

YOU DON'T KNOW JACK[®]

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YOU DON'T KNOW JACK[®]

volume
2

the irreverent quiz show party game

SIERRA
attractions

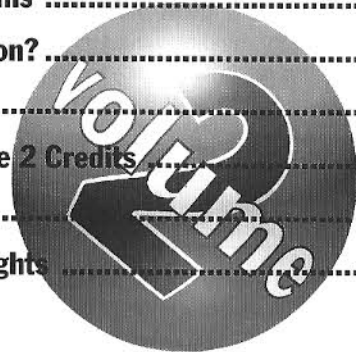
Jellyvision

BERKELEY
SYSTEM

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YOU DON'T KNOW JACK™



Hey Smarty-Pants! Yeah, you! You, the big shot with the CD-ROM. Think you're pretty smart, don't you? Played **YOU DON'T KNOW JACK™**, huh? Think you know trivia? Think again. Jack's back...

YOU DON'T KNOW JACK Volume 2 is the all-new sequel to the award-winning, irreverent, fast-paced game where *you* are the contestant on a manic game show. **YOU DON'T KNOW JACK Volume 2** has got all the excitement of the first game, lots of mind-blowing surprises, plus four new kinds of questions to thump your skull. Get ready — 'cause we're gonna scrape trivia out of your cranium like pulp from a melon.

YOU DON'T KNOW JACK can be played by one to three players. The goal of **YOU DON'T KNOW JACK** is to rack up the cash. Get the most cash and you win. Simple, right? Guess again.

WARNING: This product contains mature content, including suggestive sexual references and language that may not be suitable for children.
Besides, they won't get it, anyway.

System Information

Microsoft® Windows® 3.1 and Windows 95:

- ◆ Windows 95, Windows 3.1x, Windows for Workgroups, or Windows NT
- ◆ 486SX 33MHz processor or faster
- ◆ 8MB of RAM
- ◆ 16MB of free hard disk space
- ◆ 2X (or faster) CD-ROM drive
- ◆ Video display capable of at least 640x480 resolution with 256 colors
- ◆ Sound Blaster 16 or compatible 16-bit multimedia sound card

YOU DON'T KNOW JACK Volume 2 does not run on any 386 or earlier CPUs.

Apple® Macintosh®:

- ◆ Any PowerPC- or 68040-based Macintosh
- ◆ System 7.1 or later release of the Macintosh OS
- ◆ 5MB of free RAM
- ◆ 16MB of hard disk space
- ◆ 2X (or faster) CD-ROM drive
- ◆ QuickTime™ 2.5, QuickTime PowerPlug 2.5 (for Power Macintosh only), SoundManager 3.2.1 and Sound Control Panel 8.0.5 (all included)
- ◆ Video display capable of at least 640x480 resolution with 256 colors

YOU DON'T KNOW JACK Volume 2 does not run on 68030 or earlier CPUs.

Installing **YOU DON'T KNOW JACK** Volume 2

Installation and Anti-Virus Software

Before installing **YOU DON'T KNOW JACK Volume 2**, disable all anti-virus software on your machine, as it could interfere with the installation. To disable your anti-virus software, consult your anti-virus software's documentation.

Windows 3.1x Installation

- ◆ Insert the **YOU DON'T KNOW JACK Volume 2** CD-ROM into your CD-ROM drive.
- ◆ Use File Manager to browse the contents of the **YOU DON'T KNOW JACK Volume 2** CD-ROM (the CD-ROM is usually drive D:) and double-click on the installer icon (j2setup.exe).
- ◆ Follow the on-screen prompts to complete the installation.

The installer copies the game software to your hard drive and adds a special graphics library called WinG to your Windows System directory. WinG is required to run **YOU DON'T KNOW JACK Volume 2** on a Windows 3.1x system.

After installation is complete, you must restart Windows 3.1x.

You must also leave the **YOU DON'T KNOW JACK Volume 2** CD-ROM in the CD-ROM drive to play the game.

After restarting Windows 3.1x, you can start the game two ways: You can use File Manager to run ydkj.exe from your hard drive; or, if you installed a program group, you can double-click on the **YOU DON'T KNOW JACK Volume 2** icon located in the **YOU DON'T KNOW JACK Volume 2** program group in the Program Manager.

If you experience video problems running **YOU DON'T KNOW JACK Volume 2** in Windows 3.1x, check to make sure you are running in 256 colors.

Uninstalling **YOU DON'T KNOW JACK** Volume 2 for Windows 3.1x

There are two ways to uninstall **YOU DON'T KNOW JACK Volume 2**: You can use File Manager to run uninstall.exe from the **YDKJ** directory on your hard drive; or, if you installed a program group, you can double-click on the Uninstall icon in the **YOU DON'T KNOW JACK** program group in the Program Manager. Installer will *not* uninstall the WinG graphics library that was installed, because it may be used by another application.

Installation and PC Tools Desktop for Windows 3.1

When the installer for **YOU DON'T KNOW JACK Volume 2** finishes, it will ask you to restart Windows 3.1x. If you are using PC Tools Desktop for Windows 3.1x, you may find that the **YOU DON'T KNOW JACK Volume 2** installer relaunches when Windows restarts. You can safely exit the installer by pressing the **ESC** key.

Windows 95 Installation

If you have the Windows 95 Autoplay feature turned on, insert the **YOU DON'T KNOW JACK Volume 2** CD-ROM into your CD-ROM drive and the installer will start automatically. Follow the on-screen prompts to complete installation.

If you do not use Autoplay, insert the **YOU DON'T KNOW JACK Volume 2** CD-ROM into your CD-ROM drive and use Explorer to browse the contents of the CD-ROM (the CD-ROM is usually drive D:). Double-click on the installer icon (j2setup.exe). Follow the on-screen prompts to complete the installation.

You must leave the **YOU DON'T KNOW JACK Volume 2** CD-ROM in the drive to play the game.

After installation you can start the game by double-clicking on the ydkj32.exe icon on your hard drive or in the Windows Explorer; or, if you installed **YOU DON'T KNOW JACK Volume 2** Start menu items, you can choose the **YOU DON'T KNOW JACK** item from the Start menu.

Uninstalling YOU DON'T KNOW JACK Volume 2 for Windows 95

There are three ways to uninstall **YOU DON'T KNOW JACK Volume 2**: You can use the Windows Explorer to run uninstall.exe from the YDKJ directory on your hard drive; if you installed **YOU DON'T KNOW JACK Volume 2** Start menu items, you can click on the Uninstall icon in the **YOU DON'T KNOW JACK** program group in the Start menu; or you can use the Add/Remove Program Control Panel in the Windows 95 control panels.

Macintosh Installation

- ◆ Insert the **YOU DON'T KNOW JACK Volume 2** CD-ROM into your CD-ROM drive, wait for the **YOU DON'T KNOW JACK Volume 2** window to open and then double-click on the **YOU DON'T KNOW JACK Volume 2** installer icon.
- ◆ The installer copies the game software to your hard drive. If you do not have QuickTime 2.5, QuickTime PowerPlug 2.5 (PowerPC only), SoundManager 3.2.1, or Sound Control Panel (on System 7.5.2 or earlier versions of the Mac OS), the installer copies these extensions and the control panel to your active System Folder.
- ◆ If the installer copies extensions to your Macintosh, you must restart your Macintosh before you play the game.
- ◆ Once your Macintosh has been restarted, just double-click on the **YOU DON'T KNOW JACK Volume 2** icon on your hard disk to start the game.

You must leave the **YOU DON'T KNOW JACK Volume 2** CD-ROM in your CD-ROM drive to play the game. You don't need your mouse to play **YOU DON'T KNOW JACK Volume 2**.

Uninstalling YOU DON'T KNOW JACK Volume 2 for Macintosh

To remove **YOU DON'T KNOW JACK Volume 2** from your Macintosh, insert the **YOU DON'T KNOW JACK Volume 2** CD-ROM into your CD-ROM drive and double-click on the installer icon.

When the installer starts, choose Remove from the installation options menu and click on the button labeled "Remove." The **YOU DON'T KNOW JACK** folder will be removed. No extensions will be removed because they may be used by another application.

Playing **YOU DON'T KNOW JACK** Volume 2

YOU DON'T KNOW JACK Volume 2 can be played by one to three players.

When the game starts, listen to the instructions, enter the number of players and the players' names and specify whether you want to play a regular 21-question game or a 7-question tournament-length game.

"Hey, I've played this before!" Press **SPACEBAR** during any instructions in the game to skip them.

When you're asked to choose a category, press **1**, **2**, or **3** to make your selection. Act fast or the host will choose a category for you!

To play **YOU DON'T KNOW JACK**, you've got to be smart and you've got to be quick. Each player gets a buzzer — **YOU DON'T KNOW JACK** uses the **Q**, **B**, and **P** keys on the keyboard. The first player to buzz in gets first crack at the question. Get the question right, and you get some cash. Get the question wrong, and you lose some cash. All questions are timed. Buzz in before the timer runs out — no stalling allowed in this game. If you're far in the lead, **Don't Be A Wimp!**[™] Buzz In! Or, you may find yourself at the mercy of the audience!

YOU DON'T KNOW JACK Volume 2 has seven kinds of questions: Multiple-Choice, Picture, Fill in the Blank, Whatshisname, Gibberish[™], DisOrDat[™], and the Jack Attack[™].

Multiple-Choice Questions

There are two types of Multiple-Choice questions — Standard and Picture Question. All Multiple-Choice questions are worth \$1,000-\$6,000. Easy questions are worth less, tough questions are worth more.

Here's an example:

If the famous "Maltese Falcon" from that Humphrey Bogart film came crashing through a restaurant window and landed in your bowl of soup, what would you tell your waiter?

1. "Waiter, there's a statue in my soup."
2. "Waiter, there's a classic car in my soup."
3. "Waiter, there's a spy in my soup."
4. "Waiter, there's a necklace in my soup."

If you think you know the answer to a standard Multiple-Choice question, hit your buzzer key quickly (remember, the **Q**, **B**, or **P** key) and choose your answer by pressing the **1**, **2**, **3**, or **4** key.

Get the question right, and you get the cash. Get it wrong, and you're gonna pay for it.

The Picture Question

The Picture Question asks a Multiple-Choice question about a drawing or photograph. For example, a photograph of a car appears, and the question asks:

What is the model name of this uniquely styled automobile?

1. Pinto
2. Gremlin
3. Pacer
4. El Camino™

If you think you know the answer, buzz in quickly and choose **1, 2, 3** or **4**. Picture Questions appear randomly throughout the game.

Dumbfounded by a Multiple-Choice question? Then Screw Your Neighbor™!

If you don't know the answer to a question, don't get mad — just **Screw Your Neighbor!** **Screw Your Neighbor** is an option that forces another player to answer the question. You can **Screw Your Neighbor** during a standard or Picture Multiple-Choice question.

To **Screw Your Neighbor**, be the first to buzz in, press the **S** key (**S** for “screw”), and then pick someone to screw (you pick a player by pressing the player's number or buzzer key). It's that easy! But be sure to pace yourself, 'cause you get only one screw per round.

The Fill in the Blank Question

Dust off your synapses for the Fill in the Blank Question. A Fill in the Blank question does not have any answers to choose from — to answer you buzz in, type the right answer, and hit the **RETURN** key. Yep, just you and your IQ. Here's an example:

The J. Crew™ Fall 1996 catalog color “Cadet” is most similar to what primary color?

if you know the answer, buzz in and type...

Blue.

Don't worry about spelling or punctuation. The judges are pretty lenient.

The Whatshisname™ Question

In a Whatshisname question you have to guess the name of a famous person. You'll get some clues — slowly — and if you know who the person is, buzz in, type the name, and hit the **Return** key. Here's an example:

**Who's that guy? You know, he was...
in that movie about the car race...
with Dom somebodyernother...
and was married to that blond woman...
from that show about a radio station...**

Still don't know the answer? Name stuck on the tip of your tongue? Try this:

Burt Reynolds

The Gibberish™ Question

Gibberish questions are rhyming puzzles worth \$5,000-\$10,000. Gibberish questions come up randomly once or twice during a game.

When a Gibberish question starts, listen closely to the Gibberish phrase and try to think of a quote, saying, lyric or phrase that it rhymes with. If you can't think of the answer right away, listen for the host's clues. If you think you know what the Gibberish phrase rhymes with, buzz in, type your answer, and hit the **Return** key.

For example, what saying does this Gibberish phrase rhyme with?

Surly Hugh said, "Curly new thighs."

Or in other words...

Early to bed, early to rise.

When you type in your answer, punctuation and capitalization don't count, but you gotta type the entire original phrase. Don't take too long to buzz in. The more time you take to buzz in on a Gibberish question, the less money it's worth.

There's absolutely no screwing allowed in Gibberish Questions. It just wouldn't be fair.

The DisOrDat™ Question

A DisOrDat question is a bonus question — only one player can play — so you gotta be lucky and pick a bonus category. DisOrDat questions are matching questions that require you to categorize a list of seven clues. For example, the host may say:

I'm gonna read off seven Italian names, and for each one, I want you to tell me if it's the name of a pasta or the name of an Italian opera composer. Press "1" if the clue is a pasta, "2" if it's a composer, and "4" if you want to skip to the next clue.

- 1. Porcini**
- 2. Tortellini**
- 3. Rotini**
- 4. Penne**
- 5. Rossini**
- 6. Verdi**
- 7. Cavatelli**

For each of the seven clues, you get cash for a correct match and lose cash for a wrong answer. You also lose cash for each clue you miss — so think fast! Each of the seven clues is worth \$500 in Round One and \$1,000 in Round Two.

The Jack Attack™

The Jack Attack is the last question of every game. The Jack Attack can make or break the game — you can earn big bucks or lose your shirt!

The Jack Attack is an association question. Once you're given a clue, you've got to find the link or association between two phrases or words. Easy, right? Wrong.

In a Jack Attack one phrase zooms out from the center of the screen as potential matches fly by. Nothing stays on screen very long, so if you see a match, buzz in right away. If you get the match, you get some cash. Be careful! Not just any match will do — it has to be the match that best fits the clue you're given.

For example, if your Jack Attack clue is **Opposites Attract** and you see the word "**Left**" zoom out from the center of the screen, wait until the word "**Right**" appears and buzz in immediately to get the money. Next, if the word "**Valuable**" zooms out, wait until "**Cheap**" appears and buzz in. (In this example you've got to buzz in when an opposite appears.)

But be careful! Jack Attack questions can trick you. Don't get psyched out by decoy answers. If the word "**Valuable**" zooms out from the center, and you buzz in when the word "**Prizes**" appears, you'll lose money because your match didn't fit the clue, **opposites attract**.

Remember - You can skip the host's Jack Attack instructions at any time by pressing **SPACEBAR**.

Each Jack Attack question has seven matches. Buzz in at the right time with the right match, and it's 2,000 bucks in your pocket. Buzz in at the wrong time or when a decoy appears, and you'll lose 2,000 bucks — *and not just once, but every time you're wrong!* You can buzz in as many times as you'd like.

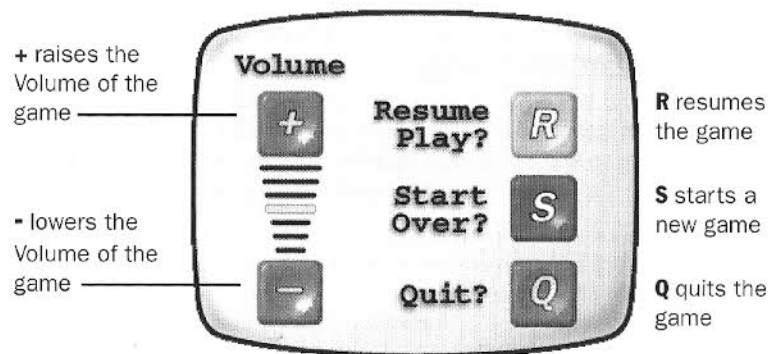
Other YOU DON'T KNOW JACK Volume 2 Features

YOU DON'T KNOW JACK Volume 2 is full of surprises — so don't get cocky! Don't buzz in too fast on Multiple-Choice questions or you'll get your buzzer **Burned**.

Wanna know about the telephone habits of your favorite stars? You'll love our **Celebrity Collect Call™** questions. And don't forget to pack a bag lunch in case you go on a **Fiber Optic Field Trip™**.

Game Options Screen

Press the **Esc** key at any time to pause **YOU DON'T KNOW JACK** and access the Game Options Screen. When **YOU DON'T KNOW JACK** is paused, the Game Options Screen shows five choices:



Simply press a key to make your choice. You can also raise and lower the volume with the **Up Arrow** and **Down Arrow** keys, respectively.

At the end of a game, you can press the **S** key to replay **YOU DON'T KNOW JACK** with the same players or press **N** to play the game with new players. Press **Q** to quit the game.

Troubleshooting YOU DON'T KNOW JACK Volume 2

Don't know *jack* about your computer? Here are some recommendations to perfect your **YOU DON'T KNOW JACK Volume 2** experience.

For more in-depth information check out the README file on the **YOU DON'T KNOW JACK Volume 2** CD-ROM. If you're still in a jam, call, write or e-mail our technical support team. Contact information is located on page 17 of this manual.

Windows 3.x and Windows 95 Troubleshooting

Stuttering sound or video may require Windows 95 users to decrease the sliding CD-ROM read-ahead cache. To change this setting, select the System Control Panel, choose the "Performance" tab and click on the "File System Properties..." button. Set the slider to "Small" and the pop-up menu to

If you see the message "Exception 20, the sound card is in use by another device," you may have an 8-bit sound card. If you have an 8-bit sound card, you must upgrade your card to a 16-bit SB16 compatible sound card. If you do have a 16-bit sound card, then your card isn't SB16 compatible or is using an incorrect sound driver. Contact the manufacturer of your sound card for instructions on updating your sound driver.

If you experience problems with your video display, make sure that you are running in 256-color mode.

Macintosh Troubleshooting

If you experience choppy sound, make sure Virtual Memory is turned off. To do this, select "Memory" from the control panels folder and click the off position in the "Virtual Memory" section. If that doesn't work, try rebuilding your desktop twice by holding down the **Command** and **Option** keys during start-up, or trashing the Sound Preferences item by dragging it from the Preferences folder in the System Folder to the Trash Can and emptying the trash. The Sound Preferences will rebuild itself the next time you open the Sound control panel.

Note: Apple's QuickTime 2.5 has a new control panel called QuickTime Settings. For more details on this update, view the official README file on the **YOU DON'T KNOW JACK Volume 2** CD-ROM.

How to Contact Berkeley Systems

Customer Service: For a replacement CD-ROM or other non-technical problems call (510) 549-2300 and ask for Customer Service.

Technical Support: When you call for technical support, follow the telephone system prompts to reach PC or Macintosh Tech Support.

Hours: Monday - Friday,
8 a.m. to 5 p.m. Pacific Time

Voice: (510) 549-2300

FAX: (510) 849-9426

TTY/TDD: (510) 540-0709 (Leave a message.)

Mail:

PC or Mac Technical Support
Berkeley Systems, Inc.
2095 Rose Street
Berkeley, CA 94709

Toasted! World Wide Web Site:

Information about **YOU DON'T KNOW JACK** can be found on the Berkeley Systems World Wide Web site. Point to <http://www.berksys.com> and get Toasted!

We also offer technical support via on-line services. Here are our e-mail addresses and information about our support forums:

America Online:

For PC users, our e-mail address is **BerkSysWin**. For Mac users, our e-mail address is **BerklySystem**. To reach our support forum, use the keyword **BerkSys**.

CompuServe:

For PC users, our e-mail address is **75300,1375**. For Mac users, our e-mail address is **75300,1376**. To reach our PC support area just type **GO WINAPC** and choose Berkeley Systems's forum. To reach our Mac support area just type **GO MACBVEN** and open Library 5.

Internet:

PC users can reach us at **PCTech@berksys.com**. Mac users can reach us at **MacTech@berksys.com**.

Are You Pissed About a Question?

This game is for entertainment purposes only. The facts expressed in **YOU DON'T KNOW JACK Volume 2** were researched and found to be correct at the time of publication.

All the questions in **YOU DON'T KNOW JACK Volume 2** have been verified by a crack team of writers. Now, we're not saying that we're perfect, but, we're pretty damn close.

Nonetheless, if you feel that one of the questions is somehow in error, and you want to gripe about it, feel free to let out your aggressions by sending e-mail to *pissed@learntv.com* or old-fashioned mail to this address:

"I'm Pissed About a Question"
Jellyvision, Inc.
848 West Eastman
Suite 203
Chicago, IL 60622

If your letter is entertaining, we'll post it in our kitchen.

If you have other comments or questions about **YOU DON'T KNOW JACK Volume 2**, please contact Berkeley Systems's Customer Service or Technical Support.

Go beZerkSM!

If you're connected to the World Wide Web, check out **beZerk**, The Premier Online Entertainment Network from Berkeley Systems.

If you are a Windows 95 user and you like playing **YOU DON'T KNOW JACK**, now you can play online, too! Surf to www.bezerk.com and you can play all new games of **YOU DON'T KNOW JACK the netshow**, compete for high scores, rank yourself against other **YOU DON'T KNOW JACK** players and win all kinds of fabulous prizes.

And that's not all! **YOU DON'T KNOW JACK Sports the netshow** and other irreverent, unique entertainment is coming soon on **beZerk**. Stay tuned!

Go **beZerk** and find out why the Internet will never be the same.

www.bezerk.com

YOU DON'T KNOW JACK Volume 2 Credits

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Mick Fleetwood

Florence Henderson

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Dennis Miller

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Carl Reiner

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Vanessa Williams

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Brian Chard as "Ray"

Lina Chern as "Lina"

Ali Davis as "Caryn"

Mary Garvey as "Justine"

Michelle Gorchow as "Helen"

Tom Gottlieb as "Cookie"

Patrick Heupel as "Pat"

David Houghtaling as "Dayve"

Joel Husenits as "Joel"

Joe Janes as "Dr. Bob"

David Nathanielsz as "Clark"

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Marta Segal as "Marta"

Jamie Vann as "Jamie"

John Wodynski as "Woody"

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License

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