

ASSEMBLY INSTRUCTIONS

Item #: GTCL100FT/GTCL100FTE

TOOLS Required

- Phillips Head Screwdriver
(Standard Size) – Not Included
- Allen Wrench - Included

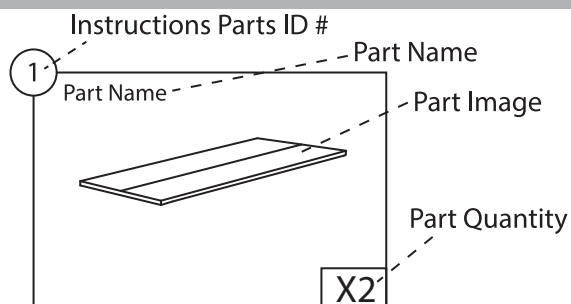
Recommended (Not Required):

- Electric Screwdriver or Power Driver
CAUTION: DO NOT OVERTIGHTEN. If using an Electric Screwdriver or Power Driver, please make sure that the tool is set to a very low torque to prevent damage to the product.
- Socket Wrench Set

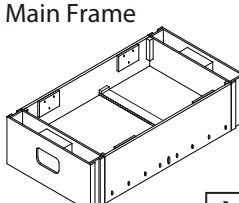
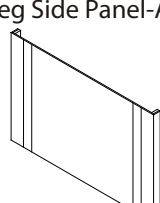
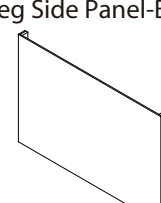
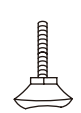
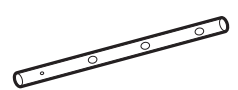
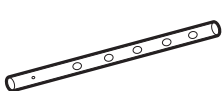
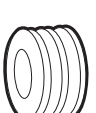
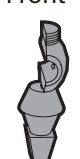
How to use the PARTS IDENTIFIER

Before you begin assembly, please make sure that you have all the parts listed and in the correct quantities. This will ensure the quickest and most organized assembly.

Be sure to work on the assembly on a soft non-marring surface such as carpet or the inside of the corrugate box top to prevent causing damage to the table surface during assembly. If using the box top, remove all staples from the box first.



PARTS IDENTIFIER

1 Main Frame  X1	2 Leg End Panel  X4	3 Leg Side Panel-A  X2	4 Leg Side Panel-B  X2
5 Leg Leveler  X4	6 Entry Cup - Outside  X2	7 Rod - 2 Player  X2	8 Rod - 3 Player  X4
9 Rod - 5 Player  X2	10 Rod - Bumper  X16	11 Rod - Washer - Molded  X16	12 Player - Head - Black  X13
13 Player - Head - Ivory  X13	14 Player - Front - Black  X13	15 Player - Front - Ivory  X13	16 Player - Back - Black  X13

PARTS IDENTIFIER

17 Player - Back - Ivory



X13

18 Player - Chest Post



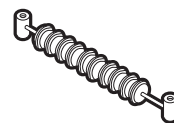
X26

19 Player - Head Weight



X26

20 Slide Scorer



X2

21 Rod - End Cap



X8

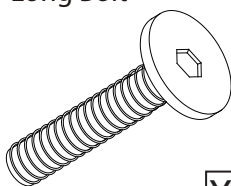
22 Handle



X8

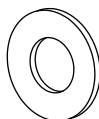
HARDWARE

60 Long Bolt



X12

61 Washer



X12

62 Short Bolt



X24

63 Flat Washer



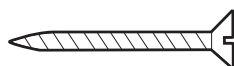
X24

64 Short Screw



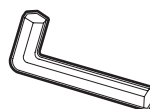
X4

65 Long Screw



X4

66 Allen Key



X1

ACCESSORIES

80

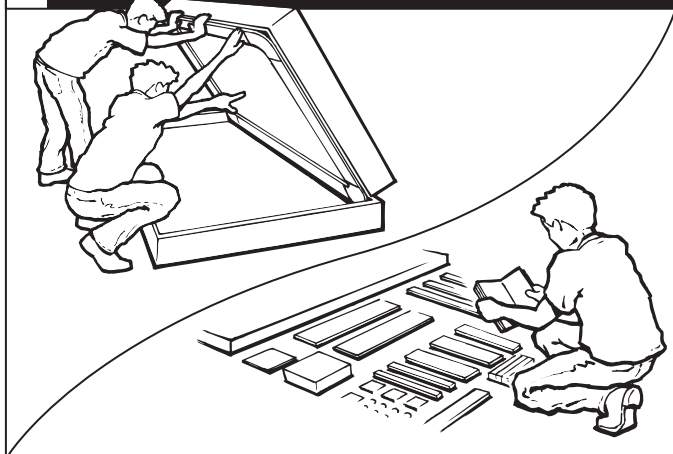
Foosball



X2

START

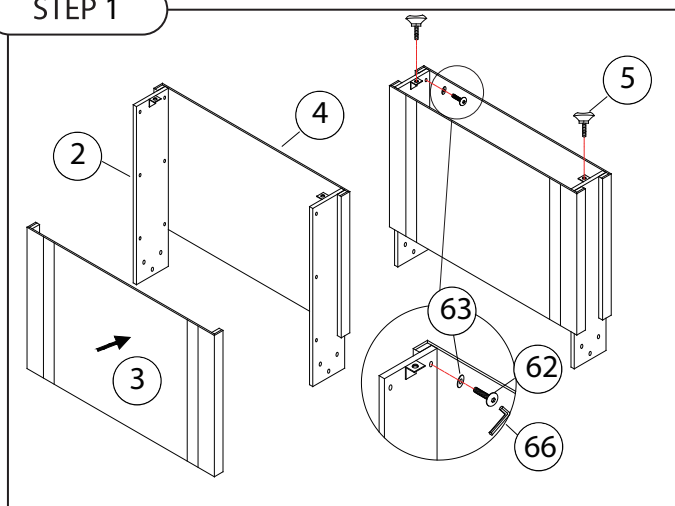
BEFORE BUILDING - Please inspect and layout all your PARTS



All parts are listed in the Parts Identifier and Accessories. Your Cabinet (Table Game Playfield) is **NOT REPLACEABLE**. Any damage that exists to your Cabinet is not reparable. If your Cabinet is damaged, the entire game must be returned to the original place of purchase for an exchange.

Please review the Parts Identifier and make sure that you have all parts before beginning assembly.

STEP 1



COMPONENTS

- ② Leg End Panel
- ③ Leg Side Panel-A
- ④ Leg Side Panel-B

QTY.

- x4
- x2
- x2

HARDWARE

- ⑤ Leg Leveler
- ⑥② Short Bolt
- ⑥③ Flat Washer
- ⑥⑥ Allen Key

QTY.

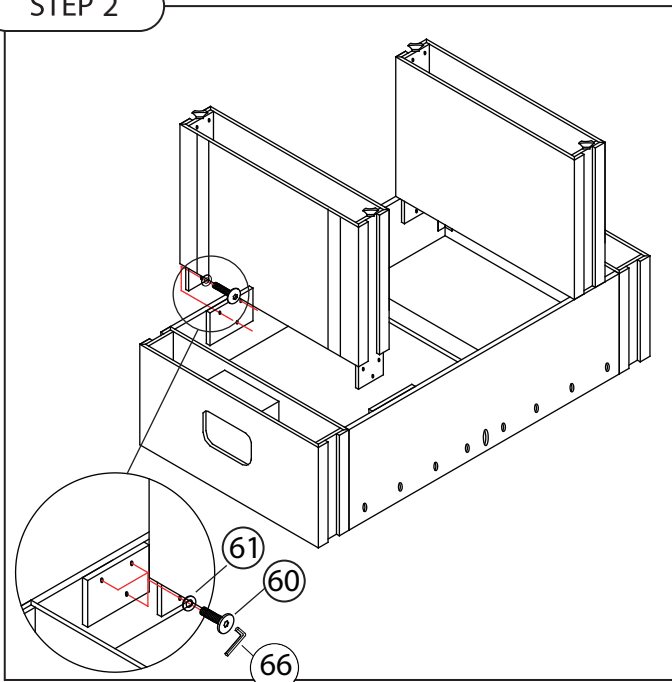
- x4
- x24
- x24
- x1

NOTE:

Repeat for both Legs.

DO NOT
overtighten
Bolts.

STEP 2



COMPONENTS

QTY.

HARDWARE

QTY.

60 Long Bolt

x12

61 Washer

x12

66 Allen Key

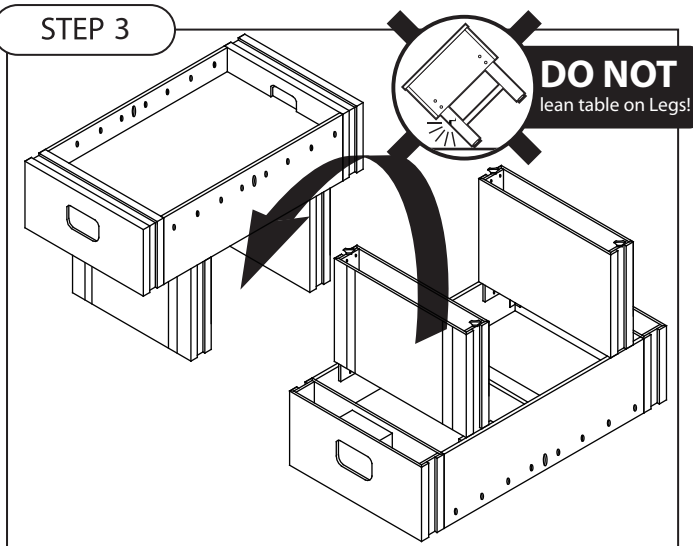
x1

NOTE:

DO NOT
overtighten
Bolts and Screws.

Repeat for both
sides.

STEP 3



COMPONENTS

QTY.

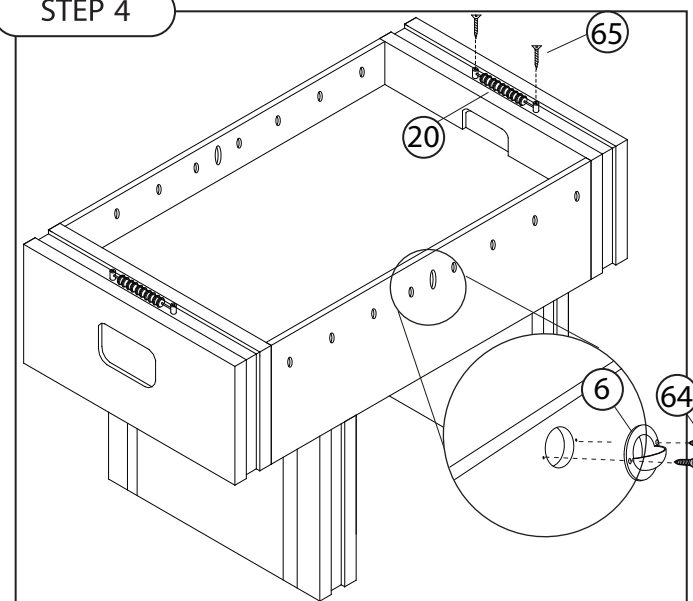
HARDWARE

QTY.

NOTE:

Using at least 2
STRONG ADULTS,
pick up & flip the
Table over.
Then rest the
Table on all 4
Legs.

STEP 4



COMPONENTS

QTY.

6 Entry Cup - Outside

x2

20 Slide Scorer

x2

HARDWARE

QTY.

64 Short Screw

x4

65 Long Screw

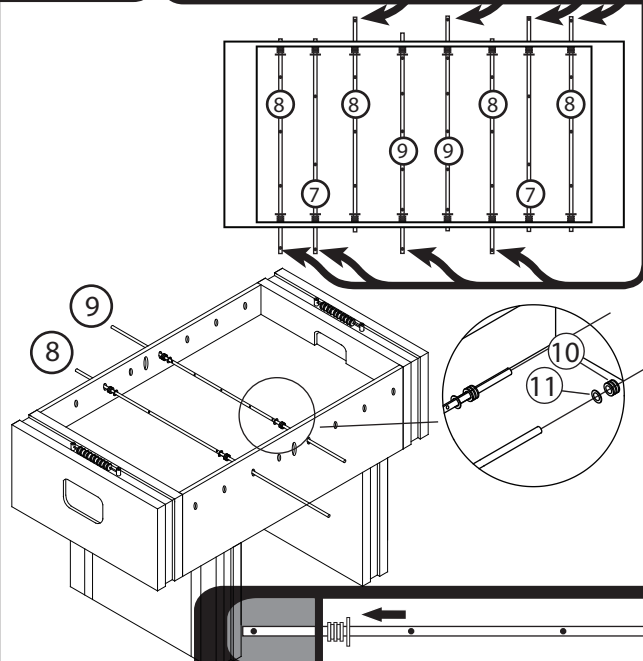
x4

NOTE:

Repeat for both
sides.
DO NOT
overtighten
Screws.

STEP 5

NOTE: Hole at the end of Rod designates handle location. See Arrow Location Below



NOTE: Make sure 1 Rod Bumper and 1 Rod Washer are at each end of the Player Rods before adding Players.

COMPONENTS

QTY.

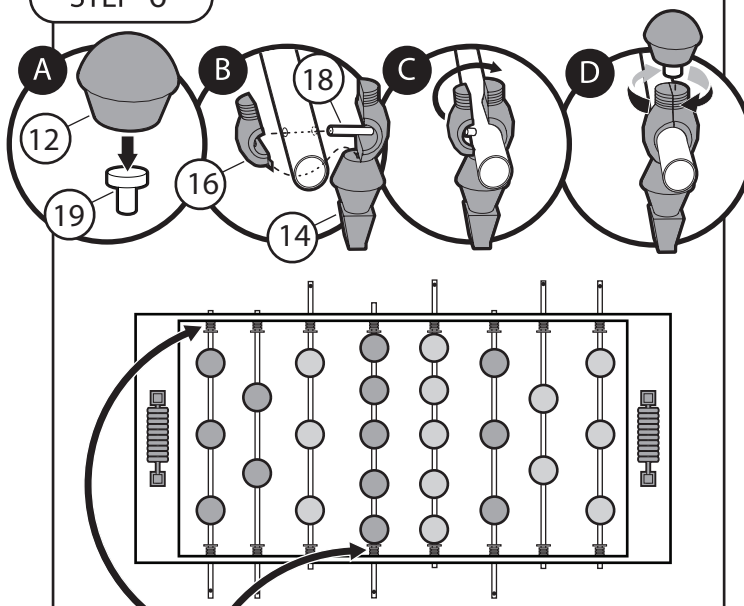
- ⑦ Rod - 2 Player
- ⑧ Rod - 3 Player
- ⑨ Rod - 5 Player
- ⑩ Rod - Bumper
- ⑪ Rod - Washer - Molded

x2
x4
x2
x16
x16

NOTE:

Repeat for all Player Rods.

STEP 6



NOTE: Make sure 1 Rod Bumper and 1 Rod Washer are at each end of the Player Rods before adding Players.

COMPONENTS

QTY.

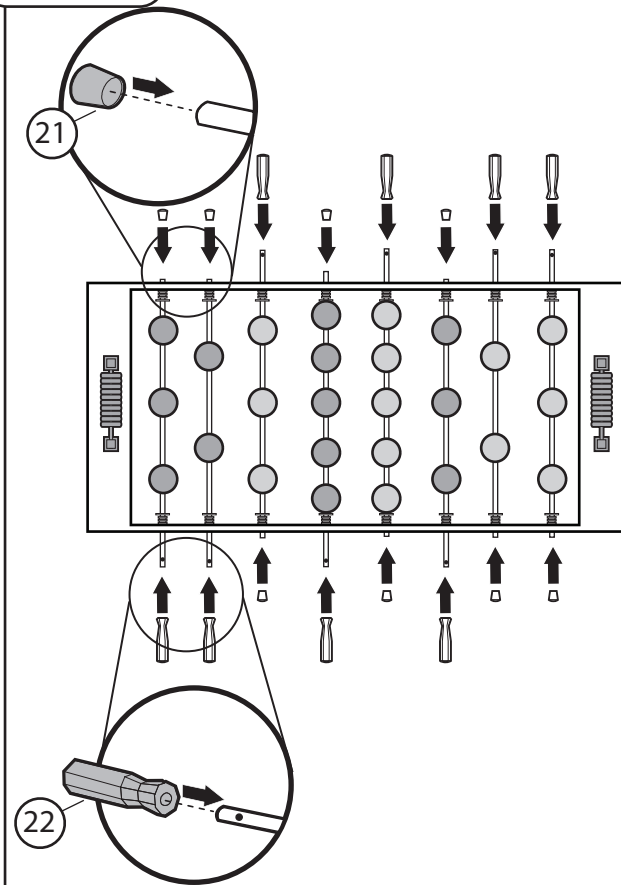
- ⑫ Player - Head - Black
- ⑬ Player - Head - Ivory
- ⑭ Player-Front - Black
- ⑮ Player-Front - Ivory
- ⑯ Player - Back - Black
- ⑰ Player - Back - Ivory
- ⑱ Player - Chest Post
- ⑲ Player - Head Weight

x13
x13
x13
x13
x13
x13
x26
x26

NOTE:

Repeat for all Players.

STEP 7



COMPONENTS

QTY.

21 Rod - End Cap

x8

22 Handle

x8

NOTE:

HARDWARE

QTY.