

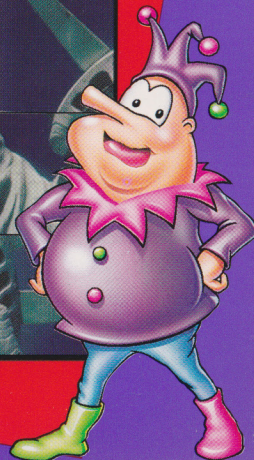


CD-ROM
For the Macintosh

Four Great
Photo/Word Games
for the Whole Family -
Ages 7 to 107!

WACKY JACKS

CD GAME SHOW WITH DON PARDO



StarCore



Welcome to Wacky Jacks—the fabulous CD game show!

Hardware and software you'll need

To play Wacky Jacks, you need a color Macintosh with a 13" or larger color monitor and a CD-ROM drive. Your

Macintosh needs system software version 7.1 or later and at least 5 MB of memory. For the best performance, use a Macintosh with a 68030 or faster processor, and a double-speed drive like the AppleCD 300.

For improved sound quality, drag the Apple Sound Manager and Sound control panel icons to your System Folder icon, then restart your Macintosh.

For better performance, you can copy the game files to your hard disk. First double-click the Wacky Jacks CD-ROM icon, then drag the folder labeled "Wacky Jacks 1.2" to your hard disk (you need 13 MB of available space). Then start the game by double-clicking the Wacky Jacks icon on your hard disk. You'll need to leave the CD-ROM disc in the drive to play.

For more information see the "Read Me" file on the CD.

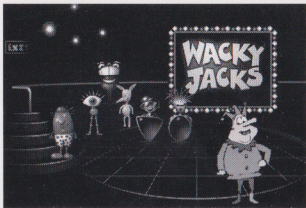
TO GET STARTED

Insert the disc. Double-click the Wacky Jacks icon.

After the announcer welcomes you, you enter the Studio. (If the Wacky Jacks program has been played before, it skips the Studio and goes straight to the Games screen). In the Studio, you begin by choosing three things:

- 1 A player—a member of the audience to play for you each time it's your turn.
- 2 A playing level—Rookie, Trooper, or Master.
- 3 The game you want to play.

Pick a player and level



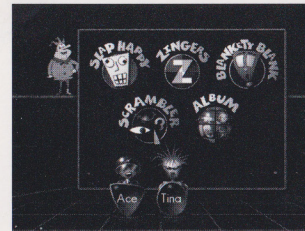
Click a member of the audience as your player. Up to four players can play at once. If you change your mind and want to pick someone else, click your player's head to send the player back into the audience.

Each new player's level is displayed—Rookie, Trooper, or Master. You can change the level by clicking the stand in front of the player.

Once you start playing, you'll keep the same players and levels from game to game (even after you quit Wacky Jacks) until you decide to change them.

Pick a game

Once you've picked the players in the Studio, click the lighted game board behind Wacky to show the Games menu.



Then click any of Wacky's four great games, or choose the Album to browse through the pictures.

While you're in the Games menu, you can change a player's level by clicking on the player's stand. To change players, click the Studio button to return to the Studio.

If you need help, or want to quit, change games, or go anywhere, just click Wacky! You can learn more about any game by choosing Help from Wacky's menu.

WACKY'S MENU

To see a menu of things you can do, click Wacky at any time.



RESTART

HELP

INFO

SCORES

GAMES

STUDIO

EXIT

Click Restart to quit the game you're playing and start a new session of the same game.

Click Help to hear the announcer explain Wacky's games. Click anywhere during the explanation to return to where you came from.

Click Info to browse through the pictures used in the most recent games. (To see all of Wacky's pictures, use the Album.)

Click Scores to see each player's scores for the last six games. Then click Return (not shown in this picture) to return to your game.

Click Games to pick a new game.

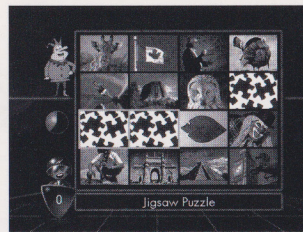
Click Studio to return to the Studio.

Click Exit to leave Wacky Jacks.

Words in black on Wacky's menu are the items you can click. Words in gray can't be clicked at the moment. The word highlighted in color is the section you are in.

To put away the menu without choosing anything, click Wacky's head.

SLAP HAPPY



Find pairs of matching pictures on the screen, while the pictures keep changing faster and faster!

You win points for each pair of pictures you click, and the player with the most points after three turns wins. Each turn lasts thirty seconds (Rookies get 5 seconds extra; Masters get 5 seconds less).

You win 10 points for a correct match, but lose 5 points if you make a mistake.

In the third round, the stakes are raised so you can win 20 points and lose 10.

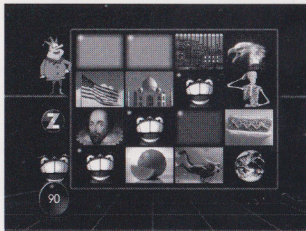
If you click a picture by mistake, you can click it again to deselect it.

Playing levels

If you're a Trooper, the pictures change faster than for a Rookie. If you're a Master, the pictures change even faster.

ZINGERS

Capture squares in this tic-tac-toe game by answering fun trivia questions! If you're playing alone, your opponent is Wacky himself!



At each turn, click a picture on the screen to see three true-or-false statements. Choose the statement you think is correct.

You win the square plus 10 points for a correct answer, 10 bonus points for each square that forms a row with your new square, and 100 bonus points for four squares in a row.

The player with the most points at the end of the game wins! The game ends when all squares are filled, or when anyone gets four squares in a row.

Playing levels

If you're a Rookie or a Trooper, you can click on the picture above the true-or-false statements to see a helpful caption. The statements are harder for Troopers

BLANKETY-BLANK

Use the names of pictures to fill in the blanks in a mystery phrase! At each turn, click a picture whose name starts with a letter that you think will fill a blank. The longer you take to pick, the fewer points you win.

Your turn continues until you pick a picture that doesn't fill a blank. Each time you make a mistake, Wacky goes to pieces—and when Wacky's all gone, the round is over!

There are as many rounds as there are players—with a new mystery phrase each round—so every player gets a chance to play first. At the end of the last round, the player with the most points wins.



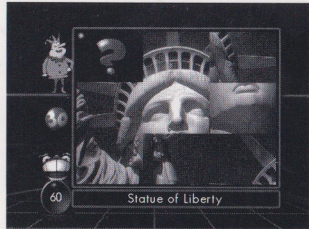
Playing levels

If you're a Rookie, there are at least two pictures on the screen that can fill in a blank. Rookies and Troopers can see a picture's title by moving the pointer over the picture.

SCRAMBLER

Move the scrambled pieces to win points and solve the picture puzzle!

To solve the puzzle, click the piece you think belongs in the square with the question mark. You win points for each correct move, and your turn continues until you make three wrong guesses.



Each player's version of the picture is scrambled differently. When one player's puzzle is solved, the others get a chance to finish their turn in the round, and then the game's over. The player with the most points wins.

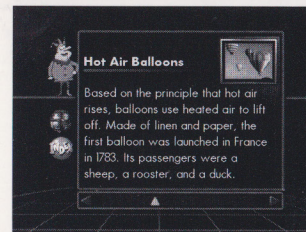
To choose a picture you'd like to use as a puzzle, first find it in the Album, then start a new Scrambler game. At the start of a game, you can also change the picture by clicking on the score clock below Wacky.

Playing levels

If you're a Rookie, your puzzle has only 9 pieces. If you're a Rookie or a Trooper, you can click the square containing the question mark to see what the solved puzzle looks like (but each peek costs 10 points). Masters can't peek!

WACKY'S ALBUM

Use the Album to browse the entire collection of images used in Wacky's four games, and to learn about each picture!



First click Album in the Games menu. You can pick a type of picture (people, places, etc.) or use the alphabetical index.

When a picture is shown full size, click it to see its caption. Click the small picture inside the caption to go back to full size view.

Use the arrows at the bottom of the screen to move through the Album.

To get back to the Studio, click outside the Album frame, or click Wacky.

Controlling the volume

In the Studio or any game screen, point to the speaker next to Wacky's lighted game board, press to show the volume slider, and drag it to the desired level.

CREDITS

Designed by Apple Computer's Zenda Studio
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Project Management: Raymond Kristof and Michael Snodgrass
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Custom Programming: Al McNeil, David Shields
Voices: Don Pardo, Mark Petrakis
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Marketing Director: Kenneth Wirt
Publishing: Jim L'Heureux, Kathy Schlein with Kim Cooper, Tricia Dooley, Gail Fauber
Assistant Producer: Betsy de Fries-Burg
Network Administrator: Don Hurter
User Testing: Janine Solal, Andreas Glocker
Photos from West Stock with Viesti Associates, Bettmann Archive, Hulton-Deutsch
Music from Associated Production Music with Berke Sound, Earwax Productions

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