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Subject: Re: Mirror's Edge

Posted by [Nukelt15](#) on Sat, 17 Jan 2009 05:17:23 GMT

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Portal was even shorter; the length of the game shouldn't really factor into anything but the price, which should have been a bit lower. That's to be expected.

I was genuinely surprised to see something so non-mainstream come out of an EA-owned studio. Granted, it hasn't gotten the best of reviews (not bad reviews either, but not awe-inspiring); I still want to give it a try just because it's something different. Innovation deserves attention, and it looks pretty fun to boot.

I'll prolly pick it up for 360 at some point- I don't even want to know what sort of bullshit DRM EA's shoehorned into the PC package.

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