

User's Guide for
**Touch Screen
Backgammon**

EXCALIBUR

ELECTRONICS, INC.

Model No. 477ET
477ET-CS

www.ExcaliburElectronics.com

Congratulations on your purchase of Excalibur Electronics' Touch Screen Backgammon game! The Touch Screen 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.

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PRESS TO **RESET** THE UNIT. THE UNIT
MAY LOCK UP DUE TO STATIC DISCHARGE OR
OTHER ELECTRICAL DISTURBANCES. IF THIS SHOULD
HAPPEN, USE A SLIM, POINTED OBJECT TO PRESS THE
RESET BUTTON ON THE BACK OF THE UNIT. THEN PRESS
THE **ON** BUTTON TO TURN ON THE UNIT.



The legendary King Arthur brandished a magic sword, Excalibur, from which we take our company name. With this unique weapon in his hand, 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.

Installing Batteries

Your new Touch Screen Backgammon game requires two AAA batteries, not included. To install the batteries, carefully turn the Backgammon game over so that the unit is facedown 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.

Layout of Touch Screen Backgammon



**RESET BUTTON
(ON THE BACK
OF THE UNIT)**

Functions of Touch Screen

(All buttons are touch screen buttons except the **RESET** button)

ON/START: Press this button to turn **ON** the unit. Press this button to confirm.

SOUND: Press this button to turn the **SOUND** on or off.

NEW GAME: Press and hold this button for two seconds to start a new game.

SELECT: Press this button to select the game level; press this button to move the small hand icon through the points on which you have checkers.

LEFT: Press this button (the left dice position) to move the checker on the left dice.

RIGHT: Press this button (the right dice position) to move the checker on the right dice.

DICE: Press this button to roll dice.

UNDO: Press this button to undo the last move (for **LEVEL1** only).

24 POINTS buttons: Press the corresponding points (**24 POINTS**) to move the checker on the dice number you rolled.

REMOVE: Press this button to bear off the checker.

RESET: Press to **RESET** the unit. The unit may lock up due to static discharge or other electrical disturbances. If this should happen, use a slim, pointed object to press the **RESET** button on the back of the unit. Then press the **ON** button to turn on the unit.

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

Getting Started with Touch Screen Backgammon

Rules of Backgammon

Each player has 15 checkers (*The player has the white checkers, and the computer has the black checkers automatically*). The checkers must first be moved around the point and into each player's own inner table. The first player to remove (bear off) all 15 of his checkers from his inner table will win the game.

- 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 dice and again for the number on the other dice, 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 of your opponent's is bumped off the point and is placed on the bar in the middle.

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

- You may move to any point that is:

- 1) none of any other checker;
- 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 point.

- If one of your checkers has been placed on the bar, you must re-enter it into your opponent's inner home table upon the dice number before you may move any of your other pieces. To move the checker from the bar back to the point, see the diagram 1 below. In diagram 1, you can get out from the bar if you land on point one, five or six. Remove your opponent's checker only if you land on

point five.

- When all 15 pieces are in a player's inner home table, the player must remove (or bear off) the pieces from the point. If a number thrown is higher than any points occupied by the player's pieces, then player may bear off from the highest occupied points.

To bear off the checkers, see the diagram 2 below. 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.

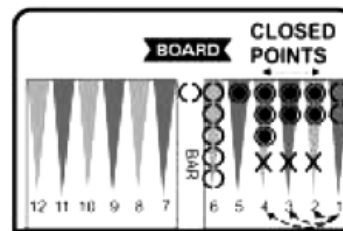


Diagram 1

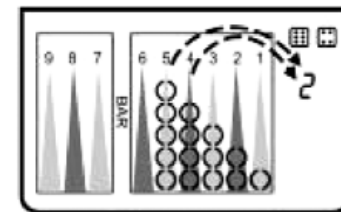


Diagram 2

How to Play

After inserting batteries and pressing **RESET** button, you can press the **ON** button to turn on the unit. You will see the game level 'L1' flashing on the screen. There are two levels to be selected and you can't take back your previous move in the level L2. You can select L1 or L2 to play by pressing the **SELECT** or **LEFT/RIGHT** button with the stylus and press **ON/START** button to confirm to play. In your backgammon game, you play against the computer and the computer always plays first. You must roll dice for yourself and for the computer by pressing the **DICE** button. The black head represents the computer's side and the white head represents your side.

When it is your turn to move your checker, simply press **DICE** to roll the dice for yourself. The two dice will flash their numbers. Then move your checker on your two dice.

There are two methods to select a checker.

One method is:

Press the point which you have checker on it. The small hand icon is on the point from which you want to move a checker. Then press the point you want to move the checker to.

The other method is:

You may press the **SELECT** button, then you will see the small hand icon appear on the first point which you have checker on it (the top right position). Now you can press **SELECT** button again to move the small hand icon to the next point which you have checker on it. You press **SELECT** button once the small hand icon will move to next point until to the last point (the bottom right position). If you press again the points that there is the small hand icon appear, the small hand will disappear. After you finish your turn, press **DICE** to

roll the dice for the computer again.

After you selecting the checker you want to move, you can move the checker with two methods.

One method is:

Press the point where you want to move to upon the dice you rolled.

The other method is:

Press the **LEFT** or **RIGHT** button to move the checker upon the dice you rolled. If you can't move the checker upon the dice you rolled, it will turn to the computer automatically.

If you move over 5 checkers in a point, the bottom checker of the point will flash to show. You must move all your checkers to your inner home table, and bear off them quickly to win the computer.

You can begin to bear off

the checkers from the board when all your 15 checkers have been moved into your inner home table.

There are two methods to bear off your checkers.

One method is:

Press the **LEFT** or **RIGHT** button to move the checker upon the dice you rolled.

The other is:

Press the **REMOVE** to bear off the checkers.

The player that finished bearing off all 15 checkers first wins the game. Then the head and 'WIN' icon will flash on the screen with a winning melody. You can press the **START** button to start a new game.

Power Off

If no button is pressed for about 3 minutes, the unit will power **OFF** automatically. You can press the **ON** button to turn it on and continue your last game.

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.

Battery Information

- Batteries should be installed and replaced only by an adult.
- Touch Screen Backgammon uses 2 AAA batteries, not included.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Do not mix old and new batteries.
- Do not use rechargeable batteries.
- Remove exhausted batteries from the unit.
- Do not short circuit battery terminals.
- Remove batteries and store them in a cool, dry place when not in use.
- To avoid explosion or leakage, do not dispose of batteries in a fire or attempt to recharge alkaline or other non-rechargeable batteries.
- Install batteries so that the polarity (+ and -) matches the diagrams in the battery compartment.
- Use only batteries of the same type and equivalency.

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 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.

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

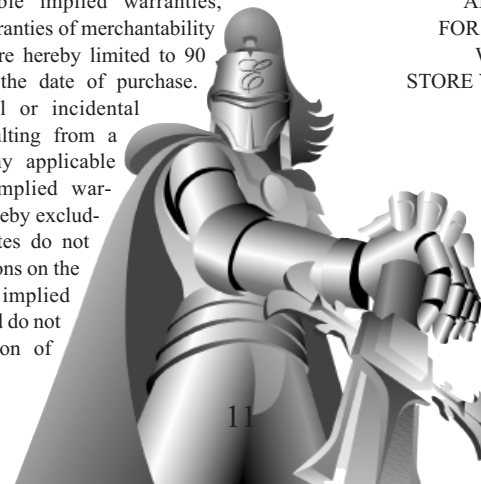
incidental or consequential damages, so the above limitations and exclusions in these instances may not apply. The only authorized service center in the United States is:

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!



EXCALIBUR ELECTRONICS

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