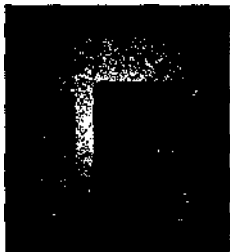




Static Sucks

After trying cordless phones from Sony, Panasonic, AT&T, and Southwind, I had just about given up. None of them could compete with the interference put out by my desktop computer, laser printer, and other office equipment. Conversations broke up because of static.

Then I tried the Tropez 900DL. This digital telephone, which uses 900-MHz radio waves forceful enough to penetrate buildings, was designed for today's office. Like the music from a compact disc, the 900DL's signal is digitally protected from interference. Ergonomically designed, well balanced, and filled with features (auto dialer, redial, mute, hold, flash, and volume control), this phone



Scanner-proof (for now).

ever turns itself on if you pick it up while it's ringing - making it ideal as a desk phone as well as a mobile unit.

Worried about people tapping in on your conversations? Don't. Until digital scanners become widely available, there is little chance that anything you say over the 900DL will be overheard by anybody who isn't working for the National Security Agency. (Even the FBI does not have digital scanners - yet.)

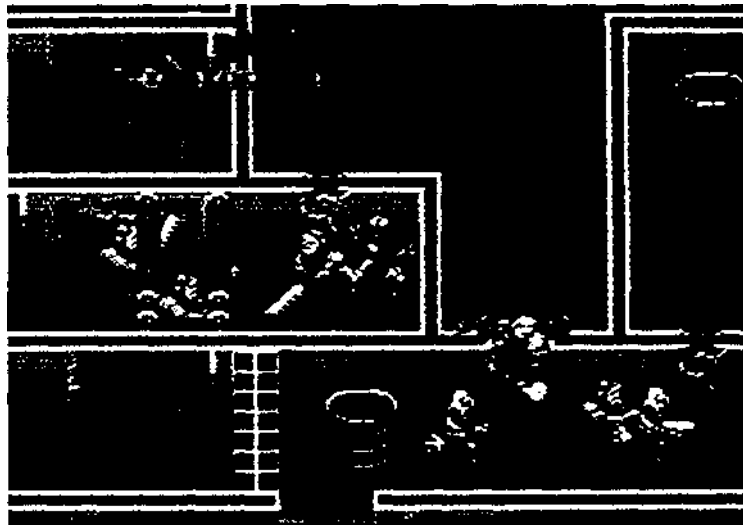
Tropez claims a 1,000-foot range; my range was more like 300 feet in the city - far better than the other phones I tried, which couldn't even transmit from my basement to the third floor. - *Simson L. Garfinkel*

Tropez 900DL Digital Cordless Telephone: US\$239. VTECH Communications: (800) 624 5688, +1 (503) 643 8981.

Movie Monster Mash

You saw the movie, now play the game. *Jurassic Park*. *Aladdin*. *Cliffhanger*. *Home Alone*, oven. Impressive titles, most of them, but of all the Hollywood-Meets-Silicon video game spinouts to hit the shelves, none is as literally eye-popping as Konami's *Zombies Ate My Neighbors* for Nintendo and Sega machines.

Featuring every B horror flick tormentor and cliché to ever hit the screen, *Zombies* serves up 55 bleedin' levels of maniacal, thumb-busting monster bashing. The object of the game is to save the neighborhood from death and destruction. Each level starts with ten neighbors to save, but that number dwindles with each neighbor lost to the freaks. The neighbors are a silly lot: There are annoyingly cheery cheerleaders, a fat man lounging in his pool, a pair of unsuspecting camera-wielding tourists, even a guy roasting weenies on the barbecue. All of whom seem oblivious to the monsters moving in for the kill: Undead Zombies, Massacring Chainsaw Maniacs, Mummies, Evil Dolls, Lizard Men, Blobs, Vampires, Giant Ants, Werewolves, Crazy Axe Kids, Plant Creatures, and Pod Persons that look just like your character!



Zombies: 55 bleedin' levels of maniacal, thumb-busting monster bashing.

Wiping out the monsters after the first few levels requires super-quick reflexes and quick weapon changes. You start out with a water gun and build your arsenal with new weapons you find along the way, including exploding soda six-packs, rotten tomatoes, and decoy inflatable clowns. Graphics in the Sega Genesis version are pretty good, and really good in the Super Nintendo version (but not excellent). Sound is tops in both: Neighbors let rip blood curdling screams when attacked, chainsaws buzz menacingly, and zombies on your tail stroll around mumbling incoherent mumbo jumbo.

Control of movement is good and light, but cycling through weapons takes a little getting used to - and a lot of skill to master. (Genesis players should definitely ditch their three button controllers for Sega's new six-button model, which *Zombies* makes good use of.) *Zombies* is definitely tough to beat, but, thankfully, passwords are given at every fourth level, which makes for less frustrating advancement. (I deplore games without passwords.) Two-player mode pairs you with a buddy for double trouble-shooting action.

Like the countless B films that inspired it, *Zombies Ate My Neighbors* is, despite its grim premise, a killer of a good time. Yark! - *Joe Hutsko*

Zombies Ate My Neighbors, Super Nintendo: US\$65. Genesis: US\$55. Konami: +1 (708) 215 5100.

A Fire Upon

Not since William world of cybers given usso rich a diverse where the law of the great wheel c move further out th until the speed of li axis, beings of high' inhabit the galaxy, f ited by living in the inhabit the slow-zo world of faster-thar intelligences.

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A Fire Upon the Deep, by (212)3880100.