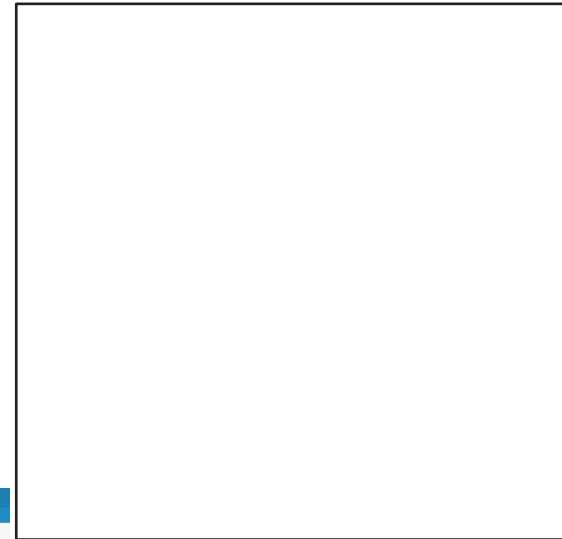


# FLUNKY BEATZ



# Assembly Parts List

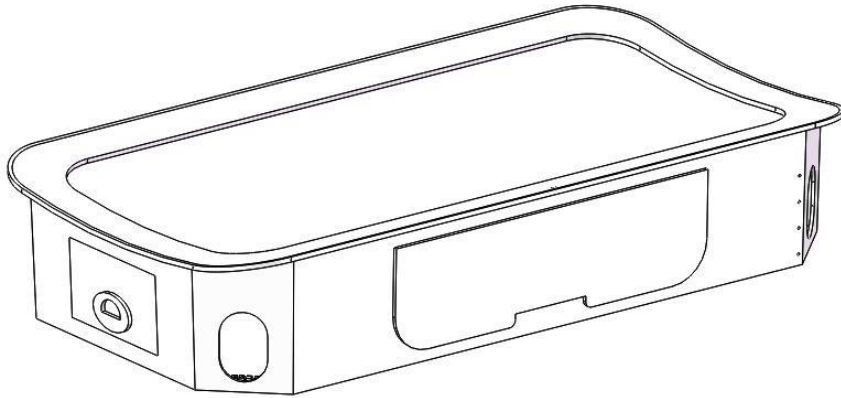
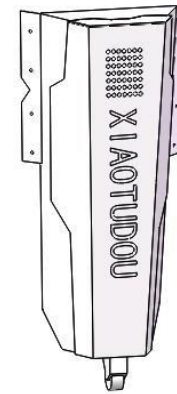
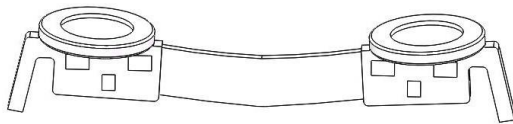


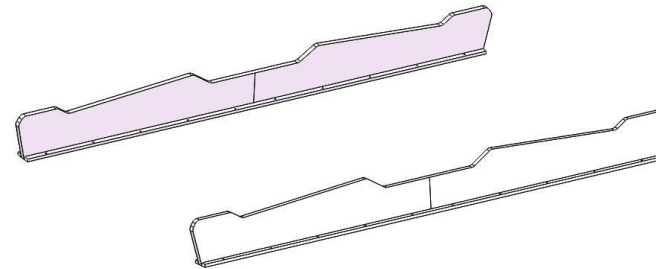
Table 1pc



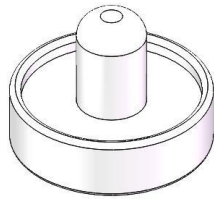
Leg 4pcs



Scores Display 1 set



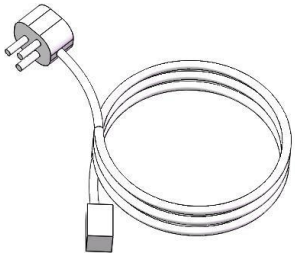
Desktop baffles a set of 4 pcs



Mallet 4 pcs



Puck 8pcs



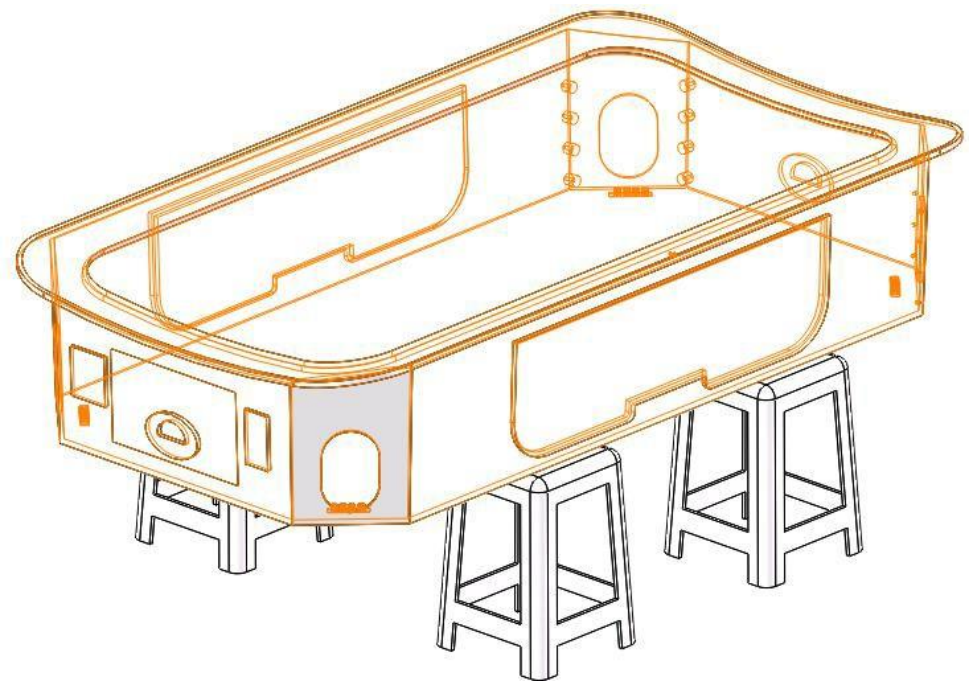
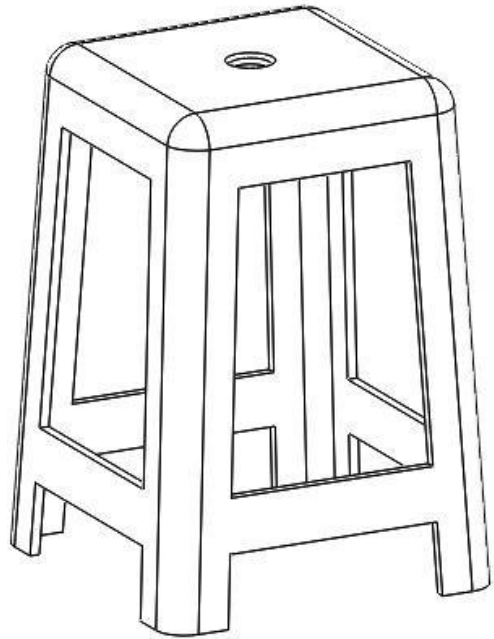
Power Cable 1pcs



Screws 6X12 Black 32pcs ( )  
4X10 Black 4pcs  
4X12 Black Countersunk Screws 40pcs )

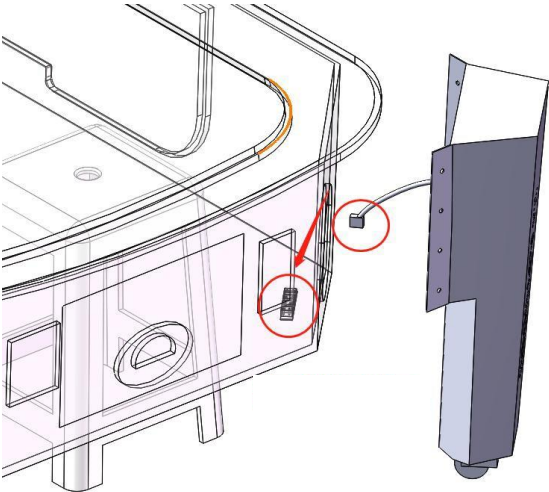
## Installation

1. Elevate game more than 50cm to install legs

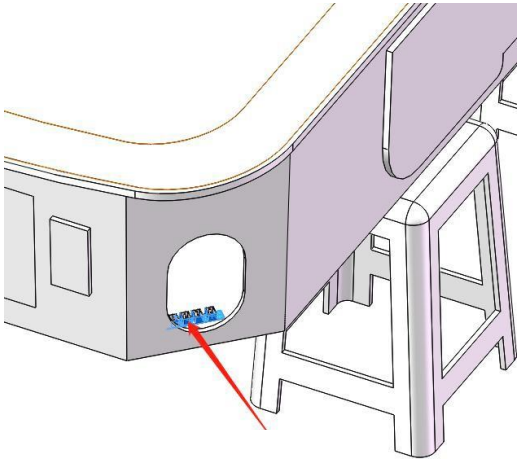


More than 50cm high stool

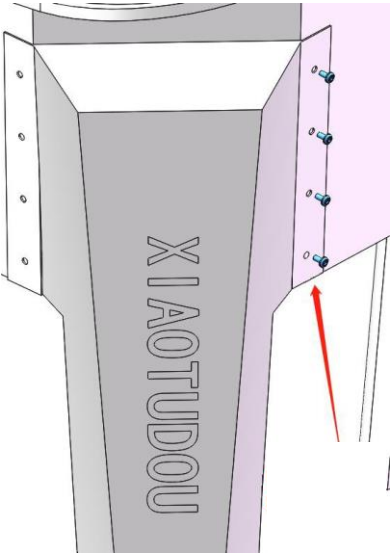
2. Connect the cables in legs to the small board inside the table.



Connect the cables of the leg

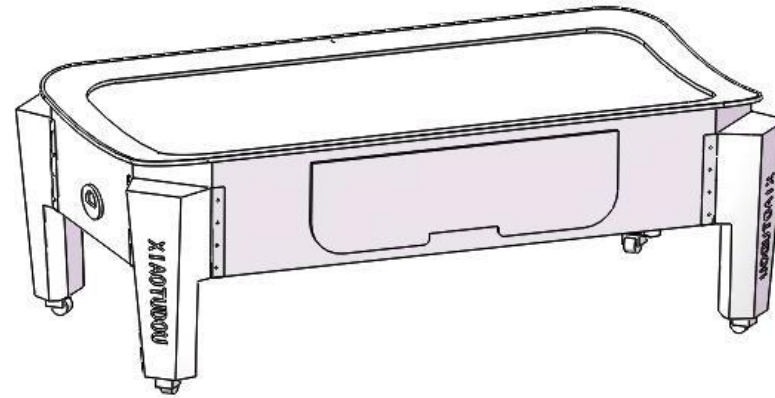
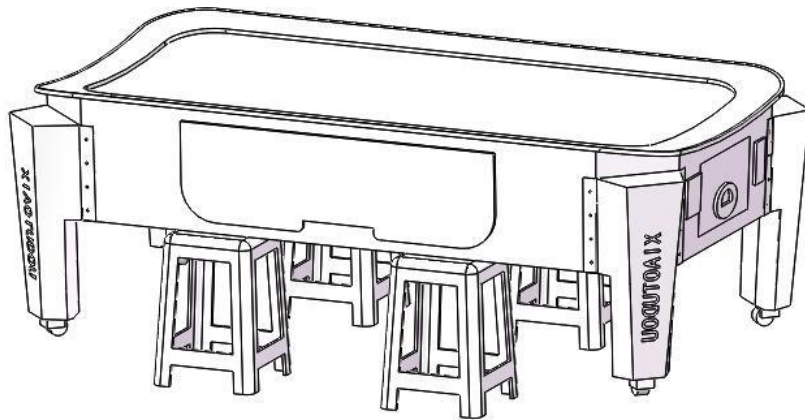


connect to the small board inside the table



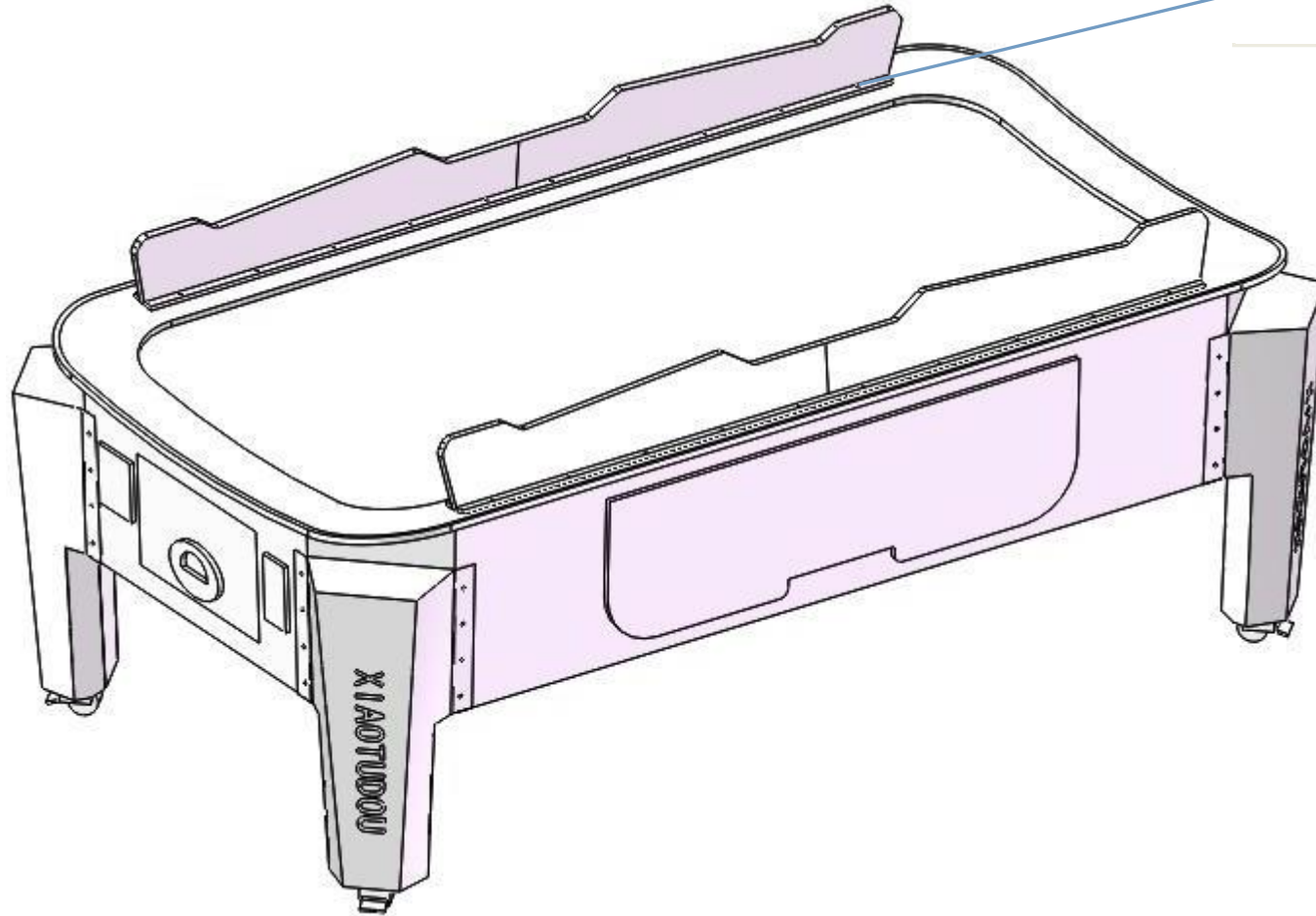
8 pcs of 6X12 black screws to fix a leg

3. Fasten legs to table and remove supports.

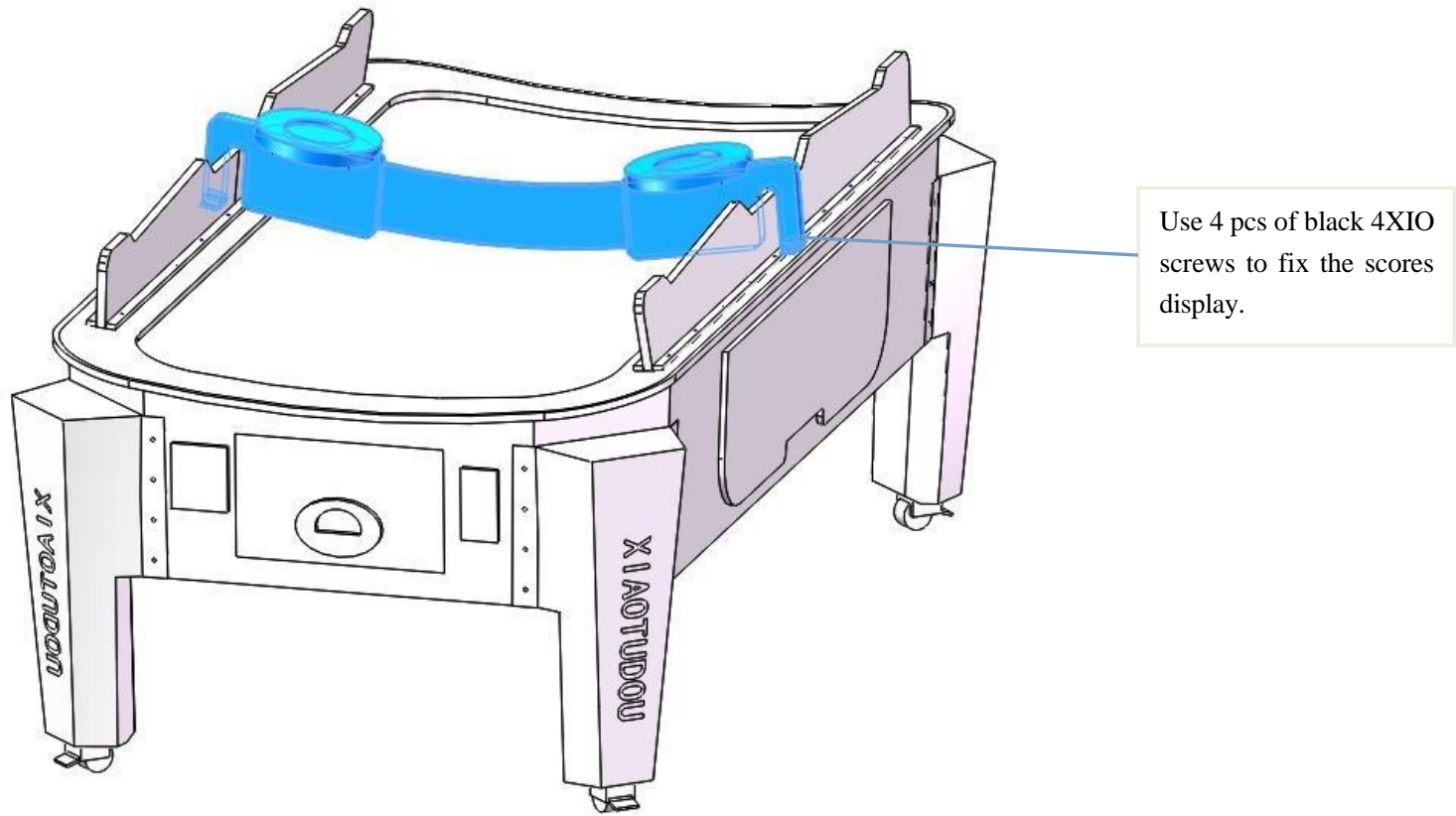


4. Install the 4 baffles to sides of table (shown below).

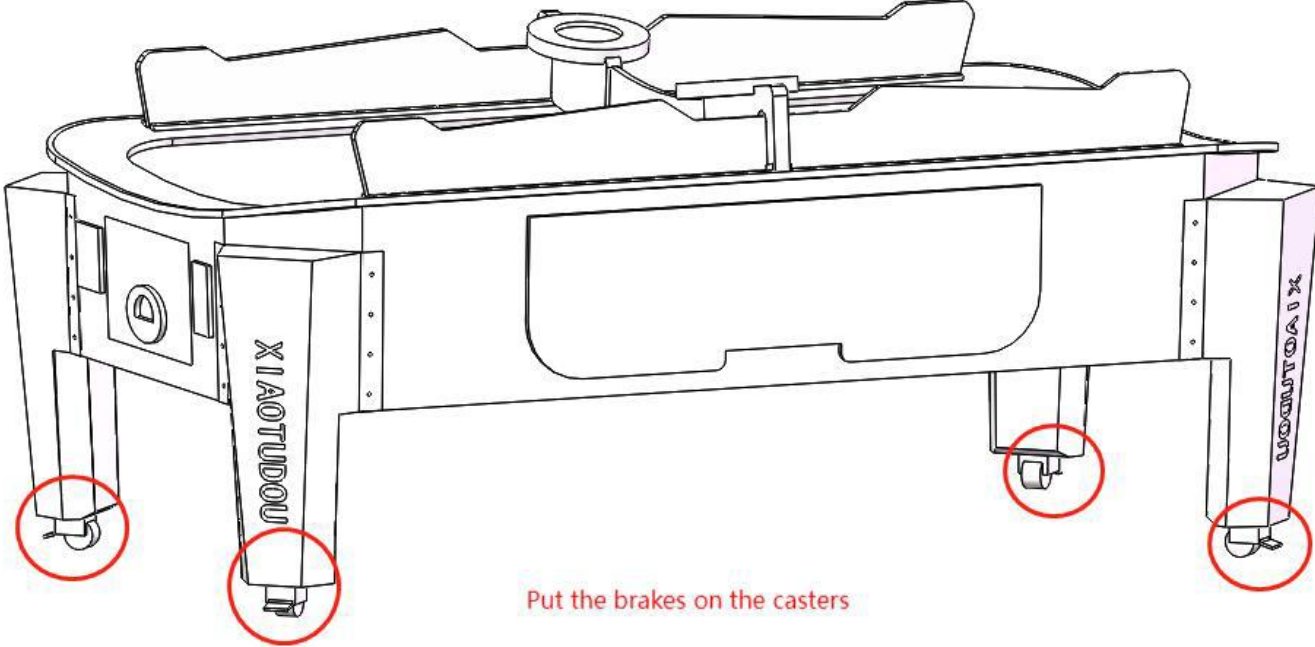
Use 40pc Black 4x12  
countersunk screws



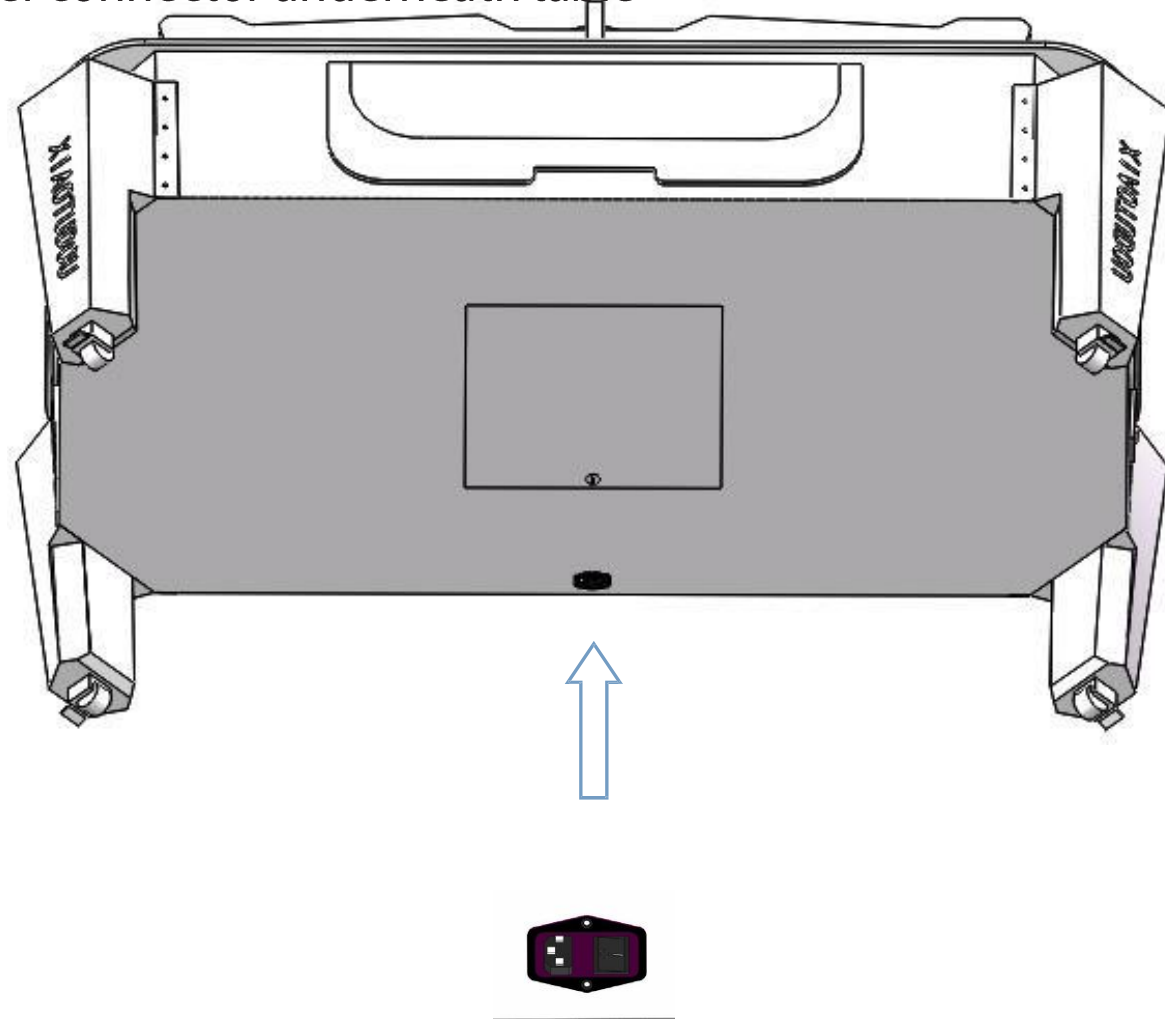
5. Connect cables of scores display and table before securing displays with 4x10 screws (shown below).

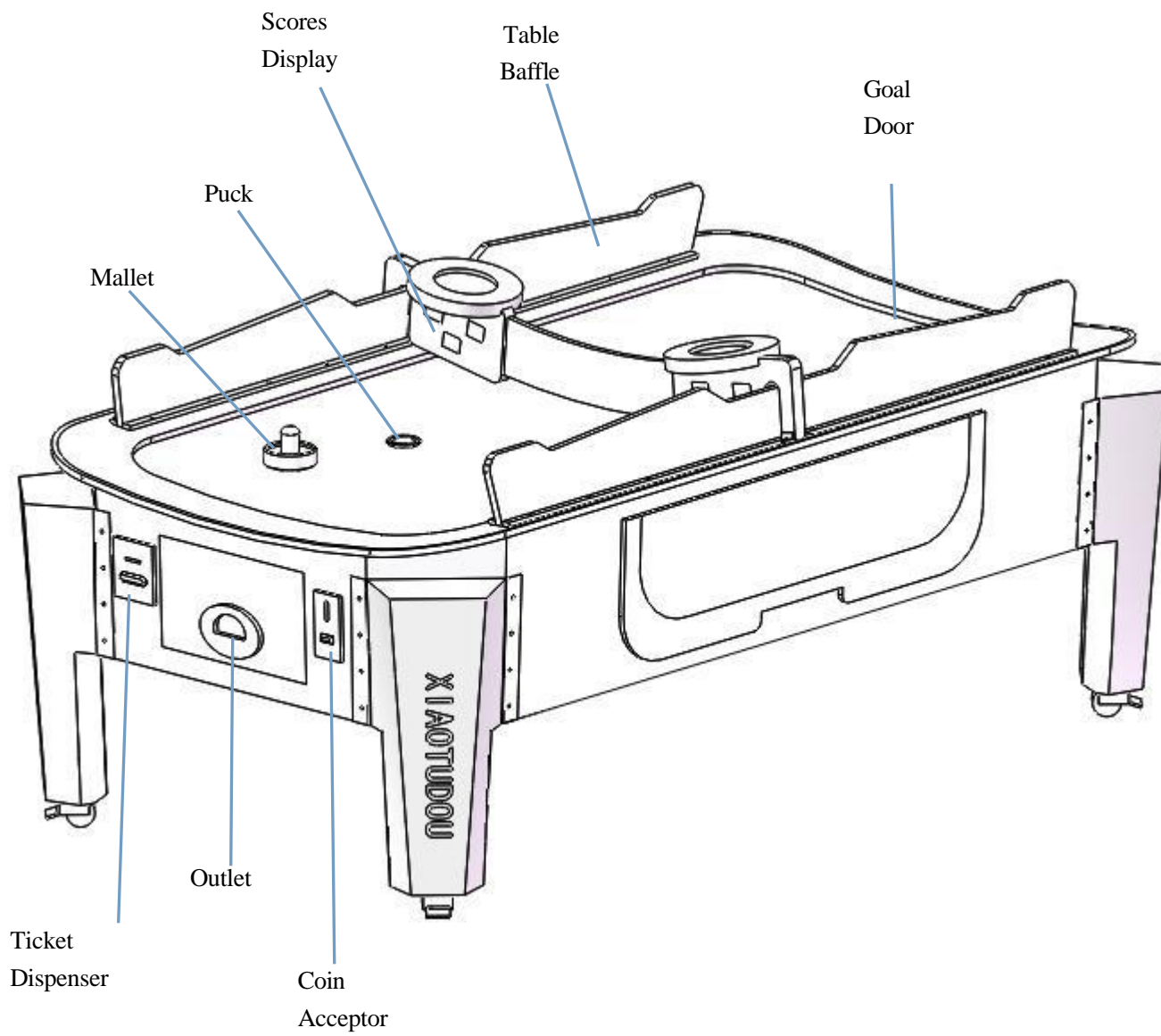


# 5. Engage Wheel Brakes



6. Locate power connector underneath table





# Software Manual

## 1, Game introduction

**Digital tube:** green represents green side, red represents red side.

**Socket and signal:** PORT-A is green side; PORT-B is red side.

**Game process:** 1 game begins, fan and solenoid valves will be on, puck will be released.

2 countdown, scoring test, showing scores of both sides; playing the sound of crash and gold.

3 game over, the outcome is judged, fan and solenoid valves will be off, puck will be locked.

4 Wins number for both sides will be displayed.

5 Negative number for both sides will be displayed.

6 Ticket judgments, the scores of both sides will be displayed.

**Goal detect:** Green side PORT-A-->INA detects a goal and red side plus 1 score.

Red side PORT-B-->INB detects a goal, the green side plus 1 score.

**Victory judgment:** same scores(include 0), both of sides are winner; different scores, who scores more win.

**Tickets judgment:** same scores, red side win; different scores, who scores more win.

## 2, Dial setting

SW1

0=OFF,•=ON

SW1		1	2	3	4	5	6	7	8
COIN1	ROUND1	•	•	•					
1	1	0	•	•					
2	1	•	0	•					
3	1	0	0	•					
4	1	•	•	0					
5	1	0	•	0					
6	1	•	0	0					
1	1	0	0	0					
LOSE	WIN								
NO	TICKET				0	0	0		
L1	W3				•	0	0		
L2	W6				0	•	0		
L3	W9				•	•	0		
L4	W18				0	0	•		
L5	W22				•	0	•		
L6	W26				0	•	•		
L7	W36				•	•	•		
STRIKE SOUND	A							•	•
	B							0	•
	C							•	0
	NO SOUND							0	0

SW1 setup instructions

The first, second, and third leg adjust the number of coins and the number of times they are played.

Pin 1,2,3 is to switch the playing times with how many Coins.

Pin 4,5,6 is the numbers of tickets refund.

**Note:** If there are no tickets refund, please switch to OFF of these three pins. Even there are tickets refund, you must check if the tickets are enough or not, or if the tickets are stuck or not. As there will be stopped ticket refund when the tickets are empty.

Refunds tickets every 15 seconds when standby;

Remove, press S2 of the mainboard can delete the ticket refund.

Pin 7,8 is to set the cashing sound, there are 3 different sounds or silent.

**SW2**

0=OFF,•=ON

SW2		1	2	3	4	5	6	7	8
GOAL	NO LIMIT	0	0	0					
	15	•	0	0					
	9	0	•	0					
	7	•	•	0					
	6	0	0	•					
	5	•	0	•					
	4	0	•	•					
	3	•	•	•					
TIME	1				0	0	0		
	10				•	0	0		
	8				0	•	0		
	6				•	•	0		
	4				0	0	•		
	3				•	0	•		
	2				0	•	•		
	1				•	•	•		
TICKET	WINNER							•	
	BOTH							0	
DEMO SOUND	ENABLED								•
	DISABLED								0

SW2 setup instructions

Pin 1,2,3 adjusts number of pucks scored to end round

Pin 4,5,6 adjusts time limit (minutes) for round

Pin 7 sets ticket spread (winner gets tickets, loser gets none or loser gets less)  
If SW1 is set to no tickets, this pin is nonfunctional.

Pin 8 controls attract sounds.

**SW3 no function!**

<b>PORA Signal pin definitions, I is input, O is output</b>		
1	H5V	Sensor Power Supply
2	INA	Sensor Signal A(I)
3	GND	Sensor GND
4	STKA	Start A (I not connected)
5	GND	GND Start (not connected)
6	12V	Power supply
7	COUNT	Meter signal (O)
8	12V	Coin Selector power supply
9	COINA	Coin Selector Signal A(I)
10	GND	Coin Selector GND
11	SSRA	Ticket Outlet Feedback Signal A(I)
12	12V	Ticket Outlet power supply
13	GND	GND Ticket Outlet
14	TICKA	Ticket Outlet Drive Signal A(O)

<b>PORB Signal pin definitions, I is the input, O is output</b>		
1	H5V	Sensor Power Supply
2	INB	Sensor Signal B(I)
3	GND	Sensor GND
4	STKB	Start B (I not connected)
5	GND	GND Start (not connected)
6	12V	Power supply
7	SLAMP	Meter signal (O)
8	12V	Coin Selector power supply
9	COINB	Coin Selector Signal B(I)
10	GND	Coin Selector GND
11	SSRB	Ticket Feedback Signal B(I)
12	12V	Ticket Outlet power supply
13	GND	GND Ticket Outlet
14	TICKB	Ticket Outlet Drive Signal B(O)

## 4, Test instructions

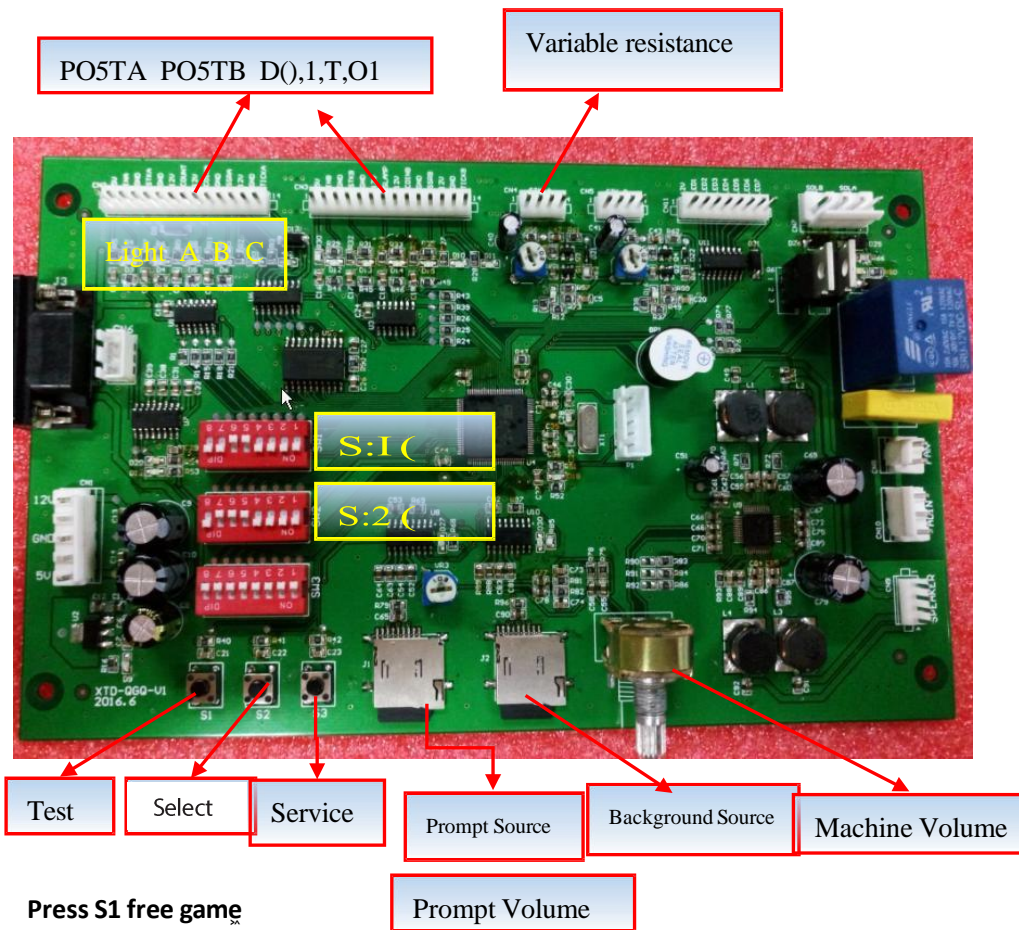
S1 function key, S2 function key, S3 test;

A=green digital tube; B=red digital tube; J=game rounds digital tube;

Test items (J)	Test content	Function keysS2/S3	Digital Tube A/B
1	Digital tube, running lights		I-I,I-I
2	keys, dial switch		IkeyI,I keyI
3	Coin in A, B		A Coins in , B CoinsI
4	Ticket Refund A, B	S1-Player A refund 3 tickets S2-Player B refund 3 tickets	A=player A tickets waiting for refund B=player B tickets waiting for refund
5	solenoid valve A, B	S1- player A is closed S2-player B is closed	I-I,I-I
6	other tests	S1-Buzzer BEE rings 1 time, code skips 1 time; S2-fan is on for 3 seconds;	I-I,I-I
7	Exit Test	S1, S2-Exit Test	I-I,I-I

Test item 2 dialing action	Key Value
S1-S2-S3	41 - 42
CN2-CN3-CN4-CN5	1 - 10
SW1-1-SW1-7	11 - 18
SW2-1-SW2-7	21 - 28
SW3-1-SW4-7	31 - 38

- Motherboard



Press S1 free game  
 Press S2 to clear up the refund  
 Press S3 to enter the test

**Light A: Sensor Light**  
 Light will blink when a puck or other object passes through the sensor. If the light is on continuously check for debris, puck jam, sensor and it's connecting harness, or be sure the solenoid is not damaged and in need of replacement.

**Light B: Start Signal Light, no effect.**

**Light C: Coin/Credit Signal Light**  
 Light blinks every time a coin or credit is inserted. If light is on continuously check the coin mechs N/O (Normally Open) switch/button is set properly. It must be set to Normally Open (N/O).

**Light D: Ticket Signal Light**  
 Each time a ticket is paid out the light will blink. If tickets continue to dispense then be sure it's set to Normally Open (N/O) on ticket dispenser.

**Light E: Puck Impact Light**  
 When Puck hits the aluminum guards around the table the light will blink along with an audible sound marker. If the light is on continuously adjust the "Variable Resistance" setting until the light just goes out.

# Funky Beatz Curved Air Hockey



**Size: L2370mm W1545mm H1710mm Table High770mm**  
**Voltage: 220V/110V 50Hz-60Hz Power: 650W:S**