

# Playtesting Log

## Playtest 1

### Insights

- The event card in spot 4 was hit too early, rendering it ineffective.
- Some players experienced a chain of negative events when landing on an event card spot. (-5 steps total)
- The sabotage card allows too much flexibility in usage, making it confusing.
- The stamina token mechanics initially seemed complex but became more manageable over time.
- The arrows on the board caused confusion among players.
- The snare stamina token needs to be more descriptive.
- For odd numbers, the rule needs to clarify rounding down when a sabotage card splits a player's roll.
- The game should only require stamina tokens for movement on terrain spots, not on sabotage or event spots.
- Players reached the rest stop quite quickly.
- The sabotage cards need more specificity, especially in scenarios where players are forced to move backwards.
- After an event card play, players don't pick up another event card. This needs to be stated on the cards.
- The sabotage shed shouldn't affect the player in the first place.
- Players should be limited to using only one sabotage token at a time.
- Going the longer route may provide more strategic advantages.

### Revisions

- Move the event card to spot 5 as a later spot on the board.
- Modify the event cards to prevent a chain of negative outcomes, or introduce a safeguard mechanism.
- Specify when the sabotage card can be used. In rule book
- Simplify the stamina token mechanics or provide a clearer explanation.
- Redesign the board to clarify the meaning of the arrows.

- Revise the snare stamina token's description for better understanding.
- Include explicit instructions for rounding down for odd numbers in the rulebook.
- Clarify in the rules that stamina tokens are not required on sabotage or event spots.
- Space out the rest stops to prolong the journey.
- Make sabotage cards more specific, defining exactly what happens when players are forced backwards.
- Clarify on event cards that a new event card isn't picked up immediately after the first.
- Adjust the sabotage shed rules to spare the leading player.
- Limit the use of sabotage tokens to one at a time in the game rules.
- Adjust game mechanics to balance the pros and cons of taking different routes.

## Playtest 2

### Insights

- The direction of the running people was confusing for the players.
- The terrains should be color-coded for clarity.
- Doubling the dice outcome reduced the competitiveness of the game.
- The rule "pass a person, remove someone" was discarded.
- Players thought the game tokens were too small, but this didn't affect gameplay.
- Some participants expressed that the board's color scheme could be brighter, yet gameplay remained unaffected.
- Players suggested that there should be a spot to set down the stamina tokens and sabotage and event cards just like in Monopoly

### Revisions

- Change the design of the running people to indicate direction clearly.
- Use distinct colors to represent different terrains on the board.
- Adjust the mechanics of dice-doubling to maintain game balance.
- Remove the rule "pass a person, remove someone" from the game rules.
- Game tokens were made bigger and glued onto cardboard for thickness.
- The board included slightly darker terrain to indicate which were the different types.
- Placemarks to add the stamina tokens, sabotage cards, and event cards were added.

Game 1							
	Turn Times per Player (Average)	Number of Event Cards used	Number of Sabotage Cards used	Number of Stamina Station Cards needed to reach finish line	Terrains	Result (Win/Loss)	Winner
Archita	21 sec	7	6	15	10	40 minutes	Third
Ishant	27 sec	3	3	13	14	23 minutes	First
Jaiden	20 sec	6	3	11	11	35 minutes	Second
Bill	45 sec	7	3	9	17		
Game 2							
	Turn Times (Average)	Number of Event Cards used	Number of Sabotage Cards used	Number of Stamina Station Cards needed to reach finish line	Terrains	Result (Win/Loss)	Winner
Archita	20 sec	5	2	12	9	36 minutes	Second
Ishant	25 sec	3	3	11	11	24 minutes	First
Jaiden	12 sec	2	4	10	10	38 minutes	Third
Bill	50 sec	5	2	10	15		