No video for this one (Player did not consent)

The playtest did not “complete the game”, going through a deck of 65 takes a very long time

Player Notes

* Spreadsheet slows down already simple gameplay - basically a tabletop sim problem
* Little incentive to think strategically
* Little to no ability to use long term strategy
* New variable such as money or mana

Playtester Notes

* No point in killing/attacking high defense cards such as the diamonds
* Player health system might be more fun than just trying to deplete opponents deck
  + Attacking with multiple cards a turn might be good too
* Future tabletop playtests should have counters to track card stats so you only have to refer to the spreadsheet when choosing a card from your hand