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210 mm

INSTALLATION

1. Unpack the Free Kick mat and make sure it is switched "OFF" before installing batteries.
2. Remove the battery cover by loosening the screw with a screwdriver. Adult supervision is recommended.
3. This unit is powered by 4 x AA batteries (not included). Place the batteries into the compartment. Set the batteries at the correct polarity, noticing (+) and (-) marks. Replace the cover and tighten the screw.
4. Fix the non-slip pads on each corner of the mat. Carefully place the mat in the desired location and smooth out the pad.

CONNECTION TO A TV

The **Free Kick mat** can be connected to a TV's RCA sockets. Ensure your TV is switched off during connection.

NOTE : Due to differences in refresh rates, this product may not play correctly on high definition, LCD or plasma TV sets.

1. Plug the AV cable into the sockets on the front or rear of your TV. Ensure you connect the color coded heads to the corresponding colors on the socket.
2. Turn on your TV and set it to the AV (video) channel. Press the "POWER" button to turn on the **Free Kick mat**.

GAME INSTRUCTIONS

Step on any button to enter the game.

There are three different games to choose from, **FREE KICK, CORNER KICK** and **PENALTY KICK**. Use "▲", "▼" button to select the desired game, then step on "Start / Select" to enter. You can step on "Back" to go back to previous menu at all point of selection.

< Free Kick >

There are four different play modes that are "Practice", "Player 1 Vs Com", "Player 1 Vs Player 2" & "Team A Vs Team B".

Practice:

1. Select the **footballer** by using "▲", "▼", "◀", "▶" button, then stepping on the "Start / Select".
2. Select the desired free kick position by stepping on the "▲", "▼", "◀", "▶" button, then choose the shooting angle "▲", "▼" to enter.
3. Quick run on the "Q", "D" to increase the shooting power. There is direction bar "X" moves from left to right & "Y" moves from up to down in the bottom **centre**, player should catch the right time then kick pass the motion sensor on the plastic console of the Free Kick mat.

Player 1 Vs Com:

1. Select **footballer** for yourself and computer by using "▲", "▼", "◀", "▶" button, then stepping on the "Start / Select".
2. Select the desired free kick position by stepping on the "▲", "▼", "◀", "▶" button, then choose the shooting angle "▲", "▼" to enter.
3. Quick run on the "Q", "D" to increase the shooting power. There is direction bar "X" moves from left to right & "Y" moves from up to down in the bottom **centre**, player should catch the right time then kick pass the motion sensor on the plastic console of the Free Kick mat.
4. Player 1 can select "Action Replay" by choosing "Yes" then "Start / Select", otherwise select "No" then "Start / Select" will move on to next shot.
5. Computer will kick the ball from the same place and angle as selected by Player 1.
6. Each has 6 shots, Player 1 selects free kick position first then the computer and so on, finally the one who gets the most goal will become the winner.

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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 below.

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 LIMITED 90-DAY WARRANTY 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.
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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.

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.

Player 1 Vs Player 2:

1. Player 1 selects the footballer by using "▲", "▼", "◀", "▶" button, then stepping on the "Start / Select". Player 2 selects the footballer by using "▲", "▼", "◀", "▶" button, then stepping on the "Start / Select". Then Player 1 selects the desired free kick position by stepping on the "▲", "▼", "◀", "▶" button, and choose the shooting angle "▲", "▼" to enter.
2. Quick run on the "Q", "D" to increase the shooting power. There is direction bar "X" moves from left to right & "Y" moves from up to down in the bottom **centre**, player should catch the right time then kick pass the motion sensor on the plastic console of the Free Kick mat.
3. Player 1 can select "Action Replay" by choosing "Yes" then "Start / Select", otherwise select "No" then "Start / Select" will move on to Player 2.
4. Player 2 will kick the ball from the same place and angle as selected by Player 1.
5. Player 2 can select "Action Replay" by choosing "Yes" then "Start / Select", otherwise select "No" then "Start / Select" will move on to next shot.
6. Each player has 6 shots, Player 1 selects free kick position first then Player 2 and so on, finally the player who gets the most goal will become the winner.

Team A Vs Team B:

1. Total 8 countries for player to choose.
2. Team A selects the country from country's flag by using "▲", "▼", "◀", "▶" button, then stepping on the "Start / Select". Team B selects the country from country's flag by using "▲", "▼", "◀", "▶" button, then stepping on the "Start / Select".
3. Team A then selects the desired free kick position by stepping on the "▲", "▼", "◀", "▶" button, and choose the shooting angle "▲", "▼" to enter.
4. Quick run on the "Q", "D" to increase the shooting power. There is direction bar "X" moves from left to right & "Y" moves from up to down in the bottom centre, player should catch the right time then kick pass the motion sensor on the plastic console of the Free Kick mat.
5. Team A can select "Action Replay" by choosing "Yes" then "Start / Select", otherwise select "No" then "Start / Select" will move on to Team B.
6. Team B will kick the ball from the same place and angle as selected by Team A.
7. Team B can select "Action Replay" by choosing "Yes" then "Start / Select", otherwise select "No" then "Start / Select" will move on to next shot.
8. Each team has 6 shots, Team A selects free kick position first then Team B and so on, finally the team who gets the most goal will become the winner.

< Corner Kick >

There are two different play modes that are "Player 1 Vs Com" and "Player 1 Vs Player 2". Use "▲", "▼" button to select the desired game, then step on "Start / Select" to enter.

Player 1 Vs Com:

1. The ball will be kicked by the computer automatically.
2. Accuracy bar will be moving on screen, player needs to catch the right point on the accuracy bar then kick over the motion sensor on the plastic console of the soccer mat.
3. Each has 5 shots, finally the one who gets the most goal will become the winner.

Player 1 Vs Player 2:

1. The ball will be kicked by the computer automatically.
2. Accuracy bar will be moving on screen, Player 1 & Player 2 need to take turn and catch the right point on the accuracy bar then kick over the motion sensor on the plastic console of the soccer mat.
3. Each has 5 shots, finally the one who gets the most goal will become the winner.

< Penalty Kick >

There are two different play modes that are "Player 1 Vs Com" and "Player 1 Vs Player 2". Use "▲", "▼" button to select the desired game, then step on "Start / Select" to enter.

Player 1 Vs Com:

1. Quick run on the "Q", "D" to increase the shooting power. There is direction bar "X" moves from left to right & "Y" moves from up to down in the bottom centre, player should catch the right time then kick pass the motion sensor on the plastic console of the Free Kick mat.
2. Each has 5 shots, finally the one who gets the most goal will become the winner.

Player 1 Vs Player 2:

1. Quick run on the "Q", "D" to increase the shooting power. There is direction bar "X" moves from left to right & "Y" moves from up to down in the bottom centre, Player 1 & Player 2 should take turn and catch the right time then kick pass the motion sensor on the plastic console of the Free Kick mat.
2. Each has 5 shots, finally the one who gets the most goal will become the winner.

SAFETY WARNINGS

- Bare feet should be used to operate mat. Do not use with shoes or **stocking feet**.
- Mat should be used on a clean, flat surface. Do not use the mat on concrete, rock or any surface with sharp or abrasive objects.
- Keep mat away from open flame and other heat sources.
- When mat is not in use, it should be removed from the playing area and stored properly.
- Do not use the mat on a wet surface.
- Remove furniture or other objects in proximity to the mat, and use it in an area with plenty of space, away from walls or windows.
- The cord for the mat should be placed properly to avoid tripping risk.
- Mat should be used with care to avoid injury.
- The unit is a delicate piece of machinery. Do not dismantle, modify, or intentionally abuse the mat.

BATTERY SAFETY

- The unit is powered by 4 x AA (UM-3/LR6) batteries.
- Make sure that the power of unit is switched "OFF" before installing/changing batteries.
- Unscrew the battery cover and insert the batteries following the polarity as indicated inside the battery compartment.
- Place 4 x AA alkaline (recommended) batteries into the compartment.
- Replace the battery cover and secure the screw.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged (if removable).
- Rechargeable batteries are only to be charged under adult supervision (if removable).
- Different types of batteries or new and used batteries are not to be mixed.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.
- Dispose the exhausted batteries safely.
- If batteries are mis-used, there is possibility of heat generation, explosion or battery leakage.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.

FCC Warning Information

Information to the user
 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.

MADE IN CHINA

WASTE ELECTRICAL PRODUCTS SHOULD NOT BE DISPOSED OF WITH HOUSEHOLD WASTE. PLEASE RECYCLE WHERE FACILITIES EXIST. CHECK WITH YOUR LOCAL AUTHORITY FOR RECYCLING ADVICE.

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