

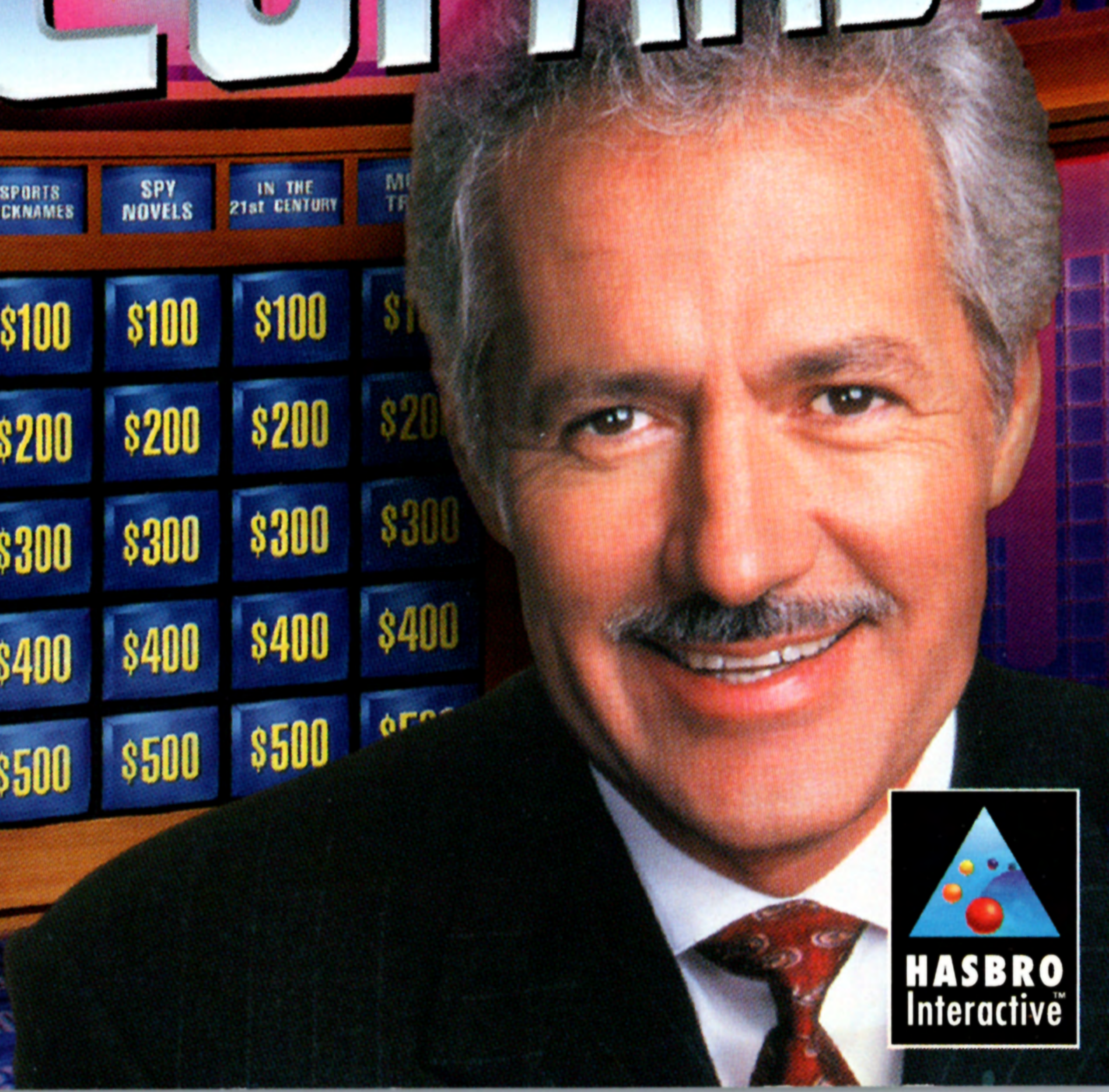


NTSC U/C

PlayStation

JEOPARDY!

MYTHOLOGY	ANIMALS	SPORTS NICKNAMES	SPY NOVELS	IN THE 21st CENTURY	MUSIC
\$100	\$100	\$100	\$100	\$100	\$100
\$200	\$200	\$200	\$200	\$200	\$200
\$300	\$300	\$300	\$300	\$300	\$300
\$400	\$400	\$400	\$400	\$400	\$400
\$500	\$500	\$500	\$500	\$500	\$500



EVERYONE



CONTENT RATED BY ESRB

SLUS-00682
99162



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.

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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Getting Started

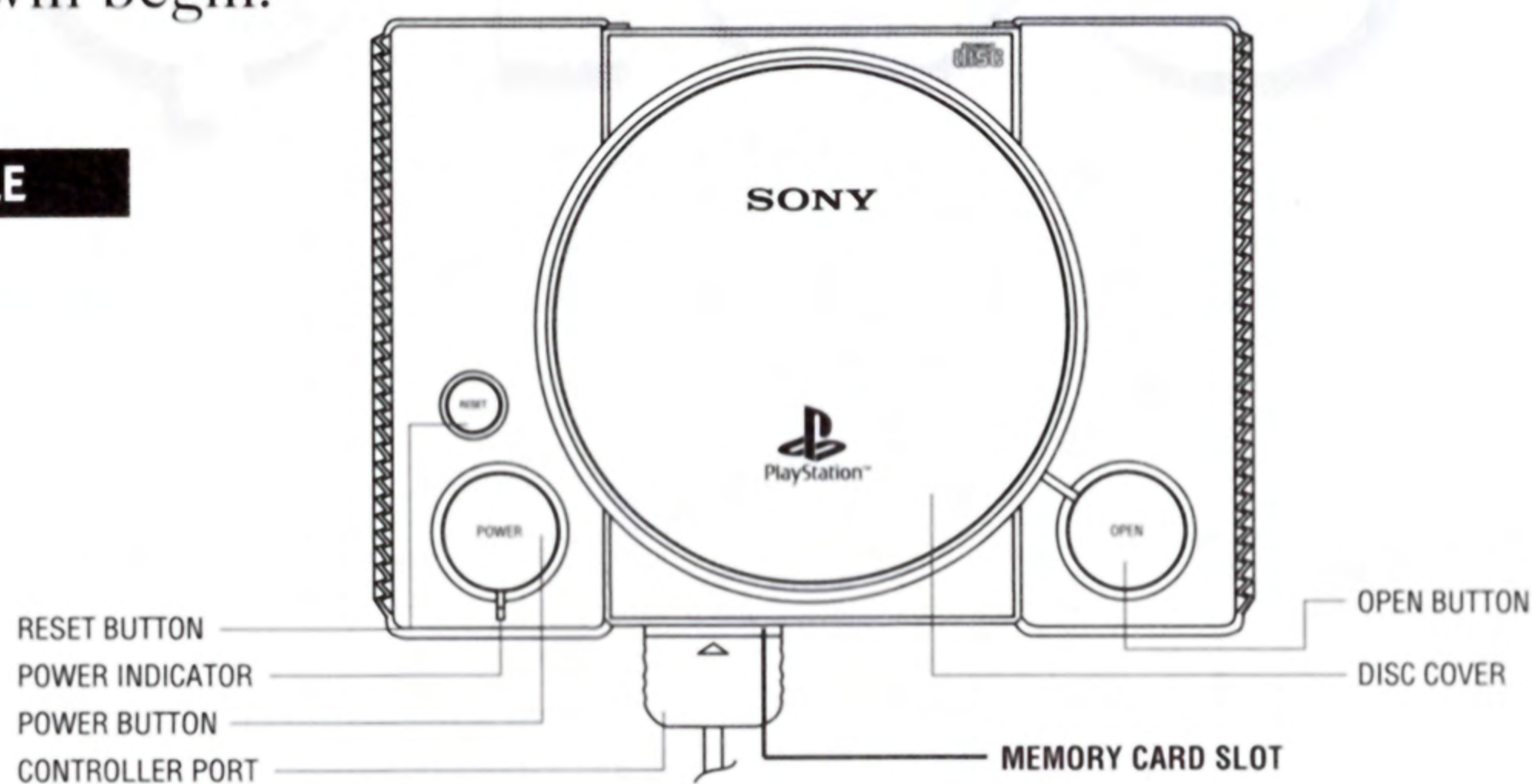
Important! Do not insert or remove peripherals or memory cards once power is turned on. You will need a memory card to save your games.

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!* 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 are at least four free blocks on your memory card before beginning your game in order to save category information and high scores. An additional three free blocks are required if you wish to save a game. You are not able to swap memory cards during play and you must leave the card in the first slot of your multi-tap if you are using one.

CONSOLE



Controlling Jeopardy!®

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!*

Directional Buttons: Use these buttons to move around on the video wall or to navigate through menu choices.

✖ Button - Use to select menu items, to ring in, and also to select letters when entering questions.

▲ Button - Use to move backwards in menus, and to enter questions.

● Button - Use to type in spaces.

■ Button - Use to backspace when entering questions.

Start: Can be used to skip certain video sequences. Also used to pause a game in progress.

Analog: When this button is on (red light is illuminated), certain analog functionality of the Dual Shock™ controller is enabled.

Left Joystick: Use this as an alternative to the directional buttons.

Right Joystick: Not used.

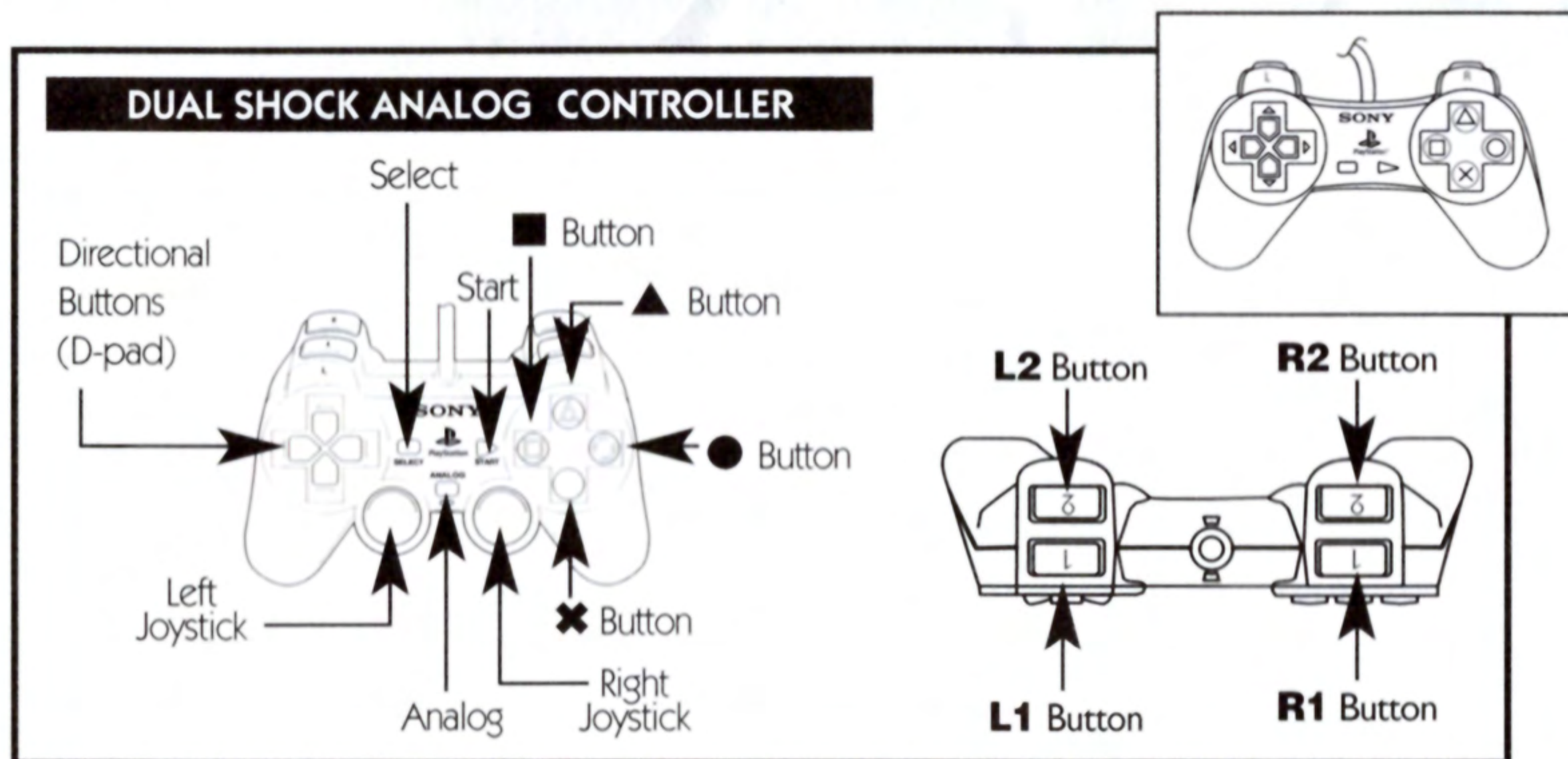
L1 - Use this to view the category located at the top of a column, and to view a close-up of the answer when entering your questions.

L2 - Not Used.

R1 - Use this to accept an auto-completion response when typing in a response, and to change views when selecting answers from the video wall.

R2 - Not Used.

NOTE: Compatible only in Digital and Analog mode.



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

Welcome to the game where you're provided the answer and you must come up with the correct question!

This is **JEOPARDY!**[®]

Alex Trebek is your host in this fast-paced, PlayStation[®] version of your favorite quiz show. *Jeopardy!* for the PlayStation[®] takes you from the first round, through Double *Jeopardy!* and on to the grand finale – Final *Jeopardy!*

Jeopardy! for the PlayStation[®] features over 3,500 answers created by the actual writers of the hit television show. For the first time ever, *Jeopardy!* for the PlayStation[®] includes Video Daily Doubles! Test your knowledge in a variety of challenging categories. Enjoy solo play or play against friends or computer opponents.

So, grab hold of the buzzer, wipe your brow and get your brain going with *Jeopardy!* for the PlayStation[®]! Lights, camera, action!

How to Win?

Players are presented with topical answers. They must ring in using their ring-in button and respond in the form of a question. If they respond correctly, they are awarded the money value associated with the answer. If they respond incorrectly, the money value associated with the answer is deducted from them. Play continues through two rounds and ends with a *Final Jeopardy!* question, where the player can wager all or nothing on a final clue. The player with the most money at the end of *Final Jeopardy!* is the winner.

The Main Menu

This is where you start games and set game play options. To navigate through the screens, simply use the up and down directional buttons. To make a selection, press the **✕** button. To “back up” at any time, press the **▲** button.

Normal

In normal play, you compete against other players or computer players to win as much money as you can. Select this item to start a “normal” game with up to 3 human or 2 computer players.

Note: Each player must have their own controller. For three players, you will need to use the multi-tap optional accessory and have 3 controllers.

Next, using the up and down directional buttons and the **✕** button, select either “1, 2 or 3” for the number of human players. Computer players will be automatically added accordingly, to total a three-player game. (**Note:** All games must have at least one human player.) You will then be prompted to enter player names. See **Entering Player Names** below. In a game with one human player, computer players will be



labeled as “Player 2” and “Player 3.” In a game with two human players, the computer player will be labeled as “Player 3.” In a game with three human players, there are no computer players.

Note: If you want to challenge yourself to a complete game in which you test your wits alone against the *Jeopardy!* content, set up a normal game of 3 human players. When it is time to ring in and respond, play as one of the 3 players and leave the other two players alone. In this type of play, you can experience uninterrupted play through an entire game in standard format.

Entering Player Names

When prompted, you will have the choice of entering a new player name or using the default name of Player 1 (or Player 2 or Player 3, depending on the game).

New Player Names

To enter your name, you can use either the digital or analog controller to “script” your name into the *Jeopardy!* podium. To draw, hold the **R1** button and move the left analog joystick control or the directional buttons. Pressing the **L1** button and moving the left analog joystick or the directional buttons deletes portions of the drawn area. Press the **▲** button to clear the scripted area. When finished, press the **✕** button.

Speed Game

Select this item to start a single-player game. Refer to **Entering Player Names** above on how to enter your name. Speed Game gameplay takes place on a single Double *Jeopardy!* board (values \$200 to \$1000) of 30 clues and includes Daily Doubles. You play alone and may select from any of the available clues. Once a clue is revealed,



you do not have to respond to it. If you wish not to respond, you may pass and then view another clue. Play is stopped when all 30 clues have been viewed. If you attain a top 3 score, it will be posted on the Speed Game section of the High Score charts.

Load Game

Select this item to load the previously saved game. In addition to loading the game, this will load the board, category and clue information as it was saved. It will also load all of the options settings (buzz-in time, response time, spell tolerance, skill level, adaptive AI) that accompany the game. See “How to Save a Game” on page 11 for information on saving games in progress. **Note:** You will be informed if your memory card is not inserted or does not contain valid saved game data.

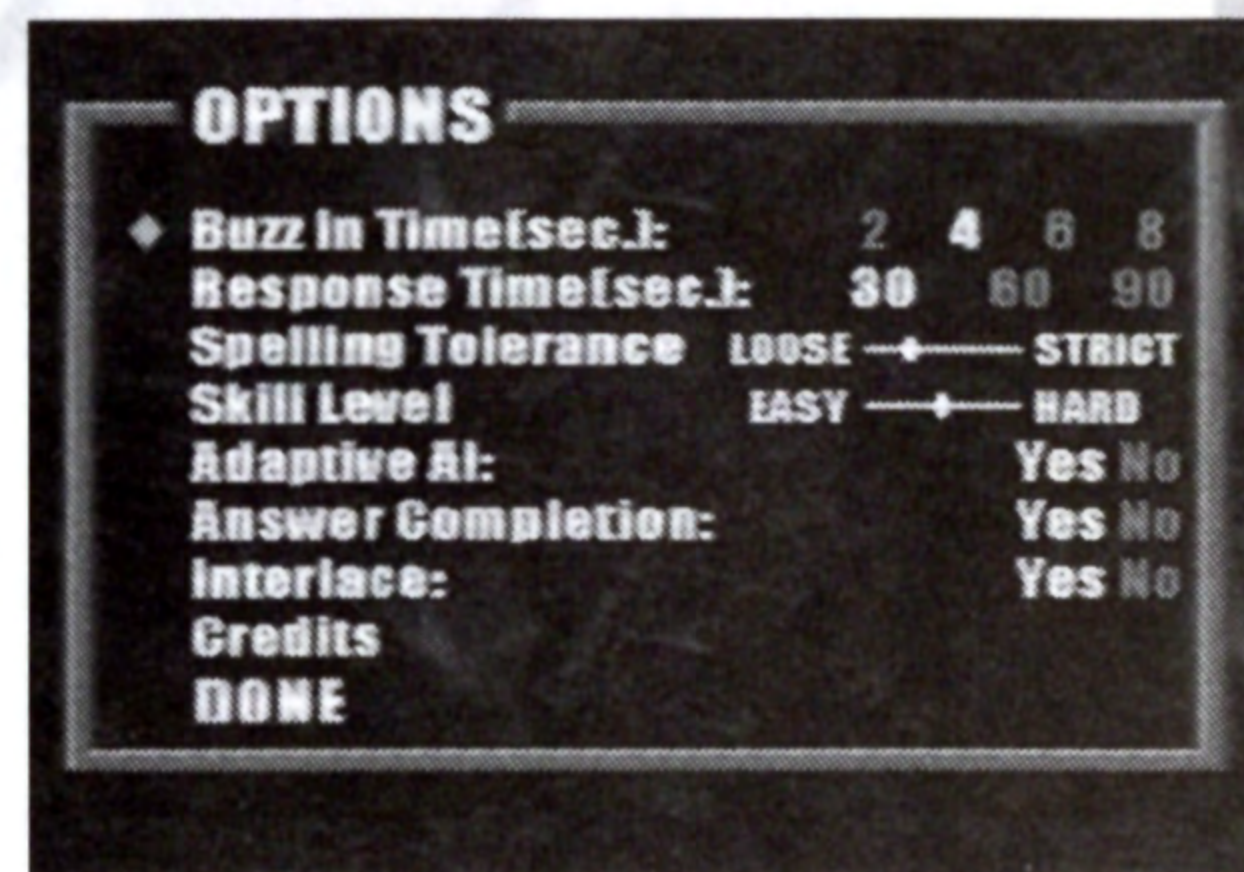
High Scores

Select this item to view the top 3 high scores of both Normal and Speed Games. Press **✕** to return to the Main Menu. **Note:** High scores will only be saved if you have a memory card.

Options

Select this item to set gameplay options. Use the up and down directional buttons to move through the different options. Choose “Done” to save your settings and return to the previous menu.

Buzz-In Time: The buzz-in time is the time allowed to ring in to respond to an answer, once the answer has been read in its entirety. The default buzz-in time is set to 4 seconds. Select between 2, 4, 6 and 8 seconds.



Response Time: The response time 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. Select between 30, 60 and 90 seconds.

Spell Tolerance: This adjusts the level of acceptance with misspelled words. Use the slider to adjust between Loose and Strict spelling tolerance, in 5 separate increments. The Loose setting (default) is more tolerant of spelling mistakes, whereas the Strict setting requires very accurate spelling of responses. The default is a medium tolerance.

Skill Level: Highlight this selection, then use the left and right directional buttons to adjust the competitive playing ability of the computer players between Easy and Hard (default is somewhere in-between). The slider setting has a direct effect on how quickly the AI will try to buzz-in, the probability of right versus wrong responses the AI will offer, and the content difficulty of the board. For example, on the Easy setting the computer players would buzz-in non-aggressively (allowing the human players a comfortable amount of time to buzz-in), would offer correct and incorrect responses, and would have a board comprised of less-challenging content. On the Hard setting, however, the computer players would buzz-in aggressively (challenging the human players to buzz-in more quickly), computer players would often answer correctly and the content of the board would be challenging.

Adaptive AI: Adaptive AI is a function whereby the AI challenges the highest scoring human player. It will try to maintain a close score to the highest scoring player, answering more or less aggressively and accurately. The default is set to "yes." Highlight this selection and press the ✕ button to toggle between "YES" and "NO."

Interlace: Interlacing is a high-resolution graphics mode. The default is set to “YES.” Highlight this selection and press the ✕ button to toggle between “YES” and “NO.” If you experience screen flicker, set this to “NO.”

Volume: This adjusts the volume level of all game audio. Use the slider to adjust between low and high.

Credits: Highlight this selection and press the ✕ button to view the credits.

Done: Highlight this selection and press the ✕ button to return to the main screen.

HOW TO SAVE A GAME

[MEMORY CARD MUST BE INSERTED]

Saved games 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, spell tolerance, skill level, adaptive AI) that accompany the game. See “Load Game” on page 9 for information on loading games in progress.

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

1. Press the START button to bring up the In-Game Options Menu.
2. Highlight the “SAVE” item and press the ✕ button. The game will verify that a memory card is inserted and has available space. If enough space is available, the current game will be saved and you will return to the Main Menu.

PLAYING JEOPARDY!®

Jeopardy! is played in three rounds. At the beginning of the round, Alex will introduce the round 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.

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 6 columns of 5 clues each for a total of 30 clues per 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. In *Jeopardy!*, values range from \$100 to \$500 (in \$100 increments) with 1 Daily Double clue. In *Double Jeopardy!*, values are doubled and range from \$200 to \$1,000 (in \$200 increments) with 2 Daily Double answers.



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 move around the board, the category name will appear in the upper right corner of your screen. When you are on the 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. You

will see that certain viewing perspectives do not readily show the category name on your screen. If you wish to view the category located at the top of the column, press the **L1** button.

Ring in

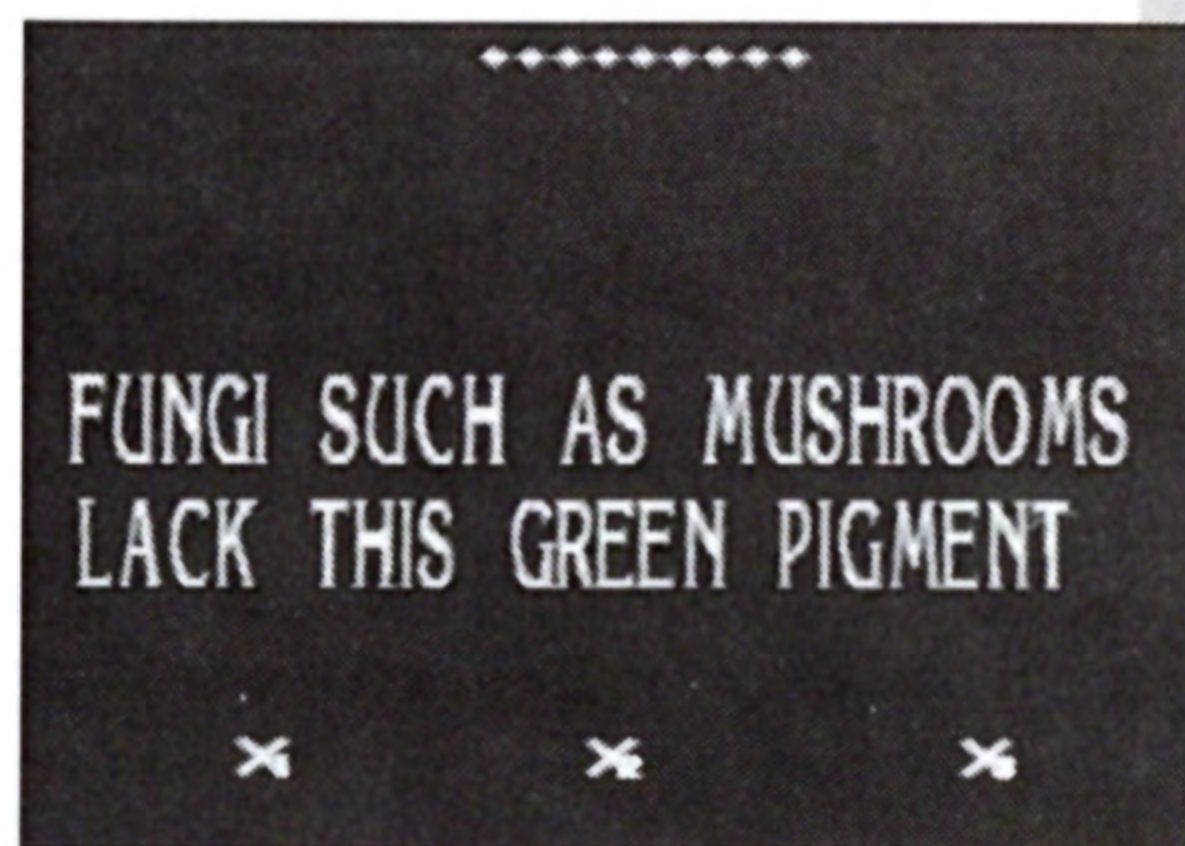
To ring in, press the **X** button. Players are “locked out” of ringing in until *Jeopardy!* announcer Johnny Gilbert has finished reading the answer aloud. Once the answer has been read, ring-in indicators will appear at the bottom of the screen for all active players, and will disappear if a player rings in. If that player responds incorrectly, the indicators will re-illuminate, indicating the other players may ring in.

Entering a Question

Once a player rings in, the question is presented to the player and a letter carousel will appear. Depending on the game options, the player will have up to 90 seconds to “type” in their response. Use the left and right directional buttons to scroll through letters.

Press the **X** button to select the letter (a cursor indicates your current position in the text string). Press the **●** button to insert a space. If you make a mistake, use the **■** button. To see a close-up view of the answer, press the **L1** button.

When finished, press the **▲** button. Alex will respond to your question with either “correct” or “that’s incorrect.” If time elapses while entering your question, whatever you have entered so far will be considered as your response.



Drop Down Words - (ONLY IF ANSWER COMPLETION IS "ON.")

As you begin to "type" in your answer, you will notice that words begin to appear based upon the letters of your currently spelled word. To add these words to the question you are entering, press the **RI** button. You can continue to edit the answer as normal.

Important! You should not type the beginning of the question. "Who is?", "What is?", "Where is?", etc., (as well as any relative article, such as "the," "an," or "a") will appear above your question automatically.

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

If you are incorrect, the value of the question is deducted from your total. Other players are then given a chance to ring in and attempt to respond to the answer.

Note: If time runs out before you have completed your response, it may be deemed acceptable, depending on how much of the response you have provided, and the spelling tolerance you have selected for judging responses.

If all players have responded incorrectly to an answer, Alex will reveal the correct response and control will return to the last player who had a correct response.

If an AI player rings in, you will see them type in their response. Alex will indicate whether the AI player has a correct or incorrect response and their totals will be adjusted accordingly.

Daily Doubles and Wagering

A Daily Double is hidden on the *Jeopardy!* category board. When a player discovers one, a Daily Double graphic will appear on screen. At that time, only the contestant who selected it may respond to that clue. That player selects the amount they would

like to wager, with a minimum wager of \$5.00 and a maximum wager of no more than their current total earnings. **Note:** If current total earnings are less than the highest dollar value on the board, then the player can wager no more than 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 \$1000 can wager up to a maximum of \$1000. Use the left and right directional buttons to move between the various dollar digits, and the up and down directional buttons to increase or decrease the dollar digit values. Press the **X** button when satisfied with your wager.

If a 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.

Refer to **Entering a Question** on page 13 for how to enter in your response. A correct response adds the wagered amount to the player's winnings; an incorrect response deducts the wagered amount. Following the Daily Double, the round continues until the entire category board is cleared.

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 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 positive total score wagers on the last clue of the game. Players can wager any amount from zero up to the total amount in their bank. Players with negative scores are excluded from Final *Jeopardy!*

Player 1 is asked to secretly enter a wager. (Refer to **Daily Doubles and Wagering** on page 14.) If there are two or more human players, Players 2 and 3 are asked to turn away from the screen while Player 1 enters his/her wager. Each player takes a turn secretly entering 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. 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 this time, approximately 30 seconds, to respond to the clue. Note that the same “light bar” timer will also appear for a visual representation of time remaining. In turn, Players 2 and 3 are presented with the clue and will respond to it secretly. You will not visualize any computer players responding to the “think music.” Responses of the computer players will be recorded automatically without this process.



Alex will then reveal the response of the player currently in third place (the player with the lowest cumulative *Jeopardy!* and Double *Jeopardy!* winnings) and will rule on that response. If that player responds correctly, his/her wager is revealed and is added to form his/her total current winnings for the game. If the player responds incorrectly, his/her wager is revealed and is deducted to form his/her total current winnings for the game. This process continues in order with the player currently in second place, and then with the player currently 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 3 players respond incorrectly, at which time Alex will reveal the correct response.

The player with the highest total score after Final *Jeopardy!* is crowned the *Jeopardy!* champion and is congratulated by Alex Trebek. If the score is better than any of the current high scores, the player will make it to the high score charts!

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 :

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

- Technical Support
- Hints and Tips
- Player Contact Information
- Software Upgrades
- Demos
- Interaction
- Interviews
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- Chat and Community
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- 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 for convenient shopping from home.

TECHNICAL SUPPORT

If you are having technical difficulties with the *Jeopardy!* 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 communicate with our technical support directly from the Internet or through popular commercial online providers, such as America Online, Prodigy, and CompuServe. Direct any E-mail questions concerning the *Jeopardy!* PlayStation game to: **HI@hasbro.com**

To find out more about the *Jeopardy!* PlayStation game or any other Hasbro Interactive product, please visit:

<http://www.hasbro-interactive.com>

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Hasbro Interactive warrants for a period of ninety (90) days following the original retail purchase of this copy of the *Jeopardy!* PlayStation game that the program is free from substantial errors or defects that will materially interfere with the operation of the program as described in the enclosed user documentation. This policy applies to the initial purchaser only.

If you believe you have found any such error or defect in the program during the warranty period, call Hasbro Interactive's Technical Support Department at (410) 568-2377, between the hours of 8:00 a.m. and 12:00 midnight Monday through Friday (Eastern Time) and 8:00 a.m. to 8:00 p.m. Saturday and Sunday, holidays excluded. Our technical personnel will attempt to help you correct any problem that may occur. If you have a problem resulting from a manufacturing defect in the CD-ROM, Hasbro Interactive will replace your compact disc with a corrected version. For problems resulting from your system software or hardware, Hasbro Interactive will suggest technical solutions to help you avoid the problem.

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Gabrielle MacKenzie

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Andrew Criddle

Stas Jesionka

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TuTu Santamaria

Waheeda Mac Dougall

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- One to Three Players



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