

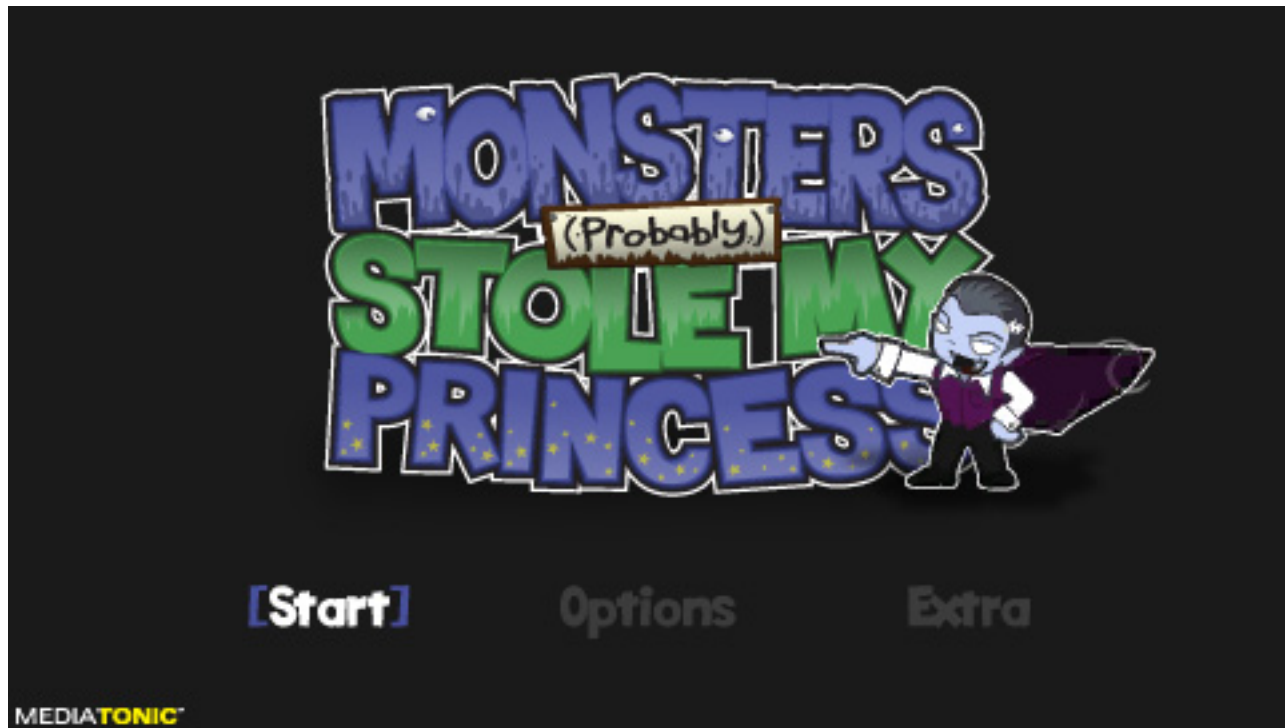
Review - Monsters (Probably) Stole My Princess

Written by Deekman

Wednesday, 12 May 2010 19:38 - Last Updated Wednesday, 12 May 2010 19:39

System: PSP, PS3

Price: \$4.99 US (Playstation Store)



Monsters (Probably) Stole My Princess is a PSP mini platformer that has you in the shoes of the Duke, a vampire with a flair for flamboyant dramatics, looking for his lost princess. The game play is simple and the graphics are great but is it worth the \$5?

The game is simple. Press X to jump, Press X again to double jump, that's it. Double jump to go higher, jump off the walls to wall jump, double jump into the escaping monsters to cause damage, 3 hits and you win. The game is a series of chase battles spanning only a half dozen levels. For every individual platform you jump to you gain a multiplier. The higher your multiplier is the more points you get when you hit the monster and the different your ending move is once you bring him down.

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As I read this book, I was reminded of the story of the little girl who was kidnapped by a monster. The story is a classic fairy tale, but it is also a warning to children about the dangers of strangers. The book is a good example of how to write a story that is both entertaining and educational.