HAPP CONTROLS

OWNERS MANUAL

FOR

Pro Challenger/Master Challenger Basic Game Instuctions

CHALLENGER™
BASIC GAME INSTRUCTIONS

To begin: Plug the power transformer into the jack on the right hand side of the Challenger Dart Game. Push the red ON-OFF button 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	1
Game 2	501	G2	Double Out	2
Game 3	701	G3	Double In/Double Out	3
Game 4	1001	G4	Masters Out	4
Game 5	High Score	G5		

PRO ONLY

Game 6	Cricket
Game 7	Cut-Throat
Game 8	No Score

Solitaire Darts can be selected for any game and any option. There are three skill levels:

Novice	L1
Intermediate	L2
Expert	L3

Double bulls-eye is selectable for each game (see instructions Double Bulls-eye 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 G1, G2, G3, G4, G5, G6, G7 OR G8 (depending on a particular model) will appear by repeatedly pushing the Select/Option button. The game has now been selected.

A second number will now appear in the Temporary Score Window; this is the option choose number. Decide which game option you want to use by depressing the Select/Options button (1, 2, 3 or 4 times). When the number of the option you wish to play appears, press the Change/Enter/Start button. The option is now selected. Example: Selecting options for a 501 game where you choose to play Option 1, Open In/Open Out, the display would show G2 (501) and 1 (Open In/Open Out) or G2.1.

NUMBER OF PLAYERS

Press the Change/Enter/Start button once 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 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/Start button. The light will turn yellow. Remove the darts now. * (You will have approximately six seconds to remove the darts before the next 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 now 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 wished to be played.

SOLITAIRE

Solitaire darts allows one player to play against the machine. After a game and option have been selected, press the Solitaire button to select the skill level.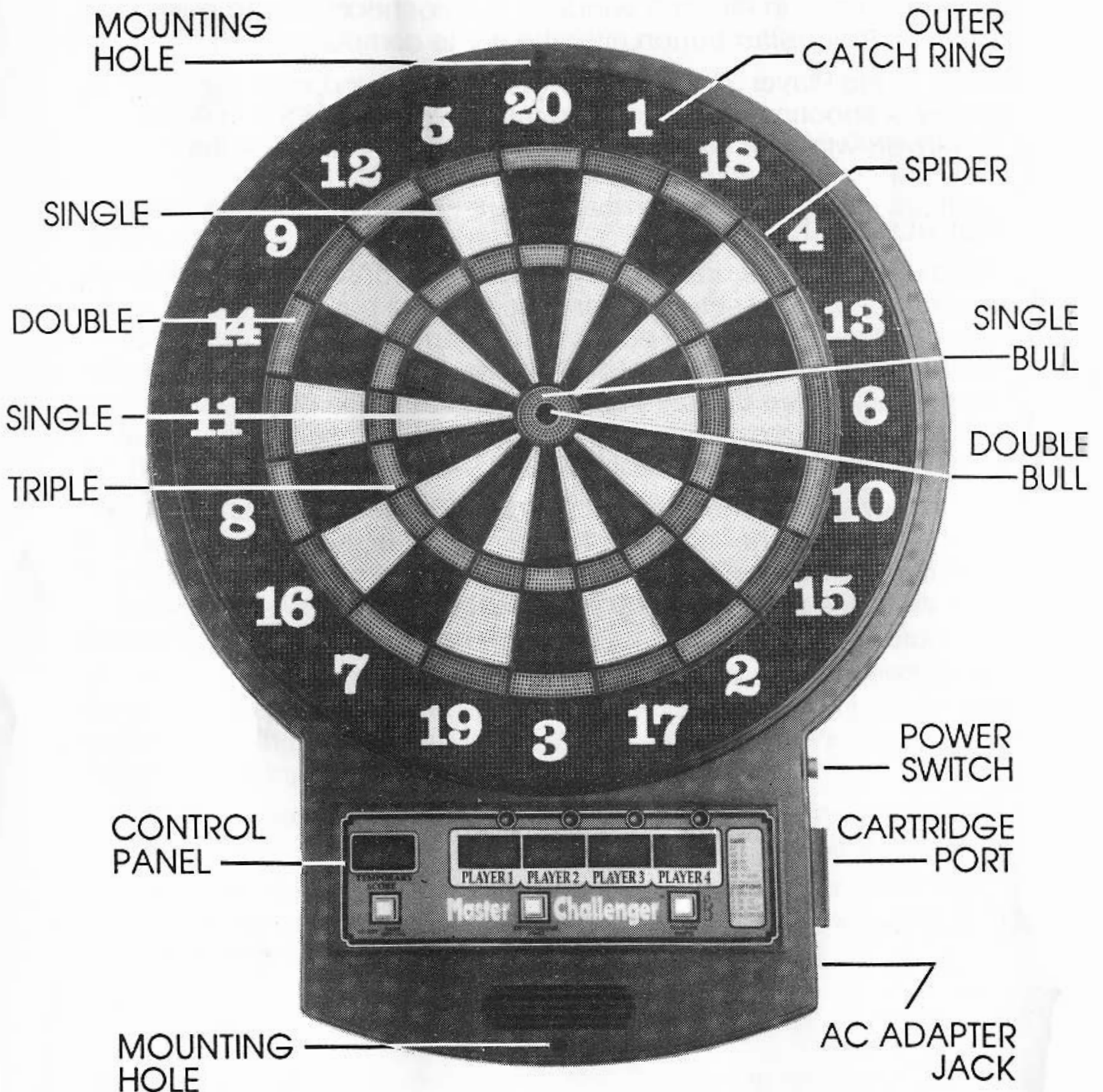 L1 will appear in Player 1 window. (The machine is Player 2). There are three levels of play: L1, L2 and L3. The levels range from the easiest at level L1 to the most difficult at L3. To change levels, continue to push the Solitaire button. Selected game, option and skill level starts automatically when Player 1 throws his three darts and then pushes the Change/Enter/Start button. The game computer will then throw its three darts. Dart hits are shown in Player 3 window. It is not necessary to push the Change/Enter/Start button after the game computer's turn.
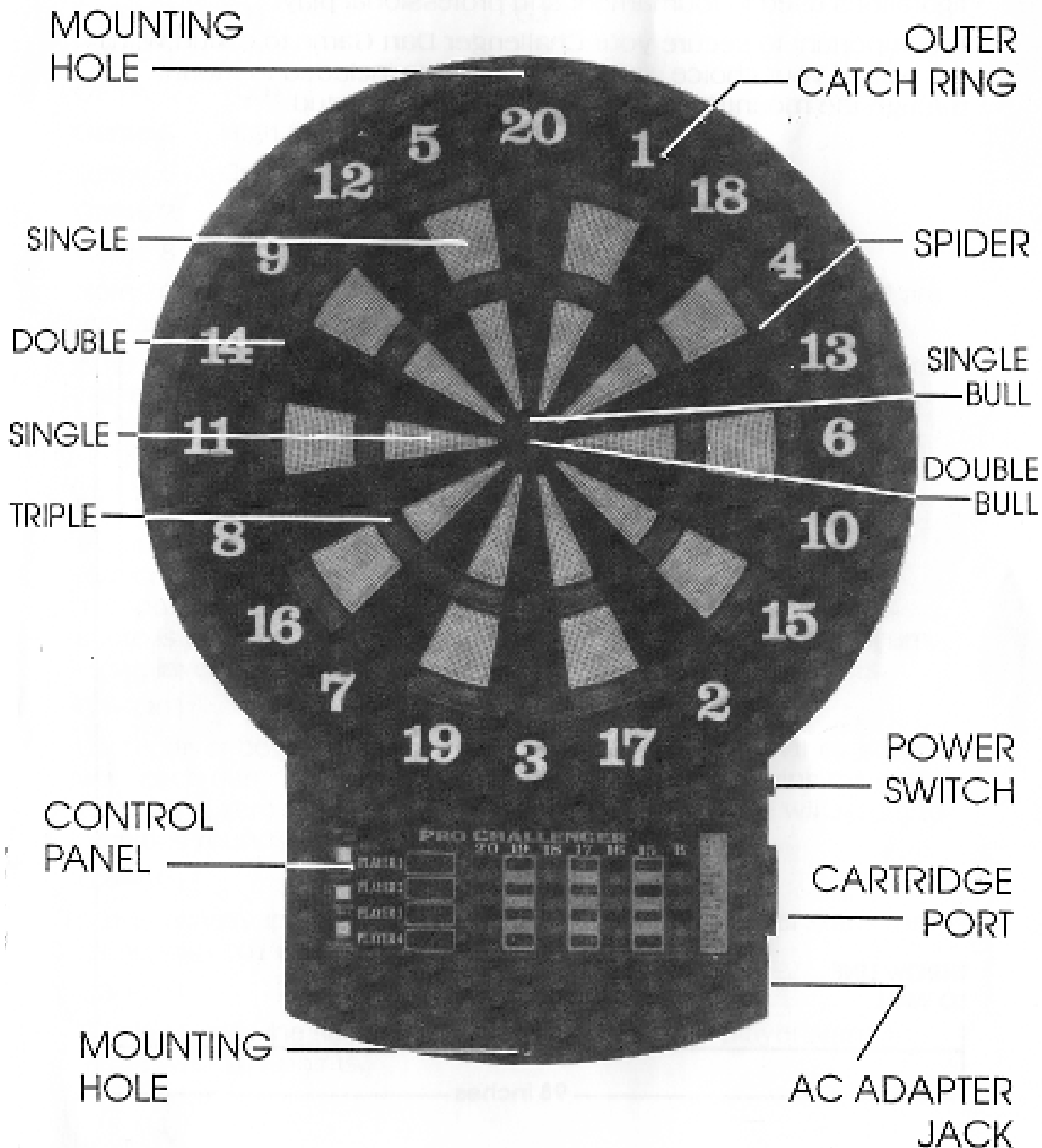
DOUBLE BULLS-EYE

The bulls-eye configuration may be changed during the game select mode. The factory setting is for single (50/50) bulls-eye (center and outer bulls-eye scores 50 points for '01 games and double (25/50) bulls-eye for Cricket games). The decimal point lit on the "G.1" in the Temporary Score display indicates that the single bulls-eye is active. By contrast, move the select to G.6 and the two decimals appear here indicating a split (25/50) bulls-eye.

To change the bulls-eye 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 bulls-eye scores 50 points and outer bulls-eye scores 25 points). The bull can be changed back by repeating these steps

Master Challenger™

MOUNTING HOLE

OUTER CATCH RING

SPIDER

SINGLE

DOUBLE

SINGLE

TRIPLE

SINGLE BULL

DOUBLE BULL

POWER SWITCH

CONTROL PANEL

CARTRIDGE PORT

MOUNTING HOLE

AC ADAPTER JACK

PLAYER 1 PLAYER 2 PLAYER 3 PLAYER 4

Master Challenger

Pro**Challenger** *with Cricket*

MOUNTING HOLE

OUTER CATCH RING

SINGLE

SPIDER

DOUBLE

SINGLE BULL

SINGLE

DOUBLE BULL

TRIPLE

POWER SWITCH

CONTROL PANEL

PRO CHALLENGER
20 19 18 17 16 15 B

PLAYER 1
PLAYER 2
PLAYER 3
PLAYER 4

CARTRIDGE PORT

MOUNTING HOLE

AC ADAPTER JACK

20 5 12 9 1 18 4 13 14 11 6 8 10 16 15 7 2 19 3 17
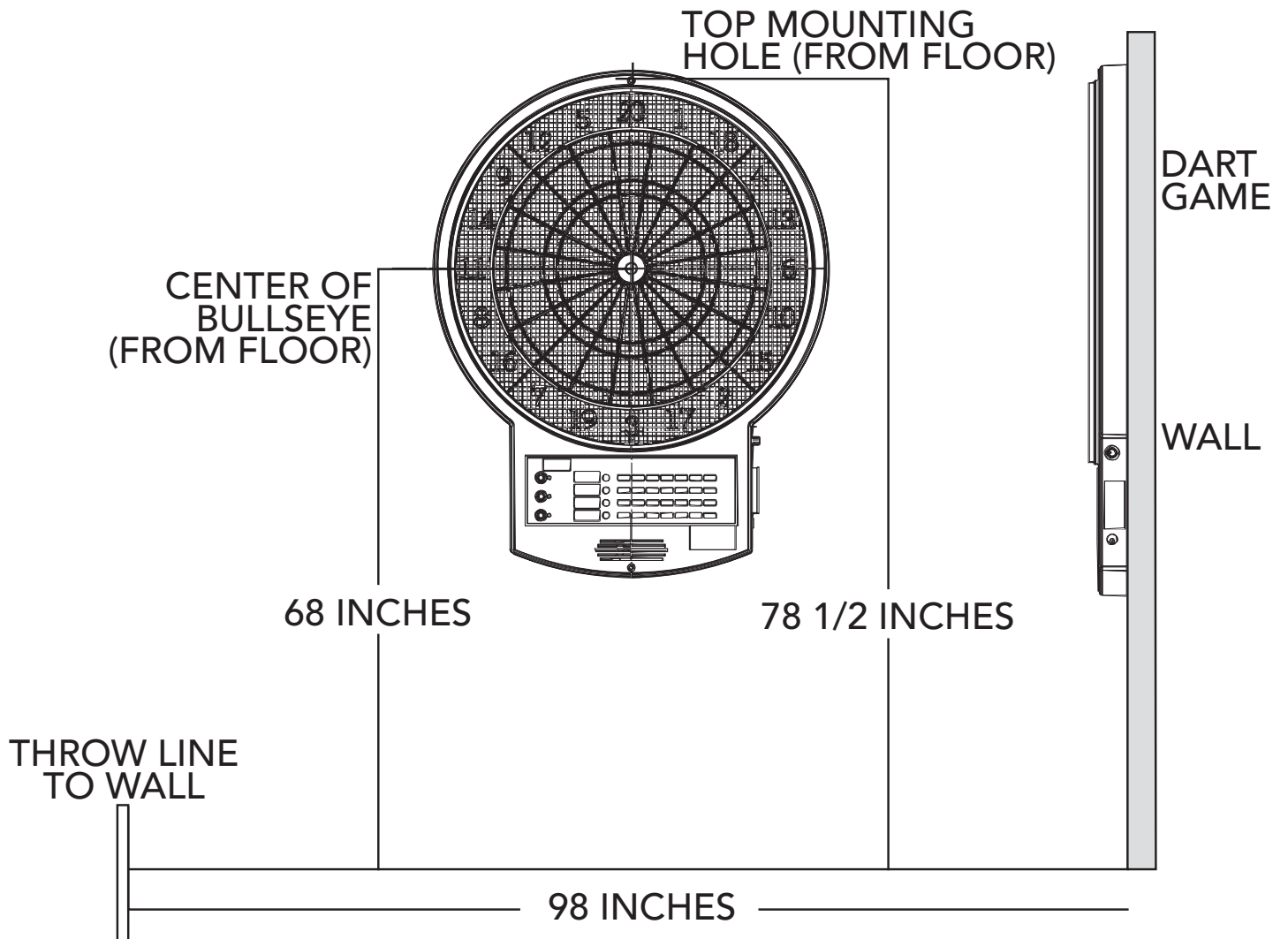
CHALLENGER™
WALL MOUNTING INSTRUCTIONS

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

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

MOUNTING DIAGRAM

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

5

CHALLENGER™ GAME RULES

Game 1   301   G1
Game 2   501   G2
Game 3   701   G3
Game 4   1001   G5
Game 6   Cricket   G6
Game 7   Cut Throat Cricket   G7
Game 8   No Score Cricket   G8

Note: Games 6 through 8 are standard on Pro Challengers and are available as an option kit for Master Challengers.

After game and options have been selected, the lamp over the first player will flash yellow. Three darts can be thrown only 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 zero is a 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 a BUST and that player's score will return to the 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 – High 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.

G6 – Cricket Kit Option Game 1, G1   1 to 4 Players

The game Cricket uses the numbers 15 through 20 and the bulls-eye. (These numbers do not have to be hit 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.

- 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 term. 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

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 bulls-eye is just like any other segment. It must be hit three times, then a player can score. The normal game is a double bulls-eye (25/50). The outer bulls-eye is 25 points or one mark. The inner is 50 points or two marks.

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 closes a number, the score for all future hits to that number are given to the opponents with the same number open. The dart player with all his/her number 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 bulls-eye wins. No points are awarded for additional hits within a number.

CHALLENGER™
GAME OPTIONS RULES

'01 Options – 301, 501, 701, 1001

Open In/Open Out	1
Double Out	2
Double In/Double Out	3
Masters Out	4

Open In/Open Out (1)

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 (2)

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) bulls-eye (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 (3)

The player must hit a number in the doubles ring or a double bulls-eye 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 (4)

The player may start the game by throwing and hitting any number. To win, however, the player must hot a double, triple or bulls-eye the exact number of points to win. A double, triple or bulls-eye 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 player cannot get a double, triple or bulls-eye 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 player 2 and 4 added together, then 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.

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 on one player's number as a team and throwing in rotation against another team with an equal number of players until one team wins.

CRICKET

One accessory available to expand games in the Master Challenger is the Master Challenger Cricket Challenger‰, which attaches easily to the bottom of the Master Challenger‰ bringing you the ever popular and challenging game of "Cricket". CRICKET is the world's "True Dart Player's Game".

ACCESSORIES AVAILABLE

GAME CARTRIDGES

In addition to the previously mentioned Cricket Cartridge, the additional game cartridges are available at your local distributor, which allows additional challenging games to be played with your Challenger home electronic dart game. Cartridges plug easily in the port on the back of the right hand side of the game cabinet.

Cartridge 1

>   Around the Clock
>   Double Around the Clock
>   Triple Around the Clock

Cartridge 2

>   Shanghai I
>   Shanghai II
>   Killer

Cartridge 3

>   Overs & Unders (Horses or Coach)
>   Big 6
>   Halve-It

All cartridges feature the popular solitaire play option!

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 bulls-eye should now score properly.
Broken dart tips	A broken dart tip, which is protruding from the dartboard, may be removed with ordinary household pliers. A tip which has broken off inside the surface of the board may be pushed through the segment using a small nail or punch which is smaller in diameter than the broken tip. Dart tips pushed through the segment into the game will not harm the function or the electronics of the game.
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.

WARRANTY

Happ Controls warrants this game to be free from defects in materials and workmanship for a period of two full years from the date of sale to the original purchaser. During this warranty period, Happ Controls will have the product repaired or replaced free of charge, providing the following conditions are met:

- Warranty card is completely filled out and returned within 14 days of date of purchase.
- Products must be returned in original packaging. Tough, durable packaging must protect the product from shipping damage.
- Contact Happ Controls Consumer Returns at 1-888-BUY-HAPP (289-4277). Explain the nature of the problem with the product. Happ Controls will advise you of the return authorization procedure.
- Return product via UPS prepaid with a proof of purchase and detailed description of the problem to the address listed at the bottom of this page.
- The Warranty is void if the back of the game has been opened or removed in any way.

HAPP CONTROLS

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