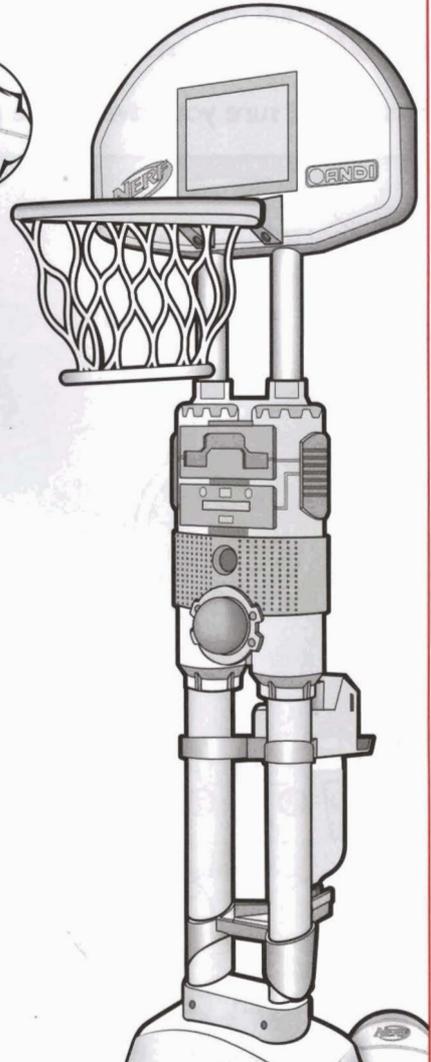


AGES 6+

53525

# NERF™

## SHOWTIME HORNS



Thank you for purchasing this NERF product. Please read this entire instruction manual before beginning assembly and play.

### ⚠ CAUTION

**ELECTRICALLY OPERATED PRODUCT:** Not recommended for children under 6 years of age. As with all electric products, precautions should be observed during handling and use to prevent electric shock.

No batteries required. For indoor use only. Class 1 LED product.  
Some assembly required. Adjustable wrench and screwdriver required (not included).

#### DC Adaptor Specifications:

Model #: ADS-0915PC

Input: 120VAC ~60Hz

Output: 9VDC

Current: 1.5A

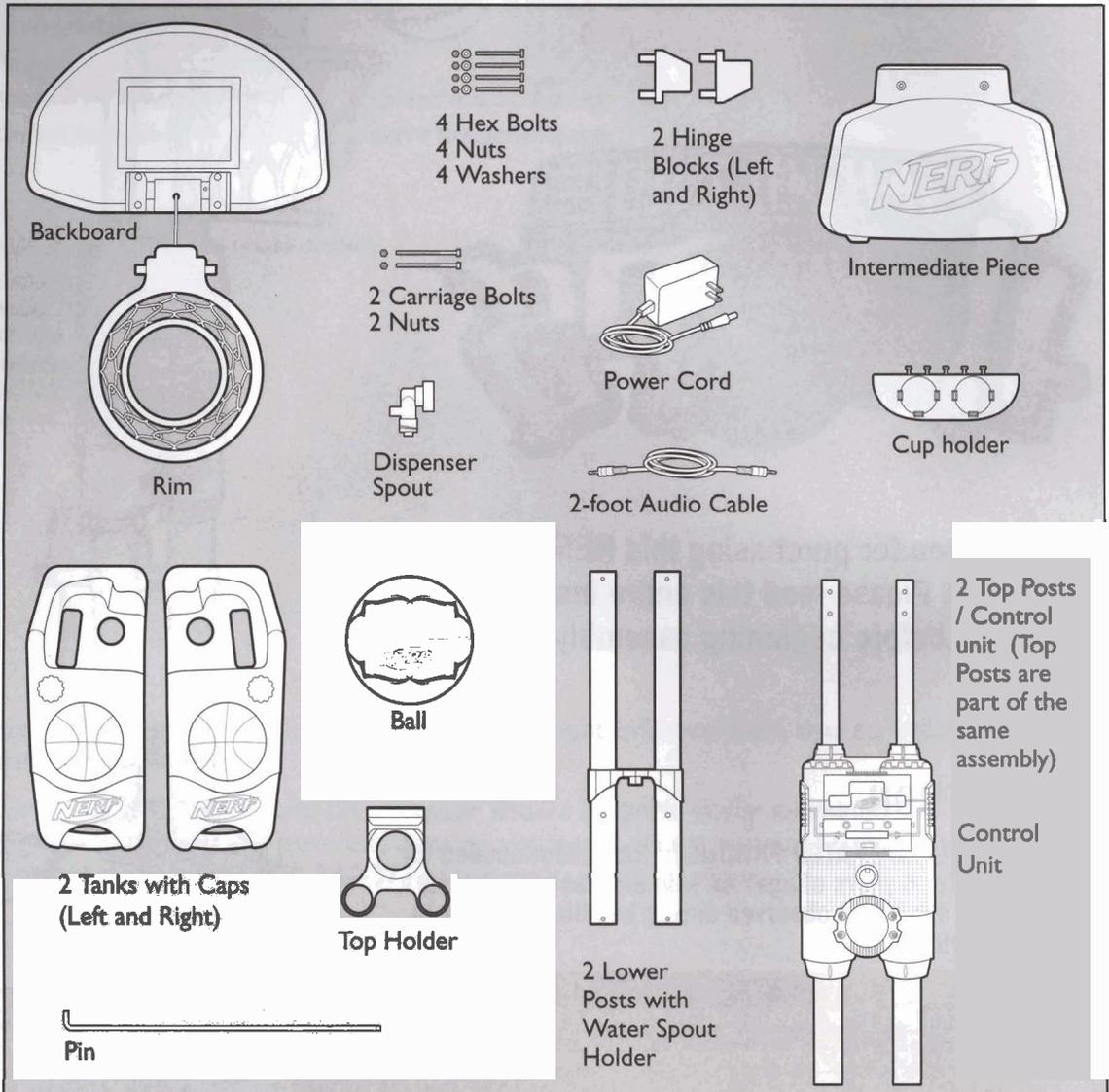
Polarity 

## CAUTION

- Do not slide, climb, or play on base or poles.
- Make sure both bases are filled full with water before each use. Fill bases with clean tap water only.
- When adjusting height, keep hands and fingers away from moving parts.
- Surface beneath bases must be smooth and free of objects that could cause punctures.

## PRIOR TO ASSEMBLY

First, make sure you have all the parts. If a piece is missing, please call 1-800-327-8264.



## ASSEMBLY TIPS

- Assembly is easier with two people. This is a large product and some parts are heavy.
- Assemble the system where you want it to stay: do not assemble the entire product and attempt to move it across a room or from one room to another. For instructions on disassembly, see p. 9.
- Assembling the Backboard and Rim first will make overall assembly easier. When the rest of the product is assembled, you can attach this completed part to the top.

## FILLING THE TANKS

Two Tanks anchor the system in place. Fill the Tanks with water: do not fill with sand, gravel, or any other material or liquid.

The Tanks do not have a fill line: fill until full. Each Tank holds approximately five gallons of water and, when full, weighs approximately 42 pounds.

It is recommended that you fill the Tanks near where you want the system to be, so you do not have to carry the Tanks far.

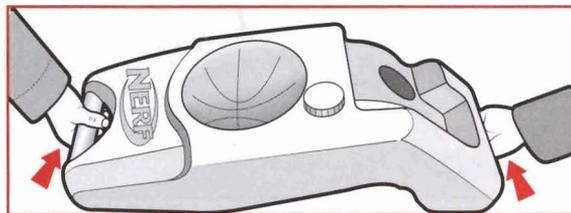
Fill the Tanks either by:

- Bringing the Tanks to a faucet or sink and filling; or
- Bringing a pitcher or water container to the Tanks and filling.

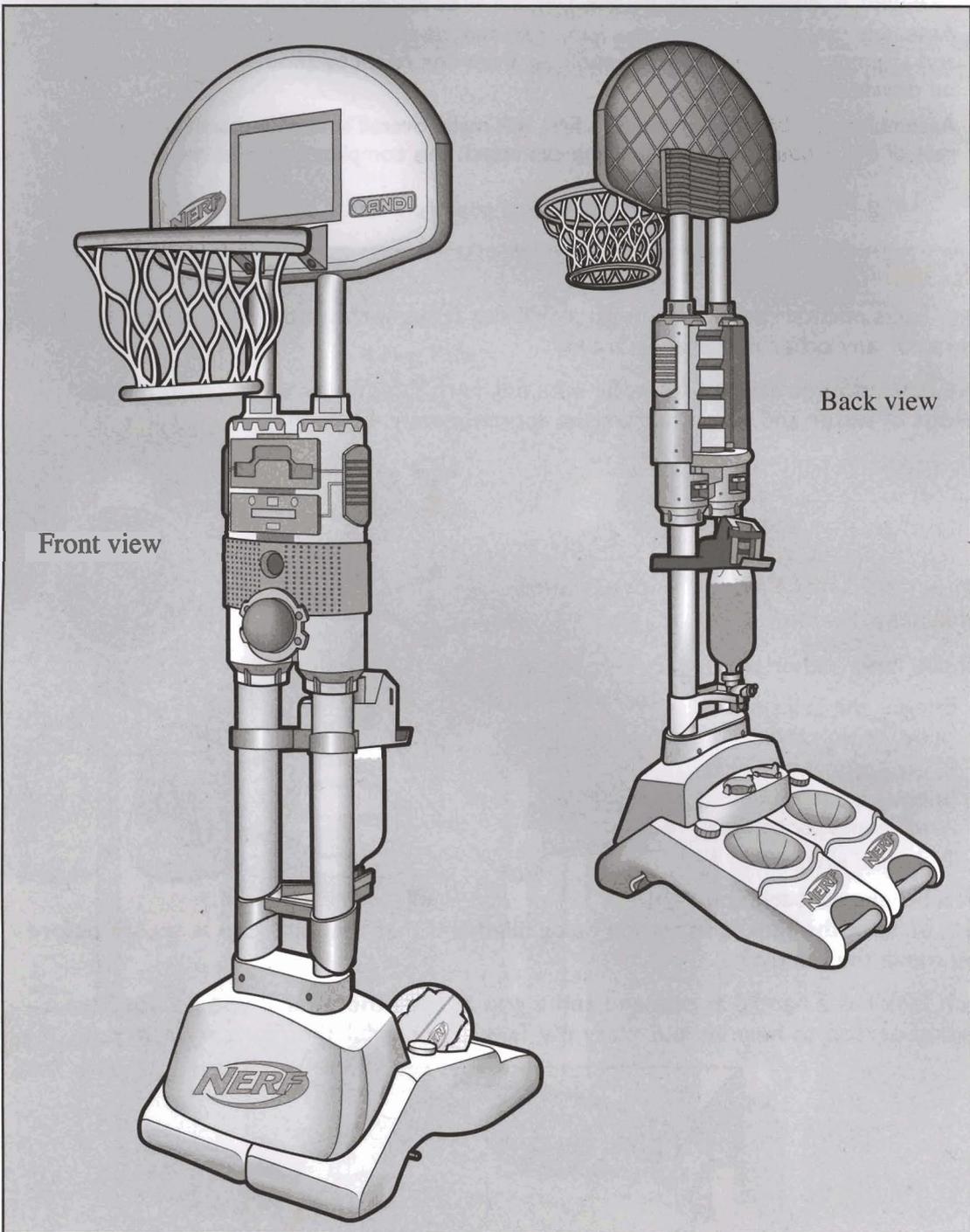


Whichever approach you take, be sure the Tank is flat when being filled and that the Tank Cap is secure before you move the Tank.

Each Tank has a handle at one end and a grip at the other end. If you do not have a second person to help lift and carry the Tanks, be careful: the Tanks are heavy.



# ASSEMBLED SHOWTIME HOOPS

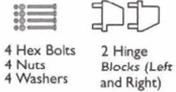
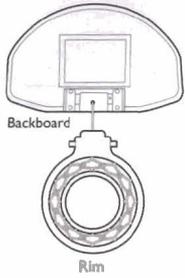


Front view

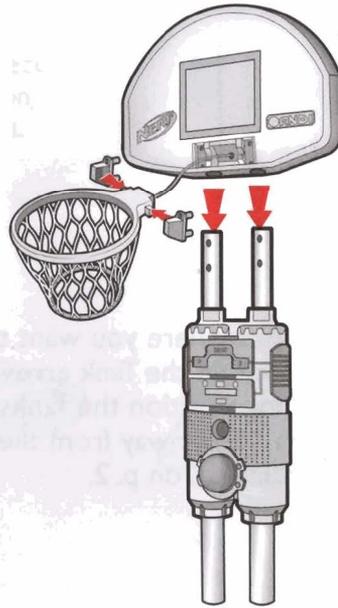
Back view

## ASSEMBLY: BACKBOARD/RIM

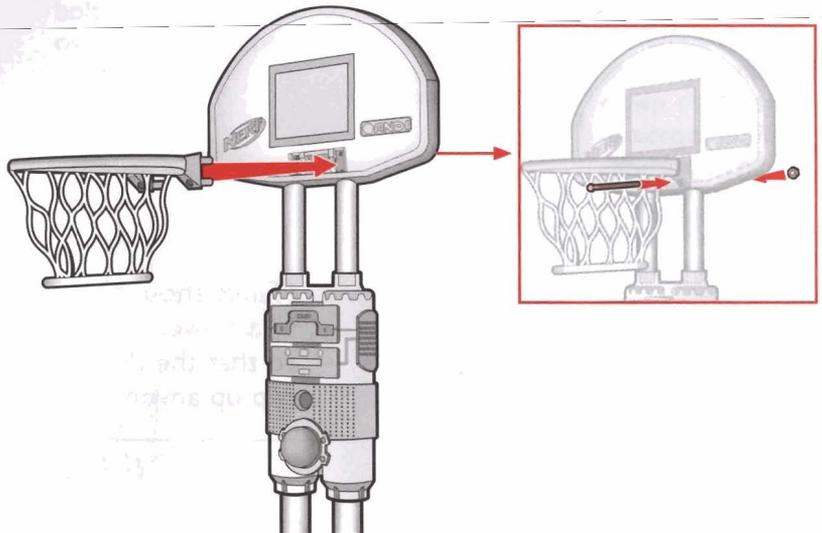
### You will need:



1. Place the Backboard on top of the post/control unit assembly.
2. Attach the two Hinge Blocks to the Rim.



3. Place and secure the Rim Assembly into the Backboard. Secure with four (4) metal hex bolts. At the other end of each hex bolt, secure with a washer and nut.



Put this Top Assembly aside and proceed with assembly.

## ASSEMBLY: TANKS

### You will need:



2 Tanks with Caps  
(Left and Right)

Position the Tanks where you want to keep the system. Match up the Tank arrows so they are touching. Position the Tanks so that the handles are facing away from the player. See “Filling the Tanks” on p. 2.

**Front**

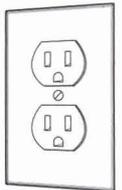


**Back**



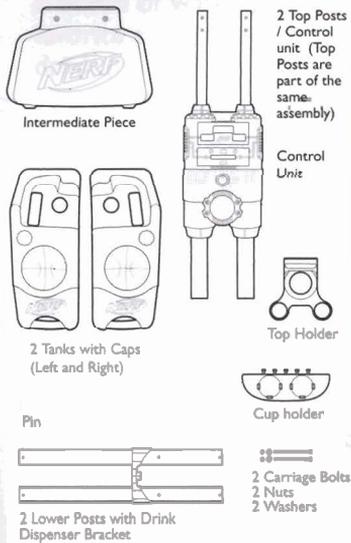
(Tanks should be **within six feet of a power outlet** and positioned so that the Power Cord won't trip up anyone during gameplay.)

**6 Feet**

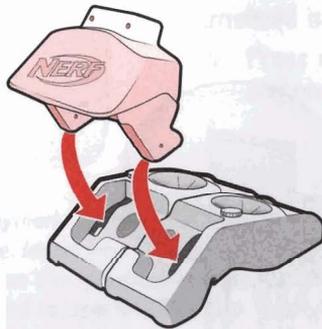


# ASSEMBLY: BASE Water

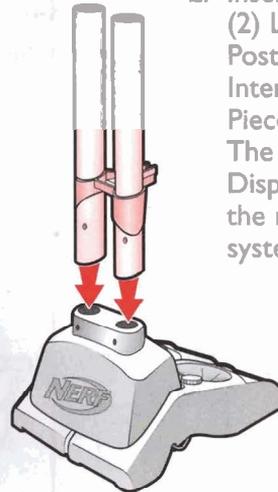
## You will need:



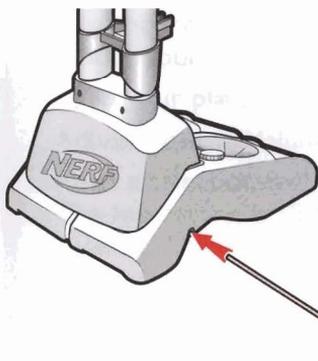
1. Attach the Intermediate Piece into the holes on top of the Tanks.



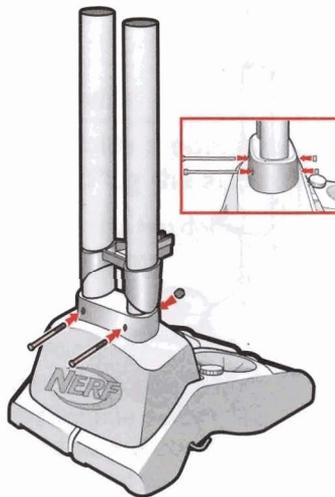
2. Insert two (2) Lower Posts into the Intermediate Piece. The Drink Dispenser faces the rear of the system.



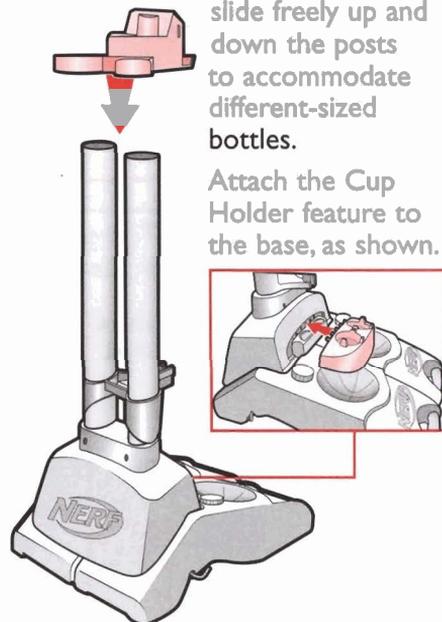
3. There is a small hole on the underside of the Tanks: take the Pin and insert it through this hole. This will secure the Metal Posts and Intermediate Piece to the Tanks. Make sure the Pin is inserted all the way through to be flush with the Tank.



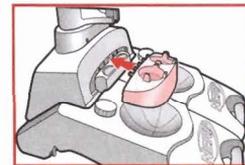
4. Secure each Metal Post with one carriage bolt and nut. Do not over-tighten the bolts.



5. Slide the Top Holder onto the Metal Posts: the Top Holder faces the rear of the system. This piece should slide freely up and down the posts to accommodate different-sized bottles.



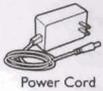
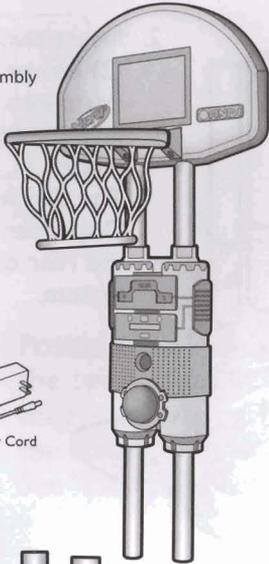
Attach the Cup Holder feature to the base, as shown.



# ASSEMBLY: TOP AND BOTTOM

## You will need:

Top Assembly

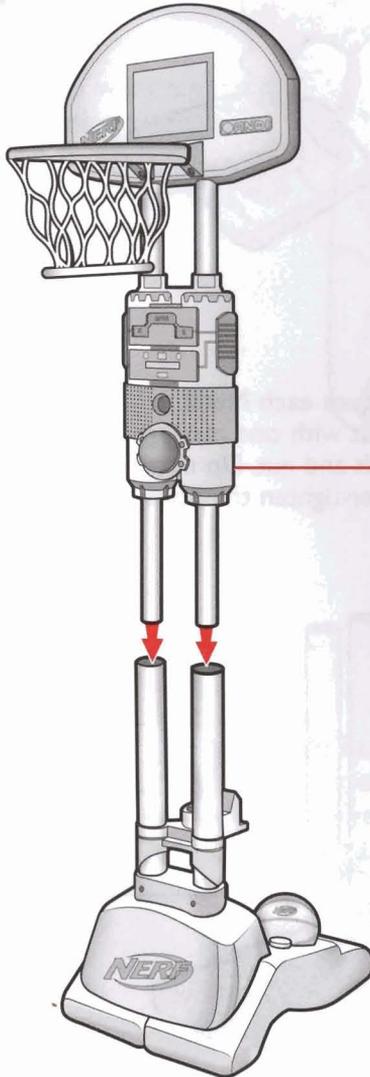


Power Cord

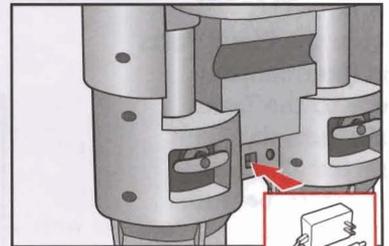
Bottom Assembly



Slide the Top Assembly onto the Metal Posts. Make sure it is pushed all the way down until it snaps into place. The Control Unit should be facing the front of the system.



Attach the Power Cord to the rear of the Backboard before plugging it into the wall.



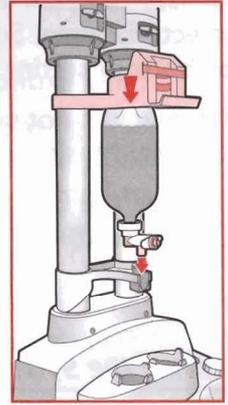
Power Cord

## Using the Drink Dispenser

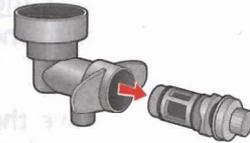
1. Remove the cap from a bottle of water, your favorite soda, or sport drink (up to 2 liters/64 oz).
2. Keeping the bottle straight up, screw on the dispenser spout. Make sure the spout is fully attached, and be careful not to cross-thread it, or the bottle may leak. Do not force the bottle: not all bottles will fit.



3. Turn the bottle upside down and snap the dispenser spout into Drink Dispenser bracket.
4. Slide the Drink Dispenser top down onto the bottom of the bottle to hold it steady.
5. Press the button to dispense refreshment!

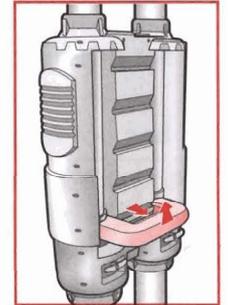


**NOTE:** Clean the dispenser spout regularly. Remove the spout from the bottle by turning it counter-clockwise. Insert your pointer finger and push out the spring-loaded mechanism. Run the spout under water and clean. Pat dry with paper towels or cloth and reassemble. The Cup Holder may be removed for cleaning also.



## Adjusting Backboard Height

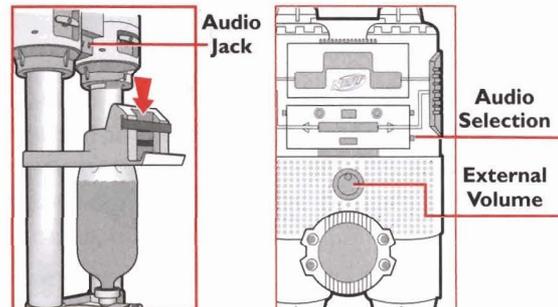
Before adjusting the height of the Backboard, make sure that no one is standing under or near the Backboard. Squeeze the Height Adjustment Handle with both hands and raise or lower the backboard to the desired height. Before playing, make sure the Height Adjustment Handle is fully seated and secure in one of the grooves on the back of the Electronics Module. At its highest setting, the top of the backboard is approximately 8 feet 3 inches from the ground.



## Connecting an External Audio Device

The top of the Drink Dispenser holds a portable CD or mp3 player. The audio cable jack is located in the back of the system. Plug the audio cable into the back of the system.

1. Plug the included audio cable into the headphone jack of your mp3 or portable CD player.
2. Strap your player to the unit.
3. Adjust External Volume control.
4. Make a selection with the Audio Selection Switch. The top setting is all audio; the middle setting is "line-in," Duke Tango's voice and sound effects; and the bottom setting is "line in" and sound effects (backboard, net, crowd noises, etc.).



## ***External Source Amp Mode***

To listen to your music through the system without having the unit shut down automatically, select “External Source Amp” from the game selection menu and select either the middle or bottom setting on the Audio Selection Switch.

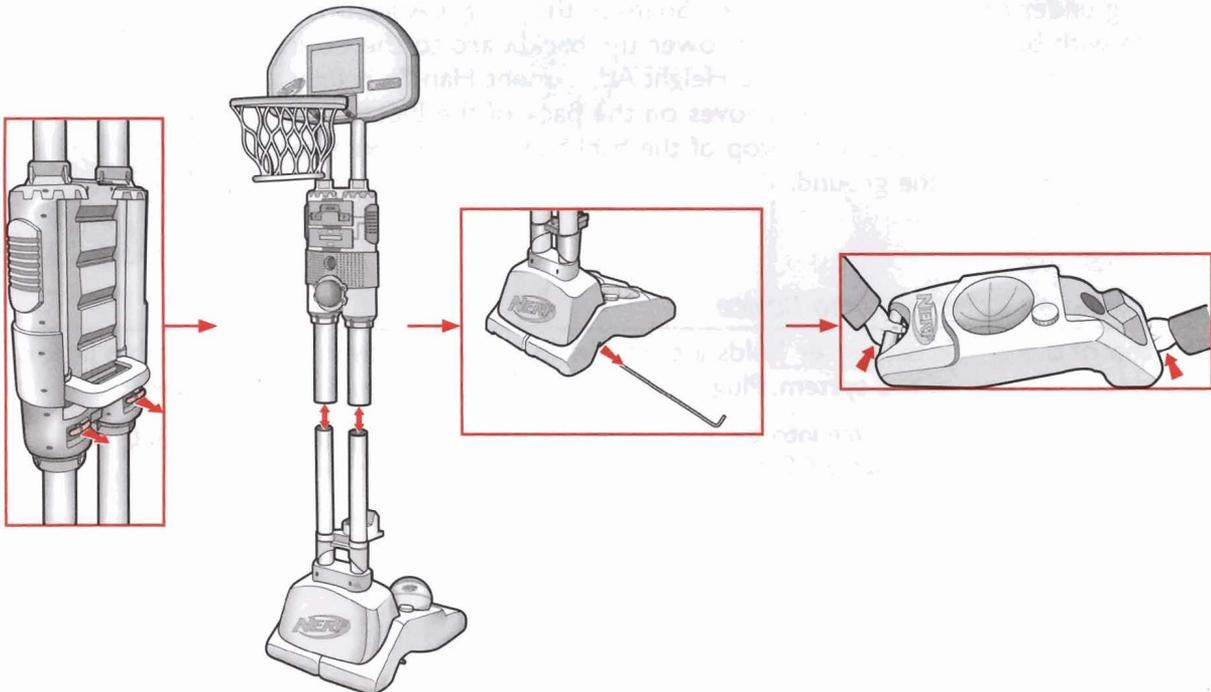
If the unit is not switched to one of these two modes, the LCD will ask you to “Switch to External Music.”

To leave the External Source Amp Mode and return to the main menu, press the Cancel button.

## ***Moving the System***

If you need to move the system to a different spot or place, it’s recommended that you first take the product apart, move the parts, and reassemble. The base of the product is very heavy, and if you try to move the assembled product all in one piece, you may damage it or hurt yourself.

Unplug the system. Remove the Control Unit from the Lower Posts by pulling the tabs. Unscrew the carriage bolts from the lower half of the system, and remove the Pin threaded through the Tanks. Take apart the Lower Posts and Intermediate Piece so that you can move each Tank individually. Remember to be careful: the tanks are very heavy.



## GAMES

The system is more than an indoor backboard and rim: it allows you to play an array of basketball games for one player, two players, or more!

Before you play, you need to understand the buttons and display on the Control Unit.

Some decisions involved in game play are up to you: for example, if you're playing one-on-one, you and your opponent can decide who gets to "take out the ball" following a basket. The way some people play, the person who makes a basket holds onto the ball and tries to make another basket; another way to play is to trade off who gets the ball, following a basket.

Know the rules, and understand the buttons and display, but most of all, have fun. The more you play, the more you'll know how to make your own games and play your own way.

### ***The Control Unit***

---

Facing the front of the Control Unit, you'll see you have

- an LED display (for game time and "P-I-G" in the game of "Pig")
- to the left and right, two Scoring displays
- below, an LCD display (for text)

Below the Displays, you'll see two round buttons. The one on the left is the orange Airball button. The sensors in the system's Backboard can register a basket, but if you happen to shoot the ball and miss the Backboard completely, you need to tell the computer in the system that you missed. Hitting this button will do so.

The round button on the right is the Power button: use this to turn the system on and off.

Below the LCD, you will see a rectangular red button: this is the Cancel button. You press this button to stop a game, return to the Main Menu, or answer "No" when the computer asks you a question.

Between the two round buttons is a green rectangular button: this is the Enter button. You press this button to select a game, start a game, answer "Yes" when the computer asks you a question, and to pause and re-start a game.

The Room Selector switch, to the left of the Airball button, is used to tell the computer what size room you're playing in. Some of the games use a spotlight and need this information. After you flip the room selection switch, the spotlight will not adjust to the new room size until the next shot.

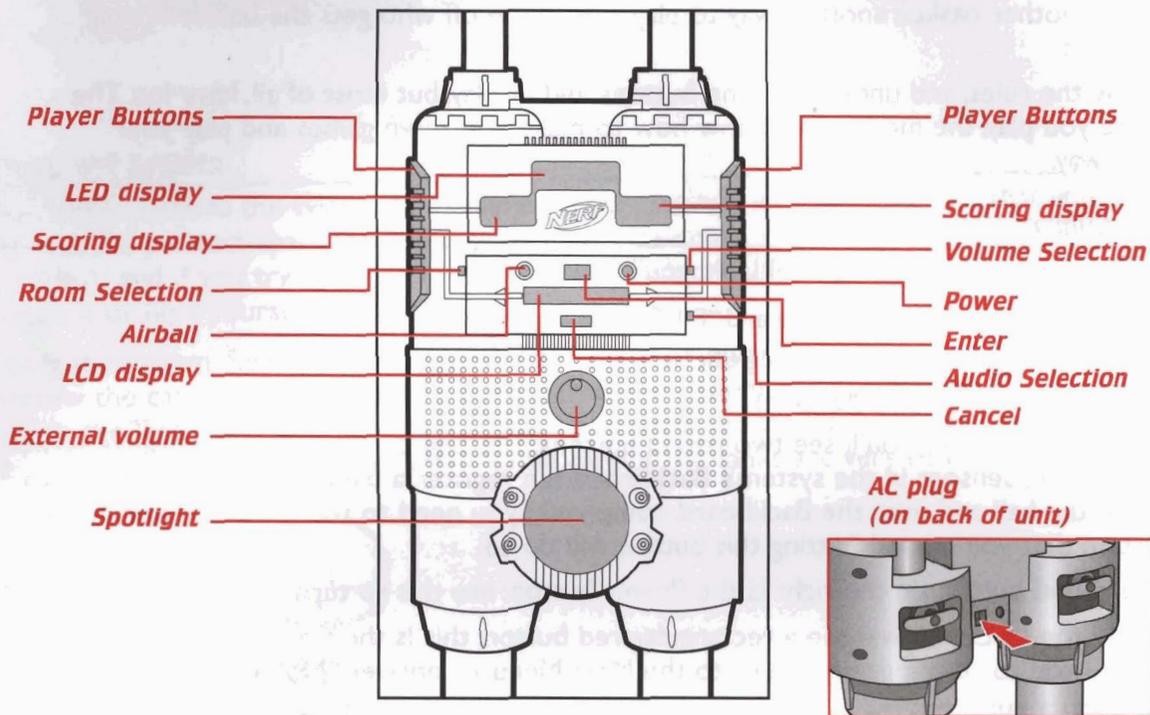
To the right of the Power button are the Volume Control and, below it, the Audio Selection switch. This volume switch controls the internal volume for the unit: the announcer, the games, etc. The Audio Selection switch lets you choose between: the top setting, all audio; the middle setting "line-in", Duke Tango's voice and sound effects; and the bottom setting, "line in" and sound effects (backboard, net, crowd noises, etc.).

*NOTE: If you select the top setting, you will not be able to hear music from an external CD or mp3 player: only the middle and bottom settings let you hear music from an external player.*

The large, circular dial in the middle of the Unit is the External Volume control: this controls the volume of a CD player or mp3 player you can hook up to the system.

On each side of the Control Unit are the **Player Buttons**. You press these to select a game or register points in a game.

On the back of the Control Unit is the Input jack, where you hook up your CD or mp3 player. The AC plug is also on the back of the unit.



## Starting The System

Every time you press the Power button to turn on the system, you will hear a start-up sequence with lights and sound.

If the system is on and there are four minutes of inactivity, the system will automatically change to External Amplifier Mode (see p. 9). To return to the Main Menu, press Cancel.

## Main Menu

The Main Menu identifies games you can play: you'll see the name of the game on the Display screen, and you'll hear the games called out.

Because some of the game names are too long to appear on the display screen all at once, they'll be scrolling. To choose a game, press the Enter button. To advance through the Main Menu, press either the Left or Right Player Button.

## Game Names

Some of the games are for one player; others are for two players or more.

The games are:

**Showtime Basketball (1-2 players),**

**Freeplay (1-2 players)**

**Shooting Percentage (1 player)**

**Shoot Till You Miss (1 player)**

**Chase (1 player)**

**Jackpot (2 players)**

**Around the World (1-4 players)**

**Drop-the-Rock (1-4 players)**

**Twenty-One (2 players)**

**Pig (2-4 players)**

## Selecting a Game

Once you get to the Main Menu, the system will wait for you to make a selection. If, after five seconds, you haven't done so, Duke Tango will say, "Make a selection" and repeat this every five seconds.

When you select a game, you will hear a start-up sequence. This will give you time to get ready and position yourself for play.

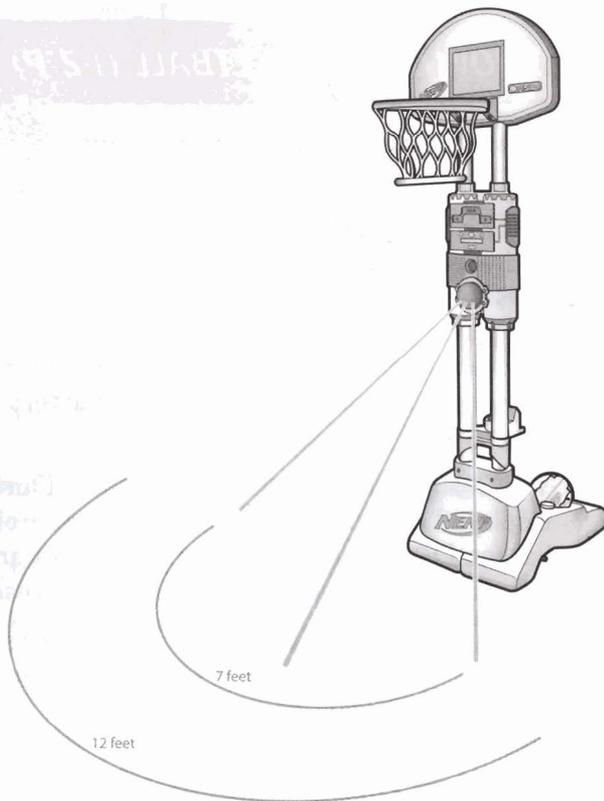
Prior to the game starting, some games have options (number of players, spotlight position) that need to be selected. Toggle through the options using the Player buttons. Select the option and start the game by pressing Enter. Press the Cancel button to return to the main menu.

Press the Enter button to pause the game. During pause, the LCD will display "Pause." To return to a game, press Enter again.

Press the Cancel button to stop the game: a buzzer will sound, and the system will return to the Main Menu.

If you're playing a game and there is no activity, Duke Tango will ask if you want to continue and then return to the Main Menu.

If you select a game that involves high scores, at the start of the game, the 2-digit displays flash: the high score on the right, "HS" on the left. When the game ends, Duke will announce if there is a new high score.



## Scoring

The system knows when a basket has been made, but if you are playing with more than one player, it cannot determine who made the successful basket: you need to tell the system this, by pressing the appropriate Player Button.

Once points are registered, they cannot be changed: so if you make a mistake, for example, in identifying which player made a basket, you cannot go back and correct the score. Your options are to proceed with the game or cancel out of the game.

## Playing with More Than One Player

When you select a game that involves more than one player, you'll see the following displayed on the screen: "< IP >".

Pressing the righthand Player Button increases the number of players by one, and pressing the lefthand Player Button decreases the number of players by one. Pressing Enter starts the game.

## **I SHOWTIME BASKETBALL (1-2 P)**

This is a timed game for one or two players.

In the one-player version, the player is given a 2-minute quarter and the score is automatically awarded. In the two-player version, each quarter is 3 minutes long, and when a basket is scored, the unit asks the players to register the score by pressing the appropriate Player Button. At the end of the quarter, the unit asks if the player(s) would like to play an additional quarter. If yes, the clock is reset to the appropriate time, and play continues. Players are again asked if they want to play an additional quarter until 4 quarters have been played. When the game is over, the winner is announced.

The 3-digit display is used for a timer. During one-player games, the score is displayed on the left 2-digit display, and points are awarded automatically for each basket. During two-player games, scores are displayed on 2-digit displays, and points are awarded by pressing the corresponding Player Buttons.

To assign points to a player, you must press the appropriate Player Button: either Player 1 (left button) or Player 2 (right button). When a basket is made, the clock pauses and flashes, and "< Score Up >" appears on LCD with a corresponding voice prompt.

At the end of the 1st through 3rd quarters, the LCD displays "Continue?" with a corresponding voice prompt. Press Enter to play another quarter and Cancel to return to the Main Menu.

## ***FREEPLAY (1-2 P)***

This is basic basketball play in which scored baskets are displayed in 2-point increments in the one-player version. The score will appear in the left 2-digit display and continues to increase with no time limit or limitations on the number of baskets. The game ends when the player cancels out of the game.

In the two-player version, scores are displayed on 2-digit displays, and points are awarded by pressing the corresponding Player Buttons.

To assign points to a player, you must press the appropriate Player Button: either Player 1 (left button) or Player 2 (right button). When a basket is made "< Score Up >" appears on LCD with a corresponding voice prompt.

The game starts immediately upon selection from Main Menu, following game start-up sequence.

## ***3. SHOOTING PERCENTAGE (1 P)***

This is a one-player game which calculates your shooting percentage: that is, the percentage of successful baskets per shots taken.

The game will prompt you to end the game after 10, 25 and 50 shots. To continue playing, hit Enter or shoot the ball. To end the game, hit Cancel. The game automatically ends after 100 shots.

When you select this game, the first and last characters of the LCD display will be "<" and ">", to indicate three options: "Short Shot", "Downtown", and "No Spotlight." As the option is changed, the spotlight shines in the corresponding location. Press the Enter button to make a selection.

In "No Spotlight" mode, the player chooses the location from which to shoot.

As you shoot baskets, your percentage will appear on the 3-digit display. The left 2-digit display shows the number of shots made; the right 2-digit display shows the number of shots attempted.

Remember: if you shoot and miss the Backboard and hoop completely, the system does not know you missed a shot. You need to press the Airball button for a missed shot, and this will be figured into your shooting percentage.

## 4. AROUND THE WORLD (1-4 P)

The object of this game is for the player(s) to score baskets from a series of 9 locations around the room. Making a basket allows the player to advance to the next position; missing a basket moves a player back one position.

The Spotlight feature determines the shooting locations. Use the Room Size Selector button to tell the system how big your playing space is.

The one-player version is timed, so the player must successfully score from all 9 positions against a 10-minute time clock.

The multiplayer version is not timed, and the winner is the player who scores from all 9 positions first.

Remember: press the Airball button when a player misses the Backboard completely.

In the one-player version, your time clock and score will appear on the Display screen. Your high score is how much time it took you to make baskets from all 9 locations.

In multiplayer games, there is no high score and there is no timer. The number of the current player (e.g. 1P) is shown on the left 2-digit display.

## 5. PIG (2-4 P)

In this game, players take turns taking shots from a location indicated by the Spotlight. The object is to avoid earning the letters "P-I-G." The player who earns all three letters is out of the game. Play continues until one player is left and is named the winner.

- At the start of the game, the Spotlight will point to a shooting location.
- Turns alternate until a player makes the first successful basket and thus begins the "rotation."
- The next player must make the same shot: that is, from the same location. If that player misses, that player earns a letter ("P"). The letter will be displayed on the LED screen.
- Once a player earns a letter – or all players make the shot – a new rotation begins: that is, the Spotlight picks a new shooting location.
- If a player earns three letters (P-I-G), that player is out.

Remember to use the Room Size Selector button to tell the system the size of your playing area, and use the Airball button to register missed shots.

## **6. SHOOT TILL YOU MISS (1 P)**

The object of the game is to make as many successful baskets as possible without missing. Once you register a miss, either by the game's sensors or the Airball button, the game is over.

Your score is displayed on the left 2-digit display. There is no timer, no need to select a room size. Just shoot till you miss.

## **7. TWENTY-ONE (2 P)**

This game is a version of one-on-one: the winning player is the one who earns 21 points without going over 21.

When one player makes a basket, that player registers the points using the Player Button. That player then takes up to 3 free throws, which count as one point per successful basket. As soon as a player misses a free throw, that player loses his turn and does not get to shoot any more free throws. Play then returns to standard one-on-one.

If a player misses a free throw, the ball is in play as a rebound. If a player makes all three free throws or hits the Airball button, the system displays "Take it Out," and the other player takes possession of the ball.

Remember: press the Airball button when a player misses the backboard completely on a free throw.

The first player who reaches exactly 21 points wins. If a player goes over 21 points, his score returns to 11 points.

**Each player's score is shown in the 2-digit displays.**

## 8. DROP-THE-ROCK (1-4 P)

The object of this game is to score as many baskets as possible in one minute.

Use the Room Selector button to tell the system the size of your playing space. The Spotlight feature will show you where you need to make shot from. Locations are random within a 2-point and 3-point perimeter.

The first 40 seconds of the game places shooting locations within a 2-point area, and the final 20 seconds places locations in a 3-point area.

In the multiplayer version, individual players shoot one at a time.

The game ends when time runs out. The winning player in the multiplayer version is the player with the most points.

Scores and time appear on the Display screen.

## 9. JACKPOT (2 P)

Players take turns shooting one basket at a time, with each successful basket counting for 2 points. Scored points go into the "jackpot," displayed in the middle LED.

Once a player misses a basket, the opposing player earns all the points in the "jackpot." Play continues, alternating turns, with subsequent baskets adding more points to the "jackpot." When one player misses, the opposing player gets all the points in the "jackpot."

The game continues until one player reaches 30 points.

Remember to use the Airball button to register misses.

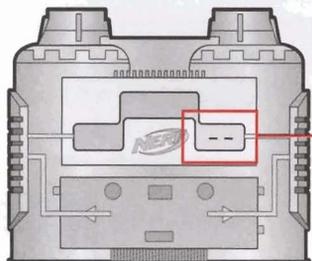
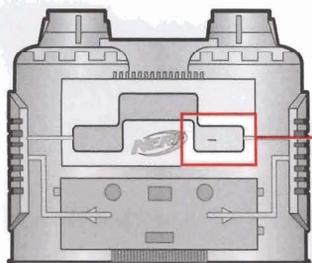
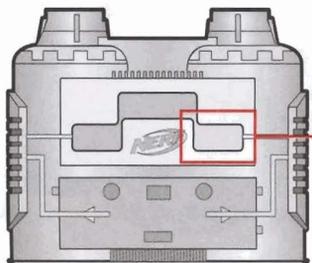
## 10. CHASE (1 P)

In this game, the player uses the Spotlight feature to shoot from randomly-chosen locations in the play area. (Note: As the spotlight moves from one position to the next, it will move quickly to two random "in-between" positions before settling on a final position.) Each location is timed: you will have five seconds to shoot. The goal is to score as many points as possible before 3 misses are recorded.

Remember to use the Room Size Selector button to tell the system the size of your playing area, and use the Airball button to register missed shots. When you miss, a dash appears in the righthand LED, as shown.

The Spotlight moves around the floor and stops to indicate the shooting location. There are 2- and 3-point areas within each room size.

Score and timer will appear on the Display screen.



When you miss, a dash appears in the righthand LED, as shown.

## FCC STATEMENT

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

This 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 the receiver.
- Consult the dealer or an experienced radio/TV technician for help.

If you have any questions, please contact:

Consumer Affairs  
Hasbro, Inc.  
1027 Newport Avenue,  
Pawtucket, RI  
Tel: 1-800-844-3733  
Fax: 1-401-431-8082

Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.

Your Show Time Hoop and DC Adaptor should be periodically examined for potential hazards. If any potential hazards are found, please contact Hasbro Consumer affairs at 1-800-844-3733 for repair or replacement.



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