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PlayStation

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talks
back!

YOU DON'T KNOW
JACK



The irreverent quiz show party game



SLUS-00716/00762
S7063715



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 convulsion – IMMEDIATELY discontinue use and consult your physician before recurring 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.

HANDLING YOUR PLAYSTATION DISC:

This compact disc is intended for use only with the PlayStation game console.

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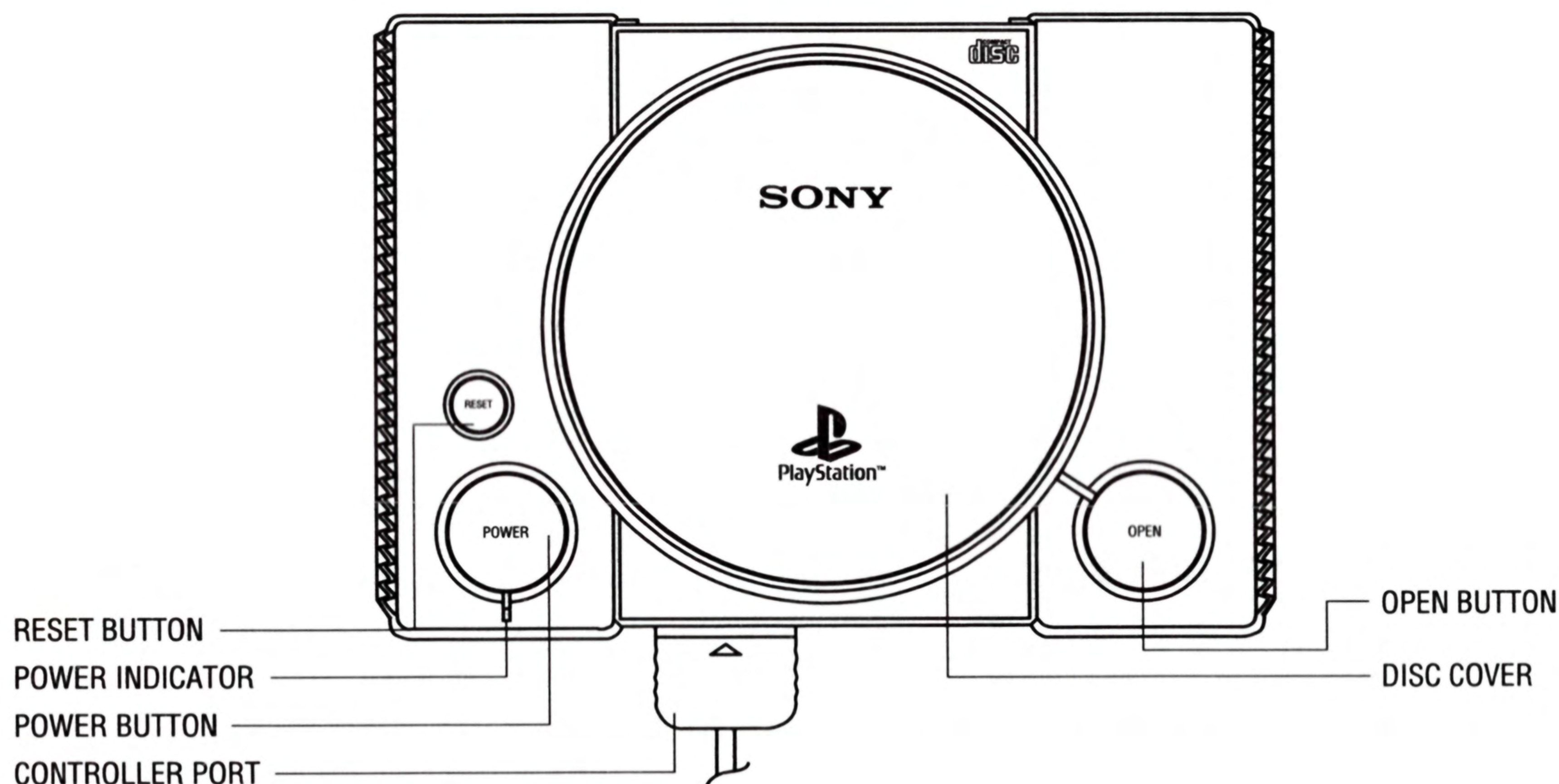
Be sure to take an occasional rest break during extended play.

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 to straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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GETTING STARTED

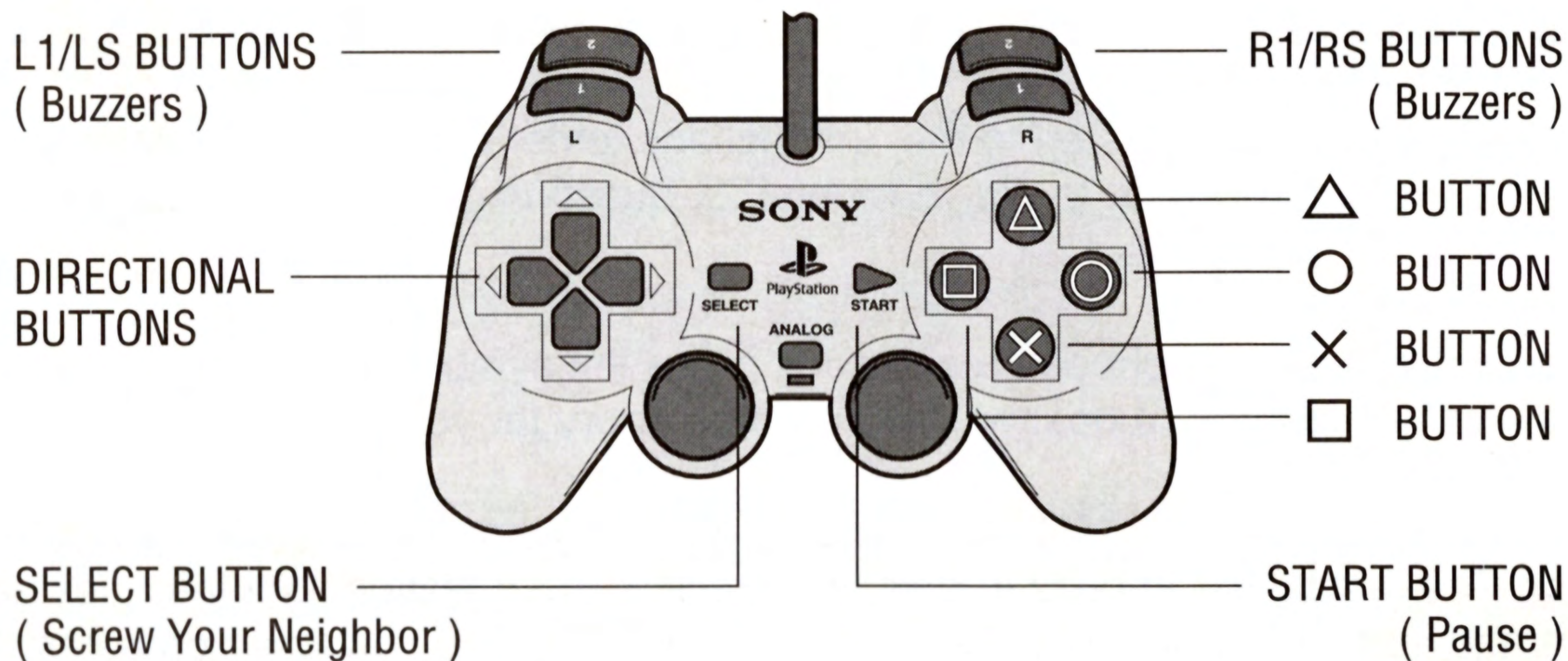


Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc.

Insert either of the two YOU DON'T KNOW JACK® discs and close the CD door. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start the game.

If you have a MEMORY CARD, insert it before turning on the PlayStation game console. It is advisable that you do not remove peripherals or MEMORY CARD once the power has been turned on.

GAME CONTROLS



The L1/L2 and R1/R2 buttons are your buzzers for the game. Hit these buttons to buzz in to answer the questions. Pay attention to the instructions to find out which buttons are your buzzer.

Pause during the game by pressing the START button. From the pause screen, you have the option of turning DUAL SHOCK™ analog controller vibration on or off and of restarting the game. Resume play by pressing the START button again.

Use the symbol buttons to select categories and answers.

In a two-player or three-player game, use the SELECT button to Screw Your Neighbor®. See Page 6 for instructions.

GAME TIPS

YOU DON'T KNOW JACK® can be played by one, two or three players.

When the game starts, listen to the instructions, enter the number of players and specify whether you want to play a regular 21-question game or a 7-question tournament-length game.

When you're asked to choose a category, press the symbol buttons to make your selection. Act fast or the 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. 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.

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

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.

PLAYING YOU DON'T KNOW JACK®

YOU DON'T KNOW JACK® has five kinds of questions: Multiple-Choice, The Impossible Question™, ThreeWay™, DisOrDat™ and the 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 of a Multiple-Choice Question:

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

- one-sixteenth**
- one**
- two**
- four**

If you think you know the answer to this question, hit your buzzer quickly and choose your answer by pressing the corresponding symbol button.

The Impossible Question™

Did you really think we'd let you off easy? 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 Questions rock 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 the 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.

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 all Multiple-Choice questions except Impossible Questions.

To Screw Your Neighbor, be the first to buzz in and press the SELECT button, then choose who you want to screw with the directional button. When the screw is hovering over your victim, hit the SELECT button again. It's that easy! But be sure to pace yourself, 'cause you get only one screw per round.

The DisOrDat Question™

If you're lucky enough to pick a DisOrDat question, you're gonna be flying solo — all the cash is yours to win or lose. DisOrDats are matching questions that require one lucky player to categorize a list of seven clues. For example, the host might say...

I'm gonna read off seven names and for each one, I want you tell me if he was a Vice President, a funk musician or both.

Press:

- If he was a Vice President**
- If he was a funk musician**
- If it's both**
- To skip**

Hannibal Hamlin

Spiro Agnew

Bootsy Collins

Walter Mondale

Sly Stone

George Clinton

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 \$1000 in Round Two.

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 appears in the center of the screen and potential matches fly by. Nothing stays on the screen for 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**" appear in the center of the screen, wait until the word "**jet**" shows up to buzz in and get the cash. Next, if "**Blue Thunder**" appears, wait until "**helicopter**" appears to 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**" appears at the center and you buzz in when you see "**Denzel Washington**," 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 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.

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 let out your aggressions by sending email to **pissed@jellyvision.com** or old-fashioned mail to this address:

"I'm Pissed About A Question"

Jellyvision, Inc.

848 West Eastman

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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 we 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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Surf on over to www.bezerk.com and play the award-winning 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.

Check out Bezerk for more irreverent and unique online entertainment. Go Bezerk! Find out why the Internet will never be the same!

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