



TRIUMPHTM

54" 5-IN-1 SWIVEL MULTI GAME

**SOCCER, BILLIARDS, AIR HOCKEY, TABLE TENNIS
PLUS FINGER FLICK FOOTBALL GAME**

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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: 45-5002W/F

Date Code: 2 - 45-5002W/F- - SY

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 two capable adults are required to assemble this product.

NOTICE

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

⚠ CAUTION

ENSURE THAT THE FLIGHT PATH IS CLEAR OF PEOPLE WHEN FLICKING THE FOOTBALL. IMPACT FROM FLYING FOOTBALL COULD CAUSE MINOR OR MODERATE EYE INJURY.

⚠ WARNING AVERTISSEMENT	⚠ WARNING AVERTISSEMENT
	
STAY CLEAR! Keep pets, children, and objects clear from underneath the table. May cause personal injury or damage the table.	PINCH HAZARD! Keep hands clear when swivel cabinet is in motion.
GARDEZ VOS DISTANCES! Tenez les animaux de compagnie, enfants et objets éloignés du dessous de la table. Peut occasionner des blessures corporelles ou endommager la table.	RISQUE DE BLESSURE! Gardez les mains à distance lorsque le cabinet pivotant est en mouvement.

**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:

Allen Wrench (Included)
Furniture Polish and Soft Cloth
Carpenters Level
Phillips Screw Driver

ASSEMBLY TIPS

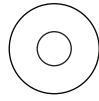
Make sure you understand the following tips before you begin to assemble your game table.

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)



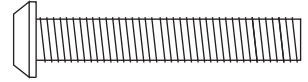
H1 = 8 pcs
4 mm x 22 mm
Phillips Head Bolt



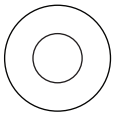
H2 = 8 pcs
4.5 mm x 12 mm
Flat Washer



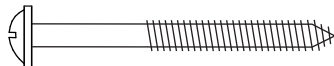
H3 = 8 pcs
M4 STD Nut



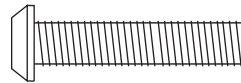
H4 = 8 pcs
6 mm x 35 mm
Allen Head Bolt



H5 = 24 pcs
6.5 mm x 14 mm
Flat Washer



H6 = 26 pcs
4 mm x 40 mm
Phillips Round
Head Screw



H7 = 16 pcs
6 mm x 28 mm
Allen Head Bolt



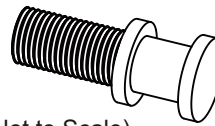
H8 = 12 pcs
3.5 mm x 14 mm
Phillips Round
Head Screw



H9 = 12 pcs
3.5 mm x 35 mm
Phillips Flat
Head Screw



H10 = 4 pcs
3.5 mm x 25 mm
Phillips Flat
Head Screw

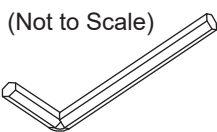


(Not to Scale)

H11 = 2 pcs
Plastic Pivot Bolt



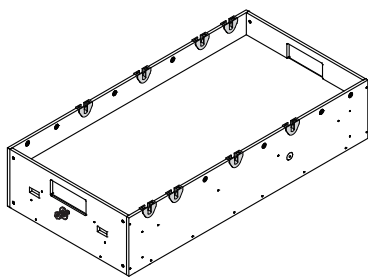
H12 = 16 pcs
3.5 mm x 28 mm
Phillips Round
Head Screw



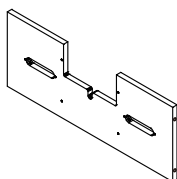
(Not to Scale)

T1 = 1 pc
Allen Wrench

PARTS IDENTIFIER (Not to Scale)



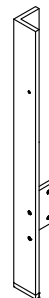
P1 - Main Cabinet
(1 pc)



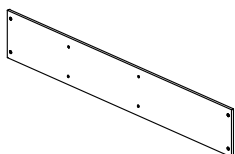
**P2 - Leg Top
End Apron**
(2 pcs)



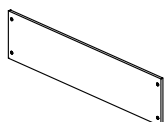
P3 -Right Leg
(2 pcs)



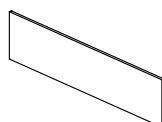
P4 - Left Leg
(2 pcs)



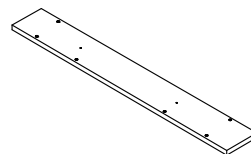
P5 - Side Leg Panel
(2 pcs)



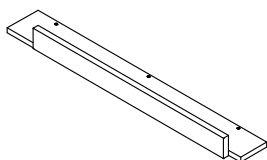
P6 - End Leg Panel
(2 pcs)



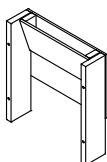
P7 - Center Frame Support
(2 pcs)



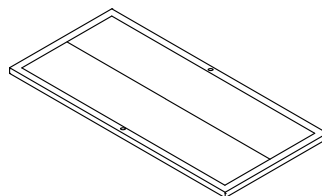
P8 - Top Side End Panel
(2 pcs)



**P9 - Ball Storage
Board-Lower**
(2 pcs)



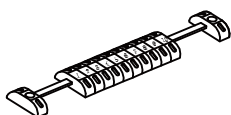
P10 - Goal Box
(2 pcs)



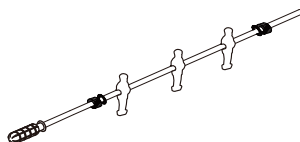
**P11 - Table Tennis
Board**
(1 pc)



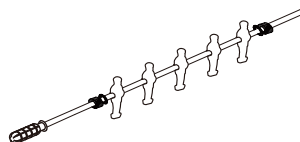
P12 - Leg Leveler
(4 pcs)



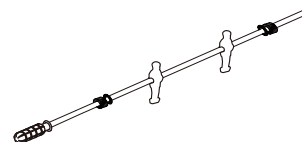
P13 - Manual Scorer
(2 pcs)



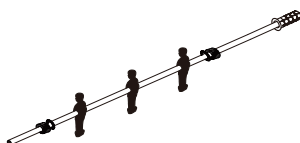
**P14 - White 3-player
Rod Assembly**
with rod handle, plastic washers,
rod end caps and bumpers attached
(2 pcs)



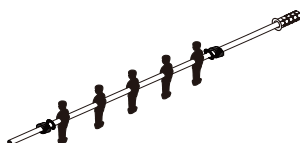
**P15 - White 5-player
Rod Assembly**
with rod handle, plastic washers,
rod end caps and bumpers attached
(1 pc)



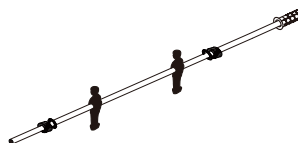
**P16 - White 2-player
Rod Assembly**
with rod handle, plastic washers,
rod end caps and bumpers attached
(1 pc)



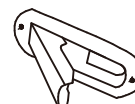
**P17 - Blue 3-player
Rod Assembly**
with rod handle, plastic washers,
rod end caps and bumpers attached
(2 pcs)



**P18 - Blue 5-player
Rod Assembly**
with rod handle, plastic washers,
rod end caps and bumpers attached
(1 pc)



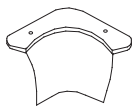
**P19 - Blue 2-player
Rod Assembly**
with rod handle, plastic washers,
rod end caps and bumpers attached
(1 pc)



P20 - Lock Latch
(4 pcs)



P21 - Billiard Playfield
(1 pc)



P22 - Corner Pocket
Shield (4 pcs)

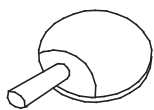


P23 - Side Pocket
Shield (2 pcs)



P24- Removable Bushing
Cap with Push Lock
(8 pcs)

ACCESSORIES IDENTIFIER (Not to Scale)



A1 - Table Tennis Paddle
(2 pcs)



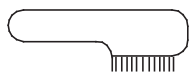
A2 - Table Tennis Ball
(2 pcs)



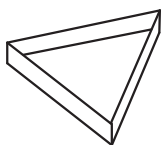
A3- Table Tennis Net Post
(2 pcs)



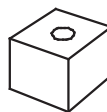
A4 - Cue Stick
(2 pcs)



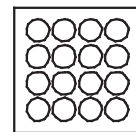
A5 - Billiards Playfield Brush
(1 pc)



A6 - Triangle
(1 pc)



A7- Cue Tip Chalk
(1 pc)



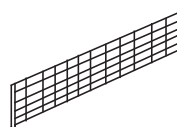
A8 - Billiard Balls
(1 set)



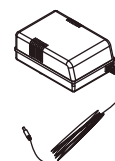
A9 - Cue Holder
(2 pcs)



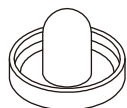
A10 - Soccer Ball
(2 pcs)



A11- Table Tennis Net
(1 pc)



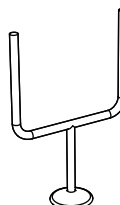
A12 - A/C Adapter
(1 pc)



A13 - Hockey Pusher
with felt pad attached
(2 pcs)



A14 - Hockey Puck
(2 pcs)



A15 - Goal Post
(2 pcs)



A16 - Finger Flick Balls
(4 pcs)

PARTS REQUIRED:

1 pc - **P1** Main Cabinet

2 pcs - **H11** Plastic Pivot Bolt

1 pc - **P21** Billiard Playfield

Step 1

Please inspect the main cabinet and playing surfaces before putting the game together.

Remove all the contents from inside the carton and verify that you have all listed parts as shown on the parts list.

NOTE: Parts are packed inside and under the table cabinet. Remove the billiards playfield **P21** from Main Cabinet. Inside the table cabinet you will find parts needed to assemble your table.

Attach the Plastic Pivot Bolts **H11** to the Plastic Pivot Nuts **C5** to each end of Main Cabinet.

Hand tighten the Plastic Pivot Bolts **H11**.

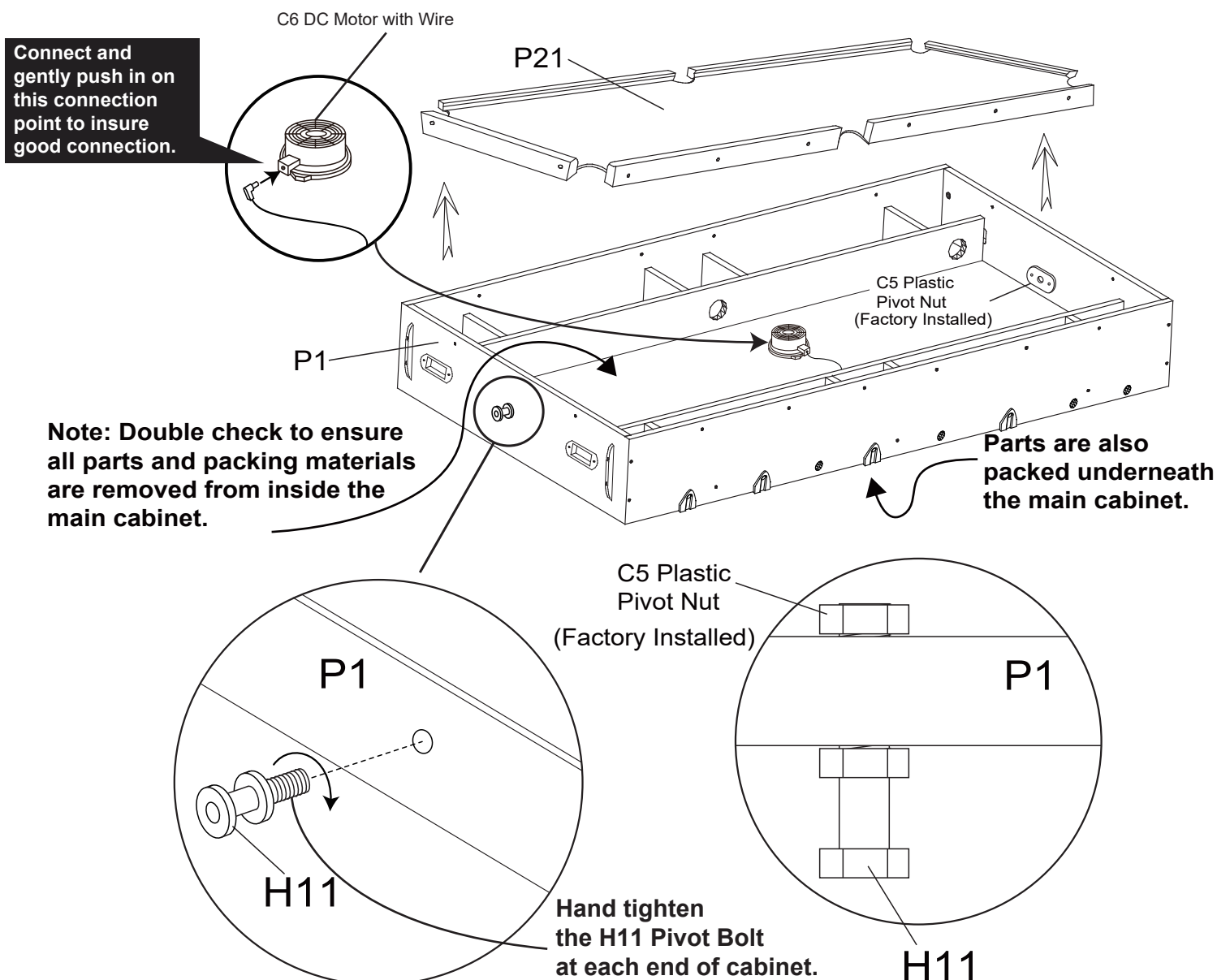


FIGURE 1

PARTS REQUIRED:

12 pcs - **H8** 3.5 x 14mm Phillips Round Head Screw
16 pcs - **H12** 3.5 x 28mm Phillips Round Head Screw

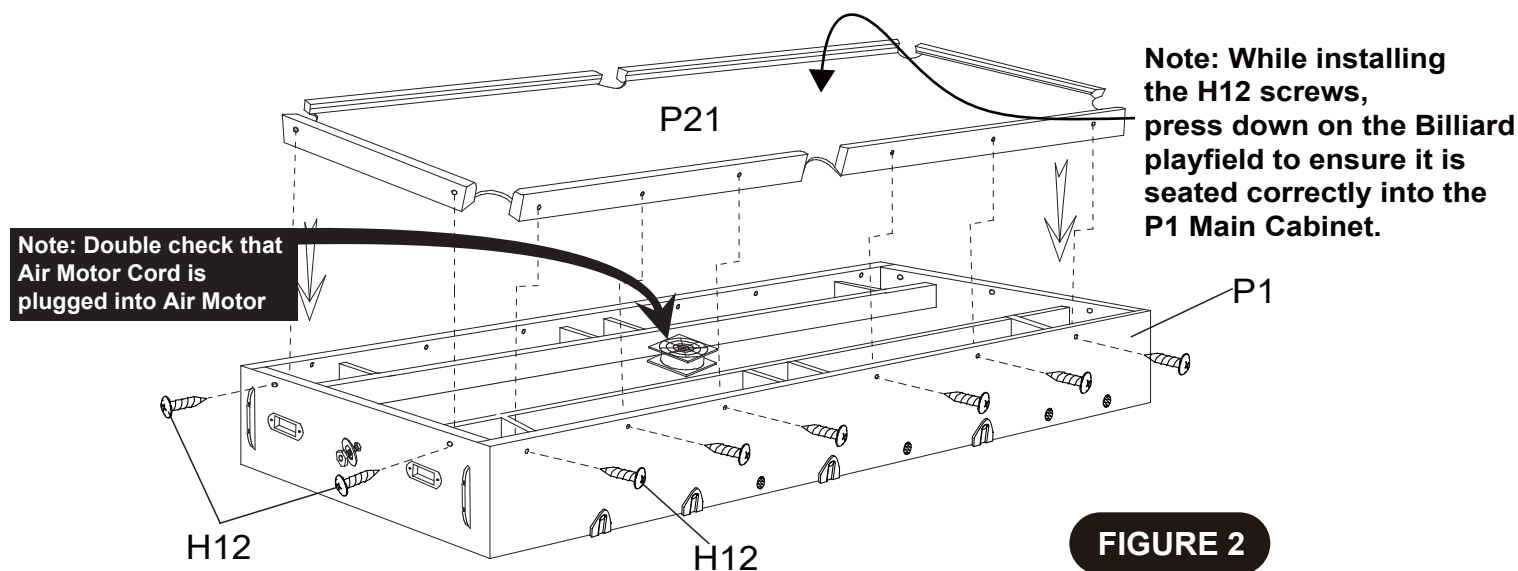
4 pcs - **P22** Cornet Pocket Shield
2 pcs - **P23** Side Pocket Shield

Step 2 Before Starting Step 2, Double Check That All Loose Table Components and Packing Materials Are Removed From The Main Table Cabinet.

When all the parts are out of the Main Table Cabinet **P1**, replace the Billiards Playfield **P21**.

Attach the Billiards Playfield **P21** by using screws **H12**.

Tighten, but do not strip out Screws H12

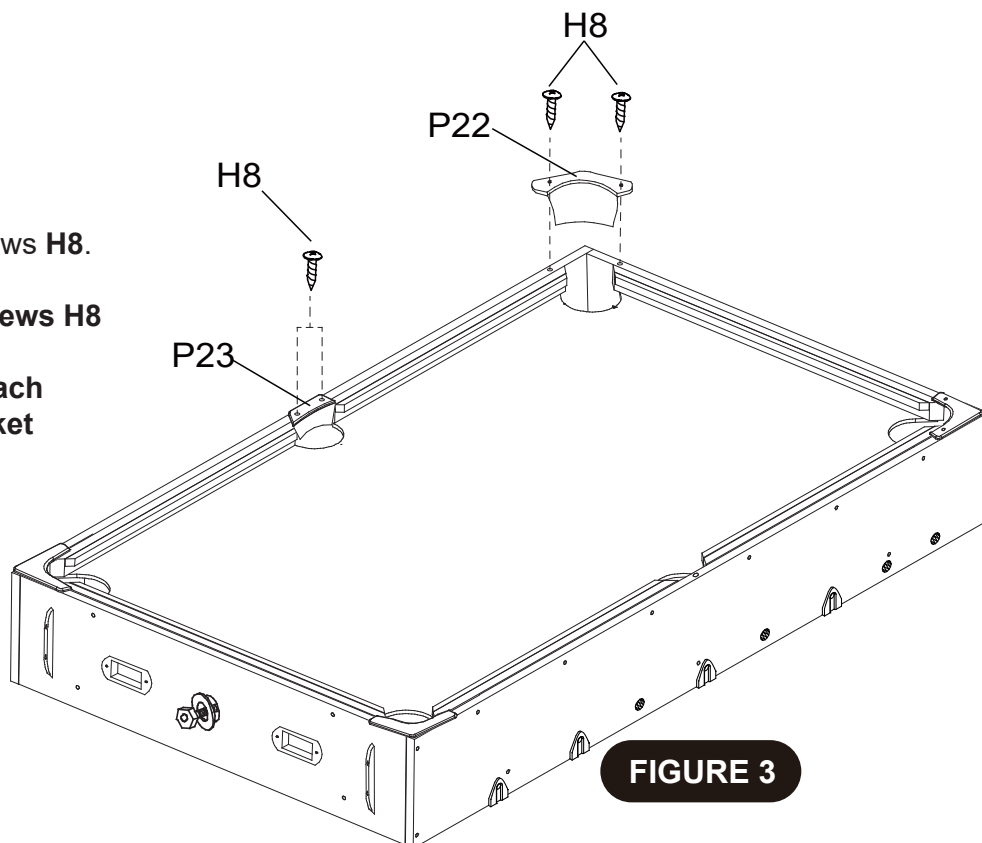


Step 3

Insert Corner Pockets Shields **P22** and Side Pocket Shields **P23** into the the cabinet pockets using Screws **H8**.

Tighten, but do not strip out Screws H8

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

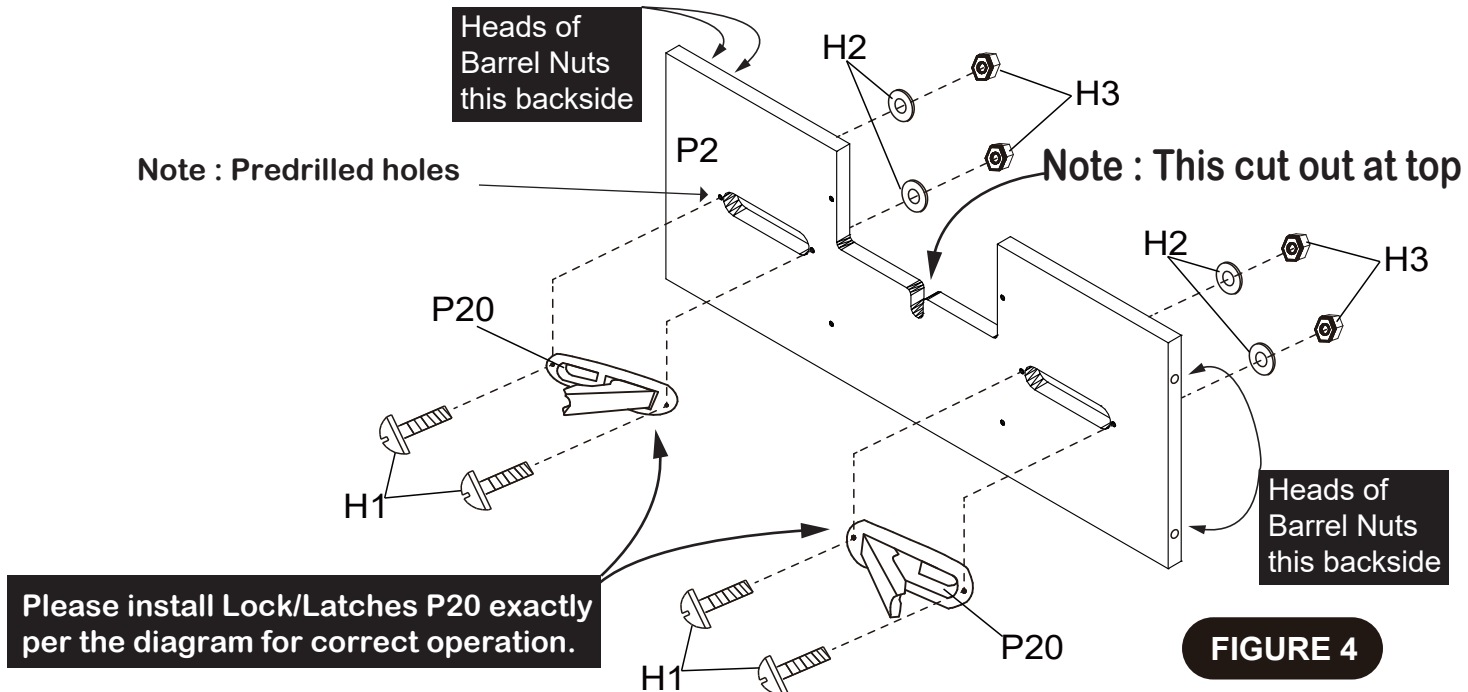


PARTS REQUIRED:

2 pcs - P2 Leg Top End Apron	2 pcs - P3 Right Leg	2 pcs - P4 Left Leg	4 pcs - P20 Lock / Latch
8 pcs - H1 4 x 22mm Phillips Head Bolt	8 pcs - H2 4.5 x 12mm Flat Washer		
8 pcs - H4 6 x 35mm Allen Head Bolt	8 pcs - H5 6.5 x 14mm Flat Washer		8 pcs - H3 M4 STD Nut

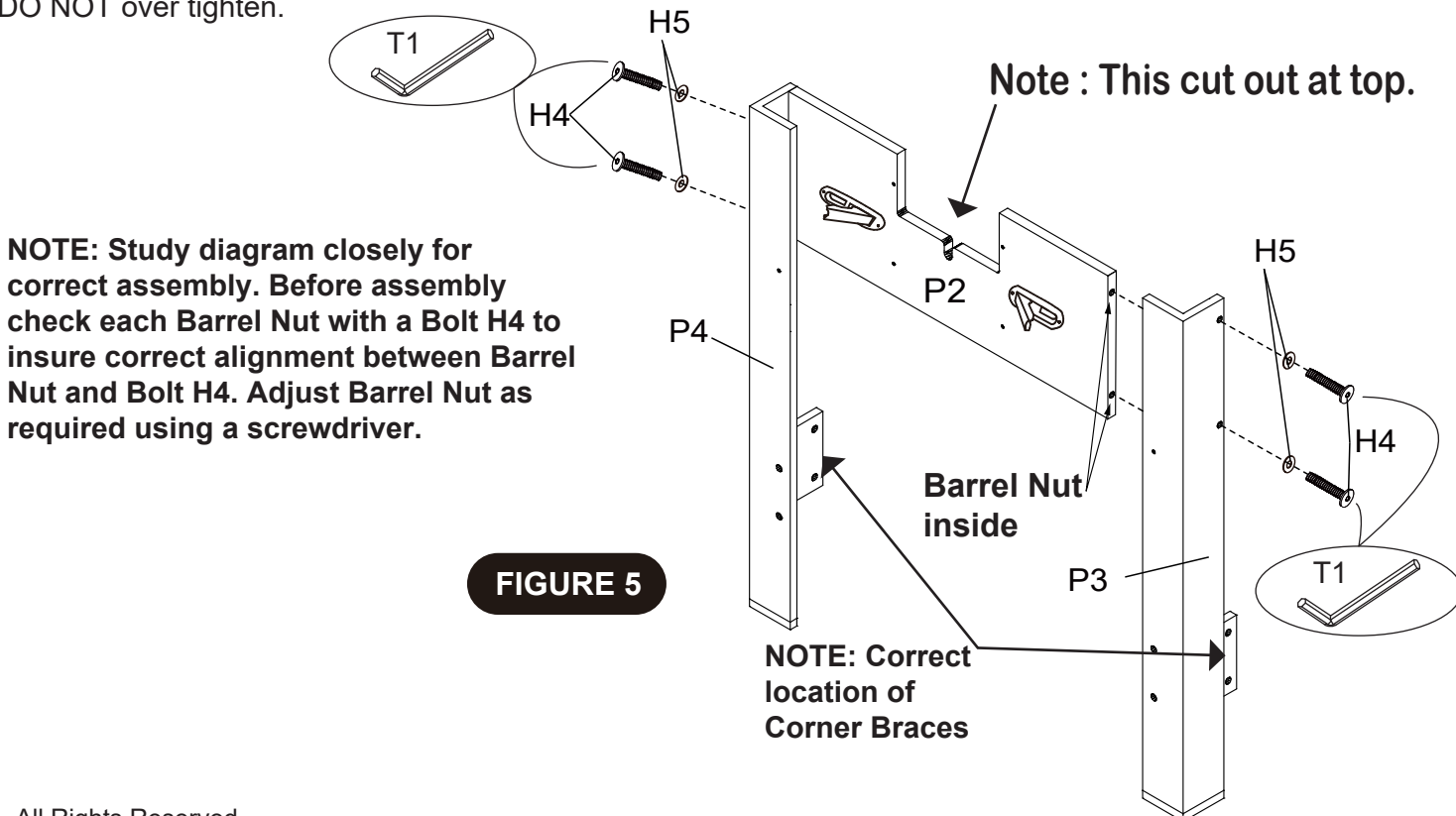
Step 4 (Build 2 Identical Assemblies)

Attach 2 Lock / Latches **P20** into the cut outs on Leg Top End Apron **P2** with Bolts **H1**, Washers **H2** and Nuts **H3**, then tighten, but DO NOT over tighten.



Step 5 (Build 2 Identical Assemblies)

Attach the Right leg **P3** and Left Leg **P4** to the Leg Top End Apron **P2** by inserting Bolts **H4** with washers **H5** into the predrilled holes of the leg and into the Barrel Nuts, then tighten, but DO NOT over tighten.



PARTS REQUIRED:

2 pcs - **P9** Ball Storage Board-Lower

2 pcs - **P10** Goal Box

4 pcs - **P12** Leg Leveler

18 pcs - **H6** 4 x 40mm Phillips Round Head Screw

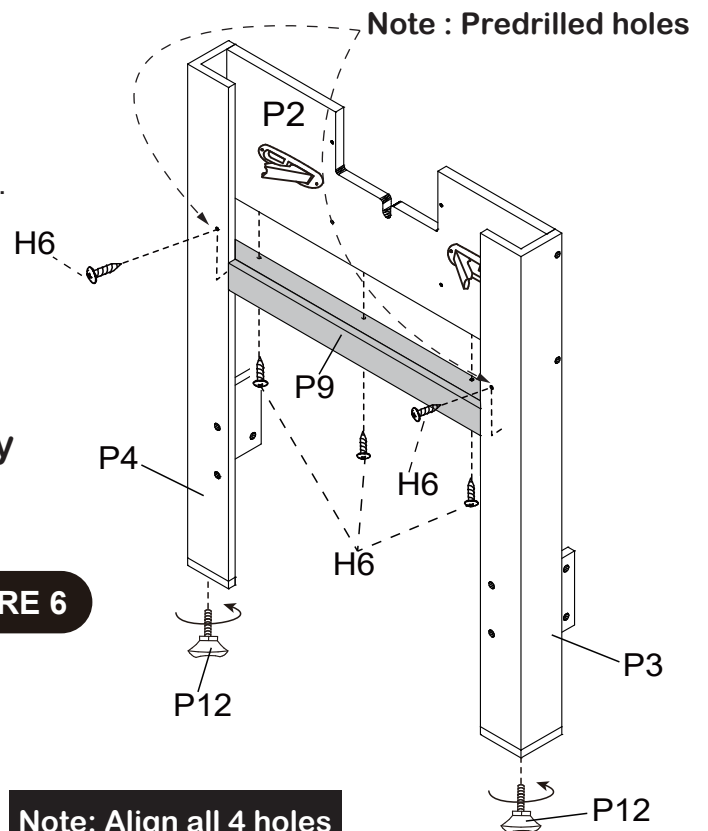
Step 6 (Build 2 Identical Assemblies)

Screw the Ball Storage Board-Lower **P9** to the Leg Top End Apron **P2** using screws **H6** into predrilled holes.

Install leg levelers **P12** to the bottom of each Leg **P3** & **P4**.

Tighten, but do not strip out screws **H6**.

Note: Be careful to orientate parts exactly the same as the assembly diagrams.

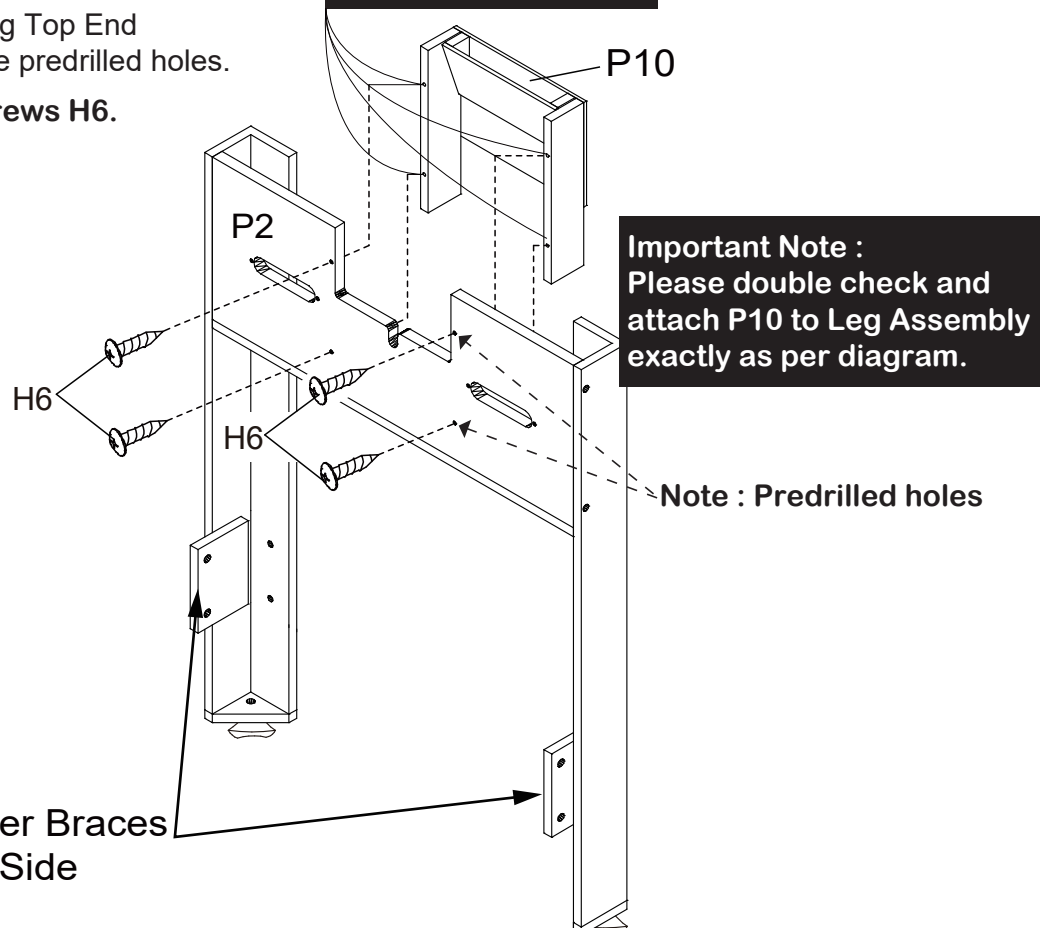


Step 7 (Build 2 Identical Assemblies)

Attach the Goal Box **P10** to the Leg Top End Apron **P2** with screws **H6** using the predrilled holes.

Tighten, but do not strip out screws **H6**.

Note: Align all 4 holes to install H6 Screws



PARTS REQUIRED:

2 pcs - **P5** Side Leg Panel

2 pcs - **P7** Center Frame Support

8 pcs - **H6** 4 x 40mm Phillips Round Head Screw

2 pcs - **P6** End Leg Panel

16 pcs - **H5** 6.5 x 14mm Flat Washer

16 pcs - **H7** 6 x 28mm Allen Head Bolt

Step 8

With the help of another adult, attach the Side Leg Aprons **P5** and End Leg Aprons **P6** to the assembled leg pedestals by aligning the holes in the corner braces on the leg pedestal with the predrilled holes in the Leg Aprons **P5 & P6** using bolts **H7** and washers **H5**.

Tighten all **H7** Bolts using the Allen wrench **T1** at this time.

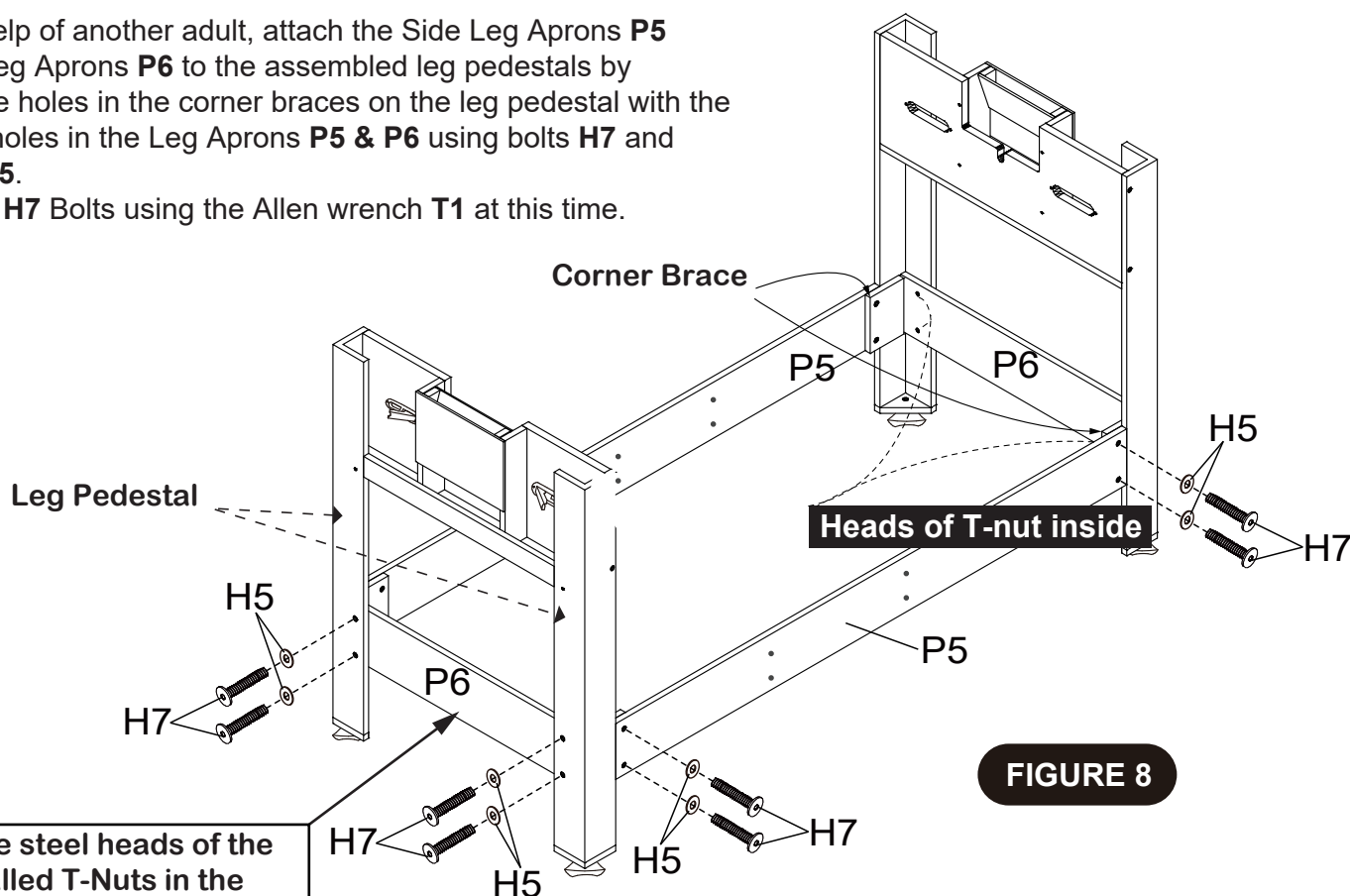


FIGURE 8

Note: The steel heads of the pre-installed T-Nuts in the P6 End Aprons must go to the inside for correct assembly.

Step 9

Attach the Center Frame Supports **P7** to the Side Leg Apron **P5** using predrilled holes with Screws **H6**

Tighten, but do not strip out screws **H6**.

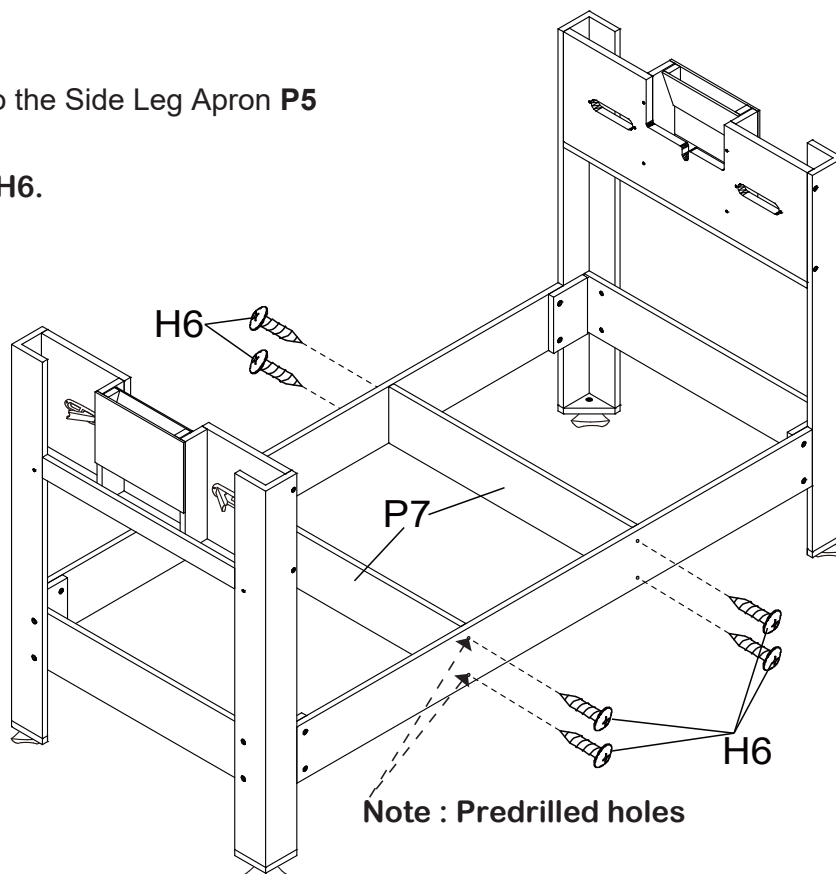


FIGURE 9

Step 10

Install the Main Cabinet **P1** by sliding the Plastic Pivot Bolts **H11** into the 2 slots on each Leg Top End Apron **P2**. Make sure the plastic pivot bolts **H11** rests in the slots on each end of the Leg Top End Apron **P2**.

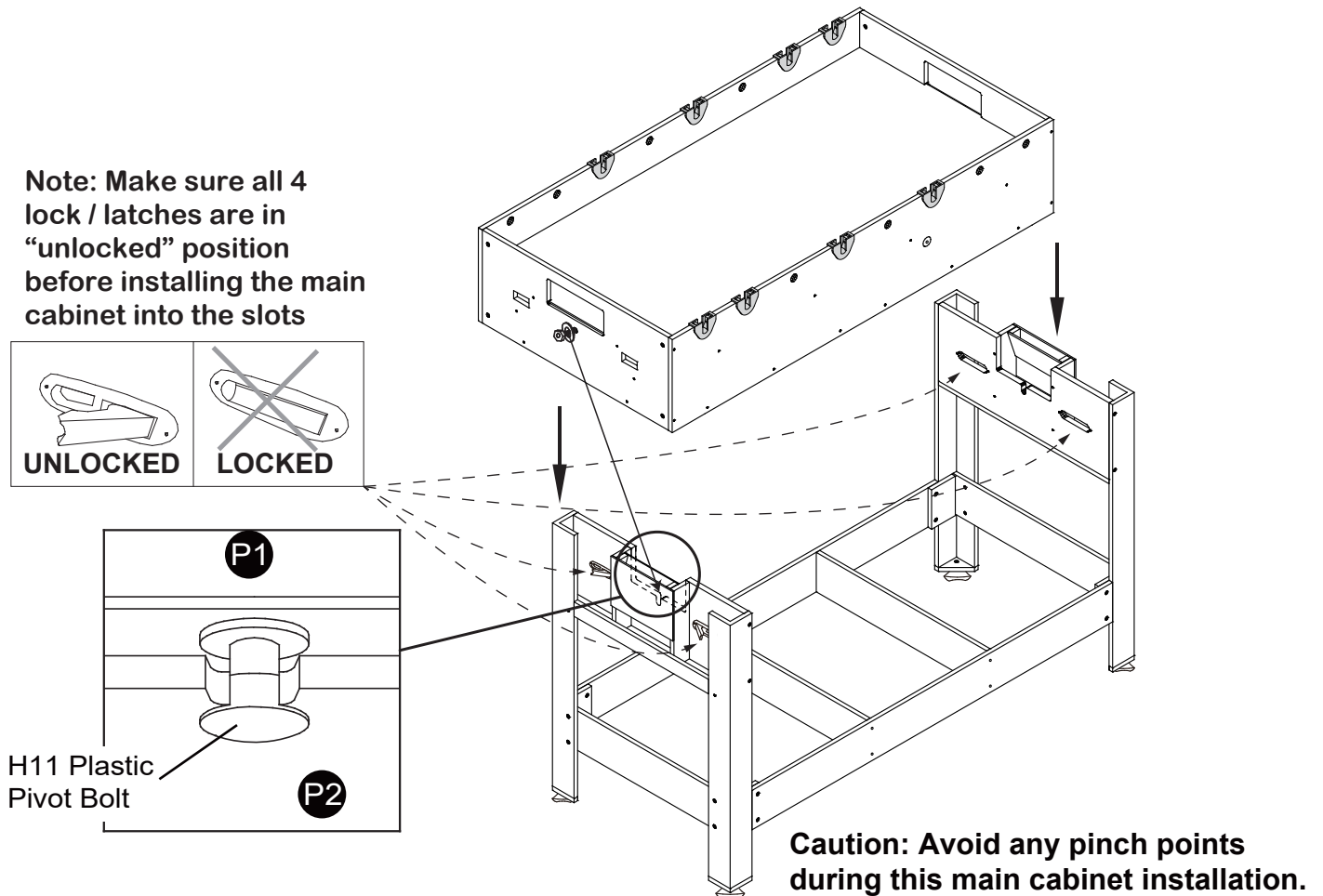


FIGURE 10

PARTS REQUIRED:

2 pcs - **P8** Top Side End Panel

2 pcs - **P13** Manual Scorer

1 pc - **A12** A/C Adapter

12 pcs - **H9** 3.5 x 35 mm Phillips Flat Head Screw

4 pcs - **H10** 3.5 x 25 mm Phillips Flat Head Screw

Step 11

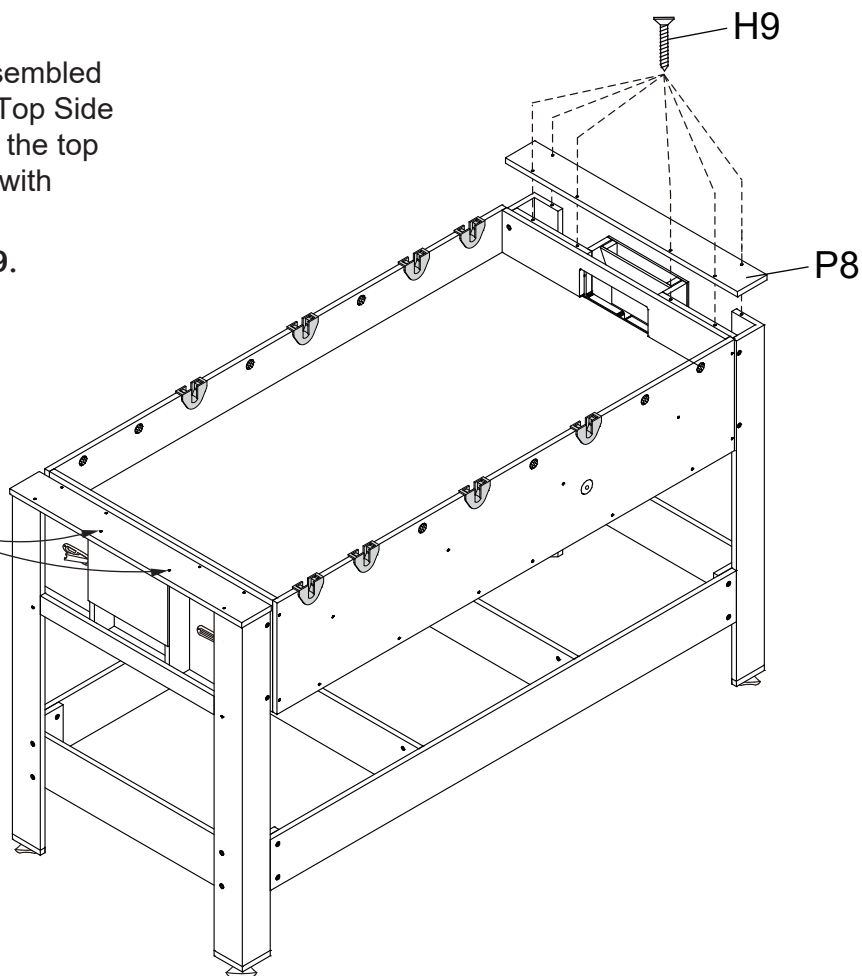
Attach Top Side End Panels **P8** to the assembled leg pedestals by aligning the holes in the Top Side End Panels **P8** with the predrilled holes in the top of the Leg Top End Apron **P2**, and attach with screws **H9**.

Tighten, but do not strip out screws H9.

Note:

Two pilot holes for the manual scorers facing up

FIGURE 11



Step 12

Attach Manual Scorers **P13** to the Top Side End Panels **P8** using screws **H10**.
Tighten, but do not strip out screws H10.

Note: Always disconnect the A12 A/C Adapter from the wall outlet and main cabinet when play is completed or when not in use.

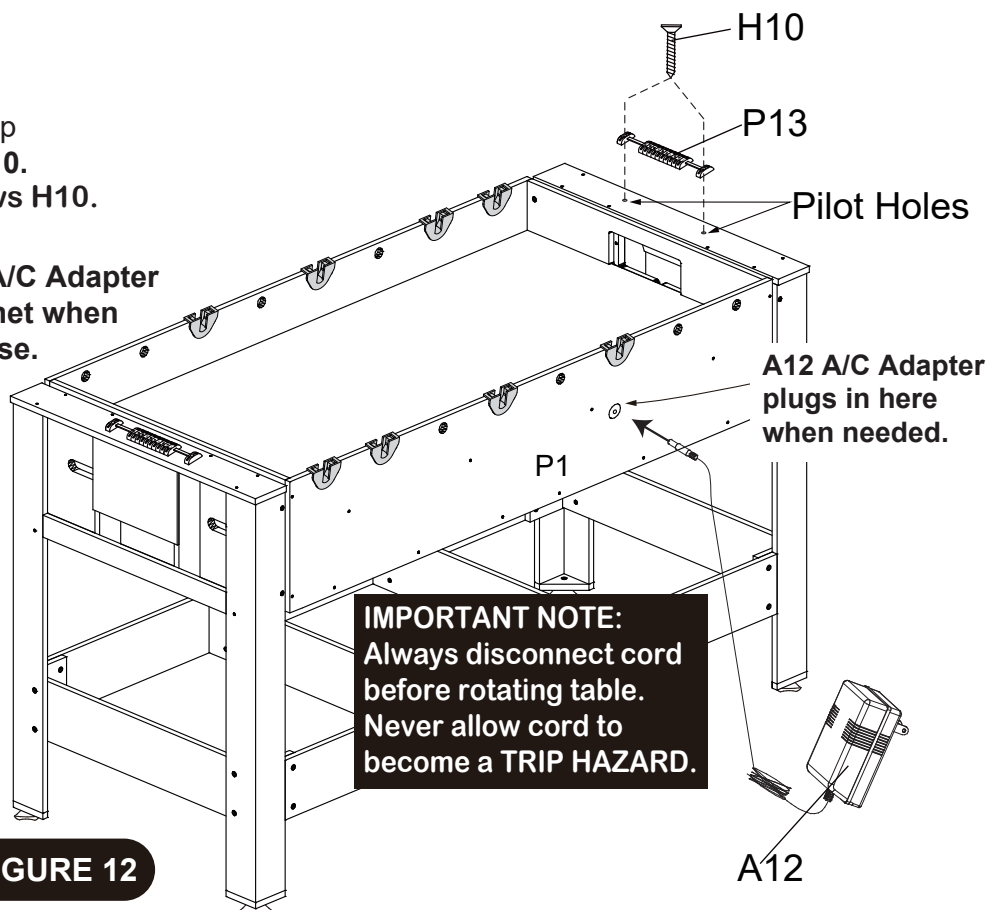


FIGURE 12

PARTS REQUIRED:

2 pcs - **P14** White 3-player Rod Assembly 1 pc - **P15** White 5-player Rod Assembly 1 pc - **P16** White 2-player Rod Assembly
 2 pcs - **P17** Blue 3-player Rod Assembly 1 pc - **P18** Blue 5-player Rod Assembly 1 pc - **P19** Blue 2-player Rod Assembly
 8 pcs - **P24** Removable Bushing Cap with Pusk Lock

Step 13

NOTE: STUDY DIAGRAM CLOSELY FOR CORRECT PLAYER ROD PLACEMENT.

FIRST: Insert the Rod into the round bushing hole as shown in **FIGURE 13A**.

Second: Snap the Removable Bushing Cap **P24** into the female bushing as shown in **FIGURE 13B**

When you finish playing the Soccer Game, and wish to play Billiards or Table Tennis, push the Lock of the Removable Bushing Cap **P24** and remove the Removable Bushing Cap.

Slide back the rod from the round bushing hole as shown in **FIGURE 13C** and **13D**.

NOTE: There will be four handles on each side of the table. It is critical that you set the player rods as shown below so the players will be correctly placed.

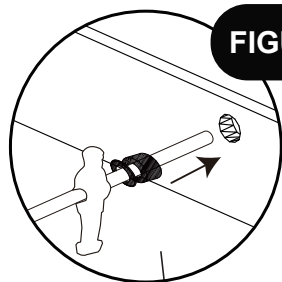


FIGURE 13A

Washer and Rod Bumper
(factory installed)

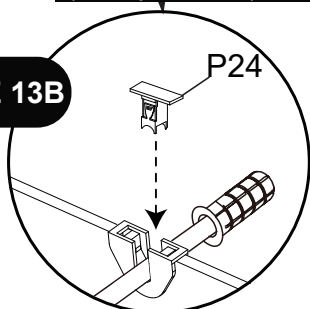


FIGURE 13B

Rod Handle (factory installed)

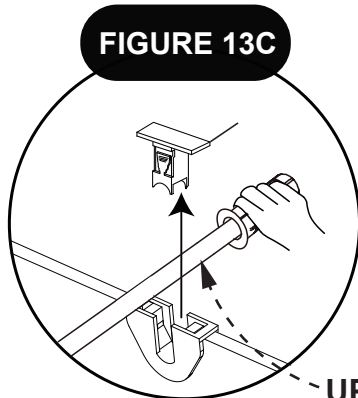


FIGURE 13C

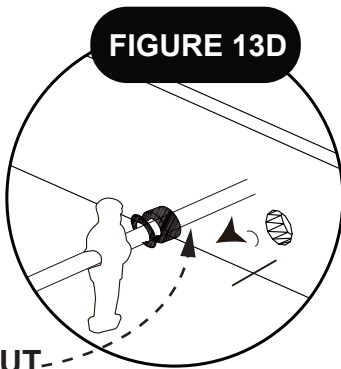
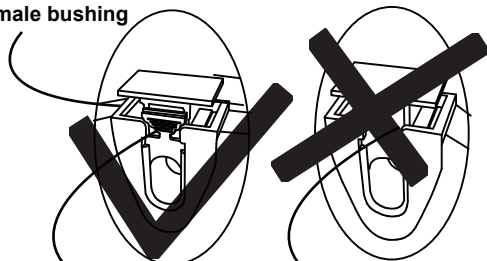


FIGURE 13D

UP and OUT

Must "Lock" into
female bushing



Squeeze Push
Lock to release

Installed backwards and
will not lock into place

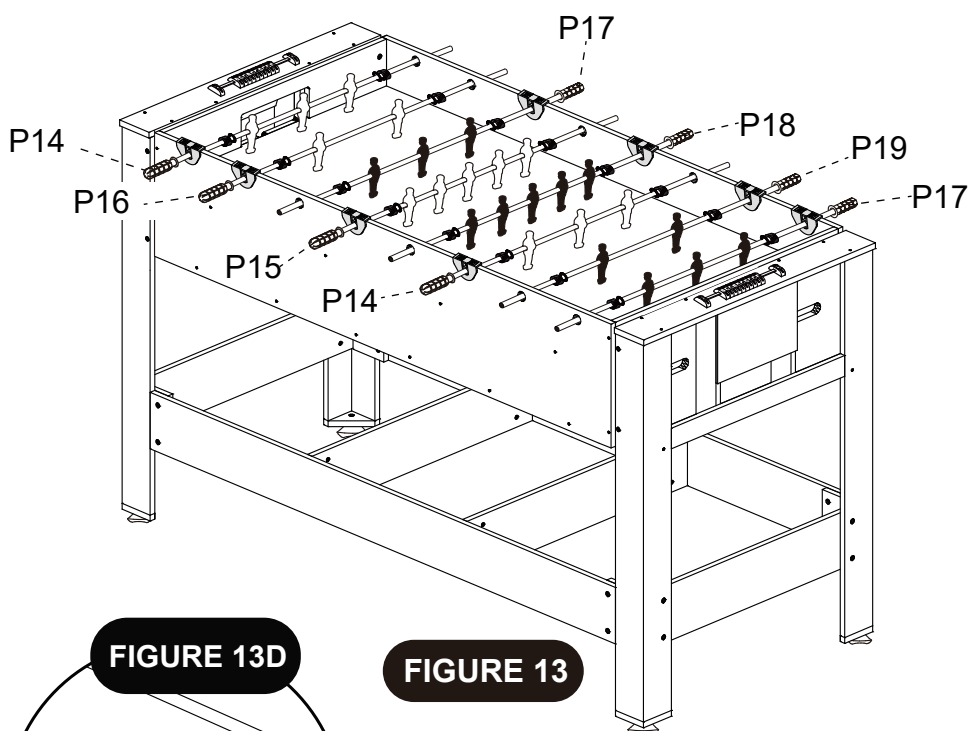
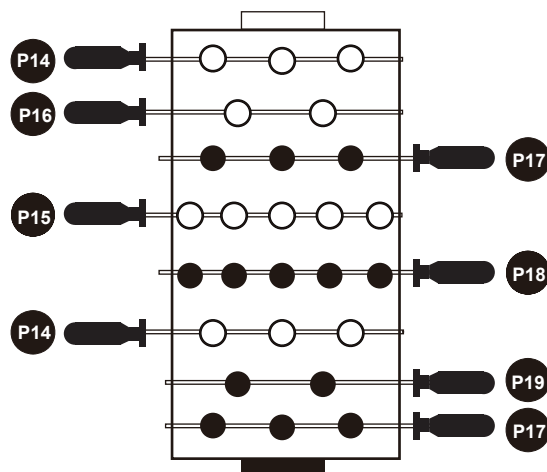


FIGURE 13



Upright / Top View

PARTS REQUIRED:

1 pc - **A11** Table Tennis Net

2 pcs - **A3** Table Tennis Net Post

1 pc - **P11** Table Tennis Board

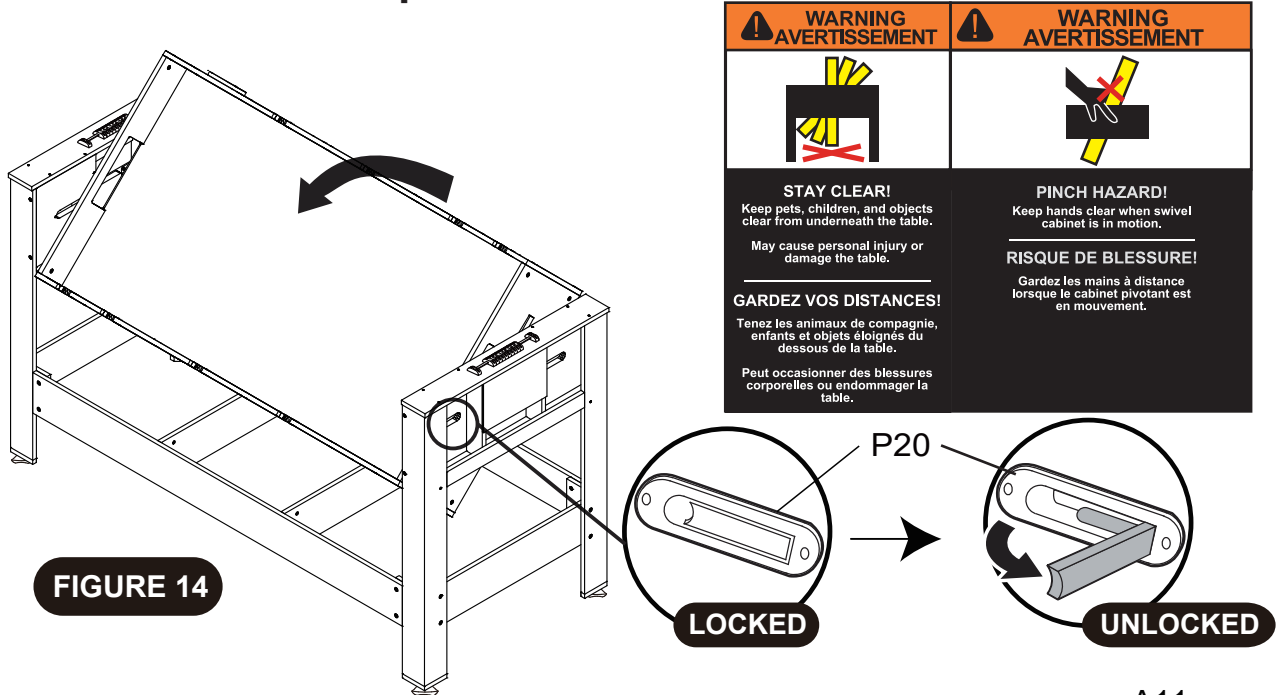
Step 14 (Rotate Table To Play Billiards)

To swivel table, first - remove all 8 pcs Removable Bushing Caps P24. Second - remove and stow all Player Rods as per **FIGURE 15**. Third - replace all 8 pcs Removable Bushing Caps P24. Open or unlock all 4 Lock /Latches. And very carefully swivel the main cabinet.

Close and lock all 4 Lock /Latches to play the Billiards Game.

NOTE: All Soccer Rods must be removed before rotating the table.

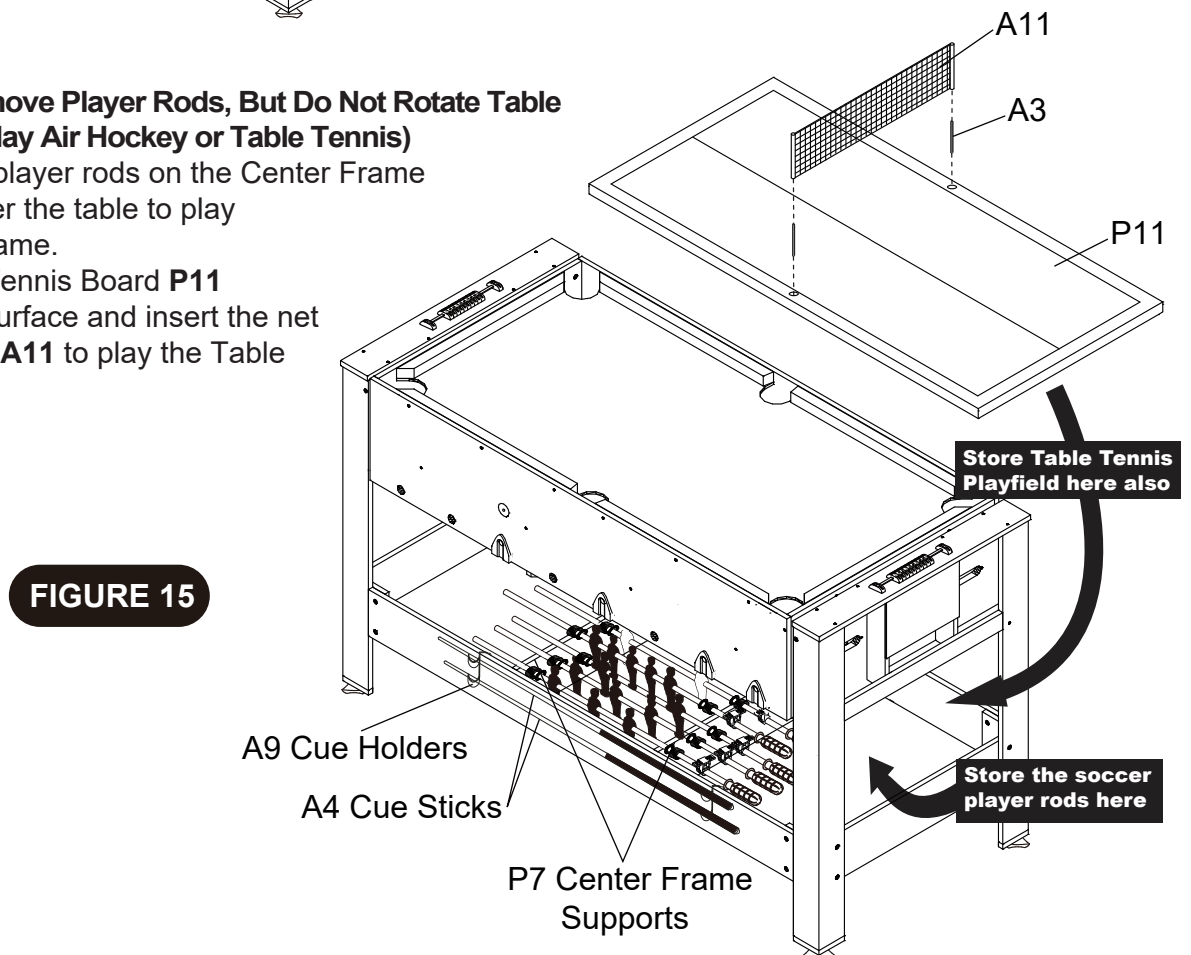
Also make sure A/C adapter cord is disconnected from the table.



Step 15 (Remove Player Rods, But Do Not Rotate Table To Play Air Hockey or Table Tennis)

Store the soccer player rods on the Center Frame Supports **P7** under the table to play the Air Hockey Game.

Place the Table Tennis Board **P11** onto the Billiard surface and insert the net posts **A3** and net **A11** to play the Table Tennis Game.



Game Rules

AIR POWERED HOCKEY:

1. This game is designed to be played with two (2) players, one at each end. Plug in A/C Adapter.
2. Play begins when the puck is placed on the playing surface. Players must hit the puck with the hand-held pushers 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. Unplug A/C Adapter when not in use.

SOCCER:

1. This game is intended for 2-4 players. Competing teams will be on opposite sides of the table from one another.
2. Players must use the player rods to maneuver the ball into your opponent's goal to score one point.
3. Spinning the rods with uncontrollable force is not allowed.
4. If a ball comes to a complete stop, a timeout occurs and the ball is dropped into the middle to start play back up again.

Note: Use the ball entry cup for this if provided on your game table

BILLIARDS:

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 doubles, the server first makes a good service and the receiver returns the ball. Then the partner of the server makes a good return, followed by the partner of the receiver returning the ball. Thereafter, each player alternately in that sequence makes a good return

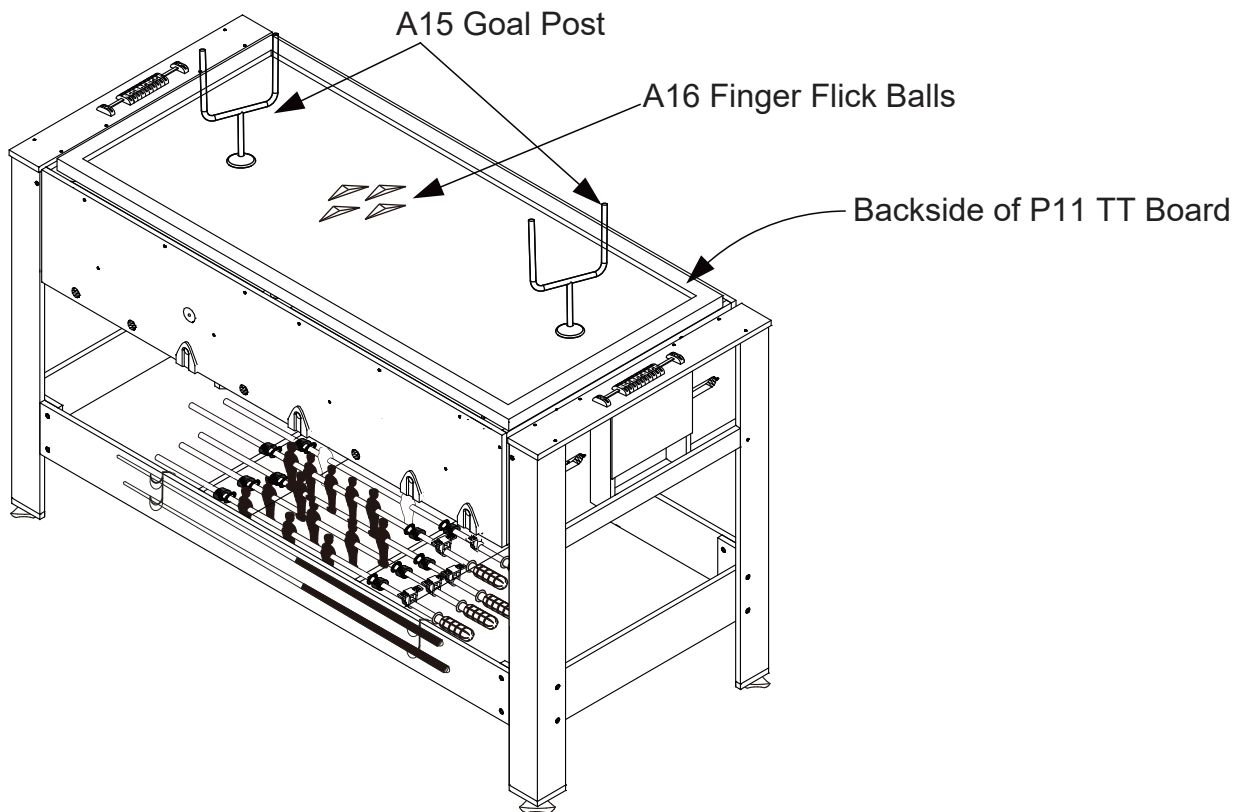
Finger Flick Football:

1. Toss a coin to see who will receive the ball first. Agree on what the winning score will be before game play starts.
2. Place the finger flick football at your own 20 yard line for the kickoff.
3. The kickoff can be done with 3 methods. Method 1 is to stand up the football and hold it upright with one hand while flicking the football using your other hand. Method two would be to position the football upside down so that the point of the football is facing the playfield. Method 3 would be to flick the ball while it lay flat on the field. Use either method to perform your movement of the ball for the game. The kickoff should send the football forward down the field. Where the football lands is your line of scrimmage to go for a TD. After the kickoff flick, you can declare a FG kick instead of going for the TD. This would require the ball to be moved back to your own 20 yard line for the FG try. If it goes through the uprights, its worth 3 points.
4. The object of the game is to score touchdowns. To get a touchdown, you must flick the ball with your finger. and have the ball simply break the plane of the endzone line. Therefore, if the football just touches the front portion of the endzone line it's a TD. The football may be in any part of the endzone WITHOUT coming into contact with the back wall portion of the table. If the ball makes contact with the back wall, it's a TOUCHBACK and the ball is turned over to the other team and no TD is awarded to the team that was trying to score. TD scored are worth 6 points. Players take turns, and get 2 total flicks to score a TD. You get the kickoff flick each turn and one flick to score. Play will go back and forth until a player reaches the winning score that you determine at the start of the game. If you score a touchdown, you can kick an extra point. Extra points are kicked from the CLOSEST 20 yard line to the endzone you are facing. Remember that FG kicks are all pushed back to your own 20 yard line.

Kicking and Extra Point:

Field-goal kick: Balancing the football vertically with your index finger, flick the football with your other hand to launch it in the air.

If the ball sails between the two goals posts, you get 1 point. FG kicks are worth 3 points



⚠ CAUTION

ENSURE THAT THE FLIGHT PATH IS CLEAR
OF PEOPLE WHEN FLICKING THE FOOTBALL.
IMPACT FROM FLYING FOOTBALL COULD
CAUSE MINOR OR MODERATE EYE INJURY.

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

CARE AND USE FOR YOUR PRODUCT

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 swivel table, apply spray furniture polish to clean cloth and wipe down the soccer 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 5in1 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.
12. If possible, cover table with a pool table cover or sheet when not used to keep playfield clean preventing any dust build up.

NOTICE

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

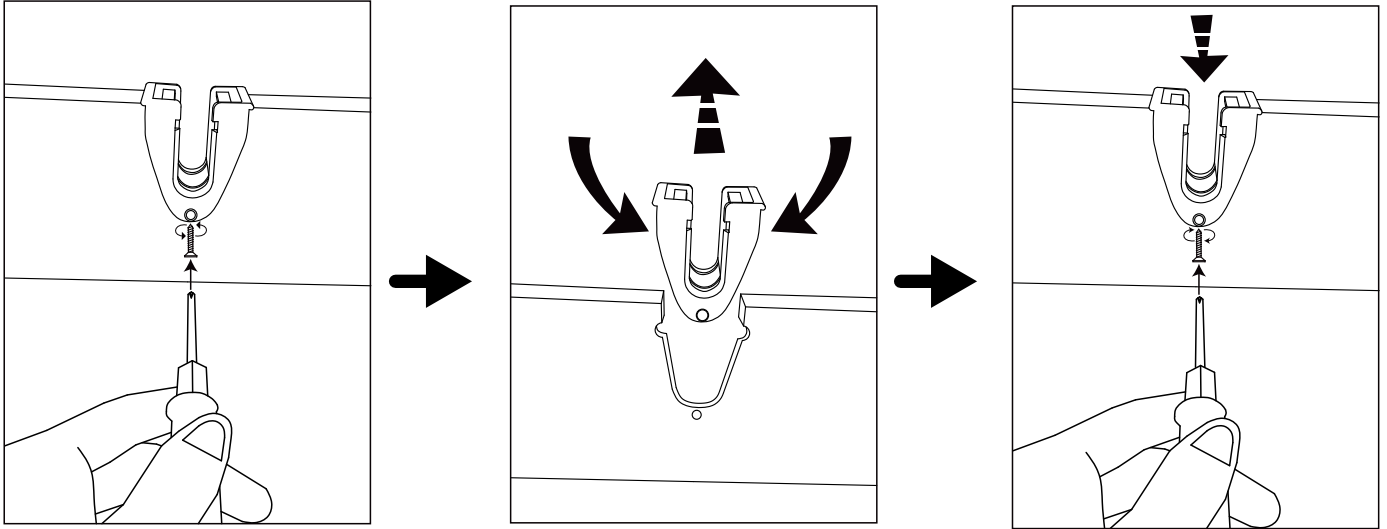
PRODUCT PARTS LIST FOR MODEL # 45-5002W/F

Part #	Description	Qty.	Part #	Description	Qty.
45-5002SYH1	4 x 22 mm Phillips Head Bolt	8	45-5002SYP18	Blue 5-Player Rod Assembly	1
45-5002SYH2	4.5 x 12 mm Flat Washer	8	45-5002SYP19	Blue 2-Player Rod Assembly	1
45-5002SYH3	M4 Standard Nut	8	45-5002SYP20	Lock Latch	4
45-5002SYH4	6 x 35 mm Allen Head Bolt	8	45-5002SYP21	Billiard Playfield	1
45-5002SYH5	6.5 x 14mm Flat Washer	24	45-5002SYP22	Corner Pocket Shield	4
45-5002SYH6	4 x 40 mm Phillips Round Head Screw	26	45-5002SYP23	Side Pocket Shield	2
45-5002SYH7	6 x 28 mm Allen Head Bolt	16	45-5002SYP24	Removable Bushing Cap with Push Lock	8
45-5002SYH8	3.5 x 14 mm Phillips Round Head Screw	12	45-5002SYA1	Table Tennis Paddle	2
45-5002SYH9	3.5 x 35 mm Phillips Flat Head Screw	12	45-5002SYA2	Table Tennis Ball	2
45-5002SYH10	3.5 x 25 mm Phillips Flat Head Screw	4	45-5002SYA3	Table Tennis Net Post	2
45-5002SYH11	Plastic Pivot Bolt	2	45-5002SYA4	Cue Stick	2
45-5002SYH12	3.5 x 28 mm Phillips Round Head Screw	16	45-5002SYA5	Billiards Playfield Brush	1
45-5002SYT1	Allen Wrench	1	45-5002SYA6	Triangle	1
45-5002SYP1	Main Cabinet with fan motor attached	1	45-5002SYA7	Cue Tip Chalk	1
45-5002SYP2	Leg Top End Apron	2	45-5002SYA8	Billiard Balls	1
45-5002SYP3	Right Leg	2	45-5002SYA9	Cue Holder	2
45-5002SYP4	Left Leg	2	45-5002SYA10	Soccer Ball	2
45-5002SYP5	Side Leg Panel	2	45-5002SYA11	Table Tennis Net	1
45-5002SYP6	End Leg Panel	2	45-5002SYA12	A/C Adapter	1
45-5002SYP7	Center Frame Support	2	45-5002SYA13	Hockey Pusher	2
45-5002SYP8	Top Side End Panel	2	45-5002SYA14	Hockey Puck	2
45-5002SYP9	Ball Storage Board-Lower	2	45-5002SYA15	Goal Post	2
45-5002SYP10	Goal Box	2	45-5002SYA16	Finger Flick Football	4
45-5002SYP11	Table Tennis Playfield	1	45-5002SYC1	Rod Washer (Factory Installed)	16
45-5002SYP12	Leg Leveler	4	45-5002SYC2	Rod Bumper (Factory Installed)	16
45-5002SYP13	Manual Scorer	2	45-5002SYC3	Quick Connect Bushing -Female (Factory Installed)	8
45-5002SYP14	White 3-Player Rod Assembly	2	45-5002SYC4	Rod Handle (Factory Installed)	8
45-5002SYP15	White 5-Player Rod Assembly	1	45-5002SYC5	Plastic Pivot Nut (Factory Installed)	2
45-5002SYP16	White 2-Player Rod Assembly	1	45-5002SYC6	DC Air Motor with Wire (Factory Installed)	1
45-5002SYP17	Blue 3-Player Rod Assembly	2	45-5002SYM1	Instruction Manual	1
45-5002SYK1	Hardware Kit	1			

Female Bushing Replacement

In the remote chance that the female rod bushing may need to be replaced , please follow these replacement directions.

1. Call our Customer Service Department at the telephone number on the front of your assembly manual and request the bushing replacement.
2. Locate and remove the Philips screw in the bushing , as per the diagram.
3. Pinch the bushing together and pull the bushing up and out of it's slot , per the diagram.
4. Install the new bushing , and replace the screw. Tighten , but do not strip out the screw.



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.

1-888-996-2729 / 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.

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.