

## Reviewing a Game

Look at the letter from the manager of *ToysnGames*.

### How would you feel if you received this letter? Why?

Which words/phrases show that the company likes the game they saw?

Which words/phrases show that there are bits they don't like?

Which words/phrases show that the writer is trying hard to be polite?

Will the company definitely publish the game? How do you know?

How is the letter structured?

### **BToysnGames – West End – London – WC1 4EE**

14 High Street  
Gamesville  
Barchester  
B17 6QE



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Dear Ms Barnett

We would like to take this opportunity to thank you for sending us a copy of your Fairy Tale Detective game. We appreciate the time and effort that has gone into creating this and would like to congratulate you on this first attempt and offer just a few suggestions for improvement. If you agree, we would like you to resubmit the amended game for potential publication.

Fundamentally, this is a very good game. We like the idea of using a fairy tale to structure the game and think this will be very popular with young children. The instructions are simple and we enjoyed searching for clues. The Ugly Sisters were truly ugly which made us laugh.

Once into the game, there were plenty of clues to help us navigate the world and we particularly liked the appearance of the Fairy Godmother at the point when the player needed help. However, we felt we needed to be told what to do with the evidence we collected. Perhaps you could ask the player to take them to a collection point.

Including food was a good idea, but we think the player should be less well fed at the beginning of play and so need to collect more food during the course of the game. This would add an extra level of interest.

As I said at the beginning, we really enjoyed testing this game and think that with a few changes it could be very successful. We look forward to reviewing the next version.

Yours sincerely,

*Edward Toyz*

Edward Toyz, Managing Director

**BToysnGames**  
**West End**  
**London**  
**WC1 4EE**  
**E toys@games.com**  
**T 0121 444 555**