



## METRO SHUFFLEBOARD™ ASSEMBLY INSTRUCTIONS



1. Remove the table and other contents carefully from the box in order to avoid scratching the surface of the table (Grips on both ends can be a help). As shown below, place the table upside down on floor (covered with carpet, cardboard or padding in order to protect the cradle from scratching).



2. Loosen each leg leveler then pivot the legs straight up from the table, as shown.



3. Remove the Allen wrench and the 8 Allen bolts from the parts bag.



4. Place the Allen bolts into the holes on the brackets in front and behind the legs. Each leg is fastened with 2 bolts. Use the Allen wrench to tighten the bolts.





5. Turn the table right-side up on the floor. Note that there are small red tape on each side of the cradle near the front of the table. These tapes mark the position of the abacus scoring system, and are to be used as guides in their installation. Be sure the top of the cradle is clean of dust and dirt in the area before the red tapes.



6. Next, prepare to install the abacus scoring system. The red abacus will be installed on the left side of the table, before the red locating tape, and the blue abacus will be installed on the right side of the table, before the red locating tape. To install the abacus scoring system, remove the black liners off the adhesive strips on the underside of the abacus. Then place each abacus on top of the cradle before the red tape, make sure it is aligned evenly with the sides of the cradle, and press down against the cradle for 10 seconds. Remove the red tapes after the abacus is installed.



7. Next, be sure the table is level from front to back and from left to right. Each leg has an adjustable foot on it, which can be raised or lowered by turning the foot clockwise and counterclockwise. You can level it by either using a level or by simply gliding the puck on the surface and noting its trajectory. Assembly is now complete. Sprinkle some shuffleboard powder on the playing surface and enjoy playing METRO Shuffleboard™! See enclosed instructions on How to Play the Game.

#### Packing List

Shuffleboard table	1
Abacus	2
Box with 8 pucks	1
Brush	1
Instructions	2
Parts bag	1
Powder	1



---

# How to Play the Game

The object of the game is to reach the Game Goal before your opponent.

## **HOW TO START:**

- A coin toss decides who starts the game. The winner of the coin toss also decides if the game will start from the left or the right.
- The first weight (Blue) is slid from the front of the table towards the back, so that it bounces from the back bumper onto the other side of the playing surface.
- The opponent then slides his/her weight (Red) so that it bounces from the back bumper to try to bump off the blue weight or to place his/her weight beyond the Blue.
- The players continue to take turns until all the 8 weights are played.
- At this point, the players determine which team scores and add the score from this round to the game score.
- The game then continues from the other side, with the player who scored last starting the play in the next round.
- Play continues by alternating sides until the total game score of one of the opponents reaches or exceeds the Game Goal.

## **SCORING OF POINTS:**

**METRO SHUFFLEBOARD™** is normally played to a Game Goal of 15 points or 21 points, depending upon mutual consent of the contestants.



- 
- When a weight comes to rest on a scoring (Black) line, that weight scores the smaller number. The weight must clear the first line completely to score.
  - If a weight comes to rest before entering the scoring surface area, it must be removed from the playing surface before the opponent plays the next weight.
  - If a weight is overhanging the front of the playing surface (4 points area), that weight has a score of 5 points.
  - Only one player can score points in a round.
  - Point total for a round is the sum of the points for each weight that is closer to the front end of the playing surface than any of the opponent's weights.

**Example A:** If, after throwing all 8 weights, there is a Blue weight and a Red weight in the 4 point section, but the Red weight is ahead of the Blue, only the Red scores points.

**Example B:** If there are 2 Blue weights ahead of the Red weights, the 2 Blue weights score points, and the Red weights do not score.

### **STRATEGY:**

An effective strategy would be to slide your weights into scoring position, then to shield those weights from your opponent by using later turns to block them from being knocked out of scoring position.