



**EXCALIBUR  
ELECTRONICS**

# **DOUBLE SCREEN TALKING GOLF**



## **OPERATING MANUAL**

**C**ongratulations on your purchase of Excalibur Electronics' Double Screen Talking Golf. It's the most realistic handheld golf game there is! You and your friends will have hours of fun. You can practice or play by yourself against the computer or compete against a friend. You can even play with or without the computer's Hint Mode (see page 4).

Double Screen Talking Golf 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.

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. Double Screen Talking Golf is another unmatched innovation of Excalibur Electronics.

**We make you think.**



## Installing the Batteries

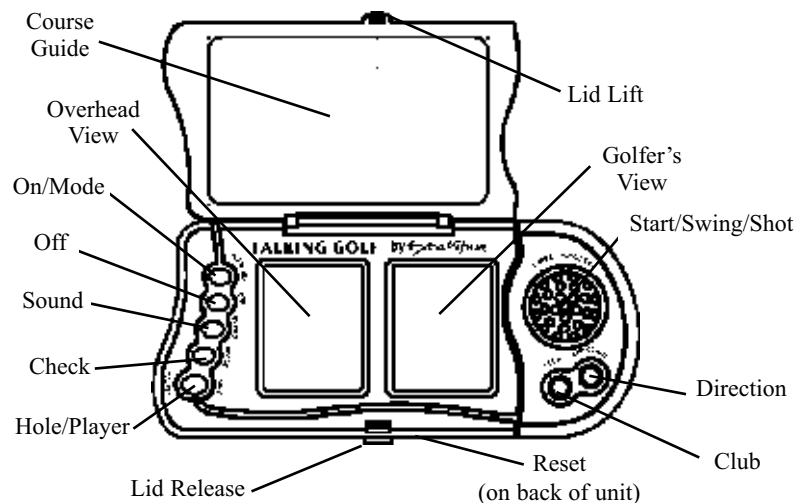
Your Double Screen Talking Golf requires two AAA batteries, not included. To install the batteries, carefully turn Double Screen Talking Golf over so that the unit is face-down on a soft surface. Find the battery compartment on the back of the unit. Use a small Phillips screwdriver to

remove the screw. 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. Replace the screw and tighten gently.

## Opening the Unit

Press the Lid Release button (see diagram below) to open the unit. Then pull up on the Lid Lift.

## Layout of Double Screen Talking Golf



# Playing Double Screen Talking Golf

## Game Description

Your Double Screen Talking Golf contains two LCD screens, one that shows the entire hole layout from an overhead view and the other that shows the hole from the golfer's point of view from the ball location. The course contains the standard 18 holes, ranging from short par 3s to long par 5s. The golfer can select from 13 different clubs to play the course. The layout will challenge the golfer as he hits up and down hills, around trees and over a river and other water hazards.

*Special Note: You can make the game easier or more difficult by choosing to play with or without Hint Mode. (See "HOLE/PLAYER" under "Functions of the Buttons.")*

The goal of the game is to make par 72 while playing the course, or even go under par to play like a pro! The game consists of three different modes of play:

**Practice**—Start the game from any hole of your choice.

**Tournament**—This is a one- or two-player game. Start the game from the first hole, and continue until you finish the eighteenth hole. Whoever scores the lowest on a hole gains the honors and tees off first from the next hole.

**Skins**—This is a two-player game. Again, start the match from the first hole. If one of the players wins the hole by making the least number of strokes, they bank \$1,000! If the players each make the same score on a hole, then that \$1,000 prize is carried over to the next hole. Whoever makes the most money after completing

the eighteenth hole is the winner!

## Functions of the Buttons

**ON/MODE:** Press this button to turn on the computer. The default is set to Practice mode for one player. Press the button again to select one-player Tournament or two-player Skins mode. When the computer is turned off or turns itself off to conserve the batteries, press this button again to restart the unit, and you will return to the mode that you last selected.

**OFF:** Press to turn the unit off.

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

**CHECK:** Press to check the stroke, the score (in Practice and Tournament modes) and the amount of money won (in Skins mode).

**HOLE/PLAYER:** In Practice mode, press to select which hole you would like to begin play at. In Tournament mode, press to play a two-player game. Pressing this button again will select the one-player game.

Additionally, before hitting any shot, the player can turn on or off Hint Mode. The game is easier in Hint Mode, when the Suggested Stroke Power Indicator is on. If the indicator is on, you should press the Start/Swing/Shot button once to start your shot. New bars will appear on the display, from left to right. When the new bar reaches the Suggested Stroke Power Indicator, press the Start/Swing/Shot button again. The ball will be struck with the correct amount of force for the shot.

If Stroke Power is off, press the

Start/Swing/Shot button once to start your shot. Press this button again when you think that you have hit the ball with the right amount of force. Use the table below to help determine your stroke.

In Hint Mode, club selection is automatic (although you can override it by pressing Club) and the Suggested Stroke Power Indicator (shown as a bar on the right side of the display) is on. When not in Hint Mode, the 1W club will be automatically selected unless you're on the green, in which case the PT will be selected. So you must be careful to choose your proper club!

**START/SWING/SHOT:** After the game mode and number of players have been selected, press this button to confirm the mode and start the game. Pressing the Hole/Player button at this point will turn Hint Mode on or off.

**CLUB:** The player can choose one of 13 clubs provided by the computer. The computer will automatically select the club for you that it believes is the correct club for the yardage. Press the Club button if you would like a different club instead. The distance the club can hit the ball is listed in the Distance display.

**DIRECTION:** The game defaults to Straight as the ball direction. Pressing this button allows you to Hook your shot. Press again for a Slice, and one more press will reset the direction to Straight.

**RESET:** This button is in a recessed area

in the back of the unit. Use a pointed instrument to press the button to reset the game in case it malfunctions.

## Club Function

The game provides a club automatically for you according to your distance to the hole. The distance range of a club, the usual distance the club will provide you, and the distance shown by each stroke power bar are as follows:

Club	Range in yards	Usual distance in yards	Power bar unit in yards
1W	0-270	230-270	27
3W	0-230	200-230	23
4W	0-210	190-210	21
3I	0-200	160-200	20
4I	0-170	150-170	17
5I	0-160	140-160	16
6I	0-150	130-150	15
7I	0-140	120-140	14
8I	0-130	110-130	13
9I	0-120	100-120	12
PW	0-110	50-110	11
SW	0-50	0-50	5
PT	0-10	————	1

Notes:

"W" indicates a wood.

"I" indicates an iron.

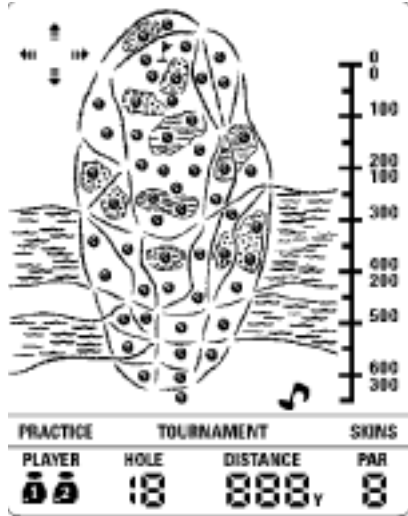
PT (putter) is best for shots on the green.

SW (sand wedge) is best for hitting out of sand traps and very short shots to the green.

PW (pitching wedge) is best for shots on a slope and short shots to the green.

The usual distance refers to the distance unaffected by the terrain and the wind direction.

***Pressing HOLE/PLAYER before your shot turns Hint Mode on or off.***



Overhead View (on left of unit)



Golfer's View (on right of unit)

### Course Terrain

- The game consists of eight different terrains: Tee, Fairway, Rough, Bunker, Water, Up Slope, Down Slope and Green.
- The shot distance is determined by the club selection and the terrain.
- There are five different kinds of wind conditions in the game: North, South, East, West, and Windless. The wind direction changes without changing the force of the wind every 30 seconds, which affects the shooting distance. The distance is also related to the shot direction selected, either Hook, Straight or Slice. Only if the shot is over 20 yards can it be affected by the wind direction, and every 20 yards will be affected by a factor of one. See the chart at the top of the next

Wind Direction	Hook	Straight	Slice
Windless	-1 yard	0 yard	-1 yard
South	-2 yard	+4 yard	-2 yard
North	-3 yard	-4 yard	-3 yard
East	-4 yard	-3 yard	0 yard
West	0 yard	-3 yard	-4 yard

- To sum up:

*Actual shot distance = usual distance - distance affected by terrain ± distance affected by wind direction.*

### Game Rules

- The player always faces the green. The

goal is to get the ball into the hole with the least number of shots.

- A South wind (that is from the south, blowing in a northerly direction, toward the green) is displayed when the up arrow appears in the golfer's point-of-view display screen. An East wind is shown by the left arrow, a West wind by the right arrow and the North wind by the down arrow.

- The following describes Out of Bounds (OOB) shots:

(A) When the hole you're playing is over 300 yards in length and contains sand traps, if you hit the ball 100 yards or more over the hole you will be OOB.

(B) When the hole you're playing is over 300 yards in length and does not contain sand traps, if you hit the ball 50 yards or more over the hole you will be OOB.

(C) When the hole you're playing is under 301 yards in length and contains sand traps, if you hit the ball 50 yards or more over the hole you will be OOB.

(D) When the hole you're playing is under 301 yards in length and does not contain sand traps, if you hit the ball 25 yards or more over the hole you will be OOB.

(E) Using a Hook to hit the ball beyond 200 yards is OOB when an East wind is blowing.

(F) Using a Slice to hit the ball beyond 200 yards is OOB when a West wind is blowing.

- If your shot goes OOB or you hit the ball into the water, you will be penalized 2 strokes.

- When you are in the 2-player game of

Skins or Tournament modes, after the initial shot, the player farther away from the green will shoot next. The player who is to shoot next will have his icon flash in the bottom left-hand corner of the display.

- When the ball is 10 yards or less from the hole, the ball is considered to be on the green. The only club available is the PT (putter) and the only direction you can hit the ball is Straight.

- If playing in Hint Mode (see page 4), you should press the Start/Swing/Shot button once to start your shot. New bars will be displayed from left to right. When the new bar reaches the Suggested Stroke Power Indicator, you should press the Start/Swing/Shot button again. The ball will be struck with the correct amount of force for the shot.

If you've decided to play with Hint Mode off, press the Start/Swing/Shot button once to start your shot. Press this button again when you think that you have hit the ball with the right amount of force.

- Before hitting your shot, you can press the Hole/Player button to turn on the Hint function. This will provide you with the computer's advice of what club should be used for the shot and the force necessary to shoot the correct distance. If the Sound is on, when you press the Hole/Player button then a double beep indicates that the Hint function is on, while a single beep indicates that the Hint function is off.

- When the game is idle for 60 seconds, a bird sound will play. This will only happen once for each hole.

### How to Play (See diagrams on top of

## page 6.)

1. Press the key On/Mode to select either the Practice, Tournament or Skins modes.

2. The word 'Practice' displays if you chose that mode. Pressing the Hole/Player button will allow you to select any hole you would like to start on, 1 through 18. After selecting your starting hole, press Start/Swing/Shot to confirm your selections and start the game. After finishing the hole, press Start/Swing/Shot to play the next hole or press the Hole/Player button to select a different hole.

3. The word 'Tournament' displays if you chose that mode. Pressing the Hole/Player button will allow you to select whether you want to play a one or two player game. Press Start/Swing/Shot to confirm your selections and start the game. You will play the course in turn from the first to the eighteenth hole.

4. The word 'Skins' displays if you chose that mode. You will always be in the two player game. Press Start/Swing/Shot to confirm your selections and start the game. You will play the course in turn from the first to the eighteenth hole. The game begins with player 1, then it's play-

er 2's turn. After the initial shots, the player farthest from the green hits first. Whoever hits the least number of shots for a hole wins the hole and \$1,000. If a tie occurs, the \$1,000 is carried over to the next hole. The maximum amount a player can win is \$18,000.

5. If the ball is hit and does not go into the hole, the following information will be displayed: Stroke (the number of strokes taken for this hole), XXXY (the distance you drove the ball), and To Hole XXXY (the distance to the hole). If the ball is hit and does go into the hole, the following information will be displayed: Stroke (the number of strokes taken for this hole), XXXY (the distance you drove the ball), To Hole XXXY (the distance to the hole) and Score XXX (the player's score).

### Auto Power Off

The game turns itself off after being idle for about 3 minutes. Press On to restart the game and return to where you left off.

### Self-checking Mode

Press down the Start/Swing/Shot, Club and Direction buttons at the same time and then place a pointed instrument in the Reset hole in the back of the computer and press down. After releasing the

## Special Care & Handling

- 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.

- Do not mix old and new batteries.
- Your unit requires 2 AAA batteries, not included.
- Do not mix alkaline, standard (carbon zinc) or rechargeable (nickel-cadium) batteries.
- Do not use rechargeable batteries.
- To avoid explosion or leakage, do not dispose of batteries in a fire or attempt to recharge stan-

dard or alkaline batteries.

- Be sure to insert batteries with the correct polarities and always follow the toy and battery manufacturer's instructions.
- Remove batteries and store them in a cool, dry place when not in use.
- Always remove old and dead batteries from the product.
- The supply terminals are not to be short-circuited.

## 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](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.

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