Instruction Sheet

ELECTRONIC ARCADE Basketball

Model #6050

THE GAME INCLUDES:
- Backboard
- Scoring Arm Assembly
- 7-foot Return Net
- Basketball Hoop
- 2 Arcade Basketballs
- Electronic Scorer/Timer
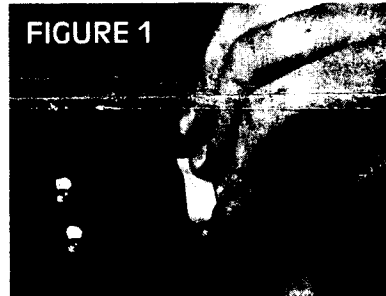- 2 Large Strips of Rubber Tape

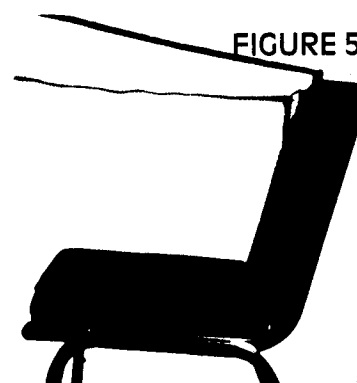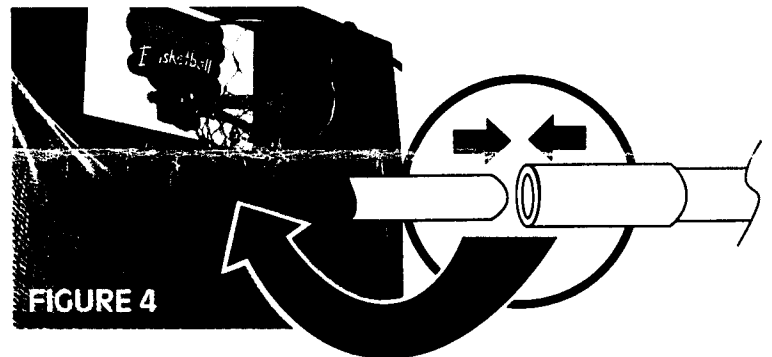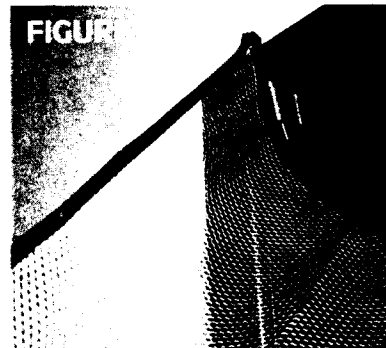*If you are missing any of these items, please contact your local retailer.*

TO ASSEMBLE:

1. Slip the screws on the Scoring Arm Assembly into the four holes at the bottom of the backboard (loosen the screws a turn or two if necessary). (FIGURE 1) MAKE SURE THE SCORING ARM IS TOWARD THE BOTTOM OF THE BACKBOARD AND CAN BEND DOWNWARD ONLY . (FIGURE 2.)

2. Tighten the screws on the Scoring Arm Assembly until snug. Do not overtighten. COVER THE SCREWS WITH RUBBER TAPE SO YOU WON'T SCRATCH THE DOOR. (FIGURE 1)

TO SET UP:

1. THE ELECTRONIC ARCADE BACKBOARD WILL ONLY FIT ON ONE SIDE OF A DOOR. THE CORRECT SIDE IS GENERALLY CONSIDERED THE BACK OF THE DOOR AS SEEN FROM INSIDE A ROOM. THIS IS THE SIDE WHERE THE HINGES ARE VISIBLE. MAKE SURE YOU HANG THE BACKBOARD ON THIS SIDE OF THE DOOR.

2. Hang the backboard from the top of the door by the clips.

3. Attach the hoop to the slots in the Scoring Arm Assembly after slipping the scoring arm through the top middle loop in the net. (FIGURE 2)

4. Unroll the 7-ft. return net and clip the wide end to the top of the door on either side of the backboard. The electric wire should be to your right. Make sure the net isn't twisted at the corners. (FIGURE 3) CAREFULLY close the door.

5. Connect the two halves of the wire form that are inside the red border. You can't see this wire form so you'll have to feel for the connection and then press the halves together. (FIGURE 4)

6. PLUG THE WIRE INTO THE JACK ON THE SCORING ARM ASSEMBLY.

7. Place a AA battery into the Scorer/Timer. You'll find the battery compartment on the back of the unit. An alkaline battery is recommended.

8. Position a chair with the SEAT FACING THE DOOR. Clip the Scorer/Timer to the top of the backrest. (FIGURE 5)

9. Attach the small end of the return net to the slots on the Scorer/Timer and PLUG THE WIRE INTO THE JACK.

FIGURE 1

FIGURE 2

FIGURE 3

FIGURE 4

FIGURE 5

10. For smaller rooms or for younger players, you can shorten the net by gathering it and clipping it with clothespins (not included) as shown in FIGURE 6.

11. Make sure the return net is pulled taut and everything is centered. You're ready to play.

   NOTE: For best results, we recommend placing the chair on a carpeted surface or using a chair with rubber stops to prevent sliding.

   HELPFUL HINT: If your chair back is too thin causing the Scorer / Timer to slip easily, simply fold a towel over the chair back before attaching the Scorer / Timer.
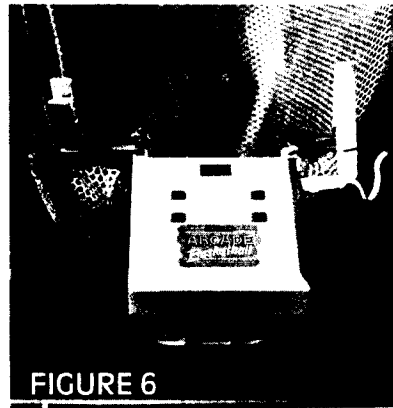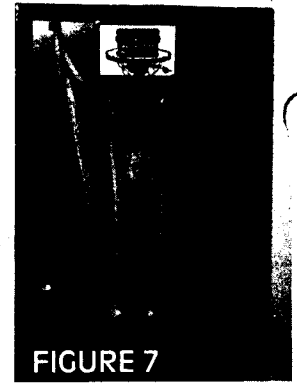
HOW TO PLAY:

1. After you install the battery, the display on the Scorer/Timer should read, "000". To set the time, use the "Time+" or "Time-" buttons. Time will advance or decrease one second each time you PRESS the buttons. To advance or decrease time rapidly, HOLD down the appropriate button until the desired time is reached.

   Game times can be set from one second to nine minutes 59 seconds. But games of ONE or TWO minutes are the most common for competitive play.

2. After setting the game time, press "Player A" and wait until you hear one beep indicating the start of the game.

3. Use both basketballs and shoot as fast as you can. The game will score two points per basket until the last 15 seconds when it will score three points per basket. The game will beep every time you score. There is a two-beep 15-second warning and a three-beep signal when the game is over.

4. When Player A is finished, remember the score, and press the button for "Player B." This will reset the time and the score. Wait for the beep and start shooting again.
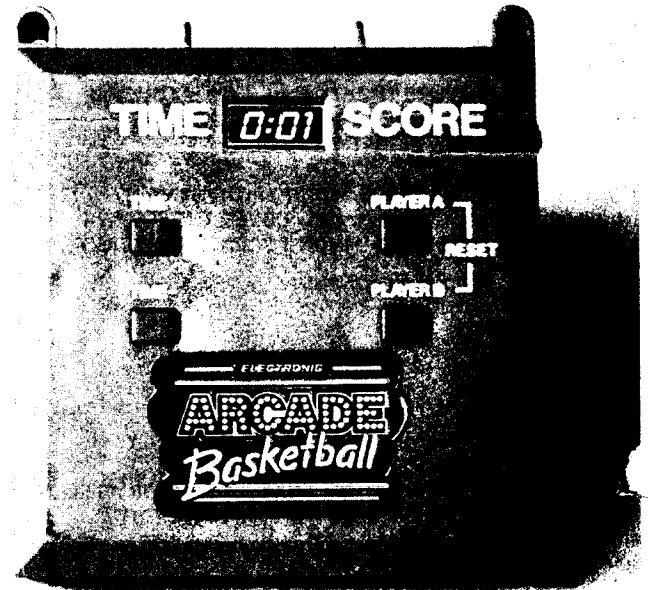
   You don't have to reset the game length. That will stay where you set it until you change it with the "Time" buttons or clear it by pressing the "Player A" and "Player B" buttons at the same time.

   NOTE: If a ball bounces out of the return net, the player who is shooting has to get it.

5. You can store the game right on the door when you're done playing or when you want to play regular indoor basketball. Just unhook and unplug the return net from the timer and hook it onto the hoop or wire frame. (FIGURE 7)

TO ATTACH PERMANENTLY TO A WALL:
Electronic ARCADE Basketball can be permanently attached to a wall by bending the door clips on the backboard up and attaching them to wall with wood screws or anchor screws (not included).

FIGURE 6

FIGURE 7

cap toys
Cleveland, Ohio

SOMETHING TO SHOOT FOR:

The more you play, the better you'll get. See how well you're doing by comparing your scores to these scores.

	Age 8 or under	9-12	Over 12
One-Minute Scores			
COLLEGE	12	18	24
PRO	18	27	33
PRO ALL-STAR	24	36	42
Two-Minute Scores			
COLLEGE	20	30	40
PRO	30	45	55
PRO ALL-STAR	40	60	70

CAP TOYS RECORD:
PRO MVP 1-Minute Record: 50 points
PRO MVP 2-Minute Record: 90 points