



KITCHEN CHAOS



User Manual

Please read the instruction carefully before installation and use

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1. TECHNICAL SPECIFICATIONS

Dimensions: D 2310*W 1752*H 1803 MM (with mallet holder)

Weight: 443KG Power: 950W

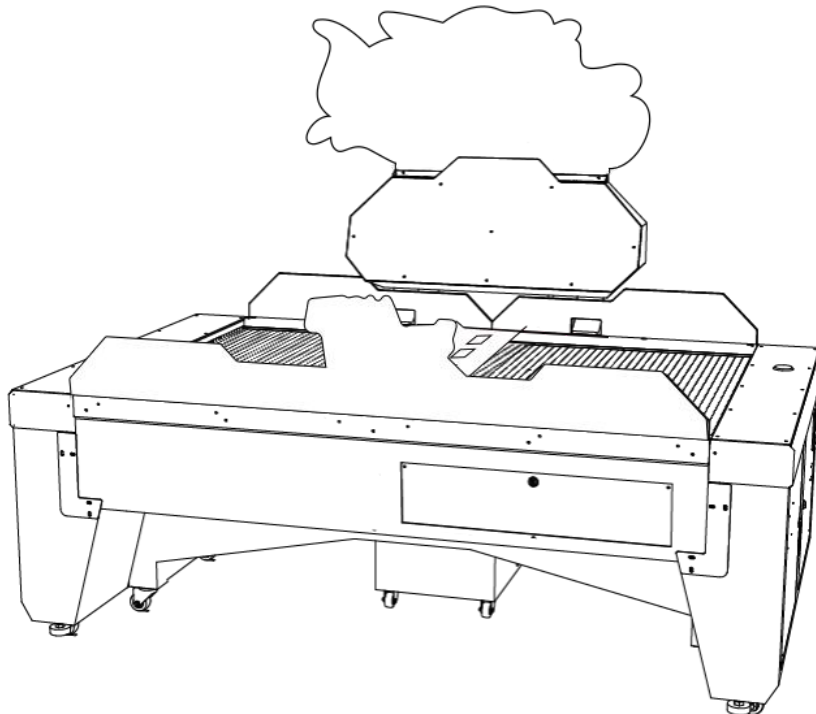


2.PARTS LIST

Name	Specification	Qty	Remark
User Manual		1	
AC power cord		1	
#6019 key		1	
#6178 key		1	
Puck		120	
Mallet		4	

3. INSTALLATION AND ASSEMBLY

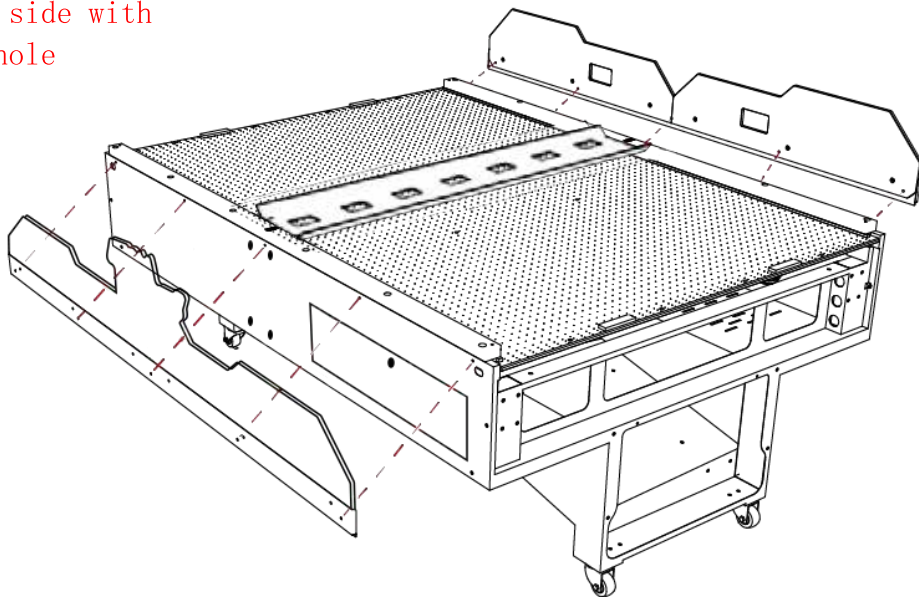
Overall Structure



①Assembling the Side Wall

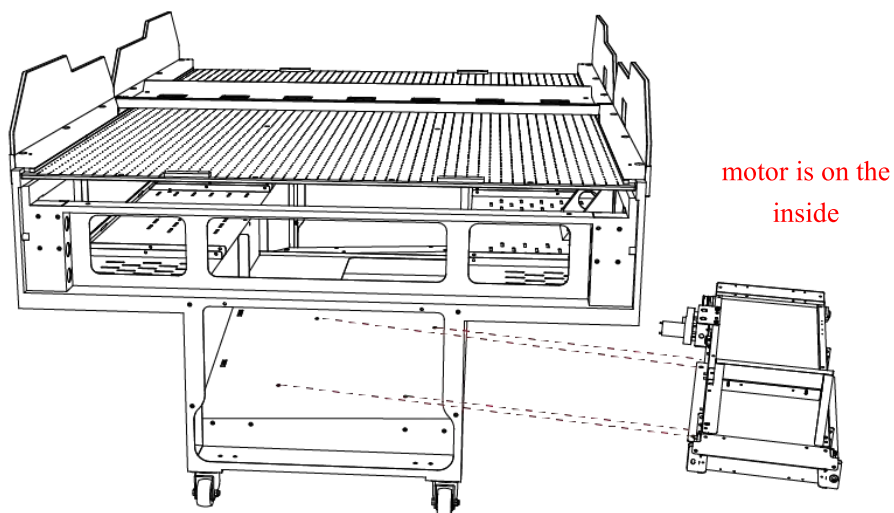
1.Attach the two side walls with screws, side wall without opening in the middle installed on the side with keyhole

The side with
keyhole



②Assembling the belt

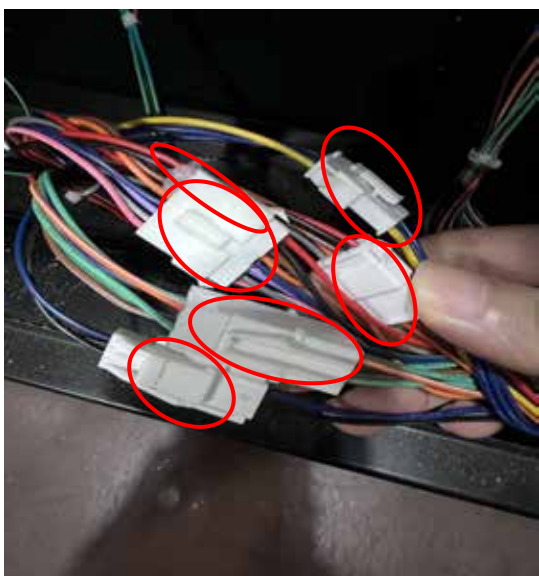
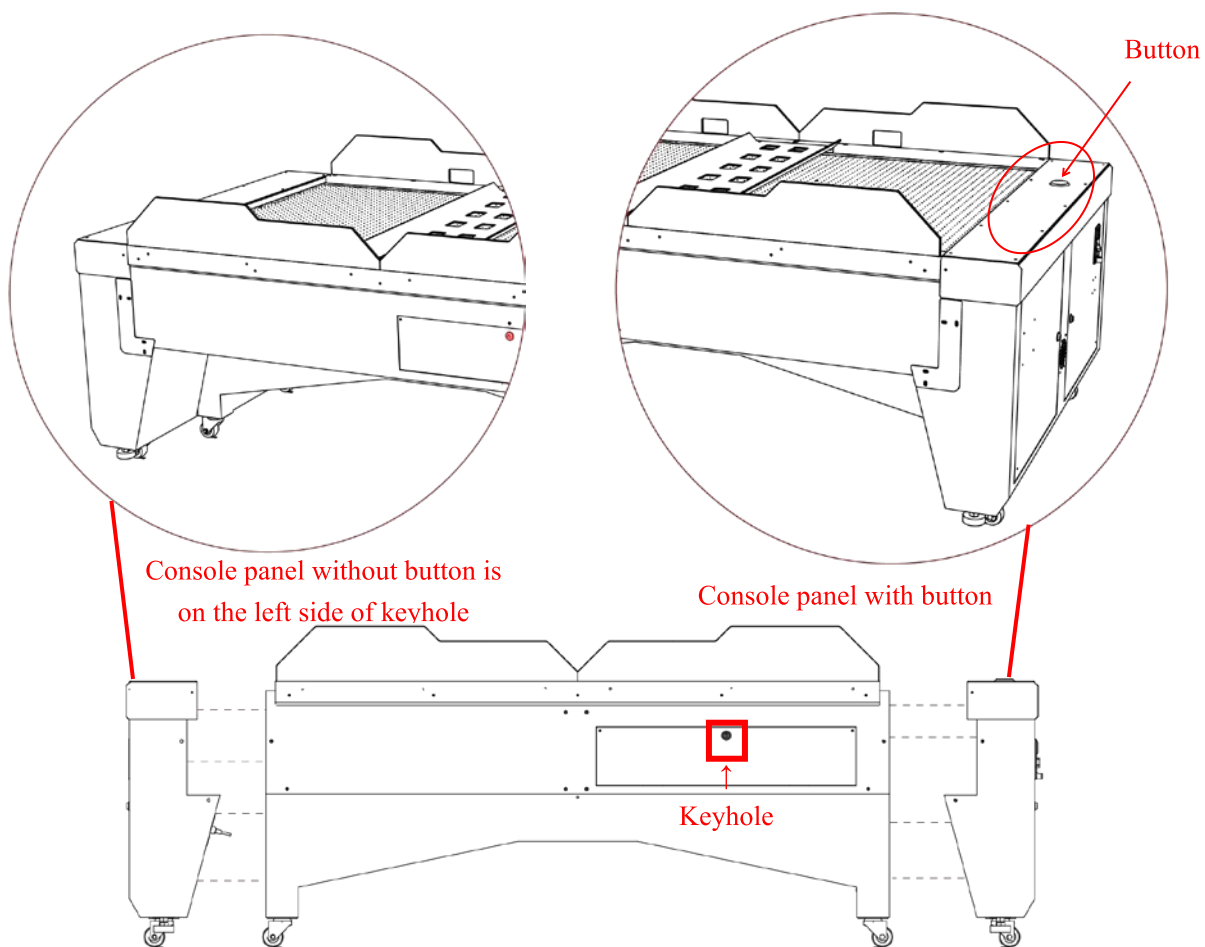
1.Attach the belt with 4 screws, noted that the motor is on the inside. As shown in the figure.



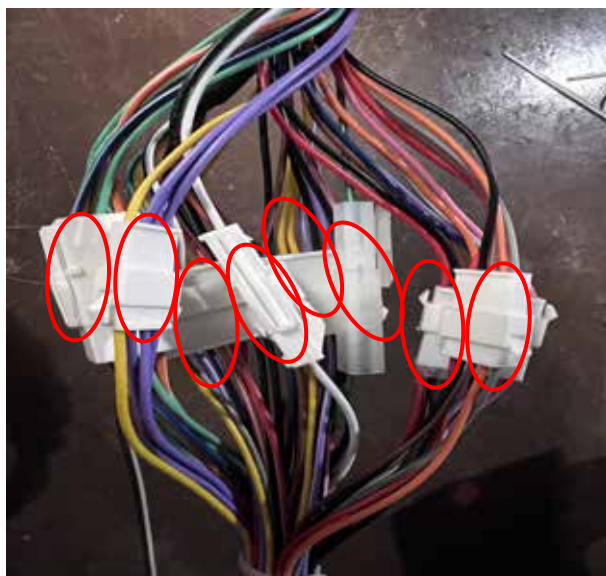
③Assembling the Control Panel

1.Join the control panel on the both sides and playing field together.

(Note: 1.The console panel with buttons is on the right side of the keyhole, the console panel without buttons is on the left side of the keyhole. 2.Connect the connector.)

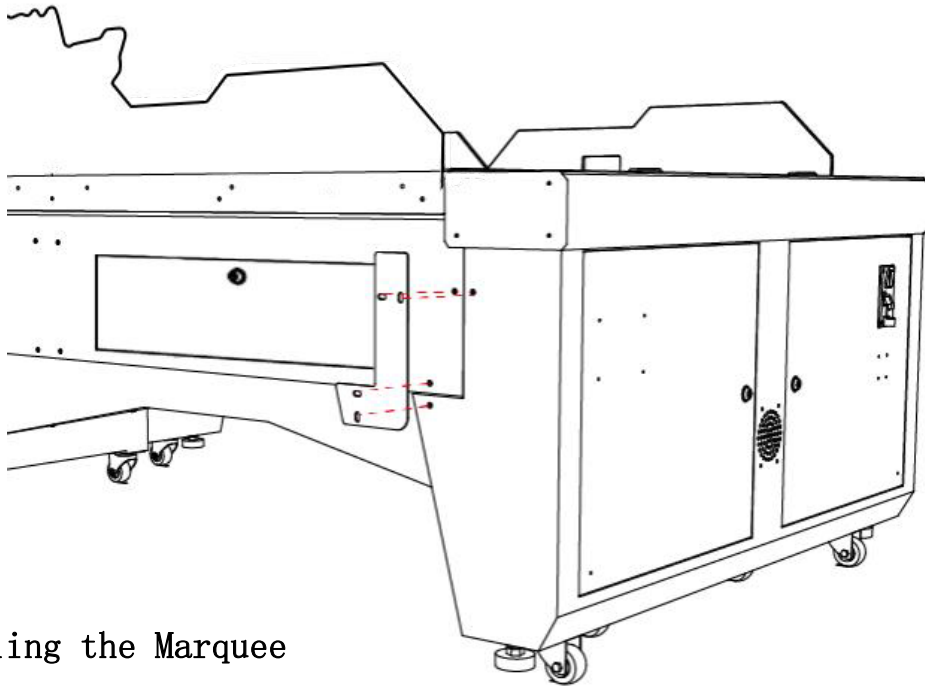


2P control panel has a total of 6 connectors



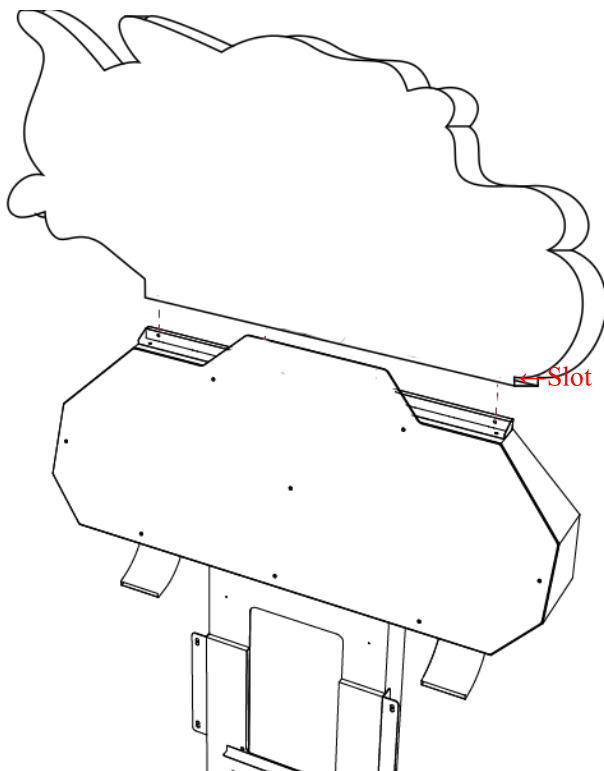
1P control panel has a total of 6 connectors

2. Attach the fixing hardware to the table with screws. (4 pieces of fixing hardware in total)



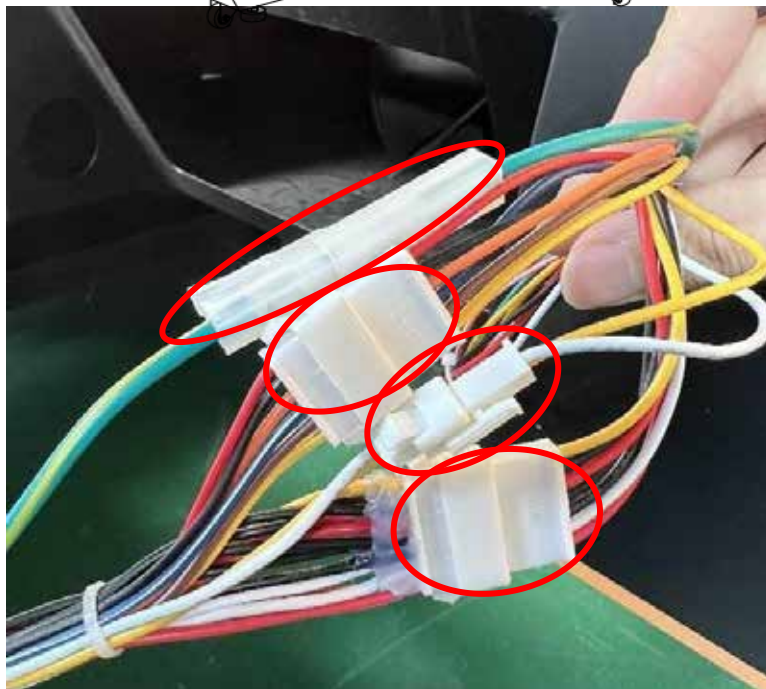
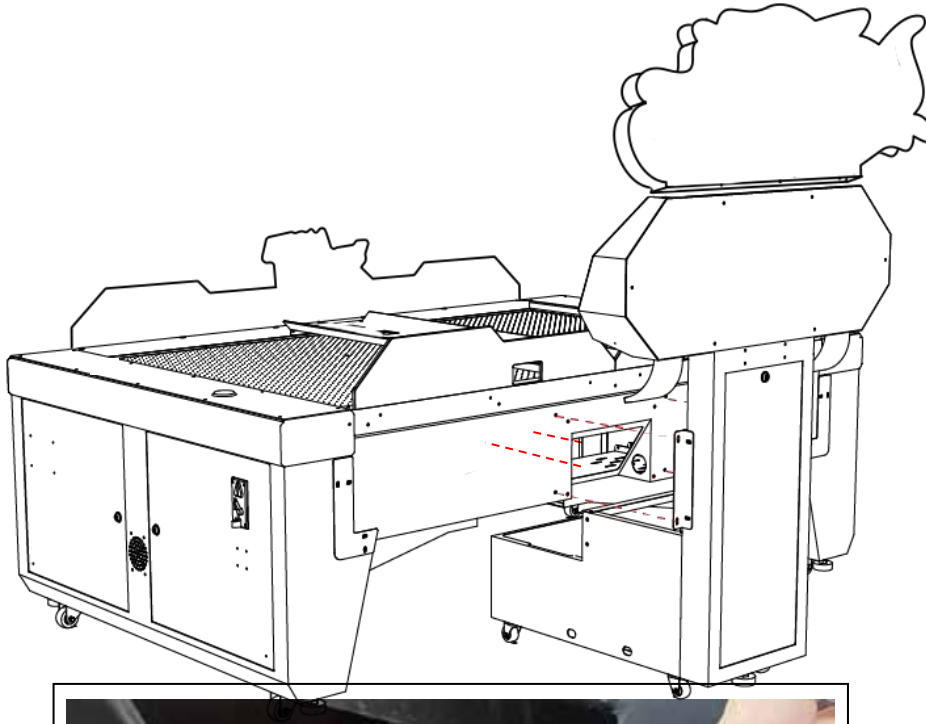
④ Assembling the Marquee

1. Attach the marquee to the score LED bracket slot with screws.



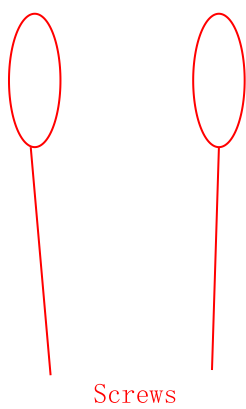
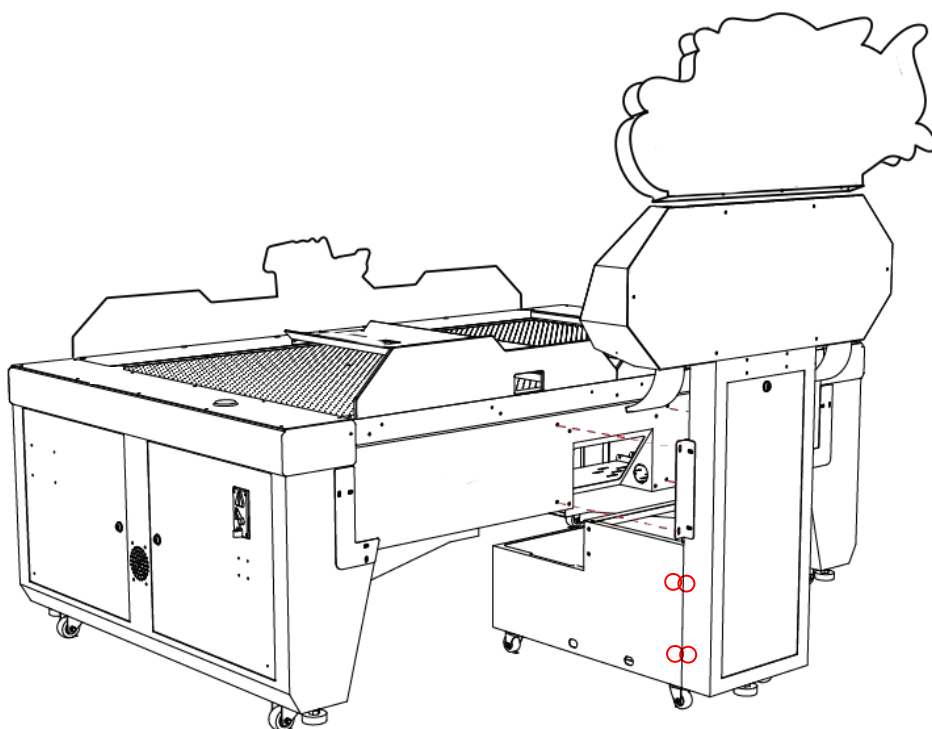
⑤Installing the Side Tower Assembly

1.Insert the side tower assembly into the opening in the side surface of the table until the front of the side tower assembly touches the side surface of the table.(Note: connect the connectors before installation)



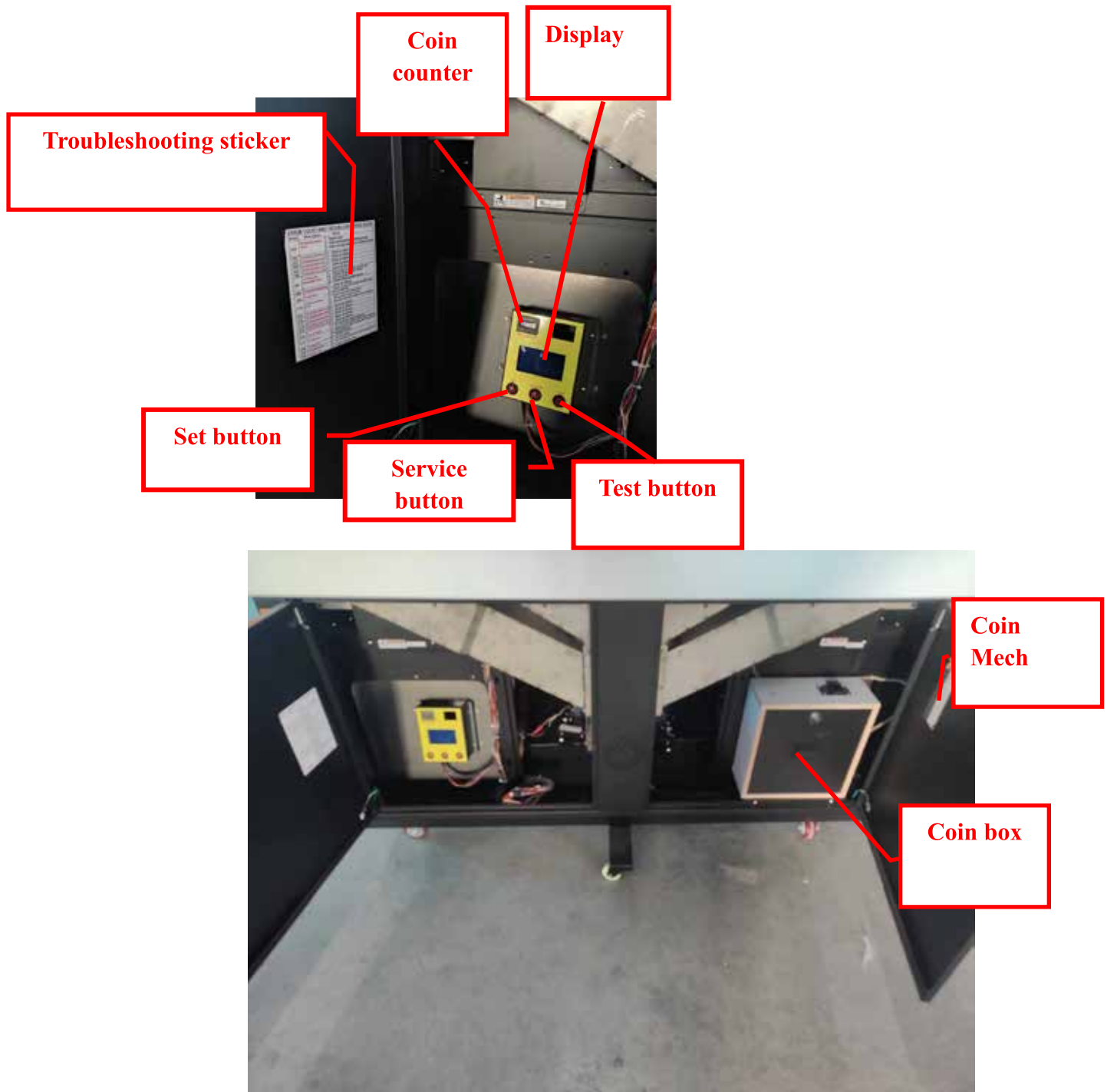
Side Tower Assembly has a total of
4 connectors

2. Attach the side tower assembly to the table with eight screws.

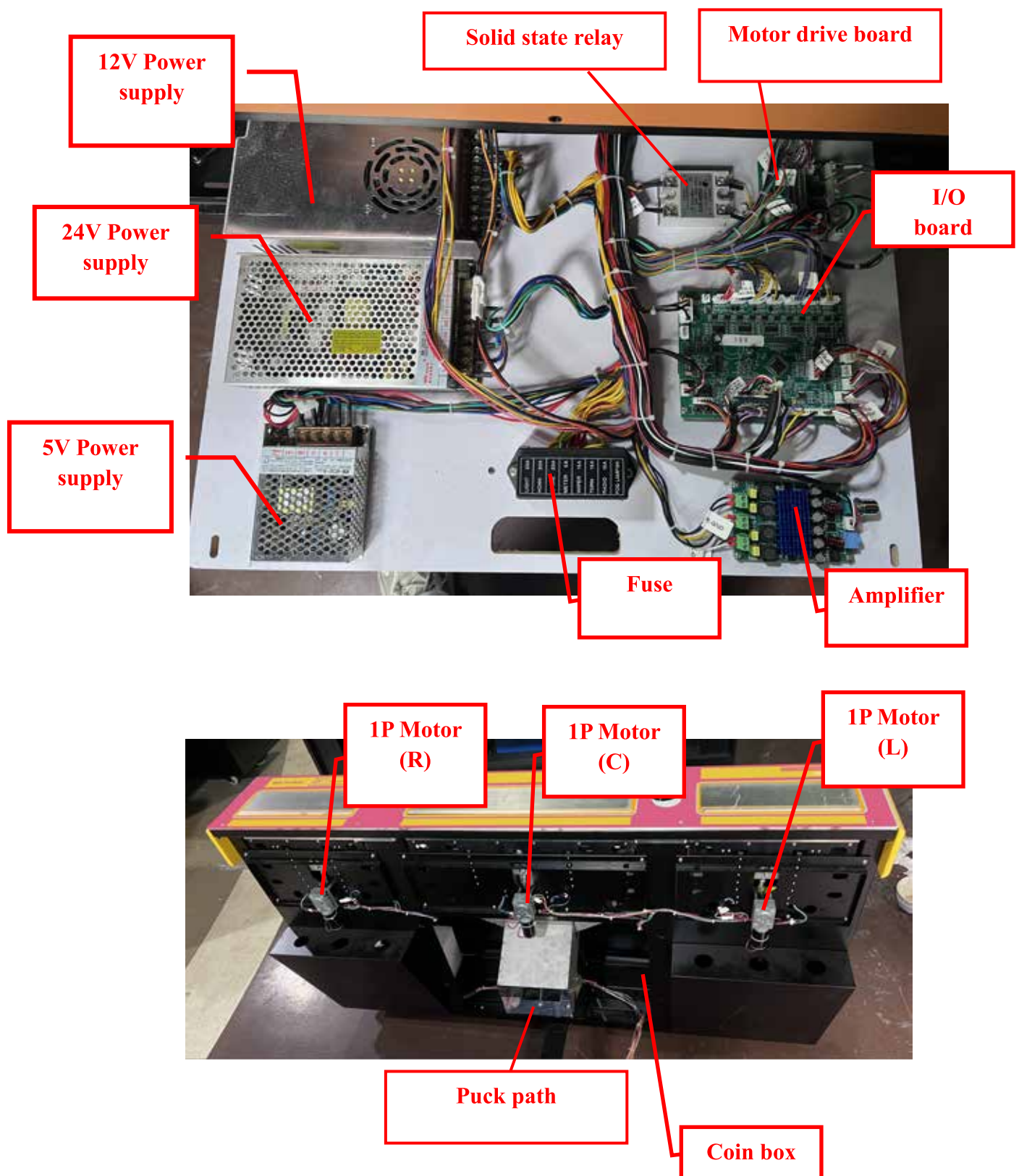


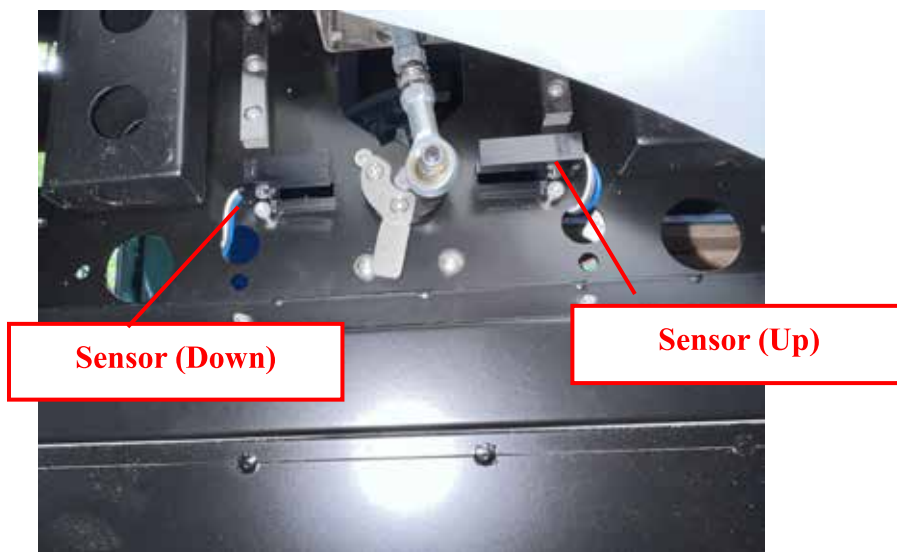
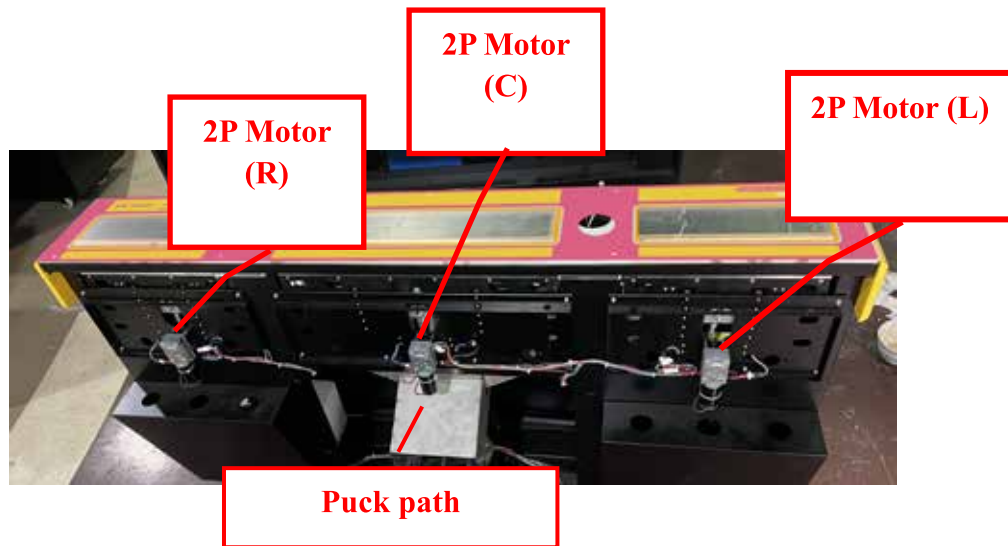
4.MAIN COMPONENTS

1.Main components behind the front door under the control panel with buttons

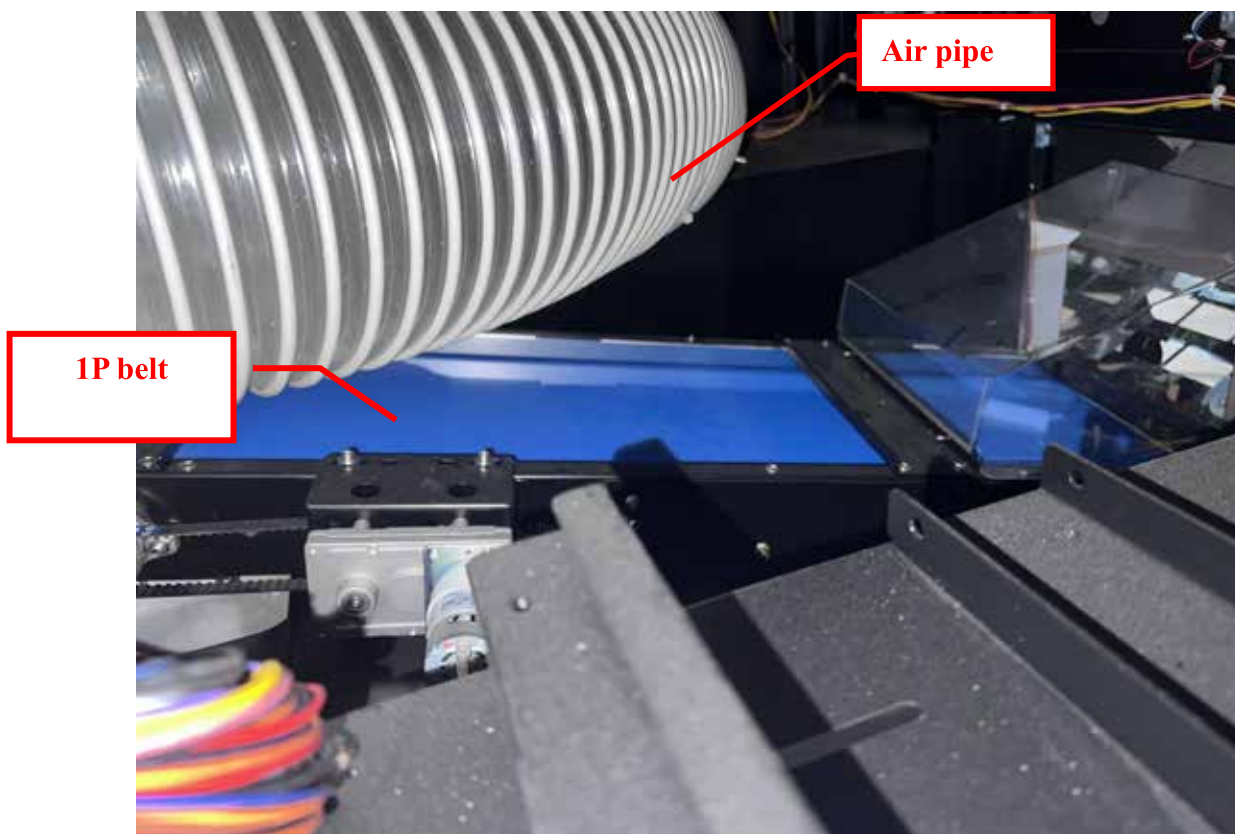


2.Main components behind the side door.





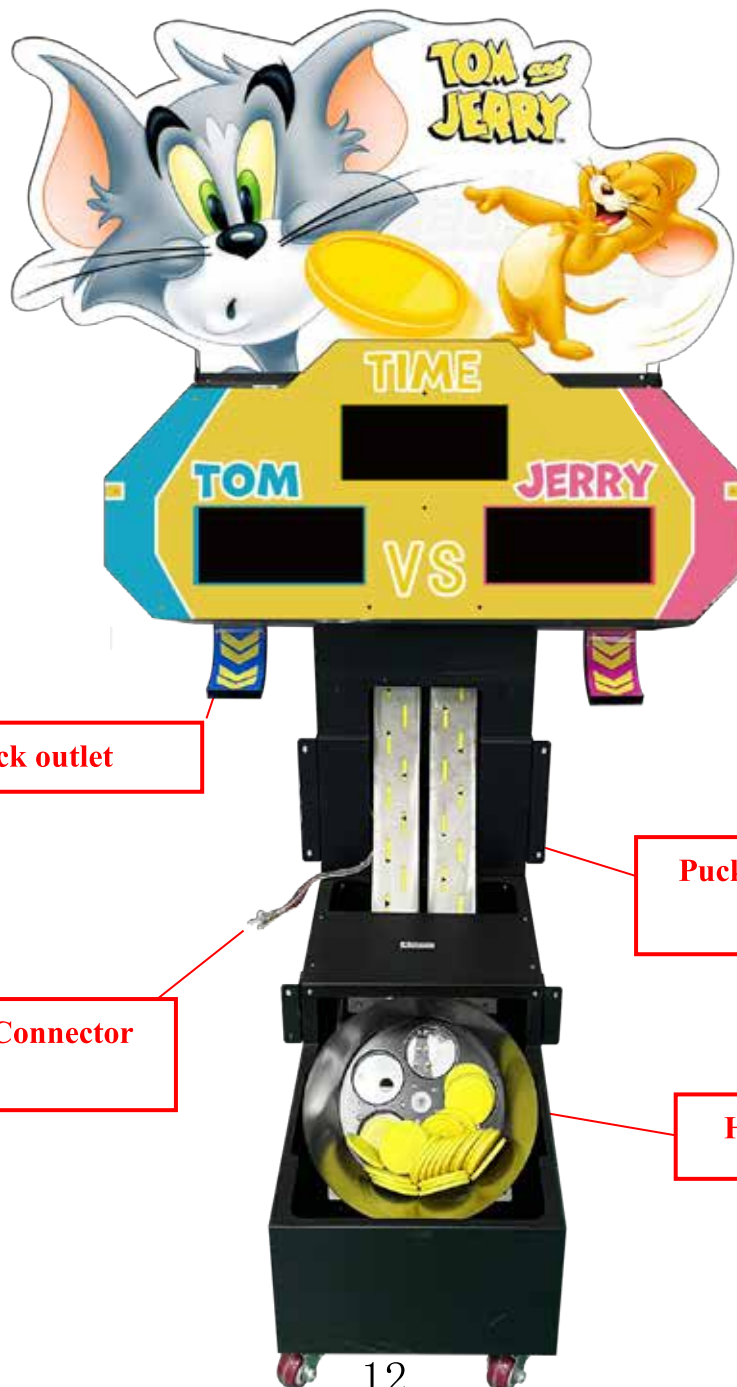
3.Main components behind the side door.





Air pipe

2P belt



Puck outlet

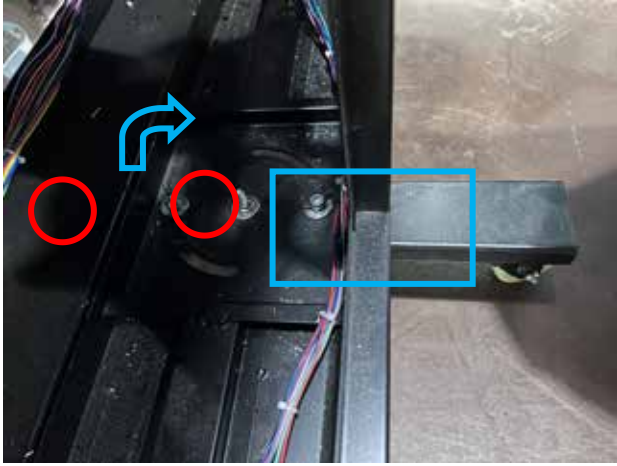
Connector

Puck lift assembly

Hopper assembly

5.CONTROL PANEL DISASSEMBLY INSTRUCTIONS

1



1.Open the door under the control panel, loosen the screws, then rotate the caster hardware 90 degrees, and finally tighten the screws.

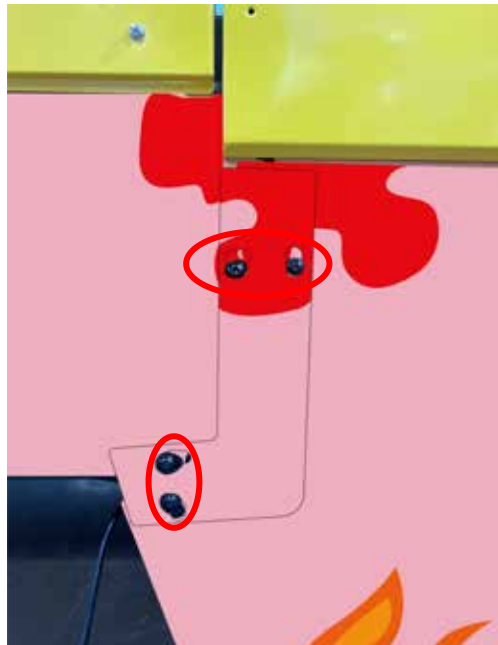
2.Disconnect the connectors.

3.Loosen the screws on the control panel on both sides.

2



3



6. GAME PLAY

1. Insert coins .
2. Press **PLAY** button to start the game.
3. Players use the mallets to hit the puck towards the opponent's goal to score points.

7. GAME MODE



Multi pucks mode: multi pucks are supplied to the puck outlet at one time, the left, center and right goals will open and blink randomly.

8.GAME SETUP

Display

CHANGE HOOKEX
www.superwing
game.com
Ver.20240102

Explanations

Press the Set button to enter the main menu
Set button: to return back to previous program
Service button: to finalize the selection
Test button: to save all changes made to the programs

Main menu

Main menu
Setup << Test
Code Save
Exit

Setup menu

1、 Press Service button to select, press Test button to enter the menu, press Set button to return back to main menu.

Setup menu
Coin << Ticket
Volume Reset
Mode

1.1 Coins per play

Press Service button to change coin or play, default: 4 coins per play.

(COIN SETUP)
COIN 2<<
Play 1
COIN3-PLAY2

This interface has enabled discount mode
Unable to change the number of coins and games after
activating the Sale mode

(COIN SETUP)
COIN 7<<
Play 3
ON Sale Off

This interface has no Sale mode
enabled
0~9 Coin range
1~5 Play range

The game defaults to 2 coins per round

COIN3 PLAY2 (discount mode): After activating the discount mode, players who invest 3 game coins will receive 2 games
(if players invest 2 game coins in the discount mode, they will still only receive 1 game)

1.2 Game volume

Press Service button to select Game volume, press Test button to enter.

Game volume
Play volume 25 <<
BGM volume 25

0~30 Play volume range:
0~30 BGM volume range

1.3 Reset

Press Service button to select whether reset the game (Restore all settings to factory defaults)

Reset settings?
No << Yes

1.4 Mode

Press Service button to select whether reset the game (Restore all settings to factory defaults)

Game Made
Mode C: 90s <<

Mode A: 60s
Mode B: 75s
Mode C: 90s
Mode D: 105s
Mode E: 120s

Test

2.Press Service button to select Test, press Test button to enter.

Aging test <<
I/O test
Test data

2.1 Aging test

Press Service button to select Yes or No, press Test button to enter.

aging test?
No<< Yes

2.2 I/O test

Press Service button to select I/O test

<<hole IR state
1P: ON ON ON
2P: ON ON ON
<< 1P Motor Key
Up: ON ON ON
DN: OFF OFF OFF
UP BALL: OFF OFF
<< 2P Motor Key
Up: ON ON ON
DN: OFF OFF OFF
Conveyor <<
1P: 0.6A ON
2P: 0.0A OFF
Current<1.5A

To exit the aging test, press the Service button to select No, and then press the Test button to confirm to exit the aging test.

This interface shows that the conveyor belt current detection has been enabled

Current parameter detection of conveyor belt

1P: Detected that the passing current is 0.6A, and the detection light eye is turned on

2P: Detected that the passing current is 0A, and the detection light eye is not turned on

The current should be less than 1.5A (1.5A is the reference value)

Save

3. Press Service button to select the Exit with save.

CG Hockey www.xiongxian game.com Ver.2022xxxx
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On the main menu page, press Service button to select Exit with save, press Test button to confirm the save.

3.1 Press Service button to select Exit without save

Exit

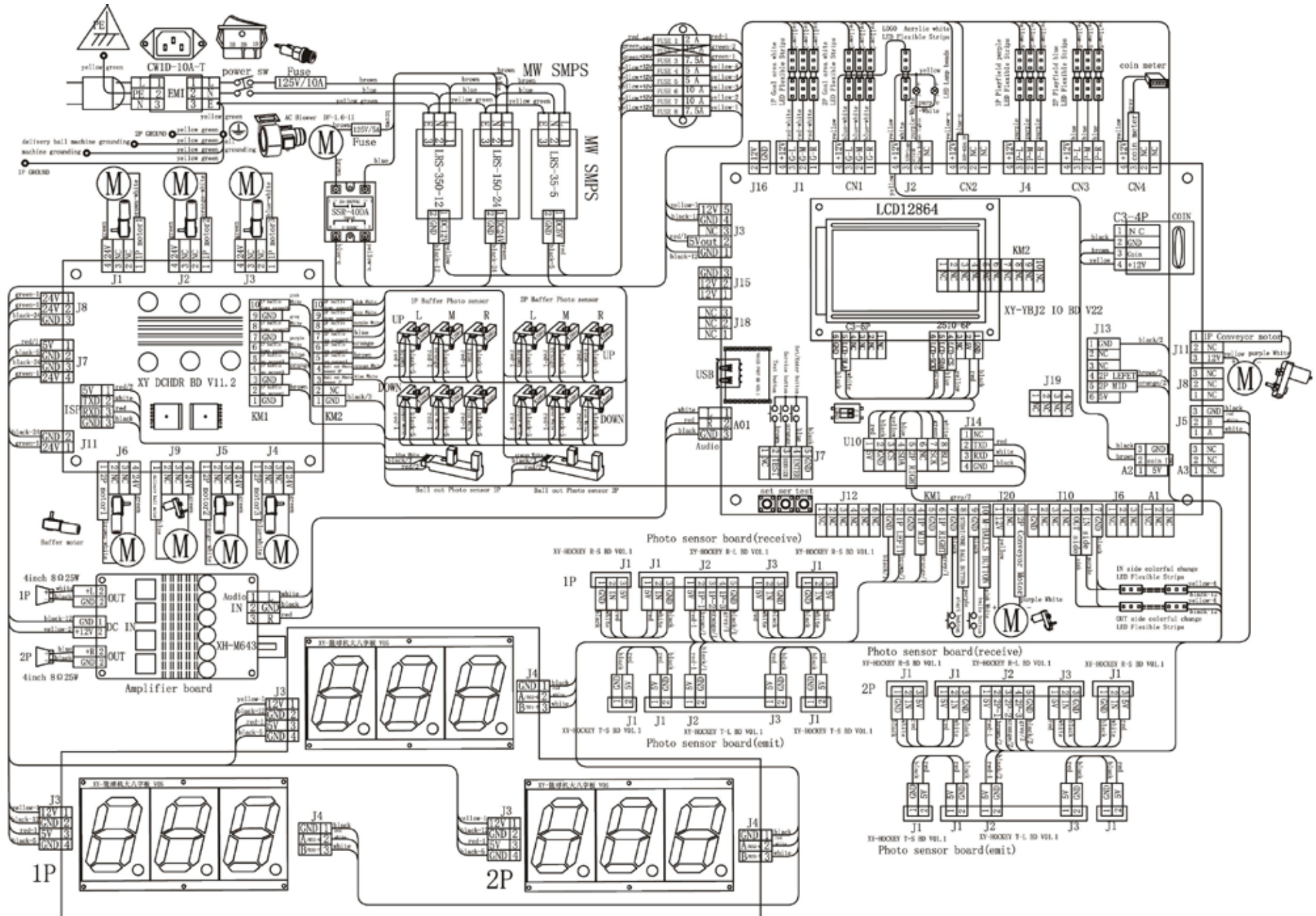
4. Press Service button to select Exit, press Test button to confirm, and return to the main interface.

9. ERROR CODES AND TROUBLESHOOTING GUIDE

ERROR CODES	ERROR DESCRIPTION	TROUBLESHOOTING GUIDE
E01	1P Goal (L) motor error	1、 The goal is stuck. 2、 Check to see if goal motor is functioning correctly 3、 Check to see if goal motor sensor is functioning correctly
E02	1P Goal (C) motor error	1、 Same as above
E03	1P Goal (R) motor error	1、 Same as above
E04	2P Goal (L) motor error	1、 Same as above
E05	2P Goal (C) motor error	1、 Same as above
E06	2P Goal (R) motor error	1、 Same as above
E07	1P Puck Lift Assembly Error	1、 Puck lift tunnel has a puck jam 2、 Check the puck lift motor 3、 Out of pucks 4、 Check the puck lift sensor
E08	2P Puck Lift Assembly Error	1、 Same as above
E09	RS-485 Error	1、 Check to see if IO board to 485 cable is not connected
E10	1P Goal (L) sensor error	1、 Goal (L) sensor malfunction 2、 The goal (L) sensor is dirty.

		3、 Receiver and transmitter are not aligned
E11	1P Goal (C) sensor error	1、 Same as above
E12	1P Goal (R) sensor error	1、 Same as above
E13	2P Goal (L) sensor error	1、 Same as above
E14	2P Goal (C) sensor error	1、 Same as above
E15	2P Goal (R) sensor error	1、 Same as above
E16	Out of Tickets	1、 All tickets have been dispensed 2、 Loss of communication with ticket dispense
E17	1P Belt Error	1、 The belt is too tight or deformed, resulting in excessive resistance 2、 The belt is stuck.
E18	2P Belt Error	1、 Same as above
E19	Coin Mech Error	1、 The Coin Mech DIP switch is in the wrong position
E20	Service Error	1、 Contact customer service
E21	Motor drive board communication error	1. The communication between the IO board and the motor drive board is faulty

10. Wiring Diagram





For parts or support, please contact:

spares@bandainamco.co.uk

support@bandainamco.co.uk

SPARES



SUPPORT



POWERED BY

