Feedback – Jimmy Vu

TMNT for the SNES was one of my favorite cooperative games, and I think you did a good job of not only offering similar experiences to the video game, but also incorporating the essence of pen and paper RPG games. Offering character choices was a good decision, and there are good chances for cooperative play when you are with other players.

Some things I would have liked to have seen more detail on:

* How is the DM involved in your campaign? Does he control the enemies and bosses?
* More abilities for the players (jumping, special moves – ie: a spin attack)

Grade: 4.5/5