

84" SWIVEL™

3 in 1 multi-game

SPORTCRAFT 

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TO ORDER PARTS

Visit our website before returning to store



1-1-36-934 ES

Assembly, Instructions and Rules

313 Waterloo Valley Road / Budd Lake, NJ 07828 / www.sportcraft.com

Congratulations! We hope you will have many hours of enjoyable use with your new Sportcraft Multi-Game Table!



PLEASE KEEP YOUR INSTRUCTIONS!

- Your Model number is necessary should you need to contact us.
- Please read through this instruction book to familiarize yourself with all the parts and assembly steps.
- Refer to the Parts Identifier and verify that all parts have been included.
- For questions that may arise or for missing parts, **PLEASE CONTACT US BEFORE RETURNING THE GAME TO THE STORE.**



CONTACT INFORMATION:

Hours: Mon.-Fri., 9:00am to 5:00pm EST

Replacement Parts: order online at: www.sportcraft.com

Technical Support: customerservice@sportcraft.com / (800) 526-0244



WARNING!

This is not a child's toy. Adult supervision is required for children playing this game. Please read instructions carefully. Proper use of this set can avoid damage or injury.



WARNING!

This product contains (a) small magnet(s). Swallowed magnets can stick together across intestines causing serious infections and death. Seek immediate medical attention if magnet(s) are swallowed or inhaled. Toy contains small balls and/or parts.



BEFORE ASSEMBLY:

- Did you receive 1 box?
- Did you inspect your playfield/main table frame before assembly? It is not replaceable and must be returned to the original place of purchase if damaged.



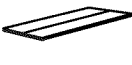
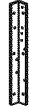


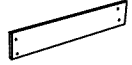






















TOOLS REQUIRED FOR ASSEMBLY:

- Phillips and Slotted Head Screwdrivers / or Power Driver (not included)
- Allen Key and Wrench (included)

PARTS IDENTIFIER





FOR MISSING OR DEFECTIVE PARTS, VISIT
www.sportcraft.com



















(Add a Check (✓) to the box to indicate receipt of each part.)

1  9-3-36-934ES01 (1)	2  9-3-36-934ES02 (2)	3  9-3-36-934ES03 (2)	4  9-3-36-934ES04 (4)
5  9-3-36-934ES05 (2)	6  9-3-36-934ES06 (2)	7  9-3-36-934ES07 (2)	8  9-3-36-934ES08 (2)
9  9-3-36-934ES09 (4)	10  9-3-36-934ES10 (2)	11  9-3-36-934ES11 (2)	12  9-3-36-934ES12 (2)
13  9-3-34-012SS06 (16)	14  9-3-36-933ES15 (8)	15  9-3-34-503SS23 (16)	16  9-3-34-822SS13 (4)
17  9-3-32-531SS11 (24)	18  9-3-36-559SS23 (40)	19  9-3-36-934ES19 (24)	20  9-3-35-500SS15 (8)
21  9-3-34-068SS17 (16)	22  9-3-34-822SS31 (8)	23  9-3-36-933ES17 (8)	24  9-3-34-510SS22 (4)
25  9-3-36-934ES29 (4)	26  9-3-36-934ES30 (4)	27  9-3-36-569SS24 (2)	

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ACCESSORIES/Pre-Installed Parts (AVAILABLE FOR PURCHASE ONLINE.)

A1  9-3-35-500SS48 (1)	A2  9-3-36-885SS11 (4)	A3  9-3-36-830SS42 (1)	A4  9-3-36-934ES42 (4)
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A5	METAL WRENCH	A6	2.25" BILLIARD BALL SET	A7	48" 2- PC BILLIARD CUE	A8	CHALK (RED)
							
9-3-32-531SS27 (1)		9-3-36-559SS31 (1)		9-3-36-771SS24 (2)		9-3-32-662SS25 (2)	
A9	2.25" TRIANGLE	A10	PUSHER FELT	A11	PUSHER - RED	A12	ROUND PUCK - 11.6 G
							
9-3-36-559SS35 (1)		9-3-34-933ES25 (3)		9-3-36-933ES23 (3)		9-3-25-236SS36 (4)	
A13	TABLE TENNIS NET	A14	TABLE TENNIS PADDLE	A15	TABLE TENNIS BALL	A16	TABLE TENNIS POST
							
9-3-36-934ES41 (1)		9-3-36-559SS27 (2)		9-3-36-039SS37 (2)		9-3-34-933ES35 (2)	
A17	20 MM HEX BOLT (PRE-INSTALLED)	A18	20 MM HEX BOLT - HOLE (PRE-INSTALLED)	A19	20 MM PLASTIC WASHER (PRE-INSTALLED)	A20	20 MM STEEL WASHER (PRE-INSTALLED)
							
9-3-36-830SS11 (1)		9-3-36-934ES18 (1)		9-3-36-830SS12 (2)		9-3-36-830SS13 (2)	
A21	1.5" CUSHION (PRE-INSTALLED)	A22	BLOWER AND WIRE (PRE-INSTALLED)				
							
9-3-36-933ES30 (4)		9-3-34-730SS33 (1)					

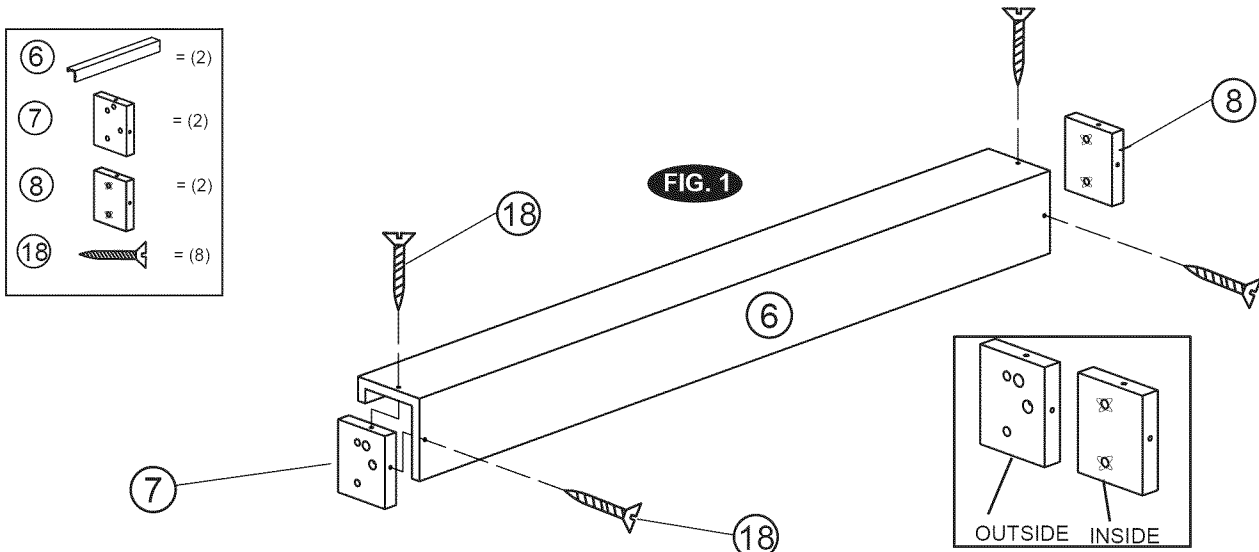
ASSEMBLY INSTRUCTIONS:








We recommend that two adults work together to assemble this table.

- The table will be assembled upside down and then turned over onto its legs. This is a very heavy table and turning it over will require at least two strong adults.
- We suggest that you use the bottom carton as a clean flat work area to protect the table.

FIG. 1:

- Attach one Ball Pedestal - Right and Left (#7 and #8) to the Lower Ball Board (#6) using two Screws (#18) per Ball Pedestal.
- Repeat the above steps for the other Lower Ball Board.



②		= (2)	③		= (2)	⑬		= (16)	⑮		= (8)
⑰		= (16)	A1		= (1)	A5		= (1)			

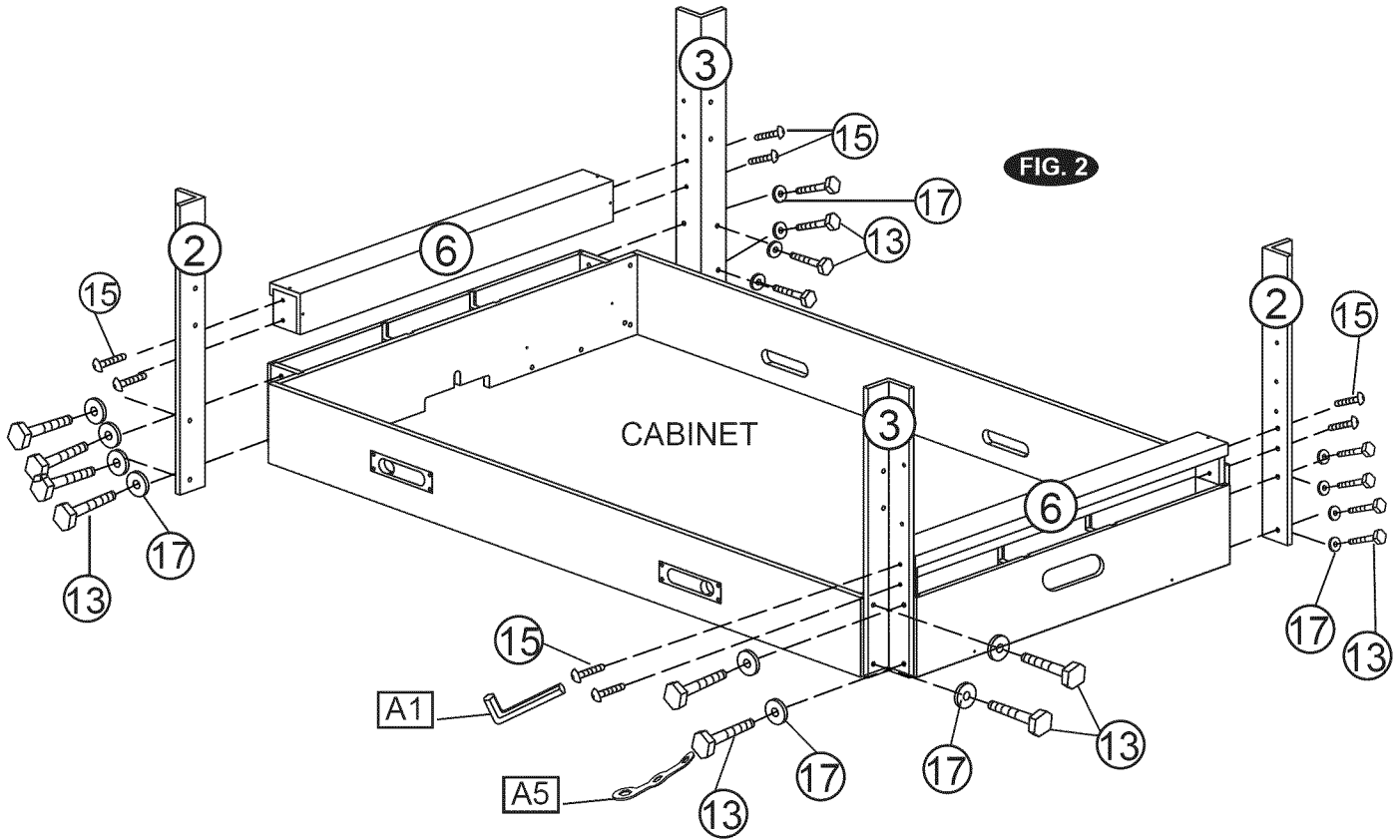


FIG. 2:

- Attach the four Legs (#2 and #3) to the Cabinet using four bolts (#13) and four Washers (#17) per leg.
- Attach the four Legs (#2 and #3) to the Lower Ball Board assemblies (#6) using four bolts (#15) per Lower Ball Board.
- Repeat the same steps for the other Legs and Lower Ball Board.

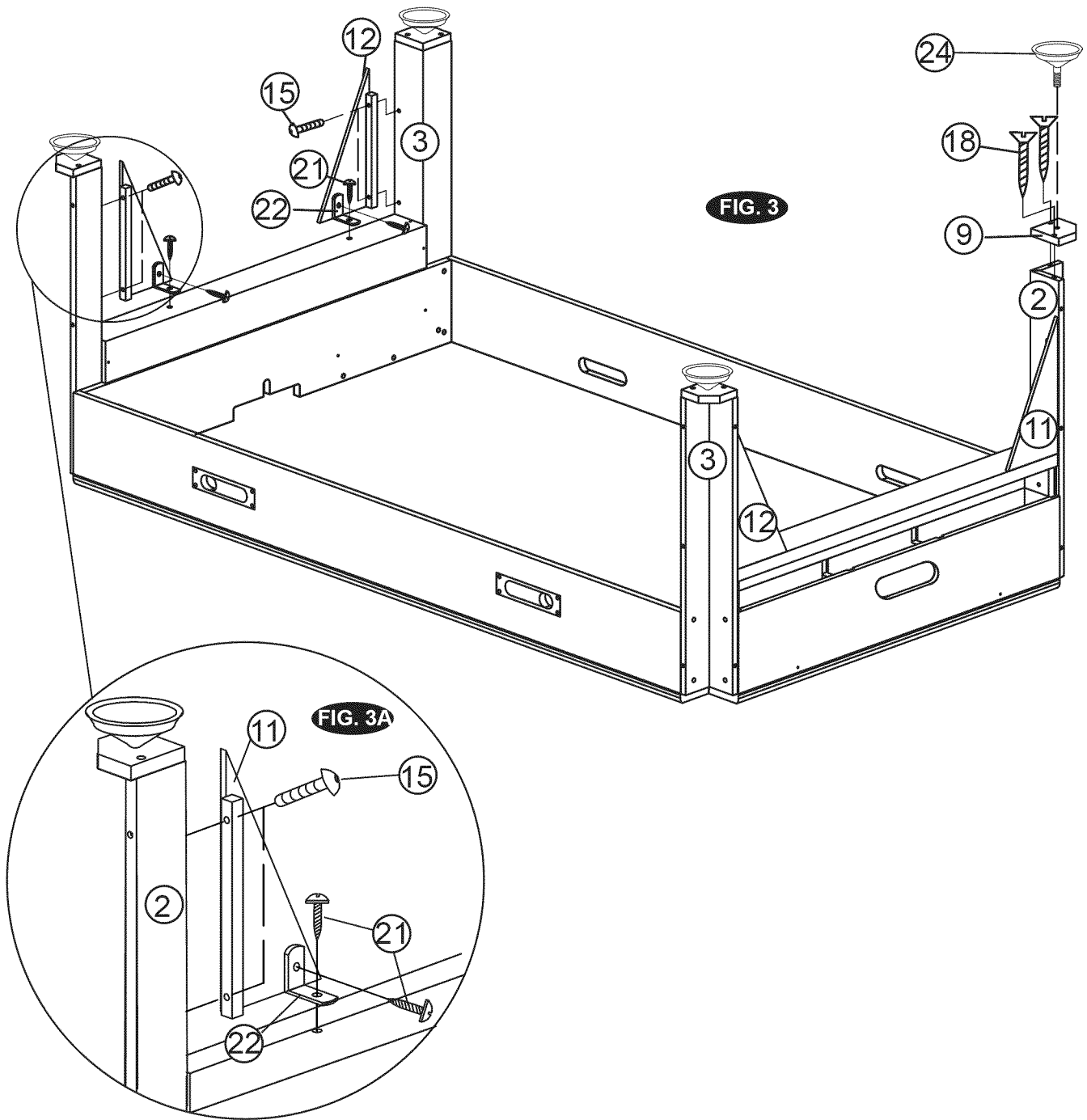
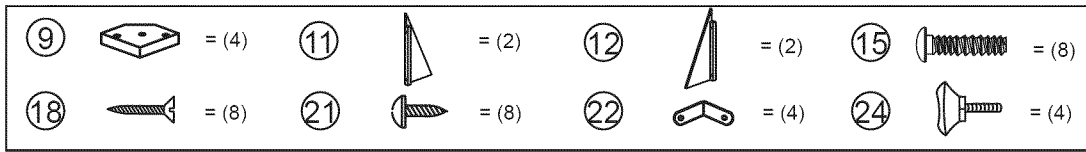


FIG. 3:

- Attach the Leg End Brace - Left (#11) to the Left Leg (#2) using two Screws (#15) per Leg.
- Attach the "L" Steel Bracket (#22) to the Leg End Brace - Left (#11) using two Screws (#21) per Bracket. See Fig.3A.
- Then Attach the Leg Base (#9) to the Left Leg (#2) using four Screws (#18) per Leg Base.
- Screw the Leg Leveler (#24) into the Leg Base (#9).
- Repeat the same steps for the other Leg End Brace - Right (#12).

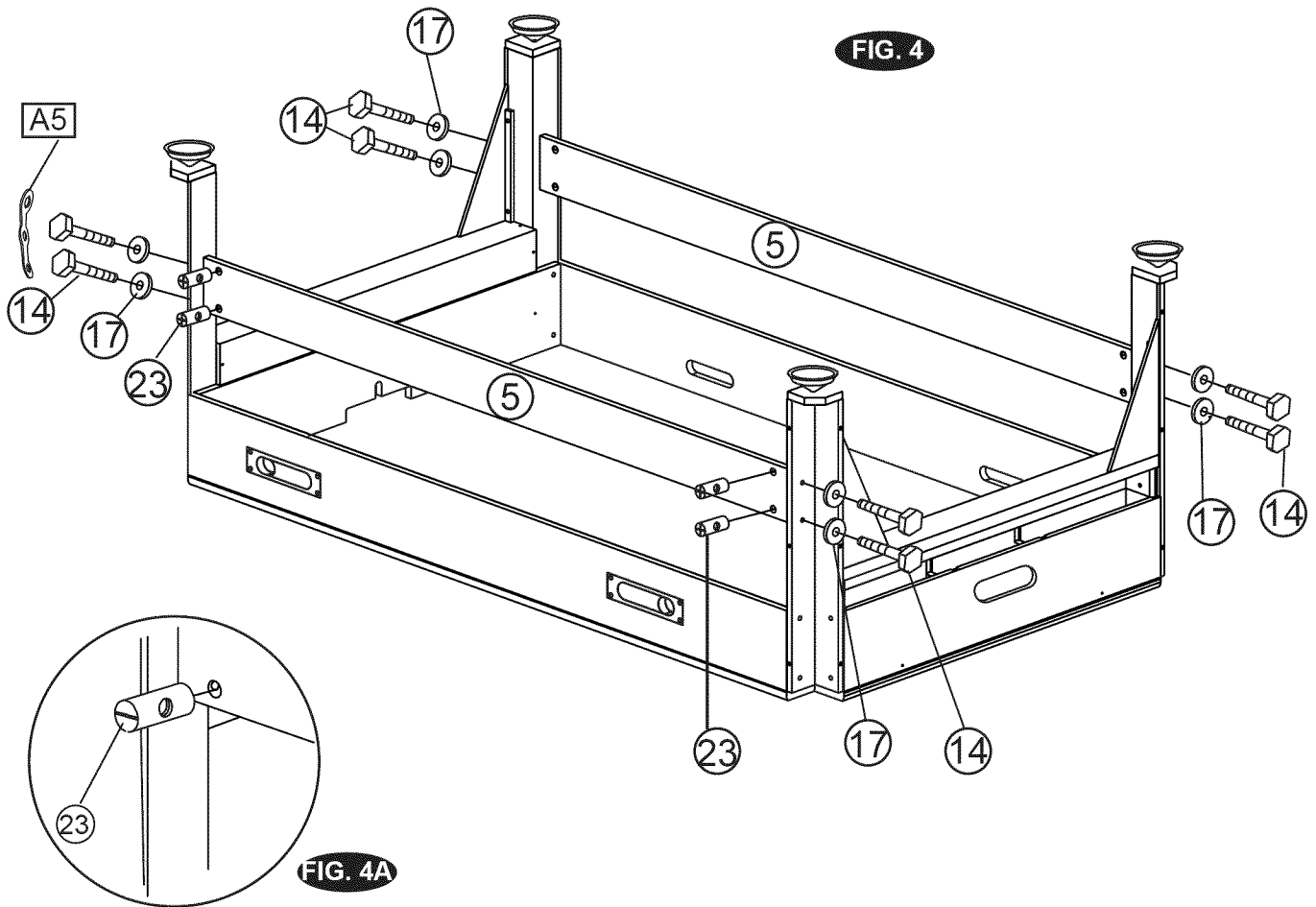
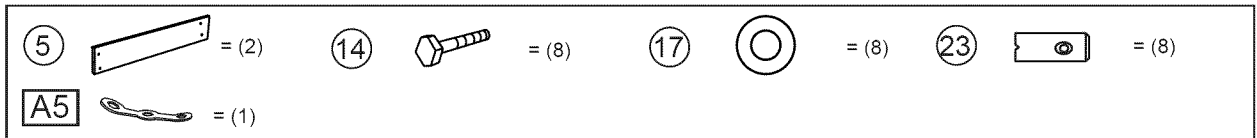


FIG. 4:

- Insert the Cross Barrel Nuts (#23) into the Leg Side Brace (#5). **NOTE:** Make sure the hole in the Cross Barrel Nut is facing inside, as shown in Fig. 4A.
- Attach the Leg Side Braces (#5) to the Legs using four Cross Barrel Nuts (#23), four Washers (#17) and four Bolts (#14) per Leg Side Brace.

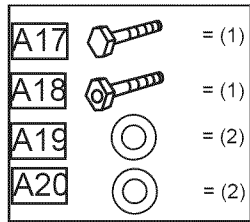


FIG. 5

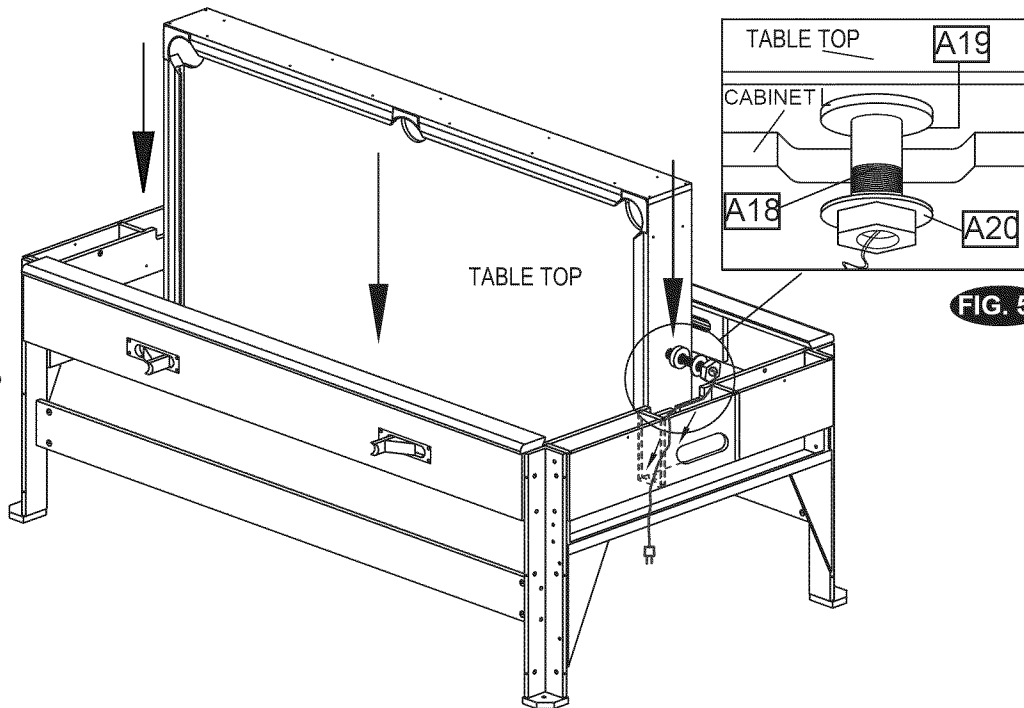


FIG. 5A

FIG. 5:

- With two strong adults, carefully place the pre-installed bolts of the table top into the openings of the cabinet. (You will need to open the Lock Pins.) **NOTE:** Make sure that the Steel Washer (#A20) lays on the outside of the cabinet and the Plastic Washer (#A19) is on the inside. See Fig. 5A.
- Thread the wire into the hole on the Ball Return Box, and gently pull the wire until it is through the hole.

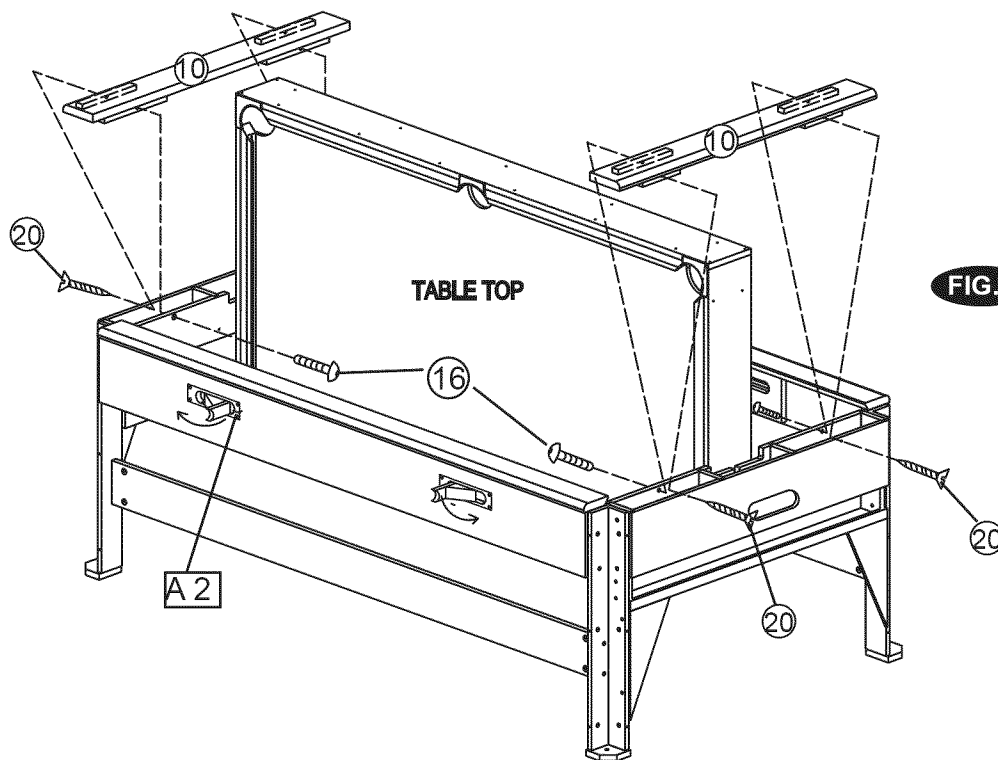
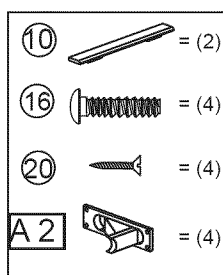


FIG. 6

FIG. 6:

- Attach the Top End Panel (#10) to the Table, using two Screws (#20) on the outside of the table and two Bolts (#16) on the inside of the table.
- Repeat the same for the other Top End Panel.

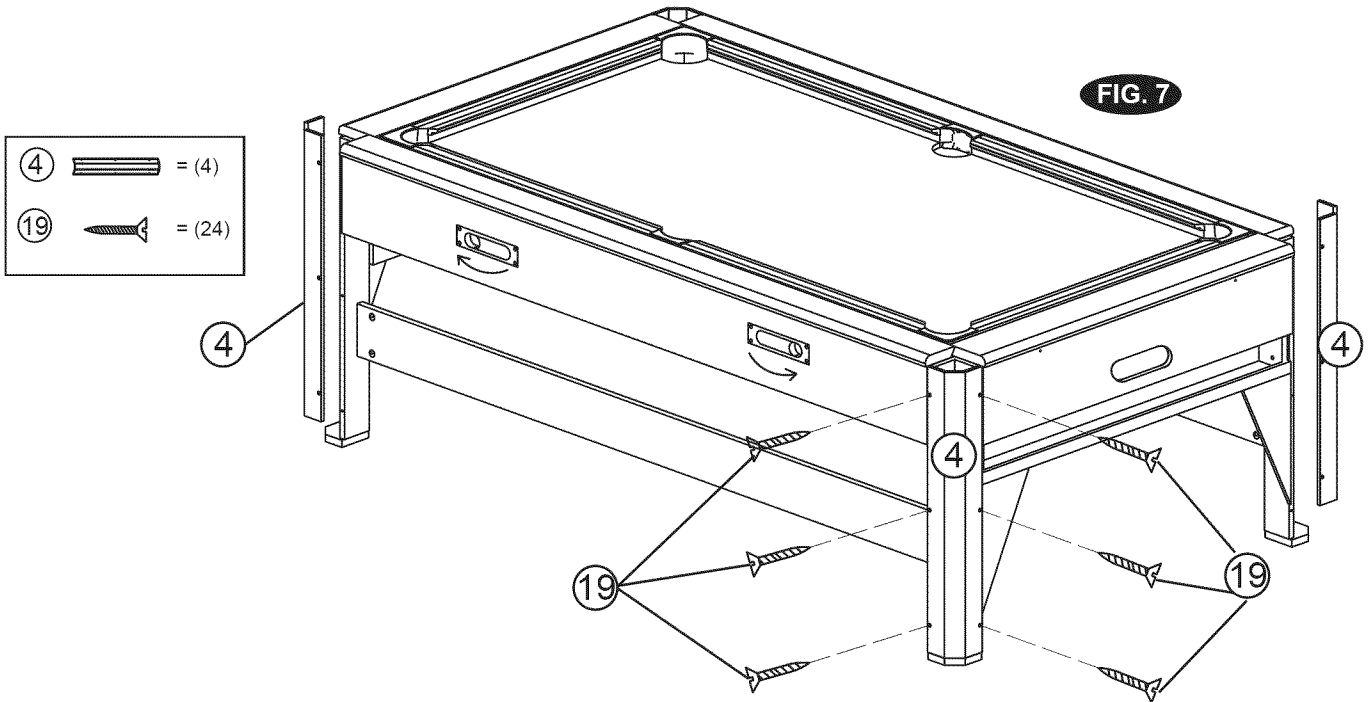


FIG. 7:

- Attach Leg End Panel (#4) to the Leg assemblies using six Screws (#19) per Leg End Panel.
- Repeat the same steps for the other Leg End Panels.

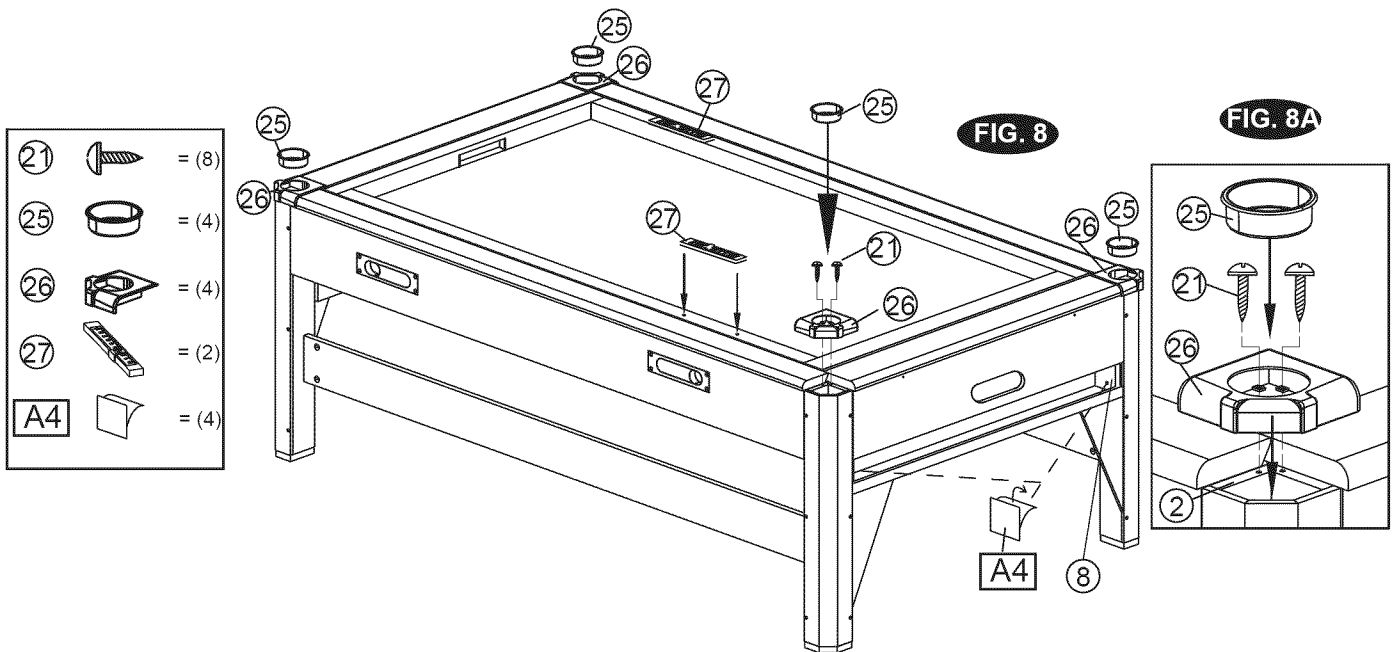


FIG. 8:

- Attach the Top Rail Corners (#26) to the Legs using two Screws (#21) per Top Rail Corner. See Fig. 8A.
- Insert the Cup Holders (#25) into the Top Rail Corner (#26). See Fig. 8A.
- Insert the two Slide Scorers (#27) onto the table. See Fig. 8.
- Peel the backing off the EVA Pad (#A4) and stick on onto each end of the inside of the Lower Ball Returns, covering the Ball Pedestals (#7 and #8).

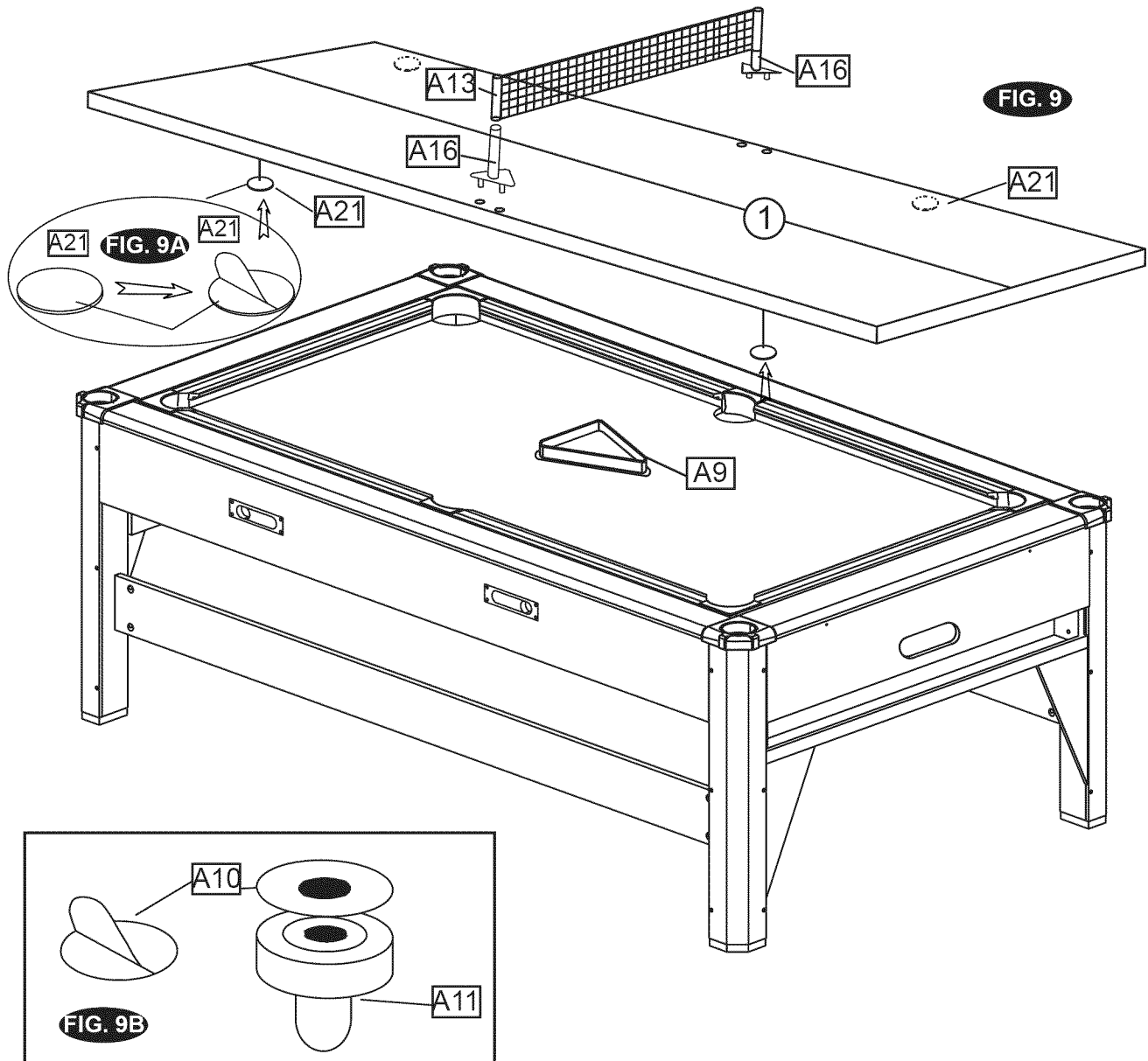
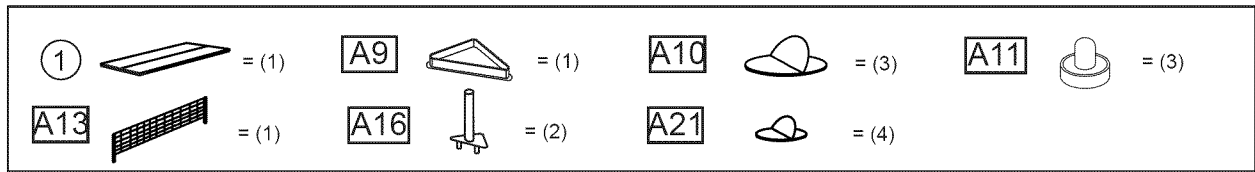


FIG. 9:

- Insert Net Posts (#A16) onto the Table Tennis Surface (#1). See Fig. 9.
- Slide Net (#A13) over the Net Posts (#A16).
- Place the Triangle (#A9) in the middle of Billiard Table to provide added support to the Table Tennis Surface.
- Turbo Hockey play: use the Turbo Hockey surface.
- If not already installed, peel the backing off the Cushion (#A21) and place them at the corners underneath the table tennis surface.
- Tear off the backside papers from the Hockey Felts (#A10) and stick them at the bottom of the Hockey Pushers (#A11). See Fig. 9B.

TABLE MAINTENANCE (MANTENIMIENTO DE LA MESA)	
TABLE SURFACE	Keep your table covered. If there is dust on the playfield or the aprons, use a vacuum or use the brush provided to remove. Do not sit on the table and do not use the table outside.
POCKETS	DO NOT lift the table by placing your hands under the pockets, and do not sit, lean or put pressure on the pockets.
LEGS	Check that all the edges fit properly into the grooves of the caps. When moving the table, lift the table off of its legs and place it down squarely on the legs, do not drag the table (and do not lift by the pockets or rods).
PUCKS	In the event the puck becomes rough or scuffed, use a sheet of extra fine sand paper to lightly rub until the puck is smooth.
FASTER PLAY	For faster play, wipe down the playing surface with a spray wax and cloth. (NOTE: Do not spray the wax directly on the table. Spray it on a cloth first.)
HOCKEY SURFACE	Wipe playing surface with a clean cloth before and after use. While table is on, vacuum gently with a soft brush attachment on a vacuum cleaner.

HOCKEY GAME RULES:

- 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 of time.

BILLIARD RULES - 8 BALL

OBJECT OF THE GAME:

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

THE BREAK:

The balls are racked as shown in the illustration. 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 head string and the shooter must either : (a) pocket a ball, or (b) drive four balls to the rails. If the shooter fails to make a legal break, the opponent has the option of accepting the balls in this 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 the 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 on the break: the shooter stays on the table with the option of spotting the 8 ball and continuing play, or re-racking the balls and breaking again.

If the shooter scratches 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 the next legally pocketed ball.

In the course of play, a shooter must call 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.

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 the 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:

A player committing any of the following infractions loses the game:

1. Fouls when pocketing the 8 ball.
2. Pockets the 8 ball on the same stroke as the last of his group of balls.
3. Scratches when the 8 ball is his legal object ball.
4. Jumps the 8 ball off the table at any time.
5. Pockets the 8 ball in a pocket other than the one designated.
6. Pockets the 8 ball when it is not the legal object ball (except on the break).

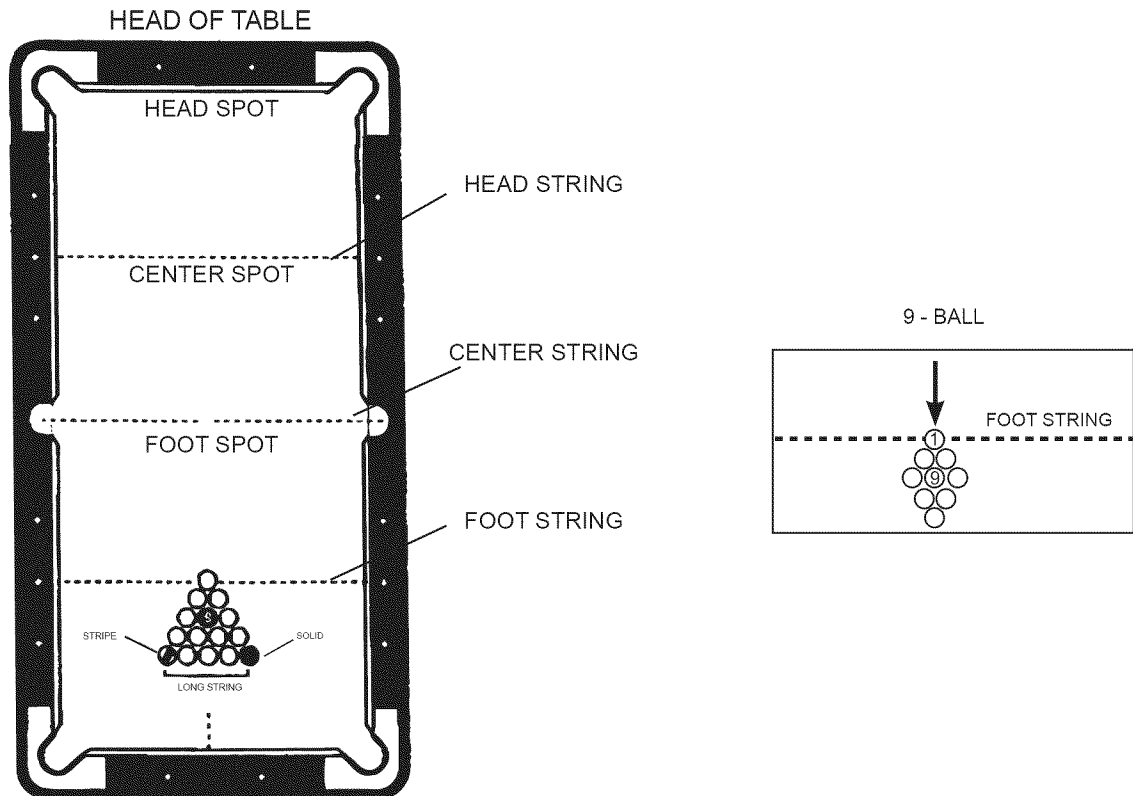
BILLIARD RULES - 9 BALL

OBJECT OF THE GAME:

Nine-Ball is a popular game enjoyed by players of all skill levels. In 9 Ball, the shooter must make contact with the lowest numbered ball first. The player who sinks the 9 ball is the winner.

THE BREAK:

Balls numbered 1 through 9 are racked in a "diamond" shape with the 1 Ball at the top of the diamond and on the foot spot and the 9 Ball in the center. See the illustration. The cue ball must be placed behind the head string and the shooter must make contact with the 1 Ball first and either: (a) pockets a ball, or (b) drives four balls to the rails. If the shooter fails to make a legal break, the opponent has the option of accepting the balls in this position or



re-racking the balls and shooting the opening break again. If the cue ball is scratched on the break, the incoming player may not play a "Push Out" (see PUSH OUT), but places the "cue ball in hand" anywhere on the table.

PLAYING THE GAME:

After the break, the next shot may be played as a "Push Out", or, if the breaker pockets one or more balls, he continues to shoot until he misses, fouls, or wins the game. Once a player misses or fouls, the opponent begins to shoot until missing, committing a foul, or winning. The game ends when the 9 Ball is pocketed on a legal shot.

PUSH OUT:

The player shooting immediately following a legal break may play a Push Out in an attempt to move the cue ball into a better position. In a Push Out, a ball does not have to make contact with any ball or rail and is not considered a foul unless other foul rules apply. The player must announce the intention of playing a Push Out before the shot, or it is considered normal play. Any ball pocketed on a Push Out does not count and remains pocketed (except the 9 Ball). Following a Push Out, the incoming player: a) must shoot from that position or b) may pass the shot back to the other player.

FOULS:

1. Failure to execute a legal shot as defined above.
2. Failure to make first contact with the lowest numbered ball on the table.
3. A scratch shot (shooting the cue ball into a pocket or off the table)
4. Moving or touching any ball by means other than legal play.
5. When the object ball is not pocketed, failure to drive the any ball to a rail after the cue ball has made contact with the object ball.
6. 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.
7. Driving any ball off of the table. The object balls are not re-spotted (except the 9 Ball).

FOUL PENALTY:

Opposing player gets "cue ball in hand". This means that the player can place the cue ball anywhere on the table. Balls pocketed on the foul are NOT re-spotted (except the 9 Ball). Any player that commits a foul three consecutive times on three successive shots without making a legal shot in between loses the game.

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 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/team first scoring 21 points unless both players/teams tie the score at 20 points. In this case, the player/team to first score 2 points more than the opposing player/team wins.

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.

SPORTCRAFT 
LIMITED WARRANTY

Limited Warranty

Sportcraft, Ltd. (the "Company") warrants the Product to be free from defects in workmanship and materials under normal use and conditions FOR A PERIOD OF 90 DAYS FROM THE DATE OF ORIGINAL PURCHASE in the United States and Canada.

Product Registration Card

The Product Registration Card must be filled out completely and mailed to the Company at the address printed on the card within 10 days from the date of your purchase of the Product.

What Is Covered

Except as provided below, this Limited Warranty covers all defects in materials and workmanship. This Limited Warranty is void if the Product is:

- Damaged through improper usage, negligence, misuse, abuse, transportation damage, acts of nature, or accident (including failure to follow the instructions supplied with the Product)
- Used in commercial applications or rentals
- Modified or repaired by anyone not authorized by the Company.

What Is Not Covered

This Limited Warranty does not cover expendable items such as batteries, light bulbs, fuses, accessories, cosmetic parts, tools and other items that wear out due to normal usage.

What The Company Will Pay For

If during the Limited Warranty period, any part or component of the Product is found by the Company to be defective, the Company will, at its option, repair the Product, replace the Product with a new Product (either the same or an equivalent model) or cause the original retailer of the Product to exchange the Product with a new Product (either the same or an equivalent model) or refund the original purchase price of the Product, without charge for labor or parts. The Company's obligation to repair, replace or exchange the Product, however, shall be limited to the amount of the original purchase price of the Product.

How To Obtain Warranty Service

In order to enforce your rights under this Limited Warranty, you must follow these procedures:

- You must have completed and mailed the Product Registration Card to the Company within 10 days of purchase of the Product.
- You must include THE ORIGINAL COPY OF YOUR SALES RECEIPT.
- You must call the Company's Consumer Service Department at 1-800-526-0244 from 9:00 A.M. to 5:00 P.M. (EST) to notify the Company of the nature of the problem and to obtain instructions for how to obtain servicing. At the Company's option, the Product may be serviced at your location or at a location designated by the Company.
- If you are instructed to return the Product to the Company for servicing, you are responsible for shipping the Product, at your expense, to the address designated by the Company in packaging that will protect against further damage.
- You must also include your name, address, daytime telephone number, model number of the Product and a description of the problem.
- The Company will pay for any shipping charges to return the repaired or replaced Product to you.

THIS LIMITED WARRANTY IS AVAILABLE ONLY TO THE ORIGINAL PURCHASER OF THE PRODUCT AND IS VALID IN THE UNITED STATES AND CANADA ONLY.

THE COMPANY'S LIABILITY IS LIMITED TO THE REPAIR OR REPLACEMENT, AT ITS OPTION, OF ANY DEFECTIVE PRODUCT AND SHALL NOT INCLUDE ANY LIABILITY FOR INDIRECT, INCIDENTAL OR CONSEQUENTIAL DAMAGES OF ANY KIND.

THIS WARRANTY IS EXPRESSLY MADE IN LIEU OF ALL OTHER WARRANTIES, EXPRESSED OR IMPLIED.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR DO NOT ALLOW FOR EXCLUSION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES. TO THAT EXTENT, THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This Limited Warranty gives you specific legal rights, but you may also have other rights that vary from state to state.

If you have questions regarding this Limited Warranty or the operation of the Product, you may call or write us:

Consumer Service Department
313 Waterloo Valley Rd.
Budd Lake, NJ 07828
1-800-526-0244
www.sportcraft.com

0408 TG

****NOTE: Please save your original proof of purchase as it is needed should you require warranty service.**

SPORTCRAFT 
Budd Lake, NJ 07828
www.sportcraft.com
Printed in China



1-1-36-934 ES - MULTI-GAME TABLE

NAME: _____
 ADDRESS: _____
 CITY: _____ STATE: _____

DATE: _____
 PHONE: _____
 ZIP CODE: _____

REF	QUANTITY ORDERED	PART #	DESCRIPTION	UNIT PRICE
1		9-3-36-934ES01	Table Tennis Playfield	\$17.00 ea
2		9-3-36-934ES02	Left Leg Panel	\$7.00 ea
3		9-3-36-934ES03	Right Leg Panel	\$7.00 ea
4		9-3-36-934ES04	Leg End Panel	\$6.00 ea
5		9-3-36-934ES05	Leg Side Brace	\$5.00 ea
6		9-3-36-934ES06	Lower Ball Board	\$5.00 ea
7		9-3-36-934ES07	Ball Pedestal - Right	\$3.00 ea
8		9-3-36-934ES08	Ball Pedestal - Left	\$3.00 ea
9		9-3-36-934ES09	Leg Base	\$2.00 ea
10		9-3-36-934ES10	Top End Panel	\$6.00 ea
11		9-3-36-934ES11	End Leg Brace - Left	\$2.00 ea
12		9-3-36-934ES12	End Leg Brace - Right	\$2.00 ea
13		9-3-34-012SS06	8 x 38 mm Hex Bolt	\$0.75 ea
14		9-3-36-933ES15	8 x 76 mm Hex Bolt	\$0.75 ea
15		9-3-34-510SS08	6.5 x 32 mm Allen Key Bolt	\$0.75 ea
16		9-3-34-871SS11	8 x 44.5 mm Allen Key Bolt	\$0.75 ea
17		9-3-32-531SS11	8 x 19 mm Washer	\$0.75 ea
18		9-3-36-559SS23	4 x 44.5 mm Flat Head Screw	\$0.75 ea
19		9-3-36-934ES19	4 x 25 mm Flat Head Screw - Silver	\$0.75 ea
20		9-3-35-500SS15	4 x 32 mm Flat Head Screw	\$0.75 ea
21		9-3-34-068SS17	4 x 10 mm Washer Head Screw	\$0.75 ea
22		9-3-34-822SS31	"L" Steel Bracket	\$1.00 ea
23		9-3-36-933ES17	8 mm Cross Barrel Nut	\$0.75 ea
24		9-3-34-510SS22	Leg Leveler	\$5.00 ea
25		9-3-36-934ES29	Cup Holder	\$2.00 ea
26		9-3-36-934ES30	Top Rail Corner	\$4.00 ea
27		9-3-36-569SS24	Slide Scorer	\$4.00 ea

CUT HERE

<i>Accessories/pre-installed Parts (Available For Purchase)</i>				
A1		9-3-35-500SS48	4 mm Allen Key	\$3.00 ea
A2		9-3-36-885SS11	Lock Cover (pre-installed)	\$3.00 ea
A3		9-3-36-830SS42	Metal Wrench	\$3.00 ea
A4		9-3-36-934ES42	EVA Pad	\$1.00 ea
A5		9-3-32-531SS27	Metal Wrench	\$3.00 ea
A6		9-3-36-559SS31	2.25" Billiard Ball	\$20.00 ea
A7		9-3-36-771SS24	48" 2- Pc Billiard Cues	\$10.00 ea
A8		9-3-32-662SS25	Chalk (Red)	\$2.00 ea
A9		9-3-36-559SS35	2.25" Triangle	\$3.00 ea
A10		9-3-34-933ES25	Pusher Felt	\$1.00 ea
A11		9-3-36-933ES23	Pusher - Red	\$4.00 ea
A12		9-3-25-236SS36	Round Puck - 11.6 G	\$2.00 ea
A13		9-3-36-934ES41	Table Tennis Net	\$6.00 ea
A14		9-3-36-559SS27	Table Tennis Paddle	\$5.00 ea
A15		9-3-36-039SS37	Table Tennis Ball	\$2.00 ea
A16		9-3-34-933ES35	Table Tennis Post	\$4.00 ea
A17		9-3-36-830SS11	20 mm Hex Bolt (pre-installed)	\$0.75 ea
A18		9-3-36-934ES18	20 mm Hex Bolt - Hole (pre-installed)	\$0.75 ea
A19		9-3-36-830SS12	20 mm Plastic Washer (pre-installed)	\$0.75 ea
A20		9-3-36-830SS13	20 mm Steel Washer (pre-installed)	\$0.75 ea
A21		9-3-36-933ES30	1.5" Cushion (pre-installed)	\$1.00 ea
A22		9-3-34-730SS33	Blower and Wire (pre-installed)	\$15.00 ea

Shipping and Handling Charges* (In US \$)				
Shipment Value	\$0-20	\$21-40	\$41-60	\$61 and over
Charge	\$7.00	\$9.00	\$11.00	\$15.00
* = Prices valid for Continental US and Canada only, all other please call for quote.				Subtotal:
				(Residents Add State Sales Tax)
				NJ (7%) and IL (6.25%) and CA (7.75%):
				Shipping and Handling Charges:
				TOTAL:

Method of Payment:
 Visa Mastercard American Express
 Card #: _____
 Exp. Date: _____
 Name (as printed on card): _____

Signature: _____

