

SPREETAIL

Assembly Instructions



Please mention model # BBG019_087P_V1



877-472-4296 www.wearespreetail.com

LIMITED 90 DAYS WARRANTY

This product is covered by a limited warranty that is effective for 90 days from the date of purchase. If, during the limited warranty period, a part is found to be defective or breaks, we will offer replacement parts at no cost to you, the customer. The only exceptions to the warranty include mainframes, table tops, playing surfaces, batteries or tools.

The above warranty will not apply in cases of damages due to improper usage, alteration, misuse, abuse, accidental damage or neglect.

This Limited Warranty gives you specific legal rights and you may also have other rights vary from one State (province) to another.

A PURCHASE RECEIPT (or other proof of purchase) will be required before any warranty service is initiated. For all requests for warranty service, please feel free to contact our Consumer Service Department.

Please be aware of your product's Limited Warranty for the return/refund policy from the store, We, at Lancaster, cannot handle the product which is out of product's limited warranty since we only provide available parts. Thank you!

PLEASE CONTACT US BEFORE RETURNING THE PRODUCT TO THE STORE!



WE ARE READY TO HELP

DO NOT RETURN TO STORE

Please Contact

LANCASTER

Customer Service Toll Free

877-472-4296

Mon.-Fri., 9:00 a.m. to 5:00 p.m. EST

For additional resources and Frequently Asked Questions, please visit us at

www.wearespreetail.com

TOOLS REQUIRED

Phillips Screwdriver Standard (Flat Head Screwdriver) Wrench Allen Key

- Not Included
- Not Included
- Included
- Included



Power Tools: Set to Low Torque



High Torque: Over Tightened

RECOMMENDED

Electric Screwdrivers may be helpful during assembly; however, please set a low torque and use extreme caution.

! IMPORTANT NOTICE

- 1. This product is intended for INDOOR use only.
- 2. Please do not sit, climb or lean on the product.
- 3. Please do not drag the product when moving it in order to avoid damaging the legs.
- 4. Please only use spray furniture polish to clean the exterior surfaces of the product.
- 5. This is not a children's toy, adult supervision is required for children playing this game.



At least 2 Adults Needed



No Children in Assembly Area



Keep away from pets in assembly area



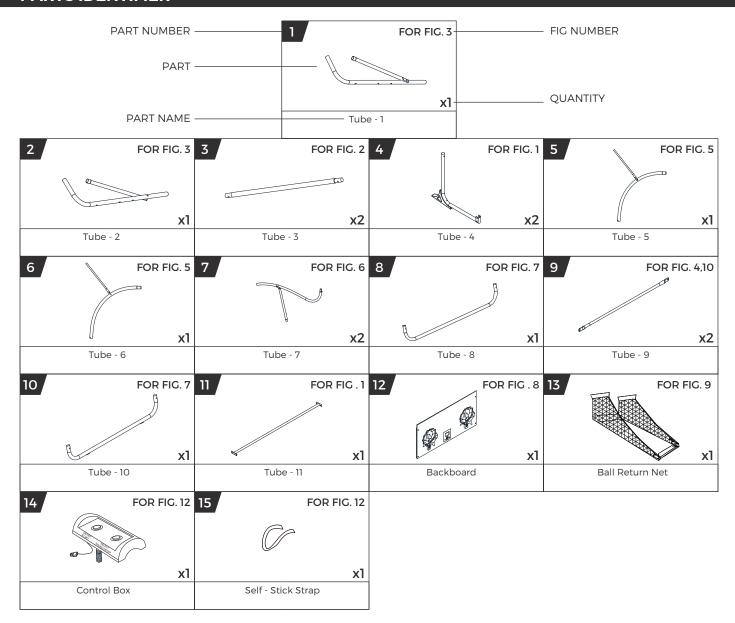
Do not use or keep product outdoors. For indoor use only. No wet/humid conditions.

A WARNING

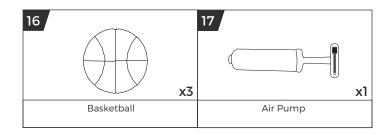
Adult Assembly Required.

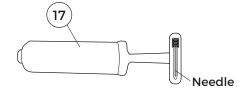
CHOKING HAZARD - This item contains small parts. Not suitable for children under 3 years.

PARTS IDENTIFIER

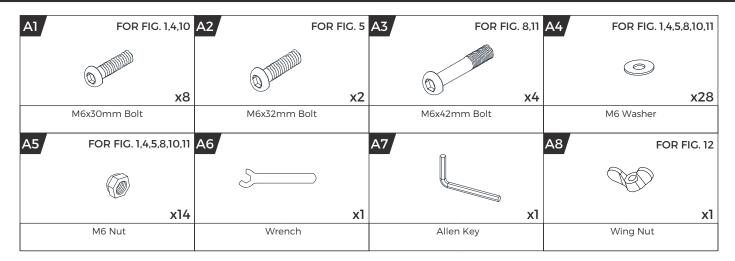


ACCESSORIES

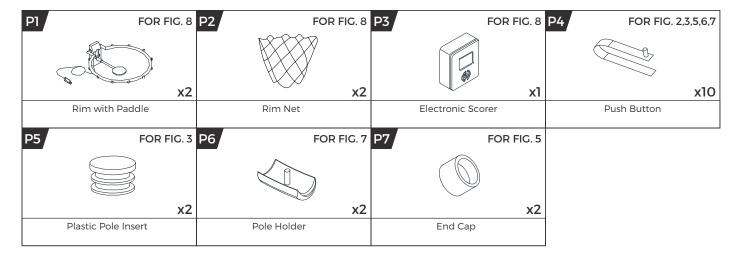




HARDWARE

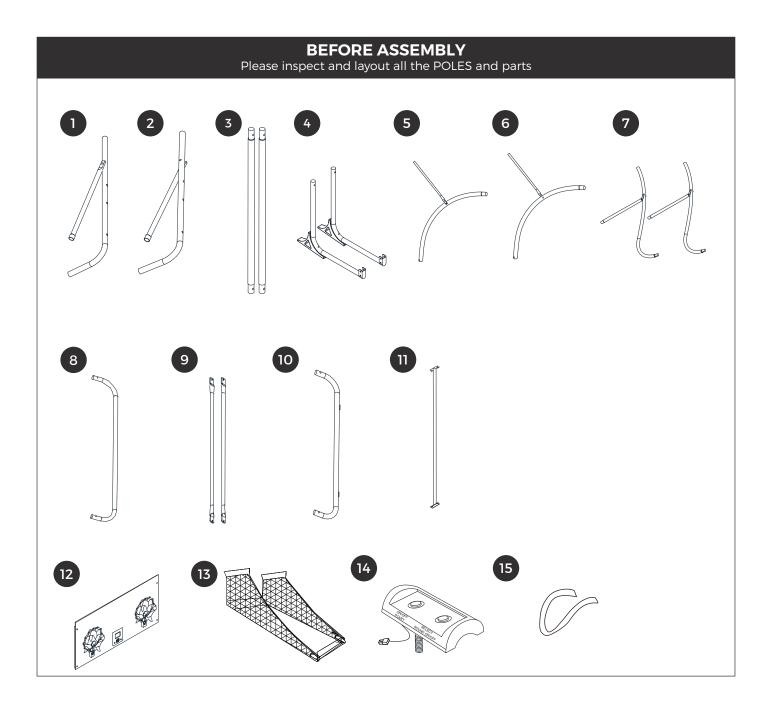


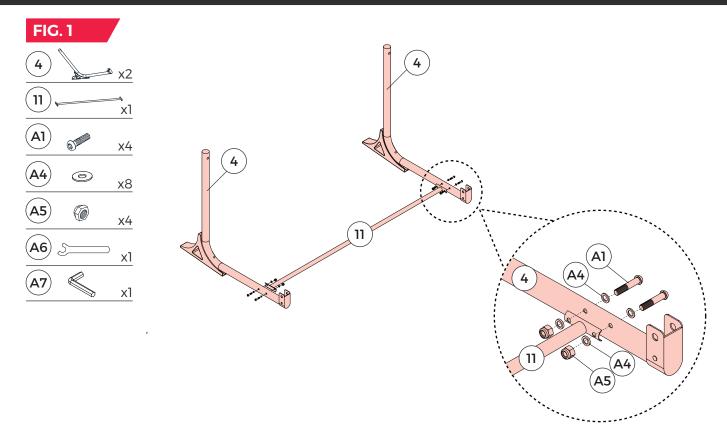
PRE-INSTALLED PARTS

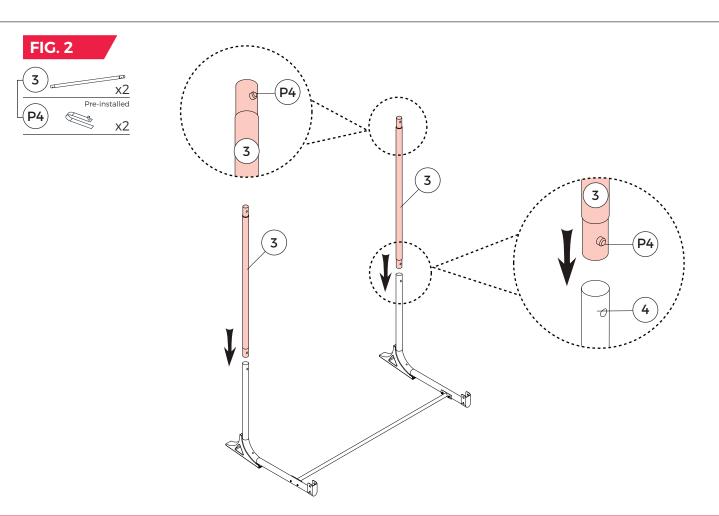


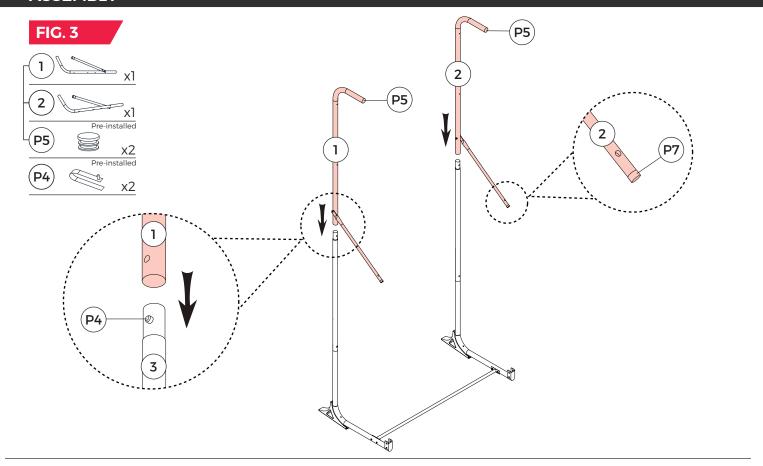
BEFORE ASSEMBLY

- 1. Find a clean, level place to begin the assembly of your Product.
- 2. Verify that you have all listed parts as shown on the part list pages. If any parts are missing, call our customer service.

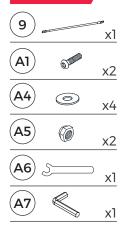


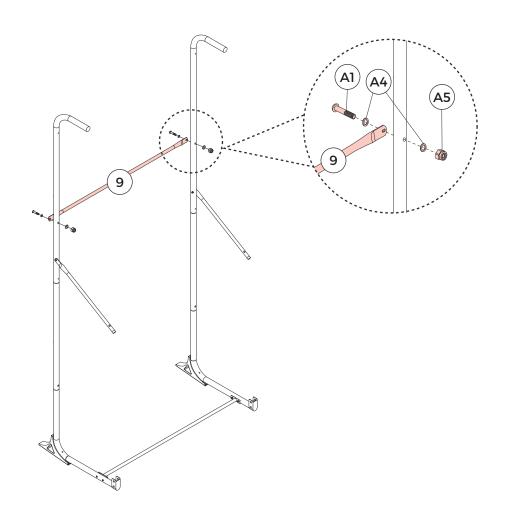


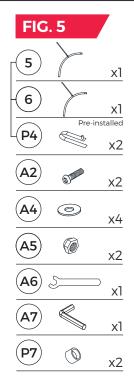


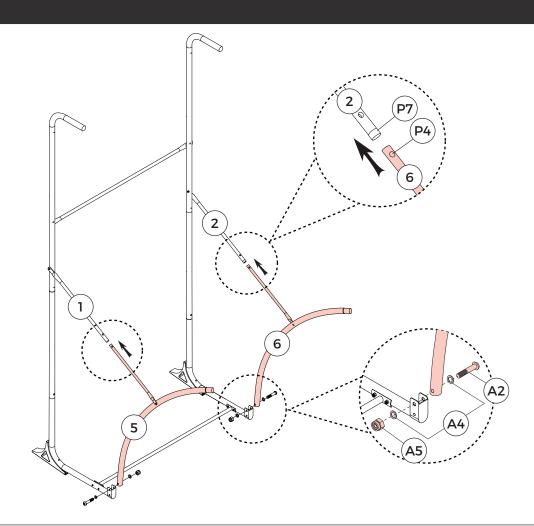


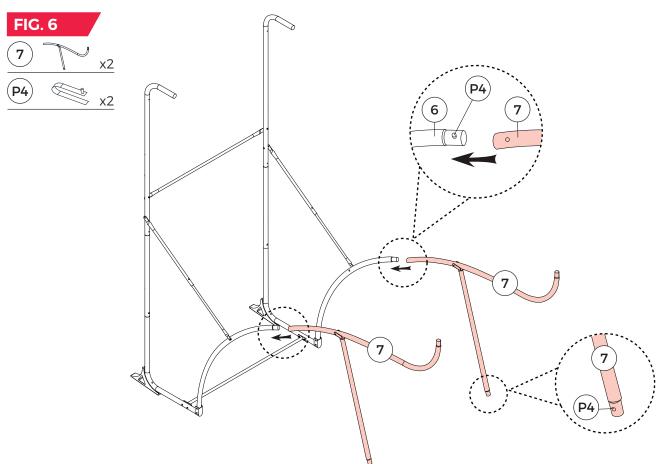


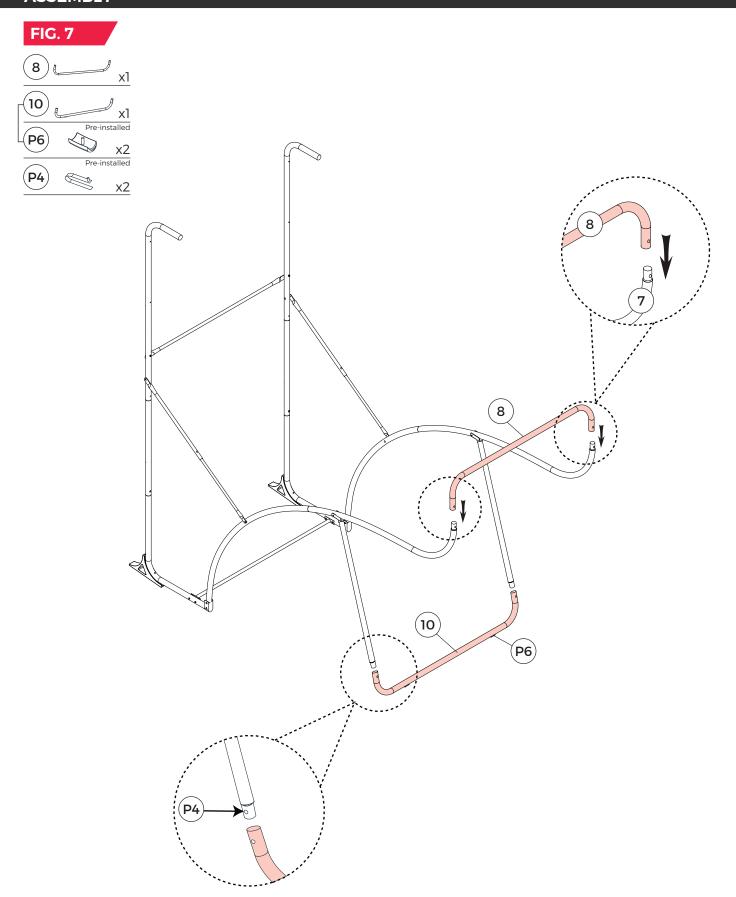












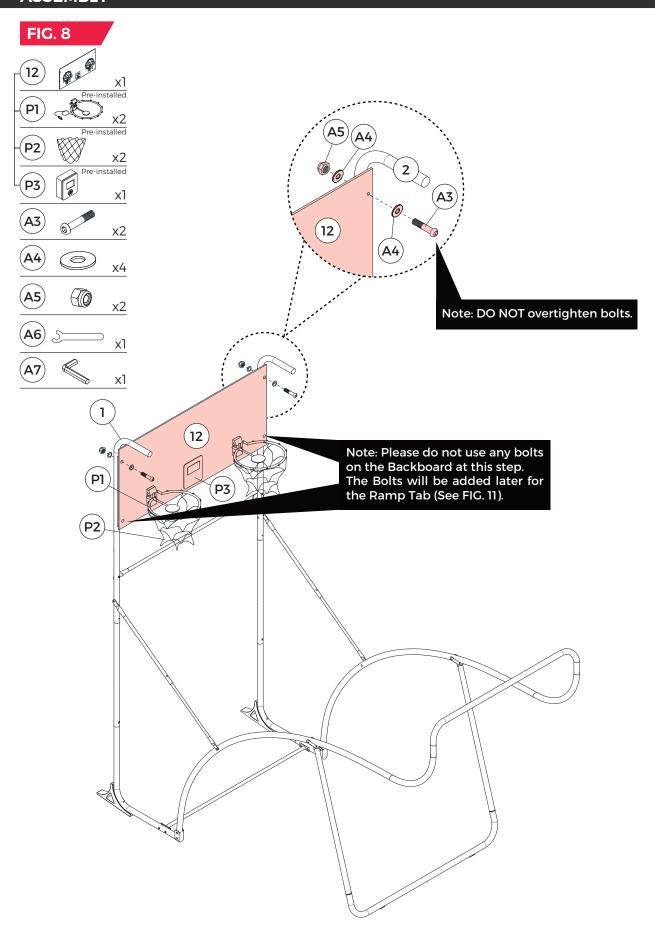


FIG. 9





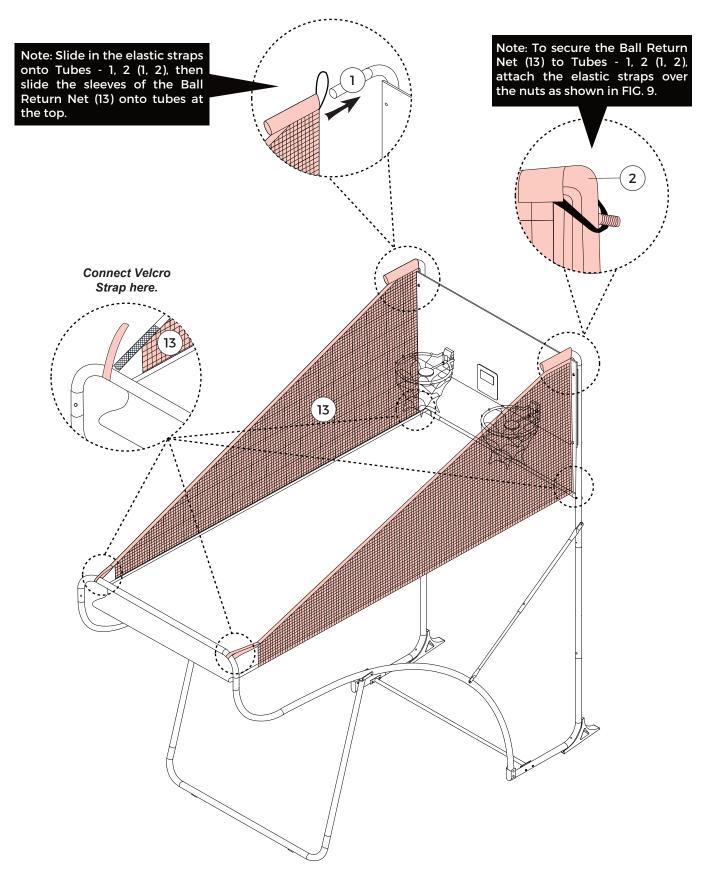
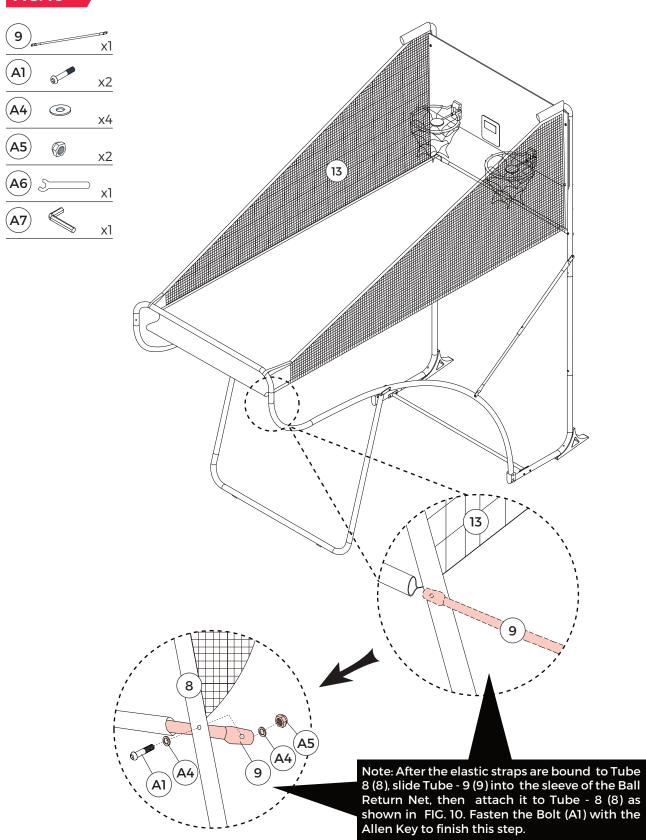
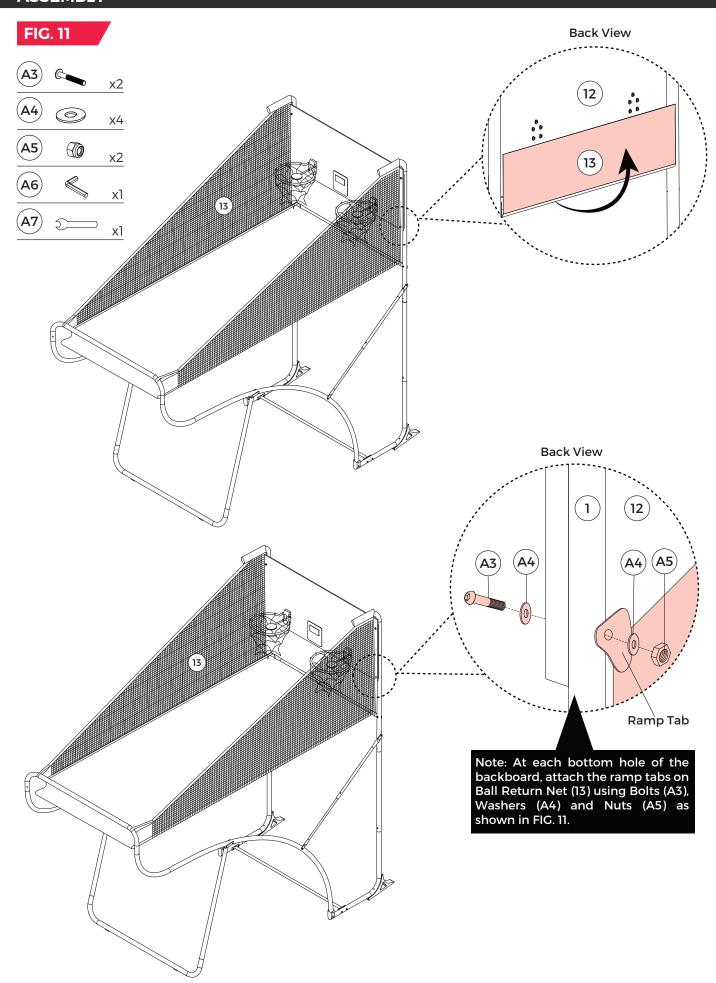


FIG. 10





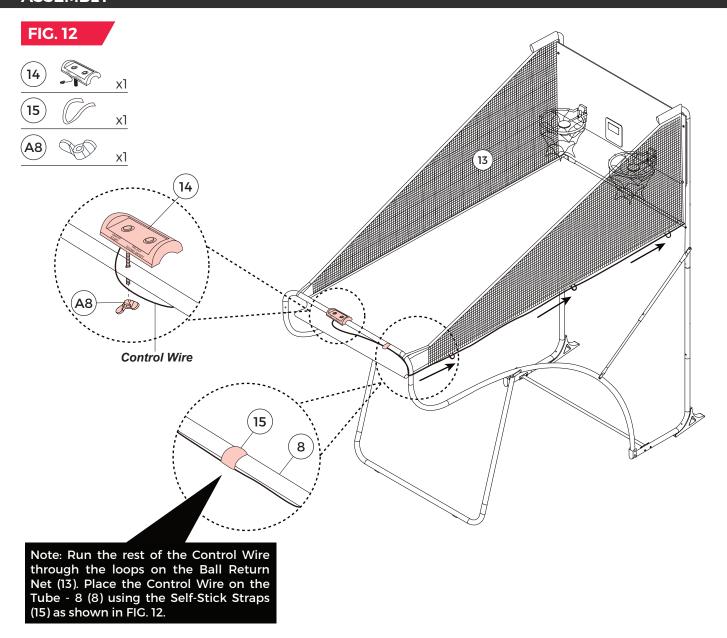
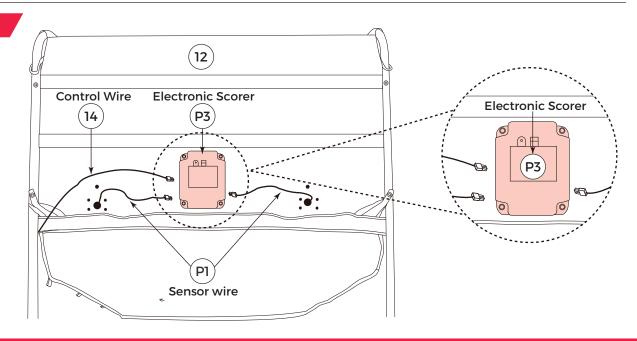
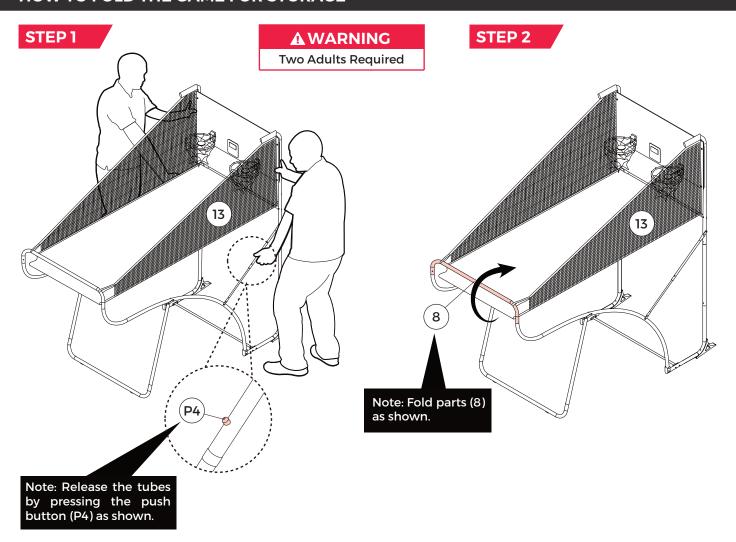
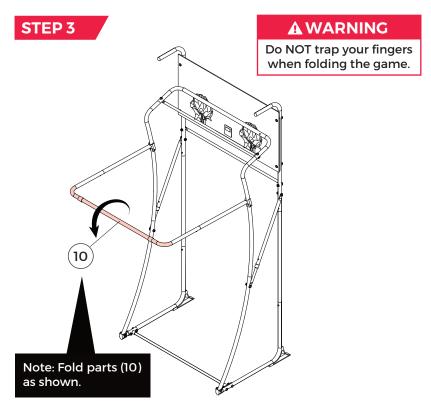


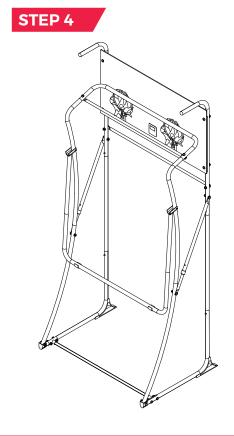
FIG. 13



HOW TO FOLD THE GAME FOR STORAGE







ELECTRONIC SCOREBOARD INSTRUCTIONS

BATTERY INSTALLATION

Battery Box: Unscrew the bolt using a screwdriver and open the Battery Box, insert 3x1.5v "AAA" batteries (not included) in the order of polarity as shown inside the Battery Box. And then screw on the cover by using a screwdriver.

(i) REMINDING:

- a. Batteries must be installed according to the correct polarization (+ and -) required.
- b. If the game will not be used for a long period of time, we recommend that the batteries should be removed.
- c. Please clean the battery contacts and also those of the devices prior to battery installation.



A WARNING

- 1. Requires 3x1.5v "AAA" batteries (not included).
- 2. Do not mix old and new batteries.
- 3. Do not mix alkaline, standard (carbon-zinc), or rechargeable (ni-cad, ni-mh, etc.) batteries.

CONTROL BOX OPERATION

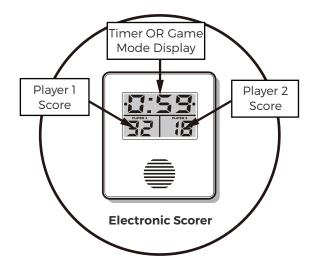
Press the "ON/OFF" button; the display will show G1.

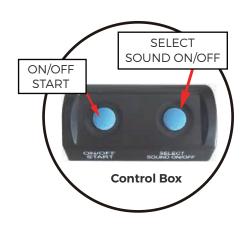
Press the "SELECT/ SOUND ON/OFF" button to change game modes, from 01 to G8.

To switch between game modes after the game is turned on, press the "SELECT/ SOUND ON/OFF" button.

Once the game mode is selected, for example G1, press the "ON/OFF/START" button to begin play.

To turn the sound off, press and hold the "SELECT/ SOUND ON/OFF" button for approximately 3 seconds. To turn the sound back on, repeat.





GAME OPTIONS

01. SINGLE PLAYER, ONE HOOP

- Player must score only on the Home hoop.
- 2 points are counted for every shot made on the Home hoop only.
- Unlimited time, Maximum score: 100

02.SINGLE PLAYER, ANY HOOP

- Player must score on HOME or VISITOR hoop.
- 2 points are counted for every shot made on either hoop.
- Unlimited time, Maximum score: 100

03.SINGLE PLAYER, ALTERNATING HOOP

- Player must score on alternating hoops. For example: score on HOME, score on VISITOR, score on HOME, score on VISITOR, etc.
- 2 points are counted for every shot made on the correct hoop.
- Unlimited time, Maximum score: 100

04.TWO PLAYER, COUNT UP

- Each player must score on their own hoop HOME or VISITOR.
- 2 points are counted for every shot made.
- Time is preset to one minute.
- The winner is the player who scores the most points in one minute on their own hoop.

05.TWO PLAYER, COUNT DOWN

- Each player must score on their own hoop HOME or VISITOR.
- Each player starts with 20 points and 2 points are deducted for every shot made in their own hoop.
- There is no time limit.
- The winner is the player who gets to zero, or scores 10 shots, first.

06.TWO PLAYER, MATCH PLAY

- There are 20 games in a match. Each game lasts for 5 seconds.
- Each player must score on their own hoop HOME or VISITOR.
- The player that scores first on their own hoop during each 5 second game receives 2 points.
- Only one score is counted for each 5 second game.
- The winner is the player with the most points at the end of the 20 game match.

07.TWO PLAYER, PRO-MATCH PLAY

- There are 12 games in a match. Each game lasts for 5 seconds.
- Each player must score on their own hoop HOME or VISITOR.
- In games 1-3 and 7-9, the player that scores first on their own hoop receives 2 points. Only one score is counted per game.
- In games 4-6 and 10-12, the player that scores first on their own hoop receives 3 points. Only one score is counted per game.
- The winner is the player with the most points at the end of the 12 game match.

08.TWO PLAYER, ANY HOOP, 10 SCORES IN 99 SECONDS.

- Time limit is 99 seconds.
- Maximum score is 10 points.
- Each player scores 2 points on either the Home or Visitor hoops.
- Player 1 plays until either 10 points have been scored or 99 seconds have elapsed, then Player 2 starts their game.
- The player to have scored 10 points in the quickest time is the winner.

The Electronic System goes into sleep mode after 3 minutes of inactivity.

DISCLAIMER

A WARNING

Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

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

For additional resources, please contact Medal Sports Corp. 1300 Melissa Drive, Suite 124, Bentonville, AR 72712

Toll Free: 877-472-4296



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