



USER'S GUIDE: GAMEBREAKER TRIVIA CHALLENGE



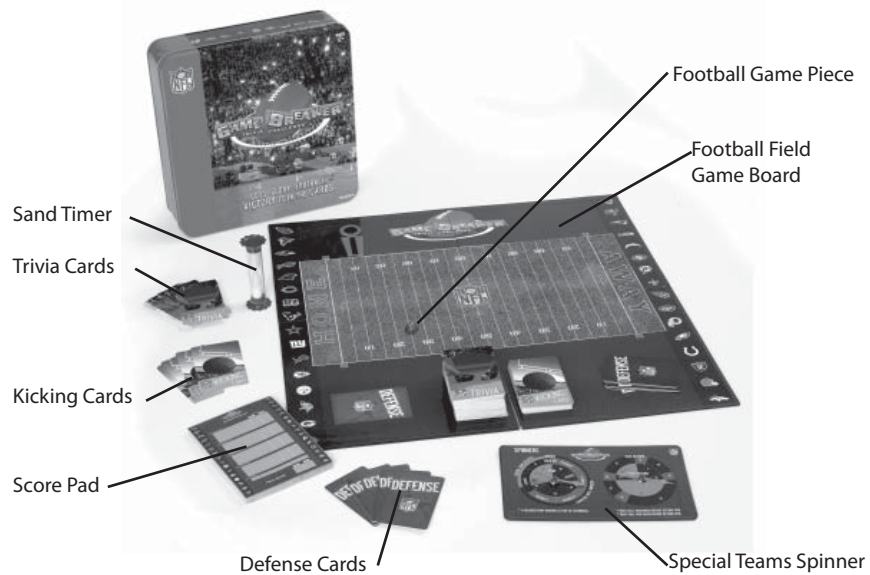
MODEL NO.: NF-05

EXCALIBUR
ELECTRONICS, INC.

Congratulations on your purchase of NFL GameBreaker Trivia, an innovative board game for football fans that will challenge your knowledge of NFL trivia and test your coaching ability. Like a real game of football, it will take knowledge, nerves and strategy to emerge victorious!

Your NFL GameBreaker Trivia tin includes:

- Football Field Game Board (1)
- Football Game Piece (1)
- First-Down Marker (1)
- Trivia Cards (250)
- Kicking Cards (32)
- Penalty Cards (10)
- Defense Cards (10)
- Special Teams Spinner (1)
- Score Pad (1)
- Sand Timer (1)
- User's Guide (1)



OBJECT OF THE GAME

The rules of the game are based on NFL football rules. The object of the game is to move the ball down the field to score points. The team with the most points at the end of a 4-quarter game (plus sudden-death overtime if necessary) is the winner.

On offense, teams must answer trivia questions to move the ball down the field. Just like in real football, teams have four (4) downs in which to gain 10 yards. If successful, the offensive team is awarded a new set of downs, and may continue driving down the field. If unsuccessful, the offense must turn the ball over to the other team.

On defense, teams must attempt to slow or stop the progress of the offense by playing the correct Defense Card. Defense cards impact the result of the offense's play. If the defense chooses well, the offense will gain fewer yards. If the defense chooses poorly, the offense will benefit by receiving extra yardage.

Kickoffs, punts, field goals, fumbles, interceptions, safeties, extra points, and 2-point conversions are all a part of the game. You'll have to master every facet of the game if you want to come out on top!

"Nobody in football should be called a genius. A genius is a guy like Norman Einstein."
—Joe Theismann

GETTING STARTED

NUMBER OF PLAYERS

Just like in real football, NFL GameBreaker Trivia is played with two teams, Home and Away. NFL GameBreaker Trivia is recommended for 2 to 8 players, but you can play with as many people as you like.

2-Player Games

Playing with two players is easy—you are the team! In a one-on-one game, players should simply choose who will represent Home and Away.

Multiple-Player Games

Choosing Teams

Teams may have any number of players on them. For most games it is recommended that each team have the same number of players. However, depending on the number of players who are participating and their skill levels, you may decide to assign an uneven amount of players to the teams.

Note: How each team is selected is up to you, but the easiest method is to choose two players who will pick teams. Those two players should take turns drafting teammates until all players have been chosen.

Team Captains

For larger games (more than 2 players), each team should select a Team Captain. The Team Captain is responsible for reading the questions while on Defense, and for giving his team's final answer when answering questions on Offense. Team Captains may be changed at any time during the game, and you may assign more than one Team Captain. Be sure that the team's final answer is announced by one of the Team Captains in order to avoid confusion.

CARD LAYOUTS

TRIVIA CARDS

Question Type

Question

Multiple Choice Answers

Correct Answer Highlighted in Yellow

Play Result

Which Lions legend can call himself the first player in Detroit history to post over 200 yards rushing in one game with 220 yards vs. the Vikings?
Barry Sanders - Doak Walker - Clyde Scott

Halfback Counter Left - 5 yards

What school did defensive end Courtney Brown attend before becoming the number 1 pick in the 2000 NFL Draft?
Vanderbilt - Penn State - Arkansas St.

Screen Pass to the Running Back - 10 yards

What halfback from Georgia was the number 1 overall pick in the 1945 NFL Draft, going to the Chicago Cardinals?
Charley Trippi - **Amo Weinmeister** - Tom Fears

Wide Receiver Corner Route - 21 yards

What Washington Redskins back led the NFC in rushing yards during the 2001 season?
Stephen Davis

Halfback Option Pass - 31 yards

DEFENSE CARDS

Defensive Play Call

Offensive Play Calls

Defensive Effect

RUN DEFENSE

RUN: - 5 YARDS

SHORT PASS: 0 YARDS

LONG PASS: + 5 YARDS

BIG PLAY: + 10 YARDS

GAMEBREAKER CARD



KICKING CARDS

Field Goal Questions

Extra Point Question

2-Point Conversion Question

NFL Team (Questions relate to this team)

BALTIMORE RAVENS

SHORT The Ravens' team nickname alludes to a poem by what famous American writer?
Edgar Allan Poe - Walt Whitman - Mark Twain

MEDIUM What journeyman quarterback led the 2000 Baltimore Ravens to their first Super Bowl victory?
Vinny Testaverde - Kyle Boller - Terrel Davis

LONG What Baltimore Ravens running back rushed for an NFL-record 295 yards against the Cleveland Browns in 2003?
Jamal Lewis - Mike Anderson - Priest Holmes

XP What Baltimore Ravens wide receiver caught 14 touchdown passes during the otherwise disappointing 1996 season?
Michael Clayton - Michael Jackson - Qadry Ismail

2PT The first Baltimore Ravens team was made primarily of players and ownership from what NFL franchise?
Cleveland Browns - Houston Oilers - Baltimore Colts

BOARD SETUP

Before the game, all cards should be shuffled and placed face-down in the locations marked on the game board.

- Trivia Cards should be shuffled and placed face down in the location marked on the board.
- Penalty Cards should be shuffled into the same pile as the Trivia Cards.
- Kicking Cards should be shuffled and placed face down in the location marked on the board.
- Defense Cards should be placed on the board, or may be presented to the Team Captain who will be responsible for selecting the defensive plays.
- The Special Teams Spinners may be placed on the board (but not the field), or any other convenient location.



- Football Game Piece should be placed at mid-field until you have determined who will kick off to start the game. This will move up and down the field to show the ball location.
- First-Down Marker should be placed on the sideline of the field. This will be moved up and down the field to indicate the line of scrimmage and the first-down line. It should be moved whenever a new set of downs is awarded.
- Sand Timer may be placed on the board (but not the field), or any other convenient location.

LENGTH OF THE GAME

There are two ways to determine the length of your game: Play Limited and Time Limited.

Play Limited

Length of the game is determined by the total number of plays in a quarter. Teams may agree to any length of game, but standard game lengths are recommended below:

- Short – 10 plays per quarter
- Medium – 15 plays per quarter
- Long – 20 plays per quarter

Time Limited

Length of game is determined by time. Teams may agree to any length of game, but standard game lengths are recommended below:

- Short – 5 minutes per quarter
- Medium – 10 minutes per quarter
- Long – 15 minutes per quarter

PLAY CLOCK

The Play Clock countdown begins as soon as the question has been read in its entirety. The Sand Timer will act as your Play Clock. You have 30 seconds to answer each question. The Play Clock is optional, but is highly recommended when playing a Time-Limited Game.

CLOCKS—THE SPIRIT OF THE RULE

The Play Clock, Game Clock, and Delay of Game Penalties, are intended to regulate a competitive game of NFL GameBreaker Trivia. They should not make it difficult to enjoy a casual game between friends. For casual games, you may choose to eliminate the Play Clock and the Delay of Game Penalties.

For highly competitive games, you will want to follow the rules to the letter. Make sure all players agree on the Clock Rules before you begin play.

TIME OUTS

Time Outs are important in a Time-Limited Game. When a Time Out is called, it should stop the Game Clock and should reset the Play Clock. For a standard game, each team should be limited to 3 Time Outs per half.

DEFENSIVE DELAY OF GAME

The Defense should play its Defense Card within 10 seconds from the end of the previous play. If the Defense fails to make its play, it can be called for a Defensive Delay of Game penalty. A Delay of Game penalty automatically stops the clock and the Offense is awarded 5 yards.

OFFENSIVE DELAY OF GAME

The Offense should answer the question within the 30 seconds provided by the Play Clock. If the Offense fails to answer within 30 seconds, it is considered an Offensive Delay of Game, and results in a loss of down.

ASKING AND ANSWERING QUESTIONS

Following the correct procedure for asking and answering questions is important. You're the coach—you don't want to tip your hand. For a normal offensive play (not Special Teams), follow the steps below:

- The Defensive Team Captain selects a Defense Card and places it FACE DOWN on the Game Board.
- The Offensive Team Captain selects the play for the offense and announces it out loud.
- The Defensive Team Captain flips the Defense Card over to reveal the defense's play.
- The Defensive Team Captain draws the top card from the card deck and reads the appropriate question to the Offensive team.*

• When the question is answered (correctly or incorrectly), the card should be placed at the bottom of the deck.

• Only the designated Offensive Team Captain can provide the final answer.

* In the case of a GameBreaker (see page 9 for explanation), the Offensive Team Captain should draw a card from the top of the deck and read the appropriate question to the Defensive team.

THE GAME BREAKDOWN

Football games are divided into four quarters, with a special break in the action at halftime. You're probably familiar with how football works, but here's how it works in NFL GameBreaker Trivia:

1ST QUARTER:

Play begins with the opening Coin Toss and the ensuing Opening Kickoff.

Coin Toss

The game begins with an opening Coin Toss. The Away Team Captain should call 'Heads' or 'Tails' while the coin is in the air. The winner of the Coin Toss may elect to kick or receive.

Opening Kickoff

The kicking team—as determined by the opening Coin Toss—starts the game with a kickoff. The Football Game Piece should be placed at the 30-yard line of the kicking team. Rules for the kickoff are outlined in the Special Teams section of this manual on page 9.

2ND QUARTER:

The team that has the ball retains possession and continues its drive. For authenticity, you may choose to switch sides of the field and head for the opposite end zone, but this is optional. Remember, the 2nd half will start with a new kickoff, so toward the end of the 2nd quarter, the team with the ball should try to get in position to score before halftime.

HALFTIME:

This is a great time to get snacks, refill drinks, or study up on Super Bowl-winning QBs!

3RD QUARTER:

The 2nd Half begins with a kickoff. The team that received the ball to start the game must kick off to start the 2nd half. The Football Game Piece should be placed at the 30-yard line of the kicking team.

4TH QUARTER:

This is the final quarter of regulation, so pay attention to the score and plan your play accordingly. If you are ahead, you may choose to control the ball by calling Run plays. If you're behind, you should take some risks and call Long Passes and Big Plays. If you've saved your GameBreakers, now is a good time to use them.

END OF THE GAME

At the end of 4 quarters, the team with the most points is declared the winner. If the teams are tied, a sudden-death overtime period must be played. The length of the overtime period should be equal to the length of the quarters you decided on at the beginning of the game.

The first team to score, wins. If neither team is able to score by the end of the overtime period, a second overtime period is played. This is continued until one team is able to score and win the game.

OVERTIME RULES

Teams should flip a coin at the beginning of the first overtime period. The Away team should call 'Heads' or 'Tails' while the coin is in the air. The team that wins the coin toss may elect to kick off or receive. The overtime period is played following the same rules as the regulation game.

If a second overtime period is required, the team that kicked to start the first overtime should receive the ball to start the second. Continue alternating the overtime kickoff until one team wins the game.

OFFENSE

The offensive team must try to work its way down the field by answering trivia questions correctly. The offensive team can choose between 4 play types, each of which correspond to a level of difficulty. The offense should choose plays according to their level of NFL expertise, as well as their position on the field.

OFFENSIVE PLAYS

Run

Running plays are the easiest questions, and result in gains between 5 and 10 yards

Short Pass

Short pass plays are intermediate questions and result in gains between 10 and 20 yards

Long Pass

Long pass plays are difficult questions and result in gains between 20 and 30 yards.

Big Play

Big plays are the most explosive plays in the game, and result in gains between 30 and 60 yards. These questions are especially challenging, since there are no multiple-choice answers to help you.

PLAY RESULTS

The play result is displayed on the trivia card underneath the answer. As you will see, this result may be affected by the Defensive play call, but a correct answer will never result in a loss of yards. Incorrect answers result in 0 yards gained and a loss of down.

FIRST AND TEN

The offense has 4 plays to gain 10 yards and earn a new set of downs. When the offense successfully gains 10 yards within those plays, a new set of downs is awarded, and the offense continues play on 1st down, with 10 yards to go. If the offense is unable to gain 10 yards in 4 plays, the result is a turnover on downs.

FOURTH DOWN

The offensive team has the option to either punt or kick a field goal on 4th down if they will be unable to make a first down on their 4th down play. (See Special Teams on page 9).

DEFENSE

Playing Defense is all about making the right call at the right time. The defensive team's call will affect the offensive team's results either positively or negatively.

DEFENSE CARDS

Each team receives 5 Defense cards, which includes four standard defenses which correspond to the four offensive plays (Run, Short Pass, Long Pass, Big Play), plus the GameBreaker card. The GameBreaker is a special card that creates the opportunity for a game-changing turnover. The GameBreaker card is explained in detail on page 9.



The defense should try to predict the offensive play call. Choose wisely and you will reduce the number of yards the offense can gain. Choose poorly and the offense will rack up extra yardage.

Let's take a look at the standard defense cards first. The Defense will select a Defense card and place it FACE DOWN on the board before the offense chooses its play. Once the offense announces which play they want to run, the Defense card should be flipped over. The Defense card shows how the defensive play affects each offensive play type. If the Defense predicts a Run, for example, and the offense calls a Run, the offense's gain is reduced. If the Defense plays a Big Play Defense card and the offense calls a run, the offense's gain is dramatically increased.

Example 1:

Offense calls: Short Pass
Defense calls: Short Pass
[Offense answers question correctly]
Play result: Tight End Cross = 11 yards
Short Pass vs. Short Pass = -5 yards
Final result: Offense gains 6 yards on the pass

Example 2:

Offense calls: Run
Defense calls: Long Pass
[Offense answers question correctly]
Play result: Halfback Draw = 6 yards
Long Pass vs. Run = +10 yards)
Final result: Offense gains 16 yards on the run

Remember: If the offense answers their question incorrectly, the result of the play is 0 yards and a loss of down. The defensive play call DOES NOT affect this result.

IMPORTANT NOTE

It is the responsibility of the Offense to make sure that the defense is set before the play is announced. If the offense announces its play call before the defense is set, the Defense may simply choose the defense that will achieve the desired result.

GAMEBREAKER!

The GameBreaker card provides the Defense an opportunity to cause a turnover. If the defense chooses to play a GameBreaker card, it is placed face down on the board, just like any other defensive play. As soon as the offense announces its play, the defensive team flips the card over to reveal the card, and should shout "GameBreaker!" to announce the play.



Each team may use the GameBreaker card up to 3 times in a standard game

When the defense plays a GameBreaker card, they must answer the question that would have been answered by the offense. If the offense chose a Short Pass play, the defense must try to answer a Short Pass question.

If the defense answers the question correctly, the result is a turnover. The defense gains possession, and advances the ball the number of yards that is marked on the card.

Example:

Offense at their 40-yard line
Offense calls: Long Pass
Defense calls: GameBreaker
[Defense answers question correctly]
Play result: Wide Receiver Slant = 23 yards
Final result: Interception! Defense returns the ball 23 yards to the opponent's 17-yard line

If the defense answers the GameBreaker question incorrectly, the offense is awarded the results of a successful play. If the defense provides the wrong answer to a Short Pass GameBreaker, the offense gains the yardage marked on the card for a successful Short Pass.

The GameBreaker can be played any time a team is on defense. Once a team has played the GameBreaker card 3 times (for standard games), it is removed from the defensive deck and cannot be played again.

SPECIAL TEAMS

KICKOFFS

The first play of each half of the game is a Kick-off. The team that wins the coin toss may elect to receive the kickoff at the start of the game, or defer to the second half.

When a team successfully completes a scoring drive, they give the ball back to the other team by running a Kickoff.

Kickoff Rules

The ball is kicked off from the 30-yard line.

To kick the ball off, the kicking team should flick the left spinner to determine how deep the kick will be fielded. Kickoffs will be fielded on the 15, 10, or 5-yard line, on the goal line, or 5 yards deep in the end zone.

To return the kick, the receiving team must flick the right spinner to determine the length of the return. The return yardage is marked on the spinner, and should be added to the spot where the ball was fielded.

Example:

Kickoff to: -5 (5 yards deep in the end zone)
Return for: 35 yards
Result: Offense takes over on the 30-yard line.

Touchbacks

If the ball is kicked into the end zone, the receiving team may elect to allow a touchback, and start their next offensive series on the 20-yard line. The receiving team should announce "Touchback" and should not flick the spinner.

Onside Kicks

An Onside Kick is a special kickoff in which the ball is kicked a shorter distance than normal in order for the kicking team to attempt to regain possession of the ball.

In NFL GameBreaker Trivia, the kicking team must announce that they will be attempting an Onside Kick before the left spinner has been flicked. Refer to the outer ring on the spinner to determine if the Onside Kick has been a success. The team that recovers the ball will begin their next drive at the 50-yard line.

PUNTS

When the offense fails to gain 10 yards in its first 3 plays, they may elect to punt the ball on 4th down, rather than running a play and risking a turnover on downs. To punt the ball, the offense must announce "Punt", then flick the spinner on the left to determine the length of their punt.

The punt occurs 7 yards behind the line of scrimmage. The game piece should be moved 7 yards behind the line of scrimmage prior to kicking the punt. Once the spinner is flicked and the punt is kicked, the game piece should be moved down the field the number of yards indicated on the spinner.

The receiving team then has the opportunity to return the punt. The receiving team must flick the right spinner to determine the length of the return. The game piece is then moved the number of yards indicated on the return spinner.

Fair Catch

The receiving team has the option of calling for a Fair Catch if they do not want to attempt a return. This should be called following the punt. The receiving team should not flick the right spinner if a Fair Catch is called.

If the ball is punted into the end zone and the receiving team calls for a Fair Catch, the result of the play is a Touchback and the offense takes over on its own 20-yard line.

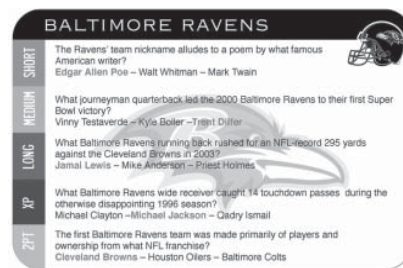
If the result of the punt is that the game piece moves deeper than 10 yards past the goal line, the ball has traveled through the end zone and there can be no return. The result of the play is a Touchback and the offense takes over on its own 20-yard line.

FIELD GOALS

If the offense stalls inside of its opponent's 45-yard line, the offense may attempt a Field Goal.

To attempt a Field Goal, the offense should announce that it is kicking a Field Goal and will be asked a question from the Kicking Cards deck.

The difficulty of the Field Goal question is determined by the line of scrimmage. To make it easy to determine the length of your kick, the field is divided into color-coded Kicking Zones. Look at your line of scrimmage and determine your Kicking Zone. The Defense should read the question on the card that corresponds to the appropriate Kicking Zone.



Remember, the further you are from the end zone, the more difficult your kick (question) will be.

After the Kick

When a Field Goal is successful, the successful team must kick off to the opposing team. See page 9 for Kickoff Rules.

When a Field Goal is unsuccessful, the team that was on Defense takes possession of the ball at the spot of the kick, which is 7 yards behind the previous line of scrimmage.

Extra Points and 2-Point Conversions
After the offense scores a Touchdown, they may attempt an Extra Point or a 2-Point Conversion. The Offense must announce whether they are trying for an Extra Point or a 2-Point Conversion immediately following the touchdown. To attempt an Extra Point or a 2-Point Conversion, the question will be read by the defense from the Kicking Cards deck.

Extra Point attempts are Easy questions and are worth 1 point, bringing the point total from the touchdown drive to 7. Two-Point Conversion attempts are Medium difficulty.

Whether or not the attempt is successful, Extra Point and 2-Point Conversion attempts are followed by a Kickoff to the opposing team.

PENALTIES

Penalty cards are mixed in with normal trivia cards. When a Penalty card is drawn, the offense is assessed a penalty according to the guidelines on the card itself. As with normal Trivia Cards, Penalty Cards should be placed at the bottom of the deck after they are assessed.



GAME VARIATIONS

NFL GameBreaker Trivia can also be adapted to any number of mini-games and short challenges. Players are encouraged to come up with their own rules, but here are a few games you might have fun trying:

MINI-CAMP

Training Camp is the best time to practice the skills you'll need in the regular season. These are non-contact drills, so you can put the Defense Cards away.* Your challenge is to work your way down the field answering only one type of question, starting at the 20-yard line.

Just like in real football, you need to keep making first downs to keep your drive alive. If your drive fails, it's your opponent's turn to take the field. Each team has five possessions—the player who can score the most touchdowns in those 5 possessions is the winner.

* GameBreaker! You may not be lining up against a defense, but that doesn't mean you have a clear path to the end zone. The GameBreaker card can be used one time per possession by the player who is reading the questions. If the GameBreaker is thrown, the offense will not receive multiple-choice answers on the next question.

Running Mini-Camp

This is an important drill for rookie-level players. Try to score a touchdown on each drive answering only Running questions. If both teams score each time, you're ready for a more difficult challenge. The team that finds the end zone most in 5 possessions wins.

Short Passing Mini-Camp

This is a good game for veteran players, which follows the same rules as the Running Game drill. Complete Short Passes in order to score touchdowns. Most TDs in 5 possessions is the winner!

Long Passing Mini-Camp

If you're a trivia Pro Bowler, this is the drill for you! Complete Long Passes to drive the ball down the field and score touchdowns. The player who scores the most touchdowns in 5 possessions is the winner.

2-MINUTE DRILL

This is strictly a practice drill. Place your game piece at your own 20-yard line, take a look at the clock and GO! You have two minutes to try to score, and only one time out. Your training partner should read questions as quickly as possible so that you can work your way to the end zone. No defense in this drill; it's just you and the questions. If time is winding down, stop the clock and kick a field goal. You need to score, but 6 points are twice as good as 3!

ROAD TO THE SUPER BOWL

NFL GameBreaker Trivia is a great game to play one-on-one, and with larger teams, but if you have a big group of friends who love NFL football, why not arrange a playoff? The NFL playoffs are a single-elimination tournament, meaning one loss and you're out. The last two teams standing will face off for the Super Bowl (of GameBreaker Trivia, anyway)!

THE RED ZONE

Yards get tougher to come by in the Red Zone, those final, perilous 20 yards before the end zone. The Red Zone challenge game will test your skill in this hotly contested area. Flip a coin to see who will go first; players will alternate turns. The challenge is to score as many points as possible when starting from the 20-yard line. The player who scores the most points in 5 possessions is the winner.

Tough Yards

Yards are hard to come by in the Red Zone—twice as hard. For any play that the offense runs, divide their gain in half. The good news is, this is the only way the defense will affect the game. Defense Cards are not used in The Red Zone game.

Scoring Touchdowns

Unlike in a normal game of GameBreaker Trivia, you don't just have to cross the goal line to score a touchdown, you have to stay in the end zone. That means you can't just throw a long pass from the 1-yard line and score. You must cross the goal line, but if your gain goes more than 10 yards into the end zone, you've gone out of bounds.

Scoring Field Goals

Remember, the goal is to score points. Touchdowns are best, but if you're facing a 4th and Goal, you might want to kick a field goal. 3 points are better than none!

Copyright © 2007 Excalibur Electronics, Inc. All rights reserved.
Game design and content courtesy of Jason Barrett and Joseph Hurwitz.
Game artwork courtesy of Monica Zagarra.

"Gentlemen, this is a football."
—Vince Lombardi

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 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. 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.
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, 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.

NOTES

"Most football teams are temperamental.
That's 90% temper and 10% mental."
—Doug Plank

NOTES

“Pro football is like nuclear warfare.
There are no winners, only survivors.”
—Frank Gifford



Excalibur Electronics, Inc.
13755 SW 119th Avenue
Miami, Florida 33186

Phone: 305.477.8080
Fax: 305.477.9516

Visit us @
www.ExcaliburElectronics.com

NF-05 (MA) NFL GameBreaker Trivia 082798

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>