

# CARROM®

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## 6' TABLE HOCKEY

Model #750.83

Model #752.52

Model #752.53

Model #752.57

## 7' TABLE HOCKEY

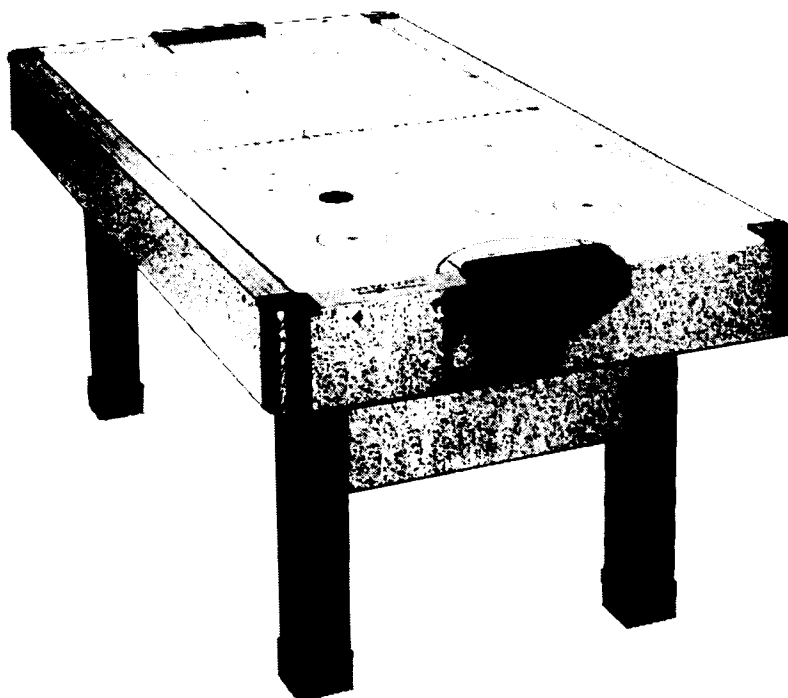
Model #752.62

Model #752.63

Model #752.67

FOR TOLL-FREE TECHNICAL ASSISTANCE CONCERNING PRODUCT ASSEMBLY, OPERATION, OR REPLACEMENT PARTS, PLEASE CALL US AT: **1-800-223-6047**

TOOLS REQUIRED: 7/16" WRENCH, PHILLIPS SCREWDRIVER, LEVEL



## TABLE HOCKEY

ASSEMBLY AND INSTRUCTION MANUAL

**CAUTION:** This is NOT a toy and is intended for use by or under the supervision of Adults!

RATING: 120 VOLTS, 60 HZ, 1.1 AMPS  
*SAVE THESE INSTRUCTIONS*

# GAME ASSEMBLY INSTRUCTIONS

**NOTE:** PLASTIC BAG (item #14) CONTAINS ALL HARDWARE NEEDED FOR ASSEMBLY

1. Refer to PARTS LIST and Figure D., on page 2 of these instructions.

Place the BED ASSEMBLY (item #1) upside down on the floor. Cut the plastic strapping that secures the (2) LEG BOXES, (2) LEG PANELS, and the box containing the HOCKEY SCORING DEVICE. Remove all of these loose items and set them aside until needed.

2. Stand a LEG (item #3) with the threaded insert hole facing inward, toward the metal L-BRACKET (item #23), on the underside of the BED ASSEMBLY. Install one 1/4 - 20 x 1" BOLT (item #18), with WASHER (item #24), through the L-BRACKET hole and into the threaded insert in the LEG. Tighten this BOLT securely. Repeat this step for the other (3) LEGS.

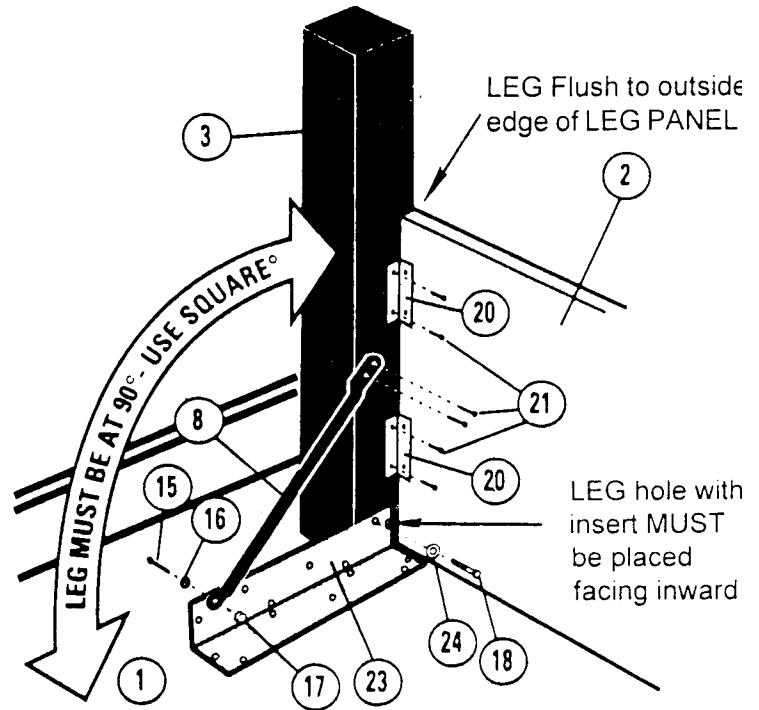
3. Refer to Figure A., and Figure B. Place a LEG PANEL (item #2), with CORNER BRACKETS (item #20) installed, between the LEGS at the end of the table, flush to the outside edge. Fasten the LEG PANEL in place by installing (8) #10 x 5/8" SHEET METAL SCREWS (item #21) into the LEGS. Repeat this step to install the other LEG PANEL.

4. Refer to Figure A. Attach the single holed end of the METAL LEG BRACE (item #8) to the L-BRACKET with a #10 - 32 x 1/2" BOLT (item #15), LOCK WASHER (item #16), and a #10 - 32 LOCK NUT (item #17). Fasten the other end of the LEG BRACE (item #8) to the inside of the LEG. Use (2) #10 x 5/8" SHEET METAL SCREWS (item #21) per LEG.

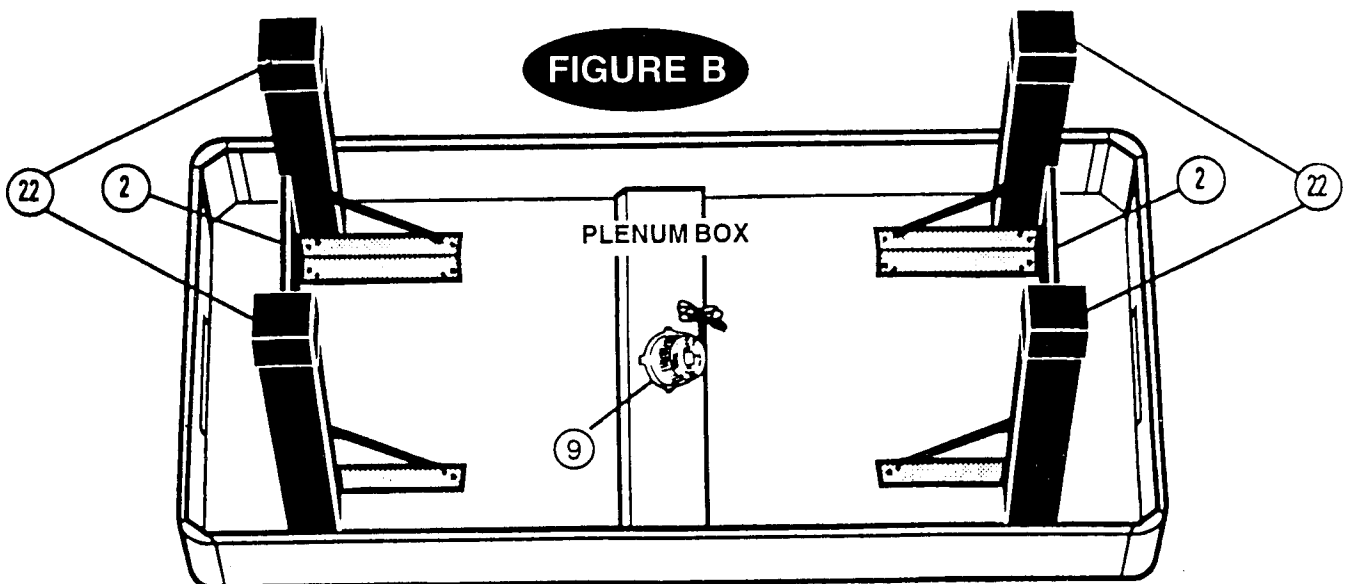
5. Put one BOOT (item #22) over the bottom of each LEG.

6. Remove the motor from its carton and assemble it to the four predrilled holes in the Air Plenum, using (4) #10 x 5/8" Pan Head Screws. The table should now resemble Figure B.

**FIGURE A**

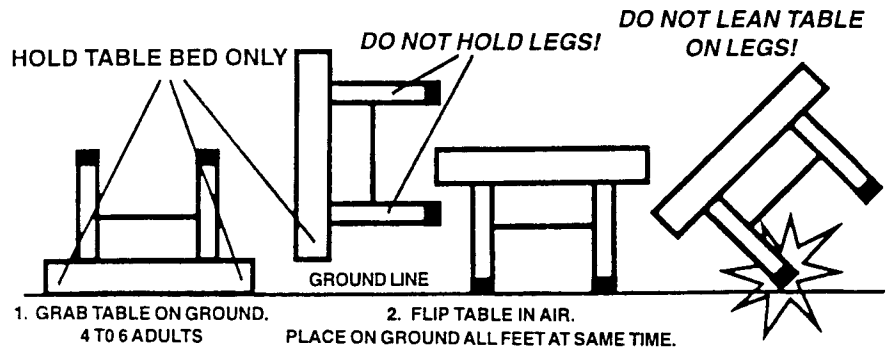


**FIGURE B**



# FLIPPING THE TABLE

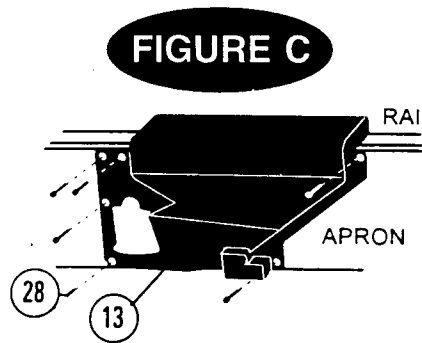
**CAUTION!** SAFETY COMES FIRST! THIS TABLE IS VERY HEAVY, IF THE TABLE IS PLACED ON AN ANGLE TO THE FLOOR, THE TABLE MAY BECOME DAMAGED. FOUR STRONG ADULTS ARE RECOMMENDED TO FLIP THE TABLE AS SHOWN.



# FINAL ASSEMBLY - FIGURE C.

FOR TABLE MODEL #752.55 OR #752.65: SKIP THIS SECTION AND PROCEED TO THE ELECTRONIC ASSEMBLY SHEET.

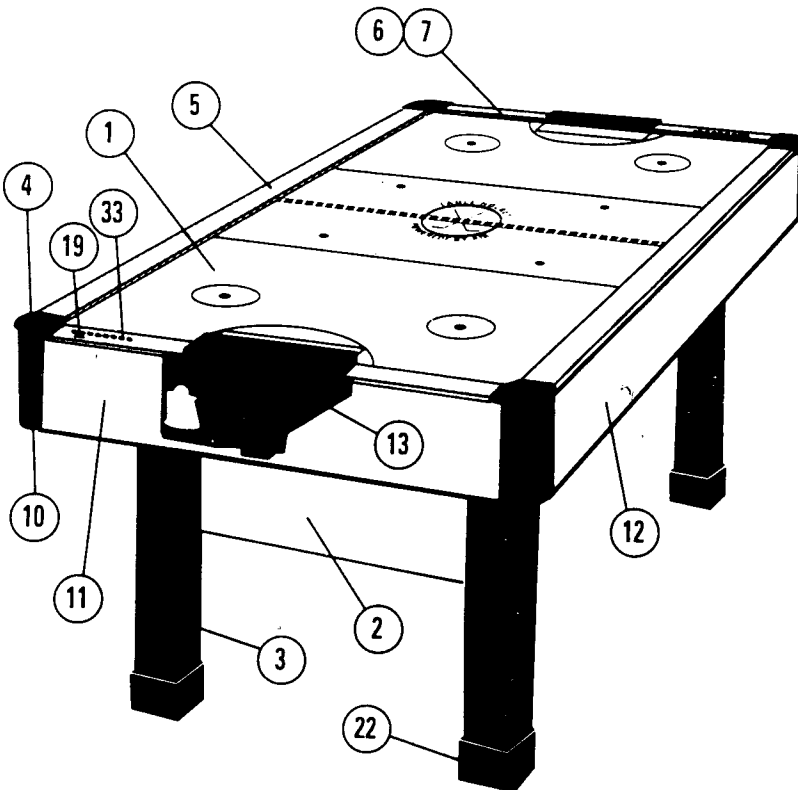
After flipping the table as shown in the above instruction, install a PLASTIC PUCK CATCHER (item #13) into the large center notch at the end of the game table. Insert one WASHER HEAD SCREW (item #28) into each mounting hole (six total), and tighten all screws snugly. Repeat for the other PUCK CATCHER.



# LEVELING THE TABLE

Place the TABLE in the area of play as directed above. Use a level on the play surface, at each side of the table, parallel to the sides to check the TABLE for levelness. Adjust the levelness of the TABLE by placing square, CARDBOARD SHIMS (not supplied) inside of the BOOTS. It is recommended that the table be turned over on its bed as shown above when placing the shims inside the BOOTS.

# SERVICE PARTS - 6' & 7' TABLE HOCKEY



Not Pictured: ITEMS # 8, 9, 14, 15, 16, 17, 18, 20, 21, 23, 24, 28, 29, 31, 32

#	QTY. PER GAME	DESCRIPTION
1.	1	PLAYFIELD ASSEMBLY-6'
	1	PLAYFIELD ASSEMBLY-7'
2.	2	LEG PANEL-BLACK 6'
	2	LEG PANEL-BLACK 7'
3.	4	LEG-POST STYLE
4.	4	HYDRA TOP CAP-BLACK
5.	2	ALUM SIDE RAIL-6'
	2	ALUM SIDE RAIL-7'
6.	4	ALUM END RAIL-6' PLAIN
	4	ALUM END RAIL-7' PLAIN
7.	2	ALUM END RAIL-6' W/SLOT
	2	ALUM END RAIL-7' W/SLOT
8.	4	LEG BRACE-3 HOLE
9.	1	BLOWER-6" OPENING
10.	4	CORNER CLOSURE-BLACK
11.	2	END APRON-6'
	2	END APRON-7'
12.	2	SIDE APRON-6'
	2	SIDE APRON-7'
13.	2	PUCK CATCHER--BLACK
14.	1	ASSEMBLY HARDWARE
15.	4	BOLT--#10 X 24 X 1/2"
16.	4	INTERNAL TOOTH #10-WASHE
17.	4	LOCKNUT #10-24
18.	4	BOLT--1/4-20 X 1"
19.	2	SCOREPOINTER--HYDRA
20.	8	SMALL "L" BRACKET
21.	80	SCREW--#10 X 5/8"
22.	4	LEG BOOTS--BLACK
23.	4	LARGE "L" BRACKETS
24.	4	WASHER-1/4"
28.	12	WASHERHEAD SCREW #8 X 5.
29.	2	ROUND PUCKS
31.	1	TRIANGLE PUCK
32.	2	CONTROLLER--HANDLE
33.	2	SCORE LABEL-6'
	2	SCORE LABEL-7'

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# FOR SAFETY'S SAKE, READ AND OBSERVE THESE PRECAUTIONS!

*All Participants and Bystanders should be aware of the following Precautions:*

- 1) **AVOID HAND INJURIES!!! DO NOT** place fingers in playing area during play. **DO NOT** let your hand hang over, or let fingers dangle outside of Controller when puck is in play. Impact of the Puck at high speed can cause pain, including damage or loss of fingernails.
- 2) Bystanders and Players should be Alert for deflected shots off the playing field.
- 3) **DO NOT PLACE GAME NEAR GLASS,**

WINDOWS, or near other fragile items.

4) **AVOID EYE AND HEAD INJURY!!!!** Avoid placing spectators' seats near table. **DO NOT** Allow small children near the playing surface during play.

5) **DO NOT SIT ON** game table. **DO NOT PLACE** Heavy objects on table. **DO NOT** place beverages, or other objects on the rails during play.

## ★ RULES for Game Play ★

- *The Object* of the game is to score goals while preventing your opponent from scoring. First person to score (7) Goals is the *Winner!*
- *Starting Player Selection* can be determined by coin flip.
- *Play begins* with Starting Player hitting the Puck towards opponent's goal with the Controller, from any position behind the Center Line.
- *Each Player* must have one foot on the floor at all times during game play.
- *After each Goal*, the scored upon player begins the next play.
- *While the puck is in play*, no player may extend their Controller beyond Center Line.
- *No Player's hand* can touch or rest on the Playing Field during play.
- *Only the Controller* can touch the Puck during play. The Controller must remain in contact with the playing surface during play.
- *Players* are not allowed to "trap" the Puck and stop its motion.

## ★ GAME VARIATIONS ★

- **DOUBLES:** Play basic game rules except players alternate serving the puck after each goal.
- **TIME LIMIT:** (Singles or Doubles) Play (3) 5-minute periods. Scoring as many goals as possible by the end of (3) periods.
- **"KRAZY PUCK":** Use the TRIANGULAR PUCK for highly skilled play.
- **2-PUCK:** (Singles or Doubles) Play begins with each side serving a ROUND PUCK at the same time. Scoring is like basic game except twice the action!
- **2-GOALIE:** (Singles or Doubles) Each Player uses two Controllers at same time during play.
- **REBOUNDS ONLY:** (Singles or Doubles) Goals can only be scored if Puck rebounds off side.
- **SCOTCH FOURSOME:** (Doubles only) Team players must alternate shots for Goal to count. Score like basic game.
- **MULTI-CUSHION SOLITAIRE:** (Singles only) Rebound shots off of opposite end of table to practice defending your own goal.
- **KING-OF-THE-HILL:** (Three Players) Two players play against one. Players rotate clockwise only when the two-man team scores. Single player stays until scored upon.



## GAME MAINTENANCE

**CLEANING:** Turn table Blower on, and vacuum clean the playing surface with a soft brush head. If vacuuming does not remove soil, keep the Blower on and use a clean rag dampened with a mild soap-water solution. Be careful not to plug playing surface holes. **DO NOT USE** any other liquid cleaner or household polish on playing surface.

**PUCK SMOOTHING:** When a Puck no longer floats on the playing surface, sand the Puck using a sheet of 220-Grit Sandpaper. Move the Puck back and forth flat on the sandpaper, with even pressure, to eliminate burrs or ragged edges.

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