YOU DON'T KNOW JACK

TV TELEVISION

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YOU DON'T KNOW JACK TELEVISION

Step right up, my friend — you're the next contestant on **YOU DON'T KNOW JACK Television**. Face off against our 800 all-new, all-television questions. Climb our score board! See your name in lights! Humiliate your friends!

What was the first laxative to advertise on TV? Which show's characters lend their names to a popular line of lipstick colors? What budding TV romance ended abruptly because the actors were really siblings?

YOU DON'T KNOW JACK Television is the must-play CD in which *you* are the gameshow contestant. **YOU DON'T KNOW JACK Television** can be played by one to three players. The goal of the game is to rack up the most cash. Simple, huh? Hey, if you thought all those hours of watching TV were good for nothing, **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® 95 and Windows 3.1

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

- ◆ Windows 95, Windows 3.1x, or Windows for Workgroups
- ◆ 486SX 66MHz processor or faster
- ◆ 16MB of 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 Television does not run on any 386 or earlier CPUs.

Apple® Macintosh®

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

- ◆ Any PowerPC- or 68040-based Macintosh
- ◆ System 7.1 or later release of the Macintosh OS
- ◆ 9MB of free RAM
- ◆ 28MB 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 Television does not run on 68030 or earlier CPUs.

Installing YOU DON'T KNOW JACK Television

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 Television**, 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 Television** on Windows 95.

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

- ◆ Insert the **YOU DON'T KNOW JACK Television** 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 Television** 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 (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 Television** from the Windows 95 Start menu. You can also start the game by double-clicking on the YDKJTV32.exe icon in the **YOU DON'T KNOW JACK Television** directory.

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

Uninstalling YOU DON'T KNOW JACK Television on Windows 95

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

Windows 3.1x and Windows for Workgroups Installation

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

- ◆ Insert the **YOU DON'T KNOW JACK Television** CD-ROM into your CD-ROM drive.
- ◆ Use File Manager to browse the contents of the **YOU DON'T KNOW JACK Television** 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 Television** 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 YDKJTV16.exe from your hard drive or you can double-click on the **YOU DON'T KNOW JACK Television** icon located in the **YOU DON'T KNOW JACK Television** program group in the Program Manager.

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

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

Uninstalling YOU DON'T KNOW JACK Television on Windows 3.1x

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

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

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.

Double-click on the **YOU DON'T KNOW JACK Television** icon on your hard disk or on the CD-ROM to start the game.

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

Uninstalling YOU DON'T KNOW JACK Television on Macintosh

To remove **YOU DON'T KNOW JACK Television** 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 Television

YOU DON'T KNOW JACK Television 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 Television has seven kinds of questions: Multiple-Choice, Picture, Fill in the Blank, Whatshisname, Gibberish™, DisOrDat™, 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 of a Multiple-Choice question:

> **In a school for bears, which student would you expect to get at least a "B -" average?**
> 1. Gentle Ben™
> 2. Barney Bear™
> 3. Yogi Bear™
> 4. Winnie the Pooh™

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.

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!

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:

Complete this sequence: baseball, hot dogs, apple pie,

_____.

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

Chevrolet™

Type carefully — we're forgiving of some typos but we aren't here to *give* 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 show?
stars Bob Denver...
as a mighty sailin' man . . .
all started with an innocent three-hour tour...
features seven stranded castaways...

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

Gilligan's Island

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!

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

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?

Wood shoes? Land should fight.

Or in other words...

Good news and good night.

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.

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 words, and for each one I want you to tell me if it's the name of a TV cop, a seasoning, or both. If it's the name of a TV cop, press "1." If it's the name of a seasoning, hit "2." If the answer is "both," press "3." To skip, press "4."

1. **Mannix**
2. **Tamarind**
3. **Pepper**
4. **Serpico**
5. **Cagney**
6. **Marjoram**
7. **Danno**

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 **"Only Their Hairdressers Know"** and you see **"Carol Brady"** zoom out from the center of the screen, wait until the word **"shag"** appears and buzz in immediately to get the money. Next, if **"Linc"** zooms out, wait until **"fro"** 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 words **"That Girl"** zoom out from the center, and you buzz in when the name **"Marlo Thomas"** appears, you'll lose money because your match didn't fit the clue **"Only Their Hairdressers Know"**

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:

+ raises the Volume of the game

— lowers the Volume of the game

Volume

Resume Play? R — **R** resumes the game

Start Over? S — **S** starts a new game

Quit? Q — **Q** quits the game
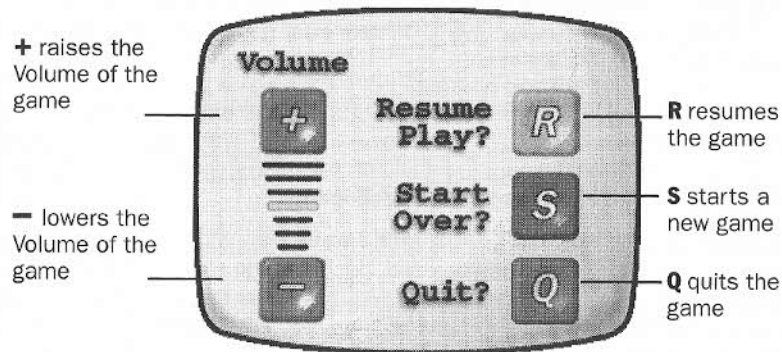
Simply press a key to make your choice. You can also raise and lower the volume with the **Up Arrow** and **Down Arrow** keys, respectively.

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 Television

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

For more in-depth information, check out the README file on the **YOU DON'T KNOW JACK Television** 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 16 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 Television** 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 through Fri, 9:00 a.m. - 5:00 a.m.)
Fax: (44) 1-734-303-362
4 Brewery Court
The Old Brewery,
Theale, Reading, Berkshire
RG7 5AJ United Kingdom

Online Support:
CompuServe: GO SIERRA
America Online: Keyword Sierra
USA: http://www.sierra.com
UK: http://www.sierra-online.co.uk

CD Replacements:
CUC Software Fulfillment
4100 West 190th Street
Torrance, California 90504

Orders:
Sierra Direct
7100 W. Center Road, Suite 301
Omaha, NE 68106
(800) 757-7707
Hours: Monday through Saturday,
7am-11pm CST;
Sunday, 8.a.m.- 9p.m.CST

Are You Pissed About A Question?

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

All the questions in **YOU DON'T KNOW JACK Television** 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 Television**, please contact Sierra's Customer Service or Technical Support.

Go beZerk !

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.

Also look for **Acrophobia**, 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 Television Credits

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