

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?

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Dear Ms Barnett

We would like to thank you for sending us a copy of your Fairy Tale Detective game. We can see just how much time and hard work has gone into making this. This is a really good first attempt but we offer a few suggestions that could make it even better. If you agree, we would like you to send the changed game back to us. If it is then good enough, we would like to publish and sell it.

Fundamentally, this is an exciting game. We like the idea of using a fairy tale to give the game a storyline 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 know what to do. However, we felt we needed to be told what to do with the evidence we collected. Perhaps you could ask the player to take clues 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 seeing the next version.

Yours sincerely,

Edward Toyz

Edward Toyz, Managing Director

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