

YOU DON'T KNOW
JACK[®]
volume 3

USERS MANUAL

S2021215



S I E R R A[®]

Jellyvision[®]

BERKELEY
SYSTEMS

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YOU DON'T KNOW **JACK**₃ volume

So you're back, huh? Think you've got the quiz racket sussed? Think you're a crack at Jack? Then you ain't thinkin' hard enough, pal! This time, you're facing The Third Degree...

What do the Roosevelts and The Burkes of Georgia have in common? Name three cocktails that owe their names to world politics. What starchy Mexican dish is most frequently overcooked by Gringos?

Oh, yes. Jack is back for a triple-dip of cheeky hip. **YOU DON'T KNOW JACK Volume 3** can be played by one to three players. The goal of the game is to rack up the most cash. Simple, huh? Yeah and I bet you think pop culture is a trivial matter. Well, that just goes to show, **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 Volume 3** on a Windows PC, you must have:

- ◆ Windows 95, Windows 3.1x, or Windows for Workgroups
- ◆ 486SX 66MHz processor or faster (486/66 or faster recommended)
- ◆ 16MB free RAM
- ◆ 28MB 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 3 does not run on any 386 or earlier CPUs.

Apple® Macintosh®

To play **YOU DON'T KNOW JACK Volume 3** on a Macintosh, you must have:

- ◆ Any PowerPC- or 68040-based Macintosh
- ◆ System 7.1 or later release of the Macintosh OS
- ◆ 10MB free RAM
- ◆ 25MB of free hard disk space
- ◆ 2X (or faster) CD-ROM drive
- ◆ SoundManager 3.2.1 and Sound Control Panel 8.0.5 (included)
- ◆ Video display capable of at least 640x480 resolution with 256 colors

YOU DON'T KNOW JACK Volume 3 does not run on 68030 or earlier CPUs.

Installing **YOU DON'T KNOW JACK Volume 3**

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 Volume 3**, disable all anti-virus software and TSRs on your computer. To disable your anti-virus software, consult the documentation which accompanies your anti-virus software.

Windows 95 Installation

There are two ways to install **YOU DON'T KNOW JACK Volume 3** on Windows 95.

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

- ◆ Insert the **YOU DON'T KNOW JACK Volume 3** 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 Volume 3** CD-ROM into your CD-ROM drive and use the Explorer to browse the contents of the 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.

Once installation is complete, you can start the game by selecting **YOU DON'T KNOW JACK Volume 3** from the Windows 95 Start menu. You can also start the game by double-clicking on the YDKJ332.exe icon in the **YOU DON'T KNOW JACK Volume 3** directory.

You *must* leave the **YOU DON'T KNOW JACK Volume 3** CD-ROM in the CD-ROM drive to play the game.

Uninstalling **YOU DON'T KNOW JACK Volume 3** on Windows 95

To uninstall **YOU DON'T KNOW JACK Volume 3**, launch the Add/Remove Program Control Panel and choose to remove **YOU DON'T KNOW JACK Volume 3**. You can also uninstall the software by choosing the "Uninstall **YOU DON'T KNOW JACK Volume 3**" item from the Windows 95 Start menu.

Windows 3.1x and Windows for Workgroups Installation

To install **YOU DON'T KNOW JACK Volume 3** on your Windows 3.1x or Windows for Workgroups PC, follow these instructions:

- ◆ Insert the **YOU DON'T KNOW JACK Volume 3** CD-ROM into your CD-ROM drive.
- ◆ Use File Manager to browse the contents of the **YOU DON'T KNOW JACK Volume 3** 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 Volume 3** 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 YDKJ316.exe from your hard drive or you can double-click on the **YOU DON'T KNOW JACK Volume 3** icon located in the **YOU DON'T KNOW JACK Volume 3** program group in the Program Manager.

You *must* leave the **YOU DON'T KNOW JACK Volume 3** CD-ROM in the CD-ROM drive to play the game.

If you experience video problems running **YOU DON'T KNOW JACK Volume 3** in Windows 3.1x, check to make sure you are running in 256 colors.

Uninstalling **YOU DON'T KNOW JACK Volume 3** on Windows 3.1x

To uninstall **YOU DON'T KNOW JACK Volume 3**, double-click on the "Uninstall YOU DON'T KNOW JACK Volume 3" icon in the **YOU DON'T KNOW JACK Volume 3** 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 Volume 3** on a Macintosh, follow these instructions:

- ◆ Insert the **YOU DON'T KNOW JACK Volume 3** CD-ROM into your CD-ROM drive and wait for the **YOU DON'T KNOW JACK Volume 3** 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 Volume 3**.

The installer copies the game software to your hard drive. If you do not have SoundManager 3.2.1 or Sound Control Panel (on System 7.5.2 or earlier versions of the Mac OS), the installer will copy them 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, double-click on the **YOU DON'T KNOW JACK Volume 3** icon on your hard disk to start the game.

You *must* leave the **YOU DON'T KNOW JACK Volume 3** CD-ROM in your CD-ROM drive to play the game.

Uninstalling **YOU DON'T KNOW JACK Volume 3** on Macintosh

To remove **YOU DON'T KNOW JACK Volume 3** from your Macintosh, select the folder from your hard drive and drag it to the Trash. Select "Empty Trash" from the Special menu.

Playing **YOU DON'T KNOW JACK** Volume 3

YOU DON'T KNOW JACK Volume 3 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!**™ Buzz in or you may find yourself at the mercy of the audience!

YOU DON'T KNOW JACK Volume 3 has eleven kinds of questions: Multiple-Choice, Picture, Super Audio™, Fill in the Blank, Whatshisname, Gibberish™, Game Show Guest Host™, The Impossible Question™, ThreeWay™, DisOrDat™, and the Jack Attack™.

Multiple-Choice Questions

Multiple-Choice questions come in three different varieties – standard, picture and Super Audio questions. 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:

How many Gregory Pecks would it take to make a Gregory Bushel?

- 1. one sixteenth**
- 2. one**
- 3. two**
- 4. four**

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. Get it wrong, and lose cash.

The Picture Question

Keep your eyes peeled as the Picture question asks a Multiple-Choice question about a drawing or photograph on the screen. If you buzz in and choose the right answer, you'll see your score soar!

Super Audio Questions™

Listen closely to boost your score! You'll hear a distinctive sound and we'll even toss you a couple of clues. If you know what you're hearing, buzz in and listen to the sound of your score getting bigger!

Stumped by a Multiple-Choice? 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 almost all Multiple-Choice questions, but *NOT* on a Gibberish question or an Impossible 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 **Enter** or **Return** key. Here's an example:

What clue completes this set? Holston River, Tennessee River, Ohio River, Mississippi River, _____.

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

Gulf of Mexico

Type carefully — we're forgiving of some typos but we're not giving cash away.

The Whatshisname Question

See if you can guess what the host is talking about in this variation of Fill In the Blank. You'll get some clues — slowly — and once you know the answer, buzz in, type the name or phrase, and hit the **Enter** or **Return** key. Here's an example:

What's the name of that movie?
stars John Travolta...
features lotsa dancing...
directed by Sylvester Stallone...
sequel to Saturday Night Fever...

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

Staying Alive

The Gibberish™ Question

Think you've heard it all? Gibberish questions are rhyming puzzles which start at a value of \$5,000 or \$10,000.

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 **Enter** or **Return** key.

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

A fiddle nerd sold pee.

Or in other words...

A little bird told me.

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 you make.

There's absolutely no screwing allowed in Gibberish questions. You'll have your hands busy, anyway.

Game Show Guest Host™

Don't get out much? Are your closest friends named Cookie or Raul? Well, it's time to meet some new people, make new friends. That's what Game Show Guest Host questions are all about. Be prepared for some original stumbers from some new faces!

The Impossible Question™

Did you really think we'd let you off as easy as we did last time? Uh-uh, pal. Even if you think you've travelled to the limits of trivia, you'll realize you haven't gotten out of bed yet when the Impossible Question rocks your mind and your score. If you guess correctly, you could get \$20,000. Hey, with that reward, anything's possible; you might even know JACK.

The ThreeWay™ Question

Care to join a threeway? If you like to watch, then this sport ain't for you 'cause it's players only in this rousing round of JACK.

One at a time, seven clues appear at the top of your screen while three possible answers flash underneath the clue. When the highlighted answer fits the clue, buzz in fast to boost your score.

Don't hold back and don't be shy. In a ThreeWay, there's no room for voyeurs – just players.

The DisOrDat™ Question

If you're lucky enough to pick a DisOrDat question, you've got the keyboard to yourself. DisOrDat questions are matching questions that require the lucky player to categorize a list of seven clues. For example, the host may say:

I'm gonna read off 7 names, and for each one I want you to tell me if he was a Vice President, a funk musician or both. If he was a Vice President, press "1." If he was a funk musician, hit "2." If the answer is "both," press "3." To skip, press "4."

1. Hannibal Hamlin
2. Spiro Agnew
3. Bootsy Collins
4. Walter Mondale
5. Sly Stone
6. George Clinton
7. James Brown

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 don't answer — 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.

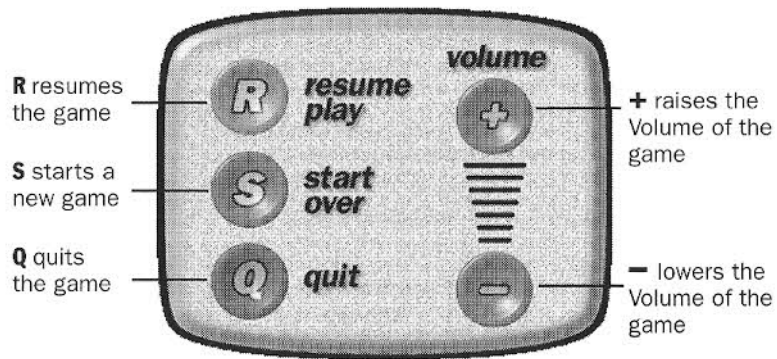
For example, if your Jack Attack clue is **"How Do You Get Around?"** and you see **"Top Gun™"** zoom out from the center of the screen, wait until the word **"jet"** appears and buzz in immediately to get the money. Next, if **"Blue Thunder"** zooms out, wait until **"helicopter"** appears and buzz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

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.

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 3

Don't know *JACK* about your computer? Here are some recommendations to perfect your **YOU DON'T KNOW JACK** Volume 3 experience.

For more in-depth information, check out the README file on the **YOU DON'T KNOW JACK** Volume 3 CD-ROM. If you're still in a jam, call, write or e-mail our technical support team. Contact information can be found on page 17 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

If you are playing **YOU DON'T KNOW JACK** Volume 3 on Windows 95 and are experiencing stuttering sound or video, 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 Sound Manager 3.2.1, Sound Control Panel 8.0.5 and Apple CD-ROM (or software for your CD-ROM).

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 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."

How to Obtain Customer Service and Support

U.S. Technical Support:

Sierra On-Line Technical Support

Main: (425) 644-4343

Fax: (425) 644-7697

P.O. Box 85006

Bellevue, WA 98015-8506

Monday-Friday 8:15 a.m. - 4:45 p.m.

PST

U.K. Technical Support:

Sierra On-Line Limited

Main: (44) 1-734-303-171 (Mon
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CompuServe: GO SIERRA

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CD Replacements:

CUC Software Fulfillment

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7am-11pm CST; Sunday,

8am-9pm CST

Are You Pissed About A Question?

This game is for entertainment purposes only. The facts expressed in **YOU DON'T KNOW JACK Volume 3** were researched and found to be correct at the time of publication.

All the questions in **YOU DON'T KNOW JACK Volume 3** 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@jellyvision.com or old-fashioned mail to this address:

"I'm Pissed About a Question"
Jellyvision, Inc.
848 West Eastman
Suite 104
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 3**, please contact Sierra'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 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 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-sports questions that'll body-slam your brain.

Acrophobia is the fast-paced multi-player word game that puts your creativity on the line. Combining chat, multimedia and competitive game play, Acrophobia is an addictive gaming experience unlike anything else on the Internet today. Go **beZerk** today and catch **Acrophobia**!

And 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!

YOU DON'T KNOW JACK Volume 3 Credits

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Dedicated to the memory of

Joseph M. "Joey" Meyer

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