

CARROM® SIGNATURE STICK HOCKEY

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Congratulations on the purchase of your SIGNATURE GAME. Game set up should be near to where you will play the game. Select a clear, level floor.

TOOLS REQUIRED: Adjustable Wrench, Phillips Screwdriver

NOTE: Game requires (4) "AA" batteries (not included) for electronic scorer to work properly. Weak batteries may cause erratic scoring. Game can be played with or without electronic scorer.

FIGURE A For PEDESTAL assembly, place the PEDESTAL where you would like the game to be. Two people should lift and set the Game Assembly on top of the PEDESTAL BASE (item #14). Position to line up with (4) threaded inserts in bottom of Game Assembly. Install (4) ¼" -20 x 1 ½" LG HEX HEAD BOLTS (item #15) and (4) ¼" FENDER WASHERS (item #16). (SKIP TO ELECTRONIC SCORE BOX ASSY)

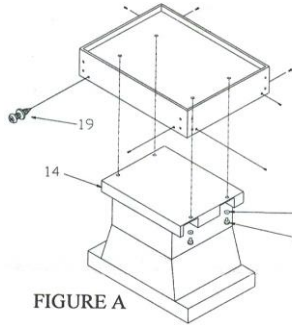


FIGURE A

FIGURE B For LEG assembly set dome aside and using two people, flip game on its' side. Using a rubber mallet or hammer, tap leg leveler inserts (item #20) evenly to distribute the pressure onto bottom of legs. Attach the four LEGS (item #5) to the cabinet finger tight, one side at a time, turning game as needed, using (16) ¾"-16 x 1 ½" HEX HEAD MACHINE BOLTS (item #3) & (16) WASHERS (item #4). Screw the (4) LEG LEVELERS (item #6) into the insert in the bottom of the legs. Make certain they are fully screwed in prior to turning the game upright. After turning the game upright tighten all leg bolts. Using a Phillips screwdriver, screw in the (8) DOUBLE HEADED SCREWS (item #19) into the holes indicated in Figure B. Install the CHROME TUBE (item #21) with the MOUNTING FLANGES (item #22) and (2) #8 SCREWS (item #23). First mark the location for the screws 9" up on the inside of the legs. Place the MOUNTING FLANGES on the ends of the CHROME TUBES then align the flange screw holes with your marks. Using a Phillips screwdriver, screw in the screws. Repeat this for both ends.

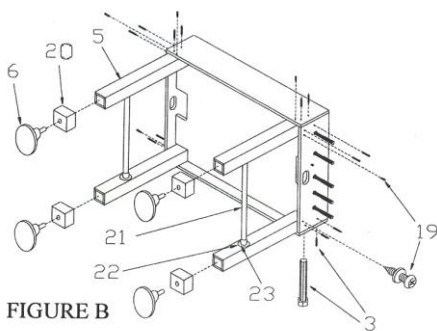


FIGURE B

ELECTRONIC SCORE BOX ASSY: Attach SCORER BOX (item #11) to DOME (item #8) after removing dome's protective film. Slip SCREW projecting from top of SCORER BOX through the hole on top of the DOME and secure with ACORN NUT (item #13) and WASHER (item #12). Attach (3) CABLE CLAMPS (item #10) with adhesive pads to the DOME opposite the large hole in the DOME and secure the UPPER CABLE (part of score box item #11) to the CLAMPS. Connect the UPPER and LOWER CABLES. Whenever dome removal is necessary, always disconnect the (2) cables first to prevent damaging the DOME or SCORER. CAUTION: The DOME scratches easily. Clean using glass cleaner and a soft cloth only!

FIGURE C Attach (4) CORNER COVERS (item #17) to each corner of cabinet by sliding down over top edge of cabinet first. Then attach the CORNER COVER to the cabinet by carefully engaging the (2) DOUBLE HEADED SCREWS (item #19) on the corners of the cabinet with the slots on the inside of the corners. The (4) DRINK HOLDERS (item #18) attach to the CORNER COVERS by holding them at the top of the CORNER COVER and sliding them downward until snug. DO NOT PUSH ON OVERLY TIGHT!

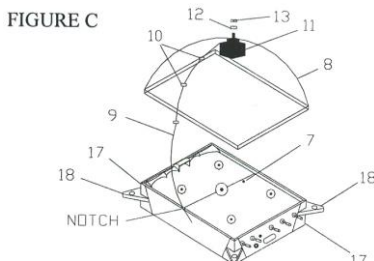


FIGURE C

SHOULD PLAYER GEAR REPLACEMENT EVER BE NECESSARY – PLEASE FOLLOW THE PROCEDURE LISTED BELOW!

- Remove the DOME and carefully place it next to the game being careful not to scratch it.
- Remove all players from the game by firmly pulling straight up on the player
- Carefully lift the play surface from the game
- Remove the gear from the rod by unscrewing the gear halves, which connect the gear to the rod.

ASSEMBLY IS THE REVERSE OF THE ABOVE.

ITEM	DESCRIPTION	QUANTITY
For leg assy only		
3	BOLT ¾"-16 X 1 ½" LG HEX HEAD (#09.744.24)	16
4	WASHER 3/8 USS BLACK (#09.755.41)	16
5	LEG (#01.744.50)	4
6	LEG LEVELER (#10.755.15)	4
7	PUCK (#744.60.30) – PKG OF 2	2
8	DOMES (#05.744.54)	1
10	CABLE CLAMP (#05.744.10)	3
11	SCORER BOX (#425.00.80)	1
12	BLACK FLAT WASHER - #10 (#09.770.28)	1
13	ACORN NUT (#09.744.15)	1
For ped assy only		
14	PEDESTAL BASE (#05.744.85)	1
15	BOLT - ¼" -20 X 1-1/2" HEX HEAD (#09.770.31)	4
16	FENDER WASHER - ¼" (#09.744.41)	4
17	CORNER COVER (#05.425.55)	4
18	DRINK HOLDER (#05.425.56)	4
19	DOUBLE HEADED SCREW (#09.325.09)	8
For leg assy only		
20	LEG LEVELER INSERT (#425.00.65/set of 4) (05.325.01/for 1)	4
21	CHROME TUBE (#10.425.20)	2
22	MOUNTING FLANGE (#05.325.02)	4
23	SCREW - #8 X ½" PAN HEAD BLACK (#09.744.11)	8

GAME FEATURES & PLAY

Game will operate with (4) "AA" batteries. Insert (4) "AA" batteries into the battery holder. A piece of tape may be required to keep batteries from being jarred out during heavy game play. First period will commence each time RESET BUTTON is depressed. Game play consists of (3) two-minute periods and (1) one minute overtime period in the event of a tie. Game play will end in overtime with a player scoring. The period lights will flash at the END OF THE PERIOD and at the END OF THE GAME. FINAL SCORE will flash the game winner. Electronic scoring will turn off automatically after end of third period. Face-off with PUCK (item #7) and HAVE FUN PLAYING!

TROUBLE SHOOTING & REPAIR

Puck will not fall through PUCK TROUGH:

1. Check Puck Trough channel for dirt and/or blockages.
2. Inspect for any binding of the switch wire within the slot. Wire should move freely within the slot. If any binding occurs bend wire slightly to adjust.

GEAR MECHANISM hard to turn:

1. Stripping of gear teeth can cause binding. Although the game is equipped with a slip clutch, gear tooth damage may occur after numerous game plays. Remove the gear mechanism and inspect teeth for damage. If gear or clutch are worn, replace mechanism.
2. A worn gear housing will cause binding or sloppy action. If this occurs, replace mechanism.
3. If gears are not turning freely, unplug the score unit, remove the dome, remove the player(s) that are not turning freely, protect the playfield with a cloth & spray some dry silicone lubricant spray into gearbox that player(s) were plugged into. Lastly, rotate rod(s) a few times.

PLAYER Travel:

1. Player rubs on edge of slot. Check alignment of guide strip. Adjust if necessary by repositioning.
2. Check for wear of guide strip or gear mechanism. If so, replace.
3. Check for debris or blockage in guide strip.

ELECTRONIC SCORING:

1. If goal is scored and not registered, check the switch wire actuator. When puck passes the wire a score should occur. If not, bend wire to adjust.
2. If unit does not power up or score properly, check batteries.
3. Check connections. In-line cable connector, score switch terminals, and connector inside score housing. Although the unit was inspected in assembly, loosening of connections may occur during shipping..

PRODUCT REGISTRATION

Visit www.carrom.com to register your product(s) to receive the latest updates, special offers and other product related information.

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