



# EINSTEIN

## Touch Word Search



Model No. ET454

Congratulations on your purchase of Einstein Touch Word Search. Now, challenging Word games can travel with you anywhere. Einstein Touch Word Search offers varying levels of challenging computer opponents, has simple, intuitive controls and a vocabulary of over 47,000-words!

Albert Einstein is probably best known for his famous formula,  $E=mc^2$ , but this German-born theoretical physicist made unparalleled contributions to modern scientific thought. In the field of physics, he introduced his special theory and general theory of relativity and, in 1921, his work on the photoelectric effect won him the Nobel Prize in Physics.

Einstein enjoyed playing the violin and for much of his life, greatly enjoyed the game of chess. He routinely asked children he met if they liked music or if they could play chess. He would then teach them the basics of the game, and would play that child every time that they met.

## ABOUT ALBERT EINSTEIN

Born: March 14, 1879

Ulm, Württemberg, Germany

Died: April 18, 1955 (aged 76)

Princeton, New Jersey, USA

Residence: Germany, Italy, Switzerland,  
USA

Citizenship:

German (1879-1896, 1914-1933)

Swiss (1901-1955)

American (1940-1955)

Notable Awards:

Nobel Prize in Physics (1921)

Copley Medal (1925)

R.A.S Gold Medal (1925)

Max Planck Medal (1929)

Benjamin Franklin Medal (1935)

Honorary Doctorates: Princeton (1921)

Oxford (1931)

Harvard (1935)

Quotes:

"Whoever undertakes to set himself up as a judge of Truth and Knowledge is shipwrecked by the laughter of the gods."

"The secret to creativity is knowing how to hide your sources."

"ALBERT EINSTEIN and related rights TM/© of HUU, used under license.  
Represented exclusively by Corbis Corp."

## Items Included

- 1 Einstein Touch Word Search Unit
- 1 Stylus
- 1 User's Manual

## Install the Batteries

Using a small Phillips screwdriver, remove the screw from each battery-compartment panel on the back of Touch Word Search. Install two fresh, alkaline AAA batteries, making sure to follow the diagram in each battery slot so that the polarity (+ or -) of the batteries is correct.



Replace the battery compartment panels. When replacing the screws, secure them gently, do not force or over-tighten them.


After you have installed the batteries, the display will show the copyright screen. If it does not, press **RESET** on the back using a thin pointed object. Press any key to continue to the *Home Menu*.


## Finding the Stylus


The stylus can be found along the front right side of the unit near the Excalibur logo. Use your thumbnail to slide it out.

## Icon Keys

 is the On/Off key. Your game state, scores and time will be saved if you turn off the unit. If a key has not been pressed within eight minutes, the game will automatically turn off. Press  to turn it back on.

 is the Sound Key. Use this key to turn the sound off or on.

 is the LCD Contrast key. Use this key to set the LCD contrast to 1 of 8 settings.

Press  when finished adjusting settings.

 is the Clear Key.

 is the Back Arrow Key.


### Home Menu

SEARCH  
MAKE WORD  
SCRAMBLE  
CONNECT  
CROSSWORD

### Word Search

Selecting *WORD SEARCH* from the *Home Menu* will take you to the *Category Menu*.

GENERAL  
SPORTS  
ANIMALS  
MUSIC  
EAT + DRINK  
UNCOMMON  
HYPHENED




Select a category from the *Category Menu*. If you want to return to the *Home Menu* press the **NEW** key or the  key.

After selecting a category, the next screen will be the *Start Menu*.


START  
PUZL RNDM  
LEVEL 1  
TIMER OFF  
FOUND OFF  
HINT ON

To begin, press the *START* line and a Word Search puzzle will be generated using the category shown at the bottom of the *Start Menu*.

Before you press *START*, you may press *PUZL* and change from a randomly gener-


ated puzzle to a specific puzzle number. Press the  or  cells to change the puzzle number digit. To change back to a random puzzle, press *RANDOM*. Press *PUZL* to select the number shown if it is set to *RANDOM*. Press  to return to the *Start Menu*.

Before you press *START*, you may repeatedly press *LEVEL* and change the level to one of four settings. Level four is the most difficult.

Before you press *START*, you may press *TIMER* and change from using no timer, to a timer between 1 and 8 minutes. Press the desired timer digit, or press *OFF* to not use the timer. Press  to return to the *Start Menu*.

Before you press *START*, you may repeatedly press *FOUND* to change between *ON* or *OFF*. When on, the letters of words you have found will be outlined by a box.

Before you press *START*, you may repeatedly press *HINT* to change between *ON* or *OFF*. When on, the *HINT* key will be shown during puzzle solving. If you would like to compete with a friend, it is best to turn hints off so no advantage is taken with hints.



Before you press *START*, press the *NEW* key or the  key to return to the *Category Menu*.

## Puzzle Screen

This screen shows the 9x9 letter grid with nine hidden words.

Press the **PAGE** key to see the list of hidden words. As you find words, those words will be removed from this list.

Press the **PAGE** key again to go back to the *Puzzle Screen*.

Press the first letter and last letter of the word you have found, and then press **ENTER**. If the word is not one of the hidden words a  will be shown. Press  to clear your selection. If the word is correct, the number on the left side of the screen will be reduced by one, and the remaining unfound words will be briefly shown.

Press the **HINT** key to see a flashing letter. This letter is in one of the words still to be found.

Press the **NEW** key to stop working on this puzzle and return to the *Start Menu*.


## Menu Screen

Press the **MENU** key to view the *Menu Screen*.

*FOUND OFF*  
*NEW2X ON*

You may repeatedly press *FOUND* to change between *ON* or *OFF*. When on, the letters of words you have found will be outlined by a box.

You may repeatedly press *NEW2X* to change between *ON* or *OFF*. When on, the **NEW** key requires two presses before going to a new puzzle.

Press  to return to the *Puzzle Screen*.

## Page Screen

Press the **PAGE** key to view the *Page Screen*.

While viewing the *Puzzle Screen*, pressing the **PAGE** key shows the list of words still to be found. Press the **PAGE** key to

go back to the *Puzzle Screen*, or if you would like to see where a word is on the grid, press that word on the *Page Screen*. Now press **HINT** and the *Puzzle Screen* will be shown with boxes around the letters of that word. Simply press **ENTER** to register it.

### **Puzzle Complete Screen**

Once all nine words are found, Puzzle Complete will be shown as well as the amount of time used to solve the puzzle. Press any key to return to the *Start Screen*.

---

---

## **Make Word**

Selecting **MAKE WORD** from the *Home Menu* will take you to the *Start Menu*.

**START**  
**TIMER ON**  
**ORDER OFF**

To begin, press the **START** line and the *Length of All Words* screen will be shown.

Before you press **START**, you may repeatedly press **TIMER** to change between **ON** or **OFF**. When on, you will have a fixed amount of time to make as many words as you can. The amount of time will vary based on the number of words that can be found.

Before you press **START**, you may repeatedly press **ORDER** to change between **ON** or

**Computers can sometimes "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."**

**OFF**. When on, the letters of the word you entered will be returned to the rack in the same order as entered. Sometimes this makes it a little easier to make new words.

Before you press **START**, press the **NEW** key or the **key** to return to the *Home Menu*.

### **Length of All Words Screen**

```
LENGTH 1[6]
OF 4[5]
ALL 14[4]
WORDS 9[3]
--PRESS--
--ENTER--
[ ][ ][ ][ ][ ][ ]
***[ ][ ][ ][ ][ ]***
```

The object of this game is to make as many words as you can from six letters. The words must use three or more letters. The six letters on the bottom line are called the Rack. On this screen the letters on the rack are hidden with a **\*** on each rack letter position. There will always be at least one six-letter word.

The number of words that can be made with the six letters is shown on the right side of the top four lines. The above sample screen shows there are 1 [six-letter], 4 [five-letter], 14 [four-letter], and 9 [three-letter] words that can be made with the six Rack letters. This, possible words to be made display, is updated as you make words, so you will always know how many words are left to be made.

The six **[ ]** cells above the six Rack letters are where your spelled letters will be placed. This line is the Spelled Word line. Pressing on the Rack letter will cause it to move to the Spelled Word

**MAKE WORD**

line. You can take back the last placed spelled letter by pressing on it, and it will return to the Rack. If you would like to return all your spelled letters to the Rack, simply press the **⌫** key.

Once you have spelled your word, press the **ENTER** key. If it is a valid word from the over 47,000-word vocabulary, it will be scored, the count of words using its letter length will be reduced, and finally the letters will be returned to the Rack. If it is not a valid word, a **?** will be displayed.

If you have not turned the timer off, the amount of time you have to make words will be shown on the clock display. The allotted time will depend on how many words can be made with the six letters hiding under those **⌘** on the Rack.

You will also see your initial zero score, which will be updated as you make words. Longer letter length words receive more points. If you do well and achieve a good score, you will be given a Bonus Round with a new six letter Rack and more time to make words and add to your score.

Press **MENU** during this *Length of All Words Screen* and a *Score Screen* will briefly be displayed.

SCORES  
HIGH 0000  
LAST 0000  
ROUND 0000

The score for the round will always be zero, since the round has not started, but the high score achieved thus far, and the score from the last time you played will be shown. The round score will always be updated during play, but the timer

must be on in order to update the last and high score.

Now press **ENTER** to see those hidden Rack letters and begin your round.

### **Make Word Play Screen**

#### **SHUFFLE KEY**

A **SHUFFLE** key will appear on the left of the screen once play begins. Press this key to shuffle the letters on the Rack. If you have entered some Rack letters to the spelled word line, pressing **SHUFFLE** will return these letters to the Rack before they are all shuffled. Initially the number 4 will be displayed above the **SHUFFLE** key. This signifies you may use the **SHUFFLE** key 4 times before being penalized for shuffling the Rack letters. Each time **SHUFFLE** is pressed, this number will be reduced until zero is displayed, at which point the next press of **SHUFFLE** will reduce your score.

#### **HINT KEY**

If you are playing with the timer off, a **HINT** key will appear on the left of the screen once play begins. Press this key to display the first letter of the word with the longest length. Repeatedly pressing **HINT**, will cause the remaining letters of that word to be displayed. Press **ENTER** to register the word. Once a word is registered and accepted as valid, it will appear in the area above the Spelled Word line.

If you are playing with the timer on, you must first make words to achieve a certain score value before the **HINT** key will appear. With each use of the **HINT** key, your score will be reduced. If your score drops below a certain score, the

**HINT** key will disappear and you will need to make some words to get your score back to the value that displays the **HINT** key.

### ENTER KEY

Press **ENTER** to register the word. If it is a valid word from the over 47,000-word vocabulary, it will be scored, the count of words using its letter length will be reduced, and finally the letters will be returned to the Rack. If it is not a valid word, a **?** will be displayed.

Once a word is registered and accepted as valid, it will appear in the area above the Spelled Word line.

If you try to use **ENTER** to register a word that has already been entered, an “already registered” sound will be made, and nothing else will happen. If you don’t see that word in the entered word area, press the **PAGE** key to see more entered words.

### PAGE KEY

Once you have entered enough words to fill the entered words area, the next word that is entered will go in the entered word area, but that pushes one of the other words to an alternate screen storage area. When this occurs, the **PAGE** key will be displayed on the left of the screen. Pressing this **PAGE** key will display the other words that have been entered but that could not fit on the main play screen. Pressing **PAGE** again will either go to the next page of entered words, if there is one, or it will return you to the play screen.

### MENU KEY

Pressing **MENU** during play will cause a *Score Screen* to be briefly displayed.

```
SCORES  
HIGH 0000  
LAST 0000  
ROUND 0000
```

The score for the round will always be your current round score that is zeroed when a bonus round is started. The high score achieved thus far, and the score from the last time you played will also be shown. The round score will always be updated during play, but the timer must be on in order to update the last and high score.

Press the **X** key to clear the letters from the Spelled Word area and return them to the Rack.

### NEW KEY

Press the **NEW** key to stop playing *MAKE WORD* and return to the *Home Menu*. You will normally be asked to confirm this choice by pressing the **NEW** key once more. Otherwise press the **X** key.

### Game Over Screen

When all the possible words have been entered or time runs out, if the timer is used, the *Score Screen* will be shown along with a reminder to press the **ENTER** key. Press the **ENTER** key to return to the *Home Menu*.

---

---

## Scramble

Selecting *SCRAMBLE* from the *Home Menu* will take you to the *Scramble Play Screen*.

```
□□□□□□
□□□□□□
□□□□□□

□□□□□□
A D E L
```

Scramble starts with 4-letter words. Level 1 is displayed and you must complete all 4-letter word scrambles and achieve a good score to progress to the next level. Higher levels use words with more letters. There are three levels.

The bottom line on the screen is the letter Rack and displays the scrambled letters of the word. Spell the unscrambled word by pressing on the words letters in the correct order. When a letter is pressed it moves up into the Spelled Word line. Once all letters are spelled, the word is checked, and if it is correct the score is updated and the next scrambled letter word is displayed. However, if more than one word can be spelled using those letters, your correct word will move up to the anagram area. The Spelled Word line will be cleared and the scrambled letters will return to the letter Rack. The above example screen shows there are four words that can be made with *A D E L*.

You will always have 15 seconds to unscramble the word. But if there are anagrams (more than one word that can be spelled from the letters) an additional time will be added to the timer for each word correctly unscrambled.

When time runs out *TIMEOVER* will be displayed. The unscrambled word will also be displayed, but un-spelled anagram words will not be displayed. Press any key to continue play.

### ✕ KEY

Press the ✕ key to clear the letters from the Spelled Word area and return them to the Rack.

### NEW KEY

Press the **NEW** key to stop playing *SCRAMBLE* and return to the *Home Menu*. You will normally be asked to confirm this choice by pressing the **NEW** key once more. Otherwise press the ✕ key.

### Game Over Screen

The game is over if you complete all three levels, But if you don't get a high enough score to go to the next level, the game is also over and the *Score Screen* will be shown along with a reminder to press the **ENTER** key. Press the **ENTER** key to return to the *Home Menu*.

```
SCORES
HIGH 0000
LAST 0000
--PRESS--
--ENTER--
```

---

---

## Letter Connect

Selecting *CONNECT* from the *Home Menu* will take you to the *Start Menu*.

```
START
TIMER 3M
GRID 3X3
MINER OFF
```

To begin, press the *START* line and the



Press **Enter** screen will be shown.

Before you press **START**, you may press **TIMER** and change from using no timer, to a timer between 1 and 5 minutes. Press the desired timer digit, or press **OFF** to not use the timer. Press **X** to return to the **Start Menu**.

Before you press **START**, you may repeatedly press **GRID** to change between **3X3**, **4X4**, or **5X5**. These are the three letter grid sizes. When **5X5** is selected, three-letter words are not accepted as valid.

Before you press **START**, you may repeatedly press **NINER** to change between **ON** or **OFF**. When on, a nine-letter word will be embedded into the letter square. When off, a nine-letter word might occur but it is not guaranteed as it is when this option is on.

Before you press **START**, press the **NEW** key or the **◁** key to return to the **Home Menu**.

### Press Enter Screen

```
--PRESS--  
--ENTER--  
  1[6]  
*** 4[5]  
*** 14[4]  
*** 9[3]  
[ ][ ][ ][ ][ ][ ]
```

The object of this game is to make as many words as you can from a square grid of letter cells. However, **the selected letter cells on the grid must be adjacent or diagonal to each other**. For 3x3 and 4x4 grids, the words must use three or more letters. If the grid size is 5x5, the words must use four letters or more. On this screen the letters on the grid are hidden with a **■** on each grid letter position.

The **[ ][ ][ ][ ][ ][ ]** area on the bottom line is called the **Spelled Word line**. The number of boxes on the **Spelled Word line** is the length of the longest word that can be made from the letters in the square grid.

The number of words that can be made with the grid letters is shown on the right side of the screen. The above sample screen shows there are 1 [six-letter], 4 [five-letter], 14 [four-letter], and 9 [three-letter] words that can be made with the grid letters. This, possible words to be made display, is updated as you make words, so you will always know how many words are left to be made.

Pressing on a grid letter will cause it to move to the **Spelled Word line**. You can take back the last placed spelled letter by pressing on it, and it will return to the grid. If you would like to return all your spelled letters to the grid, simply press the **X** key.

Once you have spelled your word, press the **ENTER** key. If it is a valid word from the over 47,000-word vocabulary, it will be scored, the count of words using its letter length will be reduced, and finally the letters will be returned to the grid. If it is not a valid word, a **?** will be displayed.

If you have not turned the timer off, the amount of time you have to make words will be shown on the clock display.

You will also see your initial zero score, which will be updated as you make words. Longer letter length words receive more points. If you do well and achieve a good score, you will be given a **Bonus Round** with a new grid of letters and more time to make words and add to

your score.

Press **MENU** during this *Press Enter Screen* to briefly see a *Score Screen*.

```
SCORES  
HIGH 0000  
LAST 0000  
ROUND 0000
```

The score for the round will always be zero, since the round has not started, but the high score achieved thus far, and the score from the last time you played will be shown. The round score will always be updated during play, but the timer must be on, in order to update the last and high score.

Now press **ENTER** to see those hidden grid letters and begin your round.

### Connect Play Screen

#### **HINT KEY**

If you are playing with the timer off, a **HINT** key will appear on the left of the screen once play begins. Press this key to display the first letter of the word with the longest length. Repeatedly pressing **HINT** will cause the remaining letters of that word to be displayed. Press **ENTER** to register the word. Once a word is registered and accepted as valid, it will appear in the area above the Spelled Word line.

If you are playing with the timer on, you must first make words to achieve a certain score value before the **HINT** key will appear. With each use of the **HINT** key, your score will be reduced. If your score drops below a certain score, the **HINT** key will disappear and you will need to make some words to get your score back to the value that displays the **HINT** key.

#### **ENTER KEY**

Press **ENTER** to register the word. If it is a valid word from the over 47,000-word vocabulary, it will be scored, the count of words using its letter length will be reduced, and finally the letters will be returned to the grid. If it is not a valid word, a **?** will be displayed.

Once a word is registered and accepted as valid, it will appear in the area above the Spelled Word line.

If you try to use **ENTER** to register a word that has already been entered, an “already registered” sound will be made, and nothing else will happen. If you don’t see that word in the entered word area, press the **PAGE** key to see more entered words.

#### **PAGE KEY**

Once you have entered enough words to fill the entered words area, the next word that is entered will go in the entered word area, but that pushes one of the other words to an alternate screen storage area. When this occurs, the **PAGE** key will be displayed on the left of the screen. Pressing this **PAGE** key will display the other words that have been entered but that could not fit on the main play screen. Pressing **PAGE** again will either go to the next page of entered words, if there is one, or it will return you to the play screen.

#### **MENU KEY**

Pressing **MENU** during play will cause a *Score Screen* to be briefly displayed.

```
SCORES  
HIGH 0000  
LAST 0000  
ROUND 0000
```

The score for the round will always be your current round score that is zeroed when a Bonus Round is started. The high score achieved thus far, and the score from the last time you played will also be shown. The round score will always be updated during play, but the timer must be on in order to update the last and high score.

### **X** KEY

Press the **X** key to clear the letters from the Spelled Word area and return them to the grid.

### **NEW** KEY

Press the **NEW** key to stop playing Connect and return to the *Home Menu*. You will normally be asked to confirm this choice by pressing the **NEW** key once more. Otherwise press the **X** key.

### **Game Over Screen**

When all the possible words have been entered or time runs out, if the timer is used, the *Score Screen* will be shown along with a reminder to press the **ENTER** key.

```
SCORES
HIGH 0000
LAST  0000
ROUND 0000
--PRESS--
--ENTER--
```

Press the **ENTER** key to return to the *Home Menu*.

---

---

## **Crosswords**

Selecting *CROSSWORD* from the *Home Menu* will start the generation of a Crossword Puzzle. When finished, the unsolved crossword grid will be dis-

played and shows □ empty cells into which letters are placed. Cells that have no letter are marked with a ✖. Crosswords are described as Across or Down words. A flashing cursor will show on the first letter of the first found word. If the word is a Down word a □ vertical bar will be flashing. If the word is an Across word a □ horizontal bar will flash. The remaining unsolved letters of the word will have the same type bar.

If the flashing cursor is on a cell that can be either an Across or Down word, then pressing on that cell will change the direction of the selected word from Across to Down or vice-versa. A cell with a ✖ does not have any letter in it, so it will show an invalid ? indicator on the screen if it is pressed.

### **PAGE** KEY

Press the **PAGE** key to see the clue for the word on which the cursor is flashing. Don't forget, a flashing □ horizontal bar means the clue is for an Across word. A flashing □ vertical bar means the clue is for a Down word. Press **PAGE** again or the **X** key to return to the puzzle screen.

### **ALPHA** KEY

Press the **ALPHA** key to see an alphabet keyboard appear over part of the crossword puzzle. Use the alphabet keyboard to enter your solution letters into the crossword grid. You may leave this alphabet keyboard on the screen and press valid cells on the crossword grid. The alphabet keyboard position will change depending on the crossword cell pressed. Press the **ALPHA** key again to remove the alphabet keyboard and see the

entire crossword grid.

## HINT KEY

Pressing **HINT** when the flashing cursor is on an empty cell will fill in that cells correct letter.

Pressing **HINT** when the flashing cursor is on a letter filled cell, makes the *Hint Menu* screen appear.

SOLVE WRD  
SOLVE ALL  
CANCEL

Pressing the *SOLVE WRD* line will return you to the crossword grid with the entire word correctly displayed. Pressing *SOLVE ALL* will return you to the crossword grid with the entire puzzle filled in with the solution letters. Finally, pressing *CANCEL* or **X** will return you to the crossword grid without any changes.

## X KEY

Pressing **X** when the flashing cursor is on a letter filled cell will clear that cell of its letter.

Pressing **X** when the flashing cursor is on an empty cell, causes the Clear Menu screen to appear.

CLEAR WRD  
CLEAR ALL  
CANCEL

Pressing the *CLEAR WRD* line will return you to the crossword grid with the entire word cleared of its letters. Pressing *CLEAR ALL* will return you to the crossword grid with the entire puzzle cleared of all letters. Finally, pressing *CANCEL* or **X** will return you to the crossword grid without any changes.

## ENTER KEY

Pressing the **ENTER** key will do a check to see if all the letters that have been entered are the correct letters. If so, the *No Wrong Letters* screen will be shown.

NO  
WRONG  
LETTERS

If there are wrong letters, they will all flash until any key is pressed, which returns to the normal screen display.

## MENU KEY

Press the **MENU** key to view the *Menu Screen*.

CHECK OFF  
QWERT OFF

You may repeatedly press *CHECK* to change between *ON* or *OFF*. When on, letters that are entered on the alphabet keyboard are checked against the correct solution letter. If it is correct, it is entered, but if it is not a **?** will be shown

You may repeatedly press *QWERT* to change between *ON* or *OFF*. When off, the alphabet keyboard is arranged in ABC order. When on, the alphabet keyboard is arranged in QWERTY order as on a type-writer.

Press **X** to return to the Puzzle Screen.

## NEW KEY

Press the **NEW** key to stop playing Crossword and return to the *Home Menu*. You will normally be asked to confirm this choice by pressing the **NEW** key once more. Otherwise press the **X** key to return to the puzzle.

### *Puzzle Complete*

When all words have been entered correctly the *Puzzle Complete* screen will be shown.

*PUZZLE*  
*COMPLETE*

Press any key to return to the *Home Menu*.

If you have filled in all the empty cells and the *Puzzle Complete* screen does not appear, press the **ENTER** key to see the incorrect letters flashing.

### *Battery Information*

- Your Touch Word Search uses 2 “AAA” batteries.
- Do not mix old and new batteries.
- Do not mix alkaline & standard or rechargeable batteries.
- Install batteries so that the polarity (+ and -) matches the diagrams in the battery compartment.
- Use only batteries of the same type and equivalency.
- Remove exhausted batteries from the unit.
- Do not short circuit battery terminals.

### *Special Care*

- 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.

Excalibur Electronics reserves the right to make technical changes without notice in the interest of progress.

# NOTES

## FCC Notice

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 protection against harmful 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.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

## *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.

**DO NOT SEND YOUR UNIT WITHOUT  
RECEIVING  
AN ESTIMATE FOR SERVICING.  
WE CANNOT STORE YOUR UNIT!**



**EXCALIBUR**

**ET454-061608-01**



## Free Manuals Download Website

<http://myh66.com>

<http://usermanuals.us>

<http://www.somanuals.com>

<http://www.4manuals.cc>

<http://www.manual-lib.com>

<http://www.404manual.com>

<http://www.luxmanual.com>

<http://aubethermostatmanual.com>

Golf course search by state

<http://golfingnear.com>

Email search by domain

<http://emailbydomain.com>

Auto manuals search

<http://auto.somanuals.com>

TV manuals search

<http://tv.somanuals.com>