**Notes and Feedback From Playtesting Sessions**

**[ July 31st, 2015 ]**

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| **Feedback** |
| **Players**: Alexander Otoshi, Alicyn Otoshi, Chris 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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| **Feedback** |
| **Players**: Alicyn Otoshi, Chris Otoshi, Jason Otoshi, Kevin Otoshi, Sara Otoshi  **[ rulings ]**  **[ marshmallow card-related ]**  **[ 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 [ balloon of propane roasting card ] heat 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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| **Feedback** |
| **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 ).  [ **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. |