decohome

Luxury Dual Hoops Electronic Basketball Game Assembly Instructions
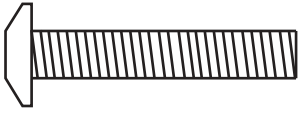
DGBB01

HARDWARE IDENTIFIER

H1 - M6 x 35mm

Phillips Head Bolt
(1 pc)
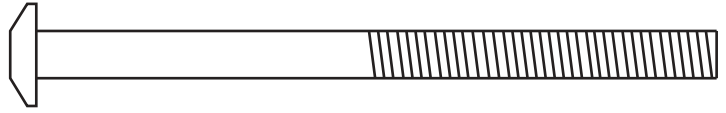
H2 - M6 x 90mm

Phillips Head Bolt
(2 pcs)
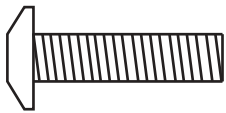
H3 - M6 x 25mm
Phillips Head Bolt
(16 pcs)

H4 - M6 x 15mm
Flat Washer
(3 pcs)

H5 - M6
Wing Nut
(19 pcs)

H6 - Plastic
Bushing
(2 pcs)

H7 - M6
Lock Washer

(16 pcs)

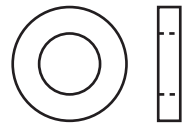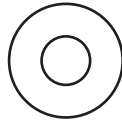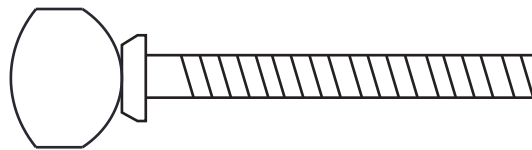H8 - Plastic
Wing Bolt to
attach P17
Control Box
(1 pc)

T1 - Phillips
Allen Wrench
(1 pc)

1

PARTS IDENTIFIER
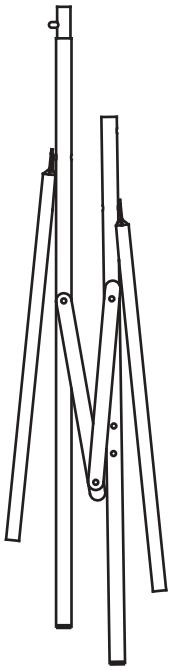
P1 - **Left** Lower Tube Assembly (1 pc)
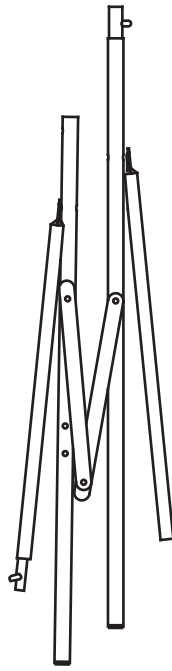
P2 - **Right** Lower Tube Assembly (1 pc)

P3 - **Left** Middle Tube Assembly (1 pc)
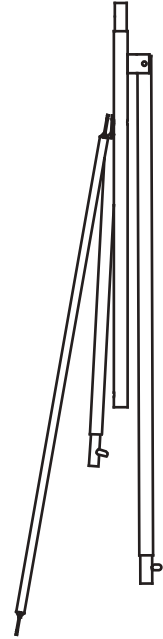
P4 - **Right** Middle Tube Assembly (1 pc)
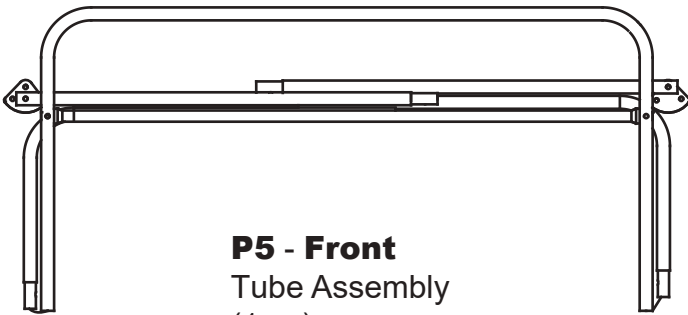
P5 - **Front** Tube Assembly (1 pc)
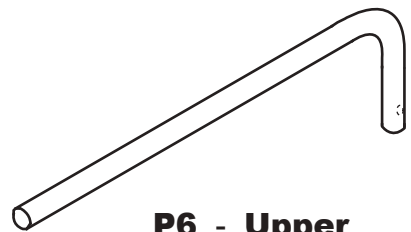
P6 - **Upper** Tube (2 pcs)
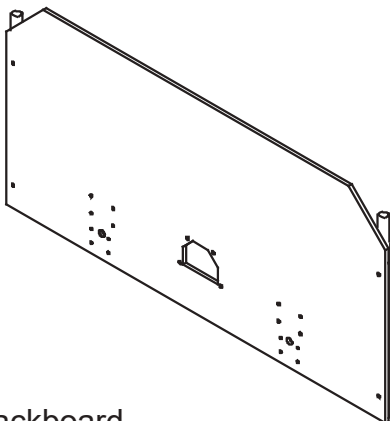
P7 - Backboard with Tubes Assembly (1 pc)

P8 - Ramp Chute (1 pc)

2
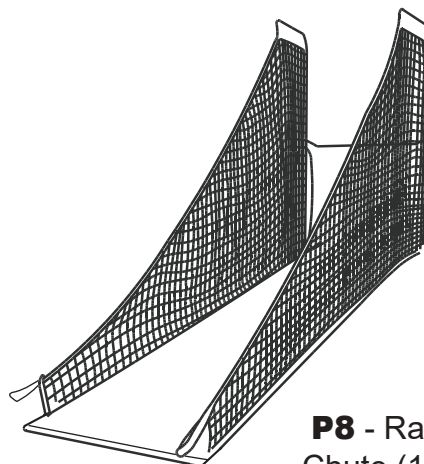
PARTS IDENTIFIER
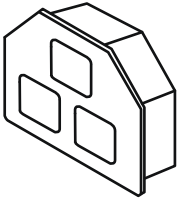
P9 - Electronic Scorer (1 pc)

3 pcs AA Batteries Required , Not Supplied
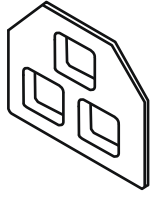
P10 - Electronic Scorer Face Plate (1 pc)

P11 - Mechanical Scoring Arm (2 pcs)
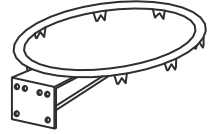
P12 - Rim (2 pcs)

Note: This is a special rim designed to avoid entanglement with the mechanical scoring arm.
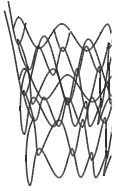
P13 - Rim Net (2 pcs)

Note: This is a special rim net designed to avoid entanglement with the mechanical scoring arm.
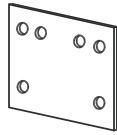
P14 - Rim Support Plate (2 pcs)

P15 - Locking Pin (2 pcs)

P16 - Scoring Control Box Wire (1 pc)
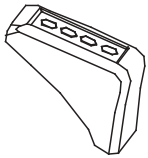
P17 - Control Box (1 pc)
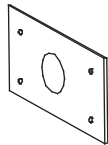
P18 - Mechanical Scoring Arm Support Plate (2 pcs)

ACCESORY IDENTIFIER

A1 - Air Pump with Needle (1 pc)
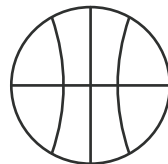
A2 - Basketball (5 pcs)

A3 - A/C Adapter (1 pc)

WARNING:
CHOKING HAZARD
Small parts.
Not for children under 3 yrs.
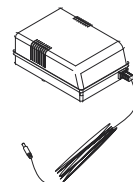
STEP 1

Connect **P2** - **Right** Lower Tubes Assembly to **P1** - **Left** Lower Tubes Assembly using Spring Lock as shown in **FIGURE 1**.

Spring Lock face backside

P1

P2

FIGURE 1

Spring Lock

WARNING / PINCH HAZARD!
Keep hands and fingers away from hinge until STEP 3 is complete and the hinge is in a controlled position.
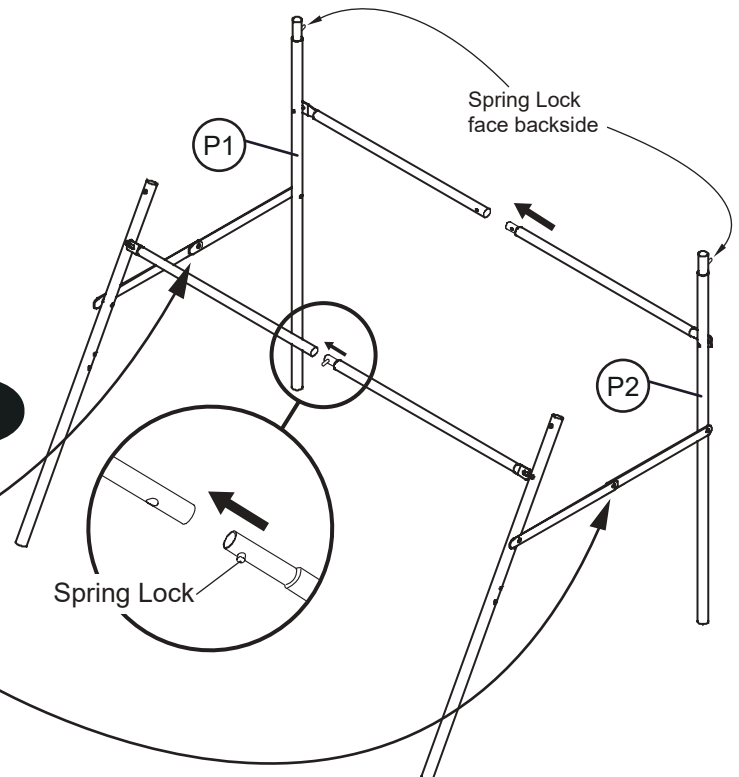
STEP 2

Connect **P4** - **Right** Middle Tubes Assembly to **P3** - **Left** Middle Tubes Assembly using Spring Lock as shown in **FIGURE 2**.

Spring Lock

NOTE: The only assembly in this step is connecting this spring lock.

P3

P4

FIGURE 2

4
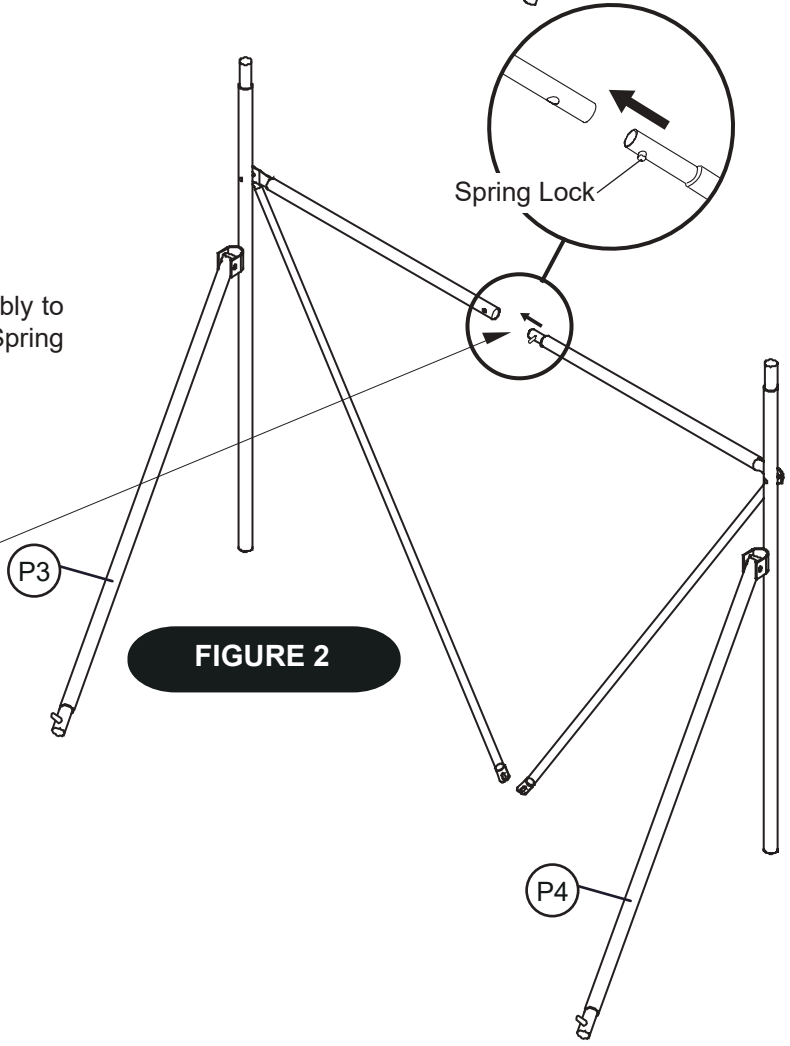
STEP 3

Connect Middle Tubes Assembly from **STEP 2** to Lower Tubes Assembly from **STEP 1** using Spring Locks. Next, using **H1** Bolt, **H4** Washer and **H5** Wing Nut connect frame braces as shown in **FIGURE 3** and **DETAIL A.**

NOTE: Lastly, these six points can now be tightened using a phillips screwdriver or Phillips Allen Wrench (T1) provided and plyers.

Spring Lock

Spring Lock

ASSEMBLY FRAME FROM **STEP 2**

ASSEMBLY FRAME FROM **STEP 1**

H1

H5

H4

FIGURE 3

H1

H5

H4

DETAIL A

5
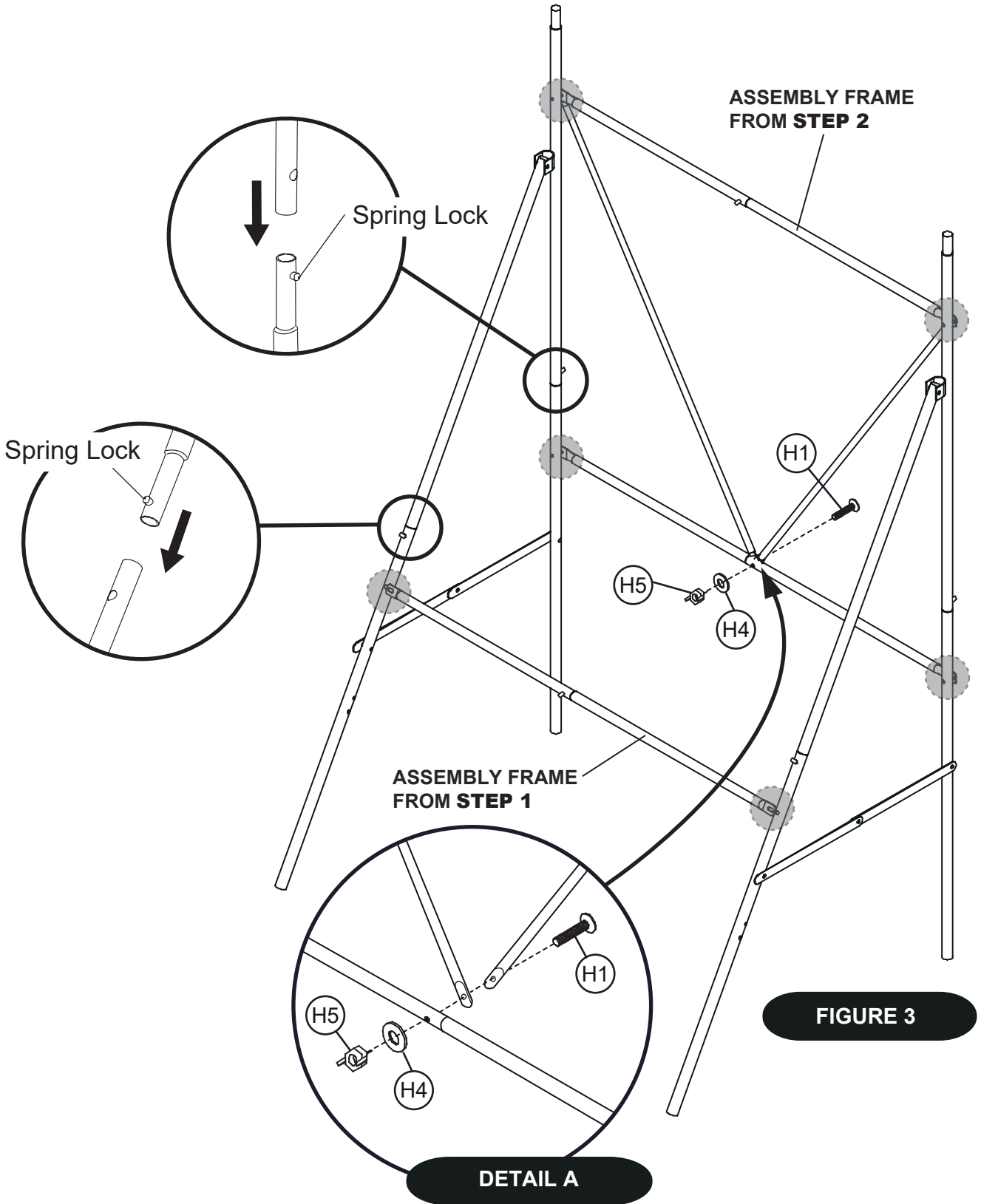
STEP 4

Connect **P5** Front Tube Assembly using Spring Lock
as shown in **FIGURE 4.**
NOTE: Bungee Cord is an assembly aide and stays in place.

Bungee
Cord

Spring Lock

FIGURE 4

P5
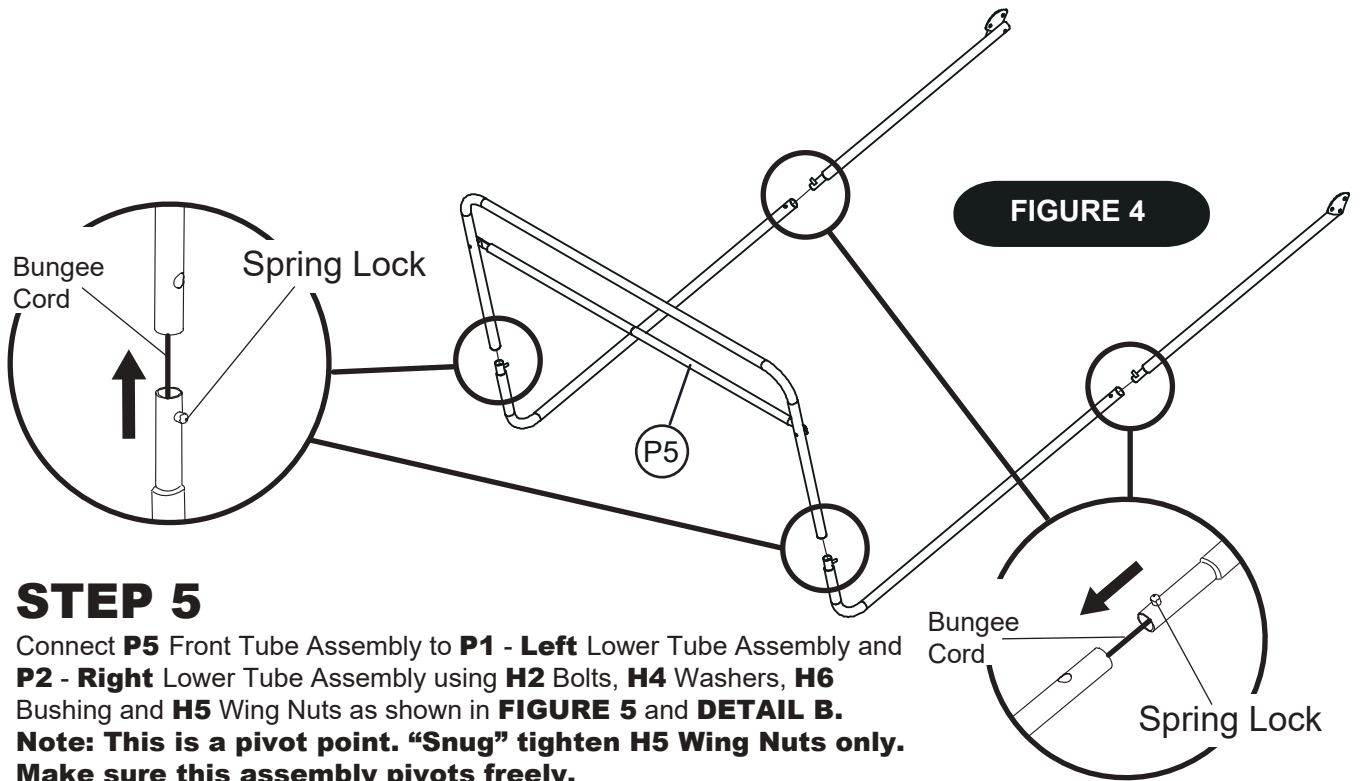
STEP 5

Connect **P5** Front Tube Assembly to **P1** - **Left** Lower Tube Assembly and
P2 - **Right** Lower Tube Assembly using **H2** Bolts, **H4** Washers, **H6**
Bushing and **H5** Wing Nuts as shown in **FIGURE 5** and **DETAIL B.**
Note: This is a pivot point. "Snug" tighten H5 Wing Nuts only.
Make sure this assembly pivots freely.

Bungee
Cord

Spring Lock

NOTE: Use "bottom" hole
for this assembly.

P1

H6

H2

H4

H5

P5

P15

DETAIL B

P1

P2

FIGURE 5

P5

NOTE: Push **H2** Bolts
around the inner bungee
cord.

6
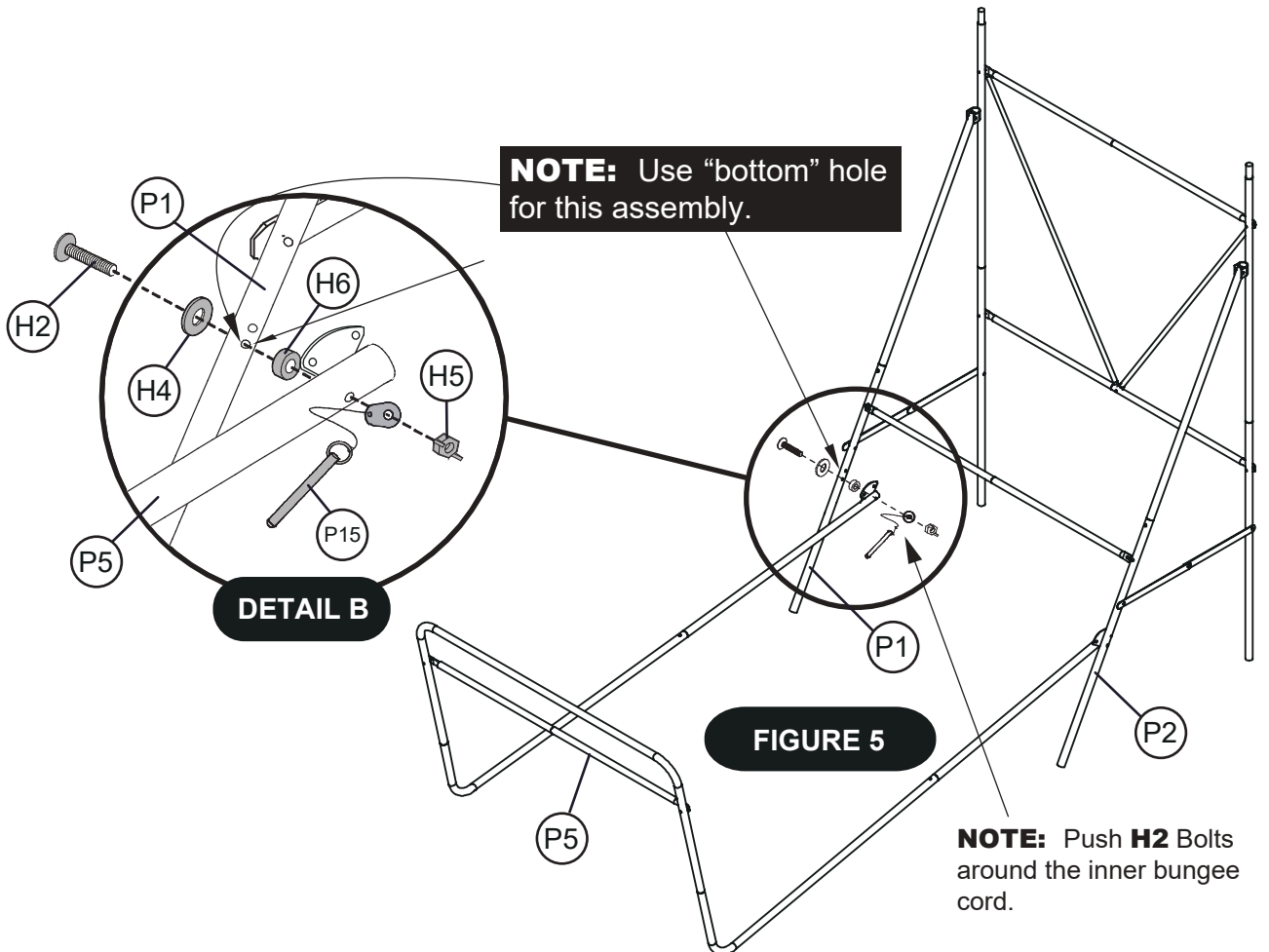
STEP 6

Attach **P12** Rim and **P14** Rim Support Plate to the **P7** Backboard using **H3** Bolts, **H7** Lock Washers and **H5** Wing Nuts as shown in **FIGURE 6.**

Attach **P11** Mechanical Scoring Arms and **P18** Mechanical Scoring Arm Support Plates to the **P7** Backboard using **H3** Bolts, **H7** Lock washers and **H5** Wing nuts as shown in **FIGURE 6**.

Use T1 Phillips Allen Wrench and Plyers (not provided) to tighten all Bolts.

NOTE:
P11 Mechanical Scoring Arm sensor plug must pass through P7 Backboard and P18 Mechanical Scoring Arm Support Plate.
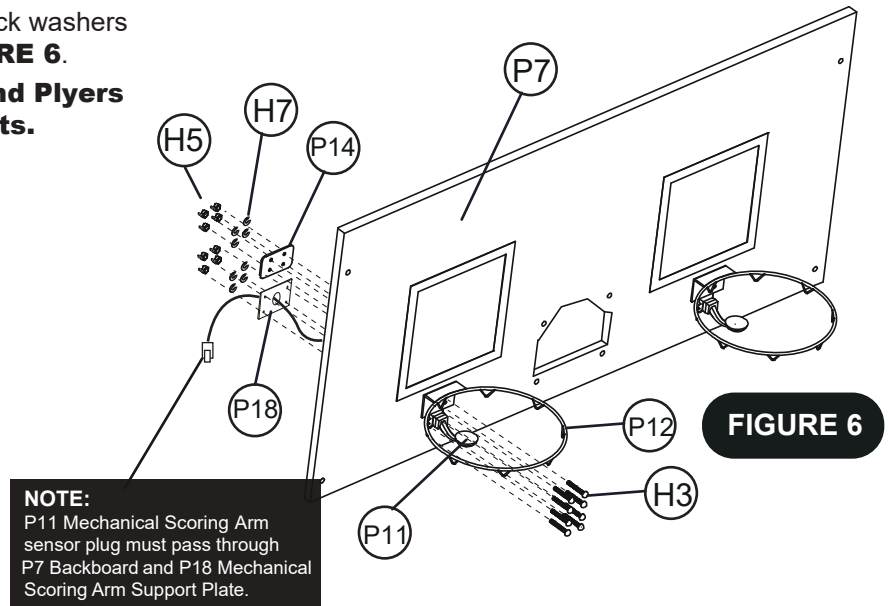
FIGURE 6

STEP 7

Attach **P9** Electronic Scorer and **P10** Electronic Scorer Face Plate to **P7** Backboard as shown in **FIGURE 7.**

NOTE: Place **P10** Electronic Scorer Face into **P7** Backboard first, then carefully "press" **P9** Electronic Scorer onto the four tabs on **P10**. **You should hear the four tabs "snap" into place.**

Loop the **P13** Rim Net through the ram horns on the **P12** Rims as shown in **FIGURE 7.**

NOTE:
Remove Protective Coating before assembly.

FIGURE 7

Net does have a top and bottom, The long loops go to the top.

Note: This is a special rim net designed to avoid entanglement with the mechanical scoring arm.`

A

B

C

7
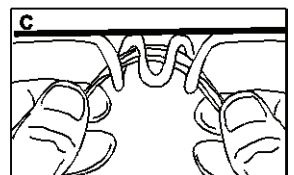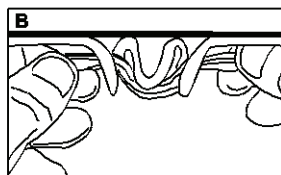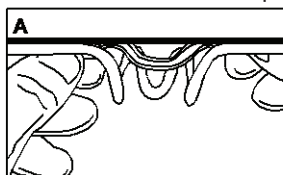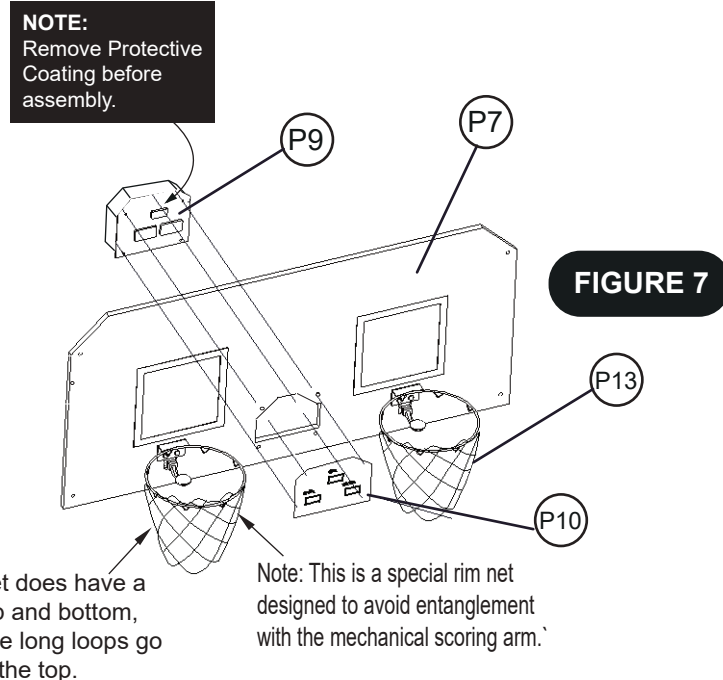
STEP 8

Attach Backboard assembly from **STEP 7** to Frame assembly from **STEP 5** as shown in **FIGURE 8.**

Attach **P6** Upper Tubes to **P7** Backboard assembly using Spring Lock as shown in **FIGURE 8.**

P6

Spring Lock
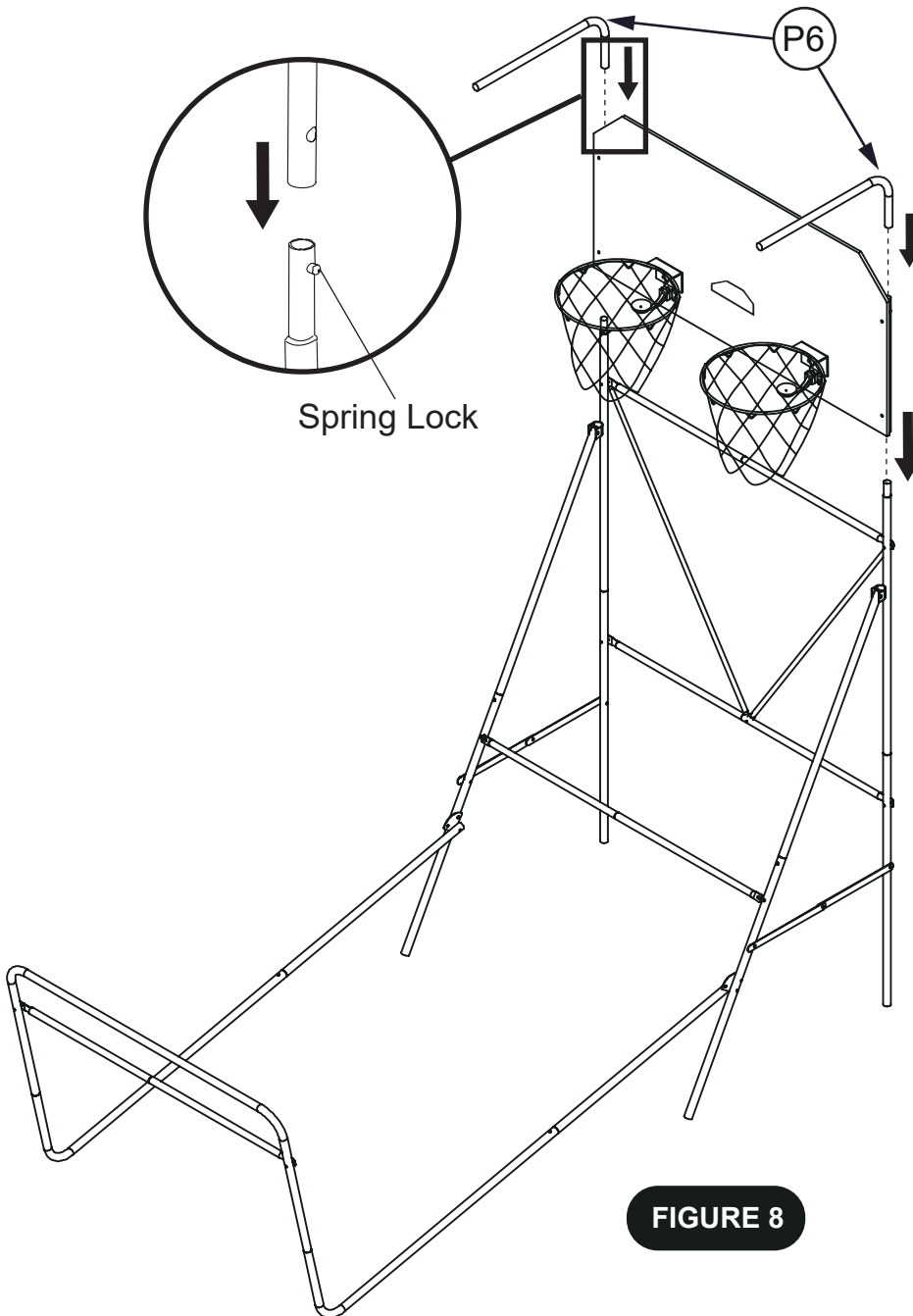
FIGURE 8

8

STEP 9

Slide elastic loops and the sleeve of **P8** Ramp Chute onto **P6** Upper Tubes as shown in **FIGURE 9** and **DETAIL C.**
At the front of **P8** Ramp Chute, bring the ramp down and secure using velcro strap as shown in **FIGURE 9.**
Secure all velcro straps on the shootout as shown in **FIGURE 9.**

P6

Ramp Chute
Upper Sleeve

P8

Elastic
Loop

DETAIL C

P8

Connect Velcro
Strap here.

Connect Velcro
Strap here.

Connect Velcro
Strap here.

FIGURE 9

Connect Velcro
Strap here.

SIDE VIEW

Front U-Tube

Ramp
Chute

Velcro Strap

Bottom
Tube

Bring Ramp Chute
cross bottom tube and
front U-tube down and
secure using velcro strips.

NOTE: Bottom Tube.
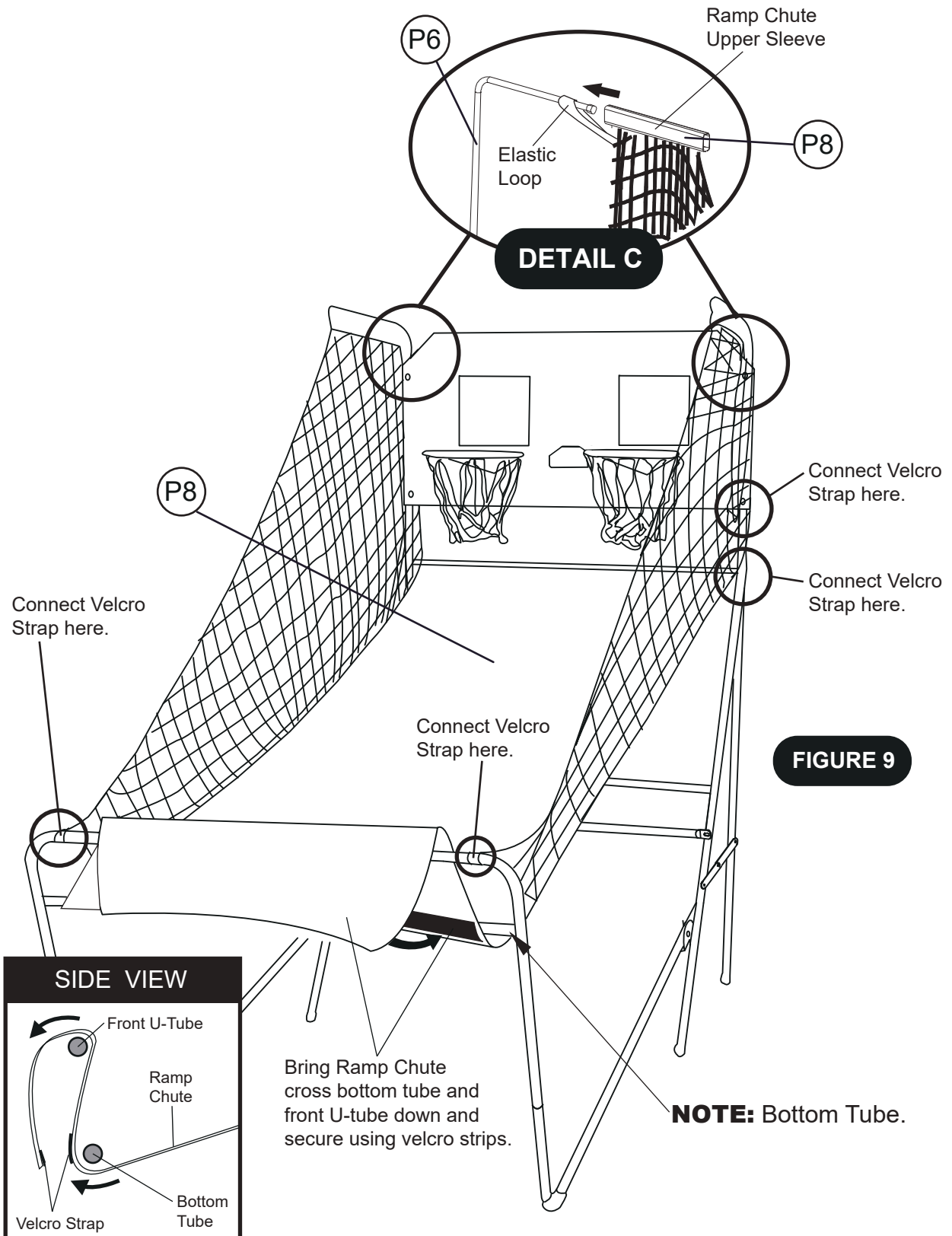
STEP 10

Connect **P11** Mechanical Scoring Arm sensor wires to **P9** Electronic Scorer as shown in **FIGURE 10.**
Secure Elastic Loops from **P8** Ramp Chute to the back of **P7** Backboard attached Wing Nuts as shown in **FIGURE 10.**
Hook Elastic Loops over Wing Nuts in six locations as shown in FIGURE 10.

Connect **P16** Scoring Control Box Wire to **P9** Electronic Scorer as shown in **FIGURE 10** and **DETAIL D.**

Now attach **P17** Control Box to the right corner of the front U-Tube **P5** using **H8** Wing Bolt as shown in **FIGURE 11.** Run the rest of **P16** Control Wire through the loops on **P8** Ramp Chute.

This game has a Dual Power feature. You can insert 3 AA Batteries (not included) into the battery compartment on the back of the Electronic Scorer **P9**--- OR --- use the A/C Adapter **A3** (provided) when your shootout is close to a power source. Please remove the batteries when you are using the A/C Adapter.

See" **FIRST TIME BATTERY INSTALLATION AND NOTICE** " , before installing batteries, located on **page 17**

Control Wire

Mechanical Scoring Arm Sensor

DETAIL G

Mechanical Scoring Arm Sensor

NOTE: ON/OFF switch located bottom of electronic scorer.

FIGURE 10

Elastic Loop

Elastic Loop

P16

A3

P11

Elastic Loop

Elastic Loop

Elastic Loop

Elastic Loop

Install **P16** Control Box Wire into Hook and Loop Straps.

FIGURE 11

P17

P16

P5

H8
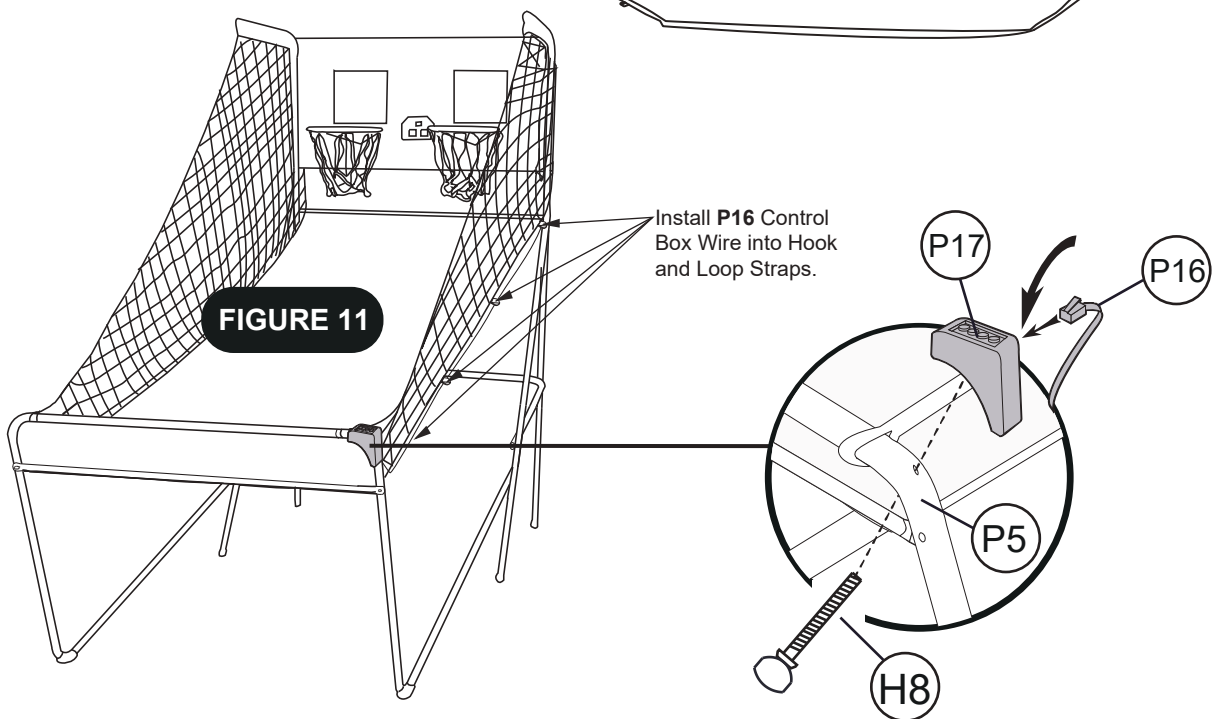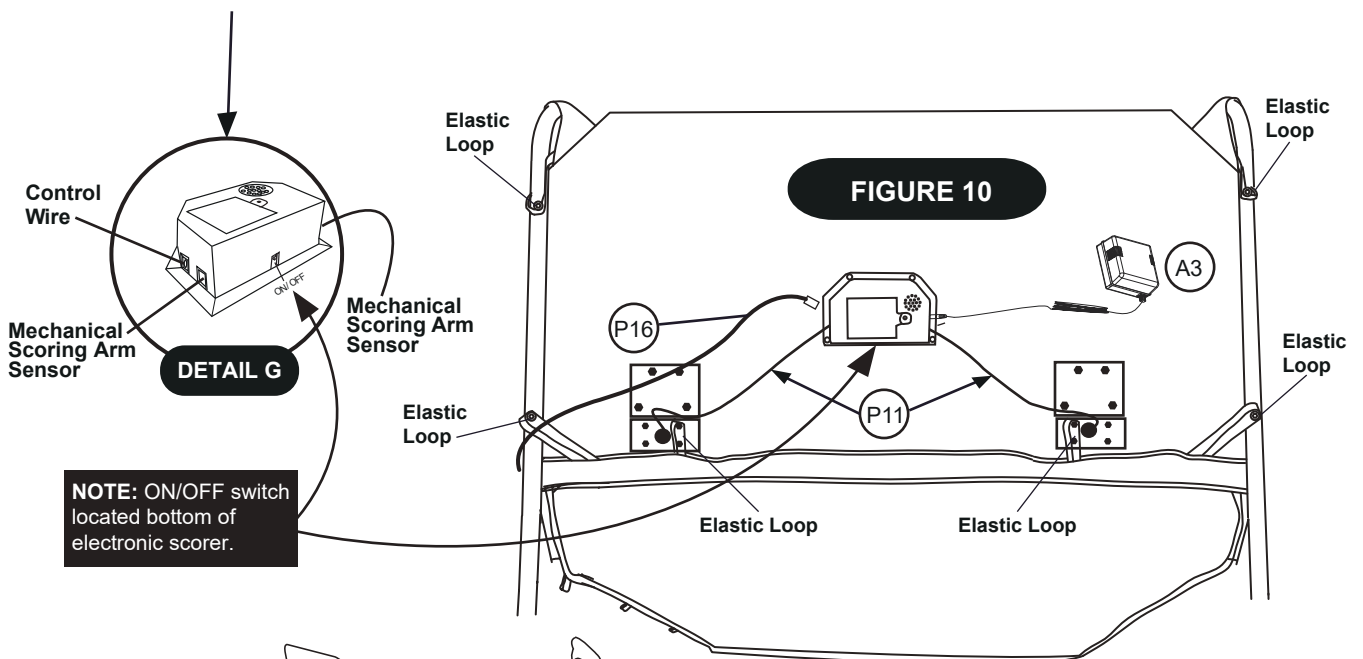
4. Horse

a. Press "PLAY" to enter game.

b. Press "UP/Down" to select multiple players (P2/P3/P4)

c. Press "PLAY" after the number of player is selected

d. Player has to make a shot in 2 seconds.

e. 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.

f. 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". The letter "E" is given, the player is out.

g. The first player to spell "horse" loses. Players stay in repeat step d.e.f. till game is finished

h. The last player to spell "horse" wins

i. 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" to begin the game.

"HOME" displays "player", "VISITOR" displays "24" points, pre-set 40 seconds playimg 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 more points scored wins (LED will flash on player with higher score)

Game is finished when a player scores 99 points

Press "PLAY" to restart this game

6. Around the World

Use tape to mark the 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 player is selected.

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

Once score comes to 14 points or time comes to 99 seconds countdown 5 seconds to 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 player 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".

Countdown 5 seconds to next player's turn when one player finishes game.

Player with more points scored wins (LED will flash on player with higher score).

Press "PLAY" to restart this game.

8. One to One

Press "PLAY" to enter game 8.

Press "UP/Down" to select playing time, 30/45/60 seconds.

Press "PLAY" to begin the game.

Shot made in "HOME" frame, 2 points scored for "HOME", all shots count 3 points in last 10 seconds.

Shot made in "VISITOR" frame, 2 points scored for "VISITOR", all shots count 3 points in last 10 seconds.

Player with more points scored wins when time is out.

Press "PLAY" to restart this game.
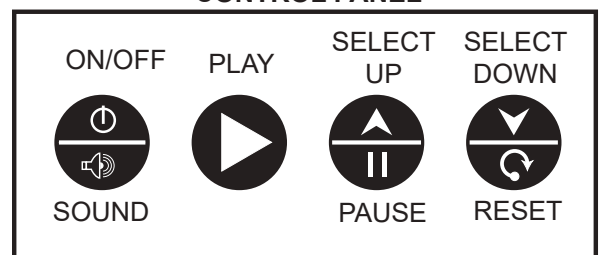
ELECTRONIC SCORER OPERATION

1. Unscrew bolt using a screwdriver and open the battery box. Insert 3 AA batteries (not included) in the order of polarity as shown on the inside cover. Then close the cover using a screwdriver. Turn the power ON using the ON/OFF switch. (if the game will not be used for a long period of the time, we recommend that the batteries should be removed).
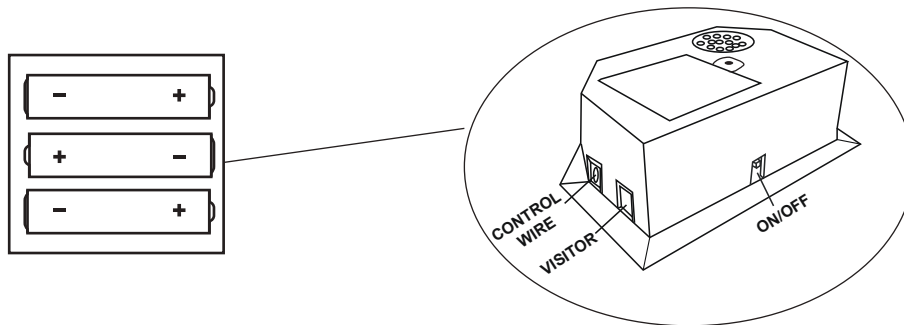
CONTROL BOX OPERATION

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 "SELECT UP and DOWN" 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

CHOOSE FROM 8 DIFFERENT GAME OPTIONS

1. Beat the time 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 player 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, each score counts 3 points.
Countdown 5 seconds to next player's turn when one player finishes game.
Player with more points scored wins (LED will flash on player with higher score).
Press "PLAY" to restart this game.

2. 3 Point Beat the Time 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 player 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 points.
Countdown 5 seconds to next player's turn when one player finishes game.
Player with more 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 playing time, 30/45/60 seconds.
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 who wins and game is finished.
Press "PLAY" to restart this game.

Manufacturer's 1-Year Limited Warranty

The manufacturer warrants that all parts and components are defect free in materials and workmanship for 1 year. This warranty is valid only in accordance with the conditions set forth below:

1. The warranty extends only to the original consumer purchaser and is not transferable. In addition, proof of purchase must be demonstrated.

2. This limited warranty is the only written or express warranty given by the manufacturer. Any implied warranty of merchantability or fitness for a particular purpose on this product is limited in duration to the duration of this warranty. Some states do not allow limitations on how long an implied warranty lasts, so the above limitation may not apply to you.

3. This warranty gives you specific legal rights. You may also have other rights which vary by state

Procedure for Replacement or Return within the 1 Year:

To return the product for replacement or refund within the 1 year, the original purchaser must pack the product securely and send it postage paid with a description of the reason for replacement or refund, proof of purchase, and include your order number on the package, to the following address:

Deco Home
80 Carter Drive
Edison, NJ 08817

Other contact info
Phone: 844-413-2646
Customer Service Email: customerservice@decogear.com