



Item # 45-6041

Air Powered
7' HOCKEY / POOL ROTATING GAME TABLE



6

**IN ONE
GAME TABLE**

- HOCKEY**
- POOL**
- TABLE TENNIS**
- FOOTBALL**
- BASEBALL**
- BOWLING**





WARNING:

Rotating game should be done under adult supervision. Rotating table may cause a pinching hazard for young children and pets. Please exercise caution. At least two adults are needed to put this game table together.

ROTATING THE TABLE: Making sure there is no one in the way, begin the rotation by releasing the 4 lock pins (#6) , two on each leg panel . When the table top has been turned over , Push in the lock bolts until they firmly snap in place.

Tools Needed For Assembly:

Screwdriver

Alan wrench (included)



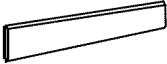
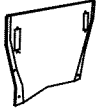

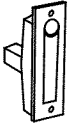

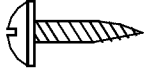
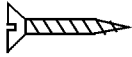


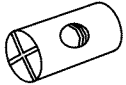



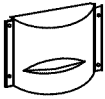
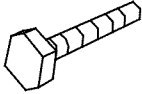


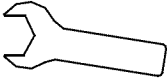
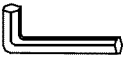



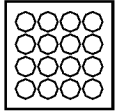
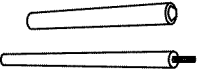

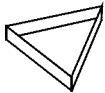





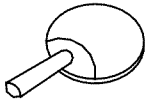

Level

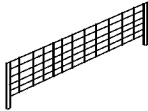






Assembly Tips:

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.

If you are using an electric screw driver in assembly, please set at low torque and do not overtighten the hardware.

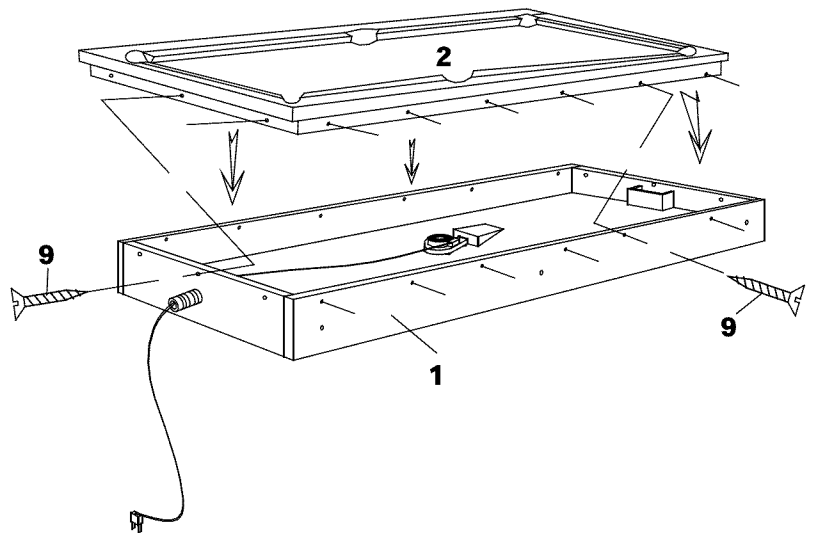
Parts List

<p>1#</p>  <p>Hockey Table Top 1 Piece</p>	<p>2#</p>  <p>Pool Table Top 1 Piece</p>	<p>3#</p>  <p>Side Panel 2 Pieces</p>	<p>4#</p>  <p>Leg 2 Pieces</p>	<p>5#</p>  <p>Leg Panel 2 Pieces</p>
<p>6#</p>  <p>Lock Pin 4 pieces</p>	<p>7#</p>  <p>3/16" Bolt 8 Pieces</p>	<p>8#</p>  <p>1/2" Head Screw 16 Pieces</p>	<p>9#</p>  <p>1" Flat Head Screw 18 Pieces</p>	<p>10#</p>  <p>1/4" Bolt 6 Pieces</p>
<p>11#</p>  <p>1/4" Washer 6 Pieces</p>	<p>12#</p>  <p>5/16" Barrel nut 8 Pieces</p>	<p>13#</p>  <p>5/16" Bolt 8 Pieces</p>	<p>14#</p>  <p>5/16" Washer 8 Pieces</p>	<p>15#</p>  <p>Plastic Aglove 2 Pieces</p>
<p>16#</p>  <p>Puck catcher 2 Pieces</p>	<p>17# (PRE-INSTALLED)</p>  <p>20mm Hex Bolt 2 Pieces</p>	<p>18#</p>  <p>20mm Washer 3 Pieces</p>	<p>19#</p>  <p>20mm Hex nut 2 Pieces</p>	<p>20#</p>  <p>Wrench 1 Piece</p>
<p>21#</p>  <p>Allen key tool 1 Piece</p>	<p>22#</p>  <p>Hockey Striker 4 Pieces</p>	<p>23#</p>  <p>Hockey Felt 4 Pieces</p>	<p>24#</p>  <p>Hockey Puck 4 Pieces</p>	<p>25#</p>  <p>Billiard balls 1Set</p>
<p>26#</p>  <p>Cue stick 2 Pieces</p>	<p>27#</p>  <p>Brush 1 Piece</p>	<p>28#</p>  <p>Triangle 1 Piece</p>	<p>29#</p>  <p>Chalk 2 Pieces</p>	<p>30#</p>  <p>Leg Leveler 4 Pieces</p>
<p>31#</p>  <p>Football 2 Pieces</p>	<p>32#</p>  <p>Goal Post 2 Pieces</p>	<p>33#</p>  <p>Table Tennis Ball 2 Pieces</p>	<p>34#</p>  <p>Table Tennis Bat 2 Pieces</p>	<p>35#</p>  <p>Table Tennis Post 2 Pieces</p>

<p>36#</p>  <p>Table tennis net 1 Piece</p>	<p>37#</p>  <p>Baseball 4 Pieces</p>	<p>38#</p>  <p>Baseball Markers 6 Pieces</p>	<p>39#</p>  <p>Baseball Bat 2 Pieces</p>	<p>40#</p>  <p>Bowling Ball 1 Piece</p>
<p>41#</p>  <p>Bowling Pin 1 Set</p>	<p>42#</p>  <p>Table Tennis Board 1 Piece</p>			

Step 1

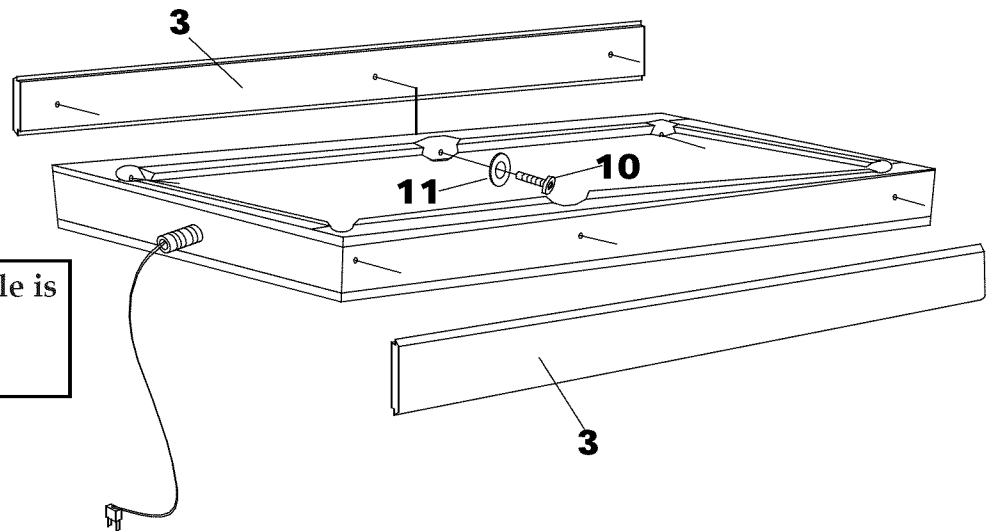
Remove all components from the carton. NOTE: Parts are packed inside the table top (#1). Remove the pool table surface (#2), inside the table top you will find all the parts needed to assemble your table. When all the parts are out of the table top, replace the pool table surface. Attach the pool table surface by using the screws (#9).



Step 2

Pedestal Assembly

Remove two side panels (#3) from pack and screw them into table top using bolts (#10) and washers (#11).

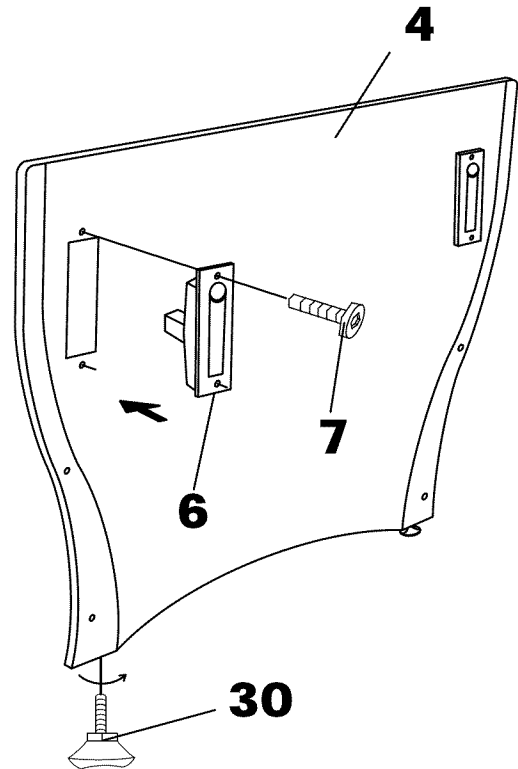


Note: Predrilled hole is located behind the plastic drop pocket.

Step 3

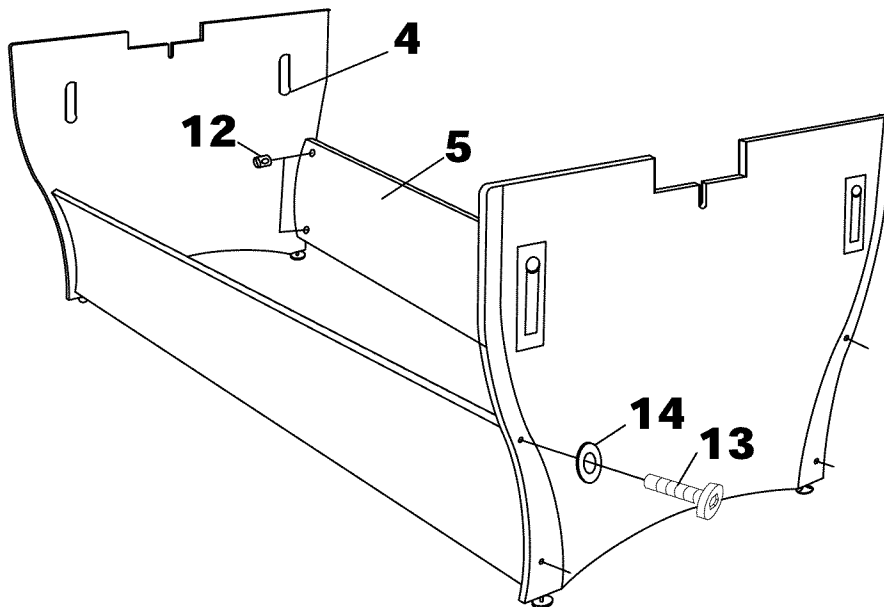
Assembling The Base

Screw the lock pin (#6) to the leg piece (#4) using the bolts (#7). Attach the leg levelers (#30) to the bottom of the leg.



Step 4

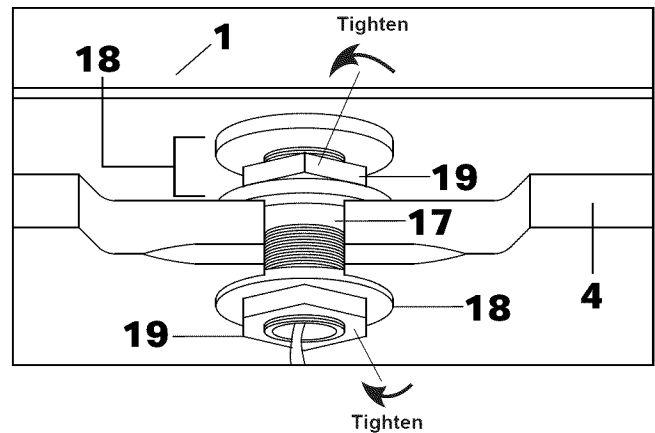
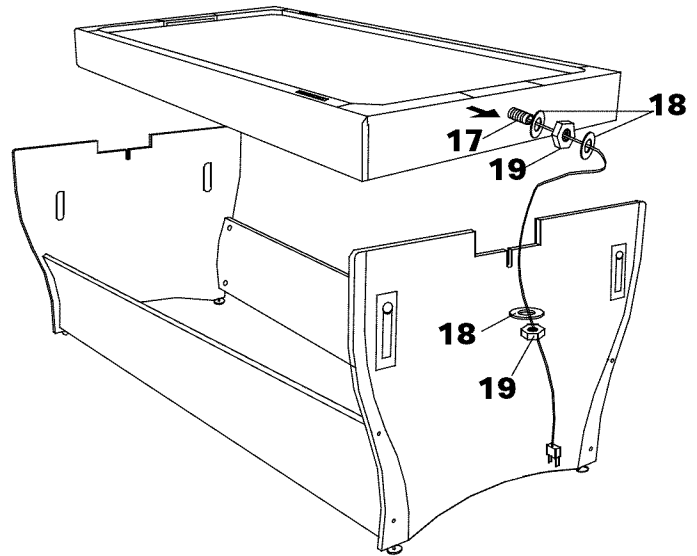
Attach two leg panels (#5) to the two end leg pieces (#4) using bolts (#13) and washers (#14). Hold barrel nut (#12) in place using a screwdriver. To line up the threads, turn the screwdriver until threads line up with bolt (#13).



Step 5

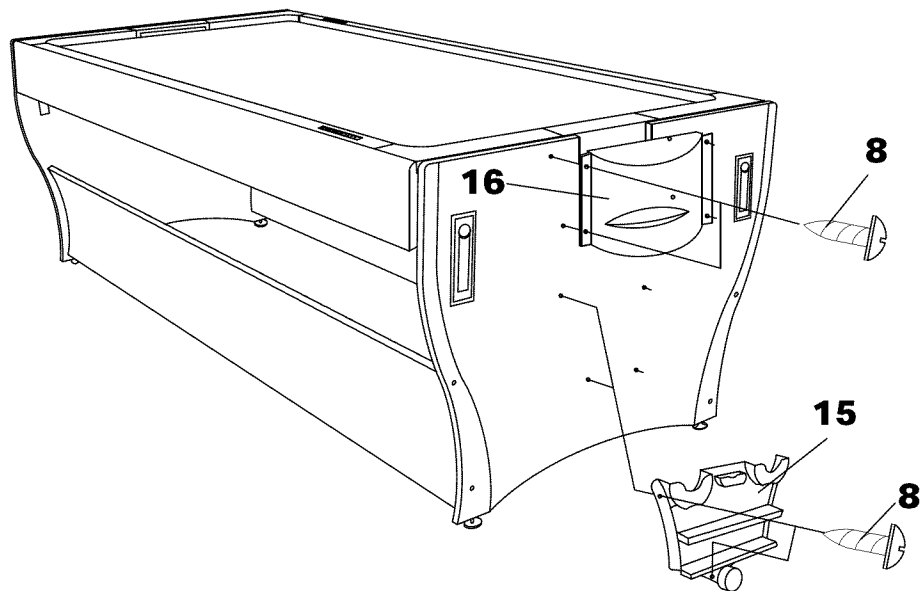
Attaching The Table Top To The Base Frame

You are now ready to place the table top (#1) onto the base frame. With the help of a few friends, have two people on each side of the table top, and the other on the end to help guide the threaded shaft into the slot on the end panel. Once in place attach the 20mm washer (#18) and the 20mm hex nut (#19) on the threaded shaft sticking out past the leg panel. To secure the table top to the leg panel use both of the wrenches (#20) provided. Tighten each of the nuts (#19) on each side of the leg panel towards each other, firmly tighten. This will lock the table top to the base frame, and still allow the table top to spin freely.



Step 6

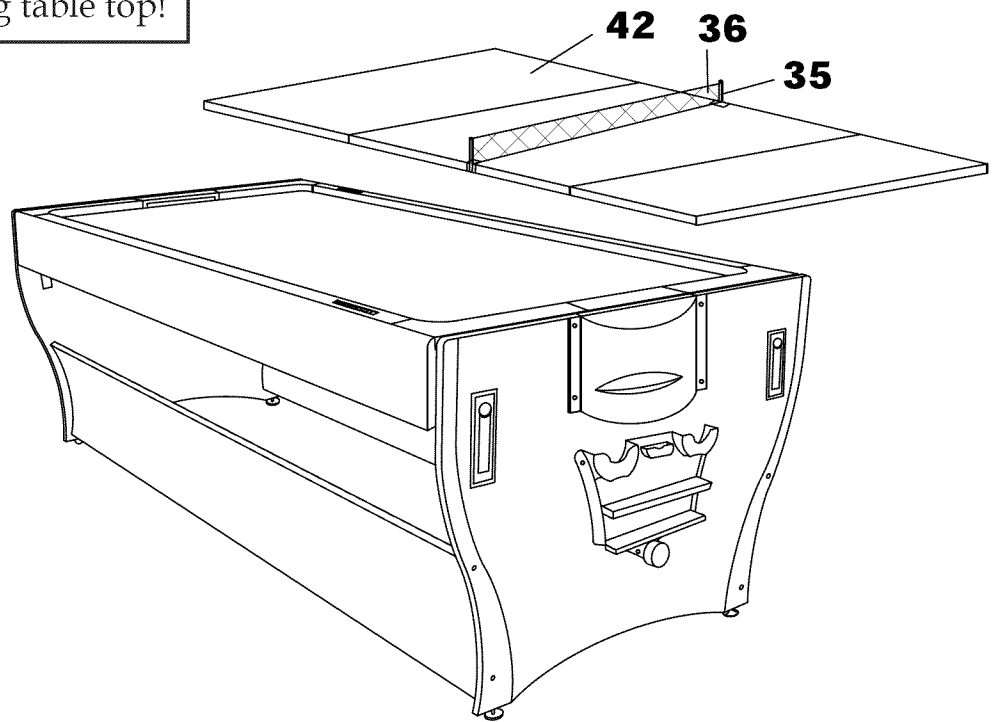
Attach the puck catcher (#16) into the predrilled holes on each end using head screws (#8). Attach the plastic accessories storage unit (#15) into the predrilled holes on the end panel using screws (#8).



Step 7

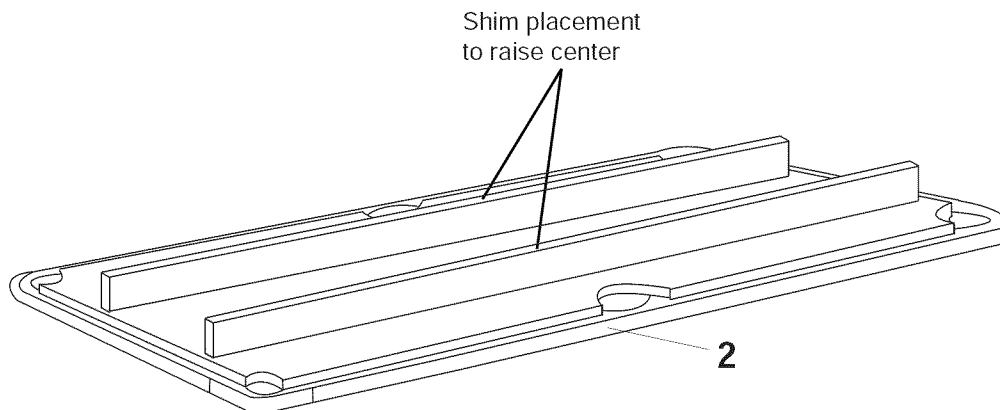
Unfold the game top (#42) and place on table surface.

WARNING: Tennis top must be removed before rotating table top!



Trouble Shooting:

If the pool table side is not level first try to level by using the leg levelers on each leg. Most of the time the table can be easily leveled using this method. If the table surface still needs adjustments shims may be used on the cross supports to bring up the low spots. See example below:



If you have any problems with your new product, **DO NOT RETURN IT TO THE STORE!** Please contact us at 1-866-815-4173, or e-mail us at Customerservice@Triumphsportsusa.com

FOOTBALL TIPS:

Shots which fail to reach the end of the table allow the opponent to "receive possession", that is, to take his own shot from that point. Players generally alternate shots until one scores a touchdown or the paper football is knocked completely off of the table. In some variations, a shot which results in part of the paper football extending over the side of the table results in a "first down", and the shooter is allowed another shot from that point. Shots which go entirely off of the side of the table are considered "out of bounds", and the opponent is allowed a shot from the point at which the paper football went over the edge of the table, or an equivalent spot directly inward from that point.

Shots which go entirely off of the end of the table result in the opponent being allowed to kick a "field goal", which employs precisely the same method as described above for "extra points" after touchdowns, except that it scores three points rather than one. In some variations, a shot that goes off the end of the table is scored an "off," and a player gets to attempt a field goal once their opponent has accumulated a pre-determined number of "offs," often three.

Games are not of any specific length and are usually played until one participant scores a predetermined number of points (often 21) and is then recognized as the winner. Games are generally played quite quickly unless the predetermined number of points required is very high.

BOWLING:

A game of ten pins consists of ten frames. A player delivers two balls in each of the first nine frames unless a strike is scored. In the tenth frame, a player delivers three balls only if a strike or spare is scored. Every frame must be completed by each player bowling in regular order.

Game - How Scored - Except when a strike is scored, the number of pins knocked down by the player's first delivery is to be marked next to the small square in the upper right hand corner of that frame, and the number of pins knocked down by the player's second delivery is to be marked inside the small square. If none of the standing pins are knocked down by the second delivery in a frame, the score sheet shall be marked with a (-). The count for the two deliveries in the frame shall be recorded immediately.

Strike - A strike is made when the full setup of ten pins is knocked down with the first delivery in a frame. It is marked by an (x) in the small square in the upper right-hand corner of the frame where it was made. The count for one strike is 10 plus the number of pins knocked down on the player's next two deliveries.

Double - Two consecutive strikes is a double. The count for the first strike is 20 plus the number of pins knocked down with the first delivery following the second strike.

Triple or Turkey - Three successive strikes is a triple or turkey. The count for the first strike is 30. To bowl the maximum score of 300, the player must bowl 12 strikes in succession.

Spare - A spare is made when the second delivery knocks down all the standing pins, and the score sheet shall be marked with a (/). The count of a spare is 10 plus the pins knocked down in the following delivery.

HOCKEY:

1) This game is designed to be played with two (2) players, one at each end, or with four (4) players, two at each end of the game table.

2) Play begins when the puck is placed on the playing surface. Players must hit the puck with the hand-held pushers and attempt to shoot into the opponent's goal.

3) One point is given when a puck is shot into the opponent's goal.

4) Winning: the winning goal is accomplished by being the first player to reach a predetermined score or by being the player to score the most points within a given period.

TABLE TENNIS:

In singles, the server first makes a good service and then the receiver makes a good return. Thereafter, server and receiver alternately each make a good return.

In doubles, the server first makes a good service and the receiver returns the ball. Then the partner of the server makes a good return, followed by the partner of the receiver returning the ball. Thereafter, each player alternately in that sequence makes a good return.

Serving

After hitting it, the ball must first touch the server's own court and pass directly over the net or around the net assembly, then touching the receiver's court.

In doubles, the ball must first touch the server's right half-court or center line, pass over the net, and then touch the receiver's right half-court or center line.

If, in attempting to serve, a player fails to strike the ball while it is in play, he loses a point.

Return

After the ball is served or returned in play, it is struck so that it passes directly over the net and its assembly and touches the opponent's court. A returned ball which touches the net or its supports on the way over to the other side, is considered a good return.

Ball will stay in play until

The ball is in play from the last moment at which it is stationary on the palm of the server's free hand before being projected in service until:

- a point is scored.
- it touches the same court twice consecutively.
- it has been volleyed.
- it touches a player, or anything he wears or carries, other than his racket or his racket hand below his wrist.
- it touches any object other than the net or its support (referred to above).
- it is struck by a player more than once consecutively.
- it touches, in a doubles service, the left half-court of the server or receiver.
- it is struck, in doubles, by a player out of sequence, except where there has been a genuine error in playing order.

POOL:

After the break, regardless of whether any balls were pocketed on the break, the table is Open, with the choice of stripes or solids determined by the next legally pocketed ball.

In the course of play, a player must call each shot in advance, by indicating the ball to be made and the pocket into which it will be made. It is not necessary to indicate details such as cushions, banks, caroms, etc. Failure to make the shot as called results in a loss of turn. If the shot is made as called, then any other balls pocketed remain pocketed. However, if the called shot is not made and any other balls are pocketed, then the shooter's ball(s) that were pocketed would be spotted and any of the opponent's balls would remain pocketed.

In order to execute a Legal Shot, the first ball hit must be one of the balls in the shooter's group (stripes or solids) and the object ball must be pocketed or the cue ball or any object ball must come into contact with a rail. (Note: It is legal for the shooter to bank the cue ball off a rail before hitting the object ball.)

A player who legally pockets a ball continues play until missing or committing a Foul. Once a player's ball group (stripes or solids) is pocketed, the player may play the 8 ball. Again, the player must clearly indicate the intended pocket, even if it appears obvious. A player who legally pockets all of his ball group and the 8 ball is the winner.

FOULS

1. Failure to execute a legal shot as defined above.
2. A scratch shot (shooting the cue ball into a pocket or off the table)
3. Moving or touching any ball by means other than legal play.
4. Shooting an intentional jump shot over another ball by scooping the cue stick under the cue ball. A jump shot executed by striking the cue ball above center is legal.
5. Using the 8 ball first in a combination shot when the table is not open.

Baseball:

Have one player slowly pitch one of the baseball pieces towards home plate. The other player will hit the baseball piece with the bat and move one of their team markers according to the results from the hit. You can set your own rules for how far the baseball piece must be in the outfield circle for it to count. Keep track of your score and the innings on a separate sheet of paper.

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