**DES 115 Playtest Report: Card Game**

**Designer:**  Jennifer Assid **Project Name:** Petty Politics

**Date:** 20 Oct - 4 Nov 2021 **Project Version:** v.1 -> v.5

**PLAYTEST #1**

**Playtest Goals**

* Determine what the players think of the Joker’s Block. Is the game mechanic useful? Does it offer anything to the game? Is it easy to understand?
* Determine if one player is more advantaged / disadvantaged than the other.
* Determine if the terminology (i.e. Feasts, Playing Courts, etc.) contributes anything to the experience
* Determine if the number of Rounds (task decks) is sufficient and provides an engaging gameplay loop.

**Playtest Notes**

**List of playtesters**

Playtester #1: Mason Kaschube (mason.kaschube@digipen.edu)

Playtester #2: Liam Sarett ([liam.sarett@digipen.edu](mailto:liam.sarett@digipen.edu))

Version 1.0

Before I begin the analysis of the actual game, there were a few complains from the playtesters that was only directed towards the software itself (and these complaints would be echoed throughout all of the online playtests): the cards, when pulled out of the hand, were placed face down which disrupted game player and the lag between placing the card on and flipping it over resulted in some mismatching of the order of cards. These were all noted and upon further investigation of the software, no solution could be made on the designer side.

During the first play through of the game, both playtesters noted confusion regarding the rules (and some grammar mistakes which were adjusted in the session). Once the playtesters began to play the game in junction with reading the rules, everything started to make sense: when asked about this, both playtesters echoed that the rules were hard to read (very little break between paragraphs of words). Another confusion point came from whether the players need to play at the same time or in a turn-based motion. Other than that, the main mechanic (counting up or down from the top cards on the table) was executed properly.

At the end of the first Round, Liam won and properly enacted the Joker’s Block but on the second Round (where Liam went again) he forgot to move the Joker to the other spot. Both players were incredibly engaged with the core game mechanic, even getting into friendly bantering between each other (“Baby rage. Baby rage. Baby Rage”).

At the end of the first playthrough, both players commented in the lack of contribution that the Law mechanic gave to the game. It served no purpose, gave no advantage, didn’t add anything if the players were unaware of what exactly they were assigning Law too. This then further into both players agreeing that the terminology was confusing and served as more of a disruption to the gameplay instead of an additive. Why is Law called the way it is? Why are the decks called Feasts? This terms, outside of creating an unnecessary theme, were not doing anything other than causing confusion.

Liam noted that the orientation of the Joker’s Block (horizontal) was the same as the Veto holder (horizontal). Because of this, his brain wrote out the Joker’s Block as unnecessary information because its presentation was the same as cards that had no meaning once they were in the holder. Both players also echoes that the board was very cluttered which just added to the overall confusion.

When asked about the Joker’s Block specifically, the response from both of the players was really positive. Although Liam was frustrated that the Joker’s Block took away gameplay from him (which Mason noted was the point to help himself have a better chance at beating Liam), both players agreed that the Block served a useful purpose and didn’t give one player an advantage over the other. The only thing to note was that the name “Joker’s Block” didn’t indicate to the player that it was a bad thing; it gave the impression that it was a good thing for the player who was having the Block enacted on them (which is, in reality, not true).

The second playthrough was a lot smoother and both players enjoyed to overall experience (this leads me to believe that the game mechanics themselves are fun but the rules are hard to understand which takes away from the experience).

From this playtest the following changes were made: more bolded words were added to disrupt the same-same problem within the rules for better reading, a clarification regarding how the players needed to play at the same time was added, the Joker’s Block was changed to Joker’s Prank to better reflect the nature of the game mechanic, Law was changed to Order to better reflect the nature of the mechanic, and the Veto holder was changed to Order Discard and rotated to be vertical to separate the Joker’s Prank positions from the rest of the border for better board composition.

**PLAYTEST #2**

**Playtest Goals**

* Determine whether the rules are applicable for in-person gameplay.
* Determine if Order offers anything to the gameplay.
* Determine whether the players enjoy the actual gameplay outside of understanding the rules.

**Playtest Notes**

**List of playtesters**

Playtester #3: Erik Libouban-Gundersen (e.liboubangundersen@digipen.edu)

Playtester #4: Jeremy Holcomb ([jeremy.holcomb@digipen.edu](mailto:jeremy.holcomb@digipen.edu))

Version 2.0

This playtest was done in-person (rules were modified beforehand to make sure all rules referencing items within the website (such as the Deal button) had an explanation about what those items were doing (like dealing 6 cards into each task deck).

There was a lot of confusion with setup; this was to be expected given that the rules weren’t really built to go into setup in detail due to the website already having it set up, but it was a useful experience to see how the players interpreted the set up of the board without it being built for them.

Right off the bat, Holcomb commented that assigning Order had no actual reason or purpose (“I’ll do it this way because I have no other information”); thus, it didn’t add anything to the game. Erik also echoed this, unsure why the mechanic was even included. (Players didn’t have any information or reason to want that information <- need to revisit the necessity (or lack thereof) of this mechanic).

The Feast terminology was heavily confusing to the players which resulted in them playing a card from their hand into the Playing Courts instead of from the Feast. The word “simultaneously” (added after last playtest’s confusion with where the players should play in a turn format) resulted in the players flipping their cards over at the same time and then playing them; this was not the gameplay loop that was expected. It was at this point that the players reached a standstill, completely breaking the game, and the playtest had to pause for outside explanation of the rules. This explanation included clarifying that the top card had to be pulled from the Feasts and how the players should play cards in the Playing Courts.

The playtest resumed and both players went through the gameplay loop as expected for the Round. Holcomb won and enacted the Joker’s Block and Erik had a substantial number of cards left in his hand. The next Round went without a hitch – Holcomb winning again – and the Joker’s Prank was enacted and abided by successfully. At the end of this Round, however, Holcomb asked for a pause. What was the point to play any further? The best that Erik could hope for was a draw (assuming he won the next two rounds) which could be very unappealing. Erik echoed this thought, saying that he had a ton of cards in his hand and just didn’t really want to keep playing knowing that there wasn’t a way to win. Holcomb also commented that the other player (the one who didn’t have the Joker’s Prank active on them) should only play in the court that the other player was blocked on which could result in a very lethal strategy (upon further analysis, I find this a completely legitimate strategy and thus made no changes to prohibit it).

Both players voiced confusion as to what the actual victory condition was since it wasn’t mentioned again (or at least in a way that called attention to it) after the Objective section of the rules. Holcomb also posed that the speed bump didn’t change even if a player received it twice in a row.

Overall, this playtest was a lot more beneficial because of how incredibly broken the game became. The rules, although tailored to now support in-person play, didn’t explain the board layout well or even what each component did (the terminology only added to this confusion). Order had no purpose and was just a frivolous addition. However, the players did comment that they enjoyed the basic mechanic of counting up / down given how satisfying it was to block one another.

From this playtest the following changes were made: Rules were tailored to only fit in-person play since the website was supposed to be built around the game and not the other way around, before assigning Order the players can look at the top cards of all the opposing player’s task decks to get more information to hopefully give Order a purpose, Feast was changed to Deck to remove terminology confusion, rules better explained that the players could play anytime they had a chance which meant they could block one another, Round count was taken from 4 to 3, and victory condition was made evident in the How to Win section.

**PLAYTEST #3**

**Playtest Goals**

* Determine if Order added anything to the gameplay with the new rules.
* Determine if the new number of Rounds fits better.
* Determine if the Joker’s Prank rules are easy to understand.

**Playtest Notes**

**List of playtesters**

Playtester #5: Dillon Goicoechea (dillon.goicoechea@gmail.com)

Playtester #6: Kiara Santiago ([k.santiago@digipen.edu](mailto:k.santiago@digipen.edu))

Version 3.0

Both players commented on the length of the rules (916 words at this point) which resulted in one of them just not reading them.

The new assigning order rules were overlooked (looking at the top card) and there was confusion as to which Order cards needed to be used to assign order (“Why am I using the Order cards on my side to place Order on my opponents cards on their side?”).

The actual gameplay (counting up or down) was performed correctly without much complaint. Both players enjoyed the back and forth and initiated in friendly banter just like in the first playtest. The Joker’s Prank was understood without interference. However, when they reached the end of the game, Kiara pointed out that the Objective and the Win Condition didn’t align. The Objective was the clear all of your cards but the win condition was to win the most Rounds; this served as a clear confliction of one another.

The second playthrough players still didn’t participate in the new Order rules. However, in this run through, both players were getting stuck a lot which resulted in a lot of refreshes of the Playing Courts from the deck. Dillon commented that the removal of the Ave entirely (done because the Ace was a signifier for the fourth Order card) was causing a lot of confusion. Kiara commented that added them back in could help with the confusion of the looping going from 10 to 2 and vice versa.

This playtest could contribute to the question concerning whether Order had been improved (both players echoed the previous findings of the playtests that it was not needed). The number was Rounds was well received and neither of them mentioned any disappointment or just lack of motivation that was cited by Erik in the last playtest. They both commented, however, that 6 cards were too small of a hand given that they only had three task decks now. The Joker’s Prank was well received and understood, thankfully!

From this playtest, the following changes were made: each Task Deck would be dealt 8 cards instead of 6 to hopefully stop the amount of pauses the game had to take due to the players being stuck, images showing the action movements on the board were added to the rules to help confusion regarding which cards needed to go where, and the win condition was made to match the objective for coherency.

**PLAYTEST #4**

**Playtest Goals**

* Determine if the new visuals within the rules helped player understanding.
* Determine if the adjustments to Order increased its usefulness.
* Determine whether the rules were easy to understand.

**Playtest Notes**

**List of playtesters**

Playtester #7: Cal Chartrand (calli.chartrand@yahoo.com)

Playtester #8: Sean Silvernaile (seansilvernaile@gmail.com)

Version 4.0

Before even reading the rules, both playtesters immediately commented on how complex the game look, even citing that they were nervous to start playing. As they began to read, they quickly began to understand. Unlike previous playtests, these playtesters read through the rules completely before attempting to play the game. However, just like other playtests, they did have to reference the rules throughout. Both playtesters commented that Order was just, overall, very confusing. They did perform the rules correctly but commented that only one card didn’t really help them make a choice one way or the other.

Sean commented that there was a lot of repeated words to the rules which only served to further the confusion. Cal echoed this. Sean went on to explain that the button placements on the website were ill placed (this had nothing to do with the game itself so the buttons were moved mid-playtest to better the experience).Cal understood the Joker’s Prank and its nuances except for whole long it was active (this was later understood when the Joker’s Prank was actually played but the rules could be clearer).

Both playtesters commented that they could understand the rules but they wanted to know why they were performing that specific action. When asked to give the reason (and receiving it) the rules made a lot more sense. Both players performed the Joker’s Prank correctly and the Order correctly without interference.

When asked about Order, the players commented that it helped slightly, but not enough to make an actual impact on the gameplay. Each suggested that adding more cards to the revealed section would help, though the amount was disputed. Both players agreed that the pictures helped a lot with the understanding but the repeated words within the rules was hard to read. Overall, the players agreed that the game itself was very simply but the rules were overly complex.

\*\*\*Nothing was changed from this playtest to the next but items addressed here affected the change from version 4 to version 5\*\*\*

**PLAYTEST #5**

**Playtest Goals**

* Determine if the new visuals within the rules helped player understanding.
* Determine if the adjustments to Order increased its usefulness.
* Determine whether the rules were easy to understand.

**Playtest Notes**

**List of playtesters**

Playtester #8: Sean Silvernaile ([seansilvernaile@gmail.com](mailto:seansilvernaile@gmail.com))

Playtester #9: Pat Rood (patrick.douglas.rood@gmail.com)

Version 4.0

Sean, having played the game before, explained the rules to Pat instead of Pat just reading them. With this explanation, the game itself played very well. Order was assigned properly, there was no disruption in the gameplay loop, and the Joker’s Prank was understood and abided by! Both players commented on how fun the actual game was (which leads me to believe that it is just the rules that need to be reworked).

After the actual playthrough, Pat went to read the rules with a fresh set of eyes and gave a lot of important feedback. The rules were overcomplicated for what the game was. Pat commented that the rules came across as everything not to do instead of what you need to do to play the game. Although the rules were intimidating, the game itself was enjoyable and just easy to comprehend.

Pat echoed that Order didn’t really have a purpose in the game as it stood but with the addition of more cards revealed, he believed it would be an interesting game mechanic. Yet, as it stood at that point, Order had no point and offered no disadvantage or advantage.

The Joker’s Prank as a mechanic was understood by the name lend itself to confusion as it did in the first playtest. Sean commented that it felt weird that he was punishing himself, a sentiment Pat agreed with.

Pat agreed that the pictured helped but that the action lines needed to have arrows to properly show direction because at the current point they were just colored lines arching across the board.

From this playtest (and the last), the following changes were made: when assigning Order the player can look at the top three cards of the opposing players Task Decks to offer more information, all action lines had arrows added onto them to properly show direction, rules were slimmed substantially in regards to word count, the “special case” conditions in How To Play no longer have numbers beside them to show that they aren’t part of the “normal” gameplay, the “loser” of the Round now enacts the Joker’s Prank on the opposing player as a “payback” instead of the opposing player having to “punish” themselves.

**Mathematical Analysis**

**Expected Values**

\*\*\* These values will be calculated off the numbers in the most recent version though their meaning will be able to be applied across all of the playtests\*\*\*

There are 40 cards within each of the two decks at the beginning of the game. Each player is dealt 24 cards into three 8 card piles from their own deck. Given that the core mechanic is to count up or down, each card within one deck has eight different cards that can be placed on top of it (for example, an eight can have a seven of any suit or a nine of any suit placed on top of it). With the presence of two decks, this amount doubles (though the probability itself stays the same given the overall amount doubles as well). So, there are 16 different solutions to 1 card across the two decks. Both players (at the very beginning) have access to 8 cards. Of course, these cards can be repeats (which the math is above my brain power to go into), but it is still enough cards for both players to have viable opportunities for gameplay.

Throughout the first Round, the players are decreasing the cards in their hand, removing away their opportunities for gameplay as they strive to reach the overall objective for the game. At the end of the first Round, the player who won once again has 8 cards (the same number of solutions) but can only play on one Court, meaning their opportunities are cut in half. The “loser” however, has more solutions and the same amount of opportunity. So, although the player who “won” the Round is closer to the overall goal, they now have the added challenge of now having probability necessarily in their fair. This exchange goes back and forth until one player triumphs over the other – no noticeable change in winning probability with the Joker’s Prank when analyzed.

**Playtest Analysis**

In the beginning, the rules regarding the main mechanic of the game (count up or down) were confusing but the main mechanic itself was easy to understand and interact with. There were a few encounters with loop confusion (which was later fixed by adding the Aces into the rotation for a slower looping experience) but players all around enjoyed going fast and had a very steady Motivational Force. Even though the players were losing opportunities to play as they placed their cards into the playing courts, their motivational force remained steady because they were getting closer to the overall goal: getting rid of all their cards.

The Joker’s Prank (after the first playtest) was well understood and constantly affirmed that it did add to the game. After a few playtests, it became clear that when a Joker’s Prank was active, both players’ strategies changed. The person who had the Joker’s Prank active (had half of the board closed off) would start communicating with the other player a lot more, almost in a begging (though that is a bit too strong of a word) way. In reference to the actual game strategy though, the player being blocked was a lot more dominant on the playing field that they could play on. Their speed increased and they would do whatever they could to get as many plays out of their deck as they could (a lot more evident then when they had access to both decks). I found no change in the level of their Motivational Force, but the aspect of it changed. The player being blocked, although still concerned with reaching the end goal of clearing all their cards, seemed to be motivated more by keeping their lead than reaching the goal. Even though they knew they would still have a “speed bump” in the Joker’s Prank, they wanted to keep their lead and prove that they could win even with the roadblock.

The person who wasn’t being blocked had a strategy change as well. They took longer to place cards down because they could take the time to analyze the full playing field without having to worry about the opposing player taking all the opportunities. This strategy was incredibly evident when the opposing player was brought to a standstill. This gain of time increased their Motivational Force because now the player could start incorporating strategy into their plays. They were still motivated to reach the end goal of clearing all their cards but now they could be a bit smarter about it instead of prioritizing speed.

Overall, (especially with the final version) both players remained very engaged in the actual gameplay and seemed to have a lot of fun. The only real hinderance was the rules were too complicated in comparison to what the actual game way.

More analysis is needed on the Order’s relevance to the game itself. With more cards being able to be seen during the ‘Assigning Law’ section, does that make it a needed element? Does it only become a beneficial component once the players know what they need to look out for? Is it even needed? This needs more analysis but, for now, will remain in the game as it stands.

**Raw Notes** (optional, but highly recommended)

Players: Mason Kaschube & Liam Sarett

Version: 1.0

Notes During Playtest:

* J->Q->K->A makes sense
* All bolded items line makes sense
* Veto holder has a little bit of confusion (finding it)
* Step 2 misplaced – needs to be step 3 (adjustment already made – changed and addressed before playtest began)
* Need to highlight ONE player in Step 8
* Step 8 explanation needs to point again to Joker’s Block
* Are we not taking turns? Just going fast as we can?
* Make it clear that there are no turns (have to play at the same time – fighting for positions)
* Say that you can go up or down (only have to worry about the top card) “you can go either up or down from the top card’s value”
* See if there is a way to place the card face-up
* “Not enough space on the board”
* “It sucks that you have to flip it over” – see if there is a way to code that in
* Make the table flip for the players
* Make it so the decks don’t mingle when you reset the courts
* Liam forgot to move his Joker’s Block at the end of the round since he won again (maybe add text on the board?)
* Make it clear that you don’t have to get all four tokens to win (only need to have the highest amount of tokens)
* Make it clear that the pile with the joker’s Block is BLOCKED to the person who has the block active
* Maybe draw attention to have many cards a person has in their hands
* The tasks are cool, but they don’t matter as much. The order doesn’t matter as much.
  + It isn’t as additive. Something like this could be implemented, but I don’t know how

Second Playtest: More aware of the rules

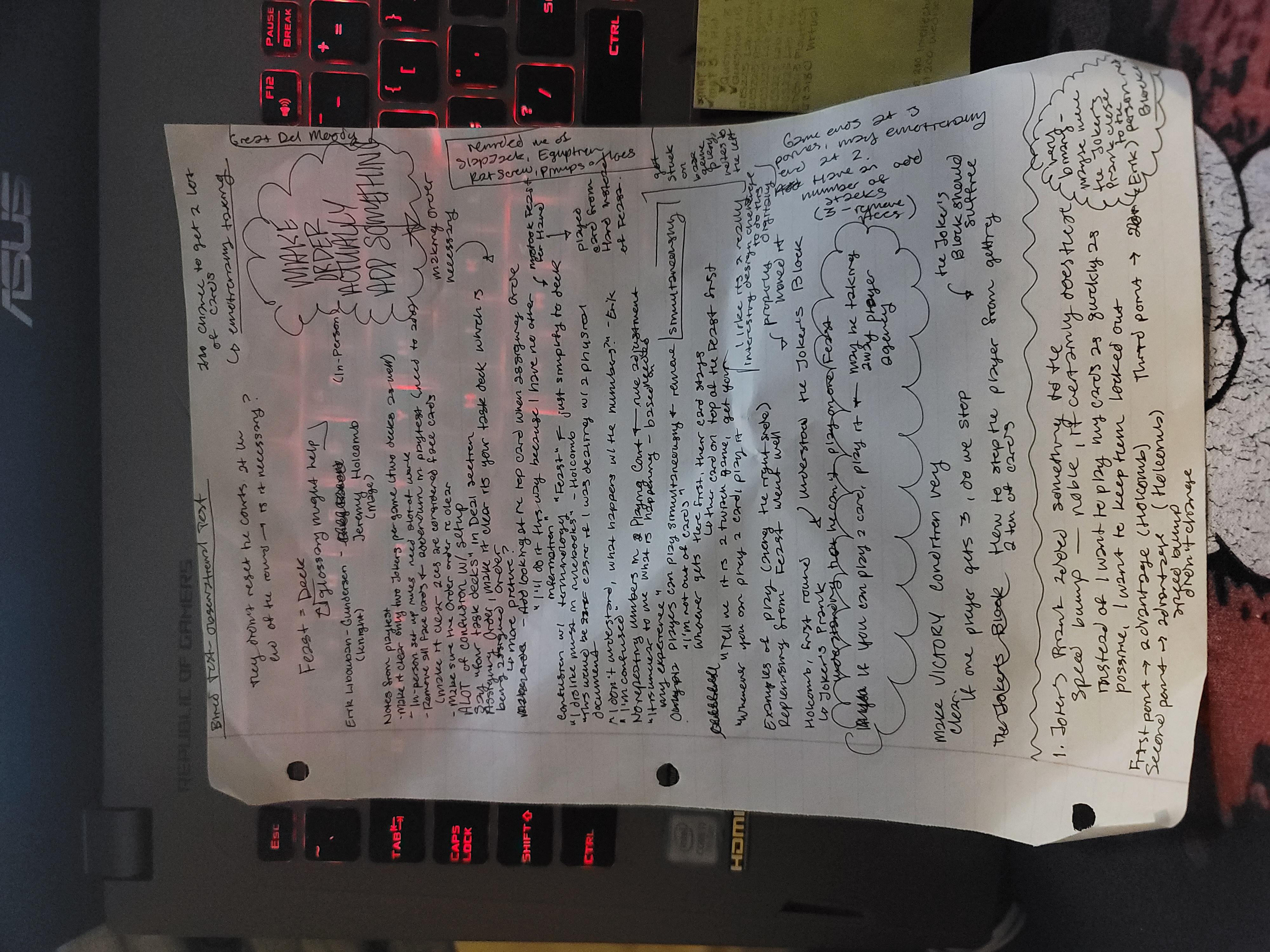
* The word Block was a bit confusing. Something indicative of NOT GOOD instead of I GET DEFENSES. (i.e. Handicap, Prank, etc.)
* If there was a way to look at some card of their hand to make a more informed decision.
* Seeing half of their task list? Just a little bit.
* How long would it take to decide? If you’re looking at the top card, it would go fast, but any more and you would be going longer.
* I think it would be good to have a button that flips over the card at the same time (turn them all face up)
* A good interaction between the player’s hands when blocking their spot within a Court – nice competition.
* Proper use of the Joker’s Block.
* How am I supposed to remember I am blocked!?!?!? My brain is saying that veto is horizontal so the BLOCK being sideways it doesn’t matter.
* Board is cluttered. Make the Joker really stand out to help with differentiation
* When you Reset the Courts, the Jokers get removed to affirm that the Joker’s need to change? (Jen thought)
* “Baby rage, baby rage, baby rage”
* We are playing again, but I’m not flipping my cards over.
* Good job Jen, this is really fun. (Mason)

Main Questions:

1. What are your thoughts on the Joker’s Block? Did it add or take away from the game mechanic?
   1. I feel like if we had done it right it would have added (we can try again)
   2. It takes away the game <- Well that’s the point, Liam. It’s meant to help me catch up
   3. I feel like it was neck and neck <- I had 11 cards at one point, Liam
   4. -----
   5. Joker is definitely fair (for the website, make it stand out more)
   6. Gameplay wise it works well
2. Did one player seem more advantaged (or disadvantaged) than the other? When? Why do you think that is?
   1. Liam cheated so yes
   2. ------
   3. Yea, Mason, cause he is bad.
   4. Online with the flipping lag, yea, but in person that wouldn’t be a problem
   5. The Joker’s Block didn’t have a win advantage
3. Did the terminology add anything to the game? Was it confusing? How so? Why?
   1. It was confusing, where it says Veto – why is it called Veto? You’re getting rid of it, change it to Discard.
   2. Having a terminology index (?)
   3. Veto was the only one that doesn’t make sense
   4. Law name doesn’t make sense -> Veto to Discard
   5. It still kind of plays into the theme
4. Did the number of Rounds seem alright? If so, why? If not, what do you think would be the optimal amount?
   1. I think the number of Rounds was good.
   2. It was snappy enough; it didn’t go along for too long. I didn’t feel like I was sitting here for that long
   3. ----
5. Do you think this game is too similar to speed
   1. It might be, the core is based around speed but there’s enough cool mechanics to make it different
   2. The center of the board is very reminiscent.
   3. I don’t think it is close enough to Speed, but there are definite

Players: Jeremy Holcomb & Erik Libouban-Gundersen

Version: 2.0



Players: Kiara Santiago & Dillon Goicoechea

Version: 3.0

Notes During Gameplay:

* Errors in the RuleBook = corrected in the playtest
* Make it clear the Joker’s Prank BLOCKS the player who places it
* Kiara – Knight | Dillon – Mage
* Make Assigning Order make more sense (your cards assign the other player’s order)
* Kiara apparently didn’t read the rules “Too many fucking rules”
* Dillon had a King in his deck (need to check that the decks don’t have any other face cards in it)
* Kiara wins the first Round – placed Joker’s Prank on left side
* Kiara understood the Joker’s Prank
* Confusing when the decks were shuffled and redistributed in the Reset Courts stage
* Kiara won second Round – moved Joker’s Prank (Dillon had one card)
* Dillon wins (on the current objective – need to change that to say win as many Rounds) <- Needs correction

Second Play

* They completely didn’t read the new Order rules
* We are getting stuck a lot <- No idea how to fix this, can I chalk it up to RNG?
* Dilon wins – Kiara 2 cards left
* Dillon wins – Kiara has 1 card left
* Kiara wins – Dillon 1 card left
* If you don’t win the first two, you can still win the last Round
* Not having aces does bother me (could probably just add those back into rotation as a counting option) <= Could help with the looping
* The board plays great and the game itself plays great -Dillon (except for the lag -Kiara)
* I think the Ace is the only thing about this game that bothers me and doesn’t play well -Dillon
* Us getting stuck a lot was really annoying – Kiara (Could maybe have more cards in the task hands) (start with 8-10 cards – since we don’t have four tasks anymore)
* Rules have too many words (500 should be the max)

Questions:

1. Did Order seem to add anything to the Game? Is so, why? If not, why not?
   1. Make Order a little clearer
   2. Kiara – Didn’t really change anything for me
   3. Maybe need to change the Round system win (eliminate the lose – lose – win)
   4. Playtest with Order and without Order
2. Did the numbers of Rounds make sense? If so, why? If now, why not?
   1. Odd numbers make sense – to add more tension make it either five Rounds or more cards in each hand
3. Did the Joker’s Prank
   1. It felt interesting, tortoise and the hare sort of thing
   2. Something you can do the elevate that?

Players: Sean Silvernaile (player 1) + Cal (player 2)

Version: 4.0

Notes During Gameplay:

* “It looks very complicated and I am scared.” - Cal
* “I wish the background color was different” - Cal
* “There are a lot of rules…oh boy” – Sean
* “Specified that everything in Setup (besides the Deal) is handled by the website
* I probably won’t understand this cause I’m really bad at reading rules – Cal (It’s also really long and complicated, I need to try and see if I can shorten it)
* I think I understand part of this – Cal
* Hold on, I’m only on step 1 c of the instructions – Sean
* For the filling up your hand, I already skipped that.
* Player 1 is Mage, Player 2 is the Knight <- make sure to specific this
* Reading the rules just off the page never works for me <- might want to specific that?
* Actually flipped the cards over on the task decks.
* Order is very confusing <- might just need to remove this.
* A lot of repeated words in the instructions – Sean
* Having a term glossary (and change Task Decks to maybe just Tasks in the rules or change the name on the board)
* Get rid of all must in the rules
* Cal understood the assigning order and demonstrated that to Sean (should pull attention to what Order does)
* Pulling the Jack deck and removing the face card went very smoothly
* The reset buttons should not be in the middle because I have almost clicked them when trying to get my card – Sean (the Deal buttons are in good spots) (moved the buttons in the middle of playtest while one player’s internet was out)
* Loop is confusing – Cal (understood after reading the example)
* I think I understand??? – Cal (main mechanic)
* Only one Joker’s Prank can be active on the board, yet there are multiple spots for Joker’s Pranks – Cal (understood the reason, just wanted confirmation)
* How long does the Joker’s Prank last – Cal?
* Explain why you are doing some of the steps to the player – Sean
* Game came to a stop when game mechanic was introduced for the players to read through the rules further
* Place the top card down from your Deck – rule adjacent suggestion from Sean (eliminates the choice)
* Remove the points from the game (only have the player enact the Joker’s Prank)
* Make CLARIFICATION more apparent (place in a box?)
* Cal understood the Joker’s Prank without any interference
* Understood the order of the Order cards
* First Round – Cal
* Second Round – Cal
* Cal understood the move the Joker’s Prank and reset the courts
* This makes a little bit more sense now that we are actually playing – Cal
* Third Round: Cal
* “Good job!” – Cal
* Instead of Mage and Knight, make it just Player 1 / Player 2 (simplify it) - Cal

Second Playtest: Players: Sean Silvernaile, Pat Rood

* Sean was very good at explaining the rules to Pat (not a playtest going over the rule book, more involving the mechanics)
* Round One – Sean
* Person to person this game would be really good if you didn’t have to deal with lag – Sean
* Design wise, I think it is good. – Pat
* Instructions: There are some redundancies – Pat
* The instructions are really long for what it is. Ace loops back to 2 – not really clear to what you are saying (transitions? See if there is a card word right there)
* 4(f) could maybe be removed – Pat
* Just in general, I think one of the things that makes it look confusing is that you are saying stuff with a lot of words. You could simplify to when you win, you have to put the Joker down, which means you can’t play on that Court. The losing side with pick on of the Courts to block from the winner. – Pat
* The Joker’s Prank only lasts for one Round – eliminates a lot of the words
* Don’t explain what can’t happen, explain was does happen.
* I thought I was a pretty good game. It was pretty easy to understand and pick up quickly even though it looks really intimidating. I like that the Rounds went fast, it was simple enough that it was fun to just actually get into playing and not have to worry about any complicated rules. - Pat

Main Questions:

1. Did Order add anything to the game? If so, why? If not, why not?
   1. I helped because it told us what Order, but I don’t think it helped or hindered. It told us instead of us picking. – Sean
   2. I guess it helped slightly – Cal
   3. You could look at the cards in each decks – Sean (adding that strategy component – 1-2 cards looked at (top))

Second Playtest

* 1. I didn’t really understand the Order – Pat.
  2. I don’t really see Order having an advantage – Pat

1. Did the Joker’s Prank make sense? If so, why? If not, why not? Any additional comments?
   1. The name confused me because I thought she was Pranking me – Sean (have it so that the loser plays the Prank on the opposing player – more interaction between the players)

Second Playtest

* + Yes, I thought that did make sense. – Pat
  + I think it added to the game, it did leave you waiting a lot and not playing - Pat

1. Did the rules read clearly? At what point did it not make sense? At what point did it? Did the pictures help in any way?
   1. The pictures helped – Cal
   2. The Assigning Order section was weirdly worded with how many times Order was said – Cal
   3. The directions seem more complicated than the game was. – Cal
   4. The rules really confused me but when Cal started explaining it started to make more sense – Sean (maybe have a recommendation to read as you play?)

Second Playtest

* + I think the pictures could help with the rules – but add arrows, not just lines - Pat

1. Was the terminology confusing? If so, which ones and why? If not, can you elaborate?
   1. Yes it was confusing. Task Decks, I didn’t understand what it was and what we were doing with them. I didn’t understand what they were and then we had to read a whole section about them – Cal
   2. Some of the names really overcomplicate things. Task Deck made it really confusing. – Sean (maybe change to Play Deck)

Second Playtest

1. Does this game remind you of any other games?
   1. This reminds me of Bullshit – Sean
   2. Slapjack – Cal

Second Playtest

* + It’s kinda of like solitaire going on in the middle do to the stacking
  + War, once again with the stacking