

NERF TABLE HOCKEY

For 2 players / Ages 7 and up

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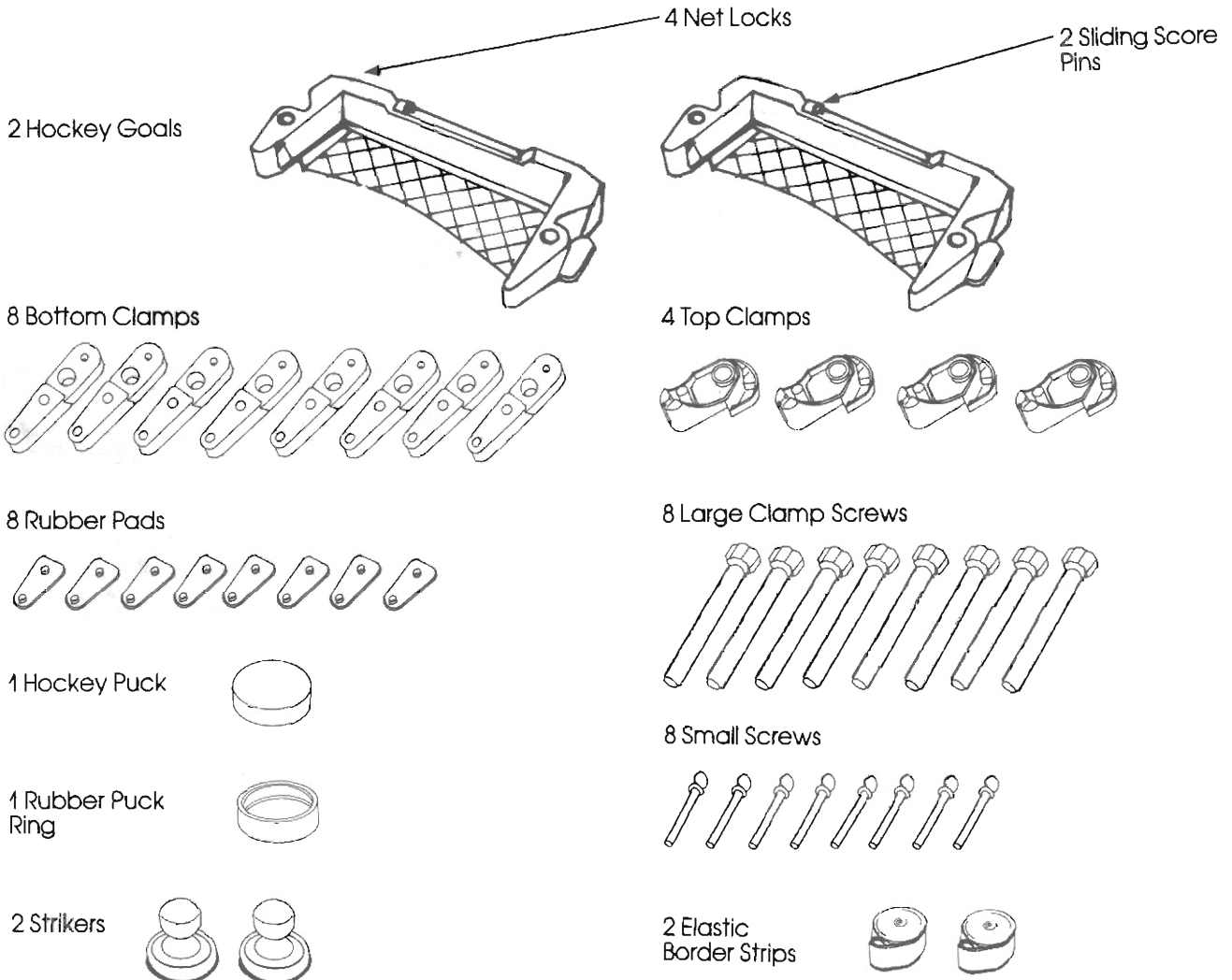
NERF TABLE HOCKEY lets you bring all the excitement and action of air hockey to almost any table in your house! This set comes complete with all the equip-

ment you need to convert any table into a playing surface. Simply follow the assembly instructions and game rules for hours of fast-action fun!

ASSEMBLY

Equipment

Please check and identify all parts before you begin to assemble.



CHOOSING A PLAYING SURFACE

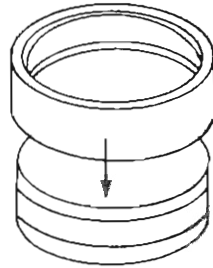
When choosing a playing surface for NERF TABLE HOCKEY, keep the following in mind:

- This game plays best on a smooth surface. A varnished, waxed, and/or recently-polished table will provide the fastest hockey action. An unfinished or rough surface may hinder proper game play.
- You must be able to divide the table surface into two approximately even playing areas.

ASSEMBLE HOCKEY PUCK

Attach the RUBBER RING onto the HOCKEY PUCK as follows:

1. Simply stretch the RUBBER RING over the HOCKEY PUCK so that lip on the HOCKEY PUCK fits snugly into the rim on the RUBBER RING.

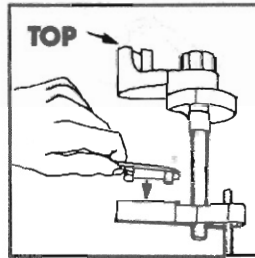


NOTE: Be sure the RUBBER RING does not hang off of the HOCKEY PUCK. This will stop the PUCK from sliding freely.

ASSEMBLE TABLE CLAMPS

Assemble each table clamp as follows:

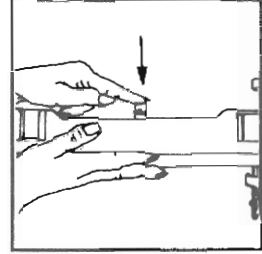
1. **Rubber Pad**
Attach one rubber pad onto each of the 8 BOTTOM CLAMPS as shown.
 2. **Large Screw, Top Clamp, Bottom Clamp**
Insert one LARGE SCREW through the hole in each of the 4 TOP CLAMPS and then *begin* to thread one BOTTOM CLAMP onto each screw as shown.
 3. **Small Screw**
Begin to thread one SMALL SCREW into each of the 4 BOTTOM CLAMPS as shown.
- Set these 4 sub-assemblies aside for later use.



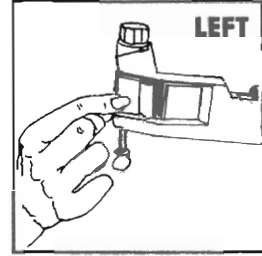
ASSEMBLE HOCKEY GOALS

Assemble each HOCKEY GOAL as follows:

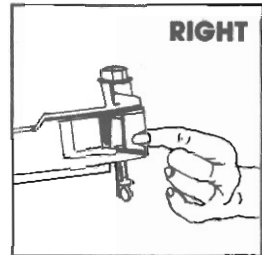
1. **Sliding Score Pin**
Insert one SLIDING SCORE PIN into the slot of each HOCKEY GOAL as shown, and push it down until it snaps into place.



2. **Net Locks**
Carefully look at each NET LOCK. You'll notice that one side has three lines or "ribs." With the back of the hockey GOAL facing you, hold each NET LOCK so that the "ribbed" side is facing *inward*, away from you and so that the "prongs" are toward the center of the hockey GOAL.

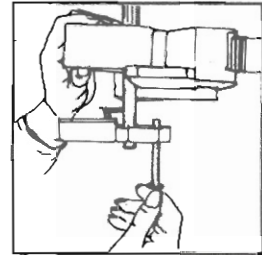


Angle the bottom prong on the NET LOCK into the bottom hole on the HOCKEY GOAL. Then, carefully slide the top prong into the top hole until it snaps into place.



NOTE: BE SURE THAT THE "RIBBED" SIDE OF EACH NET LOCK IS FACING *INWARD* (AWAY FROM YOU) BEFORE YOU SNAP IT INTO PLACE ON THE HOCKEY GOAL. ONCE IN PLACE, THE NET LOCKS ARE DIFFICULT TO REMOVE.

3. **Clamps**
Insert one LARGE SCREW through the top of the hole in the HOCKEY GOAL. *Begin* to thread one BOTTOM CLAMP onto the LARGE SCREW so that the rubber pad is facing *upward*. *Begin* to thread one SMALL SCREW into the BOTTOM CLAMP.

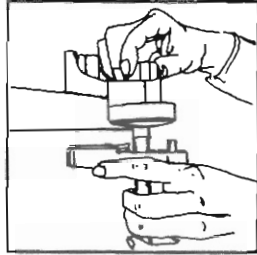


SET UP

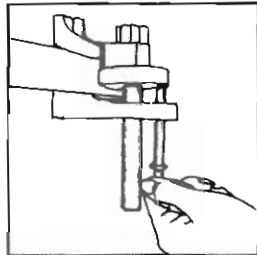
Set up TABLE HOCKEY as follows:

1. TABLE CLAMPS

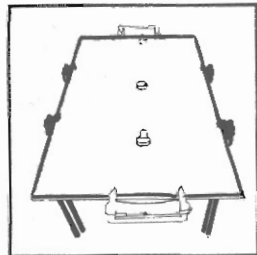
Fasten each clamp to the table by holding the **BOTTOM CLAMP** and turning the **LARGE SCREW** *clockwise* until both **TOP** and **BOTTOM CLAMPS** tighten onto the table. **DO NOT OVER-TIGHTEN.**



Then turn the **SMALL SCREW** *counter-clockwise* until it tightens against the **TOP CLAMP**. **DO NOT OVER-TIGHTEN.**

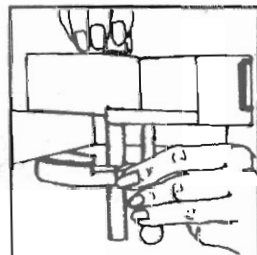


The approximate position of all 4 **TABLE CLAMPS** and **HOCKEY GOALS** should look like this:



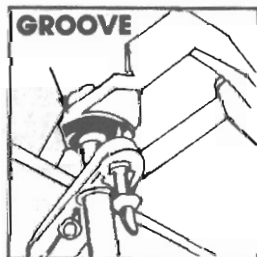
2. HOCKEY GOALS

Fasten each **HOCKEY GOAL** clamp to the table by holding the **BOTTOM CLAMP** and turning the **LARGE SCREW** *clockwise* until the top of the **HOCKEY GOAL** and the **BOTTOM CLAMPS** tighten onto the table. **DO NOT OVER-TIGHTEN.**



Then turn the **SMALL SCREW** *counter-clockwise* until it **ALMOST** tightens against the bottom of the **HOCKEY GOAL**. Adjust the angle of the **BOTTOM CLAMP** to best stabilize the **HOCKEY GOAL**.

Finally, tighten the **SMALL SCREW** into the **GROOVE** in the bottom of the **HOCKEY GOAL**. **DO NOT OVER-TIGHTEN.**

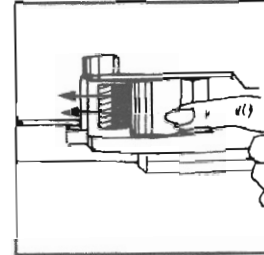


3. ELASTIC BORDER

Wrap a piece of tape around both ends of each **BORDER**. This will make it easier to slide the ends through the slots in the **HOCKEY GOAL**.

Begin with one **ELASTIC BORDER** section on one side of the table. Repeat these steps for each section.

- a. Position the **NET LOCK** on the back of the **HOCKEY GOAL** so that the "ribbed" side is facing you.

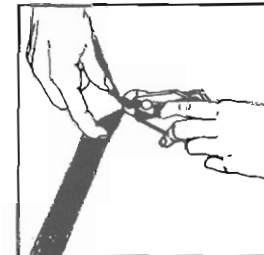


Starting from the inside, feed the end of the **ELASTIC BORDER** section through the slot in the **HOCKEY GOAL** so that it comes out the back.

- b. Close the **NET LOCK** so that the "ribbed" side catches the **ELASTIC BORDER**.

- c. Feed the other end of this same **ELASTIC BORDER** section through the slot in the **HOCKEY GOAL** on the opposite side of the table and close the **NET LOCK**.

- d. Pull the **ELASTIC BORDER** over one **TABLE CLAMP**. Loop it around the post and slide it down into the groove.

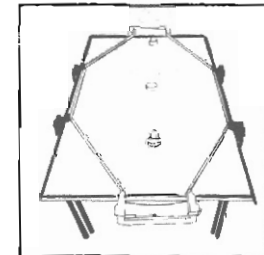


Pull it over to the next **TABLE CLAMP** and repeat this step.

Smooth out the **ELASTIC BORDER** with your fingers and increase its tension by opening each **NET LOCK**, pulling any excess out through the slot, and then closing each **NET LOCK** again.

READY TO PLAY

This is how **NERF TABLE HOCKEY** should look once you've completed all of the assembly steps:



Now, you're ready to start the action!

OBJECT

To be the first player to score 6 goals. If a game is tied at 5 goals, the winner must beat his or her opponent by 2 goals.

PLAYING

1. Determine who will get the puck first.

Flip a coin into the air while some player calls out "heads" or "tails." The winner of the toss starts the game.

2. Starting the game.

The winner of the toss places the puck anywhere behind the imaginary center line on the table and hits the puck in the direction of the opponent's goal. Play then begins.

3. Puck movement and handling.

When shooting or blocking an opponent's shot, players must keep their strikers flat on the table. They can hit the puck and try to score a goal in any of the following ways:

- A direct hit, aimed straight at an opponent's goal.
- A blank hit, where the opponent hits the puck into the elastic net so that it angles off the net and into the opponent's goal.
- A set-up hit, where the opponent uses the side net to position a shot where the puck angles off the net.

Players can also use "puck handling" as part of their offensive activity. This means using body fakes and slow puck movement to out-smart an opponent for a clear goal shot.

4. Game play.

At all times during play, no matter how heated the action gets, no player may use any part of his or her body to move the puck. If this happens, the player is penalized (See step #6, PENALTY).

Players must not move over the center line with their strikers or with any parts of their body. Only the puck may travel back and forth over the center line. If a player commits "off-sides," the puck is given to his or her opponent for face-off. NO POINTS ARE SCORED DURING AN "OFF-SIDE" INFRACTION.

5. Scoring a goal.

There are four ways in which a goal can be scored:

- When the puck settles inside a player's goal, a point is scored.
- If the puck rebounds off the inside-back of a goal onto the playing surface, a point is scored.
- If the puck lifts off the table during a shot, hits the opponent's hand or arm, and then rebounds into the goal, a point is scored.
- If a player accidentally knocks the puck into his or her own goal, a point is scored by the opponent.

Each time you score a goal, simply slide your scoring pin up to the next number on the score keeper. After the point is scored, the puck then goes to the defending player (the player who didn't score) to start game play again (as described in #2).

6. Out of bounds.

Whenever the puck leaves the playing surface, it is considered "out-of-bounds." The puck is returned to the player closest to where the puck lays. IF IT IS NOT CLEAR WHICH PLAYER IS CLOSEST, A COIN TOSS MUST OCCUR.

7. Penalties.

An opposing player takes a penalty shot if any of the following infractions occur:

- If a player touches the puck with any part of his or her body while the puck is in play.
- If a player lets go of the striker in an attempt to block or slap the puck.
- If a defending player nudges his or her goal or moves it during game play.

8. Penalty shot.

The opponent may make a penalty shot on goal from *anywhere behind* the center line. This shot may be a direct hit, or one that involves some puck-handling with the striker. The penalized player cannot move his or her striker to defend the goal until *after* the puck crosses the center line.

END OF GAME AND WINNING

The game ends when one player scores 6 goals—with at least 2 more goals than the opponent. The first player to do this wins the game!

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