

There are good and bad points about the gameplay. The good part is that each segment is numbered, and you can jump to any number you wish at any point during the game. This saves time by letting the user to skip through scenes, and also allows for a more systematic approach to exploring. When you see "The End", you can just go back to the last scene and try a different path (without starting the game over).

At each point where a decision must be made, a number of boxes are presented, each with a picture of one of the characters. This, along with the fact that the English is hard to understand, makes strategy nearly impossible. Those looking for a cerebral game may find this to be a drawback.

In addition to the main goal, there are several sub-plots, five of which are included in the documentation. There is excellent bluescreen work in the game, with some nice rendered backgrounds, and even a few morphing scenes. They don't call it wacky for nothing. This disc is a wild ride filled with steamy sex and some very goofy humor.