

Playtest #3

Session Time: 1hr 10min

Turns Played: ~43 turns

Players: 3

Changes Made since Playtest 2

- no changes to game board, cards, resources
- Rulebook adjusted after playtest #2

Notes

- Gameplay was smooth, paths chosen by players clearly show risk vs. reward
- 20 coins is achievable within approximately 1hr of game play
- Hindering other players is a core mechanic of the game, most popular potions to use (swap, and teleport)
- Finalize rulebook on the timing of potion use/restrictions with the potion
 - Swap potion: when it's used, which direction must player take
- Potions are balanced, strategy is a key component for game, luck is only one aspect