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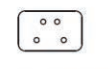


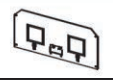



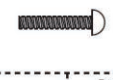

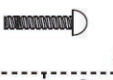
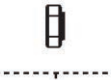


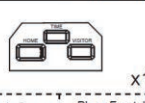
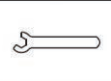




HOT SHOT BK201

CAUTION: Two strong adults are recommended to turn the table over as shown.
 1. Lift the table off the ground.
 2. Turn the table over.
 3. Place it on all four feet at the same time on the ground.

PRECAUCION: Recomendamos voltear la mesa por dos adultos fuertes como se muestra.
 1. Levante la mesa desde el piso.
 2. Voltee la mesa.
 3. Coloque los cuatro pies de la mesa sobre el piso al mismo tiempo.

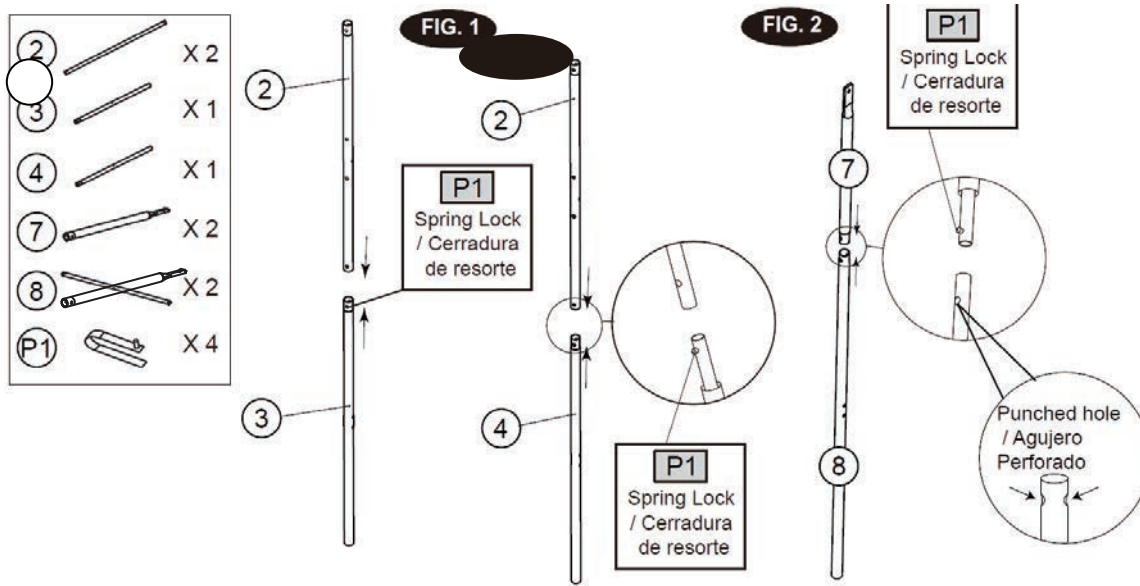


PARTS:

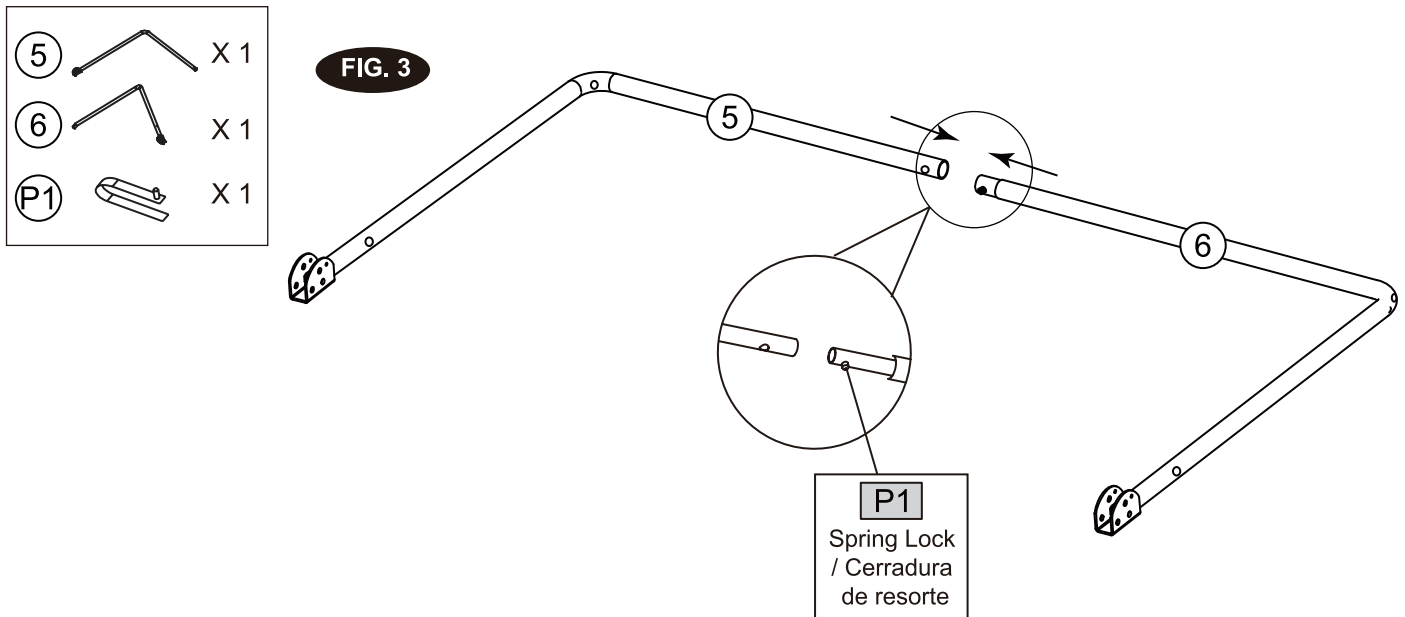
1  x2 Tube - 1 Φ22x580x440mm	2  x2 Tube - 2 Φ22x685mm	3  x1 Tube - 3 Φ22x890mm	4  x1 Tube - 4 Φ22x890mm
5  x1 Tube - 5 Φ22x755x580mm	6  x1 Tube - 6 Φ22x755x580mm	7  x2 Tube - 7 Φ22x830mm	8  x2 Tube - 8 Φ22x835mm
9  x2 Tube - 9 Φ22x740mm	10  x2 Tube - 10 Φ22x540x385mm	11  x1 Tube - 11 Φ22x1065x520mm	12  x2 Tube - 12 Φ12.7x1070mm
13  x3 Basketball Baloncesto 7" Dia.	14  x1 Electronic Scorer Marcador Electrónico	15  x2 Paddle Sensor Sensor de Paleta	16  x1 Control Box Caja de Control Con Cable
17  x2 Rim Aro	18  x2 Rim Support Plate Placa Metálica de Soporte de Rampa	19  x1 Air Pump Bomba de Aire	20  x2 End Cap Gorra Final
21  x1 Electronic Scorer Face Plate	22  x64 Rim Nut Tuerca M6	23  x16 Spring Resorte	24  x6 Spring Resorte
25  x4 M6 x 42mm Bolt Perno M6x42mm	26  x4 M6 x 48mm Bolt Perno M6x48mm	27  x2 M6 x 35mm Bolt Perno M6x35mm	28  x32 M6 Nut Tuerca M6
29  x4 3.5 x 10mm Bolt Perno 3.5 X 10 mm	30  x2 4 x 28mm Bolt Perno 4 X 28 mm	31  x1 Electronic Scorer Face Plate	32  x1 Wrench Llave Inglesa
33  x1 Allen Key Llave Allen	34  x2 Self-Stick Strap Correa de Auto-Vara	35  x1 Ball Return Net Red de Retorno de Baloncesto	36  x2 Rim Net Red

ASSEMBLY:

1. Attach the tubes – 2 (#2) to the tube 3 and tube 4 (#3 & #4) using the spring lock (pre-installed) as shown in Fig.1.
2. Attach the tube -7 (#7) to the tube – 8 (#8) using the spring lock (pre-installed) as shown in Fig. 2.

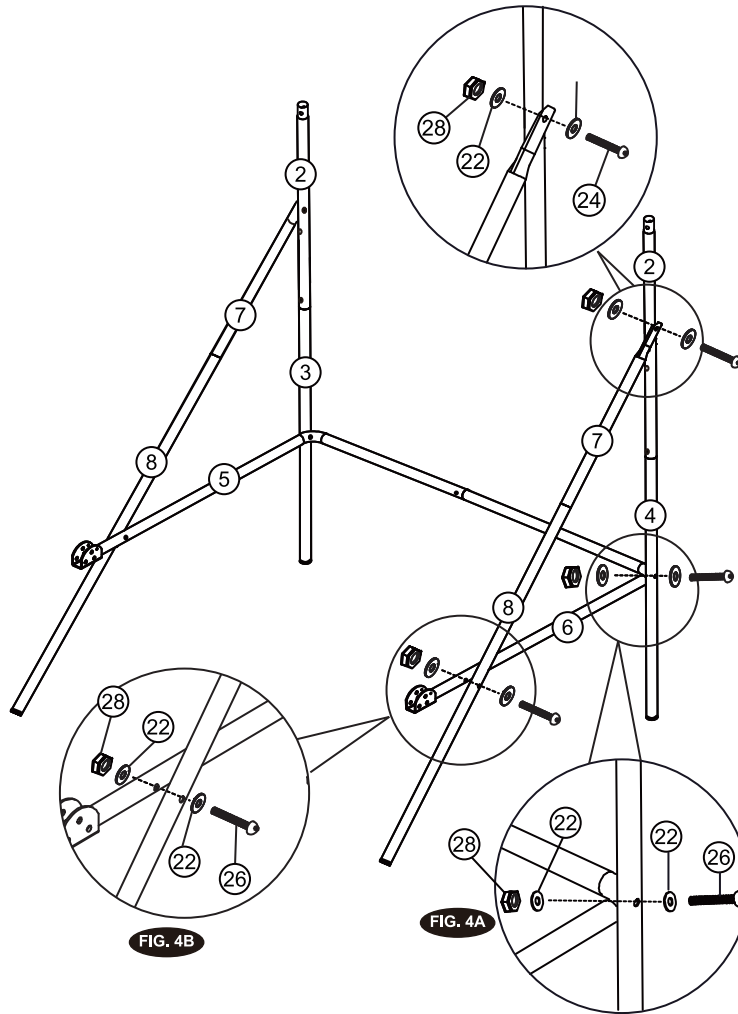
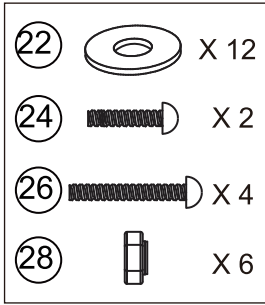


3. Attach the Tube - 5 and Tube - 6 (#5 & #6) together using spring lock (pre-installed) as shown in FIG.3.



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

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



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

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

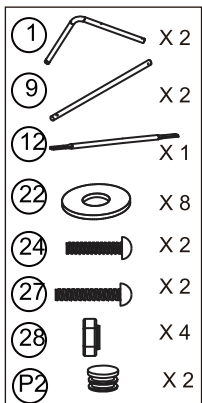
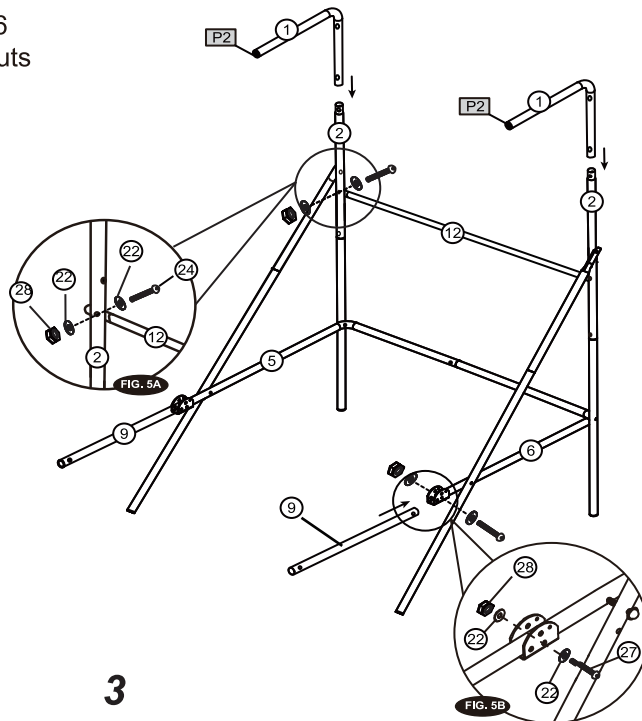
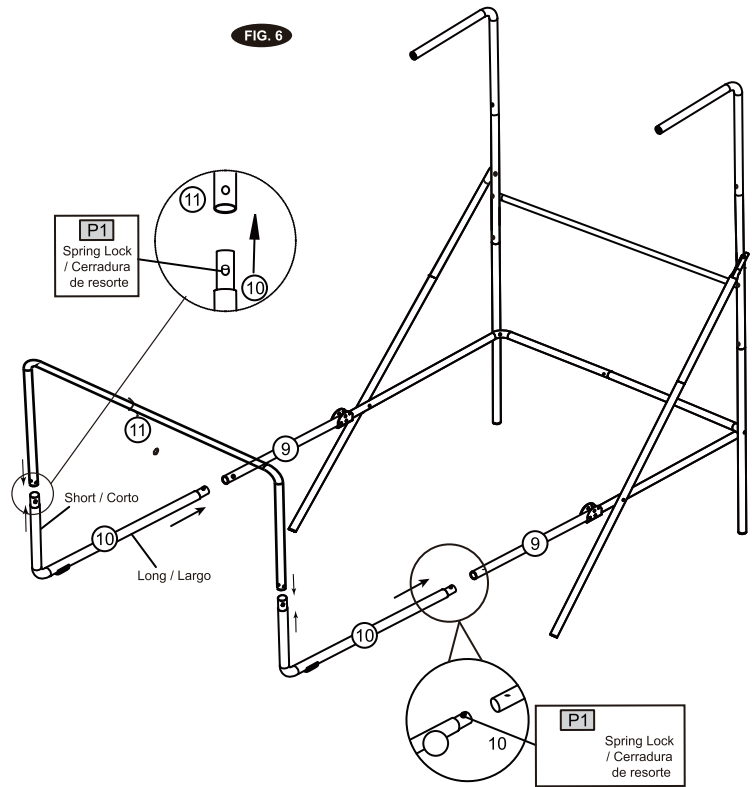
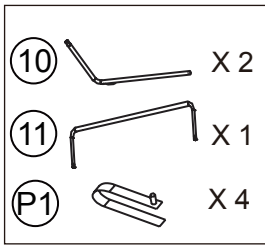


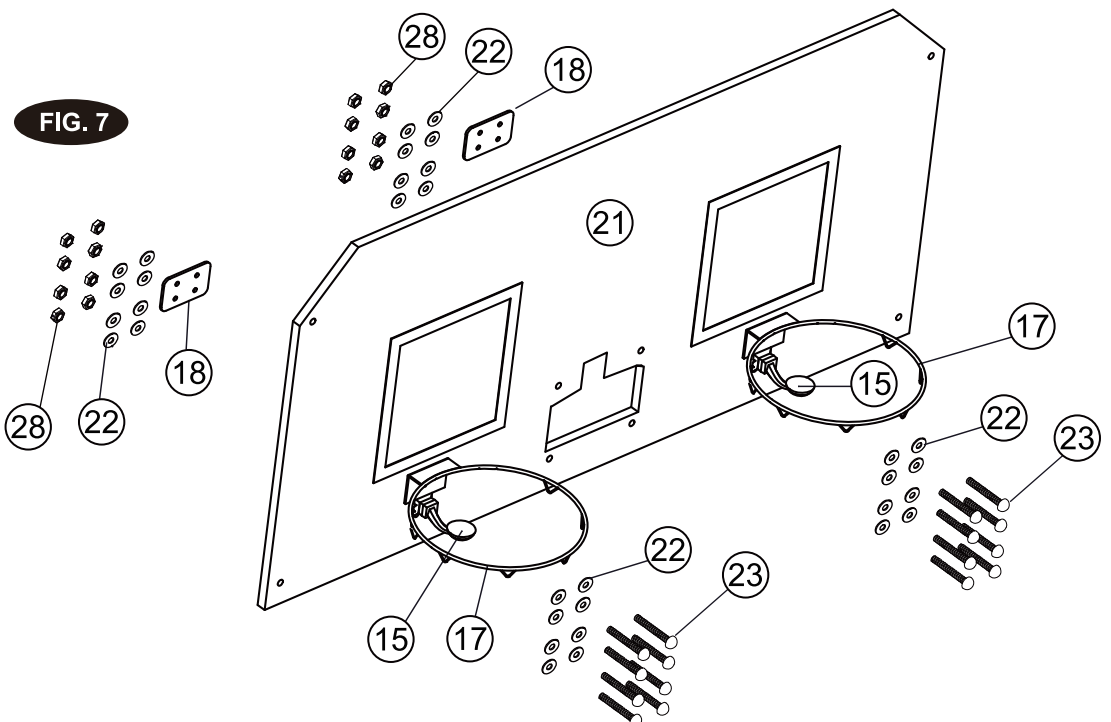
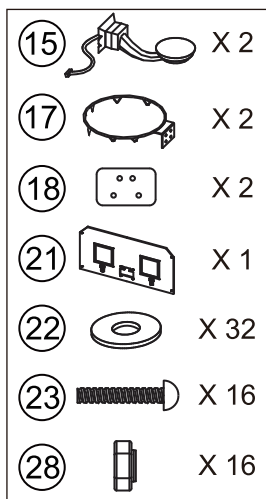
FIG. 5



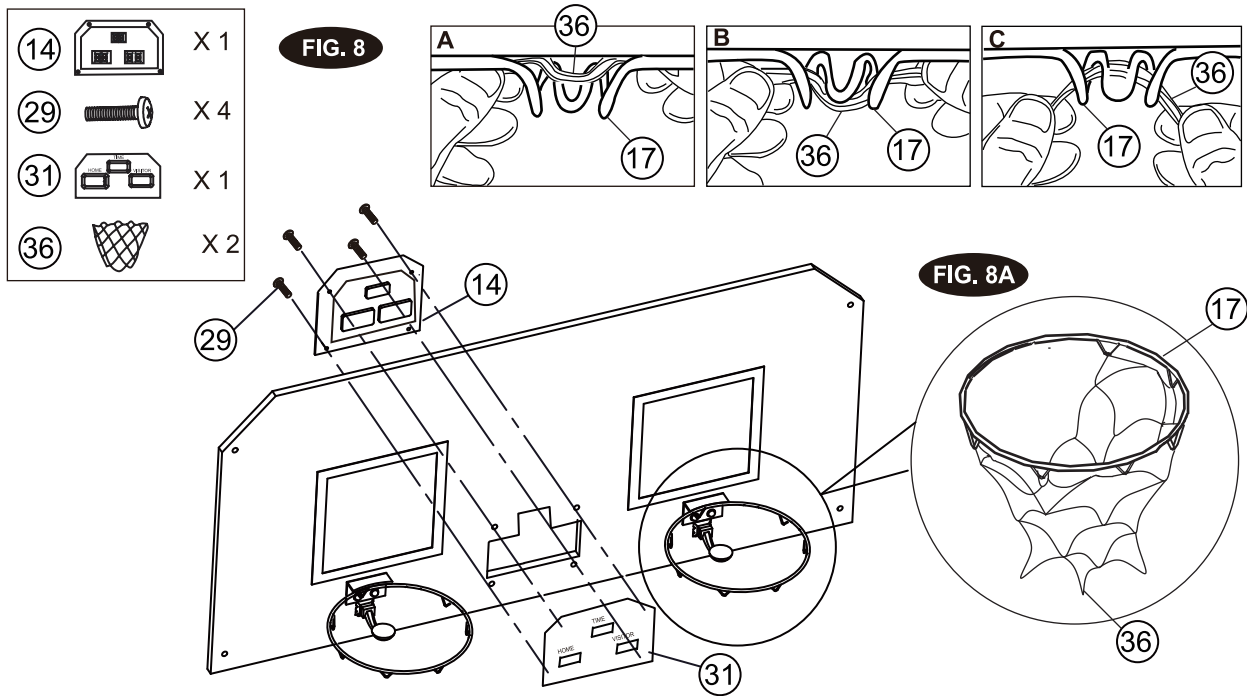
8. Attach the Tubes - 10 (#10) to the Tubes - 9 (#9) using spring lock (pre-installed), and then attach the Tube - 11 (#11) to the Tubes - 10 (#10) using spring lock (pre-installed) as shown in FIG 6.



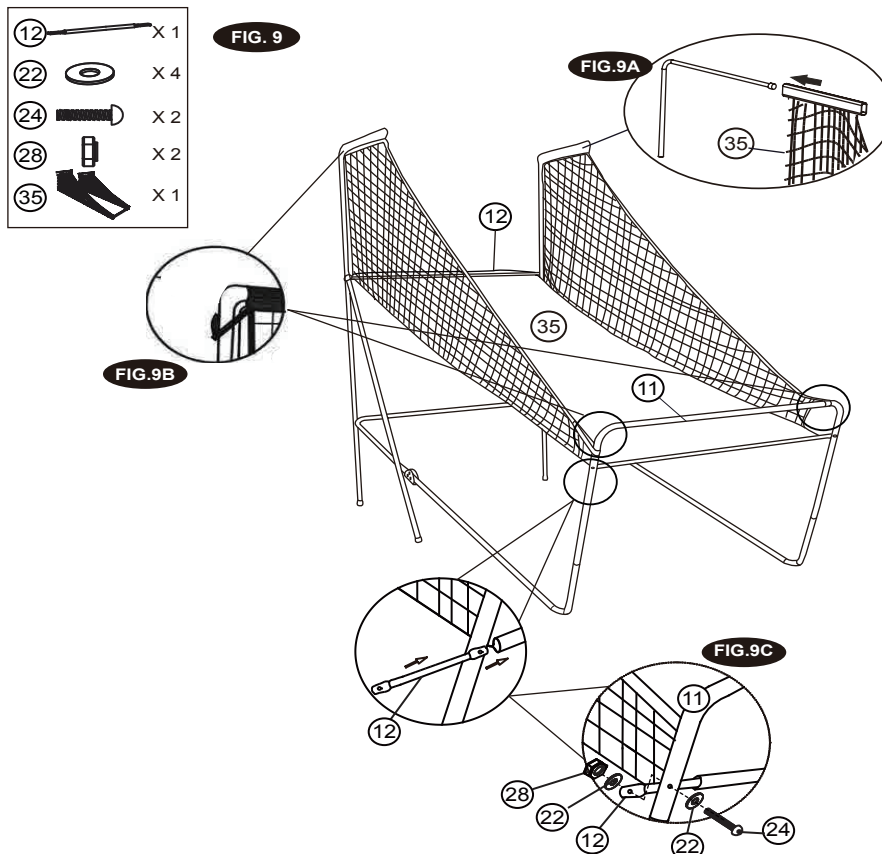
9. Attach the Rim (#17) and Rim Support Plates (#18) to the Backboard (#21) using the Bolts (#23), Washers (#22) and Nuts (#28). And then attach the Paddle Sensors (#15) to the Backboard (#21) using the Bolts (#23), Washers (#22) and Nuts (#28). Make sure that you use washer on both sides of the backboard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



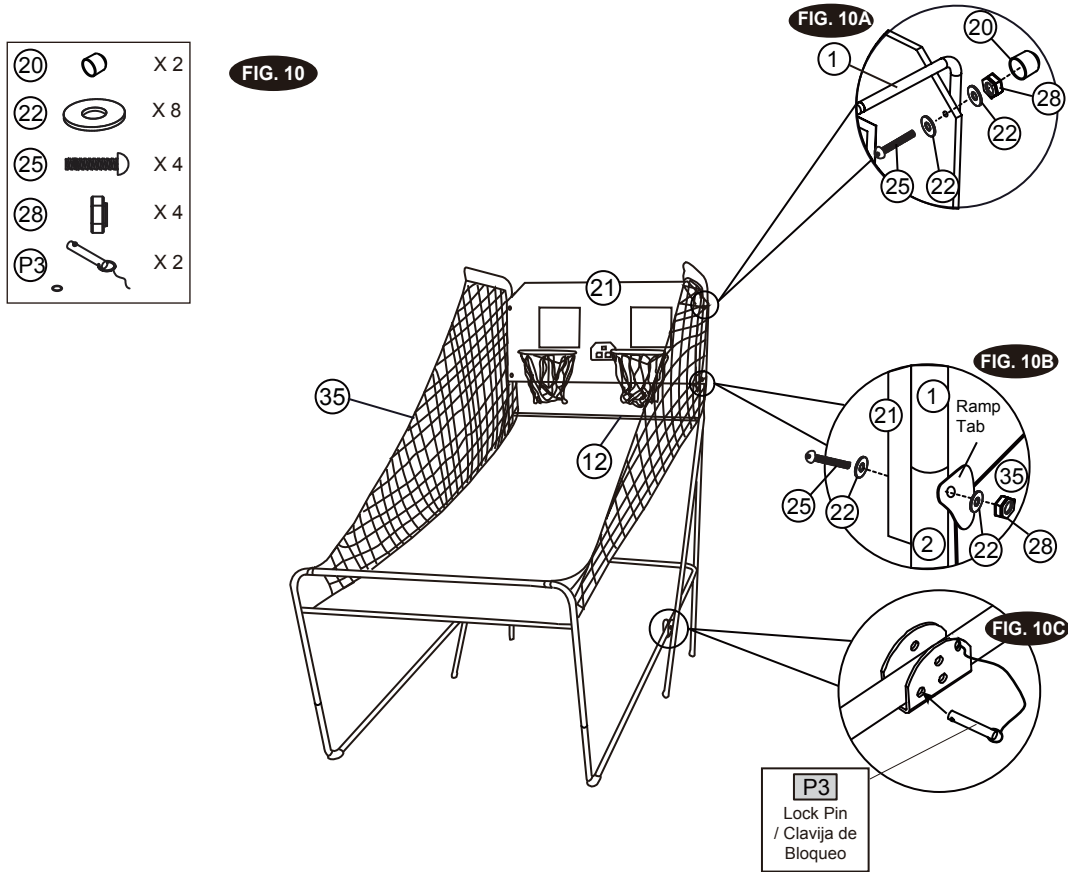
10. Attach the Electronic Scorer Face Plate (#31) to the front of Backboard and connect with the Electronic Scorer (#14) using Bolts (#29) as shown in FIG. 8.
11. Install the Rim Net (#36) to the Rim (#17) as shown in FIG. 8 and 8A.



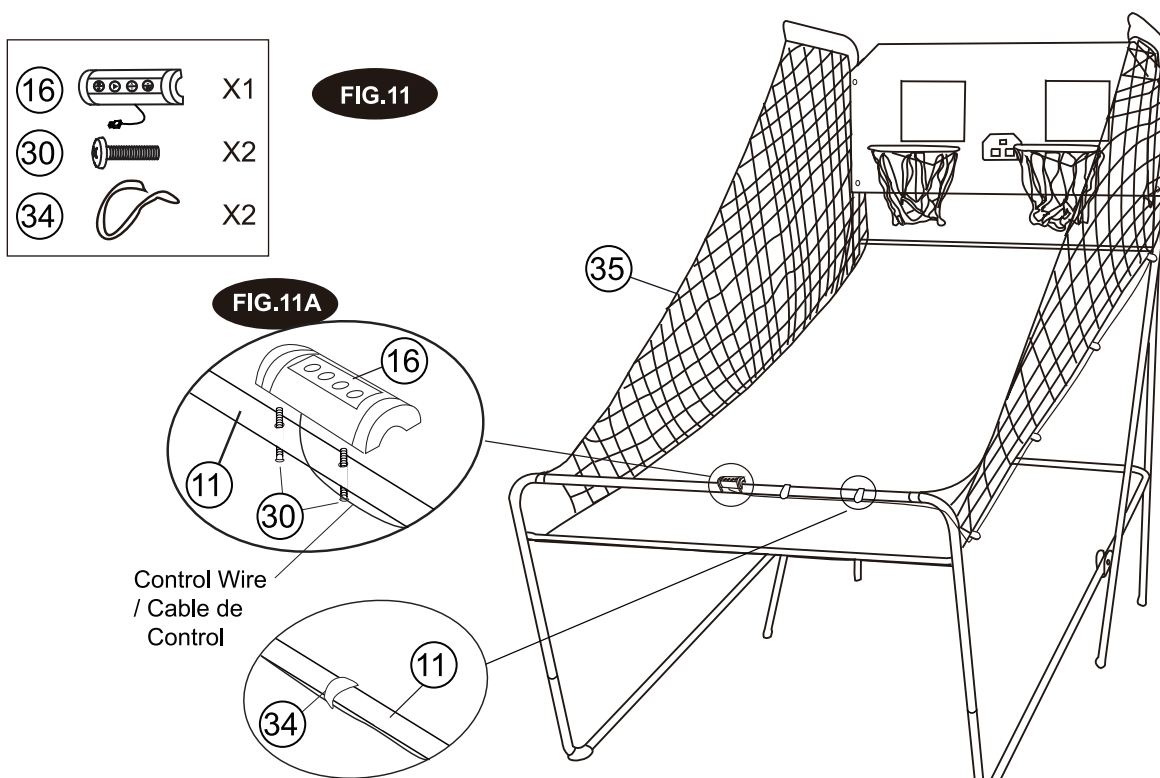
12. Slide elastic straps and sleeve of Ball Return Net (#35) onto Top Tubes - 1 (#1) as shown in FIG. 9A & 9B.
13. Slide the Tube - 12 (#12) through the sleeve on the front of the Ball Return Net (#35), attach at the left side first
14. using Bolts (#24), Washers (#22) and Nuts (#28) as shown in FIG. 9C. Follow the same procedure on the right side.



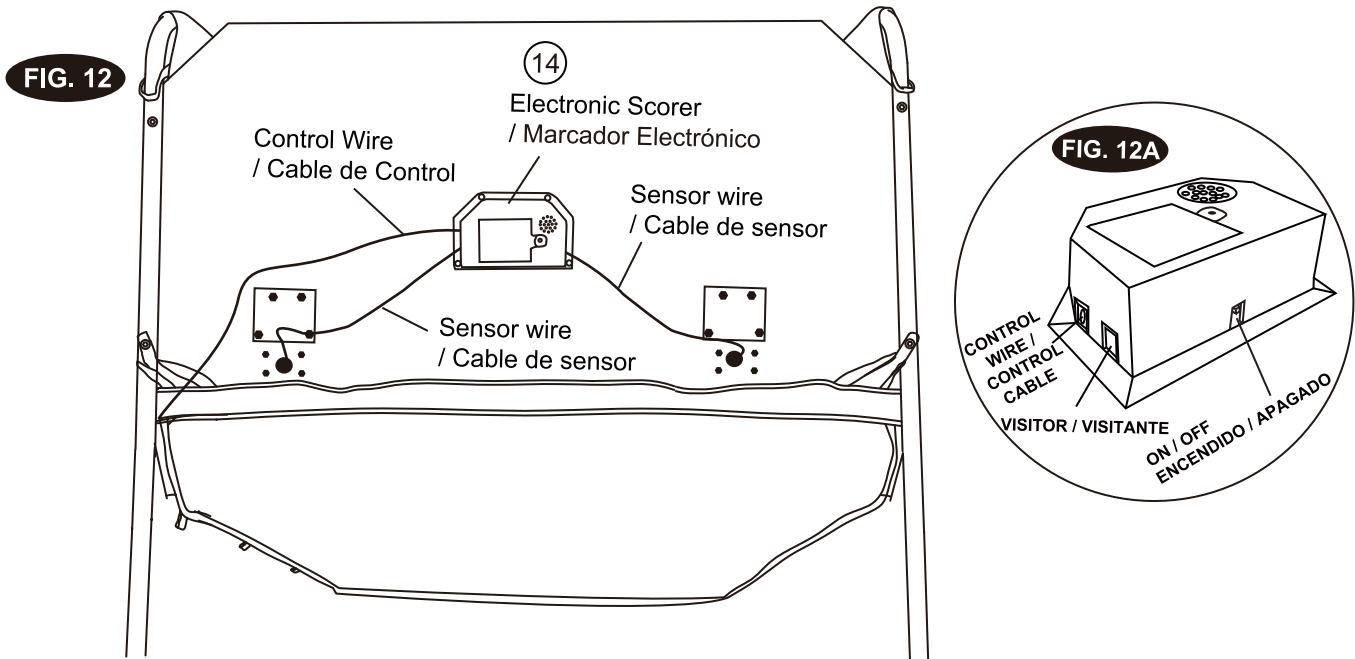
15. With the help of another adult, attach the Backboard (#21) to the Top Tubes - 1 (#1) using Bolts (#25), Washers (#22), Nuts (#28) and End Caps (#20) as shown in FIG.10A. At each bottom hole of the backboard, attach the ramp tabs of Ball Return Net (#35) using Bolts (#25), Washers (#22), Nuts (#28) as shown in FIG.10B.
16. Connect the Lock Pin (#P3) to the Tube - 5 and Tube - 6 (#5 & #6) and insert it to the Tube - 5 and Tube - 6 (#5 & #6) as shown in FIG.10C.



17. Attach the Control Box (#16) to middle of the Tube - 11 (#11) using two Bolts (#30) as shown in FIG.11A.
18. Run the rest of the Control Wire through the loops on the Ball Return Net (#35). Place the Control Wire on the Tube - 11 (#11) using the Self-Stick Straps (#34) as shown in FIG.11.

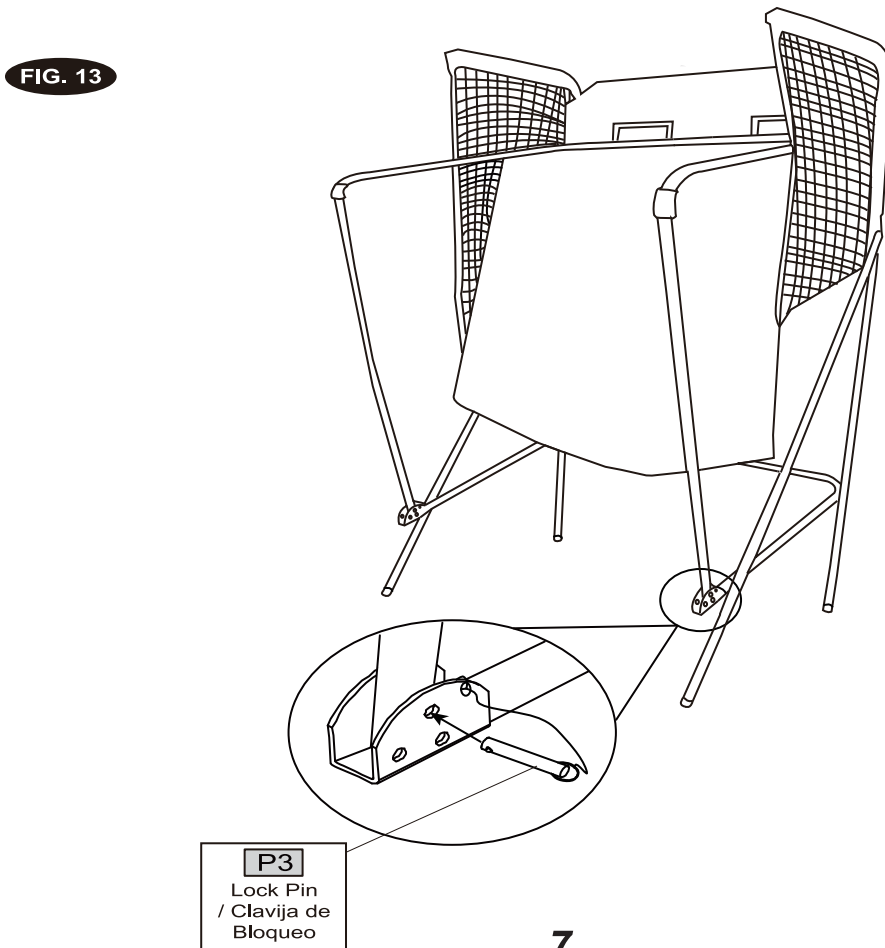


19. Connect the Sensor Wire from Paddle Sensor (#15) to the Electronic Scorer (#14) as shown in FIG. 12.
Connect the Control Wire to the Electronic Scorer (#14) as shown in FIG.12 and 12A.



20. Folding position when not in use the basketball game and insert the Lock Pin (#P3) as shown in FIG.13.
Note: The lock pin (#P3) needs to be removed from its original position when the game is being used before insertion to the new position when folded.

<p>IMPORTANT! Make sure to use the Lock Pin (#P4) when folded.</p>	<p>¡IMPORTANTE! Asegúrese, use los Clavija de Bloqueo (#P4) cuando está doblado.</p>
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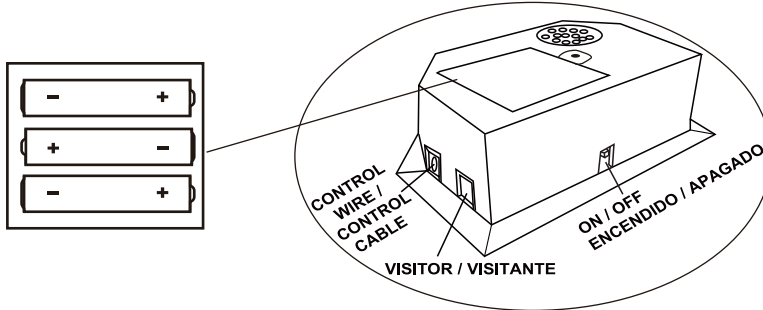
ELECTRONIC SCORER OPERATION

Install Batteries

Battery Box: 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.

Reminding:

- Batteries must be installed according to the correct polarization (+ and -) requires.
- Please clean the battery contacts and also those of the devices 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.



⚠ 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 rechargeable (nickel-cadmium) batteries.

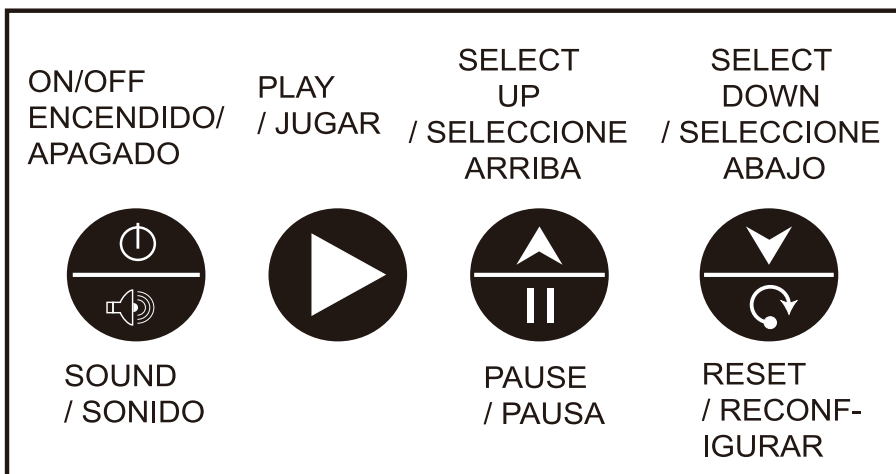
⚠ ADVERTENCIA:

- 1) Requiere 3 "AA" baterias (no incluido).
- 2) No mezcles baterias viejas y nuevas.
- 3) No mezcles baterias alkalina, estándar (carbón zinc), o recargable (níquel-cadmio).

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 / PANEL DE CONTROL



CHOOSE FROM 8 DIFFERENT GAME OPTIONS

1. Horse

- a. Press "PLAY" to enter game 4.
- 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 scoreboard. Game remains for the same player until 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.

2. 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.

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 who wins and game is finished.

Press "PLAY" to restart this game.

4. 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 10 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.

5. One to 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 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 "VISI" 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.

6. 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 "VISI" 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.

CHOOSE FROM 8 DIFFERENT GAME OPTIONS

7. 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 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 more 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.

8. 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 flashing on "HOME", 2 points scored display on "HOME".

Make a shot in "VISITOR" frame when LED is flashing 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.

This device complies with the part 15 of the FCC rules. Operation is subject to the following two conditions :

- (1) This device may not cause harmful interference.
- (2) This device must accept any interference received, including interference that may cause undesired operation.

Este dispositivo cumple con la parte 15 de las reglas de FCC. La operación está sujeta a las dos condiciones siguientes:

- (1) Este dispositivo no podría causar interferencia dañosa.
- (2) Este dispositivo debe aceptar cualquier interferencia recibida, incluyendo la interferencia que podría causar operación indeseada.

YOU ARE NOW READY TO PLAY!

¡USTED ESTA AHORA LISTO PARA JUGAR!