



User Manual

## **YOU DON'T KNOW JACK® 6: The Lost Gold**

Ahoy, trivia mates! YOU DON'T KNOW JACK, the trivia game that became a TV show that became a massage therapist (briefly) is hoisting her billowy sails once again! The most award-winningest CD-ROM game of all time wants to party at your house with ALL NEW nuggets of JACK gold, mined 'specially for you.

Contains 350 ALL NEW golden, nugget-y trivia questions

Multiple-Choice, Fill-in-the-Blank, DisOrDat™, Gibberish Question®, Anagram, and Jack Attack®—more fun than you can shake a pegleg at.

1, 2 or 3 players! Like most things it's more fun with a "buddy." But we understand if you need to be alone.

Hours and hours of hot game play action! That's more time than you've spent doing anything! Ever!

Easy to install, easy to play. So your dumb self won't be humiliated 'til the game actually starts.



**WARNING:** This product contains mature content, including suggestive sexual references, language, and ribald sound effects that might not be suitable for children. Sure, they might laugh but at what cost? Think about it.

### Required System Configurations

Microsoft Windows 98, Windows NT, Windows 2000, Windows ME or Windows XP

To play YOU DON'T KNOW JACK 6 on a Windows PC, you must have:

- 500 MHz processor or faster (1 GHz or faster recommended)
- 128 MB RAM
- 150 MB 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

### Installing YOU DON'T KNOW JACK® 6: The Lost Gold

Windows anti-virus software and TSRs (Terminate Stay Resident programs) can interfere with installation. Before installing YOU DON'T KNOW JACK®6: The Lost Gold, 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® 6: The Lost Gold CD-ROM into your CD-ROM drive. Select "Install" 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® 6: The Lost Gold 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 (YDKJ6.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 "YDKJ 6: The Lost Gold" shortcut icon on your desktop
- Select "Launch YDKJ 6: The Lost Gold from the Jellyvision folder in the Programs portion of the Windows Start menu
- Double-click the "YDKJ 6: The Lost Gold" icon in the YOU DON'T KNOW JACK® 6: The Lost Gold directory in the Jellyvision folder.

You must leave the YOU DON'T KNOW JACK® 6: The Lost Gold CD-ROM in your CD-ROM drive to play the game.



**YOU DON'T KNOW JACK 6: The Lost Gold** is not compatible with the Macintosh operation system.

**Playing YOU DON'T KNOW JACK® 6: The Lost Gold**

When the game starts, listen to the instructions, enter the number of players and the players' names. If you are a smarty pants and/or a know-it-all, you can skip the opening instructions by pressing the SPACEBAR.

To play **YOU DON'T KNOW JACK®** you've got to have a quick wit and a quicker finger. 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.

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®** has five kinds of questions: Multiple-Choice, Fill-in-the-Blank, Anagram, Gibberish Question®, DisOrDat™ 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: buzz in first with your assigned Q, B or P key, then choose your answer by pressing the 1, 2, 3 or 4 key.

**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. 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 your response 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®

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 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 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® 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. You can also toggle between "Better Performance" of the game and "Better Looking" graphics for the game by pressing the "B" key. It's your choice.

At the end of the game, press the N key to replay YOU DON'T KNOW JACK® with new players. Press Q to quit the game.

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

For more in-depth information, check out the README file on the YOU DON'T KNOW JACK® CD-ROM. If you're still in a jam, call, write or e-mail our technical support team.

## HOW TO OBTAIN CUSTOMER SERVICE AND SUPPORT

U.S. Technical Support:

Jellyvision, Inc.

Attention: YDKJ Sales

848 West Eastman, Suite 104

Chicago, IL 60622

or

[sales@jellyvision.com](mailto:sales@jellyvision.com)

or

[www.youdontknowjack.com/support](http://www.youdontknowjack.com/support)

or

312.266.0606 x121

And let's get something straight—choosing wrong answers all the time is your problem.

### **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](mailto: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. So there.**

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