Feedback –Bryan Marony

This was a very interesting concept for not only a pen and paper version of portal, but also for a new game mode involving portal mechanics. You were able to effectively combine multiple types of gameplay (character types, tile types, objectives) with multiple players and still make it interesting. Although there were some elements of chance, I could see how a skilled player would be able to effectively beat a lesser skilled player repeatedly.

You also have an opportunity for interesting map variety, and even new types of tiles that can make the game harder or easier for players.

Some things I would have liked to have seen:

* A way to have portals persist between rounds
* A variant of the game that does not involve dice (to remove all elements of chance)

Grade: 5/5