# JEOPARDY!®

## 2nd EDITION

Jeopardy!® 2nd Edition
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PlayStation

NTSC U/C

PlayStation

EVERYONE

E

CONTENT RATED BY ESRB

SLUS-01173
99615

Over 4,200 New Answers

Includes Sample Contestant Exam

JEOPARDY!®

2nd EDITION

HASBRO Interactive™

**WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.**

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, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously 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.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**USE OF UNOFFICIAL PRODUCT:**

The use of unofficial products and peripherials may damage your PlayStation game console and invalidate your console warranty.

**HANDLING YOUR PLAYSTATION DISC:**

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



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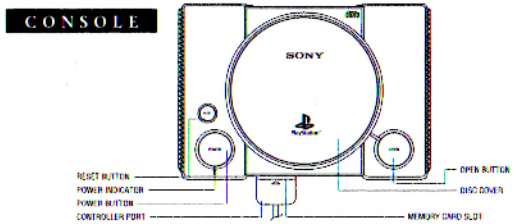
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# GETTING STARTED

**Important!** Do not insert or remove peripherals or Memory Cards once power is turned on. You will need a Memory Card to save your games.

1. Set up your PlayStation® game console according to the instructions in its Instruction Manual.
2. Make sure the power is OFF before inserting or removing a compact disc.
3. Insert the *Jeopardy! 2nd Edition* disc and close the disc cover.
4. Insert the game controllers (and Memory Card if you have one).
5. Turn ON the PlayStation® game console. The introductory sequence will begin. To skip this sequence and go directly to the Main menu, press the **START** button.

**Note:** You will not be able to save your progress or game information if you don't use a Memory Card. Make sure there is at least one free block on your Memory Card before beginning your game. You are not able to swap Memory Cards during play and you must leave the card in Memory Card slot 1-A of your multitap if you are using one.



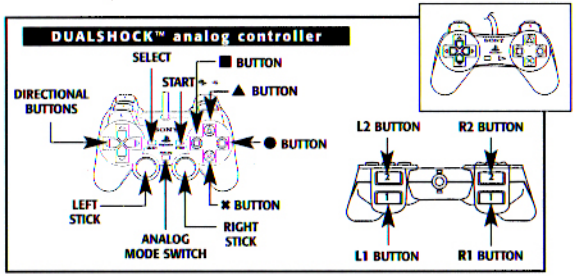



# CONTROLLING *JEOPARDY!*®

Up to three human players can play *Jeopardy! 2nd Edition*. Each human player must use a separate controller.

If there are more than two human players, a multi-tap must be used. Player 1's input is received through controller number 1; Player 2's input and Player 3's input through the multi-tap.

Valid control visuals will generally appear on screen at all times. The following is a general guideline of how controls and buttons are mapped for the PlayStation® version of *Jeopardy! 2nd Edition*.




**NOTE: You may have a controller that looks like this. If so, please follow the digital instructions outlined below.**

**Directional Buttons:** Use the directional buttons to scroll up and down through the menu items; to scroll left and right through the settings for a particular option, and to scroll around the letter grid. Also use these buttons to select a clue on the *Jeopardy!* gameboard.

✖ **Button:** Use this button to buzz in, to select a menu item, or to select a letter on the letter grid. Also use this button to say DONE when entering a player name.

▲ **Button:** Use this button to say DONE when entering a response to a clue, or to return to the previous screen.

● **Button:** Use this button to add a space to your response.

■ **Button:** Use this button to delete a character from your response.

**L1:** Use this button to erase your sign-in signature.

**R1:** Use this button to switch between views of the video wall, or to select the on-screen auto-complete answer as your own.

**L2:** Not used.

**R2:** Use this button to show the current scores, or to show the current category and clue value.

**Note:** If you are using the DUALSHOCK™ analog controller and the analog mode is turned ON, you may use the Left Stick to move around the video wall and the letter grid.



# THE MAIN MENU

From the Main Menu you can do such things as start games, load previously saved games, and set gameplay options. Use the up or down directional button to select a Main Menu item and then press the ✖ button to confirm your selection. Each Main Menu item is described below:




## NORMAL GAME

Select this menu item to start a Normal game with up to 3 human or computer players. Next, select 1, 2 or 3 to enter the number of human players that will be playing. Computer players will then be automatically added accordingly, to total a 3-player game.
**Note:** You must have at least one human player to play.

Next, use the directional buttons to select a player slot and then press the ✖ button to confirm. If you pick an empty slot, you can create a new player. If you pick a slot already featuring a player name, you can choose to either play that player (by pressing the ✖ button) or write over that player with a new player (by pressing the ● button).

Now, use the directional buttons — in combination with the other controller buttons described on screen — to draw the name(s) of the new human player(s).

In a Normal game, you compete against other human players and/or against computer players to win as much money as you can. If you are thinking about becoming a contestant on the TV show, practice your wagering skills here!

After each player has signed in, the game will begin!

### SOLO GAME

Select this menu item to start a Solo game. The sign-in steps are the same as those described for the Normal game, except this time they only apply to YOU! In a Solo game, your ultimate challenge is to beat your own high score. If you are thinking about becoming a contestant on the TV show, you will be able to test your knowledge against every category and clue in the game. Your statistics will tell you what areas you need to study. (See "Career Statistics" on page 21.)

### TOURNAMENT OF CHAMPIONS

Select this menu item to start a Tournament of Champions game. The setup is basically the same as that described for a Normal game (with the exception that you can never enter a new player). In a Tournament of Champions game, you play against other game winners! To qualify to play, you must have won at least 5 games, or accumulated more than $75,000 in winnings. The categories and clues are definitely tougher here!



### CONTESTANT EXAM

Select this menu item if you wish to test your knowledge with a sample contestant exam.

### BEHIND THE SCENES

Select this menu item to view some interesting interviews with the production staff from the actual TV show. Learn more about what makes the show tick, and tips on playing the game. Once you win one game, you will unlock additional interviews with your host, Alex Trebek! (For more details, see "Behind the Scenes" on page 20.)

### LOAD GAME

Select this menu item to continue playing the last saved game. **Note:** You can only save one game at a time, either a Normal, Solo or Tournament game.

### CAREER STATISTICS

Every time you play a game, your score and winnings are stored, along with certain statistics. These statistics are stored by player name, so you will have different "career" statistics if you play using different names. If you are seriously considering becoming a contestant on the TV show, you should review these statistics often.

## OPTIONS




Select this menu item to adjust the different gameplay options. **Important!** Certain options can only be adjusted *before* you begin a new game. Some of the options, however, can also be changed during gameplay from the Pause Menu described on page 12.

Use the up or down directional button to select an option. Use the left or right directional button to change the selected option's setting.

**Note:** Where applicable, these options will also be applied when taking the sample contestant exams.

The different gameplay options are described below:

**Buzz-In Time**
This is the time allowed to buzz in to respond to an answer, once the answer has been read in its entirety. The default buzz-in time is set to 6 seconds. Use the left or right directional button to select 2, 4, 6 or 8 seconds.

**Response Time**
This is the time allowed to type in a response to an answer after you have buzzed in. The default response time is set to 60 seconds. Use the left or right directional button to select 30, 60 or 90 seconds.



**Spelling Accuracy**
This setting determines how closely you must match the correct spelling of the correct answer. Use the left or right directional button to select Loose, Normal or Strict. Loose means that all consonants must appear in the correct order, but vowels aren't checked; Strict means that the spelling must be exactly correct. The default level is Normal.

**Computer Player IQ**
This setting determines the intelligence level of your computer opponents. Use the left or right directional button to select Low, Normal or High. This setting has a direct effect on how quickly the computer player will buzz in and the percentage of right versus wrong responses that the computer player will offer. The default Computer IQ is Normal.
**Note:** During gameplay, the Computer IQ may change to match your playing level.

**Answer Auto Complete**
When this option is ON, the game will automatically offer possible answers based on the letters you are entering. Press the **R1** button to accept the suggested on-screen answer as your own. This option may help avoid judgments based on misspellings.

**Sound Level**
This setting allows you to adjust the game's sound volume in increments of 5 from 0 to 100.

**Credits**
This option allows you to view the names of all the people who worked so hard to bring this game to you.

When you have finished adjusting the Options, press the ▲ button to return to the Main Menu.

# PAUSE MENU

Pressing the **START** button during a game in progress will pause the game and bring up the Pause Menu. You may also choose from the following:




**Resume Game** – Select this menu item to return to the game currently in progress.

**Options** – Select this menu item if you would like to adjust the in-game options.

**Save Game** – Select this menu item to save your game before returning to the Pause Menu. See "How to Save a Game" below.

**Exit Game** – Click here to immediately return to the Main Menu WITHOUT saving the game currently in progress.

### How to Save a Game

Saving a game will save the current board, category and clue information. It will also save player identities and all of the current options settings (buzz-in time, response time, spelling accuracy, computer IQ, etc.) that accompany that game.

If you wish to save an in-progress game, do the following:

1. Press the **START** button to bring up the Pause Menu.
2. Select the **Save Game** item.
3. You may now load the game at any time from the "Load Game" selection at the Main Menu.



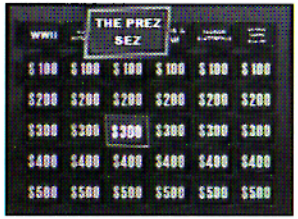
**Important!** You must have a Memory Card inserted to save a game. Only one game may be saved at a time.

# LET'S PLAY JEOPARDY!

*Jeopardy!* is played in three rounds: *Jeopardy!*, Double *Jeopardy!*, and Final *Jeopardy!*. At the beginning of each round, Alex will introduce the round by name and then introduce the categories individually. At the beginning of *Jeopardy!* (round 1), Player 1 has control of the board and is instructed to select a category and dollar value. In Double *Jeopardy!*, the player with the lowest score chooses first.

The "clue" will appear in the form of an answer and players must respond in the form of a question.

### The Video Wall



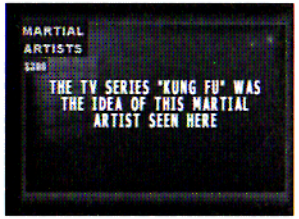

The video wall consists of six columns of five clues each, for a total of 30 clues per each *Jeopardy!* round and each Double *Jeopardy!* round. Clues in each column relate to a specific category, which is noted at the top of the column. Values of each clue are listed on the screens. As the dollar value of the clue increases, so does the difficulty level. In *Jeopardy!*, values range from $100 to $500 (in $100 increments) with one Daily Double clue. In Double *Jeopardy!*, values are doubled and range from $200 to $1,000 (in $200 increments) with two Daily Double clues. Alex will also occasionally appear on screen with rulings or words of encouragement.

## Selecting a Clue

The "clue" will appear in the form of an answer and players must respond in the form of a question. To select a clue from the video wall, use the directional buttons to navigate to the desired answer screen. As you navigate through the screens, you will notice a highlight and an audio cue indicating which clue you are currently over. As you toggle across the categories, the category titles will be enlarged and will become more readable. When you are on a desired clue, press the ✖ button to reveal it.

**Note:** You may also view the board from alternate perspectives. Press the **R1** button to change your viewing perspective. Press the **R2** button to see the score summary.

## Buzzing In




To buzz in, press the ✖ button. Players may buzz in once *Jeopardy!* announcer Johnny Gilbert has read the answer aloud (or once a video clue has been shown in its entirety) and the lockout lights are illuminated. Lockout lights are located on the four sides of the monitor and will be illuminated once it is okay for players to buzz in. If a player buzzes in before the lockout lights are illuminated, there will be a fraction of a second before that player can buzz in again. If that player responds incorrectly, the other players may then buzz in.

## Entering a Question

Once a player buzzes in, a text box will appear and that player will have the amount of Response Time you selected at the Options Menu to enter






in his/her response. **Important!** You do not have to type the beginning of the question. "Who is?", "What is?", "Where is?", etc., will appear in the upper left corner of the text box. Use the directional buttons to move through the letter grid and use the ✖ button to select each letter. If the auto-complete option is ON, the program will search its database for possible correct responses to the clue. These words will appear below the response you are entering. If a word appears that matches the word you are entering, press the **R1** button to have that word automatically completed for you. Use the ● button to insert a space. If you make a mistake or wish to delete letters, press the ■ button. When finished, press the ▲ button. Alex will comment on the accuracy of your response.

If you respond correctly, you are awarded the value of the question and will be instructed to choose another clue from the video wall.

If you are incorrect, or if the time allotted runs out before you have entered an acceptable response, the value of the question is deducted from your total. **Note:** If time runs out, a partial answer will be considered your full answer, and will be judged accordingly. In case of an incorrect response, other players are then given a chance to buzz in and attempt to respond to the answer.

If all players respond incorrectly to an answer, Alex will reveal the correct response and control will return to the player who last chose the clue.

If a computer player buzzes in, you will see that player's response printed

on screen. Alex will indicate whether the computer player has a correct or incorrect response and that player's total will be adjusted accordingly.

## Daily Doubles




A Daily Double is hidden on the *Jeopardy!* category board. When a player discovers one, a Daily Double graphic will appear on screen and the player who chose the clue will be prompted to enter a wager. Only the player who discovered the Daily Double may respond to the clue. That player then enters a wager amount (the minimum wager is $5 and the maximum wager is no more than the player's current total earnings). **Note:** If the player's current total earnings are less than the highest dollar value on the board, the player can wager up to the highest dollar value on the board. That is, in the *Jeopardy!* round, a player with less than $500 can wager up to a maximum of $500. Likewise, in Double *Jeopardy!*, a player with less than $1,000 can wager up to a maximum of $1,000. To enter a wager, use the left or right directional button to select the digit you want to change. Then use the up or down directional button to increase or decrease the amount. When you are satisfied with the wager, press the ✖ button.

If the player responds correctly, the wagered amount is added to the player's winnings. Play continues with the same player in control of the board.

If the response is incorrect, the amount of the wager is deducted from the player's winnings. No other players are allowed to respond to the clue. Alex will then reveal the correct response and play will continue with the same player in control of the board.



## Double *Jeopardy!*

After the *Jeopardy!* round, the Double *Jeopardy!* round begins. Alex announces a new set of categories. Dollar values on the board are doubled and there are now two Daily Double clues hidden on the board. The player with the lowest score begins the Double *Jeopardy!* round.

## Final *Jeopardy!*




After Double *Jeopardy!*, the last round (called Final *Jeopardy!*) commences and Alex reveals the Final *Jeopardy!* category. In Final *Jeopardy!*, each player with a score higher than zero wagers on the last clue of the game. Players can wager any amount from zero up to the total amount of their score. Players with zero or negative scores are excluded from Final *Jeopardy!*

Player 1 is asked to secretly enter a wager. If there are two or more human players, Player 2 and/or Player 3 are asked to turn away from the screen to allow Player 1 to wager. Each player takes a turn secretly entering in a wager. Computer players will also enter in their wagers, which will be symbolized with question ("?") marks so that human players will not have to turn away from the screen.

Alex then presents the clue to Player 1. If there is more than one human player, this clue is presented visually only — no audio of the clue is read aloud. Players 2 and 3 will be asked to once again look away as Player 1 secretly responds to the clue. Player 1 will hear the familiar *Jeopardy!*

"think music" and will have the Response Time (set in the Options), to enter in a response. Press the ▲ button after you have typed in your response. In turn, Players 2 and 3 are presented with the clue and will respond to it secretly. You will not visualize any computer player responding to the "think music." Responses of computer players will be recorded automatically without this process.

Alex will then reveal the response of the Final *Jeapardy!* player currently in last place (the player with the lowest cumulative *Jeopardy!* and Double *Jeopardy!* winnings) and will rule on that response.

If that player responds correctly, the player's wager is revealed and is added to form the player's total current winnings for the game.

If the player responds incorrectly, the player's wager is revealed and is deducted to form the player's total current winnings for the game.

This process continues in order with the player in second place (going into the final round), and then with the player in first place. **Note:** Alex will not reveal the correct response if a player responds incorrectly. The correct response will only be revealed if a player responds correctly or if all three players respond incorrectly, at which time Alex will reveal the correct response.

### How to Win

The player with the highest total score after the Final *Jeopardy!* round has been completed is crowned the *Jeopardy!* champion!



## CAREER STATISTICS

Each time you complete a game, your score is added to a running "career" total of statistics. The statistics tracked are:

- Number of Games Won
- Number of Games Lost
- Total Winnings
- Best Game Score
- Worst Game Score
- Best 1st Round Score
- Best Double *Jeopardy!* Round Score
- Best Final *Jeopardy!* Round Score
- Number of Tournament Games Won
- Number of Correct Answers
- Number of Incorrect Answers

Use the directional buttons to move through all of the player names and to view the statistics catergories. Press the ▲ button to return to the Main Menu.

## TAKE A SAMPLE CONTESTANT EXAM!

As you select the Contestant Exam option from the Main Menu, a sample exam will be presented. Alex will introduce the exam and Johnny Gilbert will read aloud each clue. The response time you have will be the one that you selected in the Options Menu.

**Important!** The exam is a sample only! It does NOT qualify you for appearance on the actual television show. If you are considering becoming a contestant on the TV show, you must take an exam administered by official *Jeopardy!* representatives.

Answering the sample exam clues is done exactly the same way as answering a clue in the PlayStation® console game. **Note:** Remember to press the ▲ button after you are done entering in your response. After you have answered the 50 clues, Alex will tell you if you have passed or failed. The correct responses will NOT be revealed in the game, just as they are not revealed if you take the official contestant exam. However, you're in luck. You can find the answers to the sample exam on the enclosed answer sheet or on Hasbro Interactive's web site, **www.hasbro-interactive.com.**

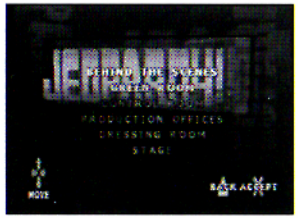
### More About the Official Contestant Exams...

If you want to become a contestant on the actual TV show, please visit **www.jeopardy.com** for more information. If your name were chosen, you would then need to pass the *official* contestant exam, as well as play a mock version of the show to demonstrate how you would present yourself on the air.

The sample exam in the *Jeopardy! 2nd Edition* PlayStation® console game is a very good example of how the official exam is administered and what the official contestant exam would be like in difficulty. A passing grade is 35 out of 50, which is also true for the sample exam.



## BEHIND THE SCENES




This screen provides access to interviews with various members of the *Jeopardy!* production staff, including Alex Trebek himself! To access an interview, first select one of the five location names and then press the ✖ button. Next, select the title of the person whose interview you would like to view and then press the ✖ button. That person's interview questions will then appear on screen. Select a question number and then watch the subject provide the answer.

**Green Room** – Select this menu item to learn more about Susanne Thurber, Contestant Coordinator (the first person you would meet if you became a contestant on the show!)

**Control Room** – Select this menu item to learn more about the show's Director, Kevin McCarthy.

**Production Offices** – Select this menu item to learn more about the show's Executive Producer, Harry Friedman, and two of its Writers, Jim Rhine and Gary Johnson.

**Dressing Room** – Select this menu item to learn more about the host of the show, Alex Trebek!

**Stage** – Select this menu item to learn more from Stage Manager John Lauderdale, and that famous voice behind the scenes, Announcer Johnny Gilbert.

# HASBRO INTERACTIVE'S WEB SITES

Hasbro Interactive has exciting, full and active web sites dedicated to ensure you get the most out of your new games. You can visit us at:

**http://www.hasbro-interactive.com**

Kids, check with your parent or guardian before visiting any web site.

Visit and you will discover that Hasbro Interactive web sites contain such things as:

- Technical Support
- Hints and Tips
- Software Upgrades
- Community
- Interviews
- Competitions
- Demos
- And much more

We are constantly updating our web sites so stop by and visit us frequently. With events and new additions planned, you won't want to miss out.

## ONLINE STORE

If you enjoyed this product and would like to purchase other great Hasbro Interactive products online, stop by the ONLINE STORE at our main site for convenient shopping from home. Purchasers must be 18 years or older or have parent's permission.



# TECHNICAL SUPPORT

If you are having technical difficulties with the *Jeopardy! 2nd Edition* PlayStation® game, and need to call Technical Support, please have the correct name of the game available (and be ready to take notes).

For telephone technical support, please call **(410) 568-2377**. Support hours are from 8:00 a.m. to 12:00 midnight, Eastern Standard Time, Monday through Friday, and from 8:00 a.m. to 8:00 p.m., Eastern Standard Time, Saturday and Sunday, holidays excluded. No game hints will be given through this number.

You may also communicate with our technical support via the Internet at:

**http://support.hasbro.com.**

This site contains an up-to-date interactive knowledge base, and email contacts for technical support.

To find out more about the *Jeopardy! 2nd Edition* PlayStation® game or any other Hasbro Interactive product, please visit our main web site at:

**http://www.hasbro-interactive.com**

# LICENSE AGREEMENT

***** IMPORTANT *****

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**CONSUMER SAFETY WARNINGS AND PRECAUTIONS STATEMENT:**

## Epilepsy Warning

**⚠ WARNING**

**READ THIS NOTICE BEFORE YOU OR YOUR CHILD USE THIS SOFTWARE**

A very small portion of the population have a condition which may cause them to experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of flashing lights or patterns. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Certain conditions may induce previously 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 or has experienced symptoms like an epileptic condition (e.g. a seizure or loss of awareness), immediately consult your physician before using this Software.

We recommend that parents observe their children while they play games. If you or your child experience any of the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, DISCONTINUE USE IMMEDIATELY and consult your physician.

**FOLLOW THESE PRECAUTIONS WHENEVER USING THIS SOFTWARE:**

- Do not sit or stand too close to the monitor. Play as far back from the monitor as possible.
- Do not play if your are tired or need sleep.
- Always play in a well lit room.
- Be sure to take a 10 to 15 minute break every hour while playing.

## Repetitive Strain Statement

**⚠ CAUTION**

Some people may experience fatigue or discomfort after playing for a long time. Regardless of how you feel, you should ALWAYS take a 10 to 15 minute break every hour while playing. If your hands or arms become tired or uncomfortable while playing, stop and rest. If you continue to experience soreness or discomfort during or after play, listen to the signals your body is giving you. Stop playing and consult a doctor. Failure to do so could result in long term injury.

If your hands, wrist or arms have been injured or strained in other activities, use of this Software could aggravate the condition. Before playing, consult a doctor.

## Motion Sickness Statement

**⚠ CAUTION**

This Software generates realistic images and 3-D simulations. While playing or watching certain video images, some people may experience dizziness, motion sickness or nausea. If you or your child experience any of these symptoms, discontinue use and play again later.

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# CREDITS

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Tom Dusenberry
*CEO*

Charlie McCarthy
*COO*

Teresa Chubet
*Senior Producer*

Trina Wilson
*Senior Product Manager*

Eric Hayashi
*Executive Producer*

John Sutyak
*Chief Creative Officer*

Tony Parks
*Senior V.P. Research and Development*

Rich Reily
*V.P. of Technology*

Dave Albert
*V.P. External Development*

Rod Nakamoto
*V.P. of Studios*

Rob Sears
*V.P. of Development Operations*

Michael Craighead
*Director of Quality Assurance*

Kurt Boutin
*Q.A. Certification Manager*

Randy Lee
Bill Carroll
*Q.A. Testing Managers*

Jennifer Kaczor
*Q.A. Certification Lead*

Jeff Tolleson
*Lead Tester*

Kathy Steel
Kevin Kirkpatrick
*Testers*

John Hurlbut
*General Manager*

Ann Marie Bland
*Director of Marketing*

Gale Steiner
*V.P. of Marketing Services*

Steve Webster
*Chief Visual Officer*

Steve Martin
*Manager of Creative Services*

Elizabeth Mackney
*Manager of Editorial/ Documentation Services*

Kathryn Lynch
*Marketing Services Manager*

Kristine Meier
*Senior Graphic Designer*

Paul Collin
*Copywriter*

Sarah McIlroy
*Channel Marketing Director*

Laura Tornasetti
*V.P. of Public Relations*

Jayson Hill
*Manager of Public Relations*

Tony Moreira
*Manager of Technical Services*

Bob Sadacca
*V.P. of Administration and Operations*

Tracy Kureta
*Operations and Special Projects Manager*

Jackie Daya
Deborah Stone
Rosalie Cravotta
Linda Ferros
*Legal and Finance*

***Special Thanks:***
Alex Trebek
Johnny Gilbert

## *Sony Pictures Consumer Products*

Mark Caplan
Mark Narmore
Laetitia May

## *Jeopardy!*

Harry Friedman
Rocky Schmidt
Jim Rhine
Gary Johnson
Kevin McCarthy
John Lauderdale
Susanne Thurber

## *Bruce Austin Productions*

Bruce Austin
Robert Francke

## *Photography*

Steve Crise

## *Artech Digital Entertainment*

Rick Banks
Paul Butler
*Game Design*

Richard Cooper
*Writer and Creative Director*

Chris Gray
*Artech General Manager*

Tim Park
Tony Santamaria
David Ethier
Stephane LeBrun
*Programmers*

Stephen Young
Corey Humes
Donna Bennett
D'Arcy Nichol
*Artists*

Pierre Proulx
Les Emmerson
Ewa Szymanska
*Database*

Bret Rowdon
*System Code*

Charles Gaulke
*Additional Code*

Josh Bridge
Craig Daughtrey
John Lee
Nancy MacDonald
Michael Morris
*Additional Artists*

Christopher Paine
Mischa Hrziwnatzki
Derick Lau
Patrick Lau
*Video Production*

Mark Mitchell
*Music & Sound*

Andrew Bowser
Jennifer Priest
*Additional Help*

Roger Camm
Steve LaRose
Gary Bazdell
*Technical Support*

Christine Moran
*Female A.I. Voices*

Derick Fage
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## *Blue Turtle (Ottawa)*

Andy Del Castillo
Andrew Huggett
James Marjerrison
David Ouellette
Colin Savage Schlachta
*Audio Production*

## *L.A. Video Shoot*

*Two Guys from Canada Productions*

Dick Cooper
*Writer/Director*

Christopher Paine
*Camera/Sound/Lights*

## *Special Thanks:*

Leonie Gardiner
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