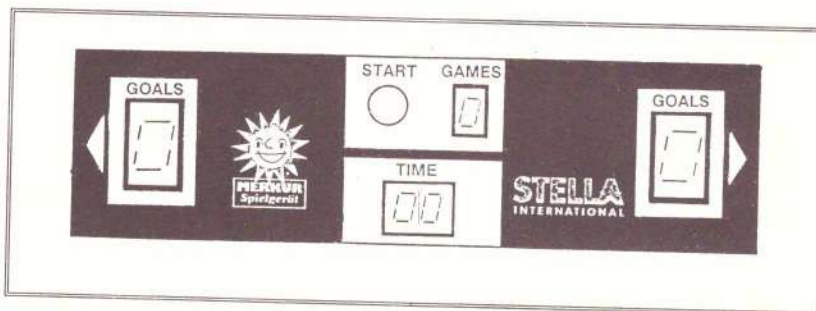
Time game function sequence

1. The game display is set to zero at the start of the game (basic setting). All other displays are switched off.
2. Once credits are allowed (see dip switch setting) the number of games are shown in the display "Games".
3. By actuating the "start" button the number of goals indicator flashes with 0 and the playing time set is shown as normal. The ventilator is run up and the puck released.
4. When a player has reached 9 goals, the puck is held and the credit display and the number of goals flash for 30 sec. If the start function is not actuated within the waiting time, game is initiated.
5. With the start function a further game is started for the remaining time without credits being deducted. The number of goals is set to zero.
6. Once the playing time has elapsed, the puck is held. A further game at the last displayed number of goals is possible by calling up a credit within 30 sec.
7. Should credits remain in the memory, the display remains operative. Without credits it is erased after 30 sec.



Time-goal game Function sequence

1. At the start of the game (basic setting) the game display reads zero. All other displays are switched off.
2. The number of games are shown on the display by putting in coins. All other displays are switched off.
3. Once the start button is actuated the max. number of goals flash in accordance with the setting instructions. The time display is set to maximum time, the puck is released and the ventilator starts up.
4. When game begins (time elapsing) the decimal point of the time display flashes. This display shows the time rounded up or rounded down.
5. The last 30 sec. are counted in seconds.
6. Once the time has elapsed, even though the max. number of goals set have not been achieved and if during this time a goal is achieved, the puck is held.
7. The ventilator is switched off when the game is over. If credits remain in the memory, the display remains operative. If there are no credits it erases after 30 sec.



DIP 1 - 3
Time allowance

Min/Dip	1	2	3
3	OFF	OFF	OFF
4	ON	OFF	OFF
5	OFF	ON	OFF
6	ON	ON	OFF
7	OFF	OFF	ON
8	ON	OFF	ON
9	OFF	ON	ON
10	ON	ON	ON

DIP 4 - 6

Number of goals

Tore/Dip	4	5	6
2	OFF	OFF	OFF
3	ON	OFF	OFF
4	OFF	ON	OFF
5	ON	ON	OFF
6	OFF	OFF	ON
7	ON	OFF	ON
8	OFF	ON	ON
9	ON	ON	ON

DIP 8

- Time play only or combined time-goal-game

Dip 8	
OFF	only time play
ON	Game stopped when set time has elapsed or number of goals is reached by one player

DIP 7
Credit/coin preselection

Schweden	OFF	ON
1 skr	1 Kredit	1 Kredit
5 skr	2 Kredit	2 Kredit
2x 5 skr	4 Kredit	5 Kredit

Island	OFF	ON
10 Kr	0 Kredit	0 Kredit
50 Kr	0 Kredit	0 Kredit
2x 50 Kr	1 Kredit	2 Kredit

Hongkong	OFF	ON
1 HK-\$	0 Kredit	1 Kredit
4x 1 HK-\$	1 Kredit	2 Kredit
8x 1 HK-\$	2 Kredit	4 Kredit

England	OFF	ON
2x 10 p	1 Kredit	0 Kredit
50 p	3 Kredit	1 Kredit
1 £	7 Kredit	3 Kredit

Niederlande	OFF	ON
1,-- hfl	1 Kredit	1 Kredit
2,5 hfl	3 Kredit	4 Kredit
5,-- hfl	6 Kredit	8 Kredit

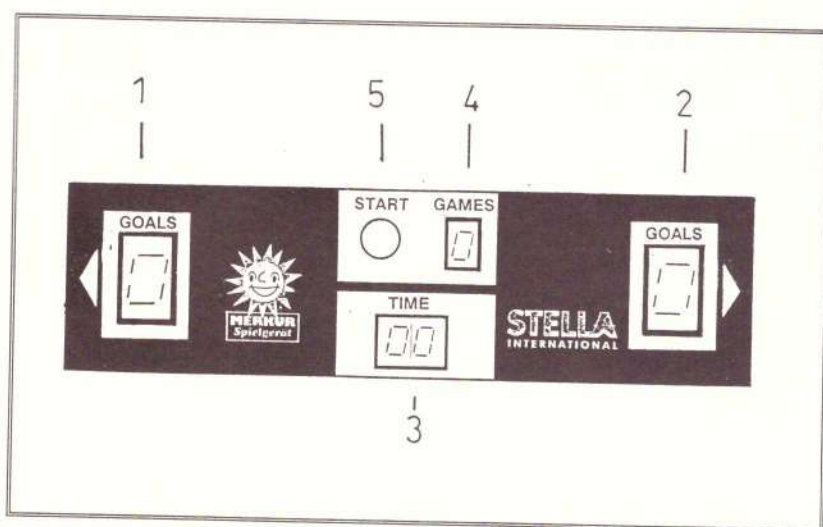
U S A	OFF	ON
25 c	0 Kredit	1 Kredit
4x 25 c	1 Kredit	2 Kredit
8x 25 c	2 Kredit	4 Kredit

Kanada	OFF	ON
25 c	0 Kredit	0 Kredit
1 kan\$	1 Kredit	1 Kredit
2 kan\$	2 Kredit	3 Kredit

Dänemark Norwegen	OFF	ON
5 Kr	0 Kredit	1 Kredit
10 Kr	1 Kredit	2 Kredit
2x 10 Kr	3 Kredit	5 Kredit

The Super Taifun display

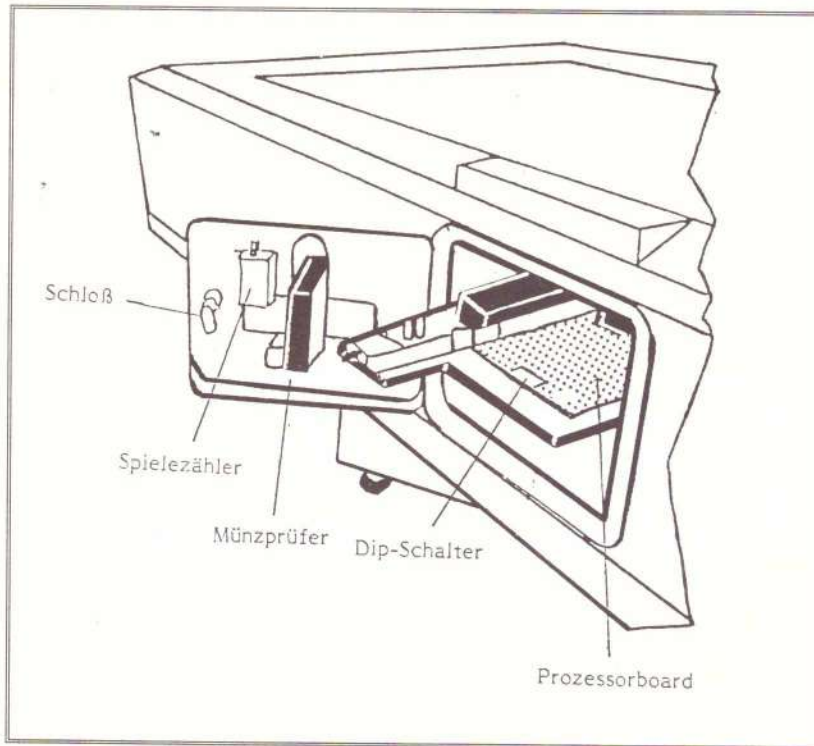
1. Goals player 1
2. Goals player 2
3. Playing time for time only play or with combined time-goal-game
4. Credit game
5. Start button



Processor printed circuit board, coin box

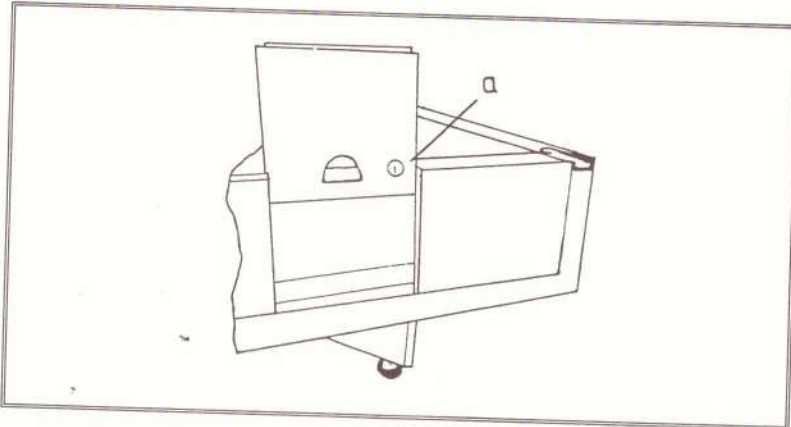
After opening the coin rejector door the processor printed circuit board with the dip switches and fuses are accessible.

The coin box can be provided with an additional padlock to protect against unauthorized access.

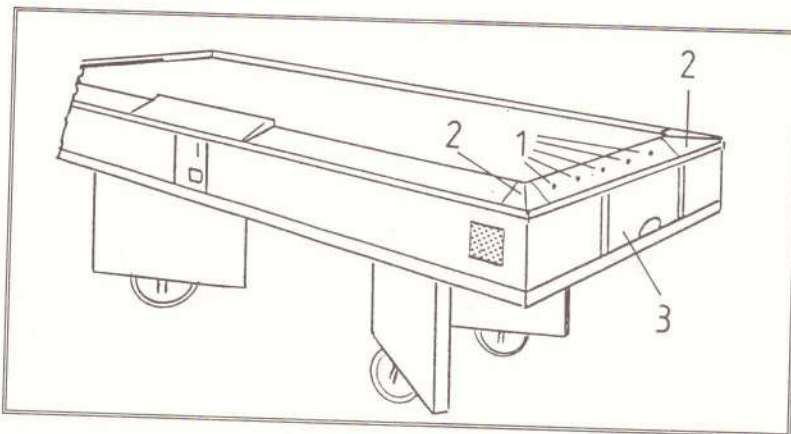


Removing the door unit with lock (a)

Open the door unit with the key provided. Following this the light barrier systems and puck barrier are accessible.

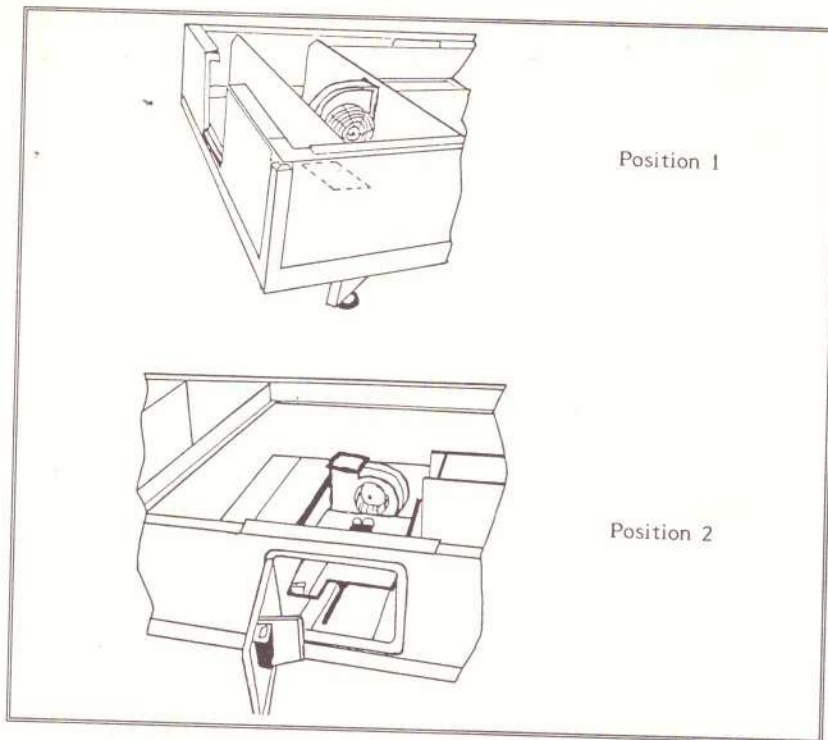
**Removing the door unit without lock**

- Release the screws in the corner pieces (2) and lift up the corner pieces.
- Loosen the screws in the frame profile (1), following this remove the profile and pull up the door unit (3) to remove.



Radial ventilator

Clean or replace the radial ventilator dust filter occasionally. The pleasure with the game is reduced if the air cushion is insufficiently strong. The ventilator can be fitted at two table positions. Either on the right hand table half, seen from the coin rejector door, with access from below or in the table middle with access through the coin rejector door.



Rules of the game (for tournaments)

Preparing for the game

The referee determines which of the players has the right to select the end or to kick off.

Hitting

The mallet must be guided on the table and held tightly with the smooth side facing down.

The player makes an "offensive" hit when he hits the puck by moving forward. If the puck is hit with a backward or sideways movement, this is termed a "defensive" hit. The same applies if the mallet is not moved.

The puck may only be hit by the player, in whose half the puck is. If it touches fully or in part the middle line, then both players can play the puck. A player is allowed a maximum time of 7 seconds to hit the puck out of his half.

Kick off

A kick off is made by the entitled player from his half when starting the game, following a goal or a foul.

Goal

A goal counts when the puck is hit into the goal and falls in.

Simple fouls

When the mallet of a player crosses the centre line.

The attacking player fouls when the puck leaves the table after an "offensive" hit. The rule also applies if the defensive player hits the puck with a "defensive" hit.

A player drops his mallet

A player infringes the 7 second rule

Technical fouls

A player performs a technical foul if he hits the puck with anything other than the mallet.

Penalties

Following a simple foul the "innocent" player receives the puck and can take a hit.

Following a technical foul the "innocent" player can take a free hit against the undefended goal of the opposing player. If he/she does not achieve a direct goal the game is resumed immediately.

Unclear fouls

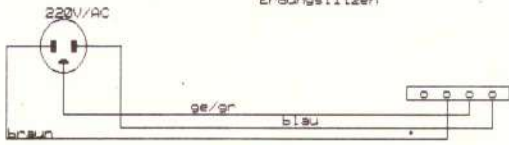
An "unclear" foul is when the referee has not clearly established, which of the players fouled.

In this case the puck is laid on the centre line. After being released by the referee both players can simultaneously hit the puck.

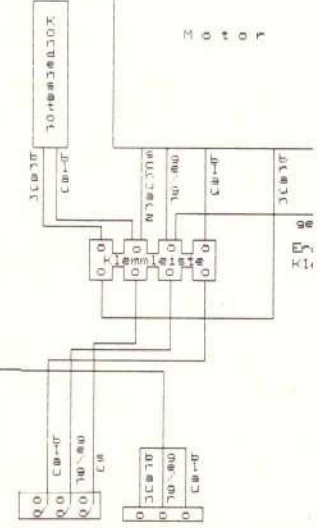
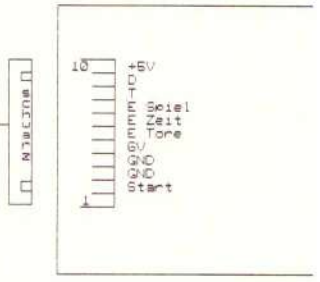
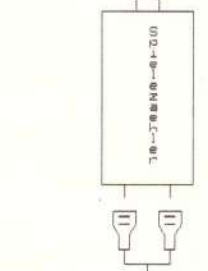
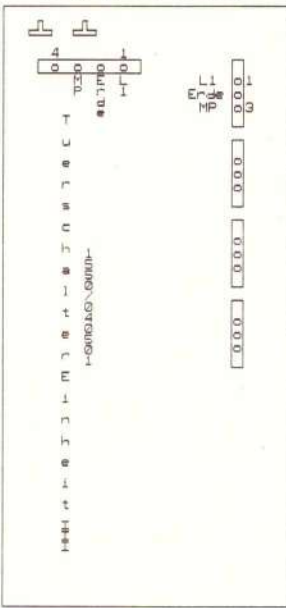
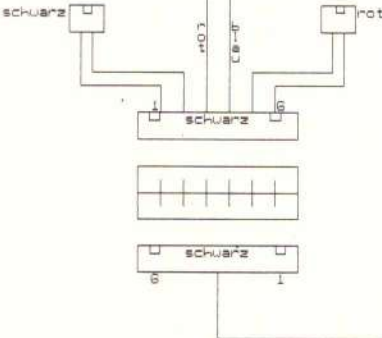
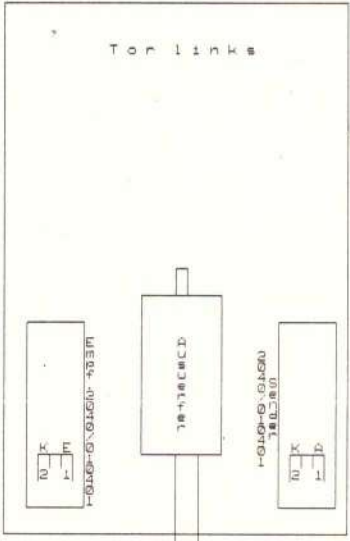
Notes for tournaments

The tournament modes (K.O. system or each-against-each), the playing mode (according to time or goals), the rules for start money and coins, the point allocation for a win or loss as well as the choice of referee are to be made in individual cases by the organizer.

- Eckprofil unter Kasse
- Kassentuer
- Ton links
- Ton rechts
- Kantenerofil
- Bande

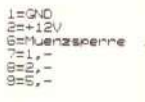


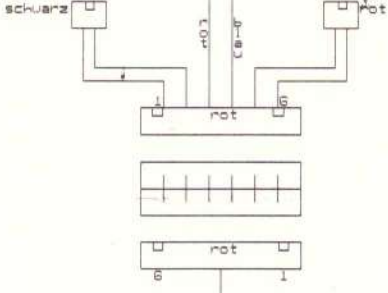
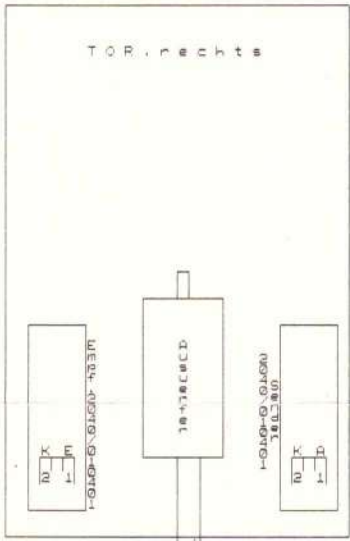
- Eckprofil unter Tor
- Eckprofil senkrecht
- Eckprofil unter Kasse
- Eckprofil unter Kasse



- St5
 - A Sender
 - K Auswerfer
 - Auswerfer
 - E K. Einfasenger
- St6
 - A Sender
 - K Auswerfer
 - Auswerfer
 - E K. Einfasenger
- St7
 - Start
 - GND
 - GND
 - +5V
 - E Tone
 - E Zeit
 - E Spiel
 - T
 - D
 - +5V

Taifun-Processor
2040/030101





Taifun-Processor
2040/030101

0V
+5V
Muenzsperr
1
1
1
1

0 1
00 00
00 00
12 2

Title		
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