

INSTRUCTIONS and GAME RULES

CARROM®

Electrical Rating:
120 VOLTS - AC only/18 WATTS/60 HZ

MODEL NO. 244.C
AGES 8 TO ADULT

IMPORTANT SAFETY INSTRUCTIONS READ ALL INSTRUCTIONS

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

PARENTS PLEASE NOTE!

Motor cord, cord plug and motor grille should be checked regularly. Any damage or hazardous condition should be corrected immediately. Do not use this game until properly repaired.

Place the game on a suitable table for play. A floor area will also provide a play surface on which to place the game, however, IT IS NOT RECOMMENDED THAT THE GAME BE PLACED ON A CARPETED AREA. Carpeted areas could restrict air flow and create a POTENTIAL FIRE HAZARD.

After play, always be sure the cord plug is disconnected from the electrical outlet to eliminate any risk of fire.

IMPORTANT: A balanced motor assembly in this game will give you maximum service....If dropped or handled improperly, the motor assembly could be damaged and cause the game to malfunction.

WARNING: TO AVOID ELECTRIC SHOCK, DISCONNECT THE CORD PLUG FROM THE ELECTRICAL OUTLET BEFORE SERVICING THE GAME. NEVER USE A METALLIC PROBE TO OPEN PLUGGED AIR HOLES IN THE PLAY AREA SURFACE.

SAVE THESE INSTRUCTIONS

ASSISTANCE HOTLINE 1-800-223-6047

IF YOU ARE MISSING A PART, REQUIRE HELP, OR ARE HAVING A PROBLEM WITH THE PERFORMANCE OF THIS GAME, PLEASE CALL FOR ASSISTANCE BEFORE RETURNING THE GAME TO THE STORE.

ASSEMBLY INSTRUCTIONS

FASTENERS USED:

①



1/2" #10 Truss Head Screw
4 required

②

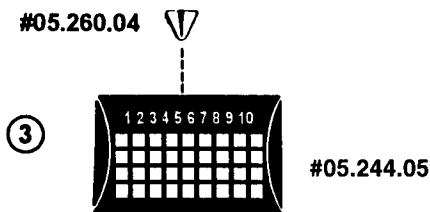


1 1/2" #9 Bugle Head Screw
8 required
(4) found in hardware pack
(4) found in game body

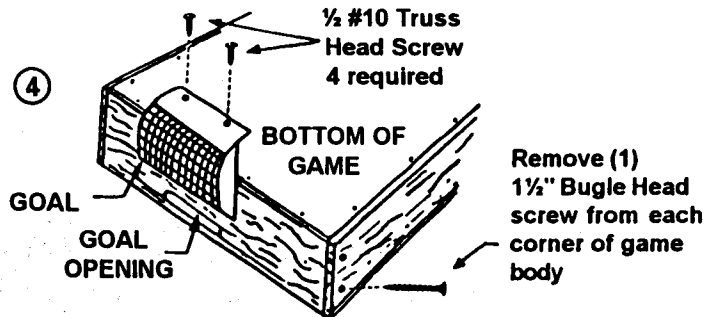
STEP 1. After removing the game from the carton, place the game with the face side (playing surface) down on a table or on the floor. Also, obtain the packet of equipment accessories from one end of the carton.

STEP 2. FROM THE CARTON remove 2 goal nets, 2 score pointers, 4 legs, 2 pucks, 2 puck controllers, 2 felt pads and the fasteners consisting of 4--1/2" #10 Truss Head screws (Fastener #1) and 4--1 1/2" #9 Bugle Head screws. Remove the Bugle Head screws from the game body corner. (Fastener #2)

STEP 3. Snap one score pointer over the edge of each goal as shown.



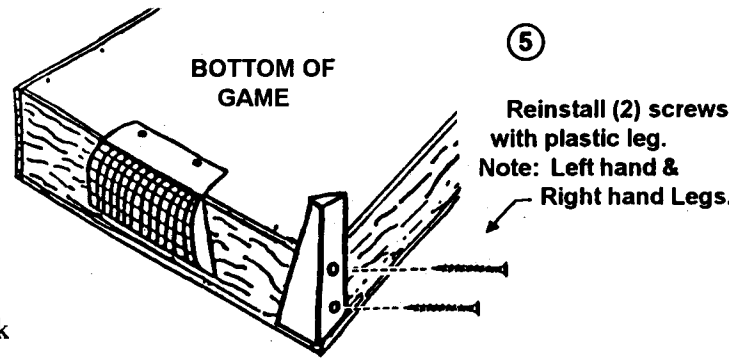
STEP 4. Attach one goal net at each end of the game with 2--1/2" #10 Truss Head screws in the predrilled holes as shown below. Make sure that the screws securely draw down both the goal and bottom panel to the end of the game. It is a good idea to check the staples holding down the bottom panels. If some have loosened in shipment, tap down with a hammer. This will eliminate all possible air leakage.



STEP 5. Remove 1 screw from each corner of the game (Figure 4). Note that there are (2) left hand and (2) right hand plastic legs. Place a plastic leg over a game body corner and carefully replace (1) 1 1/2" #9 Bugle Head screw that was removed in picture (4) along with (1) 1 1/2" #9 Bugle Head screw from the hardware pack. This will secure the plastic leg on the game body (Figure 5).

Do Not Overtighten these screws!

Turn game over and rest legs on a flat surface.



STEP 6. Felt Pad Installation: Peel away the backing from each Felt Pad and *carefully* align and press into position, centering the pad on the controller. Do Not Use the Controller Without Pads. Replace pads when worn to avoid scratching playing surface.



STEP 7. Plug the games' blower unit into a 110-120 volt AC polarized outlet only. This game is equipped with a polarized, alternating current line plug (a plug having one blade wider than the other). This is a safety feature. If you are unable to insert the plug fully into the outlet, try reversing the plug. If the plug should still fail to fit, your outlet is obsolete and should be replaced by a qualified electrician. Do not alter this plug. Do not defeat the safety purpose of the polarized plug.

RULES FOR PLAY

Play should be started with a 1-2-3 "face off", dropping the puck in the center of game. The object is to get the puck into the opponent's goal and players should stand at each opposite end of the playing surface. Players may not cross beyond the center line of the game with disc controllers. The goal must be guarded from a position outside the "goal zone". When a goal is made, the puck is put in play by the player not having made the goal. The winning score is set at a nominal figure by agreement between both players before starting play.

TABLE MAINTENANCE

Occasionally, some air holes in the playing surface may become clogged. If this happens you may reopen holes as follows: 1. DISCONNECT THE CORD PLUG FROM THE ELECTRICAL OUTLET. 2. Carefully push a thin, non-metallic probe into each clogged hole. (A broom straw or wooden toothpick are good tools.) Be careful not to damage the mouth of the hole being reopened. **Warning: to avoid electric shock, never use a metallic probe to reopen air holes in play surface.**

DO NOT USE HOUSEHOLD WAXES ON SURFACE as the "air cushion" may be affected due to the clogging of holes. If a puck becomes rough, carefully sand by placing it on a piece of fine sandpaper (#280 or #320 grit) and slide the puck back and forth until the roughness disappears.