# Face Off Power Hockey Setup & Assembly Instructions





20 Providence Pike North Smithfield, RI 02896 800-831-2011 • (f) 401-463-6673 www.GreatAmericanRec.com games@greatamericanrec.com Thank You for purchasing the Great American Recreation *Face Off Power Hockey Table*. This table is a non-coin version of our commercial grade *Power Hockey Table*. It is designed to withstand many thousands of plays in a commercial environment (i.e. bar, video game/amusement center, etc.). We are confident that it will provide years of enjoyment in your home.

### **Parts List**

The following parts should be included with the Face Off Power Hockey Table:

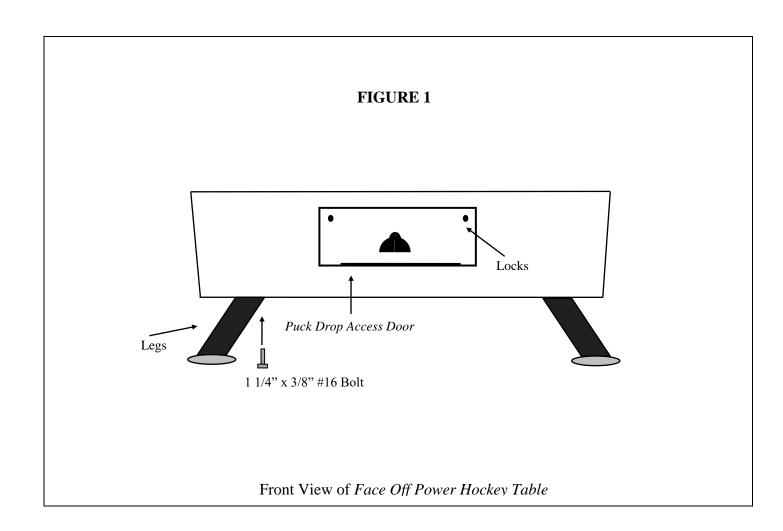
- 4 Legs with attached levelers
- 16 1 1/2" x 3/8" #16 bolts
- 4 Keys
- 2 Mallots
- 2 Puck
- 1 Manual score marker with (2) screws

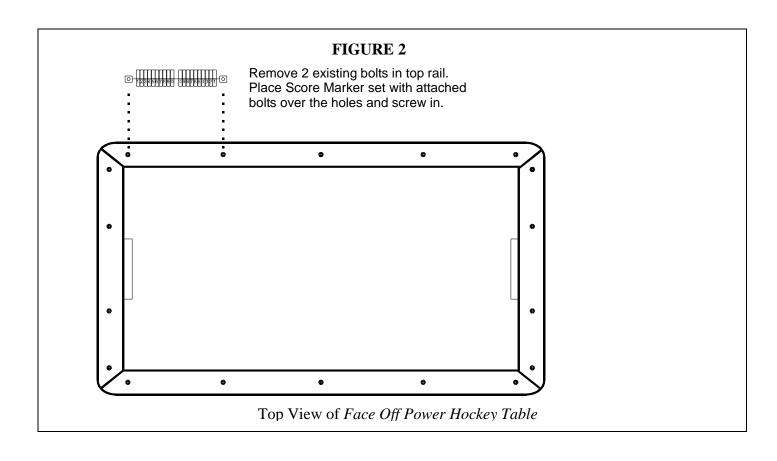
#### **Table Maintenance**

This is a commercial table and meant for heavy-duty use so very little table maintenance is required. One thing that should be done every now & then (depending on the use of your table) is to wipe down the playing surface with a *laminate polish*. We use a product called "Countertop Magic" and can be purchased at any Home Depot or comparable hardware store. Simply turn on the blower motor, spray the laminate polish onto a cloth and wipe the playing surface

## **Setup Instructions**

- 1. Locate keys taped to puck drop access door.
- 2. Remove 4 legs with levelers and a bag of (16) 1 1/2" x 3/8" #16 bolts.
- 3. Attach legs to bottom of table using the (16) 1 1/4" x 3/8" #16 bolts. (See Figure 1)
- 4. Stand table upright.
- 5. Install score marker (optional) on either left or right hand long side of table. Keep the markers closer to the playing end of the table. (See Figure 2). Unscrew 2 bolts out aluminum top rail, place the score marker assembly over the holes, use the 2 screws from the score marker assembly and screw back down.





# Puck Drop Access Doors

Locate the *Puck Drop Access Door* on either end of the *H.P.H. Table*. These doors can be opened, using the keys provided, to remove the any foreign objects which may fall into or obstruct the puck in the *Return Chute* (see Figure 1).

