Page Number

1.

Total Strength: 32, but Current Strength + Dead + Missing= 12+17+4 = 33.

2.

- “The enemy continue” I think here got s, like “the enemy continueS” cos it’s a collective term, so a single group.

- “There’s at least two others” should be “There are at least two others” cos referring to two others (of idk)

- Sorry, idk Army lingo, whats “ack-ack” of the AK-47s?

- “Toss the smoke (Grenade)”

*Choice: RPG machine gun position and charge*

3.

- “And then probably assembled by a bunch of kids who had never seen their father” Huh why? I don’t get this part haha

*Choice: Look for another way in*

4.

- “A few shards of jagged glass **were** all that remained of the window”

- “Standard Issue Tactical” – whats standard issue tactical?

*Choice: Shoot him before he spots you*

5.

- WAIT WTF I THOUGHT THIS WAS ARMY FRONTLINE WHERE GOT KIDS AND WIFE ONE. Unless it’s a village or something? (EDIT: okay it says later on that it’s a town, but I think this could be mentioned before that as well so readers understand the setting/context better”

- “you glance towards the source of the sound … the RPG didn’t manage to take out all of them” what’s upwards?

*Choice: Screw this crazy lady, shoot her too”*

6.

- What happened to the kids? Weren’t they in the room?

7.

- “Glancing around, you eyes …” should be **your** eyes

*Choice: Enter the room cautiously*

8.

- In the previous choice, I put shoot the lady, and her blood and gray matter splattered against the walls, but now it says that “you catch a glimpse of the the woman and her shivering in the corner of the dilapidated kitchen floor, still mourning the loss of her husband.” So did I kill her or nah?

- Oh okay the children appeared again. But where were they previously..? When I shot the mom, or when the mom confronted me?

- There’s war going on, is it safe for her to just bring her children and leave?

9.

- Is it intentional for the Sergearnt Kosnik to have broken english? // to singaporean enciks haha but if not, then it should be “**An** armored truck, of all things, now?”

*Choice: Sneakily encircle the enemy and surprise them with an ambush!”*

10.

Choice: set up ambush at alley, forcing them to abandon armour

11.

Wait, the vehicle can enter the alley? Isnt it too narrow?

*Choice: Wait till the truck is about to exit the alley before firing*

12.

- omg I died.

- I think the wrong option (where the stat check showed that I was lacking in my choices) was too far from the consequences. Like, I saw the indication that I had insufficient stats to carry it out, but there was no follow up until much later when i.. died. HAHA

ROUND 2.

2.

*Choice: Fire and Advance*

3.

*Choice: Barge into the building*

4.

*Choice: Don’t shoot*

6.

- Oh, this storyline is entirely different from the previous one where I picked other options about the house?

7.

- They’re soldiers at war, why are they so nonchalant in the house when theres a war going on? Not observant to their surroundings, not ensuring the family left before they went upstairs, and not knowing that they are still in the house when they return to the first floor.

8.

*Choice: Hold your position and use the RPG to take out the armored truck*

9.

- What’s “Iota”?

*Choice: Wait a little longer, it pays to be patient*

10.

- Where did you get the boxes of heavy munitions? Didn’t the soldiers run across the battlefield into the house? Unless they ran with the boxes..?

12.

*Choice: Charge at the enemy! Utilize their confusion to your advantage*

13.

- Wait it ended? Did I win?

ROUND 3

2.

*Choice: Smoke out and dash through the smoke screen*

3.

- One with his blood drained in front of you, one shot to pieces, and two collapsed to the ground behind you. That’s 4 casualties. Current strength 12 at the beginning, why is it “remaining 9 men” and not 8?

*Choice: Let’s find another way in*

4.

*Choice: Sneak in via the window and try to capture him*

8.

*Choice: Spread out and harass the enemy*

- Actually, for this set of options, there’s no tactical choice..? No pros and cons for each option so I feel like I’m blindly choosing my options and hoping for the best

9.

*Choice: Take the opportunity to kill off their infantry!*

10.

*Choice: Fire off the RPG and take out the armored truck*

11.

- oh okay ended.

ROUND 4

2.

*Choice: RPG the machine gun position and charge*

3.

*Choice: Look for another way in*

*Choice: Tap the window and try to communicate with him*

5.

- “providing a cladestine hint” Is this a proper use of this word? Sounds weird but I could be wrong!!!

6.

*Choice: Storm into the room with guns a-blazing!*

8.

*Choice: Spread out and harass the enemy*

9.

Choice: Hold your fire, wait for more developments

10.

- ended.

ROUND 5

Choice:

*Smoke out*

*Into the building*

*Don’t shoot*

*Encircle enemy, surprise them with ambush*

*Ambush at junction, taking high ground*

*Choice: Radio the machine guy nest to light them up*

DIED.

Okay, I think I’ve exhausted my options already, some aren’t included here cos I died as soon as I pressed the options so it was underwhelming haha.

1. I think for the stat check, it didn’t tell me the direct consequences of my action despite not having enough stats for the options I picked. It seemed like the stats were a bit redundant? Unless it did caused a difference, which in that case, I did not pick up on, so maybe it could be clearer
2. The grammar used throughout was a bit inconsistent, for example the use of past and present tense.
3. Some of the options, I felt that I didn’t know what to choose/which is better. It feels like my option-picking was by luck, instead of by strategizing. For example, when I ambush the tank in the alley, and I had a choice as to when I want to attack them (at the start, midway or as they exit), I didn’t know what options meant what, even after I indicated my choice. There could be follow-up explanations for why my choice was right/wrong (some options led to death, while others succeeded). For example, if choosing to open fire in the middle was the right option, then there could be an explanation to say that its right to do this because \_\_\_\_\_ (whatever the reason is). And if choosing to open fire as they are able to leave the alley is a wrong option, then it could write that this was disadvantageous as \_\_\_\_.
4. I think the introduction could be clearer. Was a bit confused at the start cos it just went straight into the crux of the storyline. I preferred the previous game, where I could choose my origin story etc, but im not sure if that’s possible in this storyline! If not, then maybe a bit more context could be given!
5. A few gaps in the storyline here and there. I mentioned it above!