

# Setup Procedure for Hockey 7.01

1. Locate the two buttons marked **ACCESS & VALUE** on the electronic control board.
2. Push and hold the **ACCESS** button while the scoring display counts down from five and then displays the letters **PE** (Parameter Entry).
3. Release the **ACCESS** button and the display will show the title of the first entry. After a delay, the display will show the value this entry is set to at present.
4. You may now accept this value by pushing and releasing the **ACCESS** button to step to the next entry, or change it by pushing it by pushing the **VALUE** button.
5. Repeated the pushes of the **VALUE** button will step the display through the valid values for that entry. If you miss the value you want, keep stepping through the values until you get back to it.
6. When the value you want is displayed, pushing the **ACCESS** button will store it and step to the next entry or return the game operating status if that was the last entry.

**Note:** To return the game to Factory Default values, hold the **VALUE** button pushed while you power up the game. The letters **FP** (Factory Parameters) will be displayed for a moment during power up.

Title	Valid Values	Default	Explanation
SC	2-9	7	(Score) Number of goals needed by either player to win a game.
LE	0-16	7	(Length) Length of game in minutes. (Adjustable in 1 minute increments. Note: Setting LE to ) Stops timer. Game end will be by score only.
CC	1-8	1	(Coinswitch Closures) Number of coinswitch closures needed for 1 credit. Note: The mechanical counter is advanced once on each coinswitch closure.
PC	1-3	1	(Plays per Credit) Number of games given for 1 credit.