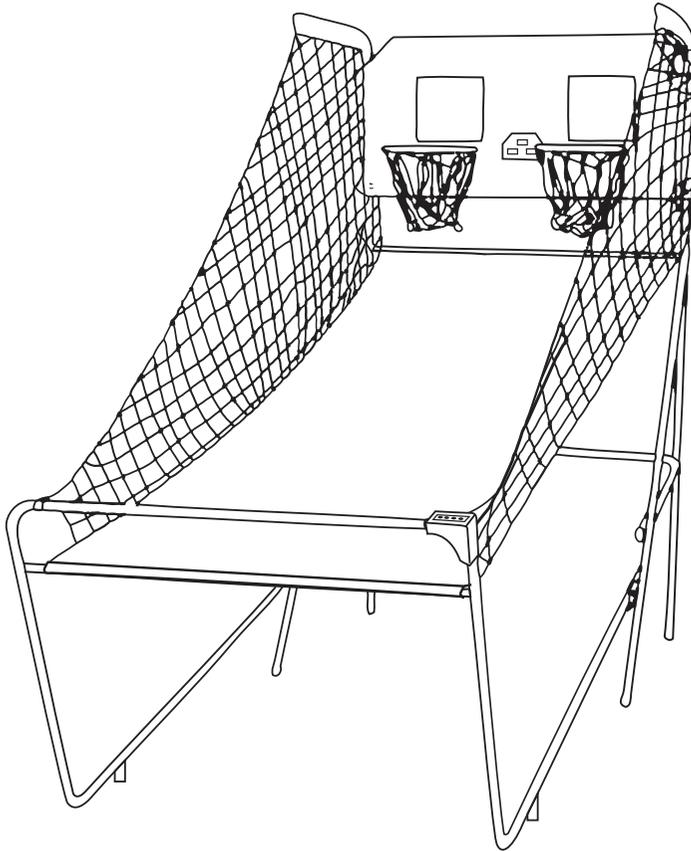


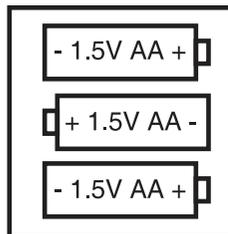
# Swagger™



KEEP THIS INSTRUCTION FOR FUTURE USE

## CAUTION:

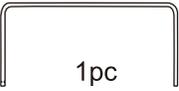
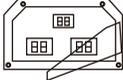
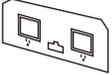
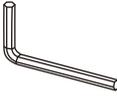
INSTALL BATTERIES TO CORRECT POLARITY. DO NOT MIX DIFFERENT TYPES OF NEW OR USED BATTERIES. INSTALLATION BY ADULT IS REQUIRED. DISPOSE OF BATTERIES RESPONSIBLY. DO NOT DISPOSE OF IN FIRE.



**Dual Hoopz  
Basketball  
System**

**Choking Hazard—Toy contains small balls and/or small parts. Not for children under 3 years of age**

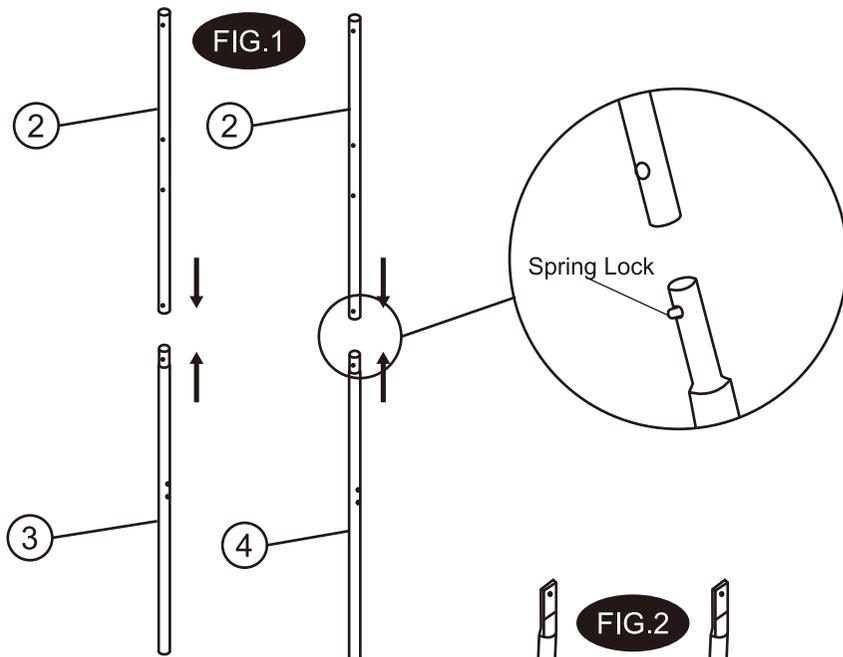
FOR INDOOR DOMESTIC USE ONLY

1 Board L Tube  2pcs	2 Board Tube  2pcs	3 Left Tube  1pc	4 Right Tube  1pc	5 Horizontal Frame Brace U Tube  1pc
6 Left Mounting Tube  1pc	7 Support Tube  2pcs	8 Right Mounting Tube  1pc	9 Ramp Tube  2pcs	10 Ramp L Tube  2pcs
11 Ramp U Tube  1pc	12 Horizontal Tube  2pcs	13 Ball Ramp with Side Netting  1pc	14 Electronic Scorer  1pc	15 Paddle with Sensor  2pcs
16 Control Box with Control Wire  1pc	17 Rim  2pcs	18 Plate  2pcs	19 Inflation Pump with Needle  1pc	20 Net  2pcs
21 Backboard  1pc	22 Washer  M6 32pcs	23 Bolt  M6x20mm 16pcs	24 Bolt  M6x30mm 6pcs	25 Bolt  M6x40mm 4pcs
26 Bolt  M6x50mm 4pcs	27 Nut  M6 32pcs	28 Basketball  2pcs	29 Bolt  3.5x10mm 4pcs	30 Electronic Scorer Face Plate  1pc
31 Wrench  1pc	32 Bolt  M6x60mm 2pcs	33 Lock Pin  2pcs	34 Allen Key  1pc	35 Scorer Control Wire  1pc
36 Cap  12pc	37 Bolt  3.5x7mm 2pcs	38 Plastic screw  1pc		

# Assembly Instructions

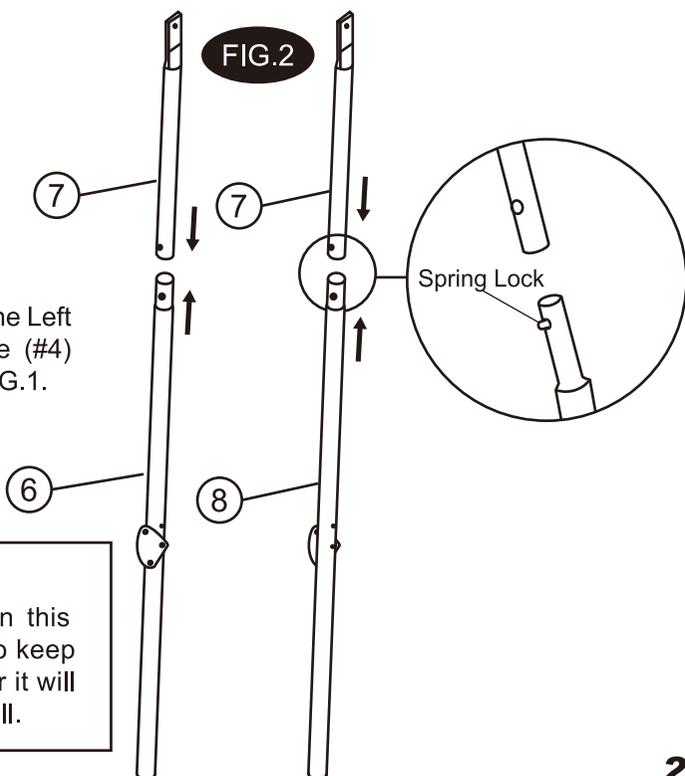
Two adults required for the assembly.

Remove all of the parts from the box and verify that you have all of the listed parts as shown on the Parts List. Carefully cut or tear the four corners of the box so that the bottom of the box can be used as your work surface.



## G. 1 & 2

Attach the Board Tubes (#2) to the Left Tubes (#3) and the Right Tube (#4) using spring lock as shown in FIG.1.



### Note:

Both of Spring locks in this parts(#6&#7,#8&#7) have to keep upward once assembling, or it will lead the unit unable to install.

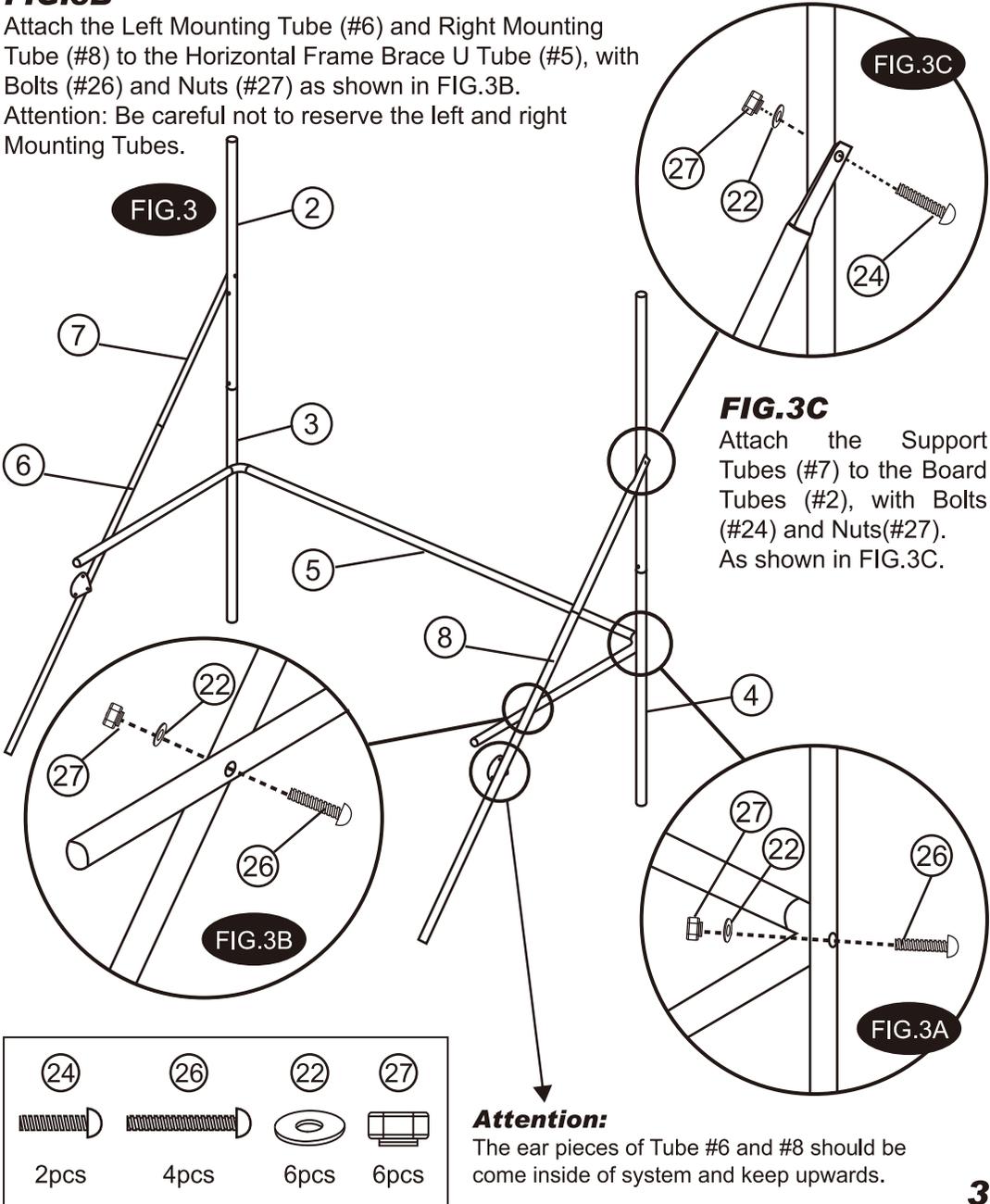
### FIG.3

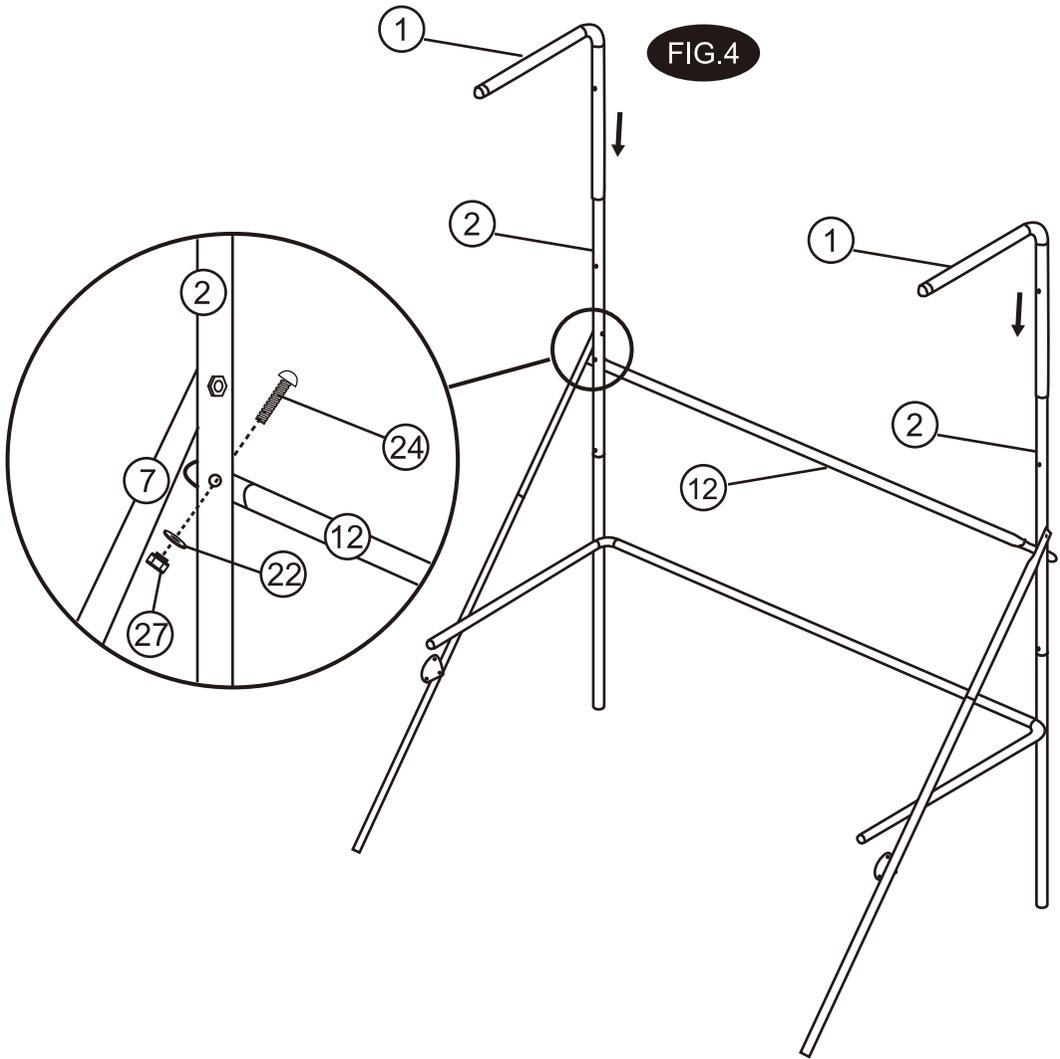
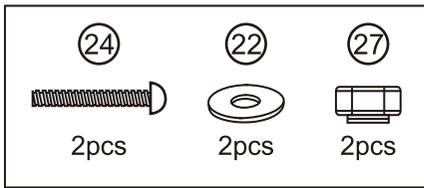
#### FIG.3A

Attach the Horizontal Frame Brace U Tube (#5) to the Left Tube (#3) and Right Tube (#4) using Bolts (#26), Washers(#22) and Nuts(#27) as shown in FIG.3A.  
Attention: Be careful not to reserve the left and right Tubes.

#### FIG.3B

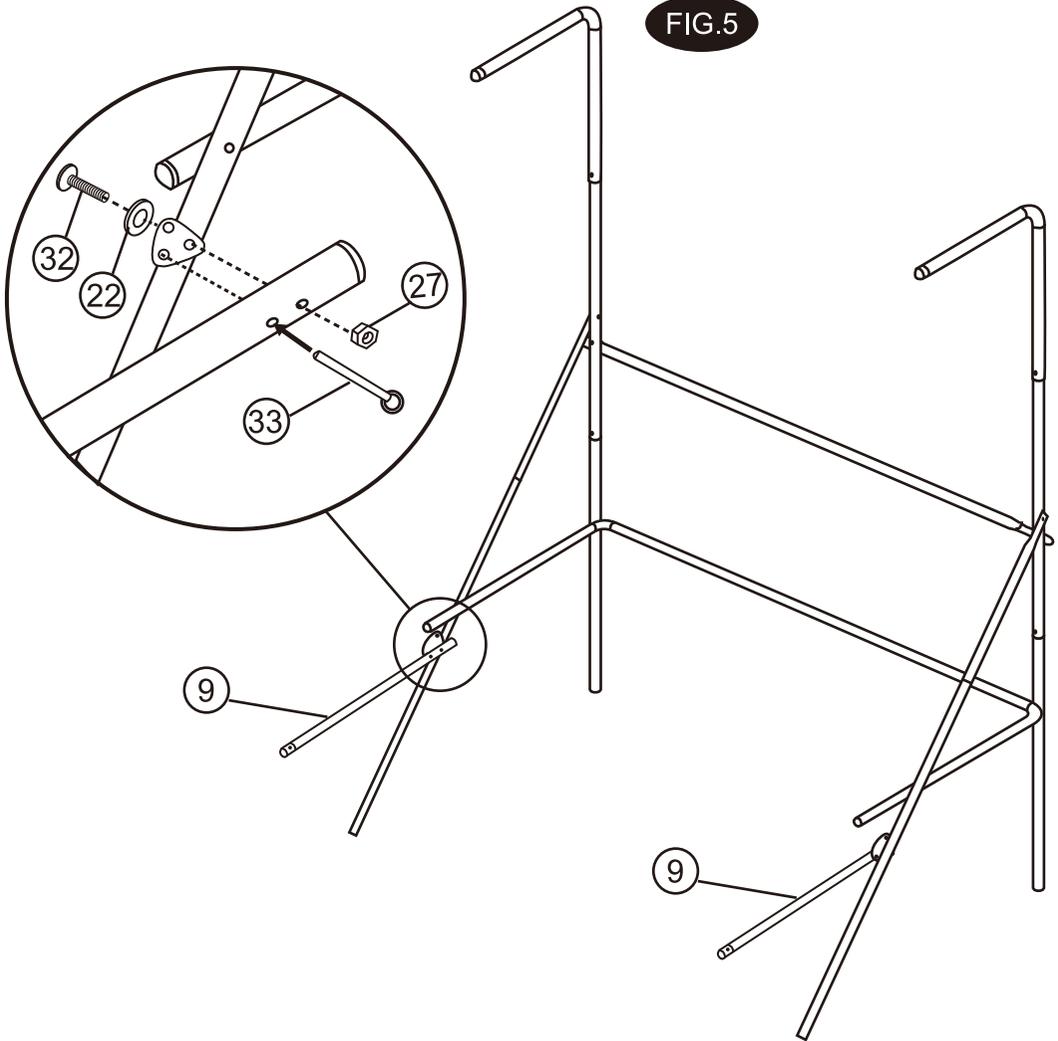
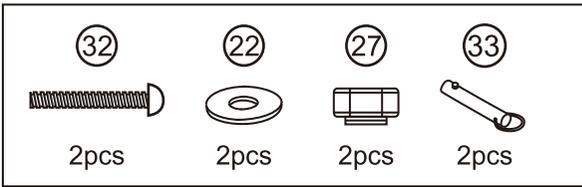
Attach the Left Mounting Tube (#6) and Right Mounting Tube (#8) to the Horizontal Frame Brace U Tube (#5), with Bolts (#26) and Nuts (#27) as shown in FIG.3B.  
Attention: Be careful not to reserve the left and right Mounting Tubes.





**FIG.4**

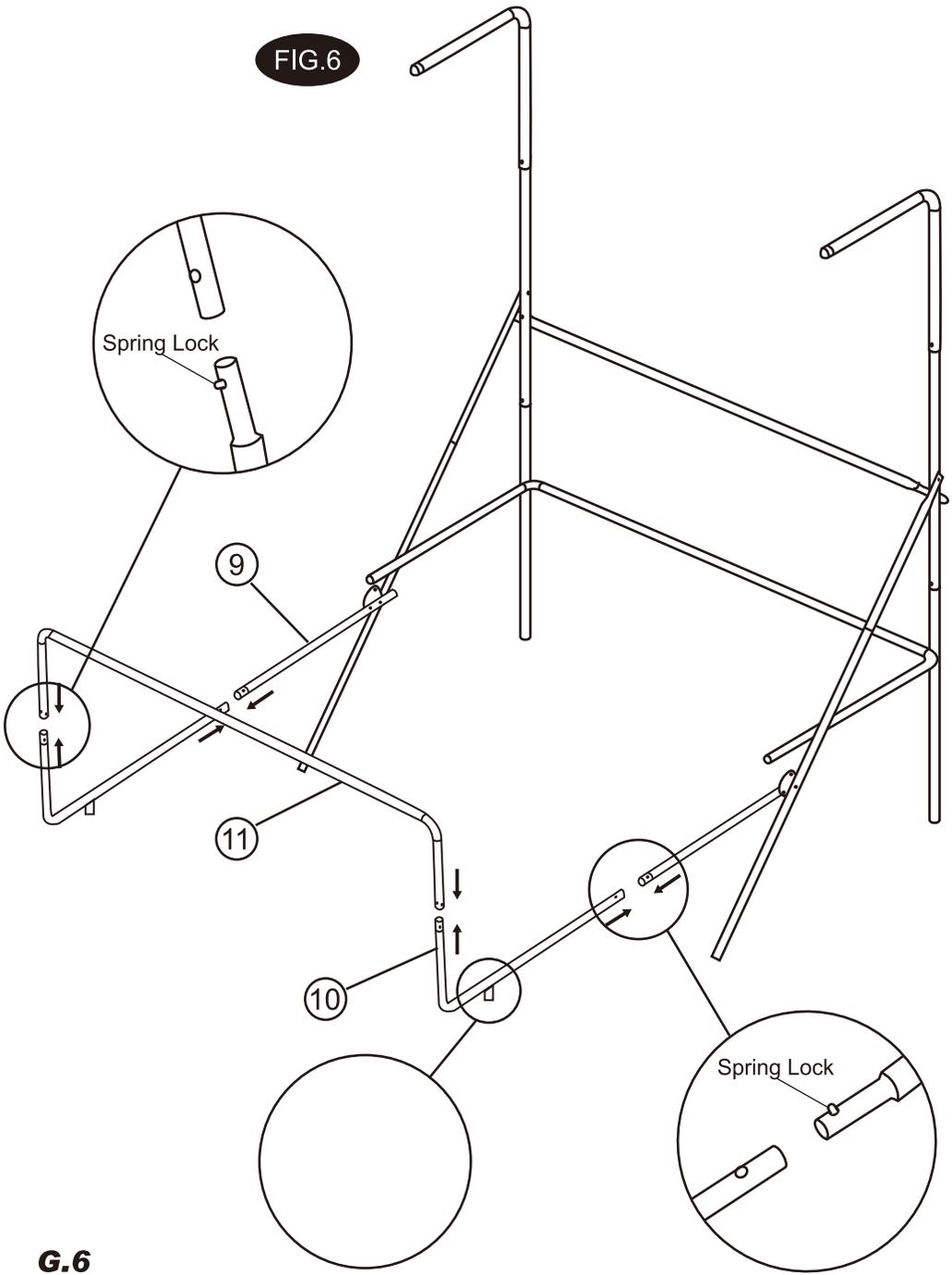
Attach the Horizontal Tube (#12) to the Board Tubes (#2) using Bolts (#24), Washers(#22) and Nuts (#27) as shown in FIG.4. Then insert the Board L Tubes (#1) into the Board Tubes (#2).



**G.5**

Attach the Ramp Tubes (#9) to the Left Mounting Tube (#6) and Right Mounting Tube (#8) using Bolts (#32), Washers (#22) and Nuts (#27) as shown in FIG.5. Now insert the lock pins(#33) into the pivot joint to lock the game into playing position.

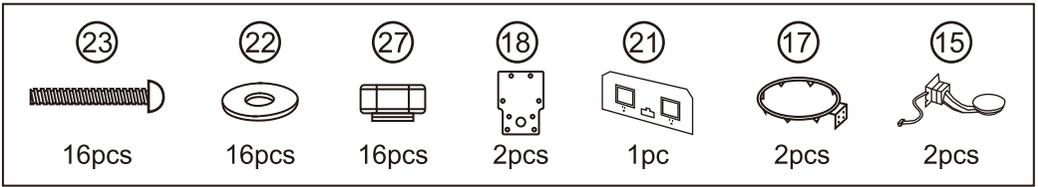
**FIG.6**



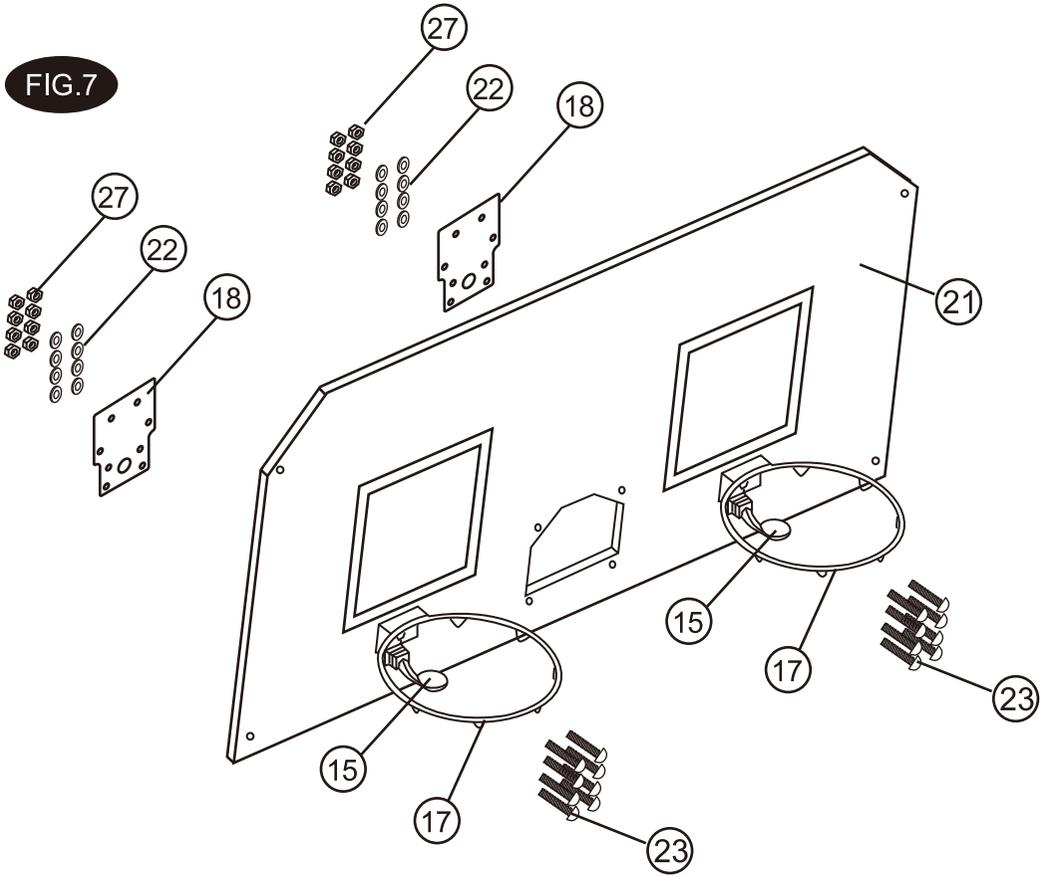
**G.6**

Attach the Ramp L Tubes (#10) to the Ramp U tube (#11) using the spring lock, and then place the Ramp L Tube (#10) into the Ramp Tube (#9) using the spring lock as shown in FIG.6.

Cap the 12 pcs of #36 in the right place as shown in FIG.6.



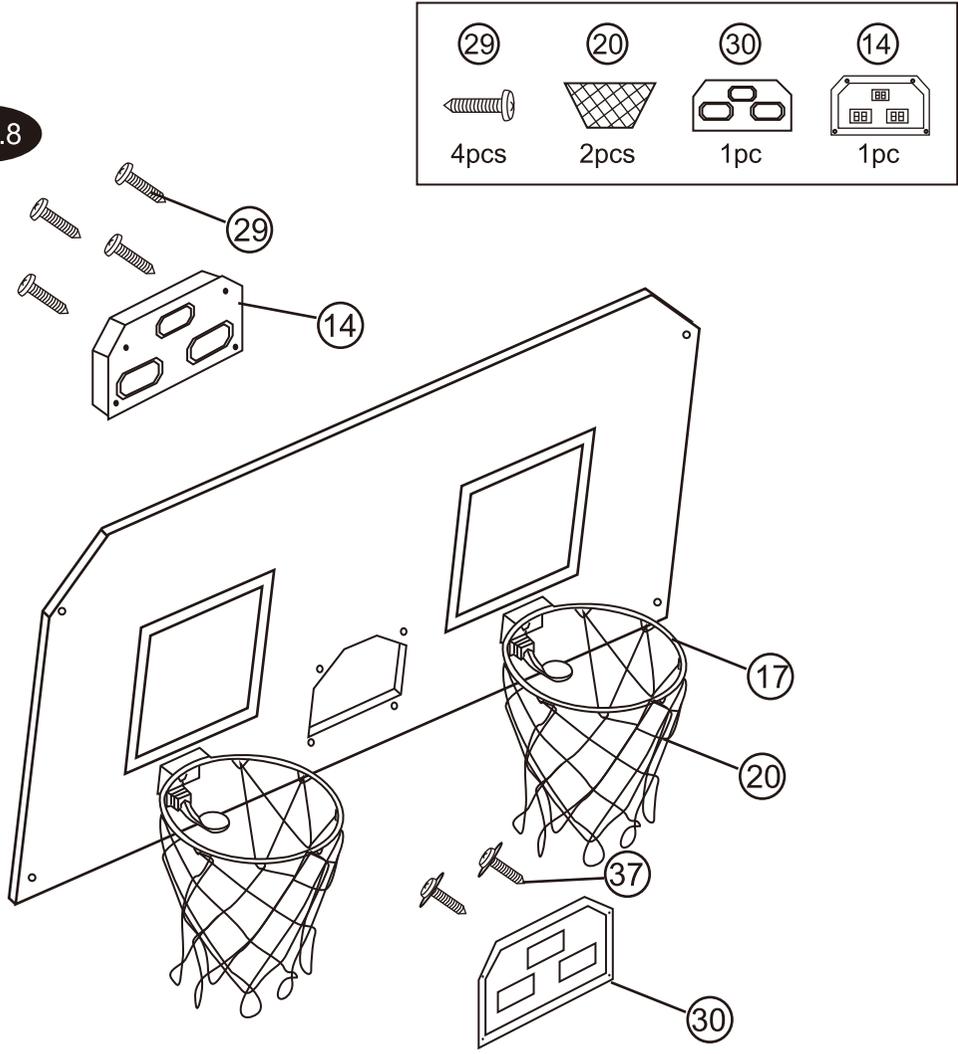
**FIG.7**



**FIG.7**

Attach the Rim Assemblies (#17) and Rim Support Plates (#18) to the Back board (#21) using the Bolts (#23), Washers(#22) and Nuts (#27). Then attach the Switch Sensors (#15) to the Backboard (#21) using the Bolts (#23), Washers(#22) and Nuts (#27) as shown in FIG.7

**FIG.8**

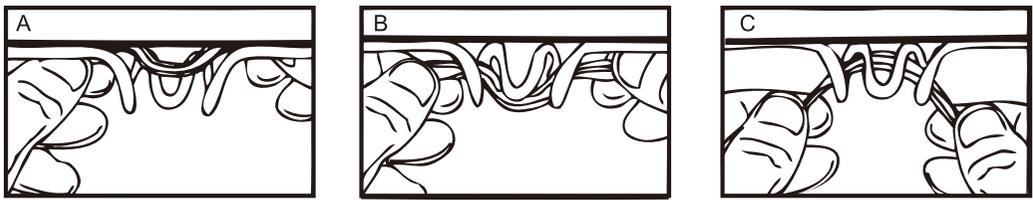


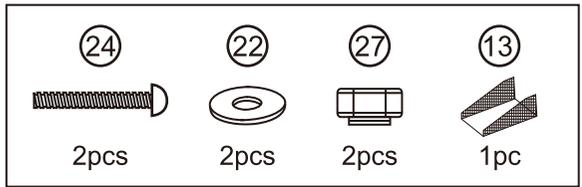
**FIG 8**

Attach Electronic Scorer Face Plate (#30) to Backboard (#21) and connect with the Electronic Scorer (#14) using Bolts (#29) as shown in FIG.8.

**FIG.8A**

Loop the Nets (#20) through the Net Hooks on the Rims (#17) as shown in FIG.8A

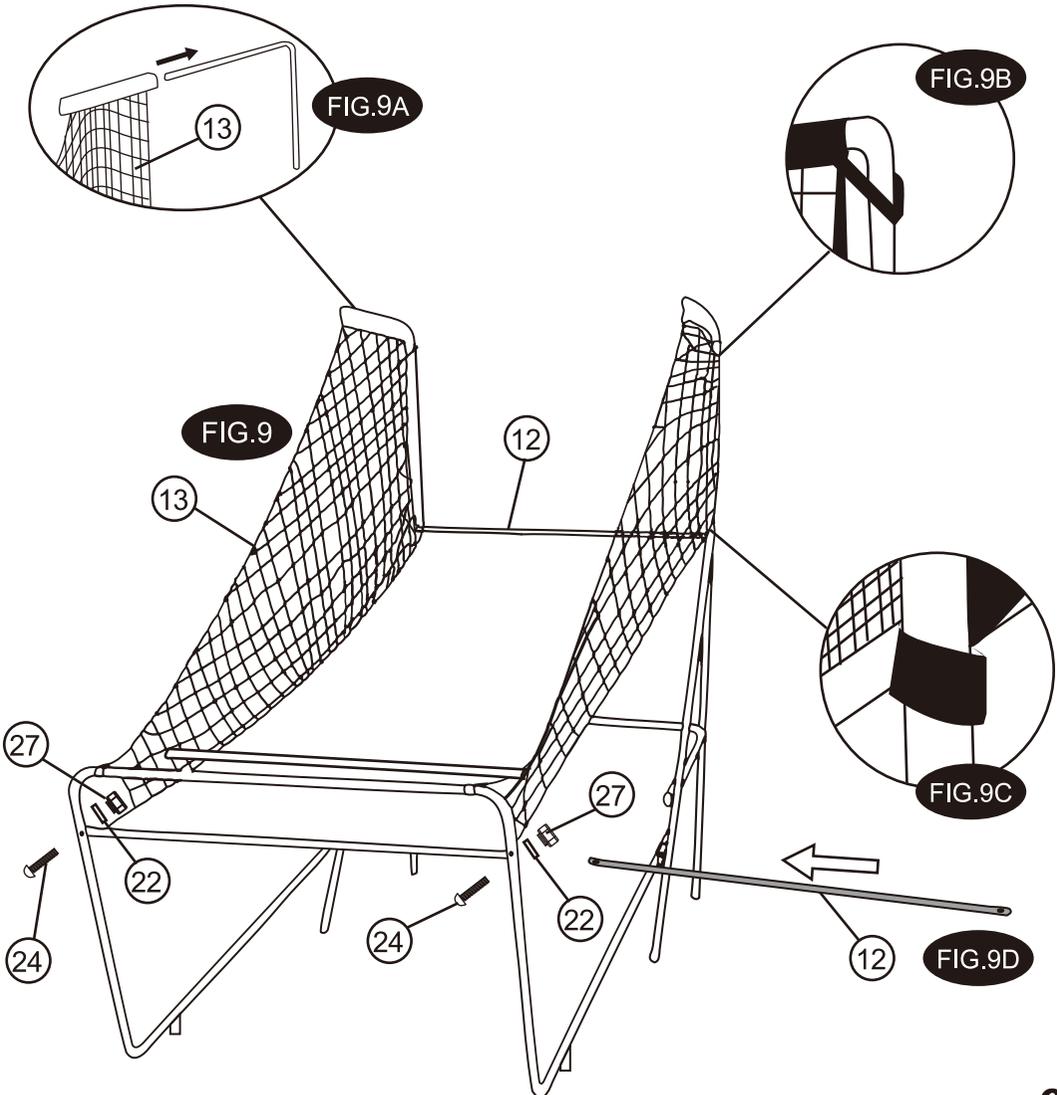


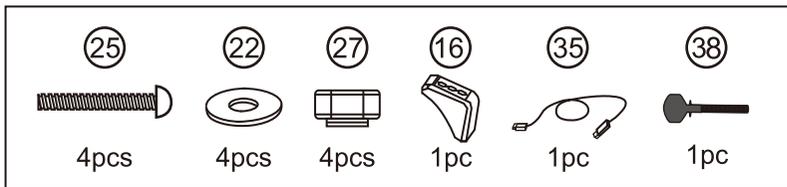


**FIG.9**

Slide elastic straps and the sleeve of Ball Ramp with Side Netting (#13) onto the Board Tubes as shown in FIG.9A & 9B & 9C.

Slide the Horizontal Tube (#12) in front of the Ball Ramp with Side Netting (#13) and attach it to the Ramp U Tube (#11) using Bolts (#24), Washers (#22) and Nuts (#27) as shown in FIG.9D.





**FIG. 10**

With the help of another adult, Attach the Backboard (#21) to the Board L Tubes (#1) using Bolts(#25), Washers (#22) and Nuts (#27) as shown in FIG.10A.

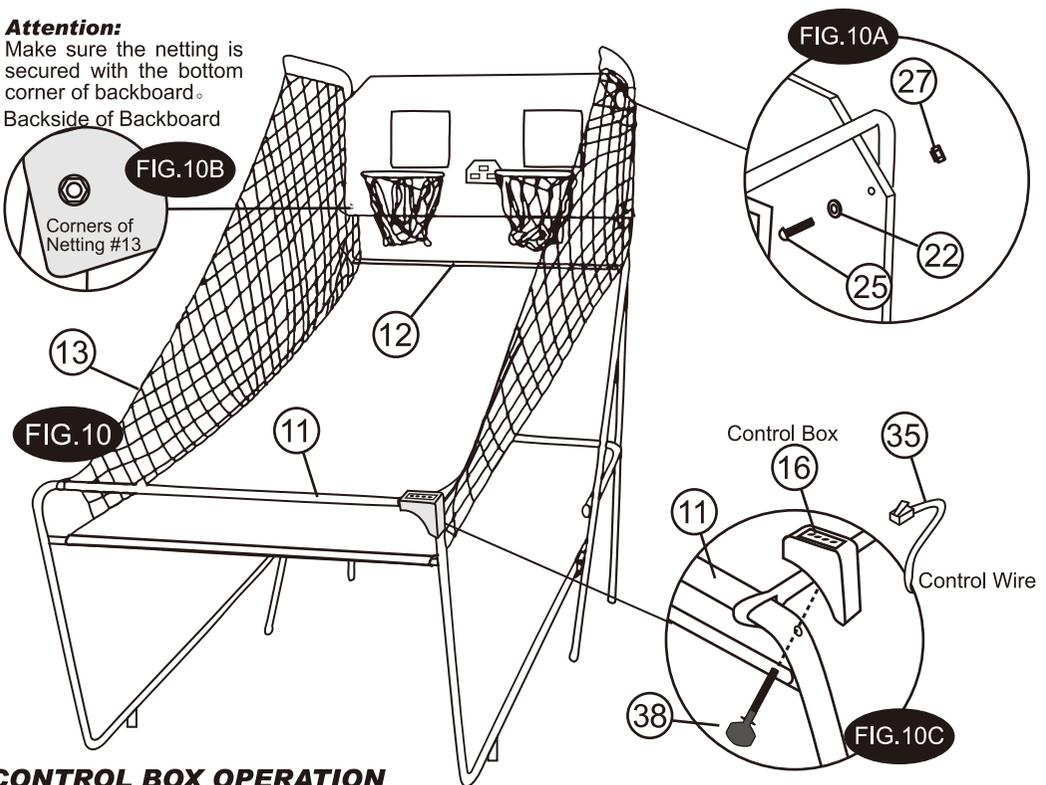
Connect the backboard, netting and Tube(#2) by using Bolts(#25), Washer(#22) and Nuts (#27) as shown in FIG.10B.

Remove the plastic screw from the back of the control Box (#16). Now attach the Control Box (#16) to the corner of the Ramp U Tube (#11) using the plastic screw (#38) as shown in FIG.10C.

**Attention:**

Make sure the netting is secured with the bottom corner of backboard.

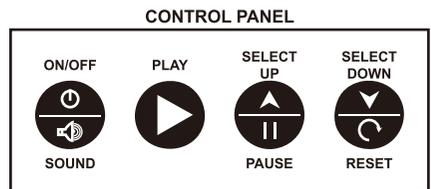
Backside of Backboard



**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 select 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 minutes, scorer will be turned off automatically.



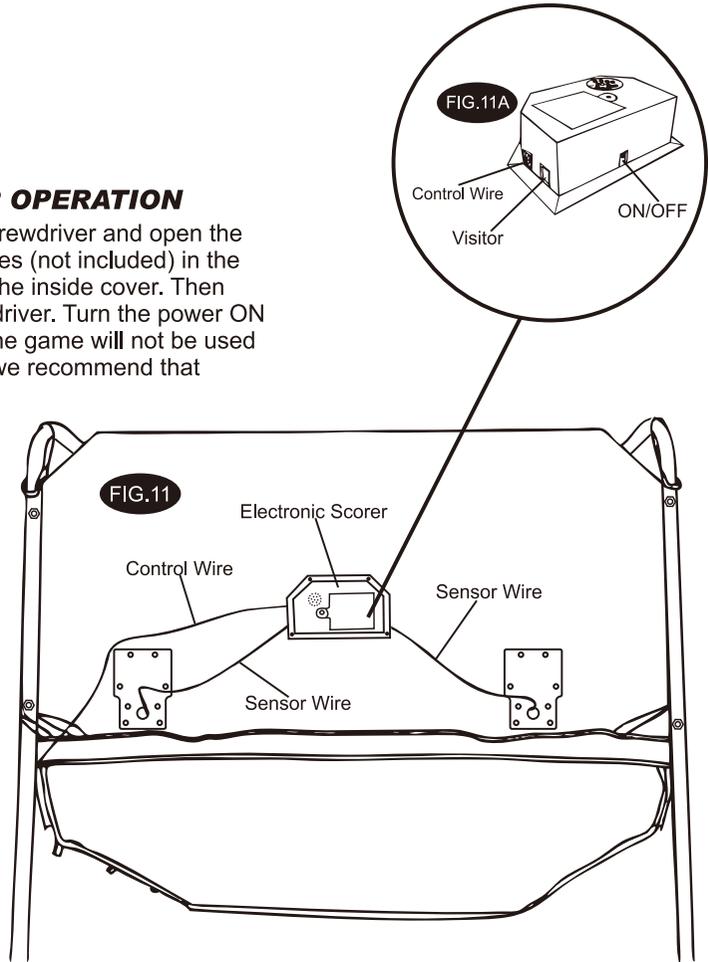
## FIG.11

Connect the Sensor Wire of the Switch Sensor to the Electronic Scorer (#14) as shown in FIG.11. Connect the control Wire to the Electronic Scorer (#14) as shown in FIG.11 and 11A.

Run the rest of the Control Wire (#35) through the loops on the Ball Return with Side Netting (#13). Place the Control Wire on the Ramp U Tube (#11) using the Self - Stick Straps.

## ELECTRONIC SCORER OPERATION

Unscrew the Screw 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 batteries should be removed.



### **⚠ WARNING ⚠**

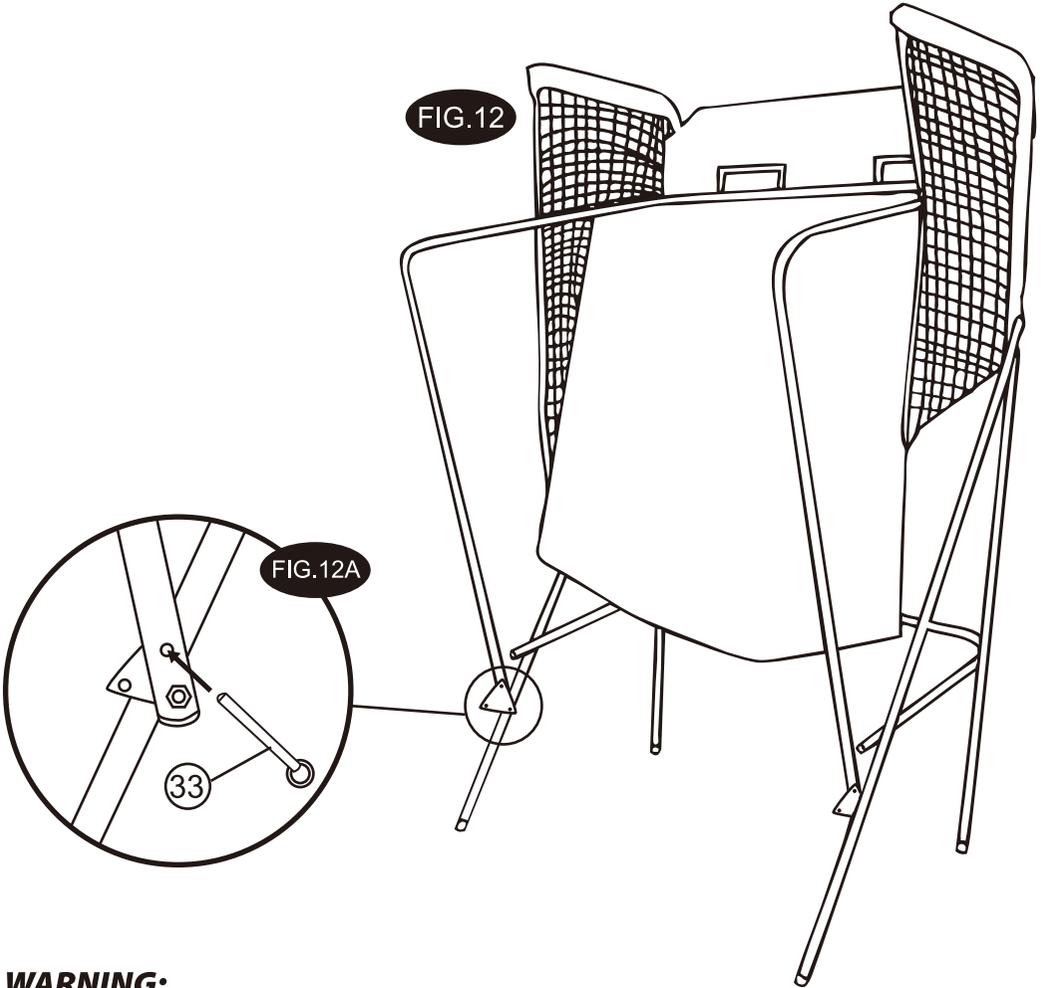
- 1) Required 3 AA Batteries(Not included)
- 2) Do not mix old and new batteries.
- 3) Do not mix alkaline, standard (carbon zinc), or rechargeable (nickel-cadmium) batteries.

**FIG. 12**

To fold the basketball game into the storage position, remove the Lock Pins (#33) from the playing position on the Mounting Tubes (#6) & (#8). Lift the Front Horizontal Ramp Support Tube (#11) until the game is in the storage position as shown in FIG.12.

**FIG.12A**

Insert the Lock Pins (#33) back into the mounting Tubes (#6) & (#8), locking the basketball game into the storage position.



**WARNING:**

PLEASE KEEP HANDS AND FINGERS CLEAR OF ANY MOVING PARTS WHEN FOLDING THIS PRODUCT, OTHERWISE THEY MAY BE INJURED.

## 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 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. 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.

### 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 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.

## CHOOSE FROM 8 DIFFERENT GAME OPTIONS

### 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 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.

### 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 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.

### 8. 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 "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.

#### **CAUTION !**

Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.