



# FOOTBALL

ELECTRONIC HANDHELD



**OPERATING MANUAL**

Model No.: FX204

**EXCALIBUR**  
ELECTRONICS, INC.

**F**ootball fan, congratulations on your purchase of Fox Sports' Football handheld game from Excalibur Electronics! This football challenge lets you tackle, kick, pass and rush into the end zone for the winning touchdown.

The game vibrates when you tackle, kick a field goal, or score a touchdown while providing you with hours of enjoyment.

Fox Sports Football 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 hard-hitting football experience.

So grab a helmet — let's go score some TDs!



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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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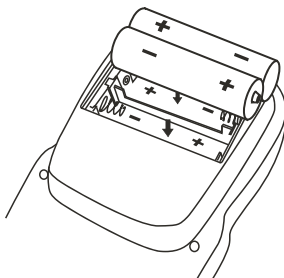
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### BATTERY INSTALLATION

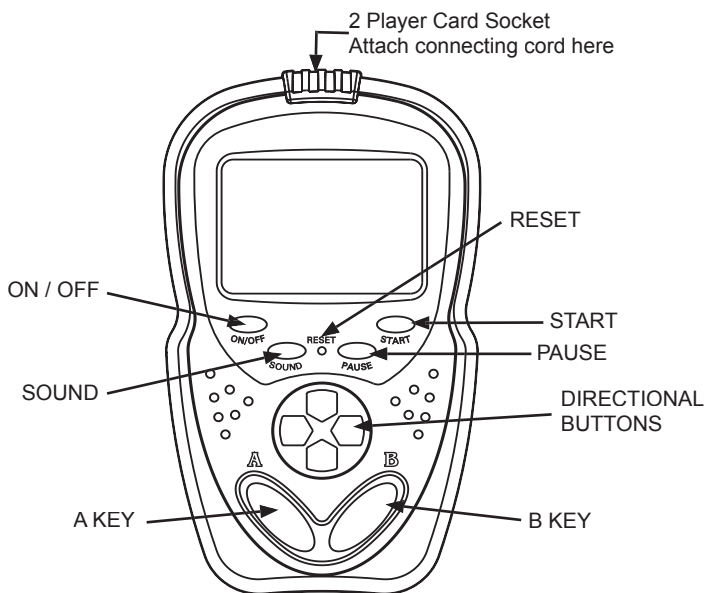
Your Fox Sports Football game requires 2 AA batteries. Follow the steps below to install the batteries.

1. Turn the game over so the top side 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 FOOTBALL LAYOUT



### BUTTON FUNCTIONS

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

**START:** Starts the game. Press and hold for two seconds during a game to return to the demo screen and start a new game.

**PAUSE:** Halts game until pressed again.

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

**A:** Press to **KICK** a **FIELD GOAL**, or to switch players.

**B:** Press to **PASS** or **TACKLE**.

**RESET:** Resets the game.

**4-WAY DIRECTIONAL PAD:** (Up, Down, Left and Right as shown below).

**UP:** Press to move the active player up.

**DOWN:** Press to move the player down.

**LEFT:** Press to move the player left.

**RIGHT:** Press to move the player right.

**2-PLAYER CARD SOCKET:** Attach cord for 2-player mode.

## GETTING STARTED

Do the following after you have installed the batteries:

1. Press the **RESET** button.
2. Press the **ON/OFF** button.  
*The unit turns on. A demo screen is displayed and a melody plays.*
3. Press the **START** button to begin playing. *Time begins to count down.*

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

**EACH GAME  
LASTS 180  
SECONDS.**

## GAME RULES

### **One-Player Mode (player vs. computer)**

- The game is set to one-player mode by default.
- The player controls the team wearing black. The computer controls the team in white.

### **How to Play**

- Press the **START** button to begin.
- Use the **4-WAY DIRECTIONAL PAD** to move your player around.

### **Two-Player Mode (player vs. a friend)**

Follow these steps to begin playing.

1. Connect the two units using the supplied cable.
2. Both players **MUST** press the **ON/OFF** key to turn the units on.
3. Both players **MUST** press the **START** button to begin the game.
4. The player who pushes the **START** button first will be **PLAYER 1**. **PLAYER 1** controls the team wearing black.
5. **PLAYER 2** controls the team wearing white.

**NOTE:** The active player flashes on screen after the **START** button is pressed.

## HOW TO PLAY

The team with possession of the ball at the beginning of the game is the **OFFENSIVE** team. This team uses running and passing plays to advance the ball toward the opponent's end zone.

The team without the ball is the **DEFENSIVE** team. This team tries to prevent the **OFFENSIVE** team from scoring by tackling the player with the ball.

### Moving The Players

Press the **4-WAY DIRECTIONAL PAD** to carry the ball towards your opponents field goal.

### Passing

Press the **PASS** button at any time when you have possession of the ball and your teammate is in an ideal position.

### Tackling

Press the **TACKLE** button quickly to steal the ball. If your opponent tackles you successfully, you will automatically become a **DEFENSE** player.

### Kicking

Press the **KICK** button to attempt a field goal when your opponent's field goal posts appear.

### Ending The Game

The game is ended when the 180 seconds runs out. Each team's score will be displayed on the screen.

Press the **START** button to begin a new game if desired.

## SCORING

**TOUCHDOWN** = 7 points will be awarded to the team of the player who crosses the goal line with the ball.

**FIELD GOAL** = 3 points will be awarded to the team of a player who kicks the ball through the field goal posts.

**NOTE:** The kick **MUST** pass above the crossbar and between the uprights to count.

## BATTERY SAFETY

- Requires 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.

## 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.*

## **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<sup>o</sup> F and 100<sup>o</sup> F (4<sup>o</sup> C and 38<sup>o</sup> 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  
305.477.8080  
305.477.9516 Fax  
[www.ExcaliburElectronics.com](http://www.ExcaliburElectronics.com)



### **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.

**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!

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





# EXCALIBUR

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*Play games  
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