

# serenelife<sup>TM</sup>



Dual Shot Basketball Arcade Game  
Indoor/Outdoor Two-Player Basketball System  
with One Audio Options, 8 Different Games  
and Large LED Scoreboard

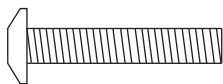
**USER GUIDE**

**IMPORTANT! PLEASE READ THESE ASSEMBLY INSTRUCTIONS  
IN ENTIRETY BEFORE ASSEMBLING YOUR PRODUCT.**

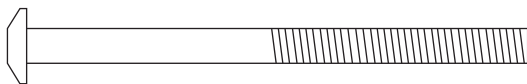
## **WARNING**

**CHOKE HAZARD: THIS TABLE CONTAINS SMALL BALLS AND PARTS  
NOT SUITABLE FOR CHILDREN UNDER 3 YEARS OF AGE.**

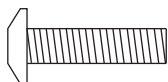
### **PARTS IDENTIFIER**



**H1 - M6 x 35mm  
Phillips Head Bolt  
(1 pc)**



**H2 - M6 x 90mm  
Phillips Head Bolt  
(2 pcs)**



**H3 - M6 x 25mm  
Phillips Head Bolt  
(16 pcs)**



**H4 - M6 x 15mm  
Flat Washer  
(3 pcs)**



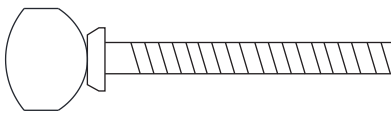
**H5 - M6 Wing Nut  
(19 pcs)**



**H6 - Plastic  
Bushing  
(2 pcs)**



**H7 - M6  
Lock Washer  
(16 pcs)**

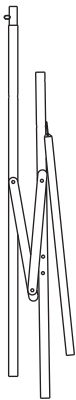


**H8 - Plastic Wing Bolt  
to attach P17 Control Box  
(1 pc)**



**T1 - Phillips  
Allen Wrench  
(1 pc)**

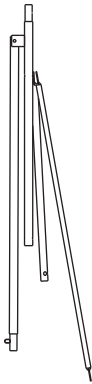
PARTS IDENTIFIER



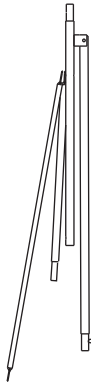
**P1 - Left**  
Lower Tube Assembly  
(1 pc)



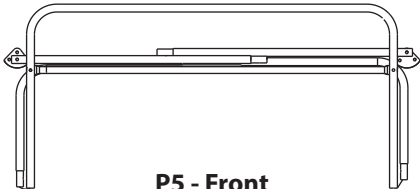
**P2 - Right**  
Lower Tube Assembly  
(1 pc)



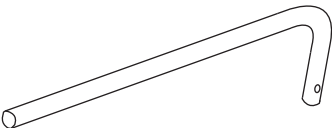
**P3 - Left**  
Middle Tube Assembly  
(1 pc)



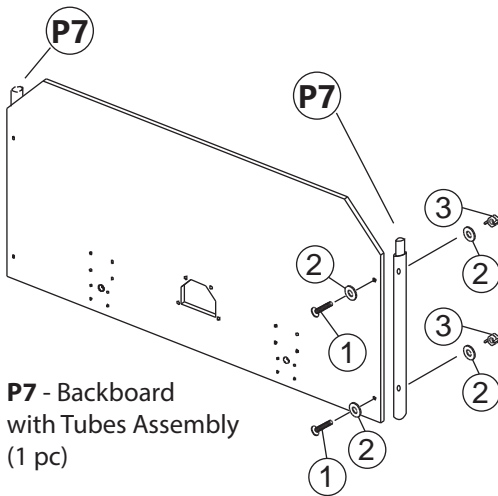
**P4 - Right**  
Middle Tube Assembly  
(1 pc)



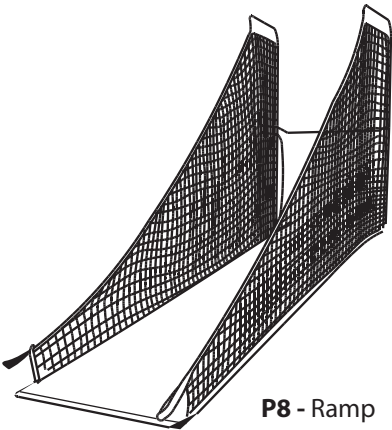
**P5 - Front**  
Tube Assembly  
(1 pc)



**P6 - Upper**  
Tube (2 pcs)

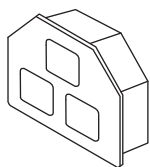


**P7 - Backboard**  
with Tubes Assembly  
(1 pc)

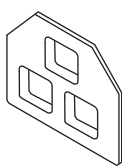


**P8 - Ramp**  
Chute (1 pc)

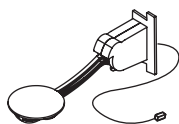
## PARTS IDENTIFIER



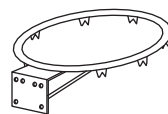
**P9** - Electronic Scorer (1 pc)  
3 pcs AA Batteries Required,  
Not Supplied



**P10** - Electronic Scorer Face Plate (1 pc)



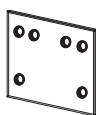
**P11** - Mechanical Scoring Arm (2 pcs)



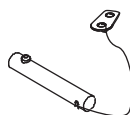
**P12** - Rim (2 pcs)  
**Note:** This is a special rim designed to avoid entanglement with the mechanical scoring arm.



**P13** - Rim Net (2 pcs)  
**Note:** This is a special rim net designed to avoid entanglement with the mechanical scoring arm.



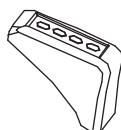
**P14** - Rim Support Plate (2 pcs)



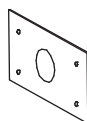
**P15** - Locking Pin (2 pcs)



**P16** - Scoring Control Box Wire (1 pc)

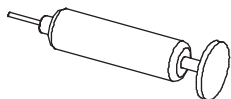


**P17** - Control Box (1 pc)

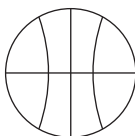


**P18** - Mechanical Scoring Arm Support Plate (2 pcs)

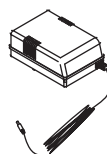
## ACCESORY IDENTIFIER



**A1** - Air Pump with Needle (1 pc)



**A2** - Basketball (5 pcs)



**A3** - A/C Adapter (1 pc)



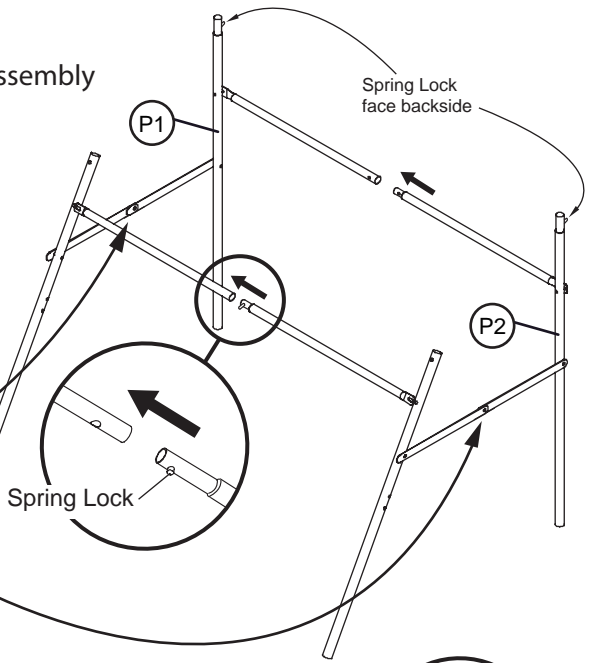
**WARNING:**  
**CHOKING HAZARD**  
Small parts.  
Not for children under 3 yrs.

## STEP 1

Connect **P2 - Right** Lower Tubes Assembly to **P1 - Left** Lower Tubes Assembly using Spring Lock as shown in **FIGURE 1**.

**FIGURE 1**

**WARNING/PINCH HAZARD!**  
Keep hands and fingers away from hinge until STEP 3 is complete and the hinge is in a controlled position.



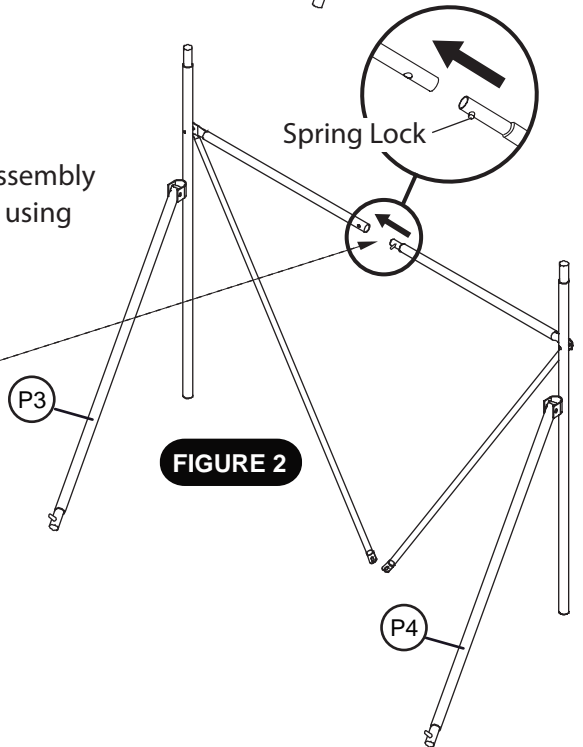
## STEP 2

Connect **P4 - Right** Middle Tubes Assembly to **P3 - Left** Middle Tubes Assembly using Spring Lock as shown in **FIGURE 2**.

### NOTE:

The only assembly in this step is connecting this spring lock.

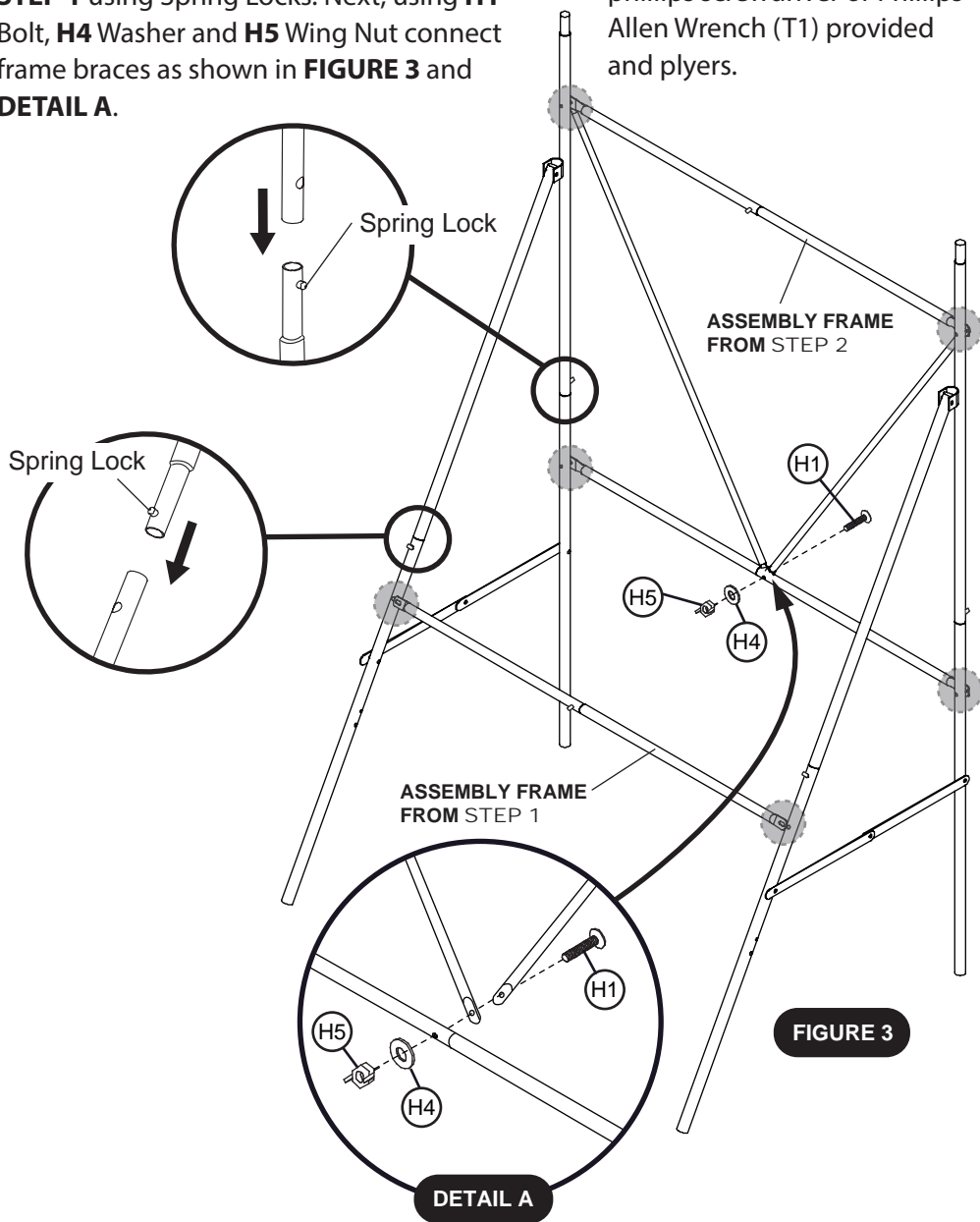
**FIGURE 2**



### STEP 3

Connect Middle Tubes Assembly from **STEP 2** to Lower Tubes Assembly from **STEP 1** using Spring Locks. Next, using **H1** Bolt, **H4** Washer and **H5** Wing Nut connect frame braces as shown in **FIGURE 3** and **DETAIL A**.

**NOTE:** Lastly, these six points can now be tightened using a phillips screwdriver or Phillips Allen Wrench (T1) provided and pliers.

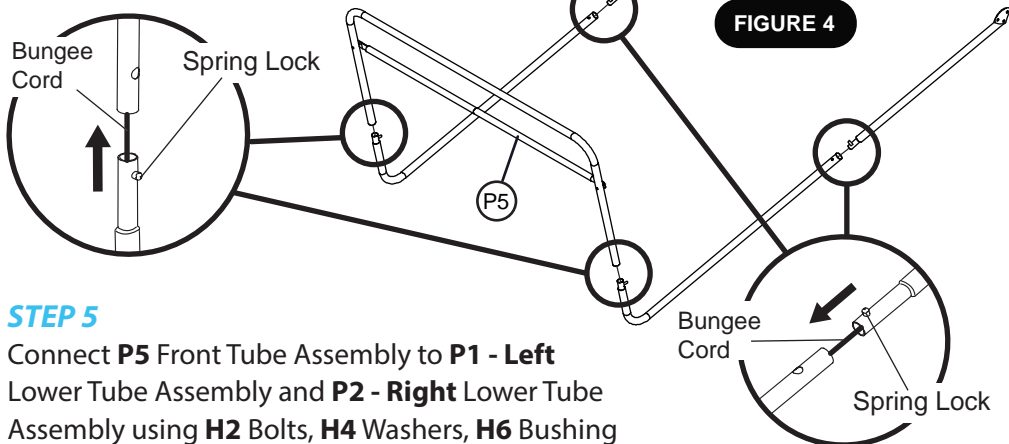


**FIGURE 3**

## STEP 4

Connect **P5** Front Tube Assembly using Spring Lock as shown in **FIGURE 4**.

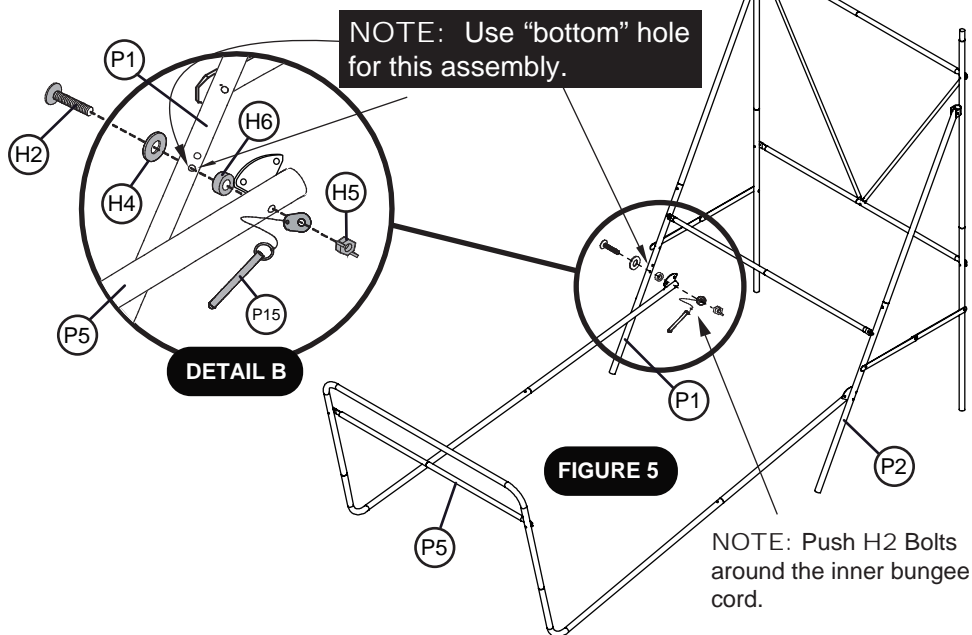
**NOTE:** Bungee Cord is an assembly aide and stays in place.



## STEP 5

Connect **P5** Front Tube Assembly to **P1 - Left** Lower Tube Assembly and **P2 - Right** Lower Tube Assembly using **H2** Bolts, **H4** Washers, **H6** Bushing and **H5** Wing Nuts as shown in **FIGURE 5** and **DETAIL B**.

**Note:** This is a pivot point. "Snug" tighten H5 Wing Nuts only. Make sure this assembly pivots freely.



## STEP 6

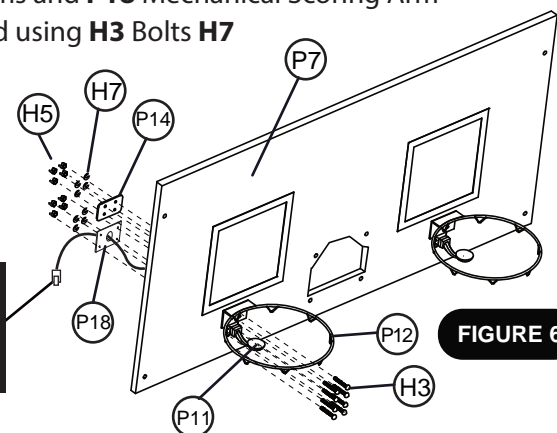
Attach **P12** Rim and **P14** Rim Support Plate to the **P7** Backboard using **H3** Bolts, **H7** Lock Washers and **H5** Wing Nuts as shown in **FIGURE 6**.

Attach **P11** Mechanical Scoring Arms and **P18** Mechanical Scoring Arm Support Plates to the **P7** Backboard using **H3** Bolts **H7**

Lock washers and **H5** Wing nuts as shown in **FIGURE 6**.

*Use T1 Phillips Allen Wrench and Pliers (not provided) to tighten all Bolts.*

**NOTE:** P11 Mechanical Scoring Arm sensor plug must pass through P7 Backboard and P18 Mechanical Scoring Arm Support Plate.



## STEP 7

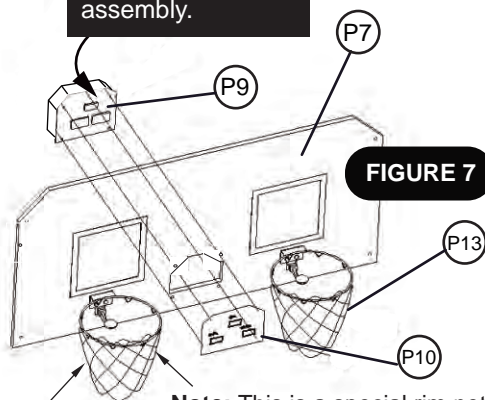
Attach **P9** Electronic Scorer and **P10** Electronic Scorer Face Plate to **P7** Backboard as shown in **FIGURE 7**.

**NOTE:** Place **P10** Electronic Scorer Face Plate into **P7** Backboard first, then carefully “press” **P9** Electronic Scorer onto the four tabs on P10.

**You should hear the four tabs “snap” into place.**

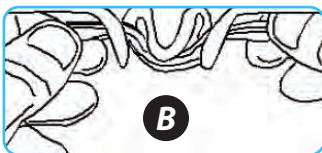
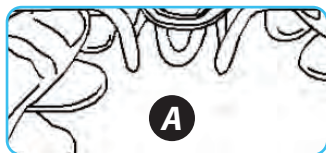
Loop the **P13** Rim Net through the ram horns on the **P12** Rims as shown in **FIGURE 7**.

**NOTE:** Remove Protective Coating before assembly.

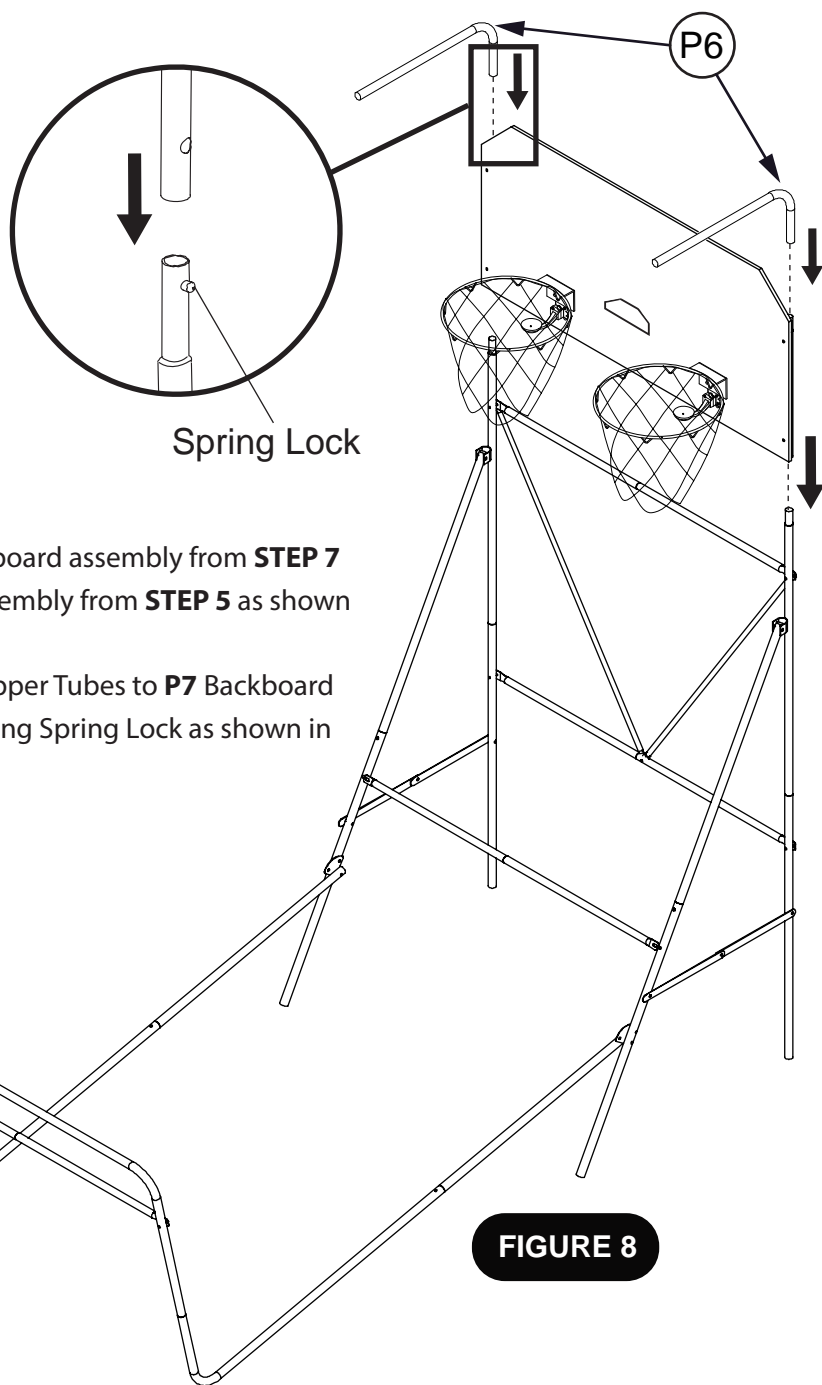


Net does have a top and bottom,  
The long loops go to the top.

**Note:** This is a special rim net designed to avoid entanglement with the mechanical scoring arm.







### STEP 8

Attach Backboard assembly from **STEP 7** to Frame assembly from **STEP 5** as shown in **FIGURE 8**.

Attach **P6** Upper Tubes to **P7** Backboard assembly using Spring Lock as shown in **FIGURE 8**.

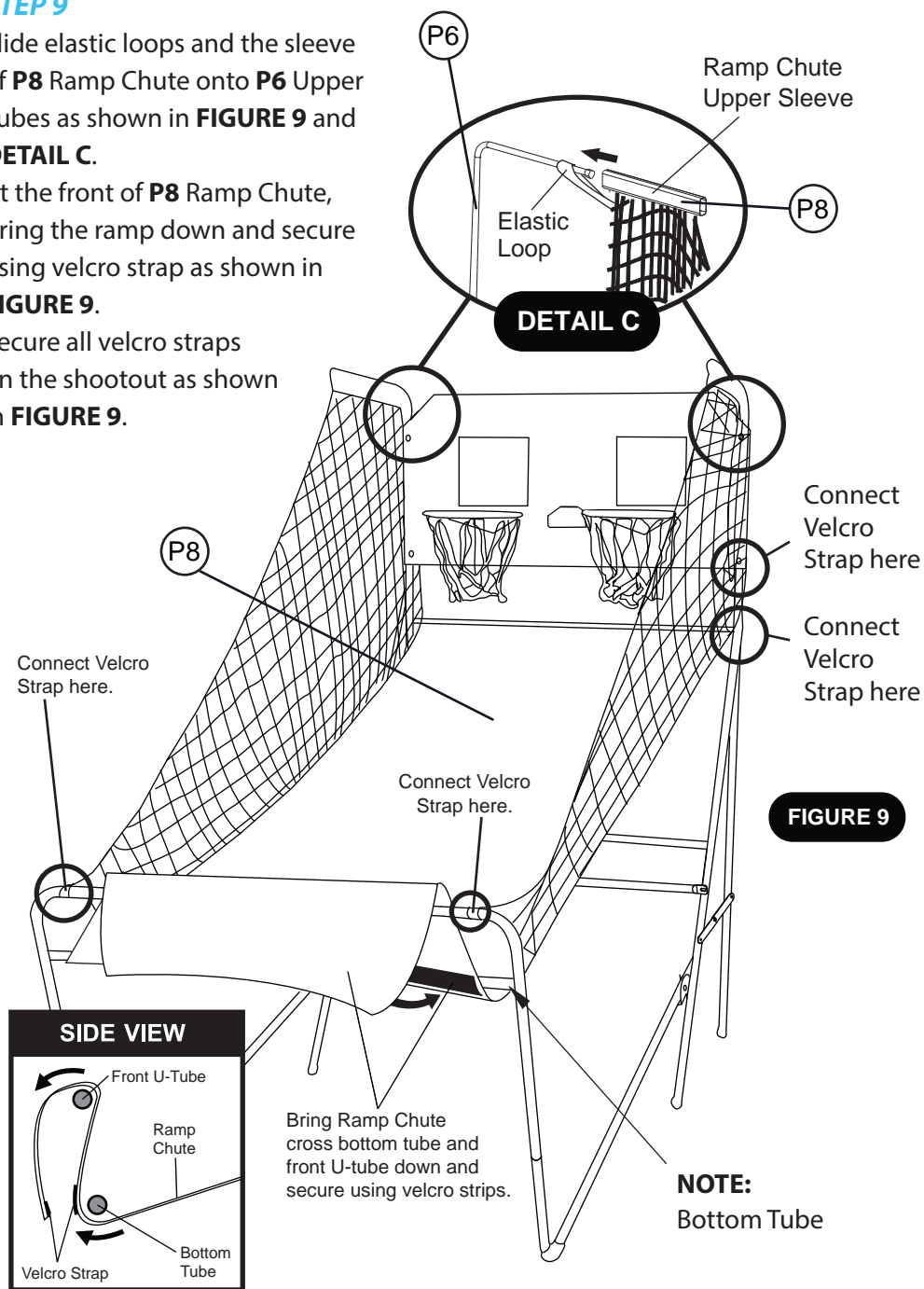
**FIGURE 8**

## STEP 9

Slide elastic loops and the sleeve of **P8** Ramp Chute onto **P6** Upper Tubes as shown in **FIGURE 9** and **DETAIL C**.

At the front of **P8** Ramp Chute, bring the ramp down and secure using velcro strap as shown in **FIGURE 9**.

Secure all velcro straps on the shootout as shown in **FIGURE 9**.



## STEP 10

Connect **P11** Mechanical Scoring Arm sensor wires to **P9** Electronic Scorer as shown in **FIGURE 10**. Secure Elastic Loops from **P8** Ramp Chute to the back of **P7** Back-board attached Wing Nuts as shown in **FIGURE 10**.

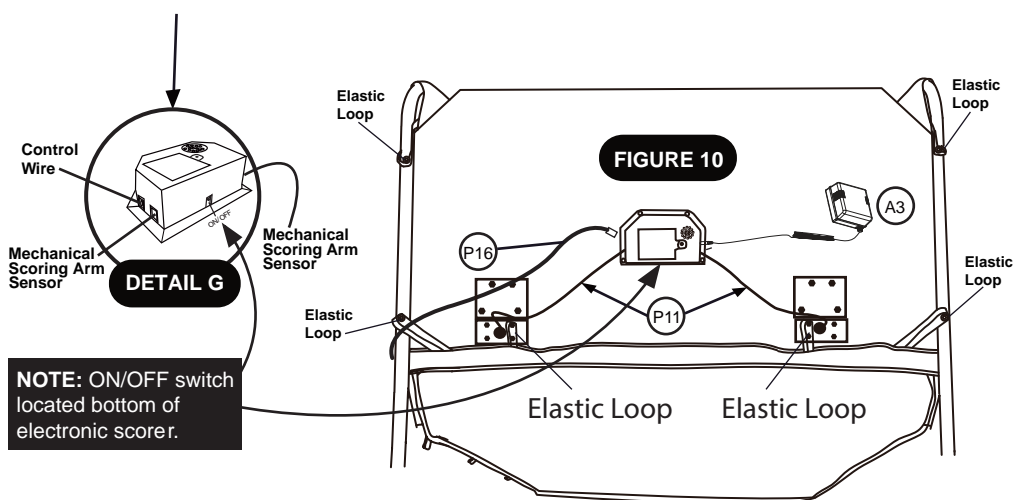
*Hook Elastic Loops over Wing Nuts in six locations as shown in FIGURE 10.*

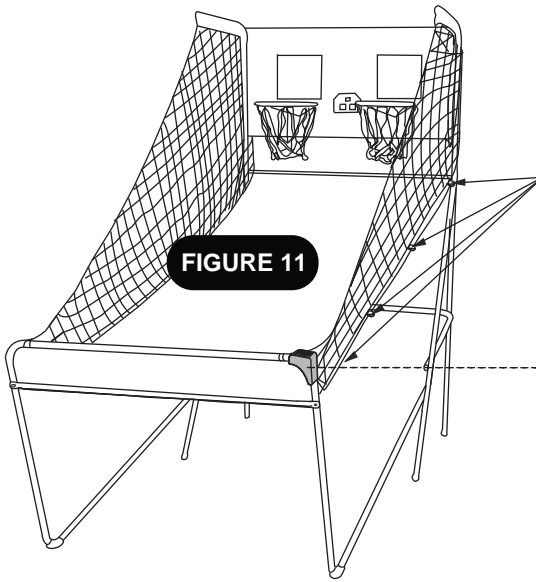
Connect **P16** Scoring Control Box Wire to **P9** Electronic Scorer as shown in **FIGURE 10** and **DETAIL D**.

Now attach **P17** Control Box to the right corner of the front U-Tube **P5** using **H8** Wing Bolt as shown in **FIGURE 11**. Run the rest of **P16** Control Wire through the loops on **P8** Ramp Chute.

This game has a Dual Power feature. You can insert 3 AA Batteries (not included) into the battery compartment on the back of the Electronic Scorer **P9**--- OR --- use the A/C Adapter **A3** (provided) when your shootout is close to a power source. Please remove the batteries when you are using the A/C Adapter.

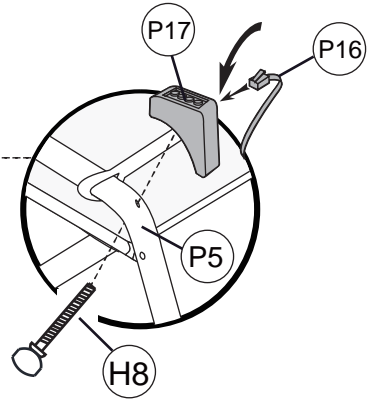
See "**FIRST TIME BATTERY INSTALLATION AND NOTICE**", before installing batteries, located on page 17.





**FIGURE 11**

Install P16 Control Box Wire into Hook and Loop Straps.

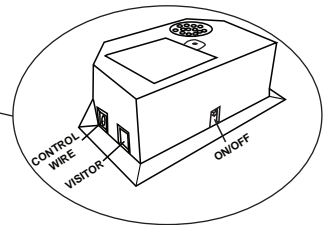
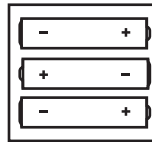


## ELECTRONIC SCORER OPERATION

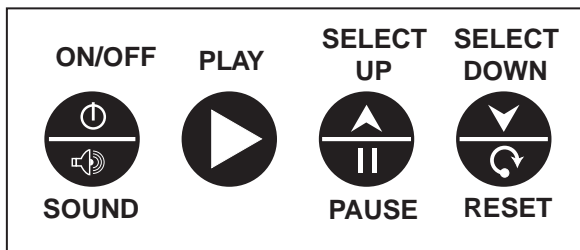
### Installing Batteries:

Using a screwdriver, unscrew lid and open the battery box. Insert 3 "AA" batteries (not included) in the order of polarity as shown on the inside cover. Close the cover and tighten screw. 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 the batteries should be removed.



### CONTROL BOX OPERATION



**CONTROL PANEL**

## 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 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.

## 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 playing time, 30/45/60 seconds.
- 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

- Press **"PLAY"** to enter game.
- Press **"UP/Down"** to select multiple players (P2/P3/P4)
- Press **"PLAY"** after the number of player is selected
- Player has to make a shot in 2 seconds.
- 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.
- 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.
- The first player to spell **"horse"** loses. Players stay in repeat step d.e.f. till game is finished
- The last player to spell **"horse"** wins
- 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 99 points
- Press **"PLAY"** to restart this game

## 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 14 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 playing time, 30/45/60 seconds.
- Press **"PLAY"** to begin the game.
- Shot made in **"HOME"** frame, 2 points scored for **"HOME"**, all shots count 3 points in last 10 seconds.
- Shot made in **"VISITOR"** frame, 2 points scored for **"VISITOR"**, all shots count 3 points in last 10 seconds.
- Player with more points scored wins when time is out.
- Press **"PLAY"** to restart this game.



***Questions? Issues?***

We are here to help!

Phone: (1) 718-535-1800

Email: [support@pyleusa.com](mailto:support@pyleusa.com)