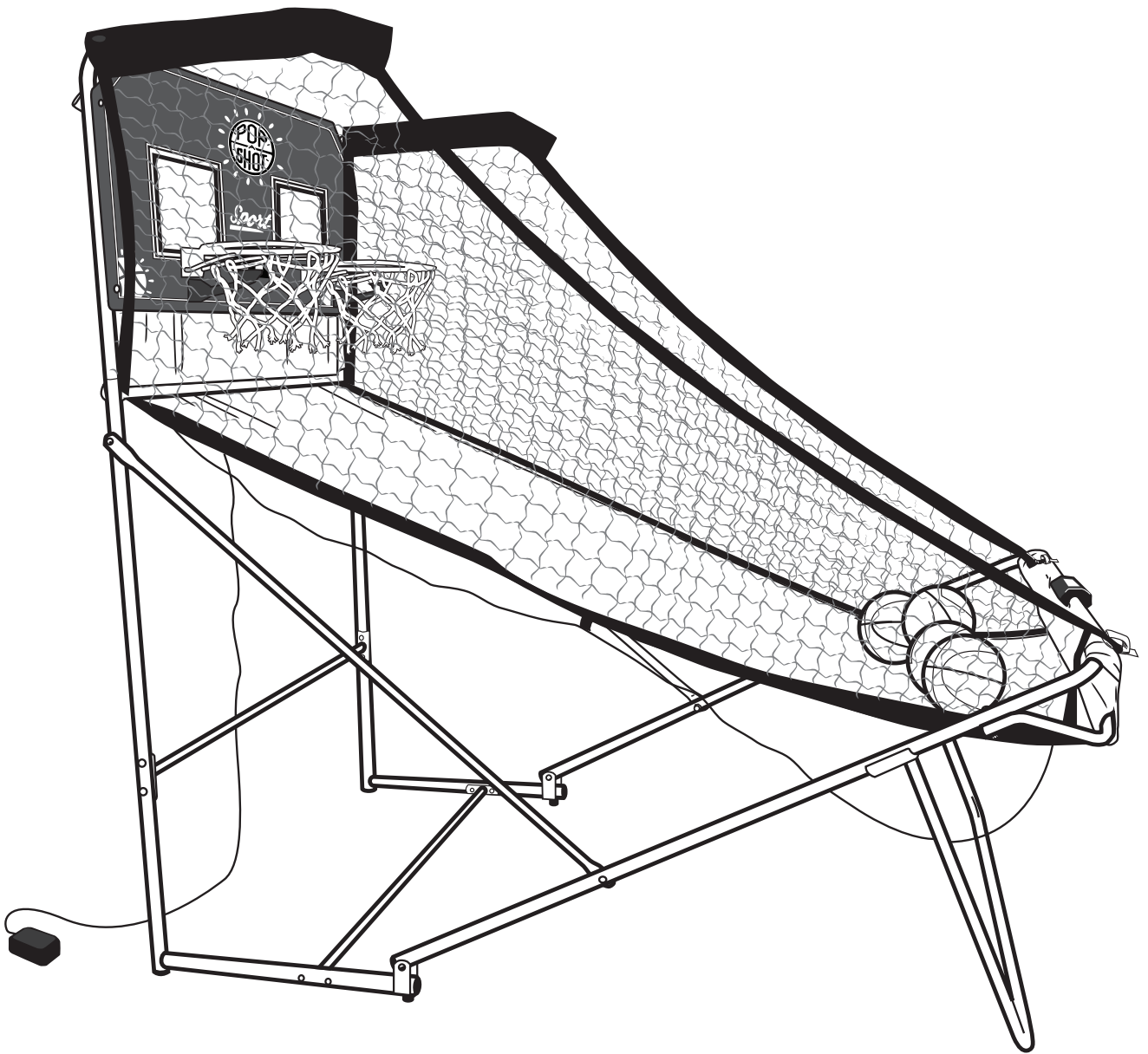


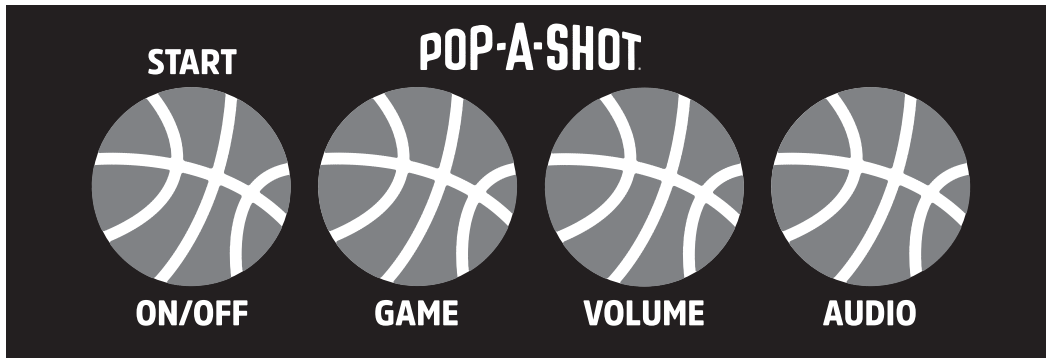
POP-A-SHOT®

DUAL SHOT | SPORT OWNERS MANUAL



GAME OPERATION

Now that you've put your Classic Dual together, let's get started playing!



Control Panel Operation

Turning on the game: Press **ON/OFF** to turn on your game.

Select Game: Press **GAME** to select one of the 10 games (see **GAME OPTIONS** for complete list).

Audio: Press **AUDIO** to make Audio selection (see **AUDIO OPTIONS** for complete list).

Volume: Press **VOLUME** to turn volume up/down (it goes all the way in one direction before going back in the other).

Starting a game: Press **START** to start your game.

Notes: After the end of each game, the all-time high score for that game will be displayed. If you unplug your game or take out the batteries and want to preserve the high scores, make sure the other power supply is still working.

Audio Options

There are 6 different audio options. Select the audio option by pushing **AUDIO** until you reach your selection (the number will be displayed on the scoreboard).

S1: Play-by-play announcer and Sound FX

S2: Sound FX only

S3: Electronic Music

S4: Rock Music

S5: Hip Hop Music

S6: No Sound

POP-A-SHOT DUAL SHOT | SPORT

Game Options

Push **GAME** until desired Game Number is displayed, then press **START** to begin.

To turn Game off, press and Hold **START**.

1. Standard: 2 Players/:30

Announcer and clock will count down to start

Bonus: :15 extra at 30 points; :10 extra at 60 points Baskets are 2 points until final :10 when they're 3 points

2. Solo: 1 Player/:30

Only 1 basket is active

Announcer and clock will count down to start

Bonus: :15 extra at 30 points; :10 extra at 60 points

Baskets are 2 points until final :10 when they're 3 points

3. Crisscross: 2 Players/:30

Players shoot at their opponent's basket

Announcer and clock will count down to start

Bonus: :15 extra at 30 points; :10 extra at 60 points

Baskets are 2 points until final :10 when they're 3 points

4. Skeet Shooting: 1 or 2 Players

Announcer says "Shoot", then have :03 to make basket

5. Sharp Shooter: 1 Player

Announcer says "Left" or "Right" and scoreboard indicates "L" or "R", then have :03 to make a shot in that basket

6. Climbing the Ladder: 2 Players/:30

First basket is 2 points; each subsequent basket is an additional point (3, 4, 5, etc.)

If no basket is made within :03, next basket is 2 points

Bonus: :15 extra at 30 points; :10 extra at 60 points

7. Overtime: 2 Players/1:00

Baskets are 2 points until final :10 when they're 3 points

Bonus: :15 extra at 30 points; :10 extra at 60 points

8. Sudden Death: 2 Players/:15

Baskets are 2 points until final :10 when they're 3 points

Bonus: :15 extra at 30 points; :10 extra at 60 points

9. Free Play: 1-2 Players/No clock

All baskets count 2 points

10. Team: 2 Players /:30

Score displays on both sides

Announcer and clock will count down to start

Bonus: 15 extra at 30 points; :10 extra at 60 points

Baskets are 2 points until final :10 when they're 3 points