



The classic quiz game where players are given the Answer and must supply the Question.

CONTENTS:

- 72 JEOPARDY! Cards
- 72 DOUBLE JEOPARDY! Cards
- 36 FINAL JEOPARDY! Cards
- 6 Card Stands
- Jeopardy Dollars: 20 each of \$200, \$400, \$600, \$800, \$1000

Find paper and pens for players to use during FINAL JEOPARDY!

OBJECT: Be the player with the most money at the end of three rounds.

Round One: JEOPARDY!

(six cards)

Round Two: DOUBLE JEOPARDY!

(six more cards)

Round Three: FINAL JEOPARDY!

(one clue, but how much will you wager?)

SET UP: Choose a player to be the Quiz Master (QM). The QM will read all questions and distribute and collect the money. The QM draws six cards from the JEOPARDY! deck and arranges them in the six stands, so that only the QM can see the clues and questions, and the other players (Contestants) can only see the topics and dollar amounts.

Note: One of the six cards the QM selects should have a Daily Double on the card. A Daily Double is indicated by a yellow line around the answer.

PLAYING THE GAME: (After contestants have introduced themselves, with name, profession, and place of origin...)

The player to the right of the QM chooses the first question, specifying the Category and Dollar Amount (e.g. "Punk Rockers for \$400 please").

The QM reads the appropriate clue, and Contestants race to be the first to answer. Contestants must give their response in the form of a question (e.g. "Who is Billy Idol?").

If the response is correct, that Contestant receives the corresponding amount of money. If the response is incorrect, other Contestants can now race to shout out their responses. This process is repeated until a correct response is given, or until all Contestants have given incorrect responses or have passed. The QM then fines all players who have given the incorrect responses and shares the correct reply.

Note: It is the responsibility of the QM to keep track of which clues have been read. When a card's clues have all been read, turn it around as a visual indicator to Contestants that this card is done.

Note: Players do not go into debt. If they run out of money, they cannot be fined for wrong answers.

The Contestant with the correct reply chooses the next clue. If no player replied correctly, the Contestant with the least amount of money chooses the next clue. Round One is complete when all 30 clues have been given.

While the QM is setting up DOUBLE JEOPARDY!, players should exchange anecdotes. Two of the six cards the QM selects should have a Daily Double on the card (indicated by an enclosing yellow line).

Play the DOUBLE JEOPARDY! round the same way as the JEOPARDY! round.

DAILY DOUBLE: When a Contestant chooses a clue that is a Daily Double, before the clue is read, the Contestant must decide how much money they are going to wager (you cannot wager more than you have, and it must be in units of \$200.) If the response is correct, the Contestant is awarded the amount wagered. If the response is incorrect, they lose the amount wagered. Only the Contestant who selected the clue with a Daily Double has the opportunity to respond.

FINAL JEOPARDY!: If you have no money to wager, you cannot compete in the FINAL JEOPARDY! round. The QM draws a FINAL JEOPARDY! card from the deck and announces the category. Contestants then decide how much money they are going to wager and must write this amount down on their piece of paper before the clue is read. After the clue is read, the QM gives Contestants 30 seconds to write down their reply in the form of a question.

Note: Humming the FINAL JEOPARDY! tune is optional.

Starting with the Contestant with the least amount of money, Contestants reveal their questions and are awarded or penalized according to the correctness of their response.

The Contestant with the most money at the end of the FINAL JEOPARDY! round is the winner!

Shake hands and play again!