

WARNING! Not suitable for children under the age of 36 months due to small parts and balls, which could be swallowed or inhaled by young children. To be assembled by an adult. Please ensure that you read all instructions contained in this booklet carefully. Proper use of this table game can avoid damage or injury!

Congratulations on the purchase of your new “CARROMCO” Table Game!

We hope you will have many hours of fun with family, and friends with this product. Please ensure that you keep your Instruction Manual for future reference! Please also note your model number (as detailed on the front page of this manual and also located on the barcode panel of the colour label on the front apron of the carton packaging) as this information is necessary should you need to contact us with any product queries.

Prior to assembly of this table game please read through the Instruction Manual carefully and familiarize yourself with all product parts, assembly steps, and guidelines. We would recommend that you assemble this table game with two adults as assembly will be much easier due to size of product. Please refer to the Parts Identifier on the following pages, and be sure that all table game parts are included.

TOOLS REQUIRED FOR ASSEMBLY

- 1 x Philips Screwdriver
- 1 x Slotted Screwdriver
- 1 x L-Shaped Tool (included)
- 1 x Wrench (included)

TABLE MAINTENANCE:

- **TABLE:** Keep your table covered. If there is dust on the playfield or the aprons, use a vacuum or wipe with a clean, soft cloth to remove. Do not sit on the table and do not use the table outside.
- **RODS:** Make sure that the bolts and screws on the players are tight. Occasionally wipe the rods with a clean, soft cloth. Never lift the table by the rods. Do not spin the rods too aggressively, as this may cause damage. We recommend the use 100 % silicone to lubricate the bushings, from the outside of the game so as not to drip onto the playfield.
- **LEGS:** Check that the leg bolts are tight. 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 rods).

WASTE DISPOSAL: Dispose the table through a private or state recycling agency. Please be aware of the updated official directives. Please contact the recycling agency in case of doubt.

Have fun with your “CARROMCO” Table Game!

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Please keep for future reference

MADE IN CHINA

GAME RULES

1) FOOTBALLTABLE

WINNING THE GAME

- Either 2 Players may compete, or 4 Players may compete (2 Players on each team).

- To determine who will start the game “toss a coin”. The Winner of the “coin toss” gets to start the game by dropping the ball into the middle of the playfield.
- First Player to reach the agreed score Wins!

GAME RULES

- Passing and Scoring is achieved by pushing/pulling Rods and rolling handgrips.
- Spinning the player Rods may be legal or illegal (this is dependent upon the players’ choice/agreement prior to start of game).
- If you are playing as teams, players may not change positions after the ball is served.
- In match play, teams change side after each game.
- Intentional jarring or tipping of the table is not legal.
- Reaching into the playfield during play is not legal except to retrieve a Dead Ball.

DEAD BALL

- A ball stopping or caught between two opposing players should be retrieved, and the ball is returned to play through one of the ball entry cups.
- The ball stopping between players of the same team, the ball should be put back into play by playing it in the nearest corner of the playfield and releasing it.

OUT OF PLAY

- A ball leaving the playfield area during play (other than through the goals), the ball is returned to play through one of the ball entry cups.

2) TABLE TENNIS

WINNING THE GAME

- To determine who will start the game “toss a coin”. The Winner of the “coin toss” gets to start the game by serving the ball.
- The game is won by the player, or pair first scoring 21 points unless both players/pairs have scored 20 points. In this instance the Winner is the first player/pair to first score 2 points more than the opposing player/pair!
- A Match consists of continuous play of the best of three or five games. Any player may claim a rest period of 2 minutes between successive games of the Match.

GAME RULES

- **Order of Play** – Singles – The server of the ball makes a good serve, and the opponent makes a good return. Both server/opponent thereafter make a good return.
- **Order of Play** – Doubles – The server of the ball makes a good serve, and the opponent makes a good return. Then the partner of the server makes a good return, and the opponents partner returns the ball. Each player then continues with good returns.
- **Service** – Singles - The server will start with the ball resting in the palm of their hand. The server throws the ball upwards and then strikes the ball before it touches the table. After striking the ball it must first touch the servers court and then pass over the net and touch the opponents right hand court or white centre line. Should a player fail to strike the ball whilst serving he will lose a point.
- **Service** – Doubles - The server will start with the ball resting in the palm of their hand. The server throws the ball upwards and then strikes the ball before it touches the table. After striking the ball it must first touch the servers right hand court or white centre line pass over the net then touch the opponents court. Should a player fail to strike the ball whilst serving he will lose a point.
- **Return** – Once the ball has been served the opponent must strike the ball that it returns directly over the net, and touches the opponents court. Should a ball being returned touch the net, or supports on the return it is still considered a good return.

- **Change of Ends** – The player/pair who start the game at one end, then starts the next game at the opposing end. Players/pairs keep switching ends until the end of the Match.

OUT OF PLAY

- Ball touches the same court consecutively.
- Ball has been volleyed.
- Ball touches the player anywhere other than the racket, or players racket hand below the wrist.
- Ball touches any other object other than court/net/support/racket, or players racket hand below the wrist.
- Ball is struck consecutively by a player.
- In Doubles the ball touches the left hand corner court of the server/receiver.
- Ball is struck by a player out of sequence.

LET

- When a player serves the ball and the opponent is not ready (a player may not be considered unready should they strike at the ball).
- Play is interrupted due to a correct of playing order.

3) + 4) PUSH HOCKEY & ICE HOCKEY

WINNING THE GAME

- Either 2 Players may compete, or 4 Players may compete (2 Players at each end of the game table).
- To determine who will start the game “toss a coin”. The Winner of the “coin toss” gets to start the game by placing the puck on the playfield.
- First Player to reach the agreed Score Wins!

GAME RULES

- Players must hit the puck with the handheld hockey pushers or hockey sticks and attempt to shoot into the opponent’s goal box.
- If you are playing as teams, players may not change positions after the game has commenced.
- In match play, teams change side after each game.
- Intentional tipping of the table is not legal.
- Reaching into the playfield during play is not legal except to retrieve a Dead Puck.

DEAD PUCK

- A Puck stopping or caught between two opposing players should be retrieved, and the Puck is returned to play by placing on the playing surface.

OUT OF PLAY

- A Puck leaving the playfield area during play (other than through the goals), the Puck is returned to play by placing on the playing surface.

5) POOLBILLIARD

WINNING THE GAME

- In Pool one Player shoots at solid balls (numbers 1 – 7).
- The opponent Player shoots at striped balls (numbers 9 through 15).
- To determine who will start the game “toss a coin”. The Winner of the “coin toss” gets to start the game by breaking. The loser of the previous game then gets to break the new game.
- A Player who legally pockets a Ball continues play until missing or committing a foul.

- Once a Players Ball group (stripes/solids) is pocketed, the Player may play the 8 Ball.
- The first Player who pockets his or her ball numbers legally first and then sinks the 8 Ball is the Winner!

GAME RULES

- The Cue Ball (White Ball) is placed behind the head string and the Player must either 1. pocket a ball, or 2. drive four balls into the rails of the table. If the Player fails to make a correct break the opponent has the option of playing the balls in this position, or racking the balls and playing the opening break again.
- Balls Pocketed at the Break – The Player stays on the table, and has a choice of calling the shot of stripes or solids.
- 8 Ball Pocketed at the Break – The Player stays on the table and has the option of spotting the 8 Ball, continuing Play or re-racking the Balls/breaking again.
- Scratching at the Break – When the Cue Ball (White Ball) is pocketed on the break 1. all balls except the 8 Ball are pocketed, 2. the table is open, 3. the opponent Player has the cue ball in hand and may place it anywhere behind the head string and shoot at any ball not behind the head string.
- After the break, regardless if Balls were pocketed, the table is Open.
- Player has choice of Stripes/Solids which are determined by the next legal Ball pocketed.
- PLEASE NOTE – Players must call each Shot in advance by indicating ball, and pocket! Otherwise failure to call means loss of turn!
- To execute a Legal Shot, the first Ball hit must be one of the Balls in the Players group (either stripes or solids). The object Ball must be pocketed or the Cue Ball (White Ball) or any object Ball must come into contact with the table's rail.
- PLEASE NOTE – It is permissible for the shooter to bank the cue ball off a rail before contacting his object ball; however, after contact with his object ball, an object ball must be pocketed, OR the cue ball.

OUT OF PLAY

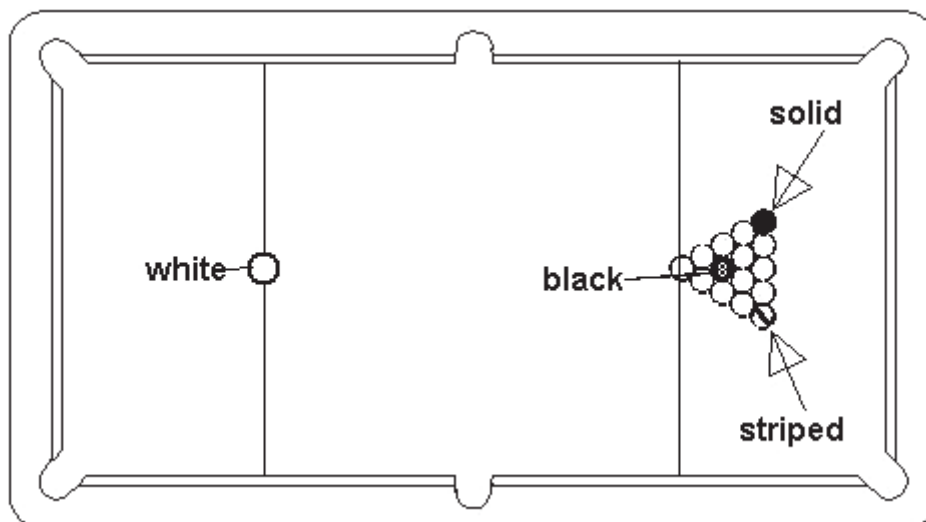
- Fouls when pocketing the 8 Ball.
- Pockets the 8 Ball on the same play as the last group of Balls.
- Pockets the 8 Ball in a pocket other than the one at shot.
- Pockets the 8 Ball when not the legal object Ball.
- Scratches when the 8 Ball is the legal object Ball.
- Hits the 8 Ball off the table.

FOUL

- Opponent Player gets “cue ball in hand”. The Player can place the Cue Ball (White Ball) anywhere on the table (to be behind the head string on opening break only).

SPOTTING

- A Ball is spotted on the long string as close to the foot spot as possible.



6) CHESS

MOVES

- Each of the Chessmen has a different way of moving.
- King – Can move on square in any direction (vertically/horizontally/diagonally). The King can capture any opposing Chessman on an adjacent square and remove it.
- Queen – Can move like the King in any direction except with one important difference! The Queen can keep on moving until she is blocked by an opposing Chessman. The Queen captures Chessmen by landing on the opposing Players square, and removing the captured piece.
- Rook – Can move vertically/horizontally, one direction at a time until blocked by an opposing Chessman. The Rook captures by landing on the opponents square and removing the opposing Players Chessman from the Board.
- Bishop – Can move diagonally only, one direction at a time. The Bishop captures by removing the opposing Players piece from the board.
- Knight – Can move either one square forward/backward, then two squares to the right or left. Or one square to the right or left, then two squares forward or backward. The Knight cannot capture any Chessmen that it leaps over. The Knight can leap over the opposing Players Chessmen on its way to its third square and capture/remove Chessmen only at the end square of its move.
- Pawn – Can move only in one direct 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 opposing Players piece only if it is diagonally to the left/right in front.

7) BACKGAMMON

GAME RULES

- The first Player to move all of your pieces to your inner table whether they can be removed from the board.

MOVES

- The board consists of 24 points/triangles of alternating colours.
- Players sit on opposite sides of the board, with a dividing bar down the centre of the board.
- The first 6 points are called the inner table.
- Points 7 through 12 are the Players outer table.

- Each Player has 15 pieces of a different colour from their opponent's pieces.
- Pieces are placed on the board as illustrated.
- Each Player rolls a single die.
- The Player rolling the highest number goes first choosing which side of the board and colour 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 Players piece may be moved to any point except one already occupied by two or more of the opponents pieces. When a Player has two or more pieces on a point, this is called "making a point". The opponent is barred from the landing on that point. If a Player throws a pair, the Player is allowed to move double the number thrown. The Player may use the four numbers in any combination. A Player must always use both numbers thrown whenever possible, but if only one of the numbers can be used, and there is a choice, the highest number must always be used.
- The two Players move their pieces in opposite directions. For example, white would move from Blacks home board towards Whites home board. When all pieces are in a Players home board then the Player may begin to "bear off".

THE GAME

- 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", the Player forfeits that turn until the opponents 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.

BEAR OFF

- A Player "Bears Off" by rolling a number that corresponds to the point ton which the piece resides, and then removing that piece from the board. Thurs rolling a 6 permits the Player to remove a Check 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 their pieces resides.
- A Player is under no obligation to "Bear Off" if he can make a legal move (i.e. moving a piece closer to the end within the home board). If a piece is hit during the "Bear Off" process, the Player must bring that piece back to his home board before continuing to "Bear Off".

WINNING THE GAME

- The Winner may be determined in the following manner:-
- Single Game – If the Players Opponent has "Borne Off" at least once piece, and has no pieces in the Winners inner board.
- Double Game/Gammon – If the Players Opponent has not "Borne Off" any pieces.
- Triple Game/Back Gammon – If the Players Opponent has not "Borne Off" any pieces and has at least one piece still on the boar or in the winners inner board.

8) BLACK JACK

THE GAME

- The object of the game is to get a card point total closer to “21” than the Dealer does without going over.
- The Dealer starts with dealing two cards to each player and one to itself.
- When every Player has its two cards the Dealer asks everyone if it wants additional cards until the player “Busts” (goes over point total of 21) or indicates that it wants to “Stand” (keep the current number of cards dealt).
- When every Player has finished with its hand, the Dealer's turn is on.
- The dealer has rules that determine its play; these rules tell that the Dealer will take a card when its total is ≤ 16 , and stand when it has a count of at least 17.
- After the dealer has finished with its hand, assuming the dealer doesn't “Bust”, it will pay off bets with better hands, collect bets on worse hands, or in the case of a tie pays the Player's bets back.
- Players then add the winnings, if any, to their accounts, and make a new bet as the entire process is repeated with a new game/hands.

PLAYING CARDS COUNT AS FOLLOWS

- Ace counts as 1 or 11
- Jack, Queen, King count as 10
- All other cards as shown on the card.

9) CRAPS

THE GAME

- Craps is a game of chance and is played a pair of dice that are thrown by the Shooter.
- The objective is to bet whether the Shooter will roll a winning combination.
- On the first roll of the dice (the come-out phase), the shooter wins by rolling either a 7 or 11.
- Rolling Craps (2, 3, or 12) loses.
- Any other number (4, 5, 6, 8, 9, or 10) is called the point and brings the game into the point phase.
- To win, the point number must be rolled again before a 7 is rolled. Winning here is also known as passing.
- If a 7 is rolled before the point number, the shooter has sevened-out and loses.

10) BOWLING

GAME

- Game consisting of 10 Pins, and 10 Frames.
- A Player bowls two balls in each of the first 9 Frames unless a STRIKE is scored.
- In the 10 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.
- Except when a STRIKE is scored, the number of pins knocked down by the Players first bowl is to be marked next to the small square in the upper right hand corner of that frame. The number of pins knocked down by the Players second delivery is to be marked inside the small square.
- If none of the standing pins are knocked down by the second delivery in a frame, the score sheet shall be marked with a (-). The count for the two deliveries in the frame shall be recorded immediately.

- **Strike** – A Strike is made when the 10 Pins is knocked down with the first delivery in a frame. It is marked with 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 Players next two deliveries.
- **Triple/Turkey** – Three successive strikes is a triple or turkey. The count for the first strike is 30. To bowl the maximum score of 300, the Player must bowl 12 Strikes in succession.
- **Spare** – A spare is made when the second delivery knocks down all standing pins, and the score sheet shall be marked with a (/). The count of a spare 10 plus the pins knocked down in the following delivery.

11) SHUFFLEBOARD

WINNING THE GAME

- Shuffleboard can be played either Singles, or Doubles.
- To determine who will start the game “toss a coin”. The Winner of the “coin toss” gets to choose colour.
- Start the game with the red disc shot first. Play alternates red (from right side head of court/left side at foot of court) then black/until all discs are shot.
- Scoring is complete by 50/75 or 100 point basis.

THE GAME RULES

- Players place their discs not touching but within the lines of their respective play half of the 10 off area.
- Penalty 5 off applies – a Penalty is not applied to a Player until a disc has been played.
- The disc must be played from the clear front within the respective half of the 10 off area.
- If the played disc touches the front or back lines of the play field – A Penalty 5 Off applies.
- If the played disc touches the side line or triangle – A Penalty 10 Off applies. This is where the offending Players discus is removed, and the opponent Player is credited with any disc displaced.
- All displaced discs shall be removed from the court immediately after the scoring of the opponents displaced discs.
- No penalty is inflicted if the disc being played, STARTED clear and should touch or cross the separation triangle. Play must be continuous and without hesitation.
- No curve shot will apply – the shot must be delivered in a concise straight line with a forward continuous flow of the disc.
- No part of the Players body including hand, foot, knee shall not step on or over the baseline of the playfield, or the extension of the baseline, except to gather and place their discs.

12) TIC TAC TOE

THE GAME

- The Game is for 2 PLAYERS - one player with X and the other with O.

- The person with X starts by putting his X on one of the squares in the three by three grid.
- The person playing with O then puts his O on another square.
- Players take turns until one player has three in a row either vertically/horizontally, or diagonally, or until all of the squares are filled!
- Once this is completed you are the Winner!

13) CHINESE CHECKERS

THE GAME

- Chinese Checkers is a two to six Player game.
- The board is configured into a star pattern.
- Each player has 10 pegs of one colour at one starting point of the Star.
- The object of the game is to move all your pegs across the board and occupy the star point directly opposite of your start point.
- The first player to accomplish this wins.

GAME RULES

- Each Player takes a turn making a move.
- Players' turns rotate counter-clockwise.
- A move consists of placing a peg into one of the adjacent holes or jumping over any other peg into a hole beyond.
- You may not move into another person's home or goal points.
- You may jump other pegs of any colour and in any direction. Players can make multiple jumps in one turn.
- No pegs are removed from the board during play.
- Regardless of the number of players, the game ends when a player has successfully moved all of his or her pegs to the star point directly across from his or her starting point, or when only one player remains on the board.
- This player is the winner.
- A player's pieces are removed from the board if they block another player from winning (by staying in their home point too long), by letting their timer run out, or by resigning.
- There is always exactly one winner.

14) MILL/ NINE MEN'S MORRIS

THE GAME

- The board consists of a grid with twenty-four intersections or points. Each player has nine pieces, or "men", usually colored black and white. Players try to form 'mills'—three of their own men lined horizontally or vertically—allowing a player to remove an opponent's man from the game. A player wins by reducing the opponent to two pieces, or by leaving him without a legal move.
- The game proceeds in three phases:
 - A) placing men on vacant points
 - B) moving men to adjacent points
 - C) (optional phase) moving men to any vacant point when a player has been reduced to three men

- **PHASE A:** The game begins with an empty board. The players determine who plays first, then take turns placing their men one per play on empty points. If a player is able to place three of his pieces in a straight line, vertically or horizontally, he has formed a mill and may remove one of his opponent's pieces from the board and the game. Any piece can be chosen for the removal, but a piece not in an opponent's mill must be selected, if possible. Once all pieces have been placed, phase two begins.
- **PHASE B:** Players continue to alternate moves, this time moving a man to an adjacent point. A piece may not "jump" another piece. Players continue to try and form mills, and remove their opponent's pieces in the same manner as in phase one. A player may "break" a mill by moving one of his pieces out of an existing mill, then moving the piece back to form the same mill a second time, or any number of times; and each time removing one of his opponent's men. The act of removing an opponent's man is sometimes called "pounding" the opponent. When one player has been reduced to three men, phase three begins.
- **PHASE C:** When a player is reduced to three pieces, there is no longer a limitation of moving to only adjacent points: The player's men may "fly", "hop", [2][3] or "jump"[4] from any point to any vacant point.

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8+