

IAT 210 - Group Project - Play Test #2

July 11, 2024

Meeting on Discord, using tabletop simulator to playtest

Start Time: 10:15 am

End Time: 11:45 am

Attendees:

Ryan Milligan

Emmanuel de Caiman

Phuong Nguyen

Erick Gunawan

Each player started with 6 starships.

Changes since last playtest:

Tile Distribution Tweaks

- Removed all 5 and 6-sided system tiles.
- Added more tile type variations to deal with situations encountered during the first playtest in which features became impossible to complete. These new variants are mainly 1-sided system tiles with additional space-lane permutations, since the lack of those variants was the cause of most of the situations in which system features could not be completed.
- Increased number of 1-sided Star System tiles from 15 to 20, as they are often crucial for completing system features.
- Reduced number of 2-sided Star System tiles from 21 to 18, so that their total number is less than that of 1-sided system tiles.
- Reduced number of space-lane-only tiles from 26 to 20, and added a couple of new variants.
- Added Supernova variants to 3-sided system tiles.
- Tweaked the distribution of all tile variants.

Rule changes

- Tweaked cosmic token rule so that cosmic tokens are awarded for completing any feature.
- Added rule that if there are two or more of the same tile in the tile-selection pool, the player whose turn it is may choose to reshuffle either those tiles which are duplicates, or all four tiles. When reshuffling, place the tiles being replaced to the side rather than back in the bag so that they will not be drawn again. Shake the bag, then draw tiles to replace those tiles that were set aside. Then, place the tiles which were set aside back in the bag and shake the bag once more. This reshuffling does not cost a Cosmic Token but can only be done once per turn.

Other Changes

- Reduced number of Starships from 8 to 6, to incentivize use of Cosmic Tokens for returning Starships to player supply.

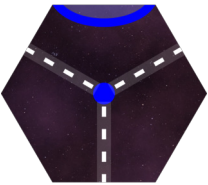

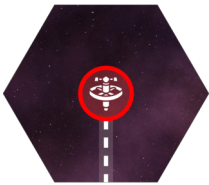
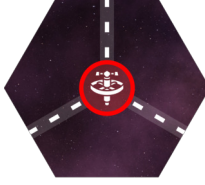
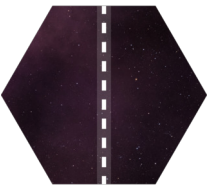
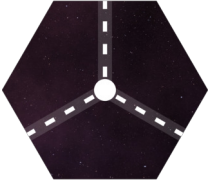
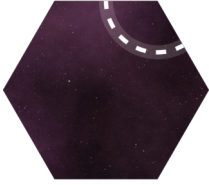
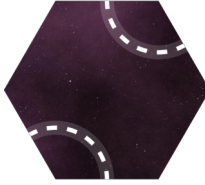
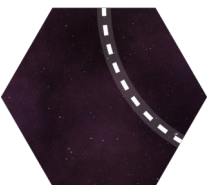
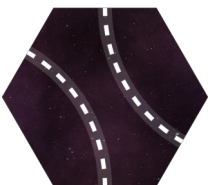
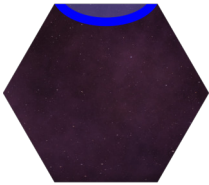

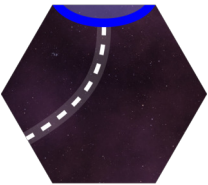
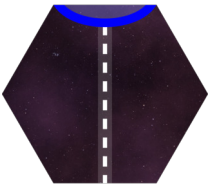
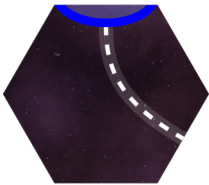
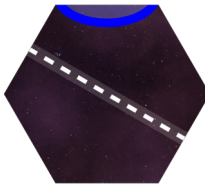
Possible future tweaks

- Remove all non-Supernova 3-sided System tiles, so that they are all worth extra points. This will incentivize their usage, since they are harder to complete features with. If we do this, we should also reduce the point bonus for Supernovas from 2 points to 1 point, so that they are not too overpowered.

Play-by-Play

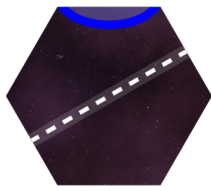
- Reduced number of Starships from 8 to 6 to incentivize returning Starships through Cosmic Tokens.
- First Star System completed in round 2, worth 4 points (2 tiles).
- First big Star System completed was worth 14 points.
- Endgame scores were close, with top 2 at 57 and 56 points.

Table 1: Playtest #2 - Tile Distribution

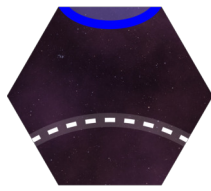
			
start-tile × 1	mil × 2	mil-rd-end × 2	mil-junc × 2
			
rd-str × 4	junc-3 × 4	rd-tight-arc × 4	rd-tight-arc-dbl × 2
			
rd-wide-arc × 4	rd-wide-arc-dbl × 2	sys-1 × 4	sys-1-junc-3 × 2
			
sys-1-rd-end-A × 2	sys-1-rd-end-B × 2	sys-1-rd-end-C × 2	sys-1-rd-str-A × 2

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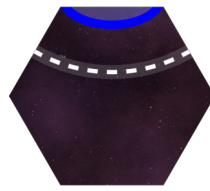
Table 1: Playtest #2 - Tile Distribution (Continued)



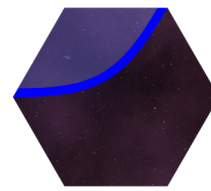
sys-1-rd-str-B
× 2



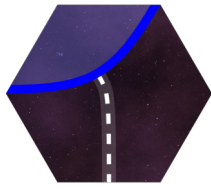
sys-1-rd-wide-A
× 2



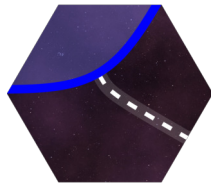
sys-1-rd-wide-B
× 2



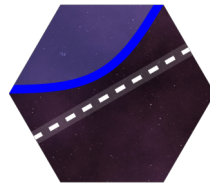
sys-2
× 2



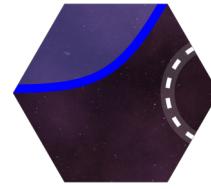
sys-2-rd-end-A
× 2



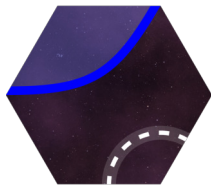
sys-2-rd-end-B
× 2



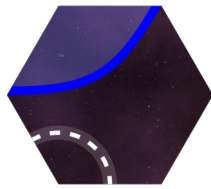
sys-2-rd-str
× 2



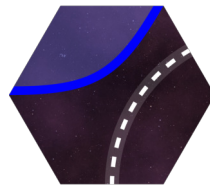
sys-2-rd-tight-A
× 2



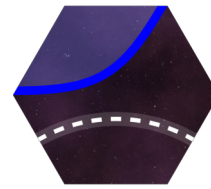
sys-2-rd-tight-B
× 2



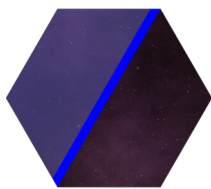
sys-2-rd-tight-C
× 2



sys-2-rd-wide-A
× 2



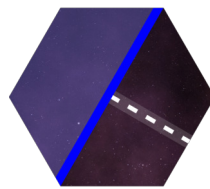
sys-2-rd-wide-B
× 2



sys-3
× 3



sys-3-coa
× 2



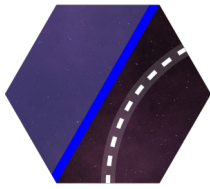
sys-3-rd-end
× 3



sys-3-rd-end-coa
× 2

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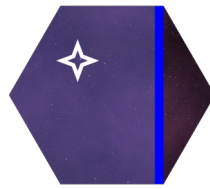
Table 1: Playtest #2 - Tile Distribution (Continued)



sys-3-rd-wide
× 3



sys-3-rd-wide-coa
× 2



sys-4-coa
× 1