



PlayStation

NTSC U/C

PlayStation



SLUS-01194
S7103615

YOU DON'T KNOW
JACK

MOCK 2

The irreverent quiz show party game

Jellyvision

SIERRA
attractions



NOW
YOUR
TV
TALKS
BACK!

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation® game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation® game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation® game console and invalidate your console warranty.

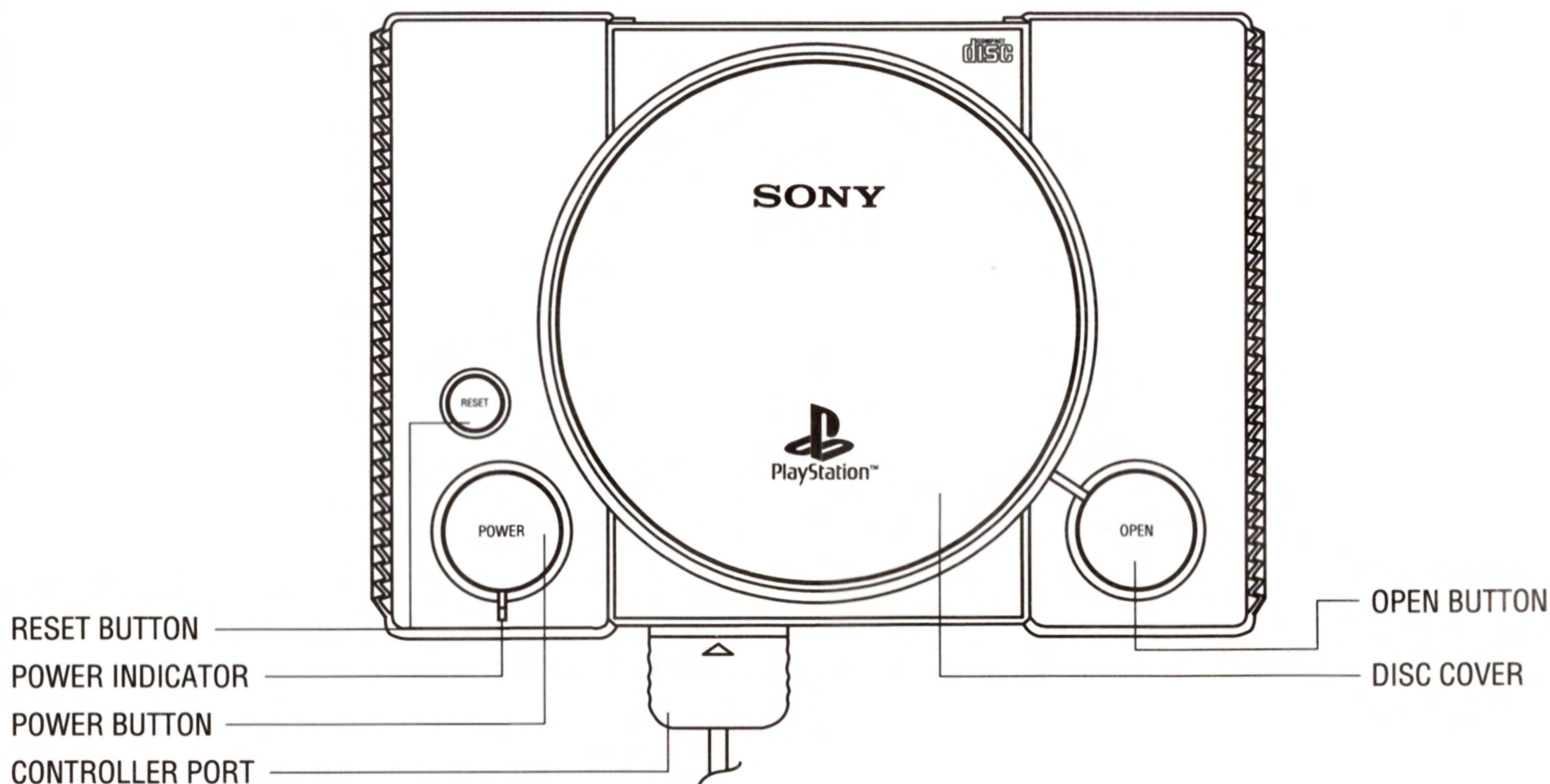
HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation® game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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GETTING STARTED

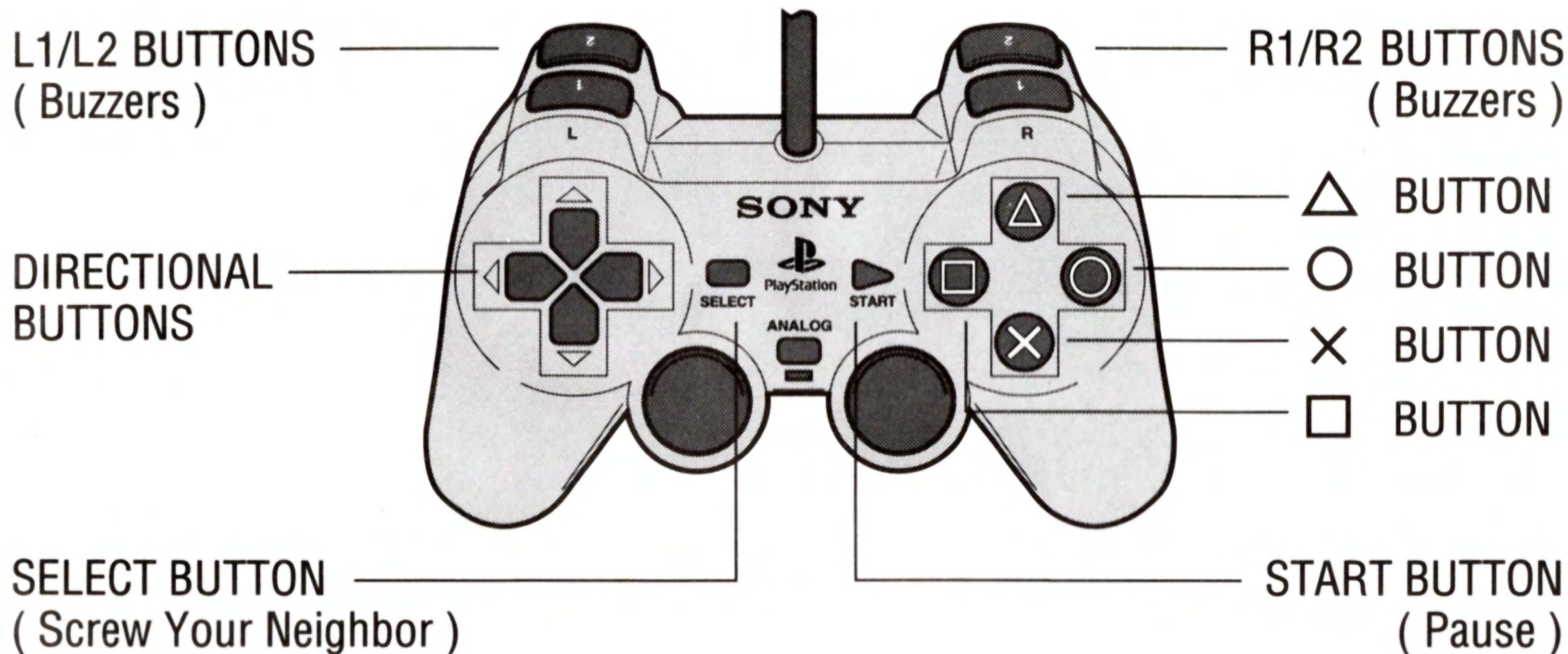


Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the **YOU DON'T KNOW JACK®** disc and close the disc cover. Insert game controllers and turn on the PlayStation® game console. Follow onscreen instructions to start the game.

Use a MEMORY CARD to keep track of the High Score Board and questions you've already played. If a MEMORY CARD is present in MEMORY CARD slot 1, then it will automatically be used to save your progress. The game uses 1 MEMORY CARD Block.

When using the Multi Tap, at least one controller must be connected to the Controller port 1-A or 2-A.

CONTROLS



Shoulder Buttons (Buzzers):

The shoulder buttons (L1, L2, R1 and R2) serve as your buzzers for the game. Press one of them to buzz in and answer the questions. When the game starts, listen to the instructions to determine which controller you will use.

START Button (Pause & DUALSHOCK™ analog controller options):

Pause the game anytime during gameplay. From the pause screen, you can choose to turn DUALSHOCK™ analog controller vibration on or off and to restart the game. Pressing the START Button again will resume the game.

Symbol buttons (for multiple-choice questions):

- | | |
|---|----------|
| △ | Answer 1 |
| □ | Answer 2 |
| ○ | Answer 3 |
| × | Answer 4 |

PLAYING YOU DON'T KNOW JACK®

YOU DON'T KNOW JACK® can be played by one, two or three players. When the game begins, listen to the instructions and enter the number of players when asked.

To succeed at YOU DON'T KNOW JACK®, you've got to be smart and you've got to be quick. When you think you know the answer to a question, buzz in pressing one of the left or right shoulder buttons (L1, L2, R1 and R2).

Pay attention to the instructions to find out which buzzers are yours. The first player to buzz in gets first crack at the question. Get it correct, and you win some cash. Get it wrong, and pay the price.

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

And if you're far in the lead, Don't Be A Wimp® — if you try to play it safe and don't buzz in, you may find yourself at the mercy of the audience.

YOU DON'T KNOW JACK® has five kinds of questions: multiple-choice, DisOrDat™, Wendithap'n™, Coinkydink™ and Jack Attack®.

Multiple-choice Questions:

All multiple-choice questions are worth \$1,000 to \$6,000. Easy questions are worth less, tough questions are worth more. Here's an example:

Say the neighborhood boys are playing a variation of Cowboys and Indians. If one of the boys plays the part of Ratso Rizzo, what would be the best name for their game?

- ☐ **Urban Cowboys and Indians**
- ☐ **Midnight Cowboys and Indians**
- ☐ **Drugstore Cowboys and Indians**
- ☐ **Dallas Cowboys™ and Indians**

If you think you know the answer to the question, press your buzzer quickly and take your shot by pressing the Triangle, Square, Circle or X button. If you get the question right, you get the cash. If you get it wrong, you're out some bucks.

Stumped by a multiple-choice question? Don't get mad — just Screw Your Neighbor®! Screw Your Neighbor® forces another player to answer the question. You can Screw Your Neighbor® during any multiple-choice question.

To Screw Your Neighbor®, be the first to buzz in, and then press the SELECT button. Now, pick someone to screw by using the left and right directional buttons, then press your buzzer when the screw is hovering over your victim of choice. It's just that easy! Be sure to pace yourself, though, because you get only one screw per game.

Coinkydink™ Questions

Sometimes two different things can be described by the same word — that's a Coinkydink™. In the Coinkydink™, a pair of clues will appear onscreen. These two clues are connected by a word or phrase that fits them both. Buzz in when you see the word or phrase that fits both clues. But don't be fooled — some answers may seem right, but they have to be a perfect fit for both clues to be a complete Coinkydink™. Here's an example of a Coinkydink™:

Clues: “popular '70s carpeting” & “British slang for sex”

Correct match: “Shag”

You'll be shown seven pairs of clues. Buzz in when each correct linking word or phrase appears and you get \$1,000. You lose \$1,000 each time you choose an incorrect linking word or phrase.

Remember all of the correct answers because in the Bonus Round you'll be asked what the seven correct answers have in common. Buzz in when you see the phrase that correctly describes the link between the seven answers and you'll get \$3,000.

Wendithap'n™ Question

The Wendithap'n™ forces you to think forward and backward in time and put things in their proper place. The host will introduce the question and give you a main point. Then you'll be presented with seven other items. For each of these items, you have to determine whether it happened Before the main point, After the main point, or if it Never happened at all. For example:

Hey, put on those memory caps because it's time to remember that song "The Twelve Days of Christmas." Hope you're ready because here's your main point:

"nine ladies dancing"

Now, for each of the following points I want you to tell me whether it comes BEFORE "nine ladies dancing" in "The Twelve Days of Christmas," AFTER the "nine ladies dancing" part or if it NEVER appears in the song at all.

"maids a-milking"

"pipers piping"

"lords a-leaping"

"nannies napping"

"geese a-laying"

"swans a-swimming"

"puppies a-pooping"

Buzz in when the correct choice of Before, After or Never is highlighted and you get \$1,000. Get it wrong, and you lose \$1,000 ... Each and every time you're wrong.

DisOrDat™ Question

If you're lucky enough to get a DisOrDat™, you're gonna be flying solo - all the cash is yours to win or lose. The DisOrDat™ is a matching question that requires one lucky player to categorize a list of seven clues. For example, the host might say:

I'm going to name seven food products, and for each one I want you to tell me if it's food for a human or just food for a cat or dog. If it's a product meant for you and me, press the Square button. If it's a product meant for a cat or dog, press the Circle button. To skip, press the Triangle button.

**Kibbles 'n Bits™
Farina™**

**Snausages™
Total™**

**Basic 4™
Gaines Burgers™**

Kit 'n Kaboodle™

For each of the seven clues, you get \$1,000 for a correct match and you lose \$1,000 for a wrong answer. You also lose \$1,000 for each clue you don't answer, so think fast!

Jack Attack®

The Jack Attack® is the last question in every game, and it can make or break your score. It's an association question — once you're given a clue, you've got to find the link or association between two phrases or words that best fits the clue. Nothing to it, right? Wrong.

In a Jack Attack®, one hint zooms out from the center of the screen as potential matches pop up in random spots. Nothing stays on the screen for very long, so when you see the correct match, buzz in right away! If you get the match, you get some cash.

For example, if your Jack Attack® clue is "Go Fish" and you see the hint "New England Cape" zoom out from the center of the screen, wait until the word "Cod" appears and buzz in immediately to get the money. Next, if "_____ 's Peak" zooms out, wait until "Pike" appears and buzz in. But be careful! Not just any match will do — it has to be the match that best fits the clue you've been given. Jack Attack® questions can trick you, so don't get psyched out by decoy answers. If the phrase "_____ 's Peak" zooms out from the center, and you buzz in when the word "Dante" appears, you'll lose money because your match didn't fit the clue "Go Fish."

Each Jack Attack® question has seven matches. Buzz in at the right time with the right match, and it's \$2,000 in your pocket. Buzz in at the wrong time or when a decoy appears, and you'll lose \$2,000 — and not just once, but every time you're wrong! You can buzz in as many times as you'd like, so play it safe!

ARE YOU PISSED ABOUT A QUESTION?

This game is for entertainment purposes only. All the questions in YOU DON'T KNOW JACK® have been verified by a crack team of writers and were found to be correct at the time of publication. 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 email to pissed@jellyvision.com, or send your old-fashioned mail to this address:

"I'm Pissed About A Question"
Jellyvision, Inc.
848 West Eastman Street
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.

If you have other comments or questions about YOU DON'T KNOW JACK®, please contact Customer Service or Technical Support.

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WWW.YDKJ.COM

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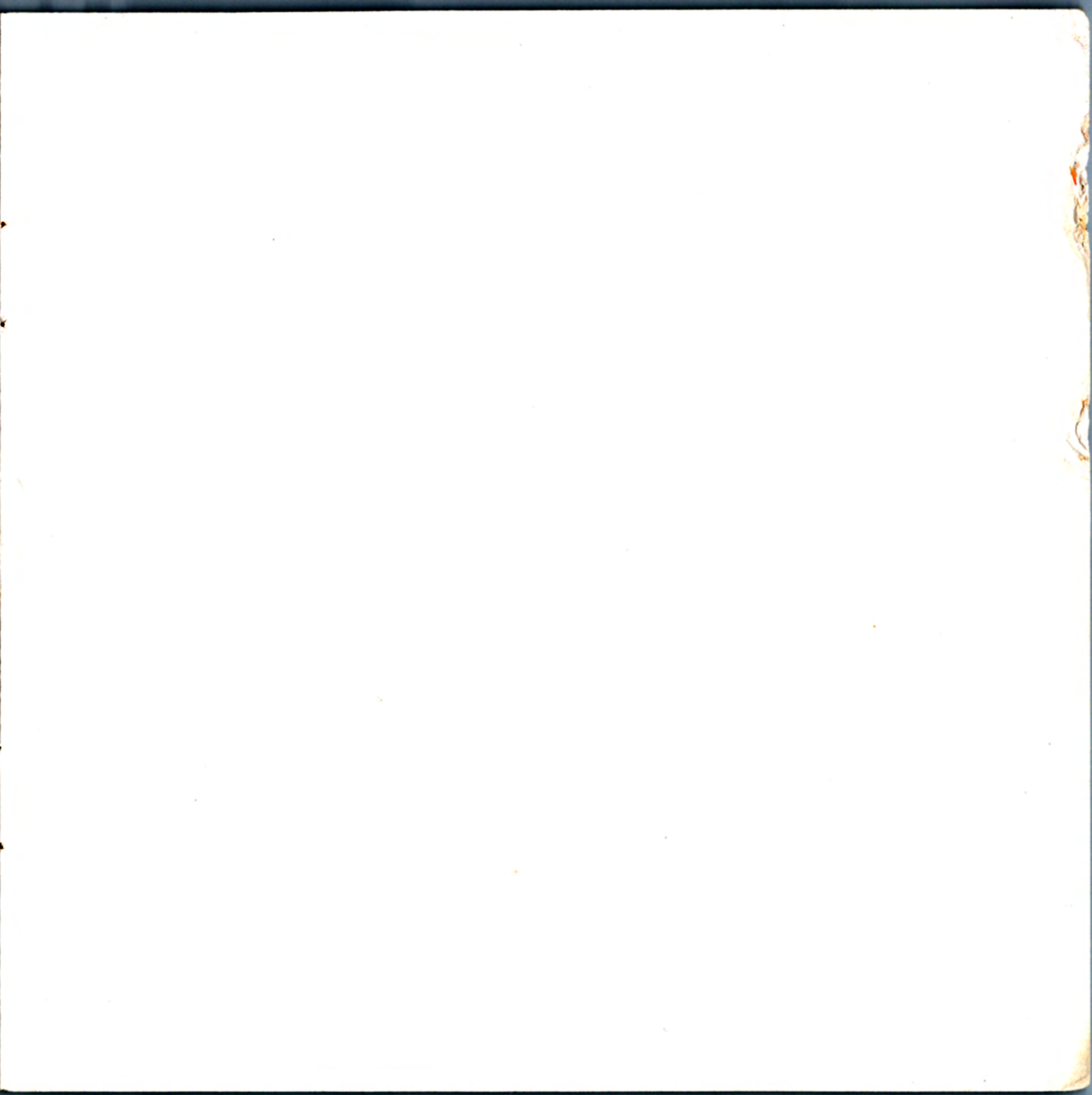
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