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Yellow Brick Road II

Both of Synergy's **Yellow Brick Road (YBR)** titles will be available together in the Emerald Collection Package by Christmas 1996. Together they offer an incredibly innovative alternative to most American games. **Yellow Brick Road II**, the double disc successor to the ground-breaking **YBR I**, is a much better game appealing to much wider of an audience than the pre-teen targeted first title. Both title bring you into a Japanese interpretation of the Oz novels by L. Frank Baum. **YBR II** brings you back to Oz after Glinda the Good has been incarcerated in a glass ball and the Gnomes seem to be intent on storming the Emerald City. Your androgynous character (you are never called "Dorothy" so you can be a boy or girl) travels the golden highway, encountering friends, who join your troupe in the style of Adventure Games; and enemies, with whom you engage in battle a la Role Playing Games. The battles are non-violent and your foes simply run away when defeated, some of them may even join in on your journey when your fight is over. And, if you lose a battle, you aren't killed, you simply start the battle over.

Aside from the initiation to **adventure gaming**, puzzle solving and strategy, Synergy's titles display some amazing 3D graphics. The scenery is rendered in 3D much the same way as the feature film "Toy Story". Also, movement down the road is extremely fluid. When you switch directions, the scenery pans flawlessly instead of jumping quick to a new vantage point. Likewise, the creative, campy mix of humor and weird musical numbers (complete with singing radishes) make **Yellow Brick Road II** a sure-fire cult

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hit with more than just kids and their parents, almost like a Godzilla or Japanese animation midnight movie.

See Also

Are You Afraid of the Dark?; Family Entertainment; Foul Play; Masterpiece Mansion; Mortimer

YMODEM

See

File Transfer Protocols, Modem Transfer Protocols

YMODEM-G

See

File Transfer Protocols, Modem Transfer Protocols

You Don't Know Jack

Berkeley Systems' trivia game, You Don't Know Jack, is one of the best games available in any category. Jack takes its lead from board game Trivial Pursuit and schlock television game shows to bring a pop culture quiz show to the

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Mac. Amazingly, the game doesn't even use video or character animation to spice up the interface.

Instead, it focuses on great sound effects, hilarious background noise and comments and a comedian/narrator. The game supports up to three players at a time, each assigned a key to use for buzzing in and answering trivia questions. You Don't Know Jack poses a wide variety of questions in all sorts of areas, wrapped in the guise of popular culture. For example, the answer to "Which tasks would make the best use of the skills of Dr. Doolittle and Love Boat's Julie McCoy?" is not "running a Texas dude ranch," but "coordinating activities on Noah's Ark." Other questions get more in depth with such scary topics as science, anatomy and etymology. Berkeley Systems has also released a new Jack X-tra Large pack with an added 400 new questions which can also be purchased separately as the You Don't Know Jack Question Pack if you already own the first title.

See Also

Card Games; Chess; Classic Collection; Traditional Games