

ASSEMBLY INSTRUCTIONS



Milan

Model: FBMILM



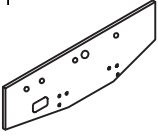
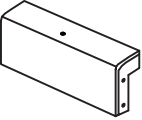
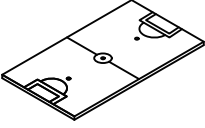


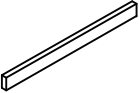

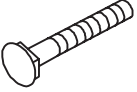


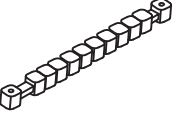


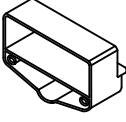
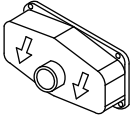
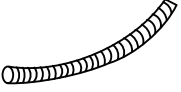




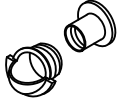

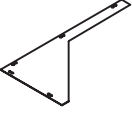


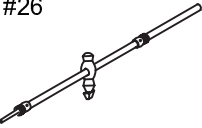
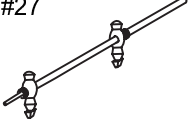
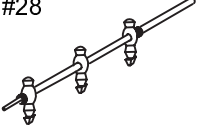
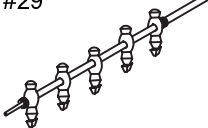





Congratulations on selecting a Playcraft Milan foosball table. Please contact us toll free at (888) 367-3095 or via email at support@playcraft.com should you require any assistance.

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) 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 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.



Parts List

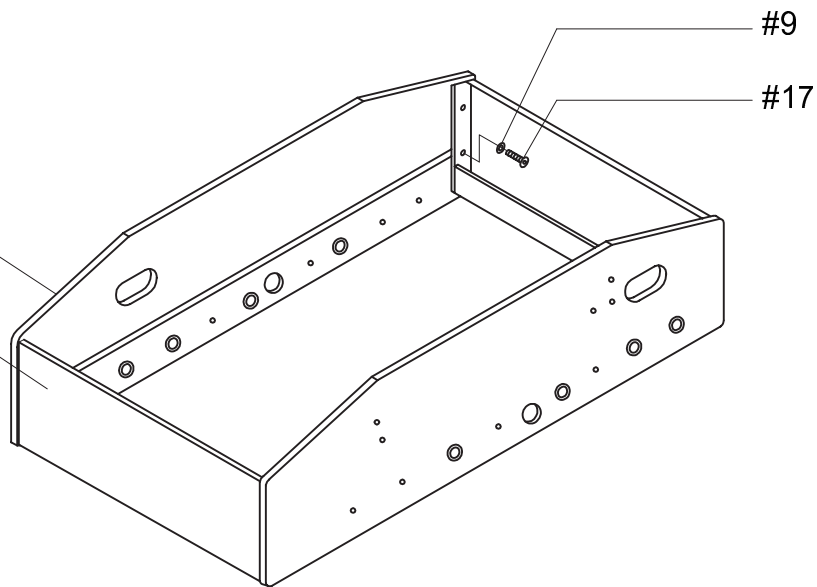
<p>#1</p>  <p>Long-side Panel 2PCS</p>	<p>#2</p>  <p>Short-end Panel 2PCS</p>	<p>#3</p>  <p>Playfield 1PC</p>	<p>#4</p>  <p>Legs 4PCS</p>	<p>#5</p>  <p>Leg Panels 2PCS</p>
<p>#6</p>  <p>Playfield Support 2PCS</p>	<p>#7</p>  <p>F3.5*1-1/4\"Screws 20PCS</p>	<p>#8</p>  <p>5/16*2-3/4\"Bolts 12PCS</p>	<p>#9</p>  <p>5/16*3/4\" Washers 20PCS</p>	<p>#10</p>  <p>5/16\"Nuts 12PCS</p>
<p>#11</p>  <p>Slide Scorers 2PCS</p>	<p>#12</p>  <p>F4*1-1/2\" Screws 4PCS</p>	<p>#13</p>  <p>T4*1/2\" Screws 28PCS</p>	<p>#14</p>  <p>Ball Receivers 2PCS</p>	<p>#15</p>  <p>Ball Collectors 2PCS</p>
<p>#16</p>  <p>Ball Return Tube 2PCS</p>	<p>#17</p>  <p>5/16*1-1/2\"Bolts 8PCS</p>	<p>#18</p>  <p>3/8\"Spring Washers 8PCS</p>	<p>#19</p>  <p>3/8*7/8\" Washers 8PCS</p>	<p>#20</p>  <p>3/8\" Lock Hexnuts 8PCS</p>
<p>#21</p>  <p>Ball Serve Port 2PCS</p>	<p>#22</p>  <p>8*5/8\"Screws 2PCS</p>	<p>#23</p>  <p>White Plastic Playfield Corners 4PCS</p>	<p>#24</p>  <p>Leg Levelers 4PCS</p>	<p>#25</p>  <p>8*1-3/4\" Screws 8PCS</p>
<p>#26</p>  <p>1-Player Rods 2PCS</p>	<p>#27</p>  <p>2-Player Rods 2PCS</p>	<p>#28</p>  <p>3-Player Rods 4PCS</p>	<p>#29</p>  <p>5-Player Rods 2PCS</p>	<p>#30</p>  <p>Rod Handles 8PCS</p>
<p>#31</p>  <p>Foosball 4PCS</p>	<p>#32</p>  <p>Wrench 1PC</p>	<p>#33</p>  <p>Wrench 1PC</p>	<p>#34</p>  <p>Playfield Support Mount 4PCS</p>	



STEP 1

#1

#2



#9

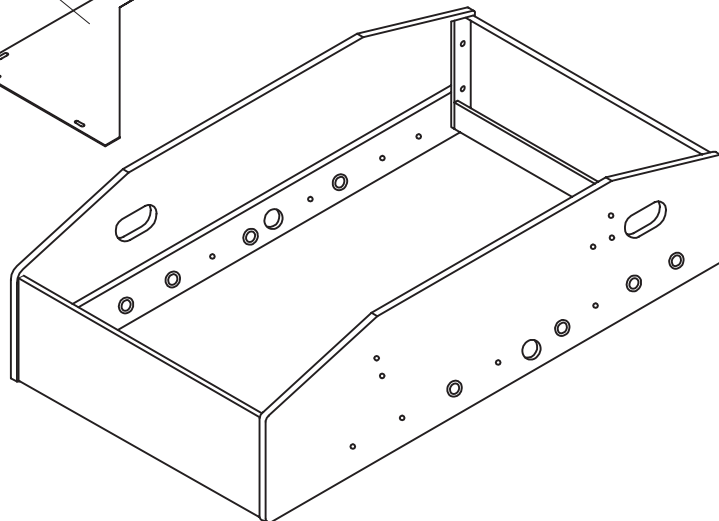
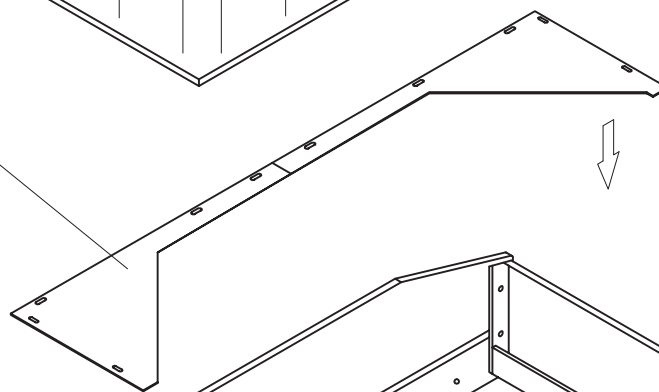
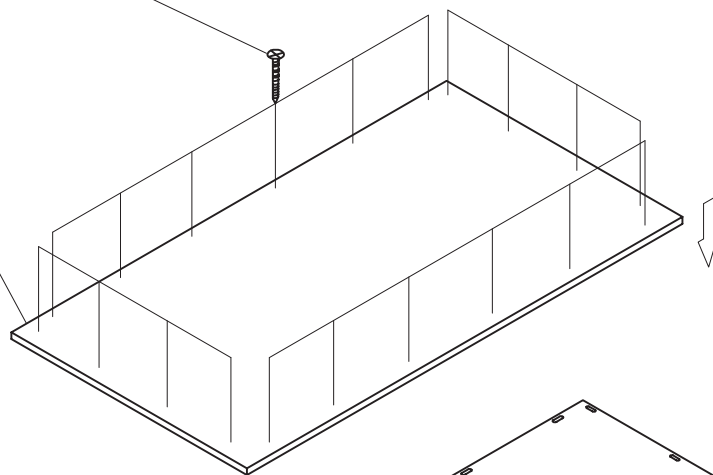
#17

STEP 2

#7

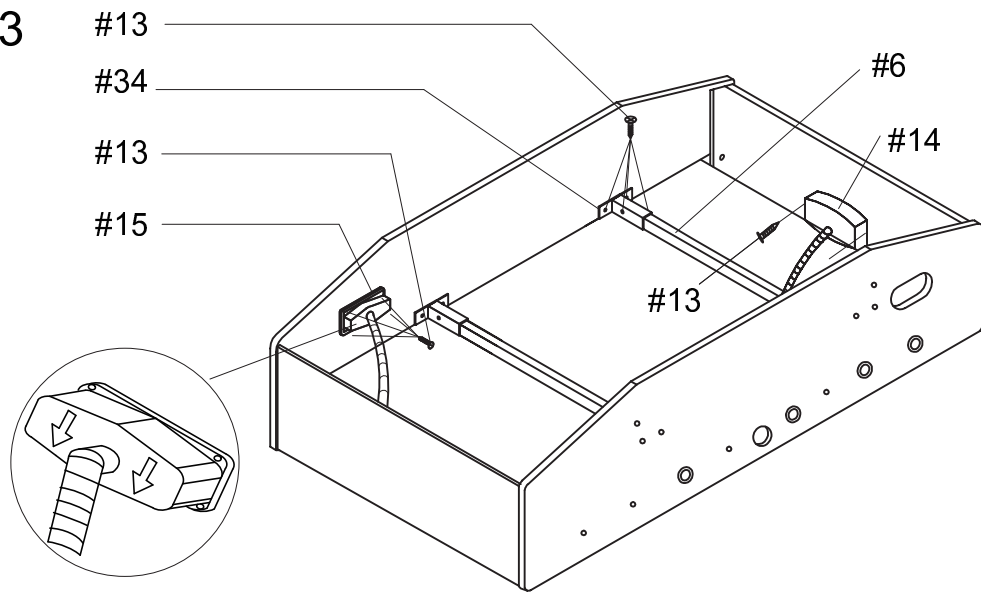
#3

#23

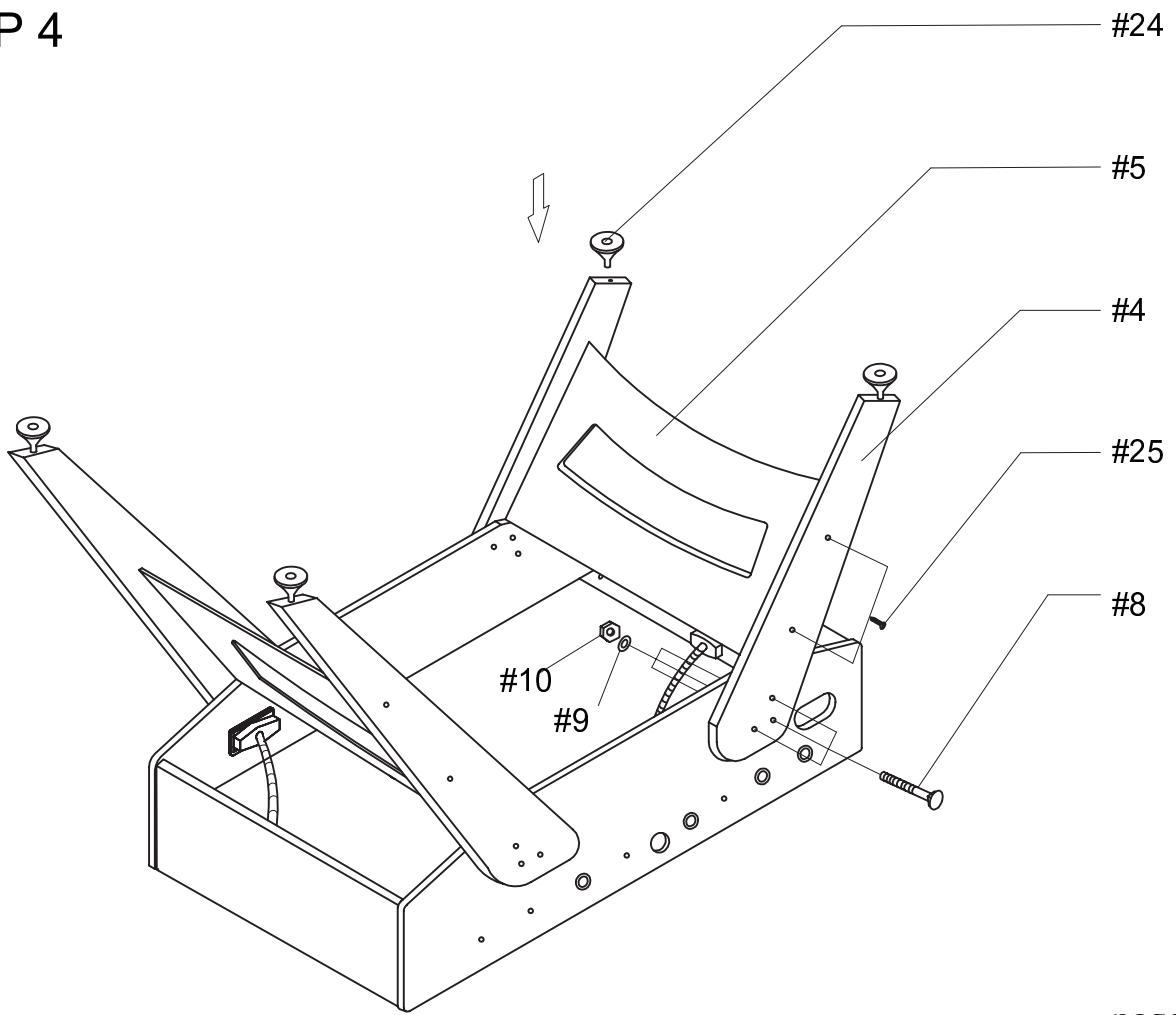




STEP 3



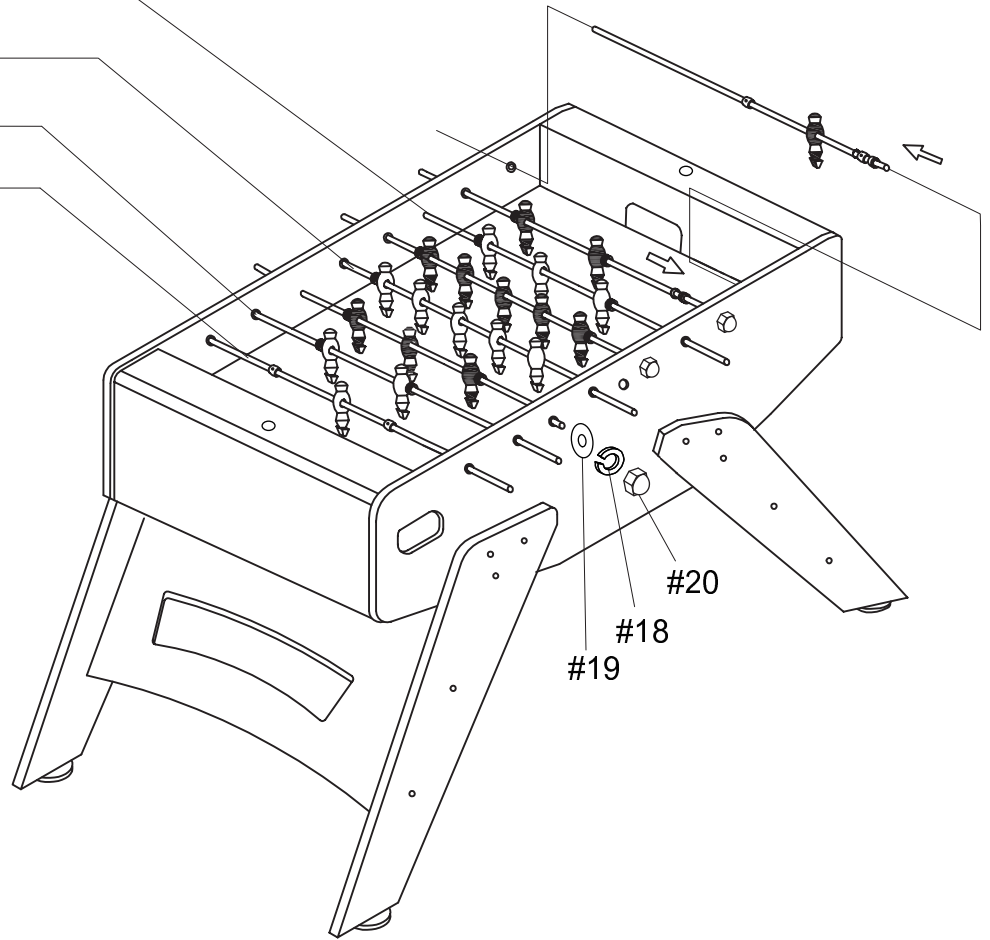
STEP 4





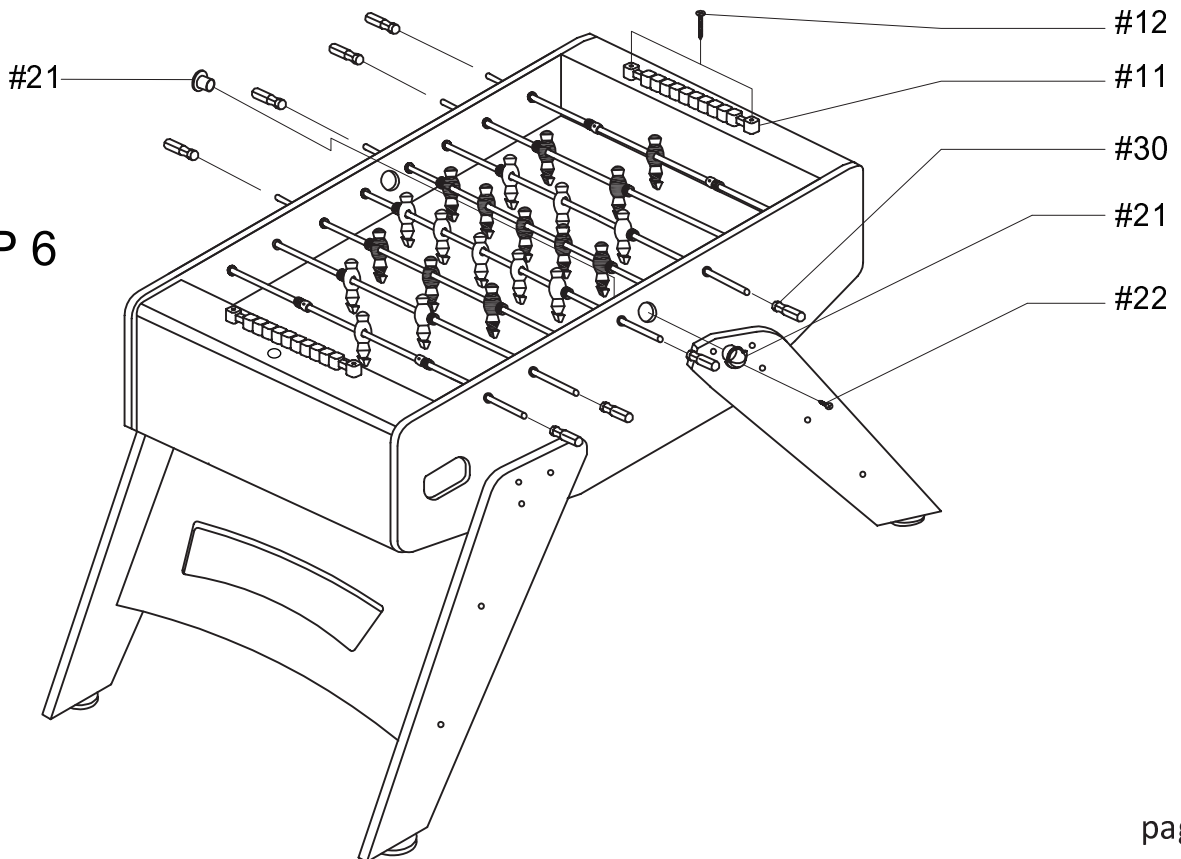
- #28
- #29
- #27
- #26

STEP 5



- #20
- #18
- #19

STEP 6



- #21
- #12
- #11
- #30
- #21
- #22



Basic Foosball 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.



Customer Service

For questions on assembly or for missing or damaged parts, please contact us toll free at (888) 367-3095 or 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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