

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

CHANGES OR MODIFICATIONS NOT EXPRESSLY APPROVED BY THE PARTY RESPONSIBLE FOR COMPLIANCE COULD VOID THE USER'S AUTHORITY TO OPERATE THE EQUIPMENT.

NOTE: THE EQUIPMENT HAS BEEN TESTED AND FOUND TO COMPLY WITH THE LIMITS FOR A CLASS B DIGITAL DEVICE; PURSUANT TO PART 15 OF THE FCC RULES. THESE LIMITS ARE DESIGNED TO PROVIDE REASONABLE PROTECTION AGAINST HARMFUL INTERFERENCE IN A RESIDENTIAL INSTALLATION. THIS EQUIPMENT GENERATES, USES AND CAN RADIATE RADIO FREQUENCY ENERGY AND, IF NOT INSTALLED AND USED IN ACCORDANCE WITH THE INSTRUCTIONS, MAY CAUSE HARMFUL INTERFERENCE TO RADIO COMMUNICATIONS. HOWEVER, THERE IS NO GUARANTEE THAT INTERFERENCE WILL NOT OCCUR IN A PARTICULAR INSTALLATION. IF THIS EQUIPMENT DOES CAUSE HARMFUL INTERFERENCE TO RADIO OR TELEVISION RECEPTION, WHICH CAN BE DETERMINED BY TURNING THE EQUIPMENT OFF AND ON, THE USER IS ENCOURAGED TO TRY TO CORRECT THE INTERFERENCE BY ONE OR MORE OF THE FOLLOWING MEASURES:

- REORIENT OR RELOCATE THE RECEIVING ANTENNA.
- INCREASE THE SEPARATION BETWEEN THE EQUIPMENT AND RECEIVER.
- CONNECT THE EQUIPMENT INTO AN OUTLET ON A CIRCUIT DIFFERENT FROM THAT TO WHICH THE RECEIVER IS CONNECTED.
- CONSULT THE DEALER OR AN EXPERIENCE RADIO/TV TECHNICIAN FOR HELP.

Made In China
Franklin Sports Inc.
Stoughton, MA 02072

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Email: replacementparts@franklinsports.com
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AGES 8+

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DUAL HOOPS

REBOUND PRO

ITEM NUMBER: **19798** **19798X**

www.franklinsports.com/19798



WARNING:
CHOKING HAZARD--Small parts.
Not for children under 3 yrs.
Adult assembly required.

Product may appear different in size and color.

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

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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.

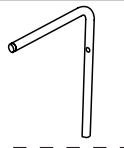
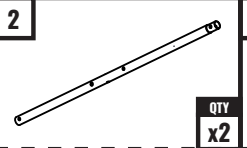
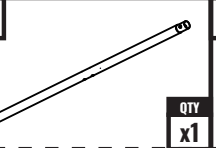
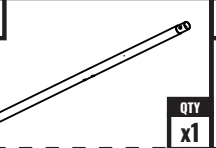
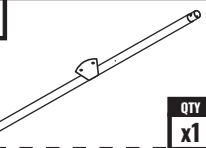
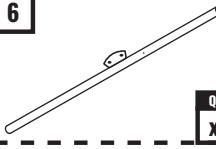
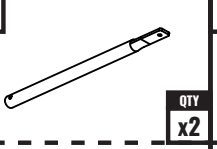
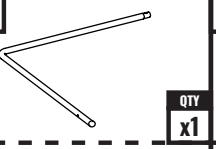
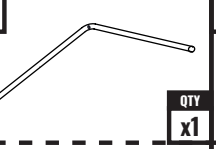
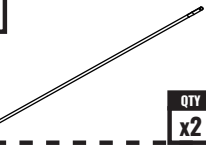
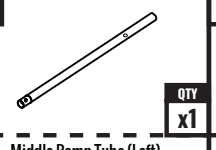
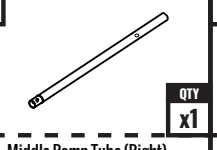
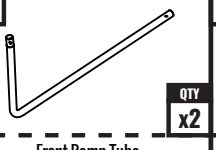
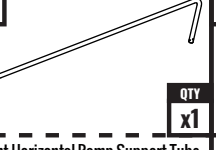
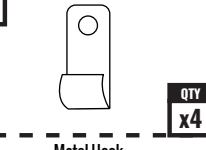
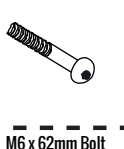

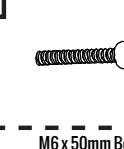
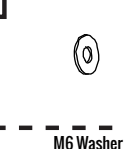


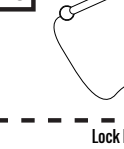
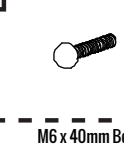
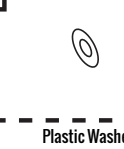
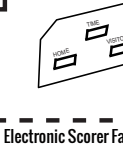

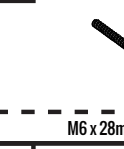
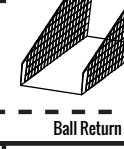

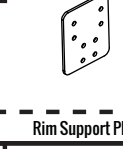
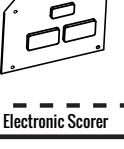
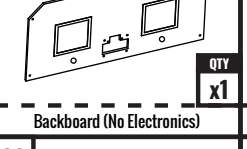

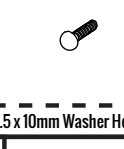
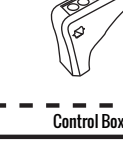

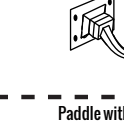


WE'RE HERE FOR YOU!

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

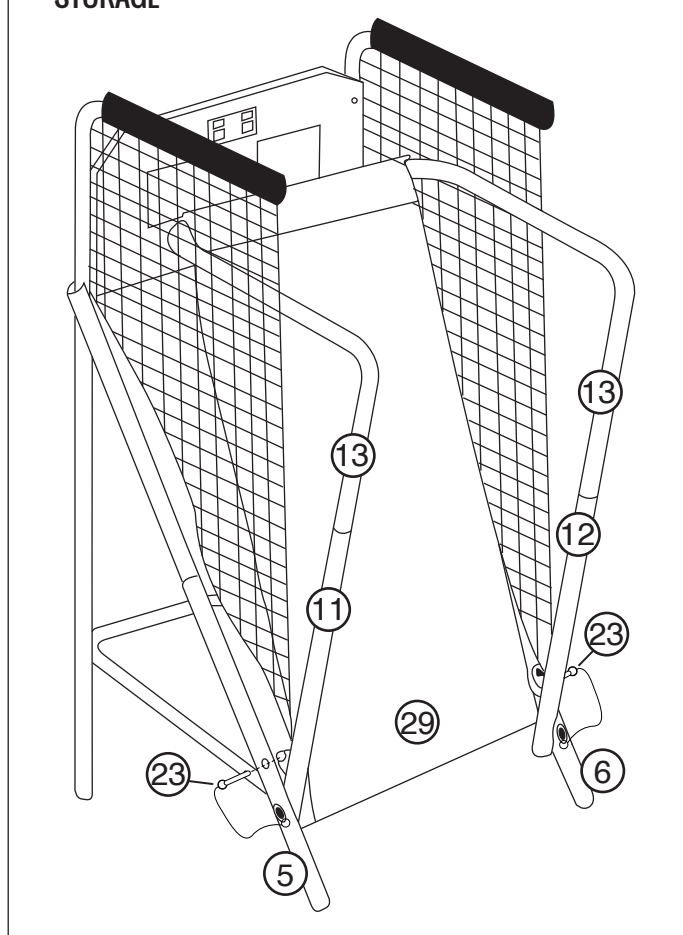
1  Net Hanger Tube QTY x2	2  Vertical Board Support Mounting Tube QTY x2	3  Left Vertical Support Tube QTY x1	4  Right Vertical Support Tube QTY x1	5  Frame Support Tube (Left) QTY x1
6  Frame Support Tube (Right) QTY x1	7  Angle Top Frame Support Tube QTY x2	8  Left Horizontal Frame Brace Tube QTY x1	9  Right Horizontal Frame Brace Tube QTY x1	10  Horizontal Cross Brace Tube QTY x2
11  Middle Ramp Tube (Left) QTY x1	12  Middle Ramp Tube (Right) QTY x1	13  Front Ramp Tube QTY x2	14  Front Horizontal Ramp Support Tube QTY x1	15  Metal Hook QTY x4
16  M6 x 62mm Bolt QTY x2	17  M6 Wing Nut QTY x32	18  M6 x 50mm Bolt QTY x4	19  M6 Washer QTY x20	20  Spring Washer QTY x16
22  Inflating Pump and Needle QTY x1	23  Lock Pin QTY x2	24  M6 x 40mm Bolt QTY x10	25  Plastic Washer QTY x2	26  Electronic Scorer Face Plate QTY x1
27  Basketball Net QTY x2	28  M6 x 28mm Bolt QTY x16	29  Ball Return QTY x1	30  1/4" x 37mm Wing Nut Bolt QTY x1	31  Rim Support Plate QTY x2
32  Electronic Scorer QTY x1	33  Backboard (No Electronics) QTY x1	34  Basketball Rim QTY x2	35  3.5 x 10mm Washer Head Screw QTY x4	37  Control Box QTY x1
38  Control Wire QTY x1	39  Paddle with Sensor QTY x2	40  Rubber Basketball QTY x4	41  Screwdriver Allen Wrench QTY x1	

CHOOSE FROM 8 DIFFERENT GAME OPTIONS:

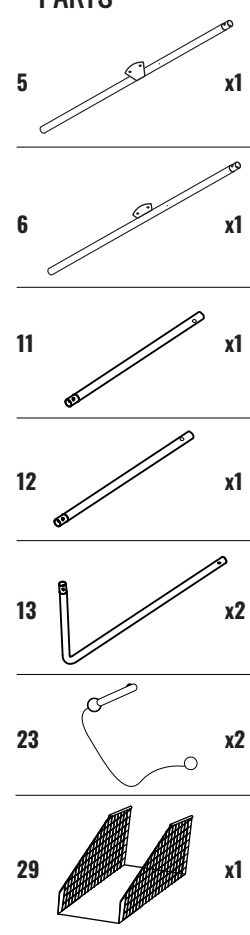
1. Beat the time Clock
 - Press "PLAY" to enter game 1
 - Press "UP/Down" to select single/multiple players (P1/P2/P3/P4)
 - Press "PLAY" after the number of player is selected
 - Press "UP/Down" to select playing time, 30/45/60 seconds
 - Press "PLAY" to begin the game
 - Scoreboard "Home" shows Player 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.

ASSEMBLY INSTRUCTIONS

STORAGE



PARTS



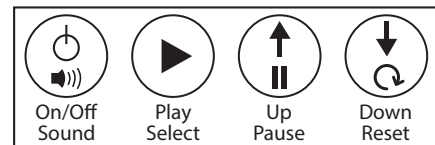
NOTE

Fold parts as shown.

YOU ARE NOW READY TO PLAY!

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



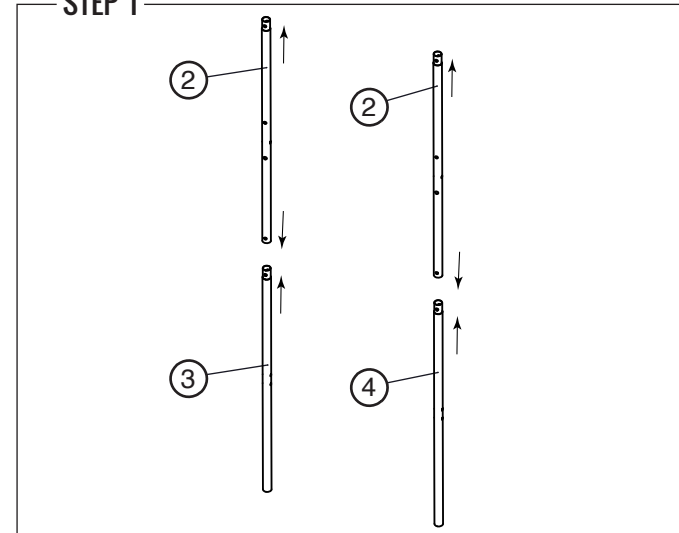
Note: If no shot is made or no button is pressed for 15 mins, control box will be turned off automatically

ASSEMBLY INSTRUCTIONS

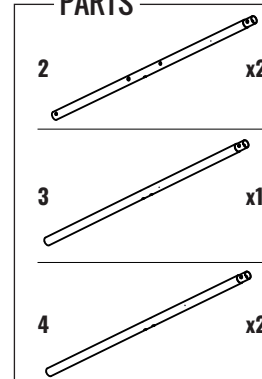
GENERAL NOTE

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.

STEP 1



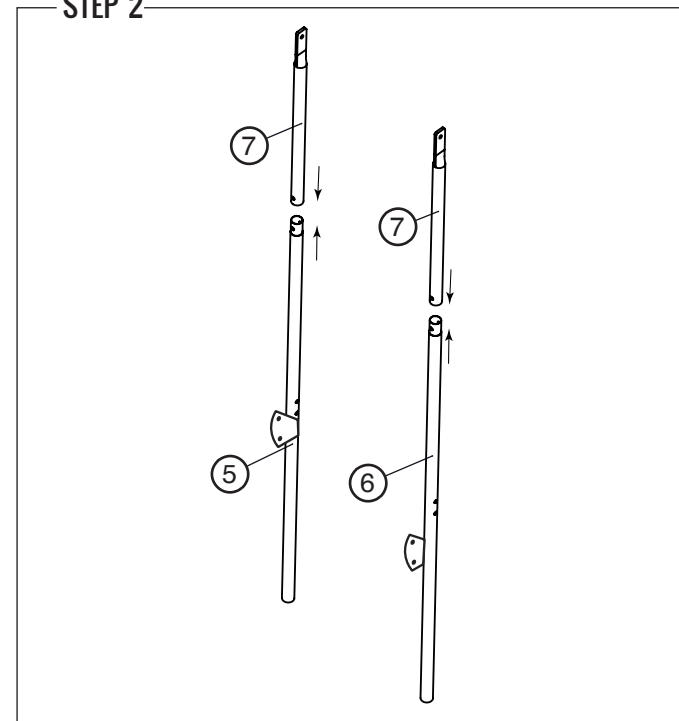
PARTS



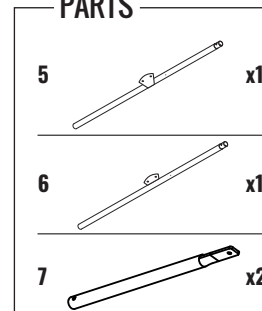
NOTE

Assemble parts as shown.

STEP 2



PARTS

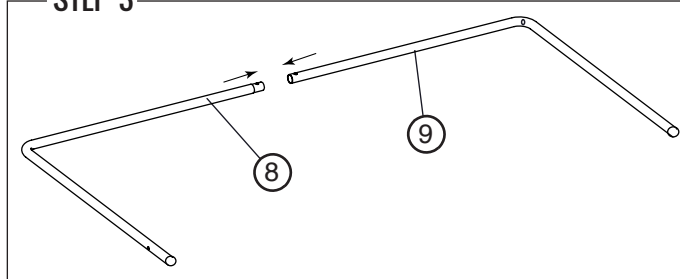


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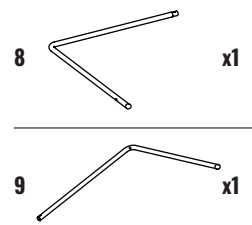
Assemble parts as shown.

ASSEMBLY INSTRUCTIONS

STEP 3



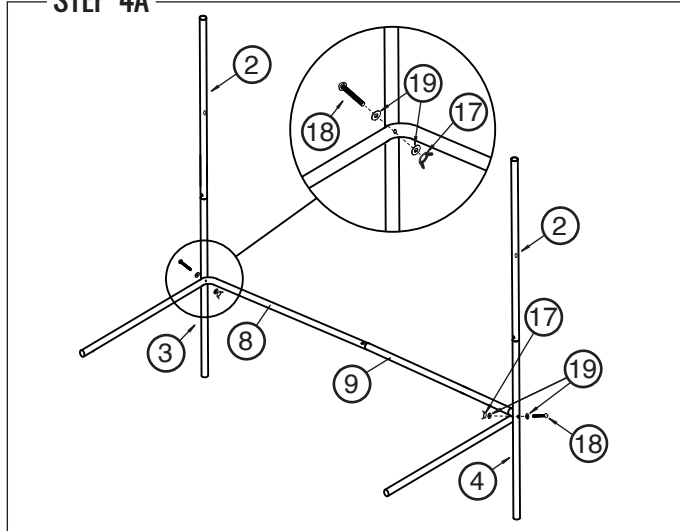
PARTS



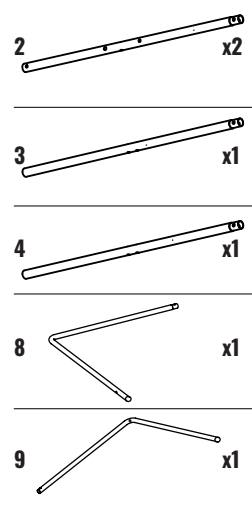
NOTE

Assemble parts as shown.

STEP 4A



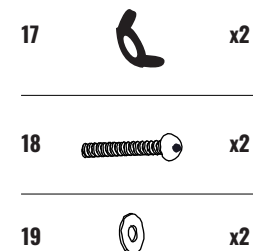
PARTS



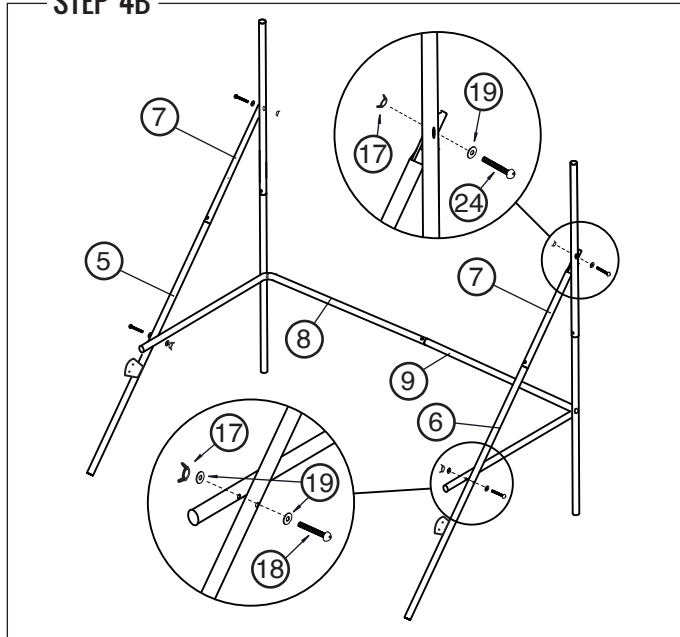
NOTE

Assemble parts as shown.

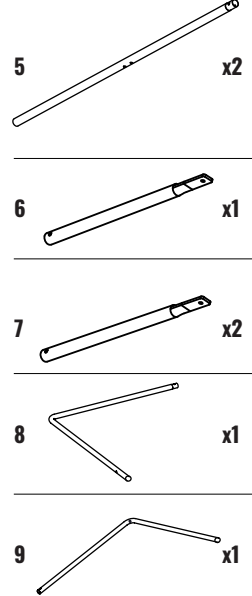
PARTS



STEP 4B



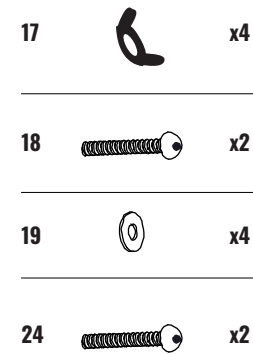
PARTS



NOTE

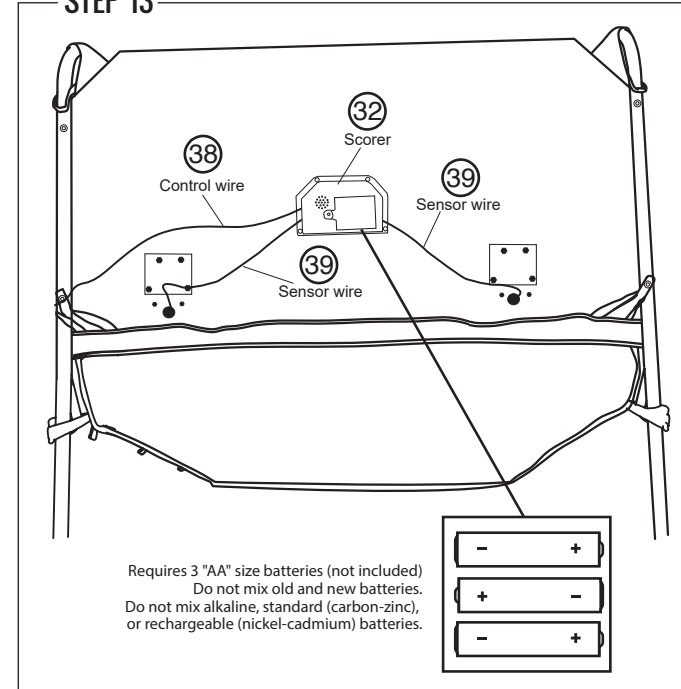
Assemble parts as shown.

PARTS

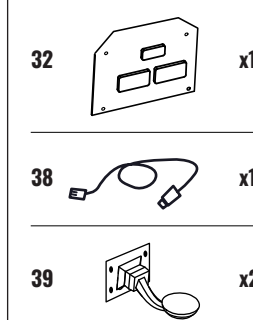


ASSEMBLY INSTRUCTIONS

STEP 13



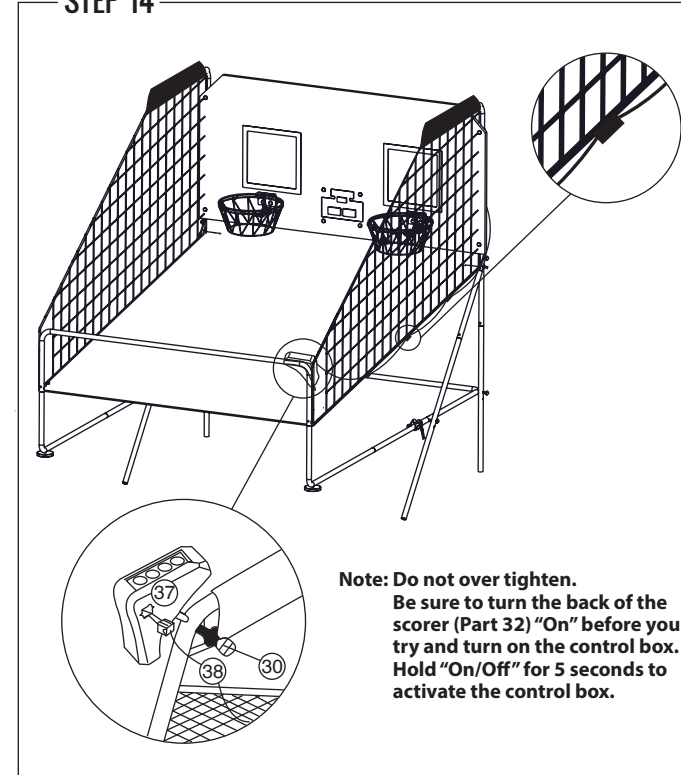
PARTS



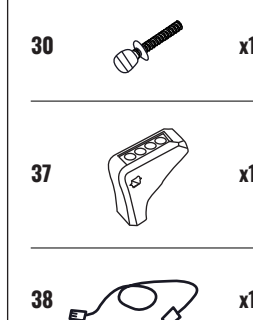
NOTE

Assemble parts as shown.

STEP 14



PARTS



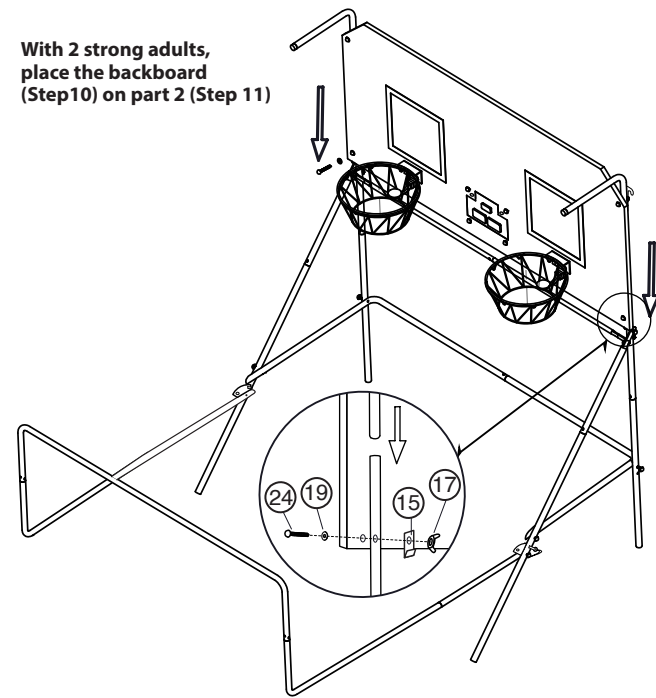
NOTE

Assemble parts as shown.

ASSEMBLY INSTRUCTIONS

STEP 11

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



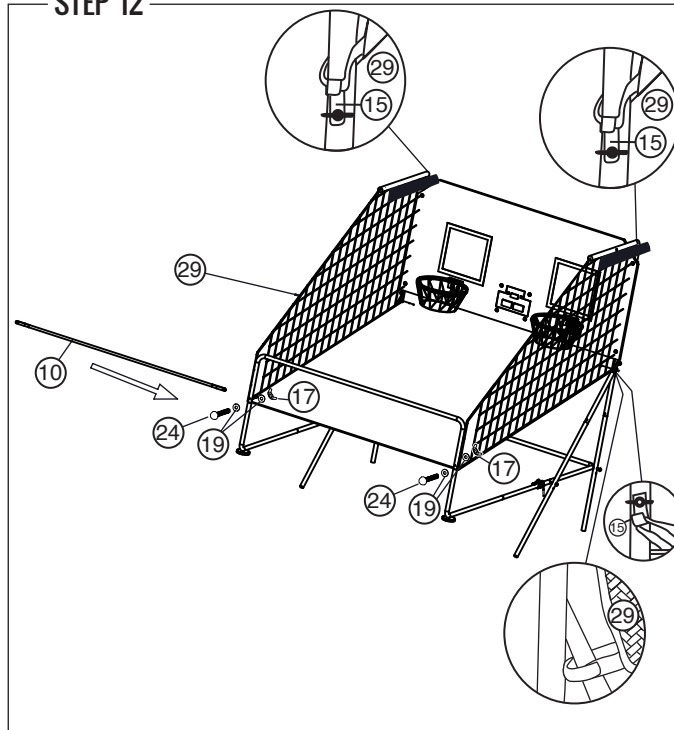
PARTS

15		x2
17		x2
19		x2
24		x2

NOTE

Assemble parts as shown.

STEP 12



PARTS

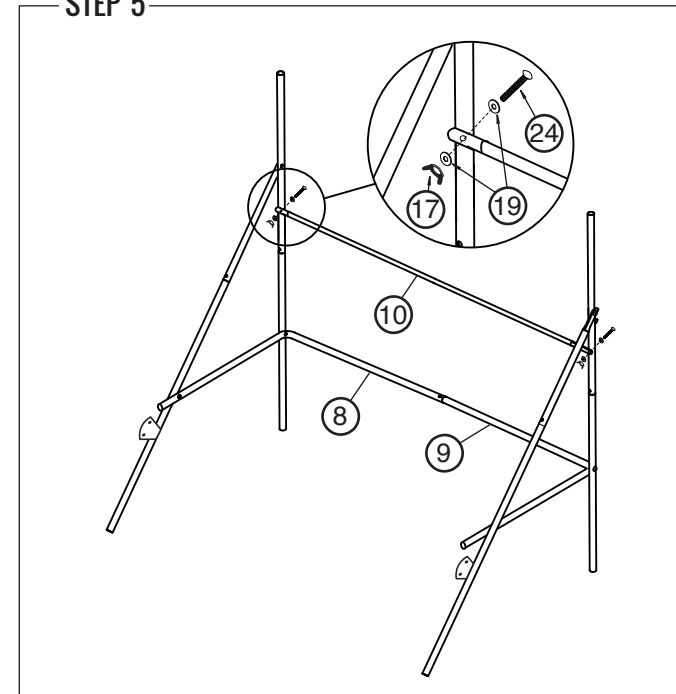
10		x1
15		x4
17		x2
19		x2
24		x2
29		x1

NOTE

Assemble parts as shown.

ASSEMBLY INSTRUCTIONS

STEP 5



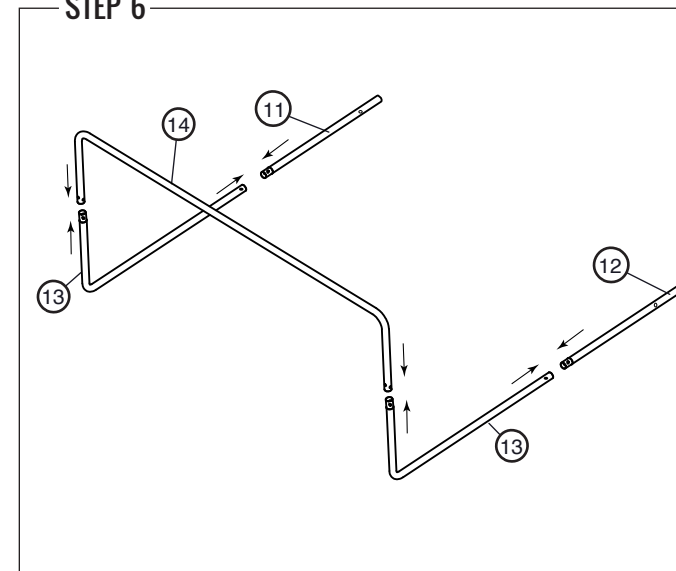
PARTS

8		x1
9		x1
10		x1
17		x2
19		x4
24		x2

NOTE

Assemble parts as shown.

STEP 6



PARTS

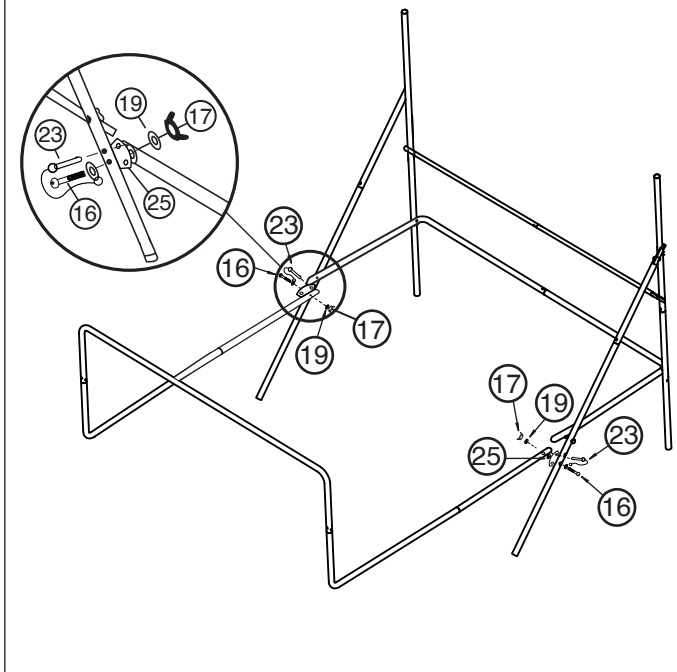
11		x1
12		x1
13		x2
14		x1

NOTE

Assemble parts as shown.

ASSEMBLY INSTRUCTIONS

STEP 7



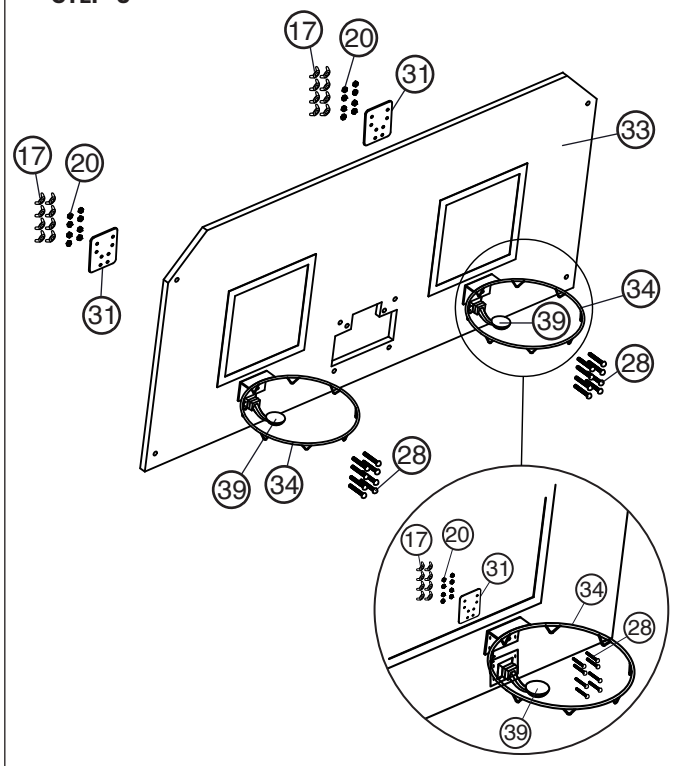
PARTS

16		x2
17		x2
19		x2
23		x2
25		x2

NOTE

Assemble parts as shown.

STEP 8



PARTS

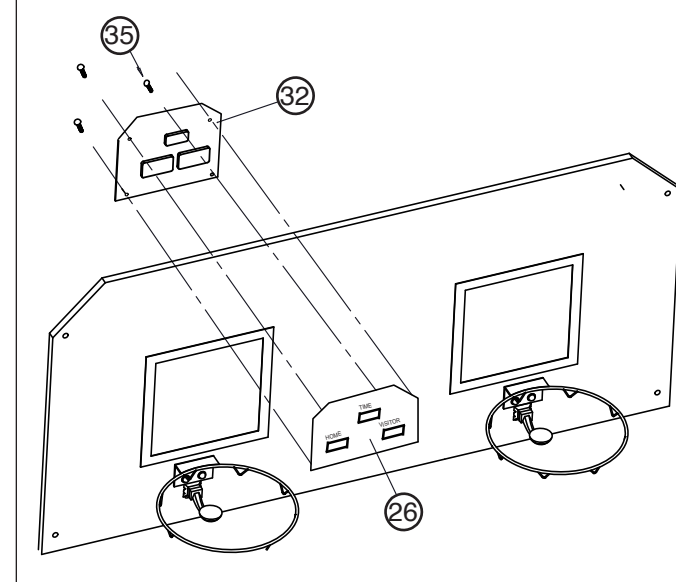
17		x16
20		x16
28		x16
31		x2
33		x1
34		x2
39		x2

NOTE

Assemble parts as shown.

ASSEMBLY INSTRUCTIONS

STEP 9



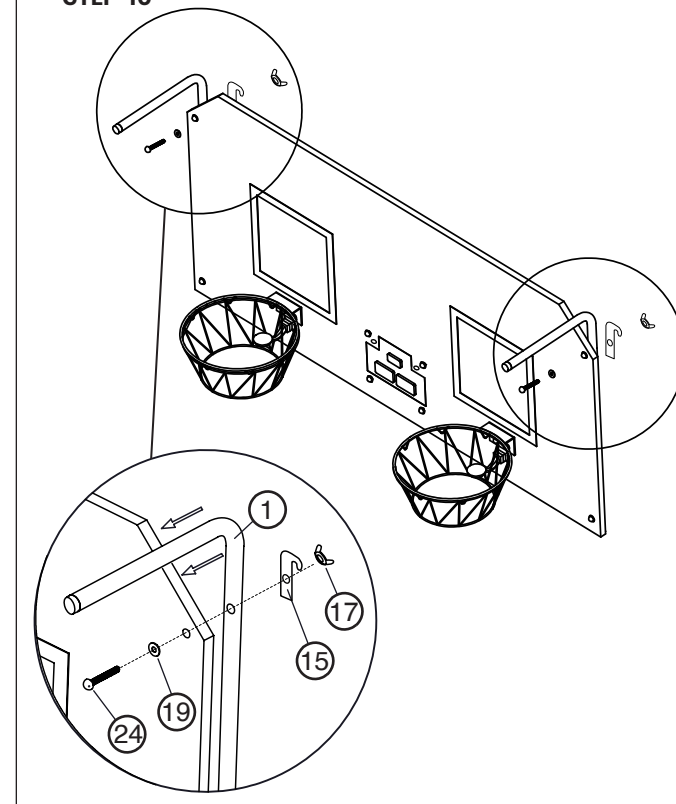
PARTS

26		x1
32		x1
35		x4

NOTE

Assemble parts as shown.

STEP 10



PARTS

1		x1
15		x2
17		x2
19		x2
24		x2

NOTE

Assemble parts as shown.