

A selection of the tester reviews since our last issue. Ratings range from 1 (low) to 5 (high)



### Backyard Football (GameBoy Advance)

Matthew, age 7  
 Played for 5 hours  
 CSR Rating: 3.0  
 "Didn't like practices. Though it was confusing to figure out how to play. Liked that you could fly and do a power boost (Shake the ground)."  
 Tester Rating: 3.0  
 Would you buy it? Maybe

### Fisher-Price Baby Smartronics Speak & Teach Phone

Anonymous, age 11 months  
 "The buttons were nice and bright and easy to press. The moving mouth is cute and the music played was nice. It was quite appealing to look at. The cord for the receiver was too short. I realize it has to be for safety purposes but perhaps there is a way to attach the receiver. My daughter kept trying to put it to her ear and the phone got in the way. The phone often says "Bye-Bye" even when it does not seem appropriate. The music bar was not discovered by my daughter - it is low on the phone and not easily discernible. At \$14.95 it is a good buy."

### Mary Kate & Ashley Sweet Sixteen (Game Cube)

Kaitlin, age 12  
 Played for "two days"  
 CSR Rating: 3.7  
 "Kaitlin thought you actually got to go through driving school and drive around and pick up your friends and go to the mall, but the computer did everything. The mini games were fun."  
 Tester Rating: 3.0

Sarah, age 11  
 Played for 1/2 hour  
 "You're supposed to get friends to come to a sweet 16 party. You don't get to steer the car to the different locations. I don't get any of it. I didn't want to play anymore."

### Phonics Tiles (Smart Toy)

Alyson, age 4  
 Played for 5 hours  
 CSR Rating 4.3  
 "The product was excellent with the tile utilization for phonics sounds and words that start with the tiles. Alyson had a lot of fun with the game. The product would become boring when they ran it a few times because each title only had one response. The game could increase its usability if the user could purchase additional tiles. This product is great for a 3-4 year old but has a short life span."  
 Tester Rating: 5.0  
 Would you buy it? Yes

### Rocket Power Beach Bandits (GameCube)

Matt, age 7  
 Played every day for testing period  
 CSR Rating: 4.3  
 "I liked that you could skateboard or roller blade. It is really fun to play two player. I also liked that you could change players. The shooting game is hard to beat. Everybody would love it!"  
 Tester Rating: 4.5  
 Would you buy it? Yes

### Sonic Advance (Game Boy Advance)

Matt, age 7  
 Played "everyday"  
 CSR Rating: 4.4  
 "I loved everything. I liked that you could fly and kick; become invisible, and collect and become bubbles."  
 Tester Rating: 5.0  
 Would you buy it? Yes

### Street Hoops (GameCube, PS2, Xbox)

Mike, age 13  
 Played for 6 hours  
 CSR Rating: 4.5  
 "I like how they had my favorite streetball legends and I like the jewelry and clothes you can buy. I wasn't too happy with the graphics although the game was good. It is a great game, I would vote it sports game of the year."  
 Tester Rating: 4.5  
 Would you buy it? Yes

### Tetris Worlds (GameCube)

David, age 11  
 Played for 3 hours  
 CSR Rating: 4.4  
 "I liked all the new versions of Tetris. I did not like the speed the shapes fell at. It is a great game with excellent graphics."  
 Tester Rating: 4.0  
 Would you buy it? Yes

## Testers For This Issue

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