America’s Ultimate, Strongest and Only Indoor ‘Big Ball/ Small Ball’ Pop-A-Shot® – Scores both the Regulation and Small Basketballs.
For proper assembly, be sure you tighten the following:

A. Leg bolts with extended legs.
B. Tighten T-Bar
C. Tighten nut on support bolt (included)

IMPORTANT FOR PROPER ASSEMBLY
WHEN ASSEMBLING ANY POP-A-SHOT GAME INSERT ALL BOLTS, JUST FINGER TIGHT UNTIL ALL BOLTS ARE IN PLACE THEN TIGHTEN SECURELY.
TOOLS REQUIRED:

- Allen Wrench (included)
- 9/16" Open End Wrench
- 7/16" Open End Wrench
- Pliers

Step 1: Thoroughly inspect all parts for quantity and defects. Once the unit is assembled, Pop-A-Shot, Inc. is not responsible for damaged parts.

Step 2: Raise Front Upright. Insert Bolt into Base.

Step 3: Raise Back Upright. Attach T-Bar to Back Cross Bar and adjust T-Bar to support the Back Upright. Tighten Bolts and Set Screw.

Step 4: Insert Horizontal Support Bars into the Back Uprights and the Front Uprights. Tighten Set Screws.
**Step 5:** Attach Rim with Collar Assembly to the backboard. Attach Ramp use zip ties to the 4 grommets to the lower back of the Backboard to allow for adjustments until after side nets are attached. Insert lead wire white female Molex end onto the male ends on the back of the Electronic Scoreboard.

**Step 6:** Using Zip Ties through the grommets, attach the ramp to the back of the game where T-Bar bolts to the frame. *Leave slack in the ties to allow for adjustments until after side nets are attached.*

**Step 7:** Using Zip Ties through the grommets, attach the ramp to the Front lower Cross Bar of the 2 Cross Bars. *Leave slack in the ties.*
**Step 8:** Pull Vinyl flap over the top Cross Bar and then under the lower Cross Bar. Attach flap to the Velcro underneath the ramp. Attach the sides of the ramp to the Top Support Bars and along the Back Uprights and the Front Uprights of the game. Make sure All Velcro straps are in place.

**Step 9:** To make the ramp taut, adjust the ties on the Back Upright first and then the ties on the Front Uprights. Keep in mind that the ramp should have square corners.

**Step 10:** The optional telescoping legs may be released by removing the positioning bolts from the frame. Lift the Front end first to let the legs drop far enough to reinsert the positioning bolts into the predrilled holes in the legs and the frame. Repeat this step for the back of the game.

**Step 11:** Insert the male end of the Power Supply into the Female end located on the back side of the Electronic Scoreboard. Plug into power outlet.
**Step 12:** Ball hammock on bottom frame for ball storage. Inflate the 6 balls - 3 big balls and 3 small balls. Pump is included.

Important Game Information: This game information is extremely important for Safety, installation, correct play and Game care:

- Read appropriate game and site recommendations for all Pop-A-Shot games.
- Do not use the electronic games outdoors. Electronic games are intended for indoor use.
- As with any electrical appliance, do not set game near a water source (for example: pool hot tub or bath tub).
- Do not climb, crawl, or hang from the game structure. This could cause the game to tip over causing serious injury.
- Do not attempt to service electrical components: tempering could result in electrical shock and injury.
- All shots should be shot from directly next to and in front of the game. No shots should be taken in excess of 10 feet from the front of the game rim; longer shots, slam dunks, or other trick shots could result in damage to game, property or person.
- It is recommended that the game be unplugged from its power source when not in use.
- Do not over inflate the basketballs. Basketballs should be soft to the touch and easily indented with the fingers. Especially this is true with the mini rubber basketballs.
- Adult supervision (two adults) is required for installation.
- Plug the power adapter into a 120 VAC household outlet to provide power for game.
CREDIT:
Payment is due in advance of shipment. Pop-A-Shot accepts VISA, MasterCard, Discover and American Express. Pop-A-Shot also accepts checks in advance of shipment. Quantity orders require 50% with firm purchase order and 50% prior to delivery.

FREIGHT:
All products are shipped Federal Express or common carrier.

DAMAGE IN TRANSIT:
If merchandise is damaged in transit it is the customer's responsibility to properly notate the damage on the freight bill at the time of receipt in order to secure proper settlement from the carrier. Pop-A-Shot, Inc., is not responsible for goods damaged in transit.

WARRANTY:
All electronic games carry a warranty for 90 days against defective workmanship and/or materials when used for the purpose intended, under normal conditions. To obtain the warranty service the original purchaser must return the product to designated customer service site.

RETURN POLICY:
Returns must follow prior authorization given by Pop-A-Shot, Inc. If an item must be returned, contact Pop-A-Shot, Inc. to receive a return authorization number. This RA# must be clearly marked on ALL shipping labels. All returns must be shipped prepaid. Collect shipments will not be accepted. Upon receipt of returned goods, Pop-A-Shot, Inc. reserves the right to inspect and issue credit for items determined to be covered by warranty. A 35% restocking charge may be assessed on all returned goods. Pop-A-Shot, Inc. reserves the right to charge 50% restocking fees on any customized games. Pop-A-Shot, Inc. will not accept used games.
MANUFACTURER’S 90 DAY LIMITED WARRANTY

This Pop-A-Shot product carries a warranty for 90 days against defective workmanship and/or materials when used for the purpose intended, under normal conditions, and provided it receives proper care. This warranty extends only to the original purchaser of the product. To obtain warranty service the original purchaser must return the product, together with proof of purchase, to Pop-A-Shot, Inc. 200 N. 3rd Street, Salina, Kansas 67401. All warranty items will be returned to original purchaser freight collect. All non-warranty items will be returned to original purchaser, Net C.O.D., freight collect. The original purchaser must present the sales receipt or other document, which establishes proof of purchase and the date of purchase. Pop-A-Shot, Inc. will inspect the returned product to determine whether repair, replacement or credit is in order. **THE RETURN OF THE OWNER REGISTRATION CARD IS NOT A CONDITION OF WARRANTY COVERAGE.** However, please detach and return the Owner Registration Card so that Pop-A-Shot, Inc. can contact you should a question of safety arise which could affect you.

The warranty provided herein is in lieu of all other expresses warranties. Any implies warranties, including any implied warranties of merchantability or fitness for a particular purpose, are limited in duration to the first 90 days from the date of purchase. All other obligations or liabilities, including liability for consequential damages, are hereby excluded.

Some states do not allow limitations on how long an implied warranty lasts or do not allow the exclusion or limitation of incidental or consequential damages, so the above limitations or exclusion may not apply to you.

This warranty gives you specific legal rights, and you may also have other rights, which vary, from state to state.

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CLIP AND FORWARD TO ABOVE ADDRESS
OWNER REGISTRATION CARD

Please Print

Name:__________________________________________

Address:________________________________________

City and State:____________________________________

Phone Contact Number(s):___________________________

Game Model:___________________________ Date of Purchase:___________________________