

Playtest #1

Status of Game

- 8 craftable potions
- 12 materials
- 1 6-sided dice
- Board has no negative spaces

Issues during gameplay:

- blanks are nothing for now
- not enough resources, all of us rolled and got no resources
- at a junction, clarify that you can only go left or right (in rule book)
- can't make anything cuz pass by whole volcano with not much
- swap goes same direction
- hard to craft the potions

Considerations:

- Add negative spaces around more "valuable" resources
- Remove excessive resources, simplify crafting process
- Clarify rules on movement (include in rulebook)