

MINI FOOTBALL TABLE

GB IE NL

MINI FOOTBALL TABLE

Instructions for use

FR BE

MINI-BABYFOOT

Mode d'emploi

DE AT CH

MINI TISCHFUSSBALL

Gebruiksaanweisung

IAN 485151_2501

GB IE DK BE NL

● Rules of the game

- One round consists of between 6 and 10 goals.
- The players/teams switch sides after each round. Both players/teams can choose to remain on their respective side.
- The 2-person team whose turn it is to throw in is the first to decide the position of the players. Each player operates one rod and must stay in their position during the game.
- When only 2 players are competing, each player operates all rods on their respective side.

● Game

- Flip a coin to determine which player or team will start.
- If you are throwing in, toss a tabletop football over the board onto the halfway line of the field. The ball is now 'in play'.
- Move the ball from row to row by manipulating the respective rod.
- Pass the ball until you can score a goal. **Note:** It counts as a goal if the ball passes the goal line, even if it ricochets back onto the field.

● Throwing in

- The ball is in play 'into play' at the halfway line when the match begins or after a goal. The player who is throwing in may try to influence the course of the ball.
- The players are prohibited from reaching into the playing area when the ball is 'in play'.
- The ball is 'in play' once it touches the playing field. Only then can the ball be played.
- The team who is throwing in cannot shoot a goal before the ball has touched a playing piece.
- The ball must not be thrown in before all players have confirmed that they are ready.

● Subsequent throw-ins

- The subsequent throw-ins are performed by the team/player against whom the last goal was scored.
- In a match with multiple rounds, the first throw is made by the team that lost the previous round.

● Ball 'in play'

- After the ball has been thrown in, it must remain 'in play'.

● 'Out of bounds'

- The ball is 'out of bounds' if it touches an object outside of the playing area. It is then thrown in by the player/team that originally threw it in.

● 'Dead ball'

- A 'dead ball' is a ball that is lying completely still and cannot be reached by any of the playing figures.
- If the ball is declared 'dead' between the goal and the nearest rod, it is placed in the nearest corner and rolled into the playing field.
- If the ball is declared 'dead' between the two middle rods, it is put back 'into play' at the halfway line by the team that originally threw it in.

● 'Time out'

- Each team/player gets two 'time outs' per round.
- A 'time out' cannot last longer than 30 seconds.
- A 'time out' is only possible if the ball is not moving.
- Touching the ball is prohibited during the 'time out'.
- Violation of this rule results in loss of the ball to the opposing team/player.
- The players on a team can change positions during a 'time out'.

● Turning the rods

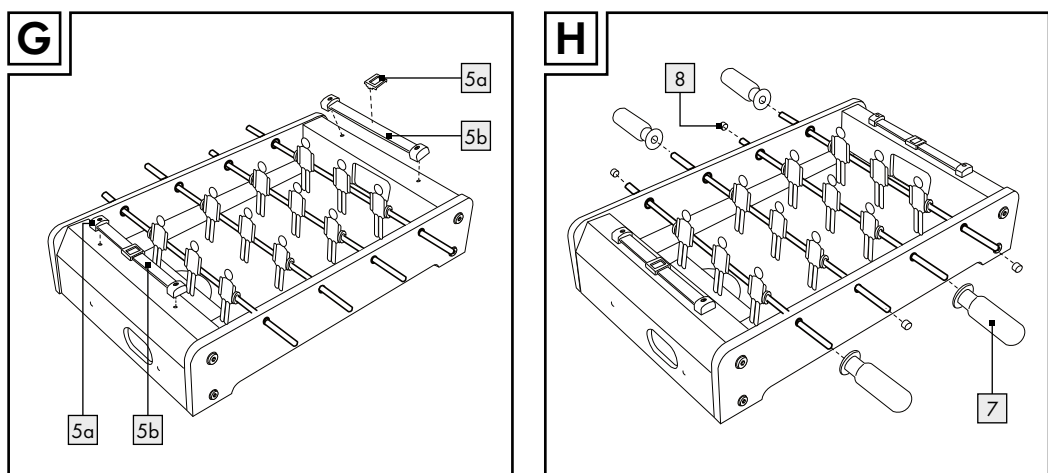
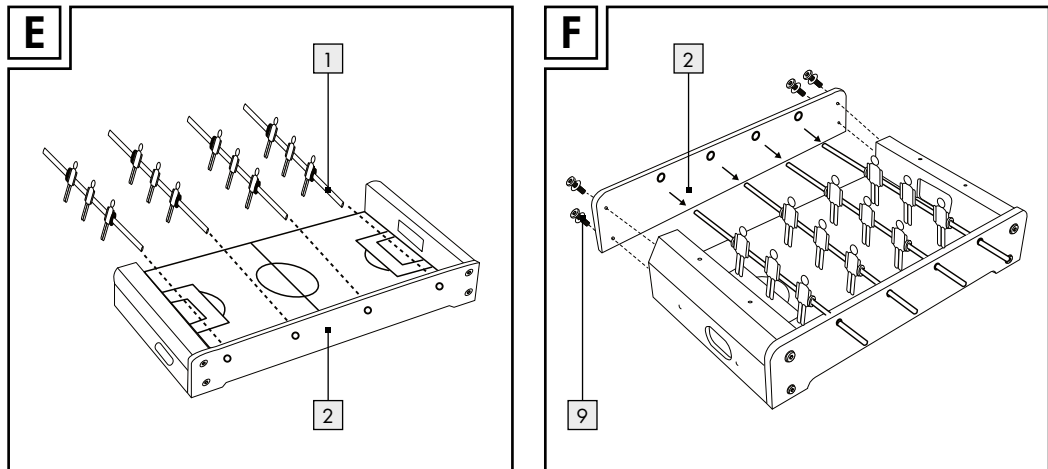
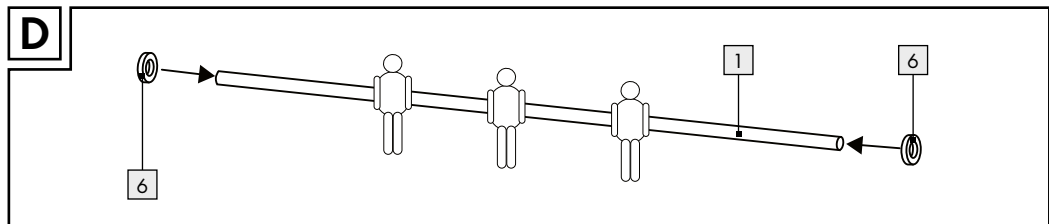
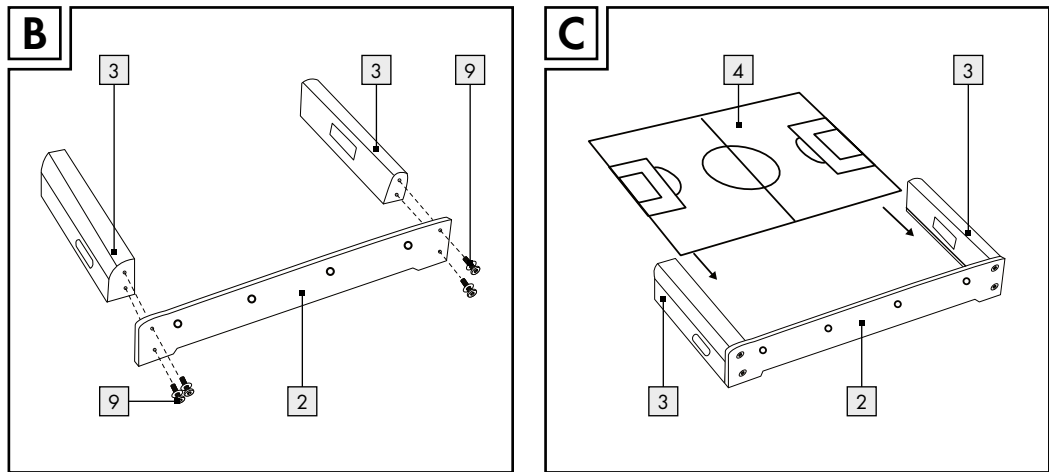
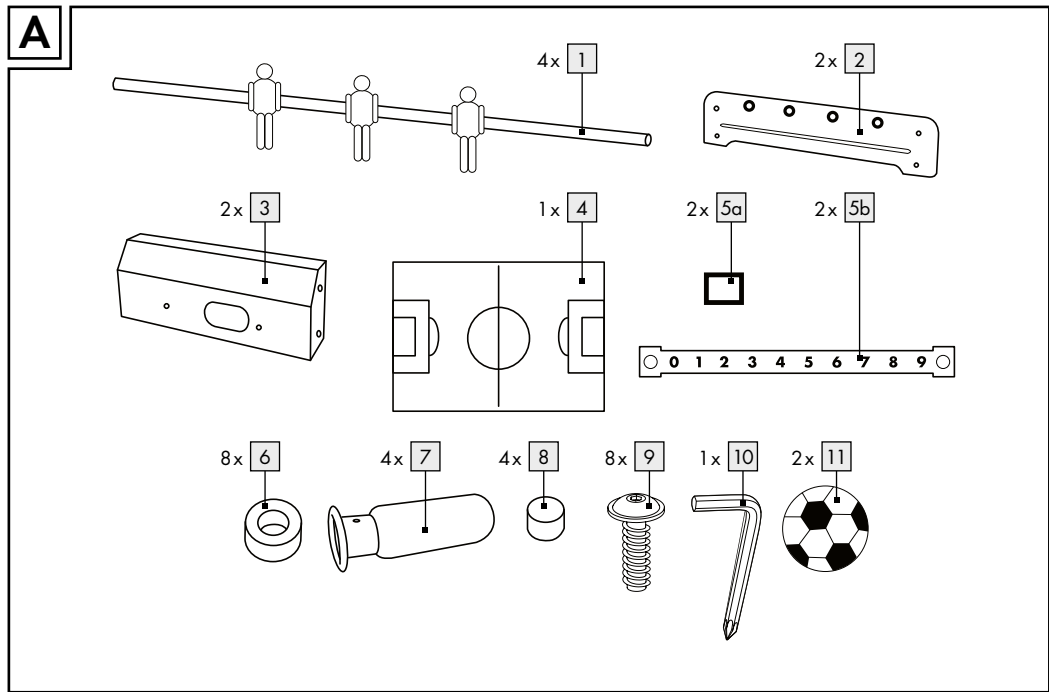
- The rods must not be rotated. Rotating the figure by more than 360° before or after ball contact is against the rules.
- If a ball that was moved by turning the rods enters the field, this does not count as a goal.
- If an own goal is scored by turning the rods, this counts as a goal for the opponent.

● Influencing the table

- Shaking or lifting the table is prohibited.
- Touching the opponent's rod is prohibited.
- Excessive force when passing or shooting is prohibited.

● 'Technical foul'

- A 'technical foul' can be called after a rule is broken.
- The game is paused in the event of a 'technical foul'. The opponent is given the ball and can take a shot at the goal from the second to last rod. Once the ball



List of pictograms used	
	Safety information
	Instructions for use

Mini Football Table

● Introduction

- We congratulate you on the purchase of your new product. You have chosen a high quality product. Familiarise yourself with the product before using it for the first time. In addition, please carefully refer to the operating instructions and the safety advice below. Only use the product as instructed and only for the indicated field of application. Keep these instructions in a safe place. If you pass the product on to anyone else, please ensure that you also pass on all the documentation with it.

● Intended use

This product is intended as a toy for children 5 years of age and up, for private household use. The product is solely intended for indoor use.

- Scope of delivery and parts description**
 - 4 rods with playing figure
 - 2 side walls
 - 2 headboards with goal
 - 1 base plate
 - 2 score meters
 - 4 handles
 - 4 end caps
 - 8 hex socket screws with washer
 - 1 hex key
 - 2 balls
 - 1 instructions for use

Safety notices

- WARNING.** Not suitable for children under 36 months. Small parts. Choking hazard.
- WARNING.** Not suitable for children under 36 months. Small ball. Choking hazard.

- WARNING.** To be used under the direct supervision of an adult.
- WARNING.** All packaging and fastenings are not part of the toy and for safety reasons should always be removed before it is handed over to children to play with.
- The product must be assembled by an adult; check the product for damage or wear before each use. Only use the product if it is in perfect condition!
- Do not get atop or climb on the product.
- Do not place any heavy objects on the product. Weight must not be placed on the product.
- Only use the product on a level surface.

● Assembly

- Use the hex socket screws and the hex key to screw both headboards to a side wall (see Fig. B). **Note:** Make sure that the closed side of the side wall is facing outwards.
- Tighten the hex socket screws lightly.
- Insert the base plate (see Fig. C) and then tighten the hex socket screws fully.
- Place an adjusting ring on each of the outer sides of the rods as shown in Figure D. **Note:** Move the adjusting rings close to the playing figures.
- Insert the rods through the openings in the side wall (see Fig. E). **Note:** Make sure that you insert the respective rod with the keeper figure through the opening in the goal.
- Use the hex socket screws to assemble the second side wall as shown in Figure F.
- Place one score meter and on each head-board (see Fig. G).
- Place the handles and end caps alternately on the ends of the rods (see Fig. H).

● Objective of the game

The objective of the game is to shoot a certain number of balls into the opposing goal by using the playing figures attached to the moveable handle rods.

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leaves the opponent's defence zone, is blocked, or a goal is scored, the 'technical foul' is over. The ball is brought back into play.

Please find strategies, tips and special rules in the extensive specialty literature.

● Care and storage

- Do not use harsh or aggressive cleaning agents.
- Clean the product only with water and wipe dry afterwards with a cloth.
- Always store the product clean and dry and at room temperature.

● Disposal

The packaging is made entirely of recyclable materials, which you may dispose of at local recycling facilities.

Contact your local refuse disposal authority for more details of how to dispose of your worn-out product.

● Warranty

The product has been manufactured to strict quality guidelines and meticulously examined before delivery. In the event of material or manufacturing defects you have legal rights against the retailer of this product. Your legal rights are not limited in any way by our warranty detailed below.

The warranty for this product is 3 years from the date of purchase. The warranty period begins on the date of purchase. Keep the original sales receipt in a safe location as this document is required as proof of purchase.

Any damage or defects already present at the time of purchase must be reported without delay after unpacking the product.

Should the product show any fault in materials or manufacture within 3 years from the date of purchase, we will repair or replace it – at our choice – free of charge to you. The warranty period is not extended as a result of a claim being granted. This also applies to replaced and repaired parts.

This warranty becomes void if the product has been damaged, or used or maintained improperly.

The warranty covers material or manufacturing defects. This warranty does not cover product parts subject to normal wear and tear, thus considered consumables (e.g. batteries, rechargeable batteries, tubes, cartridges), nor damage to fragile parts, e.g. switches or glass parts.

● Warranty claim procedure

To ensure quick processing of your case, please observe the following instructions:

Please have the till receipt and the item number (IAN 485151_2501) available as proof of purchase. You will find the item number on the rating plate, an engraving on the front page of the instructions for use (bottom left), or as a sticker on the rear or bottom of the product.

If functional or other defects occur, please contact the service department listed either by telephone or by email. You can return a defective product to us free of charge to the service address that will be provided to you. Ensure that you enclose the proof of purchase (till receipt) and information about what the defect is and when it occurred.

● Service

Service Great Britain
Tel.: 080005569216
E-Mail: owim@iuidl.co.uk

● Service Ireland

Tel.: 1800 200736
E-Mail: owim@iuidl.ie

● Service Northern Ireland

Tel.: 0800 0927852
E-Mail: owim@iuidl.ie

De anvendte piktogrammers legende	
	Sikkerhedsanvisninger
	Handlingsanvisninger

Mini bordfodbold

● Indledning

- Hjerteligt tillykke med købet af deres nye produkt. Du har besluttet dig for et produkt af høj kvalitet. Gør Dem fortrolig med apparatet inden første ibrugtagning. Læs derfor den efterfølgende brugsvejledning og sikkerhedsanvisningerne omhyggeligt. Brug kun produktet som beskrevet og kun til de angivne anvendelsesområder. Opbevar denne vejledning på et sikkert sted. Hvis De giver produktet videre til andre, skal alle dokumenter følge med.

● Formålsbestemt anvendelse

Produktet er udelukkende beregnet som legetøj til børn fra 5 år i private hjem. Produktet er udelukkende egnet til indendørs brug.

● Leveringsomfang og beskrivelse af de enkelte dele

- 4 stænger med figurer
- 2 lange sider
- 2 korte sider med mål
- 1 bundplade
- 2 pointvisere
- 8 justeringsringe
- 4 håndtag
- 4 endehætter
- 8 indvendige sekskantskruer med underlagsskive
- 1 indvendig sekskantskægle
- 2 bolde
- 1 brugsvejledning

Sikkerhedsanvisninger
OB5. Ikke egnet til børn under 36 måneder. Små dele. Kvælningsfare.
OB5. Ikke egnet til børn under 36 måneder. Lille kugle. Kvælningsfare.
OB5. Skal anvendes under umiddelbart opsyn af voksne.

- OB5.** Alle emballage- og fastgørelsesmaterialer er ikke bestanddel af produktet, og bør af sikkerhedsmæssige årsager altid fjernes, inden produktet gives til børnene.
- Monteringen skal foretages af en voksen; kontrollér produktet for beskadigelses eller slitage før hver brug. Produktet må kun anvendes, hvis det er i perfekt stand!
- Det er ikke tilladt at stå eller at klatre op på produktet.
- Der må ikke stilles eller lægges tunge genstande på produktet. Produktet må ikke belastes.
- Brug altid produktet på en jævn overflade.

● Montering

- Skr de to korte sider fast til en af de lange sider med de indvendige sekskantskruer og den indvendige sekskantskægle (se afbildning B). **Bemærk:** Vær opmærksom på, at den lukkede side af den lange side vender udad.
- Spænd de indvendige sekskantskruer en smule.
- Skub bundpladen på plads (se afbildning C) og spænd efterfølgende de indvendige sekskantskruer fast.
- Sæt, som vist i afbildning D, en justeringsring på ydersiden af hver stang . **Bemærk:** Placer justeringsringene tæt på figurerne.
- Sæt stængerne gennem åbningerne af den lange side (se afbildning E).
- Skub bundpladen på plads (se afbildning C) og spænd efterfølgende de indvendige sekskantskruer fast.
- Sæt en pointviser og på hver kort side (se afbildning G).
- Sæt håndtagene og endehætterne skiftevis på enderne af stængerne (se afbildning H).

● Spillets mål

Målet med spillet er, at skyde et bestemt antal bolde ind i modstanderens mål.

● Spilleregler

Målet med spillet er, at skyde et bestemt antal bolde ind i modstanderens mål.

- En runde består af mindst 6 og maks. 10 mål.
- Når runden er forbi, skifter spillerne side. Begge spillere/hold kan også vælge ikke at skifte side.

● Influence de la table

- Il est interdit de secouer ou de soulever la table.
- Il est interdit de toucher les barres de l'adversaire.
- Toute usage d'une force exagérée lors de passes ou de tirs est interdit.

● «Faute technique»

- Après violation d'une règle, une «faute technique» peut être prononcée.
- Une «faute technique» conduit à l'interruption du jeu. L'adversaire obtient la balle et peut exercer un tir vers le but à hauteur de l'avant dernière barre. Dès que la balle sort de la zone de défense de l'adversaire, qu'elle a été maintenue ou qu'un but a été marqué, la «faute technique» est terminée. La balle est remise en jeu.

Vous trouverez des exemples de stratégies, des conseils ainsi que des règles particulières dans la littérature spécialisée.

● Entretien et stockage

- N'utilisez pas de produit nettoyant abrasif ou agressif.
- Nettoyez uniquement le produit avec un chiffon humide et essayez-le jusqu'à séchage complet.
- Rangez toujours le produit sec et propre dans une pièce tempérée.

● Mise au rebut

L'emballage se compose de matières recyclables pouvant être mises au rebut dans les déchetteries locales.

Votre mairie ou votre municipalité vous renseigneront sur les possibilités de mise au rebut des produits usagés.

● Garantie

Le produit a été fabriqué selon des critères de qualité stricts, et contrôlé consciencieusement avant sa livraison. En cas de défaut de matériel ou de fabrication, vous avez des droits légaux vis-à-vis du vendeur du produit. Vos droits légaux ne sont en aucun cas limités par notre garantie mentionnée ci-dessous.

La garantie de ce produit est de 3 ans à partir de la date d'achat. La période de garantie commence à la

date d'achat. Conservez l'original de la preuve d'achat dans un endroit sûr car ce document est nécessaire pour prouver l'achat.

Tout dommage ou défaut déjà présent au moment de l'achat doit être signalé immédiatement après le débollage du produit.

Si le produit présente un défaut de matériel ou de fabrication dans les 3 ans qui suivent la date d'achat, nous le réparons ou le remplaçons - à notre choix - gratuitement pour vous. La période de garantie n'est pas prolongée par une demande de garantie acceptée. Cette mesure s'applique également pour les pièces remplacées et réparées.

Cette garantie est annulée si le produit a été endommagé ou utilisé ou entretenu de manière incorrecte.

La garantie couvre les défauts de matériaux et de fabrication. Cette garantie ne couvre pas les pièces du produit soumises à une usage normale, et qui sont considérées comme des pièces d'usure (par exemple des piles, les piles rechargeables, tuyaux, les cartouches d'encre), ni les dommages aux pièces fragiles, par exemple les interrupteurs ou les pièces en verre.

Pour garantir la rapidité d'exécution de la procédure de garantie, veuillez respecter les indications suivantes :

Veuillez conserver le ticket de caisse et la référence du produit (IAN 485151_2501) à titre de preuve d'achat pour toute demande.

Le numéro de référence de l'article est indiqué sur la plaque d'identification, gravé sur la page de titre de votre manuel (en bas à gauche) ou sur un autocollant apposé sur la face arrière ou inférieure du produit. En cas de dysfonctionnement du produit, ou de tout autre défaut, contactez en premier lieu le service après-vente par téléphone ou par e-mail ou coordonnées indiquées ci-dessous. Vous pouvez alors envoyer franco de port tout produit considéré comme défectueux ou service clientèle indiqué, accompagné de la preuve d'achat (ticket de caisse) et d'une description écrite du défaut avec mention de sa date d'apparition.

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