
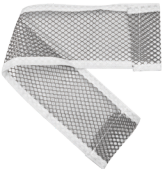



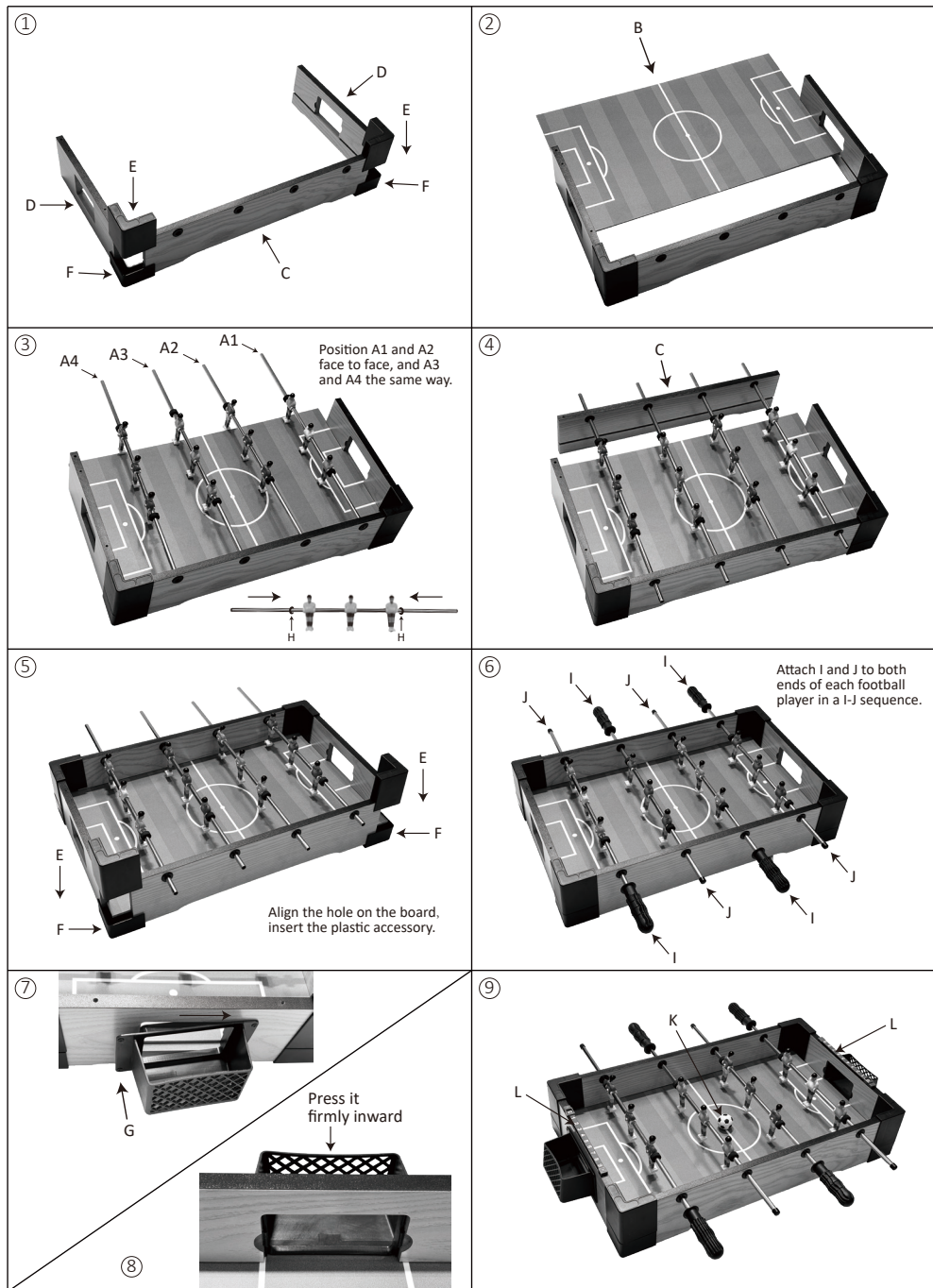
DELUXE 3-IN-1 TABLETOP GAMES

Instructions

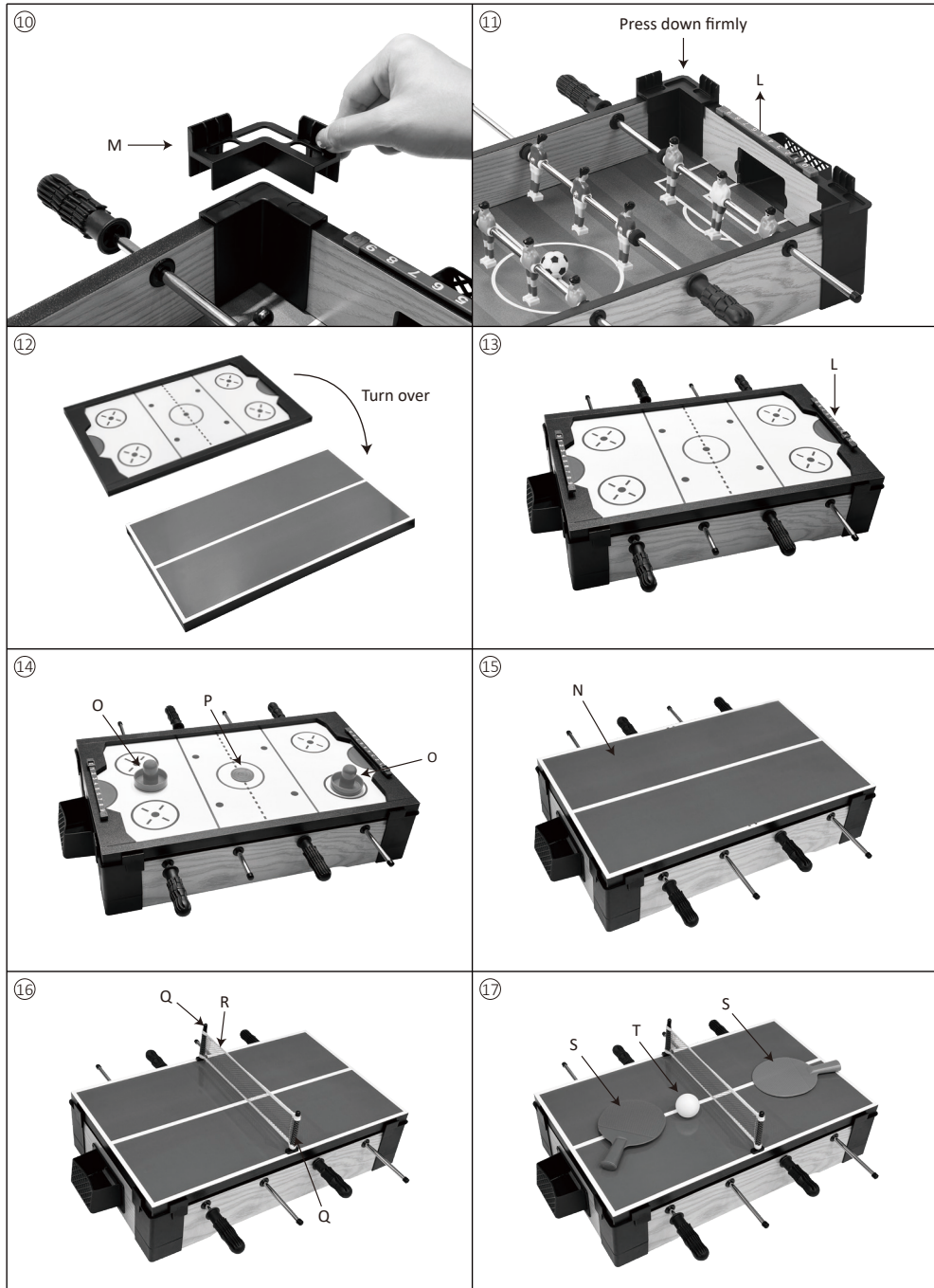
Components:

<div>A</div> <div></div> <div>x 1</div>	<div>B</div> <div></div> <div>x 1</div>	<div>C</div> <div></div> <div>x 2</div>	<div>D</div> <div></div> <div>x 2</div>
<div>E</div> <div></div> <div>x 4</div>	<div>F</div> <div></div> <div>x 4</div>	<div>G</div> <div></div> <div>x 2</div>	<div>H</div> <div></div> <div>x 8</div>
<div>I</div> <div></div> <div>x 4</div>	<div>J</div> <div></div> <div>x 4</div>	<div>K</div> <div></div> <div>x 2</div>	<div>L</div> <div></div> <div>x 2</div>
<div>M</div> <div></div> <div>x 4</div>	<div>N</div> <div></div> <div>x 1</div>	<div>O</div> <div></div> <div>x 2</div>	<div>P</div> <div></div> <div>x 2</div>
<div>Q</div> <div></div> <div>x 2</div>	<div>R</div> <div></div> <div>x 1</div>	<div>S</div> <div></div> <div>x 2</div>	<div>T</div> <div></div> <div>x 2</div>

Assembly Instructions:



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01. FOOTBALL

Game Setup & Rules:

1. Place the game board on a flat and stable surface, ensuring it is clean and free of obstacles.
2. Each player selects a side and holds the control rods to manoeuvre their team's players.
3. Decide which player starts first by flipping a coin (not included) or another fair method.
4. The game starts with one player serving the ball by placing it in the centre of the football table.
5. Players rotate and push the rods to pass, defend, and attempt to score by kicking the ball into the opponent's goal.
6. A goal is scored when the ball completely enters the opponent's goal.
7. The ball is then placed back in the centre, and the player who conceded the goal restarts the game.
8. Players can set a target score (e.g.9 points) or play within a time limit (e.g.5 minutes), with the highest-scoring player winning when time runs out.
9. After each game, players should switch sides of the football table before starting a new match.

Fouls:

1. Excessive spinning of the control rods (over 360°).
2. Lifting or moving the table intentionally.
3. Touching the ball with hands (unless the ball is stuck, and both players agree to restart the play).

02. SLIDE HOCKEY

Game Setup & Rules:

1. Place the game board on a flat and stable surface, ensuring it is clean and free of obstacles.
2. Each player stands on one side of the rink and holds a pusher.
3. Decide which player starts first by flipping a coin (not included) or another fair method.
4. Players use their pushers to hit the puck, aiming to score while defending their own goal.
5. When the puck enters a goal, the scoring player earns one point, and the game restarts from the centre.
6. Players can set a target score (e.g.9 points) or play within a time limit (e.g.5 minutes), with the highest-scoring player winning when time runs out.
7. After each game, players should switch sides of the slide hockey table before starting a new match.

Fouls:

1. Players must not touch the puck with their hands to interfere with gameplay.
2. Strikers should not be lifted or slammed too hard to avoid damaging the equipment or causing injury.
3. If the puck flies off the table, the last scoring player restarts the game.

03. TABLE TENNIS

Game Setup & Rules:

1. Starting the Game: The game begins when one player (the server) serves the ball, and the other player (the receiver) returns it.
2. Serving Rules: Begin with the ball resting on your open palm. Toss the ball straight up without adding spin. Hit the ball so it first bounces on your own side, then crosses the net and bounces on your opponent's side. Once served, both players take turns hitting the ball back and forth until one player scores a point.
3. Scoring a Point: A point is awarded when an opponent:
 - Fails to serve correctly.
 - Fails to return the ball.
 - Is hit by the ball.
 - Hits the ball twice in a row.
 - Touches the net or table during play (including clothing or any part of the body).
4. Service Rotation: Players alternate serving every 2 points. Winning a Set: The first player to reach 11 points wins the set. If the score reaches 10-10, play continues until one player leads by 2 points.
5. Winning the Game: The match is won by the first player to win the majority of sets (best of 3, 5 or 7).

43-577-392

MADE IN CHINA

CUSTOMER SERVICE:

KMART AU: 1800 124 125

KMART NZ: 0800 945 995

TARGET AU: 1300 753 567

ADULT ASSEMBLY IS REQUIRED.

WARNING: DO NOT AIM AT EYES OR FACE.

 **WARNING:**
CHOKING HAZARD - SMALL PARTS AND SMALL BALLS.
NOT FOR CHILDREN UNDER 3 YEARS.

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