DOUBLE UP B/BALL GAME
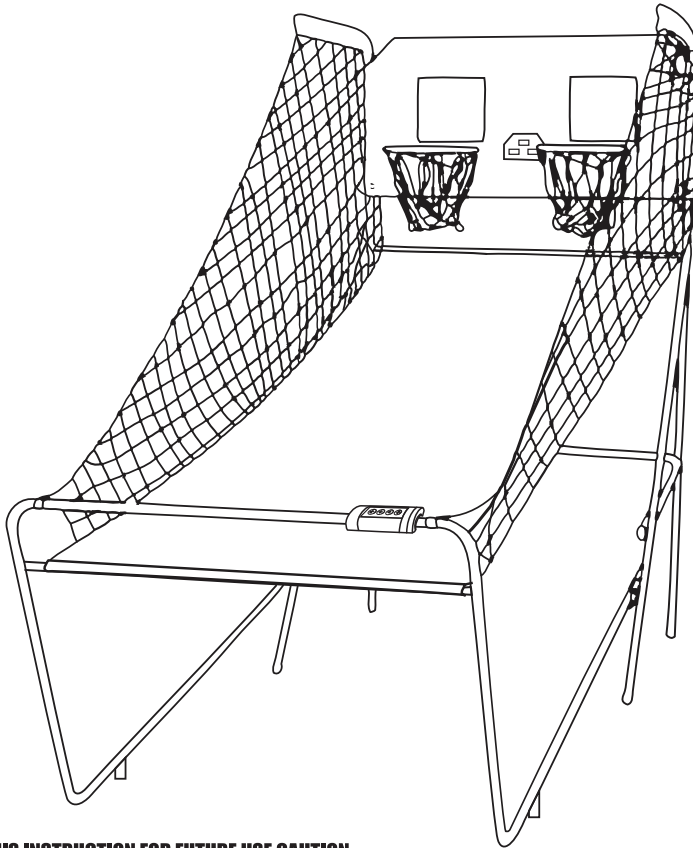

KEEP THIS INSTRUCTION FOR FUTURE USE CAUTION:

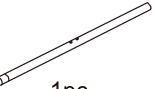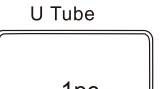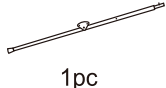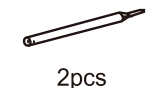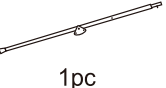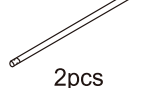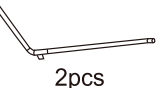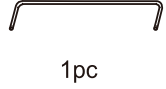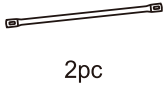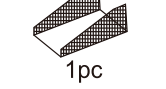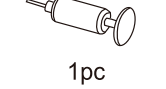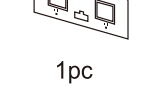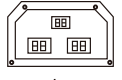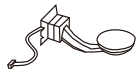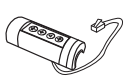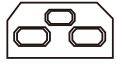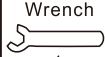INSTALL BATTERIES TO CORRECT POLARITY,
DO NOT MIX DIFFERENT TYPES OF NEW OR USED BATTERIES.
INSTALLATION BY ADULT IS REQUIRED. DISPOSE BATTERIES
RESPONSIBLY.DO NOT DISPOSE IN FIRE.

1. NON-RECHARGEABLE BATTERIES ARE NOT TO BE RECHARGED
2. RECHARGEABLE BATTERIES ARE ONLY TO BE CHARGED UNDER
   ADULT SUPERVISION
3. RECHARGEABLE BATTERIES ARE TO BE REMOVED FROM THE
   TOY BEFORE BEING CHARGED
4. EXHAUSTED BATTERIES ARE TO BE REMOVED FROM THE TOY;
5. SUPPLY TERMINALS ARE NOT TO BE SHORT-CIRCUITED

- 1.5V AA +
+ 1.5V AA -
- 1.5V AA +

TWO ADULTS
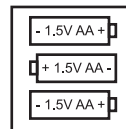
DOUBLE UP
B/BALL GAME

Choking Hazard—Toy contains small balls and/or small parts. Not for children under 3 years of age
FOR INDOOR DOMESTIC USE ONLY

1 Board L Tube	2 Board Tube	3 Left Tube	4 Right Tube	5 Horizontal Frame Brace U Tube
2pcs	2pcs	1pc	1pc	1pc

6 Left Mounting Tube	7 Support Tube	8 Right Mounting Tube	9 Ramp Tube	10 Ramp L Tube
1pc	2pcs	1pc	2pcs	2pcs

11 Ramp U Tube	12 Horizontal Tube	13 Ball Ramp with Side Netting	17 Rim	18 Plate
1pc	2pc	1pc	2pcs	2pcs

19 Inflation Pump with Needle	20 Net	21 Backboard	28 Basketball	36 Cap
1pc	2pcs	1pc	2pcs	12pc (pre-assembled)

Electronic score indicator

14	15	16
Electronic Scorer	Paddle with Sensor	Control Box with Control Wire
1pc	2pcs	1pc

29	30	35
Bolt	Electronic Scorer Face Plate	Bolt
3.5x10mm 4pcs	1pc	M3x30mm 2pcs

Screw fittings

22 Washer	23 Bolt
M6 32pcs	M6x20mm 16pcs

24 Bolt	25 Bolt
M6x30mm 6pcs	M6x40mm 4pcs

27 Nut	31 34
M6 32pcs	Wrench 1pc / Allen Key 1pc

26 Bolt	32 Bolt	33
M6x50mm 4pcs	M6x55mm 2pcs	Lock Pin 2pcs

1 Tools required: Wrench / Allen key (included),Screw driver (not included).

Two adults reqiured for the assembly.
Remove all of 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.

FIG.1

② ②

③ ④
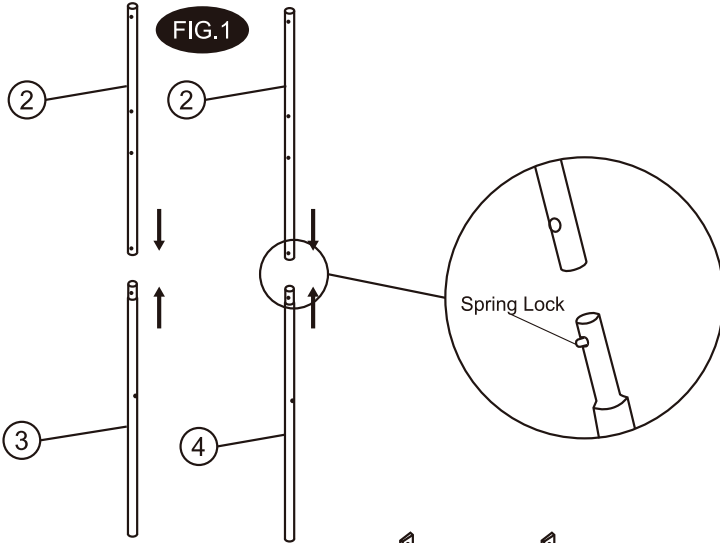
Spring Lock

FIG.1 & 2
Attach the Board Tubes(#2) to the left Tubes(#3) and the right tube(#4) using spring lock as shown in FIG.1

FIG.2

⑦ ⑦

⑥ ⑧

Spring Lock
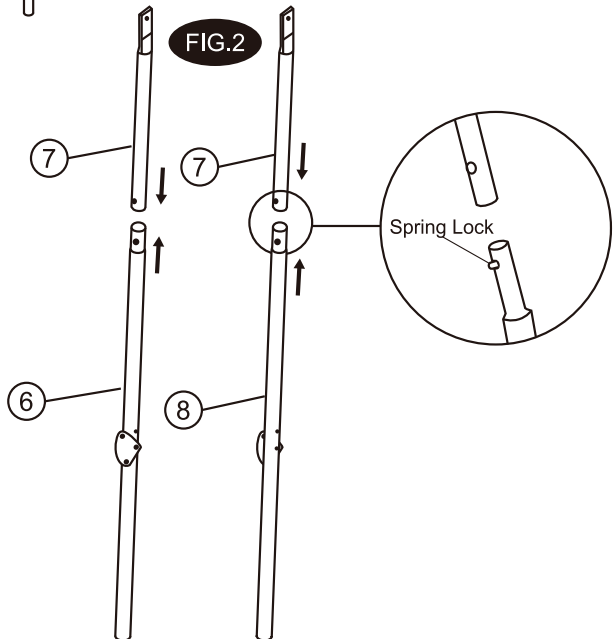
FIG.3A

Attach the Horizontal Frame Brace U Tube (#5) to the Left Tube (#3) and Right Tube (#4) using Bolts (#26), Washers(#22) and Nuts(#27) as shown in FIG.3A.
Attention: Be careful not to reserve the left and right Tubes.

FIG.3B

Attach the Left Mounting Tube (#6) and Right Mounting Tube (#8) to the Horizontal Frame Brace U Tube (#5), with Bolts (#26) and Nuts (#27) as shown in FIG.3B.
Attention: Be careful not to reserve the left and right Mounting Tubes.

FIG.3

2

7

6

3

5

Spring Lock

FIG.3C

27

22

24

8

7

4
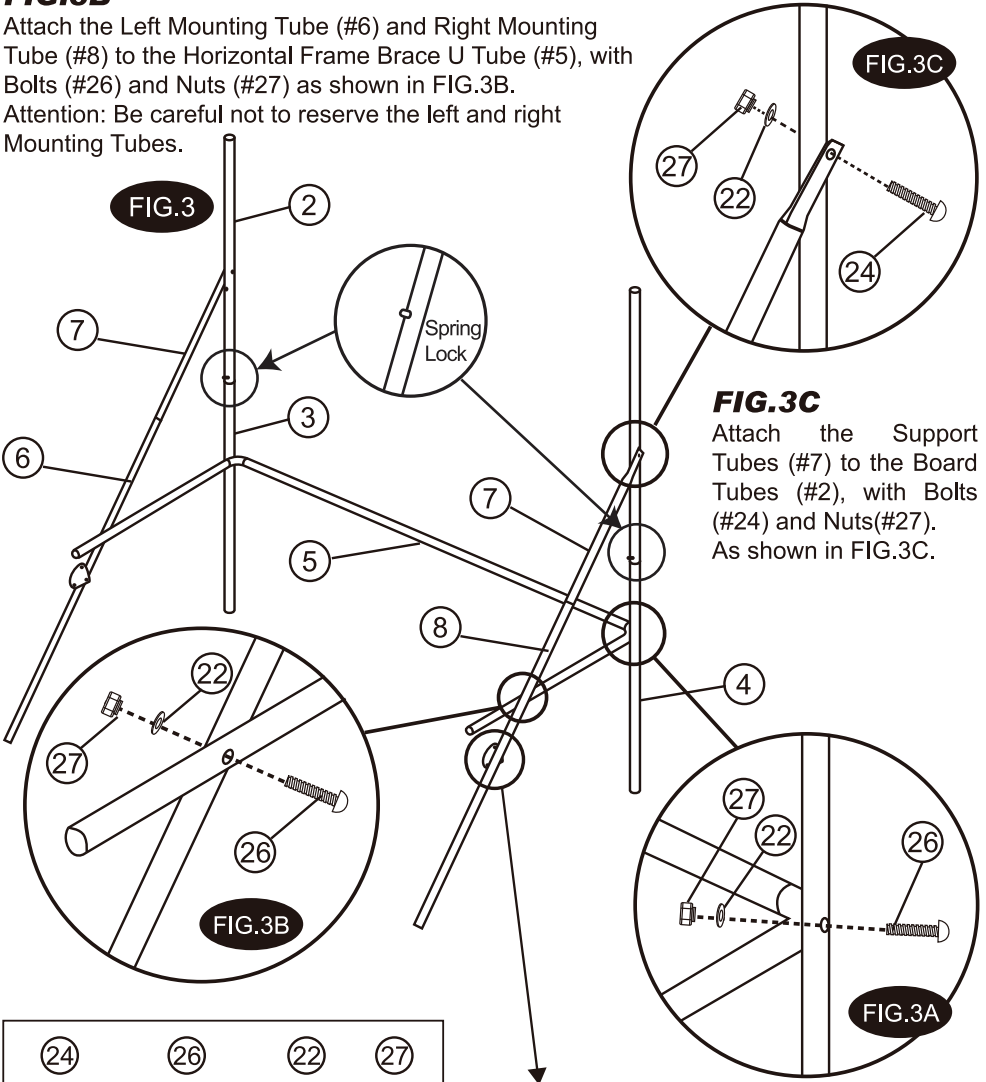
FIG.3C

Attach the Support Tubes (#7) to the Board Tubes (#2), with Bolts (#24) and Nuts(#27).
As shown in FIG.3C.

22

27

26

FIG.3B

27

22

26

FIG.3A

24	26	22	27
2pcs	4pcs	6pcs	6pcs

Attention:
The ear pieces on tube #6 and #8 should face inside the system & point upwards

Assembly Instructions-3

(24) 2pcs   (22) 2pcs   (27) 2pcs
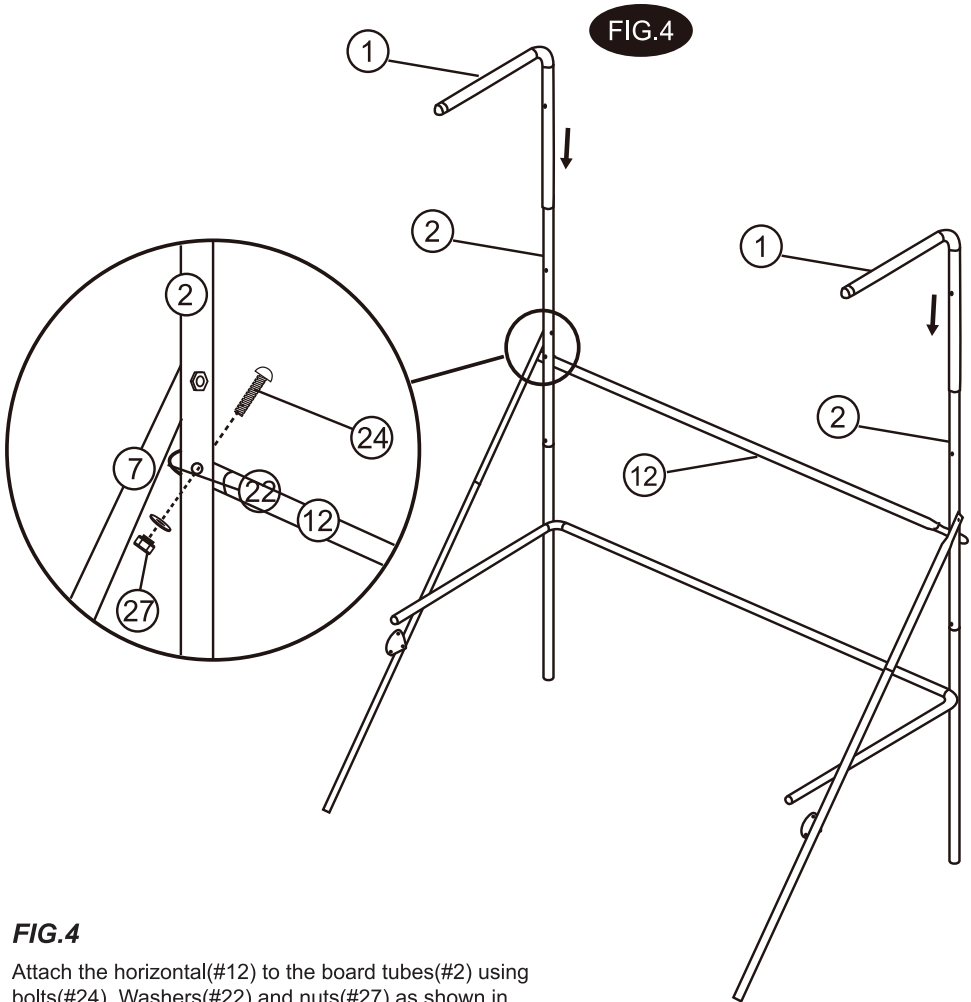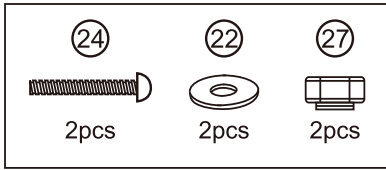
FIG.4

FIG.4

Attach the horizontal(#12) to the board tubes(#2) using bolts(#24). Washers(#22) and nuts(#27) as shown in FIG.4. Then insert the board Ltube(#1) into the board tubes(#2)

4

32 | 22 | 27
2pcs | 2pcs | 2pcs

FIG.5

32
22
27
33

9

6

Spring Lock

9

8

B
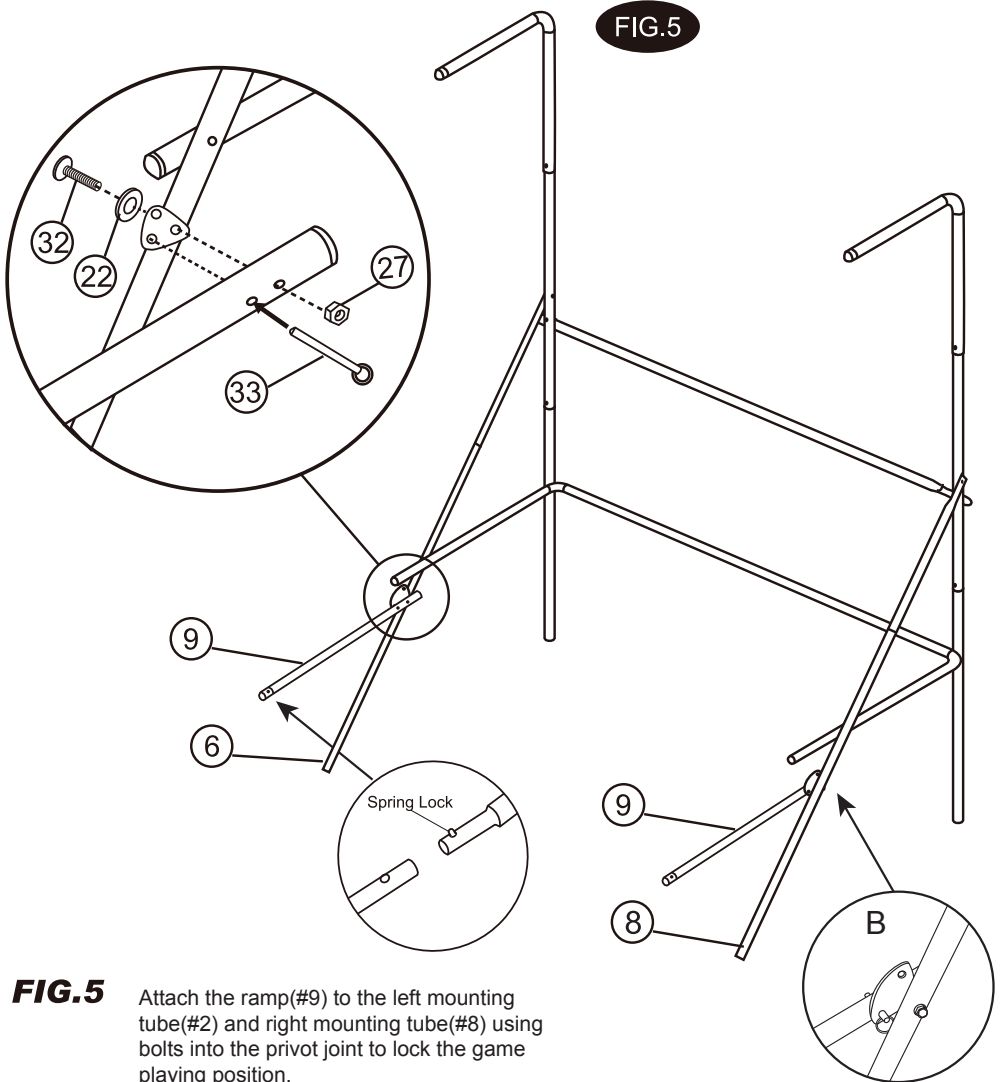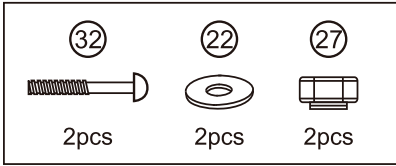
FIG.5 Attach the ramp(#9) to the left mounting tube(#2) and right mounting tube(#8) using bolts into the privot joint to lock the game playing position.

FIG.6

Spring Lock

⑨

⑪

⑩
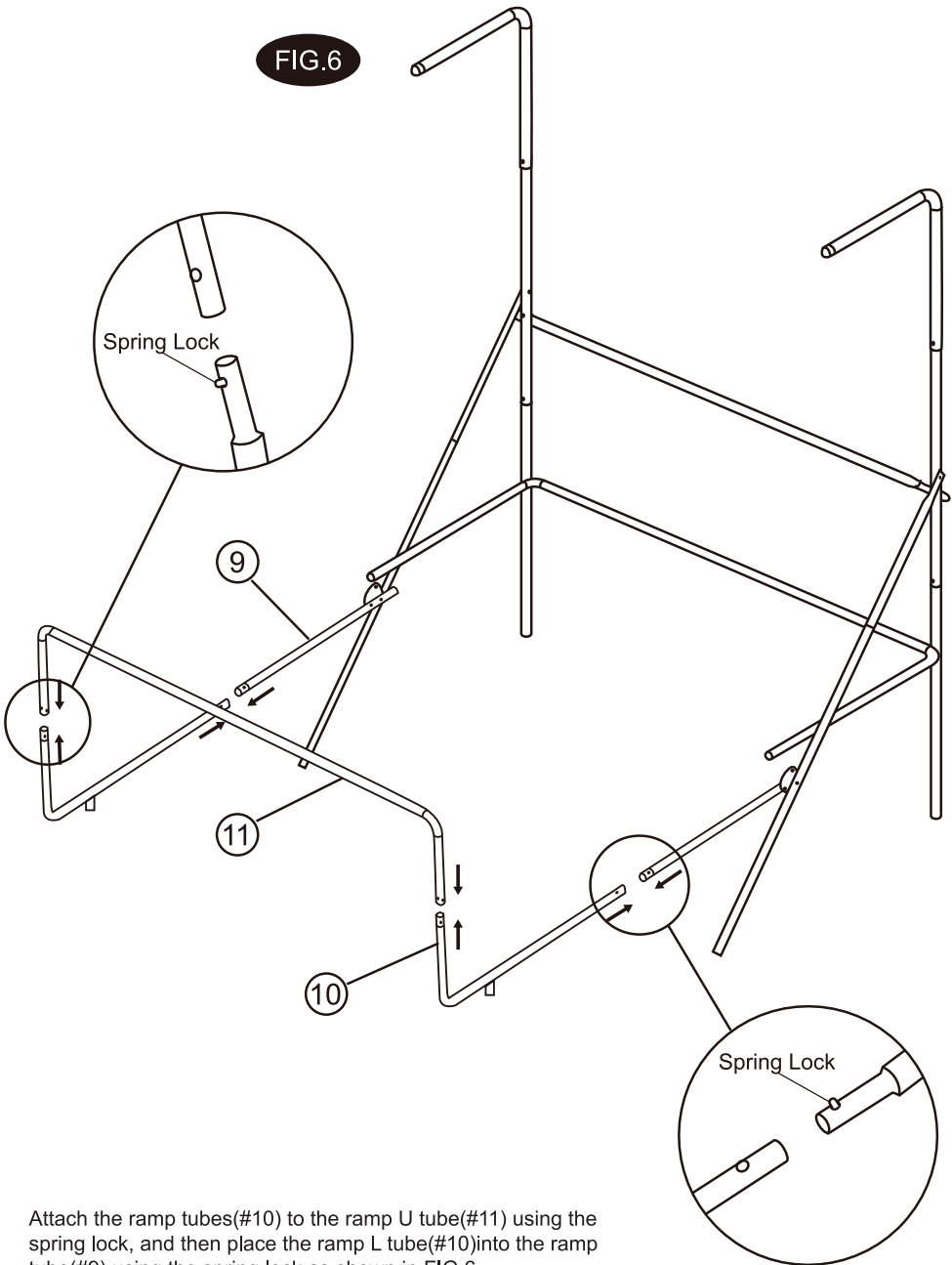
Spring Lock

Attach the ramp tubes(#10) to the ramp U tube(#11) using the spring lock, and then place the ramp L tube(#10)into the ramp tube(#9) using the spring lock as shown in FIG.6.
Cap the 12 pcs of #36 in the right place as shown in FIG.6.

Assembly Instructions-6

㉓	㉒	㉗	⑱	㉑	⑰	⑮
16pcs	16pcs	16pcs	2pcs	1pc	2pcs	2pcs
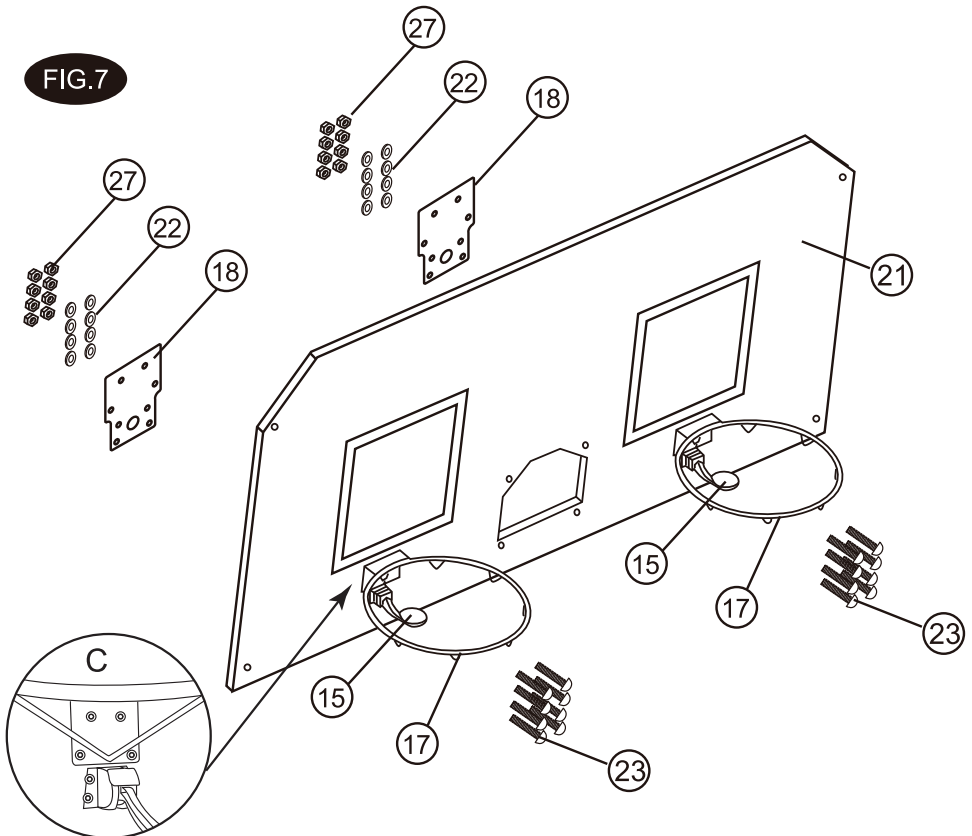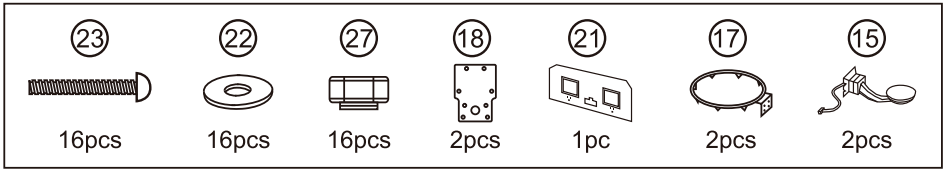
FIG.7

FIG.7

Attach the amp assemblies(#17) and rim support plates(#18) to the back board(#21) using the bolts(#23). washers(#22) and nuts(#27). Then attach the switch sensors(#15) to the backboard(#21) using the bolts(#23), washers(#22) and nuts(#27) as shown in FIG.7.

7

FIG.8

29	20	30	14
4pcs	2pcs	1pc	1pc

29

14

17

20

30
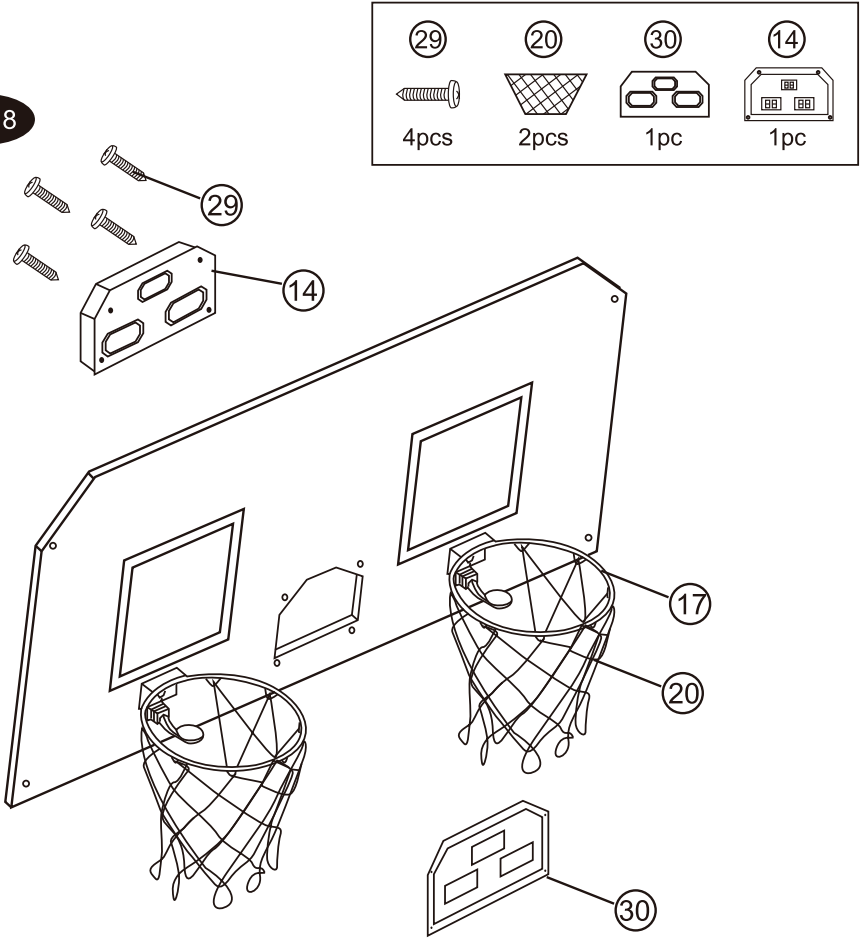
FIG 8

Attach electronic scorer face plate(#30) to backboard(#21) and connect with the electronic scorer (#14) using bolts(#29) as shown in FIG.8.

A	B	C

Assembly Instructions-8

24	22	27	13
2pcs	2pcs	2pcs	1pc

FIG.9A

13

FIG.9B

FIG.9

12

13

27

27

22

24

22

24

FIG.9C

12

FIG.9D
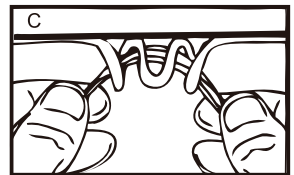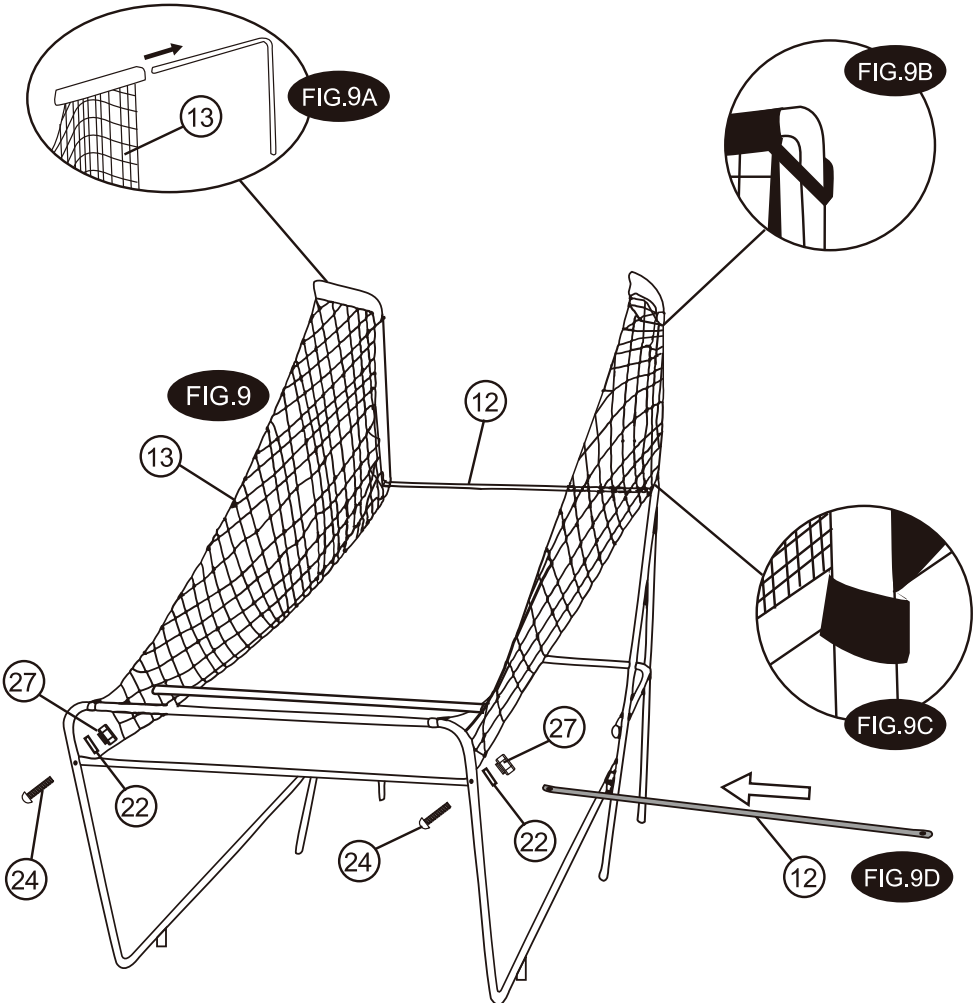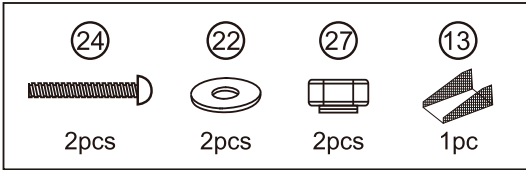
Slide elastic straps and the sleeve of ball ramp with side netting(#13) on to the board tubes as shown in FIG.9A & 9B & 9C.
Slide the horizontal tube(#12) in front of the ball ramp with side netting(#13) and attach it to the ramp U tube(#12) using bolts(#24). Washers(#24) and nuts(#27) as shown in FIG.9D.

9

FIG. 10A

WIth the help of another adult,Attach the back board(#21) to the board L tubes using bolts(#25), washers(#24) and nuts(#27) as shown in FIG.10.
Assemble the box(#16) to the ramp U tube(#11) using (#35) screw as shown in FIG.10.

㉕	㉒	㉗	⑯
4pcs	4pcs	4pcs	1pc
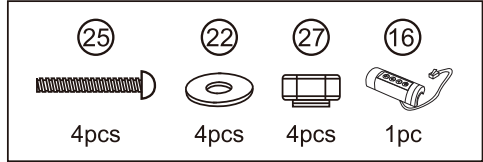
FIG. 10B

Attention: Make sure the netting is secured with the bottom corner of backboard.Backside of backboard.

control box
control wire

FIG.10A
FIG.10A
FIG.10
FIG.10B
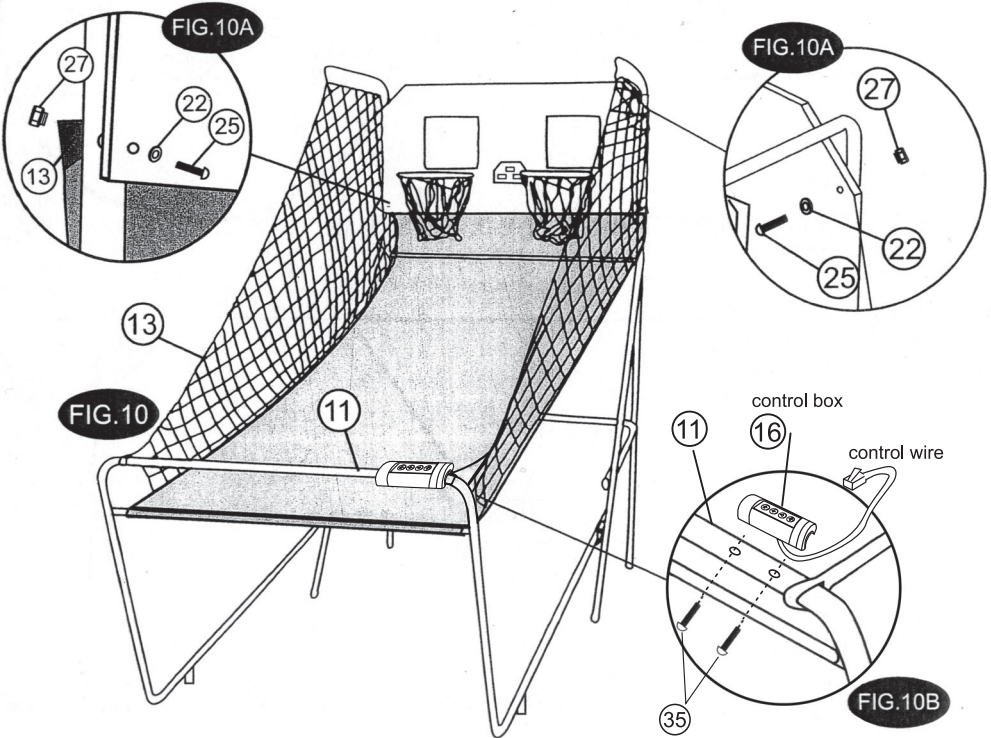
CONTROL BOX OPERATION
Press "ON/OFF" to activate the scorer.
Scorerboard "HOME" shows "01" (pre-set game)
Press "SELECT UP and DOWN"to select a game.
Press "SELECT UP and DOWN"to enter select game mode.
Press "SOUND"to switch sound ON/OFFwhile playing.
Press "PAUSE" to pause or start time counting.
Press 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 minutes, scorer will be turned off automatically.

CONTROL PANEL

ON/OFF	PLAY	SELECT UP	SELECT DOWN
SOUND		PAUSE	RESET
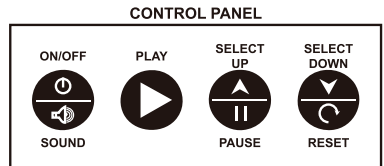
10

FIG. 11A

Connect the sensor wire of the switch sensor to the
electronic scorer(#14) as shown in FIG.11A.
Run the rest of the control wire(#35) through the loops
on the ball return with side netting(#13). Place the
control wire on the ramp U tube(#11) using the self -
stick straps.

FIG.11A

Control Wire

ON/OFF
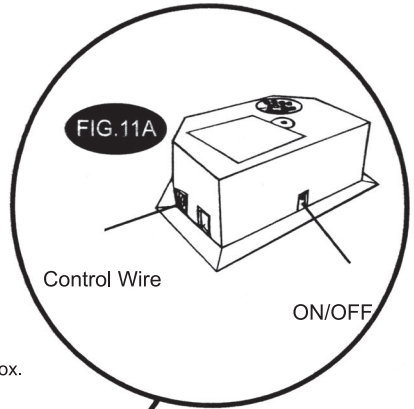
FIG. 11

electronic scorer operation
Unscrew the screw using a screwdriver and open the battery box.
Insert 3 AA batteries(not included) in the order of polarity as
shown on the side 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 periorddof the time, we
recommend that batteries should be remove.

FIG.11

Electronic Scorer

Control Wire

Sensor Wire

Sensor Wire
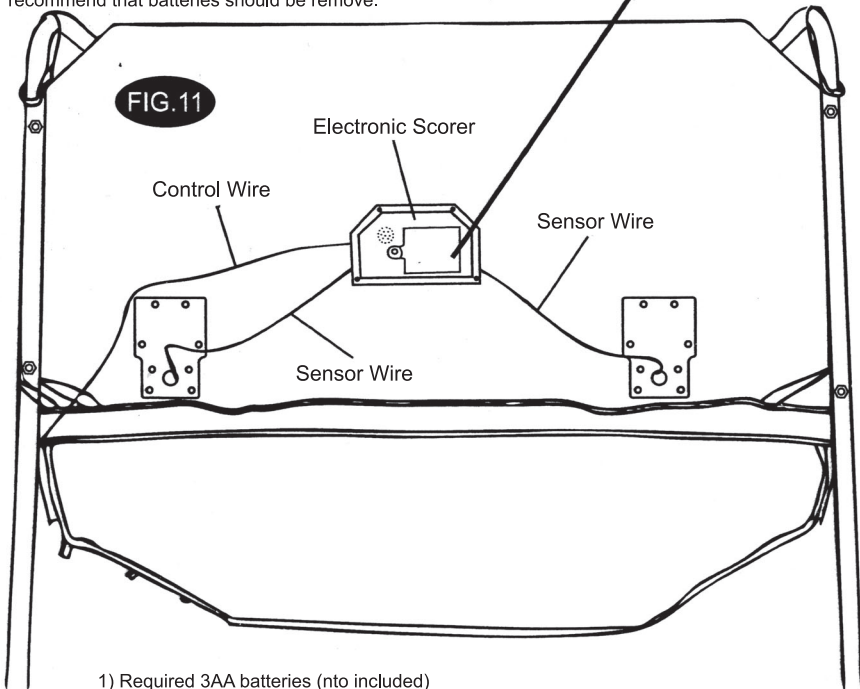
1) Required 3AA batteries (nto included)
2) Do not mix old and new batteries.
3) Do not mix alkaline, standard (carbon zinc), or rechargeable
(nickel-cadmium) batteries.

FIG. 12

To fold the basketball game into the storage position, remove the lock pins(#33) from the playing position on the mounting position(#6) & (#8). Lift the front horizontal ramp support tube(#11) until the game is in the storage position as shown in FIG.12.

FIG.12A

Insert the lock pins(#33) back into the mounting tubes(#6) &(#8), locking the basketball game into the storage position.

FIG.12

FIG.12A

33
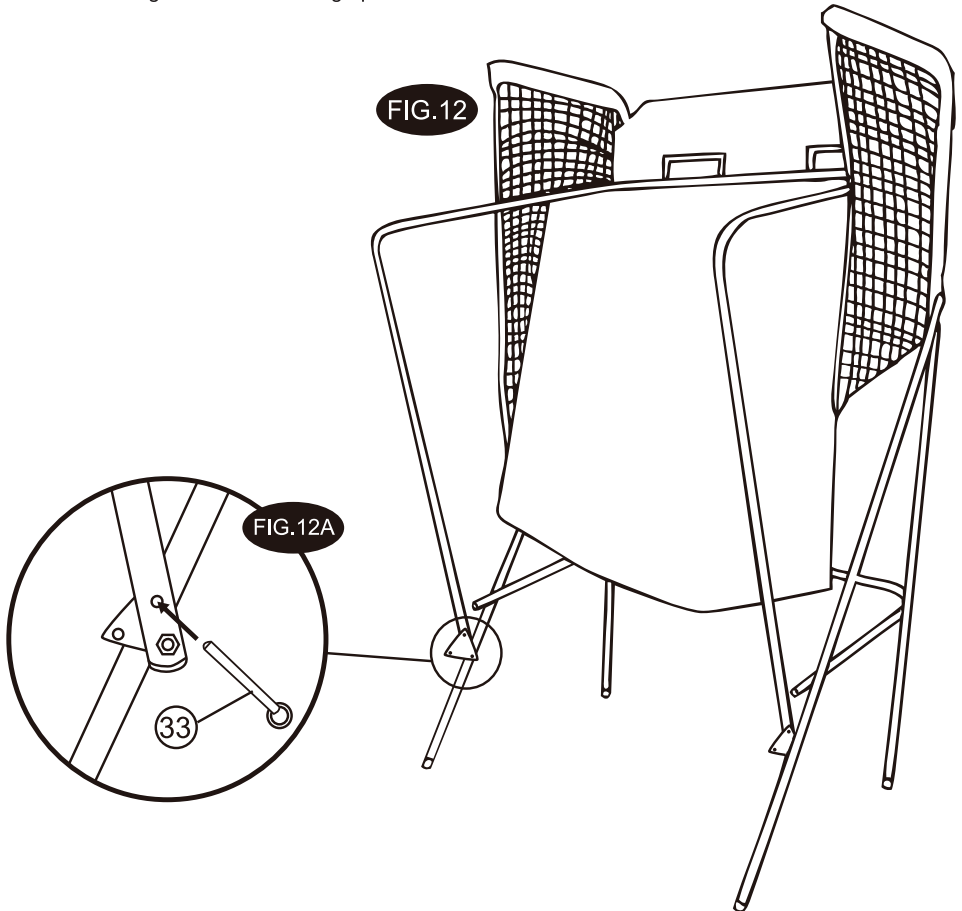
WARNING
PLEASE KEEP HANDS AND FINGERS CLEAR OF ANY MOVING PARTS
WHEN FOLDING THIS PRODUCT, OTHERWISE THEY MAY BE INJURED.

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 players is select.
Press "UP/Down" to select playing time, 30/45/60 seconds.
Press "PLAY" to begin the game.
Scoreboard "HOME" shows players 1, 3; scoreboard "VISITOR" shows players 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 players is select.
Press "UP/Down" to select playing time, 30/45/60 seconds.
Press "PLAY" to begin the game.
Scoreboard "HOME" shows players 1, 3; scoreboard "VISITOR" shows players 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 single/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 "VISTOR"
Shot made in "VISTOR" frame, +2 points scored display on "VISTOR" 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 single/multiple players (P2/P3/P4).
c.Press "PLAY" after the number of players is select.
d.Player has to make a shot in 2 seconds.
e.First player is allowed to shoot at any hoop (HOME or VISTOR). If first player scores in 2 seconds, no letter is given.
Game continues for next player. Scoreboard will display, "next player (P2/P3/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 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.
g.The first player to spell "horse" loses, Players stay in repeat step d.e.f. till game is finished.
h.The first 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", "VISTOR" display "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, player time in creases 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.

13

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 players is select.
Scoreboard "HOME" display player 1/2/3/4, "VISTOR" display scored points.
Once score come 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 players is select.
Press "UP/Down" to select playing time, 30/45/60 seconds.
Press "PLAY" to begin the game.
Scoreboard "HOME" display players, "VISITOR" display players.
Make a shot in "HOME" frame when LED is flasing on "HOME", 2 points scored display in "HOME".
Make a shot in "VISTOR" frame when LED is flasing on "VISTOR", 2 points scored display in "VISTOR".
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 players is select.
Press "UP/Down" to select playing time, 30/45/60 seconds.
Press "PLAY" to begin the game.
Scoreboard "HOME" shows player 1, 3; scoreboard "VISTOR" 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.

Our goods come with guarantees that cannot be excluded under the Australian consumer law. You are entitled to a replacement or refund for a major failure and for compensation for any other reasonably foreseeable loss or damage. You are also entitled to have the goods repaired or replaced if the goods fail to be of acceptable quality and the failure does not amount to a major failure.

Where a failure does not amount to a major failure, we are entitled to chose between providing you with a repair, replacement or refund. To obtain compensation, you would need to provided documentary evidence of the loss or damage suffered, and documentary evidence that such loss or damage was a reasonable foreseeable consequence of a failure by us to comply with a consumer guarantee under the Australian consumer law. Such evidence may include photographs, statutory declarations, receipts or reports (e.g. from your door), depending on the loss or damage.
In addition to all right and remedies to which you may be entitled under the competition and consumer Act 2010 (commonwealth) and any other relevant or workmanship for a period as stated on the packaging from the date of purchase.

In order to claim under this warranty, you will need to bring the bring the product to the store of purchase, along with proof of purchase (typically this will be a receipt). Any cost incurred you in bringing the product to the service desk will be borne by you. We will then, at our option, either repair or replace the product, or refund your money and take back the product.

Our liability under this manufacturer's warranty is subject to us being satisfied that a defect was caused by defective workmanship or materials, and was not caused by or substantially contributed to by other factors, or circumstances beyond our cintrol,including (but not limited to) defective installation, maintenance or repair, alteration pr modification of the produce in any manner not recommended by the manufacturer or any neglect, misuse or excessive use.

The benefits conferred by this manufacturer's warranty are in addition to all rights and remedies conveyed by the competition and consumer Act 2010 (commonwealth), and any other statutory rights to which you may already be entitled, and this warranty does not exclude, restrict or modify any such rights or remedies that are implied by law.