Exploring computer game reviews

**Shadow of the Minotaur**
Computer Games Reviews

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- Introduction
- Description of what the game does
- Its good points
- Its weaker points
- Use of repetition for effect
- Use of rhetorical questions and varied punctuation
- Humour and colloquial expressions
- Final summary of the game

**Now write your own review for The Legendeer, based on the information in chapters 1 and 2 of the novel. Aim for between 70–100 words and make them all count!**

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Spider-Man 2
Gamecube, PS2, X-Box, PC

Rather like Spidey himself, this is a game of flawed greatness. Parts of it are breathtaking; parts of it leave you wondering if you have missed something. Taking a leaf out of Grand Theft Auto's book, Spider-man 2 is a gloriously open game. You can spend hours swinging around New York City busting up gangs and doing that super-hero stuff. But while the game experience is exhilarating, the actual story and missions are sadly limited.

Full Spectrum Warrior
X-Box, PC

Short of shaving your hair and invading another country, this is the closest you are going to get to being a US infantry squad leader. It is set in a fictitious Middle East country (and where could that be?). While the missions are nothing new, the game focuses more on strategy, it is addictive, and hours after you stop you’ll find yourself thinking, ‘If only I had used that corner to bring in the suppressing fire’. Congratulations Corporal, you just made Sergeant. Hoo-Hah!

Shrek 2
GameCube, PS2, X-Box, PC

While the film might be a great sequel, its game counterpart is not. It’s not that bad, it’s just crushingly average. The controls seem poorly thought-out, and while the one-liners worked in the film, the ‘jokes’ in the game just grate. There is the standard list of tasks to tackle, with occasional spots of humour, and the multiplayer works well. But the best you can say is that Shrek 2 is not as bad as some other games. Hardly a ringing endorsement.