

# Fisher-Price®

## Tournament Table: The 3-in-1 Game Center

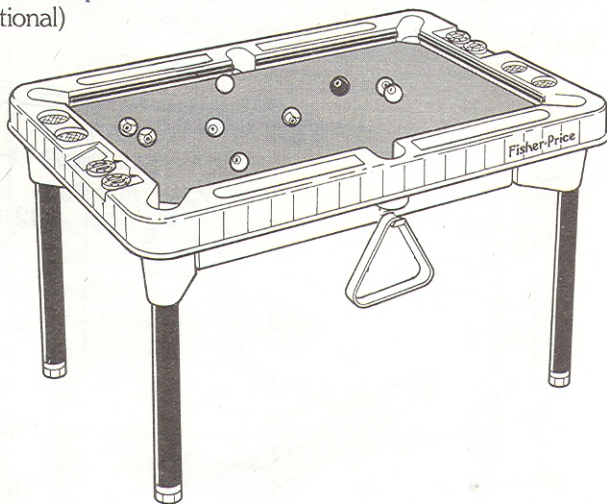
**WARNING:** Balls may pose a choking hazard to children who still put objects in their mouths.

### Message to Parents:

Thank you for purchasing the Fisher-Price Tournament Table : The 3-in-1 Game Center. This product has been designed and manufactured to meet the high quality standards found in all Fisher-Price products. The Tournament Table is a sturdy, versatile game table for playing Table Tennis, Glide Hockey and Pool and has full storage for all accessories. We hope your family will enjoy many hours of fun with this product.

**Adult assembly required.**

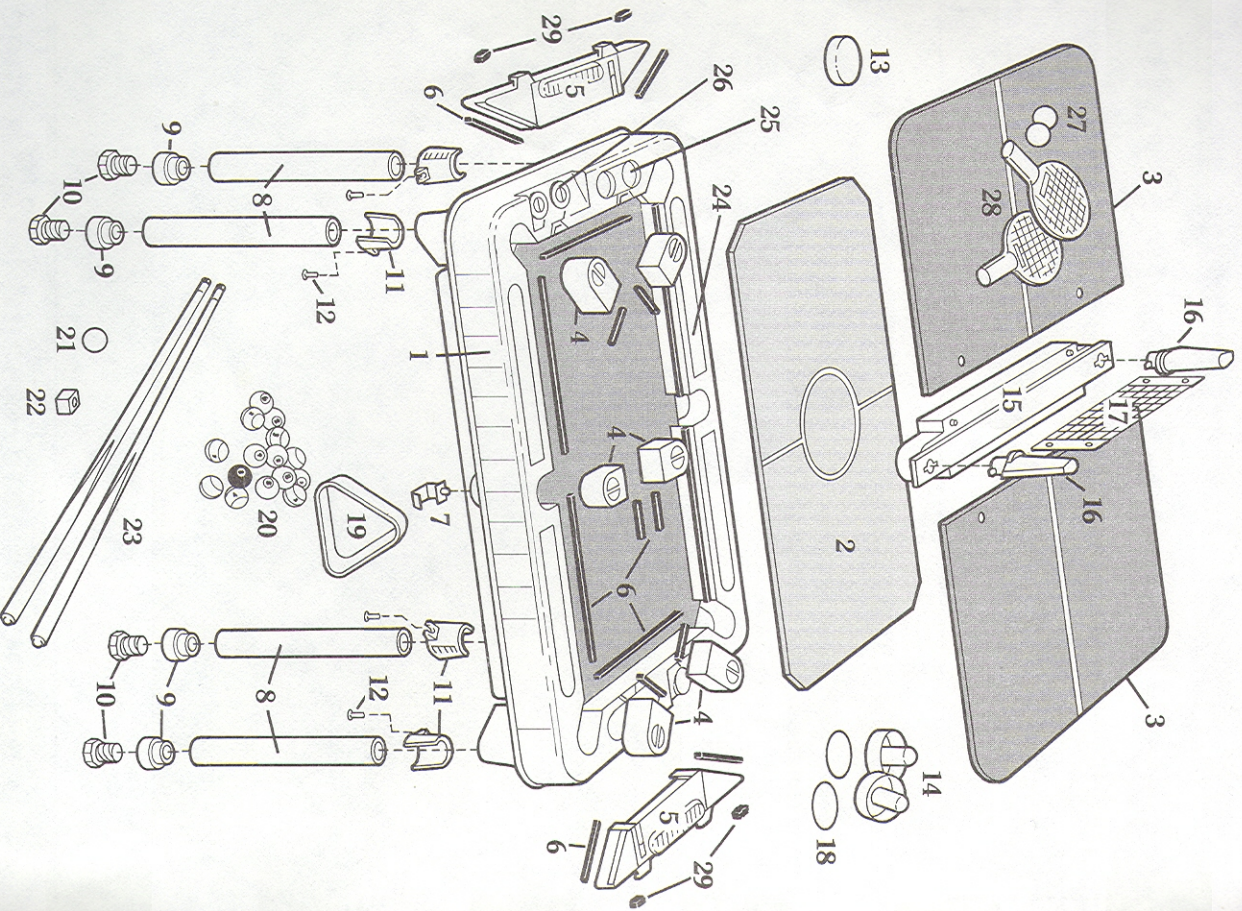
Equipment needed: Phillips Screwdriver  
Bubble Level (optional)



### Instructions for Assembly & Storage



Unpacking the parts:  
Pull table shell and all parts out of package. Remove all parts from table well.



## Parts List:

ILLUSTRATION NUMBER	PART DESCRIPTION	QUANTITY
1	Table Frame With Storage Area	1
2	One-Piece Table Top (Smooth Side/Felt Side)	1
3	Two-Piece Table Top	1
4	Pocket Plugs	2
5	Glide Hockey Goals	6
6	Bumper Strips	2
7	Hook	16
8	Legs	1
9	Foot Collars	4
10	Foot Levelers	4
11	Leg Wedges	4
12	3/4" Screws	4
13	Puck	1
14	Glide Hockey Mallets	1
15	Crossbar	2
16	Posts	1
17	Net	2
18	Felt Pads	1
19	Rack	2
20	Pool Balls	15
21	White Cue Ball	1
22	Chalk	1
23	Pool Cues	2
24	Ball Storage	4
25	Coasters	4
26	Scoring Dials	4
27	Table Tennis Balls	2
28	Paddles	2
29	Goal Pads	8
30	Game Play Book (not shown)	1





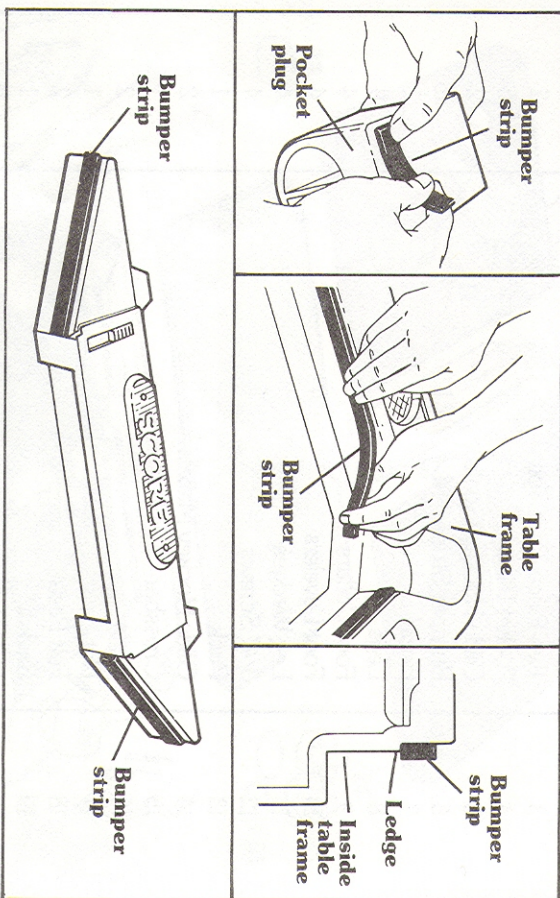
## Applying bumper strips:

Remove adhesive backing from lengths of foam (bumper strips) and apply long bumper strips to each inner side of the table.

The short ledge will help keep the strips straight.

Apply short bumper strips to each of the six pocket plugs.

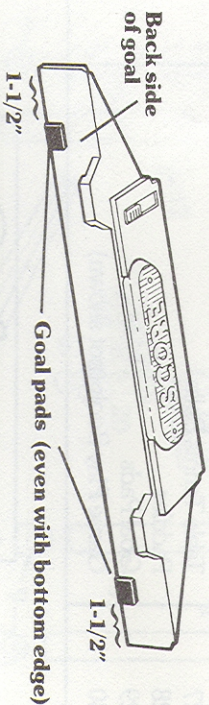
Apply short bumper strips to each of the two goals for glide hockey.



## Applying goal pads:

- Apply two goal pads, as shown, to the back side of the goal.
- Repeat this procedure for the other goal.

**Note:** Eight pads have been included. Four pads should be applied now. Four extra pads have been provided for future use.



## Applying felt:

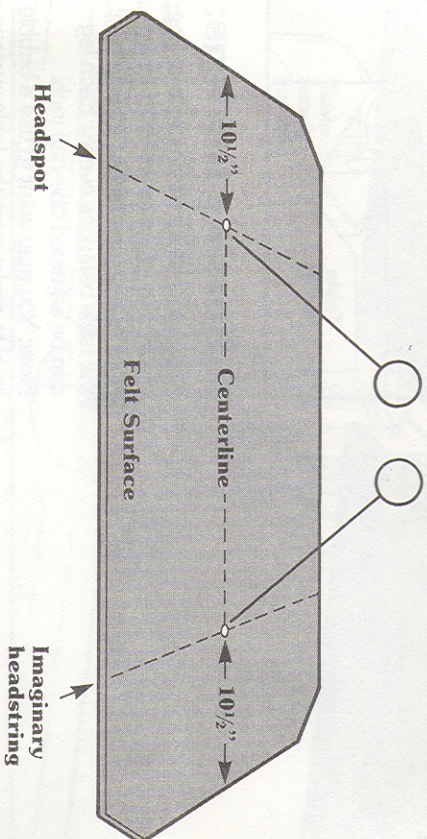
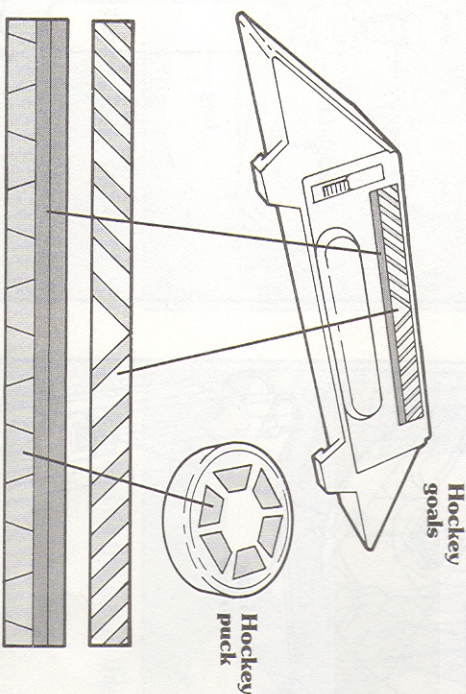
Apply felt circles to the bottom of the two glide hockey mallets.



## Applying labels:

- Be sure label areas are clean and dry.
- Press label in the center and smooth outward toward edges to remove air bubbles.
- Labels adhere best when applied only once. Repositioning will reduce the effectiveness of the adhesive.

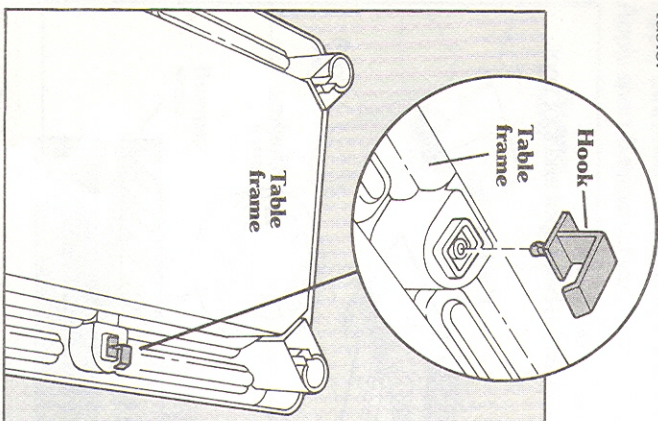
1. Apply glow labels to the glide hockey puck and both goals.
2. Apply dots to the surface of the pool table top, at the head spot and foot spot.





## Attaching hanging hook:

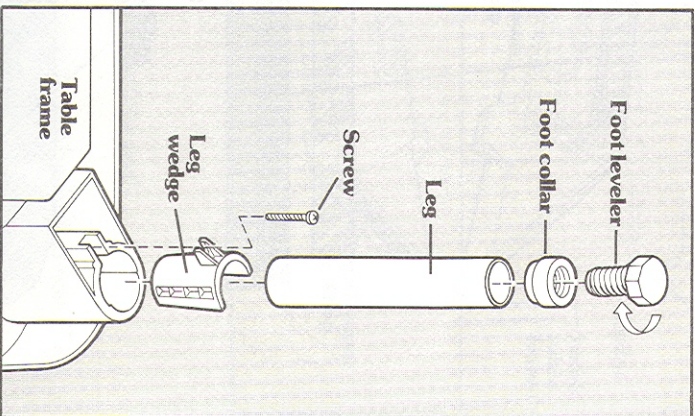
Turn table frame upside down. Insert hanging hook in middle of one side of table.



## Attaching the legs:

With table still upside down, insert four legs at corners. Insert a wedge in each corner as shown below (may require light tapping) and fasten with screws.

Insert foot collar into the end of each leg. Screw foot leveler into each foot collar. Turn table right side up.



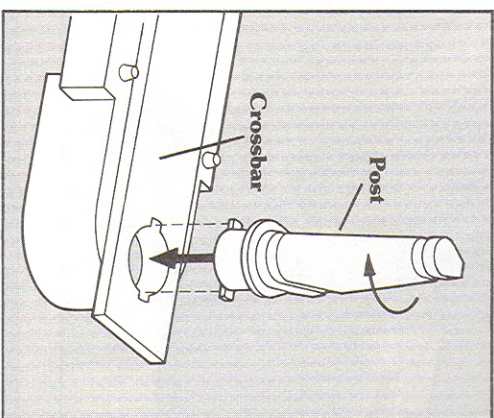
## Adjusting the legs:

Foot levelers can be adjusted to keep the table surface even. With table right side up, rotate the levelers until the table balances evenly. Each leg can be adjusted one-half inch.

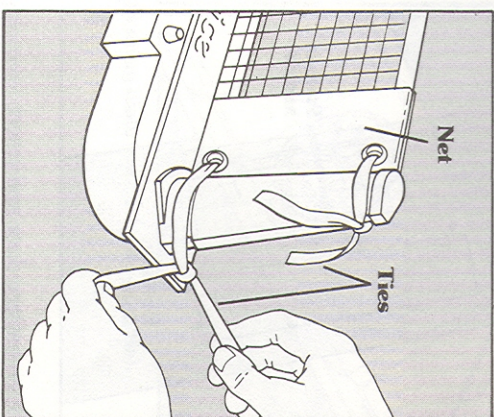
Note: You may want to use a bubble level to make sure the table surface is perfectly level.

## Table Tennis Net Assembly:

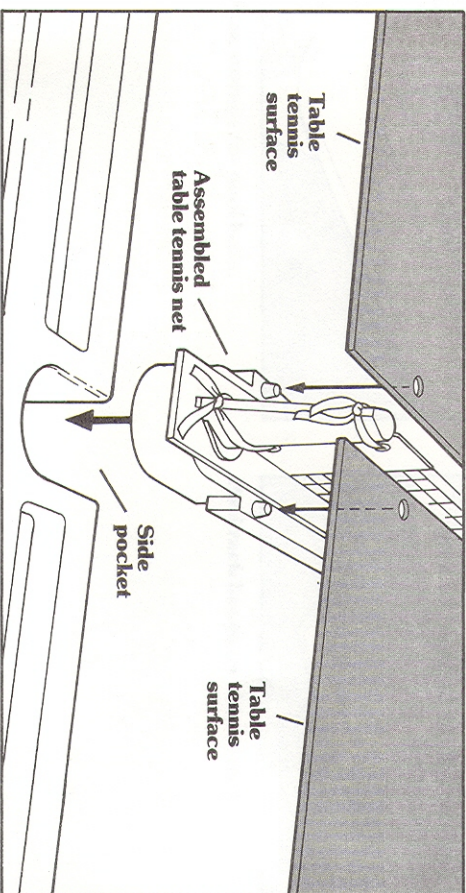
There is no need to take apart the net assembly once it has been assembled. It can be stored as one piece inside the table.



Insert the posts into the crossbar.

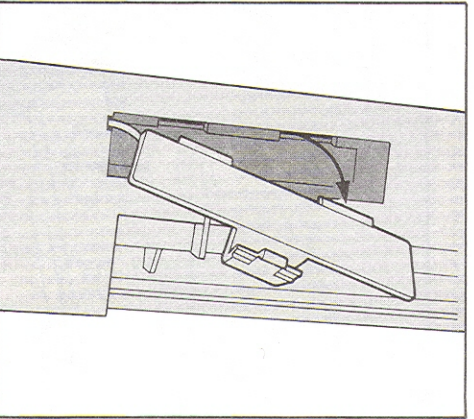
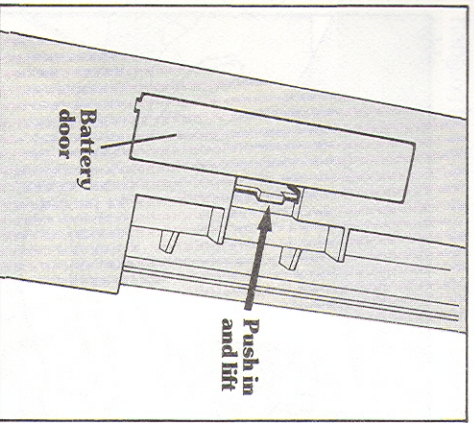


Stretch and tie the net to the posts.



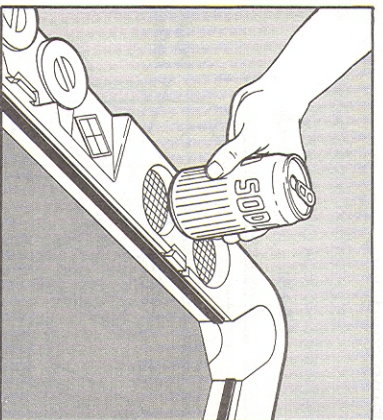


## Batteries for Glide Hockey Goals:

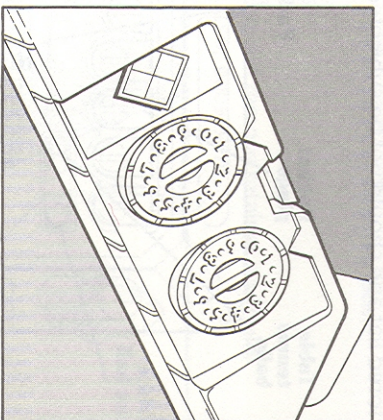


Open battery door and insert batteries as illustrated inside the battery compartment. Use two alkaline "AA" batteries, in each goal, not included. **Note:** Batteries should be removed if product will not be used for long periods of time.

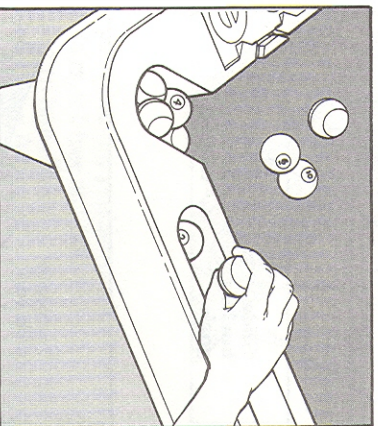
## Features:



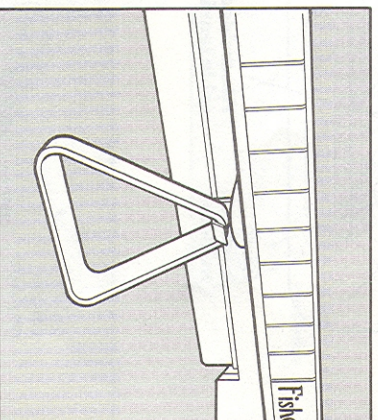
End rails have coasters to hold beverages.



Scoring dials (on each end of table).



Side storage for pool balls.

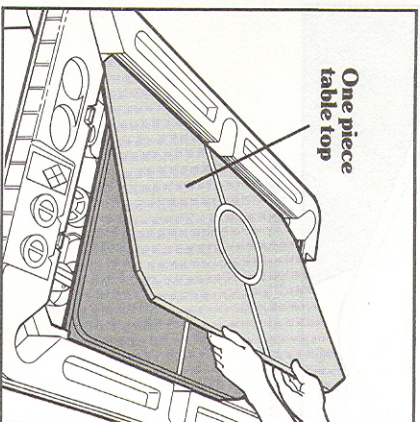
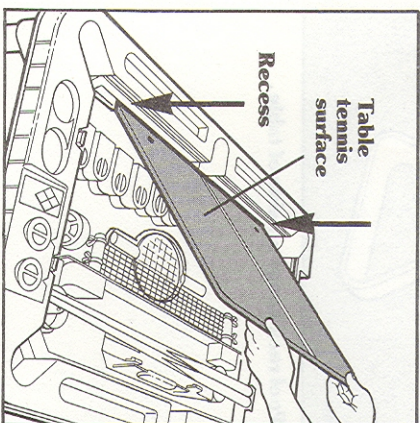
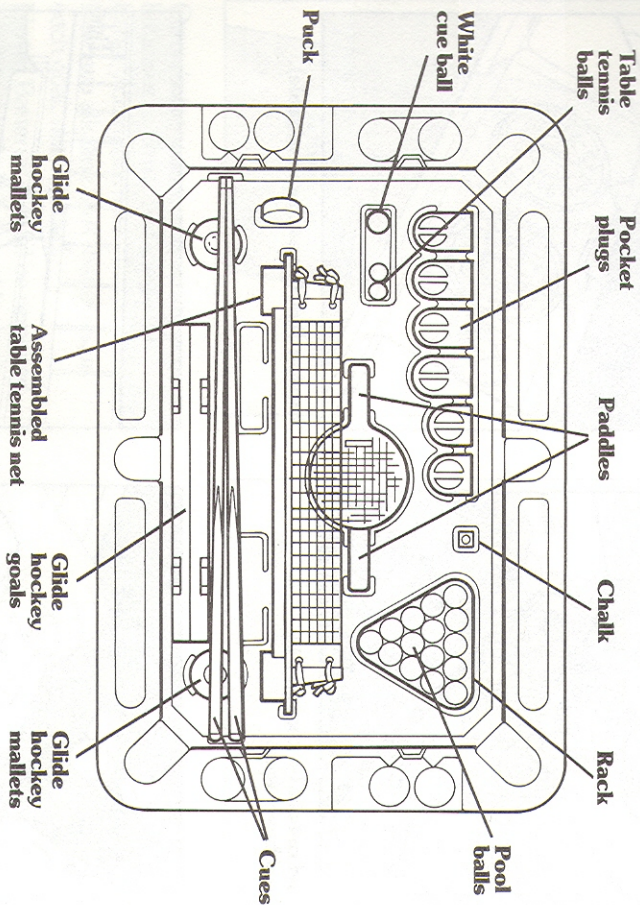


Pool rack hangs on side of table.



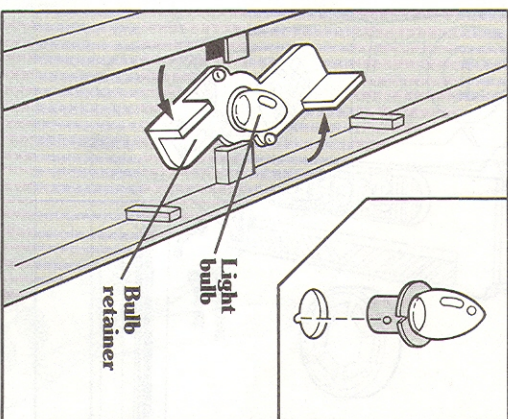
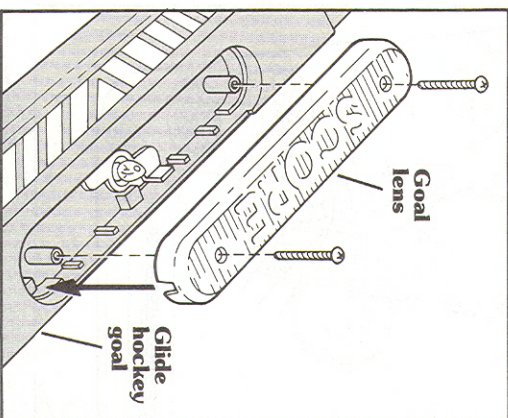
## Storing the parts:

All parts store in the table shell. Each part has its own molded in storage place. Playing surfaces fit over the stored parts. The playing surfaces should be stored flat and should not be subjected to damp conditions.



## Cleaning and Maintenance:

- Clean plastic parts with a damp cloth.
- Store all parts in the proper storage areas provided.
- Use damp sponge to blot any liquid spills on the felt Pool Table surface.
- To replace light bulb in goal:
  1. Remove two screws from goal lens.
  2. Remove lens.
  3. Turn bulb retainer counter-clockwise and remove retainer and bulb.
  4. Replace bulb with PR2 flashlight bulb or equivalent.



If you have any problems with this product, please call Fisher-Price Consumer Affairs, toll free at 1-800-432-KIDS (1-800-432-5437) between 8 AM and 5 PM Eastern time, Monday through Friday, or write to: Fisher-Price, Inc., Attn: Consumer Affairs, 636 Girard Avenue, East Aurora, NY 14052.

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# Fisher-Price®

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## Tournament Table : The 3-in-1 Game Center



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**Game Play**

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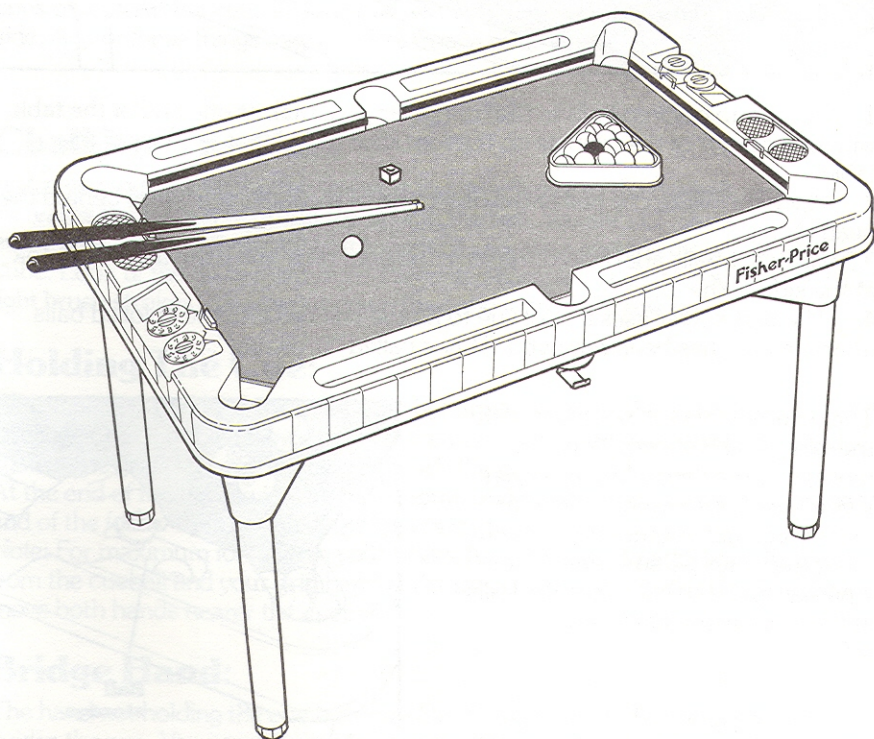


# Pool

## Setting up Pool:

### Remove the following parts:

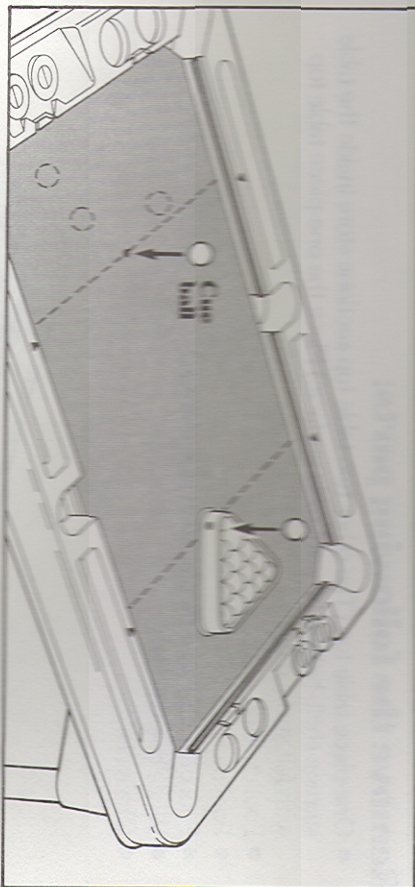
- One-piece table top (The other two table top sections store inside the table storage shell, below the pool table surface.) Place the one-piece table top with felt surface up.
- Pool cues (2)
- Pool rack (1)
- Pool balls (15) (can be placed in side storage)
- White cue ball (1)
- Chalk (1)





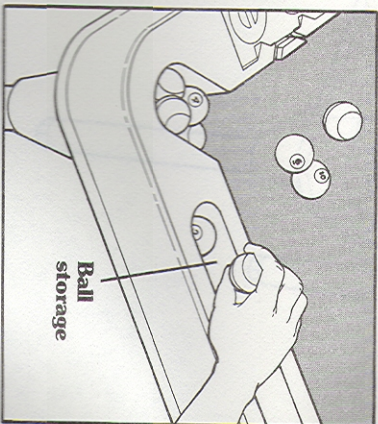
# Pool

## How To Play Pool:

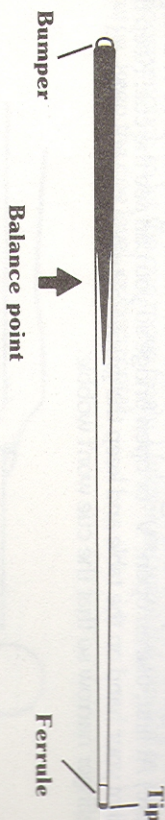


1. Put the 15 colored balls in the triangular pool rack at one end of the table with one corner of the triangle on the foot spot (the dot at the foot of the table).
2. Place the white cue ball at the other end of the table anywhere behind the head string.
3. After the balls are racked, remove the pool rack and hang it on the hook at the side of the table.
4. The first player uses a pool cue to hit the cue ball into the colored balls after the rack has been removed. This is called "breaking".

The object of pocket pool is to have the white cue ball knock one (or more) colored ball(s) into a pocket. If you knock a colored ball into a pocket you get another turn. If you miss, the other person tries. Note: If a pocket gets too full, store the balls in the storage pockets along the side.



## The Cue:



The best way to keep the cues in good playing condition is to place them in the storage area inside the table shell when not in use. Never poke anything with the cues other than the cueball. Don't "duel" with them or hit anything with the cue's side. Any of these things may cause warpage or breakage of the cue.

## Chalking The Cue:

A thin coating of chalk on the tip helps to apply "spin" to the cueball, as it increases the friction between the tip and the ball. You should "chalk up" after every shot. **Here's how:** Hold the cue still and use a rocking motion of the chalk cube. Look at the tip to make sure it is coated completely; if not, touch it up with light brush strokes. Always put down the cube with chalk side up.

## Holding The Cue:

With the grip hand hold the cue lightly but firmly between the thumb and forefinger, behind the balance point of the cue. The other fingers may rest lightly against the grip. The grip should not touch the palm of the hand.

At the end of the backswing, just the thumb and forefinger touch the cue; at the end of the follow through, all of the fingers grip it.

Note: For maximum force keep your bridge hand (see next page) back further from the cueball and your grip hand at the rear of the grip. For maximum delicacy, move both hands nearer the cueball.

## Bridge Hand:

The hand not holding the cue becomes the "bridge" hand. The bridge hand guides the cue. You use different bridges for different shots, but generally the cue rests in the "V" between your thumb and forefinger so that the thumb and forefinger touch and the cue moves easily through the "V". The other three fingers are used for support.

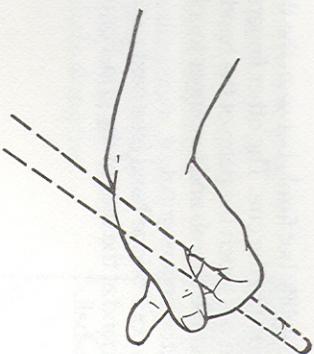


## Using different bridges for different shots:

**1. V-Bridge or Open Bridge:** (For shots not needing much force or a long reach.) At first, use an open "V" or open bridge so you can see the cue. Keep the heel of your hand on the table and keep the groove between your thumb and forefinger narrow so that the cue won't wobble.



**2. Closed Bridge:** (For a more secure grip.) Place your grip hand flat on the table with fingers spread. Slide the tip of your middle finger until it is under your forefinger, forming an "X" with the middle of your thumb. Curl your forefinger until its tip touches your thumb. Keep the heel of your hand down and the last three fingers spread.



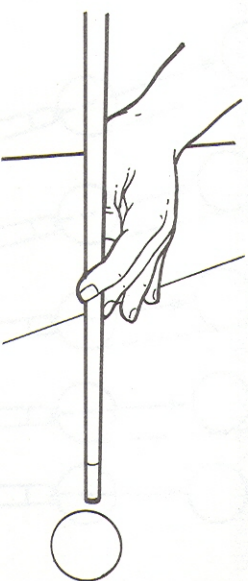
**3. Draw Bridge:** (To hit the cueball below its center.) With three fingers and the heel of your hand firmly on the tabletop, lower your thumb and forefinger and don't raise the butt of the cue. Keep the "V" between your thumb and forefinger just loose enough to let the cue move freely. Unless you want the cueball to jump or curve, keep the cue level, or horizontal.



**4. Follow Bridge:** (To hit the cueball above its center.) Keep the heel of your hand on the table but form a higher bridge with your hand. Keep your little, ring and middle fingers firmly on the table. Your thumb and forefinger should be the same as they are in forming the Draw Bridge.



**5. Rail Bridge:** When the cue ball is near or touching the table rail, form this bridge with all fingers and your thumb touching the tabletop or the rail. Keep the cue as low and level as possible.

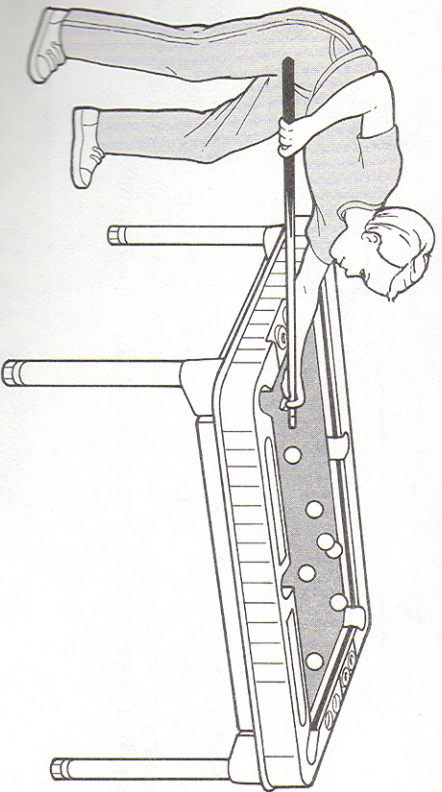




# Pool

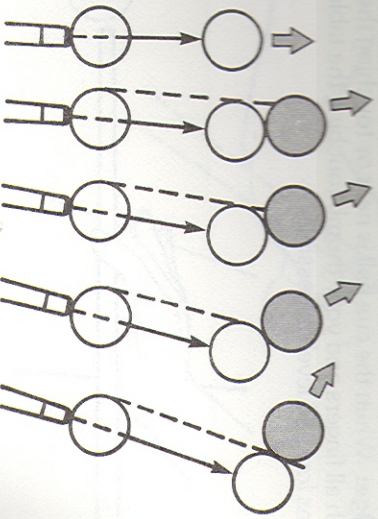
## How To Stand:

Stand comfortably and relaxed with feet angled. Face the direction you want your shot to go. Bend at the hips and keep your aiming eye directly over the cue. Keep your bridge arm straight and steady.



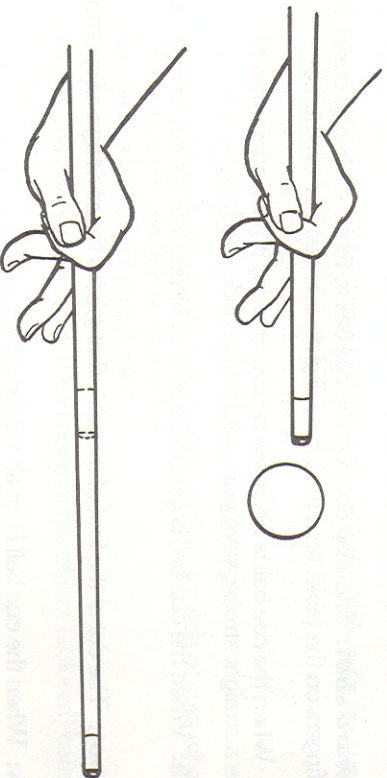
## Aiming The ball:

The contact point is always directly opposite the target.



## The Cue Ball:

Always try to strike the cue ball exactly in its center to have it go straight. The speed of your stroke as well as your "follow-through" have a lot to do with what happens to the colored ball you want to send into a pocket.



## Follow-through:

The follow-through should be at least as long as the backswing, or even longer if there is room. Think of hitting through the cueball in a perfectly straight line until it stops at the end of the stroke. Don't pull it back, even on draw shots. DON'T let go of the cue before completing the follow-through.

## Other Tips:

Keep the cue as level as possible. Don't forget the follow-through.



# Pool

## Glossary of Terms

**Breaking:** The first hit with the cue ball, from behind the headstring.

**Contact point:** Where the cue ball must hit the object (colored) ball. The contact point is always directly opposite the target.

**Cue ball in hand:** At the beginning of a game (or after a scratch) the freedom to place the cue ball anywhere behind the head string.

**Downward shot:** Shooting down at the cue ball to make it jump or curve. Put all four fingers on the table, turn thumb up slightly and rest cue on thumb.

**Draw:** When the cue ball is hit below center, drawing it back after impact. Requires a straight stroke, snug grip, solid bridge and speed.

**English:** When the cue ball is given side spin by hitting it to the left or right of center.

**Foot spot:** The dot at the foot of the table that guides the racking and spotting of balls.

**Follow:** When the cue ball is hit above the center.

**Foul:** A breaking of the rules that ends a player's inning.

**Head spot:** The dot at the head of the table.

**Head string:** An imaginary line across the table and through the head spot.

**Inning:** A player's turn at the table.

**Object ball:** The colored ball you want to hit with the cue ball.

**Scratch:** A scratch occurs when:

- The cue ball misses the object (colored) ball.
- The cue ball is hit into a pocket
- The cue ball is hit off the table.
- The cue ball is not pocketed and none of the object (colored) balls hits a bumper.

**Side spin:** See "English".

## Two Popular Pool Games

### 1. Straight Pool

- Rack up the balls in the pool rack in any order.
- In Straight Pool, players must "call their shots", even during breaking. This means that the player must say which ball he intends to pocket and in which pocket it will fall.
- During breaking, the first player must hit the colored balls with the cue ball from behind the head string, so that:
  - two or more colored balls hit the rail.
  - one or more colored balls go into pockets.
  - the cue ball hits one colored ball and one cushion.
- A player continues until missing or "scratching". A scratch occurs when:
  - the cue ball misses the object ball.
  - the cue ball is hit into a pocket.
  - the cue ball is hit off the table.
  - the cue ball is not pocketed and none of the object (colored) balls hits a bumper.

### Scoring Straight Pool:

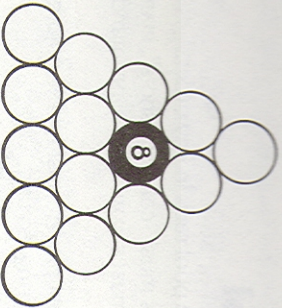
Each object (colored) ball legally pocketed counts 1 point.

A player scratching forfeits 1 point.

Game is 30 points (or any number agreed upon).



# Pool



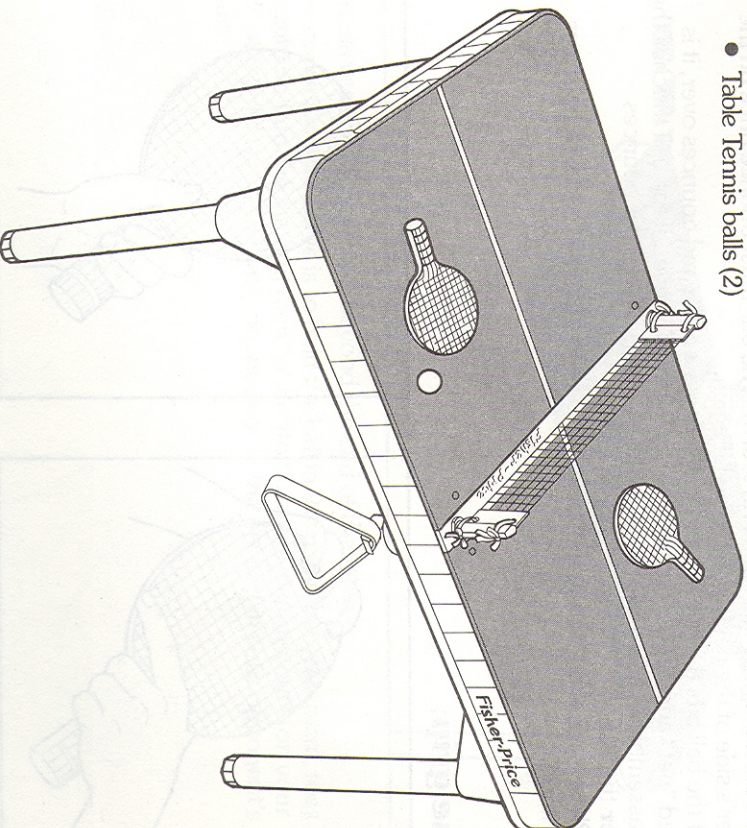
1. Rack up the balls in the pool rack with the eight ball in the center.
2. The object of the game is to pocket all the low (1 to 7) or high (9 to 15) numbered (colored) balls and then the first player to pocket the eight ball after the other seven are in to win.
3. The players have a choice of either group of seven balls until a ball is made.
4. If the first ball made is from the low group, the player shoots the low numbered balls for the rest of the game while his opponent shoots the high numbered balls.
5. If the first ball that goes in is accompanied by a ball from the other group the shooter retains the choice of groups and the inning continues.
6. If the cue ball is pocketed it is returned to the spot and the other balls are not re-racked.
7. Players lose their turns when they miss pocketing their ball, or if they pocket the other player's ball.
8. If players pocket the other person's ball along with theirs play is continued.
9. A player forfeits the game if the eight ball is pocketed before it should be (unless other rules are agreed upon).

There are advanced shots and games described in books about pool. Consult your local library.

# Table Tennis

## Remove the following parts:

- Two-piece table top
- Net assembly
- Paddles (2)
- Table Tennis balls (2)



## Setting up Table Tennis:

1. Cover the storage area in the table shell with the 1-piece table top, felt side down.
2. Insert the net assembly into the center pockets of the table.
3. Place the two table tennis surfaces on each side of the net, striped side up.

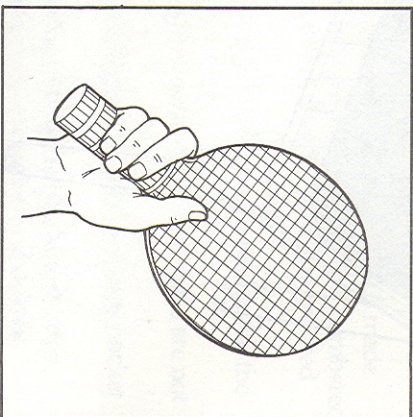
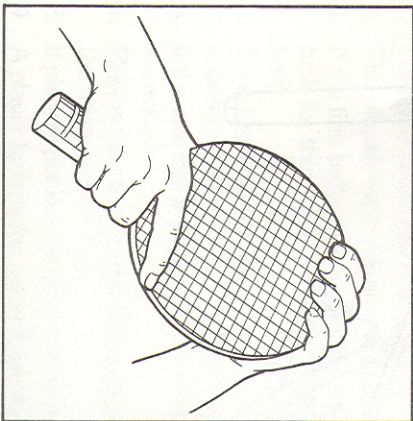


# Table Tennis

## How to Play Table Tennis:

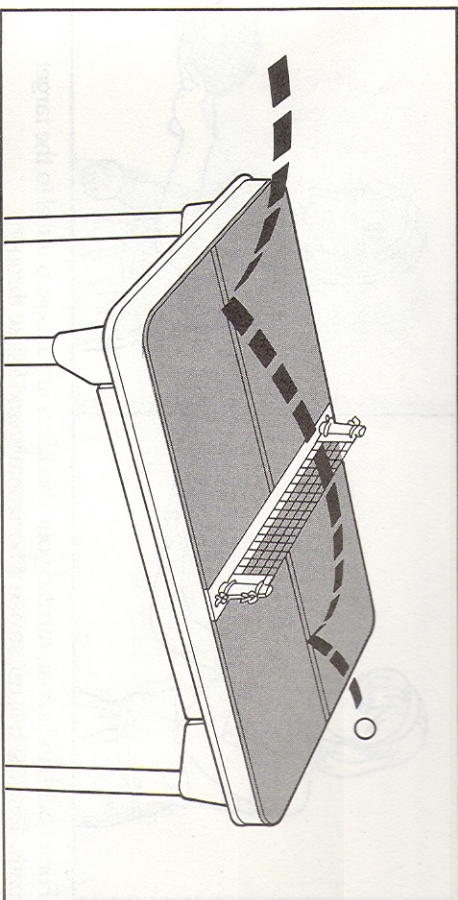
1. Decide who will serve first. Each player serves five times and then switch. Or you might decide to serve until you lose a point and then switch.
2. After you serve, your opponent plays the ball directly across the net to your court. Play the ball back and fourth. The ball must bounce once on the hitter's side of the net before being hit again.
3. If the ball hits the net assembly **during a serve** and bounces over, it is called "net" and it must be served over again. However, if the ball touches the net assembly **during play** you may continue, so long as it bounces **over** the net.
4. Players must not touch the table or net assembly with paddles, hands or clothing.

## The grip:



Most players use the shakehand grip. For backhand shots the thumb-side will be toward you. The thumb and forefinger act as braces while most of the force of the grip comes from the last two fingers.

## The serve:



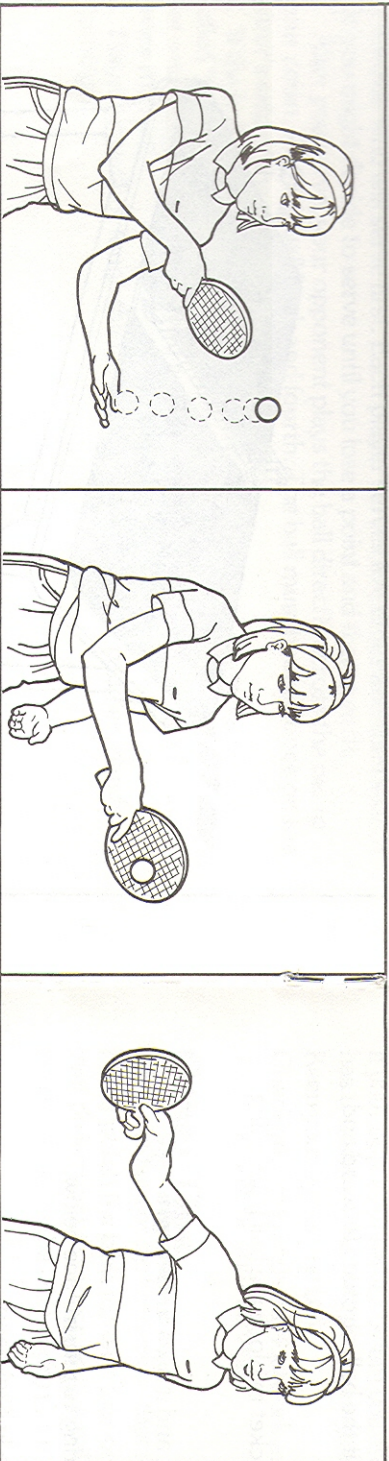
The server hits the ball from beyond the end of the table.

The correct way to serve is to hold the ball in the middle of your palm, toss it straight up into the air, and then hit it onto the table in your court (on your side of the net) first, so that it bounces over the net and in your opponent's court.



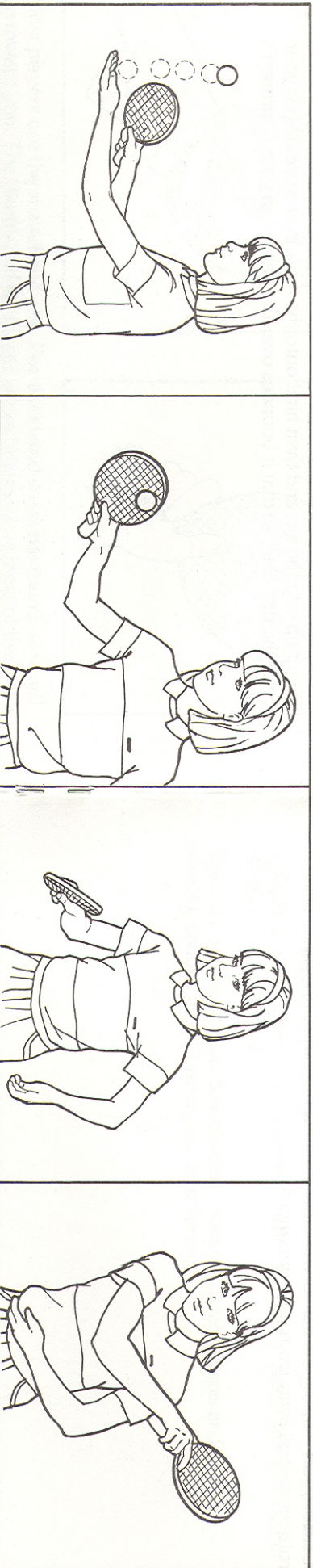
# Table Tennis

## Backhand



For a backhand serve, turn so your shoulders are almost parallel to the target path. Toss the ball up, stroke it horizontally and follow through.

## Forehand



For a forehand serve, turn the opposite way. Stand comfortably and relaxed, a little away from the end of the table. Keep your feet about as far apart as your shoulder width and use small steps as you move about. Hold the paddle about chest high and watch the ball.



# Table Tennis

## Glossary of Terms:

**Backhand:** Reach across your body to hit the ball, stroking forward and down at the same time.

**Block shot:** A defensive shot; hold the racket to block the ball from going further.

**Forehand chop:** This is a defensive shot, and it uses **underspin** - see below.

**Forehand drive:** An offensive shot featuring **topspin** - see below.

**Half volley:** A simple "push" stroke, usually backhand.

**Topspin:** Hitting the ball forward and upward at the same time. This rotates the ball toward your opponent, forcing the ball downward.

**Underspin:** Hitting the ball forward and downward at the same time. This rotates the ball away from your opponent.

## Strategy Tips:

If your opponent serves before you are ready, let the ball go by. Your opponent has to serve again. Neither player gets a penalty for this.

Keep your eye on the ball.

Check your grip and your footwork as you play.

Try using spin on your serves.

## Other Tips:

Wear medium or dark colors so that the white ball can be seen more easily.

Never polish the table top with wax or varnish as the ball may skid. All you should ever do is wipe the surface occasionally with a damp cloth.

Be sure to store the table in dry place.

## Scoring:

Switch serves every five points.

The first player to score 21 points wins the game.

If both players reach 20 points, the player who first gets two more points wins.

A full set is usually three games.

A player scores a point if the opponent hits the ball off the table, hits it into the net or fails to return the ball.

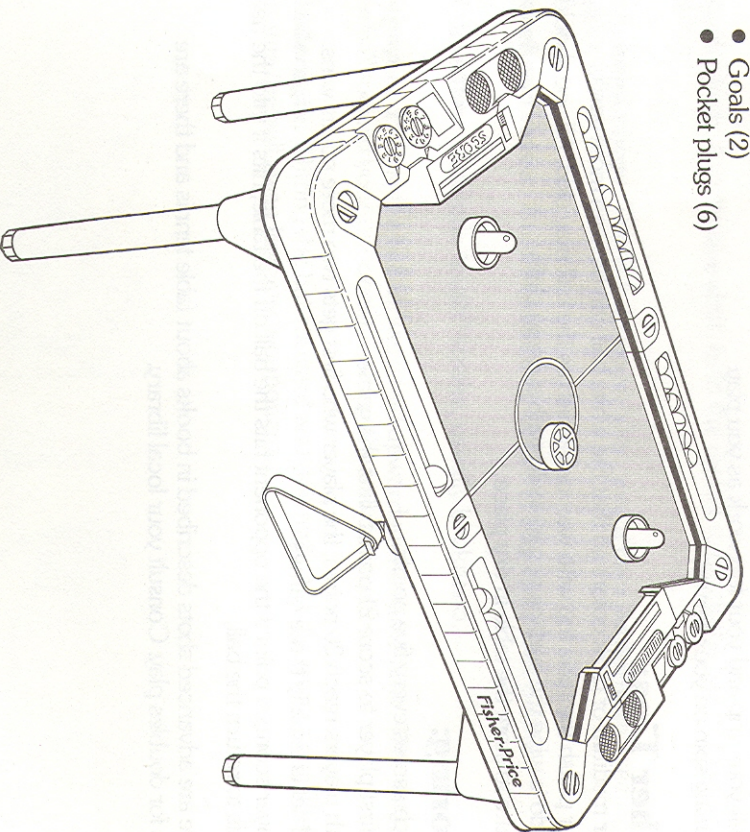
There are advanced shots described in books about table tennis and there are rules for doubles play. Consult your local library.



# Glide Hockey

## Remove the following parts:

- One-piece table top (smooth side up)
- Mallets (2)
- Puck (1)
- Goals (2)
- Pocket plugs (6)



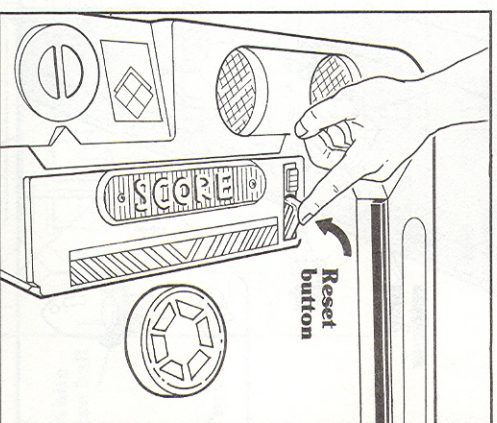
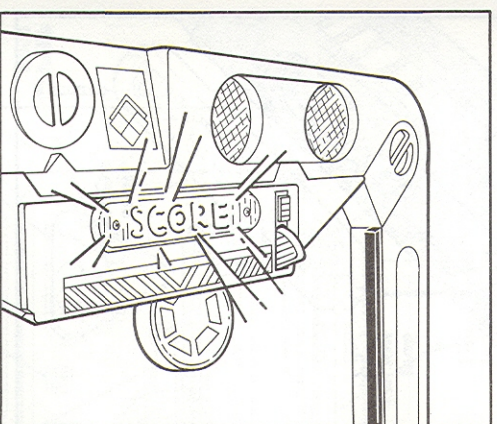
## Setting up Glide Hockey:

1. Store all parts not needed and the table tennis table top.
2. Put the one-piece table top in place, smooth side up.
3. Insert six pocket plugs in pockets.
4. Insert the two goals, one at each end of the table top.
5. Move the slide switch to turn on goals.

## How to Play:

1. The first player drops the puck in the center of the table top.
2. Players then use the mallets to hit the puck back and forth to score goals.
3. You can try to shoot the puck straight into the goal or bounce it off the side bumpers.
4. If the puck should fly off the table top, drop it back into the center circle and begin the point again.
5. A score "light" will come on when the puck has successfully been scored.
6. Every time a goal lights, push the button down to reset.

## Scoring:



1. Choose a number.
2. The first player to score that number of goals wins.
3. A goal is scored when the light comes on.
4. The reset buttons are on top of the goals

Reminder: Remove the batteries if the game will be stored for a long period of time. See Maintenance Section in flip-side of booklet for light bulb replacement.