**Playtest 1- Just regular playing cards 11.8.14**

Game Elements

* Use a board
* Have a dice
* Severity scale 1-6
* Draw cards depending on what space you landed on the board
* **Goal of game:**

**Final Playtest Notes 12.9.14**

Feedback

* Turns get boring
  + Added more chance cards
* Need to add a “round counter” (use a date block)
* Add more chance cards
  + Added more to activity piles
* Add or change the way treatments are drawn
  + Solution/Change: added 2 chance cards to treatment pile