



# Foosball Table Assembly Instructions

Congratulations on your purchase of the home entertainment table. We want to ensure that you are completely satisfied with your purchase. So, please feel free to contact either your dealer for any assistance of your new product or for any other information you may want or need.

## **Tools Needed for Assembly**

- Wrench (included)
- Philips Head Screw Driver
- Level
- Hammer

## **Content:**

## **Quantity**

Cabinet	1
Legs	4
Accessory Package	1
Assembly Instructions	1

*Be sure to verify that all of the items listed above are included in the box before starting assembly*

## **ASSEMBLY PROCEDURE**

**DUE TO THE WEIGHT AND SIZE OF THE TABLE, IT IS RECOMMENDED THAT (2) PEOPLE ASSEMBLE THE TABLE TOGETHER**

### **STEP ONE:**

- Carefully lift the cabinet out of the box and lay it on its side, placing it on a clean and smooth surface to avoid scratching the finish
- Remove the legs from the box and locate the accessories package.

### **STEP TWO:**

- Assemble the legs by inserting the leg's threaded studs or bolts into and through the mounting pad or cabinet holes.
- Secure with (1) washer and (1) nut on each stud.
- Tighten until nuts are flush with the surface
- Repeat this process on each leg.

### **STEP THREE:**

- Check that all the leg levelers are screwed all the way into the legs.
- Carefully lift up and rotate the table onto its legs
- \* DO NOT ALLOW WEIGHT OF TABLE TO ROCK ON ANY ONE OR TWO LEGS ALONE \*
- We recommend (2) or more people lift the table together.

# Assembly Instructions Continued

## **STEP FOUR:**

- Locate the (2) 5-man rods. These rods will be placed in the center of the game.
- The men are attached to the rods with a slight press fit in order to maximize their playability.
- Place (1) 5-man rod through the bushing in one of the walls.
- Slide on the first bumper making sure the plastic peice is facing the wall and away from the man. This will allow the bumper not to bind up with the bushing on the side wall.
- Slide on the (5) men and then the second bumper
- Slide the rod through the bushing hole in the far wall.
  - \* In some cases you may need to add a small amount of lubricant inside the shoulder hole of the man to ease the sliding of the man onto the rod \*
- Place the rod block under the rod before hammering in the spirol pin.
- Align each man over a hole in the rod and drive in a spirol pin.
- Repeat this operation for the other 5-man rods as well as the 3-man, 2-man and goalie rods.

NOTE: The 3-man and the goalie rods both have 3 holes. The goalie rod is the shorter rod.

NOTE: The black and red men face in opposite directions.

## **STEP FIVE:**

- Using the (2) score posts, (1) score rod and beads, attach each assembly to the top of each end apron using the pre-drilled holes.
- The black scoring assembly contains (4) black beads and (1) red bead and should be placed at one end of the table.
- The red scoring assembly contains (4) red beads and (1) black bead and should be placed at the other end of the table. The odd colored bead signifies the final point in a game and should be placed so that it is the last bead pulled toward you.

## **STEP SIX:**

- Adjust the leg levelers until the ball rolls true on the playing surface.
- For more precise leveling, use a level.
- Place the level horizontally on the playing surface pointing towards the goal openings.
- Check that all the levelers are screwed all the way in as a starting point.
- Evenly adjust the leg levelers on one end until you are horizontally level.
- Turn the level 90 degrees so it is pointing towards the ball server holes.
- Evenly adjust the levelers on one side of the table until it is vertically level.

## **STEP SEVEN:**

- Push the rods away from you until the bumpers hit the opposite wall.
- Apply 2 or 3 drops of lubricant to each rod while rotating and pulling it towards you to evenly spread the lubricant. Perform the same operation on the opposite side of the rod to cover both sides of the attached men.
- Repeat as needed.

Specifications subject to change without notice