

**Franklin<sup>®</sup>**

**48IN (122CM)**

# **STRAIGHT LEG AIR HOCKEY**

ITEM NUMBER: **54096X**

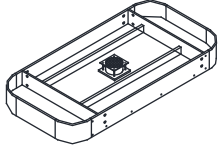
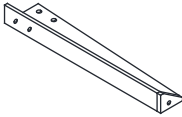
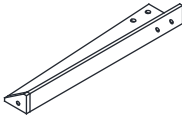

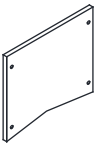
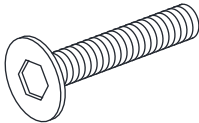

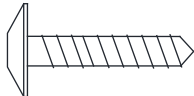
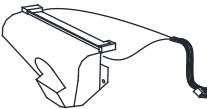
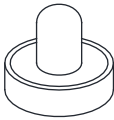

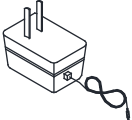
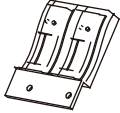
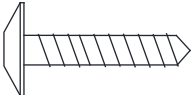
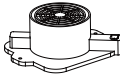

For all your replacement part needs, please visit:  
[www.franklinsports.com/54096X](http://www.franklinsports.com/54096X)



**WARNING:**

CHOKING HAZARD--Small parts.  
Not for children under 3 yrs.  
Adult assembly required.

# PARTS LIST

<b>1</b>  QTY <b>x1</b> Main Frame Rep. Part: 54096X-R1	<b>2</b>  QTY <b>x2</b> Left Leg Rep. Part: 54096X-R2	<b>3</b>  QTY <b>x2</b> Right Leg Rep. Part: 54096X-R3	<b>4</b>  QTY <b>x1</b> Allen Key Rep. Part: 54096X-R4
<b>5</b>  QTY <b>x2</b> Leg End Panel Rep. Part: 54096X-R5	<b>6</b>  QTY <b>x12</b> 6x28mm Bolt Rep. Part: 54096X-R6	<b>7</b>  QTY <b>x12</b> 16mm Washer Rep. Part: 54096X-R7	<b>8</b>  QTY <b>x12</b> 3x12mm Screw Rep. Part: 54096X-R8
<b>10</b>  QTY <b>x2</b> Goal Box Rep. Part: 54096X-R10	<b>11</b>  QTY <b>x2</b> Pusher Rep. Part: 54096X-R11	<b>12</b>  QTY <b>x2</b> Round Puck Rep. Part: 54096X-R12	<b>13</b>  QTY <b>x1</b> Adaptor Rep. Part: 54096X-R13
<b>14</b>  QTY <b>x1</b> Electronic Scorer Rep. Part: 54096X-R14	<b>15</b>  QTY <b>x2</b> 3x15mm Screw Rep. Part: 54096X-R15	<b>P1</b> PRE-INSTALLED  QTY <b>x1</b> Motor Rep. Part: 54096X-R16	<b>P2</b> PRE-INSTALLED  QTY <b>x4</b> Apron Corner N/A

## ASSEMBLY INSTRUCTIONS

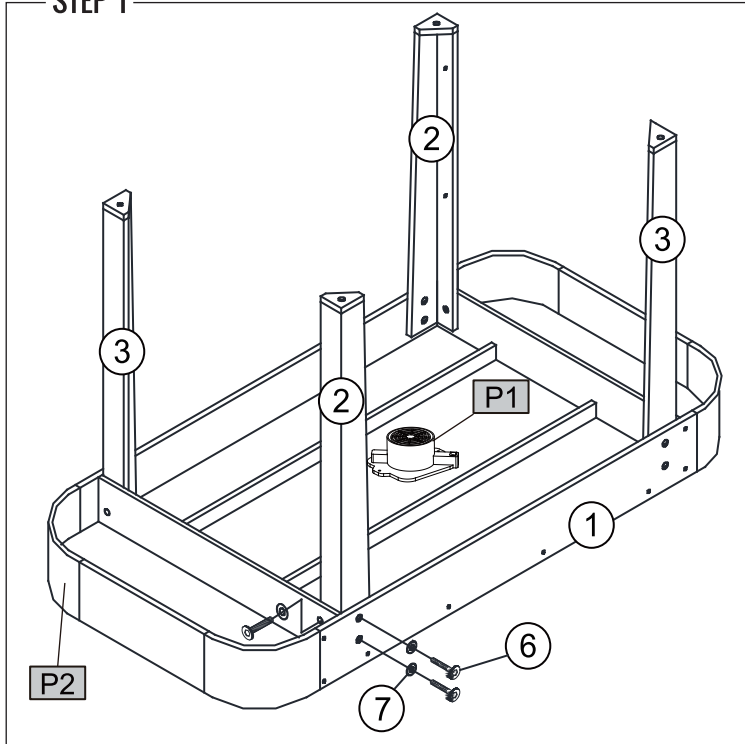
### GENERAL NOTE

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.

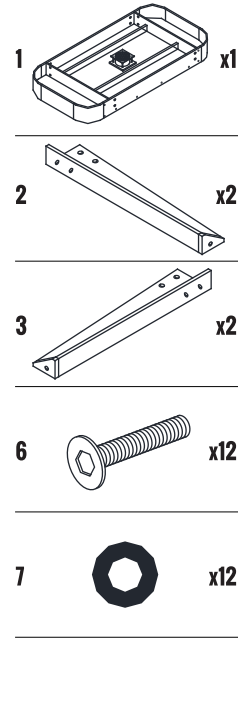
2. Remove all parts from the box and verify that you have all of the listed parts as shown on the parts list page. Carefully cut or tear the four corners of the box so that the bottom of the box can be used as your work surface.

# ASSEMBLY INSTRUCTIONS

## STEP 1



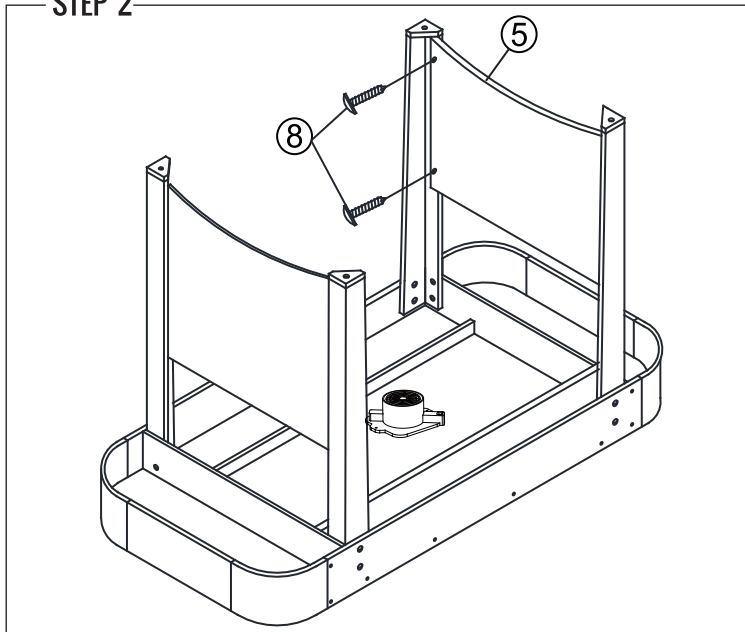
## PARTS



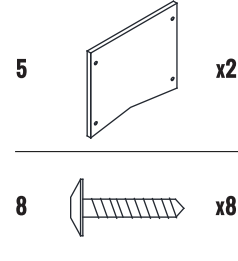
## NOTE

Place the **Main Frame** (#1) face down on a clean and flat surface. Attach the **Right Leg** (#2) and **Left Leg** (#3) to the mainframe using three **Bolts** (#6) and three **Washers** (#7) per leg.

## STEP 2



## PARTS



## NOTE

Attach the **Leg End Panel** (#5) between left leg and right leg using four **Screws** (#8) per leg end panel.

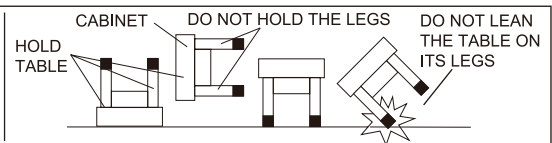
Lift the table assembly from the floor with two adults, turn it over and set table on its leg in the location where you will play. Go back and make sure that all connections are tight.



**CAUTION:**  
PINCH HAZARD! KEEP HANDS CLEAR.

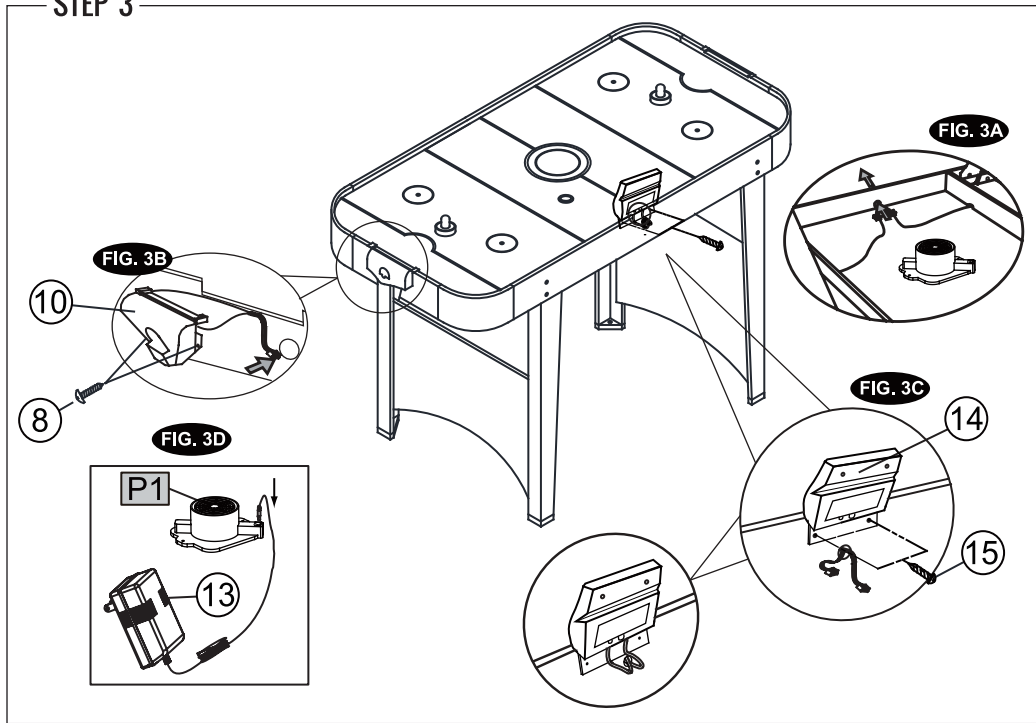
**CAUTION:** Two strong adults are recommended to turn the table over as shown.

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.



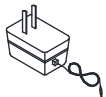
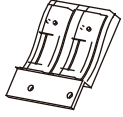



# ASSEMBLY INSTRUCTIONS

## STEP 3



## PARTS

8		x4
10		x2
13		x1
14		x1
15		x2

## NOTE

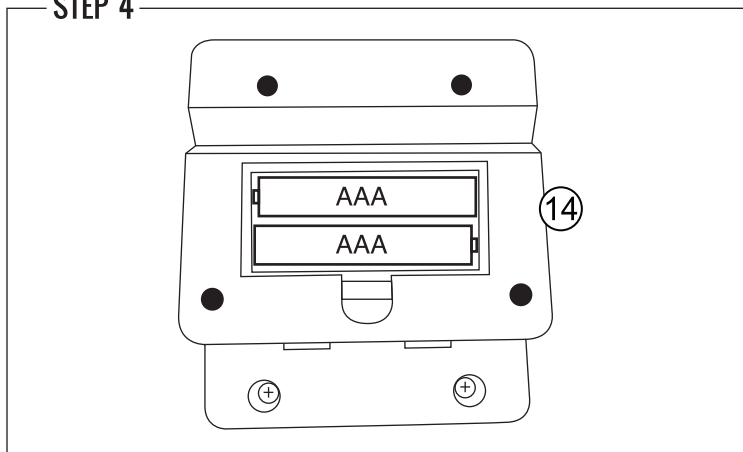
Thread the wire from **Goal Box** (#10) through the openings of the end aprons and support of the playfield to the opening of side apron and use Straps to fix Scorer Wire. (See FIG. 3A)

Attach the **Goal Boxes** (#10) to each End Apron using two **Screws** (#8). (See FIG. 3B)

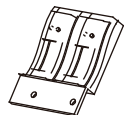
Attach the **Electronic Scorer** (#14) to the side apron in the pre-drilled holes using two **Screws** (#15). Insert the scorer wire into the **Electronic Scorer** (#14). (See FIG. 3 & 3C)

Insert the **Adaptor** (#13) into the **DC Motor** (#P1). (See FIG. 3D)

## STEP 4



## PARTS

14		x1
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## NOTE

Remove the battery cover and insert 2 "AAA" batteries (NOT INCLUDED) into the battery box.

## NOTE

Requires 2 "AAA" size batteries (not included).  
Do not mix old and new batteries.  
Do not mix alkaline, standard (carbon-zinc) or rechargeable batteries.

# GAME INSTRUCTIONS:

1. When the "HOME" player scores a point, the "HOME" indicator will show 1 point. On the contrary, when the "VISITOR" player scores a point, the "VISITOR" indicator will show 1 point.
2. The first player to reach 10 points wins the game, and the winner's indicator will stay at 9 points and flash for seconds.
3. After the game, you can press "RESET" button to start a new game and the HOME/VISITOR will indicate "0".

## NOTE:

1. You can press "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 scorer. Press "ON/OFF" button again to turn it back on.

# YOU ARE NOW READY TO PLAY!

CHANGES OR MODIFICATIONS NOT EXPRESSLY APPROVED BY THE PARTY RESPONSIBLE FOR COMPLIANCE COULD VOID THE USER'S AUTHORITY TO OPERATE THE EQUIPMENT.

**NOTE:** THE EQUIPMENT HAS BEEN TESTED AND FOUND TO COMPLY WITH THE LIMITS FOR A CLASS B DIGITAL DEVICE; PURSUANT TO PART 15 OF THE FCC RULES. THESE LIMITS ARE DESIGNED TO PROVIDE REASONABLE PROTECTION AGAINST HARMFUL INTERFERENCE IN A RESIDENTIAL INSTALLATION. THIS EQUIPMENT GENERATES, USES AND CAN RADIATE RADIO FREQUENCY ENERGY AND, IF NOT INSTALLED AND USED IN ACCORDANCE WITH THE INSTRUCTIONS, MAY CAUSE HARMFUL INTERFERENCE TO RADIO COMMUNICATIONS. HOWEVER, THERE IS NO GUARANTEE THAT INTERFERENCE WILL NOT OCCUR IN A PARTICULAR INSTALLATION. IF THIS EQUIPMENT DOES CAUSE HARMFUL INTERFERENCE TO RADIO OR TELEVISION RECEPTION, WHICH CAN BE DETERMINED BY TURNING THE EQUIPMENT OFF AND ON, THE USER IS ENCOURAGED TO TRY TO CORRECT THE INTERFERENCE BY ONE OR MORE OF THE FOLLOWING MEASURES:

- REORIENT OR RELOCATE THE RECEIVING ANTENNA.
- INCREASE THE SEPARATION BETWEEN THE EQUIPMENT AND RECEIVER.
- CONNECT THE EQUIPMENT INTO AN OUTLET ON A CIRCUIT DIFFERENT FROM THAT TO WHICH THE RECEIVER IS CONNECTED.
- CONSULT THE DEALER OR AN EXPERIENCE RADIO/TV TECHNICIAN FOR HELP.

**Note:** A product examination should be done periodically by an adult for potentially hazardous parts that may need to be repaired or replaced.