

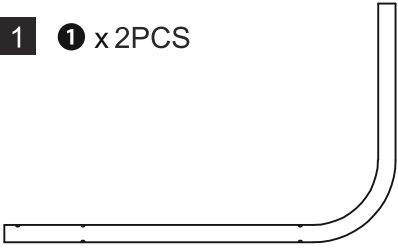
Warning: The product is not waterproof or sun-resistant, so it is only suitable for indoor use and not for outdoor use.

IMPORTANT, RETAIN FOR FUTURE REFERENCE: READ CAREFULLY

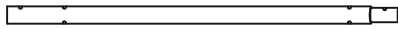
ASSEMBLY INSTRUCTIONS

Partlist

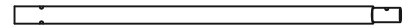
1 ① x2PCS



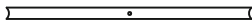
2 ② x2PCS



3 ③ x2PCS



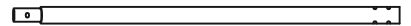
4 ④ x2PCS



5 ⑤ x2PCS



6 ⑥ x2PCS



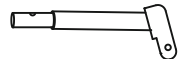
7 ⑦ x2PCS



8 ⑧ x1PC



9 ⑨ x2PCS



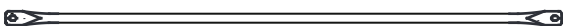
10 ⑩ x1PC



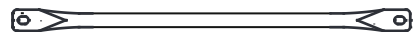
11 ⑪ x1PCS



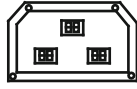
12 ⑫ x3PCS



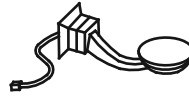
13 ⑬ x2PCS



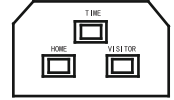
14 Electronic Scorer
1PC



15 Switch Sensor
2PCS



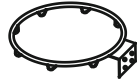
16 Electronic Scorer
Face Plate
1PC



17 Backboard
1PC



18 Rim
2PCS



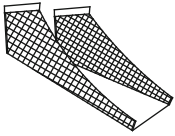
19 Rim Support Plate
2PCS



20 Inflation Pump
with Needle
1PC



21 Ball Return Net
1PC



22 M6 Washer
38PCS +1(spare)



23 M8 Washer
2PCS



24 M6 x 20mm bolt
16PCS +1(spare)



25 M6 x 40mm bolt
4PCS



26 M6 x 45mm bolt
10PCS +1(spare)



27 M6 x 65mm bolt
4PCS



28 M6 Nut
34PCS +1(spare)



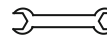
29 M8 Nut
2PCS



30 M8 x 45mm bolt
2PCS



31 Wrench
1PC



32 Allen Key
1PC



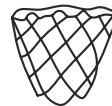
33 3.5 x 10mm bolt
4PCS



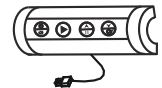
34 M6 x 50mm bolt
4PCS



35 Net
2PCS



36 Control Box with
wire
1PC



37 Lock Pin
2PCS



38 Basketball 7" Dia.
4PCS



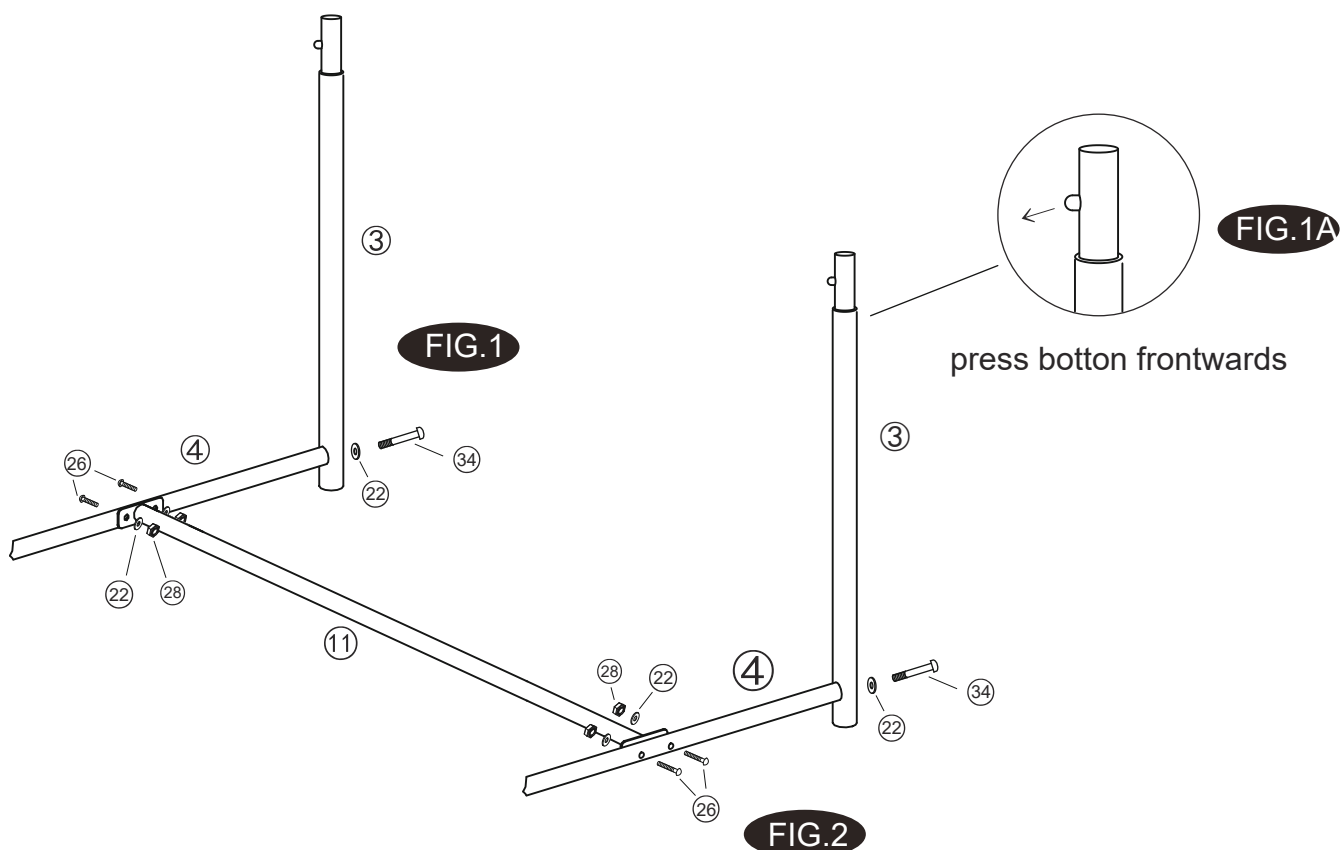
ASSEMBLY INSTRUCTIONS

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 above. Carefully cut or tear the four corners of the box so that the bottom of the box can be used as your work surface.

STEP 1

Attach the tubes #3 to the tubes# 4 with bolts(#34) and washers(#22).
Please pay attention to the direction of the press bottom on the tube as shown in FIG 1A.

Attach the tube #11 to the tubes #4 by using bolts(#26) washers(#22) and nuts(#28).

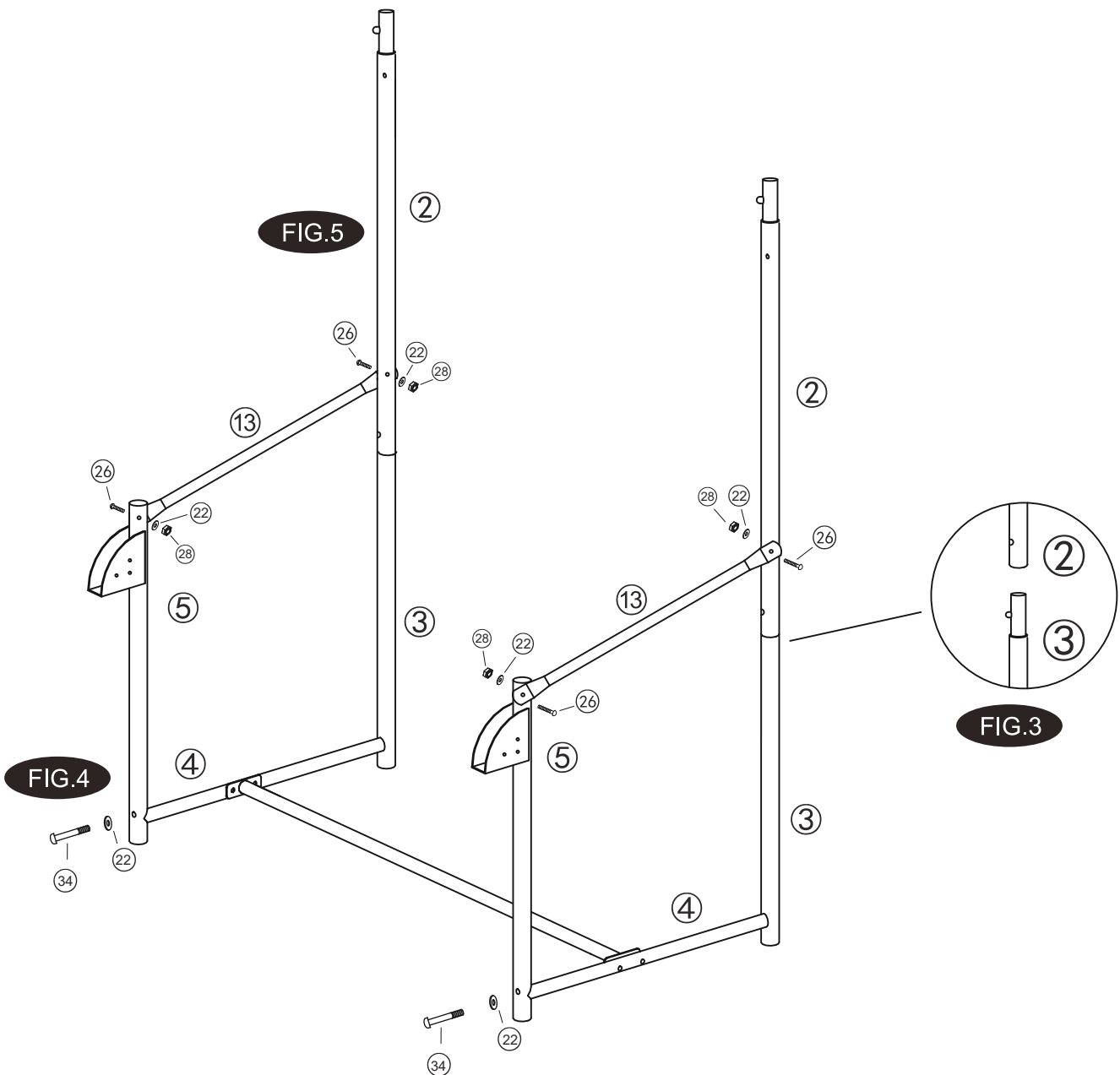


STEP 2

Attach the tube #2 to tube #3 with spring lock as shown in FIG 3.

Attach the tube #5 to tube #4 with bolts(#34) and washers(#22).

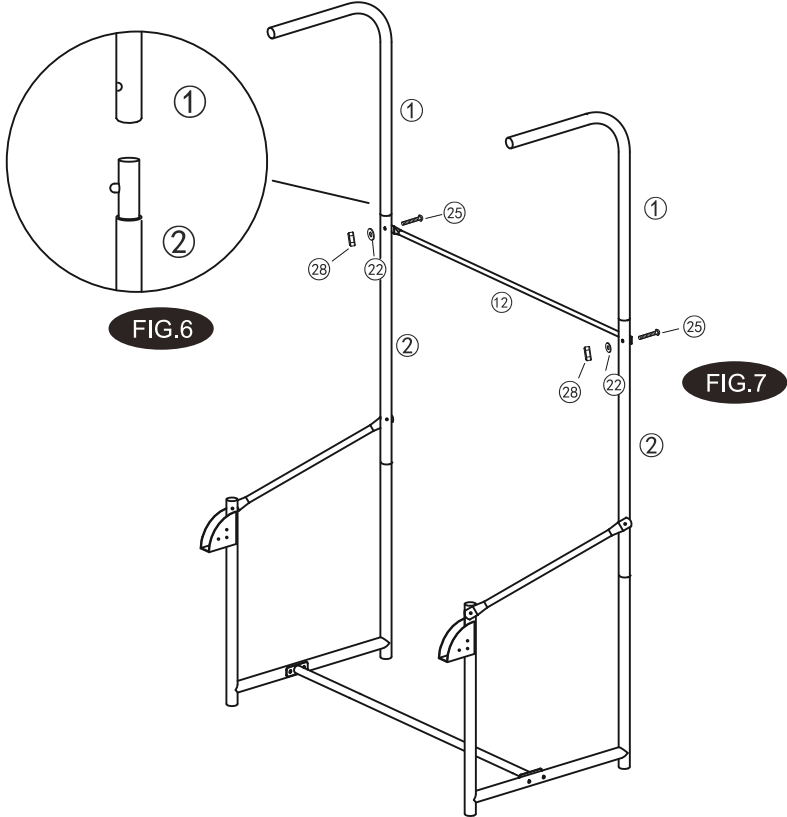
Attach the tube #13 to tube #5 and tube #2 with bolts(#26) washers(#22) and nuts(#28).



STEP 3

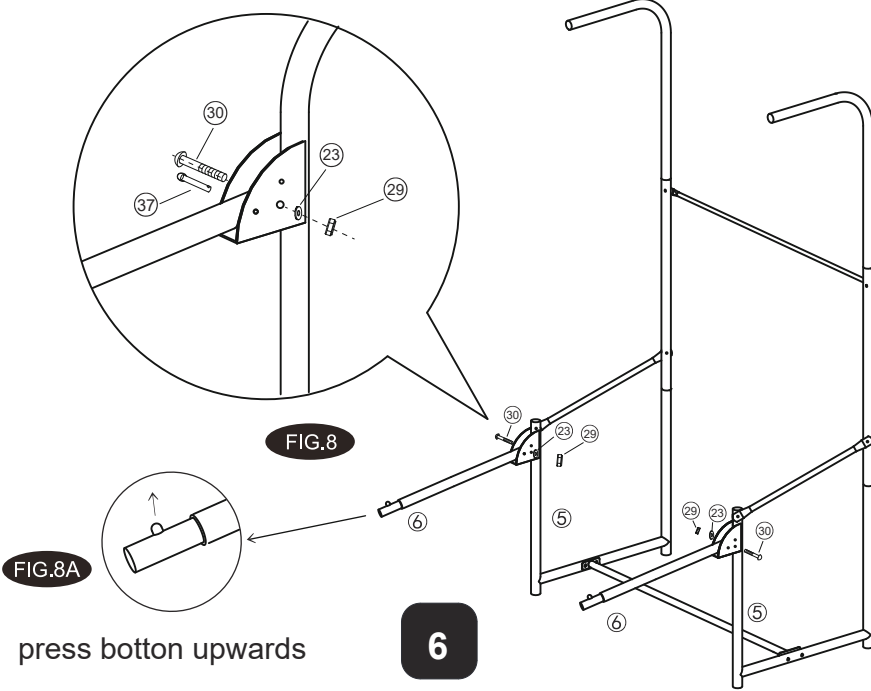
Attach the tube #1 to tube #2 with spring lock

Attach the tube #12 to the tube #2 by using bolts(#25) washers(#22) and nuts(#28).



STEP 4

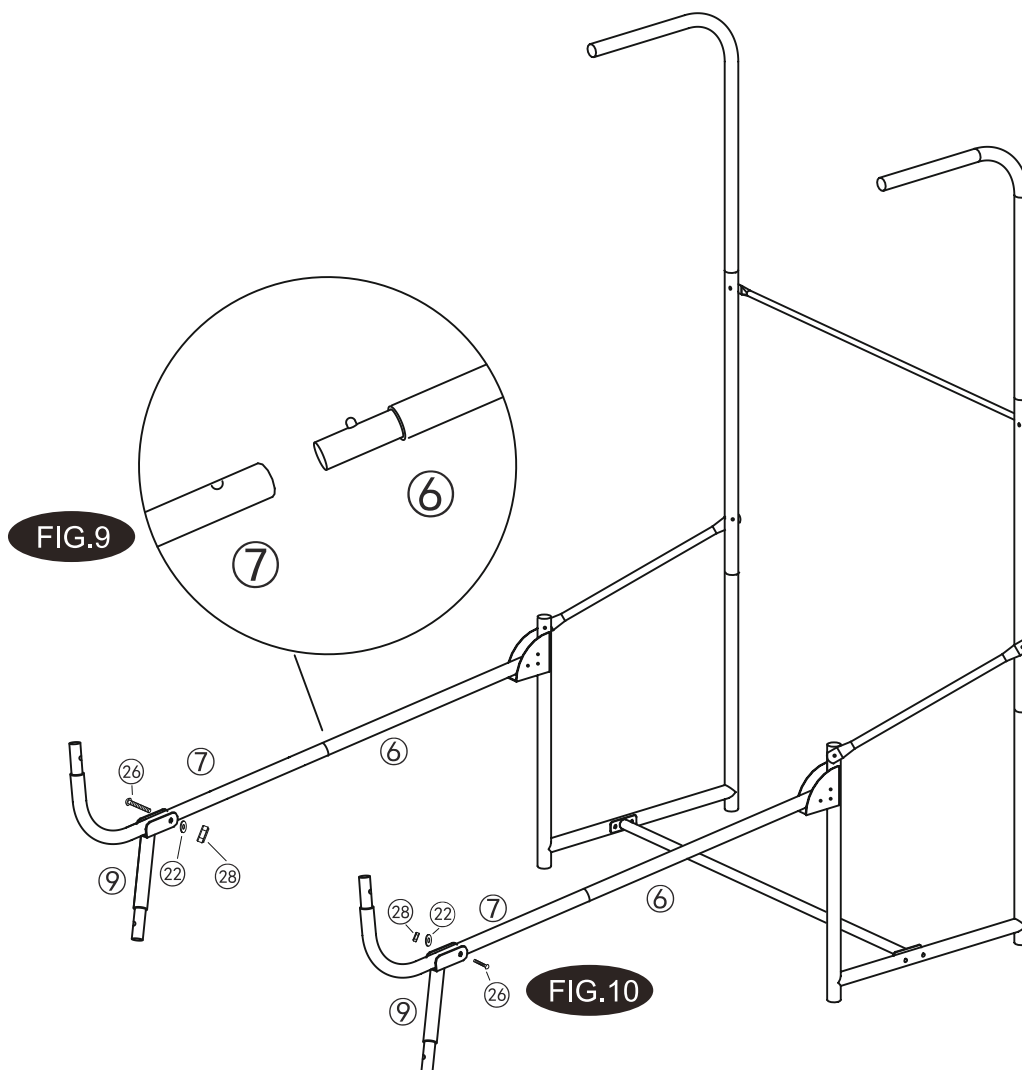
Attach the tube #6 to tube #5 by using bolts(#30), washers(#23) and nuts(#29). Please pay attention to the direction of the press bottom on the tube as shown in FIG 8A.



STEP 5

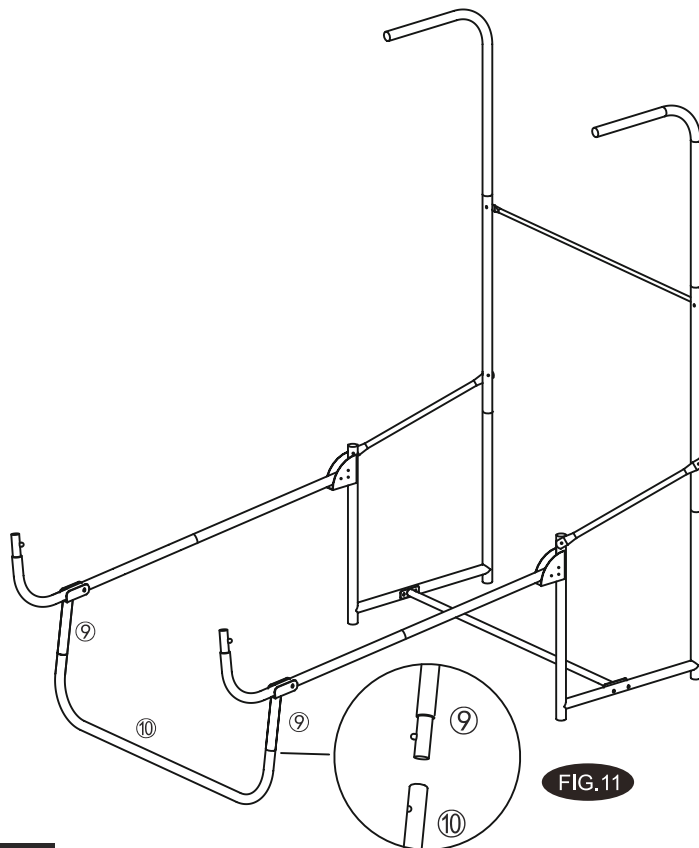
Attach the tube #6 to tube #7 with spring lock as shown in fig 9.

Attach the tube #9 to the tube #7 by using bolts(#26), Washers(#22) and nuts(#28).



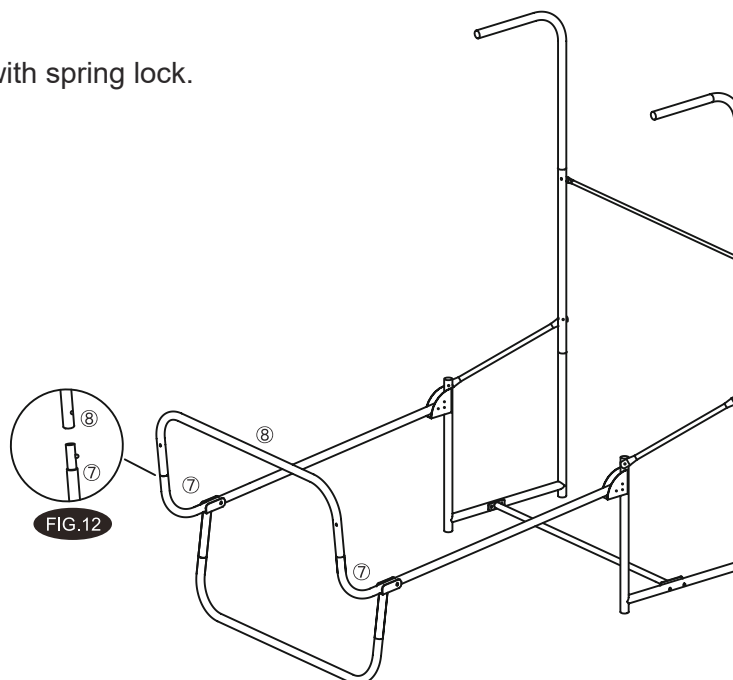
STEP 6

Attach the tube #9 to the tube #10 with spring lock.



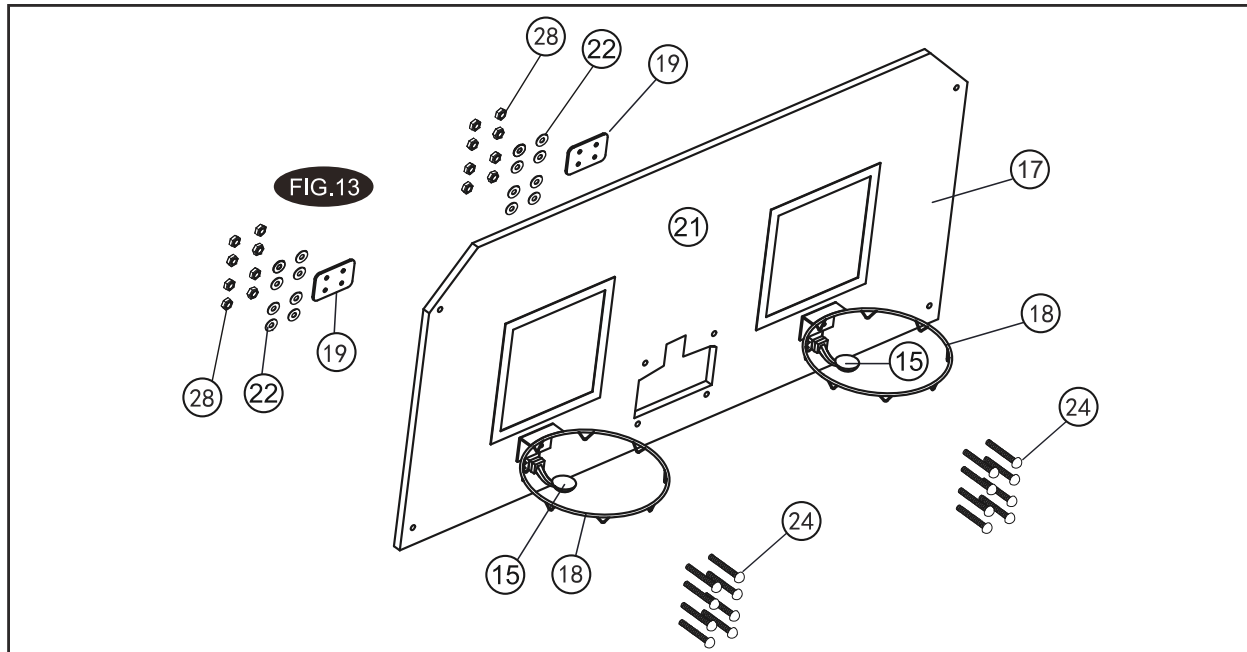
STEP 7

Attach the tube #7 to the tube #8 with spring lock.



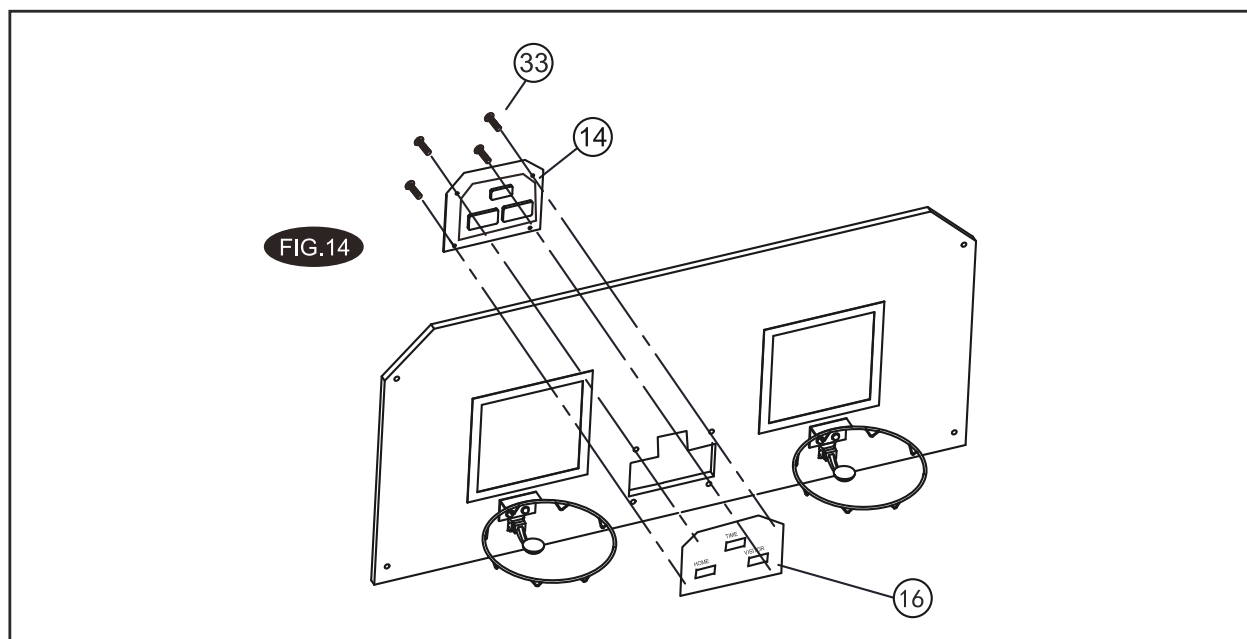
STEP 8

Attach the rim(#18) and the rim support plates (#19)by using the bolts (#24), washers (#22) and nuts(#28); And then attach the swith sensors(#15) to the backboard by using bolts (#24), washers(#22) and nuts(#28).



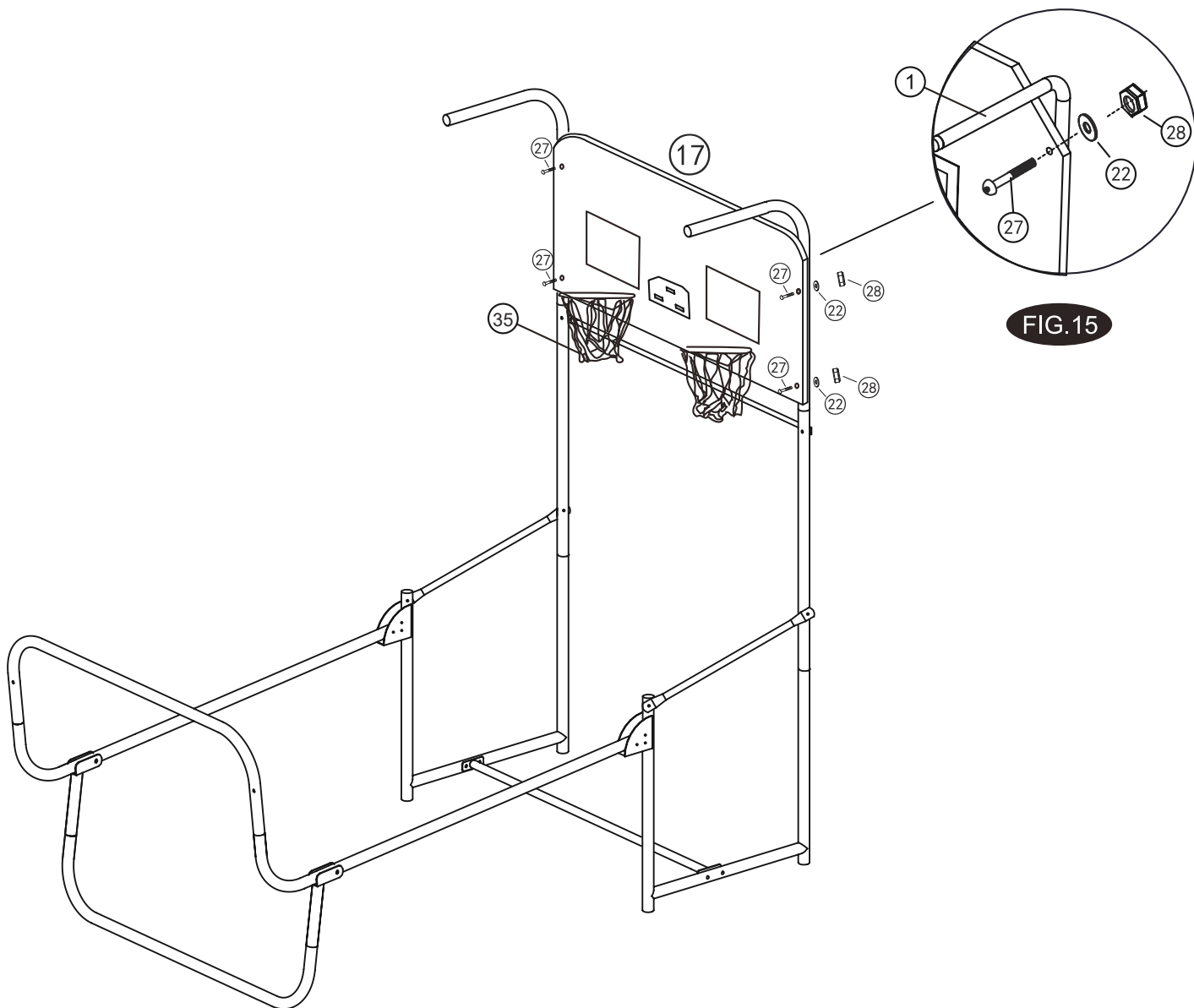
STEP 9

Attach the electronic scorer face plate #16 to the front of the backboard and connect with electronic scorer (#14) by using #33 as shown in the fig 14.



STEP 10

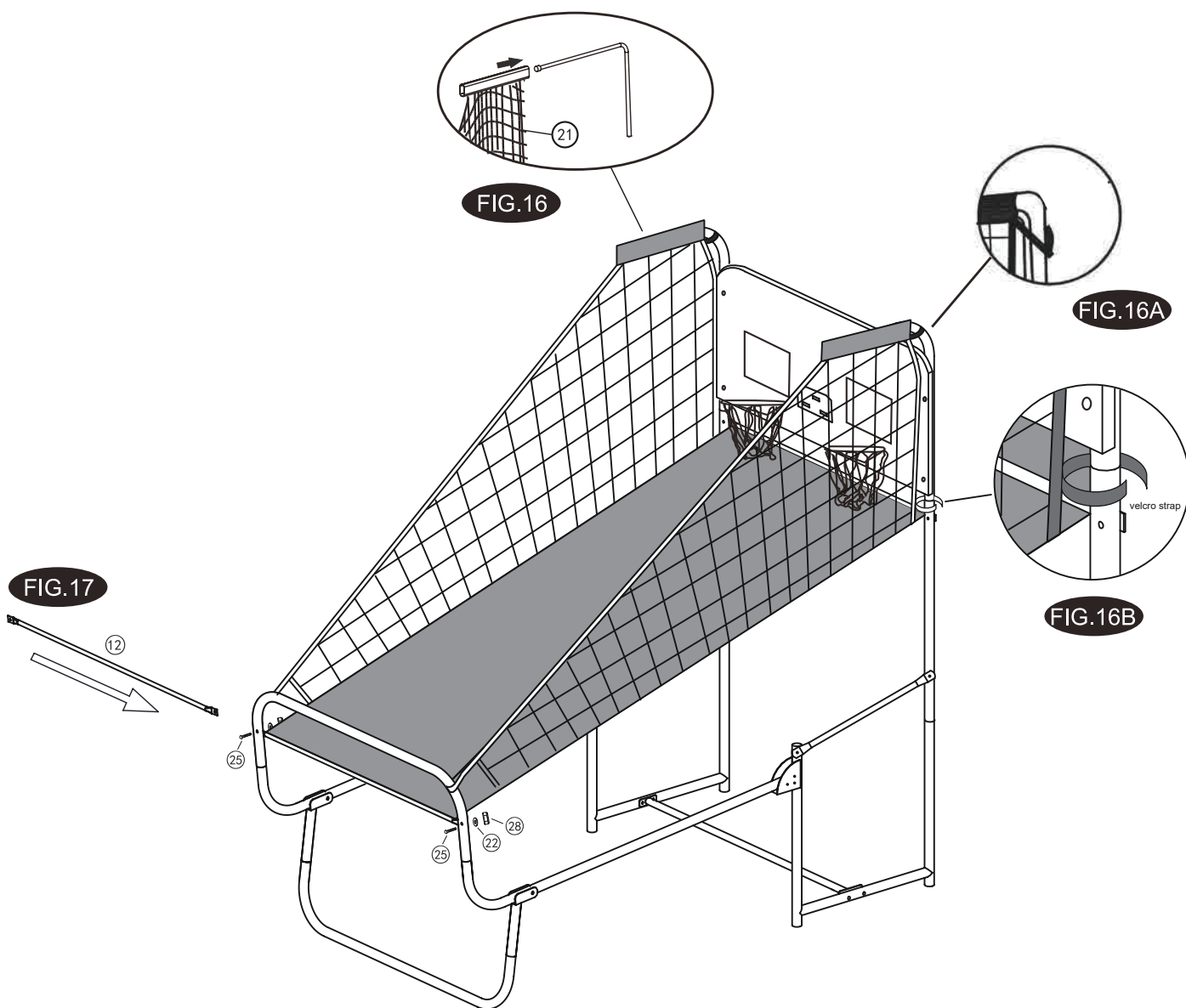
With the help of another adult, attach the backboard (#17) to the top tube #1 by using bolts# 27, washers #22 and nuts# 28.



STEP 11

Slide steps and sleeve of ball return net #21 onto tubes #1 as shown in FIG 16, FIG 16A, FIG 16B.

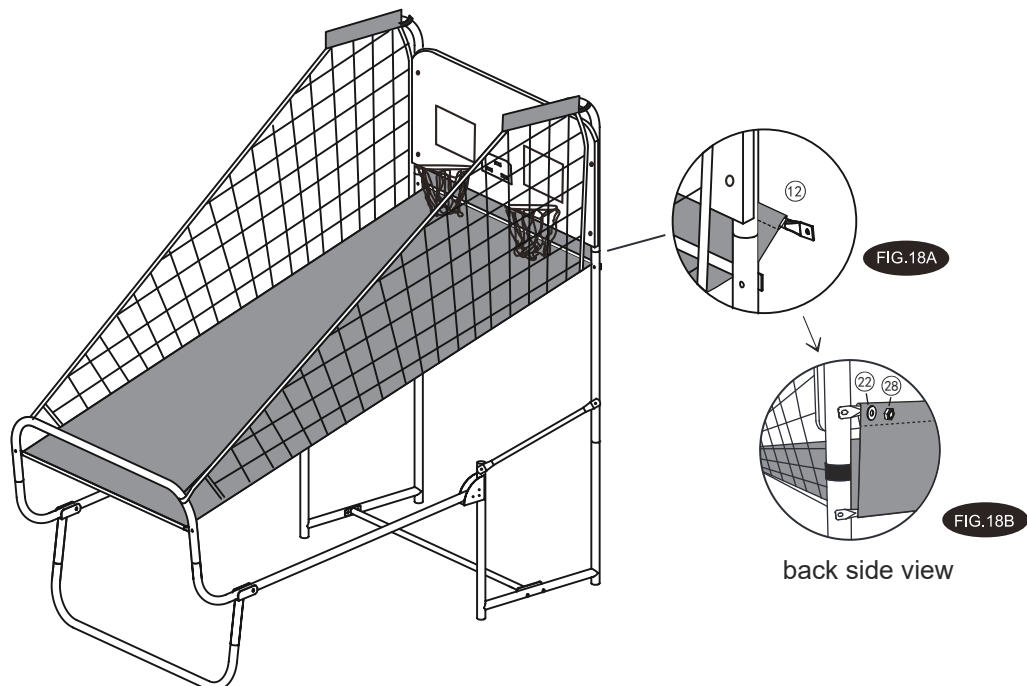
Slide the tube #12 through the sleeve on the front of the ball return net #21, attach the left side first by using bolts #25, washers #22 and nuts #28 as shown in FIG 17, Follow the same procedure on the right side.



STEP 12

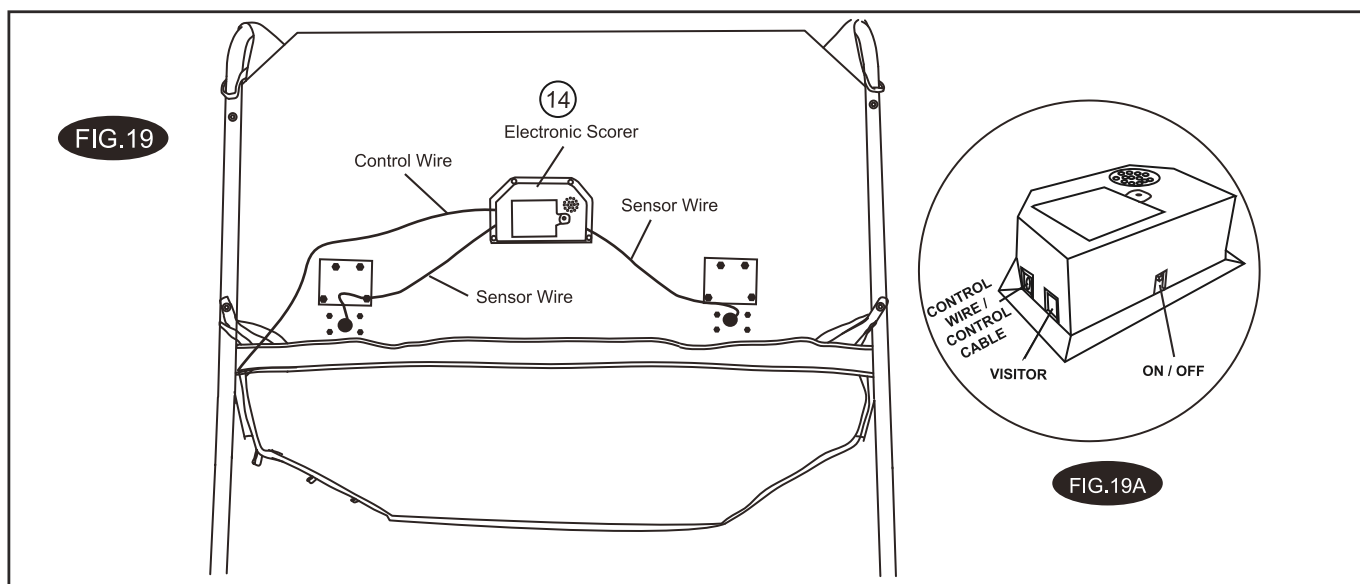
Please make sure the net go through the bottom of tube #12 as shown in FIG 18A; At each bottom

Slide the tube #12 through the sleeve on the front of the ball return net #21, attach the left side first by using bolts #25, washers #22 and nuts #28 as shown in FIG 18B, Follow the same procedure on the right side.



STEP 12

Connect the sensor wire from switch sensor #15 to the electronic scorer #14 as shown in FIG19: Connect the control wire to the electronic scorer #14 as FIG 19A show.

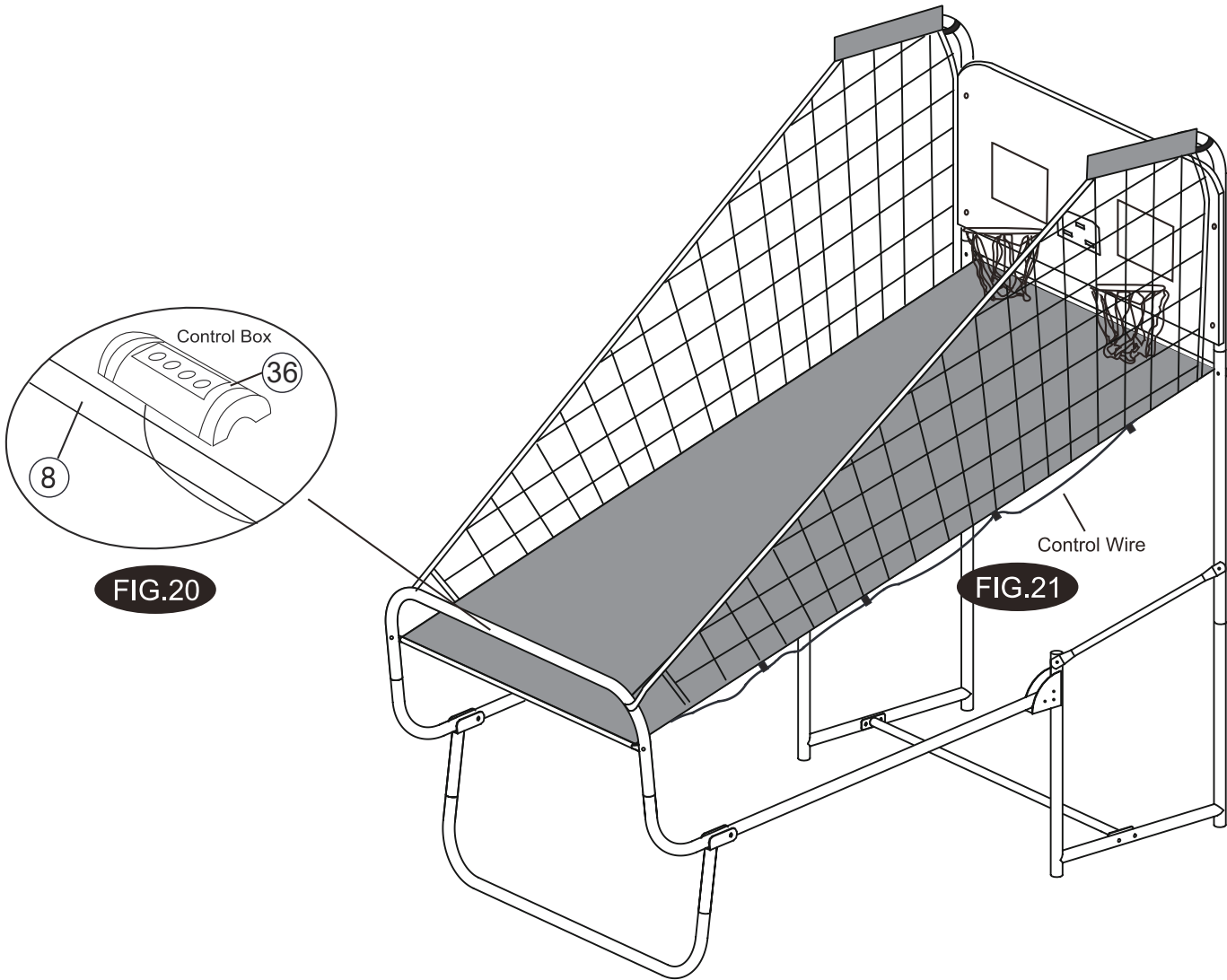


STEP 13

Attach the control box #36 to the middle of tube #8 as shown in FIG 20

Run the rest of the control wire through the loops on the ball return net #21.

Place the control wire on the tube #8.



STEP 14

Attach the lock pin#37 to the tube #5 and insert into the tubet #5 as shown in FIG22.

Folding position when not in use the basketball game and insert the lock pint #36 as shown in FIG22.

Note: the lock pin#36 needs to be remove from its original position and insert to the new position as shown in FIG 23 once the game is being used.

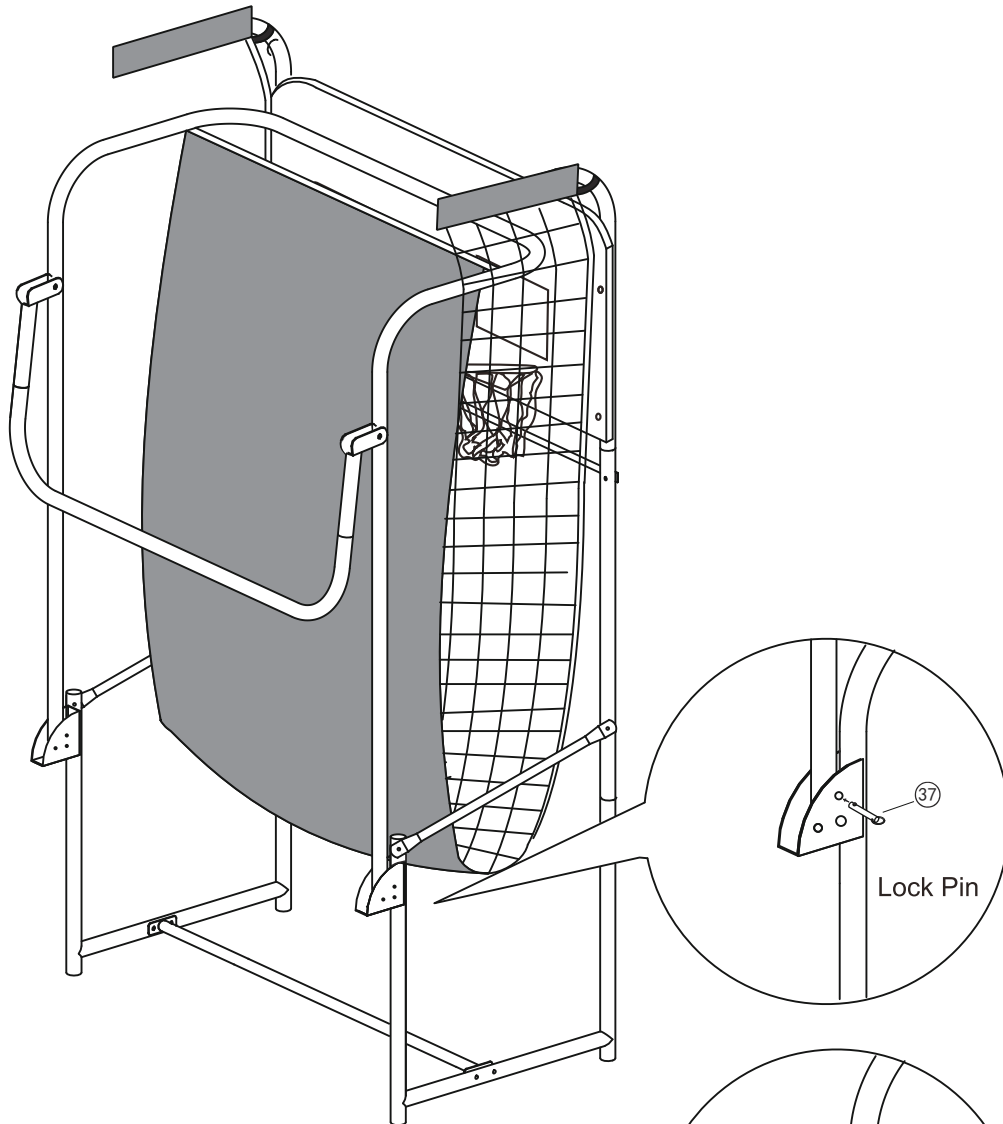


FIG.22

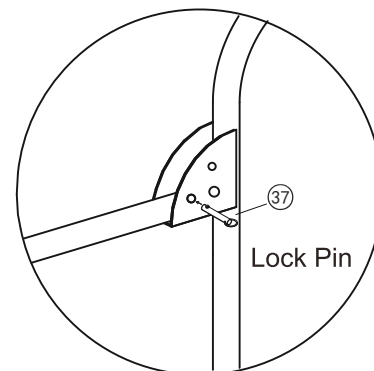


FIG.23

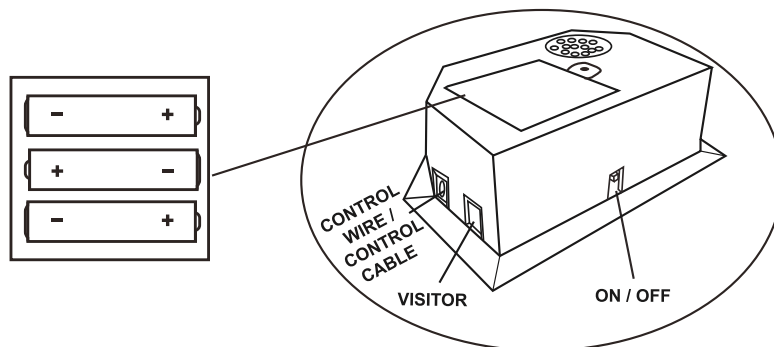
IMPORTANT!

Make sure to use the lock pin (#37) when folded.

ELECTRONIC SCORER OPERATION

Installing Batteries:

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



Reminders:

- Batteries must be installed according to the correct polarization (+ and -)requirement.
- 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.

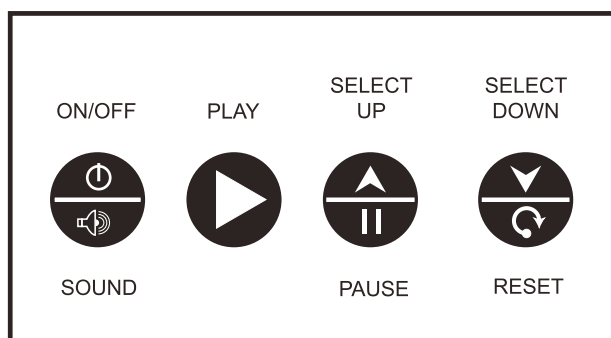
⚠ WARNING:

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

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 “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.

CONTROL PANEL



NOTE: If no shot is made or no button is pressed in 15 mins, scorer will be turned off automatically.

CHOOSE FROM 8 DIFFERENT GAME OPTIONS

1. Shot Clock Challenge

- Press "PLAY" to enter game 1.
- 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 worth 2 points until last 10 seconds, then each score counts 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 higher score).
- press "PLAY" to restart this game.

2. 3pt Competition

- 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 selecte.
- 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. 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).
- Press "PLAY" to restart this 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 game is finished.
- Press "PLAY" to restart this 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 first player scores in 2 seconds, no letter is given. Game continues for next player. Scoreboard will display"next player(P2/P3/P4)" and LED will flash twice in a second. After fiash, 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 scoreaboard. Game remains for the same player untill 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.

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.

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.
- Press "PLAY" after the number of players is selected. "HOME" scoreboard displays Player 1/2/3/4, "VISITOR" displays points scored.
- Once score reaches 10 points or time reaches 99 seconds ,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.

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 players 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.

8. One to One

- 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 worth 2 points until last 10 seconds, then each score counts 3 points. Countdown 5 seconds to next players 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.

UK

If you have any questions, please contact our customer care center.

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Nuestros datos de contacto son los siguientes:



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Wenn Sie Fragen haben, wenden Sie sich bitte an unser Kundendienstzentrum.

Unsere Kontaktdaten stehen unten:



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I nostri dettagli di contatto sono di seguito:



0039-0249471447



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