

Note for next time: Track turns for QA

Playtest #2

Modifications after playtest #1

- Reduced the amount materials in-game
- Added penalty spots (-1 material & -1 potion)
- Card recipe's are on the bottom left and the right side is their value

Considerations

- reducing the number of negative spaces
 - Reduce the number of negative potion spaces (by 2?)
- craft turn and as many potions

Notes

- Able to choose which material on losing which mat
- Nothing happens when you -1 pot and you don't have a potion
- Determine the points. 15 for short games and 20 for a longer game.
- Use card and take the dice roll
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- If you swap, you can choose the directions
- Removal of potion requiring any 2 materials (for 1 coin)
- You lose resources, you choose (general rule)
- Invisibility pot, pop before roll.