



60" Air Powered Hockey



Please keep this instruction manual for future reference

If you have any problems with your new product, please contact Triumph Sports USA at 1-866-815-4173, or e-mail us at csr@triumphsportsusa.com for any technical support or warranty issues.

90-Day Triumph Sports USA, Inc. (TSU) Game Warranty

All TSU games have a 90-day from date of purchase warranty. This warrants the retail purchaser for any TSU game purchased to be free from any defect 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 warranties.

A PURCHASE RECEIPT (or other proof of purchase date) will be required before any warranty service is initiated. All requests for warranty service can be submitted by email, in writing or by contacting our Customer Service Department at: 1-866-815-4173 or email us at csr@triumphsportsusa.com.

IMPORTANT NOTICE! Please contact us before returning the product to the store.

Warnings



WARNING: Choking Hazard--Toy contains small balls and/or small parts.
Not for children under 3 years of age.

Be sure to check out all the exciting games  has to offer. Visit our web site at:

www.triumphsportsusa.com



BILLIARDS



DARTS



GAME TABLES



CASINO



OUTDOOR GAMES



DARTBOARDS

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IMPORTANT SAFETY INSTRUCTIONS

Read all instructions

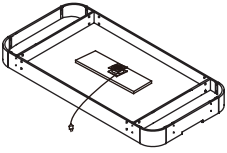


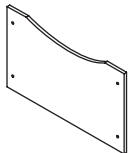

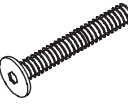





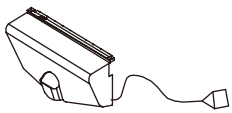

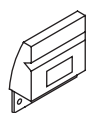
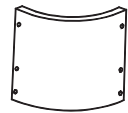




1. Read all instructions-All the safety and operating instructions should be read carefully before this hockey game is played.
2. Caution-This is not a toy and is intended for use by or under the supervision of adults. Adults should review safety guidelines with children to avoid possible risk of electric 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. Grounding or Polarization-This game is equipped with a polarized alternating current line plug (a plug having one blade wider than the other). This plug will fit into the power outlet only one way. This is a safety feature. If you are unable to insert the plug fully into the outlet, try reversing the plug. If the plug should still fail to fit, contact your electrician to replace your obsolete outlet. Do not defeat the safety purpose of the polarized plug.
10. 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.
11. 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.
12. **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.
13. To reduce the risk of electric shock, this appliance has a polarized plug (one blade is wider than the other). This plug will fit in a polarized outlet only one way. If the plug does not fit fully in the outlet, reverse the plug. If it still does not fit, contact a qualified electrician to install the proper outlet. Do not change the plug in any way.

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.

45-6061 PARTS LIST

<p>#1</p>  <p>MAIN FRAME 1 Piece</p>	<p>#2</p>  <p>LEFT LEG 2 Pieces</p>	<p>#3</p>  <p>RIGHT LEG 2 Pieces</p>	<p>#4</p>  <p>LEG END PANEL 2 Pieces</p>
<p>#5</p>  <p>LEG SIDE PANEL 4 Pieces</p>	<p>#6</p>  <p>8mm LEG BOLT 12 Pieces</p>	<p>#7</p>  <p>8mm LEG WASHER 12 Pieces</p>	<p>#8</p>  <p>3.5 x 12mm Screw 24 Pieces</p>
<p>#9</p>  <p>3.5 x 16mm Screw 2 Pieces</p>	<p>#10</p>  <p>PUSHER 2 Pieces</p>	<p>#11</p>  <p>ROUND PUCK 2 Pieces</p>	<p>#12</p>  <p>GOAL WITH SENSOR WIRE 2 Pieces</p>
<p>#13</p> <p>Pre-installed</p>  <p>MOTOR 1 Piece</p>	<p>#14</p>  <p>ELECTRONIC SCORER 1 Piece</p>	<p>#15</p> <p>Pre-installed</p>  <p>APRON CORNER 4 Pieces</p>	<p>#16</p>  <p>ALLEN KEY 1 Piece</p>
<p>#17</p>  <p>LEG LEVELER 4 Pieces</p>	<p>#18</p>  <p>FELT PAD 2 Pieces</p>	<p>#19</p> <p>Pre-installed</p>  <p>T - NUT 16 Pieces</p>	



WARNING: Adult Assembly Required.



WARNING:

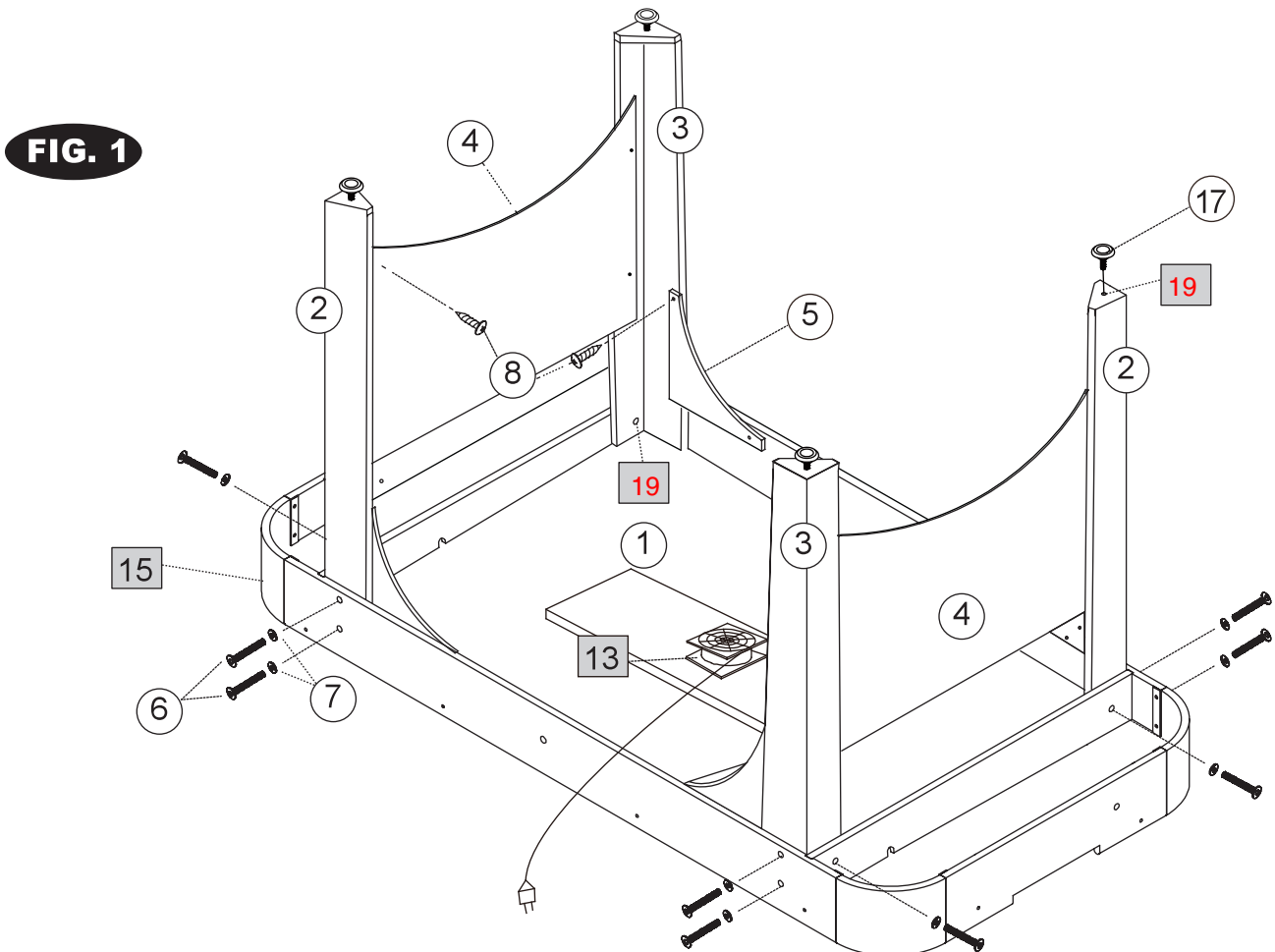
CHOKING HAZARD -- This item contains small parts or / and small balls. Not suitable for children under 3 years.

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 page. 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 Left Leg (#2) and Right Leg (#3) to the Main Frame using three Leg Bolts (#6) and three Leg Washers (#7) per Leg. See FIG.1.
4. Screw the Leg Levelers (#17) into the bottom of each leg.
5. Attach the Leg End Panels (#4) to the Legs using four Screws (#8) per Leg End Panel.
6. Attach the Leg Side Panel (#5) to the Leg (#2 or #3) and side apron of the Main Frame (#1) using two Screws (#8) per Leg Side Panel.



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 strong 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.

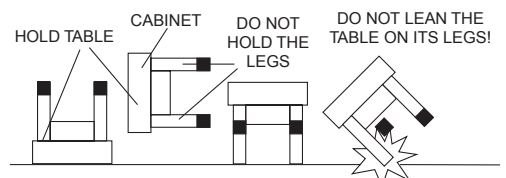
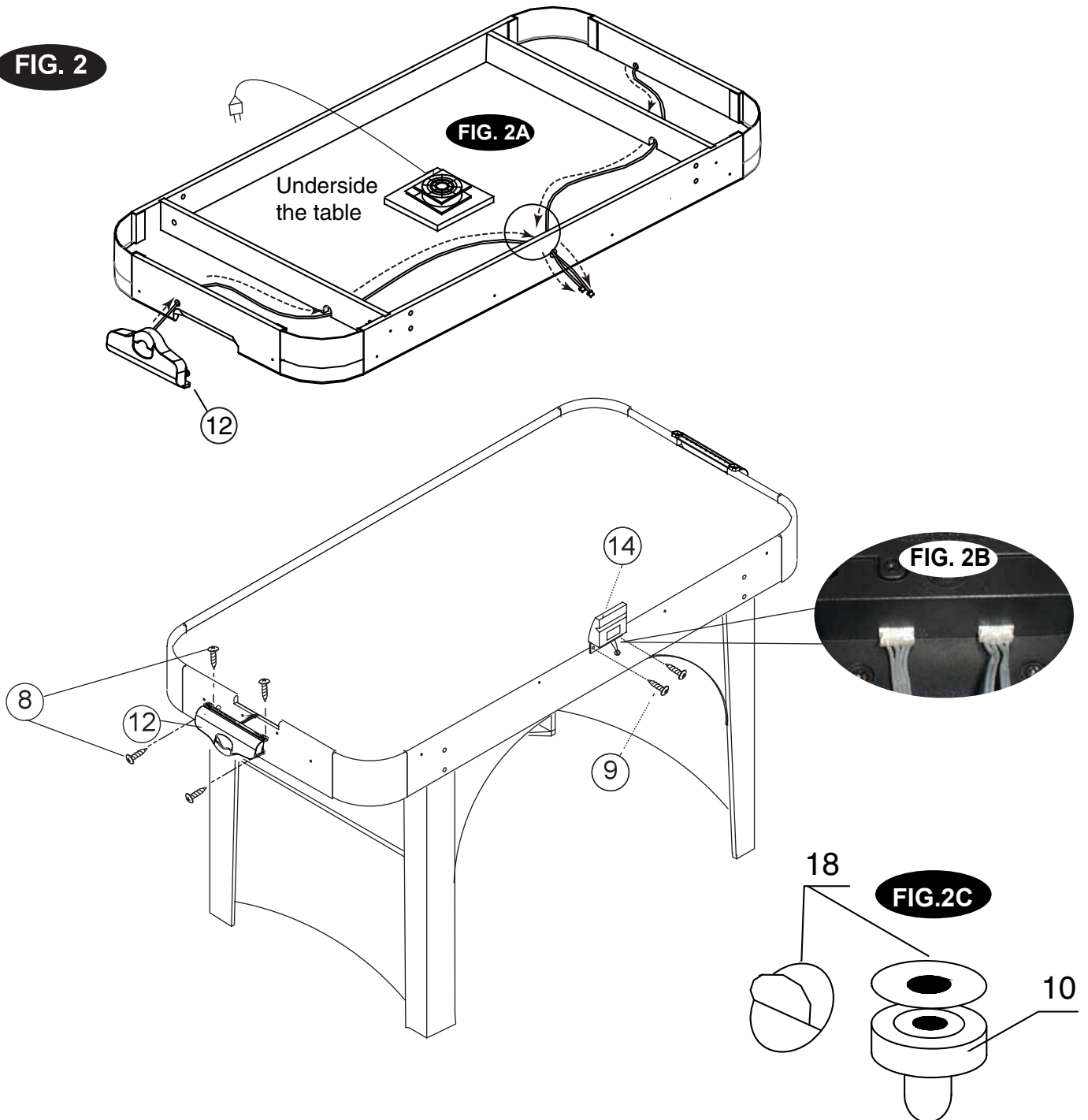


FIG.2

8. Thread the wire from Goal Box (#12) through the openings of the end aprons and support of the playfield to the opening of side apron. See FIG.2A.
9. Attach the Goals (#12) to each End Apron using four Screws (#8). See FIG.2.
10. Attach the Electronic Scorer (#14) to the side apron in the pre-drilled holes using two Screws (#9). Insert the Sensor Wire into the Electronic Scorer (#14). See FIG.2B.
11. Tear off the backside paper of the Felt Pad (#18) and stick them at the bottom of the Pushers (#10). See FIG.2C.



THE HOCKEY GAME ASSEMBLY IS COMPLETE. PLUG IN THE POWER CORD. TURN ON THE MOTOR.

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.

Reminding:

- a. Batteries must be installed according to the correct polarization (+ and -) required.
- b. If the game will not be used for a long period of time, we recommend that the batteries should be removed.
- c. Please clean the battery contacts and also those of the devices prior to battery installation.

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 10 points wins the game, and the winner’s indicator will stay at 9 points and 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.



WARNING:

- 1) Require 2 pcs 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.

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.
- (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.