YOU DON'T KNOW JACK

Over 30 Awards & Over 1 Million Sold Over a Zillion Laughs Why not you?!

ORIGINAL
The ^ irreverent quiz show party game

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YOU DON'T KNOW
JACK™

Hey! Think you're smart? Think your gray matter is worth something? Yeah? Well, take a crack at these questions....

What do Princess Leia and breakfast pastries have in common? What species of dinosaur would have loved deli sandwiches? Which of the Seven Dwarfs might have benefited most from a dose of Prozac™? Does size really matter? And what author's name is an anagram of the word "toilets"?

So, think you know trivia? Think you know trivia games? **YOU DON'T KNOW JACK™**!

YOU DON'T KNOW JACK is an irreverent, fast-paced game where you are the contestant on a TV trivia game show. **YOU DON'T KNOW JACK** can be played by 1 to 3 players. The goal of **YOU DON'T KNOW JACK** is to rack up cash. If you're the player with the most cash at the end of the game, you're the winner.

> **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.**

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Installing YOU DON'T KNOW JACK

Installing **YOU DON'T KNOW JACK** takes less than 10 minutes.

Windows System Requirements and Installation Instructions

To install and run **YOU DON'T KNOW JACK** for Windows, you must have an IBM PC or compatible that meets these system requirements:

- 486SX/33 or better microprocessor
- Windows 3.1x, Windows for Workgroups, or Windows 95
- 8MB of RAM
- 15MB of free hard disk space
- 2X CD-ROM drive or better
- Video display capable of at least 640x480 resolution with 256 colors
- Sound Blaster 16 or compatible multimedia sound card

YOU DON'T KNOW JACK will not run on any 286 or 386 processor. **YOU DON'T KNOW JACK** is designed for Windows 95 (32-bit native version for PCs running Windows 95).

To install **YOU DON'T KNOW JACK** on your PC, put the CD-ROM into your CD-ROM drive, use File Manager or Explorer to browse the contents of the **YOU DON'T KNOW JACK** CD-ROM (the CD-ROM is usually drive D:) and double-click on the **YOU DON'T KNOW JACK** installer icon, (setup.exe). If your PC meets the minimum system requirements, the installer copies the game software to your hard disk. Answer the on-screen questions when prompted to complete the installation.

If you are running Windows 3.1x or Windows for Workgroups, the installer adds a special graphics library called WinG to your Windows System directory. WinG is required to run **YOU DON'T KNOW JACK** on Windows 3.1x systems.

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If you are running Windows 3.1x, you must restart Windows after the installation in order for **YOU DON'T KNOW JACK** to run properly. Once Windows has been restarted, just double-click on the **YOU DON'T KNOW JACK** icon on your hard drive or in the **YOU DON'T KNOW JACK** program group to start the game.

If you are running Windows 95, simply follow the on-screen instructions to install **YOU DON'T KNOW JACK** on your hard drive. You do not need to restart Windows 95 after the installation. Just click on the **YOU DON'T KNOW JACK** icon to launch the game.

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

Macintosh System Requirements and Installation Instructions

To install and run **YOU DON'T KNOW JACK** for Macintosh you must have a Macintosh computer that meets these system requirements:

- 68040-based Macintosh LC, Quadra, Centris, Performa, or PowerBook or any Power Macintosh
- System 7.1 or later release of the Macintosh OS
- 5MB of free RAM
- 15MB of hard disk space
- 2X speed CD-ROM drive (or better)
- QuickTime 2.1, Sound Manager 3.1, and Sound Control Panel 8.0.5 (all included)
- Color monitor capable of at least 256 colors and 640x480 resolution

YOU DON'T KNOW JACK will not install or run on any 68030-based or earlier Macintosh. **YOU DON'T KNOW JACK** is accelerated for Power Macintosh.

To install **YOU DON'T KNOW JACK** on your Macintosh, put the CD-ROM into your CD-ROM drive, wait for the **YOU DON'T KNOW JACK** window to open, and then double-click on the **YOU DON'T KNOW JACK** installer icon. If your Macintosh meets the minimum system requirements, the installer copies the game software to your startup disk.

If your Macintosh does not already have QuickTime™, Sound Manager 3.1, and Sound 8.0.5 installed, the installer adds these files to the Extensions and Control Panels folders of your startup disk.

After copying all of the system and game files, the installer will prompt you to restart your Macintosh. You must restart your Macintosh for **YOU DON'T KNOW JACK** to work properly. Once your Macintosh has been restarted, just double-click on the **YOU DON'T KNOW JACK** icon on your hard disk to start the game.

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

Playing YOU DON'T KNOW JACK

YOU DON'T KNOW JACK can be played by 1 to 3 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.

You can skip the instructions by pressing the **Space** bar any time during the instructions.

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

To play **YOU DON'T KNOW JACK**, you gotta be smart and you gotta 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'll lose some cash. Questions are timed. You gotta buzz in before the timer runs out, so you gotta answer fast — no stalling allowed in this game.

YOU DON'T KNOW JACK has three kinds of questions: Multiple-Choice, Gibberish, and the Jack Attack.

Multiple-Choice Questions

Multiple-Choice questions are worth $1,000-$6,000. Easy questions are worth less, tough questions are worth more.
Here's an example:

What accelerates fastest?

1. a Ferrari
2. the Space Shuttle
3. a flea
4. a hummingbird

If you think you know the answer to a Multiple-Choice question, hit your buzzer key quickly 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.

If you don't know the answer to a Multiple-Choice question, don't get mad — just **Screw Your Neighbor!** Screw Your Neighbor™ is an option in which you force another player to answer the question. You can Screw Your Neighbor during any Multiple-Choice question, as long as you have a screw on-screen next to your name.

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 Gibberish Question™

Gibberish questions are rhyming puzzles worth $5,000-$10,000. Gibberish questions appear 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 rhymes with it. 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?
Hey! Lenny Craved His Ma Debby Burned.

Or, in other words...
A Penny Saved Is a Penny Earned.

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. Sorry, no screwing allowed on Gibberish questions.

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 gotta find the link or association between two phrases or words. Easy, right? Wrong.

In a Jack Attack one phrase grows 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 any match will do — it has to be the match that best fits the clue you've been given.

For example, if your Jack Attack clue is **Black and White** 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 gotta 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, **Black and White**, which are opposites.

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.

You can skip the host's Jack Attack instructions at any time by pressing the **Space** bar.

Other YOU DON'T KNOW JACK Features

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

And, don't forget to pack a bag lunch in case you go on a **Fiber Optic Field Trip™**.

Organizing and Playing YOU DON'T KNOW JACK Tournaments

The 7-question tournament-length game is perfect for hosting your very own **YOU DON'T KNOW JACK** party or tournament.

To hold a **YOU DON'T KNOW JACK** tournament, collect the names of all the players in the tournament and write them on a copy of the tournament scorecard printed on the next page. Fill in all of the blanks in the left column of the sheet — this column represents all of the games to be played in Heat 1 of the tournament. Gather the players for the first game and let them play. In the second column write down the names of the winners of the games in Heat 1. The winners advance to Heat 2 of the game; you can send the losers home with consolation prizes.

Continue elimination heats until you get down to the remaining two or three players. For the final game select a full-length 21-question game. The winner of that game is a **YOU DON'T KNOW JACK** champion!

YOU DON'T KNOW JACK Tournament Scorecard

1 ▢
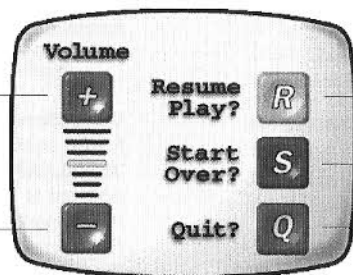2 ▢
3 ▢

1 ▢
2 ▢ **Winner**
3 ▢

1 ▢
2 ▢
3 ▢
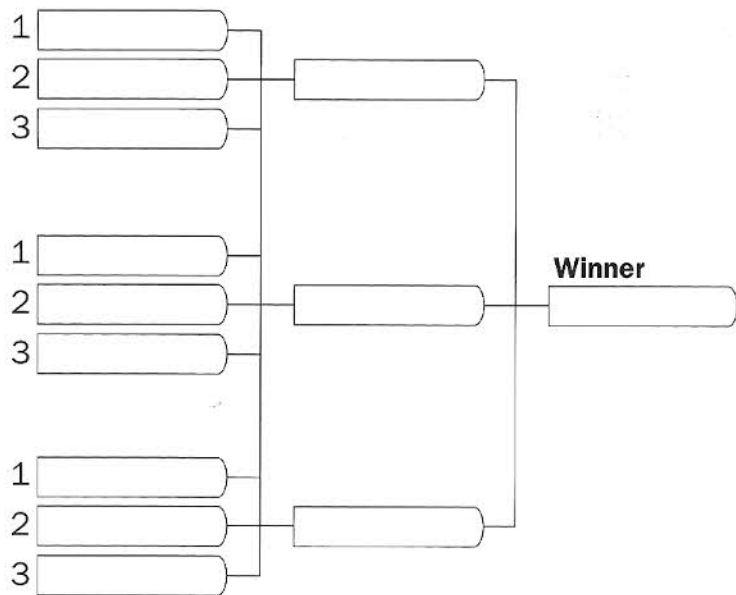
Game Options Screen

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 has four choices:

+ raises the volume of the game

Volume

– lowers the volume of the game

Resume Play? **R**

Start Over? **S**

Quit? **Q**

R resumes the current game

S starts a new game

Q quits the game and exits the program

R or **Esc** closes the game options screen and resumes the game

Press a key to make your choice. You can also change game options when a game is completely over.

At the end of a game, a screen with more choices will appear. 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.

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. PST

Voice: (510) 549-2300

FAX: (510) 849-9426

TTY/TDD: (510) 540-0709

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 your web browser to **http://www.berksys.com** and get Toasted!

We also offer online technical support. Here are our email addresses and how to reach our support forums:

America Online:
For PC users our email address is **BerkSysWin**. For Mac users our email address is **BrklySystm**. To reach our support forum use the keyword BerkSys.

CompuServe:
For PC users, our email address is **75300,1375**. For Mac users, our email address is **75300,1376**. To reach our PC support area, just type **GO WINAPC** and choose Berkeley Systems' 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**. Our web site, Toasted, can be reached at http://www.berksys.com. Our ftp site is at ftp.berksys.com.

eWorld:
Our email address is **BSI**. Use the keyword **berkeley** to go to our forum.

YOU DON'T KNOW JACK Credits

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License

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Got a Beef? Wanna Complain?

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

All the questions in **YOU DON'T KNOW JACK** 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 mail to this address:

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

If you're actually right about a factual error, and you are the first one to contact us, we'll get back to you. If you're wrong, we probably won't. At the very least, if your letter is entertaining, we'll post it in our kitchen.