HAPP CONTROLS

OWNERS MANUAL
FOR

ProChallenger II ™

CHALLENGER™
BASIC GAME INSTRUCTIONS

To begin: Plug the power transformer into the jack on the right-hand side of the Challenger Dart Game. Turn the red on-off/volume control, located on the right-hand side of the game. You may now select a game.

CHALLENGER GAME FEATURES

Games:			'01 Options:	
Game 1	301	G1	Open In/Open Out	A
Game 2	501	G2	Double Out	b
Game 3	701	G3	Double In/Double Out	C
Game 4	1001	G4	Masters Out	d
Game 5	Hi-Score	G5		
Game 6	Cricket			
Game 7	Cut-Throat		**Options appear as a second number in**	
Game 8	No-Score		**game selection, ie., G1b is Double Out**	
Game 9	Shanghai I			
Game 10	Shanghai II			
Game 11	Killer			
Game 12	Around the Clock			
Game 13	Double Around the Clock			
Game 14	Triple Around the Clock			
Game 15	Overs			
Game 16	Unders			
Game 17	Big 6			
Game 18	Halve It			

Solitaire Darts can be selected for any game and any option. One, two or three players can compete with and against 'Sal' Solitaire. There are three skill levels:

Novice	L1
Intermediate	L2
Expert	L3

Double bullseye is selectable for each game (see instructions Double Bullseye in this section).

GAME SELECTION AND START

Use the Select/Options button (front left) to select the game you wish to play. In the Temporary Score Box G l, G2, G3, G4, G5, G6, G7, G8, G9, G10, G11, G12, G13, G14, G15, G16, G17 or G18 will appear by repeatedly pushing the Select/Option button. When the game you wish to play appears, push the Change/Enter/Start button. The game has now been selected.

A second number will appear in the Temporary Score Window of '01 type games; this is the option choose number. Decide which game option you want to use by depressing the Select/Option button (A, b, C, d). When the number of the option you to play appears, press the Change/Enter/Start button. The option is now selected. Example: Selection options for a 501 game where you choose to play Option A, Open In/Open Out, the display would show G2 (501) and A (Open In/Open Out) or G.2A.

NUMBER OF PLAYERS
Press the Change/Enter/Start button once again for each player wishing to play (1 to 4 players). The yellow light will appear above the player number for each player. The selected game, option and number of players is now ready to play.

The game can be changed or re-selected at any time up until the first dart is thrown.

FIRST PLAYER START
When the green light appears above the first player, the darts may be thrown one at a time, three darts per player's turn. The three dots between each of the numbers on the temporary score indicate the number of darts left to be thrown.

PLAYER CHANGE
After the darts have scored, a red light will appear. Push the Change/Enter/Star button. The light will turn yellow. Remove the darts now*. (You will have approximately six seconds to remove the darts before the player's light will turn green).

*Note: The darts must be removed when the yellow light is on. If you remove any darts after the light is off, the dart could score on the next player's score. Place your hand on the outer numbered ring (catch ring), and use your other hand to twist out clockwise, each dart swiftly.

When the next player's light turns green, that player may throw darts. Between each player's turn, the number of the round in which game is playing will appear in the Temporary Score Window, such as "r3" indicating third round.

Continue the same sequence throughout the game. The winner will be indicated by the flashing green light above the winning player.

If at any time the players wish to end the game and start over, just turn the power switch off and then on. Then re-select the game and options wish to be played.

SOLITAIRE
Solitaire darts allows one to three player(s) to play against Sal, the resident computer dart player in the machine. After a game and option have been selected, press the Solitaire button to select the skill level. L1 will appear in open player window (Sal is that player). There are three levels of play L1, L2 and L3. The levels range from the easiest at L1 to the most difficult at L3. To change levels, continue to push the Solitaire button. Selected game, option and skill level starts automatically when player 1 throws his three darts and then pushes the Change/Enter/Start button. The game computer will then throw its three darts. It is not necessary to push the Change/Enter/Start button after Sal's turn.

Note: The number or segments that Sal is shooting for appears in the open player's score window. It is a great way to learn new games and strategy as Sal will always throw for the correct number. He just will not always hit what he throws at.

DOUBLE BULLSEYE
The bullseye configuration may be changed during the game select mode. The factory setting is for single (50/50) bullseye (center and outer bullseye score 50 points for '01 games and double (25/50) bullseye for Cricket games). The decimal point lit on the "G1" in the
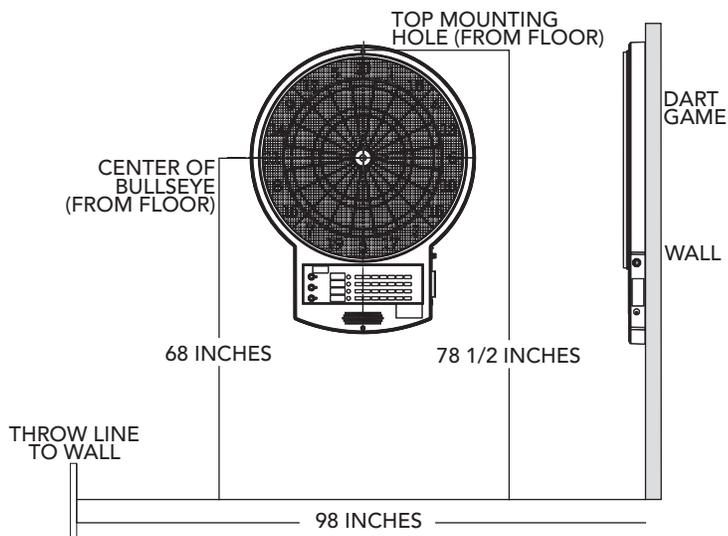
Temporary Score display indicates that the single bullseye is active. By contrast, move the select to G.6 and the two decimals appear here indicating a split (25/50) bullseye.

To change the bullseye mode, press the Select and Change/Enter/Start button together at once. The game will make two beeps and then display two decimal points in the Temporary Score Window. This indicates a split bull (25/50 – center bullseye score 50 points and the outer bullseye scores 25 points). The bull can be changed back by repeating these steps.

Challenger Wall Mounting Instructions

The following dimensions are the official height and distance configuration used in tournament and professional play.

It is important to secure your Challenger Dart Game to a stud within the wall using the hardware included to mount through the mounting holes, and firmly into the stud.

TOP MOUNTING
HOLE (FROM FLOOR)

DART
GAME

CENTER OF
BULLSEYE
(FROM FLOOR)

WALL

68 INCHES

78 1/2 INCHES

THROW LINE
TO WALL

98 INCHES

Game 1	**301**	**G1**
Game 2	**501**	**G2**
Game 3	**701**	**G3**
Game 4	**1001**	**G4**
Game 5	**Hi-Score**	**G5**
Game 6	**Cricket**	**G6**
Game 7	**Cut-Throat**	**G7**
Game 8	**No-Score**	**G8**
Game 9	**Shanghai I**	**G9**
Game 10	**Shanghai II**	**G10**
Game 11	**Killer**	**G11**
Game 12	**Around the Clock**	**G12**
Game 13	**Double Around the Clock**	**G13**
Game 14	**Triple Around the Clock**	**G14**
Game 15	**Overs**	**G15**
Game 16	**Unders**	**G16**
Game 17	**Big 6**	**G17**
Game 18	**Halve It**	**G18**

After game and options have been selected, the lamp over the first player will flash yellow. Three darts can be thrown after the lamp turns green.

'01 Games – 301, 501, 701, 1001:
Players start with 301, 501, 701 or 1001 points. The object is to reduce the score to zero exactly. Going below is BUST. Temporary Score will show indicating a BUST and that player's score is returned to the score of the beginning of that player's turn. First player to reach exactly zero wins. For one to four players.

G1 – 301
Each player begins with 301 points and subtracts from their score with each dart. The first player to reach exactly zero wins the game. Exceeding zero is called BUST and that player's score will return to previous round's score.

G2 – 501
501 is exactly the same as 301, except that each player starts the game with 501 points.

G3 – 701
701 is exactly the same as 301, except that each player starts the game with 701 points.

G4 – 1001
1001 is exactly the same as 301, except that each player starts the game with 1001 points.

G5 – Hi-Score
Each player starts the game with zero points and adds to their score with each dart thrown. After seven rounds of three darts each, the player with the highest score wins.

Cricket Scoring System
The Cricket scoring system used on the Pro Challenger II Game is a system using two LED's per Cricket number player. The left of the two LED's lights under the number corresponding to the player indicating one hit within that segment. The left LED goes out and the right LED lights indicating a second or two hits on that number. Both LED's are lit with the third hit indicating the number is closed.

G6 – Cricket
The game cricket uses the numbers 15 through 20 and the bullseye. (These numbers do not have to be in consecutive order).

The object of the game is to close each number by hitting it at least 3 times, and have the most points at the end of the game to win. Obtaining points is discussed below.

To close a number: A player must hit the number three times within the game to close the number. They do not have to be in order or on the same turn. Optional ways a number can be closed include but are not limited to the following:

* One dart in the triple segment
* One dart in the double segment and one in the single segment
* Three darts in the single segment

Points are earned only after a player closes a number and any other player(s) still have that number open. Additional hits within that number will award points according to the segment value hit.

Other options are many but would include two darts thrown in the double segment which would give three hits (marks) to close the number and also score that number's value depending on the game variation.

To close the bullseye is just like any other segment. It must be hit three times, then a player can score. The normal game play is a double bullseye (25/50). The outer bullseye is 25 points or one mark. The inner is 50 points, or two marks. The bullseye can be set to play as a single (50) bullseye (see instructions Double bullseye in this section).

The dart player that has all of his/her numbers closed and has the highest number of points wins the game.

G7 – Cut Throat Cricket
The game plays by the same format as Cricket, but when a dart player closes a number, the score for all future hits to that number are given to his opponents with that same number open. The dart player with all his/her numbers closed and the lowest score wins.

G8 – No Score Cricket
The first dart player to close all of his/her numbers from 15 through 20 and the bullseye wins. No points are awarded for additional hits within a number.

Rules and regulations of these games are developed specifically for home entertainment.

G9 – Shanghai I
Players take turns shooting in order, using a number from 1 to 20. Points are scored by the number hit; doubles and triples count when shooting at the designated number. The highest score after seven rounds or after someone reaches 20 wins.

G10 – Shanghai II
Like Shanghai I, players shoot in order from 1 to 20. Points are scored by the number hit; doubles and triples counts. The highest score after seven rounds wins. A player hitting a single, double and triple in any order within one round is an instant winner regardless if the player is behind in points, i.e., hit a double 4, a single 5 and a triple six in one round – that player automatically wins!

G11 – Killer
Players begin the game by throwing one dart wrong handed to pick their number. Bullseye is deleted from this game. No two players can have the same number. Doubles and triples count as singles on any number. Each player must hit their number seven times to become a killer. He/she remains a killer throughout the game. (If the player hits the opponent's number before he/she is a killer, it will give the opponent a point and help them to become a killer). After a player becomes a killer, he/she can then shoot at the opponent's numbers (whether the opponent is a killer or not) and push them back to zero. Push an opponent back to zero and they are dead. The last player left in the game wins.

G12 – Around the Clock
One to four players can play. Each player starts on number 1 with the objective of placing one dart in each number up to 20 in sequence. The first player to hit a bullseye ends the game. All doubles and triples counts as singles.

G13 – Double Around the Clock
The game is played with the same format as the standard "Around the Clock", but in order to close a number a player must hit the double segment. To end the game, the player must hit either a single or double bullseye to win the game.

G14 – Triple Around the Clock
The game is played with the same format as the standard "Around the Clock", but in order to close a number a player must hit the triple segment. To end the game the player must hit the double bullseye to win the game.

G15 – OVERS
In "OVERS" players must shoot a number equal or higher, using all three darts in each round, than the previous player or loses a life. The last player alive wins. Player gets three lives.

G16 – UNDERS
In "UNDERS" players must shoot a number equal or lower, using all three darts in each round, than the previous player or loses a life. The last player alive wins. Player gets three lives. Doubles and triples count. A missed dart or a dart not thrown will automatically give 25 points to that player's score when the player change button is pushed.

G17 – Big 6
The game begins by the first player throwing for the "Big 6" (the two largest segments located in the six area (zone)).

The first player is allowed three darts in which to hit it. Figure to do so means that player loses a life, and player #2 tries for the "Big 6". If player #1 hits the "Big 6" with the first or second dart, he/she can throw at any number he/she wants to with the third dart to change the number that the opponents will try for next. If a player hits the designated number with the last (third) dart thrown, the number will remain the same for the next player.

Double and triples count, i.e., if the player hits a double 19, the next player must hit a double 19, not a single 19 or a triple 19. Then he/she can go for a new number providing he/she hits the double 19 before having to use the third dart. If all three darts miss, then the player loses a life. Lose three lives and you are out of the game.

G18 – Halve It
The game uses the numbers 12 through 20 – one round to hit any double, another round to hit any triple and the use of the bullseye. Doubles and triples count. Each player must hit the number shown by the game within three darts to score points but if he/she misses, the game will cut the player's score in half. The player with the most points at the end of the game wins.

All games can be played against the solitaire feature at three levels
– novice, intermediate and master level.

CHALLENGER™
GAME OPTIONS RULES

'01 Options - 301, 501, 701, 1001

Open In/Open Out	A
Double Out	b
Double In/Double Out	C
Masters Out	d

Open In/Open Out (A)
The player may start the game by throwing and hitting any number, and may finish the game by throwing and hitting any number as long as the number is the exact number the player needs to win.

Open In/Double Out (b)
The player may start the game by throwing and hitting any number and the player must hit a number in the doubles ring or a double (inner) bullseye (when double bull is activated) to win as long as the score is the exact number of points the player needs to win. A score leaving the player with 1 will BUST (the same as going past zero) since you cannot get a double with a score of 1. The player's score will return to its previous turn's score.

Double In/Double Out (C)
The player must hit a number in the double ring or a double bullseye to start scoring. If the double bull is activated, the player has the option to hit the inner bull to start or finish the game. All segments score after the first double is hit. The player must hit a double to win as long as the score is the exact number of points the player needs to win. A score leaving the player with 1 will BUST since you cannot get a double with a score of 1. The player's score will return to its previous turn's score.

Masters Out (d)
The player may start the game by throwing and hitting any number. To win, however, the player must hit a double, triple or bullseye the exact number of points to win. A double, triple or bullseye hit which gives the player more points than required, the player will BUST and the score returns to the player's previous turn. A score leaving the player with 1 will BUST since the player cannot get a double, triple or bullseye with a score of 1. The player's score will return to its previous turn's score.

Additional Games

301 Doubles
When playing doubles in 301, players 1 and 3 play against players 2 and 4. Both scores are added together and the game is played like 602 against 602.

Example: If player 1 goes out and player 3's score is higher than players 2 and 4 added together, the players 1 and 3 would lose, even though player 1 had finished the game.

501 Doubles
501 Doubles is exactly the same as 301 doubles, but the scores added together are 1002.

701 Doubles
701 Doubles is exactly the same as 301 doubles, but the scores added together are 1402.

1001 Doubles
1001 Doubles is exactly the same as 301 doubles, but the scores added together are 2002.

Team Events
Games can also be played as a team event with four or more players playing against another team with an actual number of players until one team wins.

TROUBLESHOOTING GUIDE

Here are a few examples and solutions for situations which may occur during the use of your Challenger electronic dart game.

PROBLEM	SOLUTION/SUGGESTION
No power/lights	Check the power cord connection to the game and be sure the AC power pack is plugged into an electrical outlet securely. Be sure that there is power to the electric outlet.
Flashing number in Temporary Score window	A flashing number in the Temporary Score window indicates a "stuck" score segment. The number indicates which segment is stuck (single, d-double, t-triple). Check that segment by applying pressure with your finger and see that it moves freely and is not pinched by the outer spider ring or a broken dart tip (see broken dart tips) wedged between the spider and the segment.
Bullseye does not score	Insert one to two darts into the outer (red) bull segment and use them to rotate the segment clockwise or counter clockwise until a click is heard. The bullseye should now score properly.
Broken dart tips	Check the power cord connection to the game and be sure the AC power pack is plugged into an electrical outlet securely. Be sure that there is power to the electric outlet.
Game resets when removing darts	Place on hand on the outer numbered catch ring and use the other hand to pull out the dart with a clockwise twisting motion.

Happp Controls warrants this game to be free from defects in material and workmanship for two years (24 months) from the purchase of the game.

This warranty does not apply to products damaged through accidents, misuse or neglect. Your warranty is void if service is attempted by anyone other than the manufacturer. The warranty card must be filled out in its entirety and returned within 10 days of purchase to the manufacturer. Happ Controls reserves the right to make inspections and determination of all warranty claims.

IT IS IMPORTANT TO SAVE THE ORIGINAL BOX, ALL PACKAGING AND RECEIPTS! These items will be needed if ever proves necessary to return the game to factory for service.

Do not return your electronic game to the store where purchased (unless it is store policy) as they are not equipped to handle repairs. All warranty work or repair request require a Return Authorization Number provided by the factory or an authorized service center.

Patent Pending

RETURN POLICY

Dear Customer,

Thank you for your order. Please read our return policy before using your merchandise.

Damaged Items
Any boxes arriving damaged or opened must be reported to us within five (5) business days of receipt.

Shortages or Discrepancies
Any shortages or order discrepancies must be reported to us within five (5) business days of receipt of shipment or no credit or replacement will be given.

Pro Challenger II
It is important to save the original box, all packaging and receipts. These items will be needed if it ever proves necessary to return the game for service. Please read the Warranty page in your Owners Manual enclosed within the game. This clearly states our warranty policy for the Pro II.

Returns
1. All returns require prior approval and Return Authorization Number –
Call 847-593-6161 ext. 167 and ask for the return department.
2. Write the Return Authorization Number on the outside of the box when you ship it to us.
3. Please provide your name, address, day-time phone number and reason for return.
4. A 25% restocking or handling fee may be charged at our discretion.

We hope you enjoy your new product.

Thank you

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