

4179985 / AA152\_04

**6+**  
2-4 Years

## ELECTRONIC ARCADE GAMES TABLE

**ADULT ASSEMBLY IS REQUIRED.**

**WARNING:**  
CHOKING HAZARD - Toy contains small parts and small balls. Not for children under 3 years.

**WARNING:** FOR SAFETY REASONS, REMOVE ALL TAGS, LABELS AND PLASTIC FASTENERS BEFORE GIVING THIS TOY TO YOUR CHILD.

PRODUCT MAY VARY FROM IMAGE SHOWN. PLEASE KEEP THE PACKAGING FOR FUTURE REFERENCE.

MADE IN CHINA  
FOR AU / NZ: IMPORTED FOR KWART STORES IN AUSTRALIA AND NEW ZEALAND. 2208860

### PARTS LIST

A1	x1	A5	x1
A2	x1	A6	x1
A3	x1	A7	x1
A4	x1	A8	x1
B1	x2	B2	x2
B3	x4	B4	x4
B5	x1	C	x16
D	x8	E	x2
F	x2	G	x8
H	x4	I	x4
J	x4	K	x2
L	x1		

### FOOTBALL TABLE ASSEMBLY INSTRUCTIONS

**NOTE:** For step 5, we recommend using 2 people to help hold the centre playing board and level panel in place while corner pieces are being attached. Attach bottom corner pieces (B3 & B4) as shown in diagram 5.

### AIR HOCKEY TABLE ASSEMBLY INSTRUCTIONS

**NOTE:** For step 8, we recommend using 2 people. One person should slide the air hockey goal (E1) into position from the underneath of the table and hold it in place. The second person should slide the football goal (C3) into position from the top.

**NOTE:** For this step the table should be resting on its short side wood panel (B3) for easier assembly, as shown in diagram 7. Slide a nut (I) over each wheel leg (J), insert column (F) into the opening in each corner. Press down on column (H) so it does not lift out of position while screwing in nut (I). Fully insert nut (I) until they are reaching the ceiling of the cavity on the column (H). While tightening the nut also intermittently push the steel leg towards its original. If not reached full depth of the cavity corner, before completing tightening.

Simultaneously press the back lid (see diagram 8a) and one of the side lids (B2) at the base of the football table inserts so they can be inserted into the groove at the base of the air hockey goal. Once they are in place, press the other side lid into place as shown in diagram 8c.

To switch the table from Football to Air Hockey, first loosen & remove the main (I), then remove the 4 steel legs (J), and finally pull out the columns (F).

Spin the table around 180 degrees.

Follow the same instructions as noted in step 7, however with the legs raised from the opposite side of the table.

Open table with the pushers (K) and air hockey hover puck (L) on the playing surface.

**2-in-1 Play as a stand-alone table game or remove the legs and play as a table-top game!**

Convert to table-top mode / compact storage mode:

- Rest table on short side wood panel (B1) so the legs are accessible.
- Loosen the nuts (I) enough so the 4 steel legs (J) can be removed.
- Once removed, tighten the nuts (I) again.
- Place table on a smooth, level surface.

To return to table mode repeat steps 1-3, however in step 2 the legs are slid back into the corners before tightening.

### TABLE FOOTBALL / GAME RULES

**Number of Players:** 2-4

**Setup:** Follow diagrams A1 - B5. Push the table on short side wood panel (B1) so the legs are accessible. Make sure this is done by an adult.

**Required:** 1 Football (F)

**Object of the Game:** Score the most goals!

**Game Play:**

- To begin the game, the ball is pushed through either hole on the sides of the table, as shown in diagram 9, or simply placed by hand at the feet of a figure in the centre of the table.
- The initial serving side is decided by coin toss.
- Players should use the figures, mounted on the rotating bars, to kick the ball into the opening goal.

**To Win:**  
The winner is determined when one team scores 9 goals.

### AIR HOCKEY / GAME RULES

**Number of Players:** 2

**Setup:** Follow diagrams #10 - #11.

**Required:** 2 Pushers (K), 1 Air hockey hover puck (L)

**Object of the Game:** Score the most goals!

**Game Play:**

- Activate the hovering puck by turning the switch on the underside of the puck to the On position. This must be done by an adult.
- The youngest player gets the first possession of the puck, and proceeds to place the red puck in their zone and tries to score on their opponent.
- Scoring is achieved by knocking the puck with your red pusher into your opponent's goal.
- A player cannot touch or strike the puck with any part of their body or with any object other than the pusher. Doing so causes a foul and the other player is given possession of the puck in their zone.
- When the puck breaks the horizontal plane inside the goal, a point is counted.
- The first player to score 9 points by shooting the puck into their opponent's goal, wins the game.
- After each game, players change sides of the hockey table before beginning the next game.

**To Win:**  
The first player to score 9 points by shooting the puck into their opponent's goal, wins the game.

### BATTERY INFORMATION AND BATTERY REPLACEMENT

Use 2 x LR03 (E91) / AAA (1.5V) batteries. Not included.

**Battery Installation & Replacement:**

- Switch toy off before inserting batteries.
- Loosen the screws with a coin-sized screwdriver (not included) to open the battery compartment door on the backside of the product.
- Insert / replace the new batteries in the proper direction indicated inside the battery compartment.
- Close the compartment and screw shut securely.

**Battery Instructions & Replacement:**

- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are only to be charged under adult supervision.
- Rechargeable batteries are to be removed from the toy before being charged.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.
- Only batteries of the same or equivalent type as recommended are to be used.
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable batteries.
- Dispose of batteries responsibly.
- Do not dispose of in fire.

**To insert or replace batteries**

REQUIRED: 2 X AAA BATTERIES (NOT INCLUDED)

### TROUBLESHOOTING TIPS

- Confirm batteries are installed.
- Confirm the product cause or be affected by local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again) or removing and re-inserting batteries) if necessary.
- Remove the batteries if not going to be played with for some time.
- If the product is not working as expected, or stops, it may be time for an adult to change the batteries.

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