

A cutter is looking for a new, newer, perfect Blade. He has found one that's the best of the best--the most cutting-edge blade on the market. It even comes with an unbreakable sheath! But what he doesn't know is that not only is this blade really sharp, but it's also deadly. He gets so caught up in playing with his new toy, trying to find an intricate way to approach his target; he doesn't pay attention and slips off the pier into the cold, dark water below. He continues to struggle until an alligator snaps its jaws shut around him. The poor cutter gets eaten but not before he tells the alligator that the blade was stolen from him. The alligator passes on the message to a toad. The toad, in turn, passes on the message to a spider sitting at home with a pile of cash. The spider runs out and uses his money to buy a high-tech computer, which he uses to track down the culprit. The guilty party is a fifteen-year-old kid who lives far away from the pier where the incident took place. But this kid also plays with cutting tools--or rather, he collects them--and has been known to cut up dead frogs for display purposes in his cramped basement bedroom. At the bottom of the screen, where the title is usually displayed, is a map of the local area with a crude approximate drawing of a hand holding a knife. As in many games made in Klik & Play, there are no animations to be seen. The events are described in text boxes that appear at the bottom right of the screen. Unlike other games, though, there are no boxes for actions performed by the player. The game appears to be set in an unspecified location at an unspecified time where cutters seem to be common place. There is no indication that life has been touched upon by any sort of civilization or society--the closest thing to any form of government is an alligator. The alligator's name is Zebud. Zebud is playing with his alligator (grammatically incorrect) as an impartial judge sits and watches. The judge appears to be a figment of Zebud's imagination and the only sign that he exists is the shape of his head and body. The judge decides to pass sentence on the boy: "He will receive a model 1999 blade marked 'Nasty' and one week in jail." It is never explained who exactly gave the alligator, or himself, this authority. The player has no direct influence over the outcome of any action or event in this game, except by solving puzzles--as well as winning or losing. This is done by clicking on objects in the game and performing actions on them. These actions are performed by making the player's cursor move to a certain object, then click on it to activate its description, then move over to another object and click on that one to perform the action. The way in which these actions are performed is critical--repeated clicking can produce different results than single clicks. Once you've learned how to perform an action, the game will let you know by displaying a cheerful "OK" box when you've clicked correctly or an "Error" box if things didn't go according to plan.

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