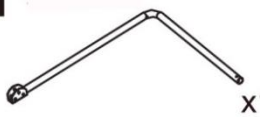
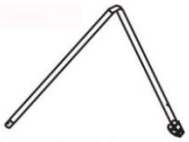
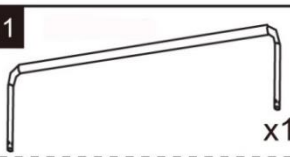
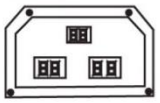
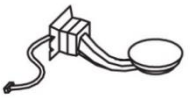
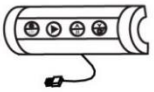
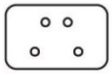
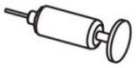
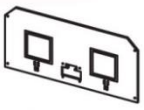
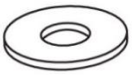
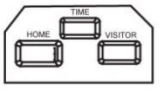
2-PLAYER FOLDING
ARCADE BASKETBALL GAME

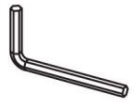
Assembly Instructions

WWW.BODYSCULPTURE.CO.UK

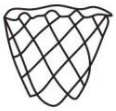
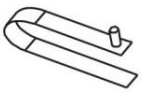
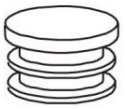
PARTS IDENTIFIER (NOT TO SCALE)

1 x2 Tube 1 Ø22x580x440mm	2 x2 Tube 2 Ø22x685mm	3 x1 Tube 3 Ø22x890mm	4 x1 Tube 4 Ø22x890mm
5  x1 Tube 5 Ø22x755x580mm	6  x1 Tube 6 Ø22x755x580mm	7 x2 Tube 7 Ø22x830mm	8 x2 Tube 8 Ø22x835mm
9 x2 Tube 9 Ø22x740mm	10 x2 Tube 10 Ø22x540x385mm	11  x1 Tube 11 Ø22x1065x520mm	12 x2 Tube 12 Ø12.7x1070mm
13 x4 Basketball 7" Dia.	14  x1 Electronic Scorer	15  x2 Switch Sensor	16  x1 Control Box with Wire
17 x2 Rim	18  x2 Rim Support Plate	19  x1 Inflation Pump with Needle	20 x2 End Cap
21  x1 Backboard	22  x64 M6 Washer	23 x16 M6 x 20mm Bolt	24 x6 M6 x 30mm Bolt
25 x4 M6 x 42mm Bolt	26 x4 M6 x 48mm Bolt	27 x2 M6 x 35mm Bolt	28 x32 M6 Nut
29 x4 3.5 x 10mm Bolt	30 x2 4 x 28mm Bolt	31  x1 Electronic Scorer Face Plate	32 x1 Wrench

PARTS IDENTIFIER (NOT TO SCALE)

33	34	35
 x1	x2	x1
Allen Key	Self-Stick Strap	Ball Return Net

PRE-INSTALLED PARTS

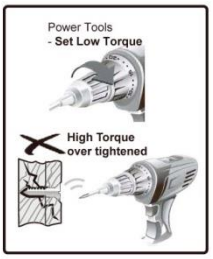
A1	A2	A3	A4
 x2	 x9	 x2	x2
Net	Spring Lock	Plastic Pole Insert	Lock Pin

TOOLS REQUIRED

- Phillips Screwdriver - Not included
- Standard (Flat Head) Screwdriver - Not included
- Allen Wrench - Included

CAUTION!

Electric Screwdrivers may be helpful during assembly; however, please set a low torque and use extreme caution.



Strong Adults Needed

No Children in Assembly Area

Keep away from pets

Do not use or keep product outdoors. For indoor use only. No wet/humid conditions.

ASSEMBLY TIPS

1. Find a clean, level surface to begin the assembly of your basketball game. We recommend that two adults work together to assemble this game. You may want to carefully cut or tear the four corners of the box so that the bottom of the box can be used as your work surface.

2. Remove all of the contents from the box and check that you have all of the parts shown on the Parts Identifier before you begin assembly. ***Note: Some parts may be pre-installed or pre-assembled.***

3. Some figures or drawings may not look exactly like your product. Please read and understand the text before beginning each assembly step.

4. When installing parts that have more than one screw or bolt, hand tighten all screws or bolts in place before final tightening with screwdriver or hex wrench.

5. Electric screwdrivers may be helpful during assembly; however, please set at a ***low torque*** and use extreme caution. If the electric screwdriver's torque is set too high screws may become stripped or overtightened, resulting in damaged parts.

WARNING!

PLEASE READ AND FOLLOW ALL ASSEMBLY, OPERATION AND SAFETY INSTRUCTION CAREFULLY.

CHOKE HAZARD - THIS TABLE CONTAINS SMALL BALLS AND PARTS NOT SUITABLE FOR CHILDREN UNDER 3 YEARS OF AGE.

ASSEMBLY INSTRUCTIONS (CONT.)

FIG. 1 & 2

1. Attach Tubes 2 (#2) to Tube 3 and Tube 4 (#3 & #4) using spring lock (pre-installed) as shown in FIG.1.
2. Attach Tubes 7 (#7) to Tubes 8 (#8) using spring lock (pre-installed) as shown in FIG.2

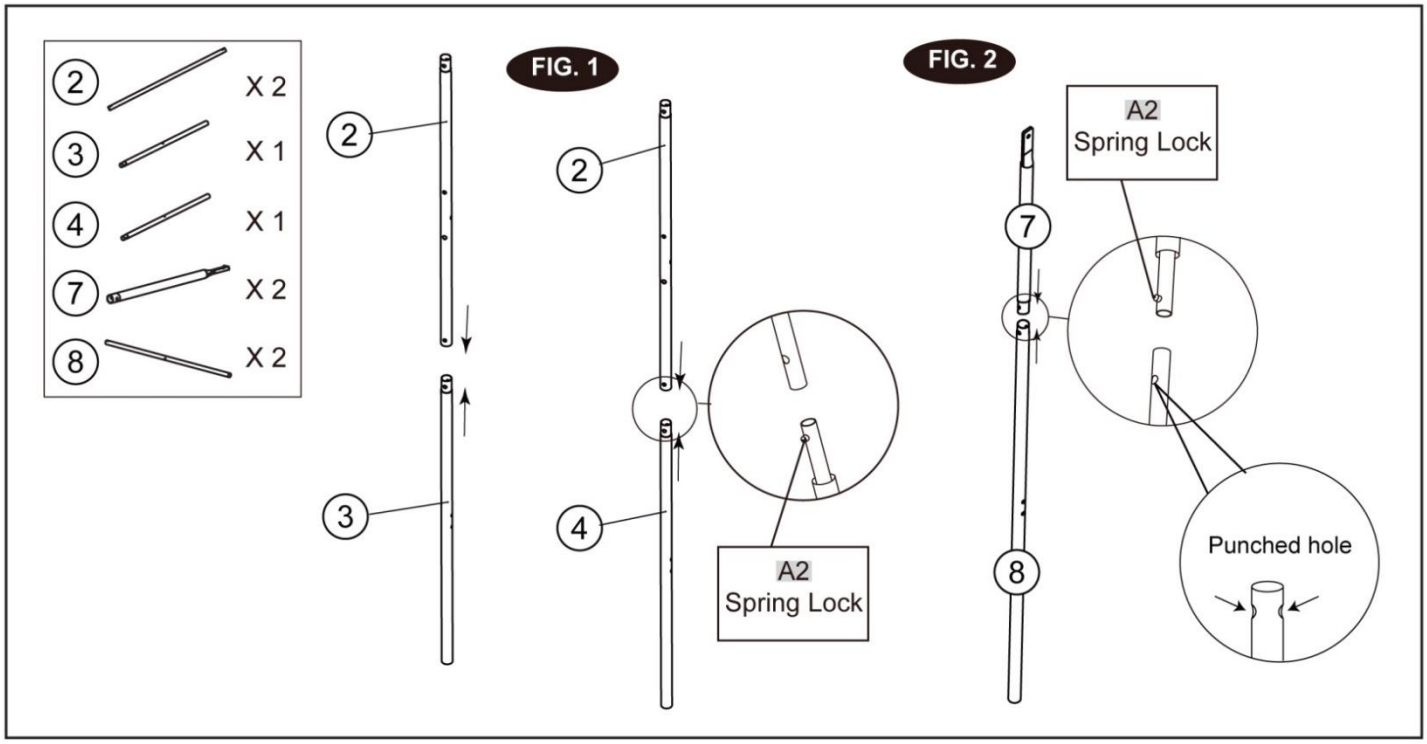
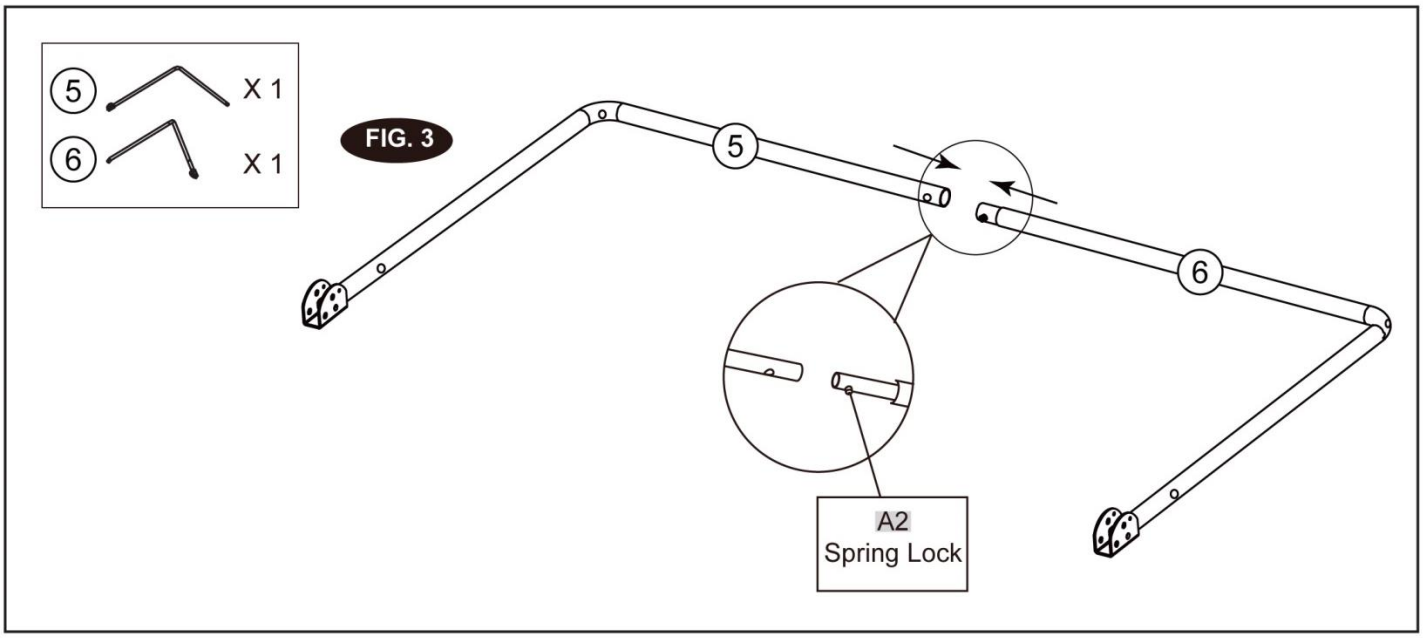


FIG. 3

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

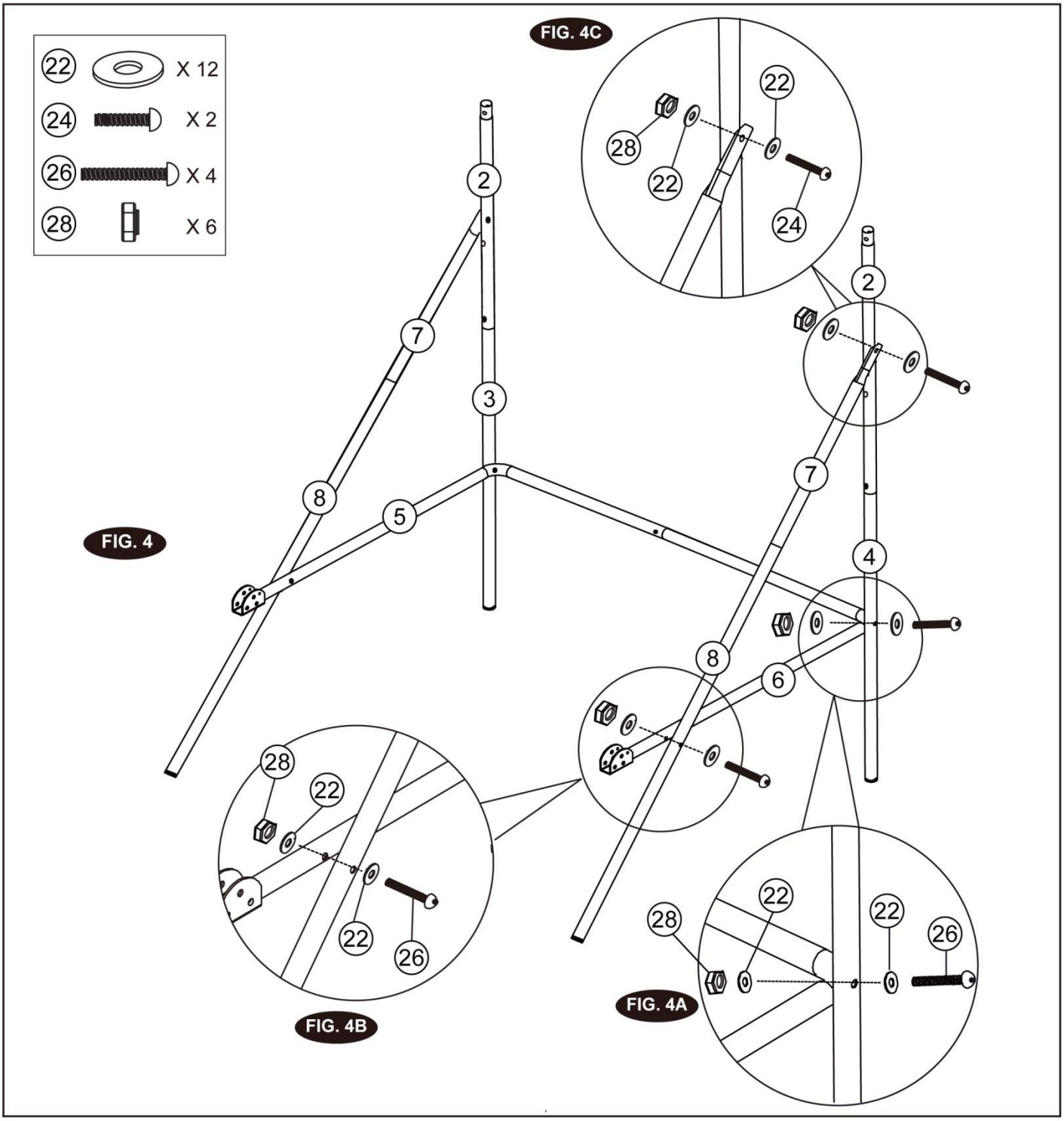


ASSEMBLY INSTRUCTIONS (CONT.)

FIG. 4

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

5. Attach Tubes 7 and Tubes 8 (#7 & #8) to Tube 2 (#2) using Bolt (#24), Washers (#22) and Nuts (#28) as shown in FIG. 4C, repeat this step for other side. ***NOTE: Make sure the spring lock is facing down.***



ASSEMBLY INSTRUCTIONS (CONT.)

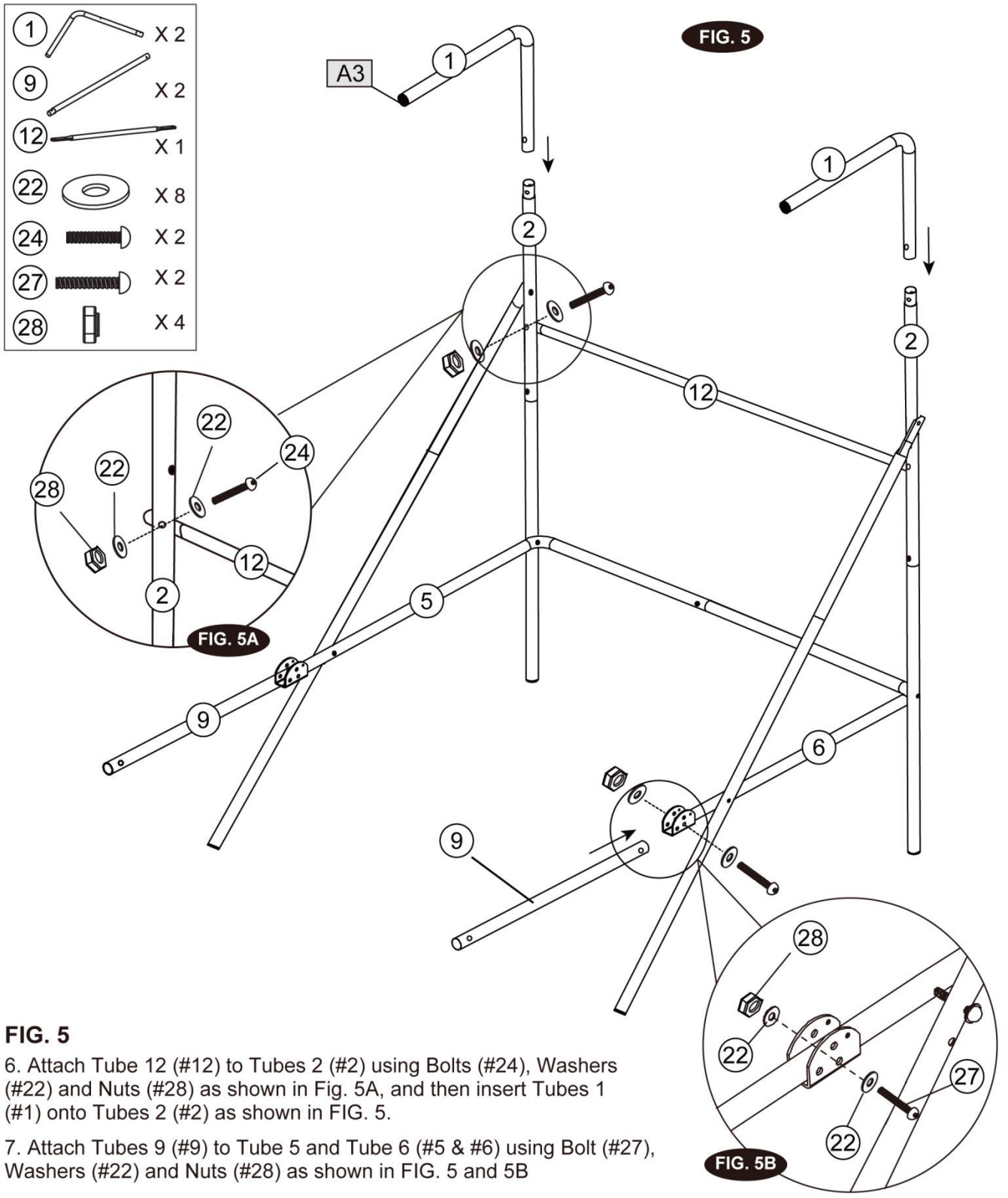


FIG. 5

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

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

ASSEMBLY INSTRUCTIONS (CONT.)

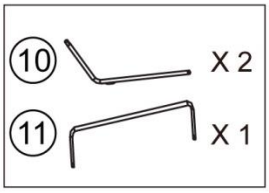


FIG. 6

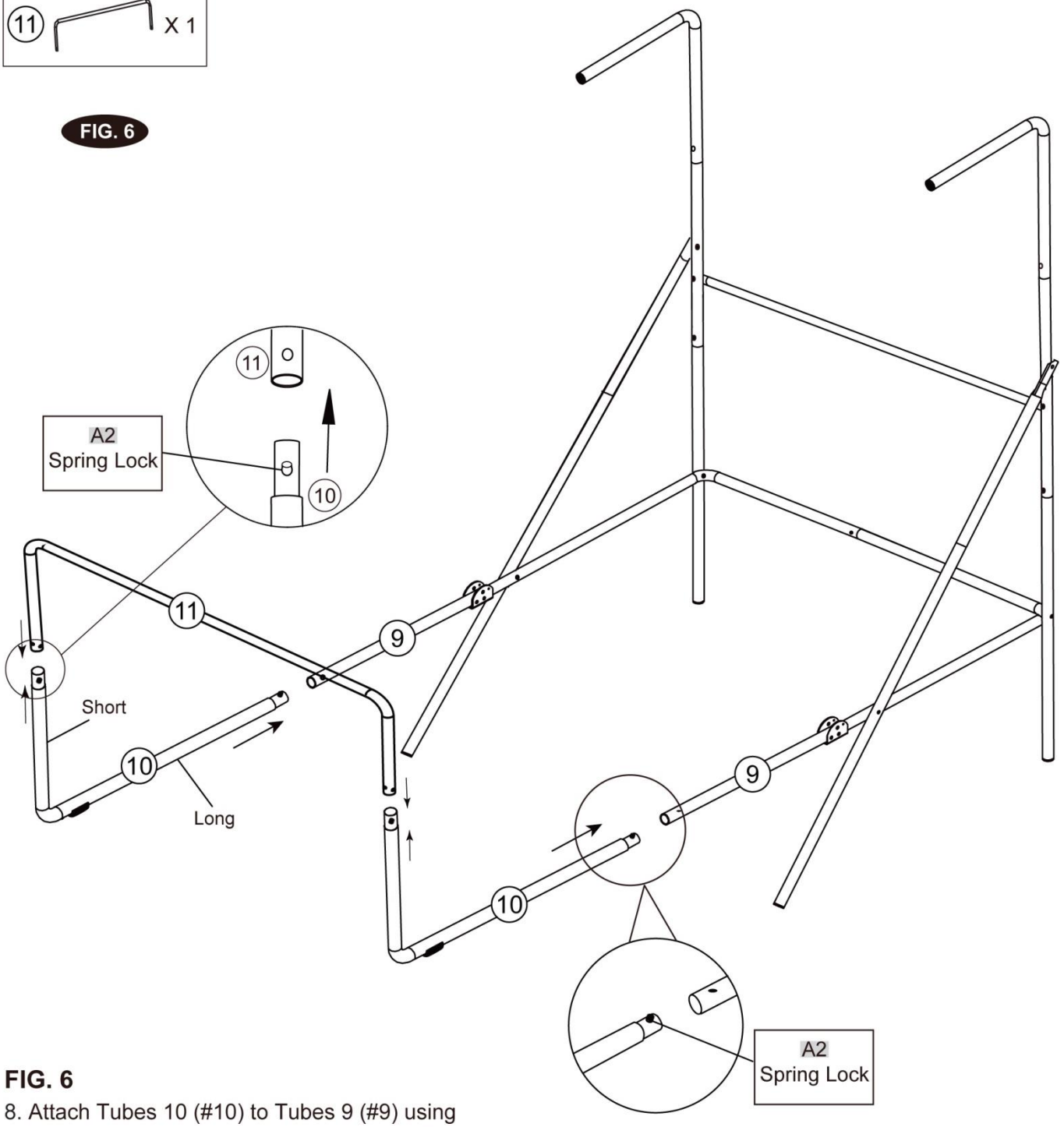


FIG. 6

8. Attach Tubes 10 (#10) to Tubes 9 (#9) using spring locks (pre-installed), and then insert Tube 11 (#11) onto Tubes 10 (#10) using spring locks (pre-installed) as shown in FIG. 6.

ASSEMBLY INSTRUCTIONS (CONT.)

FIG. 7

9. Attach Rims (#17) and Rim Support Plates (#18) to the Backboard (#21) using the Bolts (#23), Washers (#22) and Nuts (#28). Attach the Switch Sensors (#15) to the Backboard (#21) using the Bolts (#23), Washers (#22) and Nuts (#28). ***NOTE: Make sure that you use a washer on both sides of the backboard as shown in FIG. 7.***

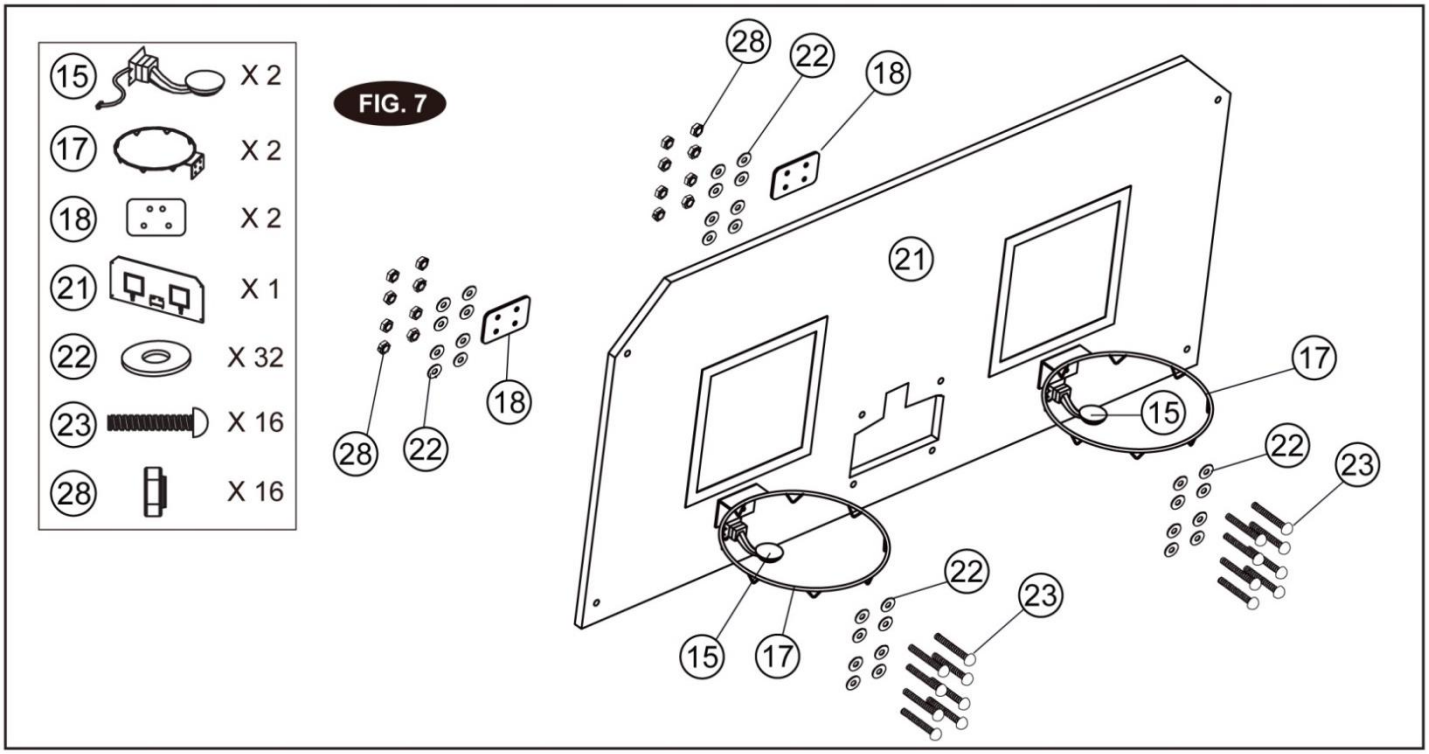
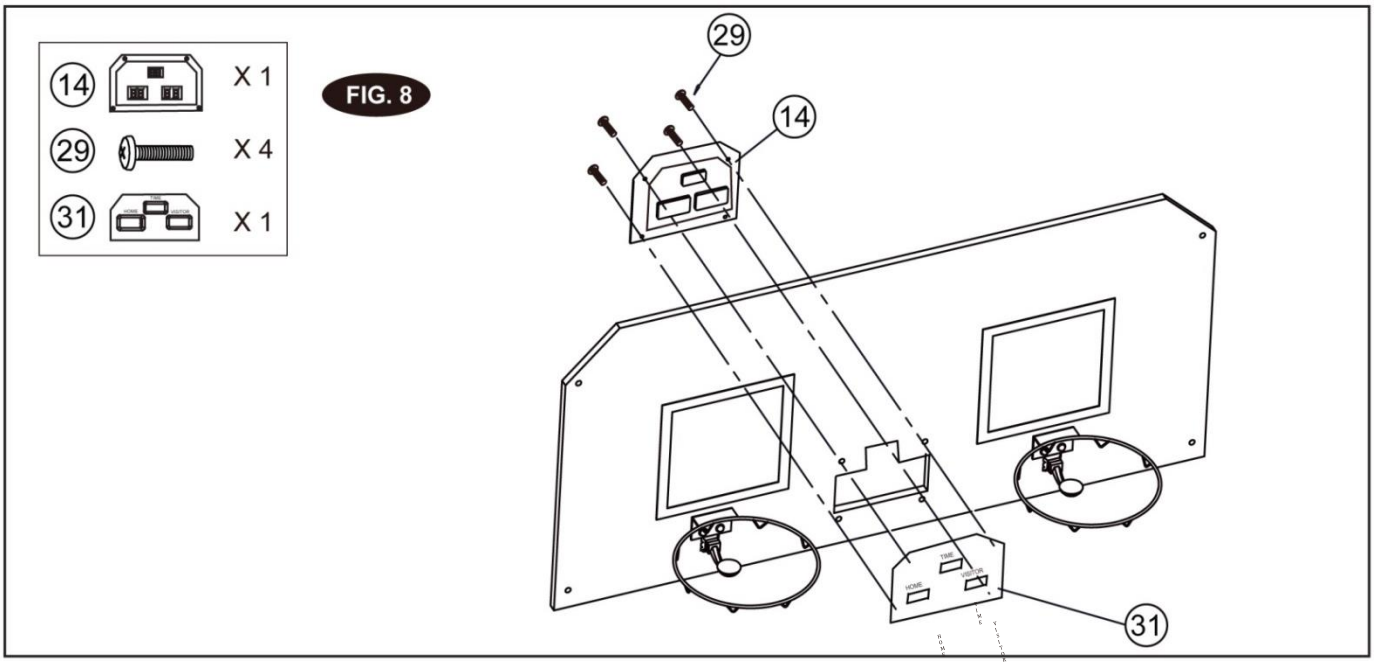


FIG. 8

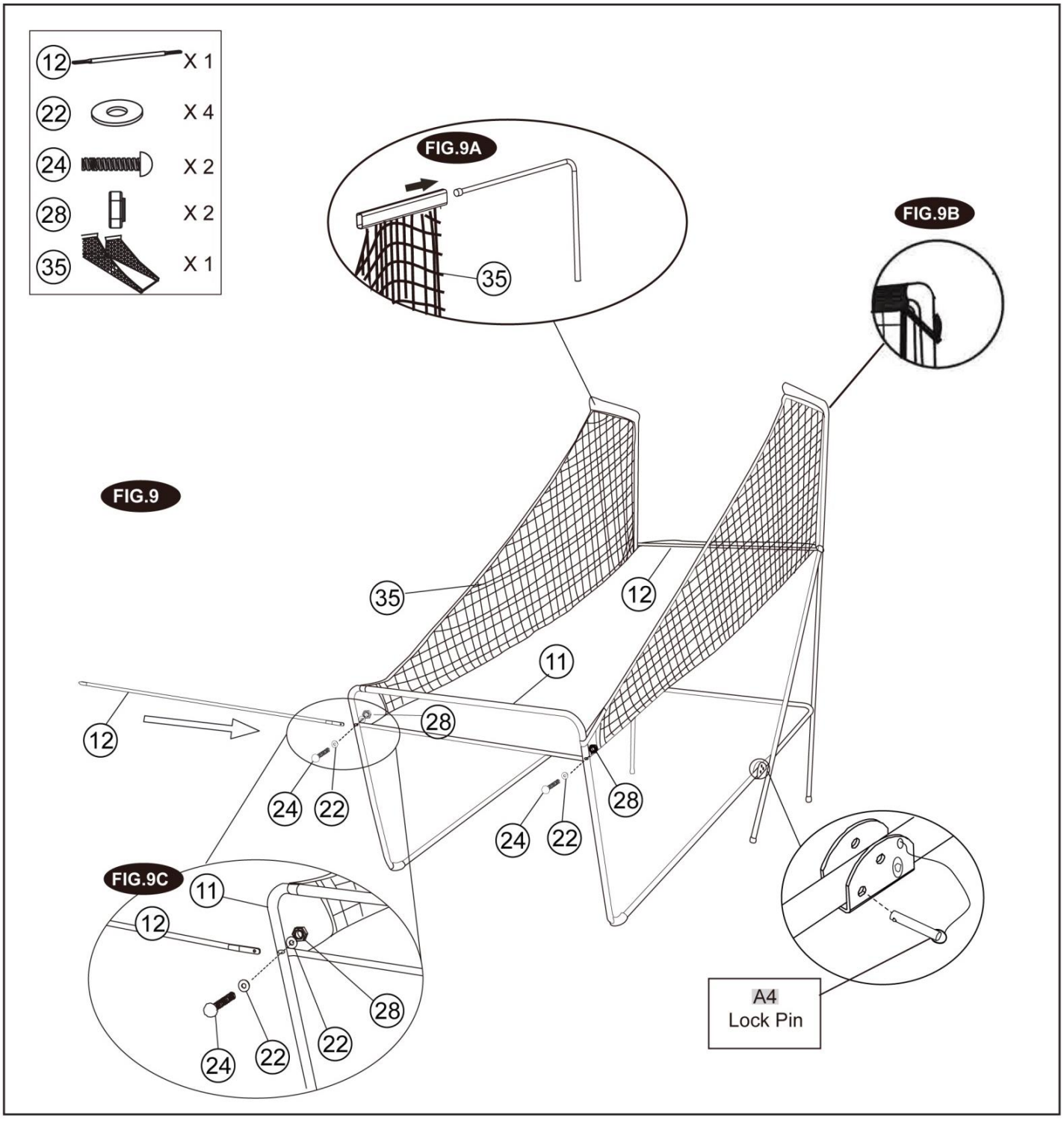
10. Attach the Electronic Scorer Face Plate (#31) to the front of the Backboard and connect with the Electronic Scorer (#14) using Bolts (#29) as shown in FIG. 8.



ASSEMBLY INSTRUCTIONS (CONT.)

FIG. 9

11. Slide elastic straps and sleeve of Ball Return Net (#35) onto Top Tubes 1 (#1) as shown in FIG. 9A & 9B.
12. Slide Tube 12 (#12) through the sleeve on the front of the Ball Return Net (#35), attach the left side first using Bolts (#24), Washers (#22) and Nuts (#28) as shown in FIG. 9C. Follow the same procedure on the right side.

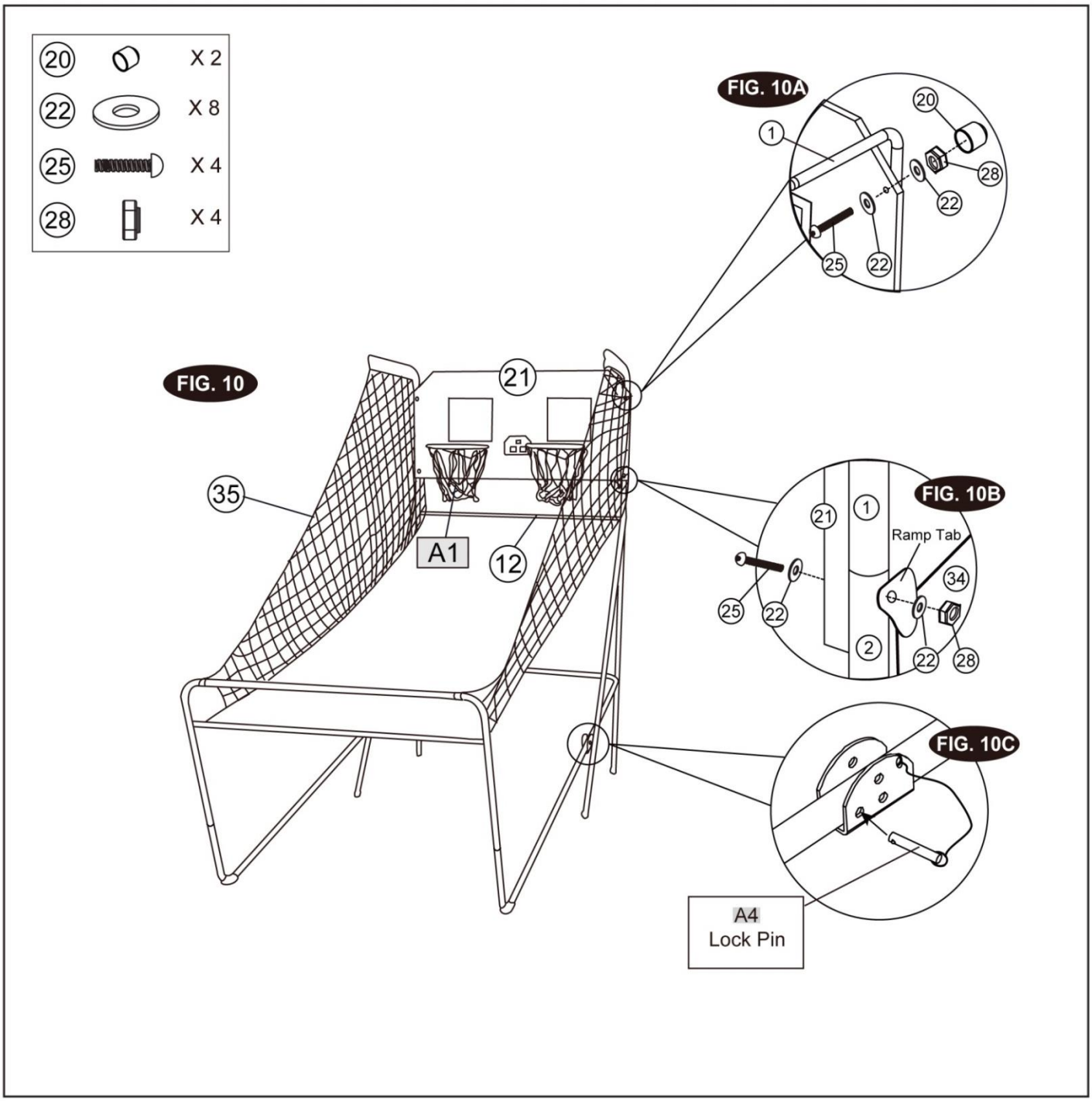


ASSEMBLY INSTRUCTIONS (CONT.)

FIG. 10

13. With the help of another adult, attach the Backboard (#21) to Top Tubes 1 (#1) using Bolts (#25), Washers (#22), Nuts (#28) and End Caps (#20) as shown in FIG.10A. At each bottom hole of the backboard, attach the ramp tabs of Ball Return Net (#35) using Bolts (#25), Washers (#22), Nuts (#28) as shown in FIG.10B.

14. Connect the Lock Pins (#A4) to Tube 5 and Tube 6 (#5 & #6) and insert them into Tube 5 and Tube 6 (#5 & #6) as shown in FIG.10C.



ASSEMBLY INSTRUCTIONS (CONT.)

FIG. 11

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

16. Run the rest of the Control Wire through the loops on the bottom side of the Ball Return Net (#35). Hold the Control Wire on Tube 11 (#11) using the Self-Stick Straps (#34) as shown in FIG.11.

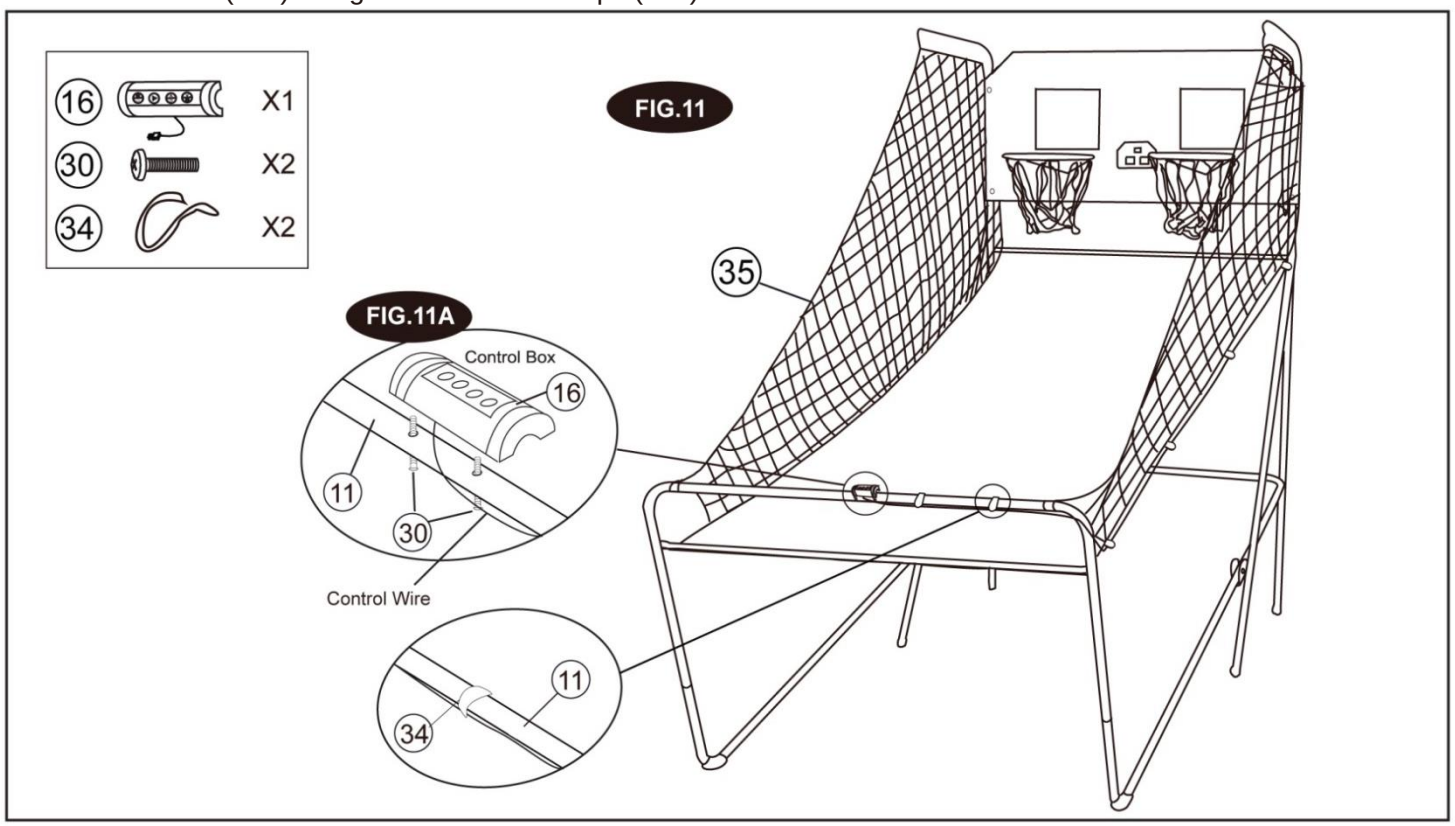
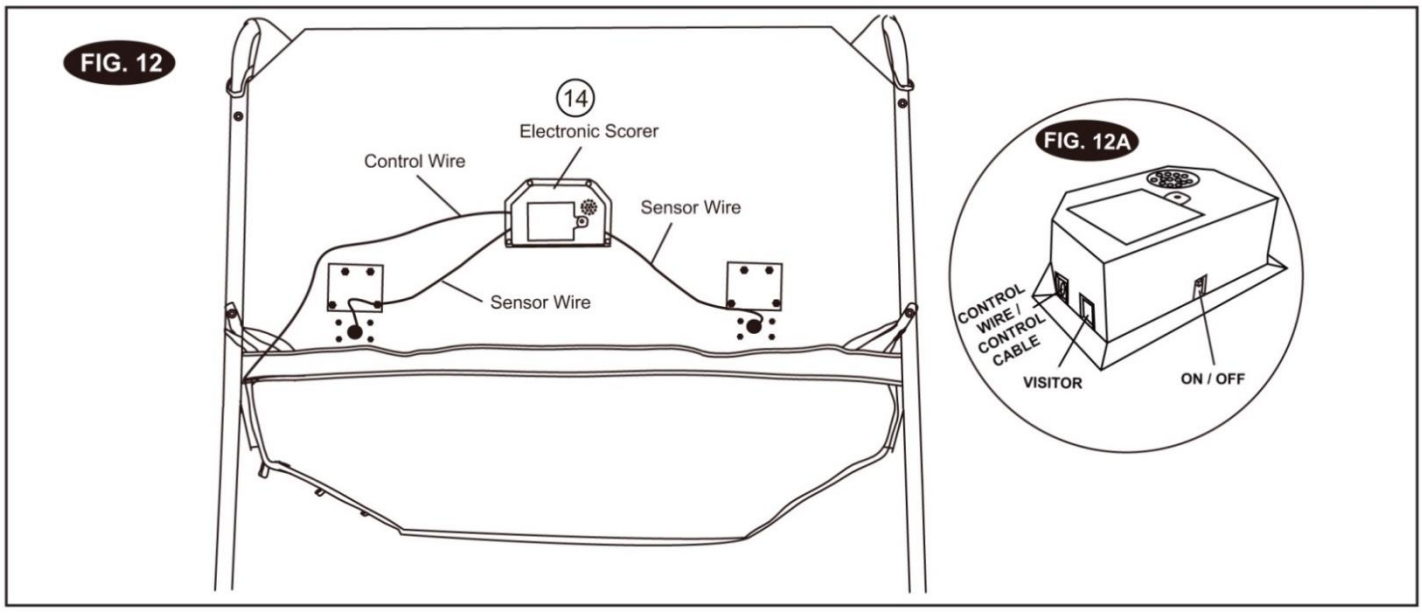


FIG. 12

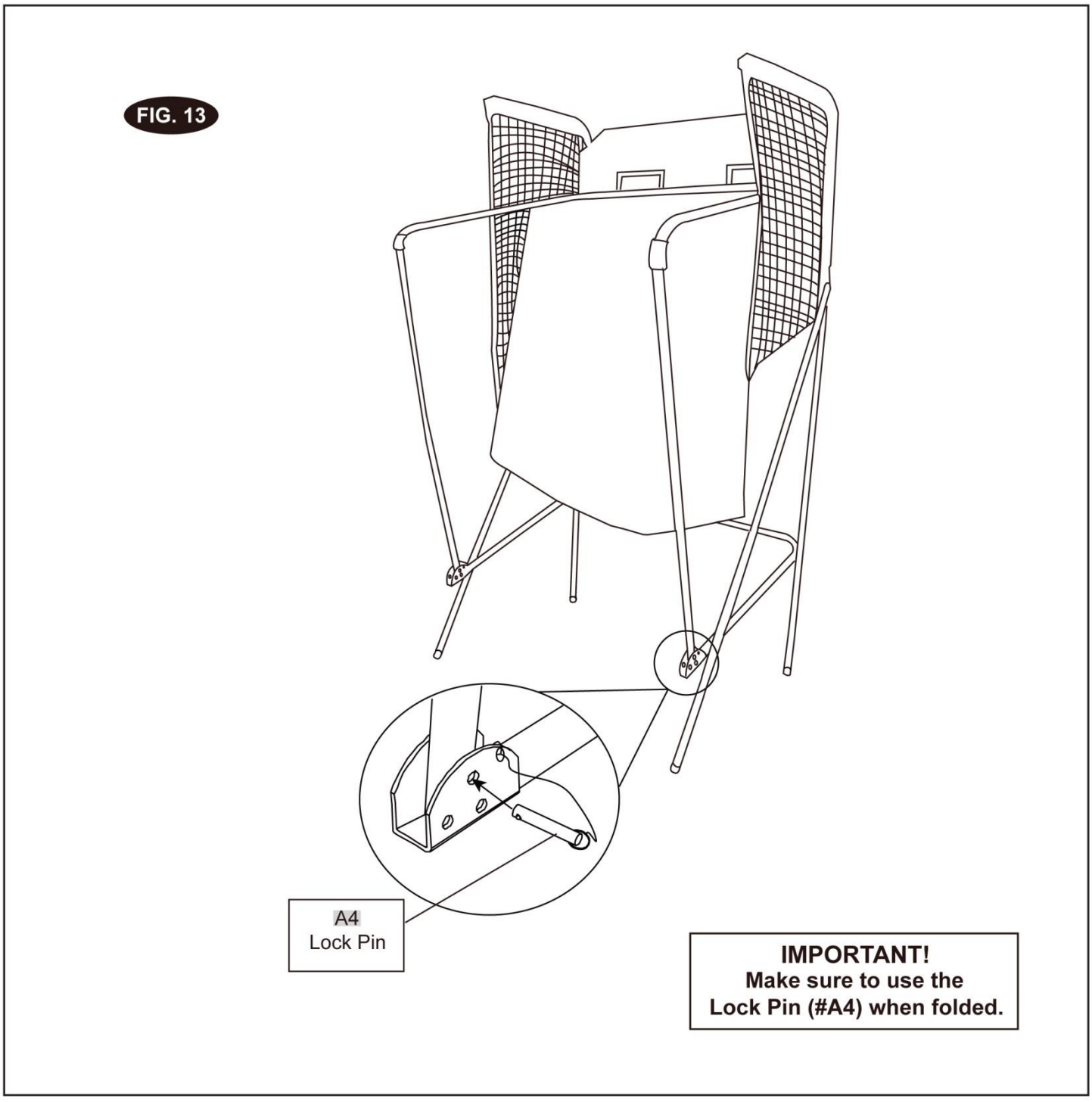
17. Connect the Sensor Wire from Switch Sensor (#15) to the Electronic Scorer (#14) as shown in FIG.12. Connect the Control Wire to the Electronic Scorer (#14) as shown in FIG.12 and 12A.



ASSEMBLY INSTRUCTIONS (CONT.)

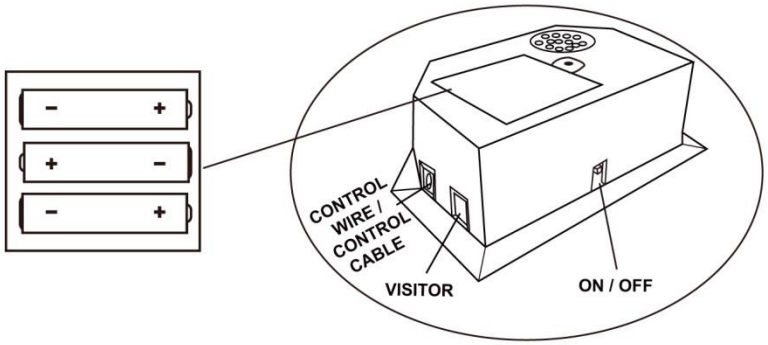
FIG. 13

18. To fold game up when not in use, remove Lock Pins (#A4), fold the front of the basketball game up and re-insert Lock Pins (#A4) as shown in FIG.13. ***Note: The Lock Pins need to be removed before folding closed or open.***



ASSEMBLY INSTRUCTIONS (CONT.)

ELECTRONIC SCORER OPERATION



Installing Batteries:

Using a screwdriver, unscrew the lid of the battery compartment. Insert 3 “AA” batteries (not included) in the order of polarity as shown on the inside cover. Close the cover and tighten the screw. Turn the power ON using the ON/OFF switch.

Reminders:

• Batteries must be installed according to the correct polarity as marked inside the battery compartment (+ and -).

• Please clean the battery contacts, and also those of the device, prior to battery installation.

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

⚠ WARNING:

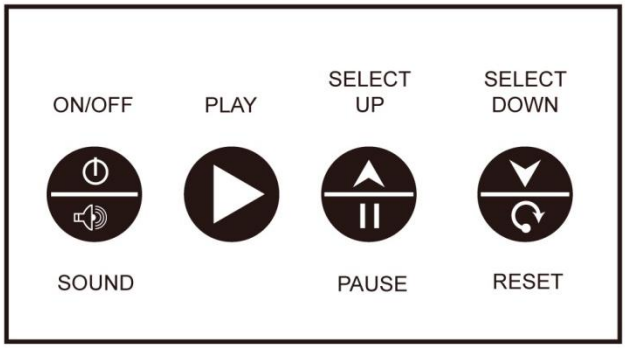
1) Requires 3 “AA” batteries (not included).
2) Do not mix old and new batteries.
3) Do not mix alkaline, standard (carbon zinc), or rechangeable (nickel-cadmium) batteries.

CONTROL BOX OPERATION

Press "ON/OFF" to activate the scorer.
Scoreboard displays "HOME" shows "01" (pre- set game 1).
Press "SELECT UP and DOWN" to select a game.
Press "PLAY" to enter selected game mode.
Press "SOUND" to switch sound ON/OFF while playing.
Press "PAUSE" to pause or start time counting.
Press and hold the button "ON/OFF" 3 seconds to turn off scorer.
Press and hold the button "RESET" 3 seconds to reset the games.

NOTE: If no shot is made or no button is pressed in 15 mins, the scorer unit will turn off automatically.

CONTROL PANEL



CHOOSE FROM 8 DIFFERENT GAME OPTIONS

GAME 1 - Beat the Clock

Press "PLAY" to enter game 1.

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

Press "PLAY" after the number of players is selected. Press "UP/DOWN" to select playing time, 30/45/60 seconds. Press "PLAY" to begin the game.

Scoreboard displays "HOME" shows Player 1, 3; Scoreboard displays "VISITOR" shows Player 2, 4.

All shots are worth 2 points until the last 10 seconds, then each score counts as 3 points. Countdown 5 seconds to next player's turn when one player finishes game. Player with most points scored wins (LED will flash on player with highest score).

Press "PLAY" to restart this game.

GAME 2 - 3 Point Beat the 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 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 as 3. Countdown 5 seconds to next player's turn when one player finishes game. Player with most points scored wins (LED will flash on player with highest score).

Press "PLAY" to restart this game.

GAME 3 - Battle Back

Press "PLAY" to enter game 3.

Press "UP/Down" to select multiple players (P2/P4).

Press "PLAY" to begin the game.

Shot made in "HOME" frame, +2 points scored display on "HOME" board and -2 points for "VISITOR".

Shot made in "VISITOR" frame, +2 points scored display on "VISITOR" board and -2 points for "HOME".

Once a player scores 10 points they win and the game is finished.

Press "PLAY" to restart this game.

GAME 4 - Horse

Press "PLAY" to enter game 4.

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

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

Player has to make a shot in 2 seconds.

First player is allowed to shoot at any hoop (HOME or VISITOR). If the 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 the flash, the next player has to duplicate the shot in the same hoop selected by the first player.

If the player can't score in 2 seconds, player receives the first letter "H" which will display on the scoreboard. Game remains for the same player until the player scores. If player keeps missing, player receives "O" followed by "R", "S", "E". After the letter "E" is given, the player is out.

The first player to spell "horse" is out. Play continues until last player to spell “horse” wins.

Press "PLAY" to restart this game.

GAME 5 - Check Point

Press "PLAY" to enter game 5.

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

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

"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 most 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.

GAME 6 - Around the World

Use tape to mark 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 selected.

"HOME" scoreboard displays Player 1/2/3/4, "VISITOR" displays points scored.

Once the score reaches 10 points or time reaches 99 seconds, 5 second countdown, until 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.

CHOOSE FROM 8 DIFFERENT GAME OPTIONS

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 selected. Press "UP/Down" to select playing time, 30/45/60 seconds. Press "PLAY" to begin the game.

Scoreboard "HOME" displays Player, "VISITOR" displays points

Make a shot in "HOME" frame when LED is 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”.

5 second countdown, until next player’s turn, when one player finishes game.

Player with most points scored wins (LED will flash on player with higher score).

Press "PLAY" to restart this game.

GAME 8 - One on One

CHOOSE FROM 8 DIFFERENT GAME OPTIONS

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 selected. Press

"UP/Down" to select playing

time, 30/45/60 seconds. Press

"PLAY" to begin the game.

Scoreboard
"HOME" displays
Players 1 and 3,
"VISITOR" displays
Players 2 and 4.

All shots are worth 2 points
until the last 10 seconds, then
each score counts as 3
points. Countdown 5 seconds
to next player's turn when
one player finishes the game.
Player with the most points
scored wins (LED will flash
on player with highest score).

Press "PLAY" to restart this game.

YOU'RE NOW READY TO PLAY!

QUERIES? – PLEASE VISIT **WWW.BODYSCULPTURE.CO.UK** AND WE WILL BE PLEASED TO HELP

CHOOSE FROM 8 DIFFERENT GAME OPTIONS