Nintendo

GAME BOY®

DMG-JP-USA-3

JEOPARDY!®

INSTRUCTION BOOKLET

LICENSED BY

Nintendo®

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GAMETEK

GameTek brings to Game Boy one of the biggest names in TV game shows—JEOPARDY! Be the first to press the buzzer and the "cash" is yours. This Nintendo Game Boy version of the second-highest-rated TV game show is just like the original. Play alone against a computer opponent, or play with a friend either on one Game Boy unit or on two with a Game link hook-up. We've packed big brains in a small box for great fun and great challenges!

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HOW TO USE THE CONTROLLER

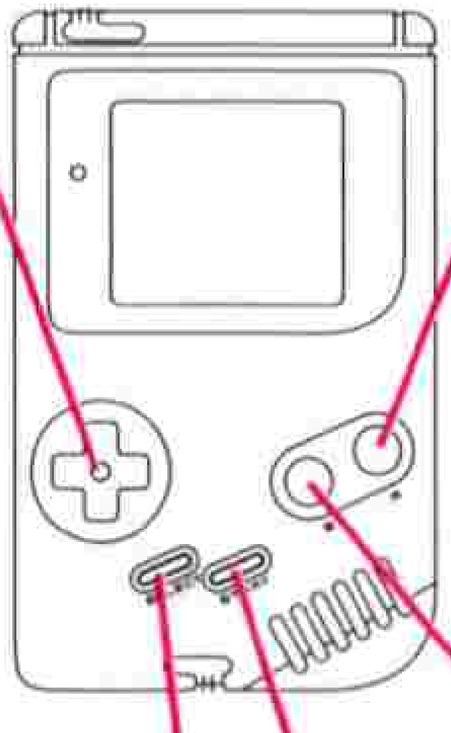
CONTROL PAD

Pressing the arrowed tips:

1. Up or down moves the cursor to game play selections, character selections, and wager selections.

2. Left or right moves the cursor across category headings.

3. Left or right, up or down, or wrapping around selects letters, numerals, symbols, SPC (Space), DEL (Delete) or END.



BUTTON A

1. Confirms the selection of characters, letters, numerals, symbols, SPC, DEL END, categories and wagers.

2. Advances screens..

BUTTON B

Not used.

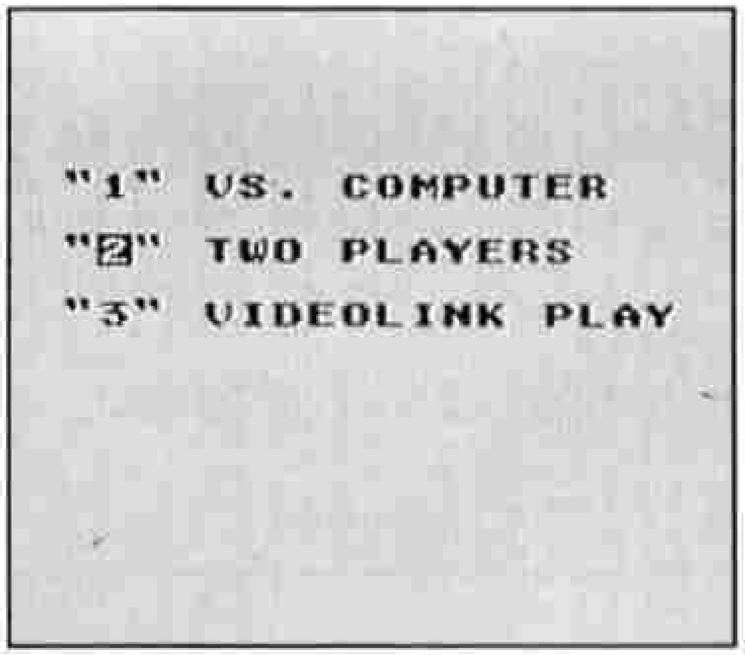
START BUTTON

Pauses and restarts the game.

SELECT BUTTON

Not used.

SETTING UP A 1- OR 2-PLAYER GAME (ONE GAME BOY)



1. When the switch is turned on, the Nintendo® logo will be displayed, followed by the Jeopardy!® title screen.

2. When the Game Selection screen appears, use the up or down arrow on the Control Pad to select a 1-Player-Versus-the–Computer or a 2-Player game. Confirm your selection with Button A. (The video link game cannot be accessed unless there is a hook-up.)

3. The Name Entering screen follows:



a. In a 2-Player, One-Game Boy game, players decide in advance who is to go first. That player uses the 4 tips of his/her Control Pad to move the cursor right and left, up and down, and wrapping around the board to spell out his/her

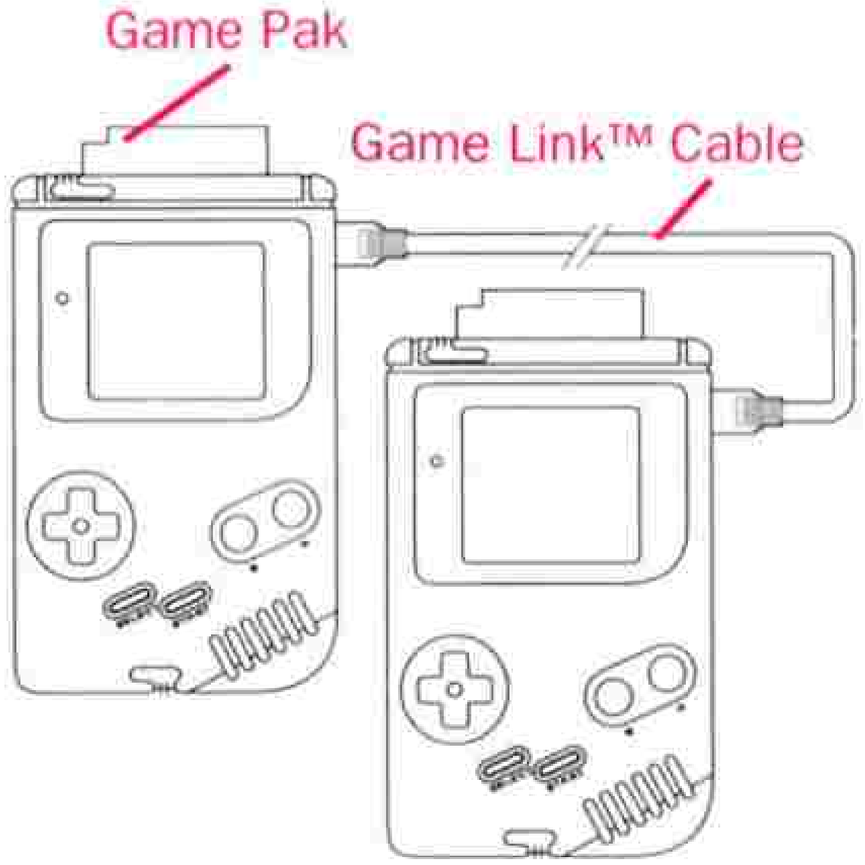
name (up to 5 letters), confirming each with Button A, then scrolling to END and confirming with Button A. (An incorrect letter can be "erased" by scrolling to DEL or to ← before scrolling to END.

b. In a 1-Player-Versus-the-Computer game, the human player enters his/her name as in 3a. An opponent is automatically selected and named, and appears as a second player.

4. Player #1, you are shown a character seated at the first console. Use the up or down arrows to change to the character of your choice; confirm your selection with Button A. Player #2, follow the same procedure.

SETTING UP A 2-PLAYER GAME LINK GAME

1. Before starting, you will need the following:
   a. 2 GAME BOY units
   b. 2 JEOPARDY! Game Paks
   c. 1 Game Link™ Cable



2. Connect the Game Link™ cable and check that the Game Paks have been inserted correctly in place. Then turn the power switches ON.

3. Check that the title screens are displayed on both GAME BOY units.

4. When the Game Selection screen appears, both players use the up or down arrow on the Control Pad to select "3," Game Link™ play; confirm with Button A.

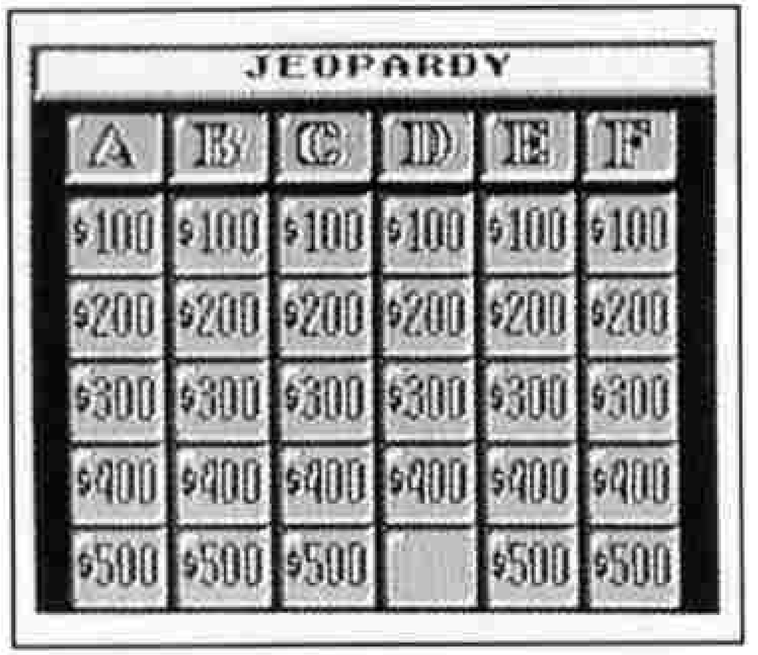
5. The players decide in advance whose GAME BOY will be the "master."

That player will go first in the name and character selections, as in Steps GAME BOY Unit 3a and 4 of the 2-Player One-Game Boy game.

NOTE: The game will stop if step 2 has not been carried out correctly, or if the Game Link™cable is pulled out and inserted again during the game. If this happens, turn the power switches of both GAME BOY units OFF and begin the set-up procedure from Step 2 again.

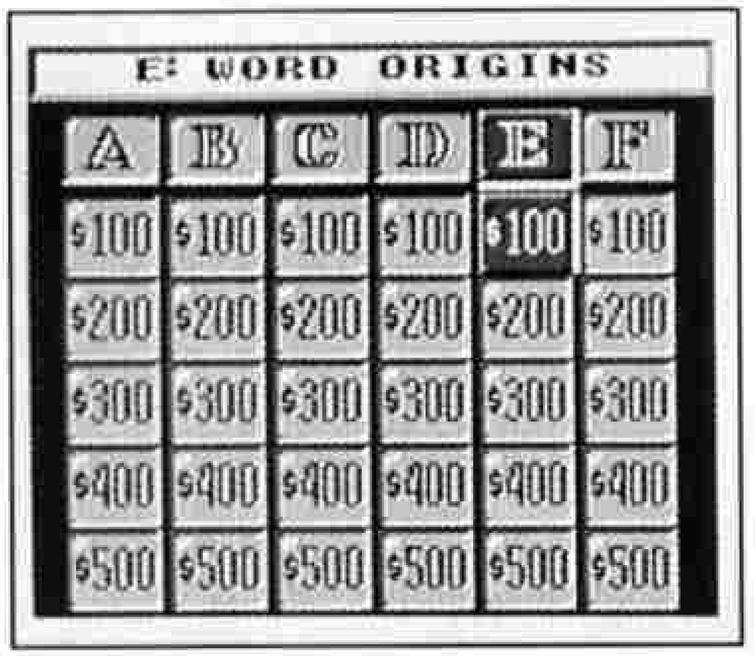
HOW TO PLAY JEOPARDY!

1. The Jeopardy! board appears on the screen with categories headed by the letters A through E. Each category's title and identifying letter are displayed above the board.



   a. Player #1, press the Control Pad right or left to move horizontally across the 6 categories. Stop at your selection and confirm it with Button A.

   b. Move the Control Pad up or down to select a wager from $100 to $500. (Generally, the higher the wager, the harder the question.) Confirm your wager with Button A.



2. Both players now get ready for the

"answer" to appear on the screen and be the first to "buzz in" with the "question" as the timer counts down.

a. In a 2-Player One-Game Boy game, Player #1 presses the center of the Control Pad and Player #2 presses Button A.

b. In a 2-Player Video Link game, each player uses his/her own Button A.

c. In a 1-Player game against the computer, the player uses any button except START.

3. As soon as the answer appears, a timer at the top starts the countdown from 10 to 00, waiting for a player to buzz in.

a. If one player *does* buzz in, go directly to Step 4.

b. If no player buzzes in and the time runs out, you will be advised of this and



the correct question will be displayed on the screen. The original player then selects a new category and wager.

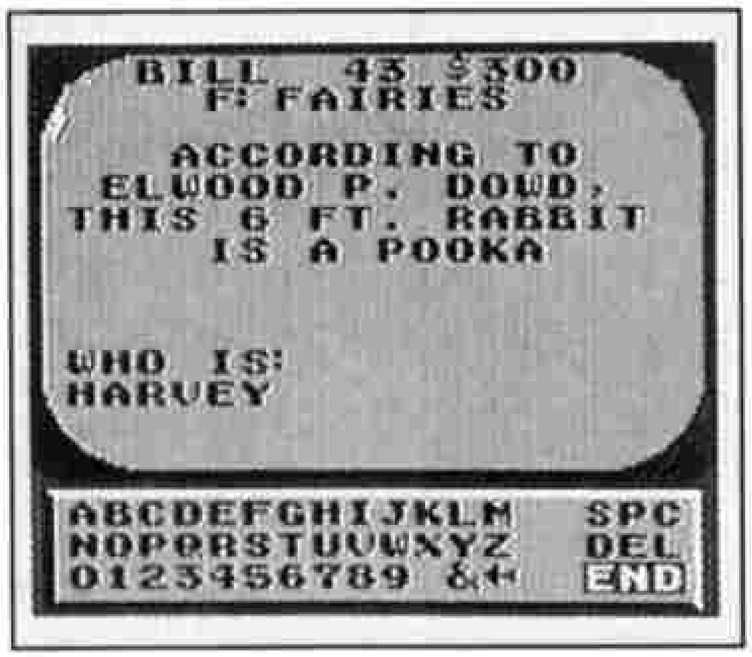
4. The player who has buzzed in first has control of the board, shutting out the other player. The screen displays the 2 players at their consoles, with flashing lights in front of the player who has buzzed in. The answer reappears on the screen along with:

a. The name of the player who buzzed in

b. The timer starting a countdown from 60 to 00

c. The first part of the question (WHO IS...or WHAT IS...or WHAT ARE, etc.)

d. The alphabet/number board on which the question is to be completed.



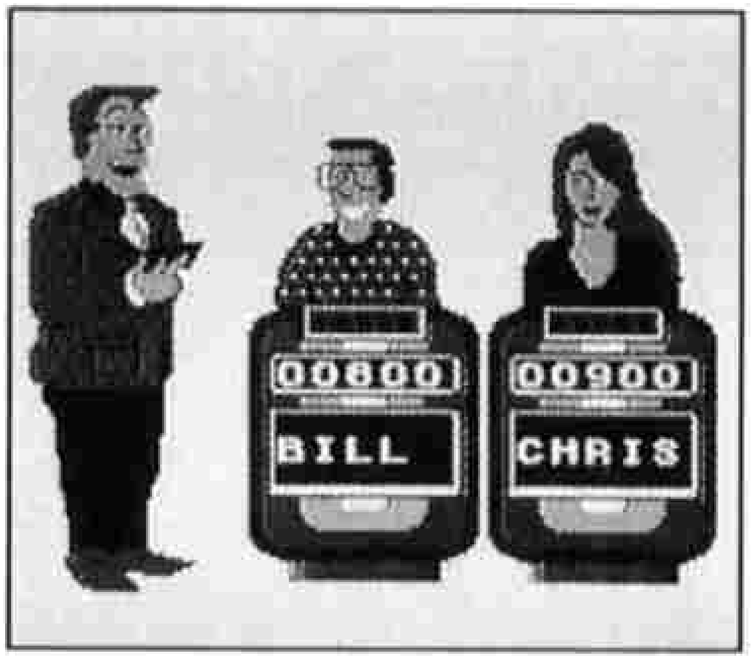
5. For this explanation, we'll say Player #1 has buzzed in first.

a. Player #1, scroll the cursor to spell out your question, confirming each letter with Button A.

b. Scroll to END and confirm with Button A.

c. Spelling must be completed and confirmed before the timer reaches 00.

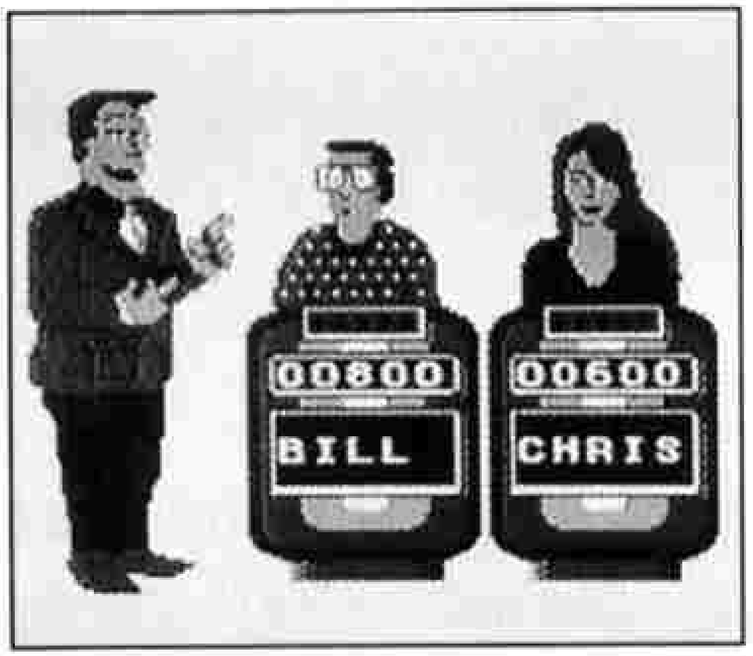




6. If the question is correct, the amount wagered and won is added to any previous winnings and posted in front of Player #1.

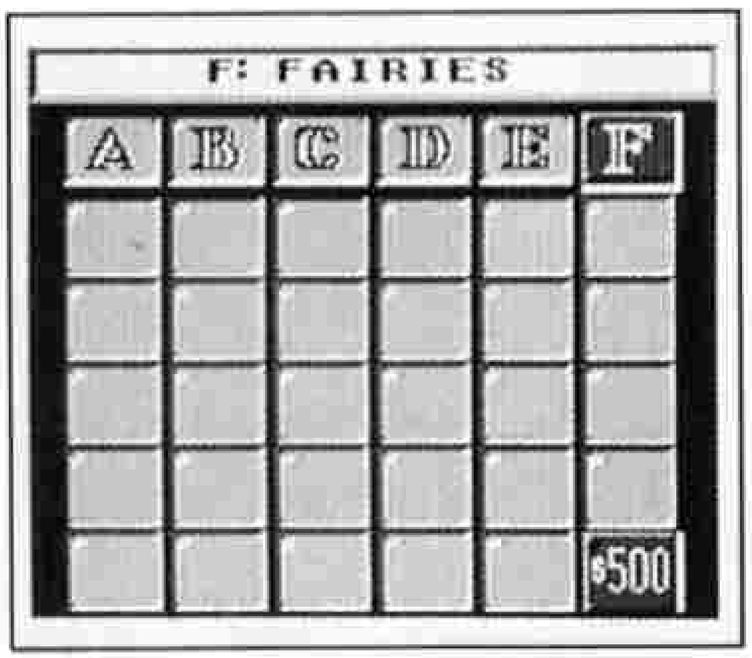


7. If the question is incorrect, the amount wagered is deducted from these winnings, going to a minus figure when necessary. The answer then reappears on the screen, and Player #2 has the option of buzzing in to try the question during the remaining time not used by Player #1. If neither player answers correctly, or if the time runs out, the correct question is revealed on the screen.

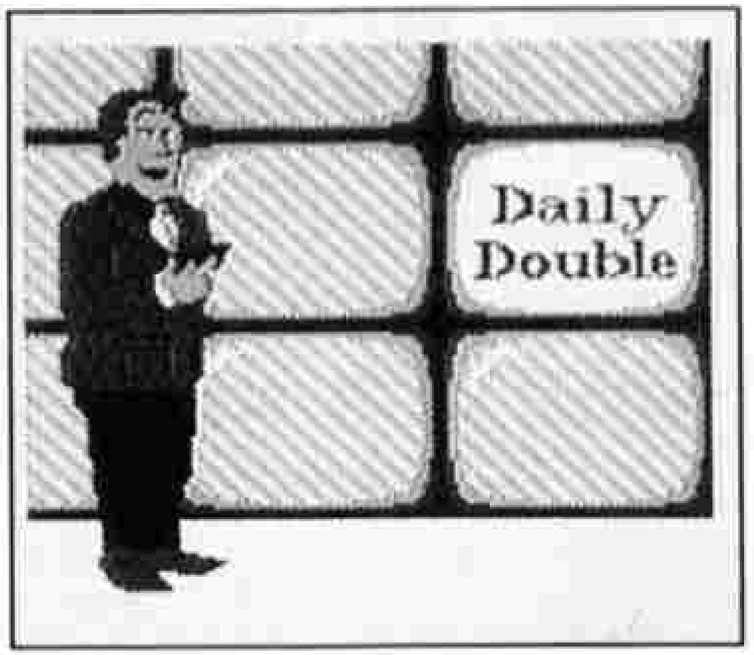


8. The player who gives the correct question gets to select the next category and wager.

9. Play continues until the board is cleared, or if the time runs out, the correct question is revealed on the screen.



DAILY DOUBLE



1. During play, a hidden Daily Double is revealed behind one of the 30 windows on the board. If you are the player who selects the wager covering the Daily Double, you automatically shut out your opponent and get to try that question alone.

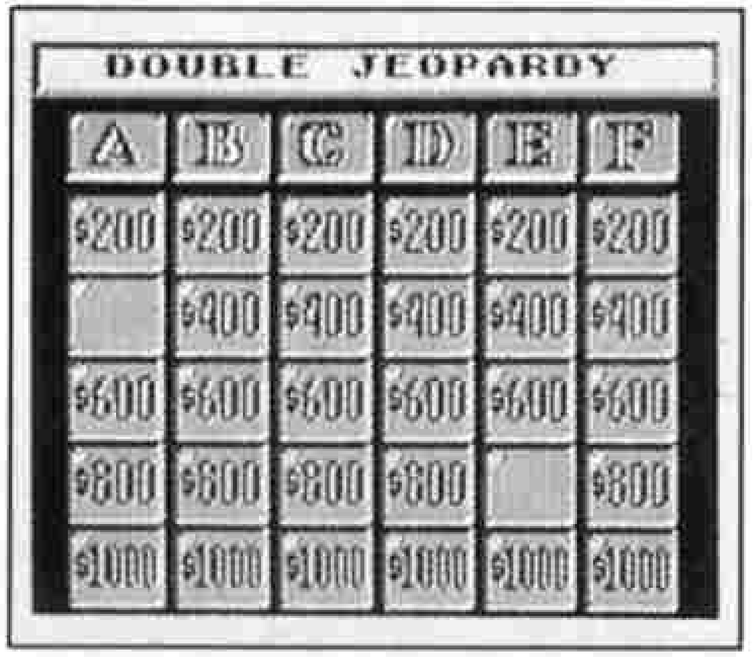
    a. If you have already accumulated winnings (for example, $250), you can wager any amount between $5 and $250 by scrolling in that amount on the Daily Double screen.

    b. If you have no accumulated winnings, you can choose any wager from the board ($100-$500 in Jeopardy!, $200-$1,000 in Double Jeopardy!).

2. If your question is correct, the value of the wager is added to your score; if incorrect, it is deducted.

DOUBLE JEOPARDY!

1. Once the Jeopardy! board is completed, the Double Jeopardy! round begins.

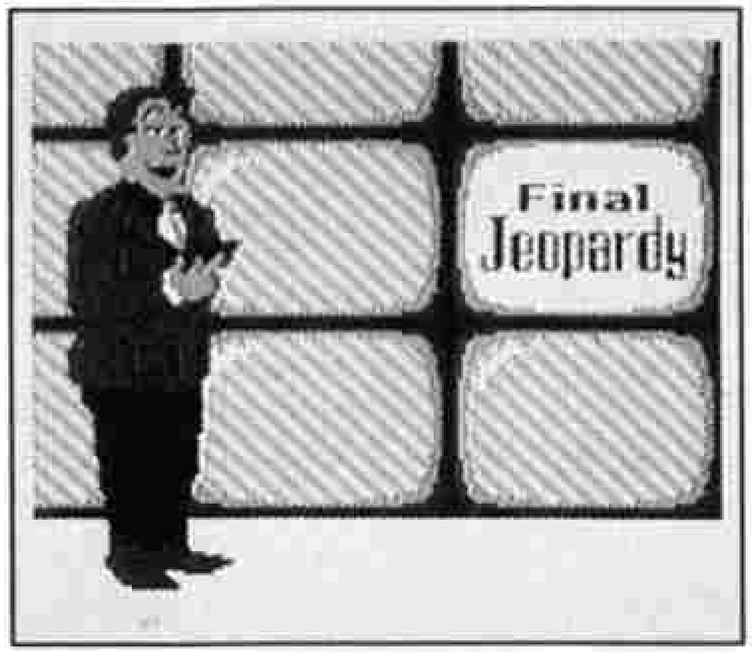


2. Double Jeopardy! is played in the same manner as Jeopardy! except that:
   a. The categories change.
   b. The wagers are doubled ($200-$1,000).
   c. Two Daily Doubles are hidden randomly on the board.



3. The player with the lower score in the Jeopardy! round gets to start Double Jeopardy!

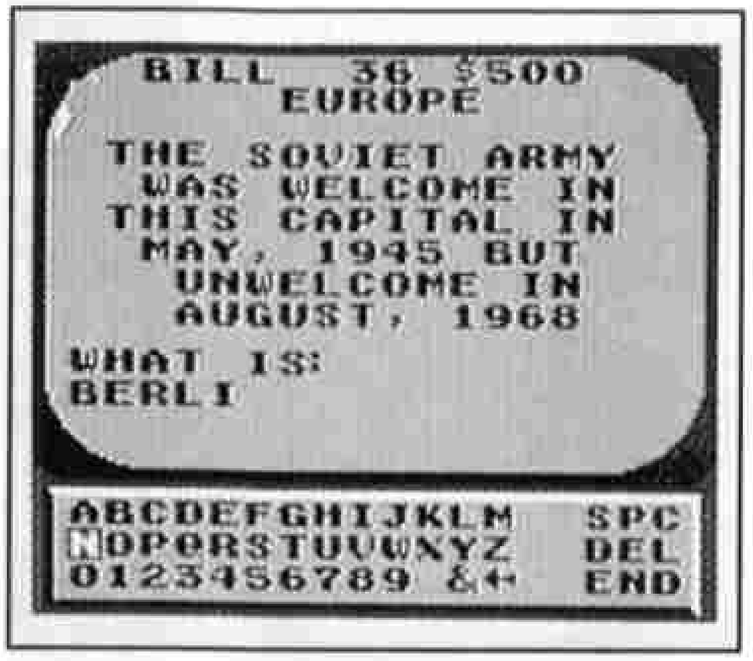
FINAL JEOPARDY!



Upon the completion of Double Jeopardy! either one or both players with winnings accumulated get to compete in Final Jeopardy!



1. First, the category is displayed, and each player has the choice of betting all, part, or none of his money. (The other player is asked to look away from the Game Boy screen while this is being done.)



2. Next, the answer is displayed, and each player, in turn, scrolls the cursor to spell out the question, again with the other player looking away.



3. The correct question is then revealed. Those players whose questions are correct have their wagers added to their scores; incorrect ones are deducted.



4. The player with the most money from all three games combined is the winner.

MESSAGE TO PLAYERS

This cartridge uses a program which will randomly access data. At the end of play, the file is cleared and made available for future play. This is very much like shuffling a deck of cards after each game. Categories and questions are always selected at random by the computer, so although there are over 1,500 questions in over 400 categories, repetition will occur.

HINTS ON GAME PLAY

1. Words should be spelled as accurately as possible, though some very minor misspellings may be accepted. Be sure to check the spelling of a completed word before you scroll the cursor to END to confirm it.

2. You can "erase" letters by scrolling the cursor to ←, the correction symbol, or to DEL (Delete). You must do this before you scroll to END.

3. If your question deals with a person's name, try to give both the first and last names.

4. If your question deals with numbers as part of names, such as World

War I or King Henry VIII, be sure to include the numbers, either as I or VIII, or 1 or 8, or ONE or EIGHTH.

5. If your question is shown on the screen as "WHO ARE or WHAT ARE...," be sure to answer in the plural form of the word.

6. If your question calls for a pair of words (or names), be sure to enter them in the order most commonly used, such as BOW AND ARROW, not ARROW AND BOW.

7. Spacing between words is optional. You can connect all your words as one, or if you want to insert spaces and you have enough time, scroll the cursor to SPC (Space) and confirm it.

8. The ampersand (&) may be used in place of "and" in spelling out a question.

9. When playing against the computer, an incorrect question inserted by the computer might look something like this: VWXYZ. This is not a "bug" in the game, but rather an unrecognizable word programmed for the computer to make an error. (Yes, it really does!)

CAUTIONS DURING USE

1. If you play for long periods, take a 10-to-15-minute break every hour or so.

2. This equipment is precision built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Do not disassemble the unit.

3. Do not touch the connectors or let them come into contact with water, as this can cause malfunction.

4. Do not wipe this equipment with volatile solvents such as thinner, benzene or alcohol.

5. Store the Game Pak in its protective case when not in use.

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WHEEL OF FORTUNE®

GameTek brings to Game Boy the biggest name in TV game shows — *Wheel of Fortune*®. Spin for your consonants, buy your vowels, solve the puzzle when you think you know the answer. Play alone, play with a friend, or play against the computer. Over 1,000 new puzzles! Win "cash" and "prizes."



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