



BASKETBALL

ELECTRONIC HANDHELD



OPERATING MANUAL

Model No.: FX203

Excalibur
ELECTRONICS, INC.



Congratulations on your purchase of Fox Sports Basketball handheld game from Excalibur Electronics. This exciting handheld game lets you pass, steal, and dunk your way to victory.

With real vibrating action, this game provides you with hours of enjoyment and a fun way to pass the time when you need it most.

Fox Sports Basketball accommodates one or two players, so you can play against the computer or against a friend. Read the manual thoroughly to ensure you understand the product and how to play for a sensational time “on the court”.

Come on, let's go shoot some hoops!



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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 INSTALLION

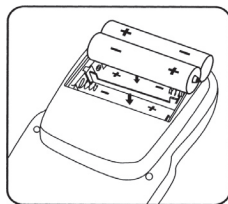
Your Fox Sports Basketball game requires 2 AA batteries. Follow the steps below to install the batteries.

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.

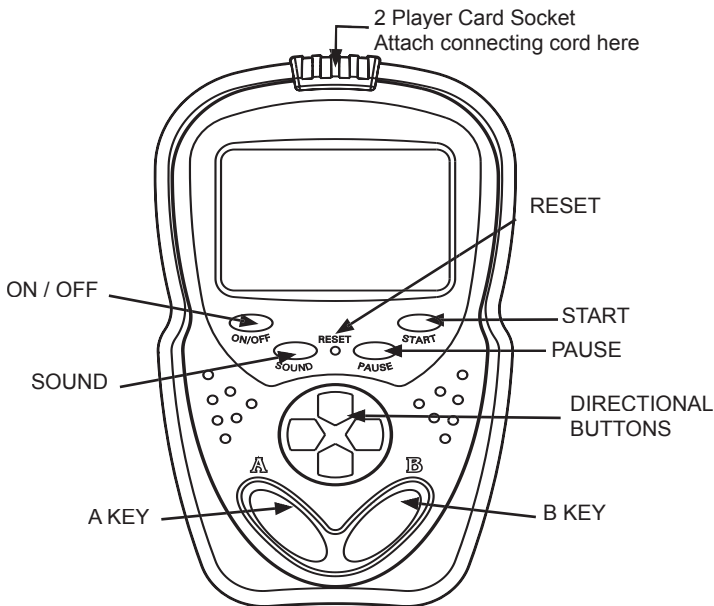
5. Place the battery tabs into their slots, and snap the compartment door into place.

6. Screw the lid shut.

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



FOX SPORTS BASKETBALL LAYOUT



BUTTON FUNCTIONS

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

START: Starts the game.

PAUSE: Momentarily halts game until pressed again.

SOUND: Press to turn sound off. Press again to turn sound on.

A: Press to shoot or steal the ball.

B: Press to pass the ball or switch players.

RESET: Resets the game.

DIRECTIONAL PAD (Up, Down, Left and Right.

UP: Press to move the active player up.

DOWN: Press to move the active player down.

LEFT: Press to move the active player left.

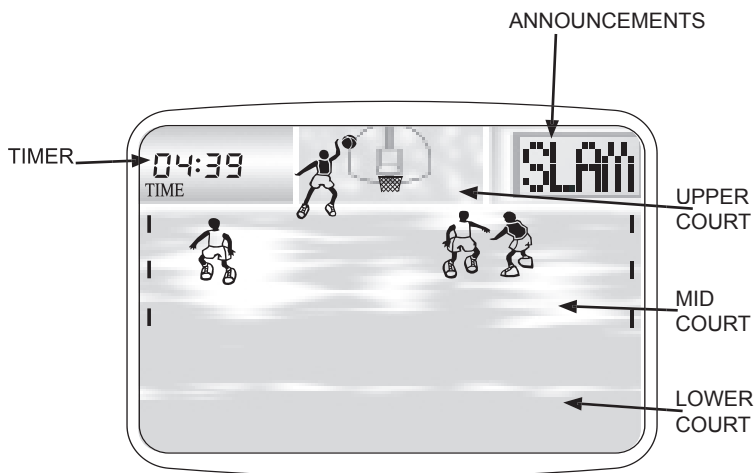
RIGHT: Press to move the active player right.

STARTING THE GAME

1. Press the **ON/OFF** key to turn the unit on. *The demo screen displays and a melody is played.*
2. Press the **UP/DOWN** keys to select the game you wish to play. You can choose **Game 1** to play the **Tournament Game**, **Game 2** for the **Free Throw Game**, or **Game 3** to practice your shot in the **Designated Shooting Game**.
3. Press the **START** key. *The demo stops and the game begins.*

The Fox Sports Basketball game is set to one-player mode by default. However, the game can be played by one or two players.

TOURNAMENT GAME MAIN SCREEN



TOURNAMENT GAME RULES

- The game is set to one player mode by default.
- The court is divided into three sections: Up, Mid, and Low. The game begins in the lower court.
- The player with the ball is the offensive player and wears a white uniform.
- The Tournament Game lasts 5 minutes.
- The word **FOUL** displays if there is any infraction during the game. When any team makes a shot the other team gets the ball.
- If any team shoots a ball that just hits the rim and bounces out, each team has the opportunity to grab the rebound.
- If the shooting team gets the rebound, they can immediately shoot again if they wish.
- If the other team grabs the rebound they must bring the ball beyond the 3-point line before they shoot, otherwise it is a foul.

HOW TO PLAY THE TOURNAMENT GAME

1. Press the **ON/OFF** key to turn the unit on. *The demo screen displays and a melody is played.*
2. Press the **UP/DOWN** keys to select the game you wish to play. Choose Game 1 to select the Tournament Game.
3. Press the **START** key. *The demo stops and the game will begin.*
4. In this mode you start with the ball first. Use the **DIRECTIONAL PAD** to move around with the ball.
5. Continue pressing the **4-WAY DIRECTIONAL PAD UP** to move your player towards the basket.
6. While on offense, press **B** to pass the ball to a teammate.
7. While on defense, press **B** to switch to the other defensive player. *The active defensive player flashes on the screen.*
8. On offense, press and hold **A** to shoot the ball. The longer you hold **A**, the more power you will put behind your shot.
9. While on defense, press **A** to steal the ball when your active defensive player is next to the offensive player who has the ball.

FREE THROWS GAME RULES

The object of this game is to get your best score by taking 10 free throws. Time the darting ball that is moving back, forth, up and down and stop it in the center of the **CROSS METER**.

HOW TO PLAY THE FREE THROWS GAME

1. Press the **ON/OFF** key to turn the unit on. *The demo screen displays and a melody is played.*
2. Press the **UP/DOWN** keys to select the game you wish to play. Choose **GAME 2** to select the Free Throw Game.
3. Press the **START** key. *You will see the player standing at the free throw line.*
4. Watch the **CROSS METER** in the upper right corner of the screen. *You will see a ball darting back and forth.*
5. Press the **A** key to stop the darting ball in the center of the **CROSS METER**. *Next, you will see a second darting ball moving up and down in the **CROSS METER**.*
6. Press the **A** key to stop the second darting ball in the center of the **CROSS METER**.

You get 10 free throws to achieve your best score. The game immediately ends after the 10th shot.

DESIGNATED SHOOTING GAME RULES

With 3 minutes on the clock the computer will assign a certain position on the court. You must move your player to those designated spots and shoot. Try to get the highest score you can within the time limit.

HOW TO PLAY THE DESIGNATED SHOOTING GAME

1. Press the **ON/OFF** key to turn the unit on. *The demo screen displays and a melody is played.*
2. Press the **UP/DOWN** keys to select the game you wish to play. Choose **GAME 3** to select the Designated Shooting Game.
3. Press the **START** key. *The demo stops and the game will begin.*
4. Use the **DIRECTIONAL PAD** to follow the flashing computer player around.
5. Position your player on top of the flashing computer player and press and hold **A** to shoot.

How to Play The Designated Shooting Game, cont.

6. Press and hold **A** longer to shoot with more power.

2-PLAYER MODE

1. Make sure both units are turned off.
2. Connect the units using the 2-player connecting cord.
3. Press the **ON/OFF** key to turn the units on
4. Press **START** on either unit to enter 2-player mode. *The LCD displays the following: TIME 5:00.*
5. Press the **START** key to confirm. *The screen displays your current status as Offense or Defense.*

NOTES: The player who presses the **START** key first is player 1 (dressed in white). The other player is player 2, (dressed in dark clothing).

Only one player can press the **UP/DOWN** keys to select the match time (3:00, 5:00, 8:00 and 10:00 minutes).

IF NO KEY IS PRESSED FOR FIVE MINUTES, YOUR HANDHELD GAME WILL ENTER SLEEP MODE. PRESS THE ON / OFF BUTTON TO WAKE IT UP.

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.*

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.

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° F and 100° F (4° C and 38° 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

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!

**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.

Excalibur Electronics, Inc., reserves the right to make technical changes without notice in the interest of progress.



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WE MAKE YOU THINK!

*Play games live at:
www.ExcaliburElectronics.com*

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