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JEOPARDY!®
game.com™

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INTRODUCTION

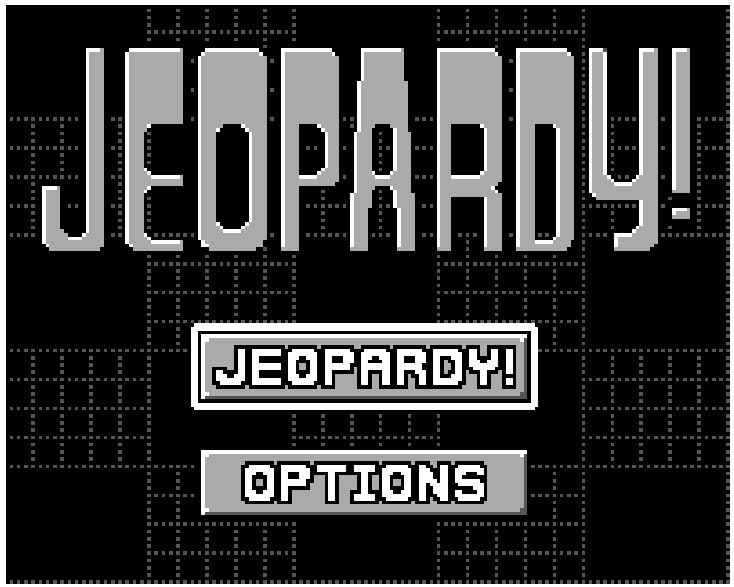
THIS...IS...JEOPARDY!

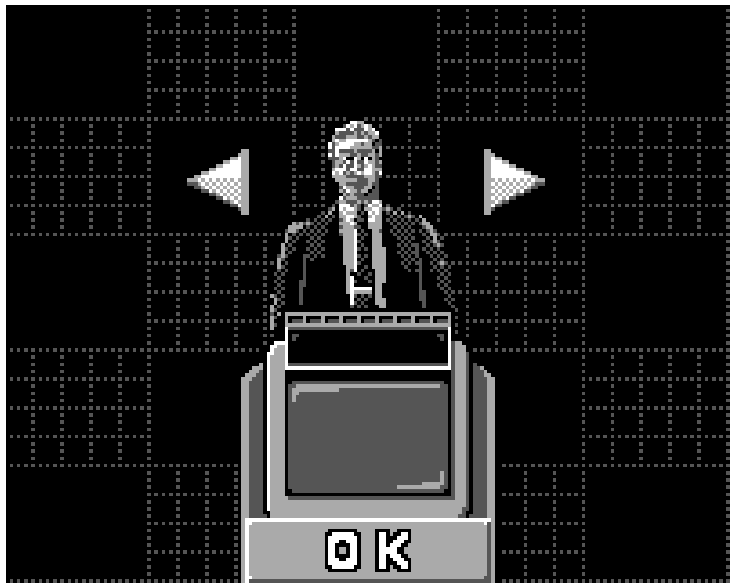
Based on the popular television program, this game.com version will allow you to test your wits against computer JEOPARDY! champs or a friend. Whether you're a serious contestant or a casual one, you'll recognize authentic JEOPARDY! questions, answers and Daily Doubles. Think carefully about your Final Jeopardy wager or you could lose it all. And as always, remember to phrase your response in the form of a question.

PLAYING THE GAME

GETTING STARTED

Make sure your game.com is OFF. Insert the JEOPARDY! cartridge into cartridge slot 1. Turn your game.com on. Press CARTRIDGE on the Main Menu Screen. After a brief JEOPARDY! animation, you will find yourself at the JEOPARDY! Main Menu Screen. Touch the button labeled JEOPARDY! to begin a game.





Next you will be taken to the Select Player screen. Choose what your character will look like. Touch the left and right arrows to cycle through the choices. Once you are satisfied with your character, touch OK.

Touch here to cycle through the contestant choices

Now it's time to Sign In. Use the stylus to touch the letters on the grid. You may choose any name you wish (up to 5 characters). To go back a space, touch the ← button. When you are happy with your choice, press the END button.



Enter your name on this screen

Now you're ready to begin playing Jeopardy!

JEOPARDY!

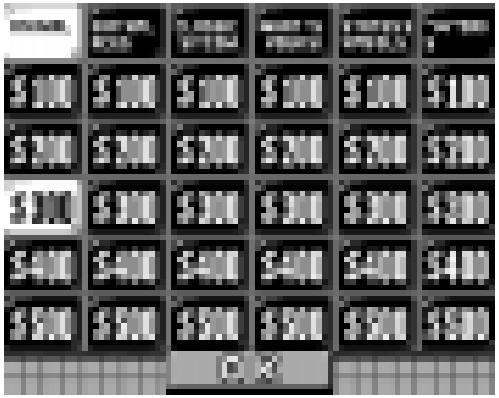


The first thing you will see will be your opponents. Your character will always appear in the player 1 position (all the way to the left of the screen).

An arrow will appear over the contestant's head whose turn it is.

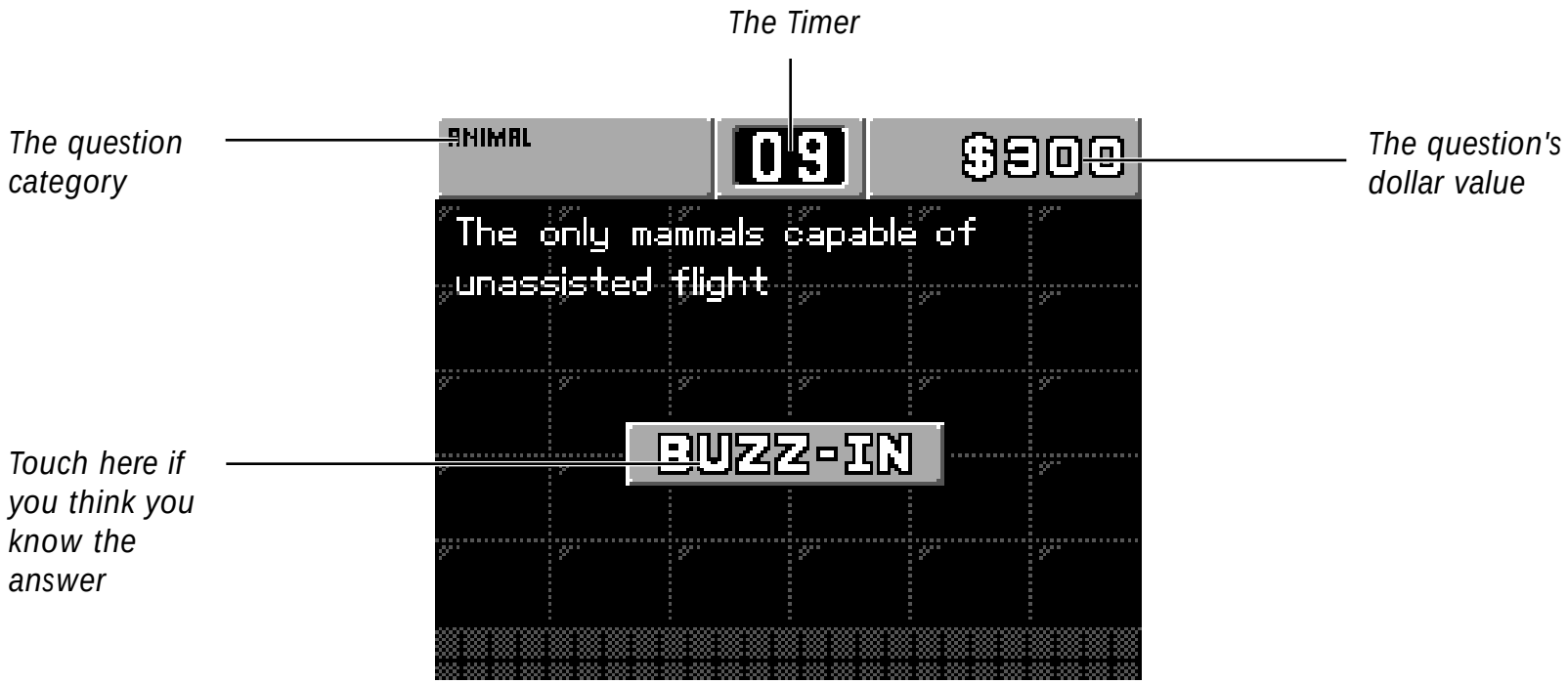
Next, the first round Jeopardy! question categories will appear. Pay close attention to them. It's always important to remember the category as that may be a clue to the question's answer!

After the categories appear the game will begin. Since you are Player 1, you can to choose the first question. You will see a grid. The categories will appear along the top row. The dollar values of the questions will appear in the columns below. In this first round of Jeopardy! the questions have values of $100, $200, $300, $400 and $500. Usually the higher the dollar value, the harder the question.

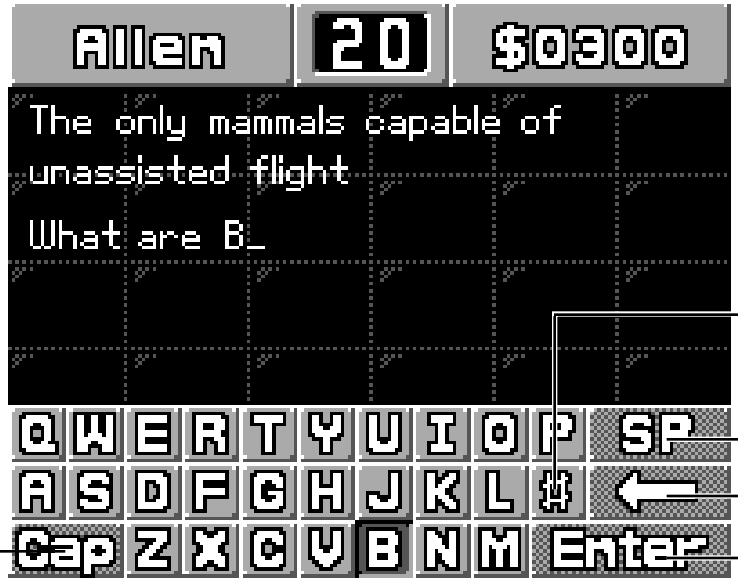


To select a question simply touch the one you want and then touch the OK button. Or, you can use the Directional thumb pad to highlight the question you want and then press the "A" button.

Once you have selected the question it will appear on screen. You will have 10 seconds to buzz in. Remember, however, the other contestants can answer as well and might buzz in before you if you aren't quick enough.



If you buzz in first, you will be taken to the Answer screen. Here you will have 45 seconds to answer the question. Use the keyboard at the bottom of the screen to type in your response.



Touch here for a Capitol letter.

Touch here to bring up the Number Keyboard

Touch here for a Space

Touch here to Backspace

Touch here when you are ready to Enter you answer

If you touch the # key on the keyboard you will bring up the Number Keyboard. Here you will find numbers 0-9 plus several important symbols. Using numbers and symbols in your answers may help you save time during the game.



Press the KY button to return to the other keyboard

If you answer correctly, the dollar value of that question will be added to your total. However, if you type in an incorrect response, that dollar amount will be subtracted from your total. The player with the highest total at the end of the game will be the winner.

There is one Daily Double hidden randomly under one question in this round.

DOUBLE JEOPARDY!

After the first round of Jeopardy! is complete, the second round (Double Jeopardy!) will begin. This round is played exactly like the first round except that dollar values now are doubled from the first round to $200, $400, $600, $800 and $1000. Also, there are two Daily Doubles hidden in this round instead of 1. The person with the lowest total will get to choose the first question in this round.

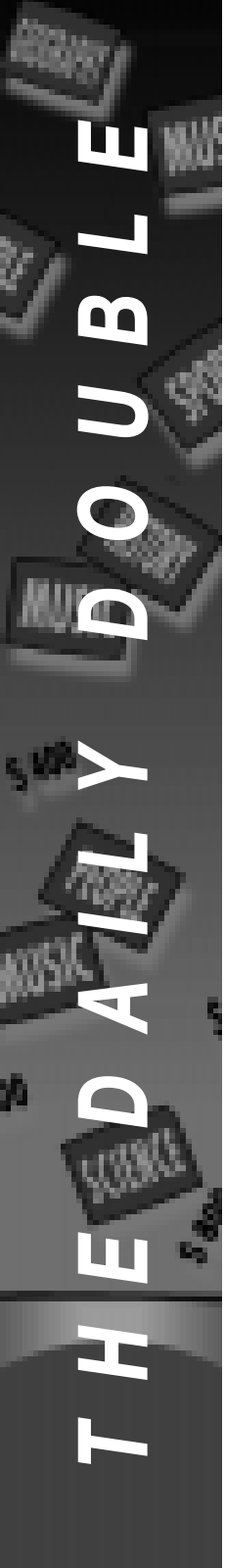
FINAL JEOPARDY!

After The Double Jeopardy! round is finished, Final Jeopardy! will begin. This round consists of only one question. You can wager as much money as you have, however. (If you have a negative score at the start of this round, the game will be over) Once you have placed your bet, you will have 60 seconds to type in your answer.

When all 3 contestants have typed in their answers the answers given will be revealed. If you have typed in a correct answer you will win the amount that you wagered. Conversely, if your answer is incorrect, you will lose the amount you wagered. The contestant with the highest total score at the end of Final Jeopardy! will be the champ.



FINAL JEOPARDY!



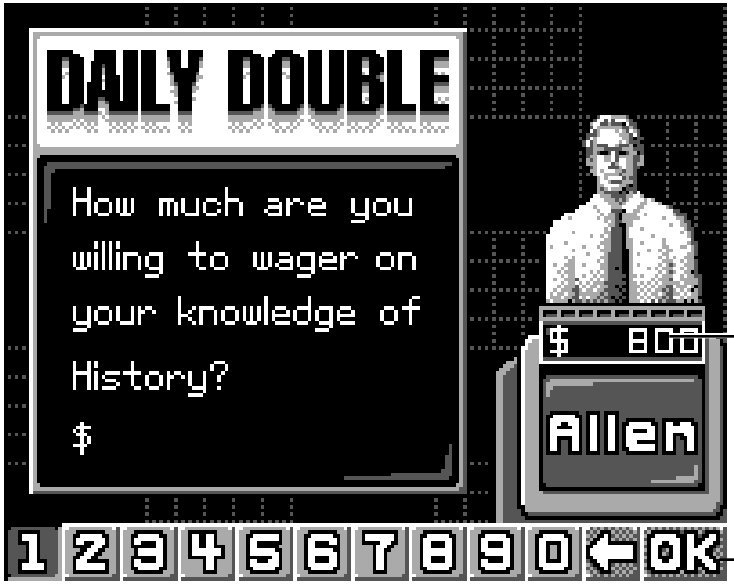
THE DAILY DOUBLE

Daily Doubles are hidden randomly under one question in round 1 and under 2 questions in the Double Jeopardy! round. If you uncover one, you will have the ability to determine how much the question will be worth. You may wager as much money as you have. If you answer the question correctly you will win the amount that you wagered. But, if you answer incorrectly, you will lose that same amount.

You may not wager more money that you have.

If you have a negative score or if you have less than the maximum dollar value for that round (Round 1 = $500, Round 2 = $1000) then you may wager up to that dollar amount if you wish. For example, if you have $100 in round 1 and you find a Daily Double, you may wager up to $500 on it since $500 is the maximum dollar amount for round 1. So, if you have -$200 in Round 2, you may wager up to $1000 since $1000 is the maximum dollar amount for Round 2.

Once you have entered your wager, you will have 60 seconds to type in the answer to the question.

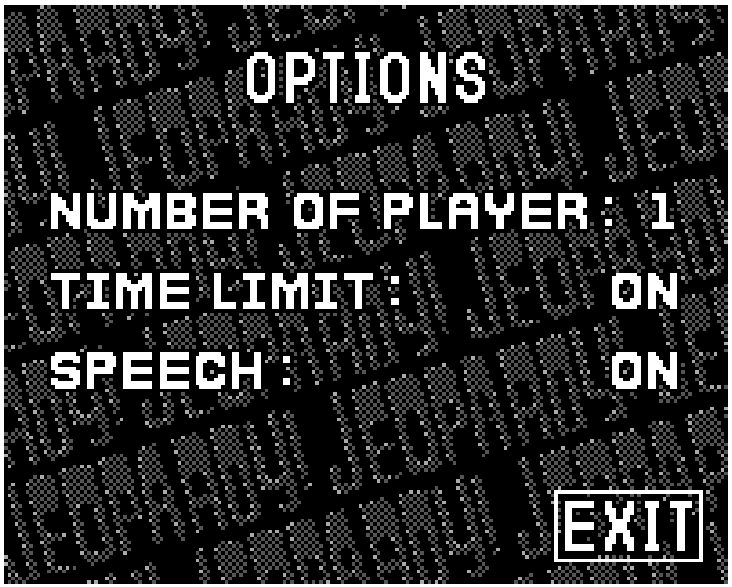


This is the amount you can wager

Use this keyboard to type in your wager. Press the OK key when finished

OPTIONS

If you touch OPTIONS from the Jeopardy! Main Title Screen, you will be taken to the Options Screen. Here you may alter several functions of the Jeopardy! game. You may select the number of players, turn the Time Limit on or off and turn the Speech on or off.



You may alter game options on this screen

NUMBER OF PLAYERS

You may play Jeopardy! directly with a human opponent if you wish. The default setting here is "1" player. If you want to play against a human opponent you MUST have the compete.com cable (sold separately).

1. *First, connect the compete.com cable to the com.port of your game.com.*
2. *Next, connect the other end of the cable to your opponent's game.com.*
3. *Make sure you both have the Jeopardy! cartridge inserted into your game.com units.*
4. *Turn both game.com units ON.*
5. *Each player should select the Cartridge icon on the game.com Main Menu Screen. If you have 2 cartridges in the unit make sure you select Jeopardy!*
6. *When the Jeopardy! Main Menu Screen appears, both players should choose OPTIONS.*
7. *Next, both players should use the Directional Thumb Pad to highlight NUMBER OF PLAYERS on the OPTIONS screen. Both players should press ⇦ or ⇨ on the Directional Thumb Pad to cycle to the "2" option.*
8. *Next, both players should exit back to the Jeopardy! Main Title Screen and touch the Jeopardy! icon (just above the Options icon). The game.com will next make the connection between the two units and the game will begin.*

9. *If you get a "Connection Error" message at this point, try connecting the compete.com cable again and repeat the previous steps.*

TIME LIMIT

There is a time limit for each round in Jeopardy! If you are not quick enough you may not get to all the different questions in each round. If you would like to turn this limit off so that you will be guaranteed of uncovering all the questions, you may. First use the Directional Thumb Pad to highlight the Time Limit option. Next press ⇦ or ⇨ on the Directional Thumb Pad to cycle to the "OFF" position.

The Time Limit option will be set to "ON" by default.

SPEECH

If you would like to turn the speech in the game off you may. . First use the Directional Thumb Pad to highlight the Speech option. Next press ⇦ or ⇨ on the Directional Thumb Pad to cycle to the "OFF" position. Now all the speech in the game will be turned off.

The Speech option will be set to "ON" by default.

DEFECTIVE CARTS

If you find that your new JEOPARDY ***game.com*** *cartridge is damaged or non-functional, DO NOT RETURN THE GAME TO THE STORE. The store will not have replacement cartridges. Instead write to us at:*

TIGER ELECTRONICS, LTD. REPAIR CENTER
980 Woodlands Parkway
Vernon Hills, Illinois 60061 USA

Please include a note with your return explaining the problem along with a sales slip, date, place of purchase and price paid. We will do our best to repair or replace your cart promptly.

90 DAY LIMITED WARRANTY

Tiger Electronics, Ltd. (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Tiger's option) without charge to the purchaser, when returned with proof of the date of purchase to Tiger.

Product returned to Tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a service fee of U.S. $10. Payments must be by check or money order payable to Tiger Electronics, Ltd.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Electronics, Ltd. Repair Dept.
980 Woodlands Parkway
Vernon Hills, Illinois 6006l U.S.A.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BEBINDING ON OR OBLIGATE TIGER IN ANY WAY. ANY IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TIGER BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS TIGER PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

If your product is not working properly, or if you have any questions and/or comments, please call us toll-free at 1-888-TIGR-SOS, and a service representative will be happy to help you.



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