

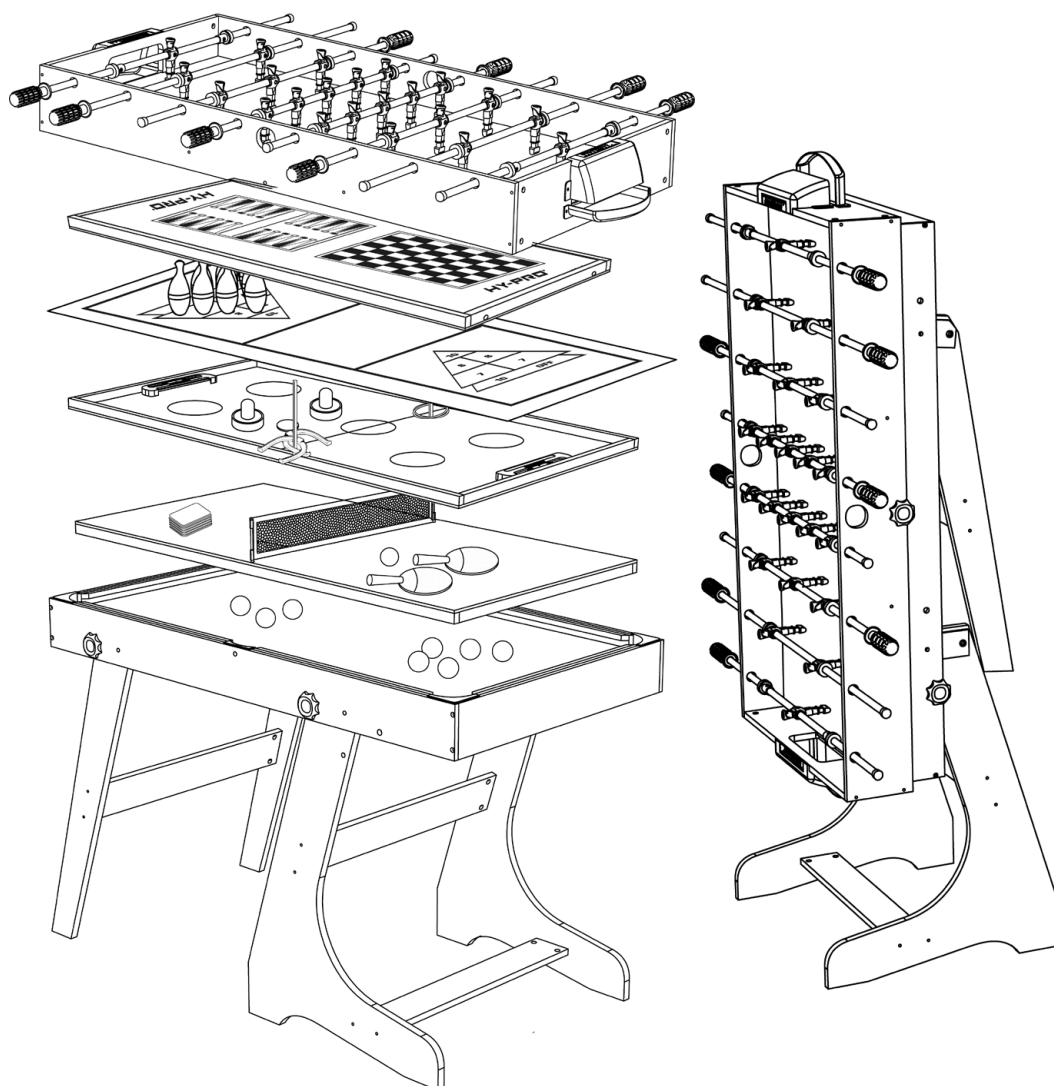
HY-PRO®

4FT 12 IN 1 MULTI GAME TABLE

Assembly Instructions

Item No: HP10058

- FOOTBALL TABLE
- POOL TABLE
- PUSH HOCKEY
- CHESS
- BACKGAMMON
- CHECKERS
- TABLE TENNIS
- SHUFFLEBOARD
- BOWLING
- HORSESHOE TOSS
- HOOPLA
- PLAYING CARDS



Warning: Not suitable for children under 3 years due to small parts, small balls and long cord
- Choking and entanglement / strangulation hazard.

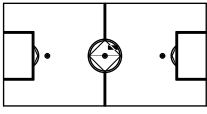
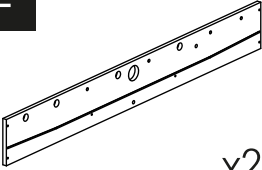
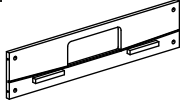
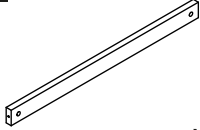
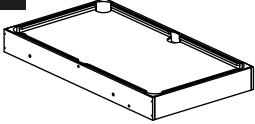

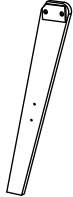
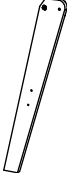
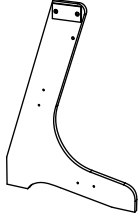
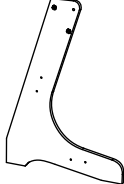
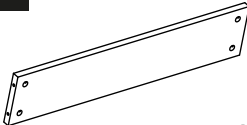
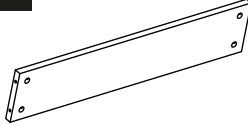
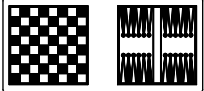
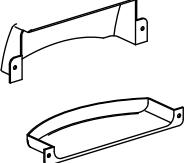


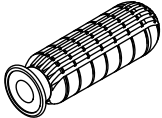
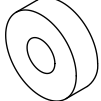

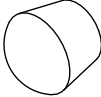



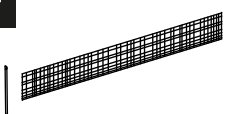
- Caution! Adult assembly required.
- Sharp point on screws; unpack and assemble with care. Keep small parts and polybags away from children during and after assembly. You need a wrench and screwdriver (not included) to assemble.

IMPORTANT!

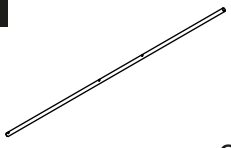
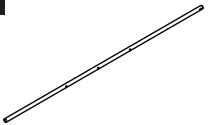
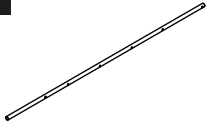
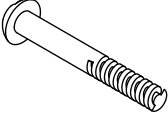
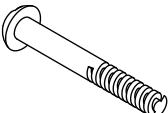

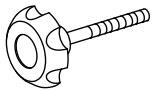
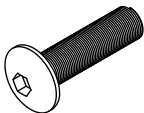







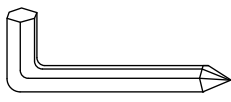
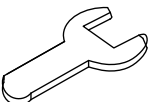

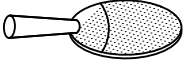



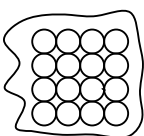

Please keep your instructions. Before attempting assembly, please read through this instruction book to familiarise yourself with all the parts and assembly steps. Please refer to the Parts List and be sure that all parts have been included. If you have a problem with this product, we want to help.

For immediate assistance, please email us on info@hy-pro.co.uk

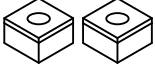
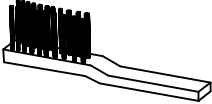



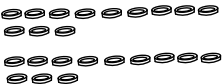
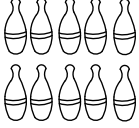

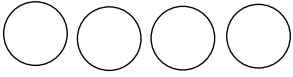

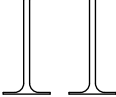

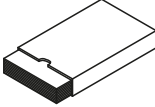
PARTS LIST:

<p>1</p>  <p>x1</p>	<p>2</p>  <p>x2</p>	<p>3</p>  <p>x2</p>	<p>4</p>  <p>x2</p>
<p>Playfield</p>	<p>Side Apron</p>	<p>End Apron</p>	<p>Field Support Brace</p>
<p>5</p>  <p>x1</p>	<p>6</p>  <p>x1</p>	<p>7</p>  <p>x1</p>	<p>8</p>  <p>x1</p>
<p>Pool Table</p>	<p>Table Tennis Hockey Board</p>	<p>Leg 1</p>	<p>Leg 2</p>
<p>9</p>  <p>x1</p>	<p>10</p>  <p>x1</p>	<p>11</p>  <p>x2</p>	<p>12</p>  <p>x1</p>
<p>Leg 3</p>	<p>Leg 4</p>	<p>Leg End Panel 1</p>	<p>Leg End Panel 2</p>
<p>13</p>  <p>x1</p>	<p>14</p>  <p>x2</p>	<p>15</p>  <p>x4</p>	<p>16</p>  <p>x2</p>
<p>Game Panel</p>	<p>Ball Return Box Set</p>	<p>Corner Pocket</p>	<p>Side Pocket</p>
<p>17</p>  <p>x8</p>	<p>18</p>  <p>x16</p>	<p>19</p>  <p>x16</p>	<p>20</p>  <p>x8</p>
<p>Rod Handle</p>	<p>Bumper</p>	<p>Plastic Washer</p>	<p>Rubber End Cap</p>
<p>21</p>  <p>x11</p>	<p>22</p>  <p>x11</p>	<p>23</p>  <p>x4</p>	<p>24</p>  <p>x1</p>
<p>Red Player</p>	<p>Blue Player</p>	<p>Plastic Rod Stopper</p>	<p>Table Tennis Net & Post Set</p>

PARTS LIST:

<p>25</p>  <p>x2</p> <p>2-Man Rod</p>	<p>26</p>  <p>x4</p> <p>3-Man Rod</p>	<p>27</p>  <p>x2</p> <p>5-Man Rod</p>	<p>28</p>  <p>x22</p> <p>Bolt</p>
<p>29</p>  <p>x4</p> <p>Bolt</p>	<p>30</p>  <p>x26</p> <p>Nut</p>	<p>31</p>  <p>x4</p> <p>Bolt 1/4" X 35mm</p>	<p>32</p>  <p>x4</p> <p>Bolt 1/4" X 41mm</p>
<p>33</p>  <p>x12</p> <p>Washer 1/4"</p>	<p>34</p>  <p>x4</p> <p>Nut</p>	<p>35</p>  <p>x12</p> <p>Screw T4 X 45mm</p>	<p>36</p>  <p>x12</p> <p>Screw T4 X 38mm</p>
<p>37</p>  <p>x8</p> <p>Screw T4 X 12mm</p>	<p>38</p>  <p>x8</p> <p>Screw T3.5 X 19mm</p>	<p>39</p>  <p>x4</p> <p>Screw T3.5 X 10</p>	<p>40</p>  <p>x1</p> <p>Wrench</p>
<p>41</p>  <p>x1</p> <p>Wrench</p>	<p>42</p>  <p>x2</p> <p>Football</p>	<p>43</p>  <p>x2</p> <p>Table Tennis Bat</p>	<p>44</p>  <p>x2</p> <p>Table Tennis Ball</p>
<p>45</p>  <p>x2</p> <p>Pusher</p>	<p>46</p>  <p>x2</p> <p>Puck</p>	<p>47</p>  <p>x1</p> <p>Billiard Ball</p>	<p>48</p>  <p>x1</p> <p>Triangle Rack</p>

PARTS LIST:

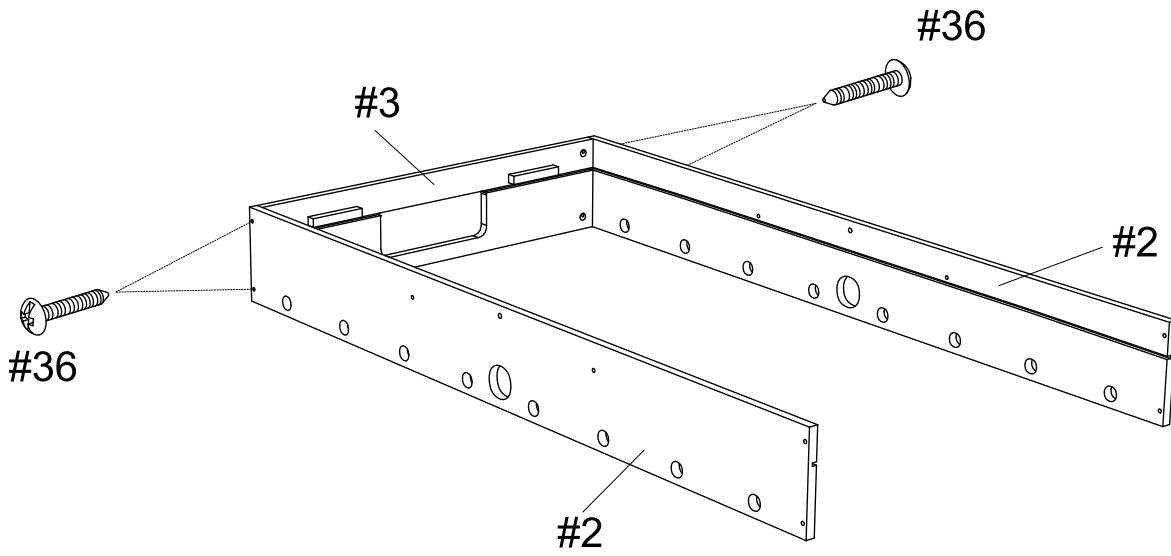
<p>49</p>  <p>x2</p> <p>Chalk</p>	<p>50</p>  <p>x1</p> <p>Brush</p>	<p>51</p>  <p>x2</p> <p>Cue</p>	<p>52</p>  <p>x1</p> <p>Chess Set</p>
<p>53</p>  <p>x1</p> <p>Backgammon Set</p>	<p>54</p>  <p>x1</p> <p>Checker Set</p>	<p>55</p>  <p>x1</p> <p>Bowling Pin Set</p>	<p>56</p>  <p>x1</p> <p>Shuffle Ball Set</p>
<p>57</p>  <p>x1</p> <p>Hoop Set</p>	<p>58</p>  <p>x1</p> <p>Horseshoe Set</p>	<p>59</p>  <p>x1</p> <p>Pole Set</p>	<p>60</p>  <p>x1</p> <p>Die Set</p>
<p>61</p>  <p>x1</p> <p>Playing Cards</p>			

ASSEMBLY INSTRUCTIONS:

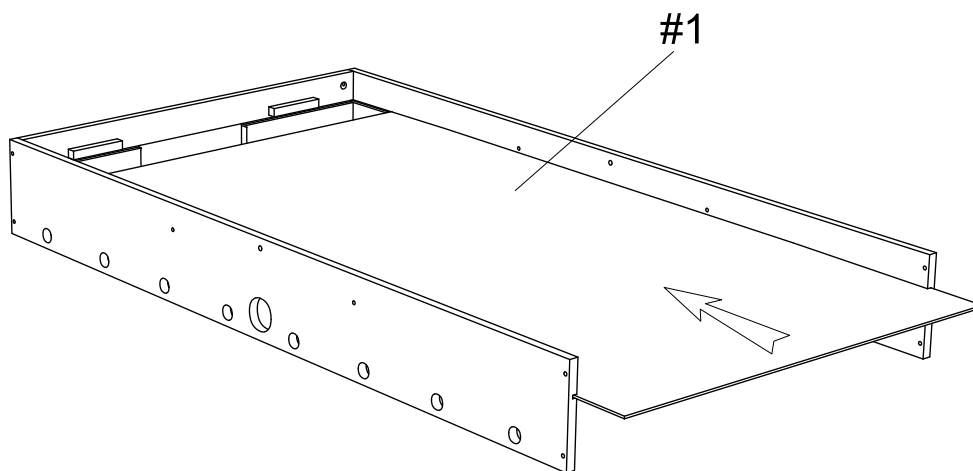
Find a clean, level place to begin the assembly of your product.

1. Remove all the parts from the box and verify that you have all the listed parts as shown on the Parts List pages.
2. Carefully cut or tear the four corners of the box so that the bottom of the box can be used as your work surface.

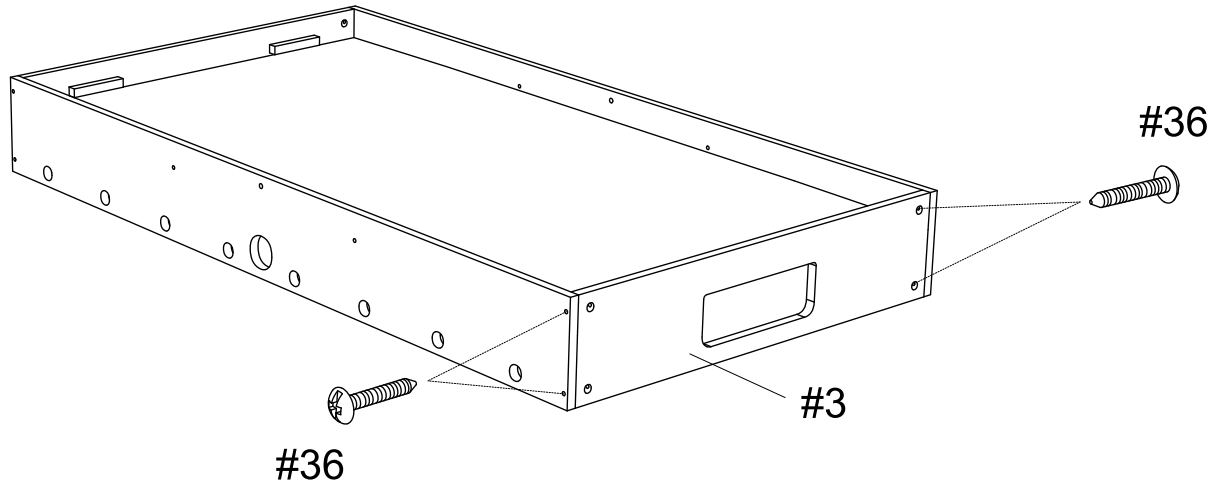
STEP 1



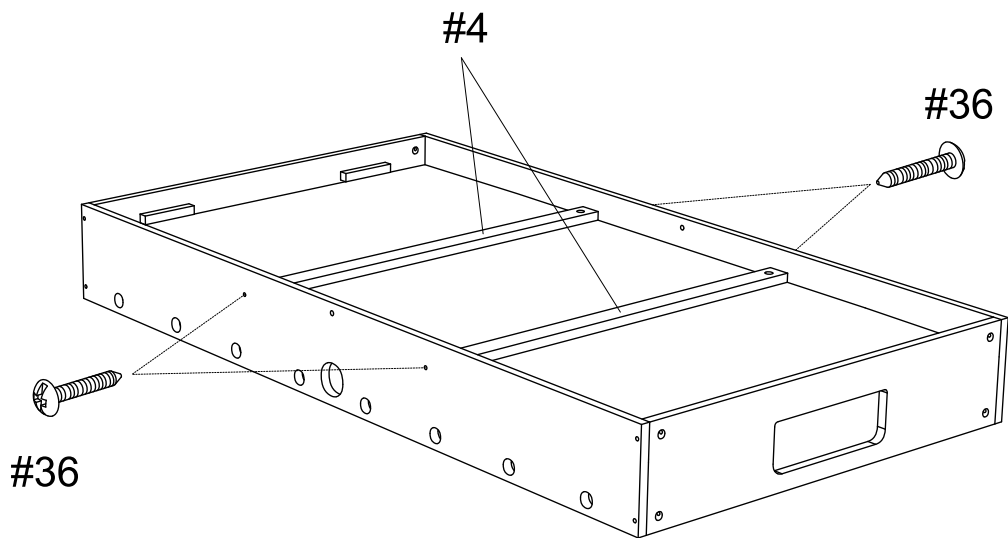
STEP 2



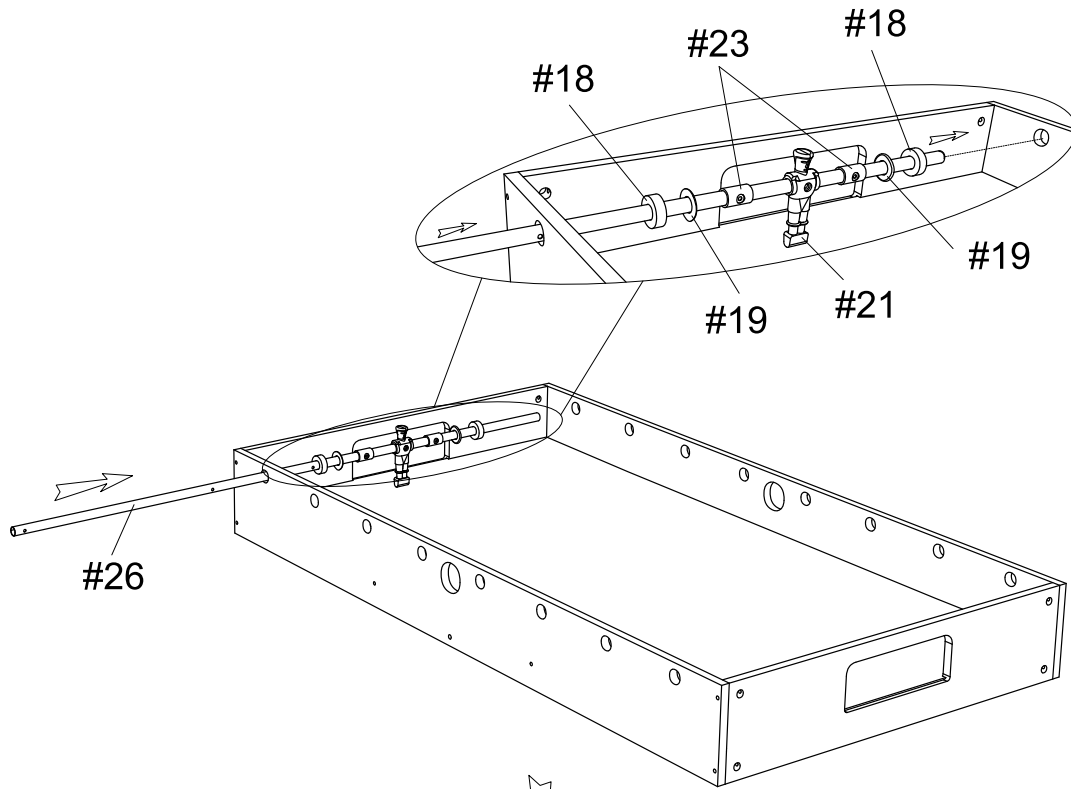
STEP 3



STEP 4

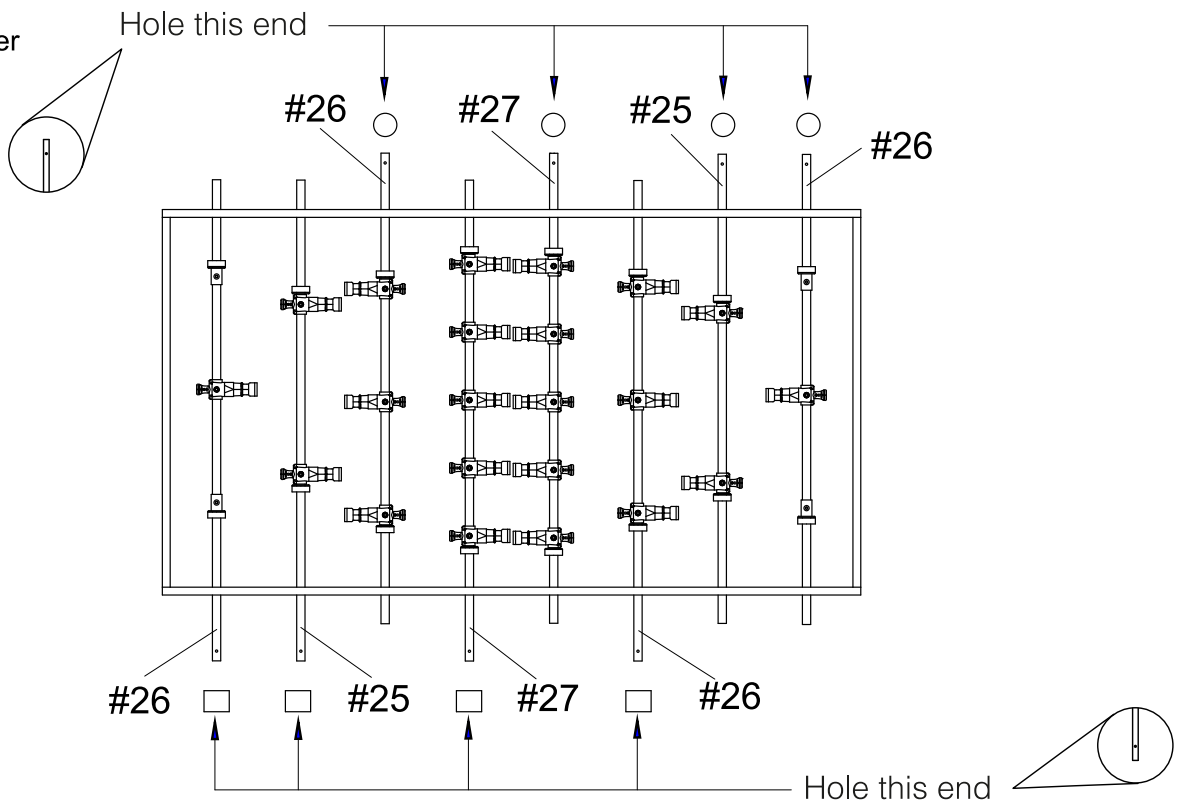


STEP 5

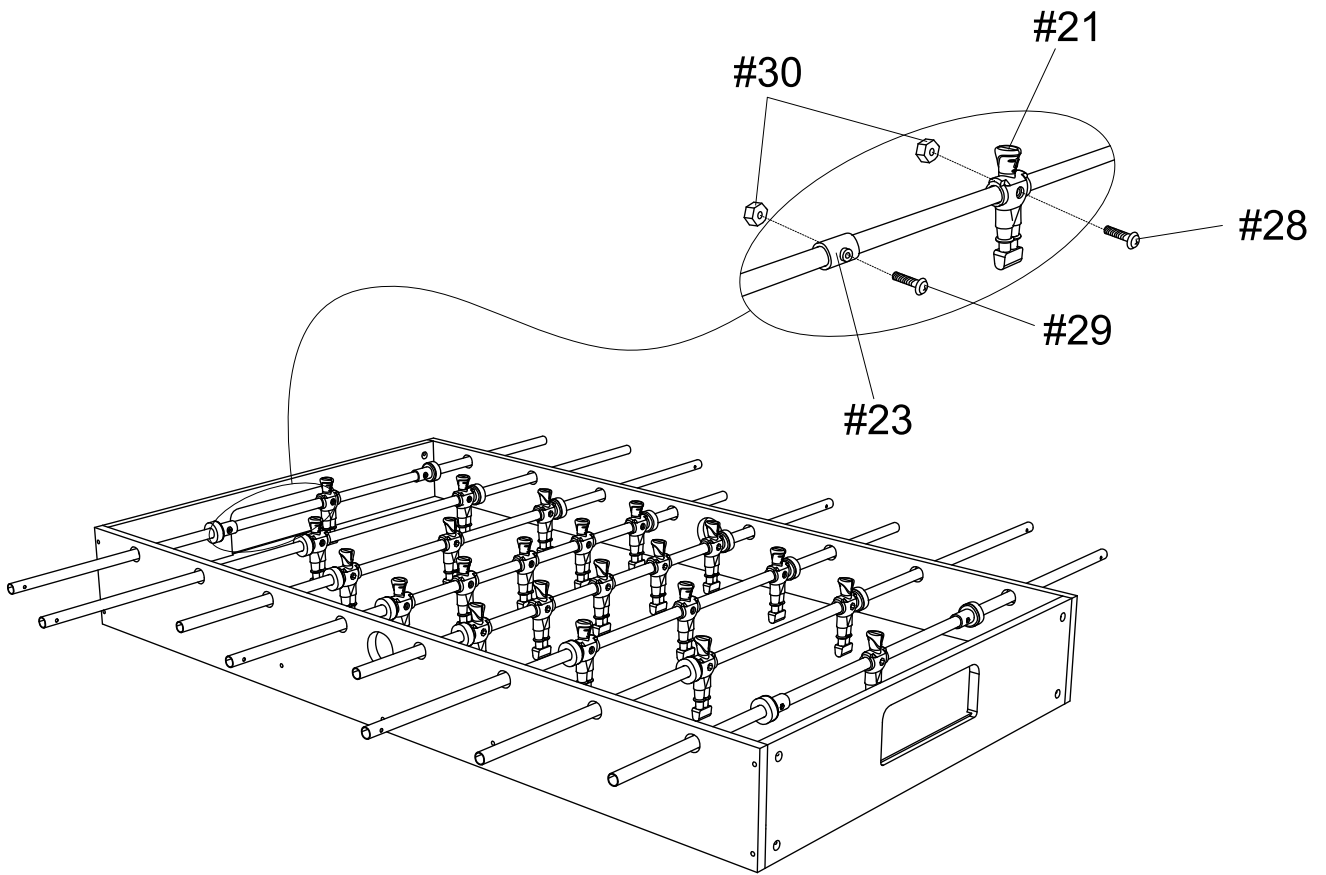


○ Blue player

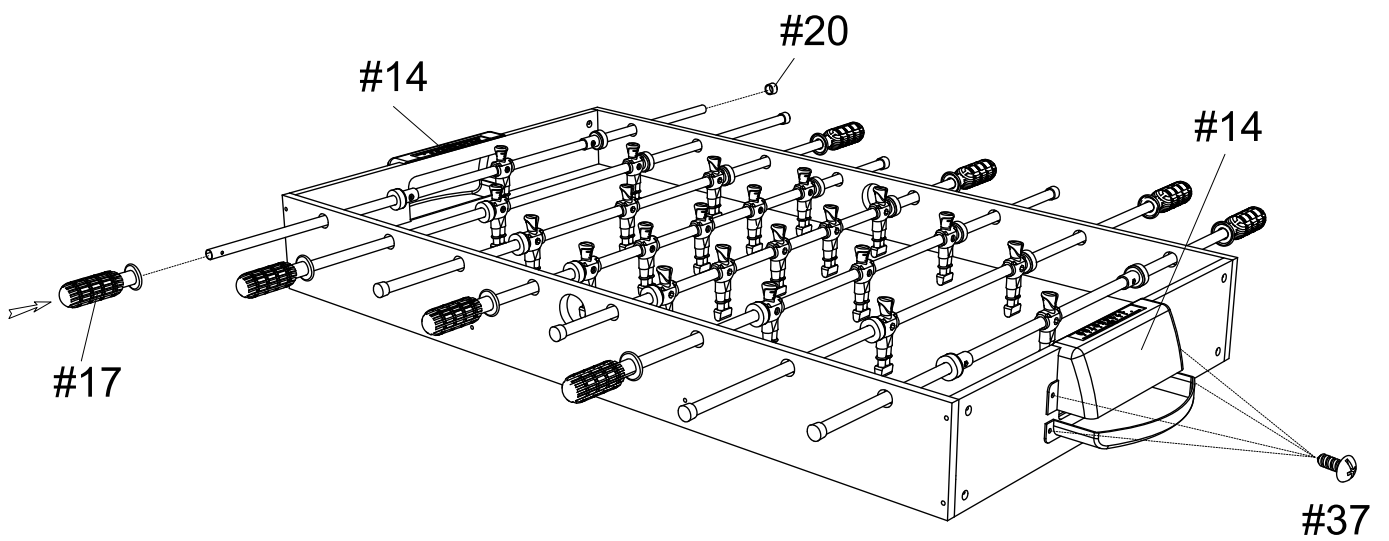
□ Red player



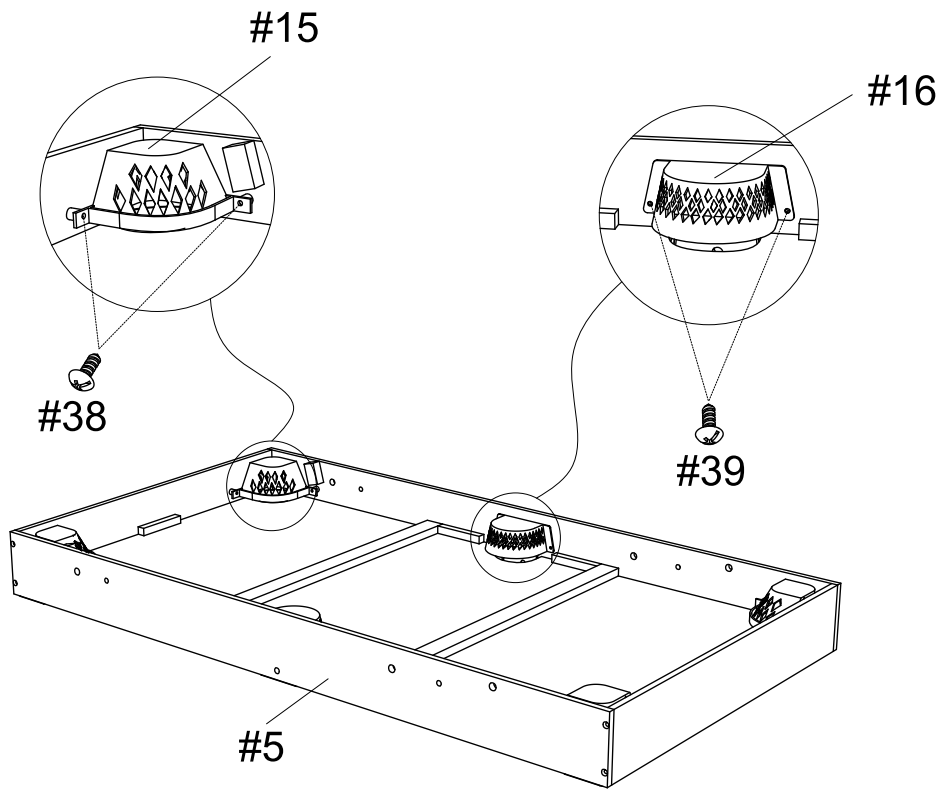
STEP 6



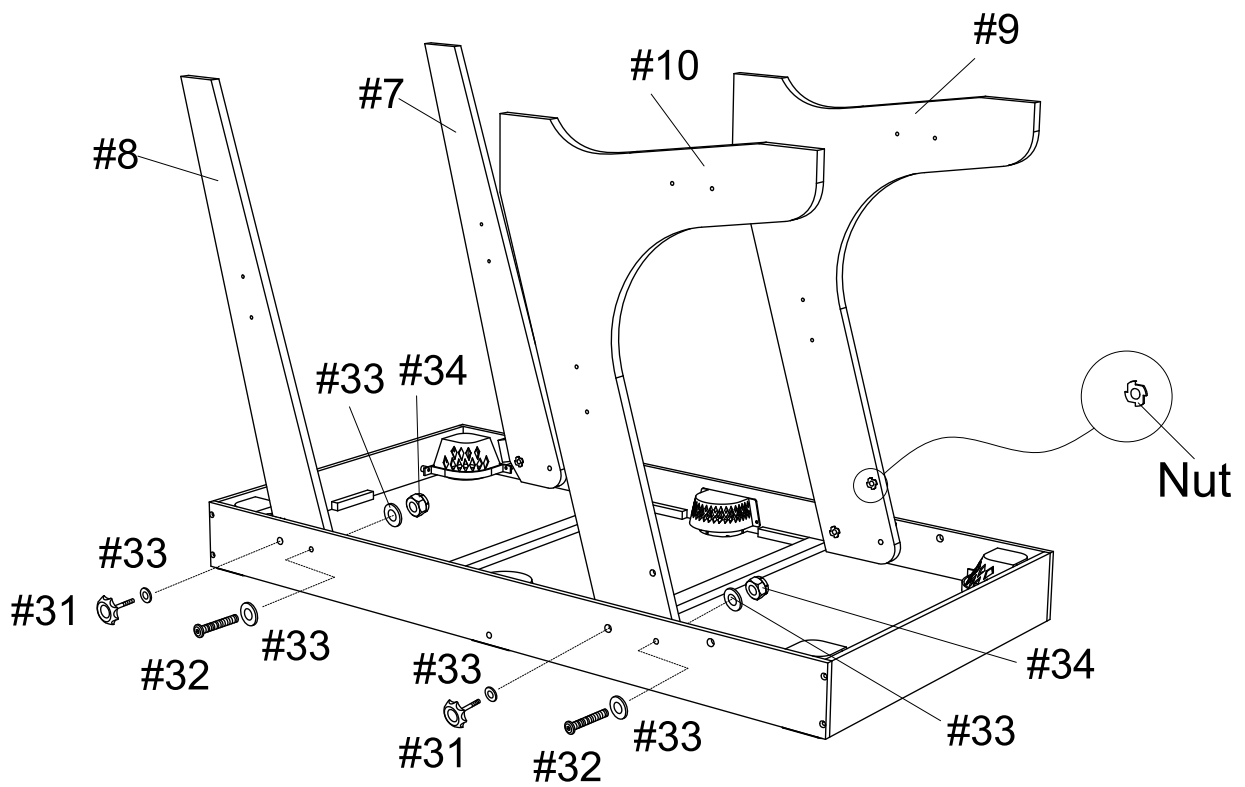
STEP 7



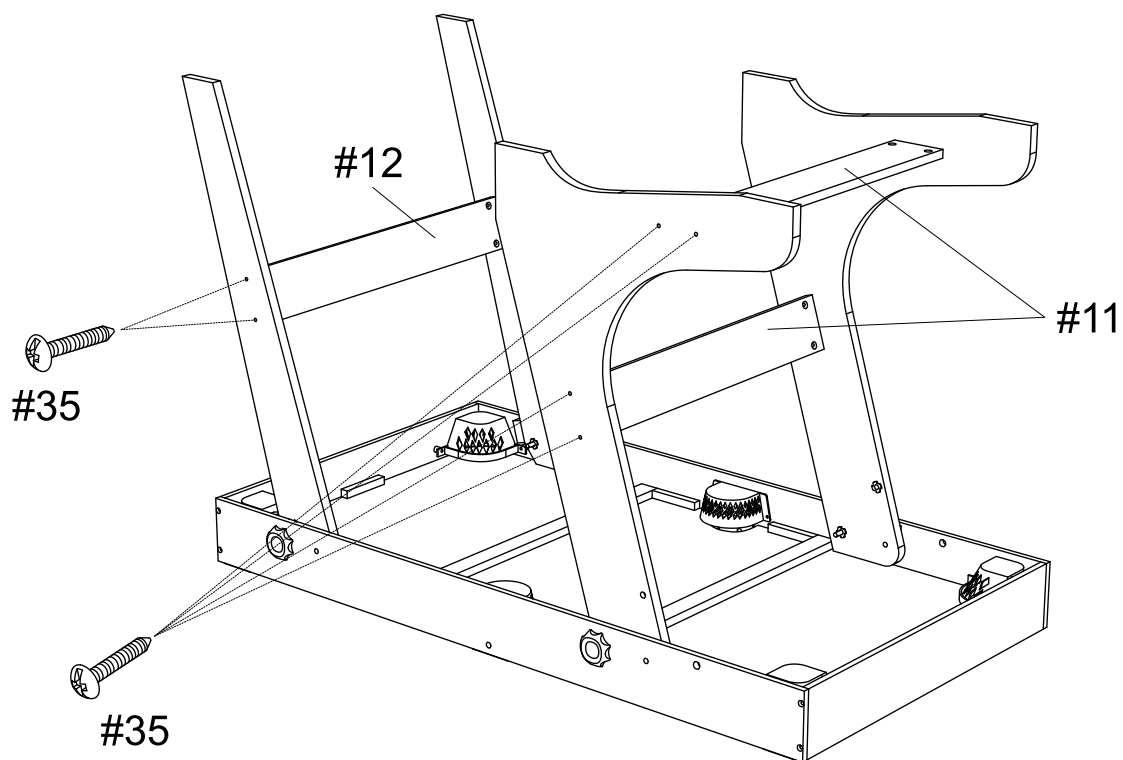
STEP 8



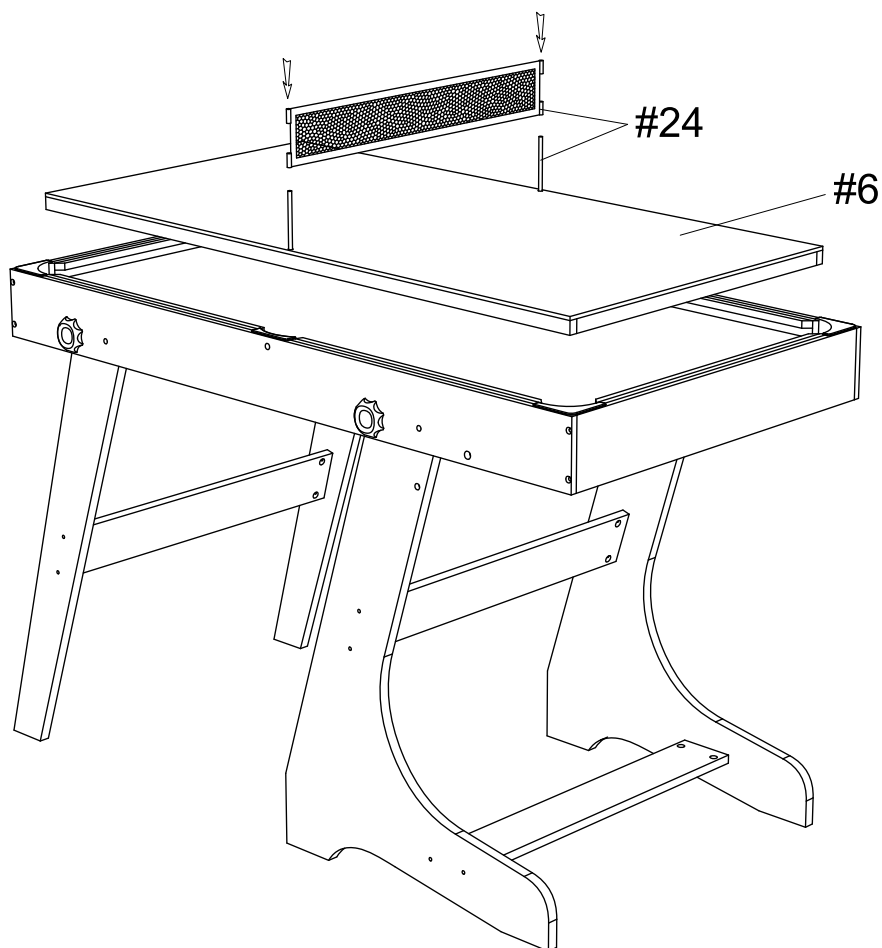
STEP 9



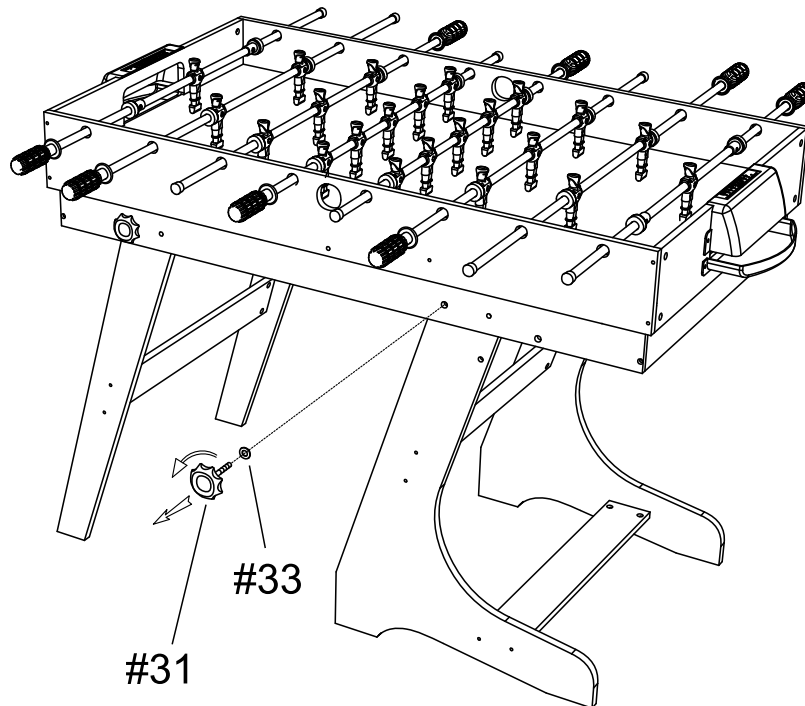
STEP 10



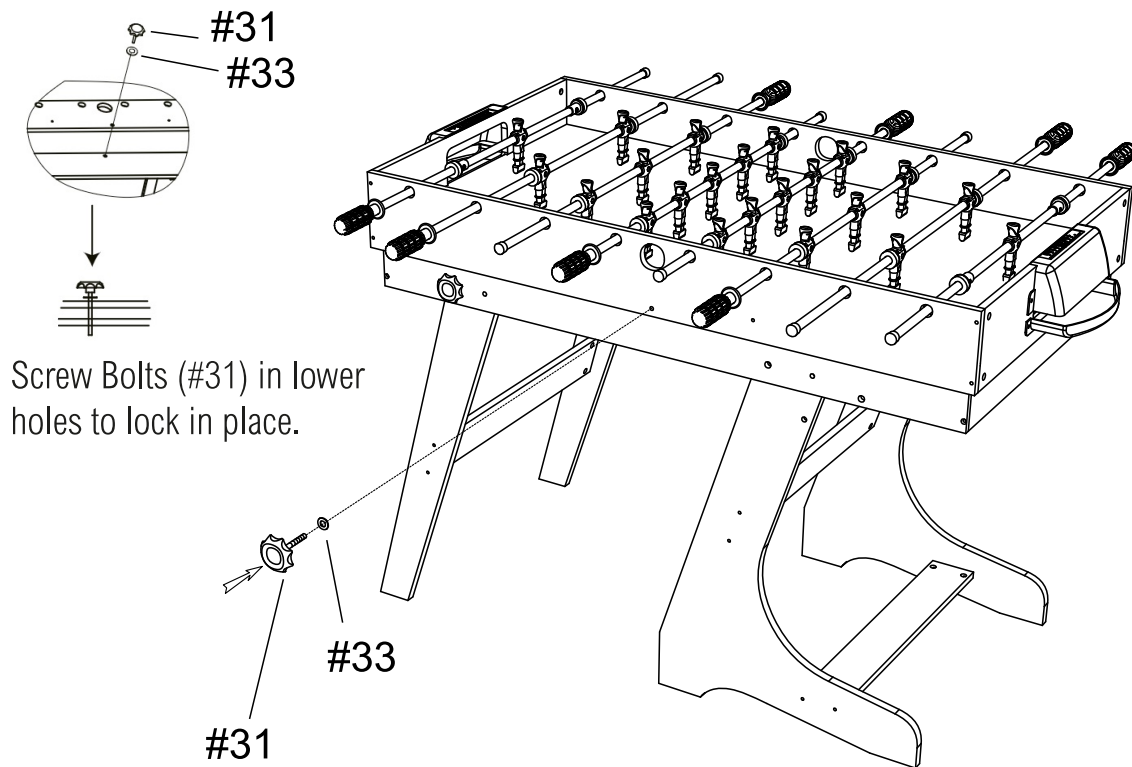
STEP 11



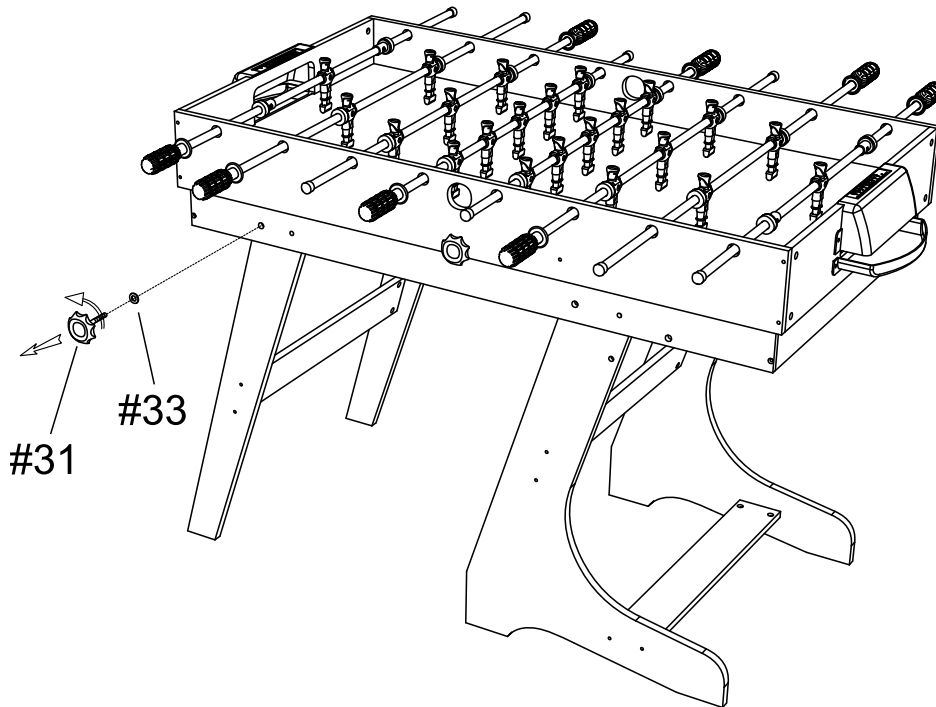
STEP 12



STEP 13

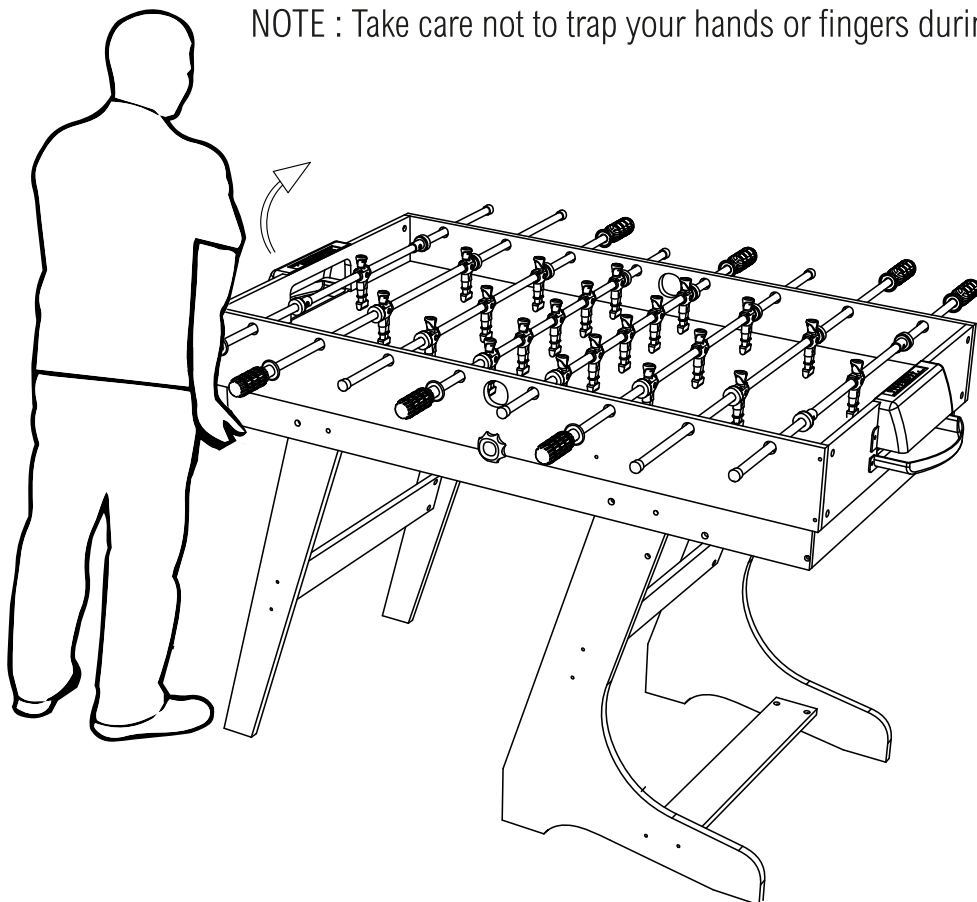


STEP 14

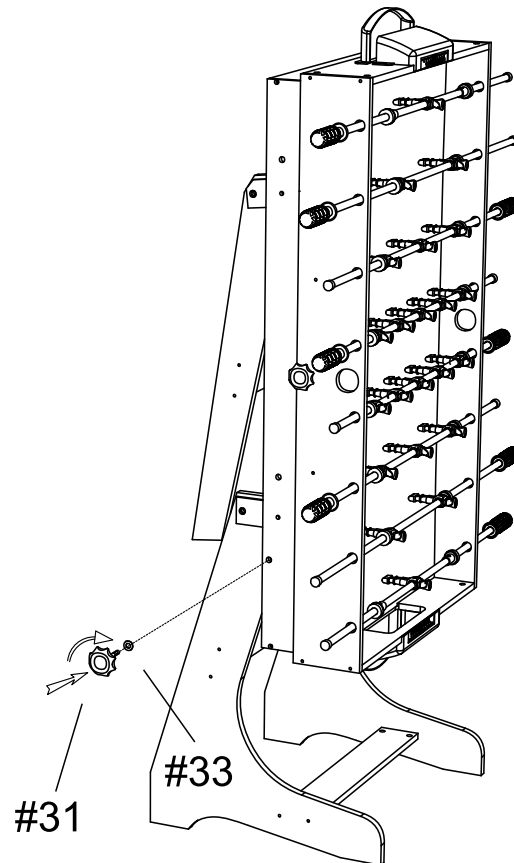


STEP 15

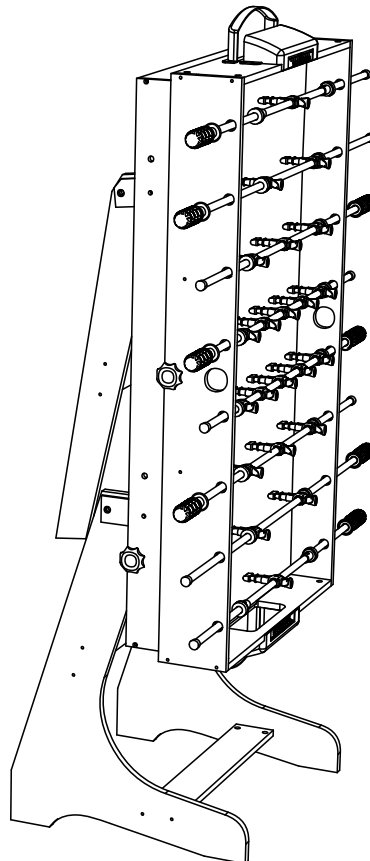
NOTE : Take care not to trap your hands or fingers during folding.



STEP 16

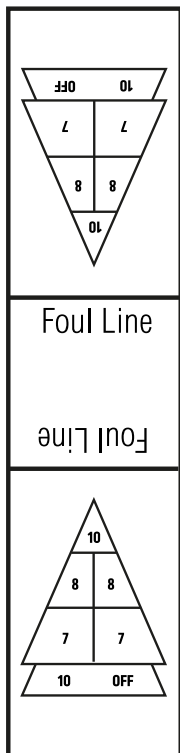


STEP 17



SHUFFLEBOARD RULES

Player 1 Player 2



Player 1 Player 2

Each side of the shuffleboard court is marked for scoring. The scoring area is a large triangle divided into sections. The tip of the triangle, closest to the players, is worth 10 points. The next section of the triangle is worth eight points, and this section is split in half down the center. The bottom of the triangle is worth seven points, and this section is also split in half.

Below the triangle, there is another area that says "10 off."

- it simply means that if your puck lands in this section, it is worth -10 points.

Your basic goal is to score the most points.

Each disc must get past the far foul line to be kept in play.

If a disc doesn't go past the far foul line, it is removed from the court.

Important shuffleboard rules:

- Both players play in the same direction down the table, then play up the table for round 2 etc.
- To slide a disc legally, the slide must be one smooth motion.
- You can knock opponents discs off their positions.
- Discs must land between the far foul line and the 10 OFF area. Discs landing outside of this zone get removed off the board.
- Each player has 2 discs to roll per round

To score:

Play to 75 points, or a previously agreed total.

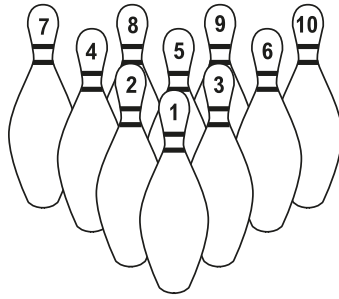
Scores are not taken until a round of 2 players is finished. A player can't win until a round is complete because their opponent still has a chance to knock off their scoring discs — or they might accidentally knock off their own discs. If players both exceed 75 points at the end of the same round, then the player with the highest score is declared the winner.

To score, a disc must be completely inside the lines of a scoring area. If a disc is touching any lines (view it from above), it is not worth any points - even if the only line a disc is touching is the line splitting the seven-point area, the disc is still worth zero points.

If your disc land within the 10 OFF, you take 10 points off your score. If your disc is touching the edge line of the 10 OFF zone, you take 5 points off.

If a disc slides off the court, it is not counted for scoring purposes.

TEN PIN BOWLING RULES



The goal of bowling is simple – to knock down as many pins as possible.

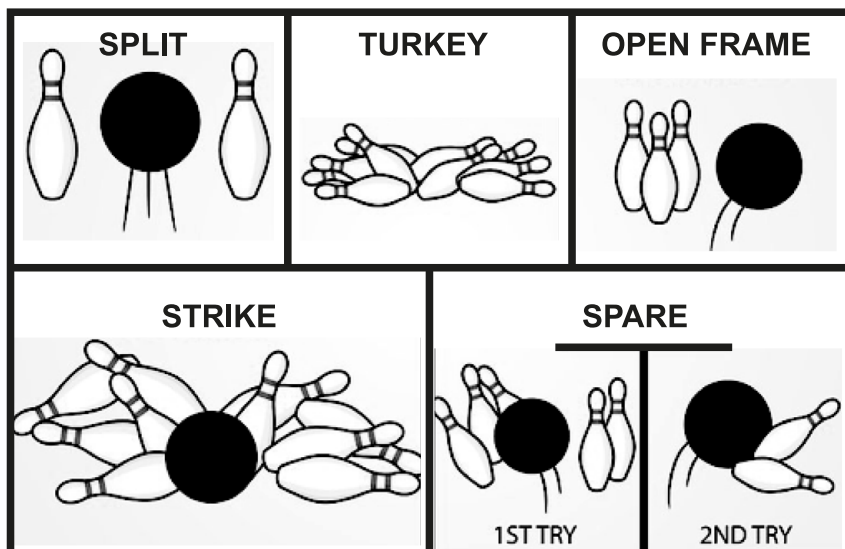
The more pins you knock down, the more points you score.

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."



CHILDREN CARD GAME RULES

3. GO FISH Players: 2+

How to play:

- Deal five cards to each player. Put the remainder face down in the middle of the table.
- You take it in turns to ask other players for cards, and the aim is to get as many sets of four as possible before the game finishes.
- When it's your turn, you can ask anyone for a card, as long as you have a card of that number or rank in your hand.
- If they have one or more cards that you've asked for they have to give it to you. Then you get another go and repeat the above.
- However, if you ask for something and the person hasn't got it they must shout 'Go Fish!'
- You then pick a card up from the centre pile. If the card you pick up happens to be the same as the one you'd just asked for, then you continue your go. Otherwise the person who said 'Go Fish' has a turn next.
- When you have four cards that match (e.g. four Kings), lay them down on the table.

The winner is ...

The game finishes when all cards have been laid down in sets of four – the person with the most sets wins.

Variation

- To give yourself more of a sense of achievement, aim to collect pairs rather than set of four.

4. OLD MAID Players: 2+

How to play:

- Start the game by removing one of the Queens from a pack, then deal the remaining cards evenly between the players (don't worry if some players have one or two more cards than others).
- Each player picks up their cards and removes all pairs (e.g. two Kings) and puts them face down in front of them.
- If a player has three of a kind, he removes only two of those three cards.
- The person on the left of the dealer then takes one of the dealer's cards (without looking at it).
If they can make a pair, they do so and then they offer their remaining cards to the person on their left, who takes one.

The winner is ...

This continues until all cards have been paired except one – and the player who has that card is the Old Maid!

5. MEMORY Players: 1+

How to play:

- Spread out a pack of cards face-down on the table or floor.
- The first player turns over two cards, letting all the players see them. If the cards match (for example, a pair of twos), the player picks them up and keeps them.
If they don't match, the player turns them face-down again, and play moves to the next player on the left.

The winner is...

- When all the cards have been paired up, whoever has the most pairs is the winner.

6. SLAPJACK Players 3-6

How to play:

- Deal out the cards evenly to all players (don't worry if some have one or two more cards than others).
- Take it in turns to place a card face-up on the table.
- When a Jack appears, all players try to be first to slap their hands down on the pile of cards and yell 'Slapjack!'
- Whoever gets there first wins all the cards.

The winner is...

The player left holding all the cards.

CHILDREN CARD GAME RULES

7. PIG Players: 3+

How to play:

- Deal out four cards to each player.
- The players look at their cards, then each player passes one card to the left and picks up the card passed by the player on his right. The aim is to get four cards with the same number or rank.
- This passing continues as rapidly as possible so that players find it difficult to keep up.
- As soon as a player has four of the same in their hand (all threes for example), they stop passing or picking up cards and put a finger to their nose.
- The other players must now stop and touch their nose too.

The winner is ...

The last person to touch their nose is the Pig. They then sit out while everyone else plays again.

The rounds continue until you have just one player left: the winner.

8. SOLITAIRE Players: 1

How to play:

- First, deal the cards:

In a row from left to right, lay out one card face up, then six cards face down.

Lay one card face up on top of the second card (slightly overlapping), then five more cards face-down on top of the other cards. Repeat until the seventh pile has seven cards, with the bottom one facing up.

Place the remaining cards face-down near the piles.

Leave room for four 'foundation piles' – one pile for each suit (e.g. one for hearts, one for spades, etc...).

Now you can get started. The ultimate aim is to move all the cards to the foundation piles, but first, you'll need to move the cards around a bit.

- Cards can be stacked in number order, with alternating suits. So, for example, a red two can go on top of a black three; a black Queen can go on top of a red King. When a pile is empty, any King can be placed in the empty space.
- When you uncover an Ace, move it to one of the foundation piles. These are stacked in reverse number order, so the two of hearts goes on top of the Ace of hearts, etc.
- When you can't make any more moves, turn over one of the cards from the pile of remaining cards. If you can, place it on one of the piles – if not, turn over another card. Once all cards have been turned over, you can turn the pack upside-down and start again.

The winner is ...

The game ends once all the cards are in the foundational piles. It is not always possible to win at solitaire!

9. PREDICTIONS Players: 2-3

How to play:

- All the cards are dealt out between two or three players. Take it in turns to place your top card on the table.
- Just before you turn over your top card, you must say a number or rank of card out loud (e.g. 'two' or 'King').
- You are trying to predict what the next card will NOT be.
- You are not allowed to keep saying the same number over and over, or say what the previous person said. Other than that, it's entirely up to you.

The winner is ...

- If you call out a card number and the one you turn over matches, you're out of the game.
- The aim is to get rid of all your cards without predicting any of them (Sounds easy? Give it a go.)

BACKGAMMON RULES

Backgammon Equipment:

- Backgammon board
- 30 checkers, 15 white and 15 black
- Two dice for each player

Terminology

Checker: The game pieces that players move around the board

Point: A triangle-shaped space on the board. The backgammon board has 24 points on it, and each one is given a number.

Middle Bar: The bar that separates the two sides of the backgammon board

Home Board: The six points at the bottom right of the backgammon board if you're playing white or the bottom left of the board if you're playing black

How to Set Up the Backgammon Board

Setting up your board is very simple. The two players sit across from one another, and everything you do for setup mirrors what your opponent does.

Five checkers will be put on the 6-point.

White Team: Three checkers are put on the 8-point. Five checkers are put on the 13-point. Two checkers are put on the 24-point.

Black Team: Three checkers are put on the 17-point. Five checkers are put on the 19-point. Two checkers are put on the 1-point.

Playing the Game

To start the game, each player rolls one of their dice. Whichever player gets the higher number goes first; if you tie, roll again. The player who goes first uses the two numbers on the dice as their first roll.

The rolled numbers on the dice represent two separate moves. For example, if you roll a 2 and a 4, you can choose to either move one checker 2 spaces and another checker 4 spaces or move one checker 6 spaces.

If your die lands on a checker, outside the board, or leaning against the edge of the board, you have to reroll it because it's not considered a valid move.

When you move your checkers, they have to be moved to an open point along the path from your opponent's home court to your own side. An open point is defined as any point on the board that is not currently occupied by 2 or more opposing checkers.

If you roll doubles, then you've earned two extra moves.

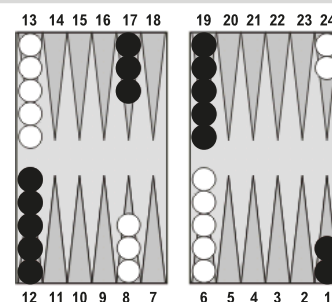
If you roll a number but you can't find an open point on any of those numbers to move a checker to, then you lose a turn. If you can only play one number, then you only lose your turn on one of your dice.

When you move a checker onto a point that has one of your opponent's checkers, the opponent's checker is moved onto the middle bar. Any checker of yours that's on the middle bar must be returned to play on the point farthest away from you before you can make any other moves.

When one player's checkers are all within their home board, they can start removing checkers from the board. The first person to remove all of their checkers from the board wins.

If you don't have any checkers off of the board by the time your opponent has removed all of theirs, it's called a gammon.

If you still have a checker on your opponent's home board or on the bar after they have removed all their checkers, it's known as a backgammon.



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