

SOUND PAUSE RESET

**CONTROL BOX BUTTONS AND OPERATION**

ON/OFF PLAY SELECT UP SELECT DOWN

   

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 the selected game mode.

Press “**SOUND**” to switch the sound ON/OFF when playing.

Press “**PAUSE**” to pause or start time counting. Press “ON/OFF” to activate the scorer.

Press and hold the “**ON/OFF**” button for 3 seconds to turn off the scorer.

Press and hold the “**RESET**” button for 3 seconds to reset the game.

Note: If no shot is made or no button is pressed within 5 minutes, the scorer will be turned off automatically.

**ELECTRONIC BASKETBALL CHALLENGE – PLAYING INSTRUCTIONS**



**ELECTRONIC BASKETBALL**

**GAME OPTIONS**

**1. BEAT THE TIME CLOCK**

* Player : 1P 2P (Single/Double Players mode)
* Select playing time 30/45/60 seconds.
* All shots are worth 2 points until the final 10 seconds when each shot is worth 3 points; see how many points you can get in the timing period.
* Choose the 2-player mode and the player with the most points scored wins.

**2. 3 POINT, BEAT THE CLOCK**

* Player : 1P 2P 4P (Single/Double Players mode)

In 2P/4P case, two players shooting together.

* Select playing time 30/45/60 seconds.
* All shots are worth 3 points; see how many points you can get in the timing period.
* Choose the 2P/4P mode, and the player with the most points scored wins.

**3. BATTLE PACK**

* Player 2P 4P
* The player who makes a shot will add 2 points to their score and subtract 2 points from their opponent’s score; the first player to reach 10 points is the winner.
* 2P only one winner.
* 4P Player 1 PK player 2 first, there will be a winner, then player 3 PK player 4, there will be a winner, finally the two winners PK again to get the final winner.

**4. HORSE**

* Player 2P 3P 4P
* Only the left basket can score goals. The players are lined up in the left basket according to PLY1 PLY2 PLY3 PLY4 sequence. The left side shows the players, and the right side starts shooting to show the “PK stage” which is divided into five stages (1,2,3,4,5). Each player has one shooting opportunity in each stage3. After the shooting, the play will stand in line again to wait for the next shooting chance. After 5 stages, the player with the least score will be eliminated and the rest of the players will enter the next round of PK. The rule is the same as the previous round. There will be one winner in the end and then game over.

**5. CHECK POINT**

* Player; Select 1 to 4 players.
* The playing time is pre-set at 30 seconds.
* All shots are worth 2 points.
* The player’s score will be displayed on the “HOME” side, while the “VISITOR” side will show the target score to be reached. If the player fails to reach the target score, the game will end. When the player’s score reaches the “VISITOR” target score, the game time will be automatically lengthened and the next target score will be automatically displayed on the “VISITOR” side.
* Target score: 24/52/68/86

Corresponding time to be added: 20S/10S/10S/10S.

If a player scores 99 points, the game is over.

The player with the most points wins.

**6. AROUND THE WORLD**

* Player: Select 1 to 4 players
* All shots are worth 2 points
* After the number of players selected, the players can shoot one by one.
* The winner is the player who gets the 10 points in the shortest time. After the game is over, the LED will flash on the winner.

**7. LEFT AND RIGHT SHOT**

* Player: Select 1 to 4 players.
* The game starts when the first ball goes into the blinking hoop.
* “HOME” shows the player and “VISITOR” shows the score.
* “HOME” and “VISITOR” will blink alternatively during the game and you can get 2 points after shooting into the blinking hoop.

**8. RECORD BREAKER**

* Player: Multi-player
* Select playing time 30/45/60 seconds
* Only the left side can keep score, and the scores are displayed on the left LED, and the countdown ends and the game is over.
* When the first player’s game ends, his/her total score is displayed on the right. The next player can start the game by pressing the “PLAY” key and so on in a similar fashion. At the end of the game, the highest score is displayed on the right; when a player’s score exceeds the highest score shown on the right, the original score will be replaced (exiting the game mode or powering off can clear the record).