

AGES 8+
Item No. 50107

JEOPARDY!

Pocket Game

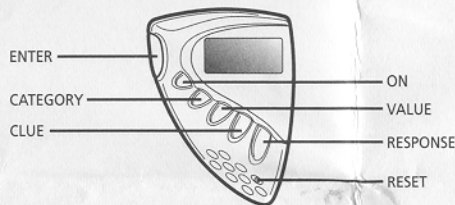
INSTRUCTIONS

TIGER
Games

Important

If this game malfunctions or "locks up," use a ballpoint pen to press the **RESET** button. If the game still doesn't function, remove and replace the batteries with fresh ones. Please keep these instructions for future reference.

A Look at the Game Unit



Game Buttons

- ON** - Press to turn the game on and off.
- CATEGORY** - Press to view each category in a round.
- VALUE** - Press to view dollar values for a selected category.
- CLUE** - Press to read the clue.
- RESPONSE** - Press to read each of the three possible responses.
- ENTER** - Press to select your category, dollar value, and response.
- RESET** - Press to reset the game.

Object of the Game

Win the most money by giving the correct response to clues.

Introduction

Pocket Jeopardy! is a one-player game. It has three rounds as described below:

Jeopardy! has three categories which change each time you play a new game. Clues have dollar values of \$200, \$400, \$600, \$800, and \$1,000. The computer gives you three possible responses to a clue.

Double Jeopardy! has three categories which change each time you play a new game. Clues have dollar values of \$400, \$800, \$1,200, \$1,600, and \$2,000. The computer gives you three possible responses to a clue.

Final Jeopardy! is played only if your total score is \$200 or more. The computer randomly selects a category. You will then select a dollar amount to wager from \$200 up to your high score.

How to Play

1. Press the **ON/OFF** button to turn on the game.
2. "Pocket Jeopardy!" will appear on the screen. After a few seconds, the screen will prompt you to "Adjust Contrast."

If you are satisfied with the screen contrast, press the **ENTER** button. If you want to adjust the screen contrast, you can do so by pressing the **RESPONSE**, **CLUE**, **VALUE** and **CATEGORY** Buttons. **RESPONSE** is the lightest setting and **CATEGORY** is the darkest setting.

- After adjusting screen contrast, press the **ENTER** button.
3. "Scrolling Speed" will now appear on the screen. If you are satisfied with the scrolling speed of the text on the screen, press the **ENTER** button. If you want to adjust the scrolling speed, you can do so by pressing the **RESPONSE**, **CLUE**, **VALUE** and **CATEGORY** Buttons. **RESPONSE** is the fastest setting and **CATEGORY** is the slowest setting.

After adjusting the scrolling speed of the text, press the **ENTER** button.

Jeopardy!

1. "Select a Category - Category 1" and the description for this category will now appear on the screen. If you want to choose Category 1, press the **ENTER** button. If you want to view the other two categories, press the **CATEGORY** button until the category you want appears on the screen. Select the category by pressing the **ENTER** button.
2. The category you selected will now appear on the screen, along with a dollar value for the upcoming clue. If you want to choose the dollar value shown, press the **ENTER** button. If you want to view the other dollar values, press the **VALUE** button until the value you want appears on the screen. Select the value by pressing the **ENTER** button.
3. "Clue" and the first part of the clue text will now appear on the screen. Press the **CLUE** button to scroll through, and read the rest of the clue. (Press **CLUE** again if you want to reread the clue.) Then press the **RESPONSE** button.
4. The first response will now appear on the screen. Press the **RESPONSE** button again to read the second response. Then press **RESPONSE** again to read the third response. After viewing all three responses, press **RESPONSE** until the response you think is correct appears on the screen. Then press the **ENTER** button to select that response.
5. If you choose the correct response, "Correct" will appear on the screen, along with the dollar amount that you won. If you choose the wrong response, "Wrong" will appear on the screen, along with the dollar amount that you lost. After a few seconds, "Total" and your score will appear on the screen.
6. Press the **ENTER** button to proceed to the next dollar amount in the category. You may then do one of the following:
 - Select the dollar amount shown by pressing the **ENTER** button.
 - Select another dollar amount by pressing the **VALUE** button.
 - Select a new category by pressing the **CATEGORY** button.

The game continues as explained above until all dollar values in all three categories have been used up.

Double Jeopardy!

After the Jeopardy! round has been completed, "Double Jeopardy!" will appear on the screen. After a few seconds, one of three new categories will appear on the screen. You select a category and play the game the same way as described in regular Jeopardy! However, dollar values for each clue are doubled.

At the end of Double Jeopardy!, one of two things will happen:

- If you have won \$200 or more, you get to play Final Jeopardy!
- If you have not won \$200 or more, the game is over and your total score is displayed.

Final Jeopardy!

If you have won \$200 or more, "Final Jeopardy!" will appear on the screen. After a few seconds, a randomly selected category will appear on the screen.

1. After reading the category, press the **ENTER** button.
2. "Wager" will appear on the screen, along with your total score. If you want to wager your entire score, press the **ENTER** button. If you want to wager a portion of your total score, repeatedly press the **VALUE** button to reduce the dollar amount in \$200 increments. Press the **ENTER** button when the dollar amount you want to wager appears on the screen.
3. The clue will now appear on the screen. Press the **CLUE** button to scroll through the rest of the clue. (Press **CLUE** again if you want to reread the clue.) Then press the **RESPONSE** button.
4. The first response will now appear on the screen. Press the **RESPONSE** button again to read the second response. Then press **RESPONSE** again to read the third response. After viewing all three responses, press the **RESPONSE** button until the response you think is correct appears on the screen. Then press the **ENTER** button to select that response.

Final Score

If you choose the correct response, "Correct" will appear on the screen, along with the dollar amount you won. If you choose the wrong response, "Wrong" will appear on the screen, along with the dollar amount you lost. "Game Over" will appear on the screen and then your Final Score. To play another game, press the **ENTER** button.

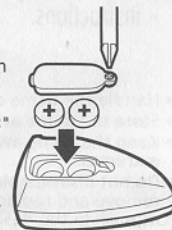
Automatic Shut Off

Your game unit will shut off automatically after three minutes of non-use.

Batteries

2 "LR44/AG13" BATTERIES INCLUDED
To insert the batteries, do the following:

1. Use a Phillips head screwdriver to loosen the screw on the battery compartment door on the back of the Main Console.
2. Open the door and insert 2 "LR44/AG13" button-style batteries, making sure to align the "+" and "-" as shown.
4. Replace the battery compartment door on the main unit and tighten the screw.
5. In case the game malfunction or "locks up", press the **RESET** button to initialize the unit.



IMPORTANT: BATTERY INFORMATION

Please retain this information for future reference. Batteries should be replaced by an adult.



CAUTION:

1. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
2. Do not mix old batteries and new batteries, or standard (carbon-zinc) with alkaline batteries.
3. Remove exhausted or dead batteries from the product.

4. Remove batteries if product is not to be played with for a long time.
5. Do not short-circuit the supply terminals.
6. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary.
7. RECHARGEABLE BATTERIES: Do not mix these with any other types of battery. Always remove from the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERY.
8. As with all small items, these batteries should be kept away from children. If swallowed, seek medical attention immediately.
9. Do not dispose of batteries in fire. Battery may explode or leak.
10. As with all small batteries, the batteries used with this toy should be kept away from small children who still put things in their mouths. If they are swallowed, promptly see a doctor and have the US doctor phone (202) 625-3333 collect. UK consult their own GP.
11. Make sure the batteries are inserted correctly and follow the toy and battery manufacturer's instructions.

Maintenance

- Handle the game carefully,
- Store the game away from dusty or dirty areas.
- Keep the game away from moisture or temperature extremes.
- Do not disassemble the game. If a problem occurs, remove and replace the batteries to reset the computer, or push in the RESET button.

Caution/Defect or Damage



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



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



Do not press the liquid crystal display and avoid heavy shock or the display may fail.



Clean only with a piece of soft dry cloth.

If Pocket Jeopardy is damaged or something has been left out, DO NOT RETURN IT TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

Hasbro Inc.
PO Box 200, Pawtucket, RI 02862

In your note, mention the name of your game, its model number, and tell us briefly what the problem is. Also include sales slip, date, place of purchase and price paid. We will do our best to help.

90-Day Limited Warranty

Hasbro Inc. 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 Hasbro's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Hasbro. Product returned to Hasbro 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 Hasbro's option) for a service fee of U.S.\$4.50. Payments must be by check or money order payable to Hasbro Inc.

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:

Hasbro Inc.
Consumer Returns A-847
1027 Newport Ave.
Pawtucket, RI 02862

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 HASBRO 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 HASBRO 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 Hasbro Inc., our products and special promotions, please visit our web site at: www.hasbro.com

FCC Notice

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions :
(1) this device may not cause harmful interference, and
(2) this device must accept any interference received, including interference that may cause undesired operation.

WARNING: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful

interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio TV technician for help.

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll-free). Customers in Canada may call 450-670-9820.

PROOF OF PURCHASE
Pocket Jeopardy!

TIGER
Games™

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