**great game** that is **available** on the **xbox live xbox originals download list yes ,** you can **download** this for you **xbox 360 ! ! download** it **today ! great !**

out **,** just pick up the controller and mash buttons with a friend pros **simpler game** interface and customizations than **previous generation** of **gauntlet** i actually prefer this simplification i **found gauntlet** dark **legacy** a **bit excessive** in the **customization department** and **found** myself **ignoring** most of it **returns gauntlet** to its **simpler origins graphics** are **quite good ,** there are some **landscape scenes** that are **really quite well done musical score** is **decent ,** and **sets** the **mood appropriately shorter game** i **think** this is a **pro rather** than a **con** i **found** the **previous generation** a **bit** too **long** for my **taste ,** and **frankly got tired** of it so **never finished** it **cons game** is **repetitive** but **frankly gauntlet** has **always** been **repetitive good mindless eye candy** do **n't expect** more and you ll **enjoy** it

do yourself a **favor** and **play pacman** it ll be more **challenging** and **last longer** not **even worth renting**

it takes nothing more than that anyway **,** for long **time** gauntlet fans **,** i think you will be disappointed the previous **version** was a little **easy ,** but what made up for that was the length of the **game** and all the little **secret places** and **definately** all the **different characters** this **version** only has **4** again **,** the **graphics** are so **much better ,** but you can **take** a **nap** while **playing** and **still** be **able** to **finish** the **game yes , even** on the so **called hardest level** i **put** the **game** in and had all **seven levels done ,** by myself **mind** you **,** in **6 5 hours** and i was **taking** my **time thinking** there **actually might** be **secret passages** the **final beast** is just **way** too **easy** just **run past** all the **creatures , flip** the **switches several times** as **required ,** and it is over just **like** that **greatly disappointing**

**short time ,** with no major revelation **,** that you just **feel** you **wasted** your **time** i would ve rather they designed the standard overhead modeling for the graphics and just wrote a **game** with a **length** that did **n't** make me **feel ripped** off **combined** with the **non rotating camera** and the **ridiculously short length** of the **game ,** i just **ca n't give** this my **hearty endorsement** there are **far superior games** out there and this **definitely** does **n't live** up to the **spirit** of **gauntlet ,** from what i can **tell even** the **maps** are more **confusing** this **time around** there s no **crystals** you **need** to **find** to **unlock areas ,** there are no **secret areas** to **get** into there are just the **seven** sorrows and then you re **done** it s **practically less** than a **single area** from **dark legacy ,** what a **wasted follow** up the **game** is **fun** in it s own **right ,** but there just should ve been more **potentially awesome** but **ultimately** a **sad follow** up

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a mood setting level of background noises that keep you in the action the music in general does n't have any tracks that are particularly **good ,** though as a whole **, ninja gaiden 2** is a **really fun game** to **play one** of the **first games** in a while that **really feels like** a **game** and not just an **interactive story flimsy demon based story aside , ninja gaiden 2** is **really** just an **excuse** to **kill** a **bunch** of **ninjas** and **demons** with **fancy moves** and **look really awesome** while doing it the only **real problem** is that the **game** is so **hard** that it **might** be **intimidating** to **casual players ,** but for **players** with **good reflexes** and a **strong** will **ninja gaiden 2 offers nothing** but **good , fun gameplay 9 10 fun fast furious**

can barely tell what element **something** is or anything else **even** the important numbers are hard to decipher and for sound **,** you **get** the same droning loop of synth music again and again cardplay is **new** and unusual **,** with **monsters moving across** the **board** and **facing** each other on **different terrain types** it s **sort** of **interesting** but can be **extremely frustrating , especially** for **new players** you do **get** a **semi cool 3d quick battle** when the **cards meet ,** but **even** that is on a **boring background** and **lasts maybe 5 seconds perhaps worth** it for the **incredibly dedicated yu gi oh ! fan ,** but the **rest** of **us** should **demand something better next time** this **game** is an embarassment **given** the **quality** of **ps2 games coming** out **today amazingly bad considering** the **potential**

oh **,** if you **put** an incorrect number in where the number is **already** in a row or column it flashes so much for using your brain to solve the puzzle not that you **really** can solve some of these puzzles their autogenerator seems to have faults and not all **games** are **intuitively solvable** all of these **issues would already** have **put** this **game** at the **bottom** of the **list ,** but **even** their **font choices** are **poor ! looking** at the **grid ,** some of the **numbers look like** other **numbers** the **contrast** is **poor** so it s **hard** to **see** any of them again **,** these are **basic issues** that **really** should have been **fixed** it s **rather obvious** that these **guys** were out to **capitalize** on the sukoku **mania** and **figured** that once **someone bought** the **game** because it **said sudoku ,** they d be **unable** to **return** it with all the other **sudoku games** out on the **market ,** there s **really** no **reason** to **get** this **one rating 1 5 worst sudoku game** we ve **played**

nuts **,** and beans this is just a bit too much the **scary** avatars smile at you without moving while the messages transmit telepathically when the poses are **shown ,** with no verbal cues at all **,** a creepy set of lungs **inhale** and exhale in the **corner** the **rooms shown** have **wooden bars across** the **windows** to **keep** you from **escaping** i **adore yoga ,** and this **dvd** was so **atrocious** that i can not **even imagine** who i will **send** the **game** to to **review** it **next** for **environmental reasons** i can not **bring** myself to **throw** it out **,** and the only **purpose** to **forward** it **would** be to **allow others** to **spread** the **word** about how **bad** it is **every dollar** we own is **precious** to **imagine spending enough money** to **feed** a **child** for a **month** on this dreck is **scary** do not **buy** this **warn others ,** so **money** is **spent** on **productive efforts ,** not on this this is not the **yoga game** to **get get wiifit !**

three **games** the most balanced **,** the most **fun ,** the best graphics you could literally play this for years and not **get** bored of it so to summarize if you do n't have **xbox live ,** you could rent this **game** for a **week , get** through it and have a **lot** of **fun** you ll be **able** to **see** how the **story ends , get** your **halo fix** in and be **happy** but if you do have **xbox live ,** you ll **want** to own this between **replaying** the **base game** on **harder levels** to **improve** your **skills ,** and **playing multi player** in a **variety** of **maps** and **set ups ,** you ll be **happy** for a **long , long** while there are **many games** we **write** a **walkthrough** for that we have to **push** ourselves to **get** through **,** but when we did our **walkthrough** for **halo 3 ,** we **really** did have **fun \ )** so that s **always** a **good sign !** a **must** own but not **perfection**

and objects scattered around it **,** and the end result feels pretty natural the sound is **really good ,** too the most obvious change **,** sound wise **,** is that an injured **odst** will pant and **groan realistically instead** of **offering** a **single grunt like** the **master chief** does this **makes** it **feel** a **lot** more **immersive ,** and is **almost worth** the **fact** that for **game reasons** you can **heal** up **really easily** and **dying** s not **really** that **big** of a **deal** on the **whole ,** i **understand** why **odst** did **n't take** a more **realistic approach ,** but that does **n't mean** it s not **disappointing** as a **game , odst** is **good ,** but with some **eye rolling flaws** that **could** ve been **turned** into **something** more **meaningful** than **another halo game 8 10 good** with some **eye rolling flaws**