



# **SHUFFLEBOARD**



Model: Extera Shuffleboard 12'



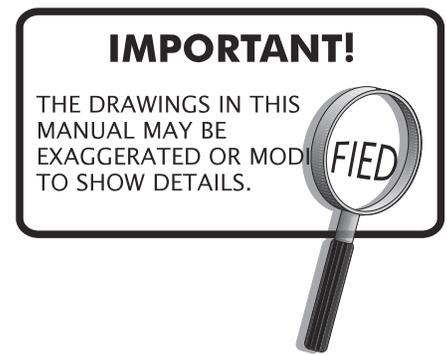
## IMPORTANT NOTICE!

Please read through this instruction manual to familiarize yourself with all parts and assembly steps. Kindly refer to the parts identifier and be sure that all parts have been included.

Should you require product support, please contact us toll free at (888) 367 3095 or via email at [support@playcraft.com](mailto:support@playcraft.com)

Your Model Number : Extera Shuffleboard 12'

*IMPORTANT! READ THIS MANUAL ALL THE WAY THROUGH BEFORE BEGINNING TO PUT YOUR GAME TABLE TOGETHER! THEN READ EACH STEP BEFORE STARTING THAT STEP.*



## AT LEAST TWO ADULTS ARE REQUIRED TO ASSEMBLE THIS GAME TABLE

Tools required:

Wrench Included with the Hardware Kit

Phillips Screwdriver – Not Included

**An electric screwdriver is helpful in assembly. However, please set at low torque and use extreme caution with an electric screwdriver because you could overtighten the hardware and strip the screws.**

### Assembly Tips

Make sure you understand the following tips before you begin to assemble your game table.

1. When installing parts that have more than one bolt, start **ALL** the bolts in that part by hand before tightening anything.
2. Some drawings or images in this manual may not look exactly like your product. Please read and understand the text before starting each assembly step.

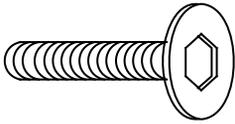


### **WARNING:**

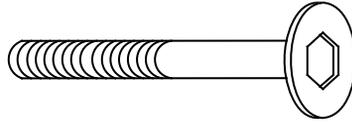
**READ AND FOLLOW ALL ASSEMBLY, OPERATION, AND SAFETY INSTRUCTIONS CAREFULLY. AT LEAST TWO ADULTS ARE NEEDED TO PUT THIS GAME TABLE TOGETHER.**

# PARTS IDENTIFIER

(Not to Scale)



**H1: 5/16"x3/4"Bolt (16)**



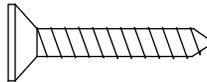
**H2: 1/4"x4"Bolt (8)**



**H3: 5/16"Washer (16)**

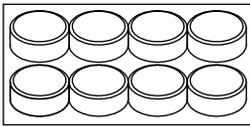


**H4: 1/4"Washer (8)**



**H5:1-3/4"Flat Head  
Screw(4)**

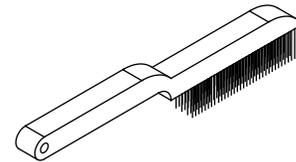
## ACCESSORIES



**A1: Weight Set (1)**  
**(4Red 4Blue)**



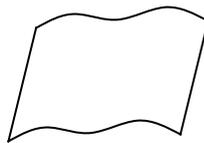
**A2: Speed Wax(1)**



**A3: Brush(1)**

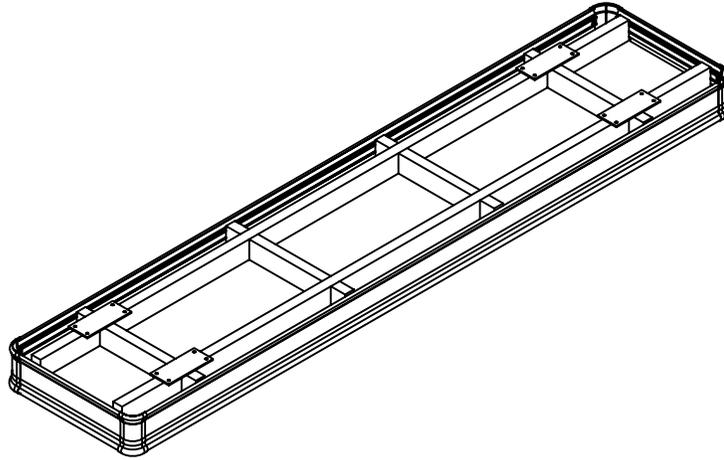


**A4: Allen Wrench (2)**



**A5: TABLE COVER (1)**

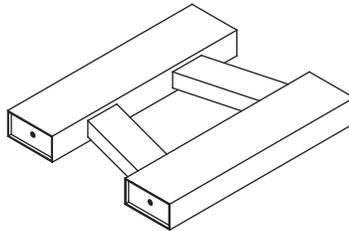
# PARTS IDENTIFIER (Not to Scale)



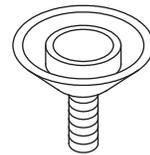
**P1: Shuffleboard**



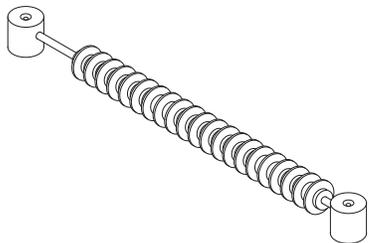
**P2: Leg (4)**



**P3: Leg Panel (2)**



**P4: Leg Leveler (4)**



**P5: Abacus Scorer(2)**

1. Find a clean, level place to begin the assembly of your shuffleboard. We recommend building the shuffleboard on the box top to protect the parts during assembly
2. Using bolts **H1** and washers **H3** attach legs **P2** to *Shuffleboard P1* .

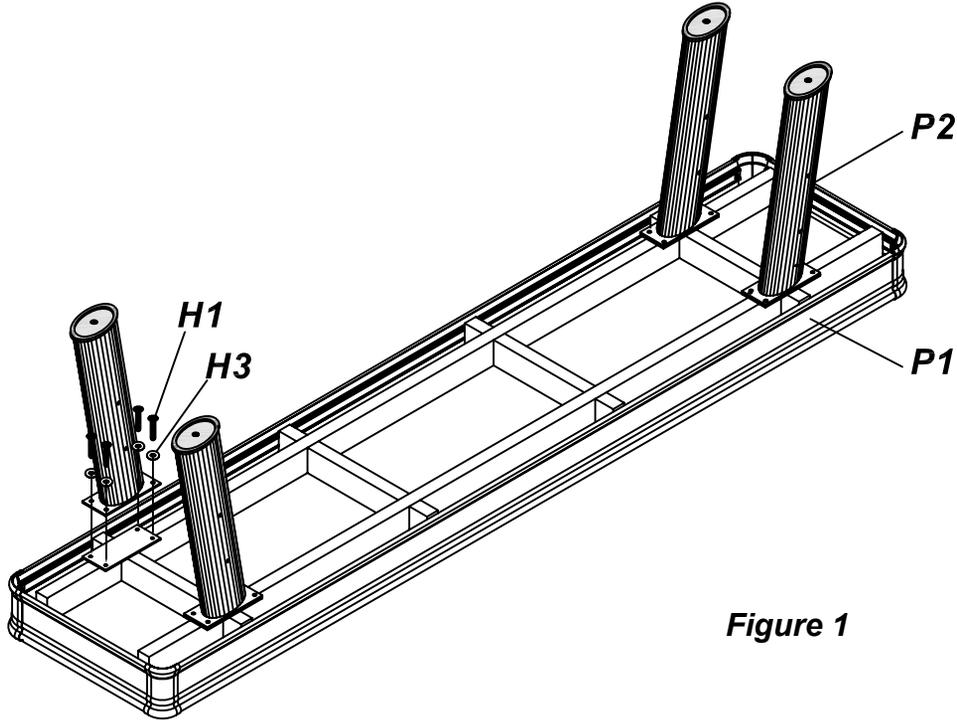


Figure 1

3. Attach the leg panels **P3** to the legs **P2** using bolts **H2** and washers **H4**.
4. Screw leg levelers **P4** into the bottom of each legs **P2**.

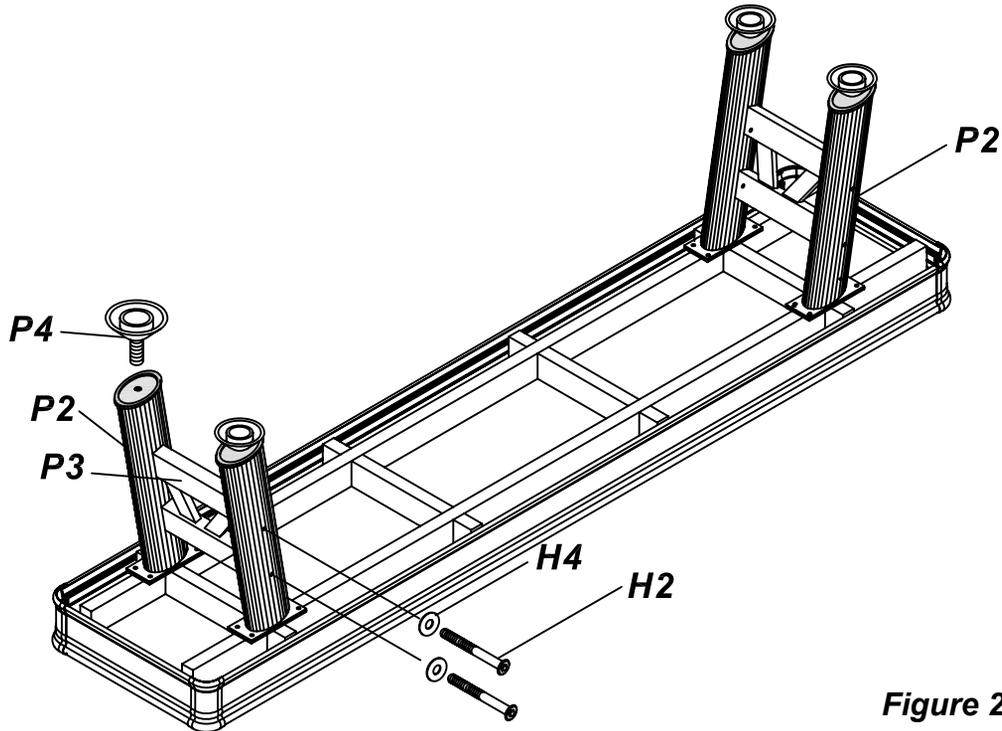


Figure 2



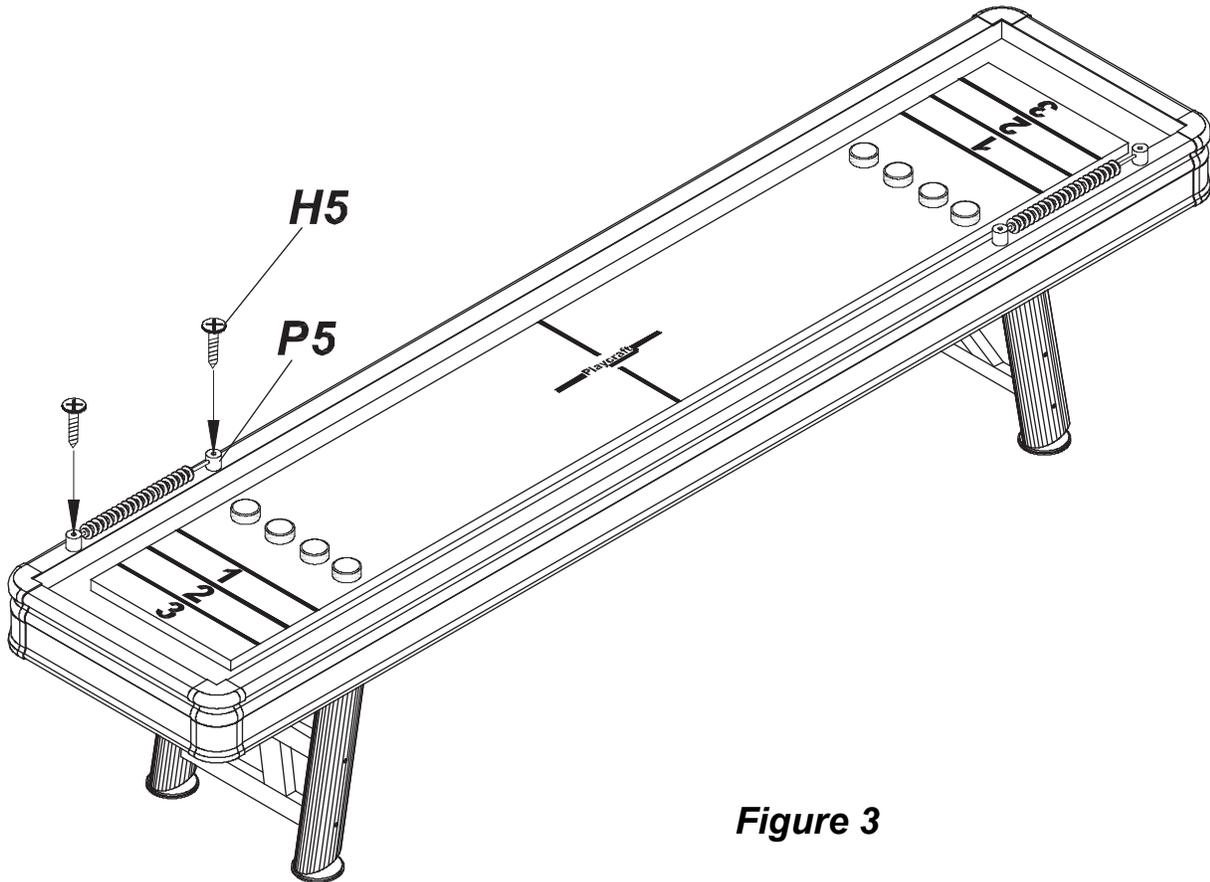
## WARNING

**THIS STEP REQUIRES TWO OR MORE ADULTS.**

VERY CAREFULLY TURN THE TABLE OVER AND SET IT ON ITS LEGS. MAKE SURE YOU DO NOT USE THE LEGS FOR LEVERAGE AS YOU ROTATE THE TABLE. BE CAREFUL, THE TABLE IS VERY HEAVY.

Turn the table over and place it in the intended setup location. Using a carpenter's level, level the table by turning the leg levelers P4. Start by adjusting the lowest corner first and then work your way around the table.

5. Attach the abacus scorers **P5** to the side panels using screws **H5**



**Figure 3**

## CARE AND USE OF YOUR TABLE

1. Use soap and water and/or a spray furniture polish to clean all of the exterior surface. Do not use any acid or lye based cleaning products as these can interact with the metal surfaces.
2. Use the table brush provided to remove the speed wax from the playfield after use.
3. This product is intended for outdoor use .
4. DO NOT sit, climb or lean on the table.
5. DO NOT drag the table when moving it. This will damage the legs

# How To PLAY and SCORE "Knock Off" !!!

## Overview

Games are played one-on-one or with two teams of two people. Team members play at opposite ends of the board and remain there for the duration of the game. Games are played until one team scores 15-points [some may still play the 21-point game, but it is not typical] at which time they are declared the winners. Tournament Director will designate whether you are playing "Short Foul Line" (which is most commonly used in major table shuffleboard tournaments) or "Long Foul Line" (rarely used).

In "Short Foul Line" (most commonly used) Knock Off game tournaments, the weights are considered in-play when they are on the board and past the foul line closest to the shooter.

In "Long Foul Line" (rarely used) Knock Off game tournaments, the weights are considered in-play when they are on the board and past the foul line on the opposite end of the board as the shooter.

## How To Play

Play may start from either end of the board which can either be designated by the Tournament Director and/or the players flip of a coin (e.g., heads, play starts on one end; tails, play starts on opposite end). Then the initial startup for shooting and weight color are decided by the opponent players flipping a coin (one flips, other calls heads or tails). The winner of the flip may elect to choose the weight "color" of choice or the "hammer". The hammer is the last weight (4th shot) in a round (i.e., the other team shoots first, if you win the flip and select hammer). It is considered advantageous to have the hammer. When color and shooting order are decided, the fun and play begins!

The team without the hammer shoots first. The other team shoots second. Players continue to alternate shooting until all 4 weights of each team's color are used. At this time, points are counted and play continues from the opposite end. The team which scored points on the previous round must shoot first on the next round. If no points are scored on the preceding round (e.g., all weights are knocked off) then the hammer changes. In other words, the team that had the hammer during the round where no points were scored must shoot first the next round. Play continues in this manner until one team reaches the designated points (typically is 15-points).

## How To Count Player/Team Scores

Only one team scores in a round.

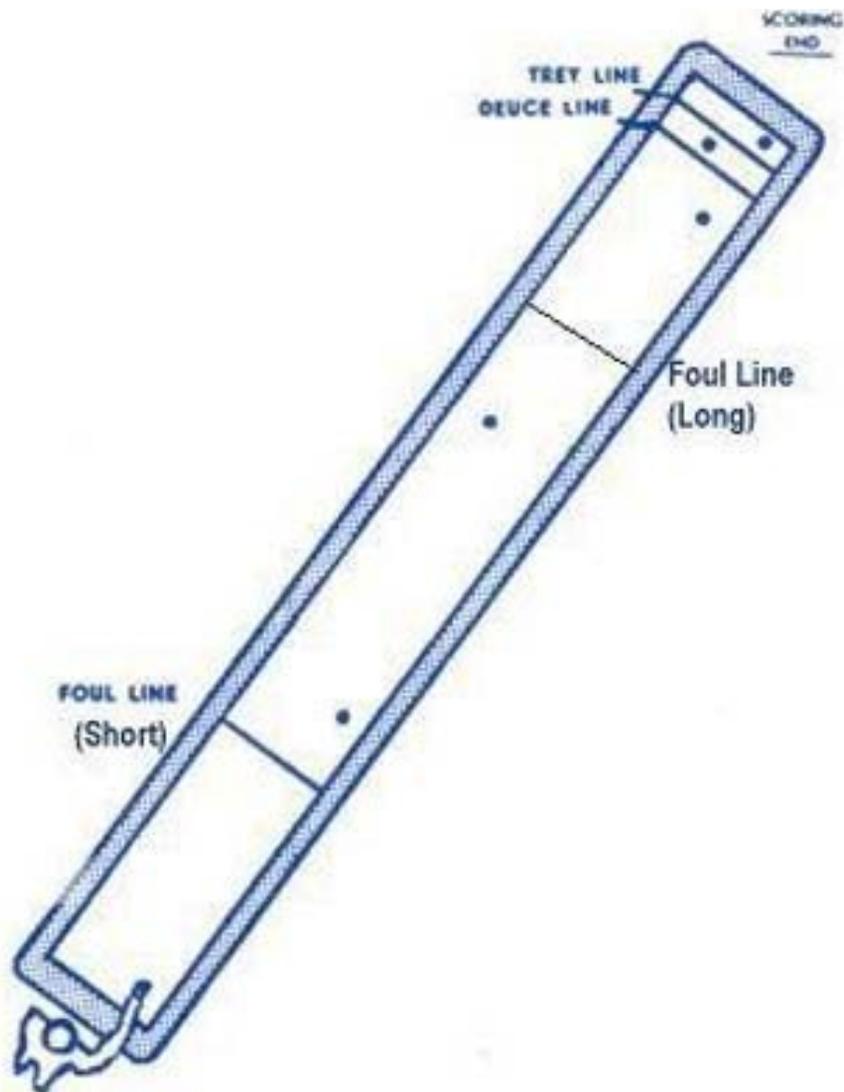
The team which has their weight closest to the end of the board scores. All of their weights which are ahead of their opponent's deepest weight (closest to the end of the board) are added together for the score for that round.

A weight scores 1-point if it is located between the designated foul line (most commonly being the "short foul line") and the "2" line.

Weights completely across the "2" or "3" line count 2-points or 3-points, respectively. To judge if a weight is completely over the line it should be viewed from above (i.e., look down over the top of the weight). Again, the entire weight must be over the line for it to count as the next higher point value. You should be able to see some wood between the line and the weight.

If any portion of the weight is hanging over the end of the board is called a "hanger" and counts 4-points. Close calls can be checked by holding a weight so the top of a weight is along the back end of the board.

The weight is then slid along the back end of the board. If it hits the "disputed" hanger the weight is indeed hanging and is worth 4-points instead of 3-points.



For additional playing options and game variations, please select shuffleboard games and rules at:

<http://www.playcraft.com/instructions-manuals.html>

# PRODUCT PARTS LIST

Model #Extera Shuffleboard 12'

Part#	Description	Q'ty
H1	5/16x3/4" Bolt	16
H2	1/4x4" Bolt	8
H3	5/16Washer	16
H4	1/4Washer	8
H5	1-3/4" Flat Head Screw	4
P1	Shuffleboard	1
P2	Leg	4
P3	Leg Panel	2
P4	Leg Leveler	4
P5	Abacus Scorer	2
A1	Weight set	1
A2	Speed wax	1
A3	Brush	1
A4	Tool	1
A5	Table Cover	1

Thank you for choosing PLAYCRAFT!