First off, thanks again for agreeing to be a part of this testing process. No doubt there will some frustrations on both our ends as we work through this, but hopefully the payoff will merit the effort.

This readme shouldn’t change much through the process. The idea is to comment on some static principles and features of the testing process.

Ok some things to be aware:

* Major updates will occur weekly by Thursday 11pm, barring any unforeseen life circumstances
* Documents other than this readme will be altered with updates so be sure to grab the most recent rules etc after an update
* Hotfixes will occur ASAP when the problem warrants immediate attention
* Minor updates may find their way into the build at any point, but if it is significant it will wait for a major update
* Major bug reports should be e-mailed to me, minor bug reports and general game comments and suggestions can go in the facebook group
* The game rules are written in a generic format, whereas the digital game doc will have things pertaining to the software version
* When making comments or bug reports please be specific about whether you are addressing a board game issue or a software issue, just so I know where to change the docs. A lot of them might overlap.
* Bug reports should be as specific as possible. Try to recreate it yourself and let me know what you expected to happen and what actually happened.

That should do it for now. If there are any changes to this doc I will post in FB, otherwise everything else you need to know is in the other docs.

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