IMPORTANT SAFETY INSTRUCTIONS

STOP

Read all instructions: All the safety and operating instructions should be read carefully before this product is operated or played.

Caution: This is not a toy and is intended for use by or under the supervision of adults. Adults should review safety guidelines with children to avoid possible risk of electric shock or other injuries.

Recommend: The game should be periodically examined for conditions that may result in the risk of fire, electrical shock or injury to persons. In the event such conditions exist, the game should not be used until properly repaired.

Storage: This product is made from wood-based components and is sensitive to extreme temperatures and moisture/humidity. Subject to these conditions will effect game play, appearance and longevity.

ASSEMBLY INSTRUCTIONS

- Remove all the parts from the box and verify that you have all of the listed parts as shown on the parts list page.
- Find a clean, level place to begin assembling your Pop-A-Shot game.
- Like most things in life, putting together your Pop-A-Shot is better when done with a friend.
  Tip: If you can't find someone to help for the entire time, at least try to get help at certain times (we'll tell you when).

TOOLS

Required
- Phillips Head Screwdriver (Not included)
- Flat Head Screwdriver (Not included)
- Allen Wrench (Included)
- Wrench (Included)
  Tip: The included tools will certainly do the job, but you probably have better tools of your own.

Recommended (but not required)
- Electric Screwdriver
  Tip: Make sure to set the tool to a very low torque to prevent damage to the game.
- Socket Wrench Set
- Level

A FEW NOTES BEFORE WE GET STARTED:

Tip: Before putting your game together, please visit our Support Page at www.pop-a-shot.net/support
There you'll find more hints and hacks to help you put together your new game, as well as assembly videos.

We hope you love your Pop-A-Shot Home Dual Shot and will let your friends and family (and any review sites) know how you feel. If you do have a problem (and it happens), please let us know first and give us a chance to fix it.

E: popashot@popashot.net

NOW LET'S PUT THIS THING TOGETHER


SKU# PASHOM19-02
**STEP 1**  Attach the **Base Tubes** (#3) with one **Connector Tube** (#5) using a Bolt (#25), two Washers (#29) and a Nut (#30) (Fig. 1A).

![Figure 1A](image)

**Note:** The upper holes on the **Board Tubes** (#2) should face forward.

**STEP 2**  Insert the **Board Tubes** (#2) into the **Base Tubes** (#3) (Fig. 2A).

![Figure 2A](image)

**Note:** The upper holes on the **Board Tubes** (#2) should face forward.
**STEP 3**
Attach the **Board Tubes** (#2) and **Base Tubes** (#3) with a **Connector Tube** (#5) using a **Bolt** (#26), two **Washers** (#29) and a **Nut** (#31) (Fig. 3A).

**STEP 4**
Attach the **Diagonal Tubes** (#13) to the **Board Tubes** (#2) using a **Bolt** (#26), two **Washers** (#29) and a **Nut** (#30) (Fig. 4A).

Take the two dangling **Diagonal Tubes** (#13) and attach them to the horizontal **Connector Tube** (#5) using the **Medium Bolt** (#27), two **Washers** (#29) and a **Nut** (#30) (Fig. 4B).
Tip: Your game includes just one **Medium Bolt** (#27).
**STEP 5**

Measure the height of your ceiling.

- If your ceiling height is less than 88” do not use the **Extension Pieces (#4)**.
- If your ceiling height is less than 94” use a single **Extension Piece (#4)** on each side.
- If your ceiling height is more than 94” use two **Extension Pieces (#4)** on each side.

**Note:** Even if you have room under your ceiling, you do not have to use the Extension Pieces. It’s your game—make it whatever height you want.

**STEP 6**

Attach the **TopTubes (#1)** to the **Board Tubes (#2)** or the **Extension Tubes (#4)** using the spring locks (Fig. 6A).

Attach a **Cross Tube (#6)** using a **Bolt (#25)**, two **Washers (#30)**, and a **Nut (#31)**.
**STEP 7**

Attach the **Side Arms** (#11) to the **Board Tubes** (#2) using a **Bolt** (#25), two **Washers** (#29) and a **Nut** (#30) (Fig. 7A). Make sure the **Arm** is on the outside of the **Board Tube** (#2).

**Fig. 7A**

Attach the **Forward Tubes** (#12) to the **Top Tubes** (#1) using the spring locks (Fig. 7B). Make sure the **Top Tubes** flare outward.

**Fig. 7B**

**STEP 8**

Attach the **Side Tubes** (#7) to the **Ramp Tubes** (#8) using the spring locks (Fig. 8A).

**Fig. 8A**

Locking Pin
**STEP 9**

Attach the **Side Tubes** (#7), **Base Tube** (#3) and **Side Arms** (#11) using an **Extra Long Bolt** (#23), two **Washers** (#29) and a **Nut** (#30) (Fig. 9A).

![Fig. 9A](image)

**STEP 10**

Loop the **Nets** (#22) through the Net Hooks on the **Rims** (#21). Make sure the longer strands are on top and go through the net hooks.

Attach the **Rims** (#21) to the **Backboard** (#14) using a **Short Bolt** (#26) and a **Washer** (#29) on the front and a **Washer** (#29) and a **Nut** (#30) on the back.
STEP 11

Attach the **Scoring Unit** (#15) to the **Backboard** (#14) with a shorter **Bolt** (#28) through the front of the **Backboard** and the **Scoring Unit** and secure with a **Nut** (#33) in the back.

Attach the **Sensors** using the **Screws** (#17) (Fig. 11A). Plug the upper sensor cords into the “Top” outlets and the lower sensor cords into the "Bottom" outlets on the **Scoring Unit** (#15).

**Note:** The **Sensors** must be attached level (Fig 11B) and screwed all the way into the **Backboard** (Fig 11C).

Put 4 AA Batteries into **Scoring Unit** (#15) and/or plug in **AC Adapter** (#16) to **Scoring Unit** (#15).
**STEP 12**

Attach the **Backboard** (#14) to the **Top Tubes** (#1) using a **Bolt** (#25), two **Washers** (#29) and a **Nut** (#30) for each of the top two holes.

Don't attach the bottom of the Backboard yet.

- **Tip:** If you can, grab a helper for this part.

**STEP 13**

Take the **Ball Return Ramp** (#18) and pull each of the sleeves over the **Forward Tubes** (#12) (Fig. 13A).

Pull the **Ramp** under the **Cross Tube** (#6). The **Cross Tube** should be in front of the ramp (Fig. 13B).

Slide the **Cross Bar** (#10) through the sleeve on the **Ramp** and attach to the bottom of the scoreboard with a **Bolt** (#24), two **Washers** (#29) and a **Nut** (#30) (Fig. 13C).

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**Fig. 13A**

**Fig. 13B**

**Fig. 13C**
**STEP 14**

There are 3 sleeves on the Ball Return Ramp. Slide the **Lean Bar** (§9) through the correct sleeve, (Fig 14A).

- If you did not use any Height Extension Tubes, use the sleeve closest to the backboard.
- If you used one **Height Extension Tube**, use the middle sleeve.
- If you used both **Height Extension tubes**, use the sleeve closest to the **Lean Bar**.

Then attach the **Lean Bar** to the **Ramp Tubes** (#8) using the **Spring Locks** (Fig. 14B).

**STEP 15**

Attach a **Cross Tube** (#6) across the **Ball Return Ramp** (#18) to the **Lean Bar** (#9) using a **Bolt** (#26), two **Washers** (#29) and a **Nut** (#30) (Fig. 15A). Pull the straps around the Lean bar and snap it into the buckle (Fig. 15B). If necessary, wrap the straps around the bar before buckling.
**STEP 16**

Snap the **Control Panel** (#34) onto the **middle** of the **Lean Bar** (#9) (Fig 16A).

Thread the control panel wire through the hole of the laminated Game Operations "Cheat Sheet" until the cheat sheet is next to the **Control Panel** wire. Weave the wire through the loops of the right side of the ramp towards the back of the backboard.

Plug the **Control Panel** wire into the outlet labeled “Control Panel” in the **Scoring Unit**.

**Tip:** You’ll find complete game directions and operations in this booklet. The “Cheat Sheet” is intended as a quick reference guide.

Fig. 16A
COMPLETED GAME
**GAME OPERATION**

Now that you've put your **Home Dual Shot** together, let's get started playing!

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**Control Panel Operation**

**Turning on the game:** Press **ON/OFF** to turn on your game.

**Select Game:** Press **GAME** to select one of the 10 games (see **GAME OPTIONS** for complete list).

**Audio:** Press **AUDIO** to make Audio selection (see **AUDIO OPTIONS** for complete list).

**Volume:** Press **VOLUME** to turn volume up/down (it goes all the way in one direction before going back in the other).

**Starting a game:** Press **START** to start your game.

**Notes:** After the end of each game, the all-time high score for that game will be displayed. If you unplug your game or take out the batteries and want to preserve the high scores, make sure the other power supply is still working.

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**Audio Options**

There are 6 different audio options. Select the audio option by pushing **AUDIO** until you reach your selection (the number will be displayed on the scoreboard).

**S1:** Play-by-play announcer and Sound FX

**S2:** Sound FX only

**S3:** Electronic Music

**S4:** Rock Music

**S5:** Hip Hop Music

**S6:** No Sound
HOME DUAL GAME OPTIONS

Push **GAME** until desired Game Number is displayed, then press **START** to begin.

For **Games 1-9 (except 6) and Game 16**
   Announcer and clock will count down to start
   Baskets are 2 points until final :10 when they're 3 points

1. **Standard**: 2 Players/:30
   Bonus: :15 extra at 30 points; :10 extra at 60 points

2. **Overtime**: 2 Players/1:00
   Bonus: :15 extra at 50 points; :10 extra at 80 points

3. **Sudden Death**: 2 Players/:15
   Bonus: :15 extra at 20 points; :10 extra at 40 points

4. **Intermediate**: 2 Players/:45
   Bonus: :15 extra at 40 points; :10 extra at 70 points

5. **Solo**: 1 Player/:30
   Only left basket is active
   Bonus: :15 extra at 30 points; :10 extra at 60 points

6. **Free Play**: 1-2 Players/No clock
   All baskets count 2 points

7. **Team**: 2 Players/:30
   Combined score of players is shown on both scoreboards
   **Bonus: :15 extra at 30 points; :10 extra at 60 points?**

8. **Cross Court**: 2 Players/:30
   Player 1 goes first and shoots at basket displaying score/active basket will change
   **Bonus: :15 extra at 30 points; :10 extra at 60 points?**

9. **Crisscross**: 2 Players/:30
   Players shoot at their opponent's basket
   Score is displayed on shooter's side

10. **Skeet Shooting**: 1 or 2 Players
    Announcer says “Shoot”, then have :03 to make basket

*More Games on next page*
HOME DUAL GAME OPTIONS

11. Sharp Shooter: 1 Player
   Announcer says “Left” or “Right”, then have :03 to make a shot in that basket

12. Double or Nothing: 2 Players/:30
   First basket counts for 2 points, then each subsequent basket counts for double
   If no basket is made within :03, next basket is 2 points

13. Scoring Streak: 2 Players/:30
   If no shot made during :03, streak is broken

14. Tug of War: 2 Players
   For each made basket, that player gets 2 points and other player gets -2; first player to 10 points wins

15. Around the World: 2-4 Players
   First player to make 10 shots wins

16. Tournament: 2-4 Players
   Player 1 vs. Player 4, then Player 2 vs. Player 3; winners play in Finals

TROUBLESHOOTING

If your game isn't powering on
   • Check that the AC Adapter is plugged into the scoreboard. You can also use 4 AA batteries to power the game.

If one side isn't counting baskets
   • Make sure you have chosen a multi-player game (such as Game 1) on your Control Panel.
   • Make sure the sensors are securely plugged into the correct outlets in the scoreboard (Step 11).
   • Make sure the sensors are attached level, with the screws tightened all the way.
     If the sensors are misaligned or angled at all, they will not correctly read the shots (Step 11).
   • Check the connection between the sensors and the scoreboard (Step 11).

If neither side is counting baskets
   • Make sure the sensors are securely plugged into the correct outlets in the scoreboard (Step 11).
   • Make sure the sensors are attached level, with the screws tightened all the way.
     If the sensors are misaligned or angled at all, they will not correctly read the shots (Step 11).
   • Check the connection between the sensors and the scoreboard (Step 11).
   • Make sure the nets are correctly attached to the rims (incorrect placement can block the sensors). The net’s longer loops should go through the hooks of the rim (Step 10).

Please visit www.pop-a-shot.net/support for more troubleshooting tips and hacks.