

e-Backgammon
Operating Manual

EXCALIBUR
ELECTRONICS



Model No. 477

www.ExcaliburElectronics.com

Congratulations on your purchase of Excalibur Electronics' e-Backgammon game! The e-Backgammon 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.

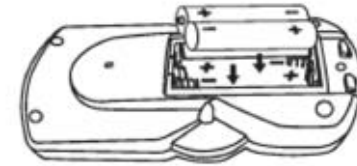
Although Excalibur Electronics can't claim the magical secrets of Merlin, King Arthur's court wizard, sometimes our patented technology may make it seem as if we could. The e-Backgammon game is another unmatched innovation of Excalibur Electronics.

We make you think.

—Installing Batteries—

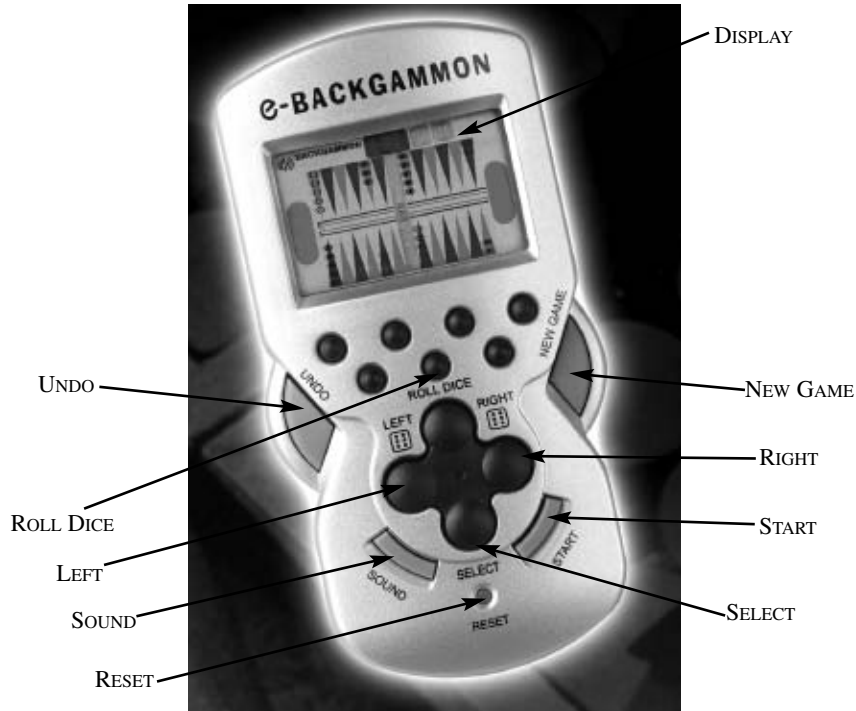
Your new e-Backgammon game requires two AAA batteries, not included. To install the batteries, carefully turn the e-Backgammon game over so that the unit is face-down on a soft surface. Locate the battery compartment on the back of the unit. Then use a small

Phillips screwdriver to remove the screw. Lift off the battery compartment lid and 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. Reattach the screw.



e-Backgammon may lock up due to static discharge. If this should happen, use a slim, pointed object to press the button marked "RESET" on the front of the unit.

—Layout of e-Backgammon—



—Functions of Buttons—

SOUND: Press to turn sound on and off.

RESET: Press to reset the unit.

LEFT: Press to move a checker the number on the left die.

RIGHT: Press to move a checker the number on the right die.

SELECT: Press to move the pointer icon through the points on which

you have checkers.

UNDO: Press to take back previous move (skill level 1 only).

ROLL DICE: Press to roll dice for yourself and for the computer.

START: Press to start a game.

NEW GAME: Press and hold for about three seconds to start a new game.

—Getting Started with e-Backgammon—

The object of e-Backgammon is to be the first player to remove (bear off) all 15 of his checkers from his inner table. The checkers must first be moved around the board and into the player's inner table.

In e-Backgammon, you play against the computer. Press and hold the **NEW GAME** key to begin a new game.

Using the **RIGHT** or **LEFT** keys, select skill level, “L1” or “L2.” At level one (L1), you are allowed to use the **UNDO** key to take back your previous move. At level two (L2), you cannot take back your previous move.

Press **START** to begin. You're ready to start your game against the computer. The computer plays the black checkers and will make the first move. Press **ROLL DICE** to roll the dice for the computer. The computer automatically makes its move.

After the computer has moved, press **ROLL DICE** to roll the dice for yourself. The two dice will flash their numbers. Press **SELECT** repeatedly to move the small hand icon through the points on which you have checkers. When the small hand icon is on the point from which you want to move a checker, press the **RIGHT** or **LEFT** key to move the checker the amount on the right or left die. Repeat

for the second die.

If you roll doubles, you must move the number on each die twice, if possible. You must use all four numbers if you can. Any number that you cannot use is forfeited.

After you finish your turn, press **ROLL DICE** to roll the dice for the computer again.

Continue trading moves with the computer, until you or the computer bear off all 15 checkers.

Note: You can press the **START** key to resume a game after taking a break.

—To Move from the Bar Back to the Board—

In Diagram 1, you can only get out from the bar if you land on point one, five or six. If you land on point five, is your opponent's checker is removed to the bar.

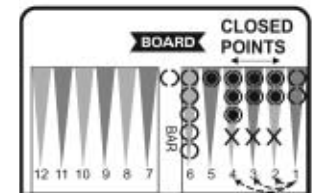


Diagram 1

—To Bear off the Checkers—

The player begins to bear off the checkers from the board when all 15 of his checkers have been moved into his inner home table. In Diagram 2, if a six and a four are rolled, a checker from the four-point is removed. Since there are no checkers on the six-point, a checker on the next highest point, in this case the five-point, is removed.

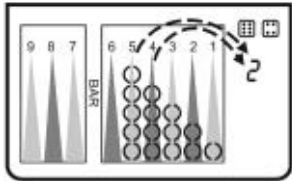


Diagram 2

—Rules of Backgammon—

- Each player moves his checkers according to the numbers shown on the two dice.

- You can move the same checker more than once or any other checkers in any combination possible.

- You must move once for the number on one die and again for the number on the other die, not the total of the two dice.

- Each player moves his checkers from his opponent's inner home table

to his own inner home table.

- When you have two or more checkers on a point (a closed point), your opponent is not permitted to land on that point.

- When you land on a point that is occupied by one of your opponent's checkers, that checker is bumped off the board and is placed on the bar in the middle.

- When you throw doubles, you can make 4 moves with the same checker or move any other checkers in any combination possible.

- You may move to any point that is: 1) clear of any other checkers, 2) occupied by one or more of your own checkers or 3) occupied by only one of your opponent's checkers. Your opponent's checker is then removed to the bar.

- When all 15 checkers are in a player's inner home table, the player can begin to bear off the checkers from the board.

—Auto Power Off—

The game turns itself off after sitting idle for about four minutes. Press the **START** key to continue your last game.

—Resetting the Unit—

If the unit locks up or does not perform properly, press the **RESET** key once to restart.

—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.

If no button is pushed for four minutes, your e-Backgammon will switch off to save your batteries. Just push the ON button to continue where you left off.

—Battery Information—

- CAUTION: BATTERIES SHOULD BE REMOVED AND REPLACED BY ADULTS ONLY
- Your game uses two 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.
- Remove exhausted batteries from the unit.
- 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 game and battery manufacturer's instructions.
- Always remove old and dead batteries from the product.

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 received, including 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 protection against harmful 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.

Due to continuing improvements, actual product may differ slightly from the product described herein.

—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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