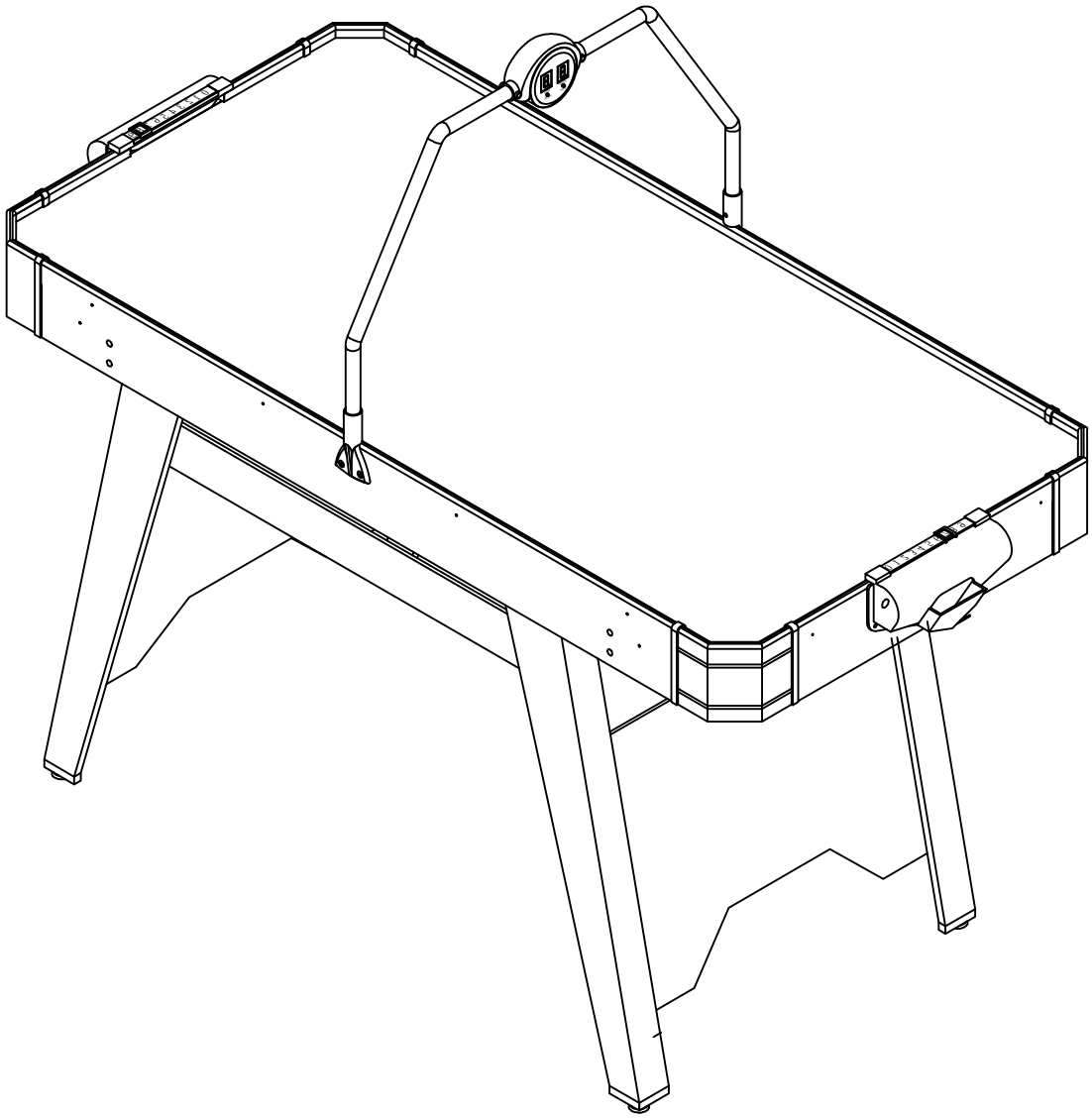
MODEL: GT23011



Missing parts, damages, and any other problems, please contact us via email.

raykeepgoods@outlook.com

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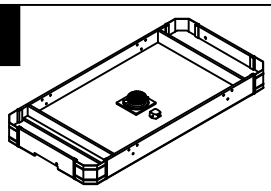
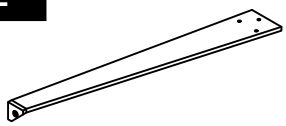
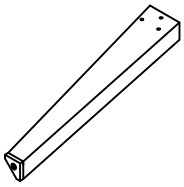
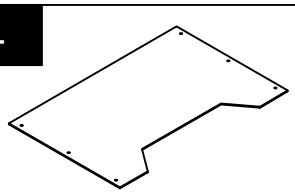
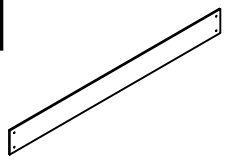
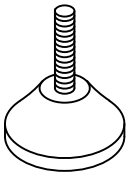
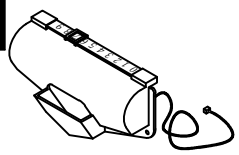
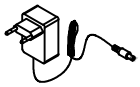
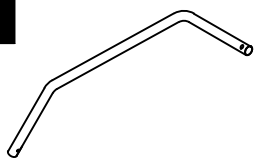
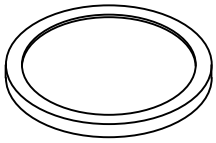
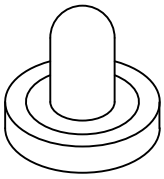
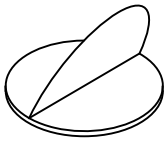
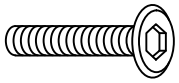
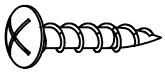
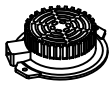
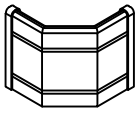
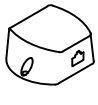
GT23011 PARTS LIST

1  Mainframe x1	2  Leg Right x2	3  Leg Left x2	4  Leg End Panel x2
5  Leg End Panel x2	6  Leg Leveller x4	7  Goal box x2	8 Electronic scorer x1
9  Adapter x1	10  Scorer Support -A x2	11 Scorer Support -B x2	12  Hockey Puck x2
13  Hockey striker x2	14  Felt Pad x2	A1  1/4"x1-1/8"Bolt x12	A2 1/4" Washer x12
A3 M3x28mm Bolt x2	A4 M3 Nut x2	A5  4x12mm Screw x30	A6 Wrench x1

GT23010 PRE-INSTALLED PARTS

P1  Motor x1	P2  Apron Corner x4	P3 T-Nut x16	P4  Connect Box x1

ENGLISH

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 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 Carefully cut or tear the four corners of the box so that the bottom of the box can be used as your work surface.

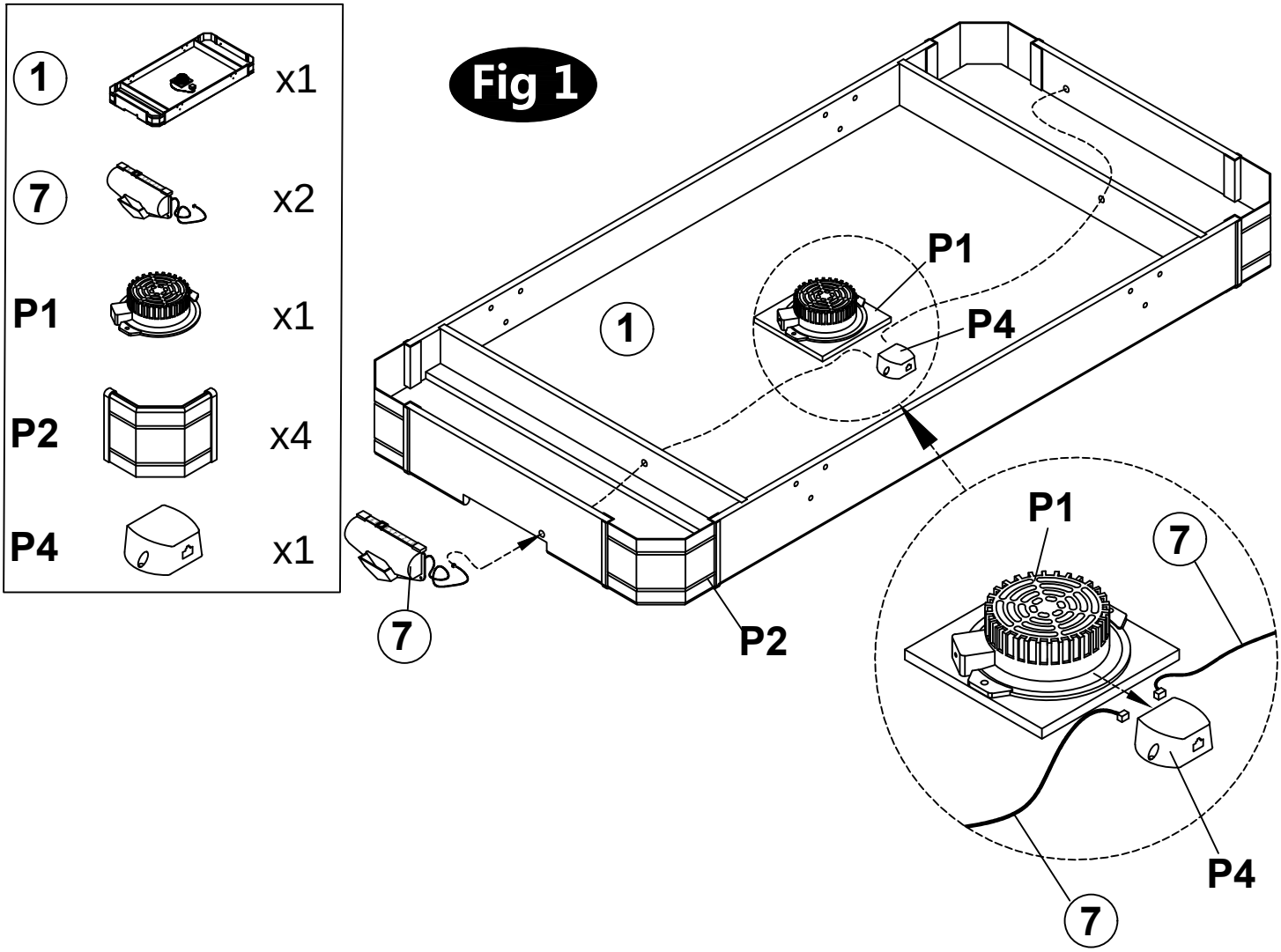


Fig 1

3. Thread the wire from the Goal Boxs (7) through the openings of the end aprons and supports of the playfield to insert the Wire into the Connect Box (P4).

ENGLISH

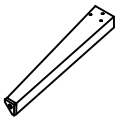
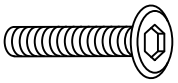
2		x2
3		x2
6		x4
A1		x12
A2		x12
P3		x16

Fig 2

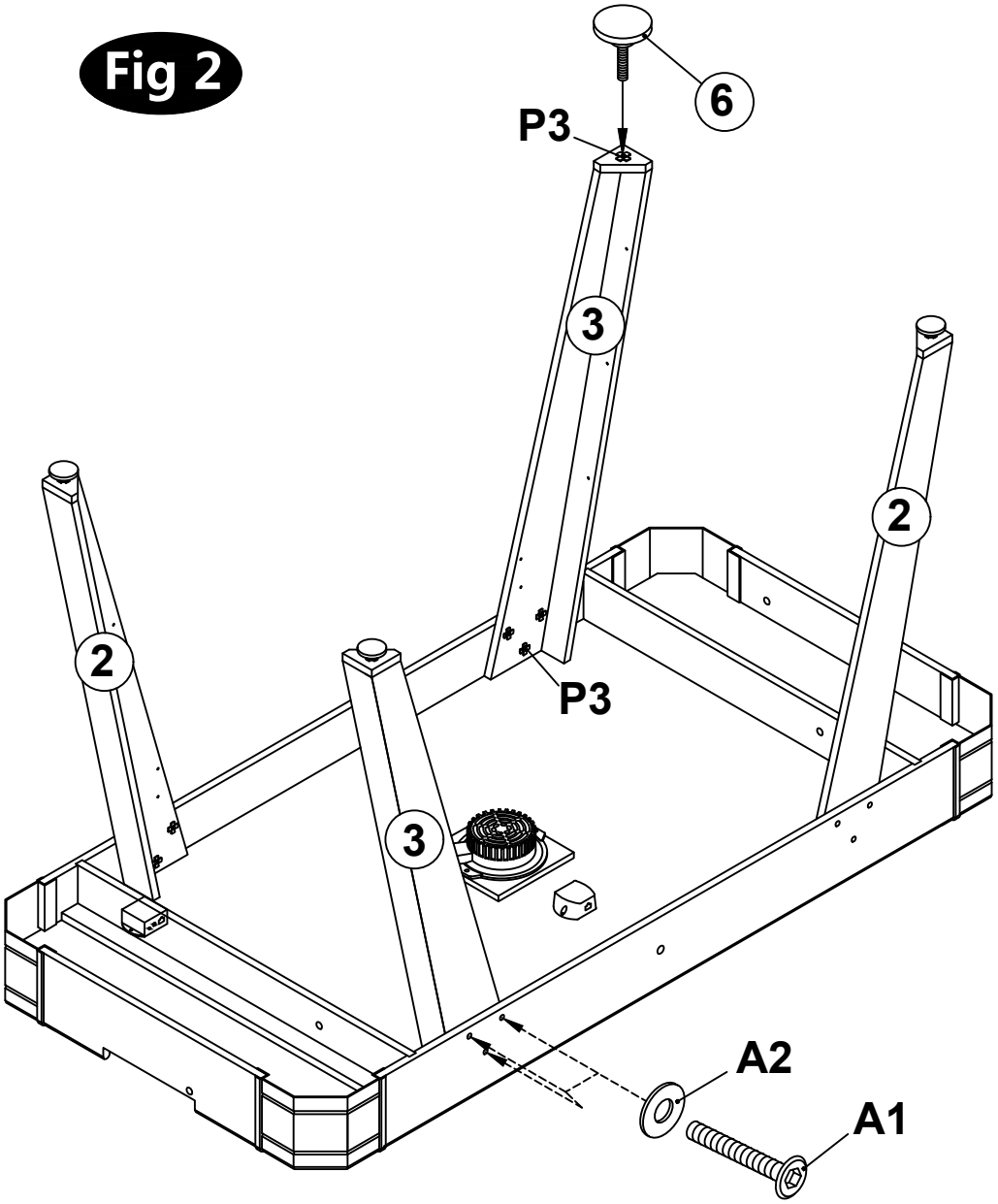


Fig 2

4. Place the Mainframe (1) face down on a clean and flat surface. Attach the Right Legs (2) and Left Legs to the Mainframe using three Bolts (A1) and three Washers (A2) per Leg. See FIG. 2.
5. Screw the Leg Levelers (6) into the bottom of each Leg (2 & 3).

ENGLISH

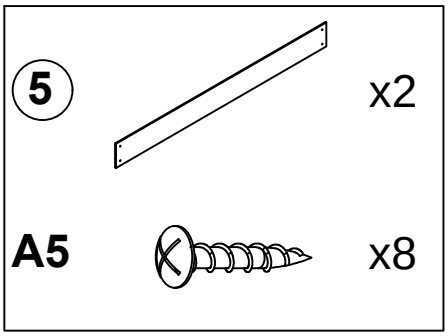


Fig 3

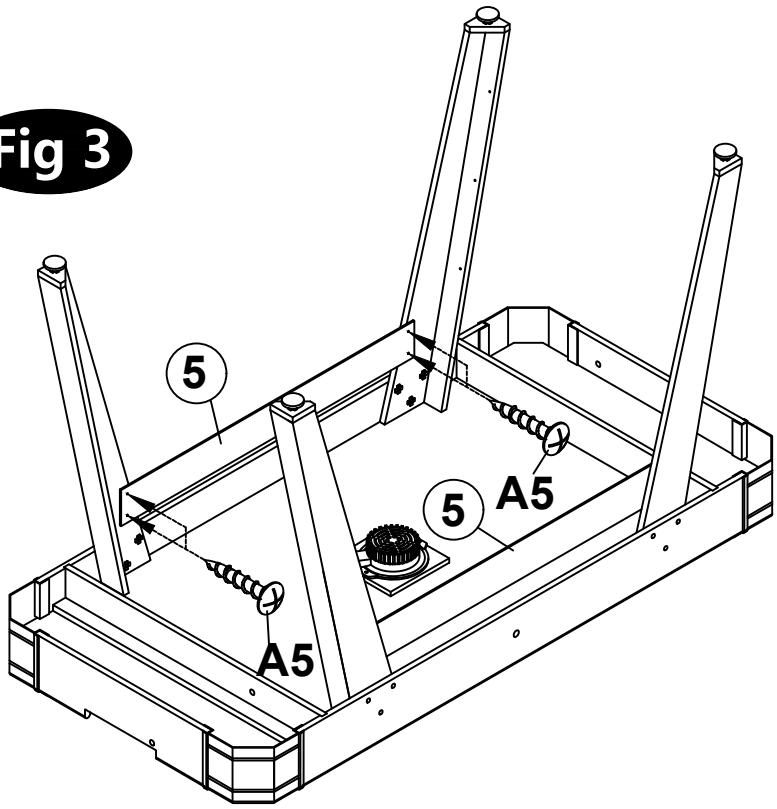


Fig 3

6. Attach the Leg Side Panels (5) to the Legs (2 & 3) using four Screws (A5) per Leg Side Panel.

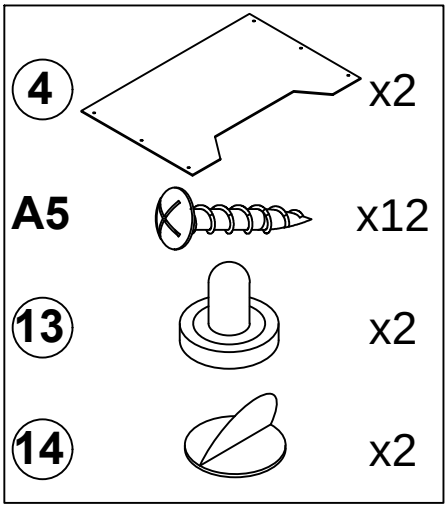


Fig 4A

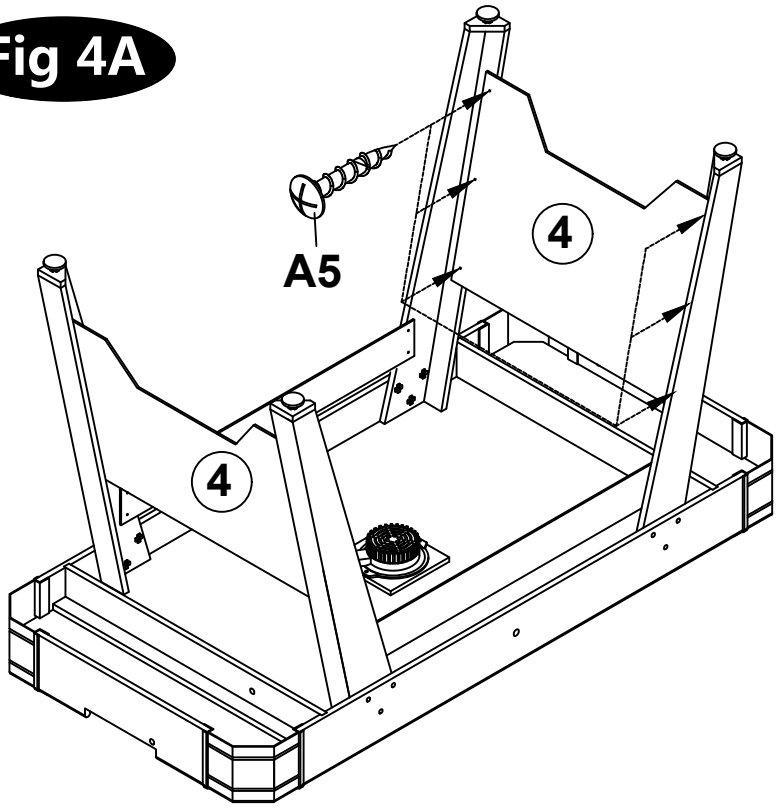


Fig 4B

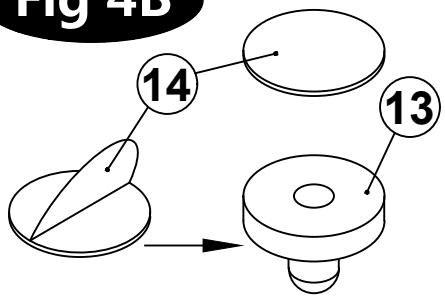


Fig 4

7. Attach the Leg End Panels (4) to the Legs (2 & 3) using six Screws (A5) per Leg End Panel. See FIG. 4A.
8. Tear off the backside papers of the Felt Pads (14) and stick them onto the bottom of the Pushers (13). See FIG. 4B.

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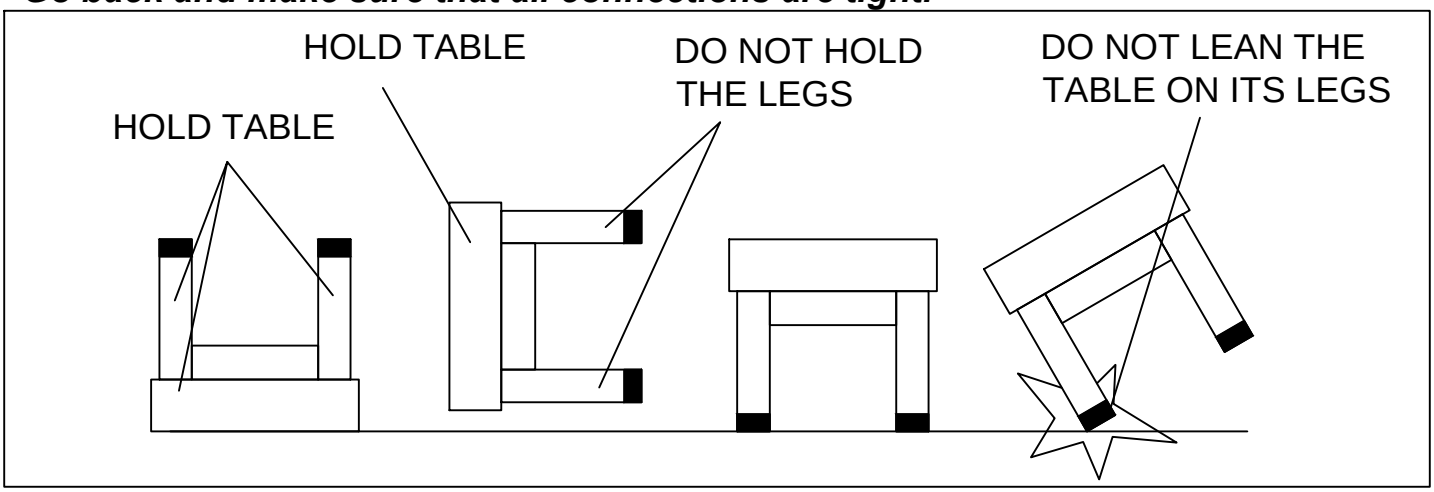
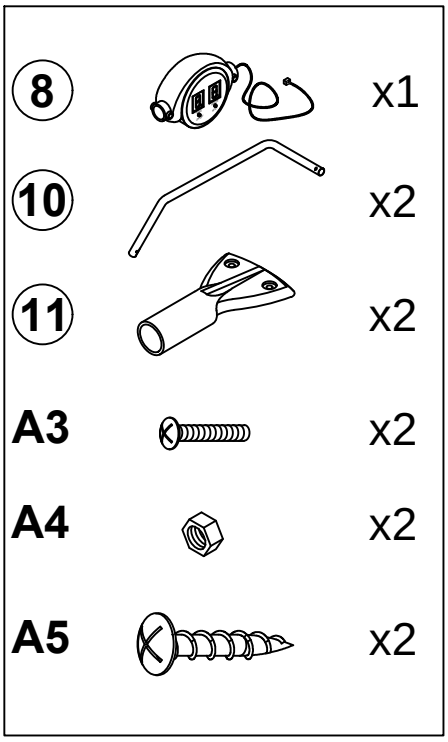
9. Lift the table assembly from the floor with two adults, turn it over, and set the table on its leg in the location where you will play.

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.



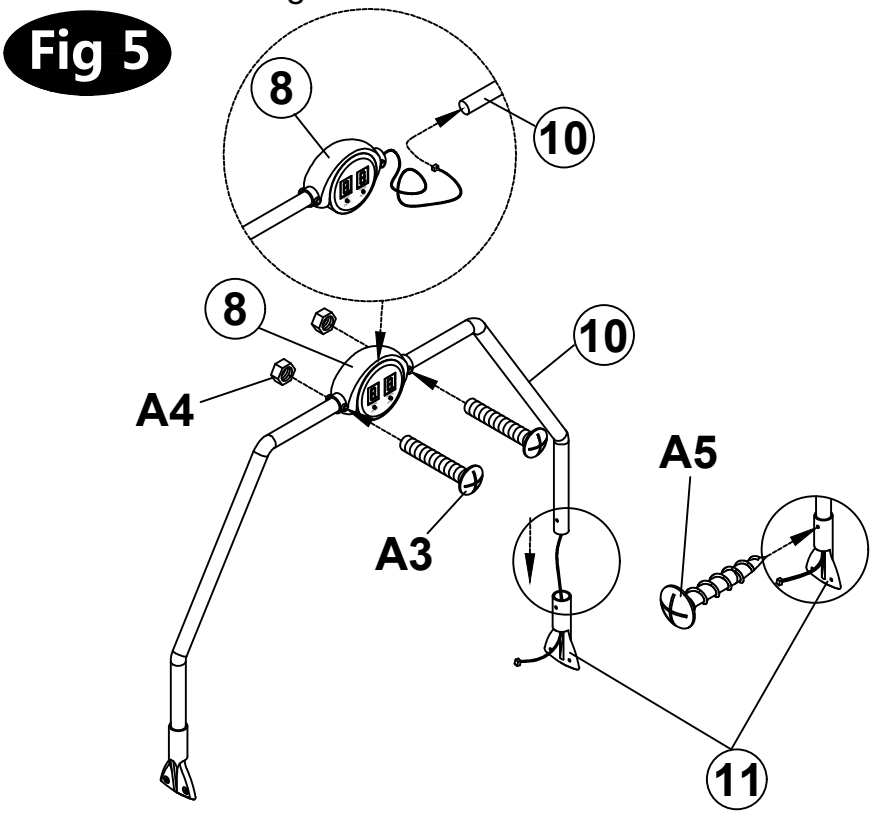


Fig 5

10. Thread the wire from the Electronic Scorer(8) through the Scorer Support-A(10) and the Scorer Support-B(11).See FIG. 5.
11. Attach the Electronic Scorer(8) to the Scorer Support-A(10) using two bolt (A3) and nut (A4). See FIG. 5.
12. Attach the Scorer Support-A(10) to the Scorer Support-B(11) using two Screws (A5). See FIG. 5.

ENGLISH

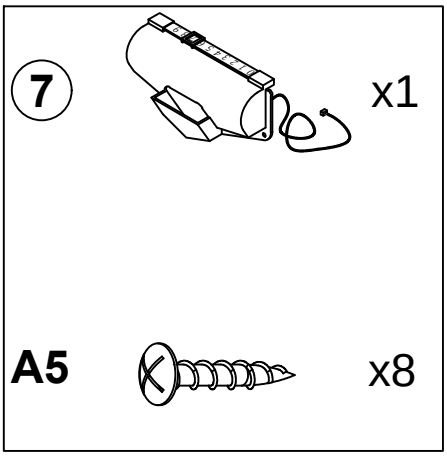


Fig 6

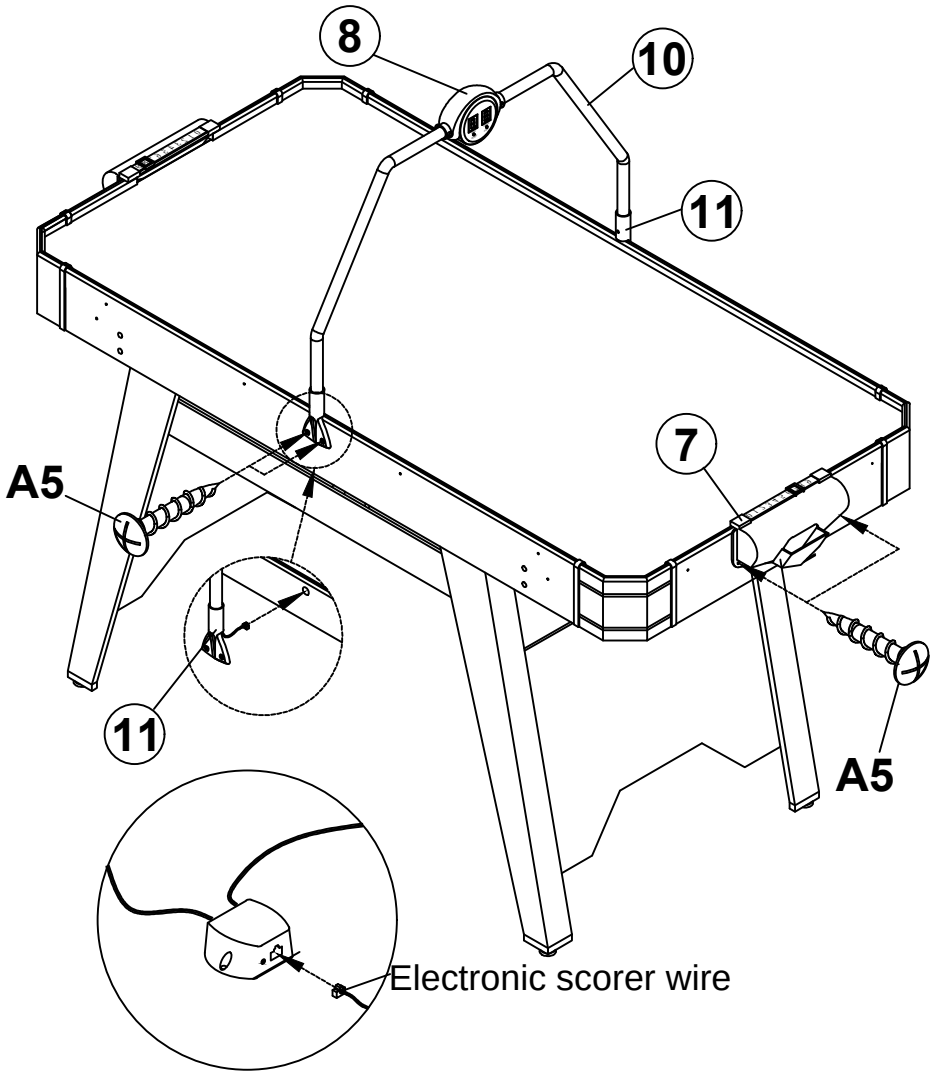
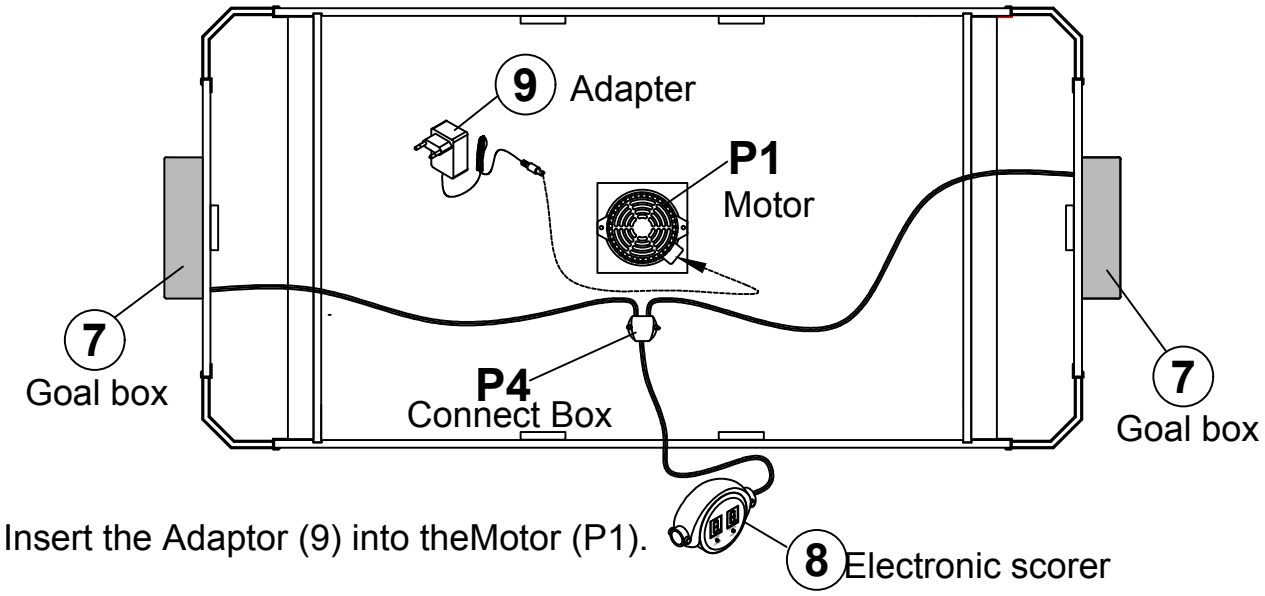


Fig 6

13. Thread the Wire of Electronic Scorer (8) through the opening of the Side Apron to the Connect Box (P4), and then plug the Scorer wire into the Connect Box (P4).See FIG. 6.
14. Attach the Scorer Support-B(11) to the Side Apron using four screw (A5) . See FIG. 6.

ENGLISH

ELECTRONIC CONNECTIONS DIAGRAM (BOTTOM OF TABLE)



Insert the Adaptor (9) into theMotor (P1).

ELECTRONIC SCORER OPERATION

⚠ WARNING:

1) Require 2 pcs AA Batteries (Not included).
2) Do not mix old and new batteries.
3) Do not mix alkaline, standard (carbon zinc), or rechangeable (nickel-cadmium) batteries.

HOW TO PLAY

Score Keeper Operation

1. Remove the battery cover and insert 2 AA Batteries into the battery box. (2 AA 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; 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 several seconds.
4. After the game, you can press the “RESET” button to start a new game and the HOME / VISITOR will indicate “0”.

Note:

1. You can press the “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 Press “ON / OFF” again to turn it back on.