

### FEEDBACK!

We would love a review and to hear from you about your use of our product. And we appreciate any feedback or concerns you may have to help us improve.

### REPLACEMENT PARTS

Visit [www.carrom.com](http://www.carrom.com) or an authorized retailer for replacement parts or accessories.

### CARROM® COMPANY'S LIMITED WARRANTY

Carrom warrants all games to be free from defects in design, assembly, material, and workmanship for a period of (90) days from the date of original purchase. Should any defect in material or workmanship appear during the limited warranty period, the component will be repaired or replaced at Carrom's sole option. This limited warranty does not include damage due to abuse, misuse, alteration, accident, neglect, vandalism, shipping, handling, ordinary wear and tear, or incorrect assembly of components. This limited warranty is only for the original purchaser and may not be modified or transferred.

To inquire in regards to a limited warranty claim, please complete the Warranty Inquiry form at [carrom.com](http://carrom.com) or send an email to [info@carrom.com](mailto:info@carrom.com). We will then contact you promptly in regards to how to assist you and evaluate your claim. After receiving your notification, we will ask for your proof of purchase, a detailed explanation of the claim, and your return address with daytime telephone number.

THIS LIMITED WARRANTY SUPERSEDES ALL OTHER WARRANTIES. ANY IMPLIED WARRANTIES THAT ARE ALLOWED BY LAW SHALL BE LIMITED IN DURATION TO THE TERMS OF THE EXPRESS WARRANTY PROVIDED IN THIS DOCUMENT. SOME JURISDICTIONS DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, SO THE ABOVE LIMITATION MAY NOT APPLY TO YOU.

CARROM'S ONLY LIABILITY SHALL BE THE REPAIR OR REPLACEMENT OF THE GAME COMPONENT, AS STATED ABOVE. IN NO EVENT SHALL CARROM BE LIABLE FOR ANY INCIDENTAL, CONSEQUENTIAL, INDIRECT, PUNITIVE, OR ANY OTHER SPECIAL DAMAGES, EVEN IF SUCH DAMAGES ARE A DIRECT RESULT OF CARROM'S NEGLIGENCE. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS. YOU MAY ALSO HAVE OTHER RIGHTS UNDER APPLICABLE LAW.

[www.carrom.com](http://www.carrom.com)



All products are made in Michigan, USA.



CHAMPION  
**NOK HOCKEY®**  
by *Carrom*



**RULES OF PLAY**

# CHAMPION NOK HOCKEY®

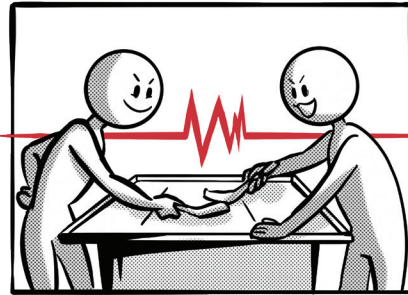
Enjoy the exciting and competitive gameplay of Carrom NOK Hockey®!

## Purpose of the Game

To "NOK" the puck into the opponent's goal. Look your opponent in the eyes before play begins as only one player will be deemed **The Champion**. NOK Hockey is not for the faint of heart!

## Standard Rules of Play

- One player drops the puck in the center circle for a faceoff to initiate play.
- Both players use their hockey sticks to strike the puck, aiming to score in the opponent's goal.
- Direct shots into the goal are allowed and players often need to bank the puck off the walls, corner blocks or goalie block for strategic scoring opportunities.
- Players must sit or stand behind their own goal during play.
- Players cannot hit the puck when it lies in their opponent's defense zone.
- A goal is scored when any portion of the puck passes through the goal slot in the arena wall.
- After a goal, the player who was scored upon drops the puck in the center circle for a faceoff to restart play.
- If a player hits the puck and the puck leaves the playing surface, the other player places the puck in their defensive end and that player resumes play.



## Scoring

- One point is awarded for each successful goal, regardless of the shot type.
- The game is typically played until one player reaches 5 points, but players can agree on a different target score.

## Alternative Rules

There are many different ways to have fun playing NOK Hockey! Before the match, players can agree on alternative rules, such as:

### Variation 1: Allowing the use of sticks, thumbs, or a combination

- For example, if the puck stops in any part of the goal zone, a player must advance the puck with their thumb.
- Place the thumb on the puck and the rest of the fingers on the board or the goalie block, then quickly slide the thumb to shoot the puck.
- Goals scored with the thumb count as 2 goals versus 1 goal with when scored with the stick.

### Variation 2: Alternate shot only

- Players alternate shots and can only hit the puck one time before the other player hits the puck.
- No matter where the puck lies after a player's shot, defensive zone or otherwise, the other player takes a turn.
- Players may move around the board and do not have to stand behind their own goal.
- Game is played to 10 goals and a player must win by 2.

### Variation 3: Play with both pucks

- Players try to keep both pucks in play at all times.
- When a goal is scored, the player who was scored upon puts the puck in their defensive zone and takes a shot to get the puck back in play.
- Play to 10 points. A player must win by 2 goals.

### Variation 4: You decide! NOK Hockey has been played for generations and countless iterations have been created. Therefore, make your own rules and have fun!

- For example, if the puck stops on the NOK Hockey logo and skater, leaves the playing surface or stops touching any part of the face-off dots, come up with something creative for how to hit the next shot.
- If the puck gets stuck in a corner and a player cannot get a stick behind the puck, use the other end of the stick like a pool cue.
- Use your imagination and make your own "House Rules."

