# ★HOMETEAM™★

## FOLDABLE INDOOR
## BASKETBALL ARCADE GAME

# ASSEMBLY INSTRUCTIONS



**ITEM # 60817**

# 6 MONTH LIMITED WARRANTY

This product is warranted to the original purchaser to be free from defects in material or workmanship for a period of 6 months from the date of the original retail purchase.

This warranty does not cover defects or damage due to improper installation, alteration, accident or any other event beyond the control of the manufacturer. Defects or damage resulting from misuse, abuse or negligence will void this warranty. This warranty does not cover scratching or damage that may result from normal usage.

This product is not intended for institutional or commercial use; the manufacturer does not assume any liability for such use. Institutional or commercial use will void this warranty.

This warranty is nontransferable and is expressly limited to the repair or replacement of the defective product. During the warranty period, the manufacturer shall repair or replace defective parts at no cost to the purchaser. Shipping charges and insurance are not covered and are the responsibility of the purchaser. Labor charges and related expenses for removal, installation or replacement of the product or components are not covered under this warranty.

TDC USA Inc. reserves the right to make substitutions to warranty claims if parts are unavailable or obsolete.

TDC USA Inc. shall not be liable for loss of use of the product or other consequential or incidental costs, expenses or damages incurred by the consumer of any other use. The user assumes all risk of injury resulting from the use of this product.

This warranty is expressly in lieu of all other warranties, expressed or implied, including warranties of merchantability or fitness for use to the extent permitted by Federal or state law. Neither the manufacturer nor any of its representatives assumes any other liability in connection with this product.

**A purchase receipt or other proof of date of purchase will be required to process all warranty claims. The model number and part numbers found within the assembly instructions will be required when submitting any parts requests or warranty claims. For further warranty information or inquiries, please call 1-800-599-8898.**

# THANK YOU!

## Thank you for purchasing this product.

This product is warranted to the original purchaser to be free from defects in material or workmanship for a period of 6 months from the date of the original retail purchase. However, in the rare instance that your product is defective or missing parts, contact TDC USA Inc. at 1-800-599-8898, to submit parts requests or warranty claims. Please read the warranty information on the previous page for further details.

## TOOLS REQUIRED

- Phillips Screwdriver - Not included
- Standard (Flat Head) Screwdriver - Not included
- Allen Wrench - Included

**CAUTION!**

Electric Screwdrivers may be helpful during assembly; however, please set a low torque and use extreme caution.



Power Tools
- Set Low Torque

High Torque
over tightened
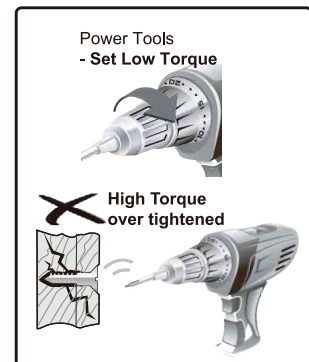


**Strong Adults Needed**

**No Children in Assembly Area**

**Keep away from pets**
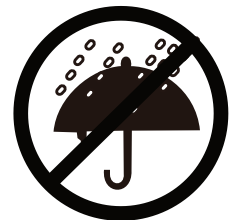
**Do not use or keep product outdoors. For indoor use only. No wet/humid conditions.**

## ASSEMBLY TIPS

### IMPORTANT! PLEASE READ THESE ASSEMBLY INSTRUCTIONS IN ENTIRETY BEFORE ASSEMBLING YOUR PRODUCT.
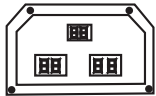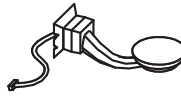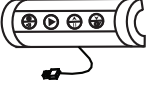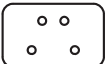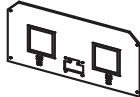
1. Find a clean, level surface to begin the assembly of your basketball game. We recommend that two adults work together to assemble this game. You may want to carefully cut or tear the four corners of the box so that the bottom of the box can be used as your work surface.

2. Remove all of the contents from box and verify that you have all of the parts shown on the Parts Identifier before you begin assembly. ***Note: Some parts may be pre-installed or pre-assembled.***

3. Some figures or drawings may not look exactly like your product. Please read and understand the text before beginning each assembly step.

**4. When installing parts that have more than one screw or bolt, hand tighten all screws or bolts in place before final tightening with screwdriver or hex wrench.**

5. Electric screwdrivers may be helpful during assembly; however, please set a ***low torque*** and use extreme caution because screws may be stripped or overtightened, resulting in damaged parts, if the electric screwdriver's torque is set too high.

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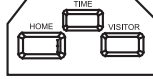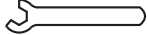
### WARNINGS!
READ AND FOLLOW ALL ASSEMBLY, OPERATION AND SAFETY INSTRUCTIONS CAREFULLY.

**CHOKE HAZARD - THIS TABLE CONTAINS SMALL BALLS AND PARTS NOT SUITABLE FOR CHILDREN UNDER 3 YEARS OF AGE.**

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| 1 Tube 1 Ø22x580x440mm x2 | 2 Tube 2 Ø22x685mm x2 | 3 Tube 3 Ø22x890mm x1 | 4 Tube 4 Ø22x890mm x1 |
|---|---|---|---|
| 5 Tube 5 Ø22x755x580mm x1 | 6 Tube 6 Ø22x755x580mm x1 | 7 Tube 7 Ø22x830mm x2 | 8 Tube 8 Ø22x835mm x2 |
| 9 Tube 9 Ø22x595mm x2 | 10 Tube 10 Ø22x650x385mm x2 | 11 Tube 11 Ø22x1065x520mm x1 | 12 Tube 12 Ø12.7x1070mm x2 |
| 13 Basketball 7" Dia. x4 | 14 Electronic Scorer x1 | 15 Switch Sensor x2 | 16 Control Box with Wire x1 |
| 17 Rim x2 | 18 Rim Support Plate x2 | 19 Inflation Pump with Needle x1 | 20 Ball Return Net x1 |
| 21 Backboard x1 | 22 M6 Washer x64 | 23 M6 x 20mm Bolt x16 | 24 M6 x 30mm Bolt x6 |
| 25 M6 x 42mm Bolt x4 | 26 M6 x 48mm Bolt x4 | 27 M6 x 35mm Bolt x2 | 28 M6 Nut x32 |

# PARTS IDENTIFIER (NOT TO SCALE)

| 29 | 30 | 31 | 32 |
|---|---|---|---|
| x4 | x2 | x1 | x1 |
| 3.5 x 10mm Bolt | 4 x 28mm Bolt | Electronic Scorer Face Plate | Wrench |

| 33 | 34 |
|---|---|
| x1 | x2 |
| Allen Key | Self-Stick Strap |

*Items included in Hardware Pack, NGP6041

## PRE-INSTALLED PARTS

| A1 | A2 | A3 | A4 |
|---|---|---|---|
| x2 | x9 | x2 | x2 |
| Net | Spring Lock | Plastic Pole Insert | Lock Pin |

# ASSEMBLY INSTRUCTIONS

## FIG. 1 & 2

1. Attach Tubes 2 (#2) to Tube 3 and Tube 4 (#3 & #4) using spring lock (pre-installed) as shown in FIG.1.

2. Attach Tubes 7 (#7) to Tubes 8 (#8) using spring lock (pre-installed) as shown in FIG.2
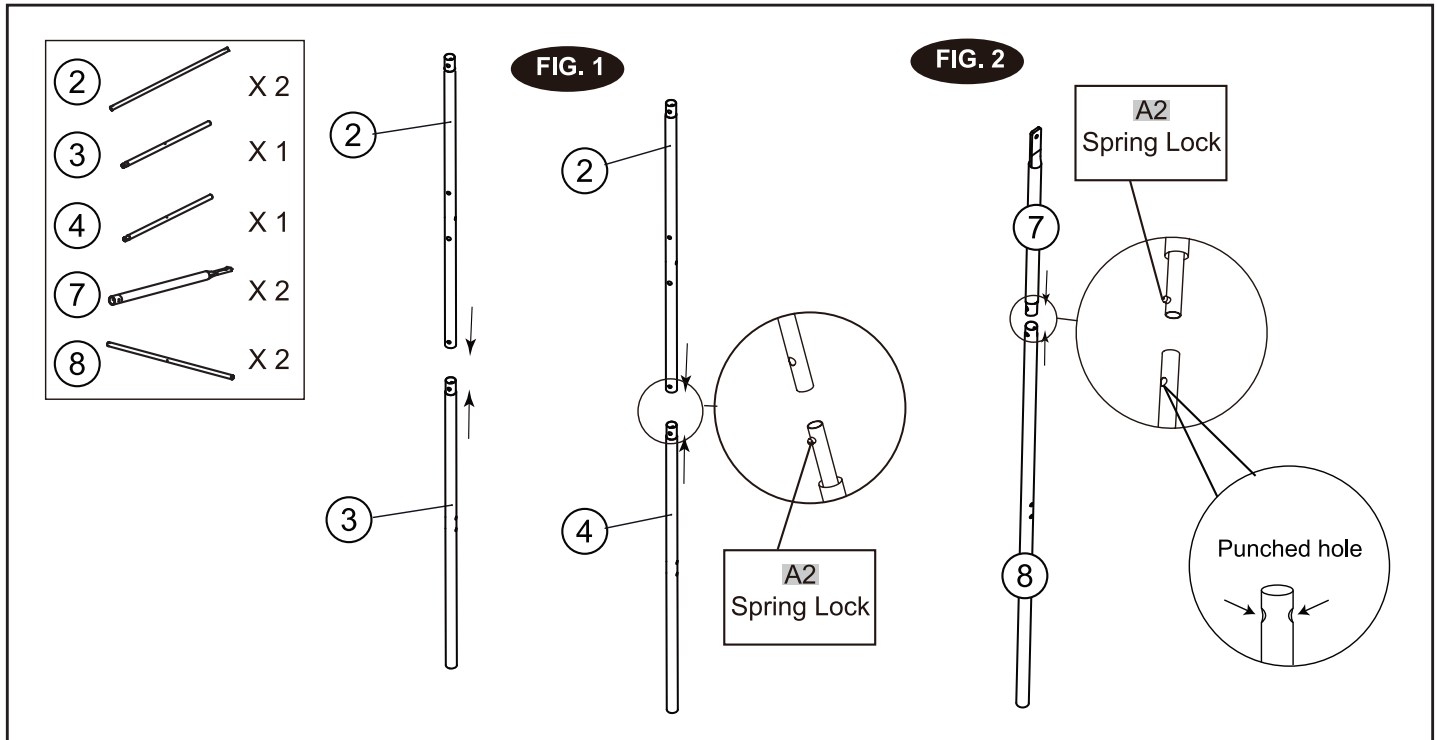


## FIG. 3

3. Attach Tube 5 and Tube 6 (#5 & #6) together using spring lock (pre-installed) as shown in FIG.3.
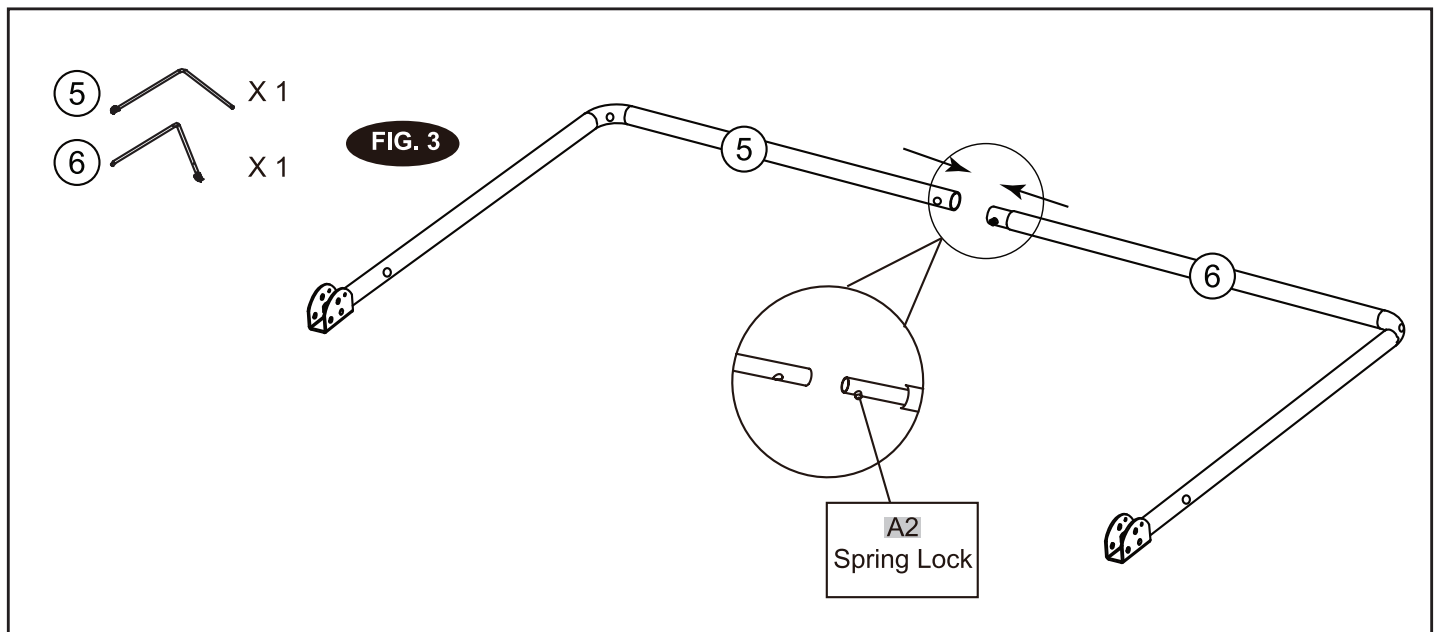
**FIG. 4**

4. Attach Tube 5 and Tube 6 (#5 & #6) to Tube 3 and Tube 4 (#3 & #4) using Bolts (#26), Washers (#22) and Nuts (#28), and then attach Tube 5 and Tube 6 (#5 & #6) to Tubes 8 (#8) using Bolts (#26), Washers (#22) and Nuts (#28) as shown in FIG. 4, 4A and 4B.

5. Attach Tubes 7 and Tubes 8 (#7 & #8) to Tube 2 (#2) using Bolt (#24), Washers (#22) and Nuts (#28) as shown in FIG. 4C, repeat this step for other side. *NOTE: Make sure the spring lock is facing down.*

FIG. 5

A3

FIG. 5A

FIG. 5B
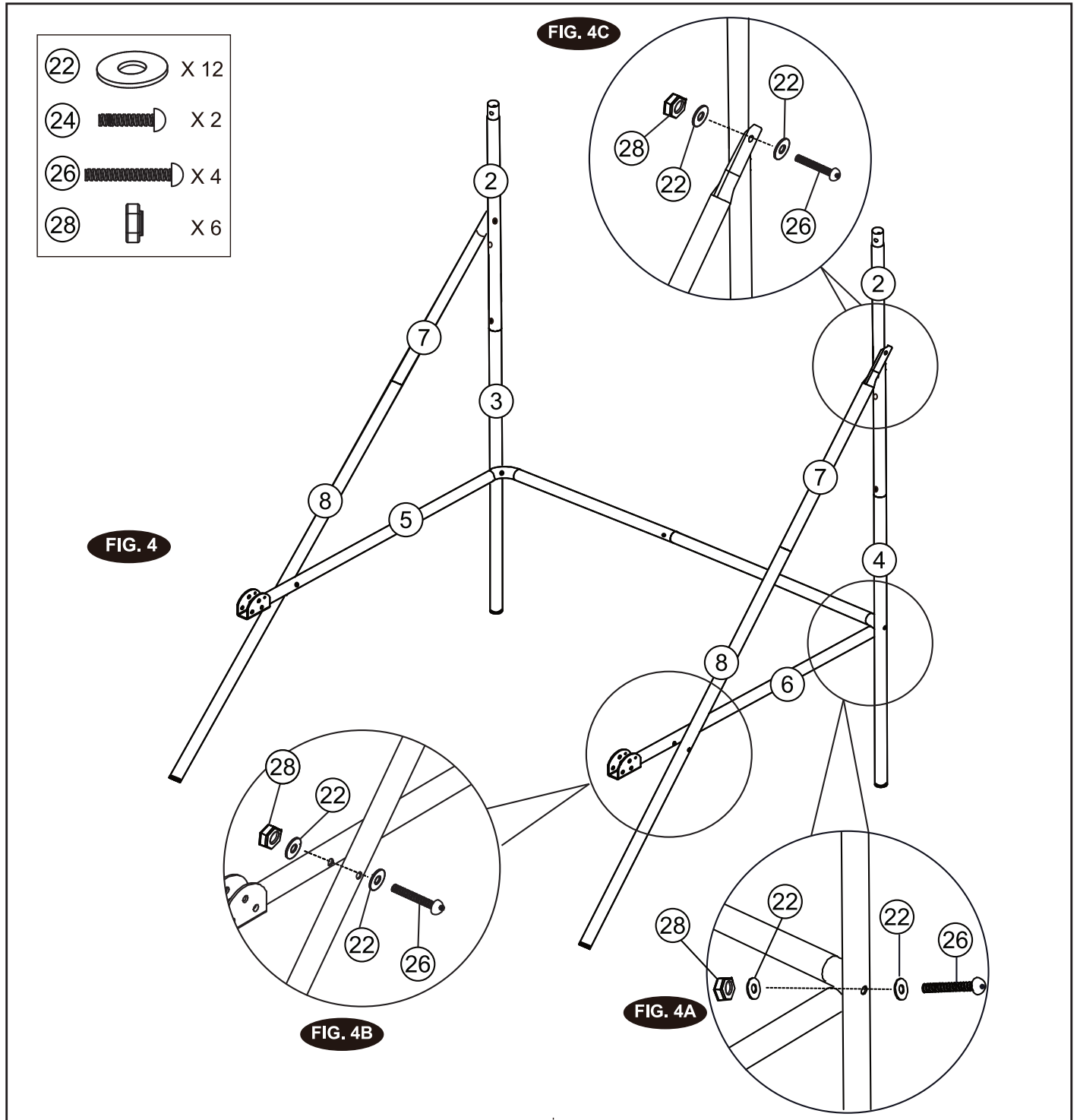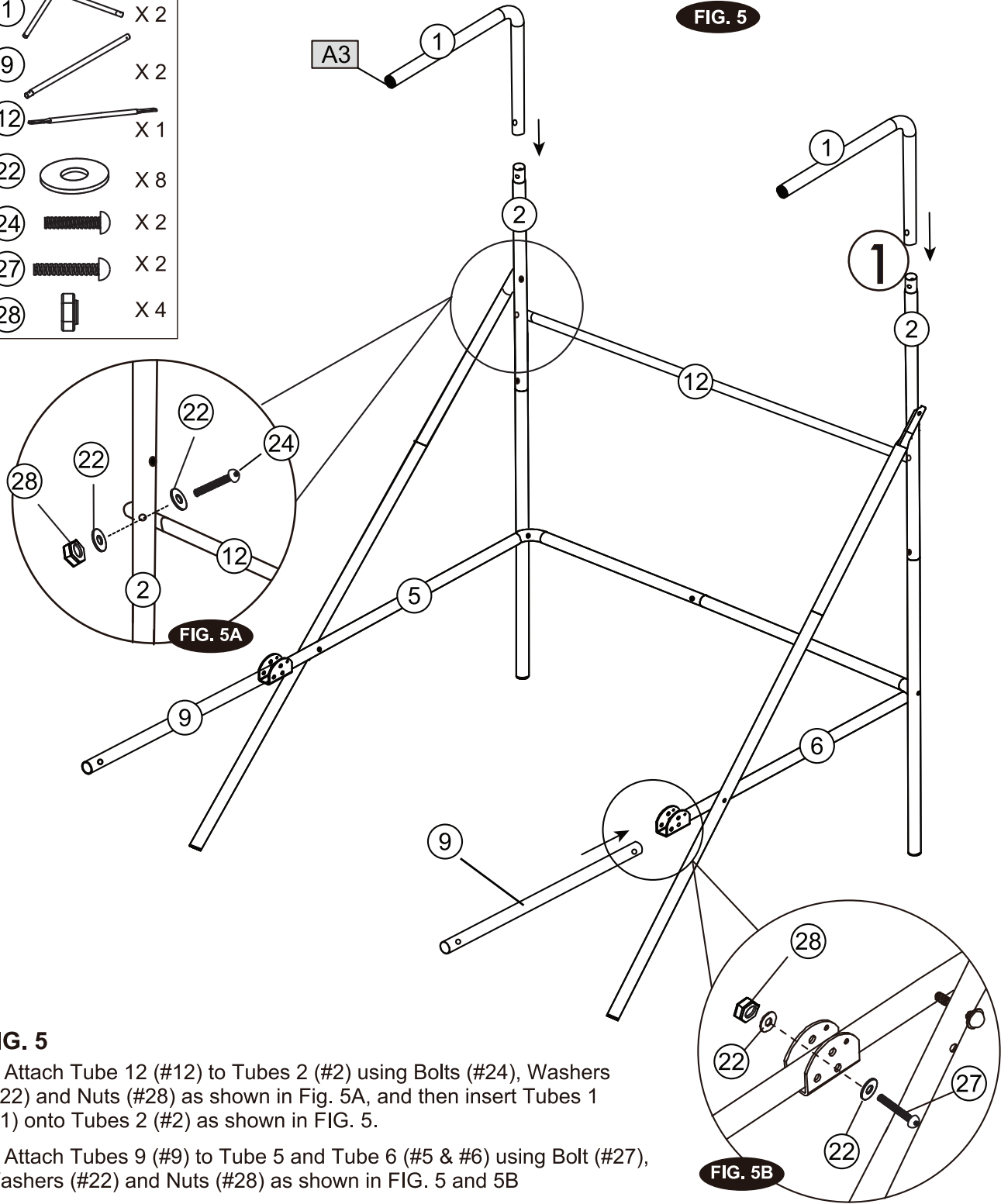
**FIG. 5**

6. Attach Tube 12 (#12) to Tubes 2 (#2) using Bolts (#24), Washers (#22) and Nuts (#28) as shown in Fig. 5A, and then insert Tubes 1 (#1) onto Tubes 2 (#2) as shown in FIG. 5.

7. Attach Tubes 9 (#9) to Tube 5 and Tube 6 (#5 & #6) using Bolt (#27), Washers (#22) and Nuts (#28) as shown in FIG. 5 and 5B
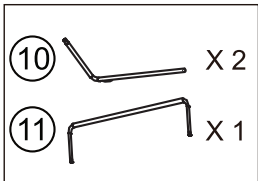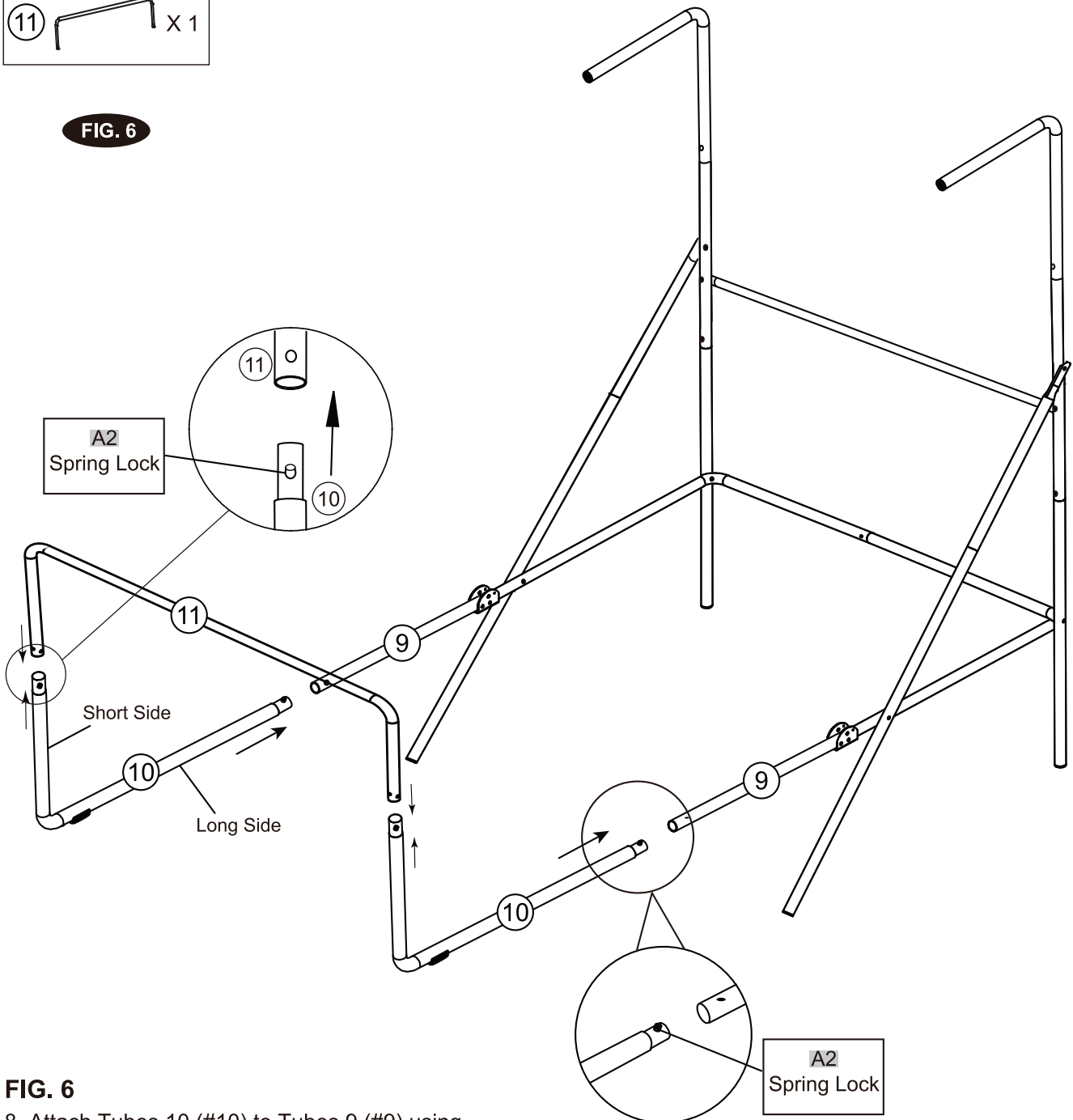
**FIG. 6**

**FIG. 6**

8. Attach Tubes 10 (#10) to Tubes 9 (#9) using

spring locks (pre-installed), and then insert Tube 11 (#11)
onto Tubes 10 (#10) using spring locks (pre-installed) as shown in FIG. 6.

## FIG. 7

9. Attach Rims (#17) and Rim Support Plates (#18) to the Backboard (#21) using the Bolts (#23), Washers (#22) and Nuts (#28). Attach the Switch Sensors (#15) to the Backboard (#21) using the Bolts (#23), Washers (#22) and Nuts (#28). *NOTE: Make sure that you use washer on both sides of the backboard as shown in FIG. 7.*
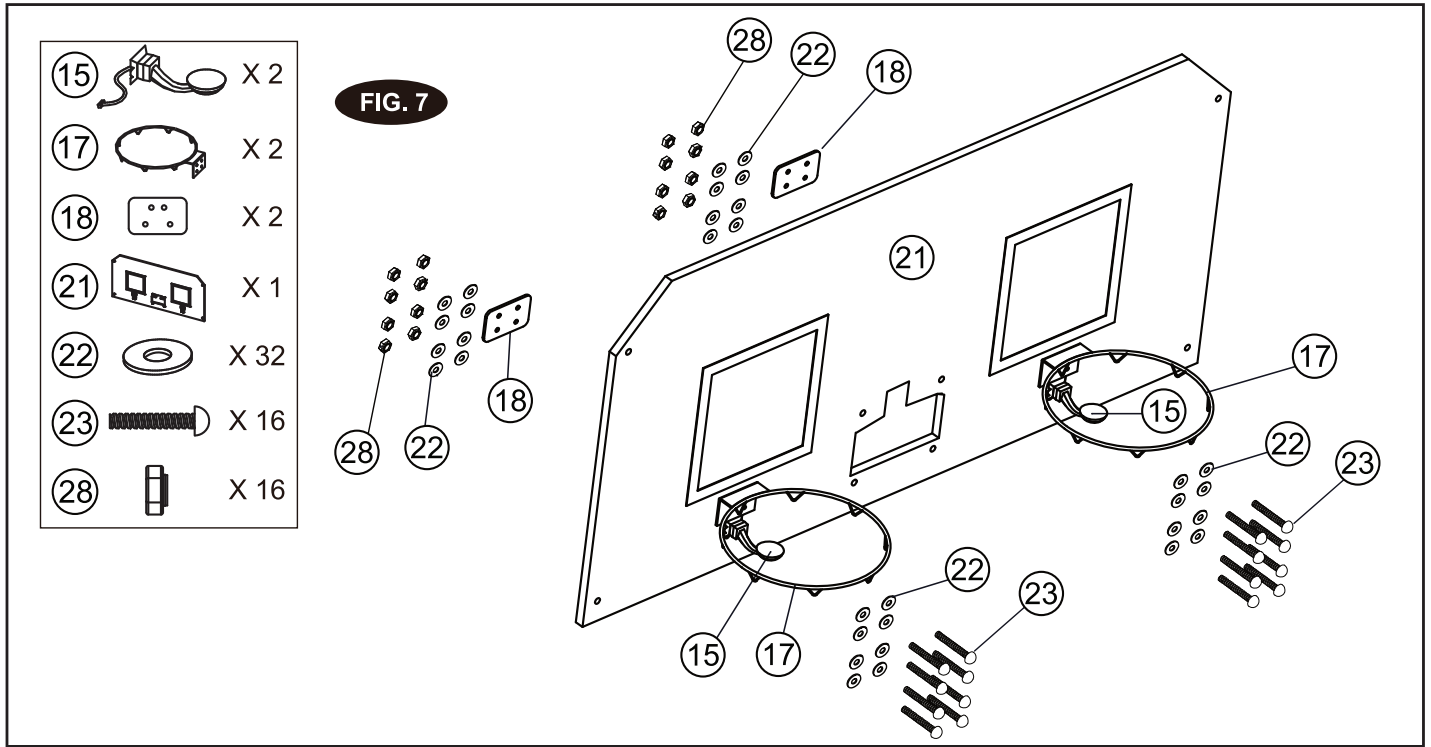
## FIG. 8

10. Attach the Electronic Scorer Face Plate (#31) to the front of Backboard and connect with the Electronic Scorer (#14) using Bolts (#29) as shown in FIG. 8.

11
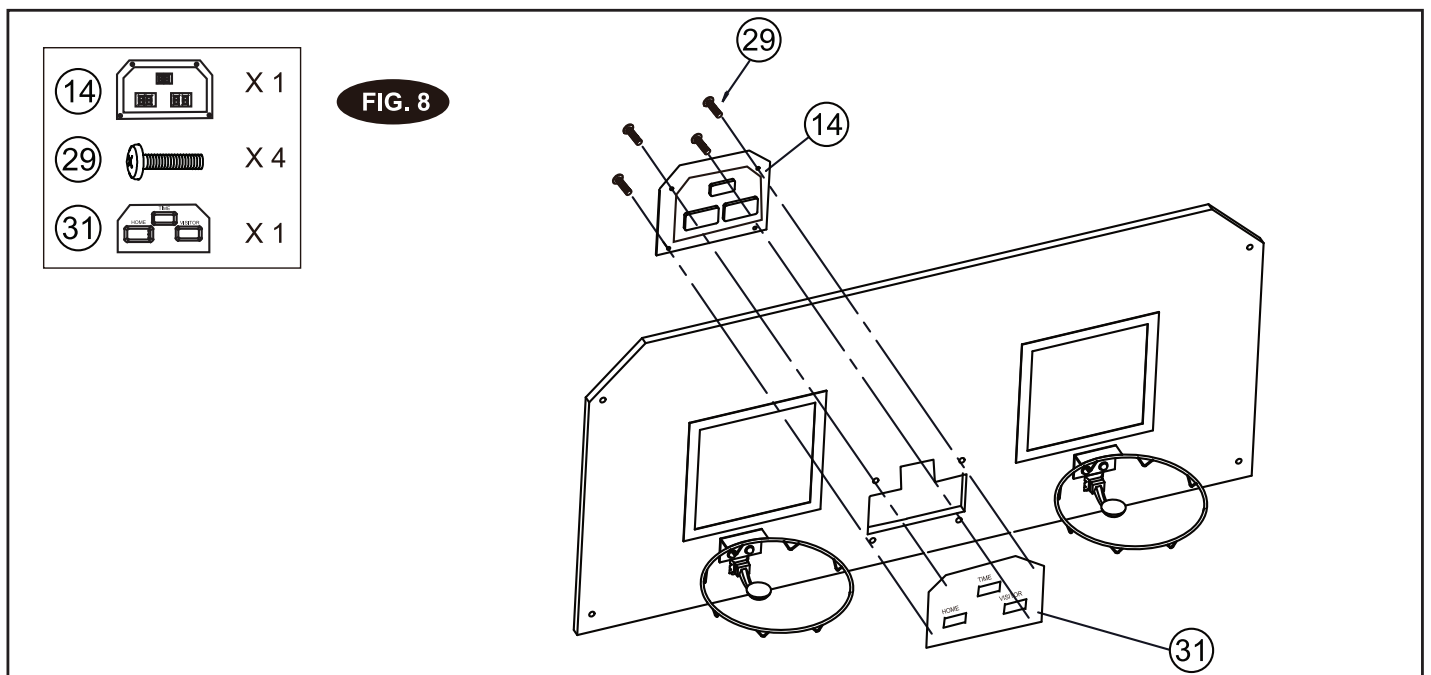
## FIG. 9

11. Slide elastic straps and sleeve of Ball Return Net (#20) onto Top Tubes 1 (#1) as shown in FIG. 9A & 9B.

12. Slide Tube 12 (#12) through the sleeve on the front of the Ball Return Net (#20), attach the left side first using Bolts (#24), Washers (#22) and Nuts (#28) as shown in FIG. 9C. Follow the same procedure on the right side.
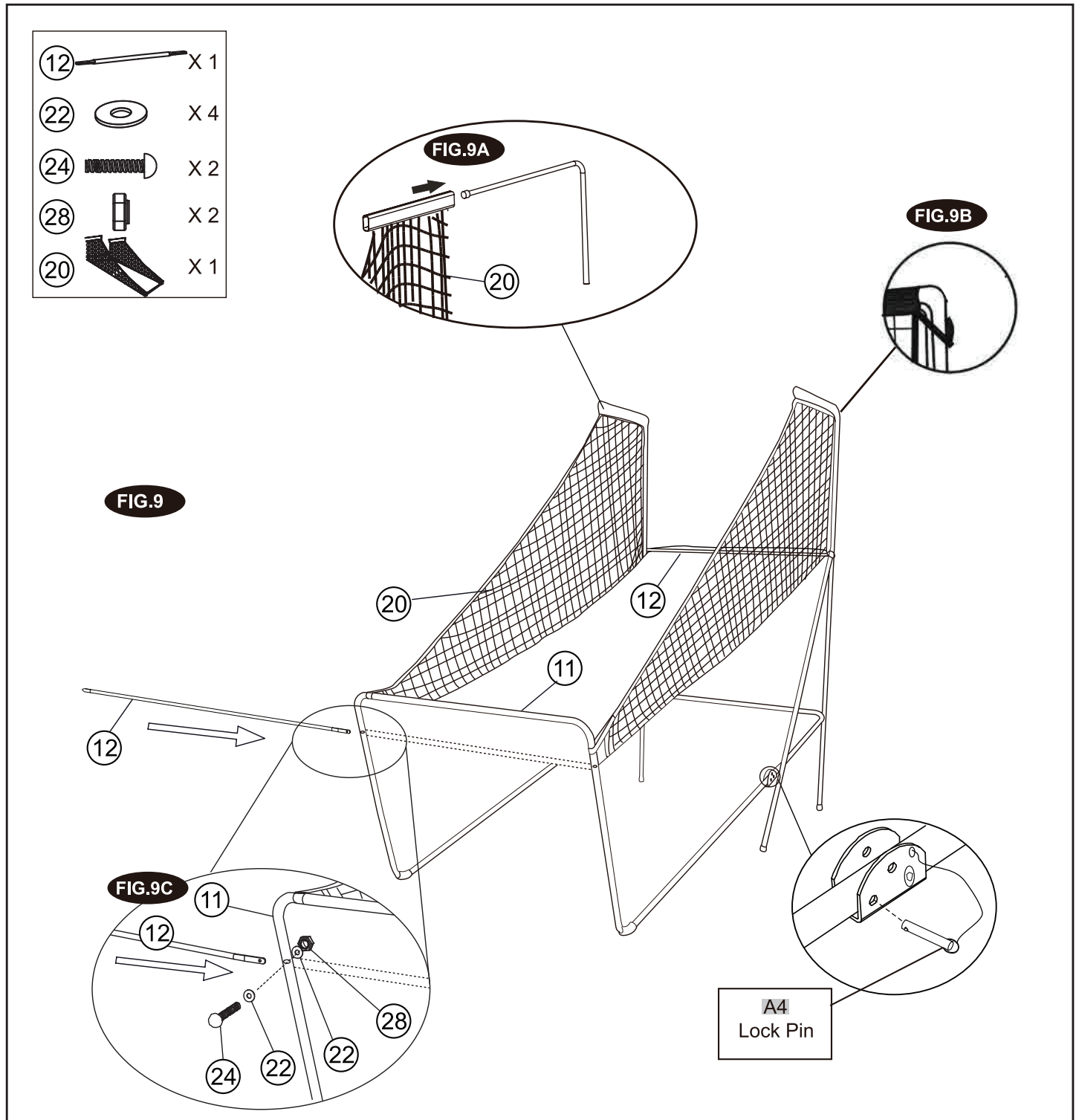
**FIG. 10**

13. With the help of another adult, attach the Backboard (#21) to Top Tubes 1 (#1) using Bolts (#25), Washers (#22), and Nuts (#28) as shown in FIG.10A. At each bottom hole of the backboard, attach the ramp tabs of Ball Return Net (#20) using Bolts (#25), Washers (#22), Nuts (#28) as shown in FIG.10B.

14. Connect the Lock Pins (#A4) to Tube 5 andTube 6 (#5 & #6) and insert them into Tube 5 and Tube 6 (#5 & #6) as shown in FIG.10C.
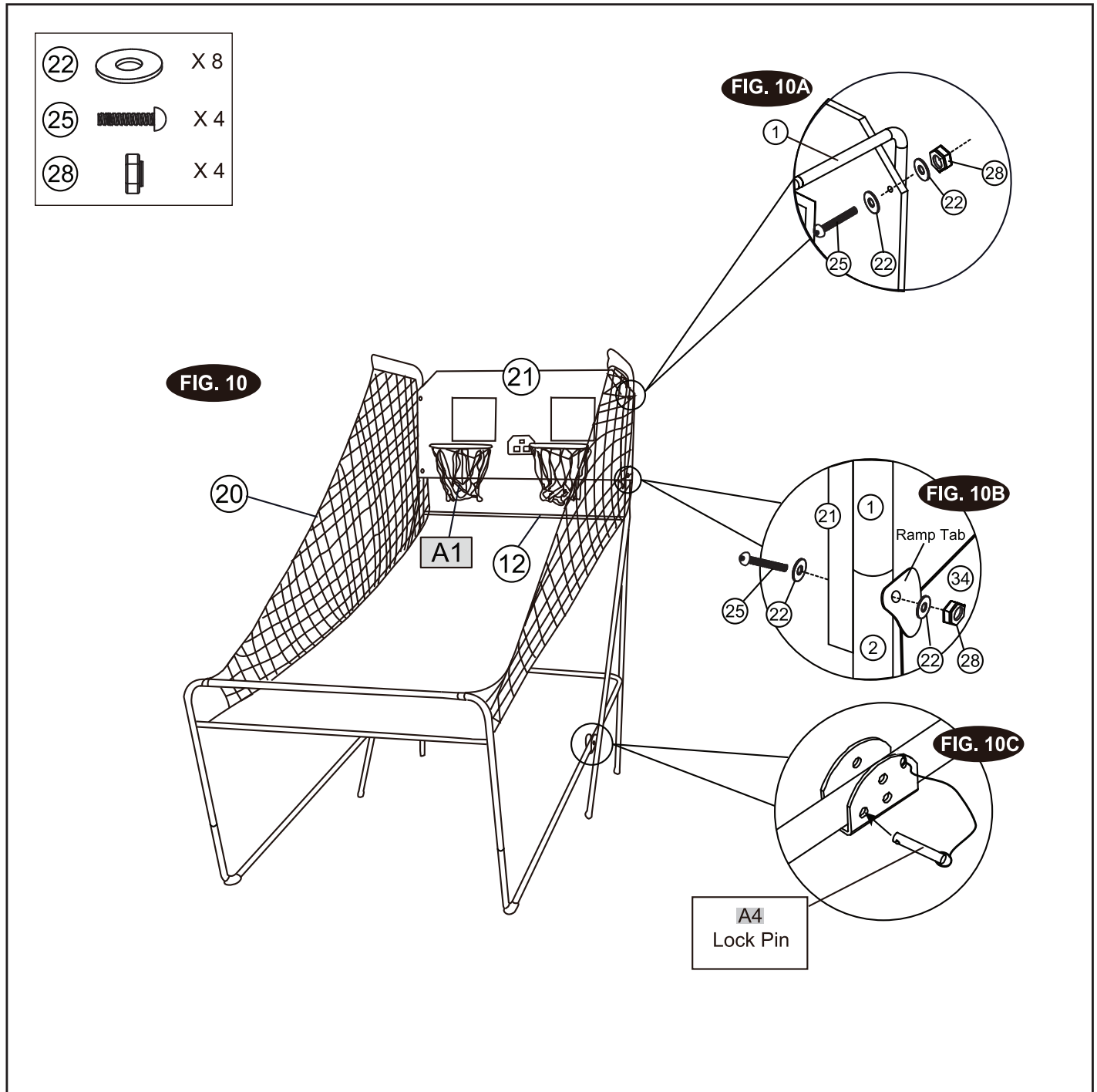
## FIG. 11

15. Attach the Control Box (#16) to the middle of Tube 11 (#11) using two Bolts (#30) as shown in FIG.11A.

16. Run the rest of the Control Wire through the loops on the bottom side of the Ball Return Net (#20). Hold the Control Wire on Tube 11 (#11) using the Self-Stick Straps (#34) as shown in FIG.11.
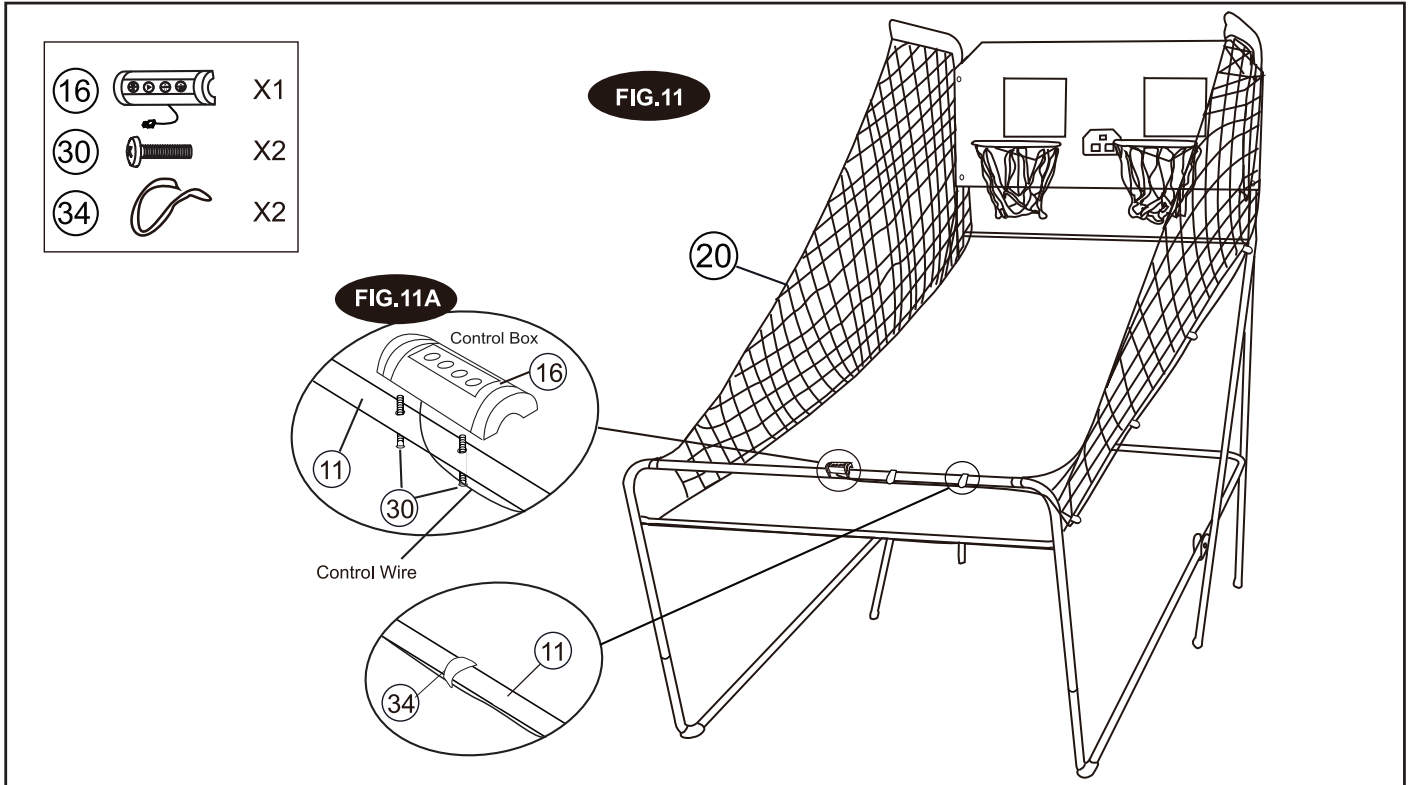


## FIG. 12

17. Connect the Sensor Wire from Switch Sensor (#15) to the Electronic Scorer (#14) as shown in FIG.12. Connect the Control Wire to the Electronic Scorer (#14) as shown in FIG.12 and 12A.



14
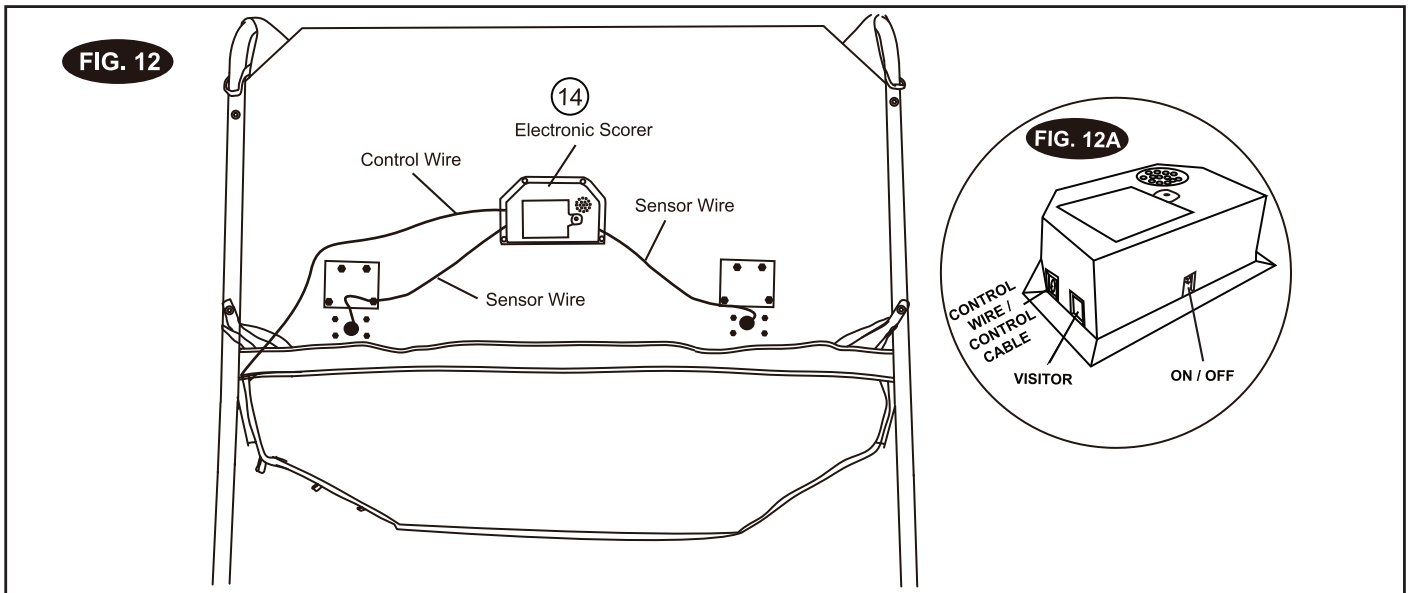
**FIG. 13**

18. To fold game up when not in use, remove Lock Pins (#A4), fold the front of the basketball game up and re-insert Lock Pins (#A4) as shown in FIG.13. *Note: The Lock Pins need to be removed before folding closed or open.*



FIG. 13

A4
Lock Pin

**IMPORTANT!**
**Make sure to use the**
**Lock Pin (#A4) when folded.**
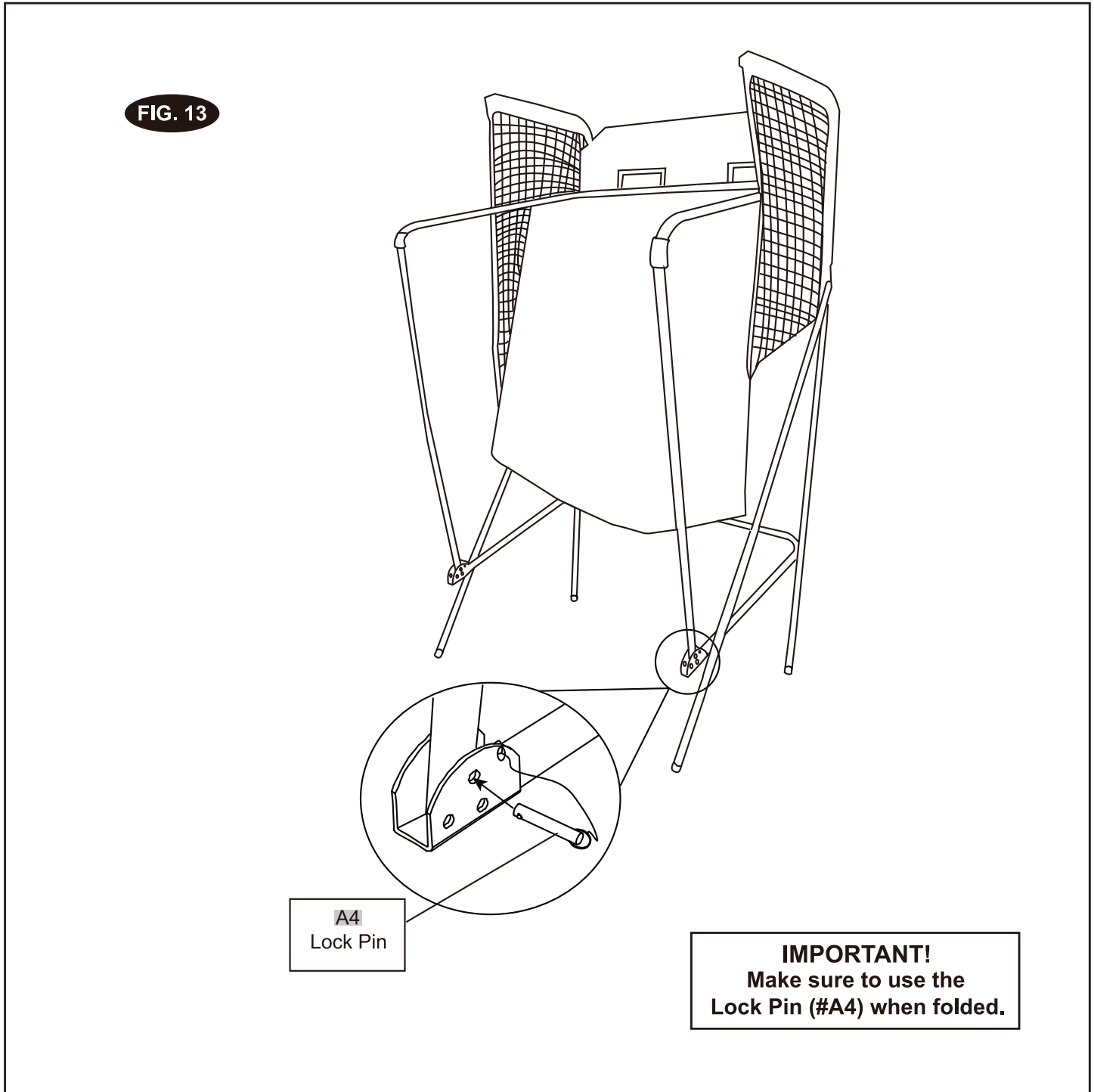
## ELECTRONIC SCORER OPERATION

**Installing Batteries:**

Using a screwdriver, unscrew lid and open the battery box. Insert 3 "AA" 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.
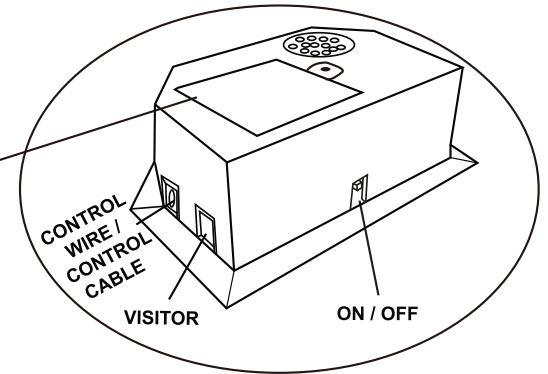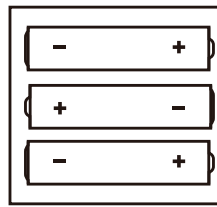
**Reminders:**

• 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.

CONTROL WIRE / CONTROL CABLE

VISITOR          ON / OFF

⚠ **WARNING:**
1) Requires 3 "AA" batteries (not included).
2) Do not mix old and new batteries.
3) Do not mix alkaline, standard (carbon zinc), or rechangeable (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.

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

**CONTROL PANEL**

| ON/OFF | PLAY | SELECT UP | SELECT DOWN |
|--------|------|-----------|-------------|
| SOUND | | PAUSE | RESET |
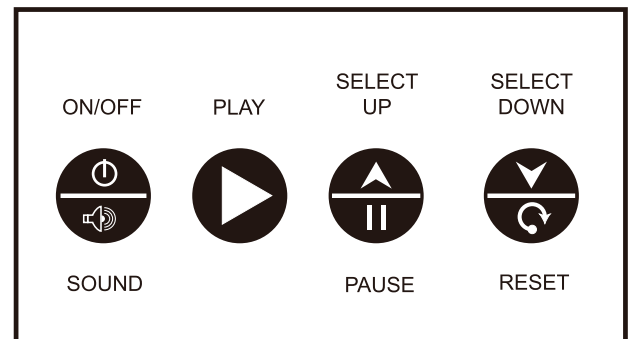
## 1. Beat the Clock

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. 3 Point Beat the Clock

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 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 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 (P2P3/P4)" and LED will flash twice in a second. After flash, 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.

"HOME" scoreboard displays Player 1/2/3/4, "VISITOR" displays points scored.

Once score reaches 10 points or time reaches 99 seconds, 5 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 flasing on "HOME", 2 points scored display on "HOME".

Make a shot in "VISITOR" frame when LED is flasing on "VISITOR", 2 points scored display on "VISITOR".

5 second countdown, until 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.

## 8. One on 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 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.

You have now assembled your Basketball Game. Please note the Care and Use instructions below to ensure years of trouble free use of your game table.

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### CARE AND USE

1. This product is intended for **INDOOR** use only.
2. Do **NOT** sit, climb or lean on the table.
3. Do **NOT** drag the table when moving it as this will damage the legs.

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Item 60817

**Questions and Comments
1-800-599-8898 (9 am - 5 pm EST)
www.tdcusainc.com**