

Excalibur Electronics, Inc.
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Play games live at:
www.ExcaliburElectronics.com

EXCALIBUR



TO TAKE OUT THE CON-



1. Open the back with your thumb.



2. Remove the controller and pull out the cord up to about 9 inches.



3. Prop up the unit with the metal stand.

TO REPLACE THE CONTROLLER

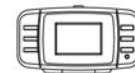


4. Wind up cords as shown.



5. Fit the controller to match the diagram on the compartment.

6. Close the compartment so that no cords can be seen.



RESETTING THE UNIT

When the unit malfunctions unexpectedly in any way, press the RESET key once to restart the unit.

AUTOMATIC POWER OFF

If no key is pressed for three minutes, the unit will automatically turn off in order to spare your batteries. Press any key to return to your last game.

SPECIAL CARE & HANDLING

- Avoid rough handling such as bumping or dropping.
- Avoid moisture and extreme temperatures. For best results, use between the temperatures of 39°F and 100°F (4° C and 38° C).
- Clean using only a slightly damp cloth. Do not use cleaners with chemical agents.

BATTERY INFORMATION

- CAUTION: BATTERIES SHOULD BE REMOVED AND REPLACED BY ADULTS ONLY.
- Your Soccer Handheld Game uses 2 AA batteries, not included.
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Do not use rechargeable batteries.
- To avoid explosion or leakage, do not dispose of batteries in a fire or attempt to recharge standard or alkaline batteries.
- Be sure to insert batteries with the correct polarities and always follow the toy and battery manufacturers' instructions.
- Remove batteries and store them in a cool, dry place when not in use.
- Always remove old and dead batteries from the product.
- Do not short circuit supply terminals.

LIMITED 90-DAY WARRANTY

EXCALIBUR ELECTRONICS, INC., warrants to the original consumer that its products are free from any electrical or mechanical defects for a period of 90 DAYS from the date of purchase. If any such defect is discovered within the warranty period, EXCALIBUR ELECTRONICS, INC., will repair or replace the unit free of charge upon receipt of the unit, shipped postage prepaid and insured to the factory address shown at right.

The warranty covers normal consumer use and does not cover damage that occurs in shipment or failure that results from alterations, accident, misuse, abuse, neglect, wear and tear, inadequate maintenance, commercial use, or unreasonable use of the unit. Removal of the top panel voids all warranties. This warranty does not cover cost of repairs made or attempted outside of the factory.

Any applicable implied warranties, including warranties of merchantability and fitness, are hereby limited to 90 DAYS from the date of purchase. Consequential or incidental damages resulting from a breach of any applicable express or implied warranties are hereby excluded. Some states do not allow limitations on the duration of implied warranties and do not allow exclusion of incidental or consequential damages, so the above limitations and exclusions in these instances may not apply. The only authorized service center in the United States is:

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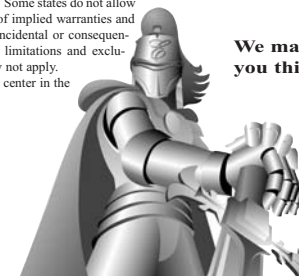
www.ExcaliburElectronics.com

Ship the unit carefully packed, preferably in the original carton, and send it prepaid, and adequately insured. Include a letter, detailing the complaint and including your daytime telephone number, inside the shipping carton.

If your warranty has expired and you want an estimated fee for service, write to the above address, specifying the model and the problem.

PLEASE DO NOT SEND YOUR UNIT WITHOUT RECEIVING AN ESTIMATE FOR SERVICING. WE CANNOT STORE YOUR UNIT!

We make you think.



Excalibur Electronics
ABC WIDE
WORLD OF SPORTS
SOCCER



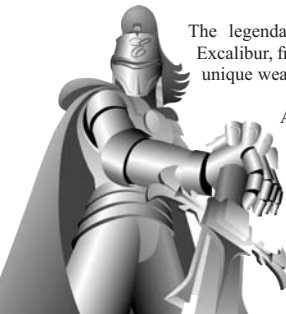
OPERATING MANUAL

www.ExcaliburElectronics.com

Model No. 332

Congratulations on your purchase of Excalibur Electronics' ABC Wide World of Sports Soccer handheld game! Now you can play a match of soccer against an opponent with the skills of a pro. Steal the ball, shoot, and score goals. Plus you can play against the computer or with a friend!

Your new ABC Wide World of Sports Soccer handheld game is easy to use, but be sure to use it safely. Before starting, please read this manual thoroughly, especially noting safety, care and battery information. Keep this manual for reference.



The legendary King Arthur brandished a magic sword, Excalibur, from which we take our company name. With this unique weapon in his hands, he could not be vanquished.

Although Excalibur Electronics can't claim the magical secrets of Merlin, King Arthur's court wizard, sometimes our patented technology may make it seem as if we could. We make you think.

INSTALLING BATTERIES

Your ABC Wide World of Sports Soccer requires two AA batteries, not included. To install the batteries, carefully turn the game over so that the unit is face-down on a soft surface. Find the battery compartment on the back of the unit. Use a small Phillips screwdriver to remove the screw. Lift off the battery compartment lid. Install the batteries, making sure to match polarity with the diagram in the compartment (+ and -). Place the tab of the battery compartment lid in its slot and close the compartment door. Replace the screw and tighten.

Please Note: For best results, always use alkaline batteries. Be sure to check the expiration date because fresh batteries will ensure uninterrupted enjoyment of the product. Remove the batteries if the product will not be used for an extended period. If the product does not perform as expected, check for proper battery charge and correct battery installation, or try a fresh set of batteries.

LAYOUT OF ABC WIDE WORLD OF SPORTS SOCCER



FUNCTIONS OF BUTTONS

ON/KICK/REPLACE - Press this button to turn on the unit, and to confirm the Options of Kicking the ball and Replacing a team member.

NEW GAME - Press and hold this button for one second to start a new game.

LEFT/RIGHT ARROWS - Press the left or right arrow to move the flashing player from left to right.

UP/DOWN ARROWS - Press the UP or Down arrow to move the flashing player either up or down. These arrows are also used to select G1 OR G2; L1, L2 OR L3; T-10, T-15, T-20.

PAUSE - Press this button to stop the game temporarily.

SOUND - Press this button to turn the melody on or off.

RESET - Press this button to reset the game.

OBJECT OF THE GAME

Just like in real soccer, the player who scores the most runs wins.

GETTING STARTED

After installing fresh batteries, turn the game on by simply pressing ON. (Note that whenever you install new batteries, you'll need to press RESET before beginning.) A demonstration screen will appear and you'll hear music. You will see "G-1" flashing on the screen,

Next press the UP and DOWN arrows to choose between Game 1 and Game 2. If you select Game-1 the icon will appear on the screen. To confirm your selection press the ON button.

Game 1-Tournament Game

If you select Game-1, the icon will appear on the screen. To confirm your selection, press the ON button. After you have confirmed your game you will see L-1 flashing on the screen. Using the arrows on the directional keypad, select L-1, L-2, or L-3. Then press the ON button again to confirm your selection. After you confirm your selection, you will see 10:00 flashing on the screen. Using the arrow buttons select T-

10:00, T-15:00, or T-20:00 to select the time you want to play. Then press the ON button again to confirm your selection. After you have finished confirming your selections you will hear the game's start-up music. At the same time, the computer will randomly generate 2 numbers to determine which side gets to kick off. The team that receives the bigger number will kick off first.

In this game you control the team in white. The computer controls the team in black. Use either the left or right directional arrows for play in this mode.

Game-2 Tournament Game

If you select Game-2, the icon will appear on the screen. To confirm your selection press the ON button. After you confirm your selection you will see 10:00 flashing on the screen. Using the keypad's arrows select the time you want to play: T-10:00, T-15:00, or T-20:00. Then press the ON button

again to confirm your selection.

After you have finished confirming your selections you will hear the games start-up music. At the same time, the computer will randomly generate 2 numbers to determine which side gets to kick off. The team that receives the bigger number will kick off first. The team that kicks off first will always wear the black shirts.

You'll see your active player flashing on screen. When your player gets the ball, move him around by pressing the directional arrows.

PLAYING THE GAME

To Control Your Player

When it is your turn to play, one of your onscreen players will start flashing. To change the selected player, press the ON button continuously. This allows you to maintain your defensive strategy when your opponent is in control

of the ball.

To Dribble The Ball

To dribble the ball, use the arrow buttons on the keypad to control and to move your team's player and the ball around the field. If you bump into your teammate or your opponent, he will automatically get the ball.

To Pass the Ball to Your Player.

Press and hold the ON/KICK/REPLACE key. At the same time, press the left, right, up or down arrow to pass the ball to your desired player.

To Intercept the Ball

When your opponent gains control of the ball, use the arrows on the keypad to move your flashing player next to your opponent. When you are next to your opponent, you will then have control over the ball.

To Shoot at the Goal

When the goal appears, press and hold the KICK button while moving your player toward the goal to shoot. In Game 1, "OK" will flash on the screen when the player kicks the ball into the goal. In Game 2, "OK" and the white head icon will flash at the

same time when the ball is kicked into the goal by the white team's player. The "OK" and the black head will flash at the same time when the ball is kicked into the goal by the black team player.

To Defend the Goal
Move your goalie up or down to catch your opponent's ball by pressing the up or down arrows..

TO REPLACE A PLAYER WITH ANOTHER TEAMMATE

An "OUT" message will flash if the ball goes across the touch line. Then a "REPLACE" message will flash on the screen. To replace another team player, press the PAUSE button and then press the REPLACE button. The "IN" message will appear and a new team player will walk in. Press the PAUSE button again to continue the game. You cannot replace more than 3 players in each match.

THROW-IN

The "OUT" message will flash if any team kicks the ball out of bounds. Then the "THROW IN" message will flash. That means the other team gets a throw-in. Using the Arrow Buttons, move toward one of your teammates to throw the ball back into play.

THE CORNER KICK

The "OUT" message will flash if a team kicks the ball over its own end line. Then the "CORNER KICK" MESSAGE will flash. Using the Directional Arrows, move toward one of your teammates to kick the ball back into play from the corner of the field.

THE GOAL KICK

The "OUT" message will flash if a team kicks the ball over the other team's end line. Then the "GOAL KICK" message will flash. You can control your goalie to move toward one of your teammates to kick the ball back into play.

THE PENALTY KICK

The "TIE" message will flash if the game is tied at the end. The result of the match will be determined by the penalty kick. When the "PENALTY BALL" message flashes, press the ON button to shoot. Each team takes turns to kick the ball. The game is over if any team scores more points than the other.