8. One to One
• Press "PLAY" to enter game 8
• Press "UP/Down" to select single/multiple players(1P/2P/3P/4P)
• 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
• 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
CHOOSE FROM 8 DIFFERENT GAME OPTIONS (CONT.):

• 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.
• The first player to spell “horse” loses. Players stay in repeat step 4.5.6. 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 98 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 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.

CUSTOMER SERVICE COMMITMENT

Thank you for purchasing this Franklin® product! In the event that the product you've purchased has missing or damaged parts, please contact us at: parts@franklinsports.com or Visit our website at: www.franklinsports.com/19798

If possible, please include product part number and parts description so we can best assist you.

WE'RE HERE FOR YOU!

PLEASE DO NOT RETURN THIS PRODUCT TO THE STORE IT WAS PURCHASED FROM.

WE ARE COMMITTED TO FULFILLING ALL REPLACEMENT PART NEEDS IMMEDIATELY.

Thank you for your continued support, and welcome to the #FranklinFamily!
PARTS LIST

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.
ASSEMBLY INSTRUCTIONS

1. Remove all components from the shipping carton. Remove all protective wrap and layout all components on the ground.

2. Ensure you have all components shown in the parts identifier.

---

**General Note**

- Fold parts as shown.
- Assemble parts as shown.
- Assemble parts as shown.

**Parts Note**

**Step 1**
- 11 x1
- 12 x1
- 13 x2
- 23 x2
- 29 x1

**Step 2**
- 2 x2
- 3 x1
- 4 x2
- 5 x1
- 6 x1

---

**Storage**

Fold parts as shown.

---

**Control Box Operation:**

- Press "ON/OFF" to activate the control box (hold for 5 seconds)
- Scoreboard "HOME" shows "01" (pre-set game 1)
- Press "Up, Down" to select a game
- Press "select" 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 control box
- Press and hold the button "RESET" 3 seconds to turn on control box

Note: If no shot is made or no button is pressed for 15 mins, control box will be turned off automatically

---

**You are now ready to play!**

**Item#: 19798 19798X**

For replacement parts:
Visit: www.franklinsports.com/19798
Email: replacementparts@franklinsports.com
Call: 1-800-225-8649
STEP 3
Assemble parts as shown.

PARTS
8 x1
9 x1

NOTE
Assemble parts as shown.

STEP 4A
Assemble parts as shown.

PARTS
2 x2
3 x1
4 x1
8 x1

PARTS
17 x2
18 x2
19 x2

NOTE
Assemble parts as shown.

STEP 4B
Assemble parts as shown.

PARTS
5 x2
6 x1
7 x2
8 x1
9 x1

PARTS
17 x4
18 x2
19 x4

NOTE
Assemble parts as shown.

Requires 3 "AA" size batteries (not included).
Do not mix old and new batteries.
Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.

Note: Do not over tighten.
Be sure to turn the back of the scorer (Part 32) “On” before you try and turn on the control box. Hold “On/Off” for 5 seconds to activate the control box.

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ITEM#: 19798 19798X
**ASSEMBLY INSTRUCTIONS**

**PARTS NOTE**

**STEP 5**
Assemble parts as shown.

**PARTS**
- 8x1
- 9x1
- 10x1
- 17x2
- 19x4
- 24x2
- 13x2
- 14x1

**STEP 6**
Assemble parts as shown.

**PARTS**
- 11x1
- 12x1
- 13x2
- 14x1

**NOTE**

With 2 strong adults, place the backboard (Step 10) on part 2 (Step 11).

**PARTS**
- 15x2
- 17x2
- 19x2
- 24x2

**NOTE**

Assemble parts as shown.

**PARTS**
- 10x1
- 15x4
- 17x2
- 19x2
- 24x2
- 29x1

**NOTE**

Assemble parts as shown.
**STEP 7**

Assemble parts as shown.

**PARTS**

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**STEP 8**

Assemble parts as shown.

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**STEP 9**

Assemble parts as shown.

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**STEP 10**

Assemble parts as shown.

**PARTS**

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<td>19</td>
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<tr>
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<td>x2</td>
</tr>
</tbody>
</table>

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**ITEM#: 19798 19798X**