

YOU DON'T KNOW  
**JACK**<sup>®</sup>  
volume **3**

USERS MANUAL

S2021215



S I E R R A<sup>®</sup>

Jellyvision<sup>®</sup>

BERKELEY  
SYSTEMS

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# YOU DON'T KNOW **JACK**<sub>3</sub> 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.

