

support@popashot.net



The Fine Print

Warranty

As described in and as limited by this Warranty, Pop-A-Shot Enterprise, LLC (the "Company") warrants this product to be free from defects in workmanship and materials for a period of 360 days from the date of original purchase. The term defects shall mean any imperfections that impair the use of the product. The company reserves the right to request confirmation of proof of purchase when requesting parts or service in order to confirm that this product is within its warranty period and terms.

What is Covered:

Just about everything, but mainly defects in materials and workmanship. This warranty is void if the product is:

- Damaged through improper usage or storage, negligence, misuse, abuse, transportation damage, acts of nature, or accident (including failure to follow the instructions supplied with the product).
- Used in commercial applications, rentals or a commercial environment.
- Modified or repaired by anyone not authorized by the company.

What the Company Will Pay For:

- If any part or component of the product which is covered by this warranty is found by the company to be defective, the company will provide replacement parts without charge. The company's obligation to repair or replace the product or any portion of thereof, shall be limited to the original purchase price of the product.
- If during the warranty period, the product is found to be defective, the company will, at the company's option, repair, replace or make remuneration for the product (either the same or equivalent value) without charge.

To Obtain Warranty Service:

- You must return the original copy of your sales receipt to the company showing a purchase from an authorized retailer.
- You must email the company's customer service department at support@popashot.net to notify the company of the nature of the problem. Customer service is available Monday through Friday between the hours of 8:00am and 5:00 P.M. CST. At the company's option, replacement parts or a new product (either the same or equivalent value) will be sent to you at no charge.
- If you are instructed to return the product to the company for servicing, you are responsible for shipping the product, at your expense, to the address designated by the company in packaging that will protect against further damage.
- You must also include your name, address, daytime telephone number, product model number, and a description of the problem.
- The company will pay for any shipping charges to return the repaired or replaced product to you.

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

If you have questions regarding this warranty or the operation of the product, please email us at *support@popashot.net*.

Some Warnings



This is not a toy. It is intended for use by or under the supervision of adults. Review all safety guidelines with children to avoid risk of electric shock or other injuries.



No children or pets in assembly area. CHOKING HAZARD This item contains small parts. Not suitable for children under 3 years old.



Do not use or keep product outdoors. For indoor use only. Wet or humid conditions will affect gameplay, appearance and longevity as well as void warranty.



Do not sit, stand, lean in to, or lean on your finished Pop-A-Shot.



STOP PLEASE READ THIS PAGE STOP



BEFORE PUTTING TOGETHER YOUR GAME

We strongly recommend scanning the QR code here (or going to www.popashot.net/qr-pds) to visit the Pro Dual Shot Hub. Here you'll find a wealth of resources to get the most out of your game, including:

- Registration form. Complete the form to activate your warranty and let us know what you love about your new game!
- Assembly directions, videos and additional tips.
- Troubleshooting help, both for assembling as well as playing your game.
- The easiest way to contact our All-Star Support team with any questions.
- Links to our social media channels (make sure to follow us!).
- **The Century Club, for those whose scores have hit 3 digits!**



DURING ASSEMBLY

Now that you're ready to begin putting together your game, here are a few tips:

- Remove all of the parts from the box and verify that you have all of them (as shown on the Parts list). Keep an eye out for some of the smaller ones, like the rim nets.
- **Find a clean, level place to assemble your game.**
- We recommend working on a soft, non-marring surface such as carpet or the cardboard box your game came in.
- Like most things in life, putting together a Pop-A-Shot is better with a friend. If you can't find someone to help the entire time, we'll point out those steps when two people are especially helpful.

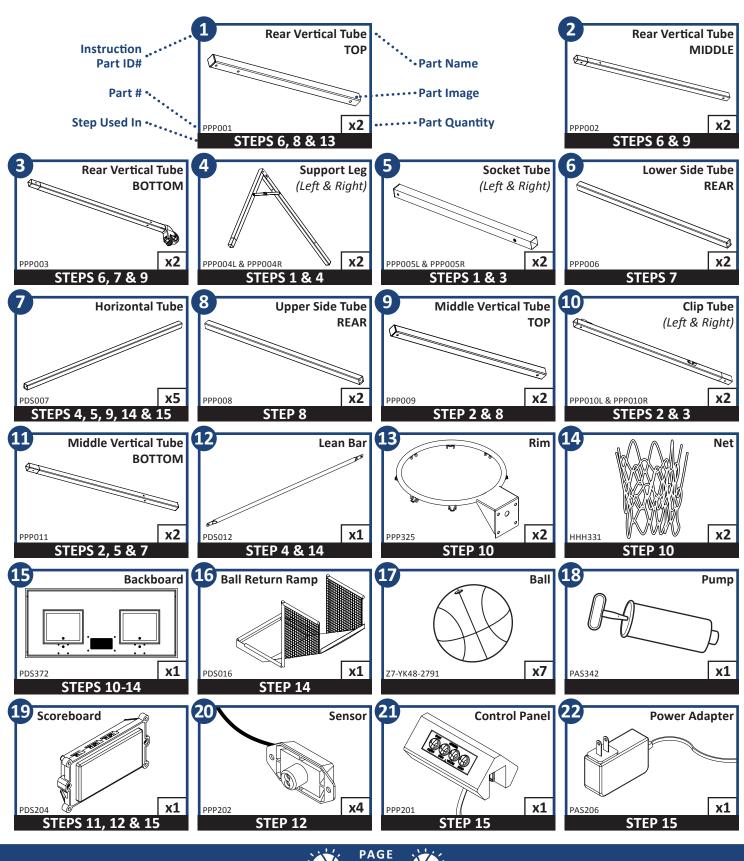
If you do have any problems or questions during assembly or operation, please email support@popashot.net and we'll take care of them.

WHEN YOU'RE DONE

- Please leave a review on Amazon or popashot.net and let others know how you like your game.
- Share a video or photo of your home court. Tag us @popashot on Instagram to be entered to win a T-shirt.

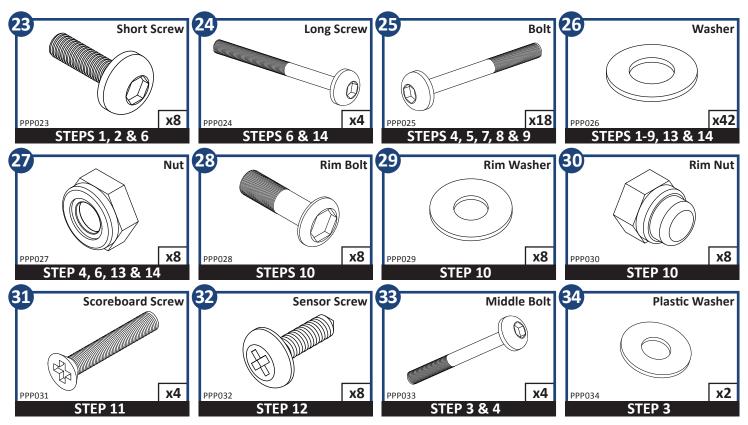


PRO DUAL SHOT PARTS

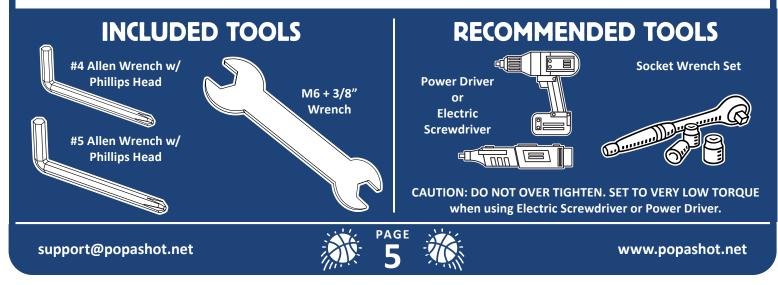


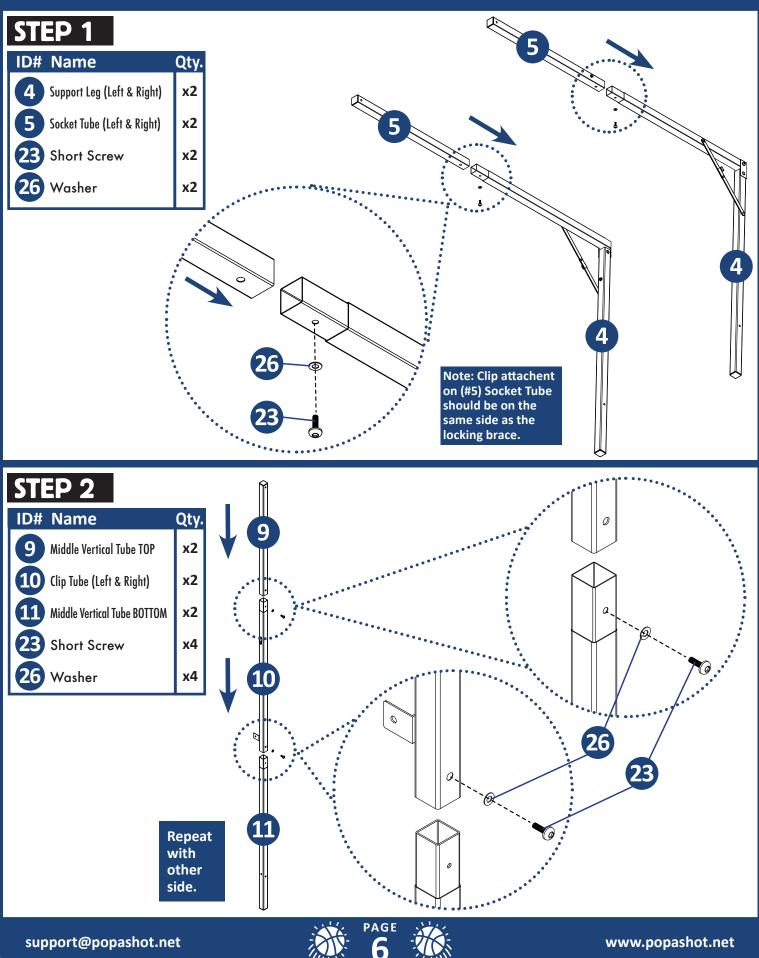
support@popashot.net

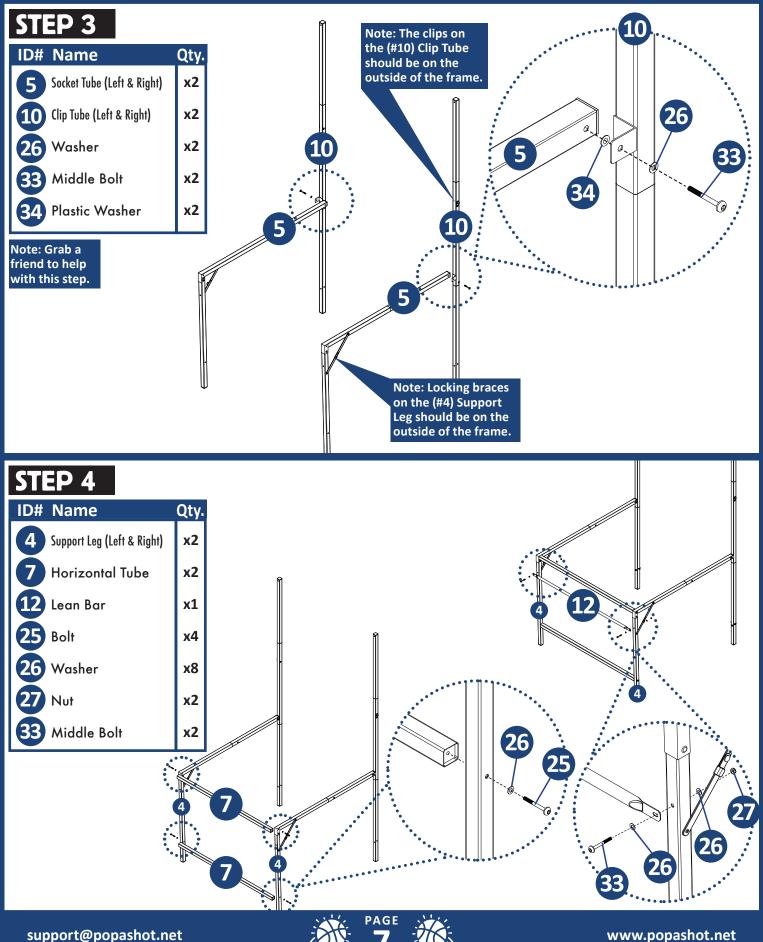
HARDWARE BLISTER PACK

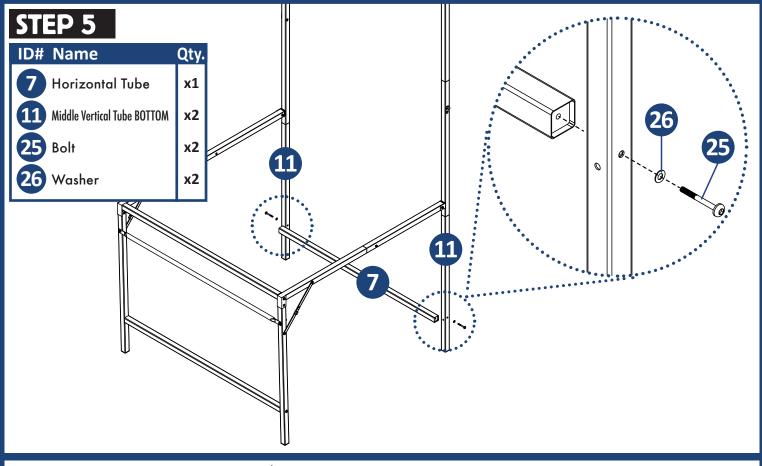


The included tools will get the job done, but you probably have better tools of your own.





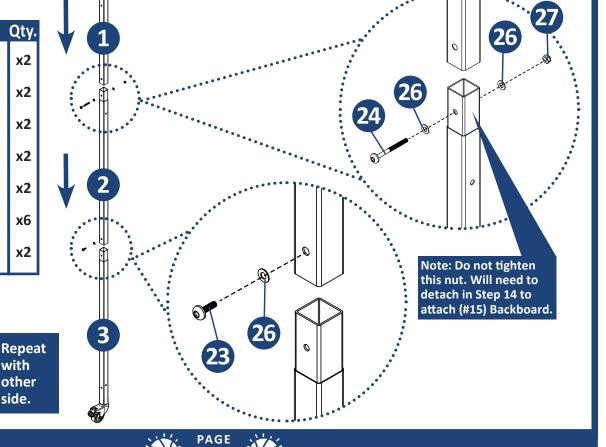




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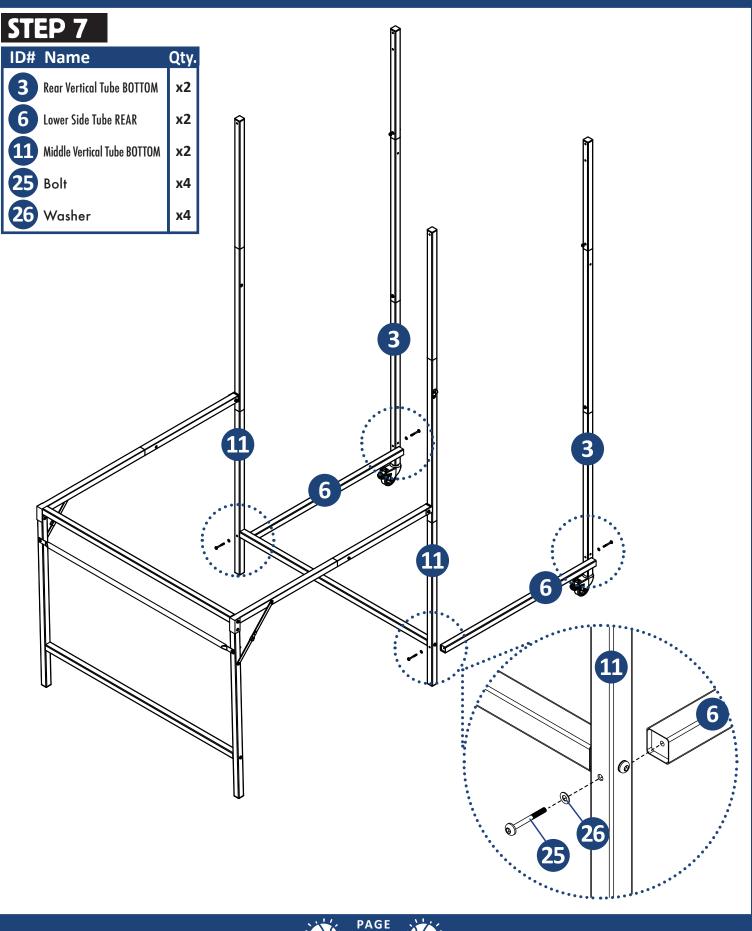
STEP 6





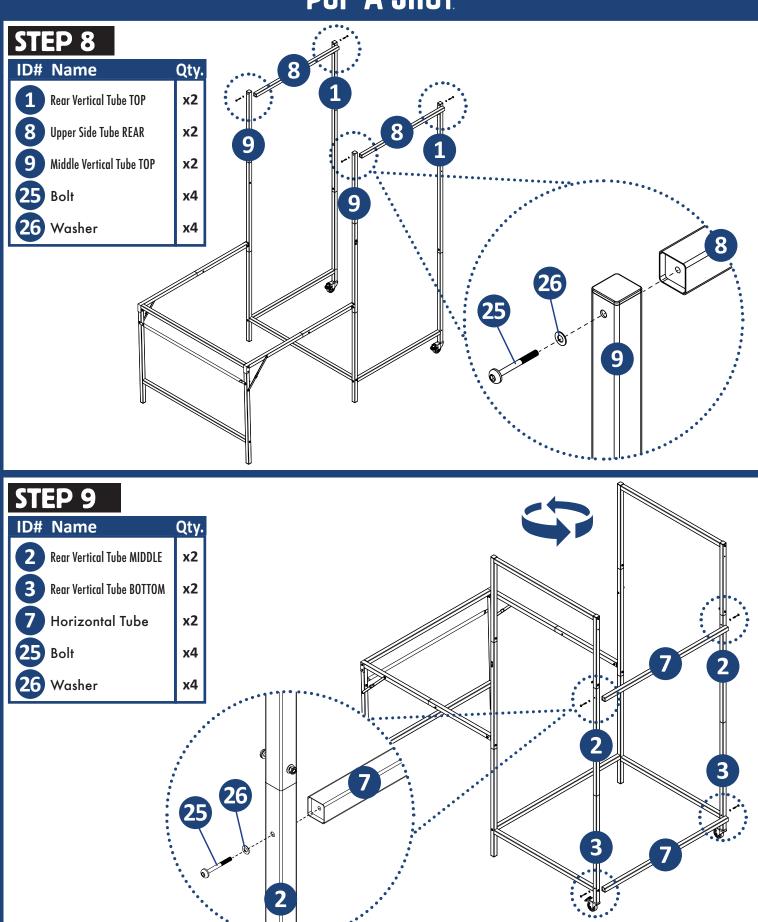
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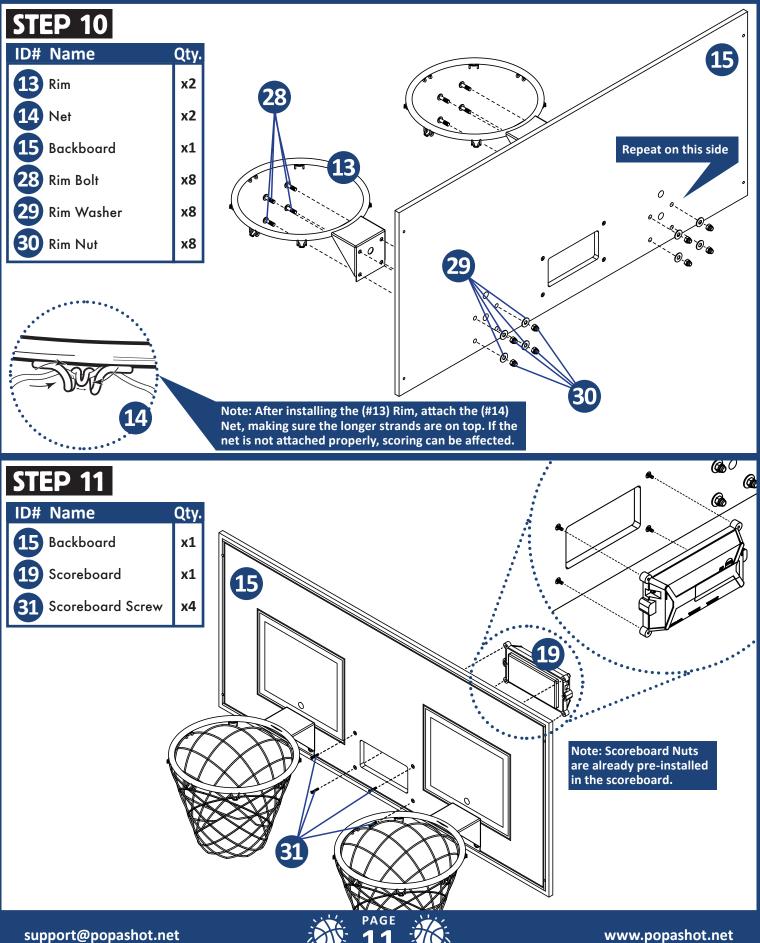


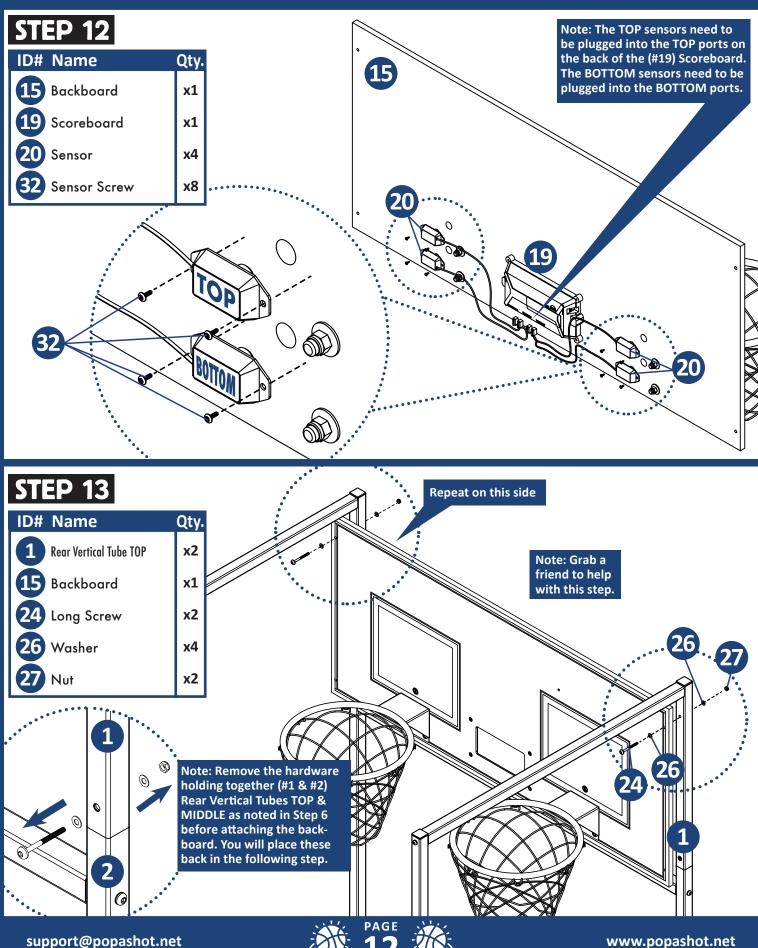
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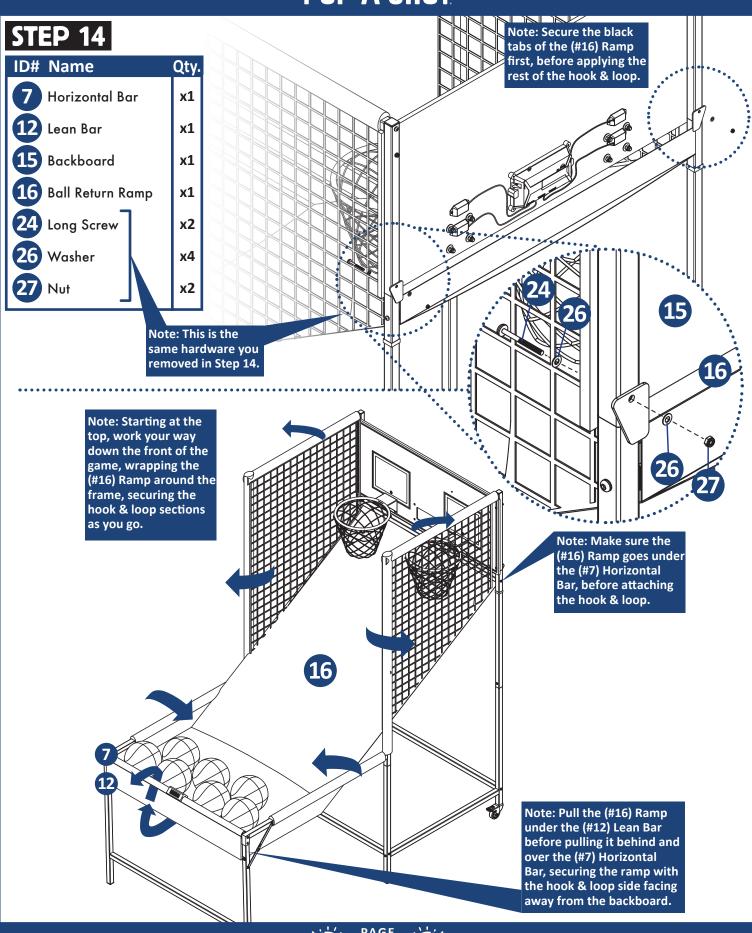


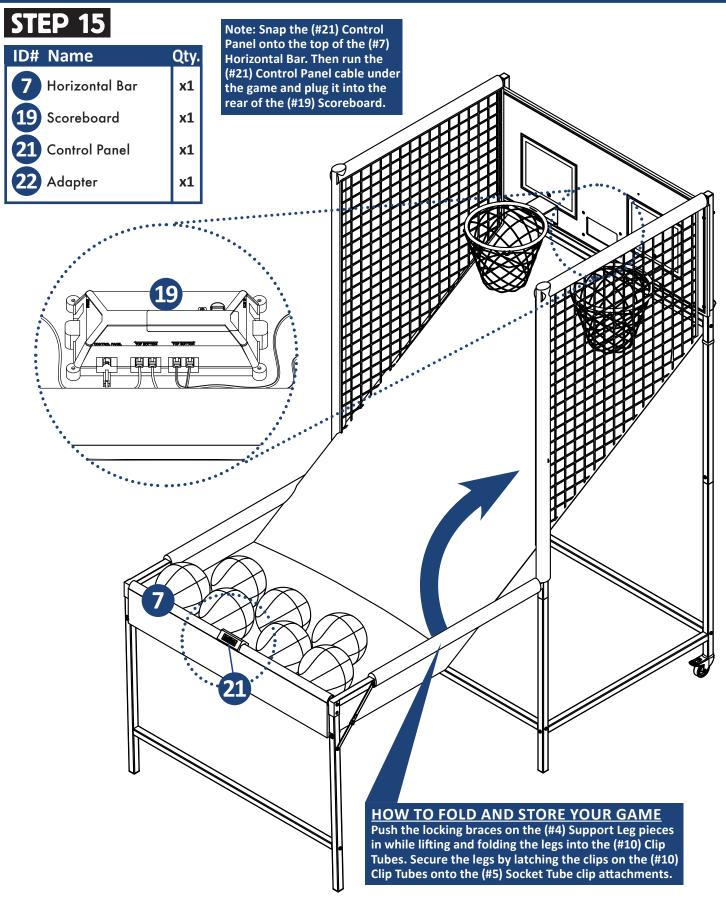


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POP-A-SHOT CONTROL PANEL OPERATION



TURNING ON THE GAME: Press ON/OFF to turn on your game. SELECT GAME: Press GAME to select one of the 16 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.

TURNING OFF THE GAME: Press and hold ON/OFF to turn off your game.

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 & Sound FX

- S2: Sound FX only
- **S3:** Electronic Music
- S4: Rock Music
- **S5:** Hip Hop Music
- S6: No Sound

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 one 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





POP-A-SHOT GAME OPTIONS (Continued)

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: 1/2 Players/:30 Player 1 goes first and shoots at basket displaying score/active basket will change
- 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
- 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/:15 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

