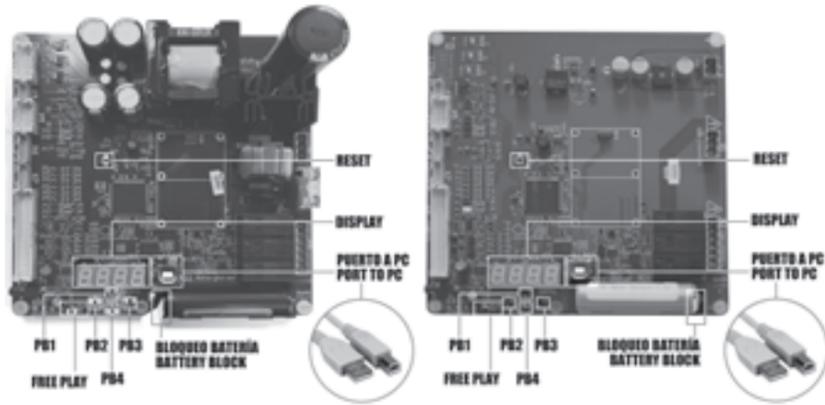


SAM PCB'S FOR AIR HOCKEYS EVO:



SAM6: PCB with power source integrated.

(needs an external power source for the lights).

- + **DIMMER PCB:** control of the cabinet LED light sequences.
- + **FLUORESCENT:** playfield illumination.

SAM8: PCB without integral power source.

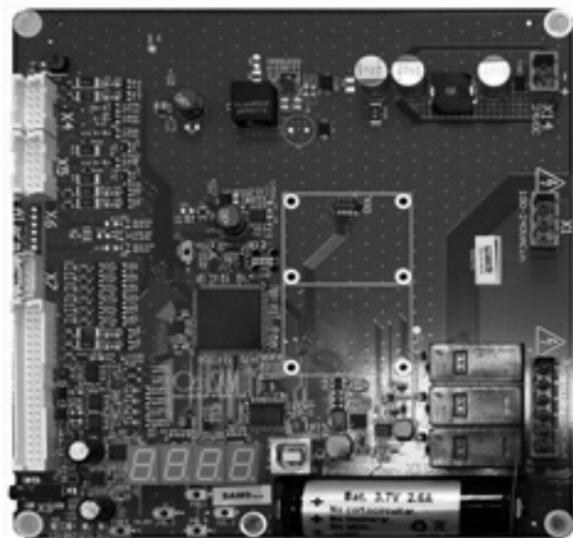
(only external power source).

- + **DIMMER PCB:** control of the cabinet LED light sequences.
- + **FLUORESCENT:** playfield illumination.

SAM9: PCB with extra connect. for electronic coin acceptor.

(New config.txt file).

- + **DIMMER PCB:** control of the cabinet LED light sequences.
 - + **DIMMER PLAYFIELD:** control of playfield illumination.
- Events pre-programmed (cannot be customized by user).



DOWNLOAD FROM OUR WEBSITE THE COMPLETE INSTRUCTIONS FOR OUR EVO AIR HOCKEY TABLES FROM THE DOWNLOADING LINK:

EVO AIR HOCKEYS INSTR.

WITH OUR SAM ELECTRONIC PCB'S YOU CAN:

SET THE GAME MODES (LINES P1-P4):

First select the maximum number of goals (between 2 to 9 goals) and the maximum time in minutes (between 2 and 9 minutes).

By default: Number of goals P1=7, Maximum time P4=5.

Then select the victory mode:

UNBEATABLE SCORE: The game ends when one player reaches an unbeatable score or time is over, whichever is first.

ALL GOALS PLAYED: The game ends when all the goals are played or time is over, whichever is first.

By default: Victory mode P2=1 (all goals played).

You can also set the **FREE PLAY** mode time limit (between 1 and 9 hours).

By default: Time limit of the Free Play mode P3=2 (2 hours).

To activate it, press the **FREE PLAY BUTTON** on the PCB.

FREE PLAY mode is also cancelled when the machine is powered down.

SET PRICES AND VALIDATE COINS

(SAM6 & SAM8: LINES A1-A6 / SAM9: LINES A1-A8) :

When two mechanical coin validators are used (LINES A1-A4):

1.- DOUBLE MECHANICAL COIN VALIDATOR.

You can set the price of the game, the number of coins required and the number of games delivered FOR EACH COIN VALIDATOR.

So multiple or discounted games can be delivered for different prices.

By default: The machine is programmed to give 1 game x 1 coin in each validator.



When one comparator or electronic coin validator is used (LINES A5-A6):

2.- COMPARATOR VALIDATOR.

3.- ELECTRONIC TOTALISER VALIDATOR.

4.- ELECTRONIC COIN VALIDATOR.

With the comparator validator you can fix the valid coin, the number of coins required and the number of games delivered.

The totaliser adds up the coins, and produce discounts so you can generate different prices with just one validator.

The electronic validators will not totalise the coins but can produce discounts.

By default: The machine is programmed to give 1 game x 1 coin.



When two electronic coin validators are used (ONLY SAM9: LINES A5-A8):

5.- DOUBLE COMPARATOR VALIDATOR.

6.- DOUBLE ELECTRONIC COIN VALIDATOR.

With the two comparator validator you can fix the valid coin, the number of coins required and the number of games delivered for each validator.

Both coin validators can manage normal and discount prizes (ONLY SAM9).

By default (EUROS): The machine is programmed to give 1P x 1€ and 3P x 2€ in each validator.



MANAGE THE ATTRACT MODE (LINES O1-O2):

Switch ON/OFF the attract mode and fix the time between each sequence (1 to 60 minutes).

By default: The machine is programmed to activate the attract mode every 15m.

MANAGE THE TICKET DISPENSOR - REDEMPTION (LINES: T1-T4):

You can switch ON/OFF the ticket dispenser.

By default: The ticket dispenser is switched OFF.

Also you can determine the number of tickets per goal or match won and the moment when tickets are delivered.

MANAGE THE FLUORESCENT LIGHT (ONLY SAM6 & SAM8: LINE F1):

You can switch ON/OFF the fluorescent light of the field.

By default: The light is ON always when the machine is connected.

SWITCH ON/OFF DISC DETECTION (ONLY SAM9: LINE H1)

You can switch on the disc detection when the game ends. If the disc is not found, the machine goes to mode "disc not found" and electronic coin acceptors are inhibited.

By default: The machine detects the disc when the game ends.

MANAGE THE EVENTS OF THE LED LIGHTS (LINES L11-M7):

For each event (7 different events) you can:

Fix the colours of the LEDs (8 options) (LINES L11-L71 - BETWEEN 0 & 7).

Fix the LEDs mode (3 options) (LINES L12-L72 - BETWEEN 1 & 3).

Fix the tune (can be random) (LINES M1 to M7).

Fix the general volume and specific volumes of the music for each event (LINE V0 - GENERAL, LINES V1 to V7 - EVENTS).

You can also add your own tunes to the folder SOUNDS and activate them for any of the programmed events (INSTR. PG. 15).

By default: The machine is programmed to reproduce the prerecorded tunes.

CONTROL THE BRIGHTNESS OF THE PLAYFIELD LEDs (ONLY SAM9: LINE D)

The higher the value of this variable, the brighter the LEDs (between 0 and 100).

By default: D=80.

ACCESS THE COLLECTINGS DATA:

Access from the buttons on the PCB itself (INSTR. PG 25) and know the number of coins counted and the number of tickets dispensed.

TEST THE LED LIGHTS:

Access from the buttons on the PCB itself (INSTR. PÁG 25) and test the LED lights of the machine.

NOTE: Our SAM6, SAM8 and SAM9 PCBs are complex and manage a large number of options. They can be operated directly, with the buttons PB1, PB2, PB3, PB4, RESET and FREE PLAY, but we recommend the use of a computer connected via USB to program them. You will work directly on the configuration file (config.txt) and the folder where the tunes are stored (folder SOUNDS).



BILLARES SAM
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