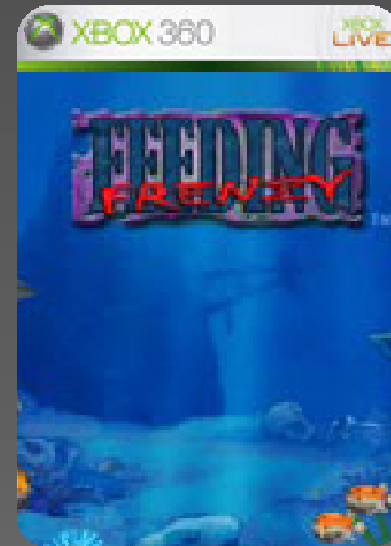


# Game Review

## Feeding Frenzy



Presented By:  
Hanan Alnizami

# Description

- Developed in cooperation with IBM, ATI, and SiS.
- Release Date: November 22, 2005
- ESRB Rating E
- Platform Xbox 360, PC
- designed for kids 5 years and up



## (Cont)

- Description and objectives: Survival of the quickest, strongest and biggest in the deep-seas! You start as a tiny fish trying to survive, but hunted, in an unknown underwater world full of killer predators. Collect power-ups and bonuses, avoid eating poisoned fish, bumping into mines or getting electrocuted.

Your goal is to eat your way up the food chain, all the way up to the Shark King, and become master of the deep-seas! The game also shows a "Fun Fact" after each level, being a real life fact about sea creatures and plants, giving it the educational twist.

- To be able to eat the fish, you will have to face it. Touching the fish will not cut it.
- **Why did you choose to review this game?** HUNTER!! ITS ALL HUNTER!!
- **Game's strongest point?** The graphics, the simple navigation and the game's easy flow.
- **Game's weakest point?** I did not play the game long enough to pick up on any weak points..

The End.  
Any questions?

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