HEAD RUSH

HILARIOUS TWISTED trivia ACTION!

from the makers of YOU DON'T KNOW JACK

SIERRA attractions

Jellyvision

BERKELEY SYSTEMS

S7057315

Table of Contents

Okay, Spawn of America, turn off those beepers and empty your bladders 'cause it's time to play the one, the only... **HeadRush™**. Get a load of these questions...

If Xena were xenophobic, what would she be afraid of? If you had a "gross" of gross stuff, what would you have? Do you have to have really good SATs to get into the Electoral College? What is Ice Cube's favorite beverage? Which character on "Friends" is most likely to get stuck in a kangaroo pouch? What does Green Day have to drink so they really turn green? If Puffy Combs changed his name to the puffiest cloud, would would he be called? What do a former U.S. President and Hanson have in common?

HeadRush™ is wicked fun to play alone or with a couple of friends, so gronk up your gigasnips and read on for more tasty details...if you must.

WARNING:
This product contains immature content, loud bodily noises, and a smattering of mildly saucy language with references to music, TV shows and movies that will definitely not be suitable for most geezers.

Besides, they won't get it anyway.

System Requirements

Microsoft® Windows® 95 and Windows® 98

To play **HeadRush** on a Windows PC, you must have:

- Windows 95 or Windows 98
- 486DX 66MHz processor or faster (Pentium® recommended)
- 16MB RAM
- 30MB of free hard disk space
- 2X (or faster) CD-ROM drive
- Video display capable of at least 640x480 resolution with 256 colors
- SoundBlaster 16 or compatible 16-bit multimedia sound card

HeadRush does not run on any 386 or earlier CPUs.

Apple® Macintosh®

To play **HeadRush** on a Macintosh, you must have:

- Any 68040-based Macintosh or better
- System 7.1 or later release of the Macintosh OS
- 16MB free RAM
- 30MB of free hard disk space
- 2X (or faster) CD-ROM drive
- SoundManager 2.5 and Sound Control Panel 8.0.5 (included)
- Video display capable of at least 640x480 resolution with 256 colors

HeadRush does not run on 68030 or earlier CPUs.

Installing HeadRush

Installation and Anti-Virus Software

Macintosh and Windows anti-virus software and Windows TSRs (Terminate Stay Resident programs) can interfere with installation. Before installing **HeadRush**, disable all anti-virus software and TSRs on your computer. To disable your anti-virus software, consult the documentation which accompanies your anti-virus software.

Windows Installation

There are two ways to install **HeadRush** on Windows.

If you have the Windows Autoplay feature turned on, follow these instructions:

- Insert the **HeadRush** CD-ROM into your CD-ROM drive and the installer will start automatically.
- Follow the on-screen prompts to complete the installation.

If you do not use Autoplay, follow these instructions:

- Insert the **HeadRush** CD-ROM into your CD-ROM drive and use the Explorer to browse the contents of the CD-ROM (the CD-ROM drive is usually drive D:). Double-click the icon **play.exe.**
- Follow the on-screen prompts to complete the installation.

Starting HeadRush on Windows

Once installation is complete, you can start the game by:

- Selecting **HeadRush** from Sierra program group on the Windows Start menu.
- Double-clicking on the **play.exe** icon located on the **HeadRush** CD-ROM.
- Double-clicking on the **Headrush.exe** icon in the **\\Sierra\HeadRush** directory.

You *must* leave the **HeadRush** CD-ROM in the CD-ROM drive to play the game.

Uninstalling HeadRush on Windows

You can uninstall **HeadRush** by:

- Selecting Sierra Utilities from the Windows Start Menu. Choose the Uninstall option and follow the instructions.
- Launching the Add/Remove Program from the Windows Control Panel and choosing to remove **HeadRush.**

Macintosh Installation

To install **HeadRush** on a Macintosh, follow these instructions:

- ◆ Insert the **HeadRush** CD-ROM into your CD-ROM drive and wait for the **HeadRush** window to open.
- ◆ Launch the **Double-Click Me!** icon.

The installer copies the game software to your hard drive. It also updates several system extensions if older versions are found. If the installer copies extensions to your Macintosh, the installer will notify you that your Macintosh needs to be restarted before you can play HeadRush.

Starting HeadRush on Macintosh

Once your Macintosh restarts, double-click on the **Double-Click Me!** icon from the CD-ROM.

You *must* leave the **HeadRush** CD-ROM in your CD-ROM drive to play the game.

Uninstalling HeadRush on Macintosh

To remove **HeadRush** from your Macintosh, select the folder from your hard drive and drag it to the Trash. Select "Empty Trash" from the Special menu.

Playing HeadRush

HeadRush can be played by 1, 2 or 3 players.

When the game starts, our very own Baby Diva will ask for your name. Red is always the first player or the one sitting on the left side of the keyboard. Green is always the player in the middle or a single player. Blue is always the player sitting on the right side of the keyboard. After you enter your name and select your player icon, Baby Diva will assign you a buzzer.

Red uses the letter **Q** to buzz in, Green uses the letter **B**, and Blue uses the letter **P**. Inside the box you'll find some spiffy stickers that you can slap on your keyboard to help remind you!

> Bob, the Host, will then run the instructions by you.
> If at any time in the game you want to skip the instructions, press S.
> He won't be insulted.

When Bob asks you to choose a category, press 1, 2 or 3 to pick one, but you gotta act fast or he'll pick one for you!

Okay, but HOW DO YOU PLAY? We're getting to that. It's pretty easy. The first player to buzz in gets first crack at the question and the cash. If you get it right, you get rich. But if you get it wrong, we're snagging away some of that green stuff.

All questions are timed. Buzz in before the timer runs out — and no stalling allowed in this game. If you're far in the lead, **Don't Be a Wimp**™ or you'll find yourself at the mercy of a rabid crowd.

Each game is 11 questions, but you can keep racking up your score and have a real grudge match if you press the **C** key to **"continue playing"** at the end of the game. So, if you finished the first game with $40,000, you can keep that money and add to it in the next round. Keep shooting for the Big Bucks 'cause you never know what SURPRISES we have in store for you! That's all we're gonna say.

Bite Your Neighbor™

If you don't know the answer to a question, why not Bite Your Neighbor? In a 2 or 3 player game, you'll get your very own set of choppers. If you've got a real tough question, you can force another player to answer it by buzzing in and then hitting the Spacebar. Then you bite someone by hitting their buzzer. They've gotta answer the question or get chomped by the teeth! It's pure evil!

HeadRush has seven different kinds of questions: Multiple-Choice, DisOrDat™, Fill in the Blank, HeadButt, Trash Talkin' with Milan, Old Man's Moldy Memories, and HeadRush™.

The Multiple-Choice Question

Multiple-Choice questions are exactly what you think they are. They're worth $10,000, $20,000 or $30,000, depending on the difficulty.

Check out this ridiculous example:

> **If actress Halle Berry changes her name to "Halitosis" Berry, what product might we see her sponsor?**
> 1. Clearasil ™
> 2. Head and Shoulders™
> 3. Scope™
> 4. Pampers™

If you think you know the answer to this question, hit your buzzer key quickly (Q, B or P) and choose your answer by pressing the 1, 2, 3 or 4 key. Get the question right, you get the cash. Get it wrong, you lose the cash. Got it?

Hint: the answer is 3. Halitosis is stanky breath.

The DisOrDat™ Question

When you've got a DisOrDat question, you've got the keyboard to yourself. You'll get a list of 7 clues and you've got to figure out if they're one thing or another. It's deceptively simple. Check out this example:

> **I'm gonna read off 7 names and for each one I want you to tell me if it's a rapper, a beverage or both. If it's a rapper, press "1." If it's a beverage, hit "2." If the answer is "both," press "3." To skip, press "4."**
>
> **1. Yoo Hoo™**
> **2. Coolio™**
> **3. Sunny D™**
> **4. Kool-Aid™**
> **5. MC Lyte™**
> **6. Dr. Pepper™**
> **7. Dr. Dre™**

For each of these seven clues, you get cash for a correct match and lose cash for a wrong answer. You also lose cash for a clue you don't answer — so you gotta be fast or the monkey gets the banana (you'll see). Each of the seven clues is worth $5,000.

The Fill in the Blank Question

Unlike multiple choice questions, Fill in the Blanks do not have answers that you can choose from. To answer, you buzz in, type the right answer and hit the **Enter** or the **Return** key. Here's an example:

> **So, tell me what you want, what you really, _____ want.**

If you know the answer, buzz in and then type...

> **really**

Type carefully — we're forgiving of some typos but you gotta be in the ballpark.

The HeadButt Question

When you see the guy playing the bongos with his butt, there can only be one thing in store for you — a HeadButt! It's a word equation and the starting value is $50,000, but every second and a half that you don't answer, we take a little bit of moola away.

You'll see an equation that looks like this:

> **color of pickles + opposite of night**

Add 'em together and what do you get?

> **Green Day**

Get it? The color of pickles is "green" and the opposite of night is "day."

If you don't get it right away, we'll give you some clues — but remember, the more time you take, the less money you make. Also, my friends, there's absolutely no biting allowed in a HeadButt...for obvious reasons.

Trash Talkin' with Milan

From time to time, you'll be visited by our good friend Milan the Janitor. He's taking English classes at night and likes to share his newfound knowledge with Bob, the host. Be prepared for some challenging and somewhat disgusting questions — what we like to call "gross grammar." Milan likes to work in the multiple choice format.

Old Man's Moldy Memories

The Old Man is another special guest host who will come around from time to time. See, the Old Man's been around so long he predates the dinosaurs. We hear he was around before water! With all that knowledge and know-how, we thought we'd give him his very own show. Thing is...the Old Man can't always remember the names of things. So, he'll give you clues and you have to buzz in and help him remember the answer.

You'll get some clues like this:

> **OOOH! What was the name of that movie?**
> **It stars that Fresh Prince guy...**
> **It's got lots of aliens and stuff...**
> **He wore really cool sunglasses...**
> **Wrote a rap song that's also the title...**
> **What was it called????**

Still don't know the answer? What, do you live in a cave? Try this:

> **"Men in Black™"**

Trust us, they're not all this easy!

The HeadRush™ Question

The HeadRush is the last question of every game. Basically, it can make or break you, so keep on your toes. Each right answer is worth $5,000 and each wrong answer takes $5,000 away. Pretty steep.

The HeadRush is an intense matching game. Once you're given a clue, you've got to find the link or match between two phrases or words. It's easier to describe with an example. Let's say you're given a clue like **"Won't You Be My Neighbor?"** In a HeadRush, a word will zoom out from the center of the screen as potential matching words zip by. In this case, the name **Homer Simpson** flies out. You might see the following items fly out past it — **Lisa, Krusty, Kwik-i-Mart** — but once you see **Ned Flanders,** buzz in immediately!

Homer's neighbor is, of course, Ned Flanders, so you'd get that one right to the tune of five grand.
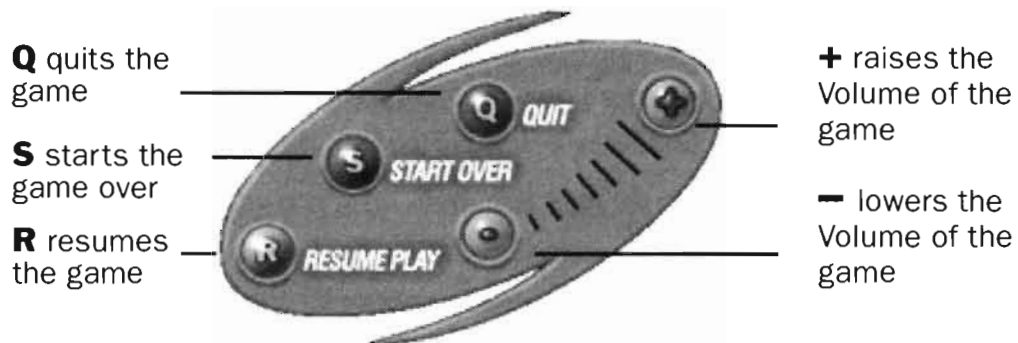
Be careful! Don't get psyched out by decoy answers!

Each HeadRush has seven matches. Buzz in at the right time with the right match and you've got it made. Remember, you can buzz in as often as you like, but every time you're wrong, that's another $5,000 in the hole!

Game Options Screen

Press the **ESC** key at any time to pause **HeadRush** and access the Game Options Screen. When **HeadRush** is paused, the Game Options Screen shows five choices:

Q quits the game

S starts the game over

R resumes the game

+ raises the Volume of the game

— lowers the Volume of the game

Simply press a key to make your choice. You can also raise and lower the volume with the **Up Arrow** and **Down Arrow** keys, respectively.

Remember, at the end of the game, you can continue to rack up scores by pressing **C** to continue. HeadRush will restart with the same scores and players. Or you can press the **S** key to start a new game with new players or the **Q** to quit the game.

Troubleshooting

For more information check out the README file on the **HeadRush** CD-ROM. If you're still in a jam, call, write or e-mail our technical support team. Contact information can be found on page 21 of this manual.

And, let's get something straight. Choosing wrong answers all the time is **your** problem.

Windows

If you experience stuttering sound or video, decrease the sliding CD-ROM read-ahead cache. To change this setting, select the System Control Panel, choose the "Performance" tab and click on the "File System Properties…" button. Set the slider to "Small" and the pop-up menu to "no read-ahead."

If you experience problems with your video display, make sure that you are running in 256-color mode.

Macintosh

If you are having problems installing or playing **HeadRush**, try turning off all unnecessary extensions.

To play **HeadRush**, you need Sound Manager 2.5 (or better), Sound Control Panel 8.0.5 (or better) and Apple CD-ROM (or software for your CD-ROM).

If you experience choppy sound, make sure Virtual Memory is turned off. To do this, select "Memory" from the Control Panels folder and click the "off" position in the "Virtual Memory" section. If that doesn't work, try rebuilding your desktop twice by holding down the **Command** and **Option** keys during start-up, or trashing the Sound Preferences item by dragging it from the Preferences folder in the System Folder to the Trash and emptying the trash. The Sound Preferences will rebuild itself the next time you open the Sound Control Panel.

Are You Pissed About a Question?

Each and every fact expressed in **HeadRush** was carefully researched and verified by our crack team of writers and found to be correct at the time of publication. Now, we're not saying that we're perfect, but we really really tried our very gosh darn best to come close.

If you feel that one of the questions in the game is somehow incorrect or false and you want to gripe about it, feel free to express yourself by sending email to impissed@jellyvision.com or snail mail to this address:

I'm Pissed About a HeadRush Question
Jellyvision, Inc.
848 W. Eastman
Suite 104
Chicago, Illinois 60622

If your letter is especially entertaining, we'll post it in our kitchen so we can laugh and laugh and laugh and laugh until milk comes out of our noses.

If you have other comments or questions about **HeadRush**, please contact Sierra's Customer Service or Technical Support.

This game is for entertainment purposes only. In the event that you have swallowed or ingested the CD-ROM, please contact your local poison control center immediately.

Online Entertainment

Want to wallpaper your desktop with cool stuff from HeadRush? Want to download some of those twisted HeadRush cartoons and sounds? Want the latest news, gossip and updates? Want to see what Baby Diva really looks like? Come on over to the source for everything HeadRush:

www.headrush.com

While you're at it, check out Bezerk, the award-winning Online Entertainment network from Berkeley Systems. There you can find more cool games, like Acrophobia and HeadRush's older (and uglier) cousin, You Don't Know Jack the netshow!

www.bezerk.com

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8am-9pm CST

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