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JEOPARDY!®

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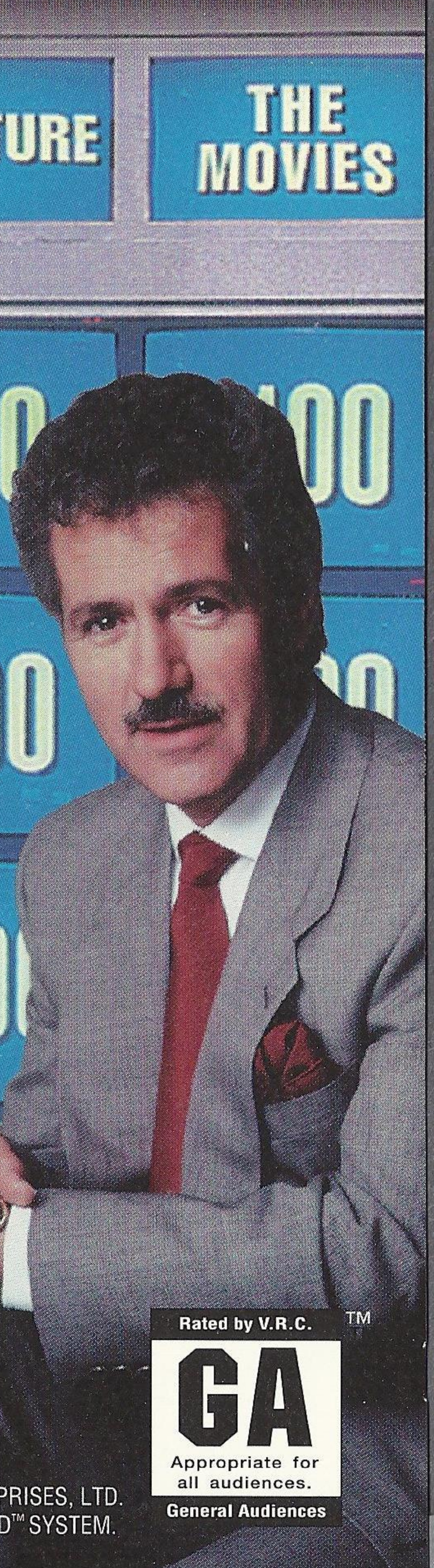
$200

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SONY IMAGESOFT™

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA CD™ SYSTEM.

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GA

Appropriate for all audiences.

General Audiences

OFFICIAL SEGA SEAL OF QUALITY

TM

JEOPARDY!

SEGA CD

WARNING:
READ BEFORE USING YOUR 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 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:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

HANDLING YOUR SEGA CD DISC

- The Sega CD Disc is intended for use exclusively with the Sega CD™ System.
- 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 recess during extended play, to rest yourself and the Sega CD Disc.
- KEEP YOUR SEGA CD DISC CLEAN. Always hold by the edges, and keep it in its case when not in use. Clean with a lint-free, soft dry cloth – wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

OFFICIAL SEGA SEAL OF QUALITY

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

CATEGORIES

THIS IS *JEOPARDY*! 2

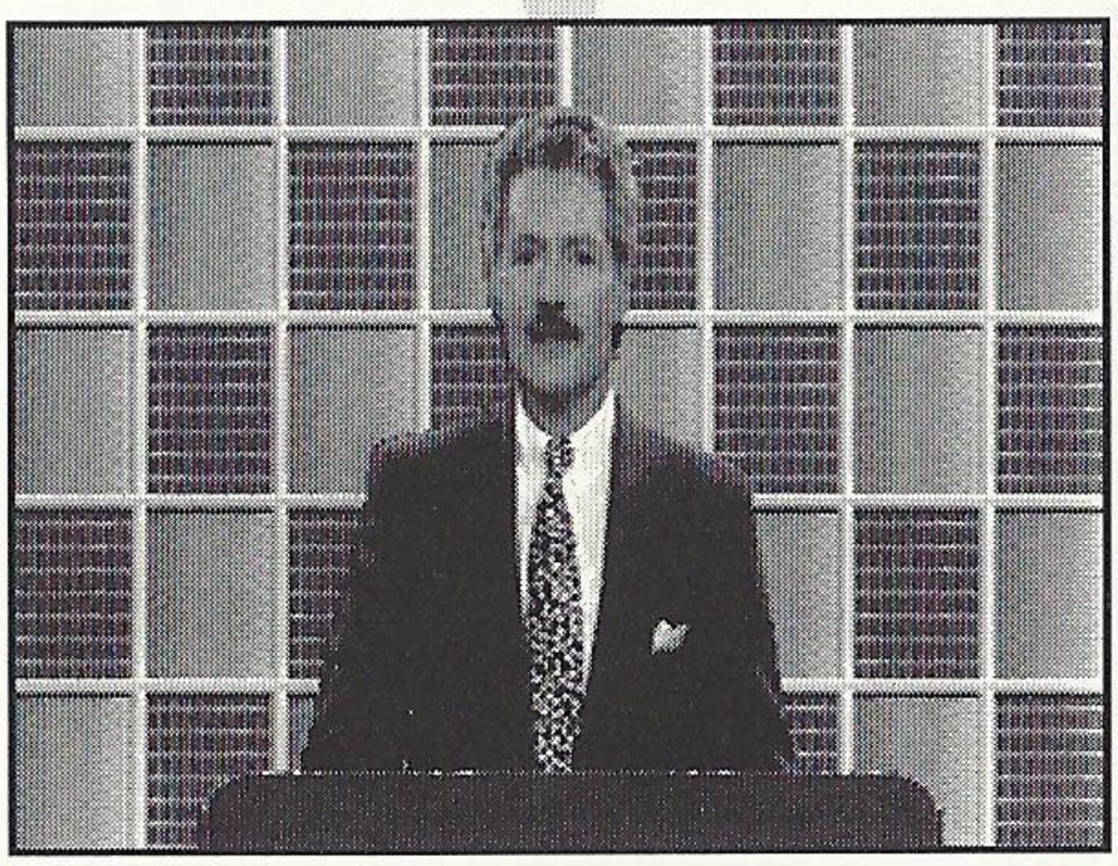
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THIS IS *JEOPARDY!*

Welcome to the game where the answer is the question and the question is the answer!



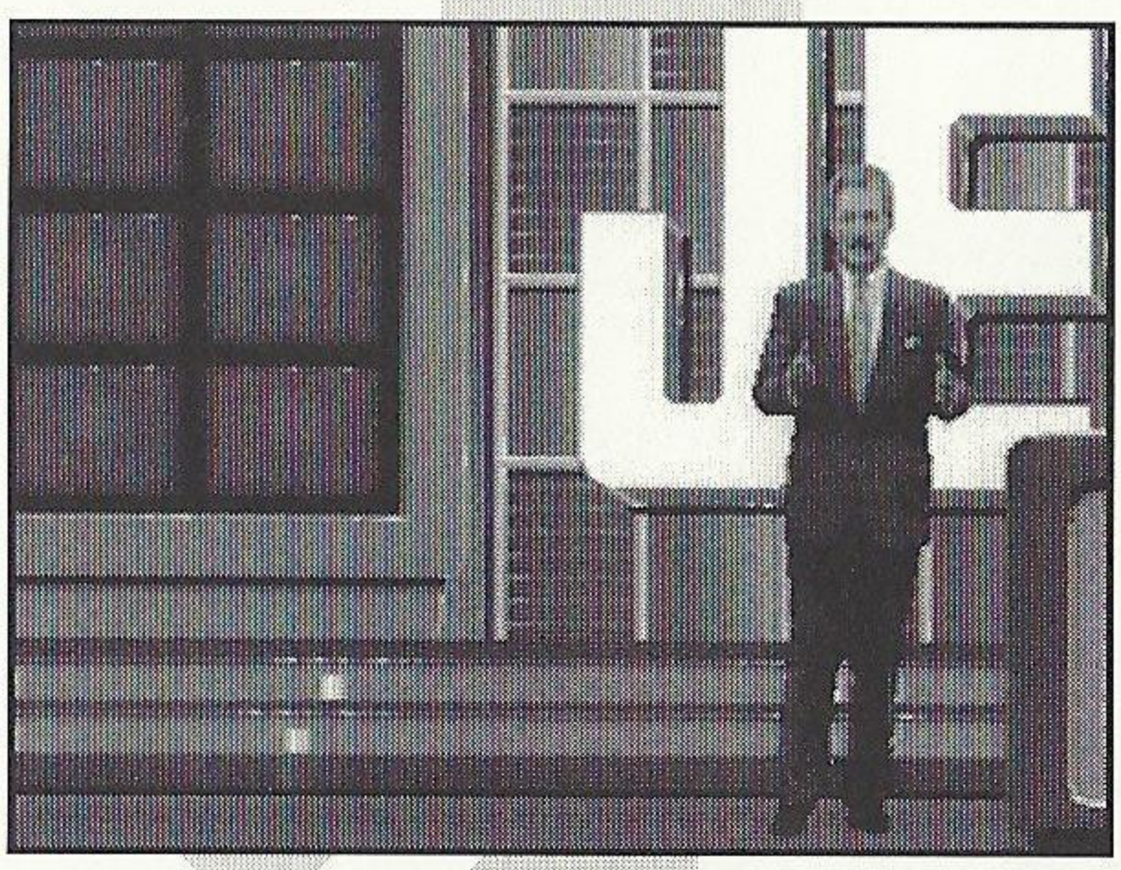
With Alex Trebek as your host, you can now play America's favorite TV game show on your Sega CD system — from the first round to the hidden Daily Doubles, Double *Jeopardy*! and Final *Jeopardy*!

Test your knowledge in scores of categories, from history to geography, movies, art, literature, science and more. You've got to be quick on the buzzer when you know the answer — always given in the form of a question, of course. But you'd better be extra sure, because if you're wrong, you'll lose the dollars you hoped to win!

One, two, or three players can play *Jeopardy*! If you win, you get the right to go on to play another game.

Up to three games can be saved in progress and resumed at a later time. The game saves automaticlly as you progress through the game.

Let's play *Jeopardy*!



CONTROLS

1 Player Game

- Use one Control Pad in Port #1
- Player buzzes in using Button A

2 Player Game

Two Control Pads

- Use one Control Pad in Port #1 and a second Control Pad in Port #2
- Each player buzzes in using Button A

or

One Control Pad

- Use one Control Pad between two players:
  - Player #1 buzzes in using Button A
  - Player #2 buzzes in using Button B

3 Player Game

Three Control Pads

- Use three Control Pads with the licensed Multi-Tap adaptor
  - Player #1 uses Control Pad #1
  - Player #2 uses Control Pad #2
  - Player #3 uses Control Pad #3

or

Two Control Pads

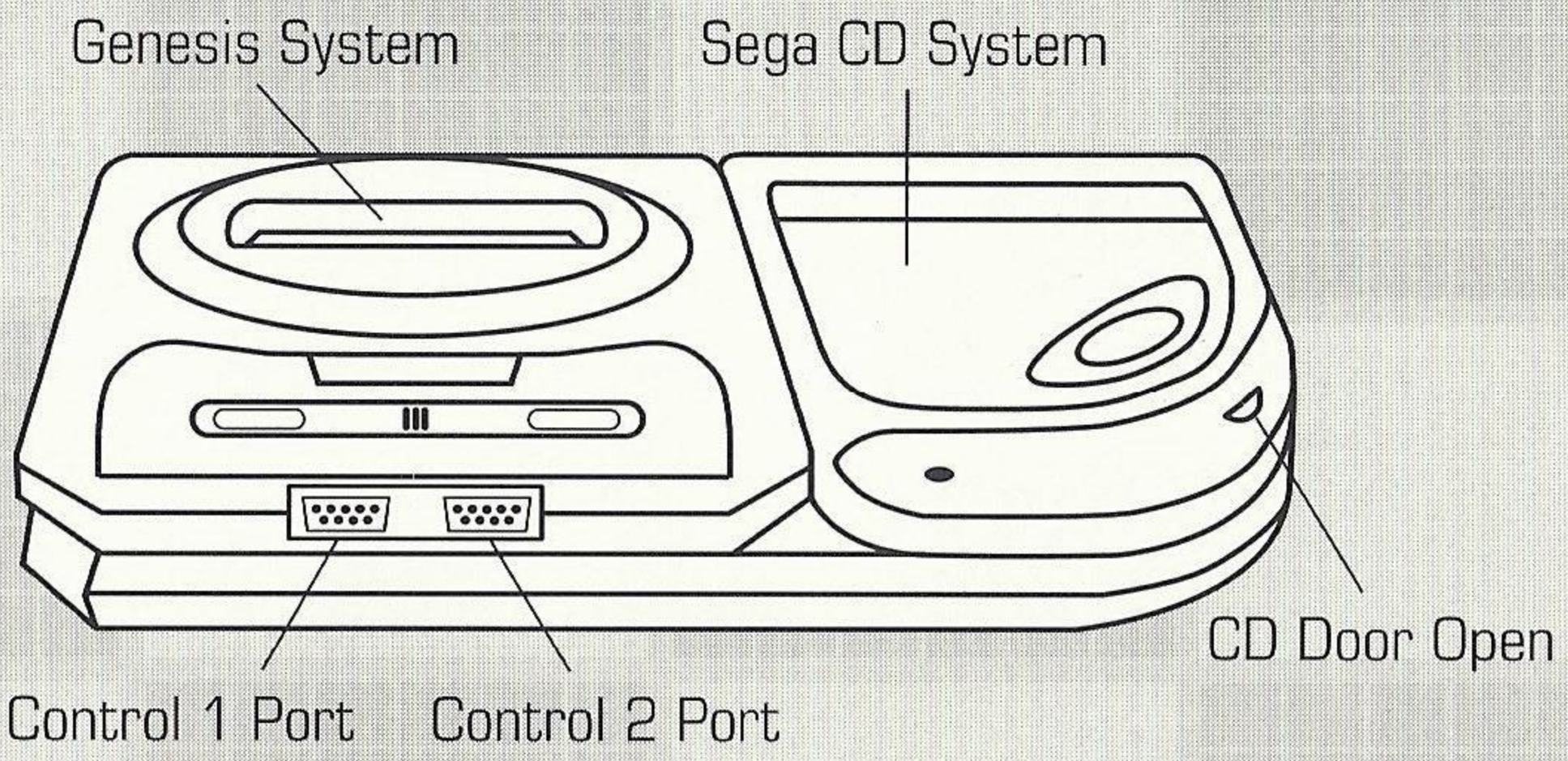
- Use one Control Pad in Port #1 and a second Control Pad in Port #2
  - Player #1 uses Control Pad #1 as normal
  - Player #2 and player #3 share Control Pad #2
    - Player #2 buzzes in with Button A
    - Player #3 buzzes in with Button C

or

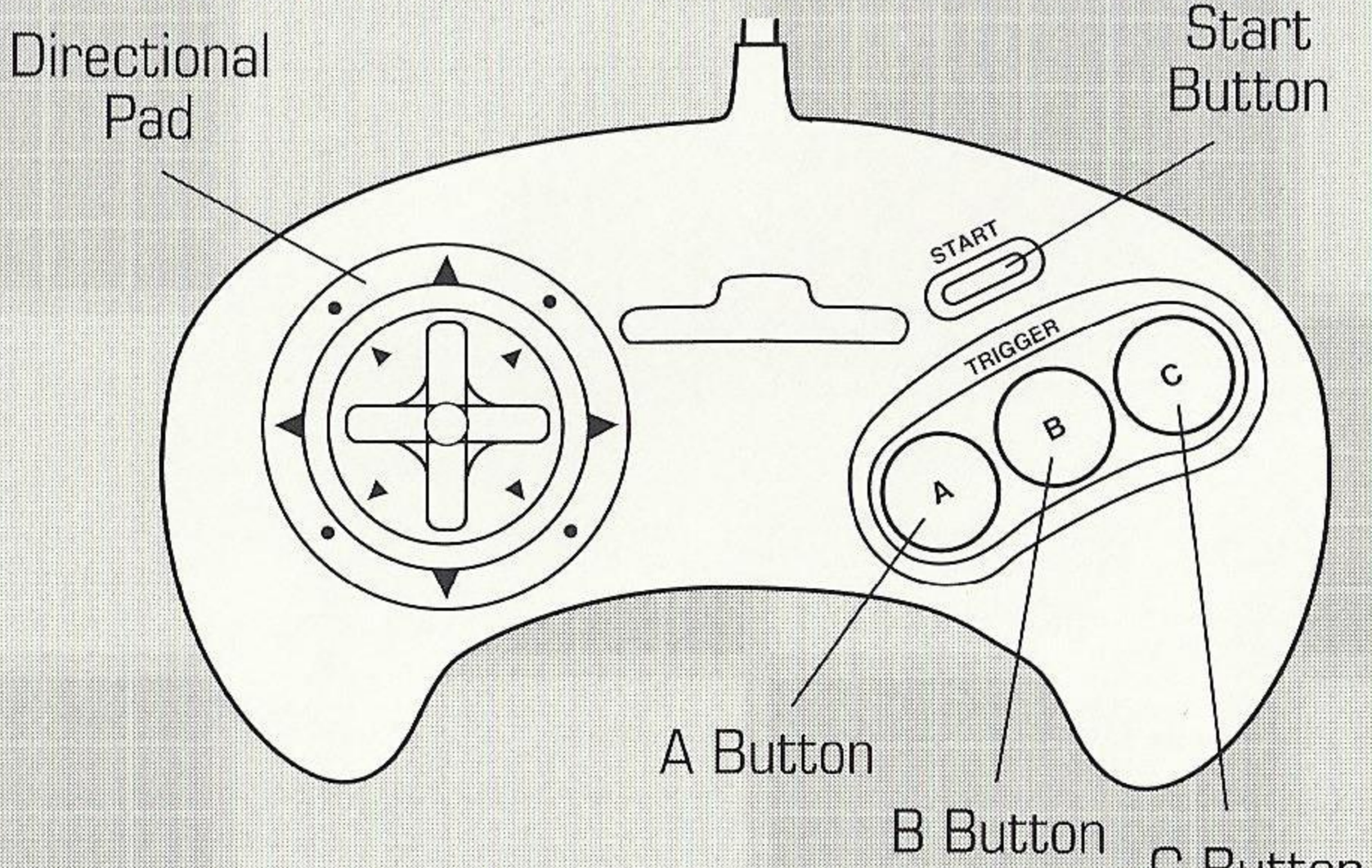
One Control Pad

- Use one Control Pad between three players
  - Player #1 buzzes in and selects a category using Button A
  - Player #2 buzzes in and selects a category using Button B
  - Player #3 buzzes in and selects a category using Button C

Sega CD System



Control Pad



Directional Pad



HOW TO PLAY

In setting up to play *Jeopardy*!, use the Directional Pad RIGHT and LEFT to scroll through your options and then the A Button or START to lock in your highlighted selections.

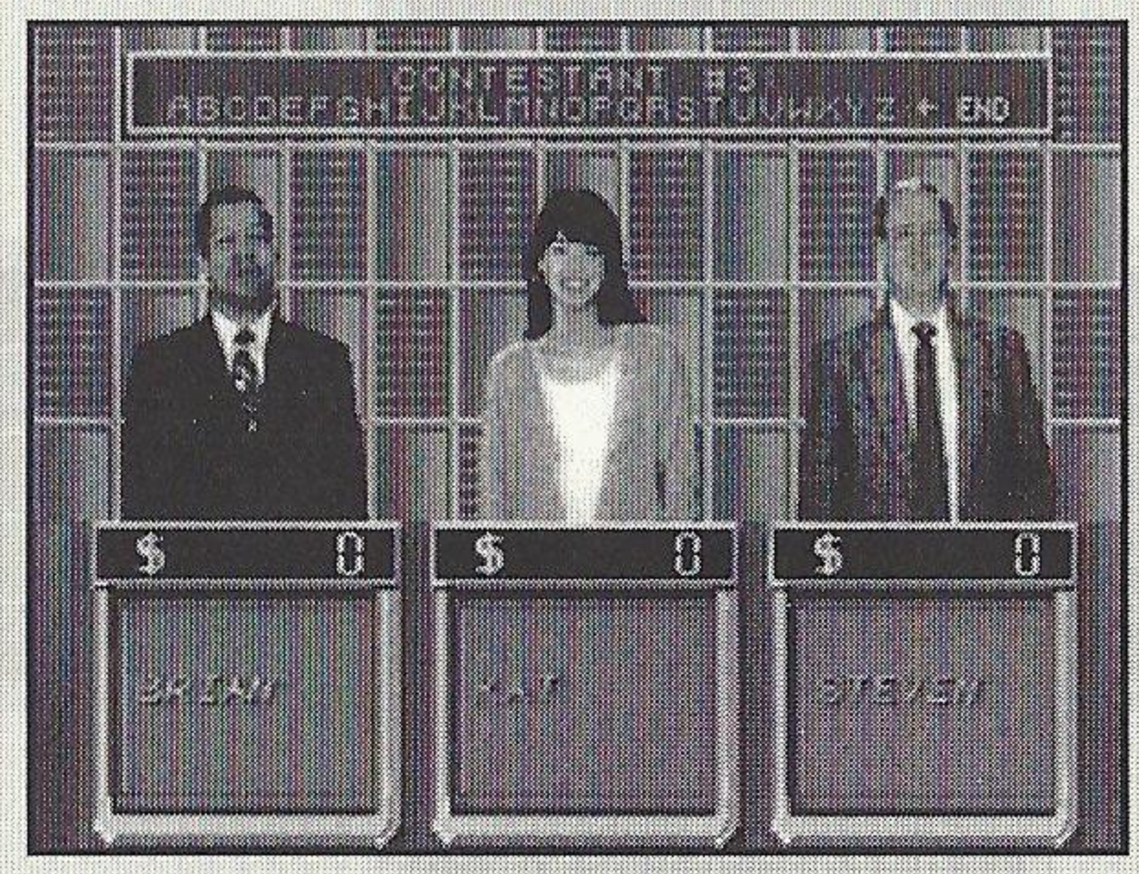
Selecting a Game



Before the rounds begin, you must first select a game from any that have been previously saved. To resume any saved game, select its number with the Directional Pad and then choose KEEP SAME. As you scroll through the available games, the contestant personalities and names appear at the podiums as each game number appears at the top of the screen. To start a new game with new personalities, select any saved game and then choose SELECT NEW.

Selecting the Number of Contestants

When starting a new game, you must specify the number of contestants. One, two or three players can compete. The computer can play the part of any or all of the three contestants. Select the number of contestants that you want (including computer opponents) using the Directional Pad, and then press the START Button to lock in your choice.

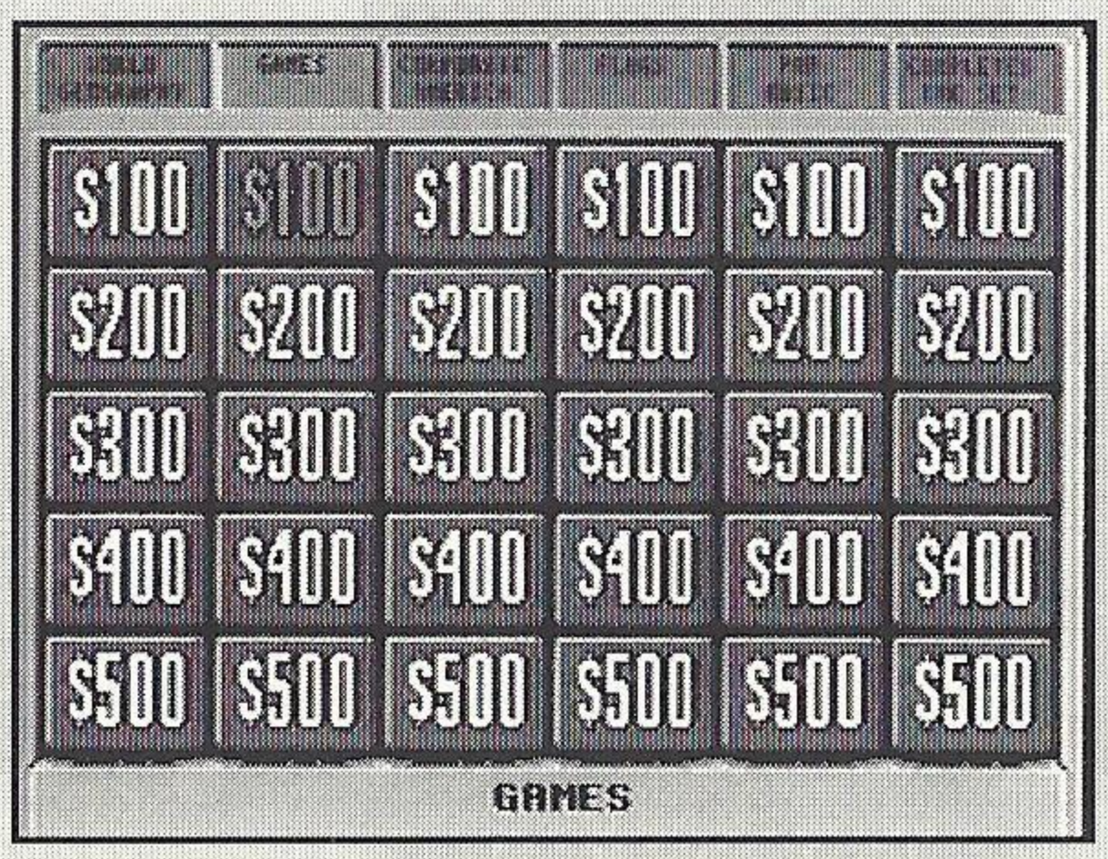


Selecting Personalities and Entering Names

After selecting the number of contestants, you will be able to select an on-screen personality by using the Directional Pad LEFT and RIGHT to cycle through the faces. After selecting a personality, you must specify whether he or she is a human-controlled *Jeopardy*! player by highlighting the appropriate option. Now you get to select names for the human contestants. (Computer contestants have preset names.)

Enter a name by moving the cursor over the desired letters using the Directinal Pad and locking them in by pressing the A Button. You may enter up to eight letters. If you make a mistake, you can delete letters with the B Button or the <– sign. Press the C Button, START Button or select "END" when finished.

Playing *Jeopardy*!



At the start of each round, Alex Trebek will announce the round and the number of Daily Doubles in the game board. You will then see the six "answer" categories roll by, one at a time. You can bypass this by pressing any button.

Selecting a Category and Dollar Amount. Now at the game board, contestant number one has control at the beginning and gets to pick a category and dollar value. Whenever this category board is displayed, the contestant currently in control may check all of the players' winnings by pressing START. The winnings remain displayed at the bottom of the screen until he or she presses START again. Use the Directional Pad in any direction to move around the board and then select a category and dollar value.

Hit Your Buzzer! Once the category and dollar amount is selected, the "answer" appears on the screen. As soon as the 15-second clock appears in the lower right corner of the screen, any of the players can buzz in to respond with the corresponding question — and put themselves in *Jeopardy*! Players buzz in by pressing the button that corresponds to their positions (See "Controls" above).



Entering Your "Question"

If you are the first player to buzz in, you have 60 seconds to enter the correct "question." A clock in the upper right corner of the screen counts down the time and a box containing numbers and the alphabet appears. The "answer" remains on the screen. To input your "question," use the Directional Pad to move the cursor over the letter(s) or number(s) you wish to select. Press the A Button to confirm each letter of the "question. "To delete a mistaken entry, press the B Button or select DEL. For spaces in multiple-word "questions," enter SPACE; however, entering the space is not required for the response to be deemed correct.

To complete your "question," enter END or press the C Button. If you realize that you don't know the correct response and you don't want to wait for the clock to tick down, press the C Button or enter END.

The game will accept minor misspellings, but if your "question" is significantly misspelled, the judges may not recognize it as the correct response.

If a contestant gives an incorrect response, the value of the "answer" will be subtracted from his or her winnings. The "answer" then reappears to give the remaining contestants a chance to try to supply the "question."

If no contestant buzzes in and the clock runs out, then the correct "question" will be revealed.

The contestant who has given the last correct "question" will have control over the board.

The round will continue until the entire category board is cleared. When this is accomplished, the Double *Jeopardy*! round commences. This round is played in the same manner as the *Jeopardy*! round. However, the dollar values on the board will be twice as much and the categories will be different. Also, another Daily Double will be added to the board.

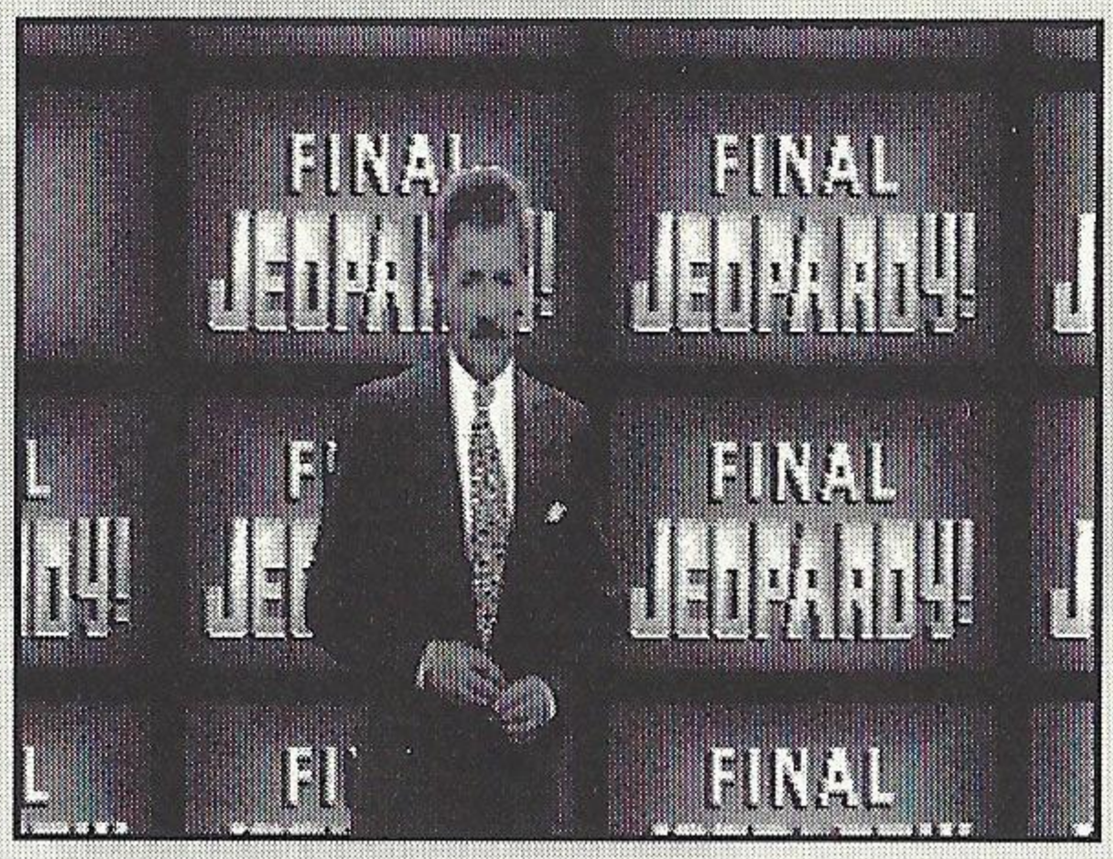


The Daily Double. There are Daily Doubles hidden within the category board. When one is found, it zooms to the front of the screen. The contestant who found it is the only one who can supply the correct "question" and must select the amount to be wagered.

If the contestant's accumulated winnings are less than the greatest dollar value on the board, then he or she may wager all of the accumulated winnings or as little as $5. The correct "question" wins the amount wagered while the incorrect "question" subtracts that amount from the contestant's winnings.

Regardless of the player's score, they may wager any amount that appears on the *Jeopardy*! Game Board. An example would be 100, 200, 300, 400, or 500 in the *Jeopardy*! Round, and 200, 400, 600, 800, or 1000 in the Double *Jeopardy*! Round.

Final *Jeopardy*!



Only players showing a positive dollar amount at the end of Double *Jeopardy*! will progress to the final *Jeopardy*! round. This final round of *Jeopardy*! consists of a single question from a pre-determined category which is displayed at the beginning of the round. Each contestant may wager up to the full amount of his or her current winnings or nothing at all.

To enter in the amount of your wager, use the Directional Pad to highlight each digit and then press the C Button when the amount is correct. You may also enter MIN to wager nothing or MAX to wager all of your winnings on the Final *Jeopardy*! "answer."

When two or three human players are competing, the game suggests that each player turn away from the screen when the other is entering the amount of his or her wager and the "question" — this adds to the drama and suspense as each player's answer and wager is revealed!

WARRANTY

Sony Imagesoft warrants to the original purchaser only that the CD provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If this program is found to be defective within 90 days of purchase, it will be replaced. Simply return the CD to Sony Imagesoft or its authorized dealer along with a dated proof of purchase. Replacement of the game pak, free of charge to the original purchaser (except for the cost of returning the CD) is the full extent of our liability.

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