

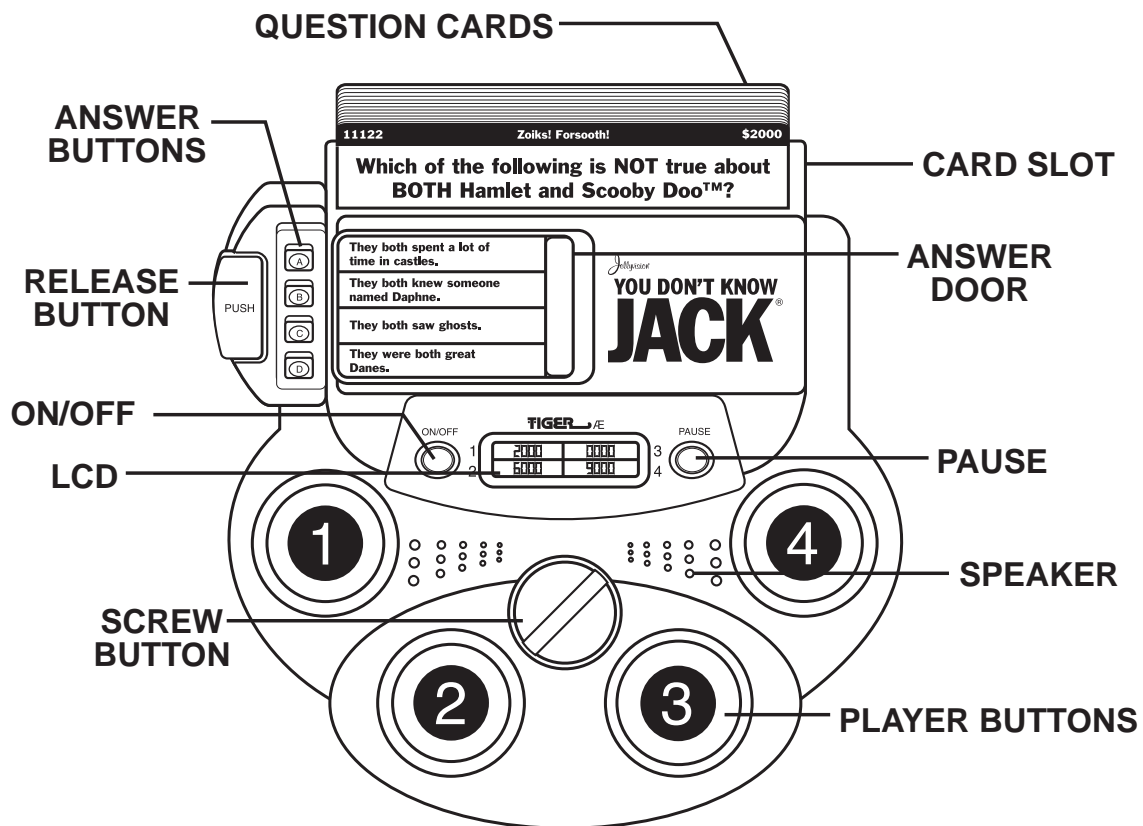
TIGER
ELECTRONICS, LTD.

MODEL 07-013
Recommended
for ages 16 and up

Jellyvision
**YOU DON'T KNOW
JACK**
Instruction Manual



Welcome to YOU DON'T KNOW JACK, the totally irreverent trivia party game for two to four players! The host of the game will explain almost everything to you as you play, but here are a few things you need to know before you start.



ON/OFF

Used to turn on & off the unit

PAUSE

Used to pause game action

PLAYER BUTTONS

Used to "buzz in" or to enter card numbers

SCREW BUTTON

Used to force another player to answer or as

"clear" key when entering card numbers

LCD

Displays players' scores

RELEASE BUTTON

Used to open answer door

ANSWER DOOR

Opens to reveal answers to questions

ANSWER BUTTONS

Used to answer questions

CARD SLOT

Holds question cards

QUESTION CARDS

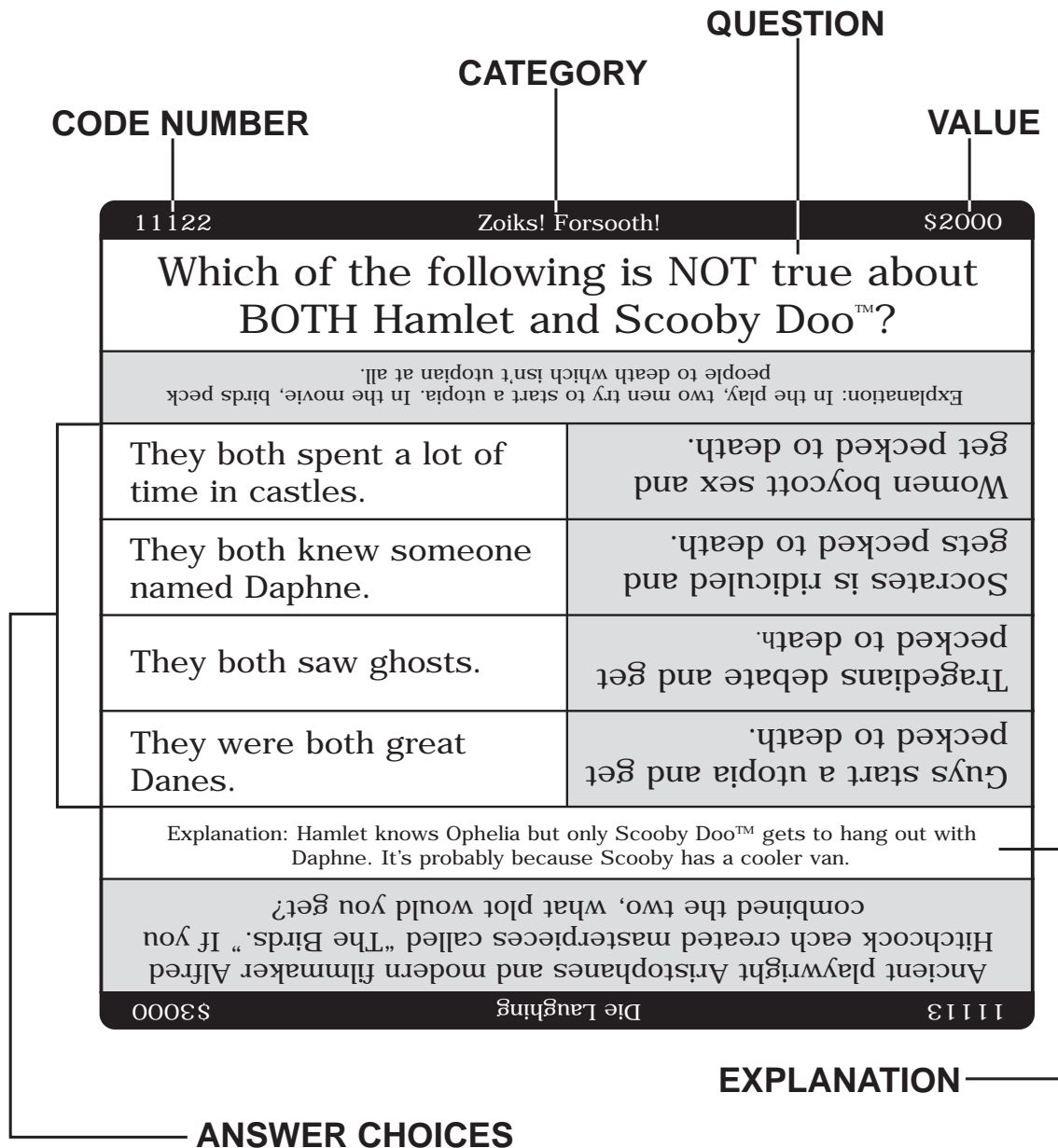
125 cards containing 500 questions with answers and values

SPEAKER

Hear instructions and comments from the host

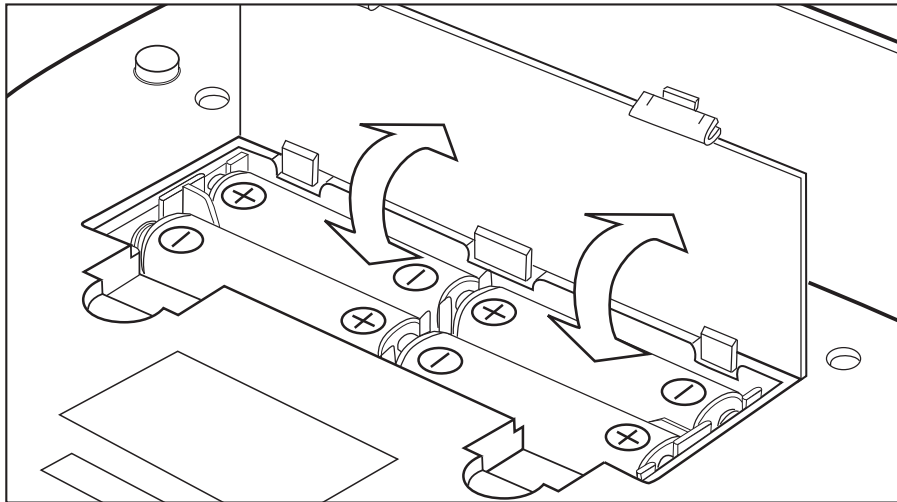
ABOUT THE CARDS

Each card has four questions, two on each side. Each question consists of a code number, a category, a value, the question, four answer choices and sometimes, an explanation.



INSERTING THE BATTERIES

Open the battery compartment on the back of the unit by squeezing the tabs and lifting the door. Insert 4 “AA” batteries, being careful to match the “+” and “-” as indicated.



TO ENSURE PROPER FUNCTION:

- Do not mix old and new batteries.
- Do not mix alkaline, standard or rechargeable batteries.
- Battery installation should be done by an adult.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged (if removeable).
- Rechargeable batteries are only to be charged under adult supervision.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.

OBJECT OF THE GAME

The object of the game is to score the most points. You do this by being the first player to correctly answer the questions.

BEFORE YOU START

Insert the QUESTION CARDS into the CARD SLOT. Make sure the ANSWER DOOR is closed so that answers are hidden.

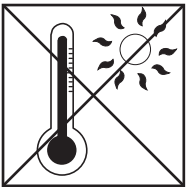
LET'S PLAY

1. **TURN THE GAME ON** - Press ON to turn on the game. You will hear the opening music.
2. **NUMBER OF PLAYERS** - The host of the game will ask you the number of people who will be playing. Using the **PLAYER BUTTONS**, enter the number of players.
3. **ENTER A CARD CODE** - The host will pick a player to enter a code. Using the **PLAYER BUTTONS**, the player enters the five digit code located in the upper left-hand corner of the card. If you make a mistake before you press the fifth digit, use the **SCREW BUTTON** to clear the number and start over.
4. **READING THE QUESTION** - The host will choose a player to read the question. That player reads the question aloud, then presses the **RELEASE BUTTON** to reveal the answers. Each player reads the answer choices silently.
5. **ANSWERING THE QUESTION** - When you think you know the answer, "buzz in" by pressing your **PLAYER BUTTON**. The host will acknowledge you and ask you to choose your answer. Press the **ANSWER BUTTON** next to the answer you feel is correct. If you're right, the value of the question is added to your score. If you're wrong, the value is deducted from your score, you are "out," but the other players still have the opportunity to answer the question.
6. **SCREWING AN OPPONENT** - If you aren't doing too well, you have the opportunity to force another player to answer a question in the hope that he or she answers incorrectly and loses points. **NOTE: YOU CAN ONLY USE THIS OPTION ONCE IN A GAME!** To use this feature,

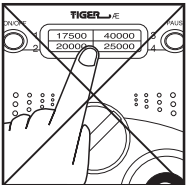
"buzz in" as though you were going to answer the question. Then, press the **SCREW BUTTON**. When the host asks who you want to screw, press that player's **PLAYER BUTTON**.

7. **CHANGING QUESTIONS** - After a question has been answered, close the **ANSWER DOOR**, and move the top **QUESTION CARD** to the bottom of the pile. Once you have gone through the deck, remove all the cards and rotate the stack so that new questions are displayed.
8. **SCORING** - When you answer a question correctly, the value of the question is added to your score, which is displayed on the **LCD screen**. If you answer incorrectly, the value is subtracted from your score. The player with the most points at the end of 10 questions is the winner!

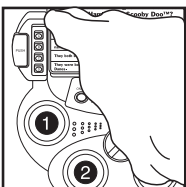
CAUTION



High temperature will destroy the unit. Do not leave unit in direct sunlight.



Do not press the liquid crystal display



Clean only with a piece of soft dry cloth

90-DAY LIMITED WARRANTY

Tiger Electronics, Ltd. (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Tiger's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Tiger.

Product returned to Tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a service fee of U.S.\$24. Payments must be by check or money order payable to Tiger Electronics, Ltd.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Electronics, Ltd. Repair Dept.
980 Woodlands Parkway
Vernon Hills, Illinois 60061, U.S.A.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

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