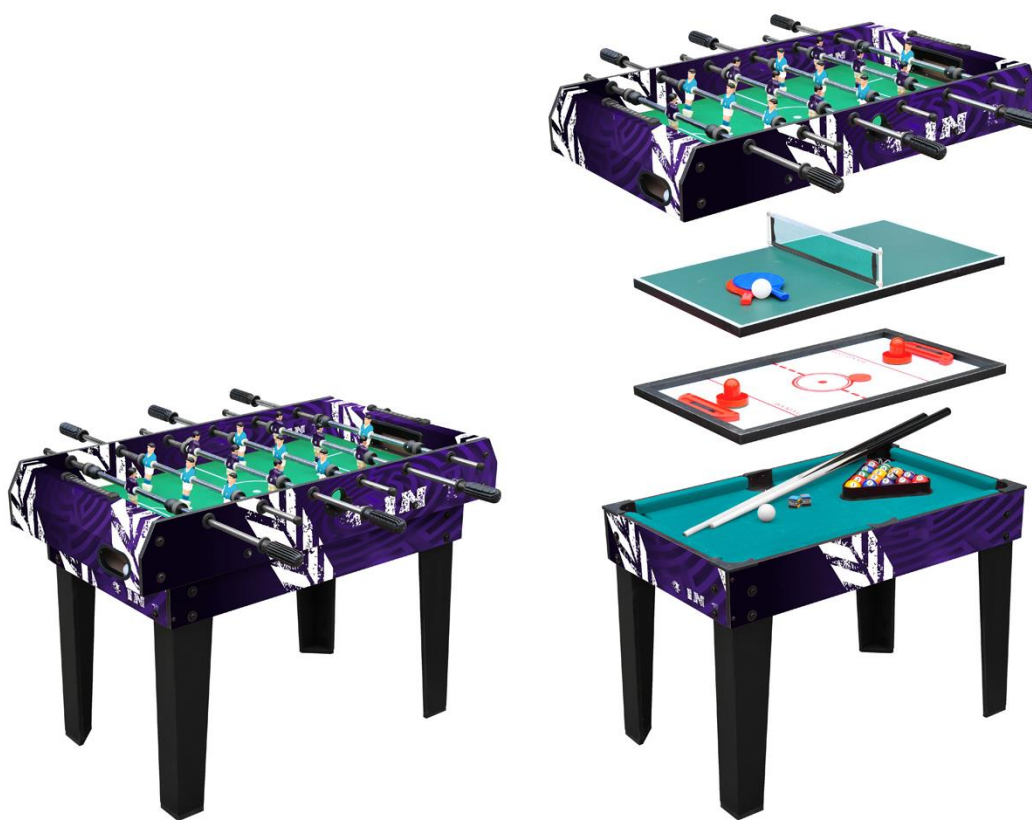




USER MANUAL – EN
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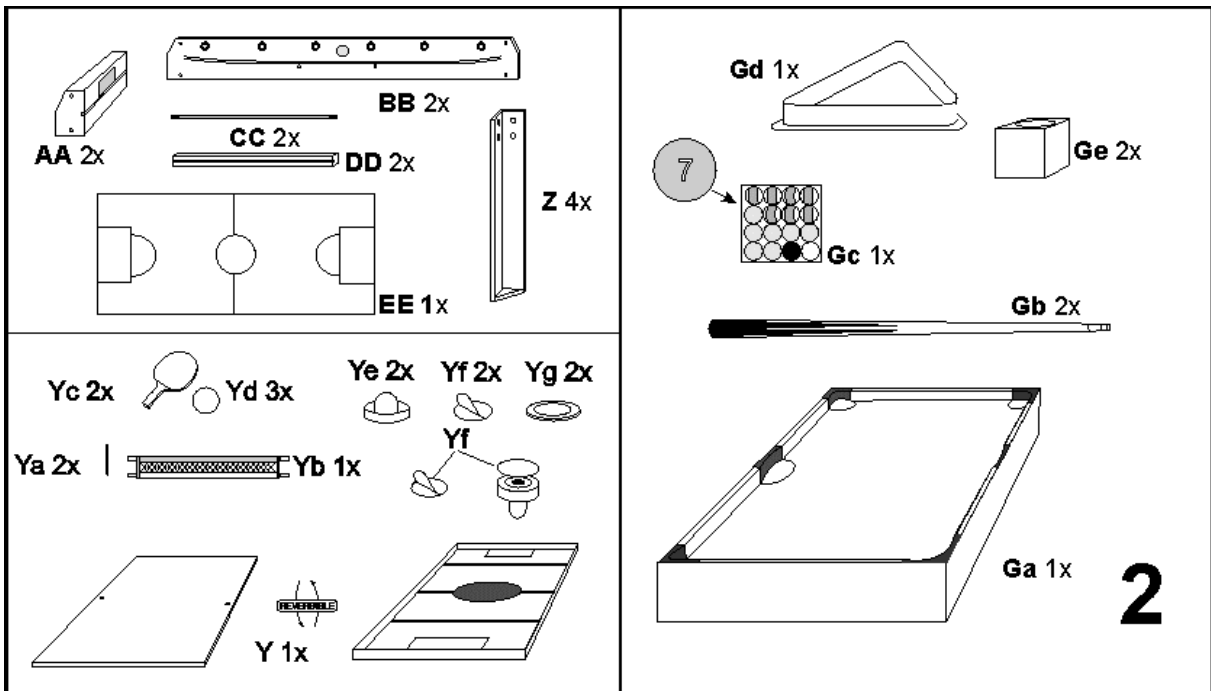
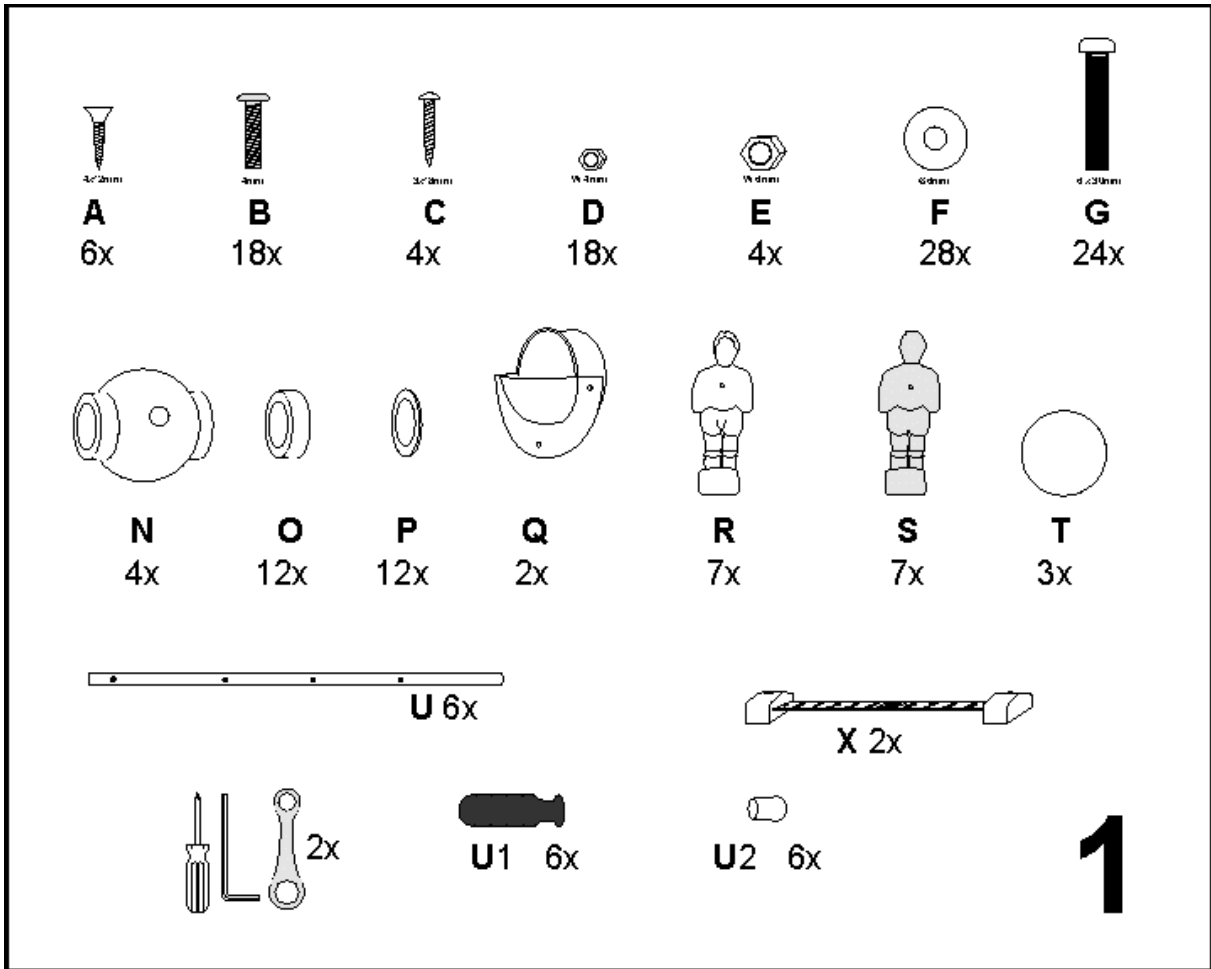


SevenSport s.r.o. reserves the right to make any changes and improvements to its product without prior notice. Visit our website www.insportline.eu where you will find the latest version of the manual.

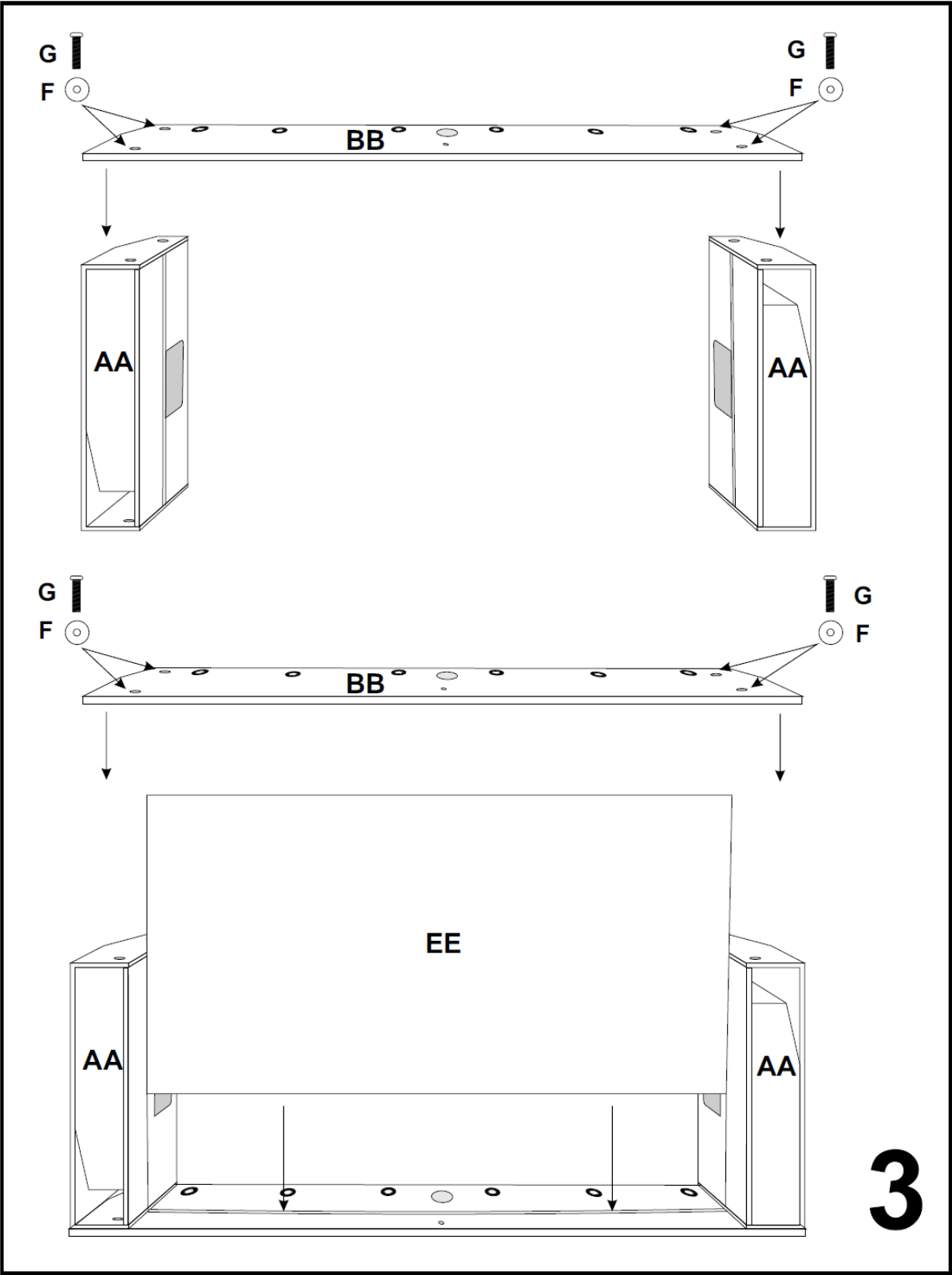
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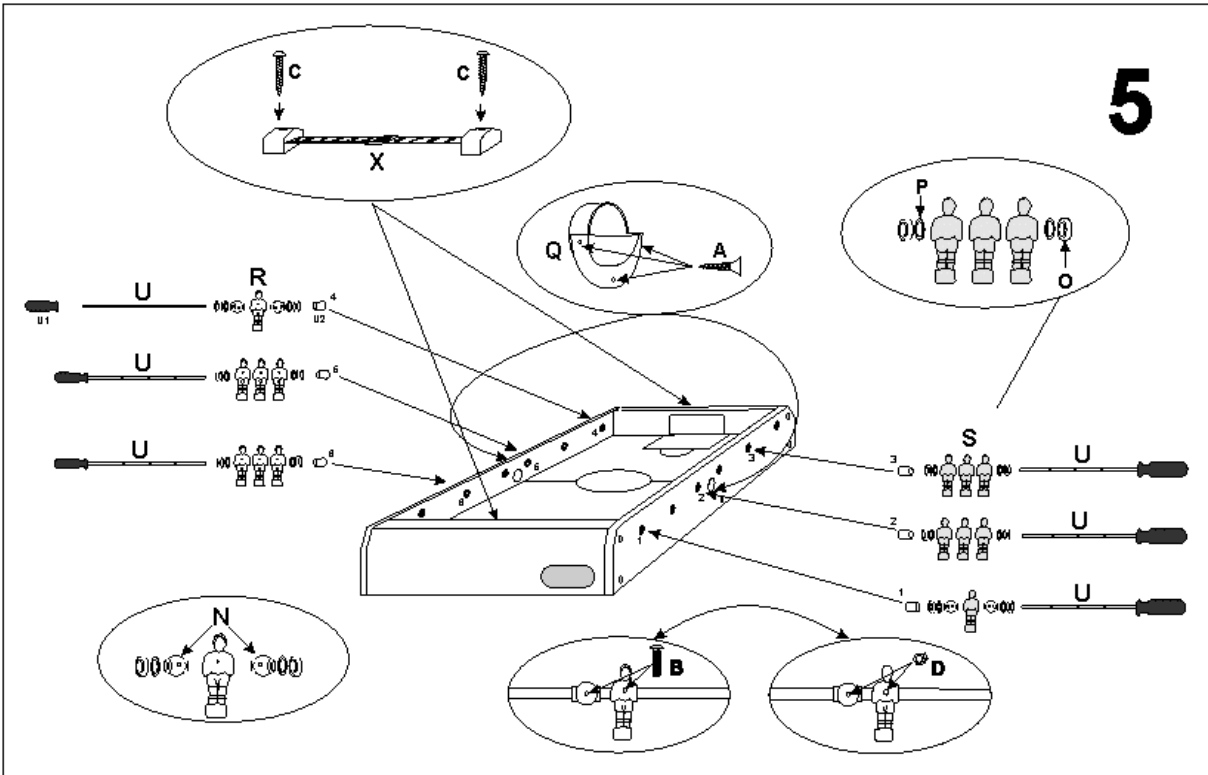
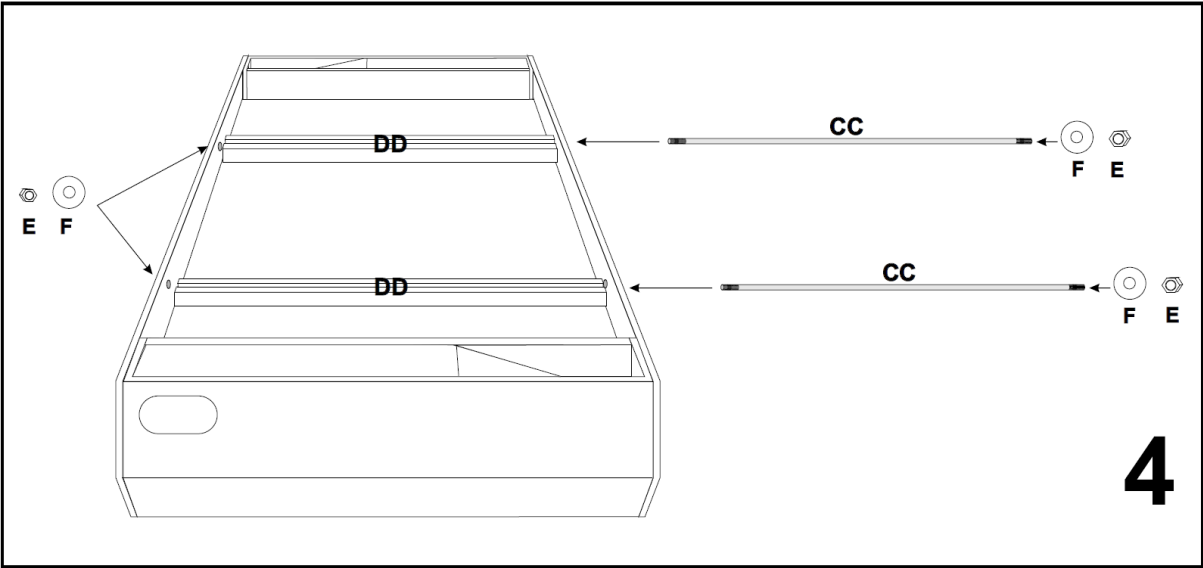
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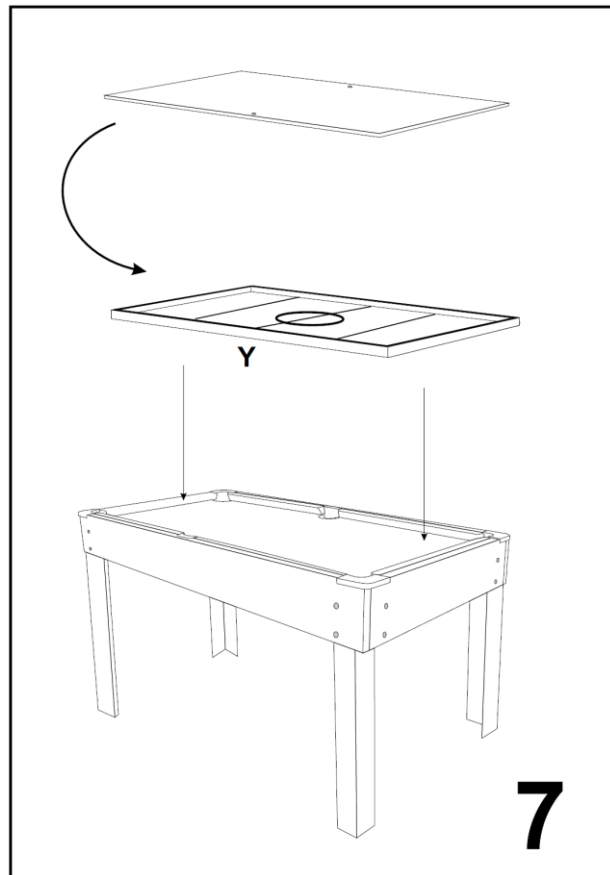
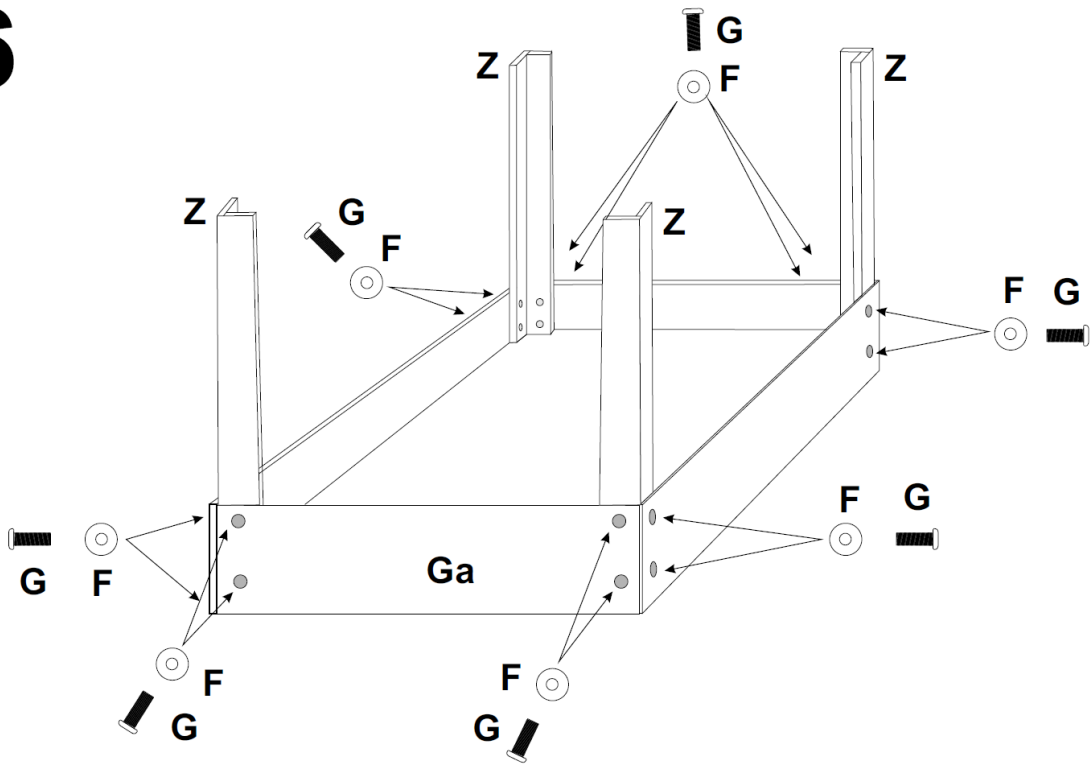


ASSEMBLY





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GAME RULES

BILLIARD TABLE

OBJECT OF THE GAME:

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

THE BREAK:

The balls are racked as shown in illustration 1. A flip of a coin determines which player gets to break. In subsequent games, the loser of the previous game gets to break. The cue ball must be placed behind the headspring and the shooter must either, (A) pocket a ball, or (8) drive four balls to the tail. If the shooter fails to make a legal break,

the opponent has the option of accepting the balls in position or re-racking the balls and shooting the opening break again.

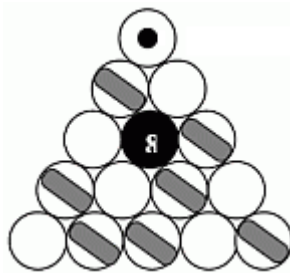


Illustration 1

IF ANY BALLS ARE POCKETED ON THE BREAK:

The shooter stays on the table however, the table is still open, meaning that choice of the stripes or solids is not yet determined. The choice of stripes or solids is determined by the first called shot made after the break.

IF THE 8 BALL IS POCKETED IN THE BREAK:

The shooter stays on the table with the option of spotting the 8 ball and continuing the play, or re-racking the balls and breaking again.

IF THE CUE BALL IS POCKETED ON THE BREAK:

If the cue ball is pocketed on the break: (A) All balls pocketed remain pocketed, except the 8 ball which is spotted, (B) The table is open, (C) the opposing player has the cue ball in hand and may place it anywhere behind the head string and shoot at any ball that is not behind the head string.

PLAYING THE GAME:

After the break, regardless of whether any balls were pocketed on the break, the table is open, with the choice of stripes or solids determined by next legally pocketed ball.

In the course of play, a shooter must call each shot in advance, by indicating the ball to be made and the pocket into which it will be made. It is not necessary to indicate detail such as cushions, bands, caroms, etc. Failure to make the shot as called results in a loss of turn. If the shot is made as called, then any other ball pocketed remain pocketed. However, if the called shot is not made and any other balls are pocketed, then the shooter's ball(s) that were pocketed would be spotted and any of the opponent's balls would remain pocketed.

In order to execute a legal shot, the first ball hit must be one of the balls in the shooter's group (stripes or solids). And the object to be pocketed or the cue ball or any object ball must come to contact with a rail. (NOTE: It is legal for the shooter to bank the cue ball off a rail before hitting the object ball.)

A player who legally pockets a ball continues play until missing or committing a foul. Once a player's ball group (stripes or slides) are pocketed. The player may play the 8 ball. Again, the player must clearly indicate the intended pocket, even if it appears obvious. A player who legally pockets all of his group and with a ball is the winner.

FOULS:

1. Failure to execute a legal shot as defined above.
2. A scratch shot (shooting the cue ball into a pocket or off the table).
3. Moving or touching any ball by means other than a legal play.
4. Shooting an intentional jump shot over another ball by scooping the cue stick under the cue ball. A jump shot executed by striking the cue ball above center is legal.
5. Using the 8 ball first in a combination shot when the table is not open.

FOUL PENALTY:

Opposing player gets "cue ball in hand". This means that the player can place the cue ball anywhere on the table (does not have to be behind the head string except on opening break).

SPOTTING BALLS:

Whenever an object is to be spotted, the object ball is spotted on the long string as close to the foot spot as possible.

LOSS OF GAME:

1. A player committing any of the following infractions loses the game.
2. Fouls when pocketing the 8 ball.
3. Pockets the 8 ball on the same stroke as the last of his group of ball.
4. Scratches when the 8 ball is his legal object ball.
5. Jumps the 8 ball in a pocket other than the one called.
6. Pockets the 8 ball in a pocket other than the one called.
7. Pockets the 8 ball when it is not the legal object ball (except on break).

SOCCER

1. Players can be in any position before play begins.
2. To start play, flip a coin for service and drop or place the ball in the center of the table or use the ball entry ring.
3. Pass and score by pushing and pulling rods and twisting grips. Spinning of rods can be legal or illegal, depending on which you prefer. If playing teams (more than two players) once the ball is served, players may not change position on the rods until the ball must be served again.
4. A point is scored when the ball enters the goal. A serve, by the team previously on defense, follows each goal.
5. Teams change table sides after each game.
6. Intentional jarring or tipping of table during play is illegal (except for a dead ball).
7. Reaching into the playing area during play is illegal (except for a dead ball).

DEAD BALL:

If a ball stops between two opposing players, it is put back into play by placing or dropping the ball in the center of the table. When the ball stops between players of the same team, it is put back into play by placing it in the nearest corner of the playing field and releasing it.

OUT OF PLAY:

If a ball leaves the playing area during play (other than through the goals), the ball is returned to play by placing or dropping the ball in the center of the table or using the ball entry ring.

SLIDE HOCKEY

1. This game is designed to be played with 2 players to play at each end of the game table.
2. Flip a coin to determine who will begin play.
3. Play begins when the puck is placed on the playing surface. Players must hit the puck with the hand-held pushers and attempt to shoot into the opponent's goal.
4. One point is awarded when a puck is shot into the opponent's goal.
5. Winning the game: the winning score is accomplished by being the first player to reach a predetermined score or by being the player to score the most points within a given period.

TABLE TENNIS

DEFINITIONS:

- A "rally" is the period during which the ball is in play.
- A ball is "In play" once the ball is intentionally projected in service.
- A "let" is a rally, the result of which is not scored.
- A "point" is a rally, the result of which is scored.
- A "racket hand" is the hand which holds the racket.
- To "strike" is to touch the ball with the racket while carried in the racket hand, or with the racket hand below the wrist.
- To "volley" is to strike the ball in play without it having first touched the playing surface on the player's side of the net since last being struck by the opponent.
- The "server" is the player required to strike the ball first in a rally.
- "Around the net" means under or around the projection of the net and its supports outside the table, but not between the end of the net and post.
- The part of the playing surface nearest the server and to his right of the center line is called the "server's right hand court" and to his left the "server's left hand court." The part of the playing surface on the other side of the net from the server and to his left of the center line is called the "receiver's right hand court."

THE ORDER OF PLAY:

In singles, the server first makes a good service and then the receiver makes a good return. Thereafter, server and receiver alternately each make a good return.

In doubles, the server first makes a good service and the receiver returns the ball. Then the partner of the server makes a good return, followed by the partner of the receiver returning the ball. Thereafter, each player alternately in that sequence makes a good return.

A GOOD SERVICE:

Service begins with the ball resting on the palm of the free hand, which must be open and flat. The server then projects the ball upwards and strikes it before the ball touches anything. At the moment of impact of the racket on the ball, the ball must be behind the end line of the server's court or any imaginary extension thereof and above the level of the playing surface.

After striking it, the ball must first touch the server's own court and pass directly over the net or around the net assembly, then touching the receiver's court.

In doubles, the ball must first touch the server's right half-court or center line, pass over the net, and then touch the receiver's right half-court or center line.

If, in attempting to serve, a player fails to strike the ball while it is in play, he loses a point.

A GOOD RETURN:

After the ball is served or returned in play, it is struck so that it passes directly over the net and its assembly and touches the opponent's court. A returned ball which touches the net or its supports on the way over to the other side, is considered a good return.

BALL IS IN PLAY--UNTIL:

The ball is in play from the last moment at which it is stationary on the palm of the server's free hand before being projected in service until.

- a point is scored.
- it touches the same court twice consecutively.
- it has been volleyed.
- it touches a player, or anything he wears or carries, other than his racket or his racket hand below his wrist.
- it touches any object other than the net or its support (referred to above).
- it is struck by a player more than once consecutively.
- it touches, in a doubles service, the left half-court of the server or receiver.
- it is struck, in doubles, by a player out of sequence, except where there has been a genuine error in playing order.

A ball which strikes the top edge of the table is still in play. A ball that strikes the side of the table below the edge, is out of play, so the play and the point are counted against the last striker.

A LET:

The rally is a let:

- if the ball is served, and in passing over or around the net it touches the net or its supports, provided the service is otherwise good or the ball is obstructed by the receiver or his partner.
- if a service is delivered when the receiver or his partner is not ready, except that a player may not be considered unready if he or his partner attempts to strike the ball.
- if owing to an accident outside his control, a player fails to make a good service or a good return or otherwise violates a rule.
- if it is interrupted for correction of an error in playing order.

LOSS OF POINT:

Unless the rally is a let, a player loses a point:

- if he fails to make a good serve.
- if he fails to make a good return.
- if he volleys the ball.
- if he strikes the ball with the side of the racket blade which has an illegal surface.
- if he, or anything he wears or carries, moves the playing surface while the ball is in play.
- if he, or anything he wears or carries, touches the ball in play before it has passed over the end line or side line not yet having touched the playing surface on his side of the net since being struck by his opponent.
- if his free hand touches the playing surface while the ball is in play.
- if he, or anything he wears or carries, touches the net or its supports while the ball is in play.

- if, in doubles, he strikes the ball out of proper sequence.

A GAME:

A game is won by the player or pair first scoring 21 points (*or 11 points according to new rules*) unless both players or pairs have scored 20 (*10*) points. In this case, the winner is the player or pair to first score 2 points more than the opposing player or pair.

A MATCH:

A match consists of the best of three games or the best of five games. Play is continuous throughout except that any player is entitled to claim an interval of not more than two minutes between successive games of a match.

THE CHANGE OF ENDS:

The player or pair who started at one end in a game starts at the other end in the next game and so on, until the end of the match. In the last possible game of a match, the players or pairs shall change ends when the first player or pair reaches the score of 10 (*5*).

THE CHANGE OF SERVICE:

In singles, after five (*two*) points, the receiver becomes the server and so on, until the end of the game or the score 20-20 (*10-10*). From the score of 20-20 (*10-10*), each player delivers only one service in turn until the end of the game.

In doubles:

- the first five (*the first two*) services are delivered by the selected partner of the pair who has the right to serve and are received by the appropriate partner of the opposing pair.
- the second five (*two*) services are delivered by the receiver of the first services and are received by the partner of the first server.
- the third five (*two*) services are delivered by the partner of the first server and are received by the partner of the first receiver.
- the fourth five (*two*) services are delivered by the partner of the first receiver and are received by the first server.
- the fifth five (*two*) services are delivered and received as the first five, and so on until the end of the game, or the score 20-20 (*10-10*).
- from the score 20-20 (*10-10*) the sequence of serving and receiving are the same, but each player delivers only one service in turn the end of the game.

The player or pair who served first in a game receives first in the next game and so on, until the end of the match. In the last possible game of a doubles match, the receiving pair changes the order of receiving when either pair first reaches the score of 10 (*5*). In each game of a doubles match, the initial order of receiving is opposite to that in the immediately preceding game.

SERVING OR RECEIVING OUT OF ORDER:

If, by mistake, the players neglect to change ends when required, play is interrupted as soon as the error is discovered and the players change ends. If a game has been completed since the error, the error is ignored.

If, by mistake, a player serves or receives out of turn, play is interrupted and continues with that player serving or receiving who, according to the sequence established at the beginning of the match, should be server or receiver respectively at the score that has been reached.

ENVIRONMENT PROTECTION

After the product lifespan expired or if the possible repairing is uneconomic, dispose it according to the local laws and environmentally friendly in the nearest scrapyard.

By proper disposal you will protect the environment and natural sources. Moreover, you can help protect human health. If you are not sure in correct disposing, ask local authorities to avoid law violation or sanctions.

TERMS AND CONDITIONS OF WARRANTY, WARRANTY CLAIMS

General Conditions of Warranty and Definition of Terms

All Warranty Conditions stated here under determine Warranty Coverage and Warranty Claim Procedure. Conditions of Warranty and Warranty Claims are governed by Act No. 89/2012 Coll. Civil Code, and Act No. 634/1992 Coll., Consumer Protection, as amended, also in cases that are not specified by these Warranty rules.

The seller is SEVEN SPORT s.r.o. with its registered office in Strakonická street 1151/2c, Prague 150 00, Company Registration Number: 26847264, registered in the Trade Register at Regional Court in Prague, Section C, Insert No. 116888.

According to valid legal regulations it depends whether the Buyer is the End Customer or not.

“The Buyer who is the End Customer” or simply the “End Customer” is the legal entity that does not conclude and execute the Contract in order to run or promote his own trade or business activities.

“The Buyer who is not the End Customer” is a Businessman that buys Goods or uses services for the purpose of using the Goods or services for his own business activities. The Buyer conforms to the General Purchase Agreement and business conditions.

These Conditions of Warranty and Warranty Claims are an integral part of every Purchase Agreement made between the Seller and the Buyer. All Warranty Conditions are valid and binding, unless otherwise specified in the Purchase Agreement, in the Amendment to this Contract or in another written agreement.

Warranty Conditions

Warranty Period

The Seller provides the Buyer a 24 months Warranty for Goods Quality, unless otherwise specified in the Certificate of Warranty, Invoice, Bill of Delivery or other documents related to the Goods. The legal warranty period provided to the Consumer is not affected.

By the Warranty for Goods Quality, the Seller guarantees that the delivered Goods shall be, for a certain period of time, suitable for regular or contracted use, and that the Goods shall maintain its regular or contracted features.

Batteries

6-month battery warranty – we guarantee that battery's nominal capacity does not fall below 70% of its total capacity within 6 months of the product's sale.

The Warranty does not cover defects resulting from (if applicable):

- User's fault, i.e. product damage caused by unqualified repair work, improper assembly, insufficient insertion of seat post into frame, insufficient tightening of pedals and cranks
- Improper maintenance
- Mechanical damages
- Regular use (e.g. wearing out of rubber and plastic parts, moving mechanisms, joints, wear of brake pads/blocks, chain, tires, cassette/multi wheel etc.)
- Unavoidable event, natural disaster
- Adjustments made by unqualified person
- Improper maintenance, improper placement, damages caused by low or high temperature, water, inappropriate pressure, shocks, intentional changes in design or construction etc.

Warranty Claim Procedure

The Buyer is obliged to check the Goods delivered by the Seller immediately after taking the responsibility for the Goods and its damages, i.e. immediately after its delivery. The Buyer must check the Goods so that he discovers all the defects that can be discovered by such check.

When making a Warranty Claim the Buyer is obliged, on request of the Seller, to prove the purchase and validity of the claim by the Invoice or Bill of Delivery that includes the product's serial number, or eventually by the documents without the serial number. If the Buyer does not prove the validity of the Warranty Claim by these documents, the Seller has the right to reject the Warranty Claim.

If the Buyer gives notice of a defect that is not covered by the Warranty (e.g. in the case that the Warranty Conditions were not fulfilled or in the case of reporting the defect by mistake etc.), the Seller is eligible to require a compensation for all the costs arising from the repair. The cost shall be calculated according to the valid price list of services and transport costs.

If the Seller finds out (by testing) that the product is not damaged, the Warranty Claim is not accepted. The Seller reserves the right to claim a compensation for costs arising from the false Warranty Claim.

In case the Buyer makes a claim about the Goods that is legally covered by the Warranty provided by the Seller, the Seller shall fix the reported defects by means of repair or by the exchange of the damaged part or product for a new one. Based on the agreement of the Buyer, the Seller has the right to exchange the defected Goods for a fully compatible Goods of the same or better technical characteristics. The Seller is entitled to choose the form of the Warranty Claim Procedures described in this paragraph.

The Seller shall settle the Warranty Claim within 30 days after the delivery of the defective Goods, unless a longer period has been agreed upon. The day when the repaired or exchanged Goods is handed over to the Buyer is considered to be the day of the Warranty Claim settlement. When the Seller is not able to settle the Warranty Claim within the agreed period due to the specific nature of the Goods defect, he and the Buyer shall make an agreement about an alternative solution. In case such agreement is not made, the Seller is obliged to provide the Buyer with a financial compensation in the form of a refund.

**CZ
SEVEN SPORT s.r.o.**

Registered Office: Strakonická 1151/2c, Praha 5, 150 00, ČR
Headquarters: Dělnická 957, Vítkov, 749 01
Warranty & Service: Čermenská 486, Vítkov 749 01

CRN: 26847264
VAT ID: CZ26847264
Phone: +420 556 300 970
E-mail: eshop@insportline.cz
reklamace@insportline.cz
servis@insportline.cz

Web: www.inSPORTline.cz

**SK
inSPORTline s.r.o.**

Headquarters, warranty & service center: Električná 6471,
Trenčín 911 01, SK

CRN: 36311723
VAT ID: SK2020177082
Phone: +421(0)326 526 701
E-mail: objednavky@insportline.sk
reklamacie@insportline.sk
servis@insportline.sk

Web: www.inSPORTline.sk

About shipping

