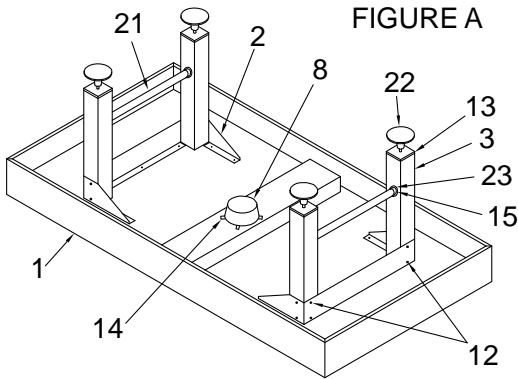


CAUTION: This is not a toy and is intended for use by or under the supervision of ADULTS!



GAME ASSEMBLY INSTRUCTIONS

Refer to PARTS LIST and Figure D on these instructions.

Place the CABINET ASSEMBLY (item #1) upside down on the floor. Remove plastic bag of PUCKS, CONTROLLERS, ETC and the tray of LEGS, MOTOR, PUCK CATCHERS, LEVELERS, ETC. Remove all of these items and set them aside until needed.

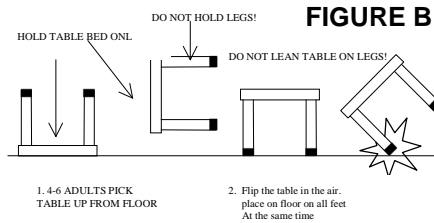
1. Stand a LEG (item #3) with the threaded insert holes facing outward toward SUPPORT BRACKET (item #2) on the underside of the CABINET ASSEMBLY. Install (4) 3/8"-16 x 3/4" LG BOLTS (item #12), through the bracket holes and into the threaded inserts in the LEG. **SNUG BOLTS FINGER TIGHT AT THIS TIME.** Repeat this step for the other (3) LEGS. Install CHROME TUBE (item #21) and (2) MOUNTING FLANGES (item #23) 8 1/2" from bottom of BOOT to center of mounting flange with (4) PAN HD. SCREWS (item #15). **TIGHTEN ALL LEG BOLTS – DO NOT OVER TIGHTEN!**

2. Put one LEG INSERT (item #13) into each LEG and thread LEVELERS (item #22) all the way in.

3. Remove the MOTOR (item #8) from its carton and assemble it to the (4) pre-drilled holes in the AIR PLENUM using (4) PAN HD. SCREWS (item #14). The table should now resemble FIGURE A.

PARTS LIST

#	QTY PER GAME	DESCRIPTION
1	1	CABINET ASSEMBLY
2	2	MOUNTING BRACKET – LEGS
3	4	LEGS
4	4	HYDRA TOP CAP
5	2	ALUM SIDE RAIL – 7'
6	2	ALUM END RAIL – 7'
7	2	ALUM END RAIL W/SLOT 7'
8	1	BLOWER (MOTOR)
9	2	END APRON – 7'
10	2	SIDE APRON – 7'
11	2	PUCKCATCHER – BLACK
12	16	BOLT – 3/8 – 16 x 3/4 LG. HEX HD.
13	4	LEG INSERT
14	4	SCREW - #10 x 5/8 LG. PAN HD.
15	28	SCREW - #8 x 1/2 LG. PAN HD.
16	2	CONTROLLER - RED
17	2	PUCK (BLACK AND BLUE)
18	2	SCOREPOINTER
19	2	SCORE LABEL – 7'
20	4	CORNER CLOSURE - BLACK
21	2	CHROME TUBE
22	4	LEG LEVELER
23	4	MOUNTING FLANGE
24	2	DRINK HOLDER - OPTIONAL
25	2	CONTROLLER - BLACK

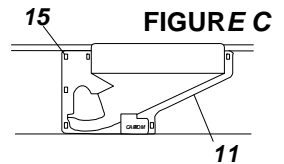


FLIPPING THE TABLE – FIGURE B

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

After flipping the table as shown in FIGURE B, install a PLASTIC PUCK CATCHER (item #11) into the large center notch at the end of the game table. Insert one PAN HEAD SCREW (item #15) into each mounting hole (six total), and tighten all screws snugly. Repeat for other PUCK CATCHER.



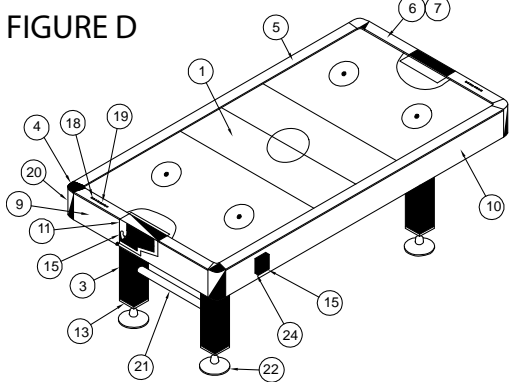
OPTIONAL DRINK HOLDER CAN BE INSTALLED ON SIDE PANELS WHERE OUT OF WAY. USE SUPPLIED SCREWS (4 PER HOLDER – item #15).

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 a coin toss.
- 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 Players 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 and Doubles) Play (3) 5 minute periods. Scoring as many goals as possible by the end of (3) periods.
- **2 PUCK:** (Singles and 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 and Doubles) Each Player uses two CONTROLLERS at the same time during play.
- **REBOUNDES ONLY:** (Singles and Doubles) Goals can only be scored if the PUCK rebounds off the sides.
- **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 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.



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 PUCK at high speed can cause pain, including damage or loss of fingernails.
2. Bystanders and Players should be alert of 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 the playing surface during play.
5. DO NOT SIT on game table. DO NOT PLACE heavy objects on game table. DO NOT place beverages or other objects on the rails during play.

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 220 grit sandpaper. Move the PUCK back and forth flat on the sandpaper with even pressure to eliminate burrs or ragged edges.