

WARNINGS AND PRECAUTIONS

A very small portion of the population have a condition which may cause them to experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching certain television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition.

If you or anyone in your family has experienced symptoms linked to an epileptic condition (e.g. a seizure or loss of awareness), immediately consult your physician before using any video game.

We recommend that parents observe their children while they play this game. If you or your child experiences any of the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation or convulsions, discontinue use immediately and consult your physician.

FOLLOW THESE PRECAUTIONS WHENEVER USING PLUG & PLAY KICKBOXING:

- When using your PLUG & PLAY KICKBOXING system do not sit or stand too close to the television screen. Play as far back from the screen as possible.
- Do not play if you are tired or need sleep.
- Always play in a well-lit room.
- Be sure to take a 10 to 15 minute break at least every hour while playing.

REPETITIVE STRAIN WARNING

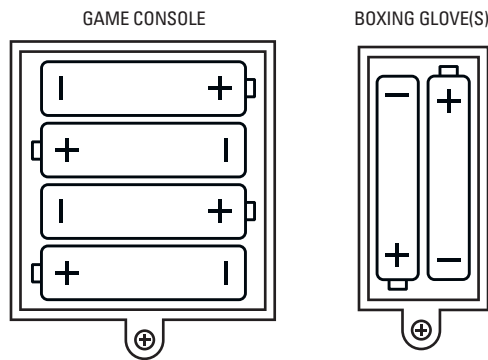
Some people may experience fatigue or discomfort after playing for long periods of time. Always take a 10 to 15 minute break every hour of play. If hands or arms become tired or you experience discomfort, stop immediately and rest. If you experience repeated soreness or discomfort during or after play, consult a doctor. Failure to do so may result in long-term injury. Consult a doctor before playing if your hands, wrists, or arms have been previously injured or strained in other activities, as this system may aggravate the condition.

HARDWARE PRECAUTIONS/ MAINTENANCE

1. Do not disassemble or try to repair your PLUG & PLAY KICKBOXING system or any of its components. Doing so voids your warranty.
2. Always switch off the PLUG & PLAY KICKBOXING system before connecting to your TV.
3. Do not store your PLUG & PLAY KICKBOXING system in a humid place, on the floor or in any location where it may collect dirt, dust, lint, etc.
4. Do not drop, hit or otherwise abuse your PLUG & PLAY KICKBOXING components.
5. Make sure all connections to the PLUG & PLAY KICKBOXING system are made carefully and inserted into the correct input jacks.
6. Always hold plug straight when inserting into or removing from input jack.
7. When disconnecting any plugs from the PLUG & PLAY KICKBOXING system, first turn the unit off, then carefully pull out the plug from the tip rather than from the cable as this may cause damage to the cable. Do not step on, sharply pull or bend wires and cables.
8. Do not expose the PLUG & PLAY KICKBOXING components to extreme heat or cold. Your PLUG & PLAY KICKBOXING may not work when the temperature is too high. Take care not to expose your PLUG & PLAY KICKBOXING components to direct sunlight for extended periods of time.
9. Do not spill liquid on your PLUG & PLAY KICKBOXING components. To clean your PLUG & PLAY KICKBOXING components, use a soft slightly damp cloth. Always allow all the components to dry completely before using again.
10. Do not rapidly turn the power switch on and off, as this may shorten the life of the batteries.
11. For the best game image, look directly at the display on your TV screen and only operate in good light.

BATTERY REQUIREMENTS

Game console requires 4 "AA" 1.5V batteries (not included).
Each boxing glove requires 2 "AAA" 1.5V batteries (not included).
Each kick sensor requires one 3V button cell battery (included).



BATTERY WARNING:

- Do not mix alkaline, standard (carbon-zinc) and rechargeable batteries (nickel-cadmium).
- Do not mix old and new batteries.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the unit before being charged (if removable).
- Rechargeable batteries are only to be charged under adult supervision (if removable).
- Exhausted batteries are to be removed.
- The supply terminals are not to be short-circuited.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.

CE0197



WARNING:
CHOKING HAZARD - Small Parts.
Not for Children under 3 years.

EXCALIBUR
ELECTRONICS, INC.

Excalibur Electronics, Inc.
13755 SW 119th Avenue • Miami, FL 33186
Tel: 305.477.8080 • Fax: 305.477.9516 • www.ExcaliburElectronics.com
Actual product may differ slightly from photograph.

PLUG & PLAY KICKBOXING

16-Bit Video Gaming System



INCLUDES
WIRELESS
BOXING
GLOVES
PLUS 2 KICK
SENSORS!



INSTRUCTION MANUAL

EXCALIBUR
ELECTRONICS, INC.

MODEL VR20

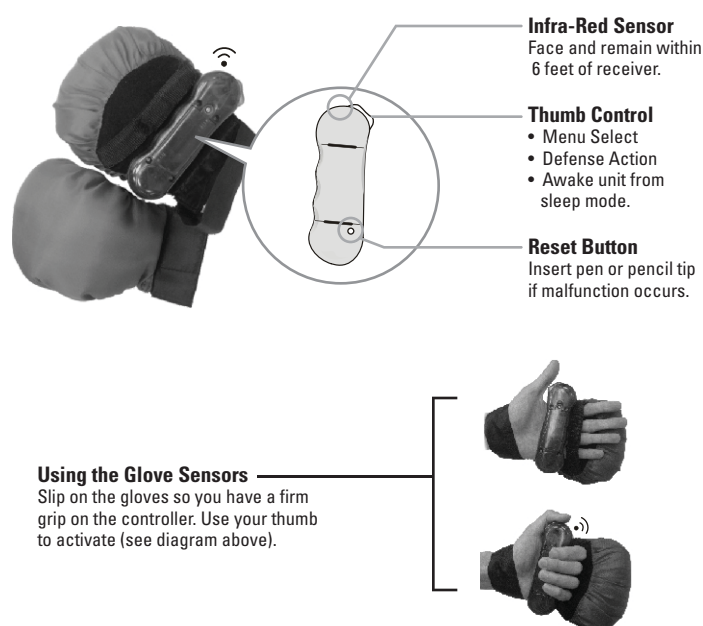
KICKBOXING GAMING SYSTEM FUNCTIONS

Congratulations on your purchase of the Excalibur Electronics' PLUG & PLAY KICKBOXING 16-Bit Video Gaming System. Please take a few moments to read through this Instruction Manual to familiarize yourself with the many functions and features. This set includes a Game Receiver (including AV cable), 2 Punch Gloves and 2 Kicker Sensors.

GAME RECEIVER



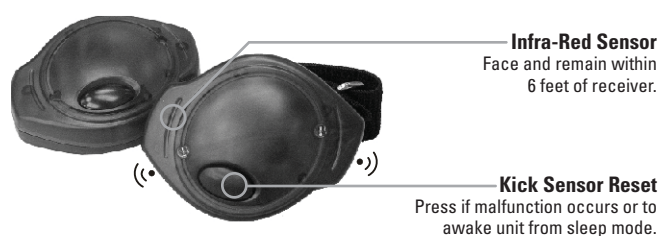
WIRELESS BOXING GLOVE SENSORS



Using the Glove Sensors

Slip on the gloves so you have a firm grip on the controller. Use your thumb to activate (see diagram above).

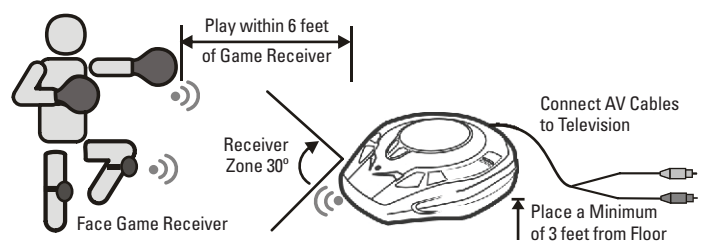
WIRELESS KICK SENSORS



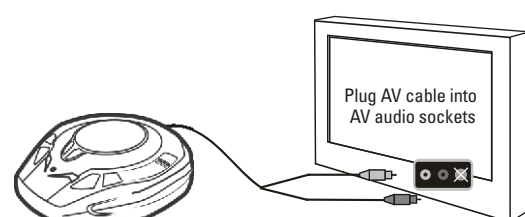
Using the Kick Sensors

Wear the kick sensor in a comfortable place anywhere between the ankle and the knee.

SET UP



CONNECTING TO YOUR TELEVISION



HOW TO PLAY

DEFENSE

Press the button on the glove controller to defend a challenger's attack. Press the button on the left or right glove to defend a corresponding attack. Hold down both buttons to defend against a frontal attack. Your red power level will not decrease while defending yourself against attack. Your power level will decrease upon successful hits from your opponent. The match is lost when your power level is depleted.

OFFENSE

Punch or kick your opponent with your actual real time body motion. Your red power level bar will decrease with each hit you receive from your challenger. Your blue power level will increase with each successful hit you land on your opponent.

POWER PUNCH

Once your blue power level is full your on screen gloves will turn to fire gloves and you can Power Punch continuously for 3 seconds.

WINNING THE GAME

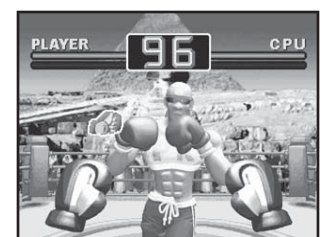
Each match has 3 rounds; win 2 out of 3 rounds and move to the next level.

PLAY MODES

To start a game you must first choose 1 of 3 modes; Training, Free Fight or Arcade. Press Select to choose the mode you wish to play. Press Reset to return to this screen at any time.

TRAINING MODE

Illustrations will be shown in sequence, to teach you how to box. No power deductions occur during attack, kicking or defense training practice.



FREE FIGHT MODE

In this mode, you select a challenger from on screen profiles. At the end of a match you can re-challenge the same opponent or choose a new opponent.



ARCADE MODE

In this mode you fight against 4 challengers in sequential matches around the world. A Champions Belt will be awarded to players according to their performance. Players are ranked as Bronze, Silver or Gold. When you have beaten all challengers you are awarded the Gold Champion Cup and win the game.

