Pawn.exe

I liked how the game allowed one to interact with other players. If you managed to get a certain colored piece to the end of their track, you could force another player’s piece backwards by the spaces you rolled for that color.

What I didn’t like was just how chaotic the game as a whole was. I feel that it mostly had to do with how the special tiles were placed on the board. I would try either lengthening the board slightly and readjusting the special tiles or finding some other means of making the game a little more strategic.

Space Game (Not the real name)

I genuinely enjoyed the board game because of how many ways the game could end. The alternative win conditions made the game very interesting. It was actually the most interesting game there, in my opinion. It was also pretty fast paced, but no where near as chaotic as “Pawn.exe”.

What I’d improve about it is again the length of the board. In this case, its because the game was fast-paced but the circular game board here seemed to be short a few spaces to have the right speed of completion. Also, there’s a way to end the game in less than a minute by hitting a certain space on the board and going backwards enough spaces and looping into the end goal. (lol)