

YOU DON'T KNOW  
**JACK**<sup>®</sup>

*Movies*

USERS MANUAL

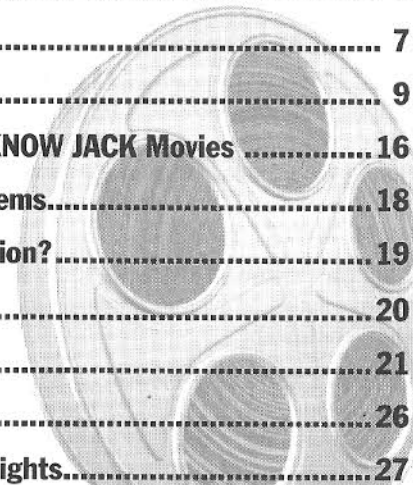
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Jellyvision

BERKELEY  
SYSTEMS

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# YOU DON'T KNOW **JACK** *Movies*

*Lights... Camera... Speed... YOU DON'T KNOW JACK, Take 4... Action!*

Think you know movies, huh? Well, polish off that golden globe between your ears and tell me this... What do they put on an egg "MacGuffin"? What's the difference between a "gaff" and a "gaffer"? And, what do Tonya Harding and Sonja Henie have in common? Well, how'd you do? It's about time you learned that watching movies in the nude doesn't make you a movie "buff."

**YOU DON'T KNOW JACK® Movies** is the all-new all-silver-screen edition of the award-winning, irreverent, fast-paced trivia game where *you* are the game show contestant.

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

**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.**

## Required System Configurations

### Microsoft® Windows® 3.1 and Windows 95

To play **YOU DON'T KNOW JACK Movies** on a Windows PC, you must have:

- ◆ Windows 95, Windows 3.1x, or Windows for Workgroups
- ◆ 486SX 33MHz processor or faster (486/66 or faster recommended)
- ◆ 16MB RAM
- ◆ 19MB 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 Movies** does not run on any 386 or earlier CPUs.

### Apple® Macintosh®

To play **YOU DON'T KNOW JACK Movies** on a Macintosh, you must have:

- ◆ Any PowerPC- or 68040-based Macintosh
- ◆ System 7.1 or later release of the Macintosh OS
- ◆ 16MB RAM
- ◆ 19MB of free 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 Movies** does not run on 68030 or earlier CPUs.

## Installing **YOU DON'T KNOW JACK** Movies

### Installation and Anti-Virus Software

Macintosh and Windows anti-virus software and Windows TSRs (Terminate Stay Resident programs) can interfere with installation. Before installing **YOU DON'T KNOW JACK Movies**, disable all anti-virus software and any TSRs on your computer. To disable your anti-virus software, consult your anti-virus software's documentation.

### Windows 95 Installation

Installing **YOU DON'T KNOW JACK Movies** on Windows 95 only takes a few minutes.

If you have the Windows 95 Autoplay feature turned on, follow these instructions:

- ◆ Insert the **YOU DON'T KNOW JACK Movies** CD-ROM into your CD-ROM drive and the installer will start automatically.
- ◆ Follow the on-screen prompts to complete the installation.

If you do not use Autoplay, follow these instructions:

- ◆ Insert the **YOU DON'T KNOW JACK Movies** CD-ROM into your CD-ROM drive and use the Explorer to browse the contents of the CD-ROM (the CD-ROM is usually drive D:).
- ◆ Double-click on the installer icon (setup.exe).
- ◆ Follow the on-screen prompts to complete the installation.

Once installation is complete, you can start the game by selecting **YOU DON'T KNOW JACK Movies** from the Windows 95 Start menu. You can also start the game by double-clicking on the movies32.exe icon in the **YOU DON'T KNOW JACK Movies** directory.

You *must* leave the **YOU DON'T KNOW JACK Movies** CD-ROM in the CD-ROM drive to play the game. (You wouldn't remove the cassette when watching a video, would you?)

### Uninstalling **YOU DON'T KNOW JACK Movies** on Windows 95 PCs

To uninstall **YOU DON'T KNOW JACK Movies**, launch the Add/Remove Program Control Panel and choose to remove **YOU DON'T KNOW JACK Movies**. You can also uninstall the software by choosing the "Uninstall **YOU DON'T KNOW JACK Movies**" item from the Windows 95 Start menu.

### Windows 3.1x and Windows for Workgroups Installation

To install **YOU DON'T KNOW JACK Movies** on your Windows 3.1x or Windows for Workgroups PC, please follow these instructions:

- ◆ Insert the **YOU DON'T KNOW JACK Movies** CD-ROM into your CD-ROM drive.
- ◆ Use File Manager to browse the contents of the **YOU DON'T KNOW JACK Movies** CD-ROM (the CD-ROM drive is usually drive D:) and double-click on the installer icon (setup.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 Movies** on a Windows 3.1x system.

After installation is complete, you *must* restart Windows 3.1x. If you do not restart, the game may not work properly.

After a restart, you can start the game two ways: You can use File Manager to run movies16.exe from your hard drive or you can double-click on the **YOU DON'T KNOW JACK Movies** icon located in the **YOU DON'T KNOW JACK Movies** program group in the Program Manager.

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

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

### Uninstalling **YOU DON'T KNOW JACK Movies** for Windows 3.1x

To uninstall **YOU DON'T KNOW JACK Movies**, double-click on the "Uninstall **YOU DON'T KNOW JACK Movies**" icon in the **YOU DON'T KNOW JACK Movies** program group in the Program Manager. Please note that the WinG graphics library will not be removed because it may be used by another application.

### Macintosh Installation

To install **YOU DON'T KNOW JACK Movies** on a Macintosh, follow these simple instructions:

- ◆ Insert the **YOU DON'T KNOW JACK Movies** CD-ROM into your CD-ROM drive and wait for the **YOU DON'T KNOW JACK Movies** window to open.
- ◆ Double-click on the installer icon to launch the installer.
- ◆ Answer the on-screen prompts to choose a folder for **YOU DON'T KNOW JACK Movies**.

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, and 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, your Macintosh will restart when the installation is finished.

Once your Macintosh restarts, just double-click on the **YOU DON'T KNOW JACK Movies** icon on your hard disk to start the game.

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

## Uninstalling **YOU DON'T KNOW JACK** Movies from your Macintosh

To remove **YOU DON'T KNOW JACK** Movies from your Macintosh, insert the **YOU DON'T KNOW JACK** Movies 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** Movies folder will be removed.

Please note that no extensions will be removed from your Macintosh because they may be needed by another application.

## Playing **YOU DON'T KNOW JACK** Movies

**YOU DON'T KNOW JACK** Movies 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!" OK, genius! 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 our 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 is assigned 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 win 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!**<sup>™</sup> Buzz In! Or you may find yourself at the mercy of the audience!

**YOU DON'T KNOW JACK** Movies has six kinds of questions: Multiple-Choice, Fill in the Blank, Whatshisname, Gibberish<sup>™</sup>, DisOrDat<sup>™</sup>, and the Jack Attack<sup>™</sup>.

## 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 of a Multiple-Choice question:

**Using movie titles as a reference, answer this math problem:  
which are there more of?**

1. leagues under the sea
2. faces of Dr. Lao
3. Snow White's dwarves
4. Disney™ Dalmatians

If you think you know the answer to this 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. Blow your lines, get it wrong, and end up on the cutting room floor.

## The Picture Question

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

**Who is MOST LIKELY the owner of this glove?**

1. Count Rugen from "The Princess Bride"
2. Mickey Mouse™ from "Steamboat Willie"
3. Ada from "The Piano"
4. the Hand from "The Crawling Hand"

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 any Multiple-Choice question, but *NOT* on a Gibberish question! Are we clear?

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. Here's an example:

**If you're thinking of "The Graduate," you should be thinking of one word—just one word. What is it?**

If you know the answer, buzz in and then type...

**Plastics**

Don't worry about spelling or punctuation. We grade on a curve.

## 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:

**What's his name? You know, that guy...  
in that motorcycle movie...  
gets killed at the end...  
also in Apocalypse Now...  
and some Nike® commercials...**

Still don't know the answer? What, do you live under a rock? Try this:

**Dennis Hopper**

## 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?

**Noah said, "Take my way."**

Or in other words...

**Go ahead. Make my day.**

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. You'll have enough to do, anyway.



## 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 the names of 7 actors, and for each one I want you to tell me... did his or her character live in the "Poseidon Adventure," or did the character die? If the character lived, press "1." If the character died, hit "2." To skip, press "4."*

1. Shelley Winters, the swimmer
2. Ernest Borgnine, the cop
3. Eric Shea, the kid
4. Stella Stevens, the whore
5. Jack Albertson, the old guy
6. Red Buttons, the other old guy
7. Gene Hackman, the reverend

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? Gee, you don't get out much, do you?

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.

For example, if your Jack Attack clue is "**How Do You Get Around?**" and you see "**Top Gun™**" zoom out from the center of the screen, wait until the word "**jet**" appears and buzz in immediately to get the money. Next, if "**Blue Thunder**" zooms out, wait until "**helicopter**" appears and buzz in.

Be careful! Not just any match will do — it has to be the match that best fits the clue you're given. Jack Attack questions can trick you. Don't get psyched out by decoy answers. If the phrase "**Crimson Tide**" zooms out from the center, and you buzz in when the name "**Denzel Washington**" appears, you'll lose money because your match didn't fit the clue "**How Do You Get Around?**"

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

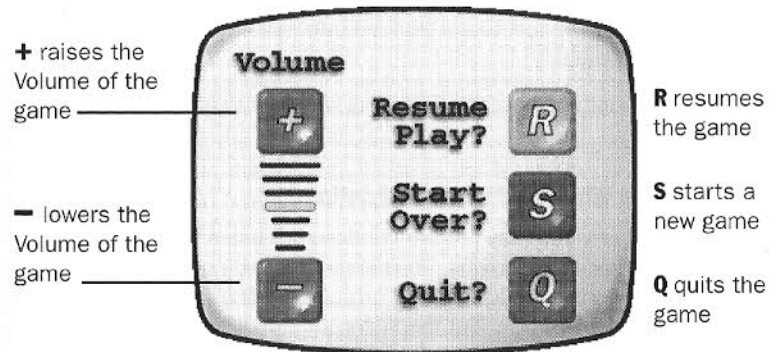
Each Jack Attack question has seven matches. Buzz in at the right time with the right match, and it's 2,000 bucks in your pocket. Buzz in at the wrong time or when a decoy appears, and you'll lose 2,000 bucks — *and not just once, but every time you're wrong!* You can buzz in as many times as you'd like.

By the way, don't waste your time memorizing these sample questions. **YOU DON'T KNOW JACK Movies** has over 800 brand-new movies questions.

**YOU DON'T KNOW JACK** is chock full of surprises — so don't get cocky! Buzz in too fast on Multiple-Choice questions and you'll get your buzzer burned. Make sure your bags are packed in case you go "on location" on a **YOU DON'T KNOW JACK Movies 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** Movies

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

For more in-depth information check out the README file on the **YOU DON'T KNOW JACK Movies** CD-ROM. If you're still in a jam, call, write or e-mail our technical support team. Contact information is located on page 18 of this manual.

And, let's get something straight. Choosing wrong answers all the time is your problem.

### 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 "no read-ahead."

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

### Macintosh Troubleshooting

If you are having problems installing or playing **YOU DON'T KNOW JACK**, try turning off all unnecessary extensions.

To play **YOU DON'T KNOW JACK**, you need QuickTime 2.5, QuickTime PowerPlug 2.5 (PPC only), Sound Manager 3.2.1, Sound Control Panel 8.0.5 and Apple CD-ROM (or your CD-ROM software).

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.

If you own a Performa 6320CD and are experiencing problems with sound from the game, search your Extensions folder for a file called "SoundLib." If you find it, delete the file and restart your computer. This file is not used by any application; it is safe to delete "SoundLib."

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 Movies** 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

**Faxback Response:** (510) 549-2300,  
option 6 (to have answers to frequently  
asked questions faxed directly to you)

**TTY/TDD:** (510) 540-0709 (leave a  
message)

### **Mail:**

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

We also offer technical support via  
on-line services.

### **America Online:**

For PC users, our e-mail address is  
**BerkSysWin**. For Mac users, our e-mail  
address is **BrklySystem**. 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  
**PCSupport@berksys.com**. Mac  
users can reach us at  
**MacSupport@berksys.com**.

### **Toasted! World Wide Web Site:**

Point your browser to [www.berksys.com](http://www.berksys.com)  
for more information about **YOU DON'T**  
**KNOW JACK**.

## Are You Pissed About a Question?

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

All the questions in **YOU DON'T KNOW JACK Movies** 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](mailto: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 Movies**, please contact Berkeley Systems's Customer Service or Technical Support.

## Go beZerk<sup>SM</sup>!

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

If you are a Macintosh or Windows 95 user and you like playing **YOU DON'T KNOW JACK**, now you can play online, too! Surf to [www.bezerk.com](http://www.bezerk.com) and play all new games of **YOU DON'T KNOW JACK the netshow**. On **beZerk** you can 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! Get ready for some *extreme* trivia, sports fans. Now you can tune in and play **YOU DON'T KNOW JACK Sports the netshow**. **YOU DON'T KNOW JACK Sports the netshow** has all-new, all-sports questions that'll body check your brain.

Coming soon: more irreverent and unique entertainment on **beZerk**! Stay tuned! Go **beZerk** and find out why the Internet will never be the same.

## Go bezerk at [www.bezerk.com](http://www.bezerk.com)!

## YOU DON'T KNOW JACK Movies Credits

### For Berkeley Systems

#### Producer

Martin Streicher

#### Art Director

Tim Sniffen

#### Technical Director

Tom Conrad

#### Game Software Engineering

Tom Conrad

Craig Sterry

#### Consulting Art Director

Mark Gibson

#### Animation and Font Technology

Tom Wuttke

#### Macintosh Animation and Font Technology

Howard Fukuda

#### Game Animation

Lou Bustamante

Shelby Drayton

Stephen Ekstrom

Mark Gibson

Liz Newell

Tim Sniffen

### Additional Art Production

Scott Hammond

Adam Labarge

### DisOrDat Music Composed by

Mark "Gibbie" Gibson

### Jack Attack Music Composed by

P.J. Sonnichsen

### Berkeley Systems Production Tools

John Endres

Craig Sterry

### SQA Lead

Gretchen Zimmerman

### SQA Staff

Cliff Gower

Max Hoffman

Melanie Holst

Jennifer Redwine

Rich Young

### Executive Producer

Igor Gasowski

**Vice President, Engineering**

Douglas Scott Kay

**Product Marketing Managers**

Julie Tarlton

Dave Watson

**SQA Manager**

Henry Frummer

**Beta Test Coordinator**

Ed Mechem

**Sound Guru**

P.J. Sonnichsen

**Package Design**

Shelby Drayton

Mark Gibson

Mic

Monnens-Addis Design

Julie Tarlton

Dave Watson

**User Manual**

Martin Streicher

Jeffery Adam Young

**Editing**

Lydia Ely

**Customer Support Representatives**

Chris Carovich

Renne Carrasco

Shannon Coulter

**Special Thanks to...**

Our Beta Testers

Berkeley Systems Customer Support

Norman Becker

Wes Boyd

Jane Chinn

Chris Deyo

Dennis Cline

Michele Lindzy

Roxanne Mayweather

Brigid Monaghan

Mark Mensch

Carrie Olson

Diane Stonebraker

Julie Wainwright

## YOU DON'T KNOW JACK Movies Credits

**For Jellyvision****Director & Producer for Jellyvision**

John Boyden

**Head Writer & Senior Editor**

Brian Chârd

**Host**

Tom Gottlieb

**Lead Creative Media Producer**

David Houghtaling

**Creative Media Producers**

David Nathanielsz

**Production Coordinator**

Michele Lindzy

**Lead Writers**

Sean Abley

Ali Davis

Joel Husenits

David Nathanielsz

Phil Ridarelli

**Senior Writers**

Joe Janes

Kelli Kaufmann

Jason Meyer

Edmund O'Brien

Greg Owens

**Original Music by**

Kevin Quinn

**Category & Segue Music by**

CAMP Music Co., Inc.

Exec. Producer: Kelly Halpine

Composer: Todd Scales

Composer: Dave Metzger

**Additional Music by**

Mark Gibson

PJ Sonnichsen

**"Raul"**

Joe Janes

**Contributing Writers**

Doug Armstrong  
Mary Garvey  
Michelle Gorchow  
Tom Gottlieb  
Peter Gwinn  
David Houghtaling  
Marta Segal  
Jamie Vann  
David Wulatin

**Director of Audience Information Services**

Melissa Alemán

**Interactive Writing & Audio Tools****Programmer**

Edward Lott

**Jellyvision Administration**

Anna Hinich  
Beth Johnson  
Liz Michaels  
Keturah Shaw-Poulos

**Jellyvision Technicians**

Jerry Adams  
Gabe Val

**"Mavis"**

Ali Davis

**Jellyvision Public Relations**

Colleen Raleigh-Milott, Ryan  
Communications

**Singers**

Becca Kaufman  
Larry King  
Pamela Rose Nemeth  
Phoebe Fuller-Sprichiger

**Sound Technicians**

Lisa Helfer  
Dave Houghtaling  
Michele Lindzy  
PJ Sonnichsen

**Background Voices & Commercial  
Production**

Jellyvision Staff

**Director, Jellyvision Writers' Mentor Program**

Tom Gottlieb

**FunkMaster Created & Originally  
Programmed by**

Harry Gottlieb

**Special Thanks to ...**

Dana Allande  
Rory Aylward  
Norman Becker  
Lina Chern  
Dennis Cline  
Bruce Davis  
Mick Digilio  
Edward "Ted" Donohue  
Roy Gottlieb  
Carolyn Gunn  
Terry Hackett  
Don & Dee Hall  
Patrick Heupel  
Jeff Laird  
William J. Langley, Jr.  
Peter J. Marathas, Jr.  
Danny McCarthy

Joey Meyer  
Lila Michael  
Russell Muth  
Andy Poland  
Sara Stewart  
Caryn & Larry Straus  
Traci Todd  
Kate True  
Jamie Vann  
Joe Whitmore  
John Wodynski

**Conceived and Executive Produced by**

Harry Gottlieb



## License

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