

InJeopardy Deluxe Quiz

Show Help

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Introduction

INJEOPARDY DELUXE QUIZ SHOW GAME

INTRODUCTION

InJeopardy Deluxe is the Ultimate Training Quiz Show Game. It offers trainers a variety of training alternatives, as well as different ways to play the game itself. Similar games are often used to review training program materials, however, InJeopardy Deluxe has been designed so that you can use the game to present new material as well as review previously covered information. We'll later discuss how to add new training material into the game in the **ADDING SLIDES INTO THE GAME** section of this help document.

Below we will provide detailed instruction on how to operate your new InJeopardy Deluxe Game, how to add questions to the game, and expound on the various ways to utilize InJeopardy Deluxe within your teaching/training programs.

Before we get started we want to ensure that you have your PowerPoint macros **ENABLED**. Macros allow the game to perform special functions such as automatic scoring and random team selection. Enabling macros is a quick and easy process, and we've provided step by step instructions for all versions of PowerPoint (2002 through 2013).

Setting Macros in PowerPoint

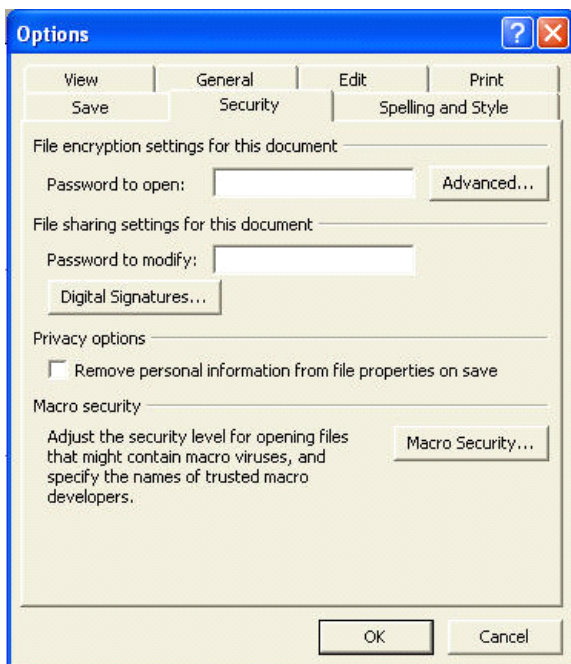
SETTING MACROS IN POWERPOINT

The InJeopardy Deluxe Game uses macros to automate the different game functions. Here is how to enable macros so that your game will operate perfectly.

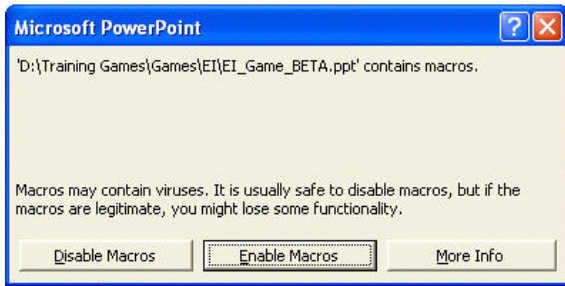
First, determine which version of PowerPoint you have (2002, 2003, 2007, 2010 or 2013). Instructions for 2002/2003 are listed first and 2007/2010/2013 below.

PowerPoint 2002/2003

1. Open PowerPoint and From the Menubar, select Tools and then Options...
2. Select the Security tab and then click on the Macro Security... button.
3. From the Security pop-up, select Medium and click OK to close both pop-ups.

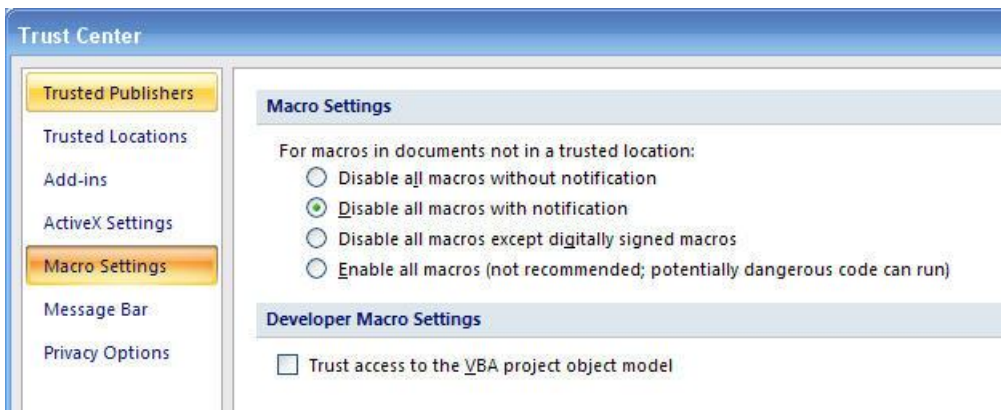
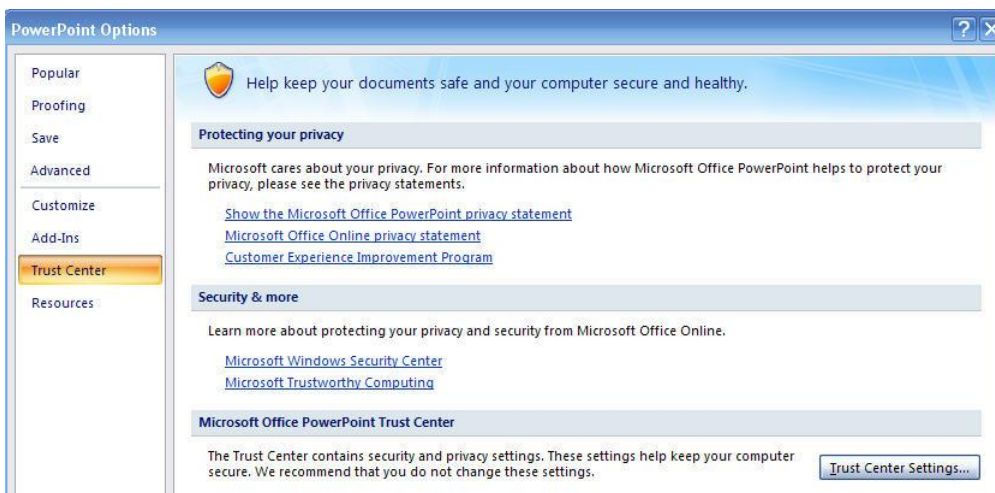


When you open a PowerPoint file containing macros, select Enable Macros from this pop-up.



PowerPoint 2007/2010

1. Open PowerPoint
2. Click the Microsoft Office Button in 2007 or the File button in 2010, and then click PowerPoint Options.
3. Click the Trust Center tab, and then click Trust Center Settings...
4. On the Trust Center pop-up, select the Macro Setting tab and select Disable all macros with notification.
5. Click on the button for “Disable all macros with notification” and click OK to close both pop-ups.



Security Alert - Macro

Upon opening a PowerPoint file you will be prompted to enable the game's macros, select “Enable this content”.



POWERPOINT 2013

1. Click the **File** tab.
2. In the **Security Warning** area, click **Enable Content**.
3. Under **Enable All Content**, click **Always enable this document's active content**.
The file becomes a trusted document.

The following image is an example of **Always enable this document's active content** and **Advanced Options**.



The following image is a larger example of the **Enable Content** options.

**Enable All Content**

Always enable this document's active content (make this a Trusted Document).

Advanced Options

Select which active content should be enabled. This content will be enabled for this session only.

Based on the selection you chose, Macros will be enabled. One important thing to note here is that macros will be enabled only for the application you enabled (in this case PowerPoint) and not for Office as a whole. For example if you enable macros in Word 2010, then it will **not be** enabled for all other Office 2010 application. Macros need to be enabled for each Office application separately.

PowerPoint Protected View

WHAT IS PROTECTED VIEW?

Protected View is a special Read Only mode to protect files opened or saved over the Internet. These files can always be opened to edit or play by clicking **Enable** or **Edit Anyway**.

Here is a link to a page that fully describes Protected View and how to turn it off.

<http://office.microsoft.com/en-us/excel-help/what-is-protected-view-HA010355931.aspx>

Here is a link to video that explains the process.

<http://office.microsoft.com/en-us/videos/turning-off-protected-view-office-2010-security-VA102000187.aspx>

Saving Game File

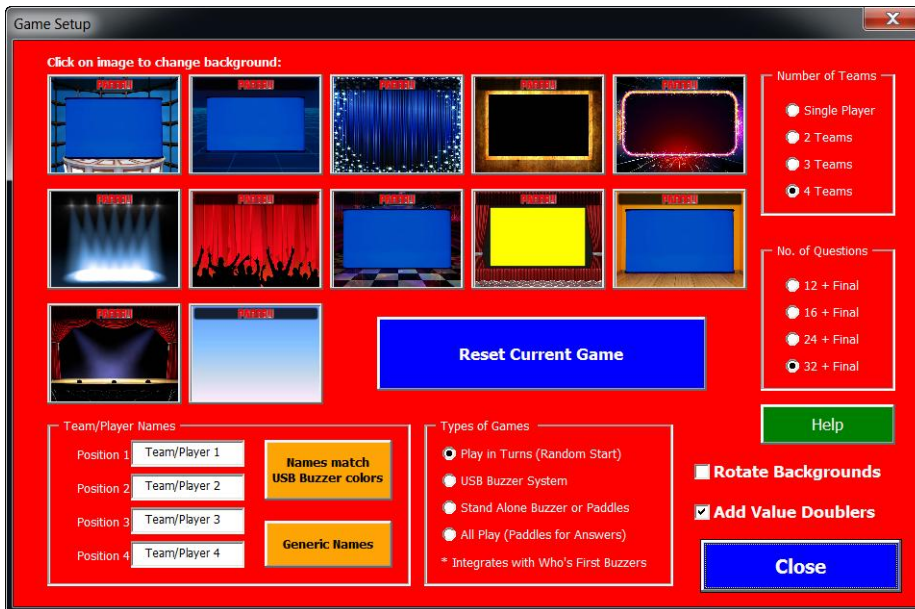
SAVING THE GAME FILE

If you are using PowerPoint 2007 or newer: Before using this game, save the PowerPoint file as a .PPTM (Macro Enabled). Saving to an earlier file format could cause problems.

InJeopardy Setup Options

InJeopardy Deluxe SETUP OPTIONS

From Game Setup you can adjust or setup many game options.



Click on a background image for your game or the Rotate Backgrounds button to use them all.

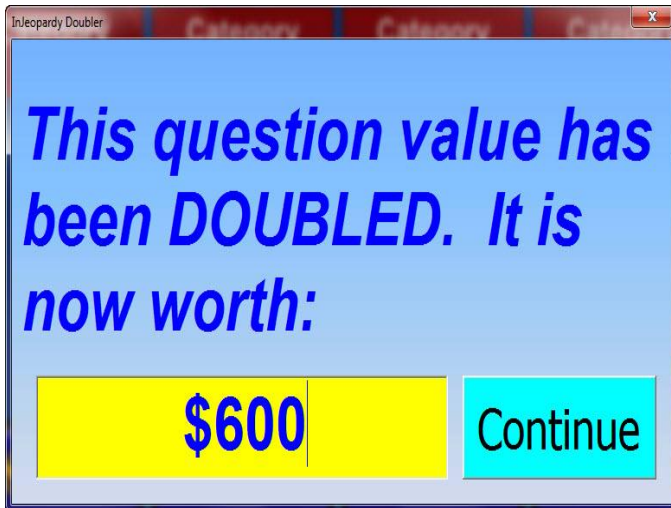
The Rotate Backgrounds will rotate through all of the backgrounds each time you change a slide. NOTE: We have found that when this option is used in PowerPoint 2007 that it will sometimes show a "black" background instead of an image. PowerPoint 2007 has a problem managing memory and if a customer is using an older machine or has many other programs open, this "black" background can happen. You can always fix this by just unclicking the Rotate Backgrounds.

The Reset Current Game button will reset the scores and the InJeopardy Deluxe Grids.

Value Doubler

VALUE DOUBLER

Use the Value Doubler (check the "Add Value Doublers" box lower right corner of Game Setup shown above) to add fun and excitement into your game. The Value Doubler screen (shown below) will appear randomly during the game and effectively double the point value of the current question. Let's say a team selected a category for 300. The Value Doubler would automatically change this point value to 600. Again the Value Doubler appears randomly and usually around 3 – 4 times on any one game board.



Team/Player Names

TEAM/PLAYER NAMES

There are three simple ways to add team names to your InJeopardy Deluxe Game. You can of course, simply type the names you've chosen into the TEAM/PLAYER NAMES box. Alternatively click on the GENERIC NAMES button to automatically input Team 1, Team 2... etc. Finally, click on the NAMES MATCH USB BUZZER COLORS button. Now teams/players are assigned the colors which correspond to your USB Buzzer system.



Types of Games

TYPES OF GAMES

Including a single player version, InJeopardy Deluxe can be played in 5 unique ways. Below we've provided a brief explanation of each type of play, however, we will revisit these game play options in greater detail later within this HELP document (Selections as they appear on Set Screen shown below).

Play in Order (checkbox)

Trainers may wish to have all teams receive an equal number of questions during the game. Select PLAY IN ORDER (checkbox) to have the game randomly select the first team to play, and then give all subsequent questions to teams or players in turn order.

USB Buzzer System (checkbox)

The InJeopardy Deluxe Game integrates instantly with your wireless buzzer system. In effect, the team that buzzes in first (hits their wireless buzzer slammer first), receives the question. We strongly recommend the Who's First Wireless Buzzer System which is sold on the www.training-games.com website as well as on the www.trainerswarehouse.com site. *Note, the InJeopardy Deluxe Game, regardless of the team play option selected, will always provide the host the opportunity to give the question to another team, if the first-in team gets the question wrong!*

Stand Alone Buzzers or Paddles (checkbox)

The InJeopardy Deluxe Game can also accommodate stand-alone buzzer systems (Systems that indicate the

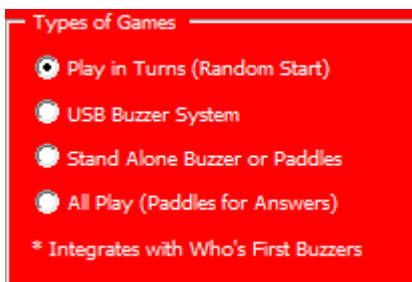
order teams or players buzz-in, without sending a signal directly to the game itself ; One example might be a system that uses various color lights to indicate which team has buzzed in first). Many times these systems will tell you which team or player was first-in as well as which team/player buzzed in second and possible third as well. The InJeopardy Deluxe Game gives the trainer the ability to increase or deduct points from multiple teams during a single question. You may also choose to use erasable audience response paddles which allow teams to quickly indicate that they are ready to answer a question. We recommend the Who's First Lighted Tower System, the Me First Buzzer Wireless Buzzer System or Audience Response Paddles which are again sold on the TGI website www.training-games.com or from Trainers Warehouse www.trainerswarehouse.com .

ALL Play (checkbox)

Another great way to play is to allow ALL teams or players to answer each and every question. Audience Response Paddles work well for this style of play.

Single Player (checkbox listed with No. of Teams)

Finally, the InJeopardy Deluxe Game offers a Single Player option. This entire game can be distributed (via e-mail) to various members of your organization (each must have a version of PowerPoint (2002, 2003, 2007, 2010 or 2013) on their computer). Individuals can play through the game by themselves and learn as they play. In addition InJeopardy Deluxe offers a means for individual players to e-mail their final scores to a central administrator from the game itself! Note: Although, as mentioned above, this game can be distributed to individuals in your organization to play and learn, this does NOT license nor permit those individuals to create new games or to use the InJeopardy Deluxe Game to train others within or outside of your organization. For this, additional trainer licenses must be purchased.

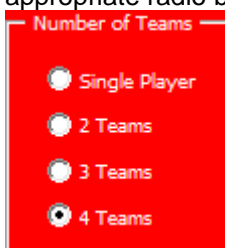


Pictured above is the "Type of Games" selection menu from the Setup screen.

Number of Teams

NUMBER OF TEAMS

The InJeopardy Deluxe Game accommodates a Single Player game or up to 4 players/teams. Simply select the appropriate radio button (As shown below).



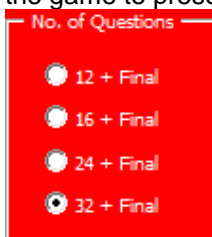
Number of Questions

NUMBER OF QUESTIONS

When initially setting up the game, you'll of course, need to decide on how many questions you'll want to have in your game. InJeopardy Deluxe offers you a 12, 16, 24, and 32 question game format, each with an additional Final InJeopardy Deluxe question. Typically, in a review type game, questions will take 1 ½ to 2 minutes to answer. Obviously, questions will take a bit longer if you choose to add information slides to perhaps better

explain why a particular question was answered as it was. Most trainers and teachers appreciate this option because it allows them to use the game as an information delivery tool rather than just a means of delivering previously covered materials.

In addition, using the game to initially provide program information increases the retention of that information. The excitement of the game itself is used to capture each player's attention, allowing the trainer moments during the game to present to a fully engaged audience.



Entering Questions

ENTERING GAME QUESTIONS

Creating categories:

Break your questions into 4 or 8 categories. Type a category name for the first 4 categories on the InJeopardy Deluxe Grid (in Edit Mode) and if needed the last 4 categories on the Double InJeopardy Deluxe Grid.

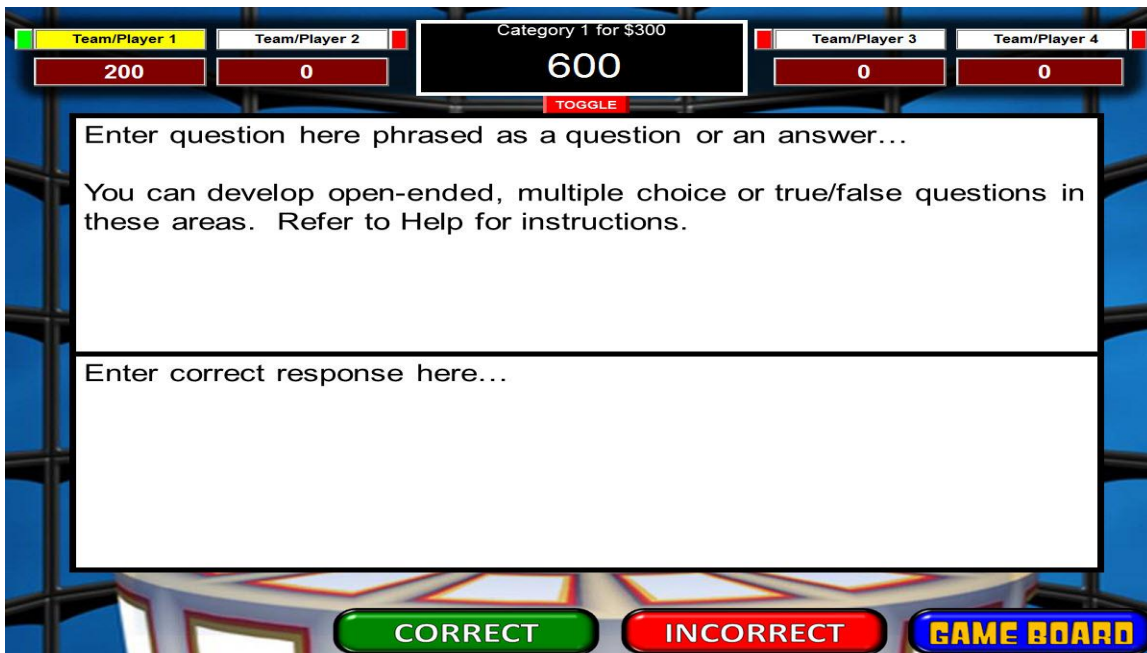
Entering Questions:

In edit mode on one of the 32 question slides, enter your questions and answers. Refer to the Types of Questions page for more information.

Types of Questions

ENTERING GAME QUESTIONS

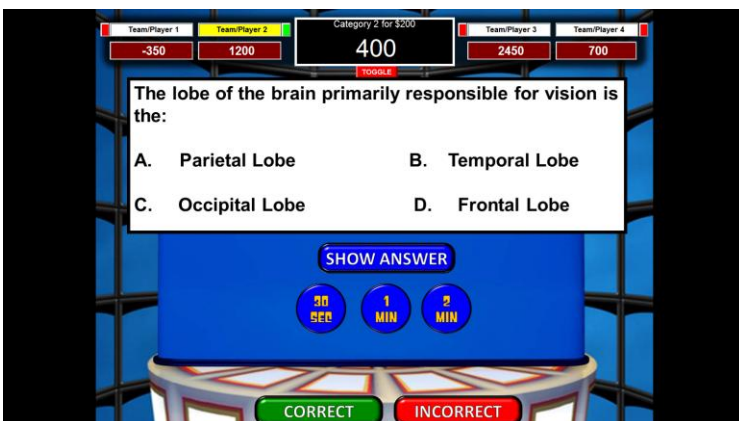
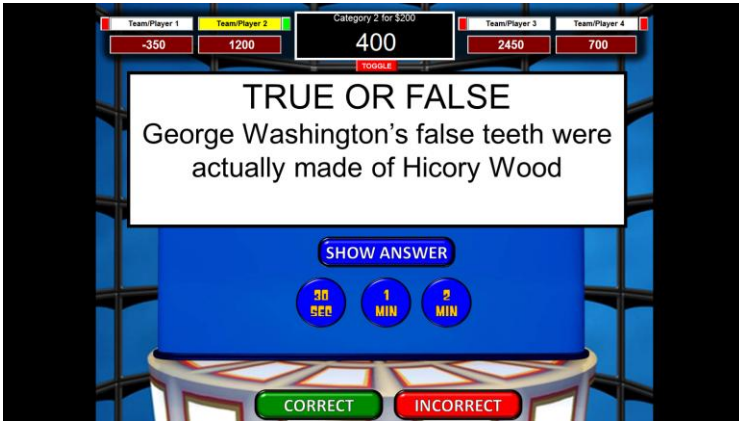
Because you will be working in PowerPoint, entering questions is extremely easy to do. Basically, select one of the question slides, click on top white text box containing the phrase “Enter question here phrased as a question or an answer...” and type in your question, then click on the bottom white text box containing the phrase “Enter correct response here...” and type in the correct answer. *Hint: Clicking on the text 3X fast will highlight all of the text in the box; then just start typing!*



When playing the game in PowerPoint slideshow mode, clicking the SHOW ANSWER button will reveal the correct answer.

Note that the black box (Top center of your screen) informs you of which questions on the InJeopardy Deluxe question grid you are currently entering.





You can add open-ended, true/false or multiple choice questions as well in InJeopardy Deluxe. Here we've shown several sample questions for you to reference.

The game comes complete with 32 InJeopardy Deluxe questions. You may certainly opt to have fewer questions in your game (12, 16 or 24), in which case you'll not use some of the question slides. For example, a 12 question game has 4 categories with 3 questions in each category (for \$100, \$200 & \$300). For this game you would simply leave blank unneeded categories (5 -8) and point value question slides (\$400, \$600 and \$800).

Here's a quick reference below:

12 question game grid – Use question slides for categories 1 through 4 for and point values \$100 - \$300

16 question – Use question slides for categories 1 – 4 and for values \$100- \$400

24 question – Use question slides for categories 1 – 4 and for point values \$100 – \$300 as well as slides for categories 4- 8 (Double InJeopardy Deluxe) and for point values \$200 - \$600

32 questions – Use question slides for categories 1 – 4 and for point values \$100 - \$400 as well as slides for categories 4 – 8 (Double InJeopardy Deluxe) and for point values \$200 - \$800

12 + Final			
Cat 1	Cat 2	Cat 3	Cat 4
\$100	\$100	\$100	\$100
\$200	\$200	\$200	\$200
\$300	\$300	\$300	\$300

12/12=24 + Final			
Cat 5	Cat 6	Cat 7	Cat 8
\$200	\$200	\$200	\$200
\$400	\$400	\$400	\$400
\$600	\$600	\$600	\$600

16 + Final			
Cat 1	Cat 2	Cat 3	Cat 4
\$100	\$100	\$100	\$100
\$200	\$200	\$200	\$200
\$300	\$300	\$300	\$300
\$400	\$400	\$400	\$400

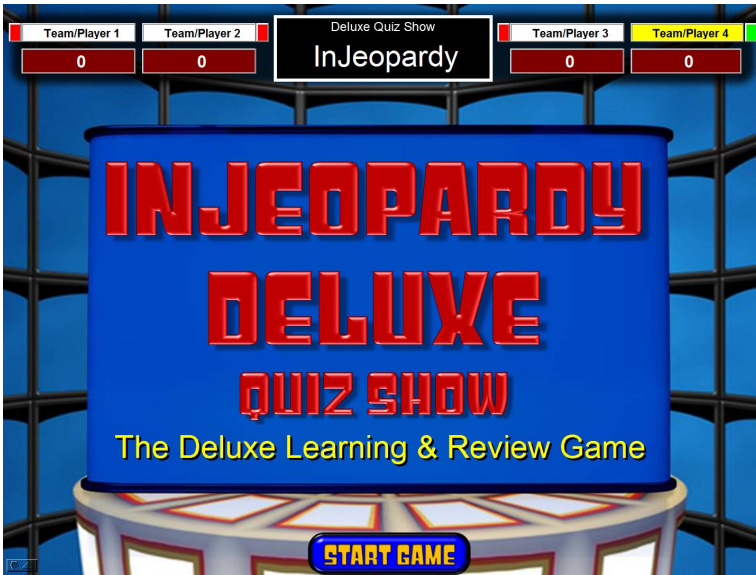
16/16=32 + Final			
Cat 5	Cat 6	Cat 7	Cat 8
\$200	\$200	\$200	\$200
\$400	\$400	\$400	\$400
\$600	\$600	\$600	\$600
\$800	\$800	\$800	\$800

We've placed a yellow question grid guides on the right side of each question to assist you when entering questions (shown right).

Note: This is the grid formation for the question in Category 5 for point value \$600. If playing a 24 question game it would be your last question entered, however if playing a 32 question game, you'd continue to add questions for the \$800 point value questions. Note: The red rectangle references the category and pt. value of the question slide you are currently entering for a 24 or 32 question game.

Adding Slides to the Game

ADDING/DELETING SLIDES TO THE GAME

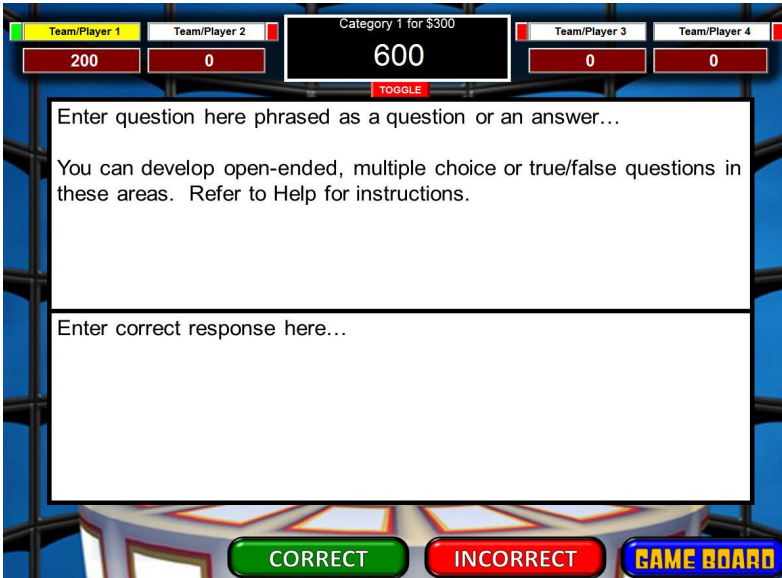


Our advice is not to delete ANY of the slides from the InJeopardy Deluxe Game. You can however add slides to the game or delete slides that YOU have added. We have programmatically referenced all the game slides so that adding presentation slides into the game will NOT affect the operation of the game itself. Therefore you can add a slide anywhere into the game, effectively changing the PowerPoint slide number. This is true for every slide in the game except for the very first title slide (pictured below). Keep this particular slide in the No. 1 slide position.

Actually we would encourage you to add "MORE" information slides into the game directly after the question in order to provide additional information about that question. In this way you can use the game to present information as well a review tool.

Here's how to add a slide. In PowerPoint EDIT mode (with slide thumbnails appearing on the left side of your screen), right click on the thumbnail image of the particular question slide you wish to provide additional information about. Now select NEW SLIDE from the dropdown menu. This will add an additional slide directly after the question.

Now click your Page Up key to get back to the question slide. Again, while still in EDIT mode, you'll note that on the left side of the question slide itself we've placed a pre-programmed MORE and BACK button (pictured below). Click and hold on the MORE button and drag it onto your question slide (We suggest lower left, perhaps 1 ½ inches into the slide). Now copy the BACK button, page down, and paste it onto the additional information slide you just created.



Now while playing the game (In PowerPoint SLIDE SHOW mode), and after you've finished answering the game question, click on the MORE button to page down to your additional information slide. Finally click on the BACK button to return to the question, and resume the game.

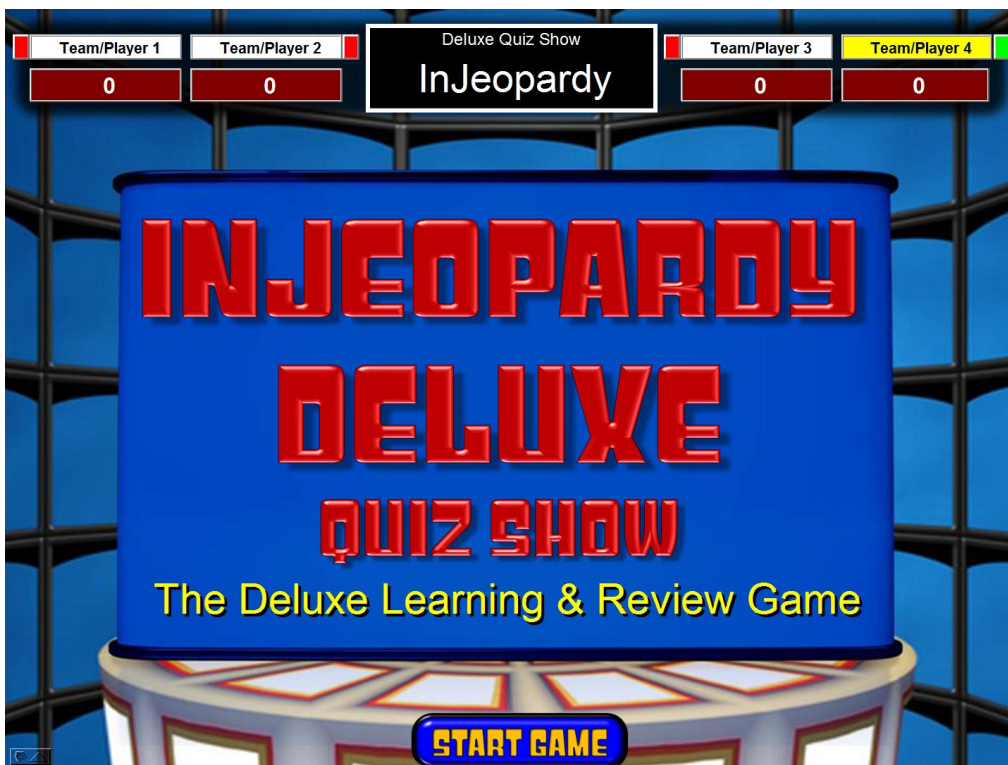
Playing the InJeopardy Game

PLAYING THE InJeopardy Deluxe GAME

On the following pages are game instructions for how to play the different kinds of games using the InJeopardy Deluxe Game.

Intro Slide

INTRO SLIDE

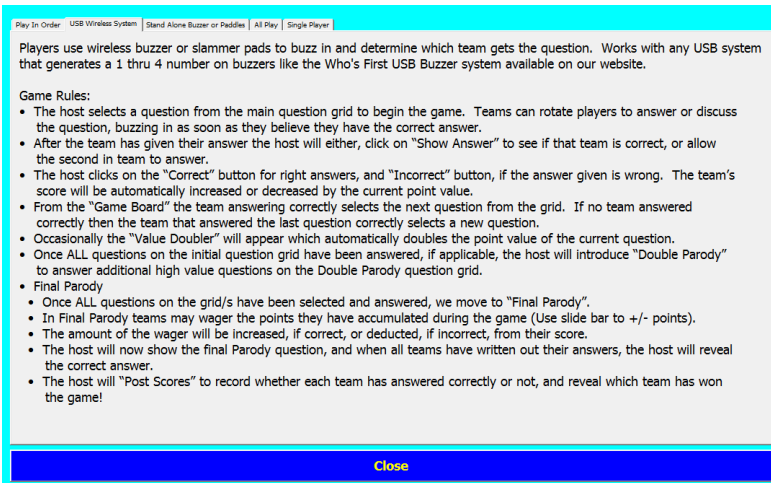


The first slide is the Intro slide and has some animation with a musical intro. You can also edit the Ultimate Learning Game text and/or add any graphics or logo to this slide.

Game Rules & Instructions

GAME RULES TABS

After you click on START GAME, a RULES button appears. Click this button to reveal the different game format tabs. On each tab we provide rules for the five different ways to play InJeopardy Deluxe. These rules can be used when explaining how the game is played to your training participants. Again, as trainer, host and game operator we've provided you a more detailed explanation of the many different ways InJeopardy Deluxe can be played below.



RULES AND DIFFERENT WAYS TO PLAY InJeopardy Deluxe (Operator Details)

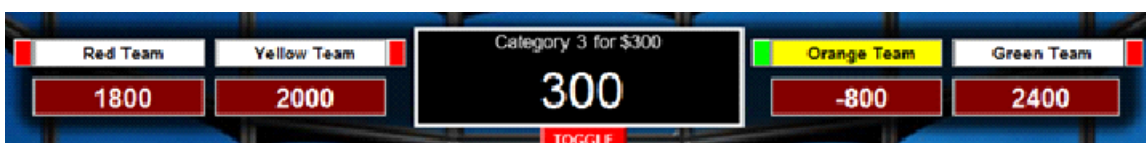
Suggestion: When you are hosting a game within a classroom setting, you may wish to use two wireless computer mice (One for you, the host, and another for someone in your audience to assist you). Because this game is quite easy to operate, with a minimum amount of instruction, one of your game participants can quickly learn how to introduce questions, select teams and score. This will make it a bit easier for you to present and train during the session.

Single Player: One individual playing the game for the highest score they can attain.

Objective: The player attempts to answer questions correctly to score the highest amount of points possible.

1. The player selects their first question from anywhere on the question grid.
2. After considering the question, click on Show Answer to see if you are correct!
3. Click on "Correct" button for right answers, if not, click on "Incorrect" button. Your score will be automatically increased or decreased by the current point value.
4. Click on "Game Board" to select your next question.
5. Occasionally the "Value Doubler" will appear which automatically doubles the point value of the current question. This feature may be selected on the Setup screen, and appears randomly on each InJeopardy Deluxe Game played.
6. If applicable, click on "Double InJeopardy Deluxe" to answer additional questions within the Double InJeopardy Deluxe question grid.
7. Final InJeopardy Deluxe
 - a. Once ALL questions on the grid/s have been selected and answered, click on "Final InJeopardy Deluxe".
 - b. In Final InJeopardy Deluxe you may wager the points you've accumulated during the game (Use slide bar to +/- points).
 - c. The wager will be increased, if correct, or deducted, if incorrect, from your score.
 - d. Click on "Show Final InJeopardy Deluxe Question", and when ready "Show Answer".
 - e. Click on "Post Scores" and record whether you answered correctly or not.

Play in Order: Teams take turns answering questions. The game randomly selects the first team to begin, then sequences subsequent turns for each team. The selected team is always highlighted in YELLOW (Shown as Orange Team below).



Objective: The teams attempt to answer questions correctly to score the highest amount of points possible.

Game Rules:

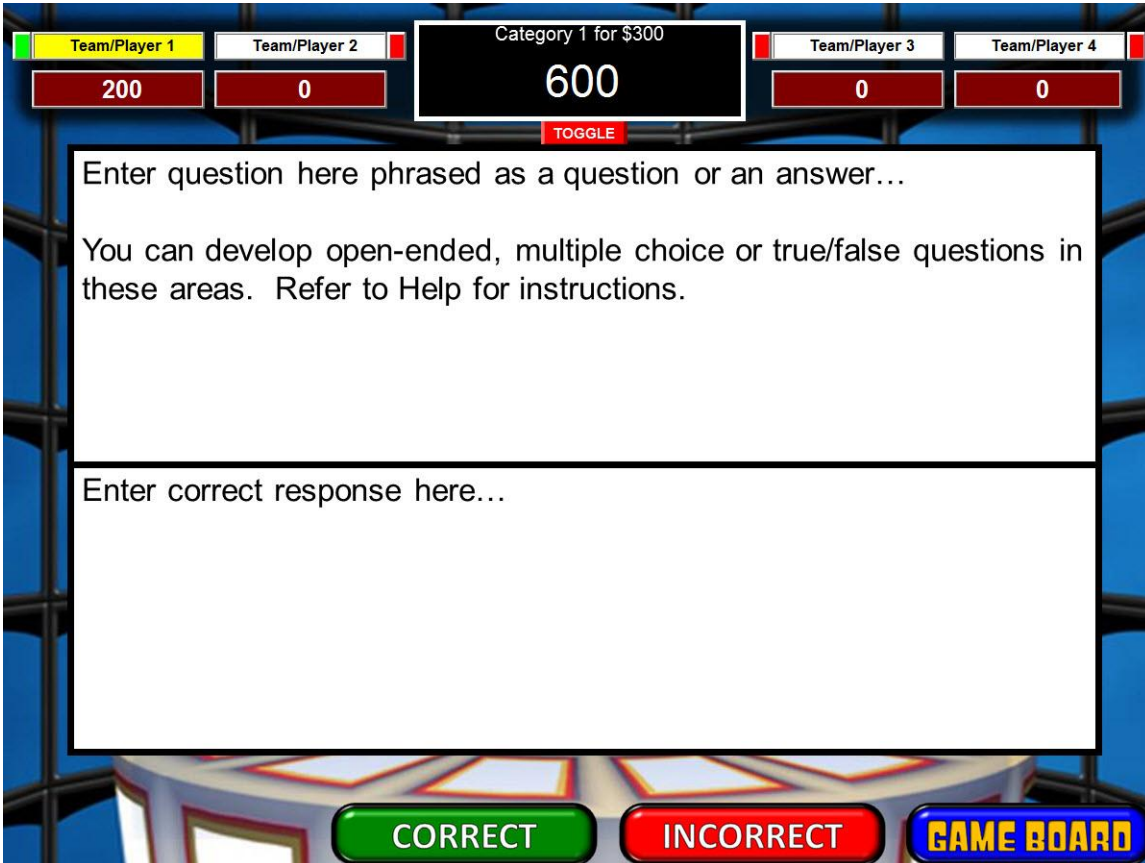
1. Once the game has selected the first team to play, that team chooses their first question from anywhere on the question grid.
2. After reading the question, the host may opt to click a "Timer" button to start the timer countdown. InJeopardy Deluxe provides a 30 second, 60 second and 2 minute timer on each question.
3. After the team has given their answer, click on "Show Answer" to see if the team is correct!
4. Click on "Correct" button for right answers, if not, click on "Incorrect" button. Your score will be automatically increased or decreased by the current point value.
5. Click on "Game Board" to select your next question.
6. Occasionally the "Value Doubler" will appear which automatically doubles the point value of the current question. This feature may be selected on the Setup screen, and appears randomly on each InJeopardy Deluxe Game played.
7. Once ALL questions on the initial question grid have been answered, if applicable, click on "Double InJeopardy Deluxe" to answer additional questions on the Double InJeopardy Deluxe question grid.
8. Final InJeopardy Deluxe
 - a. Once ALL questions on the grid/s have been selected and answered, click on "Final InJeopardy Deluxe".
 - b. In Final InJeopardy Deluxe teams may wager the points they have accumulated during the game (Use slide bar to +/- points).
 - c. The amount of the wager will be increased, if correct, or deducted, if incorrect, from their score.
 - d. Click on "Show Final InJeopardy Deluxe Question", and when ready "Show Answer".
 - e. Click on "Post Scores" to record whether each team has answered correctly or not

USB Wireless Buzzer System: Players use wireless buzzer or slammer pads to buzz in and determine which team gets the question.

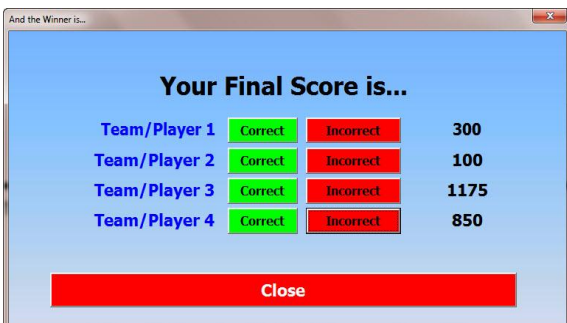
Objective: The teams attempt to answer questions correctly to score the highest amount of points possible.

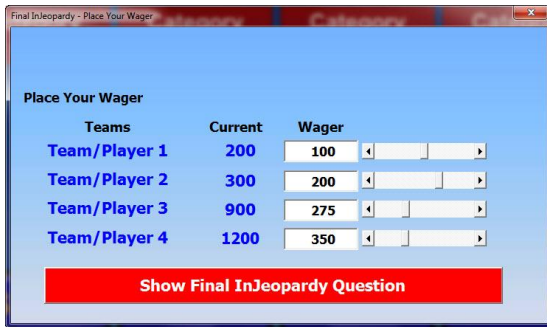
Game Rules:

1. The host selects a question from the main question grid to begin the game. Each team reads, and discusses the question, buzzing in as soon as they believe they have the correct answer.
2. After the team has given their answer the host will, click on "Show Answer" to see if that team is correct!
3. The host clicks on the "Correct" button for right answers, and "Incorrect" button, if the answer given is wrong (Buttons shown below). The team's score will be automatically increased or decreased by the current point value.



4. Click on “Game Board” to select your next question.
5. Occasionally the “Value Doubler” will appear which automatically doubles the point value of the current question.
6. Once ALL questions on the initial question grid have been answered, if applicable, click on “Double InJeopardy Deluxe” to answer additional questions on the Double InJeopardy Deluxe question grid.
7. Final InJeopardy Deluxe
 - a. Once ALL questions on the grid/s have been selected and answered, click on “Final InJeopardy Deluxe”.
 - b. In Final InJeopardy Deluxe teams may wager the points they have accumulated during the game (Use slide bar to +/- points).
 - c. The amount of the wager will be increased, if correct, or deducted, if incorrect, from their score.
 - d. Click on “Show Final InJeopardy Deluxe Question”, and when ready “Show Answer”.
 - e. Click on “Post Scores” to record whether each team has answered correctly or not



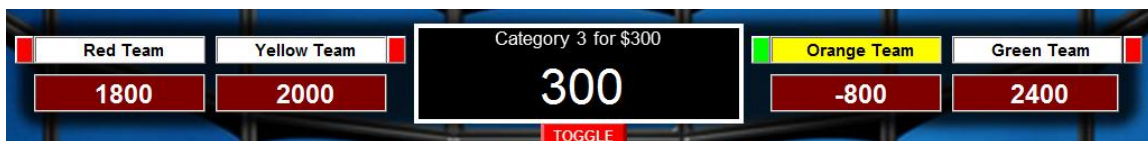


Stand Alone Buzzer or Paddles: Teams buzz-in or raise their answer paddles as soon as they agree on their answer. The first team to buzz in or raise their paddle gets the question.

Objective: The teams attempt to answer questions correctly to score the highest amount of points possible.

Game Rules:

1. The host selects a question from the main question grid to begin the game. Each team reads, and discusses the question, buzzing in or raising their audience response paddle as soon as they believe they have the correct answer.
2. After reading the question, the host may opt to click a "Timer" button to start the timer countdown. InJeopardy Deluxe provides a 30 second, 60 second and 2 minute timer on each question.
3. After the first-in team has given their answer either by buzzing into a stand-alone system or raising their paddle, the host will click on the red/green on/off button next to the team name. When the button is green, this effectively gives that question to this team (Note: The background for the team name also turns yellow, indicating scores can be posted for that particular team).



4. If the answer is correct, the host will click on "Show Answer", and then the correct button to post scores. If, however, the answer is incorrect the host clicks on incorrect to deduct points from that team, and has the option to give the question to the second-in team by turning their red/green on/off button to green. Again the host determines whether they have answered correctly or incorrectly and scores accordingly. The team's score will be automatically increased or decreased by the current point value. We might mention here that giving another team the opportunity to answer the question after an incorrect answer is given, is available to the host for any of the multi-team games described in this help document.
5. Click on "Game Board" to select your next question.
6. Occasionally the "Value Doubler" will appear which automatically doubles the point value of the current question.
7. Once ALL questions on the initial question grid have been answered and if applicable, click on "Double InJeopardy Deluxe" to answer additional questions on the Double InJeopardy Deluxe question grid.
8. Final InJeopardy Deluxe
 - a. Once ALL questions on the grid/s have been selected and answered, click on "Final InJeopardy Deluxe".
 - b. In Final InJeopardy Deluxe teams may wager the points they have accumulated during the game (Use slide bar to +/- points).
 - c. The amount of the wager will be increased, if correct, or deducted, if incorrect, from their score.
 - d. Click on "Show Final InJeopardy Deluxe Question", and when ready "Show Answer".
 - e. Click on "Post Scores" to record whether each team has answered correctly or not

ALL Play: This is a great way to play because ALL players participate in answering every question. Each team quietly discusses the question and then writes their team answer on a piece of paper, or erasable answer paddle.

Objective: The teams attempt to answer questions correctly to score the highest amount of points possible.

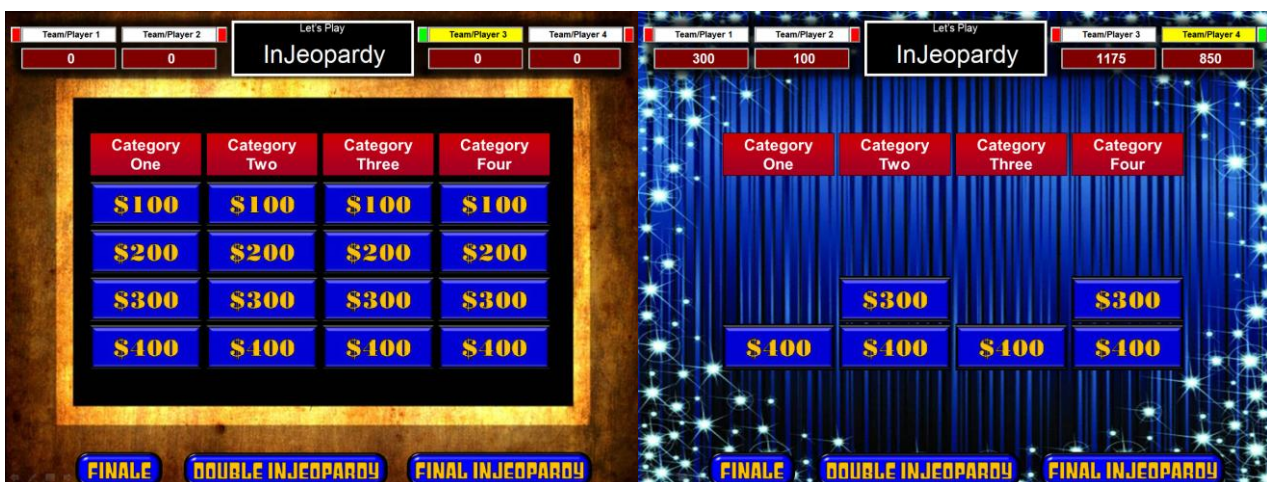
Game Rules:

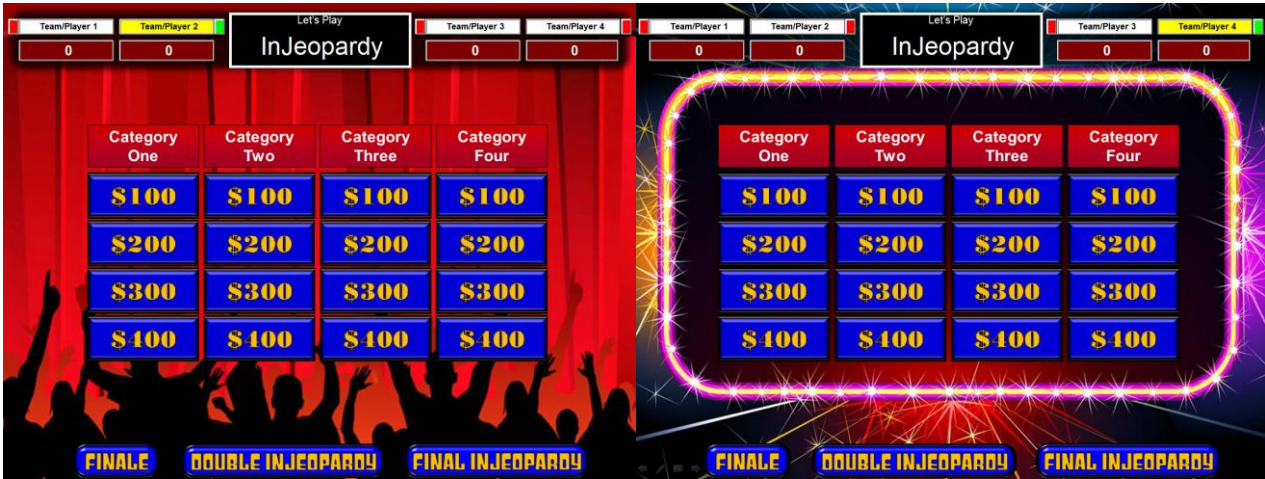
1. The host selects a question from the main question grid to begin the game. Each team reads, and discusses the question, then writes their answer on a piece of paper or erasable audience response paddle.
2. After reading the question, the host may opt to click a "Timer" button to start the timer countdown. InJeopardy Deluxe provides a 30 second, 60 second and 2 minute timer on each question. All team now reveal their answer, and the host will click on "Show Answer" to see which teams have answered correctly.
3. The red/green on/off button alongside each team's name is set to green, which means a correct or incorrect score may be posted to each team. The host will deselect (turn the button red) for each team that has answered incorrectly. Now when clicking on the correct button, positive scores will be posted only to the teams that answered correctly. The host can then click the red "Toggle" button (center screen below team names), which turns all red buttons green, and all green buttons red with that one click. Now the team's that answered incorrectly are ready to be scored. The host clicks the "incorrect" button effectively deducting points from these teams.
4. Click on "Game Board" to select your next question.
5. Occasionally the "Value Doubler" will appear, which automatically doubles the point value of the current question.
6. Once ALL questions on the initial question grid have been answered and if applicable, click on "Double InJeopardy Deluxe" to answer additional questions on the Double InJeopardy Deluxe question grid.
7. Final InJeopardy Deluxe
 - a. Once ALL questions on the grid/s have been selected and answered, click on "Final InJeopardy Deluxe".
 - b. In Final InJeopardy Deluxe teams may wager the points they have accumulated during the game (Use slide bar to +/- points).
 - c. The amount of the wager will be increased, if correct, or deducted, if incorrect, from their score.
 - d. Click on "Show Final InJeopardy Deluxe Question", and when ready "Show Answer".
 - e. Click on "Post Scores" to record whether each team has answered correctly or not.

InJeopardy & Double InJeopardy Boards

InJeopardy Deluxe & DOUBLE InJeopardy Deluxe BOARDS

SELECTING GAME QUESTIONS





You, your teams and/or players will select questions from the InJeopardy Deluxe Question grids. Above are samples of 4 of the 12 grid graphics available at the click of a button in InJeopardy Deluxe. Games can include 12, 16, 24 (12 & 12 DP) or 32 (16 & 16DP) questions. Both the 24 and 32 question games include a round of Double InJeopardy Deluxe with higher point value. You can select one question grid background graphic for each game or have all 12 rotate throughout your game for a very interesting look. The only difference between the InJeopardy Deluxe and Double InJeopardy Deluxe boards are the values - they function in the same ways.

Final InJeopardy

FINAL InJeopardy Deluxe

Final InJeopardy Deluxe

- Once ALL questions on the grid/s have been selected and answered, click on "Final InJeopardy Deluxe".
- In Final InJeopardy Deluxe teams may wager the points they have accumulated during the game (Use slide bar to +/- points).
- The amount of the wager will be increased, if correct, or deducted, if incorrect, from their score.
- Click on "Show Final InJeopardy Deluxe Question", and when ready "Show Answer".
- Click on "Post Scores" to record whether each team has answered correctly or not



Finale & Prize Selector

THE FINALE AND PRIZE SELECTOR

Click on the “Finale” button from the main game board for a congratulatory message to the game winners! Click on the “PS” (Prize Selector), to award prizes to your group. Enter the various prizes in PowerPoint EDIT mode (Just click in the text box and begin typing). You can offer valuable or fun prizes (i.e. – Dinner for two at a local restaurant, \$10.00 gift certificate, a round of applause from the other teams, a 4 line poem from the opposing teams “singing your praises!”).



InJeopardy Deluxe Game Features

InJeopardy Deluxe GAME FEATURES

Training Games Inc. has been building games for trainers for over ten years. We try to design our programs keeping the needs of the trainer in mind while also developing games that are certain to enhance the participant's overall learning experience.

InJeopardy Deluxe Game features include:

Accommodates 5 different ways to play!

1. Single Player: InJeopardy Deluxe can be sent to multiple members of your organization via e-mail (requires multi- Trainer/User License) and played as a single user game.
2. Play in Turn – Teams or players take turns answering the various questions in the game.
3. USB Buzzer – InJeopardy Deluxe will integrate with wireless buzzer systems, like the Who's First Wireless Buzzer System, for fast response play.
4. Stand Alone Buzzer Systems and Audience Response Paddles – InJeopardy Deluxe can be played using "First-In" systems that don't directly interface with the game itself. Many of these systems (i.e. The Me First Wireless Buzzer System or the Who's First Lighted Tower) allow the host to also determine who got in second, and pass the question to the next team if the "first-In" team got it wrong!
5. ALL Play – InJeopardy Deluxe's dynamic scoring system even allows the host to have ALL teams answer questions. (We recommend using erasable Audience Response Paddles for this style of play).

Scoring Features

1. Automatically calculates team/player scoring (At the click of a button)
2. Negative scoring (If you're deducting for incorrect answers)
3. Multi-team/player scoring – The host can award/deduct points to/from one, several, or ALL teams/players on each individual question!
4. Easy correction – If a score is refuted, or a scoring error made, the host can simply type over an existing team/player score to correct it.
5. ALL Play Scoring – When all teams/players are answering a question, the host can select those that answered correctly and post their scores, click the toggle button, and deduct points from all teams/players answering incorrectly.
6. Double Jeopardy Deluxe – For 24 & 32 question games, point values within the question grid are doubled (They increase from \$100, \$200, \$300, & \$400 to \$200, \$400, \$600, & \$800).
7. Final InJeopardy Deluxe – A Final InJeopardy Deluxe question can be added to each game. Here teams/players wager the points accumulated during the game to try and maximize their score. It makes for a very exciting game conclusion!

Features Most Important to Teachers and Trainers

1. Review tool – This game can be a great and fun way to end your program, and also provide a comprehensive review of all materials covered to date.
2. NEW Learning Delivery System – We've designed the InJeopardy Deluxe Game so that teachers and trainers can insert informative slides directly after each question. In this way the question topic can be expounded upon. This allows trainers and teachers to use the game as a "NEW learning" teaching tool. The game acts to hold the trainees/students attention, and what better time to deliver new learning information! In this way, using the InJeopardy Deluxe Game to present your program information increases overall learning retention. (Note: Pre-programmed MORE and BACK buttons are available on each slide to allow instructors to easily navigate away and back into the game).
3. It's PowerPoint! – Because we've built this game in PowerPoint, trainers and teachers can easily add/edit their program questions into the game. It's simple, just click and type. In addition each question category and point value are clearly noted on the question slide, eliminating any confusion when adding/editing questions in the game.
4. Customization: Again because you're working in PowerPoint, it is easy to customize the game with

- your own organization's logo and graphics.
5. SAVE AS – Remember you can design a game, SAVE it under a particular file name, and then simply *create another game*. The InJeopardy Deluxe game can be used over and over again for all your many program teaching topics. It is probably one of the most versatile training tools you'll ever use!
 6. Mouse driven – The InJeopardy Deluxe Game is designed with the trainer in mind. Once you've developed a game (entered your questions & categories), InJeopardy Deluxe is designed to be operated via mouse clicks. There is no need to run back to a keyboard to type in game information. In fact navigating around the game is so easy you might choose to have an audience member operate the mouse, effectively allowing you to concentrate on your program presentation!

Other Game Features

1. Play with 1, 2, 3, or 4 teams/players
2. No. of game questions – Design games with 12, 16, 24, or 32 questions
3. Develop questions for 4 program categories
4. Graphically Enhanced Game Background – We've provided 12 exciting background designs which can be selected from the Setup screen at the touch of a button. This allows the trainer to present a different look each and every time the game is played
5. Rotating Backgrounds – You can set the InJeopardy Deluxe Game to rotate in different backgrounds for each different question in the game as well.
6. Great game sounds and musical jingles add excitement when playing InJeopardy Deluxe.
7. Prize Selector – Award valuable and/or fun prizes
8. Game timers – A 30 second, 1 & 2 minute timers are provided on each question.
9. HELP Documentation – A comprehensive Help document is built right into the InJeopardy Deluxe Game, just click to view
10. Built-in RULES pop-up – From the game itself, click on the RULES button to provide rules to review with your trainees. Separate tabs explain the different ways to play InJeopardy Deluxe. We also provide an editable rules slide to create your own game rules or provide additional classroom instruction prior to the game.
11. Three ways to add team names – From the game's Setup screen 1) Click to add USB Buzzer team names (Red Team, Green Team etc.), or 2) Click to insert generic team names (Team 1, Team 2 etc.) or finally 3) Prior to playing, type in team names you've created
12. Bonus Certificate Program – The InJeopardy Deluxe Game comes complete with a PowerPoint Certificate/Award program, making it easy to design elegant certificates for each program participant.
13. Works with ALL PowerPoint PC versions 2002 – 2013
14. Ability to pass an incorrectly answered question to another team or player

Featured Product Accessories

1. Wireless Buzzer Systems (fast response) - Your InJeopardy Deluxe Game will work with wireless buzzer systems which send signals to your laptop/computer keyboard (1, 2, 3, 4 number keys). We recommend the USB Who's First Wireless Buzzer available from our website or from Trainers Warehouse (www.trainerswarehouse.com)
2. Stand Alone Buzzer Systems – (Note: A Stand Alone Buzzer System tells you who gets the question, but does not integrate directly with the game itself). Your InJeopardy Deluxe Game is unique in that it can be used with Stand Alone Buzzer Systems. These systems indicate not only the team/player that was First-In" but often those that were second-in as well. InJeopardy Deluxe is designed so that the host can quickly assign the question to a team/player after you know who buzzed in first. In addition, if your stand alone system tells you which team/player was next-in, in the event the first team/player answered incorrectly, the question can be reassigned to the next-in team. InJeopardy Deluxe allows you to deduct points for teams answering incorrectly and of course, score points for the team that got it right. Again this system is available from Training Games inc. (www.training-games.com) or from Trainers Warehouse.
3. Erasable Audience Response Paddles – These are paddles that teams/player raise to show their answer to a particular question. The question can be assigned, in this case to the First-up team/player, or ALL teams/players can play, raising their answer paddles simultaneously. Regardless your InJeopardy Deluxe Game is versatile enough to handle whatever way you choose to play. Again these products are sold by TGI and Trainers Warehouse.

Free Certificate Program

CERTIFICATE PROGRAM

The InJeopardy Deluxe Game includes a bonus certificate application entitled **Simply Elegant Awards & Certificates**. This program is developed in PowerPoint and allows you to easily design award certificates for your entire class. Detailed instructions are found within the application itself. Here is a sample of some of the certificates you can use from this program (There are many to choose from).



Game Accessories

PRODUCT ACCESSORIES

The InJeopardy Deluxe Game integrates with many other great products. We've shown a couple of these below and provided links as to where you might go to purchase these products.

Who's First Stand-Alone Buzzer System

Who's First? is a stand-alone "buzz-in" game show buzzer system that will add excitement and real time technology to any fast-action Q&A game. The system identifies first and second place respondents with snazzy lights, a loud buzzer (which can be turned off, if desired). Links to Purchase From: Training Games Inc. @ <http://www.training-games.com/whos-first-buzzer.html> or Trainers Warehouse @ <http://www.trainerswarehouse.com/Whos-First-Wireless-Buzzer-System-6-player-w-Light-Tower/productinfo/WHOR6W/>

Trainer's Warehouse has stated they are going to include the USB option in a future version of the Who's First Buzzer System.



Me First Wireless Buzzer System

These wireless light-up P.A.D.s will bring light, laughter and learning to any workshop! Give everyone a chance to answer your toughest questions with a Me First™ Personal Answer Dome (P.A.D.). Participants will compete to answer your questions and win points. Facilitator remote lets you choose whether to block out students who have already buzzed in or reset the system so that everyone can answer. Available in 4 and 12 User sets.

Links to Purchase From: Training Games Inc. @ <http://www.training-games.com/me-first-buzzer.html> or Trainers Warehouse @ <http://www.trainerswarehouse.com/Me-First-v2-wireless-game-buzzers-Small-Group-Set-4-users/productinfo/GAMFW4/>



Audience Response Whiteboards

These sturdy Audience Response Whiteboards encourage participation with your training games. They are great for students and educators so that participants can write an answer, cast a vote, ask a question, and offer opinions. They are dry-erase, two-sided whiteboards and measure 5.9 inches by 7.75 inches with a choice of red, green or blue handles.

Links to Purchase From: Training Games Inc. @ <http://www.training-games.com/whiteboards.html> or Trainers Warehouse @ <http://www.trainerswarehouse.com/Quick-Response-Whiteboards/productinfo/WBOA/#>

Also consider these great certificates frames available from Trainers Warehouse.

DocU-Pockets 8-1/2" x 11" clear plastic certificate holder



This thin plastic frame is the perfect certificate frame!

Not flimsy like a page protector, not rigid like an acrylic frame! These ready-to-post plastic document protectors will keep your important information readily available (and tidy).

- Slim & Lightweight
- Low-Cost
- Easy to Use & Reuse
- Crystal Clear!
- Neat! Fingerprint-resistant!

Link:

http://www.trainerswarehouse.com/DocU-Pockets-8-1_2-x-11-clear-plastic-certificate-holder/productinfo/8.5X11D/

Certificate Plaque (for 8.5" x 11" certificates)



For special awards, present certificates in a plaque that looks and feels like real wood. Accommodates both vertical and horizontal certificates. Just slide your certificate from the side under the acrylic sheet. No assembly required!

<http://www.trainerswarehouse.com/Certificate-Plaque-for-85-x-11-certificates/productinfo/PRES/>

ORGANIZATION LICENSE (OUR BEST VALUE)

WHO SHOULD PURCHASE THIS LICENSE: This license should be purchased if you wish to share the Training Games Inc. game applications (PowerPoint format/template) with other trainers, managers, teachers or instructors within your organization (up to 20 trainers). Licensed trainers and other organization licensees can develop a multitude of different training program games from the Training Games templates, inputting different questions and graphics, and then saving each under a different name for future training program use.

License Agreement Details:

This license allows the purchaser to share the purchased game applications (PowerPoint file formats) from Training Games Inc. with up to 20 individual trainers, managers, teachers, instructors within your organization. The purchaser may transfer licenses to other organization members, but must manage assigned licensees within the organization so as not to exceed 20 licensees at any one time. Additional Organization licenses may be purchased from TGI if distributing to more than 20 individuals within your organization.

This license allows the licensed trainer to utilize the Training Game products with as many training participants as required. However this license prohibits the licensee from sharing the original or modified files developed using the application (PowerPoint templates) with other non-licensed individuals inside or outside of your organization.

This license allows each licensee to place the applications on up to three computers that they either own, or that have had assigned to them by their organization. These computers must be under the immediate control of the appointed licensee.

This license does not limit or restrict the number of individuals that can be trained using the games purchased from Training Games Inc. within a classroom situation, or an on-line meeting.

This License does NOT allow purchasers to sell or distribute the games purchased from Training Games Inc. either through the Internet or via file transfer to individuals inside or outside of your organization.

With any purchase of a TGI product (except Super Saver products) you will also receive access to our Members Only web-page containing free PowerPoint games, ice breakers and team builders as well as interesting training articles.

Product Upgrades - Free product upgrades for all NEW version releases.

Technical Support - Contact us anytime for on-line product support.

INDIVIDUAL LICENSE

WHO SHOULD PURCHASE THIS LICENSE: This license should be purchased for a single trainer. It can be used in a classroom training situation or for an on-line training meeting (the game is played on the trainer's computer while players view remotely). The licensed trainer can develop a multitude of different training program games from the Training Games formats/templates, inputting different questions and graphics, and then saving each under a different name for future training program use. An individual in an organization can purchase an Individual License but is prohibited from sharing the programs purchased with anyone else in or out of the organization.

License Agreement Details:

This license allows the licensee to utilize the Training Game products with as many training participants as required. However this license prohibits the licensee from sharing the original or modified files developed using the Training Game Inc. product (PowerPoint file format/template) with other individuals inside or outside of your organization. An individual license must be assigned to (1) person and once assigned the license cannot be transferred to another person. Purchasing a second Individual license for the same product automatically converts the license to an Organization license.

This license allows the licensee to place the TGI applications on up to three computers that they either own, or that have had assigned to them by their organization. These computers must be under the immediate control of

the appointed licensee.

This license does not limit or restrict the number of individuals that can be trained using the games purchased from Training Games Inc. within a classroom situation, or an on-line meeting.

This License does NOT allow purchasers to sell or distribute the games purchased from Training Games Inc. either through the Internet or via file transfer to individuals inside or outside of your organization.

With any purchase of a TGI product (except TGI Super Saver products) you will also receive access to our Members Only web-page containing free PowerPoint games, ice breakers and team builders as well as interesting training articles.

Product Upgrades - Free product upgrades for all NEW version releases.

Technical Support - Contact us anytime for on-line product support.

Distribution Option

DISTRIBUTION OPTION

WHO SHOULD PURCHASE THIS OPTION: This monthly option should be purchased in addition to your games from Training-Games Inc. when you want to share or sell a customized TGI game or games via download link, file transfer or posting to the Internet/intra-net for others inside or outside of your organization.

Option Agreement Details:

Distribution options are only available from the Training-Games.com website but can be purchased for any Training Games products purchased from our website or from an authorized affiliate distributor.

Purchaser is granted the right to distribute or sell custom created training games using the Training Games Inc. game formats/templates. Distribution can be via download link, email, file transfer or posting to the intra-net/Internet. The purchaser is also granted the right to invite site visitors from both inside and outside of their organization to download and/or play the game.

Distribution or sale of these custom training games will be authorized for as long as the purchaser is paying the monthly subscription rate for the correct number of games for sale or distribution. When the monthly subscription is canceled, all custom training games must be removed as needed and no further distribution or sale is authorized.

The Distribution Option must be purchased for the number of customized games that the purchaser wants to sell or distribute. Purchaser must send TGI an email with the Internet address of all such games posted for distribution or sale on the Internet, as well as inform TGI of planned selling locations and venues.

Any game developed from a Training Games Inc. product, must be fully customized with the purchaser's proprietary edits, questions, content, and graphics and cannot be sold or distributed as the originally purchased game from TGI or its affiliate distributors. The Purchaser shall hold harmless and indemnify Training Games Inc. for any challenge or legal action related to or arising from its distribution or sale of the modified Training Game Inc. product.

Training Games inc. will charge the purchaser every month for the number of games selected for sale or distribution (via the Internet or any other planned selling/distribution location). Note: A game is defined as one game format/template as designed and developed by Training Games Inc. along with the proprietary questions, content and graphics edited or added into the game by the licensee.

A Pay pal account is automatically establish with the initial subscription for the Distribution Option, so that the purchaser, at their convenience, may discontinue the automatic payment on-line. Training Games, Inc. is not responsible for refunding monthly payments that the purchaser has failed to cancel.

Either the purchaser or seller (Training Games Inc.) may terminate this agreement at any time should this Distribution Option be no longer required or shown to be beneficial to either the purchaser or the seller (Training Games Inc.).

Examples of How the Distribution Option May be Used

Bob is trainer/consultant for Consumers First, a training company that specializes in customer service training for large casinos in Las Vegas. He uses a TGI Jeopardy Game to introduce key training concepts and as a fun review at the end of his program. He also makes the entire PowerPoint game available to each class participant on CD for \$50. Employee managers love the fact that they can use the game in future meetings to reinforce the great customer service concepts Bob has introduced to them. On average, Bob sells 7 – 10 games per session and pays TGI \$50/month for the game! Profits \$300 - \$450 per Month.

Pacific Telephone has 2000 employees and was looking for a way to make their training more interactive, fun and engaging. Using a Training Games Inc. game format they developed a "You Could Be A Millionaire" training Game. Employees go to the game on Pacific's website, and click to play. Pacific employee managers download the game and play a team version at the end of each of their training meetings. The employees love playing the game so much managers are asking the company to post additional games on the site. No direct profits but an option that is not normally available when using some else's products.

Margret is a 10th grade teacher at West Valley High school. She has a reputation for finding innovative ways to introduce her students to new information. Recently Margret used the Training Games Inc. "DEAL?" Game to teach her students about the American Revolutionary War. Other teachers saw what Margret was doing and wanted a copy of the game. Margret only purchased an individual license from TGI and in good conscience she had to refuse their request. Then she saw that TGI offered a Distribution Option. Margret purchased the option, and not only gave the game to her fellow history teachers, but also placed the game on a teacher supply selling site. Margret gained the admiration of the West Valley School District and also now has a supplemental income from her on-line game sales!

Sally has a training company with a great web-site. She wants to increase her profits so she creates 10 exciting games using her training content and Training Games templates. She signs up for a Distribution option for 10 custom games and pays \$150 per month. She is averaging selling 1 game a week for each of the 10 games at \$30 each. Her monthly profits average \$1,140.

Support

SUPPORT

We certainly appreciate your purchasing the InJeopardy Deluxe Game.

If you have ANY further questions please contact us at www.training-Games.com or at support@training-games.com for additional questions or concerns.