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Challenger PC

Congratulations on the purchase of your Challenger PC. This system is a software based wireless lock-out system. It will work with most personal computers running Windsows XP, Vista and Windows 7. MacOS and Linux computers are not supported. If, for any reason, a problem should develop, please contact us immediately. If the problem cannot be solved in the field, instructions will be provided for returning the unit to ZeeCraft for proper servicing.

Contents:

You should have received the following items: one (1) Challenger PC Software cd, one (1) base unit with antenna and USB cable for connecting to computer, number of wireless buzzers that correspond to the number of player system you ordered.

Installation

1. Place the Challenger PC Software CD into the CD ROM drive. Select RUN from the Windows Main Menu.

2. Enter: d:\setup (or the appropriate driver letter for your system's CD ROM drive) when RUN prompts for a file name and hit ENTER. Follow the prompts from the Program Installation Wizard as you would when installing any Windows Program.

The installation program will install all the files and create a Challenger PC icon that can be accessed from the computer's list of programs.

Instructions

1. Connect base unit by attaching USB cable to base unit and to the PC.

2. Find base unit, click on link in bottom left of screen.

3. Click on Options in bottom right of main play screen.

   a. From Options screen, choose Team Setup in Bottom left corner of Game Play tab.

     • From bottom right of Team Setup screen, choose your number of teams, 2 - 8.

     • Enter in team name for each team playing.

     • Enter player names for each player playing.

     • Assign player remote number, found on the bottom of each remote to a player. Please be sure each player has their own remote.

     • Click Save and Close to go back to the Options screen.
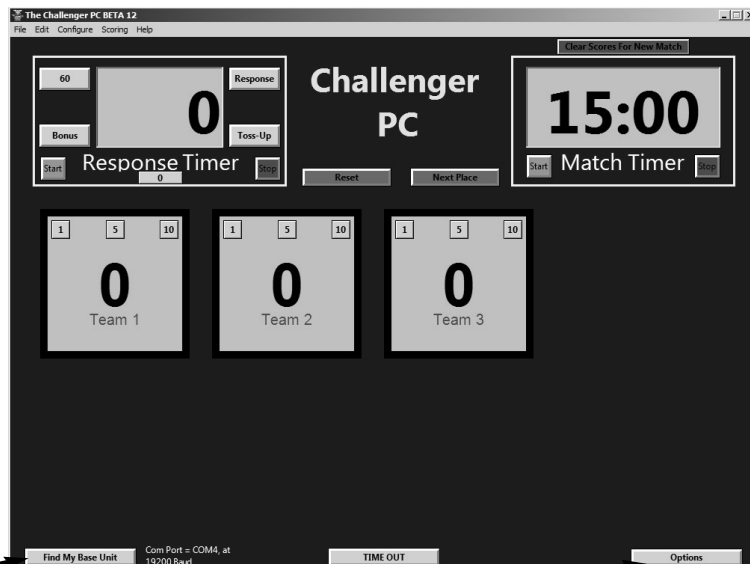
Main Screen
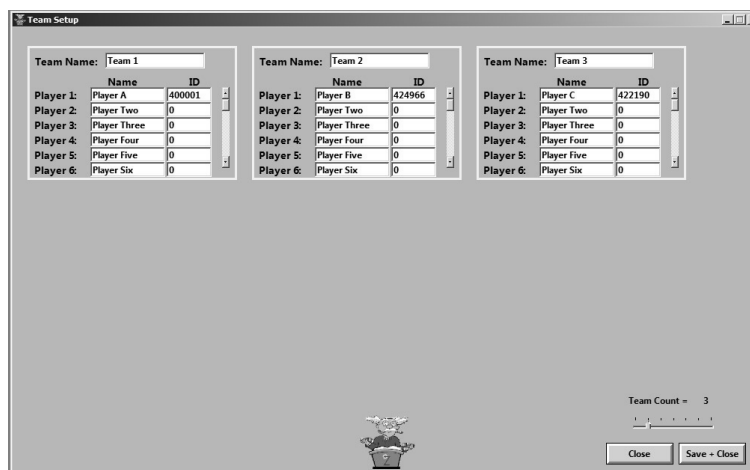
Team Setup

Options screen: This screen allows you to customize the Challenger PC to your specific game play rules.

Game Play Tab

1. **Match Time.** In the top left corner of this tab, use the up and down arrows to set the overall match time for your event.

2. **Scoring Mode.** In the top right corner of this tab, there are two scoring choices:

   a. Classic is the scoring method must commonly used for team play.

   b. Leaderboard style scoring is used to keep track of individual, not team, scores.

3. **Timer Buttons.** In the middle of the Game Play Tab:

   a. There are four timer options to set to your event specifications. Use the mouse to highlight the time amount and then type over with desired time.

   b. To change the name (text) of these times, type in the desired name next to the time. To change the function of a timer, use the ratio buttons. You can also change the name of a function by editing the green boxes over the radio buttons. Using the mouse, highlight the name and then type over with desired timer name.

   c. The radio buttons, when assigned to a specific time are used to control the Game Play Options (located at the bottom of the Game Play tab) and for statistic reporting.

Game Play Tab

4. **Game Play Options.** At the bottom of the Game Play Tab, there are 6 choices under this option section.

   a. **Timer Continues After Buzz-In.** When this box is checked, the timer selected during game play will continue to count down after a player buzzes in. Unchecked, the time freezes after a player buzzes in.

   b. **Resume Timer on Next Place.** This option only applies when playing 1st and 2nd place mode. When this box is checked, the timer freezes when 1st player buzzes in and resumes when you go to 2nd place to allow them to answer.

   c. **Start Timer on Reset.** This option is specific to the middle column of radio buttons in the Timer Buttons section. To make this option work, one of the timer buttons must be selected as "Toss-Up" or whatever the middle column has been renamed to. When this box is checked, it arms the buzzers and starts the time when the moderator is ready for players to buzz in. Unchecked, the moderator must manually click the time they would like to use for each question. As a note, clicking any of the timer buttons not assigned as a bonus or response time will arm the buzzers for play.

   d. **Show Second Place Respondent.** When this box is checked, second place will be allowed to buzz in. Unchecked, only first place will show.

   e. **Allow Buzz-In During Bonus.** This option is specific to the first column of radio buttons in the Timer Buttons section. To make this option work, one of the timer buttons must be selected as "Bonus" or whatever the first column has been renamed to. When this box is checked, players will be allowed to buzz in when the Bonus time is used. Unchecked, no players will be allowed to buzz in when the bonus time is used.

   f. **Auto Start The Response Timer.** This option is specific to the last column of radio buttons in the Timer Buttons section. To make this option work, one of the timer buttons must be selected as Response or whatever the last column has been renamed to. When this box is checked, the Response timer will automatically start as soon as a player buzzes in and is the amount of time the player has to answer.

Sound and Color Tab:

The Sound and Color Tab allows you to choose the sound effects for all features, screen colors and font style for all text. As a note, we recommend using the default font of Arial as this seems to work best.
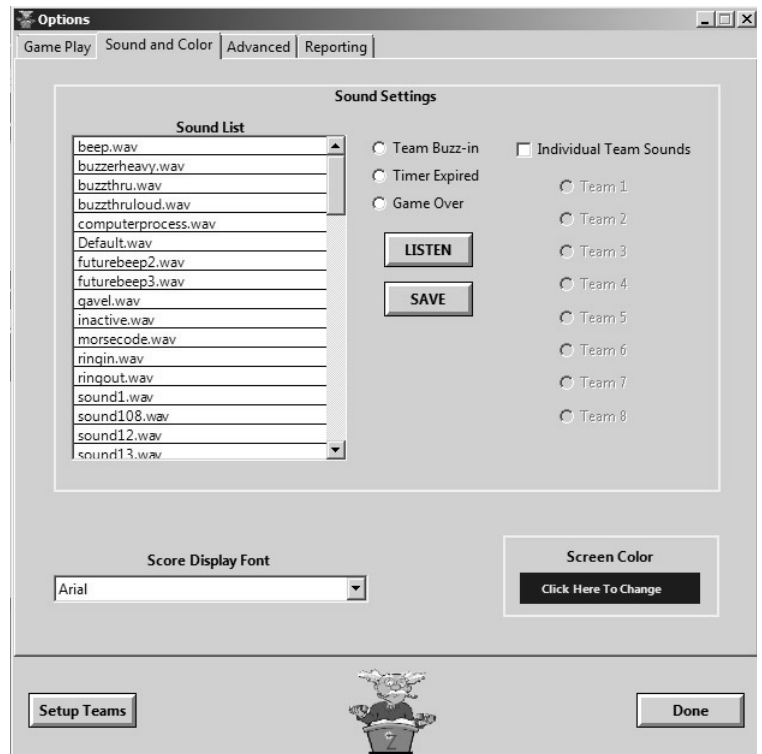
Sound and Color Tab

Advanced Tab:

The Advanced Tab is used if auto find the base unit fails. Please do not change this setting. If you encounter a problem where the base unit fails, please call ZeeCraft Tech. immediately.
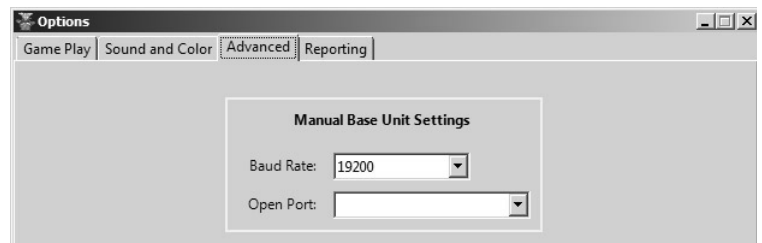
Advanced Tab

Reporting Tab:

The Reporting Tab is used to keep track of game statistics by team and by player.

1. **Collect Score Statistics.** When this box is checked, scoring statistics will be recorded. Unchecked, no statistics will be recorded.

2. **Automatically Start/Stop Statistics Collection With Match Timer.** When this box is checked, statistics collection will start when Match Timer begins and stop being collected when Match Timer ends.

3. **Red and Green Collection Buttons.** Used to manually start and stop the statistics collection when the Automatic option is unchecked.

4. **Save Statistics.** Saves the statistics spreadsheet to the users drive of choice on the computer.
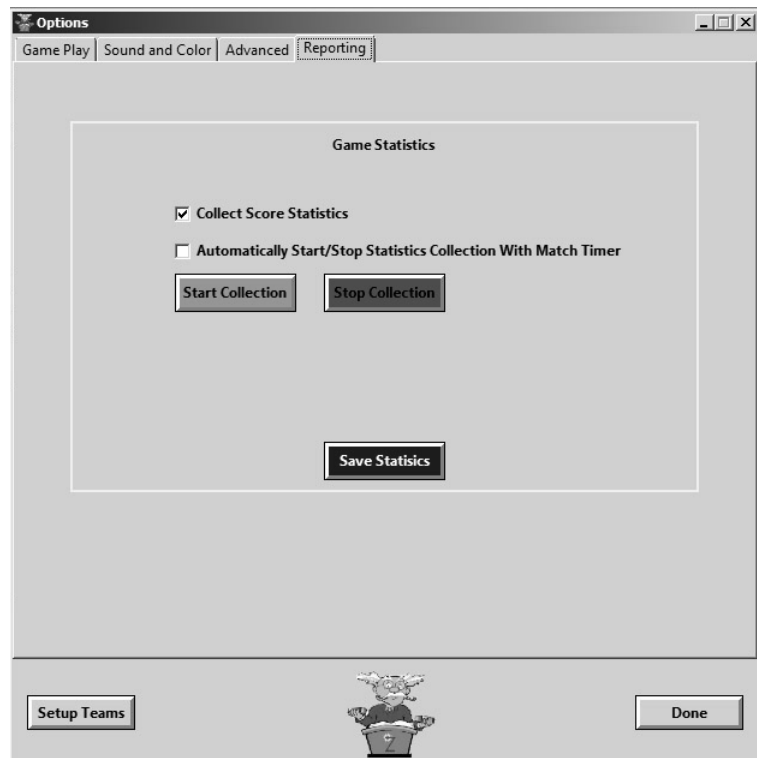
Reporting Tab

Statistics Spreadsheet.

The statistics spreadsheet will display the following statistics:

1. **Total Toss-Up Questions**

2. **Total Bonus Questions**

3. **Final Scores** by team and or player

4. **Toss-Up Question Number:** Player who answered, time to respond, correct or incorrect answer, question score.

5. **Bonus Question Number:** Player who answered, time to respond, correct or incorrect answer, question score.

6. **Team Stats** for: Toss-Ups Played, Toss-Ups Correct, Toss-Ups Incorrect, Bonus Played, Bonus Correct, Bonus Incorrect

7. **Player Stats** for: Toss-Ups Played, Toss-Ups Correct, Toss-Ups Incorrect, Bonus Played, Bonus Correct, Bonus Incorrect.

Play Screen:

1. **To start play**, there are three options: hit spacebar, click a timer button or use mouse to click pink Reset button in the middle of the screen.

2. *To buzz in players may hit any button on the remote.*

3. **To clear the player that has buzzed in**, hit spacebar or use the mouse to click the pink Reset button in the middle of the screen.

4. **Response Timer section of Play Screen:**

   a. Four time choices set up in the Options screen will be displayed here.

   b. The red Stop and the green Start buttons are used to manually stop and start a time once it has been chosen.

   c. The 0 button will manually zero out the response time once chosen.

   d. If in the Option Screen, Game Play tab, Game Play Options section the 'Start Timer on Reset is not clicked, then the timer can be zeroed out by hitting the space bar or using the mouse to click the pink Reset button.

Main Screen

5. **If playing with the option to show second place players**, a 'Next Player' button will appear on the Play screen next to the pink Reset button. If the first place player answers incorrectly, hit the Enter key or use the mouse to click the pink Next Place button to show Second place.

6. **Match Timer** section of the Play screen will display the match time designated in the Options tab.

   a. The red Stop and the green Start buttons are used to manually stop and start a time.

   b. A tone will sound when Match Time has expired.

7. **Clear Scores for New Match** will zero out all scores from a match.

   a. If you are keeping statistics each match will show separately on the report.

8. **Scoring:**

   a. Move the mouse over the 1, 5, or 10 buttons inside each team/player box to highlight the increment.

   b. Left clicking increases the score by the chosen number, right clicking decreases the score by the chosen number.

   c. In the Leaderboard scoring option, clicking the sort button or Reset will rank your players.

9. **Time Out Button**, bottom center of the Play Screen. Clicking this button or opening the options or team setup screens will stop the match for the previously chosen length of the timeout. Once the time out has expired, the Match Timer will automatically restart. Ending the Time Out before the time out time expires or closing the options or team setup screens will also automatically restart the Match Timer.
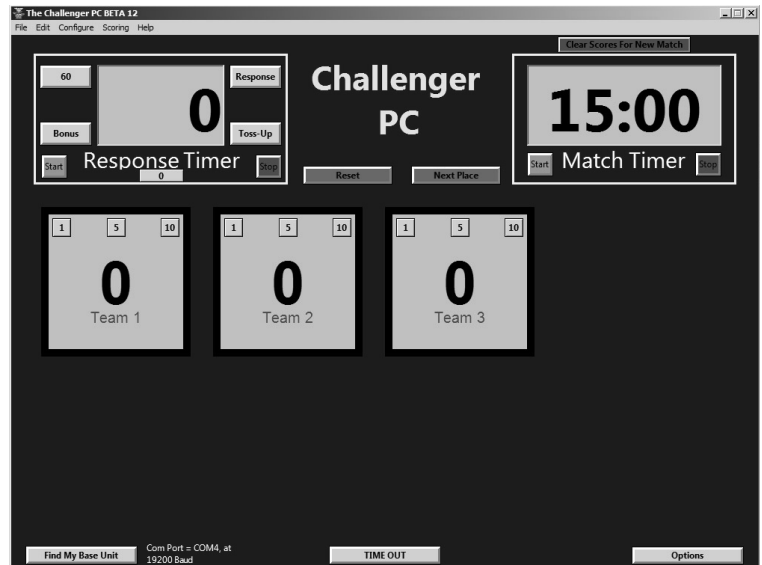
Warranty: The Challenger PC is guaranteed and will be fixed or replaced free of charge within one year from the date of purchase if it is a system error, not operator damage or loss. For warranty service or other repair, ship defective units or parts prepaid to Zeecraft Tech., LLC.