

## THE LIGHTER SIDE

# Legal CDs that Aren't Out but Should Be

By Lawrence Savell

If you think about it, lawyers and CD-ROMs have a lot in common: Both spend much of their working life endlessly spinning in circles, both are filled with voluminous (and often highly esoteric) information and both often experience pronounced compatibility problems.

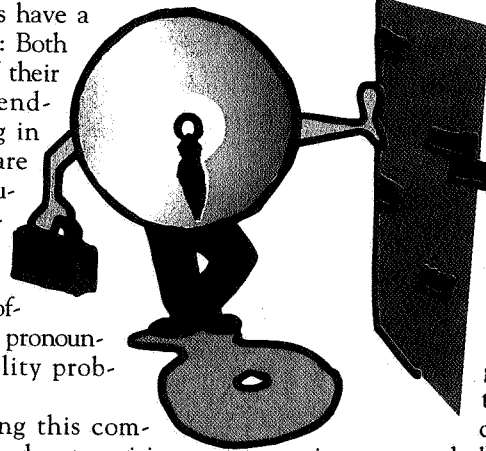
Recognizing this commonality, several enterprising software publishers have announced new versions of their most popular titles adapted particularly for use by lawyers. Here are some personal favorites culled from the depths of barrister cyberspace.

**Myst Opportunities:** An attorney finds himself in an isolated and barren environment, with no friends, spouse, offspring, hobbies, interests or other signs of having a "life." (Warning: this program's "virtual reality" may be too realistic for those in legal practice.)

**Microsoft Wordy:** This is the dream word processor for lawyers, with innovative features including Thesaur-All®, which automatically adds in every possible synonym for all words typed, and the combination of Micro-Font® (which substitutes one of several myopia-inducing typefaces) and Margin-Ails-Ya® (eliminating unnecessary perimeter white space), together ensuring that no court's page limits are ever exceeded.

**The Interviewnet:** When law school recruiting becomes tiresome, take a ride on the information superhighway instead and trade on-campus stops for online interviewing of eligible candidates. This complete communications package even includes a protective anti-virus program that automatically activates as soon as rejection messages are posted.

**Doomed:** In this worthy follow-up to the acclaimed *Wolfenstein & Fishbein Suite 3D*, the player takes on the role of a young associate, wandering through the treacherous halls of a large metropolitan law office. Danger lurks



behind every door; be it the firm's reduction-minded review committee, pathologically forgetful docket clerk or, worse, cafeteria.

**Texttris:** Created jointly by a team of programmers from Russia and a bunch of attorneys from Brooklyn, this game combines entertainment and practicality. Players/practitioners

are challenged to maneuver falling blocks of boilerplate language into position to form marginally fathomable contractual provisions before a timer (tied to an impending change in applicable tax laws) runs out. (A sister program, "Taxtris," is already widely used by governmental revenue legislation drafters.)

**Sim Firm:** Create and run your own firm with the ultimate law office simulator. Add, subtract or banish to remote jurisdictions attorneys, support staff and other personnel without regard for applicable legislation or potentially psychotic reactions. Select computers, copiers, shredders — even pool and Foosball tables if you wish. Then sit back and watch your profits grow!

**Hardball IV Lawyers:** You'll think you're right there on the field when you see the photo-realistic rotoscoped renderings of lawyers banging their fists on conference room tables, slamming down receivers during telephone negotiations and faxing themselves entire volumes of the *Federal Reporter* to keep the machine from receiving messages from opposing counsel.

**Law Suit Larry:** In this twelfth installment of the popular series, our hapless star's odyssey through a life of personal rejection leads him to pursue a legal career, naively believing that wearing a vested suit and writing marginally humorous columns in legal journals will somehow lead to dating bliss.

LAWRENCE SAVELL is a litigator at Chadbourne & Parke in New York City and a free-lance writer who just completed his first book. Copyright 1995 Lawrence Savell.