

CAUTION: ELECTRIC TOY.

Not recommended for children under 6 years of age. As with all electric products, precautions should be observed during handling and use to prevent electric shock. INPUT: 120VAC-60Hz- 24W

TABLE
Games

Assembly instructions



17702TRU



WARNING:
CHOKING HAZARD - Toy contains small balls and small parts. Not for children under 3 yrs.



CARE AND USE OF YOUR TABLE

WARNING: To reduce the risk of fire, electric shock or injury to persons, use this unit only in the manner intended by the manufacturer. If you have any question, contact the manufacturer. Before servicing or cleaning the unit, switch the power off and unplug the adapter from the wall outlet.

This appliance has a polarized plug (one blade is wider than the other). To reduce the risk of electric shock, this plug is intended to fit in a polarized outlet only one way. If the plug does not fit fully in the outlet, reverse the plug. If it still does not fit, contact a qualified electrician. **DO NOT** attempt to defeat this safety feature.

1. Use spray furniture polish to clean all exterior surfaces of your game table.
2. Use only a suitable 120v AC household outlet.
3. This product is intended for INDOOR use only.
4. **DO NOT** sit, climb or lean on the table.
5. **DO NOT** drag the table when moving it. This will damage the leg.
6. The fan should be unplugged before cleaning and servicing.

LIMITED 90 DAY WARRANTY

This Halex product is warranted to be free from defects in workmanship or materials at the time of purchase for a period of 90 (ninety) days. Certain restrictions apply (see below).

Should any evidence of defects appear within the limited warranty period after the date of purchase, Regent Sports will either send replacement parts or advise of another course of action. A list of replaceable parts can be found on the parts order form page of this manual. Parts not listed on this order form are not replaceable. **Table tops, playing surfaces, and main frames are not replaceable.** This warranty covers normal consumer use and does not cover failures, which result from alterations, accidents, misuse, abuse, or neglect.

For prompt warranty service and special offers, please register your Halex product at our customer service center by visiting our website at: www.regent-halex.com. Enter the following unique registration number followed by the item number of your table found on the cover of this manual: 1ZAK7 _____. You can also register your product on our automated voice recognition system at the toll free number below. You must register your product within 30 days of purchase to be eligible for warranty service. Please make sure to visit our website to order additional parts not covered under the warranty, as well as on-line instruction manuals and new product information. You may also order parts by calling our automated voice recognition system.

A purchase receipt or other proof of date of purchase will be required before warranty service is performed. Requests for warranty service can be provided by e-mailing the customer service department at cstables@regent-halex.com or by calling customer service at:

877-516-9707 (Toll Free)

10:00 AM to 6:00 PM, EST. (Dec. through Jan.)

10:00 AM to 5:00 PM, EST. (Feb. through Nov.)





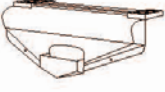
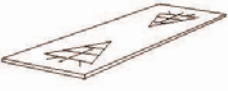
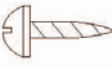







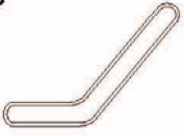











Or send request in writing to:

Regent Sports Corporation
45 Ranick Road
Hauppauge, NY 11788
Attn: Halex Customer Service



This warranty gives you specific legal rights and you may have other rights that vary from state to state.

PARTS LIST FOR 17702TRU

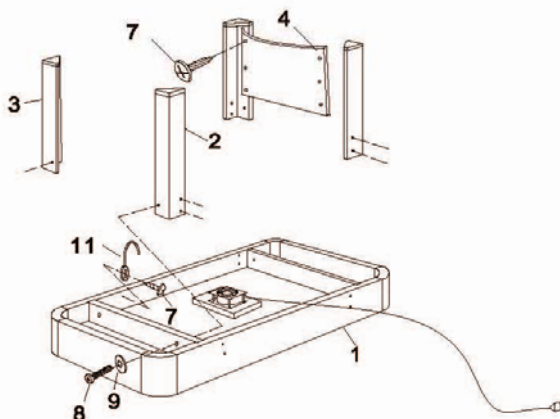
<p>#1</p>  <p>Main Frame 1 piece</p>	<p>#2</p>  <p>Left leg 2 pieces</p>	<p>#3</p>  <p>Right leg 2 pieces</p>	<p>#4</p>  <p>Leg Panel 2 pieces</p>
<p>#5</p>  <p>Goal 2 pieces</p>	<p>#6</p>  <p>Game Pasteboard 1 piece</p>	<p>#7</p>  <p>1/2" screw 21 pieces</p>	<p>#8</p>  <p>Leg bolt 12 pieces</p>
<p>#9</p>  <p>Leg washer 12 pieces</p>	<p>#10</p>  <p>Allen key tool 1 piece</p>	<p>#11</p>  <p>Accessory bag hook 1 piece</p>	<p>#12</p>  <p>Pusher 2 pieces</p>
<p>#13</p>  <p>Post Base 2 piece</p>	<p>#14</p>  <p>Puck 2 pieces</p>	<p>#15</p>  <p>Hockey Stick 2 pieces</p>	<p>#16</p>  <p>Finger football puck 2 pieces</p>
<p>#17</p>  <p>Goal Post 1 piece</p>	<p>#18</p>  <p>Bowling pin 1 set</p>	<p>#19</p>  <p>bowling ball 1 piece</p>	<p>#20</p>  <p>Shuffleboard puck 1 set</p>
<p>#21</p>  <p>Post 1 piece</p>	<p>#22</p>  <p>Ring Toss 4 pieces</p>	<p>#23</p>  <p>Horseshoe 1 set</p>	<p>#24</p>  <p>Tic-tac-toe 1 set</p>
<p>#25</p>  <p>Accessory bag 1 piece</p>	<p>#26</p>  <p>Motor 1 piece</p>		

Recommended Tools: Powered screwdriver with Phillips and standard screwdriver bits

Combination Table Assembly Instructions

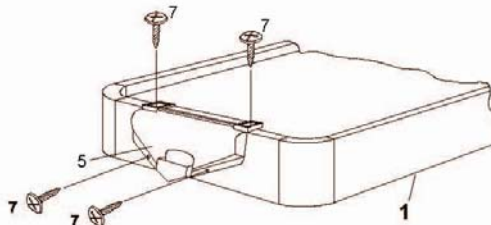
Step 1

Place the main frame face down on a clean, flat surface. Attach the left legs (part #2) and the right legs (part #3) to the main frame using the leg bolts (part #8), leg washers (part #9) Screw the accessory bag hook (part #11) to an inside edge of the main frame using the screws (part #7). Attach the leg panel(Part #4) to the legs using the screw (Part #7)



Step 2

With the help of another adult, carefully flip the table over. Attach the goals (part #5) to each end of the table using the screws (part #7).



17702

PARTS ORDER FORM

If for some reason you are missing any assembly parts for your Halex game table, please call the Regent Sports Customer Service line at (1-877) 516-9707 (toll free) between the hours of 10:00am and 5:00 pm EST or go online at www.regent-halex.com for parts ordering. Please refer to the REGENT SPORTS LIMITED WARRANTY concerning missing and defective parts.

Parts also may be ordered by filling out the form below. Please fill in all the information and return to:

REGENT SPORTS CORP.
45 RANICK ROAD
HAUPPAUGE, NEW YORK, 11788
ATTN: CUSTOMER SERVICE

REGENT SPORTS CORP. requires that all orders for replacement parts must be paid by check, money order, VISA, or MC. Cash is not accepted. Please make all checks or money orders payable to REGENT SPORTS CORP. *Please note all prices include shipping and handling.*

Name of Purchaser:

Address:

City:

State: _____ **Zip Code:** _____

Phone: _____

Part #	Description	Quantity	Price	Total Cost
198-17702TRU02	Left leg	2	\$17.50 each	
198-17702TRU03	Right leg	2	\$17.50 each	
198-17702TRU04	Leg panel	2	\$7.50 each	
198-17702TRU05	Goal	2	\$7.50 each	
198-17702TRU06	Game pasteboard	1	\$10.00 each	
198-17702TRU07	Screw	21	\$1.00 each	
198-17702TRU08	Leg bolt	12	\$1.00 each	
198-17702TRU09	Leg washer	12	\$1.00 each	
198-17702TRU11	Accessory bag hook	1	\$2.00 each	
198-17702TRU12	Pusher	2	\$3.50 each	
198-17702TRU13	Post base	2	\$3.50 each	
198-17702TRU14	puck	2	\$2.00 each	
198-17702TRU15	Hockey stick	2	\$2.00 each	
198-17702TRU16	Finger football puck	2	\$2.00 each	
198-17702TRU17	Goal post	1	\$5.00each	
198-17702TRU18	Bowling pin	1set	\$5.00	
198-17702TRU19	Bowling ball	1	\$2.00 each	
198-17702TRU20	Shuffleboard puck	1set	\$3.00	

17702

198-17702TRU21	Post	1	\$1.00 each	
198-17702TRU22	Ring toss	4	\$2.00 each	
198-17702TRU23	Horseshoe	1set	\$2.00	
198-17702TRU24	Tic-tac-toe	1set	\$2.00	
198-17702TRU25	Accessory bag	1	\$4.00 each	
198-17702TRU26	Motor	1	\$10.00 each	

Game Rules

Power Glide Hockey

The object of power glide hockey is to be the first player to score 10 goals against the opposing player.

A coin toss is used to determine which player starts with the puck (serve). The player winning the coin toss gets the puck and begins play by striking the puck with his/her pusher onto the opponent's side.

Players can strike the puck anywhere on their half of the playing surface. Players cannot cross the centerline to strike the puck. If a goal is scored when a player strikes the puck over the centerline, it does not count.

A player may stand anywhere around the table on his/her side of the centerline. Players may not stand past that line.

When the puck contacts any part of the centerline, either player may strike the puck to score.

A goal is scored when the puck enters and drops inside the opponent's goal.

The player scored upon receives possession of the puck for the next serve.

If the puck stops in the goal and has tilted into the goal drop, it counts as a goal.

If the puck stops in the goal and has not tilted into the goal, it does not count as a goal. Player can move the puck out of the goal area with his/her hand or pusher.

If the puck rebounds out of the goal, the point does not count.

The first player to score 10 points is declared the winner.

Stick Hockey

- 1) The game is played just like Air Hockey. Players choose sides and attempt to shoot the puck into their opponent's goal using the sticks provided.
- 2) Play begins with a face-off. Place the puck on the center line and both players count to 3. As soon as the count reaches 3, the puck is fair game.
- 3) Players are not permitted to cross the center line when shooting the pucks.
- 4) Game is decided by the first player to score 10 goals.

Shuffleboard

1. Players begin by shaking hands.
2. Players slide the shuffleboard discs toward the scoring zone, making sure that they do not cross the end line during their shot. Players will be awarded points according to the section of the scoring zone that their disc comes to rest in.
3. If a disc is stopped in multiple scoring zones, then it will be awarded the point value of the section in which the majority of the discs is covering.
4. Players must alternate turns.
5. Opposing players are permitted to knock the opposition's discs out of the scoring zone if they choose.
6. Games are decided by the first player to reach 15 points.

Bowling

1. The game is played exactly like a normal 10 frame bowling game that is played at Bowling Alleys.
2. There are 10 frames, and each player gets 2 rolls per frame. Unless they roll a strike on the 1st roll, in which case they only get one roll that frame.
3. Point values are as follows:
 - 1.9 -scored as the same number
 - a spare-scored as 10+the pinfall of the next ball rolled.
 - a strike-scored as 10+ the pinfall of the next 2 balls rolled.
4. If a player clears the 10th frame (by either rolling a spare or 2 strikes) then the player with the highest score wins.

Tic Tac Toe

The object of the game Tic Tac Toe is to get three in a row (horizontally, diagonally or vertically). There are two players; one known as X and the second is O. Players alternate turns placing Xs and Os on the game board until either opponent has three in a row or the board is filled. X always goes first, to choose which player is X a simple coin toss can be used or an agreement between each of the players can be established before the start of the game.

Finger Flick Football

- 1) Place goal post into hole at end of playing field.
- 2) Flip a coin to determine first possession.
- 3) Player begins by placing football flat on their own 20 yard line, then sliding the ball toward the opponent's goal.
- 4) The player has 4 downs to score a touchdown by successfully sliding the football into the opponent's end zone. If any portion of the ball comes to rest past the goal line, then a touchdown has been scored for 6 points. The

- 5) extra point attempt is tried from the halfway point between midfield and the opponent's goal line.
- 6) On player's 4th down, he may decide to attempt a field goal, worth 3 points, if he does not like his chances of scoring a touchdown.
- 7) If the player fails to score a touchdown or field goal during their possession, then his opponent assumes possession from the spot of the ball where it came to rest after the 4th down.
- 8) If ball goes out of bounds, then the opponent takes possession of the ball from the point where it left the playing field.
- 9) The game can either be determined by time or by the 1st player to score 21 points.

Horseshoes:

Divide players into two even teams, and give each team two horseshoes. Have the first player from the first team pitch both horseshoes (one at a time) from anywhere behind the foul line.

Let the first player from the opposing team do the same, pitching toward the same stake.

Award 1 point for a shoe within 6 inches of the stake, or for a shoe touching the stake (often called a "leaner"); a shoe encircling the stake (a "ringer") earns 3 points. Often, amateurs choose to award 2 points for leaners.

Let the next two players (one from each team) pitch the shoes from the opposite side of the court back toward your side. Add their points to the first scores.

Alternate pitching from one end of the court to the other until all players have pitched. This constitutes an "inning."

Play until one team has at least 40 points at the end of an inning (for a point-limit game) or until 40 shoes have been pitched (for a shoe-limit game, in which the team with the highest score wins).

Play extra innings in the event of a tie.

Ring Toss:

Divide into two teams.

Determine a tossing line from behind which you will toss the rings.

Anyone who crosses the line loses a turn. Rotate back and forth between teams and rotate among players.

A team wins by reaching an agreed amount of points. However, both teams must have equal turns.

Also be sure to check out our web site at:

www.regent-halex.com

• **Parts Ordering** • **Owners Manual** • **Product Information**

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Hauppauge, New York