

Item# 45-6836



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## 48" Air Hockey With Over Head LED Scorer



Please keep this instruction manual for future reference

If you have any problems with your new product, please visit our website [www.triumphsportsusa.com](http://www.triumphsportsusa.com) for the fastest expedited service possible for your replacement part ordering needs. Please have a copy of your receipt of purchase. For any technical support or warranty issues, please contact Triumph Sports USA at 1-866-815-4173 or email us at [csr@triumphsportsusa.com](mailto:csr@triumphsportsusa.com)

## Limited 90-Day Triumph Sports USA, Inc. Warranty

All Triumph Sports USA, Inc. (TSU) games have a limited 90-day from date of purchase warranty. This warrants the retail purchaser for any TSU game purchased to be free from any defect in materials and construction for 90 days from the date of purchase. The only exceptions to the warranty include main frames, tabletops, playing surfaces, batteries or tools. Damaged main frames, tabletops, playing surfaces need to be returned to the store as we are unable to replace these parts. Normal play wear and usage is not covered under the warranty, nor is wear or damage due to improper use of the TSU game. This will void any and all TSU warranties.

**A PURCHASE RECEIPT (or other proof of purchase date) will be required before any warranty service is initiated. All requests for warranty service can be submitted by email, in writing or by contacting our Customer Service Department at: 1-866-815-4173 or email us at [csr@triumphsportsusa.com](mailto:csr@triumphsportsusa.com).**

## Warnings



**WARNING:** Choking Hazard--Product contains small parts and/or small balls. Not for children under 3 years of age.



**WARNING:** Adult Assembly Required.



**WARNING:** This is not a child's toy. Adult supervision is required for children playing this game. Please read instructions carefully. Proper use of this set can prevent damage or injury.

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# IMPORTANT SAFETY INSTRUCTIONS

## READ ALL INSTRUCTIONS

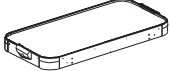
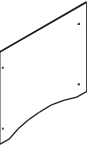
1. Read all instructions-All the safety and operating instructions should be read carefully before the hockey game is played.
2. **Caution**-This is not a toy and is intended for use by or under the supervision of adults. Adults should review safety guidelines with children to avoid possible risk of electric shock or other injuries.
3. **Power sources**-This hockey game should be operated only from 110-120V A.C., 60 cycle current as indicated on the identification label. If you are not sure of the type of power supply to your home, consult your appliance dealer or local power company.
4. **Power cord protection**-Power cord should be routed so that it is not likely to be walked on or pinched by items placed upon or against it. Pay particular attention to cords at plugs, convenience receptacles, and the point of exit from the game.
5. **Overloading**-Do not overload wall outlets and extension cords as this can result in a risk of fire or electric shock.
6. **Object and liquid entry**-Never push objects of any kind into this game through openings as they may touch dangerous voltage points or short-out parts which could result in a fire or electric shock. Never spill liquid of any kind on the game.
7. **Ventilation**-Openings in the game are provided for the exhaust air to create a cushion effect. The openings on the air blower are for the intake air. Keep clear of the air blower when it is on. Do not put hand or other objects near the intake openings. To ensure reliable operation of the game and protect it from overheating these openings must not be blocked or covered.
8. **Damage requiring service**-Unplug the game from the wall outlet.  
Do not attempt to service the blower yourself as opening or removing covers may expose you to dangerous voltage or other hazards. Refer servicing to qualified service personnel under the following conditions.
  - A. When the power supply cord or plug is damaged.
  - B. If liquid has spilled, or objects have fallen into the blower.
  - C. When the air blower exhibits a distinct change in performance e.g. abnormal noise, this indicates a need for service.
9. **CAUTION-ELECTRICALLY OPERATED PRODUCT** - Not recommended for children under 12 years of age. As with all electrical products, precautions should be observed during handling and use to reduce the risk of electric shock.
10. We recommend that the game be periodically examined for conditions that may result in the risk of fire, electrical shock, or injury to persons. In the event such conditions exist, the game should not be used until properly repaired.
11. **RISK OF FIRE, ELECTRIC SHOCK, OR INJURY TO PERSONS**  
**WARNING**-When using electric appliances, basic precautions should always be followed, including the following:
  - A) Read all the instructions before using the appliances.
  - B) To reduce the risk of injury, close supervision is necessary when an appliance is used near children.
  - C) Do not contact moving parts.
  - D) Only use attachment recommended or sold by the manufacturer.
  - E) Do not use outdoors.
  - F) For a cord-connected appliance, the following shall be included:
    - To disconnect, turn all controls to the off position, then remove plug from outlet.
    - Do not unplug by pulling on cord. To unplug, grasp the plug, not the cord.
    - Unplug from outlet when not in use and before servicing or cleaning.
    - Do not operate any appliance with a damaged cord or plug, or after the appliance malfunctions or is dropped or damaged in any manner. Return appliance to the nearest authorized service facility for examination, repair, or electrical or mechanical adjustment.

### SAVE THESE INSTRUCTIONS

**WARNING: To Reduce The Risk Of Fire Or Electric Shock, Do Not Use This Fan With Any Solid-State Speed Control Device.**

**For Household use only.**

## Parts List

|                                                                                                                  |                                                                                                                   |                                                                                                                    |                                                                                                                                  |                                                                                                                     |
|------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------|
| 1<br><br>Main Frame<br>1 pc     | 2<br><br>Left Leg<br>2 pcs       | 3<br><br>Right Leg<br>2 pcs       | 4<br><br>Leg Panel<br>2 pcs                   | 5<br><br>Goal Box<br>2 pcs       |
| 6<br><br>M6 Bolt<br>12 pcs      | 7<br><br>M6 Washer<br>12 pcs     | 8<br><br>3.5x12 Screw<br>20 pcs   | 9<br><br>Allen Key<br>1 pc                    | 10<br><br>Scorer<br>1 pc         |
| 11<br><br>3x30mm Screw<br>2 pcs | 12<br><br>Nut<br>2 pcs           | 13<br><br>Pusher<br>2 pcs         | 14<br><br>Puck<br>2 pcs                       | 15<br><br>Felt Pad<br>2 pcs      |
| 16<br><br>Adaptor<br>1 pc     | 17<br><br>Scorer Pole<br>2 pcs | 18<br><br>Pole Bracket<br>2 pcs | 19 PRE-INSTALLED<br><br>Connect Box<br>1 pc | 20<br><br>Leg leveler<br>4 pcs |

**Requires 2 AA batteries (not included).**

## Assembly Tips:

**Attention:** If you are using an electric screwdriver in the assembly, please set at low torque and do not over tighten the hardware. When assembling individual parts, loosely tighten screws until all screws are inserted, then tighten completely

## Assembly Instructions

**NOTE:** We recommend that two adults work together to assemble this Hockey table.

### Step.1

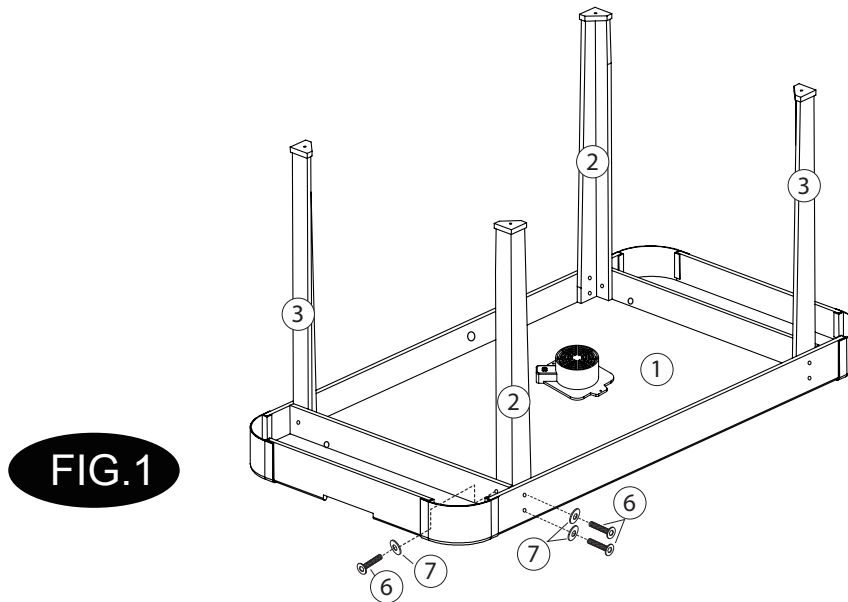
Find a clean, level place to begin the assembly of your Hockey Table. The table will be assembled upside down and then turned over on its legs once the assembly is completed

## Step.2

Remove all the parts from the box and verify that you have all of the parts as shown on the parts list above. Carefully cut or tear the four corners of the box so that the bottom of the box can be used as your work surface.

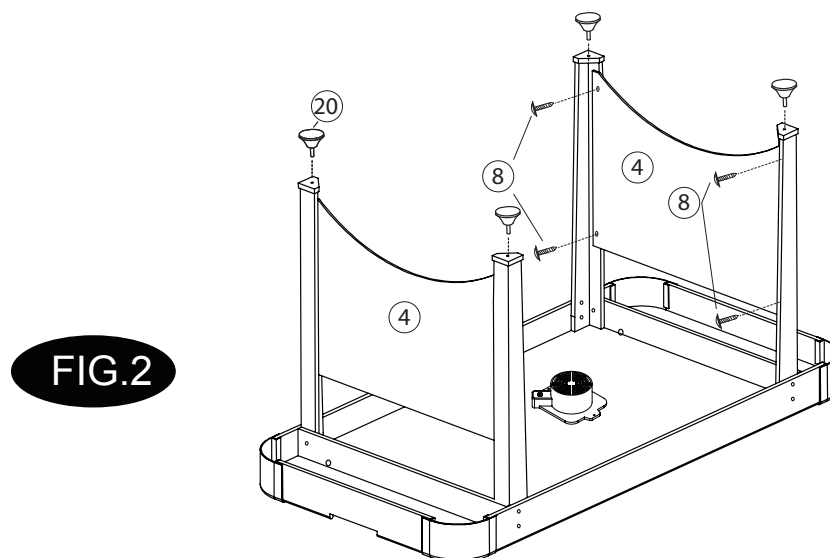
## Step.3

Place the Main Cabinet (#1) face down on a clean and flat surface, Attach the Left Legs (#2) and Right Legs (#3) to the Main Cabinet using three Bolts (#6) and three Washers (#7) per Leg.



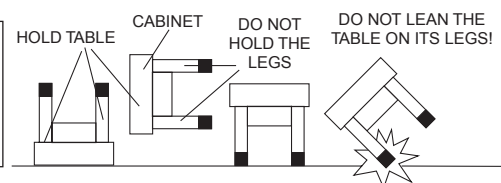
## Step.4

Attach the Leg Panel (#4) to the legs using four Screws (#8) per leg panel. Screw the Leg Leveler(#20) to the Legs



**CAUTION:** Two strong adults are recommended to turn the table over as shown.

1. Lift the table off the ground.
2. Turn the table over.
3. Place it on all four feet at the same time on the ground.

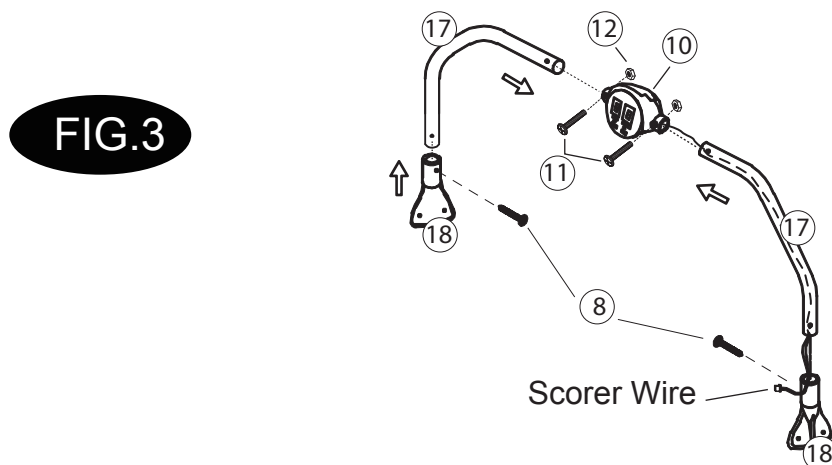


### Step.5

Thread the Scorer wire from the Scorer (#10) through one of Scorer Pole (#17)

Attach the Scorer Pole to the Scorer using one Screw (#11) and one Nut (#12) on each side.

Attach the Pole Bracket (#18) to the Scorer Pole (#17) using one Screw (#8) per Pole.



### Step.6

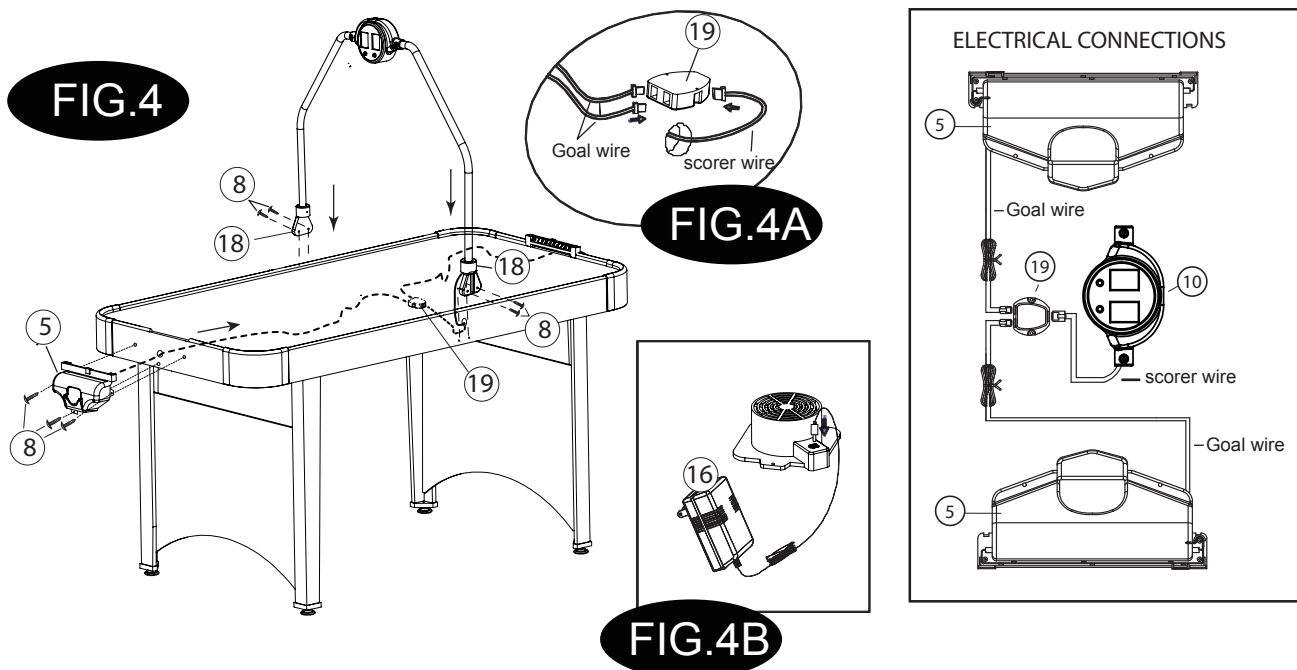
Thread the scorer wire from the assembled scorer through the side apron to the underside of the table and then plug into the pre-installed Connect Box (#19).

Attach the assembled scorer to the Main Cabinet (#1) by connecting each Pole Bracket (#18) using four Screws (#8).

Thread the goal wire from the Goal Boxes (#5) through the openings in each End Apron to the underside of the table and Plug each wire into the pre-installed Connect Box (#19).

Attach the Goal Boxes (#5) to each End Apron using three Screws (#8).

Insert the Adaptor wire (#16) into the DC Jack on the Motor.



### Step.7

Peel off Backing on Felt Pad #15, Flip over and apply to Pusher (#13), Repeat for both pushers.

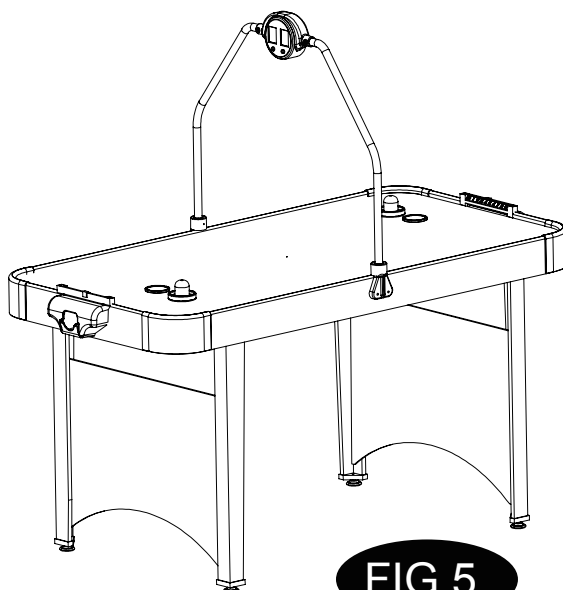


FIG.5

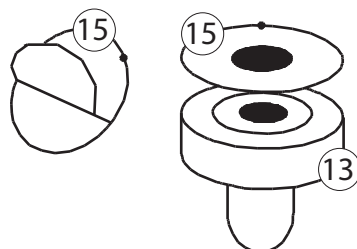
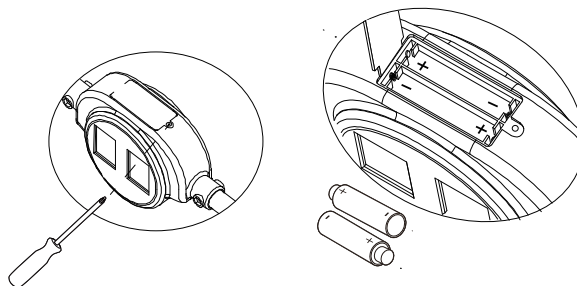


FIG.5A

## Electronic Scorer Operation

1. Remove the battery cover and insert 2X1.5V AA Batteries into the battery box. (Batteries Not Included.) When HOME/VISITOR indicates "0", start the game.



### Reminding:

- a) Batteries must be installed according to the correct polarization (+ and -) requires.
- b) Please clean the battery contacts and also those of the devices prior to battery installation.
- c) If the game will not be used for a long period of time, we recommend that the batteries should be removed.



### WARNING:

- 1) Do not mix old and new batteries.
- 2) Do not mix alkaline, standard (carbon zinc), or rechargeable (nickel-cadmium) batteries.
- 3) Do not dispose of batteries in fire, batteries may explode or leak.

2. When the “HOME” player scores a point, the “HOME” indicator will show 1 point. When the “VISITOR” player scores a point, the “VISITOR” indicator will show 1 point.
3. The first player to reach 10 points wins the game. The winner’s indicator will flash for several seconds.
4. After the game, press the “RESET” button to start a new game and the HOME/VISITOR will indicate “0”.

**Note:**

1. You can press the “RESET” button at any time to set the scorer back to the beginning status.
2. You can press the “ON/OFF” button at any time to turn off the scorer. Press “ON/OFF” button again to turn the game back on.

**Warning:** Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user’s authority to operate the equipment..

**NOTE:** This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.

# Air Powered Hockey Rules of Play

## The Object of the Game

The object of Air Powered Hockey is to be the first player to score 10 goals against the opposing player.

## Beginning the Game

A coin toss is used to determine which player will go first ("serve"). The player winning the coin toss gets the puck and begins play by striking the puck with his/her pusher to the opponent's side.

## During Play

Players can strike the puck anywhere on their half of the playing surface. Players cannot cross the centerline to strike the puck. If a goal is scored when a player strikes the puck over the centerline, it does not count.

A player may stand anywhere around the table on his/her side of the centerline. Players may not stand past that line. When the puck contacts any part of the centerline, either player may strike the puck to score.

## Scoring

A goal is scored when the puck enters and drops inside the opponent's goal.

The player scored upon receives possession of the puck for the next serve.

What Counts as a Goal?

If the puck stops in the goal and has tilted into the goal drop, it counts as a goal.

If the puck stops in the goal and has not tilted into the goal, it does not count as a goal. Player can move the puck out of the goal area with his/her hand or pusher.

If the puck rebounds out of the goal, the point does not count.

## Winning

The first player to score 10 points is declared the winner.