

TEENS and WEATIES

Born to be WILD

by Sajid Rizwan Matin



There are a lot of role playing interactive games that I have played in my computer. Most of the Sierra game products are role playing games — where you take on as the central character; in the game, designers set some objectives for you and you have to go through a series of puzzles and tricks and gradually complete the goals of that game. For example, Space Quest, Police Quest, Phantasmagoria, Indiana Jones, Prophecy, Xanth — all are role playing games.

Usually role playing games have logical stories, and as you move ahead in the game you slowly advance through the story. These games are designed to be played by 'point and click' method; which means you move your mouse pointer all over the screen, click on various objects, pick 'em up and work them on other things. If you can successfully use the right thing on the right object at the right time, you can continue through the game and finish the story.

So, these games tend to be more complex than any other arcade-action games; you don't just jump ahead, jump, shoot down enemies but also make use of your brains, and what do you know?! Some role playing games even don't have any action or violence.

Role playing games are typical, they are designed in the same pattern and settings. They only differ in background stories, characters, skill level and degrees of puzzles; these are the aspects that can make a game brilliant or on the contrary a boring, too-hard-to-crack game. As I previously mentioned, Sierra Games produce such type of role playing games. Lucas Arts' is another major role playing game maker. Indiana Jones and the Fate of Atlantis, the (best) such game I have ever played was developed by Lucas Arts.

A few days back, a friend of mine presented me a CD Game named 'Full Throttle' — a role playing game produced by Lucas Arts. Before I got that CD, I had seen the demo of the game in another CD and was hankering to play the full version. So as soon as I got my hands on the CD, I put it in my drive, installed the game, started it and I just went crazy. The game was way too cool!!!

I have seen and tasted lots of games with brilliant stories and planning, but hey! nothing can stand near 'Full Throttle'. It's the ultimate!!! It's got such strength and power that no other game can produce. 'Full Throttle' is, I'd say a total Heavy Metal game. It's got head banging Metal music — composed with double bass drums, screaming guitars and wild voices. Woo, it'll blast you off like a dynamite!!!

'Full Throttle' is not a mammoth game, and you won't get frustrated trying to untangle the cluster of puzzles. The main character of the game is Ben — a real tough guy! He rides on a state-of-the-art bike — a huge chopper made by Corley Motors (sounds like Harley Motors, doesn't it?). He wears leather jacket, heavy boots and riding glasses when travelling.

Ben is the leader of the Polecats — a hard-line gang of bikers. He is the Guru — his personality demands respect and obedience. Though he's a tough son of gun, he's got a soft corner in his heart; he never supports violence where it is not required.

Suppose you have got stuck in a part of the game where you know there must be something to be done with a fluffy little Rabbit dummy, you have tried every action on the dummy, used every trick but can't make any progress; obviously you'll be tempted to destroy the little pest. But no matter how eagerly you want him to kick the stupid bunny and fractionate it into thousands of pieces you won't be able to make him do it. He'll just say 'No' in a stony and rigid voice and set you off.

The story of 'Full Throttle' is quite like a movie. The time range of the story is in near future when all the cars have

hover technologies and fly over the road, the bikes all have thrust power engines and powerful boosts, but still they have wheels and can't hover like the cars. In 'Full Throttle', you control Ben, leader of the Polecats. The controls for each section of the game are not all the same, but you'll always be steering Ben through different environments, using him to find clues, and helping him fight his way past obstacles.

At the very outset of the game you'll watch a stretched white hovering limousine approaching, glancing as it passes through the desert highway. Inside sits Mr Corley, the owner of Corley Motors with his manager, Ripburger and his two assistants.

Mr Corley is the founder of the revolutionary Corley Motors and the lone designer of bikes for the road alive, he's the good old fella' — the most respected man in the eyes of the riders gang, Ripburger and his two assistants are the bad guys, trying to take over the motor company and start producing mini-vans (would be a severe shock for the riders).

Corley is the one who's blocking Ripburger's way, he has set a will that would make his daughter the controller of the Co. and put Ripburger out of work, fearing that Ripburger made a plan to eliminate 'ol' Corley and frame it as a murder by the bikers. But unfortunately, Ripburger made a wrong decision — he tried to frame Ben and his gang — The Polecats.

As Mr Corley and Ripburger were heading to a shareholders meeting in the Limo, Ben and his gang appeared from behind. All the motorbikes passed by the long car making heavy noise except for one bike — the one that Ben

was riding on. Ben did not ride by the rules, he actually never cared for any; he drove over the car and smashed the majestic logo on the front boot. Corley was a rider himself, back in the old time. He still had the spirit alive in him. He got excited in such action and ordered the driver to follow the riders.

Eventually, Corley and Ripburger got to the hang-out of the Polecats — a shabby little bar called 'Kickstand'. Corley went in the bar leaving Rip outside to have a little chat with the riders.

Ripburger made his final plan here, as Corley didn't come out after a long time, Rip went inside the bar and at some point in the conversation offered the gang employment, their job would be to protect 'ol' Corley and escort him to the shareholders meeting. Ben disagreed with him saying that the Polecats are not for hire, they don't work as musclemen; but however, he agreed to talk with Ripburger in private outside the bar.

Outside, Rip told Ben how sick Mr Corley was and how he needed the Polecats' help, and while Rip tried to persuade him into the deal, his two assistants came from behind and brought down the 200 pound Ben. They dumped him in the trash and told the gang that he'd agreed to work for Corley and went ahead by himself to scout the highway.

So you see, Ben's been tricked, knocked out, and thrown out with the garbage. This made him mad. Now he needs to catch up with his gang, but someone's taken the keys to his bike. You have to help Ben make someone pay for this. Here's some clue on how you should start the game in the beginning: First, get Ben out of the dump-

ster. He'll punch the dumpster wherever you point the cursor and click, so just hit the right place and he'll pop out. Now, walk Ben around. Just point and click on the ground and watch him go. Hear the pitiful crunch of helpless dirt as Ben crushes it beneath his mighty boots! Look at the cursor.

When it's over an interesting object, it either goes "hot" (framed by red brackets) or becomes an arrow. The arrows indicate exits. Click with an arrow, and Ben will walk that way and enter another area. (Double-click with an arrow, and Ben will jump to the new area immediately!)

When the cursor is "hot", (for example, when the cursor is over the dumpster) click and hold down the mouse button. Yikes! What is that thing? It's a flaming tattoo! It's covered with icons. These icons represent actions Ben can take on the object you clicked on (the dumpster). While the tattoo is on the screen, slide the cursor over the boot and let go. Ben should kick the dumpster. Bring up the tattoo again, slide the cursor over the eyes, and let go. Ben should examine the dumpster. Next, try the hand and the mouth. This is how Ben interacts with his environment. Try different actions on different objects and see if you can make something interesting happen. Use your fists on the front door of the bar. Talk to the bartender (use the mouth.) Kick the piano. Try it all, until you find Ben's keys.

When Ben's sitting on his bike he only has one thing on his mind, riding. You can only control where Ben drives at this time. When the cursor passes over something Ben can drive to, you'll see a big

yellow road sign. Click the mouse when you see the road sign, and Ben will ride off! Click anywhere else on the screen, and Ben gets off his bike and walks. Walking's pretty lame. Ben doesn't like it either, but sometimes you gotta do it.

Once you start playing the game, things start happening pretty fast. As you ride along to find your gang and the bad guys, the screw of the front wheel of your bike slips (a sabotage); your bike crashes in the desert and goes up in flames. But don't worry, you don't die so easily.

A Mexican photographer saves you and takes you to Moulin (later you find out that she's the daughter of Mr Corley), an expert motor bike mechanic. She takes care of you and volunteers to fix your bike, but of course she'll need your help to do so.

You'll have to find Moulin some gas, a welder, spare parts and so on. To get the gas you have to sneak into a gas station, baffle the security guards and siphon out some petrol from their helicopter. You'll need to take care of the vicious dog in Todd's junk yard to get the spare parts, and knock out Todd to get the welder.

After you give Moulin these things, she'll fix your bike and add a special power booster to it. Then you can ride off with your mighty Corley bike and advance through the game.

You'll be needing to solve these type of puzzles all through the game. You'll have to fight with other riders and gangs, you'll need to race, jump off a broken bridge, walk through mine fields, smash cars, steal toys, run like hell and lastly steer a huge aeroplane (a jumbo without wings). Crazy! Isn't it?

The game becomes more and more exciting at the end. Ripburger kills Mr Corley and frames you with the murder, he takes over the company and announces a general meeting where he affirms his decision of producing mini-vans. But you come in here (only if you play right) and spoil the party by running a secret tape Corley made before dying and showing the pictures of the Corley murder.

Ripburger flees from the spot, and Moulin takes full control of the company; at this point it seems that your work has been done, you've put Moulin in the right place, cleared your name and exposed the real murderer. Well, that's not so, there's still a lot to come next.

You've spoiled Rip's long craving plan, he'll be charged with murder and tried in the court; he has nothing to live for now. So, he comes after you and Moulin to take you out before getting caught. This results to a series of fist fights and skirmish with Ripburger.

This part of the game needs your timing skill. But if you don't succeed you'll be given chance to repeat the last act. This way you can try and try again and get the right thing done.

'Full Throttle' is filled with heavy metal songs and guitar effects. It's got many movies to sit back and watch, and there are some parts where the movies get 3D. The dialogues are great, for example, when Ben breaks in the bar he says to the bartender, 'I fixed your door; it was sticky'. The graphics are excellent and the backgrounds are quite natural.

But there are some points of the game that'll disappoint you. Like the barking of the dog in the junk yard, movie speed, Ben's hair style (he's got new wave short hair). The movements of the characters sometimes will look stupid. Other than that the game is totally awesome; if you like hard rock or metal, if you like tough machine, or if you like power and action, you'll love 'Full Throttle'.

However, be aware, this game is for hard rock fans only.

The writer is requested to meet the page-in-charge on Saturday, 12th April at 3:30 pm. Thank you RS Editor.

er.. but it is BORROWED

by Adnan R Amin



have been 'borrowed' (let's not just say stolen yet-oh?) from foreign songs. Now it would be imperative to mention here that these alleged similarities cannot, by any means, be confirmed; because there's no real method to measure the degree of resemblance, and it is to be only perceived by the human ear.

For example, now let's turn to LRB and 'ghumonto shohore'. The title track starts off with a catchy plucking on guitars, then a keyboard chromatic scale and finally the melodious single note cadenza. This part has been taken from Van Halen's.

The second track is, 'Bhranta Pathik' which contains a fast tempo distorted rhythm work. This part somehow keeps reminding me of the initial part of the song 'Holy Wars' of the Megadeth album 'Rust in Peace'. Later in the order, there's a song called, 'Baily Road-e'. It is a different type of song: it's lyrics standing out from the stereotypes. Yet this song too contains a guitar-ribb coming in after the chorus which unfortunately also appears in the White Snake's song 'fool for your loving'.

Of present, the band-culture has become pretty popular. The term 'band songs' is peculiar to our country only as it specifically refers to a certain kind of music whereas it means (or can mean) any song (s) performed by a band. Nowadays 'our' band songs are essentially performed with exotic instruments and alien influence. Bangladesh has its own styles of music — such as Jari, Shari, Bhawaiya, Mursiddi, Bhatiali and Baul songs. These songs have reverberated in every Bangalee's soul as it generally reflects our culture, customs, rituals and traditions. These age long melodies are eternal, and will go on bringing people joy forever.

Relatively band songs are new. The seventies & eighties saw the genesis of this newest breed of music. 'Souls' was the pioneering predecessor in this respect. But since the inception of band-music, many statements and claims have been made which in one way or the other decry these new ventures. Some said their style was not original, the others stated their lyrics were silly, limited and sometimes vulgar (!!!). Claims of copying songs weren't really uncommon either!

I've been always open-minded about music — listening to everything that crossed my path. And often I've listened to Bangla songs and thought the tune to be familiar. And I've discovered many choruses, riffs, licks, crescendos, melodies that could well

be 'borrowed' (let's not just say stolen yet-oh?) from foreign songs. Now it would be imperative to mention here that these alleged similarities cannot, by any means, be confirmed; because there's no real method to measure the degree of resemblance, and it is to be only perceived by the human ear.

The mixed tape 'screwdrivers' contains a song called 'Hashte Dekho.' Have you ever stopped to wonder, while listening to this song, whether it possesses certain chromatic playing which bear resemblance to 'Still got the blues' from Gary Moore? Another song in the same cassette by the same band (LRB) is sort of similar to Nirvana's 'Smells like teen spirit'. The name of the song (LRB) is 'Need Bedon!'

The super-band of Bangladesh-Miles, have recently released an album called 'Prattay'. This was a moderate success on their part. The set consists of some pretty groovy tunes. In the A-side, the second-last song is titled, 'Premer Agoon'. To Malmsteen-freaks, this song is sure to appear as a 'Nokol' of the song 'Hold on' by Yngwie Malmsteen's rising force. (This was also pointed out by another teens & twenties contributor whose name I fail to recall at this moment.) The guitar-style is totally different from Miles' and almost peculiar to that of Malmsteen. The lead or melody is same in both the songs as all the notes, if not the exact sequence has been repeated in 'Premer Agoon'. The immediate next song is, 'Aiyto Shedin' the last one of the side, and a caricature of Def Leppard's. 'Have you ever needed someone so bad.'

Even the muted rhythm appears in the song by Miles. And starting from the very first verse, both songs share a very similar (if not common) tune. The very popular 'Jaadu' from Miles' previous album 'Prattayasha' bears resemblance to UB40's 'It's magic'.

Then there's 'sweety' from Ark. The song is really good and almost original. But only the initial piano music is from eagle's 'wasted time'. The rest of the song is different. But this teeny-weeny copy-work has left a distasteful feeling in me. The song, 'Neerobay' has some parts that sound like Deep Purple's, 'Sometimes I feel like screaming'. Then in the mixed album, Ark vocalist Hassan did this song which is not reminiscent of 'Nothings Gonna stop us now' from Starship, but a complete duplicate! A different example has been set by Feedback, in their song 'Bhiru Mon' which appears in the 'Houshlo 4001'. It is boldly stated that the time has been taken from a 'bideshi' song. Actually it is the tune of Billy Joel's 'honesty'.

APOLOGIES:

This apology goes to all the bands and all the fans of the bands I have mentioned, or ... rather er ... criticized in this write-up. But honestly, I have written this article without any opaque, malicious intentions.

Some resemblances I have tried to point out maybe coincidental or may not exist at all — as I have pointed out in the very beginning of the article that there's no reliable method to measure the degree of resemblance. And moreover, the matter is liable to vary from person to person.

But my point is that band songs hold lots of potential, lots of possibilities — which is evident from its immense popularity. The sweet Bangla language, the catchy melodies and budding talents are enough to give this culture the boost it needs. Copying is not essential. And when we listen to these songs, and then some other English-song-freak blurts out, 'Oh! This is from that song and that music is from ...' Please! Stop to the condescending blabbering. So, we hope to see great original stuff from all our bands in Bangladesh. So guys — Good Luck!

How Not to Write an ESSAY FOR A Newspaper

LIKE most other potential columnists (i.e. those who have ambitions to become one) I wasted a whole evening on deciding what I should write about. First I thought about a somber essay on the bad state of our national scientific laboratories; then, I thought about writing an article on the attitude of our teenagers about life. The latter was meant to be a satirical and humorous essay. Then finally, I decided to write an essay on what I should not write as an essay when I am writing an 'essay'. Get it? And then, newspaper articles and essays are totally different from the ones I would write so that at some point in the distant future someone will hold my essay to be a perfect example of what was hammered into our heads by our school teachers during this period of Bangladesh's history, i.e. if Bangladesh can exist that long.

The essays I write in my diary are definitely not to be read until the particular people I write about are old and harmless (and preferably gentle) ladies. And now my readers let as commence our lesson on how not to write an essay.

Lesson number one — never support a particular political party. Everyone has so much distaste towards political parties that most of us prefer that our weekend newspaper should carry articles on anything else but political barking and biting. This also includes any controversial statements about our liberation war which itself is supposed to be uncontroversial as a whole. When you want to write about social evils brought about by politicisation of everything, don't try to identify any particular party as responsible. Social problems brought about by party politics everywhere, from the local

commissioner's office to the public toilet car be solved without a biased (unfairly in most cases) attitude.

Lesson two — when writing a story, don't follow any stereotypes. Now that the 'X-files' are so popular, we get stories on supernatural and illogically logical subjects. The latter means those subjects which have a faint trace of truth in them but that's all (for example, mutants which are humanoid and act like dogs, etc). Those with romantic aspirations tend to follow the same old stereotype — boy meets girl and now one needs to keep them apart till the wedding. The realists tend to write about all the sad things in life. Rubbish! They're not realists but pessimists. When writing a story write about the good and wonderful things in life. Write, even if your essay is a fiction, tales of enlightenment, courage and perseverance.

On important ingredient that you must add to all your writings (except obituaries and articles in memory of anyone on your pet dog, cat, cow, parrot, goldfish, whatever) is a good sense of humour. 'If you think your readers will appreciate it, you can ridicule or make a parody of famous sayings, people, poems, and dialogue. But one thing must always be taken into consideration. Your ridiculing of others should not extend beyond a certain limit. Of course, there are some characters who need to be so ridiculed that they won't go to any more public meetings to give another of their really long and completely useless speeches.

Lesson four — try to be impartial. If you're writing an article on a subject the very mention of which causes polarisation, then try not to take sides. Take, for example, the issue of saying 'eier' 'Bangladesh Zindabad' or 'Joy Bangla' at the

end of a long, somnolent speech. Discuss the merits of one end and then of the other. Discuss also the disadvantages of both points of view. But if you're the sort of person who likes to argue and take sides, then do two things — one, support your side fanatically and, two, ask your reader, essay, or article, to be published in the opinion column.

Last, but not least, maintain the correct English usage. Use the proper words in the proper places. Don't try to use 'insalubrious' instead of 'unhealthy'; 'lugubrious' instead of 'gloomy'; 'use Dhaka, Bangladesh. Don't use slang; and also try not to use Bengali words written in English letters. When writing make sure your punctuation is clearly defined. Don't separate your writing into paragraphs where it is not necessary.

And there you have it! The secret recipe for making yourself a good writer by writing excellent articles. Well of course my instructions are from one who himself is trying to follow them, i.e. myself. But as a lot of thought has been put into writing this instructional article, it won't do your writing abilities any harm if you follow the suggestions provided.

Oh! One last thing. When writing anything that will reach all Dhaka-residents on a weekend, write something that you want to write. Be yourself when you write it. Don't be harsh or lightly contemptuous write things that will make all people feel entertained.

The writer's name was not mentioned in the original text. RS Editor

Hunt For Huckleberry

by Shahbaz Khan

In fact, the marriage led to a reduction of espionage activity against the Tamar family. And the Tamar family took full advantage of this lack of spy activities against them by organizing even more radical rebel forces against the supremacist domination by the five powerful nations. Some military analysts and political analysts agreed that the recent arson in the outpost near the Shadheen region was actually the work of Rajem Rumpo — the chairman of Ngorne — the capital of Shadheen region. But there was little proof to support that conclusion. He was arrested and deported by a group of military commando from the Aurunian southern protective division. But later, the commander of the southern division had to set him free because he and his investigative team had not been able to come up with strong and hard evidence against him.

The president of Dome, a country in the south-central continent of Celsior, has been known throughout the planet as the champion of hapless nations trying to shake up the structure of domination by the powerful five. He is so vocal and engaged in actions that undermine the powerful five that many Dentexian considers him like a prophet. But he has serious difference with at least seven other nations who make up an organisation called South Central League of Dentex — an organisation devoted to the cause of the hapless nations around the planet on issues of energy consumption and a permanent levy on all other nations because he claims that it was the scientists from his country who found out and created building block of energy usage from the planet's inner

core. But one of the closest neighbours the republic of Camius disagreed and threw its own conditions on levy. The group of scientists who actually discovered this technology also came from the republic. So the republic has a permanent claim to the planet-wide levy of the use of the technology now being implemented by the powerful five. And there are other long standing issues of inter-personal rivalry, national ego and a need to play a dominant role in the affairs of the planet once the powerful five had been dismantled. But the problem remains as to how to do just that? No one has ever been able to dismantle the powerful five without receiving a deadly blow

to that nation's integrity and people. Since there is no unity among the hapless nations, there is yet no united front either that may be an umbrella with which to dismantle the powerful five. Besides, none of the hapless nations considers each other in high regard making it an impractical concept that someone's leadership would be recognised as central to the cause of emancipation from the domination of the powerful five.

About 30 years ago, a team of archeologists from a North-Central Continental nation — the Secular Republic of Romaya found a small historical site in the country's eastern hill tracts. This region was historically called Rumiya — after the legendary mother of a king whose courage and war skills defeated the advancing army of the then Tamarun dynasty nearly 21 thousand years ago. The king was seriously ill at the time of the attack and the generals were unable to organise the military of the small but a thriving Kingdom of Jebuna — the name with which it was previously known. The mother of the king took over the military and commanded the largest offensive ever in the kingdom's history against the more powerful opponents. The war was fought in land and in river, in woods and lakes, in hills and villages. It was a war without modern technology — with swords and clamps. While the war was won and the Tamarun dynasty's advancing military defeated, the mother of the king was seriously injured in the battle field. She died days after the celebration started in the thriving city of Puralia — the capital of the Kingdom of Jebuna. While the Kingdom mourned her death, the people regained their sense of pride in their country.

To Be Continued.