



SOCCER

ELECTRONIC HANDHELD



OPERATING MANUAL
Model No.: FX201

EXCALIBUR
ELECTRONICS, INC.

Congratulations on your purchase of Fox Sports Soccer from Excalibur Electronics. This hand-held game can deepen your understanding, and enhance your enjoyment of soccer.

It offers hours of enjoyment for road trips and rainy days.

Fox Sports Soccer accommodates one or two players, so you can play against the computer or against a friend.

Read the manual thoroughly to ensure that you understand the product and how to play for maximum thrills.

Who will be first to score a GOAL? Press the **START** button and let's begin to play!



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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

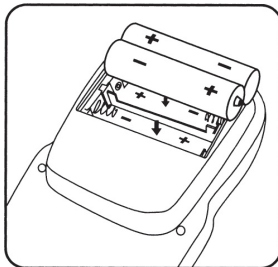
Your Fox Sports Soccer game requires 2 AA batteries. Follow the steps below to install the batteries.

1. Turn the game over so the topside 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.

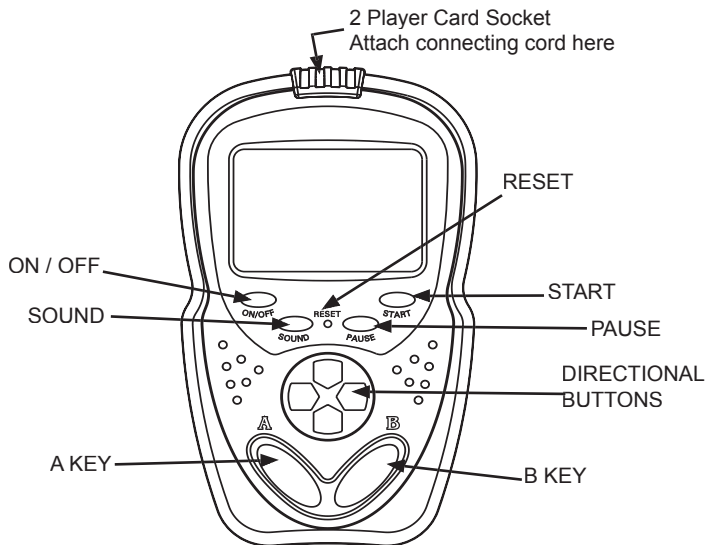
5. Place the tabs of the battery compartment into their slots, and snap the compartment door into place.

6. Screw the lid shut.

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



FOX SPORTS SOCCER LAYOUT



BUTTON FUNCTIONS

ON/OFF: Press firmly to turn unit on or off.

START: Starts the game.

PAUSE: Momentarily halts the game. Press **START** to continue the game.

SOUND: Press to turn sound on or off.

A: On offense press the **A** key to shoot the ball when near the goal. On defense press **A** to steal the ball.

B: Press the **B** key to pass the ball on offense, or to switch players on defense.

RESET: Press to clear malfunctions or to reset the game as desired.

DIRECTIONAL PAD (Up, Down, Left and Right as below).

UP: Press to move player up.

DOWN: Press to move player down.

LEFT: Press to move the player left.

RIGHT: Press to move the player right.

RULES & SCORING

- The game is set to one-player mode by default.
- For two-player mode, the player who presses the **START** key first after the units are connected and simultaneously turned on will control the team in white. The team in black always gets the ball first.
- Each team has three players.
- Each match lasts approximately six minutes.

Follow the timer in upper right quadrant of the screen.

- The game will end when the time has expired, or when one team has five more points than the other.
- If the score is tied after time runs out, an additional two minutes of play time will be added.
- The offensive players begin at the bottom of the screen.
- If a team wins five matches in a row, a trophy will be awarded. The next match will be at a faster speed.

IF NO KEY IS PRESSED FOR 12 SECS AFTER TURNING ON THE UNIT, A DEMO SCREEN WILL SHOW. THE GAME GOES INTO SLEEP MODE AFTER 3 MINS OF NON-PLAY. PRESS THE ON/OFF KEY TO RESTART.

HOW TO PLAY

Follow the steps below to get started.

1. After inserting new batteries, press the **RESET** key to turn the unit on.
2. Press the **START** button to begin the game. *The active player flashes on screen.*
3. Press the directional/arrow keys to control your player's movement.

Offense

1. To pass you must first hold down the **B** key and then choose the direction you wish to pass by pressing **LEFT**, **RIGHT**, **UP**, or **DOWN** on the directional pad.

- For example:** if a team member is located at the right, press and hold the **B** key. Then press the **RIGHT DIRECTIONAL** key to pass the ball to your team member.
2. Press the **A** key to shoot the ball when the player approaches the goal.

Defense

1. Press the directional key to block the offense.
2. To steal the ball, approach the player with the ball and press the **A** key.

Goalkeeper

1. Press the **LEFT** and **RIGHT** keys to control the goalkeeper.

TWO-PLAYER MODE

1. Turn both units off.
2. Connect both units with the two-player connection cord. Be sure to insert the cord in the right direction.
3. Press the **ON/OFF** key to turn the units on.
4. Press **START** on either of the two units to start the 2-player game.

NOTE: The person who presses **START** first will begin play in the white uniforms.

TROUBLESHOOTING

Press the **RESET** button on the front using a small pointed object if the game malfunctions.

BATTERY SAFETY

- 2-AA batteries not included.
- Do not use rechargeable batteries.
- Do not mix old and new batteries.
- Do not mix alkaline, standard or rechargeable batteries.
- Battery installation should be done by an adult.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries should be removed from the
- Battery installation should be done by an adult.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries should be removed from the toy before being charged (if removable).
- Rechargeable batteries are only to be charged under adult supervision (if removable).
- Only install batteries of the same type and polarity.
- Remove dead batteries from the toy to prevent leakage.
- Do not short-circuit the supply terminals.

FCC REGULATIONS

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 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 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.*

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 degrees F and 100 degrees F (4 degrees C and 38 degrees 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 breach 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
Phone: 305.477.8080
Fax: 305.477.9516
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*