

# I Have No Mouth, and I Must Scream

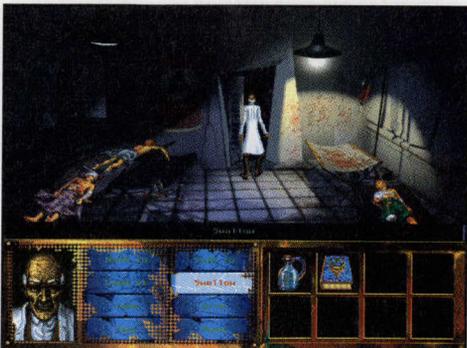
**Category:** Adventure  
**Developer:** CyberDreams  
**Publisher:** CyberDreams, 23586 Calabasas Rd., Ste. 102, Calabasas, CA 91302 (818) 223-9990

Required	We Recommend
CD-ROM drive; 486/66; 4MB RAM; 20MB hard-drive space; Mouse; SVGA; Supported sound card	8MB RAM, Supported sound card

**M.S.R.P.:** \$59.95

With an impressive list of credits that range from television scripts to countless award-winning short stories, Harlan Ellison has built a reputation for delving into the dark side of science fiction with tales of unspeakable evil and technological nightmares. "I Have No Mouth, and I Must Scream" is certainly the most famous of those stories. In it, a

massive computer buried deep in the earth has become self-aware, godlike, and insane. The computer is called AM, which stands for Allied Mastercomputer — but it's also a Cartesian reference to its self-awareness: "I think, therefore I AM." Problem is, AM has developed a diabolical awareness. He despises humanity, so



Nimdok returns to face his demons in the Nazi death camps.

**Critically acclaimed science-fiction writer Harlan Ellison and CyberDreams bring us the most disturbing and unique adventure yet.**

he destroys all but five people, and these five he brings deep down to the center of the earth to amuse him.

AM gives these remnants of humanity eternal life, but only so he can devise endless torments for them, warping their bodies and fragile psyches to provide himself with entertainment. These five are Ellen, a kind but phobic woman with a dark secret in her past; Nimdok, a Nazi

in an attempt to redeem himself for what he did there.

Throughout *I Have No Mouth*, characters not only have to solve the usual (and only modestly challenging) object puzzles, but also make difficult moral decisions; these will determine their success or failure. For instance, Nimdok has an opportunity to experiment on a child or kill a Nazi lab assistant so the child may escape. While some of the dialogue and situations are decidedly silly, there are moments that challenge and disturb, and this gives the characters and setting much more psychological depth than we've seen in any computer game to date.

*I Have No Mouth* is a grim, adults-only game — and it's not the sort of fun you've come to expect from, say, *Sam & Max Hit the Road*. *Schindler's List* isn't exactly fun, either, but try to find someone who wasn't impressed by it.

From the disturbing story line to the difficult decisions you face, *I Have No Mouth* isn't intended as a comfortable afternoon of gaming. It'd be hard to recommend, if not for those moments of depth that nag at the subconscious and resonate long after the game is finished.

Ultimately, *I Have No Mouth* isn't for everyone. But if you've been searching for an adventure that's both thoughtful and entertaining, and if you're fond of Ellison's disturbing fiction, it's a must.

—T. Liam McDonald



Benny finds a primitive culture that AM has created to torment him with, complete with human sacrifice.

doctor who assisted Mengele in his experiments; Ted, an average guy whom AM has made paranoid; Benny, a simpleton who has been turned into a beast; and Gorrister, a sadistic loner.

As the player, you must guide each character through his or her own path in *I Have No Mouth*, using a familiar graphic-adventure interface with commands like Look, Take, Walk, Talk, Swallow, Push, and Use. Each of these character paths stands on its own, with success in all five linked to the ultimate goal of defeating AM. All the characters must explore places AM has designed to force them to confront their dark secrets and personal terrors. For example, Ellen has to face an (at first) obscure terror of the color yellow in a strange Egyptian crypt. Benny confronts cannibalism and human sacrifice in a primitive culture. And in what is bound to be the most controversial path, Nimdok explores the killing grounds of the Nazi death camps

**PC GAMER FINAL VERDICT**

**HIGHS:** Narrative elements that go deeper than any previous adventure game.

**87%**

**LOWS:** Extremely grim subject matter means the game isn't exactly fun.

**BOTTOM LINE:** An intriguing adult game that definitely won't be everyone's cup of entertainment.