

Model # SA542413

13 IN 1 GAME

ASSEMBLY INSTRUCTIONS

&

RULES

IMPORTANT SAFETY INSTRUCTIONS

1. **Read all instructions - All the safety and operating instructions should be read carefully before this turbo hockey game is played.**
2. **Caution - This is not a toy and is intended for use by or under the supervision of adults. Adults should review safety guidelines with children to avoid possible risk of electric shock or other injuries.**
3. **Power sources - This hockey game should be operated only from 120V A.C., 60 cycle current as indicated on the identification label. If you are not sure of the type of power supply to your home, consult your appliance dealer or local power company.**
4. **Power cord protection - Power cord should be routed so that it is not likely to be walked on or pinched by items placed upon or against it. Pay particular attention to cords at plugs, convenience receptacles, and the point of exit from the game.**
5. **Overloading - Do not overload wall outlets and extension cords as this can result in a risk of fire or electric shock.**
6. **Object and liquid entry - Never push objects of any kind into this game through openings as they may touch dangerous voltage points or short-out parts which could result in a fire or electric shock. Never spill liquid of any kind on the game.**
7. **Ventilation - Openings in the game are provided for the exhaust air to create a cushion effect. The openings on the air blower are for the intake air. Keep clear of the air blower when it is on. Do not put hand or other objects near the intake openings. To ensure reliable operation of the game and protect it from overheating, these openings must not be blocked or covered.**
8. **Damage requiring service - Unplug the game from the wall outlet. Do not attempt to service the blower yourself as opening or removing covers may expose you to dangerous voltage or other hazards. Refer servicing to qualified service personnel under the following conditions.**
 - A. When the power supply cord or plug is damaged.
 - B. If liquid has spilled, or objects have fallen into the blower.
 - C. When the air blower exhibits a distinct change in performance e.g. abnormal noise, this indicates a need for service.
9. **Grounding or Polarization - This game is equipped with a polarized alternating current line plug (a plug having one blade wider than the other). This plug will fit into the power outlet only one way. This is a safety feature. If you are unable to insert the plug fully into the outlet, try reversing the plug. If the plug should still fail to fit, contact your electrician to replace your obsolete outlet. Do not defeat the safety purpose of the polarized plug.**

SAVE THESE INSTRUCTIONS

**WARNING: To Reduce The Risk Of Fire Or Electric Shock,
Do Not Use This Fan With Any Solid-State Speed Control Device**

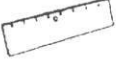

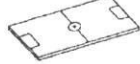
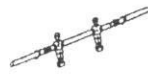





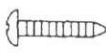
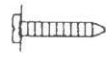










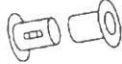






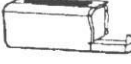


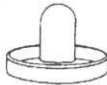




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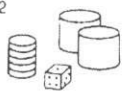




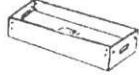







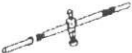






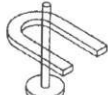

Choking Hazard -- Toy contains small balls and/or small parts. Not for children under 3 years.

TOOLS REQUIRED FOR ASSEMBLY:

- Phillips and Slotted Head Screwdrivers (or Power Driver) - not included
- Wrench - included (or Socket Set - not included)

PARTS IDENTIFIER

#01  SIDE APRON (2 EA)	#02  END APRON (2 EA)	#03  SOCCER PLAYFIELD (1 EA)	#04 (ASSEMBLED)  2 PLAYER ROD ASSEMBLY - RED/WHITE (1 EA)	#05 (ASSEMBLED)  3 PLAYER ROD ASSEMBLY - RED/WHITE (1 EA)	#06 (ASSEMBLED)  5 PLAYER ROD ASSEMBLY - RED/WHITE (1 EA)
#07 (ASSEMBLED)  2 PLAYER ROD ASSEMBLY - BLUE/WHITE (1 EA)	#08 (ASSEMBLED)  3 PLAYER ROD ASSEMBLY - BLUE/WHITE (1 EA)	#09 (ASSEMBLED)  5 PLAYER ROD ASSEMBLY - BLUE/WHITE (1 EA)	#10  10.5MM ROUND HEAD SCREW (8 EA)	#11  28MM WASHER HEAD SCREW (8 EA)	#12  ALLEN WRENCH 1EA
#13 (PRE-ASSEMBLED)  RED/WHITE PLAYER (11 EA)	#14 (PRE-ASSEMBLED)  BLUE/WHITE PLAYER (11 EA)	#15 (PRE-ASSEMBLED)  PLAYER MOUNTING BOLT (26 EA)	#16 (PRE-ASSEMBLED)  PLAYER NUT (26 EA)	#17 (PRE-ASSEMBLED)  RUBBER BUMPER (16 EA)	#18 (PRE-ASSEMBLED)  PLASTIC WASHER 16 EA
#19  ROD GRIP (8 EA)	#20  END CAP (8 EA)	#21 (PRE-INSTALLED)  BALL ENTRY CUP (2 EA)	#22 (PRE-INSTALLED)  PLAYER ROD BUSHING (16 EA)	#23  SOCCER BALL (4 EA)	#24  SHUFFLEBALL/BOWLING SURFACE (1 EA)
#25  PLAYFIELD SUPPORT BRACE (2 EA)	#26  LEG LEVELER (4 EA)	#27  30MM LEG BOLT (12 EA)	#28  22MM FLAT WASHER (12 EA)	#29  SOCCER GOAL BOX (2 EA)	#30  HOCKEY GOAL BOX (2 EA)
#31  HOCKEY SCORER (2 EA)	#32  PUSHER (2 EA)	#33  ROUND PUCK (2 EA)	#34 (PRE-INSTALLED)  HOCKEY MOTOR (1 EA)	#35  TABLE TENNIS / HOCKEY SURFACE (1 EA)	#36  TABLE TENNIS PADDLE (2 EA)

#37  TABLE TENNIS BALL (2 EA)	#38  TABLE TENNIS NET (1 EA)	#39  NET POST (2 EA)	#40  LOCKING PIN (2 EA)	#41  CHESS SET (1 EA)	#42  BACKGAMMON SET (1 EA)
#43  BOWLING PIN (1 SET)	#44  SHUFFLEBALL (1 SET)	#45  PLAYING CARDS (1 EA)	#46  CHECKER SET (1 EA)	#47  AIR HOCKEY TABLE ASSEMBLY (1 EA)	#48  LEFT LEG (2 EA)
#49  RIGHT LEG (2 EA)	#50 (PRE-INSTALLED)  LEG CAP (4 EA)	#51  10.5MM WASHER HEAD SCREW (8 EA)	#52 (PRE-ASSEMBLED)  2 HOLE PLAYER ROD (2 EA)	#53 (PRE-ASSEMBLED)  3 HOLE PLAYER ROD (4 EA)	#54 (PRE-ASSEMBLED)  5 HOLE PLAYER ROD (2 EA)
#55 (ASSEMBLED)  1 PLAYER ROD ASSEMBLY - RED/WHITE (1 EA)	#56 (ASSEMBLED)  1 PLAYER ROD ASSEMBLY - BLUE/WHITE (1 EA)	#57  STEEL SUPPORT ROD NUT (4 EA)	#58  STEEL SUPPORT ROD (2 EA)	#59 (PRE-ASSEMBLED)  STOP RING (4 EA)	#60  FOUR IN A ROW (1 EA)
#61  TIC TAC TOE (1 EA)	#62  HORSE SHOE SET 4EA	#63  RINGER SET 4EA	ASSEMBLY INSTRUCTIONS: We recommend that two adults work together to assemble this game.		

- 1) Open the carton of your new Multi-Game near where you will play. Select a clear level floor. This game requires at least two adults to assemble the table.
- 2) Remove all contents from inside the carton and verify that you have all listed parts as shown on the Parts Identifier. **NOTE:** Some parts are Pre-Installed and the Player Rods are Pre-Assembled. We suggest that you use the bottom carton as a clean flat working area to protect the game. Carefully cut or tear the four carton corners so that the bottom is now your work area.

FIG. 1

- 3) Place the Hockey Table Assembly (#47) face down and attach the Left Leg (#48) and the Right Leg (#49) using three of the 30mm Hex Head Bolts (#27) and three of the 22mm Flat Washers (#28) per leg. See Fig. 1.
- 4) Locate the Leg Levelers (#26) and screw one into each of the legs. **NOTE:** Leg Levelers are optional and if the game is to be used on a smooth floor, we recommend not installing them.

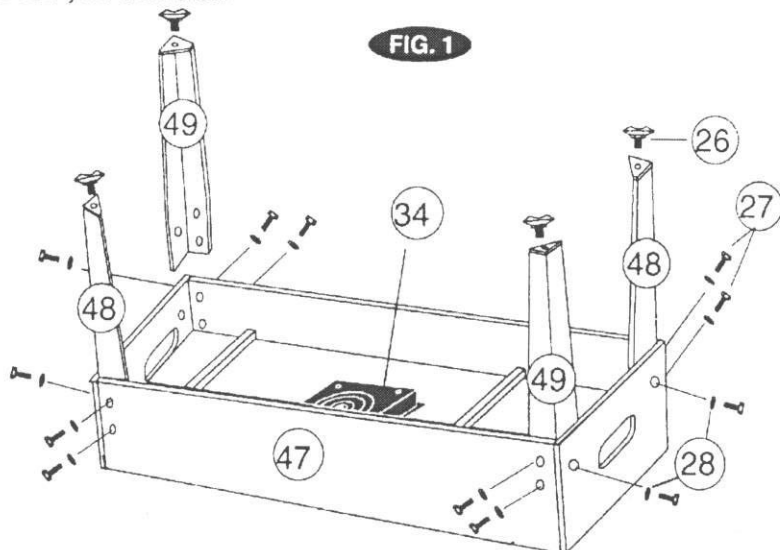


FIG. 2

- 5) Attach the Hockey Goal Boxes (#30) onto the end panels using six of the 10.5mm Washer Head Screws (#51), three per Goal Box. See Fig. 2.
- 6) Lift the table assembly from the floor with two strong adults, turn over, and set the table on its legs.

CAUTION: Two strong adults are recommended to flip the table as shown.

1. Grab the table on the ground.
2. Flip the table in the air.
3. Place it on all four feet at the same time on the ground.

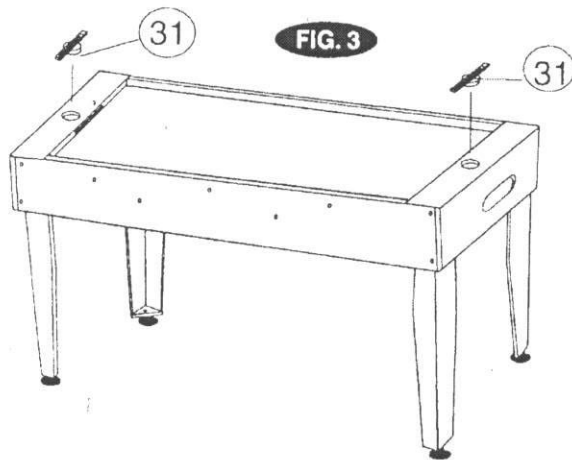
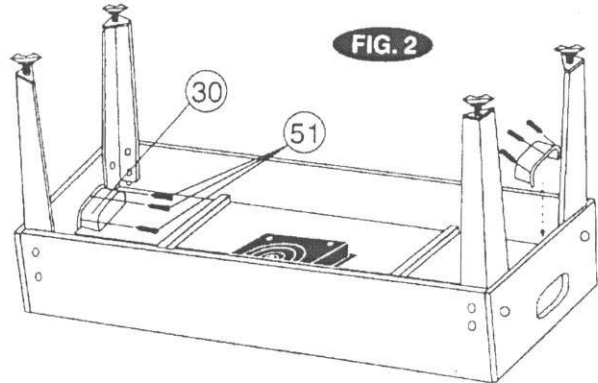
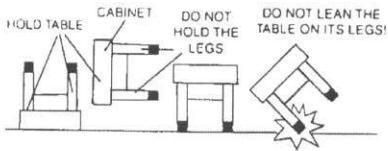


FIG. 3

- 7) Locate the two Hockey Scorers (#31) and insert into each round opening at the game ends. See Fig. 3.

THE HOCKEY GAME ASSEMBLY IS COMPLETE. PLUG IN THE POWER CORD, TURN ON THE MOTOR. YOU ARE NOW READY TO PLAY TURBO HOCKEY.

FIG. 4 FOOSBALL/SOCCER ASSEMBLY

- 8) Place one Side Apron (#1) with the slotted side facing inward and the finished edge facing up. Slide Player Rods (#4,5,6,7,8,9,55,56) through the Player Rod Bushings (#22) in the order shown. Now slide the other Side Apron (#1) over the other ends of the Player Rods with the slotted side facing inward. The same team men should be placed head up facing their opponent's goal. **NOTE:** Double check player rod positions. Now is the time to correct, not later!
- 9) Now place one End Apron (#2), with the slotted side facing inward between the Side Aprons (#1). Secure with four of the 4 x 28mm Washer Head Screws (#11) and screw them through the End Apron into the Side Apron. **NOTE:** Leave connection loose - Do not tighten Screws at this time.

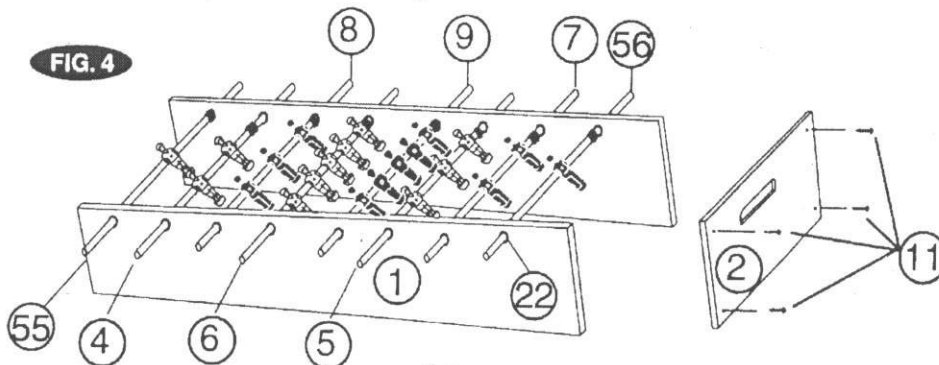


FIG. 5

- 10) Locate the Playfield (#3) and slide the Playfield with the graphics facing upward into the slots on the Side Aprons (#1). **NOTE:** If the field does not slide smoothly, check to be sure you have not over tightened any screws or the Playfield is not caught by the slot. See Fig. 5.
- 11) Repeat step (#9) to attach the other End Apron (#2) to the Side Aprons (#1). Center the Playfield between the two End Aprons, and make sure that the Playfield is in the grooves of the End Aprons. **NOTE:** It is important to perform these steps in this sequence to be sure the Soccer and Hockey Cabinets fit together well.
- 12) Remove the slide scorer assemblies from the Hockey Cabinet prior to putting the Soccer Cabinet on top. Carefully lift the Soccer Cabinet assembly with two strong adults and place it on top of Turbo Hockey Game assembly. Make sure the Soccer Cabinet squarely fits on top of the Hockey Cabinet. Now go back and tighten all the Soccer Cabinet Bolts.
- 13) Put the Handles (#19) and the End Caps (#20) on the rods in order as shown in Fig. 6. The Handles go on the ends of the rods with holes in them. **NOTE:** To make the Handles easier to attach, spray a little window cleaner on the rod ends prior to installation and tap on gently with a hammer. See Fig. 5.

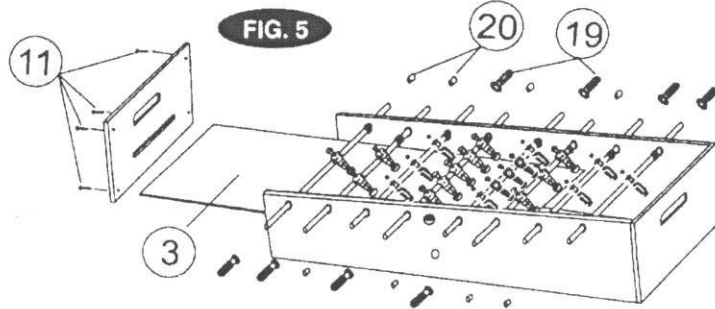


FIG. 6

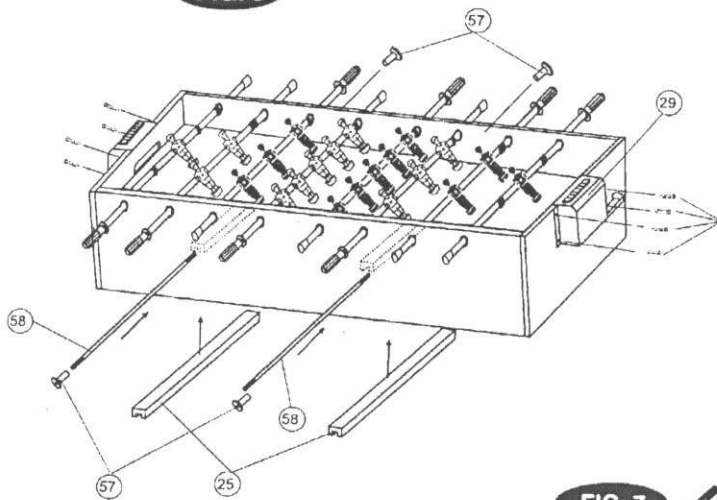


FIG. 6

- 14) Carefully remove the Soccer Cabinet Assembly from the Hockey Assembly and turn it upside down in your work area.
- 15) Place the Wood Support Braces (#25) on the Playfield (#3) with the slots facing down. Insert the Steel Support Rods (#58) through the holes in the Side Aprons and through the slot in the Wood Support Braces (#25). Use one Support Nut (#57) to secure each end of the Steel Support Rod to the side Aprons. Repeat this step for the other Support Brace.
- 16) Center the Soccer Goal Box (#29) over the End Apron opening and attach them with four 10.5mm Round Head Screws (#10) per Goal Box. See Fig. 6.

FIG. 7

- 17) Locate the two Locking Pins (#40) and place them in the small holes on the bottom of the Side Aprons of the Soccer Cabinet. They go through the Side Aprons into the Hockey Cabinet. This holds the two cabinets together. Attach the other end of the Locking Pin to the Soccer Cabinet using one 10.5mm Washer Head Screw (#51) per Locking Pin. See Fig. 7.

ASSEMBLY OF YOUR 9 IN 1 GAME IS COMPLETED.

FIG. 7

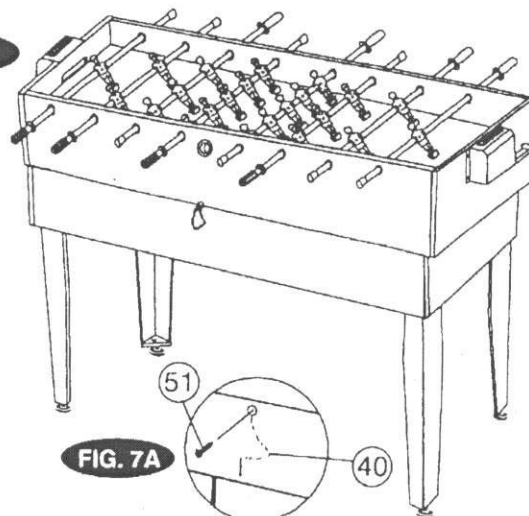


FIG. 7A

DIRECTIONS FOR PLAYING VARIOUS GAMES

- 1) Turbo Hockey - play the game as assembled.
- 2) Soccer - remove the Turbo Hockey Slide Scorers and place the Soccer Cabinet on top of the Hockey Cabinet. Secure with the Locking Pins (#40).
- 3) Bowling, 4) Shuffle Games - place the Bowling/Shuffle Board game surface in the center of the hockey surface.
- 5) Table Tennis - remove the Hockey Slide Scorers from the Hockey surface, place the Table Tennis surface on the top and install the net and post set.
- 6) Chess, 7) Checker, 8) Backgammon, 9) Playing Cards - same as above using the reversed Table Tennis Surface.

GAME RULES:

FOOSBALL:

1. To start play, flip a coin to see which team or player will serve first. To begin, serve the ball through the side entry ring.
2. Pass and score by pushing and pulling rods and twisting grips. Spinning the rods is considered illegal in tournament play. If playing as teams (more than two players total), once the ball is served, players may not change position on the rods until: one team scores; a team requests a timeout (maximum 2 per game); the ball must be served again; or between games.
3. A point is scored when the ball enters the goal. A serve, by the team last scored upon, follows each goal. Teams change table sides after each game.
4. Intentional jarring or tipping of table during play is illegal, and reaching into the playing area during play is illegal (except for a dead ball).
5. A ball is considered a DEAD BALL when it has completely stopped its motion or is unreachable by any player. If a ball stops between the goal and the two-man rod, then it is put back into play by placing it in the corner that is nearest the dead ball spot. If the ball completely stops anywhere else on the playfield between both two-man rods, it is put back into play with a serve by the team that originally served the ball.
6. If a ball leaves the playing area during play (other than through the goals), the ball is considered OUT OF PLAY. The ball is returned to play with a serve by the team which originally served the ball.

TURBO 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) Flip a coin to determine who will begin play, or a face-off can be held at the center of the table.
- 3) 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.
- 4) One point is awarded when a puck is shot into the opponent's goal.
- 5) Winning the game: the winning score 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:

DEFINITIONS:

- A "rally" is the period during which the ball is in play.
- A ball is "In Play" once the ball is intentionally projected in service.
- A "let" is a rally, the result of which is not scored.
- A "point" is a rally, the result of which is scored.
- A "racket hand" is the hand which holds the racket.
- To "strike" is to touch the ball with the racket while carried in the racket hand, or with the racket hand below the wrist.
- To "volley" is to strike the ball in play without it having first touched the playing surface on the player's side of the net since last being struck by the opponent.
- The "server" is the player required 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 post.
- The part of the playing surface nearest the server and to his right of the center line is 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 center line is called the "receiver's right hand court."

THE ORDER OF PLAY: 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.

A GOOD SERVICE: Service begins with the ball resting on the palm of the free hand, which must be open and flat. The server then projects the ball upwards and strikes it before the ball touches anything. At the moment of impact of the racket on the ball, the ball must be behind the end line of the server's court or any imaginary extension thereof and above the level of the playing surface.

After striking 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.

A GOOD 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 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:

- 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.

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, so the play and the point are counted against the last striker.

A LET: The rally is a let:

- if the ball is served, and in passing over or around the net it touches the net or its supports, provided the service is otherwise good or the ball is obstructed by the receiver or his partner.
- if a service is delivered when the receiver or his partner is not ready, except that a player may not be considered unready if he or his 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 POINT: Unless the rally is a let, a player loses a point:

- if he fails to make a good serve.
- if he fails to make a good return.
- if he volleys the ball.
- if he strikes the ball with the side of the racket blade which has an illegal surface.
- if he, or anything he wears or carries, moves the playing surface while the ball is in play.
- if he, or anything he 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 side of the net since being struck by his opponent.
- if his free hand touches the playing surface while the ball is in play.
- if he, or anything he wears or carries, touches the net or its supports while the ball is in play.
- if, in doubles, he strikes the ball out of proper sequence.

A GAME: A game is won by the player or pair first scoring 21 points unless both players or pairs have scored 20 points. In this case, the winner is the player or pair to first score 2 points more than the opposing player or pair.

A MATCH: A match consists of the best of three games or the best of five games. Play is continuous throughout except that any player is entitled to claim an interval of not more than two minutes between 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, and then the loser has the choice of ends.
- choose an end, and then the loser has the choice to serve or receive first.
- require the loser to make first choice.

In doubles: The pair having the right to serve first in any game decides which partner will do so. In the first game of a match, the opposing pair then decides which partner will receive first. In subsequent games of a match, the serving pair chooses their first server and the first receiver then is established automatically to correspond to the first server.

THE CHANGE OF ENDS: The player or pair who started at one end in a game starts at the other end in the next game and so on, until the end of the match. In the last possible game of a match, the players or pairs shall change ends when the first player or pair reaches the score of 10.

THE CHANGE OF SERVICE:

In singles, after five points, the receiver becomes the server and so on, until the end of the game or the score 20-20. From the score of 20-20, each player delivers only one service in turn until the end of the game.

In doubles:

- the first five services are delivered by the selected partner of the pair who has the right to serve and are received by the appropriate partner of the opposing pair.
- the second five services are delivered by the receiver of the first five services and are received by the partner of the first server.
- the third five services are delivered by the partner of the first server and are received by the partner of the first receiver.
- the fourth five services are delivered by the partner of the first receiver and are received by the first server.
- the fifth five services are 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 are the same, but each player delivers only one service in turn until the end of the game.

The player or pair who served first in a game receives first in the next game and so on, until the end of the match. In the last possible game of a doubles match, the receiving pair changes the order of receiving when either pair first reaches the score of 10. In each game of a doubles match, the initial order of receiving is opposite to that in the immediately preceding game.

SERVING OR RECEIVING OUT OF ORDER:

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

If, by mistake, a player serves or receives out of turn, play is interrupted and continues 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.

CHESS GAME:

ELEMENTS:

In a game of chess there are two opponents taking turns making moves; one using white pieces, one using black pieces. White always moves first to begin the game. Each player has six different kinds of chessmen: one queen, one king, two rooks, two bishops, two knights and eight pawns. The chessboard consists of sixty-four squares - eight horizontal rows (ranks) and eight vertical rows (files). Facing the board a white square is always at the lower, right corner. Set the white pieces on the board, from left to right on the first row as follows: rook, knight, bishop, queen, king, bishop, knight and rook. Set the eight pawns across the second row. Set the black pieces, from left to right, facing the player, on the first row as follows: rook, knight, bishop, king, queen, bishop, knight and rook. The two kings and two queens should be facing each other on the vertical rows. Set the eight pawns across the second row.

MOVE:

Each of the chessmen has a different way of moving.

King: can move on square in any direction - vertically, horizontally and diagonally. The king can capture any opposing chessman on an adjacent square and remove it.

Queen: can move, like the king, in any direction but with an important difference. The queen can keep on moving until she is blocked by some obstacle to her progress, such as a friendly or an opposing chessman. The queen captures by landing on the opponent's square and removing the captured pieces.

Rook: can move vertically or horizontally, one direction at a time until blocked by the presence of a friendly or an opposing chessman. The rook captures by landing on the opponent's square and removing the opposing chessman from the board.

Bishop: can move only diagonally, one direction at a time. The bishop captures by removing the opposing piece from the board.

Knight: can move - 1) one square forward or backward; then two squares to the right or left; or 2) one square to the right or left; then two squares forward or backward. The knight can leap over the chessman on its way to its third square and captures and removes only on the end-square of its move. The knight cannot capture any chessman that it leaps over.

Pawn: can move only in one direction to the square straight ahead unless the square is occupied by a friendly or hostile man. Each pawn only on its first move, has the choice of advancing one square or two squares. A pawn may capture any hostile piece only if it is in front of it to the left or right diagonally.

CHECKERS GAME:

OBJECTIVE:

Each player tries to either move the pieces so that the opponent is unable to make a move, or capture all of the opponent's pieces and remove them from the playing board.

TO BEGIN PLAY:

Each player arranges the twelve pieces on the twelve dark squares in the first three rows on their side of the board. The game is played only on the dark squares. The player with the dark, or black pieces, always takes the first turn. Each player may move only one piece per turn. The pieces are moved one square at a time, diagonally only. Once a player has touched a piece, it must be moved in that turn. Pieces may not be moved backward.

TO PLAY:

An opponent's pieces are captured when a piece jumps over it to the next square, which must be vacant. More than one piece may be captured each turn, as long as there is a vacant square to land on after each successive jump, but a piece may not be jumped more than once. A player has the choice whether to capture a small or large number of pieces. If the player decides to capture a large number of pieces, all the possible jumps and captures must be completed. Once a piece reaches the last row on the opponent's side of the board, it becomes a 'king'. The player's turn ends when the piece becomes a king. A king is 'crowned' by placing another piece of the same color on top of it. Once a piece becomes a king, it may be moved either forward or backward along the diagonal squares to a vacant square. A king may be captured by either a regular piece or by another king piece. If neither player can remove all the opponent's pieces or prevent the opponent from moving, then the game ends in a draw.

BACKGAMMON GAME:

OBJECTIVE:

To be the first player to move all of your pieces to your inner table where they can be removed (borne off) from the board. The first player to remove or "bear off" all his or her pieces from the board wins.

THE BOARD:

The board consists of 24 points, or triangles, of alternating colors. A 'bar' divides the board down the middle. Players sit on opposite sides of the board. The first six points are called their 'inner table'. Points seven through twelve are the player's 'outer table'. Each player has 15 pieces of a different color from their opponent's pieces.

TO BEGIN PLAY:

Pieces are placed on the board as illustrated below. Each player rolls a single die. The player rolling the highest number goes first, choosing which side of the board and color of pieces to play. This player moves first, combining the two single throws of the players as the first move. Throughout the rest of the game, each player throws the dice and moves accordingly in alternating turns.

The two numbers of the two dice thrown on each turn may be used separately to move two pieces or combined to move one piece. A player's piece may be moved to any point except one already occupied by two or more of the opponent's pieces. When a player has two or more pieces on a point, this is called 'making a point'. The opponent is barred from the landing on that point. If a player throws a pair, the player is allowed to move double the number thrown. The player may use the four numbers in any combination. A player must always use both numbers thrown whenever possible, but if only one of the numbers can be used, and there is a choice, the highest number must always be used.

The two players move their pieces in opposite directions. For example, white would move from black's home board towards white's home board. When all pieces are in a player's home board then the player may begin to 'bear off'.

TO PLAY:

A single piece occupying a point is a blot. If an opponent lands on a blot, the piece is removed from the board and placed on the 'bar', where it remains until it can be entered into the opponent's inner board. Pieces from the bar must be re-entered before any other moves are made. A piece may enter the board on points of the same number as shown on the dice. For example, if a 'five' and 'three' are thrown, a piece may be entered on a five point or a three point in the opponent's inner board. If a point is 'made' by two or more opponent's pieces, a player may not enter on that point. If all six of an opponent's inner-board points are made, the player forfeits that turn until the opponent's play opens up the inner board and makes entry possible. A player may land on two or more blots in the same throw. The player has a choice of landing on a blot or not unless no other move is possible.

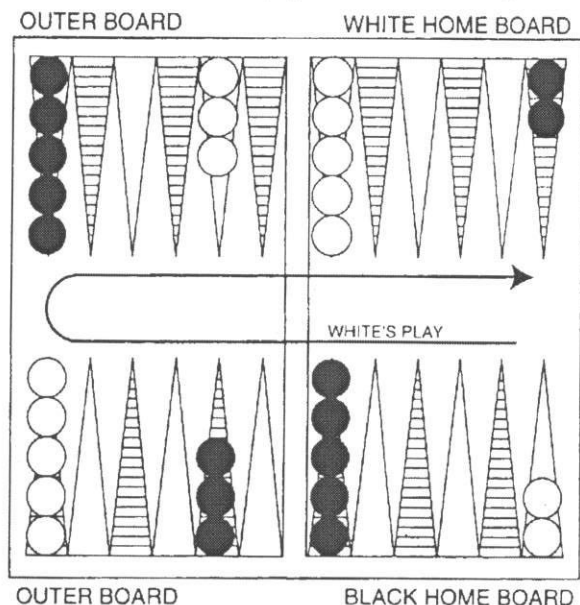
TO BEAR OFF:

A player bears off by rolling a number that corresponds to the point on which the piece resides, and then removing that piece from the board. Thus rolling a 6 permits the player to remove a checker from the six point. If there is no piece on the point indicated by the roll, the player must remove one piece from the highest-numbered point on which one of his pieces resides. A player is under no obligation to bear off if he can make a legal move (i.e. moving a piece closer to the end within the home board). If a piece is hit during the bear-off process, the player must bring that piece back to his home board before continuing to bear off.

TO WIN:

The winner may be determined in the following manner:

- A 'single game' - if the opponent has borne off at least one piece and has no pieces in the winner's inner board.
- A 'double game' or 'gammon' - if the opponent has not borne off any pieces.
- A 'triple game' or 'back gammon' - if the opponent has not borne off any pieces and has at least one piece still on the bar or in the winner's inner board.



SHUFFLE BOARD RULES:

Shuffleboard can be played two ways: Singles and doubles. For singles, we recommend one scoring count. We also recommend, if space is limited, that you play doubles with one scoring court.

- 1) Toss a coin to determine the choice of color.
 - 2) To start a game, the Red disc is shot first. Play alternates -red then black - until all discs are shot. Red shall always be played from the right side of the head of the court, and the left side of the foot of the court.
- IN SINGLES, after all discs are played, constituting a Half round, the players walk to the opposite ends of the court and start play. In this case, the discs are picked up and play starts again.
- IN DOUBLES, after all discs are played at the head of the court, players at the foot of the court start play. In this case, play resumes at the head of the court again - red leading, black following. Color lead does not change until both ends have been played (A ROUND).
- 3) A game is considered on a 50, 75, or a 100 point basis.
 - 4) Players shall place their four (4) discs within and not touching lines of their respective half of the 10-off area. Penalty - 5 off. Penalty is not applied to a player until he has played a disc.
 - * The disc must be played from the clear front within the respective half of the 10-off area.
 - * If the disc played touches the front or back lines - penalty - 5 off.
 - * If the disc played touches the side line, or triangle - penalty - 10 off, the offender's disc removed, and the opponent is credited with any disc displaced.
 - * All displaced discs shall be removed from the court immediately after the scoring of the opponent's displaced discs.
 - * No penalty is inflicted if the disc being played, STARTED in clear, should touch or cross the separation triangle. Discs may be moved and played from any spot within the respective 10 off area. A disc is played, when it leaves the starting area, except when jockeying.
 - 5) No hesitation shot is allowed. Forward motion of the disc must be continuous. Penalty - 10 off, the offender's disc is removed and the opponent is credited with a score of any of the discs displaced. All displaced discs shall be removed from the court immediately after the scoring of the opponent's displaced discs.
 - 6) No hook shall be allowed. The shot must be delivered in a straight line with continuous forward motion of the disc. Penalty - 10 off, the offender's disc is removed and the opponent is credited with the score of any of discs displaced. All displaced discs shall be removed from the court immediately after the scoring of opponent's displaced discs.
 - 7) Players shall not step on or over the baseline of the court, or the extension of the baseline, except to gather and place their discs. Penalty - 5 off for this offense when not in the act of executing a shot. Players must not touch a foot, hand, knee, or any other part of their body to the court on or over the baseline or extension of the baseline at any time while executing a shot. Penalty - 10 off.
 - 8) Players shall not stand in the way of, or have a cue in the way of, or interfere with the opponent while he is executing a play. Penalty - 5 off.
 - 9) Players shall not touch live discs at any time. Penalty - 5 off.
 - 10) A disc or discs returning or remaining on the playing area of the court, after having struck any object outside the playing area, shall be removed before further play. It is called a dead disc.
 - 11) If a dead disc rebounds and touches a live disc, or causes another dead disc to touch a live disc, the half-round shall be played over.) EXCEPT, if it was the result of the last disc, which is the 8th disc, played in the half-round ; than the half-round is not replayed, and any score that was on the board immediately before the rebound shall count.
 - 12) A disc which stops in the area between the farthest deadline and the starting area is dead, and shall be removed before further play. If the disc is touching the farthest deadline it is in play.
 - 13) Any disc that clearly leaves the court beyond the farthest baseline, or goes off the side of the court is a dead disc.
 - 14) A disc that is leaning over the edge of the court and touching the alley shall be immediately removed.
 - 15) Any player shooting before the opponent's disc comes to rest - Penalty - 10 off, the offender's disc is removed, and the opponent is credited with any of his discs displaced. All displaced discs shall be removed from the court immediately after the scoring of opponent's displaced discs.

BOWLING:

A game of American 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.

PLAYING CARDS:

Standard deck of 52 cards.

FOUR IN A ROW.

TIC TAC TOE.

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