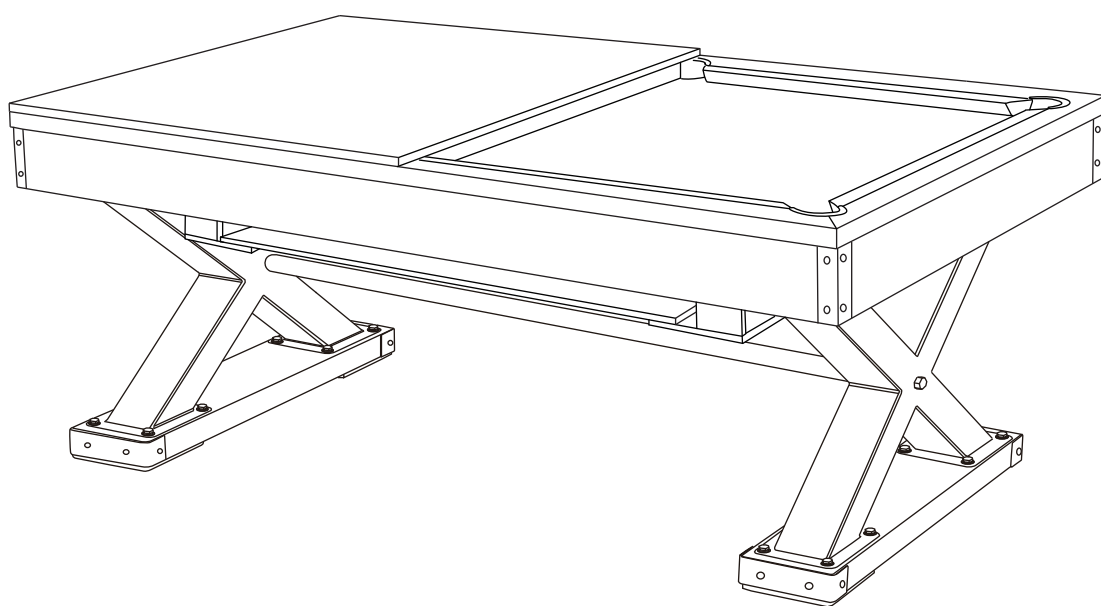


ASSEMBLY INSTRUCTIONS



Wolf Creek

Model: WPTWCKWGY07



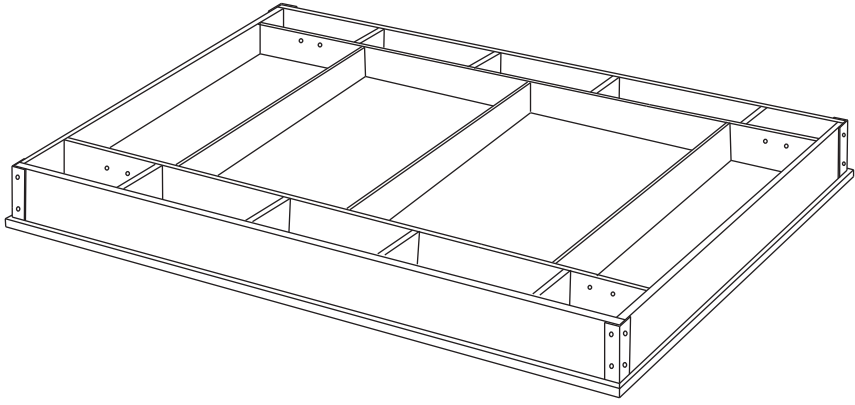
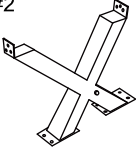
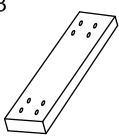
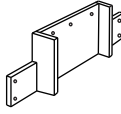
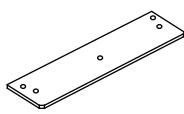
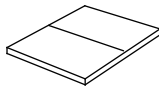
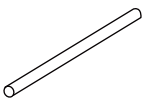
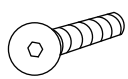



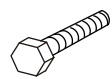

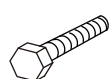


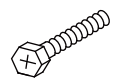


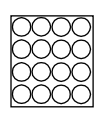


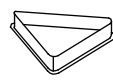

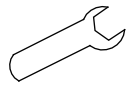
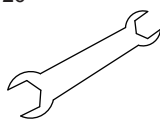
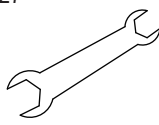


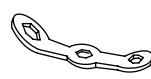
Congratulations on selecting a Playcraft Wolf Creek pool table. Please contact us via email at support@playcraft.com should you require any assistance.

Please carefully read all safety instructions and directions before proceeding

- 1) Your table is designed for use indoors in a climate controlled environment only. Damage can occur if the table is exposed to water, dampness, high humidity, freezing temperatures, etc.
- 2) This pool 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 Playcraft.
- 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) 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.
- 8) DO NOT lift the table by placing your hands under the pockets, and do not sit, lean or put pressure on the pockets.
- 9) 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(and do not lift by the pockets.)

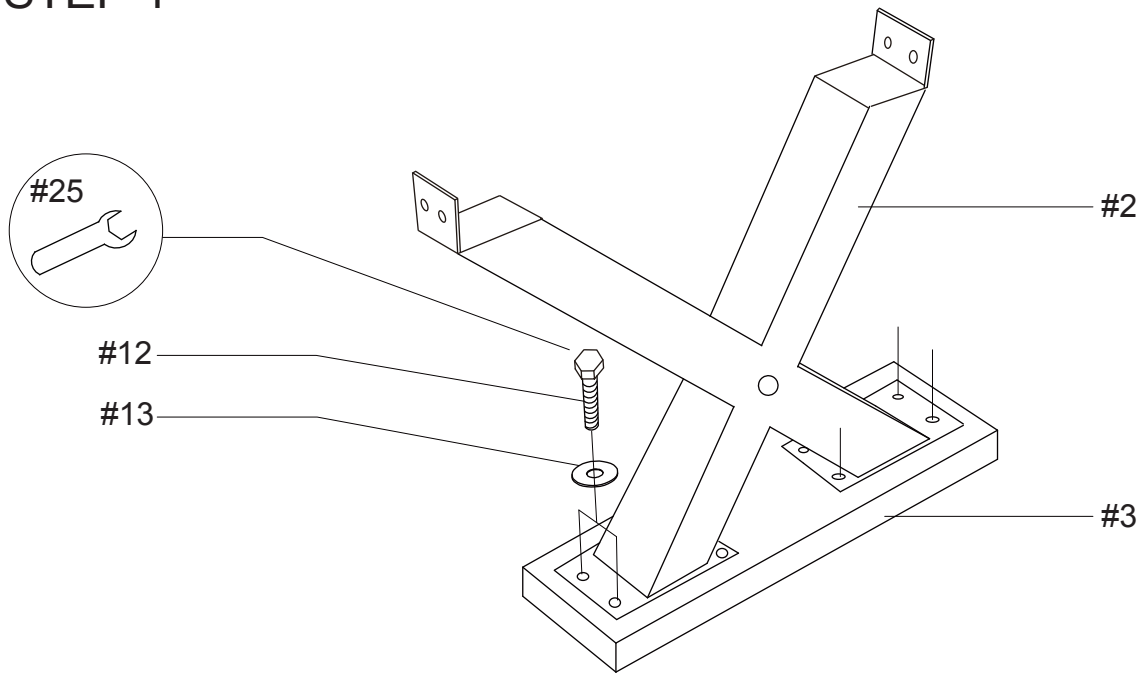


Part list

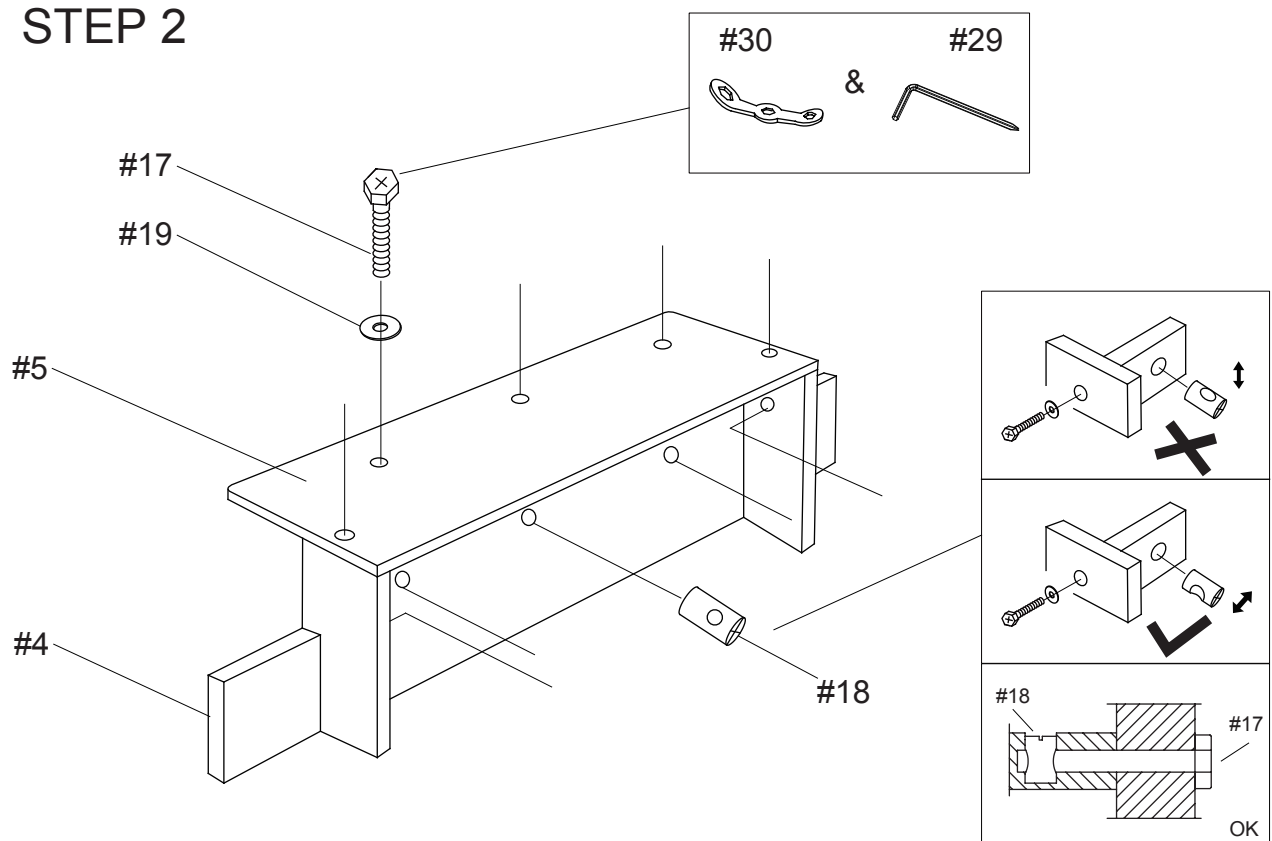
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<div>#2</div>  <div>Legs 2PCS</div>	<div>#3</div>  <div>Leg Base 2PCS</div>	<div>#4</div>  <div>Board 2 2PCS</div>	<div>#5</div>  <div>Connecting Woods 4PCS</div>	<div>#6</div>  <div>Dinning Table 1SET</div>	<div>#7</div>  <div>Leg Connected Bar 1PC</div>
<div>#8</div>  <div>M10x60mm Bolts 8PCS</div>	<div>#9</div>  <div>M10 Washers 8PCS</div>	<div>#10</div>  <div>M10 Spring Washers 8PCS</div>	<div>#11</div>  <div>M10 Nuts 8PCS</div>	<div>#12</div>  <div>M8x20mm Bolts 16PCS</div>	<div>#13</div>  <div>5/16" Washers 16PCS</div>
<div>#14</div>  <div>M16x120mm 2PCS</div>	<div>#15</div>  <div>5/8" Washers 2PCS</div>	<div>#16</div>  <div>1/4"x2-1/2" Bolts 8PCS</div>	<div>#17</div>  <div>1/4"x2" Bolts 10PCS</div>	<div>#18</div>  <div>1/4" Nuts 18PCS</div>	<div>#19</div>  <div>1/4"x16mm Washers 18PCS</div>
<div>#20</div>  <div>Pool Balls 1SET</div>	<div>#21</div>  <div>Cues 2PCS</div>	<div>#22</div>  <div>Chalks 2PCS</div>	<div>#23</div>  <div>2-1/4" Triangle 1PC</div>	<div>#24</div>  <div>Brush 1PC</div>	<div>#25</div>  <div>12mm Wrench 1PC</div>
<div>#26</div>  <div>17-13mm Wrench 1PC</div>	<div>#27</div>  <div>24-22mm Wrench 1PC</div>	<div>#28</div>  <div>6mm Allen Key 1PC</div>	<div>#29</div>  <div>4mm Allen Key 1PC</div>	<div>#30</div>  <div>Wrench 1PC</div>	



STEP 1

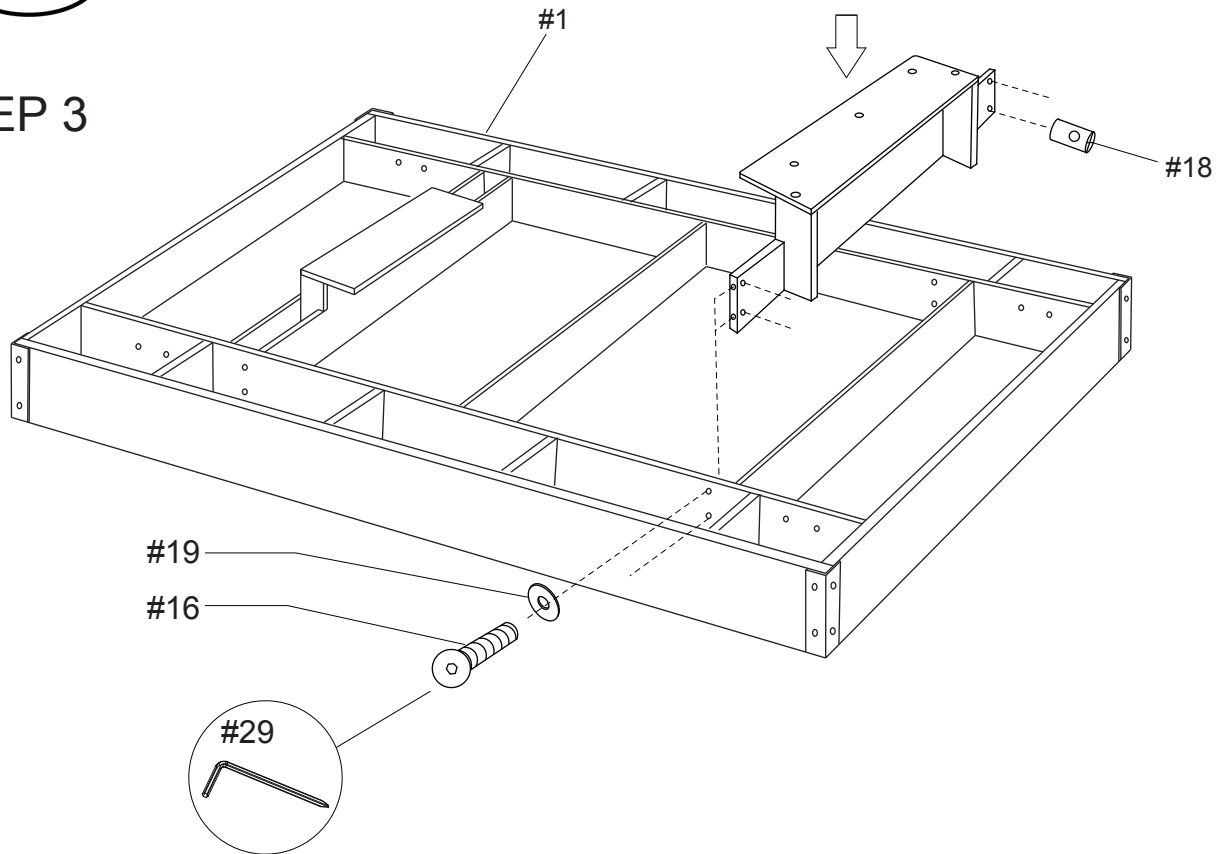


STEP 2

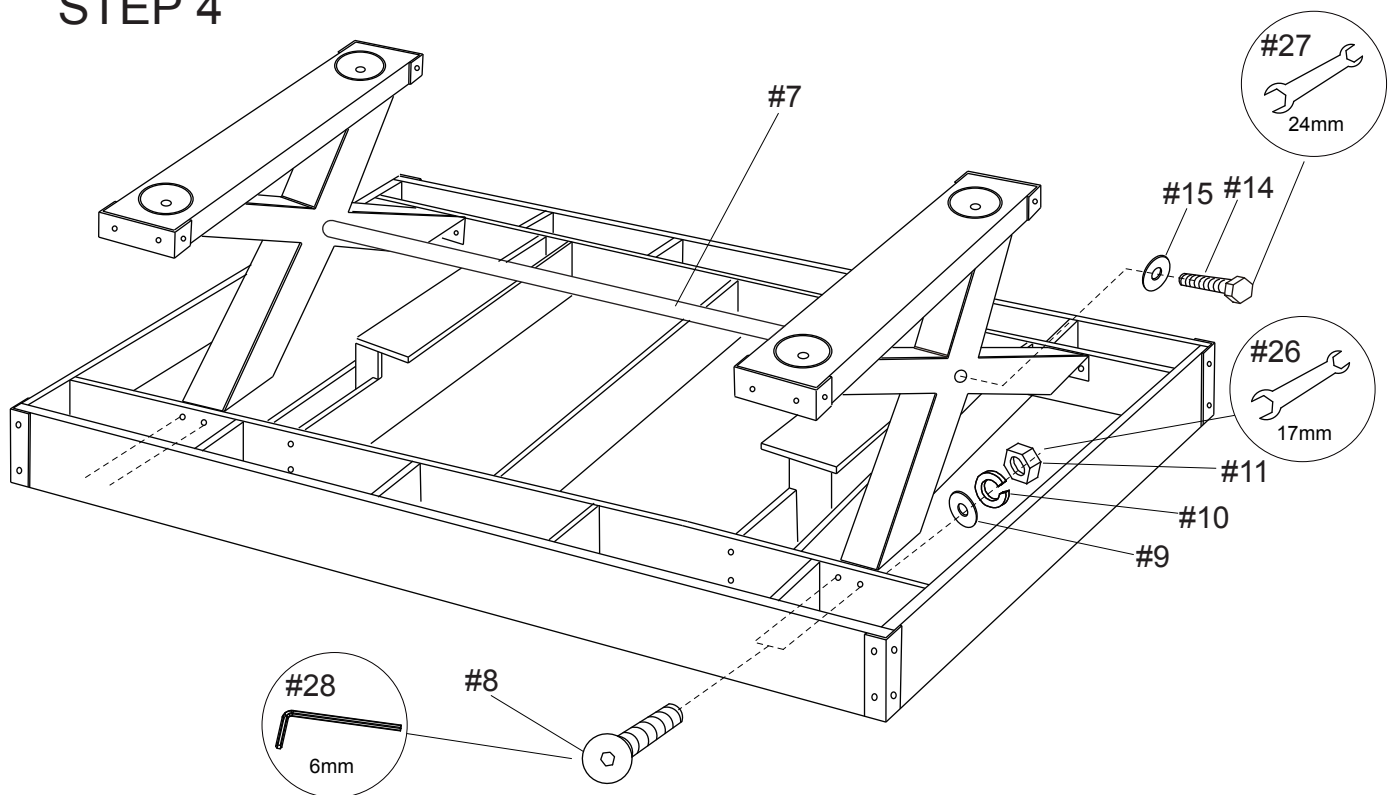




STEP 3



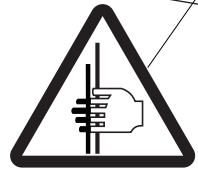
STEP 4



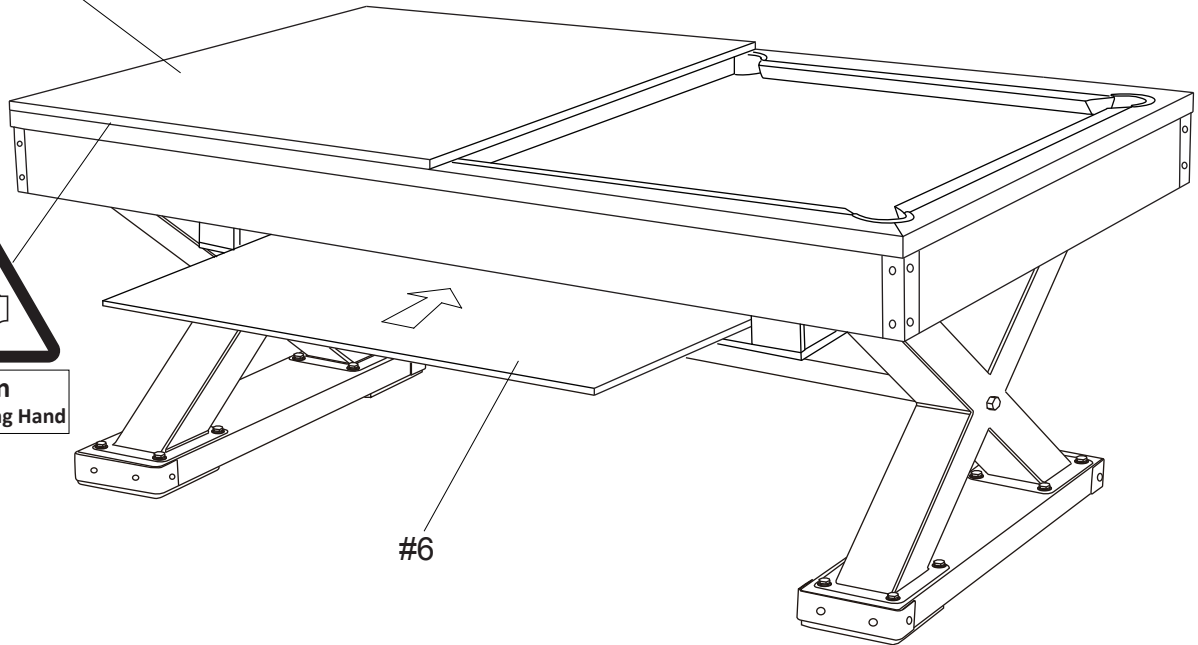


STEP 5

#6

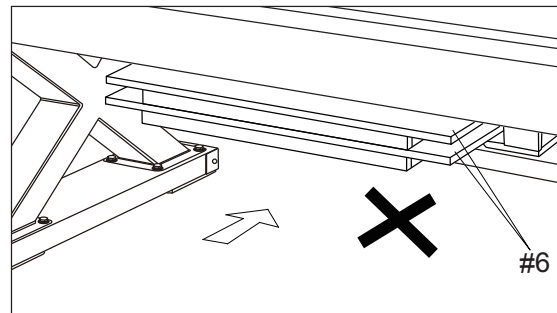
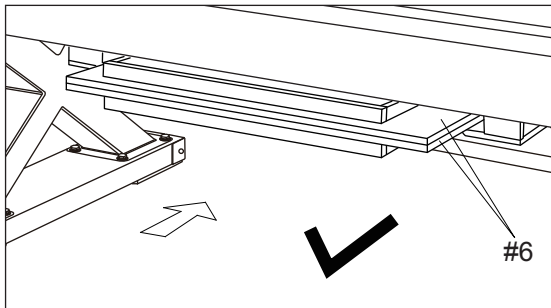


Caution
Risk of Pinching Hand

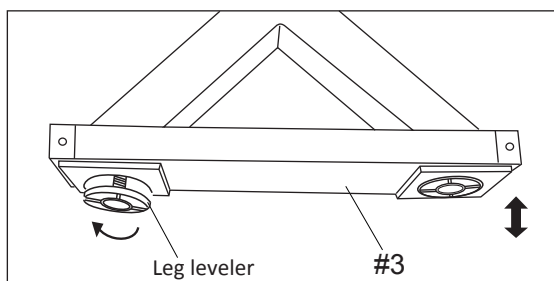


CAUTION: Four adults are recommended to turn the table over as shown.

1. Lift the table off the ground.
2. Turn the table over.
3. Place it on all four feet at the same time on the ground.
4. Do not use the legs for leverage.



- To reduce the risk of scratches, dinning tables should be placed face to face and then inserted in storage.



- Anti-skid, crush resistant, easy adjusting leg leveler.



RULES OF PLAY - 8 BALL

OBJECT OF THE GAME:

8 Ball is a simple game enjoyed by players of all skill levels. It is a Called Shot Game, meaning that players must announce their intended shot in advance in order for it to count. In 8 Ball, one player shoots at solid balls (numbers 1 through 7), while the opponent shoots at striped balls (numbers 9 through 15). The player who pockets his or her ball group first and then sinks the 8 ball is the winner.

THE BREAK:

The balls are racked as shown in the illustration. A flip of a coin determines which player gets to break. In subsequent games, the loser of the previous game gets to break. The cue ball must be placed behind the head string and the shooter must either: (a) pocket a ball, or (b) drive four balls to the rails. If the shooter fails to make a legal break, the opponent has the option of accepting the balls in this position or re-racking the balls and shooting the opening break again.

If any balls are pocketed on the break: the shooter stays on the table, however the table is still Open, meaning that the choice of the stripes or solids is not yet determined. The choice of stripes or solids is determined by the first called shot made after the break.

If the 8 ball is pocketed on the break: the shooter stays on the table with the option of spotting the 8 ball and continuing play, or re-racking the balls and breaking again.

If the shooter scratches on the break: if the cue ball is pocketed on the break: (a) all balls pocketed remain pocketed, except the 8 ball which is spotted, (b) the table is open, (c) the opposing player has the cue ball in hand and may place it anywhere behind the head string and shoot at any ball that is not behind the head string.

PLAYING THE GAME:

After the break, regardless of whether any balls were pocketed on the break, the table is Open, with the choice of stripes or solids determined by the next legally pocketed ball.

In the course of play, a shooter must call each shot in advance, by indicating the ball to be made and the pocket into which it will be made. It is not necessary to indicate details such as cushions, banks, caroms, etc. Failure to make the shot as called results in a loss of turn. If the shot is made as called, then any other balls pocketed remain pocketed. However, if the called shot is not made and any other balls are pocketed, then the shooter's ball(s) that were pocketed would be spotted and any of the opponent's balls would remain pocketed.

In order to execute a Legal Shot, the first ball hit must be one of the balls in the shooter's group (stripes or solids) and the object ball must be pocketed or the cue ball or any object ball must come into contact with a rail. (Note: It is legal for the shooter to bank the cue ball off a rail before hitting the object ball.)

A player who legally pockets a ball continues play until missing or committing a Foul. Once a player's ball group (stripes or solids) is pocketed, the player may play the 8 ball. Again, the player must clearly indicate the intended pocket, even if it appears obvious. A player who legally pockets all of his ball group and the 8 ball is the winner.

FOULS:

1. Failure to execute a legal shot as defined above.
2. A scratch shot (shooting the cue ball into a pocket or off the table)
3. Moving or touching any ball by means other than legal play.
4. Shooting an intentional jump shot over another ball by scooping the cue stick under the cue ball. A jump shot executed by striking the cue ball above center is legal.
5. Using the 8 ball first in a combination shot when the table is not open.

FOUL PENALTY:

Opposing player gets "cue ball in hand". This means that the player can place the cue ball anywhere on the table (does not have to be behind the head string except on the opening break).

SPOTTING BALLS:

Whenever an object is to be spotted, the object ball is spotted on the long string as close to the foot spot as possible.

LOSS OF GAME:

A player committing any of the following infractions loses the game:

1. Fouls when pocketing the 8 ball.
2. Pockets the 8 ball on the same stroke as the last of his group of balls.
3. Scratches when the 8 ball is his legal object ball.
4. Jumps the 8 ball off the table at any time.
5. Pockets the 8 ball in a pocket other than the one designated.
6. Pockets the 8 ball when it is not the legal object ball (except on the break).

RULES OF PLAY - 9 BALL

OBJECT OF THE GAME:

Nine-Ball is a popular game enjoyed by players of all skill levels. In 9 Ball, the shooter must make contact with the lowest numbered ball first. The player who sinks the 9 ball is the winner.

THE BREAK:

Balls numbered 1 through 9 are racked in a "diamond" shape with the 1 Ball at the top of the diamond and on the foot spot and the 9 Ball in the center. See the illustration. The cue ball must be placed behind the head string and the shooter must make contact with the 1 Ball first and either: (a) pockets a ball, or (b) drives four balls to the rails. If the shooter fails to make a legal break, the opponent has the option of accepting the balls in this position or re-racking the balls and shooting the opening break again. If the cue ball is scratched on the break, the incoming player may not play a "Push Out" (see PUSH OUT), but places the "cue ball in hand" anywhere on the table.

PLAYING THE GAME:

After the break, the next shot may be played as a "Push Out", or, if the breaker pockets one or more balls, he continues to shoot until he misses, fouls, or wins the game. Once a player misses or fouls, the opponent begins to shoot until missing, committing a foul, or winning. The game ends when the 9 Ball is pocketed on a legal shot.

PUSH OUT:

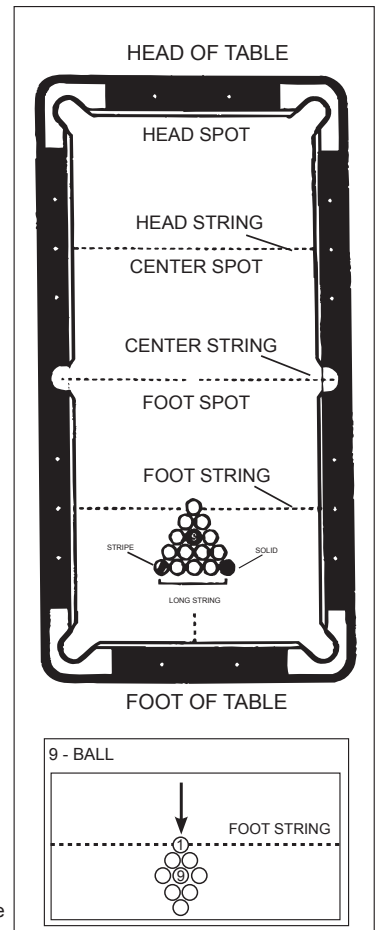
The player shooting immediately following a legal break may play a Push Out in an attempt to move the cue ball into a better position. In a Push Out, a ball does not have to make contact with any ball or rail and is not considered a foul unless other foul rules apply. The player must announce the intention of playing a Push Out before the shot, or it is considered normal play. Any ball pocketed on a Push Out does not count and remains pocketed (except the 9 Ball). Following a Push Out, the incoming player: a) must shoot from that position or b) may pass the shot back to the other player.

FOULS:

1. Failure to execute a legal shot as defined above.
2. Failure to make first contact with the lowest numbered ball on the table.
3. A scratch shot (shooting the cue ball into a pocket or off the table)
4. Moving or touching any ball by means other than legal play.
5. When the object ball is not pocketed, failure to drive the any ball to a rail after the cue ball has made contact with the object ball.
6. Shooting an intentional jump shot over another ball by scooping the cue stick under the cue ball. A jump shot executed by striking the cue ball above center is legal.
7. Driving any ball off the table. The object balls are not re-spotted (except the 9 Ball).

FOUL PENALTY:

Opposing player gets "cue ball in hand". This means that the player can place the cue ball anywhere on the table. Balls pocketed on the foul are NOT re-spotted (except the 9 Ball). Any player that commits a foul three consecutive times on three successive shots without making a legal shot in between loses the game.





Customer Service

For questions on assembly or for missing or damaged parts, please contact us via email at support@playcraft.com. Please visit our website at www.playcraft.com to see more industry leading Playcraft and Playcraft Sport game tables.

Thank you for choosing Playcraft!

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