



Excalibur Electronics

Jackie's Talking Comedy Calculator




Operating Manual

Congratulations on your purchase of Excalibur Electronics' Jackie's Talking Comedy Calculator. You can use it as a calculator, a clock, an alarm clock, a joke machine, a pretend friend, or a doorstop. You'll have hours of fun playing with it, especially if you take it out of the box first.

Your Jackie's Talking Comedy Calculator is easy to use, but be sure to use it safely. It may be hard to believe, but there are people who could actually hurt themselves with a gadget like this. Hey ... are you one of them?

Before starting, please read this manual thoroughly, especially noting safety, care and battery information (there may be a pop quiz on Monday). And then keep this manual for reference ... do not sell it on eBay ... especially if you jot down your favorite recipes or unimportant relatives' phone numbers in the margins. And remember, there are lots of other great joke gadgets available at www.ExcaliburElectronics.com.



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. Jackie's Talking Comedy Calculator is another unmatched innovation of Excalibur Electronics.

We make you think.

Installing the Batteries

Your Jackie's Talking Comedy Calculator requires three AAA batteries. They are included.

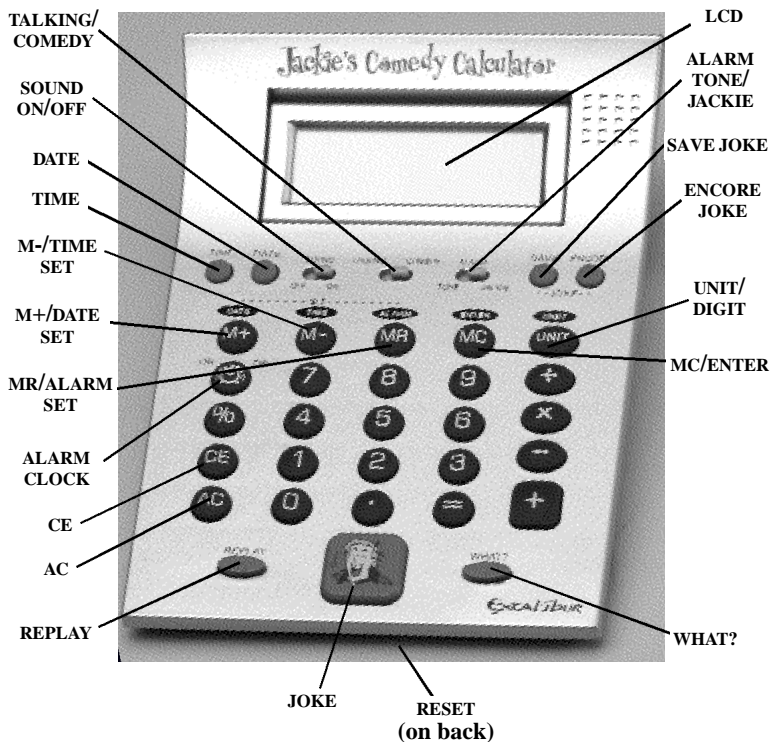
To replace the batteries, turn Jackie's Talking Comedy Calculator over so that the unit is face-down on a soft surface. Please be gentle ... you don't want it to get a boo-boo. Find the battery compartment on the back of the unit. I know you can do it. Use a small Phillips screwdriver to remove the screw. (Who was this guy "Phillips," anyway? Why

doesn't anybody get the credit for the "regular" screwdriver? Or was it a guy named "Regular"?) 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. Wonder out loud, "Did I put them in right?" Replace the screw and gently tighten it. Do your laundry. Balance your checkbook. Eat three balanced meals a day.

Jackie's Talking Comedy Calculator may lock up due to static discharge or other electrical disturbances. If this should happen, use a slim, pointed object to press the button marked "RESET" on the back of the unit.

Layout of Jackie's Talking Comedy Calculator



Button and Switch Functions

CALCULATOR: The following buttons are used for calculator functions: 0-9, +, -, ?, ÷, ·, =, %, CE, AC, M+/DATE SET, M-/TIME SET, MR/ALARM SET, MC/ENTER and UNIT/DIGIT. After seeing how many functions there are, you may choose to revert to longhand. In that case, please re-package Jackie's Talking Comedy Calculator and give it to your brother-in-law for his birthday.

CLOCK/ALARM CLOCK: The following buttons are used for clock and alarm clock functions: TIME, DATE, ALARM CLOCK, M+/DATE SET, M-/TIME SET, MR/ALARM SET and MC/ENTER. The following button cannot be used for any clock or alarm clock function, and, in fact, cannot be found on the unit: **Tuna Fish Sandwich.**

JOKE (the button with the smiling Jackie cartoon): Press to play a joke. Want another one? Press it again. Want another ... you get it.

WHAT?: Press to play some random silliness. Oh, we're wacky.

REPLAY: Press to replay the last sound. This can be repeated, and

then that can be repeated.

SOUND: Slide this to turn the sound "On" or "Off." When sliding from "On" to "Off," a high-pitched "Beep, beep!" is heard, and when sliding from "Off" to "On," a sound of "Whoa!" is heard. When you slide the switch from "On" to "Off," you hurt Jackie's feelings. If you slide the switch from "Off" to "On," and then immediately slide it back from "On" to "Off," you should consider finding more productive ways of spending your time.

TALKING/COMEDY: When the "TALKING/COMEDY" switch is set to "Comedy," after the unit (magically) performs a calculator function, and Jackie barks the result, he also makes a short comment. The comments are for the most part ridiculous, are meant to amuse, and in no way reflect the opinions of Excalibur Electronics or any of the people who use their building for shade on hot days in Miami.

ALARM TONE/JACKIE: Slide this to select the type of alarm sound. When sliding from "Jackie" to

“Tone,” a sound of “Beep, beep” is heard, and when sliding from “Tone” to “Jackie,” a sound of “Alarm, alarm, alarm” is heard. When sliding on your fanny across a wet rubber mat in your bathing suit, a sound of “Wheee!” is heard.

SAVE JOKE: Press to save a joke either while it’s being played or after it’s played. The joke will be touched that you like it enough to keep it around.

ENCORE JOKE: Press to listen to a saved joke. It may sound familiar.

RESET: The RESET switch is located on the back of the unit. (The back of the unit is the opposite side of the front of the unit.) If Jackie’s Talking Comedy Calculator locks up or malfunctions, use a ballpoint pen to press RESET. Also press RESET after inserting new batteries. And please immediately replace the batteries if you have just pulled this unit out of a 2003 Time Capsule. If none of this works, please use the same ballpoint pen to do your calculations and write your own jokes.

Using Your Comedy Calculator

Setting the Clock Time

After the unit has been reset, the display will show the time, starting at “12-00-00 AM.” If the unit has not been reset, press the **TIME** button, and the display will show the current time. That is, if it’s set correctly. Hey ... if it’s set correctly, ignore this section and go right to the “Gambling Tips” section.

Press the **M-/TIME SET** button, and if the sound is on, Jackie’s voice will confirm your selection, that

you’re about to set the time. And we all love reassurance. Don’t be nervous, but now, yes, we’re ready to set the time.

Pressing the **TIME** button will change “AM” to “PM,” and pressing it again will change it back to “AM.” Obviously, you could do this all day. (And then it really would change from “AM” to “PM”! Hah!)

The first digit of the time will be flashing (“digit” is a fancy word for “number”). You may (may I?

yes, you may ...) change this digit (remember?) by pressing any number from 0 to 9. This will change the flashing digit to the number (see? they're interchangeable, and also, you can use either word instead of the other one) you selected, and make the next digit start flashing. I have no idea how we got it to do that, but just enjoy.

Continue changing each digit until you reach the last digit, hopefully entering the correct time as you plod through this process.

Press **MC/ENTER** to confirm your changes. (In our application, you'll note that "flashing" is not an offensive term.) And always remember ... even a stopped clock is right twice a day.

Setting the Clock Date

After the unit has been reset, the display will show the date starting at 1-1-2003. If the unit has not been reset, press the **DATE** button, and the display will show the current date. That is, if it's set correctly. Hey ... if it's set correctly, ignore this section and go right to the "Shaving Your Pet Mammals" section.

Press the **M+/DATE SET** button,

and if the sound is on, Jackie's voice will confirm your selection that you're about to set the date. And we all love to hear we've done something right. Don't get scared, but now, yes, we're ready to set the date.

The first digit/number of the date will be flashing. You may change this number/digit by pressing any number from 0 to 9. This will change the flashing (!) digit to the number you selected and make the next digit start flashing (that impresses me every time).

Continue changing each digit until you reach the last digit. Press **MC/ENTER** to confirm your changes if at the end you somehow have entered the correct date.

If you're wondering where you can find out what the date is so you can set Jackie's Talking Comedy Calculator, I guess it's a good thing you got yourself (or somebody else got you) one of these gadgets. From now on, you'll always know the date. That is, if you ever find out what the date is and set the thing.

Playing the Clock Time

Press the **TIME** button to see the currently set time. If the sound is

on, Jackie's voice will giggle through a squeaky clean comment, and then spout the time. Then you can say, "It's time to get funnier comments." Jackie will say the time differently depending on the time of day (duh). That is, if the time is exactly on the hour, he will announce "one PM" for 1 PM (when it's 12 PM "twelve noon" will be heard, and when it's 12 AM Jackie will say "twelve midnight" ... oh, he's good). If the time is between 1 and 9 minutes on the hour, he will announce "one oh three PM" for 1:03 PM. If the time is greater than 9 minutes on the hour, he will announce "one ten PM" for 1:10 PM. The seconds on the time display will not be announced, because by the time you say them, it's wrong already.

Playing the Clock Date

Press the **DATE** button to get a date with the person of your dreams. Kidding. Press the **DATE** button to see the currently set date. If the sound is on, Jackie's voice will announce the date. Jackie will say the date as "Wednesday, January one, two thousand and three (or two thousand three or twenty oh three)" for 1-1-2003. On other

days, he'll say something different, but the same way (!).

Setting the Alarm Clock Time

When the time or date is displayed on the LCD, press **MR/ALARM SET** to activate the alarm. I know setting your alarm clock is an unpleasant task, but try to smile and think about stuff you enjoy, about the good things in your life.

The display will show the time, starting at 12-00 AM. Pressing the **TIME** button will change the time to PM, while pressing it again will change it back to AM. (Doo dah, doo dah.)

The first digit of the time will be flashing ... flashing ... flashing. You may change this digit by pressing any number from 0 to 9. The choices, my friend, are all yours. This will change the flashing digit to the number you selected and make the next digit start flashing. Every doggone time.

Continue changing each digit until you reach the last digit. Press the **ALARM CLOCK** button to set the alarm. The icon "ALARM ON" will display on the LCD. Press the **ALARM CLOCK** button again to turn off the alarm. (This

is a vital step if you want to sleep through important appointments.)

IMPORTANT: You can only turn the alarm on and off while in the alarm clock set mode.

After setting the alarm, press **MC/ENTER** to confirm your choices. **IMPORTANT:** Visit www.ExcaliburElectronics.com and get some more of our joke gadgets. Pressing and holding the **ALARM CLOCK** button after exiting the alarm set mode will display the time the alarm is set for. When the alarm goes off, the alarm sound will be heard even if the “Sound” switch is set to “Off.” When the **ALARM TONE/JACKIE** switch is set to “Tone” and the alarm goes off, a high-pitched “Beep, beep” is heard. When the **ALARM TONE/JACKIE** switch is set to “Jackie” and the alarm goes off, 11 different sounds will be randomly heard.

When the alarm goes off, pressing any button or sliding any switch or smashing the unit with the heel of a shoe will turn off the alarm. If the alarm is not turned off, after five minutes (if the neighbors haven’t broken in and shut it off first), the unit will go into auto

power-off mode.

Calculator Functions

To use the calculator, enter the entire first number, then the operator (\div , \times , $-$, $+$) then the entire second number, and finally the “Equals” (=) sign to get the answer. When the “Sound” is “On,” Jackie will announce your results differently based on whether you have selected the “Digit” or “Unit” function.

For example, if you pressed the **UNIT** button and “DIG” is displayed on the LCD, when you divide 99 by 9 (enter “99,” then press the “Divided By” [\div] key, then enter “9,” and finally the “Equals” sign [=]), Jackie will announce the answer “11” as “One, one.”

When the **UNIT** button has been pressed, and “UNIT” is displayed on the LCD, then when you divide 99 by 9, Jackie will announce the answer “11” as “Eleven.” Unless our gizmo miscalculates.) If that should occur, please call your favorite uncle and talk about the highlights, if there were any, of your childhood.)

The display can hold only 10 digits. If you enter more than 10 dig-

its, Jackie will announce your number, but it will not be displayed on the LCD and will not be used in any calculation. Jackie's Talking Comedy Calculator will wait patiently for you to stop showing off and get back to work.

Memory Functions

The **MEMORY PLUS (M+)** button adds the number currently displayed to the currently stored number. If the memory is empty, it places the displayed value in memory and the memory indicator (M) will appear in the display. The **MEMORY MINUS (M-)** button subtracts the number currently displayed from the number already stored. If the memory is empty, it places the displayed value as a negative number in memory and the memory indicator (M) will appear in the display. The **MEMORY RECALL (MR)** button replaces the currently displayed number with the value in memory. The **MEMORY CLEAR (MC)** button clears the memory and removes the memory indicator (M) from the display.

Clear Functions

The **CLEAR ENTRY (CE)** button deletes the currently displayed value. It does not clear any previ-

ously entered values or functions. The **ALL CLEAR (AC)** button clears all values that have been previously entered.

Percent Function

The **PERCENT (%)** button is used to get percentages of a number. For example, if you want to find out what 85 percent of 360 is, press the **ALL CLEAR (AC)** button, then enter **360**, then **MULTIPLY BY (X)**, then **85** and then the **PERCENT (%)** button. The answer will be 306.

Playing Jokes

Press the **JOKE** button and the number of the joke will display on the LCD for three seconds as Jackie tells it to you. Each of the 72 gut-busting jokes will randomly play before a joke is repeated. Pressing the **REPLAY** button will replay the last joke. Eventually, just saying the numbers will be enough to evoke hysterical laughter. For a transcript of the jokes, play them over and over as you type them.

Saving Jokes

Press the **SAVE JOKE** button either during or after a joke to save that joke. Jackie will then say, "That's one (or "That's two," up to ten),"

and then tell a joke. The number of the saved joke (1 through 10) will display on the LCD. A maximum of 10 jokes can be saved. (After that, you'll have to engage a body part we'll hereafter refer to as your brain.)

When you save the eleventh joke, the first saved joke will be deleted so the last joke may be added. If you try to save a joke that's already been saved, Jackie will tell you it's not allowed (because it's already in there, you knuckle-head) and short sheet your bed.

Replaying Saved Jokes

Press the **ENCORE JOKE** button to replay the saved jokes. You'll start at the first saved joke and continue to the tenth joke, if you have that kind of time. After the tenth joke, you'll start over with the first joke. Eventually, you'll get back to whatever it is you're supposed to be doing.

Deleting all of the Saved Jokes

Press the **SAVE JOKE** and **ENCORE JOKE** buttons at the same time for three seconds to delete all the saved jokes. Pressing the **RESET** button will also delete all of the saved jokes. When the saved jokes are all deleted, it would be a good

idea to take pen in hand and jot down your memoirs.

Setting the Volume

You may set the volume of the unit only while a joke is being played. Press the **PLUS (+)** button to increase the volume and the **MINUS (-)** button to decrease the volume (bet you could've figured that out, eh, mate?)

There are five loudness levels, where one is the softest and five is the loudest. Each level is displayed on the LCD as two dashes, so Level One shows as “- -,” Level Two as “- - - -,” on up to Level Five as “- - - - -.” So ... it follows that eight dashes is Level Four.

Isn't it funny that you may need the calculator to figure out how loud the calculator is?

The incredibly unique “What?” Function

Pressing the **WHAT?** button will play one of Jackie's 84 silly sounds or sayings. None will repeat until all are played, or they'll be sent to bed without dinner. While the sound is playing, you may press any button to turn it off, or simply run out of the room. Pressing the **REPLAY** button

will repeat the last sound.

Auto Power Off

If no key is pressed for three minutes, the unit will display the current time. If no key is pressed for a total of five minutes, the unit will automatically turn off in order to spare your batteries. It will feel neglected, and perhaps eventually file for a separation.

Press any button or slide any switch to wake the unit up and return to the time mode.

My Personal Guarantee

I promise I will enjoy spending the money you blew on this thing.

Seriously, thanks a lot ...

Jackie Martling
Long Island, N.Y., 2003

**If no button is pushed for five minutes,
your Calculator will turn off to save
your batteries. Just push any button
to wake the unit up.**

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

- Batteries should be installed or replaced only by an adult.
- The Comedy Calculator uses 3 AAA batteries, 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.

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

90-Day Limited 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!**

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