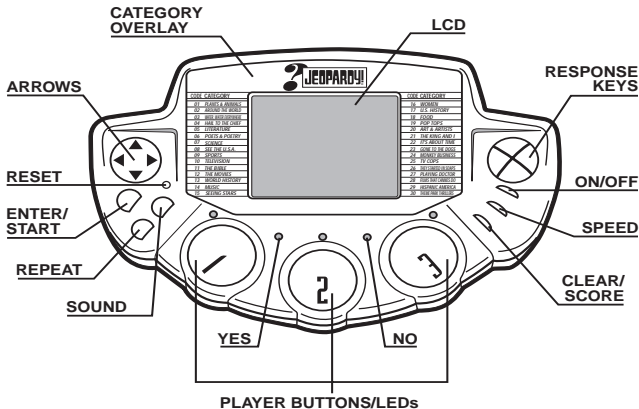


Welcome to Tiger's **Deluxe Edition Jeopardy!**®, an electronic game for one, two or three players. Before you get started, there are a few things you should know about your game.

## ABOUT YOUR GAME UNIT



**ON/OFF** - used to turn the unit on and off

**SPEED** - used to adjust the scroll speed of the clues and responses

**CLEAR/SCORE** - used to clear an incorrect choice before pressing ENTER and to check players' scores

**PLAYER BUTTONS/LEDS** - player buttons used to choose the number of players and to "buzz in" to respond; LEDs indicate which player is responding 1/Green, 2/Red, 3/Yellow.

**NO** - red light used to indicate incorrect response

**YES** - green light used to indicate correct response

**SOUND**- used to turn the sound off and on

**REPEAT** - used to repeat scrolling of clue and responses

**ENTER/START** - used to confirm your choices

**RESET** - used to reset the game if unit becomes unresponsive

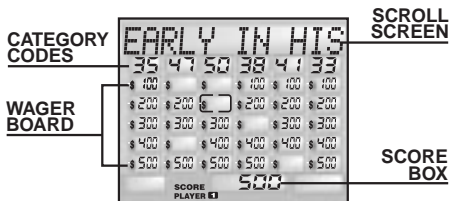
**ARROWS** - used to move the cursor around the screen and to adjust the LCD contrast

**CATEGORY OVERLAY** - two-sided card showing the category names with their associated category codes; categories 1 - 30 are one side, categories 31 - 60 are on the other

**LCD** - screen where game is played

**RESPONSE KEYS** - used to indicate response choice

## ABOUT THE LCD



**SCROLL SCREEN** - area where the clues, responses and game information appear

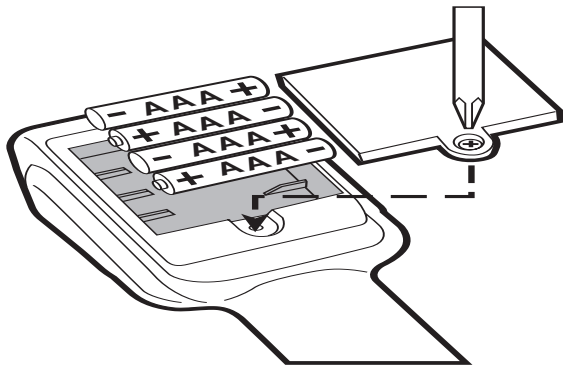
**SCORE BOX** - used to display players' scores or wager amounts

**WAGER BOARD** - shows dollar value of available clues

**CATEGORY CODES** - numbers correspond to numbers on the overlay to let players know the name of the categories being used in the round

## INSERTING THE BATTERIES

To insert batteries, squeeze the tabs on battery compartment door located on the back of the unit and lift. Insert four (4) "AA" batteries, making sure to align the "+" and "-" signs. Close battery compartment door.



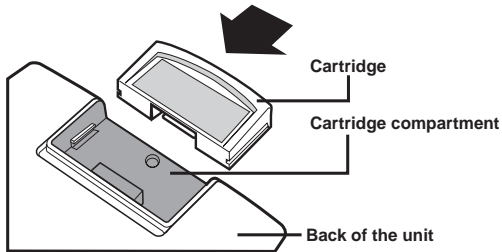
### TO ENSURE PROPER FUNCTION:

- Do not mix old and new batteries
- Do not mix alkaline, standard or rechargeable batteries
- Battery installation should be done by an adult

- Non-rechargeable batteries are not to be recharged
- Rechargeable batteries are to be removed from the toy before being charged  
(If removable)
- Rechargeable batteries are only to be charged under adult supervision
- Only batteries of the same or equivalent type as recommended are to be used
- Batteries are to be inserted with the correct polarity
- Exhausted batteries are to be removed from the toy
- The supply terminals are not to be short circuited
- Replace batteries at the first sign of erratic operation

## INSERTING THE CARTRIDGE

The cartridge compartment is located on the back of the unit. With the unit turned off, slide the cartridge into the compartment until it clicks into place. The cartridge label should be facing you.



## INSERTING THE OVERLAY

The overlay is printed on both sides. Category codes 1 - 30 are on one side and category codes 31 - 60 are on the other side. All categories in a game will be from the same side of the overlay. Depending on the categories displayed on the LCD, it may be necessary to flip the overlay.

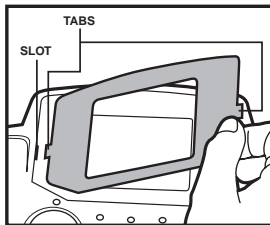


**Front**



**Back**

The overlay is held in place by two tabs, one on the left hand side and one on the right hand side, that fit into the slots in the game cabinet.



## LET'S PLAY

1. Turn on the unit by pressing the **ON/OFF** button. You will hear the theme music and "JEOPARDY! HOW MANY PLAYERS?" will scroll across the SCROLL SCREEN.
2. Adjust the LCD contrast if necessary. Press the **UP ARROW** to darken the screen. Press the **DOWN ARROW** to lighten the screen. Press the buttons as often as needed to get the screen contrast to a comfortable level.
3. Press the **PLAYER BUTTON** that represents the number of players and then press **ENTER**. If you are playing alone against the computer, you will always be Player 1. If there are two real players, the computer will always be Player 3.

If you press:

PLAYER BUTTON 1

PLAYER BUTTON 2

PLAYER BUTTON 3

It means:

you and two computer players

you, a friend and one computer player

you and two friends; no computer players



4. After you have selected the number of players, the game board will appear on the screen. The game board consists of the **Category Codes** and the **Wager Board**.

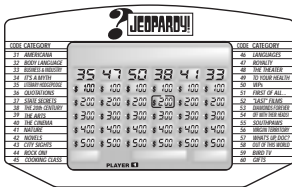


5. Just like on the television show, there are three rounds of play: **Jeopardy!**, **Double Jeopardy!**, and **Final Jeopardy!** Each round will be discussed separately.

### **JEOPARDY!**

1. In this round, the wager board consists of six categories each containing five clues. There is one DAILY DOUBLE in this round (Daily Double will be explained later). The values in this round are \$100, \$200, \$300, \$400 and \$500.

2. Check the Category Codes on the screen against the Category Codes on the double-sided overlay. Make sure that the codes on the overlay match the codes displayed on the LCD. If necessary, flip the overlay so that the Category Codes match.
3. Player 1 starts the action. Using the **ARROWS** move the cursor until it is on the square that has the category and dollar value that you want. Press **ENTER**. You will be able to identify where the cursor is by the dark outline on the square.



4. The CLUE will appear in the SCROLL SCREEN, followed by three possible RESPONSES. When the clue is scrolling, all three **PLAYER LEDs** are lit and no one can “buzz in.” As soon as the clue finishes scrolling, the LEDs will turn off.

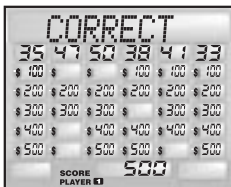
If you need to have the clue and responses repeated, press the **REPEAT** button. There is no limit to how many times you can repeat the clue and responses. However, if you notice that you need to repeat it often, try adjusting the scroll speed.

5. You can adjust the scroll speed if necessary. While a clue and its responses are scrolling across **SCROLL SCREEN**, press the **SPEED** button until the letters are moving at a speed that is comfortable for all players to read. You can adjust the scroll speed at any time during a game by pressing the **SPEED** button.
6. After the responses have finished scrolling, players have 60 seconds, to “buzz in.” If no one responds within that time, the buzzer will sound and “TIME’S UP” will appear in the **SCROLL SCREEN**. No one will be awarded any points and the player who has control of the board will choose another clue.

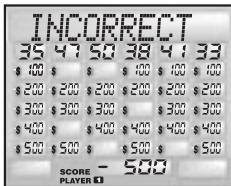


7. As soon as you think you know the answer, “buzz in” by pressing your **PLAYER BUTTON**. Your PLAYER LED will light, indicating that you get to respond. You have 10 seconds to respond. If you don’t enter your choice in time, the buzzer will sound, “TIME’S UP” will appear in the SCROLL SCREEN and the clue value will be deducted from your score.

To enter your choice, press the **RESPONSE KEY** that represents your choice (A, B, or C), then press **ENTER**. If you are correct, you will hear, “YES.” The **YES LED** will light and “CORRECT” will appear in the SCROLL SCREEN. The clue value will be added to your score.



If you are incorrect, you will hear, “NO.” The **NO LED** will light and “INCORRECT” will appear in the SCROLL SCREEN. The clue value will be deducted from your score.



If you don't respond in time, or if you respond incorrectly, the question will scroll again and the other players will have the opportunity to respond. If no one responds correctly, the unit will display the correct response.

The player who responds correctly wins the money and the right to choose the next square. If no one responds correctly, control of the board does not change. A player can choose any square on the Wager Board.

8. If no one knows the correct response, and no one wants to risk a guess, players can press the **PASS** button to skip the current clue. **ALL PLAYERS MUST AGREE TO PASS ON A GIVEN CLUE.** Computer

players will comply with real players' decision. If you use this option, the unit will display the correct response choice. Using this option will not change players' scores, nor will it change control of the board.

9. When the Wager Board is empty, the Jeopardy! round is over.

### **DOUBLE JEOPARDY!**

Once the Jeopardy! round is finished, the Double Jeopardy! round will start automatically. There will be six new categories for this round. Make sure that the correct side of the overlay is displayed.

1. In this round, the values on the Wager Board are \$200, \$400, \$600, \$800 and \$1000 and there are two DAILY DOUBLES. The player who wins the last question of the Jeopardy! round will start the action in this round.



2. The Double Jeopardy! round is played in the same way as the Jeopardy! round. When the Wager Board is empty, the round is over.

## FINAL JEOPARDY!

Once the Double Jeopardy! round is finished, it's time for FINAL JEOPARDY! **Only players with a positive score are eligible to play in this round.** If no player has a positive score, Final Jeopardy! is not played, and the game is over.

1. A single Category Code - the Final Jeopardy! category - will appear on the screen. The WAGER indicator will also be displayed. There is no set value for the Final Jeopardy! question.



2. The unit will prompt the participating players, one by one, to enter a wager and a response.
3. Based on his knowledge of the Final Jeopardy! category and the other players' scores, each active player decides how much of his accumulated total he is willing to risk. A player can wager any portion of his total, from none to all. However, all wagers must be in increments of \$100.



4. When a player's number is displayed, he enters his wager and his response.





5. Use the **ARROW KEYS** to scroll to the amount you want to wager.  
Press **ENTER** to lock in your wager.

**NOTE:** If you want to check the other players' scores before you place your bet, press **SCORE** when the WAGER indicator is showing. All players' scores will scroll in the SCORE field.

6. Once the wager is entered, the Final Jeopardy! clue and responses will appear in the SCROLL SCREEN.
7. Each player has 90 seconds to enter his response. Press **A**, **B**, or **C** and **ENTER**.
8. The unit will then display the number of the next active player. Pass the unit to that player and repeat steps 3 - 7.

**EACH PLAYER SHOULD MAKE SURE TO KEEP THE AMOUNT OF HIS FINAL JEOPARDY! WAGER AND HIS RESPONSE A SECRET**

9. After all active players have entered a response, the unit will move consecutively through the active players, displaying response choice, "CORRECT" or "INCORRECT," and final score. Then, the unit will display the correct answer.



## SCORING

Players win or lose money (points) by responding to clues. For each correct response, the player earns the value from the Wager Board associated with the clue. For each incorrect response, the player loses the value from the Wager Board associated with the clue. It is possible to have a negative score.

## THE JEOPARDY! CHAMPION

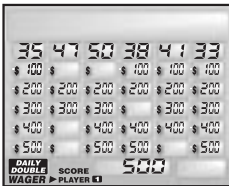
The player with the highest score at the end of the game is the winner. It is possible to be the winner even if you have a negative score.

## DAILY DOUBLE

The Daily Double is a clue chosen, at random, by the game unit. It can appear in any column and any row. There is one Daily Double clue in the Jeopardy! round and two Daily Double clues in the Double Jeopardy! round.

Only the player who chooses the Daily Double square gets the chance to respond.

1. When a player chooses the Daily Double square the “laser” sound effect will sound. The DAILY DOUBLE and WAGER indicators will be displayed.



2. Use the **UP ARROW** and the **DOWN ARROW** to scroll to the amount you wish to wager. All wagers will be in multiples of \$100.

In the Jeopardy! round, you may wager any portion of your accumulated total - from \$100 to everything. If your accumulated total is less than \$500, you may wager any amount up to \$500. **The minimum wager is \$100.**

In the Double Jeopardy! round, you may wager any portion of your accumulated total - from \$100 to everything. If your accumulated total is less than \$1000, you may wager any amount up to \$1000. **The minimum wager is \$100.**

3. Press **ENTER** to confirm your wager amount.
4. The clue and responses will appear in the SCROLL SCREEN.
5. Use the **RESPONSE KEYS** to choose your response. Press **ENTER**.
6. If you responded correctly, the amount of your wager will be added to your score. If you responded incorrectly, the amount of your wager will be deducted from your score.

## **USING YOUR DELUXE EDITION JEOPARDY! UNIT WITH EXISTING JEOPARDY! BOOK/CARTRIDGE SETS FROM TIGER**

Your Deluxe Edition Jeopardy! game unit is compatible with the original Jeopardy! book and cartridge sets introduced by Tiger Electronics.

Please note that there are some differences:

- If you use a book and cartridge set, the clues and responses WILL NOT scroll. You will have to use the book that comes with the cartridge.
- The book and cartridge sets have only 30 categories, therefore the overlay is 1-sided.
- The game unit will only respond YES/CORRECT or NO/INCORRECT to your response. If no one chooses the correct response, the unit will not tell you what the correct response is.

## **HOW TO PLAY USING A BOOK/CARTRIDGE SET**

1. With your game unit turned off, insert the cartridge into the game unit as described earlier.
2. Remove the Category Overlay from the inside cover of the book and place it around the LCD screen.
3. Turn on the game. Adjust the contrast and choose the number of players as described earlier.

4. The GAME BOARD will appear. Using the **ARROW KEYS**, choose a category code and wager amount as described earlier.
5. After you press **ENTER**, a clue number will appear in the lower right-hand corner of the LCD.



6. Players have 90 seconds to find this number in the book and respond. All players should read the clue and all three responses. It may be helpful to have one person read aloud the clue and responses. For the first 10 seconds, all three **PLAYER LEDs** will be lit and no one will be allowed to “buzz in.”
7. As soon as a player thinks he knows the answer, he presses his **PLAYER BUTTON** to “buzz in.” Remember, players must wait until the **PLAYER LEDs** turn off.

8. Using the **RESPONSE KEYS**, choose and enter a response as described earlier. **PASS** can be used with the book/cartridge sets, but remember **ALL PLAYERS MUST AGREE TO PASS**.
9. If the player is incorrect, the **YES LED** will light, "CORRECT" will appear in the SCROLL SCREEN and the unit will say, "Yes." If the player is incorrect, the **NO LED** will light, "INCORRECT" will appear in the SCROLL SCREEN and the unit will say, "No."
10. If no one responds within 90 seconds, the buzzer will sound and "TIME'S UP" will appear in the SCROLL SCREEN.
11. The rest of the game play and scoring is the same as described earlier.

## **AUTOMATIC SHUT OFF**

Your game unit will shut off automatically after seven (7) minutes of non-use.

## **RESETTING YOUR GAME UNIT**

If your game starts behaving erratically and/or becomes unresponsive, use a ball point pen to press **RESET**.

## CAUTION



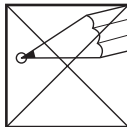
Do not press the LCD screen and avoid heavy shock or the display may fail.



High temperature will destroy the unit. Do not leave unit in direct sunlight.



Clean only with a piece of soft dry cloth.



Do not use a pencil or pin to press the RESET button. Use a ball-point pen.

## DEFECT OR DAMAGE

If a part of your product is damaged or something has been left out, **DO NOT RETURN THE PRODUCT TO THE STORE.** The store doesn't have replacement parts. Instead, write to us at:

### **Tiger Repair Department**

1000 N. Butterfield Road, Unit 1023

Vernon Hills, IL 60061

In your note, mention the name of your product, product's model number, and tell us briefly what the problem is. Also, include sales slip, date, place of purchase, price paid, and your return address, we will do our best to help.



## **90-DAY LIMITED WARRANTY**

Tiger Electronics, Ltd. (Tiger), warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Tiger's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Tiger.

Product returned to Tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a service fee of \$19.00. Payments must be by check or money order payable to Tiger Electronics, Ltd.

**The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.**

All product returned must be shipped prepaid and insured for loss or damage to:

**Tiger Electronics, Ltd.**

980 Woodlands Parkway

Vernon Hills, Illinois 60061 U.S.A.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

**THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE TIGER IN ANY WAY. ANY IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TIGER BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS PRODUCT.**

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

**For more information about Tiger Electronics, our products and special promotions, please visit our web site at [www.tigertoys.com](http://www.tigertoys.com).**