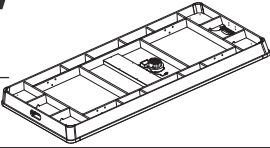
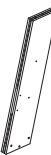

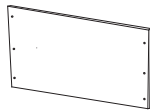
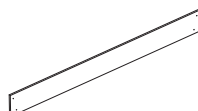



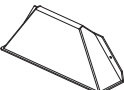

INSTRUCTION MANUAL



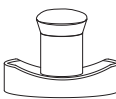


PARTS LIST

PART NUMBER	1	FOR FIG. 1	FIG NUMBER
PART			
PART NAME		Mainframe	QUANTITY
			x1

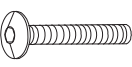


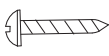
2	FOR FIG. 2, 3	3	FOR FIG. 2, 3	4	FOR FIG. 5	5	FOR FIG. 3
	x2		x2		x2		x2
Left Leg		Right Leg		End Leg Panel		Side Leg Panel	

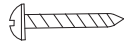

6	FOR FIG. 5	7	FOR FIG. 1	8	FOR FIG. 6
	x4		x2		x4
Support Brace		Goal Box		Leg Leveler	

ACCESSORIES

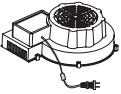
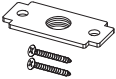


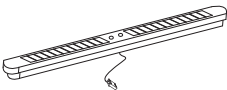
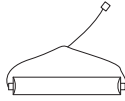
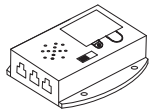
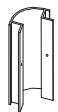
9	FOR FIG. 7	10	FOR FIG. 7	11	FOR FIG. 7
	x2		x2		x2
Pusher		Puck		Felt Pad	

HARDWARE

A1	FOR FIG. 2, 3	A2	FOR FIG. 2, 3	A3	FOR FIG. 1	A4	FOR FIG. 4, 5
	x12		x12		x4		x20
5/16" x 2-1/4" Bolt		5/16" Washer		4x12mm Screw		3.5x30mm Screw	

A5	FOR FIG. 5	A6	
	x8		x1
4x40mm Screw		Allen Key	

PRE-ASSEMBLED PARTS

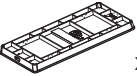






P1	FOR FIG. 1	P2	FOR FIG. 2, 3	P3	FOR FIG. 2, 3	P4	FOR FIG. 1
	x1		x4		x12		x2
Motor		Square Nut with Screws		5/16" T - Nut		Ball Return Cover	
P5	FOR FIG. 7	P6	FOR FIG. 1	P7		P8	FOR FIG. 1
	x1		x2		x1		x4
Electronic Scorer		Puck Catcher Wire with Sensor		Battery Box		Apron Corner	

ИНСТРУКЦИЯ ПО СБОРКЕ:

1. Find a clean, level place to begin the assembly of your product.
2. Verify that you have all listed parts as shown on the parts list pages.

ASSEMBLY

FIG. 1

- 1  x1
- P1  x1
- P4  x2
- P6  x2
- P8  x4
- 7  x2
- A3  x4

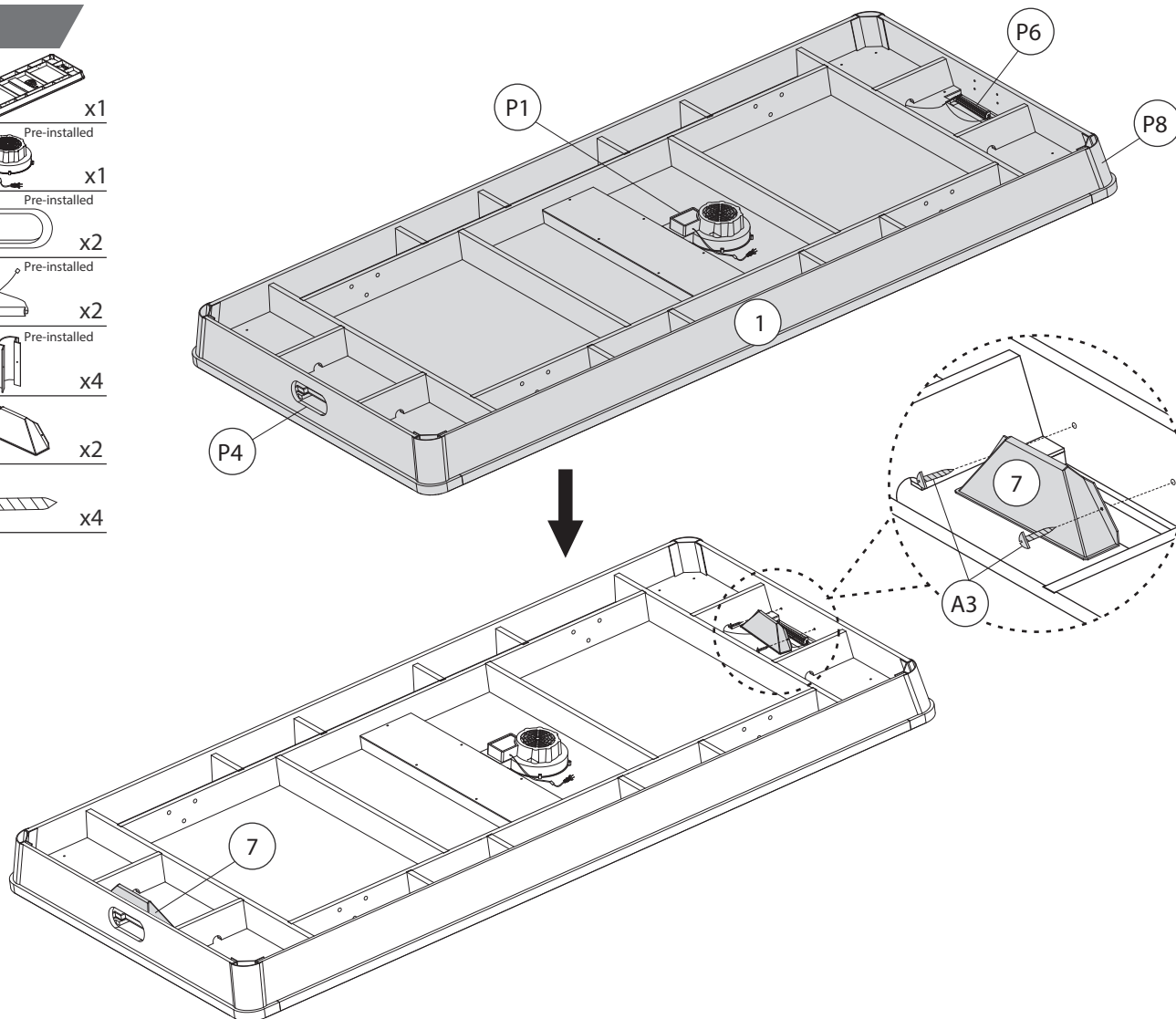
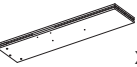



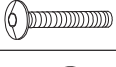




FIG. 2

- 2  x1
- 3  x1
- P2  x2
- P3  x6
- A1  x6
- A2  x6
- A6  x1

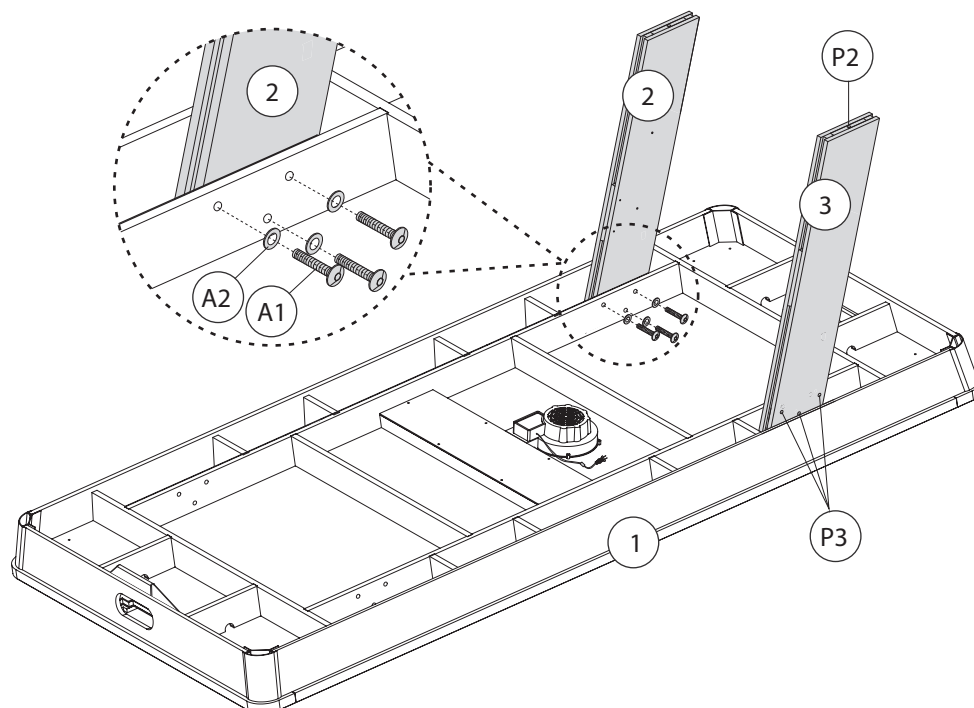
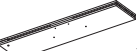




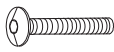




FIG. 3

- (2)  x1
- (3)  x1
- (P2)  x2
- (P3)  x6
- (5)  x2
- (A1)  x6
- (A2)  x6
- (A6)  x1

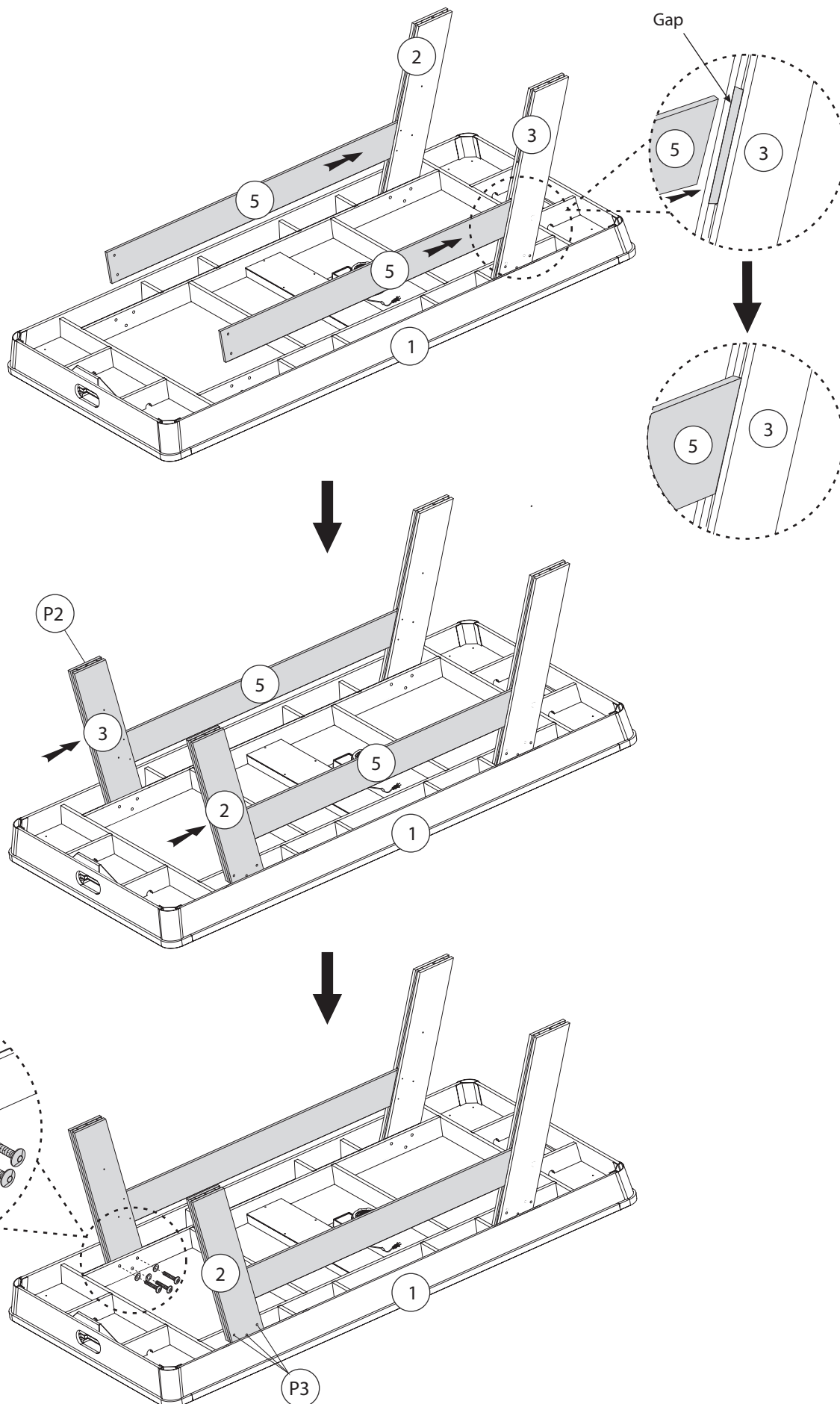


FIG. 4

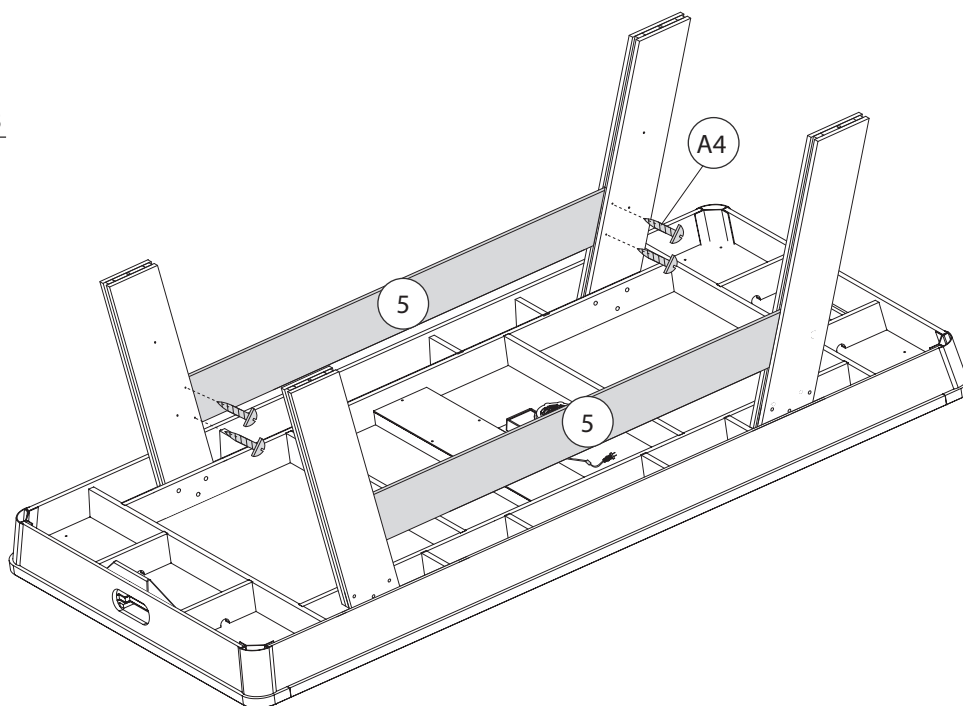
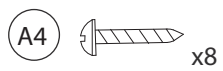


FIG. 5

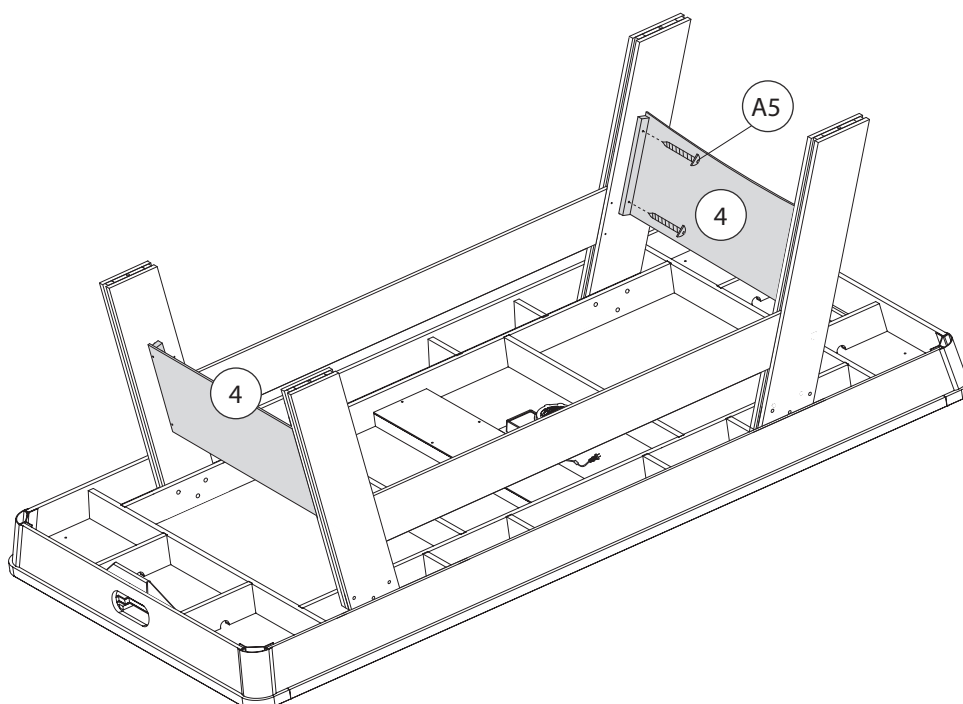
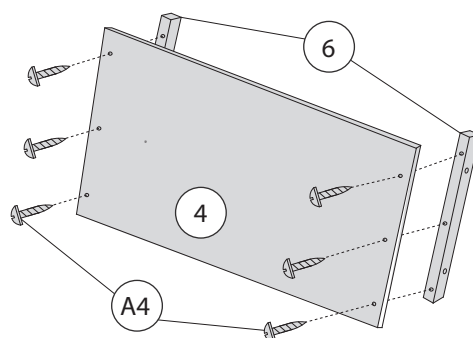
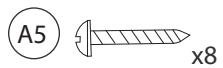
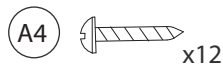
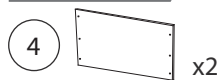
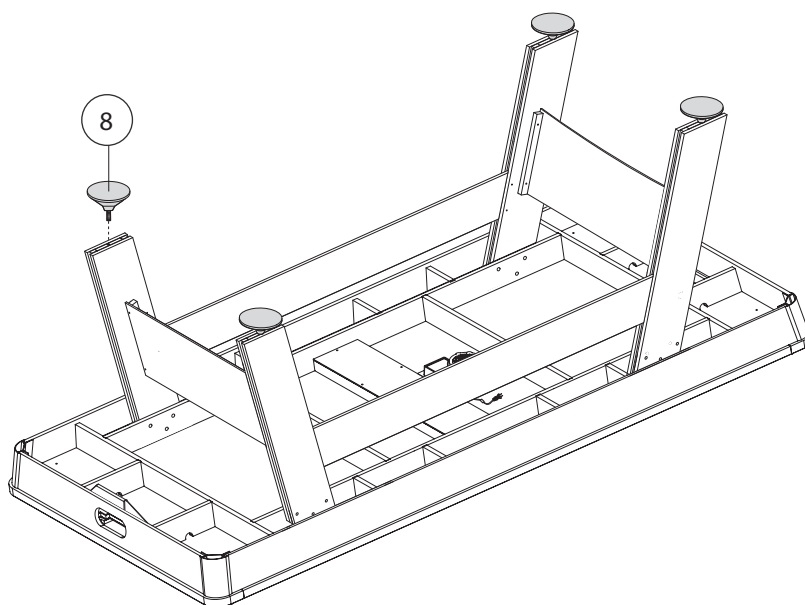
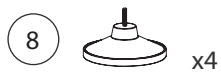


FIG. 6

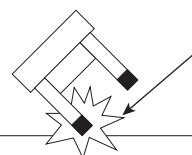
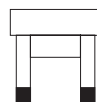
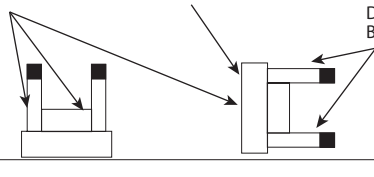


HOLD BY THE TABLETOP

CABINET

DO NOT HOLD THE TABLE
BY THE LEGS

DO NOT LEAN THE TABLE
ON ITS LEGS

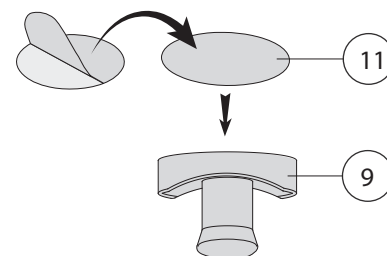
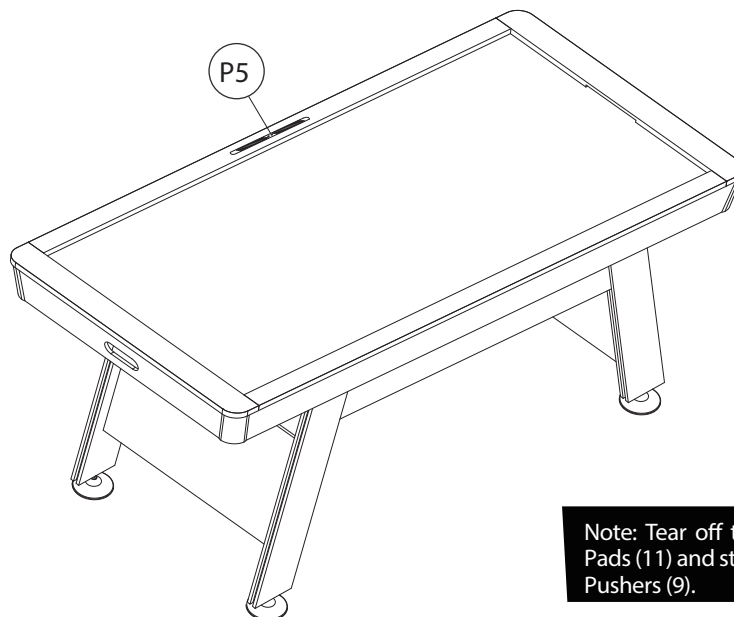
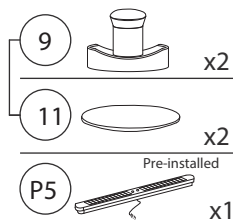


CAUTION

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

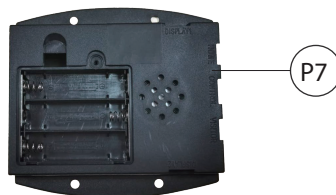
1. Lift the table off the ground.
2. Turn the table over.
3. Place it all feet at the same time on
the ground.

FIG. 7



Note: Tear off the backside papers of the Felt
Pads (11) and stick them onto the bottom of the
Pushers (9).

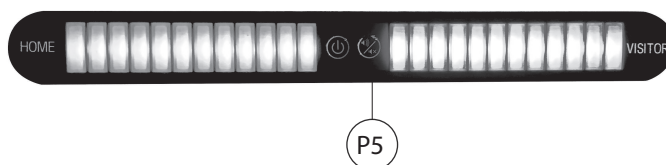
BATTERY INSTALLATION






⚠ WARNING


1. Requires 3x1.5V "AA" Batteries (not included).
2. Do not mix old and new batteries.
3. Do not mix alkaline, standard (carbon-zinc), or rechargeable (ni-cad, ni-mh, etc.) batteries.


ELECTRONIC SCORER OPERATION




1. Press  to turn on and off the power.
2. Press  to switch on and off the sound.
3. Press and hold  for three seconds to reset or restart a new game.

GAME INSTRUCTIONS

1. When the "HOME" player scores a point, the "HOME" indicator will show 1 point; when the "VISITOR" player scores a point, the "VISITOR" indicator will show 1 point.
2. The first player to reach 12 points wins the game.
3. After the game, you can press the  for three seconds to start a new game.

Note: You can press the  button at any time, to set the scorer back to the beginning status.

Note: You can press  at any time to turn off the scorer. Press  again to turn it back on.

NOTE: After booting or after the game is over, if there is no operation within 5 minutes, it will automatically shut down. Please unplug the power when it is not in use.