

# ELECTRONIC BASKETBALL



Rents for \$100/day

## Playing Instructions

1. The timer will begin when the power turns on. If power is already on, the timer begins when a basket is made. After the 5-second countdown, the players should begin shooting as the game will start keeping track of made baskets.
2. Players get 30 seconds to score 30 points. Each basket is worth 2 points at first and 3 points as time begins to run out.
3. If either player has 30 or more points, the game will add 15 seconds of play time. All baskets are worth 3 points during these 15 seconds. Players with less than 30 points should stop shooting and allow the remaining player to take all shots.
4. If either player has 60 or more points, the game will add another 10 seconds of play time. All baskets are worth 3 points. The game is over after this 3<sup>rd</sup> time segment.
5. The game will keep track of the highest score throughout the event.