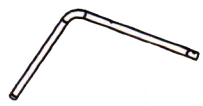
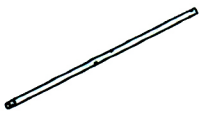
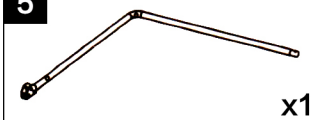
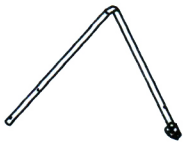
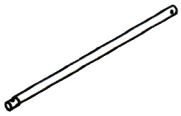
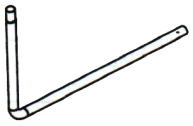
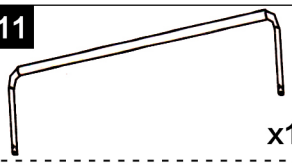
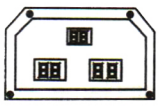
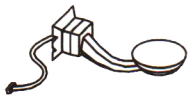
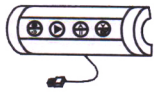
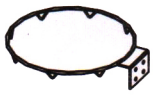
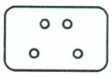
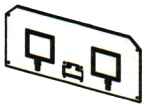
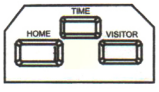
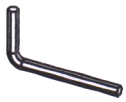
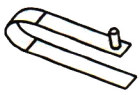
PARTS LIST

1  x2 Tube-1 Φ22x584x432mm	2  x2 Tube-2 Φ22x686mm	3 x1 Tube-3 Φ22x883mm	4 x1 Tube-4 Φ22x883mm
5  x1 Tube-5 Φ22x756x578mm	6  x1 Tube-6 Φ22x756x578mm	7 x2 Tube-7 Φ22x832mm	8 x2 Tube-8 Φ22x838mm
9  x2 Tube-9 Φ22x559mm	10  x2 Tube-10 Φ22x699x387mm	11  x1 Tube-11 Φ22x1067x521mm	12 x2 Tube-12 Φ12.7x1073mm
13 x4 Basketball 7’ Dia.	14  x1 Electronic Scorer	15  x2 Switch Sensor	16  x1 Control Box with Wire
17  x2 Rim	18  x2 Rim Support Plate	19 x1 Inflation Pump with Needle	20 x1 Ball Return Net
21  x1 Backboard	22 x46 M6 Washer	23 x16 M6x20mm Bolt	24 x6 M6x29mm Bolt
25 x4 M6x42mm Bolt	26 x4 M6 x50mm Bolt	27 x2 M6x35mm Bolt	28 x32 M6 Nut
29 x4 3.5x10mm Bolt	30 x2 4x28mm Bolt	31  x1 Electronic Scorer Face Plate	32 x1 Wrench

PARTS LIST

33	34
 x1	x2
Allen Key	Self-Stick Strap

PRE-INSTALLED PARTS

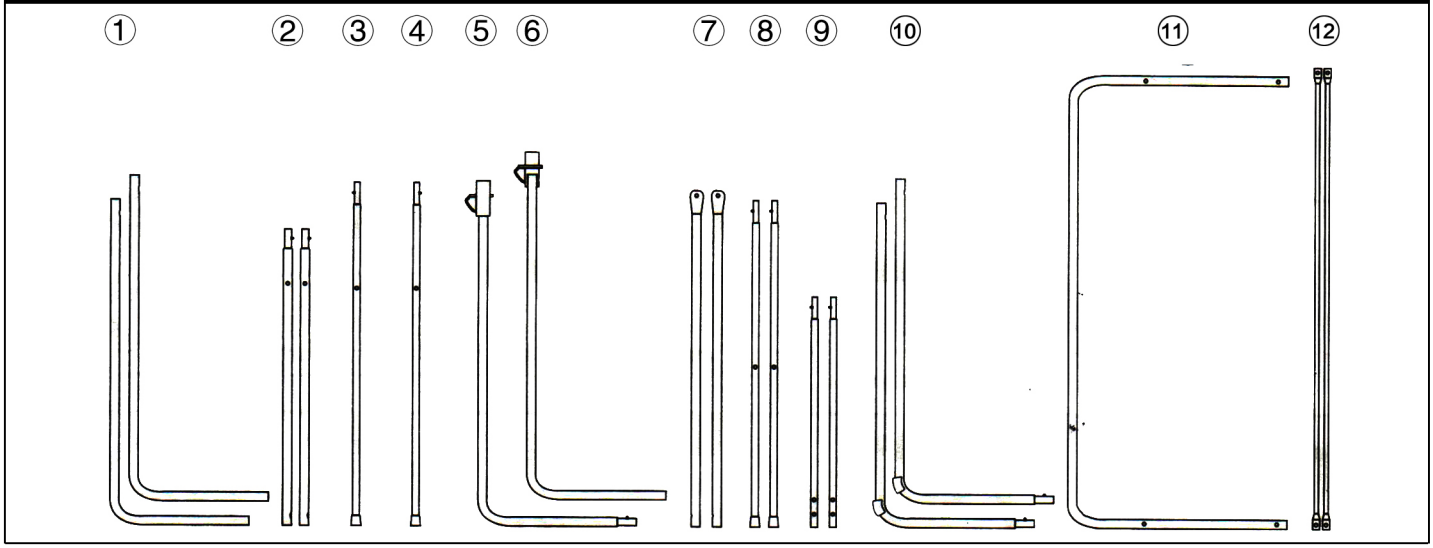
P1	P2	P3	P4
x2	 x9	x2	x2
Net	Spring Lock	Plastic Pole Insert	Lock Pin

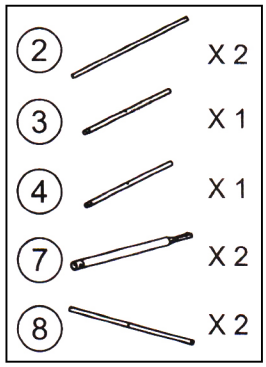
ASSEMBLY INSTRUCTIONS:

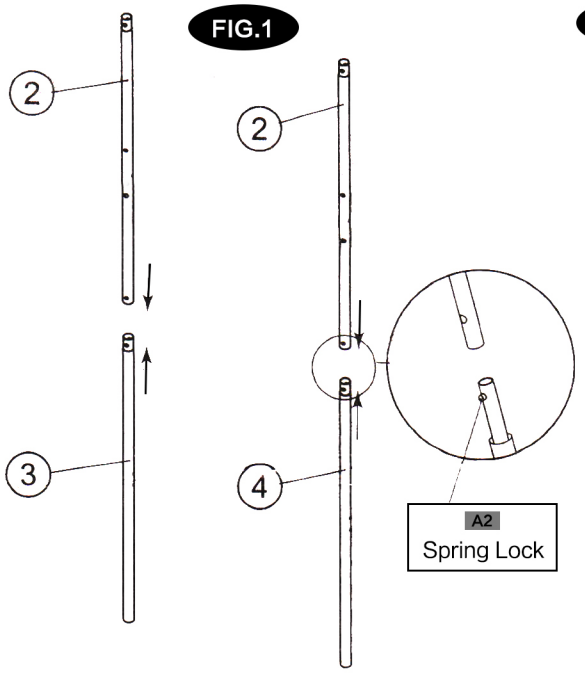
1.Find a clean, level place to begin the assembly of your Basketball Game. We recommend that two adults work together to assemble this basketball game.

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

BEFORE ASSEMBLY–Please inspect and layout all your Poles and parts







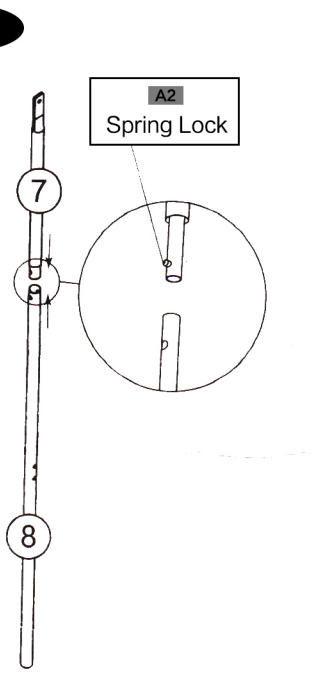
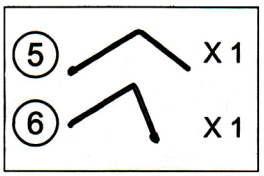


FIG.1 & 2

3. Attach the Tubes - 2 (#2) to the Tube - 3 and Tube - 5 (#3 & #4) using spring lock (pre-installed) as shown in FIG.1.

4. Attach the Tubes - 7 (#7) to the Tubes - 8 (#8) using spring lock (pre-installed) as shown in FIG.2



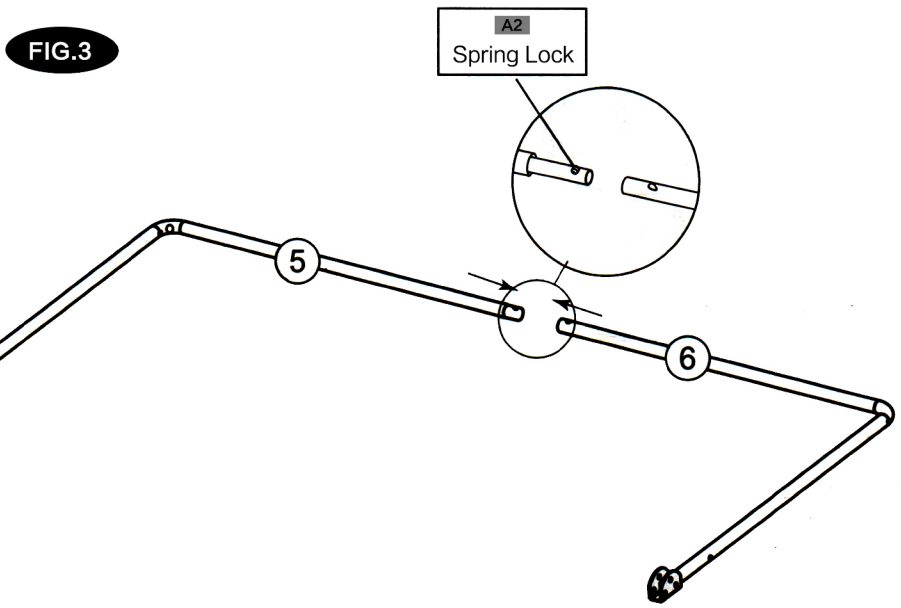


FIG.3

5. Attach the Tube - 5 and Tube - 6 (#5 & #6) together using spring lock (pre-installed) as shown in FIG.3.

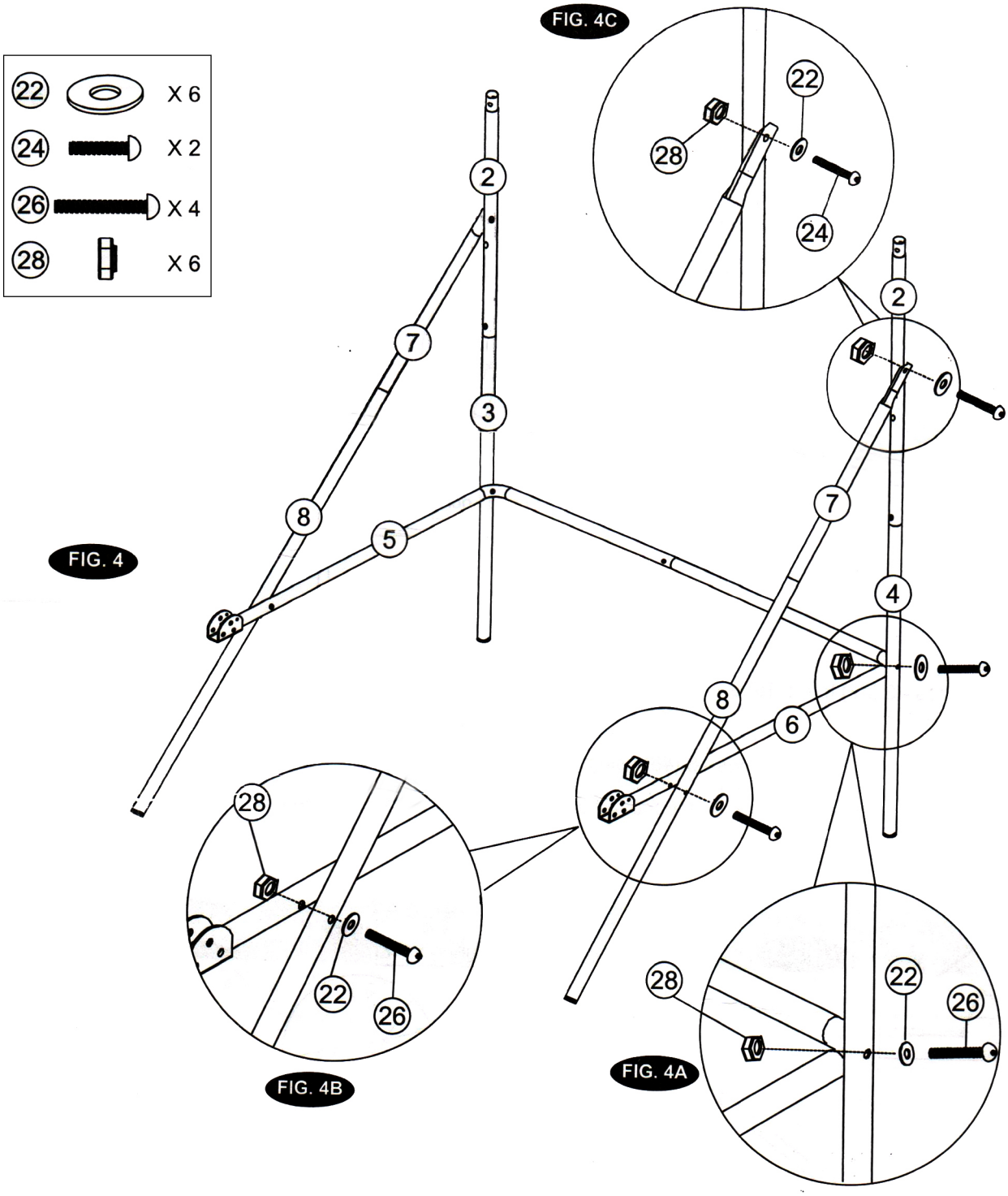


FIG.4

6. Attach the Tube - 5 and Tube - 6 (#5 & #6) to Tube - 3 and Tube - 4 (#3 & #4) using Bolts (#26), Washers (#22) and Nuts (#28), and then attach the Tube - 5 and Tube - 6 (#5 & #6) to the Tubes - 8 (#8) using Bolts (#26), Washers (#22) and Nuts (#28) as shown in FIG.4, 4A and 4B.

7. Attach the Tubes - 7 and Tubes - 8 (#7 & #8) to the Tubes - 2 (#2) using Bolt (#24), Washers (#22) and Nut (#28) as shown in FIG.4C, repeat this step for other side. Note: Make sure the spring lock is face down.

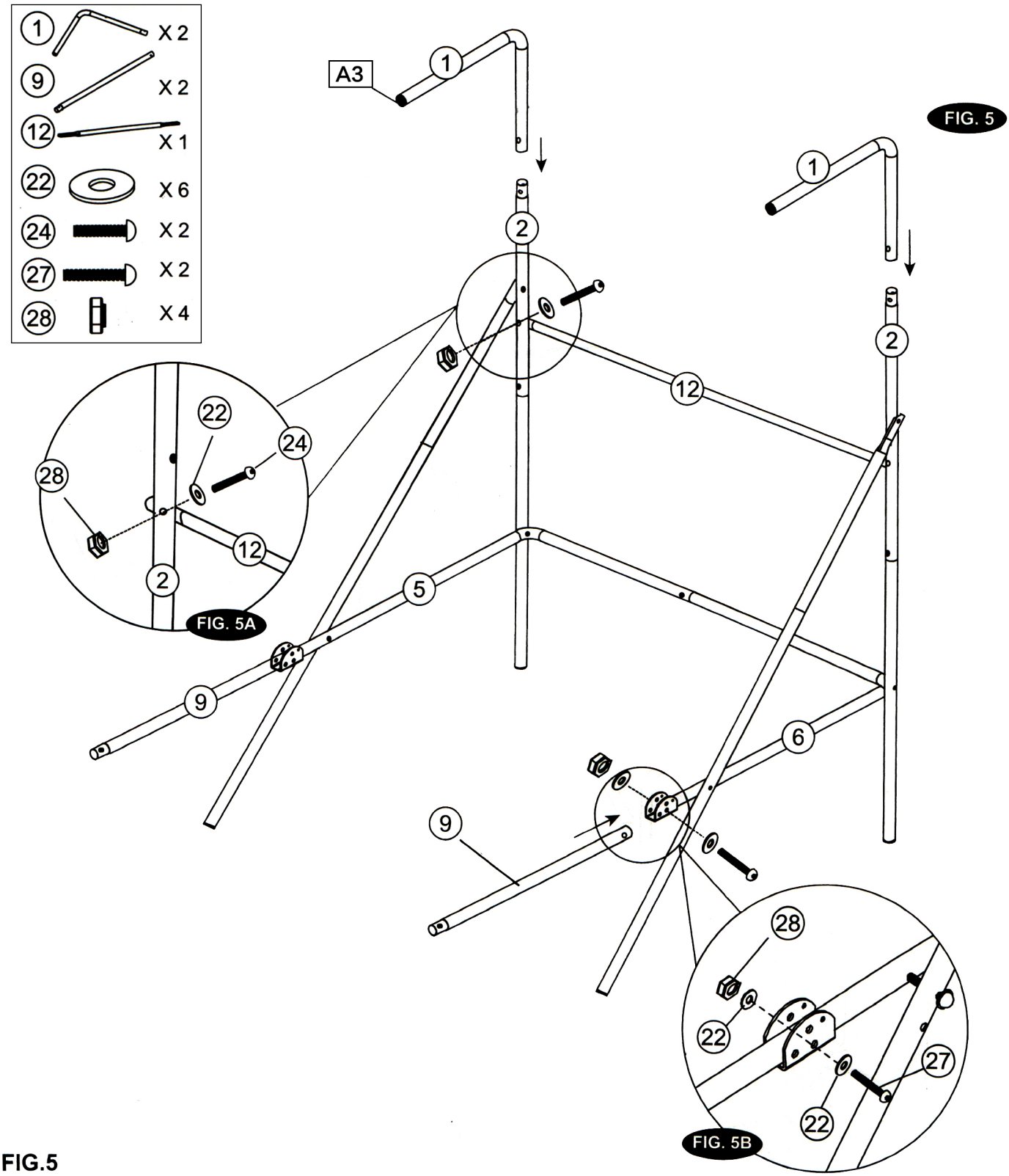


FIG.5

8. Attach the Tube - 12 (#12) to the Tubes - 2 (#2) using Bolts (#24), Washers (#22) and Nuts (#28) as shown in FIG.5A. And then insert the Tubes - 1 (#1) to the Tubes - 2 (#2) as shown in FIG.5.

9. Attach the Tubes - 9 (#9) to Tube - 5 and Tube - 6 (#5 & #6) using Bolts (#27), Washers (#22) and Nuts (#28) as shown in FIG.5 and 5B.

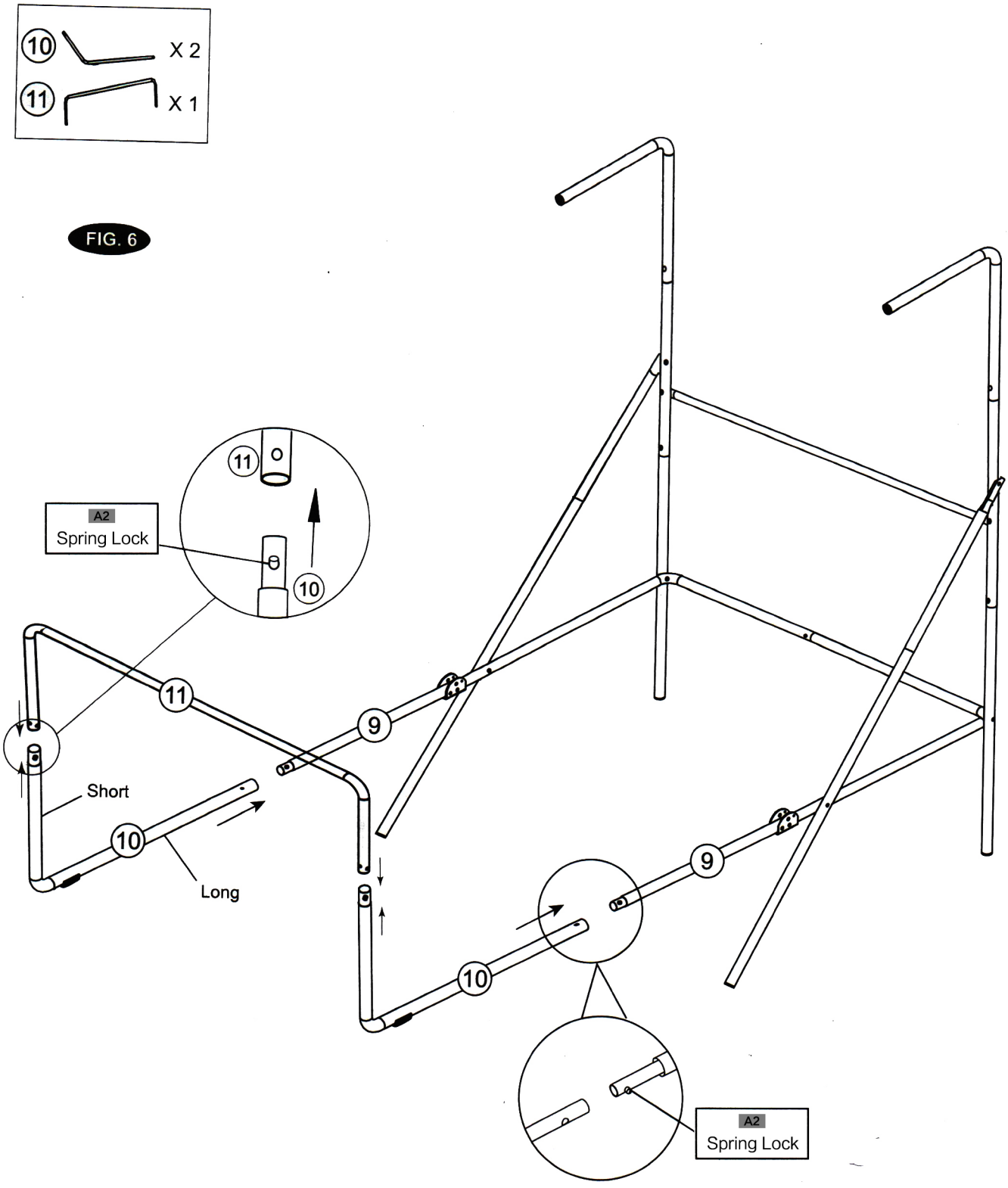


FIG.6

10. Attach the Tubes - 10 (#10) to the Tubes - 9 (#9) using spring lock (pre-installed), and then attach the Tube - 11 (#11) to the Tubes - 10 (#10) using spring lock (pre-installed) as shown in FIG 6.

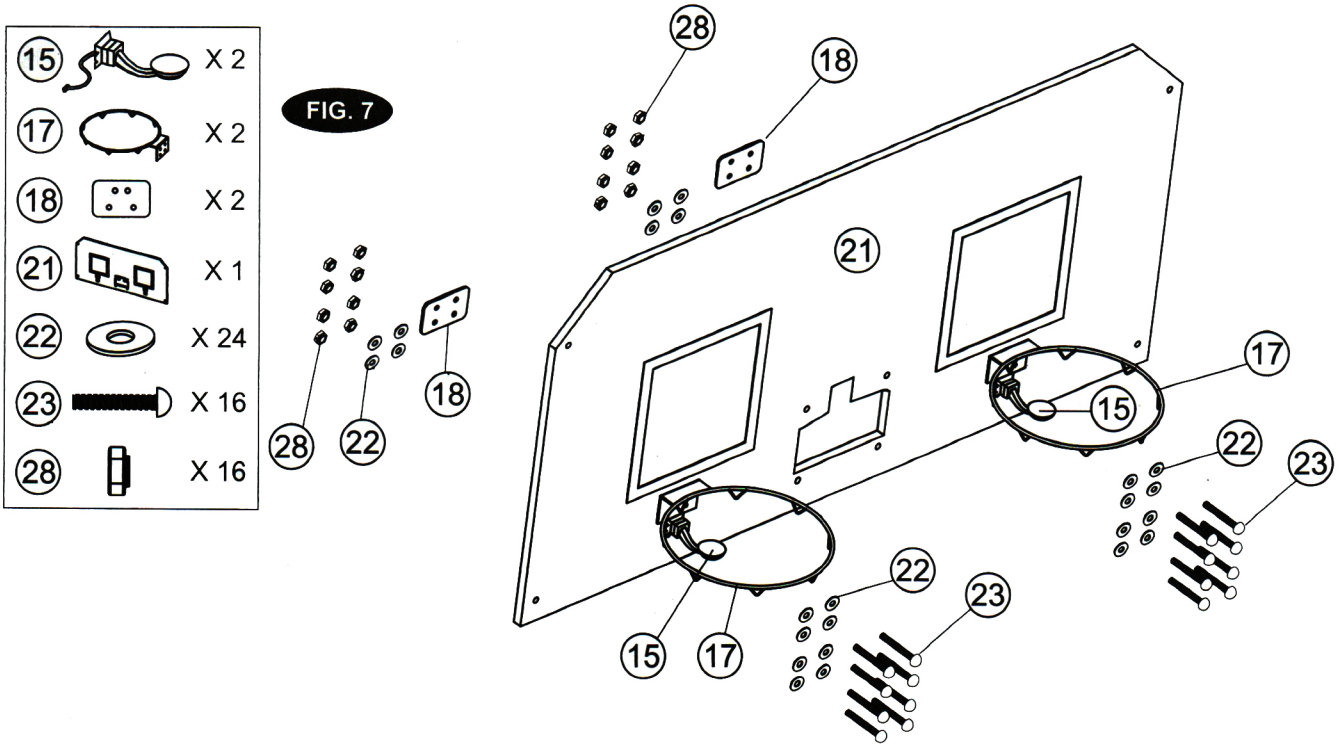


FIG.7

11. Attach the Rim (#17) and Rim Support Plates (#18) to the Backboard (#21) using the Bolts (#23), washers (#22) and Nuts (#28). And then attach the Switch Sensors (#15) to the Backboard (#21) using the Bolts (#23), washers (#22) and Nuts (#28). Make sure that you use washer on both sides of the backboard as shown in FIG. 7.

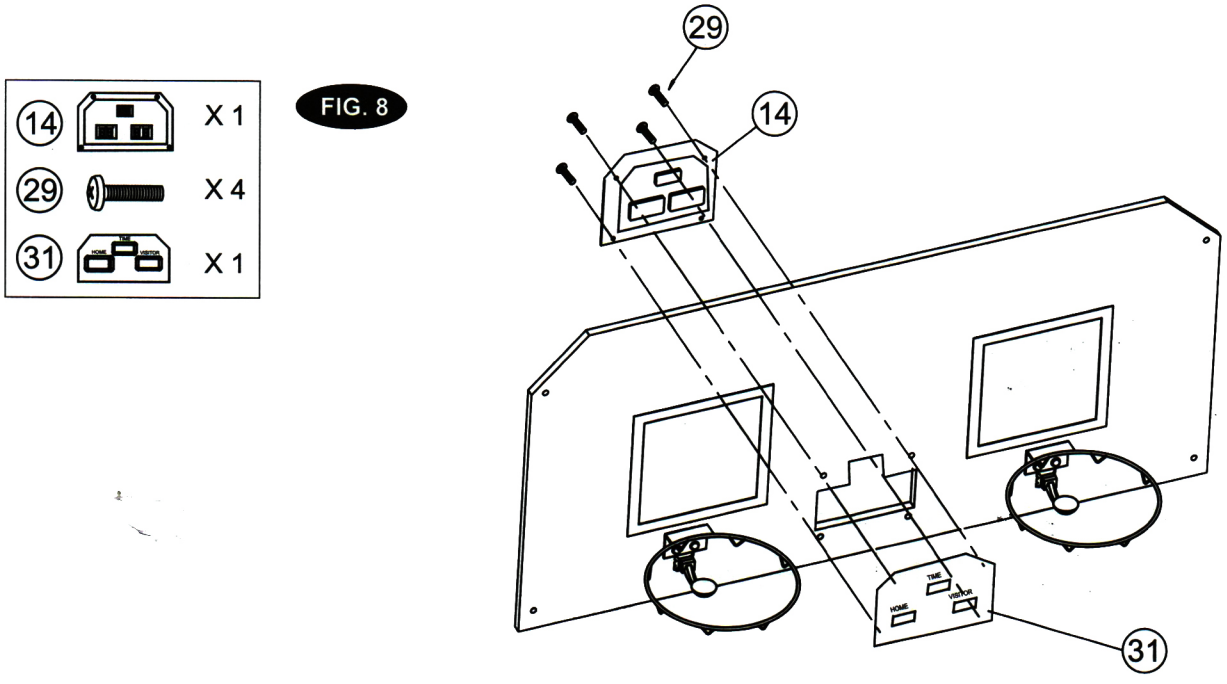


FIG.8

12. Attach the Electronic Scorer Face Plate (#31) to the front of Backboard and connect with the Electronic Scorer (#14) using Bolts (#29) as shown in FIG. 8.

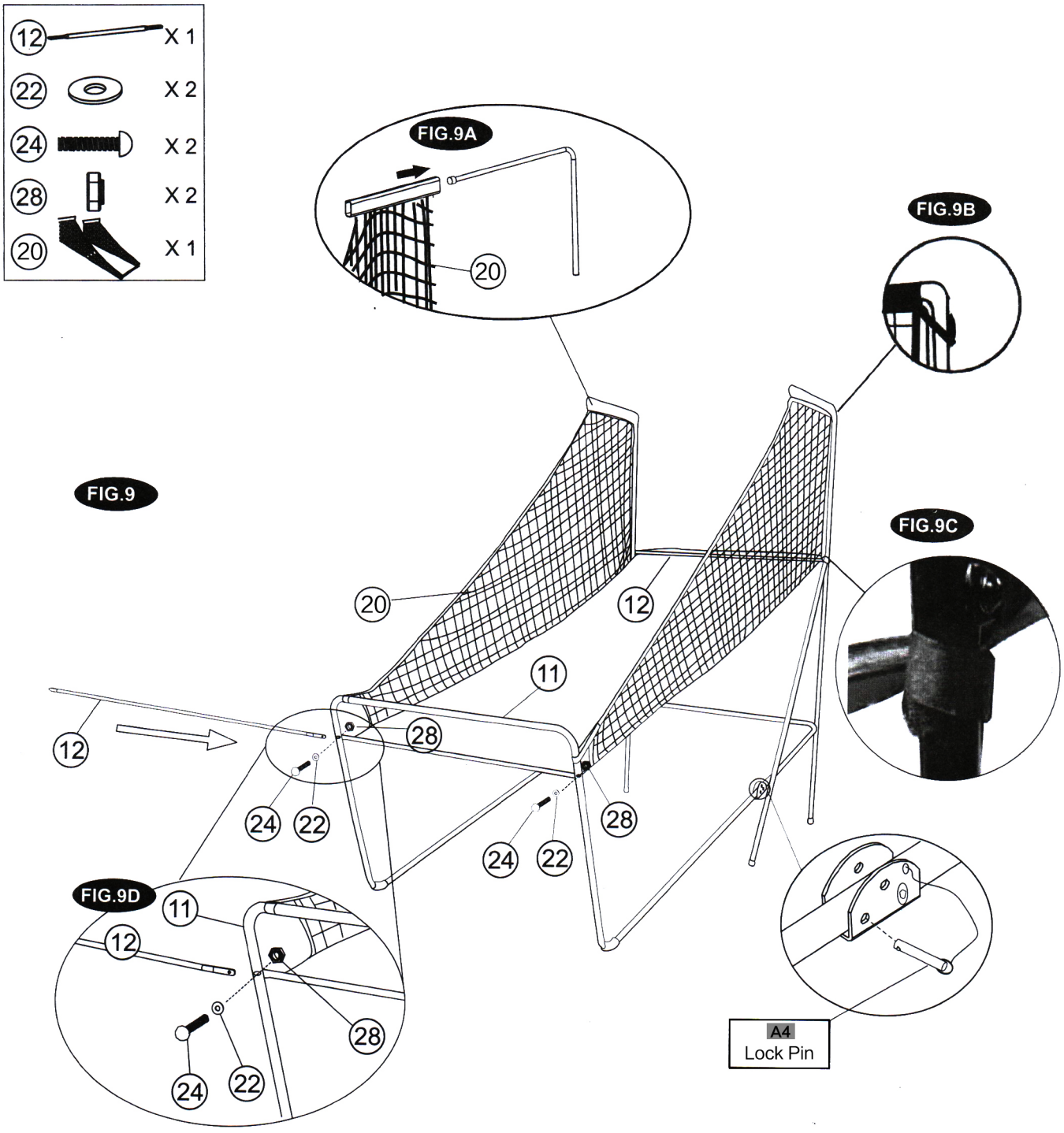


FIG.9

13. Slide elastic straps and sleeve of Ball Return Net (#20) onto Tubes - 1 (#1) as shown in FIG. 9A & 9B & 9C.

14. Slide the Tube - 12 (#12) through the sleeve on the front of the Ball Return Net (#20), attach at the left side first using Bolts (#24), Washers (#22) and Nuts (#28) as shown in FIG. 9D. Follow the same procedure on the right side.

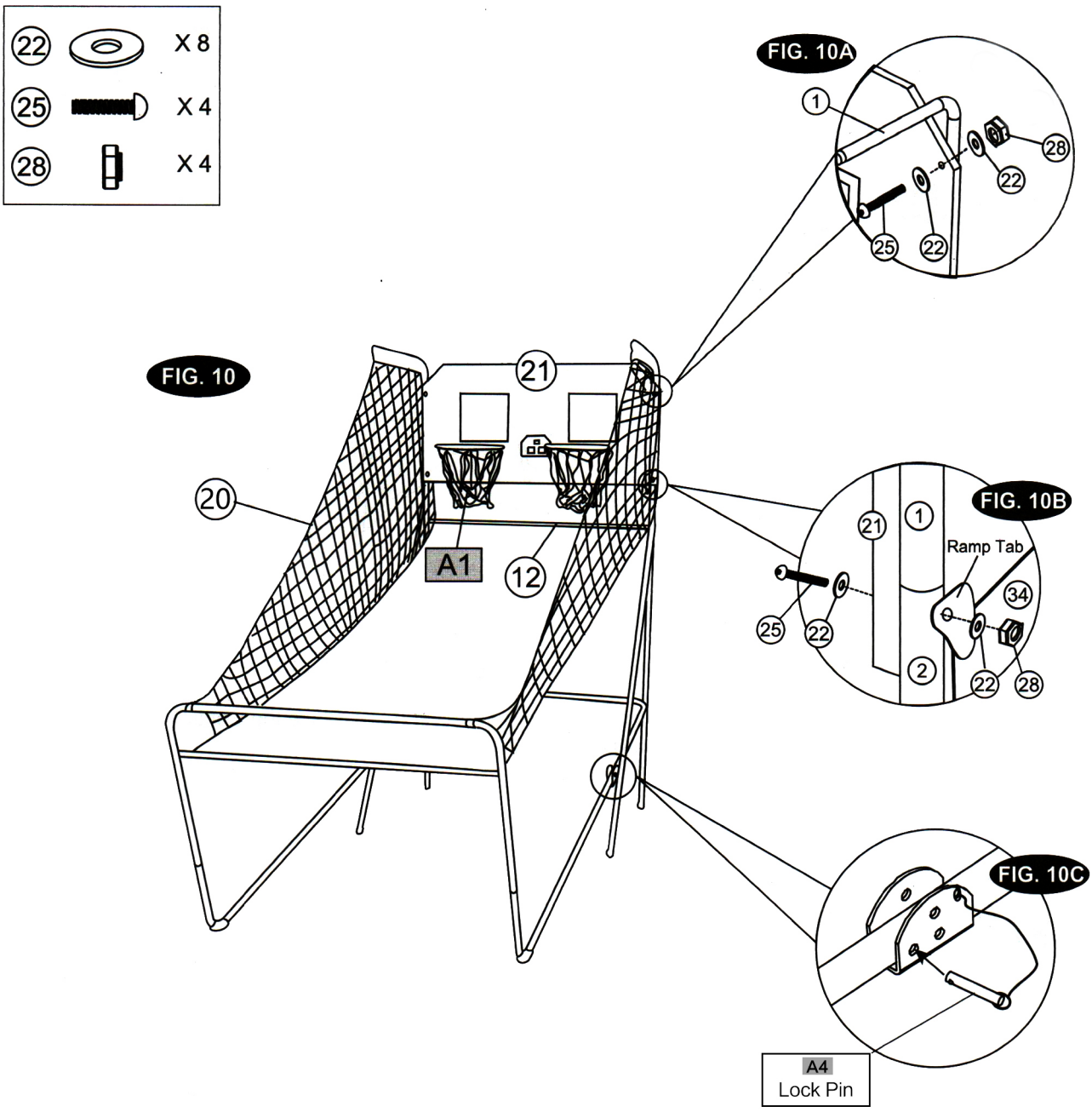


FIG.10

15. With the help of another adult, attach the Backboard (#21) to the Top Tubes - 1 (#1) using Bolts (#25), Washers (#22), Nuts (#28) shown in FIG.10A. At each bottom hole of the backboard, attach the ramp tabs of Ball Return Net (#20) using Bolts (#25), Washers (#22), Nuts (#28) as shown in FIG.10B.

16. Connect the Lock Pin (#A4) to the Tube - 5 and Tube - 6 (#5 & #6) and insert it to the Tube - 5 and Tube - 6 (#5 & #6) as shown in FIG.10C.

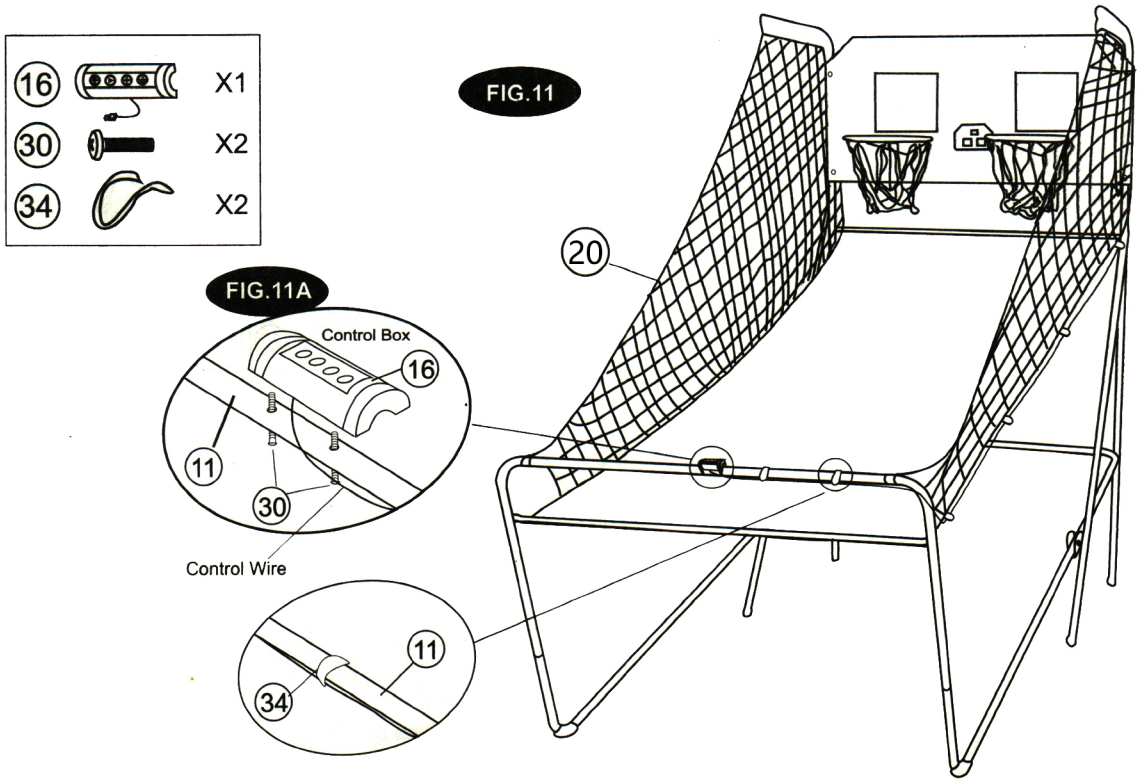


FIG.11

17. Attach the Control Box (#16) to middle of the Tube - 11 (#11) using two Bolts (#30) as shown in FIG.11A.

18. Run the rest of the Control Wire through the loops on the Ball Return Net (#20). Place the Control Wire on the Tube - 11 (#11) using the Self-Stick Straps (#34) as shown in FIG.11.

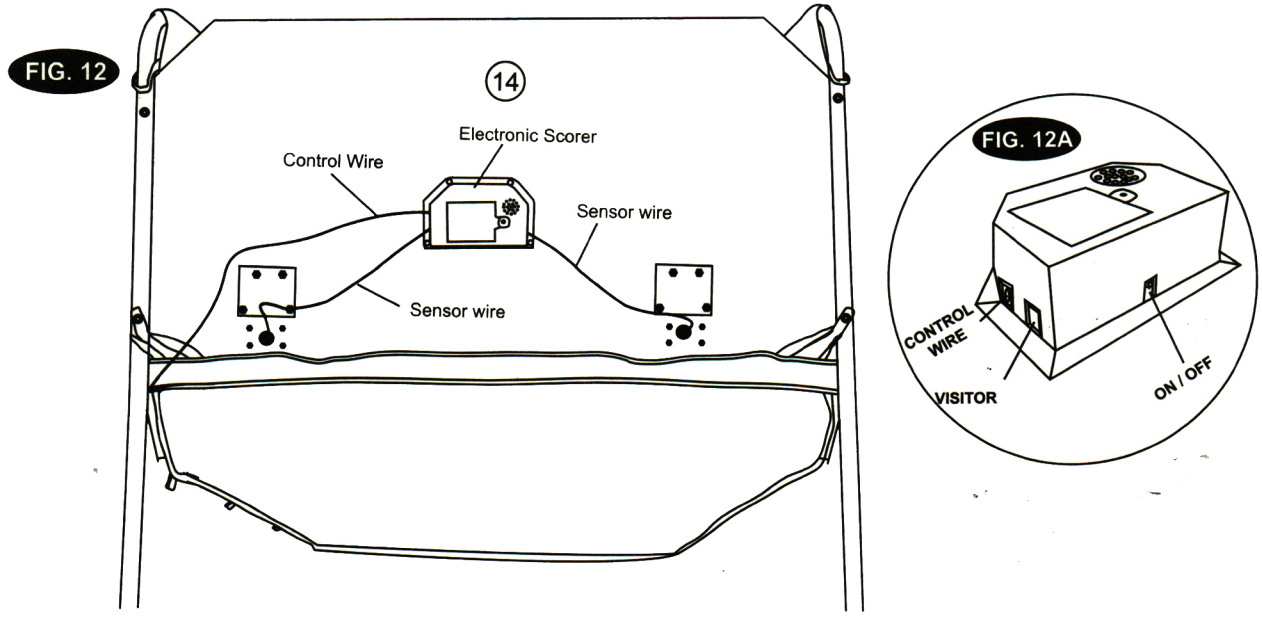


FIG.12

19. Connect the Sensor Wire from Switch Sensor (#15) to the Electronic Scorer (#14) as shown in FIG. 12. Connect the Control Wire to the Electronic Scorer (#14) as shown in FIG.12 and 12A.

FIG. 13

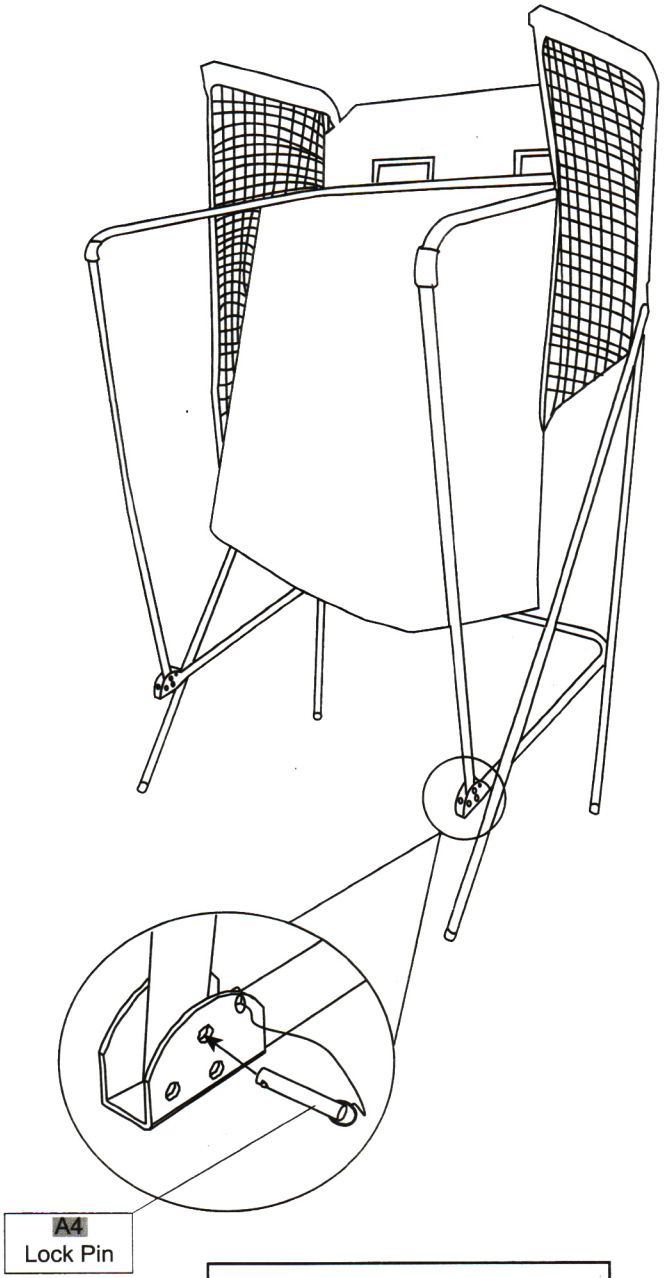


FIG.13

20. Folding position when not in use the basketball game and insert the Lock Pin (#A4) as shown in FIG.13.
    Note: The lock pin (#A4) needs to be removed from its original position when the game is being used before insertion to the new position when folded.

ELECTRONIC SCORER OPERATION

Install Batteries

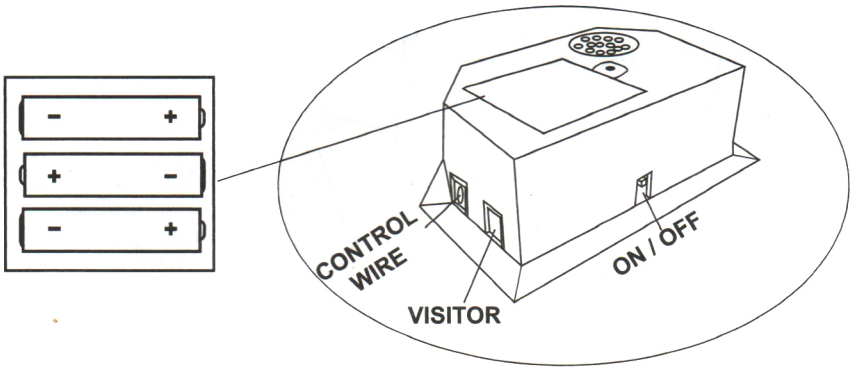
Battery Box: Unscrew bolt using a screwdriver and open the battery box. Insert 3 "AA" batteries (not included) in the order of polarity as shown on the inside cover. Then close the cover using a screwdriver. Turn the power ON using the ON/OFF switch.

Reminding:

a. Batteries must be installed according to the correct polarization (+ and -) requires.

b. Please clean the battery contacts and also those of the devices prior to battery installation.

c. If the game will not be used for a long period of time, we recommend that the batteries should be removed.



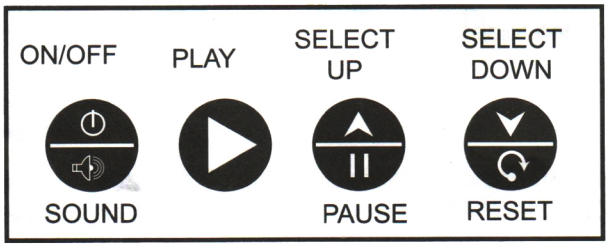
⚠ WARNING:

1) Requires 3 "AA" batteries (not included).
2) Do not mix old and new batteries.
3) Do not mix alkaline, standard (carbon zinc), or rechangeable (nickel-cadmium) batteries.

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 "PLAY" 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 mins, scorer will be turned off automatically.

CONTROL PANEL



CHOOSE FROM 8 DIFFERENT GAME OPTIONS

1. 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.

2. 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.

3. Battle Back
Press "PLAY" to enter game 3.
Press "UP/Down" to select multiple players (P2/P4).
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.

4. Horse
a. Press "PLAY" to enter game 4.
b. Press "UP/Down" to select multiple players (P2/P3/P4).
c. Press "PLAY" after the number of player is selected.
d. Player has to make a shot in 2 seconds.
e. 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.
f. If player can't score in 2 seconds, player receives the first letter "H" which will display on scoreaboard. Game remains for the same player untill the player scores. If player keeps missing, player receives "O" followed by "R", "S", "E". The letter "E" is given, the player is out.
g. The first player to spell "horse" loses. Players stay in repeat step d.e.f. till game is finished.
h. The last player to spell "horse" wins.
i. Press "PLAY" to restart this game.

5. 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 98 points.
Press "PLAY" to restart this game.

CHOOSE FROM 8 DIFFERENT GAME OPTIONS

6. 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.

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

8. One to One
Press "PLAY" to enter game 8.
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.

CAUTION !

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

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.