

MadLibs

Operating Manual

EXCALIBUR

ELECTRONICS



Model No: 398

www.ExcaliburElectronics.com

Congratulations on your purchase of Excalibur Electronics' MadLibs Handheld Game! Now you can enjoy hours of fun as you create stories on your own, or with a group of friends. Be creative as you fill in the blank words and you'll discover how screamingly funny, shocking, silly, crazy, or just plain dumb these stories turn out, once you complete each one of them! Before starting, please read this manual thoroughly, paying special attention to safety, care, and battery information. Remember, 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. MadLibs is another unmatched innovation of Excalibur Electronics.

We make you think.

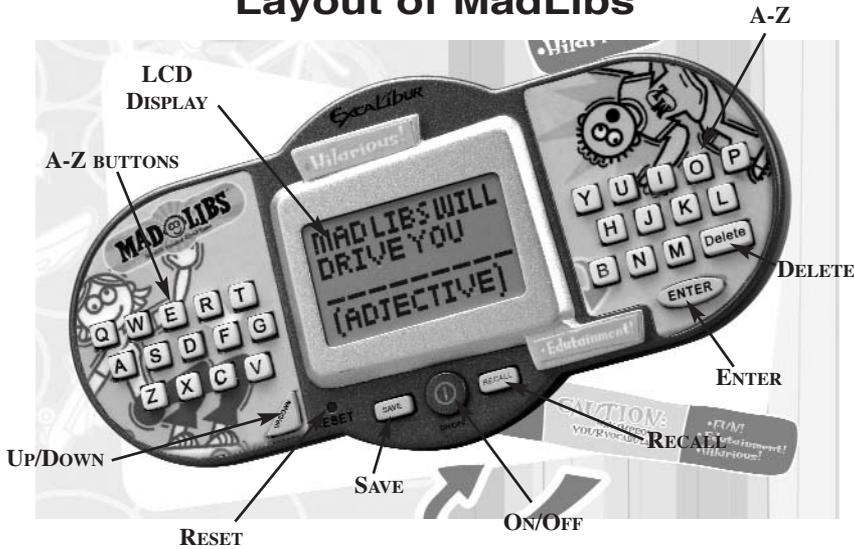
Battery Information

Your MadLibs Handheld Game requires two AAA batteries, not included. To install the batteries, carefully turn MadLibs 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 -). Place the tab of the battery compartment lid in its slot and close the compartment door. Replace the screw and tighten.

Please Note: For best results, always use alkaline batteries. Be sure to check the expiration date because fresh batteries will ensure uninterrupted usage and enjoyment of your game. Remove the batteries if you're not using the game for an extended period. If the game does not perform as expected, check for proper battery charge and correct battery installation, or try a fresh set of batteries.

MadLibs may lock up due to static discharge. If this should happen, use a ballpoint pen to press the button marked "RESET" on the front of the unit.

Layout of MadLibs



Function of Buttons

ON/OFF: Press this button to turn MadLibs on and off.

A-Z: Press any of the letter keys to select characters to fill in the blanks.

BACK: Press this button to return to the previous menu. You can also press and hold down this button to return to the Main Menu.

UP/DOWN: Press this key to scroll up or down a menu, as well as to view all themes, titles, and stories. You can press **DOWN** if you wish to see the description for the type of word required by the puzzle.

SAVE: Press this key to save the current story.

RECALL: When filling in the blanks, press this button to view a word list. You can press it again each time you wish to see another list of the same type of word. When viewing a story, press this key to generate a new random version of the story.

SPACE/DELETE: Press this button and release to enter a “space.” Press and hold for two seconds to delete the last character entered to fill in the blanks. Press to delete the current story while the game is in Recall mode.

ENTER: Press this button to confirm a selection. You can also press it to randomly select a word from the word list, or to start a new game from the theme selection.

RESET: Press this button if your game “freezes” or fails to function correctly in any way.

GOING MAD, MAD, MAD FOR MADLIBS! ... OR HOW TO GET STARTED

You are just minutes away from playing one of the most exciting and unusual games ever! Here are the steps to follow to get you into the action in no time at all! First you must turn on the unit by pressing the **ON/OFF** button. You will notice that the display reads: “**MADLIBS GAME.**” In just a few seconds the screen will show the Main menu:

```
MADLIBS
SAVE [0]
SETUP
```

Please select MadLibs from the main menu in order to start the game. The LCD will then prompt you to “**CHOOSE A THEME**” from a list. Once you are in theme selection mode, you can press the **UP/DOWN** key to see each of 17 different themes (labeled A through Q). Once you find one that grabs your attention, you can press **ENTER** to confirm your choice. Make sure to try a different one each time, so

you can create all kinds of fun stories to share with your friends. If you decide to go back to the Main Menu, simply press the **BACK** key and it will get you there in no time. See the chart on the next page for an example.

HOW MANY TIMES CAN YOU GO MAD?

STORY AFTER STORY ... THE FUN DOES NOT STOP!

Each theme opens up a world of possibilities, because it gives you an alphabetized list of stories to choose from that relate to the main theme in some way.

With so many different stories to choose from, making up your mind might take a little while. Take your time. Once you know which story you would like to try first, it’s easy. Just scroll down to the title and press **ENTER** to confirm your choice. Remember, you can always press the **BACK** key if you need to return to the previous menu.)Please turn the page and have a look at the chart at the top.

IS IT REALLY THE WORLD’S GREATEST WORD GAME?

OF COURSE IT IS ... YOU MAKE IT SO. (JUST FILL IN THE BLANKS, SILLY!)

Once you have chosen a paragraph to

AN EXAMPLE If the theme you pick is **VACATION FUN**, you'll then see a list that reads:

A LETTER TO A RESORT HOTEL
A QUIZ TO TAKE BEFORE LEAVING HOME
ADVERTISEMENT FOR A CRUISE SHIP
BEARS CAVE
EXPLORING COMPUTER CAMP
DIALOGUE BETWEEN TOURIST AND SALESPERSON
DRIVING IN THE CAR
GHOST STORY
GOING ON A DIG
HOW TO ENJOY YOURSELF ON THE BEACH
LETTER FROM AN AMERICAN IN PARIS
LETTER TO A FRIEND BACK HOME
REVIEWS OF ENTERTAINERS APPEARING AT RESORTS
THE BAKERY
THE HIGH SCHOOL MONSTER
THE TOY STORE
VACATION DIALOGUE
VACATION SPORTS
VACATION WANT ADS
VACATIONS

complete, the LCD will prompt you to fill in the first blank by asking for a specific type of word (such as a noun, verb, etc.). If you are not sure what that type of word is, you can press the **DOWN** key to view a description of what the game is asking you to enter. You can also find a list of the main types of words at the end of this manual, in the Quick Review section.

There are three ways that you can fill in the blanks. The first way is to type in a word of your choice using the character keys (**A-Z**). Then press **ENTER** to confirm that you are ready to move on to the next word. Please remember that the maximum number of characters that you can enter for each blank is 13. If you need to enter a space, press on the **SPACE/DELETE** key for less than two

—AUTOMATIC POWER OFF—

Remember, MadLibs turns itself off if no buttons are pushed for two minutes. This feature is intended to help save your battery. Simply press the ON/OFF key to wake MadLibs up and return the LCD to its former display.

seconds. In case you make a mistake and need to delete one or more characters, press and hold the **SPACE/DELETE** key for two seconds.

The second way to fill in the blanks is to choose a word that MadLibs provides for you. You can choose one of these words by pressing the **RECALL** key. At this point, the LCD will show a list of 12 words that fit the type required by the paragraph. You can scroll through the list by pressing the **UP/DOWN** key until you find your selection. If you do not find a word that you like, you can press **RECALL** again, and another list of 12 words will appear on the LCD. Once you select a word, press **ENTER** to confirm your choice.

The third way to fill in the blanks is to leave all the work to your MadLibs game. When prompted for a type of word, simply press **ENTER** and MadLibs will randomly choose a word from the list.

Remember:

- If you are prompted to fill in the blank with the “**SAME WORD**,” simply press **ENTER** and MadLibs will input the last word that you picked.
- Holding down the **ENTER** key will fill in the whole story randomly.
- If you wish to return to the previous blank, you can press the **BACK** key. If you are in the first blank, pressing the **BACK** key will take you to the story selection list.
- The number of blanks you will fill

varies with each paragraph. But don't worry, because once you've filled all of them, MadLibs will let you know by showing “**PRESS ENTER TO SEE MADLIBS!**”

WHAT ABOUT THOSE CRAZY STORIES?

Once you have filled in all the blanks and pressed **ENTER**, MadLibs will display the entire story, plugging in the words that you chose. Get ready to laugh as you see how they fall into place in the story. You can press **ENTER** or **DOWN** to scroll down as you read the story. You can press the **UP** button to scroll back all the way to the beginning of the story again.

If you press **RECALL**, MadLibs will scramble the words that you typed into a different order and you will be able to read another version of the story. This means that the words of the same type will be rearranged in different places throughout the story. Please remember that MadLibs will not change the order of the words that it automatically plugs in for you, only the ones that you type in. If you'd like to save a story, press the **SAVE** key.

SAVING YOUR GAME

You can save a story by simply pressing the **SAVE** key and holding it for two seconds. The display will show:

SAVED AS STORY 1

There is no set number of stories that MadLibs can store in memory because of the different lengths in the stories. Once your MadLibs unit reaches its maximum storage capacity, you must delete one of the stories before saving a new one.

You can do so by simply pressing the **DELETE** key. The LCD will then prompt you to confirm deletion by displaying:

DELETE
STORY 1? (Y/N)

You can key in “**Y**” or press **ENTER** and the story will be deleted.

HOW ABOUT THE SETUP MENU?

Select **SETUP** to set the sound **ON/OFF** during your game. The

prompt “**SOUND ON**” will flash on the screen. Press **ENTER** to choose **SOUND ON** or **SOUND OFF**.

You can also adjust the contrast on the LCD in the **SETUP** menu. Select “**CONTRAST**” and then use the **UP/DOWN** key to adjust to your preference. Confirm your choice by pressing **ENTER**.

TURNING OFF THE UNIT

Press the **ON/OFF** button whenever you are ready to turn off the game. If no button is pushed for two minutes, MadLibs will switch off automatically to save your batteries. Just push the **ON/OFF** button whenever you are ready to continue playing and MadLibs will return to where you left off in the story.

MADLIBS QUICK REVIEW

In case you have forgotten what adjectives, adverbs, nouns, and verbs are, here is quick review:

An **ADJECTIVE** describes something or somebody. Lumpy, soft, ugly, messy, and short are adjectives.

An **ADVERB** tells how something is done. It modifies a verb and usually ends in “ly.” Modestly, stupidly, greedily, and carefully are adverbs.

A **NOUN** is the name of a person, place or thing. Sidewalk, umbrella, bridle, bathtub, and nose are nouns.

A **VERB** is an action word. Run, pitch, jump, and swim are verbs. Put the verbs in past tense if the directions say **PAST TENSE**. Ran, pitched, jumped, and swam are verbs in the past tense.

When we ask for a **PLACE**, we mean any sort of place: a country or city (Spain, Cleveland) or a room (bathroom, kitchen.)

An **EXCLAMATION** or **SILLY WORD** is any sort of funny sound, gasp, grunt, or outcry, like Wow!, Ouch!, Whomp!, Ick!, and Gadzooks!

When we ask for specific words, like a **NUMBER**, a **COLOR**, an **ANIMAL**, or a **PART OF THE BODY**, we mean a word that is one of those things, like seven, blue, horse, or head.

When we ask for a **PLURAL**, it means more than one. For example, cat pluralized is cats.

If no button is pushed for five minutes, Madlibs will switch off to save your batteries. Just push the ON/OFF button to continue where you left off.

— 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 MadLibs! Handheld Game uses 2 AAA 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.
- The supply terminals are not to be short-circuited.

We cannot store Your UNIT!

— 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:

Excalibur Electronics, Inc.
13755 SW 119th Ave
Miami, Florida 33186 U.S.A.

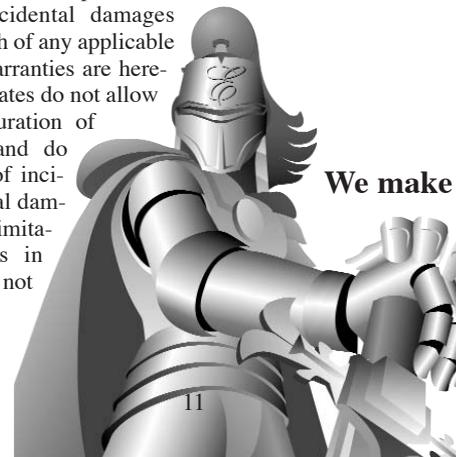
Phone: 305.477.8080
Fax: 305.477.9516

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.

**PLEASE DO NOT SEND
YOUR UNIT WITHOUT
RECEIVING AN ESTIMATE FOR
SERVICING. WE CANNOT
STORE YOUR UNIT!**



We make you think!

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