serenelife™

Dual Shot Basketball Arcade Game

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

SCAN TO WATCH
SETUP TUTORIAL VIDEO

USER GUIDE

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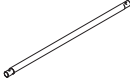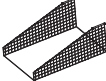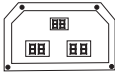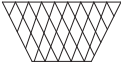
⚠WARNING

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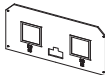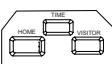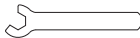
⚠ **WARNING:**

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

PARTS LIST

1 Board L Tube 2pcs	2 Board Tube 2pcs	3 Left Tube 1pc	4 Right Tube 1pc	5 Left L Tube 1pc
6 Right L Tube 1pc	7 Support Tube 2pcs	8 Mounting Tube 2pcs	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 Switch Sensor 2pcs
16 Allen Key 1pc	17 Rim 2pcs	18 Rim Support Plate 2pcs	19 Inflation Pump with Needle 1pc	20 Pre-installed Net 2pcs

PARTS IDENTIFIER

21	22	23	24	25
Backboard 1pc	M6 Washer 46pcs	M6 x 20mm Bolt 16pcs	M6 x 29mm Bolt 6pcs	M6 x 42mm Bolt 4pcs
26	**27**	**28**	**29**	**30**
M6 x 50mm Bolt 4pcs	M6 Nut 32pcs	Basketball 7" Dia. 4pcs	3.5 x 10mm Bolt 4pcs	Electronic Scorer Face Plate 1pc
31	**32**	**33** Pre-installed	**34** Pre-installed	**35** Pre-installed
Wrench 1pc	M6 x 35mm Bolt 2pcs	Lock Pin 2pcs	Spring Lock 9pcs	Plastic Pole Insert 2pcs
36	**37**	**38**	**39**	
Control Box 1pc	Control Wire 1pc	4 x 28mm Bolt 2pcs	Self - Stick Strap 2pcs	

ASSEMBLY INSTRUCTIONS

1. Find a clean, level place to begin the assembly of your Basketball Game. We recommend that two adults work together to assemble this basketball game.
2. Remove all the parts from the box and verify that you have all 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.

FIG. 1 & 2

3. Attach the Board Tubes (#2) to the Left Tube (#3) and Right Tube (#4) using the spring lock, as shown in FIG. 1.
4. Attach the Support Tubes (#7) to the Mounting Tubes (#8) using the spring lock, as shown in FIG. 2.

FIG. 1

FIG. 2
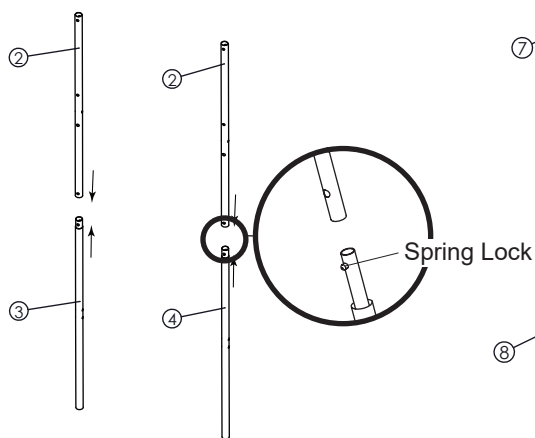
Spring Lock
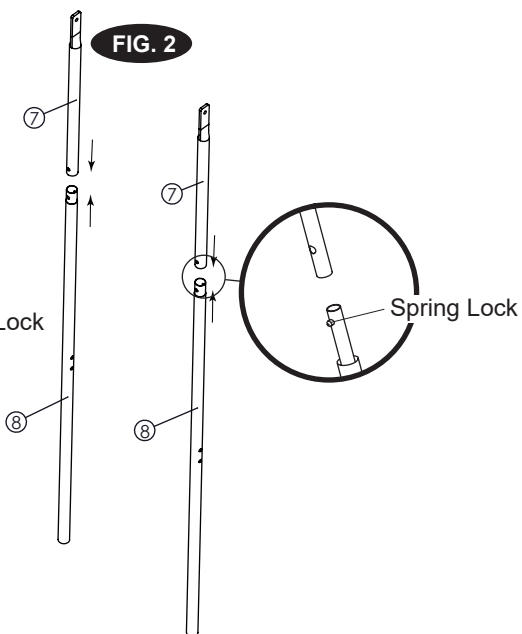
Spring Lock

FIG. 3

5. Attach the Left L Tube (#5) and Right L Tube (#6) together using the spring lock as shown in FIG.3

FIG. 3

Spring Lock
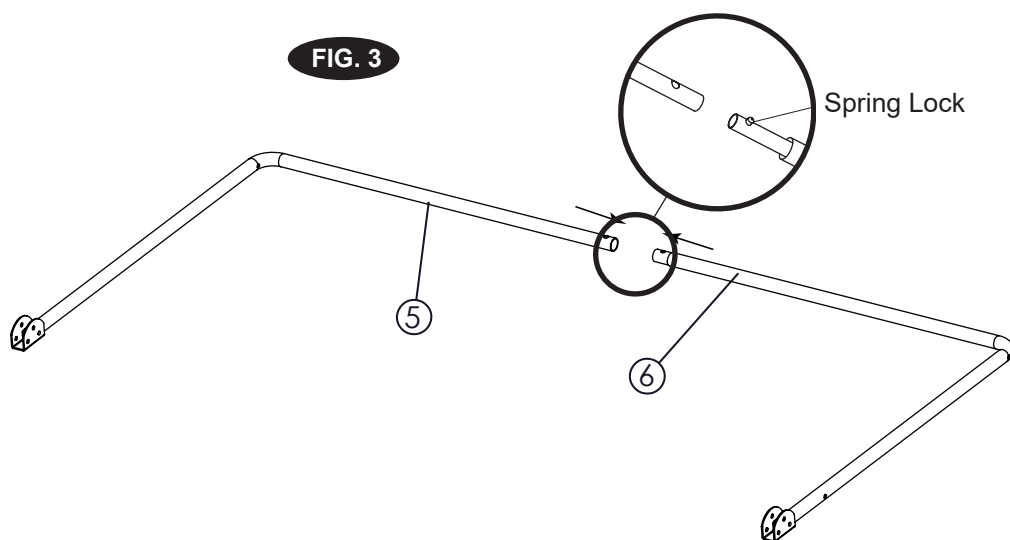
FIG. 4

6. Attach the Left and Right L Tubes (#5 and #6) to the Left and Right Tubes (#3 and #4) using Bolts (#26), Washers (#22), and Nuts (#27). Then, attach the Left and Right L Tubes (#5 and #6) to the Mounting Tube (#8) using Bolts (#26), Washers (#22), and Nuts (#27) as shown in FIG. 4A & 4B.

7. Attach the Support Tube and Mounting Tube (#7 and #8) to the Board Tube (#2) using Bolts (#24), Washers (#22), and Nuts (#27) as shown in FIG. 4C. Repeat this step for the other side.
   Note: Make sure the spring lock is facing down.

FIG. 5

8. Attach the Horizontal Tube (#12) to the Board Tube (#2) using Bolts (#24), Washers (#22) and Nuts (#27) as shown in FIG5. Then insert the Board L Tubes (#1) to the Board Tube (#2) as shown in FIG.5.

FIG. 6 & 7

9. Attach the Ramp Tubes (#9) to the Left and Right L Tubes (#5 and #6) using Bolts (#32), Washers (#22), and Nuts (#27) as shown in FIG. 6.

10. Attach the Ramp L Tubes (#10) to Ramp U Tube (#11) using the spring lock, and then place the Ramp L Tube (#10) onto the Ramp Tube (#9) using the spring lock as shown in FIG. 7.

FIG. 6

FIG. 7

#35
Plastic Pole Insert

Spring Lock

#34
Spring Lock
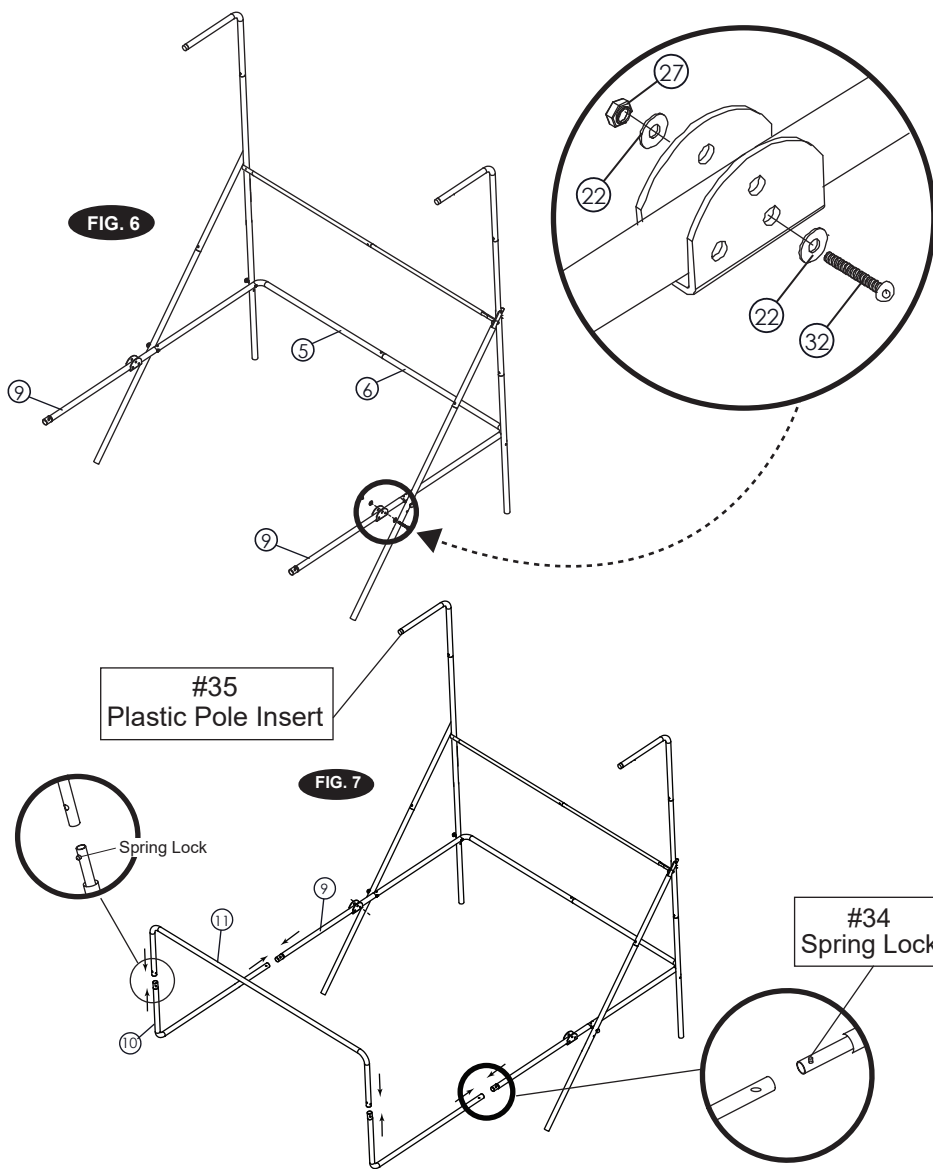
FIG. 8 & 9

11. Attach the Rim Assemblies (#17) and Rim Support Plates (#18) to the Backboard (#21) using Bolts (#23), washers (#22), and Nuts (#27). Also, attach the Switch Sensor (#15) to the Backboard (#21) using Bolts (#23), washers (#22), and Nuts (#27). Ensure the use of washers on both sides of the backboard, as shown in FIG. 8.

12. Attach the Electronic Scorer Face Plate (#30) to the Backboard and connect it with the Electronic Scorer (#14) using Bolts (#29) as shown in FIG. 9.

FIG. 8
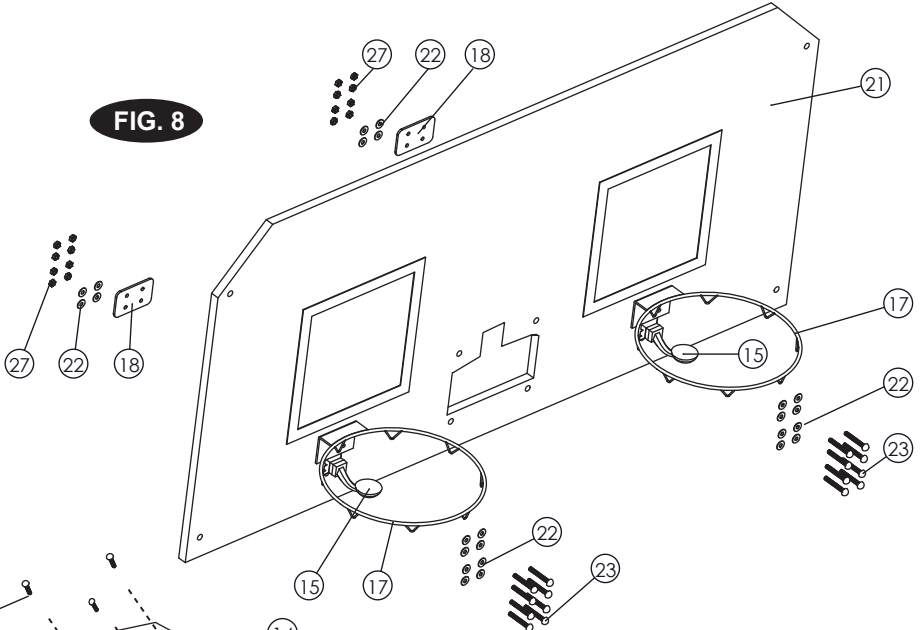
FIG. 9
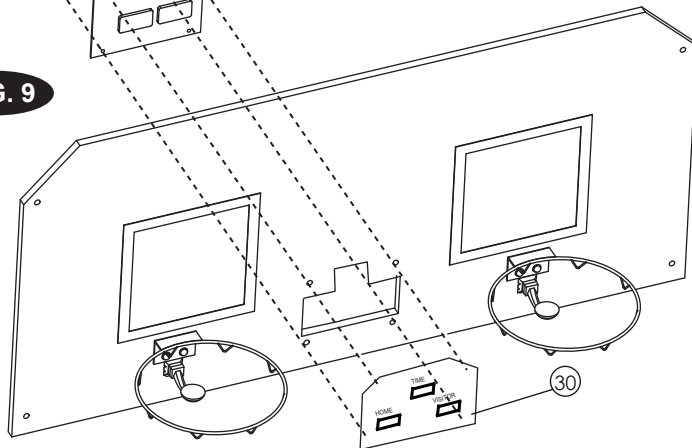
FIG. 10

13. Slide the elastic straps and sleeve of the Ball Ramp with Side Netting (#13) onto the Board Tubes as shown in FIG. 10A, 10B, and 10C.
14. 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. 10D.

FIG.10A
FIG.10B
FIG.10
FIG.10D
FIG.10C
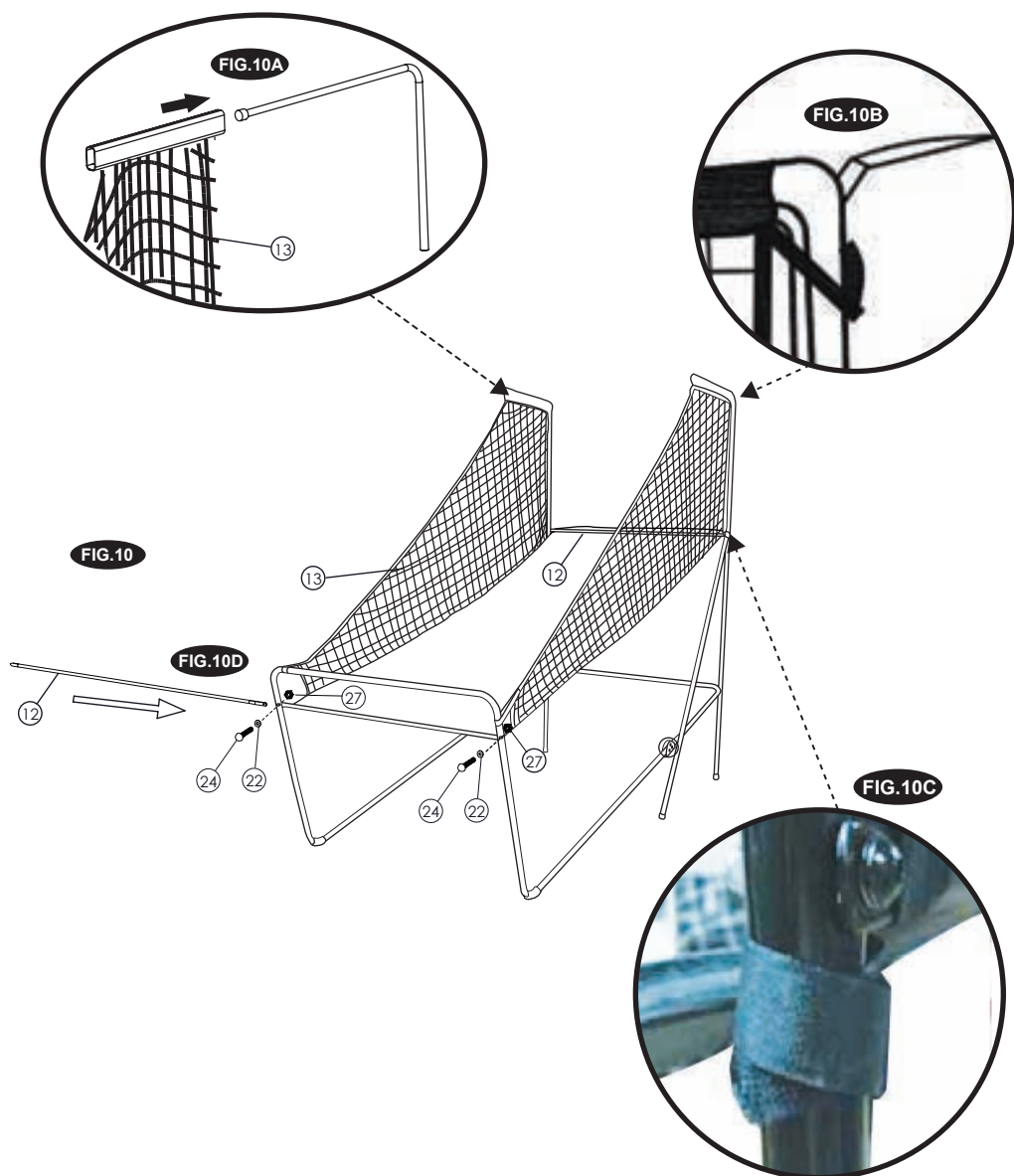
FIG. 11

15. With the help of another adult, Attach the Backboard (#21) to the Board Tubes (#1) using Bolts (#25), Washers (#22) and Nuts (#27) as shown in FIG.11 A.
At each bottom hole of the backboard, attach the ramp tabs of Ball Return with Netting (#13) using Bolts (#25), Washers (#22) and Nuts (#27) as shown in FIG.11 B.

16. Insert the Lock Pins (#33) to the Left and Right L Tubes (#5 and #6) as shown in FIG. 11 C.

FIG. 11A

Backside of Backboard

FIG. 11B

Ramp Tab

FIG.11C

#33
Lock Pin
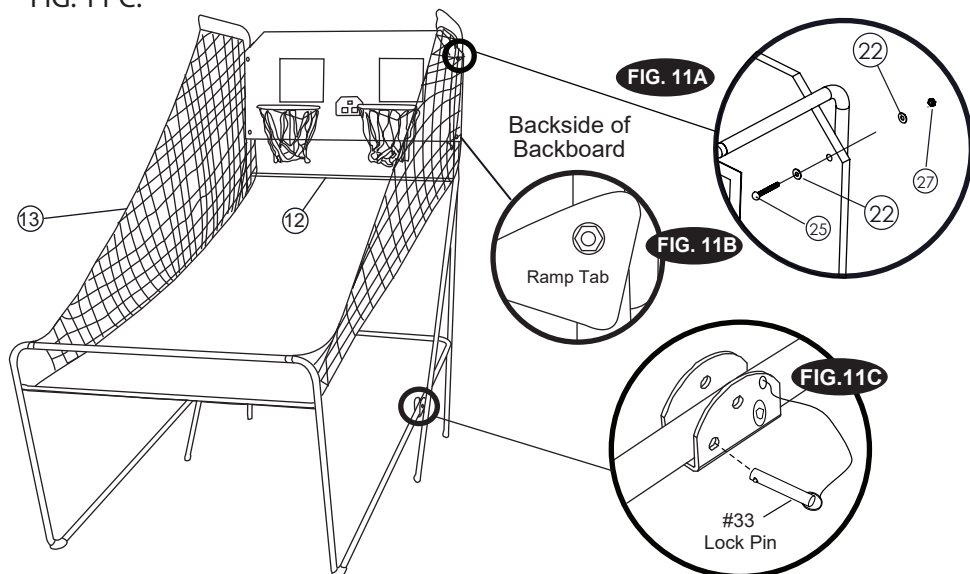
FIG. 12

17. Connect the Sensor Wire of the Switch Sensor to the Electronic Scorer (#14) as shown in FIG. 12. Additionally, connect the Control Wire (#37) to the Electronic Scorer (#14) as demonstrated in FIG. 12 and 12A.

FIG. 12 Electronic Scorer

Control Wire

Sensor wire

Sensor wire

FIG. 12A

CONTROL WIRE

VISITOR

ON/OFF
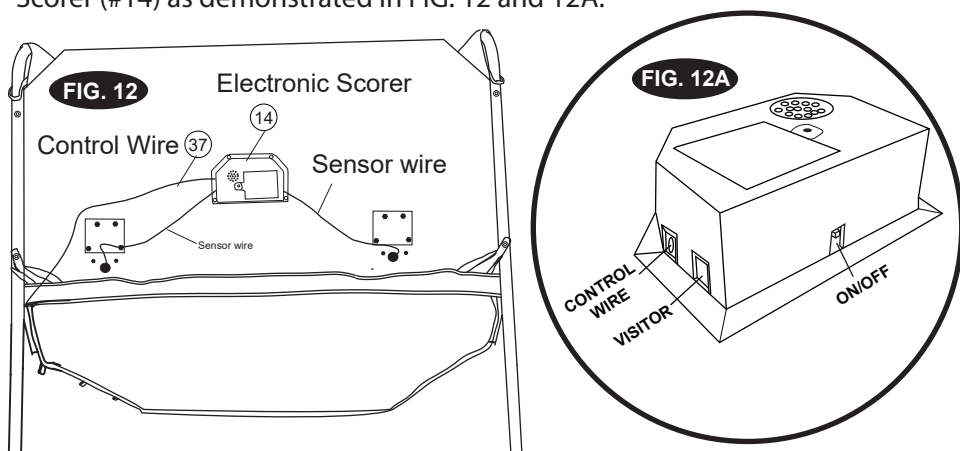
FIG. 13

18. Attach the Control Box (#36) to the middle of the Ramp U Tube (#11) using two Bolts (#38) as shown in FIG. 13A.

19. Run the remaining portion of the Control Wire (#37) through the loops on the Ball Return with Side Netting (#13) and plug it into the Control Box (#36). Secure the Control Wire (#37) on the Ramp U Tube (#11) using the Self-Stick Straps (#37) as shown in FIG. 13B.

Control Box

36

FIG. 13

Control Wire

FIG. 13A

38

37

Control Wire

39

FIG. 13B
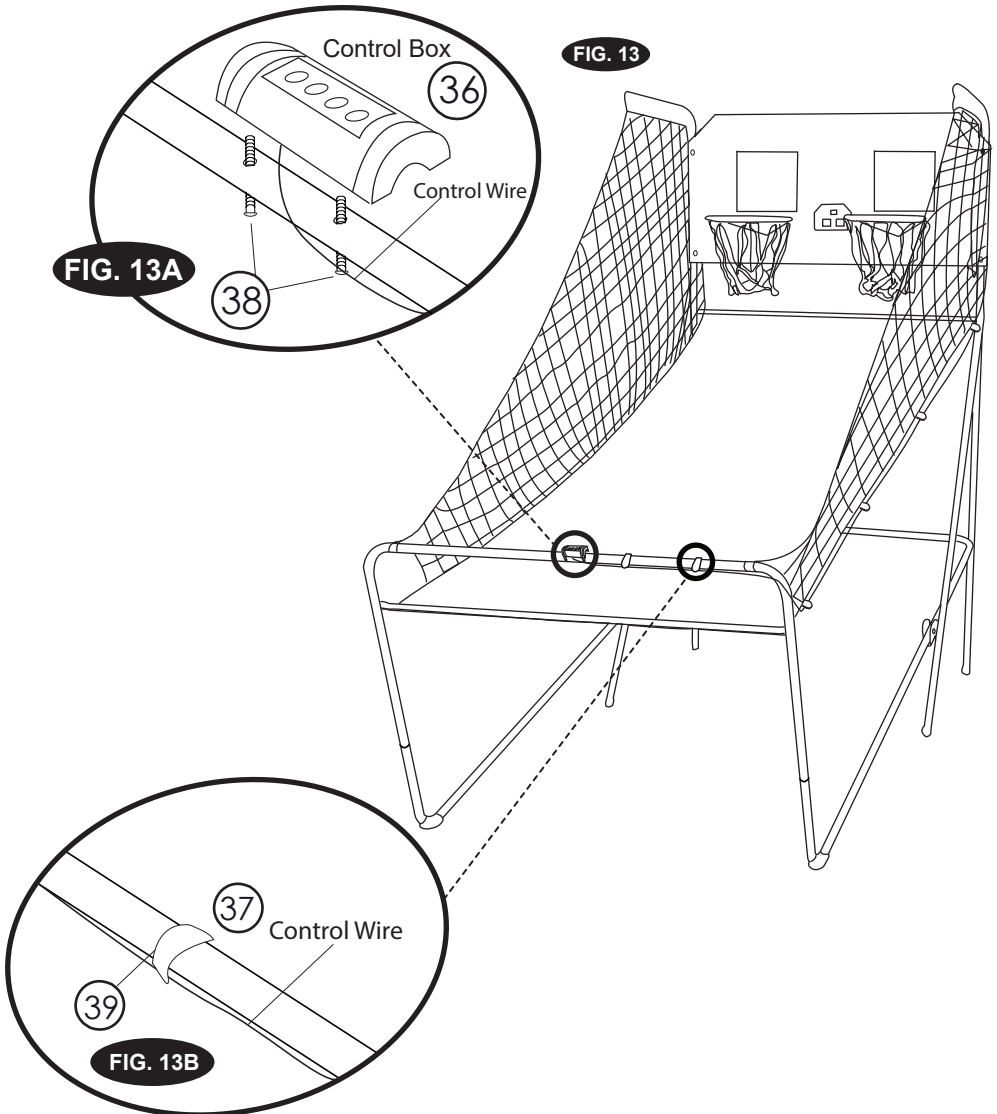
FIG. 14

20. When not in use, fold the basketball game into the designated position and insert the Lock Pin (#33) as shown in FIG. 14.

   Note: The lock pin (#33) must be removed from its original position when the game is being used before insertion into the new position when folded.

FIG. 14

IMPORTANT!
Make sure to use the Lock Pins (#33) to secure the Ball Return with Side Netting in place.

Lock Pin
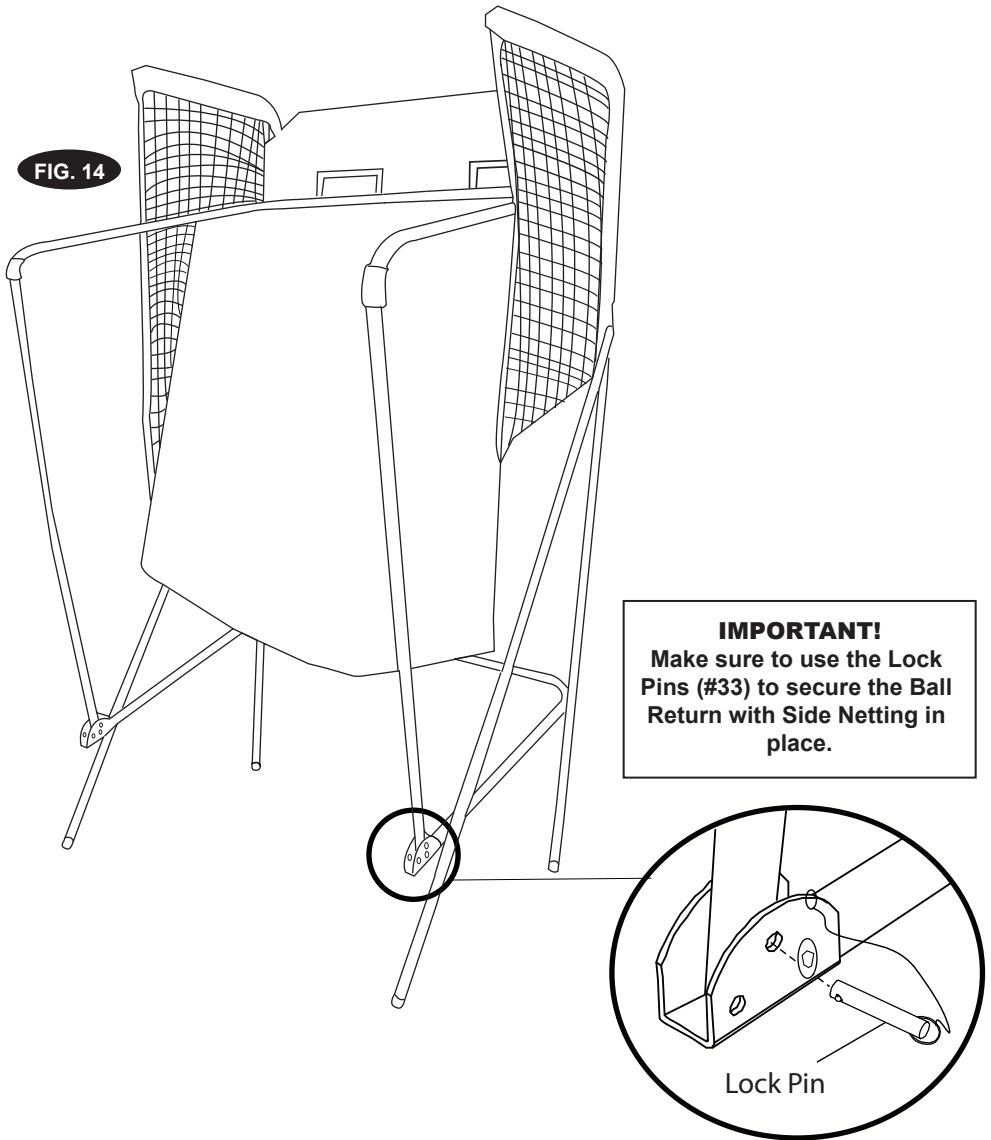
ELECTRONIC SCORER OPERATION

Installing Batteries:

Using a screwdriver, unscrew the lid and open the battery box. Insert 3 "AA" batteries (not included) following the polarity as shown on the inside cover. Close the cover and tighten the screw. Turn the power ON using the ON/OFF switch. If the game will not be used for an extended period, we recommend removing the batteries.
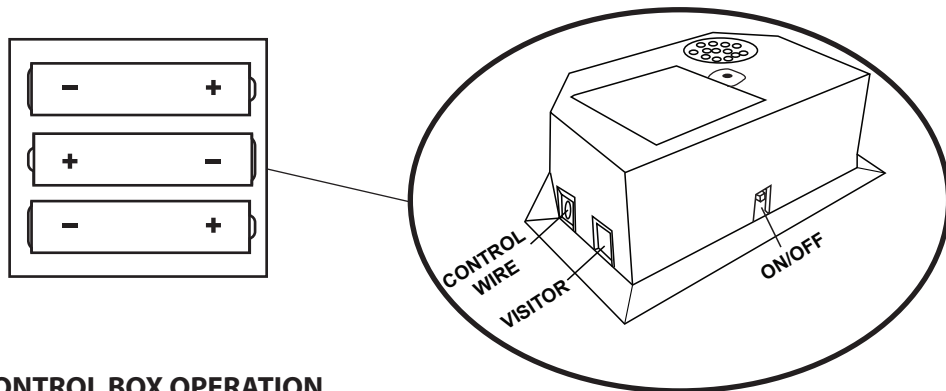
CONTROL BOX OPERATION

• 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.
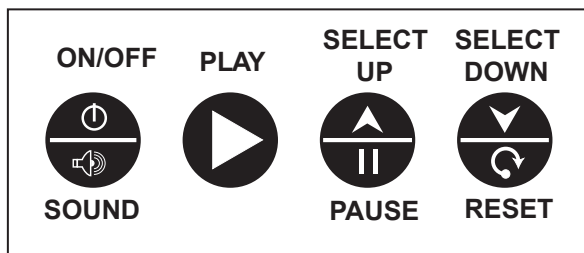
CONTROL PANEL

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 are worth 2 points until the last 10 seconds, where each score counts as 3 points.
- A countdown of 5 seconds initiates the next player's turn when one player finishes the game.
- The player with more points scored wins (LED will flash on the player with the 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 as 3 points.
- A countdown of 5 seconds initiates the next player's turn when one player finishes the game.
- The player with more points scored wins (LED will flash on the player with the 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.
- A shot made in the "**HOME**" frame results in +2 points displayed on the "**HOME**" board and -2 points for "VISITOR".
- A shot made in the "**VISITOR**" frame results in +2 points displayed on the "**VISITOR**" board and -2 points for "**HOME**".
- Once a player scores 10 points, they win, and the 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
- Each player has 2 seconds to make a shot.
- The first player can shoot at any hoop (Home or VISITOR). If successful, no letter is given. The scoreboard will display "next player (P2/P3/P4)," and the LED will flash twice per second. After the flash, the next player duplicates the shot in the same hoop selected by the first player.
- If a player can't score in 2 seconds, they receive the first letter "H" displayed on the scoreboard.
- The game continues for the same player until they score. If a player keeps missing, they receive "O," "R," "S," and finally "E." Once the letter "E" is given, the player is out.
- The first player to spell "**HORSE**" loses. Players stay in the game until one remains.
- 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 the "HOME" scoreboard.
- Before time runs out, scoring 24/52/68/86 points increases playing time by 10/20/10/20 seconds, respectively.
- A countdown of 5 seconds initiates the next player's turn when one player finishes the game.
- The player with more points scored wins (LED will flash on the player with the higher score).
- The 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 the score reaches 14 points or the time reaches 99 seconds, countdown 5 seconds to the next player's turn when one player finishes the game.
- The player who finishes the game first wins (LED will flash on the 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.
- Use "**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 the "**HOME**" frame when the LED is flashing on "HOME," and 2 points are scored, displayed on "HOME."
- Make a shot in the "**VISITOR**" frame when the LED is flashing on "VISITOR," and 2 points are scored, displayed on "VISITOR."
- Countdown 5 seconds to the next player's turn when one player finishes the game.
- The player with more points scored wins (LED will flash on the player with the 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.
- A shot made in the "HOME" frame scores 2 points for "HOME"; all shots count as 3 points in the last 10 seconds.
- A shot made in the "**VISITOR**" frame scores 2 points for "VISITOR"; all shots count as 3 points in the last 10 seconds.
- The player with more points scored wins when time is out.
- Press "**PLAY**" to restart this game.

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