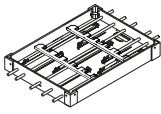
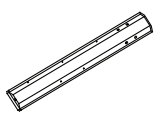
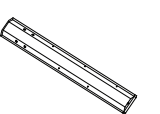
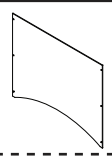
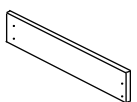

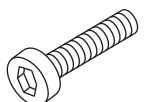

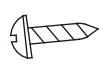
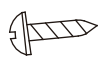









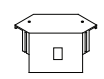

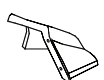
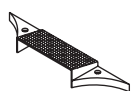










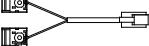



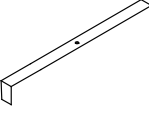
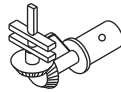

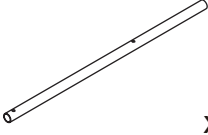
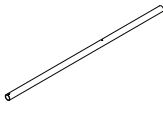
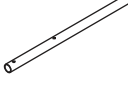
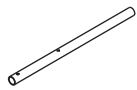


## G54000 PARTS LIST

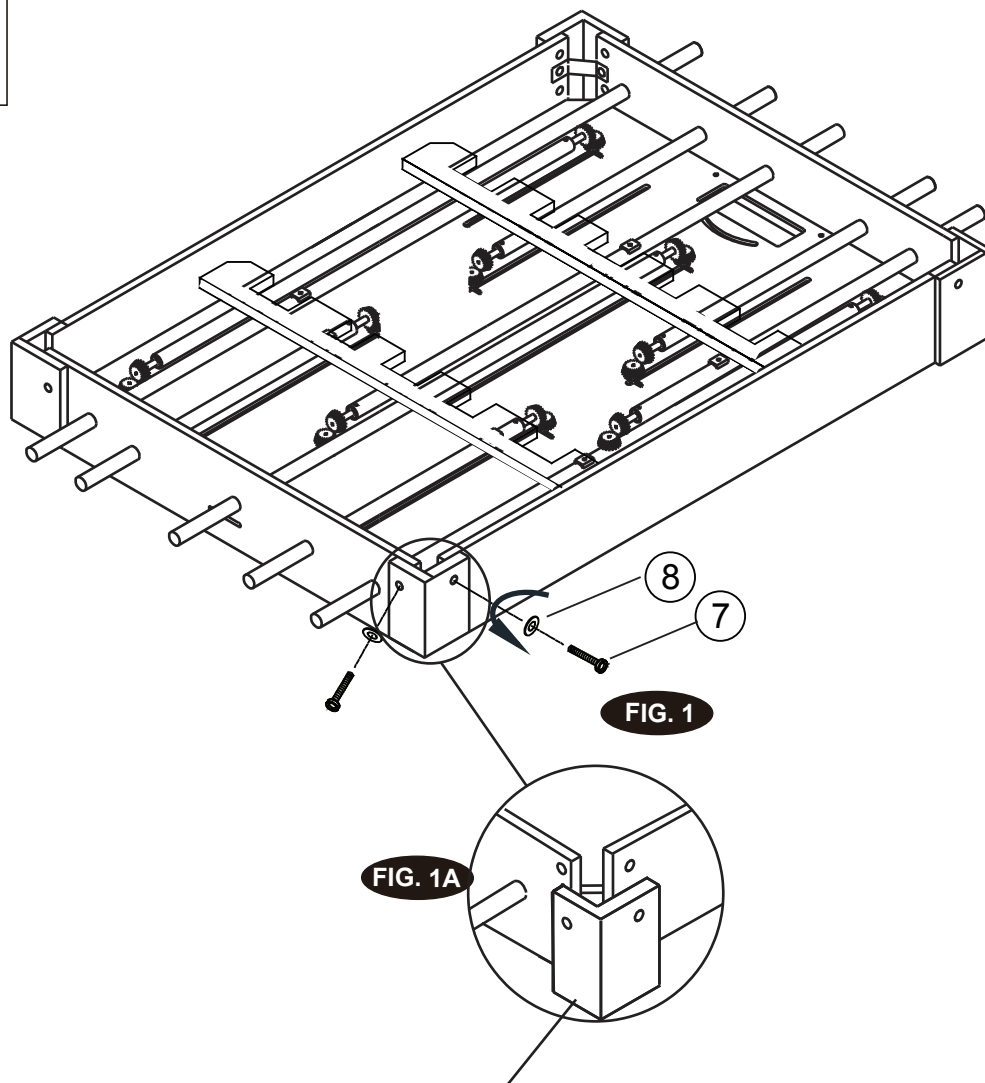
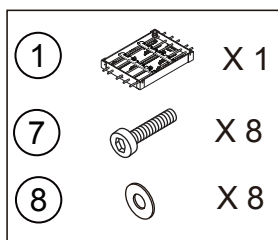
1  Mainframe x1	2  Left Leg x2	3  Right Leg x2	4  Leg End Panel x2
5  Leg Side Panel x2	6  Rod Bushing x10	7  Bolt x24	8  Washer x24
9  4 x12mm Screw x24	10  3 x12mm Screw (white) x8	11  Allen Key x1	12  Long Stick Blue Player x1
13  Short Stick Blue Player x1	14  Medium Stick Blue Player x3	15  Blue Goalie x1	16  Long Stick Red Player x1
17  Short Stick Red Player x1	18  Medium Stick Red Player x3	19  Red Goalie x1	20  Apron Corner with Scorer x2
21  Apron Corner x2	22  Puck Catcher with Sensor Wire x2	23  Goal Box x2	24  Side PMMA x2
25  End PMMA x2	26  Round Puck x2	27  Leg Leveler x4	28  Rod Handle x10
29  M4 x 12 Bolt x4	30  N4 Nut x4	31  Control Box x1	

**G54000 PRE-INSTALLED PARTS**

<b>P1</b>  x28 T - Nut	<b>P2</b>  x1 Long Puck Catcher Wire with Sensor	<b>P3</b>  x1 Short Puck Catcher Wire with Sensor	<b>P4</b>  x1 Long Scorer Display
<b>P5</b>  x1 Short Scorer Display	<b>P6</b>  x1 Control Box	<b>P7</b>  x2 Goalie Control	<b>P8</b>  x10 Gear
<b>P9</b>  x10 Rod Stopper	<b>P10</b>  x2 Long Rod	<b>P11</b>  x2 Middle Rod	<b>P12</b>  x4 Short Rod
<b>P13</b>  x2			

**ASSEMBLY INSTRUCTIONS:**

1. Find a clean, level place to begin the assembly of your rod hockey table. The table will be assembled upside down and then turned over on its legs once the assembly is completed. This game table is heavy, and turning it over will require at least two strong 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 pages. Carefully cut or tear the four corners of the box so that the bottom of the box can be used as your work surface.



**Note:** The wooden corners are to protect the mainframe (#1) from damaging, they will not be used again after removal.

## FIG.1

3. Remove the wooden corners. **See FIG. 1A.**

**Note:** unscrewed bolts and washers will be used again. (keep them aside for assembly of the legs)

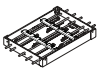
















①		X 1
②		X 2
③		X 2
⑥		X 10
⑦		X 16
⑧		X 16
⑨		X 8
⑪		X 1
②②		X 2
②⑧		X 10
P1		X 16
P8		X 10
P9		X 10
P10		X 2
P11		X 2
P12		X 4
P13		X 2

FIG. 2

FIG. 2B

②②

⑨

②

P13

P12

③

P1

P11

P12

P10

③

①

②

⑧

⑦

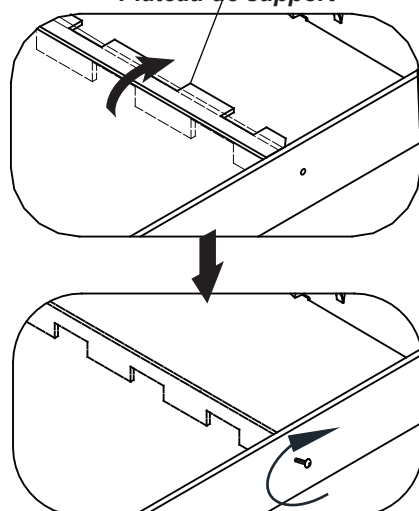
⑥

②⑧

P9

P8

FIG. 2A

Support board  
Plateau de support

**Note:** Turn the support board clockwise to 90° and tighten the screw. See FIG. 2A.

## FIG. 2

4. Attach the Puck Catchers (#22) to the Mainframe (#1) using four Screws (#9) per Puck Catcher. **See FIG. 2B.**
5. Attach the Left Legs (#2) and Right Legs (#3) to the Mainframe (#1) using four Bolts (#7) and four Washers (#8) per Leg. **See FIG. 2.**
6. Place the handles (#28) and the foam bumper (#6) onto the ends of the rods (#P10,#P11,#P12,#P13) as shown in.









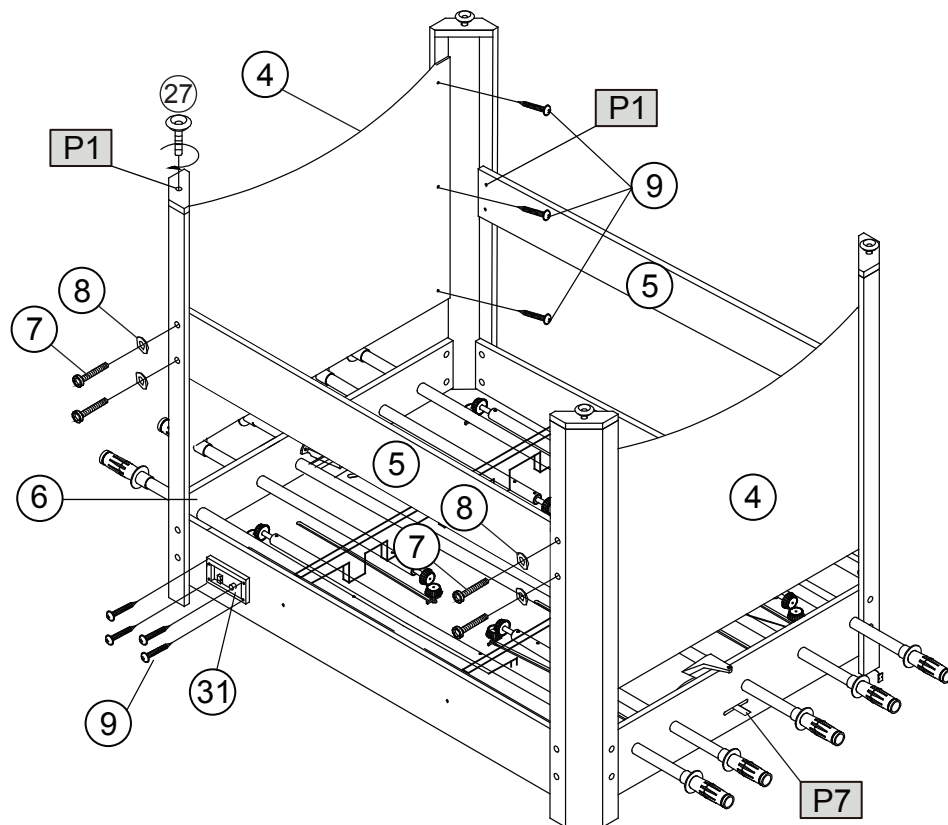
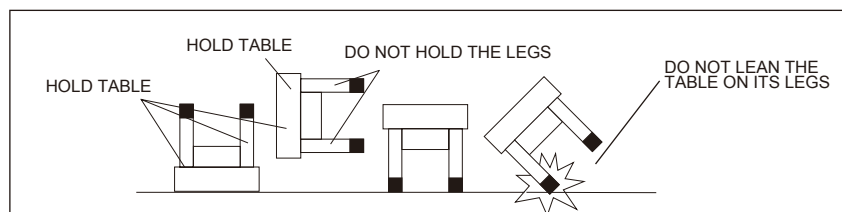
4		X 2
5		X 2
7		X 8
8		X 8
9		X 12
27		X 4
P1		X 12
P7		X 2

FIG. 3

**FIG.3**

7. Screw the Leg Levelers (#27) into the bottom of each leg.
8. Attach the Leg End Panels (#4) between Left Leg and Right Leg using six Screws (#9) per Leg End Panel.
9. Attach the Side Leg Panel (#5) to the Legs using four Screws (#9) per Side Leg Panel.
10. Attach the Control Box (#31) to the side Apron using four Screws (9) .

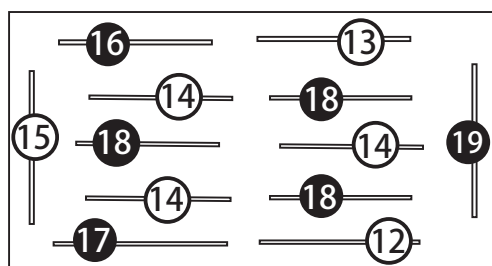
Lift the table assembly from the floor with two strong adults, turn it over, and set table on its legs in the location where you paly. **See FIG. 3. Go back and make sure that all connections are tight.**



**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.

## ORDER OF PLAYERS (Overhead View)



● = RED

15. Insert each Goalie (#15, #19) into each Goalie Control (P7). See **FIG. 4 and 4A**.




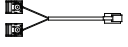
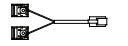



(10)		X 8
(20)		X 2
(21)		X 2
(P2)		X 1
(P3)		X 1
(P4)		X 1
(P5)		X 1
(P6)		X 1

FIG. 5

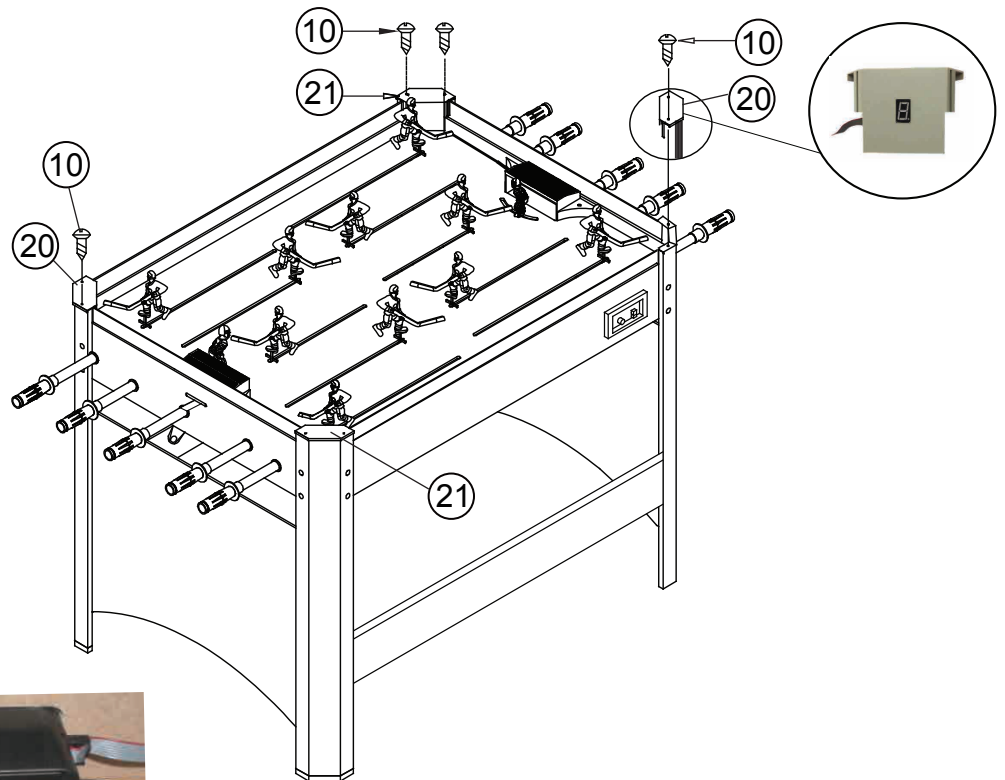
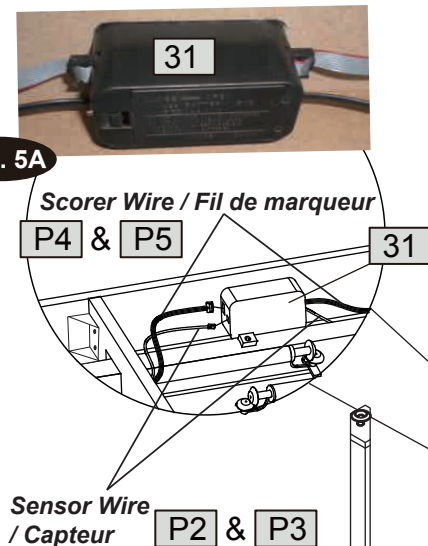
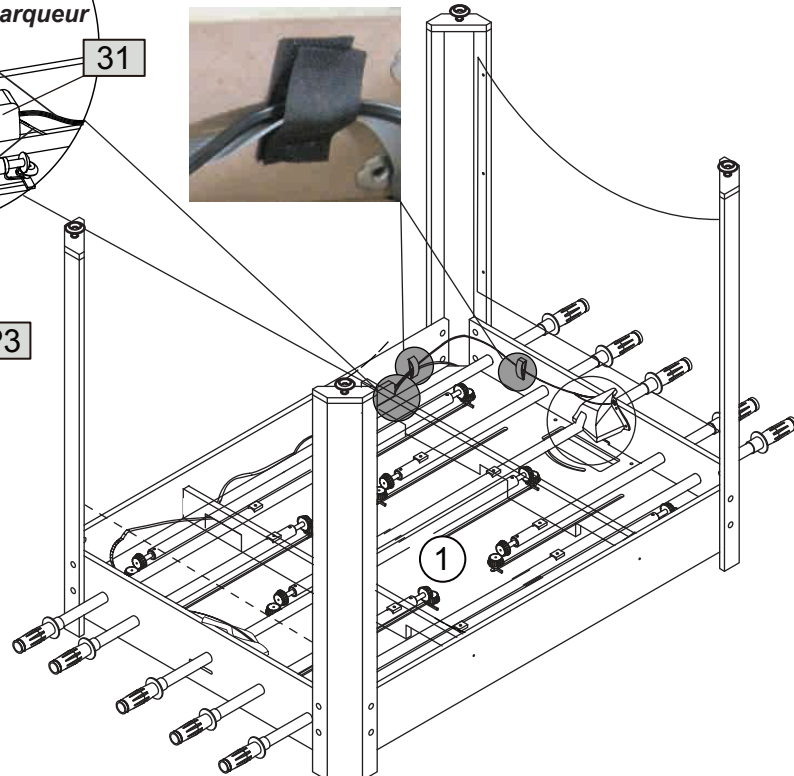


FIG. 5A



Self-Stick Strap  
/ Courroie Self-Stick



## FIG.5

16. Attach the Apron Corners (#20 & #21) to the top of Leg using two Screws (#10) per Apron Corner. **See FIG. 5.**

17. Insert the Sensor Wire from Puck Catcher (#22) into the Control Box (#P6). **See FIG. 5A.**

18. Insert the Sensor Wire from Scorer into the Control Box (#P6). **See FIG. 5A.**

## Electronic Scorer Operation

### Install Batteries

Battery Box: Unscrew the bolt using a screwdriver and open the battery box. Insert 3 “AAA” polarity as shown on the inside cover. a screwdriver. Turn the power ON using the ON/OFF switch.

### Reminding:

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



### How to play?

- 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.
- The first player to reach 10 points wins the game, and the winner’s indicator will stay at 9 points and flash for seconds.
- After the game, you can press “RESET” button to start new game and the HOME/VISITOR will indicate “0”.

### Note:

- You can press “RESET” button at any time, to set the scorer back to the beginning status.
- You can press “ON/OFF” at any time to turn off the scorer. Press “ON/OFF” button again to turn it back on.



### WARNING:

- Requires 3 “AAA” batteries (not included).
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon zinc), or rechargeable (nickel-cadmium) batteries.

This Class B digital apparatus complies with Canadian ICES-003.

**YOU ARE NOW READY TO PLAY!**