

'7th Guest' slightly flawed

Lots of puzzles make "The 7th Guest" a fun and absorbing CD-ROM game. The idea is that a group of people were at a house and there was an unknown seventh guest. It is your job to solve the puzzles and discover, through the enactment of dramatic scenes, who the mysterious seventh guest is.

I really enjoyed playing the different puzzles. Many of them require spatial organization and are challenging. There are quite a few puzzles, and finding some of them is the difficult part.

After each puzzle, you view a scene where actors re-enact a portion of what happened. I found that after playing so many puzzles and having the time in between, I often forgot exactly what was happening and these scenes had little meaning for me.

The voices in this game are truly annoying. When you are trying to solve a puzzle and are looking at a solution, the voices will repeat in the background.

The 7th Guest

★★★

remarks.

I also found some of the puzzles challenging but somewhat tedious, and sometimes I would work on them for quite some time before reaching a solution. One puzzle in particular was very frustrating, and I gave up completely on it. I wonder if the creators made sure that each puzzle had a solution before they made the game. I believe that on one puzzle they forgot to check the solution.

This game, though fun, was also quite boring at times. If I had the time to play it straight through, I think it would have been more fun.

— Chris Fox

Frustration part of the fun with 'Noctropolis'

"Noctropolis" is a city where only the lucky, the evil and the well-informed have a chance of success." After playing this CD-ROM game from Flashpoint and Electronic Arts, I would wholeheartedly agree with that statement.

"Noctropolis" is a new game where you take the role of Peter Grey, failing comic book fanatic, who is literally sucked into the world of his favorite comic book to become its champion. Grey must become the Darksheer in the city of darkness, Noctropolis, and save the city from Flux and his band of quippy evil-doers.

As far as game play goes, the interaction is great. All the people you interact with come on the screen in boxes and talk to you in what the game totes as two and a half hours of digitized spoken audio.

I liked the graphics, the backgrounds, the premise and Stiletto, your only ally in the city of darkness. Of course, getting her to be your ally is a task in itself. The only thing I found unappealing was the minute detail you have to observe in order to advance in the



Noctropolis

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game. Sometimes, if you did not look at the right book or move the right statue, you could be plagued with hours of uncertain searching.

I was also disgruntled when I talked to some of the game's characters. Often, there was only one path of responses you could take to get to the desired end result. The digitized speech is neat, but listening to the same responses for an hour is not.

Overall, I thought "Noctropolis" was a very fun game. The characters are realistic and the puzzles are difficult, so you probably won't be winning this one in a couple of hours. Plan to stay up late however, because once you start, this game is hard to turn off.

— Chris Fox

'Monty Python' CD-ROM completely worth the time

Has the penguin on top of your TV exploded lately? Who is Mrs. Zambisi? And what does the Spanish Inquisition have to do with hi-tech CD-ROMs?

Well, if you don't run out right now and buy "Monty Python's Complete Waste of Time," you will never know. This is a CD-ROM "game" for anyone, whether you grew up watching *Monty Python*, saw *Monty Python's Search for the Holy Grail* or know someone whose uncle's, sister's, mother-in-law once saw the dead parrot sketch. And hey, it's fully justifiable as an educational expense. You'll learn interesting things like what the "other thing" is, how to "Spot the Loony," what to do with Spam and most important, how to waste 10 hours a day without blinking an eye.

This CD-ROM is packed with more than 30 classic sketches, 50 Polarized phone machine messages, 20 interactive screen savers, Pythonized icons, wallpapers (living and "dead") and much, much more.

If this were not enough, the folks at 7th Level throw in the possibility of solving "The Secret to Inter-galactic Success" at no additional charge. The "Secret" is a game. This game has only one flaw — you aren't told what it is, how to find it, how to play or



Monty Python's Complete Waste of Time

★★★★

what you need to do to win. Well, OK, that's four things.

But the point is, you have to find the game in the mess of Python sketches, disgusting sounds, noisy bits and flying pigs before you can even play it. And you have to know key points about the sketches to win the game.

There is, however, an incentive. Be the person with the lowest score, measured by the time to complete the game, and you could win an Intel Pentium computer. I won't tell you what my time was, unless there is a bribe involved.

So the bottom line is this. If you have a CD-ROM, you need this CD. If you don't have a CD-ROM, I can't think of a better reason to get one. If you can't afford the \$40, sell some of those text books you're not reading. And always remember two things: Spot some loonies and become one.

— Anthony Forney

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