**Playtesting Log**

Playtest Session 1

* Players: 4 (same group)
* Observation: Movement felt overly random. Consecutive high rolls allowed one player to dominate resources, while another lagged with low rolls.
* Issue: Disparity in die rolls overshadowed strategic planning and limited engagement for the unlucky player.
* Solution: Introduce Movement Cards (ranging 1–8 spaces) to offset extremes. Ensures even a string of bad rolls does not doom a player’s mobility.

Playtest Session 2

* Players: 4 (same group)
* Observation: Resource conversions were too easy (simple combos like 2 Funds + 1 Intel) and could do it anywhere. Two players nearly reached 10 points by Round 5.
* Issue: Quick scoring sidelined the importance of team-based voting events.
* Solution: Scale up resource requirements (e.g., 3 Intel + 2 Funds). Slowed down scoring and re-emphasized covert missions and sabotage.

Playtest Session 3:

* Players: 4 (same group)
* Observation: Voting events were compelling but occurred too often due to frequent landings on event spaces.
* Issue: Slowed the game’s pace, making the strategic elements like resource gathering boring.
* Solution: Adopt mandatory group voting every 3 rounds (via Event Cards) while keeping room-based Team Events optional. This balanced social deduction with other aspects of play.

Playtest Session 4

* Players: 4 (same group)
* Observation: After implementing the Black Market and Mini Market, the game’s overall flow improved. Much easier to have a structured sort of game where traps etc. can be in play.
* Issue: The variety of new card types (Action, Movement, Interference, Mini Market Deck) initially confused the novice players.
* Solution: Reading the rule book helps new players adapt quickly.

Overall Outcome

By Session 4 we all agree to this version of Triple Cross and is now much more balanced. The first iteration was too slow movement wise, and winning was far too easy. Now the game has so much more movement and action cards, while still being easy to win, and social wins are now viable. It’s become a far more balanced and engaging experience.