

The Good

- Art style is awesome
- Animations are great
- Flexes if you leave the game alone for a bit.
- Music is phenomenal
- Controls feel pixel perfect.
- Customize controls
- Separate volume sliders
- Secrets to find (breaking blocks, climbing chains)
- Love how he flexes to attack with down X
- Boss fights are very good, though you'll probably die quite a few times.
- I've said this before, but it is an important point. The D-pad on the joycons is perfect for side scrollers.
- There is a good variety in level design, from side scrolling to vertical scrolling, to elevator fights. Etc.

The Bad

- You have to find out what moves he has on your own.
- That feeling when you have only one health left and you just know you're going to screw up.
- Checkpoints are a little too far apart.
- The up and down flying bats remind me of medusa heads from castlevania and I really really hate them.
- HD rumble isn't really there, just a normal rumble which is disappointing.
- Can't figure out how to get the combos that I get sometimes.
- Be ready to be frustrated. The game requires some perfect blocks / dodges / jumps.

The Broken

- My controllers all of them, this game is frustrating but so good.