

| <b>Playtest 2:<br/>Scofflaws</b>      |                                                                     |                 |                                                                       |
|---------------------------------------|---------------------------------------------------------------------|-----------------|-----------------------------------------------------------------------|
| <b>Feedback</b>                       | <b>Underlying Issue</b>                                             | <b>Severity</b> | <b>Proposed Solution</b>                                              |
| Change rules for selecting characters | Self explanatory                                                    | 3               | Fix it with my current solution                                       |
| Dice roles to decide turns            | Turns need to be decided                                            | 5               | Write it in the rules                                                 |
| Attack turn order                     | People don't know when to go                                        | 4               | Whoever got the worst dice role at the start gets first turn          |
| Confused about art                    | People had trouble seeing what a couple of the images were.         | 1               | This'll be fixed with a color printout                                |
| People forgetting to redraw cards     | Self explanatory                                                    | 2               | Seems like people need a little bit of time to catch on               |
| Defense/Attack value                  | Instead of being a slow burn, players are getting destroyed quickly | 5               | Make defense cards odd and attack cards even, so they never are equal |
| Dead player                           | What to do with a dead player                                       | 3               | Have a dead player's identity be revealed upon death                  |
| Health issues                         | Players die at uneven rates                                         | 6               | Nerf stitches, bump total health up to 20, and make defense weaker    |

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| Bomb questions            | Players unclear on whether they can call out suspicious activity                             | 4   | Clearly state players can get caught in the act                           |
| Enforcer balancing        | Enforcer is boring and sucks                                                                 | 5   | Needs a buff to his healing and an easier card number to reach, like (13) |
| Health counters           | People liked them                                                                            | N/A | N/A                                                                       |
| Fast paced                | People appreciated the faster paced gameplay                                                 | N/A | N/A                                                                       |
| Cremation and Cannibalism | It would be better to have a round counter to keep track of these two abilities              | 3   | Make a round counter                                                      |
| Ways to play the game     | I've playtested two methods of playing the game, but different players liked different ways. | 4   | Include both methods of starting a game in it's own section in the rules  |
| Colors and flavor text    | People liked both                                                                            | N/A | N/A                                                                       |
| Rotten bite               | The ability card rotten bite is mislabeled                                                   | 4   | Fix it                                                                    |
| Typo in the rules         | Self explanatory                                                                             | 2   | Fix it                                                                    |
| Word choice               | Passive and active is slightly odd word choice                                               | 4   | Come up with different word choice                                        |

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| Discrepancy with names              | Dirty cop and Corrupt cop are used in seperate places                                         | 1   | Change it                                                           |
| Flavor text                         | A different player laughed at my writing (in a good way)                                      | N/A | N/A                                                                 |
| Loopohole in players                | A player killed the winner because it wasn't explicitly stated in the rules                   | 2   | State it in the rules                                               |
| Ability cards count                 | Enforcer needs it to be explicitly stated his ability cards don't count towards his win total | 3   | State in the ability section                                        |
| Enforcer drawing two cards per turn | Did this because it wasn't explicitly stated in the rules                                     | 5   | Need to state this in the ability section                           |
| Giving up a turn                    | Players want to give up a turn in order to just draw a card                                   | 1   | This is a good idea, I'll put it in the rules                       |
| Dirty Cop                           | Change expose ability to be slightly nerfed                                                   | 3   | Make it so he can just play as many expose cards as are in his hand |
| Bomb longevity                      | Bombs can also still be used after being exposed                                              | 3   | Just have to plainly say this in the rules                          |

|                     |                                |     |                                                                                                  |
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| Buff psycho ability | Psycho could use a buff        | 3   | Maybe make it more attack oriented, like able to play two attack cards (capping out at 8 damage) |
| Artwork             | Player laughed at the joke art | N/A | N/A                                                                                              |