

SPOILER ALERT: this game features split infinities.

MICRODOT REIMAGINED is a perfect example of that purest form of entertainment known as Interactive Fiction: an original mutation of computerised Adventure Gaming, and if truth be told, the original form of storytelling itself. Long, long before linear stories became caged by repetition, trapped between covers, writ and then rote, organic non-linear stories roamed unfettered and free-range throughout illogical space and time.

Colin Jones is a master of this organic genre, springing as he does from that line of Bards cueing since stories were first told, and since the essential question was first voiced, "What happens if?"

Being such a master storyteller, Colin Jones understands exactly How, Why and Where to set a precious story free, leaving the When, the What and the Who to we who follow its spoor. This is his finest work, burnished with a rich patina of wide-eyed experience almost thirty years on from his classic video game entertainments such as Grange Hill, Rock Star Ate My Hamster, Slightly Magic, and Deus Ex Machina.

Just as radio can deliver the best pictures to our imaginations, so text can conjure the best of all possible worlds, and with MICRODOT the best of all impossible worlds. Customised to each and every one of us. So that when I emerge from the fragrant Sewers of Microdot I believe I encounter a man with a limp in one eye and a liking for melted wax and seersucker. Whereas you ...

Meet James Norden, formerly Professor of Quantum Furniture Design, and now an amnesiac molecule in your bloodstream, and your guide. Embark on a voyage of discovery in search of the most terrible secret in the multiverse. Or else. Welcome to MICRODOT, where plastic surgeons are made of real plastic, where snakes riddle and slugs scream, and where dead video games long for resurrection.

CONSUMER WARNING: may contain nuts.

Mel Croucher