

ASSEMBLY INSTRUCTIONS AND RULES

Playcraft EXTERA® **FOOSBALL TABLE**



Model: Extera Foosball



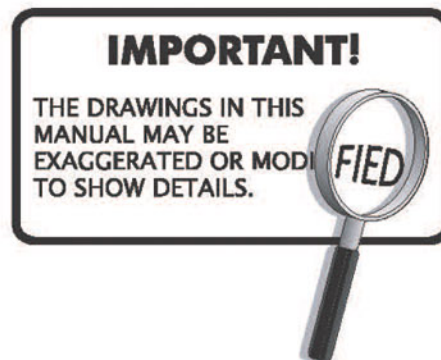
IMPORTANT NOTICE!

Please read through this instruction manual to familiarize yourself with all parts and assembly steps. Kindly refer to the parts identifier and be sure that all parts have been included

Should you require product support, please contact us toll free at (888) 367 3095 or via email at support@playcraft.com

Your Model Number : Extera Foosball

IMPORTANT! READ THIS MANUAL ALL THE WAY THROUGH BEFORE BEGINNING TO PUT YOUR GAME TABLE TOGETHER! THEN READ EACH STEP BEFORE STARTING THAT STEP.



AT LEAST TWO ADULTS ARE REQUIRED TO ASSEMBLE THIS GAME TABLE

Wrench Included with the Hardware Kit

Phillips Screwdriver – Not Included

An electric screwdriver can be helpful in assembly. Please set at low torque and use extreme caution with an electric screwdriver because you could over tighten the hardware and strip the screws.

Assembly Tips

Make sure you understand the following tips before you begin to assemble your game table.

1. When installing parts that have more than one bolt, start **ALL** the bolts in that part by hand before tightening anything.
2. Some drawings or images in this manual may not look exactly like your product. Please read and understand the text before starting each assembly step.

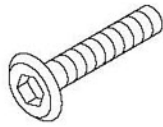


WARNING:

READ AND FOLLOW ALL ASSEMBLY, OPERATION, AND SAFETY INSTRUCTIONS CAREFULLY. AT LEAST TWO ADULTS ARE NEEDED TO PUT THIS GAME TABLE TOGETHER.

PARTS IDENTIFIER

(Not to Scale)



H1: 3/8" Bolt (16)



H3: 3/8" Washer (16)



H3: 1-3/4" Flat head screw (4)



H4: 1/2" Round head screw (2)

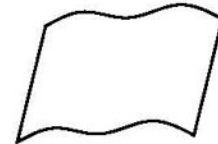
ACCESSORIES



A1: Soccer ball (4)

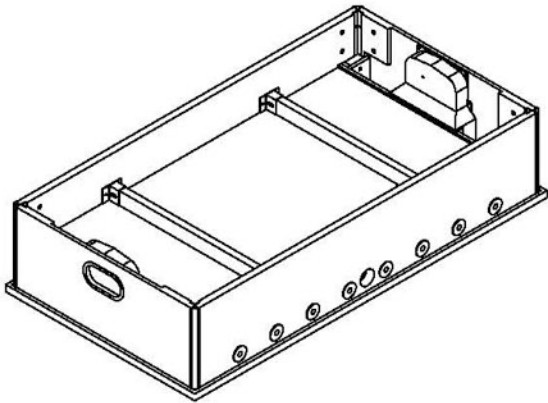


A2: Allen Wrench (1)

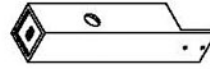


A3: TABLE COVER (1)

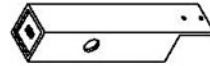
PARTS IDENTIFIER (Not to Scale)



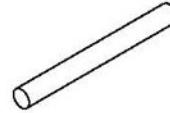
P1: Soccer Table(1)



P2: Left Leg (2)



P3: Right Leg (2)



P4: Cross Bar (2)



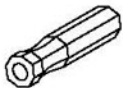
P5: Slide scorer (2)



P6: Ball Entry Cup (2)



P7: Ball Entry Socket (2)



P8: Handle (8)



P9: Rod end cap (8)



P10: Leg Leveler (4)



C1: 5 Player Rod (2)



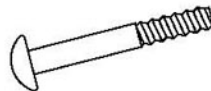
C2: 3 Player Rod (4)



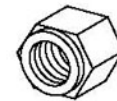
C3: 2 Player Rod (2)



C4: Rubber bushing (16)



C5: 5/32"x1" Bolt (26)



C6: Locking Nut (26)



C7: Home Men (13)



C8: Away men (13)



C9: Plastic washer (16)

1. Find a clean, level place to begin the assembly of your foosball table. We recommend building the table on the box top to protect the parts during assembly.
2. Insert the cross bar (P4) to the legs (P2) and (P3) as shown in figure 1.
3. Attach the legs (P2) and (P3) with bolts (H1) and washers (H2).
4. Attach the leg levelers (P10) as shown in figure 1.

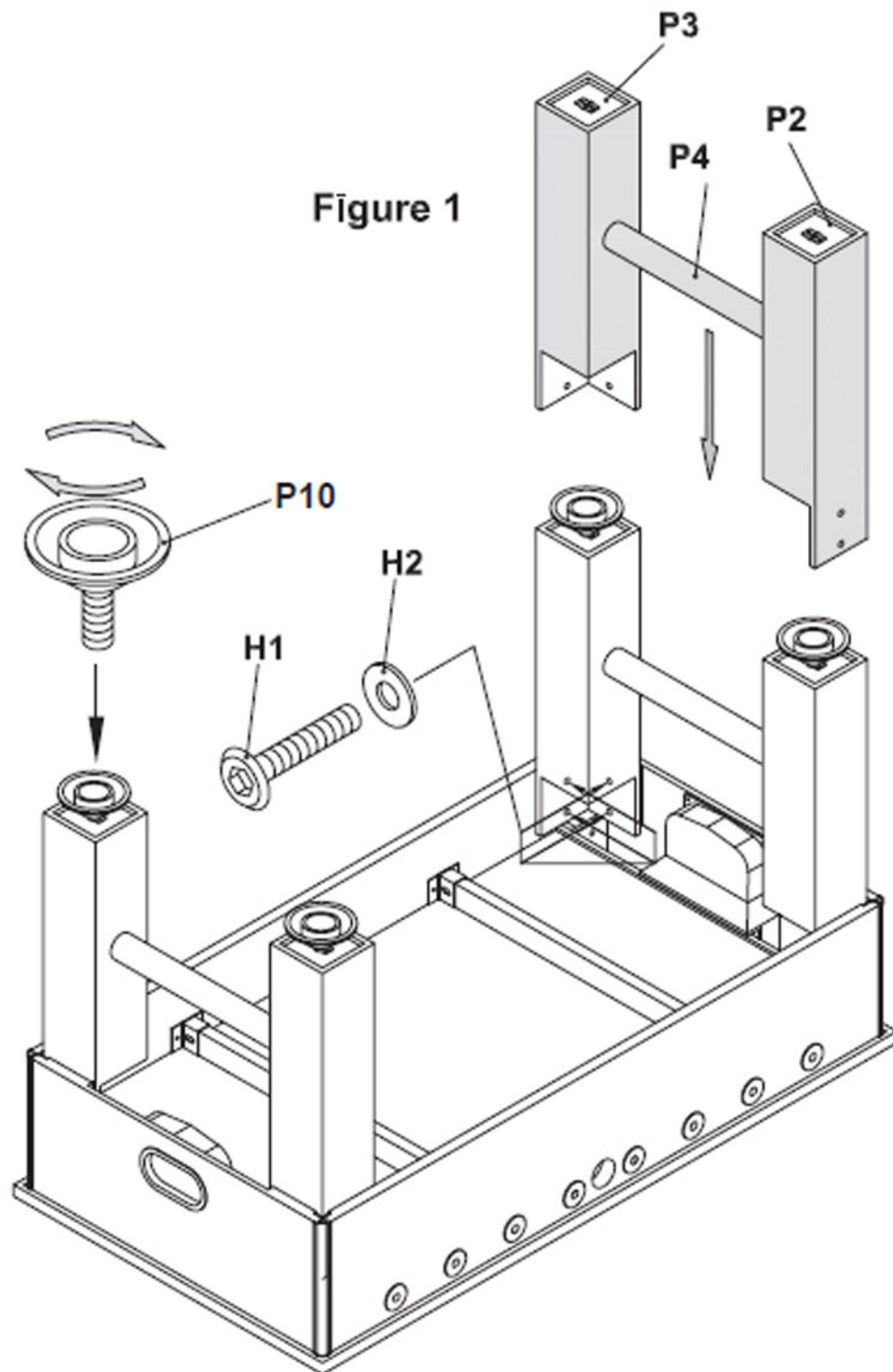


Figure 1



WARNING:

THIS STEP REQUIRES TWO OR MORE ADULTS.

VERY CAREFULLY TURN THE TABLE OVER AND SET IT ON ITS LEGS. BE CAREFUL, THE TABLE IS VERY HEAVY .

Rotate the table to its upright position, being careful to avoid using the legs for leverage and place the table in its final location.

5.0 Rod assembly overview

The completed rod assemblies R1,R2, R4 and R6, as shown in Figure 3, are all be on the same side of the table. The completed rod assemblies R3, R5, R7 and R8 are on the opposing side of the table as also shown in Figure 3. One side will use players in white. The other side will use players in black. Each rod assembly has a handle outside the table followed by parts in sequence inside the table: Plastic washer (C9), rubber bushing (C4) correct number of men for that rod, rubber busing again (C4), plastic washer again (C9). The rod then exits the other side of the table and is covered with an end cap (P9).

5.1

Push a handle (P8) onto each of the rods at the end of the rod where there is a screw hole as indicated in Figure 2. Secure the handle with a screw.

5.2

Take a two player rod (C3) which now has a handle on it. While holding the handle insert the other end through the first side panel only. Note this is a two player rod so this will be inserted in the second position in the table. As shown in Figure 3 this is R2 or R7.

5.3

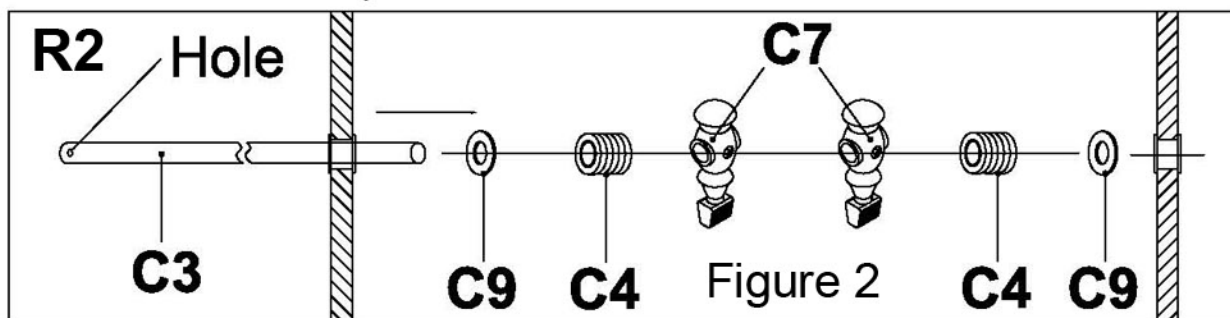
Thread onto the rod a plastic washer (C9), a rubber bushing (C4) 2 men (C7), a rubber bushing again (C4) and a plastic washer again (C9). Push the rod through the other side of the table and cover the end with an end cap (P9)
See Figure 2

5.4

Repeat this sequence with rod R7, but start on the other side of the table and use the other team color.

5.5

Repeat this process for the remaining rods, keeping team colors consistent on the left and right side of the table. Follow Figure 3 for the correct rod and number of men for each position.



- 5.6 Once all rods are in place, secure the players (C7 and C8) to the rods using bolts (C5) and nuts (C6).
6. Attach ball entry caps (P6) and ball entry cup sockets (P7) to the side panels with screw (H4)
7. Attach the two sets of slide scorer (P5) to the end of table with screw (H3), as shown in Figure 3.

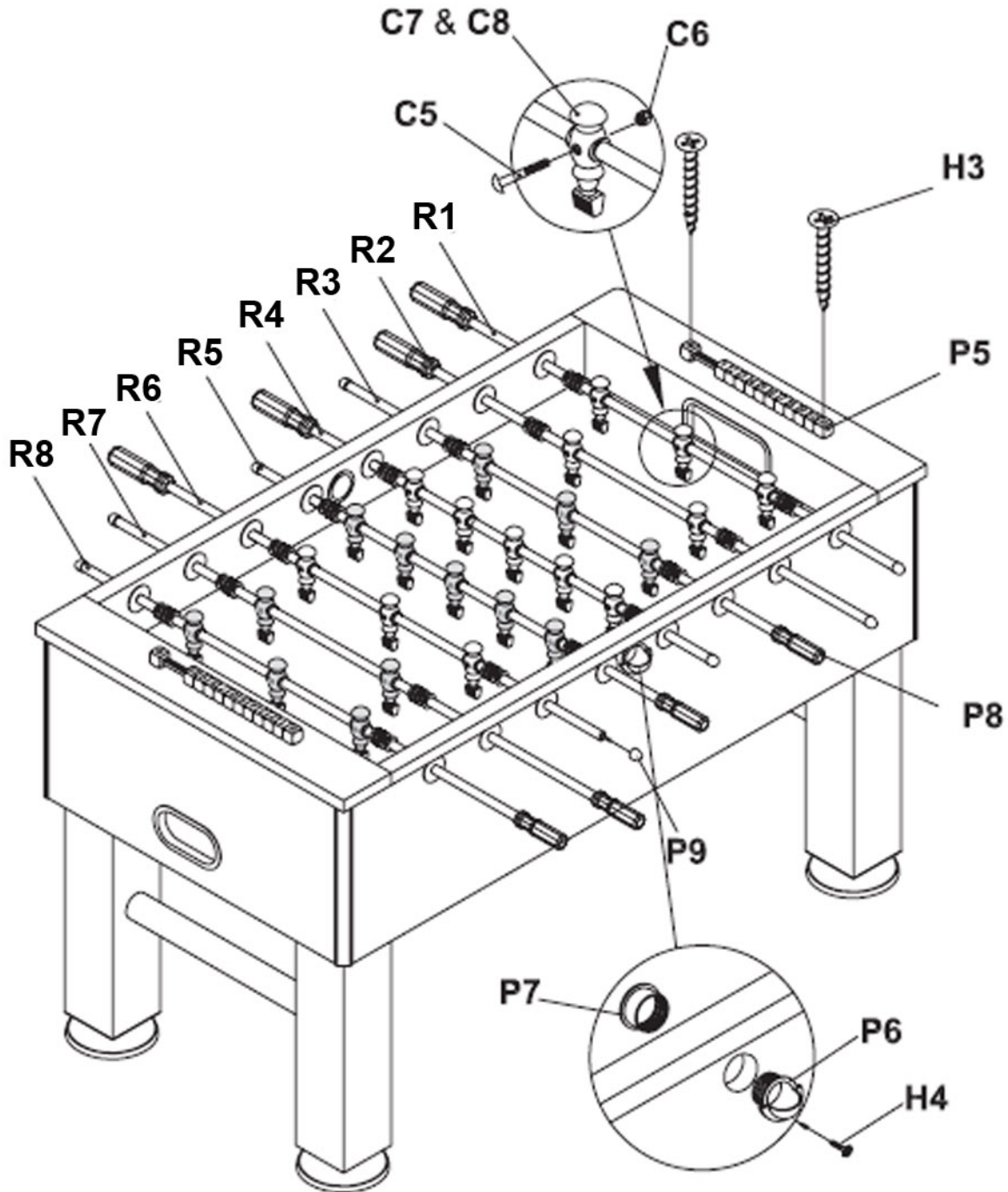


Figure 3

CARE AND USE OF YOUR TABLE

1. Use soap and water and/or a spray furniture polish to clean all of the exterior surface. Do not use any acid or lye based cleaning products as these can interact with the metal surface
2. This product is intended for outdoor use .
3. DO NOT sit, climb or lean on the table.
4. DO NOT drag the table when moving it. This will damage the legs

GAME RULE

Table soccer is also called “foosball.” It can be played by two teams of four players each or by two individuals:

The Object of the Game

To be the first team (or player) to score a predetermined number of points or to score the most points in given amount of time.

Serving

The server rolls the ball through the serving hole to start the game, after a point is scored, or after a ball leaves the table. The server can spin the ball to influence the serve, but the ball must be struck by one of the serving team’s (or server’s) player figures. Once the ball is in play, it remains in play until it is hit off the table, a dead ball is declared, time out is called, or a point is scored.

Passing

If a ball is pinned on the 5-man rod, it cannot be passed to the 3-man rod of the same team without touching at least two player figures as it is being passed.

Scoring

When a ball enters the opposing team’s goal, a point is scored. If the ball enters the goal, but bounces back onto the playing surface or leaves the table, it still counts as a goal.

Spinning Rods

Spinning the rods is illegal.

Ball Off the Table

If the ball leaves the playing surface and strikes any object that is not part of the table, it is declared “off the table” and should be put back into play by a serve from the team (or player) that originally served that ball. If the ball rolls into the serving cup and then returns to the playing surface, it is still considered “in play.”

Dead Ball

If a ball has completely stopped its motion and cannot be reached by any player figure, it is declared a “dead ball.” If the ball is declared dead between the goal and the 2-man rod, it should be put back into play by placing it in nearest corner and releasing it. If the ball is declared dead anywhere else on the playing surface, it should be put back into play by a serve from the team that originally served the ball. If a ball is spinning in place, it is not considered a dead ball.

PRODUCT PARTS LIST

Mode #Extera Foosball

| Part# | Description | Q'ty |
|-------|-----------------------|------|
| H1 | 3/8"Bolt | 16 |
| H2 | 3/8"Washer | 16 |
| H3 | 1-3/4"Flat head screw | 4 |
| H4 | 1/2"Round head screw | 2 |
| P1 | Soccer table | 1 |
| P2 | Left leg | 2 |
| P3 | Right leg | 2 |
| P4 | Cross bar | 2 |
| P5 | Slide scorer | 2 |
| P6 | Ball entry cup | 2 |
| P7 | Ball entry socket | 2 |
| P8 | Handle | 8 |
| P9 | Rod end cap | 8 |
| P10 | Leg leveler | 4 |
| A1 | Soccer ball | 4 |
| A2 | Tool | 1 |
| A3 | Table cover | 1 |
| C1 | 5 Player rod | 2 |
| C2 | 3 Player rod | 4 |
| C3 | 2 Player rod | 2 |
| C4 | Rubber bushing | 16 |
| C5 | 5/32"x1" Bolt | 26 |
| C6 | Locking nut | 26 |
| C7 | Home men | 13 |
| C8 | Away men | 13 |
| C9 | Plastic washer | 16 |

Thank you for choosing PLAYCRAFT!