

Many scoffed when Xbox basically required you to buy it with the Xbox One, but Walk the Talk proves the Kinect's value.

You'll require a small system update that upgrades the Kinect's ability to detect irony, and the level of sophistication after this update is impressive. No longer will your Xbox unintentionally pause or turn off due to a stray command. With the Walk the Talk update, your Xbox will understand all the nuances of human speech.

And this is vital to the game's XP system. Naturally, you'll gain experience for matching the gait and pace appropriate to a given walk-and-talk scenario. But you'll also level up each of the main characters based on how your delivery of their lines matches their personalities. Did you really sound emotionally-stunted when you read Harry's lines? Were you calm despite being surrounded by neuroses as you played Leon? Did you really sell Susan as a conservative surrounded by liberals? Honing your voice to these Sorkin archetypes will be vital to leveling up each character, which provides access to new hallways to walk down, more comfortable shoes, and other accessories like gum and folders filled with papers.

Overall, Walk the Talk makes excellent use of the enhanced Kinect functionality to finally let you live out your dream of adroitly walking while eruditely talking.

Walk the Talk: 9/10



Part puzzle, part dexterous score attack, Indelicate's latest goes on sale next week for mobile devices at \$1.99.

My complaints are few. When you finish a level, it takes too many clicks to replay it for a better score; a quicker feeling. The music doesn't quite fit the mood, like it was made for another game. I turned it off. Finally, returning to the game from an interrupting alarm call drops you straight back into a live game. That flow begs for a pause screen or re-entry countdown so you can get your bearings again without ruining your score.

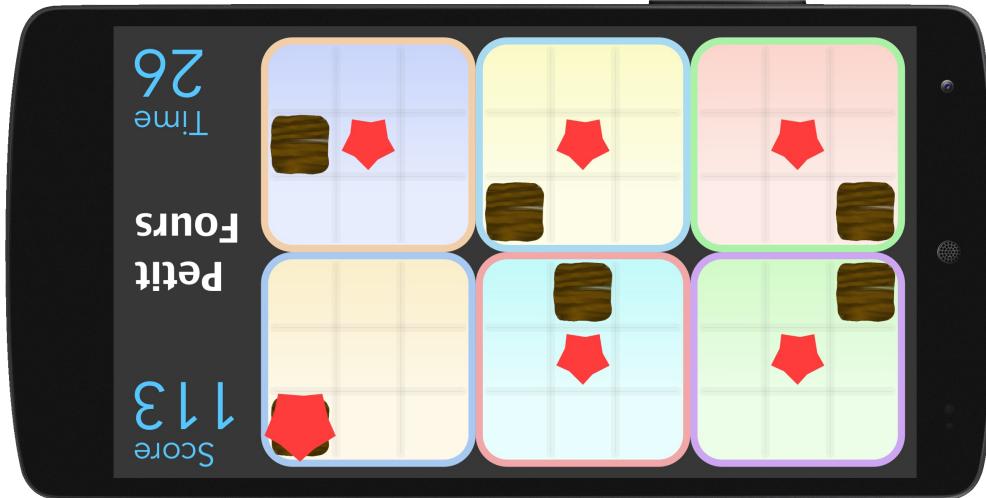
The other train passengers are pretending not to notice as I hold the phone like a gamepad, then like a sandwich, then like a tiny accordion. The difficulty ramps up nicely, adding another pair of cakes, then adding multiple dots per cake, then mixing in levels made of bare cakes with icing that "melts" under your fingers. Melting icing flows across cakes, then melting dots to jump to neighboring empty spaces, then allowing dots to jump to the top of a petit four with the viscosity of chocolate or hot molasses as you work your wrists to fix the confections.

Like the old wooden Labyrinth game or those ball puzzle squares, and makes a satisfying haptic kick in your hand when it makes the sugarcoat whole again. Grab a petit four and flick it away from you to smooth some frosting into the northern slot. Kick it away and then to the right to smear it into the northeast.

Like the old wooden Labyrinth game or those ball puzzle party favors, you can touch a petit four and tilt the phone to

jicing as quickly as possible. Rubik's Cube still holds a mystery that I'm unable to solve. It's a colorful little polygon of pain. I can fail at brute-forcing it as well as the next person. I've never been able to decipher the core puzzle. Of course, that doesn't mean I don't enjoy the feeling of the little plastic squares between my fingers. Petit Fours, the latest mobile game Indelicate Designs (Undulum, Whomp!), makes my muscles remember wholly original. My phone's screen is all pastels, gridded out into six small squares. The squares are dubbed "petit fours" because the art evokes the tiny snack cakes. Each of these is subdivided into a light tic-tac-toe grid with a dot in the middle and a spot of bare cake on the perimeter. Your goal is to cover the empty spot with the decorative icing in the middle and a spot of bare cake on the perimeter. Like the old wooden Labyrinth game or those ball puzzle

party favors, you can touch a petit four and tilt the phone to jicing as quickly as possible.



Petit Fours: A Frosted Mini-Treat
by Tim Knowlton