



TRIUMPH

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: 1-866-873-3535

gameroom@escaladesports.com

Or write to:

Escalade Sports

Customer Service Department

P.O. Box 889

Evansville IN 47706

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 in this owners manual.

Your Model Number: **45-6100W/F**

Date Code: **2-45-6100W/F- -GR**

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.



TWO (2) ADULTS ARE REQUIRED TO ASSEMBLE THIS LIGHT FX DOUBLE SHOOTOUT

Tools Needed:

T1 Allen Wrench and T2 Wrench (provided)
Phillips Screwdriver
Pliers

IMPORTANT !

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

1. This game (with Mechanical Scoring Arm) 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.
5. **To prevent damage to the electronics or to your wall, do not place this unit any closer than six inches from the wall.**



WARNING:

- 1) Do not mix old and new batteries.
- 2) Do not mix alkaline, standard (carbon zinc), or rechargeable (ni-cad, ni-mh, etc.) batteries.
- 3) Do not dispose of batteries in fire, batteries may explode or leak.

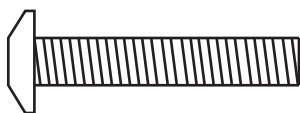


WARNING:

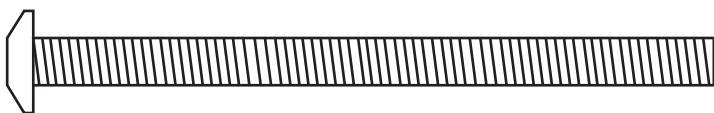
**READ AND FOLLOW ALL ASSEMBLY, OPERATION, AND
SAFETY INSTRUCTIONS CAREFULLY. AT LEAST TWO
ADULTS ARE NEEDED TO PUT THIS BASKETBALL
SHOOTOUT TOGETHER.**

HARDWARE IDENTIFIER

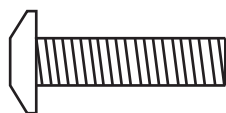
(To Scale)



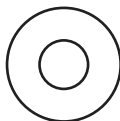
H1 - M6 x 35mm
Allen Head Bolt
(1 pc)



H2 - M6 x 90mm
Allen Head Bolt
(2 pcs)



H3 - M6 x 25mm
Phillips Head Bolt
(8 pcs)



H4 - M6 x 15mm
Flat Washer
(3 pcs)



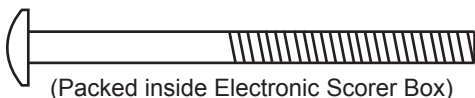
H5 - M6
Wing Nut
(11 pcs)



H6 - Plastic
Bushing
(2 pcs)



H7 - M6
Lock Washer
(8 pcs)



(Packed inside Electronic Scorer Box)

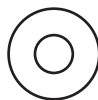
H8 - M4 x 59mm
Phillips Round
Head Bolt
(1 pc)



(Packed inside
Electronic Scorer Box)

H9 - M4 x 20mm
Phillips Round
Head Bolt
(4 pcs)

(Packed inside
Electronic Scorer Box)

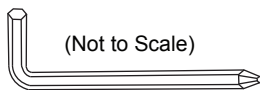


H10 - M4 x 12mm
Flat Washer
(5 pcs)

(Packed inside
Electronic Scorer Box)



H11 - M4
Lock Nut
(4 pcs)



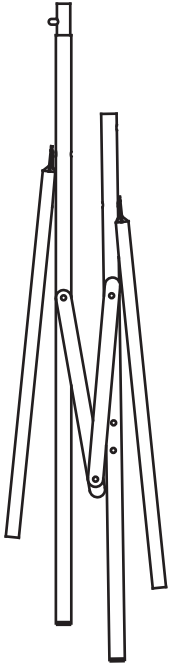
(Not to Scale)

T1 - Allen
Wrench
(1 pc)

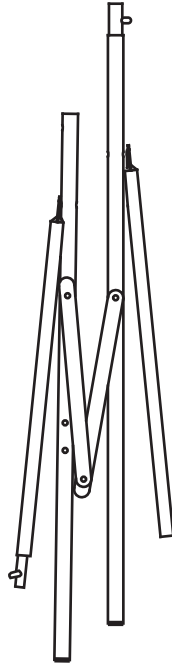


T2 - Wrench
(1 pc)

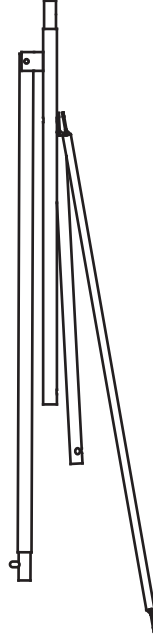
PARTS IDENTIFIER (Not to Scale)



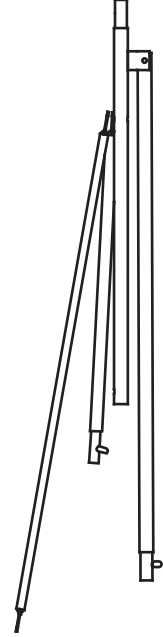
P1 - Left Lower
Tube Assembly
(1 pc)



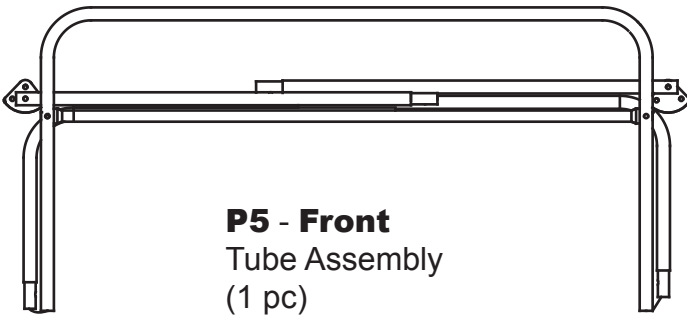
P2 - Right Lower
Tube Assembly
(1 pc)



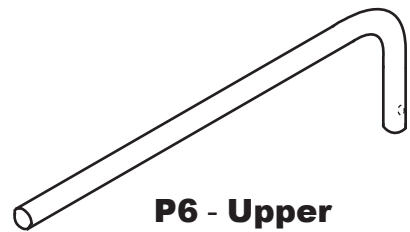
P3 - Left Middle
Tube Assembly
(1 pc)



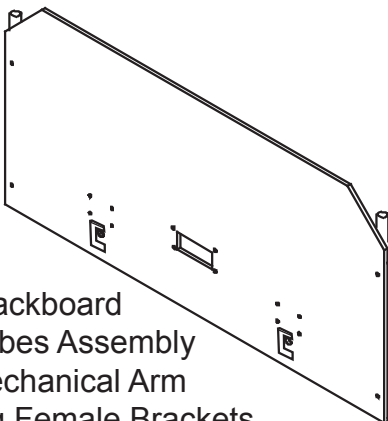
P4 - Right Middle
Tube Assembly
(1 pc)



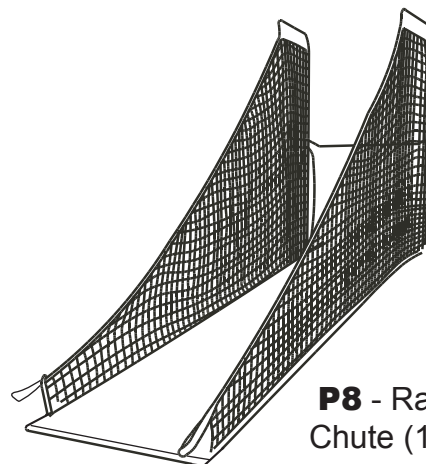
P5 - Front
Tube Assembly
(1 pc)



P6 - Upper
Tube (2 pcs)

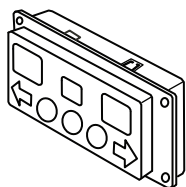


P7 - Backboard
with Tubes Assembly
and Mechanical Arm
Scoring Female Brackets
attached (1 pc)



P8 - Ramp
Chute (1 pc)

PARTS IDENTIFIER (Not to Scale)



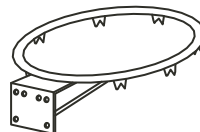
P9 - Electronic Scorer (1 pc)



P10 - Control Box with Wire (1 pc)

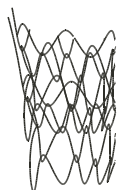


P11 - Mechanical Scoring Arm (2 pcs)



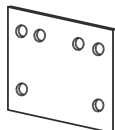
P12 - Rim (2 pcs)

Note: This is a special rim designed to avoid entanglement with the mechanical scoring arm.

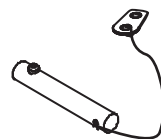


P13 - Rim Net (2 pcs)

Note: This is a special rim net designed to avoid entanglement with the mechanical scoring arm.

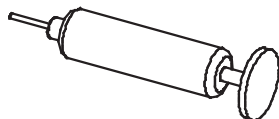


P14 - Rim Support Plate (2 pcs)

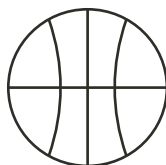


P15 - Locking Pin (2 pcs)

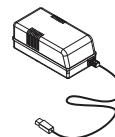
ACCESORY IDENTIFIER (Not to Scale)



A1 - Air Pump with Needle (1 pc)



A2 - Basketball (4 pcs)



A3 - AC Adapter (1 pc)



WARNING:
CHOKING HAZARD
Small parts.
Not for children under 3 yrs.

Remove all the parts from the box and verify that you have all of the listed parts as shown on the Parts List.
NOTE: STEP 1, 2 AND 3 requires a second adult to help “hold” the assemblies as being assembled
NOTE: When unfolding assemblies, be careful not to bend any parts.

PARTS REQUIRED:

- 1 pc - **P1 Left Lower Tubes Assembly**
- 1 pc - **P2 Right Lower Tubes Assembly**

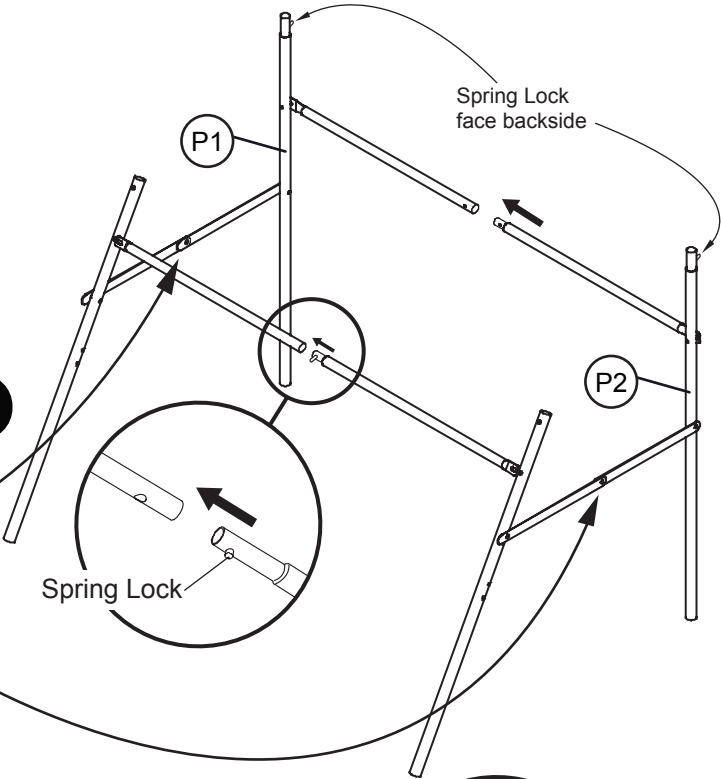
STEP 1

Connect **P2 - Right** Lower Tubes Assembly to **P1 - Left** Lower Tubes Assembly using Spring Lock as shown in **FIGURE 1**.

NOTE: STEP 1, 2 and 3 requires a second adult to help “hold” the assemblies as being assembled.

FIGURE 1

WARNING / PINCH HAZARD!
Keep hands and fingers away from hinge until STEP 3 is complete and the hinge is in a controlled position.



PARTS REQUIRED:

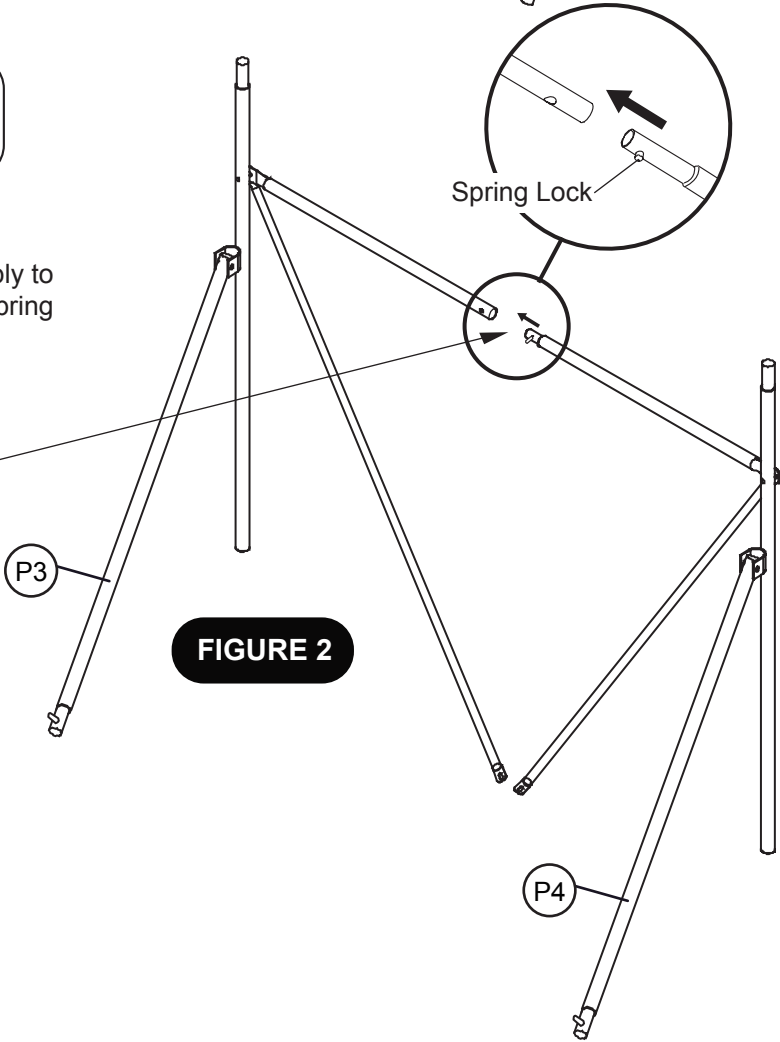
- 1 pc - **P3 Left Middle Tubes Assembly**
- 1 pc - **P4 Right Middle Tubes Assembly**

STEP 2

Connect **P4 - Right** Middle Tubes Assembly to **P3 - Left** Middle Tubes Assembly using Spring Lock as shown in **FIGURE 2**.

NOTE: The only assembly in this step is connecting this spring lock.

FIGURE 2



PARTS REQUIRED:

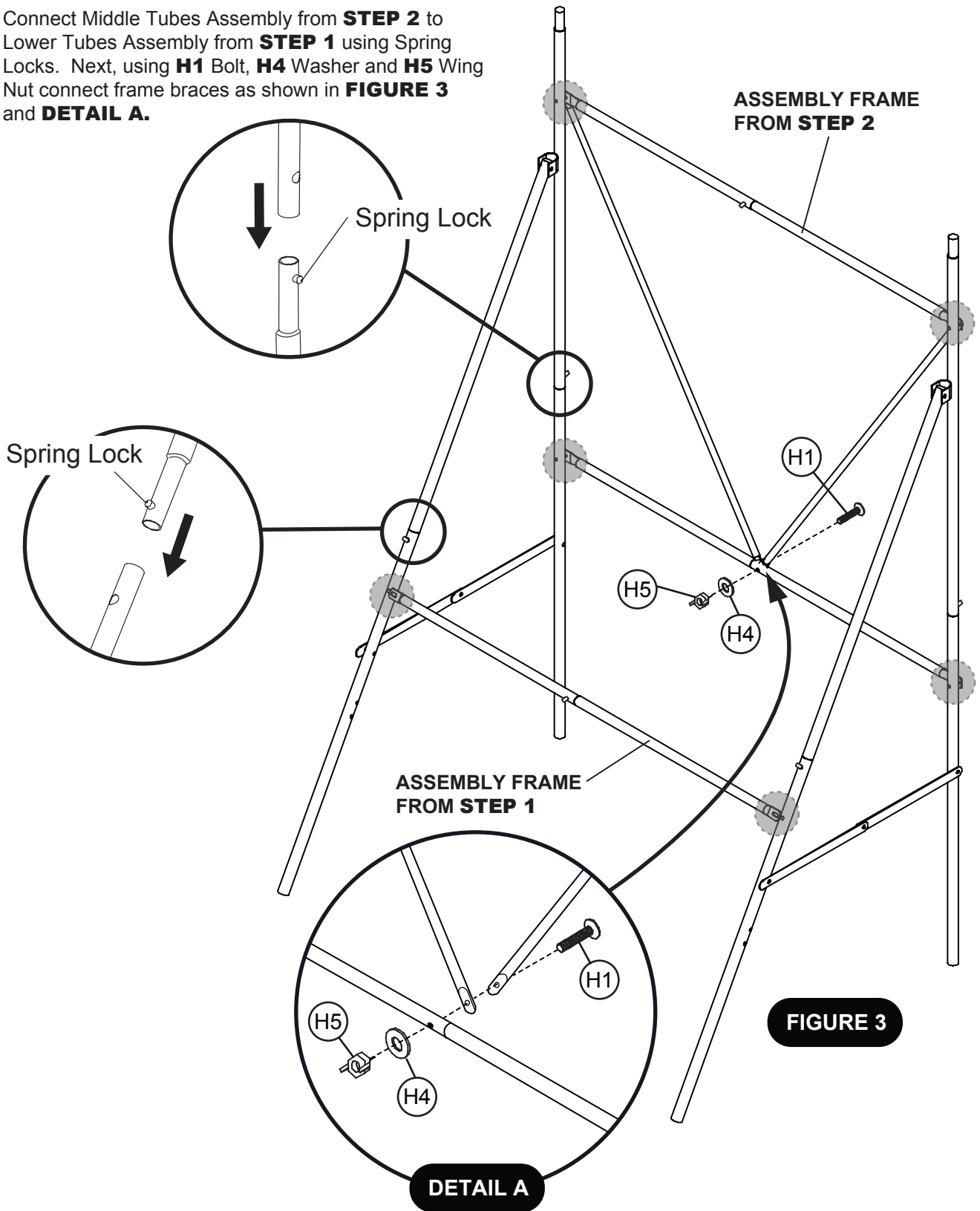
1 pc - **H1** M6 x 35 mm Allen Head Bolt
1 pc - **H4** Flat Washer
1 pc - **H5** Wing Nut



NOTE: Lastly, these six points can now be tightened using a phillips screwdriver or allen wrench (T1) provided and pliers.

STEP 3

Connect Middle Tubes Assembly from **STEP 2** to Lower Tubes Assembly from **STEP 1** using Spring Locks. Next, using **H1** Bolt, **H4** Washer and **H5** Wing Nut connect frame braces as shown in **FIGURE 3** and **DETAIL A**.



PARTS REQUIRED:

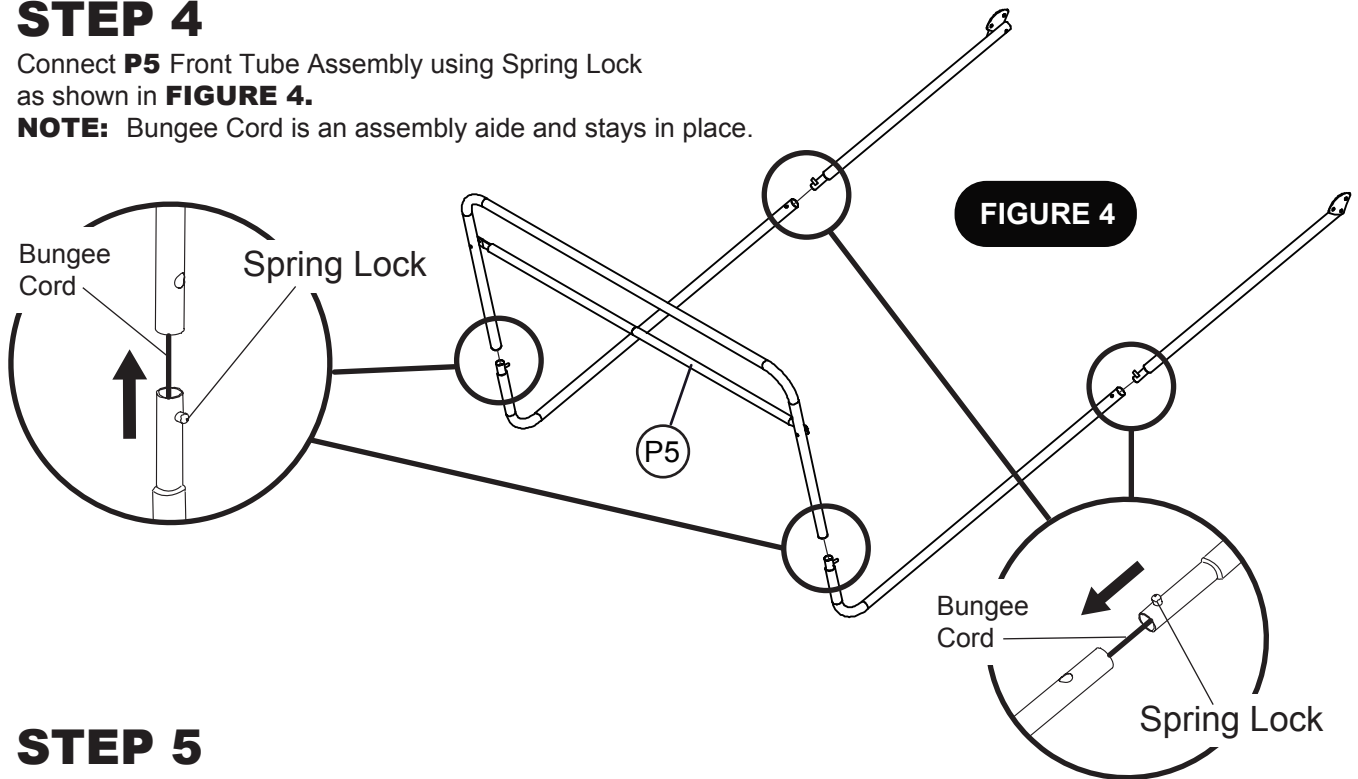
2 pcs - **H2** M6 x 60 mm Allen Head Bolt
2 pcs - **H4** Flat Washer
2 pcs - **H5** Wing Nut

2 pcs - **H6** Plastic Bushing
1 pc - **P5** Front Tube Assembly
2 pcs - **P15** Locking Pin

STEP 4

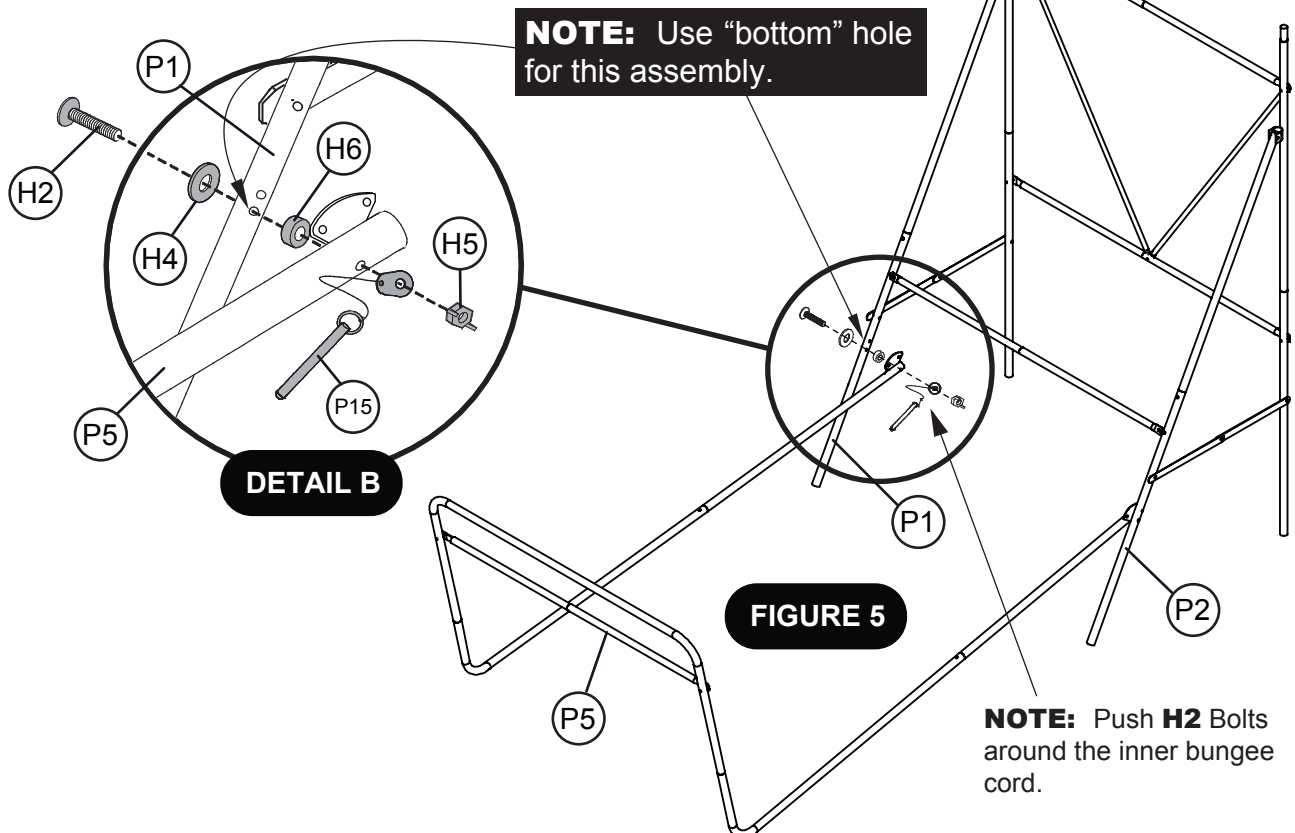
Connect **P5** Front Tube Assembly using Spring Lock as shown in **FIGURE 4**.

NOTE: Bungee Cord is an assembly aide and stays in place.



STEP 5

Connect **P5** Front Tube Assembly to **P1** - **Left** Lower Tube Assembly and **P2** - **Right** Lower Tube Assembly using **H2** Bolts, **H4** Washers, **H6** Bushing and **H5** Wing Nuts as shown in **FIGURE 5** and **DETAIL B**.
Note: This is a pivot point. “Snug” tighten **H5** Wing Nuts only. Make sure this assembly pivots freely.



PARTS REQUIRED:

8 pcs - **H3** M6 x 20 mm Phillips Round Head Bolt
8 pcs - **H5** Wing Nut
8 pcs - **H7** Lock Washer
1 pc - **T1** Allen Wrench

1 pc - **P7** Backboard
2 pcs - **P11** Mechanical Scoring Arm
2 pcs - **P12** Rim
2 pcs - **P14** Rim Support Plate

STEP 6

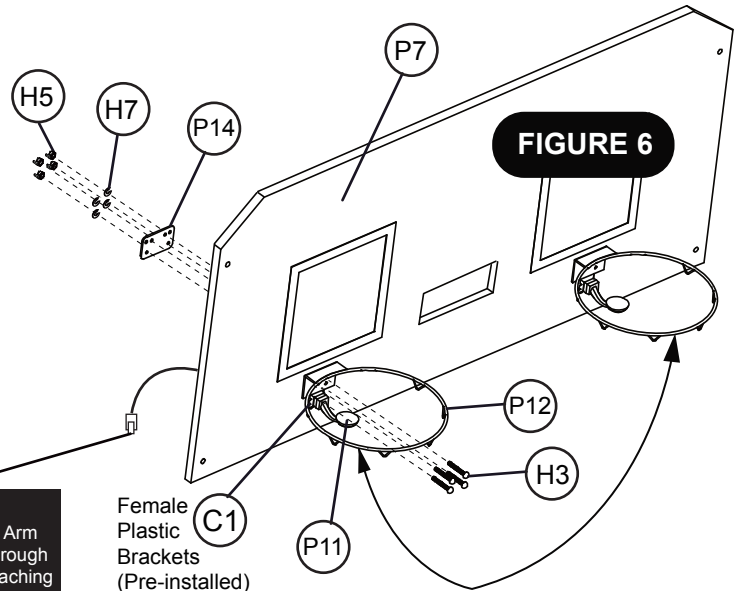
Attach **P12** Rim and **P14** Rim Support Plate to the **P7** Backboard using **H3** Bolts, **H7** Lock Washers and **H5** Wing Nuts as shown in **FIGURE 6**.

Use T1 Allen Wrench and Pliers (not provided) to tighten all Bolts.

Slide to connect **P11** Mechanical Scoring Arm to **P7** Backboard Mechanical Scoring Arm Female Plastic Brackets.

You should hear the two tabs “snap” into place.

NOTE:
P11 Mechanical Scoring Arm sensor plug must pass through **P7** Backboard before attaching the scoring arm.



Note: This is a special rim designed to avoid entanglement with the mechanical scoring arm.

PARTS REQUIRED:

4 pcs - **H9** M4x20mm Phillips Round Head Bolt
4 pcs - **H10** M4x12mm Flat Washer
4 pcs - **H11** M4 Lock Nut
1 pc - **P9** Electronic Scorer
2 pcs - **P13** Rim Net
1 pc - **T2** Wrench

STEP 7

Attach **P9** Electronic Scorer from the back of **P7** Backboard using **H9** Bolts, **H10** Flat Washers and **H11** Lock Nuts as in **FIGURE 7**.

Use T2 Wrench to tighten H11 Nuts.

NOTE:
Place **P9** Electronic Scorer as per diagram. Do not turn over.

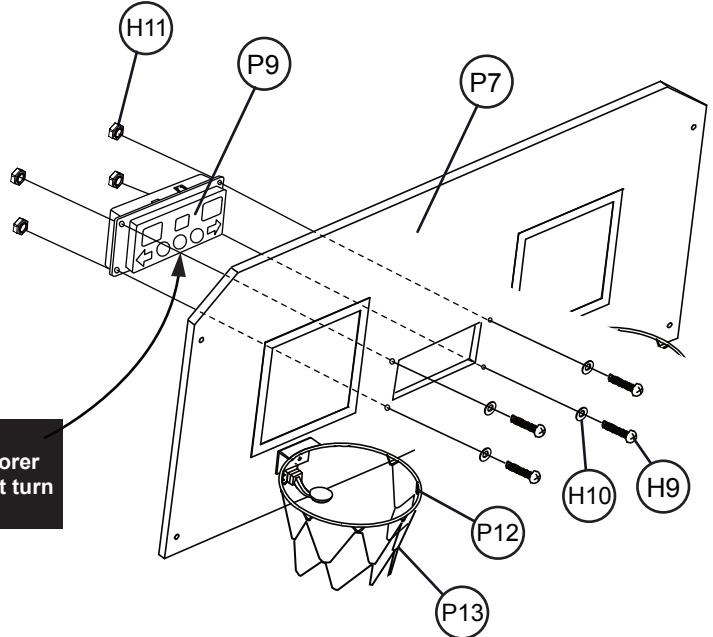
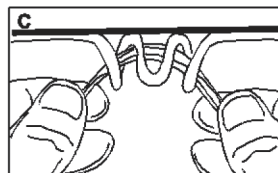
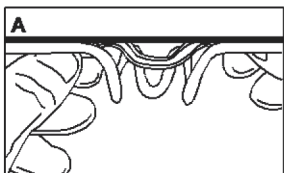


FIGURE 7

Loop the **P13** Rim Net through the ram horns on the **P12** Rims as shown in **FIGURE 7**.



PARTS REQUIRED:
2 pcs - **P6** Upper Tube

STEP 8

Attach Backboard assembly from **STEP 7** to Frame assembly from **STEP 5** as shown in **FIGURE 8**.

Attach **P6** Upper Tubes to **P7** Backboard assembly using Spring Lock as shown in **FIGURE 8**.

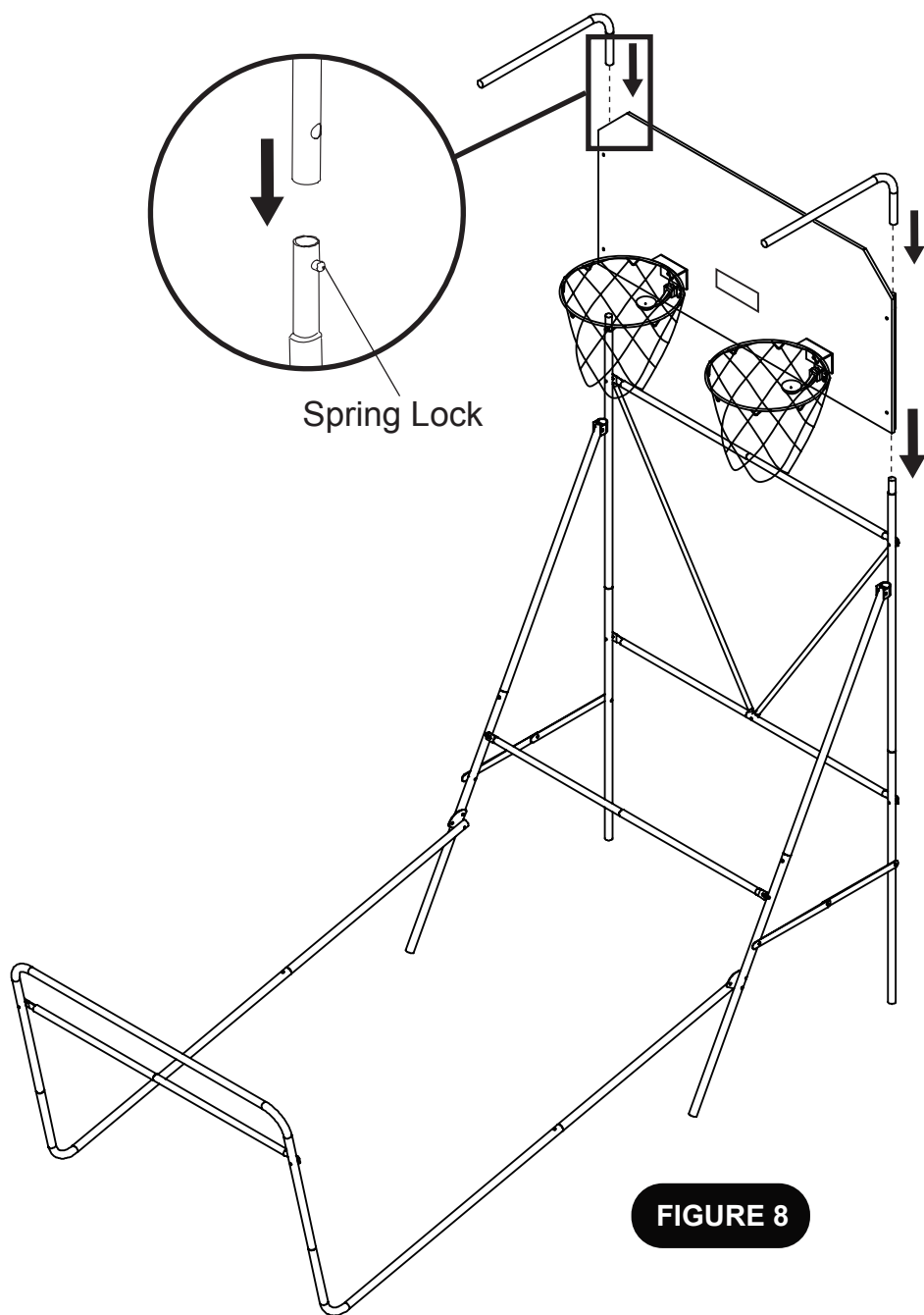


FIGURE 8

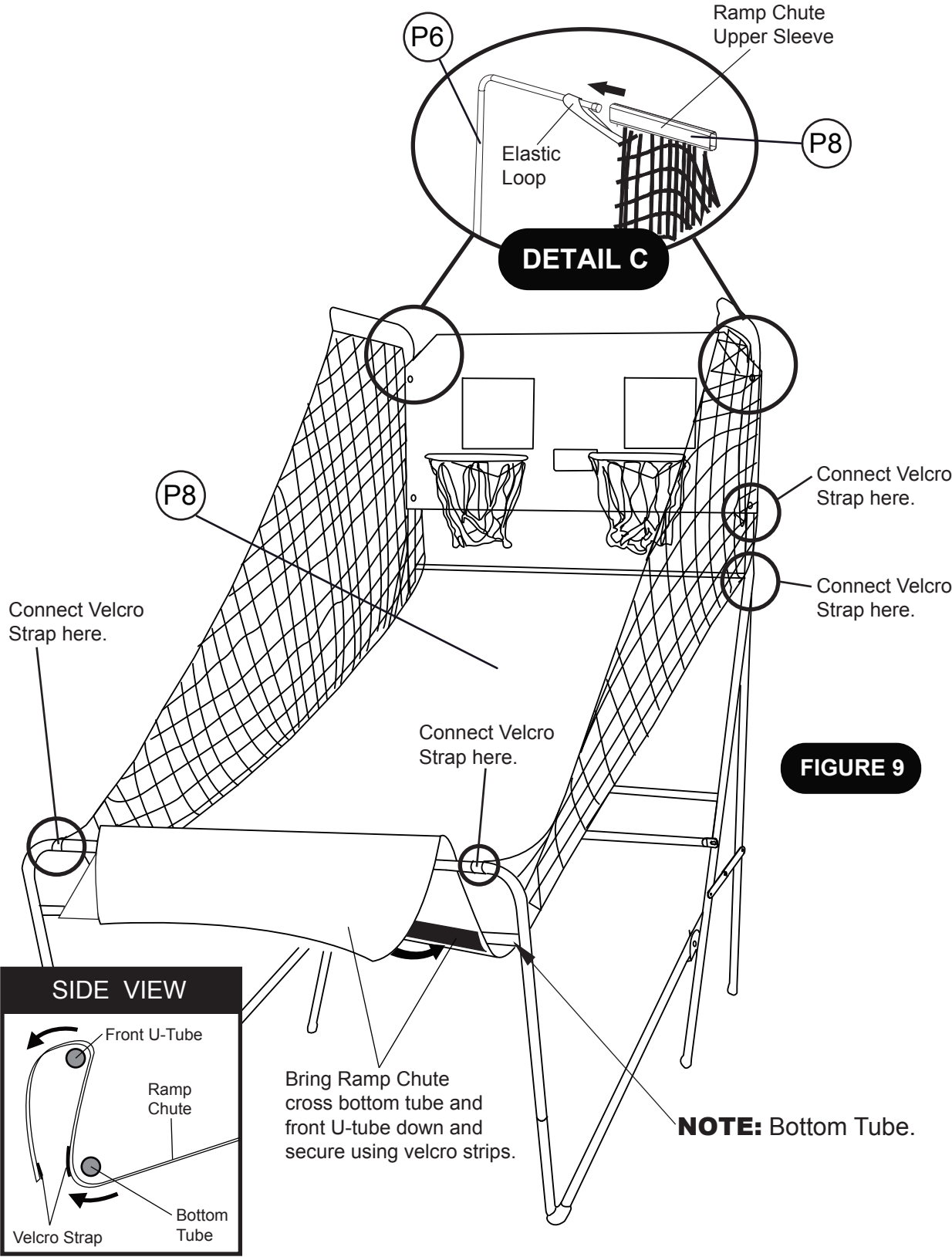
PARTS REQUIRED:

1 pc - **P8** Ramp Chute

STEP 9

Slide elastic loops and the sleeve of **P8** Ramp Chute onto **P6** Upper Tubes as shown in **FIGURE 9** and **DETAIL C**.

At the front of **P8** Ramp Chute, bring the ramp down and secure using velcro strap as shown in **FIGURE 9**. Secure all velcro straps on the shootout as shown in **FIGURE 9**.



PARTS REQUIRED:

- 1 pc - **H8** M4 x 59 mm Phillips Round Head Bolt
- 1 pc - **H10** M4 x 12 mm Flat Washer
- 1 pc - **P14** Control Box with Wire
- 1 pc - **A3** AC Adapter

STEP 10

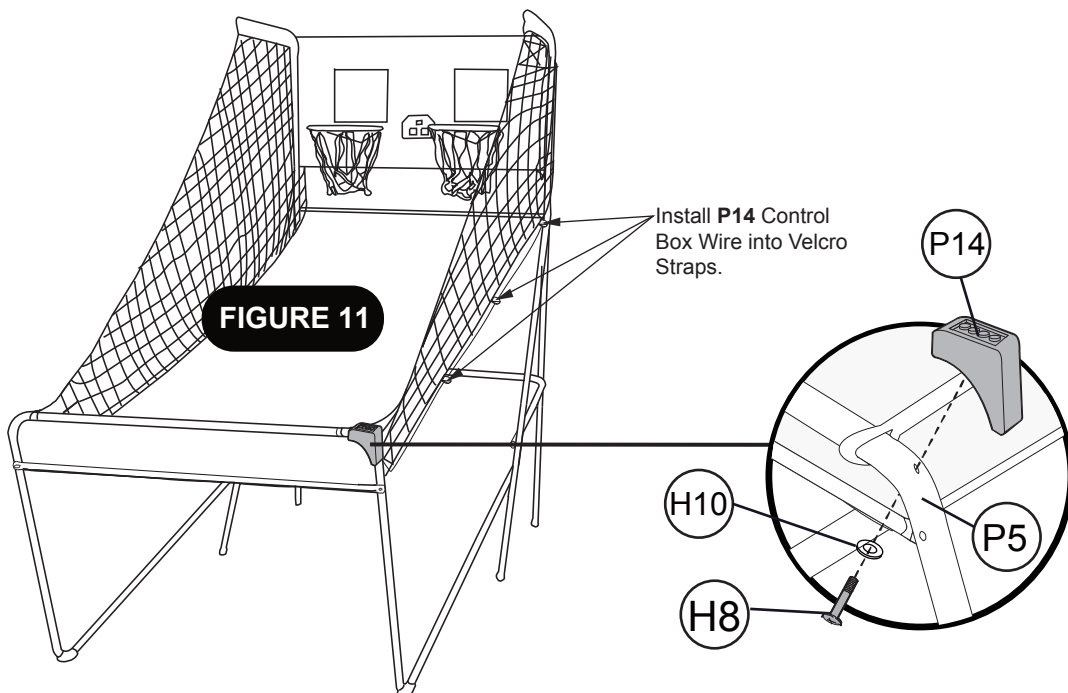
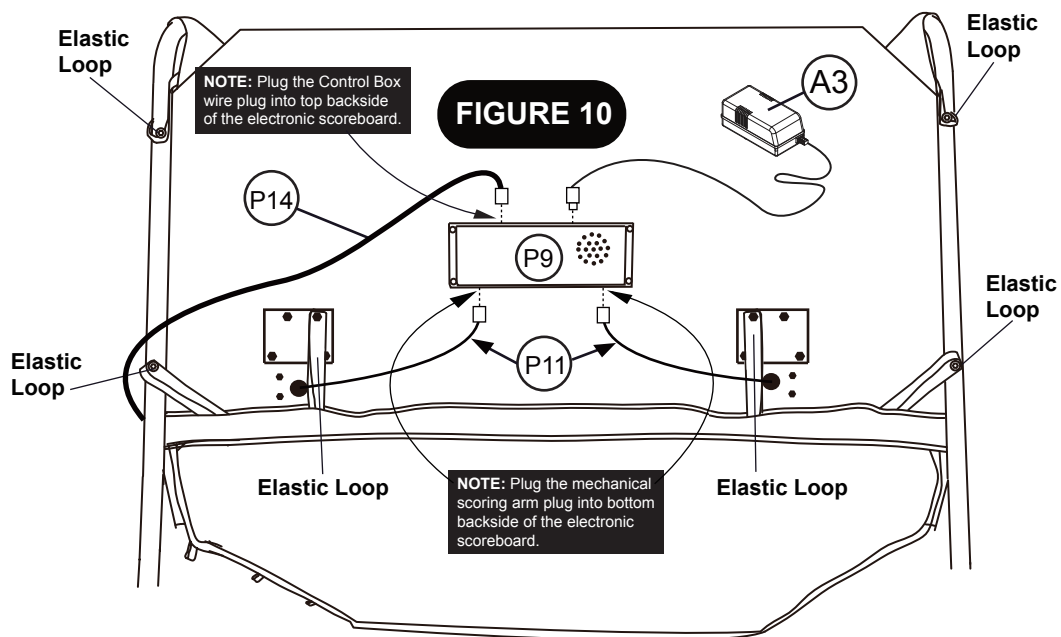
Connect **P11** Mechanical Scoring Arm sensor wires to **P9** Electronic Scorer as shown in **FIGURE 10**. Secure Elastic Bands from **P8** Ramp Chute to the back of **P7** Backboard attached Wing Nuts as shown in **FIGURE 10**.

Hook Elastic Loop's over Wing Nuts in six locations as shown in FIGURE 10.

Connect **P14** Control Box Wire to **P9** Electronic Scorer as shown in **FIGURE 10**.

Now attach **P14** Control Box to the RIGHT corner of the front U-Tube **P5** using **H8** Bolt and **H10** Washer as shown in **FIGURE 11**. Run the rest of **P14** Control Box Wire through the loops on **P8** Ramp Chute.

Connect **A3** AC Adapter to **P9** Electronic Scorer as shown in **FIGURE 10**.



Congratulations! You have now assembled your Double Shootout.
Please note the Care and Use instructions below.

CARE AND USE OF YOUR SHOOTOUT

- 1. Product can be used **OUTDOORS** - but must be stored **INDOORS**.
- 2. **DO NOT** sit, climb or lean on the unit.
- 3. **DO NOT** drag the unit when moving it, This will damage the legs.
- 4. **DO NOT** place backside of this product against wall as during play, the backside of product could become damaged or your wall could become damaged.

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

PRODUCT PARTS LIST45-6100

KEY	PARTS	DESCRIPTIONS	QTY
H1	45-6100GRH1	M6 x 35 mm Allen Head Bolt	1
H2	45-6100GRH2	M6 x 90 mm Allen Head Bolt	2
H3	45-6100GRH3	M6 x 25 mm Allen Head Bolt	8
H4	45-6100GRH4	M6 x 15 mm Flat Washer	3
H5	45-6100GRH5	M6 Wing Nut	11
H6	45-6100GRH6	Plastic Bushing	2
H7	45-6100GRH7	Lock Washer	8
H8	45-6100GRH8	M4 x 59 mm Phillips Round Head Bolt	1
H9	45-6100GRH9	M4 x 20 mm Phillips Round Head Bolt	4
H10	45-6100GRH10	M4 x 12 mm Flat Washer	5
H11	45-6100GRH11	M4 Lock Nut	4
T1	45-6100GRT1	Allen Wrench	1
P1	45-6100GRP1	Left Lower Tube Assembly	1
P2	45-6100GRP2	Right Lower Tube Assembly	1
P3	45-6100GRP3	Left Middle Tube Assembly	1
P4	45-6100GRP4	Right Middle Tube Assembly	1
P5	45-6100GRP5	Front Tube Assembly	1
P6	45-6100GRP6	Upper Tube	2
P7	45-6100GRP7	Backboard with Tubes Assembly and Mechanical Scoring Arm Female Plastic Bracket attached	1
P8	45-6100GRP8	Ramp Chute	1
P9	45-6100GRP9	Electronic Scorer	1
P10	45-6100GRP10	Control Box with Wire	1
P11	45-6100GRP11	Mechanical Scoring Arm	2
P12	45-6100GRP12	Rim	2
P13	45-6100GRP13	Rim Net	2
P14	45-6100GRP14	Rim Support Plate	2
P15	45-6100GRP15	Locking Pin	2
A1	45-6100GRA1	Air Pump with Needle	1
A2	45-6100GRA2	Basketball	4
A3	45-6100GRA3	AC Adapter	1
C1	45-6100GRC1	Mechanical Scoring Arm Female Plastic Bracket (Pre-Installed)	2
K1	45-6100GRK1	Hardware Kit	1
M1	45-6100GRM1	Owner's Manual	1

90 DAY LIMITED WARRANTY

This consumer warranty extends to the original consumer purchase of any ESCALADESPORTS 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, ESCALADESPORTS 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.



MODE ON/OFF

Press this button to turn the electronic scorer ON or OFF. (Long press to turn OFF)
Press this button to select the game mode.



TIME

Press this button to select time options
45 seconds, 60 seconds,
90 seconds.



START

Press this button to start the game.

45-6100 LIGHT FX DOUBLE SHOOTOUT 8-IN-1 GAME RULES

GAME MODE 1: ONE ON ONE

Each player will shoot at the hoop individually during their turn of play. Player 1 will shoot first alone to score as many points as they can during their turn. After player 1 is finished, player 2 will take their turn to score points to beat the score of player 1.

Length of game options to choose from are 45/60/90 seconds.

The default time setting is 45 seconds. Once the game starts, each score into the basket is worth 2 points until the last 15 seconds. Baskets made during the final 15 seconds will earn 3 points. The green LED will flash and play music during the final 15 seconds to alert players all baskets are now worth 3 points.

GAME MODE 2: BATTLE MODE

Battle mode is a 2 player game that combines head to head hoops with the added excitement of shoot the lights out action. Interactive led lights will be incorporated into the game play and give different values to the baskets you make.

The length of game options to select from for this game are 45/60/90 seconds.

The default time setting is 45 seconds. During game play, the LED lights (RED, GREEN, BLUE) will light up randomly. The values of the baskets while the specific color LED lights are outlined below:

- When the RED LED light appears, each basket made is a penalty deducting 2 points from your score.
Be sure to shoot baskets at your opponent's hoop when red lights come on to deduct 2 points from their score!
- When the GREEN LED light appears, each basket made is worth 3 points.
- When the BLUE LED light appears, each basket made is worth 10 points.

In the final 15 seconds of the game, music will play to signal the game is coming to an end soon.

GAME MODE 3: CHASING LIGHTS

Chasing lights requires each player to take their turn shooting individually at the baskets by themselves to shoot in the direction of the hoops as directed by the illuminated arrows on the backboard. After player 1 has their turn, player 2 will start their turn right after player 1 is finished. The highest score wins.

This game will truly test the player's reflexes and ability to adjust and shoot at different targets during game play.

There is an LED RIGHT arrow and LED LEFT arrow on each side of the backboard to indicate which basket is the correct basket to shoot for points. The lighted arrows will light up randomly to determine the correct direction to shoot. Baskets made at the wrong hoop will not count.

Time option for this game are 45/60/90 seconds.

The default time setting for each round is 45 seconds.

- When the RED LED light are on and illuminated together with either the RIGHT or LEFT arrow, the value for each basket is minus 2 points to the score if you sink baskets on the hoop that the arrow is pointing at. When the red lights come up, you will need to think and react correctly to avoid hurting your own score! Be sure to sink baskets in the OPPOSITE hoop of the pointed arrow direction when paired with the red light to earn positive two points to your score per basket.
- When the GREEN LED lights up with either RIGHT or LEFT arrow, the basket value for each score is 3 points to the score.
- When the BLUE LED lights up with either RIGHT or LEFT arrow, the basket value for each score is 10 points to the score.
- In there are no LED lights illuminated and only either RIGHT or LEFT arrow are lit up, the value for each basket is 2 points to the score.

Remember to stay on your toes because the baskets that are made not following the illuminated arrow direction will not count to your score!

After player 1 finishes their round, it will be player 2's turn to shoot. The highest score will be flashing on the display and determine the winner after both players have had their turn.

GAME MODE 4: CHECK POINT

The Check Point game mode allows 2 players to shoot baskets at the same time.

In this game mode, its head to head style game play but with the added Checkpoint wrinkle in play. Play time will be extended if players can score enough points to “make the checkpoint” and earn the extended play time. The players will need to earn a minimum of 24 points to hit the first checkpoint and activate extension time.

If the players do not meet the 24 points requirement, then the game is over after 60 seconds of play time.

Default game time is 60 seconds. During the first 60 seconds of play without making checkpoint, baskets made are worth 2 points.

As the checkpoints are made, the LED lights will come into play and change the value of the baskets made!

- When the checkpoint is made after 24 points in 60 seconds, the BLUE LED lights up, an additional extension time of 20 seconds will be given to the game play
- During the extension time of the bonus 20 seconds, baskets are worth 3 points.
- When the second checkpoint is made after 36 points, the BLUE and RED LEDs will light up simultaneously and an extra extension time of 10 seconds will be given. During this time, baskets will be awarded 3 points.

Player with the highest score wins!

GAME MODE 5: RUN N GUN TUG OF WAR

The object of the game is for players to “pull” the score to their own side to win. The LED display will start with 20 points on the display. Player 1 will shoot only at the left hoop to ADD points from the starting 20 points to total up to 40 points to win. Player 2 will shoot only at the right side hoop to DEDUCT points to bring that score down to zero to win. This 2 player game mode requires a hot hand and a good streak of baskets made to get the score to sway to your side. It will be a constant battle of tug of war until one player can get the number to swing their way. Player 1 needs to get the point total deducted down to zero to win. Player 2 needs to get the point total added up to 40 to win.

The LED game lights are in play!

Illuminated Red LED light = minus 2 penalty points so make sure you shoot into your opponent’s basket to get 2 points credit for your own total!) Green = 3 points Blue = 10 points. Making a basket or two during a blue light could end the game real fast so you must make that clutch shot to keep the score going your way!

Lights will come out randomly during play. There is no time limit in this game mode.

GAME MODE 6: THREE POINT SHOOT OUT CO-OP SHOWDOWN

This is CO-OP team game mode where you can play with 2 or 4 players. Team 1 will go first. The first team of players will work together to shoot baskets at either hoop to build up a shared community score. Community score means both rim baskets will combine to one score on the LED display for the team.

All LED lights are in play (except red) for additional bonus points. Green = 3 points Blue = 10 points The rules of the CHECKPOINT game apply to this mode as well. Teams will need to work together to score a minimum amount of points to get extended time. Checkpoint requirements for this game are set at 30 points and 60 points. Teams will earn an additional 10 seconds of playing time for each checkpoint they reach. As each checkpoint is made, you will hear the voice command “CHECKPOINT” to signal the team has made the checkpoint and extra time gets put onto the game clock. After time runs out, the total score is the final score for team 1.

Next its players 3 and 4 (team 2) turn to do the same to see if they can beat the first teams score.

GAME MODE 7: COUNT DOWN

The Count Down game mode is traditional head to head style game play where players will play at the same time and shoot at their own hoop to score baskets.

The LED display will start with 60 points and the object of the game is for players to shoot at their own baskets to reduce the 60 down to zero. The first player to do so is the winner. A good combination of speed and accuracy is the key point to winning in this game mode.

Time options for this game are 45/60/90 seconds. The default level is 45 seconds

- In this mode, each basket made is -2 points to the score.
- Green LED lights = -3 to your score
- Blue LED lights = -10 to your score

GAME MODE 8: TARGET TRAINING

Target Training requires players to shoot at the baskets individually one at a time.

In this training mode, players are instructed by voice command along with the illuminated arrows to encourage and strengthen their skills to shoot at the different targets. Different levels of difficulty are available to test your skills.

There are 3 GAME DIFFICULTIES for the player to select.

Time select options for this game are 45/60/90 seconds. (Default 45 seconds)

GAME Difficulty: (1) 07 SECONDS - Novice (2) 05 SECONDS - Intermediate (3) 03 SECONDS - Advanced

- When the voice announces “SHOOT TO THE RIGHT” or “SHOOT TO THE LEFT” followed with either the RIGHT or LEFT arrows will light up.
- The baskets made in the correct basket will add 2 points to your score.
- If the player shoots into OPPOSITE DIRECTION of the arrow basket, the basket does not count.