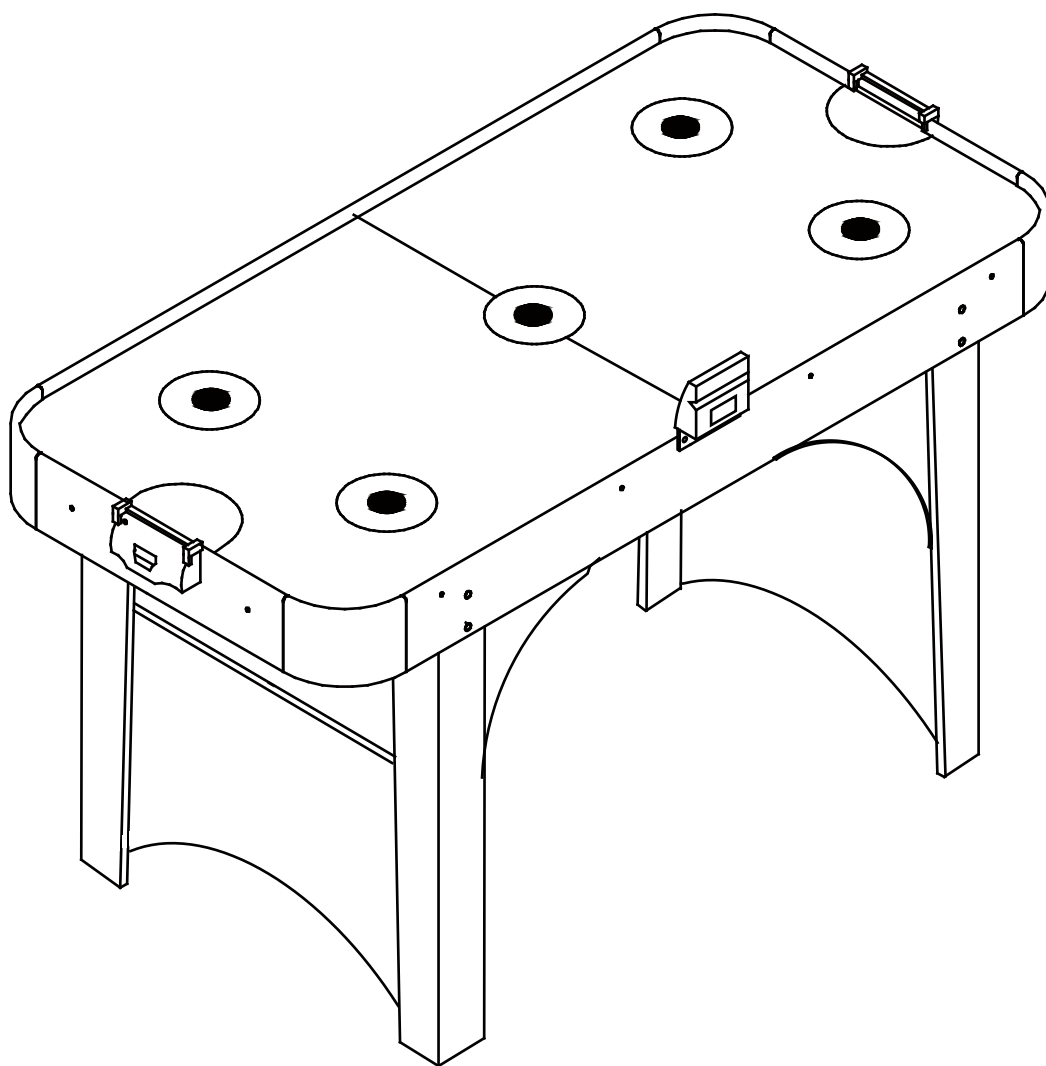


Item# 45-6059



48" Air Powered Hockey



If you have any problems with your new product,
DO NOT RETURN IT TO THE STORE!
Please contact us at 1-866-815-4173,
or e-mail us at csr@triumphsportsusa.com



PLEASE KEEP YOUR INSTRUCTIONS!

Your item number is necessary if you need to contact us. If you have any problems with your new product, **DO NOT RETURN IT TO THE STORE!** Please contact us at 1-866-815-4173, or e-mail us at csr@triumphsportsusa.com

Please read through this instruction book to familiarize yourself with any assembly steps and/or rules.

90-Day TSU Game Warranty

All TSU games have a 90-days from date of purchase warranty. This warrants the retail purchaser for any TSU games purchased to be free from any defects in materials and construction for 90 days from the date of purchase. 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 warranty.

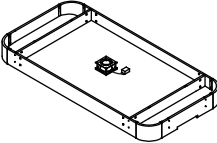
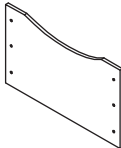
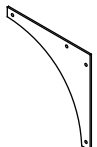
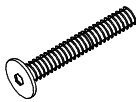
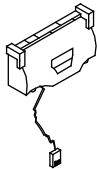
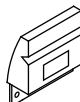
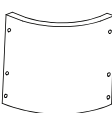
Triumph Sports USA

Aurora, IL 60504

www.triumphsportsusa.com

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45-6059 PARTS LIST

#1  MAIN FRAME 1 Piece	#2  RIGHT LEG 2 Pieces	#3  LEFT LEG 2 Pieces	#4  LEG END PANEL 2 Pieces
#5  LEG SIDE PANEL 2 Pieces	#6  5/16" LEG BOLT 12 Pieces	#7  5/16" LEG WASHER 12 Pieces	#8  1/2" SCREW 34 Pieces
#9  5/8" SCREW 2 Pieces	#10  PUSHER 2 Pieces	#11  ROUND PUCK 2 Pieces	#12  GOAL WITH SENSOR WIRE 2 Pieces
#13 Pre-installed  MOTOR 1 Piece	#14  ELECTRONIC SCORER 1 Piece	#15 Pre-installed  APRON CORNER 4 Pieces	#16  ALLEN KEY 1 Piece
#17  ADAPTOR 1 Piece	#2A Pre-installed  T - NUT 12 Pieces		



WARNING:

- 1) Require 2pcs AAA Batteries (Not included).
- 2) Do not mix old and new batteries
- 3) Do not mix alkaline, standard (carbon zinc), or rechargeable (nickel - cadmium) batteries.

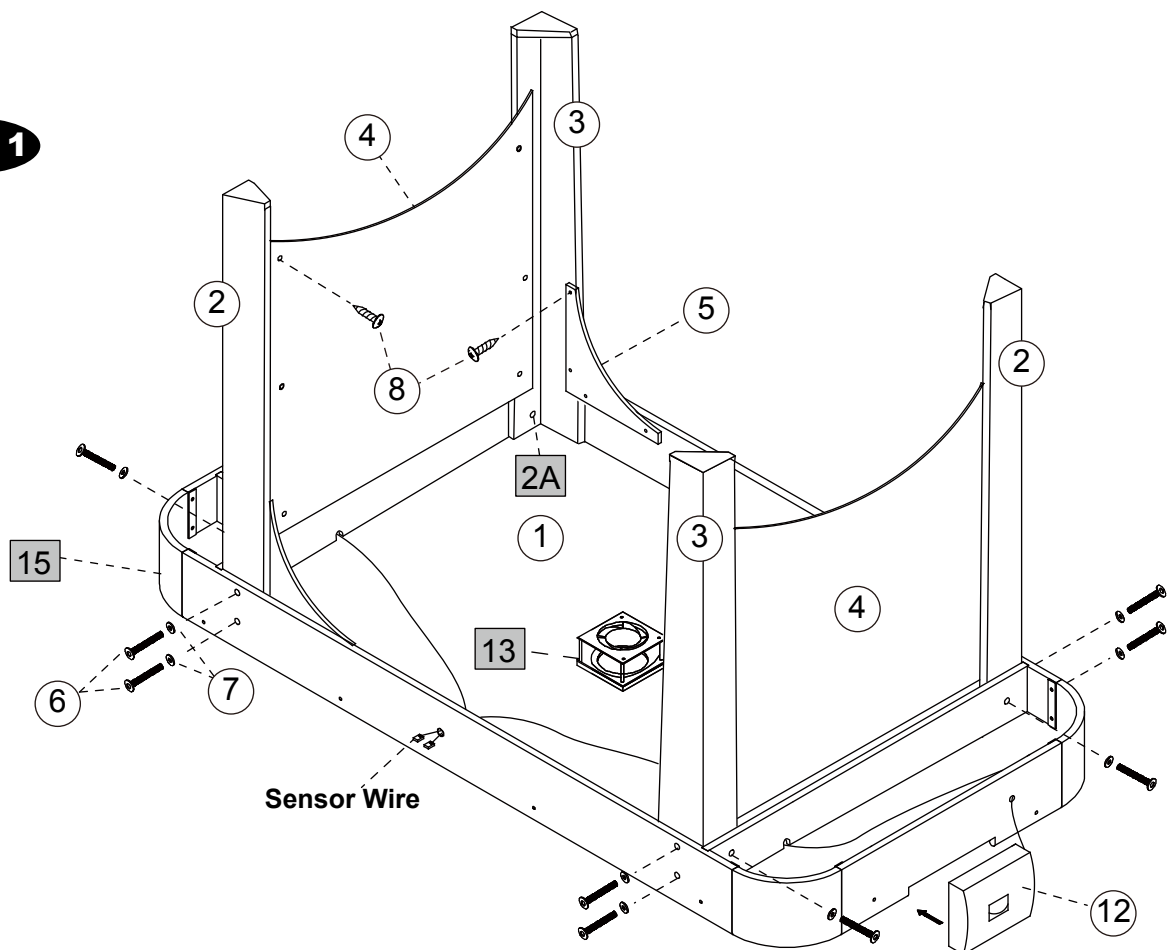
Assembly Instructions

1. Find a clean, level place to begin the assembly of your Air Hockey Table. The table will be assembled upside down and then turned over on its legs once the assembly completed. This game table is heavy, and turning it over will require at least two adults.
2. Remove all the parts from the box and verify that you have all of the listed parts as shown on the parts list below. Carefully cut or tear the four corners of the box so that the bottom of the box can be used as your work surface.

FIG.1

3. Place the Main Frame (#1) face down on a clean and flat surface. Attach the Right Leg (#2) and Left Leg (#3) to the Main Frame using three Leg Bolts (#6) and three Leg Washers (#7) per Leg. See FIG.1.
4. Attach the Leg End Panel (#4) between the Right Leg (#2) and Left Leg (#3) using six Screws (#8) per Panel.
5. Attach the Leg Side Panel (#5) to the leg (#2 or #3) and side apron of the Main Frame (#1) using four Screws (#8) per Panel.
6. Thread the wire from Goal Box (#12) through the opening of the End Apron and support of the playfield to the opening of apron. See FIG.1.

FIG. 1



7. Lift the table assembly from the floor with two adults, turn it over, and set table on its leg in the location where you will play. Go back and make sure that all connections are tight.

CAUTION: Two 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.

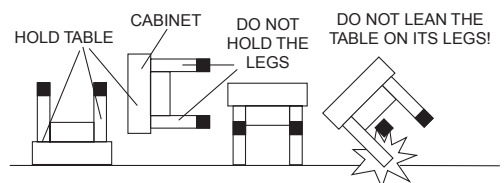


FIG.2

8. Attach the Goals (#12) to each End Apron using three Screws (#8). See FIG.2.
9. Attach the Electronic Scorer (#14) to the side apron in the pre-drilled holes using two Screws (#9). Insert the Scorer Wire into the Electronic Scorer (#14). See FIG.2A.
10. Insert the Adaptor (#17) into the DC Jack of the Motor underneath the table. See FIG.2B.

FIG. 2

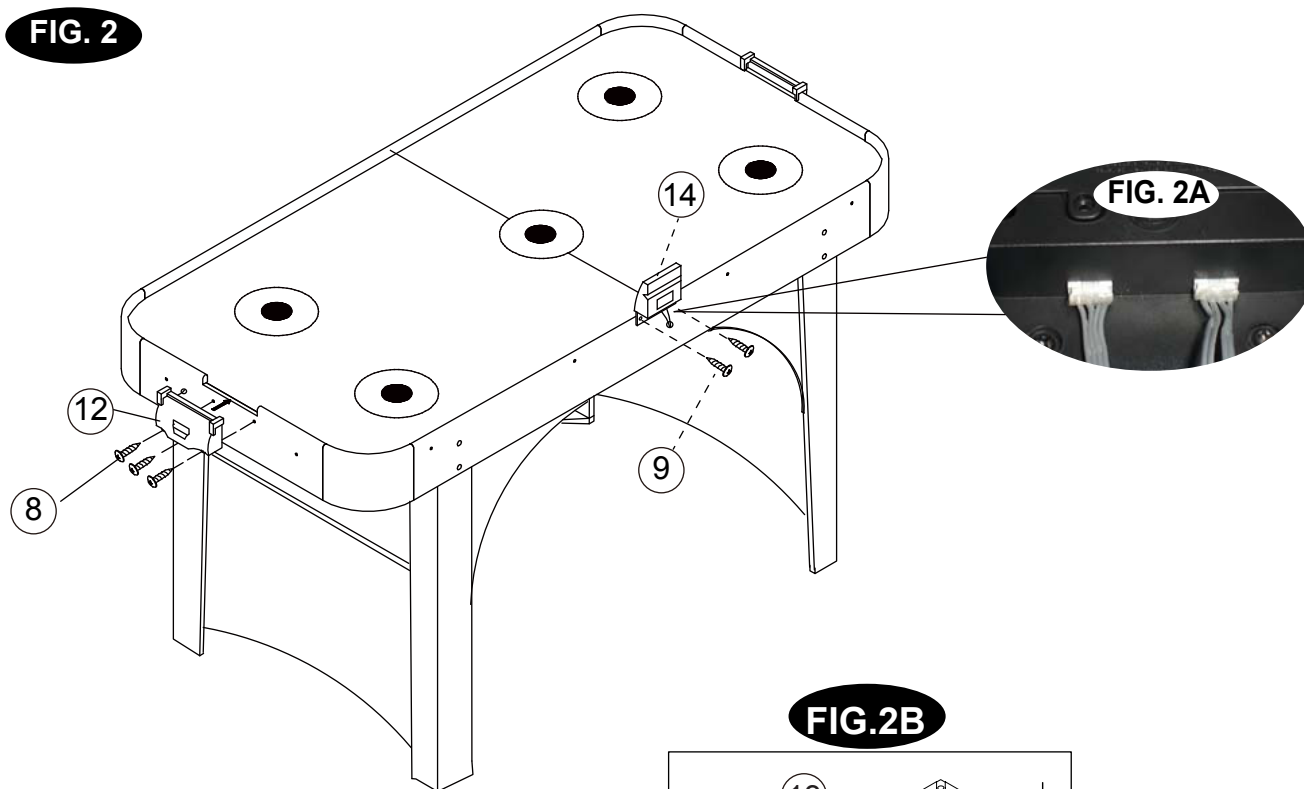
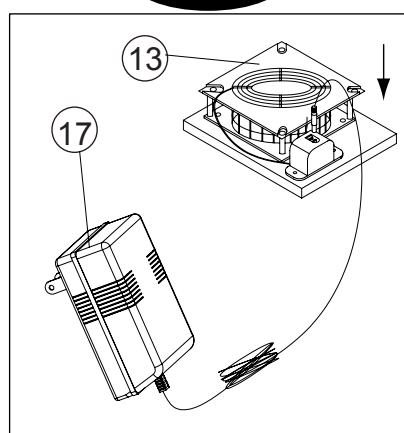


FIG.2B



YOU ARE NOW READY TO PLAY!

SCORE KEEPER OPERATION



1. Remove the battery cover and insert 2 AAA Batteries into the battery box. (2 AAA Batteries Not Included.) When HOME/VISITOR indicates “0”, therewith starting the game.

Note : Make sure to put all the batteries in the right way inside the box.

2. When the “HOME” player scores a point, the “HOME” indicator will show 1 point. On the contrary, when the “VISITOR” player scores a point, the “VISITOR” indicator will show 1 point.
3. The first player to reach 9 points wins the game, and the winner’s indicator will flash for seconds.
4. After the game, you can press “RESET” button to start a new game and the HOME/VISITOR will indicate “0”.

Note:

1. You can press “RESET” button at any time, to set the scorer back to the beginning status.
2. You can press “ON/OFF” at any time to turn off the scorer. Press “ON/OFF” button again to turn it back on.
3. The scorer will turn off automatically when it is not used for 14 minutes.

This device complies with the 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.

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 starts with the puck ("serve"). The player winning the coin toss gets the puck and begins play by striking the puck with his/her pusher onto 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.