
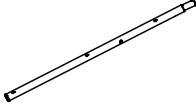
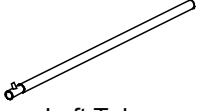
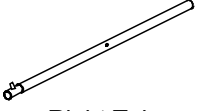
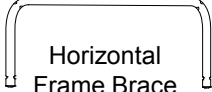



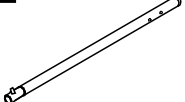
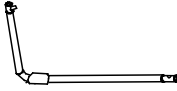


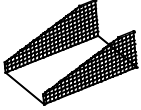
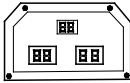
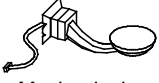




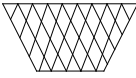
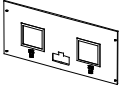






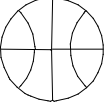


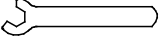

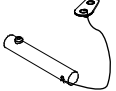


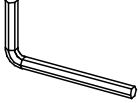





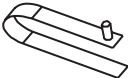


Parts List

1  Board L Tube 2pcs	2  Board Tube 2pcs	3  Left Tube 1pc	4  Right Tube 1pc	5  Horizontal Frame Brace U Tube 1pc
6  Left Mounting Tube 1pc	7  Support Tube 2pcs	8  Right Mounting Tube 1pc	9  Ramp Tube 2pcs	10  Ramp L Tube 2pcs
11  Ramp U Tube 1pc	12  Horizontal Tube 2pc	13  Ramp Chute 1pc	14  Electronic Scorer 1pc	15  Mechanical Scoring Arm 2pcs
16  Control Box 1pc	17  Rim 2pcs	18  Rim Support Plate 2pcs	19  Inflation Pump With Needle 1pc	20  Net 2pcs
21  Backboard 1pc	22  M6 x 1mm Thick Washer 4pcs	23  M6 x 20mm Bolt 16pcs	24  M6 x 45mm Bolt 6pcs	25  M6 x 55mm Bolt 4pcs
26  M6 x 65mm Bolt 4pcs	27  M6 Lock Nut 32pcs	28  Basketball 4pcs	29 (Pack inside EScorer Box)  3.5 x 10mm Bolt 4pcs	30  Electronic Scorer Face Plate 1pc
31  Wrench 1pc	32  M6 x 80mm Bolt 2pcs	33  Locking Pin 2pcs	34  Adaptor 1pc	35  Mechanical Arm Support Plate 2pcs
36  Allen Wrench 1pc	37  Scorer Control Wire 1pc	38  Wing Bolt 1pc	39  M6 x 2mm Thick Washer 2pcs	

PRE-INSTALLED PARTS

P1  Plastic Pole insert-A 2pcs	P2  Plastic Pole insert-B 8pcs	P3  Spring Lock 8pcs
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WARNING:

- 1) Do not mix old and new batteries.
- 2) Do not mix alkaline, standard (carbon zinc), or rechargeable (ni-cad, ni-mh, etc.) batteries.
- 3) Do not dispose of batteries in fire, batteries may explode or leak.

Assembly Instructions

Find a clean, level place to begin the assembly of your Basketball Game. We recommend that two adults work together to assembly this basketball game.

Remove all the parts from the box and verify that you have all of the listed parts as shown on the Parts List. Carefully cut or tear the four corners of the box so that the bottom of the box can be used as your work surface.

PARTS REQUIRED:

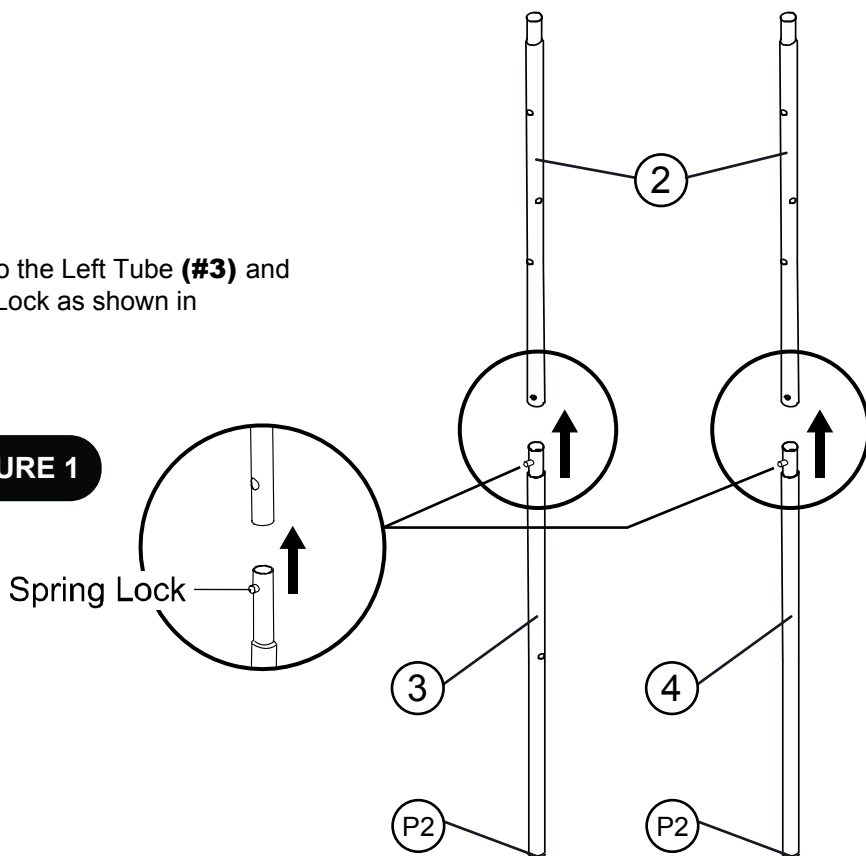
- 2 pcs - #2 Board Tube
- 1 pc - #3 Left Tube
- 1 pc - #4 Right Tube

STEP 1

Attach the Board Tubes (#2) to the Left Tube (#3) and Right Tube (#4) using Spring Lock as shown in

FIGURE 1.

FIGURE 1

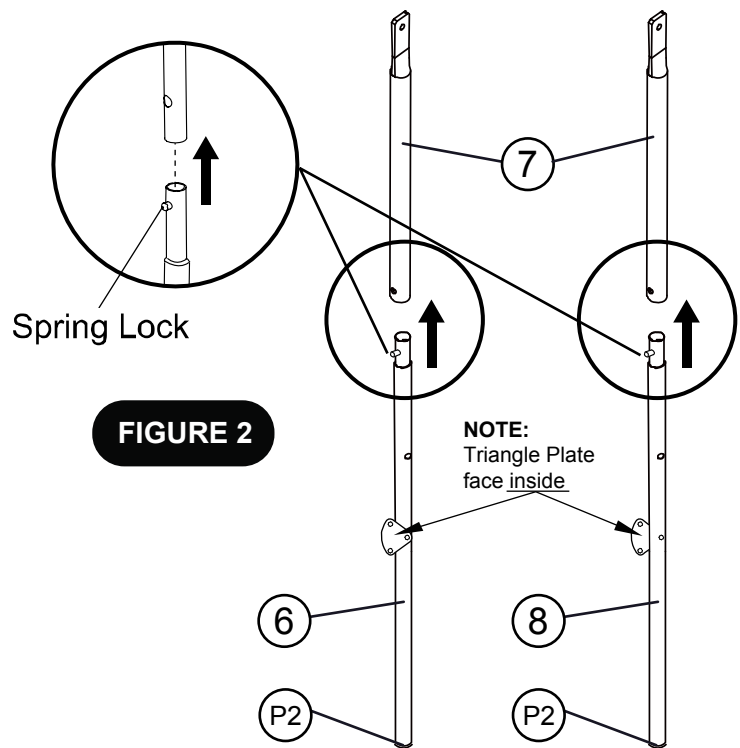


PARTS REQUIRED:

- 1 pc - #6 Left Mounting Tube
- 2 pcs - #7 Support Tube
- 1 pc - #8 Right Mounting Tube

STEP 2

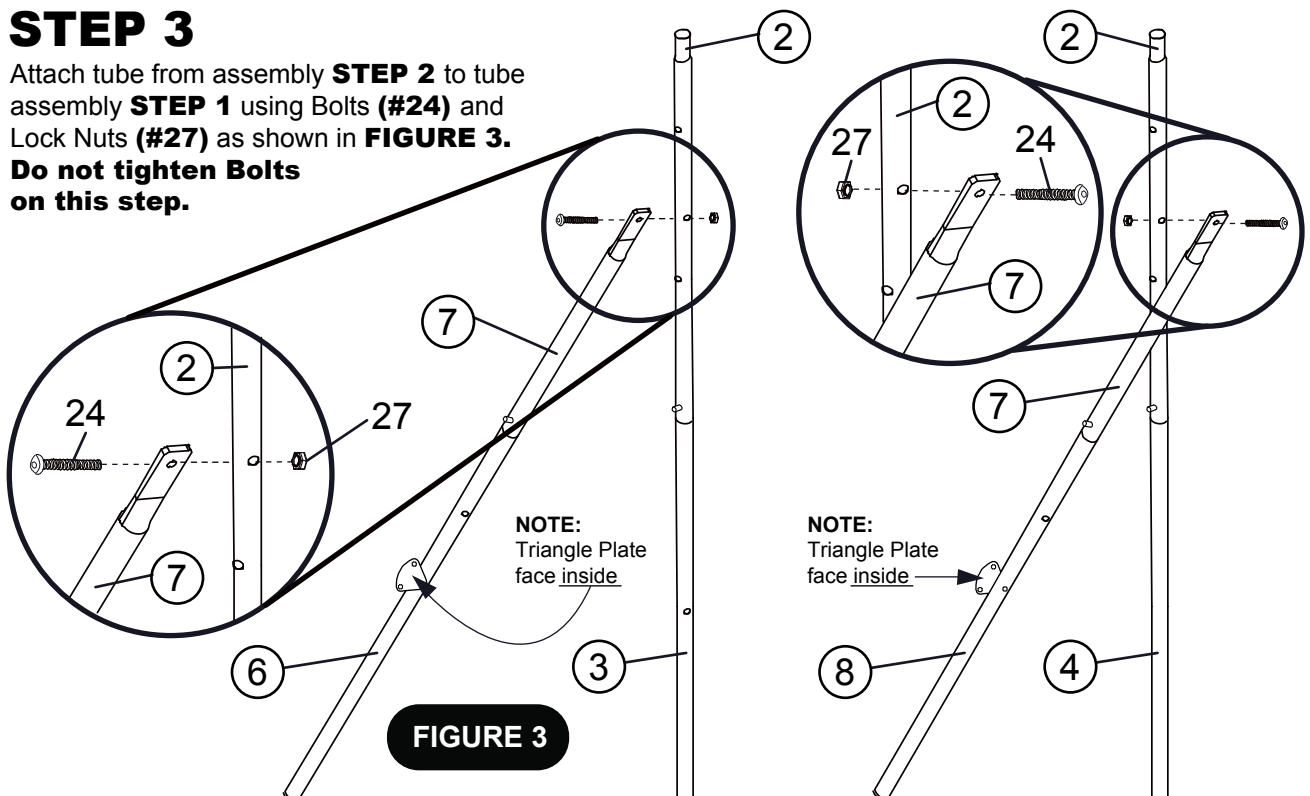
Attach the Support Tubes (#7) to the Left Mounting Tube (#6) and Right Mounting Tube (#8) using Spring Lock as shown in **FIGURE 2**.

**PARTS REQUIRED:**

- 2 pcs - #24 M6 x 45mm Allen Head Bolt
- 2 pcs - #27 M6 Lock Nut

STEP 3

Attach tube from assembly **STEP 2** to tube assembly **STEP 1** using Bolts (#24) and Lock Nuts (#27) as shown in **FIGURE 3**. **Do not tighten Bolts on this step.**



1 pc - **#5** Horizontal Frame Brace U-Tube
1 pc - **#12** Horizontal Tube
2 pcs - **#24** M6 x 45 mm Allen Head Bolt

4 pc - **#26** M6 x 65 mm Allen Head Bolt
6 pc - **#27** M6 Lock Nut
1 pc - **#31** Wrench
1 pc - **#36** Allen Wrench

Attach Horizontal Frame Brace U-Tube **(#5)** to tubes from assembly **STEP 3** using Bolts **(#26)** and Lock Nuts **(#27)** as shown in **FIGURE 4**.

Attach Horizontal Tube (#12) to tubes (#2) using Bolts (#24) and Lock Nuts (#27) as shown in **FIGURE 4**. Use Wrench (#31) and Allen Wrench (#36) to tighten all Bolts.

FIGURE 4

PARTS REQUIRED:

2 pcs - #1 Board L-Tube	2 pcs - #32 M6 x 80mm Allen Head Bolt
2 pcs - #9 Ramp Tube	2 pcs - #33 Locking Pin
2 pcs - #10 Ramp L-Tube	2 pcs - #39 M6 x 2 mm Thick Washer
2 pcs - #22 M6 x 1 mm Thick Washer	1 pc - #31 Wrench
2 pcs - #27 M6 Lock Nut	1 pc - #36 Allen Wrench

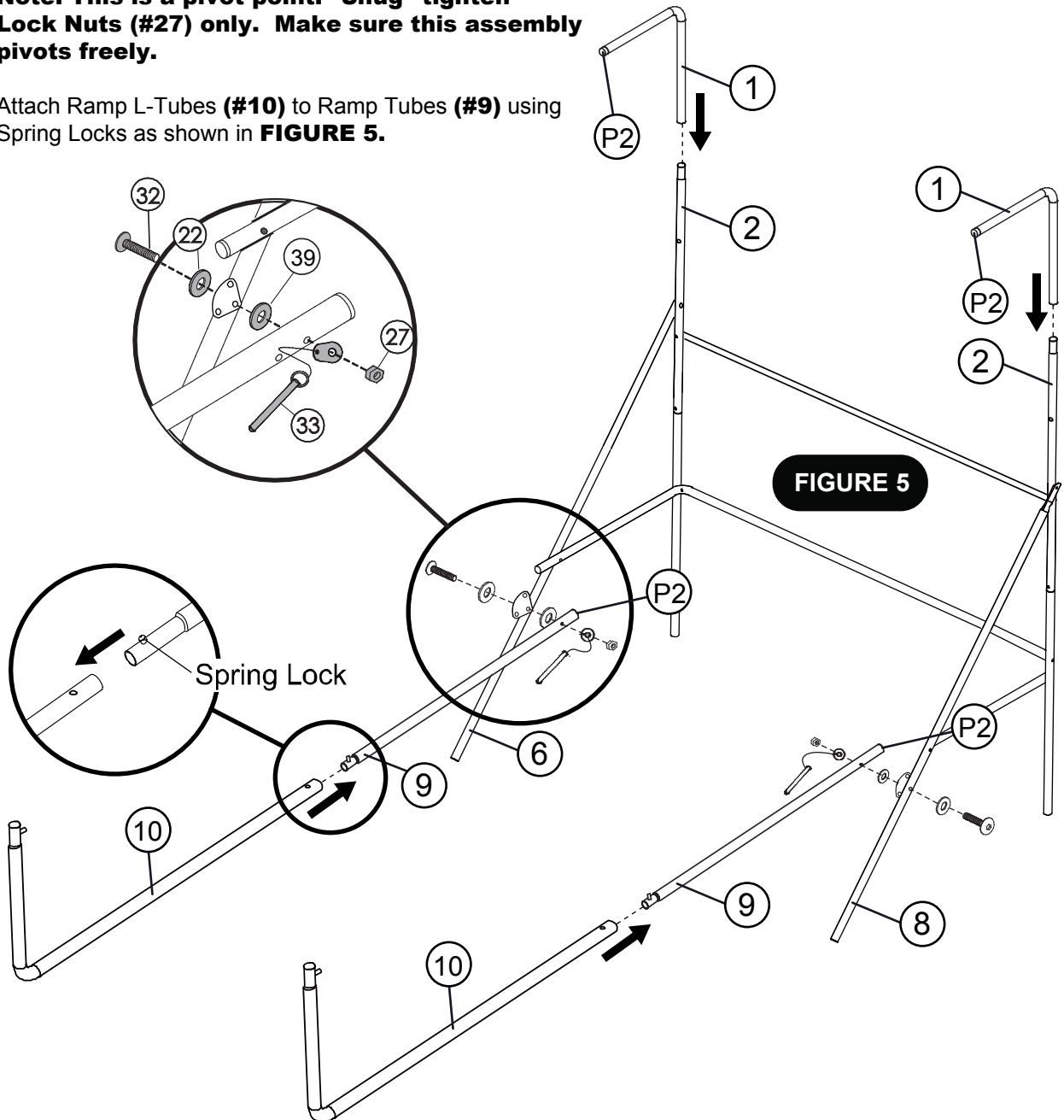
STEP 5

Insert Board L-Tubes (#1) into Board Tubes (#2) as shown in **FIGURE 5**.

Attach Ramp Tubes (#9) to Left Mounting Tube (#6) and Right Mounting Tube (#8) using Bolts (#32), Washers (#22), Washers (#39), Locking Pins (#33) and Lock Nuts (#27) as shown in **FIGURE 5**. Use Wrench (#31) and Allen Wrench (#36) to tighten Bolts.

Note: This is a pivot point. "Snug" tighten Lock Nuts (#27) only. Make sure this assembly pivots freely.

Attach Ramp L-Tubes (#10) to Ramp Tubes (#9) using Spring Locks as shown in **FIGURE 5**.



PARTS REQUIRED:

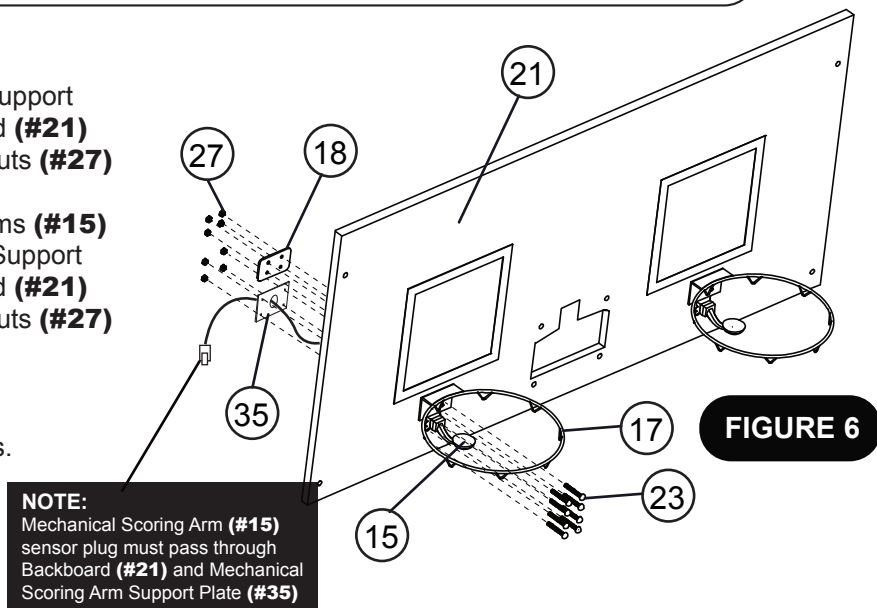
- | | |
|---|-------------------------------------|
| 2 pcs - #15 Mechanical Scoring Arm | 16 pcs - #23 M6 x 20 mm Bolt |
| 2 pcs - #17 Rim | 16 pcs - #27 M6 Lock Nut |
| 2 pcs - #18 Rim Support Plate | 1 pc - #31 Wrench |
| 2 pcs - #21 Backboard | 1 pc - #36 Allen Wrench |
| 2 pcs - #35 Mechanical Arm Support Plate | |

STEP 6

Attach Rims (**#17**) and Rim Support Plates (**#18**) to the Backboard (**#21**) using Bolts (**#23**) and Lock Nuts (**#27**) as shown in **FIGURE 6**.

Attach Mechanical Scoring Arms (**#15**) and Mechanical Scoring Arm Support Plates (**#35**) to the Backboard (**#21**) using Bolts (**#23**) and Lock Nuts (**#27**) as shown in **FIGURE 6**.

Use Wrench (**#31**) and Allen Wrench (**#36**) tighten all Bolts.

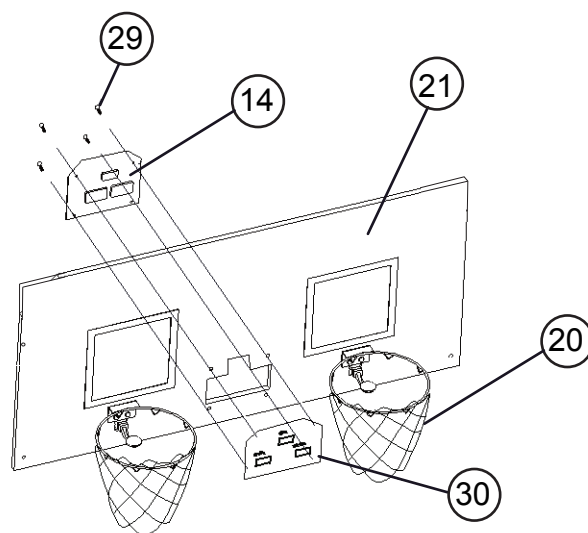


PARTS REQUIRED:

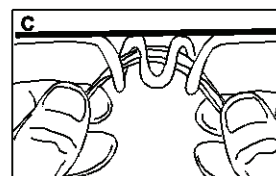
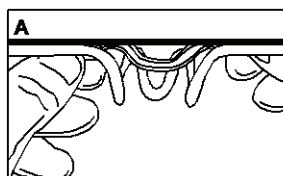
- 1 pc - **#14** Electronic Scorer
- 2 pcs - **#20** Rim Net
- 4 pcs - **#29** 3.5 x 10 mm Bolt
- 1 pc - **#30** Electronic Scorer Face Plate

STEP 7

Attach Electronic Scorer Face Plate to the Backboard (**#21**) and connect with Electronic Scorer (**#14**) using Bolts (**#29**) as shown in **FIGURE 7**.



Loop the Rim Net (**#20**) through the ram horns on the Rims (**#17**) as shown in **FIGURE 7**.



PARTS REQUIRED:

1 pc - #11 Ramp U-Tube

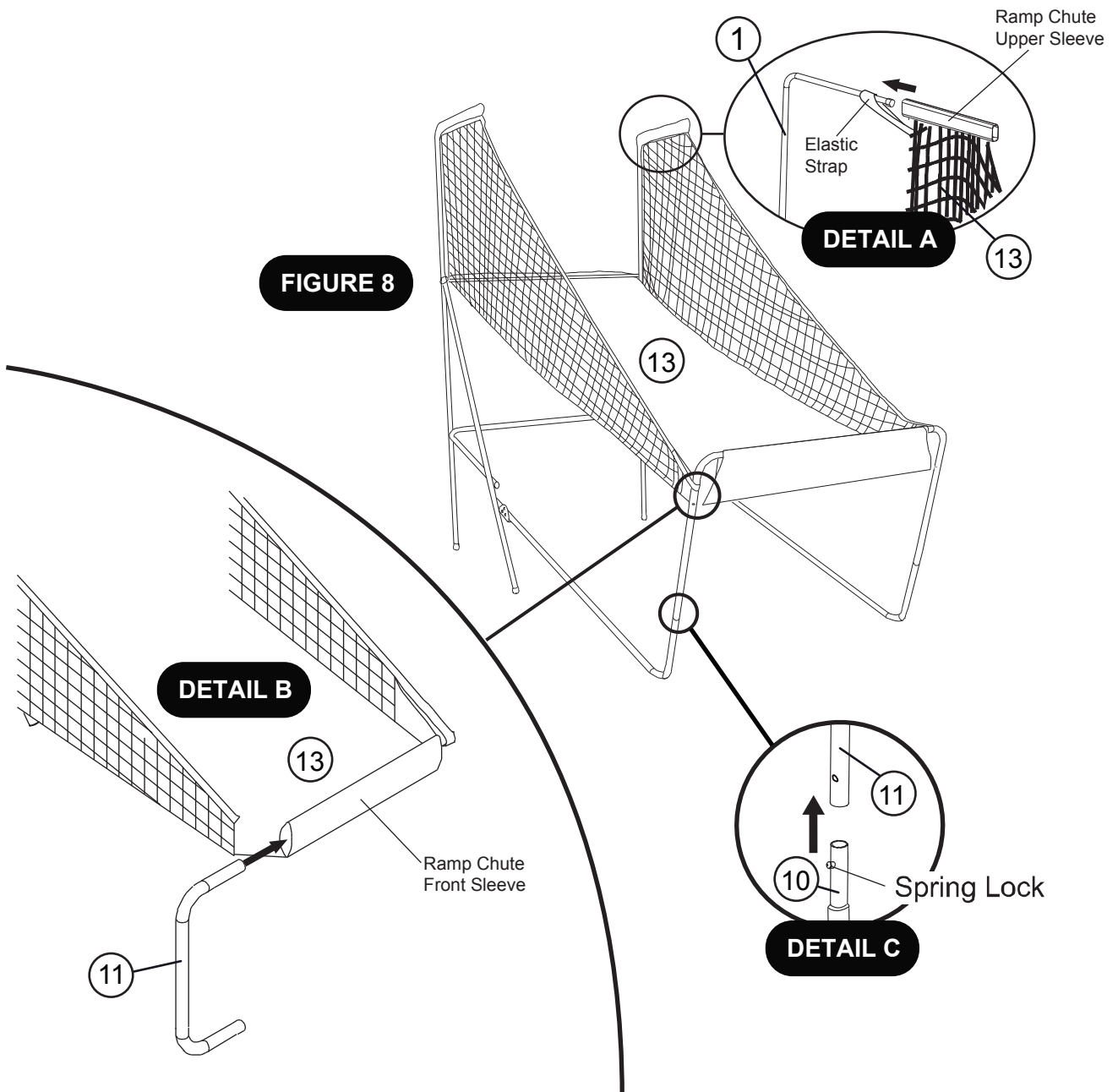
1 pc - #13 Ramp Chute

STEP 8

Slide elastic straps and the sleeve of the Ramp Chute (#13) onto the Board L-Tube (#1) as shown in **FIGURE 8** and **DETAIL A**.

Slide the Ramp U-Tube (#11) into the front sleeve of the Ramp Chute (#13) as shown in **FIGURE 8** and **DETAIL B**.

Attach the Front U-Tube (#11) to the Ramp L-Tube (#10) using Spring Lock as shown in **FIGURE 8** and **DETAIL C**.



PARTS REQUIRED:

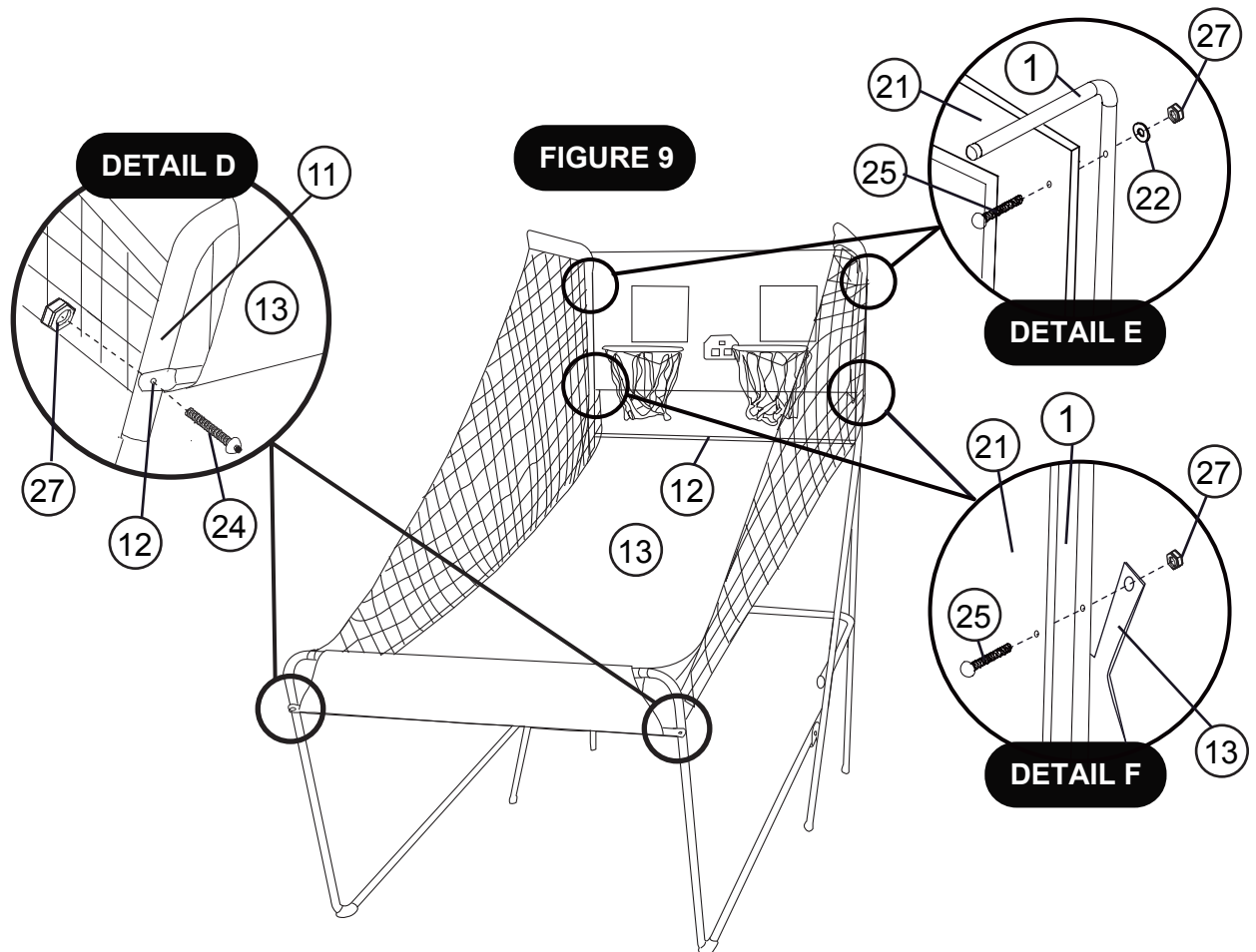
- 1 pc - #12 Horizontal Tube
- 2 pcs - #22 M6 x 1 mm Thick Washer
- 2 pcs - #24 M6 x 45 mm Bolt
- 4 pcs - #25 M6 x 55 mm Bolt
- 6 pcs - #27 M6 Lock Nut
- 1 pc - #31 Wrench
- 1 pc - #36 Allen Wrench

STEP 9

Place Horizontal Tube (#12) over the lower / front sleeve of Ramp Chute (#13) and then attach it to the Ramp U-Tube (#11) using Bolts (#24) and Lock Nuts (#27) as shown in **FIGURE 9** and **DETAIL D**. Use Wrench (#31) and Allen Wrench (#36) to tighten Bolts. **Tighten, but do not overtighten.**

With the help of another adult, Attach the Backboard (#21) assembly to the Board L-Tubes (#1) using Bolts (#25), Washers (#22) and Lock Nuts (#27) as shown in **FIGURE 9** and **DETAIL E**.

At the bottom hole of the backboard, bring the ramp up behind the Tube (#12), attach the ramp tabs of Ramp Chute (#13) using Bolts (#25) and Lock Nuts (#27) as shown in **FIGURE 9** and **DETAIL F**. Use Wrench (#31) and Allen Wrench (#36) to tighten Bolts. **Tighten, but do not overtighten.**

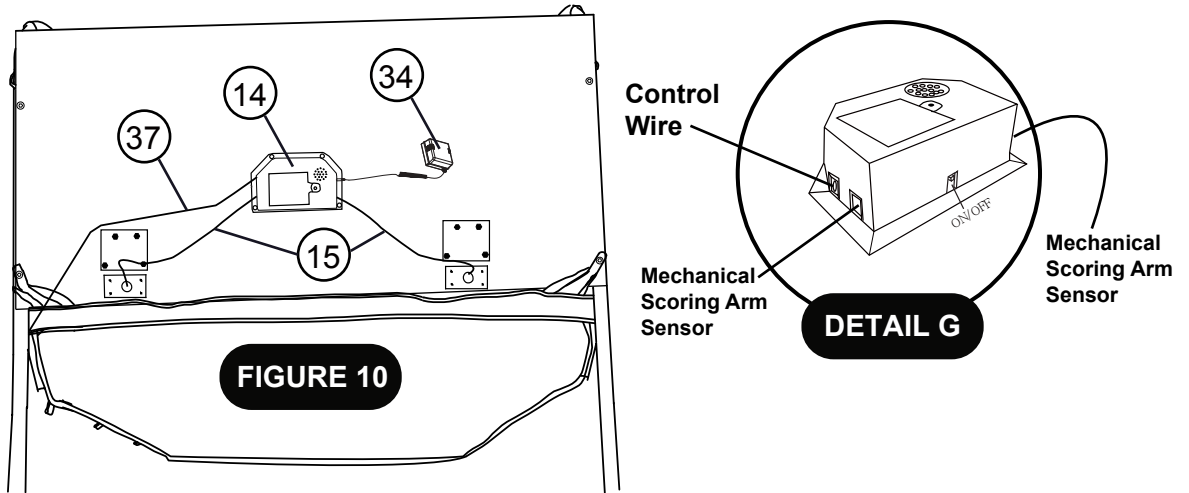


PARTS REQUIRED:

1 pc - **#16** Control Box 1 pc - **#37** Control Wire
1 pc - **#34** Adapter 1 pc - **#38** Wing Bolt

STEP 10

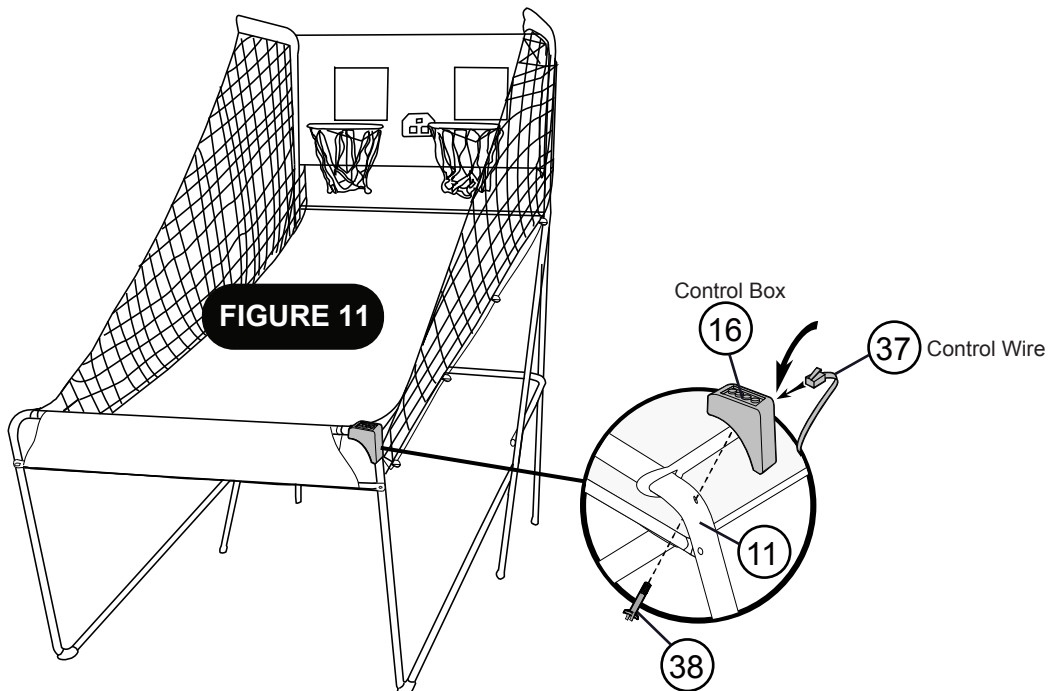
Connect the Sensor Wire of Mechanical Scoring Arms (**#15**) to Electronic Scorer (**#14**) as shown in **FIGURE 10**. Connect the Control Wire (**#37**) to Electronic Scorer (**#14**) as shown in **FIGURE 10** and **DETAIL G**. This game has a Dual Power feature. You can insert 3 AA Batteries (not included) into the battery compartment on the back of the Electronic Scorer (**#14**) --- OR --- use the A/C Adapter (provided) when your shootout is close to a power source. Please remove the batteries when you are using the A/C Adapter.



STEP 11

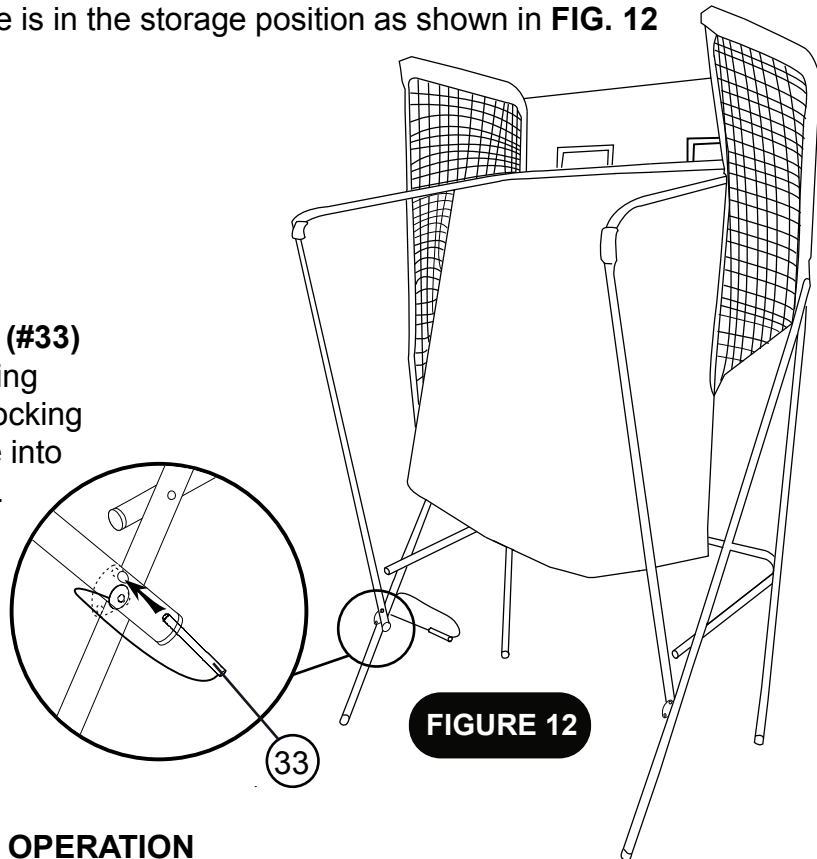
Now attach the Control Box (**#16**) to the left corner of the Ramp U-Tube (**#11**) using Wing Bolt (**#38**) as shown in **FIGURE 11**.

Run the rest of the Control Wire (**#37**) through the loops on the Ramp Chute (**#13**).



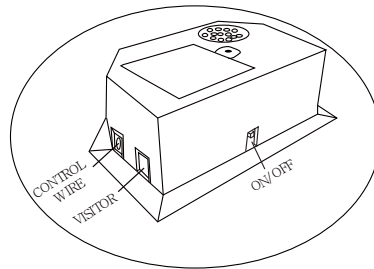
To fold the basketball game into the storage position, remove the Lock Pins **(#33)** from the playing position on the Mounting Tubes **(#6)** & **(#8)**. Lift the Front Horizontal Ramp Support Tube **(#11)** until the game is in the storage position as shown in **FIG. 12**

Insert the Lock Pins **(#33)** back into the Mounting Tubes **(#6)** & **(#8)**, locking the basketball game into the storage position.



ELECTRONIC SCORER OPERATION

Unscrew bolt using a screwdriver and open the battery box. Insert 3 AA batteries (not included) in the order of polarity as shown on the inside cover. Then close the cover using a screwdriver. Turn the power ON using the ON/OFF switch. (if the game will not be used for a long period of the time, we recommend that the batteries should be removed).



CONTROL BOX OPERATION

Press "ON/OFF" to activate the scorer.

Scoreboard "HOME" shows "01" (pre-set game 1).

Press "SELECT UP and DOWN" to select a game.

Press "SELECT UP and DOWN" to enter selected game mode.

Press "SOUND" to switch sound ON/OFF while playing.

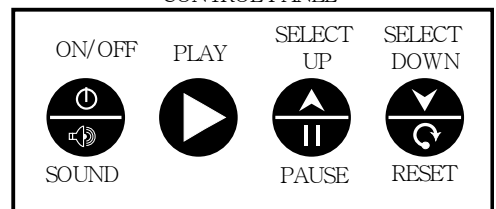
Press "PAUSE" to pause or start time counting.

Press and hold the button "ON/OFF" 3 seconds to turn off scorer.

Press and hold the button "RESET" 3 seconds to reset the games.

Note: If no shot is made or no button is pressed in 15 minutes, scorer will be turned off automatically.

CONTROL PANEL



Trouble Shooting:

Game won't turn on

1. Make sure switch on scorer is in the on position.
2. Make sure switch mechanical scoring arm wires are in the home and visitor slots on the scorer.
3. Make sure the control box wire is in the control slot on the scorer.
4. Press/hold down the on/off bottom on the scorer for 2 seconds to turn game on.

Game shuts off during play

1. Check the batteries. Make sure they are new batteries.
2. The batteries might be loose causing the game to shut off. Take off the battery cover on the scorer. Take a piece of paper, fold it so it fits over the batteries. Put the battery cover back on. This should better secure the batteries and prevent them from being moving in any way.

Game Options

Beat the time Clock

Press "PLAY" to enter game 1.
Press "UP/Down" to select single/multiple players (P1/P2/P3/P4).
Press "PLAY" after the number of player is selected.
Press "UP/Down" to select playing time, 30/45/60 seconds.
Press "PLAY" to begin the game.
Scoreboard "HOME" shows Player 1, 3; Scoreboard "VISITOR" shows Player 2, 4.
All shots worth 2 points until last 10 seconds, each score counts 3 points.
Countdown 5 seconds to next player's turn when one player finishes game.
Player with more points scored wins (LED will flash on player with higher score).
Press "PLAY" to restart this game.

3 Point Beat the Time Clock

Press "PLAY" to enter game 2.
Press "UP/Down" to select single/multiple players (P1/P2/P3/P4).
Press "PLAY" after the number of player is selected.
Press "UP/Down" to select playing time, 30/45/60 seconds.
Press "PLAY" to begin the game.
Scoreboard "HOME" shows Player 1, 3; Scoreboard "VISITOR" shows Player 2, 4.
All shots made count 3 points.
Countdown 5 seconds to next player's turn when one player finishes game.
Player with more points scored wins (LED will flash on player with higher score).
Press "PLAY" to restart this game.

Battle Back

Press "PLAY" to enter game 3.
Press "UP/Down" to select playing time, 30/45/60 seconds.
Press "PLAY" to begin the game.
Shot made in "HOME" frame, +2 points scored display on "HOME" board and -2 points for "VISITOR".
Shot made in "VISITOR" frame, +2 points scored display on "VISITOR" board and -2 points for "HOME".
Once a player scores 10 points who wins and game is finished.
Press "PLAY" to restart this game.

Horse

Press "PLAY" to enter game. Press "UP/Down" to select multiple players (P2/P3/P4).

Press "PLAY" after the number of player is selected.

Player has to make a shot in 2 seconds.

First player is allowed to shoot at any hoop (Home or VISITOR). If first player scores in 2 seconds, no letter is given. Game continues for next player. Scoreboard will display "next player(P2P3/P4)" and LED will flash twice in a second. After flash, next player has to duplicate the shot in the same hoop selected by first player.

If player can't score in 2 seconds, player receives the first letter "H" which will display on scoreboard. Game remains for the same player until the player scores. If player keeps missing, player receives "O" followed by "R", "S", "E". The letter "E" is given, the player is out.

The first player to spell "horse" loses. Players stay in repeat step d.e.f. till game is finished.

The last player to spell "horse" wins. Press "PLAY" to restart this game.

Check Point

Press "PLAY" to enter game 5. Press "UP/Down" to select single/multiple players (P1/P2/P3/P4).

Press "PLAY" to begin the game.

"HOME" displays "player", "VISITOR" displays "24" points, pre-set 40 seconds playing time.

Points scored will display on scoreboard "HOME"

Before time is out, once 24/52/68/86 points is scored, playing time increases 10/20/10/20 seconds respectively.

Countdown 5 seconds to next player's turn when one player finishes game.

Player with more points scored wins (LED will flash on player with higher score).

Game is finished when a player scores 99 points. Press "PLAY" to restart this game

Around the World

Use tape to mark the shooting lines. Press "PLAY" to enter game 6.

Press "UP/Down" to select single/multiple players (P1/P2/P3/P4).

Press "PLAY" after the number of player is selected.

Scoreboard "HOME" displays Player 1/2/3/4, "VISITOR" displays scored points.

Once score comes to 10 points or time comes to 99 seconds countdown 5 seconds to next player's turn when one player finishes game.

Player who finishes the game first wins (LED will flash on winner). Press "PLAY" to restart this game.

Left and Right shoot

Press "PLAY" to enter game 7. Press "UP/Down" to select single/multiple players (P1/P2/P3/P4).

Press "PLAY" after the number of player is selected.

Press "UP/Down" to select playing time, 30/45/60 seconds.

Press "PLAY" to begin the game.

Scoreboard "HOME" displays Player, "VISITOR" displays points.

Make a shot in "HOME" frame when LED is flashing on "HOME", 2 points scored display on "HOME".

Make a shot in "VISITOR" frame when LED is flashing on "VISITOR", 2 points scored display on "VISITOR".

Countdown 5 seconds to next player's turn when one player finishes game.

Player with more points scored wins (LED will flash on player with higher score). Press "PLAY" to restart this game.

One to One

Press "PLAY" to enter game 8. Press "UP/Down" to select playing time, 30/45/60 seconds.

Press "PLAY" to begin the game.

Shot made in "HOME" frame, 2 points scored for "HOME", all shots count 3 points in last 10 seconds.

Shot made in "VISITOR" frame, 2 points scored for "VISITOR", all shots count 3 points in last 10 seconds.

Player with more points scored wins when time is out.

Press "PLAY" to restart this game.

This device complies with the part 15 of the FCC rules. Operation is subject to the following two conditions :

(1) This device may not cause harmful interference.

(2) This device must accept any interference received, including interference that may cause undesired operation.