



# GOLD STANDARD GAMES

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

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.

Toll Free: 877-893-1739

[www.gold-standard-games.com](http://www.gold-standard-games.com)

[www.shelti.com](http://www.shelti.com)

### Tools Required:

- 1/2" Wrench or Socket
- 3/8" Wrench or Socket
- Phillips Head Screwdriver
- Level

### Components Received:

- 8GS-W01 – 8Ft-Gold Standard Coin Air Hockey Cabinet
  - 2 – 306-0006-0 521 Key For Electronic Access Door
  - 2 – 306-0009-0 638 Key For Metal Coin Door
- GS-LBA-0 – Gold Standard Air Hockey Leg Box
  - 4 - PX-LAA Leg Assemblies
  - 12 – 301-0020-0 5/16"-18 x 1 1/2" Slotted Hex Washer Head Bolts
  - 2 – 201-0292-0 MR-Yellow Air Hockey Pucks 3 1/4" 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

### Components Received If Installing A Top Rail Score Unit:

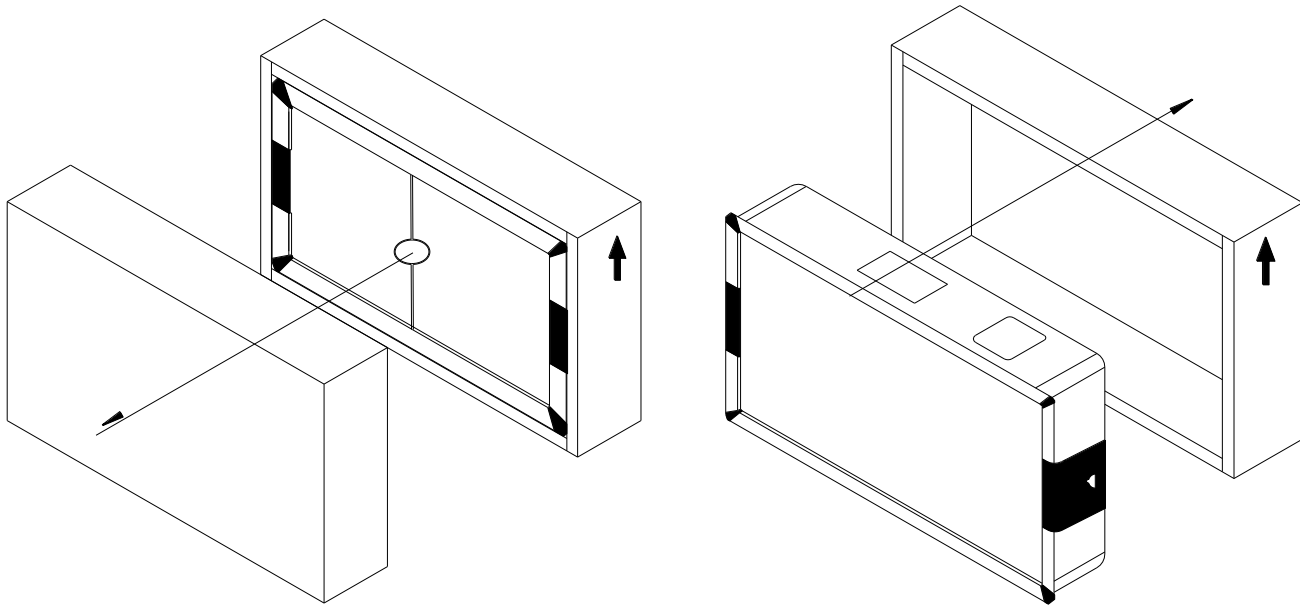
- GS-TRS-0 – Gold Standard Top Rail Scoring Assembly Box Which Includes:
  - 1 – GS-TRD-0 G. S. Top Rail Display Assembly
  - 1 – 205-0114-1 G.S. Mounting Plate Top Rail Display
  - 2 – 301-0116-0 1/4"- 20 x 1 1/2" Hex Washer Head Slotted Bolts
  - 2 – 301-0123-0 8/32 x 1/2" Phillips Pan Head Screws
  - 1 – 301-0122-0 8/32 x 1/4" 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

### Components Received If Installing A Overhead Scoring / Light Assembly

- GS-OHS-0 Gold Standard Overhead Scoring / Light Assembly Box Which Includes:
  - 1 – GS-LHA-0 G.S. Lighthouse / Scoring Assembly
- GS-LHA-0-06-01 G.S. Lighthouse Mounting Tube Assembly Box Which Includes:
  - 2 – 205-0070-1 8-Tube Assembly Air Hockey Light Hood
  - 1 – 401-0042-0 G.S. Overhead Interconnect Harness (Already Inside Of One Tube)
  - 8 – 301-0112-0 1/4 -20 x 1 1/2" Truss Head Phillips Mounting Bolts
  - 1 – 401-0043-1 Large White Fluorescent Light Button 12v
  - 1 – 401-0044-1 Large Black Light Button 12v
  - 1 – 210-0356-0 Gold Standard Air Hockey Overhead Display Instructions

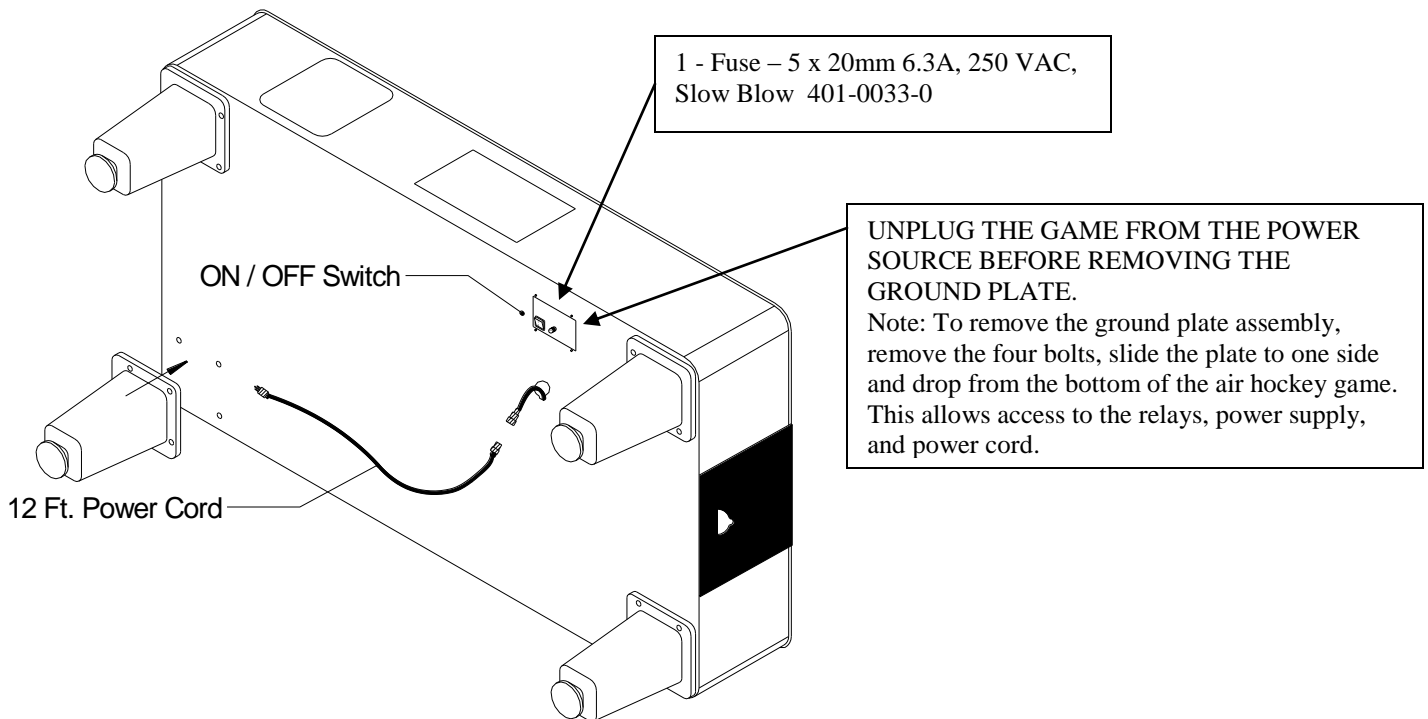
## Assembly Instructions:

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.

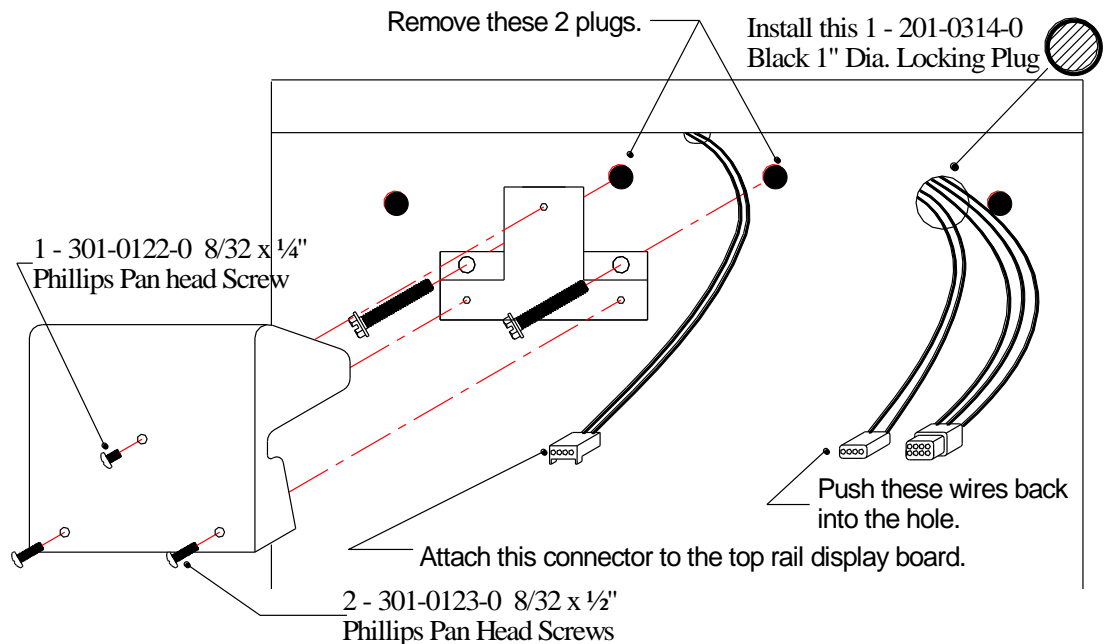
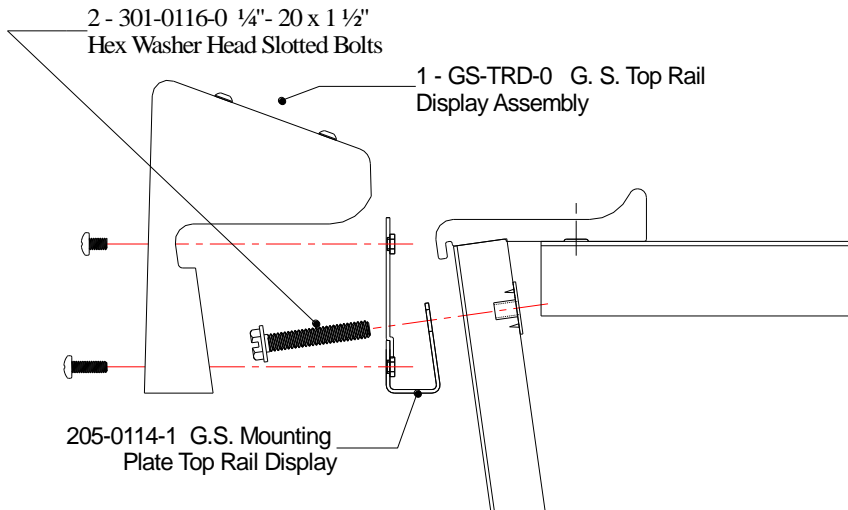
Step #3: Open the leg box and remove the legs and the 12 - 5/16 - 18 x 1 1/2" slotted hex washer head bolts. Attach the legs to the bottom of the air hockey game, three bolts per leg. Make sure that the leg levelers are screwed all of the way into the leg. Pull the power cord out from the bottom of the 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.



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.



## Assembly Instructions Overhead Display

1.) Check the contents of the 2 Overhead Display Boxes:

**GS-OHS-0 Gold Standard Overhead Scoring / Light Assembly Box**, which includes:

1 – GS-LHA-0 G.S. Lighthood / Scoring Assembly

**GS-LHA-0-06-01 G.S. Lighthood Mounting Tube Assembly Box**, which includes:

2 – 205-0070-1 8-Tube Assembly Air Hockey Light Hood

1 – 401-0042-0 G.S. Overhead Interconnect Harness (Already Inside Of One Tube)

8 – 301-0112-0 ¼ -20 x 1 ½” Truss Head Phillips Mounting Bolts

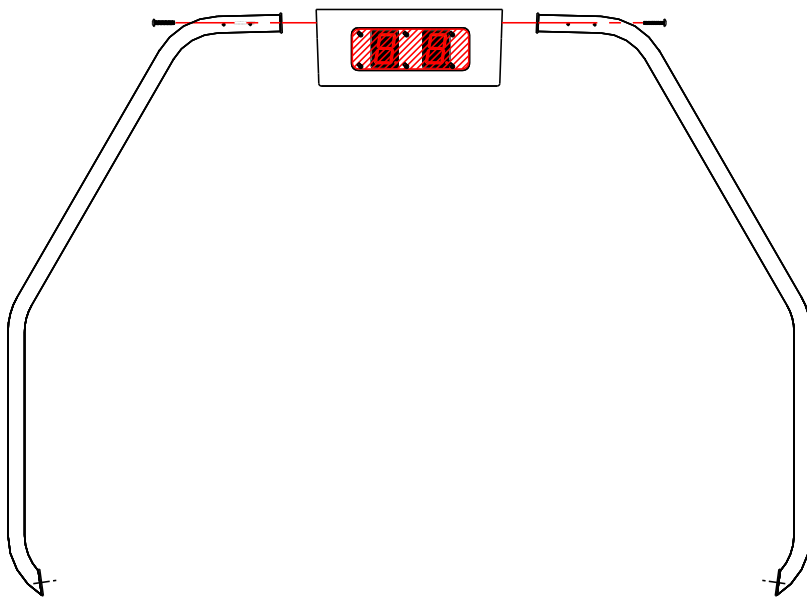
1 – 401-0043-1 Large White Fluorescent Light Button 12v

1 – 401-0044-1 Large Black Light Button 12v

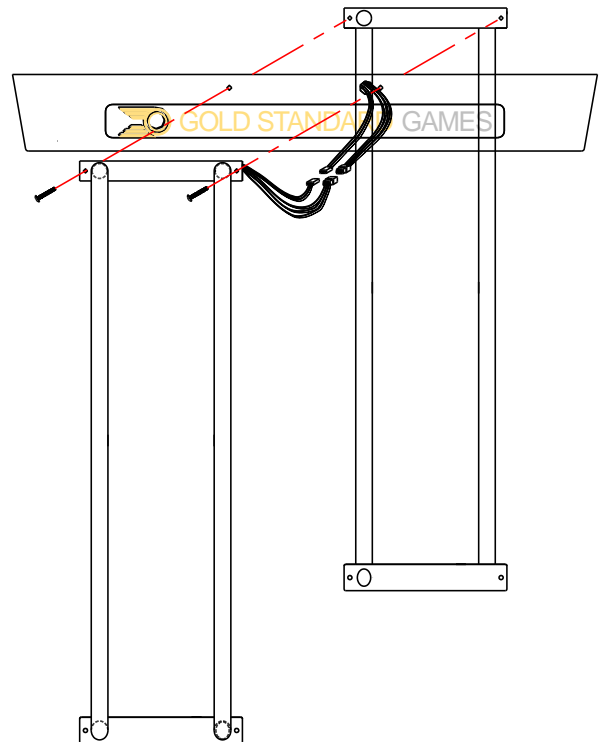
1 – 210-0356-0 Gold Standard Air Hockey Overhead Display Instructions

2.) Lay the lighthood / scoring assembly on the ground and connect the tube assemblies to both sides of the lighthood using the ¼-20 x 1 ½” truss head phillips bolts. Be sure to connect the 2 wire harnesses coming out of the top of the tube assembly to the 2 wire harnesses coming out of the side of the lighthood before you bolt the tube assembly to the lighthood.

END VIEW

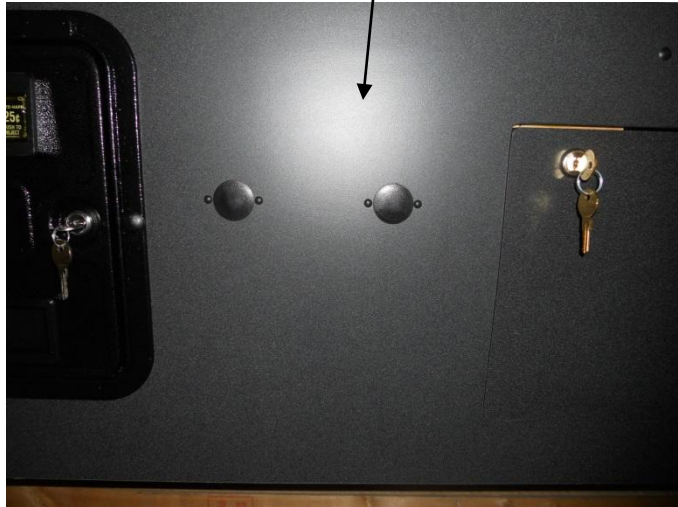
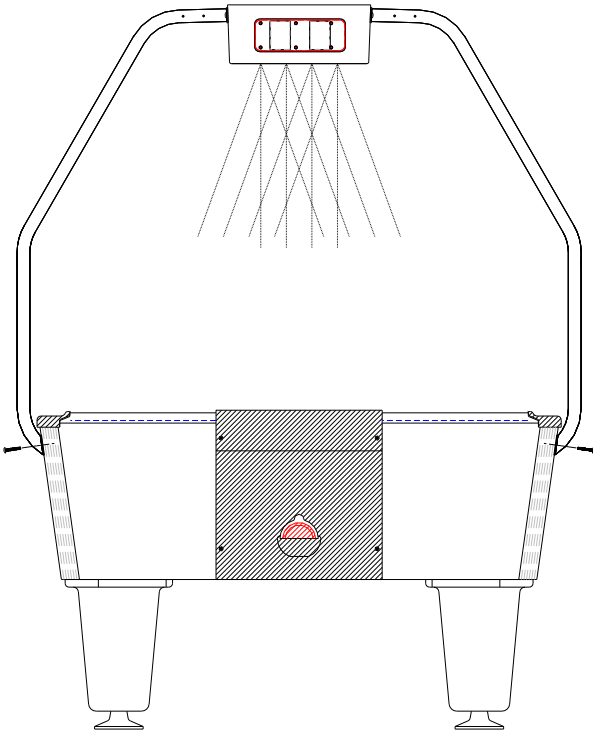


SIDE VIEW

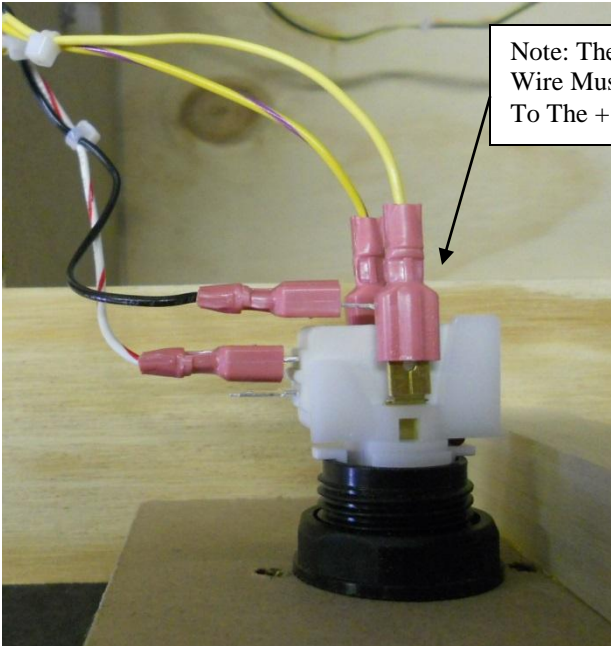


3.) Remove the 2 – 5/16” Dia. and 1 – 1” Dia. black plastic plug covers on the open side apron of the air hockey game. Remove the 2 – 5/16” Dia. Black plastic plug covers on the closed side apron. Using 2 people carefully lift the lighthood / tube assembly into position on the Gold Standard Air Hockey Game. Loosely connect the bottom tube plate to the open side apron using 2 - ¼-20 x 1 ½” truss head Phillips bolts. Connect the wire harnesses coming out of the tube assembly to those coming out of the 1” hole in the closed side apron. Push any excess wiring back into the air hockey game and install the remaining last 2 – ¼-20 x 1 ½” truss head Phillips bolts through the tube assembly bottom plate into the closed side apron of the game. See the below drawing. Note: WHEN INSTALLING THE LIGHTHOOD ALWAYS KEEP THE PLAYFIELD COVERED WITH CARDBOARD TO PREVENT ANY SCRATCHES OR DENTS IF A TOOL IS ACCIDENTLY DROPPED ONTO THE PLAYFIELD.

4.) Remove the 4 – 3/16” Dia. And 2 – 1” Dia. Black plastic plug covers from the open side apron of the air hockey game. These are the holes used to mount the overhead light selection buttons.



5.) Install the lighthead fluorescent WHITE LIGHT and BLACK LIGHT buttons in these holes. The black light button must be on the right.

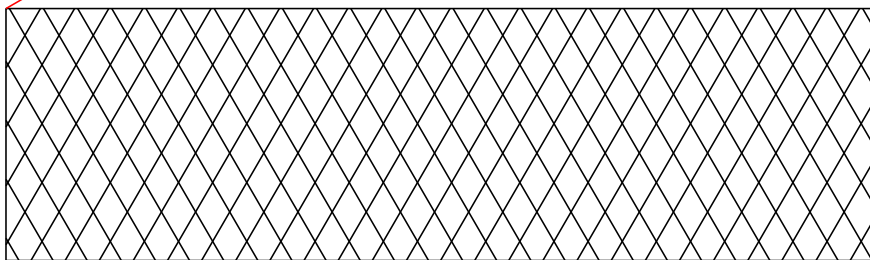
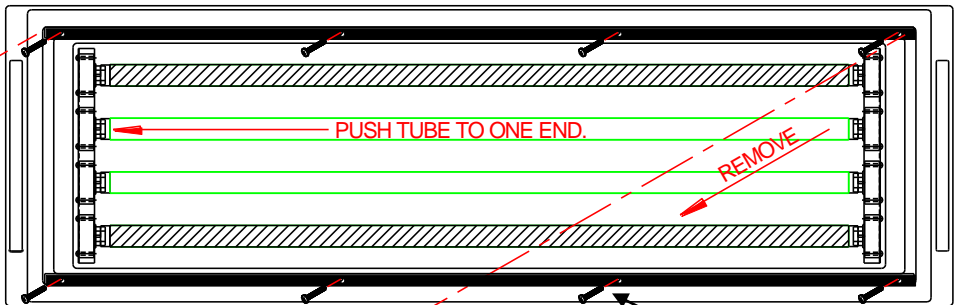
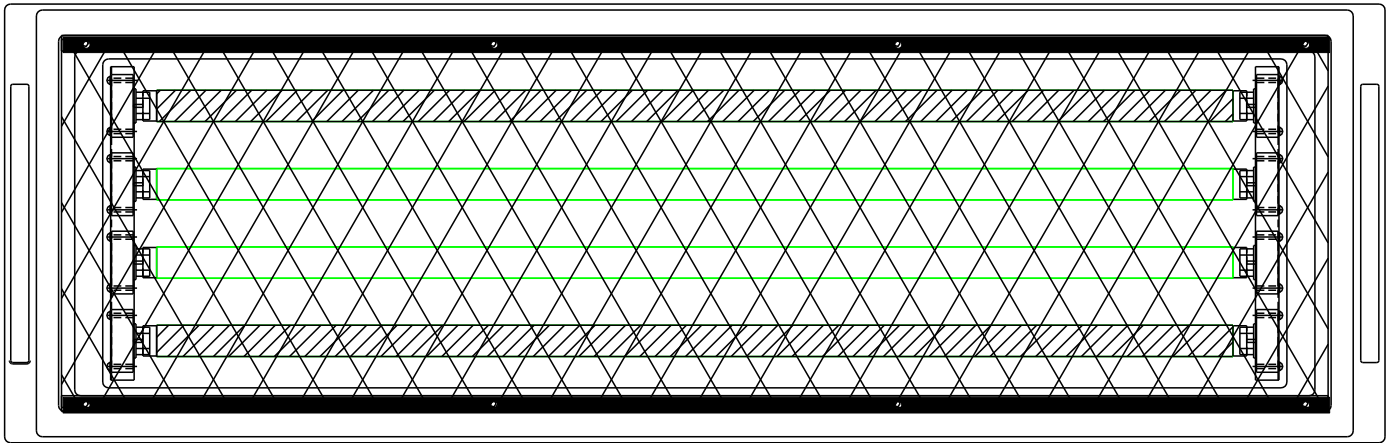


Note: The Solid Yellow Wire Must Connected To The + Positive Post.

6.) Once the light buttons are installed in the game attach each respective wire harness as pictured above. Yellow and Yellow Stripped wires attach to the sides of the button for the light. Black and White Stripped wires attach to the switch.

7.) Test the lighthead scoring and lights by powering up the game, and dropping the appropriate number of coins to get one play. The White Light and Black Light buttons should alternately light. Select which type of light you would like by pushing the corresponding button. Also note: Score one puck on the left end of the game while facing the open side apron. The upper display should now read 0 – 1 on the left end of the lighthead and 1 – 0 on the right end of the lighthead

8.) The Fluorescent tubes used in the lighthouse are T8 – 36” long tubes and the Black Light Blue tubes are T10 – 36” long tubes. To replace these tubes you must remove the protective expanded metal screen. To do so, loosen but do not remove the four screws on both sides of the screen. The aluminum bars will drop down far enough to allow for the screen to be slightly flexed and removed from the bottom of the lighthouse. To remove a bulb push it all of the way in one direction to free the pins from the holder on the opposite end, then carefully tip the tube out from the overhead light.



Loosen but do not remove these 8 screws. Slightly flex the expanded metal to remove.

# Digital Photo Frame Installation

The “Premium” model Gold Standard Games air hockey table has a digital photo frame (video monitor) which displays player and promotional information as an “attract” mode in between games. Upon coin-up, the monitor will display the current score.

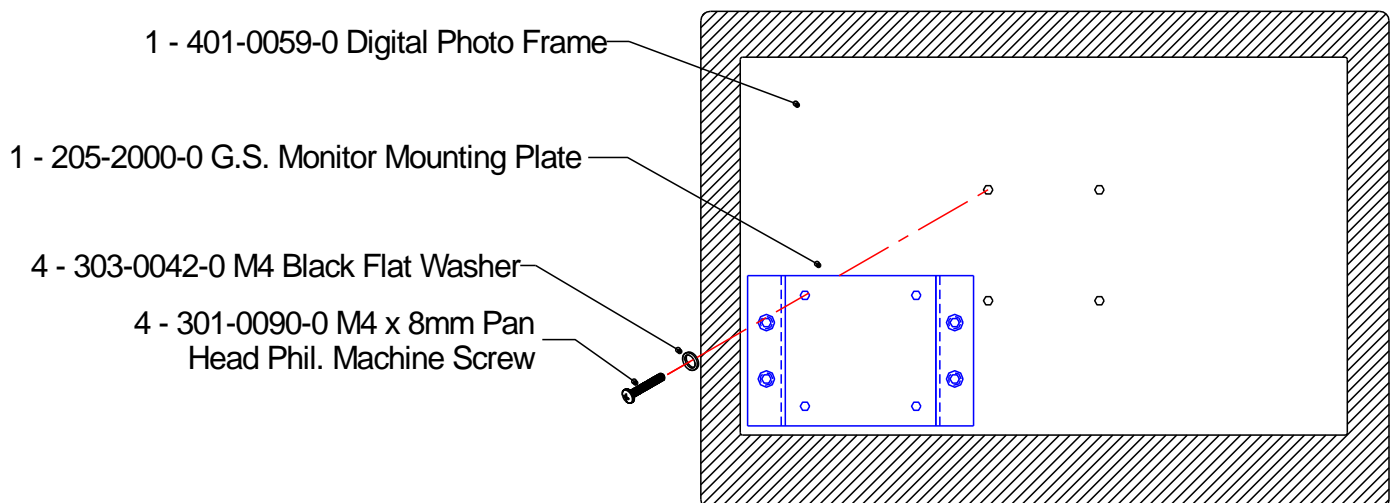
The monitor is customizable by the operator to display advertising, tournament/league information, and more. The screen “slides” must be in the form of a jpeg. New slides can be added via the SD card or flash drive which plugs into the digital photo frame. The monitor can display these slides directly from the plugged-in SD card or flash drive, or, the slides can be downloaded onto the memory card in the digital photo frame. Slides can be added or deleted via the remote control.

Gold Standard Games will periodically update and add new slides at our website, [www.goldstandardairhockey.com](http://www.goldstandardairhockey.com). These slides will feature upcoming events of interest to your players, including state, National, and World air hockey championships. Go to [goldstandardairhockey.com](http://goldstandardairhockey.com) to download the latest slides, and be sure to add your email address to the email list under the “coin-op operators” section. You will then automatically receive an email notification of any updates or new slides that have been added.

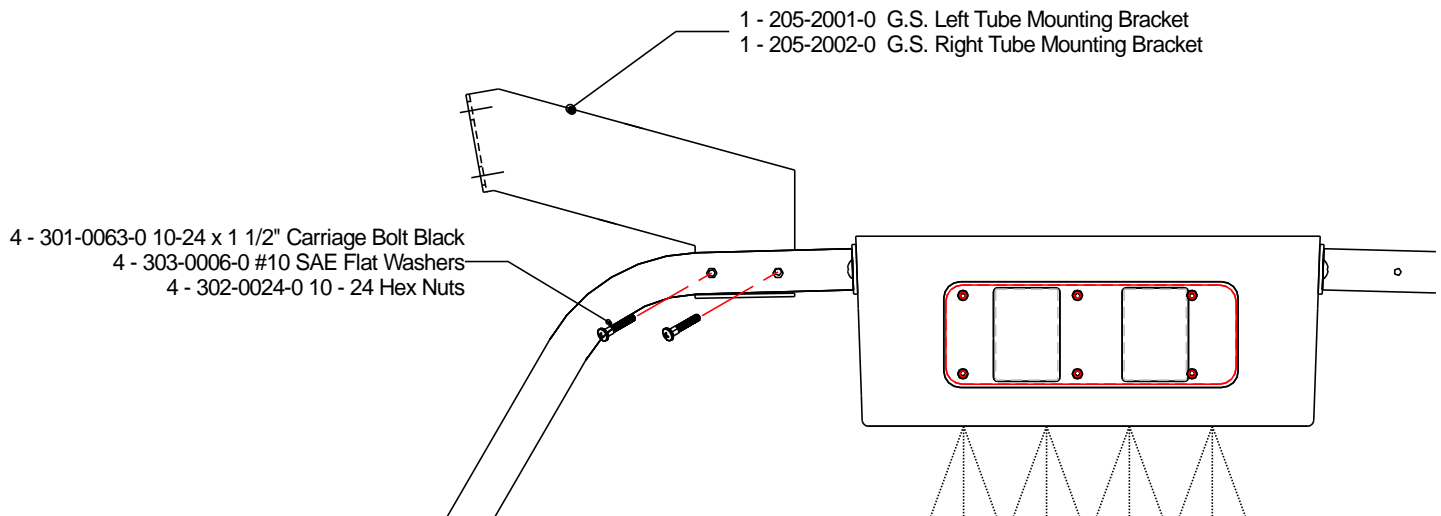
1.) Check the contents of the digital photo frame shipping box. Included should be the following components:

- 1 - 205-2000-0 G.S. Monitor Mounting Plate
- 1 - 205-2001-0 G.S. Right Tube Monitor Mounting Plate
- 1 - 205-2002-0 G.S. Left Tube Monitor Mounting Plate
- 4- 301-0063-0 10-24 x 1 ½” Carriage Bolt Black
- 4 - 301-0090-0 M4 x 8mm Pan Head Phillips Machine Screw
- 4 - 301-0104-0 ¼-20 x ½” Hex Hd. Zinc. Plated Bolt
- 4 - 302-0024-0 10 - 24 Nex Nuts
- 4 - 303-0004-0 ¼” SAE Flat Washers
- 4 - 303-0006-0 #10 SAE Flat Washers
- 4 - 303-0042-0 M4 Black Flat Washer
- 1 - 401-0059-0 Digital Photo Frame
- 1 - 401-0067-0 Digital Photo Frame Power Cord
- 1 - 401-0061-0 Digital Photo Frame Remote Control
- 1 - 401-0062-0 Digital Photo Frame Data Cord

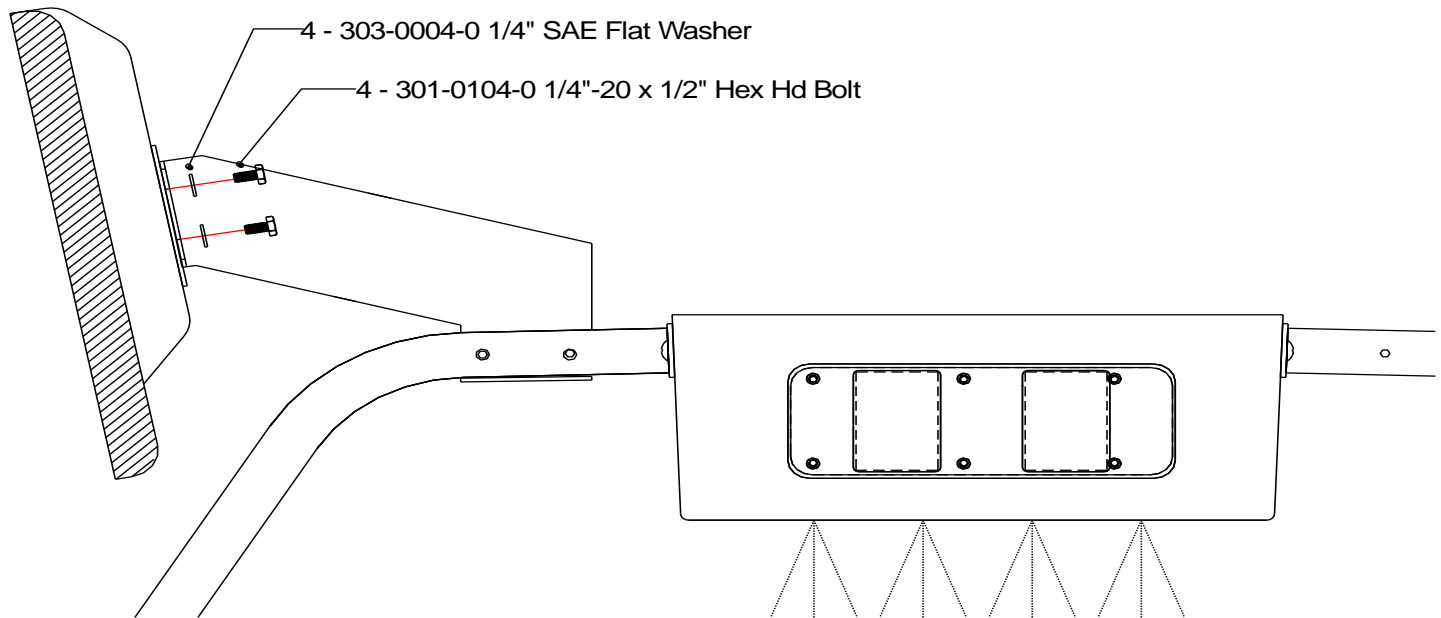
2.) Attach the G.S. monitor mounting plate to the back of the digital photo frame using four washers and screws provided.



3.) Attach the right and left tube mounting brackets to the tubes.



4.) Attach the Digital Photo Frame to the right and left tube mounting brackets.



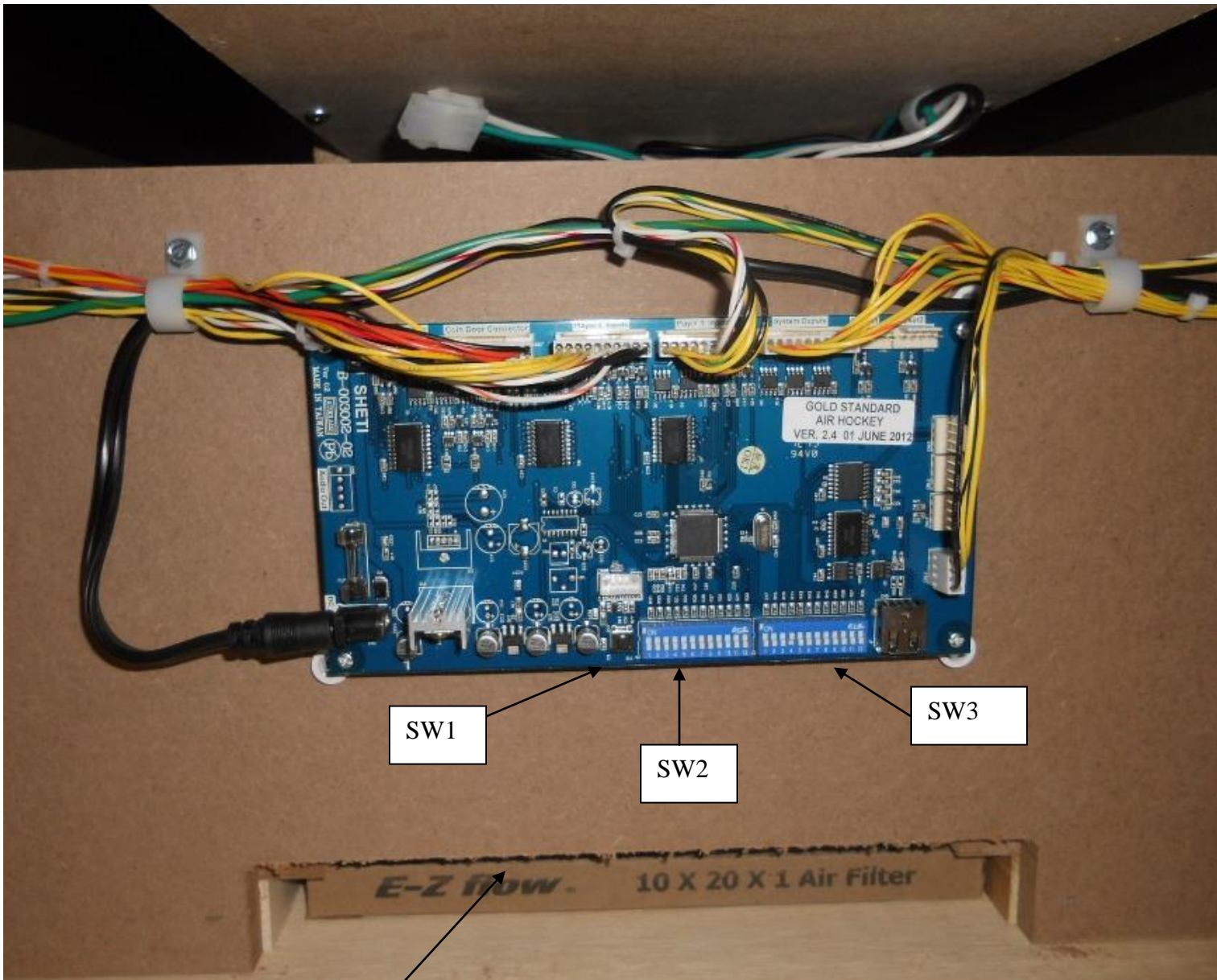
5.) Remove the cover on the overhead display and the side access door on the air hockey game. Locate the power cable and the RS232 DB9 cable that came with the monitor. Do not connect these to the monitor at this time. Push these two cables through the 1" opening in the overhead display and into the tube assembly. Continue threading these cables through the tube until they come out inside of the air hockey game above the side access door opening. Connect the power cable for the monitor to the power cable hanging on the right partition inside of the access door opening. Disconnect the remote scoring cable from the lower right connector on the PCB board. Connect the monitor's RS232 cable to this same connector on the lower right side of the air hockey PCB board then reconnect the remote scoring harness onto this monitor scoring cable. Once this is done pull the cables back up into the tube far enough so that you can connect them to the back of the monitor. Secure these cables to one of the tubes with the tie-wraps provided.

6.) Insert the SD memory card into the back of the monitor. Return power to the game and test.



## Pricing & Diagnostics

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



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

SW1 – When pushed performs a hard reset of the PCB board.

SW2 – These 12 Dipswitches are used for Gold Standard Coin/Credit and Bonus Award Settings. SEE THE NEXT PAGE.

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

# Gold Standard Coin/Credit and Bonus Award Settings

SW2			Mechanical Coin 1/Coin 2/Bill											
Function			1	2	3	4								
<b>Coins required to award 1 credit</b>	Coins	1	OFF	OFF	OFF	OFF								
	Coins	2	OFF	OFF	OFF	ON								
	Coins	3	OFF	OFF	ON	OFF								
	Coins	4	OFF	OFF	ON	ON								
	Coins	5	OFF	ON	OFF	OFF								
	Coins	6	OFF	ON	OFF	ON								
	Coins	7	OFF	ON	ON	OFF								
	Coins	8	OFF	ON	ON	ON								
	Coins	9	ON	OFF	OFF	OFF								
	Coins	10	ON	OFF	OFF	ON								
	Coins	11	ON	OFF	ON	OFF								
	Coins	12	ON	OFF	ON	ON								
	Coins	13	ON	ON	OFF	OFF								
	Coins	14	ON	ON	OFF	ON								
	Coins	15	ON	ON	ON	OFF								
Coins	FREE	ON	ON	ON	ON									
<b>Multiple credits awarded per coin</b>		Disabled					OFF	OFF						
	Credits	2					OFF	ON						
	Credits	3					ON	OFF						
	Credits	4					ON	ON						
<b>Coins required for Bonus Credit Award</b>	Coins	Disabled							Off	Off	Off			
	Coins	4							Off	Off	On			
	Coins	5							Off	On	Off			
	Coins	6							Off	On	On			
	Coins	7							On	Off	Off			
	Coins	8							On	Off	On			
	Coins	9							On	On	Off			
	Coins	10							On	On	On			
<b>Number of Bonus Credits Award</b>	Bonus	Disabled										Off	Off	Off
	Bonus	1										Off	Off	On
	Bonus	2										Off	On	Off
	Bonus	3										Off	On	On
	Bonus	4										On	Off	Off
	Bonus	5										On	Off	On

Coin validator 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											Off/On	
Test type												Off = Input test On = Output Te

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

**Normal Game Play Options**

Function	1	2	3	4	5	6	7	8	9	10	11	12
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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
White Light Overhead Switch	On/Off	Off = overhead lights are independent and player switch selectable
Overhead Scoring Display Messaging enabled	On/Off	On = enable user select switches.
Timer Switch Enable	On/Off	On = send scoring messaged.
	On/Off	On = enable timer select switches.
		Off = No Messages
		Off = system timer (7 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 Diagnostic and Test Display

Player 1 inputs status display on Player 1 score display. Player 2 inputs status display on Player 2 score display

Mechanical coin door status display on Player 1 Display. Electronic Coin interface status display on Player 2 display  
 Input test display will show switch status when switch is closed then opened.

## Input Test Display

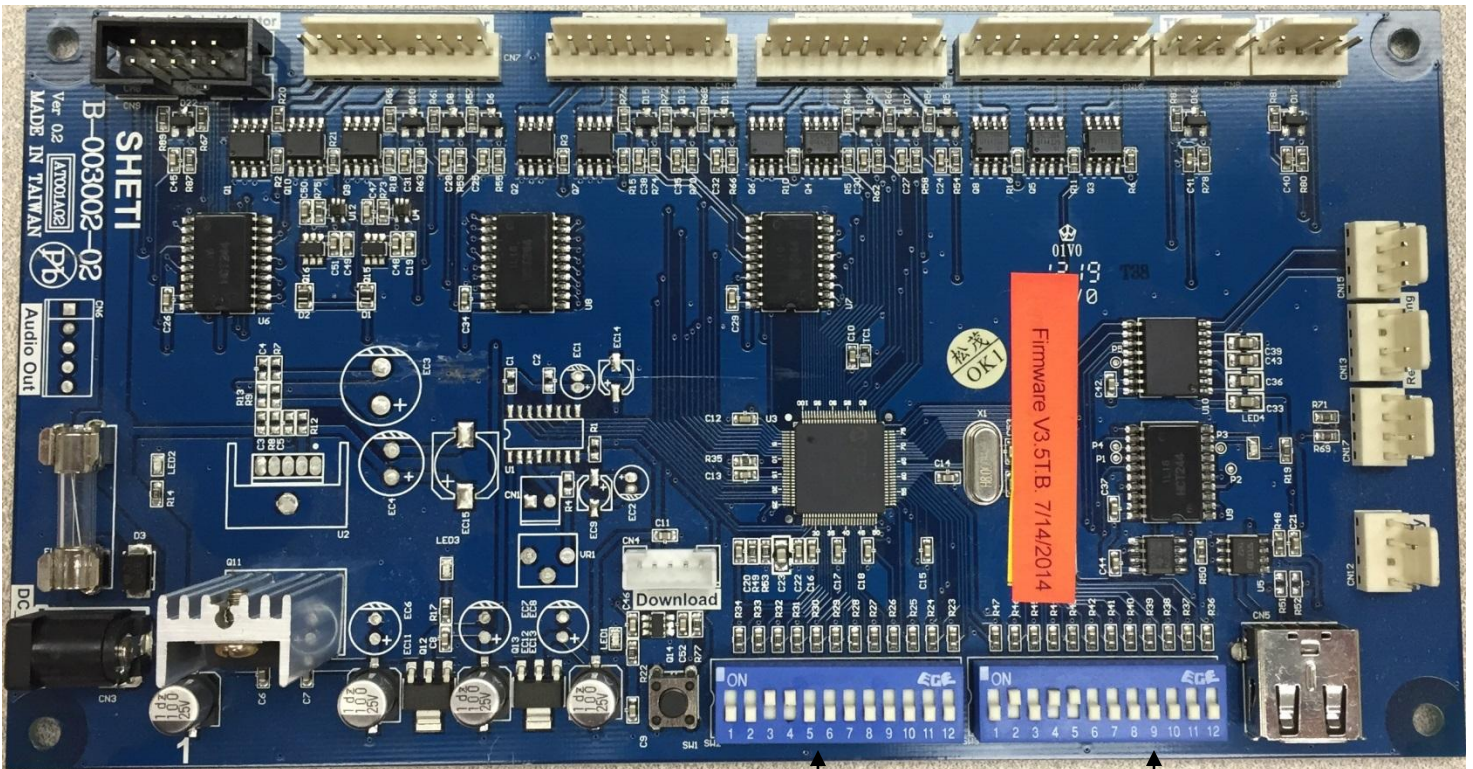
	Player 1 Display Value	Player 2 Display value	
All outputs off	0	0	
White Light Select Button	1	1	Black Light Select Button
Not Used	2	2	Not Used
Not Used	3	3	Not Used
Ticket 1 Notch	4	4	Ticket 2 Notch
Coin 1 Switch	5		
Coin 2 Switch	6		
Bill Input	7		
Coin 1 (Electronic)		5	
Coin 2 (Electronic)		6	
Coin 3 (Electronic)		7	
Coin 4 (Electronic)		8	
Coin 5 (Electronic)		9	
Coin 6 (Electronic)		A	
Coin Reject Button Pushed		C	

## Output Test Display

Output test display will show status when output is turned on.

	Player 1 Display Value	Player 2 Display value	
All inputs off	0	0	
White Light Button Lamp	1	1	Black Light Button Lamp
Puck Lock Coil Player 1	2	2	Puck Lock Coin Player 2
Ticket 1 Vend	3	3	Ticket 2 Vend
Meter 1 Test	4	4	Meter 2 Test
System Blower	5	0	
White Overhead Light	6	0	
Black Light Overhead Light	7	0	
Coin Inhibit	8	0	Mechanical coin inhibit and electronic coin
Bill Inhibit	9	0	

Input display shows 1st input detected. If multiple inputs are detected, then cycle through the active inputs at 1 second  
 For meter outputs, meter pulsed continuously. Switch must be de-activated to stop meter.



**Factory Dip Switch Settings**

**SW-2**

- 1 – OFF
- 2 – OFF
- 3 – ON Pricing set for \$1.00
- 4 – ON
- 5 – 12 OFF

**SW – 3**

- 1 – OFF
- 2 – ON All coin slots and bill acceptor will total on Meter - 1
- 3 – OFF Black light or White light Option
- 4 – ON Enable user selection of overhead lights.
- 5 – ON Enables Accumulation Of Credits
- 6 – 12 OFF

**FOR HOME USE**

**SW-2**

- 1 – 12 OFF

**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

## **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 placed on the table at any time.

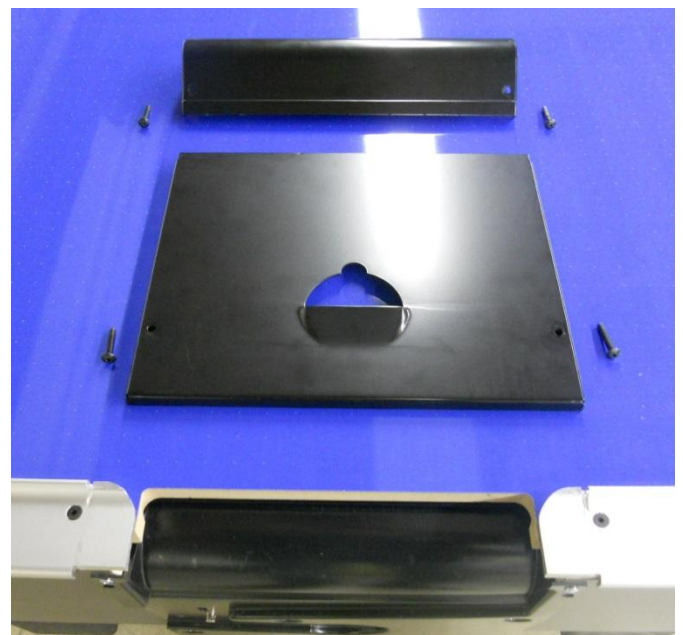
**SIDE SHIELDS:** Protective side shields are available from Gold Standard Games and/or our distributors. These clear plastic shields not only help to keep the puck from coming off the table, they also discourage customers from placing drinks on the table.

**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

Solenoid Assembly To Lock Out last Puck.

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](http://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	EA
201-0221-0	G.S.Red Lens Top Rail Display	1	EA
201-0291-0	Red Lexan Air Hockey Pucks 3 1/4	2	EA
201-0292-0	Yellow Lexan AirHockey Pucks3 1/4	2	EA
201-0293-0	White Air Hockey Mallets	2	EA
201-0309-0	Plastic Coin Box	1	EA
201-0312-0	Red Lens-Overhead Score Unit	2	EA
201-0314-0	MP-1000 Black 1" Dia Locking Cap	3	EA
201-0315-0	MP-0312 Black 5/16" Dia Locking Cap	2	EA
201-0320-0	MP-0187 Black 3/16" Dia Locking Cap	4	EA
203-0041-0	G.S.Rubber Gasket Motor/Housing	1	EA
204-0035-1	Leg Leveler-Brush Alum W/Flats	1	EA
204-0139-1	8-Coin Air Hockey Right End Top Rail	2	EA
204-0140-1	8-Coin Air Hockey Side Top Rail	2	EA
204-0141-1	8-Coin Air Hockey Left End Top Rail	2	EA
205-0150-0	Cash Box Metal Cover Air Hockey	1	EA
205-0070-1	8-Tube Asy. Air Hockey Light Hood	2	EA
205-0170-0	8GS-CAH-Upper Goal Cover Black	2	EA
205-0166-0	8GS-FEC-Upper Goal Cover Red	2	EA
205-0171-0	8GS-CAH-Lower Goal Cover Black	2	EA
205-0167-0	8GS-FEC-Lower Goal Cover Red	2	EA
205-0150-0	Cash Box Metal Cover Air Hockey	2	EA
210-0325-0	10"x20"x1" Air Filter EZ Flow	0.0833	EA
210-0345-0	F30T8-36" White Fluorescent Tube	2	EA
210-0348-0	F30T10BLB-36" Black Light Blue	2	EA
210-0350-0	G.S.Sanding Disk 6"x180 Grit	2	EA
217-0081-0	GS-"Puck Avatar Label" Gold	1	EA
217-0082-0	GS-"GOLD STANDARD GAMES" Label	1	EA
217-0083-0	G.S.Overhead Light Label "GOLD STANDARD	2	EA
217-0084-0	GS-TABLE OF CHAMPIONS & Puck Label	1	EA
217-0085-0	GS-GOLD-STANDARD-GAMES.COM Label	1	EA
217-0086-0	GS-"QR" Code Label 1.5" x 1.5"	1	EA
242-0124-0	LineCord-Certified,Type SJT,	1	EA
301-0112-0	1/4-20x1 1/2"TrussHdPhilMachine Bolts (Holds covers on end aprons and overhead light tubes)	8	EA
301-0117-0	1/4"-20x2"ButtonHeadSocketCap(top rail side bolts)	18	EA
301-0118-0	1/4"-20x1 1/2" FlatHd.Socket (top rail end bolts)	6	EA
301-0122-0	8/32 x 1/4" Phillips Pan Hd.(Top rail display to mounting bracket)	1	EA
301-0123-0	8/32 x 1/2" Phillips Pan Hd.(Top rail display to mounting bracket)	2	EA
306-0003-0	CamLock-521Key-1 1/8"Long Full (Side access door locks)	2	EA
306-0004-0	L-CamLock-KeyedAlike- 545 Key (Cash box lock)	1	EA
401-0001-0	PCBa, Air Hockey CPU+12V (Main controller board)	1	EA
401-0009-0	Relay,DoublePole25A 250VAC 12V (Controls lights & blower motor)	3	EA

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Part Number	Description	Game	T
401-0011-0	SINPRO-Switching Power Supply	1	EA
401-0012-0	PCBa, Puck Drop Sensor I/R	1	EA
401-0013-0	PCBa,LED Display 2 Digit Score (Top rail display board)	1	EA
401-0014-0	PCBa, LED Display 2 Digit Score (Lighthood display board)	2	EA
401-0015-0	G.S.12 Volt Solenoids	1	EA
401-0018-0	GS-Coin Meter, E660 AF 10 DC12	1	EA
401-0033-0	Fuse, 5x20mm 6.3A 250VAC, Slow Blow	1	EA
401-0043-1	Large White Light Button 12v	1	EA
401-0044-1	Large Black Light Button 12v	1	EA
401-0047-0	Ballast,Fulham Workhorse 6 (Lighthood Ballast)	2	EA
8GS-PFA-0-03-3	G.S.BlowMotor, Housing & Wheel (Complete Assy.)	1	EA
8GS-PFA-1	8GS-C.A.H.Playfield Royal Blue (Complete Assy with air Chamber)	1	EA
8GS-SAD-0	8GS-A.H.Side Access Door Assy.	1	EA
PX-LAA-0	Leg Assy.	4	EA