

AMAZING ADVENTURES: THE LOST TOMB

Where's my mummy?

PUBLISHER: PopCap Games DEVELOPER: SpinTop Games GENRE: Puzzle
AVAILABILITY: E-tail (www.popcap.com or www.steampowered.com)
ESRB RATING: Everyone MINIMUM REQUIREMENTS: 350MHz CPU, 75MB RAM, 45MB
hard drive space MULTIPLAYER: None VERSION REVIEWED: Final E-tail

REVIEW

Amazing Adventures: The Lost Tomb isn't particularly amazing or much of an adventure, but you're not going to sell many copies of your game if you call it *Somewhat Tedious Puzzles*, so we'll forgive the indiscretion. The object here is to scour one cluttered screen after another in search of hidden objects (à la *Where's Waldo?*). "The Lost Tomb" refers to the fact that the game "takes place" in Egypt, but all this really means is that you look for tire pumps and gas masks hidden within a big screen of, say, a pyramid.

The game features 20 missions, each with multiple levels to complete. The goal of every level is exactly the same: Find 10 specific objects. It's timed, so you're theoretically "pressured" to finish, but really—if you can't find 10 objects in 20 minutes, you probably aren't far enough on the evolutionary ladder to download this game (especially considering the big "Hint" button, too).

The big problem is that *Lost Tomb* doesn't convey a sense of progression. What seems fun at first wears out its welcome quickly once you realize that the gameplay never changes, nor do the levels themselves, other than getting slightly less time in later rounds. You'll revisit the same screens (and objects) over and over, so it never feels like you're getting anywhere.

Still, it feels mean to pick on such a casual game. And I *did* find this to be the perfect accompaniment to boring phone calls, because 99.9 percent of the game-play is just a matter of moving your eyes around the screen, so no one can hear telltale mouse or keyboard clicks. That's worth two of those six points right there! **Jeff Green**

VERDICT

✦ **Easy, time-wasting casual puzzle game, good for marking time.**

✦ **Not enough variety; not very challenging; hurts the eyes after awhile.**

6/10

AVERAGE

Games for Windows



• **Two Egyptian guys sit around discussing why they have phones and fish on their heads.**

If You Purchased *Grand Theft Auto: San Andreas* Before July 20, 2005

You May Be Eligible for Benefits From A Class Action Settlement

If you purchased the video game *Grand Theft Auto: San Andreas* ("GTA:SA") before July 20, 2005, you may be part of a class action Settlement. This Notice is just a summary. For more complete information, you should read the full Notice. You can get a copy of the full Notice by calling the number or visiting the Web site below.

What is the Class Action Lawsuit About?

The lawsuit claims that Defendants, Take-Two Interactive Software, Inc. and its subsidiary Rockstar Games, Inc., manufactured and sold *GTA:SA* with hidden content that, if unlocked by the user, could display scenes of a sexual nature, which became known as the "Hot Coffee" scenes. The lawsuit claims the marketing of the game with this content under an improper rating violated Consumer Protection laws.

Who is Included?

The Class includes everyone who bought *GTA:SA* before July 20, 2005. Resellers are not included in the Class.

What Are the Terms of the Settlement?

Class members who meet certain eligibility conditions may be able to claim cash payments ranging from \$5 to \$35, and/or to exchange the game for a copy without the content at issue. For full details about the qualifications to make a claim you should read the full Notice.

Who Represents Me?

The Court has appointed attorneys to represent the Class. You may hire your own attorney, if you wish. However, you will be responsible for that attorney's fees and expenses. Class Counsel will ask the Court for an award of attorneys' fees and reimbursement of expenses in the amount of \$1,000,000. This amount includes approximately \$955,000 in attorneys' fees and approximately \$45,000 for reimbursement of expenses. Defendants have agreed to and will not oppose this request. The Court may consider the request at the Final Approval Hearing on **June 25, 2008 at 10:30 a.m.**

What Are My Legal Rights?

- If you wish to stay in the Class, you do not have to do anything. If you want to get a benefit you must file a claim as explained below. If the Court approves the Settlement, you will be bound by all the Court's orders. This means you cannot sue the Defendants covered by the Settlement in the future.
- If you qualify, you must complete a claim form to receive any payment. Depending on the kind of proof of purchase you have, you may be eligible for different amounts of cash payments. You can get a Claim Form by calling the toll-free number or visiting the Web site below. Claim Forms must be postmarked no later than **May 16, 2008**.
- If you do not wish to be a member of the Class, you must submit a letter to the Settlement Administrator indicating that you do not want to be a member of the Class postmarked no later than **April 25, 2008**. If you request to be excluded from the Class you cannot make a claim for a cash payment under this Settlement.
- You can tell the Court if you do not like this Settlement or some part of it if you do not exclude yourself. To object or comment, you must send a letter to the Court postmarked no later than **April 25, 2008**.

Will the Court Approve the Settlement?

The Court will hold a Final Approval Hearing on **June 25, 2008 at 10:30 a.m.** to consider whether the Proposed Settlement is fair, reasonable, and adequate and the motion for attorneys' fees and expenses.

For a Notice of Proposed Class Action Settlement and a Claim Form

Call toll-free: 1-800-409-0328

or Visit: www.gtasettlement.com

Or Write: GTA: San Andreas 1st Edition Settlement Administrator,
c/o of Rust Consulting, P.O. Box 1912, Faribault, MN 55021-7167

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