

During game playtesting, we found that the punishment for incorrect guessing is too heavy, which makes players play too cautiously and reduce interaction. To avoid that, we reduce the penalty for each fake artifact a player purchases; it successfully encourages players to be bolder in exposing fraudsters. We also adjusted the ratio of fake artifacts. Originally, each player holds one fake out of total five artifacts, which makes the fraud-related aspects of the game occur far too infrequently. Therefore, We changed this to 2 fake artifacts out of 5 (2/5), increasing uncertainty and making bluffing more meaningful.

- A game on average can last around 40-60 minutes
- 3/20 probability of gaining a rare card
- $\frac{1}{5}$  chance of which artifact gets voted for the auction block
- Fake artifacts  $\frac{2}{5}$
- Real artifacts  $\frac{3}{5}$

We wanted to include as much range in probability in the selection of artifacts as possible in order to decrease the possibility of holding onto your best cards with no intention of trading them.