

# Goal Flex™ Operating Instructions



**Standard and “Luxury Box” Goal Flex  
DMI Models: HT285, HT350, HT450, HT500 & HT510**

***Questions?: Visit us at [www.dmisports.com](http://www.dmisports.com)***

## **Congratulations!**

... on the purchase of your new patent pending Goal Flex™ air hockey table from DMI Sports. Your new table combines the time-tested durability of LED detection technology, state of the art software and traditional air hockey to completely reinvent the game.

### **180 Degrees from Tradition**

Unlike traditional air hockey which hasn't changed form in more than thirty years, this new design offers players more than 180 different game variations! From one player to four, from large goal to small, from slow motion to fast, there are features that can stand alone or combine with others, to continually reinvent the game and the game playing experience.

### **Handicapping**

Goal-Flex makes air hockey fun for everyone! Even a seasoned "veteran" air hockey player will struggle to beat rookies with the various handicapping features now available. From your console you will be able to easily program one large goal, or even two large goals, against one small goal to neutralize any advantage.

### **Years of Fun**

With the interactive capabilities of your new Goal-Flex air hockey table you will discover that there are always variations that keep the game interesting for every skill level.

**DMI Sports, Inc.  
375 Commerce Drive  
Fort Washington, PA 19034**

# **WARNING**

---

To avoid electrical shock, do not open the plastic console unit. Do not insert your fingers or any foreign objects under end rails containing puck sensing detectors. This may harm the electronic detection modules. Contact DMI or your authorized dealer for customer care.

## **OWNER'S RECORD**

The model number and serial number should be recorded at the time of assembly. The serial number is found on a label attached to the underside of table.

Model No: **HT** - \_\_\_\_\_

Serial No: **DMI** - \_\_\_\_\_

Date of Purchase: \_\_\_\_\_

## **TABLE CARE AND MAINTENANCE**

Your Goal Flex™ air hockey table uses state of the art scanning technology to detect the presence of the puck when it hits the rail. Dust and dirt under the rail can occasionally interfere with the detectors. In order to avoid this situation it is recommended that you keep your table covered when not in use.

Should you need to clean your table please refer to the following instructions:

**Under rails:** Clean carefully under the scoring rails by using a feather duster or similar flexible, soft duster. Blowing compressed air under the rail is also effective in getting dust and particles out of the detection area.

**Table top:** We recommend cleaning the table top with a damp cloth only. Chemicals may harm the finish of the table top surface. To make the play surface faster you can lightly spray furniture polish on a dry cloth (not on table surface directly) and then wipe the cloth on the play surface. The blower motor must be on while doing this to prevent any residue from blocking air holes.

# ***FEATURES***

---

The Goal-Flex™ LED goal sensor rail and console unit enables users to easily program a wide variety of exciting game options. The following are its main features.

## **Player programming options**

With one button on the console unit, you can choose to program both HOME and VISITOR goals together, or independently. The built in indicator lights on the touch pad will show each setting you have selected. If you want to program HOME and VISITOR goals independently, select either HOME or VISITOR under the Player Settings column, then select settings, repeat process for opposing goal, and then press START.

## **Setting 1 to 4 goal option (\* not available on all models)**

Goal-Flex™ allows you to set from 1 to 4 goals allowing 1 to 4 players per game. One player can play or practice against opposing goal (or goals), one on one, two against one, and two against two are all available player options.

## **Selecting goal sizes**

Goal-Flex™ allows players to select up to five goal size options (depending on model) for HOME or VISITOR. This handicapping feature makes it fun for players of much different skill levels to play Goal Flex™ air hockey competitively together.

## **Goal movement (\* not available on all models)**

Goal-Flex™ allows players to select up to 5 different goal movement options or no movement at all. These movement options can be set for both HOME and VISITOR together, or independently.

### **Delayed restart after score or non-stop play**

Since the puck never leaves the play surface, there is no longer any need to stop play after a goal is scored. You have the option to select Continuous Play, or you may select the Delay after a Goal is scored. This delay feature lasts for seven seconds and is indicated by blinking goal lights. Once the goals stop blinking, play resumes! When using the delay feature the player who was scored on last gets the puck to re-start play.

### **Power-Play option (\*not available on all models) (cannot be activated simultaneously with Penalty Box option)**

To keep games competitive, Goal-Flex offers an interactive Power-Play option that decreases the size of the teams goal when a three goal lead is reached. The goal reduces further when a five goal lead is attained.

### **Penalty Shot option (\*not available on all models) (cannot be activated simultaneously with Power-Play option)**

Selecting the interactive Penalty Shot option will give the player that falls behind by four goals a 30 second penalty advantage, which means only that player will be able to score during that 30 seconds. The losing player's goal will disappear entirely and then resume when the 30 seconds is complete.

### **Classic button**

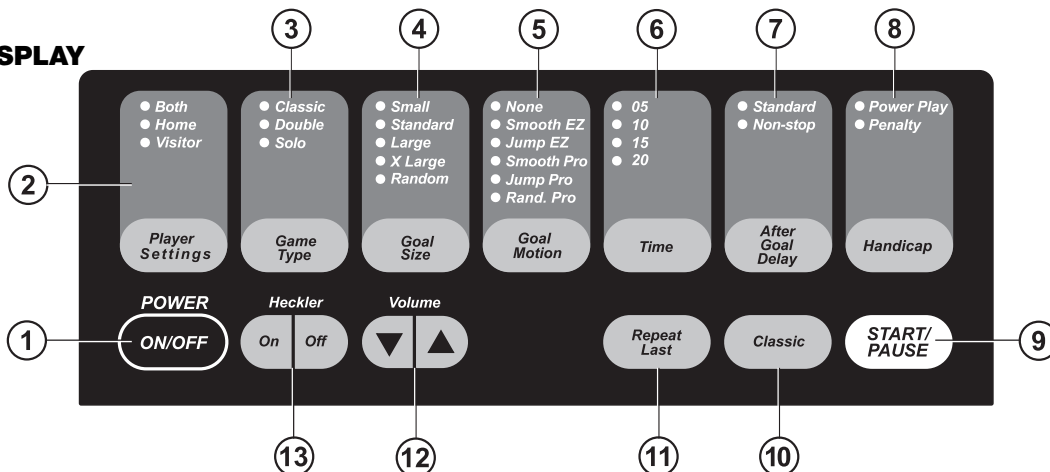
With the press of one button on the console you can easily set your Goal-Flex air hockey table to play in "classic" mode with standard size, non-moving goals for both players.

### **Repeat Last button**

Allows players to repeat the selected options of the previous game with the press of one button.

# GETTING STARTED

## "LUXURY BOX" CONSOLE DISPLAY



### [1] POWER

Once the blower motor and the adapter for the Goal Flex™ electronic scoring has been plugged in, turn on the blower motor switch found on the motor's electrical wire, then [1], the POWER ON/OFF button will activate the Goal-Flex scoring system.

### [2] PLAYER SETTINGS

- **Both** option will enable you to program both goals for number, size and movement simultaneously
- **Home** option will enable you to single out programming preferences for the "HOME" goal only. Then you will be able to select number of goals, one or two, goal size and goal motion.
- **Visitor** option will enable you to program the opposing goal.

Note: At any time during the set up programming process you can press the **START/PAUSE** button to begin play. Only selected options will be in effect.

### **[3] GAME TYPE**

- **Classic** - Standard one goal at each end for one on one play.
- **Double** - This two goal option can be programmed for just one or both rails, enabling three or four player game options.
- **Solo** - Single goal option. Allows players to practice their offensive skills against the machine with no goal to defend. Enables target practice with or without the use of a pusher.

### **[4] GOAL SIZE**

- Small, Standard, Large, X-Large and Random options offer a full range of goal sizes to adjust to any skill level.

### **[5] GOAL MOTION**

- **None**
- **Smooth EZ** - Goal, as indicated by the red LED lights, slowly slides back and forth along the goal rail forcing players to slightly adjust their defense.
- **Jump EZ** - Goal slowly alternates from location to location along the rail making defense slightly more difficult.
- **Smooth Pro** - Goal moves rapidly back and forth along the rail raising the intensity of Goal Flex air hockey to a new level.
- **Jump Pro** - Goal quickly jumps from location to location
- **Rand. Pro (random pro)** - Goal jumps randomly and quickly across the goal rail.

### **[6] TIME**

- 05, • 10, • 15 or • 20 - Length of games can be set from 5, 10, 15 or a full 20 minutes.

### **[7] AFTER GOAL DELAY**

- **Standard** - Once a goal is scored there is a seven second delay before the goals are again activated, allowing a few moments to catch your breath!
- **Non-Stop** - Since the puck never leaves the play surface the game can continue immediately after a goal has been scored.

### **[8] HANDICAP**

- **Power Play** - Optional. The trailing teams goal decreases in size when the game leader gets ahead by 3 scores. The goal increases further when a 5 goal lead is attained.
- **Penalty Shot** - Optional. The player that falls behind by four goals gets 30 seconds of play with no goal to defend. Once the 30 seconds ends, play resumes as normal.

### **[9] START/PAUSE**

Once the desired game options have been selected press "START/PAUSE" to begin play. Pressing this button during play will pause action until it is pressed again. If the game is paused for more than 20 minutes, the game will shut off.

Note: You can press "START/PAUSE" at any time to begin the game, however, only the options you have selected up to that point will be in effect.

### **[10] CLASSIC**

Programs the game to all "Classic" settings. Single, standard sized, non-moving goals for both VISITOR and HOME teams with the press of one button.

### **[11] REPEAT LAST**

After completing a game that was programmed with your desired settings, you can restart the next game with the exact same settings by pressing "Repeat Last".

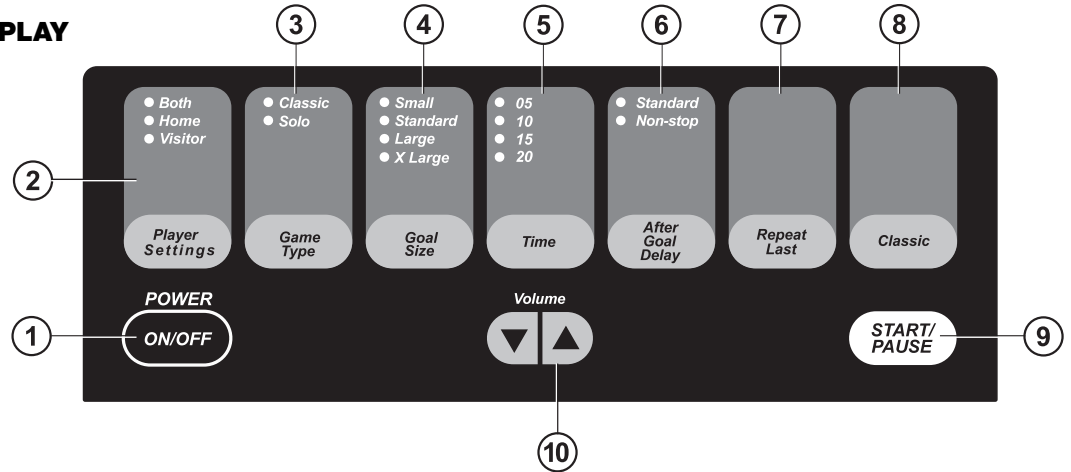
### **[12] VOLUME**

Volume control for Goal Flex sound effects.

### **[13] HECKLER**

Adds additional sound effects during play. This is an on/off feature and can be turned on or off during play.

## STANDARD CONSOLE DISPLAY



### [1] POWER

To turn on your Goal-Flex table, first turn on the blower motor switch found on the motor's electrical wire, then [1], the POWER ON/OFF button will activate the Goal-Flex scoring system.

### [2] PLAYER SETTINGS

- **Both** option will enable you to program both goals for number, size and movement simultaneously
- **Home** option will enable you to single out programming preferences for the "HOME" goal only. Then you will be able to select number of goals, one or two, goal size and goal motion.
- **Visitor** option will enable you to program the opposing goal.

### [3] GAME TYPE

- **Classic** - Standard one goal at each end for one on one play.
- **Solo** - Single goal option. Allows players to practice their offensive skills against the machine with no goal to defend. Enables target practice with or without the use of a pusher.

#### **[4] GOAL SIZE**

- Small, Standard, Large, X-Large and Random options offer a full range of goal sizes to adjust to any skill level.

#### **[5] TIME**

- 05, • 10, • 15 or • 20 - Length of games can be set from 5, 10, 15 or a full 20 minutes.

#### **[6] AFTER GOAL DELAY**

- Standard - Once a goal is scored there is a seven second delay before the goals are again activated, allowing a few moments to catch your breath!

#### **[7] REPEAT LAST**

After completing a game that was programmed with your desired settings, you can restart the next game with the exact same settings by pressing "Repeat Last".

#### **[8] CLASSIC**

Programs the game to all "Classic" settings. Single, standard sized, non-moving goals for both VISITOR and HOME teams with the press of one button.

#### **[9] START/PAUSE**

Once the desired game options have been selected press "START/PAUSE" to begin play. Pressing this button during play will pause action until it is pressed again. If the game is paused for more than 20 minutes, the game will shut off.

Note: You can press "START/PAUSE" at any time to begin the game, however, only the options you have selected up to that point will be in effect.

#### **[10] VOLUME**

Volume control for Goal Flex sound effects.

# ***TROUBLE SHOOTING***

---

## **Sensing System**

Your Goal Flex™ system is based on a reliable yet sophisticated series of light sensitive scanners. These scanners are imbedded in each of the end rails. These scanners can, on rare occasions, sense interference from external light sources such as direct sunlight or an overhead spot light. Direct sunlight in particular can cause interference if the sun is low in the sky and is shining into the opening in the end rail. If your table is situated in a location with such a condition AND you are experiencing a problem with the scanners then it is recommended to block the light source or move the table to an alternative location.

## **System Test Mode**

With the console turned on, simultaneously depress the **“PLAYER SETTING”** button and the **“GAME TYPE”** button for three seconds. This puts you in system test mode. When in system test mode the Goal-Flex electronics will run through a self diagnostic sequence checking voice, console, console LEDs and goal board LEDs. For voice, console or console LED irregularities contact DMI Sports Customer Service with test results for further assistance. If a goal board LED sensor is not functioning, that particular LED will flash at alternating intervals with other LEDs. Follow rail test mode instructions below for further instructions. To exit system test mode depress **“PLAYER SETTING”** and **“GAME TYPE”** buttons simultaneously again for three seconds.

## **Rail Test Mode**

To isolate goal board LED irregularities, simultaneously depress the **“PLAYER SETTING”** button and **“GOAL SIZE”** button for three seconds. This will activate all end rail LED lights. All LED lights should light up uniformly. To test individual LED sensors, run a puck under the end rail. Each LED should turn off when it detects the presence of the puck. LED sensor irregularities are usually due to dust or particle interference. Please see TABLE CARE AND MAINTENANCE (on page 1) in this manual for complete instructions. To exit rail test mode, depress **“PLAYER SETTING”** and **“GOAL SIZE”** buttons simultaneously for three seconds.

If none of these checks are solving the problem, please visit the customer service section of our web site for fastest service, [www.dmisports.com](http://www.dmisports.com), or call 1-800-423-3220.

## ***WARRANTY INFORMATION***

---

To the consumer, DMI Sports, Inc. warrants this Goal-Flex™ air hockey table to be free of defects in material or workmanship commencing upon the date of purchase for a period of one year.

If the air hockey table should become defective within the warranty period, we will replace any defective parts free of charge.

This warranty does not include damage resulting from accident or unreasonable use. Your warranty is voided if service is attempted by anyone other than the manufacturer.

**It is important to record the model number (found on box) and serial number (found on label under table) and retain your receipt.**

**Do not return your game table to the source of purchase as they are not equipped to handle repairs. All warranty or repair requests require a return authorization number provided by the manufacturer.**

DMI Sports, Inc.  
375 Commerce Drive  
Fort Washington, PA 19034  
dmisports.com  
(215) 283-0153

## ***THE GOAL-FLEX™ 2 YEAR EXTENDED WARRANTY PLAN***

---

This optional plan offers protection against defects in the second and third year of ownership. To activate the extended warranty and receive a **free** Goal-Flex table cover (a \$24.95 value) complete the form on the back of the Product Registration Card and mail to:

**DMI Sports, Inc.  
375 Commerce Drive  
Fort Washington, PA 19034**

Please include a check for \$84.95 or your credit card information.

# ***PRODUCT REGISTRATION***

---

Please complete the enclosed **Product Registration Card** and mail to:

**DMI Sports, Inc.**  
**Goal-Flex Product Registration**  
**375 Commerce Drive**  
**Fort Washington, PA 19034**



**DMI Sports, Inc.**  
**375 Commerce Drive**  
**Fort Washington, PA 19034**