



VIBE 84" LIGHT-UP SCORING AIR HOCKEY

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,

please contact us toll free @:

1-800-467-1421

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 this owners manual.

Your Model Number: **G03508W/F**

Date Code: **2 - G03508W/F- - HL**

Purchase Date: _____

PLEASE RETAIN THIS INSTRUCTION MANUAL FOR FUTURE REFERENCE

SAFETY INSTRUCTIONS

FAILURE TO FOLLOW THESE SAFETY INSTRUCTIONS MAY RESULT IN SERIOUS INJURY, PROPERTY DAMAGE AND WILL VOID WARRANTY.

Owner must ensure that all players know and follow these rules for safe operation of the system.

To ensure safety, do not attempt to assemble this system without following the instructions carefully. Check entire box and inside packing material for parts and/or additional instruction material. Before beginning assembly, read the instructions and identify parts using the hardware identifier and parts list in this document. Proper and complete assembly, use and supervision is essential for proper operation and to reduce the risk of accident or injury. A high probability of serious injury exists if this system is not installed, maintained, and operated properly.

*Most injuries are caused by misuse and/or not following instructions.
Use caution when assembling and using this system.*

- **DO NOT** sit, climb or lean on the product
- Read and follow all the assembly, operation and safety instructions carefully.
- At least four capable adults are required to assemble this product.

NOTICE

REFER TO [CONTAINER] FOR SAFETY INSTRUCTIONS WHEN USING CLEANING PRODUCTS.

⚠ CAUTION

AT LEAST FOUR OR MORE CAPABLE ADULTS ARE REQUIRED TO LIFT AND ROTATE THIS GAME TABLE INTO PLAYING POSITION. DO NOT LEAN THE TABLE ON ITS LEGS AS THIS COULD DAMAGE THEM.

⚠ CAUTION

VERY CAREFULLY TURN THE TABLE OVER AND SET IT ON ITS LEGS. BE CAREFULL. THE TABLE IS VERY HEAVY.

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."

WARNING

- **INGESTION HAZARD:** This product contains a button cell or coin battery.
- **DEATH** or serious injury can occur if ingested.
- A swallowed button cell or coin battery can cause **Internal Chemical Burns** in as little as **2 hours**.
- **KEEP** new and used batteries **OUT OF REACH** of **CHILDREN**.
- **Seek immediate medical attention** if a battery is suspected to be swallowed or inserted inside any part of the body.



- Remove and immediately recycle or dispose of used batteries according to local regulations and keep away from children. Do NOT dispose of batteries in household trash or incinerate.
- Even used batteries may cause severe injury or death.
- Call a local poison control center for treatment information.
- Battery model: CR2016
- Battery quantity: 1PC
- Battery voltage: 3.0V
- Non- rechargeable batteries are not to be recharged.
- Do not force discharge, recharge, disassemble, heat above (60°C) or incinerate. Doing so may result in injury due to venting, leakage or explosion resulting in chemical burns.

Non-replaceable batteries are included. Do not dispose of this product in fire. Batteries inside this product may explode or leak.

**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.



Tools Required:

Hex Wrench (Included)
Furniture Polish and Cloth
A Carpenters Level
A Phillips Screw Driver

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. 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.
3. 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.
4. Assembly can be made both simpler and less timely by first unpacking all parts, and matching and organizing them to the Parts Identifier. This will greatly help you become familiar with the parts before and during assembly.
5. Some of this assembly can be made easier – by placing the parts and building the assembly on a pair of saw horses. A table can be used also as long as the top is well protected from any scratches that could occur. The table or saw horses would need to be structurally strong enough to support this weight.

HARDWARE IDENTIFIER

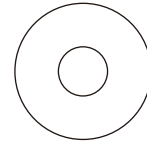
(To Scale)



**H1 - 3.5 mm x 14 mm
Phillips Round
Head Screw
(12 pcs)**



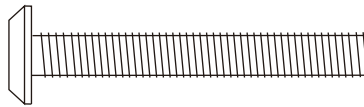
**H2 - 6 mm x 65 mm
Allen Head Bolt
(12 pcs)**



**H3 - 6.5 mm x 18 mm
Flat Washer
(20 pcs)**



**H4 - 3.5 mm x 25 mm
Phillips Round
Head Screw
(14 pcs)**

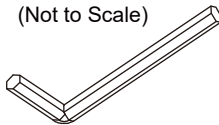


**H5 - 6 mm x 45 mm
Allen Head Bolt
(8 pcs)**



**H6 - M6 Lock Washer
(20 pcs)**

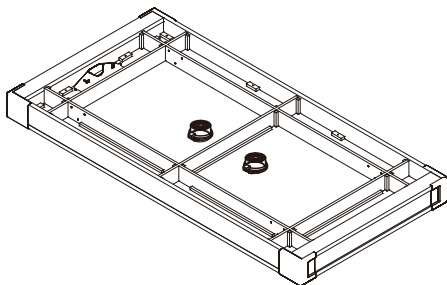
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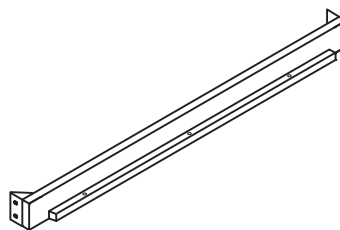
**T1 - M6 Allen Wrench
(1 pc)**

PARTS IDENTIFIER

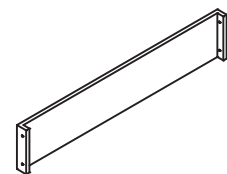
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**P1 - Main Cabinet
(1 pc)**



**P2 - Under Cabinet
Support Brace
(2 pcs)**



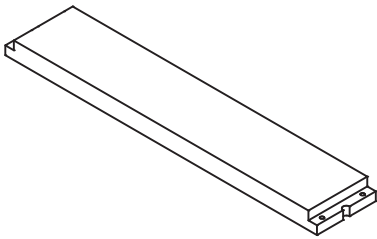
**P3 - End Leg Panel
(2 pcs)**



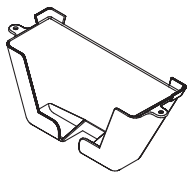
P4 - Right Leg
(2 pcs)



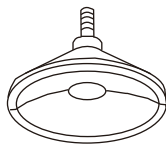
P5 - Left Leg
(2 pcs)



P6 - Bottom Panel
(2 pcs)

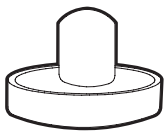


P7 - Ball Catcher
(2 pcs)

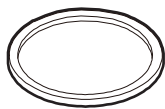


P8 - Leg Leveler
(4 pcs)

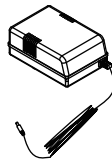
ACCESSORIES IDENTIFIER **(Not to Scale)**



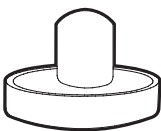
A1 - Black Pusher
(2 pcs)



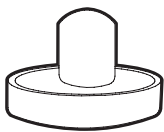
A2 - Black Puck
(2 pcs)



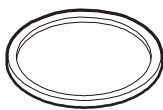
A3 - A/C Adapter
(1 pc)



A4 - RED LED Pusher
(1 pc)



A5 - BLUE LED Pusher
(1 pc)



A6 - RED LED Puck
(1 pc)



A7 - USB Cable
(1 pc)

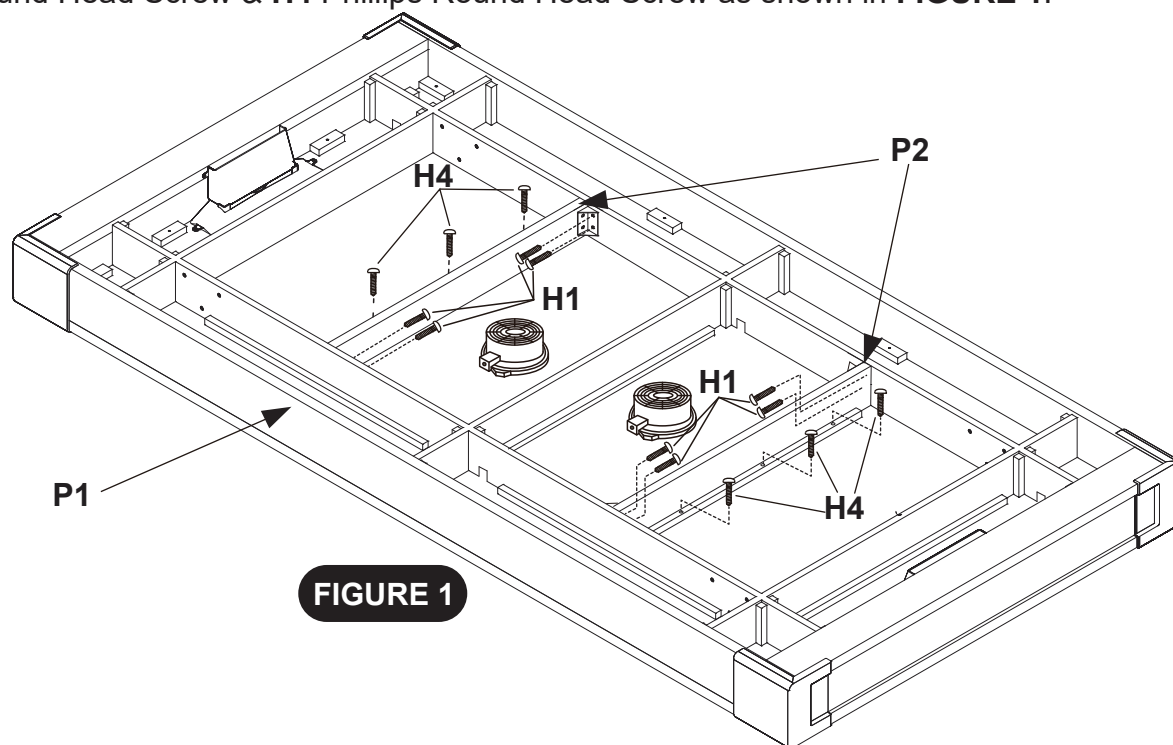
PARTS REQUIRED (For Step 1 & Step 2)

1 pc - **P1** Main Cabinet
2 pcs - **P2** Under Cabinet Support Brace
2 pcs - **P7** Ball Catcher

12 pcs - **H1** Phillips Round Head Screw
6 pcs - **H4** Phillips Round Head Screw
1 pc - **T2** Allen Wrench

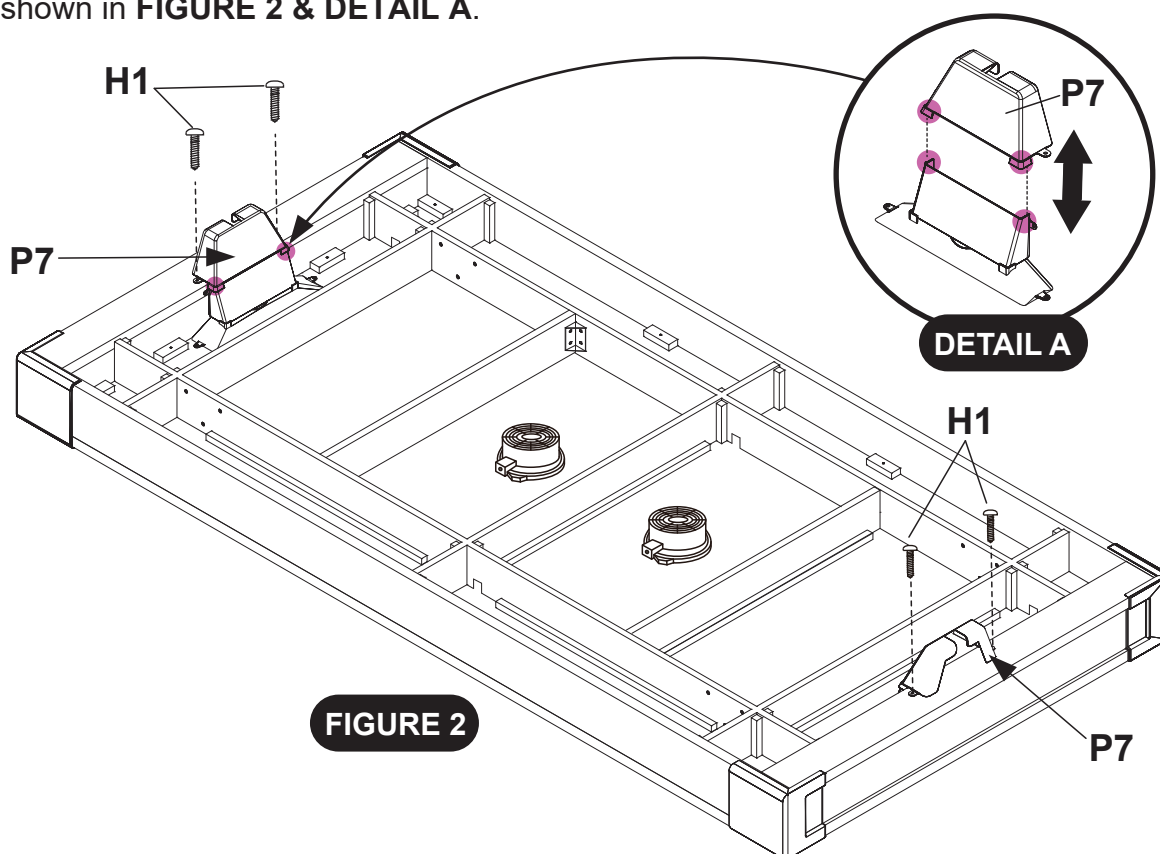
STEP 1

Attach the **P2** Under Cabinet Support Brace onto the **P1** Main Cabinet using the **H1** Phillips Round Head Screw & **H4** Phillips Round Head Screw as shown in **FIGURE 1**.



STEP 2

Attach the **P7** Ball Catcher onto the **P1** Main Cabinet using the **H1** Phillips Round Head Screw as shown in **FIGURE 2 & DETAIL A**.



PARTS REQUIRED

2 pcs - **P4** Right Leg
2 pcs - **P5** Left Leg
1 pc - **T1** Allen Wrench

12 pcs - **H2** Allen Head Bolt
12 pcs - **H3** Flat Washert
12 pcs - **H6** Lock Washer

STEP 3

Attach the **P4** Right Leg and **P5** Left Leg onto the **P1** Main Cabinet using the **H2** Allen Head Bolt, **H3** Flat Washer & **H6** Lock Washer as shown in **FIGURE 3 & DETAIL B**.

Do not tighten the H2 Allen Head Bolts at this time.

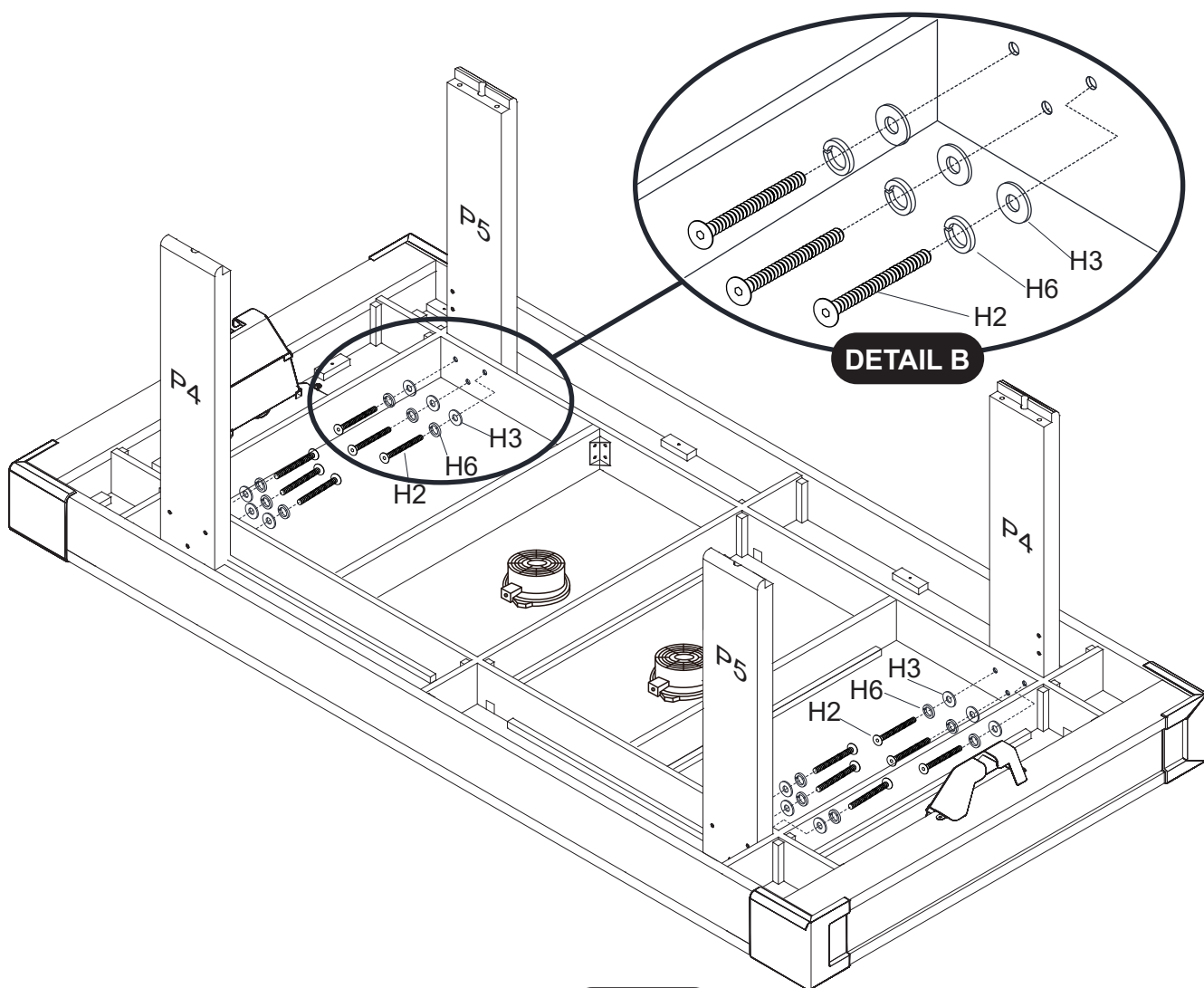


FIGURE 3

PARTS REQUIRED (For Step 4 & Step 5)

2 pcs - **P3** - End Leg Panel
2 pcs - **P6** - Bottom Panel
1 pc - **T1** Allen Wrench

8 pcs - **H3** Flat Washer
8 pcs - **H4** Phillips Round Head Screw
8 pcs - **H5** Allen Head Bolt
8 pcs - **H6** Lock Washer

STEP 4

Attach the **P3** - End Leg Panel onto the leg using the **H4** Phillips Round Head Screw as shown in **FIGURE 4**.

Do not tighten the H1 Allen Head Bolt at this time.

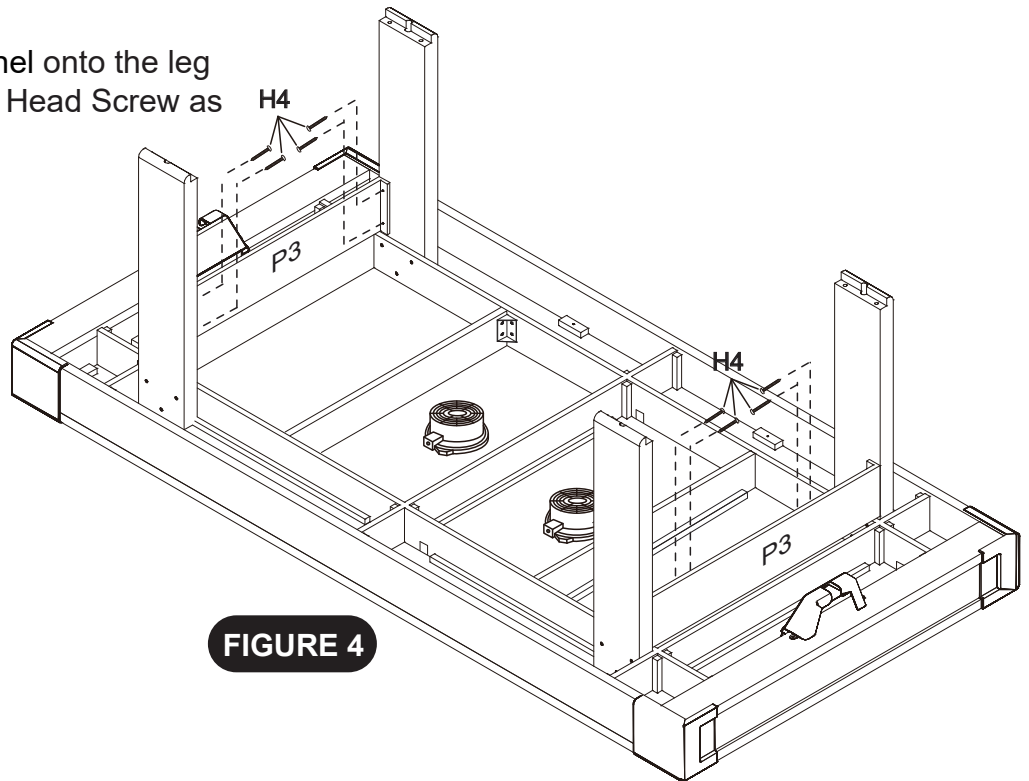


FIGURE 4

STEP 5

Attach the **P6** - Bottom Panel onto the leg using the **H3** Flat Washer, **H5** Allen Head Bolt & **H6** Lock Washer as shown in **FIGURE 5**.

Tighten all the H4 Phillips Round Head Screws & H5 Allen Head Bolts using T1 Allen Wrench at this time.

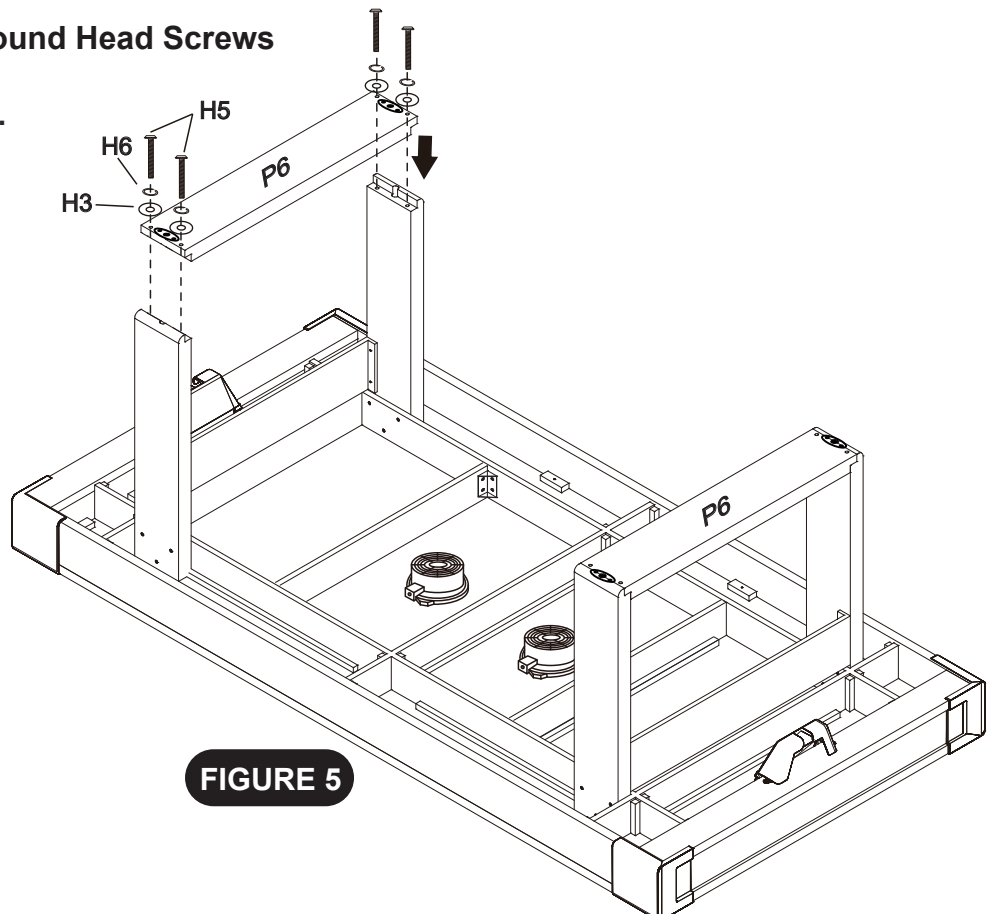


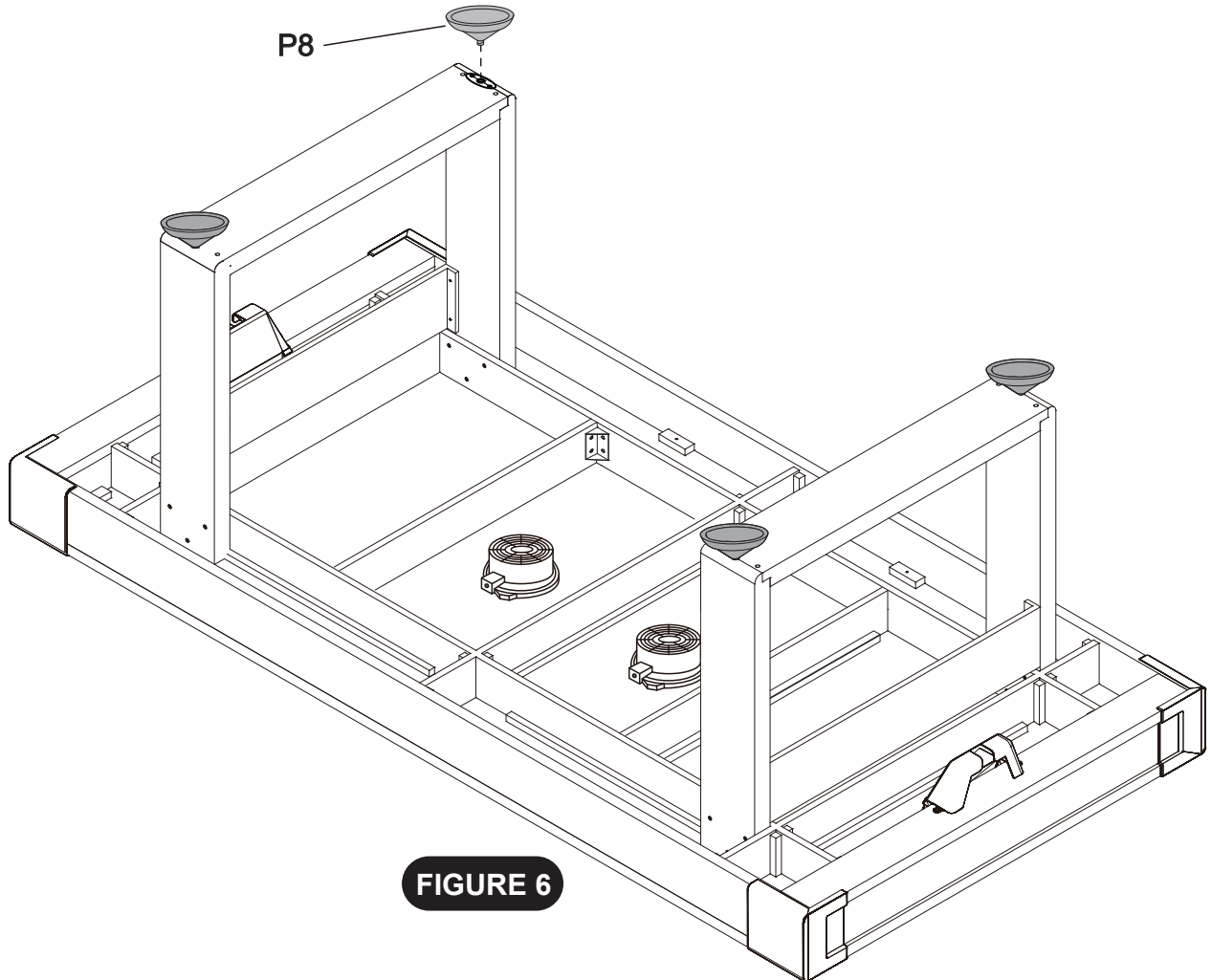
FIGURE 5

PARTS REQUIRED

4 pcs - **P8** Leg Leveler

STEP 6

Attach the **P8** Leg Leveler onto the **P6** - Bottom Panel as shown in **FIGURE 6**.



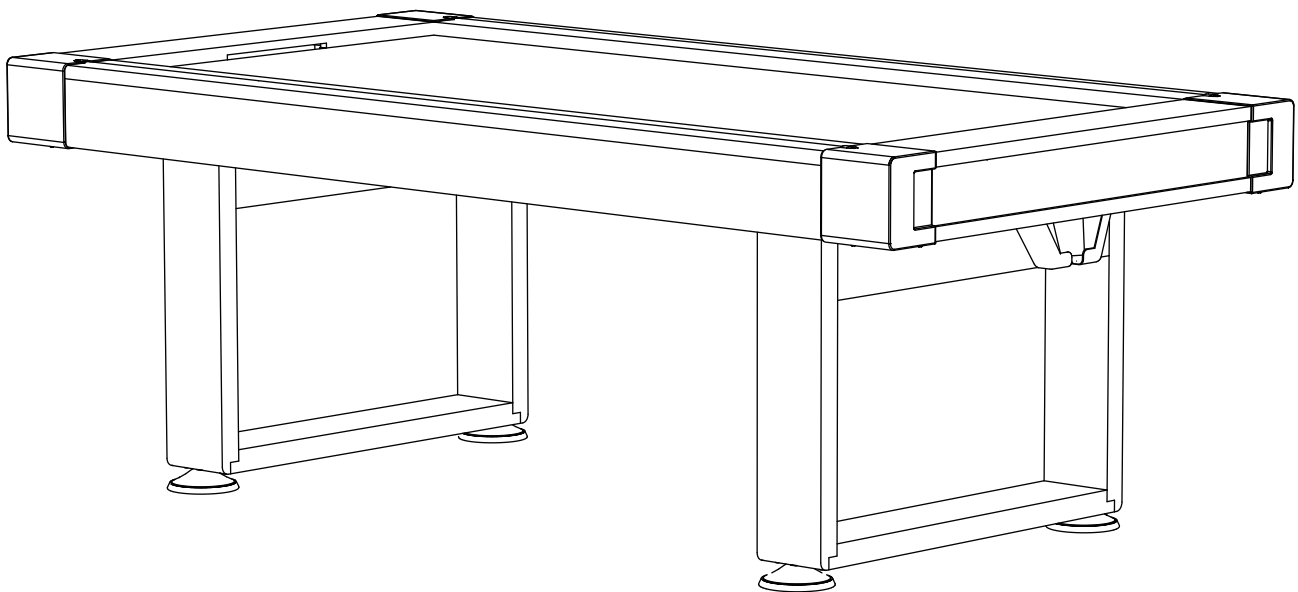
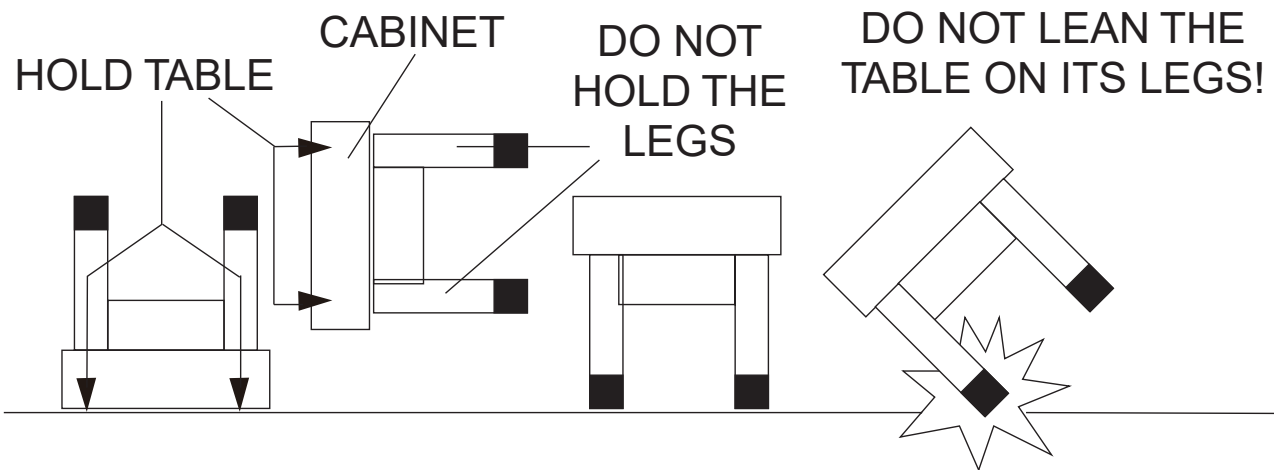
LIFT + ROTATE THE TABLE Always use proper lifting techniques

⚠ CAUTION

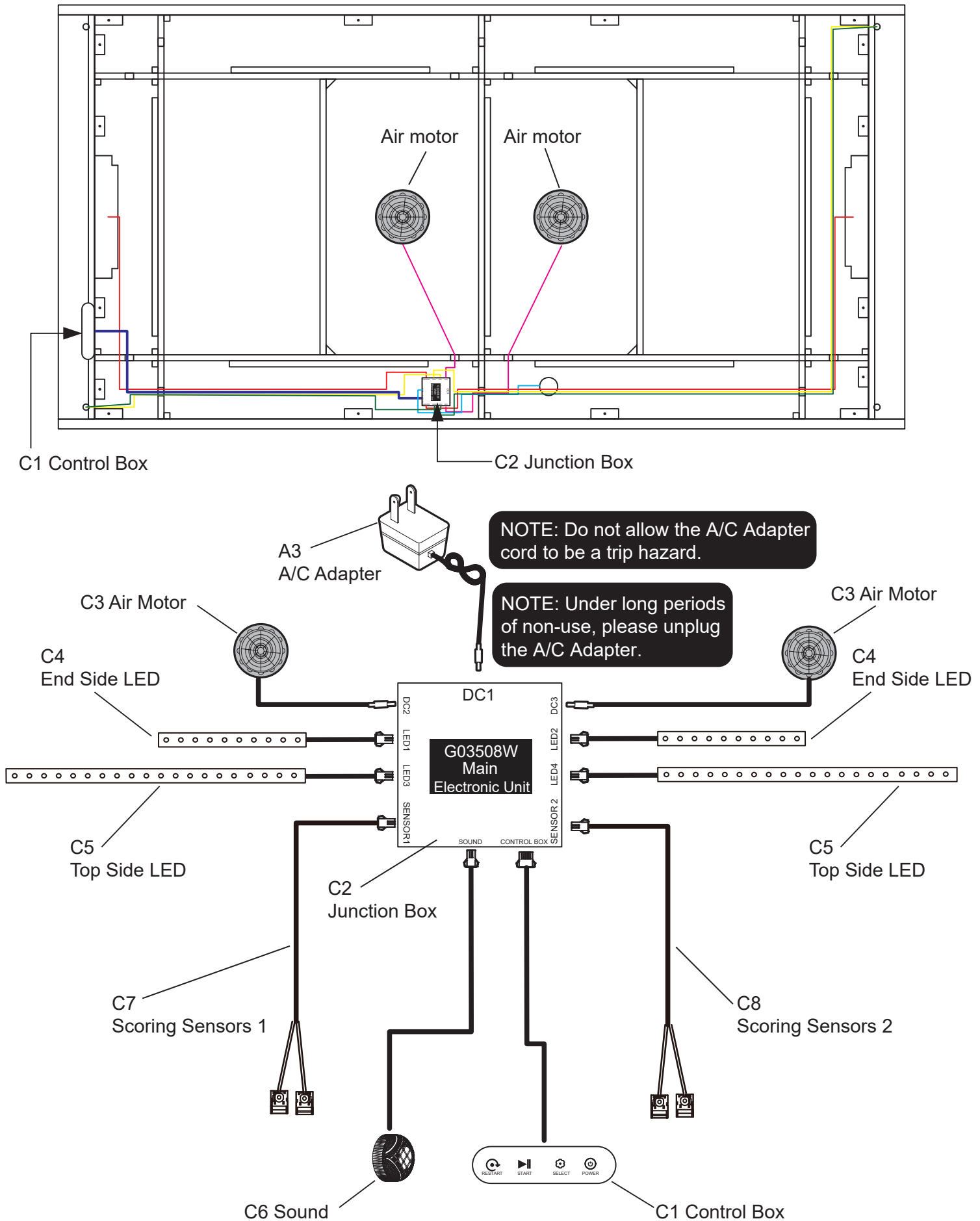
AT LEAST FOUR OR MORE CAPABLE ADULTS ARE REQUIRED TO LIFT AND ROTATE THIS GAME TABLE INTO PLAYING POSITION. DO NOT LEAN THE TABLE ON ITS LEGS AS THIS COULD DAMAGE THEM.

⚠ CAUTION

VERY CAREFULLY TURN THE TABLE OVER AND SET IT ON ITS LEGS. BE CAREFUL. THE TABLE IS VERY HEAVY.

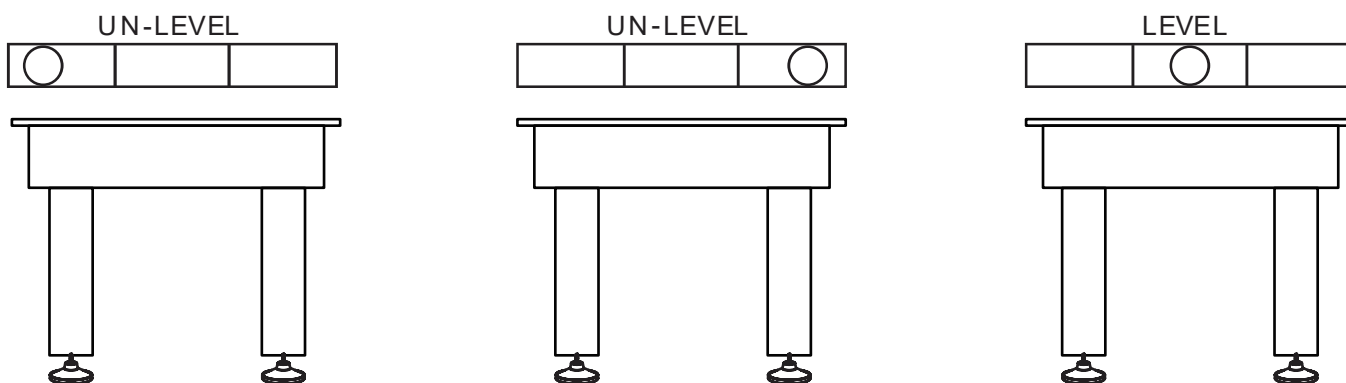


ELECTRICAL CONNECTIONS & SPARE PARTS DRAWINGS



INSTRUCTIONS FOR LEVELING A GAME TABLE

- Assemble game table according to the instructions, and place in its desired location.
- Any type of level would be sufficient to perform this procedure. However, a two-foot level is recommended.
- Before leveling, make sure level is carefully placed on the playing surface, not the rails.
- Level the ends Place the level on the playing surface and adjust the height by adjusting the leg leveler opposite of which the bubble in the level favors until the bubble rests in the middle of the level.



- Repeat the step above to the opposite corners.
- Next, level the length of the table. Place the level next to the side and adjust the height to position the bubble in the middle of the level, by adjusting the leg leveler opposite of which the bubble in the level favors.
- Repeat the step above to the opposite length of the table.
- Recheck both short ends to ensure bubble is on the middle on the level.
- Depending on the surface the game table sits on, especially deep pile carpeting and pad, the game table needs to settle for 24 hours. Recheck the level on each side of the table after 24 hours.

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

CARE AND USE FOR YOUR PRODUCT

1. Use spray furniture polish to clean all exterior surfaces of your table.
2. Use spray furniture polish on the AH playing surface with motor running. This will protect the playing surface + make the pucks go faster.
3. This product is intended for **INDOOR** use only.
4. **DO NOT** sit, climb or lean on the table.
5. **DO NOT** drag the table when moving it. This will damage the legs.
6. **DO NOT** set drinks on the table.
7. The purchase of a table cover will both protect and help keep clean the entire top of the table.
8. Use a carpenter's level to properly level the table using the enclosed A6 leveling shims.

PRODUCT PARTS LIST FOR MODEL # G03508W/F

Key #	Part #	Description	Qty.
H1	G03508HLH1	3.5 mm x 14 mm Phillips Round Head Screw	12
H2	G03508HLH2	6 mm x 65 mm Allen Head Bolt	12
H3	G03508HLH3	6.5 mm x 18 mm Flat Washer	20
H4	G03508HLH4	3.5 mm x 25 mm Phillips Round Head Screw	14
H5	G03508HLH5	6 mm x 45 mm Allen Head Bolt	8
H6	G03508HLH6	M6 Lock Washer	20
T1	G03508HLT1	Allen Wrench	1
P1	G03508HLP1	Main Cabinet	1
P2	G03508HLP2	Under Cabinet Support Brace	2
P3	G03508HLP3	End Leg Panel	2
P4	G03508HLP4	Right Leg	2
P5	G03508HLP5	Left Leg	2
P6	G03508HLP6	Bottom Panel	2
P7	G03508HLP7	Ball Catcher	2
P8	G03508HLP8	Leg Leveler	4
A1	G03508HLA1	Black Pusher	2
A2	G03508HLA2	Black Puck	2
A3	G03508HLA3	A/C Adapter	1
A4	G03508HLA4	RED LED Pusher	1
A5	G03508HLA5	BLUE LED Pusher	1
A6	G03508HLA6	RED LED Puck	1
A7	G03508HLA7	USB Cable	1
C1	G03508HLC1	Control Box	1
C2	G03508HLC2	Junction Box	1
C3	G03508HLC3	Air Motor	2
C4	G03508HLC4	End Side LED	2
C5	G03508HLC5	Top Side LED	2
C6	G03508HLC6	Sound	1
C7	G03508HLC7	Scoring Sensors 1	1
C8	G03508HLC8	Scoring Sensors 2	1
K1	G03508HLK1	Hardware Kit	1
M1	G03508HLM1	Owner's Manual	1

General Control Box Operation

To be used any time the game has been off and is turned back on.

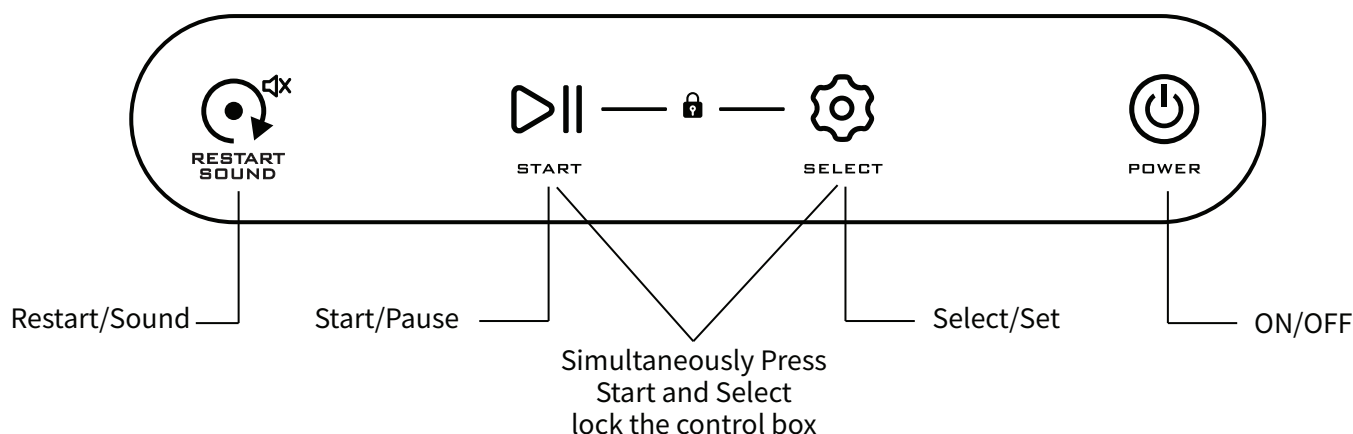
Please make sure the A3 A/C adapter is powered on.

Also, make sure the POWER light is on the C1 control box.

1. Press and hold the “**Power**” for 2 seconds to turn on electronic system.
3. Press the “**Select**” to select games 1 thru 3.
4. Press “**Start**” to start game and then press again to pause game.
4. Press and hold the “**Restart/Sound**” for 2 seconds to reselect the game.
5. Press “**Restart/Sound**” to switch sound ON/OFF during a game while the clock is running.
6. Simultaneously press and hold the “**Select**” & “**Start**” for 2 seconds to lock the control box.

Additional Electronic Scoring and Gaming Information:

- When there is no goal sensing within 15 seconds in the game, the light bars on both sides will run accompanied by sound effects.
- If no shot is made or no button is pressed in 15 minutes, electronic system will turn off automatically.



Game Option

Game 1: Conventional mode

- Press the “**Select**” to select games 1.
- Press the “**Start**” to start game 1.
- No time limit.
- At the beginning of the game, the LED lights on both sides are all white, indicating that there are no scores. There are a total of 20 light beads, with each two beads worth one point, for a total of 10 points.
- The LED strip of left side is used for the blue side scoring, indicated by the blue light, and the LED strip of right side is used for the red side score, indicated by the red light.
- The blue side earns one point, which means two blue light beads are on, and the short side light strips on both sides flash synchronously three times with the blue light and accompanied by a score sound effect.
- The red side earns one point, which means two red light beads are on, and the short side light strips on both sides flash synchronously three times with the red light and accompanied by a score sound effect.
- After receiving 9 points, the color light of the scoring party flashes and accompanied by a score sound effect.
- After either party scores 10 points, the winning party's light flashes, and the short side light flashes in the color of the winning party.

Game 2: Timer Mode

- There are three timing modes: 5-minute, 10 minute, and 20 minute.
- Press the **“Select”** to select games 2.
- Press the **“Start”** to start choice the timing mode.
- Press the **“Select”** again to select timing mode.
- During the game, one light strip is used for scoring. 10 light beads are blue lights, and the other 10 are red lights. One light is worth one point, for a total of 10 points.
- The other light bar is used for timing, with 20 white light beads that gradually turn off towards the middle starting from both ends over time.
- The blue side earns one point, which means that a blue light bead will light up from this end of the blue side.
- The red side earns one point, which means that a red light bead will light up from this end of the blue side.
- After receiving 9 points, the color light of the scoring party flashes and accompanied by a score sound effect.
- After either party scores 10 points, the winning party's light flashes, and the short side light flashes in the color of the winning party.
- When the time enters the last 10 seconds, all the white lights used for timing start flashing and emit a count-down sound effect. At the end of the time, if neither party scores 10, the party with the higher score wins.

Game 3: Adversarial Mode

- Press the **“Select”** to select games 3.
- Press the **“Start”** to start the game 3.
- No time limit.
- The long side light strips on both sides light up simultaneously, with half being blue and the other half being red. The light closer to the blue side is the blue light, and the light closer to the red side is the red light. There are a total of 20 light beads, with two light beads in one group and divided into 10 groups.
- The blue team scores. Two blue light beads move forward to consume two red light beads.
- The red team scores. Two red light beads move forward to consume two blue light beads.
- If both light strips light up blue, the blue player win.
- If both light strips light up red, the red player win.

Replacement of Top Side LED Light Strip(s)

STEP ONE :

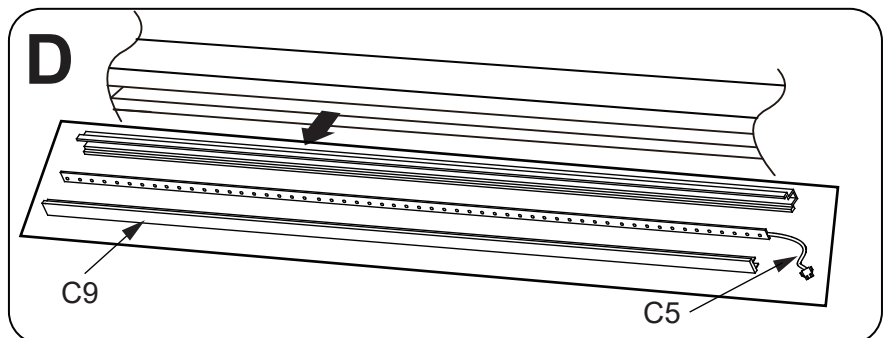
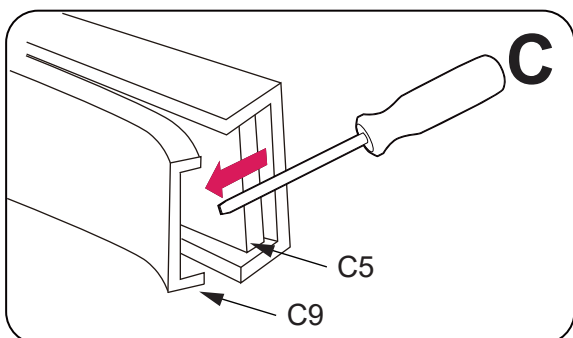
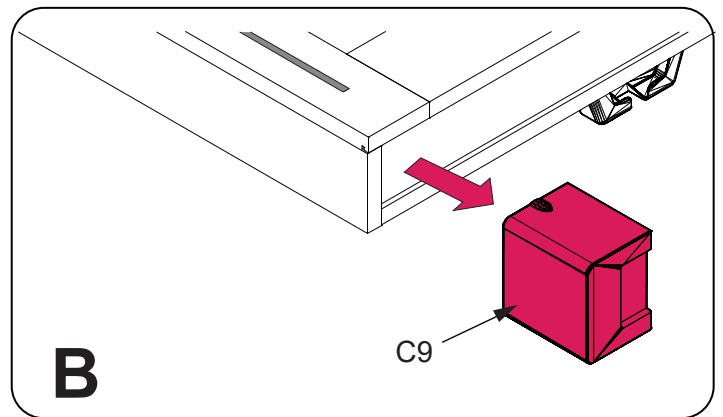
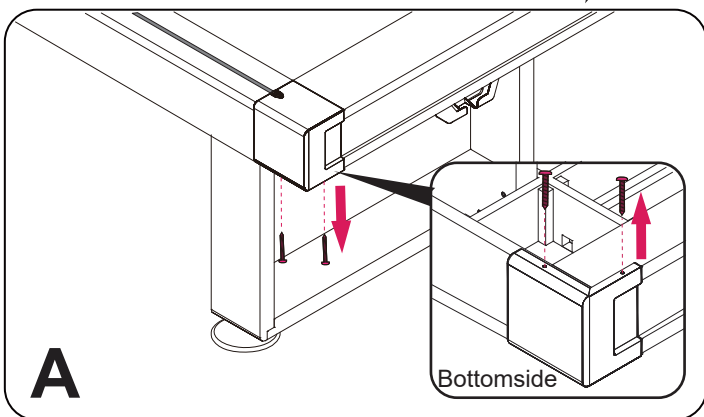
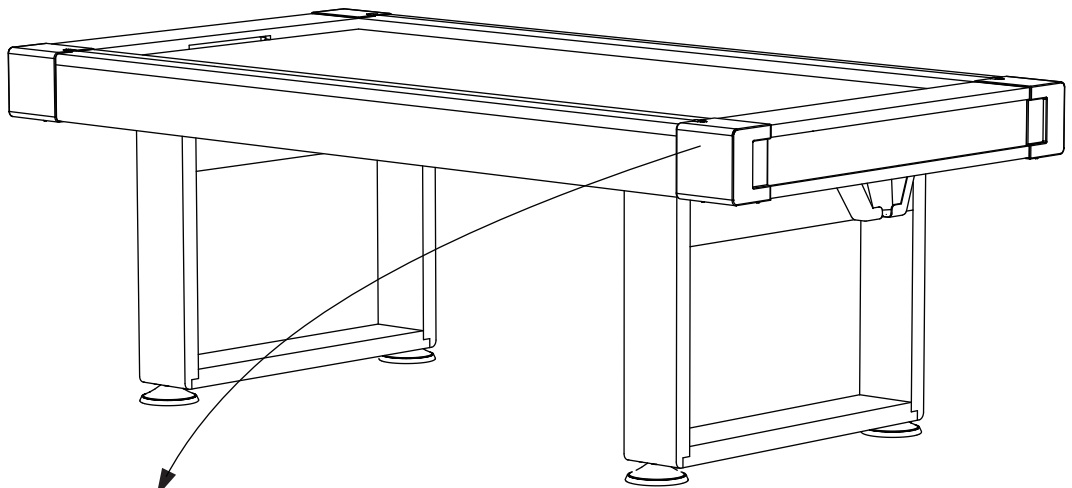
Should the LED lights not be working in the rail - Firstly , make sure the A/C Adapter is plugged in to a live A/C outlet properly. Secondly , make sure the A/C Adapter (**A3**) is tightly plugged into Junction Box outlet under the table. Lastly, make sure all LED Rail light connections are snugly plugged into the Junction Box (**C2**) . At this point, if the LED Rail Lights still not be working , please disconnect the A/C power to the table before proceeding. **A call will be required to our Customer Service Department to acquire the necessary replacement part(s).**

STEP TWO :

If the Top Side LED (**C5**) needs to be replaced on the **P1** Cabinet top side. Remove the screw of **P11** Corner and take off the Corner as shown in **DETAIL A & B**. Carefully pry the **C9** LED Strip Cover out of the apron with the help of a flat blade screwdriver as shown in **DETAIL C**, then remove the **C5** LED Light Strip from the table. The LED Light Wire Connection will need to be disconnected first , the connection is under the table, please see page 11 .

STEP THREE:

Install the replacement LED Strip **C5** & LED Strip Cover **C9** back to the Cabinet Side Rail. Align the male and female connectors of the Lighting LED Strip. Connect the plug of **C5** Lighting LED Strip with **C2** Junction Box Wire.



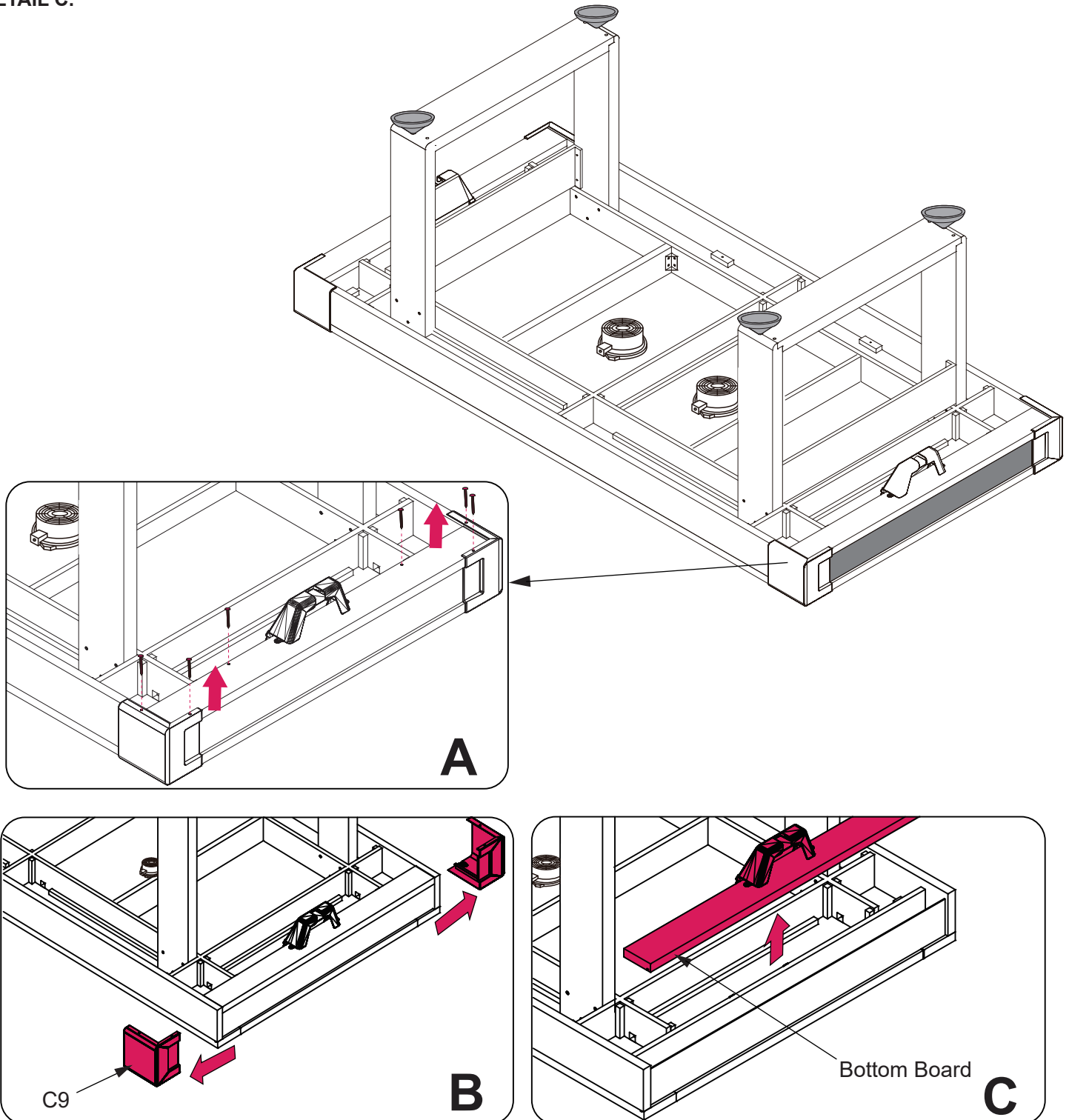
Replacement of End Side LED Light Strip(s)

STEP ONE :

Should the LED lights not be working in the rail - Firstly , make sure the A/C Adapter is plugged in to a live A/C outlet properly. Secondly , make sure the A/C Adapter (**A3**) is tightly plugged into Junction Box outlet under the table. Lastly, make sure all LED Rail light connections are snugly plugged into the Junction Box (**C2**) . At this point, if the LED Rail Lights still not be working , please disconnect the A/C power to the table before proceeding. A call will be required to our Customer Service Department to acquire the necessary replacement part(s).

STEP TWO :

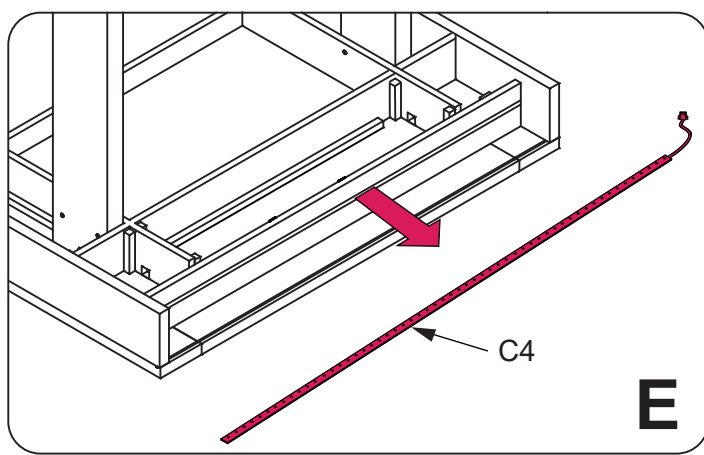
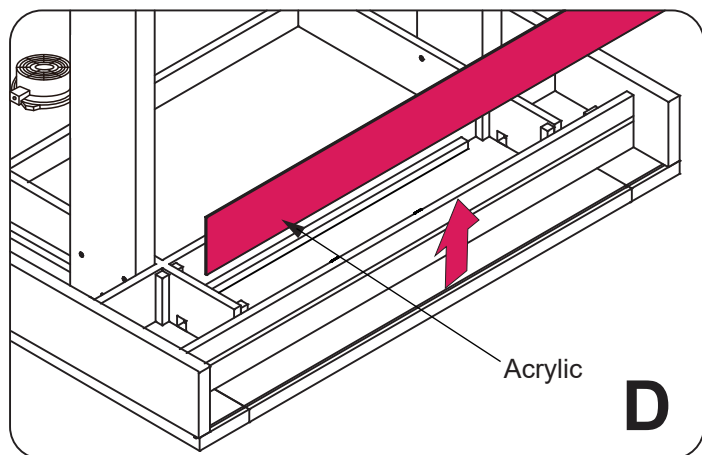
If the End Side LED (**C5**) needs to be replaced on the **P1** Cabinet end side. Remove the screw of **P11** Corner and take off the Corner as shown in **DETAIL A & B**. Then take off the bottom board as shown in **DETAIL C**.



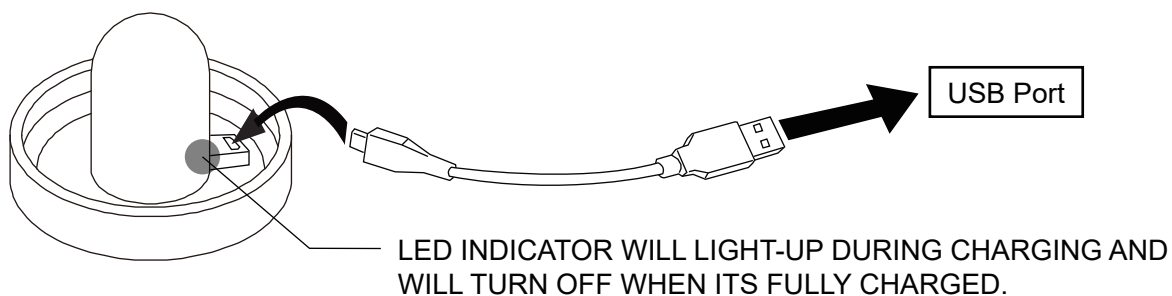
Take off the Acrylic as shown in **DETAIL D**, then remove the **C4** LED Light Strip from the table. The LED Light Wire Connection will need to be disconnected first, the connection is under the table, please see page 11 .

STEP THREE:

Install the replacement LED Strip **C4** back to the Cabinet End Rail. Align the male and female connectors of the Lighting LED Strip. Connect the plug of **C4** Lighting LED Strip with **C2** Junction Box Wire.



LED STRIKER BATTERY CHARGE INSTRUCTION



Helpful Hint:

The LED strikers each will require about 4 hours to fully charge up and will last approximately 7 hours of continuous play time. Be sure to turn the switch to the "OFF" position when not in use.

90 DAY LIMITED WARRANTY

This consumer warranty extends to the original consumer purchase of any ESCALADE SPORTS 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, ESCALADE SPORTS 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.

1-800-467-1421 / 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.

Some states do not allow the exclusion or limitation of implied warranties or consequential or incidental damages, so the above limitations or exclusions may not apply to you.

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

NOT COVERED BY THIS WARRANTY

- Product not intended to be in places of public assembly, such as, but not limited to, schools, parks, public or private recreational facilities
- Any product subjected to Non-residential abuse, negligence, improper installation, vandalism, acts of God, alteration of product, or any other events beyond the control of ESCALADE SPORTS.