

# Meet Mr Challenger™

## Meet Mr. Challenger!™

... An exciting electronic game of words and letters that offers hours of challenging fun for everyone — age 8 through adult. Mr. Challenger™ is four different built-in games ...

- 1. MYSTERY WORD** Uncover the mystery word as quickly as possible. Match your score against your opponent's.
- 2. word challenge** Challenge your opponent to find the mystery word you choose.
- 3. CRAZY LETTERS** Mr. Challenger gives you letter patterns up to 16 letters. He remembers them. Can you?
- 4. Letter Guesser** How quickly can you find a secret letter of the alphabet only Mr. Challenger knows?

Several levels of challenge provide fun for everyone from beginner through expert. Mr. Challenger scores all games, too.

## Hours of Challenging Entertainment

Mr. Challenger is more than a "Keep your eye on the ball" game. Children and adults alike can stay involved for hours matching wits on each game. Mr. Challenger is designed so children and adults both have a chance to outscore one another when they play together. Develop game strategies — play at different levels and try to roll up the best score in the least time. You'll have to think — and you'll have fun doing it.

## Musical Notes and Tones Add to the Fun

Engaging musical notes and tones are part of each game. These bright tones signal the start of each game and let you know when you get a right answer or make a correct guess. Other notes indicate an incorrect guess or the choice of a second player.

## Portable, Rugged, Solid State

Mr. Challenger is built with the same rugged, solid-state technology that makes today's handheld calculators and learning aids possible. It's fully portable for use at home, on trips — anywhere.

EXCITING  
—SCORING ACTION—



# MYSTERY WORD



Solve the riddle of Mystery Word! Uncover the secret letters in Mr. Challenger's Mystery Word as quickly as you can.

Start the game by pressing **ON**.

"MYSTERY 1" in the window means you're at the first level of challenge. If you'd like to try more difficult words, you

can choose a higher level of play. Press **LEVEL** until the level you choose (1, 2, or 3) appears after "MYSTERY \_\_\_\_." (Anytime "MYSTERY \_\_\_\_" shows in the display, you can change your level of play.) When you decide on a level of play, press **GO** to begin.

The number of blanks in the window is a clue to how many letters are in the mystery word. When you decide which letter to guess, press that letter key. If you're right, the letter fills in the blank or blanks where it belongs in the word. If you're wrong, a "raspberry sound" tells you to try another letter.

As you guess, Mr. Challenger keeps track of how many wrong guesses you make. After each try, Mr. Challenger shows you the number of wrong guesses remaining. You can make up to 8 wrong guesses before Mr. Challenger gives you the mystery word and shows you a score of zero.

The **CLUE** key can help you in guessing letters. Each time you press the **CLUE** key, Mr. Challenger fills in a missing letter in the first empty blank of the word and counts off 2 guesses.

Playing Mystery Word gives you a chance to develop your own game strategy and outscore your opponent. Your score is based on your level of play, how many wrong guesses you make, the number of clues you use, and how long it takes you to guess the word. The faster you answer, the fewer incorrect guesses you make, and the fewer clues you use, the better you'll score.

Below are the ranges of achievement by level for each word.

	LEVEL 1	LEVEL 2	LEVEL 3
Excellent	75 and above	60 and above	50 and above
Very Good	65-74	50-59	40-49
Good	56-64	40-49	30-39
Fair	45-55	30-39	20-29

When you guess the Mystery Word, you will hear a mini-melody. Then, the mystery word, the number of wrong guesses left, and the score all flash three times. After you've played a word, you can press **SCORE** and see how well you've done. (Each time you complete a word, pressing the **SCORE** key shows your score at that point.) Play up to five mystery words in a game. After the fifth word, your total score remains in the window until you begin another game.

## IF **TWO PLAYERS PLAY:**

- If you want to play with a friend, press **ON**.  
**2ND PLAYER**, **GO**. A short "beep" means you're ready to play.
- Players take turns guessing. After each player guesses his mystery word, that word, the number of wrong guesses remaining, and the score all flash three times. A star then appears over the words "Player 1" or "Player 2" to indicate whose turn it is.
- When "MYSTERY \_\_\_\_" appears in the window, the player whose turn it is presses **GO** and begins guessing.
- Pressing the **SCORE** key when "MYSTERY \_\_\_\_" appears in the window will show both players' scores. The winner is the player with the highest score.
- Each player has a chance to guess up to 5 words in a game.



# Just for fun



Challenge your friends to a word duel! Compete against each other in an exciting word-guessing contest. See if you can guess your challenge word quicker than your opponent guesses his.

Start the game by pressing **ON**.

Press **2ND PLAYER** next so you and a friend both can play. You'll hear a "beep" and you're ready to go!

Now press the letter keys to enter your challenge words. (The words must be seven letters or less.) Each time one of you puts in a word, press the **WORD CHALLENGE** key to store it in Mr. Challenger's memory. When you do, four musical notes play and "READY" appears in the window. Your opponent can now press **GO** and begin guessing your challenge word. Once he does, it's his turn to enter a challenge word for you to guess. Take turns entering and guessing words until you've each guessed 5 words.

Mr. Challenger has an **ERASE** key that lets you erase letters when you're entering your challenge words. Each time you press **ERASE**, the last letter you entered disappears from the window. Be sure to erase letters before you store a word in Mr. Challenger's memory. Press **GO** and begin guessing. The number of blanks in the window is a hint to how many letters are in the word. When you decide on a letter to guess, press that letter key. If you're right, the letter appears in the window and a musical tune plays. If you're wrong, Mr. Challenger buzzes and shows you how many wrong guesses you have left.

If you want help guessing, Mr. Challenger can give you clues. Every time you press the **CLUE** key, a letter appears in the first empty space of the word, and Mr. Challenger counts off two wrong guesses. When you find the last letter in the word, a mini-melody tells you the word is complete. The secret word, the number of wrong guesses left, and your score all flash three times. Once you each guess a word, pressing the **SCORE** key gets Mr. Challenger to show you both scores. If you've missed the word after 8 guesses, Mr. Challenger shows you the word and your score is zero.

As you play Word Challenge, how well you score depends on how many wrong guesses you make, how often you use the **CLUE** key, and how long it takes you to guess the word. The fewer wrong guesses, the less you use clues, and the quicker you find your word, the better your score will be.

An excellent score would be 60 and above, 50-59 is very good, 40-49 a good score, and 30-39 fair.

Every time one of you completes a word, a star (\*) then "MYSTERY 2" appears in the window. To continue the game, the last player to complete a word should enter a challenge word for his opponent to guess.

After each of you guesses 5 words, Mr. Challenger automatically shows your game scores. The player with the highest score wins.

**NOTE:** If you'd like to play Word Challenge by yourself, have someone else enter words for you to guess. Up to 5 words can be stored in Mr. Challenger's memory.



# CRAZY LETTERS



Here's a memory teaser for you. Using letters A to E, Mr. Challenger builds letter patterns for you to repeat. He starts with one letter and goes to 16. Can you keep up? Play Crazy Letters and find out! To get started, press the **ON** and **CE** **CRAZY LETTERS** keys. "CRAZY 1"

appears in the window and a mini-melody plays. When you're ready, press **GO** to play the game.

A letter flashes in the window. Repeat it by pressing the same letter key. Next, that same letter and a second letter flash for you to repeat. Press the letter keys to repeat the pattern. With each turn you take, you'll see the same pattern of letters plus one more.

Every time a letter flashes in the window, you'll also hear a sound. Each Crazy Letter has its own note, so you see and hear letters as you play the game.

Mr. Challenger lets you know how well you're doing as you play by showing you how many letters you repeated. If you press a wrong letter, you'll hear a "raspberry sound" which signals the end of the game. Mr. Challenger shows you the letter you missed on the left side of the window and your score on the right. The highest possible score is 16.

If you'd like to see the last series of letters, simply press the **REPLAY** key.

When you're ready to play another game of Crazy Letters, press the **CRAZY LETTERS** key. "CRAZY 1" appears in the window. Anytime you see "CRAZY \_\_\_\_\_" in the window, you can use the **LEVEL** key to decide how hard you want the game to be. Level 1 uses only letters A, B, and C. If you're ready for more of a challenge, try Level 2 (letters A, B, C, and D), or Level 3 (letters A, B, C, D, and E). Once you decide on a level of challenge, press the **GO** key and start to play.

# Letter Guesser



Join the letter search! Play Letter Guesser and try to find the secret letter between A and Z in the fewest number of guesses.

Begin by pressing the **ON** and **A-Z** LETTER GUESSER keys. Mr. Challenger plays a musical tune and A-Z shows in the window to let you know you're ready to begin guessing.

Choose any letter between A and Z and press that letter key. If you hear a low buzz after the letter appears in the window, your guess is not the secret letter. When you press a letter key, your guess replaces one of the letters in the window. The secret letter is always **between** the two letters you see. This is Mr. Challenger's way of letting you know how close you are to the secret letter. So continue to guess, using the letters in the window to close in on the secret letter.

As you play Letter Guesser, Mr. Challenger keeps score for you. A number on the right side of the window shows you how many guesses you've taken. Each time you make a wrong guess, this number increases by 1. The best possible score is 1.

When you find the secret letter, a mini-melody plays to let you know you're right. Then watch as Mr. Challenger flashes the letter, your score and the word "RIGHT" three times.

If you'd like to play again, press the **A-Z** LETTER GUESSER key to begin a new game.

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Datamath Calculator Museum

Mr. Challenger has a special battery saver feature. After three minutes of nonuse, it automatically shuts off.



## ONE-YEAR LIMITED WARRANTY

This Texas Instruments Electronic Game Warranty extends to the original purchaser of the game.

### WARRANTY DURATION

This Texas Instruments electronic game is warranted to the original purchaser for a period of one (1) year from the original purchase date.

### WARRANTY COVERAGE

This Texas Instruments electronic game is warranted against defective materials or workmanship.

**THIS WARRANTY IS VOID IF THE GAME HAS BEEN DAMAGED BY ACCIDENT OR UNREASONABLE USE, NEGLIGENCE, IMPROPER SERVICE OR OTHER CAUSES NOT ARISING OUT OF DEFECTS IN MATERIAL OR WORKMANSHIP.**

### WARRANTY DISCLAIMERS

**ANY IMPLIED WARRANTIES ARISING OUT OF THIS SALE, INCLUDING BUT NOT LIMITED TO THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE ABOVE ONE (1) YEAR PERIOD. TEXAS INSTRUMENTS SHALL NOT BE LIABLE FOR LOSS OF USE OF THE ELECTRONIC GAME OR OTHER INCIDENTAL OR CONSEQUENTIAL COSTS, EXPENSES, OR DAMAGES INCURRED BY THE PURCHASER.**

Some states do not allow the exclusion or limitation of implied warranties or consequential damages, so the above limitations or exclusions may not apply to you.

### LEGAL REMEDIES

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

### WARRANTY PERFORMANCE

During the above one (1) year warranty period your electronic game will either be repaired or replaced with a reconditioned model of an equivalent quality (at TI's option) when the electronic game is returned, postage prepaid to a Texas Instruments Service Facility listed below. In the event of replacement with a reconditioned model, the replacement unit will continue the warranty of the original electronic game or six (6) months, whichever is longer.

Other than the postage requirement, no charge will be made for such repair, adjustment, and/or replacement. Texas Instruments strongly recommends that you insure the product for value prior to mailing.

### TEXAS INSTRUMENTS CONSUMER SERVICE FACILITIES

#### U.S. Residents

Texas Instruments Service Facility  
P.O. Box 2500  
Lubbock, Texas 79408

Consumers in California and Oregon may contact the following Texas Instruments offices for additional assistance or information:

Texas Instruments Consumer Service  
831 South Douglas  
El Segundo, California 90245  
(213) 973-1803

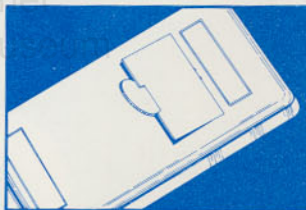
#### Canadian Residents

Geophysical Services Incorporated  
41 Shelley Road  
Richmond Hill, Ontario, L4C5G4

Texas Instruments Consumer Service  
10700 Southwest Beaverton Highway  
Park Plaza West,  
Beaverton, Oregon 97005 (503) 643-6758

### BATTERY INFORMATION

A standard 9-volt alkaline battery is required for proper operation. If another type of 9-volt battery is used, proper operation cannot be assured. Batteries other than alkaline should be removed immediately after discharge, or when storing the unit, to prevent possible damage from leakage. The battery compartment is easily opened by inserting a small coin in the slot on the back of the unit and gently prying open the cover of the compartment.



### LOW BATTERY INDICATION

If you observe any of the following indications, the battery should be replaced:

1. Dim display
2. Erratic display
3. Pressing the activity keys has no effect
4. Unusual or inconsistent operation

### IN CASE OF DIFFICULTY

1. Check to be sure the unit is on.
2. If display fails to light, check for improperly inserted or discharged battery.
3. Review operating instructions to be certain activities are performed correctly.

If none of the above procedures corrects the difficulty, return the electronic game PREPAID to the applicable SERVICE FACILITY listed above.

NOTE: The P.O. box number listed for the Lubbock Service Facility is for United States parcel post shipments only. If you desire to use another carrier, the street address is:

Texas Instruments Incorporated, 2305 University Avenue, Lubbock, TX 79415

For your protection, the electronic game should be sent insured; Texas Instruments cannot assume any responsibility for loss of or damage to uninsured shipments. Please include information on the difficulty experienced with the unit, as well as return address information including name, address, city, state, and zip code. The shipment should be carefully packaged and adequately protected against shock and rough handling.

### CALCULATOR EXCHANGE CENTERS

If your electronic game requires service, instead of returning the unit to a service facility for repair, you may elect to exchange it for a factory-rebuilt unit of the SAME MODEL (or its equivalent, specified by TI) at one of the exchange centers which have been established across the United States. No charge will be made for the exchange with proof of purchase during the first 90 days. The exchanged unit will be covered the remainder of the warranty period or 6 months, whichever is longer. AFTER 90 DAYS FROM PURCHASE DATE, EXCHANGES CARRY A HANDLING FEE. Out-of-warranty exchanges are at the rates in effect at the time of exchange. Contact the Consumer Relations Department for exchange center locations.

### IF YOU NEED SERVICE INFORMATION

If you need service information about your electronic game write the Consumer Relations Department at:

Texas Instruments Incorporated, P.O. Box 53, Lubbock, TX 79408

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