



We strive to ensure that our products are of the highest quality and free of manufacturing defects or missing parts. However, if you have any problems with your new product,

DO NOT RETURN IT TO THE STORE,

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gameroom@escaladesports.com

Mailing Address: (Correspondence Only)

Escalade Sports
PO Box 889
Evansville, Indiana 47706-0889

Physical Location:

Escalade Sports
817 Maxwell Ave.
Evansville, Indiana 47711

Please visit our Web site at:

www.escaladesports.com

Please have your model number when inquiring about parts.

When contacting Escalade Sports please provide your model number, date code (if applicable), and part number if requesting a replacement part. These numbers are located on the product, packaging, and in this owners manual.

Your Model Number: **45-6630-BJ WF**

Date Code: **2-45-6630-BJWF- -SY**

Purchase Date: _____

PLEASE RETAIN THIS INSTRUCTION MANUAL FOR FUTURE REFERENCE

**IMPORTANT! READ EACH STEP
IN THIS MANUAL BEFORE YOU
BEGIN THE ASSEMBLY.**

IMPORTANT!

THE DRAWINGS IN THIS
MANUAL MAY BE
EXAGGERATED OR MODIFIED
TO SHOW DETAILS.



TWO ADULTS ARE REQUIRED TO ASSEMBLE THIS 48'' 4-IN-1 SWIVEL TABLE

Featuring : Air Hockey, Table Tennis, Billiards and Archery

Tools Required:

Allen Wrench (Included)
Phillips Screwdriver
Furniture Polish and Cloth
Pliers

An electric screwdriver is helpful in assembly. However, please set at low torque and use extreme caution with an electric screwdriver because you could overtighten the hardware and strip the screws.

Assembly Tips

Make sure you understand the following tips before you begin to assemble your game table.

1. Start all bolts by hand before tightening.
2. Some drawings or images in this manual may not look exactly like your product. Please read and understand the text before starting each assembly step.



WARNING:

**READ AND FOLLOW ALL ASSEMBLY, OPERATION, AND
SAFETY INSTRUCTIONS CAREFULLY. AT LEAST TWO
ADULTS ARE REQUIRED TO ASSEMBLE THIS GAME TABLE.**

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 8 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.

HARDWARE IDENTIFIER

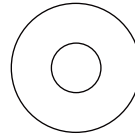
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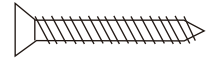
H1 - M6 x 40 mm
Allen Head Bolt
(8 pcs)



H2 - M6 x 30 mm
Allen Head Bolt
(8 pcs)



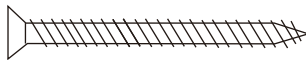
H3 - 6.5 x 16mm
Flat Washer
(16 pcs)



H4 - 3.5 x 25 mm
Phillips Flat
Head Screw
(12 pcs)



H5 - M4 x 25 mm
Allen Head Bolt
(8 pcs)



H6 - 3.5 x 40 mm
Phillips Flat
Head Screw
(24 pcs)



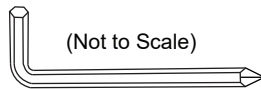
H7 - 3.5 x 14 mm
Phillips Round
Head Screw
(24 pcs)



H8 - 3.5 x 16 mm
Phillips Flat
Head Screw
(8 pcs)



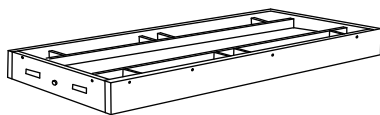
H9 - M4 Nylock nut
(8 pcs)



(Not to Scale)
T1 - Allen Phillips Wrench
(1 pc)

PARTS IDENTIFIER

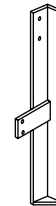
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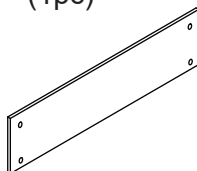
P1 - Air Hockey Table
Cabinet
(1pc)



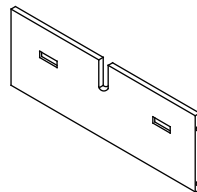
P2 - Left Leg
(2pcs)



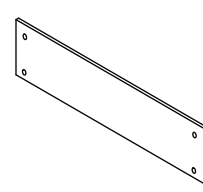
P3 - Right Leg
(2pcs)



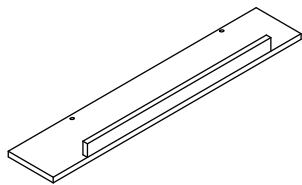
P4 - Center Frame Support
(2pcs)



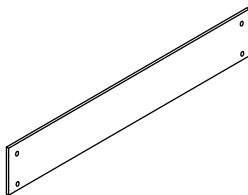
P5 - Leg Top End Apron
(2pcs)



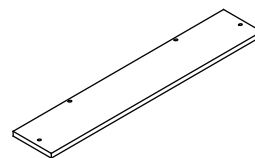
P6 - End Leg Apron
(2pcs)



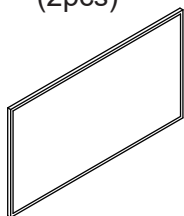
P7 - Ball Storage Board
- Lower
(2pcs)



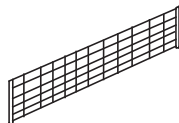
P8 - Lower Frame Side Apron
(2pcs)



P9 - Top Side End Panel
(2pcs)



P10 - Archery Target / Table
Tennis Playfield
(1pc)



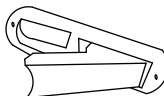
P11 - Table Tennis Net
(1pc)



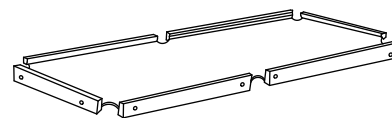
P12 - Table Tennis Net Post
(2pcs)



P13 - Plastic Archery Target
Board Holders
(2pcs)



P14 - Lock/Latch
(4pcs)



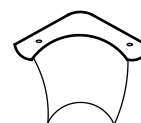
P15 - Billiards Playfield
(1pc)



P16 - Plastic Rub Strip
(4pcs)



P17 - Leg Leveler
(4pcs)



P18 - Corner Pocket Shield
(4pcs)



P19 - Side Pocket Shield
(2pcs)

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.
- Consult the dealer or an experienced radio/TV technician for help.

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions:
(1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation."

"CAUTION: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment."

ACCESSORIES IDENTIFIER

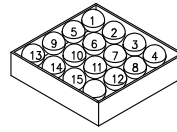
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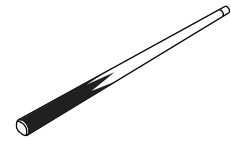
A1 - Table Tennis Paddle
(2pcs)



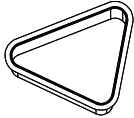
A2 - Table Tennis Ball
(2pcs)



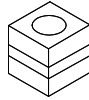
A3 - Billiard Ball Set
(1pc)



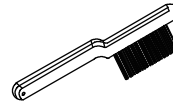
A4 - Pool Cue
(2pcs)



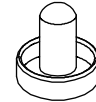
A5 - Triangle
(1pc)



A6 - Cue Chalk
(1pc)



A7 - Billiards Playfield Brush
(1pc)



A8 - Hockey Striker
(2pcs)



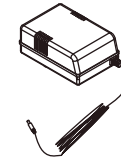
A9 - Hockey Puck
(2pcs)



A10 - Archery Set
(1set)



A11 - Plastic Clip on
Cue Holders
(2pcs)



A12 - A/C Adapter
(1pc)

Assembly Tips

Attention: If you are using an electric screw driver in 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. **Do not Strip Out Any Screws.**

Assembly Instructions

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

Find a clean, level place to begin the assembly of your 4 in 1 rotating game table.

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

Very Important NOTE:

Parts are packed inside the table cabinet. Remove the Billiards Playfield P15. Inside the table cabinet you will find all parts needed to assemble your table.

PARTS REQUIRED:

1 pc - **P1** Air Hockey Table Cabinet
4 pcs - **P16** Plastic Rub Strip
4 pcs - **H7** Phillips Flat Head Screw

1 pc - **P13L** Left Archery Target Board Holder
1 pc - **P13R** Right Archery Target Board Holder
8 pcs - **H8** Phillips Flat Head Screw

STEP 1

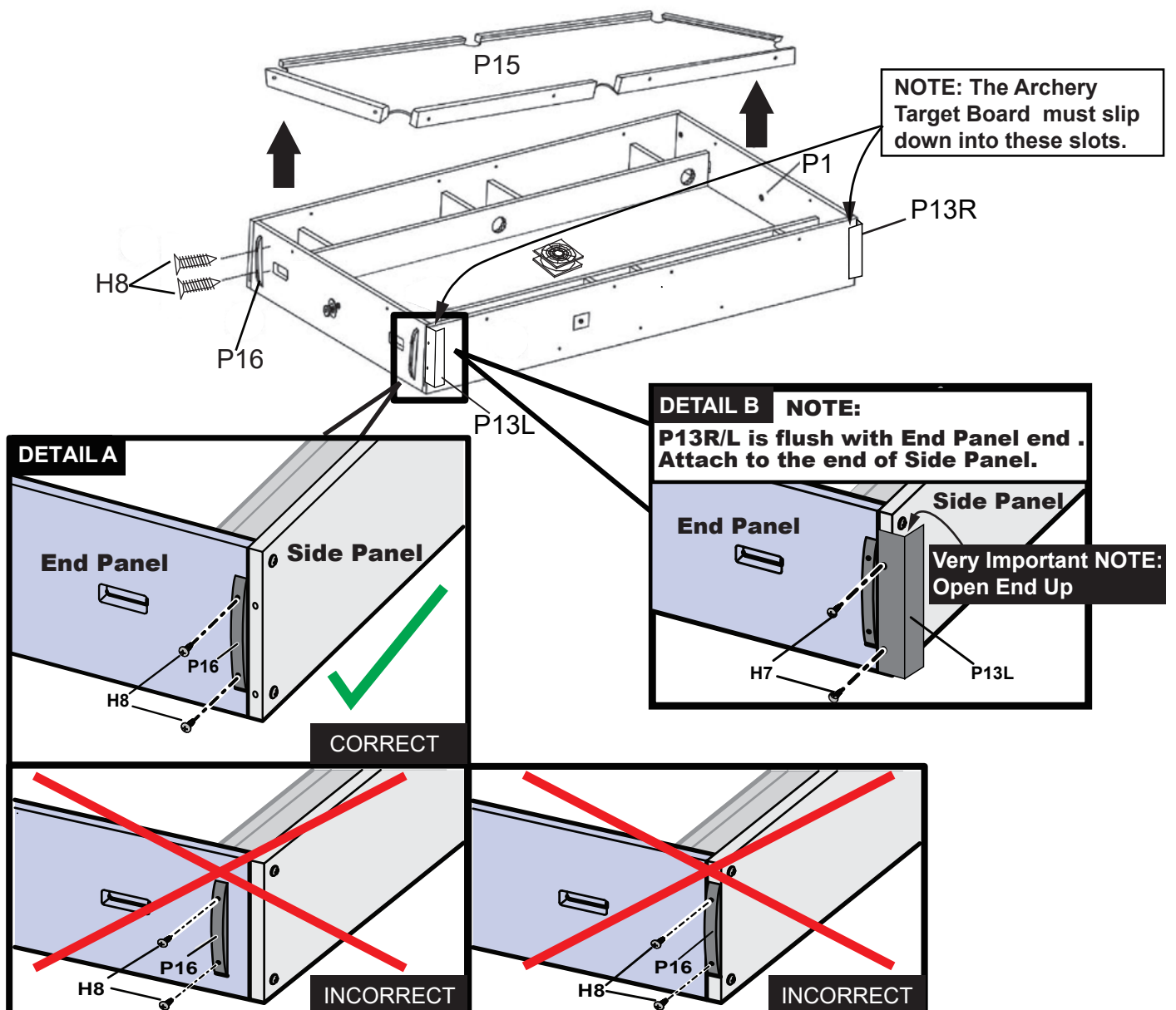
FIRST, CAREFULLY REMOVE POOL PLAYFIELD AND ALL PARTS & CARTONS PACKED INSIDE THE P1 AIR HOCKEY TABLE CABINET.

Center Plastic Rub Strips **P16** vertically on end panel and attach Rub Strips flush to the edge of end panel as shown in **DETAIL A**.

Attach the Plastic Rub Strips **P16** to the Air Hockey Table Cabinet **P1** using two screws **H8** per Plastic Rub Strip. **Tighten, but do not strip out the Screws H8.**

Attach Plastic Archery Target Board Holders **P13L/R** to the Air Hockey Cabinet **P1** using the Round Head Screws **H7** as shown in **DETAIL B**.

Do not replace Billiards Playfield P15 at this time.



PARTS REQUIRED:

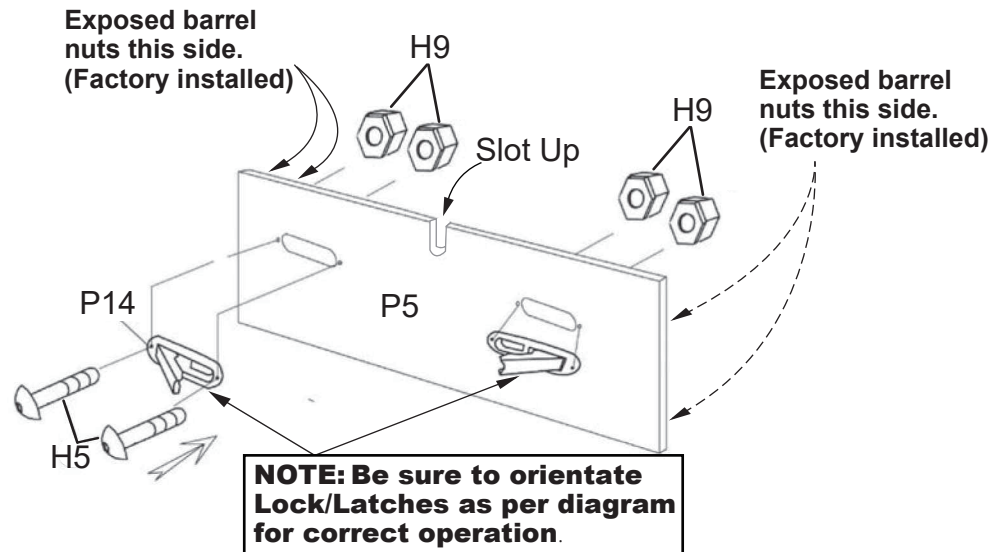
2 pcs - **P5** Leg Top End Apron
8 pcs - **H5** Allen Head Bolts

4 pcs - **P14** Lock/Latch
8 pcs - **H9** 5/32" Nut

STEP 2

Install 2 Lock/Latches **P14** into the cut outs on Leg Top End Apron **P5** with the Bolts **H5** and Nuts **H9**. Repeat this assembly step for the other Apron **P5**.

Tighten the Bolts H5 using the T1 AllenWrench and Pliers.



PARTS REQUIRED:

2 pcs - **P2** Left Leg
2 pcs - **P3** Right Leg
2 pcs - **P7** Ball Storage Board-Lower
8 pcs - **H1** Allen Head Bolt
8 pcs - **H3** Flat Washer
8 pcs - **H6** Phillips Flat Head Screw

STEP 3

Install the **STEP 2 Assembly** to Left Leg **P2** and Right Leg **P3** with the Bolts **H1** and Washers **H3**.

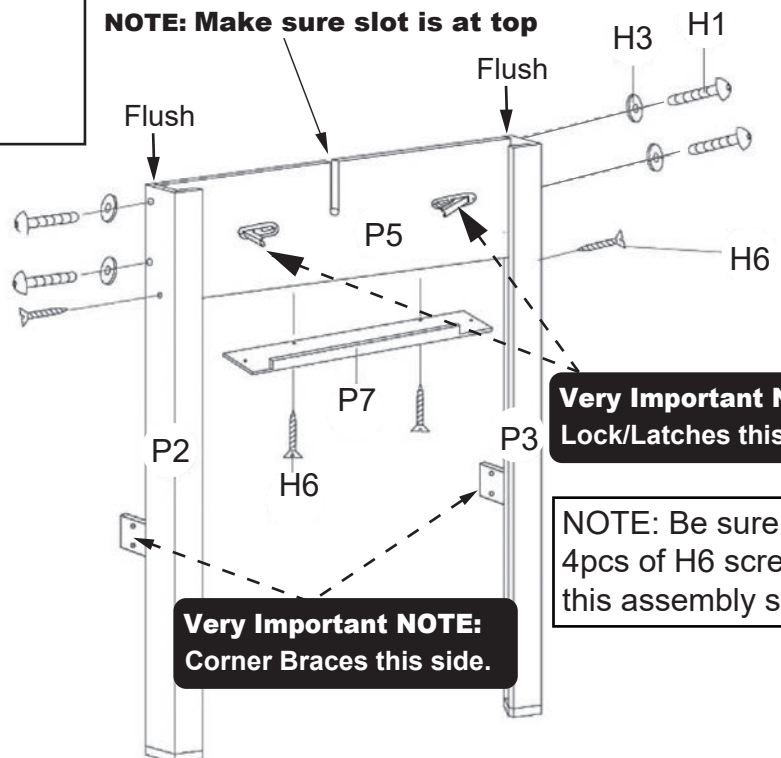
Tighten the Bolts H1 using the T1 Allen Wrench.

Install the Ball Storage Board-Lower **P7** to the Leg Top End Apron **P5** using the Screws **H6** and the predrilled holes.

Tighten, but do not strip out the Screws H6.

Repeat this assembly step for the other Leg assembly.

Very Important NOTE:
Please study diagram closely to ensure correct assembly.



PARTS REQUIRED:

- 2 pcs - **P6** End Leg Apron
- 4 pcs - **P17** Leg Leveler
- 8 pcs - **H7** Phillips Round Head Screw

STEP 4

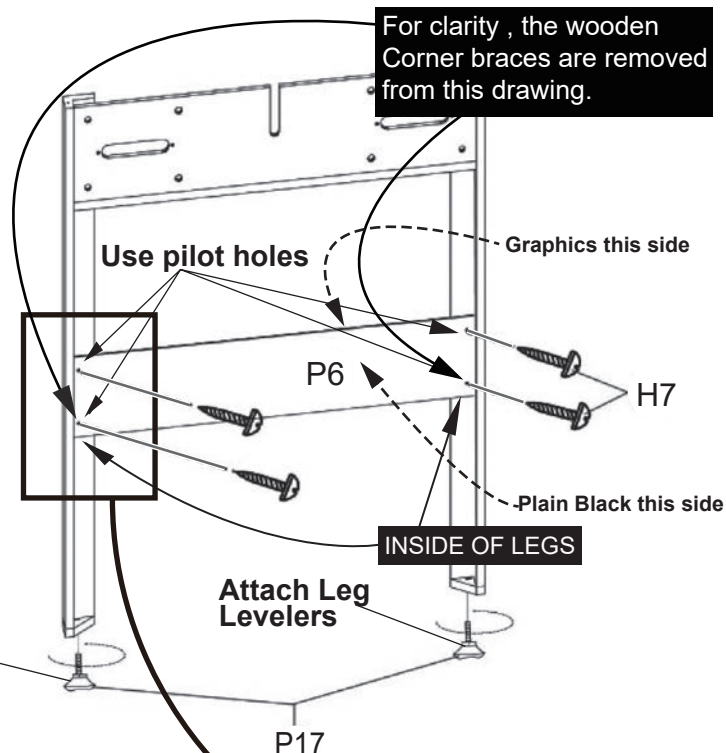
Attach the End Leg Apron **P6** to the leg assembly from the inside using pilot holes with Screws **H7**.

Tighten, but do not strip out the Screws H7.

Install Leg Levelers **P17** to the bottom of each leg.

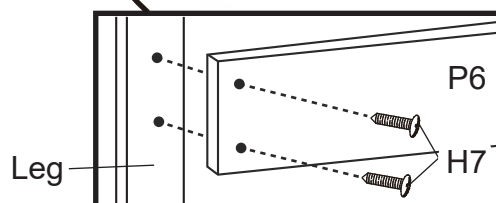
Repeat this assembly step for the other Leg assembly.

Attach Leg Levelers



PARTS REQUIRED:

- 2 pcs - **P8** Lower Frame Side Apron
- 8 pcs - **H2** Allen Head Bolt
- 8 pcs - **H3** Flat Washer

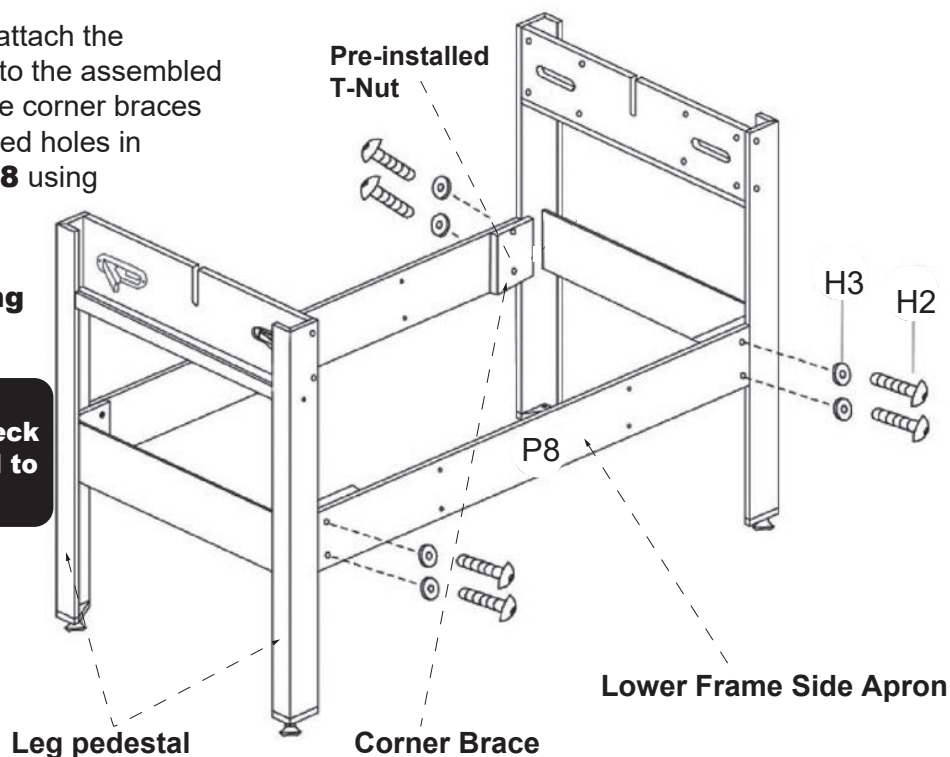


STEP 5

With the help of another adult, attach the Lower Frame Side Aprons **P8** to the assembled Legs by aligning the holes in the corner braces on leg pedestal with the predrilled holes in the Lower Frame Side Apron **P8** using Bolts **H2** and Washers **H3**.

Tighten the Bolts H2 using the T1 Allen Wrench.

Very Important NOTE:
At this time, please double check that your assembly is identical to STEP 5.



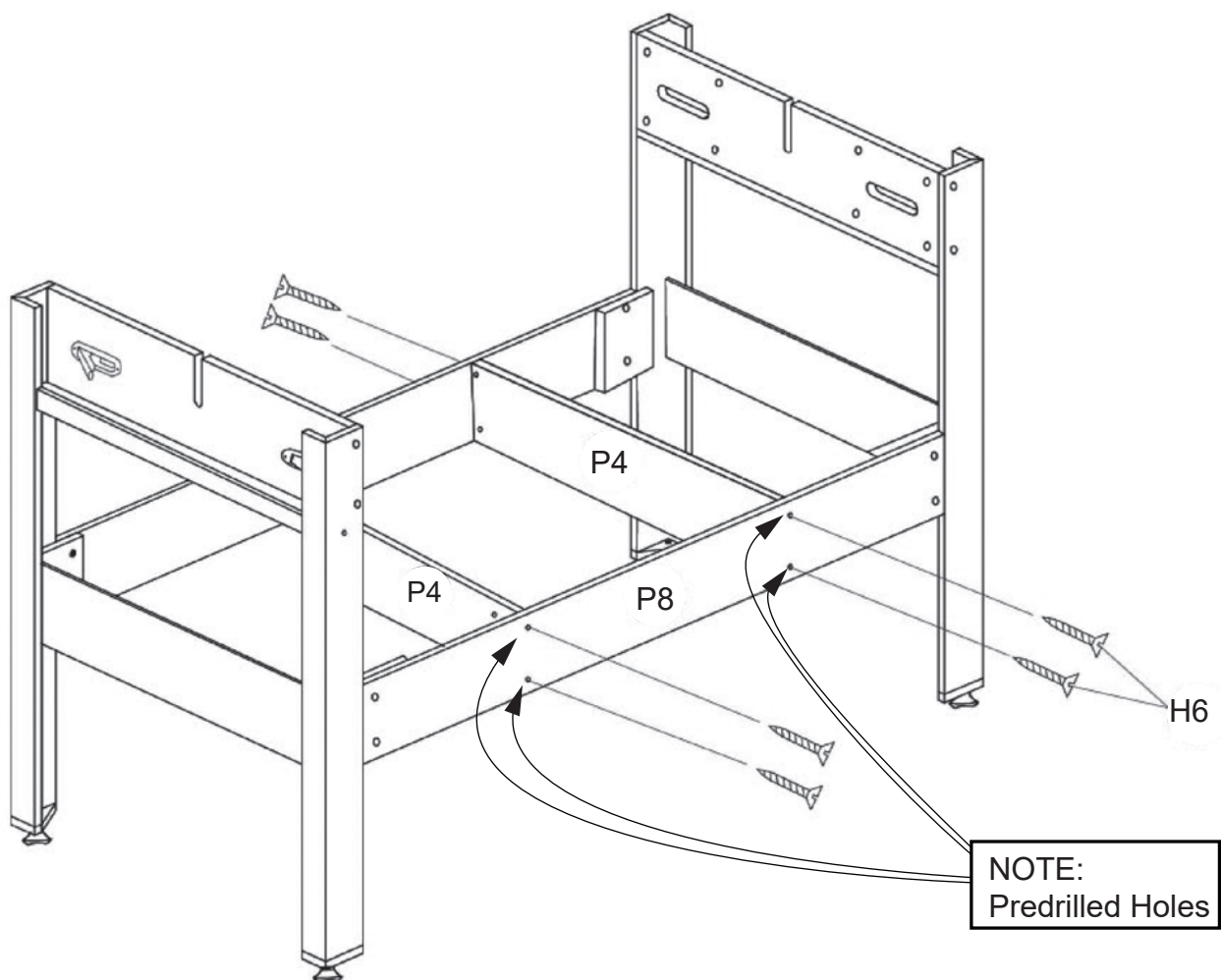
PARTS REQUIRED:

2 pcs - **P4** Center Frame Support
8 pcs - **H6** Phillips Flat Head Screw

STEP 6

Install the Center Frame Supports **P4** to the Lower Frame Side Aprons **P8** using the predrilled holes with Screws **H6**.

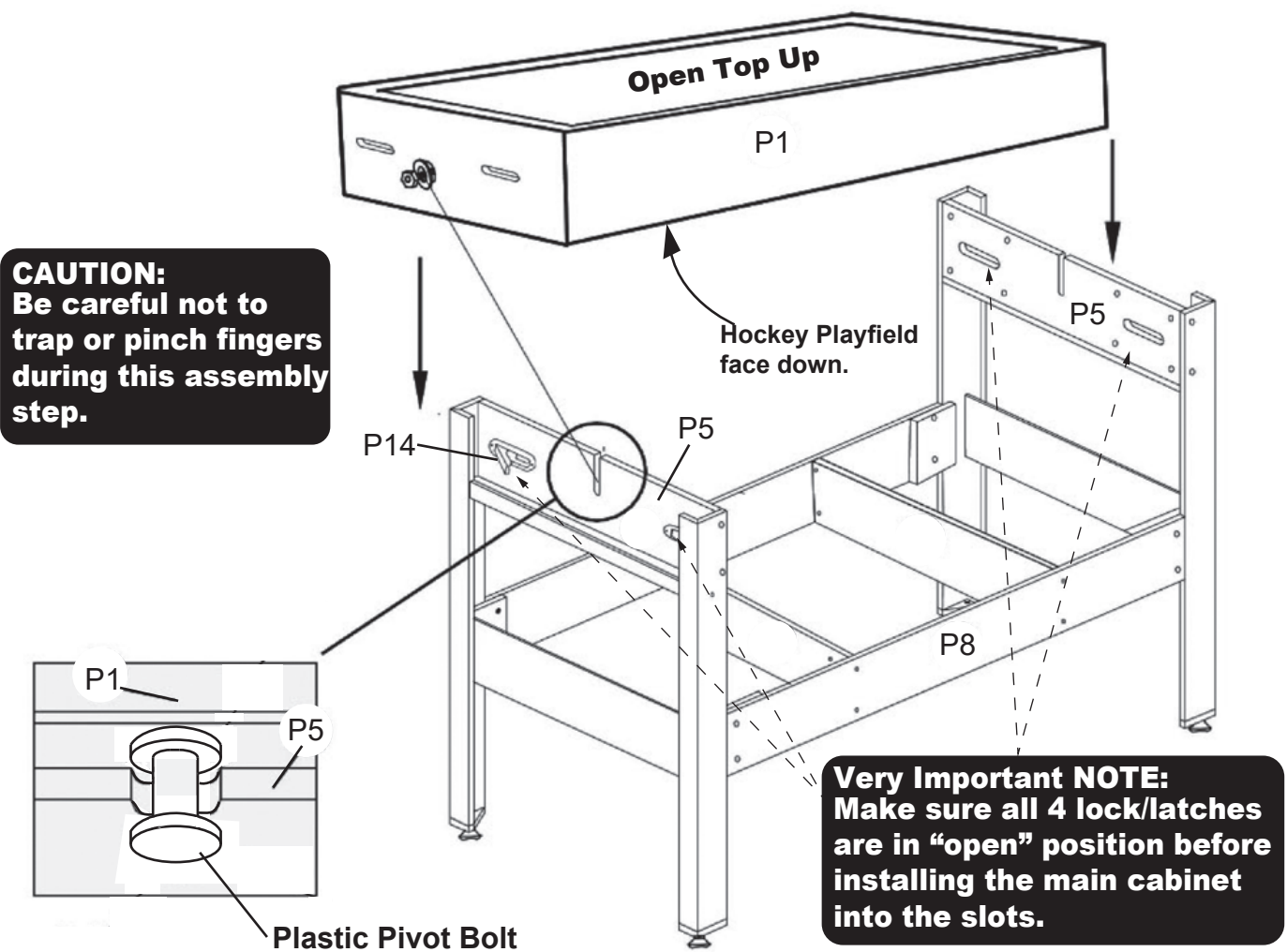
Tighten, but do not strip out the Screws H6.



STEP 7

With the help of other adults, have one person on each side of the Hockey Cabinet **P1**, and another on the ends to help guide the plastic pivot bolts into their respective slots. Gently place the Air Hockey Table Cabinet **P1** into the Leg Top End Aprons **P5**.

Make sure the plastic pivot bolts rest in the slots on each end of the Leg Top End Aprons **P5**. Lock the table into place using Lock/Latches **P14**. You may need to gently push or pull the Air Hockey Table Cabinet **P1** corners up or down to correctly lock the Lock/Latches **P14**.



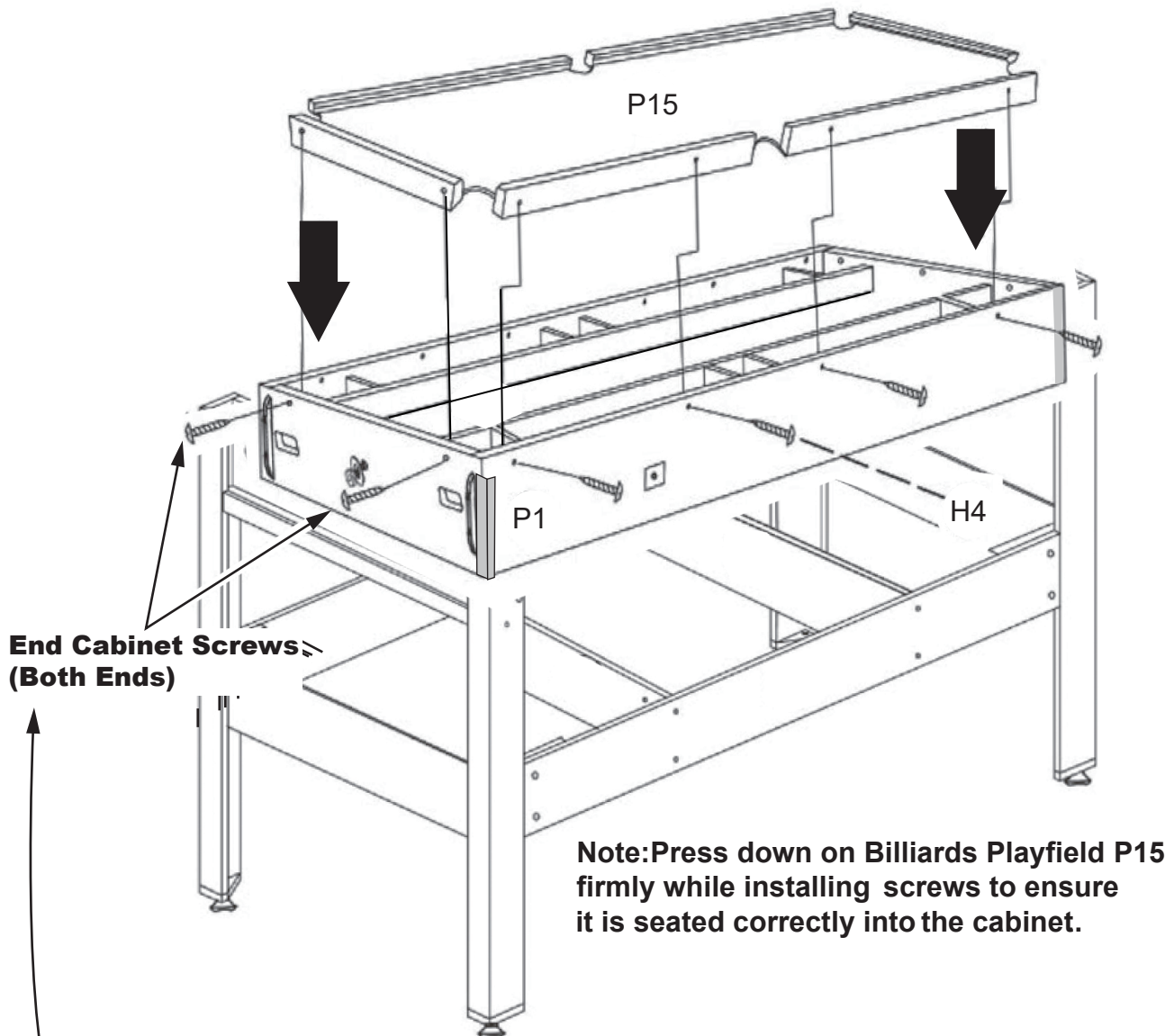
PARTS REQUIRED:

1 pc - **P15** Billiard Playfield

12 pcs - **H4** Phillips Round Head Screw

STEP 8

Install the Billiard Playfield **P15** to the Air Hockey Table Cabinet **P1** using twelve Screws **H4**.
Tighten, but do not strip out the Screws H4.



**End Cabinet Screws
(Both Ends)**

NOTE: IT WILL BE NECESSARY TO ROTATE THE MAIN CABINET VERTICALLY TO INSTALL THE END CABINET SCREWS.

PARTS REQUIRED:

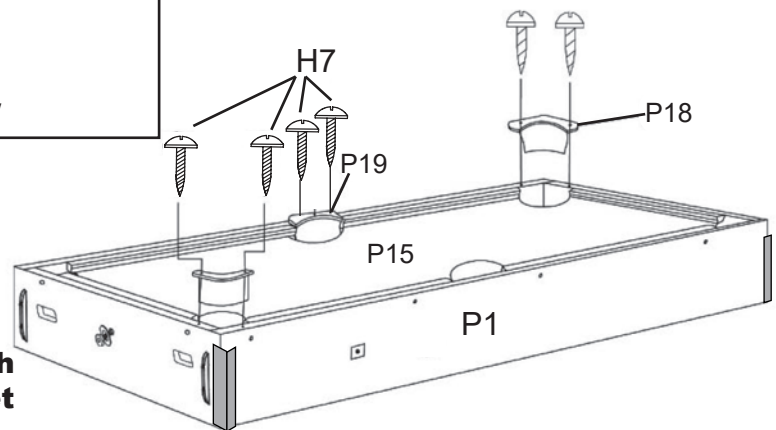
- 4 pcs - **P18** Corner Pocket Shield
- 2 pcs - **P19** Side Pocket Shield
- 12 pcs - **H7** Phillips Round Head Screw

STEP 9

Insert Corner Pockets Shields **P18** and Side Pocket Shields **P19** into the cabinet pockets using the Screws **H7**.

NOTE: Carefully pull and hold each Pocket Shield tight into the pocket for correct screw installation.

Tighten, but do not strip out the Screws H7.

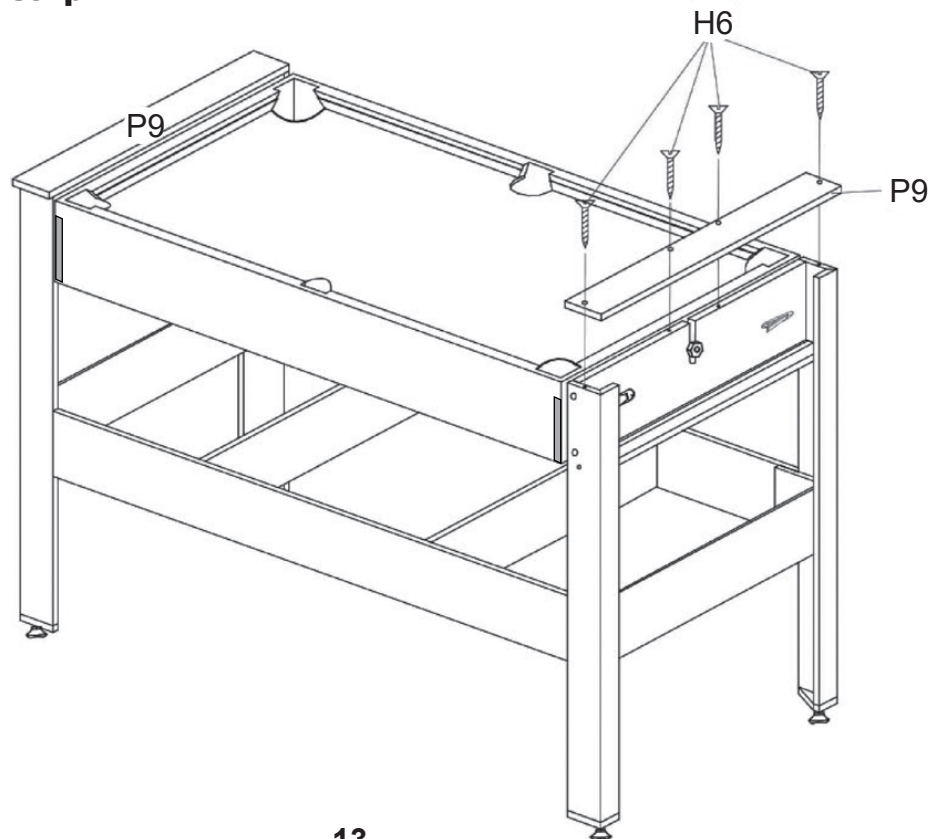
**PARTS REQUIRED:**

- 2 pcs - **P9** Top Side End Panel
- 8 pcs - **H6** Phillips Flat Head Screw

STEP 10

Attach Top Side End Panels **P9** to the assembled leg Pedestal by aligning the holes in the Top Side End Panels **P9** with the pilot holes in the top of the Leg Top End Aprons **P5** and attach with screws **H6**.

Tighten, but do not strip out the Screws H6 .



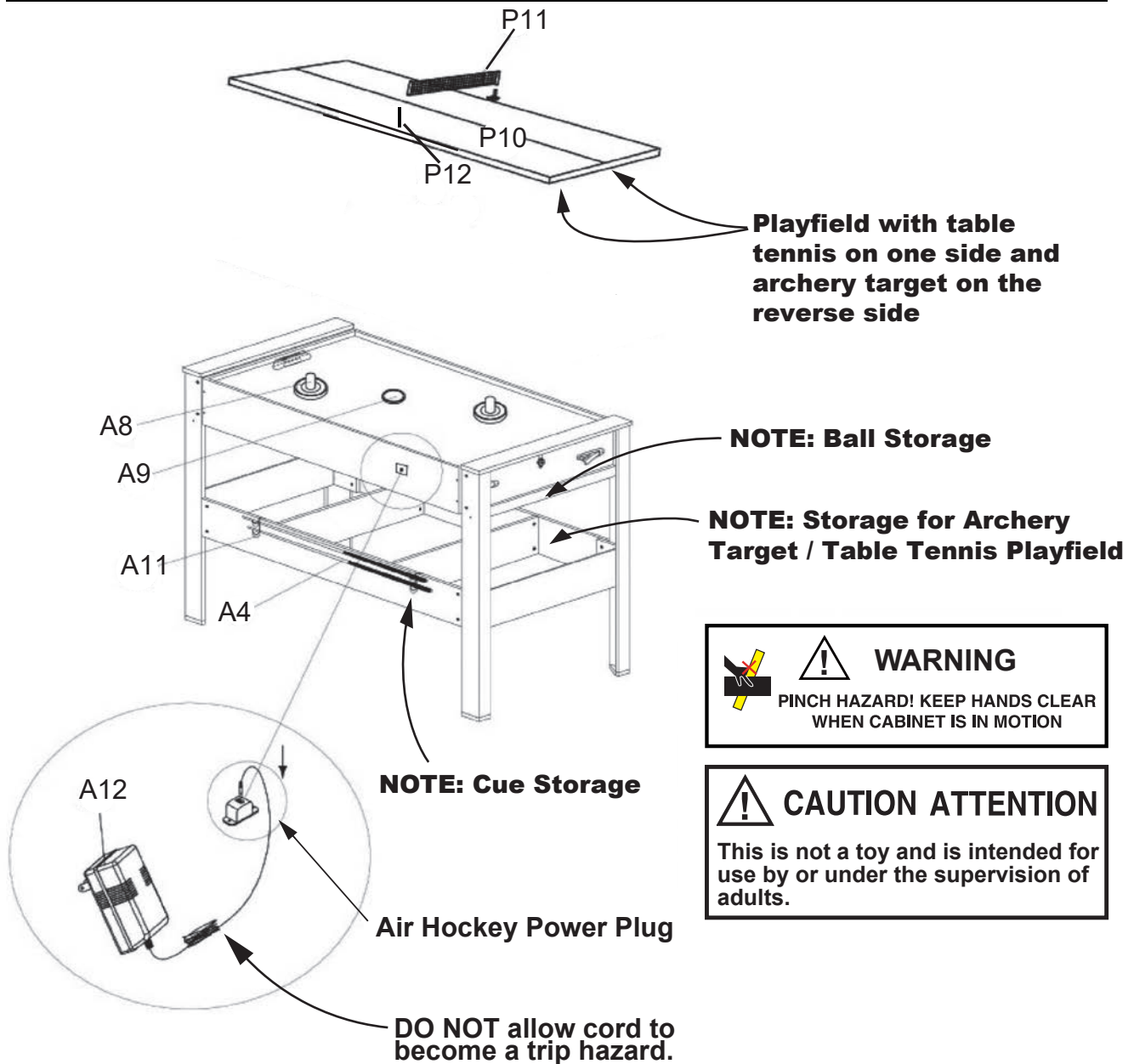
PARTS REQUIRED:

- 1 pc - **P10** ArcheryTarget / Table Tennis Playfield
- 1 pc - **P11** Table Tennis Net
- 1 pc - **P12** Table Tennis Net Post

STEP 11

Place the Archery Target / Table Tennis Playfield **P10** onto the billiard surface.
Attach Table Tennis Net Posts **P12** to the Archery Target / Table Tennis Playfield **P10**, slip the Table Tennis Net **P11** onto the Net Posts **P12**.

WARNING: The Archery Target / Table Tennis Playfield must be removed before rotating the main cabinet. Also unplug the air hockey power plug from side panel before cabinet rotation.



STEP 12

In order to achieve an open and safe shooting lane for archery, it is recommended to double check all background objects that could become damaged.

Remove the Table Tennis Net and posts and install Archery Target Board into the Plastic Archery Target Board Holders **P13R & P13L**.

To play archery, players will take turns shooting 3 arrows at the targets per turn. The player with the most points after 3 rounds is the winner.

Archery Target Graphic
This Side

Pool Playfield Up

P13L

P13R

WARNING: Always make sure there are no other people or pets in the path or near surroundings when playing this game because the arrows could cause physical harm or injury. Shooting arrows should only be at the target. Adult supervision is highly recommended. Should the suction cup on any arrow come off, or if the arrow in any way becomes damaged or broken, do not use this arrow and discard this arrow immediately.

NOTE: Slightly dampen the suction cup on the arrow to help make it "Stick".

Game Rules

AIR POWERED HOCKEY:

1. This game is designed to be played with two (2) players, one at each end.
2. Play begins when the puck is placed on the playing surface. Players must hit the puck with the hand-held strikers and attempt to shoot into the opponent's goal.
3. One point is given when a puck is shot into the opponent's goal.
4. Winning: the winning goal is accomplished by being the first player to reach a predetermined score or by being the player to score the most points within a given period of time.

BILLIARDS:

NOTE: Many different Billiards Games can be found on the Internet.

In the course of play, a player must call each shot in advance, by indicating the ball to be made and the pocket into which it will be made. It is not necessary to indicate details such as cushions, banks, caroms, etc. Failure to make the shot as called results in a loss of turn. If the shot is made as called, then any other balls pocketed remain pocketed. However, if the called shot is not made and any other balls are pocketed, then the shooter's ball(s) that were pocketed would be spotted and any of the opponent's balls would remain pocketed.

In order to execute a Legal Shot, the first ball hit must be one of the balls in the shooter's group (stripes or solids) and the object ball must be pocketed or the cue ball or any object ball must come into contact with a rail. (Note: It is legal for the shooter to bank the cue ball off a rail before hitting the object ball.) A player who legally pockets a ball continues play until missing or committing a Foul. Once a player's ball group (stripes or solids) is pocketed, the player may play the 8 ball. Again, the player must clearly indicate the intended pocket, even if it appears obvious. A player who legally pockets all of his ball group and the 8 ball is the winner.

FOULS

1. Failure to execute a legal shot as defined above.
2. A scratch shot (shooting the cue ball into a pocket or off the table)
3. Moving or touching any ball by means other than legal play.
4. Shooting an intentional jump shot over another ball by scooping the cue stick under the cue ball. (A jump shot executed by striking the cue ball above center is legal.)
5. Using the 8 ball first in a combination shot when the table is not open.

TABLE TENNIS:

In singles, the server first makes a good service and then the receiver makes a good return. Thereafter, server and receiver alternately each make a good return. In

Serving

After hitting it, the ball must first touch the server's own court and pass directly over the net or around the net assembly, then touching the receiver's court. If, in attempting to serve, a player fails to strike the ball while it is in play, he loses a point. Return After the ball is served or returned in play, it is struck so that it passes directly over the net and its assembly and touches the opponent's court. A returned ball which touches the net or its supports on the way over to the other side, is considered a good return.

The ball is in play from the last moment at which it is stationary on the palm of the server's free hand before being projected in service until:

- a point is scored.
- it touches the same court twice consecutively.
- it has been volleyed.
- it touches a player, or anything he wears or carries, other than his racket or his racket hand below his wrist.
- it touches any object other than the net or its support (referred to above).
- it is struck by a player more than once consecutively.

ARCHERY:

Players will take turns shooting 3 arrows at the targets per turn. The player with the most points after 3 rounds is the winner.

Congratulations! You have now assembled your Swivel Table. Please note the Care and Use instructions below to ensure many years of trouble free use of your Swivel Table.

CARE AND USE OF YOUR HOCKEY TABLE

1. Use only a suitable 120v AC household outlet, and insure the cord is not a trip hazard.
2. For long life and best play from your air hockey table, apply spray furniture polish to clean cloth and wipe down the playfield with air motor running to make the pucks slide faster before first play and frequently thereafter.
3. Use spray furniture polish to clean all exterior surfaces of your billiards table.
4. Use the Billiards Playfield brush provided to clean the cloth on the billiards table.
5. Use a carpenters level to properly level table using the leg levelers.
6. This product is intended for **INDOOR** use only.
7. **DO NOT** operate the motor if the cord is damaged in any way.
8. **DO NOT** sit, climb or lean on the table.
9. **DO NOT** drag the table when moving it. This will damage the legs.
10. **DO NOT** set drinks on the table.
11. It is suggested that this table be placed close to wall thus allowing the air motor cord to **NOT** be a trip hazard. Always turn air motor off when table is not in use.

PRODUCT PARTS LIST

45-6630

Parts	Description	QTY	Parts	Description	QTY
45-6630SYH1	M6 x 40mm Allen Head Bolt	8	45-6630SYP12	Table Tennis Net Post	2
45-6630SYH2	M6 x 30mm Allen Head Bolt	8	45-6630SYP13	Plastic Archery Target Board Holders	2
45-6630SYH3	6.5mm x 16mm Flat Washer	16	45-6630SYP14	Lock / Latch	4
45-6630SYH4	3.5mm x 25mm Phillips Flat Head Screw	12	45-6630SYP15	Billiard Playfield	1
45-6630SYH5	M4 X 25mm Allen Head Bolt	8	45-6630SYP16	Plastic Rub Strip	4
45-6630SYH6	3.5mm x 40mm Phillips Flat Head Screw	24	45-6630SYP17	Leg Leveler	4
45-6630SYH7	3.5mm x 14mm Phillips Round Head Screw	24	45-6630SYP18	Corner Pocket Shield	4
45-6630SYH8	3.5mm x 16mm Phillips Flat Head Screw	8	45-6630SYP19	Side Pocket Shield	2
45-6630SYH9	M4 Nylock Nut	8	45-6630SYA1	Table Tennis Paddle	2
45-6630SYT1	Allen Phillips Wrench	1	45-6630SYA2	Table Tennis Ball	2
45-6630SYP1	Air Hockey Table Cabinet	1	45-6630SYA3	Billiard Ball Set	1
45-6630SYP2	Left Leg	2	45-6630SYA4	Pool Cue	2
45-6630SYP3	Right Leg	2	45-6630SYA5	Triangle	1
45-6630SYP4	Center Frame Support	2	45-6630SYA6	Cue Chalk	1
45-6630SYP5	Leg Top End Apron	2	45-6630SYA7	Billiard Playfield Brush	1
45-6630SYP6	End Leg Apron	2	45-6630SYA8	Hockey Striker	2
45-6630SYP7	Ball Storage Board-Lower	2	45-6630SYA9	Hockey Puck	2
45-6630SYP8	Lower Frame Side Apron	2	45-6630SYA10	Archery Set	1
45-6630SYP9	Top Side End Panel	2	45-6630SYA11	Plastic Clip on Cue Holders	1
45-6630SYP10	Archery Target / Table Tennis Playfield	1	45-6630SYA12	A/C Adaptor	1
45-6630SYP11	Table Tennis Net	1	45-6630SYC1	Air Motor (Pre-installed)	1

90 DAY LIMITED WARRANTY

This consumer warranty extends to the original consumer purchase of any ESCALADESPORTS Product (hereinafter referred as the "Product").

WARRANTY DURATION: This Product is warranted to the original consumer purchase of a period of 90 days from the original purchase.

WARRANTY COVERAGE: ESCALADE SPORTS warrants to the original Consumer Purchaser that any Product of its manufacture is free from defects in material and workmanship when used for the intended purpose under normal use and conditions. THIS WARRANTY IS VOID IF THE PRODUCT HAS BEEN DAMAGED BY ACCIDENT, UNREASONABLE USE, NEGLIGENCE, IMPROPER SERVICE, FAILURE TO FOLLOW INSTRUCTIONS PROVIDED WITH THE PRODUCT OR OTHER CAUSES NOT ARISING OUT OF DEFECTS IN MATERIAL AND WORKMANSHIP.

WARRANTY PERFORMANCE: During the above 90 day warranty period, ESCALADESPORTS shall repair or replace with a comparable model, and Product, or component thereof, which may prove defective under normal use and proper care, and which our examination shall disclose to our satisfaction to be thus defective, please contact our Warranty Dept.

1-888-996-2729 / Warranty Dept.

Or Write us at:

Escalade® Sports, Inc. - P.O. Box 889, Evansville, IN 47706

Attn: Warranty Dept.

Or E-mail us at:

gameroom@escaladesports.com

Other than shipping requirements no charge will be made for such repair or replacement of in-warranty Products. ESCALADE SPORTS strongly recommends that the Product is insured for value prior to mailing.

WARRANTY DISCLAIMERS: ANY IMPLIED WARRANTIES ARISING OUT OF THIS SALE, INCLUDING BUT NOT LIMITED TO THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE ABOVE 90 DAY PERIOD. ESCALADE SPORTS SHALL NOT BE LIABLE FOR LOSS OF USE OF THE PRODUCT OR OTHER CONSEQUENTIAL OR INCIDENTAL COSTS, EXPENSES OR DAMAGES INCURRED BY THE CONSUMER OF ANY OTHER USE.

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LEGAL REMEDIES: This warranty gives you specific legal rights and you may also have other rights which may vary from state to state.