

What is...
Classroom
JEOPARDY![®]

QUICK START GUIDE



WARNING:

CHOKING HAZARD—Small parts.
Not for children under three (3) years.



Educational
Insights[®]

TABLE OF CONTENTS

Quick Start Guide **3**
 Set Up the Base Unit 3
 Battery Installation 4
 Question: What is Classroom Jeopardy? 5

Components **6**

Getting Started **8**
 Get to Know the Basic Game Rules 8
 Get to Know the Game Controls 8
 Become Familiar with the Clue/Response Format 9
 Choose a Preprogrammed Game 9
 Consider How Strictly to Enforce Game Rules 9
 Correct Responses 9
 Time Limits 9
 The Number of Responses Allowed per Clue 9
 Introduce the Game Rules to the Class 10

Step-By-Step Through The Game **11**
 Getting Ready to Play: The Jeopardy! Start Menu 11
 Registering Players 13
 Jeopardy! Gameplay 14
 Daily Double 16
 Double Jeopardy! 17
 Final Jeopardy! 18

Create Your Own Games With Classroom Jeopardy!

Clue Studio **20**
 Install Classroom Jeopardy! Clue Studio 20

Write a Game in Classroom Jeopardy! Clue Studio **21**
 Adding Video, Audio and Images to Clues 24

Using the Math Clue Function **27**

Store a Classroom Jeopardy! Game on a USB Flash Drive **29**
 Opening and Resaving Classroom Jeopardy!
 Editor Files (.jgm files) 29

FCC **30**

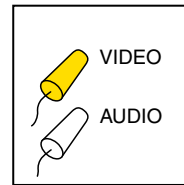
Warranty Information **31**

QUICK START GUIDE

This information is intended to give you a quick start using your Classroom Jeopardy! Unit and Classroom Jeopardy! Clue Studio software. However, it is not intended to replace the Teacher’s Guide. It will help you set up your Base Unit and start writing games. The Teacher’s Guide can be found on your Classroom Jeopardy! USB Flash Drive and includes far more detailed instructions and many tips on how to get the most from your investment in Classroom Jeopardy!. The most up-to-date information and applications can always be found on www.ClassroomJeopardy.com.

Set Up the Base Unit

1. Make sure your TV and the Classroom Jeopardy! Base Unit are both turned off. The On/Off switch is on the back of the Base Unit.
2. Notice the different colored connectors on the A/V cable. Plug one of the yellow connectors into the video jack on the Base Unit. Plug the white connector on the same end of the cable into the audio jack on the Base Unit.
3. Find the A/V (Audio/Video) input on your TV. Some have three jacks (**VIDEO IN**, **AUDIO IN LEFT**, and **AUDIO IN RIGHT**), but you will need to use only two. Plug the yellow connector on the free end of the cable into the **VIDEO IN** jack. Plug the white connector into the white **AUDIO IN** jack.

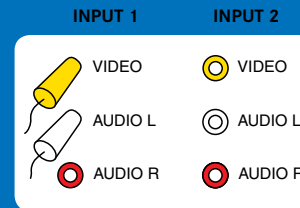


A/V Input with 2 Jacks

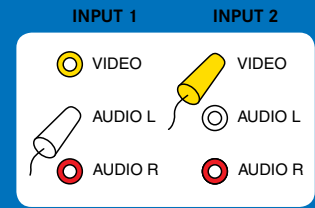


A/V Input with 3 Jacks

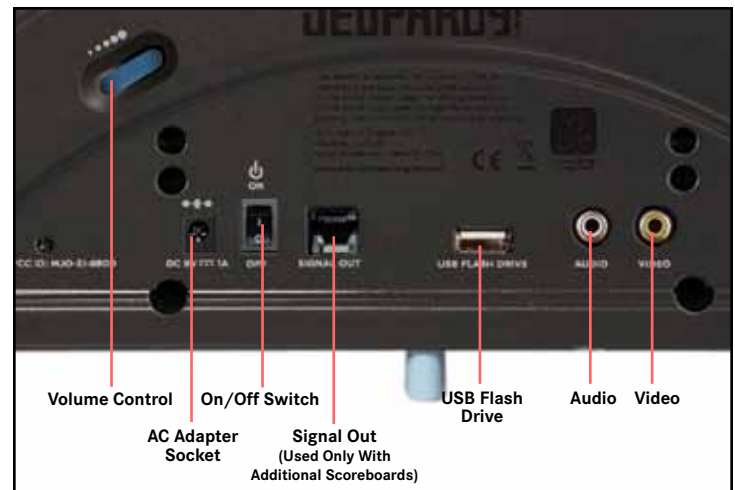
If your TV has more than one set of A/V input jacks, make sure you plug both connectors into the same set of jacks.



YES



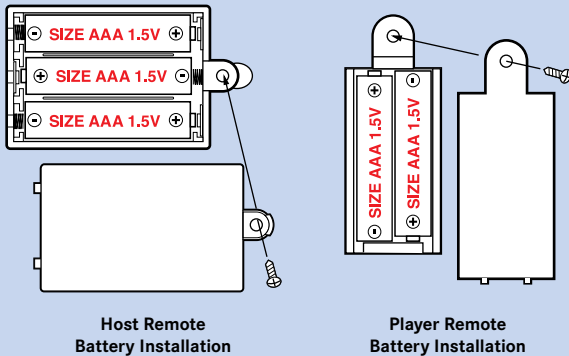
NO



4. Insert 3 AAA batteries into the Host and 2 AAA batteries into each Player Remote. See the Teacher’s Guide for information on battery installation. (Batteries are not included with Classroom Jeopardy!.)

Battery Installation

- Do not use rechargeable batteries.
- Do not mix old and new batteries.
- Do not mix different types of batteries: alkaline, standard (carbon zinc) or rechargeable (nickel-cadmium) batteries.
- Do not recharge non-rechargeable batteries.
- Remove rechargeable batteries from the toy before recharging.
- Only charge rechargeable batteries under adult supervision.
- Only use batteries of the same or equivalent type as recommended.
- Insert batteries with the correct polarity.
- Remove exhausted batteries from the unit.
- Do not short circuit the supply terminals.
- To prevent corrosion and possible damage to the product, we recommend removing the batteries from the unit if it will not be used for more than two weeks.



5. Plug the Power Adapter into the back of the Base Unit. Plug the other end of the Power Adapter into a power outlet.
6. Place the Base Unit on top of or near the TV.
7. Insert the USB Flash Drive into the back of the Base Unit.
8. Turn on the TV and the Base Unit.
9. Using the TV remote control or buttons on the TV, set the TV to VIDEO or LINE, and then view the various TV video line offerings until the Jeopardy! copyright/logo screen appears. You can turn off the TV and Base Unit until you are ready to start a game.

CLUE:



QUESTION: WHAT IS JEOPARDY!?

This exciting interactive game brings the sights and sounds of the TV show Jeopardy! to your classroom. From the moment students hear the distinctive Jeopardy! theme music, they'll be immersed in an entertaining multimedia experience. Developed in cooperation with the creators of the award-winning quiz show, Classroom Jeopardy! plays just like the television version with one important difference: the content is tailored by you, the educator, to align with your own curriculum.

When it comes to classroom use, most multimedia games are hit and miss: they might cover some of the concepts in your curriculum, but they may also include content your class hasn't studied. The developers of Classroom Jeopardy! recognized this simple fact: you are the authority on what your students should know.

While Classroom Jeopardy! includes several preprogrammed sample games, and other preprogrammed games are available separately, it's easy to design custom games just for your students. Simply use Classroom Jeopardy! Clue Studio on your computer to input your own game content and then save to a USB Flash Drive. Plug the USB Flash Drive into the Classroom Jeopardy! Base Unit, then hook up the unit to a television or LCD projector. Your content will appear on screen, enhanced with sounds and visual effects!

COMPONENTS



Front



Back

A. **Base Unit** with plastic erasable name cards displays scores for three players or teams.



B. **AC Power Adapter** connects the Base Unit to a power outlet.



C. **A/V Cable** connects the Base Unit to any television with standard audio/video cable jacks.



D. **Host Remote Control** allows the game host to move through the game and identify responses as correct or incorrect.



E. **Player Remotes** enable players to “signal in” when they’re ready to answer. The order of the remotes is: Green is player 1; Yellow is player 2; and Blue is player 3.



F. **USB Flash Drive** includes:

- Classroom Jeopardy! Clue Studio software
- Teacher’s Guide
- Five preprogrammed game files
- Reproducible Players’ Handout
- Award Certificate



G. **Answer Paddles** are two-sided write-on wipe-off surface for wagers in the Daily Double and Final Jeopardy.



H. **Dry-Erase Marker** is used to enter player or team names on the plastic erasable cards on the scoreboard. Markers are also used during the Daily Double and Final Jeopardy! for writing down answers and wagers. (Teachers should have dry erase markers available for each player.)

GETTING STARTED

You're probably eager to get started using Classroom Jeopardy! with your students. It is important that you and your students become familiar with the game before you actually play. Some advance preparation on your part will make the game a more effective teaching tool.

Get to Know the Basic Game Rules

The *Players' Handout* on the USB Flash Drive was designed for students' reference, but it serves as a good introduction for teachers, too. Start by reading through it to learn the basic Classroom Jeopardy! rules.

Get to Know the Game Controls

While the Classroom Jeopardy! interface is designed to be easy to use, it may take you some time to get used to the Host Remote Control that lets you move through the game. Your first game with students will go more smoothly if you practice on your own first. Work through the *Step-by-Step Through the Game* section of the Teacher's Guide a few times to familiarize yourself with the flow of the game. Also refer to the section *Hot Tips for Hosts* in the Teacher's Guide.

Although the remote control buttons work a bit differently in different areas of the game, this diagram explains their basic functions:

- Read the **LCD** screen to see the correct responses during gameplay.
- Use the **ARROW** buttons to scroll through menus and categories.
- Press the **SELECT** button to select the menu item or clue that is highlighted on the screen.
- Use the **BEGIN** button to start gameplay.



- Use the **CORRECT** and **INCORRECT** buttons to identify whether a player's response is correct.
- Use the **TEXTING** buttons to add students' names at the start of the game and to enter numbers during wagering.
- Slide the **COVER** back to reveal the texting buttons.

Become Familiar with the Clue/Response Format

Most game shows and trivia games follow a "question and answer" format. If you've ever watched the television game show Jeopardy!, however, you know that the game has a unique format. The host reads a *clue* and the contestants are asked to give a corresponding *response*. For example, most games might pose the question, "What is a baby cat called?" and players would answer, "a kitten." In Jeopardy!, players would read the clue, "It's a baby cat" and respond with, "What is a kitten?" Glance at the sample games provided on the USB Flash Drive to get an idea of how clues and responses are worded.

Choose a Preprogrammed Game

Before you begin creating your own games, choose an appropriate preprogrammed game to play with your class. Each game consists of three rounds—Jeopardy!, Double Jeopardy!, and Final Jeopardy!

Remember that unlike the games you will create yourself, preprogrammed games may cover some topics your students aren't familiar with. Choose a game that is easy enough that they will not feel frustrated. Playing a fairly simple game will help students master the game rules and format so they'll be ready to take on more challenging curriculum-related games later.

Consider How Strictly to Enforce Game Rules

Classroom Jeopardy!'s gameplay flexibility helps ensure that the game will be appropriate for different ages and skill levels. You, as the educator, are able to enforce rules and judge responses according to your own discretion.

Correct Responses

It's up to you, as the host, to decide what qualifies as a correct response. You may, for example, choose to accept responses that are not worded in the form of a question, especially if you work with elementary-age students. Whatever approach you choose, be sure that you clarify your expectations to your students and are consistent in your enforcement.

Time Limits

Use your own judgment to determine how strictly to enforce the 7-second time limit, but be consistent. With younger students, in particular, you may decide to be lenient.

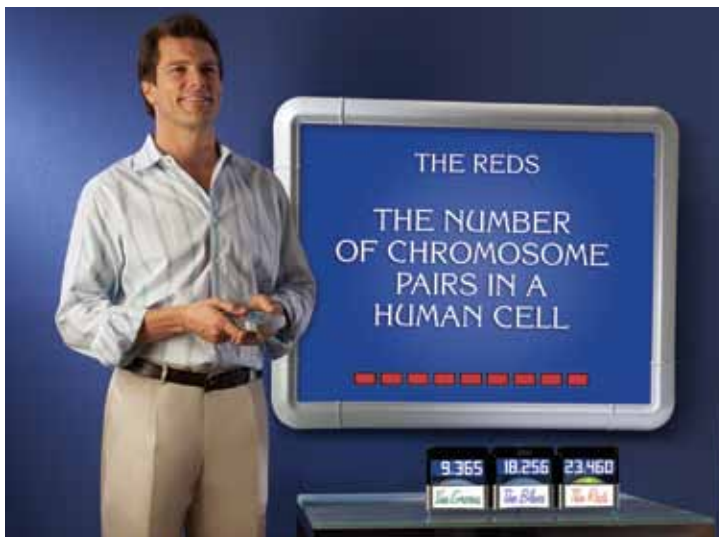
The Number of Responses Allowed per Clue

Classroom Jeopardy! has a special built-in feature that allows the other players to "signal in" with a response once an incorrect response has been given. (This is just how TV's Jeopardy! works.) Although a player who has responded incorrectly is not allowed to try the same clue again, you may choose to allow other players to answer it. In a three-player game, for example, if a player responds incorrectly, you may choose to allow the other two players to signal in. If the second response is also incorrect, you may allow the remaining player to signal in. If Accessory Scoreboards are used (see page 80), up to six players can get a chance to respond to a clue. In general, it's best to have a consistent policy throughout the game, but you may need to make exceptions for some clues—for example, those that call for a true or false response.

In certain instances, you may want to give players only one opportunity to answer. For example, if a category consists of clues in which players identify a given statement as true or false, the player who responds incorrectly unwittingly gives away the correct response. To prevent players from getting an unfair advantage over the player who responds incorrectly, you have the option of making certain clues single-play. Single-play clues allow only one player to respond. If a player responds incorrectly, points are taken off that player's score, and the game takes players back to the Classroom Jeopardy! game board where a new clue is chosen. You can choose to make some or all of the clues in a category single-play. For example, if all five clues in a category were true/false clues, you would probably want to assign the single-play feature to the entire category. If only Clue 1 were a true/false clue and the remaining clues multiple-play, then you would assign the single-play feature to just Clue 1.

Introduce the Game Rules to the Class

Classroom Jeopardy! is very fast-paced—there won't be time to adequately explain the rules during a game. Avoid cries of "I didn't know that rule!" and "That's not fair!" by introducing the basic game rules before the students play. Reproduce the *Players' Handout*, included as a separate file on the Jeopardy! USB Flash Drive, for students, and read through it as a class.



STEP-BY-STEP THROUGH THE GAME

Start by gathering the materials needed to play. For the Final Jeopardy! round, each player will need an answer paddle and a dry erase marker or players can use a pencil or pen and a sheet of paper.

Pass out the Player Remotes, directing players' attention to the number on the base. Tell students that the number on their base is their player number.

Important!

When the host presses the **BEGIN** button after reading a clue, a green timer bar will appear. This indicates that players have 7 seconds to signal in. Players cannot signal in until the host presses **BEGIN** and the green bar appears. If players try to signal in before the bar appears, they will be blocked out of gameplay for a fraction of a second until they release and press the signal button again. Holding down the button for an extended period may cause a remote to malfunction.

Getting Ready to Play: The Jeopardy! Start Menu

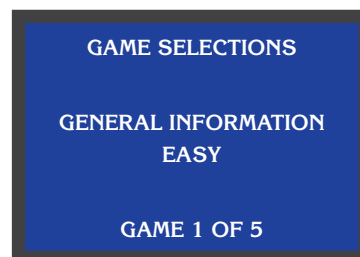
1. Turn on the Base Unit and the TV. After two or three seconds, the legal information and Jeopardy! logo will appear on screen.



2. Press **BEGIN** on the Host Remote Control. You will see the **JEOPARDY! START MENU** with two options.

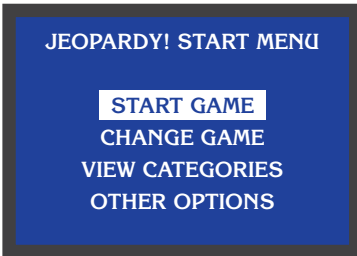


SELECT GAME: This lets you choose a game to play. If you choose **SELECT GAME** and move on to the next screen, but then decide you'd rather select **OTHER OPTIONS** instead, press **BEGIN**. You will return to the **JEOPARDY! START MENU**.



OTHER OPTIONS: This gives you two options at this point in the game. **CONFIGURE SCOREBOARDS** applies only if you have added one or more Accessory Scoreboards to the Base Unit. **PROGRAM REMOTES** allows you to reassign numbers or assign new numbers to Player Remotes.

3. Press the **SELECT** button to choose **SELECT GAME**. The first game title will appear. (The information at the bottom of the screen indicates how many games are available on the flash drive and which game in the series you are viewing.)
4. Use the arrow buttons to scroll through the games. Press the **SELECT** button when you see the game you want.
5. The **JEOPARDY! START MENU** will appear with four options.



START GAME: This moves you to the **REGISTER PLAYERS** screen.

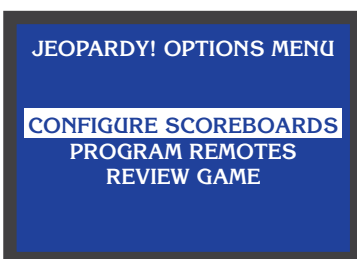
CHANGE GAME: This lets you change to a different game. To do this, use the arrow buttons to highlight **CHANGE GAME**. Press **SELECT**. This returns you to the game selection screen, and you can choose a new game.

VIEW CATEGORIES: This lets you look at the categories for the game you have chosen. To do this, you will need to choose this option before selecting **START GAME**. To look at the categories, scroll to **VIEW CATEGORIES**, highlight it, and press **SELECT**. The categories will appear one at a time, with the round at the top and the category number at the bottom of the screen.



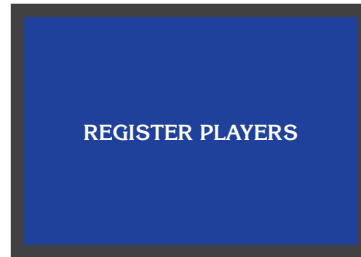
Use the down arrow or right arrow button on the Host Remote to scroll forward; use the up arrow or left arrow button to scroll backward. To exit the screen, press **BEGIN**. This will return you to the **JEOPARDY! START MENU**.

OTHER OPTIONS: This is similar to the choice in Step 2, but it includes a third option that lets you review the contents of a particular game.



Registering Players

6. Notice that the **JEOPARDY! START MENU** shows **START GAME** highlighted. Press **SELECT**, and the screen displays **REGISTER PLAYERS**.



Have each player in turn press the button on his Player Remote. The corresponding score panel will light up displaying 00000, and an orange light will come on above the score display. Use the dry-erase marker to write the name of the player or team under the correct light.

You can also program the students' or teams' names into the remotes. After a student presses the button to register his remote, press the **INCORRECT** button on the Host Remote. The "P" in "Player" on the TV screen will blink. Press the **INCORRECT** button again and the letters on the screen will disappear. Using the alphabet on the Host Remote texting buttons, text in the player's or team's name. When you are done press **SELECT**. Repeat with all players' remotes.

7. When all the players are registered, press **BEGIN**. The Jeopardy! logo will appear, and the scoreboard will display 0 for each player's score. The program will also randomly select a player to choose the first category and clue. That player's signal light will light up orange on their scoreboard and their remote. You are now ready to begin play.

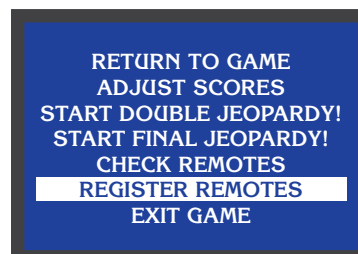


When a player signals to register, her signal light will light up. The numbers 00000 will appear on the scoreboard. This enables you to see that all the LCD segments are functioning.

Registering a Player Remote During a Classroom Jeopardy! Game.

If a player remote stops working during a game, it may have lost connection with the Classroom Jeopardy! main unit. You can check the remote and register it again by accessing the **JEOPARDY! OPTIONS MENU** from the game screen.

1. From the game board screen, press and hold **BEGIN** for three or four seconds until the **JEOPARDY! OPTIONS MENU** appears.



- Use the arrow buttons to highlight **REGISTER REMOTES**. Press **SELECT**. When **REGISTER REMOTES** appears on the screen, press the button on any player remote that has stopped working. The scoreboard will clear, but the scores will be saved.

NOTE: If you are playing in teams, team members must press the button on each remote to register the team correctly.

The light on each remote will light when the button is pressed. This will indicate that the remote is properly registered.

- Press **BEGIN** to return to the game board. The players' scores will return to the scoreboard.

Jeopardy! Gameplay

- To play Jeopardy!, press **BEGIN**. You will hear the Jeopardy! theme song and the voice of TV show announcer, Johnny Gilbert proclaim, "This is Jeopardy!"



- The game board will appear and the clue values will fill in. Then you will hear Alex Trebek announce, "Here are today's Jeopardy! categories," and see the first category name on screen.
- Read the category name aloud, along with any corresponding explanation. To reveal the category explanation, hold the **CORRECT** button down while pressing **SELECT**. To move to the next category, press **SELECT** only.
- Press **SELECT**. Read the next category and explanation aloud. Repeat until all the categories and explanations have been read.
- Press **SELECT**. The game board will appear with the category titles filled in.
- Ask the player whose signal light is lit to choose a category and value (for example, "School Time for 800").
- Use the arrow buttons to scroll to the category and value the player requested. When you see them highlighted, press **SELECT**.
- Read the clue that appears on screen aloud. Press **BEGIN**.
- A green timer bar will appear. This indicates that players have 7 seconds to signal in.



The orange light indicates it's Player 3's turn to pick a category and value. The category and value highlighted in white will be selected when **SELECT** is pressed.

COLORS	WHAT'S THE NUMBER?	SCHOOL TIME	RAID ANIMALS	LET'S REPT	THE HUGAN BOY
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

NOTE: Players cannot signal in until you press **BEGIN** and the green bar appears. If a player tries to signal in before the bar appears, she will be blocked out of gameplay for a second.

- If no player signals in within 7 seconds: **NO PLAYER** will appear at the top of the screen. Press **BEGIN** to return to the game board. The player who selected the previous category gets to choose again.

If one or more players signal in:

When the first player signals in, her signal light will turn green. Others who signal in after her will see their lights turn red. A red timer bar will appear. Say the name of the first player to prompt her—she has 7 seconds to respond. Go to Step 11.

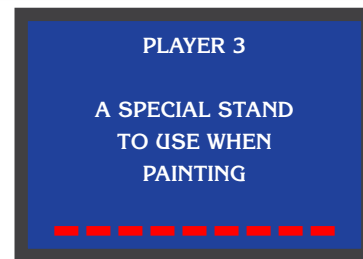
- If the player responds correctly within seven seconds:



The clue is displayed on screen and the green timer bar appears, showing that players have 7 seconds to signal in.



The green light indicates that Player 3 has signaled in first and now has 7 seconds to respond. The red light indicates that Player 2 signaled in later. Sarah did not signal in.



Press **CORRECT** on the Host Remote. The word **CORRECT** will appear at the bottom of the screen. Go to Step 13.

If the player does not respond correctly within seven seconds: Press **INCORRECT** on the Host Remote. The word **INCORRECT** will appear at the bottom of the screen indicating that time has run out.

- If a player answers incorrectly, press **BEGIN** to allow other players to respond. The green timer bar will reappear. Players will again have seven seconds to signal in. Go to Step 10.

To move on to a new clue without giving the other players a chance to respond:

Notify players they should not signal in. Press **BEGIN**, and let the green timer bar expire. Press **BEGIN** to return to the game board.

In certain instances, you may want to give players only one opportunity to answer. Single-play clues allow only one player to respond. If a player responds incorrectly, points are taken off that player's score, and the game returns to the Classroom Jeopardy! game board.

- Press **BEGIN** to return to the game board. Players' scores will be updated.
- Continue playing by returning to Step 6. The player with the correct response chooses the next category and value. If no player had a correct response, then the player who selected the previous category gets to choose again. (An orange light on the scoreboard will indicate the player whose turn it is to choose.)

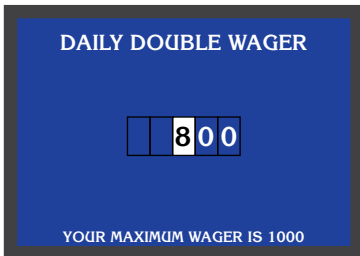
Daily Double

The Jeopardy! round has one Daily Double clue and the Double Jeopardy! round has two Daily Double clues. These clues are randomly selected by the program. The Daily Double clue allows only the player who just chose the category and point value to respond. See the Players' Handout for rules concerning Daily Double.

If you wish to help a player or team that is falling behind, you can prompt a Daily Double. The Host can assign the Daily Double to the currently picked clue by pressing and holding **INCORRECT** then pressing the **SELECT** button.



- When a category and value that the program has randomly chosen to be the Daily Double has been selected, the **DAILY DOUBLE** logo will appear.
- After the logo appears, a wager box is displayed.



- Ask the player who selected the category and value to state his wager. (The Players' Handout explains the maximum wagers allowed.)
- Enter the wager amount using the Host Remote. Use the up arrow or down arrow button to change any of the five digits. Use the left arrow or right arrow button to move to a digit to the right or left. When the right amount is shown, press **SELECT**.
- Read the clue aloud, then press **BEGIN**. (The player will not need to signal in.)
- If the player responds correctly within 7 seconds: Press the **CORRECT** button on the Host Remote. The word **CORRECT** will appear at the bottom of the screen.
If the player does not respond correctly within 7 seconds: Press the **INCORRECT** button on the Host Remote. The word **INCORRECT** will appear at the bottom of the screen.
- Press **BEGIN** to return to the game board.

Double Jeopardy!

Double Jeopardy! plays just like a round of Jeopardy! except that the point values are twice as high. Refer to the Players' Handout for rules concerning the game. You can access Double Jeopardy! in one of two ways—either at the end of a Jeopardy! game or at any time during a Jeopardy! round.



Moving to Double Jeopardy! from the End of Jeopardy!

- After the Jeopardy! round is ended, the TV screen will automatically display the Double Jeopardy! logo.
- Press **BEGIN**. You will hear Alex Trebek announce, "And now Double Jeopardy!."
- The game board will appear and the clue values will fill in. Then you will hear Alex Trebek announce, "Today's Double Jeopardy! categories are" and see the first category name appear.



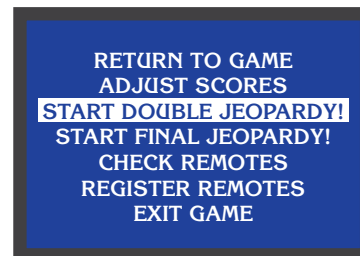
TOOL TIME	WORD PUZZLES	WATER WORKERS	LET'S EAT	ANIMALS	FRESH THIS
400	400	400	400	400	400
800	800	800	800	800	800
1200	1200	1200	1200	1200	1200
1600	1600	1600	1600	1600	1600
2000	2000	2000	2000	2000	2000

- Proceed as you would with Jeopardy!

Skipping to Double Jeopardy! without Completing Jeopardy!

You can skip to Double Jeopardy! at any time during a round of Jeopardy!.

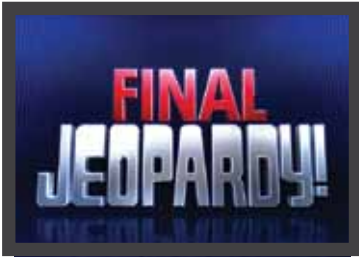
- From the game board screen, press and hold **BEGIN** for three or four seconds until the **JEOPARDY! OPTIONS MENU** appears.



- Use the arrow buttons to highlight **START DOUBLE JEOPARDY!**. Press **SELECT**. The current Jeopardy! game ends and Double Jeopardy! begins.

Final Jeopardy!

Final Jeopardy! is the last round of play. It consists of one clue. Refer to the Players' Handout for rules concerning the game. You can access Final Jeopardy! in three ways:



Moving to Final Jeopardy! from the End of Double Jeopardy!

1. When the Double Jeopardy! round is ended, the TV screen will automatically display the Final Jeopardy! logo.
2. Press **BEGIN** to start.
3. Go to Step 1 of **Final Jeopardy! Gameplay**.

Moving to Final Jeopardy! from the End of Jeopardy!

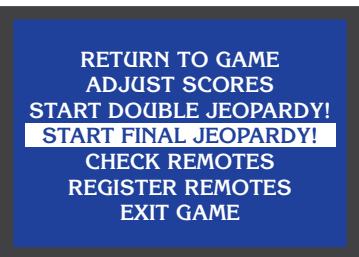
When the Jeopardy! round is ended, you can skip Double Jeopardy! and move to the Final Jeopardy! round.

1. At the end of Jeopardy!, the Double Jeopardy! logo appears.
2. Press and hold **BEGIN** for three or four seconds until the **JEOPARDY! OPTIONS MENU** appears. Use the arrow buttons to highlight **START FINAL JEOPARDY!** and press **SELECT**.
3. Go to Step 1 of **Final Jeopardy! Gameplay**.

Skipping to Final Jeopardy! during a Round

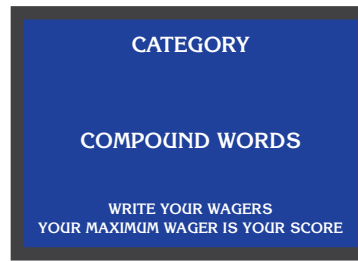
You can skip to Final Jeopardy! at any time during a round.

1. Press and hold **BEGIN** for three or four seconds until the **JEOPARDY! OPTIONS MENU** appears.
2. Use the arrow buttons to highlight **START FINAL JEOPARDY!**. Press **SELECT**. The current Jeopardy! game will end, and Final Jeopardy! will begin. Go to Step 1 of **Final Jeopardy! Gameplay**.

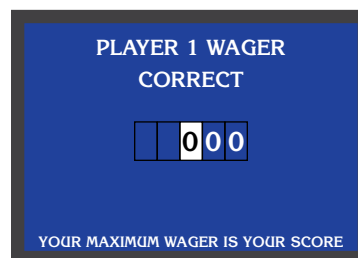


Final Jeopardy! Gameplay

1. Once the Final Jeopardy! logo has appeared and you've pressed **BEGIN**, you will hear Alex Trebek say, "And now, here we go with Final Jeopardy!."
2. After a pause, you will hear Alex say, "Today's Final Jeopardy! category is." The category name will appear on screen, along with instructions about making wagers. Read the category aloud.



3. Ask each player to write down his wager on one side of the Answer Paddle or a sheet of paper. (See the Players' Handout for the maximum wagers allowed.)
4. Press **SELECT**. The Final Jeopardy! clue will appear.
5. Press **BEGIN**. The Final Jeopardy! theme song will play. Players have until the end of the music (about 30 seconds) to finish writing their responses on the opposite side of their paddles or papers.
6. The number of the player with the lowest score will appear on screen. Ask that player to show her written response. Press **CORRECT** or **INCORRECT**. Then press **BEGIN**.
7. The wager box will appear. Ask the player to show her written wager amount. Use the arrow buttons to enter the amount in the wager box on screen. Press **SELECT**. You can also text in the wager using the texting buttons. Press the **INCORRECT** button on the Teacher Remote and use the texting buttons to text the wager. Press **SELECT** when you are finished.
8. Repeat Steps 6–7 until all responses have been checked and wagers have been entered.
9. The program will automatically calculate the scores and display the number, or name if entered, of the winning player. The grand introduction theme song will play, and you will hear Alex Trebek announce, "Today's Jeopardy! winner is!" Read the name of the winner aloud.
10. Press **BEGIN**. The screen will return to the **JEOPARDY! START MENU**.



After a player displays his written response, press **CORRECT** or **INCORRECT**. Then press **BEGIN**. The wager box will appear. The word **CORRECT** or **INCORRECT** is displayed, depending on the button you pressed.

EXITING THE GAME

Maximizing Student Remote Battery Life

If you turn off your Classroom Jeopardy!® unit before the end of the game, the last Student Remote to answer correctly may still have the amber LED lit. If it stays lit, it will drain the batteries of that Student Remote.

If the Unit is On

To prevent this from happening, DO NOT turn off your Classroom Jeopardy!® unit before the end of the game. Instead, EXIT the game using the main menu. Here's how:

1. While viewing the main game screen, press and hold the **BEGIN** button on the Host Remote for 5 seconds.
2. The **MAIN MENU** will appear. Use the up or down arrow buttons to select **EXIT GAME**.
3. Press the **SELECT** button. This will reset all the remotes.
4. Turn off the power on the main unit.

If the Unit is Off

If the Classroom Jeopardy!® unit is already off and you notice that one of the Student Remotes still has the amber LED lit, you can reset the remote 2 ways.

1. Turn the Classroom Jeopardy!® unit on. When the main screen appears it will reset all the remotes so you can turn off the power.
2. You can also reset the Student Remote by removing a battery for a moment. When you re-insert the battery it will reset the remote and the LED will be out.

CREATE YOUR OWN GAMES WITH CLASSROOM JEOPARDY! CLUE STUDIO

HOT TIP! Java must be installed on your computer for Clue Studio to work. If you do not have Java installed, you can download it for free at [Java.com](http://www.java.com).

Install Classroom Jeopardy! Clue Studio

Windows Installation

Installing and Launching with Windows XP or Windows 7

1. Insert the Classroom Jeopardy! USB Flash Drive into a USB port on your computer.
2. The **AUTO PLAY** window will open. Select **OPEN FOLDER TO VIEW FILES**. If the **AUTO PLAY** window does not open, go to **MY COMPUTER**, and select **CJ FROM EI** (removable drive).
3. Create a folder named “Clue Studio” where you want to store the Clue Studio software and the games you create.
4. Drag the Clue Studio application file **CLUE STUDIO.JAR** from the USB Flash Drive to your newly created Clue Studio folder.
5. Double click **CLUE STUDIO.JAR** to open Clue Studio.

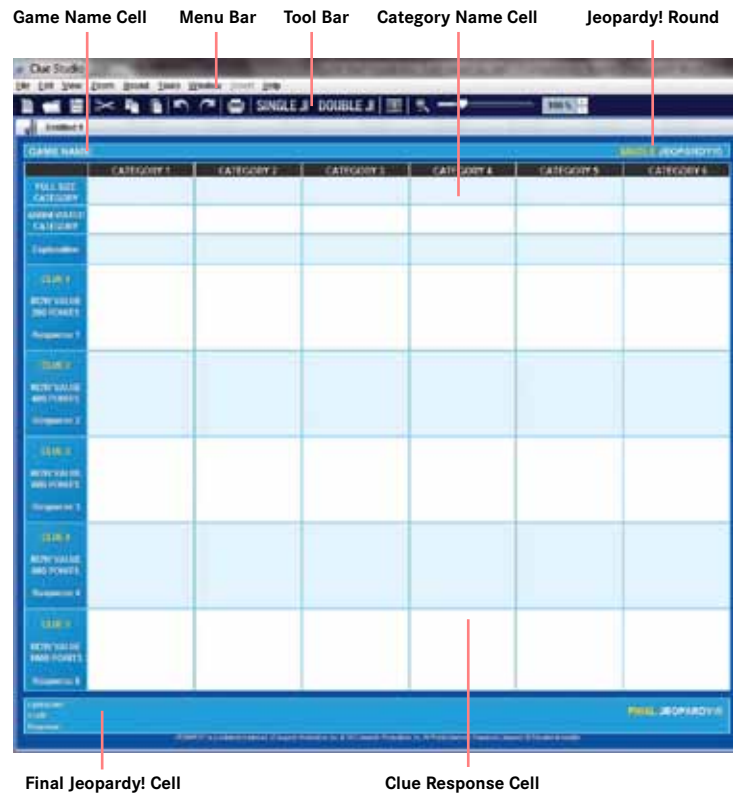
Note: Java is required. Check your version and/or download for free at <http://www.java.com>.

Macintosh OS Installation

Installing and Launching on a Macintosh with OS X

1. Insert the Classroom Jeopardy! USB Flash Drive into a USB port on your computer.
2. The USB Flash Drive icon will appear on your desktop. Double click the icon to open **CJ FROM EI**.
3. Create a folder named “Clue Studio” where you want to store the Clue Studio software and the games you create.
4. Drag the Clue Studio application file **CLUE STUDIO.JAR** from the USB Flash Drive to your newly created Clue Studio folder.
5. Double click **CLUE STUDIO.JAR** and it will open Clue Studio.

WRITE A GAME IN CLASSROOM JEOPARDY! CLUE STUDIO



1. Double click the **GAME NAME CELL**.



The **GAME NAME CELL** editor window will appear. Note: The editor windows will stop entering characters when they have reached maximum length. Type in a name for your game. This is the name that will be listed on the game selection screen when you start playing Classroom Jeopardy!. When you are finished, click the **OK** button.

2. Double click the Category 1 **CATEGORY NAME CELL**.

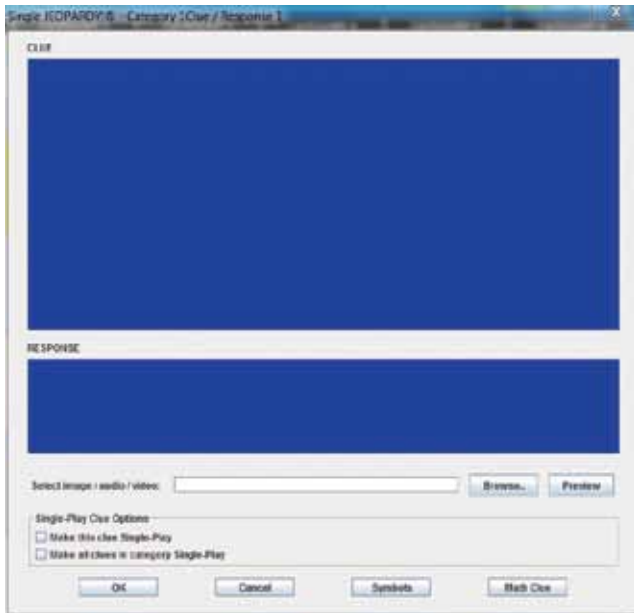


The **CATEGORY NAME CELL** editor window will appear. Type entries for the **FULL SIZE CATEGORY** field, the **ABBREVIATED CATEGORY** field, and the **EXPLANATION** field. The **ABBREVIATED CATEGORY** field will be displayed on your television when the game is played.

Open and complete all of the remaining **CATEGORY NAME** cells for **SINGLE JEOPARDY!**

HOT TIP! Leaving cells or categories empty (no text) allows you to build shorter games and still have three rounds of play. The cell or category will appear as an empty blue rectangle. The game will skip right over any empty cells.

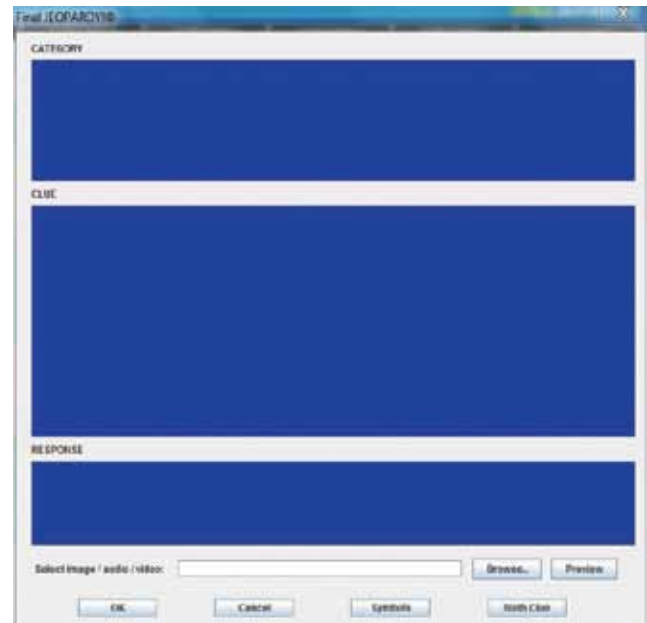
3. Double click the Clue 1 **CLUE/RESPONSE** cell.



The **CLUE/RESPONSE** cell editor window will appear. Type entries for the **CLUE** field and for the **RESPONSE** field. If applicable, select one of the **SINGLE-PLAY CLUE OPTIONS**. Single-play clues are clues which, when they are answered incorrectly, give away the correct answer to the other players. A True or False clue would be an example of a single-play clue.

Open and complete all the remaining **CLUE/RESPONSE CELLS** for **SINGLE JEOPARDY!**

4. Select **ROUND→DOUBLE** from the **MENU BAR** or click the Double J! **DOUBLE.J!** tool on the **TOOLBAR** to select the **DOUBLE JEOPARDY!** page of the game template. Open and complete the **CATEGORY NAME CELLS** and the **CLUE/RESPONSE CELLS** on the Double Jeopardy! round page of the game template.
5. Double click the **FINAL JEOPARDY! CELL**. The **FINAL JEOPARDY! CELL** appears on both the **SINGLE JEOPARDY!** and **DOUBLE JEOPARDY!** template pages.



The **FINAL JEOPARDY! CELL** editor window will appear. Type entries for the **CATEGORY** field, the **CLUE** field, and the **RESPONSE** field. When you have completed all the game template cells, you are ready to save the file to your Clue Studio folder. Name the file something that will make it easy to identify which game it is. Clue Studio will also create a folder of media assets using that same game name. You will copy the file and the folder to a USB Flash Drive to play your newly written game. Most USB Flash Drives can be used with Classroom Jeopardy!.

HOT TIP! It is possible to leave the text out of the Final Jeopardy clue to allow you to present a verbal clue. The Jeopardy “Think Music” and wagering will continue normally.

Adding Video, Audio and Images to Clues

With Clue Studio, you can add video, audio, and images to clues as well. When the clue is selected, the image, audio, or video will play, followed by a text clue screen as normal. When a cell contains a video, audio or image, the upper left corner of the cell will display a video, audio or image icon.

For example, to enhance the clue “He was an influential leader of the American Civil Rights Movement,” you could add a picture of Martin Luther King Jr., a video of Dr. King leading the Montgomery Bus Boycott in 1955, or an audio clip from his “I Have a Dream” speech.

Image clues can also be used to display charts, graphs, special math equations or any other visual clue.

Gather the images, audio clips, and video files you plan to use. Place them together in a folder, or on your desktop, to make it easy to find them when you are ready to insert them into the game.

Image files must be in .jpg format and can be no larger than 3 MB. Audio files must be longer than 0.2 seconds and in .wav format (16 bit, 44.1Khz). Videos must be in .avi format. Converting videos to .avi format suitable for Classroom Jeopardy! games is explained in the next section.

When inserting an image clue, it is important to note that some text should be input into the Clue/Response Window as well. When you play an image clue during the game, you will press **BEGIN** after viewing the image. The Clue window will display the text or a blank, blue screen if there is no text. You will need to press **BEGIN** a second time to start the timer.

Press the **BROWSE** button at the bottom of the **CLUE/RESPONSE** editor window. Navigate to your image (.jpg), audio (.wav) or video (.avi) file and select it. Click **OPEN** and the file will be inserted into that clue. Press **PREVIEW** to see how it will look in the game.

Converting Videos to .Avi Files Using FFmpeg

Videos must be in .avi format to use in Classroom Jeopardy!. If your videos are in another format, you can convert them to .avi using a file converter named FFmpeg.

DOWNLOADING FFmpeg

You can download this conversion tool for free at our software download site.

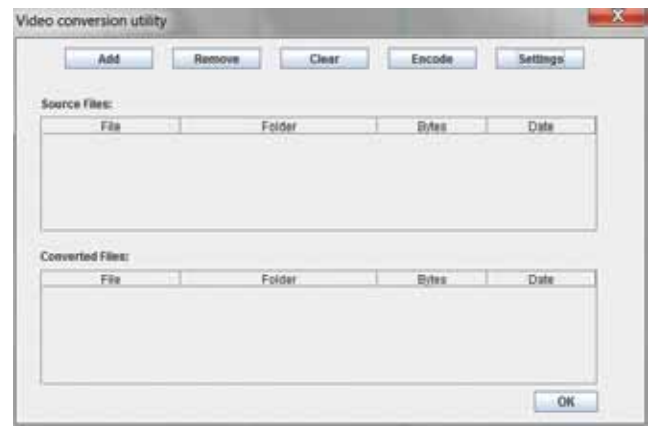
Go to: <http://www.educationalinsights.com/downloads>. Click on the Classroom Jeopardy!® Downloads link. Here you will find links to download FFmpeg for Windows and FFmpeg for Macintosh.

1. Use the links to download the Windows or Mac FFmpeg converter to your computer.
2. Move the FFmpeg from your “downloads” folder and place it in the **CLUE STUDIO** folder that contains **CLUESTUDIO.JAR**.

INITIALIZING FFmpeg

You need to initialize FFmpeg before using it for the first time.

1. Open the **CLUE STUDIO** application.
2. Click on the **CONVERT MOVIE** button on the button bar next to the **DOUBLE J!** button. The **CONVERT MOVIE** button looks like a movie frame. The **VIDEO CONVERSION UTILITY** window will open.



3. In the **VIDEO CONVERSION UTILITY** window, click the **SETTINGS** button. The **SETTINGS** window will open.



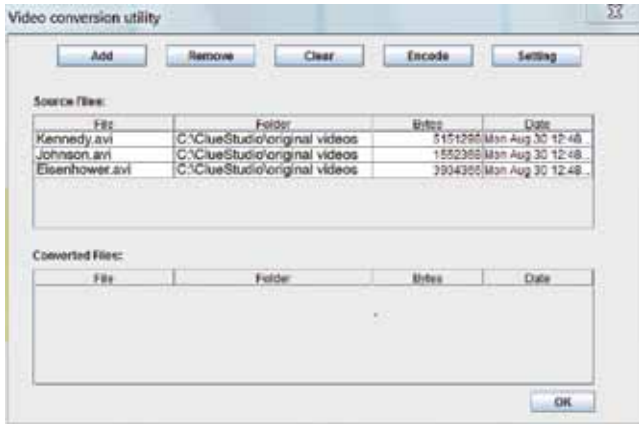
4. Click the **BROWSE** button next to the **FFMPEG PATH** line. Navigate to the **FFMPEG** application in your Clue Studio folder. Select the **FFMPEG** application and click **OPEN**. This will link the **VIDEO CONVERSION UTILITY** to the **FFMPEG** application.
5. Now click the **BROWSE** button next to the **OUTPUT DIRECTORY** line. This is where your converted videos will be placed. Navigate to the folder in which you will keep your converted videos and click **OPEN**. When you are ready to add your converted videos to your game, you will navigate to this folder from the **BROWSE** button in the Clue/Response window.

Please note: The video quality setting is also located in the **SETTINGS** window. When you begin to convert video you may return here to adjust this setting.

To convert videos for use in Classroom Jeopardy!:

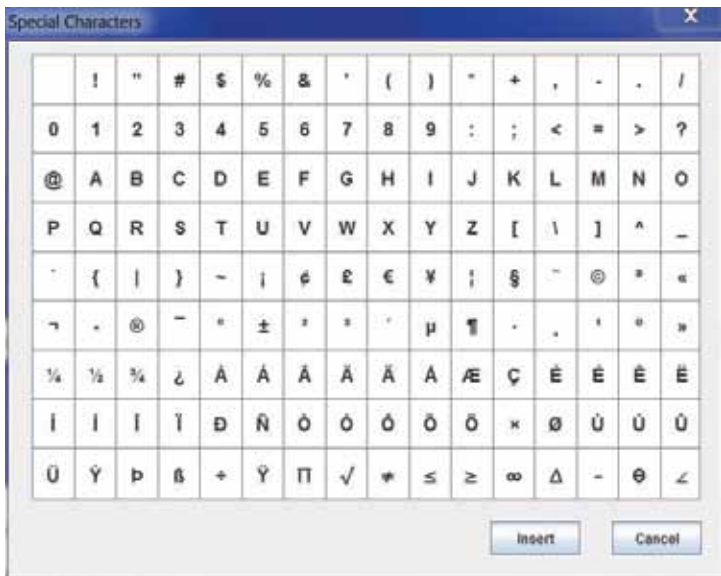
1. Click the **Convert Video** button on the toolbar next to the **DOUBLE J!** button. The **VIDEO CONVERSION UTILITY** window will open.
2. Click the **ADD** button and navigate to the video file you wish to convert. Click **OPEN** and the file will appear in the **SOURCE FILES** window. Add as many different videos as you need. The **VIDEO CONVERSION UTILITY** can convert an entire batch at one time.
3. Click the **SETTINGS** button to set the video quality. High quality will generate the clearest video, but the largest file. Low quality will generate video with less detail, but smaller file size. The video quality setting will apply to the entire batch being converted.

- Click the **ENCODE** button to begin conversion. If you have not set the FFmpeg path, a dialog box will pop up and direct you to the **SETTINGS** window. (See the previous section regarding initializing settings.) When completed, the files will appear in the **CONVERTED FILES** window.



Inserting Symbols into Clues or Responses

The following symbols are available to use in categories, clues and responses.



To insert a symbol, press the **SYMBOLS** button, to reveal the special characters. Select the symbol on the chart and click **INSERT**.

Note: A letter like Ü, with an ascender will overlap a letter like Ç with a descender if the character with the ascender lines up under the character with a descender. Adding an extra space in one of the lines of text will shift one of the characters over and fix the problem.

USING THE MATH CLUE FUNCTION

Classroom Jeopardy! Clue Studio has the ability to create special characters for math clues.

There are a few codes to learn and then you can create math clues for your Classroom Jeopardy! games.

Math Function	Tag	Example	Result
Superscript	^	X ^ 2	X ²
		X ^ (1+2)	X ⁽¹⁺²⁾
		H ^ (+), OH ^ (-)	H ⁽⁺⁾ , OH ⁽⁻⁾
Subscript	_	H_2 O	H ₂ O
Fraction	/	10/12 = ?	$\frac{10}{12} = ?$
		(10+X)/(12+Y)	$\frac{(10+X)}{(12+Y)}$
		(10+A/12)	$\frac{10+A}{12}$
		4 (1/2) + 3 (1/2) = 8	$4 \frac{1}{2} + 3 \frac{1}{2} = 8$
Square Root (symbol menu)	√	√36	$\sqrt{36}$
		√(3+6)	$\sqrt{(3+6)}$
Negative Number (hyphen)	-	-3 x -4 = 12	-3 x -4 = 12
Vertical Equations	VERT	VERT 3+16=19	$\begin{array}{r} 3 \\ + 16 \\ \hline 19 \end{array}$

- To create a Math Clue, double click the **CLUE/RESPONSE** cell you will use for that clue.

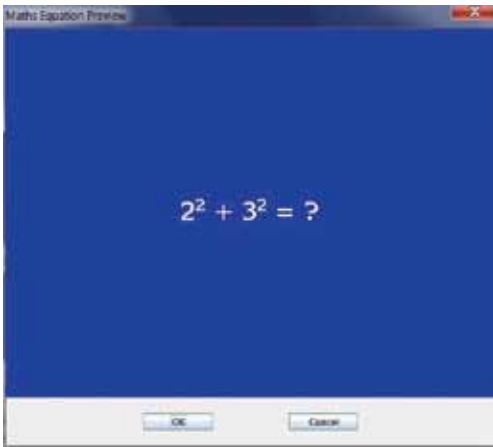
The **CLUE/RESPONSE** cell editor window will appear:



2. Type the math clue into the clue window using the math clue tags.
3. Click the **MATH CLUE** button. The Math Clue function will create a .jpg image of your clue. Every time you make a change to your math clue tags, remember to click the **MATH CLUE** button again, to refresh your image. You can check your math clue at any time by clicking the **PREVIEW** button.

Important:

The **MATH CLUE** button serves two functions. It creates the image of your math clue based on your math clue tags, and it also places the math clue in that cell of the game screen. If you change your math clue tags or move that clue to another cell, or category, you will need to click the **MATH CLUE** button again to be sure the clue works correctly in the game.



5. Click the **OK** button to return to the Clue Response window and **OK** again to return to the Clue Studio game screen.

Note: If you are unable to create your math equation using the Math Clue tool, you can scan your equation and include it in your clue as an image.

STORE A CLASSROOM JEOPARDY! GAME ON A USB FLASH DRIVE

Now that you've finished filling in a game template, save the file to your **Clue Studio** folder. Name the file something that will make it easy to identify which game it is. Clue Studio will also create a folder of media assets using that same game name. Now you're ready to copy the contents to a USB Flash Drive. Most USB Flash Drives can be used with Classroom Jeopardy!

For Windows Users:

Insert the Classroom Jeopardy! USB Flash Drive into a USB port on your computer. The **AUTO PLAY** window will open. Select **OPEN FOLDER TO VIEW FILES**. If the **AUTO PLAY** window does not open, go to **MY COMPUTER**, and select **CLUE STUDIO** (removable drive). Drag both the game and the folder of game media assets (same name as the game) to the **CLASSROOM JEOPARDY! USB FLASH DRIVE** window. The game will not play correctly without the media assets folder.

For Mac Users:

Insert the Classroom Jeopardy! USB Flash Drive into a USB port on your computer. The **USB FLASH DRIVE** icon will appear on your desktop. Double click the icon to open **CLUE STUDIO**. Drag both the game and the folder of game media assets (same name as the game) to the **CLASSROOM JEOPARDY! USB FLASH DRIVE** window. The game will not play correctly without the media assets folder.

Be sure to eject the USB Flash Drive before you remove it from the USB port. To eject the drive: Windows users, right click the USB Flash Drive icon on your computer and select **EJECT**. Mac users, drag the USB Flash Drive icon to the trash.

Remove the USB Flash Drive and insert it into the back of the Classroom Jeopardy! Base Unit. Now you are ready to play!

The flash drive included with Classroom Jeopardy! will hold approximately 512MB. Classroom Jeopardy! games without images, audio or video are about 60KB. Adding the media makes a big difference in size. You can fit 500 games with no media, 60 games with an average amount of media or about 10 games that are super-media rich with each having 10 or more large videos.

Opening and Resaving Classroom Jeopardy! Editor Files (.jgm files)

You can open the old version of Classroom Jeopardy! games that you have on your computer using the new Clue Studio software. Simply open Clue Studio, click FILE and select OPEN. Navigate to the file and select it.

If you need to move games off an old-style cartridge, you will need to use the J-Link and the old J-Edit software. Follow these steps:

1. Plug the cartridge into the J-Link and plug the J-Link cartridge reader into the USB port of your computer.
2. Open the old J-Edit software
3. Click the cartridge icon in the tool bar. This opens the game cartridge interface. It shows the contents of the game cartridge.
4. Click one title and then click "load selected game into J-Edit".
5. Click "save-as" and put the game in your Clue Studio folder (or wherever you store your games).
6. You can open the game with Clue Studio, edit and save (or save-as).

FCC

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.
- Consult the dealer or an experienced radio/TV technician for help.

Note: The user is cautioned that changes and modifications made to the equipment without the approval of manufacturer could void the user's authority to operate this equipment.

WARRANTY INFORMATION

Dear Customer,

Thank you for purchasing Classroom Jeopardy! We're certain that you and your students will enjoy the learning fun offered by this product.

Educational Insights warrants each unit against factory defects in material and workmanship for one year from the date of purchase to the original purchaser only.

This warranty is invalid if the damage or defect is caused by accident, consumer abuse, or unauthorized alteration or repair.

This warranty does not cover any claim concerning worn-out or defective batteries.

If your Classroom Jeopardy! fails to operate satisfactorily during the first year after purchase, return it postage prepaid to the address below. Be sure to include the product, your name, address, phone number and/or e-mail, a copy of your sales receipt or invoice, and a brief description of the problem. If the unit is found to be defective within the first year, it will be repaired or replaced at no further cost to you.

Direct all returns to:
Educational Insights
Warranty Replacements
380 N. Fairway Drive
Vernon Hills, IL 60061

Customer Service:
(800) 995-4436 (U.S. & Canada) or
+44 (0)1553 762276 (U.K. & Europe)

Register your Classroom Jeopardy! unit at:
www.educationalinsights.com/productregistration

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All rights reserved.
Conforms to ASTM F 963, FCC Part 15.
Please retain this information. Made in China. R12**



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