

94-ASL  
UE

SECTION E  
Q/ANS BK

HONG KONG EXAMINATIONS AUTHORITY  
HONG KONG ADVANCED LEVEL EXAMINATION 1994

USE OF ENGLISH AS-LEVEL SECTION E  
PRACTICAL SKILLS FOR WORK AND STUDY  
Question/Answer Book

9.00 am-10.45 am (1½ hours)  
(28% of the subject mark)

**Q.P. CODE: 5015**

Candidate Number							
Centre Number							
Seat Number							

**INSTRUCTIONS**

- Write your Candidate Number, Centre Number and Seat Number in the spaces provided.
- Answer ALL questions.
- Write your answers in the spaces provided in this question/answer book.
- The rough-work sheets provided are for you to take notes. They will be collected separately and will not be marked.

	<b>Marker's Use Only</b>	<b>Examiner's Use Only</b>
	Marker No.	Examiner No.
Task I		
Task II		
Task III		
Final Total		

	<b>1st Appeals Marker Only</b>	<b>2nd Appeals Marker Only</b>
	Marker No.	Marker No.
Task I		
Task II		
Task III		
Final Total		

	<b>Checker's Use Only</b>
	Checker No.
Task I	
Task II	
Task III	
Final Total	

## INSTRUCTIONS

When completing these tasks all your comments must be understood by readers who do not have copies of the data file to refer to.

### Situation

You are Nicky Mok, a Secondary 6 student and Committee member of the Youth Club at the Kwun Lam Community Centre. You are very interested in all kinds of video games and you know a lot about them. You like to read about them and try them out.

### TASK 1

*(27 marks)*

Some video games machines have recently been installed in the Kwun Lam Youth Club for members to use. The Committee Chairperson Ms Liu Ka Ling has asked you to complete the safety guidelines she has started to write on page 2. The Club wants to make sure the games are played sensibly so that everyone enjoys them and no one gets hurt. Use information from pages 2-6 of the data file.

### TASK 2

*(47 marks)*

Ms Liu Ka Ling has asked you to write a letter to the editor of the Hong Kong Daily News replying to the points raised by 'Concerned Father' (page 7 of the data file). In your letter defend the Club's decision to provide video games machines by giving arguments against the criticisms made by 'Concerned Father' about video games. Although you will have to acknowledge that 'Concerned Father' is right about one or two points you can emphasize the many advantages of the club situation we provide. Use information from pages 1-8 of the data file.

### TASK 3

*(21 marks)*

The consumer magazine 'Advice' is preparing a report on hand-held video games. You are a student-member of the panel which has been testing and evaluating the games. The results you have obtained are on page 9 of the data file. Using these results, write your recommendations for the magazine on the form supplied by 'Advice' magazine (page 5 of this question/answer book). Make sure you follow their instructions.

Memo

Nicky,

We need to explain what players should do and also what they should NOT do. Please complete the guidelines. Write only one guideline on each line, and don't give the same advice as a Do and a Don't!

LKL

GUIDELINES FOR VIDEO GAMES PLAYERS

MARKER'S USE ONLY

Keep to the recommended time limits for play.

Do .....

Don't .....

Pay attention to how and where to sit.

Do .....

Don't .....

Avoid stress.

Do *try to keep calm* .....

Don't .....

Keep yourself physically fit and healthy.

Do .....

Don't .....

Eat properly.

Do .....

Don't .....

Stop playing at once if you experience these physical warning signs:

\* *You feel dizzy* .....

\* .....

\* .....

\* .....

C		
S		

Total		
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**KWUN LAM COMMUNITY CENTRE YOUTH CLUB**

The Editor,  
Hong Kong Daily News,  
P. O. Box 13,  
Hong Kong.

26<sup>th</sup> March, 1994.

Dear Sir,

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MARKER'S  
USE ONLY

Lined area for marking with horizontal dotted lines.

Nicky Mole  
(Committee Member)

	Marks	
C		
S		
C		
Total		

**TASK 3**

(21 marks)

Complete the recommendations for the consumer magazine 'Advice' from the test results on page 9 of the data file in the same way as the example. In each section name the best/worst game as appropriate and give ALL its ratings. Do NOT compare the games with each other. All the factors on the table should be considered EQUALLY important.

**MARKER'S  
USE ONLY**

**ADVICE MAGAZINE**

RECOMMENDATIONS FROM ..... *Nicky Mok* .....

- The best Atari Lynx game is *Rygar*. It is excellent for sound and play, value, good for aim of game and graphics, average for control mastering, and it has no poor or terrible ratings.
  
- The best Nintendo Game Boy game is .....
  
  
  
  
  
  
  
  
  
  
- The best ARCADE GAME is .....
  
  
  
  
  
  
  
  
  
  
- The worst game overall is .....
  
  
  
  
  
  
  
  
  
  

	Marks	
C		
B		
Total		

**END OF PAPER**

HONG KONG EXAMINATIONS AUTHORITY  
HONG KONG ADVANCED LEVEL EXAMINATION 1994

USE OF ENGLISH AS-LEVEL SECTION E  
DATA FILE



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# KWUN LAM COMMUNITY CENTRE YOUTH CLUB

## MARCH NEWSLETTER

Dear Parents,

We'd like to tell you a bit about the Kwun Lam Youth Club. Our club is open to boys and girls between the ages of 14 and 18. The Club is well organised and well run. No smoking is allowed and no alcohol is permitted on the premises. Adult supervision is always available during opening hours which are from 6:30 pm to 10:pm week nights and 2:30 pm to 10:30 pm on Saturdays.

We have recently installed some video games machines for the use of club members. These games are very popular with young people and we provide a range of games which have some educational value and avoid needless violence. The games are situated in well-lighted, well-ventilated premises.

The cost of the games in the Club environment is also reasonable and compares favourably with the cost of the often inferior games which are provided in public games centres. Moreover, as the membership of our club is restricted and members are carefully screened before being allowed to join, you can be sure that your children will not come into contact with undesirable people.

An additional attraction of the club is that a number of alternative activities are available for members to choose from right here on the premises. Therefore, the temptation to continue playing video games for hours on end is unlikely to be strong. Table tennis, badminton and volleyball are just some of the more active sports we have facilities for. Billiards, snooker and chess are also provided. We also encourage our members to take part in team sports and offer coaching for those who are interested and show talent. Membership fees are only \$200 per year.

Look out for our next newsletter in June.

*Liu Ka Ling*

Liu Ka Ling  
Committee Chairperson  
Kwun Lam Community Centre Youth Club



Two extracts from books on video games collected by the Kwun Lam Youth Club committee.

From 'Mind at Play' by Geoffrey R. and Elizabeth F. Loftus

### THE INTERACTIVE COMPUTER GAME

A major reason given for why TV games are fun is that they are responsive. People are often too busy to pay attention to you but games always interact with you. As a player, you get feedback all the time.

When we watch a movie or read a book, we passively observe the fantasies. When we play a computer game, we actively participate in the fantasy world created by the game.

For this reason TV games might be an ideal vehicle for learning.

From 'Computers as Energy: Rethinking their Role in Schools' by Michael Scriven

### RETHINKING THE ROLE OF COMPUTERS IN SCHOOLS

There are several advantages for the student who learns from the computer as a teacher. First, the computer is non-threatening and can adjust to the student's pace. Second, its memory is accurate and third, it is not an authority figure. Many people think these advantages make it friendlier than a human teacher but some educators disagree. These people say that relating to a machine is unhealthy and that this prevents proper socialization. In judging this we should remember that children who like to create 'imaginary playmates' do not suffer any bad effects.

Another important reason why the computer helps the student to learn is the pleasures provided by computer games. Games should be part of the school curriculum because they represent an enjoyable recreational activity, which rewards students with success for even small gains in performance. There are plenty of recreational activities available in the school which the school supports including reading novels in the library and playing football. In each case, the school has some reason for supporting these activities, for example, the improvement of reading skills or increasing knowledge of literature and culture in the first case, and the provision of exercise and practice with team sports in the second case.

Schools even allow games to be played in the school playground as long as they don't disturb anyone and no one is likely to get hurt. Since excellent arguments can be given for the educational benefits of computer games, they should also be supported by schools instead of being banned as they often are by many schools.

Arcade video games teach players to improve hand and eye co-ordination, to attend to many processes at the same time and to infer rules and strategies from repeated actions. All these important skills are used in problem solving.

**Press Cuttings on Video Games**  
(Collected by the Kwun Lam Youth Club Committee)

1. From the Daily News, 3.1.94

**AMUSEMENT ARCADES TO FACE  
TOUGH REGULATIONS**

... A government official said that the suggestion to tighten up the rules for operating amusement games centres had come from the police who feared many of Hong Kong's 715 arcade games centres were fronts for triad activity.

The new rules will mean restrictions on opening hours, the number of machines, noise levels, gambling and the access of young people to amusement arcades, according to the official.

3 From the Hong Kong Herald, 7.2.94

**PLAYFUL TERRITORY RISKING  
ITS WRISTS**

Hong Kong's preoccupation with video games is placing thousands of children - and a surprising number of secret adult players - at risk from an increasingly common set of injuries called 'Nintendo Wrist' or 'Repetitive Stress Disorder'.

Last week, a 17-year-old teenager in the United States sued the company marketing a variety of video games under the Nintendo name - including the popular 'Game Boy' series - and the toy shop which sold her the game for more than US\$10,000 (HK\$78,000).

In the suit, Miss Nicole LaBruzzy, said in court that she was suffering from a condition in which the nerves passing from the thumb and first two fingers become pinched.

The teenager said it began with numbness in her fingers after playing Nintendo for more than two hours a day between 1988 and 1989.

American lawyers are calling for the games to carry public health warnings, but according to a Toys 'R' Us spokeswoman, video games packaging does not so far carry any disclaimer suggesting overuse may cause problems.

Players should stop playing immediately if their wrists begin to ache. They should heed such warning signs before developing a problem such as Nintendo Wrist.

It is not only children who play through the night. One middle-aged woman suffered sore thumbs after playing non-stop for five hours.

Nintendo Wrist is not new, as many people whose jobs require constant work at a word processor will confirm.

An American doctor last year named the condition Nintenditis.

However, there is now a new product available to help prevent players from getting Nintenditis. It is a multi-coloured spandex-and-vinyl video sports glove specially designed to be worn when playing video games. Because the glove is made of tight-fitting spandex, it provides good support for the base of the thumb (where thumb strain typically occurs) while the glove's warmth keeps muscles loose. It is especially handy for playing in very cold conditions like those found in some arcade games centres in Mong Kok. Nonetheless, players should be alert to the possibility of injury if they play for too long.

2. From the Daily News, 22.1.94

**EDUCATION THE NAME OF THE GAME**

Educational video games should be included in all children's amusement games centres, a Tsuen Wan District Board member suggested yesterday.

At a board meeting which discussed licensing guidelines on amusement games centres, Mr Albert Chan proposed that at least 30 to 40 percent of video games should be used to promote civic education to children.

One rule requires all new centres to be at least 100 metres from education institutions. However, a member, Mrs Chau So Yuen-ye, an educator, questioned the effectiveness of the guidelines.

'My students will go to a games centre no matter how far it is from their school,' she said.

Another member, Mr Cheng Shu-tai who headed a survey on such centres in Tsuen Wan recently said video games might be entertaining but they failed to play an educational role.

The result of the survey shows that some children's video games promoted 'gambling, violence, racism and discrimination based on sex'.

Mrs Annette Tang, chief executive officer (Administration and Licensing) of the Television and Entertainment Licensing Authority, said no gambling games like mahjong would be allowed in children's video games centres.

Mr Cheng also said the penalties for ignoring guidelines were not strict enough.

4. From the Daily News, 13.1.94

#### COMPUTER GAMES CAN BE A HEALTH HAZARD

Portable computer games are not only potentially addictive, they over-excite players, causing them to lose their temper, the Consumer Council claims.

And playing Game Boy, Lynx, Game Gear or any of the scores of games on the market for hours on end may cause aching wrists and elbows and even dizziness.

One unfortunate player twisted his spine through continually sitting badly for a long time, according to the council's publicity officer, Mr Anthony Yuen Tak-tin.

'The games make players frustrated and angry. Some people get so over-excited they need to have a bath afterwards,' he said. 'Always try to keep calm.'

To maintain a balanced personality players should alternate playing video games with other hobbies such as reading or going to films. In addition, they should play at least one outdoor sport regularly so that they keep physically fit.

Mr Yuen also gave advice on how long to play. According to the experts, he said, no one should ever play more than three hours at a time.

For those who overdo it, eye strain is a definite side-effect. You should stop playing immediately if your eyes hurt.

It's also important not to become too competitive by setting yourself unrealistic targets.

Mr Yuen advised players to take a ten-minute rest in every hour of play.

6. From the Daily News, 3.2.94

#### VIDEO ADDICTS PLAYING DEADLY GAME, SAY DOCTORS

Hong Kong's video game-playing teenagers are risking fatal heart attacks.

Doctors and experts have warned that youngsters who spend too long playing video games may have rising cholesterol levels.

Hong Kong children are not very keen on physical exercise. Fitness experts said the problem was increased by a lack of fitness facilities in the territory. It is essential that games players get plenty of exercise and make as much use as possible of existing sports and recreational facilities. Players should keep a balance between playing video games and other interests which require them to be more physically active. Video games should only be one of their hobbies, a spokesperson said.

'Sitting hunched in front of video screens for a long period of time can also damage your back,' a doctor commented. 'Remember to sit up straight when you are playing,' he advised, 'and take a break to move around frequently.'

British researchers have found that young video-game addicts have higher levels of cholesterol than sporty children - a trend doctors say is just as bad, if not worse here.

A study of 700 11 to 15-year-olds in the south of England found 20 per cent of children had dangerous amounts of cholesterol in their blood.

Chinese University paediatrics lecturer, Dr Sophie Leung, said Hong Kong video-game fanatics had even greater levels of cholesterol than their English counterparts, partly because they seldom participate in more active leisure activities.

'If nothing is done the problem is likely to get worse,' she said. 'It is reversible, so if the young act now and limit their fat intake to no more than 30 per cent of their diet, and take regular exercise, their health will improve. This means that games enthusiasts shouldn't skip meals. School children should not be tempted to use their lunch money to play video games and they should not eat fast foods too often instead of having well-balanced meals.'

'To remain healthy,' Dr Leung continued, 'it is always important to ensure that you get enough sleep, so don't let video games interfere with your rest.'

Amateur Sports Federation spokesperson Con Conway blamed the problem on a lack of sports facilities.

'There are lots more children playing video games because there are more games centres than sports fields,' he said.

Players should continue to play sports after school and at weekends to remain healthy and avoid the risk of dangerous illnesses.

5. From the Hong Kong Herald, 19.1.94

#### ARM WRESTLING GAMES REMOVED

Video arm-wrestling machines that broke the arms of several young people have been withdrawn from use.

Video games centres took the machines out of service after a warning by the Consumer Council.

City and New Territories Administration spokesman Duncan Pescod told a Legislative Council panel that operators of all games centres were told to remove the machines.

Pescod said the incident highlighted the urgent need for the Amusement Games Centres Bill, which was endorsed by the Executive Council last September.

He said control of games centres was becoming increasingly difficult under the Miscellaneous Licences Regulations.

The bill would allow monthly licence fees for each amusement machine to be raised from \$300 to \$900 and for a \$400 application fee to be paid.

Nine new inspection officers would be recruited to enforce the new bill.

7. From the Hong Kong Herald, 7.2.94

#### WARNING: PLAY AT YOUR OWN RISK

Flashing lights should be approached with more caution than ever in this electronic age.

The flickering light produced by video games, some television sets and computer displays, and even at discos can trigger a rare form of epileptic fit, according to authorities on the disease. Children are most likely to be affected.

Doctors in Japan reported that at least four students had epileptic fits, or seizures, while playing computer games on television screens. In the most recent case, a 20-year-old university student had a fit and lost consciousness while playing a video game late into the night.

Epilepsy specialists and game company officials stress that video games do not cause epilepsy. Their flashing lights only trigger fits in those who are already susceptible - and only a small proportion of people are at risk.

'The current public anxiety about epilepsy and video games is misplaced,' said Terry O'Leary of the British Epilepsy Association. 'This reflects a lack of understanding about epilepsy.'

Some four to five people per 1 000 have some form of active epilepsy. Only a tiny proportion of these, mostly children, have the photosensitive form.

Epileptic fits in those with photosensitive epilepsy are triggered by flickering light encountered in everyday life. Natural and artificial light may cause the fits but the most common cause seems to be television.

'Although there is no suggestion that playing video games can cause epilepsy,' emphasized O'Leary, 'certain aspects, like the flashing lights, can bring on fits in people who already have the tendency. These are people who should also stay away from flashing lights. Sufferers are advised never to attend discos or other places where flashing lights are used.'

When you are close enough to see the lines on a TV screen your eyes are receiving 25 flashes per second.

If you sit further away, at a distance at least three times the width of the screen, your eyes receive 50 flashes per second. This is less likely to provoke a fit than 25 flashes per second.

The same applies to video games, according to O'Leary. Because people may not be aware that they have epilepsy, he gives the advice that everyone should sit as far away from the screen as possible.

For most young people who play these fun games, the only hurt will be to their parents' pocket! But do not forget the risk is there.

8. From the Daily News, 16.2.94

#### GAMES CAUSE HEART PROBLEMS

Parents please note, it is now official: video games are bad for children.

Researchers in Britain have found that children who play video games have a higher than average cholesterol level and face a greater risk of heart problems. This is due to a combination of a lack of exercise and a poor diet, which causes children to become overweight.

The study of 700 children between 11 and 16 years of age carried out by Exeter University in the south of England found that one-fifth had cholesterol exceeding the safe level recommended by the World Health Organisation.

The damaging effects of video games are apparently increased by the fact that fewer and fewer children take enough regular exercise.

9. From the Daily News, 1.3.94

#### HEALTH DANGER FOR SPORTS DROPOUTS

Children in Hong Kong are damaging their health and putting themselves at risk from heart attacks, according to a report just published.

Health care experts claim that more and more children in Hong Kong are at risk from heart disease due to lack of exercise combined with a high-cholesterol diet.

The increasing popularity of fast foods and attractively-packaged instant snack meals which have low nutritional value and a high fat content is causing concern, says health care expert Wong Ka Sing. While he agrees with other health experts that the occasional snack meal is fun and doesn't do any harm, he feels that many young people are eating too many snack meals.

This change in diet is particularly worrying at a time when adolescents are spending long hours sitting inside playing video games instead of getting regular exercise. Involvement in sports and other healthy, outdoor recreational activities is decreasing among certain groups of young people, the report states. This is partly due to the popularity of video and computer games which, Mr Wong says, are replacing the more physically-active games as favourite leisure time pursuits.

If this trend continues there is likely to be an increase in the number of unhealthy, overweight children who are seriously at risk from a range of heart-related complaints. It is essential that steps are taken to reverse this trend.

Although Hong Kong children are often reluctant to participate in sports, parents may also unintentionally encourage the trend by stressing the importance of scholastic achievement at the expense of exercise.

**DR LEIGH'S PROBLEM PAGE**

***This week:* DO COMPUTER GAMES CAUSE EPILEPSY?**



Dear Readers,

This week I am taking the opportunity to reply to the number of letters I have recently received asking me if computer games can cause epilepsy.

Many parents are worried about reports in the press which suggest that flickering video games screens could cause epileptic fits. Some of you have asked about what this means, and whether it is likely to happen to your children.

Epilepsy is a disease which causes a person suddenly to have violent fits. If someone has a fit their body makes sudden uncontrollable movements and sometimes they lose consciousness.

Video games cannot cause epilepsy, they can only trigger off an epileptic fit in someone who already has a tendency for it. The flashing lights at discos or other sources of light flicker could bring on an epileptic attack in people who may not know that they are prone to the disease.

If a person feels disturbed by flickering lights he or she should probably avoid playing video games. However, the number of people who are likely to be affected in this way is very small. Most children should not be affected if they are encouraged to play sensibly by keeping to the recommended time limits.

*May Leigh*

Nicky,

Memo

22.3.94

Please write a suitable letter to the Editor replying to the points made by 'Concerned Father'. Link your points to his criticisms so that readers of the Daily News will understand the issues. Make it clear we stand by our decision to install the games. We may have to admit that some problems are beyond our control, but make your reply as reassuring as possible. I've highlighted a few important points, but do give a full reply, mentioning your sources.

LKL

Letter to the Editor  
Hong Kong Daily News, 22nd March 1994

### KEEP DANGEROUS GAMES OUT

I live near the Kwun Lam Community Centre and I'm greatly disturbed to hear that it has recently allowed video games machines to be installed in its Youth Club. I feel this is an irresponsible and foolish decision, and is unfair to the parents of the youngsters who attend, who I'm sure are completely unaware of this decision.

Make sure you correct him on this

Don't the Youth Club Committee realise that video games keep children confined for long hours in small, dark, airless spaces? Lack of healthy exercise and too many snack meals have been shown to raise the cholesterol level. The Youth Club shouldn't be encouraging its members to play video games as these games provide no interaction at all.

Also, children who play these games are in danger of being physically injured. There've been reports in the press of two young men who had their arms broken by wrestling machines, while others have suffered severe muscular strain in their shoulders and wrists.

The psychological effects of these damaging games are now well

documented. The continually flickering lights can give people a disease called epilepsy.

What's the medical evidence?

Moreover, the violent content of the programmes is bound to encourage children to behave more and more aggressively toward each other. No wonder juvenile crime is on the increase.

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Concern has also been expressed in the press about triad involvement in video games. This makes the Youth Club's decision to promote video games even more irresponsible.

I challenge the Youth Club to say how its members will benefit educationally in any way by the video games it has installed. I am confident these games are not beneficial in any way.

I'm sure you can answer this.

I am convinced that your readers will join me in condemning the spread of these dangerous forms of so-called recreation. I also hope the Kwun Lam Community Centre Youth Club will remove these games before it's too late.

CONCERNED FATHER

## Criminal Offences Committed by Children Aged 14-18

	1988	1989	1990	1991	1992	1993
<b><i>VIOLENT CRIME</i></b>						
Wounding	36	52	43	54	63	71
Serious Assault	281	315	368	375	401	448
Robbery	329	342	458	485	582	777
<b>Total</b>	<b>646</b>	<b>709</b>	<b>869</b>	<b>914</b>	<b>1046</b>	<b>1296</b>
<b><i>OTHER CRIME</i></b>						
Burglary	82	197	294	309	344	392
Theft (snatching)	39	52	56	74	81	197
Theft (pickpocketing)	31	45	58	72	83	98
Theft (shop theft)	1618	1437	1232	1191	1154	1017
Theft from Vehicle	151	186	193	215	226	336
Theft of Bicycle	135	104	135	143	167	215
Other Miscellaneous Thefts	633	844	953	997	1124	1189
<b>Total</b>	<b>2689</b>	<b>2865</b>	<b>2921</b>	<b>3001</b>	<b>3179</b>	<b>3444</b>

### Commentary on the Table

The above table has been compiled by our committee from figures recently released by the Police Department. Although crime rates are a cause for increasing concern, the figures also reflect the greater willingness of people to report crime.

The table indicates a pleasing reduction in the instances of shop theft reported. This can be attributed to better policing of high-risk shopping centres and supermarkets where goods are openly displayed. The presence of patrols has not only led to a greater detection rate by the police but also acted as a deterrent. These factors have contributed to the successful reduction in crimes of this nature.

Another effective factor in the fight against crime has been our own publicity campaign which graphically informs would-be shoplifters of the consequences of their actions. Young offenders have clearly benefited from being made aware that an ill-considered, impulsive action can have very serious repercussions. The committee is now examining ways in which to extend and develop our publicity efforts to try to tackle preventable crime in other related areas.

*Hong Kong Action Against Crime Committee (HKAACC)*  
*Report No.6 1993*

**'ADVICE' MAGAZINE** Video Games: Test Results prepared by .....*Nick...*.....Mark.....

*Factors evaluated*

Name	System	Aim of Game	Graphics	Sound	Control	Play Value
<b>ACTION GAMES</b>						
Paper Boy	Atari Lynx	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Super Mario Land	Nintendo Game Boy	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
G. Loc	Sega Game Gear	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
<b>ADVENTURE GAMES</b>						
Rygar	Atari Lynx	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Gargoyle's Quest	Nintendo Game Boy	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Psychic World	Sega Game Gear	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
<b>ARCADE GAMES</b>						
Xenophobe	Atari Lynx	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Alleyway	Nintendo Game Boy	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Castle of Illusion	Sega Game Gear	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
<b>SPORTS GAMES</b>						
Road Blasters	Atari Lynx	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
F1 Race	Nintendo Game Boy	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Super Monaco GP	Sega Game Gear	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
<b>STRATEGY GAMES</b>						
Klax	Atari Lynx	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Tetris	Nintendo Game Boy	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Columns	Sega Game Gear	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

**KEY TO FACTORS**

Aim of Game	Graphics	Sound	Control	Play Value
clear purpose & instructions	pictures & action clear	interesting & helpful	players rewarded as skills improve	keeps players interested

**KEY TO RATINGS**

<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
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Excellent Good Average Poor Terrible