

Rock of the Dead

Scintillating chords! Mmm, no. Breathtaking visuals! Strike two. Voice acting brilliance by Neal Patrick Harris, Felicia Day, and Rob Zombie! Gutter ball, turn over on downs (I had hopes here).

Much like the first sentence of this review, Rock of the Dead is a mashed-up, uninspired amalgamation of parts. After finishing the game (yes, I finished it, ugh), somehow my brain has the exact same feeling that my mouth tends to have after having eating a fast-food burger. I'm not full, but I don't want to eat any more, and I'm certainly not satisfied.

So while clever in concept, the core gameplay is simply repetitive and boring. The music repeats itself over and over and over and over and over and over (get the idea?). The only bright spot was the price (\$9.99), so it's about the same price as an independent game download, or even an iPad app. If you want some cheap XBox achievements, this might be a good choice (did I mention it's short, less than 3 hours in total).

Take my advice and skip the back stage pass: Rock of the Dead is more like Rock of the Dud.

I promise I'll find a better game to review for next month folks.

Tony