

User's Guide for
Flying Sevens
Super Slots
EXCALIBUR
ELECTRONICS, INC.

Model No. 2070-1



Congratulations on your purchase of Excalibur Electronics' Flying Sevens Super Slots! You and your friends will enjoy hours of fun with this innovative game. As an ATM Bank, your Flying Sevens will automatically count your balance and accepts all coins. You can withdraw savings or check your balance anytime. Its three spinning reels feel like a real Las Vegas slot machine. It even lights up and makes noise when you hit the jackpot!

Flying Sevens Super Slots 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.

This package includes one Flying Sevens Super Slots machine and its user's guide.



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.

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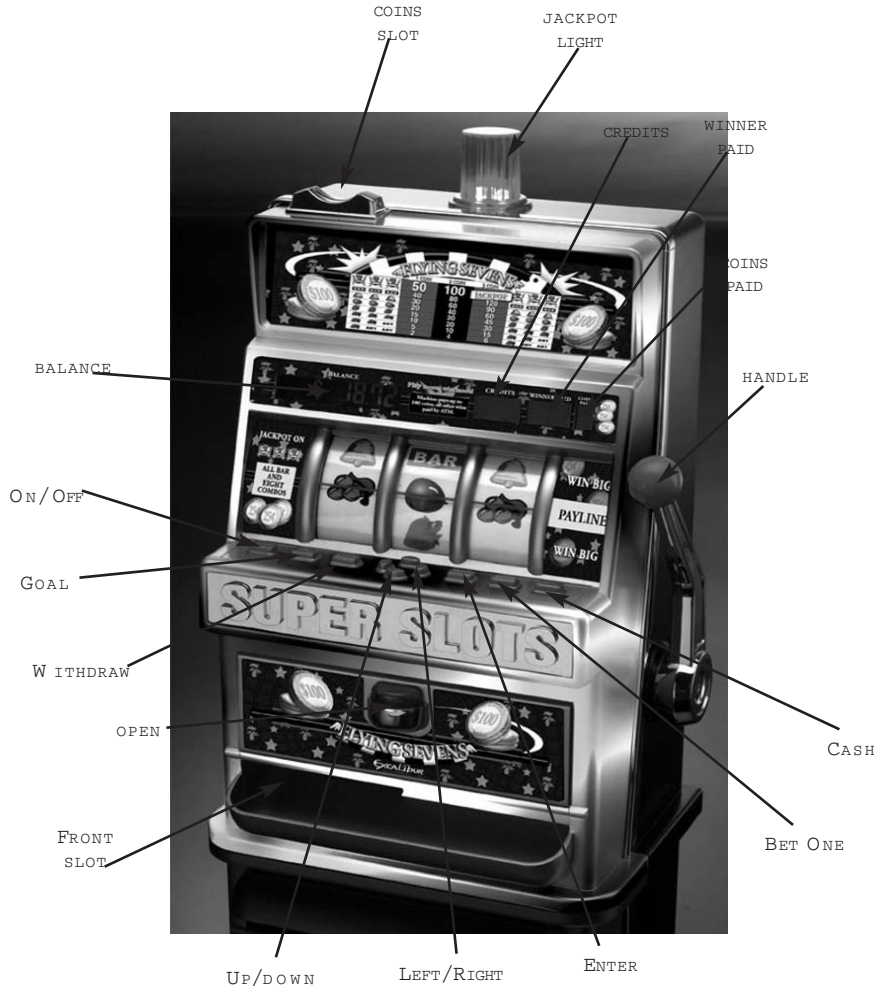
Installing Batteries

Your Flying Sevens Super Slots requires four C batteries or an AC adapter, not included. To install batteries, find the battery compartment on the unit's back.

Lift off the battery compartment lid. Install four C batteries, making sure to match the polarity (+ and -) with the diagram inside the battery compartment. Place the tabs of the battery compartment in their slots, and snap the compartment door back on.

To operate your Flying Sevens Super Slots with an AC-

Layout of Flying Sevens Super Slots



Functions of Buttons

ON/OFF: Press to turn your Super Slots on or off. The balance will be saved if you turn the unit off.

GOAL: Press to set your target savings amount. You can set your target savings up to \$50.

WITHDRAW: Press to make a withdrawal.

CASH OUT: Press to release the quarters. It will release one quarter for every time you press this button. Note: Press this button once and a quarter will be released, or press and hold this key about two seconds, the quarter will be released continuously. Press this button again and

stop releasing. All other coins are stored in a separate compartment.

OPEN: Press to open the door.

UP/DOWN: Press to select numbers zero through nine.

LEFT/RIGHT: Press to scroll through the digits during setting.

ENTER: Press to confirm your settings.

BET: Press to place a one-credit bet. Press it repeatedly to place multiple bets.

RESET: Press to reset your Super Slots if it malfunctions or after you've inserted new batteries.



LCD DISPLAY

COINS PAID: Shows the bet you've placed.

WINNER PAID: Shows how much you've won.

CREDIT: Shows how much money of credit in hand.

BALANCE: Shows your savings balance in savings mode and your credit in slots mode.

How to Use

GETTING STARTED

Put four C batteries into your Flying Sevens Super Slots, as described in the "Installing Batteries" section on page 3. Press the **ON/OFF** or **RESET** button to turn the unit on.

FLYING SEVENS

Your Flying Sevens Super Slots has two main functions: ATM Bank and Slot Machine. It also has two slot machine playing modes: Free Game and Coin Game. Free Game allows you to

play slots without inserting coins. Coin Game requires coins to play.

ATM MODE

To play in ATM Mode, first press the **ON/OFF** button to turn your unit on. The LCD display will display your balance.

Then press the **GOAL** button. The **GOAL** display will initially show **\$0.00**. Press the **UP** or **DOWN** buttons to set the dollar amount. You can set your goal up to **\$50**. Press the **ENTER** button to

confirm this amount.

After you've saved your target savings amount, Flying Sevens will say, "Please remember to save for your goal" after you've set the target savings amount.

Even though quarters are deposited in a separate container, they will count towards your deposit. To retrieve quarters, press the **CASH OUT** button.

To Make a Deposit

To make a deposit, insert the coins into the coin slot while the unit is turned on. The amount you've deposited will be displayed on the LCD screen.

When the deposit reaches **\$199.99**, the LCD display will say "**\$ FULL.**" Any additional money inserted into the coin slot will not be added to this total.

To Make a
Withdrawal

To make a withdrawal, first make sure that your Flying Sevens Super Slots is turned on.

Then press the **WITHDRAW** button. The LCD will display **CODE 0000**. Press the **OPEN** button to open the door.

Press the **CASH OUT** button to withdraw quarters. The quarters will be released and deducted from your account balance.

If you withdraw pennies, nickels or dimes, press the **UP, DOWN, LEFT** or **RIGHT** buttons to input the withdraw amount. It will be subtracted from the account balance.

To Clear Your Balance

To clear your balance to zero, press and hold the **WITHDRAW** button, and then press the **CASH OUT** button. All of the quarters will be released and your balance will show "**\$ 0.**"

SLOT MACHINE

If your Flying Sevens Super Slots locks up due to static discharge or other electrical disturbances, use a ballpoint pen to press the **RESET** button on the back

MODE

Free Game

To set up your game in Free Game, first press the **ON/OFF** button to turn your unit on.

Then press the **BET** button to enter **SLOTS** mode.

Press and hold the **UP** button for approximately two seconds to enter Free Game. You will automatically be given 50 credits.

If you deposit a coin while playing in Free Game, the coin will be credited into your balance when you

return to Coin Game.

To exit Free Game, press and hold the **DOWN** button for approximately two seconds.

Coin Game

To play in Coin Game, first press the **ON/OFF** button to turn your unit on.

Then press the **BET** button to enter **SLOTS** mode.

You can only play in Coin Game using quarters. If you insert lesser coins, the display will tally the balance.

Insert quarters into the

If you hit the **PROGRESSIVE JACKPOT**, the siren will go off and your Flying Sevens Super Slots will say, "You broke the bank!" All of the quarters will be released to the front coin slot.

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 120° F (4° C and 38° C).
- Clean using only a slightly damp cloth. Do not use cleaners with chemical agents.

To conserve battery life, your Flying Sevens Super Slots will turn itself off after five minutes if it is not used.

Battery Information

- Your Flying Sevens Super Slots uses four C 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.

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.

Excalibur Electronics, Inc. reserves the right to make technical changes

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

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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,

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