



We strive to ensure that our products are of the highest quality and free of manufacturing defects or missing parts. However, if you have any problems with your new product,

DO NOT RETURN IT TO THE STORE,

please contact us toll free @:

1-888-996-2729

FAX: 1-866-873-3531

gameroom@escaladesports.com

Mailing Address: (Correspondence Only)

Escalade Sports
PO Box 889
Evansville, Indiana 47706-0889

Physical Location:

Escalade Sports
817 Maxwell Ave.
Evansville, Indiana 47711

Please visit our Web site at:

www.escaladesports.com

Please have your model number when inquiring about parts.

When contacting Escalade Sports please provide your model number, date code (if applicable) and part number if requesting a replacement part. These numbers are located on the product, packaging, and this owners manual.

Your Model Number **G06010BJWF**

Date Code **2 - G06010BJWF- - JL**

Purchase Date _____

PLEASE RETAIN THIS INSTRUCTION MANUAL FOR FUTURE REFERENCE

**IMPORTANT! READ EACH STEP
IN THIS MANUAL BEFORE YOU
BEGIN THE ASSEMBLY.**

IMPORTANT!

THE DRAWINGS IN THIS
MANUAL MAY BE
EXAGGERATED OR MODIFIED
TO SHOW DETAILS.



ARCADE 2-PLAYER SPACE SAVER BASKETBALL SHOOTOUT

Tools Required:

- Allen Wrench and Hex Wrench (Included)
- Phillips Screwdriver (Not Included)
- 3 pcs AA Batteries (optional) (Not Included)

An electric screwdriver is helpful in assembly. However, please set at low torque and use extreme caution with an electric screwdriver because you could overtighten the hardware and strip the screws.

IMPORTANT !

Make sure you understand the following tips before you begin to assemble your basketball shootout.

- 1.This game (with Mechanical Scoring Arms) can be played outdoors in dry weather - but must be stored indoors.
- 2.Tighten hardware as instructed.
- 3.Do not over tighten hardware,as you could crush the tubing.
- 4.Some drawings or images in this manual may not look exactly like your product.

NOTICE :

**READ AND FOLLOW ALL ASSEMBLY, OPERATION, AND
SAFETY INSTRUCTIONS CAREFULLY. AT LEAST TWO CAPABLE
ADULTS ARE REQUIRED TO ASSEMBLE THIS PRODUCT.**

⚠ CAUTION :

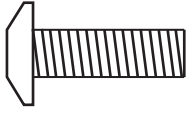
**TO PREVENT DAMAGE TO THE ELECTRONICS OR TO YOUR
WALL, DO NOT PLACE THIS UNIT ANY CLOSER
THAN SIX INCHES FROM THE WALL.**

⚠ WARNING

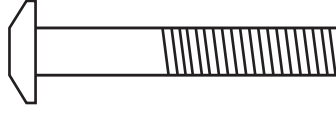
COLLAPSING HAZARD
Do not climb or lean on product

HARDWARE IDENTIFIER

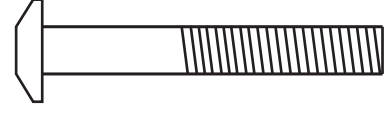
(To Scale)



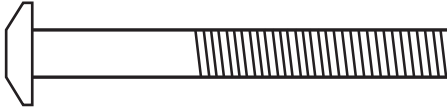
H1 - M6 x 20mm
Allen Head Bolt
(16 pcs)



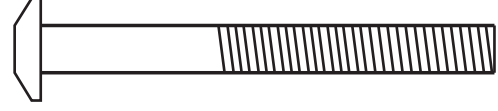
H2 - M6 x 40mm
Allen Head Bolt
(4 pcs)



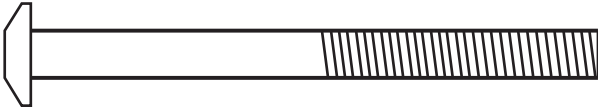
H3 - M6 x 45mm
Allen Head Bolt
(4 pcs)



H4 - M6 x 55mm
Allen Head Bolt
(4 pcs)



H5 - M6 x 60mm
Allen Head Bolt
(4 pcs)



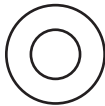
H6 - M6 x 75mm
Allen Head Bolt
(2 pcs)



H7 - M6
Flat Washer
(22 pcs)



H8 - M6
Nylock Nut
(34 pcs)



H9 - M6 x 2mm
Plastic Washer
(2 pcs)

(Packed inside
Scorer Box)



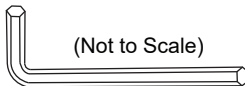
H10 - M3 x 10mm
Phillips Round Head Screw
(4 pcs)

(Packed inside
Scorer Box)

(Not to Scale)

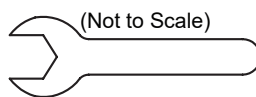


H11 - Plastic Wing Bolt
(For control box)
(1 pc)



(Not to Scale)

T1 - Allen Wrench
(1 pc)

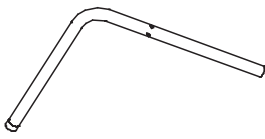


(Not to Scale)

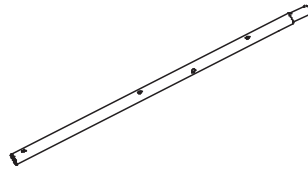
T2 - Hex Wrench
(1 pc)

PARTS IDENTIFIER

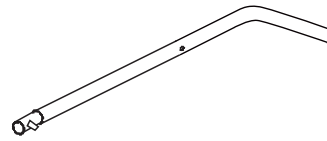
(Not to Scale)



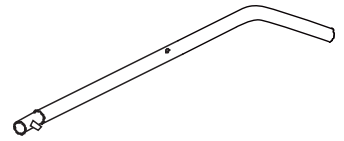
P1 - Board L Tube Top
(2 pcs)



P2 - Board Tube
(2 pcs)



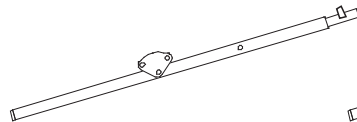
P3 - Left Tube
(1 pc)



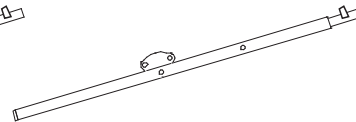
P4 - Right Tube
(1 pc)



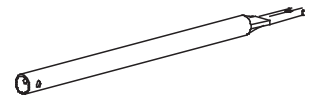
P5 - Horizontal Frame
Brace U Tube
(1 pc)



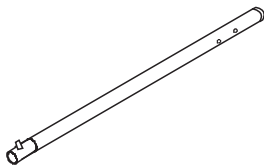
P6 - Left Mounting
Tube
(1 pc)



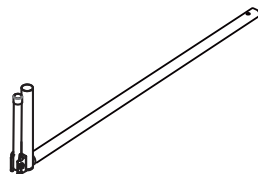
P7 - Right Mounting
Tube
(1 pc)



P8 - Support Tube
(2 pcs)



P9 - Ramp Tube
(2 pcs)



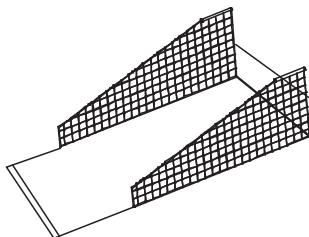
P10 - Ramp L Tube
(2 pcs)



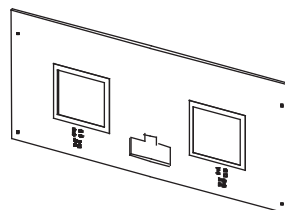
P11 - Ramp U Tube
(1 pc)



P12 - Horizontal Tube
(2 pcs)

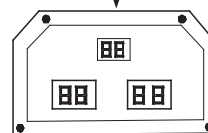


P13 - Ramp Ball
Return Chute
(1 pc)



P14 - Backboard
(1 pc)

Used Together

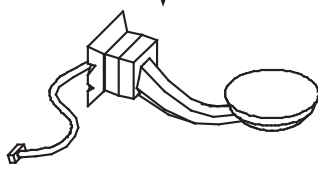


P15 - Electronic
Scorer
(1 pc)

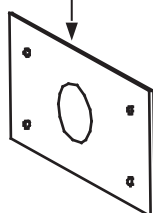


P16 - Electronic Scorer
Face Plate
(1 pc)

Used Together

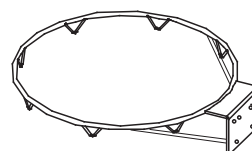


P17 - Mechanical
Scoring Arm
(2 pcs)

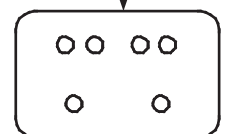


P18 - Mechanical Arm
Support Plate
(2 pcs)

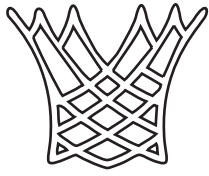
Used Together



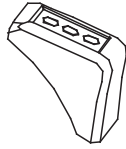
P19 - Rim
(2 pcs)



P20 - Rim Support
Plate
(2 pcs)



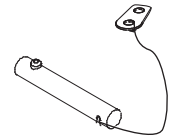
P21 - Rim Net
(2 pcs)



P22 - Control Box
(1 pc)



P23 - Scorer to Control
Box Wire
(1 pc)

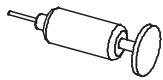


P24 - Lock Pin
(2 pcs)

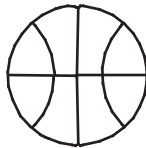


P25 - Front Horizontal
Tube with Warning Label
(1 pc)

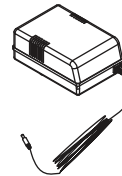
ACCESSORIES IDENTIFIER (Not to Scale)



A1 - Air Pump
with Needle
(1 pc)



A2 - 7" Basketball
(4 pcs)



A3 - A/C Adapter
(1 pc)

Please do not allow cord
to be a trip hazard

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 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."

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

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

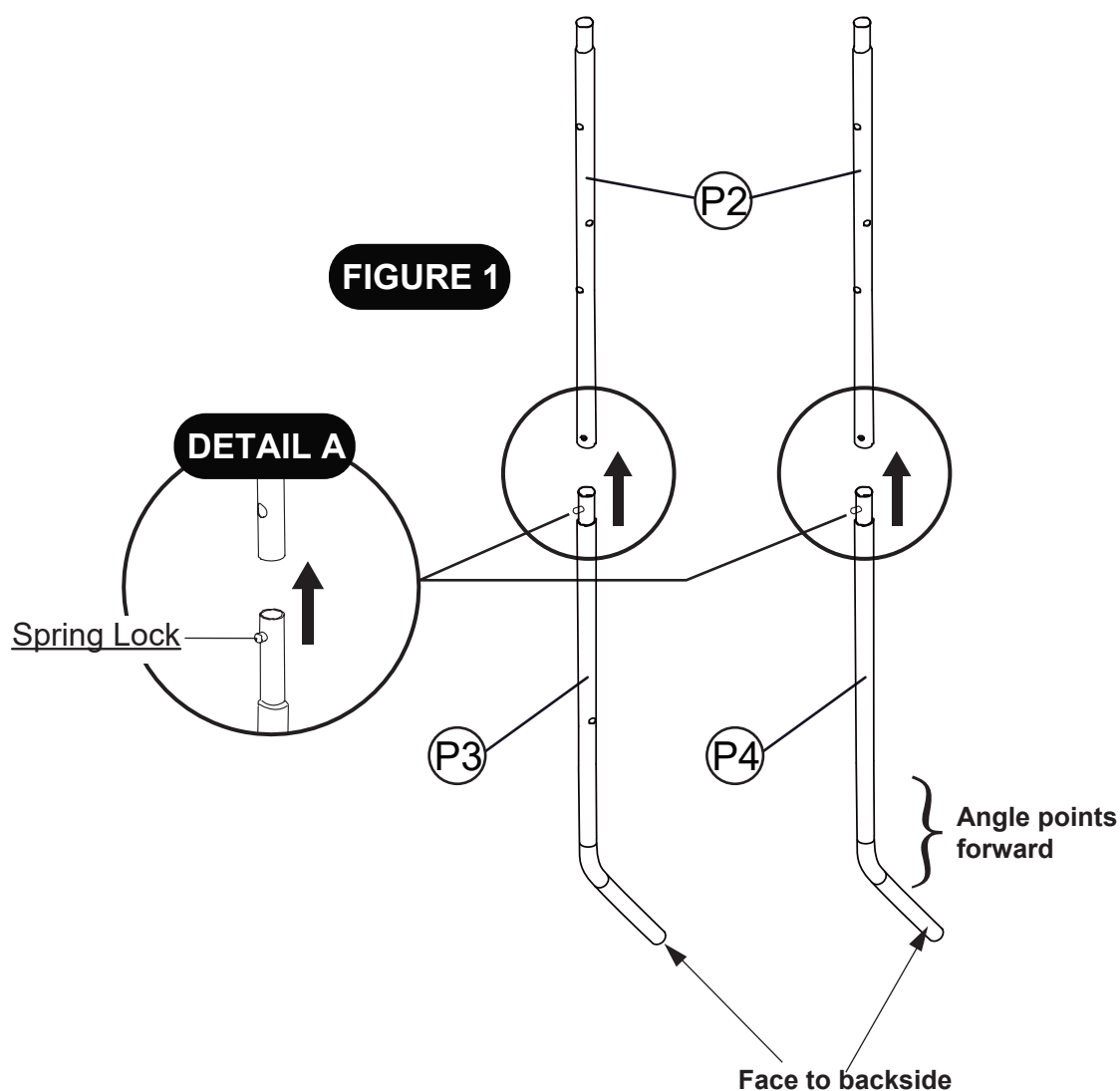
PARTS REQUIRED

2pcs - **P2** Board Tube
1pc - **P4** Right Tube

1pc - **P3** Left Tube

STEP 1

Attach the **P2** Board Tubes to the **P3** Left Tube and **P4** Right Tube using Spring Locks as shown in **FIGURE 1 & DETAIL A**.



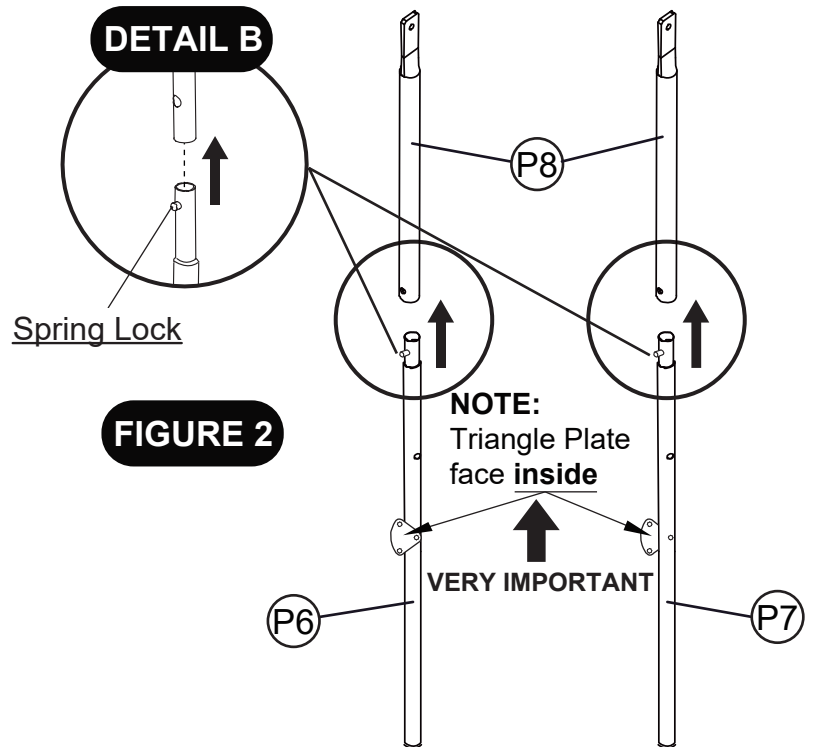
PARTS REQUIRED

1pc - **P6** Left Mounting Tube
2pcs - **P8** Support Tubes

1pc - **P7** Right Mounting Tube

STEP 2

Attach the **P8** Support Tubes to the **P6** Left Mounting Tube and **P7** Right Mounting Tube using Spring Locks as shown in **FIGURE 2 & DETAIL B**.



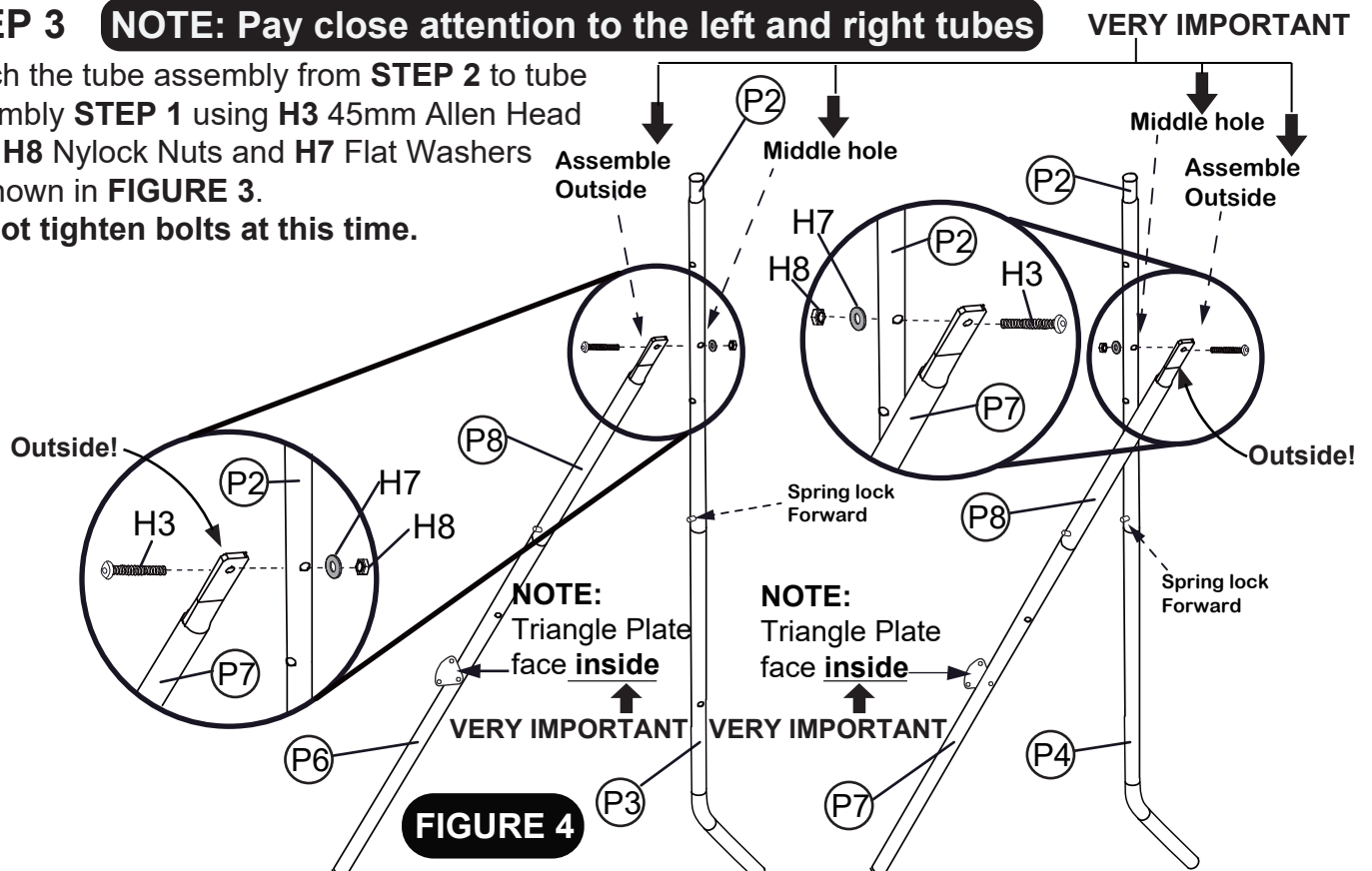
PARTS REQUIRED

2pcs - **H3** M6 x 45mm Allen Head Bolt
2pcs - **H8** Nylock Nut

2pcs - **H7** Flat Washers

STEP 3 **NOTE: Pay close attention to the left and right tubes**

Attach the tube assembly from **STEP 2** to tube assembly **STEP 1** using **H3** 45mm Allen Head Bolt, **H8** Nylock Nuts and **H7** Flat Washers as shown in **FIGURE 3**.
Do not tighten bolts at this time.



Please note and follow all “VERY IMPORTANT” assembly directions.

PARTS REQUIRED

1pc - **P5** Horizontal Frame Brace U-Tube
 1pc - **P12** Horizontal Tube
 1pc - **T1** Allen Wrench
 1pc - **T2** Hex Wrench

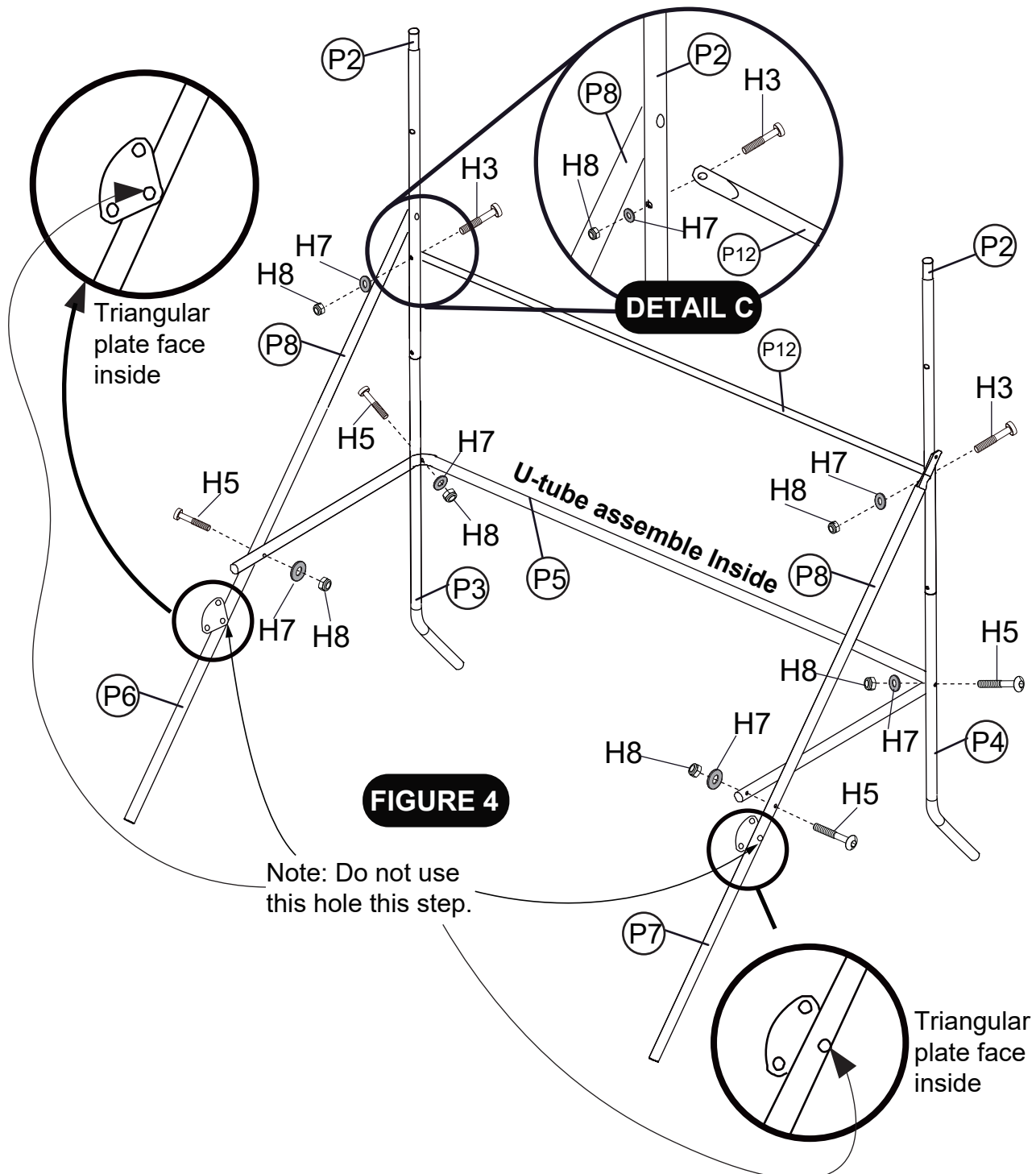
2pcs - **H3** 45mm Allen Head Bolt
 4pcs - **H5** 60mm Allen Head Bolt
 6pcs - **H7** Flat Washer
 6pcs - **H8** Nylock Nut

STEP 4

With help from a 2nd adult, attach **P5** the Horizontal Frame Brace U-Tube to tubes from assembly **STEP 3** using **H5** 60mm Allen Head Bolts, **H8** Nylock Nuts and **H7** Flat Washers as shown in **FIGURE 4**.

Attach **P12** Horizontal Tube to **P2** tubes using **H3** 45mm Allen Head Bolts, **H8** Nylock Nuts and **H7** Flat Washers as shown in **FIGURE 4 & DETAIL C**.

Tighten all bolts using the T1 & T2 Wrenches, but do not overtighten.



PARTS REQUIRED

2pcs - **P1** Board L-Tube
 2pcs - **P9** Ramp Tube
 2pcs - **P10** Ramp L Tube
 2pcs - **P24** Lock Pin
 1pc - **P25** Front Horizontal Tube with Warning Label

2pcs - **H2** 40mm Allen Head Bolt
 2pcs - **H6** 75mm Allen Head Bolt
 6pcs - **H7** Flat Washer
 4pcs - **H8** Nylock Nut
 2pcs - **H9** Plastic Washers

STEP 5

Insert **P1** Board L-Tubes into **P2** Board Tubes as shown in **FIGURE 5**.

Attach **P9** Ramp Tubes to **P6** Left Mounting Tube and **P7** Right Mounting Tube using **H6** 75mm Allen Head Bolts, **H7** Flat Washers, **H8** Nylock Nuts and **H9** Plastic Washers and **P24** Lock Pins as shown in **FIGURE 5 & DETAIL D**.

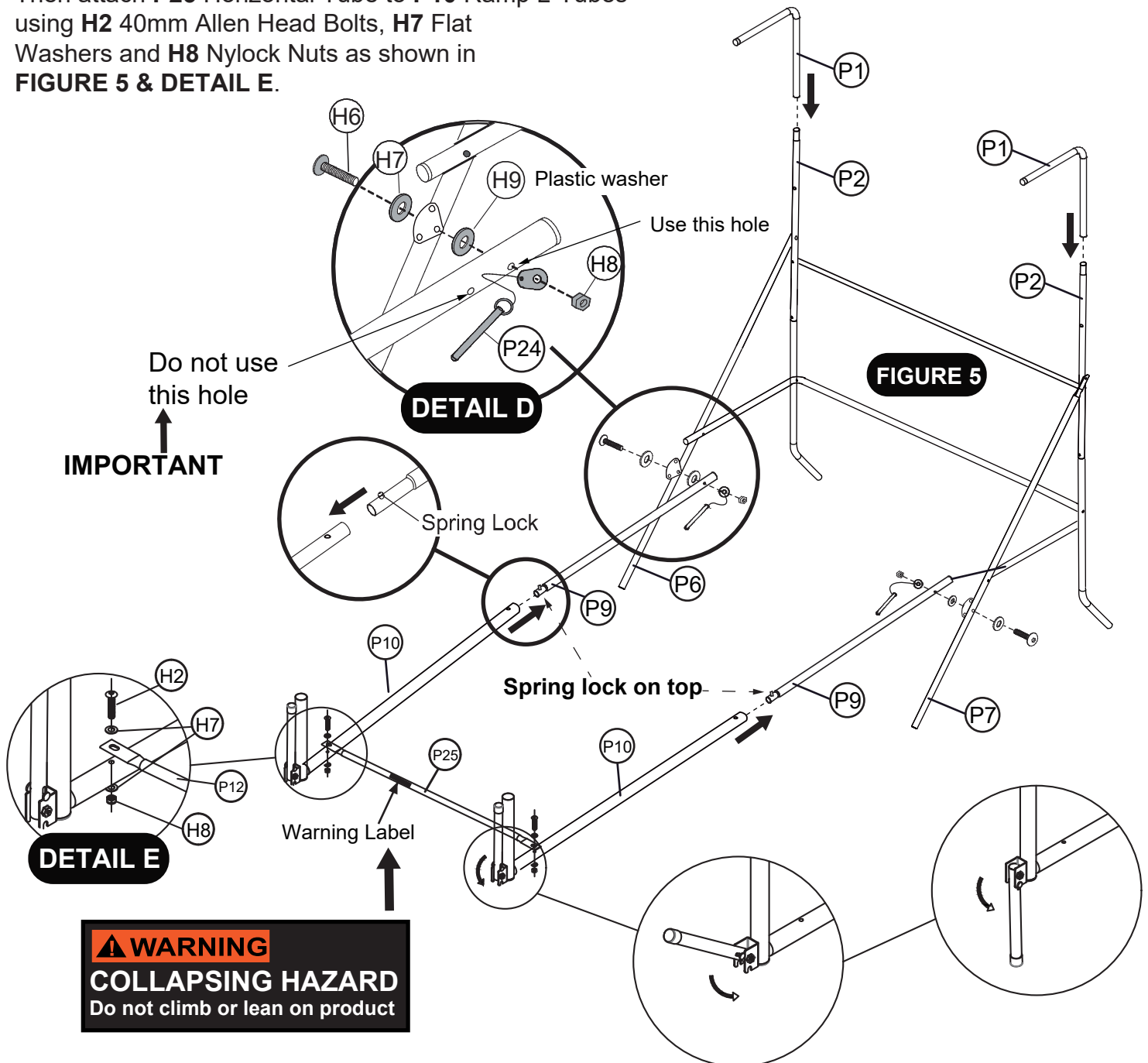
Use **T1** Allen Wrench and **T2** Hex Wrench to tighten all Bolts.

Tighten, but do not overtighten.

Note: This is a pivot point. "Snug" tighten **H8 Nylock Nuts only. Make sure this assembly pivots freely.**

Attach **P10** Ramp L-Tubes to **P9** Ramp Tubes using Spring Locks as shown in **FIGURE 5**.

Then attach **P25** Horizontal Tube to **P10** Ramp L-Tubes using **H2** 40mm Allen Head Bolts, **H7** Flat Washers and **H8** Nylock Nuts as shown in **FIGURE 5 & DETAIL E**.



PARTS REQUIRED

1pc - **P14** Backboard
 2pcs - **P17** Mechanical Scoring Arm
 2pcs - **P18** Mechanical Scoring Arm Support Plate
 2pcs - **P19** Rim
 2pcs - **P20** Rim Support Plate

16pcs - **H1** M6 x 20mm Allen Head Bolt
 16pcs - **H8** Nylock Nut
 1pc - **T1** Allen Wrench
 1pc - **T2** Hex Wrench

STEP 6

Attach **P19** Rims and **P20** Rim Support Plates to the **P14** Backboard using **H1** 20mm Allen Head Bolt and **H8** Nylock Nuts as shown in **FIGURE 3**.

Attach **P17** Mechanical Scoring Arms and **P18** Mechanical Scoring Arm Support Plates to the **P14** Backboard using **H1** 20mm Allen Head Bolt and **H8** Nylock Nuts as shown in **FIGURE 3**

Use **T1** Allen Wrench and **T2** Hex Wrench to tighten all Bolts.

NOTE:

Mechanical Scoring Arm (**P17**) sensor plug must pass through Backboard (**P14**) and Mechanical Scoring Arm Support Plate (**P18**)

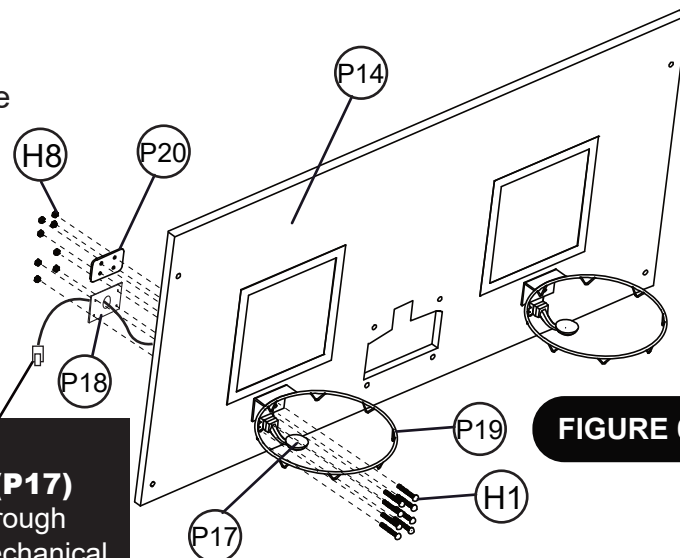


FIGURE 6

PARTS REQUIRED

1pc - **P15** Electronic Scorer
 1pc - **P16** Electronic Scorer Face Plate
 2pcs - **P21** Rim Net

4pcs - **H10** Phillips Round Head Screws

STEP 7

Attach **P16** Electronic Scorer Face Plate to the front side of the **P14** Backboard and connect with **P15** Electronic Scorer using **H10** Phillips Round Head Screws as shown in **FIGURE 7**. Loop the **P21** Rim Nets through the ram horns on the **P19** Rims.

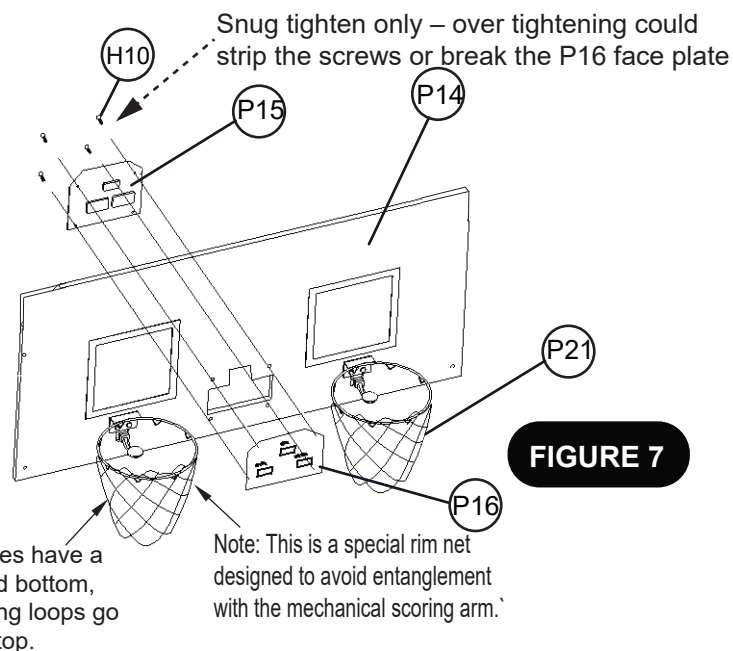
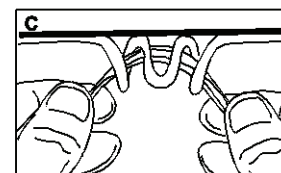
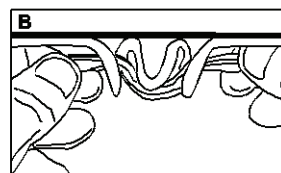


FIGURE 7



PARTS REQUIRED

1pc - **P11** Ramp U-Tube

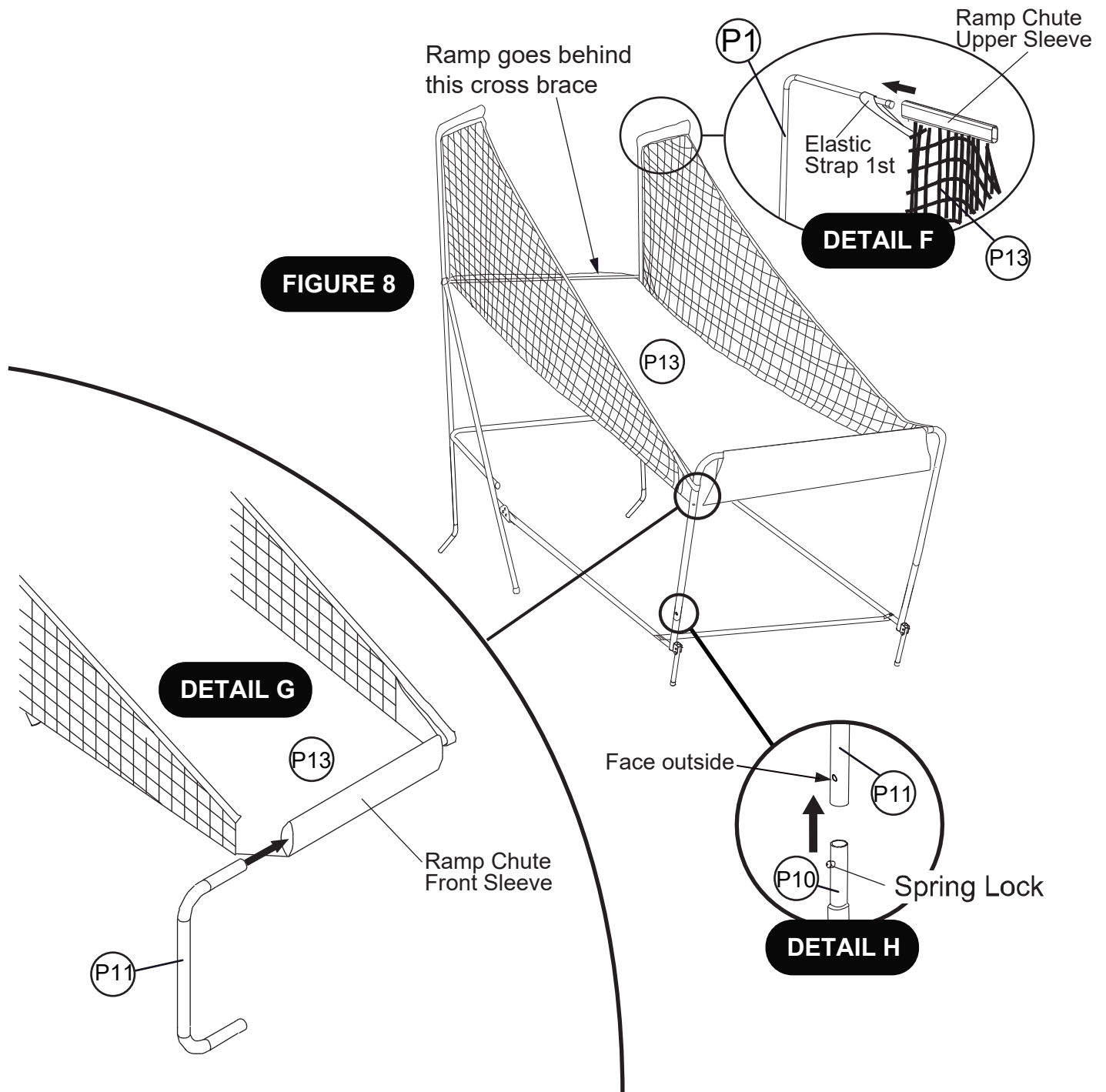
1pc - **P13** Ramp Ball Return Chute

STEP 8

Slide elastic straps and the sleeve of the **P13** Ramp Ball Return Chute onto the **P1** Board L-Tube Top as shown in **FIGURE 8** and **DETAIL F**.

Slide the **P11** Ramp U-Tube into the front sleeve of the **P13** Ramp Chute as shown in **FIGURE 8** and **DETAIL G**.

Attach the **P11** Front U-Tube to the **P10** Ramp L-Tube using Spring Lock as shown in **FIGURE 8** and **DETAIL H**.



PARTS REQUIRED

1pc - **P12** Horizontal Tube
 1pc - **T1** Allen Wrench
 1pc - **T2** Hex Wrench

2pc - **H2** 40mm Allen Head Bolts
 4pc - **H4** 55mm Allen Head Bolt
 8pc - **H7** Flat Washer
 6pc - **H8** Nylock Nut

STEP 9

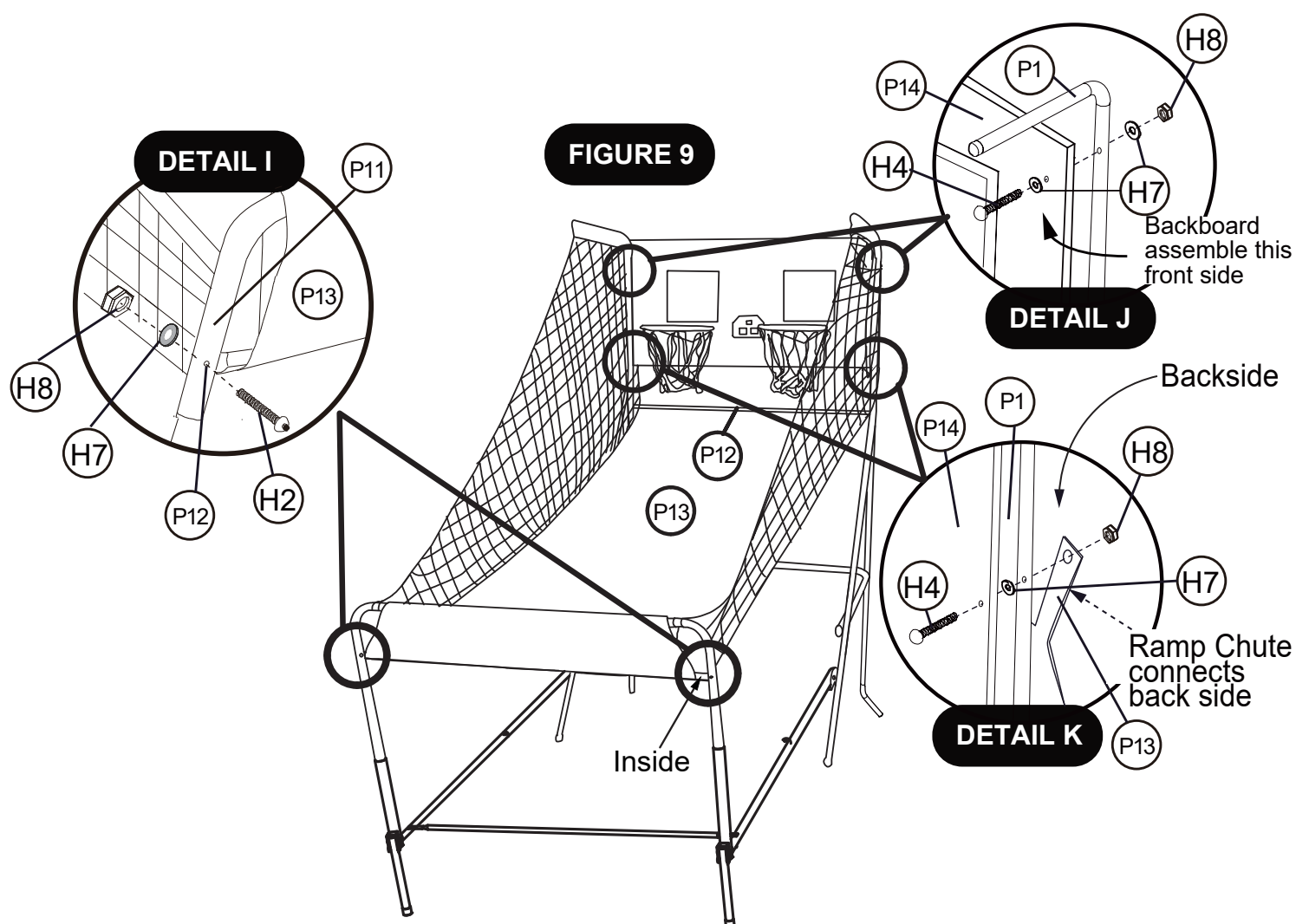
Place **P12** Horizontal Tube over the lower / front sleeve of **P13** Ramp Chute and then attach it to the **P11** Ramp U-Tube using **H2** 40mm Allen Head Bolts, **H7** Flat Washers, **H8** Nylock Nuts as shown in **FIGURE 9** and **DETAIL I**.

Use **T1** Allen Wrench & **T2** Hex Wrench to tighten Bolts. **Tighten, but do not overtighten.**

With the help of another adult, Attach the **P14** Backboard assembly to the **P1** Board L-Tubes Top using **H4** 55mm Allen Head Bolts, **H7** Flat Washers, **H8** Nylock Nuts as shown in **FIGURE 9** and **DETAIL J**.

At the bottom hole of the backboard, bring the ramp up behind the **P12** Horizontal Tube, attach the ramp tabs of Ramp Chute using **H4** 55mm Allen Head Bolts, **H7** Flat Washers, **H8** Nylock Nuts as shown in **FIGURE 9** and **DETAIL K**.

Use **T1** Allen Wrench & **T2** Hex Wrench to tighten Bolts. **Tighten, but do not overtighten.**



PARTS REQUIRED (For Step 10 & Step 11)

1pc - **P22** Control Box
1pc - **H11** Plastic Wing Bolt

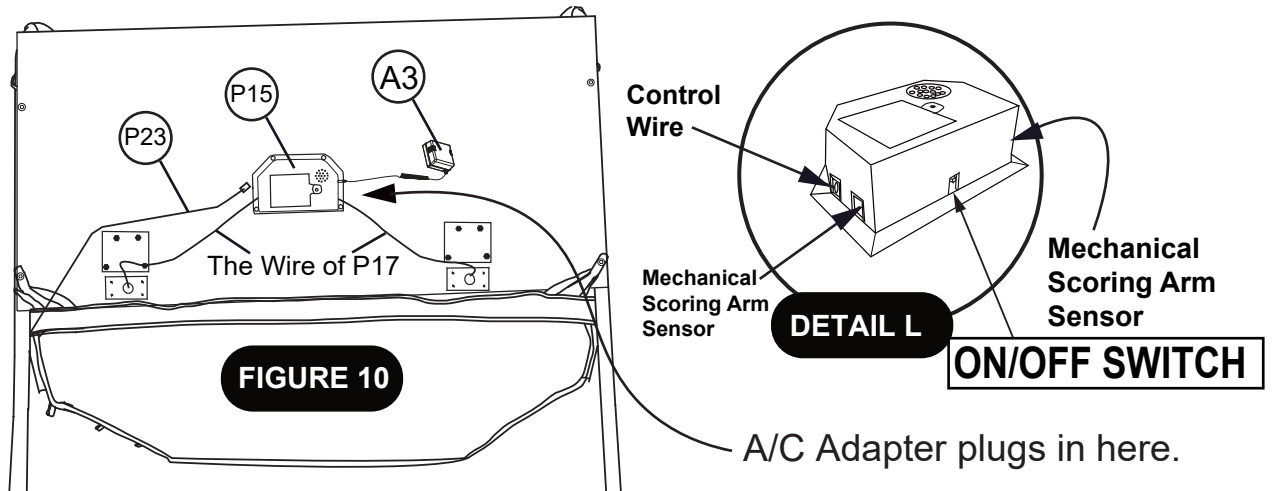
1pc - **P23** Scorer to Control Box Wire
1pc - **A3** A/C Adapter

STEP 10

Connect the Sensor Wire of **P17** Mechanical Scoring Arms to **P15** Electronic Scorer as shown in **FIGURE 10**.

Connect the **P23** Scorer to Control Box Wire to **P15** Electronic Scorer as shown in **FIGURE 10**. Attach the **P11** Front U-Tube to the **P10** Ramp L-Tube using Spring Lock as shown in **FIGURE 10**. This game has a Dual Power feature. You can insert 3 AA Batteries (not included) into the battery compartment on the back of the **P15** Electronic Scorer --- 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 **A3** A/C Adapter.

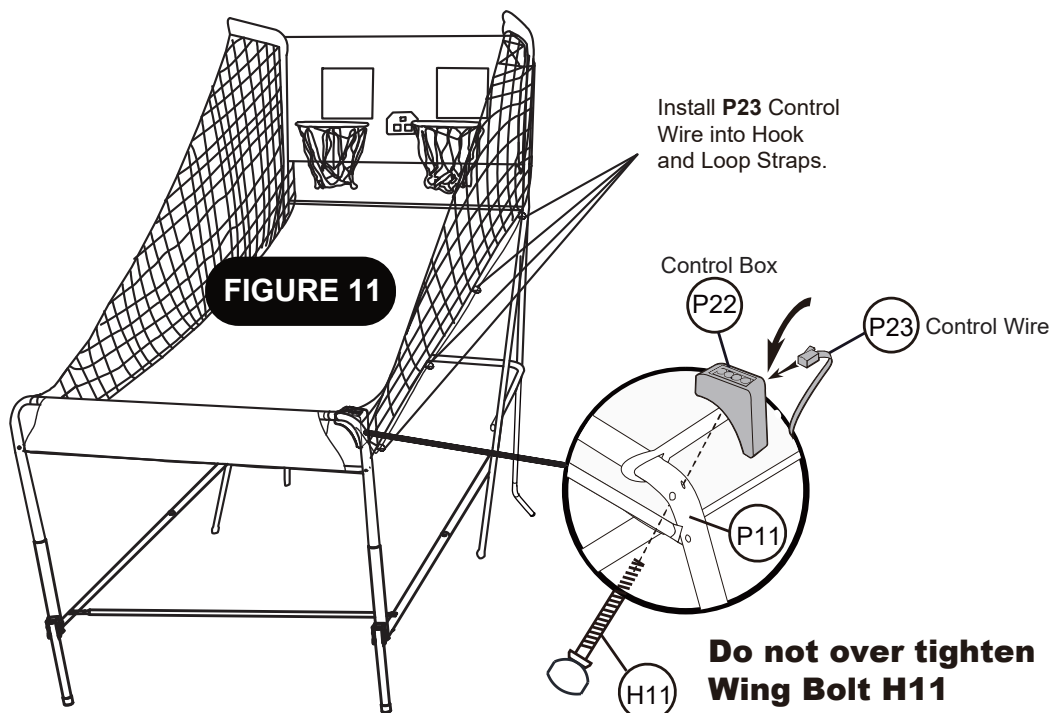
See "FIRST TIME BATTERY INSTALLATION AND NOTICE", before installing batteries, located on **page 18**.



STEP 11

Now attach the **P22** Control Box to the right corner of the **P11** Ramp U-Tube using **H11** Plastic Wing Bolt as shown in **FIGURE 11**.

Run the rest of the **P23** Control Wire through the loops on the **P13** Ramp Chute.



Fold Up Storage

STEP 1

Before folding, lowering gear of **P11 Ramp U Tube**. Please lower to second or third gear as shown **FIGURE 12**.

Do not start folding in first gear.



FIGURE 12

STEP 2

To fold the basketball game into the storage position, remove the **P24** Lock Pins from the playing position on the **P6 & P7** Mounting Tubes. Lift the **P11** Front Horizontal Ramp Support Tube until the game is in the storage position as shown **FIGURE 13**.

Insert the **P24** Lock Pins back into the **P6 & P7** Mounting Tubes, locking the basketball game into the storage position.

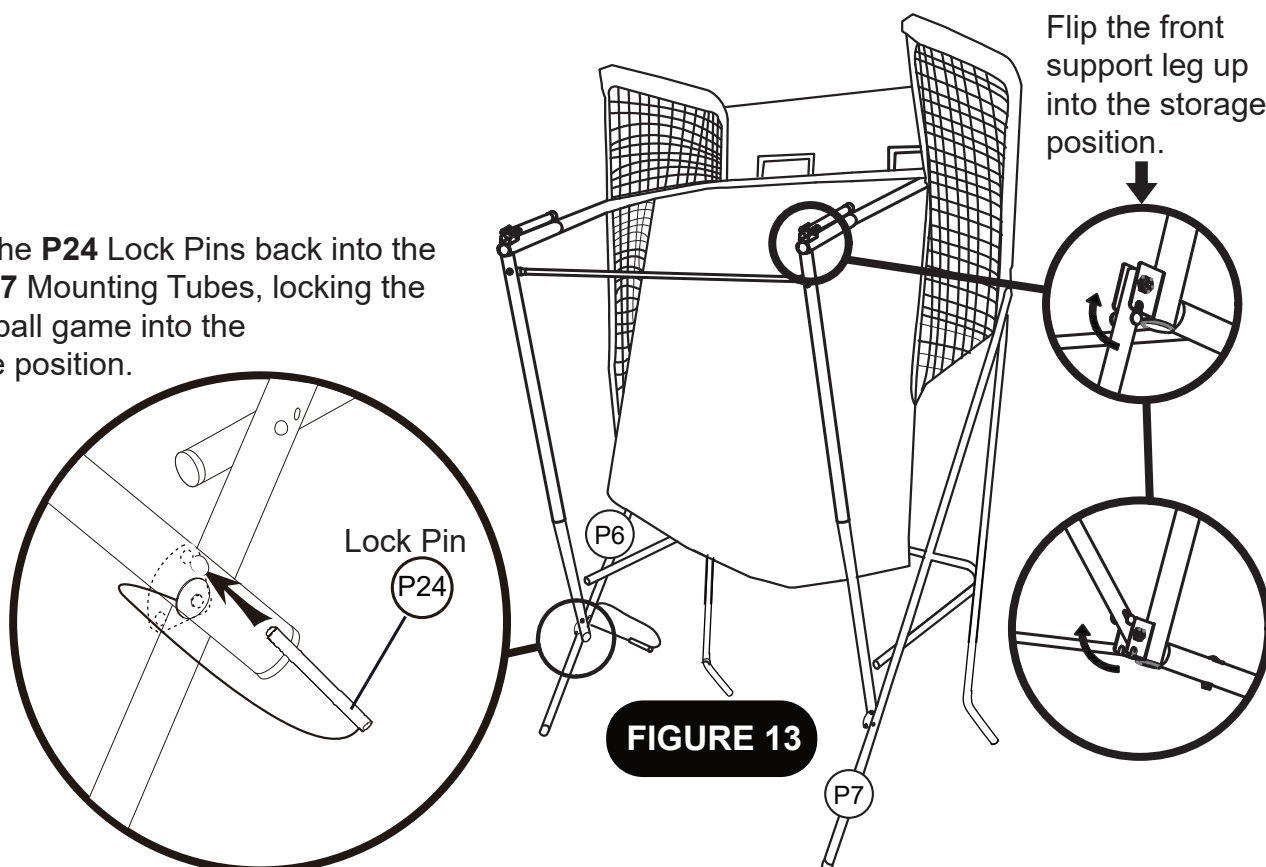
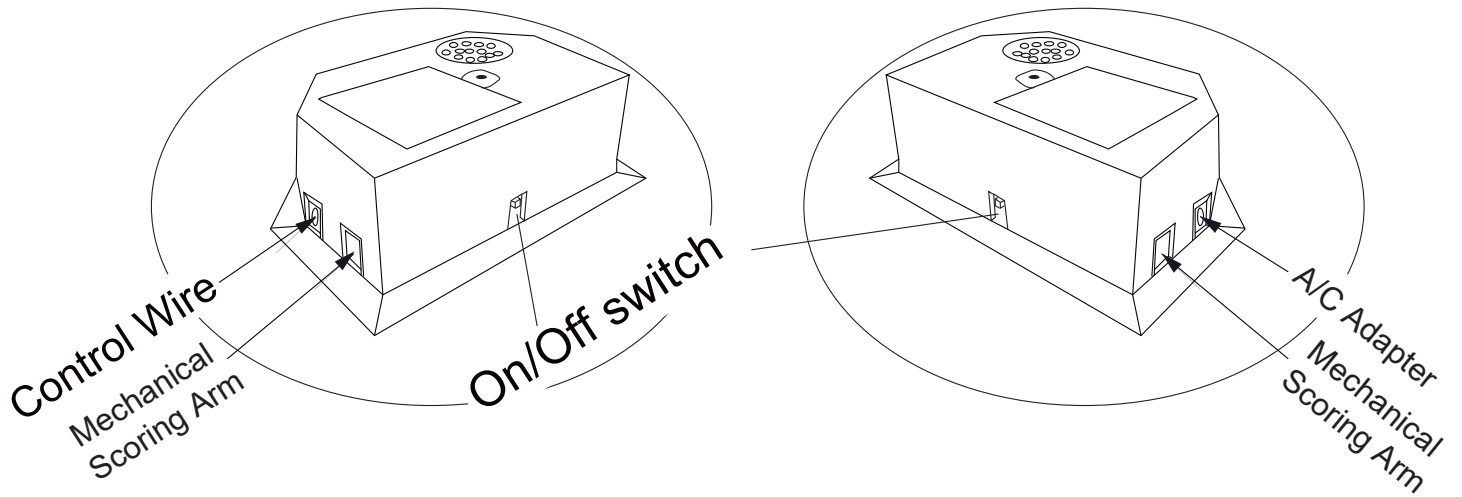


FIGURE 13

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 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 time, we recommend that the batteries should be removed).



Trouble Shooting:

Game won't turn on

1. Make sure switch on scorer is in the on position (located on back of backboard).
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 button 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 moving in any way.

General Control Box Operation

To be used any time the game has been off and is turned back on.

Please make sure switch is in the "ON" position located at the bottom of the electronic scorer on the back of the backboard.

Also, make sure batteries are good, located inside of the Electronic Scorer.

1. Press the ON/OFF button for 2 seconds to turn on.
2. Scoreboard will show "01" on the HOME side -- This is pre-set game #1 called "Beat The Time Clock".
3. Press the "Select Up" or "Select Down" buttons to select games 1 thru 8.
4. **Next -- Flow directly into the directions for games 1 thru 8 (Game Options) and follow those directions step by step for correct electronic scoring and gaming operation.**

Additional Electronic Scoring and Gaming Information:

- A. Press "Sound" to switch sound ON/OFF during a game while the clock is running.
- B. Press "Pause" to pause and then pause again to continue during a game while clock is running.
- C. Press and hold the "ON/OFF" button for 3 seconds to turn off the Electronic Scorer.
- D. Press and hold the "RESET" button for 3 seconds to return to Game Options.
- E. NOTE: If no shot is made or no button is pressed in 15 minutes, scorer will turn off automatically.

CONTROL BOX DIAGRAM



Game Options

1. Beat the time Clock

Press "PLAY" to enter game 1.

Press "UP or 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.

To go to another game, turn game off and back on, follow steps 1 thru 4 in General Control Box Operation.

2. 3 Point Beat the Time Clock

Press "PLAY" to enter game 2.

Press "UP or 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.

To go to another game, turn game off and back on, follow steps 1 thru 4 in General Control Box Operation.

3. Battle Back

Press "PLAY" to enter game 3.

Press "UP or Down" to select 2 players / 4 players.

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

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.

To go to another game, turn game off and back on, follow steps 1 thru 4 in General Control Box Operation.

4. Horse

Press "PLAY" to enter game 4.

Press "UP or 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.

To go to another game, turn game off and back on, follow steps 1 thru 4 in General Control Box Operation.

5. Check Point

Press "PLAY" to enter game 5.

Press "UP or 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

To go to another game, turn game off and back on, follow steps 1 thru 4 in General Control Box Operation.

6. Around the World

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

Press "UP or 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.

To go to another game, turn game off and back on, follow steps 1 thru 4 in General Control Box Operation.

7. Left and Right Shoot

Press "PLAY" to enter game 7.

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

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

Press "UP or 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.

To go to another game, turn game off and back on, follow steps 1 thru 4 in General Control Box Operation.

8. One on One

Press "PLAY" to enter game 8.

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

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

Press "UP or 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.

To go to another game, turn game off and back on, follow steps 1 thru 4 in General Control Box Operation.

First Time Battery Installation:

Locate battery compartment for this product .

Use alkaline batteries for maximum performance .

Using a small Phillips head screwdriver – loosen and remove the battery compartment cover screw(s).

Remove battery compartment cover .

Install new batteries only after reading the “ Battery Information NOTICE“ !

Replace compartment cover and secure cover with the cover screw . Do not over tighten and strip out the screw .

IMPORTANT: BATTERY INFORMATION

Please retain this information for future reference. Batteries must be installed / replaced by an adult .

Notice:

1. Remove and replace batteries when the electrical features of this product work slowly or are not functional .
2. Do not mix old and new batteries .
3. Do not mix different types of batteries : Alkaline , Standard (Carbon-Zinc) , or rechargeable (Nickel-Cadmium batteries) .
4. Use Alkaline Batteries for maximum performance .
5. Do not use damaged batteries .
6. Use only batteries of the same or equivalent type as recommended.
7. Install new batteries as per matching the battery polarity guide (+ & - , positive and negative) inside of the battery compartment . Correct battery polarity installation is critical as to not damage the internal electrical components as well as insuring the correct functionality of the product .
8. Do not short circuit the battery terminals .
9. Always remove exhausted , leaking, weak , and batteries from long periods of nonuse from the product . Battery leakage and corrosion can cause damage .
10. Check the battery terminals are clean and bright before installing new batteries.
11. Dispose of old batteries safely and per local battery disposal codes .
12. Do not dispose of batteries into a fire as they may explode or leak.
13. If removable rechargeable batteries are used , they are to be charged under adult supervision .
14. Rechargeable batteries are to be removed from the product before they are charged .
15. If you use a battery charger, it should be examined regularly for damage to the cord , plug, enclosure, and other parts. Do not use a damaged or malfunctioning charger until it is properly repaired.
16. Non rechargeable batteries must not be recharged .
17. Always remove batteries from this product for extended storage and or non-use .
18. Should this product cause , or be affected by, local electrical interference , move it away from other electrical equipment . Reset (switching off and back on again and or removing and reinserting the batteries) if necessary .

PRODUCT PARTS LIST FOR MODEL # G06010BJWF

Key #	Part #	Description	Qty.
H1	G06010JLH1	M6 x 20mm Allen Head Bolt	16
H2	G06010JLH2	M6 x 40mm Allen Head Bolt	4
H3	G06010JLH3	M6 x 45mm Allen Head Bolt	4
H4	G06010JLH4	M6 x 55mm Allen Head Bolt	4
H5	G06010JLH5	M6 x 60mm Allen Head Bolt	4
H6	G06010JLH6	M6 x 75mm Allen Head Bolt	2
H7	G06010JLH7	M6 Flat Washer	22
H8	G06010JLH8	Nylock Nut	34
H9	G06010JLH9	M6 x 2mm Plastic Washer	2
H10	G06010JLH10	M3 x 10mm Phillips Round Head Screw	4
H11	G06010JLH11	Plastic Wing Bolt	1
T1	G06010JLT1	Allen Wrench	1
T2	G06010JLT2	Hex Wrench	1
P1	G06010JLP1	Board L Tube Top	2
P2	G06010JLP2	Board Tube	2
P3	G06010JLP3	Left Tube	1
P4	G06010JLP4	Right Tube	1
P5	G06010JLP5	Horizontal Frame Brace U Tube	1
P6	G06010JLP6	Left Mounting Tube	1
P7	G06010JLP7	Right Mounting Tube	1
P8	G06010JLP8	Support Tube	2
P9	G06010JLP9	Ramp Tube	2
P10	G06010JLP10	Ramp L Tube	2
P11	G06010JLP11	Ramp U Tube	1
P12	G06010JLP12	Horizontal Tube	2
P13	G06010JLP13	Ramp Chute	1
P14	G06010JLP14	Backboard	1
P15	G06010JLP15	Electronic Scorer	1
P16	G06010JLP16	Electronic Scorer Face Plate	1
P17	G06010JLP17	Mechanical Scoring Arm	2
P18	G06010JLP18	Mechanical Arm Support Plate	2
P19	G06010JLP19	Rim	2
P20	G06010JLP20	Rim Support Plate	2
P21	G06010JLP21	Rim Net	2
P22	G06010JLP22	Control Box	1
P23	G06010JLP23	Scorer to Control Box Wire	1
P24	G06010JLP24	Lock Pin	2
P25	G06010JLP25	Front Horizontal Tube with Warning Label	1
A1	G06010JLA1	Air Pump	1
A2	G06010JLA2	Basketball	4
A3	G06010JLA3	A/C Adapter	1
K1	G06010JLK1	Hardware Kit	1
M1	G06010JLM1	Owner's Manual	1

90 DAY LIMITED WARRANTY

This consumer warranty extends to the original consumer purchase of any ESCALADE SPORTS Product (hereinafter referred as the "Product").

WARRANTY DURATION: This Product is warranted to the original consumer purchase of a period of 90 days from the original purchase.

WARRANTY COVERAGE: ESCALADE SPORTS warrants to the original Consumer Purchaser that any Product of its manufacture is free from defects in material and workmanship when used for the intended purpose under normal use and conditions. THIS WARRANTY IS VOID IF THE PRODUCT HAS BEEN DAMAGED BY ACCIDENT, UNREASONABLE USE, NEGLIGENCE, IMPROPER SERVICE, FAILURE TO FOLLOW INSTRUCTIONS PROVIDED WITH THE PRODUCT OR OTHER CAUSES NOT ARISING OUT OF DEFECTS IN MATERIAL AND WORKMANSHIP.

WARRANTY PERFORMANCE: During the above 90 day warranty period, ESCALADE SPORTS shall repair or replace with a comparable model, and Product, or component thereof, which may prove defective under normal use and proper care, and which our examination shall disclose to our satisfaction to be thus defective, please contact our Warranty Dept.

1-888-996-2729 / Warranty Dept.

Or Write us at:

Escalade® Sports, Inc. - P.O. Box 889, Evansville, IN 47706

Attn: Warranty Dept.

Or E-mail us at:

gameroom@escaladesports.com

Other than shipping requirements no charge will be made for such repair or replacement of in-warranty Products. ESCALADE SPORTS strongly recommends that the Product is insured for value prior to mailing.

WARRANTY DISCLAIMERS: ANY IMPLIED WARRANTIES ARISING OUT OF THIS SALE, INCLUDING BUT NOT LIMITED TO THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE ABOVE 90 DAY PERIOD. ESCALADE SPORTS SHALL NOT BE LIABLE FOR LOSS OF USE OF THE PRODUCT OR OTHER CONSEQUENTIAL OR INCIDENTAL COSTS, EXPENSES OR DAMAGES INCURRED BY THE CONSUMER OF ANY OTHER USE.

Some states do not allow the exclusion or limitation of implied warranties or consequential or incidental damages, so the above limitations or exclusions may not apply to you.

LEGAL REMEDIES: This warranty gives you specific legal rights and you may also have other rights which may vary from state to state.

NOT COVERED BY THIS WARRANTY

- Product not intended to be in places of public assembly, such as, but not limited to, schools, parks, public or private recreational facilities
- Any product subjected to Non-residential abuse, negligence, improper installation, vandalism, acts of God, alteration of product, or any other events beyond the control of ESCALADE SPORTS.