

## **JEOPARDY!®**

**(First, Second, Sports, Junior & 25th Anniversary Editions)  
For IBM® PC, AT, XT, and 100% Compatibles, with 256K & CGA**

Computer *Jeopardy!* is fast-paced and full of surprises, just like its television counterpart. Select your category, then your wager. Be the first to press the buzzer and enter the correct question . . . and the "cash" is yours! Play with friends, or play alone and pit your skills against computer-selected opponents.

### **Loading Instructions**

At the A>, type your load command (see disk label) and press ENTER.

### **Setting Up the Game**

1. Respond to questions as they are presented: number of players (1•2•3), returning champion (Y•N), male or female (M•F), character selection (Y•N), and name (type in answer and press ENTER).
2. To correct a typing or spelling error, use the BACKSPACE KEY.
3. To toggle the sound off/on, press F9 when the computer expects input.
4. If you select a one- or two-player game, your opponents will be selected by the computer.
5. To interrupt the game, press the END KEY when the computer expects input. The game may then be exited or continued by pressing any other key.

### **Response Keys**

To give a response:

1. One-Player Game — Press the SPACE BAR.
2. Two-Player Game — Player 1: Press the A KEY.  
Player 2: Press the L KEY.
3. Three-Player Game — Player 1: Press the A KEY.  
Player 2: Press the SPACE BAR.  
Player 3: Press the L KEY.

### **Playing Jeopardy!**

1. The first player selects a category from the six on the gameboard.
2. The player chooses a wager from the five on the gameboard. (Generally, the higher the value of the wager, the more difficult the answer.)
3. An answer from the category appears on the screen.
4. Players have 7 seconds (shown on the timer at the lower right of the screen) to be the first to press their response key.
5. Player then has 30 seconds (also shown on a timer at the lower right of the screen) to give the answer that matches the question.
  - a. First, the player chooses the number that represents the appropriate question phrase (WHO IS/ARE, WHAT IS/ARE). An incorrect choice sounds an error tone, signaling the player to choose again.

- b. The player types in the question, then presses ENTER.
6. Opponents get the opportunity to supply the question when:
  - a. They are first to press their response key.
  - b. The player has taken too long to type in his question.
  - c. The player's question is incorrect.

### **Scoring**

1. When the correct question is given, the amount wagered is added to the player's score.
2. When an incorrect question is given, the amount wagered is deducted from the player's score.
3. Players have only one opportunity to respond to each answer with a question.
4. The player with the most money is the winner and will have his/her name added to the List of Champions.

### **Daily Double**

1. There is one Daily Double hidden on the gameboard. The player who uncovers the Daily Double is the only one who can give the question.
2. The player uses the numeral keys to make a wager of at least \$5.00, but not more than the total of his/her winnings. (If the player has no winnings, any amount on the board can be bet.)
3. A correct response adds the amount of the wager to the player's total; an incorrect response deducts the amount of the wager from the player's total.

### **Double Jeopardy!**

Double Jeopardy! is played the same as Jeopardy!, with the following exceptions:

1. There are six new categories.
2. Wager amounts on the board are doubled (\$200, \$400, \$600, \$800, \$1000).
3. There are two Daily Doubles hidden on the gameboard.
4. The player with the lowest score starts the Double Jeopardy! round.

### **Final Jeopardy!**

Upon the completion of Double Jeopardy!, all players with winnings posted get to compete in Final Jeopardy!

1. First, the category is displayed, and each player can bet all, part, or none of his money. (The other players are asked to look away from the screen while this is being done.)
2. Each player, in turn, then types in his/her question, again with the other players looking away. Players each have 30 seconds to respond.
3. Wagers for the correct answers are added to the players' scores; wagers for incorrect answers are deducted.
4. The player with the most money from all three games combined is the winner.

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