Feedback – Myles Salholm

I think that converting a side-scrolling shooter into a pen and paper RPG is a tricky task, but you were able to pull it off well. In addition, you were able to incorporate multiplayer in what has historically been a single-player only game, and it turns the game from something that is mildly interesting into one that makes me very curious to play it.

I appreciated the example levels, and the mechanic for the DM to toss the coin to hit the players is a very cool twist that you can only do in a physical game (obviously).

Grade: 5/5