Dear Play-tester,

You have received a prototype copy of my currently-unnamed card game. In the prototype, you will find 150 color-coded sleeved cards, this note, and the draft game manual. I have preassembled the two decks that are referred to in the manual, which are each 40 cards. The remaining cards are included so you can try deck-building.

This is not the first prototype of this game, and it will likely not be the last. I apologize in advance for any poor explanations, logical flaws, misspellings, grammatical errors, truncated cards, or other rough edges. Please report any issues you find as I am always trying to make the game better (in fact that is almost the whole point!).

As you begin to play the game, try to figure things out using only the game manual. I am happy to answer any questions, but I would also like to get feedback on how accessible the game would be to someone with only access to the manual. This type of information is very useful to me. However: please do not drive yourself to the point of frustration! This is meant to be and should always remain fun.

Any other feedback, criticism, or ideas you have about the game would also be useful to me. I look forward to all of it; especially the criticism and ideas.

On a slightly more serious note, please do not publish, re-distribute or advertise the game or any of its materials online or elsewhere. There is placeholder content on the cards I do not own the rights to, and for now I would like to be aware of everywhere the game is getting exposure. Please do not hesitate to play it with friends though.

Thank you so much for agreeing to playtest this prototype of my game. I hope you’ll have as much fun playing with it as I did creating it, although somehow I doubt it.

Thanks,

Rick