



2 player Over the Door Basketball with Electronic Scoring



Please keep this instruction manual for future reference

If you have any problems with your new product, please visit our website www.triumphsportsusa.com for the fastest expedited service possible for your replacement part ordering needs. Please have a copy of your receipt of purchase. For any technical support or warranty issues, please contact Triumph Sports USA at 1-866-815-4173 or email us at csr@triumphsportsusa.com

Limited 90-Day Triumph Sports USA, Inc. Warranty

All Triumph Sports USA, Inc. (TSU) games have a limited 90-day from date of purchase warranty. This warrants the retail purchaser for any TSU game purchased to be free from any defect in materials and construction for 90 days from the date of purchase. The only exceptions to the warranty include main frames, tabletops, playing surfaces, batteries or tools. Damaged main frames, tabletops, playing surfaces need to be returned to the store as we are unable to replace these parts. Normal play wear and usage is not covered under the warranty, nor is wear or damage due to improper use of the TSU game. This will void any and all TSU warranties.

A PURCHASE RECEIPT (or other proof of purchase date) will be required before any warranty service is initiated. All requests for warranty service can be submitted by email, in writing or by contacting our Customer Service Department at: 1-866-815-4173 or email us at csr@triumphsportsusa.com.

IMPORTANT NOTICE! Please contact us before returning the product to the store.

Warnings



WARNING:Choking Hazard—Product contains small balls and/or small parts. Not for children under 3 years of age.



WARNING:Adult Assembly Required.



WARNING:This is not a child's toy. Adult supervision is required for children playing this game. Please read instructions carefully. Proper use of this set can prevent damage or injury.

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BILLIARDS



DARTS



GAME TABLES



CASINO



OUTDOOR GAMES



DARTBOARDS

Parts List

1



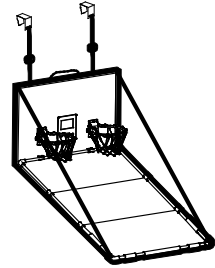
Basketball
2 pcs

2



Inflation Pump and
Needle -1 each
1 pc

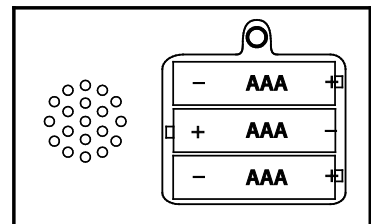
3



Backboard and
Net System
1 pc

Battery Information

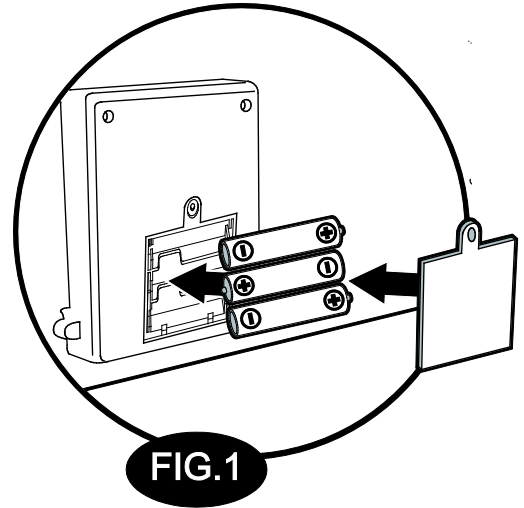
Requires 3 “AAA” size batteries (not included)
Do not mix old and new batteries.
Do not mix alkaline, standard (carbon-zinc),
Or rechargeable (nickel-cadmium) batteries.



Assembly Instructions

Step 1

Unscrew bolt by using a screwdriver and remove the battery box door, insert 3 pcs AAA batteries (not included) in the order of polarity as shown inside of battery box, and then screw on the cover by using a screwdriver as shown Fig.1.



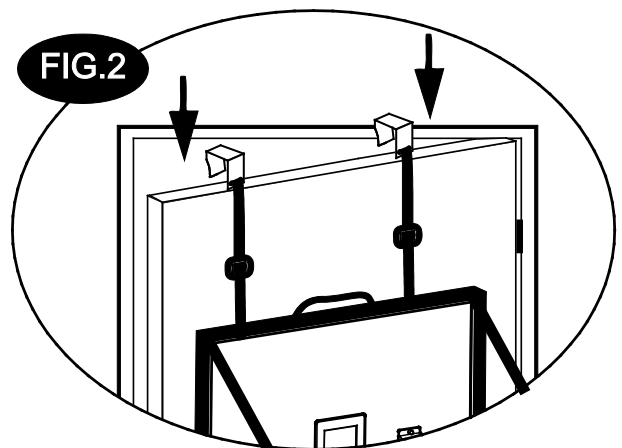
Note:

- 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.

Step 2

Adjust the hanger strap to desired height.

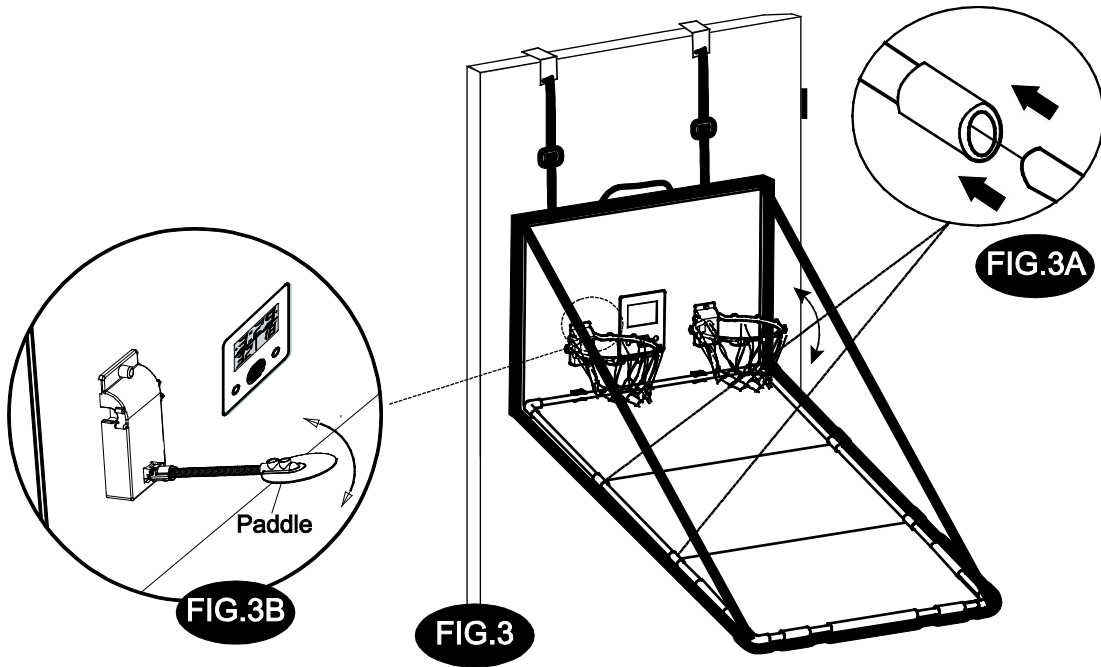
Place the door attachment bars over top of door, make sure top of bars are flush to top of door, Close door before playing with product.



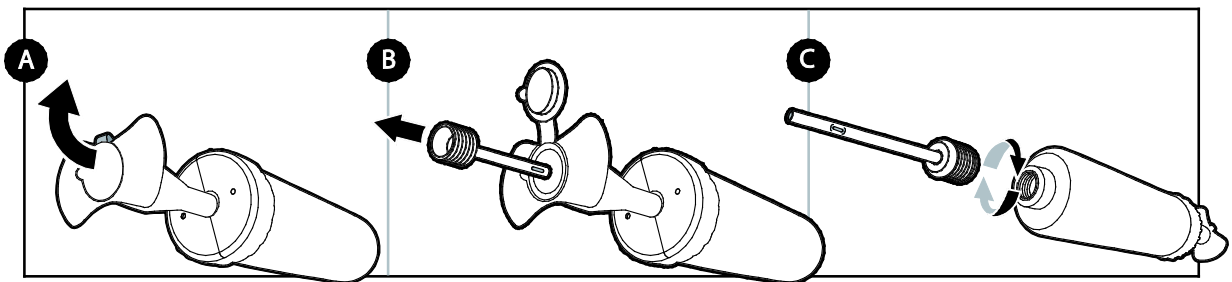
Step 3

Connect all frame poles together as shown FIG.3A.

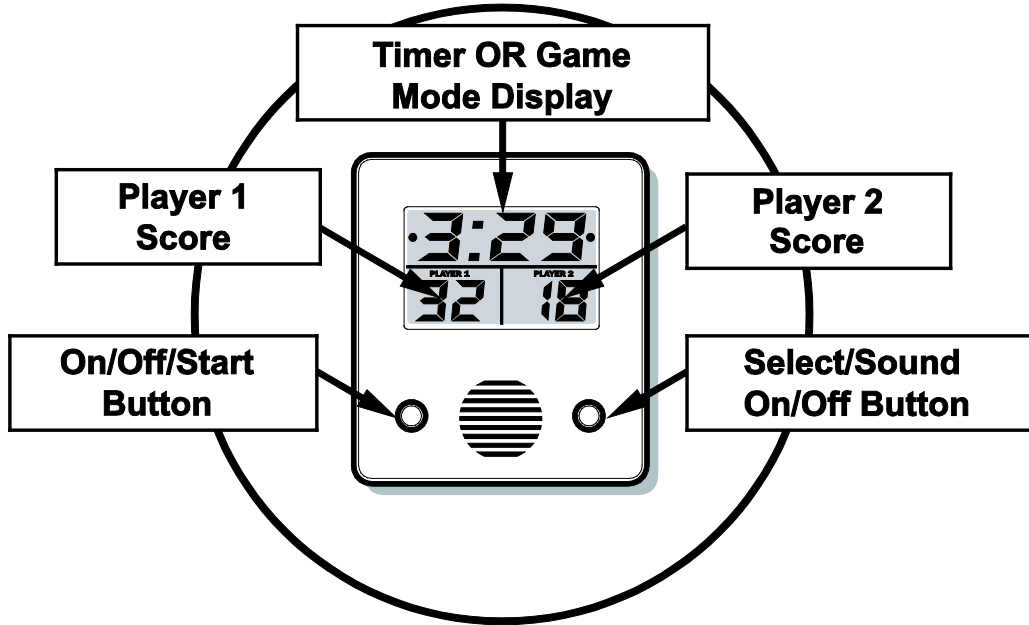
Unfold the rims and paddles as Shown FIG.3 and 3B.



Ball Pump Instructions



Electronic Scorer Operation



How to Play

1. To turn game power on, press **ON/OFF/START** button.

Note: Display will read G1.

2. To turn game power off, press and hold **ON/OFF/START** button for approximately 3 seconds.

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

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

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

GAME MODES

G1: Single Player, One Hoop

- Player must score only on Home hoop.
- 2 points are counted for every shot made on only the Home Hoop
- There is no time limit or point maximum.

G2: Single Player, Any Hoop

- Player must score on HOME or VISITOR hoop.
- 2 points are counted for every shot made on either hoop.
- There is no time limit or point maximum.

G3: 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.
- There is no time limit or point maximum.

G4: Two Player, Count UP

- Each player must score on their own hoop - HOME or VISITOR.
- 2 point 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.

G5: 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.

G6: Two Player, Match Play

- There are 12 games in a match. Each game in 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.
- The winner is the player with the most points at the end of the 12 game match.

G7: Two Player, Pro-Match Play

- Same as Match Play, above, except that during games 4-6 and 10-12, the player that scores first on their own hoop receives 3 points instead of 2.

Warning: Changes or modifications to this unit 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.