

Asmodee playtest session notes

Time: 12 pm - 1:30 pm

Date: 11/14/20

Observers: Mika and Alicia

Participants: Justin C, Shawn Wolesslagle (Days of Wonder), Christina Constat (CMON), & PierceHurd

How participants organized themselves, i.e., did they go over the Rulebook together, did they discuss the rules before playing, did they start playing as they learned the rules...?

- Players did not go through the rulebook beforehand. Mika had to read them to the group before the game began. They discussed the rules during the game.

Start of Notes:

Tiles seem to be confusing

- not sure if half a tile counts as one or not
- or if a quarter of a tile counts as one or not

Discussed in the first half who goes first and they kinda got confused on which way to go clockwise because of tabletops setting.

Players are confused by this part of the rule book: Blue player piece uses blue dice – Green player piece uses green dice – etc because there was only green dice available.

They are looking through the rule book.

They seem to understand the one action movement per turn.

A player wanted to clarify if he could open a door because he had done his action but could not walk through it because he had used up his movements. Players reassured him that he was correct.

Had issues when it came to opening the door.

A player asked if he could move after opening the door cuz he still had spaces left. other players confirmed that he could move.

Made a query about treasure but forgot about the tokens and missed the setting up tokens button. So Mika had to remind them to do it in the first few minutes of the game.

They queried about the 20 round thing and seemed confused but remembered what Mika said at the beginning of the game so they put it aside.

A player asked if they could claim the skull.

Another player joked about taking a skull as a travel buddy. But the player said no because that would require one action point.

forgot to do the fifth turn for the dragon

also they are not working together to open door

A player did not understand where the room numbers were but then figured it out himself when he saw the numbers.

They are saying that flipping is an action but not a roll.

player rolled higher than 4 and took the treasure and held on to it
they're still not moving the dragon

Mika had to step in and tell them that the dragon needs to move at the fifth turn.

The player that was in room 10 had no treasure so he moved into room 14 but there wasn't any treasure for him there either and there was a dragon so he had to engage, but there was no treasure in there for him either even if he beat the dragon so he disengaged.

Players discussed that the hallways are safe, the dragon can't catch them in the hallway..

Comment on how it takes too long to reach places was made.

They however gave a positive saying that at least they can't get hurt in the hallways.
the Dragon can't come and hurt them.

A player made a suggestion maybe using both dies will help with the number of movements to make on the board.

A player asked about the rule for when you are outside of the room and a dragon gets teleported into the room.

A player wasn't sure if he could be on the same tile as another player.

One person stated that if you use an action to run from the dragon then you can't open the door. Player used an action to move through the door.

Players talked about the action per turn on what you can and can't do

Player talked about beating the dragon twice in the room and then it will go back into the nest.

Happened sometime in the first half of the game: A player asked Mika if a player flips a treasure token and it's a treasure then the player will claim it otherwise it will just be a skull in the room.

Players were confused on where the entrance is. Is it where the lake is or is it where the players were first placed on the board when entering tabletop sim.

A player asked if he had to open the entrance door to get back in the game.

Player said they think he has to open the door just like they did for the rest of the doors in the game.

Player who was sent back to the entrance seemed a bit disappointed? Asked another player to open the door for him. But they did not work together. I think he asked him to just open it up for him because it is hard to open doors on TableTop Simulator.

More comments on how the movement is too slow
It is hard to steal treasure because it's too slow

players cooperated to move the dragon to the room when it was the dragon's turn.

I heard a yawn lol

There was talk about the players wondering if they have to be in the same room or space to open the door that is in the room.

They also queried if the entrance counted as a room their reasoning being that the rooms were all numbered except for the entrance.

There was talk about how one action could be used to steal a treasure or to claim a treasure but a player questioned if you win against a dragon after fighting it and you win and you'd like to claim the treasure would you have to use another action point to claim it?

Another player jumped in and said that you don't need to use an action point to claim it.

Questions were made on "how to stash the treasure?" or I guess where to stash the treasure.

Comments were made on how they liked the board that it was big and the detail was nice.

A comparison of the theme in a game called Clank was made. Apparently it's a deck building game, and you are going through a dungeon and get points but you can make noise to alert the dragon.

A player asked how many tokens there were and if it said in the rule book.

In the beginning of the game they got a lot of skulls and thought that there were a lot of skulls. Near the end of the game they said that there were the right amount of treasures though.

A comment was made about stealing the treasure from the nest of the dragon because the player was near the treasure nest. They looked at the rule book and stated how it

can't be touched. Someone said that if someone beats the dragon it would be complicated.

Made comments about staring blankly at the door, the player was waiting in front of the door for a very long time.
a lot of jokes made on remembering how to use the door

The tone of voice seems okay but when it comes to progress being slow like being taken back to the entrance and going back to a certain place on the board, it feels far away and the movements were slow and I guess annoyed them a bit.

However, players seemed excited at the idea to fight the dragon and to catch up to a person and steal one's treasures. A comment in the end was made though that there wasn't any incentive to beat the dragon.

The labyrinth on the board was brought up. some players thought a player was going the wrong way in the labyrinth.

Several players were talking about how it's statistically impossible to continue to roll 1's, because they kept rolling one's so progress to them was still very slow. A player could not go through a door because of that, and kept missing getting above a certain amount.

A tap out rule joke was made about opening the door, after not being able to open the door a certain amount of time.

Players were disappointed when they flipped a skull
a lot of just looking at the door comments

A Comment was made that there's no need to go into a room again once the treasure is claimed or if it's revealed that it is a skull

A player asked if the dragon would take the treasure back to the nest because he lost to the dragon's roll but it didn't matter because he entered the room when the dragon was there and he didn't even claim the treasure yet.

A question was asked: Do you need to engage with a dragon when it teleports into your room?

I wasn't able to jot down their answer

Suggestions from players:

- using a d20 to roll to help with movements
- we need more of an incentive for stealing
- or instead of using a d20 we can roll the two d10's so that way we can have more than

10 movements and we can cover more ground on the gameboard so that way players won't be stopped by the door and can go through the door and get the treasure without stopping and waiting for their turn. Claims that it won't change the gameplay too much as it was previously before.

- Maybe allow the player to get the treasure from the nest, and to beat the dragon.
- Need an incentive to fight and kill the dragon, there was also no desire to team up with someone and kill the dragon.
- In the beginning of the game players had to move a lot and nothing much was happening. Player said it's boring and we need to tweak our movement mechanic.

Christina (purple) won the game.

There was a part where Mika referred them to our rule book..but I can't remember when she did it. I was too busy writing down other things.