

VEVOR[®]

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Basketball Arcade Game

MODEL:HD081B24001

We continue to be committed to provide you tools with competitive price.

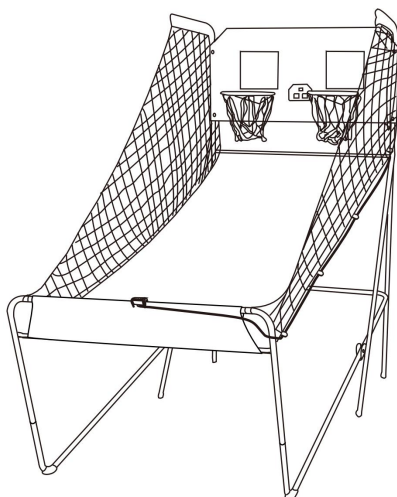
"Save Half", "Half Price" or any other similar expressions used by us only represents an estimate of savings you might benefit from buying certain tools with us compared to the major top brands and does not necessarily mean to cover all categories of tools offered by us. You are kindly reminded to verify carefully when you are placing an order with us if you are actually saving half in comparison with the top major brands.

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NEED HELP? CONTACT US!

Have product questions? Need technical support? Please feel free to contact us:

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This is the original instruction, please read all manual instructions carefully before operating. VEVOR reserves a clear interpretation of our user manual. The appearance of the product shall be subject to the product you received. Please forgive us that we won't inform you again if there are any technology or software updates on our product.

Thank you very much for choosing this Basketball Arcade Game

- Please read all of the instructions before using it. The information will help you achieve the best possible results.

INTRODUCTION

WARNING: TO REDUCE THE RISK OF INJURY TO PERSONS.
SAVE THESE INSTRUCTIONS



WARNING:

Please read all instructions before using this product

It is the Owner's responsibility to ensure that all users of this product are fully aware of all warnings and precautions.

- This product is used only as intended. Do not exceed the rated load.
- Do not drop or insert anything into any hole.
- When not in use, please expose the product outdoors for a long time.

WARNING: TO PREVENT SERIOUS INJURY AND DEATH FROM TIPPING:

• **Warning!** Children must be used under the direct supervision of an adult; Please keep the product away from children while assembling.

• Use as intended only. Do not let children play or jump on the product. Do not stand on the item or use as a step ladder.

• Inspect before every use. Do not use it if parts are loose or damaged.











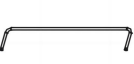


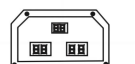

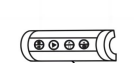

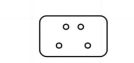


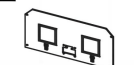


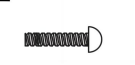



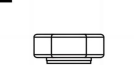







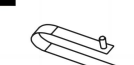


• Tighten the lower screws every three months to prevent loosening of the legs.

- Do not exceed the listed weight capacity.

PRODUCT PARAMETER

Model	Product Size(LxWxH)	Material	Color
HD081B 24001	2020x1360x2050 mm	Iron, MDF plate, PE mesh	Black and white

PART LIST

1  Net Hanger Tube 2 Pieces	2  Vertical Board Support Mounting Tube 2 Pieces	3  Left Vertical Support Tube 1 Piece	4  Right Vertical Support Tube 1 Piece	5  Left Horizontal Frame Brace Tube 1 Piece
6  Right Horizontal Frame Brace Tube 1 Piece	7  Angle Top Frame Support Tube 2 Pieces	8  Angle Bottom Frame Support Tube 2 Pieces	9  Middle Ramp Tube 2 Pieces	10  Front Ramp Tube 2 Pieces
11  Front Horizontal Ramp Support Tube 1 Piece	12  Short Horizontal Cross Brace(1.21m) 1 Piece	13  Long Horizontal Cross Brace(1.25m) 1 Piece	14  Electronic Scorer 1 Piece	15  Paddle with Sensor 2 Pieces
16  Control Box with Wire 1 Piece	17  Rim 2 Pieces	18  Rim Support Plate 2 Pieces	19  Inflation Pump with Needle 1 Piece	20 Pre-installed  Metal Net 2 Pieces
21  Backboard 1 Piece	22  M6 Washer 64 Pieces	23  M6 x 20mm Bolt 16 Pieces	24  M6 x 45mm Bolt 4 Pieces	25  M6 x 50mm Bolt 4 Pieces
26  M6 x 58mm Bolt 4 Pieces	27  M6 x 75mm Bolt 4 Pieces	28  M6 Nut 32 Pieces	29  3.5 x 10mm Bolt 4 Pieces	30  Electronic Scorer Face Plate 1 Piece
31  Lock Pin 2 Pieces	32  Wrench 1 Piece	33  Allen Key 1 Piece	34  Basketball 4 Pieces	35  Ball Return with Side Netting 1 Piece
36 Pre-installed  Spring Lock 9 Pieces	37 Pre-installed  Plastic Pole Insert 6 Pieces	38 Pre-installed  Pole Holder 2 Pieces		

ASSEMBLY

1. 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.
2. Remove all the parts from the box and verify that you have all of the listed parts as shown on the Parts list page.
Carefully cut or tear the four corners of the box so that the bottom of the box can be used as your work surface.

FIG.1 & 2

3. Attach the Vertical Board Support Mounting Tubes (#2) to the Left and Right Vertical Support Tubes (#3 & #4) using spring lock as shown in FIG.1.
4. Attach the Angle Top Frame Support Tubes (#7) to the Angle Bottom Frame Support Tubes (#8) using spring lock as shown in FIG.2

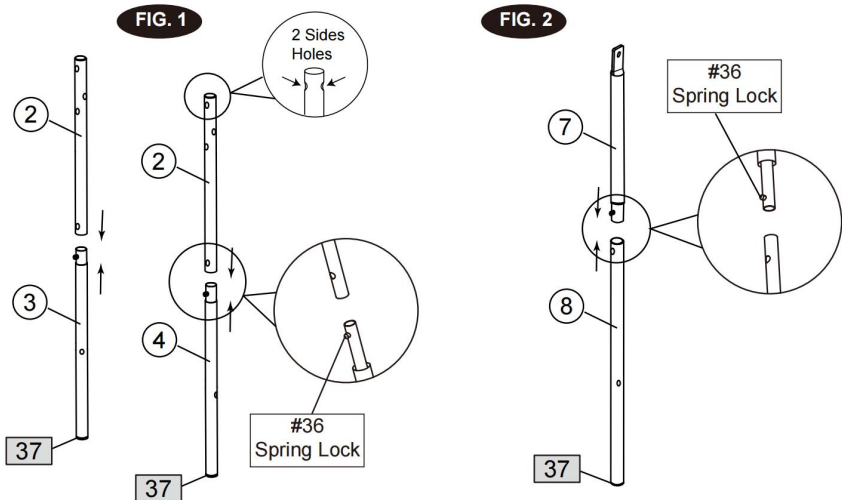


FIG.3

5. Attach the Left and Right Horizontal Frame Brace Tubes (#5 and #6) together using spring lock as shown in FIG.3.

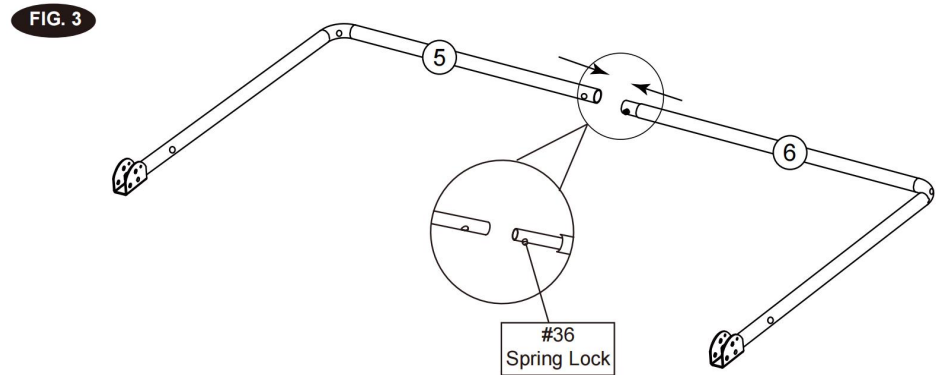


FIG.4

6. Attach the Horizontal Frame Brace Tubes (#5 & #6) to Left and Right Support Tubes (#3 & #4) using Bolts (#27), Washers (#22) and Nuts (#28), and then attach the Horizontal Frame Brace Tubes (#5 & #6) to the Angle Bottom Support Tubes (#8) using Bolts (#27), Washers (#22) and Nuts (#28) as shown in FIG.4, 4A and 4B.

7. Attach the Angle Support Tubes (#7 & #8) to the Vertical Support Mounting Tube (#2) using Bolt (#24), Washers (#22) and Nut (#28) as shown in FIG.4C, repeat this step for other side. Note: Make sure the spring lock is face down.

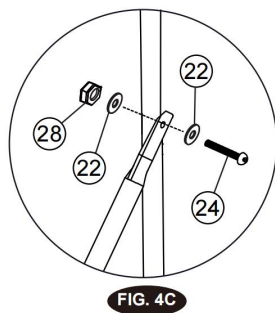
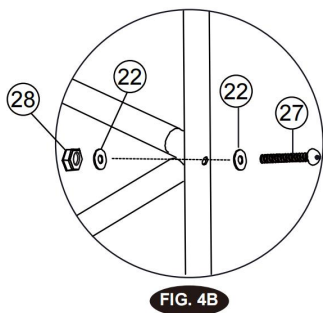
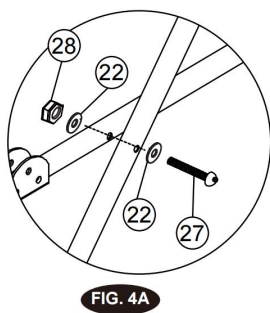
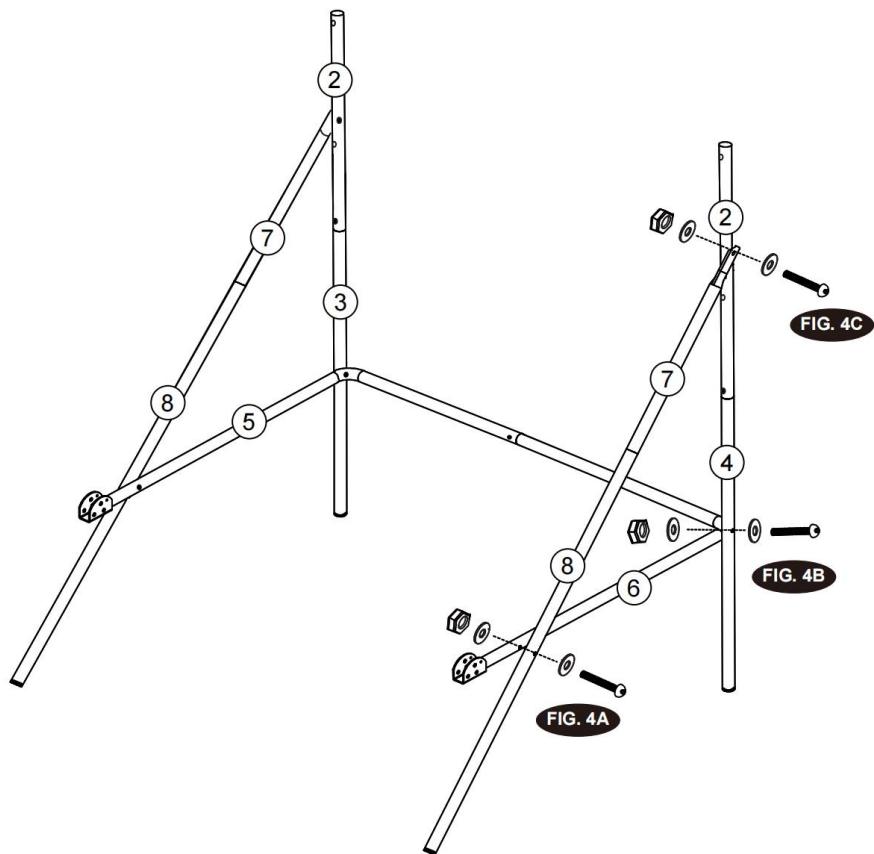


FIG.5

8. Attach the Short Horizontal Cross Brace (#12) to the Vertical Board Support Mounting Tubes (#2) using Bolts (#25), Washers (#22) and Nuts (#28) as shown in FIG.5A. And then insert the Net Hanger Tubes (#1) to the Vertical Board Support Mounting Tubes (#2) as shown in FIG.5.
9. Attach the Middle Ramp Tubes (#9) to Horizontal Frame Brace Tubes (#5 & #6) using Bolts (#25), Washers (#22) and Nuts (#28) as shown in FIG.5 and 5B.

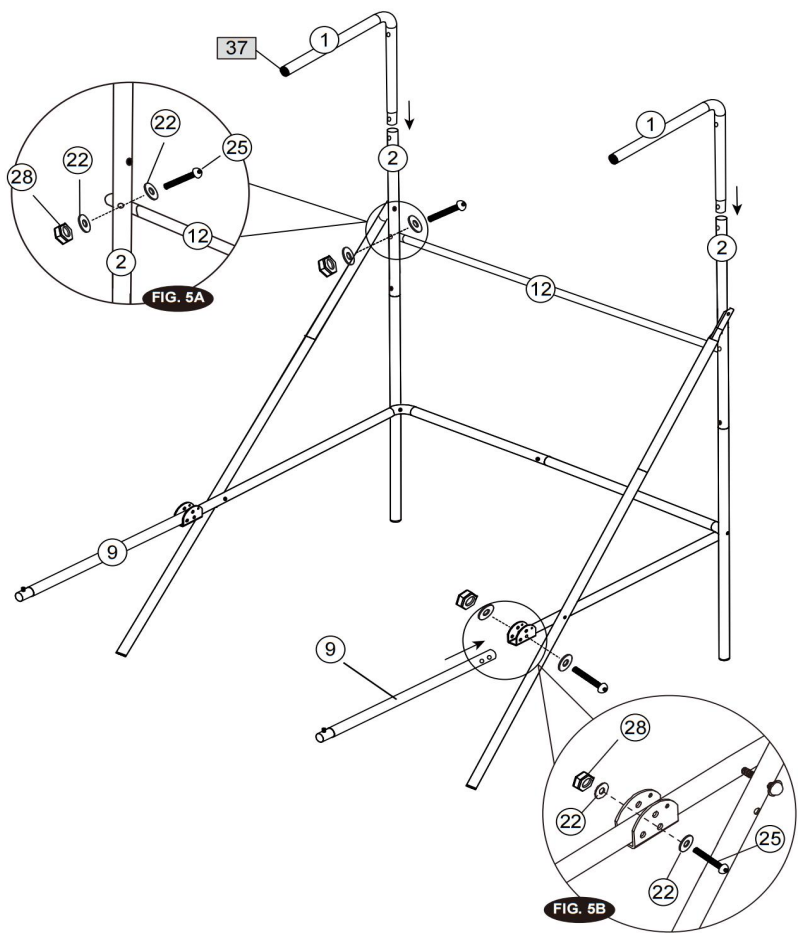


FIG.6

10. Attach the Front Ramp Tubes (#10) to the Middle Ramp Tubes (#9) using spring lock as shown in FIG.6.

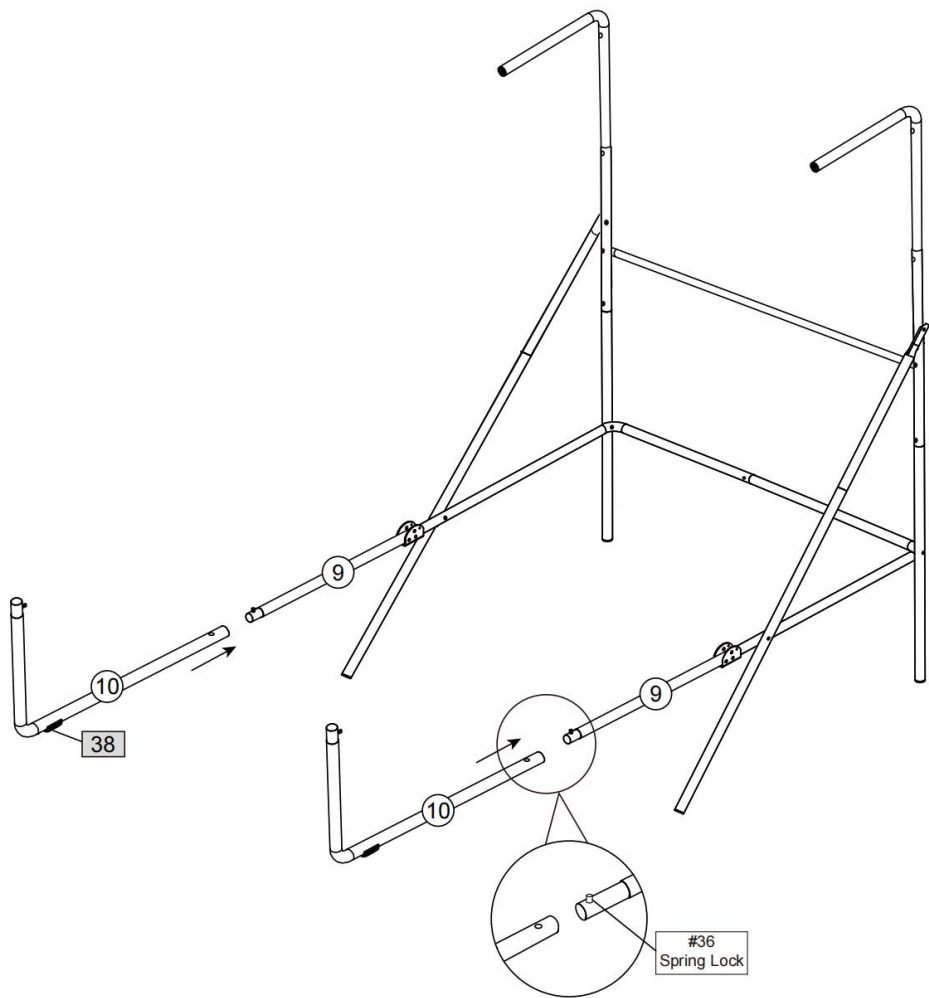


FIG.7

11. Attach the Rim Assemblies (#17) and Rim Support Plates (#18) to the Backboard (#21) using the Bolts (#23), washers (#22) and Nuts (#28). And then attach the Switch and Paddle Assembly (#15) to the Backboard (#21) using the Bolts (#23), washers (#22) and Nuts (#28). Make sure that you use washer on both sides of the backboard as shown in FIG. 7.

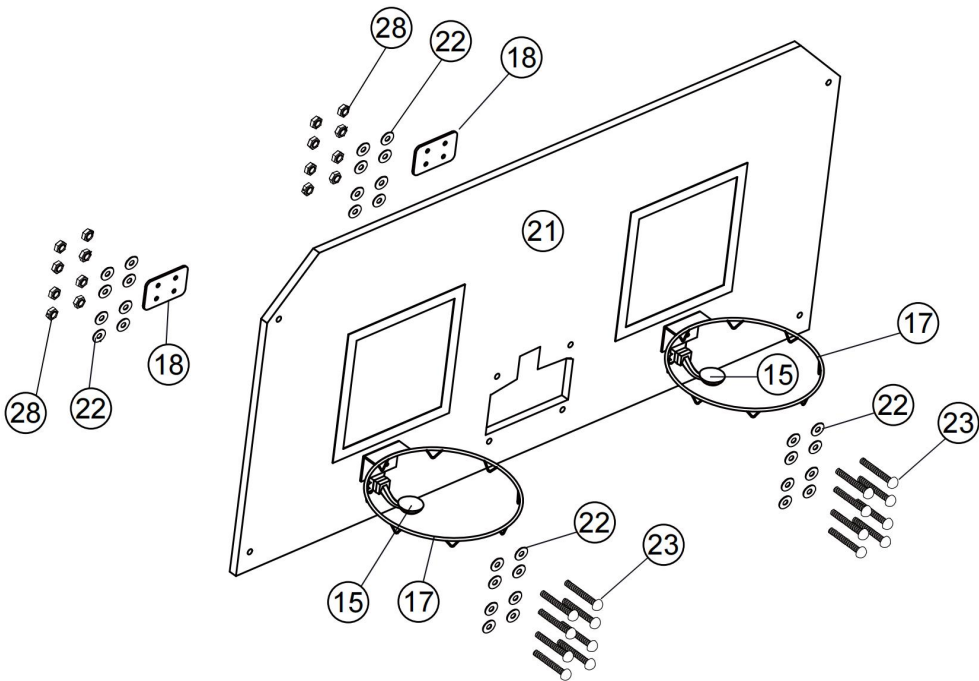


FIG.8

12. Attach the Electronic Scorer Face Plate (#30) to the front of Backboard and connect with the Electronic Scorer (#14) using Bolts (#29) as shown in FIG. 8.

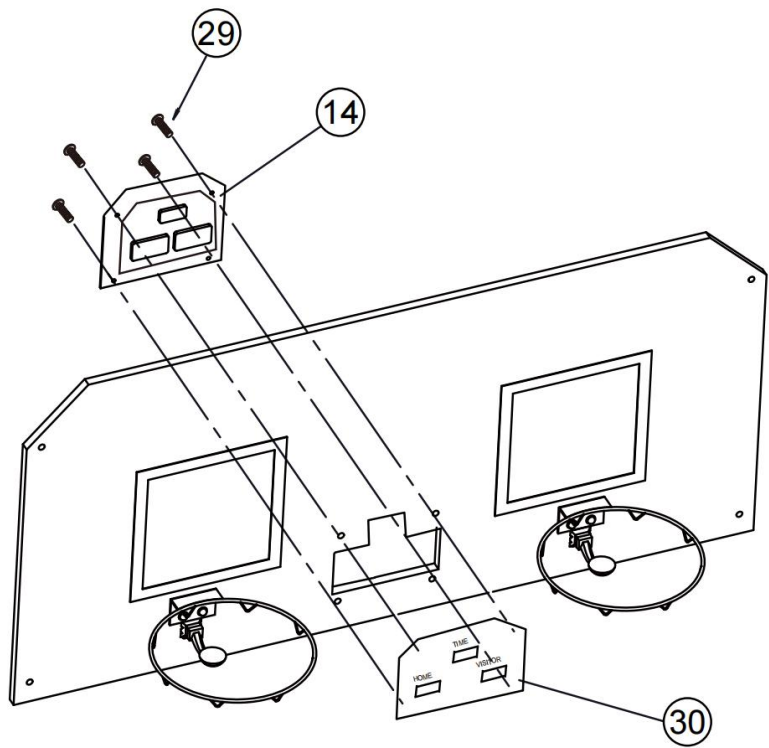


FIG.9

13. Slide elastic straps and sleeve of Ball Return with Side Netting (#35) onto Top Net Hanger Tubes (#1) as shown in FIG. 9A & 9B.

14. Slide the Front Horizontal Ramp Support Tube (#11) into the sleeve of Ball Return with Side Netting(#35) as shown in FIG. 9C.

15. Connect the Front Horizontal Ramp Support Tube (#11) to the Front Ramp Tubes (#10) using spring lock as shown in FIG. 9D.
16. Slide the Long Horizontal Cross Brace (#13) in front of the Ball Return with Side Netting (#35) and attach it to the Front Horizontal Ramp Support Tube (#11) using Bolts (#24), Washers (#22) and Nuts (#28) as shown in FIG. 9E.

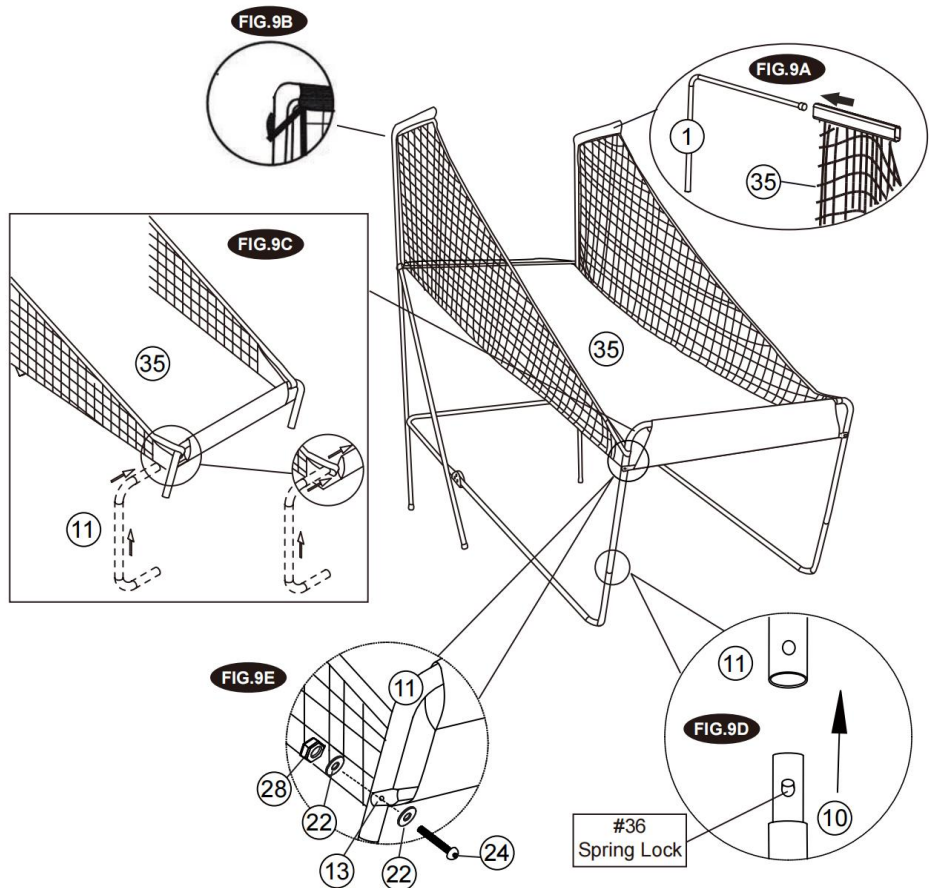


FIG.10

17. With the help of another adult, attach the Backboard (#21) to the Top Net Hanger Tubes (#1) using Bolts (#26), Washers (#22) and Nuts (#28) as shown in FIG.10A. At each bottom hole of the backboard, attach the ramp tabs of Ball Return with Netting (#35) using Bolts (#26), Washers (#22) and Nuts (#28) as shown in FIG.10B.
18. Connect the Lock Pin (#31) to the Left & Right Frame Brace Tubes (#5 & #6) and insert it to the Left & Right Frame Brace Tubes (#5 & #6) as shown in FIG.10C.

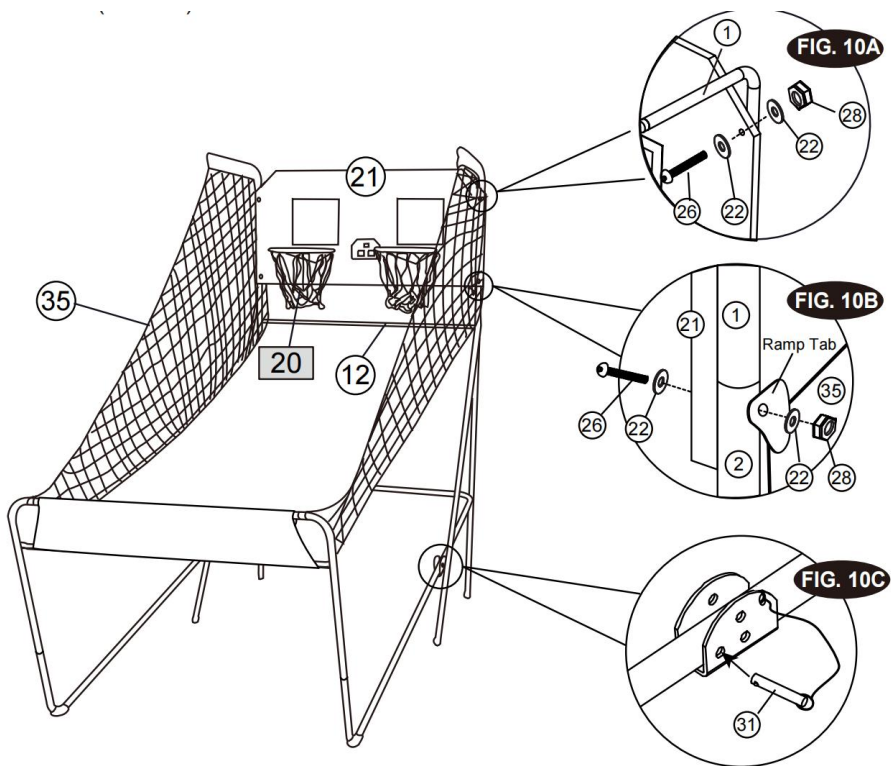


FIG.11

19. Attach the Control Box (#16) to middle of the Front Horizontal Ramp Support Tube (#11) as shown in FIG.11A.
20. Run the rest of the Control Wire through the loops on the Ball Return with Side Netting (#35) as shown in FIG.11.

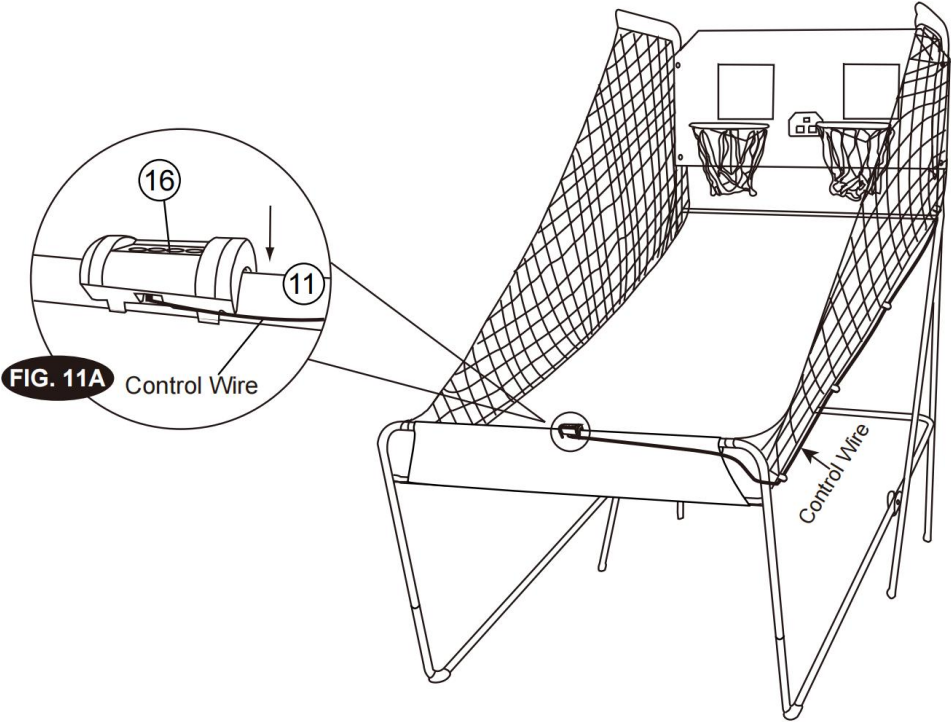


FIG.12

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

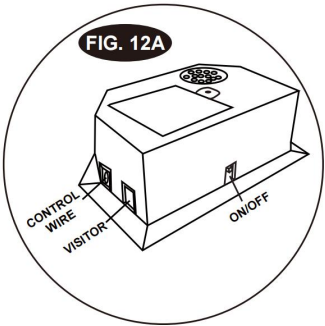
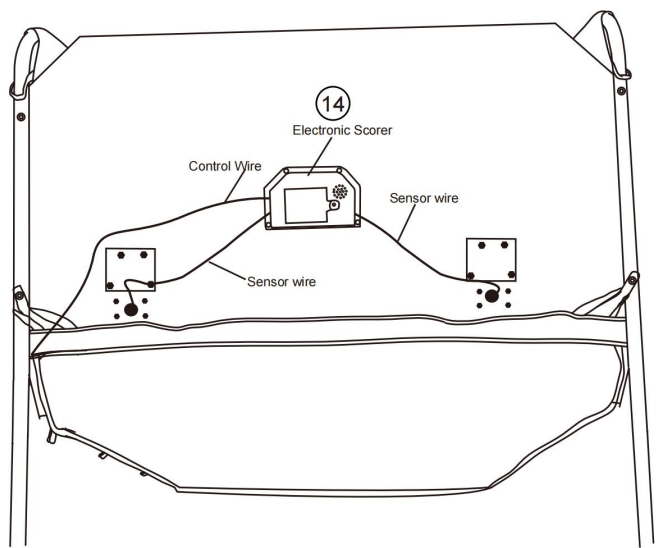
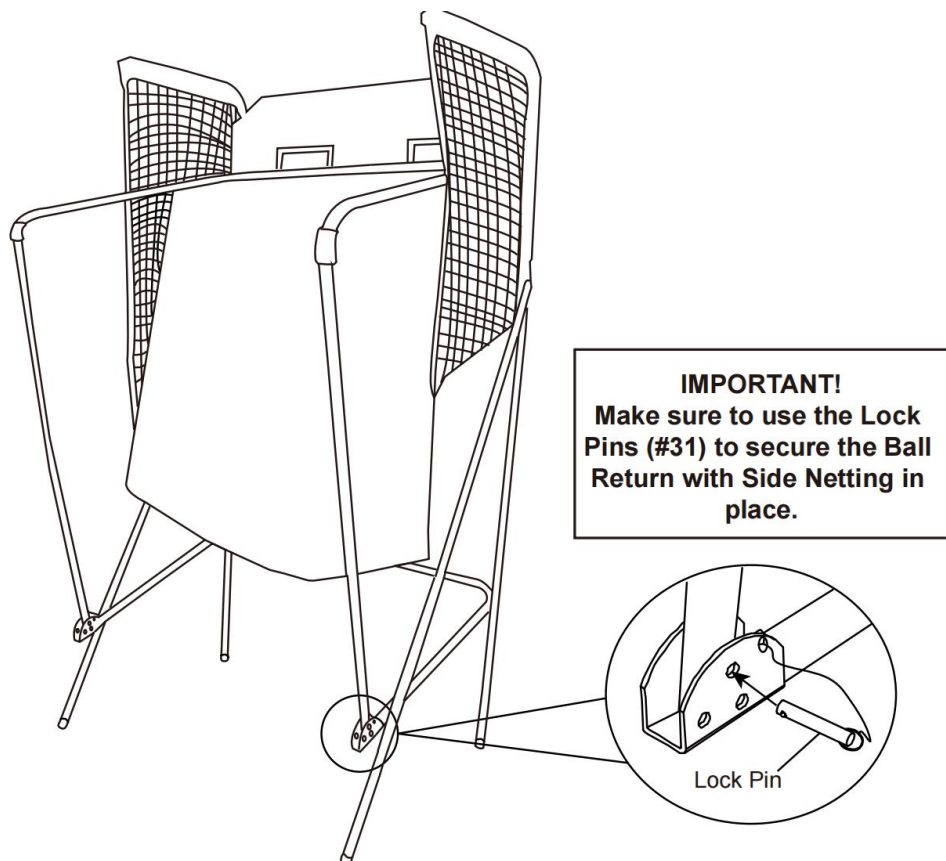


FIG.13

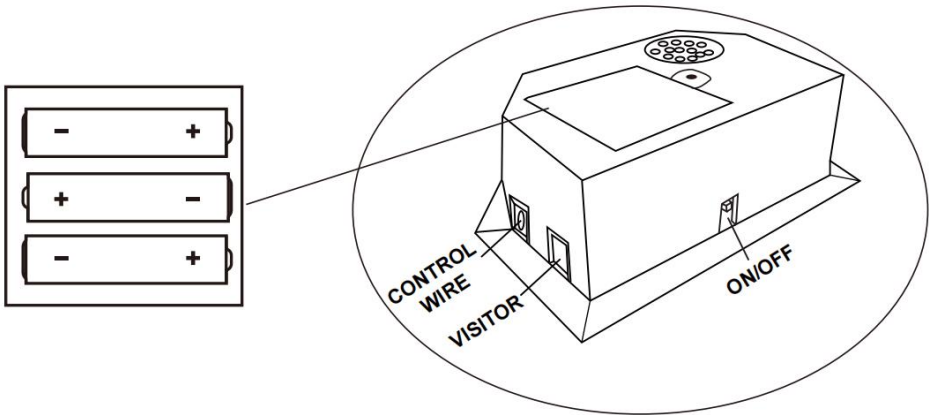
22. Folding position when not in use the basketball game and insert the Lock Pin (#31) as shown in FIG.13. Note:

The lock pin (#31) needs to be removed from its original position when the game is being used before insertion to the new position when folded.



ELECTRONIC SCORER OPERATION

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



Requires 3 "AA"size batteries (not included)Do not mix old and new batteries.Do not mix alkaline,standard (carbon-zinc),or rechargeable (nickel-cadmium)batteries.

Incomplete numbers are displayed on Scorer screen

- Low Battery Warning: When the battery level is very low, a "BATTERY LOW" voice will ring out 3 times by scorer.
- Please check the battery charge is sufficient.
- Please replace the battery

CONTROL BOX OPERATION

Press "ON/OFF" to activate the scorer.

Scoreboard "HOME" shows "01" (pre- set game 1).

Press "SELECT UP and DOWN" to select a game.

Press "SELECT UP and DOWN" to enter selected game mode.

Press "SOUND" to switch sound ON/OFF while playing.

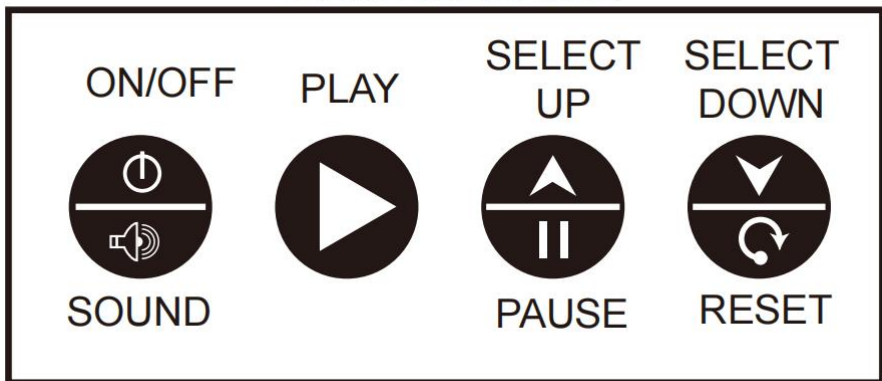
Press "PAUSE" to pause or start time counting.

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, scorer will be turned off automatically.

CONTROL PANEL



CHOOSE FROM 8 DIFFERENT GAME OPTIONS

1. Beat the time Clock

Press "PLAY" to enter game 1.

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

Press "PLAY" after the number of 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.

2. 3 Point Beat the Time Clock

Press "PLAY" to enter game 2.

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

Press "PLAY" after the number of 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.

3. Battle Back

Press "PLAY" to enter game 3.

Press "UP/Down" to select playing time, 30/45/60 seconds.

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 who wins and game is finished.

Press "PLAY" to restart this game.

4. Horse

a. Press "PLAY" to enter game.

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

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

d. Player has to make a shot in 2 seconds.

e. 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.

- f. If player can't score in 2 seconds, player receives the first letter "H" which will display on scoreboard. Game remains for the same player until the player scores. If player keeps missing, player receives "O" followed by "R", "S", "E". The letter "E" is given, the player is out.
- g. The first player to spell "horse" loses. Players stay in repeat step d.e.f. till game is finished
- h. The last player to spell "horse" wins
- i. Press "PLAY" to restart this game

5. Check Point

Press "PLAY" to enter game 5.

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

Press "PLAY" to begin the game.

"HOME" displays "player", "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

6. Around the World

Use tape to mark the shooting lines.

Press "PLAY" to enter game 6.

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

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

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

Once score comes to 14 points or time comes to 99 seconds countdown 5 seconds to next player's turn when one player finishes game.

Player who finishes the game first wins (LED will flash on winner).

Press "PLAY" to restart this game.

7. Left and Right shoot

Press "PLAY" to enter game 7.

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

Press "PLAY" after the number of player 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".

Countdown 5 seconds to next player's turn when one player finishes game.

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

Press "PLAY" to restart this game.

8. One to One

Press "PLAY" to enter game 8.

Press "UP/Down" to select 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.

FCC Information of the scorer

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

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

- 1) This product may cause harmful interference.
- 2) This product must accept any interference received, including interference that may cause undesired operation.

WARNING: Changes or modifications to this product not expressly approved by the party responsible for compliance could void the user's authority to operate the product.

Note: This product 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 product 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 product does cause harmful interference to radio or television reception, which can be determined by turning the product 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 distance between the product and receiver.
- Connect the product to an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for assistance.

CORRECT DISPOSAL of the scorer



This product is subject to the provision of European Directive 2012/19/EU. The symbol showing a wheeled bin crossed through indicates that the product requires separate refuse collection in the European Union. This applies to the product and all accessories marked with this symbol.

Products marked as such may not be discarded with normal domestic waste, but must be taken to a collection point for recycling electrical and electronic devices.

Manufacturer: Shanghai muxinmuyeyouxiangongsi

Address: Shuangchenglu 803nong11hao1602A-1609shi, baoshanqu, shanghai 200000 CN.

Imported to AUS: SIHAO PTY LTD. 1 ROKEVA STREET EASTWOOD NSW 2122 Australia

Imported to USA: Sanven Technology Ltd. Suite 250, 9166 Anaheim Place, Rancho Cucamonga, CA 91730



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