



Quadair

Air Hockey Table Owners Manual

Assembly operation and care instructions.

Serial # _____

Distributed By _____

Sales Person _____

Technical Service # _____

Forward

First, we would like to thank you very much for purchasing the Quad Air from Barron Games International. This product is a multi-player game for an entertainment centerpiece and a family game.

For your own safety, please read through the this instruction manual that we have prepared for you thoroughly and take precautions when using the product. We hope that will become accustomed to the product quickly.

Note before assembling

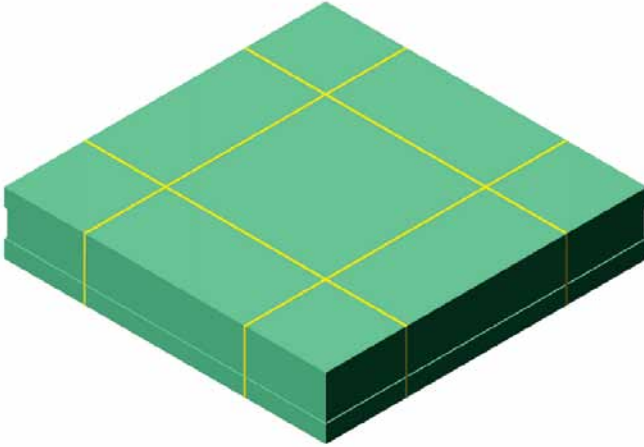
1. Prior to assembly, you must ensure there is sufficient space for placing or shifting this product before assembling.
2. QuadAir needs at least 6 people for assembly and ensure your safety and others around you when moving the product.
3. Prior to assembly, inspect and ensure all parts are completely assembled and secure.

Tools required for assembling

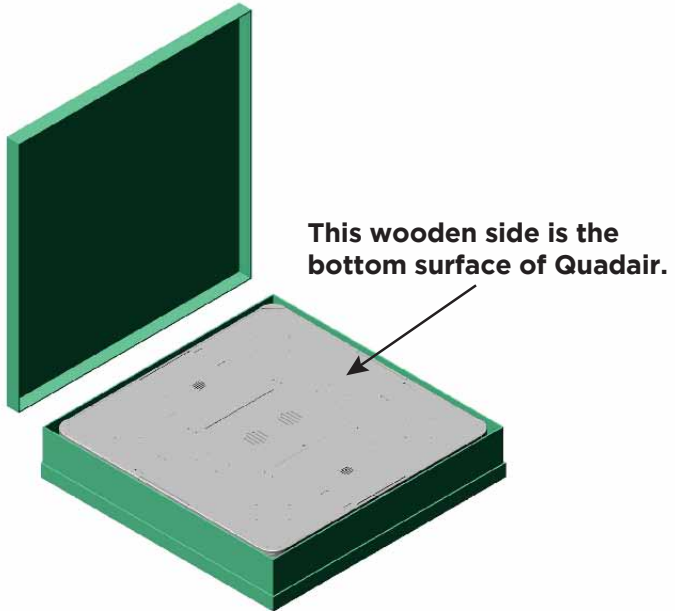
- Quadair Manual
- Screw Driver
- Scissors
- Pliers
- Electronic Screw Driver
- QuadAir Door Key

*Note: Self prepare the above specified tools. Be careful not to damage the product while using the tools

Assembly Procedures

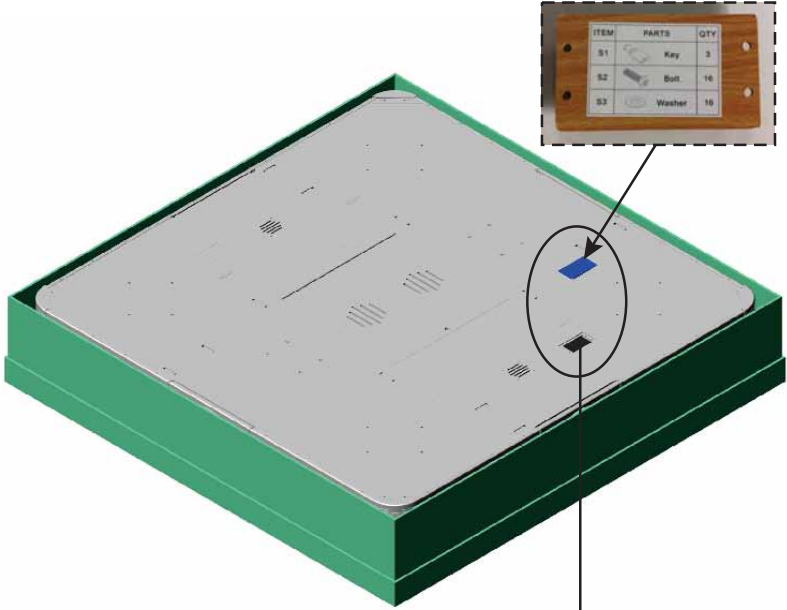


1. Use scissors or utility knife to cut* through the packing tape. **Do not cut too deep or you'll damage unit.*



2. Open the paper box to ensure the wooden side is facing upwards and playfield is facing down to the floor.

Use the screw driver to unscrew the 4 screws on the panel with sticker PARTS on it. Once panel is opened, please take out the parts as indicated below.



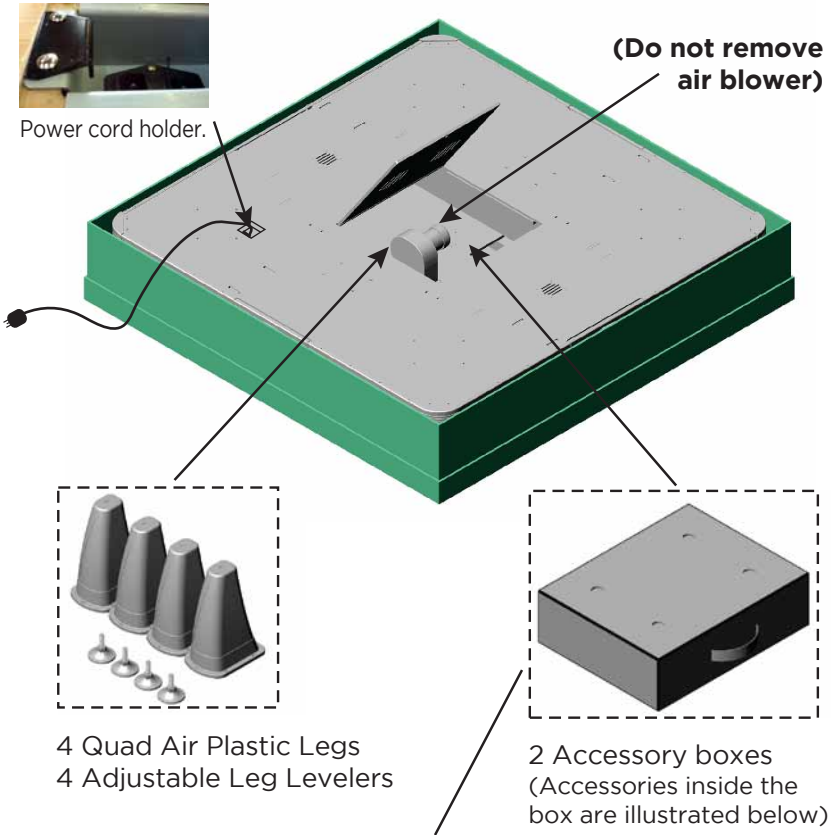
For Legs

16 Roundhead screw M8x25
16 Flat washer M8x16

For machine

3 serial number 2868
Quadair keys

After taking out the key, open the center door panel, and take out all the parts from inside the machine body.



20 Pucks

+



2 Red Mallets

+



2 Blue Mallets



1 Polish Spray Wax

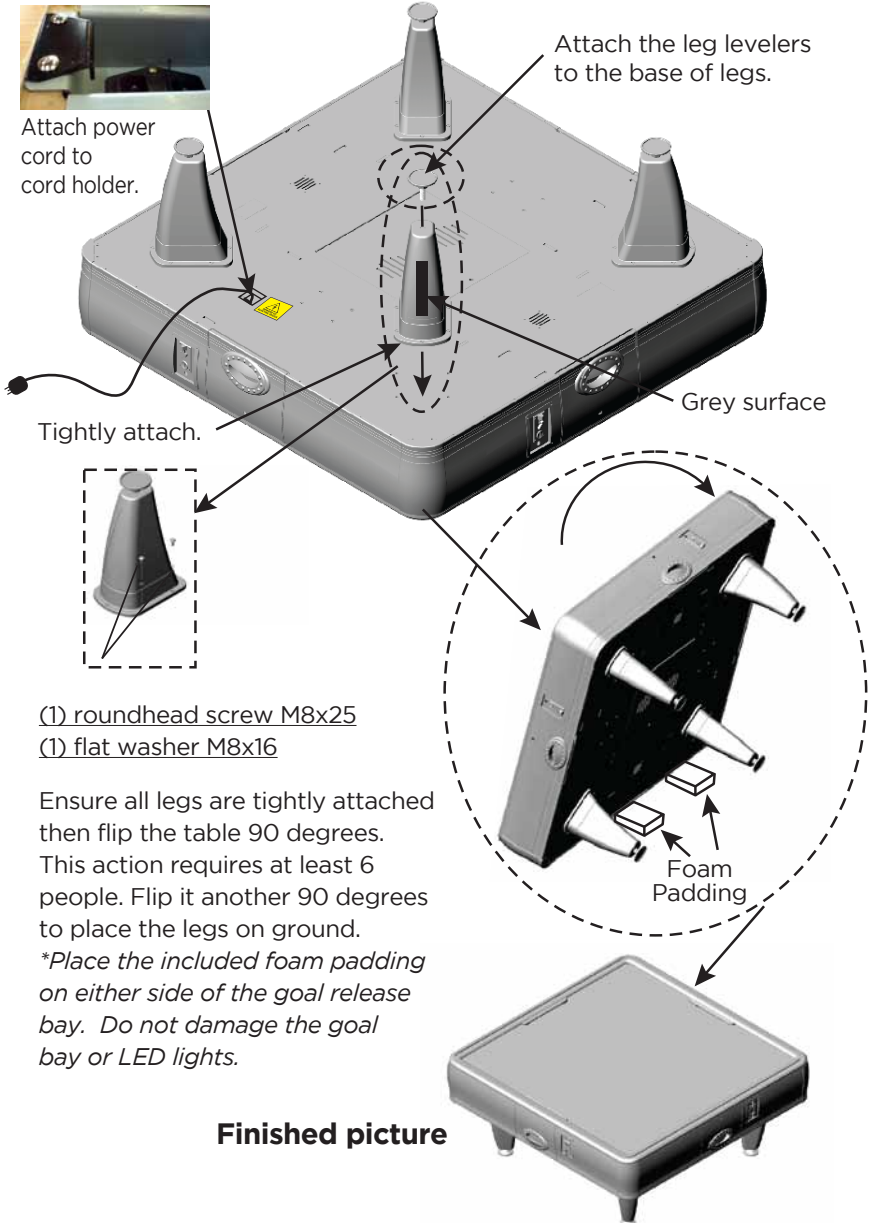
+



1 AC power cord

Take out the 4 Quadair plastic legs and screw the adjustable leg levelers onto the base of the legs. Then place the leg* to the bottom surface of the table, ensure alignment and then attach with big flathead screw M5x35 and washer M8x16.

**Make sure grey surface is facing out.*



(1) roundhead screw M8x25

(1) flat washer M8x16

Ensure all legs are tightly attached then flip the table 90 degrees. This action requires at least 6 people. Flip it another 90 degrees to place the legs on ground.

**Place the included foam padding on either side of the goal release bay. Do not damage the goal bay or LED lights.*

Finished picture



Safety Instructions for use and play.



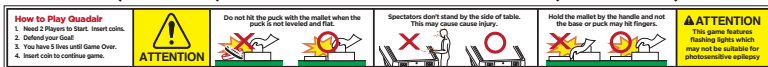
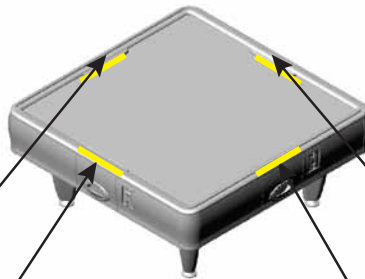
Risk of Electric Shock

- Hazardous voltage which can cause electrical shock exists inside the equipment. Only qualified personnel should work inside the equipment.



Playing Warnings

- Do not hit the puck with the mallet when the puck is not leveled and flat.
- Spectators don't stand by the side of table. This may cause cause injury.
- Hold the mallet by the handle and not the base or puck may hit fingers.
- This game features flashing lights which may not be suitable for photosensitive epilepsy.



Warning labels are attached by the goal of each side.

How to Play QuadAir

1. Need 2 Players to Start. Insert credits.
2. Defend your Goal! You have 5 lives.
3. After 5 lives Game Over. Time is limited.
4. Insert coin to continue game.



ATTENTION



**BEWARE OF
ELECTRIC SHOCK**

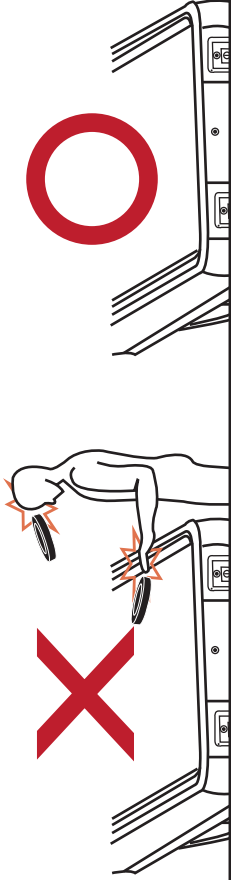
**Do not hit the puck with the mallet when the
puck is not leveled and flat.**



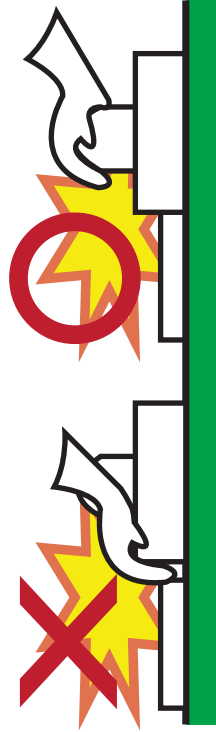
⚠ ATTENTION

**This game features
flashing lights which
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**Spectators don't stand by the side of table.
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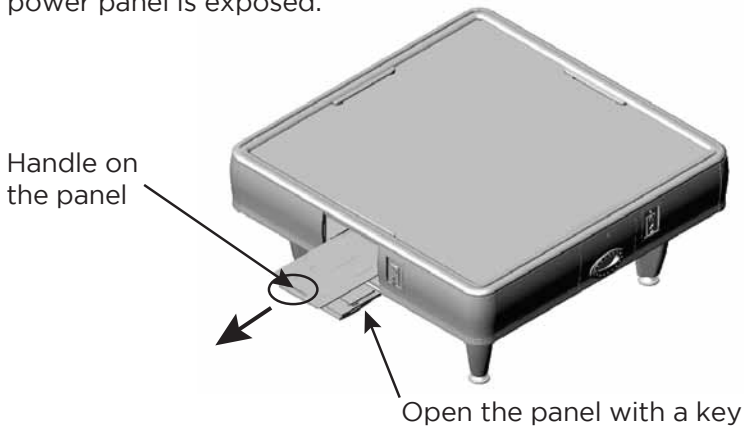


**Hold the mallet by the handle and not
the base or puck may hit fingers.**

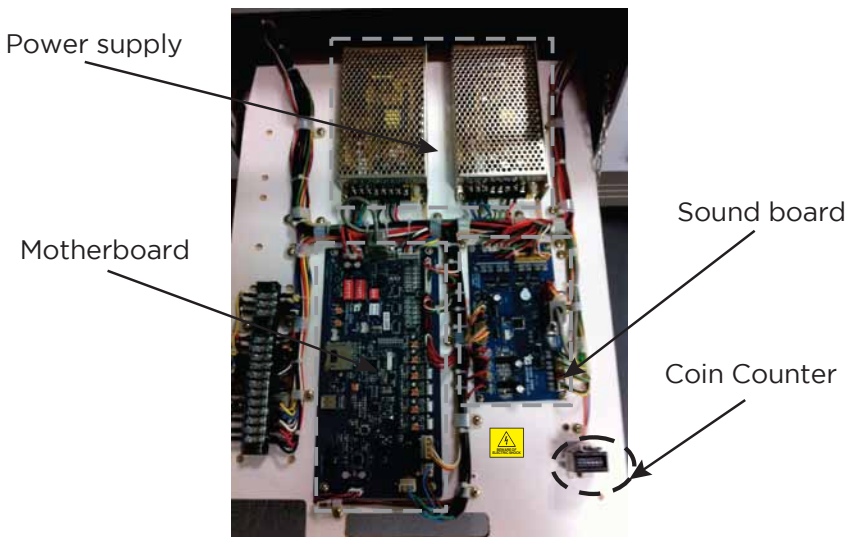


Manual for the software of machine

First, ensure the power is off. Open the panel with a key, hold the panel's handle and pull it out until half of the power panel is exposed.



Descriptions of internal hardware



Note: Do not touch open terminals or exposed wires while the game is on. Risk of electric shock.

Function Descriptions of all hardware



Note: Avoid electric shock. Do not touch open terminals or exposed wires. Please turn off the game to perform repairs.

Power Sets

Provide power to all internal components, such as the motherboard, voice board, coin mechanism, motor... etc +5v and +12v is separated to ensure no interference on the power supply to other components when one has insufficient supply or unstable supply of power.

Note: +5v is on the left +12v is on the right



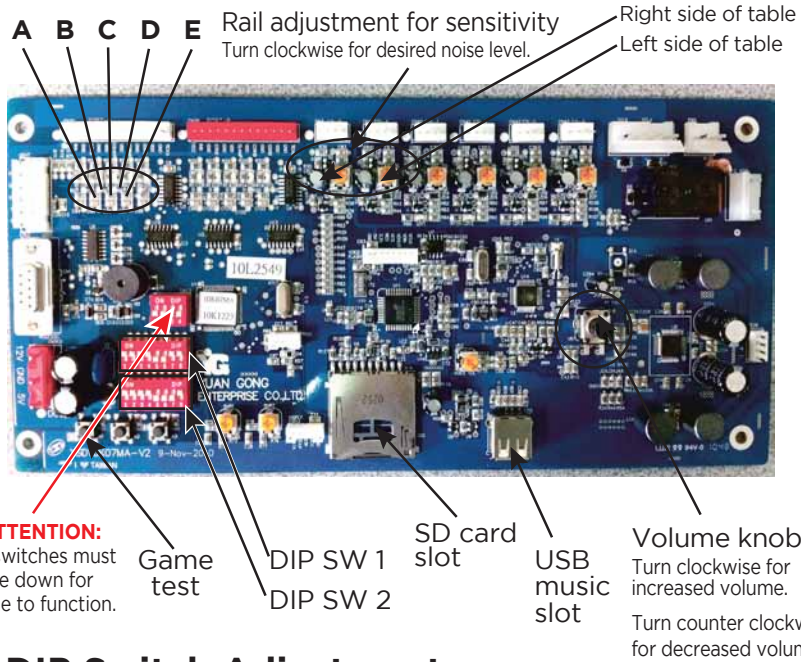
Motherboard

Controls the operation of all internal components. Malfunctions or errors with any of the components can be diagnosed by looking at the LED light indication on the motherboard.

Descriptions of light signals and DIP SW

Error Lights

- Light A Goal Sensor signal
- Light B Start button Light signal
- Light C Insert Coin mechanism Light signal
- Light D Ticket Light signal
- Light E Rail Noise Strike Light signal



DIP Switch Adjustment

SW1 - Dip Switch 1

DIP	SW1	1	2	3	4	5	6	7	8
COINS	CREDITS	I	I	I					
1	2	O	I	I					
1	3	I	O	I					
1	4	O	O	I					
2	1	I	I	O					
3	1	O	I	O					
4	1	I	O	O					

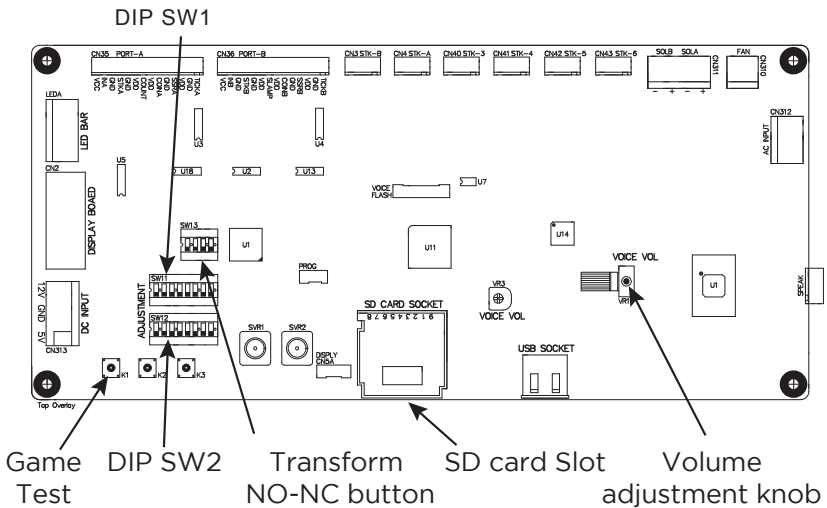
I = UP O = DOWN

***Default switch position is down.**

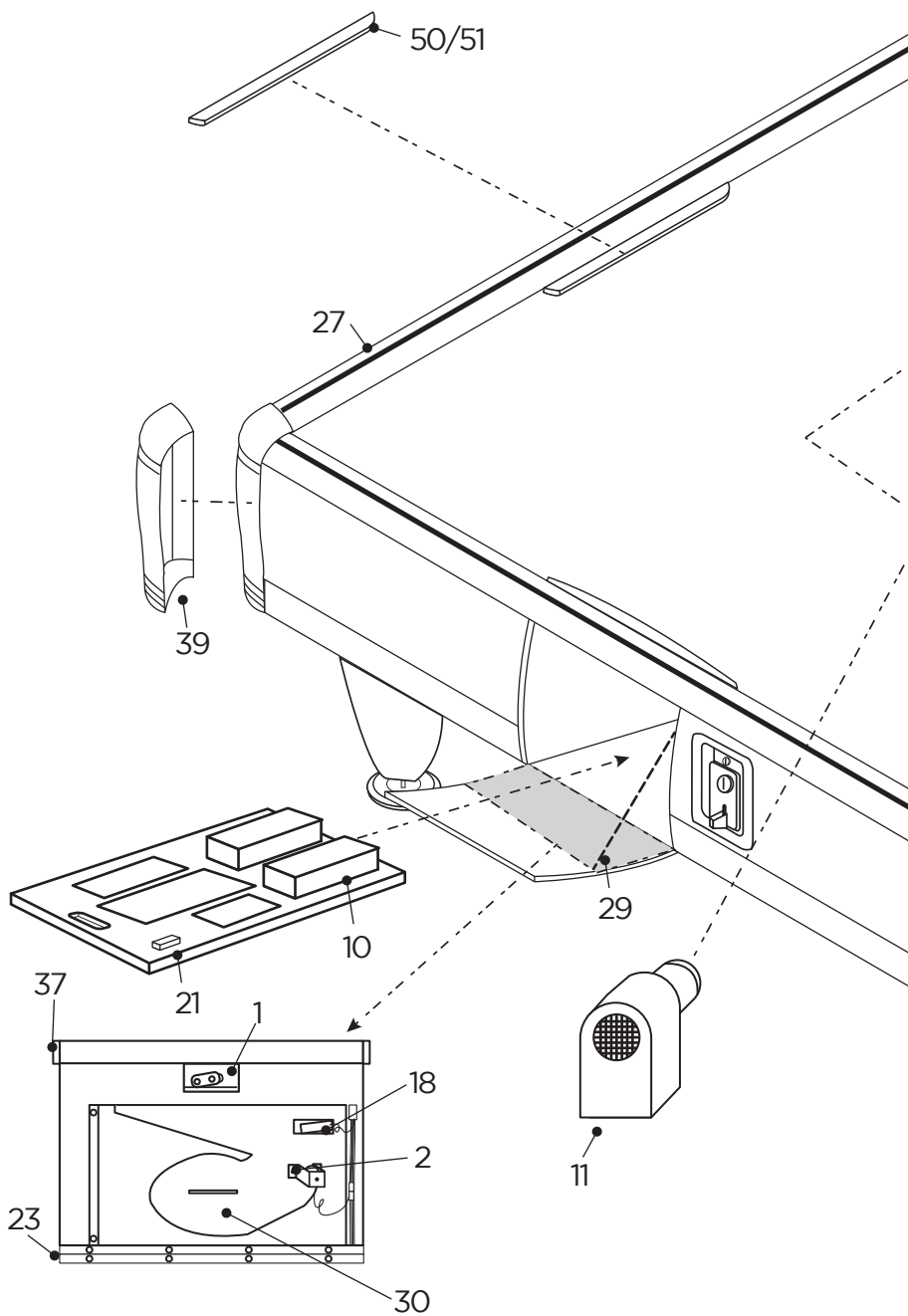
SW2 - Dip Switch 2

DIP	SW2	1	2	3	4	5	6	7	8
LIFE	5	O	O	O					
	5	I	O	O					
	5	O	I	O					
	5	I	I	O					
	5	O	O	I					
	5	I	O	I					
	4	O	I	I					
	3	I	I	I					
TIME	NO LIMIT				O	O	O		
	10				I	O	O		
	8				O	I	O		
	6				I	I	O		
	4				O	O	I		
	3				I	O	I		
	2				O	I	I		
	1				I	I	I		

Description of Motherboard Controls



- LEDA: Running LED lights around table
- NC2 : Display panel connection outlet
- NC313 : Direct Current (DC) Input outlet
- NC35 : A1 Output Control point
- NC36 : B1 Output Control point
- NC311 : Electro-magnet switch for goal gates (solenoid)
- Nc3 : Rail Strike Detector
- NC4 : Rail Strike Detector
- NC40 : Rail Strike Detector
- NC41 : Rail Strike Detector
- NC42 : Rail Strike Detector
- NC43 : Strike Detector
- NC310 : Blower output
- NC312 : Alternating Current (AC) Output
- R3 : Sound Effect and Volume adjustment
- VF1 : Total Volume Adjustment
- SPEAK : Sound Output

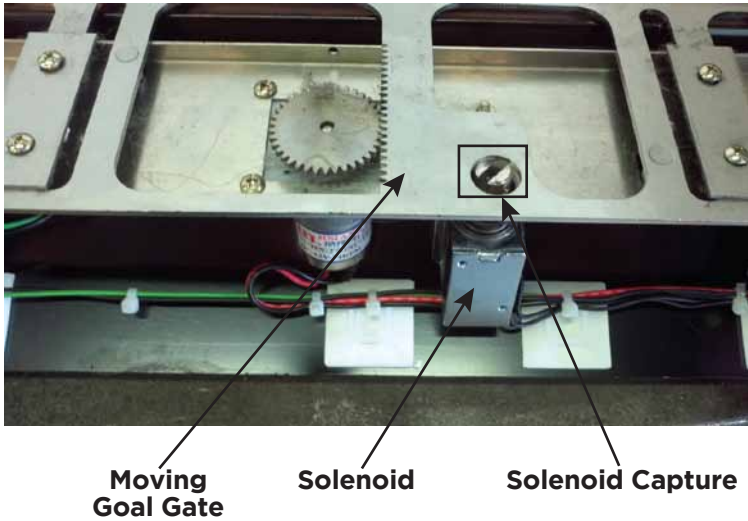


Ref #	Part #	Description	Qty
1	3202001	Long lock Assembly #2868	3
2	3202004	Key #2868	3
3	3213082	Solenoid Bracket	4
4	3399107	Volume Control Knob	1
5	3601007	Power Cord	1
6	3601246	LED Interior Connector 31CM	2
7	3604056	Coin Mech HI-071CS	2
8	3605091	Solenoid DC12	2
9	3605076	Power Supply NES-100-12+12V	1
10	3605012	Power Supply NES-100-5+5V	1
11	3607050	Air Blower 110V	1
12	3611010	Speaker	2
13	3612028	LED Light Control	2
14	3612277	H10416 Sound Board	1
15	3612363	LED Multi-Color Light Strip [Interior]	6
16	3612364	LED Multi-Color Light Strip [Goal Sides]	4
17	3612365	LED Multi-Color Light Strip [Interior Short]	2
18	3612370	Optical Goal Sensor	2
19	3612383	Puck Release Bay LED	2
20	3619007	Rail Sensor Chip (27mm)	2
21	3699001	6 Digit Counter (12V)	1
22	3699019	Power Switch	1
23	3203245	Access Door Hinge 396mm	2
24	3203264	Motor Door Hinge 594mm	1
25	3207466	Coin Panel 419mm	2

3Ref #	Part #	Description	Qty
26	3207511	Aluminum PC Board Cradle 550mm	2
27	3207514	Side Impact Rail (1962mm)	2
28	3212021	Leg Bottom	0
29	3212075	Door Chain 410mm	2
30	3213349	Puck Terminal	0
31	3213365	Power Switch Box	1
32	3213486	Air Tray W/o intake	1
33	3213487	Air tray W/ Intake	1
34	3213492	Puck Chute	2
35	3213501	Rail Reinforcement Corner	4
36	3301288	Coin Chrome Door	4
37	3301292	Access Door Spacers	4
38	3301311	Interior Corner Part Attach	4
39	3301320	Corner Piece-327mm	4
40	3301347	Puck Release Bay with LED	2
41	3301352	Puck Terminal	2
42	3303637	Puck Slide	0
43	3303707	Side LED Cover (1962*33*4mm)	2
44	3303708	End LED Cover (425*33*4mm)	4
45	3399146	Hammer	0
46	3501053	Black Rubber trim	23
47	616030009	Face Plate Coin	2
48	616030028	Leg Lever	4
49	616030029	Leg	4
50	616030040	Goal Red	1

Ref #	Part #	Description	Qty
51	616030041	Goal Green	1
52	3704009	Play Field Spray Polish	2
53	616030001	Deluxe Mallet Orange	4
54	616030002	Deluxe Mallet Blue	4
55	3399112	Barron Pucks	20

How to fix the goal gate.



If the gate is clicking, it is because the solenoid is not catching in the Solenoid Capture hole. During shipment and installation the solenoid can bend inward toward gate. This results in the solenoid not catching in the capture hole. To remedy pull the solenoid and slightly bend the bracket down, away from the gate until the solenoid is completely in the capture area and stops the goal gate from “clicking”. The clicking noise is the sensor switch not getting the information to “lock” by the solenoid.

Instructions:

- 1) Remove gate from table
- 2) Bend bracket down
- 3) Ensure proper alignment between solenoid and solenoid capture hole.
- 4) Test unit.

**For Parts and Technical
Service please contact
BARRON GAMES.**



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