

Top Five Reasons to Play 5th Dementia Online

5. It's so easy to get started—even your Congressman could do it!
4. Meet new people online—then beat them.
3. If you lose, you won't have to look your conquerors in the eye.
2. You can't get arrested for playing 5th Dementia with minors.
1. It's FREE!



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YOU DON'T KNOW JACK[®] 5th Dementia



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YOU DON'T KNOW JACK 5th Dementia

YOU DON'T KNOW JACK® 5th Dementia is about to hook you up, brother. This JACK streaks across the network, letting you chat with your opponents while you duke it out in a long-distance trivia smackdown. Now you can go head-to-head against other players at one keyboard or against friends and strangers you meet online. It's madness!

And there's more! YOU DON'T KNOW JACK® 5th Dementia ponies up all the classic JACK questions like Gibberish Question®, DisOrDat™ and Jack Attack®, as well as the shihy new Bug Out™ question type. Log on, tune in and fall out—you're about to enter the YOU DON'T KNOW JACK® 5th Dementia.

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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Required System Configurations

YOU DON'T KNOW JACK® 5th Dementia is PC-compatible only.

To play you must have:

Pentium®-class processor, 200 MHz or faster

Windows® 95/98/2000

64 MB RAM

275MB HD Space

8x CD-ROM drive or faster

DirectX-compatible video card with 640 x 480 screen size and 16-bit color

16-bit DirectX-compatible sound card

Windows compatible mouse and keyboard

56K modem or faster connection to the Internet (for online play only)

Player is responsible for Internet access fees

Installing YOU DON'T KNOW JACK® 5th Dementia

Installation and Anti-Virus Software

Windows anti-virus software and TSRs (Terminate Stay Resident programs) can interfere with installation. Before installing YOU DON'T KNOW JACK® 5th Dementia, disable all anti-virus software and TSRs on your computer. To disable your anti-virus software, consult the documentation that accompanies your anti-virus software.

Windows® Installation

If you have the Windows Autoplay feature turned on, insert the YOU DON'T KNOW JACK® 5th Dementia CD-ROM into your CD-ROM drive. Select "Install CD Game" from the Launcher. The installer should start automatically. Follow the onscreen prompts to complete the installation.

If you do not use Autoplay, insert the YOU DON'T KNOW JACK® 5th Dementia CD-ROM into your CD-ROM drive. 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 (YDKJ5.exe). Complete the onscreen prompts to complete the installation.

Once installation is complete, you can start the game in one of three ways:

- Double-click the YDKJ5.exe icon on the CD-ROM.

- Select "Launch YOU DON'T KNOW JACK®" from the Sierra folder in the Programs portion of the Windows Start menu.

- Double-click the "YDKJ 5th Dementia" icon in the YOU DON'T KNOW JACK® 5th Dementia directory in the Sierra folder.

You must leave the YOU DON'T KNOW JACK® 5th Dementia CD-ROM in your CD-ROM drive to play the game.

Uninstalling YOU DON'T KNOW JACK® 5th Dementia

To uninstall YOU DON'T KNOW JACK® 5th Dementia, go to your StartMenu\Programs\YDKJ 5th Dementia folder and select "Uninstall." Alternately, you may launch the Add/Remove Program Control Panel and choose to remove YOU DON'T KNOW JACK® 5th Dementia.

Playing YOU DON'T KNOW JACK® 5th Dementia

You can play YOU DON'T KNOW JACK® 5th Dementia at home or over a network. If you're playing YOU DON'T KNOW JACK® 5th Dementia at home, one to three players can cozy up around the keyboard. If you're playing across a network, you can take on one or two online opponents. Pre-arrange to meet friends online or select a random game to meet strangers. Heck, meet strange friends, who cares? We'll even dial up your Internet connection for you! Just remember: when you pre-arrange a game with friends, it's easier if you all use the same unique room name (that you've already argued over and agreed upon). Be creative when naming your meeting room to avoid schlepping through dozens of rooms named "Billy's Place" before finding your friends.

When you're playing online, there's a chat feature so you can razz your opponents during the game. Just about any time that your player icon is onscreen, you can chat. Whenever you have something to say, hit the *Tab* key (that's *Tab* to *talk*). Type out a quick jab, then hit *Enter* or *Return* to send your message. Or if you're just too busy to write, hit a function key to send a quick pre-written audio message: F1= "Very Funny!" F2= "I'm the best!" F3= "Lucky guess!" and F4= "You stink!"

Chat a lot! But be warned: that hottie that you're chatting up is probably a cop.

Starting YOU DON'T KNOW JACK® 5th Dementia

When the game starts, listen to the host's instructions and decide whether you want to play offline at home or online on a network. Once you're signed in, it's off to choose an alter-ego face you'll be using as your icon during the game.

To play YOU DON'T KNOW JACK® 5th Dementia you've got to have a quick wit and quicker fingers. When you're playing at home, each player is assigned a buzzer: Q, B, or P. Buzz in when you think you know the answer. The first player to buzz in gets first crack at the question. Get the question right and you'll win some cash. Flub it up and you'll lose some.

If you're playing over a network, you don't need a buzzer. Just hit the number that corresponds to the multiple-choice answer you want to pick. Or, if the question isn't multiple-choice, just press your spacebar to buzz in.

All questions are timed. Buzz in before the timer runs out—no loitering allowed in this game.

If you're way ahead, you better buzz in or you may find the audience crying "Don't Be A Wimp®!"

YOU DON'T KNOW JACK® 5th Dementia has seven kinds of questions: Multiple-Choice, Fill-in-the-Blank, Anagram, Gibberish Question®, DisOrDat™, Bug Out™ and the Jack Attack®.

Multiple-Choice Questions

Here's an example of a Multiple-Choice question:

If the Hindu god Vishnu has a bird in each hand, how much would they be worth in the bush?

1. four
2. eight
3. 10
4. 20

If you think you know the answer to this question, be the first to buzz in. And remember, Einstein: if you're playing at home, buzz in first with your assigned Q, B or P key, then choose your answer by pressing the 1, 2, 3 or 4 key. If you're playing over a network, there's no need to buzz in first, just hit 1, 2, 3 or 4.

Stumped by a Multiple-Choice? Then Screw Your Neighbor®!

If you don't know the answer to a question, don't get mad—Screw Your Neighbor! Screw Your Neighbor is an option that forces another player to answer the question. You can Screw Your Neighbor during all Multiple-Choice questions, but NOT during any other question type.

To Screw Your Neighbor, be the first to buzz in, press the S key (that's S for screw) and then pick a player to screw by pressing the player's number: 1, 2 or 3.

If you want to Screw Your Neighbor online (and isn't that what the Internet is all about?), it's even easier! Just hit the S key immediately. If you're the fastest, you'll get to pick another player to screw. But be sure to pace yourself, 'cause you only get one screw per game.

The Fill-in-the-Blank Question

Crank up your cranium for the Fill-in-the-Blank question. A Fill-in-the-Blank question doesn't have any answers to choose from—to answer, you buzz in, type the correct answer and hit the *Enter* or *Return* key.

Here's an example:

What word completes this phrase? "Jack and Jill went up the _____."

If you know the answer, buzz in and type **hill**. And remember to hit *Enter* or *Return* when you're done typing.

Type carefully, we're forgiving of some typos but we don't just give cash away! And, yeah, the Fill-in-the-Blank questions in the real game are actually challenging.

The Gibberish Question®

Think you've heard it all? Gibberish Questions are rhyming puzzles which start at a high value and go down in value every second and a half until someone buzzes in to try and score what cash is left.

When a Gibberish Question starts, listen closely to the Gibberish

phrase and try to think of a quote, saying, lyric, title or phrase that it rhymes with. If you can't think of the answer right away, listen for some clues from the host. 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, with what title does this phrase rhyme?

Stew won't grow back.

Or in other words:

YOU DON'T KNOW JACK®

When you type in your answer, punctuation and capitalization don't count, but you gotta type the entire original phrase. And don't take too long to buzz in, the more time you take to buzz in on a Gibberish Question, the less money you'll make.

The Anagram Question

Do you have a certain flair for rearranging your furniture? Well, Anagrams ask you to take the letters of a given term or phrase and use them to form a completely new one.

When an Anagram starts, listen to the host's instructions and look closely at the letters of the given phrase. Try to unscramble them to form a new term or phrase that fits the host's instructions. If you can't think of the answer right away, listen for some clues from the host. If you think you know what the answer is, buzz in, type your answer and hit the *Enter* or *Return* key.

For example, what do the letters of this scrambled holiday Anagram spell?

Destine Van Lay

Just move the 'v' here and the 'y' there and presto!

Valentine's Day

When you type in your answer, spelling counts—we're giving you all the letters for crying out loud! And remember, the quicker you buzz in with the correct answer, the more money you'll make. So don't take all day.

The DisOrDat™ Question

If you stumble upon a DisOrDat, you'll take control of the game for a round of action that could net you some real cash—or cost you a bundle. DisOrDats are matching questions that require the player to categorize each of seven different clues.

For example, the host may say:

Okay, I'm going to shout out seven items, and for each one I want you to tell me if it's the name of an appetizer or a bacterial infection. If it's a yummy appetizer, press "1." If it's a gross bacterial infection, press "2." And to skip, press "4."

1. **beggar's purse**
2. **carbuncle**
3. **escargot**
4. **gado gado**

- 5. **foot rot**
- 6. **spanakopita**
- 7. **impetigo**

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!

The Bug Out™ Question

Can you handle your swatter with finesse or will you be eaten alive? The Bug Out question will help you find out. If you're quick and smart, you can make some big cash. If you're slow and stupid, you might want to reach for the calamine lotion.

The object of the Bug Out is to identify items that do not belong in a specified group.

For example, the host might say:

"The seven deadly sins! Buzz in when you see one that's not!"

A series of animated bugs will crawl around onscreen and shout out the names of various "sins." If a bug shouts the name of one of the seven deadly sins (like **"Lust!"** or **"Sloth!"**), you should let it go. But if a bug shouts the name of something that is not a deadly sin (like **"Tardiness!"**), hit your buzzer and smash that bug!

Each Bug Out question has seven levels, each worth a different amount. Things can get pretty interesting when more than one player is competing because players take money directly from each other's winnings. For example, if Player 1 successfully wins a level 6 question, that player is awarded \$300 from Player 2 and \$300 from Player 3 for a total of \$600. However, if Player 1 misses a level 6 match, Player 1 forfeits a total of \$600 with \$300 going to each opponent.

Be smart—players are only allowed to buzz in once on any given level, so don't get bitten!

The Jack Attack®

The Jack Attack is the last question of every game. The Jack Attack can make or break the game—so get set to 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. Piece of cake, right? That's what the baker thought.

In a Jack Attack, one phrase zooms out from the center of the screen as potential matches fly by. Nothing stays on the screen very long, so if you see a match, buzz in right away!

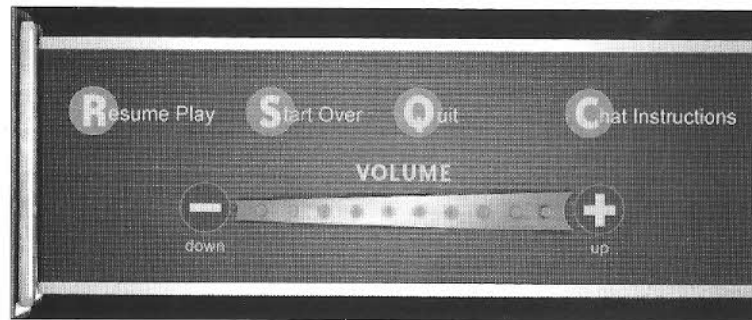
For example, if your Jack Attack clue is **Rhymes with "Yuck"** and you see **dollar** zoom out from the center of the screen, wait until the word **buck** appears and buzz in immediately to get the money. Next,

if **Look out!** zooms onscreen, wait until **duck** 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 faked out by decoy answers. If **Twain character** zooms out from the center, and you buzz in when the word **Tom** appears, you'll lose money because your match didn't fit the clue **Rhymes with "Yuck."**

Each Jack Attack question has seven matches. Buzz in at the right time with the right match, and it's cash in the bank for you. Buzz in at the wrong time and you'll lose some bucks—and you'll lose 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 during YOU DON'T KNOW JACK® 5th Dementia to access the Game Options Screen. Simply press a key to make your choice. You can also raise and lower the volume with the + and - keys, respectively. The Chat Instructions option is to get additional information about chatting for network players only.

At the end of the game, press the S key to replay YOU DON'T KNOW JACK® 5th Dementia with the same players or press N to play the game with new players. Press Q to quit the game, or H to see the High Scoreboard again. Access any of the Web sites listed on the Credits screen by pressing its corresponding key.

Troubleshooting YOU DON'T KNOW JACK® 5th Dementia

Don't know JACK about your computer? Below you'll find some recommendations to perfect your YOU DON'T KNOW JACK® 5th Dementia experience.

For more in-depth information, check out the README file on the YOU DON'T KNOW JACK® 5th Dementia 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.

General Troubleshooting

If you are playing YOU DON'T KNOW JACK® 5th Dementia and are experiencing stuttering sound or video, decrease the sliding CD-ROM read-ahead cache. To change this setting, select your System Control Panel, choose the "Performance" tab and click on the Advanced Setting for "File System Properties..." button. Click the CD-ROM tab, then 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 High Color (16-bit) mode.

On some systems using Yamaha audio chipsets you may experience problems with the audio (no audio, distortions, etc.). To remedy this

problem, select your Multimedia Control Panel. In the Playback section of the Multimedia window, click the "Advanced Properties" tab in the Playback section. Then click on the "Performance" tab. Change the Audio Playback Hardware Acceleration from "Full" to "None."

DirectX Troubleshooting

YOU DON'T KNOW JACK 5th Dementia® uses Microsoft's DirectX 7 technology, which provides components and drivers to enhance every aspect of high performance applications. If DirectX is either not installed on your system or if the version of DirectX currently installed is not Version 7, this product will install DirectX 7 during the program setup. Please note that DirectX 7 cannot be installed properly if the Sound Recorder and Volume Controller Windows components are not installed. In order to run this product with the best possible performance, your video card and sound card should be DirectX-compatible with certified DirectX drivers properly installed. If you experience sound or display difficulties, a likely source of the issue is an outdated or incompatible driver. To verify that you have DirectX certified drivers installed on your system, run the DXDIAG.EXE program that is copied to your hard drive when this product is installed. This program displays version and status information for your sound and display drivers, as well as all other DirectX components installed on your system.

Are You Pissed About A Question?

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 vent your aggression 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. When you send us your letter, we own it and can use it however we want.

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Visit www.youdontknowjack.com
for technical updates.

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Sierra On-Line offers a 24-hour automated technical support line with recorded answers to the most frequently asked technical questions. To access this service, call (425) 644-4343, and follow the recorded instructions to find your specific topic and resolve the issue. If this fails to solve your problem, you may still write or fax us with your questions, or contact us via our Web site.

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