

ASSEMBLY INSTRUCTIONS

Item #:CTT100ST

TOOLS Required

- Phillips Head Screwdriver
(Standard Size) – Not Included
- Allen Wrench - Included

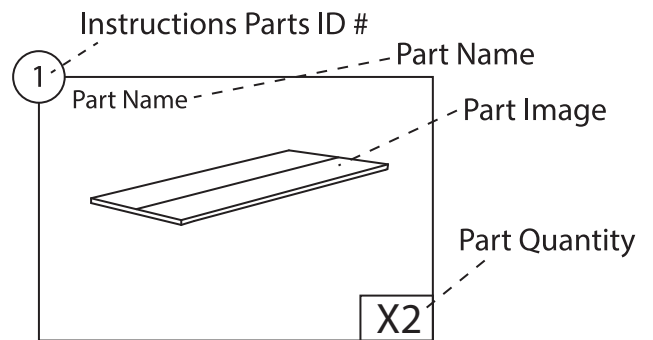
Recommended (Not Required):

- Electric Screwdriver or Power Driver
CAUTION: DO NOT OVERTIGHTEN. If using an Electric Screwdriver or Power Driver, please make sure that the tool is set to a very low torque to prevent damage to the product.
- Socket Wrench Set

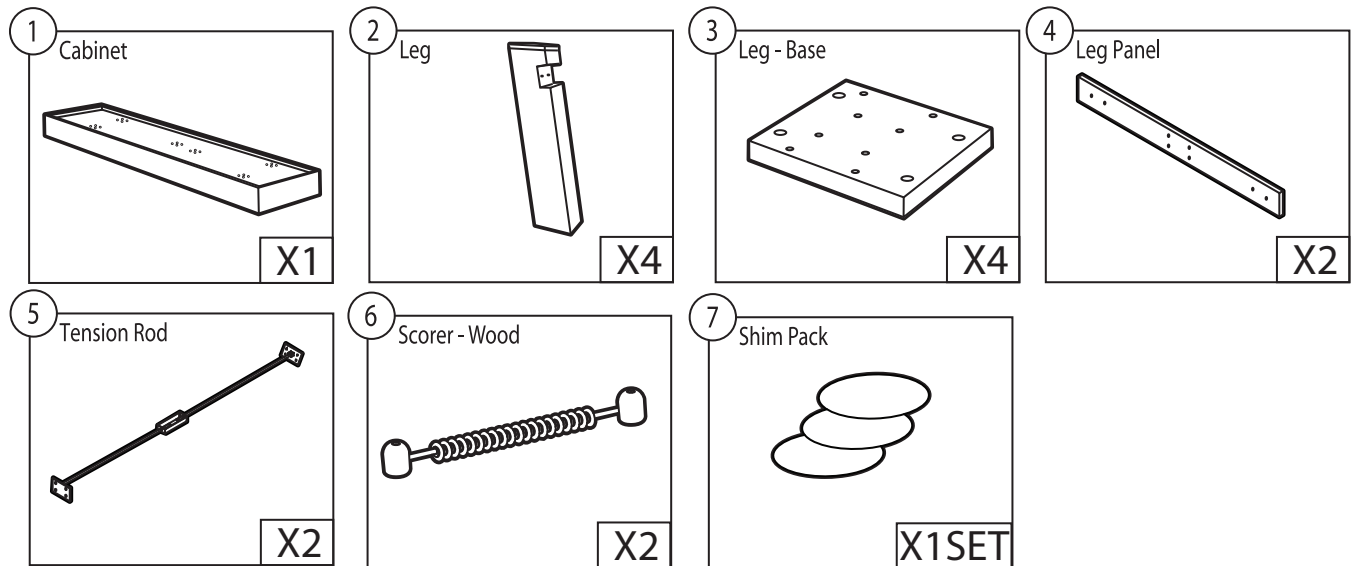
How to use the PARTS IDENTIFIER

Before you begin assembly, please make sure that you have all the parts listed and in the correct quantities. This will ensure the quickest and most organized assembly.

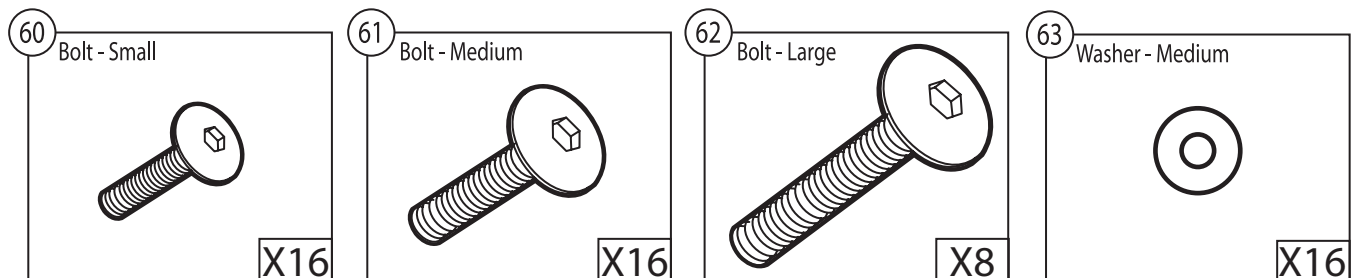
Be sure to work on the assembly on a soft non-marring surface such as carpet or the inside of the corrugate box top to prevent causing damage to the table surface during assembly. If using the box top, remove all staples from the box first.



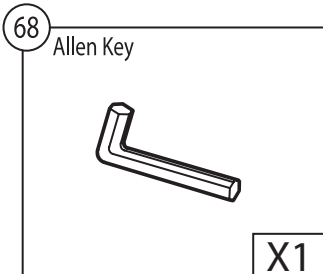
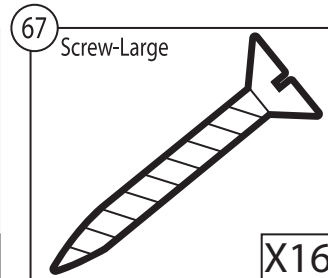
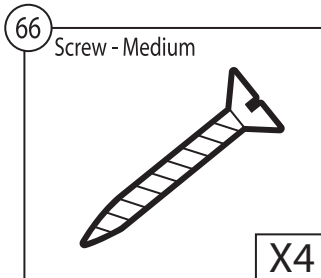
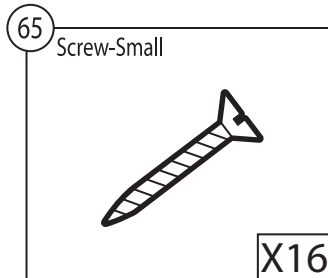
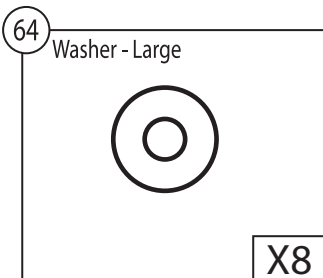
PARTS IDENTIFIER



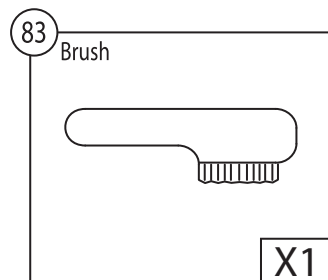
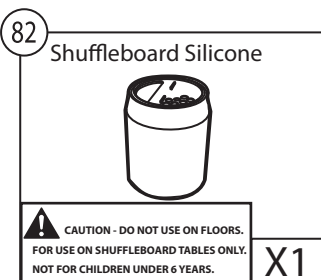
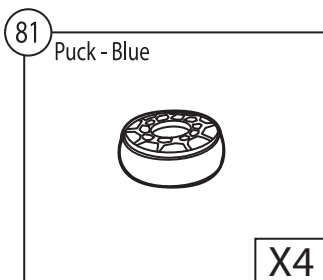
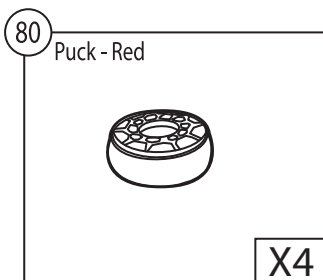
HARDWARE



HARDWARE

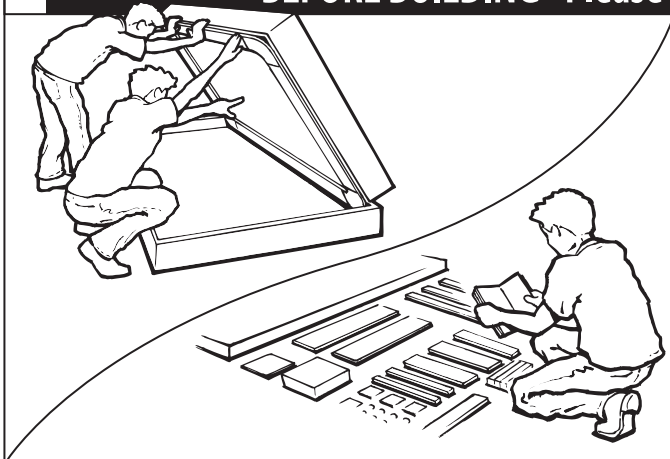


ACCESSORIES



START

BEFORE BUILDING - Please inspect and layout all your PARTS

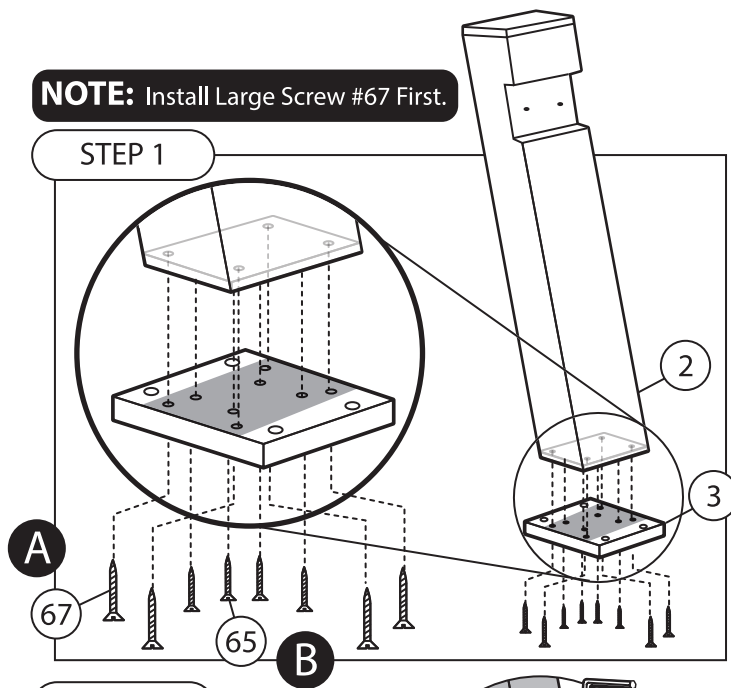


All parts are listed in the Parts Identifier and Accessories. Your Cabinet (Table Game Playfield) is **NOT REPLACEABLE**. Any damage that exists to your Cabinet is not repairable. If your Cabinet is damaged, the entire game must be returned to the original place of purchase for an exchange.

Please review the Parts Identifier and make sure that you have all parts before beginning assembly.

NOTE: Install Large Screw #67 First.

STEP 1



COMPONENTS

② Leg	x4
③ Leg - Base	x4

HARDWARE

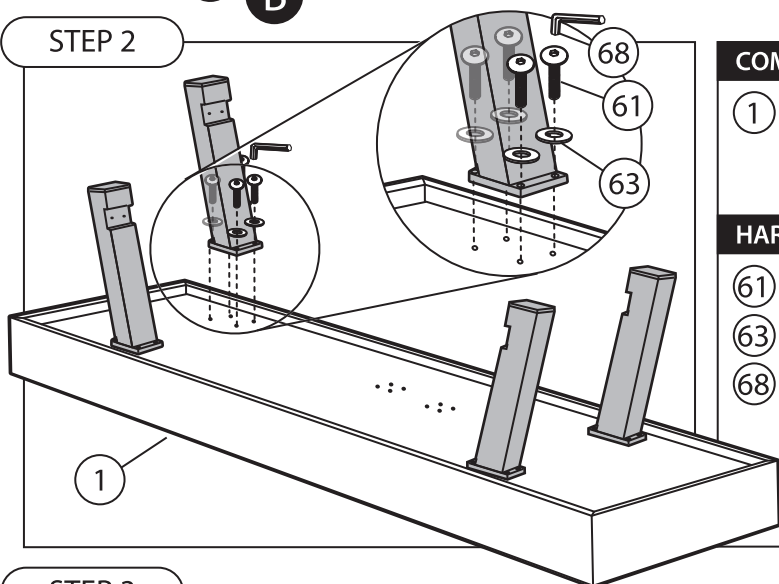
⑥5 Screw - Small	x16
⑥7 Screw - Large	x16

NOTE:

Repeat for all legs.

DO NOT overtighten.

STEP 2



COMPONENTS

① Cabinet	x1
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HARDWARE

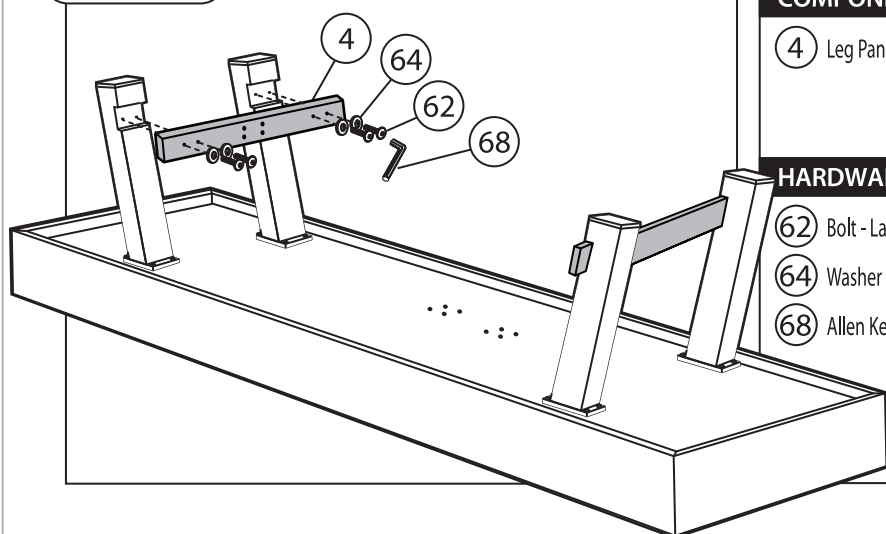
⑥1 Bolt - Medium	x16
⑥3 Washer - Medium	x16
⑥8 Allen Key	x1

NOTE:

Repeat for all legs.

DO NOT overtighten Bolts.

STEP 3



COMPONENTS

④ Leg Panel	x2
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HARDWARE

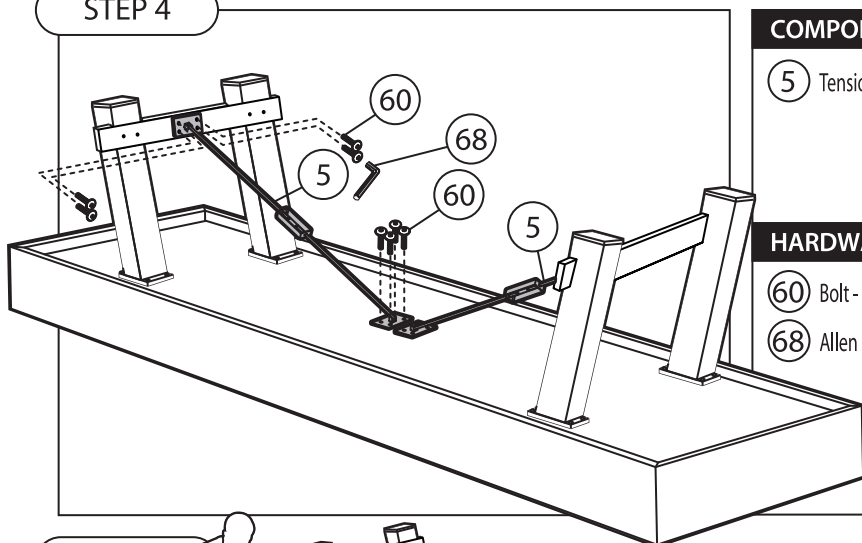
⑥2 Bolt - Large	x8
⑥4 Washer - Large	x8
⑥8 Allen Key	x1

NOTE:

Repeat for both ends.

DO NOT overtighten Bolts.

STEP 4



COMPONENTS

(5) Tension Rod

QTY.

x2

HARDWARE

(60) Bolt - Small

QTY.

x16

(68) Allen Key

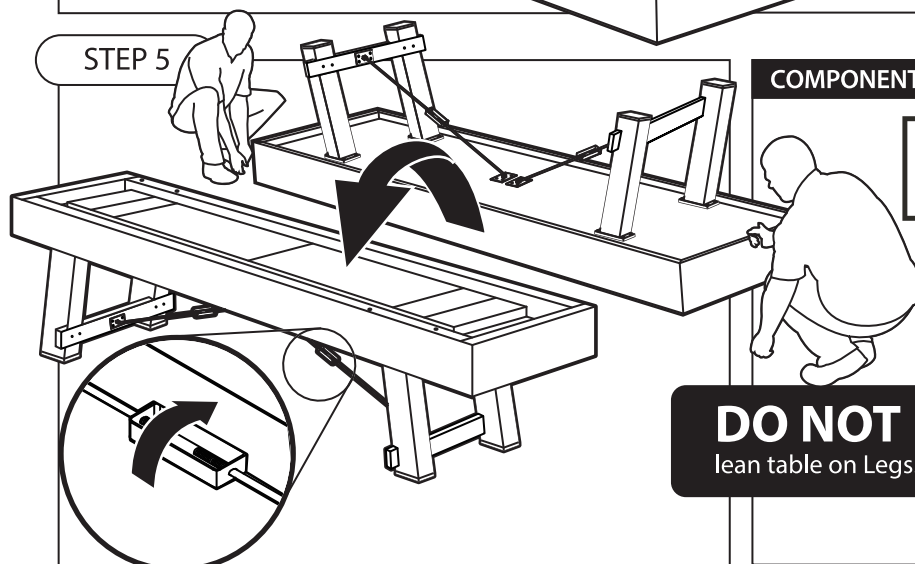
x1

NOTE:

Repeat for both ends.

DO NOT
overtighten
Bolts.

STEP 5



COMPONENTS

QTY.

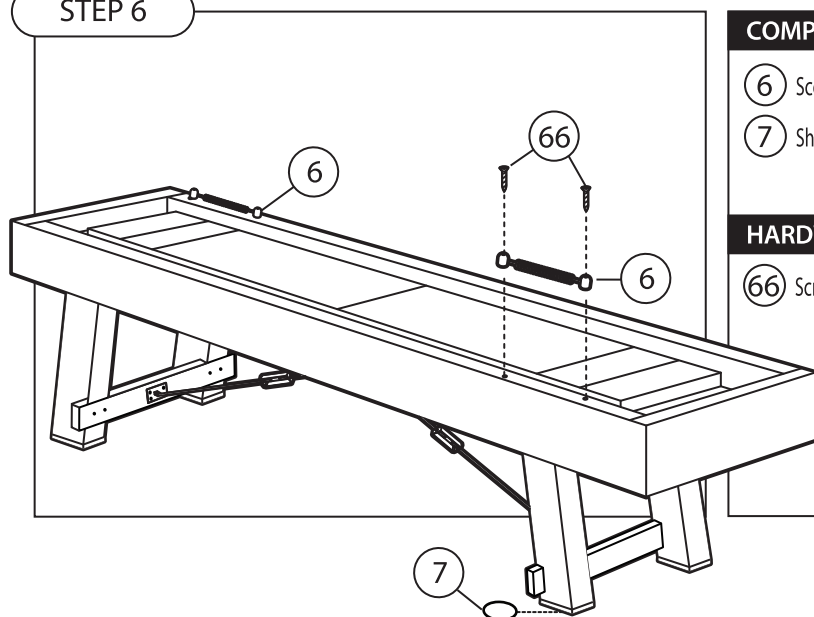


NOTE:

Using at least 2 STRONG ADULTS, pick up & flip the Table over. Then rest the Table on all 4 Legs. Turn Tension Rod Bracket until the Rod is taught.

DO NOT
overtighten.

STEP 6



COMPONENTS

(6) Scorer - Wood

QTY.

x2

(7) Shim Pack

x1

HARDWARE

(66) Screw - Medium

QTY.

x4

NOTE:

Repeat for both sides.

DO NOT
overtighten.

SHUFFLEBOARD GAME PLAY

- Sprinkle the included playfield Wax on the surface. This will allow the weights/pucks to glide smoothly across the surface.
- Players alternate sliding each of their 4 weights across the board. The goal is to get your weight to stop as close to the end of the board in the highest scoring zone, without falling off into the alley.
- Players alternate shots until the round is over and all eight weights have been shuffled across the table. The score is then taken for the round and play continues from the other side of the table.

SCORING

- Pucks can only be scored if they are further down the board than all of your opponent's pucks, meaning only one person/team can score in a round. All pucks that are past the opponent's furthest puck are added up and that is the winner's score for the round.
- The entire puck must be over the scoring line to count for the higher point value.
- If any part of the puck is hanging off the end of the board, it is called a "hanger", and is worth 4 points.
- The game typically continues until someone reaches either 15 or 21 points. These winning point values are marked with alternate color scoring beads on the slide scorers.

MADE IN CHINA