



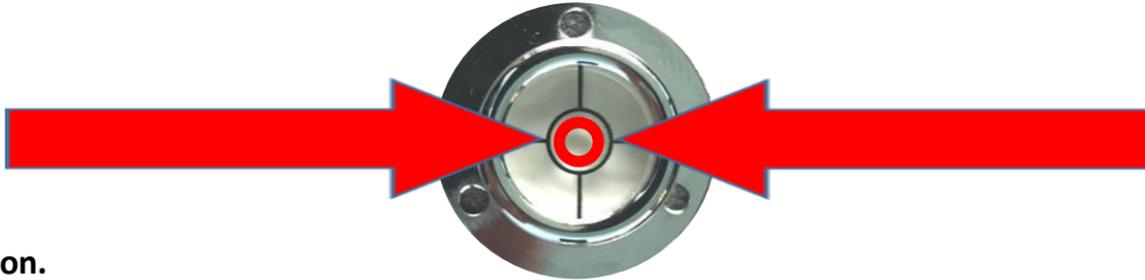
IMPORTANT: Game Set-up!



Each game has been calibrated on a level floor at the factory before shipment. This game of skill relies on the operator to check and verify the game is installed level in the field.

STEP 1: Assemble and install top arch. (see manual)

STEP 2: **LEVEL the game!** (View the level indicator mounted inside the lower cabinet . Your Game **MUST** be in the **FINAL** location when you are checking level indicator.) **If you move the game, then you will need to recheck LEVEL again!** Use the large leg level wrench (included in parts box) to adjust the feet under the game.



STEP 3: Turn Power on.

STEP 4: Let game run for 30 seconds and Confirm HOOP is in a straight position when at rest during attract. (Photo 1).

If the hoop is straight then skip to STEP 6.

If you turn on the game and you see the words "HOOP TUNE" (Photo 2) then you will need to proceed to STEP 5.

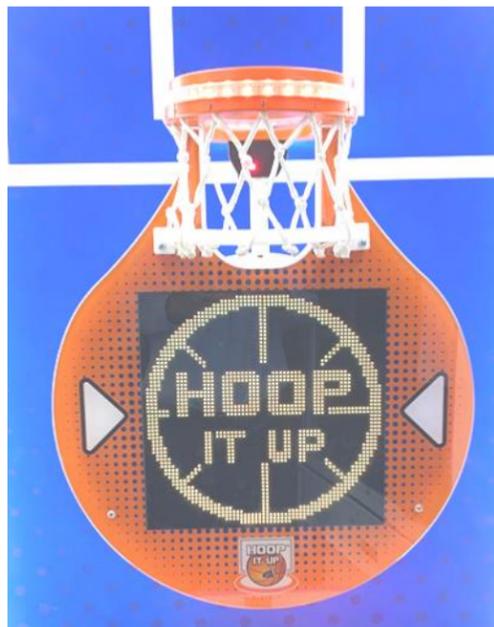


Photo 1

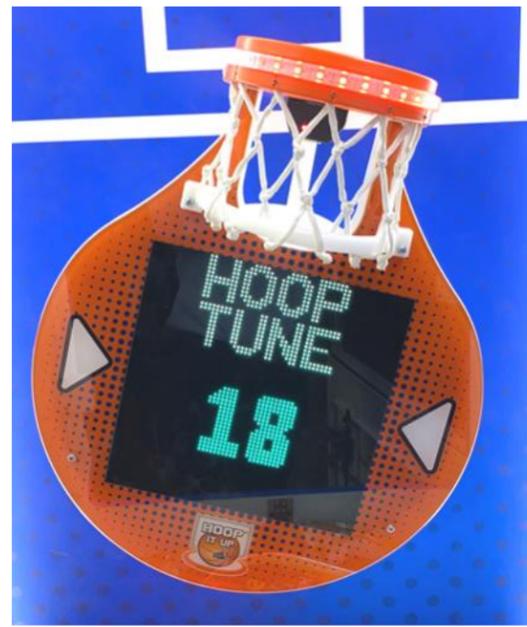


Photo 2

STEP 5: **HOW TO TUNE THE HOOP** (Only use this method when game is powered up for the first time and the dot matrix reads HOOP TUNE)

- A. Press the UP button until the value on the screen reads "18" . Buttons are located inside lower cabinet door.
- B. Press the SELECT button and watch the hoop move to the new location. If the hoop is parallel to the backboard, then you can press the PROGRAM button to SAVE your setting. Once you have saved your settings then you are finished Tuning the hoop and can move on to STEP 6. **If the hoop is not STRAIGHT and parallel to the backboard then proceed with instructions below. (see C.)**
- C. **IF the adjustment of the hoop value did not make the hoop parallel when you pressed SELECT, then you will need to tap the SELECT button to cycle through all menus until HOOP TUNE reappears.** Change the value one increment UP or DOWN by pressing the UP or DOWN buttons. (The higher the value the more LEFT the HOOP will move.
Example: To straighten the hoop in Photo 2, we would recommend changing the value to 20 and then pressing the SELECT button. This would move the hoop to the left making it look straight such as the picture in photo 1.
Note: a value of 1 would let the hoop stop all the way to the right, while a value of 25 would move the hoop to the far left. **If the you are satisfied with the new hoop position then Press PROGRAM to SAVE and EXIT.**

STEP 6: Verify game is set to the proper \$ value. SEE DEFAULT SELECT MODE in manual.