



**EXCALIBUR  
ELECTRONICS**

# **Bible Challenge**



## **OPERATING MANUAL**

[www.ExcaliburElectronics.com](http://www.ExcaliburElectronics.com)

Model No. 479  
479-SB

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**C**ongratulations on your purchase of Excalibur Electronics' Bible Challenge. You'll have hours of fun playing against the computer—and, at the same time, test and improve your knowledge of the Bible!

Bible Challenge 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.

## Installing the Batteries

Your Bible Challenge requires three AAA batteries, which are not included. To install fresh batteries, carefully turn Bible Challenge over so that the unit is face-down on a soft surface. Locate the battery compartment on the back of

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.



the unit and use a small Phillips screwdriver to remove the screw. Slide off the battery compartment lid, and then install the batteries, making sure to match polarity (+ and -). Slide the battery compartment lid back on, replace the screw and tighten. Then press **RESET**.

Please Note: For best results, always use alkaline batteries. Be sure to check the expiration date because fresh batteries will ensure uninterrupted usage/enjoyment of the product. Remove the batteries if the product will not be used for an extended period. If the product does not perform as expected, check for proper battery charge and correct battery installation, or try a fresh set of batteries.

## Layout of Bible Challenge



## Function of Buttons

**ON/OFF:** Press to turn the unit on. Press and hold **ON/OFF** for three seconds to turn off the unit.

**MUTE:** Press to turn the sound on or off. The sound defaults to on when the unit is turned on. **MUTE** will be displayed in the lower left-hand corner of the screen when the mute function is on.

**RESET:** If your Bible Challenge locks up or malfunctions, use a

ballpoint pen to press **RESET**. Also press **RESET** after inserting new batteries.

**ENTER:** Press to start a game or to confirm your choice.

**UP:** Press to scroll upward through the questions and answers or to choose the level of play.

**DOWN:** Press to scroll downward through the questions and answers or to select the level of play.

## Playing Bible Challenge

Bible Challenge was specially designed to allow you to learn more about the Bible. You may choose between two levels of difficulty when playing a game, and you can also purchase additional cartridges to test your knowledge of other Bible sections as well.

The cartridge included with your game is “New

Testament 1, The Gospels.” Other cartridges include:

**New Testament 2—History, Letters and Prophecy;**

**Old Testament 1—The Law; and**

**Old Testament 2—History, Poetry and the Prophets.**

## Getting Started

After putting in new batteries, insert a cartridge into the computer. Press the **RESET** button with a ballpoint pen. After that the unit will turn on. You’ll hear music, and **BIBLE CHALLENGE** will be displayed on the screen, followed by the name of the cartridge you are using.

If there has already been a high score recorded on your unit, **HIGHEST SCORE XXX** will be displayed, with **XXX** filled in by the highest score. The screen will then display **BIBLE STUDENT**. This is the easier level of the game.

### Selecting a Level of Difficulty

If you prefer instead to test your knowledge with more difficult questions, then press either the **UP** or **DOWN** button for the **BIBLE SCHOLAR** level. (Press either the **UP** or **DOWN** button again to return to the **BIBLE STUDENT** level.) Press the **ENTER** button to start the game after you have selected the level you want.

### Scrolling and Screen Displays

The game is played in the same way on both

levels. QUESTION 01 will be displayed and then the beginning of that question will appear. You'll know that you are at the beginning of the question when only the down arrow flashes on the lower right of the screen. Pressing the **DOWN** button repeatedly will display more of the question screen by screen. Press the **UP** button if you'd like to scroll back to the beginning of the question. You may travel either forward or backward when both the Up and the Down arrows are flashing.

When you reach the end of a question, answer "A" will be displayed, and pressing the **DOWN** button repeatedly will show all four answer choices, lettered "A" through "D." (Note that at the end of the answers, only the Up arrow flashes at the bottom right of the screen.)

### **Selecting an Answer**

When the answer you believe is correct is displayed on the screen, press **ENTER**. If you selected the right answer, the display will show **WELL DONE** and then your correct answer will flash on the screen three times.

If you selected the wrong answer, the display will show "SORRY, CORRECT ANSWER IS ..." and then the correct answer will flash on the screen three times. In both cases, the answer will contain the Bible book reference abbreviation in

parentheses. (Please refer to page 9 of this manual for the full names of the Bible books.)

Next your current score will be shown. Press **ENTER** to proceed to the next question.

### **Scoring**

A player begins a game with 200 points. Every time a question is completed, the score will be updated and shown on the screen.

If a question is answered correctly, 50 points will be added to the player's score. An incorrect answer will reduce a player's score by 50 points.

### **End of Game**

There are two ways to end the game. If at anytime a player's score drops to 0 (zero), **GAME OVER** will be displayed on the screen and then **SCORE 000** will be shown. But if the player maintains a score above zero throughout the game, 25 questions will be presented before the game is over. The score will then be displayed. Regardless of how a game ends, simply press **ENTER** to start a new game.

If you set the highest score on the game, **HIGHEST SCORE XXX** will flash on the screen filled in with your score. **HI-SCORE** will also display in the lower right of the screen.

### **Competing with Multiple Players**

Bible Challenge was designed as a game for one player. If you would like to compete against other players, simply note the score of each player after each of the games is completed. After each player has had a turn, the person with the highest score wins.

### **Handicapping a Game with Multiple Players**

It may be that you'll want to "handicap" a game. This allows a person who is an expert on Bible knowledge to play against someone less well versed in the Bible. To do this, the Bible expert should answer questions from the Bible Scholar level, while the other competitors should play at the easier Bible Student level.

### **Changing the Cartridge**

Any time that you would like to change the cartridge in your Bible Challenge, please press and hold the **ON/OFF** button for three seconds to turn off the unit. Then remove the current cartridge from the back of the unit and replace it with the new cartridge. Press the **ON/OFF** button to turn the unit on.

### **Auto Power Off**

If no button is pressed for about three minutes, the unit will automatically turn off in order to spare your batteries. Press any button to resume where you left off in a game.

## **Abbreviations**

ACT = Acts	JUD = Jude
1CH = 1 <sup>st</sup> Chronicles	1KG = 1 <sup>st</sup> Kings
2CH = 2 <sup>nd</sup> Chronicles	2KG = 2 <sup>nd</sup> Kings
COL = Colossians	LAM = Lamentations
1CO = 1 <sup>st</sup> Corinthians	LEV = Leviticus
2CO = 2 <sup>nd</sup> Corinthians	LUK = Luke
DAN = Daniel	MAR = Mark
DEU = Deuteronomy	MAT = Matthew
ECC = Ecclesiastes	MIN = Minor Prophets (Hosea to Malachi)
EPH = Ephesians	NEH = Nehemiah
EST = Esther	NUM = Numbers
EXO = Exodus	1PE = 1 <sup>st</sup> Peter
EZK = Ezekiel	2PE = 2 <sup>nd</sup> Peter
GAL = Galatians	PHM = Philemon
GEN = Genesis	PHP = Philippians
HEB = Hebrews	PRV = Proverbs
ISA = Isaiah	PSA = Psalms
JAM = James	REV = Revelations
1JN = 1 <sup>st</sup> John	ROM = Romans
2JN = 2 <sup>nd</sup> John	RUT = Ruth
3JN = 3 <sup>rd</sup> John	1SM = 1 <sup>st</sup> Samuel
JDG = Judges	2SM = 2 <sup>nd</sup> Samuel
JER = Jeremiah	SNG = Song of Solomon
JHN = John	1TM = 1 <sup>st</sup> Timothy
JOB = Job	TIT = Titus
JOS = Joshua	

## 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

- CAUTION: Batteries should be removed and replaced by adults only.
- Turn unit off when installing batteries.
- Your Bible Challenge uses 3AAA 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 diagram in the battery compartment.
- Use only batteries of the same type and equivalency.

## 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

Play games live at:  
[www.ExcaliburElectronics.com](http://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!

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

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