

Name: Nahom Yoseph

Game Name: Green Reaper

1. Instructions: One rule that I did not completely understand was the rule that asked the player to memorize a sequence of colors and kick the hearts accordingly. What was actually expected was to not only memorize the sequence, but each time a new color is introduced, kick the hearts that represent the entire sequence up to that point.
2. Compelling Element: The whole thing was great, but my favorite part was being able to bet my entire savings on one game. Very reflective of my current habits.
3. Improvement: Some of the instructions could be more elaborate, but it's not a bad thing for the player to fail and learn a bit as they go.
4. Overall Comments: The game is fairly intuitive to play. On a scale from 1 (not intuitive at all) to 10 (super intuitive), I would say the game gets a 7.
5. Any other feedback: My emotions did change throughout the game. Once I realized how easy it was to lose a lot of my money, I was more sparing with my bets and learned to ration my resources.