

# Bedlam Playtest Log

- Session 1
  - Pralay did not feel threatening, it gave us too much time to prepare
  - Our response was to change it from a 7 round countdown, to a 3 round countdown triggered by failing the D10 roll on the Icarian Interface
- Session 2
  - Kiseki cards felt very strong which we think is a good thing. It encourages taking a risk at the Icarian Interface in order to be on a level playing field with other players, which then also accelerates Pralay.
  - We felt that players having the same Chukwa caused friction because the players are forced into the same playstyle which gave each of them a disadvantage.
  - We resolved this by making the players do a D20 roll at the start to determine Chukwa pick order, meaning no duplicate Chukwa could exist.
- Session 3
  - When trading with The Spire, we felt that directly trading one salvage card for another card was both overpowered and not very satisfying, since players could just get the exact cards they needed with no real trade-off.
  - To solve this, we introduced the Sal(Salvage) currency and made it so that you have to buy cards in the shop with Sal. To gain Sal you would have to scrap the salvage cards in your inventory, which provides much less value than consuming them for their modifier alterations.
- Session 4
  - Trading still felt strong so we greatly marked up the Sal prices of cards.
  - This pivoted trading with The Spire to be more of a brute force method, opposed to diplomacy with other players and bargaining with them.
- Session 5
  - We didn't feel incentive to raid other players because expeditions were generally more beneficial.
  - Our response was to not only steal a salvage card but also steal a certain amount of their Sal. This made the raid action feel more like it's supposed to, which is to hinder other players while gaining something for yourself.