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Troubleshooting

- Poor hovering of the puck:
 - Replace the batteries with a new set.
 - Wipe the playing surface with a lightly damp cloth.
- Poor neon lighting: replace the batteries with a new set.
- Poor glow in the dark on the playing surface and/or puck: expose to a bright light for 15 minutes prior to use.

Important Battery Information

Use 6x LR14 (UM2) / "C" (1.5V) batteries. Not Included.

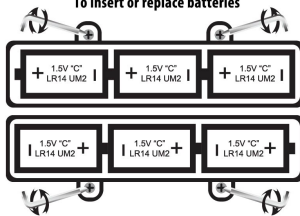
Battery Installation & Replacement:

- Installation by an adult required.
- Switch toy off before inserting batteries.
- Loosen the screw with a crosshead screwdriver (not included) to open the battery compartment door on the backside of the product.
- Insert / replace the new batteries in the proper direction indicated inside the battery compartment.
- Close the compartment and screw shut securely.

Battery Instructions & Replacement:

- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are only to be charged under adult supervision.
- Rechargeable batteries are to be removed from the toy before being charged.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.
- Only batteries of the same or equivalent type as recommended are to be used.
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable batteries.
- Dispose of batteries responsibly.
- Do not dispose of in fire.

To insert or replace batteries



6 X C
REQUIRES 6 X 1.5V C BATTERIES
(NOT INCLUDED).

1C K

W 210mm X H 297mm

PRODUCT MAY VARY FROM IMAGE SHOWN.
PLEASE KEEP THE PACKAGING FOR FUTURE REFERENCE.

MADE IN CHINA
FOR AU / NZ: IMPORTED FOR KMART
STORES IN AUSTRALIA AND NEW ZEALAND.
210753

WARNING:
CHOKING HAZARD - Toy contains
small parts. Not for children under 3 years.

WARNING: FOR SAFETY REASONS, REMOVE ALL
TAGS, LABELS AND PLASTIC FASTENERS BEFORE
GIVING THIS TOY TO YOUR CHILD.

Front

43073368 / GA1902



ELECTRONIC ARCADE AIR HOCKEY™

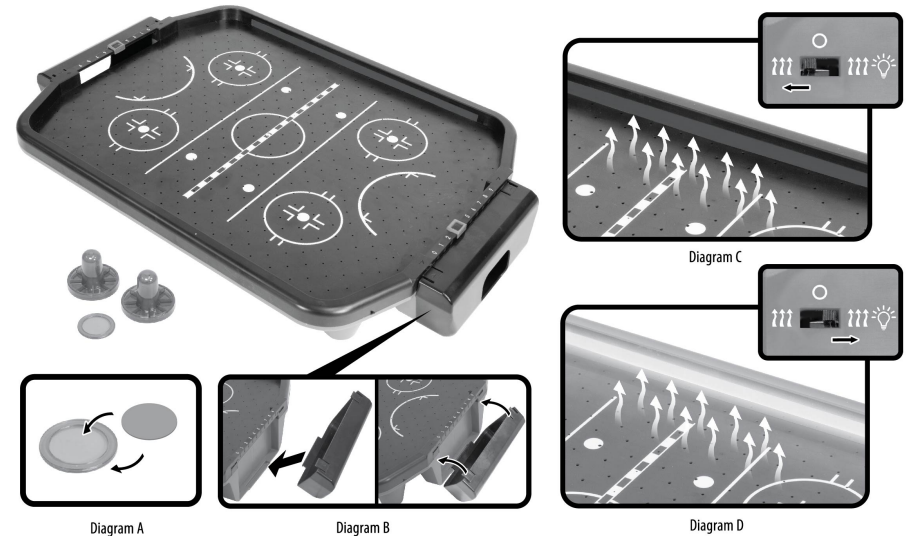


Diagram A

Diagram B

Diagram C

Diagram D

Contents

1 x Air hockey table • 2 x Goal nets • 2 x Pushers • 2 x Pucks • 1 x Sticker sheet • Instructions

Getting Started

Before using the machine for the first time, the following set-up steps must be taken by an adult.

- Find a firm, flat level surface.
- Ensure the machine is turned off.
- Remove the battery compartment cover and install 6 x 1.5V "C" size batteries (not included).
- Replace the battery cover.
- Decorate both sides of the pucks with the glow-in-the-dark labels provided (see diagram A).
- Press the goal into the bottom of the base unit, then while continuing to press down, slide forward until the two tabs on either side of the goal snap into place (see diagram B). Repeat the same for the other side.
- To play only with the air on, slide the switch on the underside of the table to the left arrows icon (⇐⇐) (see diagram C).
- To play with the lights on, slide the switch on the underside of the table to the right arrows/light bulb icon (⇐⇐💡) (see diagram D).
For an enhanced arcade lighting effect you should first expose both the air hockey table and the puck to bright lights for several minutes, which helps charge the glow-in-the-dark materials. Once you are ready to play, make the room you are playing in more dim*, then switch the table on.

You're Ready to Play

- The fan should be turned on under the table before play begins. This step must be taken by an adult.
- The younger player gets the first possession of the puck, and proceeds to place the puck in his zone and tries to score on his opponent.
- Scoring is achieved by knocking the puck with your pusher into your opponent's goal.
- A player cannot touch or strike the puck with any part of his body or with any object other than the pusher. Doing so causes a foul and the other player is given possession of the puck in their zone.
- A player cannot cross the centre dotted line to touch the puck. Doing so causes a foul and the other player is given possession of the puck in their zone.
- When the puck breaks the horizontal plane inside the goal, a point is counted.
- The first player to score 9 points by shooting the puck into his opponent's goal wins the game.
- After each game, players change sides of the air hockey table before beginning the next game.
- After the game, the fan should be turned off.

To Win:

The first player to score 9 points by shooting the puck into his opponent's goal, wins the game.