



218 E. Dowland Street • Ludington, MI 49431-0649

SUPER STICK HOCKEY

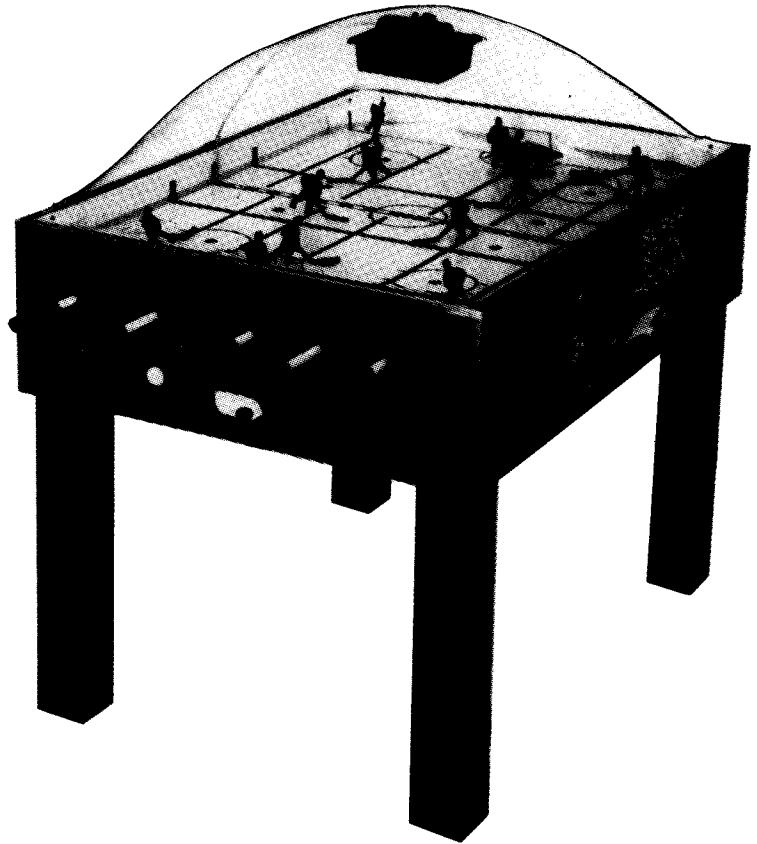
**ASSEMBLY &
INSTRUCTION MANUAL**

**NOTICE: THIS PRODUCT IS INTENDED FOR USE BY
OR UNDER SUPERVISION OF ADULTS**

TOOLS REQUIRED

- **Adjustable Wrench**

- AUTOMATIC GAME SHUT OFF
- RESTART GAME AT ANY TIME BY SIMPLY DEPRESSING START BUTTON
- PLAYER GEAR MECHANISM IS EQUIPPED WITH A SLIP CLUTCH TO AVOID DAMAGING THE PLAYER OR GEAR ASSEMBLY DURING NORMAL GAME PLAY
- DOME IS ATTACHED WITH VELCRO FOR EASY ACCESS IF SERVICE IS NECESSARY
- HIGH STRENGTH SOLID FIBERGLASS PLAYER RODS
- SOLID 3/4" HIGH STRENGTH COMPOSITE WOOD CABINET
- SOLID 3/4" THICK TP RUBBER STOP BUMPERS WITH 13ga. STEEL STOP BRACKETS



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REPLACEMENT PARTS PLEASE CALL US AT: 1-800-223-6047**

GAME ASSEMBLY INSTRUCTIONS

Congratulations on the purchase of your Super Stick Hockey game. Game set up should be near to where you will play the game. Select a clear level floor. The cabinet and legs will be assembled on its side. This is a heavy and rugged cabinet and turning it over will require at least **TWO ADULTS**.

NOTE: Game requires 4 "AA" batteries (not included) for electronic scorer to work properly. Weak batteries may cause erratic scoring. Game can be played with or without electronic scorer.

PARTS LIST		
ITEM #	DESCRIPTION	QTY.
1.	SIDE APRON	2
2.	END APRON	2
3.	3/8 - 16 X 2 1/4" BOLT	16
4.	3/8 BLACK WASHER	16
5.	LEG BOOT	4
6.	LEG	4
7.	PUCK	2
8.	VELCRO PADS	6
9.	DOME	1
10.	UPPER CABLE	1
11.	CABLE CLAMP	3
12.	SCORER BOX	1
13.	#10 BLACK FLAT WASHER	1
14.	ACORN NUT	1

FIGURE A

Assemble the four LEGS (item #6) using (16) 3/8 - 16 x 2 1/4" HEX HEAD MACHINE BOLTS (item #3), (16) 3/8 BLACK FLAT WASHERS (item #4). Be sure the LEG BOOTS (item #5) are firmly in place. Make connections finger tight at this time. Turn the game over so it is standing on its legs and tighten bolts.

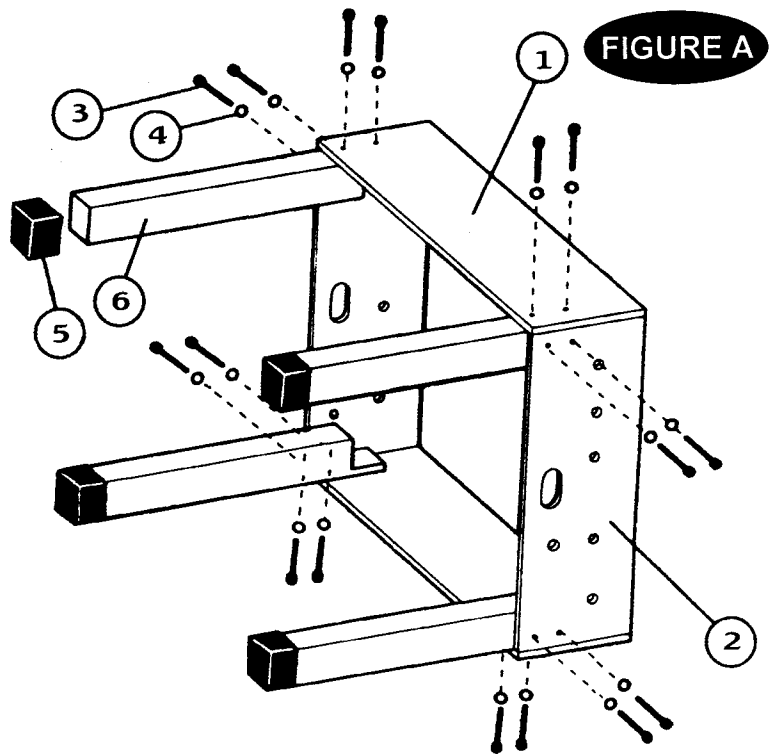


FIGURE B

Apply DECALS from DECAL SET to SCORER BOX and attach BOX to DOME (item #9). Slip SCREW projecting from top of SCORER BOX through hole on top of DOME and secure with ACORN NUT (item #14) and WASHER (item #13). Attach (3) CABLE CLAMPS (item #11), with adhesive pads to the DOME opposite the large holes in DOME side and secure the UPPER CABLE (item #10) to the CLAMPS. Apply

the (6) VELCRO PADS (items #8) to the dome in each corner and middle. Connect the UPPER and LOWER CABLES. Remove the adhesive backing from the VELCRO PADS and attach the DOME to the CABINET pressing down firmly at each pad location. **NOTE: It will require 24 hrs. for adhesive to set, earlier removal may result in the adhesive pulling away from the CABINET or DOME rather than at the VELCRO hook and loop. Whenever dome removal is necessary always disconnect the (2) cables first to PREVENT damaging the DOME or SCORER.**

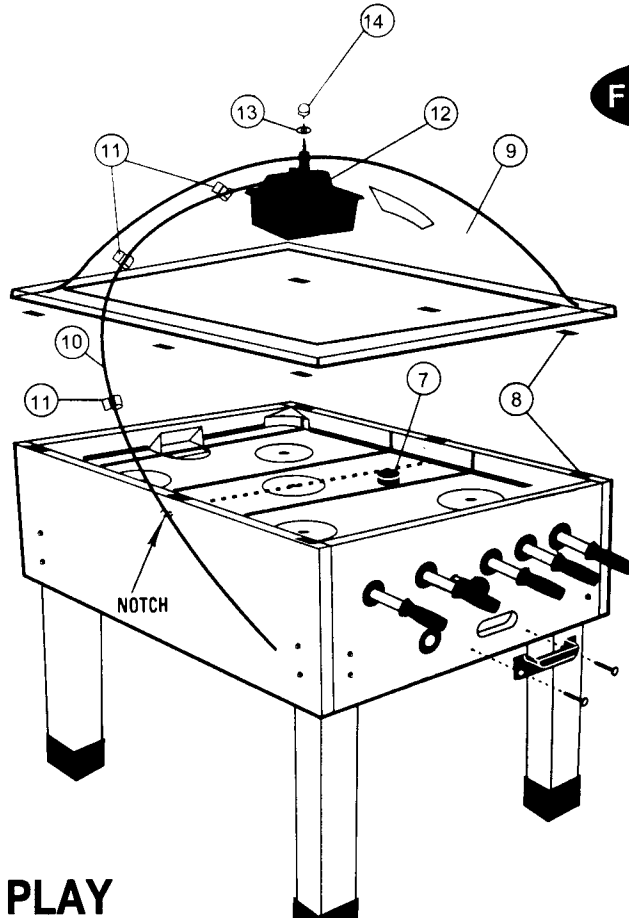
CAUTION: Dome scratches easily. Clean using Glass cleaner and a soft cloth only.

Face-off with PUCK (item #7) and **HAVE FUN AND PLAY!**

Should Player Gear replacement ever be necessary, please follow the procedure listed below:

1. Remove the Dome and carefully place it next to the game, being careful not to scratch it.
2. Remove all players from the game by firmly pulling on the player.
3. Remove each of the four corners by removing the two screws used to assemble them to the cabinet.
4. Carefully lift the play surface from the game.
5. Remove the gear from the rod by unscrewing the gear halves which connect the gear to the rod.

Assembly is the reverse of the above.



GAME FEATURES and PLAY

Game will operate with (4) "AA" batteries. Insert (4) "AA" batteries into battery holder.

NOTE: When batteries are used a piece of tape may be required to keep batteries from being jarred out during heavy game play. First Period will commence each time RESET BUTTON is depressed. Game play consists of 3 two minute Periods with 1 one minute overtime Period in the event of a tie. Game play will end in overtime with a Player score. The Period lights will sound at the end of the Period and at Game Over. Final Score will flash the game winner. Electronic scoring unit will turn off automatically after end of third Period.

TROUBLE SHOOTING AND REPAIR

Puck will not fall through PUCK TROUGH

1. Check Puck Trough channel for dirt and/or any blockages.
2. Inspect for any binding of the Switch wire within the slot. Wire should move freely within the slot, if any binding occurs bend wire slightly to adjust.

GEAR MECHANISM hard to turn

1. The stripping of gear teeth can cause binding. Although the game is equipped with a slip clutch, gear tooth damage may occur after numerous game play. Remove gear mechanism and inspect teeth for any damage. If gears or clutch are worn out replace mechanism.
2. A worn gear housing will cause binding or sloppy action. If this occurs, replace gear mechanism.

PLAYER TRAVEL

1. Player rubs on edge of slot. Check alignment of guide strip. Adjust if necessary by repositioning.
2. Check for wear of guide strip or gear mechanism. If so, replace.
3. Check for debris or blockage in guide strip.

ELECTRONIC SCORING

1. If a goal is scored and not registered, check the switch wire actuator. When puck passes the wire a score should occur. If not, bend wire to adjust.
2. If unit does not power up, check batteries.
3. Check all connections - in-line cable connector, score switch terminals, and connector inside score housing. Although the unit was inspected in assembly, loosening of connections may occur during shipment.

GOALIE loose or tight

1. If goalie does not move when control knob is rotated, tighten screw at end of goalie shaft.
 2. If control knob doesn't slip when goalie reaches end stop, back off screw at end of goalie shaft 1/4 turn.
 3. If goalie moves less than full travel, check goalie wire position. Refer to assembly instructions. If wire is incorrect, reposition.
- NOTE: the drive arm should be pointing up. Over travel also may occur if the slip screw at the end of the goalie shaft is too tight, or if the drive arm binds with the goalie shaft not allowing slippage. If so, adjust or free binding. NOTE: If adjustment screw keeps loosening, remove and add a drop of super glue to the end of the screw and reassemble.

To Enhance GAME PLAY

If puck tends to lay in goal area, add a dry film lubricant (silicone) to PUCK TROUGH surface and both sides of Puck. Clean all surfaces of any dirt prior to application of dry film lubricant. Wipe after applying. **NOTE: Liquid lubricants will attract dirt and impede puck performance.** Wipe clean and check play prior to any lubricant application.

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