

Paparazzi! Tales of Tinseltown from Activision

You've gone to Tinseltown fresh out of art school to make a name for yourself. In order for you to make it big, you must track down celebrities and capture them on film in a compromising situation. You earn money by selling your photos to the rag mags or authorities. You have only two weeks to snag a photo of all 24 celebrities.

One moves around in Tinseltown with the PALMINATOR2000. You can go to different places by choosing a place on the map. Once you've arrived, it's time to watch a movie (.mov file). Depending on whether or not you're in the right place, you now have to snap the right photo (2 chances) and sell it.

Unfortunately there isn't any real need for the money, except to keep score. You might buy a ticket to a special event or bail someone out of jail for a hot lead or even pay a doctors bill. It would have been nice if they had made it so there where daily expenses like food, film, gas, bribes, etc. I don't even know if that would have made the game that much more interesting.

There were no hassles during the install into Windows 95. The game plays very smoothly and is easy to learn. I didn't find any bugs in the paparazzi! That's always a bonus on the desirability scale. I found the graphics to be of a very good quality. There was a lot of time spent in creating all of the video clips. There weren't any fancy sets created for the actors to play their parts. The sound was recorded at 8-Bit 22 Khz which made listening to the actors very easy. The music is an original score with a definite beatnik sound to it.

Bottom Line: The game is full of bad jokes and celebrity spoofs. I felt like some of the clues given didn't have anything to do with the game and I would end up going on wild goose chases. Paparazzi! lacks creativity and room for the imagination. The game play is the same each time you restart a character. Entirely too linear for my liking. I barely found paparazzi! interesting, mainly due to the lack of a plot. Unless you like watching punny movies and bad puns, I would recommend staying away from this game. One last note, parents should be aware that the game contains foul language, sexual innuendoes and obscene gestures.

Shannon Elliot

Rating

Graphics	80
Sound	80
Interface	86
Fun Factor	64

Overall	77
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System Requirements

486dx33	mouse
8meg ram	Windows comp. sound card
22meg hard drive	SVGA
2x CD-Rom	
Windows 3.1 / Windows 95	