

# SQUASH

# DESCRIPTION



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## Characteristics:

- The playfield made of polished steel sheet, dirt resistant.
- Display shows goals, scores, credits and time remaining.
- Electronic coin selector.
- High power air compressor.
- Special levellers of easy performance.
- Electronic and mechanic counter of games.
- Adjustment of volume.
- Easy coding for time of game and quantity of goals.
- Power supply ~ 230 V 50 Hz with the earth 0,5A.

**Not intended for children under 14 years.**

## Activate the machine:

### **ATTENTION!**

**All metal parts are connected together and the machine must be plugged in the earth socket AC 230 V 50 Hz. Only this connection makes the play safe and the machine works properly.**

After plugging the machine to current turn on the switch on the power supply box (situated on the bottom of the box). The machine starts working in the demonstration mode.

## Playing:

To start a play insert a coin (coins) into the coin acceptor. There will appear a number of credits at the display . Press the START button.

## Volume:

After opening the door to the slot mechanism press the "+" button on the main board to turn up the volume and the "-" button to turn it down.

## Programming:

The machine is factory-programmed and ready to work. If it is necessary to change the settings it might be done using the service key (small black box – SBB). To start programming the machine check if the small black box is connected to the main board. If it is not connected – **turn off the main switch (very important!)**, insert the electronic key SBB (each machine has its own, unique key) and turn it on again. Then press the “+” and “-” simultaneously and keep pressing for 5 seconds. In this way you will enter the “OP 00” level what will be shown on the small pulsing display situated on the top lamp. Now, you can move to the level you want (e.g. 01, 05, 17) by pressing the “+” or “-“ buttons accordingly. By pressing “OK” (situated on white box) or “START” button (situated on the cabinet, right to the slot mechanism door) you confirm your entry to a given level (the big numbers on the display start pulsing). Press the “+” or “-“ button to change the setting of a given level. The new parameters are shown on the display board.

By pressing “OK” or “START” button you confirm the changes.

By pressing “+” or “-“ buttons you can move to another level.

Press “OK” or “START” button for 5 seconds to finish programming.

## IMPORTANT

After entering the programming system all unused credits will be cancelled (they will be counted by the meters).

## The parameters of the “AIR HOCKEY” machine:

- OP 00 - machine serial number - not possible to change
- OP 01 - number of impulses sending from coin selector acquired during the time of use - not possible to change
- OP 02 - number of credits sending from coin selector acquired since last control – changeable (after entering this option by pressing “START” the number of credits starts pulsing; press “+” or “-“ to cancel)
- OP 03 - maximum goals during the game (01-99 goals; 00-no limit)
- OP 04 - maximum game time (10 seconds - 58 min 50 sec.; 00-no limit)
- OP 05 - brightness of lamp display (1 – 99)
- OP 06 - volume (1 – 99)
- OP 07 - 2 types of music (1 or 2)
- OP 08 - testing of electromagnets in doors (ON, OFF; after testing must be OFF)
- OP 09 - testing of work of air pressure pump (ON, OFF; after testing must be OFF)
- OP 10 - testing the lights
- OP 11 - testing microswitches in the doors
- OP 12 - testing the segments of display
- OP 13 - setting the time when the machine stops working in case when something has blocked microswitches in the doors (10 sec. - 30 sec.); After removing the case of the microswitches block push “START” button to continue the game
- OP 14 - setting the time how long the results of the game are shown after finishing the game (1 sec.- 30 sec.)
- OP 15 - setting how long the lamp is on after finishing the game (1- 99 min; step 15 sec.)
- OP 16 - demo - setting the time between short music plays when there is no credits (1 sec. - 30 min)
- OP 17 - setting how many electric impulses is send to the main board from coin selector (in most reasons should be set 1)
- OP 18 - price of the game – how many impulses send from coin selector is necessary to get one credit (game) (01 – 99; 00 - free plays - coin selector don't accept the coins)
- OP 19 - setting of the bonus - on the first two big numbers you set number of coin selector chanel and in other two big numbers (ride side) you set bonus given to choosen coin



- 0P 20 - setting of the bonus for next coin selector chanel (like in 0P 19)
- 0P 21 - return to the factory settings
- 0P 22 - automatic start for next play (after the time setting in 0P 14)

When there is no electronic key SBB in the main board there is no possibility to see the value of electronic counters (0P 01 and 0P 02) and there is no possibility to change any parameters. It is possible to see parameters which has been set (from 0P 3 to 0P 22) only. To see them you have to turn off the machine then turn it on keeping button "START" continuously pressed. To see parameters use "+", "-" and "START" buttons.

Keep "OK" or "START" button pressed 5 seconds to go to the playing mode.

### **Maintenance:**

It is advised to clean the surface of the playfield every day with antistatic liquid in order to improve the comfort of the game.

Pay attention to not contaminate the playfield with fat liquids.



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