

= You Don 't Know Jack (2011 video game) =

You Don 't Know Jack is the 2011 release of the trivia @-@ based party game series You Don 't Know Jack . The game was developed by Jellyvision Games and published by THQ , and was released in North America on February 8 , 2011 , for Microsoft Windows , Nintendo DS , PlayStation 3 , Wii and Xbox 360 platforms . It is the first title in the series released by Jellyvision after an eight @-@ year hiatus , taking advantage of online connectivity and other features of modern gaming consoles . A single player iOS port was released about two months later , but was later pulled in anticipation of a more robust client based on the Facebook version of the game .

The game is structured around a fictional game show emceed by Cookie Masterson (voiced by Tom Gottlieb) , in which the players answer ten multiple @-@ choice questions , and then compete in a final " Jack Attack " round . Answering quickly and correctly earns virtual money to track the players ' scores , while incorrect answers are penalized . As per the game 's motto , " the irreverent trivia party game " , the questions often combine general knowledge with popular culture references and verbal wordplay to determine the correct answer . Unlike the earlier releases which randomly presented questions , the 2011 game provides more than 73 episodes with a predefined set of questions , and with further episodes to be made available as downloadable content which is currently only available on the Xbox 360 and PlayStation 3 through both consoles ' respective online stores .

The game , on consoles , supports both offline and online play (with the exception of the Wii which lacks online multiplayer) with up to four players , while the Windows and Nintendo DS versions only support two local players and lack features such as online play and access to downloadable content . You Don 't Know Jack was generally well @-@ received , seen as a humorous return to form for the series , though the lack of online play or additional content for the Windows version was criticized .

= = Gameplay = =

You Don 't Know Jack is played out as a fictional trivia game show for one to four players , with the goal to win the most virtual money at the end of the game . Each game uses a pre @-@ defined set of ten questions from over seventy episodes , titled by the name of the show 's fictional sponsor . Most questions are multiple choice , providing one correct and three incorrect answers , along with a short timer that starts once the question has been completely presented . All players play at the same time , entering their choice of answer before the 20 second timer runs out . If a player is correct , they get a base dollar amount plus a bonus defined by how quickly they answered , while if they miss the question , they lose a similar amount of money . Failing to answer does not cost the player any money .

Each player in multiplayer games is also given a single opportunity to " screw " another player , forcing them to answer the question in a much shorter time period . If the selected player answers incorrectly or fails to answer the question , they lose money which is gained by the player using the screw . However , if the selected player answers correctly , they gain additional money taken from the player using the screw .

The game 's trivia is based on general knowledge from several fields including science , history , and geography , combined with contemporary entertainment , celebrities , and other news items ; the game , as well as the series , is often described as " high culture meets pop culture " . For example , one question asks the players to identify which Jennifer Aniston film title would most likely have been suited for a hypothetical romantic comedy penned by Albert Einstein about the interactions between neutrons and electrons , the answer being " He 's Just Not That Into You " . In addition to the usual questions , each episode typically features a " Dis or Dat " question . This question gives the players seven words or phrases which they have to identify as one of two possible classifications , or in some cases , both . For example , one Dis or Dat series asks the players to identify terms that would be features of a Nexus One phone , Nexxus shampoo , or both . In offline play , only one player participates , while other players try to steal by getting it right if the

main player gets it wrong . In online play , all players play the Dis Or Dat simultaneously . Players are also urged to look for the " Wrong Answer of the Game " , which is hinted at by the show 's sponsor ; for example , in an episode sponsored by a baby crib company , the answer " Cat 's Cradle " is the Wrong Answer of the Game . Choosing the correct Wrong Answer does not penalize the player but instead rewards them with a large monetary bonus . Other questions are presented in the standard multiple choice format but use recurring concepts , such as questions based on a fortune cookie message , or ones read through Cookie 's ventriloquist dummy incorporating a speech impediment that may make the question harder to understand .

After ten questions are completed , the final round of the game is the " Jack Attack " where all players compete against each other . Prior to the round , a brief clue is shown to the players to describe a relationship that they must match , for example " BFF " (Best friends forever) . The game then shows one word or phrase , and then cycles through other phrases which the players must match . If players respond to the wrong phrase , they lose money ; only the first player to buzz in at the correct time wins and earns money . After seven such phrases , the total scores are added and the winner is determined .

= = Development = =

You Don 't Know Jack was developed by Chicago @-@ based company Jellyvision . The You Don 't Know Jack (YDKJ) series , though popular in the 1990s during the rise of gaming on personal computers , had not had an official full release since 1998 with YDKJ : The Ride . Though Jellyvision offered some web @-@ based YDKJ games in the interim years , the developers left the gaming market after seeing the rise of home gaming consoles in the early 2000s . Though they had considered adapting the game for consoles , and had produced two titles for the original PlayStation , they could only realize YDKJ games with players at the same keyboard for input . During this time , Jellyvision reinvented itself as Jellyvision Labs , offering its services in business @-@ to @-@ business communication including for tax software from H & R Block and interviews for Equifax .

Around 2008 , the company saw that gaming consoles had developed features for connectivity and social play . They also recognized that the market for such trivia games was slim at the time and saw a possible opportunity to revitalize the series . Near this time , Jellyvision Labs was spun out to its own company , Jellyvision Games , LLC , which would later be reincorporated in 2011 as Jellyvision Games , Inc . Harry Gottlieb , the founder of Jellyvision , recognized that many of the same people that worked on the original games were still in the company , and proposed the idea of a new YDKJ title to publishers . After securing THQ as a publisher , full @-@ time development for the game started in February 2010 . Steve Heinrich , the game 's producer , said the development process was " insanely quick " , allowing them to work concurrently on writing , art , sound , and programming , and had the flexibility to make design decisions to keep the game simple and funny . However , the question writing staff found some of the deadlines to be too short , preventing them for doing extensive audience feedback .

Jellyvision Games did not want to change much of the older games for the 2011 version . They sought to keep as many of the old game question types , such as the Jack Attack and Dis Or Dat questions , updating the games to support online play . To counterbalance other types that would not be playable on consoles , such as Gibberish Questions that required players to type in a phrase , the developers added new features to the game , such as the Wrong Answer of the Game . The developers took advantage of other features of the newer consoles : they were able to use rumble features of console controllers to emphasize the effect of Screwing other players , and wrote several humorous titles for the in @-@ game achievements .

Allard Laban of Jellyvision Games noted that compared to 1995 , where the pop culture was " fragmented " , the onset of the Internet and social media made it easier to develop questions for the game . At the same time , with more information and entertainment available , the writers had to be selective about what parts of culture would remain relevant ; an example given by Heinrich was that while questions about Seinfeld were okay , questions about Mad About You were not . Jellyvision Games sought comedy writers , including from local comedy clubs such as Second City and I.O. ,

narrowing down the pool of applicants from hundreds to six , including Second City comedian Tim Sniffen , who had worked on previous iterations of the YDKJ series . A weekly training process was employed to bring the new writers up to speed and review previously written dialog for possible improvements . Heinrich also assured that material was not repeated throughout the game 's script . Heinrich estimates that each question in the game was a result of about two hours of work .

The majority of the game 's dialogue is provided by Tom Gottlieb , brother of Harry , who had voiced the emcee " Cookie " Masterson in the earlier games , and had been considered one of the more popular emcees by players . Lacking any professional studio , most of the 100 @-@ 200 hrs of game dialog were recorded in a makeshift soundproofed closet . Tom Gottlieb was also involved in the writing process , as Jellyvision Games credits much of the " Cookie " persona to his own performance of the character . Other sound effects include fake commercials that are heard before and after a game ; some of these include commercials used in previous iterations of the YDKJ series . Prior to each questions , the game includes short musical interstitials with animated numbers to introduce the question via its number . These were designed as to get the music for these stuck in the players ' heads as something they would remember throughout the day ; to avoid making these become too routine , certain episodes featured variations on the interstitial that would be unexpected , keeping players on their toes throughout playing the game .

The game was released in North America on February 8 , 2011 . Jellyvision Games has stated they considered further international releases , but these would be too expensive at the present time . The company does not rule out future iterations of the game being released to a wider market based on the success of this title .

An initial version of this version of You Don 't Know Jack was released for iOS systems in April 2011 . It featured twenty 10 @-@ question episodes , but was limited to a single @-@ player mode . Jellyvision Games later pulled the application , in anticipation of release of a more robust client for both iOS and Android that will mimic the Facebook application , featuring cross @-@ platform multiplayer between iOS , Android , and Facebook versions , and downloadable episodes from the Facebook game .

= = Reception = =

You Don 't Know Jack was positively received by critics who were delighted not only with a new entry in the series , but one that kept the same humor and wit as the earlier games . Seth Schiesel of The New York Times praised the " triumphant , hilarious and even enlightening return " of the series , citing the creativity of the writing and voice work . John Teti of The A.V. Club called the title an " astonishingly good game " , and was impressed that the writing of the game was as witty as the previous games in the series despite the years of dormancy . Though Teti lamented about the lack of keyboard @-@ bases questions , he praised the new question types and gameplay as the overall change " minimizes blowouts and keeps the pace brisk " . Greg Miller of IGN considered the game a great value , attributing it to the game 's " great sense of humor , clever rounds and enough questions to keep you busy for a while " .

Kevin Kelly of G4 TV praised the voice work , particularly that for " Cookie " , as " Without Cookie , this game would quickly be just another forgettable trivia game " . Jeff Cork of Game Informer considered the game " proof that games don 't need to be excessively complex in order to be fun " , complimenting the " top @-@ notch " writing . Chris Watters of Gamespot commented that the structure of each episode can become repetitive , and that commonly the Jack Attack round would decide the winner of the game , negating the previous questions , but still considered the " large amount of legitimately clever and surprisingly funny writing " a key aspect of making You Don 't Know Jack as " one of the most entertaining trivia games on the market " . Gamepro 's Nathan Grayson was more critical of the game 's lack of features , considering the number of questions " painfully short " compared to the Buzz ! trivia game series , the " absolute bare @-@ bones basics " presentation , and the game 's somewhat juvenile sense of humor . Though the Toronto Sun 's Steve Tilley generally praised the game 's humor , he noted the lack of variety of gameplay modes , and that playing with people online may be spoiled by those that had already run through all the

game 's episodes .

Both the Microsoft Windows and Nintendo DS versions were criticized for limiting the number of players to two . The Windows version was particularly criticized as it did not allow for online play , a feature available on the Xbox 360 and PlayStation 3 releases , nor would receive the downloadable content for the game . The lack of multiplayer in the pulled iOS version was lamented though the other facets of the game 's humor remained .