

THE IMPROV PRESENTS

DON'T QUIT YOUR DAY JOB

A
RUTHLESS
COMEDY
GAME



Produced by Philips Media, Inc. in association with Improvisation ManyMedia

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PHILIPS

INSTALLATION INSTRUCTIONS

Make sure that your system meets the following minimum requirements:

WINDOWS® SYSTEMS:

486-33MHz or faster processor
 Double-speed (2X) CD-ROM drive
 (minimum 300KB transfer rate)
 8MB of RAM
 2MB free disk space
 Microsoft Windows version 3.1, 3.11
 or Windows 95
 SVGA monitor with 640x480
 resolution and 256-colors

MACINTOSH® SYSTEMS:

60840 processor at 25MHz or higher
 Color Macintosh with 256 color
 display or better
 CD-ROM drive (double-speed or
 better recommended)
 6MB of RAM (8MB recommended)
 System 7.0 or later
 2.5MB free hard disk space

Windows 3.1 or 3.11

1. Start Windows. If Windows is already running, exit any other currently active programs, including screen savers, as they could interfere with installation.
2. Remove either CD from its protective case and place it in your computer's CD-ROM drive. Use a disc caddy if your CD-ROM drive requires one.
3. From the Program Manager, select File on the menu bar. Then choose Run.
4. In the Command Line box that appears, type: D: SETUP (if your CD-ROM is not the D: drive, enter the right letter) and then click on OK.
5. Follow the on-screen instructions. The Quicktime for Windows installation routine will run and determine whether you have the most recent version installed; if not, then it will be installed on your system.
6. When the installation is done, you will return to the Program Manager and in the Philips program group, you'll see icons for **Don't Quit Your Day Job** and the **Don't Quit Your Day Job** uninstall routine.

WINDOWS 95

1. Start Windows 95. If Windows is already running, exit any other currently active programs, including screen savers, as they could interfere with installation.
2. Remove either CD from its protective case and place it in your computer's CD-ROM drive. Use a disc caddy if your CD-ROM drive requires one.
3. Click on and hold down the Start button, then select Run on the menu bar.
4. In the Command Line box that appears, type: D: SETUP (if your CD-ROM is not the D: drive, enter the right letter) and then click on OK.
5. Follow the on-screen instructions. The Quicktime for Windows installation routine will run and determine whether you have the most recent version installed; if not, then it will be installed on your system.
6. When the installation is done, you'll find icons for **Don't Quit Your Day Job** and the **Don't Quit Your Day Job** uninstall routine in the Philips Folder.

MACINTOSH

1. Insert the **Don't Quit Your Day Job Shirley** disc into your CD-ROM drive. A window named 'Shirley' appears on your desktop. If it does not appear, or is obscured by another window, double-click the 'Shirley' icon on your desktop to bring it into view.
2. To install the program, double-click on the Installer icon and follow the instructions on the screen. The Quicktime for Windows installation routine will run and determine whether you have the most recent version installed; if not, then it will be installed on your system.
3. When the installation is done, find the icons for standard Macintosh and PowerMac in the folder you created on your hard drive.

WINDOWS

1. If you have not already installed **Don't Quit Your Day Job**, you must do so before starting the program for the first time. See the previous section for installation details.
2. If you use a screen saver, turn it off before starting. It could affect the colors and animations. See the screen saver's manual for details.

3. Be sure either **Don't Quit Your Day Job** CD is in your computer's CD-ROM drive.

Use a disc caddy if your CD-ROM drive requires one. You can start the program with either the Shirley or the Dolan disc.

4. Double-click on the **Improv.exe** icon in the folder you created on your hard drive to start the game, or double-click on the **Don't Quit Your Day Job** icon in the Philips folder.

WINDOWS 95

1. Click on the Start button on the Taskbar to bring up the Start menu.

2. Select Programs then select from the cascading submenu Philips; then click on **Don't Quit Your Day Job**.

MACINTOSH

1. If you have not already installed **Don't Quit Your Day Job**, you must do so before starting the program for the first time. See the previous section for installation details.

2. If you use a screen saver, turn it off before starting. It could affect the colors and animations. See the screen saver's manual for details. Be sure that your monitor is set to 256 colors.

3. Be sure **Don't Quit Your Day Job** CD is in your computer's CD-ROM drive. Use a

disc caddy if your CD-ROM drive requires one.

4. Double-click on **Improv** icon in the folder you created on your hard drive to start to play. If you have a Power Macintosh, click on the PowerMac icon, if not, click on the standard Mac icon.

Uninstalling Don't Quit Your Day Job

WINDOWS 3.1, 3.11 & WINDOWS 95

To uninstall the program, double-click on **Don't Quit Your Day Job** uninstall icon. Follow the on-screen instructions.

MACINTOSH

Run the installer program from the CD-ROM and select "Custom uninstall" from the pull-down menu at the top left of the window.

The Game

You (what's your name again?) have been personally selected to scout out some hot new comedic talent for *The Johnny K. Show*. It's a tough job, but somebody has to do it . . . and the show has run out of somebodies, so it looks like it's up to you!

To be worthy for an appearance on *The Johnny K. Show*, a comic must first perform in a prime-time spot at the world-famous Improv. Competition for these spots is ruthless, but if you want to save your career, you need to get one for your chosen comic.

Beg, borrow or even schmooze a prime Improv spot from the cast of show business insiders. You can flatter and bribe them to get what you want, but be careful! Poor comic timing—like approaching Angela the Agent when she's too toasted to remember your name—gets you flushed to Hell's Basement. You'll need all your smarts to get back up to the club.

The Set-Up

Don't Quit Your Day Job opens backstage at *The Johnny K. Show*. The producer offers you one of the most popular gigs in showbiz: talent booker for the show. Seems the last guy with the job quit suddenly to, uh, pursue "other interests" (like not being attacked on the job). But, anyway. . .

You're given a limo and driver and sent to the Improv to locate some hot talent. Your predecessor did some great legwork, and left you two files in the limo. All you have to do is select which of the two comics you would

like to see on *The Johnny K. Show*, then work your butt off to get him (Dolan Delatorre) or her (Shirley Felcker) a coveted spot in the Improv showroom.

The back seat of the limo offers some guidance in your challenge, so you may want to look around before you get out. In fact, you *have* to look around before you get out, since the door won't open until you:

- play the tape recorder to learn more about your mission.



- look inside your new studio-issued briefcase.



- check out the files to learn more about the two featured comics.



You can also talk to the driver, but be careful! Like many people you'll encounter, he's an aspiring comic looking for a chance to audition for you. If he gets on your nerves, just raise the window.

Your Game Piece

When you get out of the limo, you'll be asked to choose the comic whose career you will try to further. This comic—Dolan or Shirley—becomes your companion and “game piece.” Win him or her a spot in the showroom and you'll end up with a comic you can book on *The Johnny K. Show*. You'll save your day job, and they can finally quit theirs!

Don't forget to make your choice.



DOLAN DELATORRE
COMIC, DOORMAN

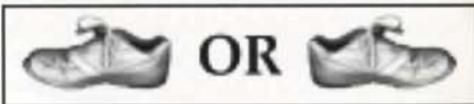


SHIRLEY FELCKER
COMIC, WAITRESS

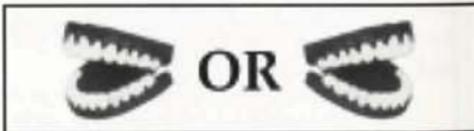
Navigation

Once you're in the club, you can move around and talk to people—get advice or get insulted, like so many things about comedy, it all depends on timing. You can also explore some of the objects in the club, such as the photos of comics and the telephones.

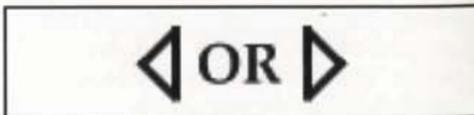
The following icons help guide you through the club and indicate when there's someone to talk to or something to explore.



A shoe indicates that you can move in the direction of the shoe. Click it to step directly towards, or step back away from, the location of the shoe.



The teeth indicate that there is someone to talk to or an object to explore. Click to interact!



The pointers become visible as the cursor is moved to the far right or far left of the screen. When you see the pointers you move automatically—without clicking—to the right or left.

The Characters



The briefcase, in the lower left corner of the screen, contains a Date Book. In the Date Book is a list of people to talk to who can help you—and your chosen comic—win the game.

You'll meet some pretty interesting people as you move around the Improv. Most can make a difference to your showbiz career; a few are just there to make you smile. Your game piece (Dolan or Shirley) will act as a guide.

Talk to the main characters at the right time and they will reward you with helpful advice or objects. Talk to them at the wrong time, though, and you'll be flushed to Hell's Basement—more about that later. How do you know if it's the right time? Could be the gleam in their eye—or the glint off their monocle.

Basically, it's a crapshoot. Sometimes they're in the right mood, sometimes not. The point is to enjoy exploring the club and getting to know the characters who make comedy fun.

Dolan Delatorre
Improv Doorman
Would be famous, but no one knows him



Shirley Felcker
Improv Waitress
Willing to Felck her way to the top



Budd Friedman
Founder and co-owner of the Improv
Partial to flattery . . . and mango cheesecake



Angela Anders
Top comedy agent, but . . .
The Improv's designated drunk



Gupta Gandhi
The Improv's chef
Formerly a big star in Calcutta



The Characters

**Abe Yoder**

The world's oldest comic

Fount of knowledge . . . and old jokes

**Tyler Livingston II**

Writer/producer/actor— in other words:

Improv bartender

**Trudy**

Hatcheck girl

Aspiring band model

You'll also run into Joe Walsh, Steve Allen and Michael Rappaport hanging out.

Click on the photos on the wall to hear original stand-up performances by 30 of today's hottest comics.

The Basement

Approaching a character at the wrong time is, how shall we say, a *faux pas*. After all, these showbiz types can be touchy, and you never know when you'll get on their bad side.



Also in the basement is The Curse of the CD-ROM Hallways. A tribute to those old-fashioned games with lots and lots of hallways but no one to talk to, these hallways are filled with fun things to do and different ways to get back upstairs where the *real* action is. Simply click on a door to test your comedy

knowledge, play a game or just have a chuckle. As soon as you're done, you'll find yourself back upstairs, ready to be insulted by your game piece and pick up where you left off.

Winning the Game

Talk to the Improv's power elite at the right time and they'll give you something to help you win. These objects are automatically stored in the briefcase as they are acquired. You receive tips from your game piece about the optimal times to use them—typically to stab someone in the back or kiss up to them!



The pieces of a Ticket to the Improv Showroom appear one at a time on top of the briefcase, after an object is picked up. When the Ticket is whole, you've won, and Shirley or Dolan gains access to the Showroom and an appearance on *The Johnny K. Show*.



Volume Control

You can adjust the volume of the game by pressing the numbers on your keyboard. The number 1 is quietest and 7 is loudest.



Saving Your Game

If, God forbid, you feel the need to take a break from *Don't Quit Your Day Job*, just look in your briefcase (lower left of the screen) for how to do it. Next time you play, you can pick up where you left off.

**The End**

The game ends when you have talked to all of the key characters *in the right order*. A few errors along the way are not counted against you—with *Don't Quit Your Day Job* nobody dies except on-stage! You'll see your game piece walking down the hall toward the showroom with Budd... and dissolve into an actual appearance on *The Johnny K. Show*.

The Credits

PRODUCED BY PHILIPS MEDIA
HOME & FAMILY ENTERTAINMENT

Executive Producers

Laura Cohen
Budd Friedman
Mark Lonow

Producer

Jonah Koslen

Written by

Ron Richards
Jon Boni
Claudia Lonow

Technical Director/Engineer

Marco Gonzalez

Art Director/Photoshop Artist

Chris Otcasek

Audio Engineer/ Incidental Music and Sound Design

Dan Powers

Project Manager

Stephan Fopeano

Associate Producer

Steve Bradbury

The Credits**Cast**

Shirley Felcker
Dolan Delatorre

Tyler Livingston II
Budd Friedman
Mark Lonow
Angela Anders
Abe Yoder
Gupta Ghandi
Trudy,
the Hatcheck Girl
Limo Driver
Johnny K. Producer
Former Talent Scout
Insult Comic
Sari Ghandi
Game Show Host
Comics' Table

Claudia Lonow
Bruce Fine

Christopher Spencer
Himself
The Silent Partner
Diane Nichols
Max Alexander
Gerry Bednob

Meleney Humphrey
Steven Kravitz
Johnny Dark
Andy Kindler
Monty Hoffman
Sully Diaz
Kyle Hunter
Andrea Abbate
Scott LaRose
Bill Maher
John Mendoza
Rhonda Shear

Stand-Up Performances by

Andrea Abbate
Jimmy Aleck
JoAnne Astrow
Rick Ducommon
Mike Dugan
Wayne Federman
David Feldman
David Gee
Geechy Guy
Sheila Kaye
Suzanne Krull

George Lopez
Henriette Mantel
Barry Marder
Pam Mattison
Carey Oades
Jackson Perdue
Gene Pompa
John Ridley
Jason Stuart
Greg Travis

Special Appearances by

Steve Allen
Michael Rappaport
Joe Walsh

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