

WHIRLWIND

4ft AIR HOCKEY TABLE



ASSEMBLY INSTRUCTIONS

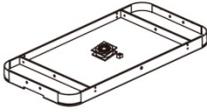
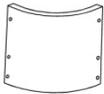
Please keep for future reference
Adult assembly required

(0812)

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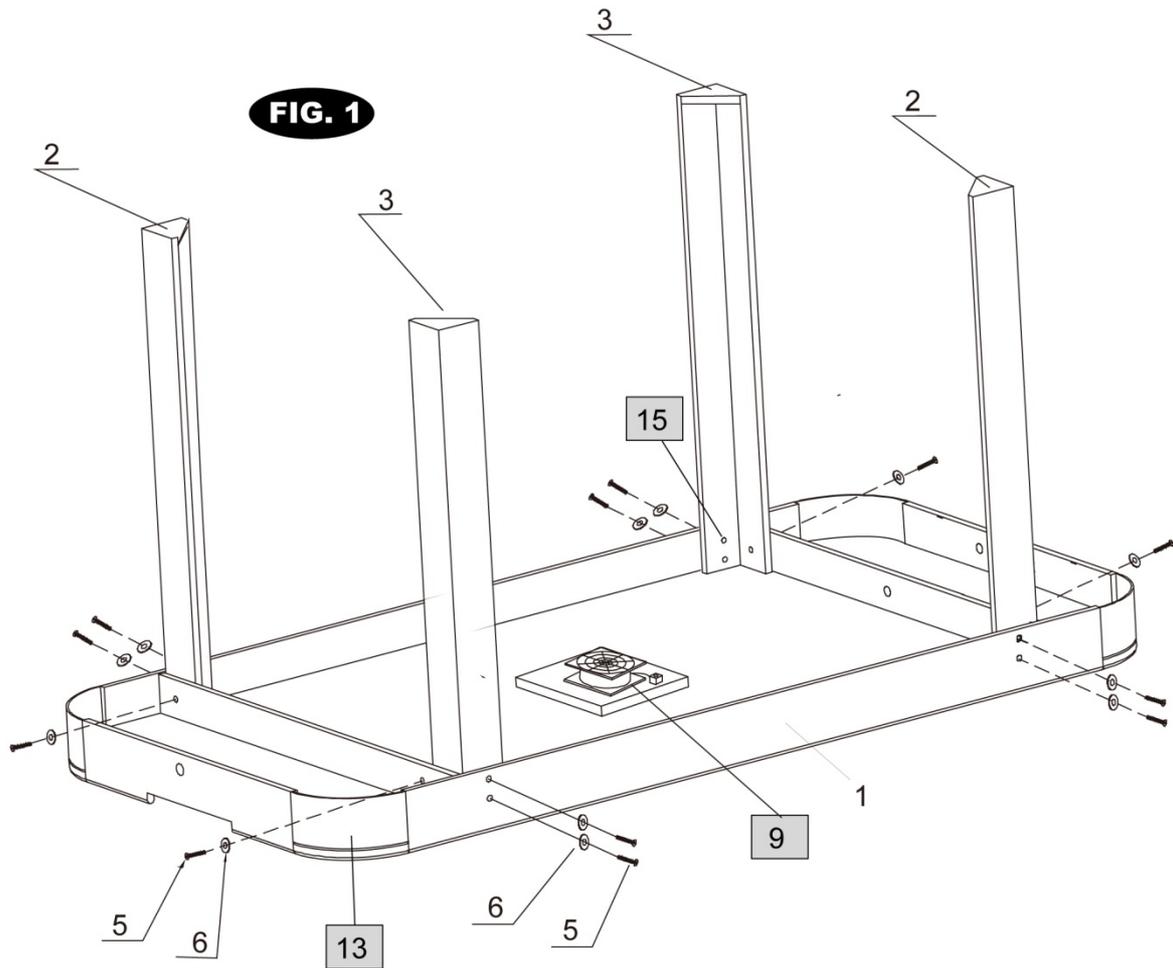
PARTS IDENTIFIER

<p>#1</p>  <p>MAIN FRAME 1 Piece</p>	<p>#2</p>  <p>RIGHT LEG 2 Pieces</p>	<p>#3</p>  <p>LEFT LEG 2 Pieces</p>	<p>#4</p>  <p>GOAL 2 Pieces</p>
<p>#5</p>  <p>LEG BOLT 12 Pieces</p>	<p>#6</p>  <p>LEG WASHER 12 Pieces</p>	<p>#7</p>  <p>ROUND PUCK 2 Pieces</p>	<p>#8</p>  <p>PUSHER 2 Pieces</p>
<p>#9</p> <p>Pre-installed</p>  <p>MOTOR 1 Piece</p>	<p>#10</p>  <p>FELT PAD 2 Pieces</p>	<p>#11</p>  <p>12MM SCREW 6 Pieces</p>	<p>#12</p>  <p>ADAPTOR 1 Piece</p>
<p>#13</p> <p>Pre-installed</p>  <p>APRON CORNER 4 Pieces</p>	<p>#14</p>  <p>ALLEN KEY 1 Piece</p>	<p>#15</p> <p>Pre-installed</p>  <p>T - NUT 12 Pieces</p>	

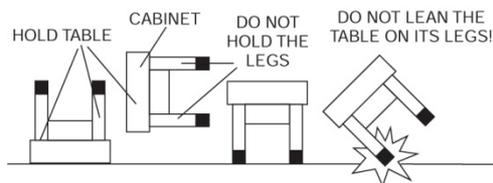
Find a clean & level place to begin the assembly of your WHIRLWIND Air Hockey Game. The table will be assembled upside down & turned over onto its legs once the assembly is completed.

Remove all the parts from the box & verify that you have all the pieces that are listed on the 'PARTS IDENTIFIER' above. Carefully cut or tear the four corners of the box so that the bottom can be used as your work surface.

1. Place the mainframe (#1) face down onto a clean & flat work surface. Attach the right legs (#2) & the left legs (#3) to the mainframe using 3x leg bolts (#5) & 3x leg washers (#6) per leg. Tighten with the allen key (#14).



2. Now turn the table over so it is the right way up. This will require 2 adults.



3. Attach the goals (#4) to each end apron using 3x screws (#11) for each goal – see figure 2.

4. Tear off the backside papers of the felt pads (#10) & stick them on the bottom of the pushers (#8) – see figure 2a.

5. Insert the adaptor (#12) into the DC jack of the pre-installed fan motor (#9) – see figure 2b.

FIG. 2

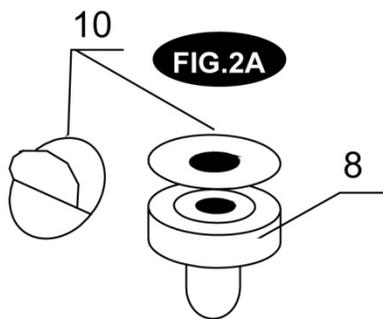
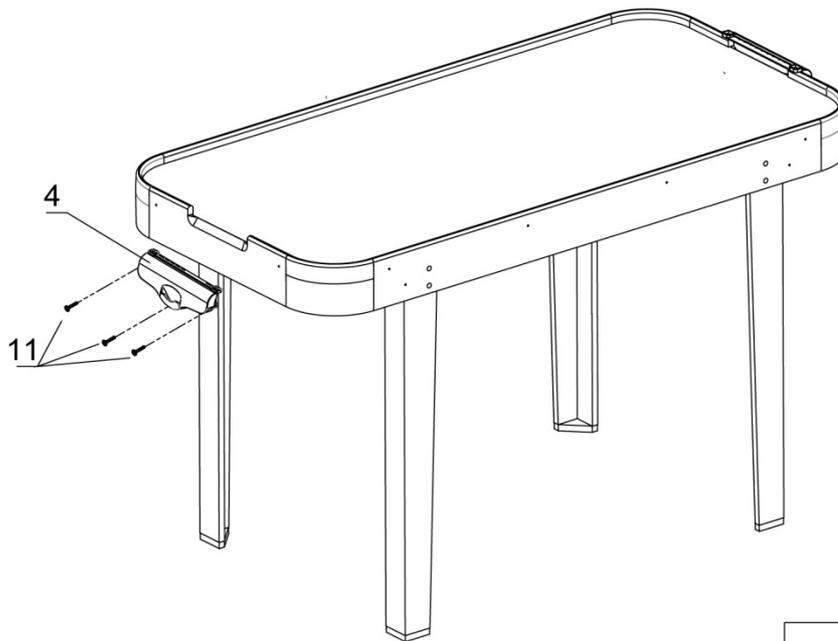
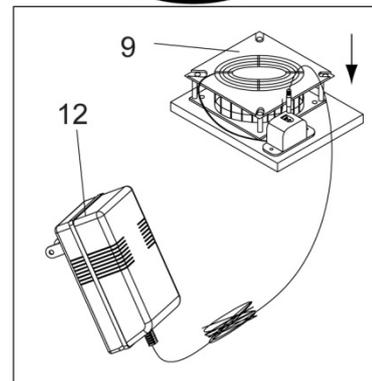


FIG.2B



YOU ARE NOW READY TO PLAY!



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Mightymast Leisure Ltd, 58 Bentwaters Park, Rendlesham, Woodbridge, Suffolk. IP12 2TW UK
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www.mightymast.com



POWER GLIDE HOCKEY

RULES OF PLAY

Object of the Game

The object of Power Glide 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 & begins play by striking the puck with their 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 centreline to strike the puck. If a goal is scored when a player strikes the puck over the centreline, then it does not count.

A player may stand anywhere around the table on their side of the centreline. Players must not stand past that line.

When the puck contacts any part of the centreline, either player may strike the puck to score.

Scoring

A goal is scored when the puck enters & 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 & has tilted into the goal drop, it counts as a goal.

If the puck stops in the goal & has not tilted into the drop, it does not count as a goal. The player can remove the puck from the goal area with their hand or pusher.

If the puck rebounds out of the goal then the point does not count.

Winning

The first player to score 10 points is declared the winner.