

**Excalibur Electronics, Inc.**  
13755 SW 119th Avenue,  
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Phone: 305.477.8080  
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Play games live at:  
[www.ExcaliburElectronics.com](http://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

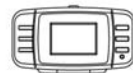


4. Wind up cords as shown.



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

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



## 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 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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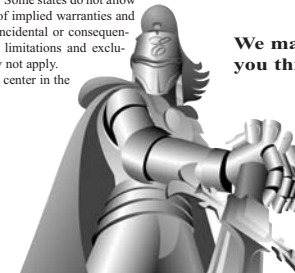
[www.ExcaliburElectronics.com](http://www.ExcaliburElectronics.com)

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 TENNIS



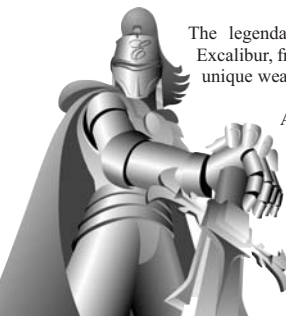
## OPERATING MANUAL

[www.ExcaliburElectronics.com](http://www.ExcaliburElectronics.com)

Model No. 333

Congratulations on your purchase of Excalibur Electronics' ABC Wide World of Sports Tennis! Now you can play an exciting match against an opponent with the skills of a pro. You can play against the computer or even with a friend!

Your new ABC Wide World of Tennis 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.

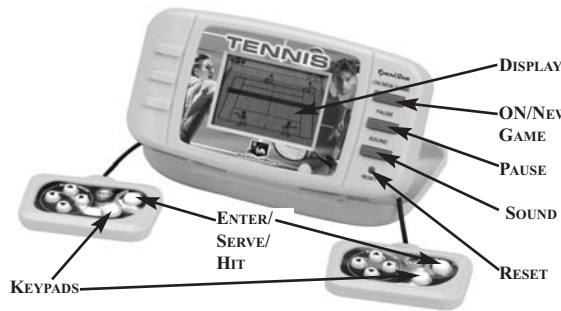
Although Excalibur Electronics can't claim the magical secrets of Merlin, King Arthur's court wizard, sometimes our patented technology may make it seem as if we could.

We make you think.

## INSTALLING BATTERIES

Your 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 -) with the diagram in the compartment. Place the tab of the battery compartment lid in its slot and close the compartment door. Replace the screw and tighten.

LAYOUT OF ABC WIDE WORLD OF SPORTS TEN-



## FUNCTIONS OF BUTTONS

**ON:** Press to turn on the unit.

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

**ENTER:** Press to confirm or start the game.

**UP/DOWN ARROWS:** Press to select a game or level.

**SERVE/HIT:** Press to deliver the ball.

**KEYPAD:** Move up or down to select a game or level.

**SOUND:** Move your player to the left, right, forward or backward.

**PAUSE:** Press to turn sound on or off.

**RESET:** Press to stop game temporarily.

## GETTING STARTED

There are three games in this unit:

**Game 1**  
1 PLAYER SINGLES  
(You Vs The Computer)

**Game 2**  
2-PLAYERS SINGLES  
(You Vs Your Friend)

**Game 3**  
2-PLAYERS DOUBLES  
(You & Your Friend Vs 2 Computer Players)

In game 1, you can select 1-15 levels; in game 2 and 3, you can select One-Round Match or Three-Round Match.

After you insert new batteries, press the **ON** button to turn on the unit. Press the **ENTER** button to enter game mode. You will see "G-1" onscreen. Use the

keypad's up or down buttons to select game 2 or 3. If you select game 1, press the **ENTER** button to confirm. You will see "L=01" onscreen. Press the up or down arrows to select difficulty levels 1 to 15.

Press **ENTER** to begin playing. You will always be the white player and serve first. After the first game, the players will change sides of the court. The message "CHANGE ENDS" will appear.

If you select game 2 or 3, press **ENTER** button to confirm. The 2-PLAYERS icon will appear onscreen. Press the **UP** or **DOWN** arrows to select One-Round match or Three-Round matches.

Press the **ENTER** button to begin playing. In game 2, player 1, with the left controller, controls the white player and player 2, with the right controller, controls the black player. In game 3, you and your friend use each of the left and right keypads to control the white players.

## PLAYING THE GAME

### GAME 1

After you turn on the unit, the message "WORLD CUP TENNIS, YOUR RANK IS SIXTEEN" will be scrolling onscreen. Your rank position will depend on the match result and the levels you select to play. There are 6 games in each match. Use the directional arrows on the keypad to

control the player's position on the right service court. Then press the **SERVE/HIT** button to serve the ball. You should hit the ball over the net into the opposite service court, or within any line bounding this court. Just as in real tennis, you will make your next serve from the left service court.

### GAME 2

In game 2, the player can select One-Round or Three-Round matches. In a One-Round match, the game rules are the same as Game 1. In Three-Round game, the match consists of three sets. If one side wins two out of three sets, the match is over. Before each set starts, the message "SET 1," "SET 2," or "SET 3" will appear onscreen.

### GAME 3

The game rules are the same as Game 1. In this game, the player with the right keypad will serve first in the first game of each set and the computer serves the ball in the second game. The player with the left controller serves in the third game; the computer serves in the fourth game, and so on.

## SCORING

There are 6 games in a match. The player who wins 6 games first wins a "SET."

(A player must win a set by two games. So if a set is tied 5 games to 5, the set continues until a player wins two games more than his opponent.)

If a player wins his first point,

his score is 15; on winning his second point, his score is 30; on winning his third point, his score is 40; on winning his fourth point he has won the game. The score of each point will be scrolling onscreen. A player must win a game by two points. If each player has scored three points (40-40) the score is then called "deuce." If a player then scores 2 points consecutively, he wins the game. (The message "DEUCE-A" (advantage) will appear on-screen when any player scores the next point after deuce.)

## 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.