

6ft Folding Snooker & Pool Table **Assembly Instruction**



IMPORTANT!

Please keep your instructions.Before attempting assembly,please read through this instruction book to familiarise yourself with all the parts and assembly steps. We recommended that two adults assemble this game. Please refer to the Parts List inside and be sure that all parts have been included. You will need a phillips screwdriver (not included) to assemble.

If you have a problem with this product we want to help, for assistance, please call +44(0)800 731 0006

Part List:

1	2	3		4		5	
Mainframe 1 pc	L-Shape Leg-Left 1 pc	L-Shape Leg-Right 1 pc		Straight Leg-Left 1 pc		raight Leg -Right 1 pc	
6	7	8		9 { <u>]</u>		10	
Leg Panel 3 pcs	Washer 8 pcs	Cue 2 pcs		Screw 12 pcs		Screw 24 pcs	
	12	12 Million 1000 Million 1000 Mi		13		14	
Wing Bolt 4 pcs		Scoreboard 1 pc		Bolt 4 pcs		Allen Key 1 pc	
15 16			17		\bigcirc	18	
Chalk Triangle 2 pcs 1 pc			Brush 1 pc		Bill	Billiard Balls 1 set	

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

- Caution! Adult assembly required. Before assembly please read all instructions carefully. Sharp point on screws, care should be taken when unpacking and assembling this product. Keep parts, polybag and screws out of reach of children during and after assembly.

- Warning! To be used under the direct supervision of an adult. Do not leave child unattended.
- Do not allow children to climb on the table.
- Please retain purchase details and packaging for future reference. Packaging materials are not toys.
- Please remove all packaging and packing tags / wires before giving this toy to your child.
- Design and decorations may vary from those shown in the photographs.

Note: 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 parts and staples from the box first.



- Put the #1 Mainframe up-side down.
- Locate the #2 L-Shape Leg-Left inside cabinet closeto the leg support board which at the opposite side to BULK AREA".
- Using #11 Wing Bolt(1 pc) ,#13
 Bolt(1 pc) and #7 Washer (2 pcs)
 to fix #2 L-Shape Leg-Left onto
 leg support board. Repeat for the
 other #3 L-Shape Leg- Right.
- Attach each #6 Leg Panel onto
 L-Shape legs by #9 Screw(4 pcs)
 Repeat for the other #6 Leg Panel.





P.2



PARTS REQUIRED

1pc-Step-1 Assembly 1pc-#6 Leg Panel 2pc-#13 Bolt 1pc-#4 Straight Leg-Left 4pc-#7 Washer 4pc-#9 Screw 1pc-#5 Straight Shape Leg-Right 2pcs-#11 Wing Bolt



- Locate the #4 Straight Leg-Left inside cabinet as shown and close to the leg support board.
- Using #11 Wing Bolt(1 pc) ,#13 Bolt(1 pc) and #7 Washer(1pc) to fix #4 Straight Leg-Left onto leg support board.

Repeat for the other #5 straight Leg-Right.

• Attach #6 Leg Panel onto Straight Legs as shown using #9 Screw(4 pcs)

Step-1 Assembly

<complex-block>



PARTS REQUIRED 1 pc Step-2 Assembly 24 pcs-#10 Screw



 Using #10 Screw (4 pcs) to fix each pocket on the top rail of table.
 Repeat for all 6 pockets

Now you are ready to play. Have Fun!





How to fold the table in storage position



- L oosen #11 Wing Bolt on each leg.
 Repeat for four #11 Wing Bolts.
- Hold the end apron as shown and lift up the table slowly to upright position.
- Release each #11 Wing Bolt and move the #11 Wing Bolt to lower hole as shown.
- Repeat for four #11 Wing Bolts.' Tighten four #11 Wing Bolts.



HY-PRD[®] 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 al 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. Place the White Ball over the other black spot. Remove the triangle.

The first player strikes the colours with the White Cue Ball. If you pot a colour to play and play on. If the Black is potted on the first shot then the balls are reset. The players can strike any ball (except for the Black until the first colour is potted). Once a ball is potted you will continue to play until you fail to pot your colour, or lplay a foul stroke.



You give your opponent a free shot when you;

- Pot the Cue Ball (it is immediately replaced onto its spot).
- Miss your ball
- Hit one of the opponent's balls first.
- Hit the Black Ball first (unless, of course you have already pottedall of your own colours).
- Knock a ball off the table (colours are left off, Cue Ball on 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.

HY-PRO® How To Play Snooker

The balls are arranged on the table as shownin the diagram. Use the triangle provided to place the Red Balls 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 player's 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 occurs 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 then Yellow, Green, Brown, Blue, Pink and Black (as these ball 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





Penalties:

'D' area.

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. Opponent has the right to pot any ball he chooses (called a free ball).
- Make a Push' stroke . no score and loses turn to play.