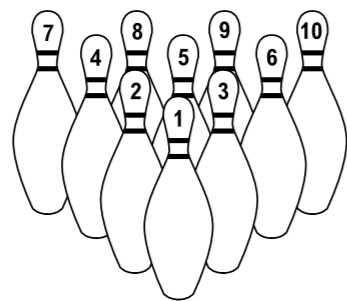


TEN PIN BOWLING RULES



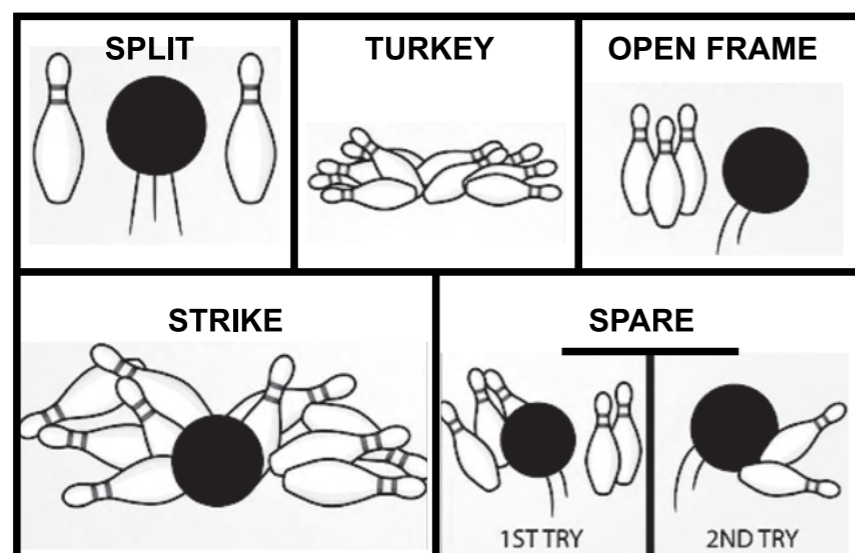
The goal of bowling is simple – to knock down as many pins as possible. The more pins you knock down, the more points you score.

A single game consists of 10 “frames”, with each frame consisting of two chances to knock down ten pins (with the exception of the last frame).

Each pin you knock down earns you a point, while you can also score extra points by hitting “strikes” or “spares”.

- A strike is when you knock down all the pins with the ball on your first try.
- A double is two strikes in a row.
- A turkey is three strikes in a row.
four and five strikes in a row are called four/five-bagger(s) and so on and so forth. A strike is commonly indicated with an “X”.
- A spare is when you fail to knock down all ten pins at your first attempt in a single frame, but manage to clear the remaining pins at your second attempt. A spare is commonly indicated with a “/”.
- A split is when the first ball of a frame knocks down the headpin (the pin closest to you) but leaves two or more pins that are non-adjacent. It's tough to hit a spare in this situation, especially if you have a 7-10 split, which is the hardest split to hit.

If any pins remain after the bowler's turn, it's called an "open frame."



HY-PRO®

12-IN-1 FOLDING MULTI GAME TABLE Assembly Instructions

Item No: HP07900



Warning: Not suitable for children under 3 years due to small parts and small balls - CHOKING HAZARD

- Caution! Adult assembly required.
- Sharp point on screws; unpack and assemble with care. Keep small parts and polybags away from children during and after assembly. You need a wrench and screwdriver (not included) to assemble.

IMPORTANT!

Please keep your instructions. Before attempting assembly, please read through this instruction book to familiarise yourself with all the parts and assembly steps. Please refer to the Parts List and be sure that all parts have been included. If you have a problem with this product, we want to help. For immediate assistance, please phone Hy-Pro Sports: +44 (0) 800 731 0006.

©Hy-Pro Sports

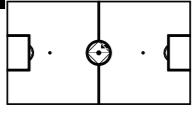
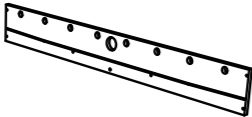
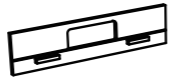

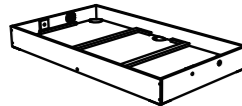

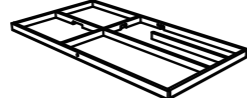
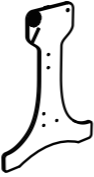
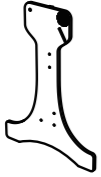
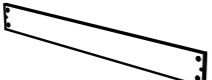
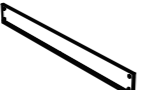
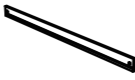
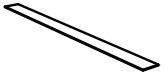

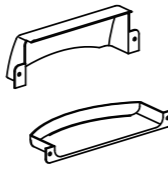
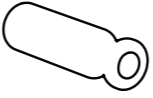






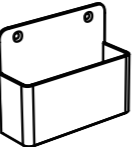

Manufactured by
Hy-Pro International
Hy-Pro House, Centrus Park, Arenson Way,
Dunstable, Bedfordshire, LU5 5BN, UK

Hy-Pro Europe
Cube Building, Monahan Road, Cork,
T12H1XY. Republic Of Ireland.

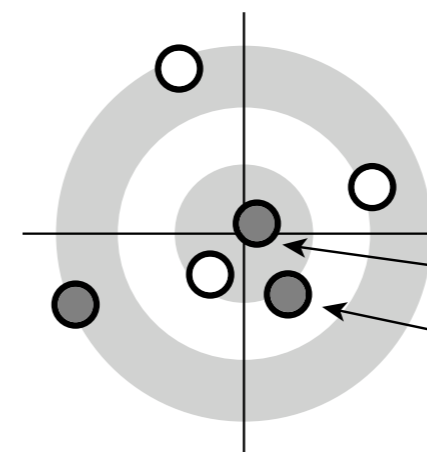
Hy-Pro Asia
Room 1011, 10/F, Peninsula Centre,
67 Mody Road, Kowloon, Hong Kong.

Made in China

PART LIST:

1  x1 Playfield	2  x2 Side Apron	3  x2 Goal End Board	4  x2 Support Brace
5  x1 Pool Table Cabinet	6  x1 Game Board-1 for Table Tennis, Shooting & Hockey Game	7  x1 Game Board-2 for Shuffleboard, Bowling, Sling Puck and white board game	8  x1 Leg-1
9  x1 Leg-1	10  x1 Leg Panel	11  x1 Board for Storage Box-1	12  x1 Board for Storage Box-2
13  x1 Board for Storage Box-3	14  x1 Storage Box Support	15  x2 Ball Return Box	16  x8 Rod Handle
17  x9 Blue Player	18  x9 Grey Player	19  x4 Plastic Rod Stopper	20  x16 Bumper
21  x16 Plastic Washer	22  x8 Rubber end cap	23  x1 Pen Holder	24  x2 2-man rod

CURLING GAME RULES



Only one team can score each round.

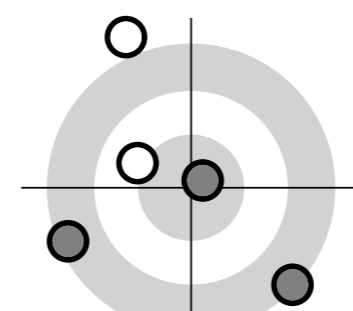
Final Score

White: 0

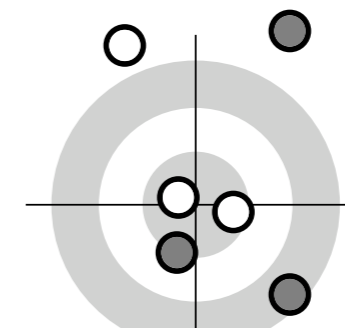
Grey: 1

Score 1

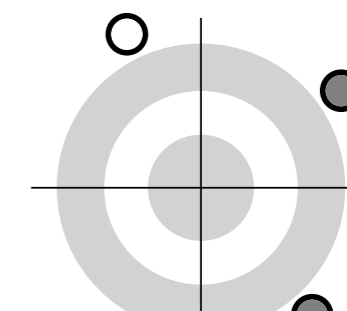
Do not score because there is a white stone closer to the centre.



Blue Scores 1

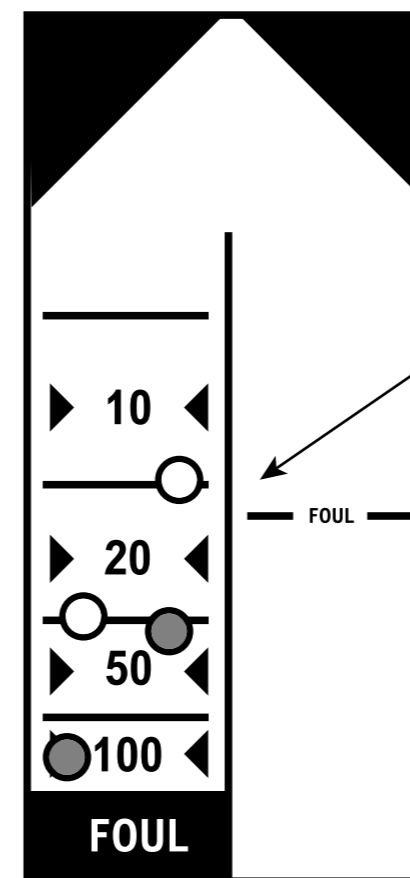


White Scores 2



No Score

SHUFFLEBOARD RULES



Each player flicks 3 stones from the start area.
The stones must rebound and land within the scoring area,

Only one team can score each round.

Final Score

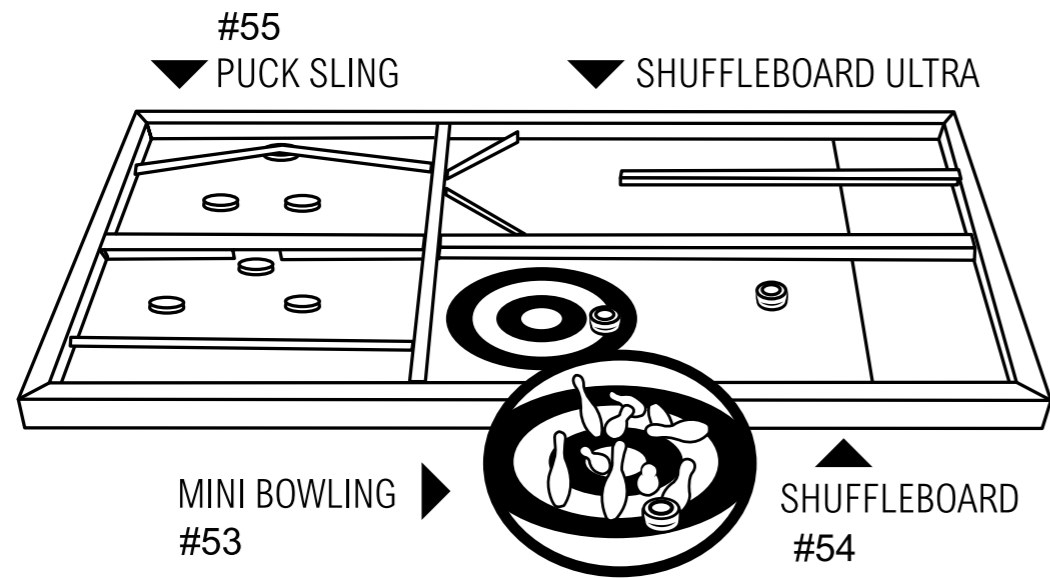
White: 0

Grey: 150

Both Grey stones score because they got further than any White stones.

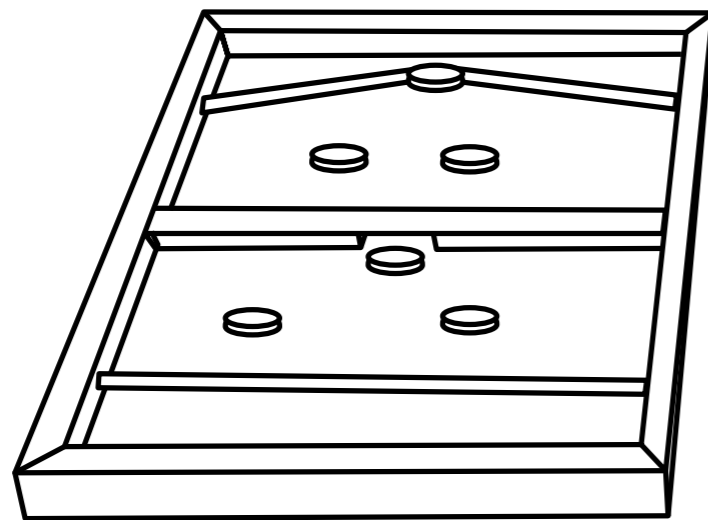
Stones that reach the foul areas should be removed immediately.

MINI GAMES

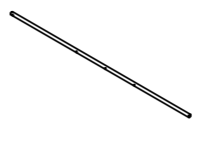
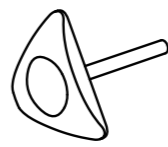


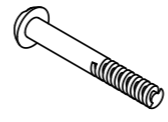
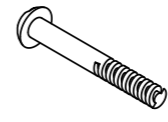











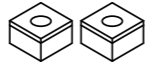
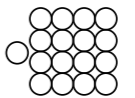

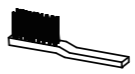
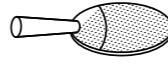
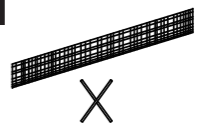



SLING PUCK

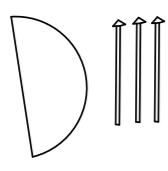
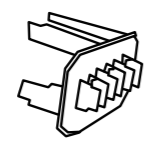

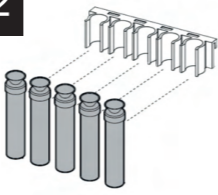




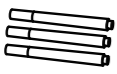
This is a fast paced 2 player game.
 Start with equal number of pucks on each team.
 Each player uses the elastic band in front of them to launch their pucks forwards towards the centre hole.
 The winner of the game is the player to send all of his pucks through to his opponents side, before his opponent does the same.



PART LIST:

25  x6 3-man Rod	26  x4 Bolt 1/4"X54mm	27  x4 Washer 1/4"	28  x2 Nut
29  x18 Bolt	30  x4 Bolt	31  x22 Nut	32  x10 Screw T4x45mm
33  x14 Screw T4x38mm	34  x2 Screw T4x25mm	35  x10 Screw T3.5x12mm	36  x1 Wrench
37  x2 Soccer Ball	38  x2 Pusher	39  x1 set Power Puck with USB Cable	40  x2 Cue
41  x1 Plastic Triangle	42  x2 Chalk	43  x1 set Snooker Ball (17 balls)	44  x1 set Yellow Ball (6 pcs)
45  x1 Brush	46  x2 Table Tennis Bat	47  x1 set Table Tennis Net With Post	48  x2 Table Tennis Ball

PART LIST:

49  x1 Bow and Arrow	50  x1 Arrow Holder	51  x1 Blaster	52  x5 Foam Dart / Holder
53  x1 Bowling Pin	54  x1 Shuffle Ball Set	55  x10 Sling Puck	56  x1 Whiteboard Eraser
57  x3 Pen			

8 BALL POOL RULES

How to play 8 Ball Pool.

In 8 Ball Pool there is a total of 16 balls;
7 Red, 7 Yellow (or spots and stripes), 1 Black and 1 white.

The aim of the game is for the player to attempt to pot all the balls of one colour (or type), finishing by potting the black. Place all the colours in the triangle in the same pattern as shown with the black over the black spot. Remove the Triangle.

The first player strikes the colours with a White Cue Ball.

If the Black is potted on the first shot then the balls are reset.

The player can strike any ball (except for the Black) until the first ball is potted.

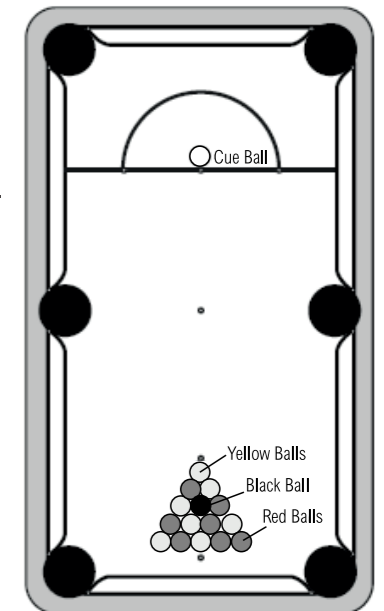
This colour (or type) then becomes his to pot. The other colour (or type) becomes the opponents. Once a ball is potted you will continue to play, until you fail to pot your colour or play a foul stroke.

You give your opponent a free shot when you;

- Pot the Cue Ball. (It is immediately replaced on its spot)
- Miss your ball.
- Hit one of the opponent's balls first.
- Hit the Black Ball first (unless of course you have already potted all of your own colour).
- Knock a ball off the table. (Coloured balls are left off, Cue Ball returned to its spot).

The game is lost if you:

- Pot the Black before you have potted all of your own colours.
- Pot the Black and the cue ball at the same time.
- Pot the black and one of your opponent's balls at the same time.



SNOOKER RULES

How to play Snooker.

The balls are arranged on the table as shown in the diagram.

Use the triangle provided to pace the Red in position, but remove the triangle before play commences.

The first player plays from the 'D' and the Cue Ball (white) must strike a Red at the initial stroke.

After pocketing a Red (this ball remains in the pocket until the end of the game), the player continues by naming and striking a coloured ball with the Cue Ball. If the player pots the coloured ball, the value of the ball is added to the players score, then the coloured ball is replaced on its correct spot. The player then proceeds to play another Red followed by a Colour, and so on until the 'break' ends. This happens if the player fails to score. The next player in turn plays from where the Cue Ball came to rest.

When all the Reds are off the table, the order of potting is the Yellow, Green, Brown, Blue Pink and Black. As these balls are potted they are not replaced on their spots.

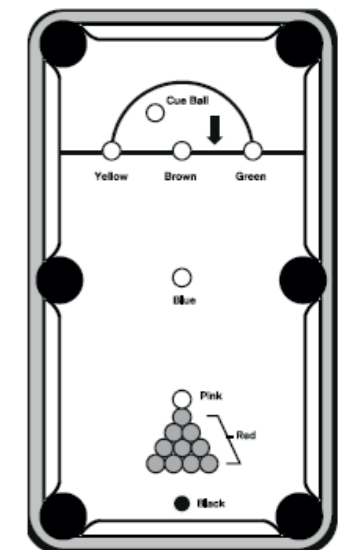
The score for potting the various balls is shown on the diagram.

Should the Cue Ball enter a pocket, or be forced off the table, the next player shall continue, playing from the 'D' area.

Penalties:

The following penalties are added to the opponent's score and the minimum penalty is 4 points.

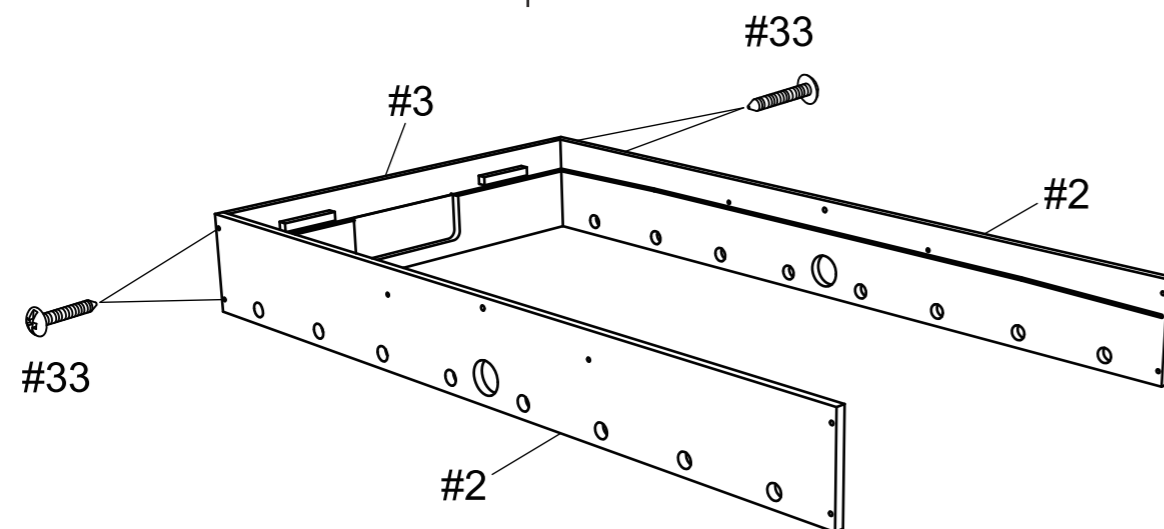
- Failing to strike the correct ball. 4 points or the value of the first ball struck if higher than 4.
- Cue Ball entering a pocket or being forced off the table, or the object ball being forced off the table. Penalty 4 points.
- Striking or touching a ball in play with anything other than the tip of the cue. Penalty 4 points.
- Leaving opponent 'Snookered' after a foul stroke. The opponent has the right to pot any ball he chooses (called a free shot).
- Make a push stroke. No score and loses a turn to play.



Red ○ = 1	Brown ○ = 4
Yellow ○ = 2	Blue ○ = 5
Green ○ = 3	Pink ○ = 6
Black ● = 7	

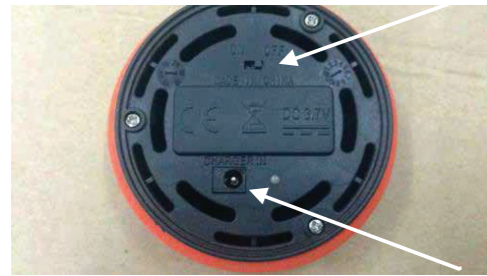
STEP 1

Note: The holes for rods in the #2 Side Aprons should face down.



INSTRUCTIONS FOR USE OF THE POWER PUCK:

- Please turn off the Power Puck before charging.
- Please use 1-1.5A output charger (not included) or a computer to charge the Power Puck.
- Normal charge time is around 50 minutes.
- Please ensure you charge the Power Puck for a minimum of 1 hour for the initial charge.
- To play with the Power Puck, please turn on the bottom under the puck.

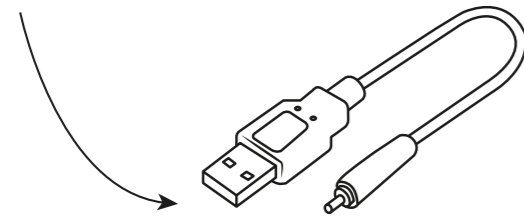


ON / OFF SWITCH
Turn ON to play.
Turn OFF to store or to charge.

CHARGE PORT
Install USB cable here.

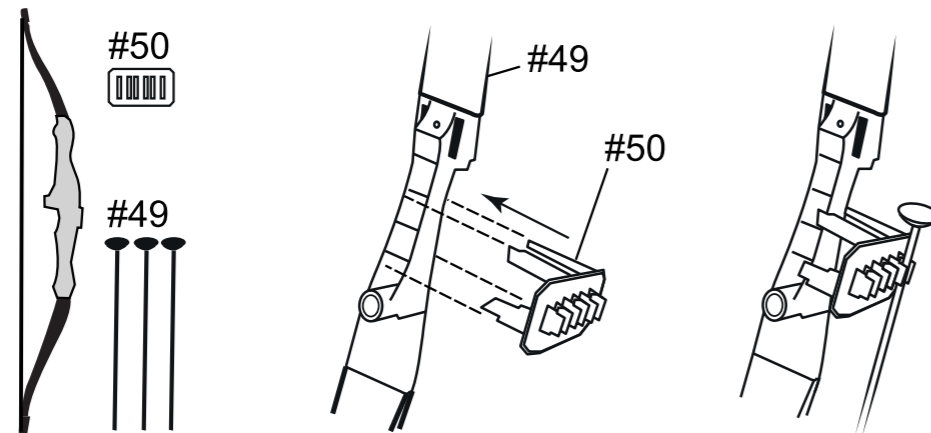
USB PLUG

Connect to a computer / output charger to charge for 50 minutes.

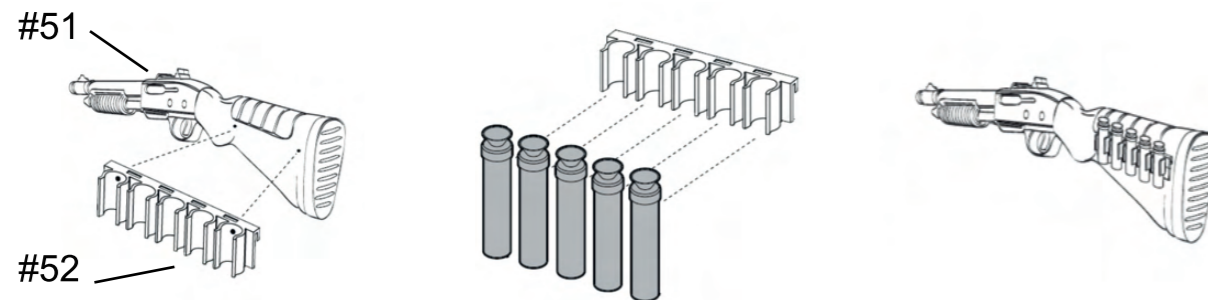


CONNECTOR
Connect to Power Puck to charge.

ASSEMBLING THE BOW AND ARROW HOLDER:

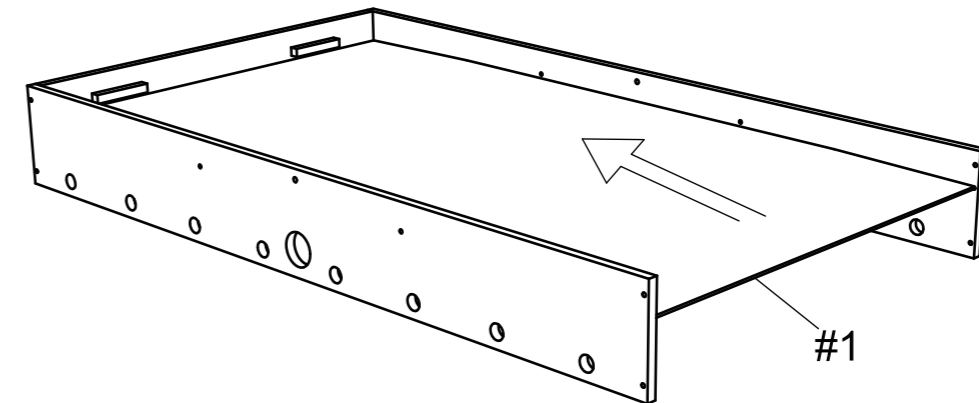


ASSEMBLING THE BLASTER & FOAM DART HOLDER:

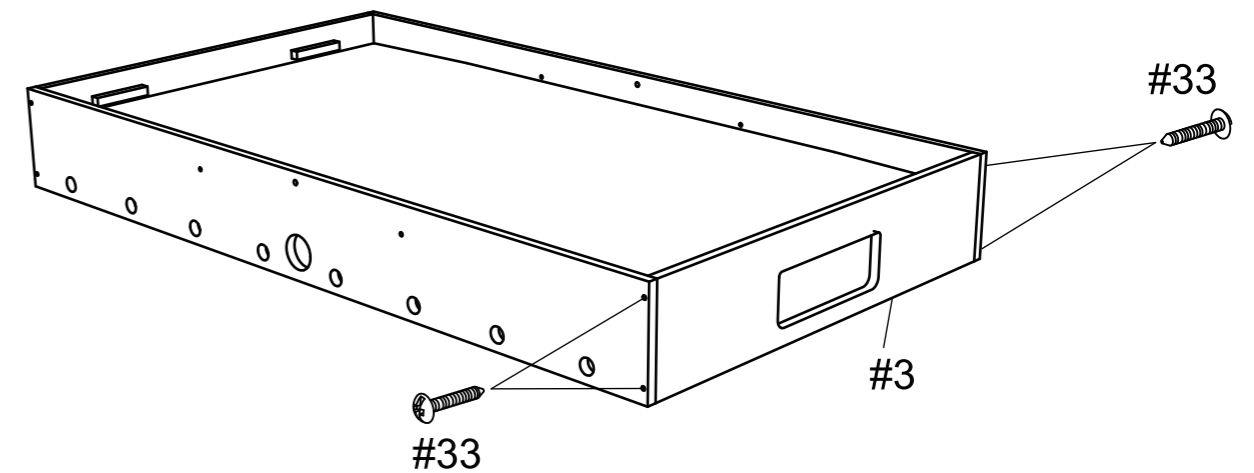


STEP 2

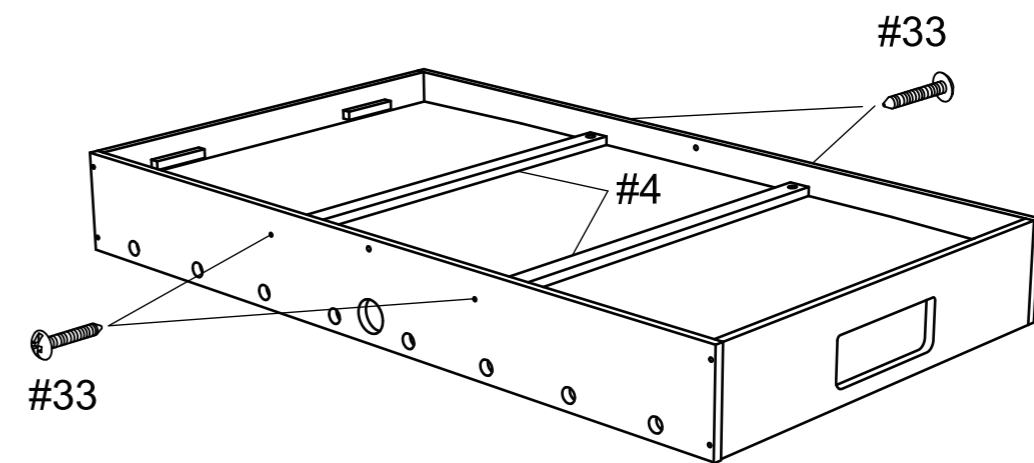
Note: Playfield should face down.



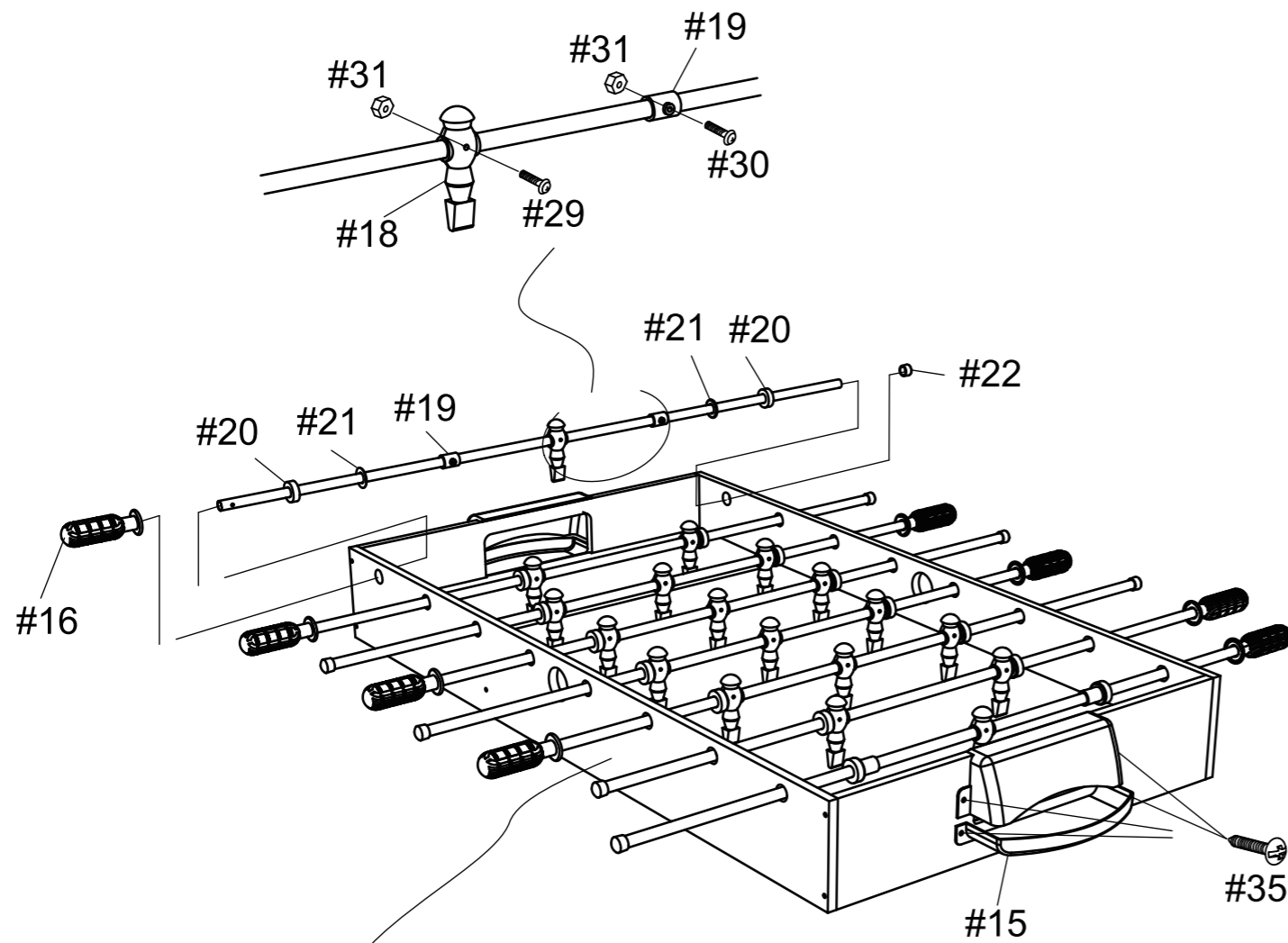
STEP 3



STEP 4

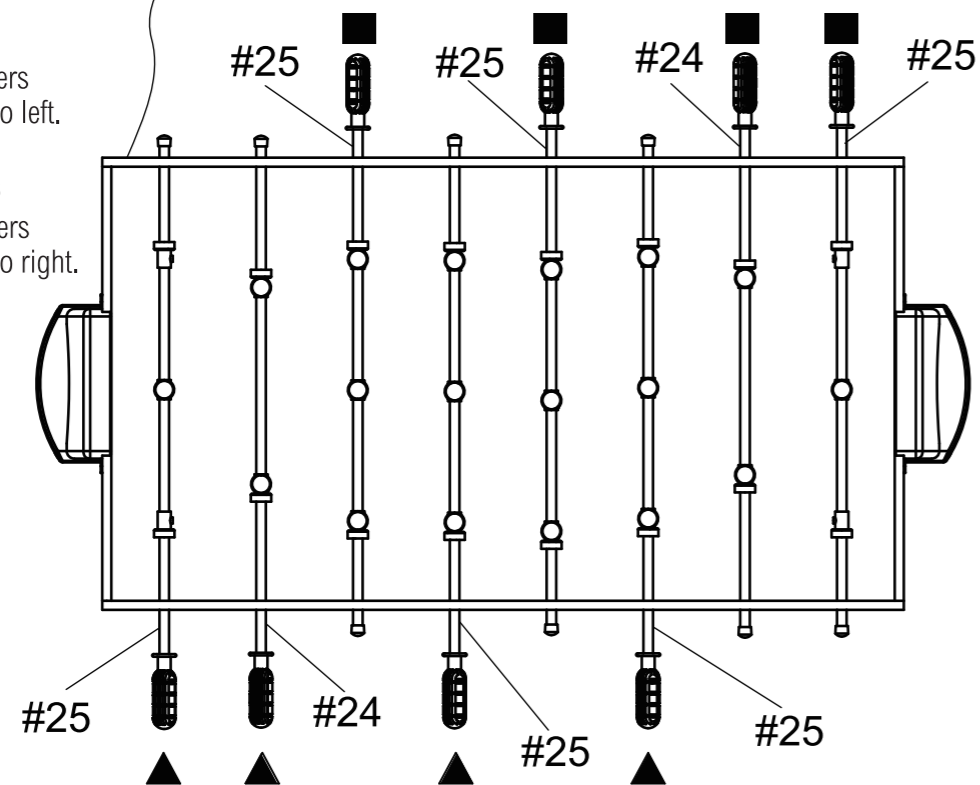


STEP 5



■ Blue Players
All blue players
should face to left.

▲ Grey Players
All grey players
should face to right.



5

TO CHANGE THE ANGLE OF THE TABLE

It is recommended that 2 people change the table position.
Take care not to trap your fingers.

POSITION 1: Flat

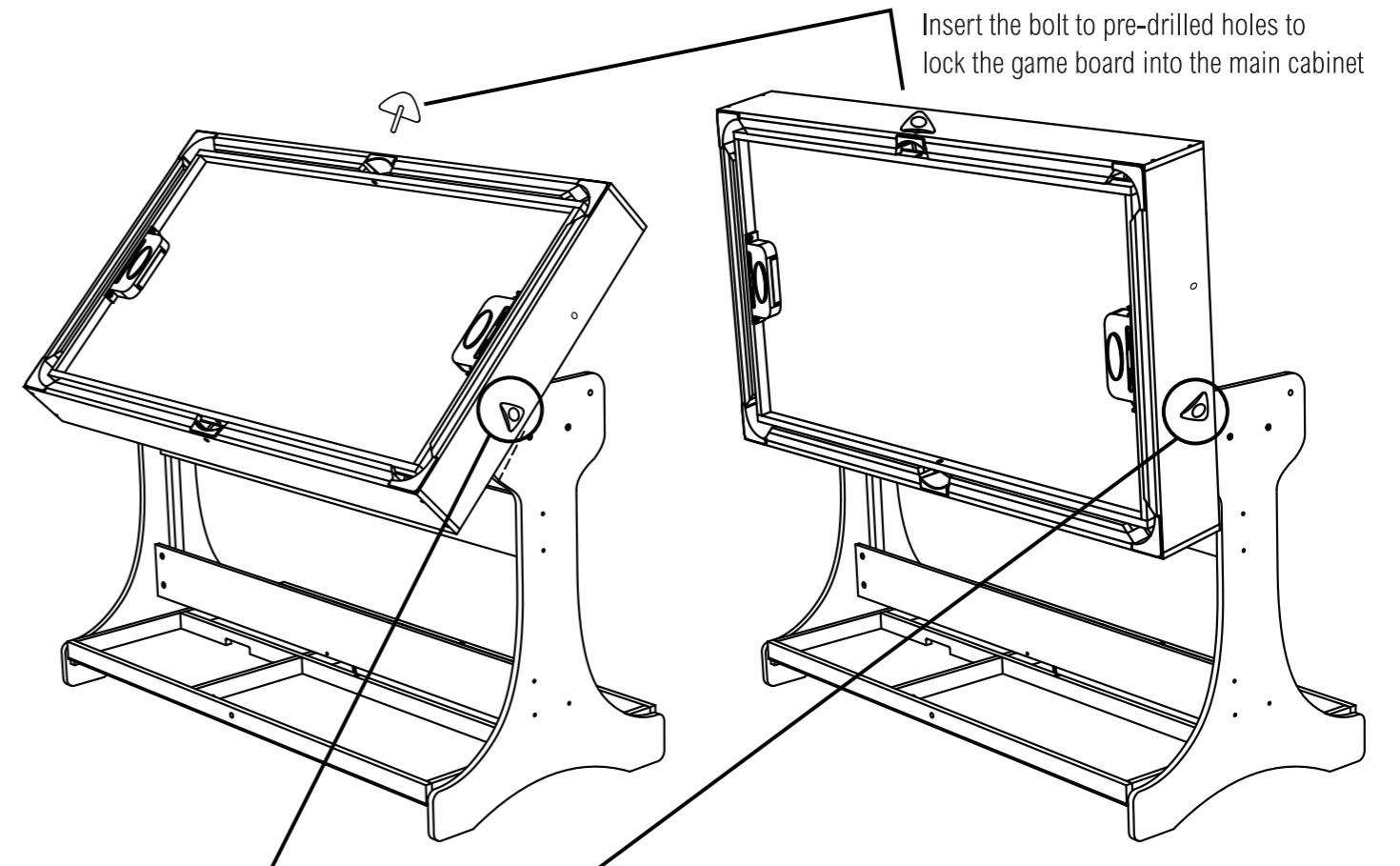
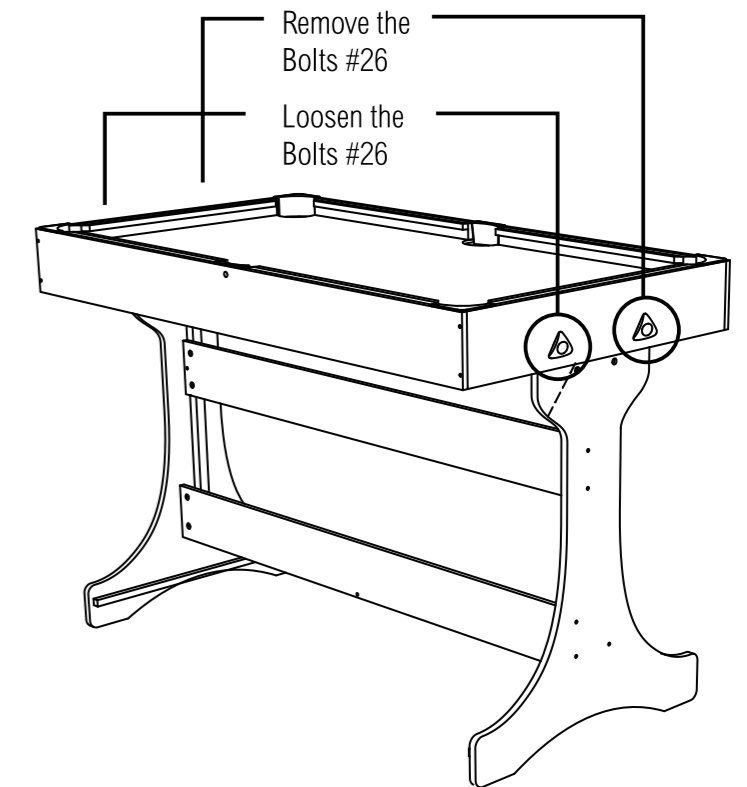
- Football
- Snooker
- Table Tennis
- Mini Games
- Hockey
- Desk
- Pool

POSITION 2: Angled

- Drawing Easel
- Archery
- Dart Gun

POSITION 3: Vertical

- Archery
- Dart Gun
- Drawing Easel
- Storage Position

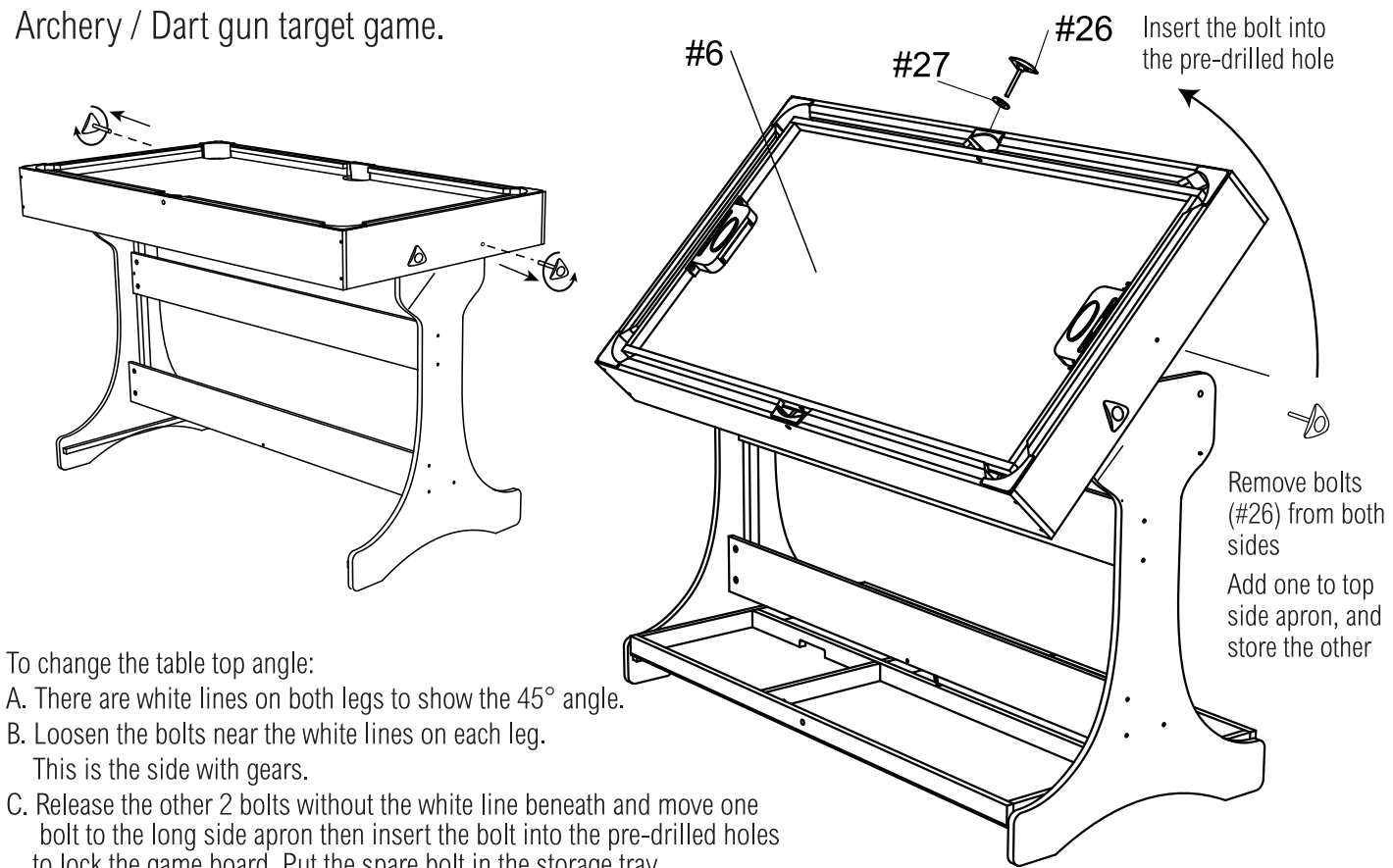


Tighten the Bolts #26 when the table has been moved
to the desired position.

10

STEP 11

Archery / Dart gun target game.

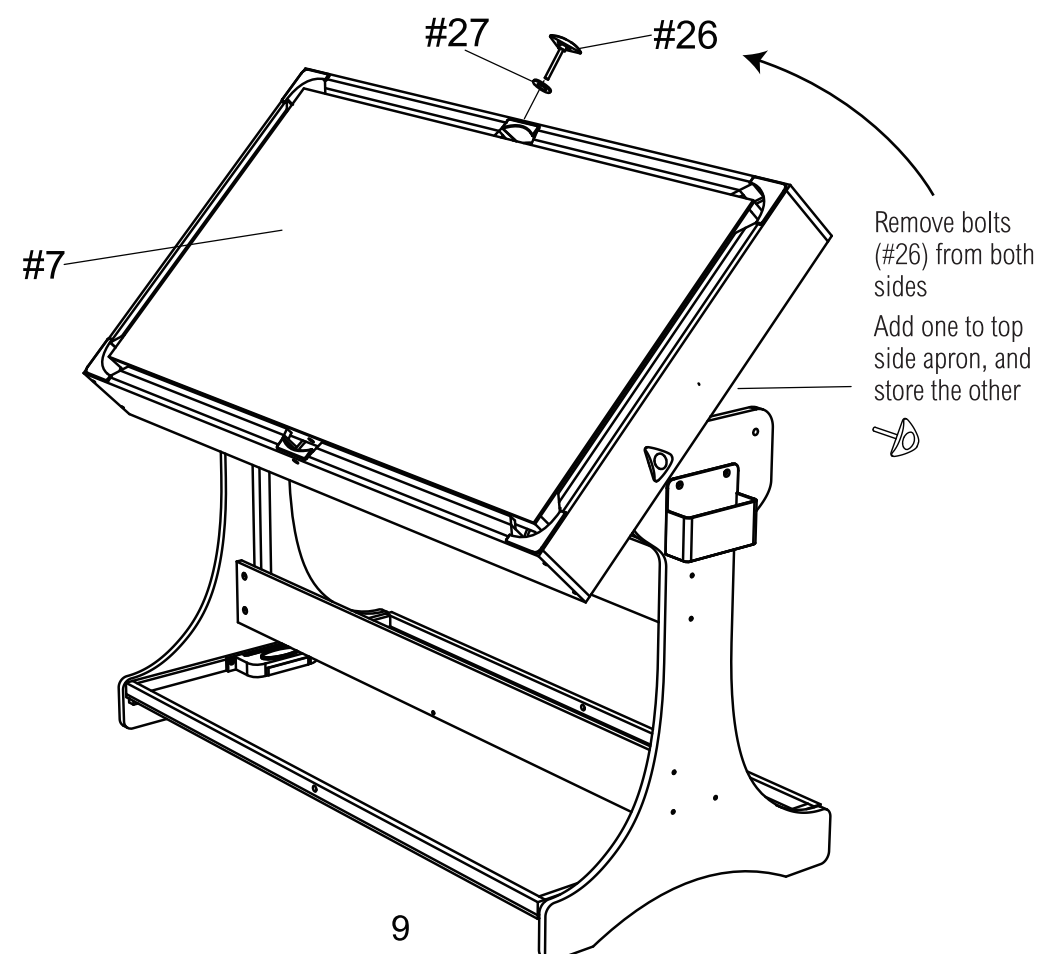


To change the table top angle:

- There are white lines on both legs to show the 45° angle.
- Loosen the bolts near the white lines on each leg. This is the side with gears.
- Release the other 2 bolts without the white line beneath and move one bolt to the long side apron then insert the bolt into the pre-drilled holes to lock the game board. Put the spare bolt in the storage tray.
- Flip the table top to 45 degree then tighten the bolts to lock the gears.

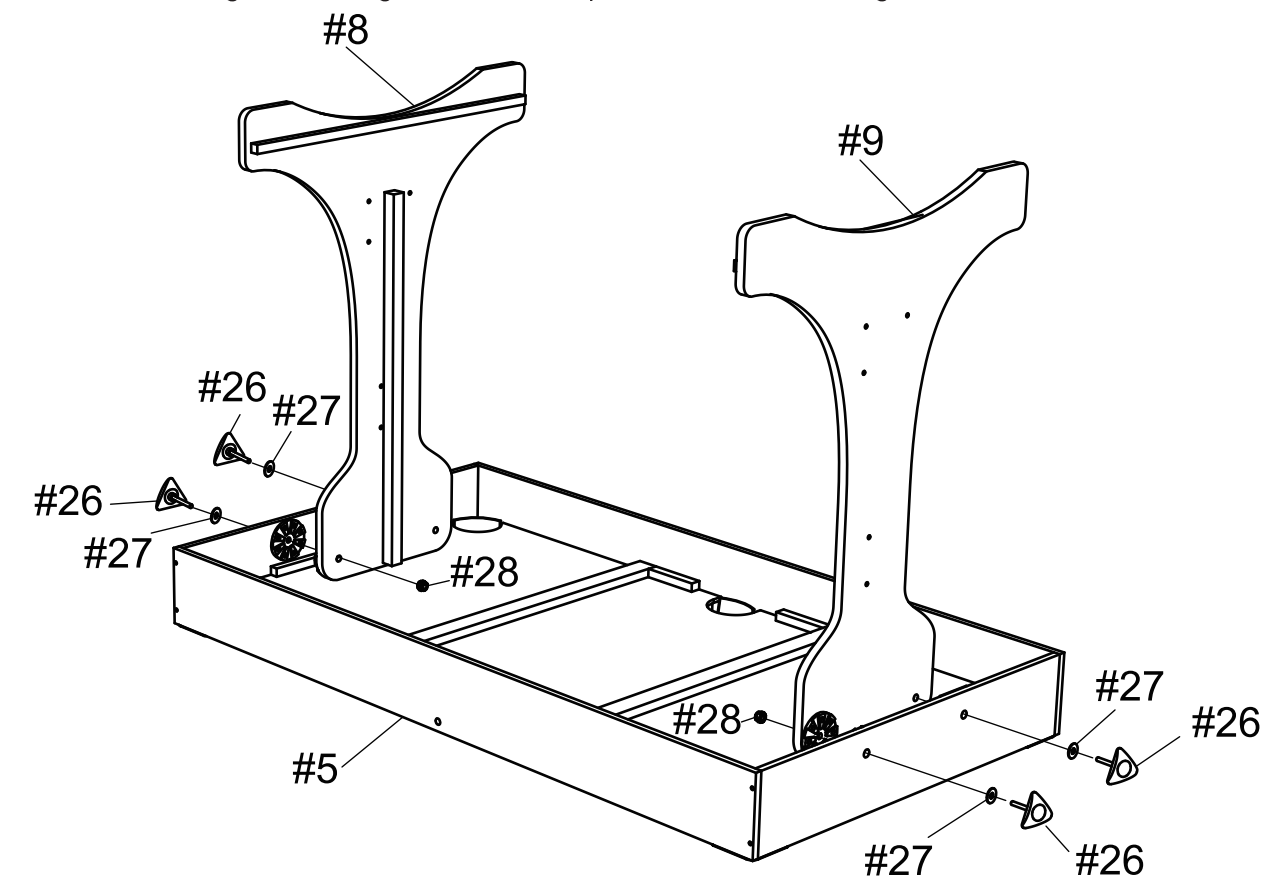
STEP 12

White Board.



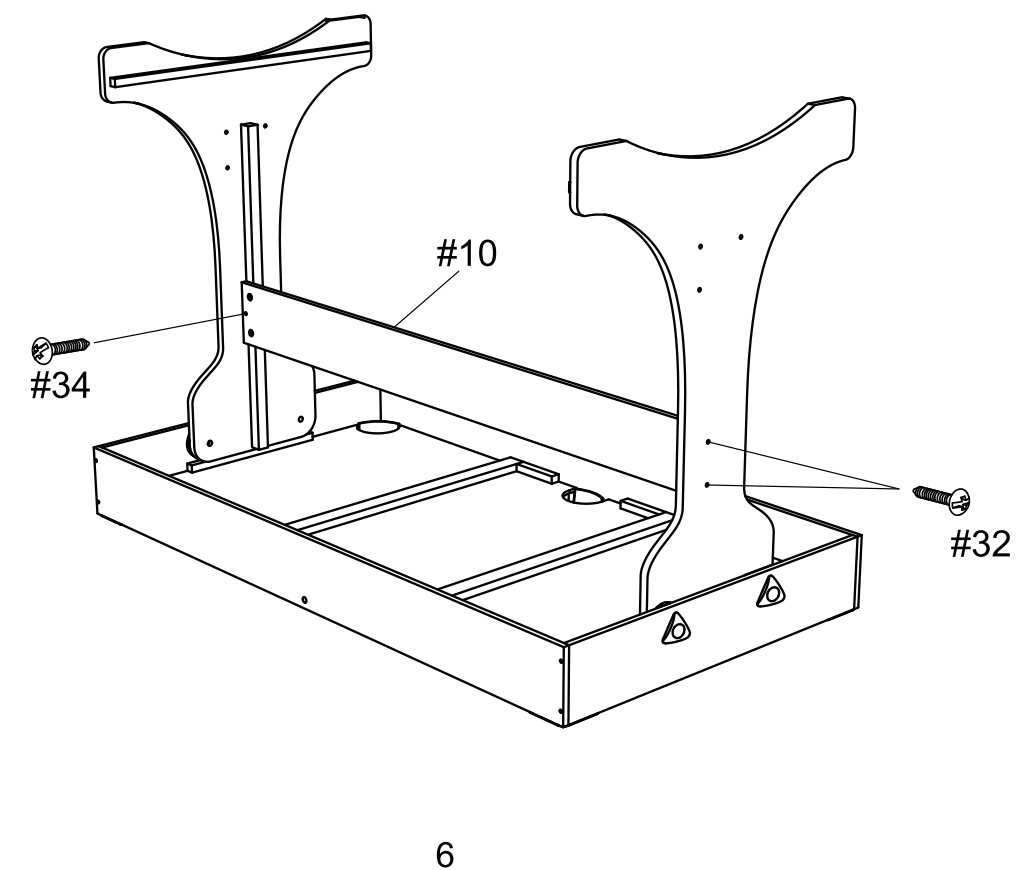
STEP 6

Note: There are gears on legs and inside apron. Make sure the gears connect to each other.



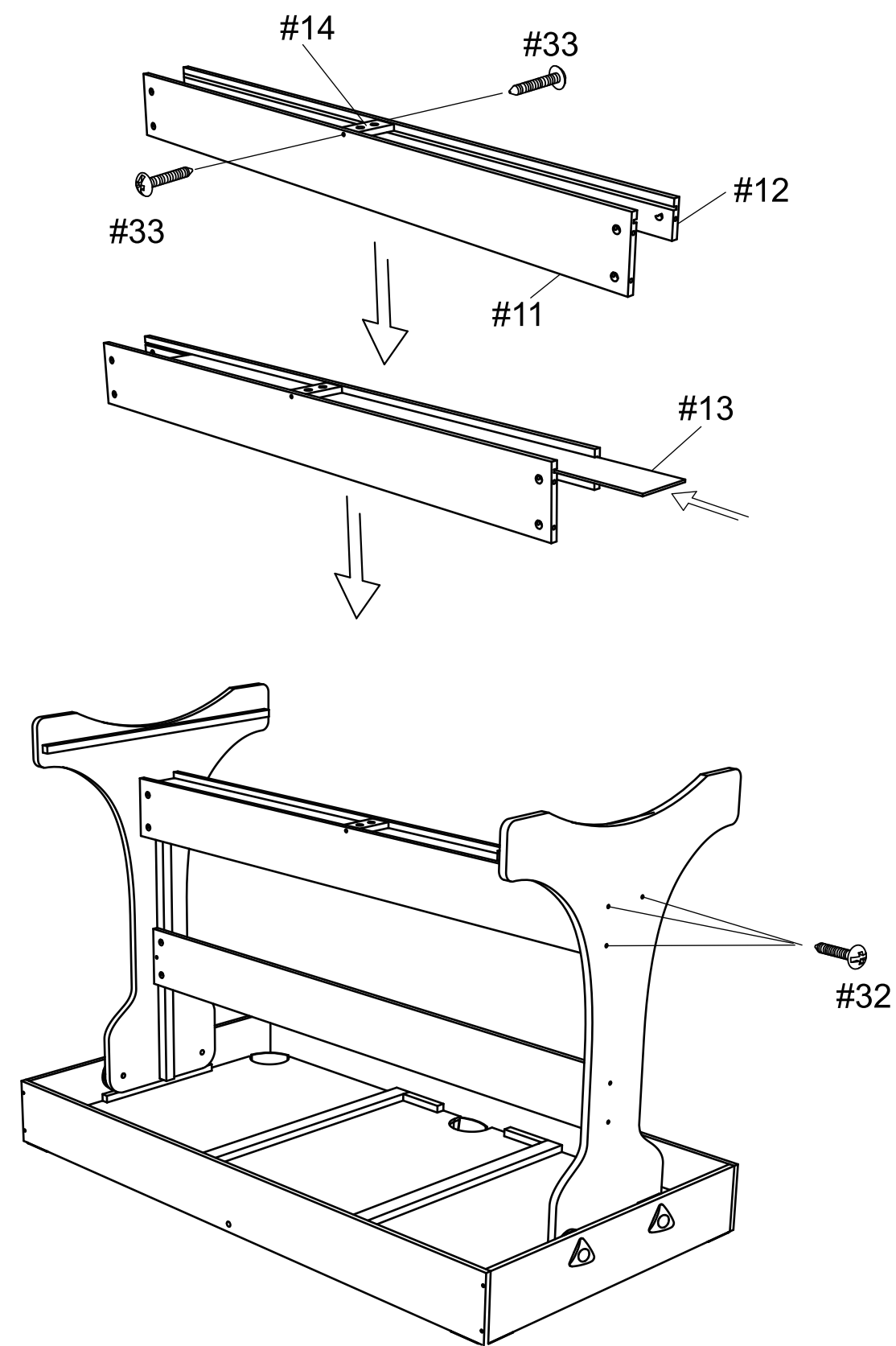
STEP 7

Use Screws (#32) first then Screws(#34).



STEP 8

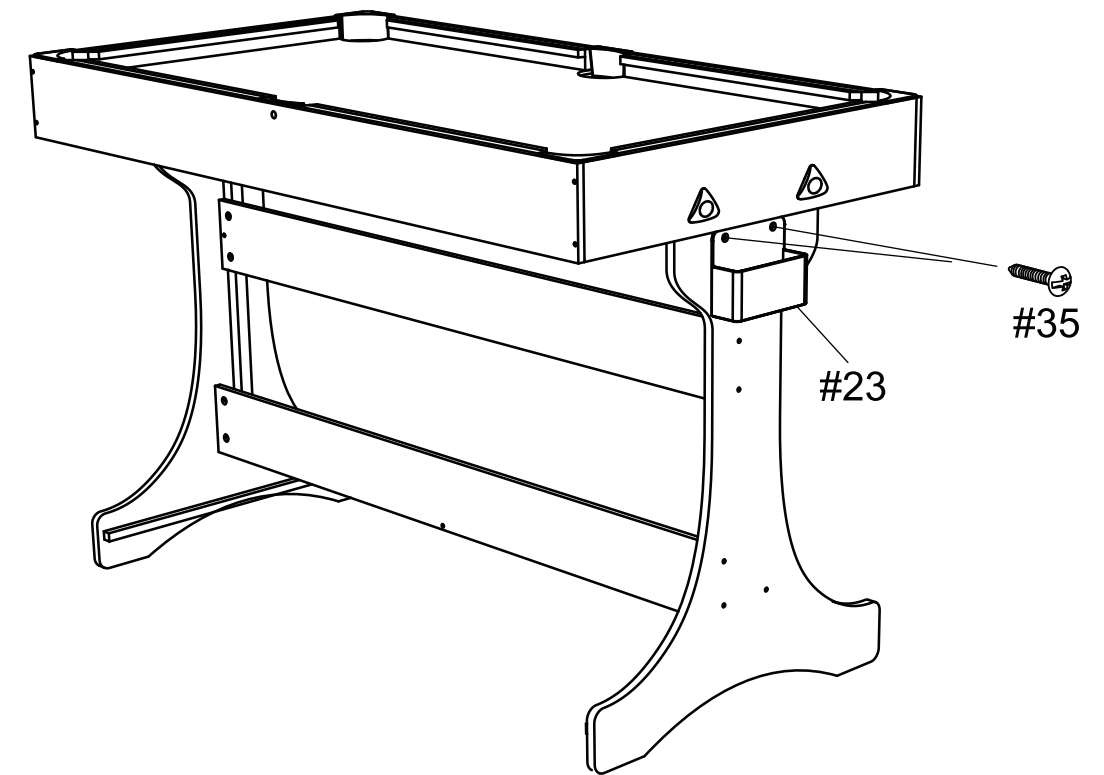
Assembling the storage tray



Make sure that all screws and bolts are tight and secure.
Using two adults carefully turn the table upright onto its legs.

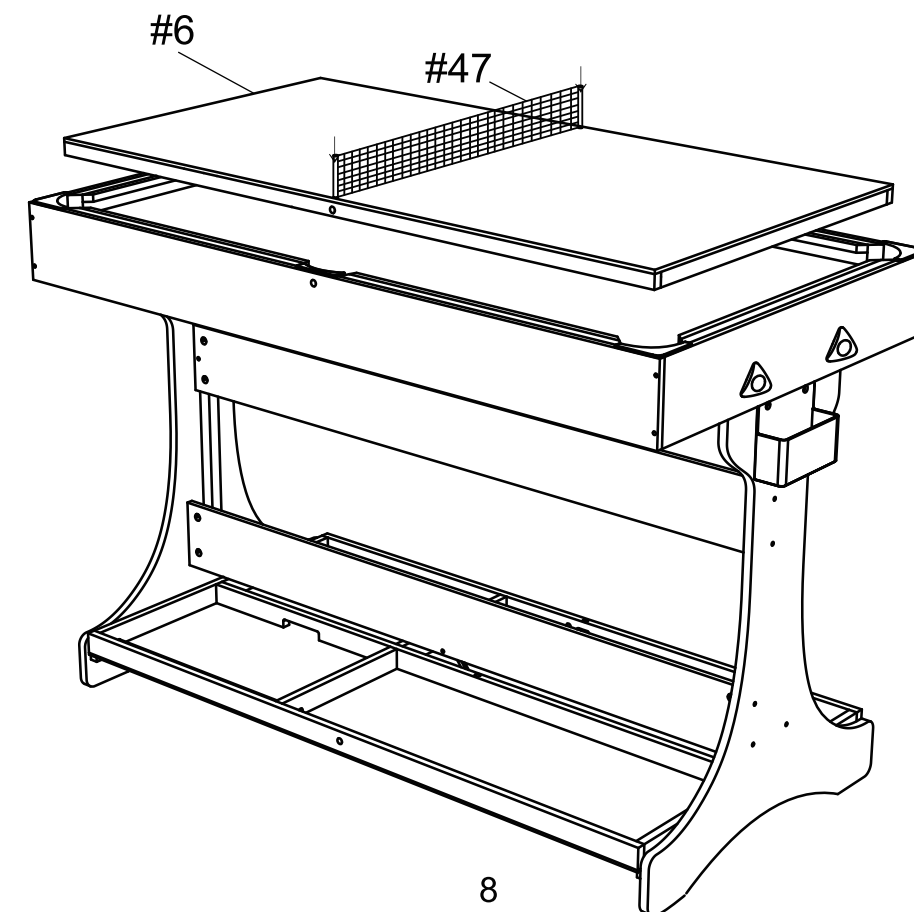
7

STEP 9



STEP 10

To play TT/Hockey (#6) or Sling Puck/Shuffle/Bowling/ White board Desk (#7), please place the game board in the pool playfield.



8