**Notes and Feedback From Playtesting Sessions**

**[ July 31st, 2015 ]**

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| **Play Session #1 Feedback** |
| **[ 5 players ]**  Alexander Otoshi, Alicyn Otoshi, Christopher Otoshi, Kevin Otoshi, Terry Otoshi  **[ rulings ]**  liked bucket of water putting out 1 heat source  **[ marshmallow card-related ]**  more variety of marshmallow cards  2 special marshmallow cards instead of 1  **[ roasting card-related ]**  propane is fair at 3  increase lightning strike and rainstorm to 2  points for burning someone’s marshmallow  having too many roasting sticks // fishing sticks isn’t too fun to have  **[ other ]**  goal cards -- that everyone is trying to do together to get bonus points. Changes the playstyle of all players for a round.  ~ wind and smoke, distracts players -- disadvantage  ~ have a way to come back at the end of the game  ~ only burning on player’s end step works better, instead of at any time  ~ more opportunity to control the fire ( couldn’t play cards after taking turn )  ~ trap card, being able to put cards down that influence things at any time.  ~ on your turn, put 1 card back into the deck and draw 1 card ( exchange )  ~ have a card that’s always in the middle as a minimum ( special log card )  ~ if someone moves something to your spot, then they check in that instance for toast // burn |

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| **Changes Made** |
| **[ rules ]**  Taking Turns: Changed the way turns are taken. Previously went clockwise from 1st player to the 1st player’s right, then that player took 2 turns, going counter clockwise back to 1st player. ( like the initial placement in Settler’s of Catan )  Now play goes clockwise from the youngest player and marshmallows are toasted // burned at the end of every turn, instead at the end of a round ( rounds don’t exist anymore )  Marshmallow Cards: Now marshmallow cards are turned in at the end of each round and do not burn unless a player ends their turn with a heat value that’s higher than their marshmallow’s maximum. Upon toasting or burning a marshmallow card, a player draws 1 new marshmallow card from them marshmallow deck and selects 1 marshmallow card in their hand to play as their next marshmallow for the round.  **[ roasting cards ]**  + increased **[ lightning strike roasting card ]** from +1 to +2 to all heat sources  + increased **[ rainstorm roasting card ]** from -1 to -2 to all heat sources  - reduced **[ balloon of propane roasting card ]** heat from 4 to 3  **[ marshmallow cards ]**  + increased **[ pizza marshmallow card ]** point score from 2 to 3  + increased **[ sweet potato marshmallow card ]** point score from 5 to 8  + increased **[ fried chicken card ]** count in the deck from 1 to 2  + increased **[ fish marshmallow card ]** count in the deck from 1 to 2  + increased **[ corn marshmallow card ]** count in the deck from 1 to 2  + increased **[ pizza marshmallow card ]** count in the deck from 1 to 2  + increased **[ hotdog marshmallow card ]** count in the deck from 1 to 2  + increased **[ sweet potato marshmallow card ]** count in the deck from 1 to 2 |

**[ August 1st, 2015 ]**

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| **Play Session #2 Feedback** |
| **[ 5 players ]**  Alicyn Otoshi, Christopher Otoshi, Jason Otoshi, Kevin Otoshi, Sara Otoshi  **[ roasting card-related ]**  less coals  more roasting sticks  more moving cards  more weather cards  **[ other ]**  coals go down over time  Event Deck  ~ wind shifts  ~ log goes in  ~ lightning  ~ coals go out  **[ positive improvements // enjoyed elements ]**  play a coal + a non-coal |

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| **Changes Made** |
| **[ rules ]**  added rule: [ play immediately ] on some roasting cards  edited rule: players now draw up to 2 roasting cards per turn, up to a maximum  of 5 roasting cards in hand. This is from previously drawing 1 roasting card per  turn.  edited rule: card draw now occurs at the beginning of a player’s turn, instead of previously at the end of a turn. This change was made to enable [ play immediately ] effects, so they would allow the player who drew them to act and adapt first, instead of last ( if drawing at the end of the turn )  edited rule: players can now play **up to** 1 heat source roasting card and **up to** 1  non-heat source roasting card per turn, for a maximum of two cards played per  turn. This is from previously being forced to play 1 and only 1 card per turn.  **[ roasting cards ]**  + added 2x **[ spaghetti roasting card ]**  + added 1x **[ santa coals roasting card ]**  + added 1x **[ mrs. coals roasting card ]**  + added 1x **[ hungry uncle roasting card ]**  + added 1x **[ guilt trip roasting card ]**  + added 2x **[ wandering coals roasting card ]**  + increased temporary heat of **[ balloon of propane roasting card ]** from 3 to 4  + increased number of **[ shovel roasting cards ]** from 3 to 4  + increased number of **[ lightning strike roasting cards ]** from 1 to 2  + increased number of **[ rainstorm roasting cards ]** from 1 to 2  - reduced number of **[ coal roasting cards ]** from 15 to 12  - reduced number of **[ coal duo roasting cards ]** from 6 to 5  - reduced number of **[ balloon of propane roasting cards ]** from 4 to 2  **[ marshmallow cards ]**  - reduced **[ sweet potato marshmallow card ]** point score from 8 to 7  - reduced **[ fried chicken marshmallow card ]** point score from 6 to 5  - reduced **[ sweet potato marshmallow card ]** toastiness range from 5 - 7 to 6 - 7 |

**[ August 3rd, 2015 ]**

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| **Play Session #3 Feedback** |
| **[ 4 players ]**  Janie Otoshi, Jason Otoshi, Jennifer Otoshi, Terry Otoshi  **[ rulings ]**  ~ center seems confusing w/ ½ value  → numbered coins to easily keep track of the global heat value  → slider with the current value of the fire to track the value ( update each turn )  ~ propane // spaghetti rule, where the card is resolved first before the end of the game is checked to see if the game is over.  ~ better descriptions on cards about the ½ value context for non-middle fire.  **[ marshmallow card-related ]**  ~ trading in marshmallow cards to get new ones  ~ burned marshmallows are -2 points or more.  Maybe ½ the burned marshmallow card’s point score  **[ roasting card-related ]**  ~ melted bucket graphic on [ bucket of water roasting card ]  ~ discarding extra cards to draw 1 new one  ~ more sticks // shovels  ~ Peek card to see someone else’s marshmallow [ Nichola’s card ]  ~ Wind card → more heat around  ~ special card → do at any time ( block card ) → mystical space typhoon-like  ~ Make players ( not you ) to stuff to each other ( Chance Time! in Mario Party )  **[ other ]**  ~ Goal cards for last minute victories  ~ coals getting stolen should give the player being stolen from some kind of benefit ( steal a card from their hand )  ~ move coal value graphic and point value graphic to the top right for better visibility when stacking cards.  **[ positive improvements // enjoyed elements ]**  + playing 1 heat source // 1 non-heat source per turn  + shared points for helping someone roast ( with a stick ) |

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| **Changes Made** |
| [ **rules** ]  added rule: [ bonus round ] begins when the last marshmallow card from the marshmallow deck is drawn. Any player that toasts a marshmallow gains 2x the marshmallow card’s point value ( excluding the player/s with the most points )  **ex**: Bonus round is in effect and Jen is in the lead with 30 points, while Chris has 28 points, and Sara has 25 points. It’s Jen’s turn and she toasts a mini marshmallow, worth 2 points. Because she’s in first, the 2x multiplier is not applied, and she now has 32 points ( 2+ 30 ). Chris takes his turn next and toasts a mallow, worth 3 points. He gets the 2x multiplier, having less points than Jen and gains 6 points ( 2 x 3 points ), jumping into the lead with 34 points ( 6 + 28 ). Finally, Sara takes her turn, toasting a jumbo marshmallow, worth 5 points. Because she has less points than the leader Chris with 34 points, she gets the 2x multiplier and gains 10 points ( 2 x 5 points ). She jumps into the lead with 35 points ( 10 + 25 ). |

**[ August 16th, 2015 ]**

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| **Play Session #4 Feedback** |
| **[ “6” players** **]** ( Tim took over Nicole’s spot after a few turns )  Jonathan Go, Kevin Otoshi, Nicole Liu, Timothy Dubay, Vincent Harvey, William Lee  **[ rulings ]**  ~ discard 1 roasting card from hand to draw 1 roasting card at end of turn ( cycle )  ~ center doesn’t seem too useful aside from ½ bonus  ~ New play mode: *All coals go into the center roasting zone instead of your roasting zone, and coals and heat sources are pulled out of the center roasting zone.*  **[ marshmallow card-related ]**  ~ marshmallow cards with scores that get better by getting closer to maximum  *ex: 5 toastiness = 1 point, 6 toastiness = 2 points, 7 toastiness = 3 points*  ~ having a fish-like card with higher difficulty, can’t be under or overcooked, that’s worth even more points than the fish.  ~ low heat requirement card  *ex: [ 1 - 2 ] toastiness range*  ~ ice marshmallow card  *ex: [ below 0 ] toastiness range*  **[ roasting card-related ]**  ~ shovel is too versatile compared to fire stick ( strictly better ). Make it more specific, like only being able to move logs or have some other specificity.  ~ shovel is too powerful of a card for gaining heat. Should it count as a heat card?  ~ a way to see other people’s marshmallow cards, so sabotage is easier )  *ex: you may look at a player’s marshmallow card.*  ~ It would be exciting if there were more event cards, especially ones that would overlap an existing event card in play, if one was already there.  **[ other ]**  ~ Too easy to score, marshmallow cards are turned in almost every turn.  ~ calculating // tracking heat values was difficult. Sliders would be helpful.  ~ It would be fun to have “*multiple sticks*”, allowing more than 1 marshmallow card to be roasted at a time.  ~ More engagement factors between players  *ex: trade // move marshmallow cards between players*  ~ Have slots in each roasting zone, so each player has a max number of heat source spaces to play coals or logs. This discourages players from making a player’s zone too hot ( with fire sticks and shovels ), to the point where their marshmallow burns every turn.  ~ Bonus round is too swingy, doubling point values if not in first makes the game un-fun for the player who’s winning and allows for comebacks that are too random.  ~ Name Idea: ***Roasting Pit*** |

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| **Changes Made** |
| [ **rules** ]  removed rule: [ bonus round ] begins when the last marshmallow card from the marshmallow deck is drawn. Any player that toasts a marshmallow gains 2x the marshmallow card’s point value ( excluding the player/s with the most points ) |

**[ August 21st, 2015 ]**

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| **Play Session #5 Feedback** |
| **[ 6 players** ]  Alicyn Otoshi, Alexander Otoshi, Kevin Otoshi, Michelle Otoshi, Sara Otoshi, Warren Otoshi  **[ rulings ]**  ~ clearly state that weather cards override other weather cards.  ~ write \**play immediately*\* on all event cards ( with the stars )  ~ make language consistent on cards // rules toward heat that’s in the center. Do all sources give ½ in the center? Or are there specific cards that give what they say? Make this more understandable and congruent.  *example*: *do* ***[ fire log cards ]*** *give heat to the center roasting pit? Or only neighboring, non-center roasting pits?*  ~ be able to play 2 roasting cards of any kind per turn, allowing more opportunity to successfully roast marshmallows.  ~ discard 1 roasting card from hand to draw 1 roasting card at end of turn ( cycle )  **[ marshmallow card-related ]**  ~ balance **[ sweet potato marshmallow card ]** ( less points, smaller range )  **[ roasting card-related ]**  ~ should **[ spaghetti roasting card ]** or **[ balloon of propane roasting card ]** give assist points?  **[ other ]**  ~ Reaction cards that are useable when an action card is played ( like bucket of water ), would be interesting.  ~ add tokens // sliders for easier way to keep track of heat in roasting zones.  ~ old maid card: everyone takes 1 roasting card from the player to their right.  ~ marshmallow roulette card: shuffle all marshmallows in play and distribute them randomly to all players. |

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| **Changes Made** |
| [ **rules** ]  added rule: a player may discard 1 roasting card from their hand to draw 1 roasting card from the roasting deck at the end of their turn.  edited rule: Players can now play up to 2 roasting cards of any kind per turn. This is from previously being able to play up to 1 heat card and up to 1 non-heat card per turn.  [ **marshmallow cards** ]  *( physical cards descriptions didn’t match the previous rules sheet )*  - updated **[ sweet potato marshmallow card ]** point score from 8 to 7  - updated **[ sweet potato marshmallow card ]** toastiness range from 5 - 7 to 6 - 7 |

**[ August 22nd, 2015 ]**

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| **Play Session #6 Feedback** |
| **[ 6 players** ]  singles: Alicyn Otoshi, Christopher Otoshi, Jennifer Otoshi, Kevin Otoshi,  teams: [ Alexander Otoshi & Warren Otoshi ], [ Michelle Otoshi & Sara Otoshi ]  **[ rulings ]**  ~ A player may discard down to 3 roasting cards at the end of their turn, drawing up to 5 on their next turn.  ~ should the discard at end of turn rule only apply in specific situations? Like when a marshmallow card cannot be roasted that turn, or if the player hasn’t played any cards?  ~ Define when the discard effect occurs during a player’s turn in the rules, ( make it more concrete ).  ~ unify the language of card descriptions and define lingo in the rules  ~ make the **[ wandering coal card ]** and center roasting pit language congruent.  ~ Define if the **[ wandering coal card ]** can be targeted by a **[ roasting stick roasting card ]**, **[ shovel roasting card ]**, and **[ bucket of water roasting card ]**.  ~ Define **[ balloon of propane card ]** in relation to the **[ sweet potato marshmallow card ]**. Does using it on a player activate their sweet potato? Or do they get to turn it in if it targets them? And if so, can the center be targeted to sweep out potential sweet potatoes in play?  ~ to randomize what marshmallow cards are in the deck, after shuffling at the beginning of a round, X marshmallow cards are removed at random and placed aside, ( like love letter ). Then players are never 100% sure about what cards are still remaining, especially special marshmallow cards.  **[ marshmallow card-related ]**  ~ idea: some marshmallow cards give “draw +1 S’more card” as a reward for roasting them. These S’more cards are special cards that can be played at any time and can, for example, protect the player from certain action cards.  ~ could these special cards also be permanent?, giving a small passive bonus for the rest of the game?  ~ expansion pack idea: adding the above S’more cards into an expansion pack with more cards, so the base game can be played with it being too complicated, but for more experienced players, they can add more depth and challenge through the effects of S’more cards.  ~ add more marshmallow cards, so a game session can last longer with 6 players.  **[ roasting card-related ]**  ~ reduce roasting sticks from 8 to 6, since they don’t seem as valuable in the current set up.  **[ other ]**  ~ **name idea**: *Roasting Rampage!*  ~ board // tokens to track roasting values  ~ redesign cards so stacking works for heat and point values  ~ add colors // shapes to aid in recognition of cards and card values  ~ idea: A player has the option to get rid of 1 heat source at the end of their turn.  ~ “musical chair” // “smokey!” card: *pass all cards in your roasting zone to the player on your left.*  ~ switch card: “rock”, which lets the player substitute a marshmallow that’s about to burn with a rock // dud card, ( so no points will be lost from burning ).  ~ switch card: swap your current marshmallow card with 1 marshmallow card of in your hand.  ~ An event deck would be cool, where every turn an event card is drawn.  ~ chocolate // graham cracker cards that, when used together, grant bonuses to marshmallow card point values. ( like wasabi in Sushi Go! ). These cards can also apply to other foods too, like salt // pepper for fish, or butter for corn.  **[ positive improvements // enjoyed elements ]**  ~ Being able to play 2 roasting cards of any kind was more enjoyable and made the game move along faster  ~ A burned marshmallow giving -1 to that player’s score felt fair.  ~ 6 players worked well, scores were balanced with 15, 16, 16, 17, 17, 18  ~ firelog not adding to center roasting pit worked well. |

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| **Changes Made** |
| [ **rules** ]  edited rule: discard rule: A player may discard down to 3 roasting cards at the end of their turn, ( meaning they will draw 2 cards on their next turn ). This is from previously having a player discard 1 roasting card from their hand to draw 1 roasting card from the roasting deck at the end of their turn.  [ **roasting cards** ]  - reduced number of **[ roasting sticks roasting cards ]** from 8 to 6  [ **marshmallow cards** ] |

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TEMPLATE

**[ month day, year]**

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| **Feedback** |
| **[ # players ]**  **[ rulings ]**  **[ marshmallow card-related ]**  **[ roasting card-related ]**  **[ other ]**  **[ positive improvements // enjoyed elements ]** |

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| **Changes Made** |
| [ **rules** ]  [ **roasting cards** ]  [ **marshmallow cards** ] |

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| **Ideas** |
| graham crackers  chocolate  ( firelog card that helps you only ) → incentivizing placement in middle  Try bonus mode where only the player in last place gets the bonus.  **[ cooperative mode** ] Where the campfire has its own deck and players must use the roasting deck to sustain the heat for them to roast their marshmallow cards.  ***[ August 22nd, 2015 ]***  **Role cards**: similar to what goal cards would do, but is player specific. These influence players to do actions that influence the game, such as +3 points for each burned marshmallow in all marshmallow zones. |