



We strive to ensure that our products are of the highest quality and free of manufacturing defects or missing parts. However, if you have any problems with your new product,

DO NOT RETURN IT TO THE STORE,

please contact us toll free @:

1-888-996-2729

FAX: 1-866-873-3535

gameroom@escaladesports.com

Mailing Address: (Correspondence Only)

Escalade Sports
PO Box 889
Evansville, Indiana 47706-0889

Physical Location:

Escalade Sports
817 Maxwell Ave.
Evansville, Indiana 47711

Please visit our Web site at:

www.escaladesports.com

Please have your model number when inquiring about parts.

When contacting Escalade Sports please provide your model number, date code (if applicable), and part number if requesting a replacement part. These numbers are located on the product, packaging, and in this owners manual.

Your Model Number: **45-6103FAW**

Date Code: **2-45-6103FAW-** **-JL**

Purchase Date: _____

PLEASE RETAIN THIS INSTRUCTION MANUAL FOR FUTURE REFERENCE

**IMPORTANT! READ EACH STEP
IN THIS MANUAL BEFORE YOU
BEGIN THE ASSEMBLY.**

IMPORTANT!

THE DRAWINGS IN THIS
MANUAL MAY BE
EXAGGERATED OR MODIFIED
TO SHOW DETAILS.



TWO (2) ADULTS ARE REQUIRED TO FOLD OUT OR FOLD UP THIS RUN-N-GUN BASKETBALL SHOOTOUT

No Tools Required

Suggestion: Keep the shootout carton for shootout storage.

IMPORTANT !

Make sure you understand the following tips before you begin to assemble your basketball shootout.

1. This game (with Mechanical Scoring Arms) can be played outdoors in dry weather - but must be stored indoors.
2. Tighten hardware as instructed.
3. Do not over tighten hardware, as you could crush the tubing.
4. Some drawings or images in this manual may not look exactly like your product.
5. **To prevent damage to the electronics or to your wall, do not place this unit any closer than six inches from the wall.**



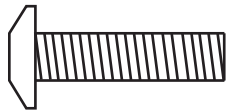
ATTENTION:

**READ AND FOLLOW ALL ASSEMBLY, OPERATION, AND
SAFETY INSTRUCTIONS CAREFULLY. AT LEAST TWO ADULTS
ARE REQUIRED TO FOLD OUT OR FOLD UP THIS BASKETBALL
SHOOTOUT GAME.**

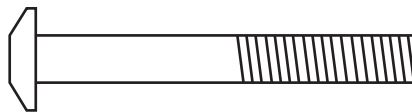
HARDWARE IDENTIFIER

PRE-ASSEMBLED

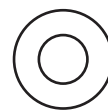
(To Scale)



H1 - M6 x 25mm
Allen Head Bolt
22 PCS



H2 - M6 x 50mm
Allen Head Bolt
4 PCS



H3 - M6 x 13mm
Flat Washer
34 PCS



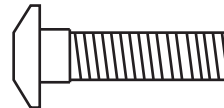
H4 - M6
Wing Nut
10 PCS



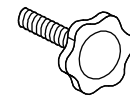
H5 - M6 Lock Washer
8 PCS



H6 - M6 Nylock Nut
24 PCS



H7 - M6 x 25mm
Allen Head Bolt
10 PCS



H8 - M6 Plastic Knob
with Bolt
2 PCS

(Not to Scale)

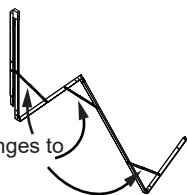


H9 - M6 Plastic Knob
2 PCS

(Not to Scale)

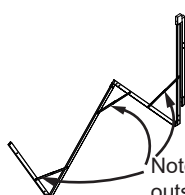
CUSTOMER SERVICE PARTS (Not to Scale)

PRE-ASSEMBLED



Note: 3 Hinges to outside.

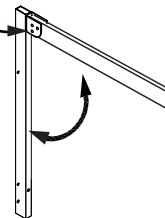
P1 - Left Folding
Assembly
1 PC



Note: 3 Hinges to outside.

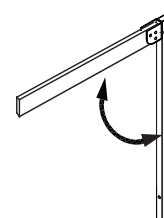
P2 - Right Folding
Assembly
1 PC

Push Lock this side.

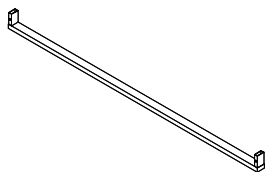


P3 - Left Top Backboard
Tube Assembly
1 PC

Push Lock this side.



P4 - Right Top Backboard
Tube Assembly
1 PC

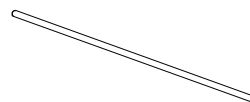


P5 -Front Top
Ramp Tube
1 PC

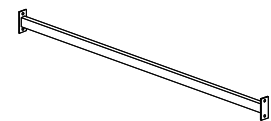


Connecting Cord for
customer convenience.

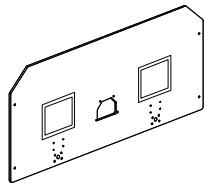
P6 - Side Support Tube
2 SETS
(Not pre-assembled)



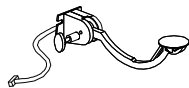
P7 - Front Horizontal
Tube
1 PC



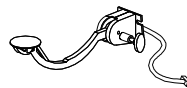
P8 - Connect Tube
4 PCS



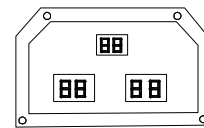
P9 - Backboard
1 PC



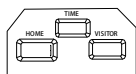
**P10 - Left Folding
Mechanical Scoring Arm**
1 PC



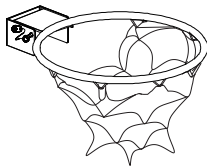
**P11 - Right Folding
Mechanical Scoring Arm**
1 PC



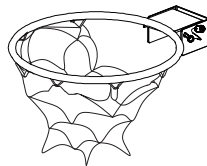
P12 - Electronic Scorer
1 PC



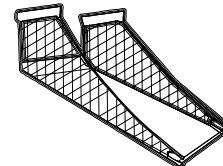
**P13- Electronic Scorer
Face Plate**
1 PC



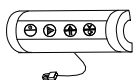
**P14- Left Folding
Rim with Net**
1 PC



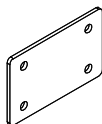
**P15 - Right Folding
Rim with Net**
1 PC



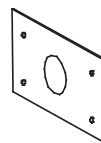
**P16 - Ball Return
Ramp Net**
1 PC



**P17 - Control Box
with Long Wire**
1 PC
(Not pre-attached)

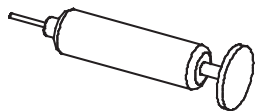


P18 - Rim Support Plate
2 PCS

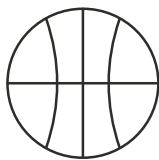


**P19 - Mechanical Scoring
Arm Support Plate**
2 PCS

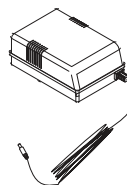
ACCESSORY IDENTIFIER (Not to Scale)



**A1 - Air Pump
with Needle**
(1 pc)



A2 - Basketball (4 pcs)



A3 - A/C Adapter (1 pc)



A4 - Velcro Strap
(2 pcs)

Note to our valued Customers :

The design concept of this Basketball Double Shootout is to virtually eliminate assembly time while maintaining a structurally sound product. With that said , please keep the following in mind during the unfolding or folding up of this product .

1. Two Adults should work together while following the owner's manual to both slowly and carefully unfold this product . All pivot points and hinges have been specially designed to minimize any pinch points , but still , be careful and watch those fingers and hands during the unfolding or folding back up of this product .
2. Along with the "minimal set up time feature " , comes the "minimal fold-up / for storage - time feature . Simply fold back up using a reverse of setup mode .
3. Always make sure the six hinges --- three each side, are locked during play , and unlocked before starting the fold up process . Make sure lock pins and push button locks are in place during play , and removed/released for foldup .
4. Lastly , never force the unfolding or fold up process of this product . Check that the hinges and pivot points are in the correct position for the function as required. Also, watch that the ball return side nets are free and not hanging on any parts.



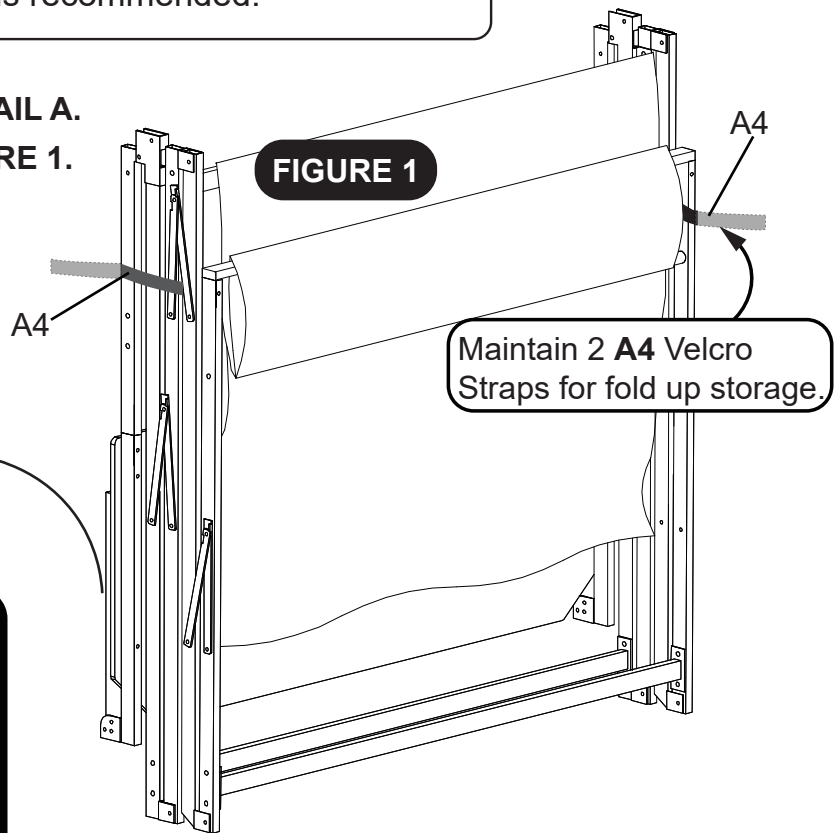
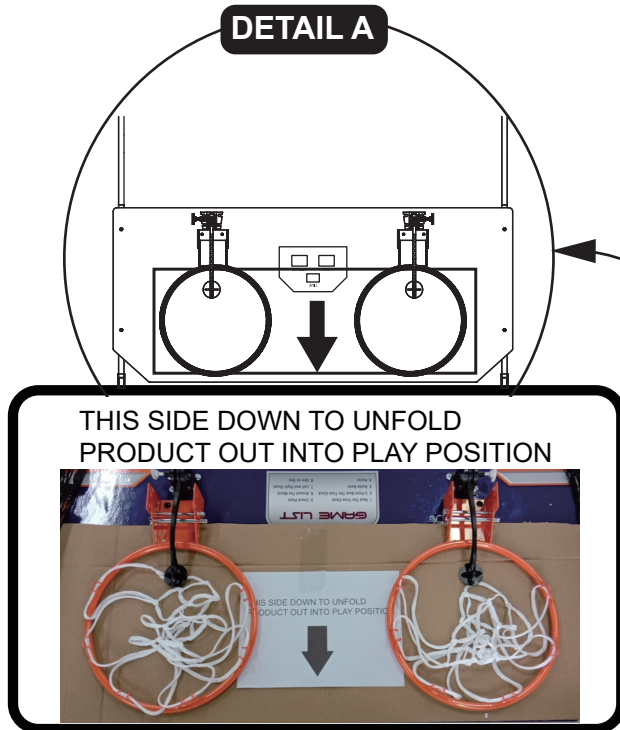
NOTE:

During the folding out process or folding up process, a second adult helper is recommended.

STEP 1

Place the shootout on the floor as shown in **DETAIL A**.

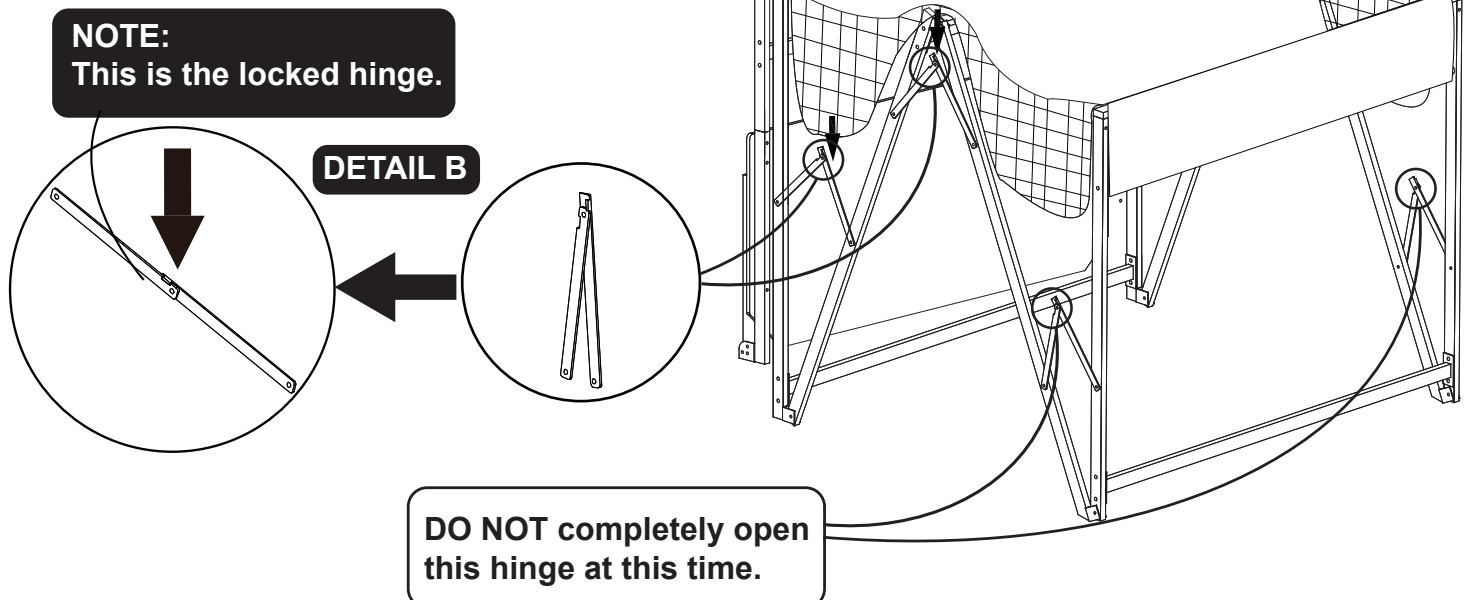
Remove the **A4** Velcro Straps as shown in **FIGURE 1**.

**STEP 2**

Carefully push down the hinges into locked position as shown in the **DETAIL B** and **FIGURE 2**.

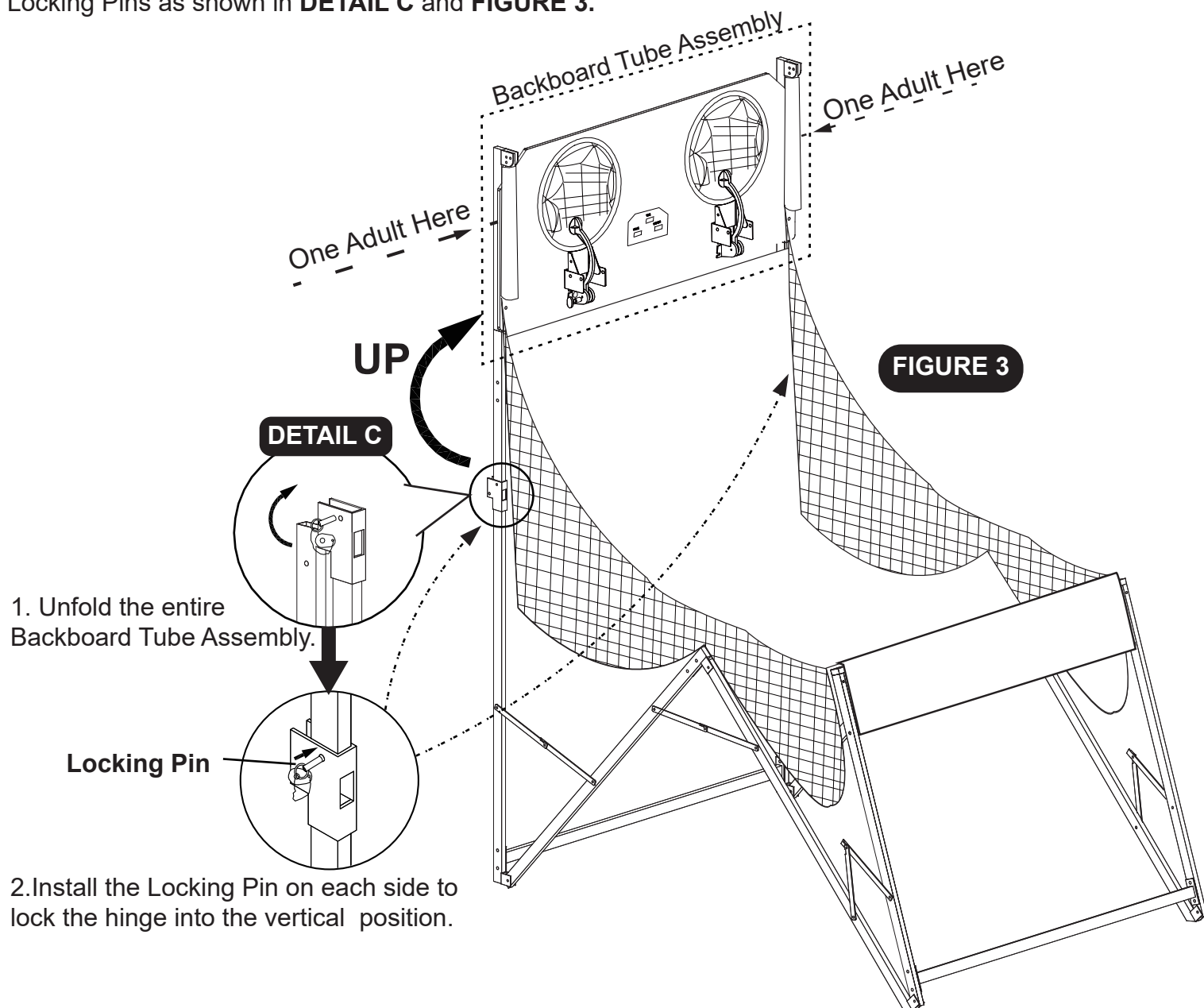
DO NOT force hinges.

NOTE: Unfold product slowly and watch that net freely unfolds.



STEP 3

With the help of a second adult --- Carefully fold up the entire Backboard Tube Assemblies and install the Locking Pins as shown in **DETAIL C** and **FIGURE 3**.



STEP 4

Unfold the **P3/P4 Upper** Top Backboard Tube Assemblies with the Spring Lock Buttons as shown in **DETAIL D**.

NOTE:
Spring Lock Button will “click”
when it folds into place.

Spring Lock Button

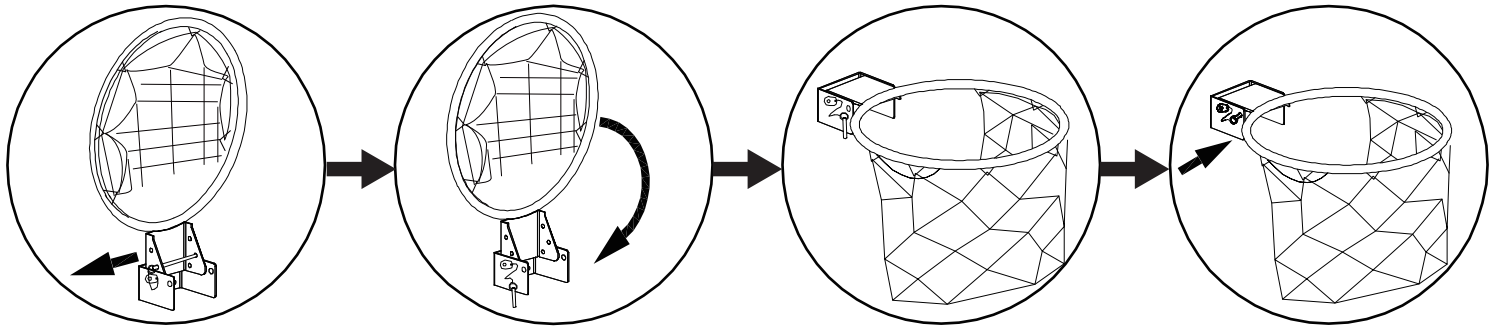
Spring Lock Button

DETAIL D

Push the Spring Lock here to unfold
the **P3/P4** Top Backboard Tube Assemblies.

FIGURE 4

P14/P15 Left/Right Folding Rims

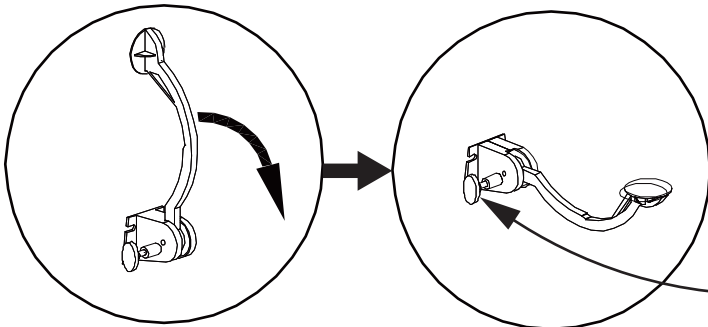


1. Pull out the metal
Locking Pin.

2. Fold down the rim

3. Reinsert the metal
Locking Pin.

P10/P11 Mechanical Scoring Arm



NOTE:

Locking Pins will lock automatically
when Scoring Arm is folded down.

Gently pull out on white plastic lock to
fold up Mechanical Scoring Arm.

1. Fold down the **P10/P11** Mechanical Scoring Arm.

PARTS REQUIRED
2 sets - P6 Side Support Tube

STEP 5

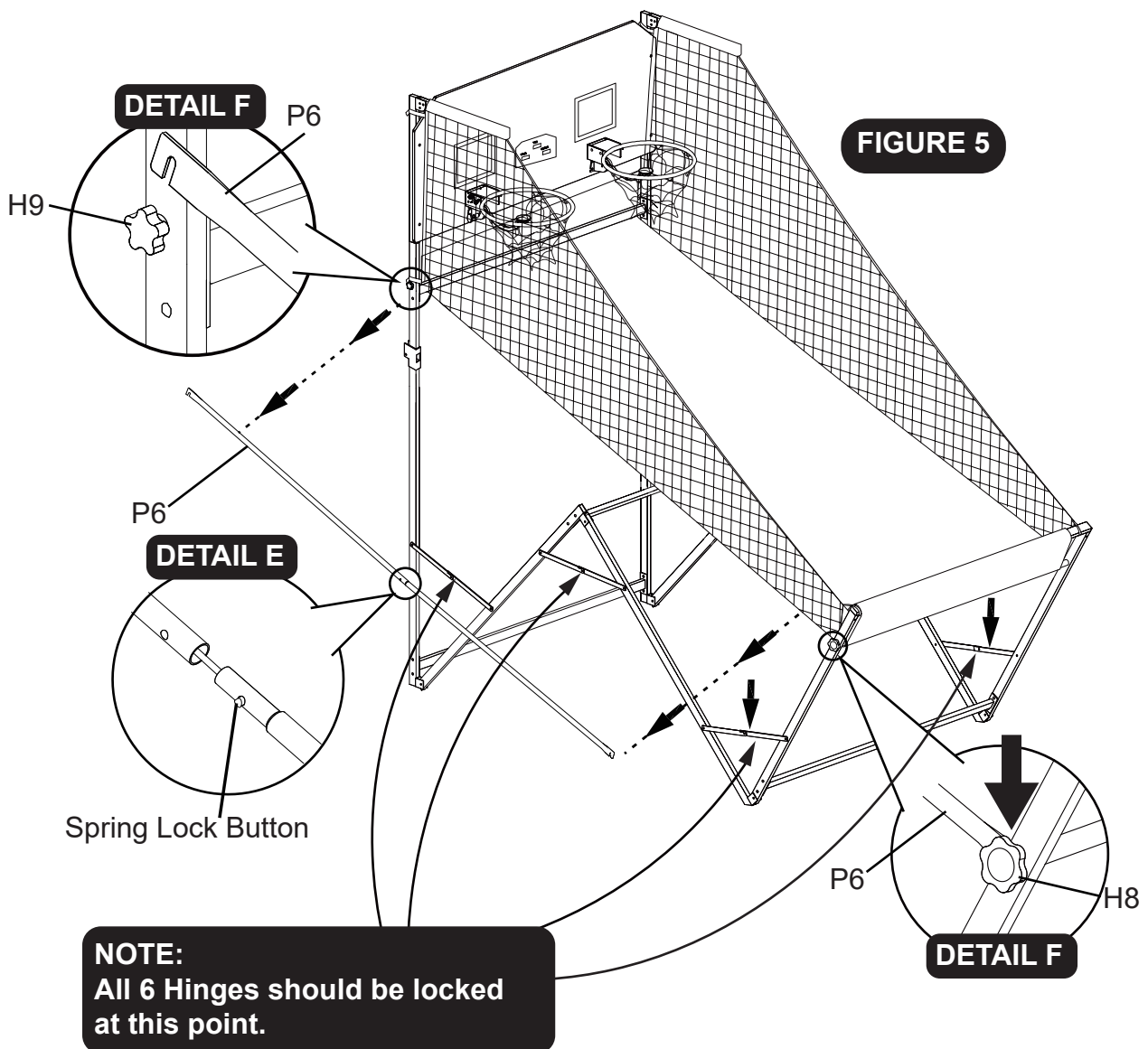
Connect the **P6** Side Support Tubes using the Spring Locks as shown in **DETAIL E**.

Loosen the **H8** Plastic Knobs and **H9** Plastic Knobs, and attach the **P6** Side support Tubes onto the **H8/H9** Knob Bolts as shown in **DETAILS F**, and tighten the **H8/H9** Knobs.

Push down and lock the front hinges.

NOTE:

To collapse / fold up this product --- removal of both the P6 Side Support Tubes would be the 1st STEP.



PARTS REQUIRED

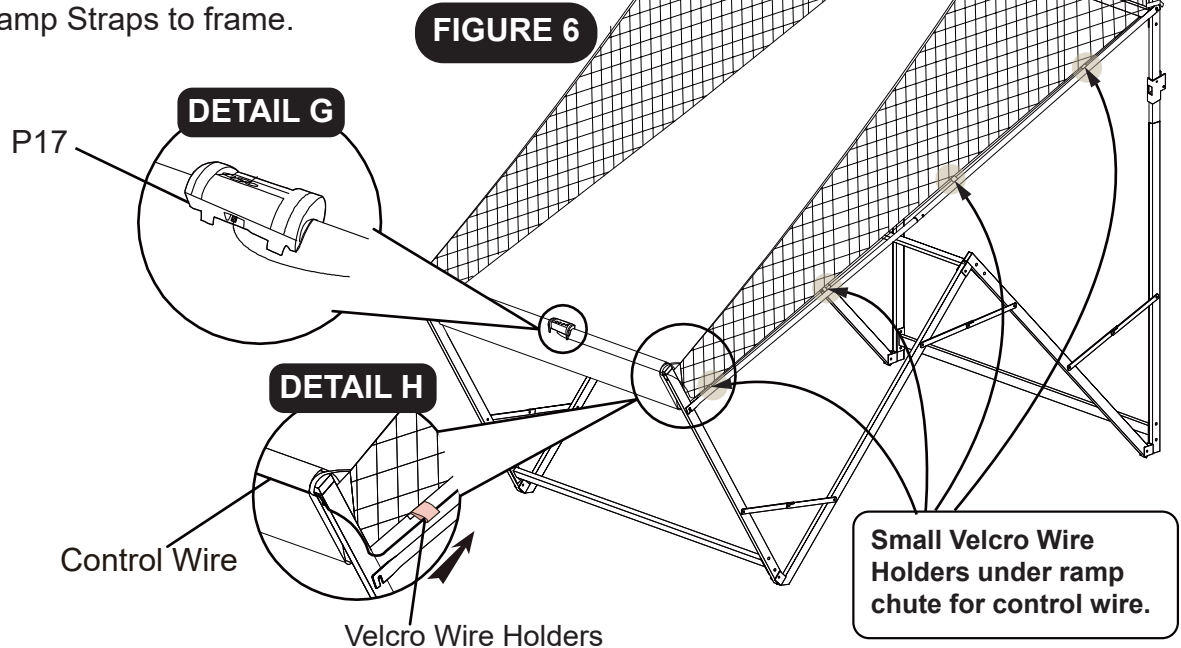
1pc - P17 Control Box

STEP 6

Carefully press the **P17** Control Box onto the front tube as shown in **DETAIL G** and **FIGURE 6**.

Install the Control Wire into the Velcro Wire Holders as shown in **DETAIL H** and **FIGURE 6**.

Connect all Velcro Ramp Straps to frame.



PARTS REQUIRED

1pc - A3 A/C Adapter

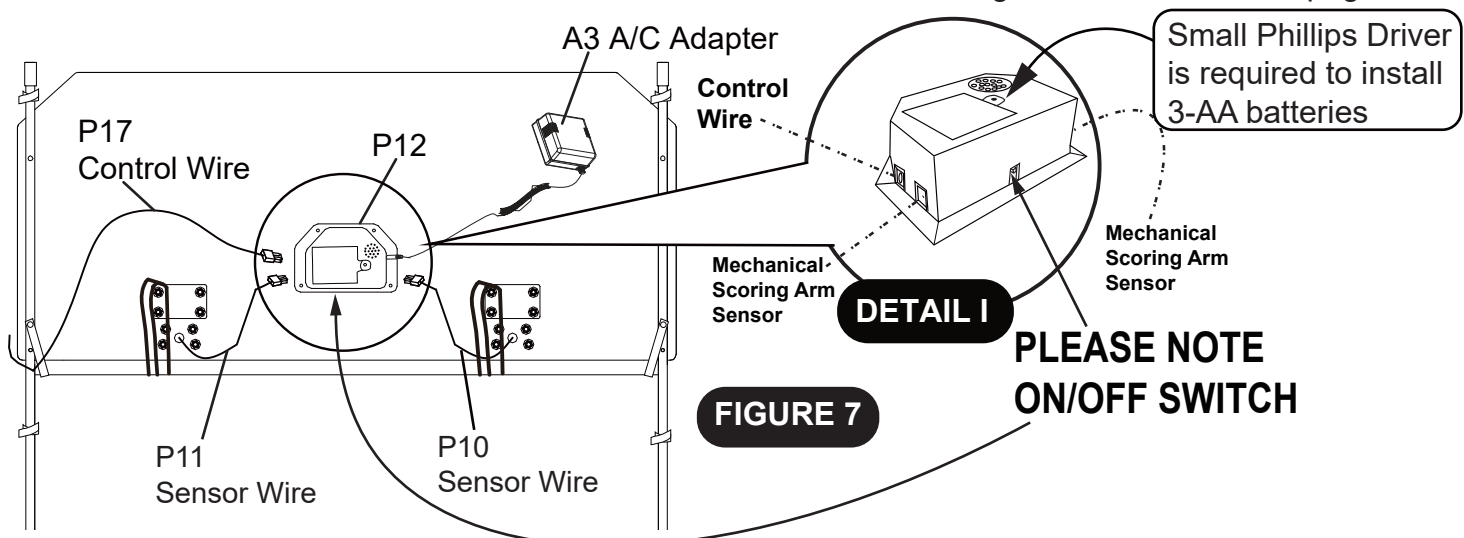
STEP 7

Connect the Sensor Wires from the **P10/P11** Mechanical Scoring Arms to the **P12** Electronic Scorer as shown in **FIGURE 7**.

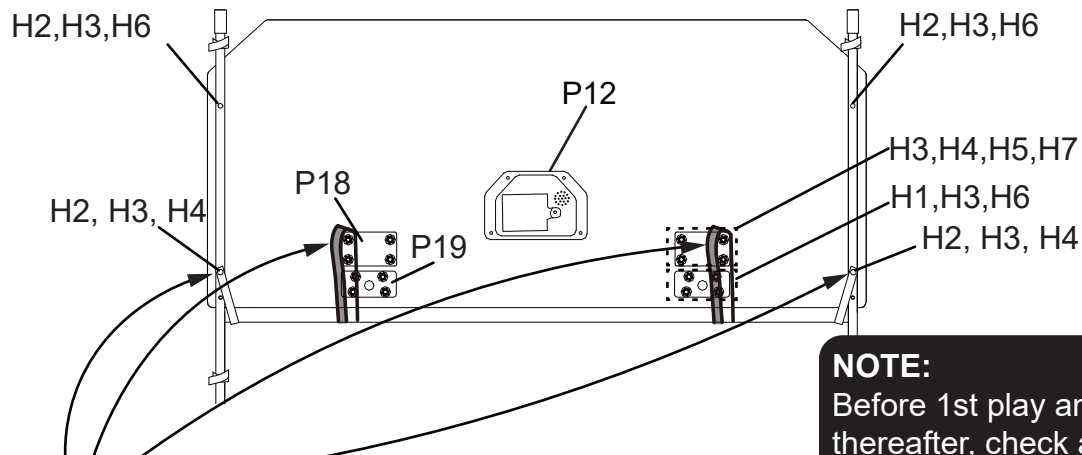
Connect the Control Wire of the **P17** Control Box to the **C12** Electronic Scorer as shown in **FIGURE 7**.

This game has Dual Power feature. You can insert 3 AA batteries (not included) into the battery compartment on the back of **P12** Electronic Scorer --- OR --- use the **A3** A/C Adapter when your shootout is close to a power source. Please remove the batteries when you are using the A/C Adapter.

See "**FIRST TIME BATTERY INSTALLATION AND NOTICE**" before installing batteries located on page 16.

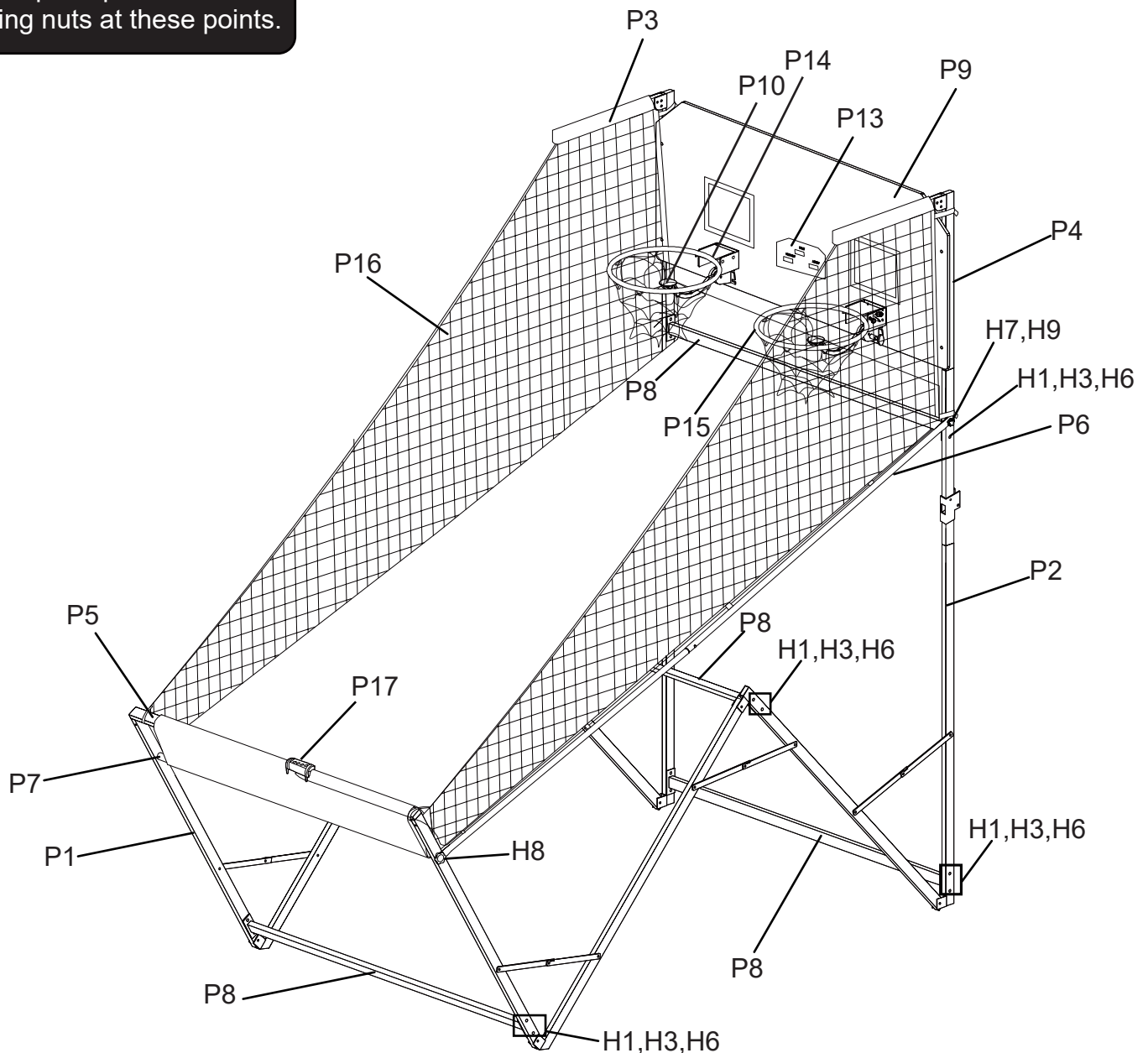


The Parts for Customer Service



NOTE:
Ramp Loops hook onto wing nuts at these points.

NOTE:
Before 1st play and frequently thereafter, check all **H4** wing nuts (10pcs) for correct tightness.



**Congratulations! You have now assembled your Double Shootout.
Please note the Care and Use instructions below.**

CARE AND USE OF YOUR SHOOTOUT

1. Product can be used in the dry **OUTDOORS** - but must be stored **INDOORS**.
2. **DO NOT** sit, climb or lean on the unit.
3. **DO NOT** drag the unit when moving it, This will damage the legs.
4. **DO NOT** place backside of this product against wall as during play, the backside of product could become damaged or your wall could become damaged.

PRODUCT PARTS LIST 45-6103FAW

KEY	PARTS	DESCRIPTIONS	QTY
H1	45-6103JLH1	M6 x 35 mm Allen Head Bolt	22
H2	45-6103JLH2	M6 x 90 mm Allen Head Bolt	4
H3	45-6103JLH3	M6 x 25 mm Allen Head Bolt	34
H4	45-6103JLH4	M6 Wing Nut	10
H5	45-6103JLH5	M6 Lock Washer	8
H6	45-6103JLH6	M6 Nylock Nut	24
H7	45-6103JLH7	M6 X 25mm Allen Head Bolt	10
H8	45-6103JLH8	M6 Plastic Knob with Bolt	2
H9	45-6103JLH9	M6 Plastic Knob	2
P1	45-6103JLP1	Left Folding Assembly	1
P2	45-6103JLP2	Right Folding Assembly	1
P3	45-6103JLP3	Left Top Backboard Tube Assembly	1
P4	45-6103JLP4	Right Top Backboard Tube Assembly	1
P5	45-6103JLP5	Front Top Ramp Tube	1
P6	45-6103JLP6	Side Support Tube	2
P7	45-6103JLP7	Front Horizontal Tube	1
P8	45-6103JLP8	Connect Tube	4
P9	45-6103JLP9	Backboard	1
P10	45-6103JLP10	Left Folding Mechanical Scoring Arm	1
P11	45-6103JLP11	Right Folding Mechanical Scoring Arm	1
P12	45-6103JLP12	Electronic Scorer	1
P13	45-6103JLP13	Electronic Scorer Face Plate	1
P14	45-6103JLP14	Left Folding Rim with Net	1
P15	45-6103JLP15	Left Folding Rim with Net	1
P16	45-6103JLP16	Ball Return Ramp Net	1
P17	45-6103JLP17	Control Box with Long Wire	1
P18	45-6103JLP18	Rim Support Plate	2
P19	45-6103JLP19	Mechanical Scoring Arm Support Plate	2
A1	45-6103JLA1	Air Pump with Needle	1
A2	45-6103JLA2	Basketball	4
A3	45-6103JLA3	A/C Adapter	1
A4	45-6103JLA4	Velcro Strap	2
M1	45-6103JLM1	Owner's Manual	1

Trouble Shooting:

Game won't turn on

1. Make sure switch on scorer is in the on position (located on back of backboard).
2. Make sure switch mechanical scoring arm wires are in the home and visitor slots on the scorer.
3. Make sure the control box wire is in the control slot on the scorer.
4. Press/hold down the on/off button on the scorer for 2 seconds to turn game on.

Game shuts off during play

1. Check the batteries. Make sure they are new batteries.
2. The batteries might be loose causing the game to shut off. Take off the battery cover on the scorer. Take a piece of paper, fold it so it fits over the batteries. Put the battery cover back on. This should better secure the batteries and prevent them from moving in any way.

General Control Box Operation

To be used any time the game has been off and is turned back on.

Please make sure switch is in the "ON" position located at the bottom of the electronic scorer on the back of the backboard.

Also, make sure batteries are good, located inside of the Electronic Scorer.

1. Press the ON/OFF button for 2 seconds to turn on.
2. Scoreboard will show "01" on the HOME side -- This is pre-set game #1 called "Beat The Time Clock".
3. Press the "Select Up" or "Select Down" buttons to select games 1 thru 8.
4. **Next -- Flow directly into the directions for games 1 thru 8 (Game Options) and follow those directions step by step for correct electronic scoring and gaming operation.**

Additional Electronic Scoring and Gaming Information:

- A. Press "Sound" to switch sound ON/OFF during a game while the clock is running.
- B. Press "Pause" to pause and then pause again to continue during a game while clock is running.
- C. Press and hold the "ON/OFF" button for 3 seconds to turn off the Electronic Scorer.
- D. Press and hold the "RESET" button for 3 seconds to return to Game Options.
- E. NOTE: If no shot is made or no button is pressed in 15 minutes, scorer will turn off automatically.

CONTROL BOX DIAGRAM



Game Options

1. Beat the time Clock

Press "PLAY" to enter game 1.

Press "UP or 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.

To go to another game, turn game off and back on, follow steps 1 thru 4 in General Control Box Operation.

2. 3 Point Beat the Time Clock

Press "PLAY" to enter game 2.

Press "UP or 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.

To go to another game, turn game off and back on, follow steps 1 thru 4 in General Control Box Operation.

3. Battle Back

Press "PLAY" to enter game 3.

Press "UP or Down" to select 2 players / 4 players.

Press "PLAY" after the number of player is selected.

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.

To go to another game, turn game off and back on, follow steps 1 thru 4 in General Control Box Operation.

4. Horse

Press "PLAY" to enter game 4.

Press "UP or 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. Scoreboard will display "next player(P2P3/P4)" and LED will flash twice in a second. After flash, next player has to duplicate the shot in the same hoop selected by first player.

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. If player keeps missing, player receives "O" followed by "R", "S", "E". The letter "E" is given, the player is out.

The first player to spell "horse" loses. Players stay in repeat step d.e.f. till game is finished.

The last player to spell "horse" wins. Press "PLAY" to restart this game.

To go to another game, turn game off and back on, follow steps 1 thru 4 in General Control Box Operation.

5. Check Point

Press "PLAY" to enter game 5.

Press "UP or 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 99 points. Press "PLAY" to restart this game

To go to another game, turn game off and back on, follow steps 1 thru 4 in General Control Box Operation.

6. Around the World

Use tape to mark the shooting lines. Press "PLAY" to enter game 6.

Press "UP or 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.

To go to another game, turn game off and back on, follow steps 1 thru 4 in General Control Box Operation.

7. Left and Right Shoot

Press "PLAY" to enter game 7.

Press "UP or Down" to select single/multiple players (P1/P2/P3/P4).

Press "PLAY" after the number of player is selected.

Press "UP or 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.

To go to another game, turn game off and back on, follow steps 1 thru 4 in General Control Box Operation.

8. One on One

Press "PLAY" to enter game 8.

Press "UP or Down" to select single/multiple players (P1/P2/P3/P4).

Press "PLAY" after the number of player is selected.

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.

To go to another game, turn game off and back on, follow steps 1 thru 4 in General Control Box Operation.

Note: 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 receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

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."

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

First Time Battery Installation:

Locate battery compartment for this product .

Use alkaline batteries for maximum performance .

Using a small Phillips head screwdriver – loosen and remove the battery compartment cover screw(s).

Remove battery compartment cover .

Install new batteries only after reading the “ Battery Information NOTICE“ !

Replace compartment cover and secure cover with the cover screw . Do not over tighten and strip out the screw .

IMPORTANT: BATTERY INFORMATION

Please retain this information for future reference. Batteries must be installed / replaced by an adult .

Notice:

1. Remove and replace batteries when the electrical features of this product work slowly or are not functional .
2. Do not mix old and new batteries .
3. Do not mix different types of batteries : Alkaline , Standard (Carbon-Zinc) , or rechargeable (Nickel-Cadmium batteries) .
4. Use Alkaline Batteries for maximum performance .
5. Do not use damaged batteries .
6. Use only batteries of the same or equivalent type as recommended.
7. Install new batteries as per matching the battery polarity guide (+ & - , positive and negative) inside of the battery compartment . Correct battery polarity installation is critical as to not damage the internal electrical components as well as insuring the correct functionality of the product .
8. Do not short circuit the battery terminals .
9. Always remove exhausted , leaking , weak , and batteries from long periods of nonuse from the product . Battery leakage and corrosion can cause damage .
10. Check the battery terminals are clean and bright before installing new batteries.
11. Dispose of old batteries safely and per local battery disposal codes .
12. Do not dispose of batteries into a fire as they may explode or leak.
13. If removable rechargeable batteries are used , they are to be charged under adult supervision .
14. Rechargeable batteries are to removed from the product before they are charged .
15. If you use a battery charger, it should be examined regularly for damage to the cord , plug, enclosure, and other parts. Do not use a damaged or malfunctioning charger until it is properly repaired.
16. Non rechargeable batteries must not be recharged .
17. Always remove batteries from this product for extended storage and or non-use .
18. Should this product cause , or be affected by, local electrical interference , move it away from other electrical equipment . Reset (switching off and back on again and or removing and reinserting the batteries) if necessary .

90 DAY LIMITED WARRANTY

This consumer warranty extends to the original consumer purchase of any ESCALADESPORTS Product (hereinafter referred as the "Product").

WARRANTY DURATION: This Product is warranted to the original consumer purchase of a period of 90 days from the original purchase.

WARRANTY COVERAGE: ESCALADE SPORTS warrants to the original Consumer Purchaser that any Product of its manufacture is free from defects in material and workmanship when used for the intended purpose under normal use and conditions. THIS WARRANTY IS VOID IF THE PRODUCT HAS BEEN DAMAGED BY ACCIDENT, UNREASONABLE USE, NEGLIGENCE, IMPROPER SERVICE, FAILURE TO FOLLOW INSTRUCTIONS PROVIDED WITH THE PRODUCT OR OTHER CAUSES NOT ARISING OUT OF DEFECTS IN MATERIAL AND WORKMANSHIP.

WARRANTY PERFORMANCE: During the above 90 day warranty period, ESCALADESPORTS shall repair or replace with a comparable model, and Product, or component thereof, which may prove defective under normal use and proper care, and which our examination shall disclose to our satisfaction to be thus defective, please contact our Warranty Dept.

1-888-996-2729 / Warranty Dept.

Or Write us at:

Escalade® Sports, Inc. - P.O. Box 889, Evansville, IN 47706

Attn: Warranty Dept.

Or E-mail us at:

gameroom@escaladesports.com

Other than shipping requirements no charge will be made for such repair or replacement of in-warranty Products. ESCALADE SPORTS strongly recommends that the Product is insured for value prior to mailing.

WARRANTY DISCLAIMERS: ANY IMPLIED WARRANTIES ARISING OUT OF THIS SALE, INCLUDING BUT NOT LIMITED TO THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE ABOVE 90 DAY PERIOD. ESCALADE SPORTS SHALL NOT BE LIABLE FOR LOSS OF USE OF THE PRODUCT OR OTHER CONSEQUENTIAL OR INCIDENTAL COSTS, EXPENSES OR DAMAGES INCURRED BY THE CONSUMER OF ANY OTHER USE.

Some states do not allow the exclusion or limitation of implied warranties or consequential or incidental damages, so the above limitations or exclusions may not apply to you.

LEGAL REMEDIES: This warranty gives you specific legal rights and you may also have other rights which may vary from state to state.