

by Rafi Guroian

*Berkley Systems, \$29. Requirements: PowerPC, 18MB  
RAM, System 7.5.5  
or later, 4x CD-ROM. Contact Berkley at  
<http://www.berksys.com>.*

Don't Know Jack  
designers) goes  
simply  
have been  
far outweigh

YDKJ has taken a  
were to take  
bonus rounds  
Know Jack" and  
we feel like we  
the sense that we  
accompanying vocal band.

Jack is back. Just when this reviewer thought that the You  
franchise had been played out to its fullest, Jellyvision (the  
and does something like this. And believe me, what they did is  
amazing. Granted, YDKJ: The Ride has its faults, which should  
caught, and caught early, but the new innovations in the game  
what has been lost.

Lost, you say? What's been lost? Yes, that's right, folks.  
turn in goals, but the turn isn't for the worse. Simply put, if we  
Cookie (the host of YDKJ) out of the game, and call some of the  
different names, we could easily strike the name "You Don't  
call the game something completely different. No longer do  
are getting ready to go on a game show. No longer do we get  
are on display in front of a studio audience with an

interludes  
premise, but  
many Frosted  
  
sobering to  
installment of  
insulted at  
pre-show Green  
used to. Instead,  
names) are  
theme park ride  
think it makes  
basically  
could they  
rather  
is actually  
each game.  
any case,  
alter the  
your pick, the  
you enter a  
in an episode  
and restarted my  
case, my  
disciple in the

And most of all, no longer do we have those oh-so enjoyable introducing question numbers. Yes, folks, it's an entirely new fear not, the game is not just good, it's great! (guess I had too Flakes this morning)

Yes, the departure from the familiar "game show atmosphere" is say the least. I've got to admit that I did not like this fourth YDKJ when I first played it. A die-hard jack-ee, I was almost such a change. For example, we are no longer treated to a Room preparation for the game in the same way that we are the same objectives (getting the number of players and your accomplished with the idea that you are about to embark on a of some sort. Yeah, it's weird, believe me. Personally, I don't a bit of sense, but I am willing to overlook the entire premise, because of the innovations here. "Innovations?" you ask. "How possibly innovate the pre-game questionnaire?" The answer is simple: Play with your mind. Yes, that's right. YDKJ: The Ride witty. To begin with, you are asked a question at the launch of Some of the questions are rather personal; some are funny. In whichever answer (you are given two options) that you pick will course of the rest of the game. In some cases, depending on computer will refuse to let you enter your name and will make different name instead (I was forced to be called "Two Percent" about milk). Before I caught on, I even quit out of the game computer thinking the keyboard had gone haywire. In another friend, Peter, was ridiculed for having the same name as a Jesus Christ episode.

handle on where  
for his fourth  
last outings),  
to several other  
period of time. We  
(perhaps the  
Netshow),  
finally, Buzz,  
or not, Buzz  
due to the  
him of his last  
the former  
  
the opportunity  
which answer

The Ride slowly began to grow on me once I started getting a  
the game was going conceptually. Cookie returns once again  
installment as host (Movies, Netshow, and Volume 3 were his  
which is always a welcome sound. In addition, we are treated  
hosts from previous games, each of which takes over for a  
hear from Guy (from YDKJ: Sports and Sports Netshow), Nate  
best YDKJ host of all, who hosted the original game and the  
Schmitty (formerly of YDKJ: Television and now Netshow), and  
the much-debated, questionable host of Volume 2. Believe it  
actually comes across much better this time around, partially  
obvious hazing he gets in this game from other hosts ridiculing  
outing's performance. The fact that The Ride brings back all of  
hosts was enough to make me grin ear-to-ear right there.  
The game's format has also changed. No longer are we given  
to pick from three question categories. Instead, depending on  
we pick at the beginning of the game (yes, it comes back to

haunt you  
a specific  
the game,  
format used to  
of the questions  
deleted the game  
only to find that  
start getting new  
on this, The Ride

consistently), we are led to a specific "floor" or to put it simply, episode of set questions. This is perhaps the poorest part of detracting from the infinite combinations of games the older provide. Instead, once you've played an episode, you know all and answers. This becomes incredibly annoying if you've from your hard drive after playing upwards of twenty games, you've got to play through a good portion of those twenty to episodes. Had the makers of the game created a workaround would have gotten a perfect score from me.

screen now chooses  
longer constricted to  
Question values

Buzzing in as a host of question values flash by you on the the questions for you. In addition, question values are no the \$1,000, \$2,000, \$3,000, \$4,000, and \$6,000 limit. are now much more eclectic with some individual values

topping \$12,000.  
game.

true Gibberish  
Rounds like the  
Sorely lacking  
Optic Field  
implemented in a trivia  
book and have  
give it another

be  
seems like the  
amusement park  
commercials as if  
going to have to  
own. The  
CD's is  
right there. In  
make an already  
features.

Of course, this makes for a much more intense multiplayer

Bonus Rounds are also great fun. In addition to the tried-and-  
Questions and Dis-or-Dat, we are presented with new Bonus  
Road Kill and Bingo, each tailored to the episode's content.  
from this volume (as with Volume 3 and Television) is the Fiber  
Trip. This was perhaps one of the best features ever  
game (the host would call a random person out of the phone  
them make up a question). I strongly encourage Jellyvision to  
go the next time around.

In all, Jack: The Ride is a winner. Die-hard fans, like myself, will  
disappointed at the non-Jackness of the product. At times, it  
game is in an identity crisis. The game starts up like an  
ride, but ends in the familiar (and hilarious) spoof radio  
we were on a game show. It's becoming clear that Jack is  
make a decision for the next entry, but for now, it stands on its  
inclusion of popular Jack commercials on one of the game's two  
priceless, and may be worth a good chunk of the game's price  
any case, Jack has done what nobody thought was possible:  
great game, even better, albeit at the cost of some familiar