GOLD STANDARD GAMES

8Ft-Gold Standard Home Air Hockey Game Assembly Instructions Manual

Tournament Pro / Gold Pro / Gold Flare Home

Thank you for purchasing a Gold Standard Games product. All of us at Gold Standard Games want you to be completely satisfied with your game. Please feel free to contact us for help with the assembly of your product or in the event you require any parts or other information. Contact us at 989-893-1739 or 877-893-1739 or visit our Website at www.gold-standard-games.com

Tools Required:
> 1/2" Wrench or Socket
> 3/8" Wrench or Socket
> Phillips Head Screwdriver
> Level

Components Received with One of the Three Choices:
> 8HGS-W01 – 8Ft-Gold Standard Air Hockey Cabinet/
>> 2 – 306-0006-0 521 Key For Electronic Access Door
>
> 8HGS-W02-NL-8Ft-Gold Pro No Side Lights Cabinet/
>> 2 – 306-0006-0 521 Key For Electronic Access Door
>
> 8HGS-W02-L-8Ft-Gold Flare Home with Side Lights Cabinet/
>> 2 – 306-0006-0 521 Key For Electronic Access Door

GS-LBA-1-TRS – Gold Standard Air Hockey Leg Box with Top Rail Scoring Unit
> 4 - PX-LAA Leg Assemblies
> 12 – 301-0020-0 5/16"-18 x 1 ½" Slotted Hex Washer Head Bolts
> 2 – 201-0292-0   MR-Yellow Air Hockey Pucks 3 ¼" Dia.
> 2 – 201-0293-0   MR-White Air Hockey Mallets
> 1 – 242-0124-0   Power Cord 12 Ft.
> 2 – 210 0350-0   Sanding Disk 6" x 180 Grit
> 1 – 210-0063-0   Warranty Card
> 1 – Gold Standard Air Hockey Assembly Instructions

> GS-TRS-0 – Gold Standard Top Rail Scoring Assembly Box Which Includes:
>> 1 – GS-TRD-0   G. S. Top Rail Display Assembly
>> 1 – 205-0114-1 G.S. Mounting Plate Top Rail Display
>> 2 – 301-0116-0 ¼"- 20 x 1 ½" Hex Washer Head Slotted Bolts
>> 2 – 301-0123-0 8/32 x ½" Phillips Pan Head Screws
>> 1 – 301-0122-0 8/32 x ¼" Phillips Pan head Screw
>> 1 – 201-0314-0 Black 1" Dia Locking Plug
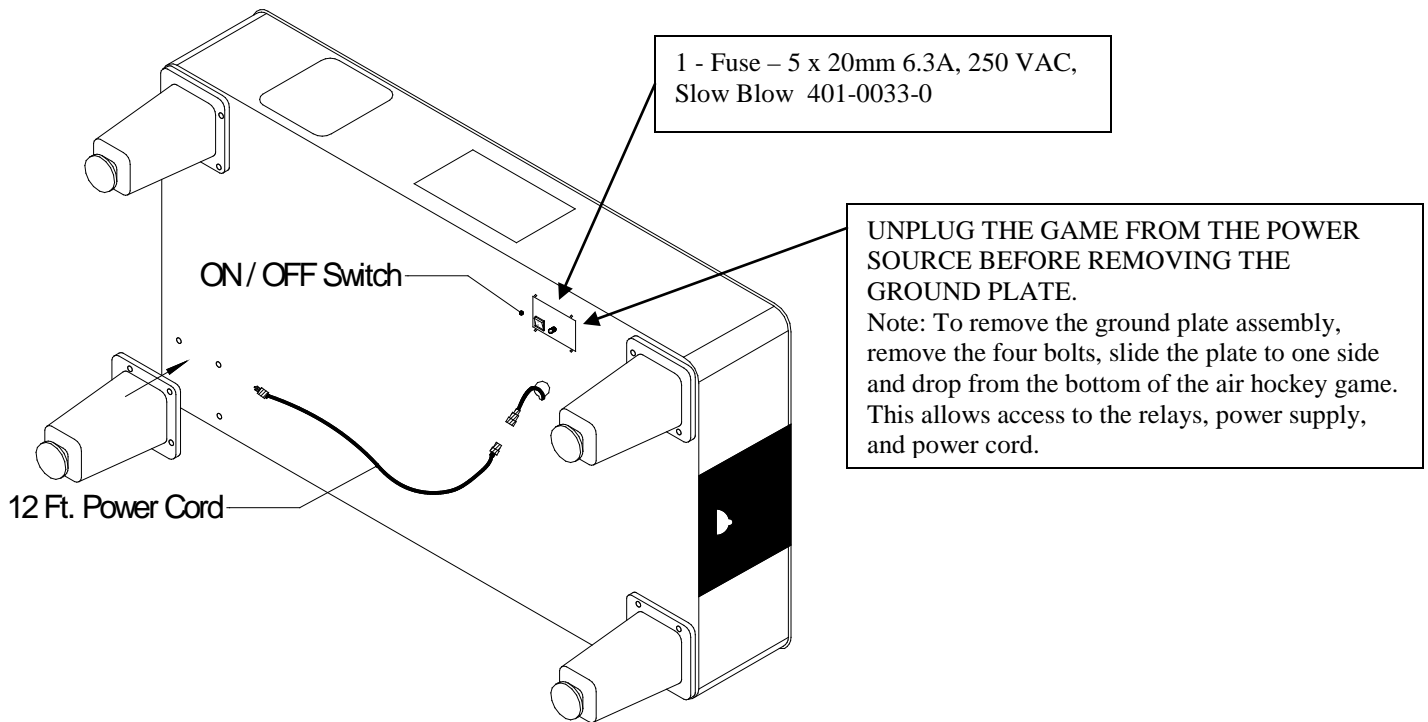>> 1 – 210-0355-0 Gold Standard Air Hockey Top Rail Display Instructions

Assembly Instructions:

Step #1: Place the Gold Standard Air Hockey game on its side. Note: Keep the arrow stickers pointing up. Remove the banding and the top of the box.
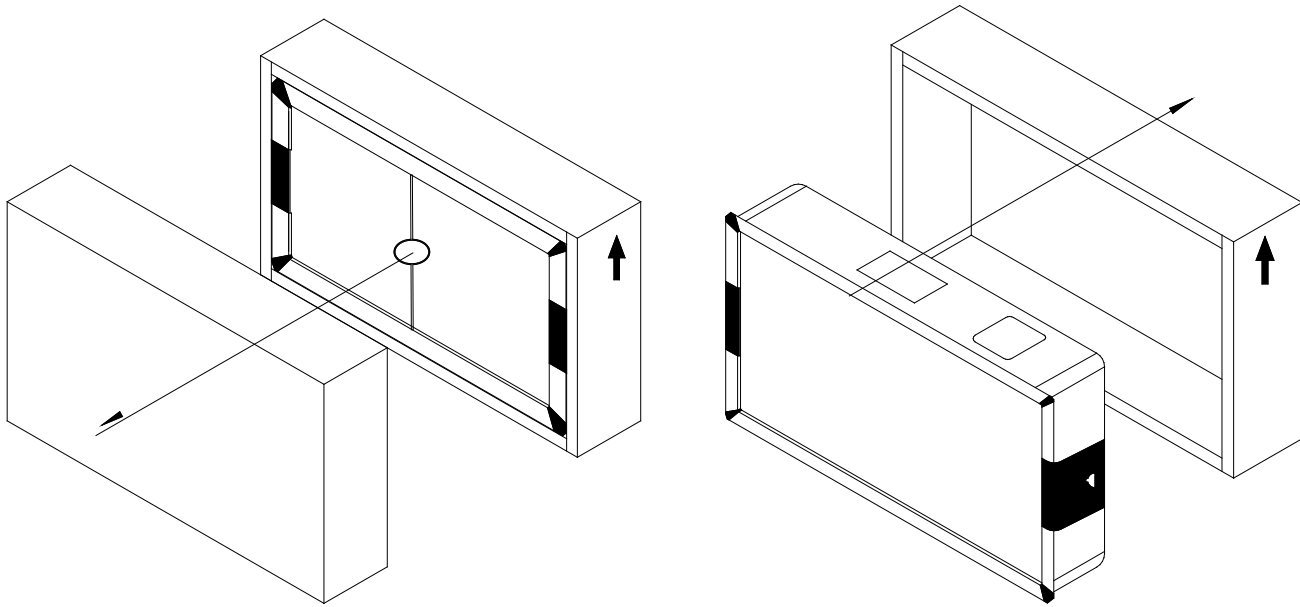
Step #2: Slide the air hockey game partially out of the box, slightly tip the game and remove the bottom of the box and the top side and end fillers. Leave the bottom filler under the game to help keep it from tipping.
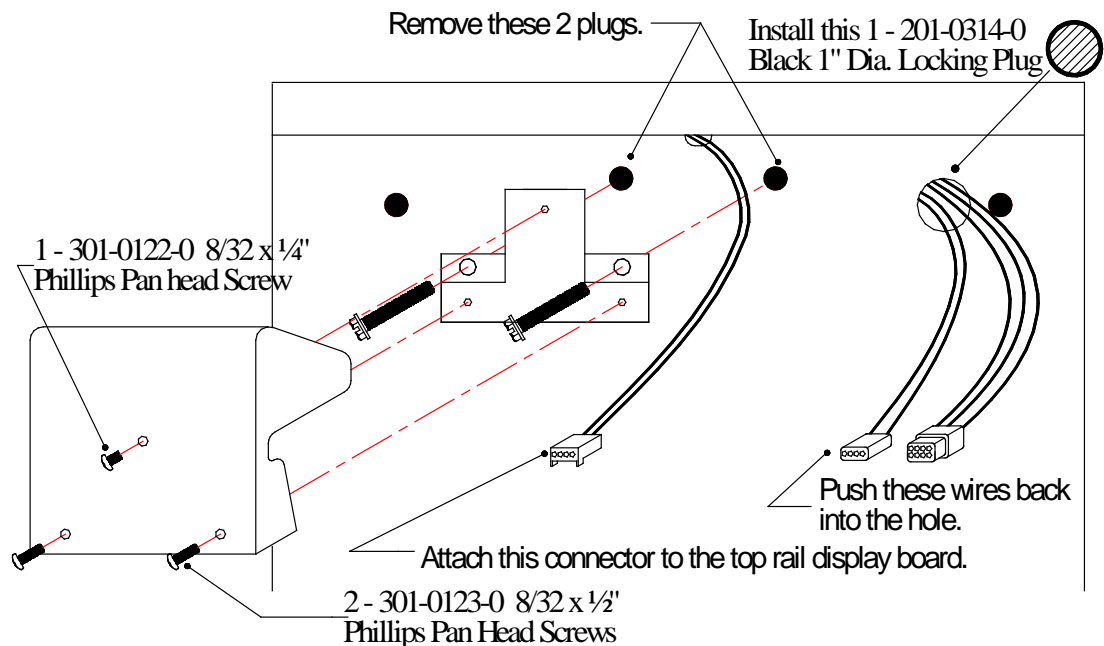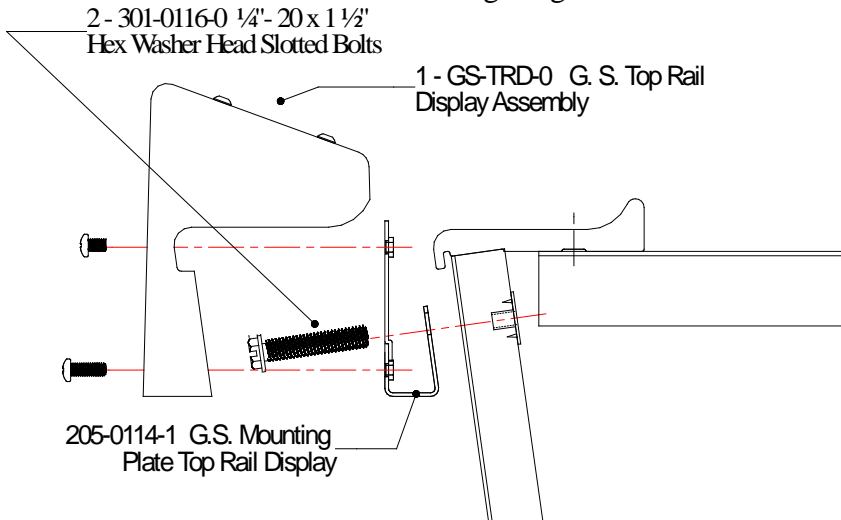
Step #3: Open the leg box and remove the legs and the 12 - 5/16 -18 x 1 ½" slotted hex washer head bolts. Attach the legs to the bottom of the air hockey game, three bolts per leg. Make sure that the leg levelers are screwed all of the way into the leg. Pull the power cord out from the bottom of the air hockey game and attach the 12 Ft. power cord located in the leg box. Once the cord is attached, slowly rotate the table over onto its four legs.

1 - Fuse – 5 x 20mm 6.3A, 250 VAC, Slow Blow 401-0033-0

ON / OFF Switch

UNPLUG THE GAME FROM THE POWER SOURCE BEFORE REMOVING THE GROUND PLATE.
Note: To remove the ground plate assembly, remove the four bolts, slide the plate to one side and drop from the bottom of the air hockey game. This allows access to the relays, power supply, and power cord.

12 Ft. Power Cord

Step #4: Once your table is fully assembled and operational, turn on /coin it up and place a puck on the center circle. If the puck consistently floats toward on side/end or the other, use the leg levelers to level the table such that the puck floats on the surface without consistently drifting to one side/end.

Assembly Instructions Top Rail Display

1.) Check the contents of top rail display box:

        1 – GS-TRD-0   G. S. Top Rail Display Assembly
        1 – 205-0114-1 G.S. Mounting Plate Top Rail Display
        2 – 301-0116-0 ¼"- 20 x 1 ½" Hex Washer Head Slotted Bolts
        2 – 301-0123-0 8/32 x ½" Phillips Pan Head Screws
        1 – 301-0122-0 8/32 x ¼" Phillips Pan head Screw
        1 - 201-0314-0 Black 1" Dia. Locking Plug
        1 – 210-0355-0 G.S. Air Hockey Top Rail Display Assy. Instructions

2.) Remove the center 2 black plastic plugs from the side apron.

3.) Install the 205-0114-1 G.S. Mounting Plate Top Rail Display using the 2 – 301-0116-0 ¼-20x 1 ½" Hex Washer Head Bolts.

4.) Connect the center display harness to the back of the display board. Note; This harness may be connected to either set of pins on the display board.

5.) Attach the GS-TRD-0 G.S. Top Rail Display Assembly to the mounting plate. Secure it in place using 1 – 301-0122-0 8/32 x ¼" Phillips Pan Head Screw and 2 – 301-0123-0 8/32 x ½ Phillips Pan Hd Screws.

6.) Push the two sets of overhead display wires back into the 1" diameter hole and cover the hole with the 201-0314-0 Black 1" Diameter Locking Plug.

2 - 301-0116-0 ¼"- 20 x 1 ½'
Hex Washer Head Slotted Bolts

1 - GS-TRD-0   G. S. Top Rail
Display Assembly

205-0114-1 G.S. Mounting
Plate Top Rail Display

Remove these 2 plugs.

Install this 1 - 201-0314-0
Black 1" Dia. Locking Plug

1 - 301-0122-0 8/32 x ¼'
Phillips Pan head Screw

Push these wires back
into the hole.

Attach this connector to the top rail display board.

2 - 301-0123-0 8/32 x ½'
Phillips Pan Head Screws

Diagnostics

1.) Remove the side access door and locate the PCB controller board mounted inside of the game.
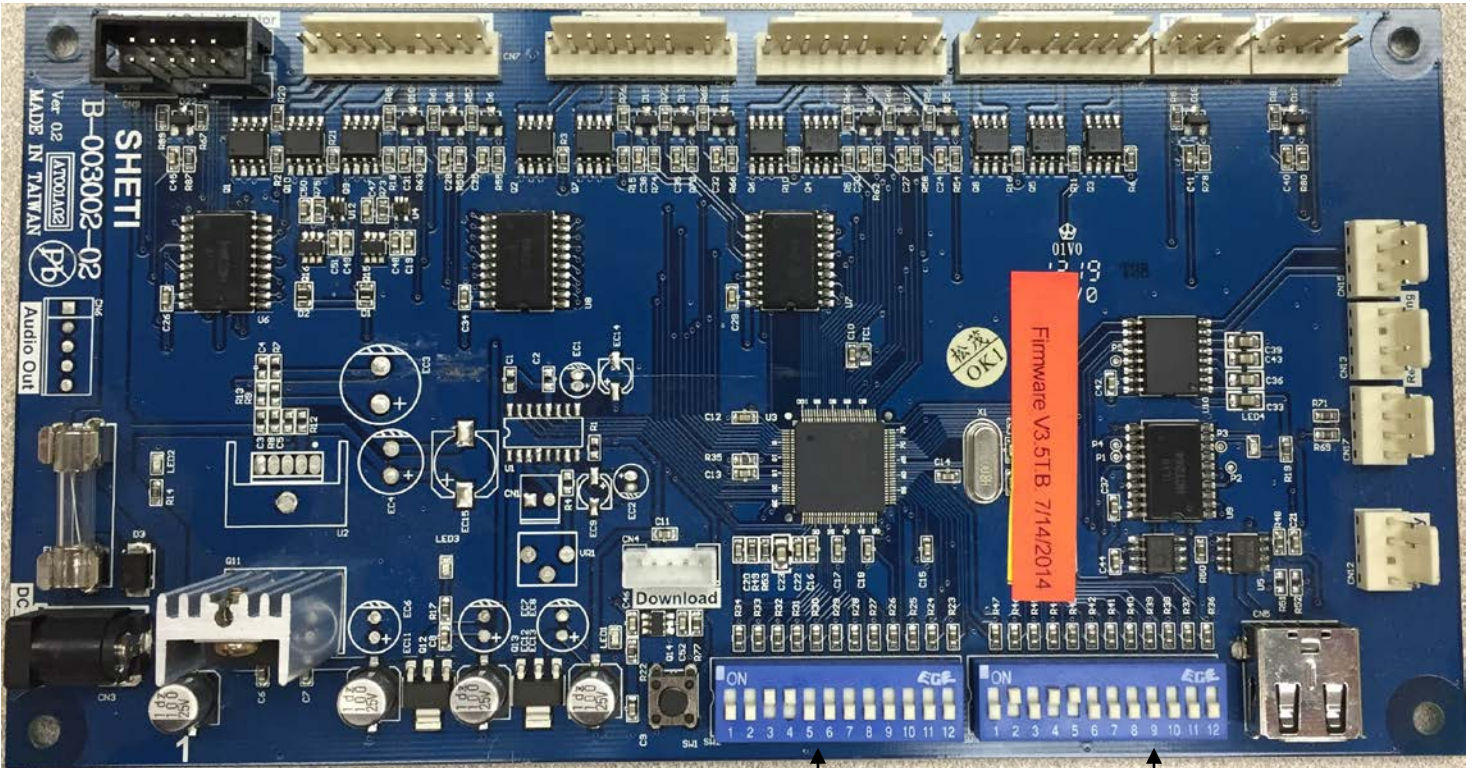

SW1

SW2

SW3
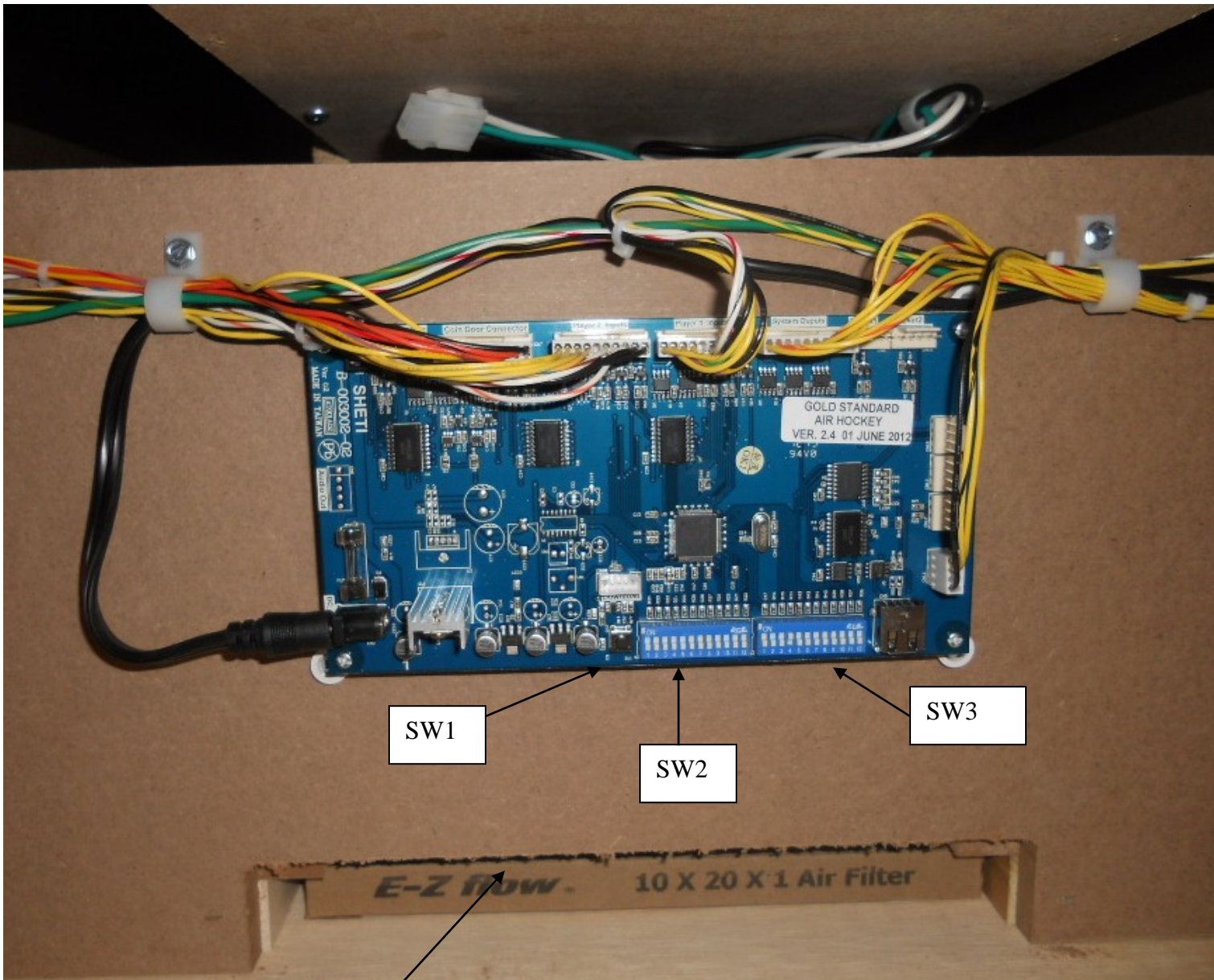
Replace the 10" x 20" air filter through this opening.

SW1 – When pushed performs a hard reset of the PCB board.
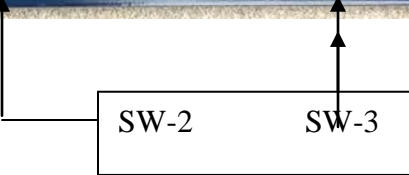
SW2- Function Settings

SW3 – These 12 Dipswitches are used for Gold Standard Testing & Diagnostics plus some other misc. features. SEE THE FOLLOWING PAGES.

DIP SWITCH SETTINGS FOR NON COIN

SW-2   SW-3

Factory Dip Switch Settings

SW-2
1 – OFF
2 – OFF
3 – OFF
4 – OFF
5 – 12 OFF

Gold Standard Play Settings

SW2	Mechanical Switches			
Function	**Game Play**	**1**	**2**	**3**	**4**
	1 Push Play	OFF	OFF	OFF	OFF
	Constant Play	ON	ON	ON	ON

SW – 3
1 – OFF
2 – ON
3 – OFF   Black light or White light Option
4 – ON   Enable user selection of overhead lights.
5 – 12 OFF

Coin valuator and bill acceptor will generate one pulse for every coin accepted. $1 bill will result in 4

SW3

Function	1	2	3	4	5	6	7	8	9	10	11	12
Normal Game Play	Off											
Self Test	On											
Player 1 Outputs		Off										
Player 2 Outputs		On										
Overhead Light Switch Lamp (All Lights On)			Off/On									
Enable Selection Of Overhead Lights				Off/On								
Accumulates Credits					Off/On							
Meter 1						Off/On						
Meter 2							Off/On					
Blower								Off/On				
White Light Overhead Lamp Test									Off/On			
Black Light Overhead Lamp Test										Off/On		
Coin/Bill Inhibit											OffOn	
Test type												Off = Input test
												On = Output Te

Function	1	2	3	4	5	6	7	8	9	10	11	12

pulses

Normal Game Play Options

Function	1	2	3	4	5	6	7	8	9	10	11	12

Coin Meter Totalizing   On/Off   On = all coins and bill will totalize on meter 1

Overhead Lights all on   On/Off   On = all overhead lights turn on at power on   Off = overhead lights are independent and player switch selectable

White Light Overhead Switch   On/Off   On = enable user select switches.   Off = White Light always on (only 1 set of lights is on)

Overhead Scoring Display Messaging enabled   On/Off   On = send scoring messaged.   Off = No Messages

Timer Switch Enable   On/Off On = enable timer select switches.   Off = system timer (7 minutes)

Game Timer in minutes				
3	Off	Off	Off	Off
4	Off	Off	Off	On
5	Off	Off	On	Off
6	Off	Off	On	On
7	Off	On	Off	Off
8	Off	On	Off	On
9	Off	On	On	Off
10	Off	On	On	On
11	On	Off	Off	Off
12	On	Off	Off	On
13	On	Off	On	Off
14	On	Off	On	On
15	On	On	Off	Off
16	On	On	Off	On
17	On	On	On	Off
Unlimited	On	On	On	On

GOLD STANDARD AIR HOCKEY MAINTENANCE TIPS

Congratulations on purchasing a Gold Standard Games Air Hockey table – our tables are the very best quality tables on the market today.

Here are some maintenance tips to ensure your table's optimum player appeal and durability over the years to come:

PUCKS AND MALLETS: The pucks and mallets which come with your table are of superior quality, and are crucially important to getting the best performance out of your table.

The yellow fiberglass-filled Lexan puck which comes with your table is specifically designed for high air-flow, tournament-quality tables like the Gold Standard Games tables. The yellow puck we manufacture is sanctioned by the U. S. Air Hockey Association, and in fact, is the default puck for all sanctioned state, National, and World Championships. It provides superior speed, bounce, visibility, durability, and stability on the table. Under black light, it is unsurpassed in providing maximum glow.

Use of cheaper-quality pucks will significantly reduce the performance of your table. They will fly off more easily, causing possible danger to players and spectators. Coin-operated tables may see a considerable reduction in coin drop due to inferior pucks which play poorly and fly off the table often. Saving a few pennies by purchasing cheap pucks can cost you hundreds or thousands of dollars in game earnings.

The nylon mallets which come with your table are the highest quality available. They are designed for speed, durability, and quiet performance. The cheaply-made imported mallets (usually yellow and slightly smaller) are lightweight and will not hit the puck with enough force to provide the speed that makes air hockey so exciting. Further, the lightweight mallets will hurt the player's hand when the puck strikes the mallet, thus further discouraging play.

SANDPAPER: Your table includes a piece of adhesive-backed sandpaper which should be attached to the table (we recommend sticking it on one or other end of the table. Affix the sandpaper on either side of the metal goal plate, but NOT to the goal itself). The sandpaper is used to sand the puck when it stops floating due to small nicks or abrasions. Replacement sandpaper pieces can be purchased through Gold Standard Games, parts distributors, or at hardware stores. We recommend fine or extra-fine (at least 150 grit).

CLEANING THE TABLE: We recommend rubbing alcohol (isopropyl alcohol) for cleaning the laminate surface. Non-ammoniated window cleaners are also acceptable. Turn the table and blower ON so that liquid and dirt do not go back into the air holes. Clean the table once a week or as necessary, using the alcohol on a clean cloth or paper towel to remove dust and dirt which will slow the puck. DO NOT USE silicone, wax, or anything similar which coats the surface and may plug up the holes.

When cleaning the surface, do NOT clean the side rails where the puck hits. Believe it or not, the thin layer of dirt actually makes the puck bank properly and keeps it on the table.

Once every year, or more often as needed, check the air holes for blockages which will keep the puck from floating properly. Turn the table ON and use a stickpin to pull the dirt UP and out of the air holes. Or you can use a 1/32" drill bit or Dremel bit for cleaning out the holes, lifting the dirt OUT of the air hole as the bit rotates.

GOOD LIGHTING: Just as with pool or foosball, good overhead lighting is crucial if you want your table to attract players and make money. If you have one of our models with overhead lights and scoring, then you won't have a problem. If you have a table with side score, then make sure to provide good lighting for your table.

Overhead drop lighting is excellent – just make sure it's mounted high enough so that tall players won't bump their heads when they lean forward.

NO DRINKS ON TABLE! – Large amounts of beer, soft drinks or other liquid can seep down the holes and into the wood, possibly warping the top. Any liquid spilled on the table should be wiped up immediately. Make sure to activate the table so the air is ON; this will push the liquid out of the air holes and channels and onto the surface, where it can be wiped up. We recommend that you prohibit drinks from being place on the table at any time.

SIDE SHIELDS: Protective side shields are available from Gold Standard Games and/or our distributors. These clear plastic shields not only help to keep the puck from coming off the table, they also discourage customers from placing drinks on the table.

TABLE SURFACE REPAIR: Our laminate surface is the most durable on the market, but it still may be susceptible to damage over the air channels. A hard, sharp object (bottle, glass, mallet) smashed onto the surface over the air channel may cause a dent. However, dents in the laminate surface are easily repaired. Use clear epoxy to fill a dent in the surface. Allow the epoxy to set up slightly so it won't run down into the air channel. If necessary, use putty underneath to keep the epoxy from running down. Fill to the surface level and allow to harden. Then use fine or extra-fine sandpaper to sand the patched area so it is level with the surrounding surface. If you want, you can re-drill any air hole that had to be filled with epoxy.

For large dents or holes in the surface that go down into the air channel, insert a section of drinking straw into the air channel to keep the epoxy from blocking the entire channel.

ADJUSTABLE TIMER: Your table has an adjustable timer which will shut the game off after a certain time period even though neither player has scored 7 points. The timer is pre-set at the factory for 7 minutes. We recommend leaving it at this setting; the average game ends within 3 to 4 minutes, far short of the timer shut-off. Air hockey is a game to 7 points, not a time game, so players are not happy if the game shuts off quickly, before either player can win! To re-set the timer, or eliminate it entirely for tournament play, consult the Dip Switch Settings section of this manual.

CLEARING MATERIAL FROM THE GOAL: If it becomes necessary to remove material that has been pushed into the goal openings you can remove both the upper and lower puck housings or each one independently from each other. See the below photos.

IR Sensor
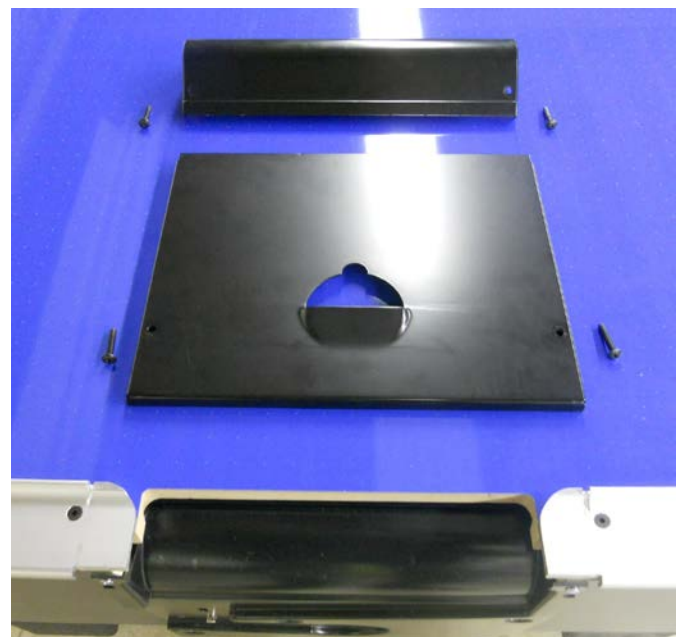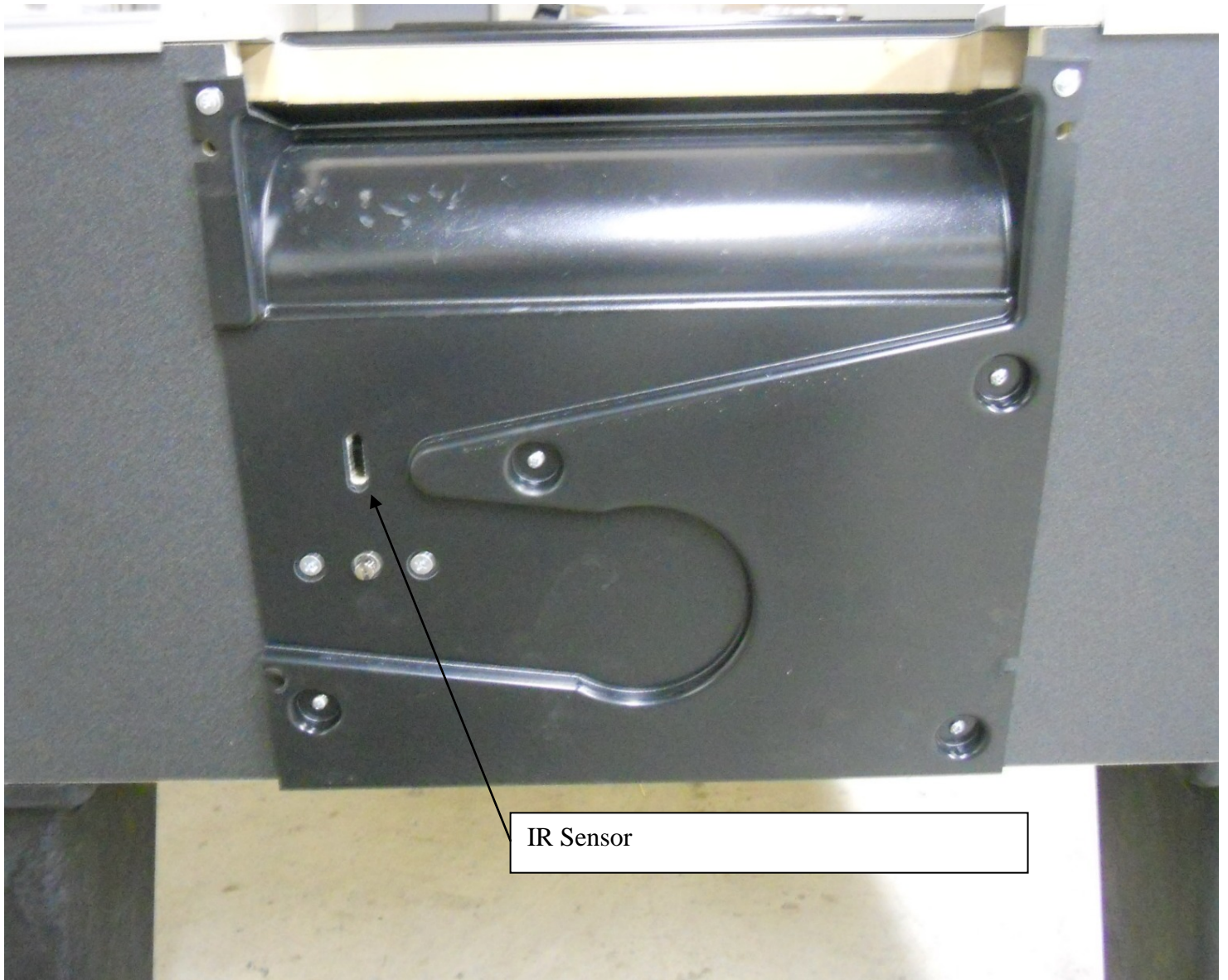
PROMOTIONAL INFORMATION: For updates on rules, leagues, tournaments, rankings, videos and other promotional information, you and / or your players can go to www.goldstandardairhockey.com.

GOLD STANDARD SERVICE PARTS

Call Gold Standard Games For Pricing: Toll Free 877-893-1739

Part Number	Description	Qty. Per Game	T
201-0218-1	8GS-CAH Top Corner Cap Black Plastic	4.0000	EA
201-0221-0	G.S.Red Lens Top Rail Display	1.0000	EA
201-0291-0	Red Lexan Air Hockey Pucks 3 1/4	2.0000	EA
201-0292-0	Yellow Lexan AirHockey Pucks3 1/4	2.0000	EA
201-0293-0	White Air Hockey Mallets	2.0000	EA
201-0309-0	Plastic Coin Box	1.0000	EA
201-0312-0	Red Lens-Overhead Score Unit	2.0000	EA
201-0314-0	MP-1000 Black 1" Dia Locking Cap	3.0000	EA
201-0315-0	MP-0312 Black 5/16" Dia Locking Cap	2.0000	EA
201-0320-0	MP-0187 Black 3/16" Dia Locking Cap	4.0000	EA
203-0041-0	G.S.Rubber Gasket Motor/Housing	1.0000	EA
204-0035-1	Leg Leveler-Brush Alum W/Flats	1.0000	EA
204-0139-1	8-Coin Air Hockey Right End Top Rail	2.0000	EA
204-0140-1	8-Coin Air Hockey Side Top Rail	2.0000	EA
204-0141-1	8-Coin Air Hockey Left End Top Rail	2.0000	EA
205-0070-1	8-Tube Asy. Air Hockey Light Hood	2.0000	EA
205-0170-0	8GS-CAH-Upper Goal Cover Black	2.0000	EA
205-0166-0	8GS-FEC-Upper Goal Cover Red	2.0000	EA
205-0171-0	8GS-CAH-Lower Goal Cover Black	2.0000	EA
205-0167-0	8GS-FEC-Lower Goal Cover Red	2.0000	EA
210-0325-0	10"x20"x1" Air Filter EZ Flow	0.0833	EA
210-0345-0	F30T8-36" White Fluorescent Tube	2.0000	EA
210-0348-0	F30T10BLB-36" Black Light Blue	2.0000	EA
210-0350-0	G.S.Sanding Disk 6"x180 Grit	2.0000	EA
217-0081-0	GS-"Puck Avatar Label" Gold	1.0000	EA
217-0082-0	GS-"GOLD STANDARD GAMES" Label	1.0000	EA
217-0083-0	G.S.Overhead Light Label "GOLD STANDARD	2.0000	EA
217-0084-0	GS-TABLE OF CHAMPIONS & Puck Label	1.0000	EA
217-0085-0	GS-GOLD-STANDARD-GAMES.COM Label	1.0000	EA
217-0086-0	GS-"QR" Code Label 1.5" x 1.5"	1.0000	EA
242-0124-0	LineCord-Certified,Type SJT,	1.0000	EA
301-0112-0	1/4-20x1 1/2"TrussHdPhilMachine Bolts (Holds covers on end aprons and overhead light tubes)	8.0000	EA
301-0117-0	1/4"-20x2"ButtonHeadSocketCap(top rail side bolts)	18.0000	EA
301-0118-0	1/4"-20x1 1/2" FlatHd.Socket (top rail end bolts)	6.0000	EA
301-0122-0	8/32 x 1/4" Phillips Pan Hd.(Top rail display to mounting bracket)	1.0000	EA
301-0123-0	8/32 x 1/2" Phillips Pan Hd.(Top rail display to mounting bracket)	2.0000	EA
306-0003-0	CamLock-521Key-1 1/8"Long Full (Side access door locks)	2.0000	EA
306-0004-0	L-CamLock-KeyedAlike- 545 Key (Cash box lock)	1.0000	EA
401-0001-0	PCBa, Air Hockey CPU+12V (Main controller board)	1.0000	EA
401-0009-0	Relay,DoublePole25A 250VAC 12V (Controls lights & blower motor)	3.0000	EA
401-0011-0	SINPRO-Switching Power Supply	1.0000	EA
401-0012-0	PCBa, Puck Drop Sensor I/R	1.0000	EA
401-0013-0	PCBa,LED Display 2 Digit Score (Top rail display board)	1.0000	EA
401-0014-0	PCBa, LED Display 2 Digit Score (Lighthood display board)	2.0000	EA
401-0015-0	G.S.12 Volt Solenoids	1.0000	EA
401-0018-0	GS-Coin Meter, E660 AF 10 DC12	1.0000	EA

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Part Number	Description	Qty. Per Game	T
401-0019-0	Blower Motor Only-YYG 71-2APH1	1.0000	EA
401-0033-0	Fuse, 5x20mm 6.3A 250VAC, Slow Blow	1.0000	EA
401-0043-1	Large White Light Button 12v	1.0000	EA
401-0044-1	Large Black Light Button 12v	1.0000	EA
401-0047-0	Ballast,Fulham Workhorse 6 (Lighthood Ballast)	2.0000	EA
8GS-PFA-0-03-03	G.S.BlowMotor, Housing & Wheel (Complete Assy.)	1.0000	EA
8GS-PFA-1	8GS-C.A.H.Playfield Royal Blue (Complete Assy with air chamber)	1.0000	EA
8GS-SAD-0	8GS-A.H.Side Access Door Assy.	1.0000	EA
PX-LAA-0	Leg Assy.	4.0000	EA