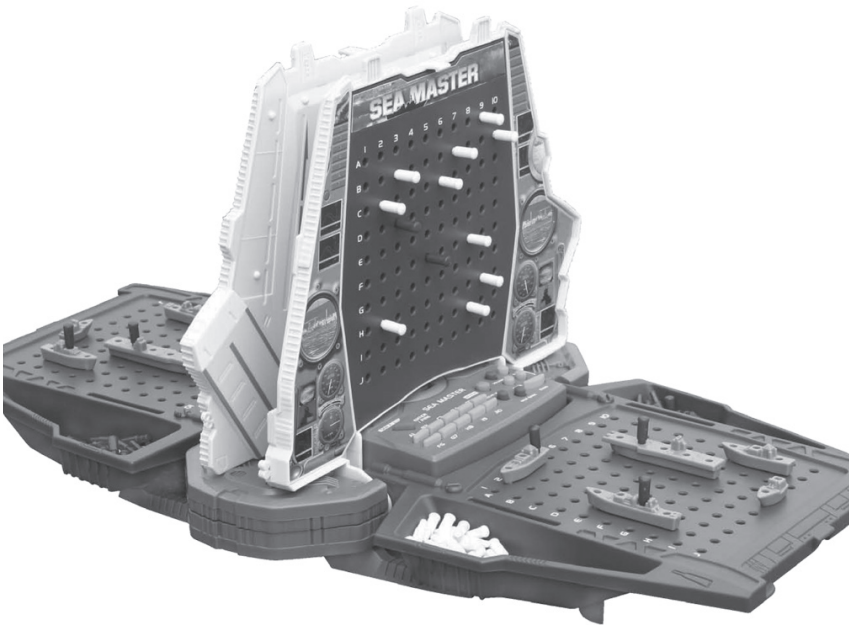


EXCALIBUR ELECTRONICS

Sea Master

Electronic Talking Sea Battle Game

User's Guide



Congratulations on your purchase of the Sea Master from Excalibur Electronics! Challenge the computer in 6 war games and against 120 preset fleet positions or take on a friend in strategic naval combat.

Please read this guide thoroughly, especially noting safety and care instruction. Keep this guide for reference.

WARNING

The ship and peg pieces supplied with this unit may be small enough to be swallowed. Please keep the ship and peg pieces out of the reach of small children.



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INSTALLING BATTERIES

1. Located on the underside of the unit is the battery compartment. Use a small Phillips screwdriver to remove the cover.
2. Insert 4 - AA batteries into the compartment, making sure to properly match the polarity (+ and -).
3. Replace the cover and screw in firmly.

If no button is pressed for several minutes, the unit will power-down to conserve battery life. Press ON/OFF to “wake” the unit.

GETTING STARTED

OBJECT

Each player has a fleet of 6 ships of various sizes, which are arranged on the “battle grid”. The players cannot see where each other’s ships are. Players take turns trying to sink their opponent’s ships by guessing a location and firing a missile at that spot. The winner is the first player to destroy his opponent’s entire fleet.

SETTING UP

After inserting four AA batteries you should hear some battle noises, followed by a spoken message. The language of the computer’s messages can be changed (see below).

Lift the two upper panels to reveal the battle grids. If you are playing with a friend, place the computer between the two players.

Each player now has two 10x10 grids in front of him. The horizontal one is the battle grid where you place your own fleet. The vertical one represents your opponent’s battle area; it allows you to record which locations you have fired at.

Notice the numbers 1-10 at the top of the grid, and the letters A-H along the left edge. Each location on the grid is identified by the letter at the end of its row and the number at the top of its column. So the top right corner is A10; the bottom left corner is J1; etc.

Above each battle area is a “keyboard”. The keyboard on one side has five extra “keys” or buttons, labelled NEW GAME, START, NEAR MISS, VOLUME and

ON/SAVE. The player who sits on this side is Player A; his opponent is Player B. If you are playing against the computer, you will be Player A.

The game is supplied with:

- A set of orange and green pegs, to record where shots have hit and missed;
- Two fleets of ships. Each player has one Aircraft Carrier (occupying 6 locations on the grid), one Cruiser (4 locations), three Frigates (3 locations), and one Gunboat (2 locations).

CHOICE OF LANGUAGE

Your computer can give its messages in one of three languages. If you want to change the language:

1. Press the button marked NEW GAME on Player A’s side.
2. Press the button marked A1, B2 and C3, one after the other. Each button produces a response in one particular language.
3. Press the button corresponding to the language that you want.
4. Press CANCEL, and continue with the game.

STARTING A GAME

Press the NEW GAME button. (The computer says, “Sea Battle.”) Press the ENTER button (also marked FIRE) on Player A’s keyboard.

After some battle noises, the computer repeats: “Sea Battle”. It gives a “high-low” sound signal, and prompts you: “Enter ships.”

Now decide where to position Player A’s

fleet. The simplest way is to choose one of the 120 standard positions listed in the table on pages 13-15. (You may also construct a position of your own – this is explained on page 9.)

When you choose a preset formation, look at the chart and place each boat at the location listed. For example, if you choose formation 29 then plug your gunboat (smallest ship) into the holes at B6 and C6. Place one frigate over the holes from D7 to F7, and plug it in – and so on.

When you are done positioning all your ships, you must now tell the computer which formation you have chosen, using Player A's keyboard:

- Input the number 29, i.e. press the button marked 2, then the one marked 9.
- Now Press the ENTER button.

The computer now gives a “low-high” sound signal, and repeats: “Enter ships”. This is a prompt to Player B. You now have a choice:

- If you want to play against the computer, press the START button. The computer positions its own fleet at random.
- If you are playing against a friend, Player B must set up his ships and enter them into the computer using Player B side keyboard. Suppose he chooses position 104. Just like Player A, Player B can choose a preset formation, place the ships as shown on the formation chart and enter the formation number into the computer.

THE BATTLE

At the start of battle, the computer gives the prompt: “Enter target.” If you are playing against the computer, you have the first shot. If two humans are playing, either of them may begin.

Using your keyboard, press the letter and the number of the location you want to fire at. Then press ENTER/FIRE. (You now hear the sound of a missile being launched.)

For example, if you want to fire at D8.

First press the button marked with the letter D.

Next press the button marked with the number 8.

Then press the FIRE button.

If your missile hits an enemy ship, there is an explosion sound and the red light between the two players flashes. To record your hit, place an orange peg in the corresponding space on the vertical grid.. If your shot misses, you'll hear a “splash” as your missile drops into the sea. Place a green peg in the space.

If you are playing against the computer, it responds automatically by firing its shot. If you are playing with a friend, the computer prompts him to enter his target, using his own keyboard.

Note: When it is your opponent's turn, your own keyboard has no effect – except that Player A may use the NEW GAME, VOLUME or ON/SAVE button at any time.

If you press the wrong button for a letter or number, you can press CANCEL and start again to enter your target.

The computer tells you whenever a ship is hit or sunk. When one of the fleets is completely destroyed, the computer plays a tune to signal the end of the game.

GAME VARIATIONS

You can play 6 types of games with your Sea Master computer.

SEA BATTLE

This is the standard type of game as described previously.

Sea Battle / Radar / Reload

There are two differences between this and the basic game:

- (a) Each time you hit an enemy ship, you have an extra shot. The computer says "Reload", and lets you fire again.
- (b) In place of any of your shots, you may use the "Radar". Press the letter and number for a location, then press the WEAPON button. The computer says "Radar", and gives a number of pings indicating the distance between this location and the nearest enemy ship.

Example 1: You press E, 3, WEAPON. The computer says "Radar", and gives one ping. This means that part of an enemy ship is within one location of E3. It could be in any space adjacent to E3 (D2, E2, F2, D3, E3, F3, D4, E4 or F4).

Example 2: You press A, 8, WEAPON. The computer says "Radar" and gives

three pings. This tells you that part of an enemy ship is within no closer than 3 spaces away (A5, B5, C5, D5, D6, D7, D8, D9, D10) There is no enemy nearer to A8.

If part of an enemy ship has been hit, that part will be ignored by your radar.

Pirate Battle

This is like game 1, but with different "background" noises. When you hit or destroy an enemy ship, the computer simply says "Pirate ship hit/destroyed" (without stating what type it was).

Pirate Attack

his is like game 3, but at each turn you have as many shots as your opponent has ships still afloat. In other words, the player who has sunk more ships has fewer shots, which means that his opponent has a chance of recovering. Each time the computer says "Reload", you fire again.

Aircraft Sea Battle

Like game 1, but until your aircraft carrier is sunk, you have as many shots per turn as your opponent has ships still in action. (The point is that while your aircraft carrier is afloat, you have a number of aircraft for your attacks. When you press FIRE, you hear the sound of an aircraft taking off.) Once the aircraft carrier is destroyed, you only have one shot per turn.

Sea Attack

Like game 1, except that each player has two kinds of special weapon: three torpedoes and three cluster bombs. To use a special weapon, select a location by pressing its letter and number, then

press the WEAPON button. If you re-press the button several times, the sounds for the available types of weapon are heard in rotation: torpedo, cluster bomb, and ordinary missile. When you hear the weapon that you want to use, press FIRE to launch it.

A torpedo hits the enemy ship which is the least number of locations distant from the selected location.

A cluster bomb hits the selected location and also the places horizontally and vertically adjacent to it.

Example: You press F, 6, WEAPON, then WEAPON again. This produces the sound of a cluster bomb. Press FIRE. This bombs the location F6, and also 4 locations next to it: E6, F7, G6 and F5.

CHOOSING THE TYPE OF GAME

Suppose, for example, you want to play "Pirate Attack":

Press NEW GAME. The computer announces the type of game currently being played.

Press NEW GAME several times. The computer announces all the game types in rotation.

When the computer says "Pirate Attack", press ENTER. This begins a new game of the chosen type.

If instead of ENTER you press CANCEL, this allows the current game to continue.

CREATING YOUR OWN STARTING POSITION

At the start of the game, you don't have to choose one of the 120 standard positions for your fleet. You can place your ships wherever you like, provided that no part of a ship is directly alongside another ship.

Begin in the usual way, with NEW GAME and ENTER. The computer gives you the prompt for player A: "Enter ships."

If you don't want a "standard" position, simply press ENTER. The computer prompts you: "Enter ship."

Plug one of your ships into its position.

Press the letter and number buttons to indicate one end of the ship. Press the letter and number for the other end. Then press ENTER.

For example, D, 8, G, 8, ENTER

The computer gives two beeps, acknowledging that your ship is "entered" (in this case a cruiser occupying the locations D8-G8).

Do the same for each of your other 5 ships.

Once Player A's entire fleet is entered, Player B receives the prompt: "Enter ships." If you want a game between Player A and the computer, press START and the battle can begin. If you want to play against a friend, player B has the same options that his opponent had:

- He can choose a “standard” position, type its number, and press ENTER; or
- He can simply press ENTER (producing the prompt “Enter ship”), then enter his ships one by one, in the way described above.

When Player B’s entire fleet is entered, the computer gives a sequence of 5 beeps, and the battle begins.

ERRORS

If you try to give an impossible position for a ship – for example A, 2, H, 8 – the computer gives an error signal (a low buzz). If you try to make an entry which conflicts with a previous entry (for instance if you press G, 1, G, 6, ENTER, when your aircraft carrier has been entered already) the computer will tell you which types of ship remain to be entered.

CANCELLING AN ENTRY

If you have “entered” a ship but then decide to cancel it, do the following:

1. Press the CANCEL button (producing a “high-low” pair of beeps).
2. Press the letter and number for one end of the ship. Press the letter and number for the other end.
3. Press ENTER. The computer gives two low beeps.

You can now reposition the ship and enter it again.

HANDICAPS

Either player may begin with less than 6 ships. If Player A presses the START button after only entering 1-5 ships, this terminates his entries. He then has two choices:

- (a) He can let Player B enter his fleet, for a game between two humans.
- (b) He can press START again, to begin a game against the computer with reduced forces on both sides: the computer always gives itself the same number and type of ships as its opponent.

If the START button is pressed after Player B has entered 5 ships, this terminates his entries and immediately starts the battle.

In a series of games between two human opponents, the winner of one game can be handicapped by starting with fewer ships in the next game.

NEAR MISS

This is a feature which helps you to discover the position of the enemy ships during the battle.

To use this feature, you must switch it on. This can be done at any time before the battle begins (e.g. when the computer is prompting you “Enter ships”). Press the NEAR MISS button. The computer responds with a double rising note. (If you press the same button again, the computer gives a double falling note, and the feature is switched off.)

When this feature is on, you will sometimes hear the enemy give an SOS signal in Morse code after you fire your shot. This means that your shot has only missed by one location (horizontally, vertically or diagonally).

VERIFYING YOUR SHIPS

The computer can remind you where you have placed your ships, as follows:

1. Press your VERIFY button. The computer gives three rapid, rising “beeps”.
2. Press the letter and the number of a location. Two high beeps tell you that this location is occupied by part of a ship. If the location is unoccupied, you will hear a high-low sound signal.

Note: Do the same for any other locations you want to check.

3. When you have finished, press VERIFY again. You can now carry on with the game.

Either player can use the “verify” feature while he is setting up his fleet (see Constructing Your Own Starting Position). You can also use this feature when it is your turn during the battle, to find out which ships have been hit by your opponent. The locations he has hit will be reported as unoccupied. You can mark them by placing orange pegs in the holes on your ships.

SOUND EFFECTS AND VOLUME

The computer has 6 volume settings. By pressing the VOLUME button several times, you can cycle through them:

- A loud “beep” means the computer will use its maximum volume, but the characteristic “background” noises will be switched “off”.
- A loud “explosion” sound means maximum volume with the background noises “on”.
- Similarly, with further presses on VOLUME, you can obtain a soft beep and explosion, and a medium beep and explosion.

SWITCHING OFF

If a game has to be interrupted, you can switch the computer off by pressing the ON/SAVE button. The computer keeps the current game in memory. When you return to the game you can carry on from where you left off.

Occasionally you may be confused by the way the computer responds. (The reason may be e.g. that you have started to “verify” your ships, or “cancel” a ship, and have forgotten to finish the operation.) To clear up the confusion, switch the computer off and on. This will cancel any unfinished operation, and the computer’s “prompt” will tell you what to do next.

RESET

If your unit should lock up or function improperly you may need to return it to its default settings. To do this, use a small, slim object such as a pen to push the button marked Reset.

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TABLE OF STANDARD FLEET FORMATIONS

Formation No.	Gunboat	Frigate	Frigate	Frigate	Cruiser	Aircraft Carrier
1	H10-I10	J1-J3	G5-I5	F8-F10	C6-C9	E1-E6
2	H2-H3	G6-G8	A8-A10	C1-E1	B2-B5	D3-D8
3	I9-I10	E10-G10	C1-C3	E6-G6	J5-J8	C5-C10
4	A8-B8	C4-C6	F1-F3	A2-C2	I3-I6	D8-I8
5	H1-I1	C6-C8	A3-A5	H6-H8	J4-J7	B2-G2
6	G7-G8	C5-E5	I5-I7	E1-E3	E7-E10	A2-A7
7	G4-H4	B6-B8	G6-G8	A2-C2	D3-D6	J4-J9
8	E1-F1	C7-E7	D9-F9	J3-J5	G7-J7	B4-G4
9	E5-E6	G5-G7	B4-D4	A8-C8	J2-J5	A10-F10
10	F6-F7	F2-F4	H10-J10	B9-D9	A3-D3	H1-H6
11	A5-B5	C3-E3	G1-I1	J6-J8	B9-E9	G3-G8
12	I3-J3	C7-E7	A10-C10	F4-F6	F9-I9	C2-H2
13	B6-C6	B3-D3	J6-J8	F1-H1	D7-D10	E4-J4
14	I8-I9	A1-A3	J5-J7	H2-J2	C5-C8	F4-F9
15	F2-F3	J8-J10	H6-H8	I1-I3	A9-D9	D2-D7
16	C3-D3	A4-A6	E2-G2	H10-J10	J5-J8	C5-H5
17	C9-C10	F1-F3	D3-D5	H8-J8	H2-H5	B7-G7
18	G1-G2	A1-C1	F6-H6	C5-E5	A3-A6	A9-F9
19	G9-G10	A6-C6	H3-J3	D3-D5	C8-F8	A1-F1
20	J5-J6	D2-D4	G4-I4	J1-J3	D8-G8	B3-B8
21	J8-J9	A6-C6	E7-G7	I5-I7	J1-J4	A3-F3
22	C1-C2	I5-I7	B7-D7	D10-F10	I1-E4	A1-A6
23	I9-J9	G4-G6	A6-C6	J2-J4	C1-F1	E3-E8
24	I1-J1	G5-I5	A6-C6	A4-C4	A2-D2	A9-F9
25	G5-H5	E9-G9	H1-J1	B4-D4	B7-E7	E3-J3
26	H4-H5	H1-J1	D1-D3	F3-F5	C5-C8	E7-J7
27	I6-I7	D1-D3	D5-D7	B1-B3	B7-B10	D9-I9
28	D10-E10	F5-H5	J8-J10	H7-H9	B7-E7	D2-I2
29	B6-C6	D7-F7	J3-J5	B1-B3	F1-I1	C4-H4
30	C4-D4	A8-C8	J1-J3	F1-F3	A1-D1	B6-G6
31	B3-B4	D1-D3	F1-F3	A6-C6	J1-J4	A8-F8
32	F9-F10	H2-J2	F1-F3	G4-I4	D3-D6	B2-B7
33	A9-B9	B7-D7	A2-C2	G7-G9	J5-J8	E1-E6
34	F9-F10	A9-C9	A1-C1	H2-J2	F4-I4	D3-D8
35	E9-E10	I3-I5	A8-A10	A3-A5	F8-I8	C5-C10
36	C4-D4	A1-A3	E10-G10	I3-I5	B6-B9	G2-G7
37	F5-F6	E1-G1	D9-F9	G3-I3	G8-J8	D2-D7
38	C5-C6	I3-I5	D2-F2	A9-C9	E6-H6	A2-A7
39	C4-D4	G8-G10	F2-H2	A2-A4	A8-D8	J4-J9
40	A7-B7	B3-D3	G9-I9	D1-F1	C8-F8	D6-I6
41	A6-A7	B3-B5	G2-G4	D1-D3	C7-F7	I4-I9
42	C9-C10	B1-D1	B3-D3	E8-G8	A6-D6	H1-H6
43	D7-E7	A3-C3	A8-C8	I2-I4	A10-D10	G3-G8
44	H10-I10	C8-C10	I2-I4	E9-G9	B3-E3	C6-H6

45	D2-D3	H8-H10	A5-C5	H1-J1	F2-F5	A9-F9
46	H7-H8	H1-J1	B1-D1	C7-E7	E2-E5	C10-H10
47	B1-C1	F8-H8	F2-F4	H10-J10	A6-A9	D2-D7
48	B2-C2	A3-A5	H8-J8	E3-G3	B7-B10	C5-H5
49	D9-E9	J6-J8	H4-H6	B4-D4	E1-H1	B7-G7
50	F3-F4	G7-I7	I2-I4	C2-E2	D4-D7	A9-F9
51	B5-C5	G4-G6	I3-I5	A3-C3	B9-E9	A1-F1
52	D10-E10	A6-C6	E6-E8	A8-C8	E1-E4	J3-J8
53	H5-I5	I7-I9	F4-F6	B2-B4	C1-F1	D5-D10
54	G6-G7	B3-D3	G2-I2	G10-I10	J5-J8	A5-F5
55	A8-B8	D7-F7	D9-F9	C4-C6	J1-J4	B1-G1
56	A5-B5	H10-J10	F5-F7	F3-H3	A10-D10	D3-D8
57	E9-E10	C6-E6	B2-B4	D1-D3	A8-D8	H5-H10
58	E4-E5	G9-I9	H3-J3	A10-C10	A1-D1	E7-J7
59	I3-I4	B7-D7	H1-J1	B2-D2	D5-G5	D9-I9
60	B1-C1	C4-E4	A7-A9	H4-H6	B6-E6	D2-I2
61	F1-G1	B1-D1	A5-A7	C10-E10	B8-E8	C4-H4
62	H3-H4	A7-A9	B1-D1	F10-H10	C4-F4	B6-G6
63	I7-I8	D2-D4	E5-G5	E10-G10	F1-I1	A8-F8
64	F2-F3	E4-E6	B10-D10	D1-D3	A4-A7	I3-I8
65	A1-B1	G7-G9	G1-I1	J3-J5	A10-D10	E2-E7
66	F4-F5	I1-I3	A10-C10	A1-C1	I6-I9	D4-D9
67	H10-I10	F8-F10	H7-J7	B8-B10	G2-J2	D3-D8
68	D8-D9	A7-A9	H9-J9	B3-B5	E1-E4	E6-J6
69	G1-H1	F4-H4	B10-D10	A2-C2	H6-H9	A8-F8
70	G7-H7	D2-D4	J4-J6	E8-E10	G2-G5	A1-A6
71	E1-F1	A10-C10	B2-B4	D8-F8	D2-D5	J3-J8
72	F1-F2	J4-J6	C8-E8	B3-D3	F9-I9	A6-F6
73	D1-D2	C4-C6	H1-J1	E7-E9	G10-J10	E4-J4
74	F9-F10	B10-D10	A4-C4	B1-D1	C6-F6	H2-H7
75	B1-C1	A3-A5	B6-D6	I4-I6	A9-D9	G4-G9
76	J6-J7	C2-E2	H8-H10	I1-I3	A6-D6	F5-F10
77	E2-F2	A5-C5	B8-D8	J3-J5	F4-F7	A10-F10
78	G9-H9	I6-I8	E3-G3	A1-C1	A4-A7	D5-D10
79	I1-J1	H9-J9	E7-E9	I4-I6	B6-B9	D1-D6
80	A7-B7	D1-D3	B9-D9	G9-I9	B2-B5	C6-H6
81	F5-F6	C2-C4	F1-F3	A2-A4	J1-J4	B8-G8
82	A4-B4	I3-I5	B6-B8	D7-F7	E1-E4	A10-F10
83	H5-I5	G8-I8	A5-A7	D6-D8	F4-F7	A2-F2
84	J6-J7	A2-A4	F10-H10	E1-E3	H5-H8	D4-D9
85	J4-J5	C7-E7	B3-D3	C5-E5	I7-I10	B1-G1
86	E1-E2	F4-F6	E9-G9	A9-C9	A3-A6	J3-J8
87	C3-D3	C1-E1	A5-A7	F6-H6	G2-J2	D5-D10
88	D3-D4	B3-B5	I1-I3	J6-J8	D6-G6	A1-F1
89	A10-B10	G8-I8	A7-C7	B2-B4	F1-I1	D5-I5
90	C7-C8	A1-C1	I1-I3	F4-F6	D3-D6	E8-J8
91	J6-J7	B8-D8	A2-A4	E1-E3	H5-H8	D10-I10
92	I4-J4	A2-C2	D10-F10	G6-I6	C5-F5	D1-I1

93	I2-J2	B7-D7	A1-C1	C10-E10	F9-I9	C3-H3
94	B1-C1	J1-J3	H8-H10	A3-C3	J7-J10	B5-G5
95	F9-F10	B5-D5	E2-G2	H1-J1	I3-I6	A7-F7
96	B6-B7	A8-A10	C9-E9	D5-F5	G7-G10	A2-F2
97	F8-F9	A2-C2	J1-J3	G5-I5	C5-C8	E2-E7
98	H4-I4	J6-J8	C1-E1	F10-H10	G2-J2	D4-D9
99	G6-G7	H8-J8	A6-C6	A2-A4	E1-H1	C4-H4
100	D8-D9	J6-J8	G2-I2	H4-H6	D3-D6	B2-B7
101	D4-E4	F5-F7	B9-D9	F1-F3	A2-D2	J5-J10
102	B7-C7	E1-E3	H1-J1	A10-C10	D8-G8	A1-A6
103	A2-A3	C4-E4	G8-G10	E1-G1	C6-C9	J3-J8
104	F3-F4	B2-D2	A9-C9	B4-D4	F1-I1	C6-H6
105	I1-J1	A4-C4	C2-E2	H6-H8	F4-I4	A9-F9
106	C2-D2	F9-H9	C8-E8	J3-J5	B4-E4	H2-H7
107	B8-C8	E1-G1	A3-C3	J5-J7	E4-E7	G4-G9
108	F2-F3	D4-D6	J4-J6	B2-B4	A10-D10	F5-F10
109	J1-J2	B2-D2	J7-J9	F3-F5	E6-E9	C4-C9
110	A3-A4	H7-J7	J1-J3	B7-B9	C5-F5	C2-H2
111	G10-H10	H4-H6	C8-E8	J4-J6	A10-D10	D1-D6
112	C8-D8	G3-I3	J4-J6	C10-E10	E1-E4	C6-H6
113	I1-J1	H10-J10	B4-D4	C6-E6	F1-F4	B8-G8
114	D7-E7	E3-E5	B5-B7	G1-G3	H6-H9	A10-F10
115	D9-D10	J1-J3	B8-B10	C4-E4	C7-F7	A2-F2
116	B8-B9	I3-I5	D1-F1	E3-G3	D7-D10	A1-A6
117	G8-H8	C1-E1	F10-H10	B4-B6	H2-H5	E3-E8
118	D1-D2	F7-F9	A10-C10	H8-H10	G2-G5	D4-D9
119	B9-C9	H9-J9	I5-I7	H1-H3	E5-E8	A3-F3
120	I9-J9	H1-J1	E8-G8	C3-E3	A1-D1	C5-C10

CARE & HANDLING

- Do not submerge in water or other liquids.
- Do not disassemble the product for any reason.
- Do not expose to extreme temperatures.
- Do not drop, throw, smash or otherwise cause physical shock.
- Clean using only a slightly damp cloth.
- Do not use cleaners with chemical agents.

BATTERY INFORMATION

- Do not short-circuit the battery terminals.
- Do not use rechargeable batteries.
- Do not mix old and new batteries.
- Remove exhausted batteries.
- Batteries should be installed and replaced by an adult only.
- Remove batteries when not in use.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.

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.

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.

90-DAY LIMITED 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 below.

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. 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 LIMITED 90-DAY WARRANTY 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.

NOTE: Please do not send your unit without first receiving an estimate for servicing from EXCALIBUR ELECTRONICS, INC. Contact us before sending your unit. We cannot store your unit!

Excalibur Electronics, Inc. reserves the right to make technical changes without notice in the interest of progress.

NOTES

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Please Visit Us @ www.ExcaliburElectronics.com



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