

ALL-IN-ONE / WIRELESS CHALLENGER III



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Please read through **ALL** instructions prior to setup.

Congratulations on the purchase of your **All-In-One Challenger III System!** This system utilizes state-of-the art surface mount microprocessor circuitry and will provide years of trouble-free service. If a problem should develop, we suggest that you 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. When setting up the system, make sure there is an electrical outlet nearby.

The operation of this equipment is quite simple. We offer the following instructions to ensure optimal use. Plug the power supply into any standard outlet (surge protector recommended), then insert the jack of the power supply into the back of the control box. At this point, the equipment will automatically proceed through a programmed test. At the completion of the test, a tone will sound, which indicates that you are now ready to use the equipment.

First, press the **Reset** button on top of the control box (**Reset** button on the left side). Then, activate each buzzer by pressing its button; the control box will beep and that buzzer will light up. Following a ring-in, all buzzers will be locked out from activation until the system is reset. Press the **Reset** button to clear a buzzer after a ring-in. Repeat until all buzzers have been tested. After verifying the buzzers' functionality, test the countdown timers by pressing each of the timer buttons on the right-hand side of the top of the control box. The countdown will begin immediately after pressing the button and will count down from the preprogrammed countdown times, with the default settings being 2 minutes, 1 minute, 10 seconds, and 5 seconds. Once reaching zero, the control box will sound a tone. At any time, the countdown clock can be zeroed out by pressing the **Zero** button.

The LEDs across the top of the control box are controlled by the buttons marked **View** and **Clear**. Test the LEDs by pressing the **View** button each time a buzzer is activated in the system before the buzzer is reset. The LED will stay on after the buzzer is reset, and the buzzer can still activate after its LED is tested. The **Clear** button will clear ALL of the LEDs after they have been activated. Since individual LEDs cannot be cleared, caution should be exercised when clearing LEDs during play. After testing each of the buttons and LEDs on the control box, the system is now ready for play. A few practice rounds will help you master the features described herein.

EXPLANATION OF THE DIP SWITCHES

DIP switches must be set prior to play. Once the control box is plugged in, system settings **CANNOT** be altered. Please read instructions and identify desired settings before operating the system. When altering DIP switch settings, unplug the control box and adjust switches to desired positions.

Switches 1 and 2: PLEASE DO NOT MOVE THESE SWITCHES This pair of switches control the radio frequency that allows the Challenger control box to communicate with the wireless buzzers. Moving either of these switches will cause the buzzers to cease functioning. See 'Wireless Channel/Frequency Guide' (which is available by request or on the website at zeecraft.com/downloads.html) for guidance in changing frequency settings.

Switch 3: Volume High / Volume Low In the **DOWN** position, volume is low; in the **UP** position, volume is high.

Switch 4: Freeze Clock / Off In the **DOWN** position, this switch allows the clock to run continuously until the preprogrammed time has expired. During this period, the system can be reset without interrupting the countdown clock. The countdown can be zeroed out at any time by pressing the **Zero** button. Further, if the clock should run out before a ring-in, it will automatically lock out all buzzers, thus preventing players from responding after the allotted time has expired. Press either the **Reset** or any of the timer buttons to allow buzzers to become responsive. Switch 4 in the **UP** position allows for the countdown clock to be frozen during play. In this setting, a ring-in will freeze the clock. Countdown will continue upon system reset.

Switch 5: Distinguish 2 Teams / Distinguish Up to 4 Teams Switch 5 in the **DOWN** position will allow up to four teams to play at once, with 4 buzzers able to participate on each team. The **UP** position will allow for two teams to play, with a maximum of 8 players on either team. In either position, teams are distinguished by different tones when buzzers activate. The control box will beep once for team 1, twice for team 2, three times for team 3, four for team 4, with the pitch of the beep raising from team 1 to team 4 successively.

Switch 6: Identify 1st, 2nd Place / 1st Place Only Switch 6 in the **DOWN** position will allow the system to identify only the 1st player to ring in, with the rest of the buzzers locked out. Switch 6 in the **UP** position will allow the system to identify both the 1st player and the 2nd player to ring in as long as the second player is from a different team. The 2nd buzzer to activate will have a flashing light. Pressing the **Reset** button once will clear the 1st place ring-in and the 2nd place buzzer will change to steady illumination. A second reset will clear the second ring-in and reset the system. If a 1st and 2nd place ring-in are recognized by the system, all other buzzers will be locked out from activation.

Switch 7: Set Time / Run Time Switch 7 **MUST** be in the **DOWN** position for the system to operate as a lock-out system. To program the countdown times for each timer button, unplug the control box, move switch 7 in the **UP** position and then restore power to the control box. The switch must be set **BEFORE** power is applied.

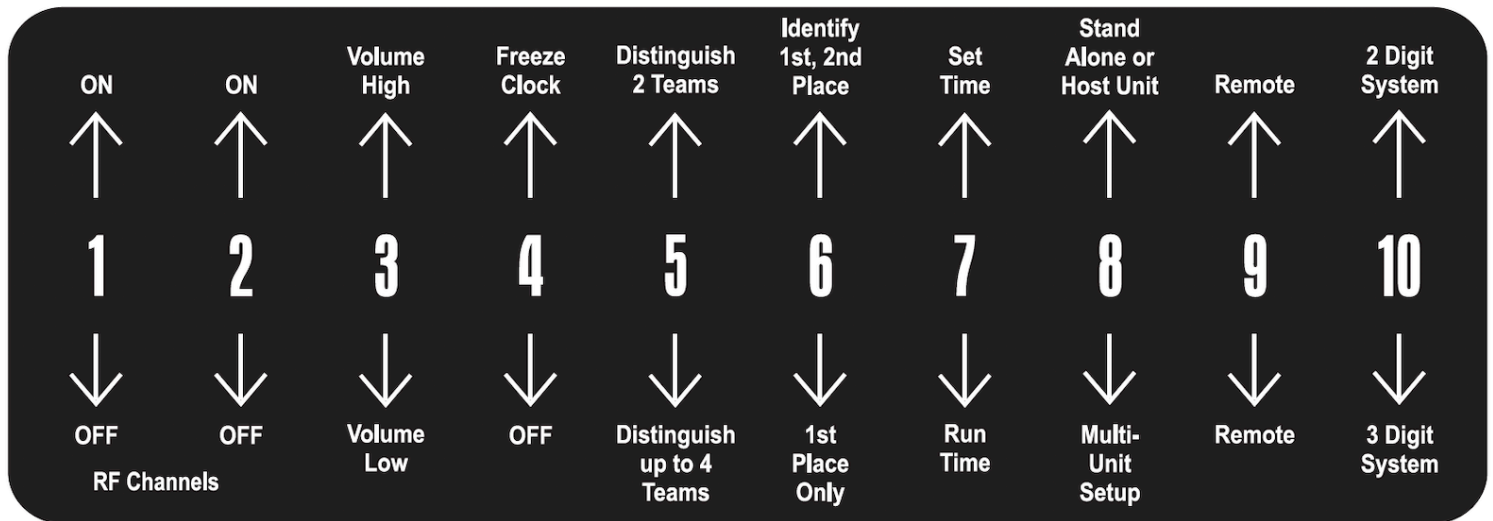
Once in the Set Time mode, the “seconds” digits to be programmed will be flashing. Press the **Zero** button to toggle between the “seconds” and “minutes” digits for programming. Press and hold each timer button on top of the box until the desired countdown time appears, then release the button. When finished with programming the countdown times, unplug the control box, move switch 7 into the **DOWN** position, then plug the box in again to restore power. The timer buttons will now display the desired countdown times when pressed.

Switch 8: Stand Alone or Host Unit / Multi-Unit Setup Switch 8 in the **UP** position allows the control to operate as a Stand Alone unit or as a Host Unit for Multi-Unit Play. Switch 8 in the **DOWN** position will allow the control box to be used as a Remote unit for Multi-System play.

Note: Switch 8 **MUST** be in the **UP** position for the system to operate as a standard lock-out system.

Switch 9: Remote / Remote Used for Multi-System play. This special feature is not included in standard Challenger systems. See ‘Special Features’ section for details about Multi-System play or contact ZeeCraft for instructions in connecting Challenger control boxes for a multi-system setup.

Switch 10: 2 Digit System / 3 Digit System In the **UP** position, the countdown clock will display seconds only with a maximum of 99 seconds. Switch 10 in the **DOWN** position displays minutes and seconds with a maximum of 9 minutes 59 seconds. See DIP switch 7 for instructions in programming countdown timer settings.



All ZeeCraft products carry a one year manufacturer’s warranty from the date of shipment against defects in material and workmanship. During this period, such defects will be repaired, or the product will be replaced at ZeeCraft’s discretion. The customer is responsible for sending defective products to ZeeCraft, and ZeeCraft will not charge the customer for repair services or shipping that are covered under warranty. It is the customer’s responsibility to inform ZeeCraft of any warranty claim. This warranty does not cover damage caused by accident, misuse, or negligence.

The customer may purchase an extended warranty that covers ZeeCraft products for an additional three years beyond the end of the standard warranty period. Contact ZeeCraft for details.

TIPS FOR SAFETY, MAINTENANCE, AND TROUBLESHOOTING

1. Under normal circumstances your Challenger system will operate as soon as it is plugged into any standard wall outlet. Since this equipment utilizes microprocessor circuits, we recommended using a **surge protector** between the power supply and the wall outlet. By doing so, you will minimize the possibility of a circuit failure that can result from **voltage spikes**.
2. Replacement Power Supply specifications: INPUT: 100-120 VAC 50/60 Hz 0.4A
OUTPUT: +9V 2A
3. If a wireless buzzer fails, the batteries may be the source of the problem. Gently remove the lens cover by removing the two screws. Once the lens cover is removed, the circuit board housing the batteries will be visible inside the black enclosure. When new batteries are inserted, the circuit board will flash five times to indicate functionality. Test the buzzer to confirm proper working order. Replace battery clips and reattach the lens cover before proceeding with play. If the buzzer is not working at this point, contact ZeeCraft for troubleshooting guidance.
4. If the Challenger system will not be used for more than three months, ZeeCraft recommends removing the batteries from wireless buzzers. Store the system in a cool and dry location.
5. If none of the buzzers in the system are able to connect to the control box, the box is likely the source of the problem. If this happens, unplug the control box and check DIP switches 7 and 8. DIP switch 7 **MUST** be in the **DOWN** position, and switch 8 **MUST** be in the **UP** position for the Challenger system to operate as a standard lock-out system. For wireless systems, DIP switches 1 and 2 **MUST** be in the correct positions for the control box to connect with the buzzers. Check the stickers on the bottom of the buzzers for the frequency of the system, and then adjust DIP switches 1 and 2 for the correct frequency positions:

Frequency 1: UP UP

Frequency 2: DOWN UP

Frequency 3: UP DOWN

Frequency 4: DOWN DOWN

See 'Wireless Channel/Frequency Guide' (which is available by request or on the website at zeecraft.com/downloads.html) for guidance in changing frequency settings.

6. All ZeeCraft products can be returned for repairs. After troubleshooting, if you continue to experience problems, contact ZeeCraft for guidance in beginning repair process. Repair forms are downloadable from our website at zeecraft.com.

IMPORTANT SAFEGUARDS

WARNING: To reduce the risk of fire or electrical shock, do not expose this appliance to rain or other moisture. Moisture can damage internal parts.

ANY QUESTIONS?
Please call ZeeCraft at
1-800-662-7475

CAUTION

RISK OF ELECTRIC SHOCK
DO NOT OPEN

CAUTION: TO REDUCE THE RISK OF ELECTRIC SHOCK,
DO NOT REMOVE COVER. NO USER SERVICEABLE PARTS INSIDE.
REFER SERVICING TO QUALIFIED SERVICE PERSONNEL.

Special Features

These features are only available on the 'Build a Buzzer' page on ZeeCraft's website and are **NOT** included in standard Challenger systems. These features can be retrofitted to existing Challenger systems in customer's possession. Contact ZeeCraft for details.

1. Customized Timer Setting

ZeeCraft will preprogram the control box's clock settings to desired countdown times. Default settings are 2 min., 1 min., 10 sec., and 5 sec. Customer must specify countdown times to ZeeCraft upon ordering. The settings range between 0 sec. and 9 min. 59 sec.

2. Volume Control

Audio Taper Volume Knob installed on the control box for adjusting volume range. Maximum volume does not exceed default 'High' setting for control boxes.

3. Line Level Output

The Box will include a ¼" jack which will have line-level output for an audio mixer or room system. This allows the buzzer system's audio to be amplified for auditoriums/large rooms without needing a microphone. Audio cable not included.

4. Pause Button

Pauses the countdown clock at any time during games, no ring-in required. A second press will resume countdown from pause point.

5. Multi-System Play

The control box will have ports for connecting it to additional control boxes to expand the player pool. Up to three 16-player control boxes can be daisy-chained, with one acting as a 'host unit,' allowing a maximum of 48 players to participate at once. Wired and wireless control boxes can also be daisy-chained together. Includes one daisy-chain cable for multi-system play.

6. Remote Reset

The control box will include a plug-in port and a 14' cable with a HandGrip for resetting buzzers remotely. This will allow moderators to clear buzzers without needing the control box within an arm's reach. Alternate lengths and triggers are available. Contact ZeeCraft for pricing.

7. Remote Timer Control

The control box will include a plug-in port and a 14' cable with a mini box for remotely controlling the countdown clock and buzzer reset. Mini box will have a minimum of 3 buttons: one for resetting ring-ins, one for clearing the countdown clock, and one for activating a countdown time in the control box. For additional features (Pause Button, Bonus Button, additional timers, etc.), contact ZeeCraft for details and pricing.

8. Multi-Player Team Hub Setup

The buzzer system will include a set of Team Hubs that each connect to one buzzer at a time in the system. Buzzer systems can include up to 16 buzzers, and each Hub includes ports for five players. At capacity, a single buzzer system will have 16 teams of 5 players active at once, totaling 80 participants for a quiz bowl event. Customer may specify what triggers they desire for Team Hubs, which do not need to be uniform across the entire system.

The Multi-Player Team Hub option includes a set of boxes that connect multiple buzzer inputs together. Similar in style to 'slap-box' options, this feature distinguishes between teams but not individuals. Systems can accept up to 16 inputs, and each multi-player hub can connect to multiple players. Individual triggers can include any of our available options and do not have to be the same style.

9. LED Lockout

This feature will allow the LEDs on the control box to lock buzzers out of activation once they are illuminated. With each ring-in, the player's buzzer light will activate. Before a reset, the moderator can press the **View** button on the control box that illuminates the LED that corresponds to its buzzer; when the buzzer is reset, the LED will stay on, and its buzzer will remain locked out until the LED is cleared. This will allow moderators to control which players are able to participate during a game. This feature can be turned on/off via DIP switches on the back of the control box.