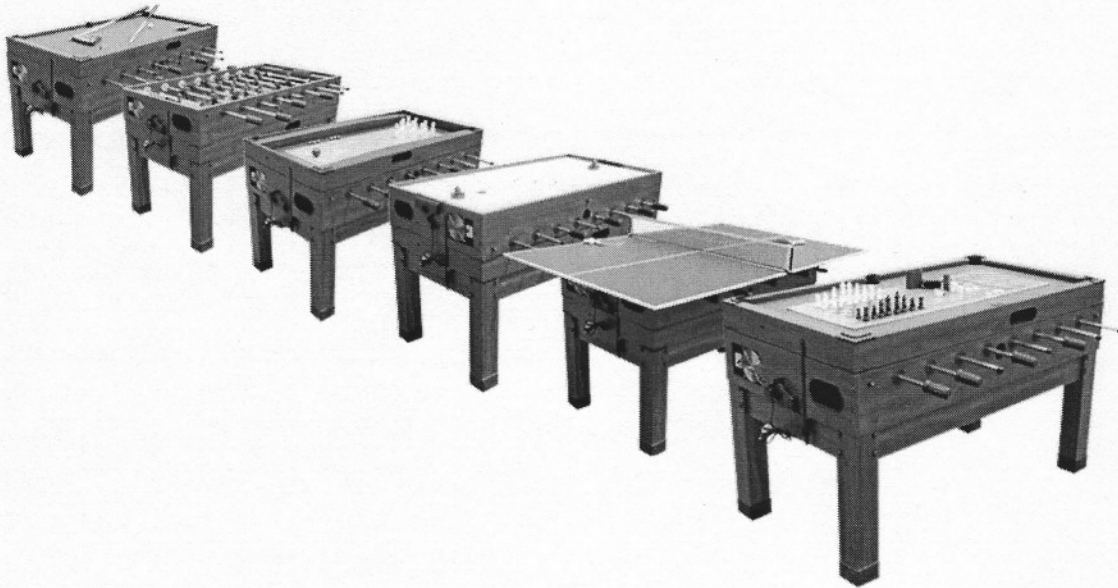




playcraft industries






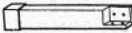














POOL TABLES & GAME TABLES


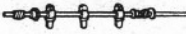







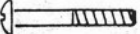

199 Ethan Allen Hwy. - Ridgefield, CT 06877



**The Playcraft 13in1 Multi Game Table
Instructions**

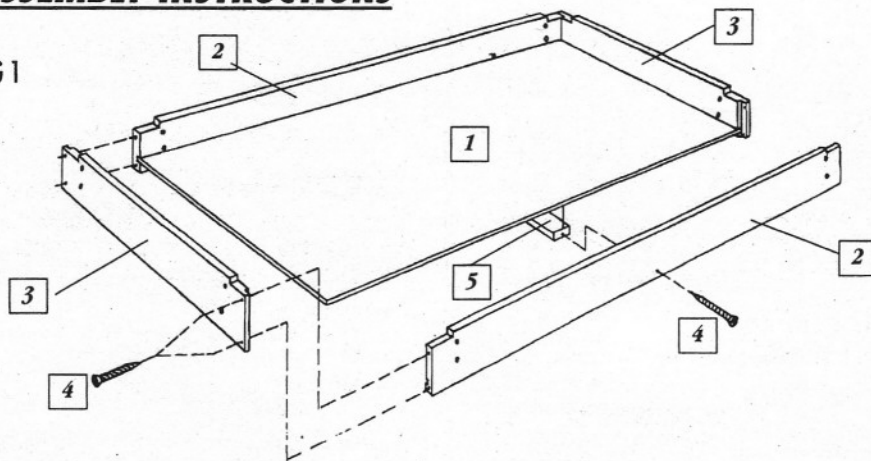
PARTS LIST

1		Bottom Unit Bed	1
2		Side Panel	2
3		End Panel	2
4		#8 x 1" Slothead Screw	14
5		Bottom Support Bar	1
6		Leg	4
7		Flat Black Washer 3/8"	20
8		Hex Bolt 3/8" x 1 1/4"	16
9		Leg Leveler	4
10		Billiard/Bowling Table Top	1
11		Soccer/Hockey Table Top	1
12		Table Tennis Table Top	1
13		Shuffle/Chess Game Board	1
14		Hockey Goal Assembly	2
15		Velcro® Loop	1
16		Soccer Scorer Assembly	2
17		Phillips Head Screw 1/2"	2
18		Table Clamp	2
19		Hex Nut	2
20		1 Player Rod	2

21		2 Player Rod	2
22		3 Player Rod	2
23		5 Player Rod	2
24		Rubber End Caps	8
25		Handle Grip	8
		Hex Wrench	1
26		Pushers	4
		Pucks	4
		Soccer Balls	4
27		Table Tennis Net Posts	2
28		Mini Table Tennis Net	1
		Table Tennis Paddle	2
		Table Tennis Ball	6
		Cue	2
		Billiard Ball Set	1
		Triangle	1
		Brush	1
		Chalk	2
		Backgammon/Checkers Set	1
		Dice	5
		Dice Cup	2
		Chess Set	1
		Bowling Pin	10
		2" Bowling Ball	1
		Shuffle Pucks	6
		Instructions	1
29		1/8" x 1 1/4"	26
30		1/8"	26

ASSEMBLY INSTRUCTIONS

FIG 1



STEP 1

Carefully slit all four corners of the shipping carton and fold the sides down so they lay flat on the ground. The bottom table unit will be assembled face down on the bottom of the shipping carton and then turned over onto its legs. Remove all parts, packaging, boxes from shipping carton along with the two pre-assembled table top units and set aside.

STEP 2

Attach bottom unit end panel (3) to bottom unit side panel (2) with two #8 x 1" slot head screws (4). Make sure the grooves are on the inside of the table unit. Do not tighten at this time. Repeat this procedure for other end panel. With three sides of the bottom table unit assembled, slide the

table bottom bed (1) into the grooves and attach the other side panel. See Fig. 1.

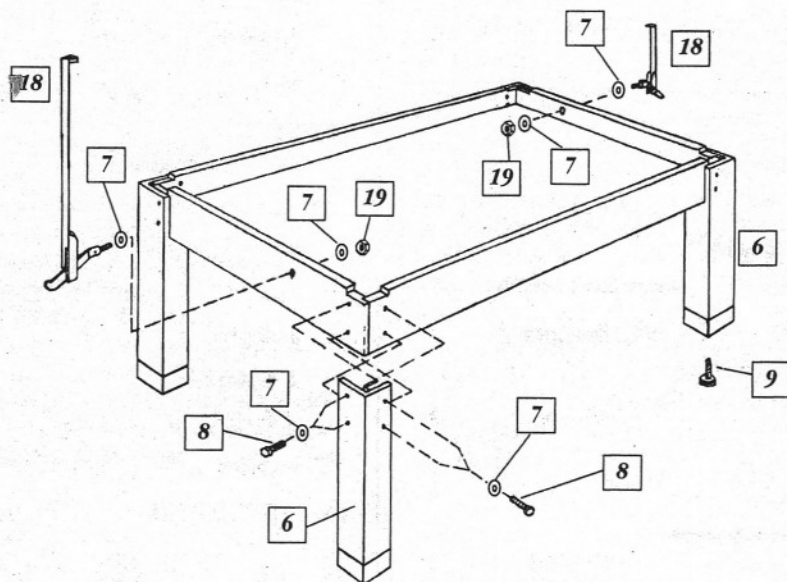
Align support bar (5) with holes in the side panels on the bottom side of table unit. Attach to the side panels using two #8 x 1" slot head screws (4). Securely tighten all screws.

STEP 3

Align leg (6) to the bottom table unit holes and secure to table using four $\frac{3}{8}$ " flat black washers (7) and four $\frac{3}{8}$ " x $1\frac{1}{4}$ " bolts (8).

Insert bolt (8) with washer (7) through the hole in the table frame and tighten into the stationary nut in table frame. Repeat for each hole. Tighten bolts using medium pressure. Repeat this step for additional 3 legs. See Fig. 2.

FIG 2



Insert Table Clamp (18) with washer (7) through the hole in the end panel and secure to washer (7) and hex nut (19) on inside of table. Repeat for other end panel. See Fig. 2.

Screw leg levelers (9) into the bottom of each leg.

With two adults, turn table right side up being careful not to rest weight on the legs during the process.
TIGHTEN ALL LEG BOLTS AT THIS TIME.

STEP 4: ROD ASSEMBLY

HELPFUL HINT: There are two teams, Red and Blue, totalling 22 players. When you assemble the players, please keep each team facing the same direction. Work from one side of the table and assemble one team. Once you have completed the rod assembly on one side, proceed to the other side.

Working from the inside of the Soccer table top, insert the 1 player rod (20 - *goalie*) into the left hand hole on the side of the table closest to the end panel. Push the rod as far left as possible to lower the rod enough to insert through the right hand hole on the opposite side panel.

Push on rubber handle grip (25) onto the left hand side of the rod, and rubber end cap (24) on the right hand side.

(2, 3, 5 man rods)

- Insert the 2 player rod (21) into the 2nd hole from the left on the side of the table top.
- Insert the 5 player rod (23) into the 4th hole from the left on the side of the table top.
- Insert the 3 player rod (22) into the 6th hole from the left on the side of the table top.

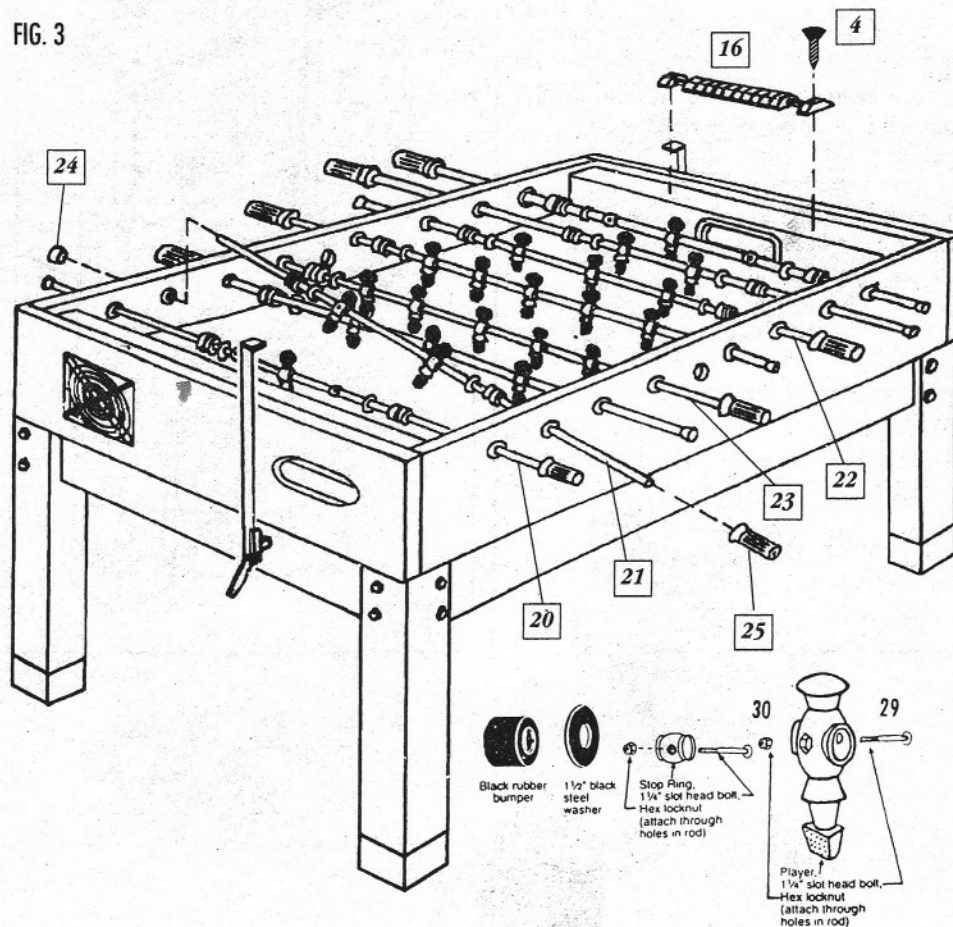
See Fig. 3.

STEP 5

Attach the Soccer scorer assembly (16) using two #8 x 1" slothead screws (4) above the end panel goals.

See Fig. 3.

FIG. 3



STEP 6:

Line up the Hockey Goal Assembly (14) hole to the hole in the outside frame surface of the end panels of the Hockey table top. Attach the hockey goal assembly using 1/2" phillips head screw (17).

On the end panel with the Air Hockey motor, attach the hockey goal assembly with the Velcro® Loop (15) and secure to table using 1/2" phillips head screw (17).

See Fig. 4.

STEP 7:

Lift the Billiard/Bowling Table Top (10) up and set on top of the bottom table unit. The corner pockets will fit into place with the corners of the bottom unit to keep table top from shifting during play. Then place the Soccer/Hockey Table Top (11) on top of the Billiard/Bowling Table Top.

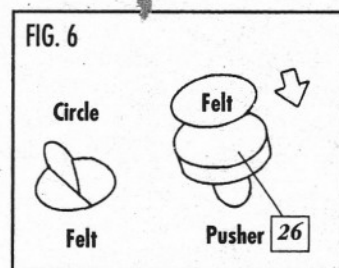
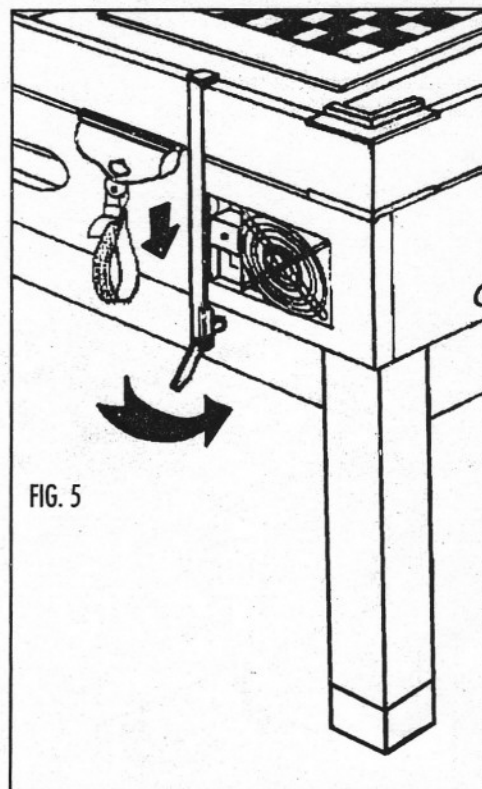
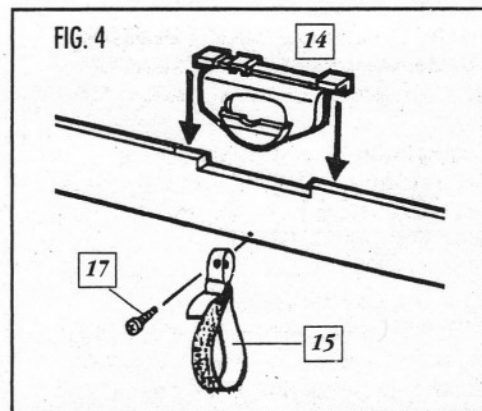
Once the both table tops have been positioned, secure table tops in place with the table clamp (18). Attach to the top table frame then push the lower arm down to lock in place. This clamp holds both table sections together to maintain stability during game play. See Fig. 5.

STEP 8:

Peel circle of felt from backing sheet and place on underside of pushers (26). This prevents scratching of table surface.

See Fig. 6.

NOTE: When playing Air Hockey, plug the table into a 120 volt AC outlet, turn the Power switch to ON position and you're ready for action.



STEP 9:

The 9 in 1 Game Table has one main bottom unit that is used as the base for the two separate table tops that sit on top of each other. This bottom unit can be used as a storage compartment for the Game Table accessories as well as the Table Tennis table top. *NOTE:* The Table Tennis Top (12) conveniently folds to lay flat in the bottom of the table unit. See Fig. 7.

STEP 10:

When playing table tennis, attach the table tennis net posts (27) to the playing surface centering one post on each side of the table top. Extend the mini table tennis net (28) across the playing surface and slide onto the posts. See Fig. 8.

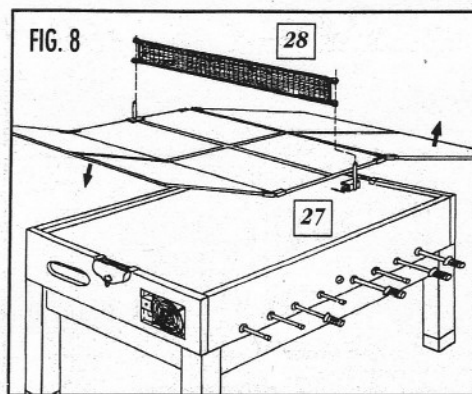
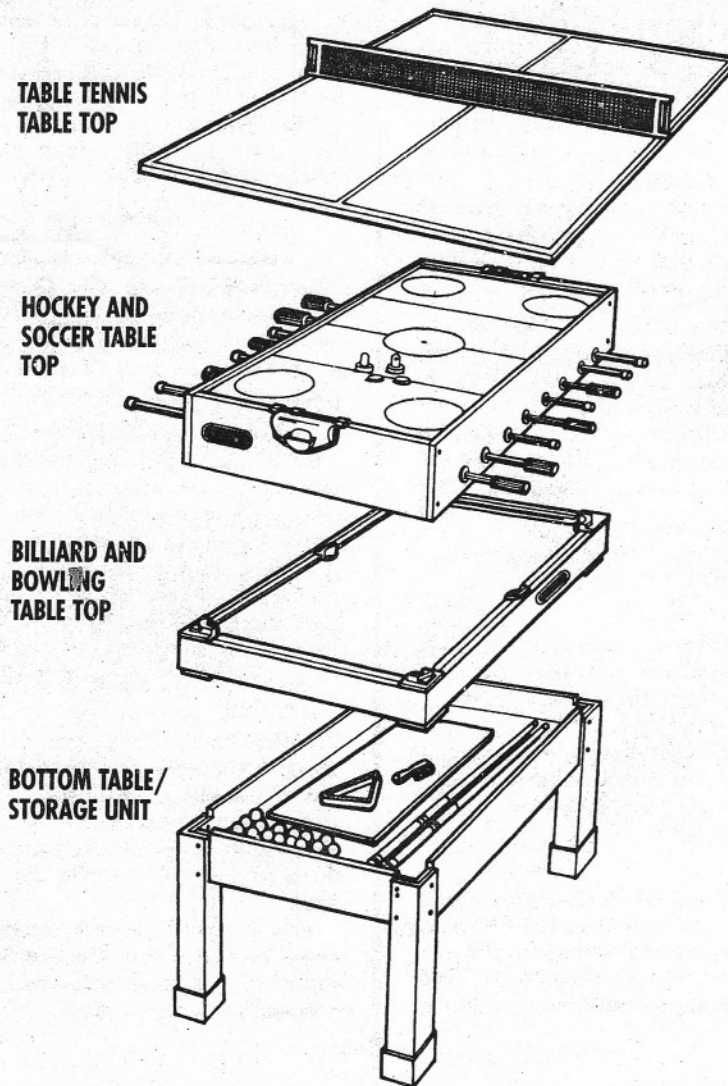
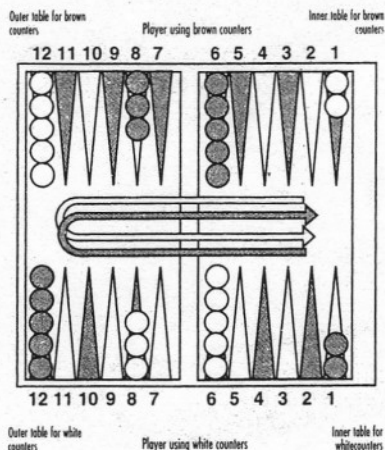


FIG. 7



BACKGAMMON

2 players.



OBJECT OF THE GAME

The players move in opposite directions trying to stop each other by knocking off and blocking each other's counters. The first player to bring all his/her counters into his/her inner table and bear them off wins the game.

SETTING UP THE GAME

Unfold the board. Each player takes two dice of the same colour and 15 counters of one colour which are placed on the board as shown in the illustration.

The board has 4 quadrants or "tables": each player has an inner and an outer table. Each table has six chevrons called "points". The counters move on these points.

PLAYING THE GAME

The players take turns and move in opposite directions as shown in the diagram.

STARTER

To determine who starts, each player throws one of his/her dice. If both throw the same number, they continue throwing until one throws a higher number. This player starts. In two moves (one for each of the dice) the player moves forward the number of points shown on his/her and his/her opponent's dice. After this, each player throws both of his/her dice in turn. If either of the dice does not fall flat, the throw is repeated.

MOVES

The player moves forward the number of places thrown on the dice, moving either one or two counters. If he/she only moves one counter, he/she has to stop on the point reached by the numbers shown on one of the dice before continuing for the number shown on the second dice.

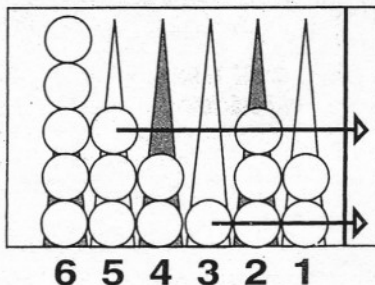
The player has to use both the numbers thrown unless this is not possible (e.g. because of "blocking"); in that case the player must move the higher of the numbers thrown. If the player cannot move, it becomes the opponent's turn to play.

DOUBLE

If both dice have the same number, it is called a double. When a double is thrown, the number on one of the dice is used four times. These four moves can be carried out with 1, 2, 3 or 4 counters.

BLOCKING

A counter may not land on a point on which the opponent has a block (2 or more counters), even as an intermediate stop. A player may go past a block if the number thrown is high enough.



BEARING OFF TWO WHITE COUNTERS
WITH A THROW OF 3 AND 5.

KNOCKING OFF

If an opponent has only one counter on a point, it is called a 'blot'. It is knocked off if the opponent lands on the same point, even as an intermediate stop. Counters of different colours may never remain on the same point. A counter that has been knocked off is removed from the board and must be brought into the game again at the next turn, on an available point in the inner table of the opponent. If neither of the numbers thrown can be used to bring the counter back again, it is the opponent's turn to play. When even one counter is out of play, no other counter of the same colour may be moved.

BEARING OFF

Bearing off means moving the counters off the board from your own inner table. As soon as a player has all his/her counters in his/her inner table, he/she can start to bear off. Any counter on a point whose number is the same as the number on one of the dice can be removed from the board.

Within the inner table, any of the counters can be moved forward depending on the numbers thrown. If possible, the numbers on both of the dice must be used. If, for instance, point number 6 is empty, a counter on a lower numbered

point can be taken from the board if a 6 is thrown, etc. The same rule applies if a double is thrown.

If a counter of one colour is knocked off in the inner table, that player can only continue to bear off when the knocked-off counter has been brought back into play as described above, and has been moved round the board to the inner table again.

END OF GAME

The game ends as soon as one player has removed all his/her counters from the board. Depending on the position of the opponent's counters, the game can be evaluated in three different ways:

1. A single game:

If the player has borne off all his counters and the opponent has been able to bear off at least one counter.

2. A double game or GAMMON:

If the opponent has not been able to bear off any counters.

3. A triple game or BACKGAMMON:

If the opponent has not borne off any counters and one or more counters are in the winner's inner table or off the board.

NOTE: Store the playing pieces in the drawers at the end of the game.

VARIATION: USING THE DOUBLING CUBE:

If you are playing for stakes, these can be doubled and doubled again several times. The indicator for any doubling is the doubling cube. The stakes are doubled automatically at the start of the game if a double is thrown during throws to determine the starter. The doubling cube is then turned to 2, i.e. with the number 2 upwards. A single game now counts double, a Gammon four times and a Backgammon six times.

If at this stage another double is thrown, the doubling cube is turned to 4 and a single game now counts four times etc. During the play, a player can himself double the stakes immediately before his throw. This doubling must be accepted by the opponent, otherwise the opponent has lost the game and his stake (a single stake). If the request for doubling is accepted, the double stakes apply. Requests for doubling can only be made alternately by the two players. This means that one player cannot alone double the stake several times. If a further offer of doubling is rejected, the player rejecting the double loses half the currently offered stakes, the doubling cube is returned to its previous position and the play continues.

CHECKERS

2 players.

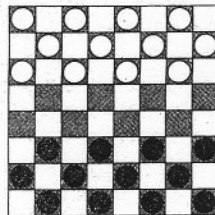
OBJECT OF THE GAME

Each player tries to get as many of his/her checkers as possible through to the far side of the board, taking as many of the opponent's pieces as possible in the process and removing them from the board.

START OF PLAY

Draw lots or throw a dice to decide which player gets the white checkers and which player gets the brown checkers.

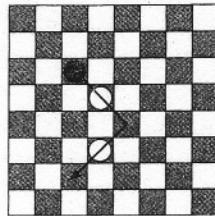
The two players set out their men on the brown squares of the first three rows of squares on the board, facing each other. Brown always begins. The players take turns to move one checker at a time.



CHECKERS POSITIONED READY TO PLAY

PLAYING THE GAME

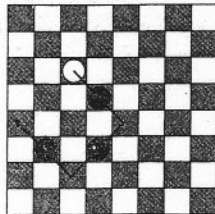
The player whose turn it is moves one of his/her checkers forward 1 square in a diagonal direction. The men only move on the brown square and never go onto a white square. A checker may not be moved to a square already occupied by one of the player's own men or by one of the opponent's men.



THE BROWN CHECKER CAN TAKE TWO WHITE CHECKERS

TAKING THE OPPONENT'S CHECKERS

If an opposing checker is located on a square directly adjacent in a diagonal line and there is an empty square behind it, the checker can be taken by jumping over it. The man is removed from the board. If there is another opposing checker behind it and the square behind it is also empty, it too can be taken. A zig-zag movement is also allowed, but only in a forward direction. It is thus possible to take several checkers in succession, but jumping over one's own men is not allowed.



THE WHITE KING CAN TAKE THREE BROWN CHECKERS

CHECKERS MUST BE TAKEN WHEN POSSIBLE

If a player moves a checker forward and doesn't realize that he/she could have taken one or more opposing men, the opponent can remove the other player's checker from the board because men must be taken when the opportunity arises. If there are several different checkers which can be taken, a player is free to choose which one(s) to take. This is called "huffing". Alternatively, the opponent can cancel the player's move and return the checker to its original position or do nothing at all and continue with their turn.

KINGS

On reaching the far side of the board, a player can make his/her checker into a king by placing one of the men he/she has previously lost on top of the checker which has reached the far side of the board. The king can only move on the player's next turn. A king is thus two checkers on top of each other.

If only the opponent's men have been taken so far, one of the opposing checkers is placed underneath the man which has reached the far side of the board. The colour of the top checker indicates which player the king belongs to.

A king can move or capture diagonally both forwards and backwards. There may be several kings on the board at one time.

A king can be taken in the same way as a normal checker.

END OF THE GAME

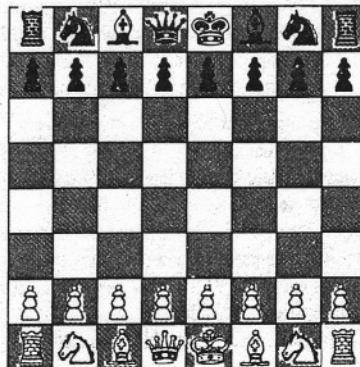
The first player to take all the opponent's checkers, or to trap the opponent so that he/she cannot move, is the winner.

POLISH CHECKERS

Unlike in a normal game of checkers, although the checkers can only be moved forward, they can go backward or forward when taking other men. Opposing checkers must be taken when the opportunity arises. This includes taking several men in succession, always following the diagonal lines, and also moving in zig-zag fashion.

CHESS

2 to 4 players.



OBJECT OF THE GAME

The aim of the players is to checkmate the opponent's king. The king is never captured. When it could be taken at the next move, the king is in check. If it cannot be moved out of check, checkmate is declared.

PLAYING THE GAME

The players draw lots to decide who is going to start. The player who begins plays with the white chessmen. Players take turns to make one move each. The board is set up as follows, with the white square on the bottom right-hand side. The pieces are set out as illustrated with the white Queen on a white square and the black Queen on a black square.

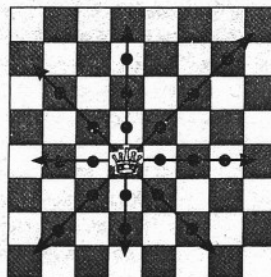
THE PIECES CAN MOVE IN

THE FOLLOWING WAYS:

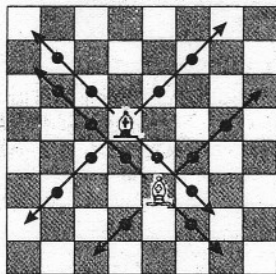
The King moves only one square at a time, in any direction. The king is the most important piece of the game.



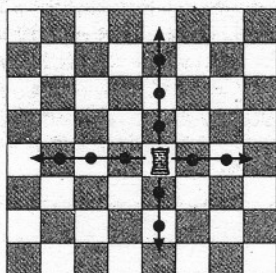
The Queen is the most powerful piece of the game. She moves any number of squares in any direction.



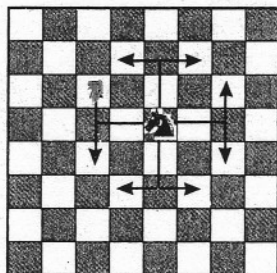
The bishops move diagonally any number of squares, forward or backwards. Each bishop controls only one square colour, black or white.



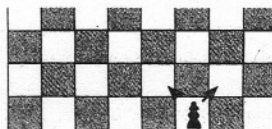
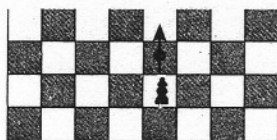
The castle or rook moves any number of squares, forwards, backwards or sideways.



The knight is the only piece able to jump over another piece. It moves two squares horizontally and one vertically or one square horizontally and two vertically, described as an "L" shaped pattern. Starting from a black square, it lands on a white square and vice versa.



The Pawn can be moved either one or two squares forwards on its first move (A).



Thereafter, it moves only one square forwards. Unlike the other pieces, it cannot capture in the direction it moves, but diagonally forwards in either direction (B).

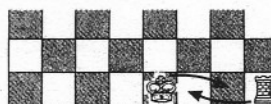
PAWN EN PASSANT (IN PASSING)

If an opposing pawn moves forward two squares on its first move, the square it crosses over can be attacked as if the opposing pawn had only been moved one square forwards. The capturing pawn can move diagonally forwards into this square and the opposing pawn is then removed from the board. This capture can only happen immediately after the opposing pawn has moved the two squares forward.

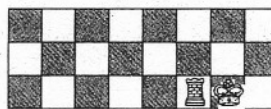
When it reaches the opposite end of the chessboard, the pawn is promoted to either a queen, castle, bishop or knight - usually a queen. This allows a player to have two or more queens on the board if he/she wants to.

CASTLING

Castling is a special move which involves the king and a castle, to improve the king's position or to move the castle to the centre of the board.

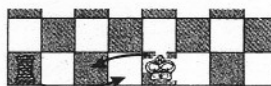


(Before)



(After)

The two pieces are switched over and repositioned as illustrated depending on which castle is to be moved. This move counts as a single move.



(Before)



(After)

Castling is allowed if:

1. Neither the king nor the castle has moved before.
2. The king is not in check either before or after the move.
3. There is no piece between the king and the castle.
This move is allowed only once by each player during a game.

THE CAPTURE

A piece captures an opponent's piece by taking its place on the square where it lands. Captured pieces are removed from the chessboard. All pieces except the pawn capture in the same way as they move.

CHECK AND CHECKMATE

A king "in check" is one that could be captured at the next move. The player who makes the attack usually warns "check". To prevent the check, the player can either capture the opposing piece, move the king out of check, or place a piece between the king and the attacking piece. If none of these counter attacks is possible, the king is in "checkmate" and the opponent wins the game.

THE GAME CAN END IN A DRAW IF:

1. The pieces left on the board are too weak to bring about checkmate.
2. A player can check his/her opponent's king without cessation. This is called "perpetual check".
3. A position of "stalemate" is reached - this is when a player whose turn it is to move can make no legal move, yet his/her king is NOT in check.
4. The same position of all pieces recurs three times in a game with the same player to move each time. On the third time, this player can claim a draw.
5. Either player has not moved a pawn or made a capture during fifty moves.
6. Players agree a draw.

Furthermore, a player can resign the game if he/she considers his/her position hopeless. In this case, the opponent wins the game.

SHUFFLEBOARD

2 to 4 players.

OBJECT OF THE GAME

To slide the discs into the scoring diagram at the opposite end of the board. Players (or team members) play at opposite ends of the board, and games are played until one player (or team) scores 15 points.

TO PLAY

Order of play and puck colour are determined by the flip of a coin. The winner of the flip may choose 'colour' or the 'hammer' (the last puck shot in a round), but not both. The team without the hammer shoots first. Players alternate shooting until all pucks have been shot. Points are counted and play continues from the opposite end. The team which scored points on the previous round shoots first on the next round. If no points are scored on the preceding round, the hammer changes (i.e. the team that had the hammer during the round where no points were scored, must shoot first the next round).

Play continues until one team reaches 15 points.

HOW TO KEEP SCORE

Only one team scores in a round. The team which has their puck closest to the end of the board (away from the shooter) scores. All of their pucks which are between the end of the board and their opponents' puck which is closest to the end of the board are added together for the score for that round.

A puck scores one point if it is located between the short foul line and the '2' line.

Pucks located completely in the '2' or '3' area count 2 points or 3 points respectively.

TABLE TENNIS

2 to 4 players.

DEFINITIONS

- A 'RALLY' is the period during which the ball is in play.
- A 'LET' is a rally the result of which is not scored.
- A 'POINT' is a rally the result of which is scored.
- The 'RACKET HAND' is the hand carrying the racket.
- To 'STRIKE' is to touch with the racket, carried in the racket hand, or the racket hand below the wrist.
- To 'VOLLEY' is to strike the ball in play when it has not yet touched the playing surface on one side of the net since last being struck from the other side.
- The 'SERVER' is the player due to strike the ball first in a rally.
- 'AROUND THE NET' means under or around the projection of the net and its supports outside the table, but not between the end of the net and the post.
- The part of the playing surface nearest the server and to his right of the centre line shall be called the 'SERVER'S RIGHT HAND COURT' and to his left the 'SERVER'S LEFT HAND COURT'. The part of the playing surface on the other side of the net from the server and to his left of the centre line shall be called the 'RECEIVER'S RIGHT HAND COURT', and on the server's right the 'RECEIVER'S LEFT HAND COURT'.

THE ORDER OF PLAYS

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

In doubles, the server shall first make a good service, the receiver shall then make a good return, the partner of the server shall then make a good return, the partner of the receiver shall then make a good return and, thereafter, each player alternately in that sequence shall make a good return.

A GOOD SERVICE

Service shall begin with the ball resting on the palm of the free hand, which shall be stationary, open and flat, with the fingers together and the thumb free.

The free hand, while in contact with the ball in service, shall at all times be above the level of the playing surface.

The server shall then project the ball upwards, by hand only and without imparting spin, so that it rises from the palm of the hand within 45° of the vertical.

As the ball is then descending from the height of its trajectory, the server shall then strike it so that it touches first his own court and then, passing directly over the net or around or under the projection of the net and its supports outside the table, touches the receiver's court.

In doubles, the points of contact of the ball with the playing surface shall be the server's right half-court or centre line and then the receiver's right half-court or

centre line.

If, in attempting to serve, a player fails to strike the ball while it is in play, he/she shall lose a point.

At the moment of impact of the racket on the ball in service, the ball shall be behind the end line of the server's court or any imaginary extension thereof.

A GOOD RETURN

Having been served or returned in play, the ball shall be struck so that it passes directly over the net and its supports outside the table and touches the opponent's court.

A ball, having been served or returned in play, which returns over the net (perhaps due to spin) may be struck so that it touches the opponents court directly.

A returned ball which touches the net or its supports, shall be considered to have passed directly.

BALL IS 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;

- it has, except in service, touched each court alternately without having been struck immediately.
- it has touched one court twice consecutively
- it has been volleyed
- it has touched a player, or anything he/she wears or carries, other than his/her racket or his/her racket hand below the wrist
- it has touched any object other than the net, its supports or those referred to above
- it has been struck by a player more than once consecutively
- it has, in a doubles service, touched the left half-court of the server or receiver
- it has, in doubles, been struck by a player out of sequence, except where there has been a genuine error in playing order.

A ball which strikes the top edge of the table is still in play. A ball that strikes the side of the table below the edge, is out of play and the play and the point is counted against the last striker.

A LET

The rally is a LET

- if the ball is served, in passing over or around the net, touches it or its supports, provided the service is otherwise good or is volleyed by the receiver or his/her partner
- if a service is delivered when the receiver or his/her partner is not ready, except that a player may not be considered unready if he/she or his/her partner attempts to strike the ball
- if, owing to an accident outside his control, a player fails to make a good service or a good return or otherwise violates a rule
- if it is interrupted for correction of an error in playing order.

LOSS OF A POINT

Unless the rally is a LET, a player loses a point

- if he/she fails to make a good service
- if he/she fails to make a good return
- if he/she volleys the ball
- if he/she strikes the ball with a side of the racket blade having an illegal surface
- if he/she, or anything he/she wears or carries, moves the playing surface while the ball is in play
- if he/she, or anything he/she wears or carries, touches the ball in play before it has passed over the end line or side line not yet having touched the playing surface on his/her side of the net since being struck by his/her opponent
- if his/her free hand touches the playing surface while the ball is in play
- if he/she or anything he/she wears or carries, touches the net or its supports while the ball is in play
- if, in doubles, he/she strikes the ball out of proper sequence.

A GAME

A game shall be won by the player or pair first scoring 21 points unless both players or pairs have scored 20 points, when the winner shall be the player or pair first scoring 2 points more than the opposing player or pair.

A MATCH

A match shall consist of one game, the best of three games, or the best of five games.

Play shall be continuous throughout, except that any player shall be entitled to claim an interval of not more than five minutes between the third and fourth games of a match and of not more than one minute between any other successive games of a match.

THE CHOICE OF ENDS AND SERVICE

The choice of ends and the right to serve or receive first in a match shall be decided by a toss. The winner of the toss may:

- choose to serve or receive first, when the loser shall have the choice of ends
- choose an end, when the loser shall have the right to choose to serve or receive first
- require the loser to make the first choice.

In doubles, the pair who have the right to serve first in any game shall decide which partner shall do so.

In the first game of a match, the opposing pair shall then decide which partner will receive first.

In subsequent games of a match, the serving pair will choose their first server and the first receiver will then be established automatically to correspond to the first server.

THE CHANGE OF ENDS

In singles, after five points the receiver shall become the server and so on, until the end of the game or the score 20-20.

In doubles:

- the first five services shall be delivered by the selected partner of the pair who have the right to serve and shall be received by the appropriate partner of the opposing pair
- the second five services shall be delivered by the receiver of the first five services and shall be received by the partner of the first server
- the third five services shall be delivered by the partner of the first server and shall be received by the partner of the first receiver
- the fourth five services shall be delivered by the partner of the first receiver and shall be received by the first server
- the fifth five services shall be delivered and received as the first five, and so on until the end of the game, or the score 20-20
- from the score 20-20 the sequence of serving and receiving shall be the same, but each player shall deliver only one service in turn until the end of the game.

The player or pair who served first in a game shall receive first in the immediately subsequent game and so on, until the end of the match.

In the last possible game of a doubles match the receiving pair shall change the order or receiving when first either pair reaches the score of 10.

In each game of a doubles match, the initial order of receiving shall be opposite to that in the immediately preceding game.

SERVING OR RECEIVING OUT OF ORDER

If, by mistake, the players neglected to change ends when required, play shall be interrupted as soon as the error is discovered and the players shall change ends; if a game has been completed since the error, the error shall be ignored.

If, by mistake, a player serves or receives out of turn, play shall be interrupted and shall continue with that player serving or receiving who, according to the sequence established at the beginning of the match, should be server or receiver respectively at the score that has been reached.

BOWLING

2 or more players.

GAME DURATION

A game of ten pin bowling consists of ten frames. Every player bowls twice, unless he/she knocks down all ten pins with his/her first ball (a strike).

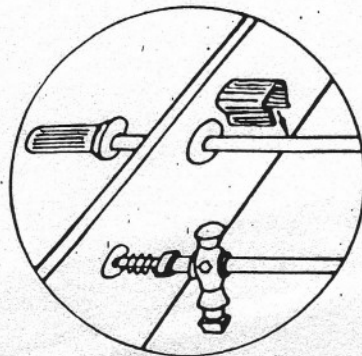
SCORING

The winning player or team has the highest score at the end of ten frames. One point is scored for every pin knocked over, and a bonus is given for a strike or a spare.

A strike is scored when a player knocks down all ten pins with his/her first ball of a frame.

A strike consists of ten points, plus the score from the next two balls bowled. If a player scores a strike in his/her final frame, he/she is allowed an extra two balls to complete his/her bonus. If a strike is achieved in every frame and with both bonus balls, the maximum score of 300 achieved.

A spare is scored when a player knocks down all ten pins with the second ball of a frame. A spare scores ten points, plus the score from the next ball bowled. If a player scores a spare in his/her final frame, he/she is allowed one extra ball to complete his/her bonus.



**USING STOP BLOCKER TO FIX ROD
BEFORE TURN AIR HOCKY INSIDE OUT.**