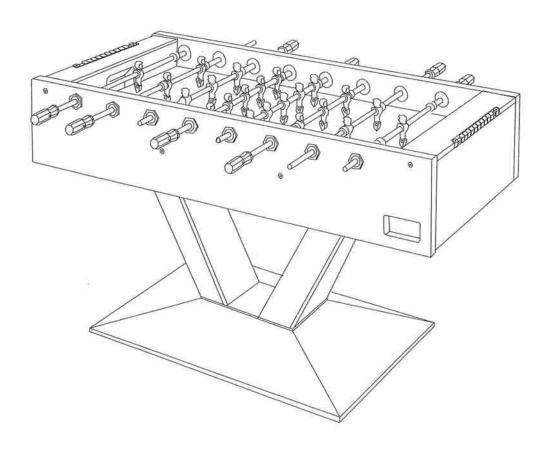
ASSEMBLY INSTRUCTION MANUAL



DEFENDER FOOSBALL TABLE



ITEM NO. 51906533000 REV. 1 DATE: FEB. 2021

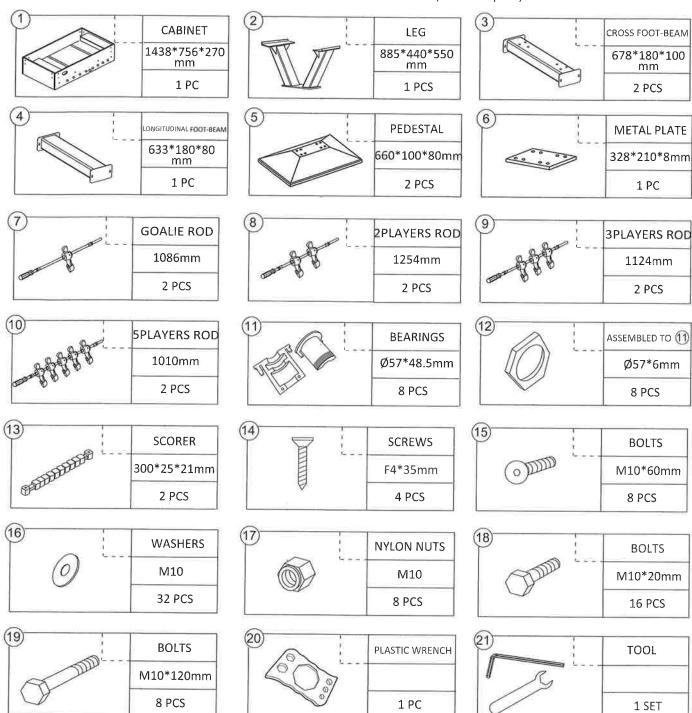
Congratulations! we hope you will have many hours to use your new Foosball table and enjoy the pleasure it brings to you!

Please carefully read all safety instructions and directions before proceeding

- 1) Your table is designed for use indoor only. Damage can occur if the table is exposed to water, dampness, high humidity, freezing temperatures, etc.
- 2) The foosball table is heavy. Two or more people are required for assembly.
- 3) Only use the table for its intended purpose.
- 4) Damaged or worn parts may be dangerous for users and the integrity of the table. Replace worn or damaged components immediately and do not use the table until any issues have been resolved. For best results, use only spare parts supplied by Supplier.
- 5) Unauthorized repairs or altering the table's design or functions may be dangerous and will void the warranty.
- 6) Check all screws, bolts, etc. on a regular basis to ensure that they are in good working condition and have not loosened over time.
- 7) Please keep the balls, lubricant and other parts out of reach of children and pets.
- 8) This is not a toy. Adult supervision is recommended when being used by children.
- 9) Please use care when pushing or pulling the rods so people or objects nerby do not get injured or damaged.

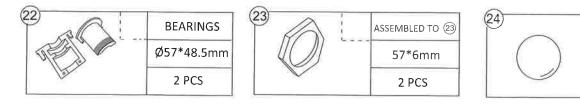
I VIXIO FIOI

(Add a Check (V) to the box \Box to indicate receipt of each part.)



NOTE: There are 8 sets of Bearings (#11 & #12) have already been attached on the Table Body(#1).

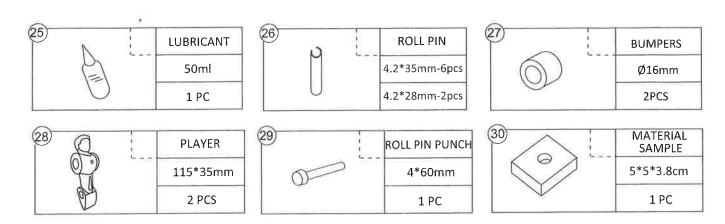
ADDITIONAL AND PRE-INSTALLED PARTS. (FOR REFERENCE ONLY.)



SOCCER BALLS

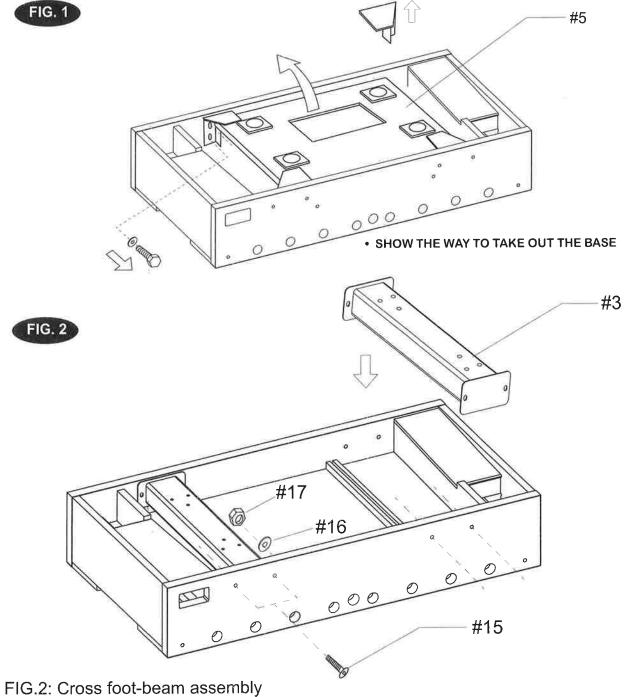
Ø35mm

8 PCS



ASSEMBLY INSTRUCTIONS

We recommend that two adults work together to assemble this table.



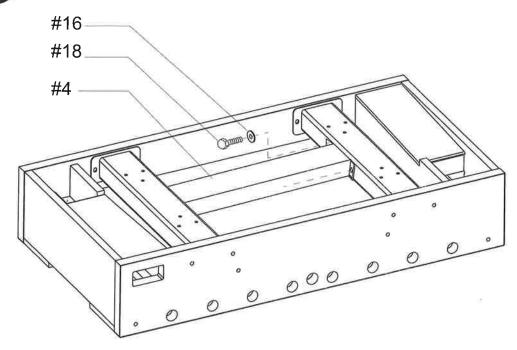


FIG.3: Longitudinal foot-beam assembly
Connect Longitudinal foot-beam #4 with cross foot-beam #3 with screw #18.



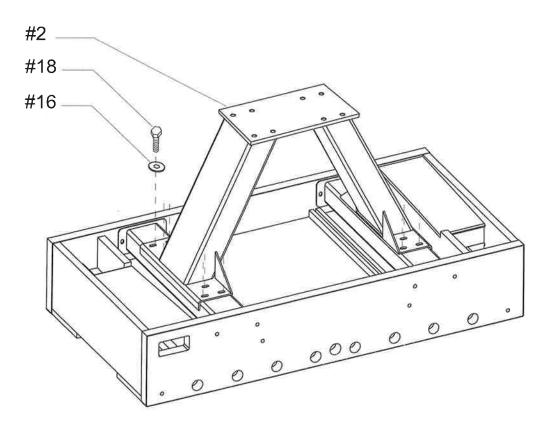


FIG.4: V shape leg assembly Connect V shape leg #2 with cross foot-beam with #18.

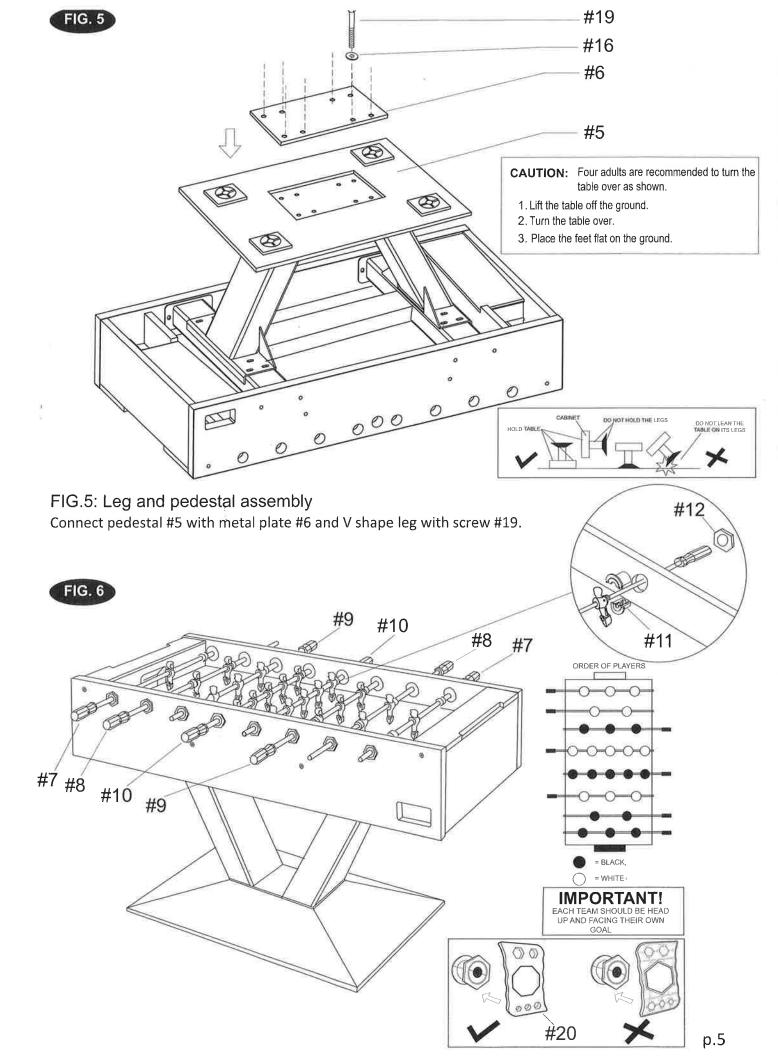
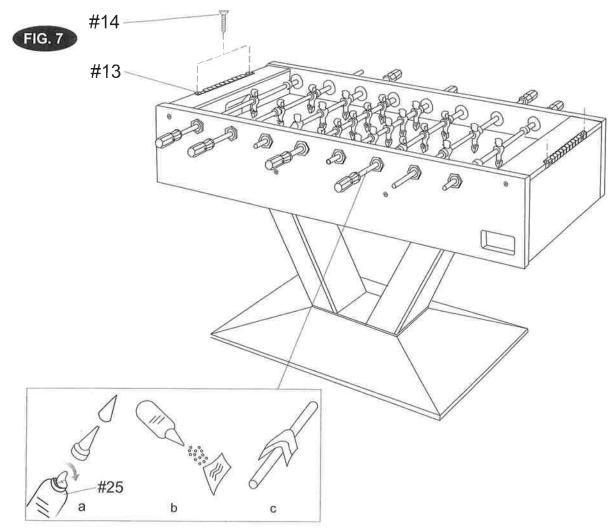


FIG. 6: PLAYER / BEARING

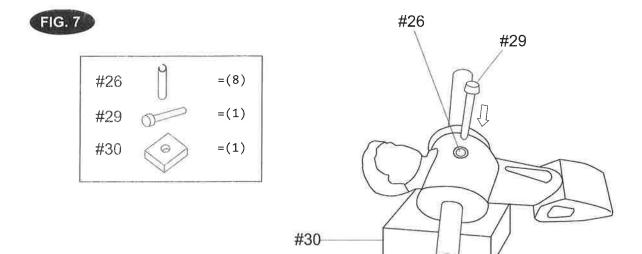
- Carefully slide the grip end of each player rod through the inside of the side apron in the position shown in figure 5 until the players reach the apron wall. Then slide the other end of the rod through the opening in the opposing apron wall.
- Slide the complete set Player Rods(#7-#10) through the Side Apron in the order shown . See Fig .5 .
- Attach all of the bearings (#11) to the side aprons as shown in figure 5



• Spray the lubricant(#25) into a clean, soft cloth and then use the cloth to wipe the player rods where they come into contact with the bearings. See above.

FIG.7: Scorer assembly Fixing scorer #13 with screw #14.

TABLE MAINTENANCE	
TABLE SURFACE	Keep your table covered. If there is dust on the playfield or the aprons, use a vacuum or wipe with a clean, soft cloth to remove. Do not sit on the table and do not use the table outside.
RODS	Occasionally wipe the rods with a clean, soft cloth. Never lift the table by the rods. Do not spin or press the rods too aggressively, as this may cause damage. We recommend the use of lubricant to wipe the Player Rods and Bearings from the outside of the game so as not to drip onto the playfield.
LEGS	Check that the leg bolts are tight. When moving the table, lift table off of its legs and place it down squarely on the legs, do not drag the table.
METHOD	Please make sure that all the screws, bolts are tightened before using. The table can't be hit by external force or used rough.



PLAYER MAINTENANCE

To remove a player, first remove the rod from the table. After the rod is out of the table, use the pin punch (#29) to remove the pin from the player. Remove the player and then install the replacement player and reinsert the pin (#26) using the punch (#29).

Rules

Flip A Coin - A coin flip decides who serves the foosball to start the foosball game. After the first goal is scored, the rule is that the team who was last scored on gets to serve the next ball. This rule keeps the game fair for both opponents. The foosball must be touched by a man before the ball goes into a goal for a legal goal to occur.

No Spinning - A spin is a rule for when the rod completes a 360 degree rotation without touching the ball. This is deemed an illegal move in the rules of foosball.

No Jarring - Jarring is a rule for when a player slams his or her rods against the wall of the foosball table in an attempt to distract or jar the foosball loose from the other player's possession. The rule is that there is no jarring allowed at any point during a game. This is not the same as when a player on the opposite team moves his or her foosball rods back and forth in an attempt to play defense. The key this rule is when a player hits the wall of the table with enough force to jar the ball or distract the opponent. That is why this is a subjective rule that may be called more strict by certain foosball players.

Dead Balls If a foosball stops in the middle of two opposing team rods, the ball must be picked up and reserved. The serve goes back to the team that was last scored on. If a dead ball occurs on the defensive side of the table behind the defensive 2 bar, the defensive player must move the ball back into playing position. This rule is in place so players don't cause a dead ball on purpose in order to force a reserve.

Out of Play - If a ball comes off the table area or hits a top rail and comes back into the table area, the ball is ruled out of play and must be reserved by the team that was last scored on.

5 Bar Passing - These 5 bar passing rules are a little complex if you have never played tournament foosball. These passing rules do not apply to the other foosball rods, just the 5 bar. You are required to pass the ball within a 10 second time period from your 5 bar rod to the 3 bar rod directly after a serve. After the initial serve, you then are allowed 15 seconds to pass from the 5 bar. A ball cannot be completely stopped on the 5 bar and passed forward to the 3 bar, it must be moving and touch 2 men on the 5 bar before being advanced. Additionally, the ball can only touch the wall a total of 2 times in a row (before touching a man again on the 5 bar) before being advanced. However, it can touch the ball a 3rd time if it is part of the pass.

