

The Ultimate  
Jeopardy!<sup>®</sup>  
Experience!



# JEEPARDY!<sup>®</sup>



ATARI

## **WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

## **WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

## **USE OF UNAUTHORIZED PRODUCT:**

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

## **HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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# GETTING STARTED

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch

(located on the back of the console) is turned on.

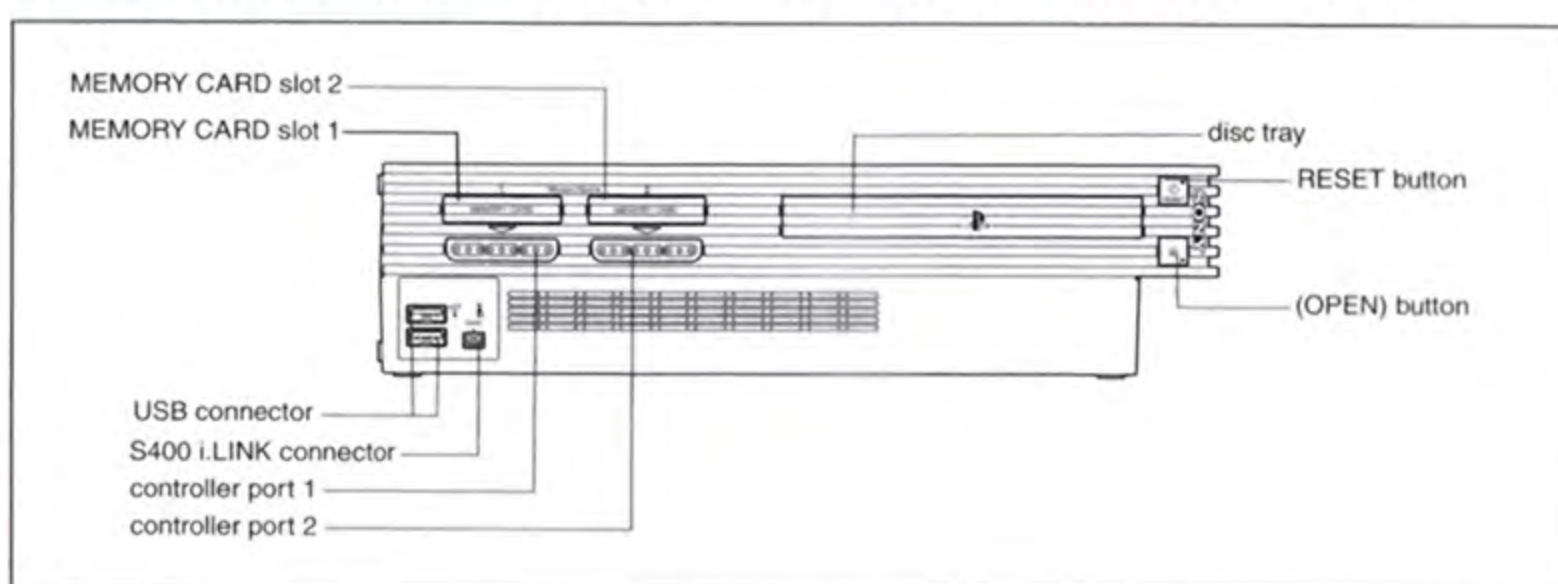
Press the RESET button.

When the power indicator lights up, press the OPEN button and the disc tray will open. Place the *Jeopardy!*®

disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Insert a memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1 if you wish to load a saved game or save a game. *Jeopardy!* requires 100 KB of free space on your memory card to save your progress in the game. You cannot swap memory cards after you start playing and you must leave the card in the memory card slot for the duration of the game.

Up to three human players can play *Jeopardy!*. Each player must use a separate controller.

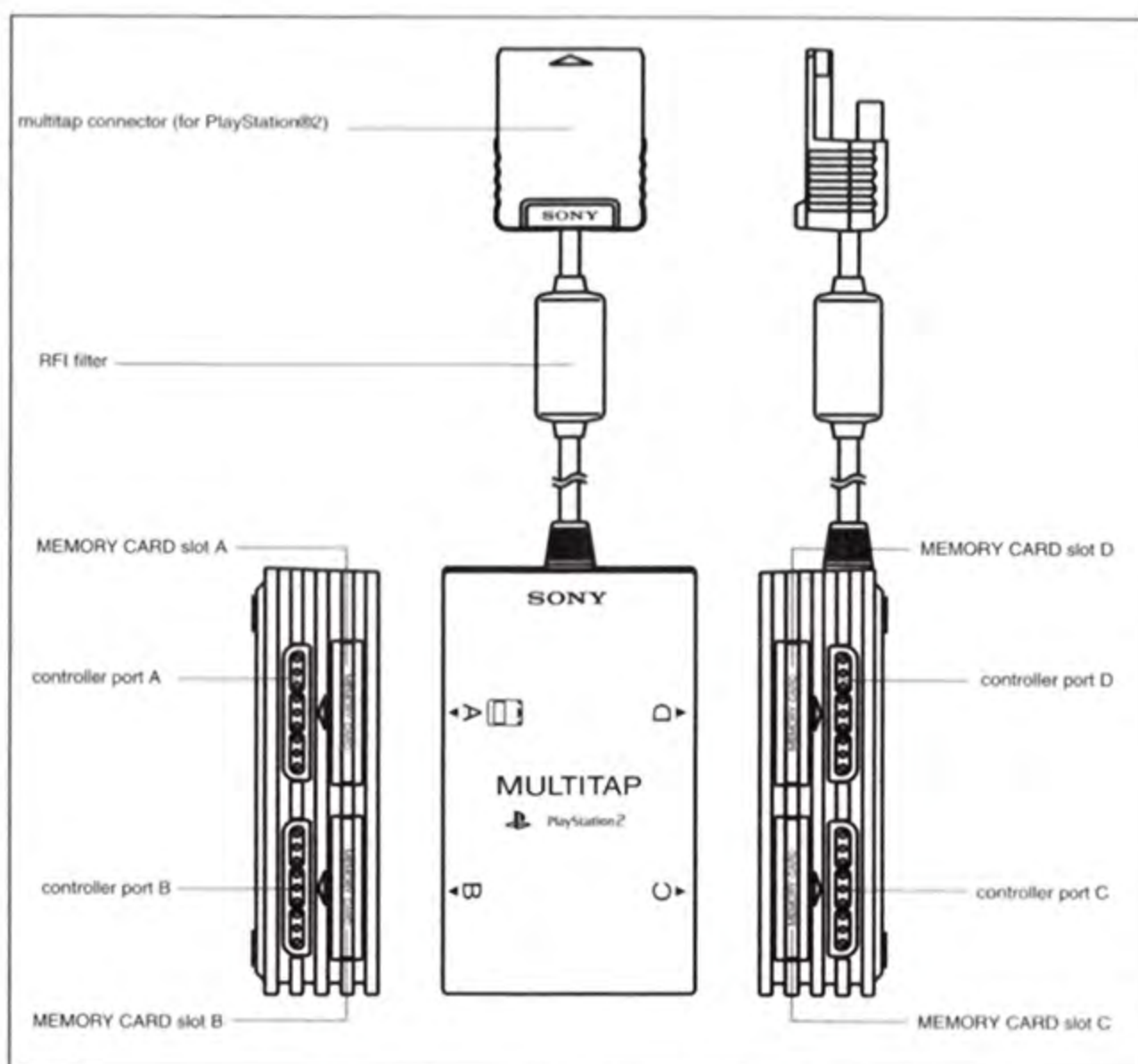


## MULTITAP

If three people are competing in *Jeopardy!*, you must have a multitap connected to the PlayStation 2 game console. Refer to the instructions that came with your multitap for information on how to connect it to the PlayStation 2 game console.

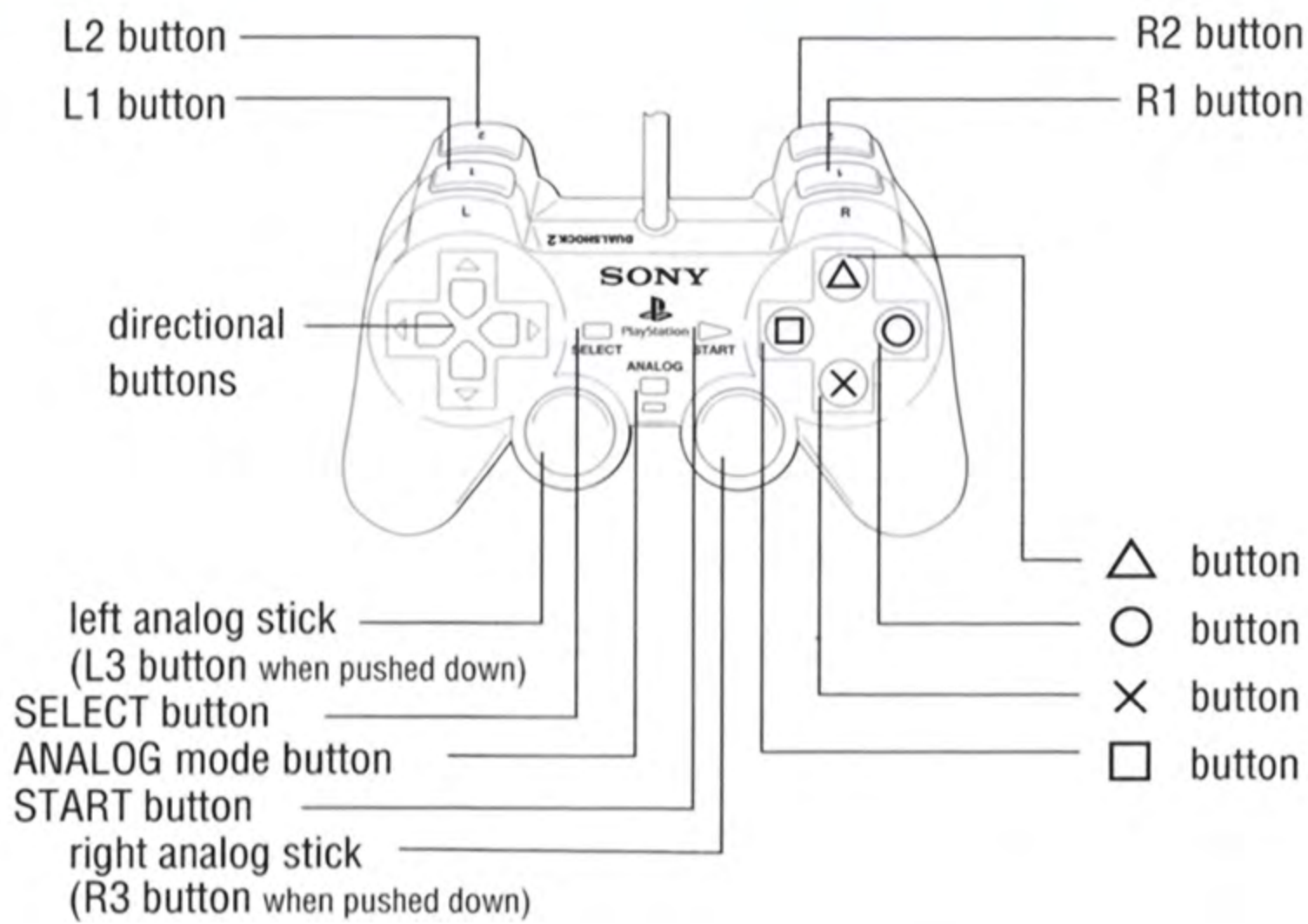
Each player's game controller must be connected to the multitap and one controller must be connected to port 1-A of the multitap.

Your memory card (8MB) (for PlayStation 2) must be inserted in MEMORY CARD slot 1-A of the multitap.



# CONTROLS

## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



## MENU CONTROLS

**Directional buttons / left analog stick:** Highlight a menu item / Change the settings

**⌘ button:** Select a menu item / Done

**▲ button:** Return to the previous screen

**● button:** Clear

## DRAW NAME SCREEN

Press and hold the **R1 button** and move the **right analog stick**, the **left analog stick** or the **directional buttons** to move cursor and write name. Press and hold the **L1 button** and move cursor to erase. Press the **L2 button** to choose a graphic. Press the **● button** to clear the screen.

## IN-GAME CONTROLS

**Directional buttons / left analog stick:** Highlight a letter or a clue

**× button:** Choose question / Buzz in / Choose letter

**▲ button:** Add a space to your response

**● button:** Accept highlighted answer in Answer List

**■ button:** Backspace and delete a character from your response

**R2 button:** View category

## BIDDING SCREEN

**Directional buttons:** Change amount

**● button:** Minimum bid

**▲ button:** Maximum bid

**× button:** Done

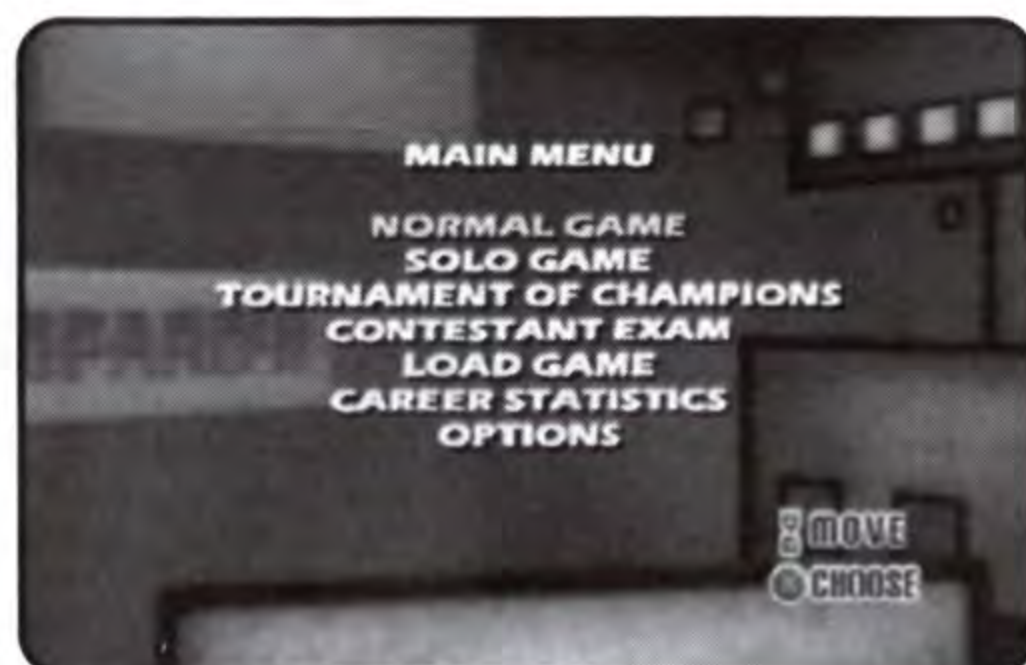
# SAVING AND LOADING

You can save your progress at any time while playing *Jeopardy!* by pressing the **START button** to bring up the Pause Menu and selecting the Save option. When you save a game, you will save the current board, category and clue information, along with player identities and all of the current options settings (buzz-in time, response time, spelling accuracy, Computer I.Q., etc.).

To resume your most recently saved game, select Load Game from the Main Menu.

## WELCOME TO JEOPARDY!®

It's a game show paradise with *Jeopardy!* Interact with Alex Trebek, buzz in and build up incredible winnings in the fast-paced competition that makes *Jeopardy!* so popular on TV. It's like being right there in the studio!



## MAIN MENU

From the Main Menu, you can start a game, load a saved game and set game-play options. Highlight an option using the **directional buttons** or **left analog stick** and press the **X button** to proceed.

## NORMAL GAME

This is a standard three-player game in which you can compete against two other human or computer opponents. On the following screen, select the number of human players who will play. If you select fewer than three human players, computer-controlled players will be automatically added to bring the total to three.

Next, on the Player Select screen, use the **directional buttons** or the **left analog stick** to select a player slot and press the **X button** to proceed. If you pick an empty slot, you must create a new player. If you pick a slot with a player name, you can choose to either compete as that player (by pressing the **X button**) or to erase that player's progress and replace it with your own (by pressing the **● button**). Finally, on the Name Entry screen, use the **directional buttons** or **left analog stick** (in combination with the other controller buttons indicated on screen) to draw your name. Alternatively, you may select a picture from the collection provided by pressing the **L2 button**. Press the **X button** to proceed to the next screen. Computer-controlled players will draw their own names.

Each human contestant must go through the same sign-in process. After each player has signed in, the game will begin!

## SOLO GAME

A Solo game is useful when you want to play without opponents. The sign-in steps are the same as those for a Normal game, except you are the sole player! A Solo game allows you to test your knowledge against every category and clue in the game, however, correct responses are not revealed in a Solo game. Your statistics will tell you what areas you need to study.

## TOURNAMENT OF CHAMPIONS

In a Tournament of Champions game, you play against other human or computer-controlled contestants, each of whom must have won at least five games or accumulated more than \$75,000 in winnings. Each player must have a previously saved career on the same memory card. The categories and clues are definitely tougher here!

**Note:** You can never enter a new player in a Tournament of Champions game. The Career Statistics page will keep track of each player's Tournament games along with other data. (See "Career Statistics" on page 11.)

## SAMPLE CONTESTANT EXAM

Take a sample exam similar to the contestant exams used to qualify prospective contestants for the television show. (See "Take a Sample Contestant Exam," on page 12.)

## LOAD GAME

Load a saved game (see "Saving and Loading" on page 4).

## CAREER STATISTICS

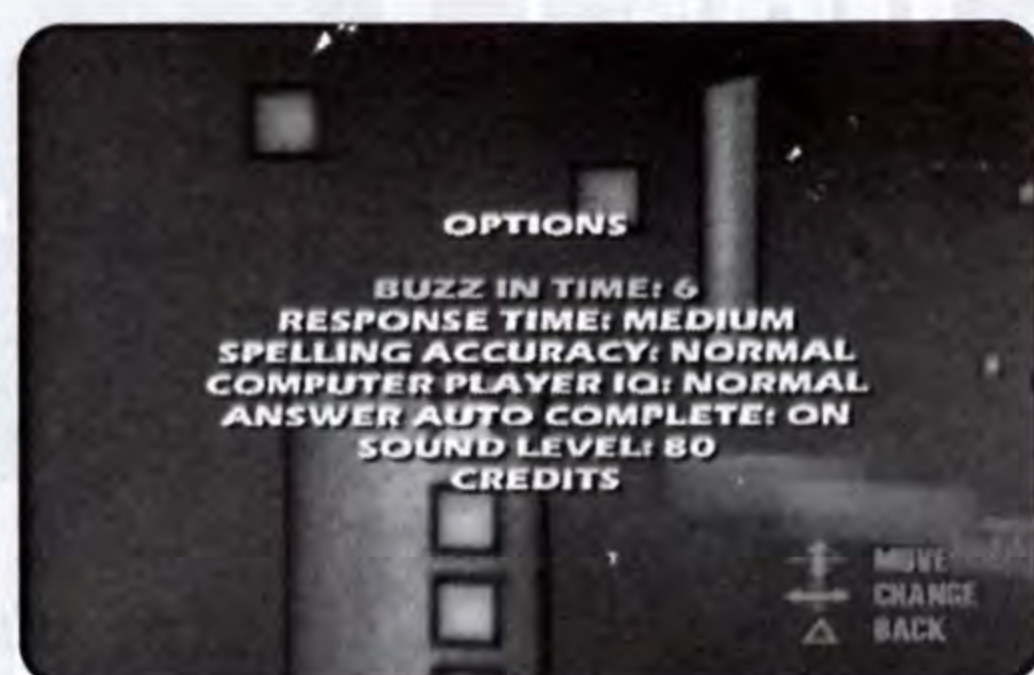
Every time you play a game, your score and winnings are stored along with other data. These statistics are organized by player name, so, if you have played using different names, each name will have different career statistics. (See "Career Statistics" on page 11.)

## OPTIONS MENU

The Options menu allows you to adjust the different gameplay settings.

**Important:** Certain options can only be adjusted before you begin a new game.

Other options, however, can also be changed during gameplay from the Pause Menu described on page 7. Use the **up** and **down directional buttons** to select an option and use the **left** and **right directional buttons** or **left analog stick** to change that option's setting.



## **Buzz-In Time**

After an answer has been read in its entirety, the game will allow you a few seconds to buzz in. The default buzz-in time is set to 6 seconds. Use the **left** and **right directional buttons** or **left analog stick** to set the buzz-in time to 2, 4, 6 or 8 seconds.

## **Response Time**

After you have buzzed in, you have a limited amount of time to enter your response. The default response time is 60 seconds. Use the **left** and **right directional buttons** or **left analog stick** to set the response time to Short, Medium or Long.

## **Computer I.Q.**

This setting determines the intelligence level of your computer opponents. Use the **left** and **right directional buttons** or **left analog stick** to select Low, Normal or High. This setting has a direct effect on how quickly a computer player will buzz in and the percentage of right versus wrong responses a computer player will offer. The default Computer I.Q. is Normal.

**Note:** During gameplay, the Computer I.Q. may adapt to match your playing level.

## **Sound Level**

Adjust the game's sound volume.

## **Credits**

View the names of all the people who helped bring you *Jeopardy!* for the PlayStation 2.

## **Answer Auto Complete**

Turn Answer Auto Complete ON / OFF.

When you have finished adjusting the options, press the **▲ button** to return to the Main Menu.



## PAUSE MENU

To pause the game while playing, press the **START** button, which will display the Pause Menu. Highlight an option using the **directional buttons** and press the **X** button to proceed.

### RESUME

Return to the game.

### OPTIONS

Adjust the settings of several game options (see “Options Menu” on page 5).

### SAVE

Save the game and exit to the Main Menu.

### EXIT

Quit the current game without saving and return to the Main Menu.

## LET'S PLAY JEOPARDY!

*Jeopardy!* is played in three rounds: *Jeopardy!*, *Double Jeopardy!*, and *Final Jeopardy!* At the beginning of each round, Alex will present each of the categories. At the beginning of *Jeopardy!* (round 1), PLAYER 1 has control of the board and must select a category and dollar value from the video board, which will reveal a clue. In *Double Jeopardy!* (round 2), the player with the lowest score chooses first.

The clue will always appear in the form of an answer and players must respond in the form of a question. (In this version of *Jeopardy!*, the game automatically formats your response in the form of a question.) In *Final Jeopardy!*, only players with a score greater than \$0 will be permitted to participate. (See “*Final Jeopardy!*” on page 10 for more details.)



# JEOPARDY! AND DOUBLE JEOPARDY!

## THE VIDEO WALL

The video wall is made up of six columns with five clues in each column, for a total of 30 clues for each *Jeopardy!* and *Double Jeopardy!* round. Clues in every column are related to the category noted at the top of the column. Values of a clue are displayed on each of the screens. The higher the dollar value of the clue, the more difficult the clue will be.



In *Jeopardy!*, values range from \$200 to \$1,000 (in \$200 increments) with one Daily Double clue. In *Double Jeopardy!*, values are doubled and range from \$400 to \$2,000 (in \$400 increments) with two Daily Double clues. See “Daily Double” on page 9 for information on Daily Double clues.

## SELECTING A CLUE

When it is your turn to select a category and clue, use the **directional buttons** or **left analog stick** to move the highlight around the game board and press the **✖ button** to reveal the clue.

## BUZZING IN

Press the **✖ button** to buzz in. **Note:** Players may buzz in only AFTER *Jeopardy!* announcer, Johnny Gilbert, has read aloud the entire answer (or once a video clue has been shown in its entirety), AND after the lockout lights are illuminated. Lockout lights are located on the right and left sides of the monitor and will light up briefly when it is okay to buzz in.

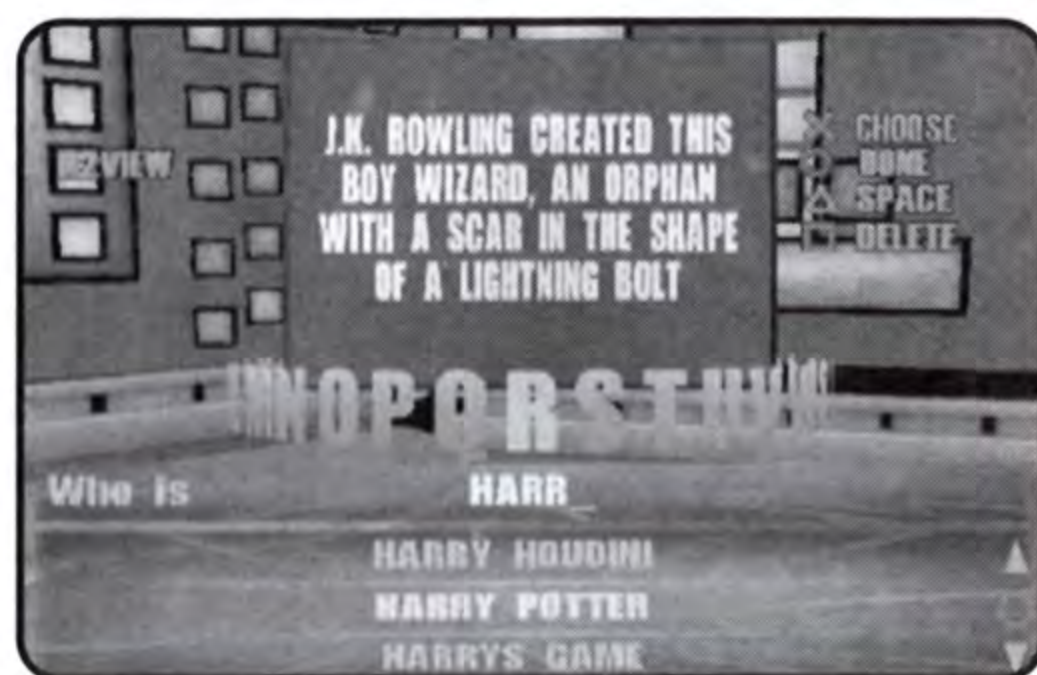
**Important:** If you buzz in before the lockout lights are illuminated, there will be a fraction of a second before you can buzz in again. If after buzzing in a player responds incorrectly, other players may then buzz in.

## ENTERING A QUESTION

After you buzz in, a text box will appear where you can enter your response. By default, you have 60 seconds to enter your response, but you can change this in the Options Menu.

**Important:** You do not have to type the beginning of the question. Phrases such as, “Who is?” “What is?” and “Where is?” will appear in the upper left corner of the text box.

After you buzz in, you will see the Response Screen, which shows the Jeopardy “answer” and a space for you to enter your response. Use the **left** and **right directional buttons** or the **left analog stick** to spin the letter-hoop and press the **X button** to select a letter. If you have Answer Auto Complete turned ON, when you’ve entered at least three letters, the Answer List may pop up. Use the **up** and **down directional buttons** or the **left analog stick** to scroll through the Answer List. Highlight the answer you want to use in your response and press the **● button** to confirm. Alex will rule on your response and move the game along.



A correct response will add the value of the clue to your total score and you’ll then be instructed to make another selection from the video wall. If you are incorrect or the timer runs out, the value of the clue is deducted from your total. Other players are then given a chance to buzz in.

If no one responds correctly, Alex will reveal the correct response and control will then return to the player who last selected from the video wall. If a computer player buzzes in, you’ll hear that player’s response on screen. **Note:** If time runs out, the letters you’ve entered or the highlighted answer on the Answer List will be considered your answer.

## DAILY DOUBLE

In *Jeopardy!* there is one Daily Double hidden on the video wall and in *Double Jeopardy!*, there are two. When a player discovers a Daily Double, the Daily Double graphic will be displayed on screen and the player who made the selection will be prompted to enter a wager. Only the player who discovered the Daily Double may respond to the clue. That player enters a wager amount.



The minimum Daily Double wager is \$5. The maximum wager is either the player’s current total or the value of the highest clue on the board, whichever is greater. In the *Jeopardy!* round, for example, a player with less than \$1,000 can still wager up to \$1,000. Likewise, in *Double Jeopardy!*, a player with less than \$2,000 can wager up to \$2,000.

To enter a wager, use the **left** and **right directional button** or **left analog stick** to select the digit you want to change. Then use the **up** and **down directional buttons** to increase or decrease the amount. When you are satisfied with the wager, press the **X button**.

If the player who chose the Daily Double responds correctly, the wagered amount is added to his or her winnings and the game resumes. If the player's response is incorrect, the amount of the wager is deducted from his or her winnings. Alex will then reveal the correct response and the game will continue with the same player in control of the board. **Note:** No other players are allowed to respond to a Daily Double clue.

## **DOUBLE JEOPARDY!**

After the *Jeopardy!* round, the *Double Jeopardy!* round begins and Alex announces a new set of categories. Dollar values on the board are doubled and there are now two Daily Double clues hidden on the board. The player with the lowest score begins the *Double Jeopardy!* round.

## **FINAL JEOPARDY!**

After *Double Jeopardy!* has concluded, *Final Jeopardy!* commences and Alex reveals the *Final Jeopardy!* category. Each player with a score higher than \$0 wagers on the last clue of the game. Players with \$0 or negative scores are excluded from this round.



You can wager any amount from zero up to the total amount of your score. **PLAYER 1** is first asked to enter a wager. If there are two or more human players, the other players are asked to turn away from the screen to allow **PLAYER 1** to make a wager in secret. Players take turns secretly entering a wager. When computer players enter in a wager, it is symbolized with question marks (“?”) and human players are not required to turn away from the screen.

After all the final wagers are in, Alex then presents the clue to **PLAYER 1**. If there is more than one human player, this clue is presented visually only — the clue is **NOT** read aloud. **PLAYER 2** and **PLAYER 3** will be asked to once again look away as **PLAYER 1** secretly responds to the clue. **PLAYER 1** will hear the familiar *Jeopardy!* “think music” and will have 60 seconds (this can be changed in the Options Menu), to enter in a response. When it is your turn and you are finished entering your response, press the **▲ button**. In turn, **PLAYER 2** is then presented with the clue and will also respond to it secretly, followed by **PLAYER 3**. Computer players do not respond using the “think music” but are recorded instantly.

Alex will then reveal the response of the player with the lowest score and will rule on that response. If that player's response is correct, the player's wager is revealed and added to the player's current winnings for the game. If the player responds incorrectly, the player's wager is revealed and deducted to form the player's total. This process continues with the player that has the next lowest score, and then the remaining player.

**Note:** Alex will not reveal the correct response if a player responds incorrectly. The correct response will only be revealed if a player responds correctly or if all three players respond incorrectly.

## WINNING THE GAME

The player with the highest total score after the Final *Jeopardy!* round is crowned the *Jeopardy!* champion!

## CAREER STATISTICS

Each time you complete a game, your performance is merged into a database that encompasses your performance over a series of games or “career.” These statistics reveal the categories where you are strongest and weakest, as well as the following:

- Number of Games Won
- Number of Games Lost
- Total Winnings
- Best Game Score
- Worst Game Score
- Best *Jeopardy!*
- Best Double *Jeopardy!* Round Score
- Best Final *Jeopardy!* Round Score
- Number of Tournament Games Won
- Number of Correct Answers
- Number of Incorrect Answers

Your total winnings and the number of victories are used to qualify you for the Tournament of Champions game. Use the **directional buttons** or **left analog stick** to move through all of the player names and to view all of the statistics. Press the **▲ button** to return to the Main Menu.

# TAKE A SAMPLE CONTESTANT EXAM!

Select Contestant Exam from the Main Menu to try your hand at a sample contestant exam. This is similar to the contestant exams used to qualify prospective contestants for the television show.

You have 50 minutes to complete the exam.

**Important:** The exam is a sample only! It does NOT qualify you for an appearance on the actual television show. If you are considering becoming a contestant on the TV show, you must take an exam administered by official *Jeopardy!* representatives. Answering the sample exam clues is done exactly the same way as answering a clue in the Solo game.

**Note:** Remember to press the ● **button** after you've entered your response to each clue. When you've answered the 50 clues, Alex will tell you if you have passed or failed. The correct responses will NOT be revealed in the game. If you leave the exam before completing it, you must start from the beginning when you return.

## MORE ABOUT THE OFFICIAL CONTESTANT EXAMS

For more information on how to become a contestant on the actual TV show, please visit:

**[www.jeopardy.com](http://www.jeopardy.com)**

Prospective contestants must pass the *official* contestant exam, as well as play the game in front of contestant screeners to demonstrate how you would present yourself on the air.

**Atari does not control, and disclaims any responsibility or liability for, the functioning and performance of third-party web sites and any content on or available through third-party web sites.**

The sample exam in the *Jeopardy!* is a very good example of how the official exam is administered and how difficult the official contestant exam would be. Taking the exam is much more difficult than playing the actual game. Here's why: During the game you are only tested against 13 categories (6 each in the first and second rounds, and 1 in Final *Jeopardy!*). In the official contestant exam, however, you are tested on 50 categories, with one question in each category. A passing grade is 35 out of 50, which is also true for the sample exam.

# CREDITS

## ATARI

Ken Allen

*Senior Producer*

Maureen Madigan

Michael MacConnell

*Brand Managers*

Scott Walker

*V.P. of Product Development*

Matt Sughrue

*Executive Producer*

Paul Hellier

*Director of Technology*

Steve Arthur

*Director of Marketing*

Steve Martin

*Director of Creative Services*

Elizabeth Mackney

*Director of Editorial & Documentation Services*

Kristine Meier

*Art Director*

Patrick Loughlin

*Graphic Designer*

Kurt Carlson

*Documentation Specialist*

Paul Collin

*Copywriter*

Michael Gilmartin

*Director of Publishing Support*

Michael Craighead

*Director of Quality Assurance, North America*

Ken Ford

*I.T. Manager/Western Region*

Michael Vetsch

*Manager of Technical Support*

Donny Clay

EZEQUIEL "Chuck" NUNEZ

*Q.A. Testing Supervisors*

Miguel Jauregui

*Lead Tester*

Tad Pantaleoni

Toby Seltsam

Eduardo Toribio

Marshall Clevesy

Gabriel Navarrette

Alvin Wong

Daniyel Garcia

*Testers*

## Special Thanks to

Eric Hayashi

## ARTECH STUDIOS

Rick Banks

Paul Butler

*Designers*

Richard Cooper

*Creative Director*

Antonio Santamaria

Mark Fournier

Tim Park

Bret Rowdon

*Programmers*

Kris Eggleston

*3D Artist*

Jennifer Priest

*Project Coordinator*

Pierre Proulx

Les Emmerson

Christopher Paine

Norman MacQueen

Jennifer Priest

*Database*

Christopher Paine

Stas Jesionka

*Video*

Mark Mitchell

*Music, Audio*

Roger Camm

Gary Bazdell

*Technical Support*

Cheryl Lussier

*Office Assistant*

Conor O'Hegarty

Dorothy Charbonneau

*A.I. Voices*

## Special Thanks to

Randy Berke, Leonie Gardiner (First Stage Talent), Bryan Erickson, Tutu Santamaria

## **Audio Production**

Blue Turtle Studios (Ottawa)  
Colin Savage Schlachta  
Andrew Huggett  
David Ouellette  
James Marjerrison  
Andy Del Castillo

## **L.A. Video Shoot**

Two Guys from Canada Productions  
Writer/Director - Dick Cooper  
Camera/Sound/Lights - Christopher Paine

## **Special Thanks**

Alex Trebek  
Johnny Gilbert

## **Sony Pictures**

### **Consumer Products**

Mark Caplan  
Eric Thomsen  
Laetitia May

## **Jeopardy!**

Harry Friedman  
Rocky Schmidt  
Jim Rhine  
Gary Johnson  
Kevin McCarthy  
John Lauderdale  
Susanne Thurber  
Michele Silverman

## **Bruce Austin Productions**

Bruce Austin  
Robert Francke

## **Photography**

Steve Crise

## **Audio Clues**

"Pompe vane...dove sei?" from  
Rodelinda, performed by Maureen  
Forrester, courtesy of CBC Records  
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## **Visual Clues**

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# ATARI WEB SITES

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<http://www.us.atari.com>

To send e-cards to your friends, download wallpapers, or get access to other free stuff, visit our Freebies section at:

[www.us.atari.com/freebies](http://www.us.atari.com/freebies)

If you would like to chat with other gamers, as well as developers, visit our Community Forum area at:

[www.ataricommunity.com](http://www.ataricommunity.com)

**Kids, check with your parent or guardian before visiting any web site.**

**Chat Messages:** Atari does not monitor, control, endorse, or accept responsibility for the content of chat messages. You are strongly encouraged not to give out identity or other personal information through chat message transmissions. Kids, check with your parent or guardian if you are concerned about any chat you receive.

Use of Atari web sites is subject to terms and conditions, which you can access at:

[www.us.atari.com/terms\\_of\\_service.asp](http://www.us.atari.com/terms_of_service.asp)

## TECHNICAL SUPPORT (U.S. & CANADA)

### Help Via the Internet

Up-to-the-minute technical information about Atari products is generally available 24 hours a day, 7 days a week via the Internet at:

<http://www.atarisupport.com>

Through this site you'll have access to our FAQ (Frequently Asked Questions) documents, our **Hints/Cheat Codes** if they're available, and an **E-Mail** area where you can get help and ask questions if you do not find your answers within the **FAQ**.

**Note:** In the event we must send you a Hint Sheet, **FAQ** document, patch or update disc via E-mail, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

### Help Via Telephone in the United States & Canada

For phone assistance, call **Atari Technical Support** at **(425) 951-7108**. Our **Interactive Voice Response** system is generally available 24/7, providing automated support solutions immediately.

This console-based product has automated support, which includes information such as gameplay tips, information on Control Keys, possible Cheat Code

combination keys, and instructions for finding secret screens and/or additional game levels (if these type of items exist and are made available for this particular product).

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Part #** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Part #** is located in several places (on the CD label, Game Pak, package and/or plastic disc case, if applicable) and is usually identified by a number such as **04-12345**. When prompted by the Automated System, enter the **last five digits** of your product's Part #. (For example, Part # 04-12345 would require that you enter the "12345" portion of the number for that product.) **Note:** Some products simply feature a five-digit Part # without an "04-" prefix.

Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). **Note:** We may be closed on major holidays.

### **Product Return Procedures in the United States & Canada**

In the event our technicians at **(425) 951-7108** determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. You will receive the mailing address when the technician gives you the RMA#. Any materials not containing this RMA# will be returned to you unprocessed.

### **Warranty Policy in the United States & Canada**

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1. a. Mary Baker Eddy                      b. Warsaw Pact                      c. Caspian Sea
2. a. Thomas Hardy                      b. Mass or Massachusetts                      c. Penelope Cruz
3. a. August Wilson                      b. Bitter                      c. Oliver Twist
4. a. Sofia                      b. Starch                      c. Quiche
5. a. Chicago                      b. Jack Lemmon                      c. Sun
6. a. Tipper Gore                      b. Yahtzee                      c. Clarence Darrow
7. a. Mary Lou Retton                      b. The Three Musketeers                      c. Power
8. a. Moses                      b. Brochette                      c. United Nations
9. a. Hilary Swank                      b. Libya                      c. Bop
10. a. Alice Walker                      b. Thomas Paine                      c. Romeo and Juliet
11. a. King Richard III                      b. Felicity                      c. Diaper
12. a. Rodea  
(Courting at Burnt Ranch)                      b. Bully                      c. Ankara
13. a. Degas                      b. Lycra                      c. Mexico
14. a. Love                      b. Switzerland                      c. Chicago Hope
15. a. Madam (A) Butterfly                      b. Buster Keaton                      c. Ajax
16. a. David Hyde Pierce                      b. Silver                      c. Louis Malle
17. a. Caviar                      b. Destinys Child                      c. Albany
18. a. Bay of Bengal                      b. Dave Barry                      c. Blink
19. a. Jesse Jackson                      b. Rafer Johnson                      c. Gabriel
20. a. Kansas                      b. El Al                      c. Cartilage
21. a. Richmond VA                      b. Alka Seltzer                      c. Knots
22. a. Albany                      b. Rabies                      c. Natalie Portman
23. a. Fair                      b. Paris                      c. Tommy Hilfiger
24. a. John Wayne                      b. St Christopher                      c. Sojourner
25. a. South Africa                      b. Elian Gonzalez                      c. Naples
26. a. Steve Forbes                      b. A Trillion                      c. Al Gore
27. a. Peace Corps                      b. Pat Benatar                      c. So Africa
28. a. Whitney Houston                      b. Patrick Henry Ford                      c. Rickys Hickeys
29. a. The Boot                      b. Pouch or Pocket                      c. Ornithology
30. a. Deer Beer                      b. Crete                      c. Dilbert
31. a. Versace                      b. Cock or Rooster                      c. Esther
32. a. Egypt                      b. Silk                      c. Smallville
33. a. Colorado                      b. Minos                      c. Colin Powell

- |                          |                              |                             |
|--------------------------|------------------------------|-----------------------------|
| 34. a. Boy George Orwell | b. F Lee Bailey              | c. Galileo or Galilei       |
| 35. a. Eel               | b. Fluoride                  | c. Scrabble                 |
| 36. a. Guano             | b. Drew Barrymore            | c. Tierra Del Fuego         |
| 37. a. Ambrosia          | b. Chunnel or Eurotunnel     | c. Shaquille O'Neal or Shaq |
| 38. a. Jupiter           | b. Hogwarts                  | c. Poison Ivy League        |
| 39. a. Vitamin A         | b. John Tyler                | c. HTML                     |
| 40. a. Just Shoot Me     | b. Ties                      | c. Sir Arthur Conan Doyle   |
| 41. a. Emily Dickinson   | b. The Big Bang (Theory)     | c. Philosophy               |
| 42. a. Louvre            | b. K2 or Mount Godwin Austen | c. Volvo                    |
| 43. a. Foxes             | b. Javelin                   | c. Rio or Rio De Janeiro    |
| 44. a. Halloween         | b. Mall of America           | c. Anna Kournikova          |
| 45. a. George Gershwin   | b. Barometer                 | c. Rita Moreno              |
| 46. a. Cordon Blue       | b. Louisa May Alcott         | c. Fort Sumter              |
| 47. a. Ears              | b. Pennsylvania              | c. Giraffes                 |
| 48. a. Penguin           | b. Diana Rigg                | c. 250                      |
| 49. a. Darts             | b. Victoria Falls            | c. Cinderella               |
| 50. a. Brazil            | b. A Round Pound             | c. Saturday Night Fever     |

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