

Slow Game from China

The whole world is avidly immersed in the latest new game, released from China at the beginning of the year. The beta release was a little ropy, but they have miniaturised all the bugs now. The key to the game, as the rest of the world is learning, is how to take a move and then observe its effect in 2 weeks time... A bit like delayed action on the steering wheel of life, now where was that cliff edge again?

The new twist in chapter 2, Return to Europe, (Americas big release comes next week), is:-

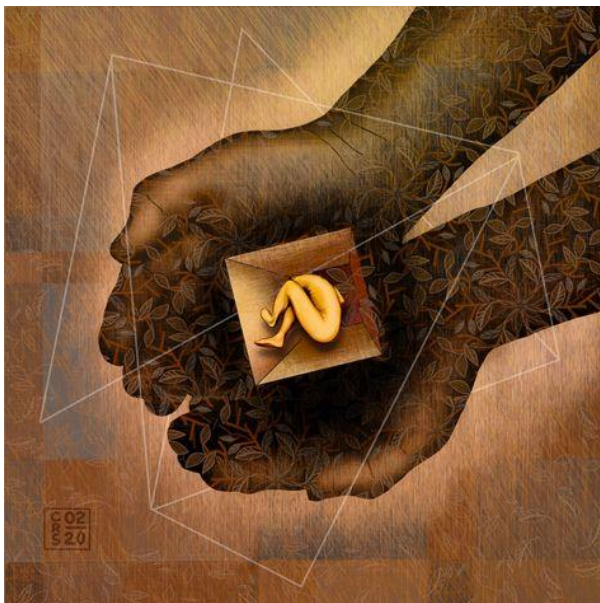
Who is the biggest danger?:

the person next to me in the que,
the guy on the next table with the cup of tea,
or your child, who just hugged you
after partying out all night??
or was it the unsanitised petrol pump..

It is reassuring to know

God is on overwatch, he has all the walkthrough,
and his hands are on the duel controls.

M. Green, March '20



Note: part of the lent series, the image is from the web. We may be currently curled up in our own boxes, but we are all in his hands.