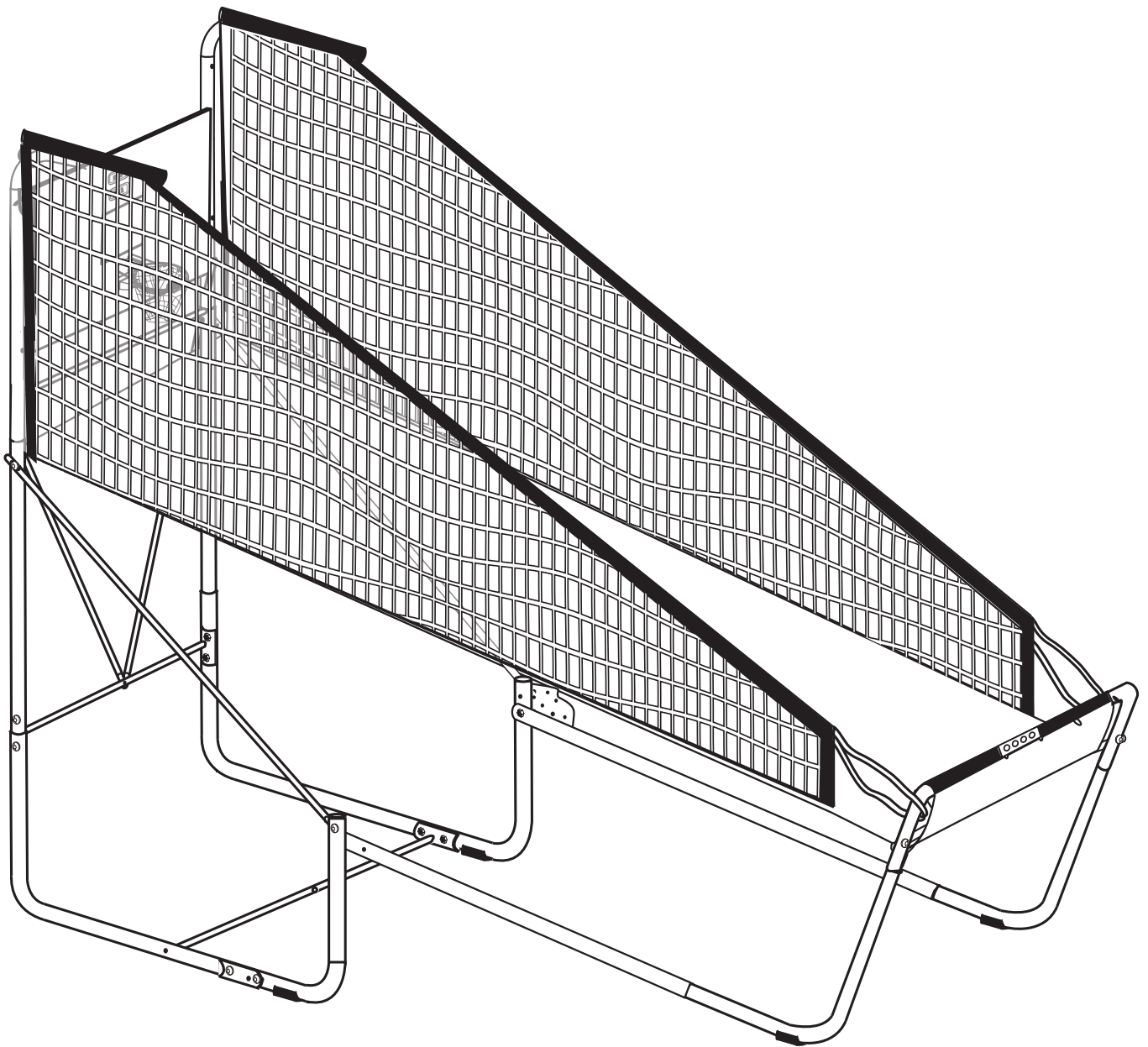


POP-A-SHOT®

HOME | SINGLE SHOT OWNERS MANUAL



SKU #: PASHOM18-01

WWW.POP-A-SHOT.NET

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.

We hope you love your Pop-A-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.

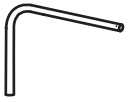

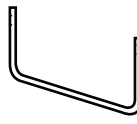

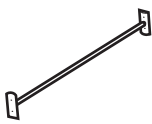
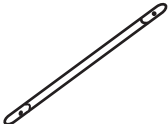
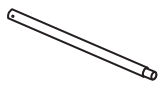
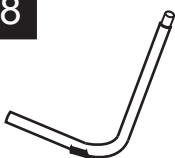

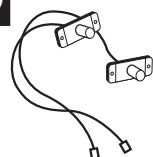
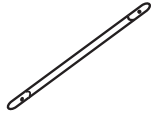

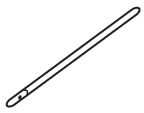
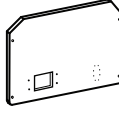
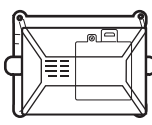
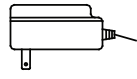

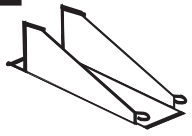

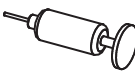
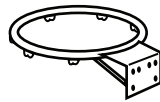











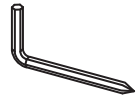
EMAIL: popashot@popashot.net

NOW LET'S PUT THIS THING TOGETHER



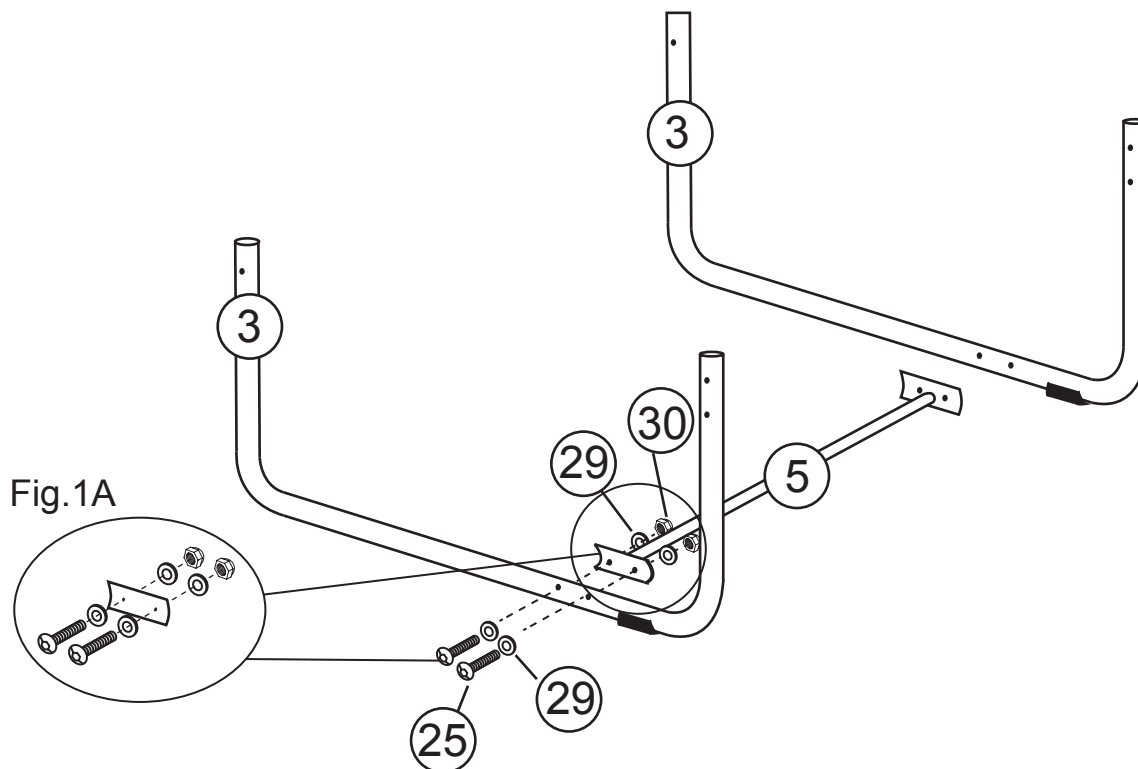


PARTS LIST

1  Top Tube x2	2  Board Tube x2	3  Base Tube x2	4  Control Panel x1	5  Connector Tube x2	6  Cross Tube x2
7  Side Tube x2	8  Ramp Tube x2	9  Lean Bar x1	10  Sensors x2	11  Side Arm x2	12  Forward Tube x2
13  Diagonal Tube x2	14  Back Board x1	15  Scoreboard x1	16  Adapter x1	17  Screws x4	18  Ball Return Ramp x1
19  Balls x4	20  Pump x1	21  Rim x1	22  Net x1	23  Extra Long Bolt x2	24  Bolt x4
25  Bolt x14	26  Short Bolt x4	27  Medium Bolt x1	28  Shorter Bolt x4	29  Washer x54	30  Nut x27
31  Wrench x1	32  Nut x4	33  Allen Wrench x1			

STEP 1

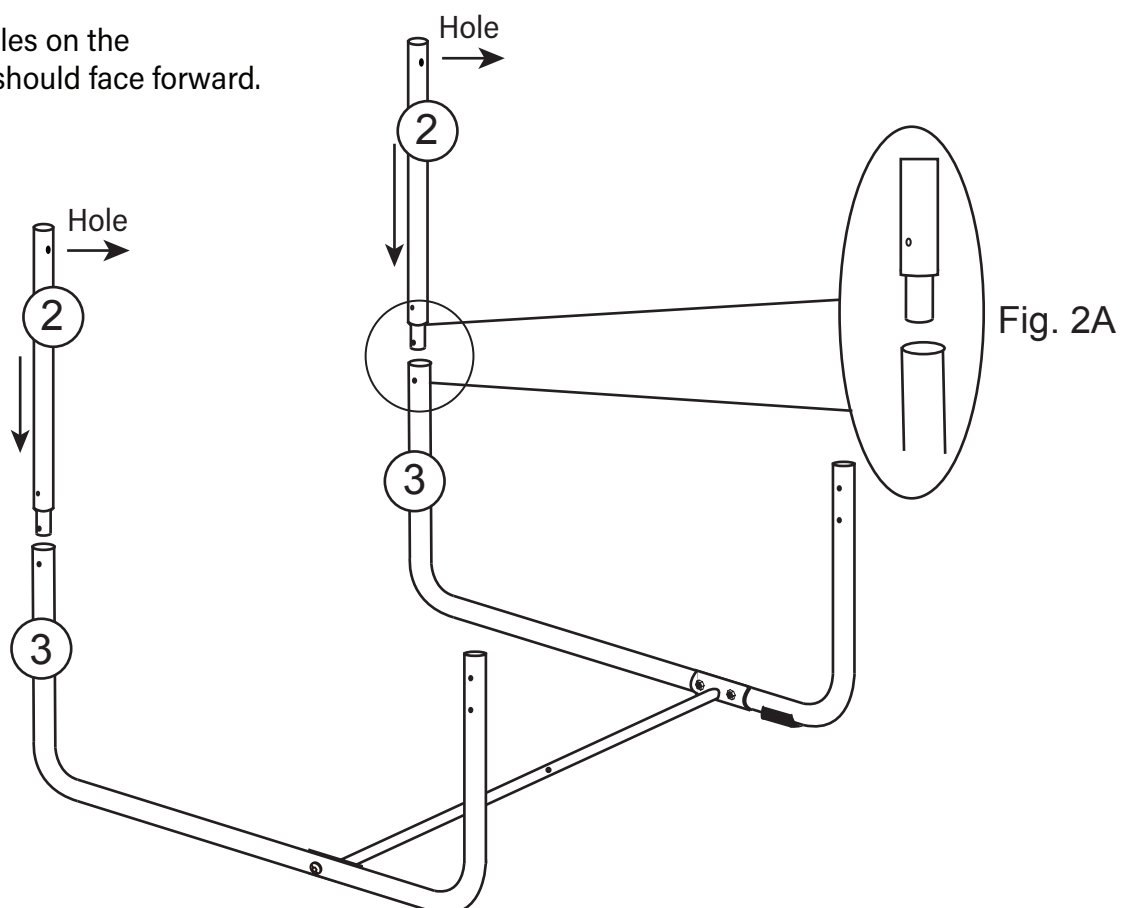
Attach the **Base Tubes** (#3) with one **Connector Tube** (#5) using a Bolt (#25), two Washers (#29) and a Nut (#301) (Fig. 1A).



STEP 2

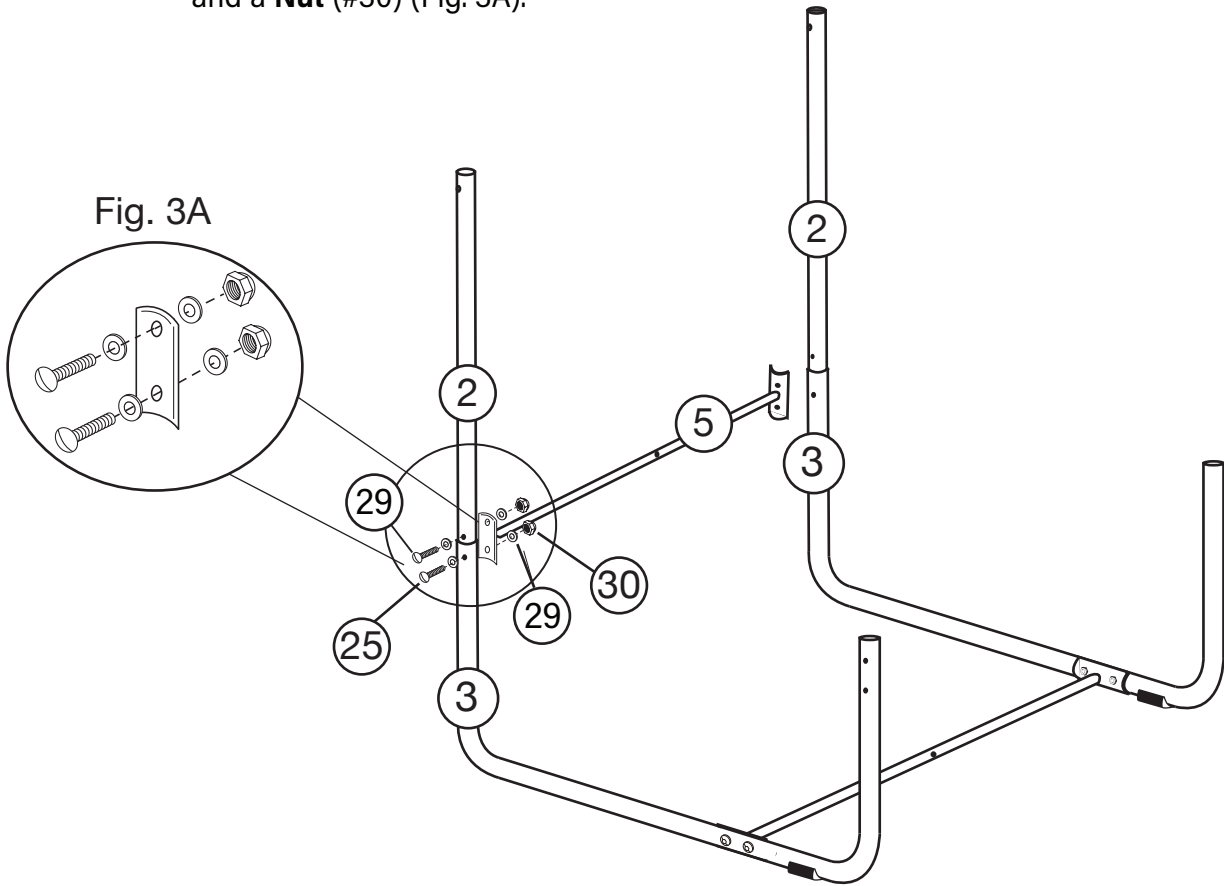
Insert the **Board Tubes** (#2) into the **Base Tubes** (#3) (Fig. 2A).

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



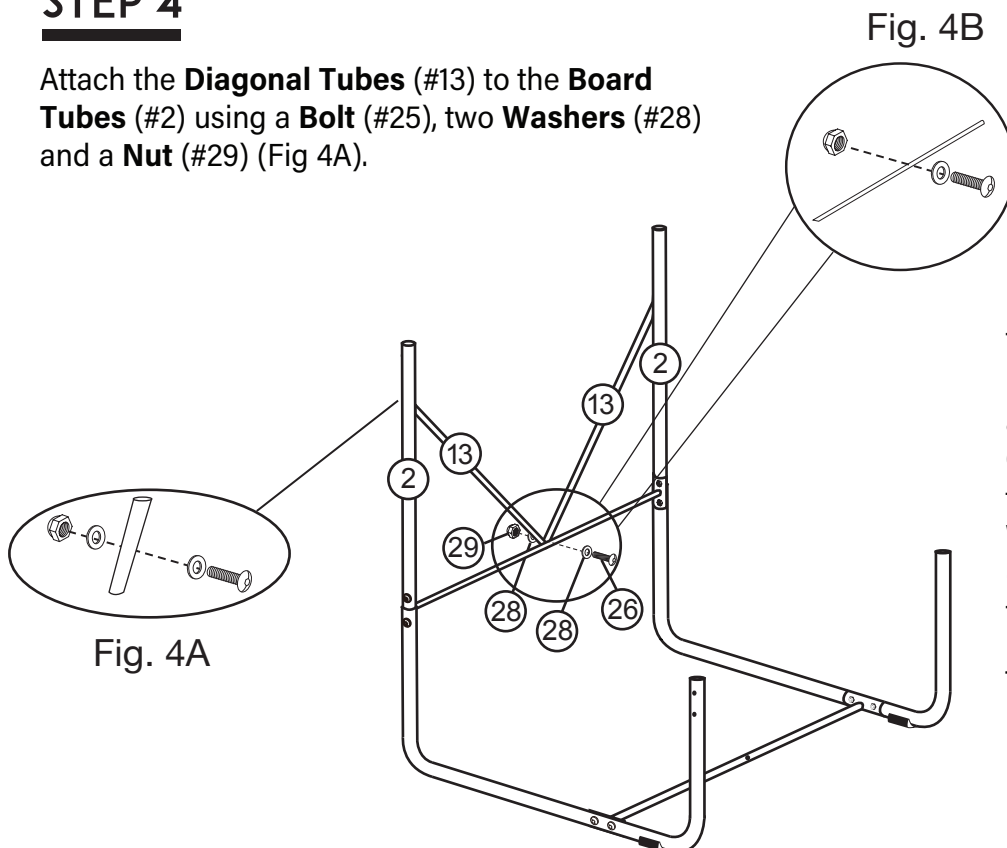
STEP 3

Attach the **Board Tubes** (#2) and **Base Tubes** (#3) with a **Connector Tube** (#5) using a **Bolt** (#25), two **Washers** (#29) and a **Nut** (#30) (Fig. 3A).



STEP 4

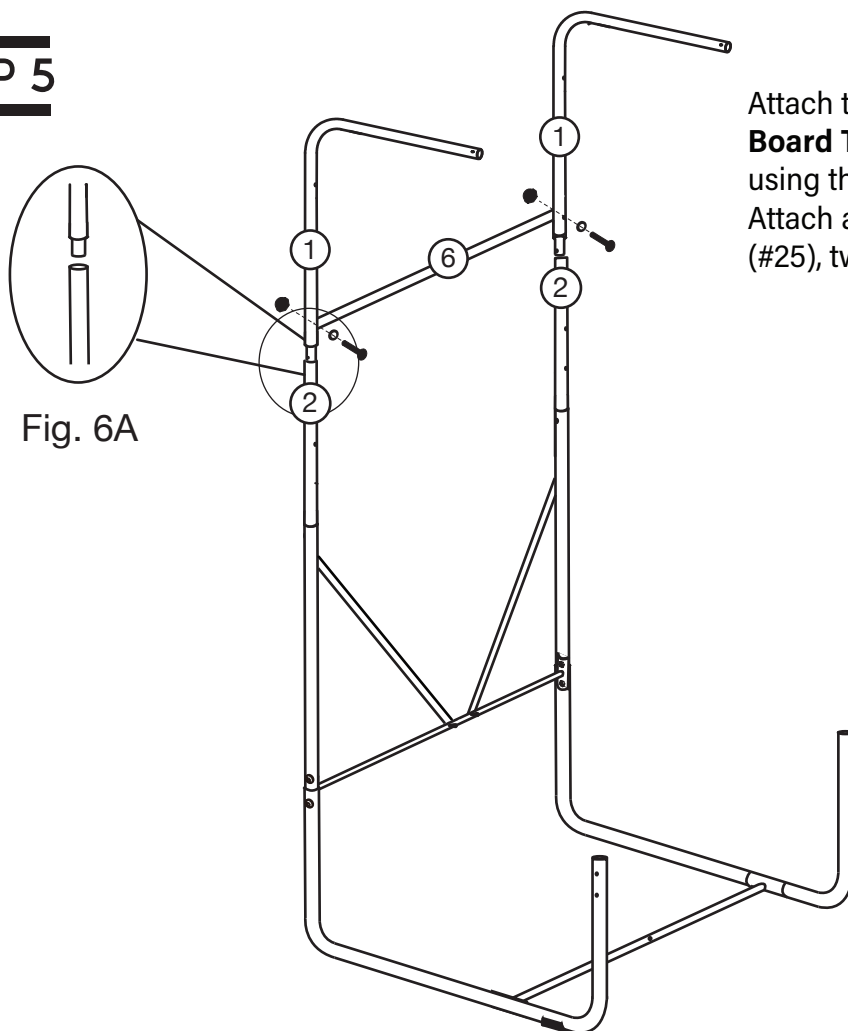
Attach the **Diagonal Tubes** (#13) to the **Board Tubes** (#2) using a **Bolt** (#25), two **Washers** (#28) and a **Nut** (#29) (Fig. 4A).



Take the two dangling **Diagonal Tubes** (#13) and attach them to the horizontal **Connector Tube** (#5) using the **Medium Bolt** (#26), two **Washers** (#28) and a **Nut** (#30) (Fig. 4B).

Tip : Your game includes just one **Medium Bolt** (#26).

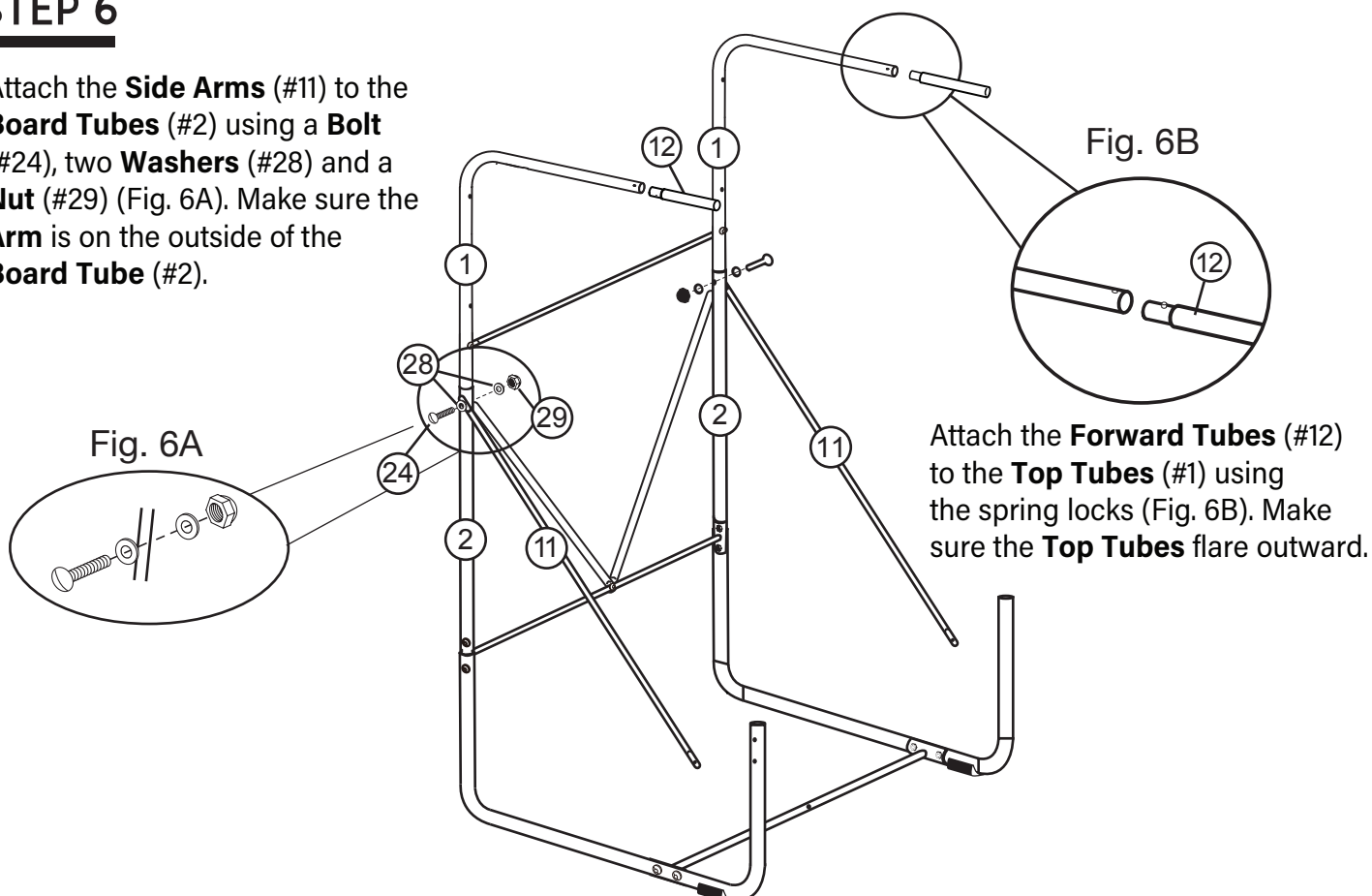
STEP 5



Attach the **Top Tubes** (#1) to the **Board Tubes** (#2) using the spring locks (Fig 6A). Attach a **Cross Tube** (#6) using a **Bolt** (#25), two **Washers** (#29) and a **Nut** (#30).

STEP 6

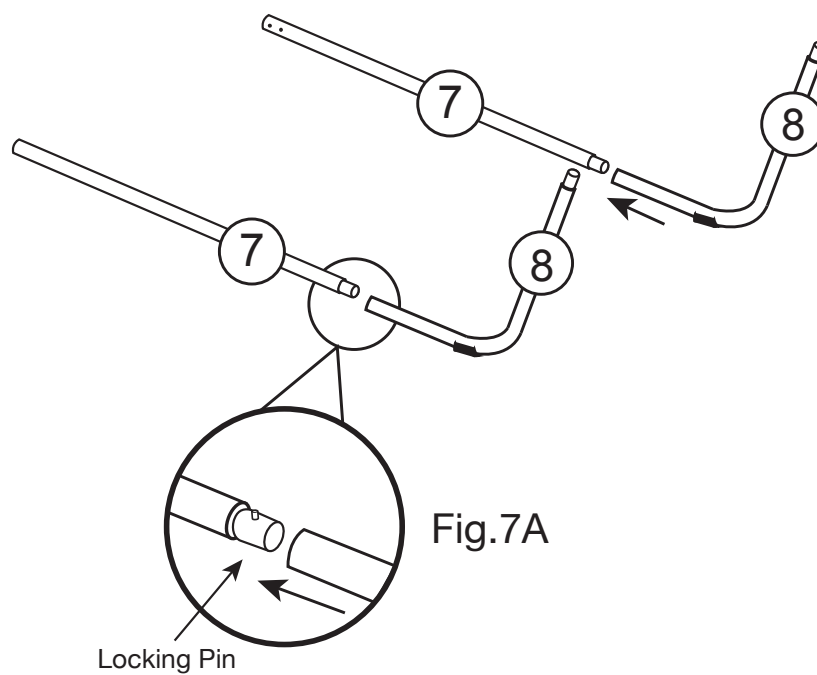
Attach the **Side Arms** (#11) to the **Board Tubes** (#2) using a **Bolt** (#24), two **Washers** (#28) and a **Nut** (#29) (Fig. 6A). Make sure the **Arm** is on the outside of the **Board Tube** (#2).



Attach the **Forward Tubes** (#12) to the **Top Tubes** (#1) using the spring locks (Fig. 6B). Make sure the **Top Tubes** flare outward.

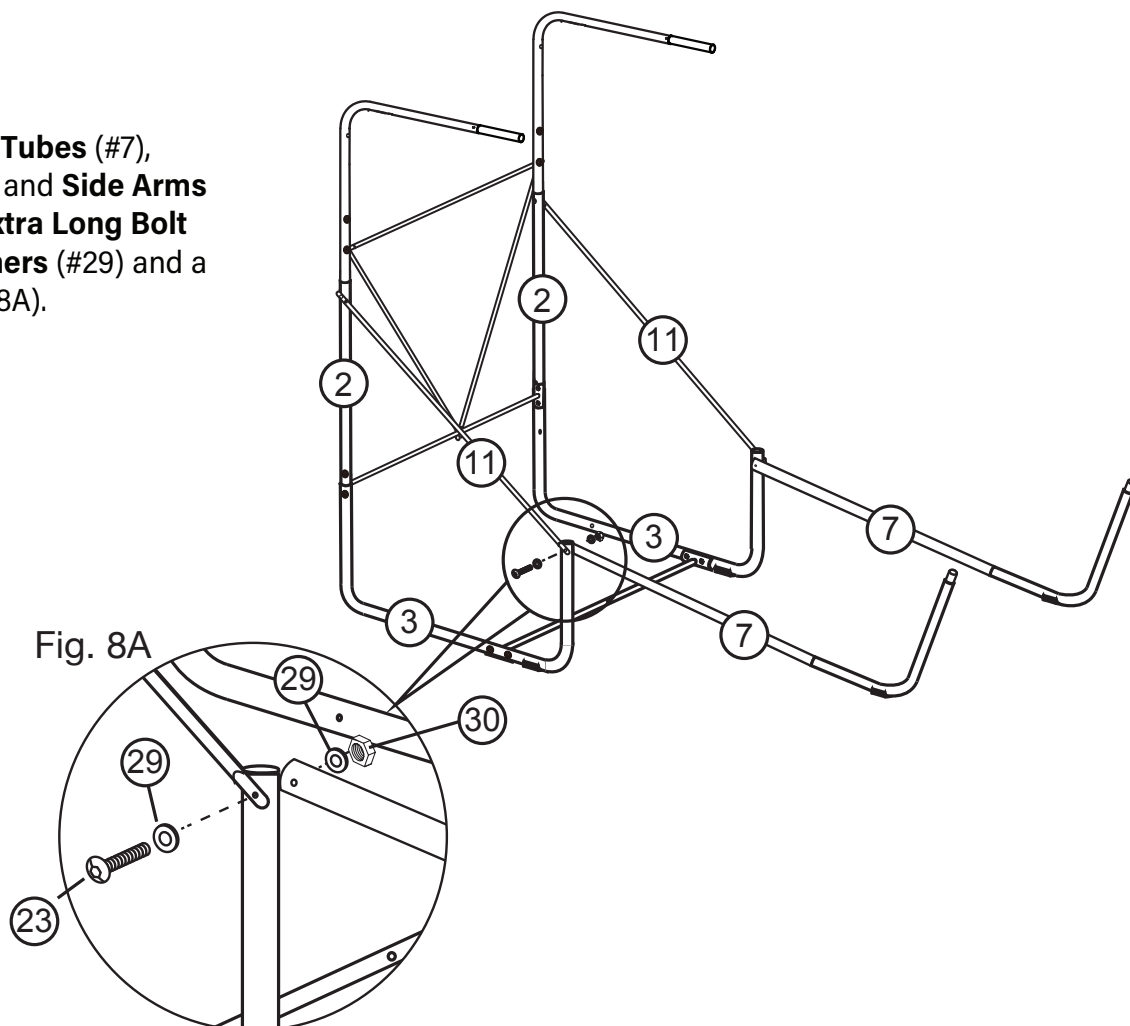
STEP 7

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



STEP 8

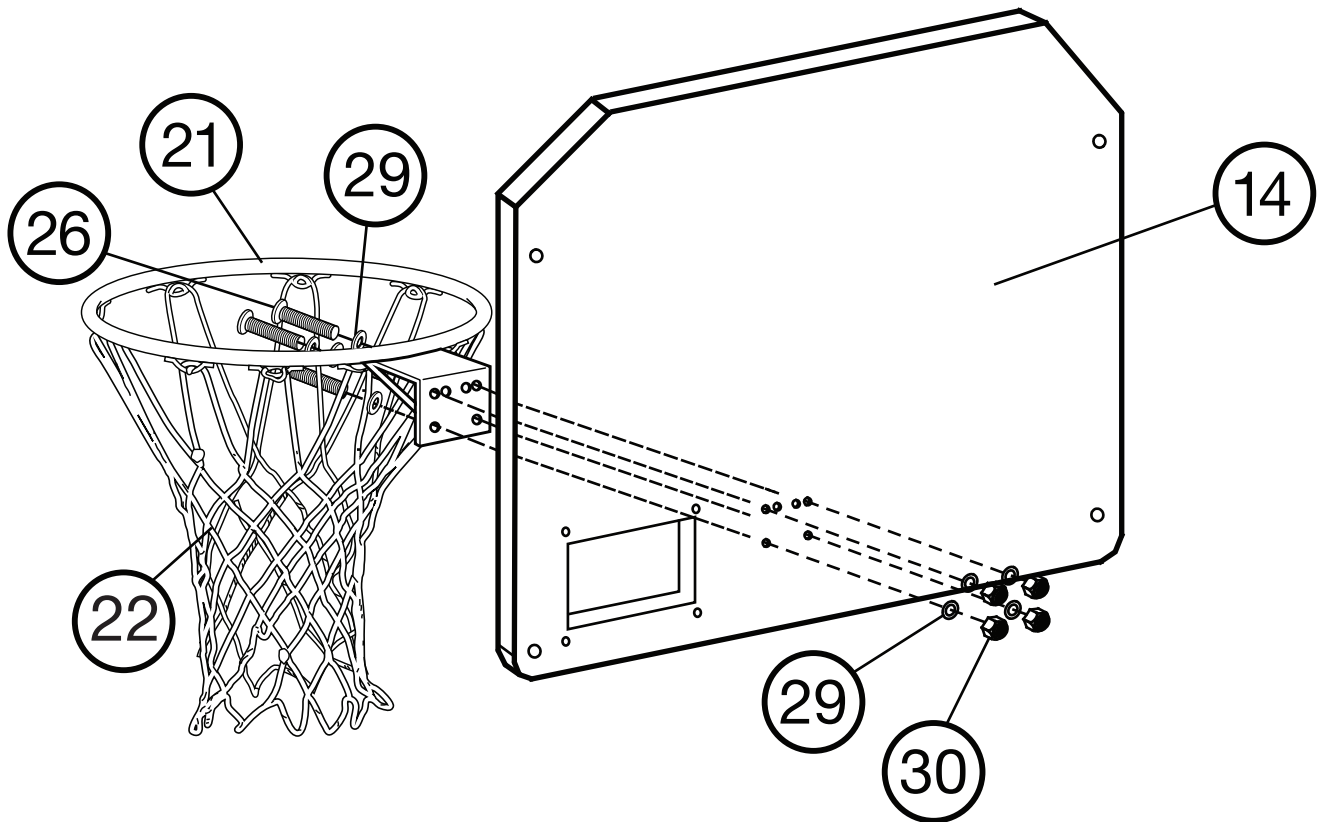
Attach the **Side Tubes** (#7), **Base Tube** (#3) and **Side Arms** (#11) using an **Extra Long Bolt** (#23), two **Washers** (#29) and a **Nut** (#30) (Fig. 8A).



STEP 9

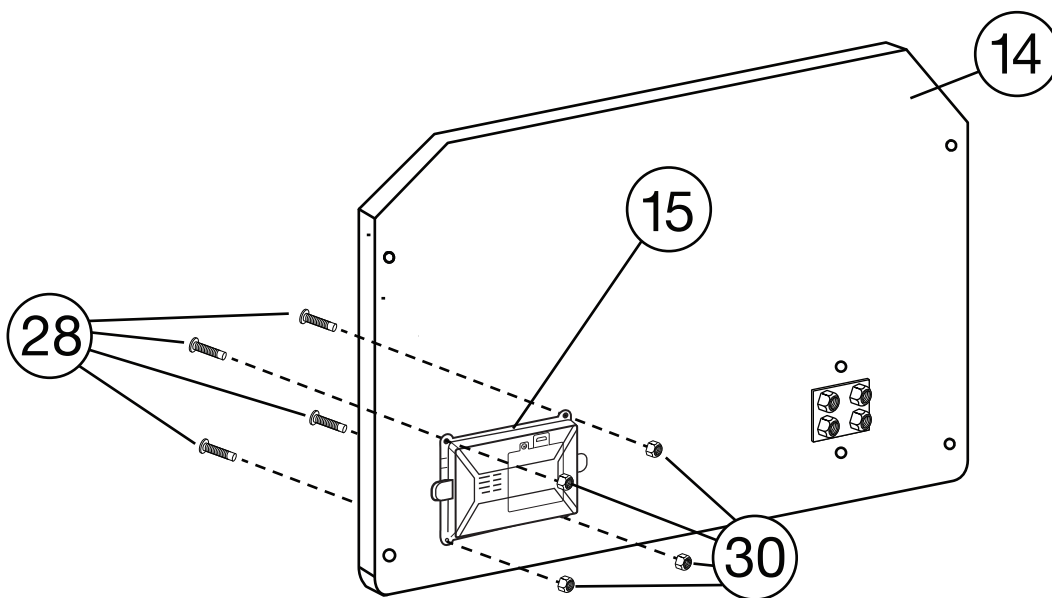
Loop the **Net** (#22) through the Net Hooks on the **Rim** (#21).
Make sure the longer strands are on top and go through the net hooks.

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



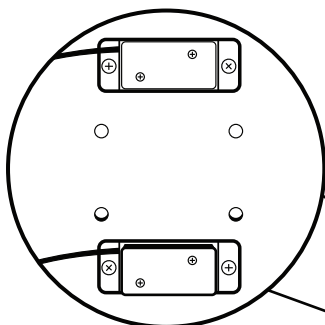
STEP 10

Attach the **Scoreboard** (#15) to the **Backboard** (#14) with a **Shorter Bolt** (#28) through the front of the **Backboard** and the **Scoreboard** and secure with a **Nut** (#30) in the back.



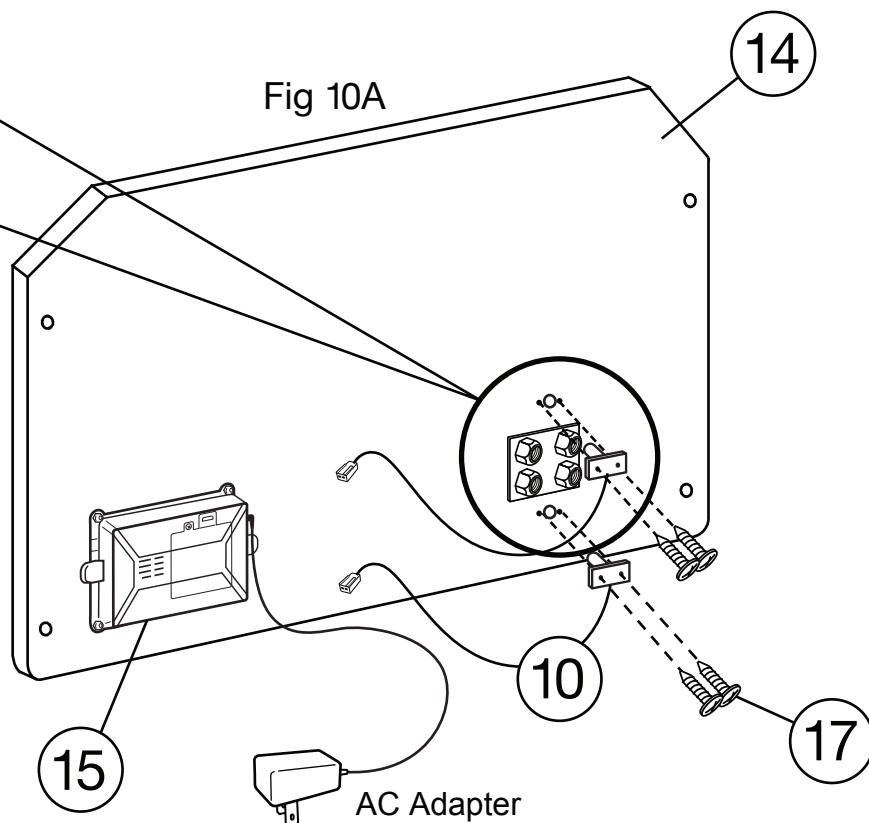
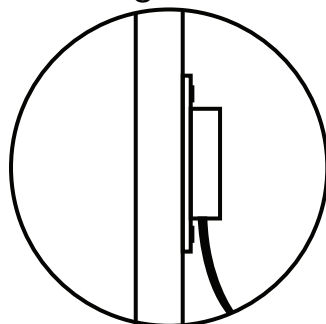
Attach the **Sensors** (#10) using the **Screws** (#17) (Fig. 10A). Plug the upper sensor cord into the "Left" outlet and the lower sensor cord into the "Right" outlet on the **Scoreboard** (#15).

Fig 10B



Note: The **Sensors** (#10) must be attached level (Fig 10B) and screwed all the way into the **Backboard** (#14)(Fig 10C).

Fig 10C



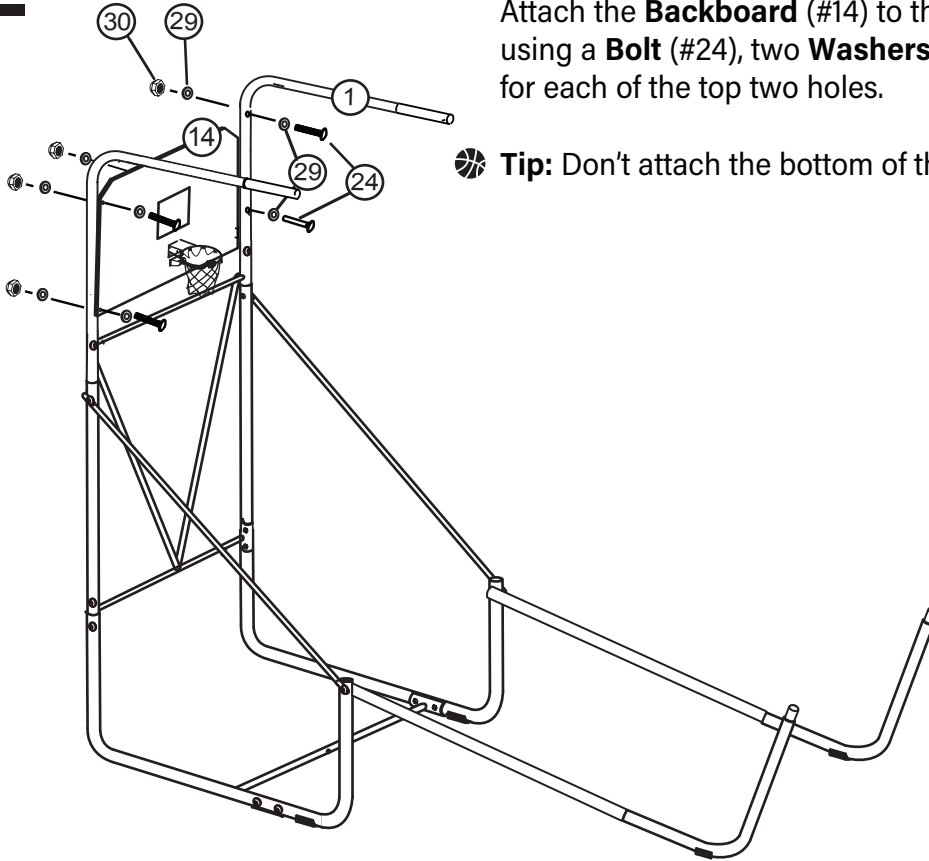
Put 4 AA Batteries into **Scoreboard** (#15) and/or plug in **AC Adapter** (#15) to **Scoreboard** (#15).

STEP 11

🏀 **Tip:** Try to get a helper for this part.

Attach the **Backboard** (#14) to the **Top Tubes** (#1) using a **Bolt** (#24), two **Washers** (#29) and a **Nut** (#30) for each of the top two holes.

🏀 **Tip:** Don't attach the bottom of the Backboard yet.

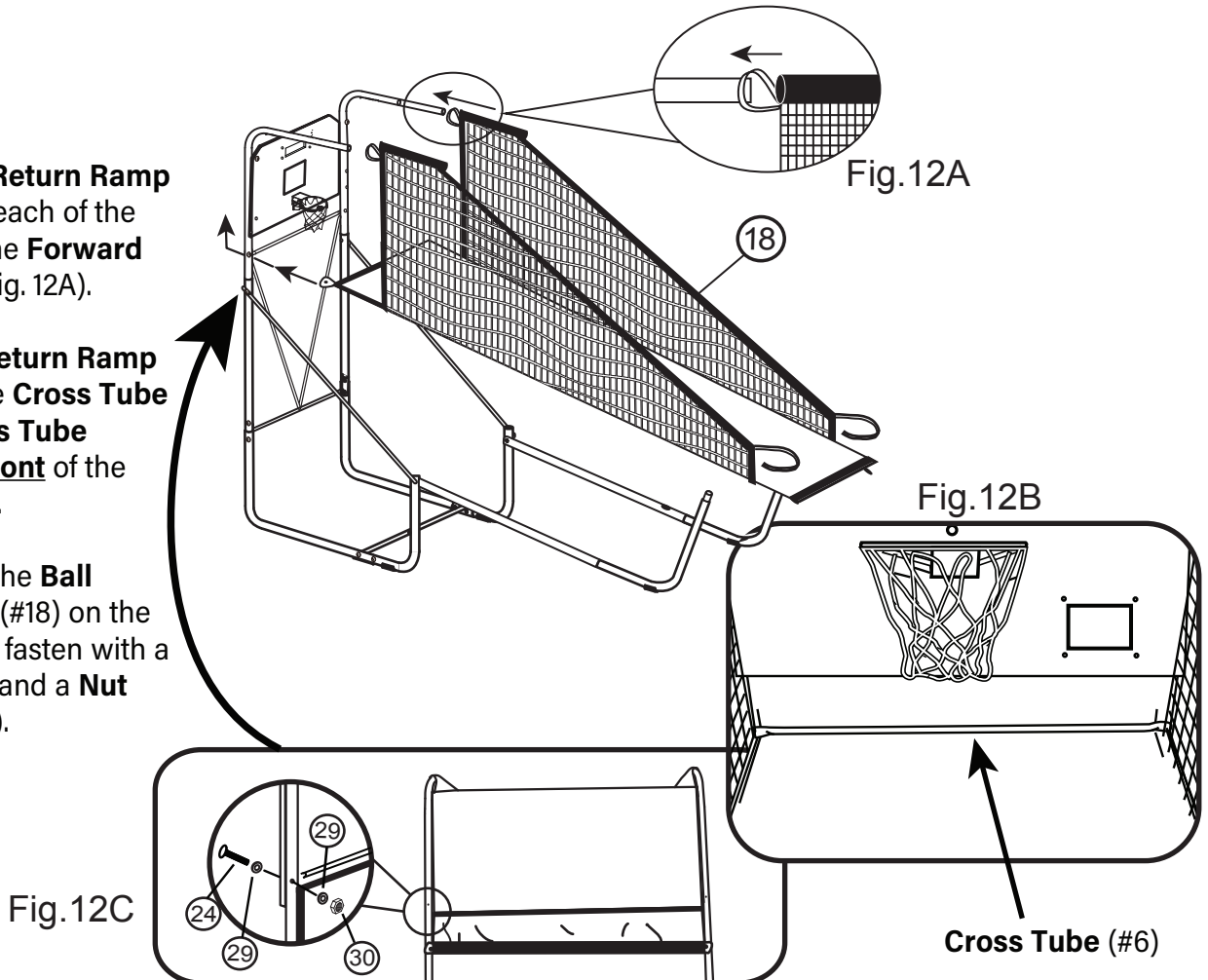


STEP 12

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

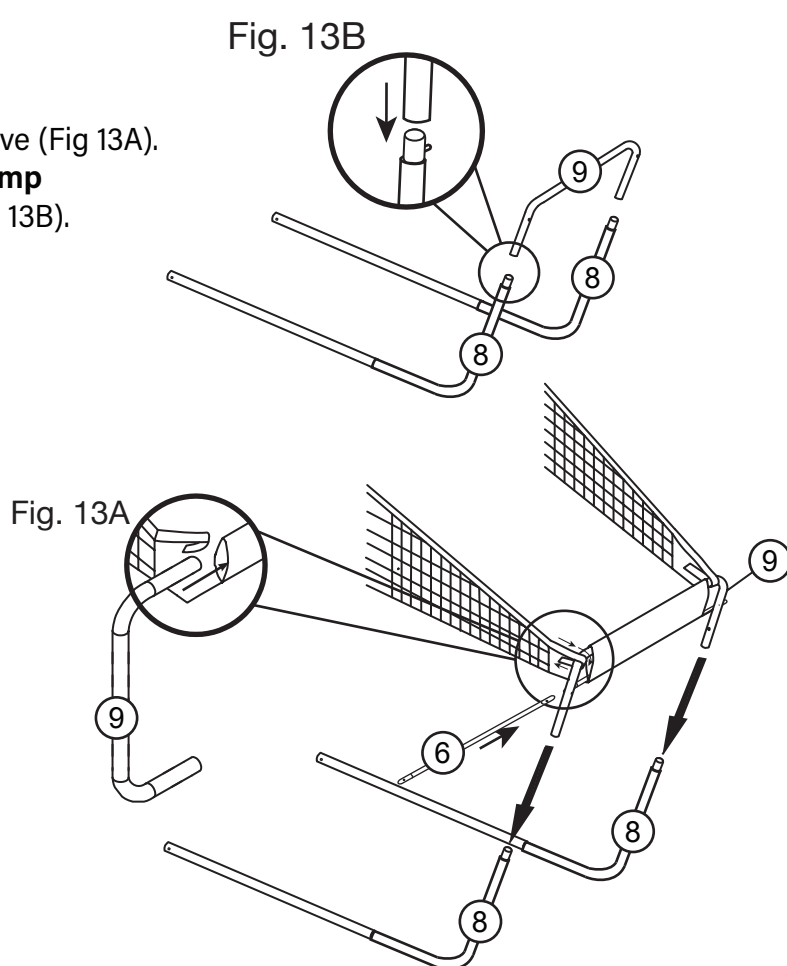
Pull the **Ball Return Ramp** (#18) under the **Cross Tube** (#6). The **Cross Tube** should be **in front** of the ramp (Fig 12B).

Put the tab of the **Ball Return Ramp** (#18) on the **Bolt** (#24) and fasten with a **Washer** (#29) and a **Nut** (#30) (Fig. 12C).

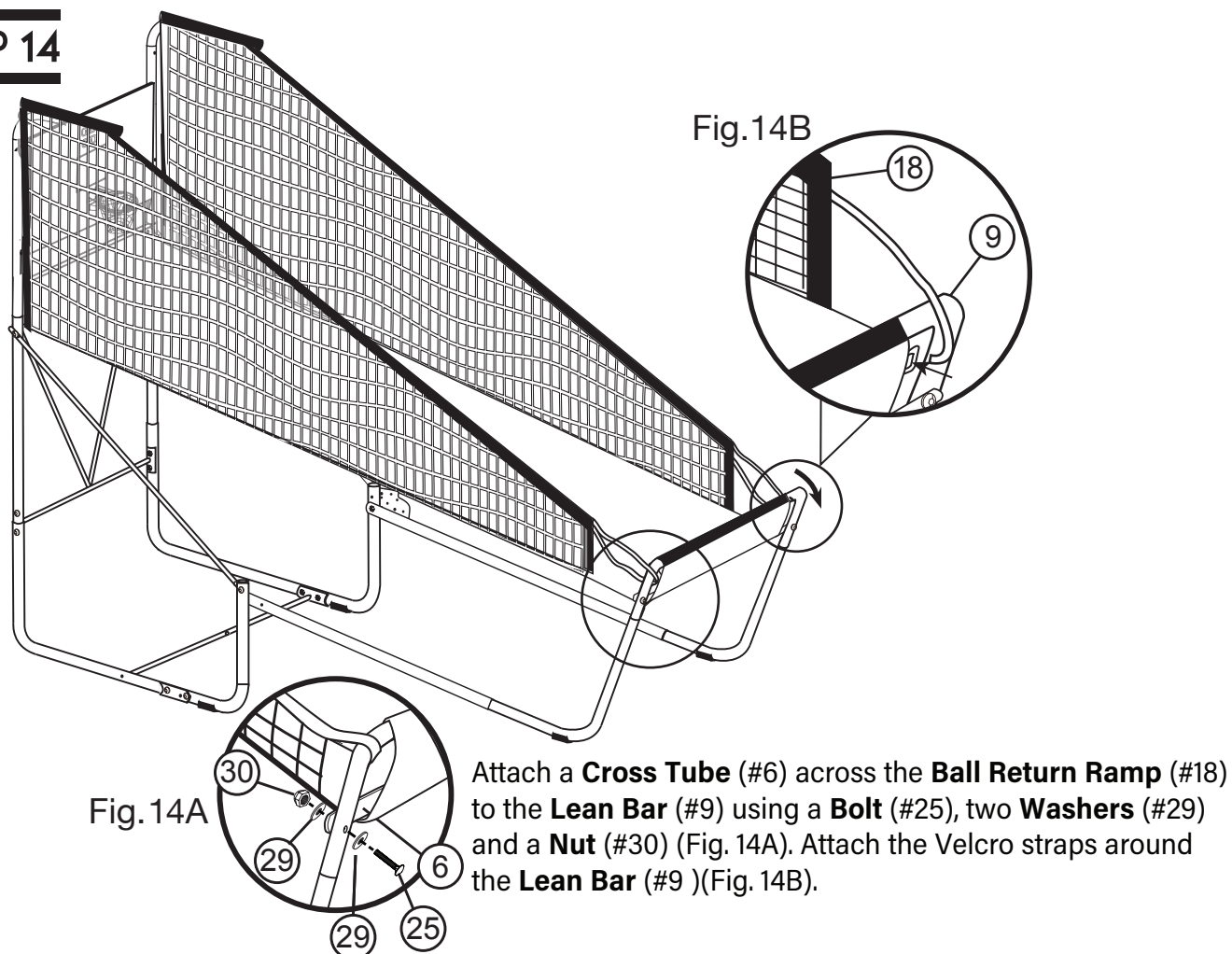


STEP 13

Slide the **Lean Bar** (#9) through the sleeve (Fig 13A). Then attach the **Lean Bar** (#9) to the **Ramp Tubes** (#8) using the **Spring Locks** (Fig. 13B).




STEP 14



STEP 15

Snap the **Control Panel** (#4) onto the center of the **Lean Bar** (#9) (Fig 15a).

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 and weave it through the side netting 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 handy reference guide.

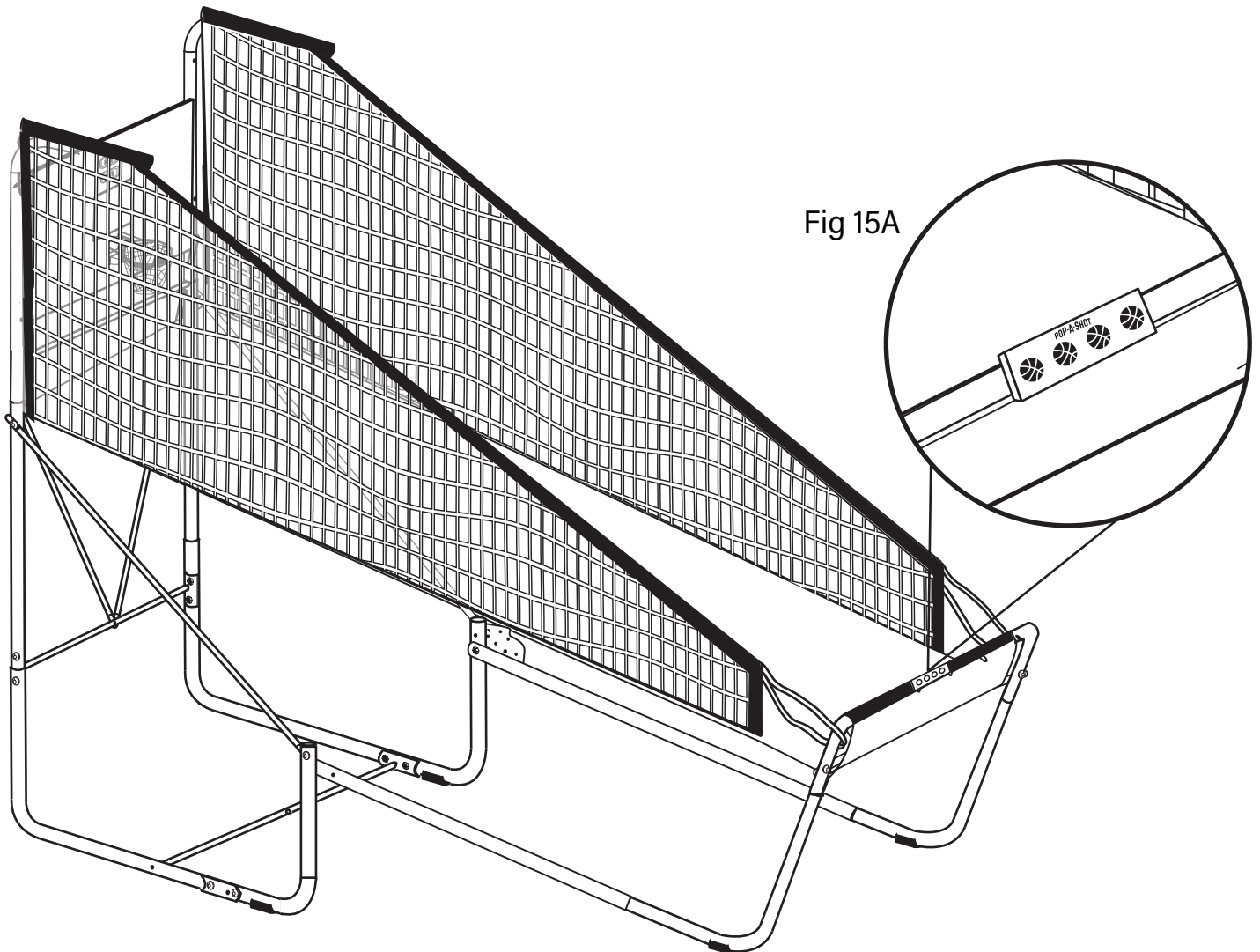
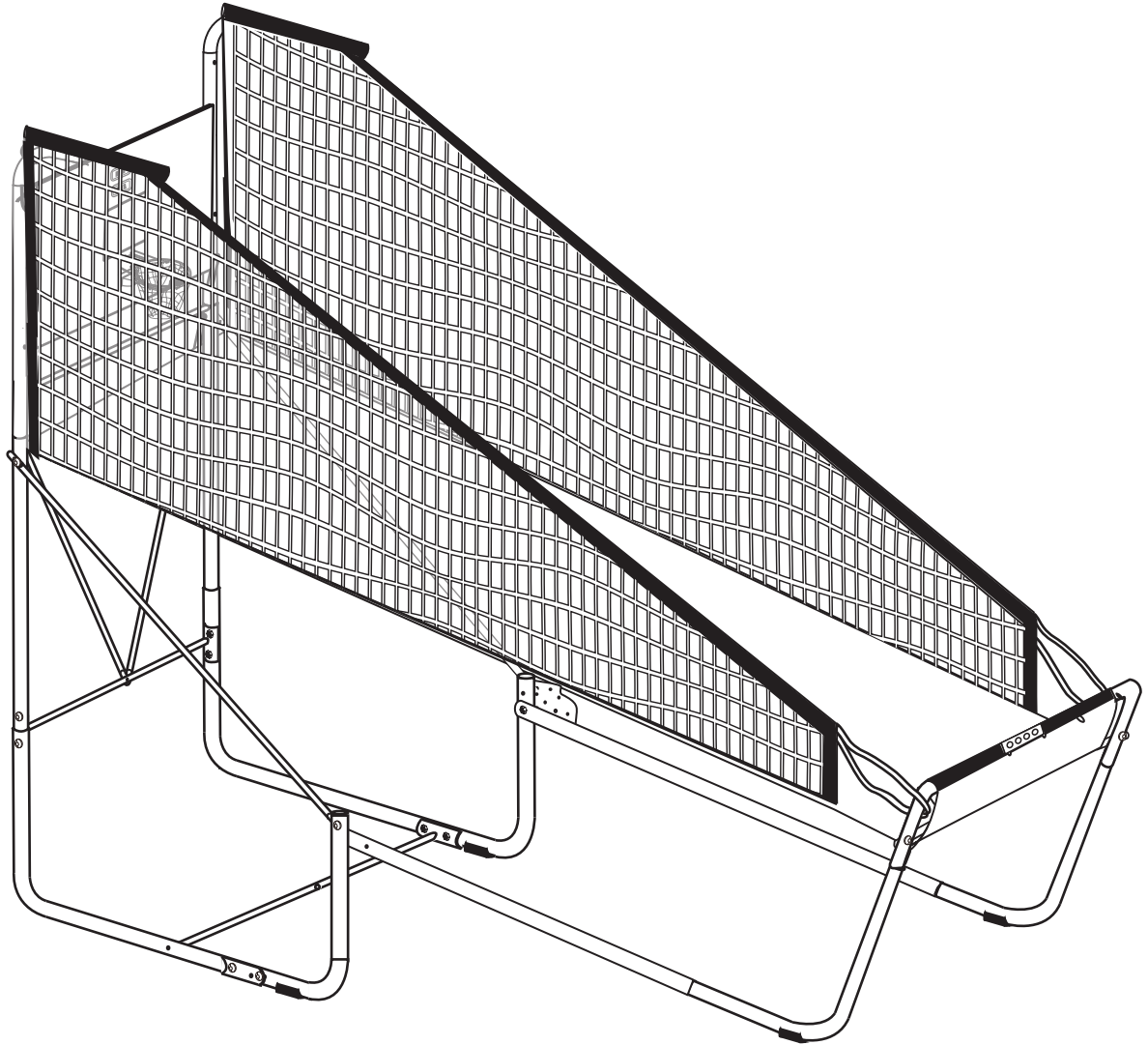


Fig 15A

COMPLETED GAME



POP-A-SHOT

HOME | SINGLE SHOT GAME OPERATION

Game Options

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

1. Standard Play

:30 on clock

Announcer and clock count down to start

Baskets are 2 points for 1st :20, then 3 points for final :10 and all bonus time

Bonus: :15 extra at 30 points; :10 extra at 60 points

2. Skeet Shooting

Announcers says "Shoot," then you have :03 to make a basket

3. Double Or Nothing:

:30 on clock

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

4. Overtime:

1:00 on clock

5. Sudden Death:

:15 on clock

6. Free Play:

All baskets count as 2 points

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 your game isn't counting baskets

- Make sure the sensors are securely plugged into the correct outlets in the scoreboard (Step 10).
- 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 10).
- Check the connection between the sensors and the scoreboard (Step 10).
- 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.