

# Power Hockey

## Setup & Assembly Instructions



**GREAT AMERICAN**  
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## Parts List

The following parts should be included with the Power Hockey Table:

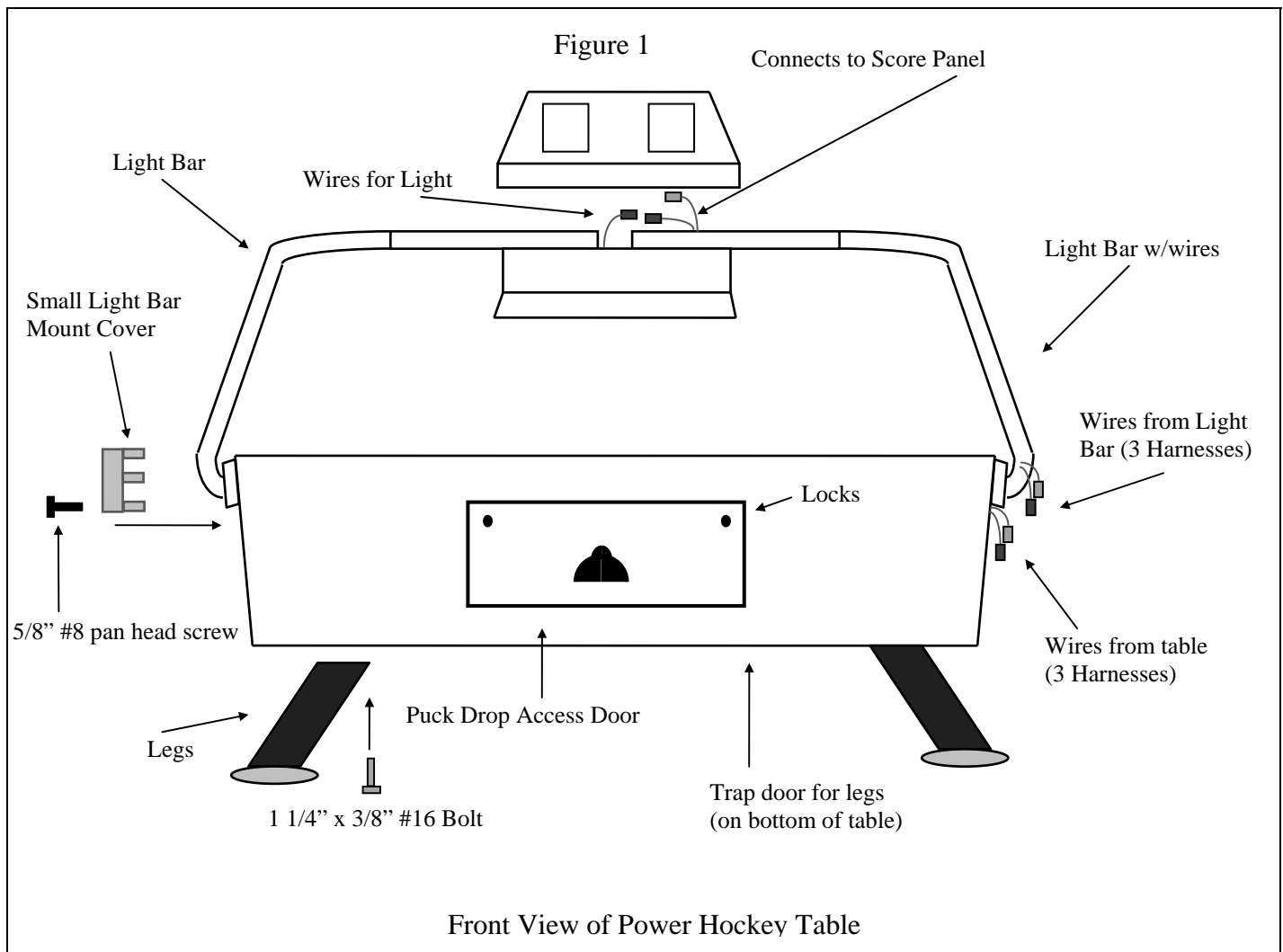
- 4 Legs with attached levelers (located inside trap door in base)
- 16 1 1/2" x 3/8" #16 bolts (attached to inside of trap door)
- 10 keys (8 taped to outside of coin mechanism and 2 inside)
- 2 mallets
- 1 puck

The following parts should be included with the Light Bar:

- 1 Light Bar with wires
- 1 Light Bar
- 1 Score Panel
- 1 Light Fixture
- 1 Large Light Bar mount cover
- 1 Small Light Bar mount cover
- 12 1 1/2" x 1/4" #20 bolts
- 4 1/2" x 1/4" #20 bolts
- 4 1/4" nuts
- 16 1/4" locking washers
- 4 1/4" washers
- 8 5/8" #8 pan head screws

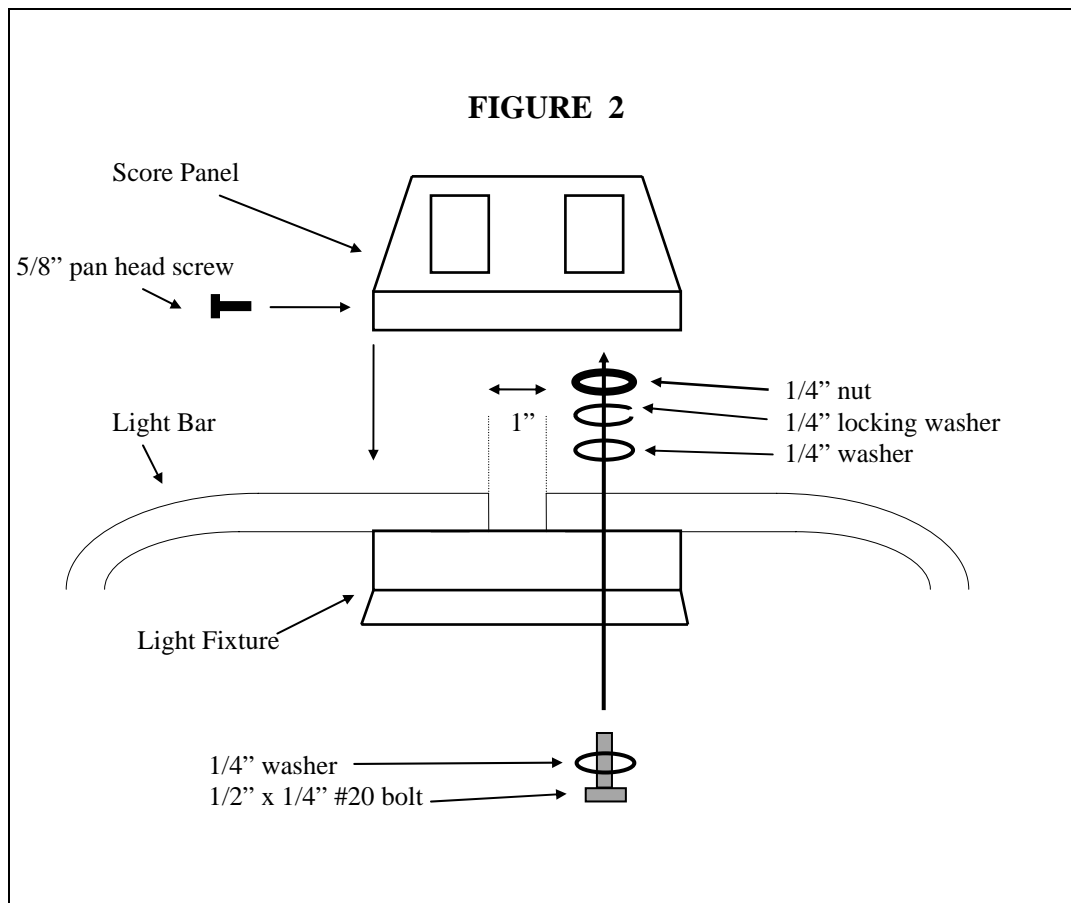
## Setup Instructions

1. Locate keys taped to coin mechanism.
2. Open trap door on the bottom of the Power Hockey table.
3. Remove 4 legs with levelers, and a bag of (16) bolts attached to the inside of the trap door.
4. Attach legs to bottom of table using (16) 1 1/4" x 3/8" #16 bolts. (See figure 1)
5. Stand table upright.
6. Attach Light Bar as instructed in the next section.



## Light Bar Assembly

1. Locate string taped to the side of the Power Hockey table.
2. Remove tape and pull out wire harnesses attached to the string.
3. Attach Light Bar with wire to the side on the table with exposed wire harnesses, using (6) 1 1/2" x 1/4" #20 bolts and 6 locking washers.
4. Attach remaining Light Bar to the other side of the table in the same way.
5. Attach Light Fixture to the Light Bars using: (4) 1/4" x 1/4" #20 bolts, (8) 1/4" washers, (4) 1/4" locking washers, and (4) 1/4" nuts. (See figure 2)



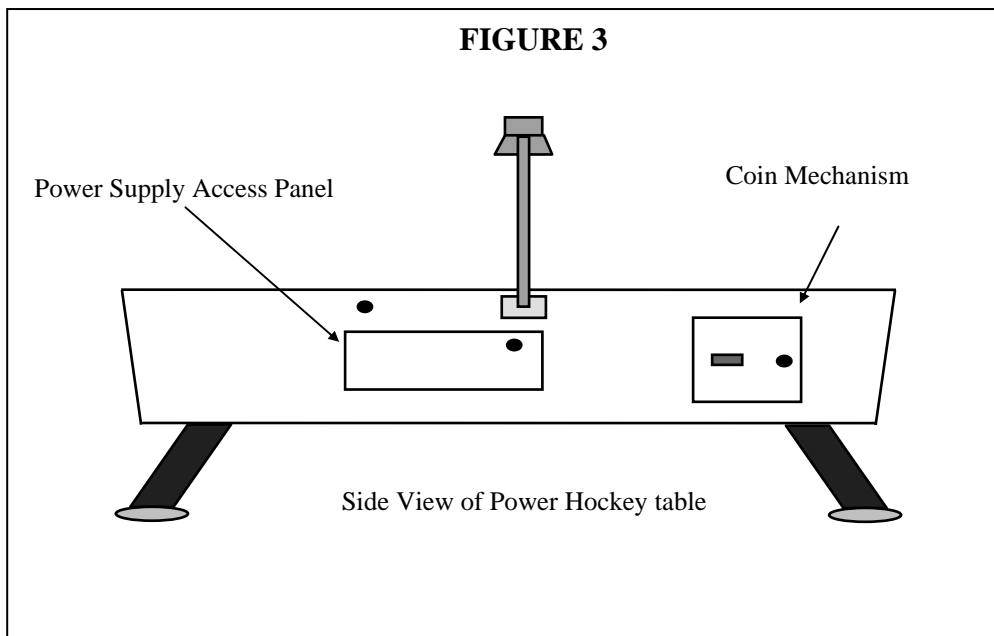
6. Connect wires from Light Fixture (2 pin connector) to matching connector in Light Bar.
7. Attach 25 pin harness from light bar to the Score Panel at connector marked **"INTERFACE"**. NOTE: Make sure the notches on the harness face center of the circuit board when you attach it to the board.
8. Screw score panel to the light assembly with (4) 5/8" #8 pan head screws.
9. Connect three wire harnesses to their mates at the base of the light bar.

10. Attach Large Light Bar Mount Cover at the base of the Light Bar with the wires using (2) 5/8" #8 pan head screws.
11. Attach the Small Light Bar Mount Cover on the opposite side.

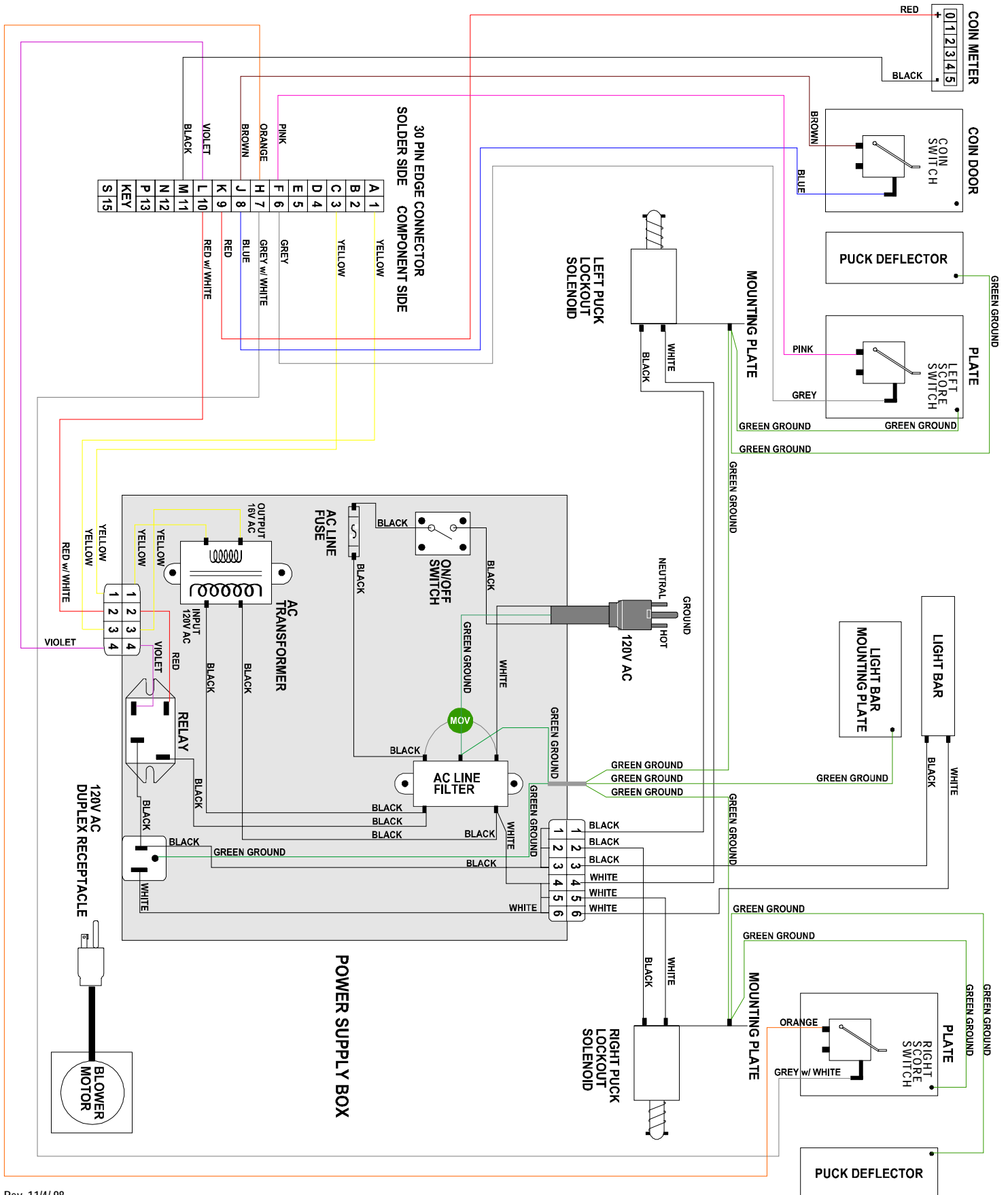
### Setting up the game options

The Power Hockey game has the following factory set defaults:

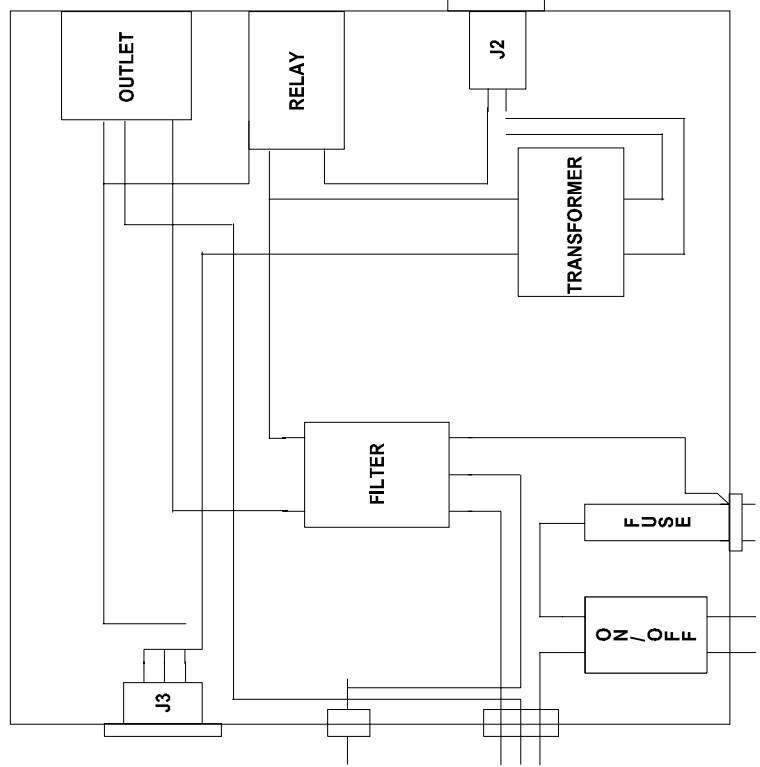
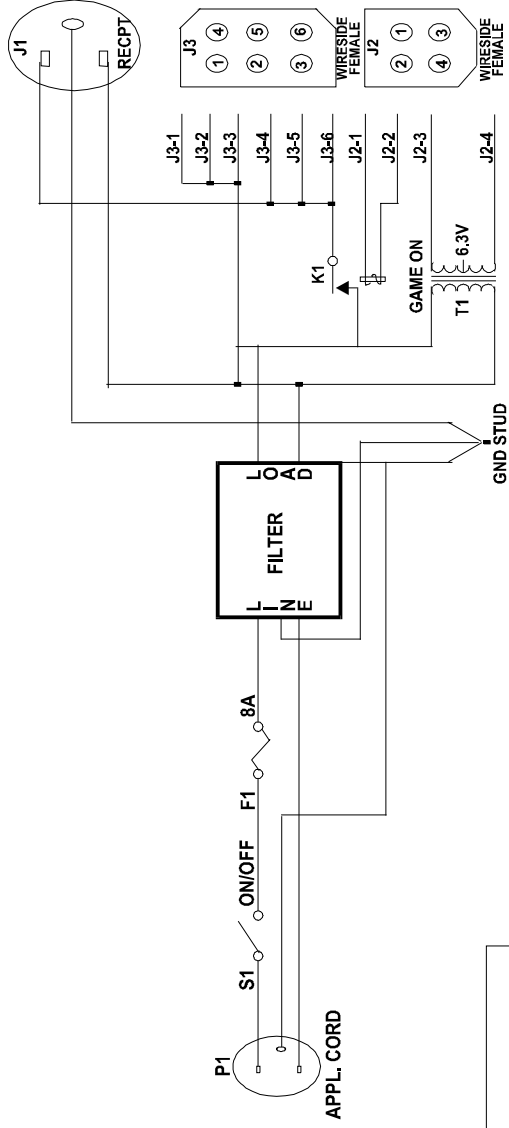
1 coin mechanism throw allows 1 game with a maximum game time of 5 minutes. To change these settings, refer the DIP switch setting sheet attached to the inside of the power supply access door (see figure 3). In order to change the coins required per game play, please refer to the enclosed instructions for the coin mechanism.



# Power Hockey Wiring Diagram



GREAT AMERICAN RECREATION EQUIPMENT, INC.  
 110 POWER SUPPLY BOX DIAGRAM



## DIP Switch Settings (If Your Hockey has a GREEN LOGIC BOARD)

### TIME OPTIONS

DIP SWITCH SETTINGS				MAX. GAME
1	2	3	4	TIME (min.)
ON	ON	ON	ON	16
ON	ON	ON	OFF	15
ON	ON	OFF	ON	14
ON	ON	OFF	OFF	13
ON	OFF	ON	ON	12
ON	OFF	ON	OFF	11
ON	OFF	OFF	ON	10
ON	OFF	OFF	OFF	09
OFF	ON	ON	ON	08
OFF	ON	ON	OFF	07
OFF	ON	OFF	ON	06
OFF	ON	OFF	OFF	05
OFF	OFF	ON	ON	04
OFF	OFF	ON	OFF	03
OFF	OFF	OFF	ON	02
OFF	OFF	OFF	OFF	01

**EX. "OFF ON ON ON" ALLOWS A  
MAXIMUM 8 MINUTE GAME**

### COINS PER CREDIT

DIP SWITCH SETTINGS				
5	6	7	8	
ON	ON	ON	ON	1 COIN 1 CREDIT
ON	ON	ON	OFF	1 COIN 1 CREDIT
ON	ON	OFF	ON	1 COIN 1 CREDIT
ON	ON	OFF	OFF	1 COIN 1 CREDIT
ON	OFF	ON	ON	1 COIN 1 CREDIT
ON	OFF	ON	OFF	1 COIN 1 CREDIT
ON	OFF	OFF	ON	1 COIN 1 CREDIT
ON	OFF	OFF	OFF	2 COINS 1 CREDIT
OFF	ON	ON	ON	2 COINS 1 CREDIT
OFF	ON	ON	OFF	2 COINS 1 CREDIT
OFF	ON	OFF	ON	2 COINS 1 CREDIT
OFF	ON	OFF	OFF	2 COINS 1 CREDIT
OFF	OFF	ON	ON	3 COINS 1 CREDIT
OFF	OFF	ON	OFF	3 COINS 1 CREDIT
OFF	OFF	OFF	ON	4 COINS 1 CREDIT
OFF	OFF	OFF	OFF	4 COINS 1 CREDIT

**DIP Switch Settings**  
**(If Your Hockey has a YELLOW LOGIC BOARD)**

AH2004(V1.05)									
Description	Value	DIP Switch Number 1							
		1	2	3	4	5	6	7	8
End Of Play Score	6	0	0						
	7*	1	0						
	8	0	1						
	9	1	1						
End Of Play Timer (Minutes)	6			0	0				
	9*			1	0				
	12			0	1				
	15			1	1				
Coins Per Play  If using a slide mech this is set to one and the slide determines the pricing.	1*					0	0	0	
	2					1	0	0	
	3					0	1	0	
	4					1	1	0	
	5					0	0	1	
	6					1	0	1	
	7					0	1	1	
	8					1	1	1	
Coin Slide or Drop Mech	Coin Slide*								0
	Drop Mech								1

\* Denotes factory Setting

AH2004(V1.05)					
Description	Value	DIP SW 2			
		1	2	3	4
DBA Factor  What should the pulses out of the DBA be divided or multiplied by to equal one coin.	1*	0	0	0	
	2	1	0	0	
	3	0	1	0	
	4	1	1	0	
	5	0	0	1	
	6	1	0	1	
	7	0	1	1	
	8	1	1	1	
Multiply or Divide Pulses	MULTIPLY*				0
	DIVIDE				1

\* Denotes Factory Setting

### Connector Pin Outs

Pin

#1 is left hand pin facing connector and has square solder pad.

<u>Connector</u>	<u>Pin#</u>	<u>Function</u>
J2	1	+12VDC to DBA
(DBA Port)	2	GND to DBA
	3	N/C (Key)
	4	Coin 2 Input from DBA
	5	+5VDC for DBA EN+
	6	GND for DBA EN-

J3	1	+12VDC to Sound Board
(Sound Port)	2	TXD to Sound Board
	3	GND to Sound Board
	4	RXD from Sound Board

J1 Edge Connector Pin Out			
Top (Parts Side)		Bottom (Solder Side)	
AC IN 1	1	2	N/C
AC IN 1	3	4	Coin 2 Switch
AC IN 2	5	6	DC Ground
AC IN 2	7	8	DC Ground
N/C	9	10	Start Switch(N/U)
DC Ground	11	12	Left Puck Switch
DC Ground	13	14	Right Puck Switch
DC Ground	15	16	Coin 1 Switch
+12VDC	17	18	Credit Lamp(N/U)
+12VDC	19	20	Motor Relay
+12VDC	21	22	Counter 1
+12VDC	23	24	N/C
Counter 2(N/U)	25	26	+5VDC
KEY	27	28	KEY
DC Ground	29	30	N/C

## **Puck Lockout Solenoid Installation**

1. Remove the side covers from the overhead score unit by removing two phillip screws on each end cap.
2. Disconnect the 3 wire connections for the overhead score unit.
3. Remove overhead score unit by removing 4 bolts in the side mounting bracket.
4. Open the side door and unplug the black blower cord (*very important*) which is located on the side of the power supply unit.
5. Remove all screws around the top outside edge of the table (located below the top rails) and remove top rails and play field.
6. At each goal end, inside the table, are the puck lock out solenoids. Remove the 2 bolts and 3 wires (black, white & green). Before removing wires, please note the position of each wire for reassembly
7. Then install new solenoids and reassemble table using the steps above as a guide.

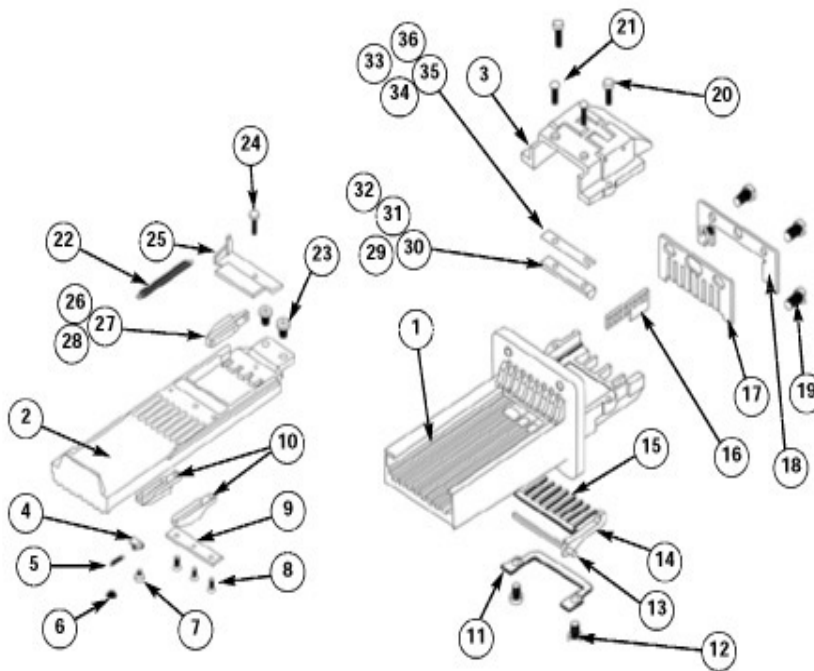
# ESD COIN MECH PRICE CHANGE SHEET

## VERTICAL 8 PRICE CHANGE INSTRUCTIONS

- STEP 1:** UNHOOK RETURN SPRING (#22)
- STEP 2:** PUT COINS IN HANDLE, PUSH HANDLE (#2) IN UNTIL COINS DROP THROUGH COINSLIDE
- STEP 3:** WHILE HOLDING HANDLE IN, LOOSEN SPRING BRACKET SCREW (#24)
- STEP 4:** REMOVE FUNCTIONAL INSERTS (#27) FROM CAVITY OF COINSLIDE HANDLE (SUGGESTION, STORE ALL INSERTS IN BULK FOR FUTURE USE)
- STEP 5:** RETIGHTEN SPRING BRACKET SCREW (#24)
- STEP 6:** FLIP COIN SLIDE UPSIDE DOWN, REMOVE THREE INSERT RETAINER PLATE SCREWS (#8) FROM UNDERSIDE
- STEP 7:** EXCHANGE BLANK INSERTS WITH FUNCTIONAL INSERTS

### REVERSE INSTRUCTIONS TO RE-ASSEMBLE

ITEM	PART #	DESCRIPTION
1	21728	BODY
2	21727	HANDLE
3	21732	BRIDGE
4	20059	RATCHET
5	20065	RATCHET SPRING
6	20664	RETAINER SPRING
7	20736	RATCHET SCREW
8	21209	INSERT RETAINER PLT.SCREW
9	21738	INSERT RETAINER PLATE
10	21216	BLANK INSERT
11	20709	BOTTOM PLATE
12	50034	BOTTOM PLATE SCREW
13	20710	PIVOT PIN
14	20181	LEVER
15	20717	LEAF SPRING
16	21210	RATCHET PLATE
17	21881	GATE
18	21866	GATE RETAINER



ITEM	PART #	DESCRIPTION
19	20185	LOCATION SCREW
20	50033	BRIDGE SCREW
21	20662	BRIDGE INSERT SCREW
22	21771	RETURN SPRING
23	50035	EXTENSION SCREW
24	50032	SPRING BRACKET SCREW
25	21860	SPRING BRACKET
26	21194	10¢ INSERT
27	21193	25¢ INSERT
28	21281	\$1.00 INSERT
29	21758	\$1.85 BRIDGE INSERT
30	21759	\$2.00 BRIDGE INSERT
31	21760	\$2.75 BRIDGE INSERT
32	21765	\$5.75 BRIDGE INSERT
33	20732	.010 SHIM
34	20733	.015 SHIM
35	20734	.020 SHIM
36	20735	.030 SHIM