

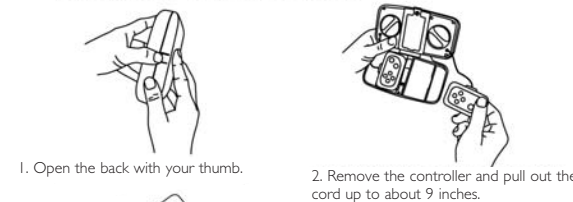
Excalibur Electronics, Inc.
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Play games live at:
www.ExcaliburElectronics.com

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

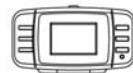


4. Wind up cords as shown.

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



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



RULES OF BASEBALL (Cont.)

2. As in real baseball, a match consists of 9 innings, divided in 2 halves. A half ends after 3 players of the team at bat are put out. The teams change sides after completion of the first half. After the second half ends, a new inning begins.

3. One strike (1S) is called on the batter if:

- a) He swings at a pitch but misses.
- b) He doesn't swing at a pitch in the strike zone.
- c) He hits a foul ball. (Note: the batter will be charged one strike per foul ball, up to two strikes.)

4. One ball (1B) is called when the batter doesn't swing at a pitch outside the strike zone. If the batter is thrown 4 balls ("Base On 4 Balls") he advances to first base.

5. One Out (1O) is called if a batter or runner is put out of play when:

- a) The batter is charged a third strike.
- b) A fly ball is caught in the air.
- c) A base is tagged for a forced

out.

6. A Home Run is scored when the batter hits a fair ball beyond the home run fence. The number of runs a team scores equals the number of runners on base plus the batter.

7. "Base on Balls" is called if the pitch touches any part of the batter's body. In this case, the batter then advances to first base.

8. When the batter hits the pitch, he runs toward first base and continues on to second, third and home if he has the chance. Other runners on base may also continue running to the next bases.

9. A runner must leave the base he's on if another runner of his team is running for that base.

10. The game ends after all 9 innings are completed. The team scoring the most runs is the winner. If both teams score an equal number of runs, the game ends in a tie. Note: The game also ends if either team scores the maximum total of 19 runs.

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 ABC Wide World of Sports Baseball 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:

Excalibur Electronics, Inc.
13755 SW 119th Ave
Miami, Florida 33186 U.S.A.

Phone: 305.477.8080
Fax: 305.477.9516

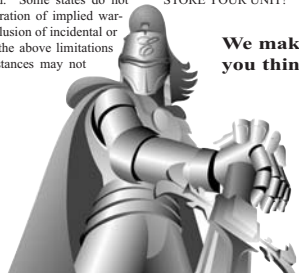
www.ExcaliburElectronics.com

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 BASEBALL



OPERATING MANUAL

www.ExcaliburElectronics.com

Model No. 334

Congratulations on your purchase of Excalibur Electronics' ABC Wide World of Sports Baseball handheld game! Now you can play America's favorite pastime any time, anywhere. You control the pitches and the swings! Even decide when to run and throw! Plus you can play against the computer or even with a friend!

Your new ABC Wide World of Sports Baseball 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 Baseball handheld game 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 (+ 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 BASEBALL



FUNCTIONS OF BUTTONS

ON/START/PAUSE: Press to turn on the unit, confirm game options, start or stop game temporarily.

NEW GAME: Press and hold for one second to start a new game.

PITCH: Press to pitch when it's your turn.

HIT: Press to bat when it's your turn.

DIRECTIONAL KEYPAD (Left/Right/Up/Down): Press the up or down arrows to select Game 1 or 2. Press the left or right arrows to pick up the ball. Press the left arrow to throw the ball to first base and force runners out. Select the up arrow for second base, the right arrow for third base and the down arrow for home base, respectively.

SOUND: Press to turn sound on or off.

RESET: Press to restart the game.

OBJECT OF THE GAME

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

GETTING STARTED

After installing fresh batteries, turn the Baseball game on by simply pressing ON. "GAME 1" will then flash on the screen. Next make your choice between playing with a friend or playing against the computer. To do this, press the up or down arrow on either directional keypad to select either Game 1 (you against the computer) or Game 2 (you against a friend), and then press the ON key again to confirm your selection. You'll see "INNING 1" displayed on your screen for a few seconds and hear music. If you've chosen to play Game 1, the one-player game, the computer will pitch at this time. If you selected to play Game 2, a two-player game, the "PITCH" icon will begin flashing, prompting the player with the right directional keypad to begin. (See directly below for more information about Games 1 and 2.) Refer to "Rules of Baseball" below for a quick summary of the game.

Game 1: One-Player's Game (You versus the Computer)

In this game you control the team in white and are at bat during the first half (top) of all 9 innings. The computer controls the team in black and is at bat during the second half (bottom) of all 9 innings. Use either the left or right directional keypad for play in this mode.

Game 2: Two-Player's Game (You versus Your Friend)

The team in white is controlled by the player with the left directional keypad and is at bat during the top of all 9 innings. The player with the right directional keypad controls the team in black and is at bat during the bottom of all 9 innings.

PLAYING THE GAME

PLAYING WITH THE PITCHING TEAM

First press PITCH, and then select the type of pitch you want to throw: fast ball, slider or curve ball.

To throw a fast ball, press PITCH once.

To throw a slider, press PITCH once while holding the left arrow button.

To throw a curve ball, press PITCH once while holding the right arrow button.

If the opponent's batter then hits a ground ball, or if a fly ball falls down on the field, use the left or right arrow buttons to have the fielder closest to the ball pick it up. (Note that the fielder closest to the ball will flash when the ball falls down beside him.) Next move the arrow buttons--left, up, right or down-- to throw the ball to 1st, 2nd, 3rd or home base in order to put opponent runners out of play or to stop them from advancing.

If the opponent's batter hits a fly ball, once it is near one of your fielders, move the up arrow to catch the ball. When the opponent's batter-runner is then forced out of play.

When opponent batter hits a

home run, he and all runners on base will keep running towards home base and score all possible runs. You can do nothing to stop them in this case.

Double plays are rare, but not impossible! First move the arrow buttons in the corresponding direction to pick up or catch the ball. Then press the right arrow to throw the ball to first base. The infielder will catch the ball and tag the base before the arrival of the batter-runner, forcing him out. Next move the up arrow immediately in order to throw the ball to second base and force another runner out. The icon "DOUBLE PLAY" will appear if you succeed.

PLAYING WITH THE BATTING TEAM

First press HIT to swing at the pitch when it arrives at the strike zone. You'll hit 4 types of balls, randomly: Ground Ball, Fly Ball, Home Run or Foul.

After the ball has been hit, your batter and all of your runners on base should immediately start running,

except if it is a foul ball. (Note that the catcher always catches the ball if the batter misses it.)

Keep on moving the directional arrows right, up, left or down in order to accelerate your batter-runner when he runs for 1st, 2nd, 3rd or home base respectively. (Note that you can accelerate only your batter-runner.)

After your batter-runner advances safely to first base, you can continue running to second base if there is still time. (You'll see the batter-runner flashing on the first base for a few seconds.) First press the right arrow button, then immediately pressing the up arrow button if you'd like to advance further.

When your batter hits a home run, both your batter and all your runners will automatically run to home base and score all possible runs.

The icon "SIDE OUT" will appear when a total of 3 players from the batting team are put out of play. At this time, the number of innings

already played will be indicated as "INNING-X" on screen. Then the teams change sides.

RULES OF BASEBALL

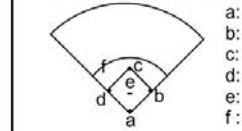
1. Just like in real baseball, the handheld game is played by 2 teams

of 9 players each. The team at bat during the first half of the first inning continues to bat during the first half of all subsequent innings. The other team will bat during the second half of each inning.

ICON INDICATORS

ICONS INDICATION:

1. Baseball Field:



- a: Home Base
- b: 1st Base
- c: 2nd Base
- d: 3rd Base
- e: Infield
- f: Outfield

2. Score Icons:



3. S-B-O Record:

- S: Number of Strike
- B: Number of Ball
- O: Number of Out

4. Other Icons: GROUND BALL:

These icons will appear accordingly at the time when the batter hits such a ball.

DOUBLE PLAY: Appears when 2 runners from the batting team are put out of on one play.

PITCH: Appears when the pitcher is ready in his place.

THROW: Appears when the ball lands down on infield or outfield.

RUN/OUT: Appears when a batter-runner or runner is running

or put out of play.

3 OUTS: Appears when a batting team has gotten a total of 3 outs.

INNING X: Indicates the number of innings played in the game.

RUNS/OUTS: Appears when a batter-runner is running or put out of play.

5. Types of Pitches: SLIDER, CURVE BALL, and FAST BALL.