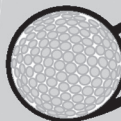




GOLF

ELECTRONIC HANDHELD



Excalibur
ELECTRONICS INC.
Model No.: 206

Congratulations on your purchase of Fox Sports Golf from Excalibur Electronics. This hand held game can help you understand golf and cut your strokes before you get to the course.

It offers lots of enjoyment whether you're traveling on a long road trip, or just trying to pass the time.

The game accommodates one or two players, so you can play the computer, or against a friend. Read the manual thoroughly to ensure you understand the product and how to play for maximum enjoyment.

So grab a club and a few balls, let's make a tee time!

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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!

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BATTERY INSTALLATION

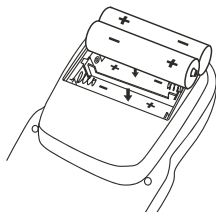
Your Fox Sports Golf game requires 2-AA batteries. Follow the steps below to install them.

1. Turn the game over so the top side is face-down on a soft surface. You will see the battery compartment at the top.
2. Remove the screw using a small Phillips screwdriver.
3. Lift off the battery compartment lid.
4. Install the two batteries carefully matching the polarity (+ and -) with the diagram inside the battery compartment.

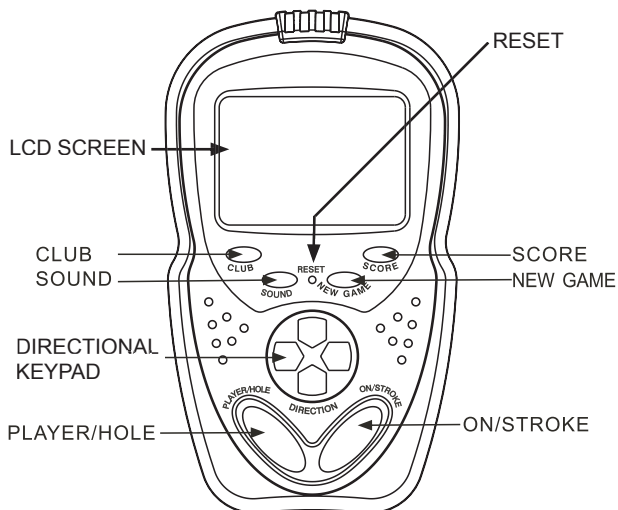
5. Place the tabs of the battery compartment into their slots, and snap the compartment door into place.

6. Screw the lid shut.

7. Press the **RESET** button using a small pointed object after new batteries are installed.



FOX SPORTS GOLF layout



BUTTON FUNCTIONS

ON/STROKE: Press to start the Power Meter during a game. Press a second time when the meter reaches the desired power level.

CLUB: Allows you to choose specific clubs for play.

SOUND: Press to turn sound on or off.

DIRECTIONAL KEYPAD:

Allows the following swings:

Straight - default swing type.

Slice - a swing that causes the ball to curve to the right.

Hook - a swing that causes the ball to curve to the left.

PLAYER/HOLE: Press to choose number of players or to choose a particular hole to practice on.

SCORE: Press to display the score.

NEW GAME: Press to begin a new game.

RESET: Press to reset the unit in the event of a malfunction.

GAME OBJECTIVE

The objective of each game is to complete the 18 holes in the fewest strokes.

BASIC UNIT OPERATION

1. Press **ON** to start the game.
2. Press **ON** to stop the demo, (if you wish).
3. Press **NEW GAME** to select any of the three play modes, (**PRACTICE**, **SKIN** and **TOURNAMENT**). *The game's name shows in the lower left corner of the screen.*
4. Press **ON** to confirm the choice.
5. Press **NEW GAME** for two seconds to select another mode during a current game.

GAME MODES

There is one mode for **PRACTICE**, and there are two game modes: **SKIN** and **TOURNAMENT**. Two players can play **SKIN** and 1 or 2 players can play in **TOURNAMENT** mode.

Practice Mode

This game is for beginners. Follow these steps to practice.

1. Press **HOLE** to select the holes you wish to play (1 – 18).
2. Press **ON** to confirm. The hole and the par number flash on screen.
3. Press any of the **DIRECTION** buttons to select **STRAIGHT**, **HOOK**, or **SLICE** to control the shot's accuracy.
4. Press **CLUB** to select a club, or you can allow Fox Sports Golf to automatically select a club for you.
5. Press **STROKE** to swing.
6. Press **SCORES** to view the total strokes.

NOTE: If your score for the hole is above or below par, a (+) or minus (-) will be displayed.

Skin Mode

This is a game for 2 players. The object is to win with the fewest number of strokes. Each hole is worth \$1000. Players must complete each hole. The player who completes each hole with the least number of strokes wins the skin. The player with the most Skins at the end of 18 holes wins the game.

To play, follow steps 3 - 6 provided in the **PRACTICE** game instructions avoided.

Tournament

One or two players can play this game.

1. Press **PLAYER** to select the number of players.
2. Then follow the rules of stroke play. Simply complete all 18 holes in fewer strokes than the other player.

YOUR SWING

The computer will show a mark on the Stroke Power Meter (lower right of LCD screen), as a suggestion.

1. Press **STROKE** once. The power meter begins to fill.
2. Press **STROKE** again as the power meter reaches its mark.

If you miss, try again until the ball goes into the hole. Once you sink the put, move on to the next hole.

NOTES:

The game's suggestion does not account for the wind conditions. You must control the power when you swing by pressing the **STROKE** button once to start the meter, and a second time to stop the meter

at the desired power level.

To simulate a real golf course, the wind condition will display on the screen and will change frequently.

GROUND CONDITIONS

- There are different ground types for each hole. They are: **FAIRWAY**, **ROUGH**, **BUNKER**, **WATER**, **LEFT** and **RIGHT SLOPE** and **OB (OUT of BOUNDS)**.
- The display shows the ground conditions when your ball hits the ground.
- Adjust your club selection based on the type of ground your ball lands on.

CHART 1 will help you to select the appropriate club.

CHART 1

Ground Conditions	Club	Effect on the shot distance
Green	PT only	Unchanged
Fairway	Any club	Unchanged
Rough	Any club	10% less
Bunker	SW	Unchanged
	1W,2W,3W	15% less
	3I,4I,5I,6I,7I,8I,9I,PW	20% less
Left/Right	PW	Unchanged
Slope	Other clubs	15% less
OB	--	1 Stroke penalty
Water	--	1 Stroke penalty

CLUBS

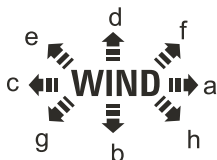
Club	suitable for	Swing power
1 Wood	230-270 yds	27 yds per bar
3 Wood	200-230	23
4 Wood	190-210	21
3 Iron	180-200	20
4 Iron	150-170	17
5 Iron	140-160	16
6 Iron	130-150	15
7 Iron	120-140	14
8 Iron	110-130	13
9 Iron	100-120	12
Pitching Wedge	50-110	11
Sand Wedge	0-50	5
Putter	--	1

HOLES SETTING

HOLE	PAR	YARDS	HOLE	PAR	YARDS
1	4	364	10	4	385
2	4	336	11	4	357
3	3	175	12	4	273
4	4	406	13	5	525
5	3	196	14	4	294
6	3	210	15	4	315
7	4	392	16	5	476
8	5	483	17	4	378
9	3	182	18	4	238

SWING DIRECTION & WIND

- Each player selects one of 3 swing directions: **STRAIGHT**, **HOOK**, or **SLICE**.
- Before making a selection, you must consider the wind direction.
- The shot distance will only be affected by the wind if it is over 20 yds.
- The LCD depicts the wind conditions in the manner shown here.



Remember, the wind condition will change frequently.

Wind	Direction	Straight	Hook	Slice
WIND	No wind	0	-1	-1 yds
a	Wind from the east	-3	0	-4
b	Wind from the south	-4	-3	-3
c	Wind from the west	-3	-4	0
d	Wind from the north	+4	-2	-2
e	Wind from the north west	-1	-5	+1
f	Wind from the north east	-1	+1	-5
g	Wind from the south west	-2	-6	-1
h	Wind from the south east	-2	-1	-6

Swing	Ground	
Direction	Condition	Effect on shot distance
Slice	left/right slope	unchanged
Straight	left/right slope	less 10%
Hook	left/right slope	less 20%

PENALTIES & SCORES

- Out of Bounds will cost 1 penalty stroke.
- Water hazard will cost 1 penalty stroke.
- Failure to swing – no penalty
- Press **SCORES** to view scores.

AUTO POWER OFF

The game will shut down after 3 minutes of sitting idle. Press **ON** to resume.

RESET THE GAME

If the game malfunctions, press the **RESET** button using a small pointed object. Sometimes your unit may “freeze up” or function improperly because of static electricity. When this happens, press the **RESET** button.

BATTERY INFORMATION

- Your Fox Sports Golf game uses 2-AA batteries.
- Insert batteries using the correct polarity.
- Only batteries of the same or equivalent type as recommended are to be used.
- Do not mix new and used batteries.
- Remove exhausted batteries from the unit to avoid leakage.
- Do not short-circuit the supply terminals.
- Do not recharge non-rechargeable batteries.
- Remove rechargeable batteries from the toy before charging.
- Rechargeable batteries are only to be charged under adult supervision.
- Keep the package as it contains important information.

SPECIAL CARE AND HANDLING

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

90-DAY LIMITED WARRANTY

EXCALIBUR ELECTRONICS, INC., warrants to the original customer 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 in this booklet.

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 reach of any applicable express or implied warranties are hereby excluded. Some states do not allow limitation on the duration of implied warranties and do not allow exclusion of incidental or consequential damages, so the above limitation 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 USA
305.477.8080
305.477.9516 Fax
www.ExcaliburElectronics.com

SHIPPING YOUR UNIT TO EXCALIBUR ELECTRONICS, INC.

- Ship the unit carefully packed, preferably in the original carton, and send it prepaid and adequately insured.
- Include a detailed letter with the following:
 - o the specific complaint
 - o your daytime telephone number
 - o your address

EXPIRED WARRANTY

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.



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Play games live at:
www.ExcaliburElectronics.com

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