



PLAYERS' HANDOUT: GAME OVERVIEW

What's Classroom Jeopardy!?

Classroom Jeopardy! is based on the television game show Jeopardy!. It's a version of Jeopardy! made especially for classrooms.

How does it work?

The TV screen will display a gameboard with categories and point values. A player picks a category and value, such as "U.S. Presidents for 600." A clue will appear on screen, and the host (usually the teacher) will read it aloud. The first player to "signal in" and respond correctly wins points. The player with the highest number of points at the end of the game wins.

Who gets to pick the category and clue?

For the first clue of the game, the program randomly selects a player to choose the category and value. After that, the privilege is earned by a correct response. When it's your turn to pick a category and value, there will be an orange light above your name on the scoreboard.

How do players signal in?

Each player will get a Player Remote. When you press the button, it sends a signal showing that you're ready to respond to the clue.

How can you tell who signaled in first?

A green light will appear on the scoreboard above the name of the player who signaled in first. Other players who signaled in will have red lights above their names.

How long do players have to signal in and respond?

When the host has finished reading the clue, a green timer bar will appear at the bottom of the screen. This means players have seven seconds to press their Player Remotes. Once a player has signaled in, the bar will change from green to red. The player who signaled in first will have seven seconds to respond.

Can players signal in while the host is reading the clue?

No. The game will not register your signal if you press the button before the green timer bar appears, even if you hold down the button until the green bar appears. You must release the button and press again to reset your Player Remote.

What do the numbers on the gameboard mean?

The numbers on the gameboard indicate the points you will win or lose depending on your response. For example, if you signal in for a clue worth 800 points and respond correctly, 800 points will be added to your score. If you signal in and respond incorrectly, 800 points will be subtracted from your score. A clue's point value depends on how difficult it is. A clue that is worth 200 points will be easier than a clue worth 600 points.

Do players lose points if they don't signal in for a clue?

No. If you do not signal in, no change will be made to your score. This means that if you do not know the answer, it is much smarter NOT to signal in than to signal in and take a wild guess.

Can players guess again after an incorrect response?

If you signal in and respond incorrectly, the *other* players will get a chance to signal in and respond but you will not be allowed to guess again until the next clue appears.

What's the difference between Jeopardy!, Double Jeopardy!, and Final Jeopardy!?

A complete game has three rounds: Jeopardy!, Double Jeopardy!, and Final Jeopardy!.

- In Jeopardy! (the first round), correct responses are worth 200 to 1000 points.
- In Double Jeopardy! (the second round), correct responses are worth 400 to 2000 points. (You may play some quick games that do not have a Double Jeopardy! round.)
- Final Jeopardy! (the last round) consists of a single clue.

What's a Daily Double?

Each Jeopardy! round has one Daily Double clue and each Double Jeopardy! round has two Daily Double clues. These clues are randomly selected by the program. The Daily Double clue is only for the player who just chose the category and value. Before hearing the clue, the player makes a *wager*—the number of points he is willing to bet on the clue. The wager must be a multiple of 100, such as 0, 200, 500, or 1500. The maximum wager allowed depends on the player's score and the round.

- In Jeopardy!, if the player's score is less than 1000, the maximum wager is 1000. If the player's score is 1000 or more, the maximum wager is his entire score.
- In Double Jeopardy!, if the player's score is less than 2000, the maximum wager is 2000. If the player's score is 2000 or more, the maximum wager is his entire score.

The host reads the clue aloud and the player has seven seconds to respond. If the player responds correctly, he wins the number of points in the wager. If he responds incorrectly, he loses the number of points in the wager.

How does Final Jeopardy! work?

Only players with positive scores, rather than negative or zero scores, qualify for the Final Jeopardy! round. Because it is possible to purchase extra Player Remotes and scoreboards, some Classroom Jeopardy! games may have more than three players, but only the top six with positive scores will qualify for Final Jeopardy!.

A category is announced, and each player writes down his wager. The maximum wager a player may make is his entire score; the minimum wager is 0. Again, the wager is the number of points the player will win if his response is correct or lose if his response is incorrect. The host then reads the clue, and players have about 30 seconds to write down a response. When the Final Jeopardy! theme music finishes, players reveal their responses and their wagers.