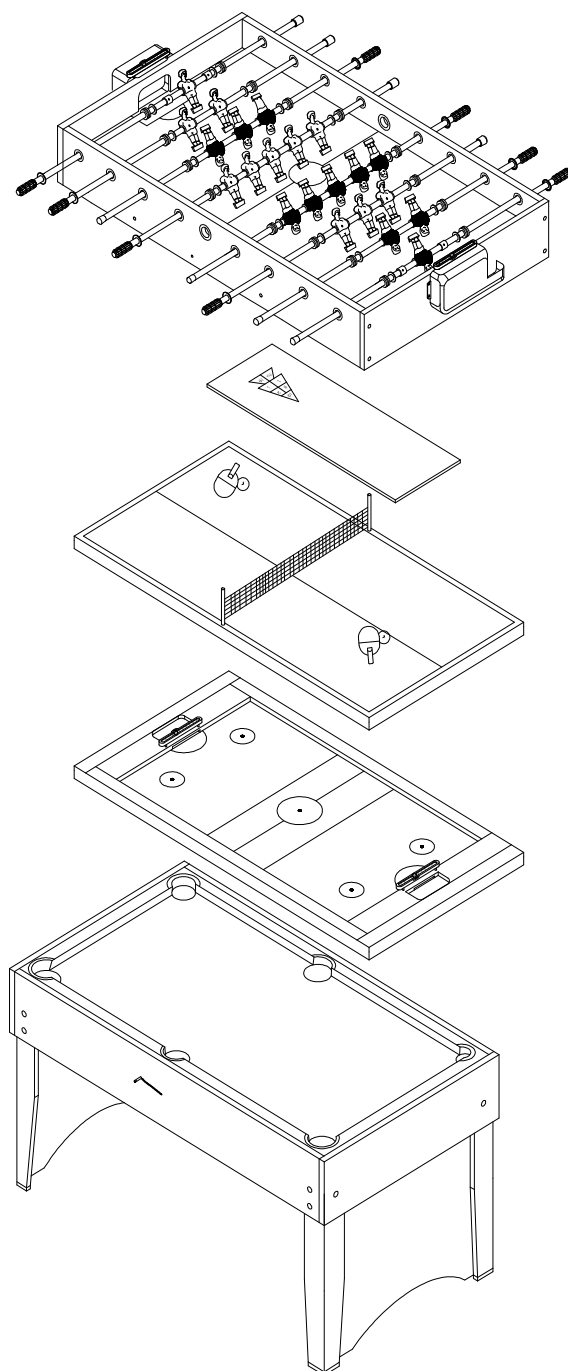


# WORKER

**Worker Crazy FUN  
IN 2005**

**HRACÍ STŮL 12 v 1**



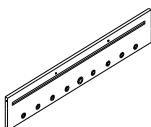
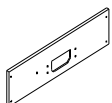
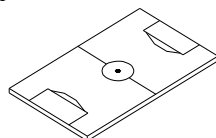
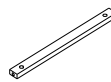
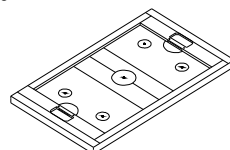
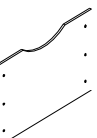






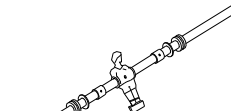
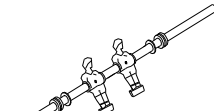
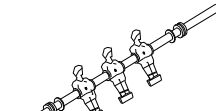
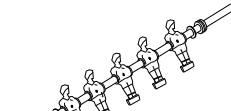
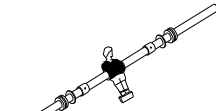
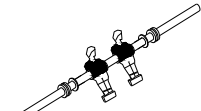
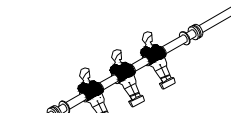
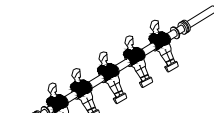
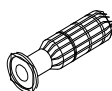


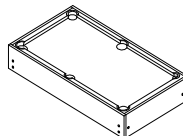


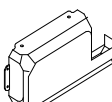

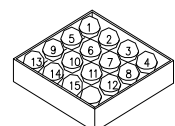
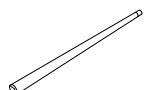

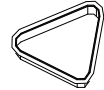


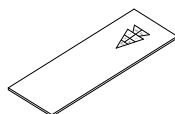



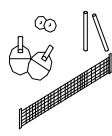
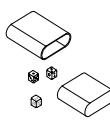
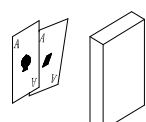

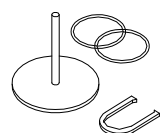
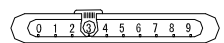
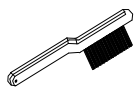


**VAROVÁNÍ:** Nebezpečí udušení – Součástí hračky jsou malé míčky a/nebo malé součásti. Není vhodné pro děti do 3 let.

### DŮLEŽITÉ!

**Návod uchovejte pro budoucí použití.** Než začnete se sestavováním, přečtěte si návod a seznamte se se všemi součástkami a montážními kroky. Doporučujeme, aby montáž prováděly dvě dospělé osoby. Projděte seznam dílů a ubezpečte se, že jsou v balení obsaženy všechny vyobrazené díly.

## SEZNAM DÍLŮ

1  BOČNÍ DESKA STOLU 2 ks	2  KONCOVÁ DESKA 2 ks	3  FOTBALOVÉ HŘIŠTĚ 1 ks	4  PODPĚRA 2 ks	5  TT/HOJEKOVÉ HŘIŠTĚ 1 ks	6  PODPĚRA NOHY 2 ks
7  6X25MM ŠROUB 12 ks	8  18X6,5MM PODLOŽKA 12 ks	9  3,5X10,5MM VRUT SE ZÁPUSTNOU HLAVOU 12 ks	10  3,5X35MM VRUT SE ZÁPUSTNOU HLAVOU 12 ks	11  3,5X12MM VRUT SE ZÁPUSTNOU HLAVOU 12 ks	12  INBUSOVÝ KLÍČ 1 ks
13  SESTAVA HRÁČE NA TYČI – MODRÁ 1 ks	14  SESTAVA 2 HRÁČŮ NA TYČI – MODRÁ 1 ks	15  SESTAVA 3 HRÁČŮ NA TYČI – MODRÁ 1 ks	16  SESTAVA 5 HRÁČŮ NA TYČI – MODRÁ 1 ks	17  SESTAVA HRÁČE NA TYČI – ČERVENÁ 1 ks	18  SESTAVA 2 HRÁČŮ NA TYČI – ČERVENÁ 1 ks
19  SESTAVA 3 HRÁČŮ NA TYČI – ČERVENÁ 1 ks	20  SESTAVA 5 HRÁČŮ NA TYČI – ČERVENÁ 1 ks	21  DRŽADLO 8 ks	22  ZÁSLEPKA 8 ks	23  FOTBALOVÝ MÍČ 2 ks	24  SKRÍN NA KULEČNÍK 1 ks
25  LEVÁ NOHA 2 ks	26  PRAVÁ NOHA 2 ks	27  BRANKA 2 ks	28  ZÁVLAČKA 2 ks	29  KULEČNÍKOVÉ KOULE 1 ks	30  TÁGO 2 ks
31  KŘÍDA 2 ks	32  TROJÚHELNÍK 1 ks	33  PUSHER 2 ks	34  PUK 2 ks	35  HRACÍ DESKA NA BOWLING 1 ks	36  KUŽELKY 1 sada
37  SADA ŠACHOVÝCH FIGUREK 1 sada	38  SADA KAMENŮ NA DÁMU 1 sada	39  SADA NA STOLNÍ TENIS 1 sada	40  SADA KAMENŮ NA BACKGAMMON (VRCHČÁBY) 1 sada	41  KARTY 3 balení	42  PUSHER 1 balení
43 	44 	45 			

SADA KROUŽKŮ 1 sada	ZAPISOVAČ SKÓRE 4 ks	SMETÁČEK 1 ks
------------------------	-------------------------	------------------

## NÁVOD K MONTÁŽI:

- 1) Otevřete krabici s Vaší novou stolní hrou na místě, kde budete hrát. Zvolte volnou a rovnou plochu. K sestavení hry je potřeba nejméně dvou dospělých osob.
- 2) Z krabice vyjměte všechny součásti a ujistěte se, že balení obsahuje všechny díly ze Seznamu dílů.  
POZNÁMKA: Hrací tyče jsou předmontovány. Při montáži doporučujeme použít dno krabice, jehož čistý a rovný povrch ochrání jednotlivé díly hry. Opatrně odřízněte nebo odtrhněte čtyři rohy krabice tak, aby se dno krabice stalo Vaší pracovní plochou.

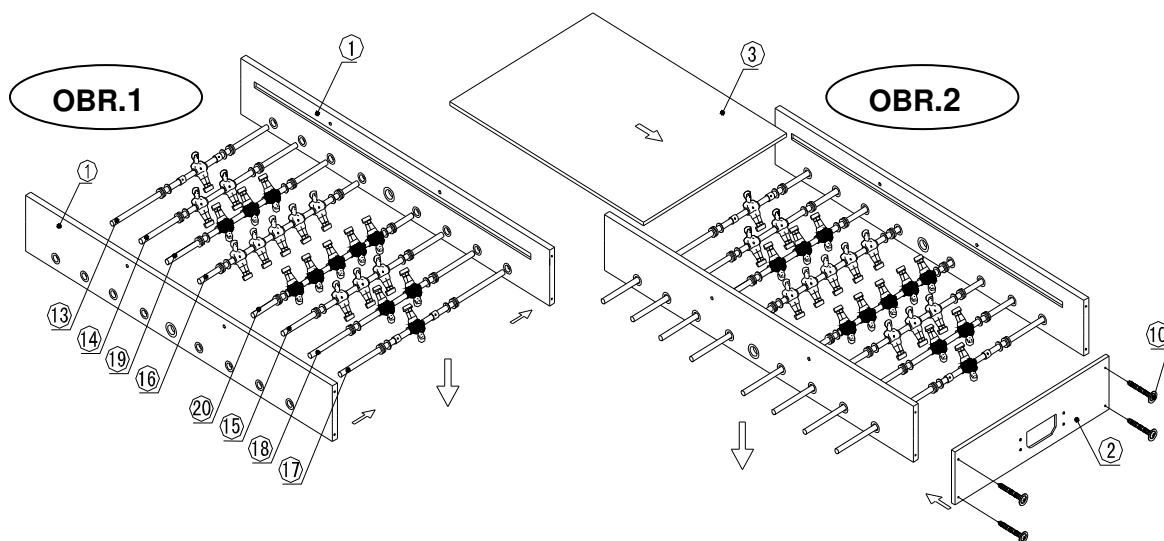
### **OBR.1.**

- 3) Nastavte Boční desku stolu (1) drážkou směrem dovnitř a ošetřenou hranou směrem dolů. Prostrčte Tyče (13-20) průchodkami v pořadí vyobrazeném na OBR. 1. POZNÁMKA: Dbejte na to, aby byly tyče správně vloženy, všichni hráči daného týmu musí být nastaveni stejným směrem.

- 4) Nyní nasuňte druhou Boční desku stolu (1) drážkou směrem dovnitř na opačné konce Tyčí.

### **OBR.2.**

- 5) Pomocí Vrutů se zápusťnou hlavou (10) spojte Boční desky stolu (1) s Koncovou deskou (2). POZNÁMKA: Vruty neutahujte, nechte je prozatím volné.
- 6) Podle OBR. 2 nasuňte Hrací desku (3) obrázkem dolů do drážek. Pokud se deska nenasazuje snadno, ujistěte se, že jste příliš neutáhli některý z vrutů, či zda se deska nezachytila v drážkách.



### **OBR.3.**

- 7) Opakujte tento postup a přišroubujte druhou Koncovou desku (2) k Bočním deskám stolu (1).

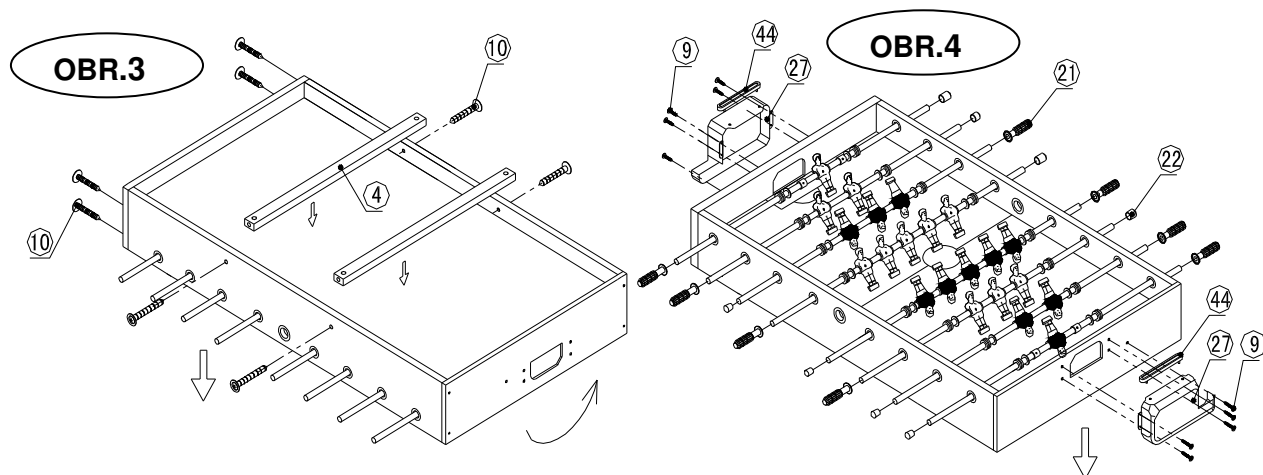
- 8) Podle nákresu na OBR. 3 přiložte dvě Podpěry (4) k Hrací desce (3) a spojte je pomocí Vrutů se zápusťnou hlavou (10).

### **OBR.4.**

- 9) Ve správném pořadí nasadte Držadla (21) a zarážky na tyče. POZNÁMKA: Pro snazší nasazení postříkejte nejprve konce tyčí čističem oken a po nasazení na Držadla jemně poklepejte kladívkem. Viz OBR. 4.

- 10) Pomocí Vrutů se zápusťnou hlavou (9) přišroubujte Branky (27). Použijte pět vrutů na každou branku.

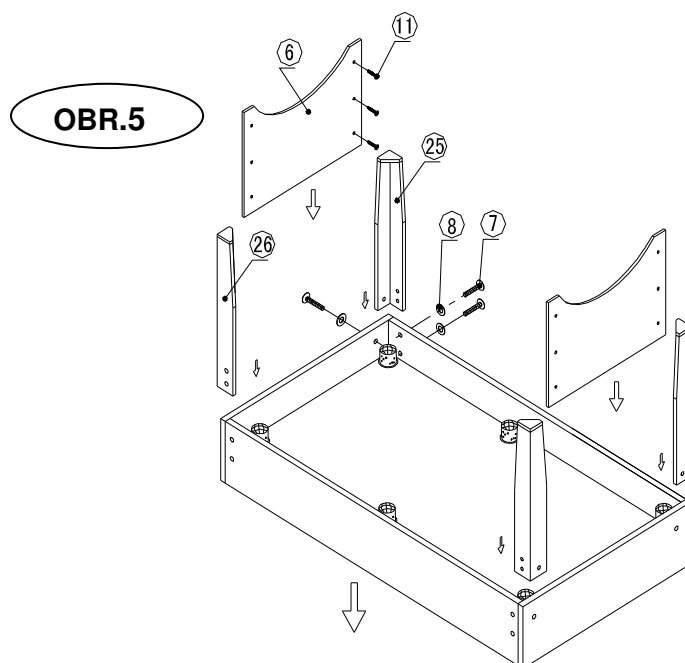
- 11) Vložte Zapisovače skóre (44) do otvorů v Brankách.



### OBR.5.

12) Přišroubujte Levou (25) a Pravou (26) nohu ke skříni pomocí tří Šroubů (7) a Podložek (8) na každou nohu. Viz OBR. 5.

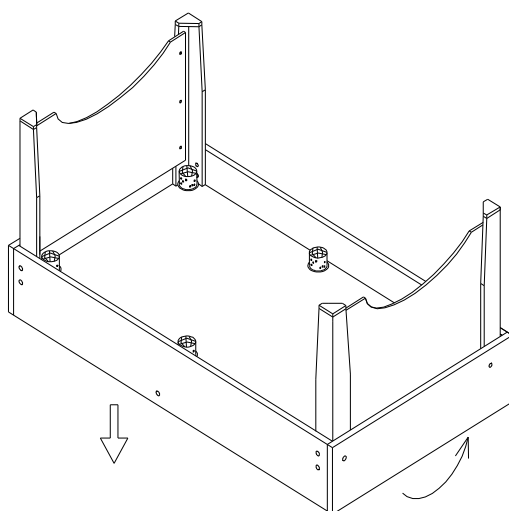
13) Přišroubujte dvě Podpěry nohy (6) k nohám stolu pomocí tří Vrutů se zápusťnou hlavou (11). Použijte tři vruty na každou nohu. Viz OBR. 5.



### OBR.6.

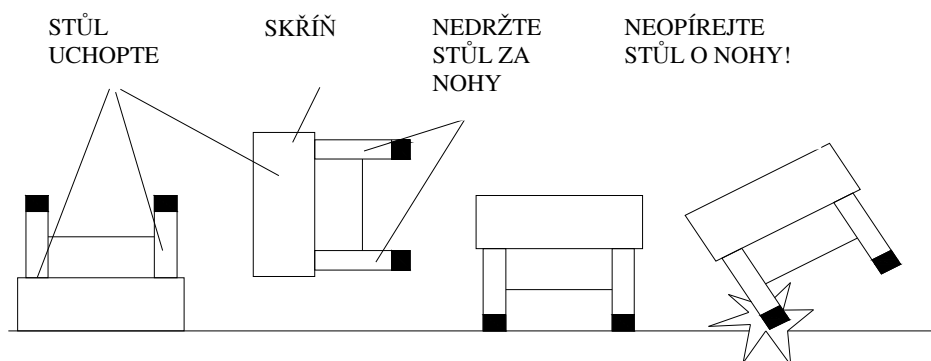
14) Ve dvou lidech zvedněte sestavu ze země, otočte ji a postavte stůl na nohy. Umístěte jej na místo, kde budete stůl používat. Nyní pevně dotáhněte všechny šrouby a vruty.





**UPOZORNĚNÍ:** Doporučujeme, aby stůl otáčely dvě silné dospělé osoby.

1. Stůl uchopte.
2. Ve vzduchu jej otočte.
3. Postavte stůl na všechny čtyři nohy zároveň.

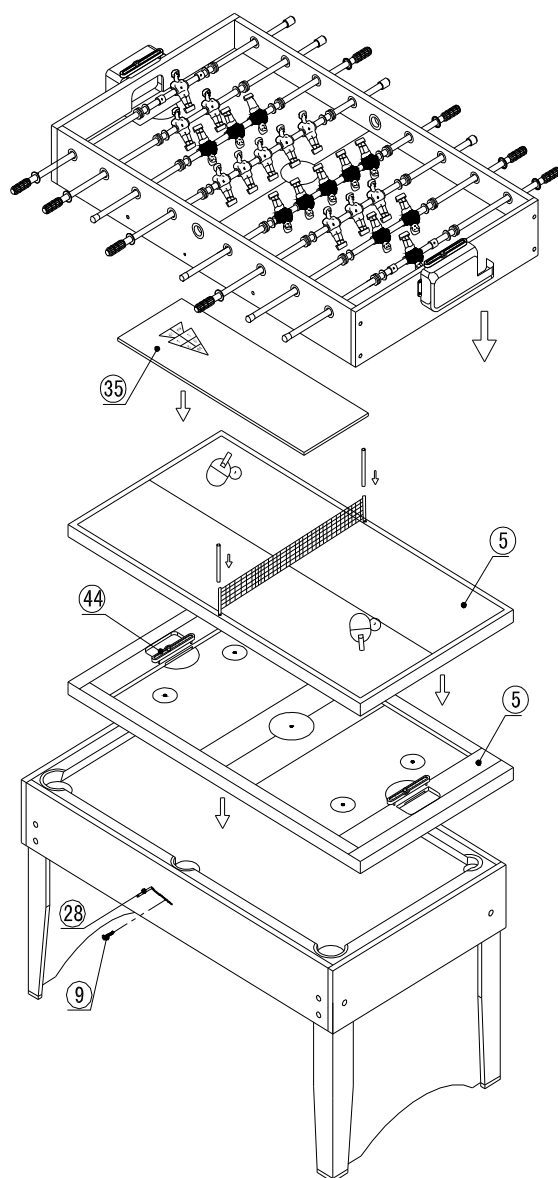


### **OBR.7.**

15) Vložte Zapisovače skóre (44) do otvoru desky hokejového hřiště.

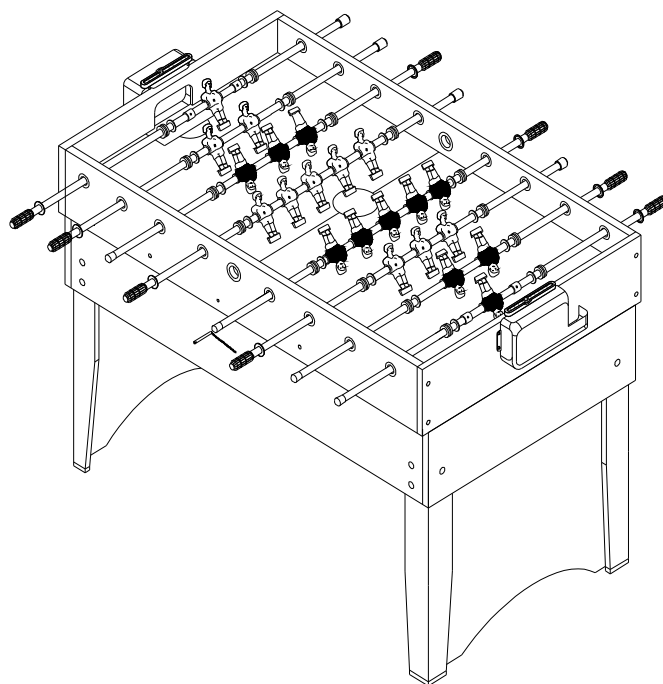
16) Podle OBR. 7 přišťobujte pomocí Vrutů se zástrčnou hlavou (9) Zástrčky (28) ke stolu.

**OBR.7**



**STŮL JE SMONTOVÁN, MŮŽETE ZAČÍT HRÁT.**

**OBR.8**



***ZÁRUČNÍ A POZÁRUČNÍ SERVIS ZAJIŠŤUJE:***

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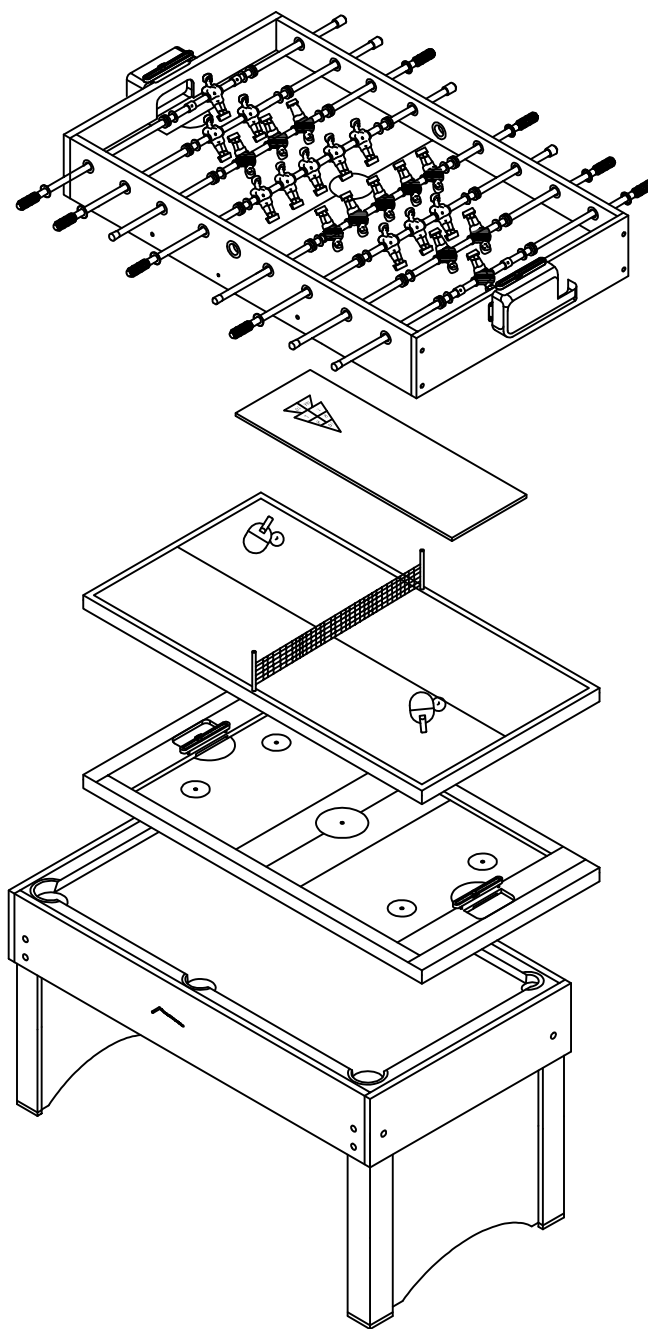
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# Table Games

Model#91412-INS-E



.Assembly Instructions

.Parts List



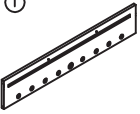

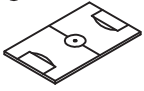

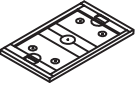







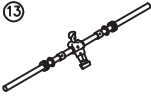
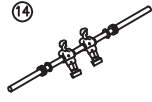
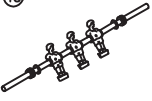
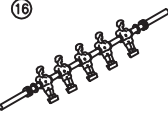
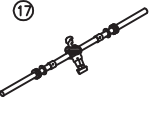
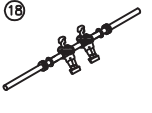

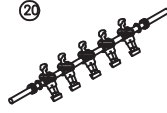



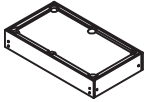














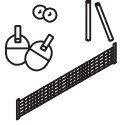
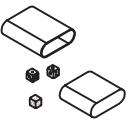
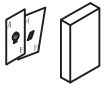







**WARNING:** Choking Hazard--Toy contains small balls and/or small parts. Not for children under 3 years.

## IMPORTANT!

**Please Keep Your Instructions.** Before attempting assembly, please read through this instruction book to familiarize yourself with all the parts and assembly steps. We recommend that two adults assemble this game. Please refer to the Parts List below and be sure that all parts have been included.

## PARTS LIST

①  SIDE APRON 2EA	②  END APRON 2EA	③  SOCCER PLAYFIELD 1EA	④  SUPPORT BRACE 2EA	⑤  TT/HOCKEY PLAYFIELD 1EA	⑥  END LEG BRACE 2EA	⑦  6X30MM BOLT 12EA
⑧  18X6.5MM WASHER 12EA	⑨  3.5X10.5MM WASHER HEAD SCREW 12EA	⑩  3.5X33MM WASHER HEAD SCREW 8EA	⑪  3.5X12MM WASHER HEAD SCREW 12EA	⑫  3.5X35MM WASHER HEAD SCREW 4EA	⑬  1 PLAYER ROD ASSEMBLY BLUE 1EA	⑭  2 PLAYER ROD ASSEMBLY BLUE 1EA
⑮  3 PLAYER ROD ASSEMBLY BLUE 1EA	⑯  5 PLAYER ROD ASSEMBLY BLUE 1EA	⑰  1 PLAYER ROD ASSEMBLY RED 1EA	⑱  2 PLAYER ROD ASSEMBLY RED 1EA	⑲  3 PLAYER ROD ASSEMBLY RED 1EA	⑳  5 PLAYER ROD ASSEMBLY RED 1EA	㉑  HAND GRIP 8EA
㉒  END CAP 8EA	㉓  SOCCER BALL 2EA	㉔  CABINET FOR BILLIARD 1EA	㉕  LEFT LEG 2EA	㉖  RIGHT LEG 2EA	㉗  GOAL BOX 2EA	㉘  LOCKING PIN 2EA
㉙  BILLIARD BALLS 1EA	㉚  CUE STICK 2EA	㉛  CHALK 2EA	㉜  TRIANGLE 1EA	㉝  HOCKEY PUSHER 2EA	㉞  HOCKEY PUCK 2EA	㉟  BOWLING PLAY BOARD 1EA
㊳  BOWLING PIN 1SET	㊴  CHESS SET 1SET	㊵  CHECKER SET 1SET	㊶  TABLE TENNIS NET SET 1SET	㊷  BACKGAMMON SET 1SET	㊸  PLAYING CARD 1DECK	㊹  SHUFFLE BALL 1SET
㊺  FERRULE 1SET	㊻  SCORER 4EA	㊼  ALLEN WRENCH 1EA	㊽  BRUSH 1EA			

**ASSEMBLY INSTRUCTIONS:**  
*We recommend that two adults work together to assemble this game.*

1) Open the carton of your new table 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 the contents from inside the carton and verify that you have all listed parts as shown on the Parts List.  
**NOTE:** 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.**

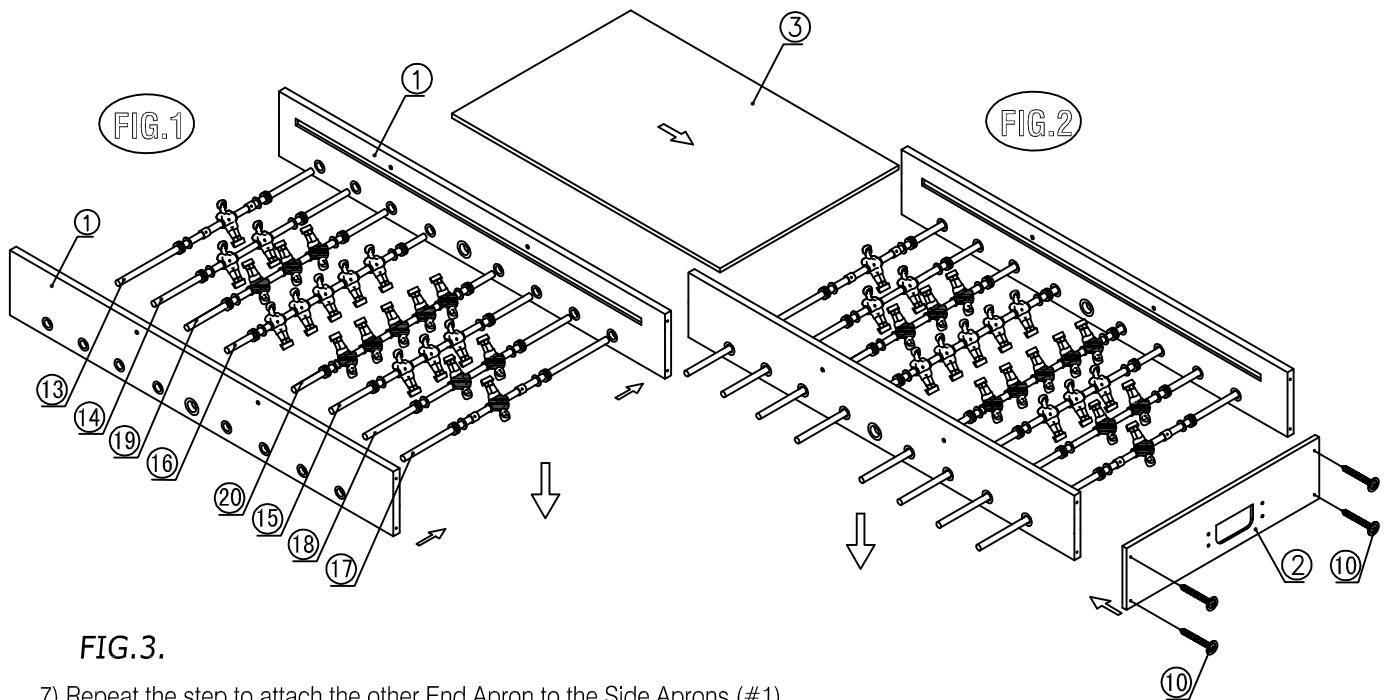
3) Place one Side Apron (#1) with slotted side facing inward and the finished edge facing down. Slide the Player Rods (#13 through #20) through the Player Rod Bushing in the order shown in FIG.1. **NOTE:** Make sure that the player rods are installed properly. The players for each team must be facing the same direction.

4) Now slide the other Side Apron (#1) over the other ends of the Player Rods with the slotted side facing inward.

**FIG.2.**

5) Attach one End Apron (#2) between the Side Aprons (#1) using two of Washer Head Screws (#10) per Side.  
**NOTE:** Leave connections loose - Do not tighten screws securely at this time.

6) Slide the Playfield (#3) with graphics facing down as shown in FIG.2. 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.



**FIG.3.**

7) Repeat the step to attach the other End Apron to the Side Aprons (#1).

8) Place two Support Braces (#4) on Playfield (#3) as shown in FIG.3. Attach them using two of Washer Head Screw (#12) per side. See FIG.3.

**FIG.4.**

9) Put Hand Grips (#21) and End Caps (#22) on the player rods in order. **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.4.

10) Attach Goal Boxes (#27) to End Aprons using five of Washer Head Screws (#9) per Goal Box.

11) Place Scorers (#44) in the hole of Goal Boxes.

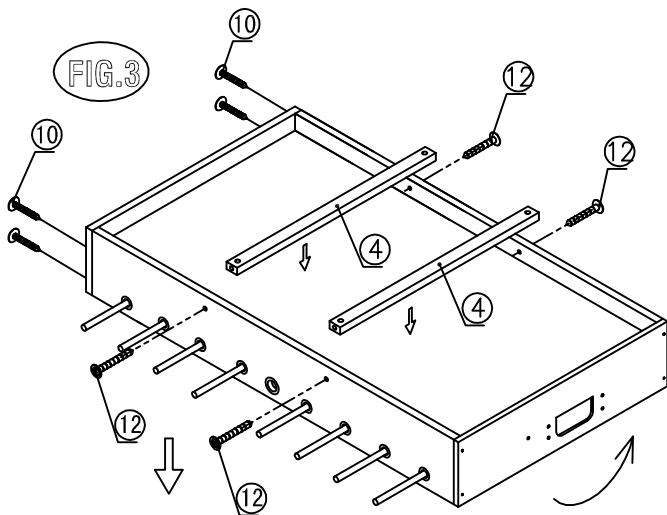


FIG. 5.

12) Attach Left (#25) and Right (#26) Legs to the cabinet using three of Bolts (#7) and three of Washers (#8) per Leg. See FIG. 5.

13) Attach the two End Leg Braces (#6) to the legs using three of Washer Head Screws (#11) per Leg. See FIG. 5.

FIG. 6.

14) Lift the table assembly from the floor with two strong adults, turn it over, and set table on its legs in the location where you will play. Go back and make sure that all connections are tight.

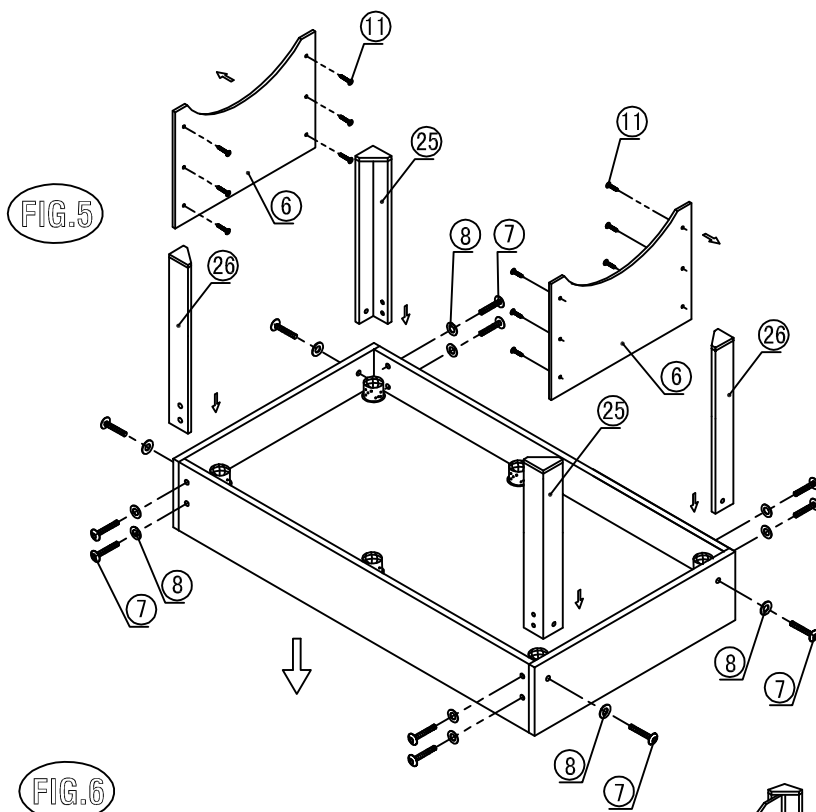
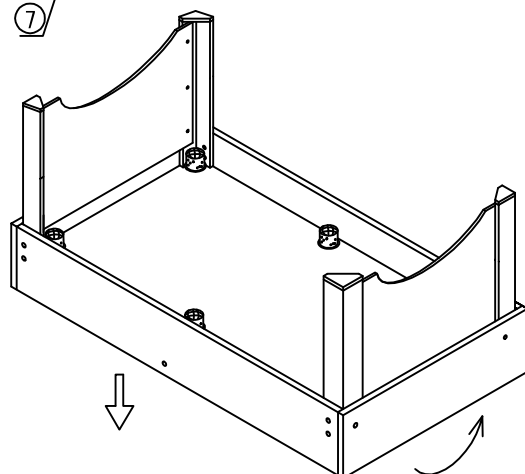
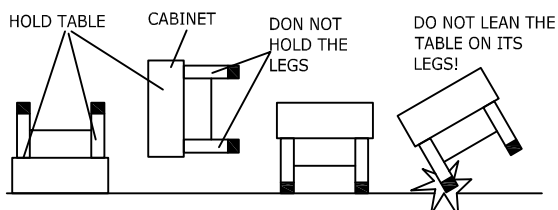


FIG. 6

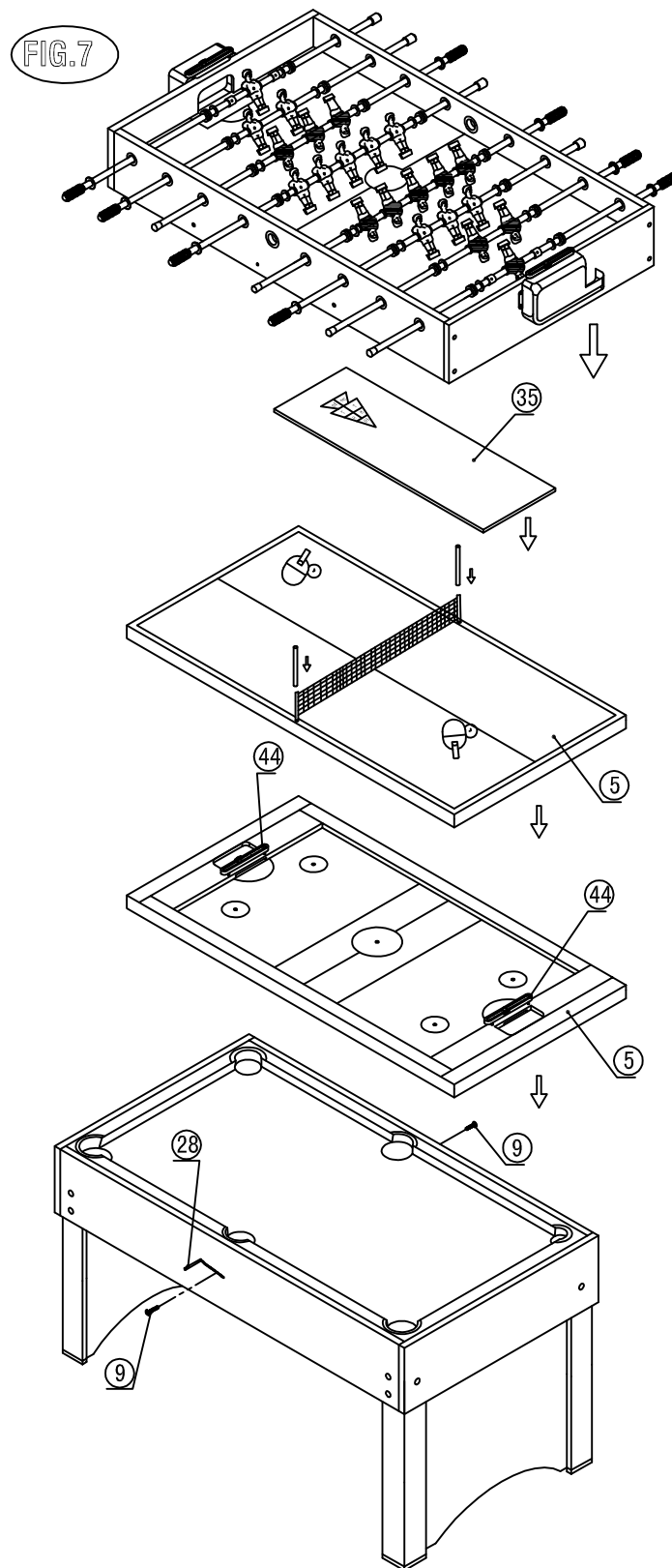
**CAUTION:** Two strong adults are recommended to flip the table as shown.  
1. Grab the table on the ground.  
2. Turn the table over.  
3. Place it on all four feet at the same time on the ground.



**FIG.7.**

15) Place Scorers (#44) in the hole of Tt/Hockey Playfield.

16) Attach Locking Pins (#28) to table using one of Washer Head screws (#9) per Side as show in FIG.7.



# GAME RULES:

## BILLARD TABLE

### **OBJECT OF THE GAME:**

8 ball is a simple game enjoyed by players of all skill levels. It is a call shot game, meaning that players must announce their intended shot in order for it to count. In 8 ball, one player shoots at solid balls (number 1 through 7) while the opponent shoots at striped balls (number 9 through 15). The player who pockets his or her ball group first, then sinks the 8 ball is the winner.

### **THE BREAK:**

The balls are racked as shown in illustration 1. A flip of a coin determines which player gets to break. In subsequent games, the loser of the previous game gets to break. The cue ball must be placed behind the headspring and the shooter must either, (A) pocket a ball, or (8) drive four balls to the rail. If the shooter fails to make a legal break, the opponent has the option of accepting the balls in position or re-racking the balls and shooting the opening break again.

### **IF ANY BALLS ARE POCKETED ON THE BREAK:**

The shooter stays on the table however, the table is still open, meaning that choice of the stripes or solids is not yet determined. The choice of stripes or solids is determined by the first called shot made after the break.

### **IF THE 8 BALL IS POCKETED IN THE BREAK:**

The shooter stays on the table with the option of spotting the 8 ball and continuing the play, or re-racking the balls and breaking again.

### **IF THE CUE BALL IS POCKETED ON THE BREAK:**

If the cue ball is pocketed on the break: (A) All balls pocketed remain pocketed, except the 8 ball which is spotted, (B) The table is open, (C) the opposing player has the cue ball in hand and may place it anywhere behind the head string and shoot at any ball that is not behind the head string.

### **PLAYING THE GAME**

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

In the course of play, a shooter 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 detail such as cushions, bands, 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 ball 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 to 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) are 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 group and with a 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 a 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.

### **FOUL PENALTY:**

Opposing player gets "cue ball in hand". This means that the player can place the cue ball anywhere on the table (does not have to be behind the head string except on opening break).

### **SPOTTING BALLS:**

Whenever an object is to be spotted, the object ball is spotted on the long string as close to the foot spot as possible.

### **LOSS OF GAME:**

1. A player committing any of the following infractions loses the game.
2. Fouls when pocketing the 8 ball.
3. Pocketing the 8 ball on the same stroke as the last of his group of ball.
4. Scratches when the 8 ball is his legal object ball.
5. Jumps the 8 ball in a pocket other than the one called.
6. Pocketing the 8 ball in a pocket other than the one called.
7. Pocketing the 8 ball when it is not the legal object ball (except on break).

## SOCCER

1. Players can be in any position before play begins.
2. To start play, flip a coin for service and drop or place the ball in the center of the table or use the ball entry ring.
3. Pass and score by pushing and pulling rods and twisting grips. Spinning of rods can be legal or illegal, depending on which you prefer. If playing teams (more than two players) once the ball is served, players may not change position on the rods until the ball must be served again.
4. A point is scored when the ball enters the goal. A serve, by the team previously on defense, follows each goal.
5. Teams change table sides after each game.
6. Intentional jarring or tipping of table during play is illegal (except for a dead ball).
7. Reaching into the playing area during play is illegal (except for a dead ball).

### **DEAD BALL:**

If a ball stops between two opposing players, it is put back into play by placing or dropping the ball in the center of the table. When the ball stops between players of the same team, it is put back into play by placing it in the nearest corner of the playing field and releasing it.

### **OUT OF PLAY:**

If a ball leaves the playing area during play (other than through the goals), the ball is returned to play by placing or dropping the ball in the center of the table or using the ball entry ring.

## SLIDE HOCKEY

1. This game is designed to be played with 2 players to play at each end of the game table.
2. Flip a coin to determine who will begin play.
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.

## **RULES OF 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 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.Form 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 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 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.

### **BOWLING RULES**

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 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 strikes 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.

### **CHESS GAME RULES**

#### ELEMENTS:

In a game of chess there are two opponents taking turns making move;one using white pieces,one using black pieces.White always moves first to begin the game.Each player has six different kind 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 RULES**

#### 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 RULES**

#### 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 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 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.

## SHUFFLEBOARD

Shuffleboard is a game for two players or teams of two players each.

To play you need the following:

A clean and properly waxed board.

A set of pucks.

Object Of The Game:

To slide the discs into the scoring diagram on the opposite end of the board. Players (or teammates) 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 colors are determined by the flip of a coin. The winner of the flip may choose "color" or the "hammer" (the last puck shot in a round), but not both.

The player or 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 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 (away from the shooter) and their opponents' pucks 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 between the short foul line and the "2" line.