

Playtesting #2

February 27, 2024

Started: 10:50
Ended: 11:10
Time: 20 minutes Mean Time Per Turn: 34.29 seconds

Players: Andrei (A), Fatemah (F), Samuel (S), Tino (T)

Weak Points

- Monotonous Card Drawing: Players noted that the gameplay became monotonous towards the end due to the prevalence of defensive cards compared to offensive ones. The lack of attacking cards and the abundance of blocking cards led to rounds where players were mainly drawing cards without engaging in significant actions.
- Late-game Stagnation: The issue of drawing cards becoming tedious was particularly pronounced towards the end of the game, possibly indicating a shift towards a defensive strategy as players aimed to outlast opponents rather than actively attack.

Strong Points

- Effective Bluffing: Found bluffing to be an effective and enjoyable aspect of the game. The ability to deceive opponents about one's intentions or team identity added depth to the gameplay and encouraged strategic thinking and social interaction.

Balance

- Counterplay Dynamics: Identified a strategic dynamic involving the interplay of certain cards. Specifically, if a player utilises the Strike card in conjunction with the Potion to increase its damage output, opponents can counter this by strategically combining Shield and Jousting cards. This interaction results in a balance where defensive tactics can effectively counter aggressive plays, maintaining strategic depth and equilibrium in the game.

Feedback

- Overall, addressing the weak points by adjusting the balance between offensive and defensive cards, particularly towards the late game, could enhance the overall pacing and engagement of the gameplay. Additionally, maintaining the effectiveness of bluffing while ensuring balanced counterplay dynamics can further enrich the strategic depth and enjoyment of the game.

GAME:

	Player #health #cards
1. A d	A 5 6
2. F d	F 5 6
3. S j x T (10-5), d	S 5 5, T 4 6
4. T j x S (5-9), d	T 4 5
5. A d	A 5 7
6. F s x T x sh, d	F 5 6, T 4 4
7. S s x A x sh, s x A x j (7-8), d	S 5 4, A 4 5
8. T s x F x sh, s x F x sh, d	T 4 3, F 5 4
9. A d, p s x S x sh	A 4 4, S 5 3
10. T i x S, d	T 4 3

11. S d, s x A x sh	S 5 3, A 4 3	
12. T d	T 4 4	
13. A d, rf, rf, rf, j x S (4-9), j x S(7-6), j x S(8-9), j x S(7-6), s x S x j (7-9)		A 2 5, S 3 2
14. F j x T (5-5), j x T(8-9), F(-1), d	F 4 3	
15. S d, j x A(9-10),S(-1), j x A(5-6), S(-1)	S 1 1	
16. T s x S, s x F, d	T 4 3, S(dead), F 3 3	
17. A d, rr x S, rr x S, i T, i F, s X F	A 2 5, F 2 3	
18. F i x A, d, s x T x sh	F 2 2, T 4 2	
19. T d	T 4 3	
20. A d, s x F(-1)	A 2 5, F 1 3	
Somewhere here A(dead)		
21. F d	F 1 4	
22. T d, j x F(3-6), T(-1)	T 3 3, F 1 3	
23. F d, rf	F 1 6	
24. T d	T 3 4	
25. F d,	F 1 7	
26. T d	T 3 5	
27. F d	F 1 8	
28. T d, p s x F x sh	T 3 4, F 1 6	
29. F d	F 1 7	
30. T d, s x F x sh	T 3 4, F 1 6	
31. F d, j x T (9-7), T(-1)	F 1 6, T 2 4	
32. T d	T 2 5	
33. F d	F 1 7	
34. T d, j x F (7-5)	T 2 5, F(dead)	
Red Wins (T)		