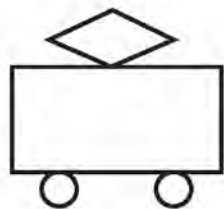


ASSEMBLY INSTRUCTIONS

Age 8+

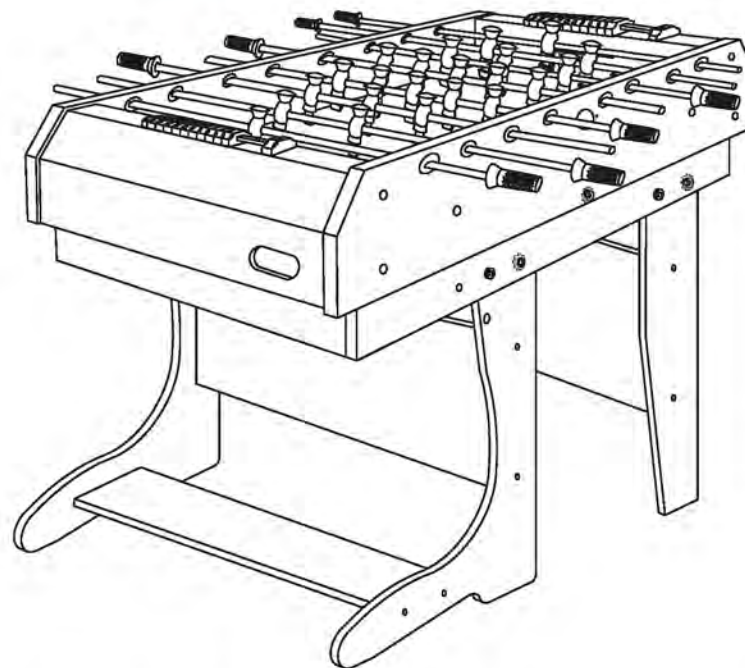
**UK
CA**



CE



WARNING!
Choking Hazard
This item Contains Small Parts.
Not suitable for children under 3 years.



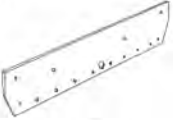















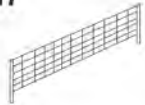


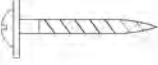


































WWW.RILEYSNOOKER.CO.UK

RILEY™

RILEY 4 MULTI GAMES TABLE

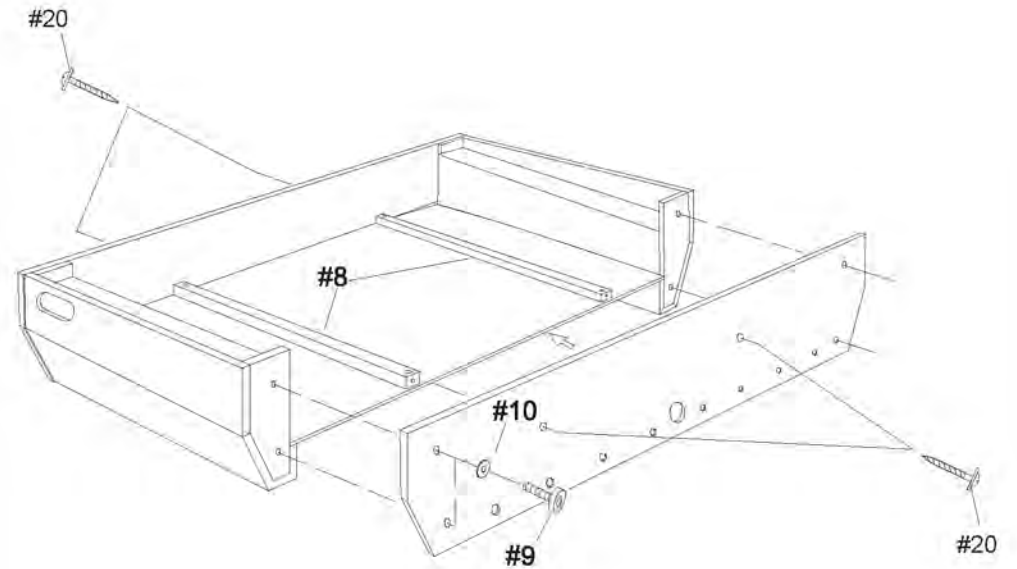
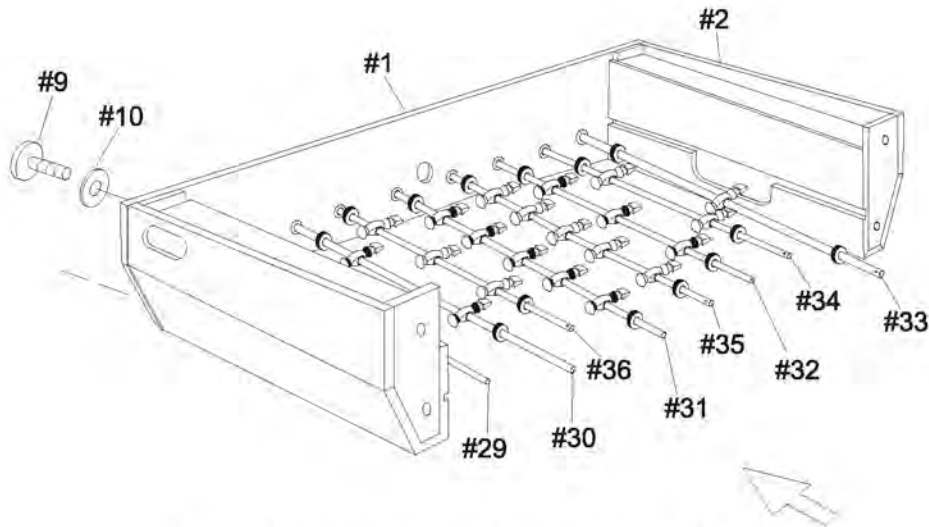
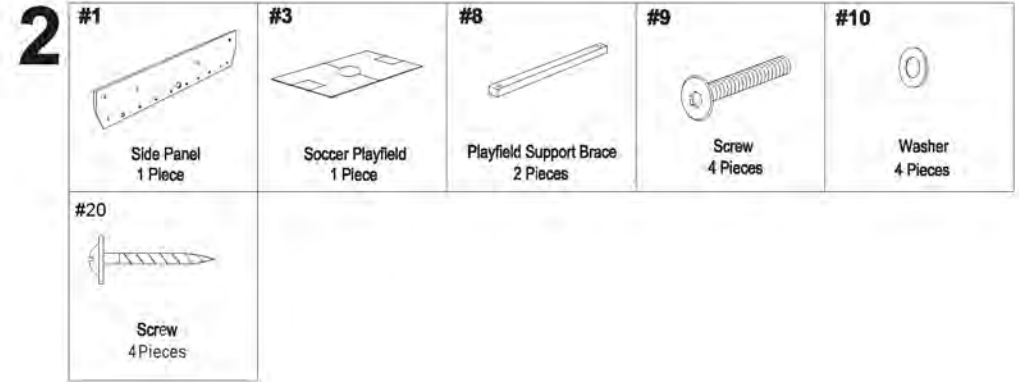
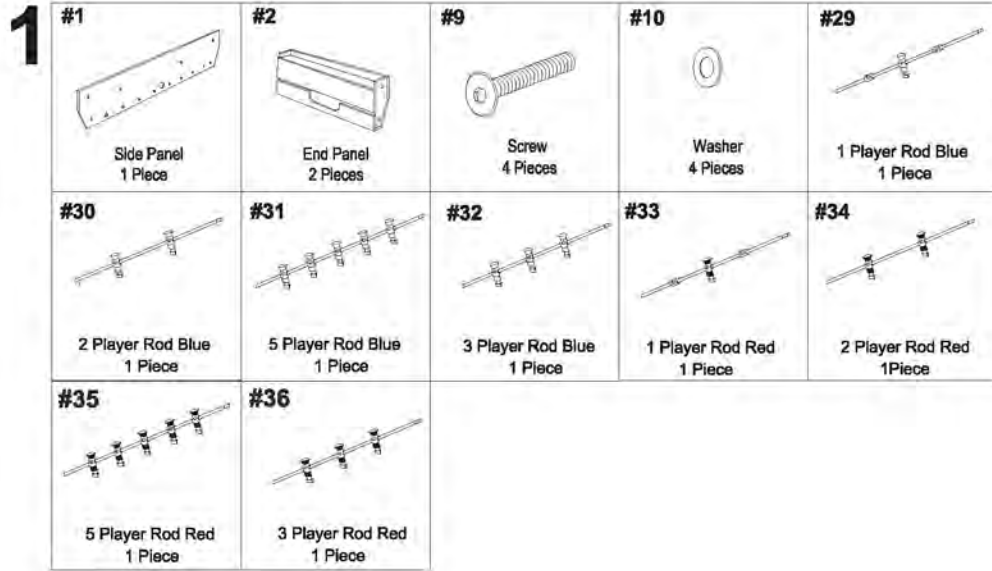
Model name: RILEY MULTI GAMES TABLE

Model number: M4B-1F, M4B-1F (N), M4B-1F (EXP), M4B-1F (ARG), M4B-1F (SD), M12B-1, M12B-1F, M12B-1F (N), M12B-1F (ARG), M12B-1F (SD), M12B-1F (EXP)

<p>#1</p>  <p>Side Panel 2 Pieces</p>	<p>#2</p>  <p>End Panel 2 Pieces</p>	<p>#3</p>  <p>Soccer Playfield 1 Piece</p>	<p>#4</p>  <p>Table Tennis/White Board 1 Piece</p>	<p>#5</p>  <p>Main Frame 1 Piece</p>	<p>#6</p>  <p>Billiard Playfield 1 Piece</p>	<p>#7</p>  <p>Air Hockey Playfield 1 Piece</p>	<p>#8</p>  <p>Playfield Support Brace 2 Pieces</p>	<p>#9</p>  <p>Screw 8 Pieces</p>
<p>#10</p>  <p>Washer 18 Pieces</p>	<p>#11</p>  <p>Screw 4 Pieces</p>	<p>#12</p>  <p>Pusher 2 Pieces</p>	<p>#13</p>  <p>25mm Handle Bolt 2 Pieces</p>	<p>#14</p>  <p>Leg Leveller 6 Pieces</p>	<p>#15</p>  <p>Puck 2 Pieces</p>	<p>#16</p>  <p>40mm Handle Bolt 4 Pieces</p>	<p>#17</p>  <p>Table Tennis Net 1 Set</p>	<p>#18</p>  <p>Table Tennis Bat 2 Pieces</p>
<p>#19</p>  <p>Table Tennis Ball 2 Pieces</p>	<p>#20</p>  <p>Screw 16 Pieces</p>	<p>#21</p>  <p>Screw 4 Pieces</p>	<p>#22</p>  <p>Anti-Slip Nuts 4 Pieces</p>	<p>#23</p>  <p>Slide Scorer 2 Pieces</p>	<p>#24</p>  <p>Soccer Ball 2 Pieces</p>	<p>#25</p>  <p>Handle 8 Pieces</p>	<p>#26</p>  <p>Rod End Cap 8 Pieces</p>	<p>#27</p>  <p>Adapter 1 Piece</p>
<p>#28</p>  <p>Pool Cue 2 Pieces</p>	<p>#29</p>  <p>1 Player Rod Blue 1 Piece</p>	<p>#30</p>  <p>2 Player Rod Blue 1 Piece</p>	<p>#31</p>  <p>5 Player Rod Blue 1 Piece</p>	<p>#32</p>  <p>3 Player Rod Blue 1 Piece</p>	<p>#33</p>  <p>1 Player Rod Red 1 Piece</p>	<p>#34</p>  <p>2 Player Rod Red 1 Piece</p>	<p>#35</p>  <p>5 Player Rod Red 1 Piece</p>	<p>#36</p>  <p>3 Player Rod Red 1 Piece</p>
<p>#37</p>  <p>Pool Balls 1 Set</p>	<p>#38</p>  <p>Triangle 1 Piece</p>	<p>#39</p>  <p>Chalk 2 Pieces</p>	<p>#40</p>  <p>Left Leg A 1 Piece</p>	<p>#41</p>  <p>Left Leg B 1 Piece</p>	<p>#42</p>  <p>Right Leg A 1 Piece</p>	<p>#43</p>  <p>Right Leg B 1 Piece</p>	<p>#44</p>  <p>Leg Panel 1 2 Pieces</p>	<p>#45</p>  <p>Leg Panel 2 1 Piece</p>
<p>#46</p>  <p>Game Board 1 Piece</p>	<p>#47</p>  <p>Shuffle Board Pucks 1 Set</p>	<p>#48</p>  <p>Playing Cards 1 Set</p>	<p>#49</p>  <p>Bowling Pin 1 Set</p>	<p>#50</p>  <p>Chess 1 Set</p>	<p>#51</p>  <p>Checkers 1 Set</p>	<p>#52</p>  <p>Dice 1 Set</p>	<p>#53</p>  <p>Dice Box 1 Piece</p>	<p>#54</p>  <p>Wrench 2 Pieces</p>

Model name: RILEY MULTI GAMES TABLE

Model number: M4B-1F, M4B-1F (N), M4B-1F (EXP), M4B-1F (ARG), M4B-1F (SD), M12B-1, M12B-1F, M12B-1F (N), M12B-1F (ARG), M12B-1F (SD), M12B-1F (EXP)




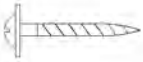



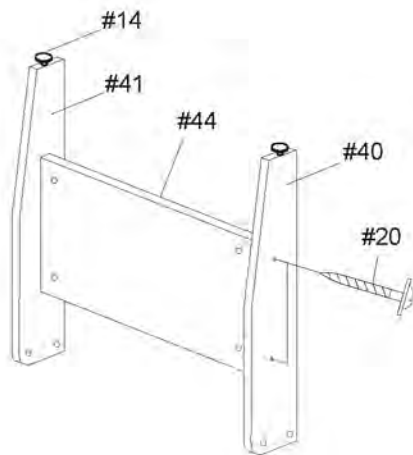
TO BE ASSEMBLED BY ADULTS ONLY

Model name: RILEY MULTI GAMES TABLE





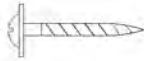

Model number: M4B-1F, M4B-1F (N), M4B-1F (EXP), M4B-1F (ARG),
 M4B-1F (SD), M12B-1, M12B-1F, M12B-1F (N), M12B-1F (ARG),
 M12B-1F (SD), M12B-1F (EXP)

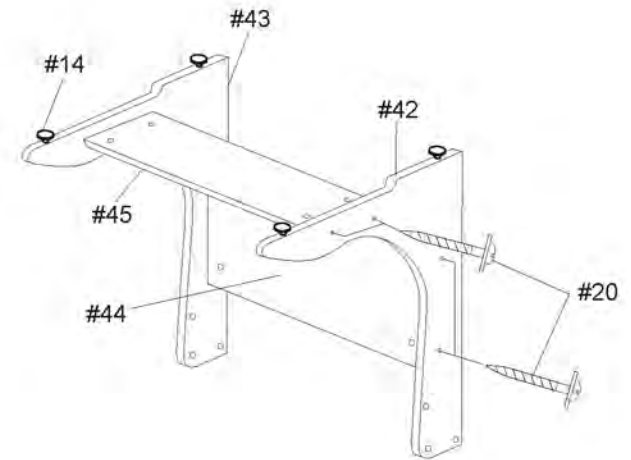
3

<p>#40</p>  <p>Left Leg A 1 Piece</p>	<p>#41</p>  <p>Left Leg B 1 Piece</p>	<p>#44</p>  <p>Leg Panel 1 1 Piece</p>
<p>#20</p>  <p>Screw 4 Pieces</p>	<p>#14</p>  <p>Leg Leveller 2 Pieces</p>	



4






<p>#42</p>  <p>Right Leg A 1 Piece</p>	<p>#43</p>  <p>Right Leg B 1 Piece</p>	<p>#44</p>  <p>Leg Panel 1 1 Piece</p>	<p>#45</p>  <p>Leg Panel 2 1 Piece</p>
<p>#20</p>  <p>Screw 8 Pieces</p>	<p>#14</p>  <p>Leg Leveller 4 Pieces</p>		

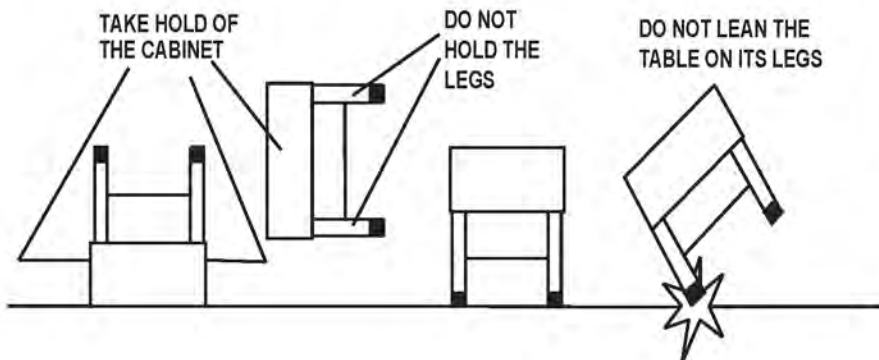
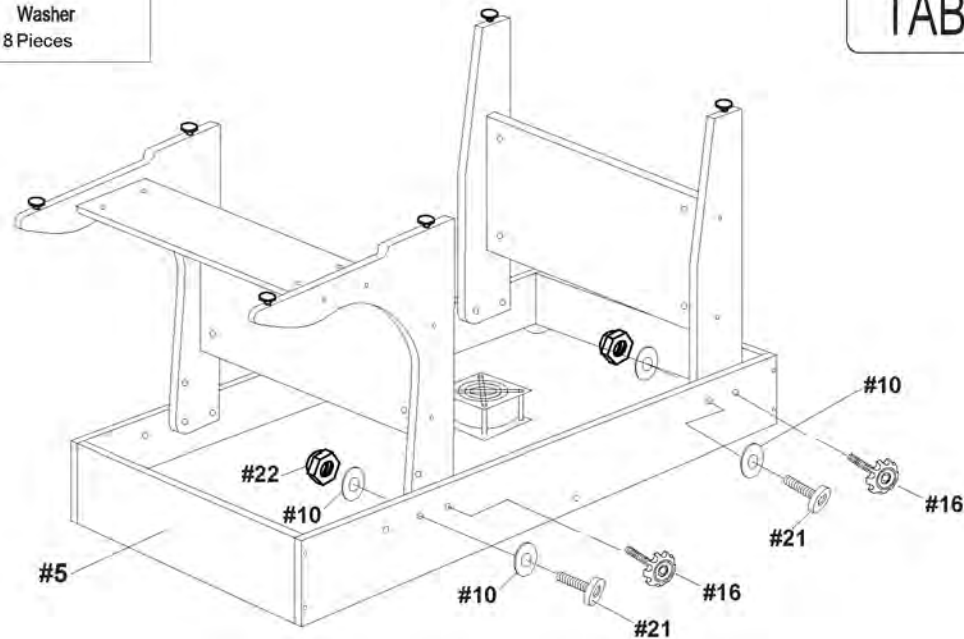


Model name: RILEY MULTI GAMES TABLE

Model number: M4B-1F, M4B-1F (N), M4B-1F (EXP), M4B-1F (ARG), M4B-1F (SD), M12B-1, M12B-1F, M12B-1F (N), M12B-1F (ARG), M12B-1F (SD), M12B-1F (EXP)

5

<p>#5</p>  <p>Main Frame 1 Piece</p>	<p>#21</p>  <p>Screw 4 Pieces</p>	<p>#16</p>  <p>40mm Handle Bolt 4 Pieces</p>	<p>#10</p>  <p>Washer 8 Pieces</p>
<p>#22</p>  <p>Anti-Slip Nuts 4 Pieces</p>			



CAUTION

1. Two adults are recommended to turn the table over.
2. Take hold of the table as shown.
3. Turn the table over.
4. Place the table on all four feet at the same time on the ground.

Model name: RILEY MULTI GAMES TABLE

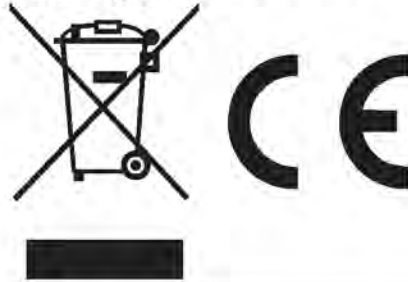
Model number: M4B-1F, M4B-1F (N), M4B-1F (EXP), M4B-1F (ARG), M4B-1F (SD), M12B-1, M12B-1F, M12B-1F (N), M12B-1F (ARG), M12B-1F (SD), M12B-1F (EXP)

Multi Game Table

Model No: M4B-1F, M4B-1F (N), M4B-1F (EXP), M4B-1F (ARG), M4B-1F (SD), M12B-1, M12B-1F, M12B-1F (N), M12B-1F (ARG), M12B-1F (SD), M12B-1F (EXP)

DC12V-0.5A

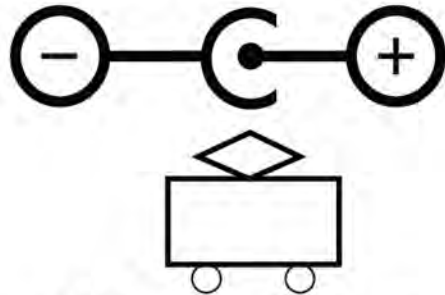
Made in China



WARNING

Choking Hazard

This product contains small balls and / or small parts.
Not suitable for children under 3 years



12.0 V DC \equiv 500mA

-transformers used with the toy are to be regularly examined for damage to the cord, plug, enclosure and other parts, and in the event of such damage, they must not be used until the damage has been repaired;

-the toy shall only be used with a transformer for toys;

-the transformer is not a toy.

-Transformers and power supply units for toys are not intended to be used as toys, and the use of these products by children shall be under the full supervision of parents.

USER MANUAL FOR ADAPTOR

Read this instructions carefully. Keep this instructions for later reference. All cautions and warnings should be followed!

Model: GQ12-120100-AB

Input : 100-240V~ 50-60Hz,0.4A Max

Output: 12 Vdc,1A

Output voltage:12.0V
Output current:1.0A
Output power:12.0W
Average active efficiency:84.75%
Efficiency at low load(10%):82.96%
No-load power consumption:0.05W.

To comply with the published safety standards, the following must be observed when using this adaptor. This SWITCHING ADAPTER is designed to supply power for general use.

1. Maximum ambient temperature around the adaptor must not exceed 40°C.
2. The equipment is direct plug-in equipment with Class II construction. It is certified according to the relevant safety standards BS EN 61558-1/BS EN61558-2-7
3. The output power taken from the supply must not exceed the rating given on the adaptor.
4. The adaptor is not intended to be repaired by service personnel in case of failure or component defect (unit can be thrown away).
5. The socket outlet must be located close to the machine and be easily accessible.
6. Do NOT place the adaptor near water, like a spa or pool, or in a position which will allow the splashing or spraying of water onto the adaptor, like in front of an open window where rain water may enter.
7. for indoor use only.
8. The protective device inside the transformer cannot be reset or replaced after a short circuit or an overload.
9. The external flexible cable or cord of this transformer cannot be replaced; if the cord is damaged, the transformer must be scrapped.

Environment friendly disposal



You can help protect the environment!

Please remember to respect the local regulations: hand in non-working electrical equipment to an appropriate waste disposal centre. The packaging material is recyclable. Dispose of the packaging in an environmentally friendly manner and make it available for the recyclable material collection-services.

Adaptor Manufacturer name: Dong Guan City GangQi Electronic Co., Ltd.

Address: Privately Operated Industrial District, ShiYong, 532600 Heng Li Town, Dong Guan, Guangdong, PEOPLE'S REPUBLIC OF CHINA

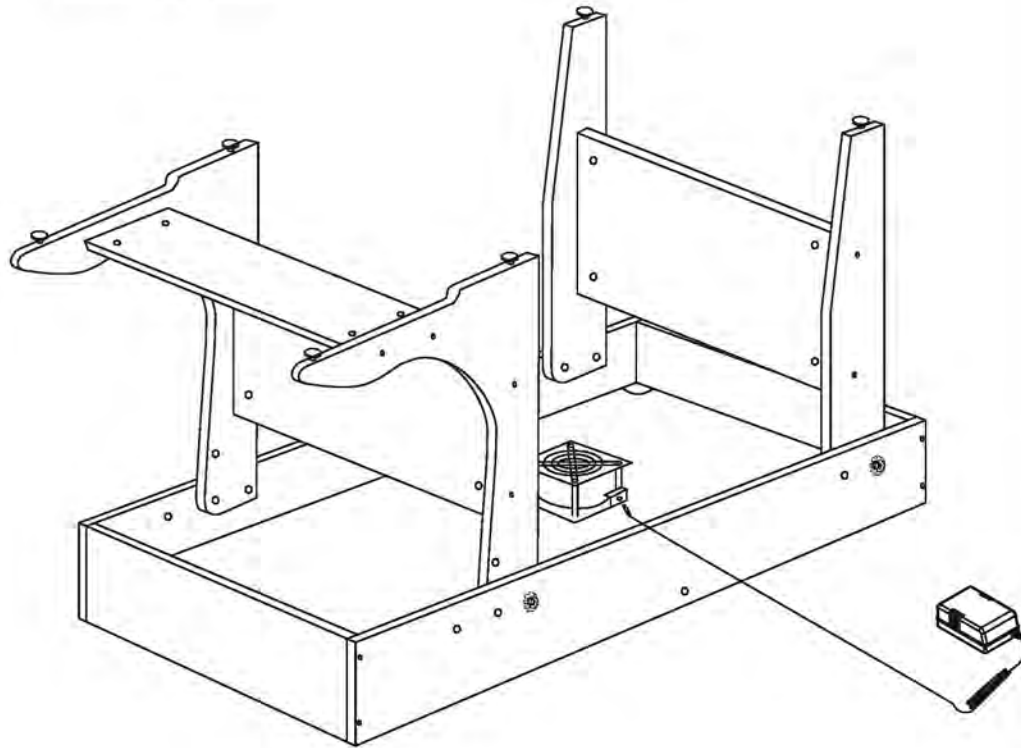
Website: <https://www.rileyleisure.com/product-page/riley-4ft-12in1-multi-games-table>

Toys liable to be cleaned with liquids are to be disconnected from the transformer or power supply before cleaning.

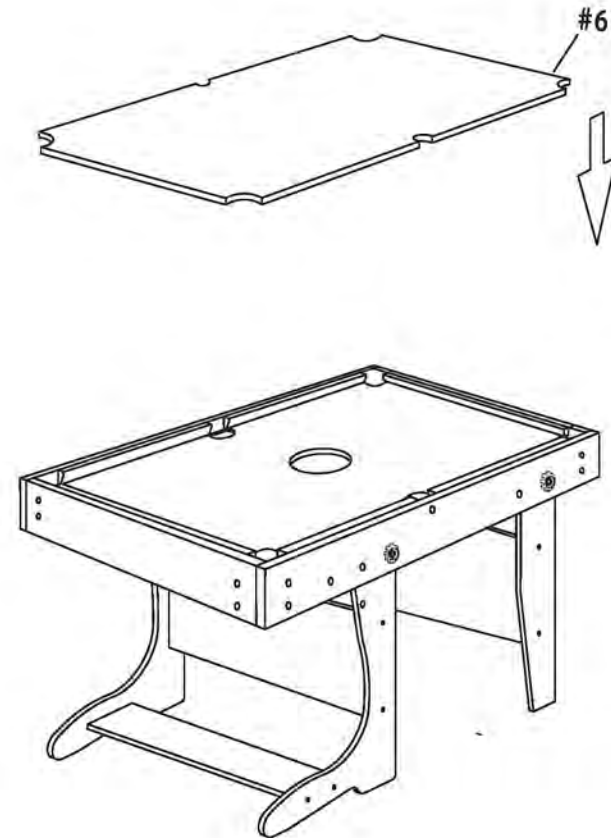
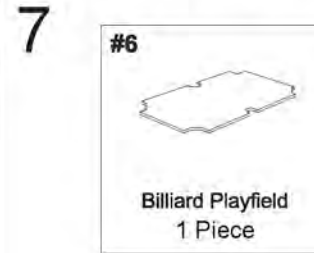
Model name: RILEY MULTI GAMES TABLE

Model number: M4B-1F, M4B-1F (N), M4B-1F (EXP), M4B-1F (ARG), M4B-1F (SD), M12B-1, M12B-1F, M12B-1F (N), M12B-1F (ARG), M12B-1F (SD), M12B-1F (EXP)

6 Please ensure the plug is removed from the power socket when the air hockey table is not in use, and before any other games are played



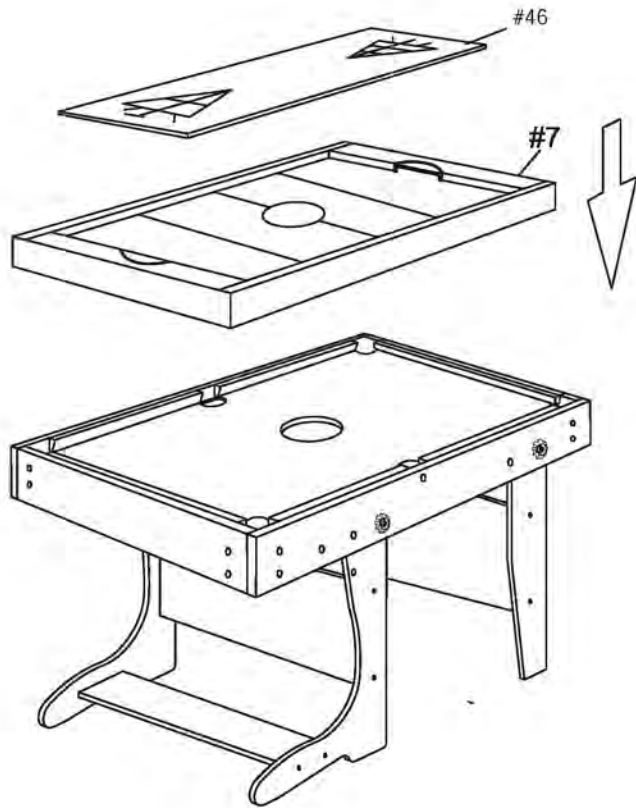
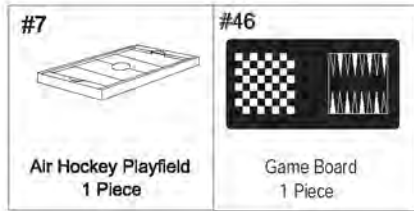
If the supply cord is damaged, it must be replaced by the manufacturer, its service agent or similarly qualified persons in order to avoid a hazard



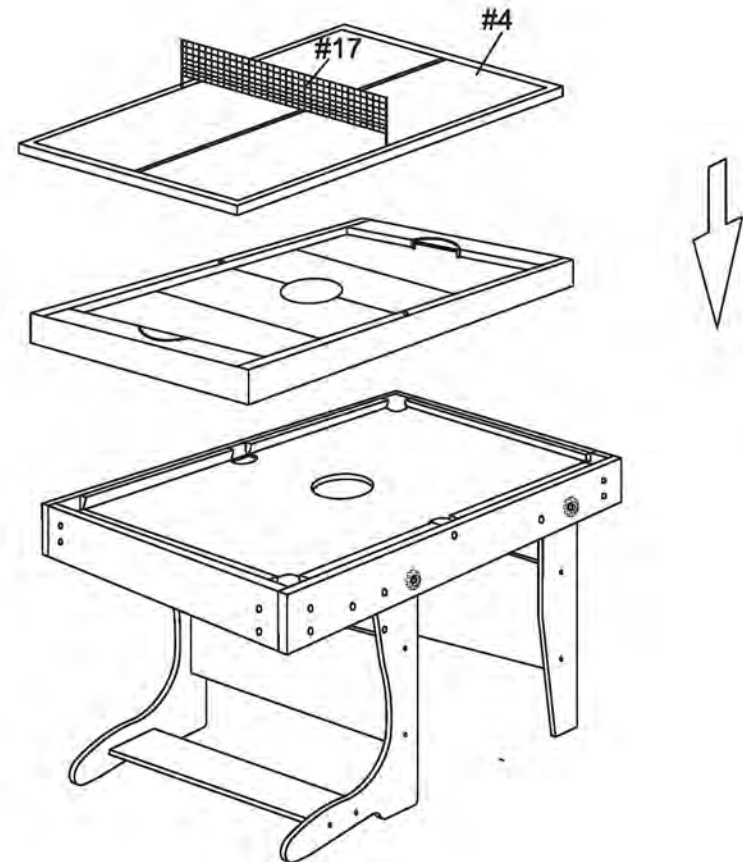
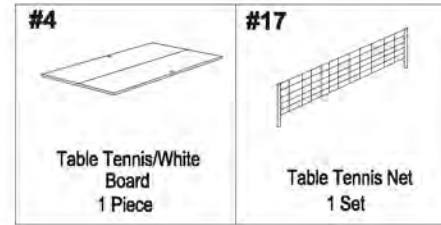
Model name: RILEY MULTI GAMES TABLE

Model number: M4B-1F, M4B-1F (N), M4B-1F (EXP), M4B-1F (ARG), M4B-1F (SD), M12B-1, M12B-1F, M12B-1F (N), M12B-1F (ARG), M12B-1F (SD), M12B-1F (EXP)

8



9



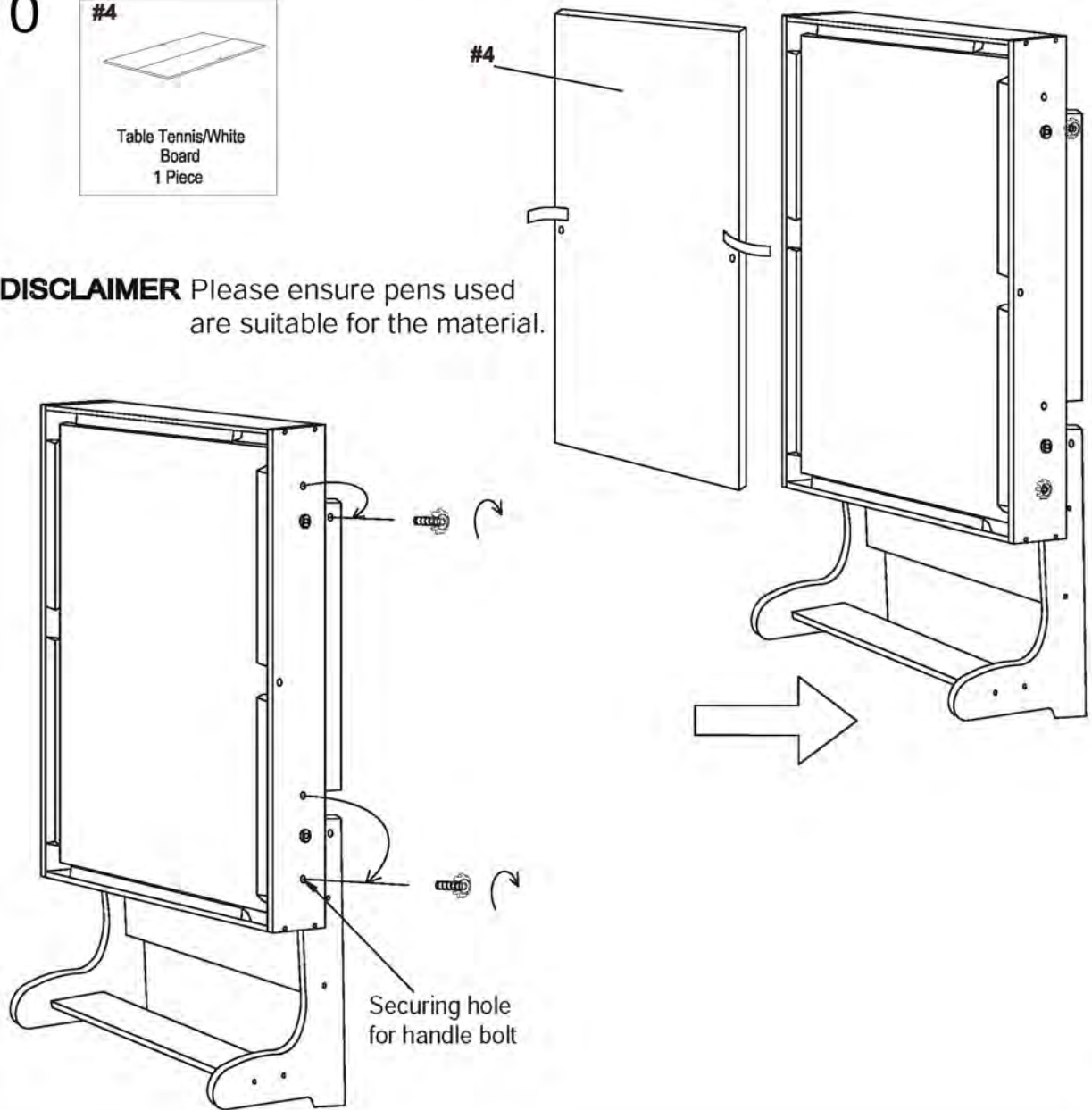
Model name: RILEY MULTI GAMES TABLE

Model number: M4B-1F, M4B-1F (N), M4B-1F (EXP), M4B-1F (ARG), M4B-1F (SD), M12B-1, M12B-1F, M12B-1F (N), M12B-1F (ARG), M12B-1F (SD), M12B-1F (EXP)

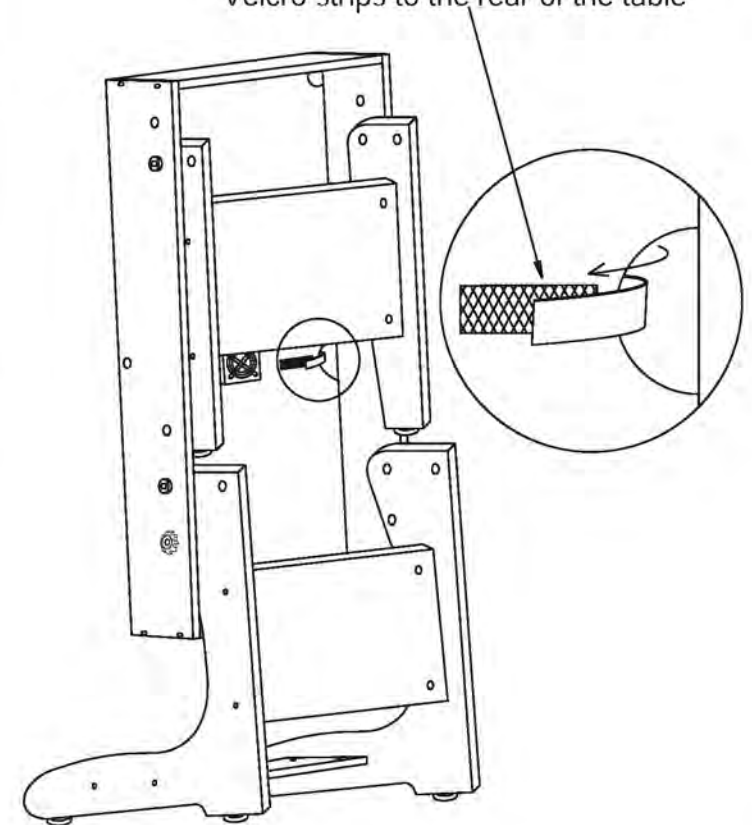
10



DISCLAIMER Please ensure pens used are suitable for the material.





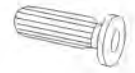



Please ensure the whiteboard is securely fastened using the Velcro strips to the rear of the table

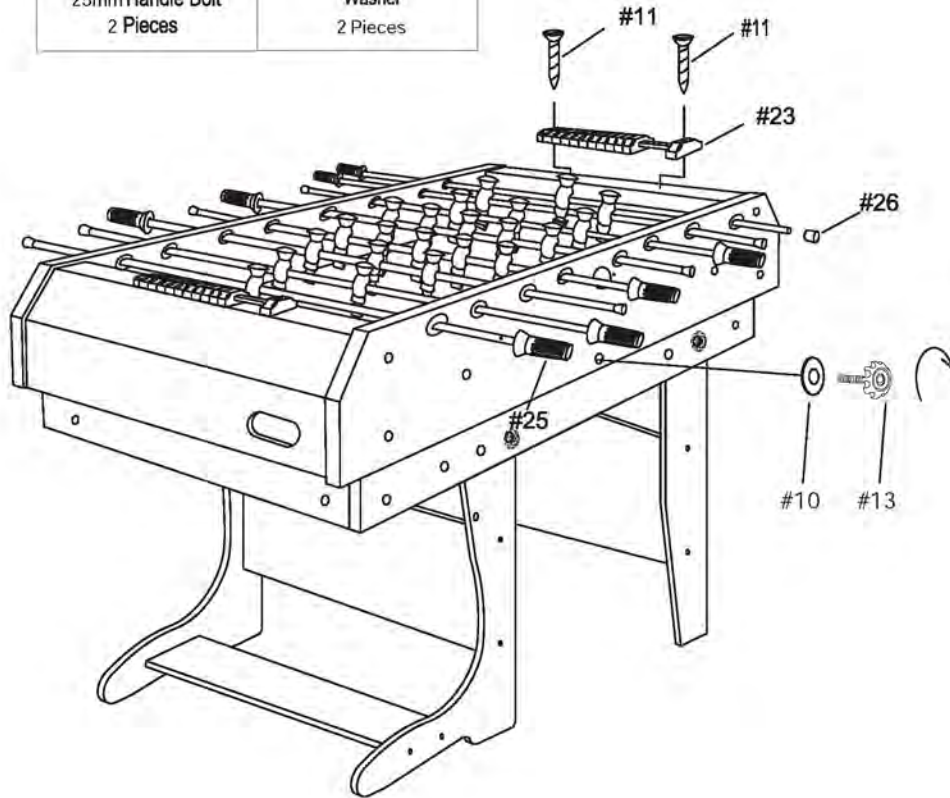


Model name: RILEY MULTI GAMES TABLE

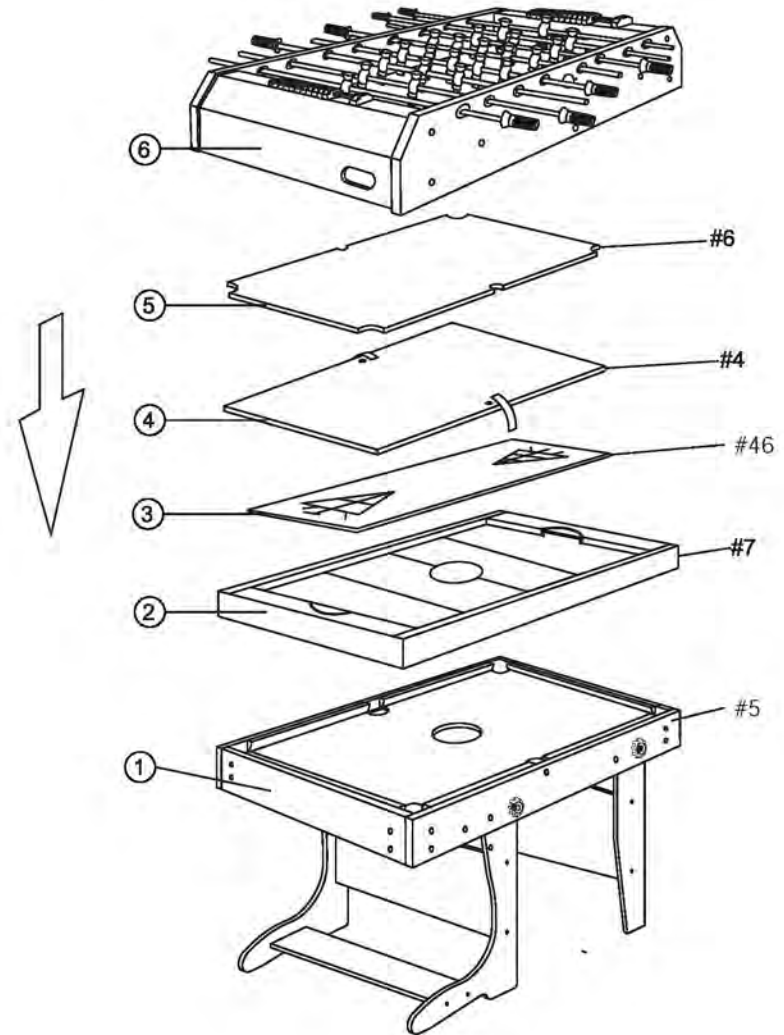
Model number: M4B-1F, M4B-1F (N), M4B-1F (EXP), M4B-1F (ARG), M4B-1F (SD), M12B-1, M12B-1F, M12B-1F (N), M12B-1F (ARG), M12B-1F (SD), M12B-1F (EXP)

11

<p>#11</p>  <p>Screw 4 Pieces</p>	<p>#23</p>  <p>Slide Scorer 2 Pieces</p>	<p>#25</p>  <p>Handle 8 Pieces</p>	<p>#26</p>  <p>Rod End Cap 8 Pieces</p>
<p>#13</p>  <p>25mm Handle Bolt 2 Pieces</p>	<p>#10</p>  <p>Washer 2 Pieces</p>		



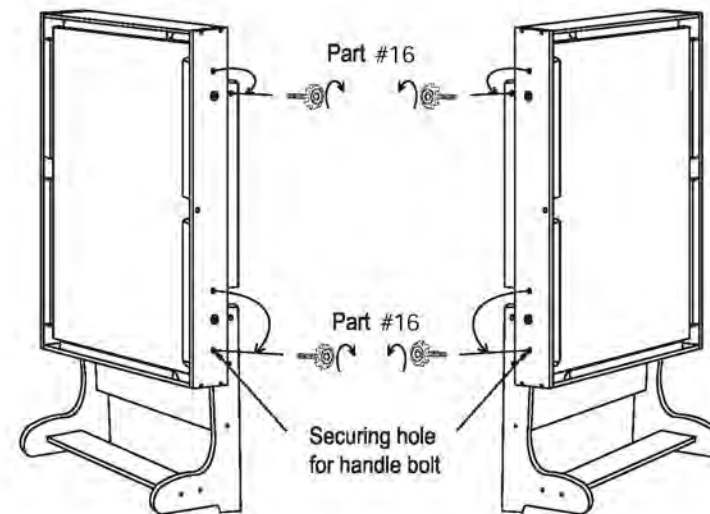
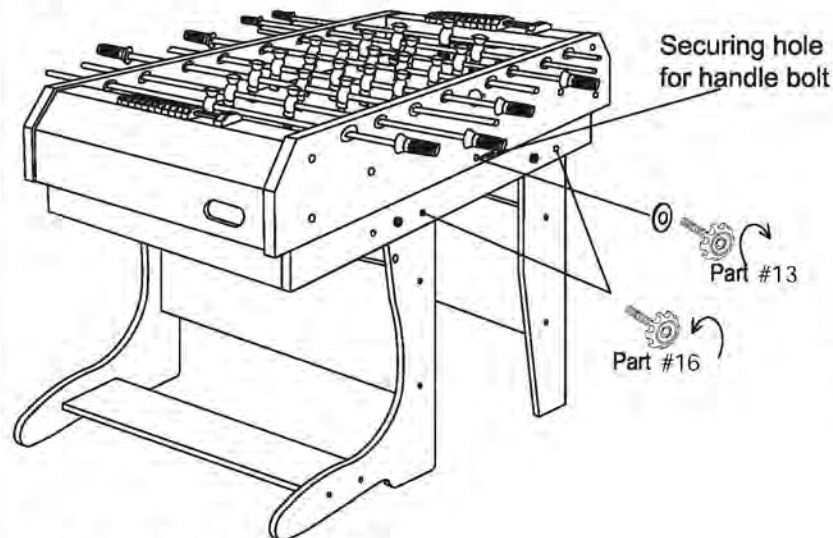
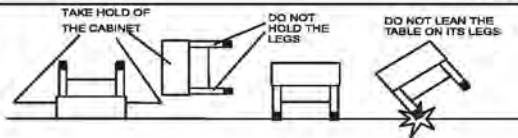
12



Please store the games in the above sequence when not in use. Please ensure the whiteboard is cleaned before storage

Model name: RILEY MULTI GAMES TABLE

Model number: M4B-1F, M4B-1F (N), M4B-1F (EXP), M4B-1F (ARG), M4B-1F (SD), M12B-1, M12B-1F, M12B-1F (N), M12B-1F (ARG), M12B-1F (SD), M12B-1F (EXP)



RILEY
ENGLAND

TABLE SPORTS

⚠ WARNING!

If you have purchased this table with a folding leg system - Under no circumstances should the table once erected in the playing position or folded vertically for storage purposes be left without all 5 securing bolts (Part #16,#13) being securely fastened (Tightened), so the table is securely locked in place.

⚠ WARNING!

This Air Hockey games table is fitted with a powerful suction air fan motor. **DO NOT ALLOW CHILDREN OR PETS UNDER THIS AIR HOCKEY GAMES TABLE WHEN THE AIR FAN MOTOR IS IN USE.** Failure to comply with these safety instructions could result in hair or items of clothing being sucked into the rotating impeller which can cause personal injury or damage.

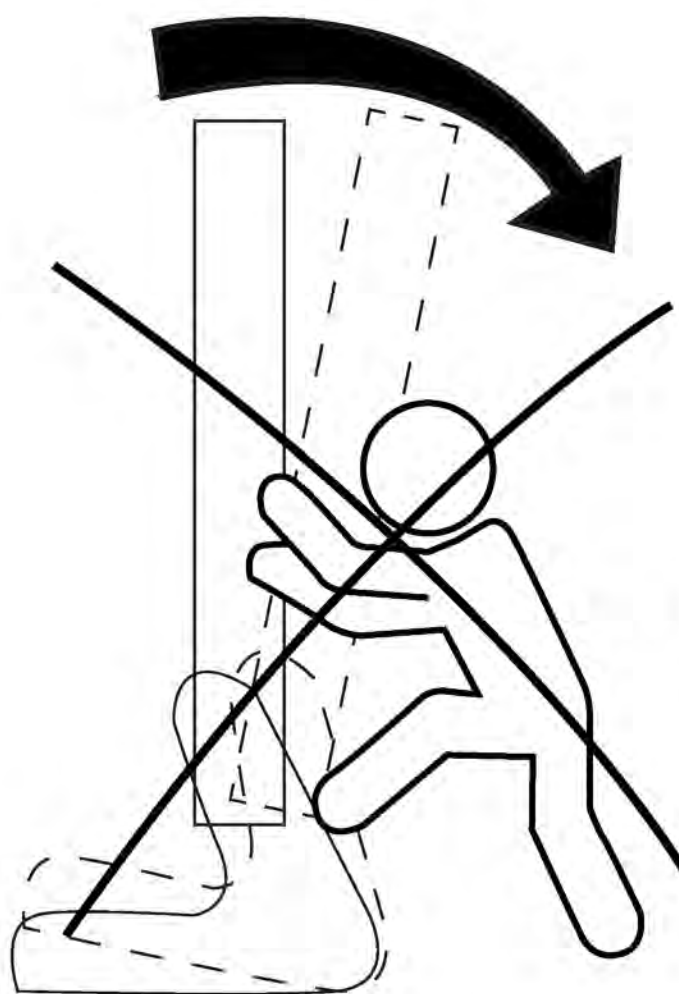
⚠ POTENTIAL HAZARD!

Be aware when folding this table, there is a potential hazard for fingers or hands to get trapped. Please take care when assembling and or folding the table at all times.
Make sure all safety recommendations are followed at all times, all assembly, operational movements and storage of the table **must be carried out by adults only.**

Model name: RILEY MULTI GAMES TABLE

Model number: M4B-1F, M4B-1F (N), M4B-1F (EXP), M4B-1F (ARG),
M4B-1F (SD), M12B-1, M12B-1F, M12B-1F (N), M12B-1F (ARG),
M12B-1F (SD), M12B-1F (EXP)

RILEY[™]
ENGLAND
TABLE SPORTS



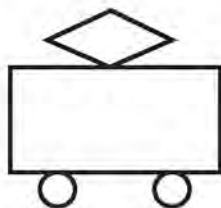
WARNING!
RISK OF INJURY

USERS OF THIS PRODUCT MUST NOT CLIMB ON OR PULL TABLE, WHEN TABLE IS FIXED IN VERTICAL STORAGE POSITION, AS THIS MAY CAUSE TOPPLING AND RESULT IN SEVERE INJURY.

Instructions d'assemblage

8 ans et plus

**UK
CA**



CE

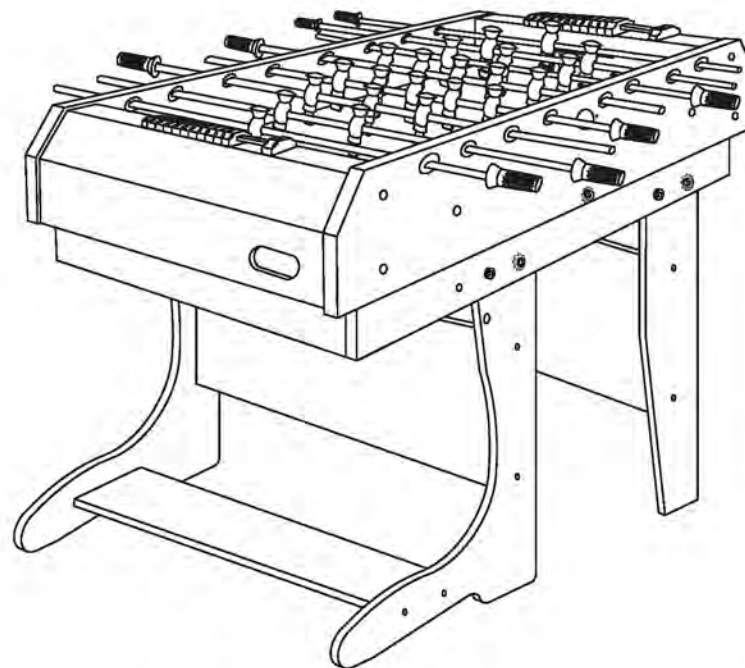


Attention!

Risque d'étouffement

Cet article contient de petites pièces.

Ne convient pas aux enfants de moins de 3 ans.






















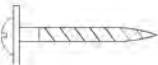

































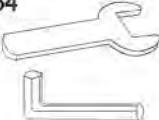
WWW.RILEYSNOOKER.CO.UK

RILEY™

4 TABLE DE JEU MULTI DE RIELY













Nom du modèle : Table de jeu multi de riley







Numéro de modèle: M4B-1F, M4B-1F (N), M4B-1F (EXP), M4B-1F (ARG), M4B-1F (SD), M12B-1, M12B-1F, M12B-1F (N), M12B-1F (ARG), M12B-1F (SD), M12B-1F (EXP)

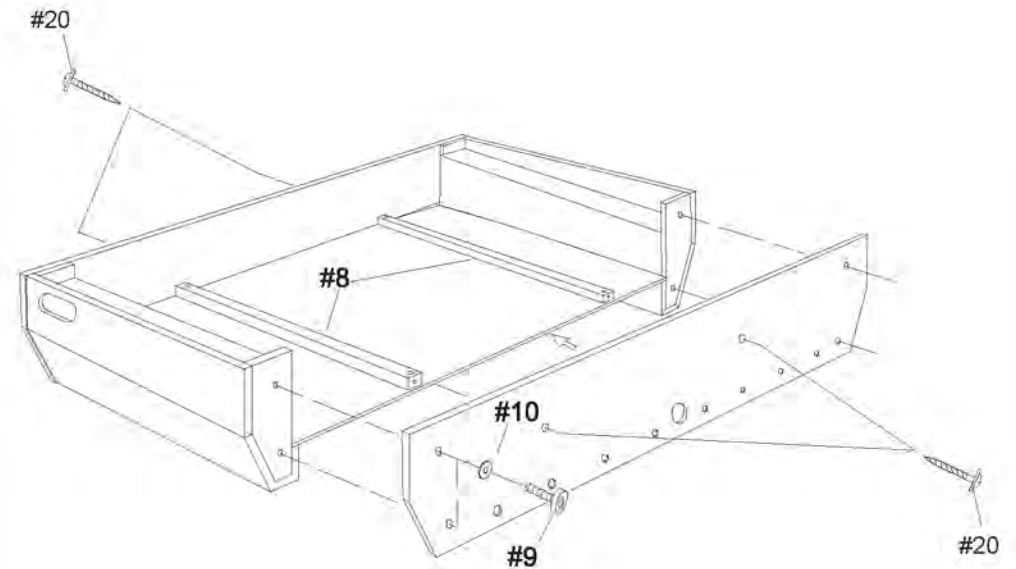
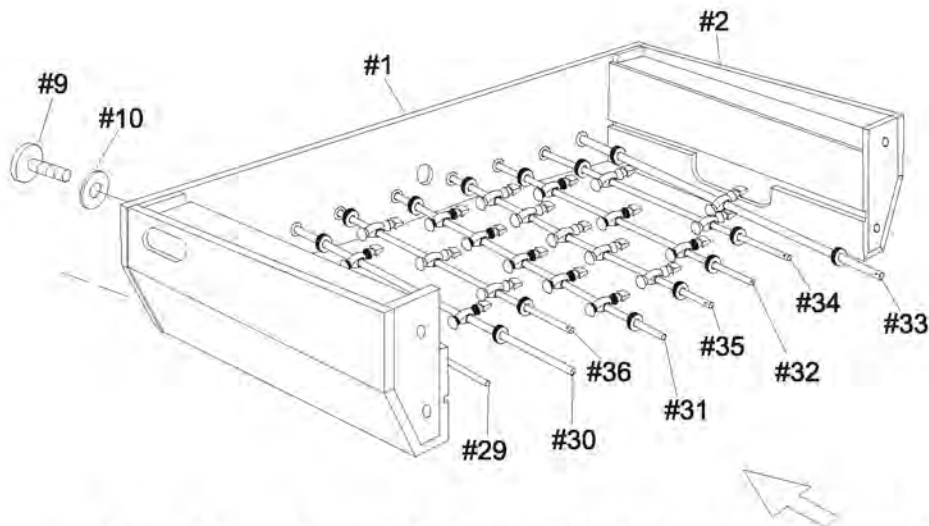
#1  Panneau latéral 2 Pièces	#2  Panneau de fin 2 Pièces	#3  Terrain de jeu de football 1 Pièce	#4  Tennis de table/ Tableau blanc 1 Pièce	#5  Cadre principal 1 Pièce	#6  Terrain de jeux de billard 1 Pièce	#7  Terrain de jeu d'Hockey aérien 1 Pièce	#8  Attache de support de terrain de jeu 2 Pièces	#9  Hélice 8 Pièces
#10  Lave-vaisselle 18 Pièces	#11  Hélice 4 Pièces	#12  Revendeur 2 Pièces	#13  Poignée de boulon de 25mm 2 Pièces	#14  Niveleur de jambe 6 Pièces	#15  Palet 2 Pièces	#16  Poignée de boulon de 40mm 4 Pièces	#17  Filet de tennis de table 1 Pièce	#18  Raquette de tennis de table 2 Pièces
#19  Balle de tennis de table 2 Pièces	#20  Hélice 16 Pièces	#21  Hélice 4 Pièces	#22  Noix anti-slio 4 Pièces	#23  Marqueur de diapositives 2 Pièces	#24  Ballon de football 2 Pièces	#25  Poignée 8 Pièces	#26  Capuchon d'extrémité de tige 8 Pièces	#27  Adaptateur 1 Pièce
#28  Billard club 2 Pièces	#29  1 Joueur de tige bleu 1 Pièce	#30  2 Joueur de tige bleu 1 Pièce	#31  5 Joueur de tige bleu 1 Pièce	#32  3 Joueur de tige bleu 1 Pièce	#33  1 joueur de tige rouge 1 Pièce	#34  2 joueur de tige rouge 1 Pièce	#35  5 joueur de tige rouge 1 Pièce	#36  3 joueur de tige rouge 1 Pièce
#37  Balle de piscine 1 Groupe	#38  Triangle 1 Pièce	#39  Craie 2 Pièces	#40  Jambe gauche A 1 Pièce	#41  Jambe gauche B 1 Pièce	#42  Jambe droite A 1 Pièce	#43  Jambe droite B 1 Pièce	#44  Panneau de jambe 1 2 Pièces	#45  Panneau de jambe 2 1 Pièce
#46  Plateau de jeu 1 Pièce	#47  Rondelles de planche de shuffle 1 Groupe	#48  Cartes à jouer 1 Groupe	#49  Épingle à bowling 1 Groupe	#50  Échecs 1 Groupe	#51  Jeux 1 Groupe	#52  Dé 1 Groupe	#53  Boîte à dés 1 Groupe	#54  Clé à molette 2 Pièces

Nom du modèle : Table de jeu multi de riley

Numéro de modèle: M4B-1F, M4B-1F (N), M4B-1F (EXP), M4B-1F (ARG), M4B-1F (SD), M12B-1, M12B-1F, M12B-1F (N), M12B-1F (ARG), M12B-1F (SD), M12B-1F (EXP)

1 #1  Panneau latéral 1 Pièce	#2  Panneau de fin 2 Pièces	#9  Hélice 4 Pièces	#10  Lave-vaisselle 4 Pièces	#29  1 Joueur de tige bleu 1 Pièce
#30  2 Joueur de tige bleu 1 Pièce	#31  5 Joueur de tige bleu 1 Pièce	#32  3 Joueur de tige bleu 1 Pièce	#33  1 joueur de tige rouge 1 Pièce	#34  2 joueur de tige rouge 1 Pièce
#35  5 joueur de tige rouge 1 Pièce	#36  3 joueur de tige rouge 1 Pièce			

2 #1  Panneau latéral 1 Pièce	#3  Terrain de jeu de football 1 Pièce	#8  Attache de support de terrain de jeu 2 Pièces	#9  Hélice 4 Pièces	#10  Lave-vaisselle 4 Pièces
#20  Hélice 4 Pièces				








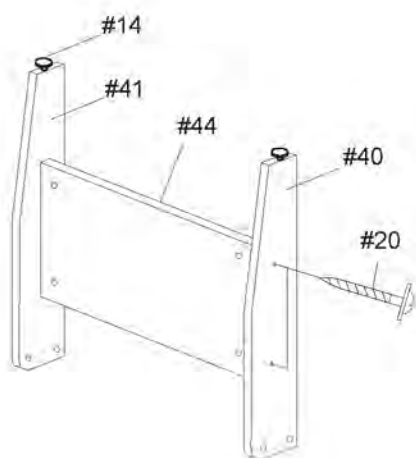
Pour être assemblé par des adultes seulement

Nom du modèle : Table de jeu multi de riley





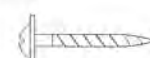

Numéro de modèle : M4B-1F, M4B-1F (N), M4B-1F (EXP), M4B-1F (ARG), M4B-1F (SD), M12B-1, M12B-1F, M12B-1F (N), M12B-1F (ARG), M12B-1F (SD), M12B-1F (EXP)

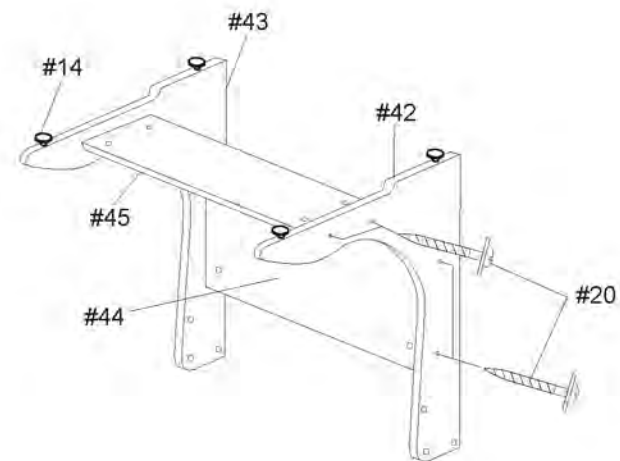
3

<p>#40</p>  <p>Jambe gauche A 1 Pièce</p>	<p>#41</p>  <p>Jambe gauche B 1 Pièce</p>	<p>#44</p>  <p>Panneau de jambe 1 1 Pièce</p>
<p>#20</p>  <p>Hélice 4 Pièces</p>	<p>#14</p>  <p>Niveleur de jambe 2 Pièces</p>	



4

<p>#42</p>  <p>Jambe droite A 1 Pièce</p>	<p>#43</p>  <p>Jambe droite B 1 Pièce</p>	<p>#44</p>  <p>Panneau de jambe 1 1 Pièce</p>	<p>#45</p>  <p>Panneau de jambe 2 1 Pièce</p>
<p>#20</p>  <p>Hélice 8 Pièces</p>	<p>#14</p>  <p>Niveleur de jambe 4 Pièces</p>		

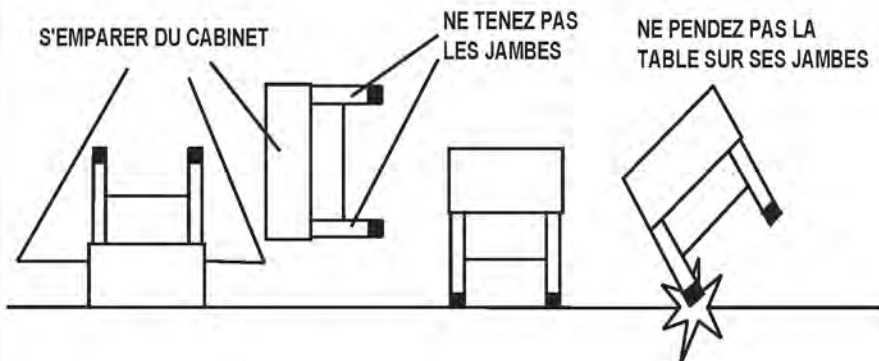
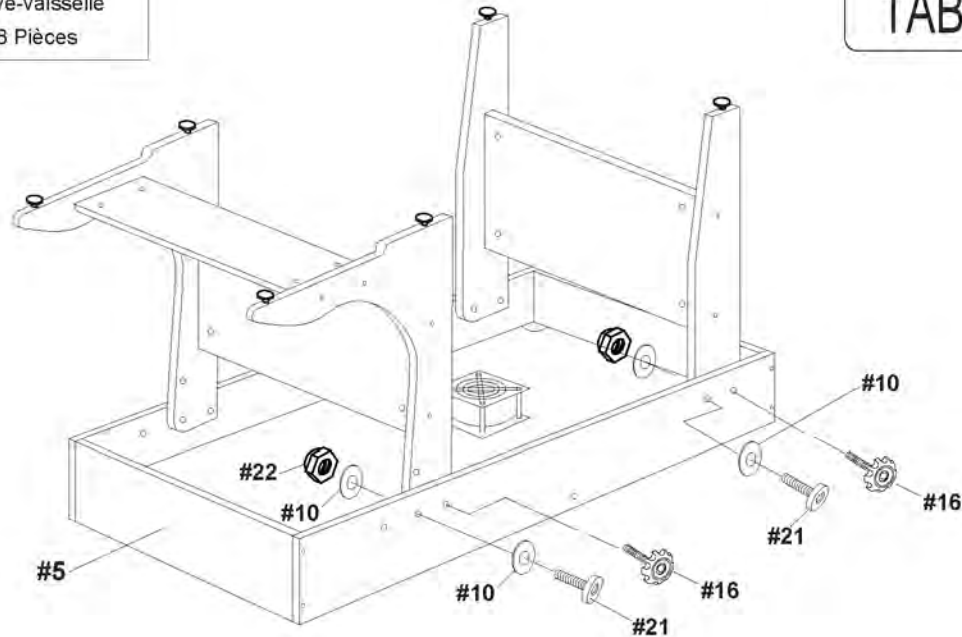


Nom du modèle : Table de jeu multi de riley

Numéro de modèle: M4B-1F, M4B-1F (N), M4B-1F (EXP), M4B-1F (ARG), M4B-1F (SD), M12B-1, M12B-1F, M12B-1F (N), M12B-1F (ARG), M12B-1F (SD), M12B-1F (EXP)

5

<p>#5</p>  <p>Cadre principal 1 Pièce</p>	<p>#21</p>  <p>Hélice 4 Pièces</p>	<p>#16</p>  <p>Poignée de boulon de 40mm 4 Pièces</p>	<p>#10</p>  <p>Lave-vaisselle 8 Pièces</p>
<p>#22</p>  <p>Noix anti-slio 4 Pièces</p>			



ATTENTION:

1. Deux adultes sont recommandés pour retourner la table.
2. Prenez la table comme indiqué.
3. Retournez la table.
4. Placez la table sur tous les quatre pieds en même temps sur le sol.

Nom du modèle : Table de jeu multi de riley

Numéro de modèle: M4B-1F, M4B-1F (N), M4B-1F (EXP), M4B-1F (ARG), M4B-1F (SD), M12B-1, M12B-1F, M12B-1F (N), M12B-1F (ARG), M12B-1F (SD), M12B-1F (EXP)

Table de jeu multi

Numéro de modèle:

M4B-1F, M4B-1F (N), M4B-1F (EXP), M4B-1F (ARG), M4B-1F (SD), M12B-1, M12B-1F, M12B-1F (N), M12B-1F (ARG), M12B-1F (SD), M12B-1F (EXP)

DC12V-0.5A

Fabriqué en Chine

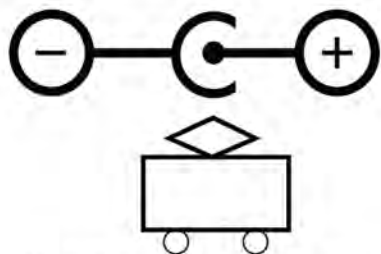


AVERTISSEMENT!

Risque d'étouffement

Cet article contient de petites pièces.

Ne convient pas aux enfants de moins de 3 ans.



12.0 V DC \equiv 500mA

-les transformateurs utilisés avec le jouet doivent être examinés régulièrement pour déceler des dommages au cordon, au bouchon, à l'enclos et à d'autres pièces, et en cas de tels dommages, ils ne doivent pas être utilisés tant que les dommages n'ont pas été réparés;

-le jouet ne doit être utilisé qu'avec un transformateur pour les jouets;
-le transformateur n'est pas un jouet.

-Les transformateurs et les groupes d'alimentation pour jouets ne sont pas destinés à être utilisés comme jouets, et l'utilisation de ces produits par les enfants doit être sous la pleine surveillance des parents

MANUEL D'UTILISATION POUR L'ADAPTATEUR

Lisez attentivement ces instructions. Conservez ces instructions pour une référence ultérieure. Toutes les mises en garde et avertissements doivent être suivis.

Modèle: GQ12-120100-AB

Entrée: 100-240V~ 50-60Hz, 0.4A Max

Sortie: 12 Vdc, 1A

Tension de sortie: 12,0 V

Courant de sortie: 1.0A

Puissance de sortie: 12,0 W

Efficacité active moyenne: 84.75%

Rendement à faible charge (10%): 82.96%

Consommation électrique à vide: 0.05W.

Pour se conformer aux normes de sécurité publiées, il faut observer ce qui suit lors de l'utilisation de cet adaptateur.

Cet ADAPTATEUR SWITCHING est conçu pour alimenter l'énergie à des fins générales.

1. La température ambiante maximale autour de l'adaptateur ne doit pas dépasser 40°C.
2. L'équipement est l'équipement direct de plug-in avec la construction de classe II. Il est certifié selon les normes de sécurité pertinentes BS EN 61558-1/BS EN61558-2-7
3. La puissance de sortie tirée de l'alimentation ne doit pas dépasser la cote donnée sur l'adaptateur.
4. L'adaptateur n'est pas destiné à être réparé par le personnel de service en cas de défaillance ou de défaut de composant (l'unité peut être jetée).
5. La prise doit être située près de la machine et être facilement accessible.
6. NE PAS placer l'adaptateur près de l'eau, comme un spa ou une piscine, ou dans une position qui permettra les éclaboussures ou la pulvérisation d'eau sur l'adaptateur, comme devant une fenêtre ouverte où l'eau de pluie peut entrer.
7. pour usage intérieur seulement.
8. Le dispositif de protection à l'intérieur du transformateur ne peut pas être réinitialisé ou remplacé après un court-circuit ou une surcharge.
9. Le câble ou le cordon flexible externe de ce transformateur ne peut pas être remplacé ; si le cordon est endommagé, le transformateur doit être mis au rebut.

Élimination respectueuse de l'environnement



Vous pouvez aider à protéger l'environnement!

N'oubliez pas de respecter la réglementation locale : remettre l'équipement électrique non en activité à un centre d'élimination des déchets approprié. Le matériau d'emballage est recyclable. Débarrassez-vous de l'emballage d'une manière respectueuse de l'environnement et rendez-le disponible pour les services de collecte des matières recyclables.

Nom du fabricant de l'adaptateur: Dong Guan City GangQi Electronic Co.,Ltd.

Adresse: Secteur industriel privé, ShiYong, ville de 532600 Heng Li, Dong Guan, Guangdong, république populaire de Chine


Site Web: <https://www.rileyleisure.com/product-page/riley-4ft-12in1-multi-games-table>

Les jouets susceptibles d'être nettoyés avec des liquides doivent être débranchés du transformateur ou de l'alimentation électrique avant le nettoyage.

Nom du modèle : Table de jeu multi de riley

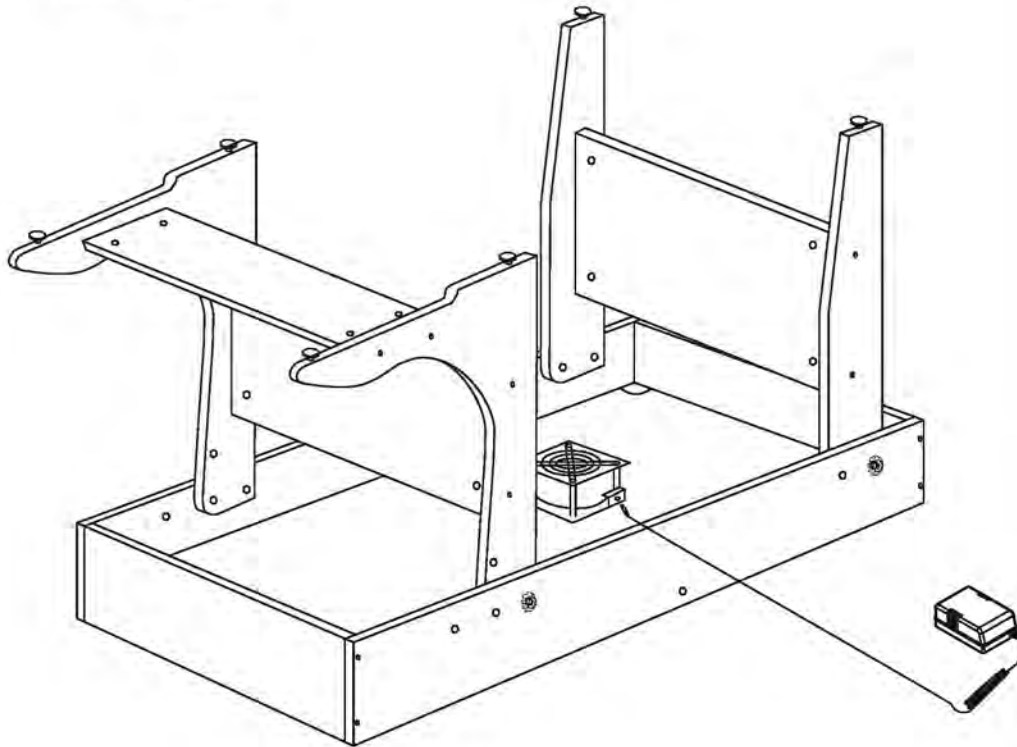
Numéro de modèle: M4B-1F, M4B-1F (N), M4B-1F (EXP), M4B-1F (ARG), M4B-1F (SD), M12B-1, M12B-1F, M12B-1F (N), M12B-1F (ARG), M12B-1F (SD), M12B-1F (EXP)

6 #27




Adaptateur
1 Pièce

S'il vous plaît assurez-vous que la prise est retiré de la prise de courant lorsque la table de hockey aérien n'est pas en service, et avant tout autre jeu sont joués.

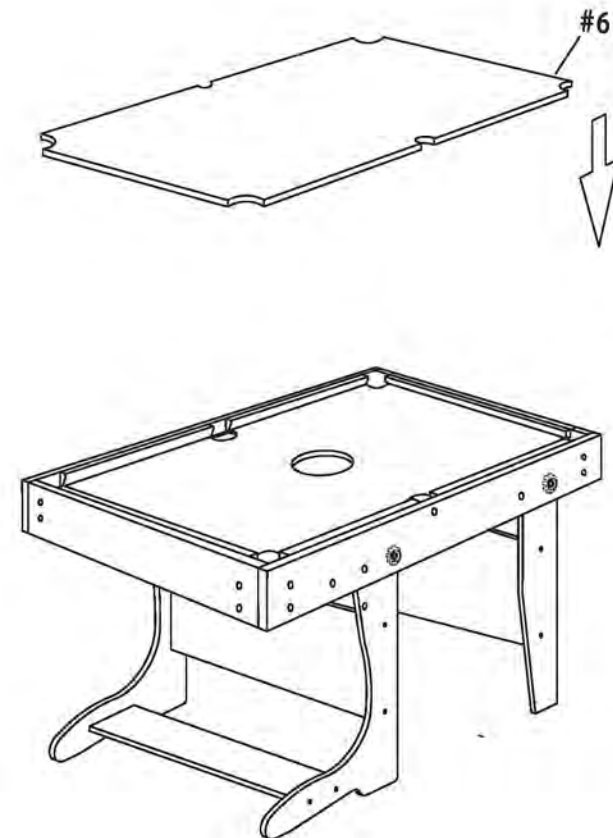


Si le cordon d'alimentation est endommagé, il doit être remplacé par le fabricant, son agent de service ou des personnes de même qualification afin d'éviter un danger.

7 #6



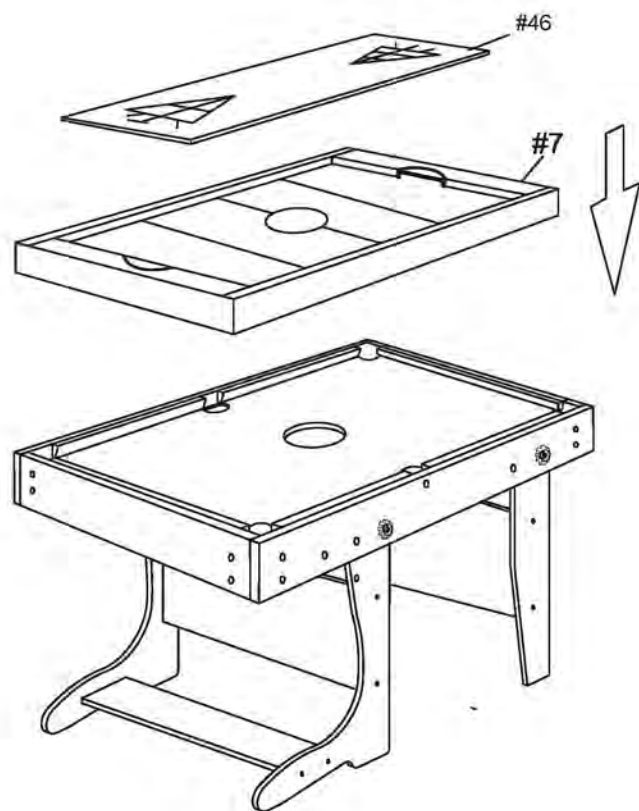
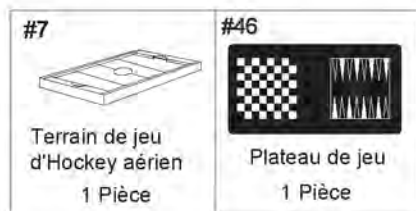
Terrain de jeux de billard
1 Pièce



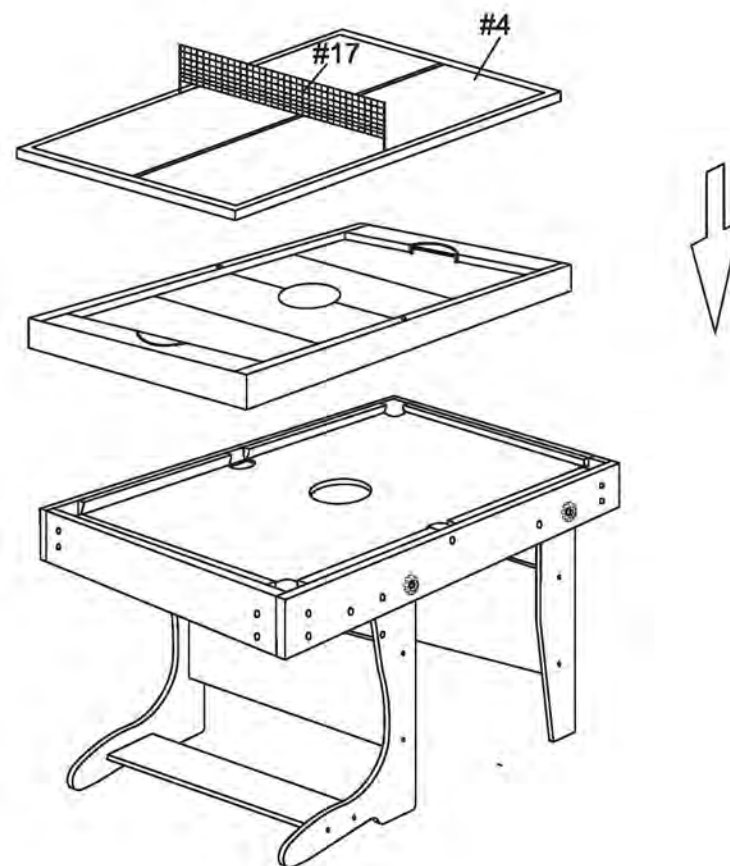
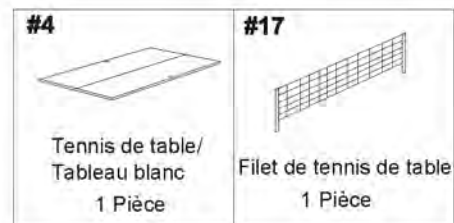
Nom du modèle : Table de jeu multi de riley

Numéro de modèle: M4B-1F, M4B-1F (N), M4B-1F (EXP), M4B-1F (ARG), M4B-1F (SD), M12B-1, M12B-1F, M12B-1F (N), M12B-1F (ARG), M12B-1F (SD), M12B-1F (EXP)

8



9



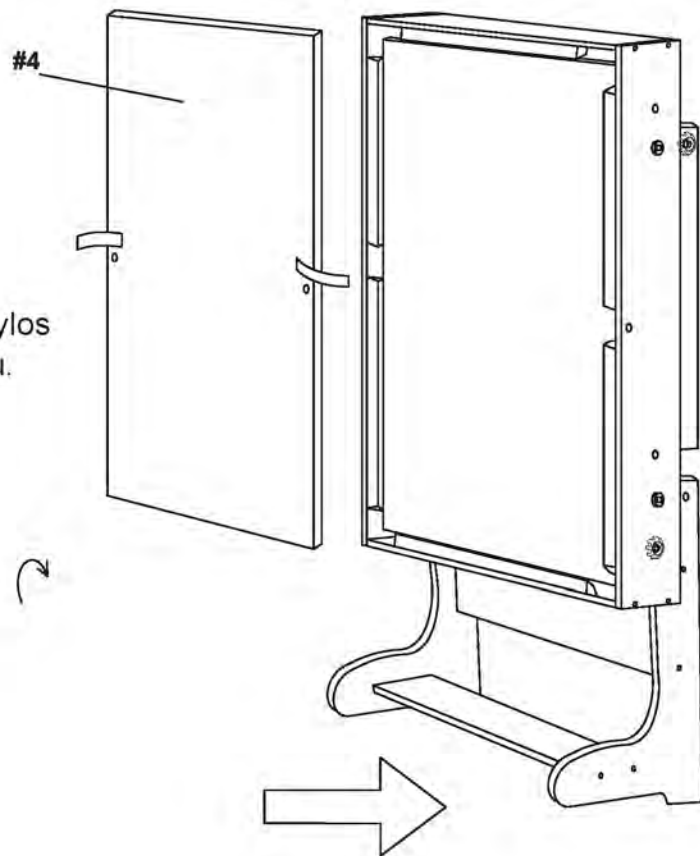
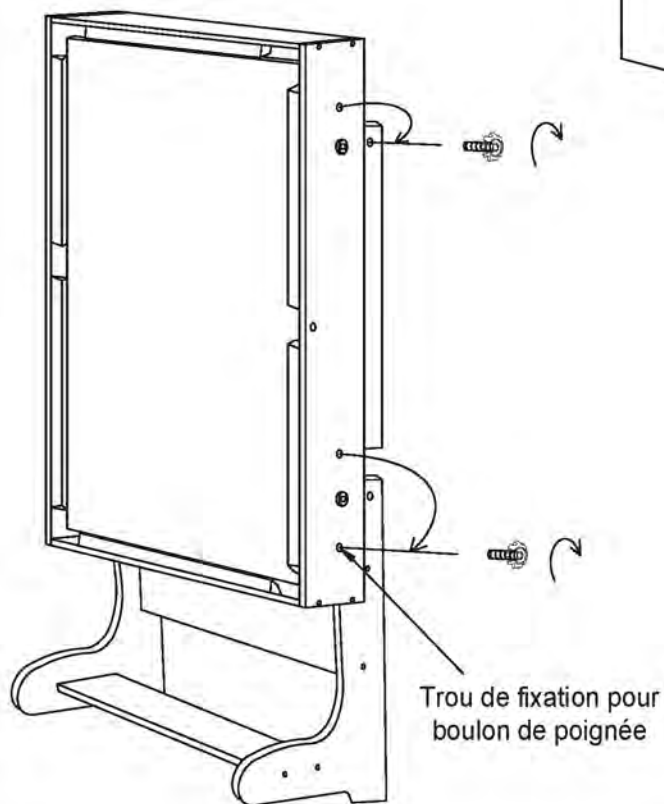
Nom du modèle : Table de jeu multi de riley

Numéro de modèle: M4B-1F, M4B-1F (N), M4B-1F (EXP), M4B-1F (ARG), M4B-1F (SD), M12B-1, M12B-1F, M12B-1F (N), M12B-1F (ARG), M12B-1F (SD), M12B-1F (EXP)

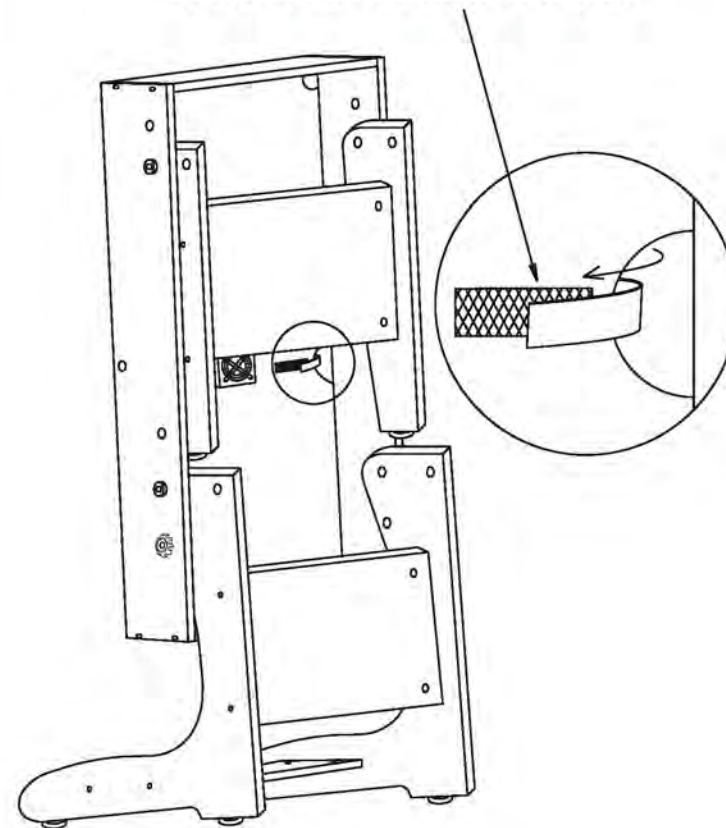
10



Démenti S'il vous plaît s'assurer stylos utilisés sont adaptés pour le matériau.









S'il vous plaît assurez-vous que le tableau blanc est solidement fixé en utilisant les bandes Velcro à l'arrière de la table

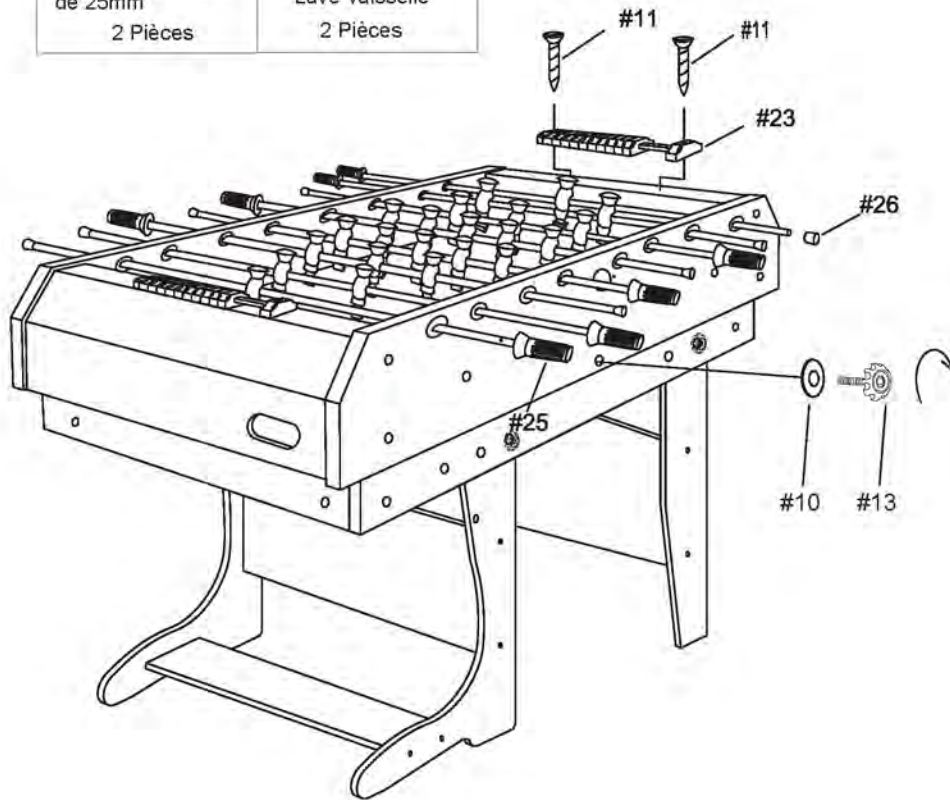


Nom du modèle : Table de jeu multi de riley

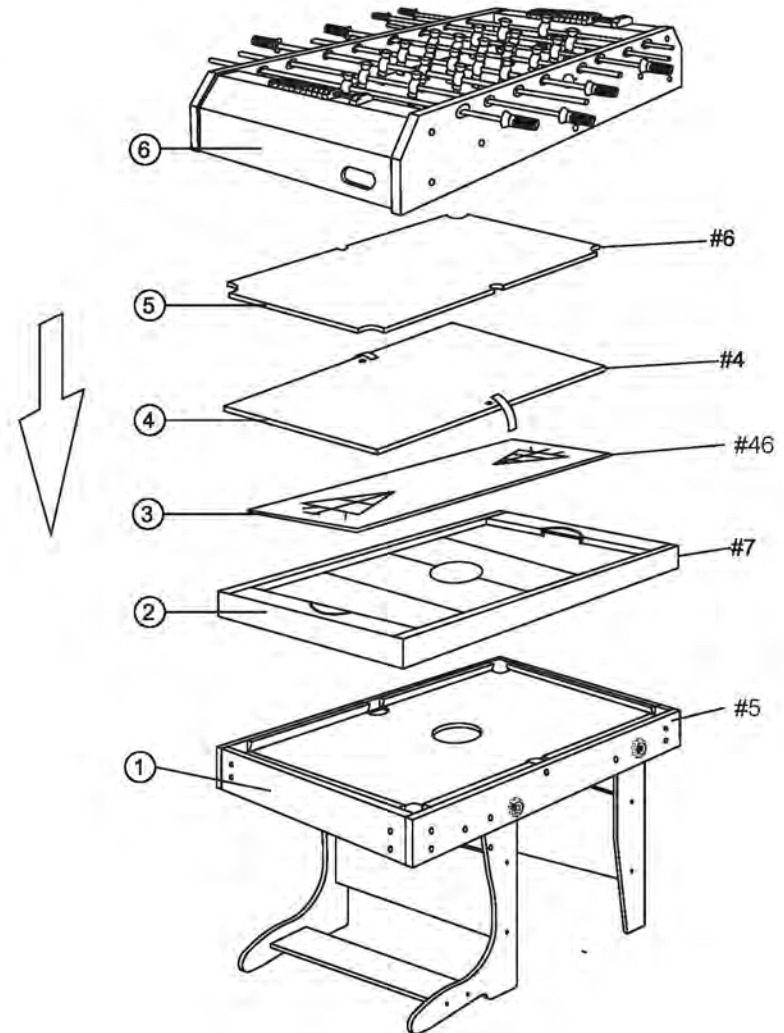
Numéro de modèle: M4B-1F, M4B-1F (N), M4B-1F (EXP), M4B-1F (ARG), M4B-1F (SD), M12B-1, M12B-1F, M12B-1F (N), M12B-1F (ARG), M12B-1F (SD), M12B-1F (EXP)

11

<p>#11</p>  <p>Hélice 4 Pièces</p>	<p>#23</p>  <p>Marqueur de diapositives 2 Pièces</p>	<p>#25</p>  <p>Poignée 8 Pièces</p>	<p>#26</p>  <p>Capuchon d'extrémité de tige 8 Pièces</p>
<p>#13</p>  <p>Poignée de boulon de 25mm 2 Pièces</p>	<p>#10</p>  <p>Lave-vaisselle 2 Pièces</p>		



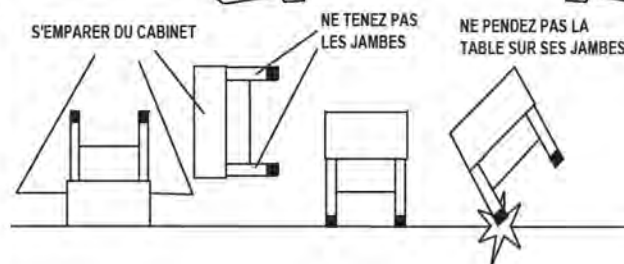
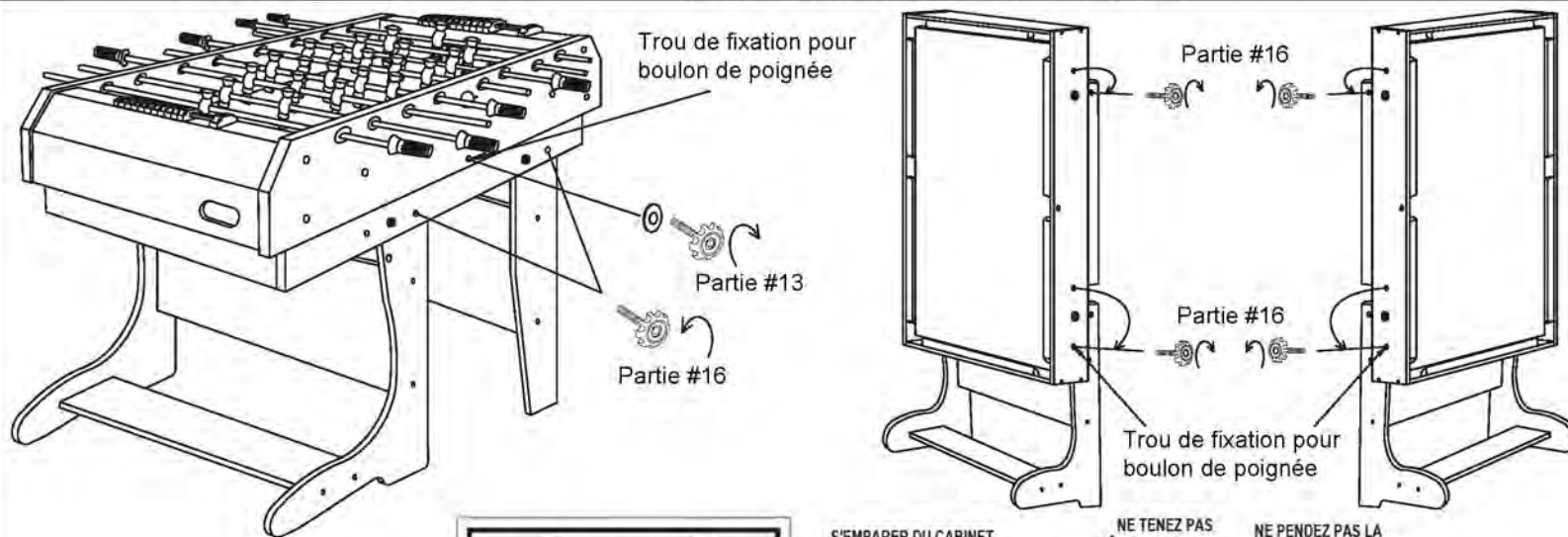
12



Veillez stocker les jeux dans la séquence ci-dessus lorsqu'ils ne sont pas utilisés. S'il vous plaît assurez-vous que le tableau blanc est nettoyé avant le stockage

Nom du modèle : Table de jeu multi de riley

Numéro de modèle: M4B-1F, M4B-1F (N), M4B-1F (EXP), M4B-1F (ARG), M4B-1F (SD), M12B-1, M12B-1F, M12B-1F (N), M12B-1F (ARG), M12B-1F (SD), M12B-1F (EXP)



RILEY
ENGLAND

TABLE SPORTS

Attention!

vous avez acheté cette table avec un système de jambe pliante-En aucun cas la table une fois érigée en position de jeu ou pliée verticalement à des fins de stockage doit être laissée sans que les 5 boulons de fixation (Partie #16, #13) soient solidement attachés (Serré), de sorte que la table est serculy verrouillé en place.

Attention!

Cette table de jeux de hockey aérien est équipée d'un puissant moteur de ventilateur d'aspiration. N'AUTORISEZ PAS LES ENFANTS OU LES ANIMAUX DE COMPAGNIE SOUS CETTE TABLE DE JEUX DE HOCKEY AÉRIEN LORSQUE LE MOTEUR AIR FAN EST UTILISÉ. Le non-respect de ces consignes de sécurité pourrait entraîner l'aspiration de cheveux ou d'articles de vêtements dans l'hélice rotative, ce qui peut causer des blessures ou des dommages.

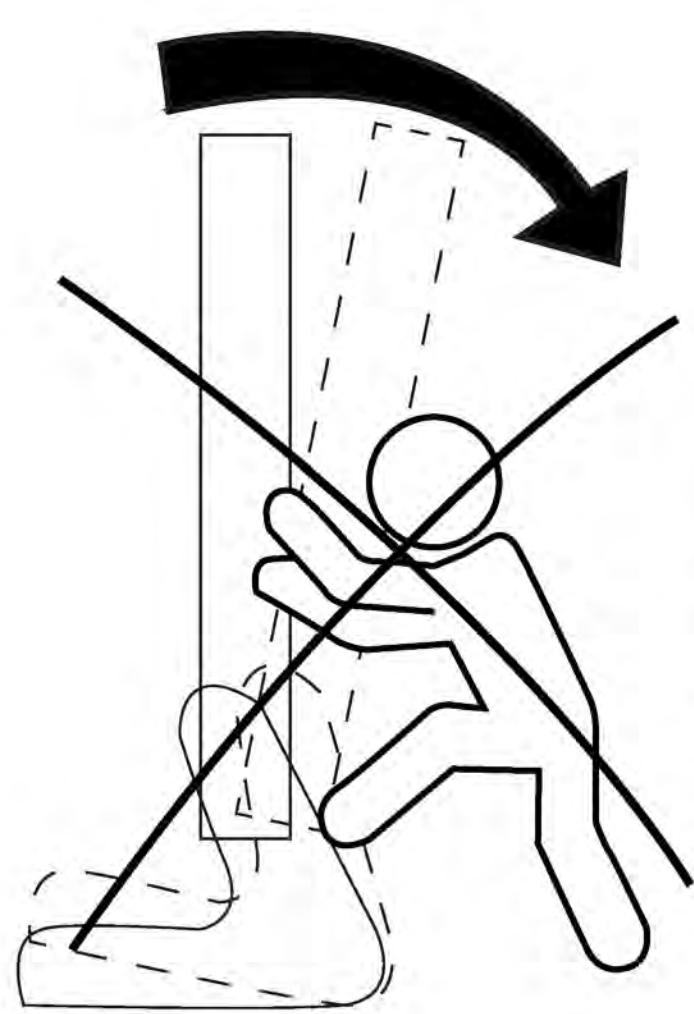
RISQUE POTENTIEL!

Soyez conscient lorsque vous pliez cette table, il y a un risque potentiel pour les doigts ou les mains pour se coincer. S'il vous plaît prendre soin lors de l'assemblage et ou le pliage de la table lors de l'assemblage et ou le pliage de la table en tout temps.

Assurez-vous que toutes les recommandations de sécurité sont suivies en tout temps, tous les assemblages, les mouvements opérationnels et le stockage de la table doivent être carride out par adults seulement.

Nom du modèle : Table de jeu multi de riley

Numéro de modèle: M4B-1F, M4B-1F (N), M4B-1F (EXP), M4B-1F (ARG), M4B-1F (SD), M12B-1, M12B-1F, M12B-1F (N), M12B-1F (ARG), M12B-1F (SD), M12B-1F (EXP)



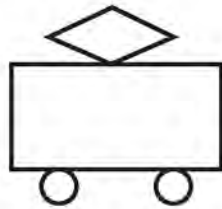
Attention!
Risque de blessure

Les utilisateurs de ce produit ne doivent pas monter sur ou tirer la table, lorsque la table est fixée en position de stockage vertical, car cela peut causer le renversement et entraîner des blessures graves.

MONTAGEANLEITUNGEN

Alter 8+

**UK
CA**



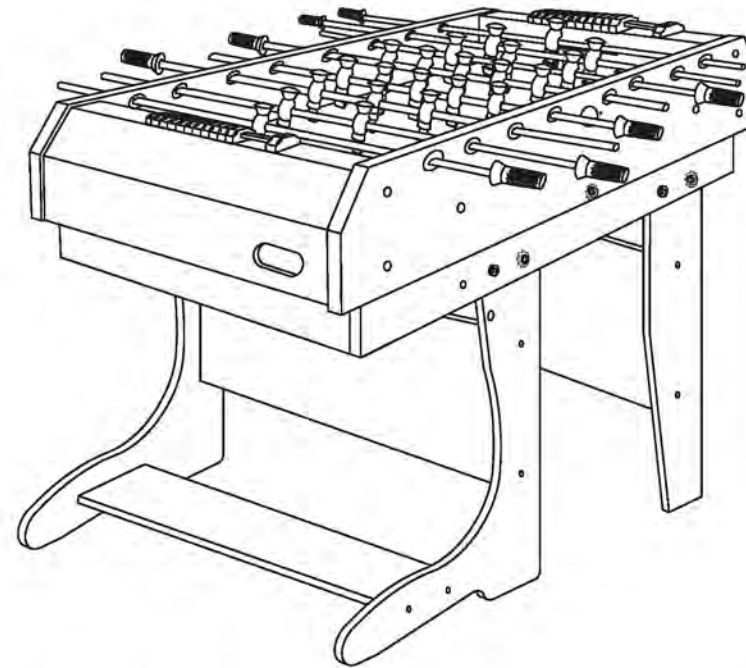
CE



Achtung!

Erstickengefahr

Dieser Artikel enthält Kleinteile. Nicht für Kinder unter 3 Jahren geeignet



WWW.RILEYSNOOKER.CO.UK

RILEY™

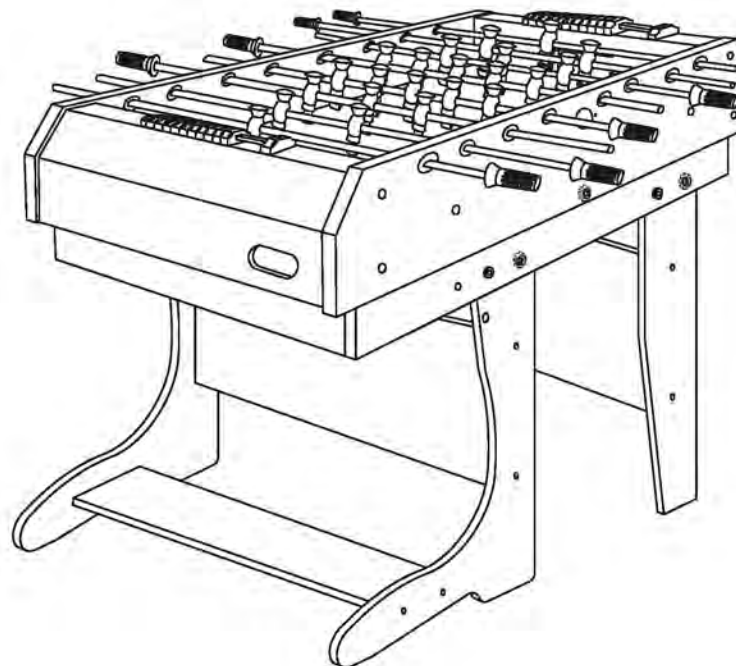
Riley 4 Multi-Spiele-Tabelle

Modellname: Riley 4 Multi-Spiele-Tabelle

Modell-Nummer: M4B-1F, M4B-1F (N), M4B-1F (EXP), M4B-1F (ARG), M4B-1F (SD), M12B-1, M12B-1F, M12B-1F (N), M12B-1F (ARG), M12B-1F (SD), M12B-1F (EXP)



SERVICE-KARTE



DE

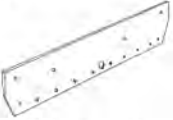


















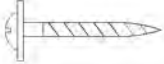


































Sehr geehrter Kunde, sollten Sie feststellen, dass beschädigte oder fehlende Komponenten vorhanden sind, geben Sie die Teile auf der beigefügten Servicekarte deutlich an und senden Sie die Servicekarte an die unten angegebene Adresse zurück. Alternativ können Sie die ausgefüllte Servicekarte scannen und per E-Mail an folgende Adresse senden: missingparts@bce-riley.com. Bitte stellen Sie sicher, dass der unten stehende Abschnitt mit den Kundendaten vollständig ausgefüllt ist. Bitte beachten Sie, dass wir Teileanfragen ohne eine ausgefüllte Servicekarte nicht bearbeiten können. Kundendienstabteilung, BCE (DISTRIBUTORS) LIMITED, Einheit 12b Severnbridge Industrial Estate, Symondscliffe Way, Caldicot, NP26 5PW.

DATUM:	NAME:
<input type="text"/>	<input type="text"/>
EMAIL:	
<input type="text"/>	
ADRESSE:	
<input type="text"/>	
STADT:	
<input type="text"/>	
POSTLEITZAHL:	TEL:
<input type="text"/>	<input type="text"/>
DATUM:	Name des Einzelhändlers/Ort des Kaufs
<input type="text"/>	<input type="text"/>

Dieses Gerät ist nicht zur Verwendung durch Personen (einschließlich Kinder) mit eingeschränkten körperlichen, sensorischen oder geistigen Fähigkeiten oder mangelnder Erfahrung und mangelndem Wissen bestimmt, es sei denn, sie wurden von einer für ihre Sicherheit verantwortlichen Person beaufsichtigt oder unterwiesenen Kinder sollten beaufsichtigt werden, um sicherzustellen, dass sie nicht mit dem Gerät spielen.













Modellname: Riley 4 Multi-Spiele-Tabelle







Modell-Nummer: M4B-1F, M4B-1F (N), M4B-1F (EXP), M4B-1F (ARG), M4B-1F (SD), M12B-1, M12B-1F, M12B-1F (N), M12B-1F (ARG), M12B-1F (SD), M12B-1F (EXP)

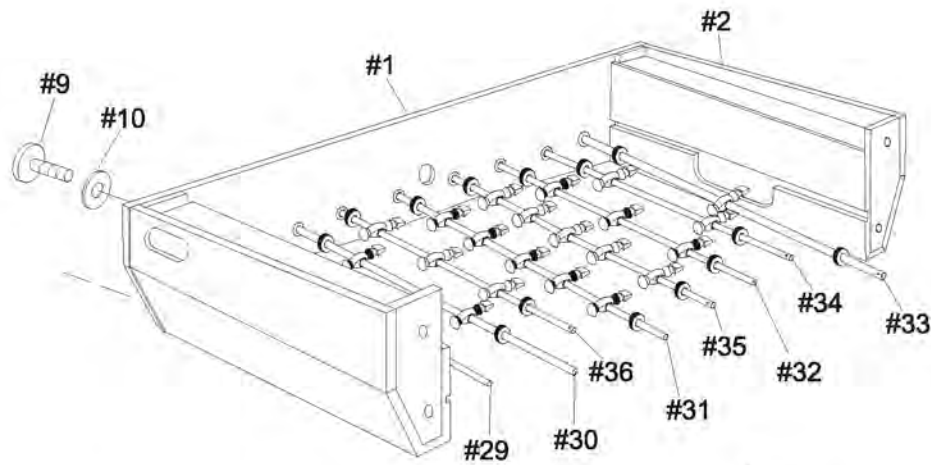
#1  Seitenwand 2 Stück	#2  Ende Panel 2 Stück	#3  Fußballspielfeld 1 Stück	#4  Tischtennis / Whiteboard 1 Stück	#5  Hauptrahmen 1 Stück	#6  Billard-Spielfeld 1 Stück	#7  Luft Hockey-Spielfeld 1 Stück	#8  Spielfeldstütze 2 Stück	#9  Schraube 8 Stück
#10  Waschmaschine 18 Stück	#11  Schraube 4 Stück	#12  Verschieber 2 Stück	#13  25mm Griffschraube 2 Stück	#14  Bein Überladebrücke 6 Stück	#15  Puck 2 Stück	#16  40mm Griffschraube 4 Stück	#17  Tischtennis-Netz 1 Stück	#18  Tischtennisschläger 2 Stück
#19  Tischtennisball 2 Stück	#20  Schraube 16 Stück	#21  Schraube 4 Stück	#22  Rutschfeste Muttern 4 Stück	#23  Dia Scorer 2 Stück	#24  Fußball 2 Stück	#25  Griff 8 Stück	#26  Stangenendkappe 8 Stück	#27  Adapter 1 Stück
#28  Pool Queue 2 Stück	#29  1 Spieler Rod Blue 1 Stück	#30  2 Spieler Rod Blue 1 Stück	#31  5 Spieler Rod Blue 1 Stück	#32  3 Spieler Rod Blue 1 Stück	#33  1 Spieler Rod Red 1 Stück	#34  2 Spieler Rod Red 1 Stück	#35  5 Spieler Rod Red 1 Stück	#36  3 Spieler Rod Red 1 Stück
#37  Poolball 1 Gruppe	#38  Dreieck 1 Stück	#39  Kreide 2 Stück	#40  Linkes Bein A 1 Stück	#41  Linkes Bein B 1 Stück	#42  Rechtes Bein A 1 Stück	#43  Rechtes Bein B 1 Stück	#44  Beinteil 1 2 Stück	#45  Beinteil 2 1 Stück
#46  Spielbrett 1 Stück	#47  Shuffleboard Scheiben 1 Gruppe	#48  Kartenspielen 1 Gruppe	#49  Kegel 1 Gruppe	#50  Schach 1 Gruppe	#51  Damen 1 Gruppe	#52  Würfel 1 Gruppe	#53  Würfelbox 1 Gruppe	#54  Schlüssel 2 Stück

Modellname: Riley 4 Multi-Spiele-Tabelle

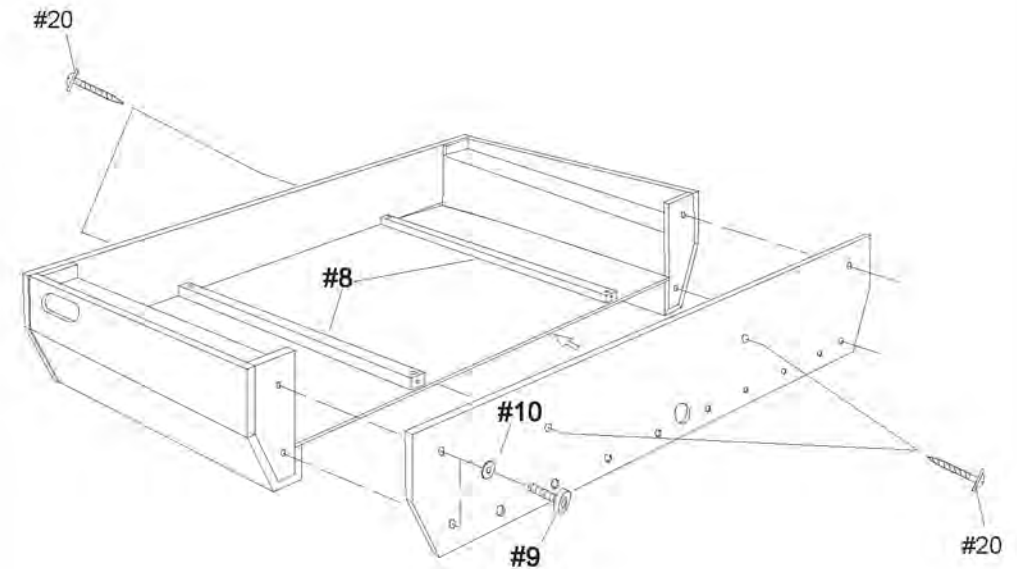
Modell-Nummer: M4B-1F, M4B-1F (N), M4B-1F (EXP), M4B-1F (ARG), M4B-1F (SD), M12B-1, M12B-1F, M12B-1F (N), M12B-1F (ARG), M12B-1F (SD), M12B-1F (EXP)

#1  Seitenwand 1 Stück	#2  Ende Panel 2 Stück	#9  Schraube 4 Stück	#10  Waschmaschine 4 Stück	#29  1 Spieler Rod Blue 1 Stück
#30  2 Spieler Rod Blue 1 Stück	#31  5 Spieler Rod Blue 1 Stück	#32  3 Spieler Rod Blue 1 Stück	#33  1 Spieler Rod Red 1 Stück	#34  2 Spieler Rod Red 1 Stück
#35  5 Spieler Rod Red 1 Stück	#36  3 Spieler Rod Red 1 Stück			

#1  Seitenwand 1 Stück	#3  Fußballspielfeld 1 Stück	#8  Spielfeldstütze 2 Stück	#9  Schraube 4 Stück	#10  Waschmaschine 4 Stück
#20  Schraube 4 Stück				








nur von Erwachsenen zusammenzubauen

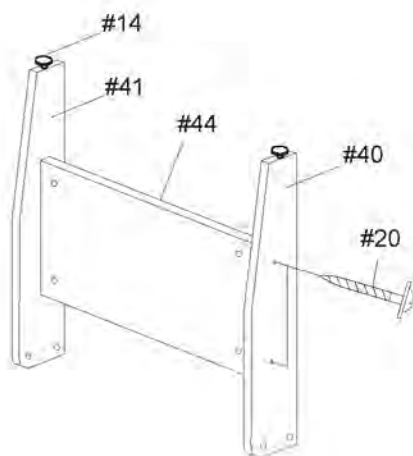


Modellname: Riley 4 Multi-Spiele-Tabelle







Modell-Nummer: M4B-1F, M4B-1F (N), M4B-1F (EXP), M4B-1F (ARG), M4B-1F (SD), M12B-1, M12B-1F, M12B-1F (N), M12B-1F (ARG), M12B-1F (SD), M12B-1F (EXP)

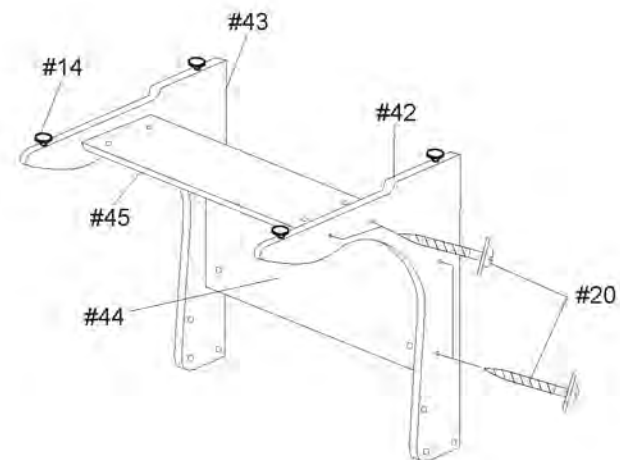
3

<p>#40</p>  <p>Linkes Bein A 1 Stück</p>	<p>#41</p>  <p>Linkes Bein B 1 Stück</p>	<p>#44</p>  <p>Beinteil 1 1 Stück</p>
<p>#20</p>  <p>Schraube 4 Stück</p>	<p>#14</p>  <p>Bein Überladebrücke 2 Stück</p>	



4






<p>#42</p>  <p>Rechtes Bein A 1 Stück</p>	<p>#43</p>  <p>Rechtes Bein B 1 Stück</p>	<p>#44</p>  <p>Beinteil 1 1 Stück</p>	<p>#45</p>  <p>Beinteil 2 1 Stück</p>
<p>#20</p>  <p>Schraube 8 Stück</p>	<p>#14</p>  <p>Bein Überladebrücke 4 Stück</p>		

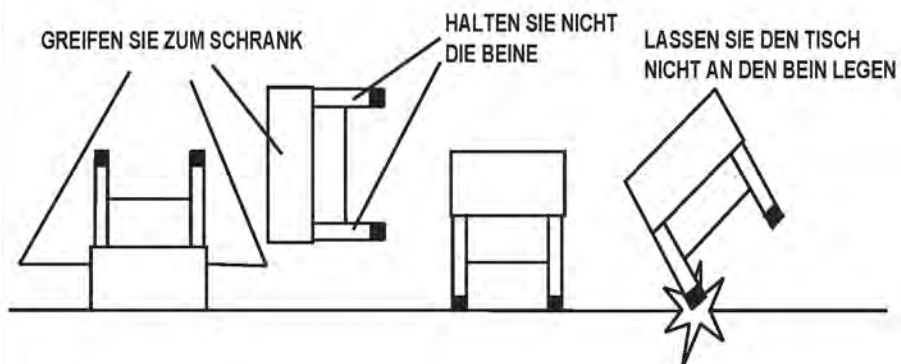
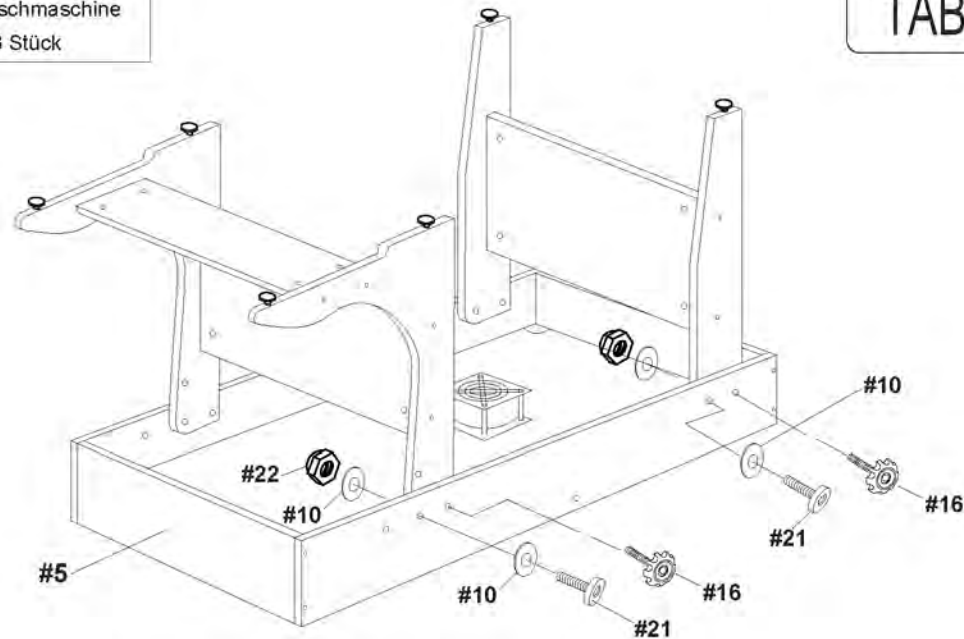


Modellname: Riley 4 Multi-Spiele-Tabelle

Modell-Nummer: M4B-1F, M4B-1F (N), M4B-1F (EXP), M4B-1F (ARG), M4B-1F (SD), M12B-1, M12B-1F, M12B-1F (N), M12B-1F (ARG), M12B-1F (SD), M12B-1F (EXP)

5

<p>#5</p>  <p>Hauptrahmen 1 Stück</p>	<p>#21</p>  <p>Schraube 4 Stück</p>	<p>#16</p>  <p>40mm Griffschraube 4 Stück</p>	<p>#10</p>  <p>Waschmaschine 8 Stück</p>
<p>#22</p>  <p>Rutschfeste Muttern 4 Stück</p>			



Achtung!

1. Zwei Erwachsenen wird empfohlen, den Tisch umzudrehen.
2. Nehmen Sie den Tisch wie abgebildet in die Hand.
3. Drehen Sie den Tisch um.
4. Stellen Sie den Tisch auf alle vier Füße gleichzeitig auf den Boden.

Modellname: Riley 4 Multi-Spiele-Tabelle

Modell-Nummer: M4B-1F, M4B-1F (N), M4B-1F (EXP), M4B-1F (ARG), M4B-1F (SD), M12B-1, M12B-1F, M12B-1F (N), M12B-1F (ARG), M12B-1F (SD), M12B-1F (EXP)

Multi-Game-Tisch

Modell-
Nummer:

M4B-1F, M4B-1F (N), M4B-1F (EXP), M4B-1F (ARG),
M4B-1F (SD), M12B-1, M12B-1F, M12B-1F (N), M12B-1F (ARG),
M12B-1F (SD), M12B-1F (EXP)

DC12V-0.5A

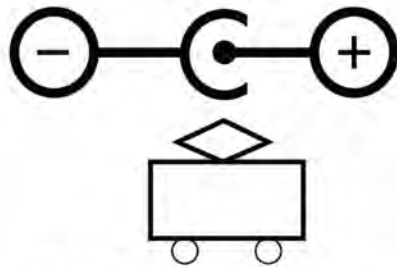
In China hergestellt



WARNUNG!

Erstickungsgefahr

Dieser Artikel enthält Kleinteile. Nicht für Kinder unter 3 Jahren geeignet



12.0 V DC \equiv 500mA

-Transformatoren, die mit dem Spielzeug verwendet werden, sind regelmäßig auf Beschädigungen des Kabels, des Steckers, des Gehäuses und anderer Teile zu untersuchen und dürfen im Falle einer solchen Beschädigung erst verwendet werden, wenn die Beschädigung behoben ist.
-das Spielzeug darf nur mit einem Transformator für Spielzeug verwendet werden;

-der Transformator ist kein Spielzeug.

-Die transformatoren und stromzellen für spielzeug dürfen nicht als spielzeug genutzt werden und diese produkte sollten Von kindern zu hause unter voller kontrolle eingesetzt werden

BENUTZERHANDBUCH FÜR ADAPTER

Lesen Sie diese Anweisungen sorgfältig durch. Bewahren Sie diese Anweisungen zum späteren Nachschlagen auf. Alle Vorsichtsmaßnahmen und Warnungen sollten befolgt werden

Modell: GQ12-120100-AB

Eingang: 100-240V~ 50-60Hz, 0.4A Max

Ausgang: 12 Vdc, 1A

Ausgangsspannung: 12,0V Ausgangsstrom:
1,0A Ausgangsleistung: 12,0 W.
Durchschnittliche aktive Effizienz: 84,75%
Wirkungsgrad bei geringer Last (10%): 82,96%
Leerlaufstromverbrauch: 0,05W.

Um den veröffentlichten Sicherheitsstandards zu entsprechen, muss bei Verwendung dieses Adapters Folgendes beachtet werden. Dieser SCHALTADAPTER ist für die Stromversorgung für den allgemeinen Gebrauch ausgelegt.

1. Die maximale Umgebungstemperatur um den Adapter darf 40 °C nicht überschreiten.
2. Das Gerät ist ein direkt steckbares Gerät der Klasse II. Es ist nach den einschlägigen Sicherheitsnormen BS EN 61558-1 / BS EN 61558-2-7 zertifiziert.
3. Die dem Netzteil entnommene Ausgangsleistung darf die auf dem Adapter angegebene Nennleistung nicht überschreiten.
4. Der Adapter ist nicht zur Reparatur durch Servicepersonal vorgesehen, wenn ein Fehler oder eine Komponente defekt ist (das Gerät kann weggeworfen werden).
5. Die Steckdose muss sich in der Nähe der Maschine befinden und leicht zugänglich sein.
6. Stellen Sie den Adapter NICHT in der Nähe von Wasser auf, wie z. B. in einem Spa oder Pool, oder in einer Position, in der Wasser auf den Adapter spritzen oder aufsprühen kann, z. B. vor einem offenen Fenster, aus dem Regenwasser eindringen kann.
7. Nur zur Verwendung in Innenräumen.
8. Die Schutzeinrichtung im Transformator kann nach einem Kurzschluss oder einer Überlastung nicht zurückgesetzt oder ausgetauscht werden.
9. Das externe flexible Kabel oder Kabel dieses Transformators kann nicht ersetzt werden. Wenn das Kabel beschädigt ist, muss der Transformator verschrottet werden.

Umweltfreundliche Entsorgung



Sie können zum Umweltschutz beitragen!

Bitte denken Sie daran, die örtlichen Vorschriften zu beachten nicht funktionierende elektrische Geräte einer geeigneten Entsorgungsstelle zuführen. Das Verpackungsmaterial ist recycelbar. Entsorgen Sie die Verpackung umweltgerecht und stellen Sie sie der Wertstoffsammlung zur Verfügung.

Adapter Herstellername: Dong Guan City GangQi Electronic Co.,Ltd.

Adresse: Kanton, provinz der volksrepublik china, ein städtchenzentrum Von 532.600 jin

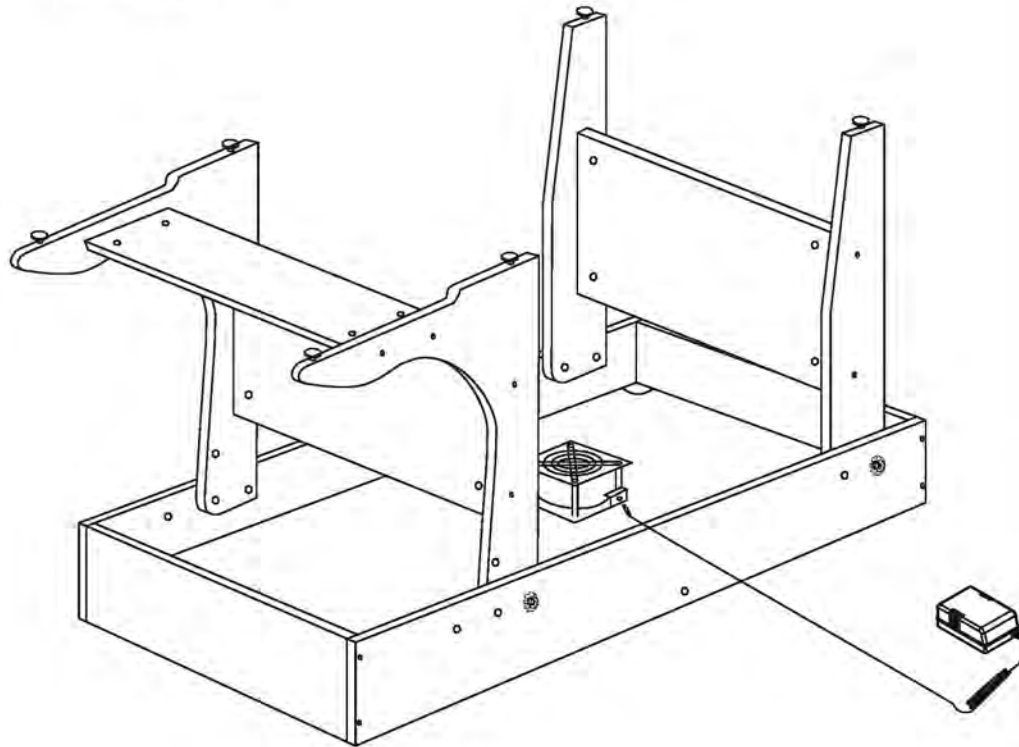
Website: <https://www.rileyleisure.com/product-page/riley-4ft-12in1-multi-games-table>

Mit Flüssigkeiten zu reinigende Spielzeuge sind vor der Reinigung vom Transformator bzw. vom Stromnetz zu trennen.

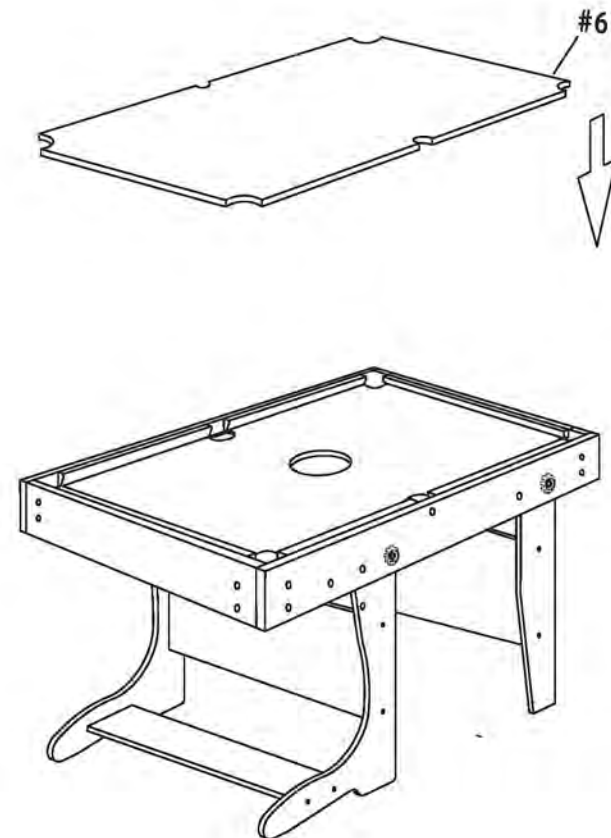
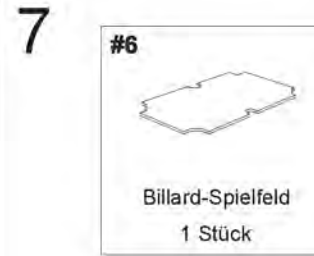
Modellname: Riley 4 Multi-Spiele-Tabelle

Modell-Nummer: M4B-1F, M4B-1F (N), M4B-1F (EXP), M4B-1F (ARG), M4B-1F (SD), M12B-1, M12B-1F, M12B-1F (N), M12B-1F (ARG), M12B-1F (SD), M12B-1F (EXP)

6 Bitte stellen Sie sicher, dass der Stecker aus der Steckdose entfernt wird, wenn der Lufthockeyschisch nicht in Gebrauch ist und bevor andere Spiele gespielt



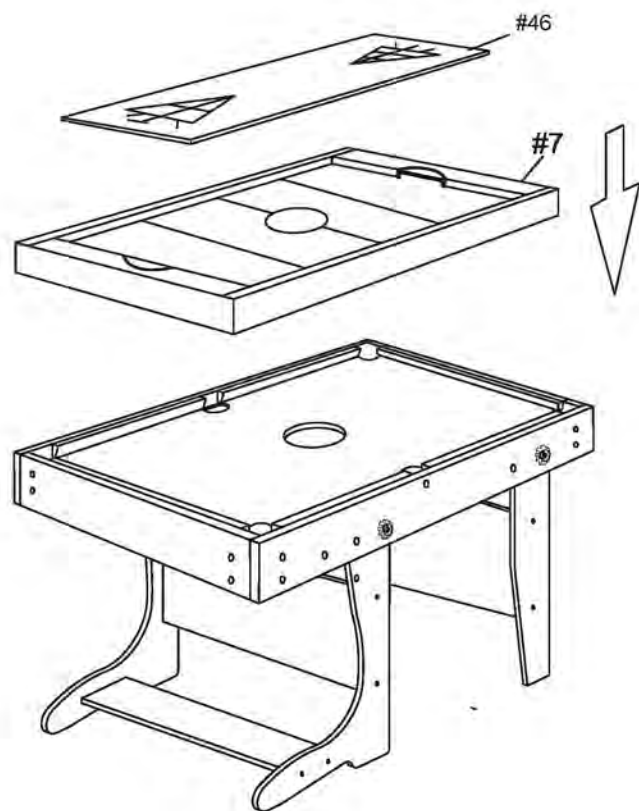
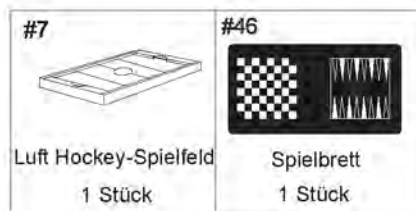
Wenn das Netzkabel beschädigt ist, muss es vom Hersteller, seinem Kundendienst oder einer ähnlich qualifizierten Person ausgetauscht werden, um eine Gefährdung zu vermeiden



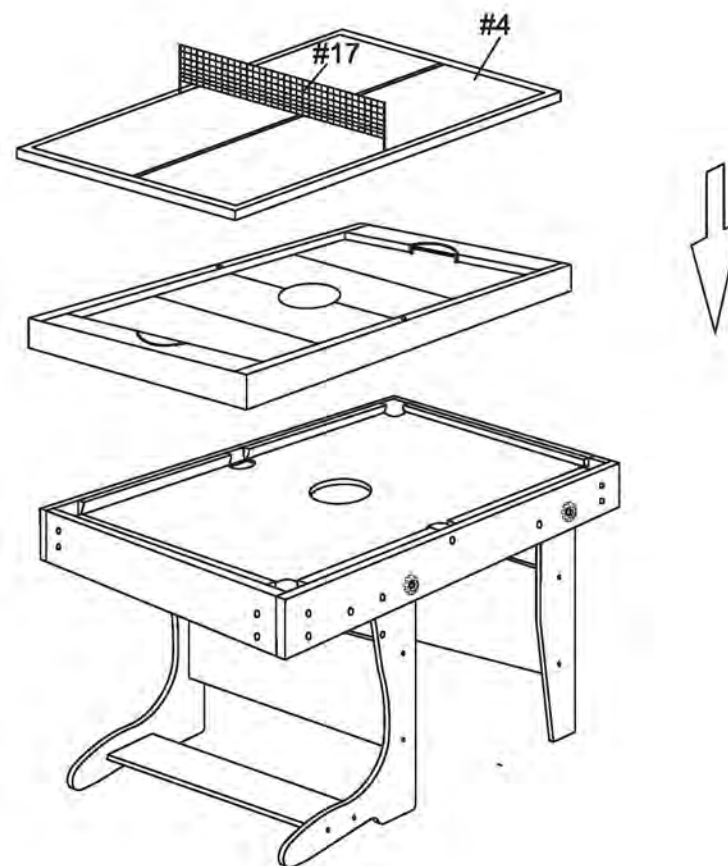
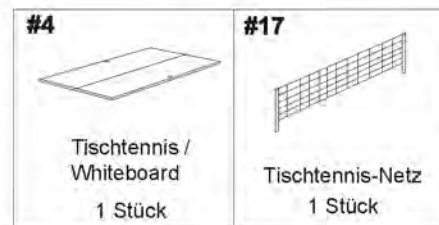
Modellname: Riley 4 Multi-Spiele-Tabelle

Modell-Nummer: M4B-1F, M4B-1F (N), M4B-1F (EXP), M4B-1F (ARG), M4B-1F (SD), M12B-1, M12B-1F, M12B-1F (N), M12B-1F (ARG), M12B-1F (SD), M12B-1F (EXP)

8



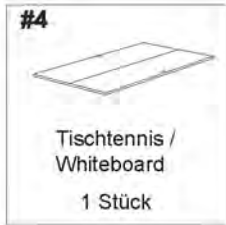
9



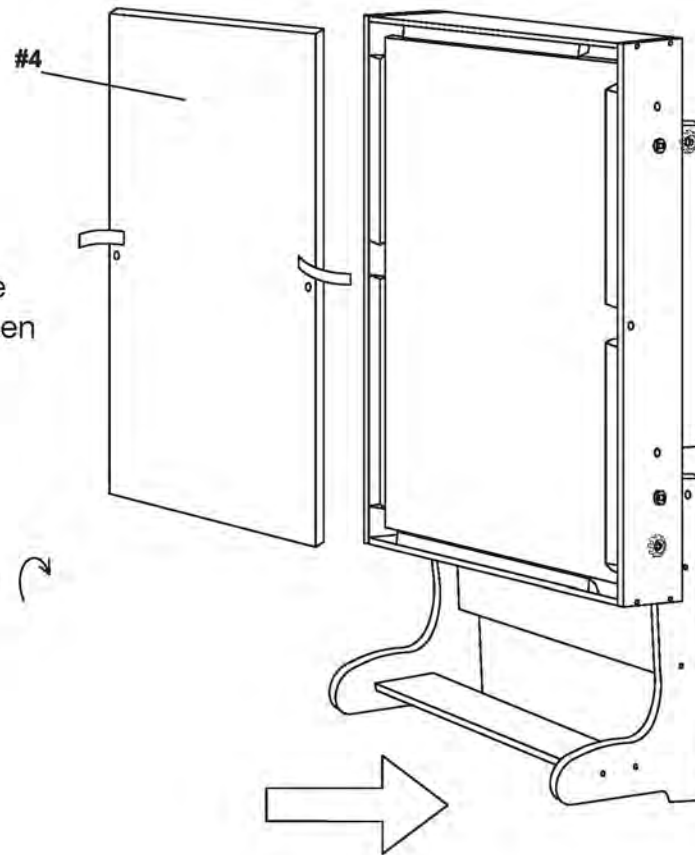
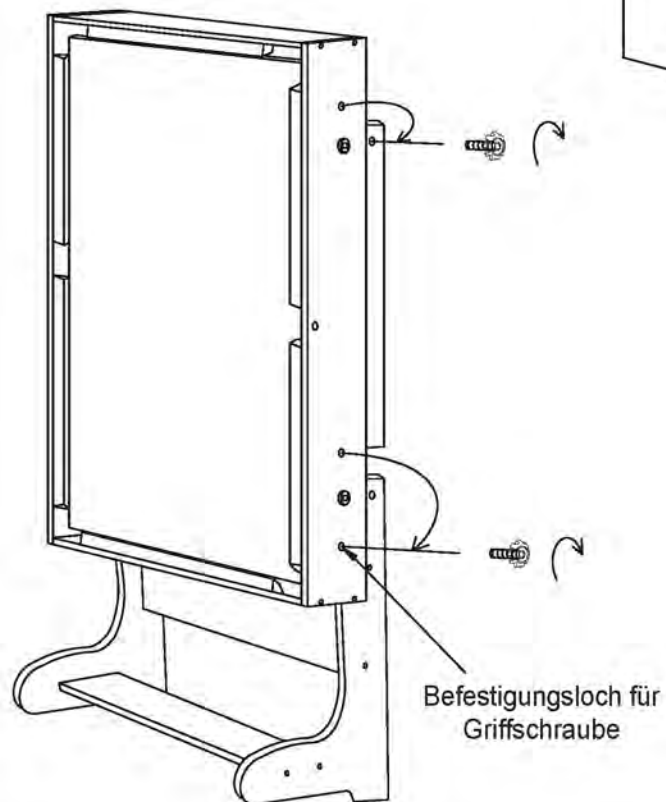
Modellname: Riley 4 Multi-Spiele-Tabelle

Modell-Nummer: M4B-1F, M4B-1F (N), M4B-1F (EXP), M4B-1F (ARG), M4B-1F (SD), M12B-1, M12B-1F, M12B-1F (N), M12B-1F (ARG), M12B-1F (SD), M12B-1F (EXP)

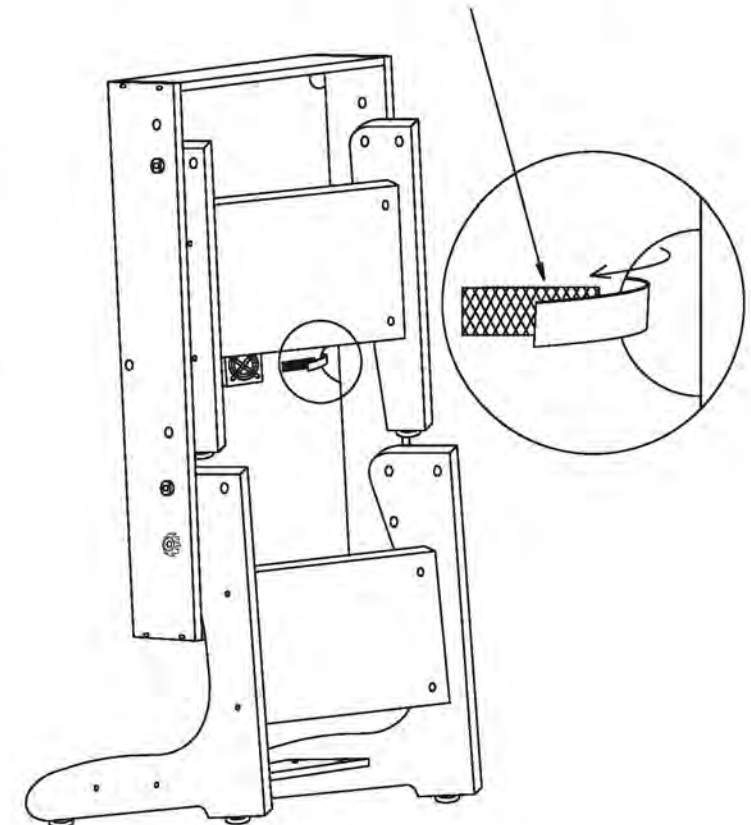
10



HAFTUNGSAUSSCHLUSS Bitte stellen Sie sicher, dass die verwendeten Stifte für das Material geeignet sind.





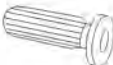

Bitte stellen Sie sicher, dass das Whiteboard sicher mit dem Velcro Streifen auf der Rückseite des Tisches



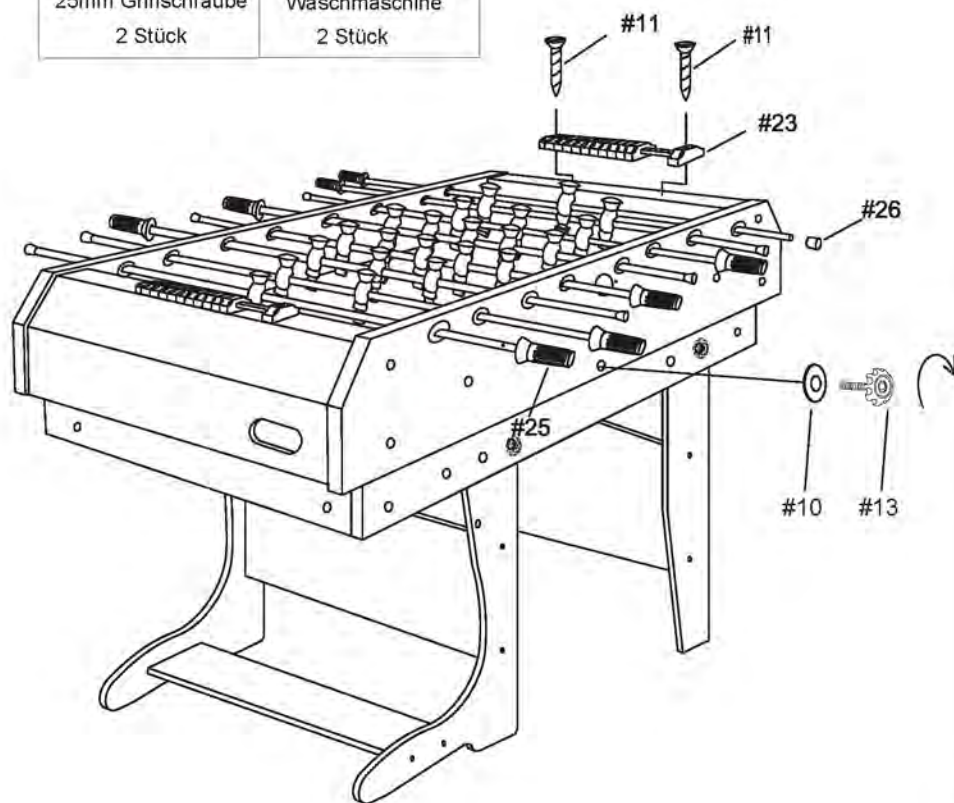
Modellname: Riley 4 Multi-Spiele-Tabelle

Modell-Nummer: M4B-1F, M4B-1F (N), M4B-1F (EXP), M4B-1F (ARG), M4B-1F (SD), M12B-1, M12B-1F, M12B-1F (N), M12B-1F (ARG), M12B-1F (SD), M12B-1F (EXP)

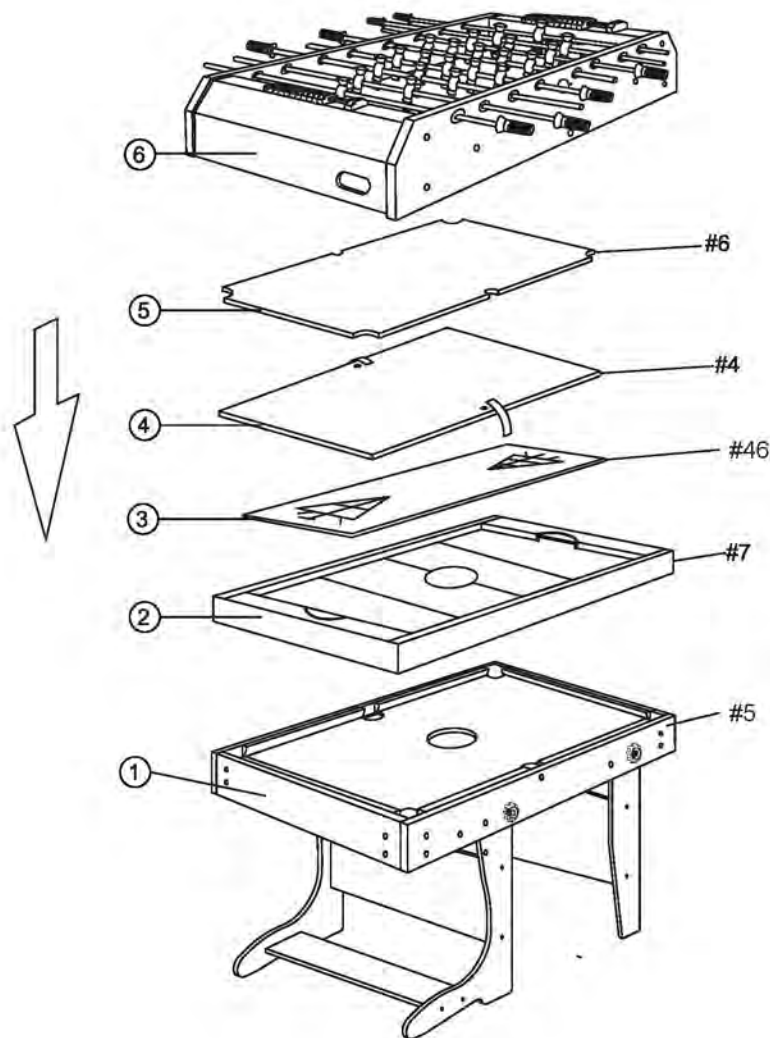
11

<p>#11</p>  <p>Schraube 4 Stück</p>	<p>#23</p>  <p>Dia Scorer 2 Stück</p>	<p>#25</p>  <p>Griff 8 Stück</p>	<p>#26</p>  <p>Stangenendkappe 8 Stück</p>
---	---	--	--

<p>#13</p>  <p>25mm Griffschraube 2 Stück</p>	<p>#10</p>  <p>Waschmaschine 2 Stück</p>
---	--



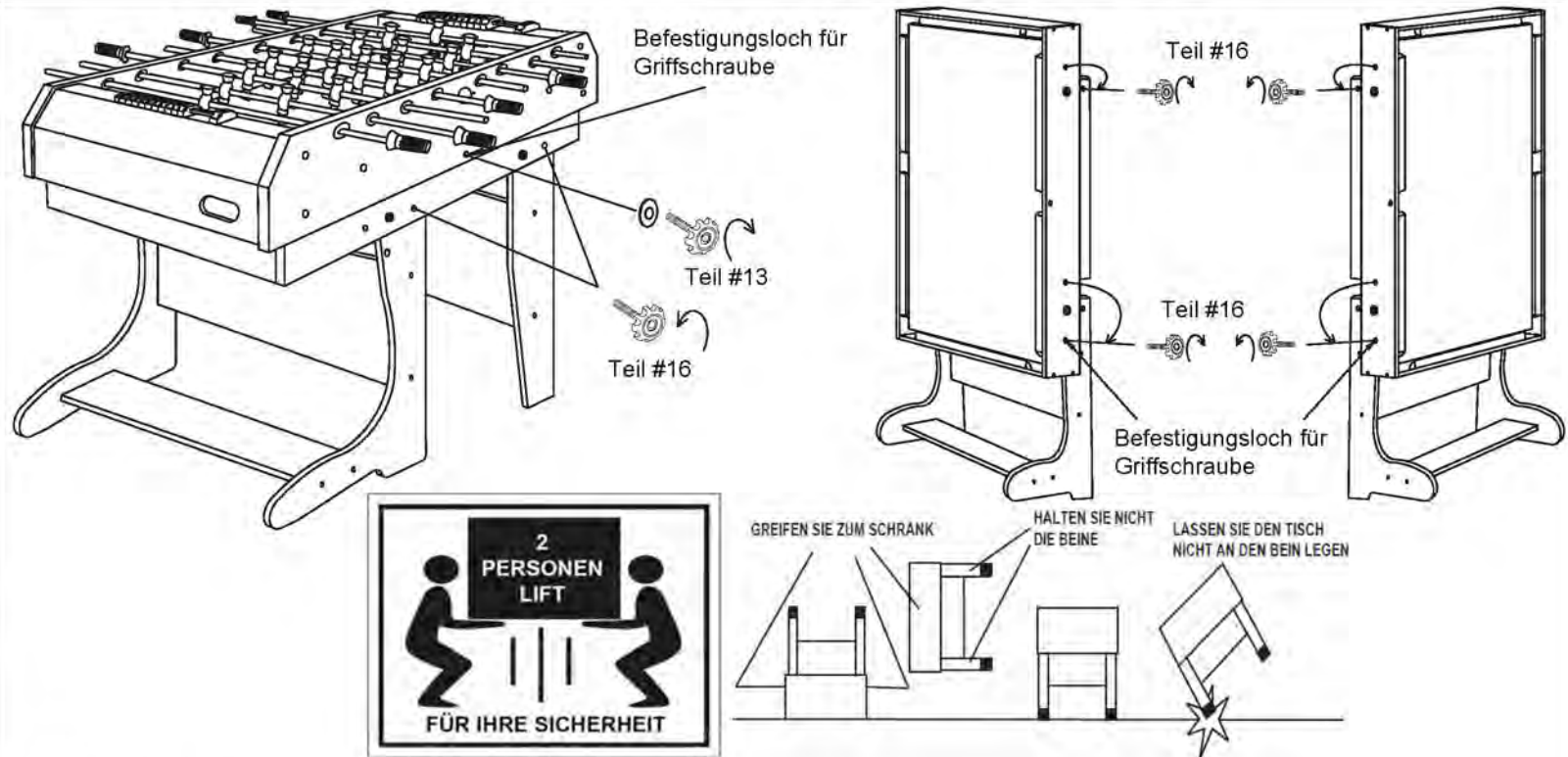
12



Bitte bewahren Sie die Spiele in der oben angegebenen Reihenfolge auf, wenn Sie sie nicht benutzen. Bitte stellen Sie sicher, dass das Whiteboard vor der Lagerung gereinigt wird.

Modellname: Riley 4 Multi-Spiele-Tabelle

Modell-Nummer: M4B-1F, M4B-1F (N), M4B-1F (EXP), M4B-1F (ARG), M4B-1F (SD), M12B-1, M12B-1F, M12B-1F (N), M12B-1F (ARG), M12B-1F (SD), M12B-1F (EXP)



RILEY
ENGLAND

TABLE SPORTS

Achtung!

Wenn Sie diesen Tisch mit einem Klappbeinsystem gekauft haben- Unter keinen Umständen sollte der in der Spielposition errichtete oder für Lagerzwecke vertikal gefaltete ohne alle 5 Sicherungsbolzen (Teil #16, #13) sicher befestigt werden (angezogen) so dass der Tisch sicher gesperrt ist.

Achtung!

Dieser Luft Hockey-Spieltisch ist mit einem leistungsstarken Saugluftventilator ausgestattet. LASSEN SIE KINDERORPETEN DIESEN AIR HOCKEY-SPIELTABELLE NICHT BEACHTEN, WENN DER LUFTLÜFTERMOTOR IN BETRIEB IST. Die Nichtbeachtung dieser Sicherheitsanweisungen kann dazu führen, dass Haare oder Kleidungsstücke in das rotierende Laufrad gesaugt werden, was zu Personen- oder Sachschäden führen kann

GEFÄHRDUNGSPOTENZIAL!

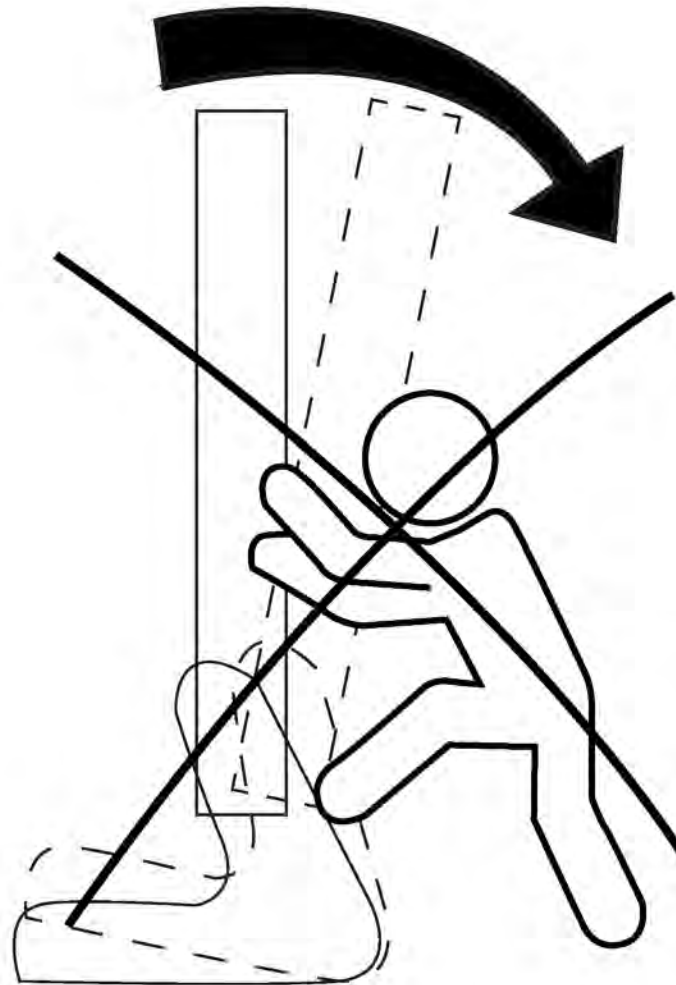
Beachten Sie, dass beim Zusammenklappen dieses Tisches möglicherweise Finger oder Hände eingeklemmt werden können. Bitte seien Sie immer vorsichtig, wenn Sie den Tisch zusammenbauen und / oder zusammenklappen. Stellen Sie sicher, dass alle Sicherheitsempfehlungen zu jeder Zeit befolgt werden. Montage, Betriebsbewegungen und Lagerung des Tisches dürfen nur von Erwachsenen durchgeführt werden.

Modellname: Riley 4 Multi-Spiele-Tabelle

Modell-Nummer: M4B-1F, M4B-1F (N), M4B-1F (EXP), M4B-1F (ARG), M4B-1F (SD), M12B-1, M12B-1F, M12B-1F (N), M12B-1F (ARG), M12B-1F (SD), M12B-1F (EXP)

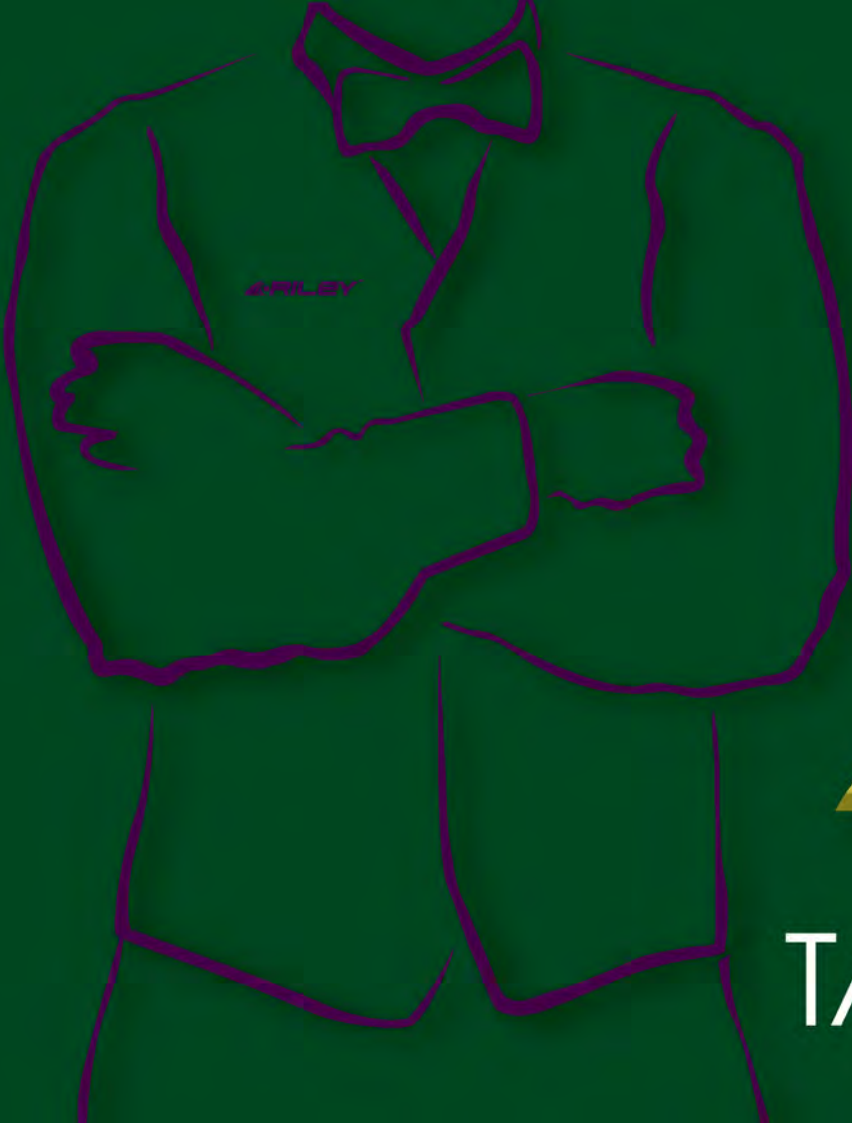
RILEY[™]
ENGLAND

TABLE SPORTS



Warnung!
Verletzungsgefahr

BENUTZER DIESES PRODUKTS MÜSSEN NICHT AUF DEN TISCH KLETTERN ODER DEN TISCH ZIEHEN, WENN DER TISCH IN VERTIKALER LAGERUNGSSTELLUNG FESTGELEGT IST. DIES KÖNNTE ZU OBERER STELLUNG FÜHREN UND ZU SCHWEREN VERLETZUNGEN FÜHREN



RILEYTM
ENGLAND

TABLE CARE

We would like you to enjoy your table for as long as possible. The following care instructions are a guide only – we hope you find them useful in prolonging the life of your product.

1. Please ensure that your table is not placed in direct sunlight. Direct sunlight will cause the playing surface to fade and may cause the side and end rails to warp.
2. When not in use, it is advisable to cover the table with a suitable cover to prevent the playing surface from gathering dust and dirt particles.
3. Please do not eat or drink near the table. The playing surface will easily stain and may become seriously damaged should a spillage occur.
4. The playing surface will be subjected to normal wear and tear during play. You must only use standard, plastic table tennis balls as per those supplied with the table or balls of the same or similar specification.
5. To clean the table, we recommend that you carefully dust with a clean, dry, lint free cloth. Where you wish to use a polish or other cleaning material, you must test this carefully on a small part of the table to check whether it is compatible with the table finish. Under no circumstances should you use abrasive cleaners and polishes.
6. We do not recommend sitting or standing on your table. This can cause damage to the structure of the table, and can lead to personal injury.
7. This appliance is not intended for use by persons with reduced physical, sensory or mental capabilities, or lack of experience and knowledge, unless they have been given supervision or instruction concerning use of the appliance by a person responsible for their safety.
8. Do not use in a combustible/damp or wet environment.



TABLE TENNIS

sensory or mental capabilities, or lack of experience and knowledge, unless they have been given supervision or instruction concerning use of the appliance by a person responsible for their safety.

10. Do not use in a combustible or damp/wet environment.

**ELECTRONIC AIR HOCKEY (only on certain models)
additional points to the GENERAL CARE instructions.**

1. Use an all-purpose cleaner to clean the top and sides of your pucks and pushers. Only use a small amount to remove any grease that transfers on to the pucks and pushers from your hands.
2. Clean the sides and legs of the hockey table with an all-purpose cleaner. Spray the cloth and then wipe. Do not spray the cleaner directly onto the table top as this may lead to blockages of the air holes, thus reducing performance
3. Please ensure drinks and foods are kept away from the playing surface. It is very difficult to clean blocked air holes.
4. Always unplug the appliance when not in use or prior to cleaning
5. Do not operate the appliance with a damaged cord or plug. These should only be replaced by a qualified tradesperson.



MULTIGAMES

There are many multi-games tables available. Listed below are the common ways to look after and care for your games table and enhance general table performance.

Some of the recommendations listed below may not be relevant to your purchase.

GENERAL CARE

1. Ensure the table is covered when not in use. This will prevent dust and dirt from settling on the table.
2. Please ensure that your table is not placed in direct sunlight. Direct sunlight will cause the playing surface to fade and may cause the side and end rails to warp.
3. Use a damp cloth to wipe down the table – do not forget the inside of the goals and the ball return area. It is recommended that the playing surface is cleaned at least once a week to remove dirt/dust particles and any ball marks. Use a damp cloth to wipe down the table – Do not forget the inside of the goals/pockets and the ball return area. It is recommended that the playing surface is cleaned at least once a week to remove dirt/dust particles and any marks.
4. Keep all accessories clean. Use a small amount of all-purpose cleaner to remove dust, dirt or grease marks.
5. Please do not eat or drink near the table. The playing cloth/surfaces will easily stain and may become seriously damaged should a spillage occur.
6. We do not recommend sitting on your table. This will cause damage to the structure of the table, as well as potentially damaging playing surfaces.
7. Ensure the table is level at all times – playing on an uneven surface will not only affect game play, but it may also weaken the leg structure and cause damage.
8. When moving a table, ensure the table is lifted from its position and placed back down on all four feet simultaneously. Do not slide table as this will result in the leg bolts weakening and the table becoming unstable.



MULTIGAMES

We would like you to enjoy your table for as long as possible. The following care instructions are a guide only. We hope you find them useful in prolonging the life of your product.

1. Please ensure that your table is not placed in direct sunlight. Direct sunlight will cause the playing surface to fade and may cause the side and end rails to warp.

2. When not in use, it is advisable to cover the table with a suitable cover to prevent the playing surface from gathering dust and dirt particles.

3. Please do not eat or drink near the table. The playing surface will easily stain and may become seriously damaged should a spillage occur.

4. The playing surface will be subjected to normal wear and tear during play. You must only use the balls supplied with the table during play and we recommend you do not perform trick shots that involve trapping the ball underneath the player and the playing surface.

5. To clean the table, we recommend that you carefully dust with a clean, dry, lint-free cloth. Where you wish to use a polish or other cleaning material, you must test this carefully on a small part of the table to check whether it is compatible with the table finish. Under no circumstances should you use abrasive cleaners and polishes.

6. We do not recommend sitting or standing on your table. This can cause damage to the structure of the table, and can lead to personal injury.

7. We recommend that the soccer balls are kept clean. A simple wipe of the balls after each session with a microfiber cloth is all that is required.

8. This appliance is not intended for use by persons with reduced physical, sensory or mental capabilities, or lack of experience and knowledge, unless they have been given supervision or instruction concerning use of the appliance by a person responsible for their safety.

9. Do not use in a combustible or damp/wet environment.



FOOTBALL



AIR HOCKEY

fun. Dust and dirt may lessen this experience, so please adhere to the following simple steps to help prolong the enjoyment for all.

1. Ensure the table is covered when not in use. This will prevent dust and dirt from settling in the air holes on the table. You may wish to consider purchasing a pool-table cover for this purpose.
2. Use an all-purpose cleaner to clean the top and sides of your pucks and pushers. Only use a small amount to remove any grease that transfers on to the pucks and pushers from your hands.
3. Clean the sides and legs of the hockey table with an all-purpose cleaner. Spray the cloth and then wipe. Do not spray the cleaner directly onto the table top as this may lead to blockages of the air holes, reducing air flow and performance.
4. Please ensure drink and food is kept away from the playing surface. It is very difficult to clean blocked air holes.
5. Always unplug the appliance when not in use or prior to cleaning
6. Do not operate the appliance with a damaged cord or plug. These should only be replaced by a qualified tradesperson.
7. This appliance is not intended for use by persons with reduced physical, sensory or mental capabilities, or lack of experience and knowledge, unless they have been given supervision or instruction concerning use of the appliance by a person responsible for their safety.
8. Do not use in a combustible or damp/wet environment.
9. Place the machine on a flat , dry surface.



RILEYTM
ENGLAND

GAME RULES

1. Object Of The Game

The player or team pocketing their group of object balls first in any order and then legally pocketing the 8 ball (black), wins the game...

2. Commencement Of Game (Or Re-start)

(a) The balls are racked as illustrated with the 8 ball (black) on the 8 ball spot, which is at the intersection of the centre and corner pockets.



(b) Order of play is determined by the flip of a coin. The winner of the flip has the option of breaking or requesting his/her opponent to do so.

(c) The opening player plays at the triangle of object balls by striking the cue ball from any position on or within the 'D' Where there is no D marked, break should take place from the opposite end of the table from the balls (the baulk end). That player must pot one or more object balls or cause at least two object balls to return to an imaginary line joining the two centre pockets (i.e. to the 'D' half of the table). This constitutes a legal break. The breaking player shall then verbally nominate his/her group of object balls before play continues, even if a foul has been committed when rule 4 will apply (except as in 2 (f)).

(d) Any balls potted prior to groups being nominated are ignored for the purpose of establishing a players' group of object balls.

(e) If a legal break is not achieved the balls are re-racked and the oncoming player restarts the game with one free shot, following which the group must be nominated before continuing with a normal visit to the table.

(f) If the player pockets the 8 ball (black) from the break, the game shall be restarted by the same player. No penalty will be incurred. The balls to be re-racked. This applies even if other balls, including the cue ball, are pocketed as well.

(g) If a ball or balls are legally pocketed, this entitles the player to one additional shot and this continues until the player either:

- i) Fails to pocket one of his/her set of allocated balls, or
- ii) Commits a foul at any time.
- (h) Combination shots are allowed provided that the player hits one of his/her own group of balls first (unless rule 4(b) applies).

(i) A player may legally pocket one or more of their opponents object balls providing the cue ball strikes one of their own group first and providing that one or more of their own group are pocketed on the same shot.

3. Foul

(a) In off (cue ball pocketed).

(b) Hitting opponents' balls before his/her own ball or balls except when rule 4(b) applies.

(c) Failing to hit any ball with the cue ball.

(d) Jump shots - defined as when the cue ball jumps over any part of any ball before making contact with any object ball.

(e) If a player hits the 8 ball (black) with the cue ball on the first impact before all his/her own balls have been potted, except where rule 4(b) applies.

(f) Potting any opponents balls except when rule 2(i) or 4(b) applies.

(g) Ball off the table:-

(i) Any object ball or the 8 ball (black) shall be returned to the 8 ball spot (see 2(a)) or as near as possible to that spot without touching any other ball, in a direct line between that spot and the centre of the baulk end.

(ii) If the cue ball, the ball to be played from any position on or within the 'D' or from the baulk end where no D is marked. A ball shall be deemed off the table if it comes to rest other than on the bed of the table.

(h) If a players clothing or body should touch any ball.

(i) Player not having at least one foot on the floor.

(j) Playing or touching with the cue any other ball other than the cue ball.

(k) Playing out of turn.

(l) Playing before balls have come to rest.

(m) Playing before the ball or balls have been re-spotted.

(n) Striking the cue ball with any part of the cue other than the tip.

(o) Striking the cue ball with the cue more than once.

(p) Playing a shot before the breaking player has nominated a group of object balls following the break shot.

(q) Push stroke (see 6(a)).

(r) Moving an object ball or the 8 ball (black) when playing away from a touching ball.

POOL

4. Penalty Following A Foul

- (a) Following any foul described under section 3 the oncoming player may play the cue ball from where it lies, from the D or from the baulk end where no D is marked (as in rule 6(b) and proceed as 4(b). Moving the cue ball to the 'D' or baulk end does not constitute a Shot or Visit.
- (b) Following a foul, the oncoming player is entitled to one free shot which may be played may without nomination, play the cue ball directly onto any ball, including the opponents object balls and the 8 ball (black). However, the 8 ball (black) may not be pocketed, which would mean loss of the game, unless the player has already pocketed all of their own group of object balls and only needs to pocket the 8 ball (black) to win the game.
- (c) Following the single free shot described in 4(a) the player will commence his/her normal visit.

5. Loss Of Game

- (a) If a player pockets the 8 ball (black) before he/she pockets all the balls in his/her own group, except as allowed under rule 2(f), he/she loses the game.
- (b) A player going in off the 8 ball (black) when the 8 ball (black) is potted, loses the game.
- (c) A player who clearly fails to make any attempt to play a ball of his/her own group will lose the game.
- (d) If a player seeks to gain advantage by deliberately touching a moving ball or retrieving a ball dropping into the pocket he/she shall lose the game.

6. General

- (a) PUSH STROKE - defined as when the tip of the cue remains in contact with the cue ball once it has commenced its forward motion.
- (b) CUE BALL IN HAND - when a player has the cue ball in hand he/she plays from any position on or within the 'D' or the baulk end where a D is not marked and in any direction.
- (c) PLAYER IN CONTROL - A player is said to be in control of the table from the time that his/her body, cue or clothing touches the table prior to his/her shot, through his/her visit and up until his/her opponent does likewise prior to his/her visit. Any balls which fall into the pockets during this period (including the 8 ball (black)), he/she is said to have potted and he/she is liable to any

penalties or benefits normally awarded to him/her for the potting of that ball or balls as are accorded to him/her in the rules of the game (rule 5(c) applies).

(d) The game is completed when the 8 ball (black) is potted in any pocket and all the remaining balls including the cue ball have come to rest, except where rule 2(f) applies.

(e) TOUCHING BALL - a player must play away from a touching ball which must not move (see rule 3(r)). If the touching ball is one of the players own group, he/she is deemed to have played that ball. If the touching ball is not one of his/her own group the cue ball must strike one of his/her own group. When rule 4(b) applies a player must play away from a touching ball and is deemed to have played that ball.

7. Statement

Should any situation arise whereby a legal shot cannot be played, then the game shall be restarted by the same player whether this situation is arrived at by accident or design. If in the opinion of the referee neither player is allowing the game to progress or a stalemate situation has arisen, then the game shall be re-started taking into consideration "Guidance (h)".

8. Guidance

- (a) The term 'Shot' means striking the ball once.
- (b) The term 'visit' refers to one turn at the table comprising one or a series of shots.
- (c) The term 'break' refers to the first shot of the game or the first shot of a game being re-started.
- (d) Coaching is deemed to be unsportsmanlike behaviour.
- (e) A referee may, if requested, advise on the rules of the game.
- (f) There is an obligation on both players to ensure the breaking player nominates a group of object balls.
- (g) The referee should ensure that excessive time is not taken to play a shot and should act in accordance with competition rules or guidance.
- (h) Re-racks may be a reduced number of balls in accordance with competition rules or guidance.
- (i) In Doubles matches once a player is in control of the table conversation with others including the partner is unsporting and shall be dealt with under competition rules.

POOL

The following guide will ensure you to enjoy your air hockey game and will allow you to get you started if you are new to the game. Many people create their own "house rules" - all we recommend is that all players agree the rules before you start!!!

1. A player may stand anywhere around the air hockey table on his/her side of the centreline. He/she may not stand past the centreline.

2. If any part of the player's hand, arm, body or clothes touches the puck, a "palming" foul shall be called and the puck is passed to the opponent.

3. The puck may be struck with any part of the pusher except the bottom surface.

4. The puck cannot be "topped" by lifting the pusher and placing it on top of the puck to slow or stop it while the puck is on the air hockey table. This cannot be done at any time, whether before a serve or during play. Violation constitutes a foul and the puck is passed to the opponent.

5. Only one puck shall be in play at any given moment.

6. A player may play with only one pusher on the playing surface at any given time.

7. When the puck enters a player's goal, the puck must drop and remain in the goal for the goal to count. The player's opponent scores 1 (one) point for each goal scored, unless a foul was committed at the time of the puck entering the goal.

8. A player has 7 (seven) seconds to shoot the puck back across the centreline. The time starts as soon as the whole puck crosses the centreline from the opponent's half. Violation constitutes a foul and the puck is passed to the opponent.

9. When the puck is in contact with any part of the centreline, either player may strike the puck.

10. The player who concedes a score, receives possession of the puck for the next serve. The player has 10 (ten) seconds in which to retrieve the puck and serve. Violation constitutes a foul and the puck is passed to the opponent.

11. The first player to score 7 (seven) goals, wins the game.

12. Each player can have one time-out per game, the player can only take this time-out when the puck is in their possession and not in play, and must give a clear indication to the opponent of the player's intentions. The time-out can last no longer than 10 (ten) seconds.

13. After each game, players change side of the air hockey table.

(Basic rules are as laid out by the USAA - United States Air Hockey Association)



AIR HOCKEY

Now that you have purchased your table and dream of playing against your biggest rival, here are some of the basic game rules to follow.

1. A coin toss determines which team has the ball first.
2. The ball is either put in play via the ball opening in the side of the table, or dropped between the two central rods.
3. All players must confirm they are ready to play before placing the ball in play.
4. Once the ball is in play, at least two players on different rods must touch the ball before a goal is scored. Should a goal be scored without this happening then the goal does not count and play must be restarted.
5. The player who scores a goal also gets to start the next game play.
6. Should the ball bounce out of the table or become stuck, then the game play resumes from the area closest to where the ball became stuck.
7. Players cannot spin rods (turn more than 360 degrees) during game play.
8. Players cannot lift or move the game table during play.
9. A point is scored each time the ball enters the goal. A ball that bounces in and out of a goal also counts as a point scored. Own goals are awarded as a point to the opposing team.
10. Game play normally ends when a player scores 11 or 14 goals.
11. Players swap sides after each game.



FOOTBALL

The following rules are the basic rules required to play a friendly game of Table Tennis. There are more extensive rules available on the internet if you wish to take the game more seriously.

Please remember in singles games, the centre line serves no purpose at all so please ignore it.

1. Each player serves two consecutive points, then serve is switched. However, if the score is 10-10, then each player serves only one point before switching to the opposing player.

2. After each game, the players switch ends of the table.

3. In the final game, the players switch ends after each player reaches 5 points.

4. To serve, the ball must first rest on an open handed palm. It must be tossed up at least six inches and struck so the ball first bounces on the server's side and then the opponent's side.

5. If the serve is legal but clips the net, it is called a Let Serve. These are not scored and serve is repeated.

6. A match is played best of 3 or 5 games. The first player to reach 11 points, wins that game. However, a game must be won by at least a two point margin.

7. A point is scored after each ball is put into play.

8. The edges of the table are part of the legal table surface, but not the sides.



TABLE TENNIS

The following guide will ensure you to enjoy your push hockey game and will allow you to get you started if you are new to the game. Many people create their own "house rules" – all we recommend is that all players agree the rules before you start!!!

1. A player may stand anywhere around the air hockey table on his/her side of the centreline. He/she may not stand past the centreline.
2. If any part of the player's hand, arm, body or clothes touches the puck, a "palming" foul shall be called and the puck is passed to the opponent.
3. The puck may be struck with any part of the pusher except the bottom surface.
4. The puck cannot be "topped" by lifting the pusher and placing it on top of the puck to slow or stop it while the puck is on the air hockey table. This cannot be done at any time, whether before a serve or during play. Violation constitutes a foul and the puck is passed to the opponent.
5. Only one puck shall be in play at any given moment.



PUSH HOCKEY

6. A player may play with only one pusher on the playing surface at any given time.
7. When the puck enters a player's goal, the puck must drop and remain in the goal for the goal to count. The player's opponent scores 1 (one) point for each goal scored, unless a foul was committed at the time of the puck entering the goal.
8. A player has 7 (seven) seconds to shoot the puck back across the centreline. The time starts as soon as the whole puck crosses the centreline from the opponent's half. Violation constitutes a foul and the puck is passed to the opponent.
9. When the puck is in contact with any part of the centreline, either player may strike the puck.
10. The player who concedes a score, receives possession of the puck for the next serve. The player has 10 (ten) seconds in which to retrieve the puck and serve. Violation constitutes a foul and the puck is passed to the opponent.
11. The first player to score 7 (seven) goals, wins the game.
12. Each player can have one time-out per game, the player can only take this time-out when the puck is in their possession and not in play, and must give a clear indication to the opponent of the player's intentions. The time-out can last no longer than 10 (ten) seconds.
13. After each game, players change side of the air hockey table.

(Basic rules are as laid out by the USAA - United States Air Hockey Association)

Great fun for all the family, play in pairs or on your own. Who will get a strike first!!

The basic rules of shuffleboard bowling are:

1. The pins are set up using the scoring target used in shuffleboard.
2. The player takes hold of the bowling ball and roll it down the table towards the pins.
3. The number of pins knocked down are counted and removed from the board.
4. The same player then bowls a second with the aim of knocking down any remaining pins (if all pins are knocked down on the first attempt, then the pins are reset and the ball passes to the next player).
5. A game is made up of 10 frames.
6. If the player knocks all pins down using only one bowl, it is a Strike!! The score for one strike is 10 + the number of pins knocked down with the player's next two deliveries. For example, if a player was to bowl three Strikes in a row, then the total entered for the first frame would be 30.
7. If the player knocks all pins down using their two bowls, then this is a Spare. The score for a spare is 10 + the number of pins knocked down with the player's next delivery. For example if a player bowled a Spare and then hit 5 pins, then the first frame score would be 15.
8. If a player bowls a strike in the final frame, this player gets two more goes at bowling. If a Spare is scored, the player gets one more bowl.
9. Scores after each frame are noted and totals calculated at the end. The player with the highest score wins.



BOWLING

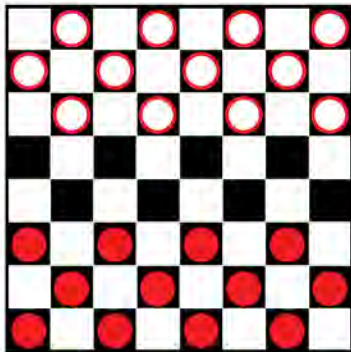
Checkers (known as draughts in the United Kingdom and some other countries), also called American checkers, straight checkers, or simply draught, is a form of draughts board game played on an eight by eight squared board (sixty-four total squares) with twelve pieces on each side. These pieces may only initially move and capture diagonally forwards. Only when a piece is "crowned" or "kinged" may it move both backwards or forwards.

As in all draughts variants, English draughts is played by two people, on opposite sides of a playing board, alternating moves. The opponent's pieces are captured by jumping over them.

Game Play

- **Pieces** - Though pieces were traditionally made of wood, now many are made of plastic, though other materials may be used. Pieces are typically flat and cylindrical. They are invariably split into one darker and one lighter colour. There are two classes of pieces: "men" and "kings". Kings are differentiated as consisting of two normal pieces of the same colour, stacked one on top of the other. Often indentations are added to the pieces to aid stacking.

- **Starting position** - Each player starts with twelve pieces on the dark spaces of the three rows closest to his own side. The row closest to each player is called the "crownhead" or "kings row". The player with the darker Colored pieces moves first.



- **How to move** - There are two ways to move a piece:

A simple move involves sliding a piece one space diagonally forwards to an adjacent unoccupied dark square.

A jump is a move from a square diagonally adjacent to one of the opponent's pieces, to an empty square immediately and directly on the opposite side of the opponent's square, thus "jumping directly over" the square containing the opponent's piece. An uncrowned piece may only jump diagonally forwards, kings may jump diagonally backwards. A piece that is jumped is captured and removed from the board.

Multiple-jump moves are possible if when the jumping piece lands, there is another immediate piece that can be jumped; even if the jump is in a different direction. When multiple-option jumping moves are available, whether with the one piece in different directions or multiple pieces that can make various jumping moves, the player may choose which piece to jump with and which jumping option or sequence of jumps to make. The jumping sequence chosen does not necessarily have to be the one that would have resulted in the most captures; however, one must make all available captures in the chosen sequence. Any piece, whether it is a king or not, may jump a king.

- **Kings** - If a player's piece moves into the kings row on the opposing player's side of the board, that piece is said to be "crowned" (or often "kinged" in the U.S.), becoming a "king" and gaining the ability to move both forwards and backwards. If a player's piece jumps into the kings row, the current move terminates; having just been crowned, the piece cannot continue on by jumping back out (as in a multiple jump), until the next move. A piece is normally "crowned" by placing a second piece on top of it; some sets have pieces with a crown moulded, engraved or painted on one side, allowing the player to simply turn the piece over or to place the crown-side up on the crowned piece, further differentiating Kings from ordinary pieces.

- **How the game ends** - A player wins by capturing all of the opposing player's pieces or by leaving the opposing player with no legal moves. The game ends in a draw, if neither side can force a win or if one player is left unable to move.

CHECKERS

Chess is played on a chessboard; a square board divided into 64 squares (eight-by-eight) of alternating colour, which is similar to that used in draughts (checkers). No matter what the actual colours of the board, the lighter-coloured squares are called "light" or "white", and the darker-coloured squares are called "dark" or "black". Sixteen "white" and sixteen "black" pieces are placed on the board at the beginning of the game. The board is placed so that a white square is in each player's near-right corner, and a black one in the near-left. Each player controls sixteen pieces.



Each player has control of one of the two sets of colored pieces and is typically referred to by the nominal color of the player's respective pieces, i.e., White or Black. White moves first and the players alternate moves.

Making a move is compulsory; missing a turn is not permitted, even when having to move is detrimental. Play continues until a king is checkmated, a player resigns, or a draw is declared.

CHESS

The official chess rules do not include a procedure for determining who plays White. Instead, this decision is left open to mutual agreement, in which case some kind of random choice is often employed.

Basic moves

Each chess piece has its own style of moving. Moves are made to vacant squares except when capturing an opponent's piece. With the exception of the knight, pieces cannot jump over each other. When a piece is captured (or taken), the attacking piece replaces the enemy piece on its square (en passant being the only exception). The captured piece is thus removed from the game and may not be returned to play for the remainder of the game. The king can be put in check but cannot be captured (see below).

- The king can move exactly one square horizontally, vertically, or diagonally. At most once in every game, each king is allowed to make a special move, known as castling.
 - The rook moves any number of vacant squares vertically or horizontally. It also is moved while castling.
 - The bishop moves any number of vacant squares in any diagonal direction.
 - The queen can move any number of vacant squares diagonally, horizontally, or vertically.
 - The knight moves to the nearest square not on the same rank, file, or diagonal. In other words, the knight moves two squares like the rook and then one square perpendicular to that. Its move is not blocked by other pieces, i.e. it leaps to the new square. The knight moves in an "L" or "7" shape (or either shape inverted) with two steps one direction, a 90° turn, and one step in the new direction.
 - Pawns have the most complex rules of movement:
 - A pawn can move forward one square, if that square is unoccupied. If it has not yet moved, the pawn has the option of moving two squares forward, provided both squares in front of the pawn are unoccupied. A pawn cannot move backward.
 - Pawns are the only pieces that capture differently from how they move. They can capture an enemy piece on either of the two spaces adjacent to the space in front of them (i.e. the two squares diagonally in front of them), but cannot move to these spaces if they are vacant.
- The pawn is also involved in the two special moves en passant and promotion.

Castling

Castling consists of moving the king two squares towards a rook, then placing the rook on the other side of the king, adjacent to it. Castling is only permissible if all of the following conditions hold:

1. The king and rook involved in castling must not have previously moved
2. There must be no pieces between the king and the rook
3. The king may not currently be in check, nor may the king pass through, or end up in a square that is under attack by an enemy piece (though the rook is permitted to be under attack and to pass over an attacked square)
4. The king and the rook must be on the same rank.

En Passant

If player A's pawn moves forward two squares and player B has a pawn on its fifth rank on an adjacent file, B's pawn can capture A's pawn as if A's pawn had only moved one square. This capture can only be made on the immediately subsequent move. For example, if the white pawn moves from a2 to a4, the black pawn on b4 can capture it en passant, ending up on a3.

Pawn Promotion

If a pawn advances to its eighth rank, it is then promoted (converted) to a queen, rook, bishop, or knight of the same colour, the choice being at the discretion of its player (a queen is usually chosen). The choice is not limited to previously captured pieces. Hence it is theoretically possible for a player to have up to nine queens or up to ten rooks, bishops, or knights if all of their pawns are promoted.

Check

When a player makes a move that threatens the opposing king with capture (not necessarily by the piece that was moved), the king is said to be in check. The definition of check is that one or more opposing pieces could theoretically capture the king on the next move (although the king is never actually captured). If a player's king is in check then the player must make a move that eliminates the threat(s) of capture; a player may never leave their king in check at the end of their move. The possible ways to remove the threat of capture are:

- Move the king to a square where it is not threatened.
- Capture the threatening piece (possibly with the king, if doing so does not put the king in check).
- Place a piece between the king and the opponent's threatening piece.

This is impossible if the threatening piece is a knight or pawn, or if a checking queen, rook or bishop is adjacent to the checked king.

In informal games, it is customary to announce check when making a move that puts the opponent's king in check. A player may not make any move which places or leaves their king in check. This also means that a player cannot place his king on any square adjacent to the enemy king, because doing so would leave their king open to be taken by the enemy king and therefore in check.

Checkmate

If a player's king is placed in check and there is no legal move that player can make to escape check, then the king is said to be checkmated, the game ends, and that player loses. Unlike other pieces, the king is never actually captured or removed from the board because checkmate ends the game.

Resigning

Either player may resign at any time and their opponent wins the game. This normally happens when the player believes he or she is very likely to lose the game. A player may resign by saying it verbally or by tipping over the king.

Draws

The game ends in a draw if any of these conditions occur:

- The game is automatically a draw if the player to move is not in check but has no legal move. This situation is called a stalemate.
- No possible sequence of legal moves leads to checkmate. Usually this is because there is insufficient material, for example if one player has a king and a bishop or knight and the other only a king.
- Both players agree to a draw after one of the players makes such an offer.

The player having the move may claim a draw by declaring that one of the following conditions exists, or by declaring an intention to make a move which will bring about one of these conditions:

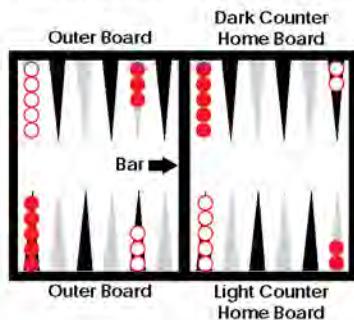
- Fifty moves have been played by each player without any capture or a pawn being moved.
- The same board position has occurred three times, with the same player to move and all pieces having the same rights to move, including the right to castle or capture en passant.

If the claim is proven true, the game is drawn.

CHESS

Backgammon is a game for two players, played on a 'board' of twenty-four narrow triangles called points. The triangles alternate in colour and are grouped into four quadrants of six triangles each. The quadrant's are referred to as a player's home board and outer board. The home and outer boards are separated from each other by a ridge down the centre of the board called a bar.

Each player has 15 coloured counters (either light or dark) and two dice.



The object of the game is to move all your counters into your own home board and then 'bear them off' (throw the dice number to remove from the board).

To start the game, each player rolls 1 single die. The player throwing the highest number goes first and is allowed to move their counters to the number shown on both dice.

The roll of the dice indicates how many points the player can move his counters. The counters always move forward and there are certain rules that must be followed:

1. A counter can only move to an open point, one that is not occupied by two or more opposing counters or five of the player's own counters.
2. The numbers on the two dice constitute separate moves. For example, if a player rolls a 5 and a 3, the player may move five spaces to an open point with one counter and three points with another. Or the player can move one counter eight spaces to an open point but only if the intermediate point (the 5 or the 3) is also open.
3. A player who rolls a double, plays the number shown on the dice twice. A roll of a 6 and 6 means that the player has four sixes to use. The player may move any combination of counters he/ she feels appropriate to complete the move as long as the moves comply with Rule 2.
4. A player must use both numbers of a roll if legally possible (or all four numbers if a double is rolled). When only one number can be played, the player must play that number. Or if either number can be played, but not both, the player must play the larger one. When neither number can be used, the player loses their turn.

A point occupied by a single counter of either colour is called a blot. If an opposing counter lands on a blot, the blot is hit and placed on the bar.

Any time a player has one or more counters on the bar, his/ her first obligation is to enter those counters into the opposing home board. A counter is entered by moving it to an open point corresponding to one of the numbers on the rolled dice.

For example, if a player rolls 4 and 6, they may enter a counter onto either the opponent's four point or six point, so long as the perspective point is not occupied by two or more of the opponent's counters.

If neither point is open, the player loses their turn. If a player is able to enter some, but not all of their counters from the bar, they must enter as many as they can and then forfeit the remainder of their turn.

After the last player's counters have been entered, any unused numbers on the dice must be played, by either moving a counter that has just been entered or another counter.

Once a player has moved all of their fifteen counters into their home board, they may commence bearing off. A player bears off a counter by rolling a number that corresponds to the point on which the counter resides, and then removing a counter from the board. For example, rolling a 6 would allow a player to remove one counter from the six point.

BACKGAMMON

If there is no counter on the point indicated by the roll, the player must make a legal move using a counter on a higher numbered point. If there are no counters on higher numbered points, the player is permitted (and required) to remove a counter from the highest point on which one of his counters resides. A player is under no obligation to bear off if they can make an otherwise legal move.

A player must have all his/ her active counters in their home board in order to bear off. If a counter is hit during the bear-off process, the player must bring that counter back to their home board before continuing to bear off. The first player to bear off all fifteen counters, wins the game.

Backgammon is played for an agreed stake per point. Each game starts at one point. During the course of the game, a player who feels he/ she has a sufficient advantage, may propose doubling the stakes. He/ she may do this only at the start of his/ her own turn and before he/ she has rolled the dice. A player who is offered a double may refuse, in which case he/ she concedes the game and pays one point. Otherwise, he must accept the double and play on for the new higher stakes. A player who accepts a double becomes the owner of the cube and only he may make the next double.

Subsequent doubles in the same game are called redoubles. If a player refuses a redouble, he/ she must pay the number of points that were at stake prior to the redouble. Otherwise, he/ she becomes the new owner of the cube and the game continues at twice the previous stakes. There is no limit to the number of redoubles in a game.

At the end of the game, if the losing player has borne off at least one checker, the player loses only the value showing on the doubling cube (one point, if there have been no doubles). However, if the loser has not borne off any of their checkers, he/ she is gammoned and loses twice the value of the doubling cube. Or, worse, if the loser has not borne off any of his/ her checkers and still has a checker on the bar or in the winner's home board, he/ she is backgammoned and loses three times the value of the doubling cube.

BACKGAMMON

There are many games of poker and rules can be found easily for all these games in books and the internet. Listed below are the instructions for one of the most popular games, Texas Hold'em.

Texas Hold'em is a community card poker game, with game play focused as much on the betting as on the cards being played.

Although the rules and game play remain mostly the same, the end goal is slightly different depending on if you're playing a cash game or a tournament.

Texas Hold'em is played on a single table with two to 10 players. The goal is simple: win as many chips as you can, one pot at a time.

You win a pot by having the best hand, or by having all other players fold before the showdown.

The structure of Texas Hold'em can be broken up into three main divisions:

- Setup
- Betting Rounds
- Showdown

Setup

Once you have your players sitting around the table, the first thing you need to have is chips. Before you can figure out what kind of chips to give each player, you need to understand how the game works a little better, so we'll get back to this.

For now, assume all players have chips in front of them.

The next step is picking the player who will start with the dealer button.

Hold'em is played with what's known as a rotating dealer, meaning a player will act as the dealer for one hand, handing the role of dealer to the player on their left when the hand is completed.

To choose the dealer, either deal every player one card, or spread the cards facedown on the table and have every player choose one.

The player with the highest-valued card (aces are high for selecting a dealer) starts as the dealer.

If you're in a place with a professional dealer, or someone volunteers to always physically deal the cards, the dealer button will still rotate around the table.

Even though they're not physically dealing the cards, for all intents and purposes, the person with the button is viewed as being the dealer for the hand. Once the hand completes, the player with the dealer button will pass it to the player on their left.

POKER

Putting Out the Blinds

Now that you have a dealer, you need to put out the blinds.

There are two blinds in Hold'em - a small blind and a big blind. The player directly to the left of the dealer puts out the small blind.

The big blind (exactly, or conveniently close to, double that of the small blind) is placed by the player to the left of the small blind.

The size of the blinds will dictate the stakes of the game you're about to play. Typically, you want players to buy in for no less than 100 times the size of the big blind.

If you want to buy in for £20, you should play with blinds 10p/25p.

Back to chips: Once the blinds are set we know what kind of chips we'll need to play. (In the above example, we'd use 10p chips, 25p chips and maybe a few £1 chips.)

You want to give players enough chips in each denomination to allow the game to run smoothly.

Typically a player will need only 10% of their total chips in the smallest denomination, as they are only ever used to pay the small blind. For the most part, all betting will be done with chips larger than that of the small blind.

Once you have the blinds out, you're now ready to deal the first hand.

Game-Play and Betting Rounds

The person dealing the cards deals to the left of the player with the dealer button first, rotating around the table in a clockwise manner, giving each player one card at a time until each player has two cards. These are known as your hole cards.

A hand of Hold'em consists of a minimum of one and a maximum of four betting rounds. A hand ends when all players but one have folded, or the fourth and final betting round completes with multiple players still in the hand - whichever comes first.

At that point, players enter into the showdown.

Preflop

When all players receive their hole cards, you are now in the preflop betting round.

Each player must look at their cards and decide what action they would like to take. In Hold'em, only one player can act at a time.

The preflop betting round starts with the player to the left of the big blind. This player has three options:

- **Fold:** They pay nothing to the pot and throw away their hand waiting for the next deal to play again.
- **Call:** They match the amount of the big blind.
- **Raise:** They raise the bet by doubling the amount of the big blind. A player may raise more depending on the betting style being played.

Once a player has made their action, the player to the left of them gets their turn to act. Each player is given the same options: fold, call the bet of the player to their right (if the previous player raised, that is the amount you must call) or raise.

A raise is always the amount of one bet in addition to the amount of the previous bet, for example: if the big blind is 25p, and the first player to act would like to raise, they put in a total of 50p (the big blind + one additional bet).

If the next player would like to reraise, they would put in a total of 75p (the previous bet + one additional bet).

A betting round ends when two conditions are met:

1. All players have had a chance to act.
2. All players who haven't folded have bet the same amount of money for the round.

The Flop

Once the preflop betting round ends, the flop is dealt. This is done by dealing the top card in the deck facedown on the table (it becomes the burn card), followed by three cards faceup.

Once this has been dealt, the first post-flop betting round begins.

The rules of a post-flop betting round are the same as a preflop, with two small exceptions: The first player to act is the next player with a hand to the left of the dealer, and the first player to act can check or bet; as there has been no bet made, calling is free.

A bet on the flop is the amount of the big blind. In our game, a player must put out 25p to make a bet.

The Turn

Once the betting round on the flop completes, the dealer deals one card facedown followed by a single card faceup, also known as the "burn and turn." Once the turn has been dealt, the third betting round starts.

The third betting round is identical to the flop betting round with one single exception: The size of a bet for this round, and the final betting round, is doubled, meaning that to make a bet in our game will now cost a player 50p.

The River

Assuming more than one player is left, having not folded on one of the previous streets, the river is now dealt. Dealing the river is identical as dealing the turn, with one card being dealt facedown, followed by a single card faceup.

This is the final street, and no more cards will be dealt in this hand. The betting round is identical to the betting round on the turn.

Showdown

Once the river betting round has been completed, the players now enter into the showdown. At this point, the best hand wins the pot. Here are the rules you need to know about a Hold'em showdown:

- The player who bet on the river is the default first player to reveal their hand. If any other players choose to show their hand first, that is OK.
- If no betting happened on the river (all players checked), the player closest to the left of the dealer must open their hand first, continuing clockwise around the table.
- If a player is holding a losing hand, it is their option to reveal their cards or simply muck their hand and concede the pot.

POKER

Evaluating Hands

In Hold'em you must make the best hand possible using any combination of your two cards and the five community cards on the table.

You can use both, one or none of your own cards in making your best hand. Here are some rules about evaluating a winning poker hand:

- There are no exceptions to this ordering: a flush always beats a straight, and three of a kind always beats two pair.
- There are no hands used in Hold'em other than the hands listed in this chart. For example, having three pairs is actually only "two pair," with the highest-valued two pair making your hand.
- Poker hands must be exactly five cards, and only those five cards are used to evaluate the winning hand. For example:
 - o if the board is 2♥ J♣ Q♣ K♣ A♦
 - o Player 1 holds 1♠ 9♣
 - o Player 2 holds 1♠ 2♣

Both players hold the very same hand (a straight from ten to ace). This means the pot is split between the two players. The remaining cards and the fact Player 1 also has a pair means nothing - only the best five-card hand factors into deciding the winner.

- If all remaining players have nothing (no pair or anything stronger), the winning hand is the hand with the highest-valued single card, meaning:
 - o A♣ 3♥ 4♦ 6♠ 7♣ is a better hand than K♣ Q♣ J♣ 9♠ 8♦
 - o A♣ J♥ 9♠ 8♦ 6♥ is a better hand than A♥ J♣ 9♦ 8♠ 2♣
- Suits are never used to evaluate the strength of a hand.

Once you determine the winning hand, that player receives the pot. The dealer passes the dealer button to his or her left and the two players to the left of the new dealer put out their big and small blinds respectively.

Random Rules

Raising

- When there are more than two players still in the hand, only one bet and three raises can be made in one betting round. Once the third raise is made the betting is "capped." Once betting is capped, players may only call or fold.
- A player must either declare their intent to raise verbally before making any actions, or bring the amount of chips equal to the total amount of their raise into play at the same time. A player is not allowed to place chips, return to their stack and place more chips. This is known as a string bet.

Buying Chips

- The minimum number of chips a player is allowed to buy before their first hand dealt is determined by the house rules governing the game. Typically a minimum is 50-100 times the big blind.
- There is no maximum to the number of chips a player may buy at any time.
- A player may reload, or add more chips to their stack, at any time between hands. Once a hand is started, a player may only use the chips they had in play at the beginning of the hand, during that hand. Any additional chips will not be "in play" until the next deal.

POKER

Hand Rankings



A straight from a ten to an ace with five cards of the same suit. In poker all suits are ranked equally.



Any straight with all five cards of the same suit.



Any four cards of the same rank. If two players share the same four of a kind, the bigger fifth card (known as the kicker) decides who wins the pot.



Any three cards of the same rank together with any two cards of the same rank. Our example shows "Aces full of kings" and it is a bigger full house than "Kings full of aces."



Any five cards of the same suit (not consecutive). The highest card of the five determines the rank of the flush. Our example shows an Ace-high flush, which is the highest possible.



Any five consecutive cards of different suits. Aces can count as either a high or a low card. Our example shows a five-high straight, which is the lowest possible straight.



Any three cards of the same rank. Our example shows three-of-a-kind Aces, with a King and a Queen as side cards - the best possible three of a kind.



Any two cards of the same rank together with another two cards of the same rank. Our example shows the best possible two-pair, Aces and Kings. The highest pair of the two determines the rank of the two pair.



Any two cards of the same rank. Our example shows the best possible one-pair hand.



Any hand not in the above-mentioned hands. Our example shows the best possible high-card hand.

POKER



BCE (DISTRIBUTORS) LIMITED

UNIT 12B SEVERNBRIDGE INDUSTRIAL ESTATE
SYMONDSCLIFFE WAY
CALDICOT
NP26 5PW

WWW.RILEYSNOOKER.COM