

What is...
Classroom
JEOPARDY![®]

**QUICK START
GUIDE**



Educational
Insights[®]

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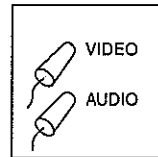
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QUICK START GUIDE

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.

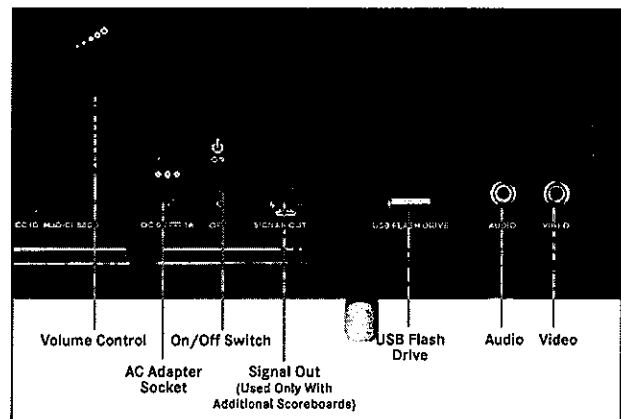
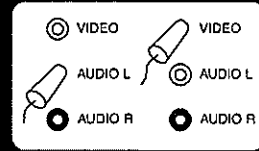
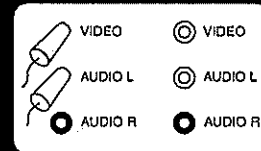


A/V Input with 2 Jacks



A/V Input with 3 Jacks

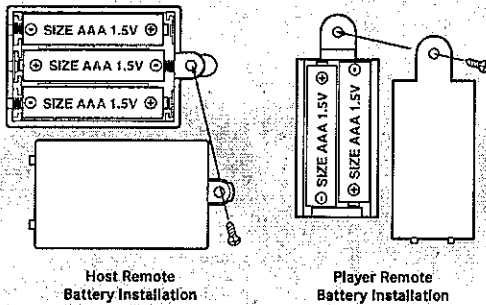
If your TV has more than one set of A/V input jacks, make sure you plug both connectors into the same set of jacks.



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.



CLUE:

“TRANSFORMS YOUR CLASSROOM INTO AN INTERACTIVE GAME SHOW, JUST LIKE THE ONE ON TV!”



Classroom
JEOPARDY!?

QUESTION: WHAT IS JEOPARDY!?

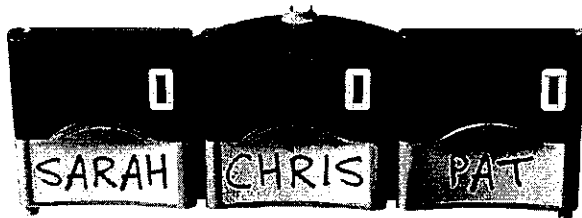
This exciting interactive game brings the sights and sounds of the TV show Jeopardy! to your classroom. From the moment students hear the distinctive Jeopardy! theme music, they'll be immersed in an entertaining multimedia experience. Developed in cooperation with the creators of the award-winning quiz 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.

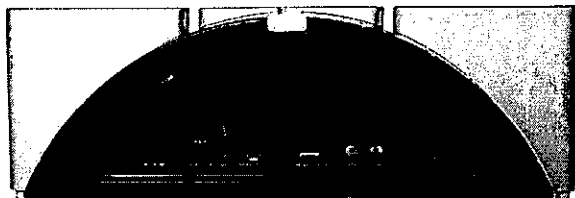
While Classroom Jeopardy! includes several preprogrammed sample games, and other preprogrammed games are available separately, it's easy to design custom games just for your students. Simply use Classroom Jeopardy! Clue Studio to input your own game content and then save to a USB Flash Drive. Plug the 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!

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.

COMPONENTS

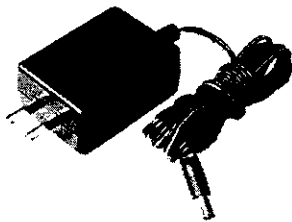


Front



Back

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



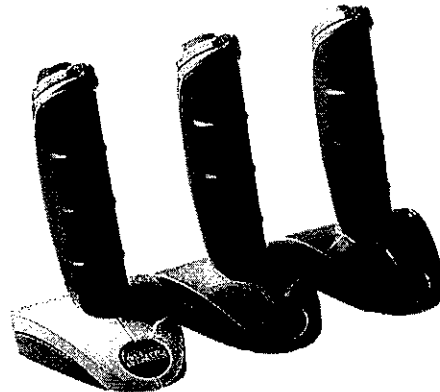
B. AC Power Adapter connects the Base Unit to a power outlet.



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 remotes are labeled 1, 2, and 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.

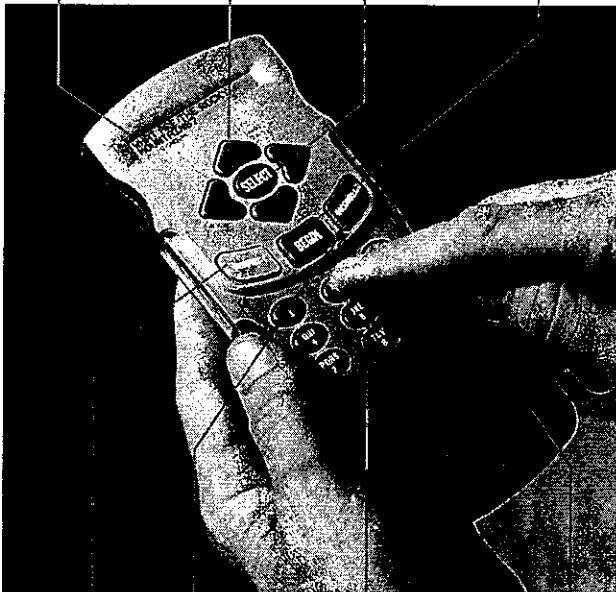
Although the remote control buttons work a bit differently in different areas of the game, this diagram explains their basic functions:

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.

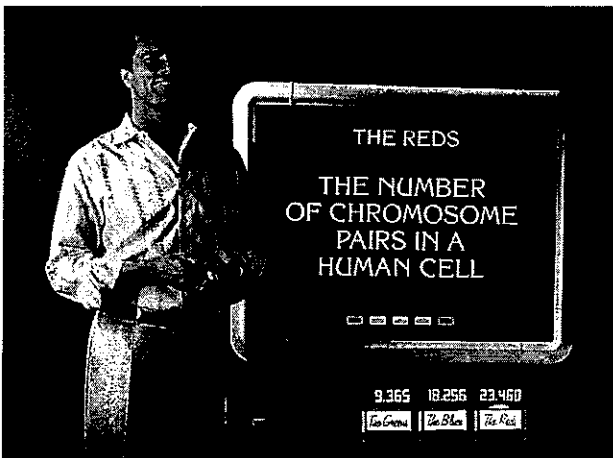
The Number of Responses Allowed per Clue

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 move on to a new clue or to allow the other two players to signal in. If the second response is also incorrect, you may again choose to move on or 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.

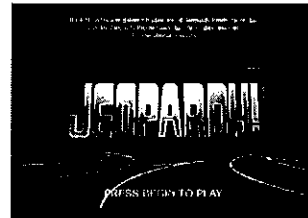
Pass out the Player Remotes, directing players' attention to the number on the base. Tell students that the number on their base is their player number.

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

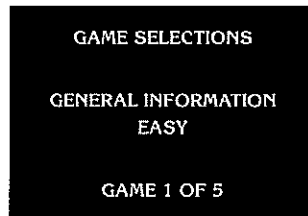
1. Turn on the Base Unit and the TV. After two or three seconds, the legal information and Jeopardy! logo will appear on screen.



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

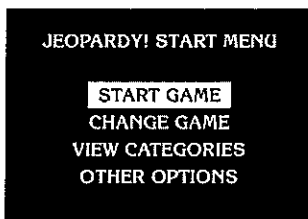


SELECT GAME: This lets you choose a game to play. If you choose **SELECT GAME** and move on to the next screen, but then decide you'd rather select **OTHER OPTIONS** instead, press **BEGIN**. You will return to the **JEOPARDY! START MENU**.



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.

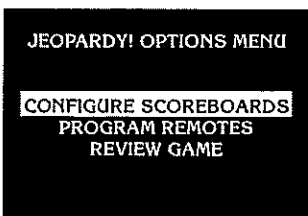
CHANGE GAME: This lets you change to a different game. To do this, use the arrow buttons to highlight **CHANGE GAME**. Press **SELECT**. This returns you to the game selection screen, and you can choose a new game.

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.

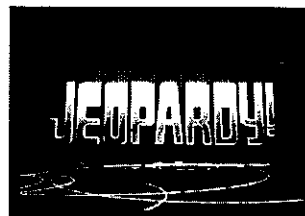
7. When all the players are registered, press **BEGIN**. The Jeopardy! logo will appear, and the scoreboard will display 0 for each player's score. The program will also randomly select a player to choose the first category and clue. That player's signal light will light up orange on their scoreboard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

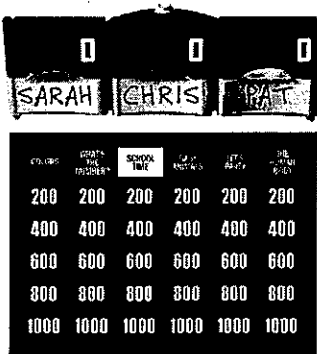
Jeopardy! Gameplay

1. 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!"



2. 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.

3. 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.
4. Press **SELECT**. Read the next category and explanation aloud. Repeat until all the categories and explanations have been read.
5. Press **SELECT**. The game board will appear with the category titles filled in.
6. Ask the player whose signal light is lit to choose a category and value (for example, "School Time for 800").
7. Use the arrow buttons to scroll to the category and value the player requested. When you see them highlighted, press **SELECT**.
8. Read the clue that appears on screen aloud. Press **BEGIN**.
9. A green timer bar will appear. This indicates that players have 7 seconds to signal in.



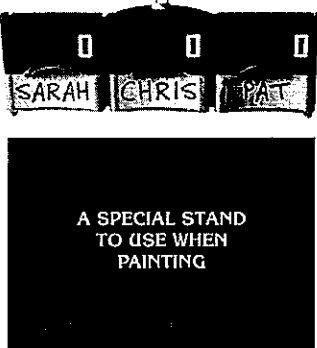
The orange light indicates it's Player 3's turn to pick a category and value. The category and value highlighted in white will be selected when **SELECT** is pressed.

(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 fraction of a second until she releases and presses her signal button again.)

10. *If no player signals in within 7 seconds:*
NO PLAYER will appear at the top of the screen. The screen will automatically return to the game board (or press **BEGIN** for the same result). 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.



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.

11. *If the player responds correctly within 7 seconds:*
 Press **CORRECT** on the Host Remote. The word **CORRECT** will appear at the bottom of the screen. Go to Step 13. (NOTE: The Host has the right to waive the 7-second rule. This may be especially appropriate for younger players. Simply let a player respond even after the red timer bar has run out. Gameplay will not be affected.)

If the player does not respond correctly within 7 seconds:
 Press **INCORRECT** on the Host Remote. The word **INCORRECT** will appear on screen and scores will update. Go to Step 12.
12. *To give other players a chance to respond:*
 Press **BEGIN**. The green timer bar will reappear. Players will again have 7 seconds to signal in. Go to Step 10. (NOTE: Classroom Jeopardy! allows up to 6 responses per clue—up to 3 with the basic Jeopardy! unit and up to 6 if additional scoreboards are used. A player who gives an incorrect response cannot signal in again until a new clue is given.)

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. 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.
13. Press **BEGIN** to return to the game board. Players' scores will be updated.
14. 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.



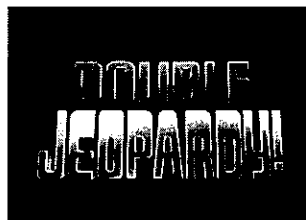
1. When a category and value that the program has randomly chosen to be the Daily Double has been selected, the DAILY DOUBLE logo will appear.
2. After the logo appears, a wager box is displayed.



3. Ask the player who selected the category and value to state his wager. (The Players' Handout explains the maximum wagers allowed.)
4. 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.
5. Read the clue aloud, then press BEGIN. (The player will not need to signal in.)
6. 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.
7. Press BEGIN to return to the game board.

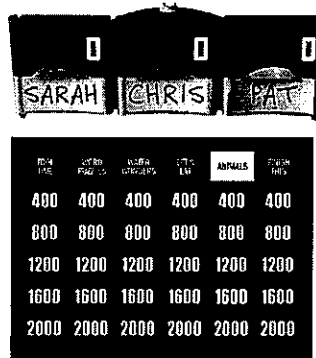
Double Jeopardy!

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!

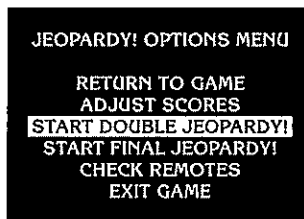
1. After the Jeopardy! round is ended, the TV screen will automatically display the Double Jeopardy! logo.
2. Press BEGIN. You will hear Alex Trebek announce, "And now Double Jeopardy!"
3. The game board will appear and the clue values will fill in. Then you will hear Alex Trebek announce, "Today's Double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



4. Proceed as you would with Jeopardy!

Skipping to Double Jeopardy! without Completing Jeopardy!

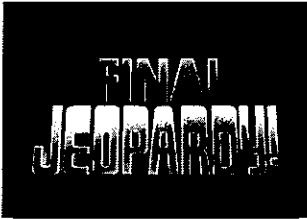
- You can skip to Double Jeopardy! at any time during a round of Jeopardy!.
1. From the game board screen, press and hold BEGIN for three or four seconds until the JEOPARDY! OPTIONS MENU appears.



2. 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!

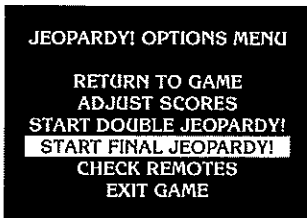
When the Jeopardy! round is ended, you can skip Double Jeopardy! and move to the Final Jeopardy! round.

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

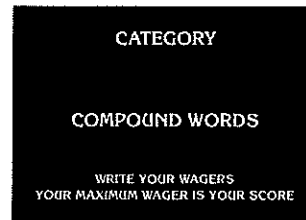
You can skip to Final Jeopardy! at any time during a round.

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.

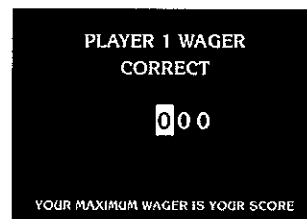


Final Jeopardy! Gameplay

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 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 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 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.

CREATE YOUR OWN GAMES WITH CLASSROOM JEOPARDY! CLUE STUDIO

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 CLUE STUDIO (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.

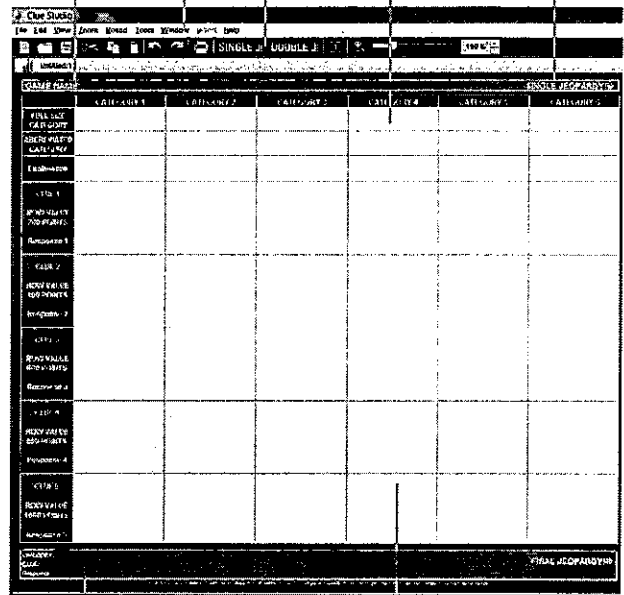
Macintosh OS Installation

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 Clue Studio.
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

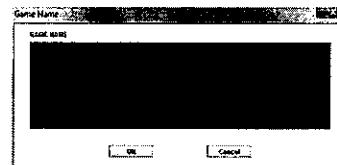
Game Name Cell Menu Bar Tool Bar Category Name Cell Jeopardy! Round



Final Jeopardy! Cell

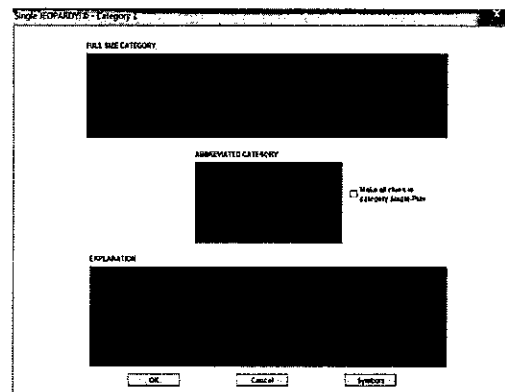
Clue Response Cell

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.

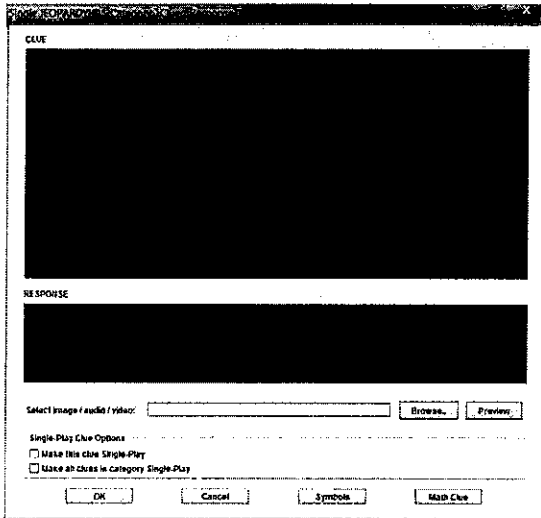
2. Double click the Category 1 CATEGORY NAME CELL.



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!

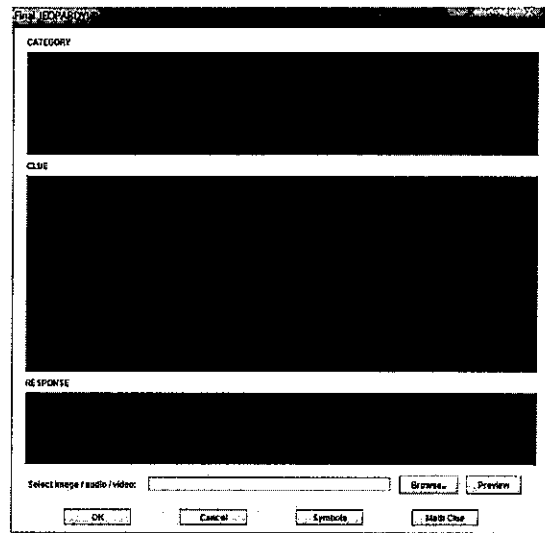
3. Double click the Clue 1 CLUE/RESPONSE cell.



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 store the game onto a Classroom Jeopardy! USB Flash Drive, after which you can play your newly written game.

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.

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. Audio files must be longer than 0.2 seconds and in .wmv format. Videos must be in .avi format. Converting videos to .avi format suitable for Classroom Jeopardy! games is explained in the next section.

Press the BROWSE button at the bottom of the CLUE/RESPONSE editor window. Navigate to your image (.jpg), audio (.wmv) 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

In order to use video in Classroom Jeopardy!, you will need to convert your video clips to .avi format using a file converter named FFMPEG. You can download this conversion tool for free at the following Web sites:

Macintosh version: <http://ffmpegg.en.softonic.com/mac>

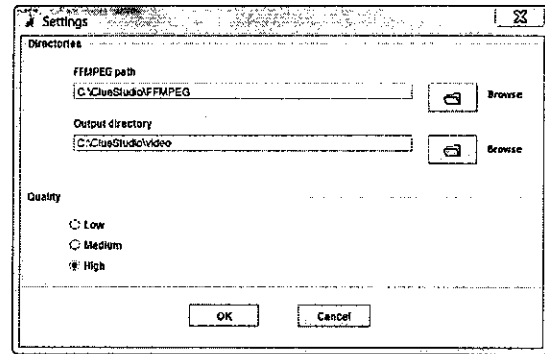
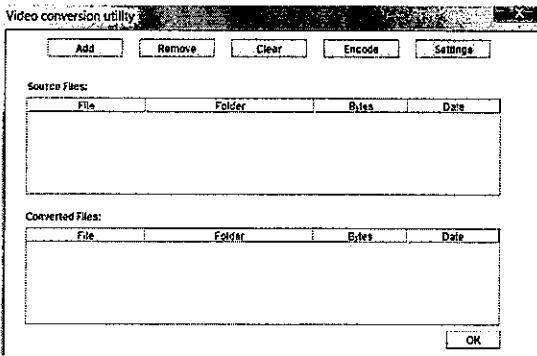
Windows version: <http://www.videohelp.com/tools/ffmpegg>

The most current Web addresses for FFMPEG converters can always be found at www.classroomjeopardy.com.

Download the FFMPEG converter to your computer and place it in the Clue Studio folder that contains the Clue Studio application (ClueStudio.jar). Placing the Clue Studio application and converter application in the same folder will enable the CONVERT VIDEO button to work properly.

Important: Before you begin converting video you will need to initialize your settings.

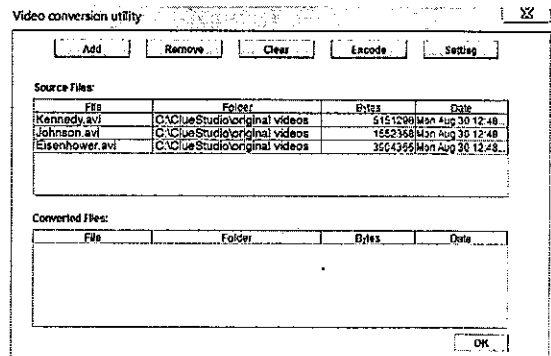
1. Click the SETTINGS button. The SETTINGS window will open.



2. 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.
3. 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.
4. Please note that 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.

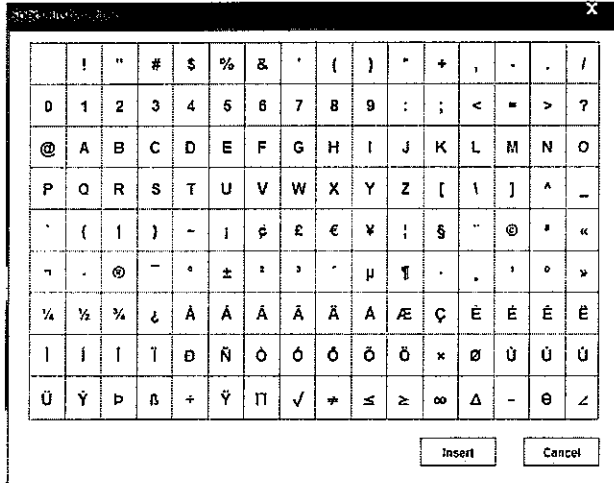
To convert videos for use in Classroom Jeopardy!:

1. Click the CONVERT VIDEO button on the toolbar. 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.
4. 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

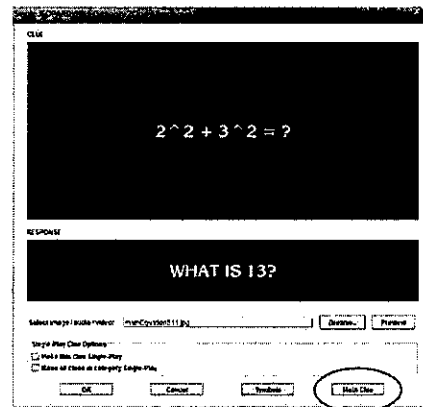
Classroom Jeopardy! Clue Studio has the ability to create special characters for math clues.

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_2O	H ₂ O
Fraction	/	10/12 = ?	$\frac{10}{12} = ?$
		(10+X)/(12+Y)	$\frac{(10+X)}{(12+Y)}$
		(10+A/12)	$10 + \frac{A}{12}$
		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	3 + 16 19

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

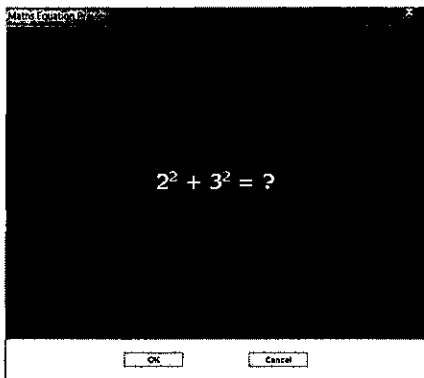
The **CLUE/RESPONSE** cell editor window will appear:



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!

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).

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.

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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