

was able to snoop around Ambrosia's research and development lab. Usually these folks are pretty anal about destroying any little tidbits that might provide clues to what they are up to. Lucky for us, their X9000 Ollie North DocuTorch was out of fuel, and they had not yet stopped by the RV dealership to pick up the new propane canister.

So I spent my lunch fishing through the shreadings, and taping those together that made sense. What a nightmare. I was able to find a lunch menu, two shopping lists and this little item. Can you make heads or tales of it?

was going to get the rest of the page done, but Gayle walked in and I was forced to make believe the pile of shreadings was a bean sprout salad and eat the entire thing. And I don't even like bean sprouts. Thank God for Tabasco sauce.

Looking over a few shoulders, I was able to connect the name "Barrack" with this funky program with all these little round dudes floating around the screen. Don't worry, Blip it is not. Sections of the screen were being sliced away, forcing the bouncy round guys into smaller and smaller sections.

luing shreddings together just took too long. Instead I brought in my trusty little micro camera. These cameras are pretty inexpensive since the downfall of the Soviet Union and Michael Jackson stopped having slumber parties. The quality just isn't there though, it ate part of my film. These shots are from a project code named "EV."

The first two shots are view screens of different worlds that you are able to land on to interact with the natives. The first was pretty hopping, just remember to bring your swim suit. The second one was just arid desolation. Boresville. The third frame shows a Scoutship leaving a planet after refueling, a little bartering and some ship shopping. Right after the Scoutship left the planet it was jumped by pirates. Hope the little guy does all right, the Pirate vessel is a bit bigger. Remember, "when the going gets tough, the tough get a bigger gun..." If I were him though I would seriously think about getting up to Escape Velocity and jumping into hyperspace.

This program didn't look like one of your traditional "point and shoot" programs. Sure, there was plenty of action, but it looks like you also have to use that gray matter between your ears. I saw the guys testing it trading with planets, communicating with other ships and choosing missions. Then there was this one dude sitting in the corner who kept repeating "Oh yes... the universe shall be mine."