

Gadget is another in a long line of "interactive" movies that fall short of the mark. Although there are a few great ideas used in Gadget, they just aren't enough to make the game more than a one time player.

Gadget's greatest point of success is the plot. A comet is heading toward earth and no one believes the "insane" scientist who is trying to save the world. Your job is to collect the few remaining components of the prototype space craft, and deliver them to a secret research base to complete the ship. Although not a very original story, the look and feel of the entire package really help bring the story a realism which is desperately needed in most interactive movies.

The graphics really help this game out. Although they are simply a series of still shots that you click through, they have a fantastic feel about them. They bring back images of great movies like Metropolis and Forbidden Planet, and anthologies like Flash Gordon. Everything looks like a vision of the future taken from a 1940's perspective, all streamlined and shiny, the shots fit well together, successfully bringing the vision to life. The few animated sequences are done in black and white, which help set the mood of this potentially great looking movie.

Unfortunately, things go downhill from here. Synergy was a tad stingy with the sound for this "game". Except for the background music and a few sound effects, you may as well be deaf, because that's all you hear. The people you "talk" to has everything typed out for you to read. The only time anyone talks to you is when you turn on a radio or television set. The days of reading any game have long since passed, there needs to be voices for the characters.

Gadget is also anything but interactive. There is no decision making until the very end of the game where you have to figure out a very simple maze. It feels like they decided to try interactivity at the last minute. Playing Gadget is like watching a movie, only you have to click the mouse after you are done reading what each person has said say. I think Synergy would have had a much better "game" if they had just removed the mouse clicks and let me watch the movie.

With the lack of puzzles to solve, or action to test my skills, I finished Gadget in under 4 hours. With little interaction, there is no replay value, unless you want to see the graphics again. I did like the use of computer generated actors instead of real actors, and some of the sound was great, but unless you like to click through your movies, you'd be better off waiting for Gadget to be released for home video.

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