GAMETEK®

JEOPARDY!

INSTRUCTION MANUAL

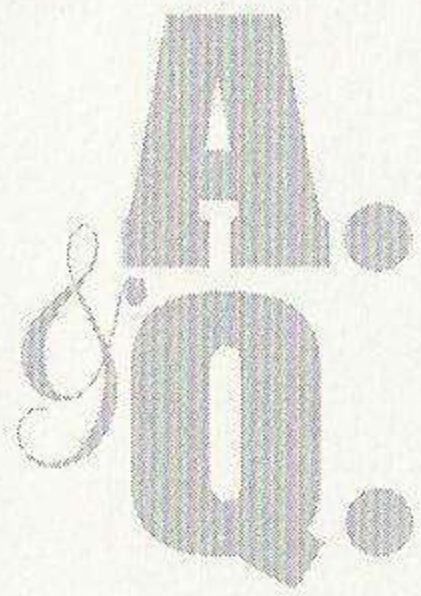


SEGA™

GAME GEAR™

COLOR PORTABLE VIDEO GAME SYSTEM

OFFICIAL SEGA™ SEAL OF QUALITY



Presenting JEOPARDY!® featuring ALEX TREBEK for your SEGA GAME GEAR. With over 1,700 new questions in over 300 categories, vividly detailed graphics and amazing sound effects, you'll feel as if you are actually in the studio. With your portable SEGA GAME GEAR and JEOPARDY!® enjoy hours of great fun anywhere, by yourself or with a friend!

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Gametek Customer Support:

Game Hint and Tip Line: 1-900-903-GAME (4263)

- 80¢ per minute charge
- Touch tone phone required
- Minors must have parental permission before calling
- Available 24 hours

WARNING: *Read before using you Sega Video Game System*

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals, Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game; dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions, IMMEDIATELY discontinue use and consult your physician before resuming play.



This official seal is your assurance that this product meets the highest quality of standards of SEGA.™ Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GAME GEAR™ SYSTEM.

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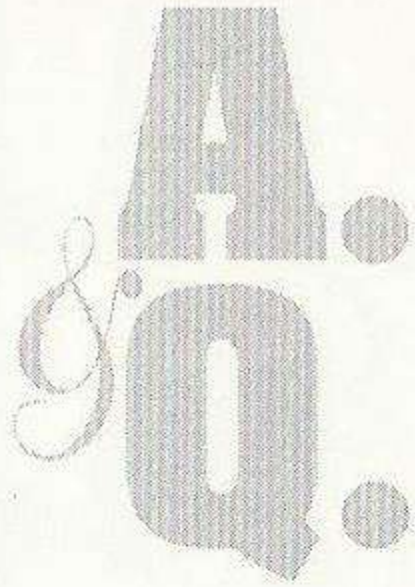
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HOW TO USE YOUR GAME GEAR



Start Button

- Pauses/Unpauses the game.

Directional Button (D Button)

- Moves cursor.
- Is used in a two player game for player number two to buzz in answer.

Button 1

- Skips credits.
- Locks in choice during game.
- Skips to next screen.
- Is used in a one player game for player to buzz in answer.

Button 2

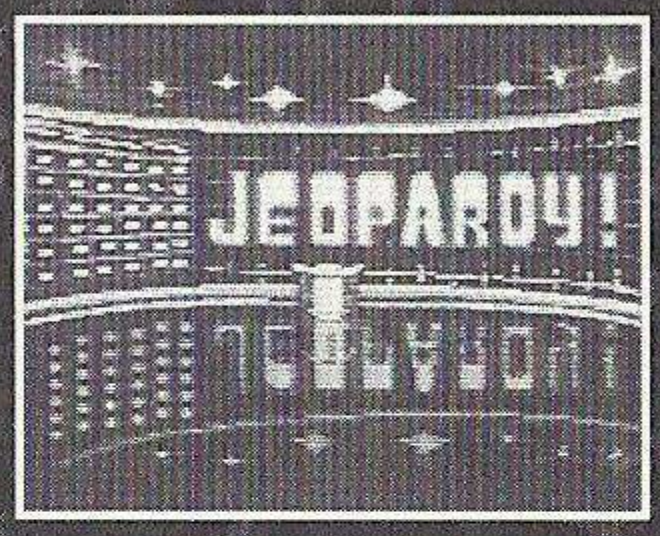
Deletes errors made when entering name.

STARTING UP

1. Set up your Game Gear System by following the instructions in your Game Gear System Instruction Manual.
2. Make sure the power switch is OFF, then insert the Jeopardy! cartridge.
3. Turn the power switch ON. In a few moments, the title screen will appear.
4. If the title screen doesn't appear, turn the power switch OFF. Make sure that your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

IMPORTANT: Always make sure the power switch is turned OFF before inserting or removing the cartridge.

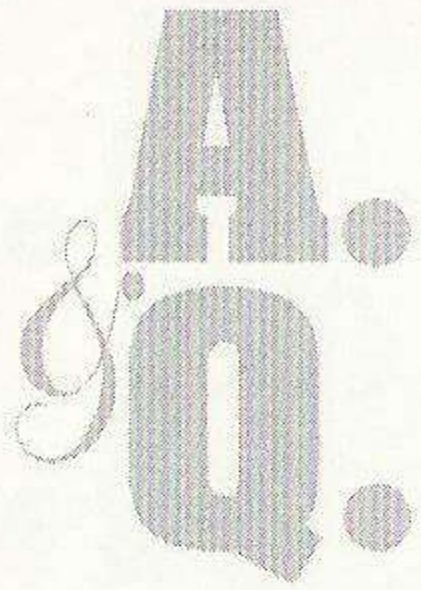
5. After title appears, select your game:



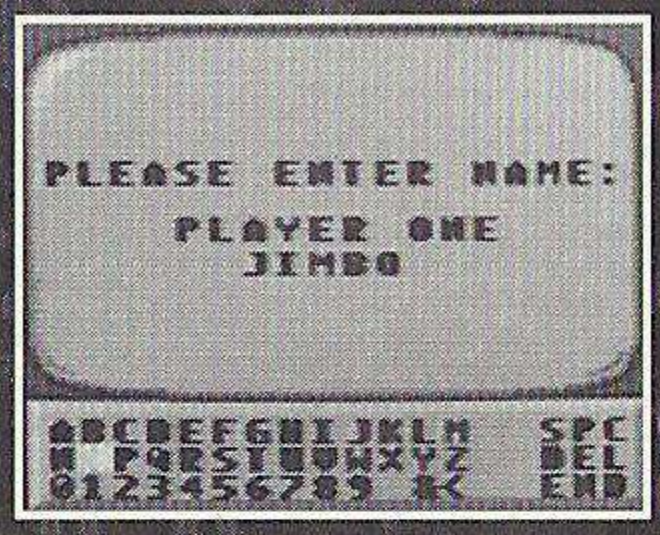
Using the DIRECTIONAL BUTTON, highlight the desired selection.

"1" VS. COMPUTER
"2" TWO PLAYERS





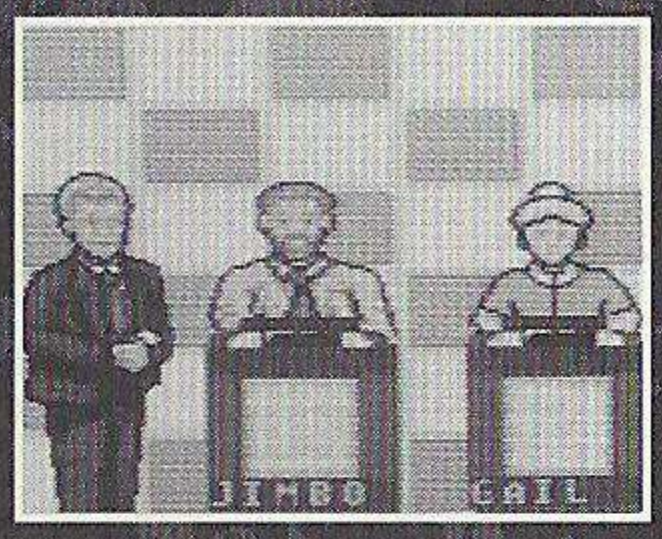
6. To lock in your selection, press BUTTON 1.
7. Enter your name:



Using the DIRECTIONAL BUTTON, highlight the desired letter and press BUTTON 1. Repeat this for each letter of your name. You may delete your last entry by pressing BUTTON 2 or highlight DEL and press BUTTON 1. To lock in your name, highlight END and press BUTTON 1.

NOTE: A maximum of five characters and/or spaces can be entered.

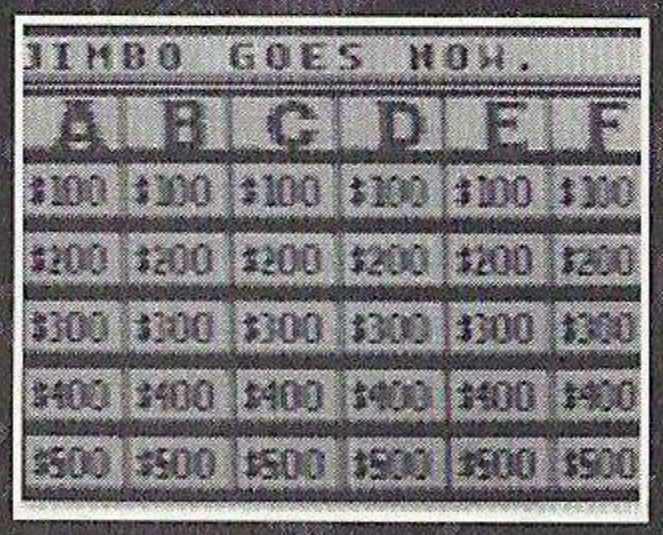
8. Select a character:



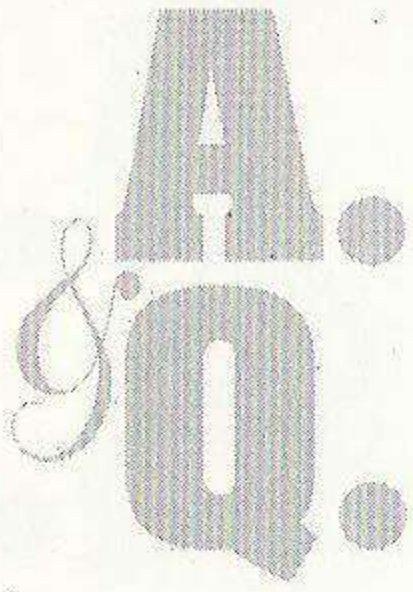
Move the DIRECTIONAL BUTTON up or down until the desired character appears. Lock in your selection by pressing BUTTON 1. Repeat for a two player game. If a one player game was selected, the computer will now reveal your opponent. Then, the JEOPARDY! round begins!

HOW TO PLAY JEOPARDY!

The JEOPARDY! Board will now appear on the screen. The dollar values will be placed on the board. To view the JEOPARDY! categories, move the DIRECTIONAL BUTTON left or right and the categories will be displayed one at a time across the top of the screen.



NOTE: The categories and questions are assigned at random and, while it is unlikely, you may experience some repetition in categories or questions. Therefore, if you are familiar with the categories that appear in any particular round, you may exercise the option of changing the categories displayed by pressing BUTTON 2. After the first "answer" has been selected, you will not be allowed to reshuffle the catagories. Please note that some categories have numerous "answers." If a category reappears, it does not necessarily mean that you will receive the same "answers."





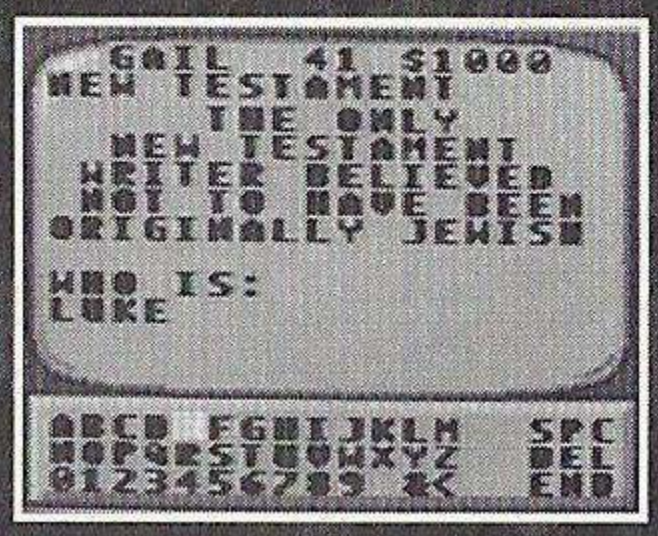
Player 1 will go first; using the DIRECTIONAL BUTTON (up, down, right or left) choose a category and dollar value. To lock in your selection, press BUTTON 1.

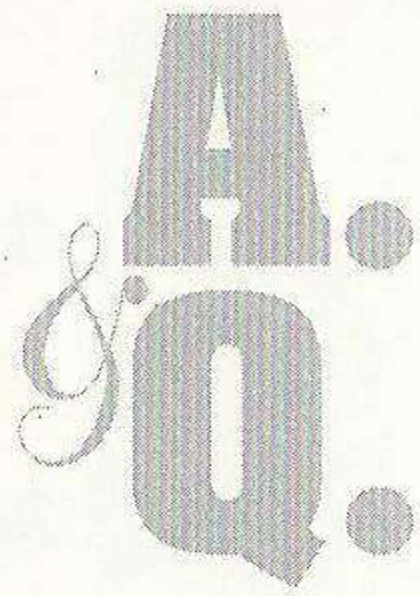
NOTE: To activate the pause feature during the game, press the START BUTTON; the message "PAUSED" will be displayed across the center of the screen. To continue playing, press the START BUTTON and the "PAUSED" message will disappear. The game may not be paused when the countdown timer is activated.

After player 1 has chosen a category and a wager, the "answer," will appear on the screen. So that both players can read the "answer" there is an approximate 5 second time delay. You will not be allowed to buzz in until the timer, located near top center of the screen, starts. Once the timer has begun, any player can buzz in. (See How to Use Your Game Gear for instructions on how to buzz in.)

NOTE: During a one player game, the player will buzz in by pressing BUTTON 1. During a two player game, player one will buzz in by pressing the DIRECTIONAL BUTTON, while player two will buzz in by pressing BUTTON 1.

The player who buzzes in first will be given the chance to enter a response. The computer will identify the player by lighting up his/her podium. The player who buzzes in first will have control of the board. The "answer" will reappear on the screen, along with the first part of the "question" (Who is..., or What is..., or What are..., etc.). Also displayed on the screen will be the player number (1 or 2), in the upper left corner. Located at the top center of the screen is the response timer, which counts down from 60 seconds. At the bottom of the screen, you will find a box containing the alphabet and numerals 0-9, along with DEL, SPC (space) and END. You will complete your response in this area. To input your







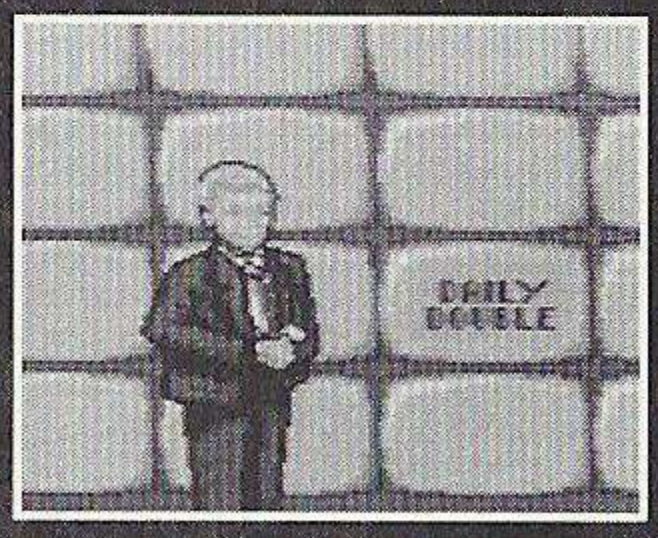
response, using the DIRECTIONAL BUTTON, move the cursor to highlight the letter(s)/ number(s) that you wish to select. Lock in your selection by pressing BUTTON 1. To delete a letter press BUTTON 2 or highlight DEL and press BUTTON 1. To lock in your complete response, highlight END and press BUTTON 1.

NOTE: Once you have locked in your response, you will be unable to change it.

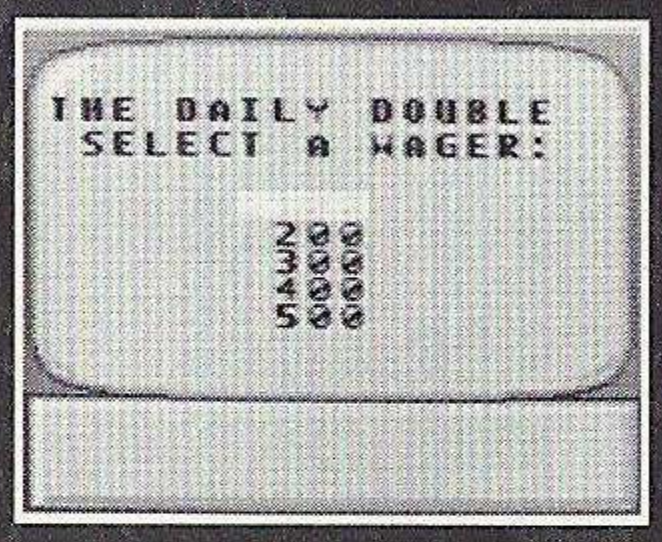
If you have entered the correct response, the computer will display the message CORRECT and add the appropriate amount to your earnings. If you answered incorrectly, the computer will display the message INCORRECT and deduct the wager from your accumulated earnings. If the response is incorrect, the "answer" will reappear on the screen giving the other player a chance to buzz in. If no player buzzes in within the time allotted,

the correct response will be displayed on the screen. The player who had the last correct response retains control of the board. Play will continue until the board has been cleared.

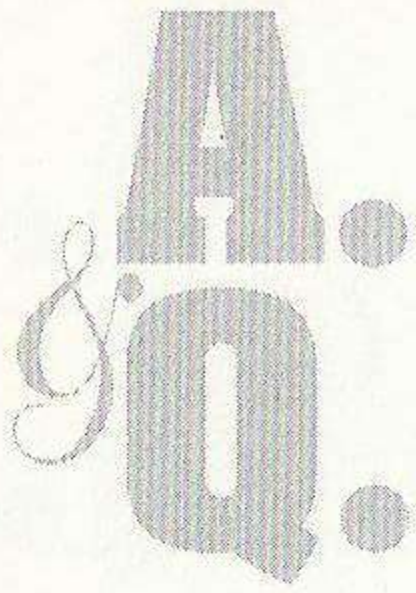
THE DAILY DOUBLE



During play, a hidden DAILY DOUBLE appears in one of the 30 windows on the board. (The placement of the DAILY DOUBLE is at random.) If you are the player who has uncovered the DAILY DOUBLE, you automatically shut out the other player and get to try the "question" alone.



If your accumulated earnings exceed the maximum amount on the board ($500; JEOPARDY!, $1000; DOUBLE JEOPARDY!), you may bet all or part of your accumulated earnings. If your total accumulated earnings are less than the maximum on the board, you may wager an amount as follows:



JEOPARDY!

$100	
$200	
$300	
$400	
$500	

DOUBLE JEOPARDY!

$200	
$400	
$600	
$800	
$1000	

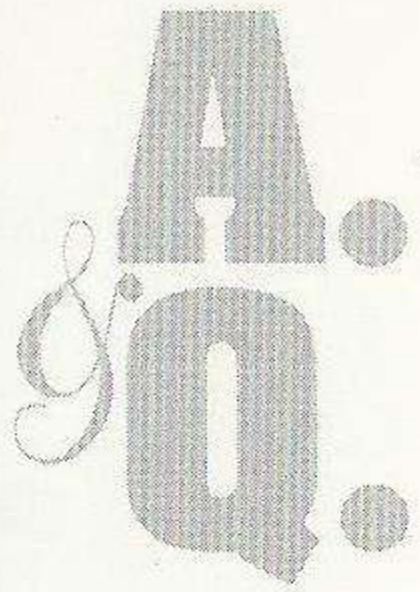
Using the DIRECTIONAL BUTTON, enter your wager. To lock in your wager, press BUTTON 1.

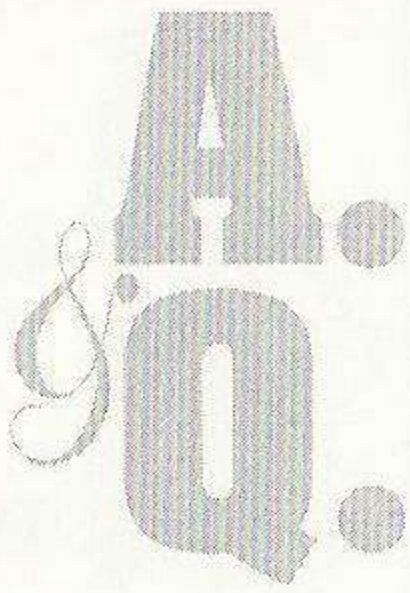
Using the DIRECTIONAL BUTTON, enter your response. To lock in your response, press BUTTON 1.

Only the player who picked the DAILY DOUBLE will be allowed to respond. If the player answers incorrectly, play continues and the player makes another selection on the board.

If your response is correct, the value of your wager is added to your score; if you are incorrect, it will be deducted.

In the JEOPARDY! round there is one DAILY DOUBLE. In the DOUBLE JEOPARDY! round there are two DAILY DOUBLES.





HOW TO PLAY DOUBLE JEOPARDY!

Once the JEOPARDY! board has been cleared, the DOUBLE JEOPARDY! round begins.

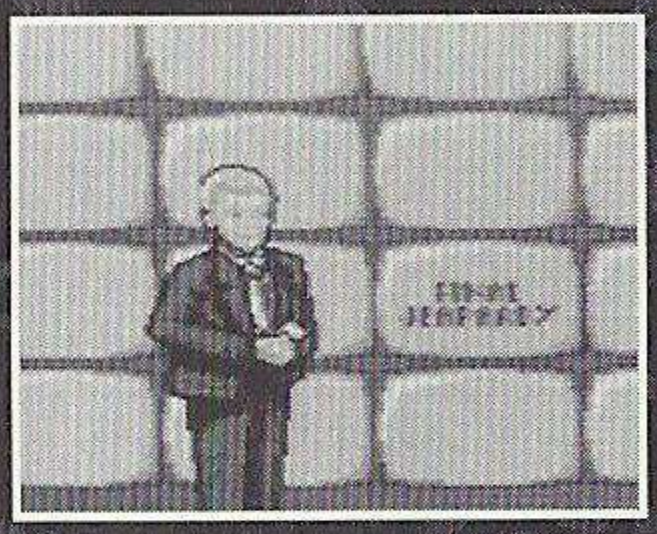
The player with the least amount of accumulated earnings will start the DOUBLE JEOPARDY! round.

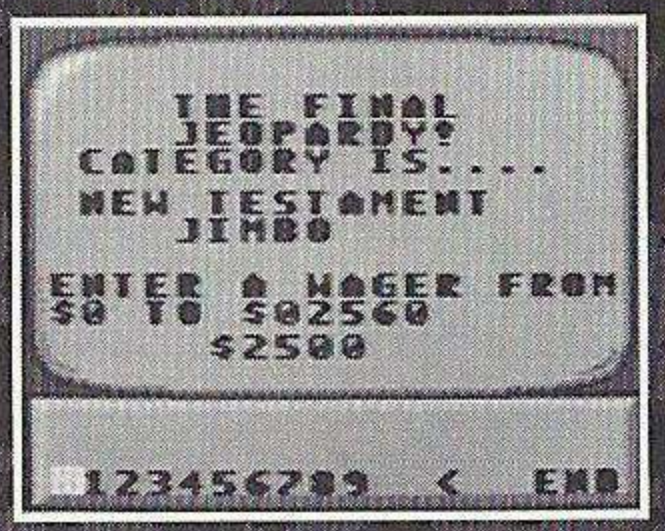
DOUBLE JEOPARDY! is played in the same manner as the JEOPARDY! round, except that the categories will change and the dollar values on the board will double. As in JEOPARDY!, the categories can be reshuffled by whoever has control of the board.

If you, the player, are in control of the board, you can choose to reshuffle. If the computer player is in control for the second round, you can not reshuffle the categories.

HOW TO PLAY FINAL JEOPARDY!

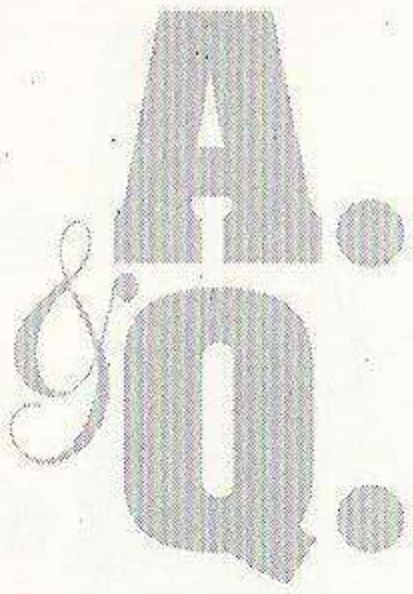
Note: Only players showing a positive dollar value at the end of the DOUBLE JEOPARDY! round will be allowed to compete in the FINAL JEOPARDY! round.





First, the FINAL JEOPARDY! category will be displayed. At this time, the contestant with the least amount of earnings will be prompted to place his/her wager. Press BUTTON 1 to lock in your wager.

Note: At this time, all players should turn away from the screen and should stay turned away until the contestant(s) has/have completed placing his/her wager(s) and entering his/her response(s).



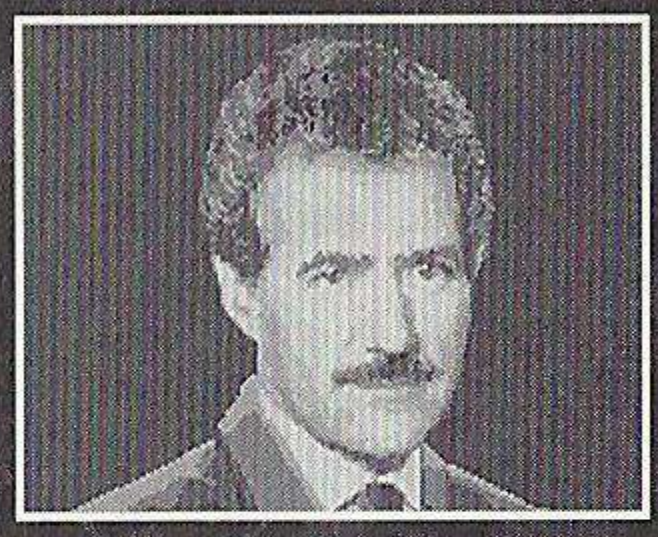
A player may bet all, part, or none of his/her accumulated earnings. After the wager has been placed, the "answer" will appear on the screen. The player must enter his/her response at this time. Press BUTTON 1 to lock in your response.

Continue in this manner until all contestants have placed their bets and have entered their responses.

The computer will now reveal the "question" to the FINAL JEOPARDY! "answer." Then, each player's response and wager will be revealed. At this time, the computer will display a message telling the player if his/her response was correct or incorrect. The scores are then adjusted accordingly.

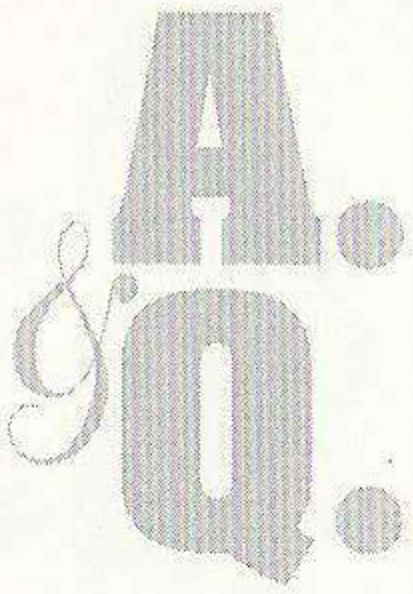
The player with the highest accumulated earnings will be the NEW JEOPARDY! CHAMPION!

MESSAGE TO PLAYERS



This game Cartridge uses a program which randomly accesses the puzzles. When your SEGA GAME GEAR is turned off, the entire question file is cleared. The categories and "answers" are chosen at random by the computer. Although there are over 1,700 "answers" in over 300 categories, repetition may occur. If you come across any duplicate categories you have the option to reshuffle your choices if you are in control of the board.

A. & Q.



HINTS ON GAME PLAY

Words should be spelled as accurately as possible. The program will allow for some minor misspellings. Be sure to check your response before locking in.

If your "answer" deals with a person, try to give his/her full name.

If the "question" is number oriented, the program will allow for either the spelling of the number or its numeric equivalent.

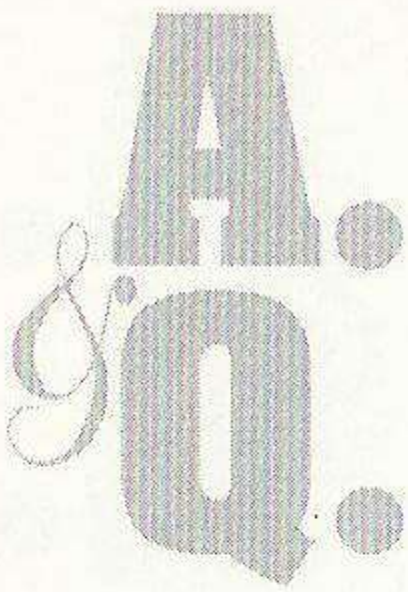
HANDLING YOUR CARTRIDGE

1. The Sega Game Gear Cartridge is intended to be used exclusively for the Sega Game Gear System.

2. Do not bend, crush, or submerge your cartridge in any liquids. Do not try to disassemble.

3. Avoid leaving the cartridge in direct sunlight or near a radiator or other heat source.

4. Be sure to take an occasional break when playing for an extended period of time, to rest yourself and the cartridge.



Gametek would like to thank the following people for their time and effort in creating JEOPARDY! for your SEGA GAME GEAR SYSTEM:

Executive Producer: Elizabeth Curran

Product Manager: Rod Humble

Produced by: Michael A. Merson and Jim Masterson

Art by: Andy Gilmour and Dave Hall

Programming by: Michael V. Pierone

Production Manager: Sherry Dunnigan

Database by: Neil S. Plakcy

Manual written by: Jim Masterson and Stacey Ruderman

Packaging and manual design by: Steve Curran and John Tombley

CUSTOMER SERVICE

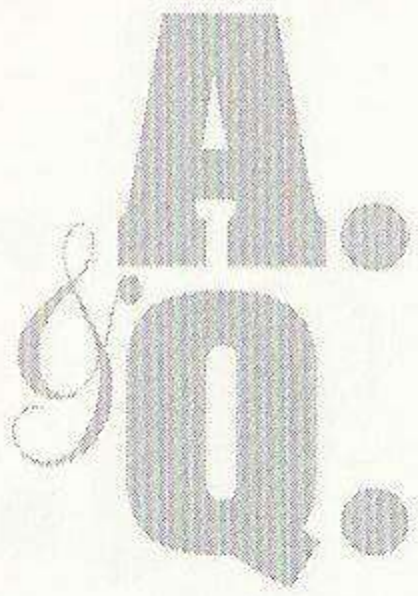
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8 am to 8 pm; Eastern time.

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This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Cartridge has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE

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Hong Kong No. 88-4302; Singapore No. 88-155;
Japan No. 82-205605 (Pending)