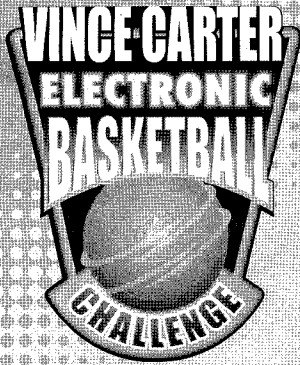




AGES 5+



INSTRUCTION



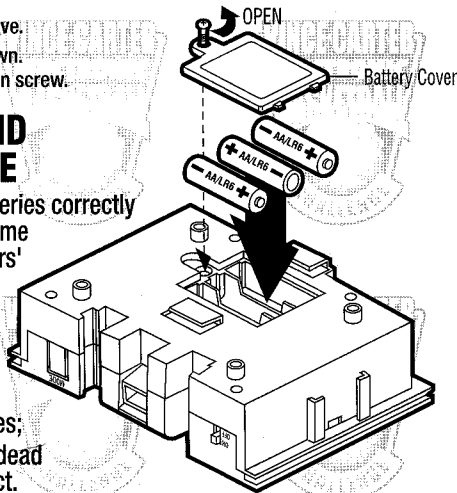
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BATTERY INSTALLATION

Unscrew battery cover and remove. Install 3AA/LR6 batteries as shown. Replace battery cover and tighten screw.

CAUTION: TO AVOID BATTERY LEAKAGE

1. Be sure to insert the batteries correctly and always follow the game and battery manufacturers' instructions;
2. Do not mix old and new batteries or alkaline, standard (carbon-zinc) or rechargeable (nickel cadmium) batteries;
3. Always remove weak or dead batteries from the product.

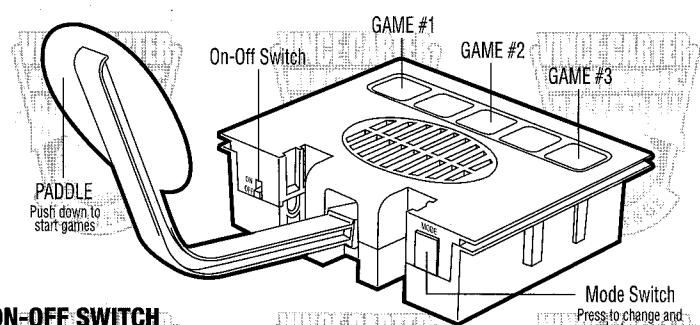
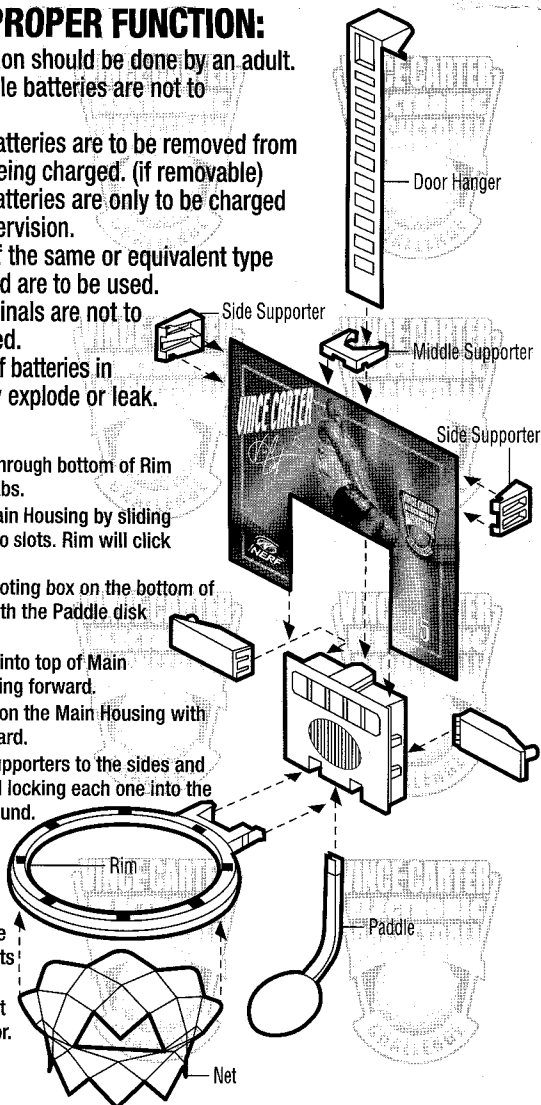


TO ENSURE PROPER FUNCTION:

- Battery installation should be done by an adult.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged. (if removable)
- Rechargeable batteries are only to be charged under adult supervision.
- Only batteries of the same or equivalent type as recommended are to be used.
- The supply terminals are not to be short-circuited.
- Do not dispose of batteries in fire. Battery may explode or leak.

GAME ASSEMBLY

1. Insert loops of Net through bottom of Rim and secure to rim tabs.
2. Assemble Rim to Main Housing by sliding and pushing Rim into slots. Rim will click into place.
3. Push Paddle into pivoting box on the bottom of the Main Housing with the Paddle disk facing forward.
4. Slide Backboard Art into top of Main Housing with art facing forward.
5. Slide Side Supports on the Main Housing with flat side facing forward.
6. Attach the 3 Door Supporters to the sides and top of the backboard locking each one into the holes of the background. See illustration.
7. Attach Door Hanger to the back of the Main Housing at the desired height. There are 4 different heights to choose from.
8. Hang assembled unit over the top of a door. Close door.



ON-OFF SWITCH

The On-Off switch is located on the lower left corner of the backboard.

AUTOMATIC POWER OFF

The unit turns off automatically if left unattended. Press the Game Selection Button or press the Paddle to wake up the unit.

GAME SELECTION

There are 3 games. To select a game, press the button located on the lower right corner of the backboard.

GAME START

To start a game after selection is made, press down on the Paddle.

GAME #1 - VINCE CARTER CALLS THE SHOTS

1 Player Game.

Get ready. You're about to practice shooting with one of the best. Try and master the challenging shots of the Champion Vince Carter! you will have 8 seconds from the time the shot is announced to make the shot. Make 10 in a row and you win! The announcer keeps your score.

GAME #2 - THE GAME OF V.I.N.C.E.

2 Player Game.

Players take turns trying to out shoot one another and copy one others shots. If a player cannot duplicate the others shot the player is penalized with a letter.

The 1st player to spell V.I.N.C.E. loses!
The announcer keeps your score.
The visiting team goes first.

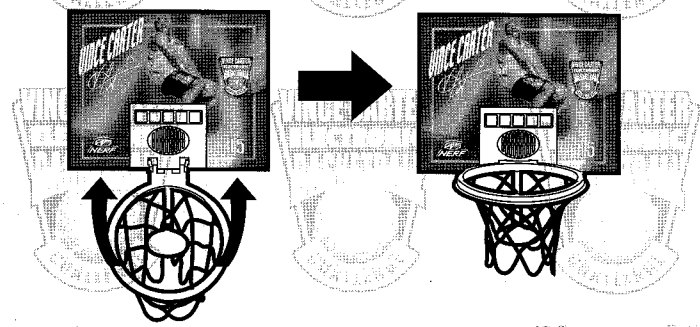
GAME #3 - BEAT THE BUZZER!

1-2 Player Game.

Make the winning shot in the final seconds of the game. The announcer will start to count down to the final buzzer 5, 4, 3, 2, 1. You need to make the shot before the buzzer to win the game! Go for it!

BREAKAWAY RIM AND RESETTING OF RIM

To prevent breakage, the Rim has been designed to pivot downward. To reset Rim, hold Main Housing while pivoting Rim upward. Rim will snap into place once reset properly.



FCC Statement

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 interference, and
- (2) this device must accept any interference received, including interference that may cause undesired operation.

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

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



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For questions or comments call 1-800-669-TOYS. 200206850IWL-B-01



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