

GAMETEK

JEOPARDY!

SPORTS EDITION



INSTRUCTION BOOKLET

SUPER NINTENDO
ENTERTAINMENT SYSTEM

**WARNING: PLEASE READ THE ENCLOSED
CONSUMER INFORMATION AND PRECAUTIONS
BOOKLET CAREFULLY BEFORE USING YOUR
NINTENDO® HARDWARE SYSTEM OR GAME PAK**

**PRESENTING JEOPARDY! Sports Edition FEATURING ALEX
TREBEK** for your **SUPER NINTENDO ENTERTAINMENT
SYSTEM**. With over 3,500 questions in various sports categories, amazing new digitized graphics and sound effects, you'll feel as if you're actually in the studio. Soon you'll experience the challenge of one of America's favorite TV game shows.

THANK YOU for purchasing Gametek's Jeopardy! Sports Edition featuring Alex Trebek Game Pak for your Super Nintendo Entertainment System. Before you get started, please read this instruction manual thoroughly to ensure maximum enjoyment of your new Game Pak. Please save your manual in a convenient place for future reference.

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



LICENSED BY



NINTENDO, SUPER NINTENDO
ENTERTAINMENT SYSTEM
AND THE OFFICIAL SEALS ARE
REGISTERED TRADEMARKS OF
NINTENDO OF AMERICA INC.
© 1991 NINTENDO OF AMERICA INC.

© 1993 GAMETEK INC.

THIS OFFICIAL SEAL IS YOUR
ASSURANCE THAT NINTENDO HAS
APPROVED THE QUALITY OF THIS
PRODUCT. ALWAYS LOOK FOR THIS
SEAL WHEN BUYING GAMES AND
ACCESSORIES TO ENSURE COMPLETE
COMPATIBILITY WITH YOUR SUPER
NINTENDO ENTERTAINMENT SYSTEM.
ALL NINTENDO PRODUCTS ARE
LICENSED BY SALE FOR USE ONLY
WITH OTHER AUTHORIZED PRODUCTS
BEARING THE OFFICIAL NINTENDO
SEAL OF QUALITY.

GAMETEK

2999 N.E. 191st Street,
Suite 500
North Miami Beach, FL
33180 U.S.A.

SPORTS**JEOPARDY!****SPORTS**

Contents

**HOW TO USE YOUR
CONTROLLER 4****CONTROL PAD 4****SETTING UP THE GAME 6****HOW TO PLAY JEOPARDY!..... 7****THE DAILY DOUBLE 9****HOW TO PLAY
DOUBLE JEOPARDY!..... 10****HOW TO PLAY FINAL
JEOPARDY!..... 11****MESSAGE TO PLAYERS 12****HINTS ON GAME PLAY 13****GAMETEK LIMITED
WARRANTY 14****COMPUSERVE MEMBERSHIP . 15**

WAGER	100	200	300	400	500
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

"MERV GRIFFIN ENTERPRISES DID NOT WRITE ANY OF THE ANSWERS AND/OR QUESTIONS CONTAINED HEREIN AND MAKES NO REPRESENTATION AS TO THE CONTENT THEREOF."

JEOPARDY!® is based on the television program produced by Merv Griffin Enterprises, a Sony Pictures Entertainment company. Copyright ©1993 Jeopardy Productions, Inc. JEOPARDY! is a registered trademark of Jeopardy Productions, Inc. All rights reserved. Packaging and computer source codes ©1993 Gametek, Inc. Gametek is a registered trademark of IJE, Inc. Nintendo®, Super Nintendo Entertainment System® and the official seals are registered trademarks of Nintendo of America Inc. ©1993 Nintendo of America Inc.

HOW TO USE YOUR CONTROLLER

If 1 player plays alone or against the computer, only Controller #1 is used and the player will buzz in by pressing Button A or Button B.

If 2 human players are competing, either alone or against the computer, Player #1 uses Controller #1 and Player #2 uses Controller #2. The players buzz in by pressing either Button A or Button B on their respective Controllers. (Please note that Button A and Button B are interchangeable when buzzing in).

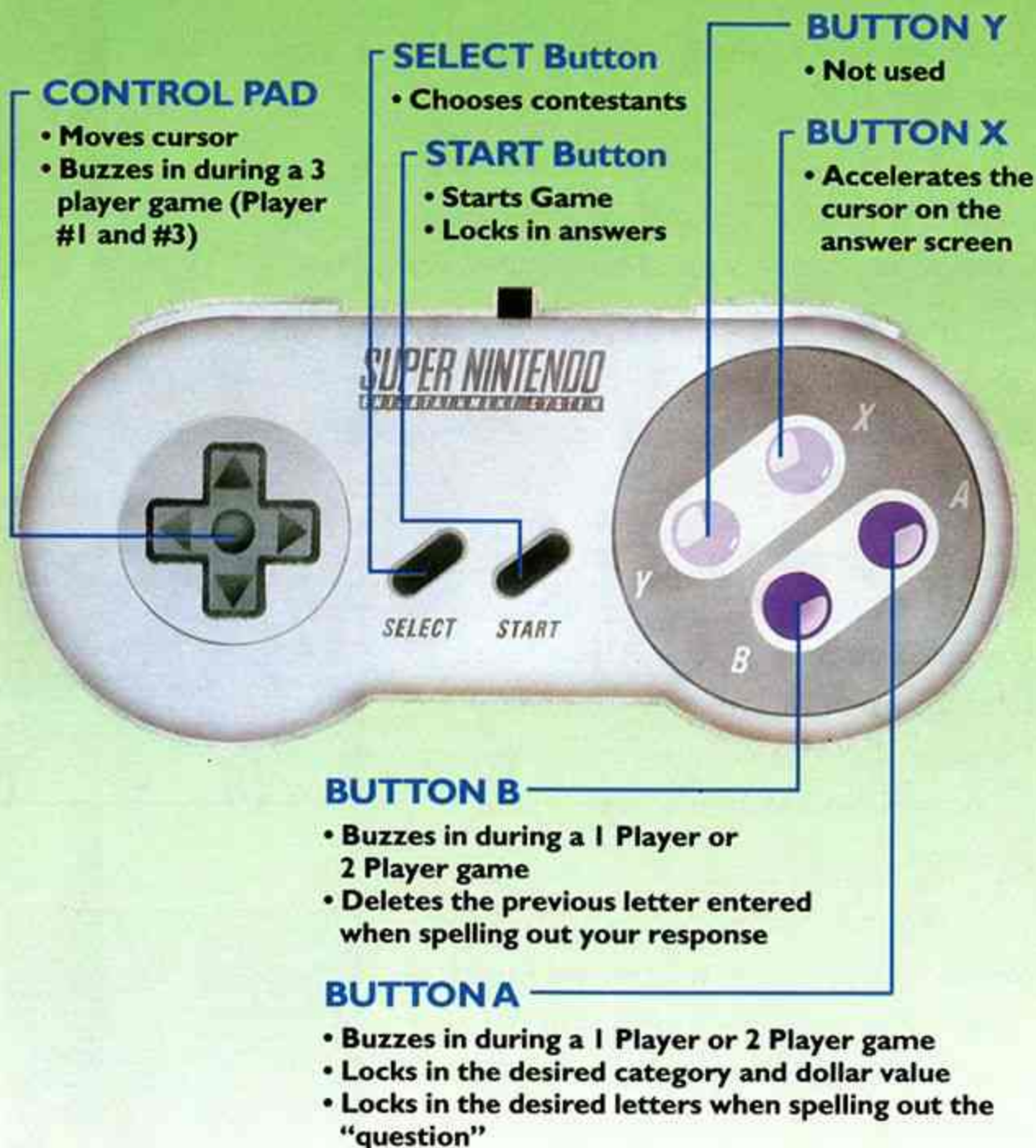
If 3 human players are competing, Player #1 and Player #2 will need to share Controller #1 and Player #3 will use Controller #2. Player #1 can buzz in by pressing down on the Control Pad and Player #2 can buzz in by pressing either Button A or Button B. Player #3 can buzz in by pressing down on the Control Pad on Controller #2.

NOTE: The game can only be set up by entering the answers to the questions as they appear on the screen using Controller #1.

CONTROL PAD

In all rounds, pressing the Control Pad LEFT and RIGHT or UP and DOWN will move the cursor. Use the Control Pad to move the cursor over the desired letter or numbers comprising your response or around the board to choose a category and a dollar amount. The Control Pad is also used to change the value of a wager in the Daily Doubles.

When spelling out your response, you can speed up the rate at which the cursor moves by simultaneously pressing the Control Pad in the desired direction along with Button X.



SETTING UP THE GAME

When setting up the game, only the responses entered using Controller #1 will be accepted.

1 To begin the game, Player #1 presses the START button. The game will begin only after the Jeopardy! introduction has been completed.

2 Player #1, select the number of HUMAN players that will compete (1-3) by moving the Control Pad Up and Down until the desired number is displayed. Press the START Button to lock in your selection.

3 If you have entered either 1 or 2 Players, then you may wish to play against a computer opponent. Player #1, make the selection by moving the Control Pad Up or Down until the desired answer appears. Press the START Button to lock in your selection.

4 Player #1, enter your name by moving the cursor over the desired letters using the Control Pad and locking them in by pressing Button A. Press START when finished. The names being entered can be no more than 5 letters long. If you make a mistake while entering a name, press Button B to delete each letter.



5 Player #1, to choose your character, press SELECT until the desired contestant appears. Lock in your selection by buzzing in as prompted by the computer. (How you buzz in is determined by the number of players competing. See the previous section for details.)

6 Player #2 and #3, repeat steps 4 and 5.

7 Once all players have entered their names and characters the game will start. If you are playing against a computer player(s), their characters will appear on the screen prior to revealing the board for the first Jeopardy! round.

HOW TO PLAY JEOPARDY!

1 The Jeopardy! board appears on the screen. The dollar values are placed on the board and then the Jeopardy! categories are revealed. Player #1 goes first; choose a category and a dollar value. To do this, move the cursor around the board by moving the Control Pad UP, DOWN, LEFT or RIGHT. Lock in your selection by pressing either Button A or Button B.

PLEASE NOTE: Categories are often abbreviated at the top of the column because of space limitations, but the same category is also spelled out at the bottom of the screen.

2 At this point, the categories may be changed by pressing the

SELECT button. This must be done while the message is on the screen.



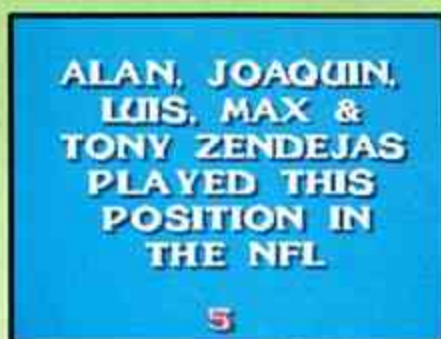
3 All players now get ready to respond.

The answer will appear on the screen. You must wait until the STOP SIGN disappears and the timer starts to buzz in. Once the

timer has begun to count down, you may buzz in using your Controller as explained on page 4, How to Use Your Controller.

4 The player who has buzzed in first will have total control of the board. The “answer” reappears on the screen along with the first part of the “question” (WHO IS...or WHAT IS...or WHAT ARE, etc.). On the bottom of the screen you will find an alphabet/number board in which the “question” is to be completed. To input your answer, move the highlighter over the letter(s) or number(s) you wish to select. To do this, move the Control Pad UP, DOWN, LEFT or RIGHT. Once you have completed your selection, lock it in by pressing Button A. To delete a selection, press Button B.

FOOTBALL	WFLA	WTVT	WFTS	WWSB	WFTS	WTVT
\$100	\$100	\$100	\$100	\$100	\$100	\$100
\$200	\$200	\$200	\$200	\$200	\$200	\$200
\$300	\$300	\$300	\$300	\$300	\$300	\$300
\$400	\$400	\$400	\$400	\$400	\$400	\$400
\$500	\$500	\$500	\$500	\$500	\$500	\$500



5 When you have completed your entry, press START to see if your response was correct. If you have responded correctly, the computer will display a message and add the appropriate amount to your earnings. If you have responded incorrectly, then the amount will be deducted from your earnings.

6 If the response is incorrect, the “answer” then reappears on the screen, and the remaining players get the chance to jump in again to try to supply the “question.” (The player who answered incorrectly cannot try again.)





7 If no player buzzes in and the timer runs out, then the correct "question" will appear on the screen. At this point, the same player will have control of the board.

8 The player who has given the last correct response will have control of the board.

9 Play will continue until the board has been cleared.

THE DAILY DOUBLE

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

2 If you already have accumulated earnings, then you may wager as follows: a) Minimum wager is \$5. b) If your accumulated earnings are less than the highest dollar value on the board, you may bet up to the highest dollar value on the board. c) If your accumulated earnings are greater than the highest dollar value on the board, then you may bet all or part of your winnings.



3 If you do not have any accumulated earnings, or if you have a negative dollar amount, then you may place a wager up to the highest dollar on the board.

4 The player's total earnings will appear in the wager box on the top of the screen. The player may change this wager by

moving the cursor LEFT and RIGHT with the Control Pad and placing it over the number that they would like to change.

The number is increased or decreased by moving the Control Pad UP and DOWN until the desired number appears. The

player continues in this fashion until the desired wager is displayed on the board. Press START to lock in the wager. At this point, the "answer" will appear and the timer will begin counting down, and the player must input his or her "question."



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

6 Only the player who has picked the Daily Double will be given the chance to answer. If the player answers incorrectly, then play continues and the player makes another selection from the board.



7 In the Jeopardy! round there is one Daily Double. In the Double Jeopardy! round there are two.

HOW TO PLAY DOUBLE JEOPARDY!

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

2 The player with the least amount of



BASIC	INTERMEDIATE	ADVANCED	EXPERT	CHALLENGER	MASTER
\$200	\$200	\$200	\$200	\$200	\$200
\$400	\$400	\$400	\$400	\$400	\$400
\$600	\$600	\$600	\$600	\$600	\$600
\$800	\$800	\$800	\$800	\$800	\$800
\$1000	\$1000	\$1000	\$1000	\$1000	\$1000

accumulated earnings will start the Double Jeopardy! round.

3 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 (\$200-\$1,000).

HOW TO PLAY FINAL JEOPARDY!



PLEASE NOTE: Only players showing a positive dollar amount accumulated at the end of the Double Jeopardy! round will be allowed to compete in the Final Jeopardy! round.

1 First, the Final Jeopardy! category will be displayed. At this time, the computer will prompt a contestant to place his or her wager. (The player with the least amount of money going into the Final Jeopardy! round will go first. All other players must turn their heads away from the screen at this point and cannot turn around until the player has completed entering his/her wager.) Press START to continue.



2 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 a response at this time. Press START to lock in the response. (All other players must

turn their heads away from the screen at this point and cannot turn around until the player has completed entering his/her response).

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

4 The computer will now reveal the answer to the Final Jeopardy! question. Then each player's responses and wagers will be revealed. At this time, the computer will display a message telling the player if his or her response was correct or incorrect. If the response was correct, then the wager will be added to the player's accumulated earnings. If incorrect, then it will be deducted. This continues until all of the player's "questions" and wagers are revealed.

The player with the highest earning will be the NEW JEOPARDY! CHAMPION.

PLEASE NOTE: TO BEGIN A NEW GAME, PRESS START.

MESSAGE TO PLAYERS

This Game Pak uses a program which randomly accesses the puzzles. When your Super Nintendo Entertainment System is turned off, the entire question file is cleared. The categories and the "answers" are chosen at random by the computer, so although there are over 3,500 "answers" in over 700 categories, repetition may occur. If, during a



round, you get a category that has appeared numerous times, you may change the categories displayed by pressing Button A when prompted. You will only be allowed to change the board when the message is being displayed on the screen.

Please note that the categories have numerous "answers," therefore, just because the same category has appeared, it does not mean that you will receive the same "answers."

This game has been programmed to utilize the full TV screen. Since some older model TV sets have rounded screens, a portion of the image may be blocked out.

HINTS ON GAME PLAY

- 1 Words should be spelled as accurately as possible. The program will allow for some minor misspellings. Be sure to check your "questions" before locking them in.
- 2 If your "answer" deals with a person, try to give his/her full name; if applicable, a full title (i.e. George Washington or Henry VIII).
- 3 If the "question" is number oriented, the program will allow for the spelling of the number or its numeric equivalent.
- 4 Spacing between words is optional.
- 5 When entering the "questions," the cursor can be accelerated by pressing the desired direction on the Control Pad and Button X, simultaneously.

GAMETEK LIMITED WARRANTY

GAMETEK warrants to the original purchaser only, that the software program coded on the game pak provided with this manual will perform in accordance with the description in this manual (when used with the specified equipment) for a period of ninety (90) days from the date of purchase. If the program is found defective within 90 days from the date of purchase, it will be replaced. Simply return the game pak to GAMETEK, 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 game pak), is the full extent of our liability. THIS WARRANTY IS IN LIEU OF ALL WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

GAMETEK shall not be liable for incidental and/or consequential damages for the breach of any express or implied warranty including damage to property and, to the extent permitted by law, damages from personal injury, even if GAMETEK has been advised of the possibilities of such damages. Some states do not allow the exclusion of limitations of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions may not apply.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state, or municipal law which cannot be pre-empted. This warranty gives you specific rights and you may also have other rights which vary from state to state.

GAMETEK INC.

**2999 N.E. 191st Street, Suite 500,
North Miami Beach, FL 33180 U.S.A.
(305) 935-3995**

FREE INTRODUCTORY COMPUSEVE MEMBERSHIP

As a valued Gametek customer, you are eligible for a special offer to receive a **FREE** introductory membership to CompuServe – the world's largest on-line information service. By joining CompuServe, you can receive the latest news and product announcements concerning Gametek games. From the Game Publishers Forum (GO GAMEPUB), you can download updates to your favorite computer games or obtain demos of soon-to-be-released computer games. You'll also be able to trade tips, hints and strategies with other Gametek computer and game pak game players in the Gamers Forum (GO GAMERS).

To take advantage of this special offer, call toll free 1-800-524-3388 and ask for Representative #436 to get your introductory CompuServe membership which includes a personal User ID, password, \$15 usage credit, and an entire month's worth of basic services free.

GAMETEK CUSTOMER SERVICE

305-935-3995

8:00 a.m. TO 8:00 p.m., EASTERN TIME.

Gametek would like to thank the following people for their time and effort in creating the Sports Edition of Jeopardy! for your Super Nintendo Entertainment System:

Developed by Gametek
Programmed by Gary Lindquist
Art by Curt Toumanian
Photography by Darren Banditson
Audio by Mark VanHecke
Produced for Gametek by Neil Plakcy
Executive Producer Elizabeth Curran
Manual Written by Elizabeth Curran
Manual Edited by Stacey Ruderman
Manual Design by Griffes Advertising
Package Design by Steve Curran
Illustration by Richard Romeo



2999 N.E. 191st Street, Suite 500, North Miami Beach, FL 33180 U.S.A

Printed in Japan.