



48" 4-in-1 Swivel Table



Please keep this instruction manual for future reference

If you have any problems with your new product, please contact Triumph Sports USA at 1-866-815-4173, or e-mail us at csr@triumphsportsusa.com for any technical support or warranty issues.

Limited 90-Day Triumph Sports USA, Inc. Warranty

All Triumph Sports USA, Inc. (TSU) games have a limited 90-day from date of purchase warranty. This warrants the retail purchaser for any TSU game purchased to be free from any defect in materials and construction for 90 days from the date of purchase. The only exceptions to the warranty include main frames, tabletops, playing surfaces, batteries or tools. Damaged main frames, tabletops, playing surfaces need to be returned to the store as we are unable to replace these parts. Normal play wear and usage is not covered under the warranty, nor is wear or damage due to improper use of the TSU game. This will void any and all TSU warranties.

A PURCHASE RECEIPT (or other proof of purchase date) will be required before any warranty service is initiated. All requests for warranty service can be submitted by email, in writing or by contacting our Customer Service Department at: 1-866-815-4173 or email us at csr@triumphsportsusa.com.

Warnings



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



WARNING: Adult Assembly Required.

Be sure to check out all the exciting games  has to offer.

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BILLIARDS



DARTS



GAME TABLES



CASINO



OUTDOOR GAMES



DARTBOARDS

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IMPORTANT SAFETY INSTRUCTIONS

Read all instructions

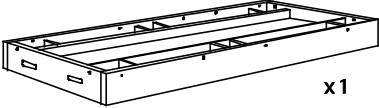
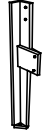


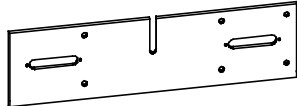
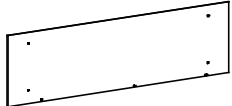
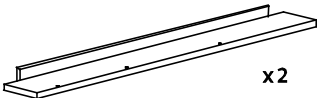



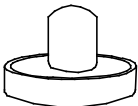
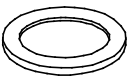
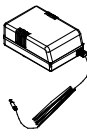
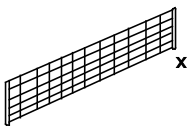


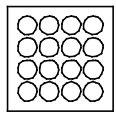

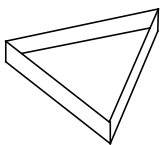
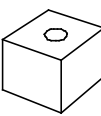
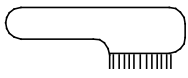
1. Read all instructions-All the safety and operating instructions should be read carefully before this hockey game is played.
2. Caution-This is not a toy and is intended for use by or under the supervision of adults. Adults should review safety guidelines with children to avoid possible risk of electric shock or other injuries.
3. Power sources-This hockey game should be operated only from 110-120V 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. **CAUTION-ELECTRICALLY OPERATED PRODUCT**-Not recommended for children under 8 years of age. As with all electrical products, precautions should be observed during handling and use to reduce the risk of electric shock.
10. We recommend that the game be periodically examined for conditions that may result in the risk of fire, electrical shock, or injury to persons. In the event such conditions exist, the game should not be used until properly repaired.
11. **RISK OF FIRE, ELECTRIC SHOCK, OR INJURY TO PERSONS**
WARNING-When using electric appliances, basic precautions should always be followed, including the following:
 - A) Read all the instructions before using the appliances.
 - B) To reduce the risk of injury, close supervision is necessary when an appliance is used near children.
 - C) Do not contact moving parts.
 - D) Only use attachment recommended or sold by the manufacturer.
 - E) Do not use outdoors.
 - F) For a cord-connected appliance, the following shall be included:
 - To disconnect, turn all controls to the off position, then remove plug from outlet.
 - Do not unplug by pulling on cord. To unplug, grasp the plug, not the cord.
 - Unplug from outlet when not in use and before servicing or cleaning.
 - Do not operate any appliance with a damaged cord or plug, or after the appliance malfunctions or is dropped or damaged in any manner. Return appliance to the nearest authorized service facility for examination, repair, or electrical or mechanical adjustment.

SAVE THESE INSTRUCTIONS

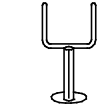
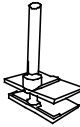

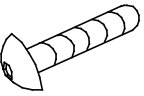
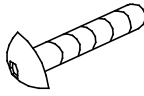
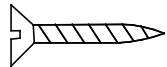
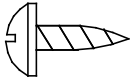
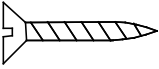
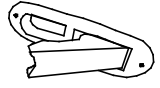

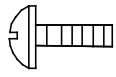







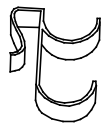
WARNING: To Reduce The Risk Of Fire Or Electric Shock, Do Not Use This Fan With Any Solid-State Speed Control Device.

For Household use only.

Parts List

<p>1</p>  <p>CABINET-HOCKEY x1</p>	<p>2</p>  <p>LEG PANEL-LEFT x2</p>	<p>3</p>  <p>LEG PANEL-RIGHT x2</p>
<p>4</p>  <p>LEG PANEL-SUPPORT x2</p>	<p>5</p>  <p>LEG PEDESTAL x2</p>	<p>6</p>  <p>LEG END-PANEL x2</p>
<p>7</p>  <p>BALL BOARD-LOWER x2</p>	<p>8</p>  <p>LEG-SIDE PANEL x2</p>	<p>9</p>  <p>TOP END PANEL x2</p>
<p>10</p>  <p>TENNIS SURFACE x1</p>	<p>11</p>  <p>HOCKEY STRIKER x2</p>	<p>12</p>  <p>HOCKEY PUCK x2</p>
<p>13</p>  <p>ADAPTOR / ADAPTATEUR x1</p>	<p>14</p>  <p>TABLE TENNIS NET / FILET DE TENNIS DE TABLE x1</p>	<p>15</p>  <p>TABLE TENNIS BAT x2</p>
<p>16</p>  <p>TABLE TENNIS BALL x2</p>	<p>17</p>  <p>BILLIARD BALLS x1</p>	<p>18</p>  <p>CUE STICK x2</p>
<p>19</p>  <p>TRIANGLE x1</p>	<p>20</p>  <p>CHALK x2</p>	<p>21</p>  <p>BRUSH x1</p>

Parts List

<p>22</p>  <p>x2</p> <p>FOOTBALL GOAL</p>	<p>23</p>  <p>x2</p> <p>TABLE TENNIS POST</p>	<p>24</p>  <p>x2</p> <p>FOAM FOOTBALL</p>
<p>25</p>  <p>x8</p> <p>6X35MM BOLT</p>	<p>26</p>  <p>x8</p> <p>6X25MM BOLT</p>	<p>27</p>  <p>x12</p> <p>3.5X21MM SCREW</p>
<p>28</p>  <p>x18</p> <p>3.5X14MM SCREW / VIS 3.5 X 14 MM</p>	<p>29</p>  <p>x24</p> <p>3.5x33MM SCREW / VIS3.5x33MM</p>	<p>30</p>  <p>x4</p> <p>LOCK PIN / GOUPILLE D'ARRÊT</p>
<p>31</p>  <p>x4</p> <p>LEG LEVELER</p>	<p>32</p>  <p>x8</p> <p>4X22MM SCREW</p>	<p>33</p>  <p>x8</p> <p>NUT</p>
<p>34</p>  <p>x4</p> <p>COMER BASKET</p>	<p>35</p>  <p>x2</p> <p>SIDE BASKET</p>	<p>36</p>  <p>x8</p> <p>12MM WASHER</p>
<p>37</p>  <p>x1</p> <p>WRENCH-ALLEN STYLE</p>	<p>38</p>  <p>x1</p> <p>CABINET-BILLIARDS</p>	<p>39</p>  <p>x16</p> <p>16MM WASHER</p>
<p>40</p>  <p>x2</p> <p>CUE HOLDER</p>		

Assembly Tips

Attention: If you are using an electric screw driver in assembly, please set at low torque and do not over tighten the hardware. When assembling individual parts, loosely tighten screws until all screws are inserted, then tighten completely.

Assembly Instructions

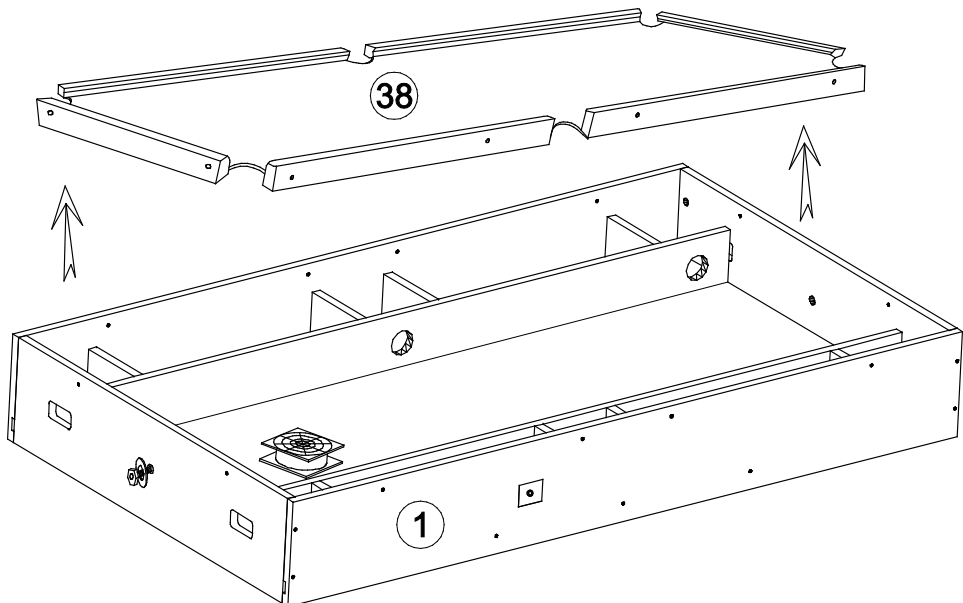
NOTE: We recommend that two adults work together to assemble this game.

Open the carton of your new table game near where you will play. Select a clear level area.

Step 1

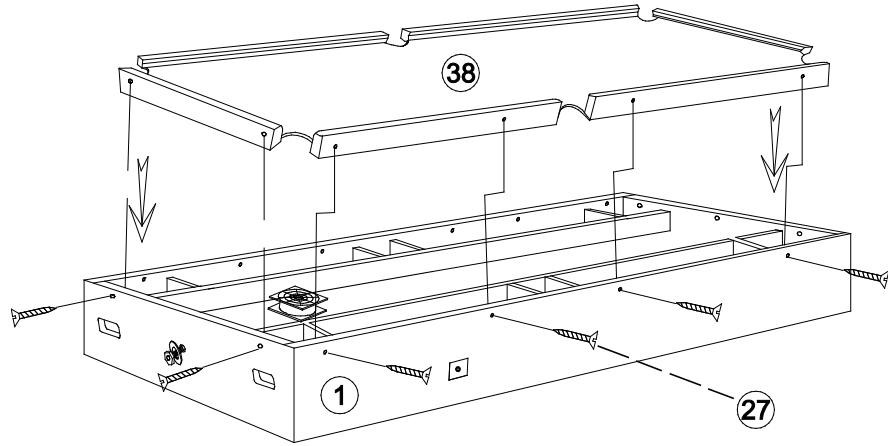
Remove all the contents from inside the carton and verify that you have all listed parts as shown on the parts list.

NOTE: Parts are packed inside the table cabinet. Remove the pool table surface (#38), inside the table cabinet you will find all the parts needed to assemble your table.



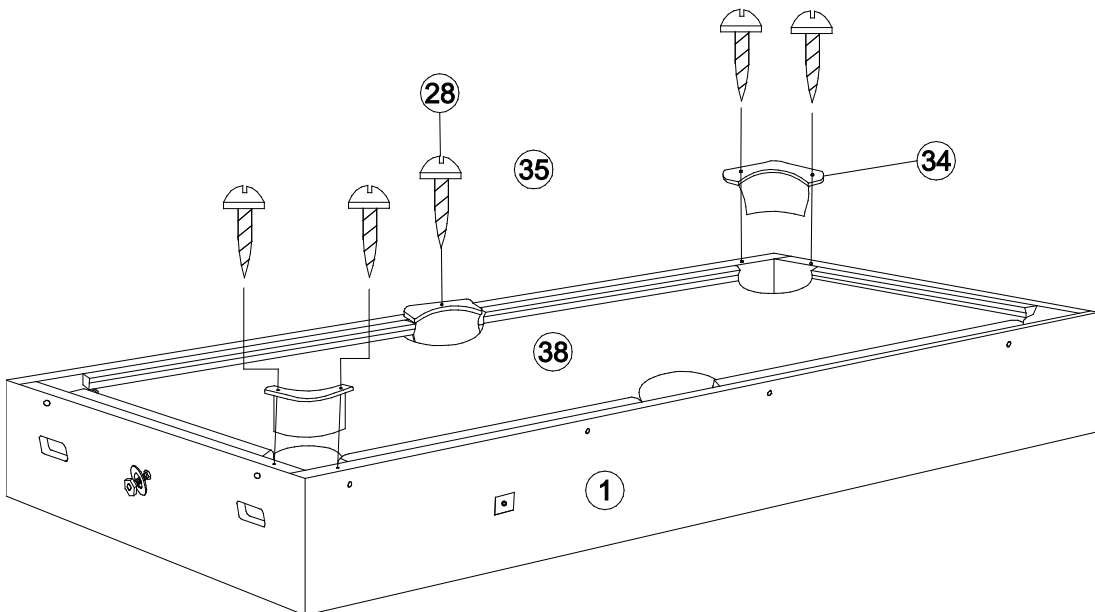
Step 2

When all the parts are out of the table cabinet (#1), replace the pool table surface (#38) to the table cabinet by using the screws (#27).



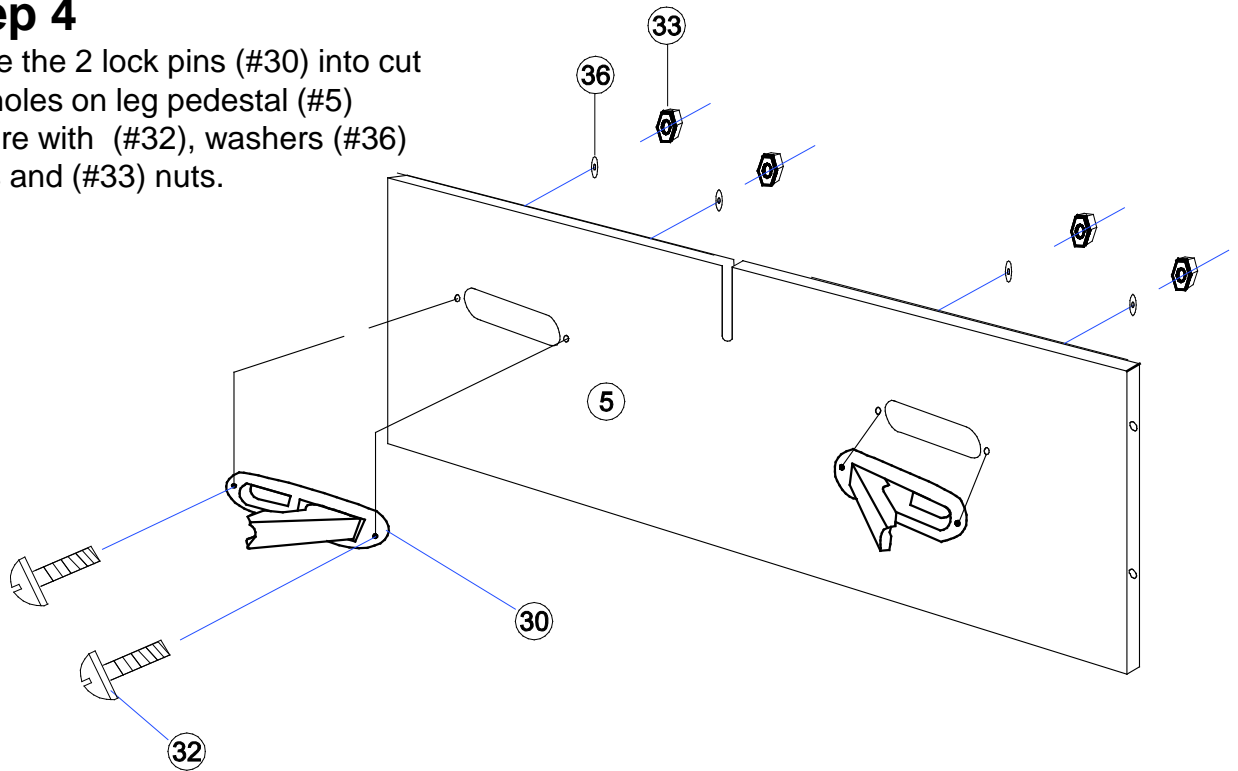
Step 3

Insert the corner baskets (#34) and side baskets (#35) into the table cabinet (#1) using screws (#28).



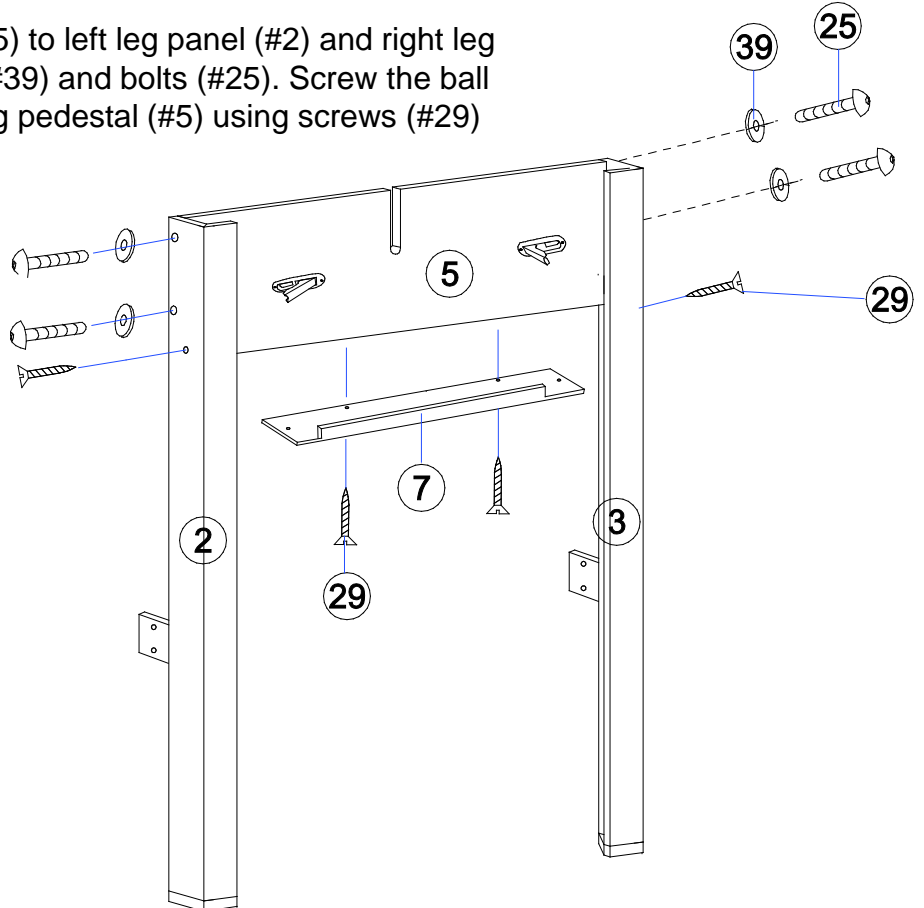
Step 4

Place the 2 lock pins (#30) into cut out holes on leg pedestal (#5) secure with (#32), washers (#36) bolts and (#33) nuts.



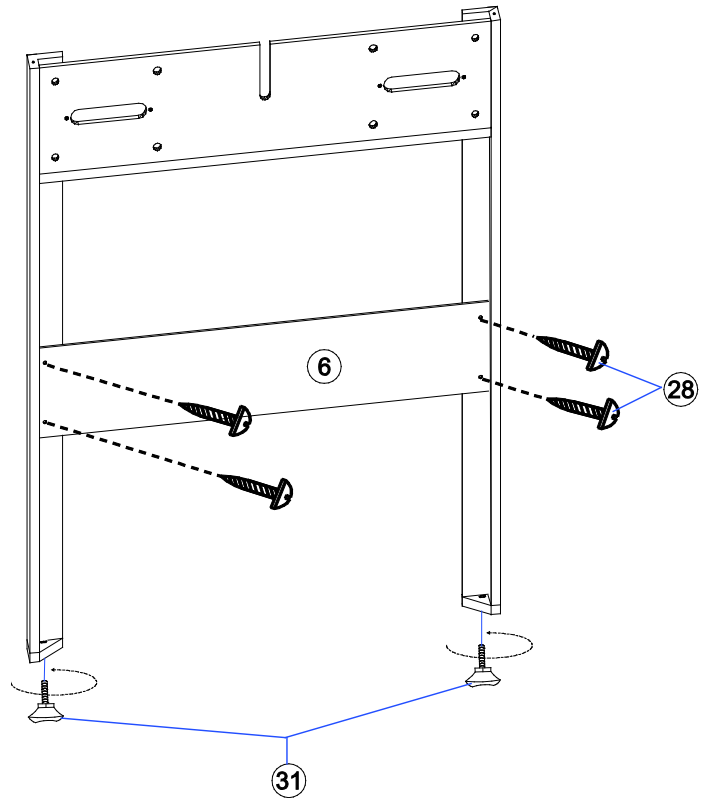
Step 5

Attach the leg pedestal (#5) to left leg panel (#2) and right leg panel (#3) with washers (#39) and bolts (#25). Screw the ball below board (#7) to the leg pedestal (#5) using screws (#29) into predrilled holes.



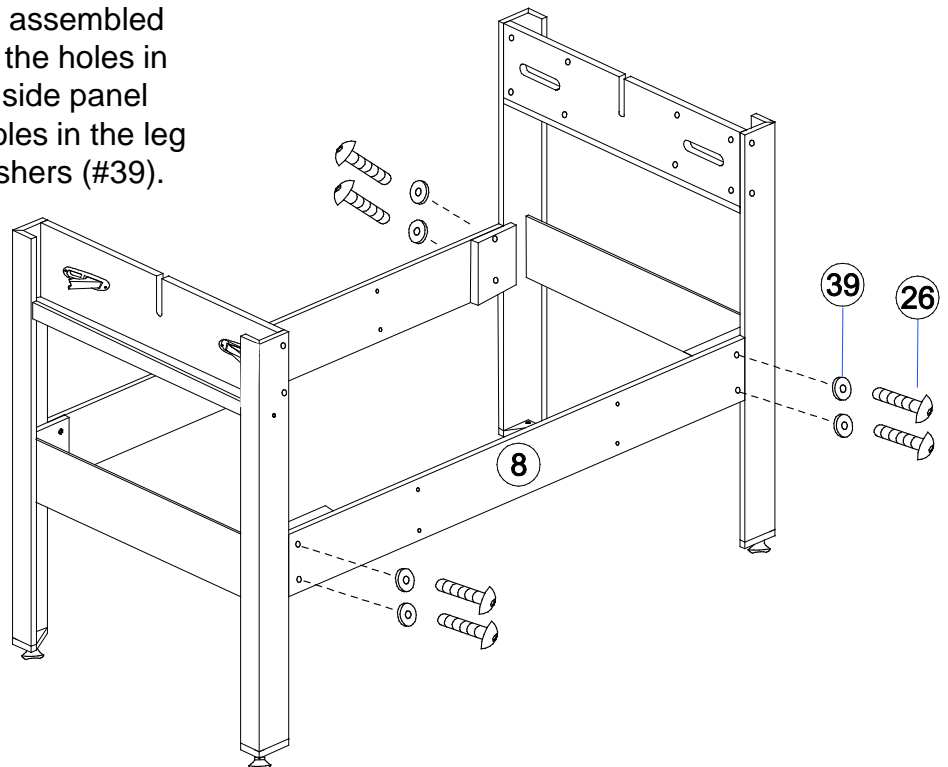
Step 6

Attach the leg end panel (#6) to the assembled legs from the inside using screws (#28). Attach each leg leveler (#31) to the bottom of the legs.



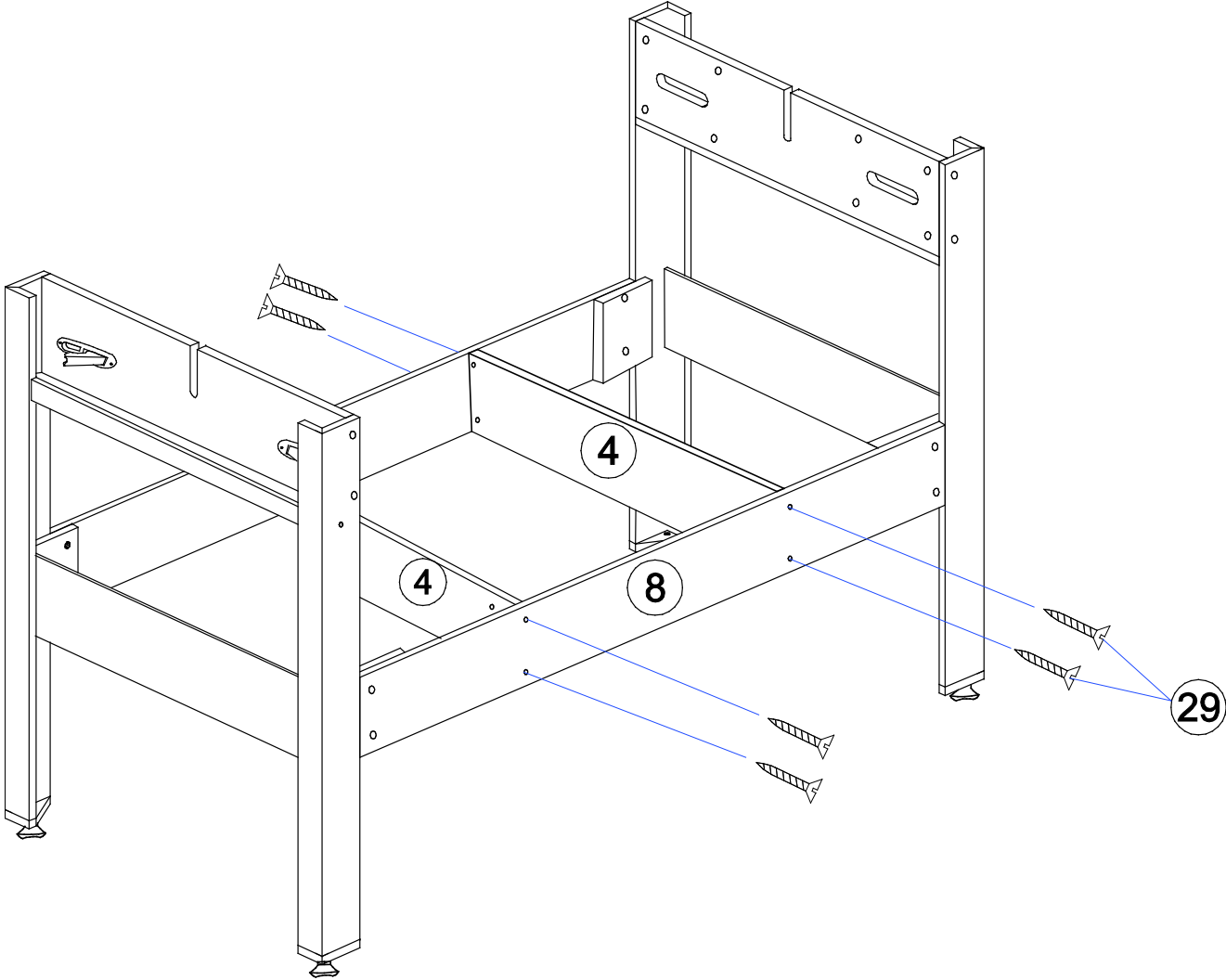
Step 7

With the help of another person, attach the side panel (#8) to the assembled leg pedestals by aligning the holes in the corner braces on the side panel (#8) with the predrilled holes in the leg using bolts (#26) and washers (#39).



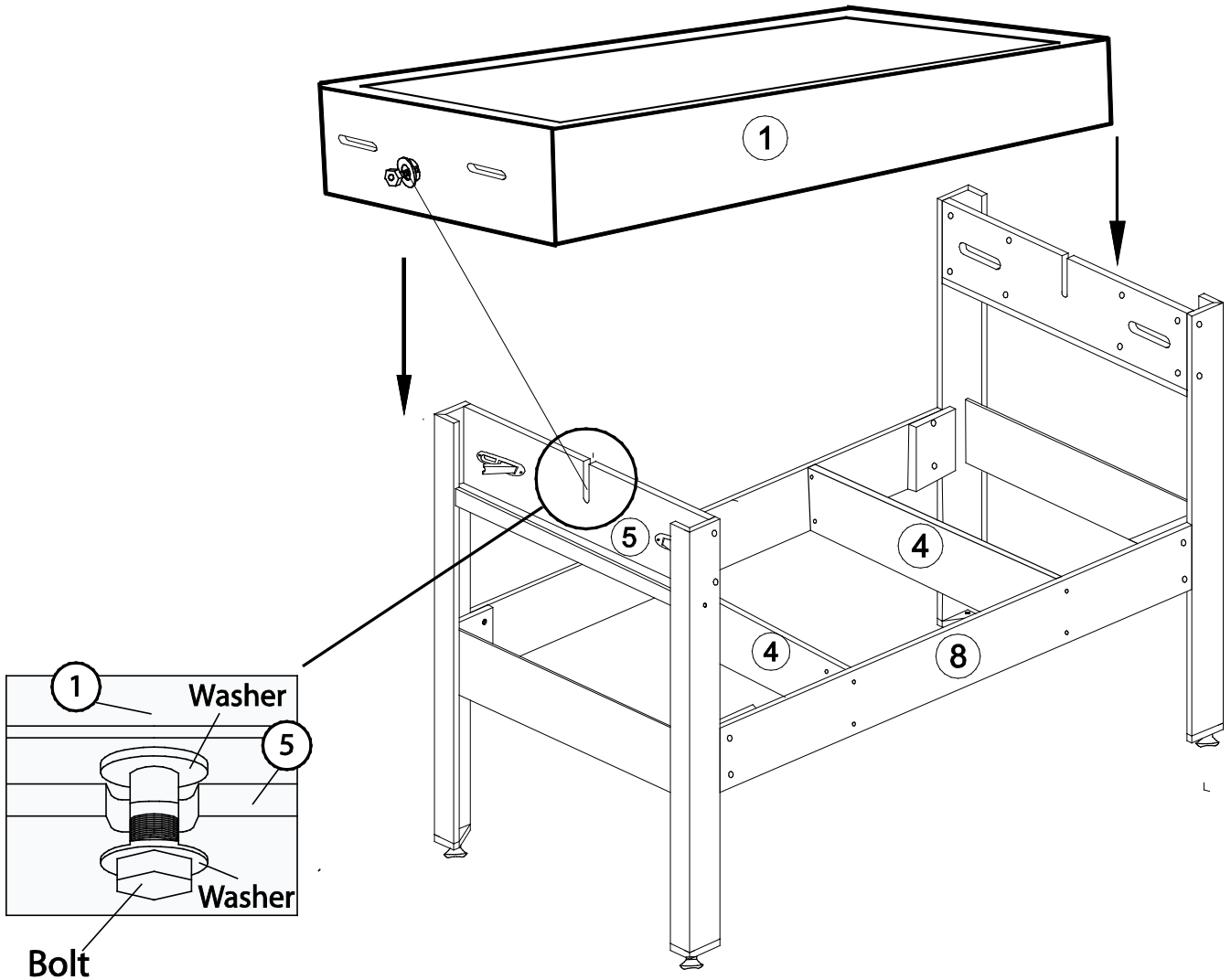
Step 8

Attach the leg panel support (#4) to the side panel (#8) from the inside using screws (#29).



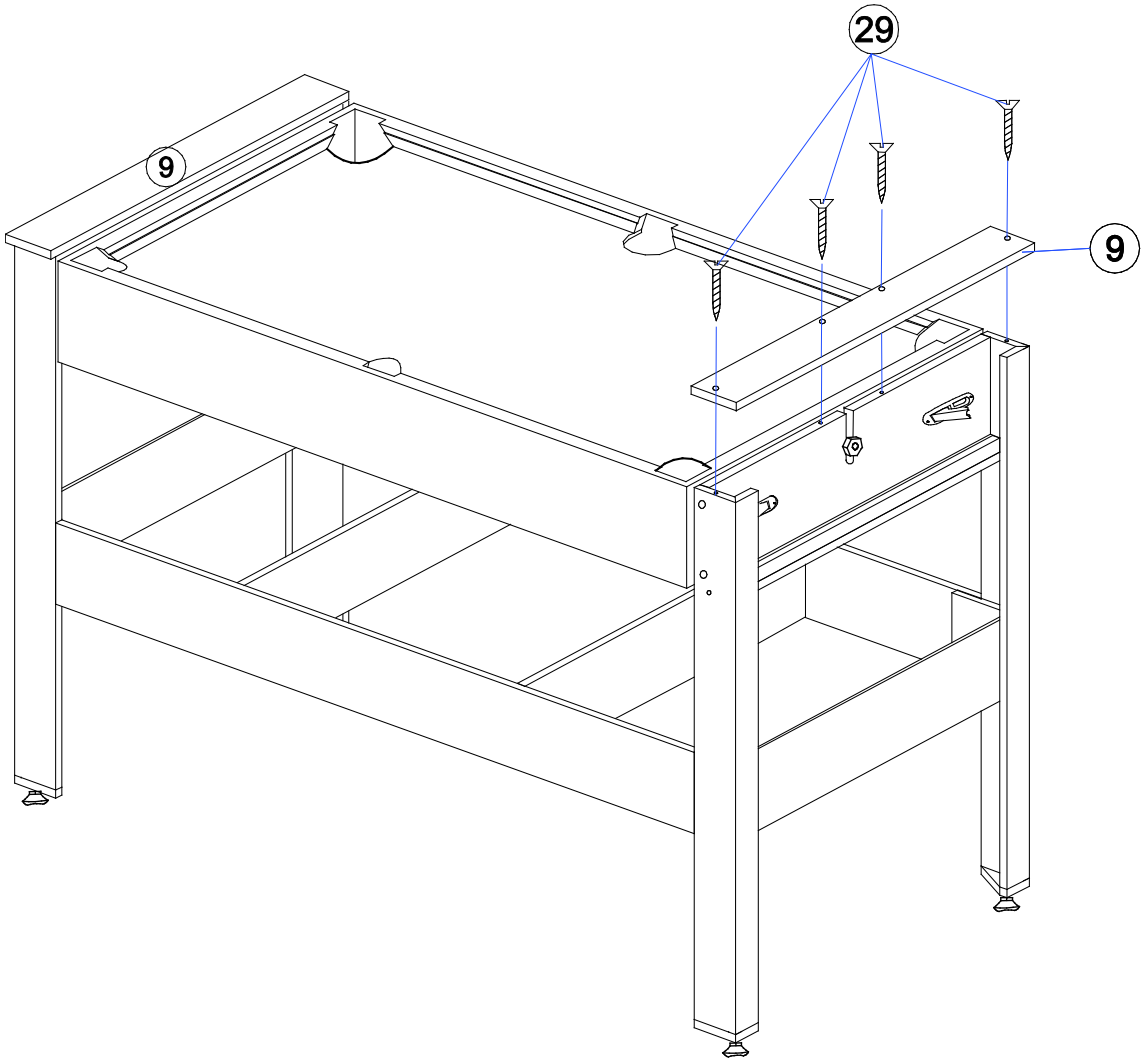
Step 9

Attach the table top (#1) to the assembled base frame. The threaded shaft in the cabinet-hockey (#1) cannot be removed, be sure to pull it out as far as possible, about 2 to 3 inches on the end with the electric plug.



Step 10

Attach top end panel (#9) to the assembled leg pedestal by aligning the holes in the top end panel with the predrilled holes in the top of the leg pedestal with screws (#29).



Game Rules

AIR POWERED 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.

BILLIARDS:

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.

Game Rules

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. 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.

Game Rules

FOOTBALL:

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.