

Instructions for customizing and using...

HIGH SCHOOL JEOPARDY! *by Mark Thompson*

High School Jeopardy! is a web browser-based version of the popular TV game show. I put it together as a way of reviewing material with my English classes. However, I can't take full credit; I based it on a couple of Jeopardy! games already on the Internet, most notably Chemical Jeopardy! by Steve Marsden and Jack Donnell's game, which he calls JackParady. These instructions and the accompanying files will allow you to make a customized game that can be used with most web browsers.

Package Contents – The index.htm file contains the title screen for the game. Game.htm displays the game board. The images folder holds all the graphics and sounds, while the clues folder contains all the game's clues, as well as the Final Jeopardy! category and clue. Finally, in the font folder you'll find the authentic clue font used on the TV show. Although using it is optional, placing the enchanted.ttf file in your system's font folder will cause the clues to be displayed just as they are on TV. Otherwise they'll display in Times.

Categories – Setting up the game categories is just a matter of opening the game.htm file with a web page creation program (Dreamweaver, Front-Page, etc.) and editing the category names at the top of the game board. Change the six categories, A through F, and then save the file.

Clues – Each of the clues for the game is contained in a separate file. Open each file and edit the text to display your clues. Use the following table to keep track of the clue locations:

A	B	C	D	E	F
A1	B1	C1	D1	E1	F1
A2	B2	C2	D2	E2	F2
A3	B3	C3	D3	E3	F3
A4	B4	C4	D4	E4	F4
A5	B5	C5	D5	E5	F5

Final Jeopardy! – The two files that contain the Final Jeopardy! category and clue are finalcat.htm and final.htm, respectively. Edit these two files to customize your game.

Type Size – By default, the type size is set to 80 pixels (approximately 80 points) tall. To change this to a size larger or smaller, search for this line: font-size: 80px. Changing the number will adjust the size of the text for the clue.

Daily Double – One daily double is already assigned to clue E3. Changing this requires editing a couple of lines in two files. In the game.htm file, search for this: double.htm. To eliminate the daily double for this clue, you'd replace the word "double" with the clue name (like clueb4, for example). The second file that needs to be changed is the double.htm file. Search for the default clue name (clue3e) and replace it with the name of the clue you want to assign as the daily double (like clueb4, for example).

Restarting The Game – Reloading the game page will reset the game board to restore all clue values.

Advanced Options – It's possible to include audio or video clues in the game by editing the clue file to embed the media file. While such changes are beyond the scope of these instructions, basic web page editing skills are all that are necessary to accomplish this. Other changes are also possible for people having HTML and Javascript skills.