

COLECO

Guide No. 77201

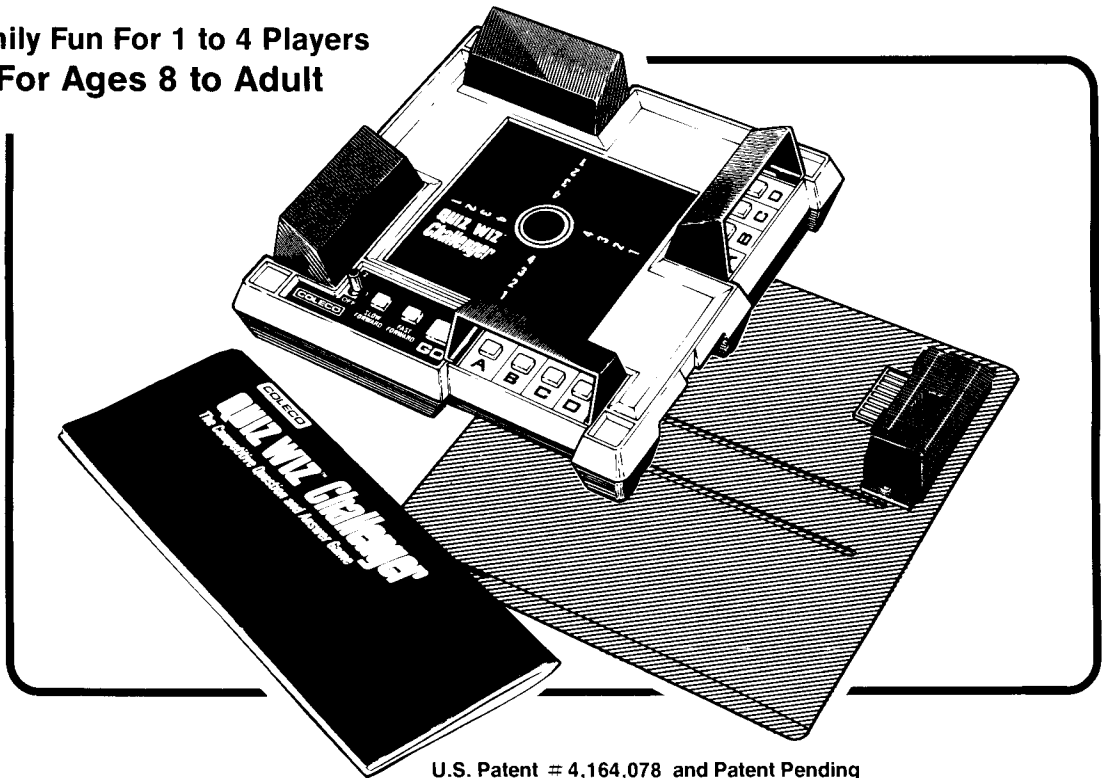
QUIZ WIZ™ *Challenger*

The Competitive Question and Answer Game

No. 2100

INSTRUCTION BOOKLET

Family Fun For 1 to 4 Players
For Ages 8 to Adult

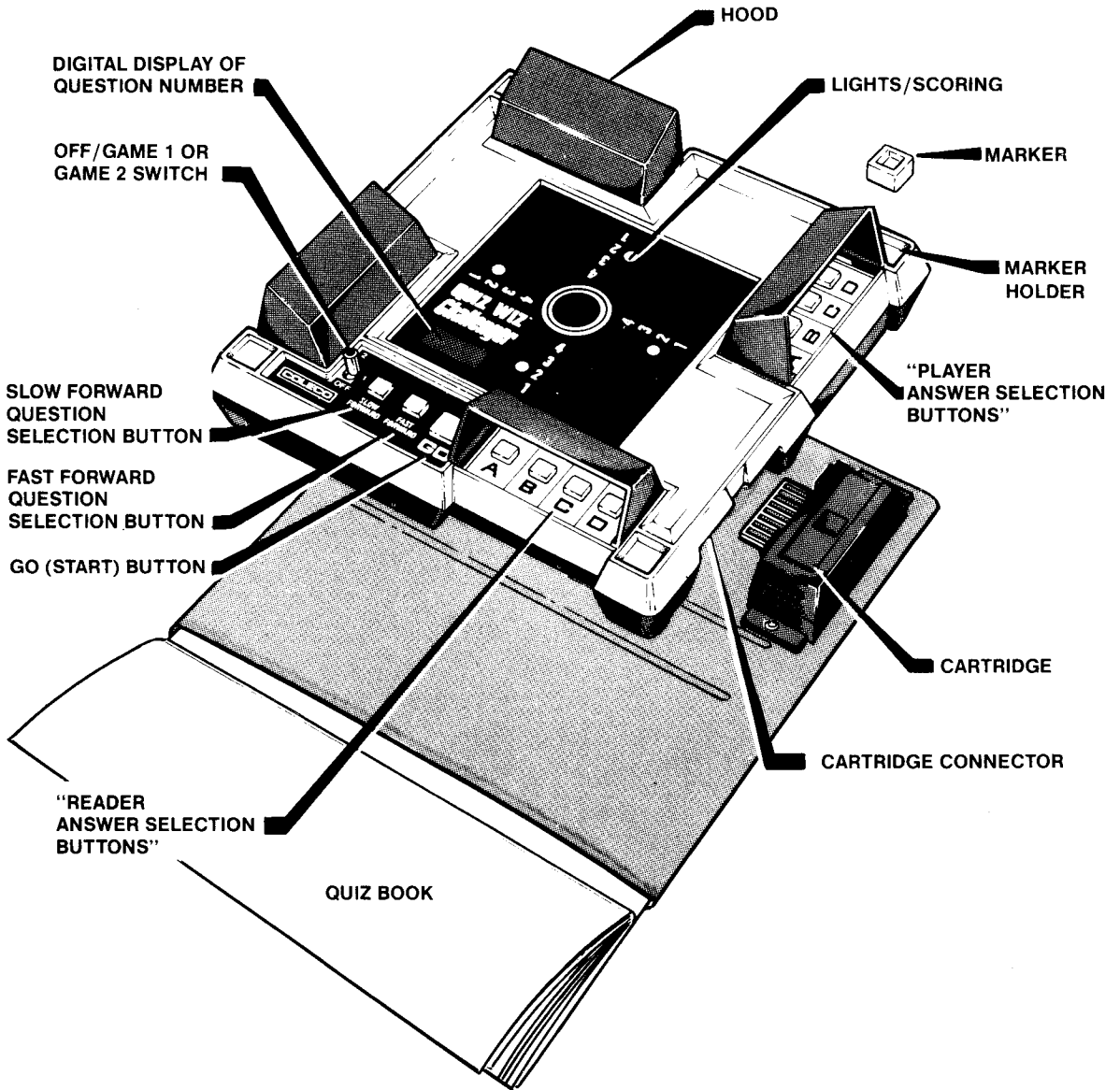


U.S. Patent # 4,164,078 and Patent Pending

Compete with your family, your friends — with Quiz Wiz™ Challenger. This competitive, electronic game can be played by up to four players. The whole family will enjoy it!

- Electronic question selection
- Digital display of question number
- Electronic lights, sounds, tunes
- Electronic scoring for up to four players
- Comes with General Knowledge Cartridge/Quiz Book of 1,001 questions
- Can be used with all Quiz Wiz™ Cartridge/Quiz Books
- Requires one 9-VOLT ALKALINE BATTERY. Ray-O-Vac # A1604-1 recommended. (Not included).

GAME FEATURES

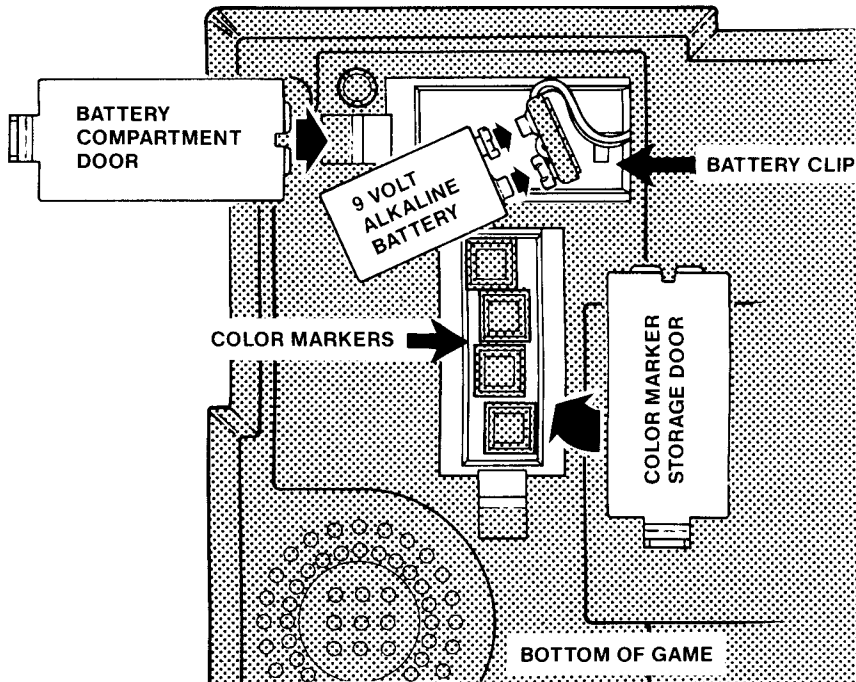


GETTING READY TO PLAY

REMOVE/STORE COLOR MARKERS

Slide out COLOR MARKER STORAGE DOOR from bottom of game. Remove MARKERS. Replace STORAGE DOOR.

Store MARKERS in this compartment when not in use.



INSERT GAME BATTERY

One 9 volt alkaline battery required. Ray-O-Vac # A1604-1 recommended.

To insert battery, slide out battery compartment door from the bottom of the game. Snap one 9 volt alkaline battery to the clip inside the battery compartment (see illustration).

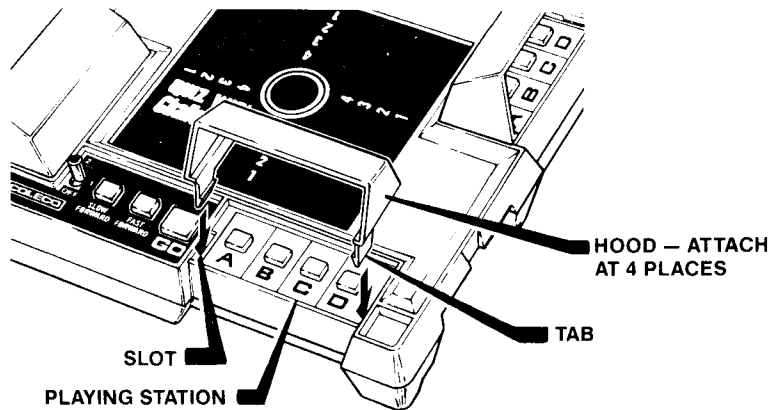
Replace battery compartment door.

NOTE: For extended operation you can eliminate the need for a battery with the purchase of a Coleco Battery Eliminator/AC Adapter (SEE ACCESSORIES ORDER FORM).

CAUTION: Use of any 9 volt adapter other than a Coleco Battery Eliminator/AC Adapter may permanently damage this unit.

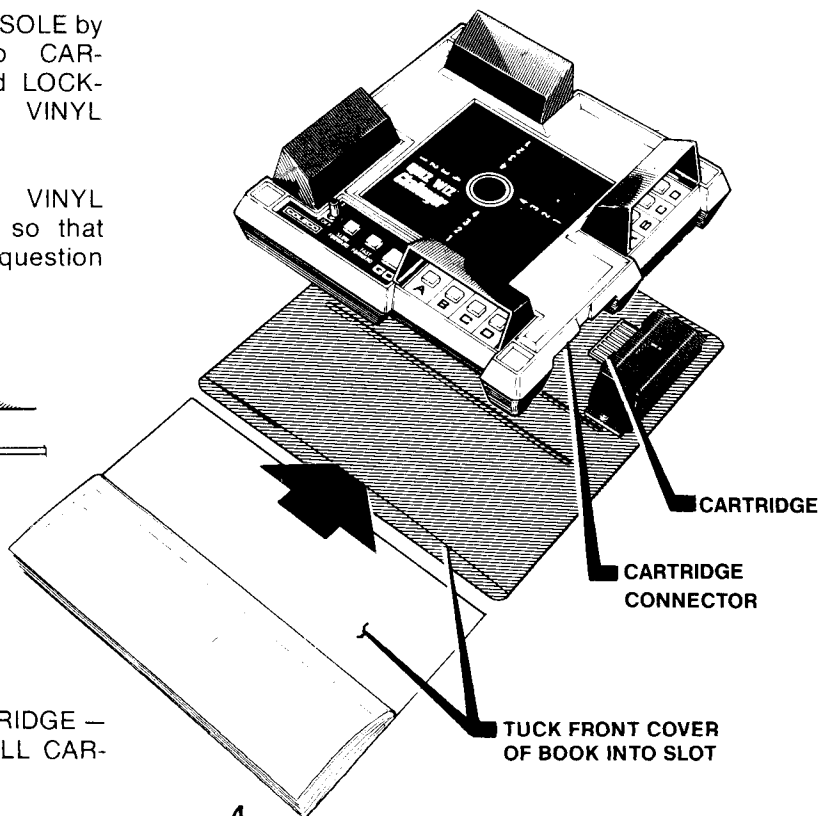
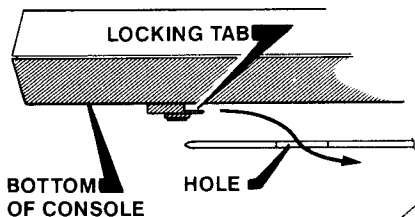
ATTACH PLAYING STATION HOODS

Attach each of the four HOODS by sliding the TABS on sides of HOOD into the SLOTS in the CONSOLE at each PLAYING STATION.



ATTACH CARTRIDGE AND QUIZ BOOK

1. Attach CARTRIDGE to CONSOLE by sliding CARTRIDGE into CARTRIDGE CONNECTOR and LOCKING TAB into HOLE in VINYL COVER.
2. Insert QUIZ BOOK into VINYL COVER as shown. Insert so that book can be read by the question READER.



3. TO REMOVE THE CARTRIDGE — HOLD CONSOLE AND PULL CARTRIDGE STRAIGHT OUT.

HOW TO PLAY THE GAME

GAME 1. (FOR 1 TO 4 PLAYERS)

PLAYERS TAKE TURNS ACTING AS QUESTION READER.

ALL PLAYERS (INCLUDING THE READER) ATTEMPT TO ANSWER THE QUESTIONS.

ALL PLAYERS WHO ANSWER CORRECTLY, SCORE.

THE NUMBER OF ROUNDS IN A GAME CORRESPONDS TO THE NUMBER OF PLAYERS. (EXAMPLE: WITH THREE PEOPLE PLAYING, THE GAME WILL LAST THREE ROUNDS.)

STEP 1.

The READER pushes the OFF/GAME 1/GAME 2 switch to the GAME 1 position. An electronic tune plays as the lights at each playing station light in sequence toward the center of the console. The light next to the numeral 1 remains lit, indicating the computer is ready for ROUND 1 of GAME 1.

STEP 2.

Players each select a COLOR MARKER and place it in the MARKER HOLDER at their PLAYING STATION. This will be their color for the ENTIRE game. (NOTE: One player MUST PLAY at the READERS STATION).

STEP 3.

Players each "CHECK IN" by pressing the BUTTON (**Red, Yellow, Green or Blue**) which is the same COLOR as their MARKER COLOR. The BUTTONS are located at each playing station, under the HOOD.

STEP 4.

The reader presses GO button. A question NUMBER will appear in the DISPLAY area.

IF THE QUESTION NUMBER FAILS TO APPEAR AND ALL LIGHTS BEGIN TO MOVE UP AND DOWN AT EACH STATION, IT IS LIKELY AN ERROR WAS MADE WHEN "CHECKING IN". EXAMPLE: TWO PLAYERS PRESS THE SAME COLOR BUTTON. IN THIS CASE THE COMPUTER WILL REFUSE THE GAME. "CHECK IN" WILL HAVE TO BE REPEATED (SEE STEP 3).

Players may decide to start the round with this question, or, if they prefer to start with a different question, the READER can press the FAST FORWARD button (to advance questions rapidly) or

(CONTINUED)

the SLOW FORWARD button (to advance questions one by one). Once a starting number has been decided, the display will show question numbers in sequence. NOTE: players can decide at any time during game to advance to a different question.

STEP 5.

The question and multiple choice answers are read out loud from the quiz book by the Reader. The READER then presses the GO button.

STEP 6.

An electronic tune plays and lights circle the console as players decide on their answers. Players each press the ONE BUTTON (A,B,C or D) under their hood that they believe will answer the question correctly.

STEP 7.

The player's station for each player that answers correctly will light UP and DOWN. A light will light next to the numeral 1, indicating 1 point SCORED. (**NOTE:** If no player answers correctly, or buttons were not pressed before answering time (about 30 seconds) runs out, a low, two-note sound will be heard. The computer will automatically advance to the next question and signal the reader with a tone. The next question in numerical order is now being displayed.

STEP 8.

The play continues. The first player(s) to score 5 POINTS, or have the most right answers after 10 questions (whichever comes first) WIN(S) the round. NOTE: If ALL of the ten possible questions have been answered INCORRECTLY by ALL the players, the computer will not credit the players with lights indicating them as winners nor will it give any players a point for that round.

STEP 9.

A special series of electronic notes and lights, and a light next to the numeral 2 at each playing station, will indicate that the computer is ready for **round two**.

STEP 10.

Before starting the next round, players decide who will be the new QUESTION READER. Players change position, taking their **color markers**.

STEP 11.

Players each place their COLOR MARKER in the holder at their new PLAYING STATION, and "CHECK IN" as before (STEP 3).

THE GAME WILL NOT CONTINUE UNLESS ALL PREVIOUS PLAYERS CHECK IN. IF ANY PLAYER WISHES TO DROP OUT, THE REMAINING PLAYERS MUST START OVER BY TURNING THE GAME OFF AND BEGINNING AGAIN AT STEP 1.

NOTE: A NEW PLAYER may join the game by taking one of the remaining COLOR MARKERS and "CHECKING IN" as in STEP 3. The computer will automatically add a round of play for each new player.

STEP 12.

The game play proceeds, the rounds continue. The PLAYER(S) that win the most rounds, WIN(S) the game. The victory tune will play and the lights at the winner(s) playing station(s) will light. The game will give a SCORE RECAP. The lights at each players station will light to show how many rounds each player won. This will continue until the OFF/GAME 1/GAME 2 switch is turned OFF.

TO BEGIN A NEW GAME, START AT STEP 1.

GAME 2. (FOR 2 TO 4 PLAYERS)

THIS GAME IS A RACE AGAINST TIME, WHERE ONLY THE FIRST PLAYER TO ANSWER CORRECTLY GETS CREDIT FOR HIS ANSWER.

PLAYERS TAKE TURNS ACTING AS QUESTION READER. "THE READER DOES NOT ANSWER THE QUESTIONS."

IN THIS GAME THE READER CANNOT PLAY, BECAUSE IF HE DID HE WOULD HAVE AN UNFAIR ADVANTAGE. THEREFORE THE READER'S ANSWER BUTTONS ARE INACTIVE DURING THIS PLAY MODE, HOWEVER THE READER MUST "CHECK IN" USING CORRECT COLOR BUTTON AND THE COMPUTER WILL AUTOMATICALLY STORE THEIR PLAYING COLOR POSITION AS WELL AS THEIR SCORE.

ALL OTHER PLAYERS ATTEMPT TO ANSWER THE QUESTION READ BY THE READER.

ONLY THE FIRST PLAYER WITH THE CORRECT ANSWER TO THE QUESTION CAN SCORE.

THE NUMBER OF ROUNDS IN THE GAME CORRESPONDS TO THE NUMBER OF PLAYERS. EXAMPLE: WITH 4 PEOPLE PLAYING, THE GAME WILL LAST FOUR ROUNDS.

STEP 1.

The READER pushes the OFF/GAME 1/GAME 2 switch to GAME 2 POSITION. The electronic tune and lights indicate the computer is ready for ROUND 1 of GAME 2.

(CONTINUED)

STEP 2, 3 and 4.

(SAME AS GAME 1)

STEP 5.

The question from the QUIZ BOOK is read out loud, then READER immediately presses the GO button.

STEP 6.

As the lights circle and the tune plays, the reader reads the multiple choice answers out loud. Players try to be the FIRST to answer correctly by pressing the ANSWER BUTTON (A,B,C or D).

STEP 7.

Only the FIRST player who answers correctly will SCORE. His lights will light UP and DOWN. A light at that PLAYING STATION will light next to the numeral 1, indicating one point scored.

STEP 8.

The play continues. The FIRST player to score 5 POINTS, or the player(s) having the MOST right answers after 10 QUESTIONS (whichever comes first.) WIN(S) the round. A special electronic tune and lights indicate the Winner.

STEP 9, 10, 11 and 12.

(SAME AS GAME 1)

NOTE: ALL QUIZ WIZ™ CARTRIDGE/QUIZ BOOKS CAN BE USED WITH QUIZ WIZ™ CHALLENGER.

GENERAL INFORMATION

- 1. TO AVOID BATTERY DRAIN,** always be sure game is turned **OFF** when not in use.
- 2. IF GAME FAILS TO OPERATE** after prolonged play, your battery is probably worn out or dead. **Replace with a fresh 9-VOLT ALKALINE battery.**
- 3. If you are using COLECO BATTERY ELIMINATOR/AC ADAPTER – BE SURE to unplug** the unit from wall outlet when game is not in use.
- 4. DO NOT ATTEMPT TO OPEN THE GAME.** This game does not contain any serviceable parts.

This game generates and uses radio frequency energy and if not installed and used properly, that is in strict accordance with the instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this game does cause interference to radio or television reception, which can be determined by turning the game off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

Reorient the receiving antenna.

Relocate the game with respect to the receiver.

Move the game away from the receiver.

If necessary, the user should consult the dealer or an experienced radio /television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

“How to Identify and Resolve Radio TV Interference Problems”.

This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

CARE OF YOUR GAME

● TREAT YOUR GAME WITH CARE. ● DO NOT DROP OR BANG ON GAME. ● DO NOT BANG OR FORCE CONTROL BUTTONS. ● KEEP GAME AWAY FROM HEAT AND MOISTURE. ● DO NOT STORE OR LEAVE GAME IN AUTOMOBILE WHERE IT MAY BE SUBJECT TO HEAT BUILD-UP.

LIMITED WARRANTY

Coleco warrants to the original purchaser only, each Game against factory defect in material and workmanship for 90 days from the date of purchase.

If your Game fails to operate properly DURING THE FIRST 90 DAYS AFTER PURCHASE, return it postage prepaid, together with your check or money order for \$5.00 for handling and inspection, and your **name, address, proof of the date of purchase and a brief description of the problem**, to the Factory Service Station as listed. If your unit is found to be factory defective during the first 90 days, it will be repaired or replaced at no additional cost to you. If the unit is found to have been consumer damaged or abused and therefore not covered by the warranty, then you will be advised, in advance, of repair costs.

SERVICE POLICY

If your game requires service after expiration of the 90 day Limited Warranty period, Coleco will service the game and put it in working condition or replace it with a reconditioned model (at our option), on receipt of your game, postage prepaid, with your check in the amount of \$15.00. Coleco's service obligation does not apply to defects arising from abuse, misuse or alteration of

the unit and Coleco shall not be obligated to service any game after 1 year from the date of purchase.

All returns must be directed to: **Coleco Industries, Inc.**
Customer Service Department
35 Willow St., Bldg. # 5
Amsterdam, New York 12010

Coleco's sole and exclusive liability for defects in material and workmanship shall be limited to repair or replacement at an authorized Coleco Service Station, and Coleco shall in no event be liable for incidental, consequential contingent or any other damages, (some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you). This warranty does not obligate Coleco to bear the cost of transportation charges in connection with the repair or replacement of defective parts.

This warranty is invalid if the damage or defect is caused by accident, act of God, consumer abuse, unauthorized alteration or repair, vandalism or misuse.

This warranty is made in lieu of any other express warranty, and except for the foregoing warranty which is exclusive, there is no other express warranty being made.

This warranty does not cover any claim concerning worn out or defective batteries.

This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

www.handheldmuseum.com



COLECO INDUSTRIES INC., AMSTERDAM, NEW YORK 12010

**PLEASE RETAIN THIS GUIDE
AND ALL LITERATURE FOR FUTURE REFERENCE**

NO. 2100 QUIZ WIZ™ CHALLENGER ACCESSORIES AVAILABLE

If accessories are not available at your local dealer, they can be obtained from Coleco Industries, Inc., Customer Service Department, P.O. Box 460, Amsterdam, N.Y. 12010.



CUT ALONG DOTTED LINE. FILL OUT BOTH SECTIONS AND MAIL

	AMT.
BATTERY ELIMINATOR/AC ADAPTER: To eliminate the need for batteries. Please ship () ea. AC Adapters @ \$7.90 ea.	
No. 577735 PARTS SET (4 MARKERS) Please ship() ea.No.577735 MARKER SETS @ .75 ea.	
ENTER SUBTOTAL	
Appropriate State Tax (N.Y. Residents)	
Shipping and Handling	\$1.90
TOTAL	

SEND COMPLETE FORM WITH CHECK OR
MONEY ORDER ONLY. (DO NOT MAIL
CASH OR COINS.)

NO C.O.D. ORDERS WILL BE ACCEPTED.

NOTE: Prices and parts subject to
change without prior notice

— SHIPPING LABEL — PRINT CLEARLY IN INK — DO NOT REMOVE —

COLECO	COLECO IND. INC., P.O. BOX 460 AMSTERDAM, N.Y. 12010
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