

## TROUBLE SHOOTING AND REPAIR

### PUCK WILL NOT FALL THROUGH PUCK TROUGH.

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

### GEAR REPLACEMENT

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 up on the player.
3. Carefully lift the play surface from the game.
4. Remove the gear from the rod by unscrewing the gear halves, which connect the gear to the rod.
5. Assembly is the reverse of steps 1-4.

### 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 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 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 shipping.

### GOALIE LOOSE OR TIGHT

1. If goalie does not move when control knob is rotated, tighten screw at end of goalie shaft.
2. 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 performance.** Wipe clean and check play prior to any lubricant application.

FOR TECHNICAL ASSISTANCE CONCERNING PRODUCT ASSEMBLY, OPERATION, OR REPLACEMENT PARTS, PLEASE CALL US AT 231-845-1263.

# CARROM®

Quality Family Games

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**CAUTION: This is not a toy and is intended for use by or under the supervision of ADULTS!**

## SUPER STICK HOCKEY ASSEMBLY & INSTRUCTION MANUAL

Tools Required: Adjustable Wrench, Phillips Screwdriver

- 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.
- The dome rests inside the game for easy access if service is necessary.
- High strength solid fiberglass player rods.
- Solid ¾" thick high strength composite wood cabinet.
- Solid ¾" thick rubber stop bumpers and reinforced high impact "ABS" stop brackets.



### PRODUCT REGISTRATION

Visit [www.carrom.com](http://www.carrom.com) to register your product(s) to receive the latest updates, special offers and other product related information.

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 legs will be assembled while game is on the side. This is a heavy cabinet and turning it over will require at least TWO ADULTS.

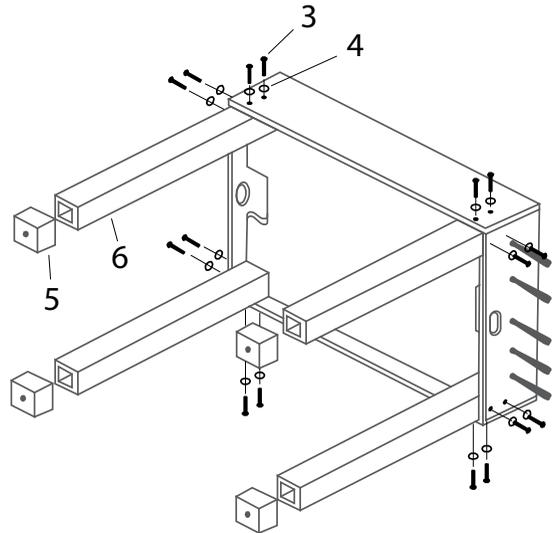
Item#	Description	Qty
3	BOLT-3/8-16x1-1/2" HEX HD (09.744.24)	16
4	WASHER,FLAT 3/8" BLACK (09.755.41)	16
5	LEG BOOT (05.770.40)	4
6	LEG 29" (01.744.50)	4
8	PUCK (05.744.52)	2
9	DOME (05.744.54)	1
10	UPPER CABLE	1
11	CABLE CLAMP (05.744.10)	3
12	SCORING UNIT (425.00.80)	1
13	WASHER,FLAT#10 BLACK (09.770.28)	1
14	ACORN NUT (09.744.15)	1

### GAME FEATURES AND PLAY

Insert (4) "AA" batteries into the battery holder. Weak batteries may cause erratic scoring. Game can be played with or without electronic scorer. First period will commence each time reset button is depressed. Game play consists of (3) two-minute periods and (1) one minute period in the event of a tie. Game play will end in overtime with a player scoring. The period lights will flash at the end of the period and at the end of game. Final score will flash the game winner. Electronic scoring will turn off automatically after end of third period.

**FIGURE A**

Assemble the four LEGS (item #6) using (16) 3/8-16 x 1-1/2" HEX HEAD MACHINE BOLTS (item #3) and (16) 3/8 BLACK FLAT WASHERS (item #4). Slide the (4) LEG BOOTS (item #5) over the bottom of the legs. Tighten leg bolts.



**FIGURE A**

### ATTACH DOME

**IMPORTANT:**

Remove the blue or opaque protective film from dome prior to play. Only use glass cleaner and a soft cloth to clean the dome to prevent scratches.

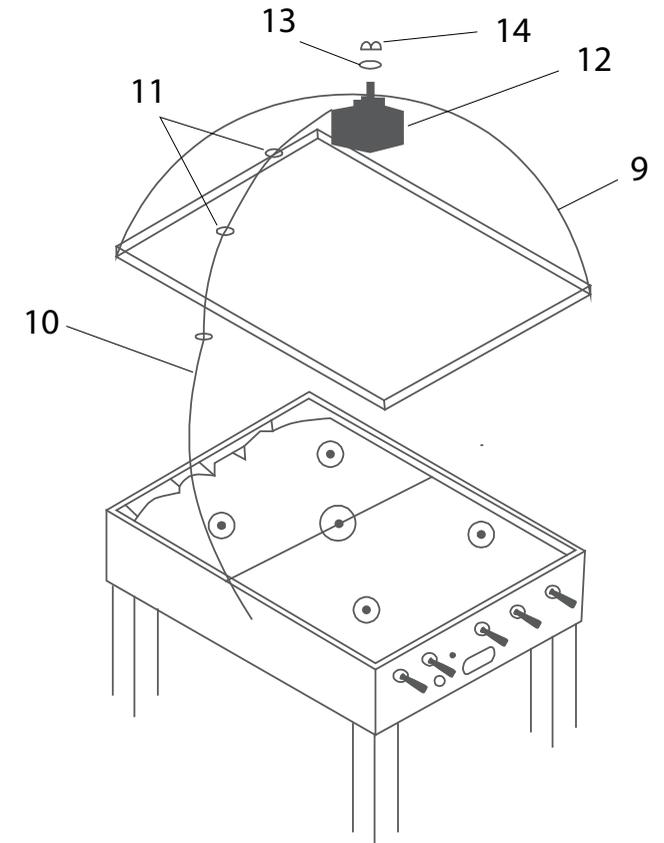
Connect the upper and lower cables. Whenever dome removal is necessary, always disconnect the (2) cables first to prevent damaging the dome or scorer.

**FIGURE B**

Attach SCORING UNIT (item #12) to DOME (item #9). Slip screw projecting from top of scoring unit 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 hole in the dome side and secure the UPPER CABLE (item #10) to the clamps.

**Signature Series Only:**

Screw in the (8) DOUBLE HEADED SCREWS into the bottom holes of each side & end. (The drink holder corners have slots that will slide over these screws.) Attach (4) DRINK HOLDER CORNERS to each corner of cabinet by sliding them down over the top edge of the cabinet. Attach the drink holder corners by carefully engaging the (2) double headed screws on the corners of the cabinet with the slots on the inside of the corners. Drink holder corners should fit snugly.



Face-off with PUCK (item #8) and HAVE FUN PLAYING!